

# **One Move Checkmates**



*This book is dedicated to Maya and Hakeem and  
all those just starting out in their journey into the  
chess world. Each new generation of chess players  
enriches the great legacy of the Royal Game.*

# **One Move Checkmates**

**ERIC SCHILLER**

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FIRST EDITION

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Library of Congress Catalog Card No: 2005920560  
ISBN: 1-58042-171-7

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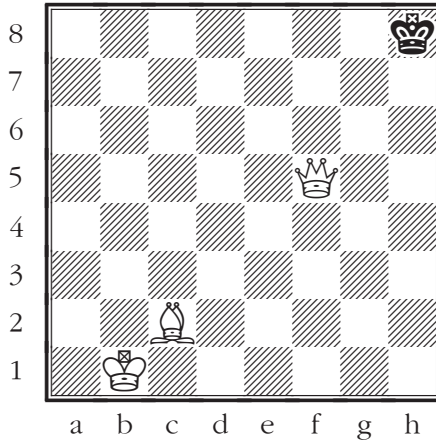


# Introduction

The goal of every game of chess is checkmate. **Checkmate** takes place when the king is under attack and cannot escape. If the player cannot move his king to any square that is not under attack, cannot capture the checking piece, and cannot block the check by moving some other piece between the attacking piece and the king, then the king is checkmated and the game is over.

Unless your opponent voluntarily resigns, or, if you are playing with a timer, exceeds the agreed-upon time limit, checkmate is the only way to win the game. Even if you capture all of the enemy pieces other than the king, you don't actually win the game until you hunt the king down and checkmate him.

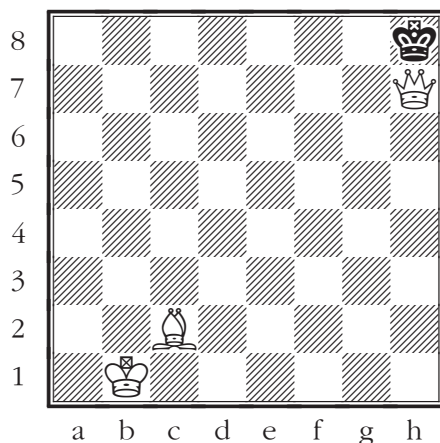
Here is an example of a checkmate:



**White to move**

The picture, known as a **diagram**, shows four pieces on a chessboard. White has a king, located at the square b1 (the vertical line is the b-file, the horizontal line is the 1st rank). There is a bishop at c2 and a queen at f5. Black's king sits on h8. Since it is White's turn, the queen can move from f5 to h7, placing the enemy king in check.

## ONE MOVE CHECKMATES



### **Black to move**

The king cannot run away, and the queen cannot be captured because it is protected by the bishop. So we have a checkmate position, and White wins the game.

When starting out in chess, one of the very first things you have to learn is how to checkmate the enemy king. There are many different checkmating patterns. In the first section of the book, you'll see many of the most common and famous checkmating patterns in action. It isn't necessary to memorize all these patterns, but the more you familiarize yourself with them, the easier it will be to finish off your opponent.

In the second part of the book, you will be challenged to find the checkmating move that was played—or perhaps overlooked—in an actual game situation. These are fairly simple variations on the basic checkmating patterns found in the first section of this book.

The last section of the book contains puzzles that challenge you to find the checkmating move. These are a little more difficult because there are many different checking moves available and in some cases, the checkmating piece comes from far away—perhaps from a region of the battlefield that seems irrelevant. The solutions to these puzzles are found in the back of the book.

After solving all the puzzles in this book, you will be well prepared to deliver checkmate when the opportunity arises. You will learn to anticipate your opponent's checkmating schemes and thwart them. As you gain more chess experience and knowledge, you'll even be able to spot checkmating plans in advance. Eventually, this knowledge will form the foundation for successful chess strategy.

Work through this book at your own pace and enjoy solving these critically important chess positions. If you've just learned the game, it may take you some time to work out the solutions. If you have had some experience playing, you may be able to fly through this book at a fast pace. Even if you are an experienced player, you will probably run into many checkmating patterns that you haven't seen before, and you will sharpen skills that will help you win a lot of games.

