

CHECKMATE – with 2 rooks

This is a very easy checkmate process. The two rooks drive the white king to the edge of the board by checking on alternate RANKS or FILES. If the opposition king attacks one of the rooks, it simply moves away to the other side of the board.

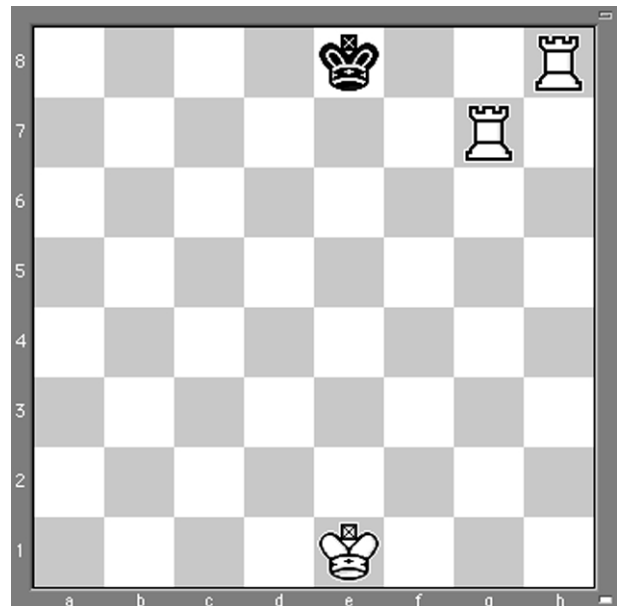
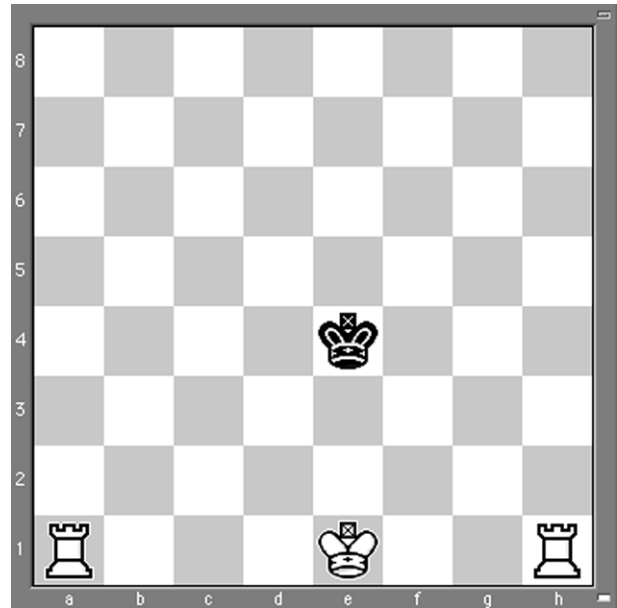
From the position, right:

1. Ra3 Kd4
2. Rh4+ Kc5
3. Ra5+ Kb6

The white rook is attacked, so it moves away.

4. Rg5 Kc6
5. Rh6+ Kd7
6. Rg7+ Ke8

7. Rh8++ See final position, right



MORE information:

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