KY CHESS · TOURNAMENT READY

Finish the game!

Winning but couldn't checkmate? Scan the circled code and practice that mate at home.

TD: circle the mate this player needs to learn

1 King + two rooks

The "rook roller" mate. Your rooks take turns checking, pushing the king back one row at a time until it's stuck on the edge. Keep your rooks far from the enemy king so it can't grab them.

2 King + queen

Use your queen to shrink the king's box toward the edge, staying a knight's jump away. Bring your own king close, then deliver mate. Always check that the other king can still move. No stalemates!

3 King + rook

Your rook builds a fence and your king walks up to help. Push the enemy king to the edge, stand your kings face to face, then check with the rook along the edge.

More videos: get tournament ready

Touch-move, stalemate, forks, pins and skewers, sorted by grade.

kychess.org/learn/tournament-ready