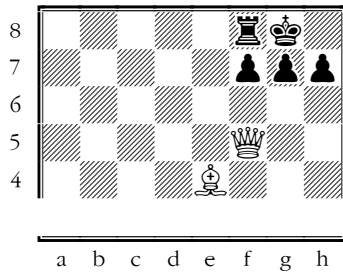
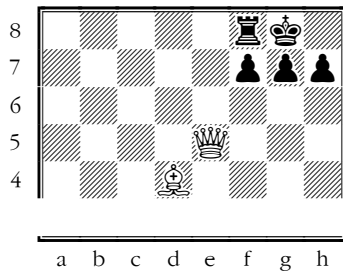
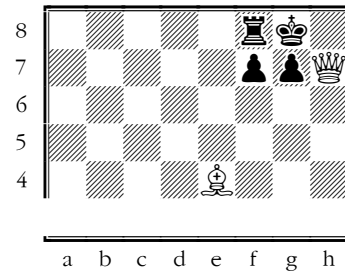


# Common Checkmating Patterns

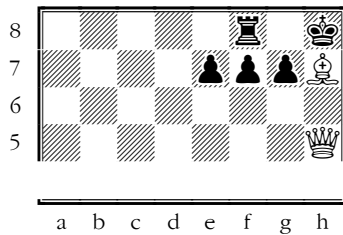
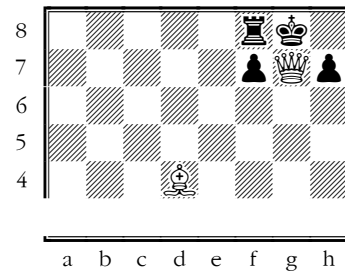
When the King is Castled



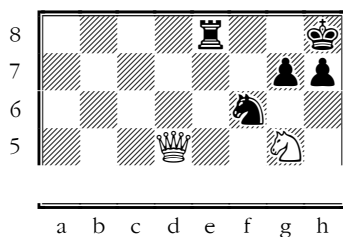
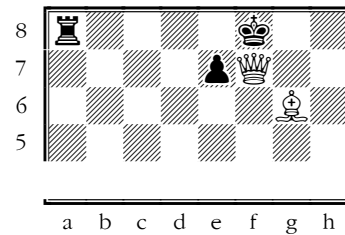
The simplest checkmate with a **queen and bishop** involves an attack on h7. For this, the queen and bishop can be anywhere on the b1-h7 diagonal. The queen can also be on the h-file.



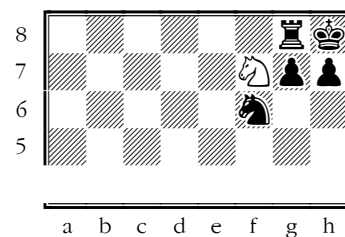
A **queen and bishop** mate can be directed at g7. If the g-pawn is on g6, then mate is also possible at h8. The queen may be on the g-file or h6 if the g-pawn has been advanced or is pinned.



Black to move is defenseless against this setup. **1...g6 2.Qh6!** But not **2.Bxg6+? Kg7** and the king escapes. The rest is **2...Ra8 3.Bxg6+ Kg8 4.Qh7+ Kf8 5.Qf8#.**

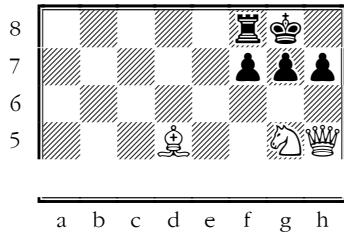


A **queen and knight** combine for "**Smothered Mate.**" You need a queen on the a2-g8 diagonal and a knight within range of f7. Black's king must be restricted and there must not be any piece guarding f7. **1.Nf7+ Kg8 2.Nh6! Kh8 3.Qg8+!! R(N)xg8 4.Nf7#.** Smothered mates do not have to occur in the corner, but they are easiest, and most common, there.

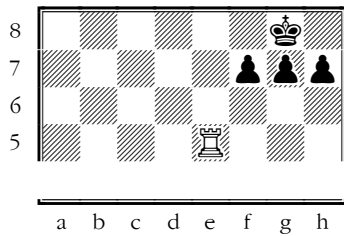
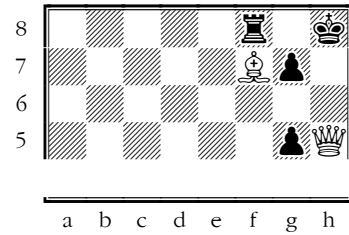


# Common Checkmating Patterns

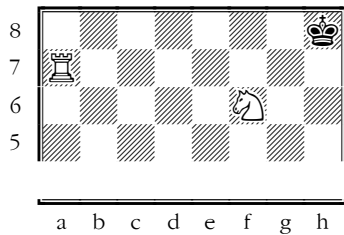
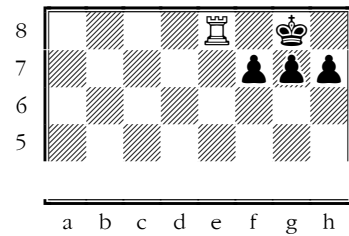
When the King is Castled



