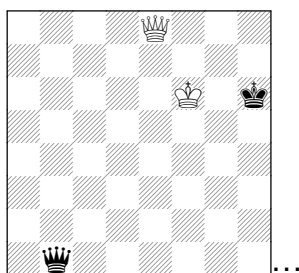


QUEEN ENDINGS



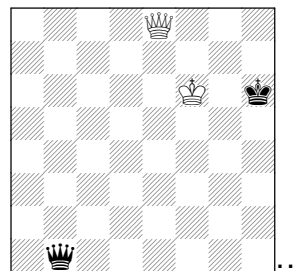
QUEEN ENDINGS

In this chapter we will study queen endings, with pawns or without them, as well as endings with queen and minor piece against queen. Queen endings seem to be complicated due to numerous checks and long play, but this complexity should not be overestimated. As a matter of fact they are simple - just don't be afraid of checks!

In order to understand queen endings, one should know principal methods of play and some typical positions. And, of course, while playing these endings, one should calculate numerous variations.

Let us first examine ideas, which are characteristic of queen endings, and then consider some theoretical positions.

MATING THREATS



MATING THREATS

Queen is the strongest piece in chess, therefore mating threats are real even with a small number of pawns on the board or without pawns at all. Naturally, king and pawns must help the queen to weave a mating net. As a rule, this is possible when the stronger side's pieces are active, while their counterparts are passive.

Exploiting bad positions of the opponent's pieces, White mates by force. 1. Qe3+

[Only a draw results from 1. Qh8+ Qh7;

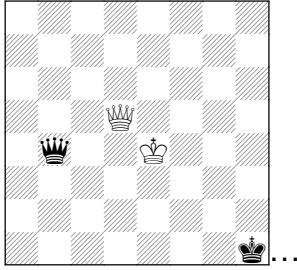
or 1. Qf8+ Kh5]

1... Kh7 2. Qh3+ Kg8 3. Qg4+! (the only way) 3... Kf8

[3... Kh7 4. Qg7#]

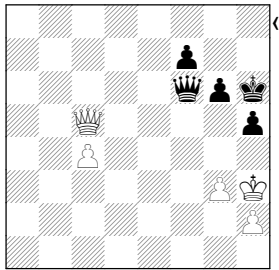
4. Qc8# In the following example Black is unable to escape from mating threats, even though he is to move.

Neumann A



1. Kf3! Without check! White has four threats at once: 2. £d1, 2. £h5, 2. ¢f2, and 2. ¢g3, from which Black is defenseless. White wins.

Zvonitsky - Khmelnsky,URS,1988



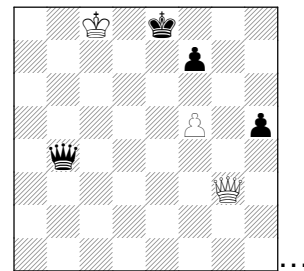
Despite his passed pawn, White loses due to his badly placed king.

1... Qf3!
[Nothing is achieved by 1... Qf1+ 2. Kh4]
2. Qf8+
[There is nothing better. If 2. Qd5 , then 2... Qf1+ 3. Kh4 f6°]
2... Kh7 3. Qc5 Qf1+ 4. Kh4 Qg2! 5. h3 Qe4+ 6. g4
[No better is 6. Kg5 Kg7 7. Qc7 Qe3+ 8. Kh4 Kh6 9. Qf4+ g5+!]
6... Qf4! 7. Qe7

[The best chance. If 7. Qd5 , then 7... Qf2+ 8. Kg5 f6#; or 7. Qc6 Kh6°]

7... hxc4 8. hxc4 Qh2+ 9. Kg5 Qh6+ 10. Kf6 Qf4#

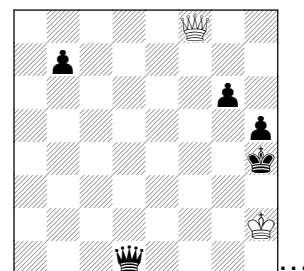
Peronake



The stronger side often succeeds by putting his opponent in zugzwang.

1. Qe5+ Qe7
[1... Kf8 2. Qh8+ Ke7 3. Qd8#]
2. Qh8+ Qf8 3. Qd4! This "quiet" move leads to a victory. 3... Qe7
[Or 3... Ke7+ 4. Kc7 Qa8 (the only defense from mate) 5. Qe5+ Kf8 6. Qh8+□]
4. f6! Qe6+ 5. Kc7 Kf8 6. Qd8+ Qe8 7. Qd6+ Kg8 8. Qg3+ followed by 9.£g7#.

Moravec Jaroslav (CZE) 4



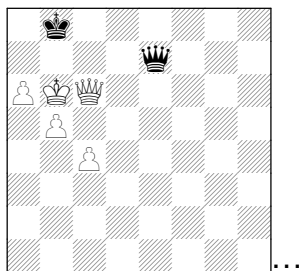
White is three pawns down, but he wins! Time after time he puts his opponent in zugzwang by exploiting the bad position of Black's king.

1. Qf4+

[1. Qf2+? Kg5°]

1... Qg4 2. Qe3! This "quiet" move puts Black in zugzwang. 2... b6 The black queen cannot move because of mate on g3 or h3. 3. Qe7+ Qg5 4. Qe4+ Qg4 5. Qe3! Everything is repeated. 5... b5 6. Qe7+ Qg5 7. Qe4+ Qg4 8. Qe3 b4 9. Qe7+ Qg5 10. Qxb4+ Qg4 11. Qe7+ Qg5 12. Qe4+ Qg4 13. Qe3 The last zugzwang. Black is mated.

