



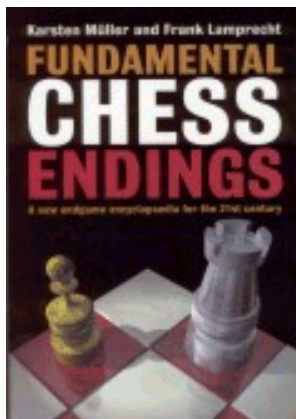
## Queen and Rook's Pawn vs Queen

You probably know that the theoretical result of this endgame is a draw. But how to achieve it, when you can't give perpetual check and your king can't get in front of the enemy pawn? The following game by Alexander Graf (before he emigrated to Germany his last name was Nenashev) shows, how difficult this theme can be:

**COLUMNISTS** 28.01 *A.Graf* (2649) - *F.Döttling* (2509) Bad Wörishofen 2001

### Endgame Corner

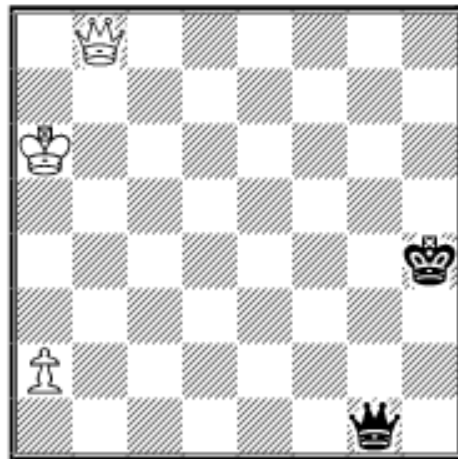
Karsten Müller



Order

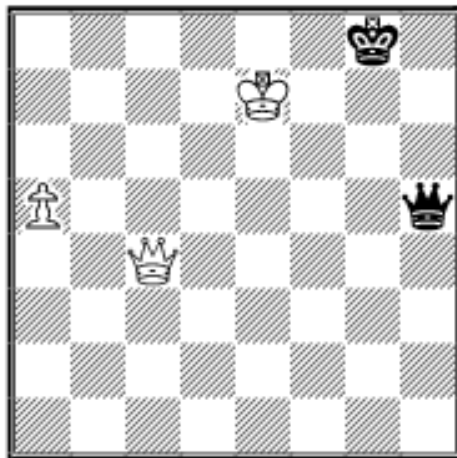
[Fundament Chess  
Endings](#)

by Karsten Müller &  
Frank Lamprecht  
The BCF Book of the  
Year!

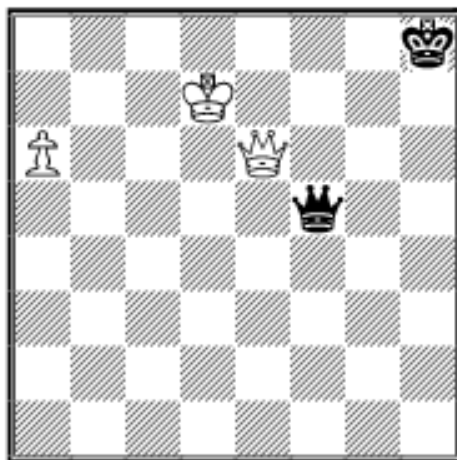


55...Qf1+= 56.Ka5 Qc1  
57.Qd6 Kg5?! 58.Qe5+ Kg6?!  
Black's king heads in the wrong  
direction 59.a4 Qd2+ 60.Ka6  
Kf7? Black's king is now  
firmly confined to the losing  
zone 61.a5!+- Please note that I  
have used the Nunn Convention  
for the exclams, question marks  
etc. and thereby ignored the 50