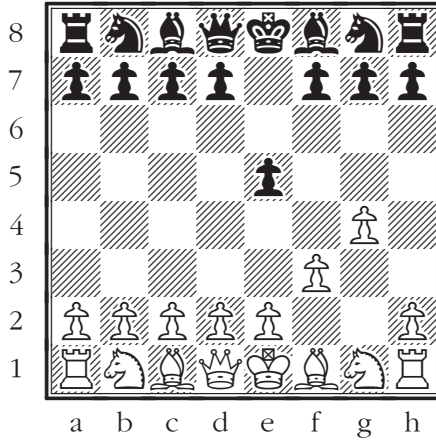
After you have completed all of these exercises, you'll be ready to move on to checkmating plans that are two, three, four, or more moves long. You can continue your challenge by exploring books such as *303 Tricky Checkmates* by Fred Wilson and Bruce Alberston, also published by Cardoza.



# **Basic Checkmating Patterns**

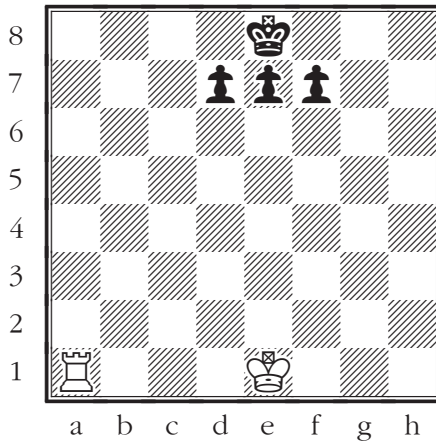
This section of this book contains puzzles involving the most basic checkmating patterns. There are thirty-three mates for you to solve with the solutions to them in the back of the book. The first diagram reveals the fastest possible mate in chess. See if you can find the move.

1.



**Black to move**

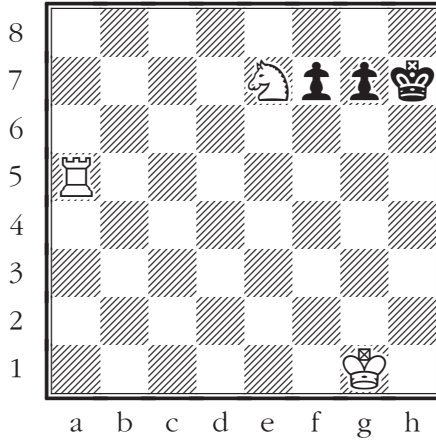
2.



**White to move**

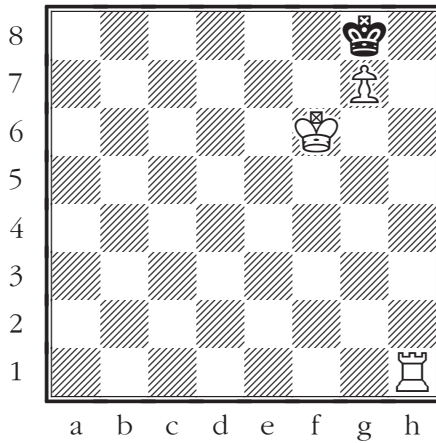
# ONE MOVE CHECKMATES

3.



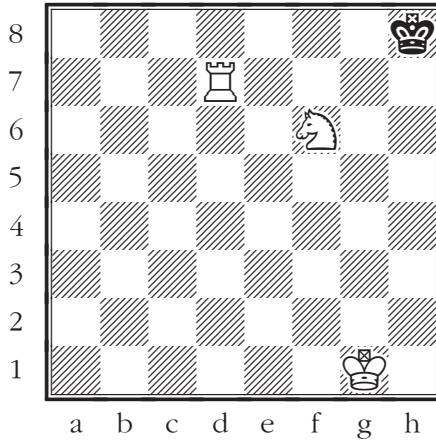
**White to move**

4.



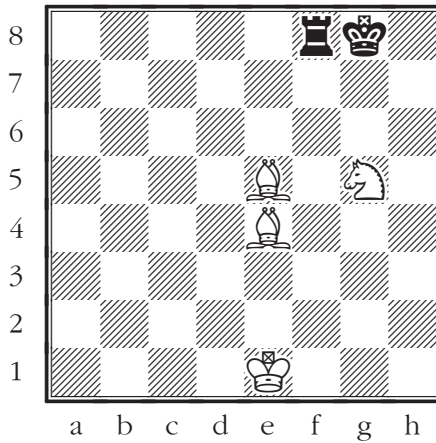
**White to move**

5.



