

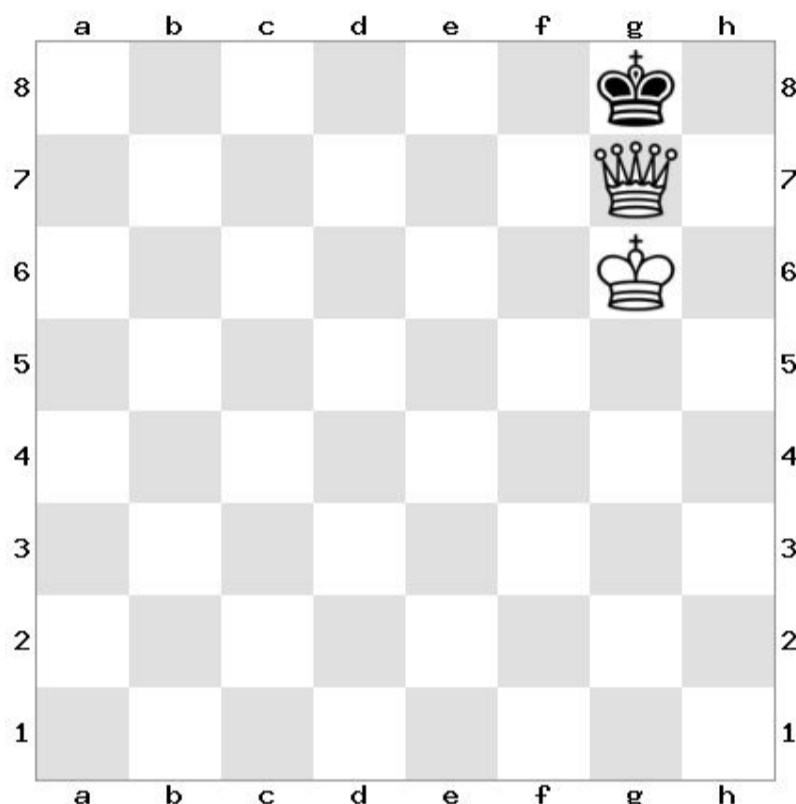
Basic Endgames 1

Checkmate with King and Queen.

Glenn Wilson

1 September 2022

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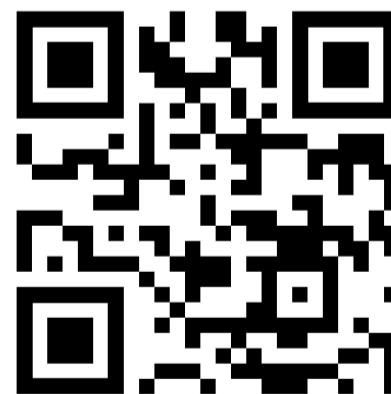
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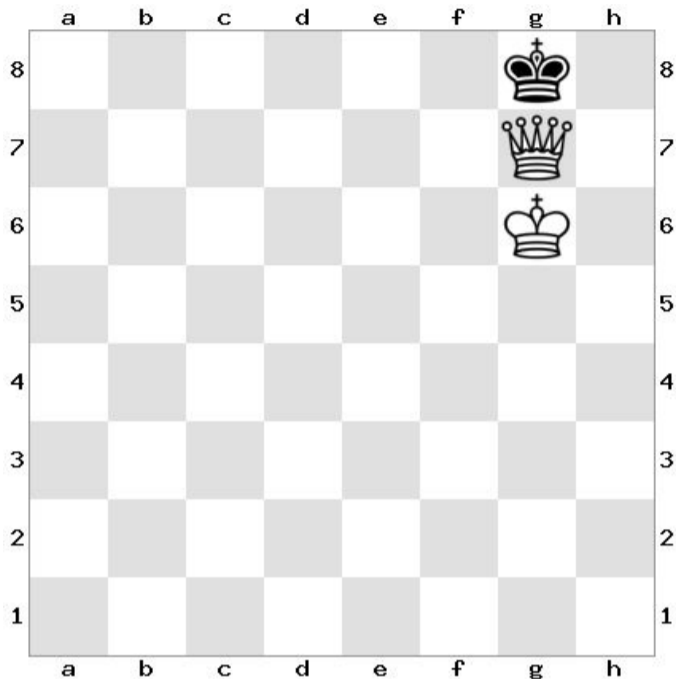
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Checkmate with King and Queen

Introduction



Checkmate with only a King and Queen against a King is the most basic and important checkmate to learn because it happens very frequently.

King and Queen against a King can win every time unless:

- The side with the Queen stalemates the other side, or,
- The Queen is captured, then it is a draw by insufficient material, or,
- The side with the Queen makes more than 50 moves without giving checkmate, then it is a draw by the 50-move rule.

The method

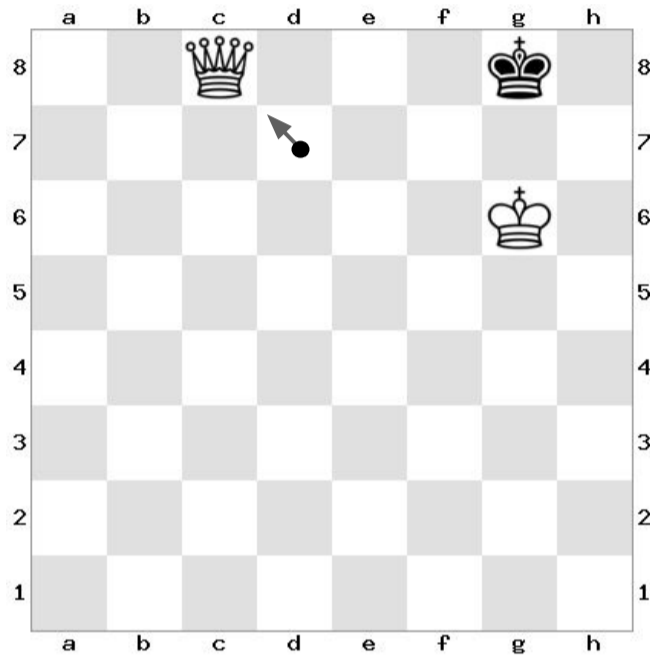
To checkmate with only a King and Queen against a King:

1. Trap the opposing King on the edge of the board with your Queen.
2. Move your King so it is opposite the other King.
3. Deliver Checkmate with your Queen.

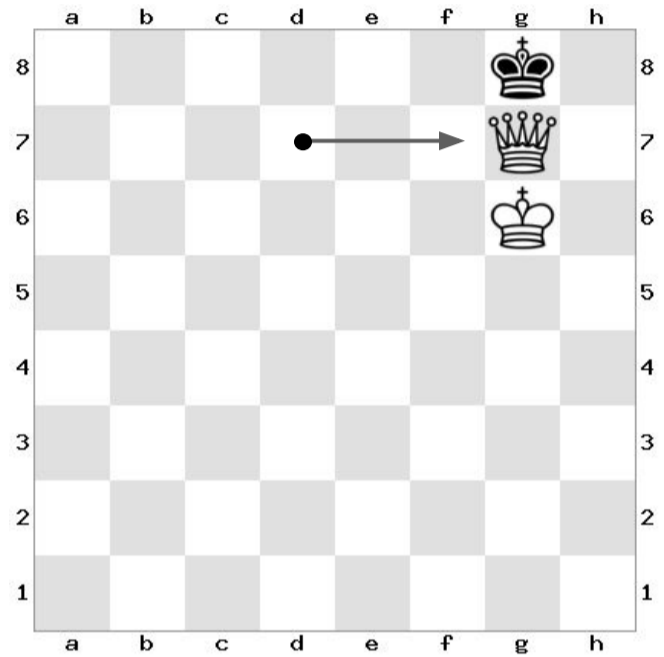
While avoiding stalemate on every turn.