PERPETUAL CHECK



PERPETUAL CHECK

Besides creating mating threats, a queen is often able to threaten or to give perpetual check in a position with a material or positional disadvantage. The stronger side must be very careful in order not to allow perpetual check, especially if his own king is exposed.

Despite White's three extra pawns and

turn to move, he is unable to win due to perpetual check. 1. Qc5

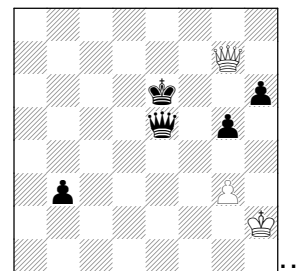
[The only move. If 1. Ka5, then 1... Qa3+ 2. Kb6 Qe7;

other moves lead to mate: 1. Qd5? Qc7#;

1. c5? Qd8+]

1... Qd8+ 2. Kc6 Qc8+ 3. Kd6 Qf8+ 4. Kd5 Qf5+ 5. Kd4 Qf2+! with a draw by perpetual check. This tactical device often occurs in practice: the king cannot "leave" the queen and is forced to move around it.

Chiburdanidze M. - Gaprindashvili N., Tbilisi, 1984



In this position too, White manages to draw by giving perpetual check. 1.

Qg8+ Kf5 2. Qf7+!

[Bad is 2. Qxb3? Qe2+ 3. Kg1 Kg4]

2... Kg4

[On 2... Qf6 White gives perpetual check by 3. Qd5+ Kg4 4. Qd1+ Qf3 5. Qd7+;

while after 2... Ke4 3. Qxb3 Black's chances of winning are highly problematic]

3. Qc4+ Kf3 4. Qf1+!

[4. Qxb3+ Qe3μ]

4... Ke4 5. Qb1+!

[5. Qc4+ Qd4]

5... Kf3

[5... Kd4 6. Qa1+]

6. Qf1+ Ke3 7. Qe1+ Kd4 8. Qb4+ Kd3 9. Qxb3+ Qc3 10. Qe6! Qd2+ 11. Kh3 Qe3 12. Qa6+!

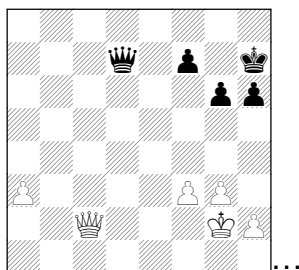
[12. Qxh6? g4+]

12... Kd2 13. Qa2+ Ke1 14. Qa1+ Kf2 15. Qf6+ Qf3 16. Qb6+ Ke1

[16... Qe3 17. Qf6+ Qf3 18. Qb6+]

17. Qb4+ Kf2 18. Qb6+ Black cannot hide from checks. Draw.

Alekhin A. - Reshevsky S., Amsterdam, 1938



Black hopes to obtain a draw are connected only with perpetual check. 1. Qa2

[If 1. Qe4, then 1... Qd2+ 2. Kh3 Qd7+ 3. g4 Qd1!]

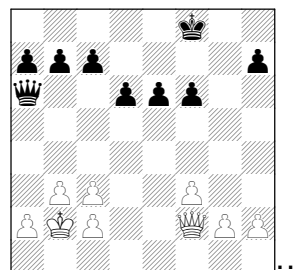
1... Kg8 2. a4 Qc6 3. a5 Qa6! Here the black queen is placed in the best way. It blockades the opponent's pawn, attacks it, and, last but not least, threatens to give perpetual check. 4. g4

[Nothing is achieved by 4. Qd5 Kg7 5. Qd4+ Kg8 6. Qb6 Qe2+]

4... g5 5. Kf2 Qd6 6. Kf1 Qa6+ 7. Kg2 It is difficult for White to improve his position. 7... Kg7 8. Qb2+ Kg8 9. Qb8+

Kg7 10. Qe5+ Kg8 11. Kf2 Qa7+ 12. Ke2 Qa6+ 13. Kd2 Qc4! Now the draw is evident. 14. Qf5 Qd4+ 15. Ke2 Qb2+ Perpetual check. Draw.

SAFE KING'S POSITION



SAFE KING'S POSITION

When the stronger side's king is in safety, he can play comfortably, being guaranteed against mate and perpetual check. This allows him to attack the opponent's king and pawns by his queen, and converting of a material or positional advantage into a win becomes much easier.

White's advantage consists in his safe king's position. He can attack the black king and pawns without any risk. 1. Qh4! Kg7 2. Qg4+ Kf7 3. Qh5+ Kg7 4. Qe8! (forcing the opponent's reply) 4... Qe2 5. Qe7+ Kg6 6. Qf8!

[White draws a bead on the enemy king. Worse is 6. Qxc7 Qxg2 7. Qxd6 in view of 7... e5, and Black has chances for a draw.]

6... e5

[Bad is 6... f5 because of 7. h4! e5 8. h5+ Kg5 9. h6 with the idea of 10.

