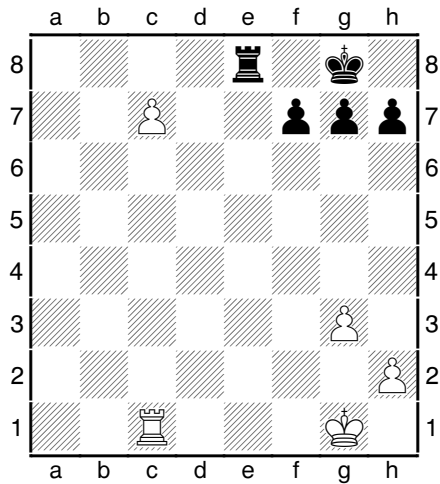
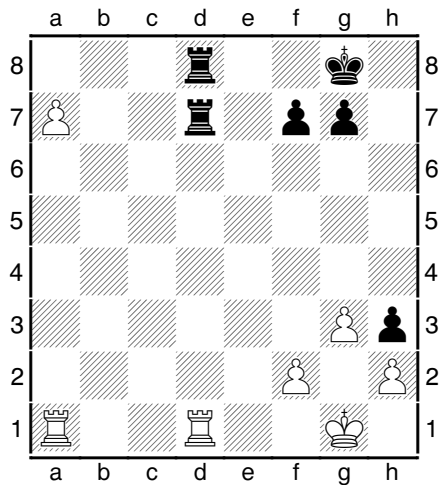


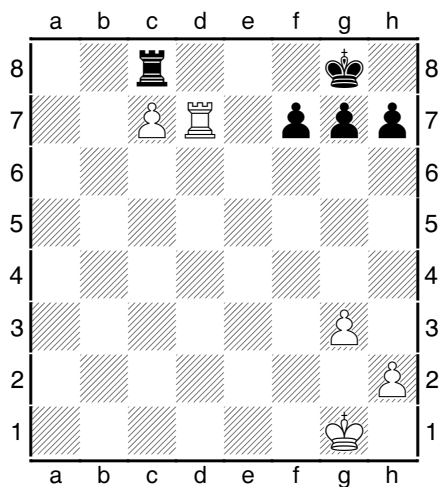
**Rook Tutor 1**



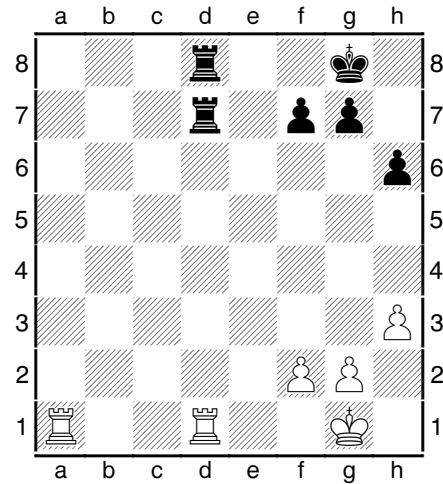
1. White to Move and Win  
Promote to Rook



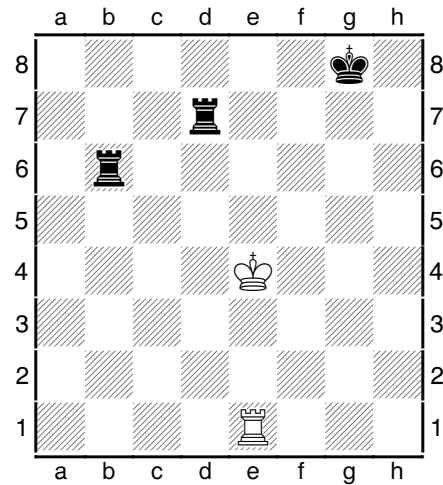
2. White to Move and Win  
or, Black to Move and Win



