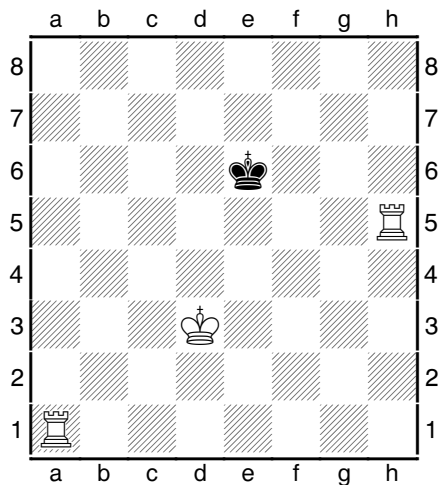


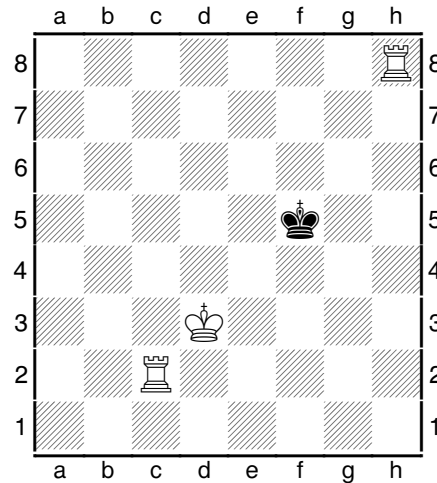
The Book of Walls

Only two pieces can lay down impenetrable walls that the opposing King cannot cross. A Queen or a Rook. This makes them the most feared enemy to any King, especially in the endgame.



Here we have a position clearly showing the potential of the wall. White's Rook on h5 has built a wall along the a5 to h5 rank and is keeping the Black King out of the middle. The King can only move along the 6th rank or head towards the edge of the board. Walls are the easiest way to drive a King to the edge and then checkmate him. I call this process the rolling ramparts.

The Rolling Ramparts:



The game is at hand and you have the overwhelming force of two Rooks against the poor King. The first chore is to make a plan. All chess games should have a plan. As a matter of fact the old saying goes, "a bad plan is better than no plan at all". Here the plan is good and simple.

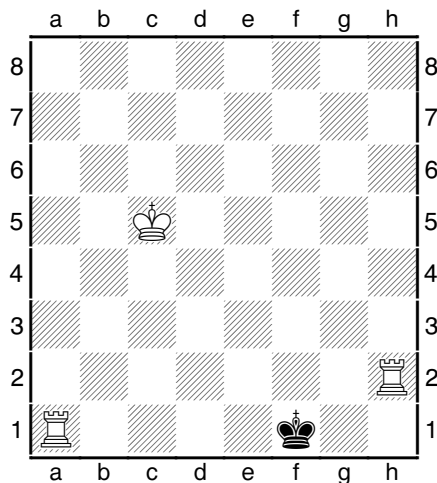
1. Your King is not always needed to mate and is usually in the way so leave him where he is or move him to the edge of the board.
2. Cut off the enemy King from moving towards the middle.
3. Use one wall to keep him from the center and build another wall right

through him with your other Rook to drive him to the edge of the board. Remember to always keep an eye on the enemy King so he doesn't sneak up on a Rook and steal it.

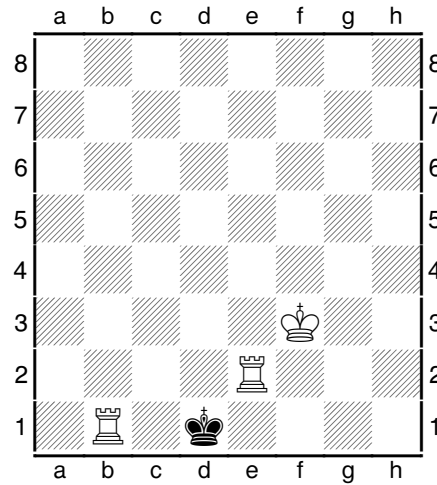
- The mate will always involve one Rook's wall keeping the King against the side of the board while the other Rook delivers mate along that side.

. There will be an occasional position that comes along when the mate will involve your King. Don't be shy. Finish off your opponent and be done with it.

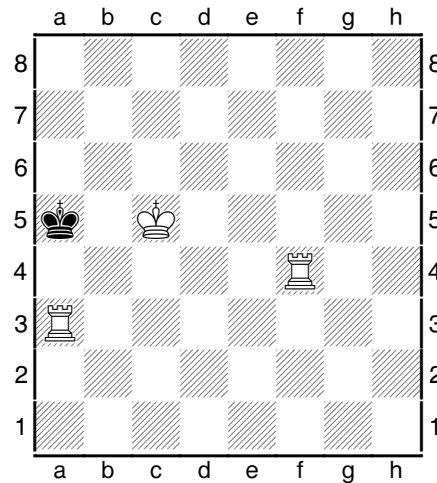
These examples show how the Rolling Ramparts mate.



The classic Rook Roller



The classic Rook Roller



Wrestled to the Mat. This mate involves only one Rook with the help of his King. It is easy to see the power of the Rook; especially when he traps a King along the edge of the board.