

King and Two Rooks versus King

White to move

While this ending is simple it is rare in actual play.

The stronger side coordinates two rooks to force checkmate. He should be careful not to allow stalemate. Otherwise this is a fairly easy ending.

	White	Black
1.	Ra5+	Kd6

If 1...Kd4 2. Kd2 Kc4 3. Rb1 Kd4 4. Rb4#

2.	Rh6+	...
----	------	-----

While one rook prevents Black's king from moving forward, the other checks.

2.	...	Kc7
3.	Rg5	Kd7
4.	Rg7+	Ke8
5.	Rh8#	