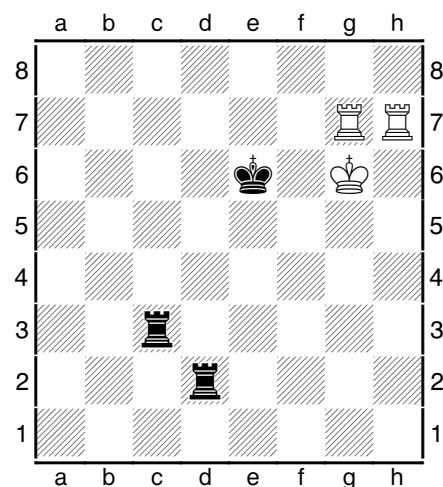
3. White to Move and Win  
Promote to Rook



4. Black to Move and Win  
Promote to Rook



5. Black to Move and Win



6. Black to Move and Win



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## Rook Tutor 1

Promote to Rook. These tutorial exercises usually are intended to be played against a teacher, computer, or other strong opponent. All of the problems give an overwhelming advantage to the side which moves. That is the side the student should play.

Some exercises have a “correct” solution. Others have a variety of solutions, of which the one given is only an example. Most problems may be used at different levels of study by promoting to a Queen or by raising or lowering the handicap (adding/removing pawns or pieces).

### Solutions to Problems

- Multiple solutions **1.c8=R Rxc8? 2.Rxc8#** (a “back-rank” mate). After 1.c8=R Kf8 how should White proceed? Try this one with a Queen promotion.
- White Moves. **1.Rxd7! Rxd7 2.a8=R+ Kh7 3.R8a4 g5 4.f3 Kg6 5.g4 f5 6.Ra6+! Kf7 7.Ra7 Rxa7 8.Rxa7+ Ke6 9.gxf5+ Kxf5 10.Ra4** (“cutting off” the black King and protecting g4) **10...Kg6 11.Kf2 Kh5 12.Kg3 Kg6 13.Kg4 Kf6 14.Ra6+ Kf7 15.Kxg5 Kg7 16.Ra7+ Kf8 17.Kf6 Ke8 18.Ke6 Kf8 19.f4 Kg8 20.Kf6 Kh8 21.Kg6 Kg8 22.Ra8#** Also try this one with a Queen promotion.  
Black Moves. **1...Rxd1+ 2.Rxd1 Rxd1#** (a back-rank mate, aided by Black’s pawn on h3)
- 1.Rd8+ Rxd8 2.cxd8=R#** (a back-rank mate)
- 1.Rxd1+ Rxd1 2.Rxd1+ Ke2 3.Rd6 Ke3 4.Kf8 h4 5.Ke7 g4 6.Ke6 f3 7.Rb6 Kf2 8.Ke5 Kg3 9.Rb4 g5 10.h5 Kf2 11.Kf4 Ke2 12.Rd4 Kf2 13.Rd2+ Ke1 14.Ke3 f4 15.Rf2 Kd1 16.Kd3 Kc1 17.Rxf4 Kb2 18.Rb4+ Ka3 19.Kc3 g6 20.fxg6 Ka2 21.Kc2 Ka3 22.Rc4 Ka2 23.Ra4#**
- 1...Re6+ 2. Kf3 Rxe1 3.Kf2 Re6 4.Kf3 Rf7+ 5.Kg4 Rg6+ 6.Kh5 Rfg7 7.Kh4 Rh7# or ...Rh6#** (a “rolling Rooks” mate)

- A) **1...Rg3+** White moves, **2...Rh2#**  
B) **1... Rg2+** White moves, **2... Rh3#** (two “rolling Rooks” mates)

Now try “White to Move and Win.”

### Terms:

**Checkmate** - When a King is in check (under direct attack) and cannot get out of check.

**Back-Rank Mate** - a checkmate with a Rook or Queen along the 8th rank (1st rank, for Black) where pawns, or other pieces, cut off the enemy King’s escape (see solutions 1, 2 etc.).

**Rolling Rooks Mate** - a series of checks and “cut offs” (see below) with alternate Rooks, driving the enemy King to any edge of the board and, finally, checkmate (see solutions 5 & 6).

