

**Raf Mesotten**

# **The Checkmate Patterns Manual**

## **The Ultimate Guide to Winning in Chess**

This book is also available as an online Move Trainer  
and Video course at [Chessable.com](https://Chessable.com)

**New In Chess 2022**

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# Introduction

## The chapters

This book starts with a **basic test (A)**, then there are 30 checkmate pattern chapters, 1 warming up test, 1 advanced test and 1 final test.

The point of doing the **basic test** first before you are given any instruction is not to solve all of the exercises correctly the first time, although if you do, that's great. The idea here is to help you identify which patterns you struggle with first. The names of the **30 checkmate patterns chapters** and the informational sections are based on various sources I could find. My main sources were [www.chessgames.com](http://www.chessgames.com), [www.wikipedia.org](http://www.wikipedia.org) and [www.chesstempo.com](http://www.chesstempo.com).

Each of these 30 chapters has one or more short but instructive informational sections to give you an idea how a certain checkmate pattern can be executed. I based these sections on similarities that I saw among the many thousands of games I looked at. I do not claim that these are the only possibilities that lead to a certain type of checkmate. I mainly want to inspire you. The informational sections are followed by exercises, to put what has been learned into practice.

**The warming up test (B)** chapter contains over 200 exercises, to practice all you have learned in the 30 checkmate pattern chapters. These are especially interesting for beginners and casual players, but these can also serve for intermediate players as a warm-up. More than 80% of these exercises are mate-in-2 or mate-in-3.

**The advanced test (C)** contains nearly 300 exercises, and takes all you have learned one step further. These exercises may be too hard for beginners and casual players, they can be challenging for intermediate players but also interesting for advanced players. More than 75% of these exercises are mate-in-3, mate-in-4 or mate-in-5.

**The final test (D)** contains 100 of the hardest exercises in this book.

## **The exercises**

The title of each exercise is the game on which it's based. This does not necessarily mean that the original game went exactly the same! Each exercise starts at the moment the game can be ended with one of the checkmate patterns I describe in this course. Every solution is headed with the name of the checkmate pattern on which that exercise is based. In order to collect enough quality exercises for each pattern within a pattern, I sometimes took examples where e.g. a queen (only using her diagonal ability) replaced a bishop. I decided not to mention this in any of the chapters, because it would complicate the basic patterns too much.

## **Mate-in-X and alternative moves**

I tried to avoid using games with a dense forest of variations and lots of alternative moves. Each exercise has one correct solution, and possibly a few alternative moves. The correct solution is (unless otherwise stated) the shortest possible mating sequence: a mate-in-X. The following types of moves are NOT accepted as an alternative move in this book: 1. the unnecessary repetition of moves, even if it is a mate-in-X according to engines; 2. mate-in-2, mate-in-3,... in case there is a mate-in-1; 3. silent moves that unnecessarily prolong the game, after which the game would still end with the same checkmate pattern as the shortest possible mating sequence; 4. moves that will lead to checkmate in more than 15 moves (with best play from both sides). This is a book about checkmate patterns, not about 'finding a good move'. All solutions have been checked with an engine. If you believe that something isn't correct, please contact us. Feel free to use an engine to better understand the solutions of the most difficult exercises.

## **Word of thanks**

More than 6,000 students have purchased the online Move Trainer and/or the Video Course on Chessable.com. This immense success has made it possible to publish this physical copy. I want to thank each of you for your support. Thanks to Peter Boel, skkeyan and superlychee for their fantastic testing work which considerably raised the level of the course in terms of content, usability and linguistics. And special thanks to my girlfriend Tania, for the patience she had during the 500+ hours I spent on making the course.

*Raf Mesotten a.k.a. CraftyRaf*

## CHAPTER 5

# Vukovic's mate

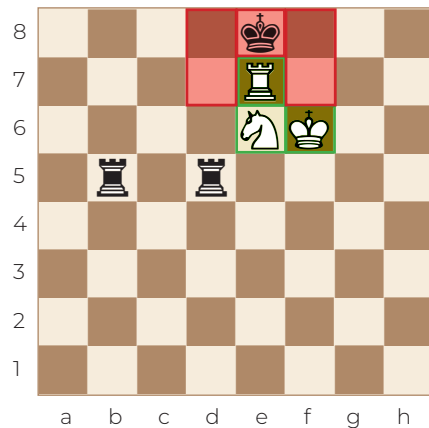
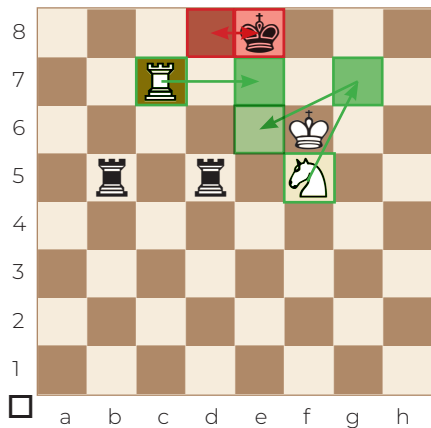
In Vukovic's mate, a protected **rook** delivers checkmate to the king at the edge of the board, while a **knight** covers the remaining escape squares of the king. The rook is usually protected by the king or a pawn. The mated king, the rook and knight are lined up next to each other.

Vukovic's mate often arises from drawish positions in the endgame, where one of the players makes one crucial mistake that eventually costs him the game.

Vladimir Vukovic (1898-1975) was a Croatian chess writer, theoretician, player, arbiter and journalist. In his book *The Art of Attack in Chess*, Vukovic devoted a whole chapter to mating patterns.

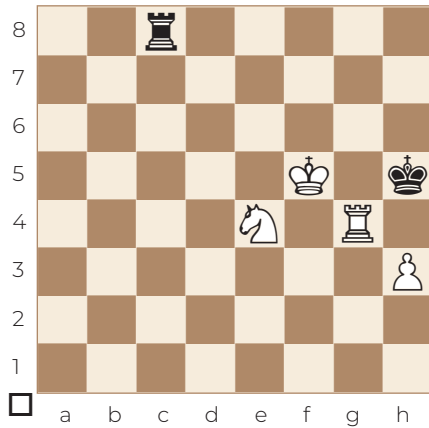
## Vukovic's mate 1

Often, Vukovic's mate is preceded by rook and/or knight checks.