We will start at the end by first showing some common checkmate positions. Then we will see some stalemate positions to avoid and finally we will show how to force the opposing King to the edge of the board.

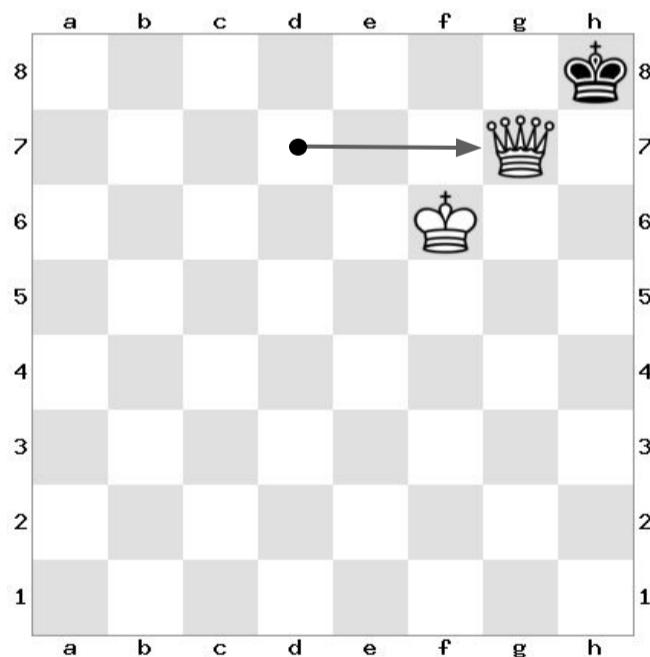
Checkmate Positions



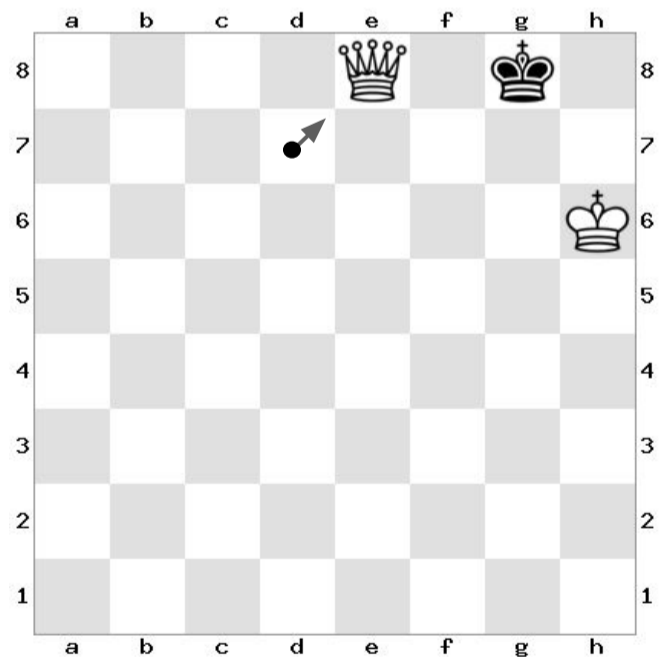
Checkmate. The Queen moved from d7 to c8.



Checkmate. The Queen moved from d7 to g7.



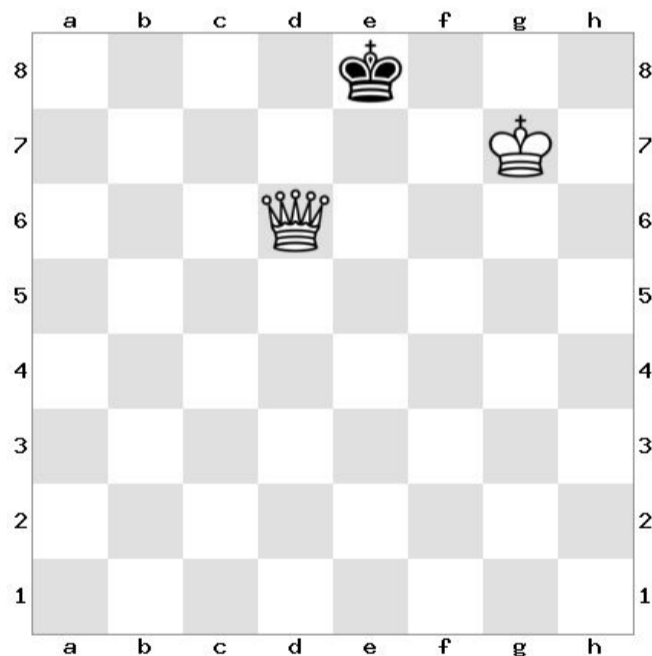
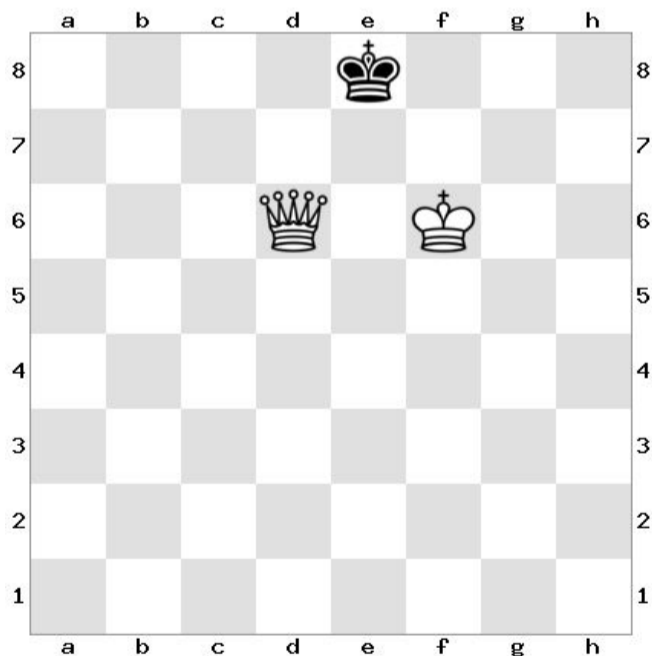
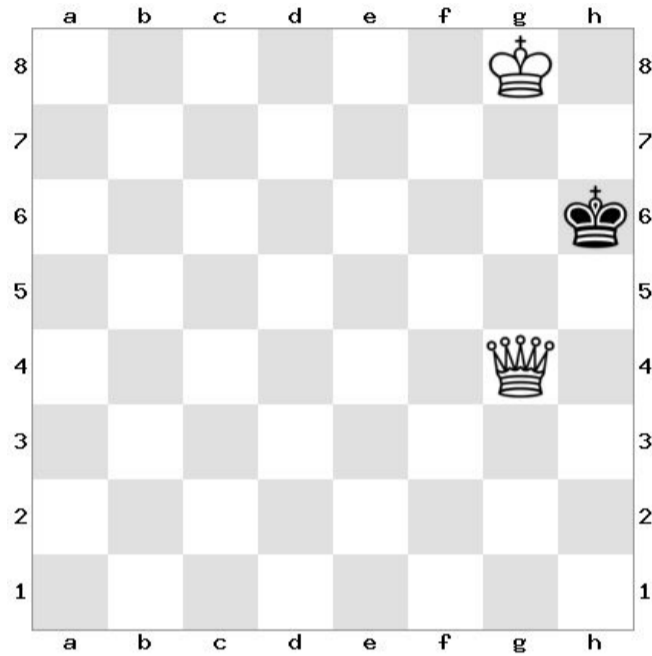
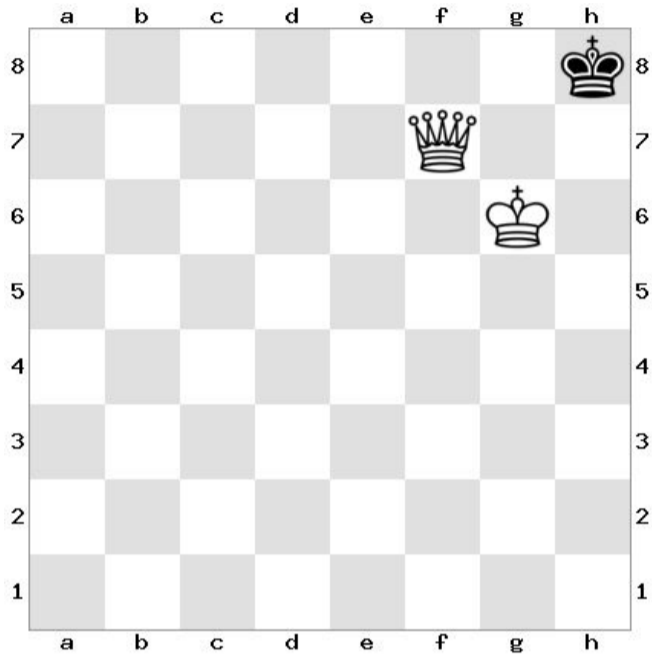
Checkmate. The Queen moved from d7 to g7.