**Invisible Walls** - a basic concept in Rook or Queen checkmates, referring to any square next to a King onto which he may not move because he would be in check. Rooks create invisible walls which may block the enemy King, often along an entire rank or file. All pieces and pawns may create invisible walls. Even a King may create an invisible wall for the opposing King.

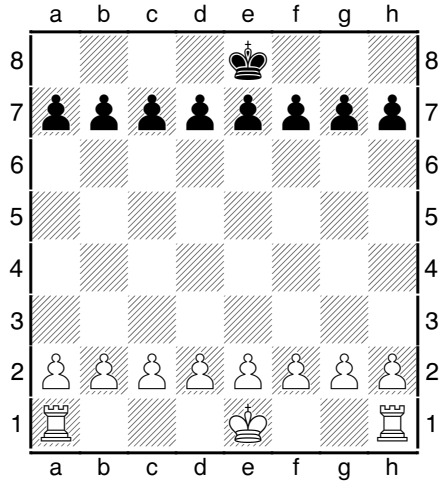
**Stalemate** - A type of draw where a player’s King is *not* in check and the player has no legal moves anywhere on the board. If the King *were* in check it would be a **checkmate** not a **stalemate**.

### Principles:

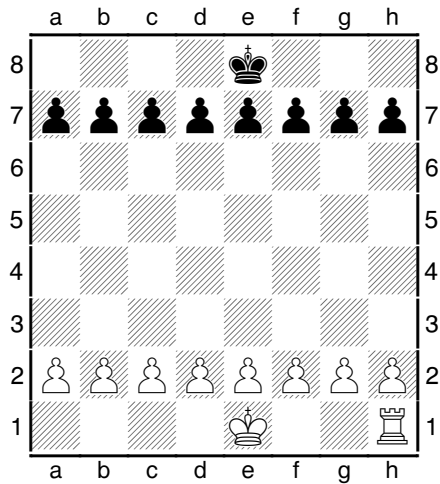
**Cutting Off** - Creating an “invisible wall,” (see above) but not necessarily giving check, in order to block the opposing King and help confine him.

**Boxing In** - Creating invisible walls on ranks, files, and/or diagonals with Rooks and/or other pieces, in order to confine the enemy King to a smaller area. Often the “box” may be made smaller until the enemy King may be checkmated... but watch out for stalemates!

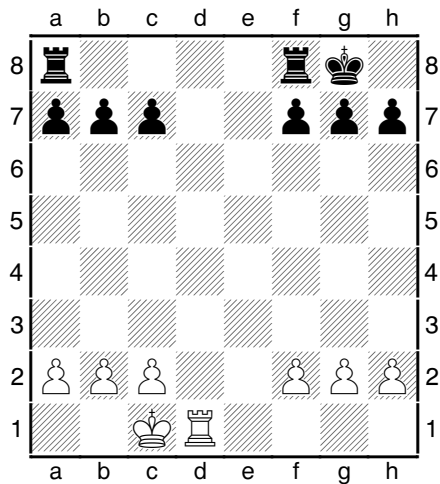
**Rook Tutor 2**



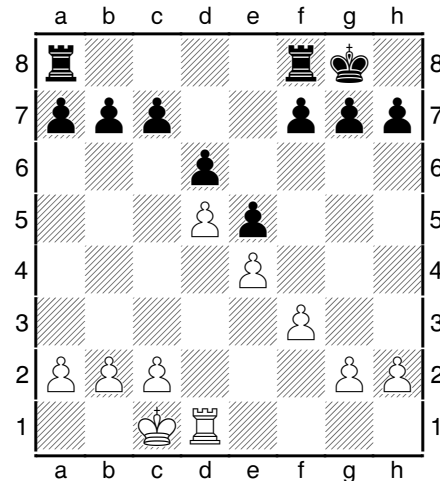
1. White to Move and Win  
Promote to Rook