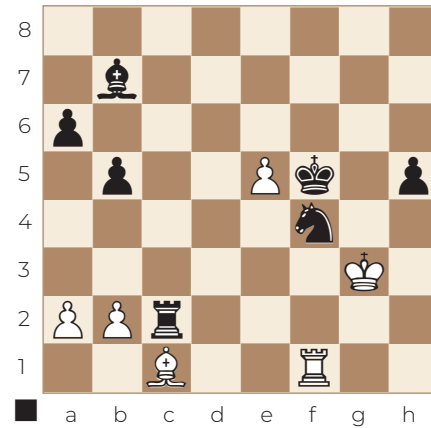
1. ♖g7+ ♔d8 2. ♘e6+ ♔e8 3. ♖e7#

Game 42  
**Danek – Hanuliak**  
 2001



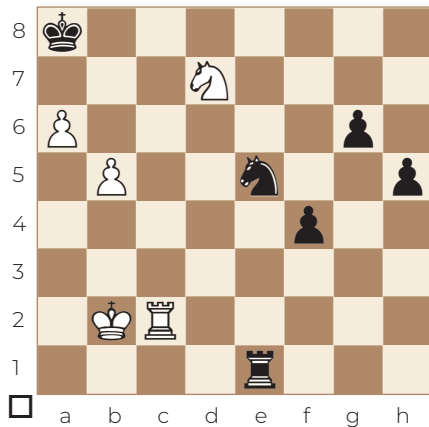
67. ♖f6+ ♔h6 68. ♖g6#

Game 44  
**Gueci – Balaian**  
 2013



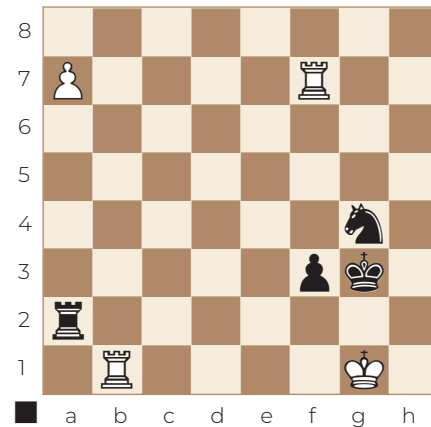
39... ♖g2+ 40. ♕h4 ♖g4#

Game 43  
**Antipov – Najer**  
 2015



60. ♖c8+ ♔a7 61. ♖c7+ ♔a8  
 62. ♖b6+ ♔b8 63. ♖b7#

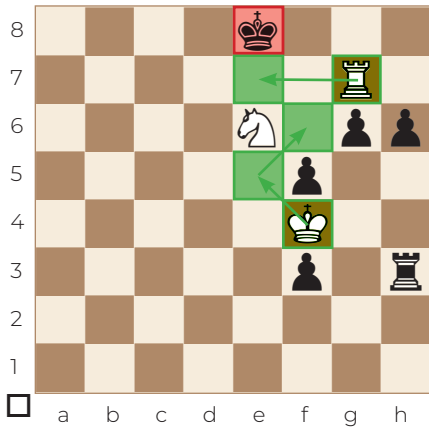
Game 45  
**Tschendel – Birdaini**  
 1998



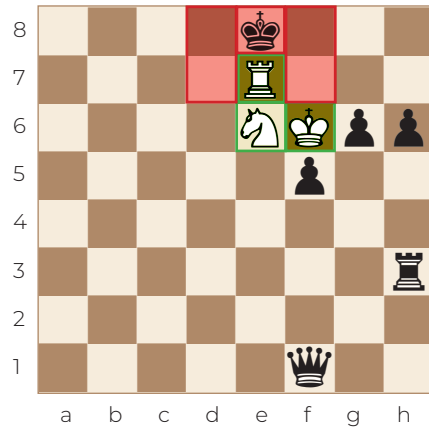
52... ♖g2+ 53. ♕f1  
 53. ♕h1 leads to a faster  
 checkmate: 53... ♖f2#.  
 53... ♖e3+ 54. ♕e1 ♖e2#

## Vukovic's mate 2

Sometimes, Vukovic's mate is preceded by subtle pawn or king moves, to catch the enemy king in a mating net.



1. ♔e5 f2 2. ♕f6 f1 ♚ 3. ♖e7#

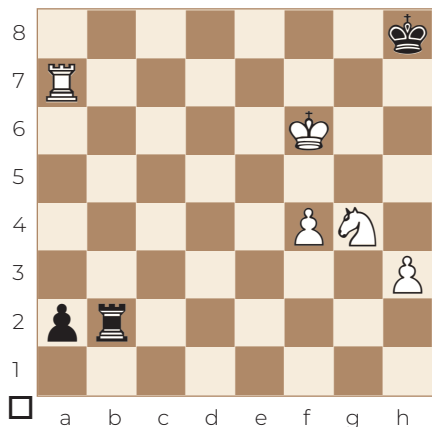




Game 46

**Kingscrusher – kingstar70**

2019



46. ♖g6 a1♚

46... ♖b6+ 47. ♗f6 doesn't help Black.

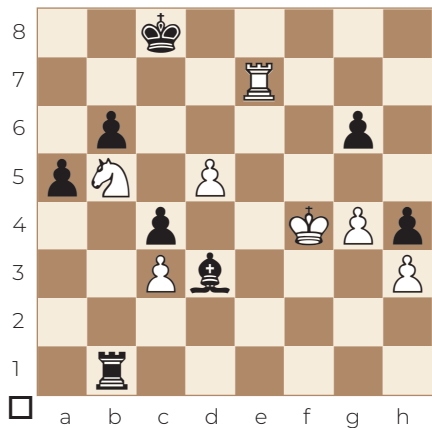
47. ♖h7+ ♖g8 48. ♗f6+ ♖f8

49. ♖f7#

Game 47

**Lancel – Bain**

1963



80. ♗a7+ ♖d8

80... ♖b8 doesn't make any difference, all other moves remain the same.

81. ♗c6+ ♖c8 82. d6 ♖f1+ 83. ♖g5

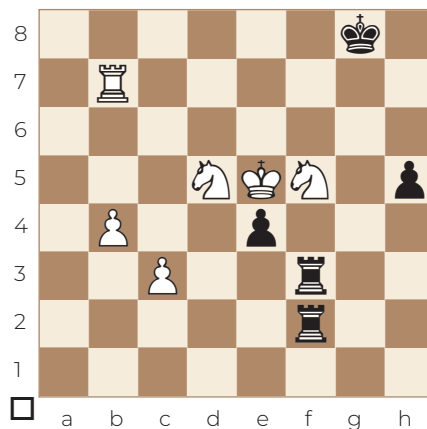
If 83. ♖e5 ♖e1+ 84. ♖f6 ♖xe7 Black can trade rooks. After a few more moves, White can promote to a queen on d8 and win the game quickly.

83... ♗f5 84. ♖c7#

Game 48

**Torre – Ljubojevic**

1976



41. ♗f6+ ♖f8

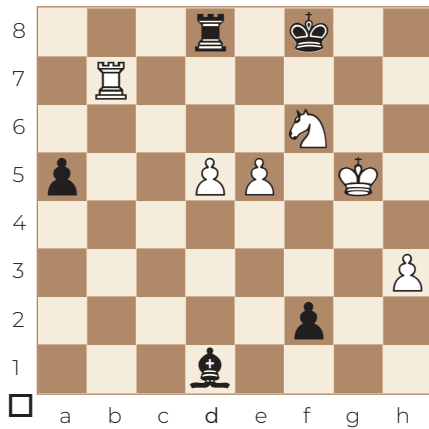
If 41... ♖h8 the game will end in an Arabian mate via 42. ♖h7#.

42. ♖e6 ♖xf5 43. ♖f7#

Game 49

**Spassky – Larsen**

1968

**50.e6 ♖xd5+ 51.♔h6**

51.♔g6 keeps Black in the game after 51...♕h5+ 52.♘xh5 ♖g5+!! 53.♔xg5 f1♚ 54.♗f7+ ♚xf7 55.exf7 ♔xf7.

