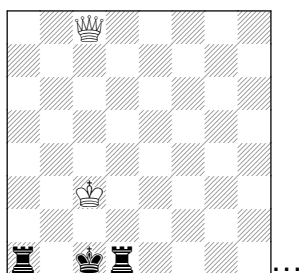


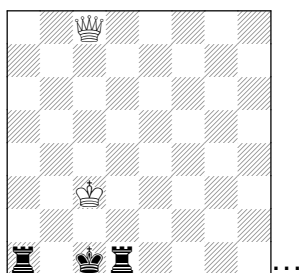
## QUEEN AGAINST TWO ROOKS



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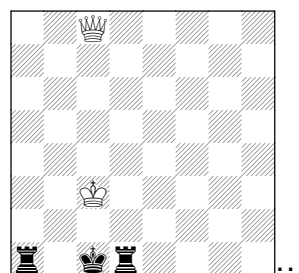
A battle of a queen against two rooks is always sharp and complicated. Formally, two rooks are slightly stronger than a queen, but the correct assessment depends on a situation on the board. As a rule, tactical players prefer to have a queen, while positional players prefer two rooks.

## QUEEN IS STRONGER THAN TWO ROOKS



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## Creation of mating threats

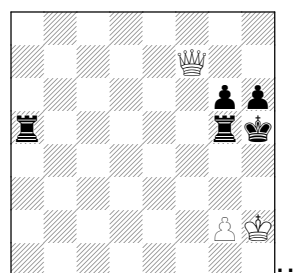


## Creation of mating threats

If the defender's pieces are passive, the stronger side's queen, king and pawns can weave a mating net.

After 1. Qc4! , threatening 2. £f4+ followed by 3. £b4 with mate on the next move, Black is defenseless. 1... Ra3+  
[Or 1... Rd2 2. Qf1+ Rd1 3. Qf4+ Kb1  
4. Qb4+ followed by 5. £b2#]  
2. Kb4+ Kb2 3. Qe2+

Karpov A. - Timman J., Tilburg, 1977



In this position too, Black is helpless - his king cannot escape from a mating net.

1. Qf3+ Rg4

[1... Kh4 2. Qh3#]

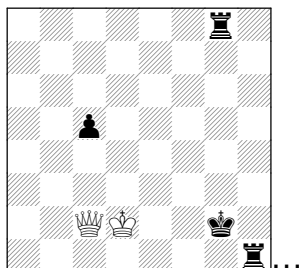
2. Kh3 Raa4 3. Qd5+ Rg5

[3... g5 4. Qf7#]

4. g4+! Raxg4 5. Qf3! (zugzwang) 5... Rf5

6. Qxg4#

**Rooks are disconnected or passive**



Rooks are disconnected or passive

In these cases the stronger sides gets an opportunity to win one of the rooks with checks.

The black rooks are disconnected, and this gives White an opportunity to win one of them by a series of precise checks. 1. Kc3+!

[The aim is not achieved by 1. Ke3+? Kg3 2. Qf2+ Kh3 3. Qf5+ Rg4 4. Qh5+ Rh4 5. Qf3+ Kh2 6. Kf2 (or 6. Qf2+ Kh3 7. Kf3 Rg4! , and it is Black who has winning chances) 6... Rg1!]

1... Kg3!

[1... Kg1 2. Qb1+]

2. Qd3+ Kf2 3. Qf5+ Kg3 4. Qe5+ Kf2

All Black's moves are forced. 5. Qxc5+

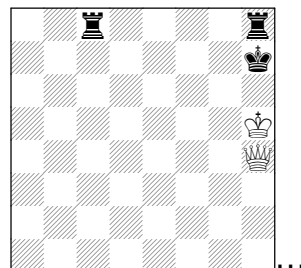
Kg3

[No better is 5... Ke1 6. Qe7+ Kd1 7.

Qd7+ Kc1 8. Qd2+ Kb1 9. Qb2#]

6. Qc7+ Kg2 7. Qb7+ Kg1 8. Qb1+ , and White wins.

**Rinck H 3**



In this example Black also loses a rook.