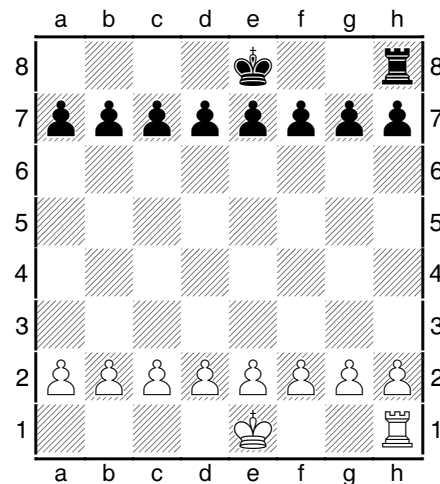
2. White to Move and Win  
Promote to Rook



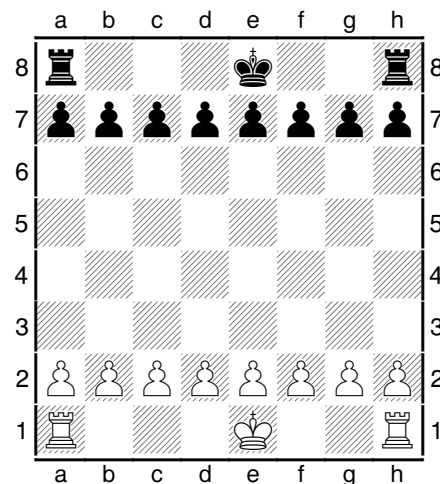
3. Black to Move and Win  
Promote to Rook



4. Black to Move and Win  
Promote to Rook



5. Rooks Game I  
Promote to Rook



6. Rooks Game II  
Tactical Problem 2.0



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## Rook Tutor 2

These tutorial exercises usually are intended to be played against a teacher, computer, or other strong opponent. Four of the problems give an overwhelming advantage to one side, which is the side the student should play.

In Rooks Games I & II material is even. These are a short game or endgame practice primarily for two students. There is, however, no rule against non-handicap contests between student and teacher, etc.

These exercises have a variety of solutions, all of which are long. They are intended for active play, not study or memorization. Therefore no printed solutions are given. Most problems may be used at different levels of study by altering the conditions (promoting to Queens, adding Bishops or Knights, etc.) and/or raising or lowering the handicap.

### Terms:

**Castling** - is a special move of the King and either Rook which counts as a single move. It is executed as follows: the King is moved (from its original square) two squares toward either Rook (on their original square); then, that Rook is moved over the King to the square beside the King on the same rank. Castling is also described (with diagrams) in the first section of *The Student Chess Journal*, "Chess Basics for New Players."

There are certain conditions which must be met in order to castle:

It must be the first move of both the King and the Rook involved.

There may be no pieces between the King and the Rook involved.

The King may not castle to get out of check, into check, or through check.

Castling is one of the "7 Things To Do In the First 10 Moves" because it removes the King from exposure in the center and at the same time develops one of the Rooks.

**Open File** - a file with no pawns on it. Sometimes a "semi-open" file is called open for a player able to use it.

**Semi-Open File** - a file with pawns of only one color on it. Often the opposing player may regard such a file as open if his Rooks and Queen may use it for attack.

**Doubled Rooks (Rook Battery)** - two Rooks coordinating on the same file or (less often) rank. A common kind of "battery" (two or more pieces, of similar movement, attacking along the same rank, file, or diagonal).

**"White (or Black) to Move and Win," etc.** - This phrase indicates whose turn it is in a problem or position, and that they may *force* a win. In general use "win" may mean anything from winning material (such as a pawn, Knight, etc.), or winning the exchange (getting more than you lose), to forcing checkmate.

**"White (or Black) to Move and Draw"** means the side to move may *force* a draw (by repetition, stalemate, or some other way).

