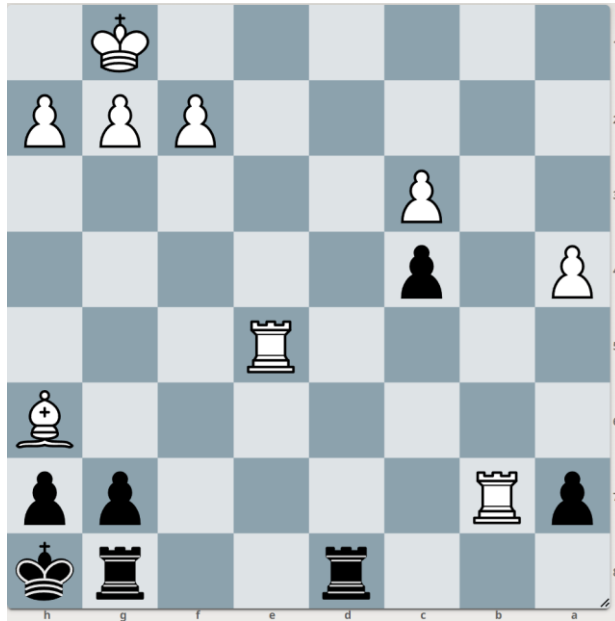


Meltham and Denby Dale Training Pack 600-1000

Week 3: Back Rank Checkmate

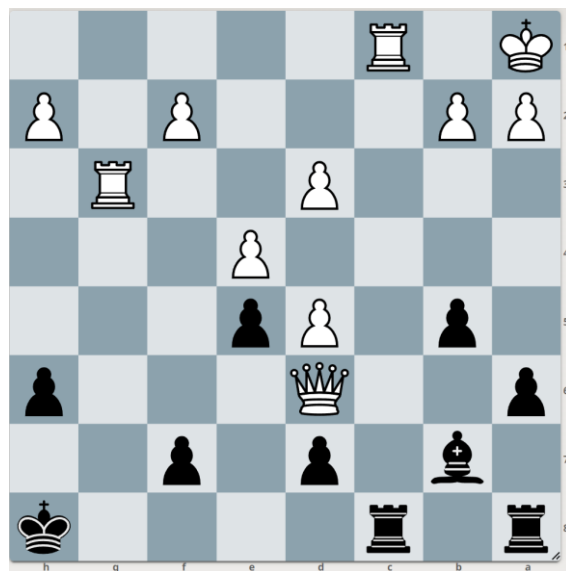


Back rank checkmates involve White checkmating the Black king on any of the squares a1 to a8, or Black checkmating the White king on the squares a1-h1. It usually (but not always) after the enemy king has castled, and hasn't moved the pawns in front of his king yet.

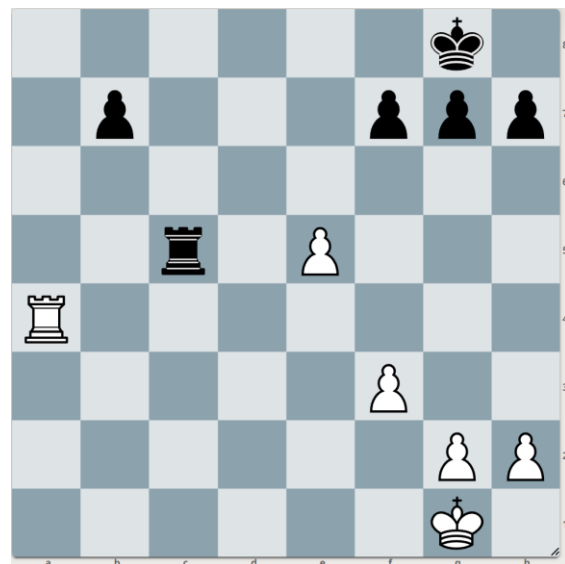
In this position it's Black to move and we can deliver checkmate in two moves:

