

5. What is Checkmate?

Name:

School:

There are three ways for a ♔ King to get out of **check**. These are:

1. **Move** – The King may move away from the checked square to any other square that is not under attack by your opponent's pieces or pawns.
2. **Block** – Place a piece between the king and the checking piece to block the check. Since a Knight jumps over pieces, you can not stop a Knight check by a block.
3. **Capture** - Use one of your pieces to capture the piece giving the check.

If a player has **no** way out of check, then the player's King is in **checkmate** and has lost the game.

Remember that ♔ Kings can **never** touch each other and a King can **never** check or checkmate another King.

Diagram 1 – White to Move



Find the Checkmate!

Diagram 2 – White to Move



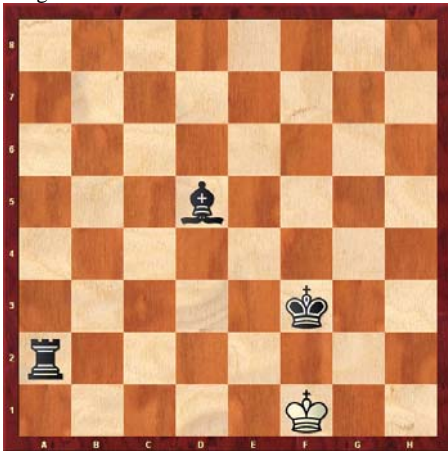
Find the Checkmate!

Diagram 3 – White to Move



Find the Checkmate!

Diagram 4 – Black to Move



Find the Checkmate!

Diagram 5 – Black to Move



Find the Checkmate!

Diagram 6 – Black to Move



Find the Checkmate!