

## The Objective of Chess

### Part 3 – Checkmates (simple and complex); Anatomy of Mate/Patterns; Mating Net; Pattern Recognition

Checkmates are divided into two broad categories - **Simple checkmates** and **complex checkmates**:

1. **Simple Checkmates** are those that are *readily observable* as inevitable even many moves ahead, and most often occur when few pieces and pawns remain on the board.
2. **Complex checkmates** are those that are *difficult to discern* and usually occur when there are many pieces or pawns left on the board.

The reason for this is **pattern recognition of the basic pattern or anatomy of mate**. [Art of Attack in Chess at page 9 (Introduction)]

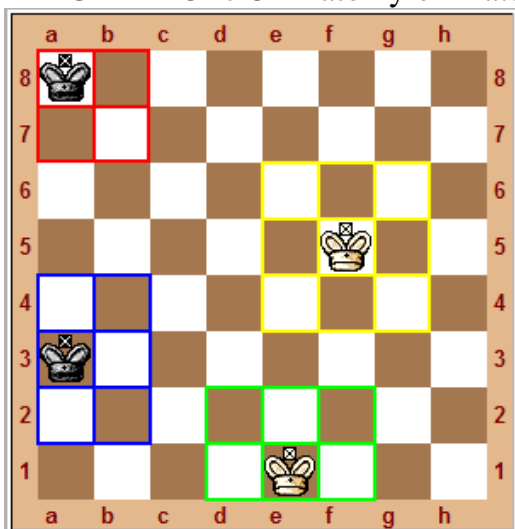
For checkmate to occur, there must be application of...and usually adherence to...the basic principles and the rules of chess, or deviation there from for sound **tactical** and **strategic** purposes. The player works on designing a plan to reach one of three basic groups of squares from which checkmate occurs by attacking (checking) the opposing King on a square within the group from which the opposing player cannot escape the attack on his or her King. The square upon which the opposing King is located from which it cannot escape is called the **checkmate square**. First, explanation is provided in text followed by a diagram depicting the three patterns for anatomy of mate.

1. The opposing King must be deprived of eight (8) squares to which it may otherwise move if it is on a square other than one located in the farthest apart files (the a or h files, also being two of the sides of the chessboard and called the wings), and other than on a square located in the 1st or 8th ranks (being the two other sides of the chessboard, and also called respectively each player's back rank). The nine squares are comprised of the eight squares adjacent to (touching at any point) the square upon which the opposing King is located plus that square as well. The mating pattern or anatomy of a mate geometrically is a larger square consisting of nine squares - three squares aligned horizontally across three adjacent files by three squares aligned vertically across three adjacent ranks ( $3 \times 3 = 9$ ), with the square upon which the opposing King is located at the center of the larger square/group of nine squares.

2. The opposing King must be deprived of five (5) squares if it is on a square located in one of the four sides of the chessboard other than the four corners of the chessboard (the a or h files in any of the ranks 2 through 7, or in 1st or 8th rank in any of the squares in b through g files). The mating pattern or anatomy of a mate geometrically is a rectangle consisting of six squares. For a checkmate in a wing file (a or h file) not on a corner square- the pattern consists of two adjacent squares aligned horizontally spanning three adjacent ranks and across two adjacent files (2 x 3 = 6), with the square upon which the opposing King is located at the center of the three squares on the wing of the chessboard. For a checkmate in a back rank (1st or 8th rank) not in a corner square - the pattern consists of two adjacent squares aligned vertically in adjacent ranks and spanning across three adjacent files, with the square upon which the opposing King is located at the center of the three squares on the back rank of the chessboard.
  
3. The opposing King must be deprived of three (3) squares if it is on one of the four corner squares on the chessboard (a1, h1, a8, or h8). The mating pattern or anatomy of a mate geometrically is a medium square consisting of four squares - two squares aligned horizontally across two adjacent files by two squares vertically across two adjacent ranks (2 x 2 = 4), with the square upon which the opposing King is located at the lower left square (a1), or the upper left square (a8), or the lower right square (h1), or the upper right square (h8).

[Art of Attack in Chess at page 9 (Introduction)] Four examples of these **anatomy of mate patterns** are shown below.

DIAGRAM OBJ-3 Anatomy of Mate Patterns



“The final position is called the **mating pattern**...[which] can be *typical* (i.e. one which frequently occurs) or *atypical*. When the combined fighting forces on the chessboard [whether they be the player’s own pieces and/or pawns working together, or in combination using the positioning of other opposing pieces and/or pawns] trap the opposing King in one of the above groups of squares, this is the **mating net**.” [Art of Attack in Chess at page 10 (Introduction)] There are many different mating patterns that players may use to checkmate an opposing King by creating the mating net...some simple, some complex. These will be covered more fully in other tutorials including the Checking and Checkmate tutorial.

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**Part 1 – Checkmate and Checking**

**Part 2 – Attacks and Threats**

**Part 4 - Simple Checkmates and Controlling Squares**

**Part 5 - Rapid Checkmates**

**Part 6 - The Alternatives to Checkmate – Resignation; Draws; and Stalemate**

**Mark Lowery’s Exciting World of Chess**