

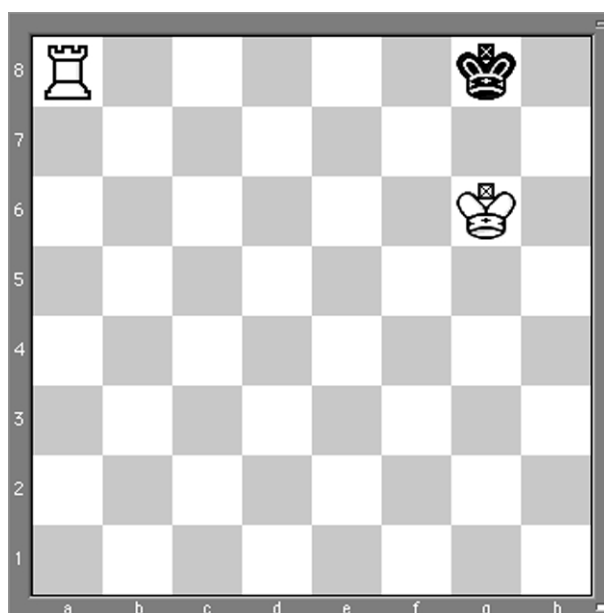
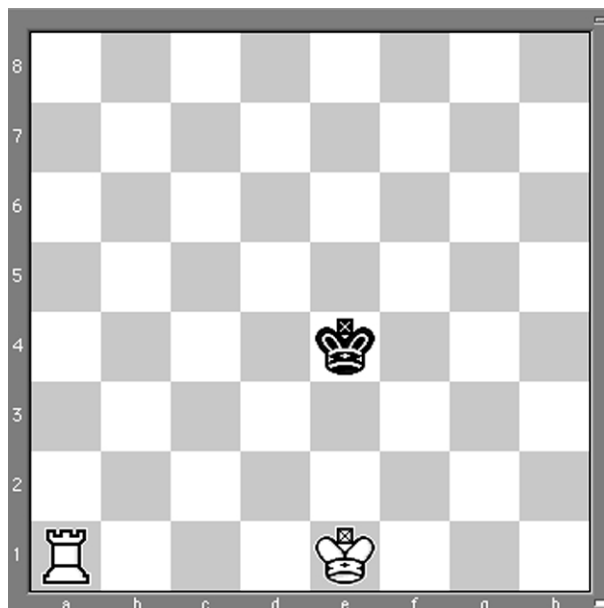
CHECKMATE – with 1 rook (king in the centre of the board)

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If the opposition King is in the centre of the board it needs to be driven to the edge of the board by the King and the Rook working closely, and then checkmate is delivered.

From the position, right:

1. **Rd1 Ke3**
2. **Kf1 Kf3**
3. **Re1 Kf4**
4. **Kf2 Kf5**
5. **Kf3 Kg5**
6. **Re4 Kf5**
7. **Ra4** The white rook is attacked, so it moves away.
7. ...**Ke5**
8. **Ke3 Kd5**
9. **Rh4 Kc5**
10. **Kd5 Kb5** If 10. ...Kd5 then 11. Rh5+ forces the King back
11. **Kc3 Ka5**
12. **Kb3 Kb5**
13. **Rh5+ Kc5**
14. **Kc4 Kd6**
15. **Ra5 Ke6**
16. **Kd4 Kf6**
17. **Ke4 Kg6**
18. **Kf4 Kf6**
19. **Ra6+ Ke7**
20. **Ke5 Kd7**
21. **Rh6 Kc**
22. **Kd5 Kb7**
23. **Kc5 Ka7**
24. **Kb5 Kb7**
25. **Rh7+ Kc8**
26. **Kc6 Kd8**
27. **Kd6 Ke8**
28. **Ra7** Notice how white plays a waiting move with the rook so black cannot play Kd8, and instead is forced into the corner
28. ...**Kf8**
29. **Ke6 Kg8**
30. **Kf6 Kh8**
31. **Kg6 Kg8**
32. **Ra8++** See FINAL POSITION, right



MORE information:

Go to the Irish Chess Union website, at www.icu.ie