White to move

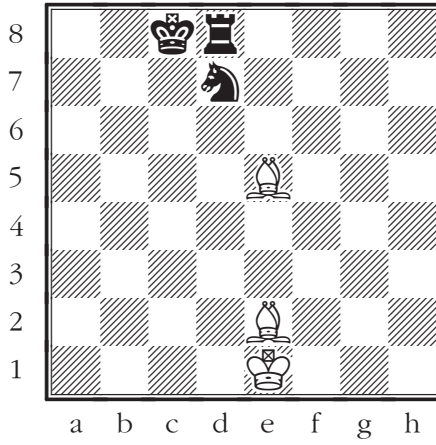
6.



White to move

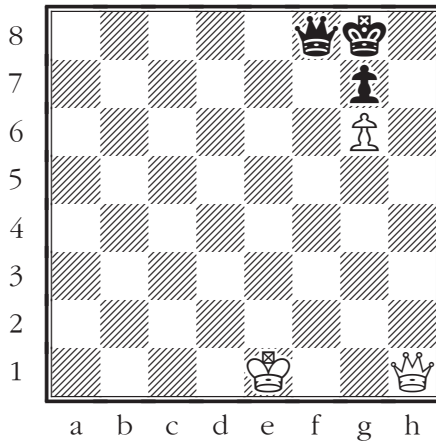
# ONE MOVE CHECKMATES

7.



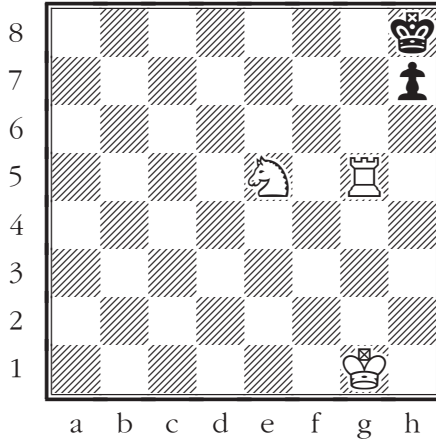
**White to move**

8.



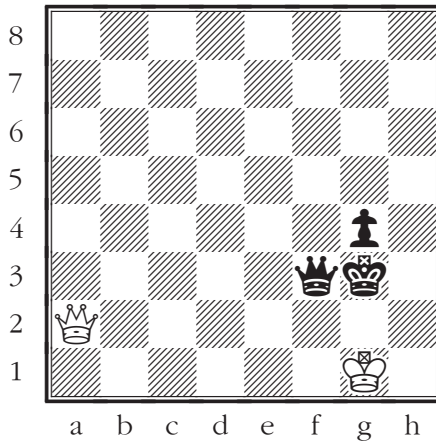
**White to move**

9.



White to move

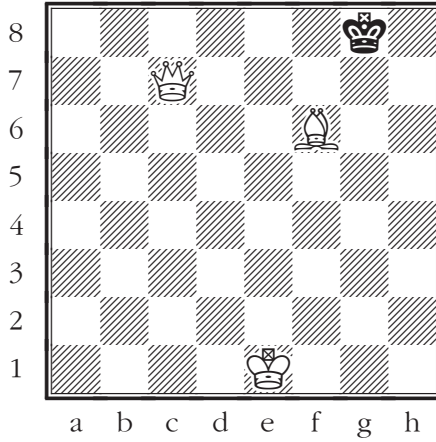
10.



White to move

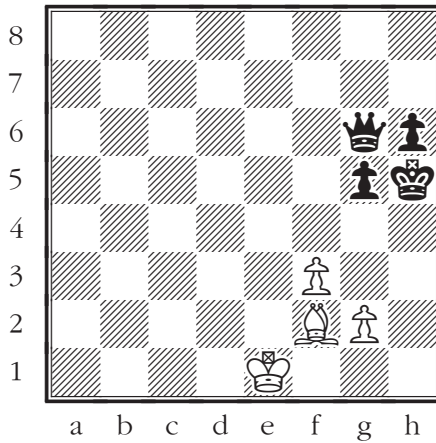
# ONE MOVE CHECKMATES

11.



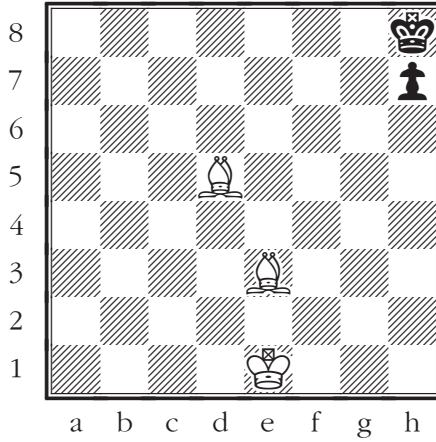
White to move

12.