Checkmate. The Queen moved from d7 to e8.

Stalemate Alert!

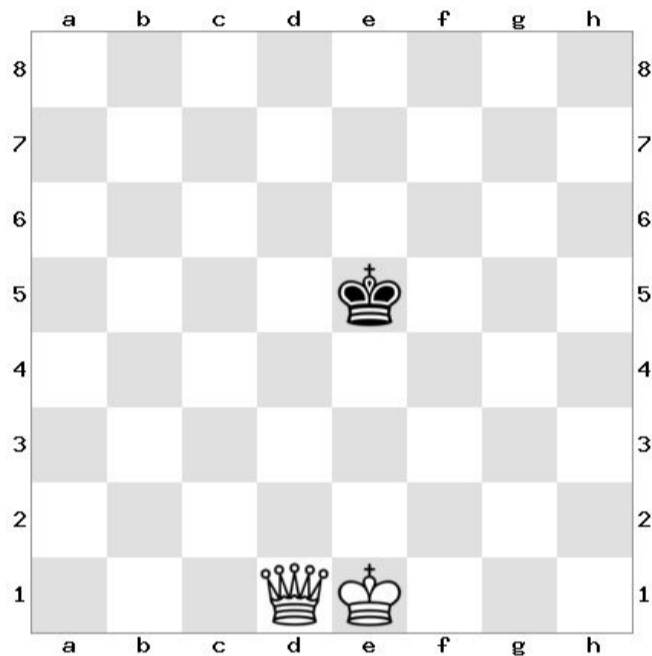
Don't turn a win into a draw! Remember that a stalemate is when the side to move is not in check and has no moves. Here are some common stalemate positions with Black to move.



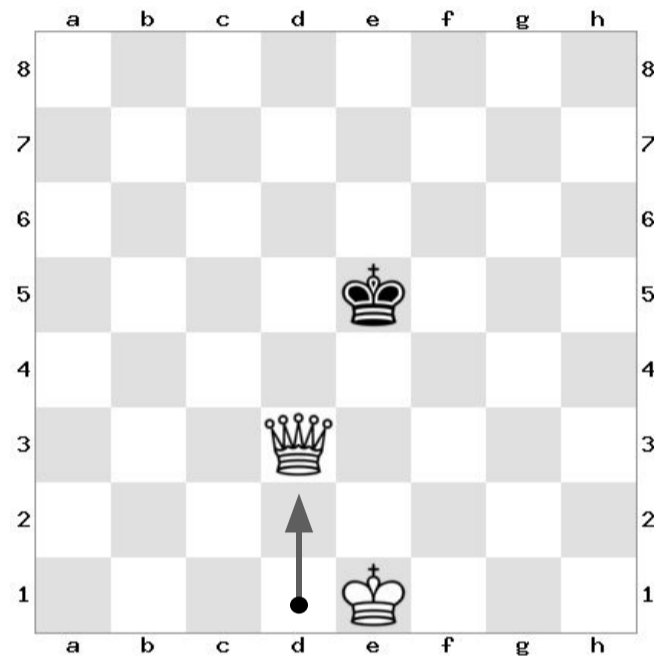
Trapping the King Part 1

We have seen how to checkmate after the King is trapped on the edge of the board. But how do we force the other King to the edge? To trap the opposing King on the edge of the board we will use the “Knight’s Jump” technique:

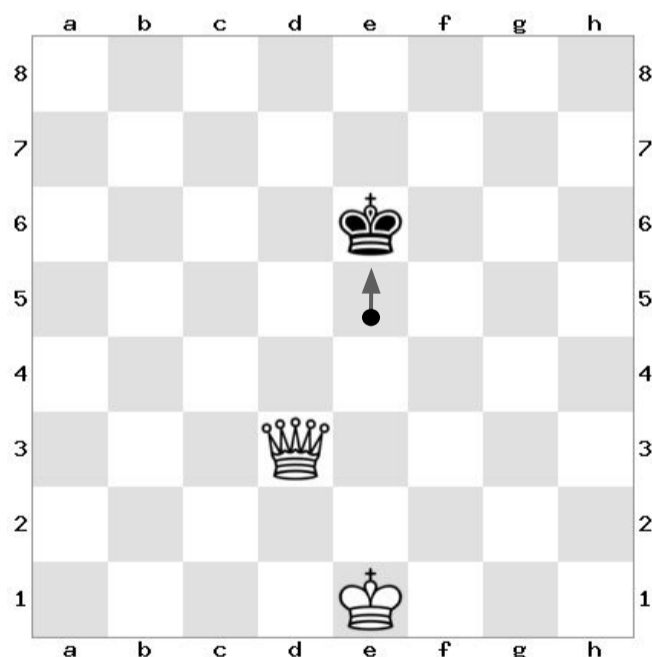
- First, move your Queen towards the center and a “Knight’s Jump” away from the opposing King.
- Then copy each move of the opposing King with your Queen.
- Continue until the opposing King is trapped on the edge.
- Always leave the other King at least two squares to avoid Stalemate.



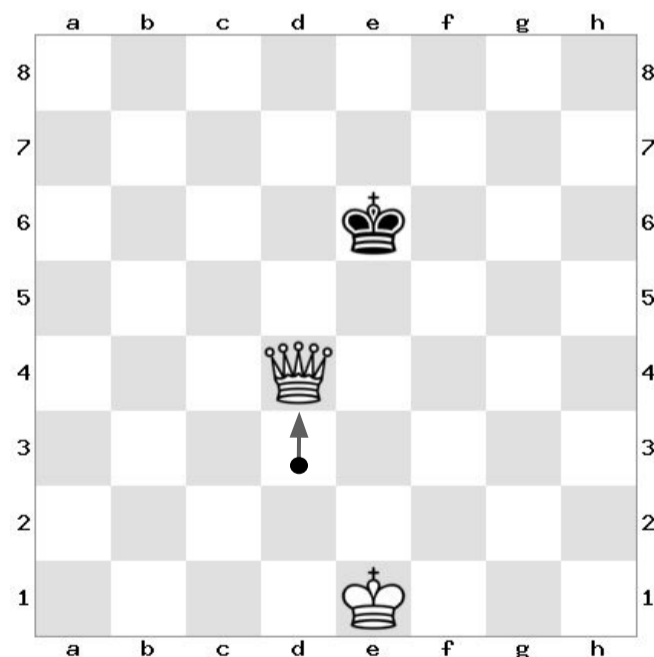
1. White to move.



