

GM Miguel Illescas present:

# Top 10 Checkmate Patterns



GM Miguel Illescas doesn't need a presentation, but we're talking about one of the most influential chess players in the last decades, especially in Spain, just to put things in the right perspective.

Miguel, so far, has won the Spanish national championship of 1995, 1998, 1999, 2001, 2004, 2005, 2007, and 2010. In team competitions, he has represented his country at many Olympiads, from 1986 onwards, and won an individual bronze medal at Turin in 2006. Miguel won international tournaments too, such as Las Palmas 1987 and 1988, Oviedo 1991, Pamplona 1991/92, 2nd at Leon 1992 (after Boris Gulko), 3rd at Chalkidiki 1992 (after Vladimir Kramnik and Joel Lautier), Lisbon Zonal 1993, and 2nd at Wijk aan Zee 1993 (after Anatoly Karpov). He kept winning during the latter part of the nineties, including Linares (MEX) 1994, Linares (ESP) Zonal 1995, Madrid 1996, and Pamplona 1997/98. Some Palmares!

The ultimate goal of a chess player is to checkmate the opponent. We know that – especially at the higher level – it's rare to see someone get checkmated over the board, but when it happens, there is a sense of fulfillment that only a checkmate can give.

To learn how to checkmate an opponent is not an easy task, though. Checkmating is probably the only phase of the game that can be associated with mathematics. Maths and checkmating have one crucial thing in common: patterns!

GM Miguel is not going to show us a long list of checkmate examples: the series intends to teach patterns. Knowing the patterns that lead to the ultimate chess result is fundamental in the process of becoming a strong "checkmater"!

The series is thought to be useful for players whose rating is in the 1400-2000 range, but every chess player can enjoy these videos.



This is a guide that comes with the video course "Top 10 Checkmate Patterns."

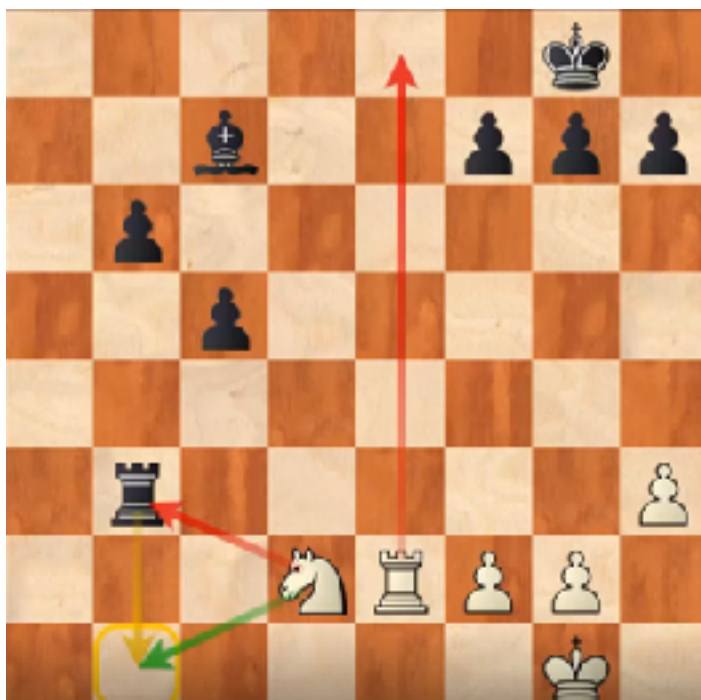
To watch the videos, click **HERE**.