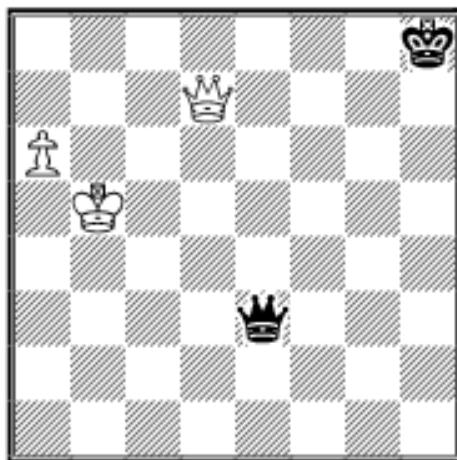
move rule, which would probably influence the result. But  
it would require a lot of work to figure that out. 61...Qd3+  
62.Kb7 Qb1+ 63.Kc8 Qa2 64.Qc7+ Kg8 65.Qg3+ Kf7  
66.Qe5 Kg8 67.Kd8 Qd2+ 68.Ke8 Qh6 69.Qd5+ Kh8  
70.Qd4+ Kh7 71.Qd3+ Kh8 72.Qc3+ Kg8 73.Qc4+ Kh8  
74.Qc8 Qh5+ 75.Ke7+ Kh7 76.Qc2+ Kh8 77.Qc3+ Kg8  
78.Qc4+



**78...Kh8!?** Black defends very tenaciously by keeping his king in the north east corner (at h8 resp. h7). **79.Qd4+ Kg8**  
**80.Qc4+ Kh8** **81.a6 Qe5+**  
**82.Kd7 Qf5+ 83.Qe6**

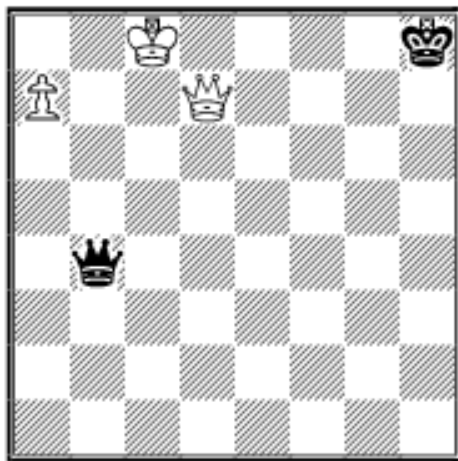


**83...Qf7+!?** A nice and typical trick **84.Kd6** (84.Qxf7?? stalemate) **84...Qf8+ 85.Kc6**  
**Qa8+ 86.Kc5 Qa7+ 87.Kb5**  
**Qb8+ 88.Kc6 Qa8+ 89.Kc5**  
**Qa7+ 90.Qb6 Qe7+ 91.Qd6**  
**Qa7+ 92.Kb5 Qe3 93.Qd8+**  
**Kh7 94.Qd7+ Kh8**



**95.a7?** Too early as we will see later (White's queen is not centralized enough). The shortest win starts **95.Qd8+**  
**Kh7 96.Kc6 Qe4+ 97.Qd5**  
**Qg6+ 98.Kb7 Qg7+ 99.Kb6**  
**Qf6+ 100.Qc6 Qd4+ 101.Kb7**  
**Qb4+ 102.Ka7** but the mate is still 57 moves away. **95...Qb3+**  
**96.Ka6 Qa3+ 97.Kb7 Qb4+**

**98.Kc8**



**98...Qc5+?** (98...Qc4+ draws, e.g. 99.Kd8 Qh4+! 100.Ke8 Qe4+ 101.Qe7 Qa4+ 102.Kf8 Qf4+! 103.Qf7 Qb4+ 104.Ke8 Qa4+ 105.Qd7 Qe4+! 106.Kd8 Qa8+ 107.Ke7 Qe4+ and White can't make progress.) **99.Kd8?** (99.Kb8+-) **99...Qb6+?** (99...Qa5+!=) **100.Qc7? Qf6+!** **101.Qe7 Qb6+? 102.Ke8?**

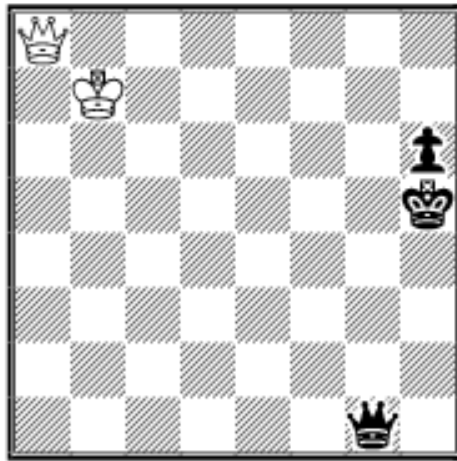
**Qb5+ 103.Kf7 Qh5+ 104.Ke6 Qe2+ 105.Kd6 Qd3+ 106.Kc7 Qc4+ 107.Kd8 Qd5+ 108.Qd7 Qa5+ 109.Ke8 Qe5+ 110.Kf7 Qg7+ 111.Ke6 Qg4+ 112.Kd6 Qd4+ 113.Ke7 Qg7+ 114.Kd8 Qf6+! 115.Kc7 Qe5+? 116.Qd6? Qa5+? 117.Kb7 Qb5+ 118.Kc8? Qc4+ 119.Kd8 Qg8+**

The position is drawn and I do not know if the result **1–0** in the ChessBase MEGABASE is correct.