2. First, White moves the Queen towards the center and a Knight’s Jump away from the Black King.



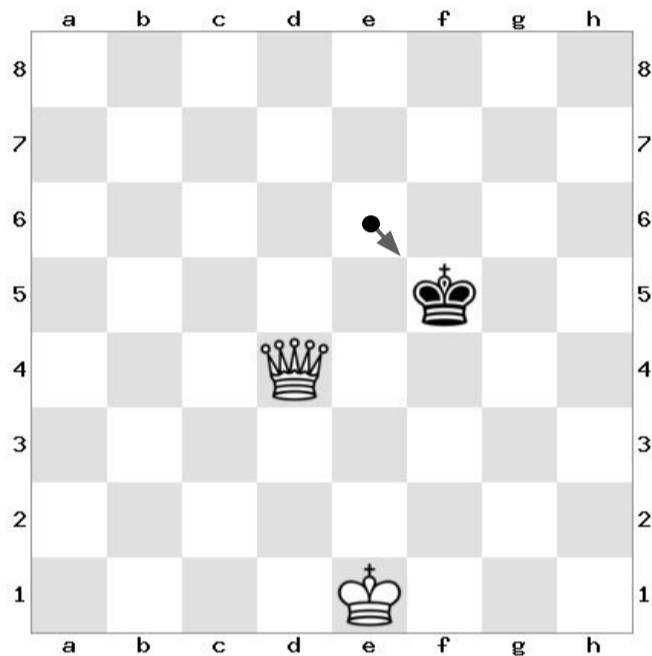
3. If the Black King moves up one square, ...



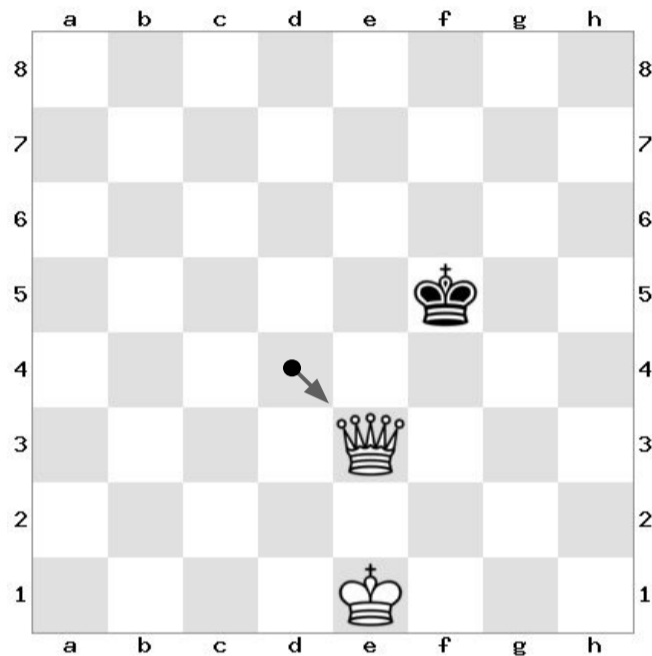
4. Then the White Queen moves up one square, keeping the Knight’s Jump distance to the other king.

Trapping the King Part 2

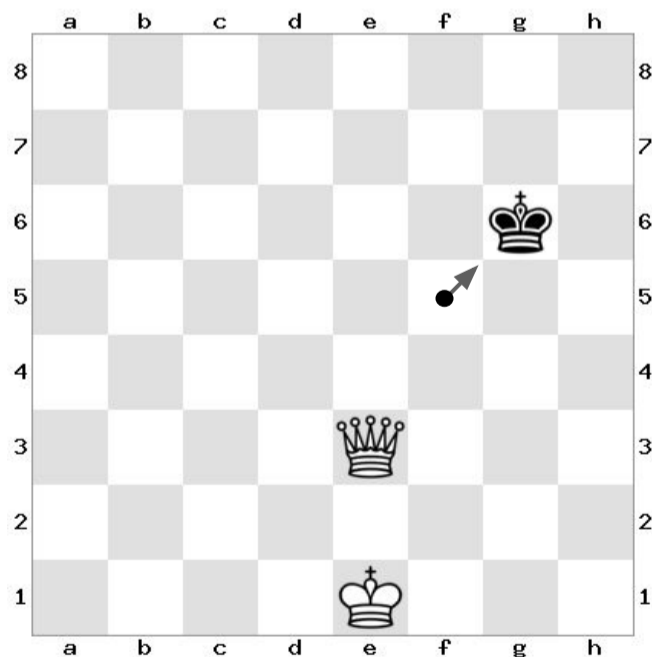
Continue copying the moves of the Black King with the White Queen ...



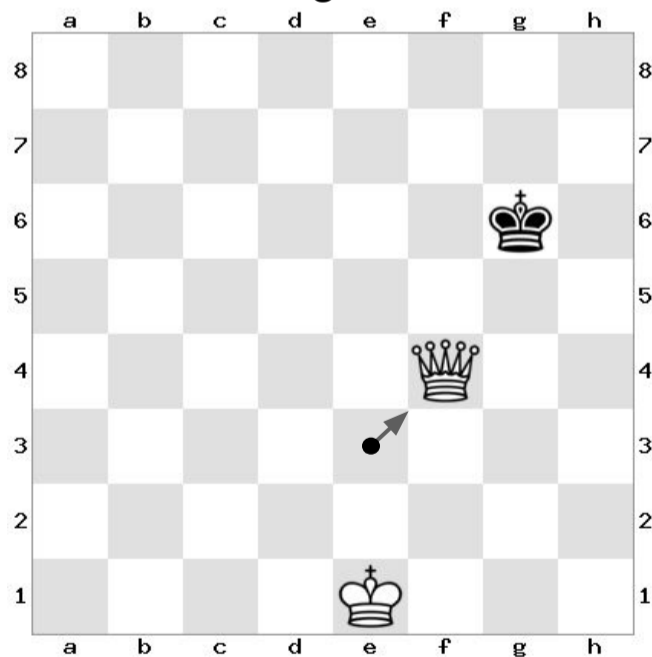
5. If the Black King moves down one square on the diagonal,