## Video 1 – Checkmates in the Opening



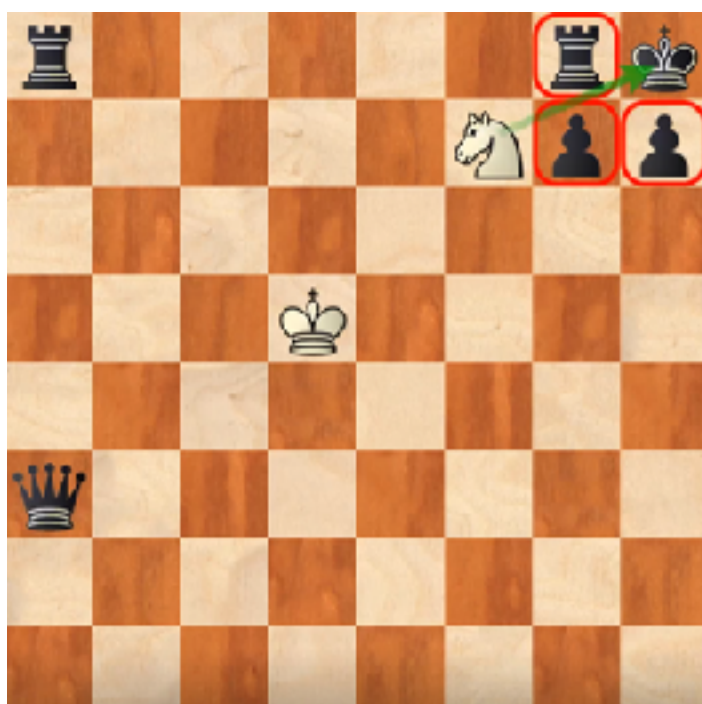
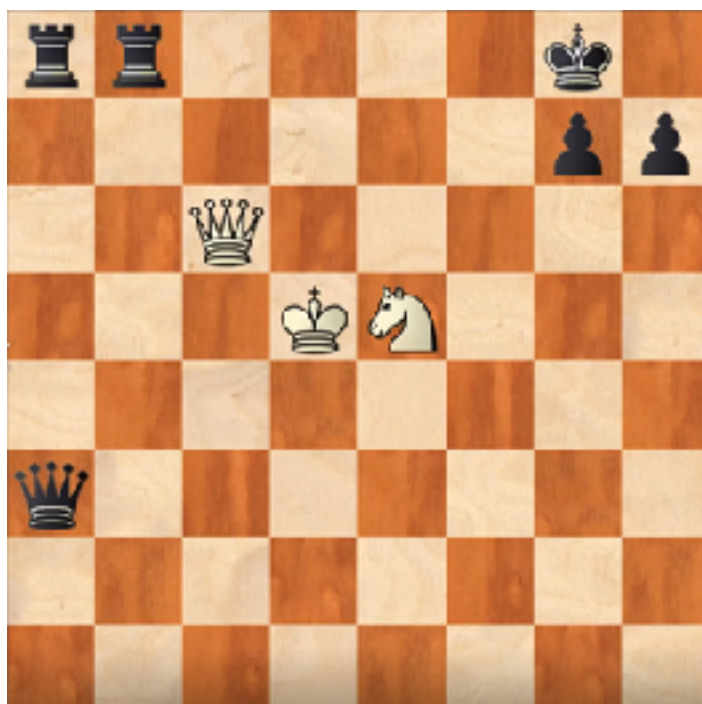
Is it possible to get checkmated in TWO moves? Yes, it is! The "fool" mate is the most famous example of checkmate in the opening. Of course, nobody will fall for such a trick unless perhaps they're playing bullet. In this first chapter, with excellent examples from real games, GM Miguel shows you checkmates in the early phase of the game and explains the patterns that one must learn to avoid falling for these opening traps.

## Video 2-3 – Back Rank Mates



In video 2, GM Illescas talks about one of the most frequent chess game situations: the back rank mate. The back rank is always a "problem" to be dealt with, and often it is already there in the middlegame! It's crucial to know the right patterns and to be able to spot when the opponent's King is exposed to weaknesses on the 8<sup>th</sup> rank. Video 3 is dedicated to the exercises proposed by our GM to fix what you've learned in video 2.