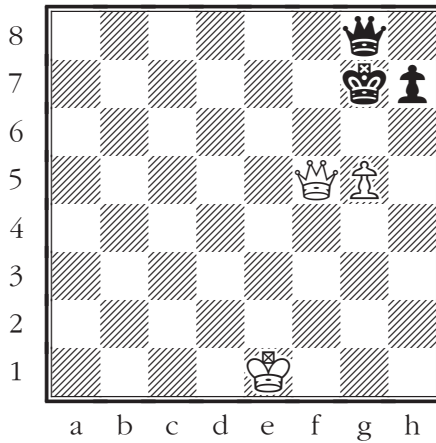
White to move

13.



White to move

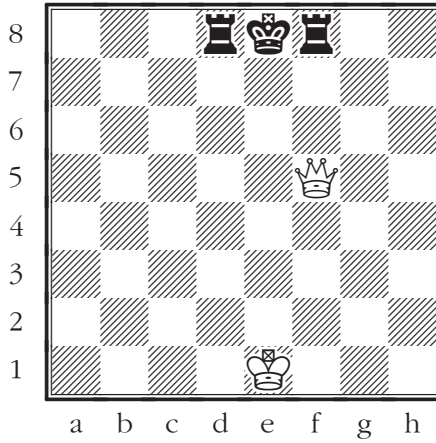
14.



White to move

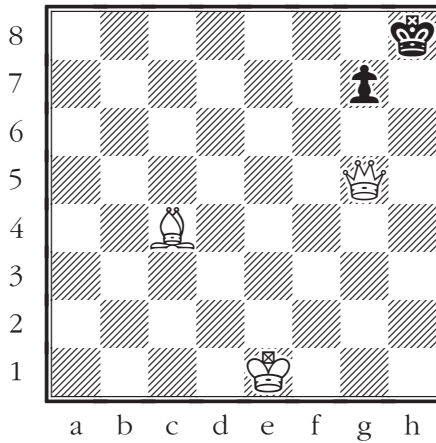
ONE MOVE CHECKMATES

15.



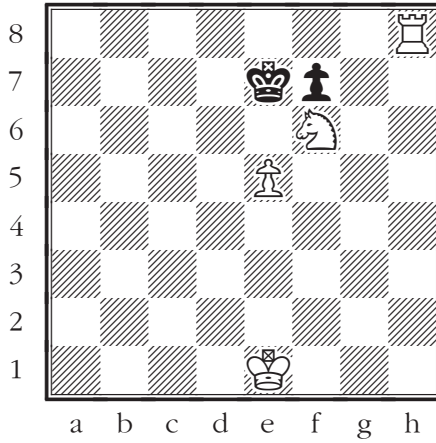
White to move

16.



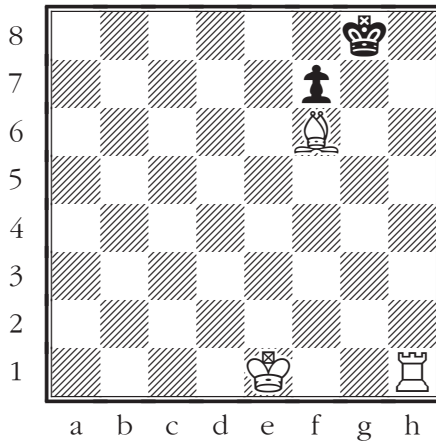
White to move

17.



White to move

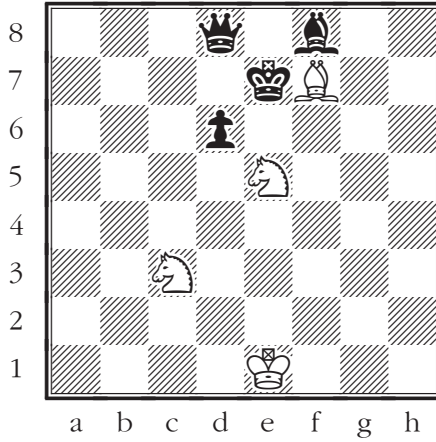
18.



