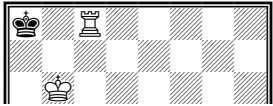


# R+K vs K Checkmate



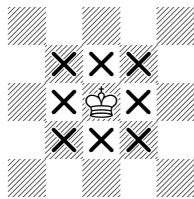
A simple checkmate that utilizes the power of the king as a fighting force.

This is the basic end positions for the R+K checkmate:

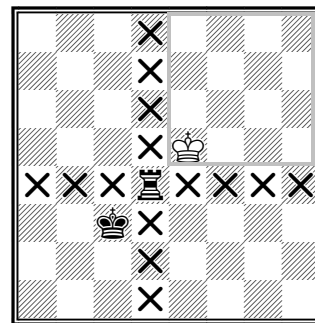


- 1) Opposing king is on an edge
- 2) Your king limits its movement to a single rank or file
- 3) Your rook attacks that rank or file

In the R+K checkmate, the king is activated as a fighting piece. The king is a powerful ally on the attack, for all his adjacent squares are an impenetrable wall for use against the opposing king, and also provide safe refuge for the rook if he needs it.



The rook can box in the opposing king where all squares its rank and file become poison.

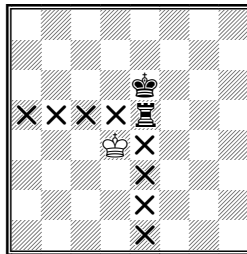


However, the rook can be attacked from a diagonal so needs the protection of its king nearby.

Now that you know the basics, the R+K checkmate can be simple.

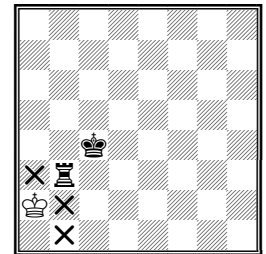
### Step 1) Box in the king -

Use your king and rook to create the smallest box possible on the opposing king



### Step 3) Force to corner -

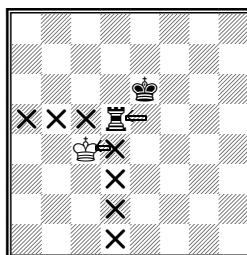
Continue to force the king to the corner until it has only 2 squares to move.



### Step 2) Shrink the box -

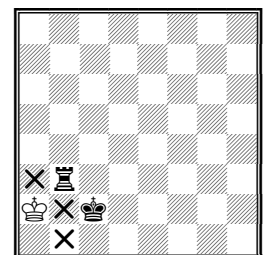
how depends on your opponents next move:

**A)** If you can do so safely, use your rook to shrink the box



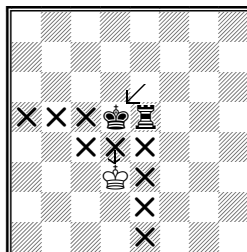
### Step 4) Cut off escape -

March your king down to establish a defensive wall.



OR

**B)** If the rook cannot shrink the box safely, move your king along side the rook to bully the opposing king away.



### Step 5) Checkmate! -

With the opposing king in the corner, move your rook over for the checkmate