**"White (or Black) to Move"** indicates only whose turn it is and invites you to find the best continuation.

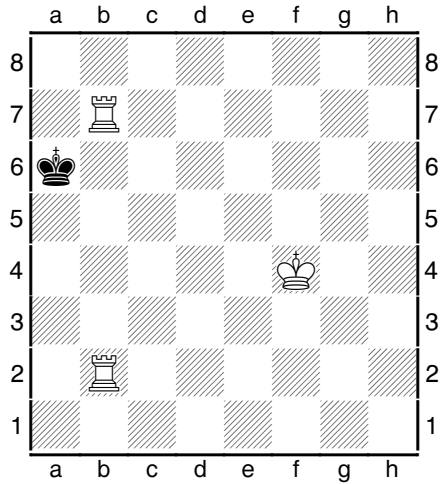
**"Mate in 2," etc.** indicates that checkmate may be forced in a certain number of moves. If "White mates in 2," then White moves (1.W move), Black moves (1...B move) and White moves again (2.W move #), checkmate. When no number is given, look for the shortest way.

### Principles:

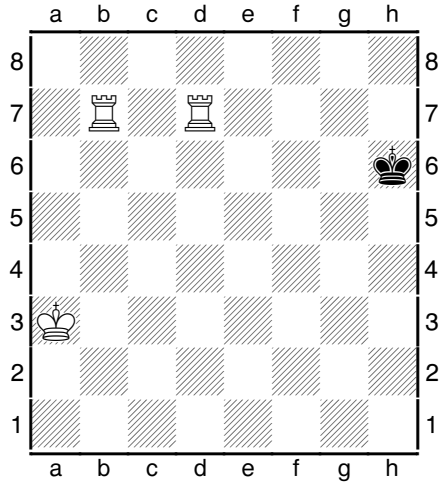
**"Rook on the Seventh"** - Placing an attacking Rook on the seventh rank (from either player's perspective) is often an extremely strong move as it may attack any unmoved pawns and also confine the enemy King on his home rank. The slang term for such a Rook is a "pig" (which may "eat" all the unmoved pawns). It can also serve as the basis for a battery on the seventh rank or on an open file, or for another coordinated attack.

**Rook Tutor 3 - Two Rook Mates**

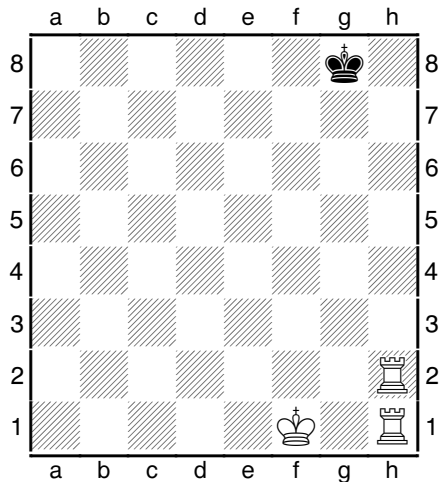
“White to move” in all problems.