£g7□]

7. Qg8+ Kh6 8. h4 White reinforces his position. 8... Qf2

[An attempt to create counterplay by 8... d5 9. g4 Qxf3 10. g5+ Kh5 11. Qxh7+ Kg4 12. g6 d4 13. cxd4 exd4 fails due to 14. Qxc7]

9. Qf8+ Kg6 10. h5+ Kxh5 11. Qg7 Qd2 [Insufficient is 11... f5 12. Qxh7+ Kg5 13. Qxc7 e4 14. fxe4 fxe4 15. Qe7+]

12. Qxh7+ Qh6 13. g4+ Kg5 14. Qxc7 Kf4 15. Qxb7 Qh1 16. Qb4+! (the most precise) 16... Kxf3 (otherwise White plays 17. £e4□) 17. Qxd6 Kxg4 18. c4!

[If 18. Qxf6 , then 18... Qd5! , and the e-pawn gives Black drawing chances.]

18... e4 19. c5 f5

[19... e3? 20. Qd4+]

20. c6 Qh8+

[No better is 20... e3 21. Qd4+ Qe4 22. Qxe4+ fxe4 23. c7 , and the pawn promotes with check.]

21. c3 e3 22. Qg6+!

[Accuracy is necessary. After 22. c7 e2 23. Qe6 e1=Q 24. Qxe1 Black has 24... Qh2+ followed by 25 ... £c7, capturing the pawn.]

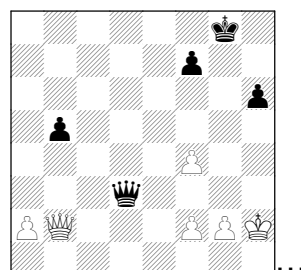
22... Kf4 23. c7 e2 24. Qe6 Kf3 25. Qxf5+ [Simpler is 25. c8=Q Qxc8 26. Qxc8 e1=Q 27. Qxf5+]

25... Kg2 26. Qg4+ (c8£□) 26... Kf2 27. Qf4+ Kg2 28. Qe3 Kf1 29. Qf3+ Ke1 30. Qf4

[Stronger is 30. Qf5]

30... Qc8 31. Qd6 Kf2 32. Qd8 e1=Q 33. Qxc8 Qd2+ 34. Ka3 Qc1+ 35. Ka4 Qf4+ 36. c4 Black resigned.

Karpov A. - Vaganian R.,Budapest,1973



White has an extra pawn, and with his king being in safety, a win is simple. 1. a3 Qd6 2. Qb4 Qf6 3. f3! (in order to have a possibility to exchange queens on both e4 and e5) 3... Qh4+ 4. Kg1 Qh5?

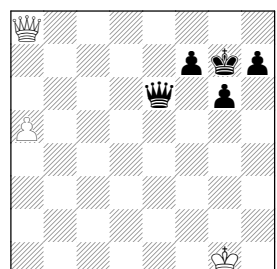
[A mistake. On the more stubborn 4... Qf6 White would play either 5. g3! , attacking on the K-side by the king under cover of the pawns (or 5. Kf2 , bringing the king to the b5-pawn)]

5. Qe7! Kh7

[5... Qd5 6. Qe8+ , exchanging queens.]

6. g4 Qh3 7. Qxf7+ Kh8 8. Qe8+ Kh7 9. Qe4+ Kg8 10. f5 Qg3+ 11. Kf1 Qh3+ 12. Ke2 Qg2+ , and at last Black resigned.

PASSED PAWN

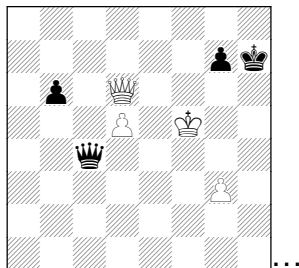


PASSED PAWN

A passed pawn is a very important factor in queen endings. The more advanced the pawns, the more dangerous they are. In positions where both sides have passed pawns, a material advantage becomes of secondary importance, and the result depends on whose passed pawn is closer to its promotion square. Just one tempo may have a decisive effect on the assessment of the position. The weaker side often saves the game by sacrificing one or even more pawns in order to create a passed pawn, or to threaten its creation.

Instructive example Black is unable to win, e.g.: 1... h5 2. a6 h4 3. a7 h3 4. Qb7, and it is only White who can play for a win.

Sveshnikov E. - Ivanovic B., Sarajevo (Bosnia & Herzegovina), 1983



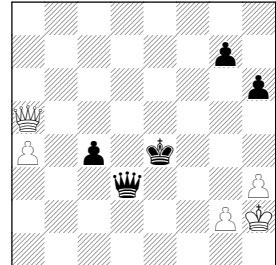
White is obviously better thanks to his far advanced passed d-pawn. 1. Qg6+ Kg8 2. Qe8+ Kh7 3. d6 Qd3+ Defending such positions is difficult; Black's only hope is perpetual check. 4. Ke6 Qe4+ 5. Kd7 Qb7+ 6. Kd8 b5

[Further checking does not make sense: 6... Qa8+ 7. Ke7 Qe4+ 8. Kf8 Qf3+ 9. Qf7 Qa8+ 10. Ke7]

7. Qh5+ Kg8 8. Qc5! b4 9. d7 b3 Black

is just one tempo too late. 10. Qc8!

Beliaevsky A. - Vaganian R., Moscow, 1975



Black's task is to avoid perpetual check.

