

King Versus King and Queen End Game

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1. The object of chess is to checkmate your opponent's King. This is when you have placed your opponent's King in Check where:
 - There is no available square for your opponent's King to move to where it is not in check.
 - The piece causing your opponent's King to be in check cannot be captured.
 - Another piece cannot interpose (block your piece from attacking your opponent's King).
2. It's easiest to put your opponent in checkmate if their King is on the edge of the board. Even better is when your opponent's King is in one of the four corners of the board.
 - The King versus King and Queen end game is successful when forcing your opponent's King to both the edge of the board and in the corner.
3. Stalemate is a draw (or tie) when your opponent is not in check and cannot move any piece when it is his or her turn. This can be avoided if you take your time before a piece is moved, but is more common when you are up in material and have a good chance of beating your opponent. Stalemate occurs more often when there are fewer pieces on the board.
4. The King versus King and Queen end game is common and important to learn since a pawn can be promoted, adding a Queen in place of the Pawn. Assume this has happened for white and the board is set up as follows:
 - The black King is on h8, the white King is on g6, and the white Queen is on a7. If white moves its Queen to f7, black is not in check and cannot move its King to another square without being in check. Black therefore claims a draw by stalemate. This is unfortunate since white was up in material and had a good chance to win the match.
 - Instead, there are four moves by white's Queen that could checkmate black's King: Qa8, Qb8, Qg7, and Qh7.
5. One trick to forcing your opponent's King to the edge or corner with your King and Queen is to create a "box" around your opponent's King (the same can be done using a King and Rook). Making this box smaller will force your opponent to move their King where you want. Be careful to always give your opponent a legal move to avoid stalemate. Stalemate is more common at the end of a match when moves are made quickly without taking your time. Each move should be thought through before it's made. Practicing this end game will insure your success in the end of a match even if you have very little time on the clock.

6. Assume the following positions: the black King on d5, the white King on b3, and the white Queen on c1. Black will try to keep its King in the center of the board while white will try to force black's King to the edge or the corner:
- White's first move is 1.Qc4+, which forces the black King to move and the box starts getting smaller. Notice that white's King protects its Queen.
 - Wanting to stay in the middle of the board, black's King moves to ...Ke5. White continues to force black's King to a corner and cause the box to get smaller: 2.Kc3 Kf5, 3.Qd4 Ke6, 4.Kd3 Kf5, 5.Qe4+ (white's King protects his Queen again) ...Kf6, 6.Ke3 Kg5, 7.Kf3 Kf6, 8.Kf4 Kf7, 9.Qe5 Kg6, 10.Qf5+ (white's King protects his Queen again) ...Kg7, 11.Qe6 Kf8, 12.Qd7 (now limiting black's King to the 8th rank) ... Kg8, 13.Kg5 (white's King now comes in for the kill) ...Kf8, 14.Kg6 Kg8, and finally, 15.Qd8++ (optional moves are also Qc8, Qe8, and Qg7).