1...Rd1+ places the White king in check. All Black can do to stop it is block the check with **2.Re1**. We simply capture the rook with **2...Rxe1#** and it's game over

1 – Black to move and checkmate in 1 move



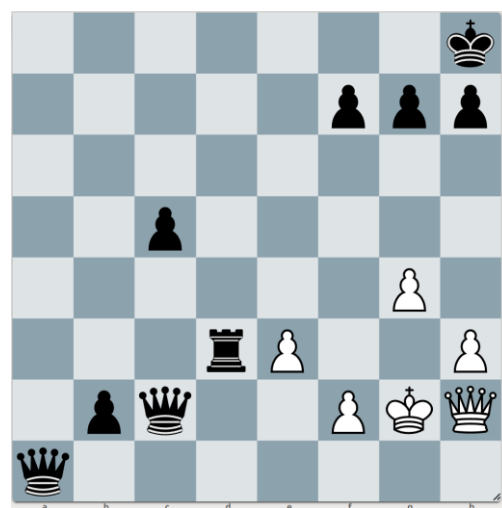
2 – White to move and checkmate in 2 moves



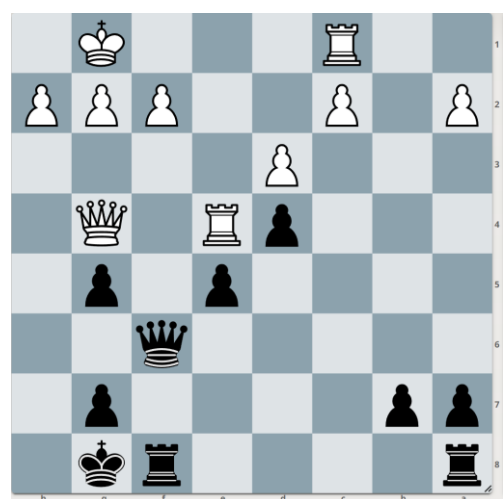
3 – Black to move and checkmate in 2 moves



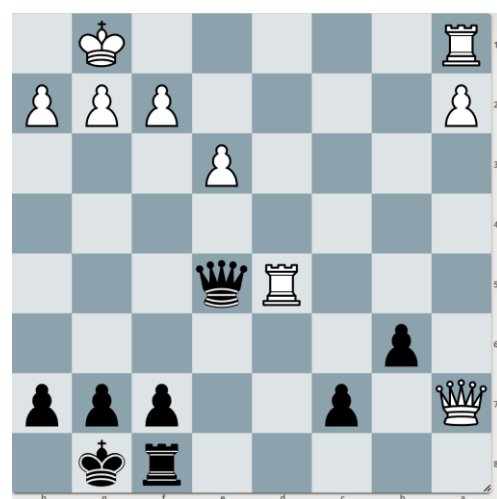
4 – White to move and checkmate in 2 moves



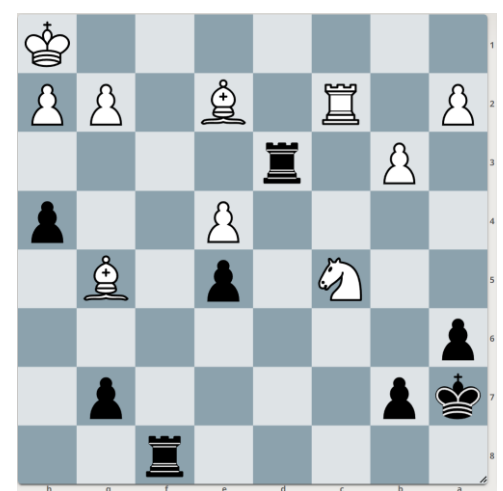
5 – Black to move and checkmate in 3 moves



6 – Black to move and checkmate in 2 moves



7 – Black to move and checkmate in 2 moves



8 – White to move and checkmate in 3 moves