51.♔g6 ♕h5+ 52.♔h6 is even better for Black after 52...♗e5. 51.♘xd5 fails to 51...f1♚. Best for White in this position is to draw by perpetual check: 52.♗b8+ ♔g7 53.♗b7+ ♔f8.

**51...♗h5+**

51...♕h5 seems to be a slightly better defense, after which White needs to queen the pawn in order to checkmate the black king with rook and queen.

**52.♔g6 f1♚ 53.♗f7#**

## CHAPTER 18

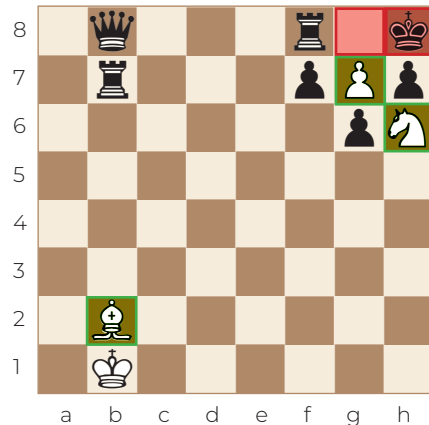
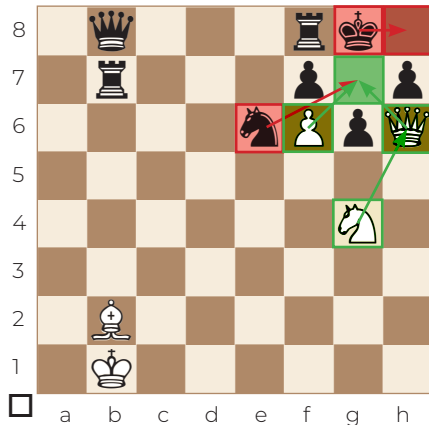
# David & Goliath mate

In the David & Goliath mate, a protected **pawn** delivers checkmate. It doesn't matter how possible escape squares of the king are covered or blocked.

Its name is taken from the biblical account of David & Goliath. The phrase 'David & Goliath' today indicates a situation where the underdog (a pawn) beats a much stronger opponent (the king).

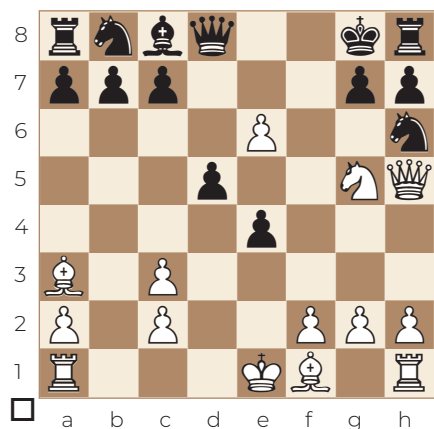
### David & Goliath mate 1

Most of the times the David & Goliath mate is preceded by a sacrifice. If the sacrifice is accepted, a pawn will take (immediately or delayed) and checkmate the king.



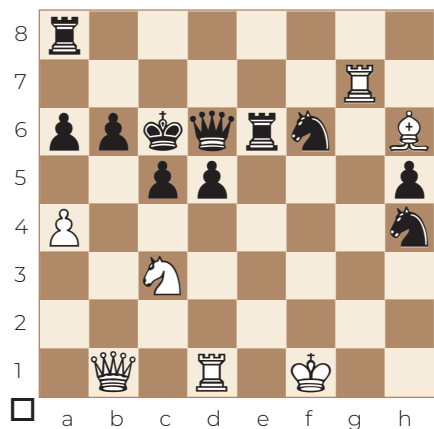
1. ♔g7+ ♜xg7 2. ♜h6+ ♚h8  
3. fxg7#

Game 160  
**Mlotkowski – Deacon**  
 1913



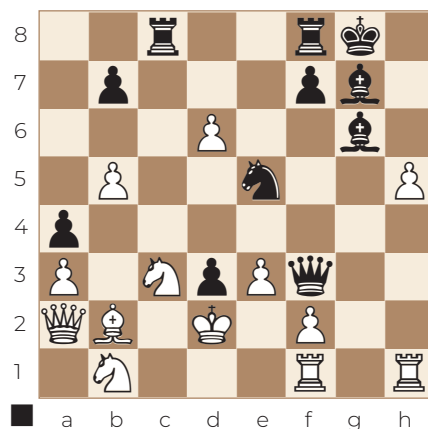
11. ♔f7+ ♘xf7 12. exf7#

Game 161  
**Külaots – Levin**  
 2006



33. ♔b5+ axb5 34. axb5#

Game 162  
**Juhász – Bors**  
 2002



30... ♔e2+

A beautiful queen sacrifice.

31. ♘xe2

31. ♖c1 ♔c2# (Lolli's mate).

31... ♖c2+

The white pieces are completely out of coordination, mate is inevitable.

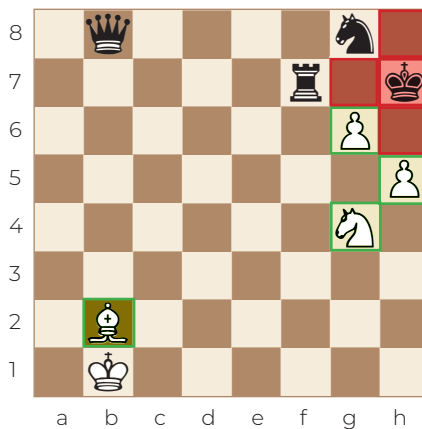
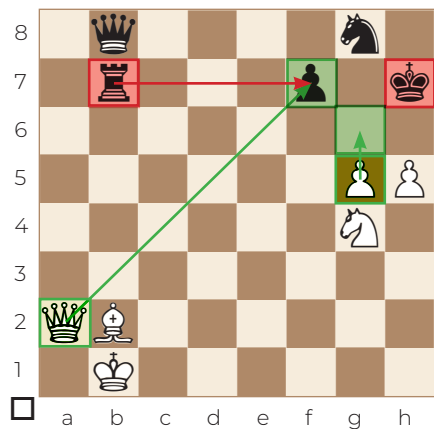
32. ♖e1

32. ♖d1 dxe2+ 33. ♖e1 ♘d3/f3#.

32... ♘f3+ 33. ♖d1 dxe2#

## David & Goliath mate 2

Sometimes, a David & Goliath mate is preceded by a sacrifice to remove or distract the defender of the square on which a pawn will deliver checkmate (immediately or later in the game).