Black's main problem was that his king was firmly cut off from the main **drawing zone**, which is in the **corner farthest away: the south east corner (the squares g1,h1,g2,h2)**.

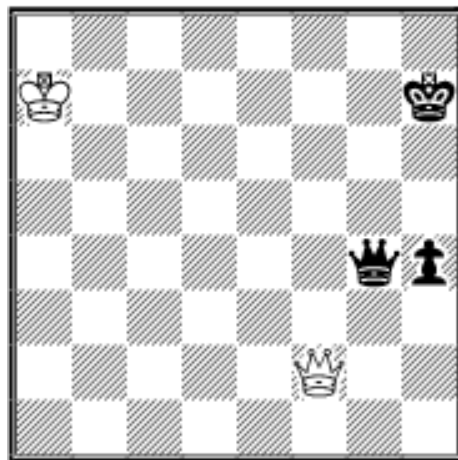
To understand that, please note that the endgame would be an easy draw without the defending king as then the queen would just pester White with checks forever. So much hinges on its position. A good attacking technique is to bring the attacking king to the same file or diagonal to make counterchecks possible. To do this with Black's king on h1 requires stretching White's forces to the limit. They just can't make this work:

**28.02 T.Markowski (2568) - J.Piket (2649) Istanbul olympiad 2000**



White's king is ideally placed and Markowski defends well:  
**57.Qe8+ Kh4 58.Qe4+ Qg4**  
**59.Qe7+ Kg3 60.Qe1+ Kh2**  
**61.Qe5+ Kg2 62.Qb2+ Kh3**  
**63.Qc3+ Qg3 64.Qc8+ Kh2**  
**65.Qf5!?** (65.Qc2+?? Qg2+--+)  
**65...Qg5 66.Qf7 h5 67.Ka6**  
**Qe5 68.Qf2+ Kh3 69.Qf3+**  
**Kh4 70.Qf2+ Kg5 71.Qg2+**

**Kf6 72.Qf3+ Qf5 73.Qc3+** (73.Qc6+?? Qe6--+)  
**73...Kg6**  
**74.Qg3+ Kh7 75.Qh4 Qe6+** **76.Ka7 Qg4 77.Qf2 h4**



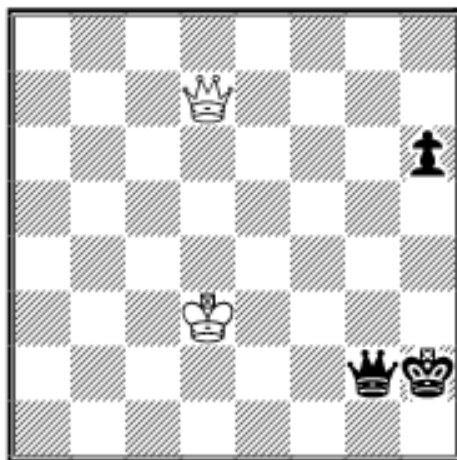
The pawn will not come any further in this game. **78.Ka8**  
**Qe4+ 79.Ka7 Kg6 80.Qb6+**  
**Kf7 81.Qb3+ Ke7 82.Qc3 Qf4**  
**83.Qc5+ Kf7 84.Qd5+ Kg7**  
**85.Qg2+** (85.Qd7+?? Qf7--+)  
**85...Qg3 86.Qb7+ Kh6**  
**87.Qc6+ Qg6 88.Qf3!?** **Qg7+**  
**89.Ka8 Qe5 90.Qc6+ Kg7**  
**91.Qd7+** (91.Qc7+!?) **91...Kg6**