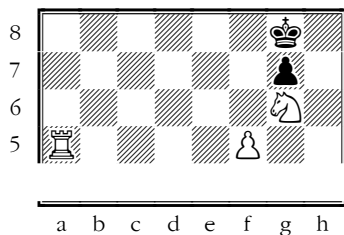
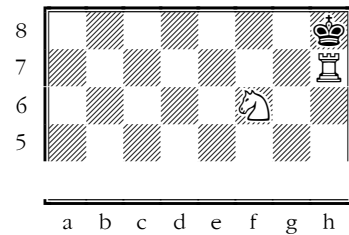
**Greco's Mate** involves a **queen, bishop, and knight**. You need a queen on h5, a knight on g5, and a bishop on the a2-b8 diagonal. Black plays, **1...h6 2.Bxf7+ Kh8** (If 2...Rxf7 3.Qxf7+ Kh8 4.Qf8#.) **3.Qg6 hxg5 4.Qh5#.**



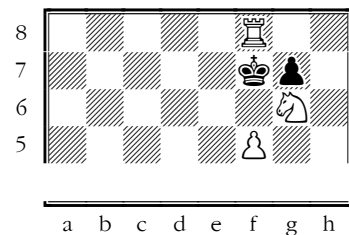
For a **back rank mate**, all you need is a **rook** (or queen) which can check a king that is trapped behind its pawns. There are dozens of variations on this theme, making it one of the most common patterns. For example, your king on g6 can substitute for the pawns.



The **Arabian Mate** involves a **rook and a knight**. It is most common in a corner, but can happen along the edge, too. You need a rook and a knight two squares diagonally away from the king. The knight restrains the king and supports a rook check in front of it.

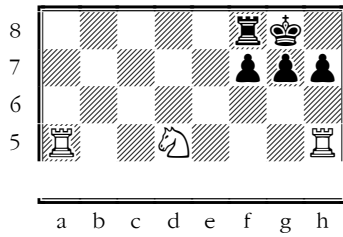


A **rook** (queen) can be lethal when joined by a **knight on g6**! You need a rook (queen) which can get to the back rank, a protected knight on g6 and a guard for e6. Here, the pawn-f5 serves the last two roles, but there are other ways, too. **1.Ra8+ Kf7 2.Rf8#.** If 2...Kh8, 3.Rh8#. This can occur in other places, too.

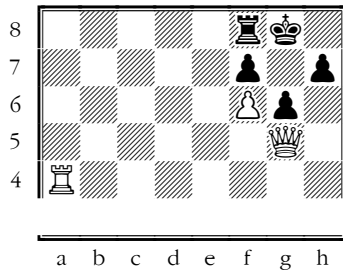
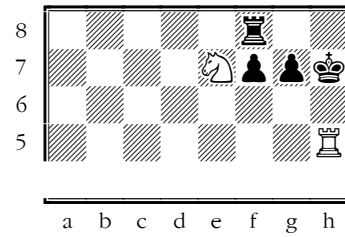


# Common Checkmating Patterns

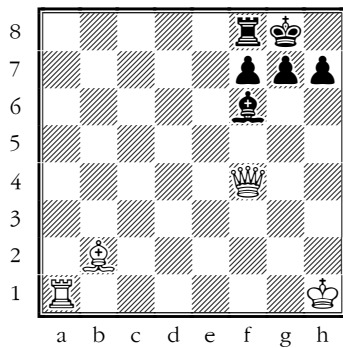
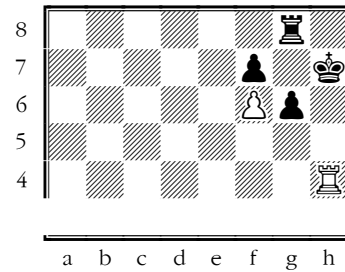
When the King is Castled



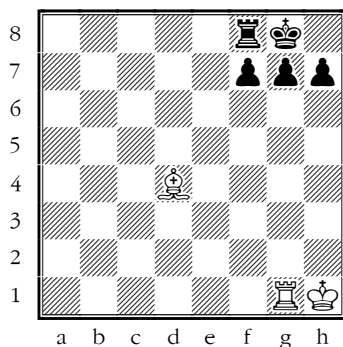
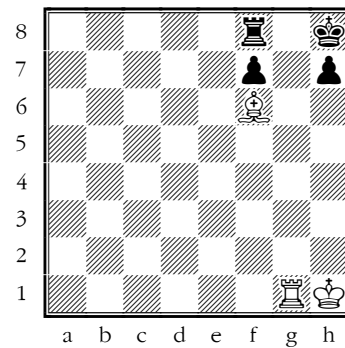
**Anastasia's mate** involves a knight on e7 and a rook or queen checkmating along the h-file. The mate includes a sacrifice at h7. You need a **knight** which can check at e7, a **rook** (or a queen, which can also be along the b1-h7 diagonal) which can sacrifice itself at h7, and a **rook** (or queen) which can reach the h-file for mate. **1.Ne7+ Kh8 2.Rxh7+! Kxh7 3.Rh5#.**