1... c3 2. Qb4+ Ke3 3. a5 c2 4. Qc5+ Kd2 5. Qb4+ Qc3 6. Qd6+ Ke3!

[After 6... Ke2 7. Qe6+ Kd3 8. Qd6+ Kc4 White saves the game: 9. a6 c1=Q 10. a7]

7. Qg3+ Kd4 Black transfers his king to the a-file, where it will hide in the "shadow" of White's a-pawn. This device often occurs in queen endings.

8. Qd6+ Ke4

[8... Kc4? 9. a6!]

9. Qg6+

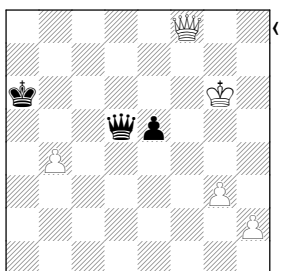
[9. a6 c1=Q 10. a7 Q1a3!]

9... Kd5 10. Qf7+ Kc5 11. Qc7+ Kb4 12. Qb7+ Ka3!

[Naturally, 12... Kxa5 is also winning, but the move in the game is much stronger.]

White resigned.

Ftacnik L. - Plachetka J., Czechoslovakia, 1978



Black is two pawns down, but his passed e-pawn equalizes the chances. 1... e4!

2. Qe8 Kb6

[2... Qd3]

3. Qb8+ Kc6 4. b5+ Kc5 5. Qe8 Kd4!

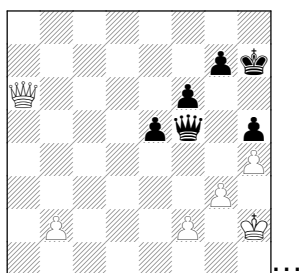
[Accuracy is required of Black; the natural 5... Qd3? loses after 6. Qc6+ Kb4 7. b6 e3+ 8. Kg5 e2 9. b7 Qe3+ 10. Kg4 Qd4+ 11. Kf3! e1=N+ 12. Ke2 Qe5+ 13. Kf1]

6. b6 Qd6+

[6... e3? 7. Qa4+ Ke5 8. Qa1+]

7. Kf5 Qc5+ 8. Kf4 Qd6+ Draw.

Lputian S. - Rublevsky S., 1992



If, with the material being equal, only one side has a passed pawn, even not far advanced, then it is an important factor in fighting for a win. The weaker side has a hard job of defending his position. He has to aim for counterplay - to create a

passed pawn or to go for perpetual check.

Of course, White is better. 1. Qe2

Kh6

[An inaccuracy. Correct is 1... Kg8! 2. b4 Qb1 3. b5 Qb3 (or 3... Qb4 with good drawing chances)]

2. b4 g5 3. Qe3! e4

[Stronger is 3... Kg6]

4. Qc5 Qf3 5. b5 Kg6

[5... gxh4 6. Qe3+]

6. Qe3 Qf5 7. b6 Qd5 8. hxg5 fxg5 9. Qc3 h4 Black exposes the opponent's king; still his position remains difficult. 10. gxh4 gxh4

[Better is 10... Qd6+]

11. Qc7 Qf5 12. Qd6+ Kh5 13. Qd1+ Kg5

[Necessary was 13... Kh6]

14. Qd8+ Kh5 15. Qh8+ Kg4 16. Qg7+ Kh5 17. Qh8+ Kg4 18. Qb2! White plays precisely. 18... Qf4+ 19. Kg1 Kf5

[19... e3 20. Qe2+]

20. Qg7!

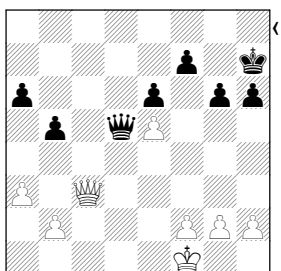
[20. b7 Qg4+]

20... Qc1+ 21. Kg2 Qc6 22. Qf7+ Ke5 23. b7 It's all over now. 23... e3+ 24. Qf3 Qc7

[No better is 24... h3+]

25. Qxe3+ Kf5 26. Qd3+ Kf6 27. Qd4+ Kg5 28. Qb4 h3+ 29. Kxh3 Qd7+ 30. Kg3 Black resigned.

ACTIVE QUEEN



ACTIVE QUEEN

If the stronger side's queen is active enough, then it gradually ties the opponent's pieces, after which it is much easier to realize the advantage.

Let us consider a classic ending by Maroczy, the greatest expert in queen endings.

His perfectly placed queen and the opponent's weak e5-pawn secure Black an advantage. By precise play he converts it into a win. 1... Qd1+ 2. Qe1 Qd3+ 3. Kg1 Qc2! 4. Qa1

[Better is 4. b4 Qb2 5. h4 h5 6. Qe4 , and White retains drawing chances.]

4... a5! 5. g3

[If 5. b4 axb4 6. axb4 , then 6... Qe4]

5... a4 6. f4

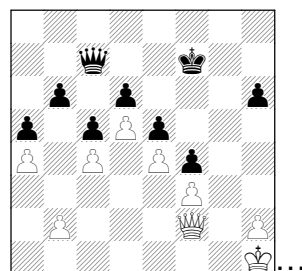
[On 6. Qa2 there follows 6... Qd1+; while 6. Kh1 is met by 6... Qxf2 followed by h5-h4]

6... Kg8! (zugzwang) 7. h3 h5 8. h4 Kg7 9. Kh1 Qf2 10. Qg1 Qxb2 11. Qc5 b4 12. f5!? The only opportunity of counterplay.