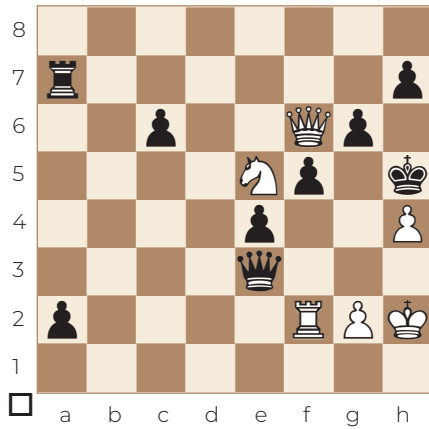


1. ♔xf7+ ♖xf7 2. g6#

Game 163

**Kveinys – Krylov**

2000

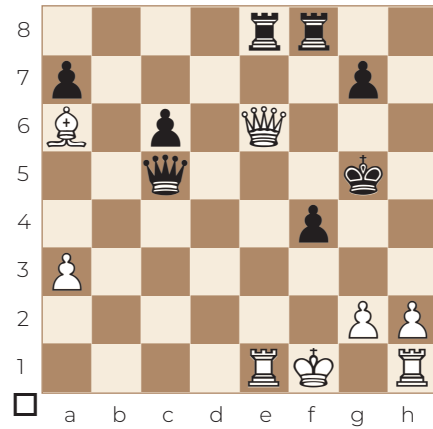


**48. ♖xf5+ gxf5 49. ♗xf5+ ♔h6  
50. ♗f6+ ♔h5 51. g4#**

Game 165

**Bittencourt Filho – Dianda**

1995

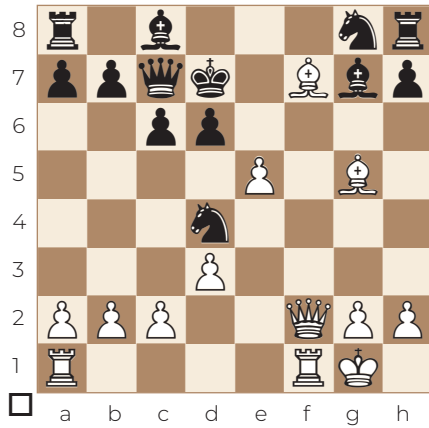


**28. h4+ ♔h5 29. ♙e2+ f3 30. g4#**

Game 164

**Niemzowitsch – Neumann**

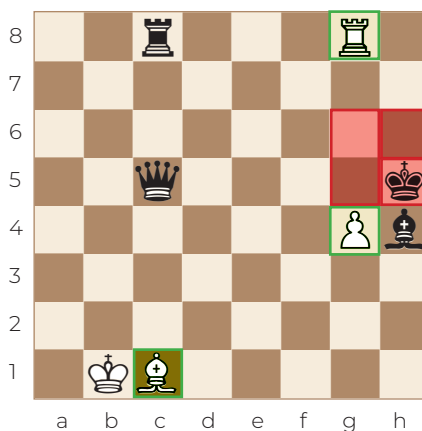
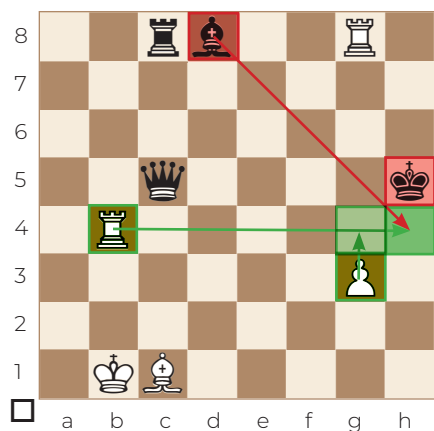
1899



**16. ♗f5+ ♜xf5 17. e6#**

### David & Goliath mate 3

Sometimes, a David & Goliath mate is preceded by a queen or rook sacrifice to force the opponent to put one of his pieces on a square that should have served as a flight square for the king later in the game.

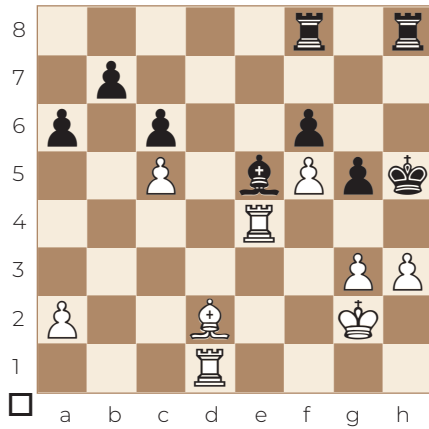


1. ♖h4+ ♔xh4 2. g4#

Game 166

**Karpov – Mickiewicz**

1997

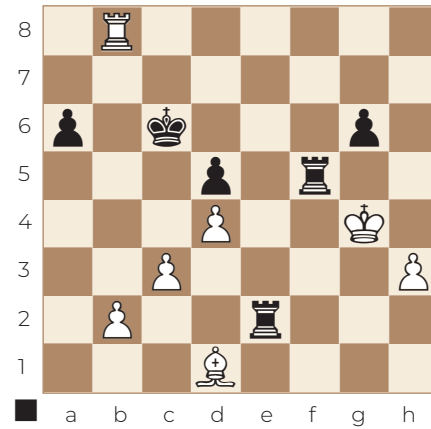


47. ♖h4+ gxh4 48. g4#

Game 168

**Seidman – Soltis**

1968

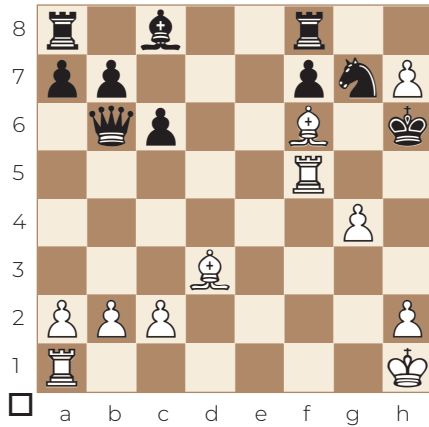


44... ♖g2+ 45. ♚h4 ♜h5+ 46. ♙xh5 g5#

Game 167

**Petrosian – Minasian**

2006

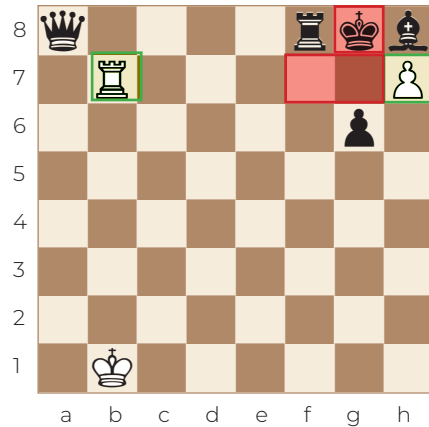
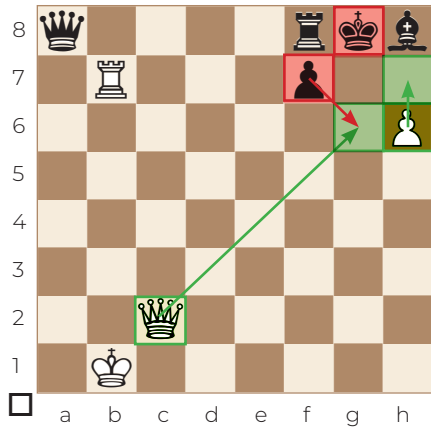


29. ♜h5+ ♗xh5 30. g5#



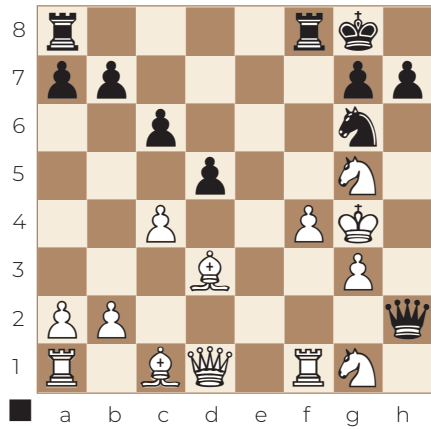
## David & Goliath mate 4

Sometimes, a David & Goliath mate is preceded by a sacrifice to open a file or rank for a rook. It allows the rook to cover more escape squares of the king and/or support the pawn that delivers checkmate.