**92.Qg4+ Qg5 93.Qe4+ Kg7 94.Qd4+ Qf6 95.Qd7+ Kh8**  
**96.Qe8+ Kh7 97.Qd7+ Kh6 98.Qd2+ Kg6 99.Qg2+ Kf7**  
**100.Qd5+ Kf8 101.Qc5+ Kg8 102.Qd5+ Kh8 103.Qh5+**  
**Kg7 104.Qd1 Kf8 105.Qd3 Qe6 106.Qf3+ Ke7 107.Qb7+**  
**Kd8 108.Qb6+ Kd7 109.Qb7+ Kd6 110.Qb4+ Kc6**  
**111.Qa4+ Kc7 112.Qa7+ Kd6 113.Qb6+ Kd5 114.Qb5+**  
**Kd4 115.Qb6+ Kd5 116.Qb3+ Ke5 117.Qe3+ Kd6**  
**118.Qb6+ Kd7 119.Qb7+ Ke8 120.Qb5+ Kf8 121.Qc5+**  
**Qe7 122.Qf5+ Kg7 123.Qg4+ Kh6 124.Qf4+ Kg6**  
**125.Qg4+ Qg5 126.Qe6+ Qf6 127.Qg4+** draw by the 50  
 move rule. 1/2-1/2

The next example is more difficult as White's king is

further away from the saving north west corner:

### 28.03 *E.Lasker - F.Marshall* USA-ch m 1923



**58.Qf7!? Qh3+ 59.Kc4**

(59.Ke2!? is easier as White's king is close enough, e.g.