[No better is 12. Qe7 in view of 12... bxa3 13. Qf6+ Kg8 14. Qd8+ Kh7 15. Qf6 (or 15. £e7) 15... Qb1+ followed by 16... £f5°]

12... exf5 13. e6 bxa3 14. exf7 Kxf7 15. Qc7+ Ke6 The king easily hides from checks. White resigned.

Spassov L. - Ermenkov E., Varna, 1975



1. Qh4! The difference in the placing of the queens is especially marked. 1... Kg7

[On 1... Qd7 White can choose between the quiet 2. b3 (and sharp 2. Qxh6 Qxa4 3. Kg2 Qd1!? 4. Qe6+ Kg7 5. Qg4+ Kf7 6. Kh3! with a secure advantage in both cases)]

2. Qg4+ Kh7 3. Qe6! Kg7

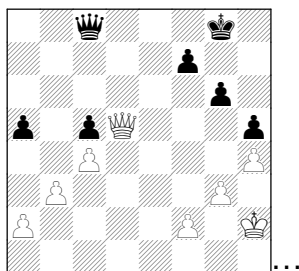
[After 3... Qd8 4. Qf7+ Kh8 5. Qg6 Qh4 6. Kg2! Black ends up in zugzwang and loses in a pawn ending: 6... Qg5+ 7. Qxg5 hxg5 8. Kh3 , for example: 8... Kg7 9. Kg4 Kg6 10. h3 Kh6 11. Kf5 Kh5 12. Ke6 Kh4 13. Kxd6 Kxh3 14. Kc7 g4 15. fxg4 f3 16. d6 , and the rest is clear.]

4. Kg2 Qb8

[4... Qd8 5. Kh3 Qf6 6. Qd7+ Kg8 7. Qc7]

5. Qe7+ Kg6 6. Kh3 Having fettered the opponent's forces, White brings his king to help the queen, which quickly decides the game. 6... Qc8+ 7. Kh4 Qb8 8. Qe6+ Kg7 9. Kh5 Black resigned.

Panchenko A. - Grabarczyk M., Katowice (Poland), 1991



With an active queen it is much easier to convert a material advantage into a win.

In this position White has a standard winning plan of the king's transferring to the Q-side. The centralized queen, however, allows to win much quicker.

1. Qe5! Some kind of zugzwang - the black queen does not have a good square to move to. 1... Kh7

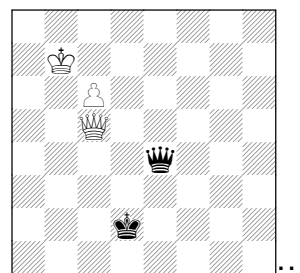
[1... Qc6 2. Qb8+ è 3. £a7]

2. Kg1!

[Unclear is 2. Qe7 Qf5]

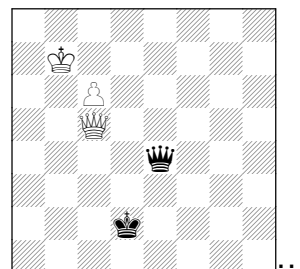
2... Kh6 There is nothing better. 3. Qe7 Qf5 (the only opportunity of counterplay) 4. Qd8 Qb1+ 5. Kh2 Qb2 (mate on h8 was threatened) 6. Qf8+ Black resigned.

THEORETICAL ENDINGS



THEORETICAL ENDINGS

Queen and pawn against queen



Queen and pawn against queen

We will now consider positions where the weaker side's king is far away from the pawn, because otherwise a draw is elementary.

If a central or bishop's pawn has reached the 7th rank, then the stronger side succeeds almost always, precise play supposed. In some cases the win is secured if the pawn has reached the 6th or even the 5th rank. Defender's checks

are dangerous only from a viewpoint of the rule of 50 moves.

1. Ka7! Qa4+ 2. Kb6! The king attacks the queen! This device often occurs in queen endings. 2... Qb3+ 3. Ka5! Qa2+ 4. Kb5 As well as here, checks usually come to an end. 4... Qa8 5. c7 Qc8

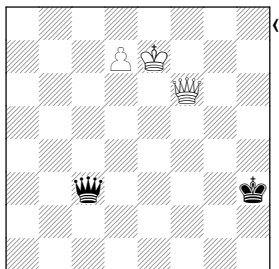
[A hopeless for Black theoretical position has arisen. No better is 5... Qb7+ 6. Ka5 Qa8+ 7. Kb6! Qc8 8. Qc6! followed by ♔a7 and ♚b7□]

6. Kb4 The king is heading for c1; [6. Kb6 is winning too.]

6... Ke1 7. Qc1+ Kf2 8. Ka3 Kg3 [Or 8... Qa6+ 9. Kb2 Qb7+ 10. Ka1 Qa6+ 11. Kb1 Qc8 12. Qc2+ Kg3 13. Kc1 Kf4 14. Qc6]

9. Qc4 Kh2 10. Qc2+ Kg3 11. Kb2 Kf4 12. Kc1 Ke5 13. Qc6! Black resigned.

Fine Reuben (USA) 5



1... Qc5+

[1... Qc7 2. Ke8]

2. Ke8 Qb5 The best move.

[If 2... Qe3+ , then 3. Qe7; 2... Qh5+ 3. Kf8 Qc5+ 4. Kg7 Qc7 (4... Qg1+ 5. Kh8) 5. Qf5+ Kh4 (other king retreats do not save Black also: 5... Kh2 6. Kf8 Qd8+ 7. Kf7 Qc7 8. Ke8 Qc6 9. Ke7 Qc7 10. Qd5! Qa7 11.