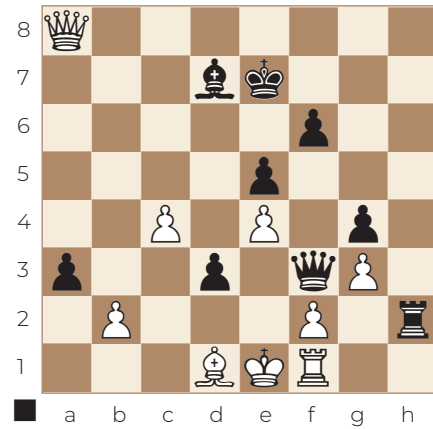
1. ♖g6+ fxg6 2. h7#

Game 169  
**Glücksberg – Najdorf**  
 1935



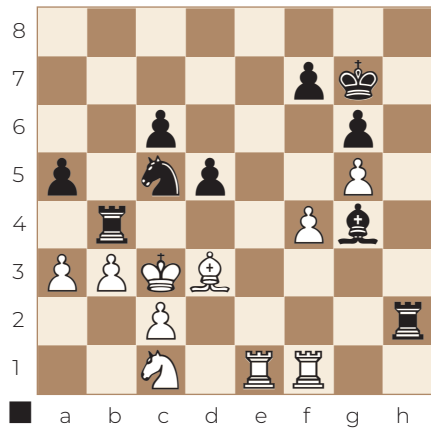
21... ♖e5+ 22.fxe5 h5#

Game 171  
**Pecori – Ambrus**  
 2008



42... ♕e3+ 43.fxe3 d2#

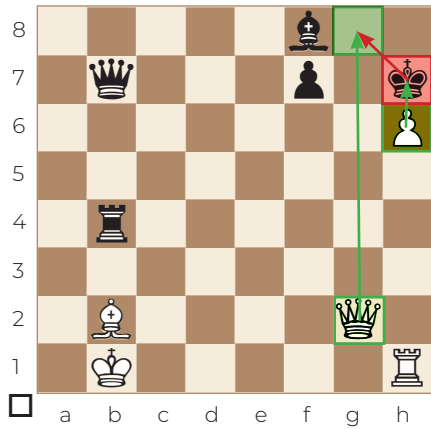
Game 170  
**Mendoza – Garcia**  
 2000



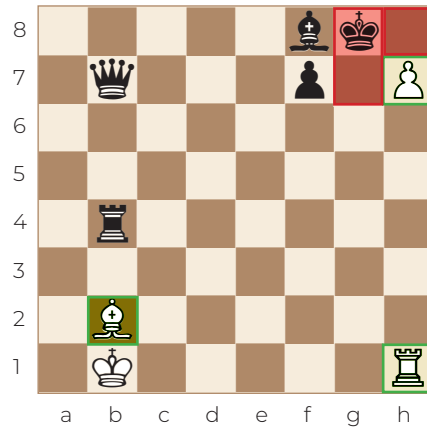
28... ♖a4+ 29.bxa4 d4#

### David & Goliath mate 5

Sometimes, a David & Goliath mate is preceded by a sacrifice to lure the king to a certain square.



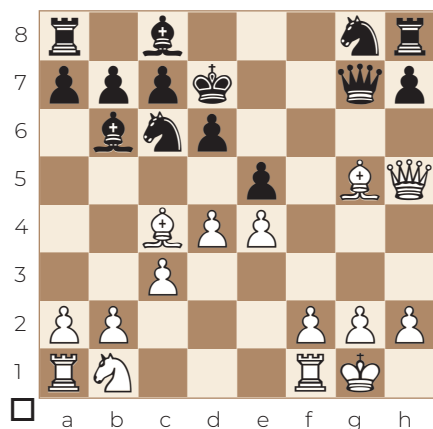
1. ♔g8+ ♚xg8 2. h7#



Game 172

**Busnardo – NN**

1590

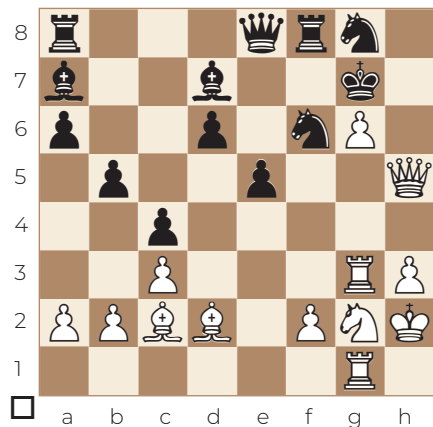


12. ♖e6+ ♔x6 13. ♕e8+ ♞ge7  
14. d5#

Game 173

**Kofidis – Voiska**

1992

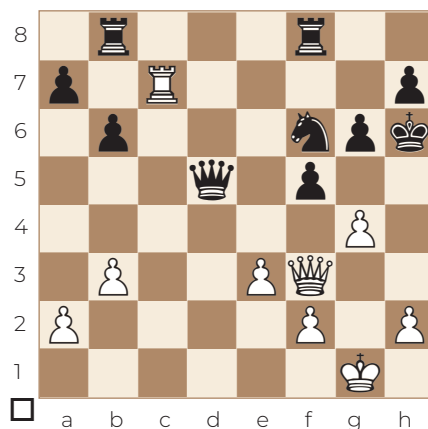


29. ♕h8+ ♔xh8 30. g7#

Game 174

**Korpa – Nguyen**

2014



26. g5+ ♔xg5 27. h4+

A last sacrifice of a pawn before the mate.

27... ♔xh4

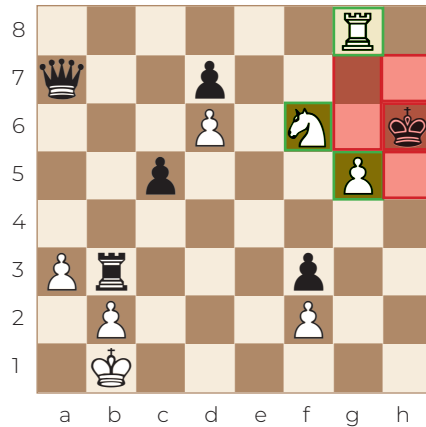
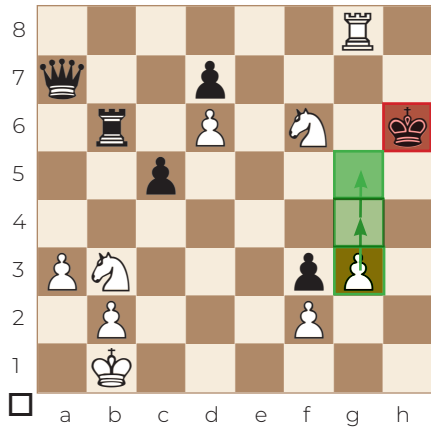
27... ♔h6 28. ♕f4+ ♔h5 29. ♕g5#.