59...Qg2+ 60.Qf2 Kh1 61.Ke1

Qe4+ 62.Kf1=) **59...Qg4+**

**60.Kb5 Qe2+ 61.Ka5 h5**

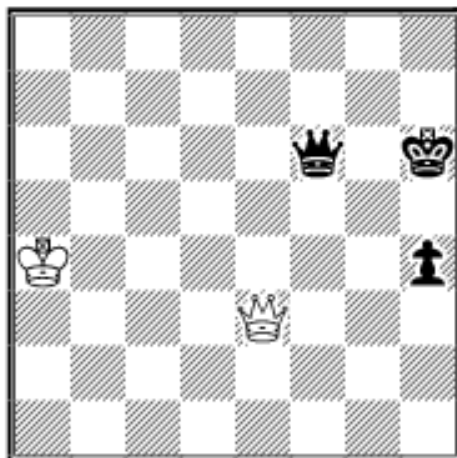
**62.Qf4+ Kg2 63.Qg5+ Qg4**

**64.Qd2+ Kh3 65.Qe1 Qf4**

**66.Qh1+ Kg4 67.Qg2+ Kf5**

**68.Qh3+ Kg6 69.Qe6+ Qf6**

**70.Qe8+ Kh6 71.Ka4?! h4 72.Qe3+**



**72...Kg7 72...Qg5!?** was better to cut White's king off from the drawing zone, e.g.,

73.Qe6+ Kh5 74.Qe8+ Kg4 75.Qe2+

Kh3 76.Qf2 and Black has to release the cut-off to make

progress. **73.Qa7+ Kg6**

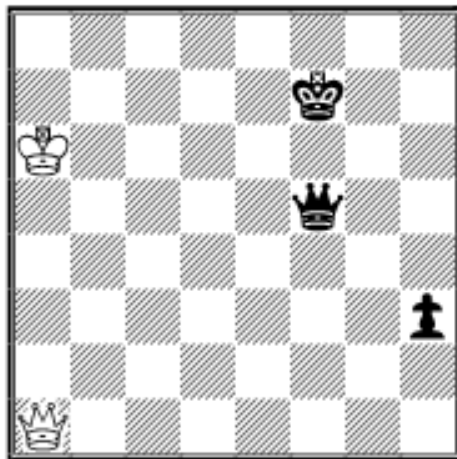
**74.Qg1+** (74.Qd7? Qf4+

75.Ka3 Kg5 and Black wins in

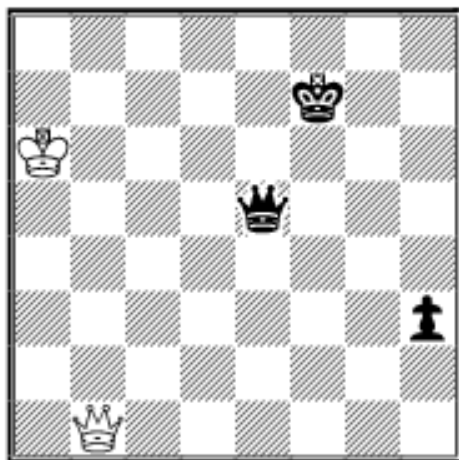
70 moves.) **74...Qg5 75.Qe1**

**75.Qe1**

**Qf4+ 76.Ka5!?** Of course. **76...Kf6 77.Qh1** The other move that draws is **77.Qd1 77...Qf5+ 78.Ka6** White's king is now almost in the drawing zone, but he still has to act very precisely **78...h3 79.Qa1+ Kf7**

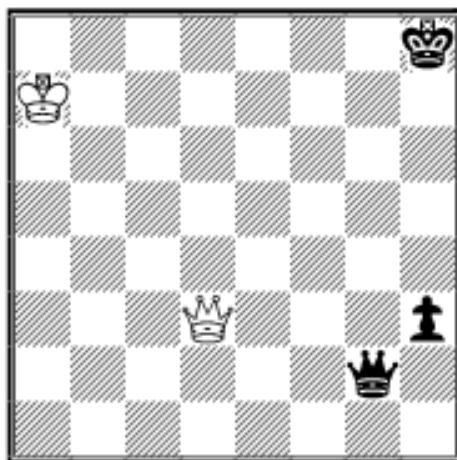


**80.Qc1?** Only 80.Qh1! draws, e.g., 80...Qd7 81.Qf3+ Ke8 82.Qa8+ (82.Qe4+?! Kd8 83.Qg6!)=) 82...Ke7 83.Qh8! Qd6+ 84.Ka7 and White's king has reached the safe harbour. **80...Qe5! Centralising the queen** is almost always good **81.Qb1**



**81...Qf6+?** Forces White's king into the drawing zone. 81...h2 wins: 82.Qb7+ Kf6 83.Qf3+ Ke7 84.Qb7+ Kd8 85.Qa8+ Kd7 86.Qb7+?! Qc7 and White has no check, so he perishes as Qc6+ is threatened. **82.Ka7 Kg7** (82...h2?! 83.Qh7+ Qg7 84.Qxh2=) **83.Qg1+ Kh7 84.Qe3 Qa1+ 85.Kb8 Qb2+**

**86.Ka7 Qg2 87.Qd3+ Kh8**

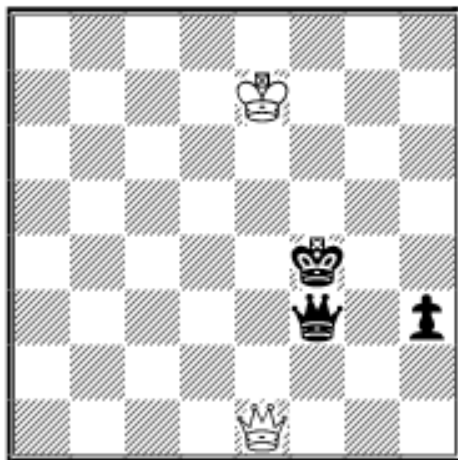


It is dangerous now as Black's king is on a neighboring file, which makes counterchecks possible. **88.Ka6** If the king moves then it has to go to a6 or b6 as 88.Kb8?? loses: 88...Qg8+ 89.Ka7 Qh7+--+. Staying inside the drawing zone is of course also possible, e.g., 88.Qe3 h2 89.Qh6+! Kg8

90.Qe6+! Kh7 91.Qf5+! Qg6 92.Qh3+! Qh6 93.Qf5+= **88...h2 89.Qd8+ Kh7 90.Qc7+!** eyes the pawn h2, so that Black's queen can't interpose on g7 **90...Kh6 91.Qf4+! Kg6 92.Qd6+! Kf5 93.Qd7+ Ke5 94.Qe7+ Kd4 95.Qb4+ Ke3**

