

Queen Checkmate, Homework #7

Name: _____ Bring the completed sheet to the next chess club meeting. Use pencil. Don't use red.

Sometimes a game will come down to nothing but a king for one player, and a queen and king for the other player. When it does, the player with the queen and king can win, but it's tricky. The goal is to "corner" the opponent's king by slowly pushing it into a corner using both your king and queen, then moving the queen right next to the opponent's king.

Draw an arrow showing how to get checkmate in one move, and name the move. One is done for you.

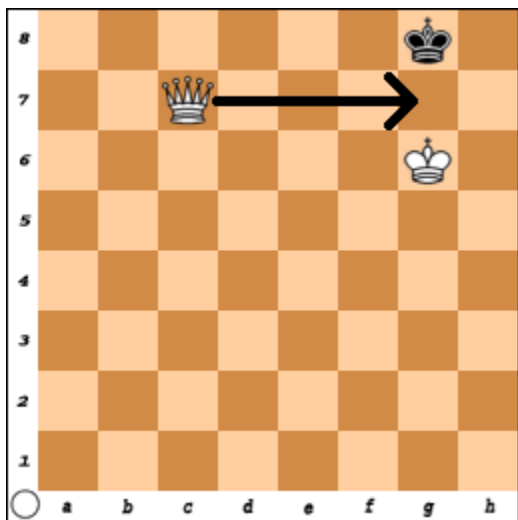


Figure 1. Move is: Qg7

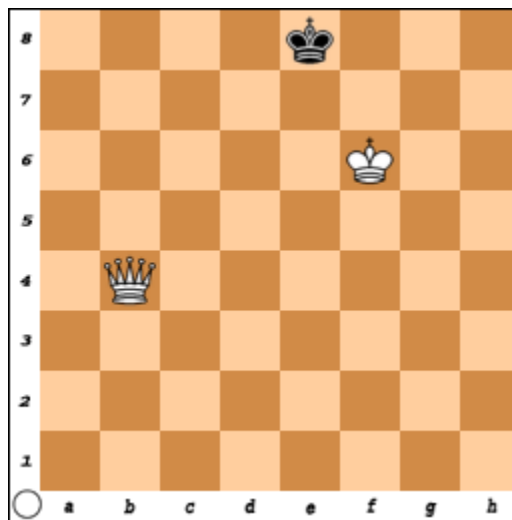


Figure 2. Move is: _____

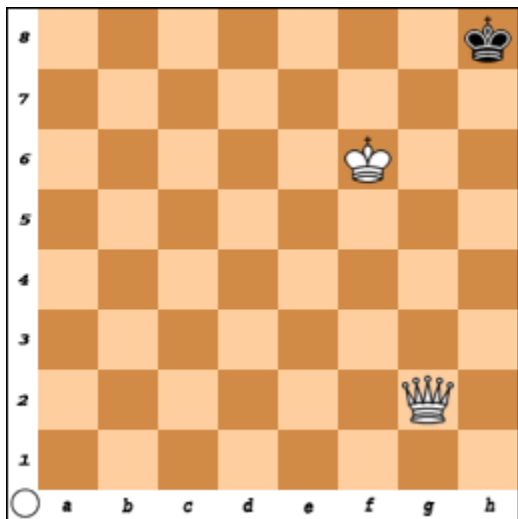


Figure 3. Move is: _____

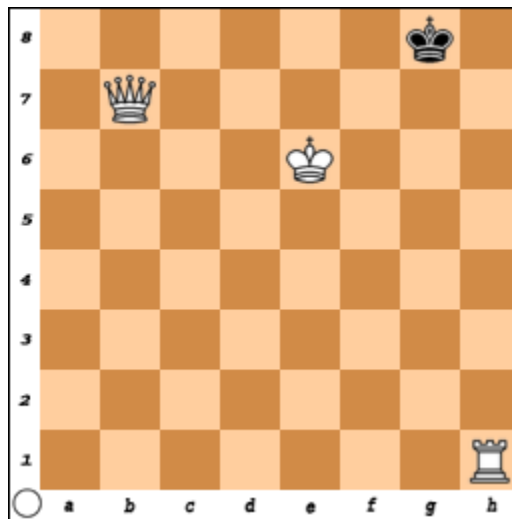




Figure 4. Move is: _____

(This  is the queen. And this  is the king.)

When you play: "Corner" the opponent's king, keep your king close, and checkmate with the queen.