1. Qe7+ Kg8+ 2. Kg5! Ra8

[The alternatives do not save either:

2... Rf8 3. Kg6 Rh6+ 4. Kxh6 Rf6+ 5. Kg5!;

2... Rc2 3. Qe6+ Kg7 (3... Kf8 4. Qf5+) 4. Qg6+;

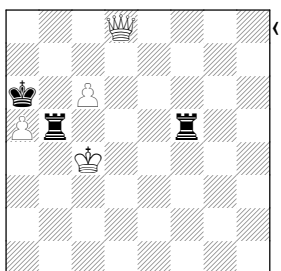
2... Rc1 3. Qe8+ Kg7 4. Qe5+ Kg8 5. Qb8+ Kh7 6. Qh2+ Kg8 7. Qa2+ Kg7 8. Qb2+]

3. Qe6+ Kg7 4. Qf6+ Kg8 5. Kg6 Rh7 6. Qe6+ Kf8 7. Qf5+

[Bad is 7. Kxh7? due to 7... Ra7+ 8. Kg6 Rg7+ 9. Kf6 (9. Kf5 Rf7+) 9... Rg6+! with a draw.]

7... Kg8 8. Qd5+ followed by 9. £a8, winning.

**Jansa V. - Sokolov A.,Gausdal (Norway),1990**



Black must coordinate his rooks, otherwise he will lose. 1... Ka7! The only move.

[Black loses after both 1... Rfc5+ 2. Kd4 Rxa5 (2... Ka7 3. Qe7+) 3. Qa8+; and 1... Rf4+ 2. Kd3]

2. a6!?

[Nothing is achieved by 2. c7 Rfc5+ 3. Kd4 Rd5+! 4. Qxd5 Rxd5+ 5. Kxd5 Kb7 6. Kd6 Kc8! with a draw;

or 2. Qe7+ Ka6 3. c7 Rfc5+ 4. Kd4 Rd5+ 5. Ke4 Re5+! 6. Qxe5 Rxe5+ 7. Kxe5 Kb7]

2... Rfc5+

[Bad is 2... Kxa6? 3. Qa8+ Kb6 4. Qb7+;

2... Rbc5+? 3. Kd4 Kxa6 4. Qa8+ Kb6 5. Qb7+ Ka5 6. c7]

3. Kd4 Kxa6? This loses.

[No better is 3... Rxc6? 4. Qd7+ Kb6 5. Qb7+;

or 3... Rc1? 4. Qe7+! Kxa6 (4... Ka8 5. c7) 5. Qa3+;

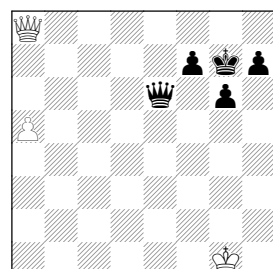
A draw could have been obtained by 3... Rc2! 4. Qe7+ (or 4. c7 Rbc5) 4... Kxa6 5. c7 Rbc5 6. Qxc5 Rxc5 7. Kxc5 Kb7]

4. Qa8+ Kb6 5. Qb7+ Ka5 6. Qa7+ Kb4 7. Qe7! [...]

[7... Ra5 8. c7]

Black resigned.

## Passed pawn

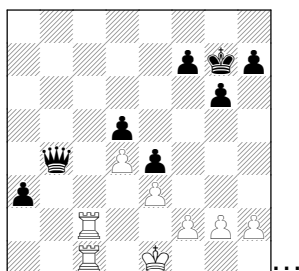


## PASSED PAWN

A passed pawn is a very important factor in queen endings. The more advanced the pawns, the more dangerous they are. In positions where both sides have passed pawns, a material advantage becomes of secondary importance, and the result depends on whose passed pawn is closer to its promotion square. Just one tempo may have a decisive effect on the assessment of the position. The weaker side often saves the game by sacrificing one or even more pawns in order to create a passed pawn, or to threaten its creation.

Instructive example Black is unable to win, e.g.: 1... h5 2. a6 h4 3. a7 h3 4. Qb7, and it is only White who can play for a win.