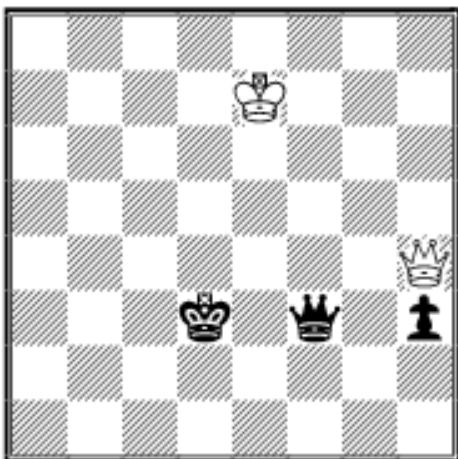
**96.Qc3+ Kf2 97.Qd4+!?** **Ke1 98.Qa1+ Ke2 99.Qb2+ Kf3**  
**100.Qc3+ Kf2 101.Qd4+ Ke2 102.Qb2+ Kf1 103.Qa1+**  
**Kf2 104.Qd4+** Draw by threefold repetition. 1/2–1/2

**28.04 S.Guimaraes - F.Vasconcellos BRA-ch Fortaleza**  
**1951**



White's king has to head for the drawing zone immediately:

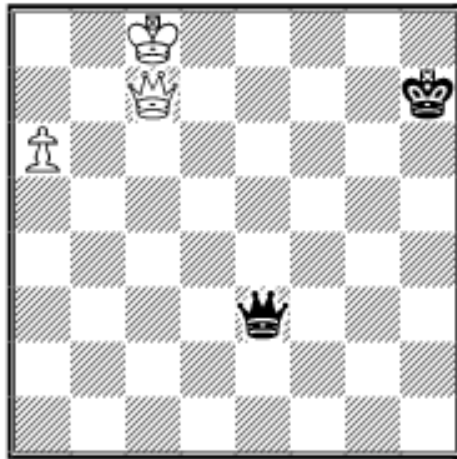
**92.Qh4+?** 92.Kd8! Qd3+  
 93.Kc8! Qc2+ 94.Kb8! and  
 White's king has reached the  
 drawing zone, e.g. 94...h2  
 95.Qh4+ Kf3 96.Qh3+=  
**92...Ke3 93.Qg5+ Ke2 94.Qh4**  
**Kd3**



**95.Qh8?!** makes Black's task  
 much easier. 95.Kd6!? was  
 tougher. **95...Qe4+ 96.Kf7**  
**Qf4+ 97.Kg6 h2 98.Qh3+ Ke2**  
 98...Kd2!? is more precise:  
 99.Qg2+ Ke3 100.Qh3+ Kf2  
 101.Qh5 Qe4+–+ **99.Qh5+ Kf1**  
**100.Qd1+?! Kg2 101.Qd5+**  
**Qf3 102.Qd2+ Qf2 103.Qd5+**  
**Qf3 104.Qd2+ Kg3 105.Qe1+**

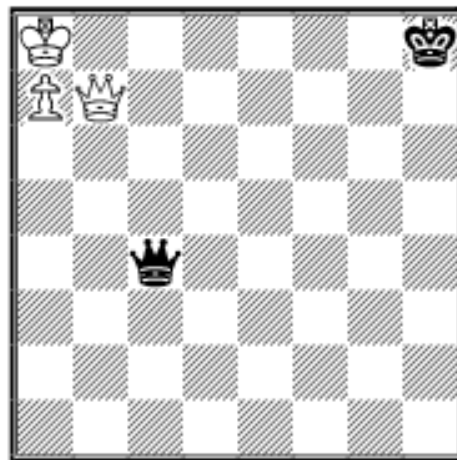
**Kh3 0-1** White has no good check anymore.

**28.05 M.Tal - M.Taimanov URS-ch25 Riga 1958**

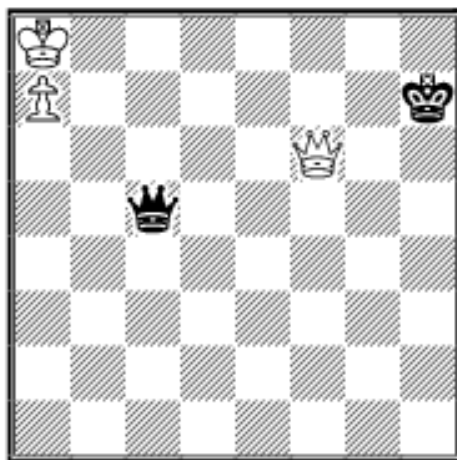


If the king is in the losing zone and has no hope of escaping from there, **then it should head for h8: 73...Kh6?!**