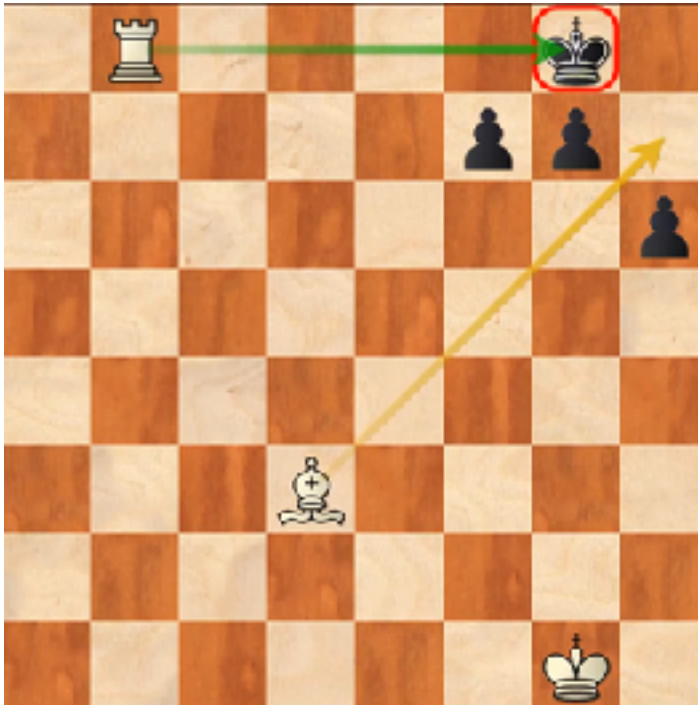
## Video 4-5 – Lucerna's Mate



Here we have one of the most famous checkmate patterns: the Lucena Mate. It's often referred to as "smothered mate" because the Knight gives the final blow to the enemy's King, trapped by its own defenders. Video 5 is dedicated to exercises.

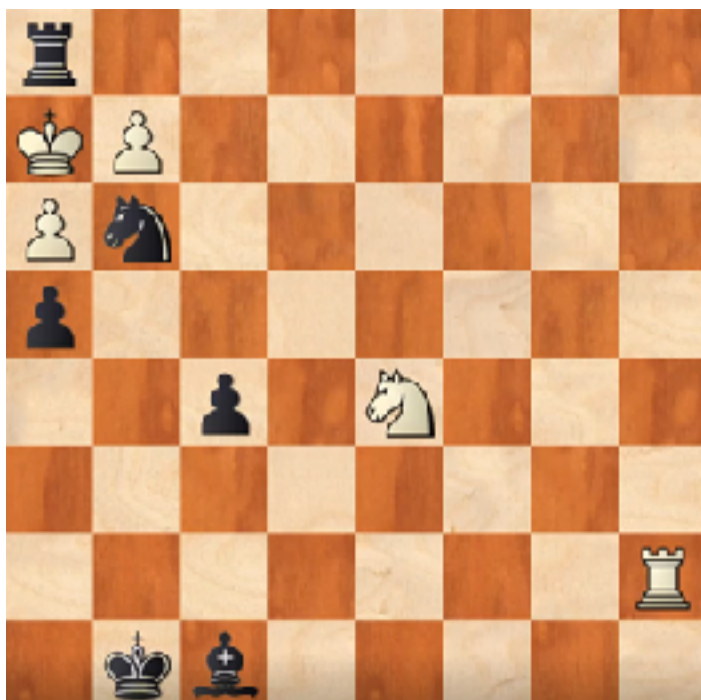


## Video 6-7 – Rook and Bishop Mates



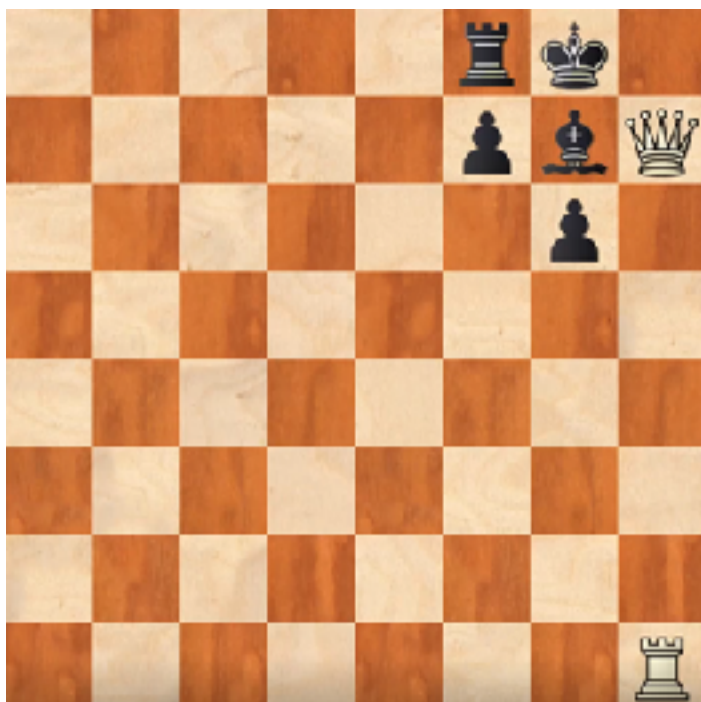
Videos 6 and 7 tackle a slightly more difficult checkmate pattern: rook and bishop collaborate to checkmate the opponent's King. It's always simple to recognize the right pattern to create the conditions in which our rook+bishop can checkmate the opponent's King. GM Miguel, with brilliant examples, teaches us how to take advantage of common configurations that arise during a game.