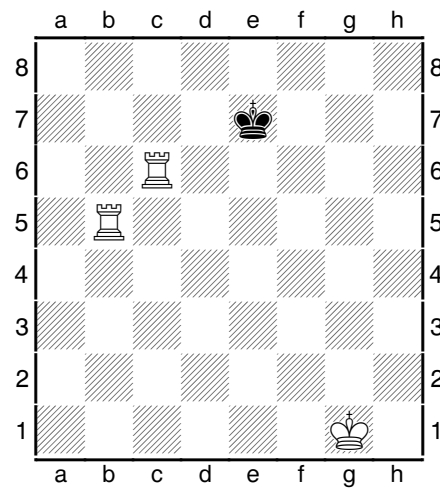
1. Mate in two  
Multiple solutions



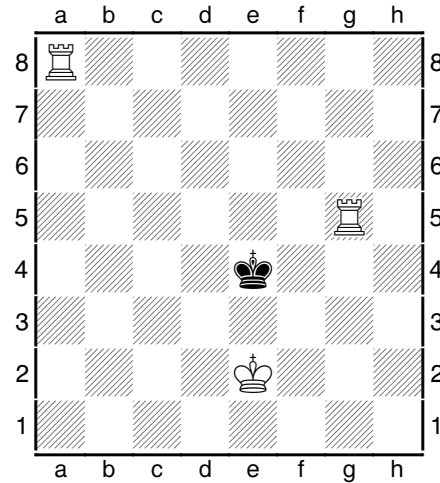
2. Mate in three



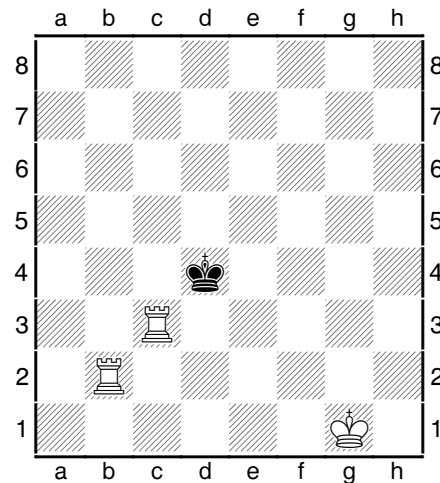
3. Mate in three  
Two solutions



4. Mate in three  
Multiple solutions



5. Mate in one



6. White to Move and Win



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### Rook Tutor 3 - Two Rook Mates

These tutorial exercises usually are intended for self-study, or to be played against a teacher, computer, or other strong opponent.

If you really know the two Rook mates you can do them in about 15 moves (or less) from any position on the board. If you understand the principles you can apply them to many positions with more pieces on the board.

Some exercises have a “correct” solution. Others have a variety of solutions, of which the one given is only an example.

### Solutions to Problems

- Multiple solutions. **1.Rc7 Ka5 2.Ra7#** Some other possible first moves for White are: Rb1, R7b3, K moves, etc. Not good are moves such as Rb8? (and Rb4?) allowing the black King to play ...Ka7 (...Ka5) and avoid mate temporarily. Also weak are perpendicular checks such as R7b6+ which make no progress.
- 1.Rg7** (creating an ‘invisible wall’ along the g-file and cutting off the square h7) **...Kh5** (forced) **2.Rb6** (cutting off the square h6 and preparing to give a ‘parallel check’ along the h-file) **2...Kh4** (forced) **3.Rh6#**
- A) **1.Rf2 ... 2.Rg1(+)** ... **3.Rh2#**  
B) **1.Rh7 Kf8 2.Rg1 Ke8 3.Rg8#**
- Multiple Solutions **1.Rb7+ Kd8 2.Rcc7** (or other waiting moves) **Ke8 3.Rb8# or Rc8#**
- 1.Ra4#**
- Multiple Solutions **1.Rbb3 Kd5 2.Rb4 Ke5 3.Rc5+ Kd6 4.Rbb5 Ke6 5.Rb6+ Kd7 6.Rcc6 Ke7 7.Rc7+ Kd8 8.Rbb7 Ke8 9... either Rook mates.** Challenge: Force checkmate without ever putting the black King in check until the last move (which is checkmate!).

**More exercise positions (without the white King on the board). White to move and win (set up pieces as follows):**

7. White: Rb8, Rh1. Black: Ke5

8. White: Rc3, Re5. Black: Kd4

Challenge: As in No. 6, force checkmate without ever putting the black King in check until the last move (which is checkmate!).

### Terms:

**Invisible Walls** - a basic concept in Rook or Queen checkmates, referring to any square next to a King onto which he may not move because he would be in check. Rooks create invisible walls which may block the enemy King, often along an entire rank or file. All pieces and pawns may create invisible walls. Even a King may create an invisible wall for the opposing King.

**Parallel Check** - a check given along a rank or file parallel to an invisible wall along an adjacent rank or file, forcing the enemy King to move in a certain direction, or delivering checkmate.

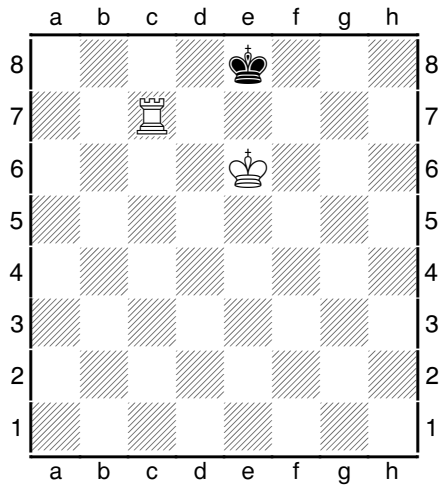
**Perpendicular Check** - a check given along a rank when the invisible wall is along a file (or vice-versa), but usually not forcing a desired result and possibly allowing the opposing King to escape.

