

1 When Did the Naming of Checkmates Start?

To answer this question, it is important to know *how* the checkmates are named. In other words: what guides the naming of checkmates?

Max Lange uses a scientific approach in *Handbuch der Schachaufgaben* ('Handbook of Chess Puzzles') from 1862, where much focus is on the checkmating piece.

The modern trend has more focus on famous chess personalities and colorful names and has been prevalent since the publication of *The Art of Attack in Chess* by Vladimir Vukovic in 1963.

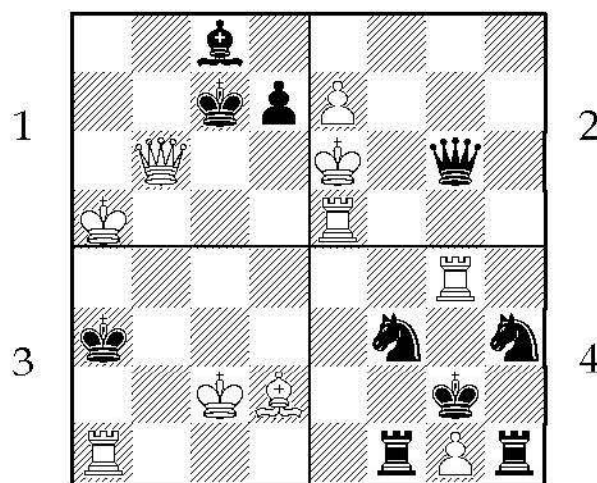
An interesting link between these two naming conventions is *The Art of the Checkmate* (1953) by Georges Renaud & Victor Kahn. The two French authors use many modern names for checkmates, but mostly for organizational purposes.

1.1 The Scientific Approach

The history of naming checkmates could have been a short one if the mates were simply named after the piece that delivers the final check. This straightforward logic would give us 5 different checkmates: Queen Mate, Rook Mate, Bishop Mate, Knight Mate, and Pawn Mate.

History turned out differently, although the Pawn Mate (David & Goliath Mate) is used almost exclusively when a pawn delivers checkmate. This tells us that it is, in theory, possible to create a naming system for all possible checkmates.

Max Lange takes a minimalistic approach in his *Handbuch der Schachaufgaben* (1862). Typical mates where queen and rook deliver checkmate are seen in the following 4 positions:



1. *Vollmatt* (Cozio's Mate)
2. *Frontmatt* (Epaulette Mate)
3. *Randmatt* (Edge-File Mate)
4. *Mittelmatt* (Middle Mate)

The queen delivers checkmate in the first 2 diagrams, and the naming is based on the distance of the queen to the king. In diagram 1 we see *Vollmatt* ('full mate') where the queen is adjacent to the enemy king, and in diagram 2 we see *Frontmatt* ('front mate') where there is a square between them. We know these checkmates today as Cozio's Mate and Epaulette Mate, respectively.

In the last 2 diagrams, the rook delivers checkmate. Diagram 3 is *Randmatt* (Edge-File Mate), even if the white king and bishop are needed to control squares on the adjacent b-