## Videos 8-9 – Rook and Knight Mates



Mating with Rook and Knight happens a bit less often than mating with Rook and Bishop. Nonetheless, it's crucial to know and recognize the game's patterns and chances to practice this fantastic checkmate. As usual, while watching this video, pay attention to how GM Illescas illustrates the examples to make yours the thought processes that lead to the correct execution of the combinations.

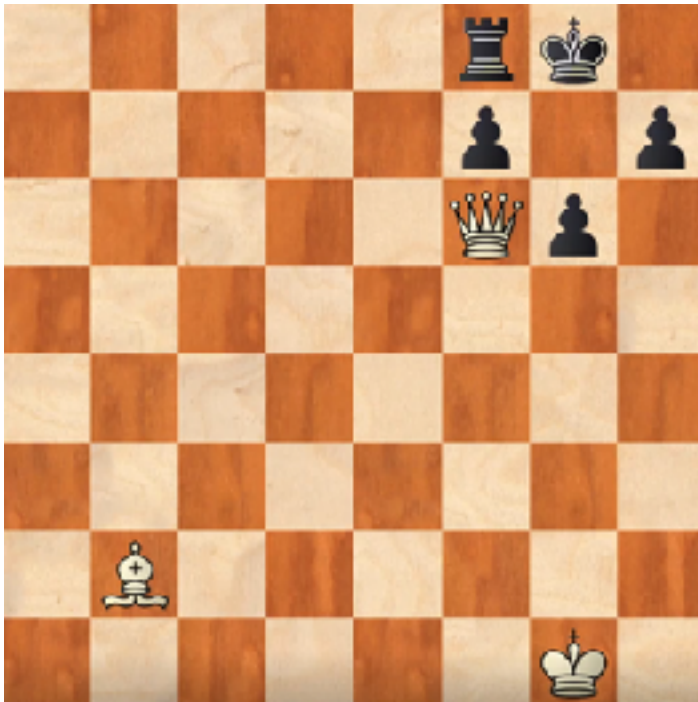
## Videos 10 and 11 – h file Mates



It's always good when we can open the h file. We feel that the open h file may lead to an attack, as we remove one of the fundamental King's defenders (namely, the pawn in h6). Sometimes we're even ready to sac a piece to free the way to a deadly attack on the open h file! And all our available pieces can participate in the final assault to the King. With some impressive and instructive examples, GM Miguel illustrates how to take advantage of the open h file and recognize the right moment to unleash our attack.