73...Kh8!? is much more tenacious: 74.Kb8 Qb3+ 75.Qb7 Qg3+ 76.Ka8 Qc3 77.a7 Qc4

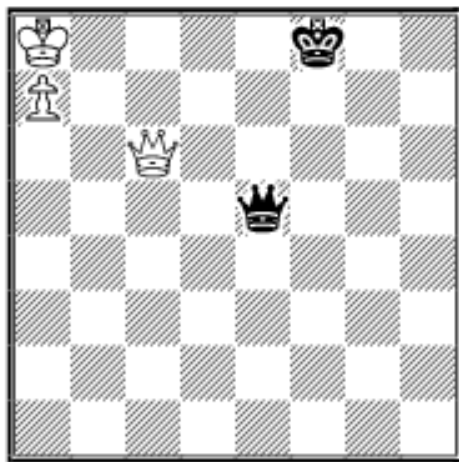


78.Qb2+ forces Black's king to leave its haven: 78...Kg8 79.Qb6 Qe4+ 80.Qb7 Qc4 81.Qd7 Qe4+ 82.Kb8 Qb4+ 83.Kc8 Qc4+ 84.Kd8 Qh4+ 85.Qe7 Qd4+ 86.Kc8 Qc4+ 87.Kb8 Qb5+ 88.Qb7 Qe5+ 89.Ka8 Qc5 90.Qb3+ Kf8 (90...Kh8 91.Qh3+ Kg8 92.Qe6+ Kh8 93.Qf6+ Kh7



94.Kb7 Qb4+ 95.Qb6 Qe4+ 96.Qc6 Qb4+ 97.Kc7 Qf4+ 98.Qd6 Qc4+ 99.Kb7 Qb3+ 100.Kc8 Qg8+ 101.Qd8 Qg2 102.Qc7+ Kg6 103.Qb6+ Kg5 104.Qa5+-) 91.Kb7 Qe7+ 92.Ka6 Qd6+ 93.Qb6 Qd3+ 94.Kb7 Qd7+ 95.Ka8 Qd5+ 96.Kb8 Qe5+ 97.Kb7 Qe4+ 98.Qc6 Qe7+ 99.Kb8 Qe5+

100.Ka8



100...Kg8 Black keeps his queen central and his king near the h8 corner to make White's task as difficult as possible

101.Qc4+ Kh7  
 102.Qd3+ Kg8 103.Qb3+ Kg7  
 104.Kb7 Qe4+ 105.Ka6 Qc6+  
 106.Qb6 Qa4+ 107.Kb7 Qe4+  
 108.Qc6 Qb4+ 109.Kc7 Qf4+  
 110.Kd8 Qf8+ 111.Qe8 Qf3

112.Qd7+ Kf8 113.Qc8+-; 73...Kg8?! 74.a7 Qe6+ 75.Kb8  
 Qb3+ 76.Qb7 Qg3+ 77.Ka8 Qc3 78.Qd5+ Kh8 79.Qd8+  
 Kg7 80.Kb8 Qb4+ 81.Kc8! Qe4 82.Qc7+ Kg6 83.Qb6+  
 Kg5 84.Qa5+-

**74.a7 Qe4 75.Qb6+** and Black resigned due to **75...Kg5**  
 (75...Kh7?! 76.Qb7+-) **76.Qa5+ Kg4 77.a8Q Qe6+**  
**78.Kc7 Qe7+ 79.Kb6 Qe3+ 80.Qc5 Qb3+ 81.Qb5 Qe3+**  
**82.Ka5 Qa3+ 83.Qa4+-**

To be continued next month.

### Sources:

*Fundamental Chess Endings*, Karsten Müller and Frank Lamprecht, GAMBIT 2001

*ChessBase MEGABASE* 2003

*The Week in Chess*, edited by Marc Crowther

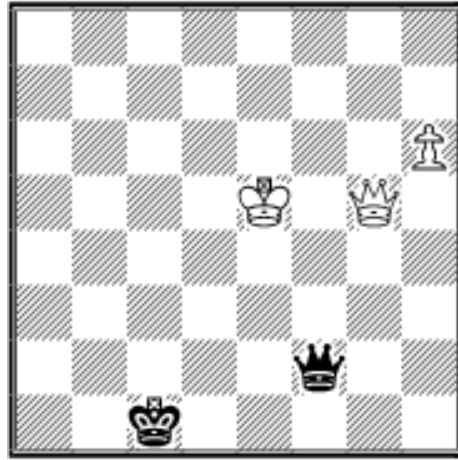
*Endgame Tablebase* by Eugene Nalimov

*Die Endspiel Universität*, Mark Dvoretsky, Chess Gate 2002 (in German).