28. ♕g3+ ♔h5 29. ♕h3+ ♔g5

30. f4#

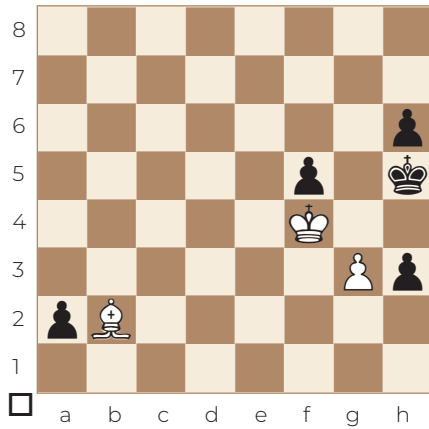
## David & Goliath mate 6

Sometimes, a David & Goliath mate is preceded by a quiet move in order to prevent the enemy king from escaping out of a mating net. A quiet move is a move which does not alter material (thus no captures nor promotions) and doesn't give a check.



1.g4 ♖xb3 2.g5#

Game 175  
**Sally – Honfi**  
 1973



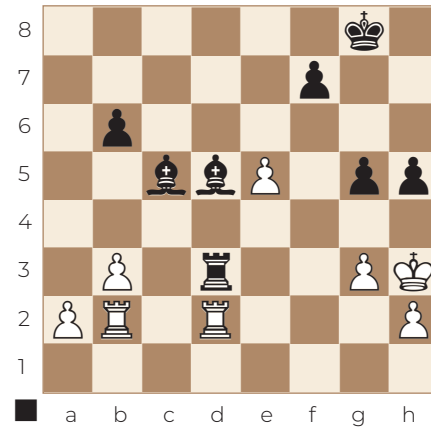
49. ♔xf5 h2

49...a1 ♖ doesn't help Black:

50. ♕xa1 h2 (only move) 51. ♕f6 h1 ♖ (only move) 52.g4#.

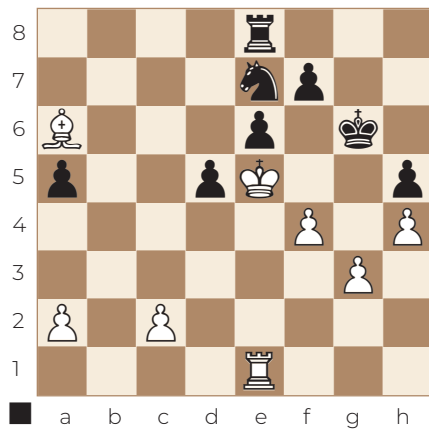
50. ♕f6 h1 ♖ 51.g4#

Game 177  
**Chow – Hamilton**  
 2002



37... ♕e7 38. ♖xd3 g4#

Game 176  
**Westphal – Vogler**  
 1992



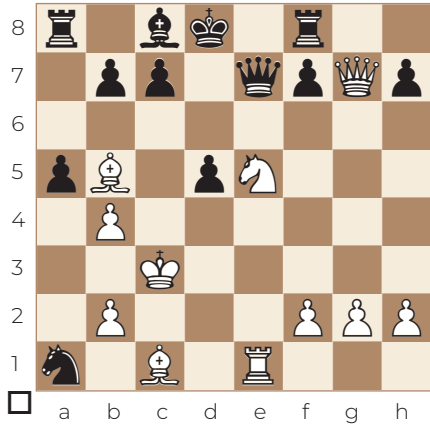
43... ♖f5 44. ♕d3 f6#

## EXERCISES C

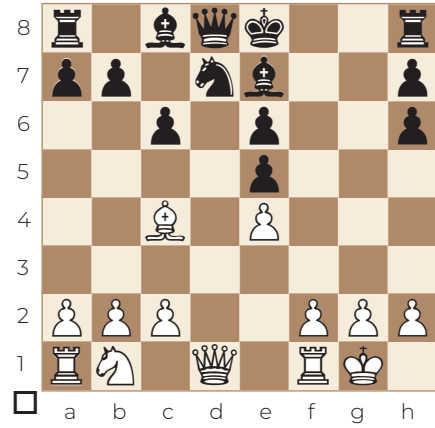
### **Advanced test**

This ***advanced test (C)*** contains nearly 300 exercises, and takes all you have learned one step further. These exercises may be too hard for beginners and casual players, they can be challenging for intermediate players but also interesting for advanced players. More than 75% of these exercises are mate-in-3, mate-in-4 or mate-in-5.