6. Then the White Queen moves down one square on the diagonal, keeping the Knight's Jump distance to the other king.



7. If the Black King moves up one square on the diagonal,

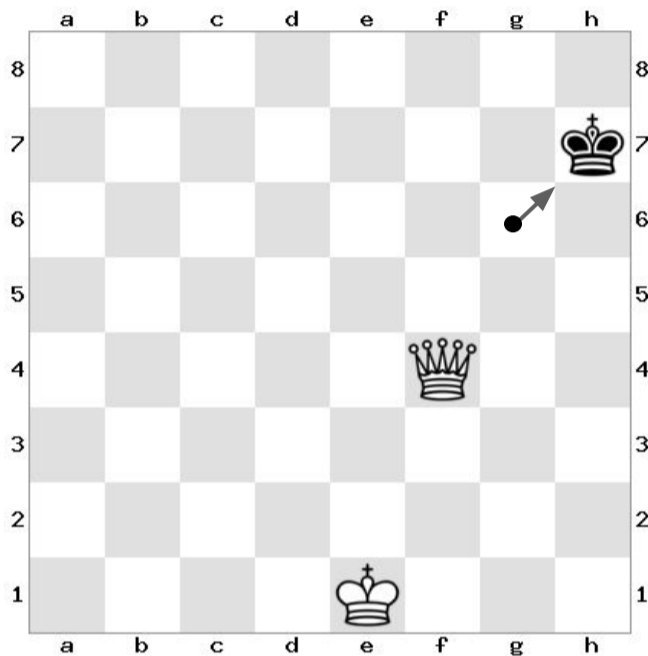


8. Then the White Queen moves up one square on the diagonal, keeping the Knight's Jump distance to the other king.

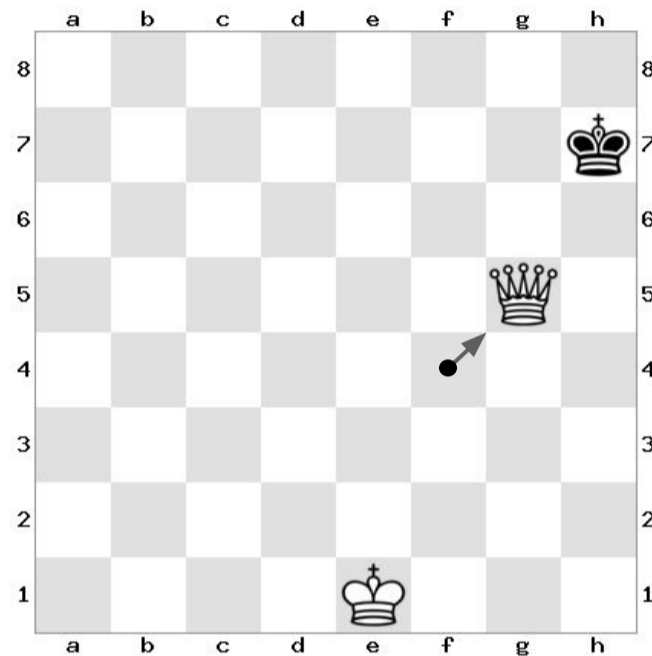
Trapping the King Part 3

Continue copying the moves of the Black King with the White Queen until the Black King is trapped on the edge of the board. Leave the Black King at least two squares to move on so it is not stalemate.

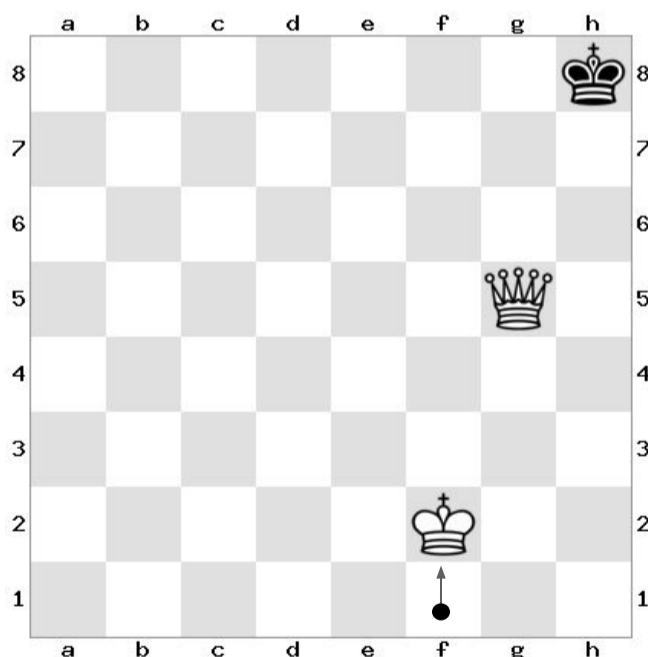
Then bring in the White King, move by move, to prepare for checkmate.



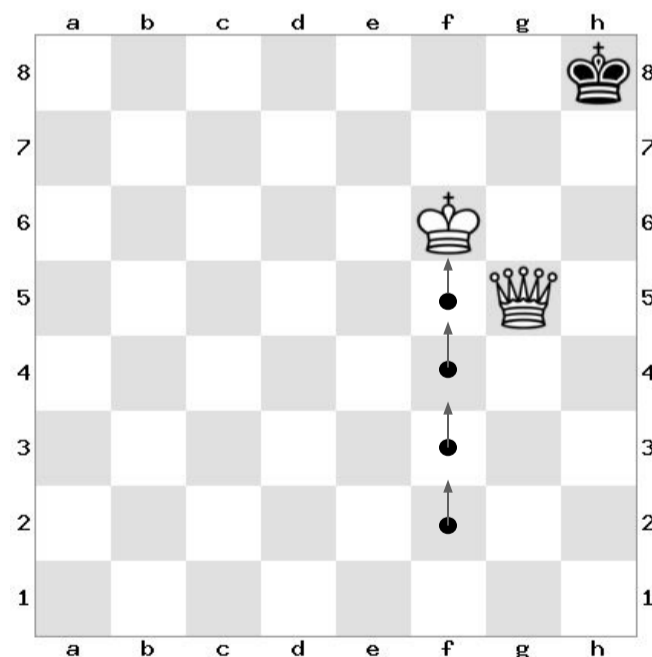
9. Continue like this ...



10. Until the Black King is trapped on the edge. Leave the Black King at least two squares to avoid stalemate.



11. Now bring in the White King, move by move, while the Black King can only move back and forth ...



12. In a few moves the White King will move close enough to help checkmate the Black King.

Checkmate with King and Queen

Exercises

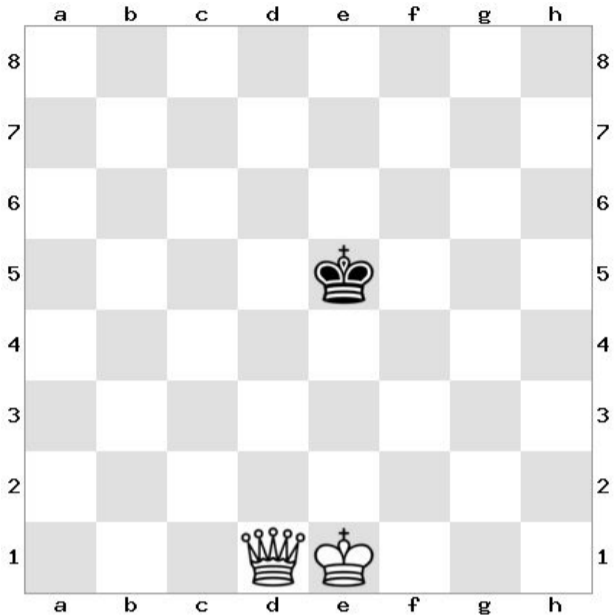
In each position it is White's turn to move.

What is White's best move?