Miles A. - Ljubojevic L., Linares, 1985



Black's task is to advance his pawn to a2, after which the white rooks will be tied. Then he attacks the opponent's K-side with his king and pawns. There is no way for White to counter this plan. 1. Kf1

[No better is 1. Kd1 Qb3 2. Kd2 a2 3. Ra1 Qd3+ 4. Kc1;

or 1. Rd2 a2 2. Ra1 Qb1+ 3. Rd1 Qb2]

1... Qb3 2. Rc7

[2. Rc3 Qb5+ followed by 3 ... a2]

2... a2 3. Ra7 Qb2 4. Re1 g5! 5. g3 Qb1! (depriving White of any activity) 6. Ra8 Kg6 7. h3 f5 8. Ra6+ Kh5 9. Ra8 h6 10. Ra7

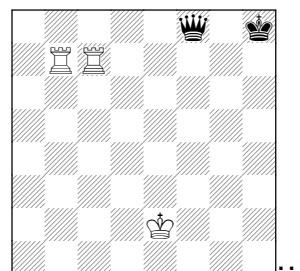
[10. Ra5 Qd3+ 11. Re2 (11. Kg2 Qd2) 11... Qd1+! 12. Re1 Qb1 Zugzwang.]

10... f4 11. exf4 gxf4 12. gxf4 Kh4 13. Ra3 h5 14. f5 Kg5 15. Ra5 Qd3+ 16. Re2 Qd1+ 17. Re1 Qb1! 18. Ra8

[18. h4+ Kf6]

18... Kxf5 19. Rf8+ Kg5 20. Ra8 Kh4 21. Ra3 Qb2 22. Ra8 Kxh3 23. Kg1 Qb1 24. Ra3+ Kg4 25. Rf1 h4 26. Ra8 h3 White resigned.

#### SUCCESSFUL BATTLE OF TWO ROOKS AGAINST A QUEEN



#### SUCCESSFUL BATTLE OF TWO ROOKS AGAINST A QUEEN

In these endings the decisive factor is the coordination between the rooks. The best situation is when the rooks are doubled either on the penultimate rank, or on the b- or g-files, with the opponent's king being cut on the edge of the board.

This example perfectly demonstrates the power of two rooks doubled on the 7th rank. 1. Rh7+ Kg8 2. Rhe7 Kh8 3. Rbc7!

[Nothing is achieved by 3. Rf7 Qd6; or 3. Ra7 Qg8 4. Kf2 Qf8+ 5. Kg1 Qg7+! with a draw.]

3... Kg8

[If 3... Qg8, then 4. Kf1 Qf8+ (the queen is deprived of the c4-square) 5. Rf7 Qg8 6. Ra7 Qe8 7. Rh7+ Kg8 8. Rag7+ Kf8 9. Rh8+, winning the queen.]

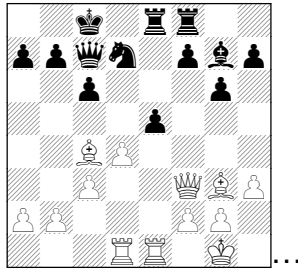
4. Ra7 Kh8 5. Rf7 Qe8+ 6. Kf2 Kg8

[Or 6... Qg8 7. Kf1]

7. Rg7+ Kf8 8. Rh7, and White wins.

This study made quite an impression on me - I understood what the 7th rank is. Soon I managed to carry out the following combination.

Panchenko A. - Zaichik G., Leningrad, 1976



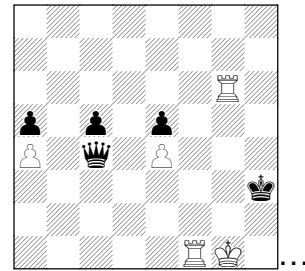
1. Bxf7! Re7 2. dxe5 Rxf7  
 [Or 2... Bxe5 3. Rxe5! Rxe5 (3... Nxe5 4. Be6+) 4. Qf4 g5 5. Qc4±;  
 More stubborn would have been 2... Nxe5 3. Bxe5 Rxe5 4. Qg4+ with an extra pawn for White]

3. Qxf7! Rxf7 4. e6 Ne5 The alternatives are even worse. 5. exf7 Qxf7 6. Bxe5 Bxe5 7. Rxe5 Qxa2 8. Re8+ Kc7 9. Re7+ Kc8 10. Rde1! Starting my combination, I planned to double my rooks on the 7th rank.

[The immediate 10. Rdd7, however, does not work due to 10... Qxb2, threatening to give perpetual check by £c1-f4.]

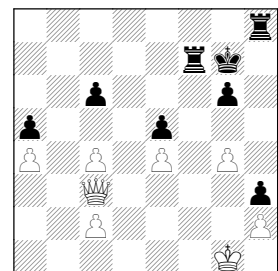
10... Qxb2 11. Rf7! White protects the f4-square and prepares to double his rooks. 11... Kd8 12. Ree7 Qxc3 13. Rxb7 Here Black resigned, but I was disappointed - so pleasant was the position...

