

King and Rook, and King and Queen Checkmates “Beginner” Help Guide

Diagram 1: White to move. You are looking for Checkmate in one move with your Queen. Your King is protecting all of the squares that are surrounding it so if you can put your Queen into a position that will Checkmate the opposing King and be protected by your own King you will win no problem.

Diagram 2: White to move. In this diagram you want to use your Queen to Checkmate the opposing King in one move. So take a look at your King and keep in mind that he is protecting all of the squares that are between him and the Black King. That means all you have to do is move your Queen down and you will have yourself a Checkmate. But remember that your King is not protecting the h8 square so you need to find some place else that your Queen can move to so she can perform the Checkmate.

Diagram 3: White to move. In this diagram you are looking for a Checkmate in one move with your Rook. Your King on f3 is protecting all of the squares next to it so the King has no place to escape on the g-rank. So now that you know that, all you need to do is move your Rook over and put the King into Check. There is only one place you can move your Rook to Checkmate the King so once you find it you will have won the game.

Diagram 4: White to move. In this problem you are trying to find Checkmate in one move with your Rook. First you must look at the Black King and realize that the only places that he can move to are the b1 and d1 squares. Now that you know that he has to stay on that file, all you need to do is bring your Rook down and take it away from him.

Diagram 5: White to move. You are trying to find a Checkmate in one move by using your Queen in this problem. All you have to do is bring your Queen down to put the Black King in Check. There are a few things that you should remember before you do this however. The first is that your King is attacking both of the squares in front of it and the second is that if you move your Queen down to put the King into Check the Bishop on f1 cannot move because of the Absolute Pin the Rook has on it and the Black King.

Diagram 6: White to move. In this diagram you are trying to Checkmate the Black King in one move with your Rook. The Rook can only move to one square and put the King into Check. So once you find it you will have Checkmate. Keep in mind that the Bishop is protecting the f1 square.