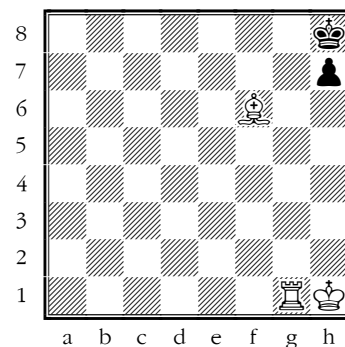
A **pawn on f6** creates patterns which are powerful attacking tools. Here are two common situations. On the left, 1.Qh6 leaves Black defenseless. On the right, it is already checkmate.



**Morphy's Mate** is a famous pattern which is well worth knowing. **1.Qxf6! gxf6 2.Rg1+ Kh8 3.Bxf6#.**

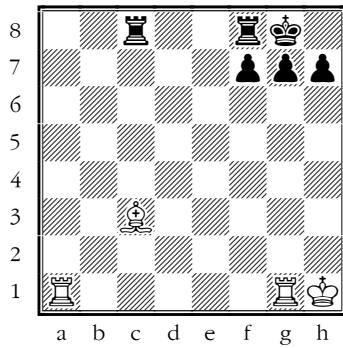


Here is a variation of **Morphy's Mate** for which you need just a bishop and rook. **1.Rxg7+ Kh8 2.Rxf7+! (Not yet 2.Rg1+ because of 2...f6!) 2...Kg8 3.Rg7+ Kh8 4.Rg1+ Rf6 5.Bxf6#.**

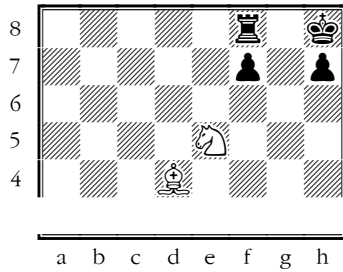
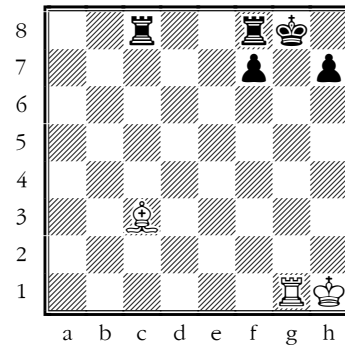


# Common Checkmating Patterns

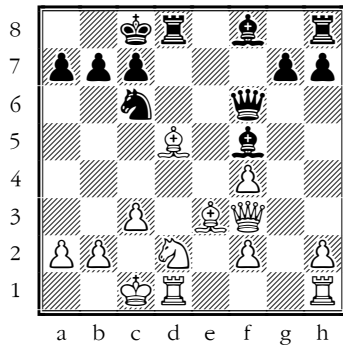
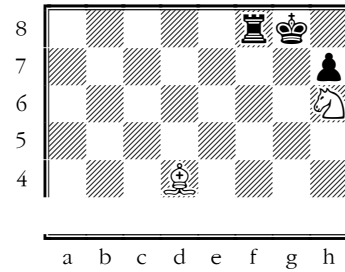
When the King is Castled



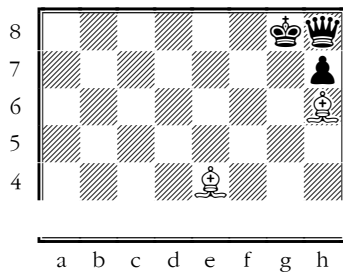
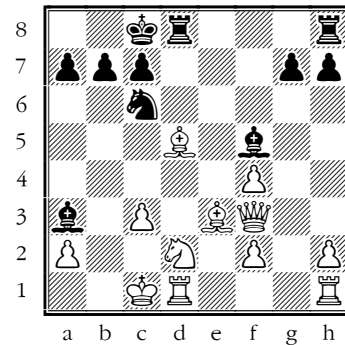
**Pillsbury's Mate** is another variation of Morphy's Mate. (Note: Morphy's mate is not possible because the bishop is under attack.) **1.Rxg7+! Kh8 2.Rg8+!! Kxg8 3.Rg1#.**



A bishop and knight can be deadly. Here we see two typical ways to checkmate. **1.Nxf7+ Kg8 2.Nh6#;** or **1.Ng6+ Kg8 2.Ne7#.**



**Boden's Mate** involves a queen sacrifice and the use of two diagonals and is sometimes referred to as a "criss-cross" mate. This position is from the game Macdonell-Boden, 1869. **1...Qxc3+!! 2.bxc3 Ba3#.**



This is a simplified version of a criss-cross mate. **1.Bd5#.**