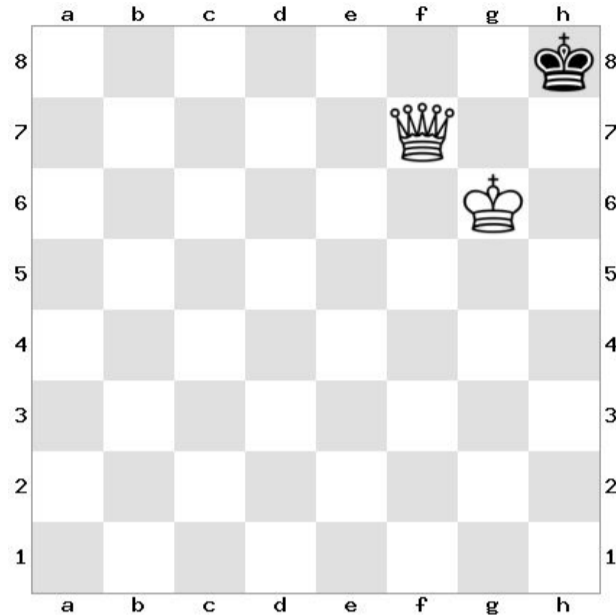
Sometimes there are several best moves. You only need to identify one.

When trapping the opposing King, find the best move that follows the "Knight's Jump" method and does not create stalemate.

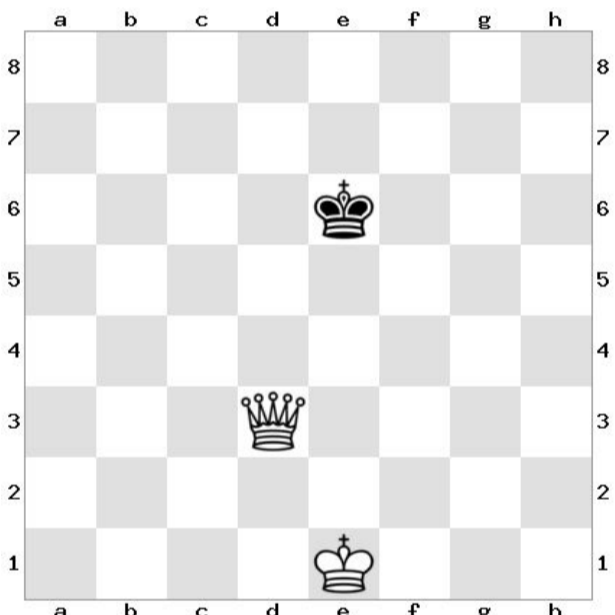
Exercises



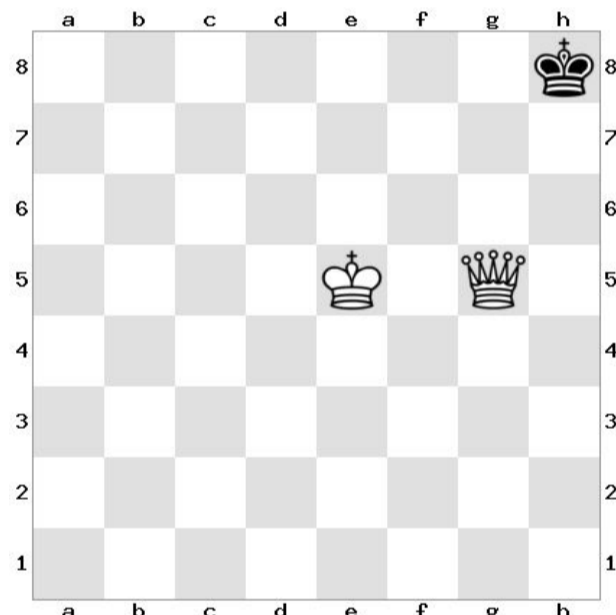
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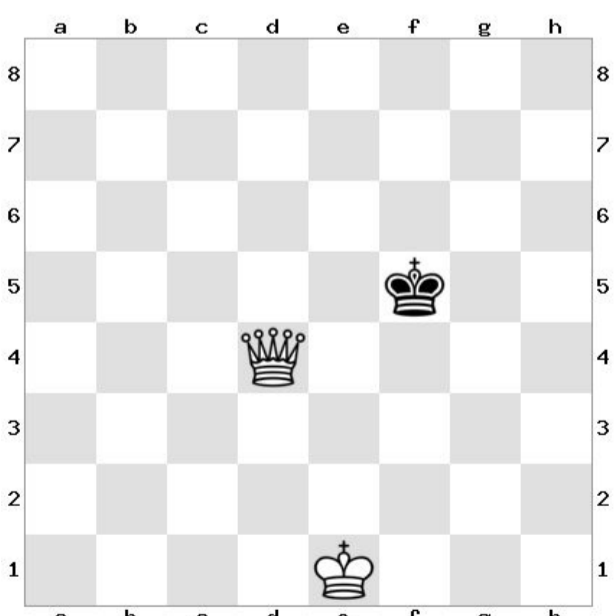
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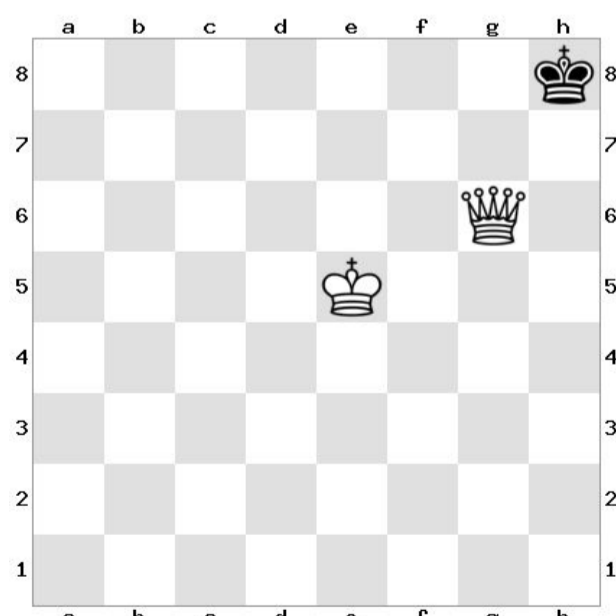
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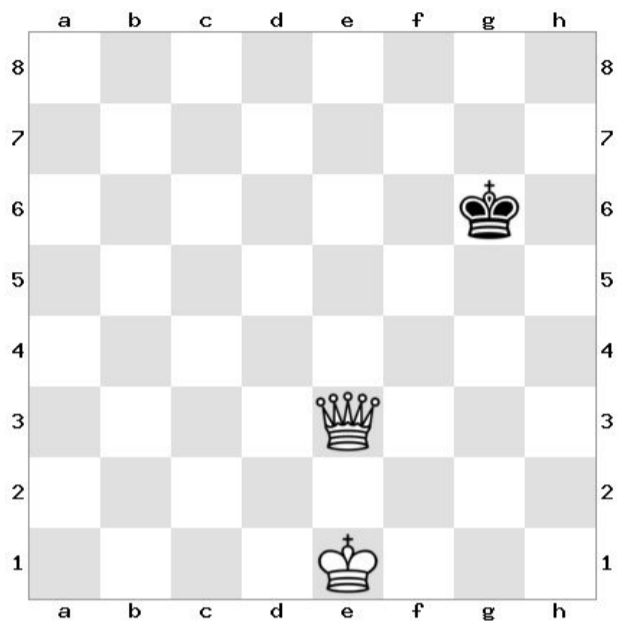


