

# Gungahlin Junior Chess Club

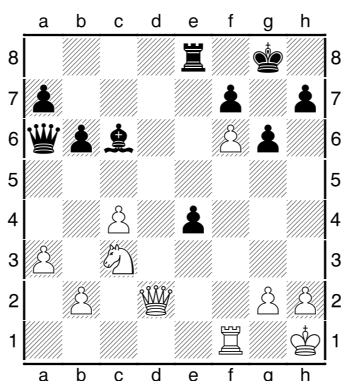
## Checkmates with your Queen

The Queen is your most powerful piece, and it is no surprise that you are more likely to checkmate with it than any other piece.

But no matter how strong the Queen is, it can't do this alone. To checkmate your opponents King, your Queen needs the help of your other pieces (and pawns). Here are a couple of checkmates you should try and remember for the next time you play.

### Queen and Pawn

Even the lowly pawn can help the Queen give checkmate. If it can guard the square in front of the enemy King, then it can protect the Queen on that square.



In this position, the White pawn on f6 covers the g7 square in front of the Black king. All White has to do is move the queen from d2 to h6 and Black is helpless to prevent checkmate by the queen on g7.

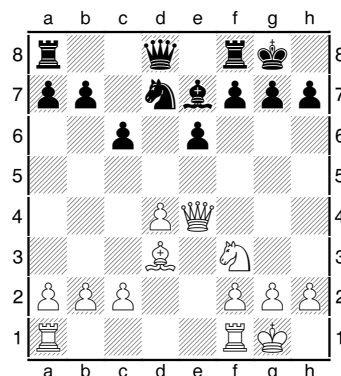
This works for two reasons. Firstly, a king cannot capture a piece that is guarded by another piece. Secondly the queen attacks not only the king, but also the escape square on either side of the king.

### Queen and Bishop

The major problem with using the pawn to help the queen is that pawns are slow moving pieces. It takes 3 moves for the pawn to get to f6, and that's if your opponent lets you do it.

It is much easier to checkmate with Queen and Bishop, as the Bishop is a fast moving piece. In fact the "4 move" checkmate depends on the

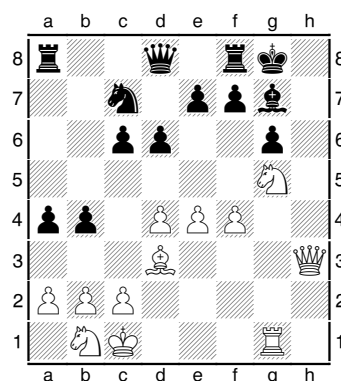
bishop attacking the square next to the king for it to work. Of course this isn't the only Queen and Bishop mate you can find.



In this position the White queen can move down to h7. With the bishop lined up behind it the Black king cannot capture the queen without putting itself in check. So once again it is checkmate.

### Queen and Knight

Probably the hardest checkmate to spot is the Queen and Knight Checkmate. Queen's and knights work well together as they have different ways of moving.



Here the White queen is planning to move to h7. As it is guarded by the knight, the Black king cannot capture. And there are no escape squares, as the Black rook is boxing the king in. If it was Black's move moving the rook to e8 is the only way to avoid being checkmated. Note that moving the f pawn doesn't help as the knight also guards f7!