Ke6; 5... Kg3 6. Kh6) 6. Kg6 Qg3+ 7. Kf7 Qb3+ 8. Qe6 Qb7 9. Qe7+]

3. Qe6+ Kh2

[Or 3... Kg3 4. Kf7 Qb7 5. Kg6 Qb1+ 6. Qf5 Qb6+ 7. Kh5]

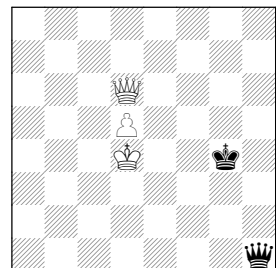
4. Kf7 Qh5+

[Black also loses after both 4... Qf1+ 5. Ke7;

and 4... Qb7 5. Kg6 Qg2+ 6. Kf6 Qf3+ 7. Qf5 Qc6+ 8. Ke7 Qc7 9. Qd5]

5. Kg7 Qg5+ 6. Kh7 Qd8 7. Kg6! Kh1 8. Kf7 Kh2 9. Qe7 , and White wins.

Ivkov B. - Hartoch R., Rich, 1969



1... Qa1+

[1... Qg1+ 2. Kc4]

2. Kc5 Kf3

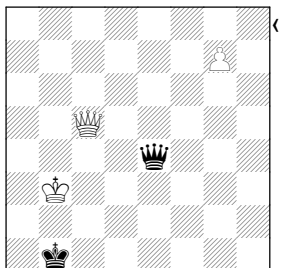
[Or 2... Qa5+ 3. Kc6 Qa6+ 4. Kd7 Qb7+ 5. Ke8!]

3. Qe6! Qa5+ 4. Kc6 Qa6+ 5. Kc7 Qa7+ 6. Kd8 Qb8+ 7. Ke7 Qc7+ 8. Kf6 Kg2 9. d6 The pawn has reached the 6th rank; now a win is achieved easier. 9... Qc3+ 10. Kf7 Qf3+ 11. Kg7 Qc3+ 12. Kh7! Qc6 13. Qg4+ Kf1 14. Qf5+ Ke1 15. d7 The rest is simple. 15... Qd6

[Or 15... Qh1+ 16. Kg7 Qg2+ 17. Kf7; 15... Qc7 16. Kg8 Qd8+ 17. Kf7 followed by ♚e6-e7.]

16. Qa5+ Black resigned.

Pachman L. - Gligoric S., Moscow, 1947



With a rook's or knight's pawn, a win is difficult, and sometimes impossible at all. Nevertheless, the defender's task is not simple. We will now consider three practical examples in which the stronger side has managed to succeed, and let the computer programs prove whether or not a draw was possible! Over the board one must play without the computer's assistance.

1... Qf3+

[If 1... Qe6+ , then 2. Ka4 Qa6+ (or 2... Qa2+ 3. Qa3; 2... Qg8 3. Qf8 Qa2+ 4. Qa3) 3. Qa5 Qe6 4. Qb4+ Kc2 5. Qc5+ Kd3 6. Ka3 Qf7 (6... Qa6+ 7. Kb4) 7. Qb5+ Ke4 8. Qb1+ , and White queens.]

2. Ka4 Qa8+ 3. Qa5 Qg8 4. Qb4+ Kc2 5. Qe4+ Kc3 6. Qf3+ Kd4

[No better is 6... Kb2 because of 7. Qg2+ Kc3 8. Qg3+ Kd4 9. Ka3 Qa8+ 10. Kb2 Qb7+ 11. Qb3 Qg2+ 12. Ka3; 6... Kc2 7. Qg2+ Kc3 8. Qg3+ Kd2 9. Kb4 Ke2 10. Qh2+ Kd3 11. Qh3+ Kc2 12. Qc3+ Kd1 13. Qb3+ (analysis by

the computer program "Belle").]

7. Qf8 Qa2+ 8. Qa3 Qg8

[Other queen retreats also lose: 8...

Qg2 9. Qb4+ Ke5 10. Qb8+;

8... Qc2+ 9. Qb3 Qc6+ 10. Ka3;

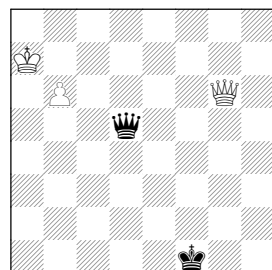
8... Qf7 9. Qb4+ Ke5 10. Qb8+]

9. Qb3! Qa8+

[9... Qe8+ 10. Ka3]

10. Kb4 Qb8+ 11. Ka3 , and White wins.

Barlov D. - Soltis A., New York, 1988

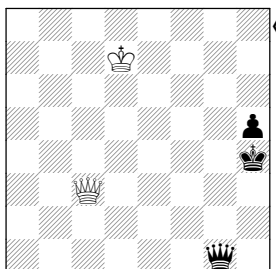


1... Qa5+ 2. Kb7 Qd5+ 3. Kc7 Qc5+ 4. Kd7 Qd5+ 5. Qd6?