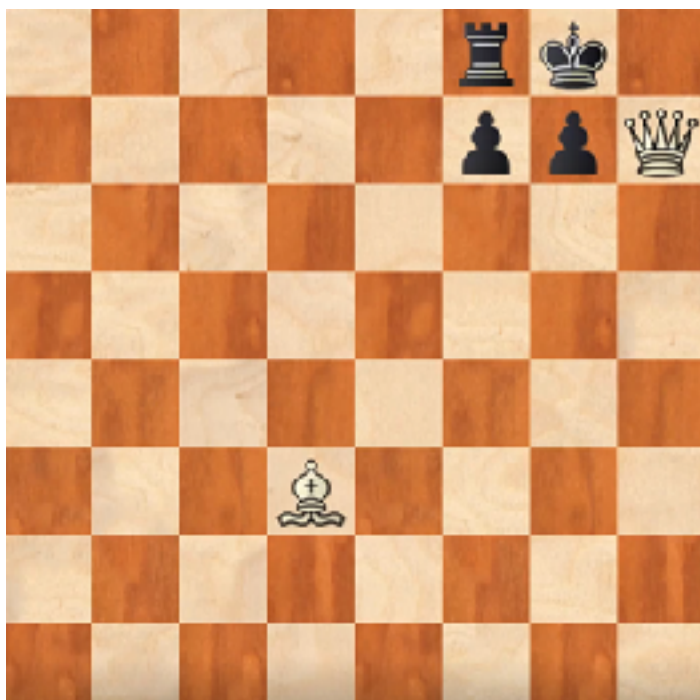


## Video 12-13 – Long diagonal Checkmates.



Getting the long diagonal under control is one of the first things we learn when we start to understand our beloved game's basics. The long diagonal(s), when dominated by a Bishop or by Her Majesty, the Queen, can determine the victory when used the right way. In this episode of the series, GM Illescas illustrates how to occupy the long diagonal and then use our dominance over it to conduct our forces to the final victory by checkmating the opponent's King!

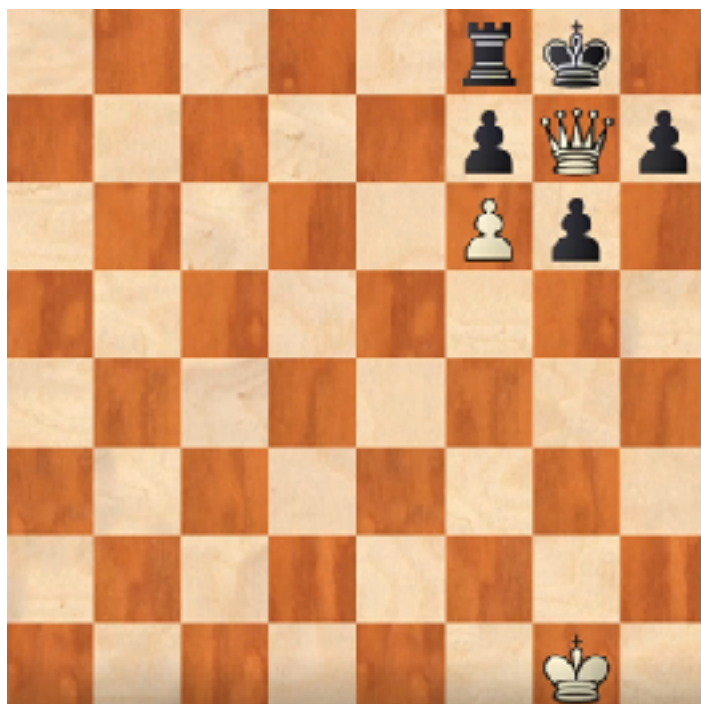
## Videos 14 and 15 – Mate with Qh7



Getting your Queen in h7 (if you're playing with the white pieces), supported by a piece or a pawn, usually leads to checkmate.

Obviously, it's not THAT easy to realize something like what you see in the above picture. It may take time and maneuvering, sometimes even a piece sac. But if you can recognize the patterns, and with this knowledge, bring your Queen in the crucial h7 square, you're most probably on the right path to checkmate your opponent's King! Watch the videos and learn how to recognize the right moment to use this fantastic weapon.

## Videos 16-17 – Mate with Qg7



Here we have one of the most common checkmate configurations. Yet, it's not always easy to spot the right pattern that leads to a situation like this. Often we need a series of forced moves to create the conditions to unleash the decisive attack. And, guess what? We need to be able to recognize PATTERNS. Yes, it's always a matter of patterns; we know that after this long journey thru 10 top checkmates patterns! With some elegant and clear examples, GM Miguel shows you how to get your Queen to force her way to the ultimate checkmate square: g7.

## Videos 18 – Checkmate Festival



The last video of this fantastic series is a "recap": GM Miguel shows us all that he's been teaching during the previous videos by using famous games. Enjoy!