7 The Queen

Each player has one queen.

The queen can move forwards (up), backwards (down), sideways or diagonally (forwards or backwards). Since the rule change of the 1400s, she can travel long distances quickly, being restricted only by her inability to jump over things.

Each player has one queen.

Here, the black queen stands on e5.

The queen can move forwards (up), backwards (down), sideways or diagonally (forwards or backwards). Since the rule change of the 1400s, she can travel long distances quickly, being restricted only by her inability to jump over things.

Other things being equal, this queen has a choice of 27 moves (7 up-down, 7 to the side, 13 along the two diagonals).

She can move to any one of the squares marked with an ‘x’.

Can you see why I often show how the queen moves by standing a bishop on top of a rook? Here they are, one white, one black, where they start the game.

They start opposite one another.

They start on the d-file. They start on their ‘back’ ranks.

They are "fashion conscious" and start on a square that matches the colour of their clothing (white queen on a “white” square and black queen on a “black” square).

Queens are able to attack (and capture) enemy units.

Here the Qb1 attacks some things.

If it White’s turn to move, which of the other pieces on the
Chessmen attack enemy units even when it is not their turn to move. An attack is always there, but the possibility of taking something only exists when it is your turn to move.

Which things are attacking which others here? (answer)

The queen is one of three pieces (rook and bishop are the other two) that can perform x-rays.

Which squares are x-rayed by the white pieces? (answer)

Which squares are x-rayed by the black pieces? (answer)

What is attacking what? (answer)

If it is White’s move, can White take anything? (answer)

What, and with what? (answer)

If it is Black’s move, can Black take anything? (answer)

What, and with what? (answer)

Can you figure out whose turn it is to move? (answer)

Is the king in check? (answer)

If it is, how can it get out of check? (T & M, no B) (answer)

White to move:

How many moves put the black king in check? (answer)

Which one would you choose? (answer)

Black to move:

How many moves put the white king in check? (answer)

Which one would you choose? (answer)

Objective – mate NOT taking material.

A simple maze.

How many moves to pick up all the coins?

Are you sure that’s the quickest?

(answer)
ANSWERS

- 3rd diagram:

Question 1: Rh1 or Bh7.

Question 2:

Ra2 attacks Ba3
Rh1 attacks Qb1
Bh7 attacks Qb1
Qb8 attacks Bb6

Question 3: a4-a5-a6-a7-a8 by the rook and b7-b8 by the queen

Question 4: a1 by the rook and b5-b4-b3-b2-b1 by the queen

- 4th diagram:

Question 1:

Qe5 attacks Rb8, Qe7 and Bg7
Bf4 attacks Rh2
Qe7 attacks Qe5
Bg7 attacks Qe5

Question 2: Yes.

Question 3:

Rb8 with Qe5,
Qe7 with Qe5,
Bg7 with Qe5,
Rh2 with Bf4

Question 4: Yes

Question 5:
Qe5 with Qe7,
Qe5 with Bg7

- 5th diagram:

Question 1:
Rf5 attacks Qb5
Qb5 attacks Rf5
Qb5 attacks Ke8

Question 2:
Yes!
White's king is in check, so it must be White to move.

Question 3: Yes!

Question 4:
Taking - Rf5xb5
Moving - four possibilities (d8, e7, f7, f8) but not d7.
Blocking - No!

- 6th diagram:

Question 1: Five.

Question 2:
All 5 checks are good enough to force checkmate (eventually) but only one does so quickly:
1 Qc6xf6+ Kh8-g8
2 Kh1-g1!

(it is one move quicker than
2 Rh2-g2+ Bh7-g6
3 Rg2xg6+ Kg8-h7
4 Qf6-g7 mate)

Now the black bishop must move (the king can't) and White will play

3 Rh2-h8 mate!

Second best is 1 Rh2xh7+.

Question 3: Four.

Question 4: 1...Qf6-f1 mate!

- 7th diagram:

(8)

h5-a5-c7-g3-e3-e6-f6-b2