[Stronger is 5. Ke7 Qc5+ 6. Kf7 Qd5+ 7. Kf8 Qa8+ 8. Kg7 Ke2 9. Qc2+ Kf1 10. Qb1+ Kf2 11. b7 Qb8 12. Qe4 Kg3 13. Kf7 Qc7+ 14. Qe7 Qf4+ 15. Kg7 Qb8 16. Kg6 Kf3 17. Kf6 Qf4+ 18. Kg7 Qg3+ 19. Kf7 Qb8 20. Ke6 Kg2 , and White wins (analysis by "Belle").]

5... Qf7+ 6. Kc8 Qe8+ 7. Kc7 Qf7+ 8. Kc6 Qc4+ 9. Qc5 Qe6+ 10. Kb5 Qe8+ 11. Ka5 Qa8+ 12. Kb4 Qb8 13. Qf5+ Kg1 14. Qg6+ Kh1 15. Qc6+ Kg1 16. Kb5 Kf1 17. Ka6! Ke1 18. Qe6+ Kf1 19. b7 Kg1 20. Kb6 (with the idea of 21. fxc6) 20... Qd8+ 21. Ka7 Black resigned. Of course, Black could defend better, but over the board it was difficult.

Gligoric S. - Timman J., Bugojno, 1980



1... Qg3 2. Qc1

[Better is 2. Qf6+]

2... Qg4+ 3. Kc7 Qg7+ 4. Kb6 Qf6+ 5. Ka7 It is hard to say, where the defender should keep his king. 5... Qe5

Black centralizes his queen, and so far it seems that he does not have a clear winning plan. 6. Qg1 Kh3 7. Qh1+

[Checks are not always good; better is 7. Qg6]

7... Kg4 8. Qd1+ Kf4 9. Qf1+ Kg5 10. Qg2+ Kf6 11. Qf3+ Ke7 Black brings his king closer the opponent's king in order to cover from checks. 12. Qa3+ Qd6 13. Qf3

[Better is 13. Qe3+ Kd8 14. Qf2 , preventing the pawn's advance.]

13... Qd4+ 14. Kb7 h4 15. Qh5 Kd6 16. Qg6+ Kc5 17. Qc6+ Kb4 18. Qg2 Qc4! 19. Kb6 Qc5+ 20. Kb7 Qd4 21. Kc6 Qc3+ 22. Kd7 Qd3+ 23. Ke6

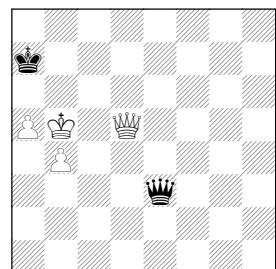
[23. Kc6!]

23... h3 24. Qh2 Kc3 25. Qe5+? Kc2 26. Qh2+ Kd1 27. Qh1+ Kd2 28. Kf6 Qe3 29. Kf5? Qf2+! 30. Ke5

[30. Kg4 Qg2+]

30... Qe1+ White resigned.

Queen and two pawns against queen



Queen and two pawns against queen

A win in positions with two extra pawns is simple, provided only that there is no immediate perpetual check. It is of small importance, which are the pawns: connected, isolated, or doubled.

1... Qe8+ (the best opportunity) 2. Kc4 Qe2+ 3. Kc5 The king easily hides from checks. 3... Qe7+

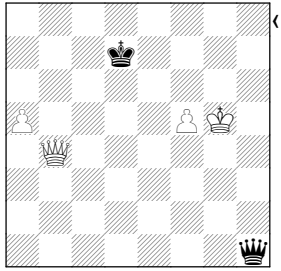
[Or 3... Qf2+ 4. Kc6 Qf6+ 5. Kc7 Qg7+ 6. Qd7]

4. Qd6 Qg5+

[4... Qe3+ 5. Qd4]

5. Kc6 Qg2+ 6. Kc7 Qg7+ 7. Qd7 Black was unable to prevent White from achieving this position. 7... Qc3+ 8. Kd6+ Kb8 9. Qb5+ , exchanging queens on the next move.

Larsen B. - Gligoric S., Bled/Portoroz (Slovenia), 1979



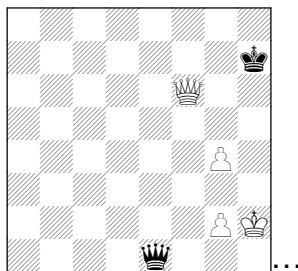
1... Qg2+ It does not matter, which checks Black gives. 2. Qg4 Qd5

[Or 2... Qd2+ 3. Kg6 Qxa5 4. f6+ Kc7 5. Qc4+ Kd7 6. Qd4+ Kc8 7. f7 Qa6+ 8. Kh7 , and White wins.]