### Principles:

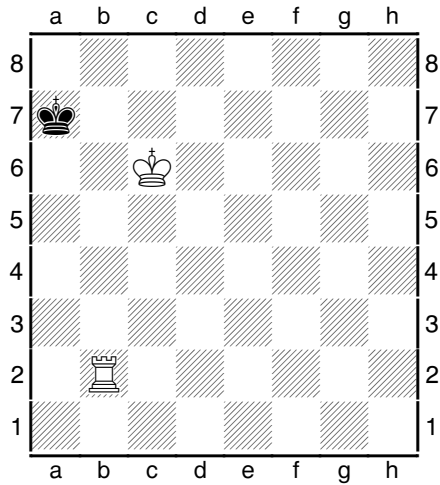
Two Rook mates generally have two parts. First - driving the enemy King to any edge of the board. This is usually accomplished through a combination of parallel checks and cut-off moves. Second - mate is delivered by a parallel check on the edge rank (1st or 8th rank) or file (a- or h-file). It is possible, of course, to give a two Rook mate in the middle of the board if other pieces are involved.

**Rook Tutor 4 – King & Rook Mates**

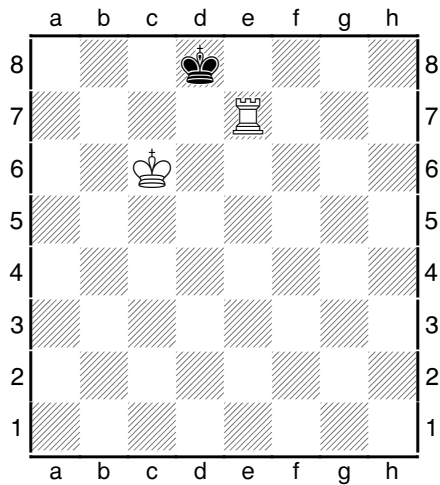
“White to move” in all problems.



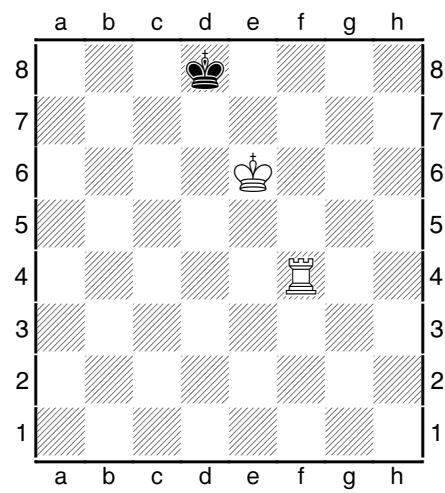
1. Mate in one



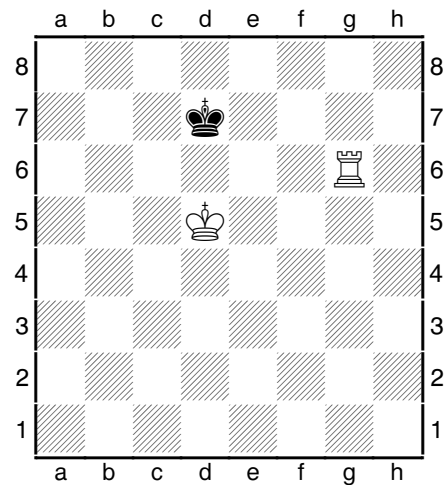
2. Mate in three



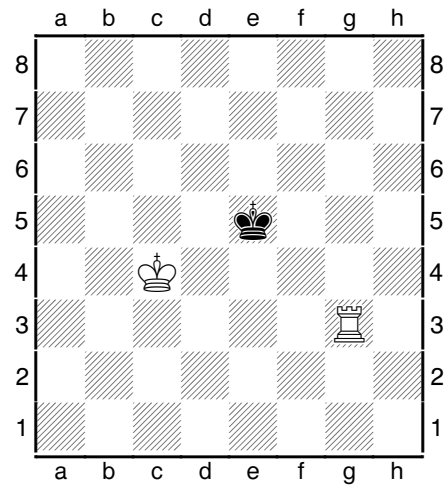
3. Mate in two



4. Mate in two



5. White to Move and Win



6. White to Move and Win



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### Rook Tutor 4 – King & Rook Mates