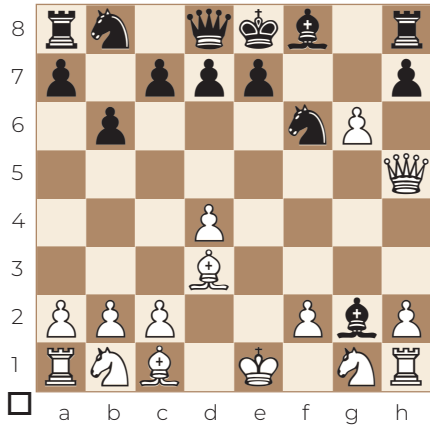
Exercise C 1



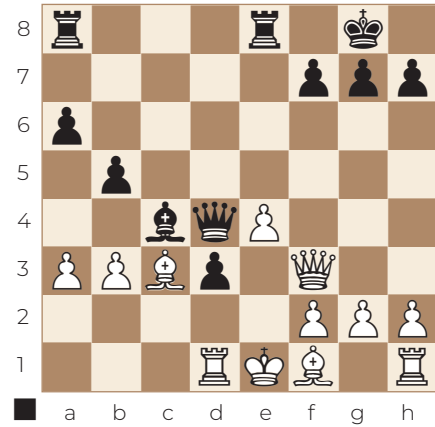
Exercise C 2



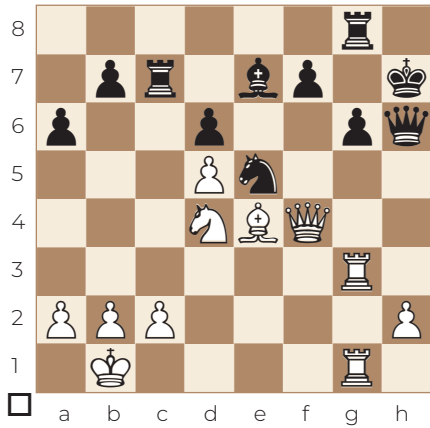
Exercise C 3



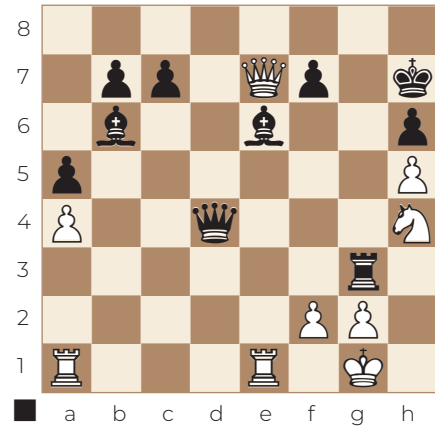
Exercise C 4



Exercise C 5

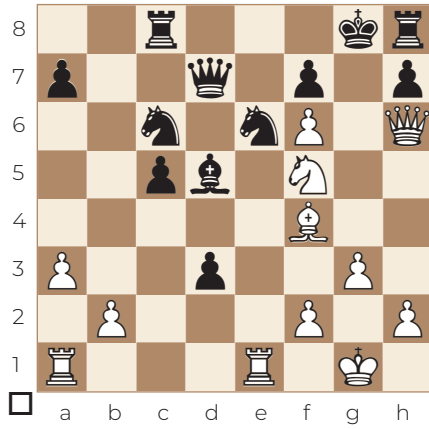


Exercise C 6

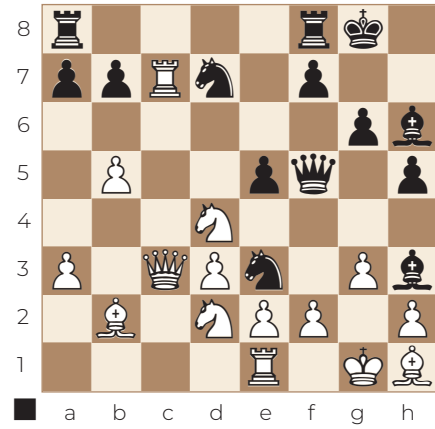




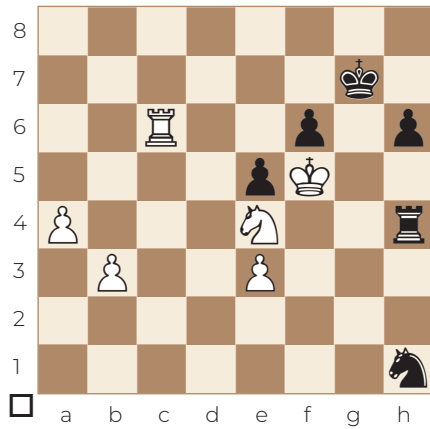
Exercise C 7



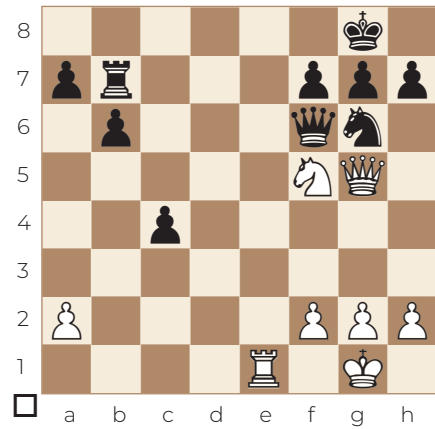
Exercise C 8



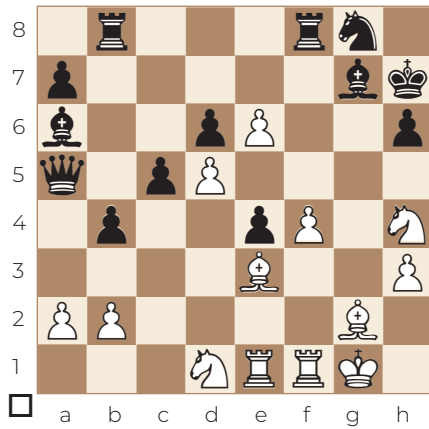
Exercise C 9



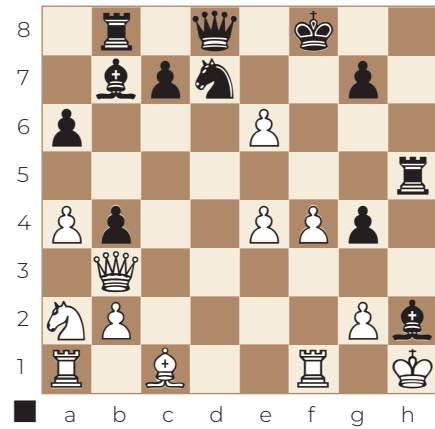
Exercise C 10



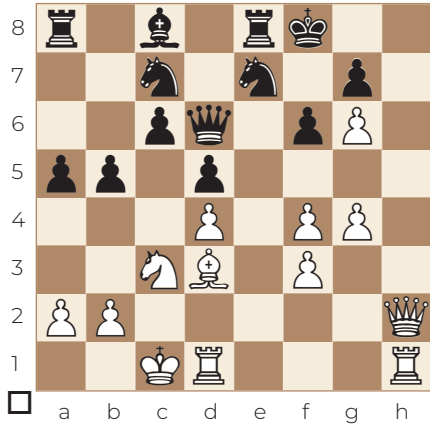
Exercise C 11



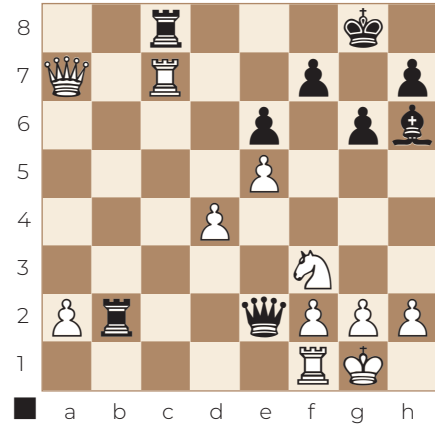
Exercise C 12



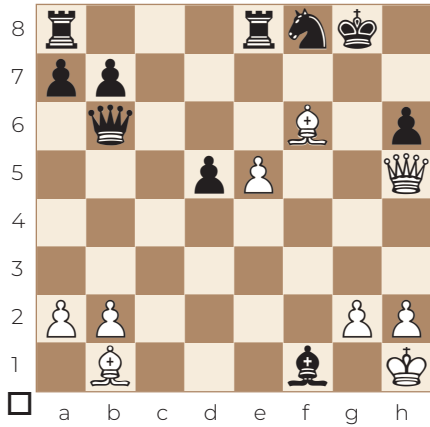
Exercise C 13



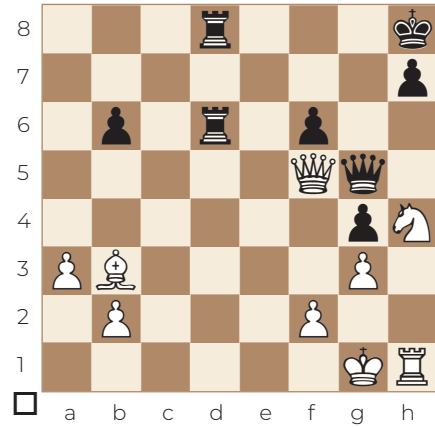
Exercise C 14



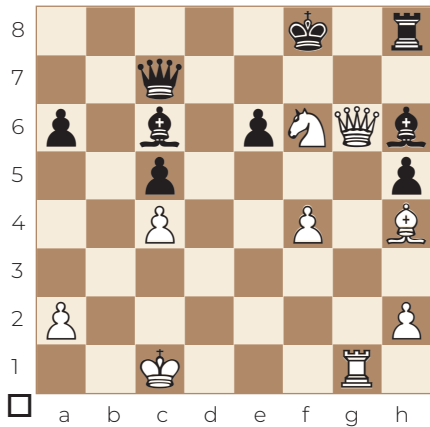
Exercise C 15



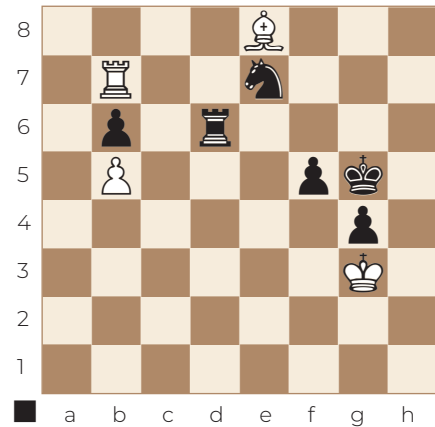
Exercise C 16



Exercise C 17



Exercise C 18



SOLUTIONS C

## **Advanced test**

Solution C 1

**Boden's mate**

15. ♖xf8+ ♗xf8 16. ♘xf7+ ♖xf7  
17. ♕g5+ ♖e7 18. ♕xe7#

From 'Keep it simple: 1.e4' by Christof Sielecki, chapter 'Scotch Four Knights'

---

Solution C 2

**Boden's mate**

10. ♖h5+ ♖f8 11. ♕xe6 ♖e8  
12. ♖xh6#

From 'Keep it simple: 1.e4' by Christof Sielecki, chapter '1.e4 e5 2.♗f3 Others'

---

Solution C 3

**Fool's mate**

7.gxh7+ ♘xh5 8. ♕g6#

Similar to Fool's mate (Owen Defense, Matovinsky Gambit).

From 'Keep it simple: 1.e4' by Christof Sielecki, 'Alekhines and Rare Lines'

---

Solution C 4

**David & Goliath mate**

24... ♖xc3+ 25. ♖d2 ♖xe4+  
26. ♖xe4

26. ♕e2 ♖c1+ 27. ♖d1 d2+ 28. ♖f1 ♖xd1# (Back rank mate). The white bishop is pinned.

26... ♖c1+ 27. ♖d1 d2#

Karu – Keres (1931)

---

Solution C 5

**Lawnmower mate**

25. ♖xh6+ ♖xh6 26. ♘f5+ gxh5  
26... ♖h5 27. ♖h3+ ♕h4 28. ♖xh4# (Lawnmower mate); 26... ♖h7  
27. ♖h3+ ♕h4 28. ♖xh4# (Anastasia's mate).  
27. ♖h3+ ♕h4 28. ♖xh4#

Rahman – Dunphy (1956)

---

Solution C 6

**Greco's mate**

30... ♖xf2+ 31. ♖h1

31. ♖h2 ♖h3# (Greco's mate).

White's g-pawn can't take Black's rook since it is pinned.

31... ♖xg2+ 32. ♘xg2 ♖h3#

Anderssen – Finch (1851)

---

Solution C 7

**Suffocation mate**

27. ♕d6

This bishop covers the f8-square, so the queen is no longer necessary to cover f8.

27... ♘cd4