3. Qa4+ Ke7 4. Qb4+ Kf7 5. Kf4 (zugzwang) 5... Qc6 6. Qb3+ Kf8 7. Qa3+ Kg7 [...]

[, and Black resigned in view of 8. Qe7+ Kh8 9. Qf8+ Kh7 10. Qf7+ Kh8 11. Qh5+ Kg7 12. Qg6+]

Reshevsky S. - Geller E., Sousse (Tunisia), 1967



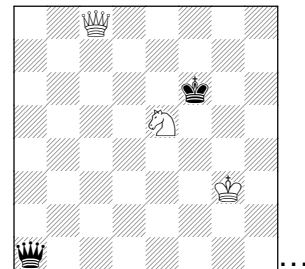
1. g3 Kg8 2. Qd8+ Kh7 3. Qd7+ Kg8 4. Qd5+ It is always useful to centralize a queen. 4... Kg7 5. Kh3 Qe2 6. Qd7+ Kg6 7. Qd6+ Kg7

[Or 7... Kg5 8. Qd8+ Kh6 9. Qh8+ Kg6 10. Qg8+ Kh6 11. g5+ Kh5 12. Qh7+ Kxg5 13. Qh4+ Kf5 14. Qf4+ followed

by 15. £g4, exchanging queens.]

8. Kh4 Qe4 9. Qd7+ Kh6 10. Qd2+ Kh7 11. Qc1 (taking control over the h1-square) 11... Qd5 12. g5 Qe4+ 13. Qf4 Qh1+ 14. Kg4 Qd1+ 15. Qf3 Qa4+ 16. Kh5! Qe8+ 17. Kh4 Kg8 18. g6! Qe7+ [18... Qxg6 19. Qg4 Kh8! 20. Qh5+] 19. Kg4 Qe6+ 20. Qf5 Qe2+ 21. Kh3! Black resigned.

Queen and knight against queen



Queen and knight against queen

Queen and knight are normally unable to win against queen, but in some exceptional cases the win is possible due to badly placed opponent's pieces, with the stronger side's pieces being coordinated.

1. Qf8+ Ke6

[1... Kg5 2. Qf4+ Kh5 3. Qg4+ , mating.]

2. Qf7+ Kd6 3. Qd7+ Kc5 4. Qc6+ Kd4

[Or 4... Kb4 5. Nd3+ Kb3 6. Qd5+! Kc2 7. Nb4+ Kc1 8. Qc4+ Kb2 9. Nd3+ Kb1 10. Qb3+]

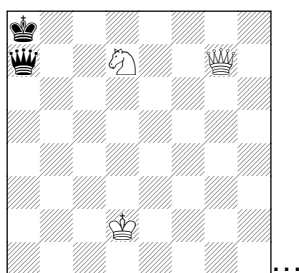
5. Kf4! All White's pieces are perfectly

coordinated. 5... Qa2

[Mate by 6. Ec4\# was threatened, while after 5... Qf1+ 6. Nf3+ Kd3 7. Qb5+ Black lost his queen.]

6. Nf3+ Kd3 7. Ne1+! Kd4 8. Nc2+ Kd3 9. Nb4+ , forking the queen.

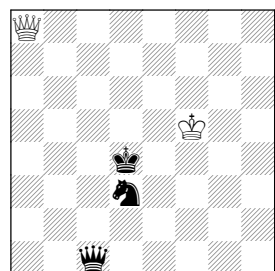
Yuzef D



If the defender's king and queen are placed on the edge of the board, then the stronger side is able to mate the opponent's king by his queen and knight, without any help from his king.

White wins by force. 1. Qg2+ Qb7 2. Qg8+ Ka7 3. Qg1+ Ka8 4. Qa1+ Qa7 5. Qh1+ Qb7 6. Qh8+ Ka7 7. Qa1+ Qa6 8. Qg1+ Ka8 9. Qg8+ , and White wins. The maneuvers of the white queen are very impressive.

Lengyel L. - Levy, Cienfuegos (Cuba), 1972



Let us now consider a practical example.

1... Qf4+ 2. Ke6

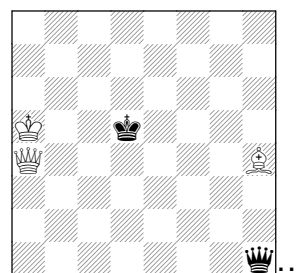
[2. Kg6 Ne5+ 3. Kg7 Qf7+]

2... Nc5+! 3. Ke7 Qh4+! 4. Kf7

[4. Kd6 loses also: 4... Qf6+ 5. Kc7 Qe7+ 6. Kb6 Nd7+!]

4... Qh7+ 5. Kf6 Ne4+ 6. Ke6 Qg6+ 7. Kd7 Qf7+ 8. Kc8 Nd6+ 9. Kb8 Qe8+ 10. Ka7 Nb5+ 11. Kb7 Qe4+! 12. Kb8 Qe5+ 13. Kb7 Qd5+ Black's queen has approached the white king with checks, climbing the "staircase". 14. Kb8 Qd8+ 15. Kb7 Nd6+ 16. Ka7 Qa5+ 17. Kb8 Qb6+ , mating.

Queen and bishop against queen



Queen and bishop against queen

A win with queen and bishop against

White wins.

[Or 1... Ke5 2. Qg7+! Ke6 3. Qe7+ Kf5
4. Qf6+ Kg4 5. Qg5+]

[4... Kc2 5. Qc4+]

[8... Ke4 9. Qc6+]

In these endings the stronger side should place his queen and bishop on the opposite colored squares; in this case they supplement each other.

[Black is in zugzwang and loses in all cases. If 4... f6 , then 5. Qd5;

on 4... Qh8+ there follows 5. Bd8 Qb2
6. Qxf7+ Ka6 7. Qc4+ Qb5 8. Qa2+]

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