Often called “one Rook mates,” these are, technically, “King and Rook” mates (there is no real one-Rook mate). These exercises are intended for self-study or to be played against a teacher, computer, or other strong opponent.

If you really know the King and Rook mates you can usually do them in 15 moves, or less, from any position on the board. If you understand the principles you can apply them to many positions with more pieces on the board.

Some of the exercises are really “Mate in ...” problems and have one “correct” solution. Others have multiple solutions, of which one example is given.

#### Solutions to Problems

1. **1.Rc8#** This is the “archetype,” or “template,” for a King and Rook mate. The white King is “in opposition” and creates a three square invisible wall to prevent the black King’s escape.
2. A) **1.Ra2+ Kb8 2.Ra6** (a “waiting move” puts Black into “zugzwang”) **Kc8 3.Ra8#**  
B) **1.Rb1** (a “waiting move”) **Ka8 2.Kc7 Kb7 3.Ra1#**
3. **1.Re6** (Black is in “zugzwang”) **Kc8 2.Re8#** (a ‘cut-off’ mate)
4. **1.Rc4 Ke8 2.Rc8#** (a ‘cut-off’ mate)
5. Multiple solutions. **1.Rg7+** (the Kings are in opposition and the check is parallel to the white King’s invisible wall) **1...Ke8 2.Ke6 Kd8 3.Rh7 Kc8 4.Kd6 Kb8 5.Kc6 Ka8 6.Kb6 Kb8 7.Rh8#**
6. Multiple solutions. **1.Rd3 Ke4 2.Rd5 Ke3 3.Rd4 Kf3 4.Kd3 Kf2 5.Rf4+ Kg3 6.Ke3 Kg2 7.Rg4+ Kh3 8.Kf3 Kh2 9.Rh4 Kg1 10.Rh3 Kf1 11.Rh1#**

#### Terms:

**Cutting Off** - Creating an invisible wall, but not necessarily giving check, in order to block the opposing King and help confine him.

**Direct Opposition** - a situation in which the two Kings occupy squares of the same color separated by one square along the same rank, file or diagonal. Depending on the position, and whose move it is, one King is often at a disadvantage. The player with the advantage “has the opposition.” Opposition is important in many endgame situations, including those in which one side is trying to promote a pawn or force a checkmate with the King and one Rook.

**Invisible Walls** - a basic concept in Rook or Queen checkmates, referring to any square next to a King onto which he may not move because he would be in check. Rooks create invisible walls which may block the enemy King, often along an entire rank or file. All pieces and pawns may create invisible walls. Even a King may create an invisible wall for the opposing King.

**Parallel Check** - a check given along a rank or file parallel to an invisible wall (along an adjacent rank or file), forcing the enemy King to move in a certain direction, or delivering checkmate.

**Waiting Move** - a move made in order to put your opponent into “zugzwang.” Waiting moves are frequently necessary in endgame situations where it is your move but you want it to be your opponent’s move (see Problem Solution 2).

**Zugzwang** - this is a German word which means the “compulsion to move.” In chess you are said to be “*in zugzwang*” when you are forced to make a move which worsens your position (see solutions 2, 3, & 4).

#### Principles:

King and Rook (“One Rook”) mates have two parts. First - driving the enemy King to any edge of the board. This is usually accomplished through a combination of parallel checks and cut-off moves. Second - mate is delivered by a parallel check on the edge rank (1<sup>st</sup> or 8<sup>th</sup> rank) or file (a- or h-file). It is possible, of course, to give a one Rook mate in the middle of the board if other pieces are involved.