Mark's excellent and extremely instructive work will soon appear in English.

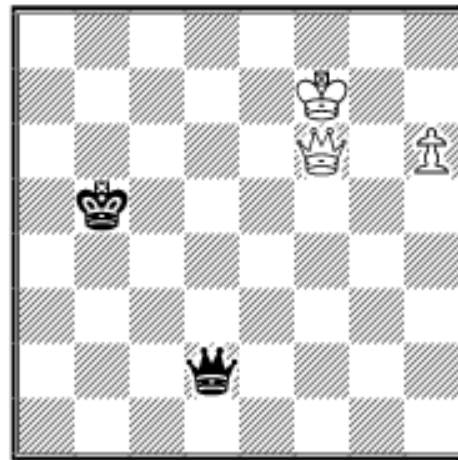
### Exercises

(Solutions next month)



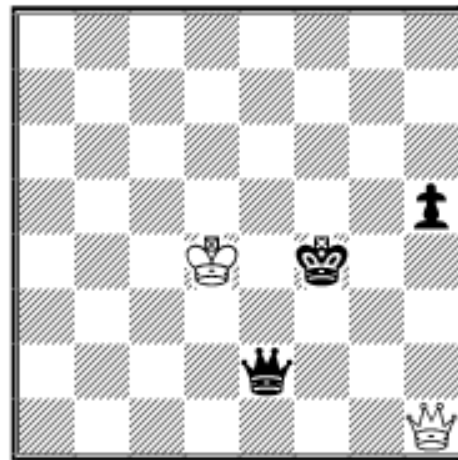
**E28.01 *E.Bogoljubow - F.Sämisch* Bad Harzburg 1938**

Can Black to move draw?



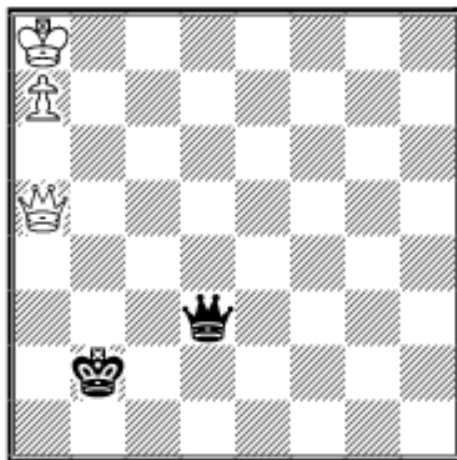
**E28.02 *P.Keres - G.Gescheff* München olympiad 1936**

What is Black's best move?



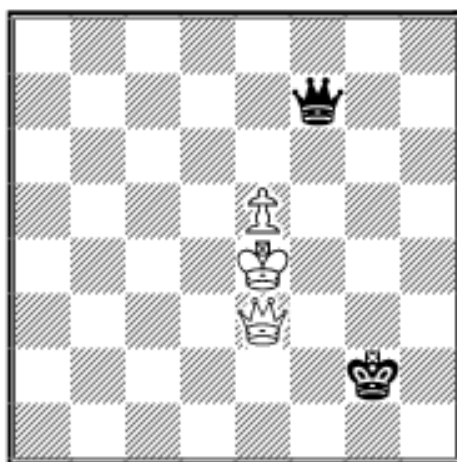
**E28.03 *K.Neporozhniy - O.Vovk* (2293) Independence Cup op-B Kiev 2002**

Black to move and win



**E28.04 M.Petursson -  
G.Gunnarsson Reykjavik  
1976**

Black to move and draw.



**E28.05 V.Atlas (2501) -  
R.Polzin (2462) Austrian  
Staasliga A, Gleisdorf-  
Hohenems, 2nd board,  
Frohnleiten 2002**

A central pawn usually wins, if the defending king does not get in front or very near to it. So the only important question here is: has Black to move perpetual check or not?

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