

# King and Queen versus King

*White to move*

This is the most fundamental of all the chess endings. It often occurs as a result of king and pawn endings where the last pawn promotes to a queen.

Winning this ending is fairly easy provided the stronger side avoids stalemate.

	<b>White</b>	<b>Black</b>
1.	Qa4!	...

The first task is to bring the queen into play in such a way as to cut off the opposing king.

1.	...	Kd5
2.	Ke2	Ke5

Black wants to keep his king in the center for as long as possible.

3.	Ke3	Kd5
4.	Qd4+	Kc6

4...Ke6 allows 5. Ke4 or 5. Kf4 after which Black must retreat again.

5.	Ke4	Kc7
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On 5...Kb5 6. Kd5! Ka5 7. Qb2! and Black is soon mated.

6.	Qf6	Kd7
7.	Kd5	Kc7
8.	Qc6+	Kd8!

Black sets a trap. If White brings his king forward to d6 or e6, he stalemates!

9.	Qb7!	...
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Keeping Black's king on his first rank. 9. Qb6+? allows ...Ke7.

9.	...	Ke8
10.	Ke6	Kd8
11.	Qd7#	