If Black tries to attack White's knight while blocking off the bishop's diagonal via 27... ♘e7, White wins with 28. ♖xe6, removing the defender of g7: 28... ♘xf5 29. ♖g5+ ♘g7 30. ♖xg7# (Lolli's mate).

Even if Black sacrifices his queen for the bishop with 27... ♖xd6, White doesn't accept it and plays 28. ♖xe6 anyway. A checkmate with the queen on g7 can't be stopped.

28. ♖g7+ ♘xg7 29. ♘h6#

Adly – Laznicka (2007)

---

Solution C 8

**Boden's mate**

21... ♖xf2+ 22. ♖xf2 ♘g4+ 23. ♖f3  
e4+ 24. ♖xe4 ♘df6+ 25. ♖f3 ♘e5+  
26. ♖f2 ♘fg4+ 27. ♖g1 ♕e3#

O'Kelly – Devos (1937)

---

## Solution C 9

**Vukovic's mate****42. ♖c7+ ♗f8**

42... ♗h8 43. ♗xf6, and Black can't stop 44. ♖h7# (Arabian mate); 42... ♗g8 43. ♗xf6+ ♗f8 44. ♗e6, and Black can't stop 45. ♖f7# (Vukovic's mate).

**43. ♗xf6 ♗g3+**

Black's best try seems to be 43... ♖b4 44. a5! and mate-in-3 (most likely Vukovic's mate).

**44. ♗e6 h5 45. ♖f7#***Kholopov – Matsenko (2011)*

## Solution C 10

**Back rank mate****23. ♖e8+ ♗f8 24. ♗h6+ ♖xh6****25. ♖xf8+ ♗xf8 26. ♖d8#***Alekhine – Frieman (1924)*

## Solution C 11

**Suffocation mate****27. ♗xe4+ ♗h8 28. ♗g6+ ♗h7****29. ♗xf8+ ♗h8 30. ♗g6+ ♗h7****31. ♗e5+ ♗h8 32. ♗f7#***Alekhine – Fletcher (1928)*

## Solution C 12

**Max Lange's mate****20... ♗g3+ 21. ♗g1 ♖h1+ 22. ♗xh1****♖h4+ 23. ♗g1 ♖h2#***Almasi – Andersen (2007)*

## Solution C 13

**Epaulette mate****21. ♖h8+ ♗g8 22. ♖xg7+ ♗xg7****23. ♖h7+ ♗f8 24. ♖f7#***Moiseenko – Aleksandrov (2014)*

## Solution C 14

**Back rank mate****24... ♖xf2+ 25. ♖xf2 ♖b1+ 26. ♗e1****♖xe1+ 27. ♖f1 ♗e3+ 28. ♗h1 ♖xf1#***Moiseenko – Jussupow (2010)*

## Solution C 15

**Damiano's bishop mate****34. ♗h7+ ♗xh7**

34... ♗xh7 35. ♖f7#.

**35. ♖g6+ ♗f8 36. ♖g7#***Motylev – Iljushin (2000)*

## Solution C 16

**Damiano's bishop mate****41. ♗g6+ ♗g7**

41... ♖xg6? 42. ♖xg6, and Black cannot recapture due to a pin.

**42. ♖xh7+ ♗xh7 43. ♗f8+ ♗g7****44. ♖h7+ ♗xf8 45. ♖f7#***Tolush – Stoltz (1953)*

## Solution C 17

**Damiano's bishop mate****32. ♗h7+ ♖xh7**

32... ♖xh7 33. ♖g8#.

**33. ♖f6+ ♗e8**

33... ♖f7 34. ♖xh8+ ♖g8

35. ♖xg8#.

**34. ♖d8+ ♗f7 35. ♖e7#**

Escalator into Damiano's bishop mate.

*Vaulin – Guliev (1995)*

## Solution C 18

**David & Goliath mate****90... ♖d2 91. ♖xe7 f4#***Dreev – Smirnov (2018)*

## Index of mate names

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