

### Lesson 3: Checkmating a king using a king and queen.

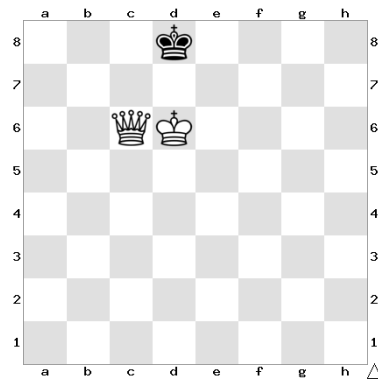


Diagram 1

A king is checkmated by an opponent's king and queen on the edge of the board. In diagram 1 above, if it is white to move, then there are two possible checkmates at 1. Qa8 and 1.Qd7. Notice, however, that if it is black to move, then the position is a stalemate. The result of the game is a draw, even though white is a whole queen up and will deliver checkmate next move.

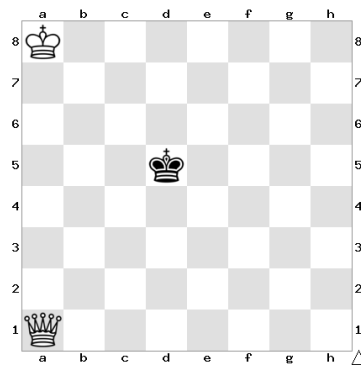


Diagram 2

An opponent's king can be **forced** to the back rank (or edge of the board) to deliver checkmate. From diagram 2 white can reduce the number of squares to which the black king can move by moving a knight – move away from the king. The first move is therefore 1. Qc3. If the king moves to 1...Ke4 (keeping the king in the centre of the board) the queen is still a knight move away – so bring up the king by 2. Kb7.

The game is a tussle between white using his king and queen to push the black king to the edge of the board, whilst black tries to keep his king in the centre of the board. The sequence of moves might be:

1. Qc3      Ke4
2. Kb7      Kd5
3. Kc7      Ke4
4. Kd6      Kf5
5. Qe3      Kg4
6. Ke5      Kh5

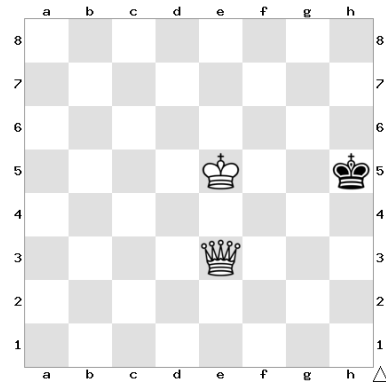


Diagram 3

Now trap the king on the edge of the board by stopping it coming to the g-file. My advice is to keep the king and queen apart to avoid the (common, for beginners!) mistake of giving away a draw by stalemate.

- 7. Qg3     Kh6
- 8. Kf6     Kh7
- 9. Qg7#

Note that there was not one queen check in the sequence before the black king was checkmated by the white queen.

Recommended reading: Practical Chess Endings by Paul Keres. Not an easy read, but as comprehensible as any book on chess endings & recognised to be a classic.