White to move

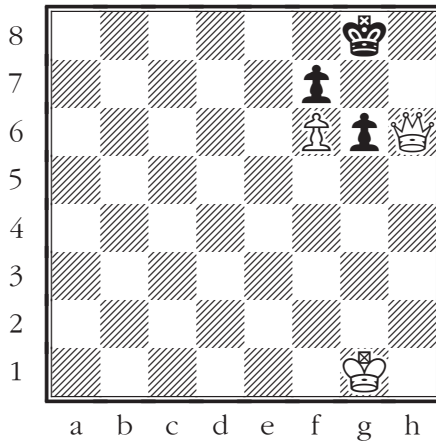
ONE MOVE CHECKMATES

19.



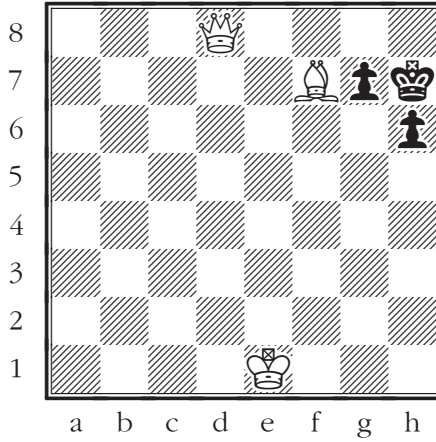
White to move

20.



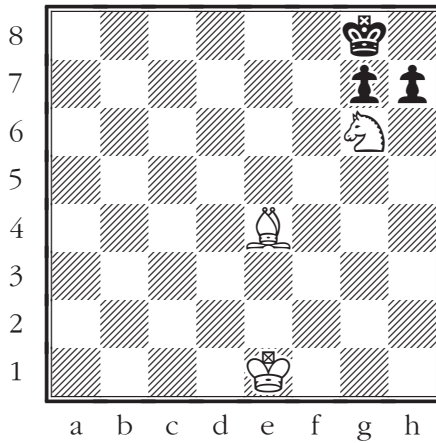
White to move

21.



White to move

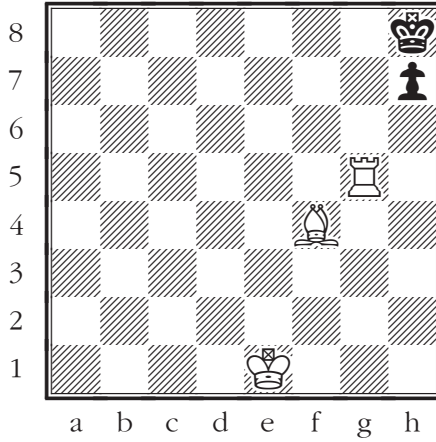
22.



White to move

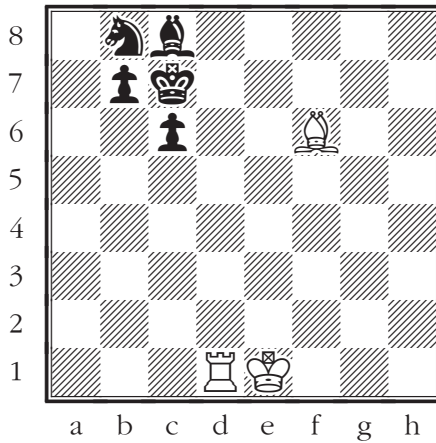
ONE MOVE CHECKMATES

23.



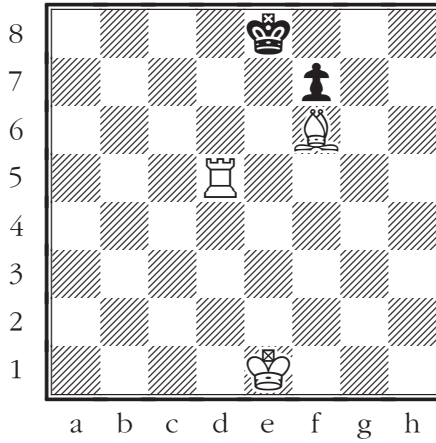
White to move

24.



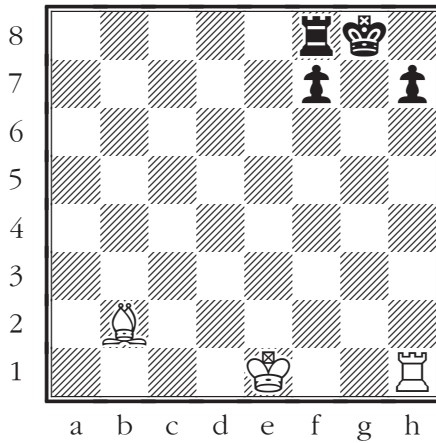
White to move

25.



White to move

26.



White to move