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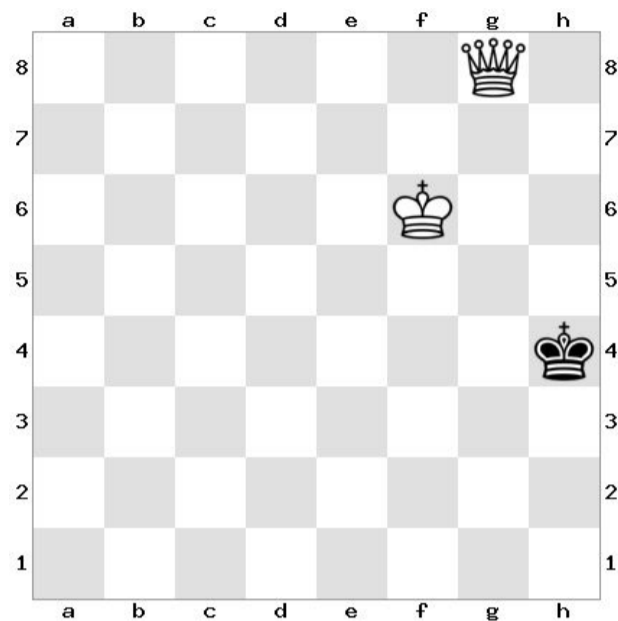


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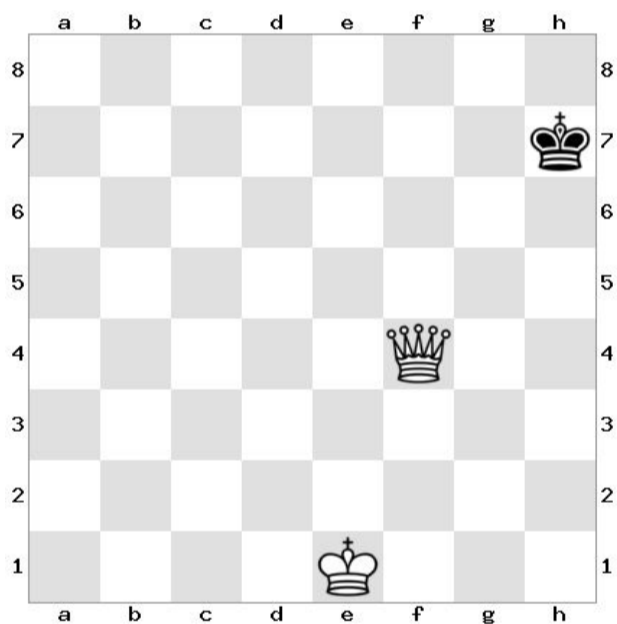
Exercises



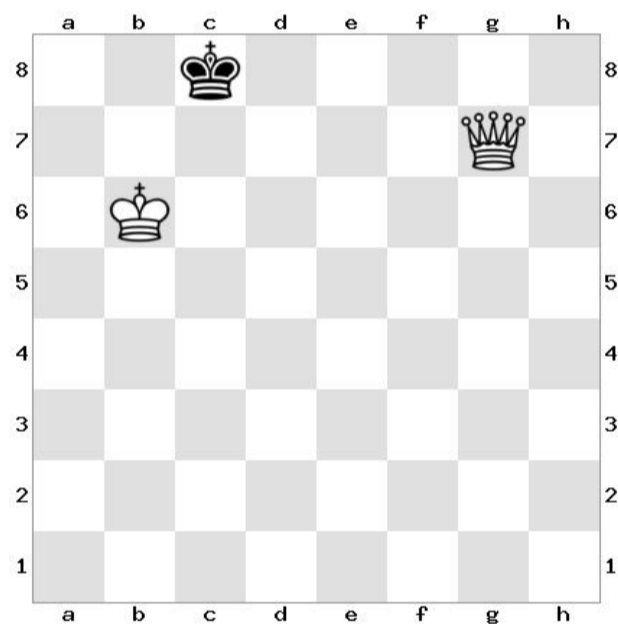
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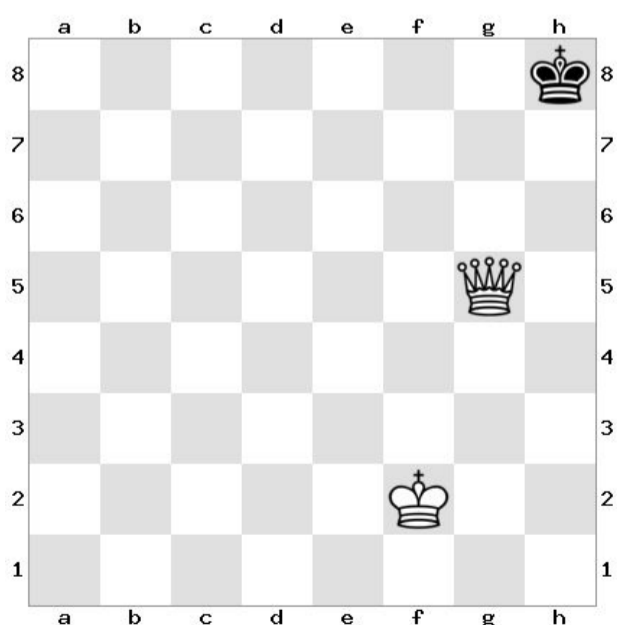
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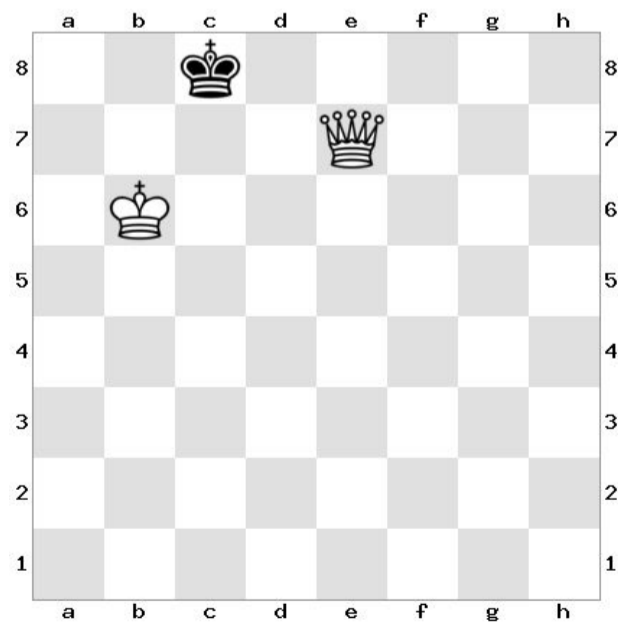
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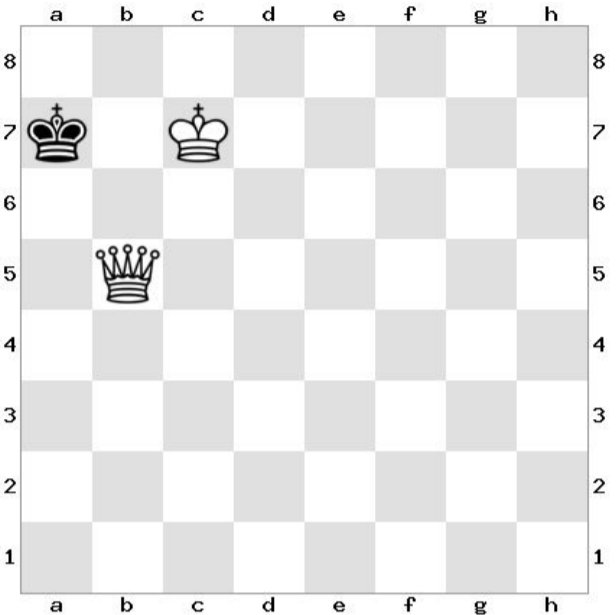


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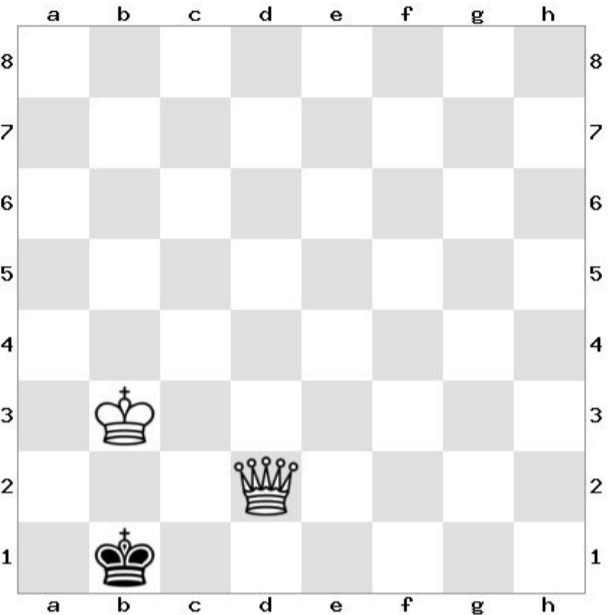


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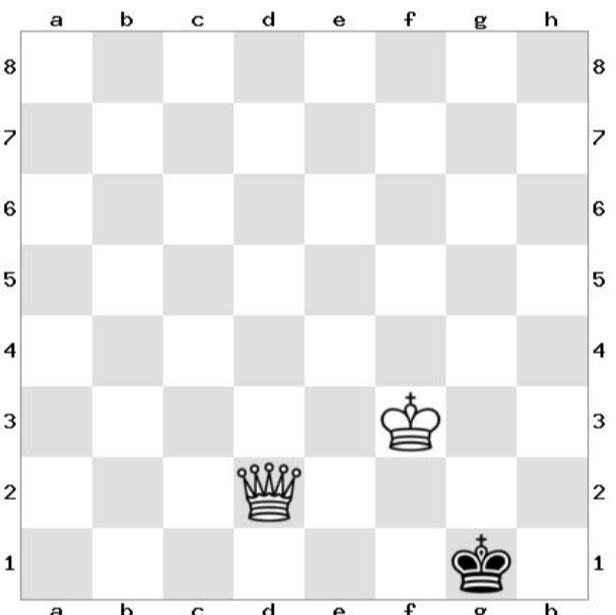
Exercises



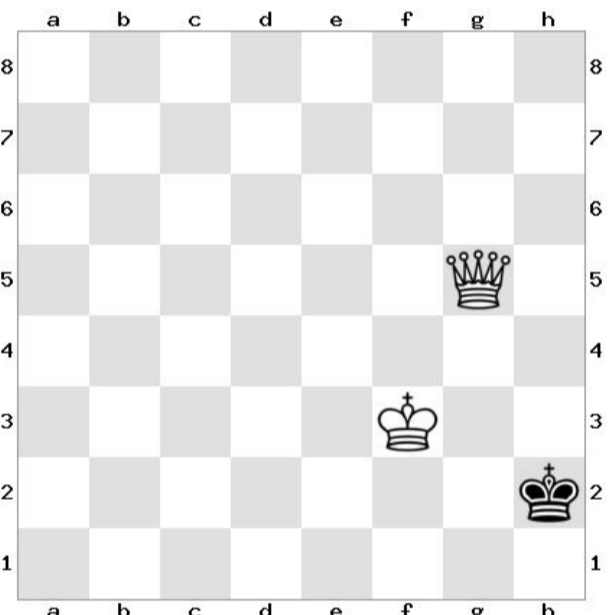
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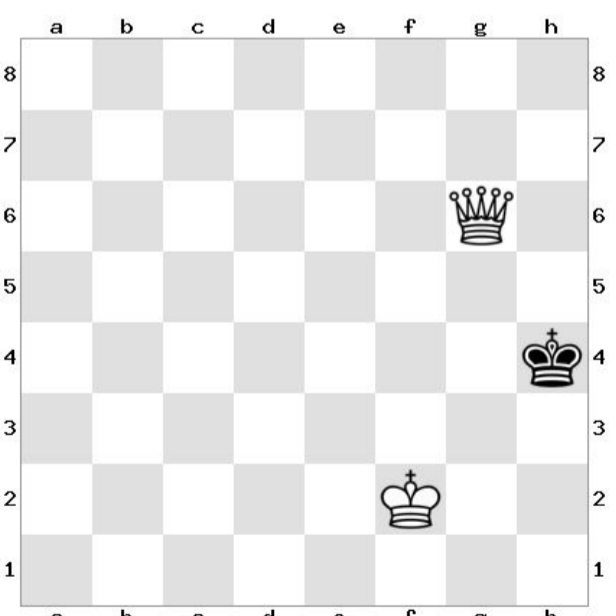
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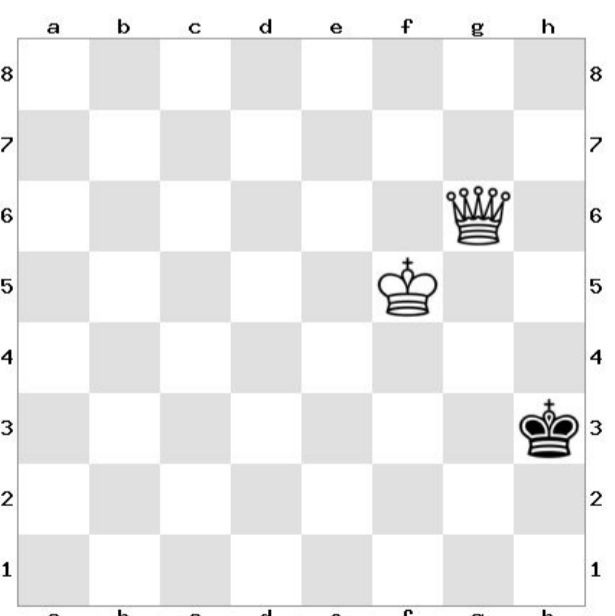
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17



18

Answers

K = King, Q = Queen, # = checkmate.

1. 1. Qd3 starting the Knight's Jump distance.
2. 1. Qe8#, 1. Qf8#, 1. Qg7#, or 1. Qh7#.
3. 1. Qd4 keeping the Knight's Jump distance.
4. 1. Kf6 then ... Kh7 2. Qg7#. Not 1. Qg6 stalemate!
5. 1. Qe3 keeping the Knight's Jump distance.
6. 1. Qg5 (to avoid stalemate) Kh7 2. Kf6 Kh8 3. Qg7#.
7. 1. Qf4 keeping the Knight's Jump distance.
8. 1. Qg2 Kh5 2. Qg5#.
9. 1. Qg5 keeping the Knight's Jump distance and trapping the King.
10. 1. Qc7#.
11. 1. Kf3 to start bringing the King to help. Not 1. Qg6 stalemate!
12. 1. Qc7# or 1. Qe8#.
13. 1. Qa4#, 1. Qa5#, or 1. Qb7#.
14. 1. Qb2#, 1. Qd1#, or 1. Qe1#.
15. 1. Qg2#.
16. 1. Qg2#.
17. 1. Kf3 then Kh3 2. Qg3#, or 2. Qh7#, 2. Qh6#, or 2. Qh5#.
18. 1. Qg1 then Kh4 2. Qg4#.