Georgiev K. - Ionescu C., Sofia (Bulgaria), 1986



White wins by force. 1. Rf3+ Kh4 2. Rf8! Qc1+ 3. Kh2 Qd2+ 4. Rg2 Qh6 (the only move) 5. Rf3 Qe6 6. Rfg3! (7. !g8) 6... Qd7 7. Rg8 Qh3+ 8. Kg1 Qe3+ 9. Kh1 Qc1+ 10. Rg1 Qh6 11. R8g2 Black resigned. A study in a practical game.

Stanciu P. - Vaisman A., Romania, 1978



Black skillfully exploits a poor position of the opponent's king. 1... Rd8! 2. Qxh3

[2. Qxe5+ loses right off due to 2... Kh7 3. Qa1 Rd2]

2... Rd1+ 3. Kg2 Rd2+ 4. Kg1

[4. Kg3 Rdf2]

4... Rb7! 5. Qf1 Rb2 6. h4 Rbxc2 7. h5

[7. g5 Kg8]

7... gxh5 8. gxh5 Kh6! 9. c5

[No better is 9. Qf6+ Kxh5 10. Qxe5+ Kg4 11. Qf5+ Kg3, and the black king hides from checks on the Q-side.]

9... Rb2!

[But not 9... Kxh5 because of 10. Qh3+!]

10. Kh1

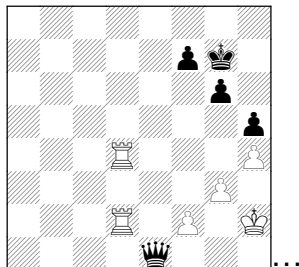
[10. Qe1 Rg2+ 11. Kf1 Rh2]

10... Rf2 11. Qd3

[11. Qg1 Kxh5 12. Qd1+ Kh4 13. Qe1 Rbe2]

11... Rbd2 12. Qe3+ Kh7 13. Kg1 Rfe2  
White resigned.

Gurgenidze B. - Averbakh Y., Baku, 1961



The following two examples demonstrate the power of two rooks in realization of a positional advantage.

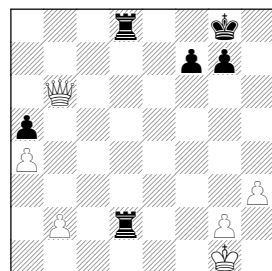
White's plan is typical for positions of this type: 1) to attack the f7-pawn twice, thus forcing Black to advance it; 2) to double the rooks on the 7th rank; Black will have to defend passively; 3) to transpose into a won pawn ending. 1. Kg2 Kh6 2. Rd1 Qe2 3. Rd7 Qc2 Black's only chance is to attack one of the rooks. 4. Kg1 f5 Black is unable to avoid this weakening.

[Still, more stubborn would have been 4... Qe2]

5. Re1 Qc8 6. Ree7 Qh8 7. f4! Qa1+ 8. Kh2 Qb2+ 9. Kh3 Qh8 10. Rb7 Qg8 11. Rf7 White prepares to transfer his king

to the Q-side. 11... Qh8 12. Kg2 Qg8 13. Kf2 Qh8 14. Ke2 Qe8+ 15. Kd2 Qd8+ 16. Kc2 Qc8+ 17. Rbc7 Qh8 18. Kd3 Qd8+ 19. Kc4 Qg8 20. Kc5 Qh8 21. Rh7+! Qxh7 22. Rxh7+ Kxh7 23. Kd5 Kg7 24. Ke6 Black resigned.

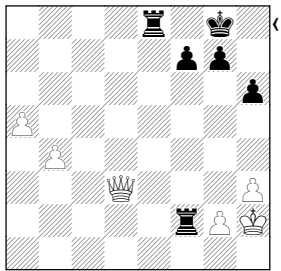
Iosif C. - Susterman A., Bucharest, 1993



Black has an obvious advantage, and the young Moldavian player accurately converts it into a win. 1... R8d5! 2. b4 (the best chance) 2... Rg5 3. g4 axb4 4. Qxb4 Rgd5 5. Qe4 Rc5 6. Qe8+ Kh7 7. Qe1 Rcc2 8. Qf1 Kg8 9. a5 Ra2 First of all Black must eliminate the a-pawn. 10. a6 Rd6 11. Qc1 Re6! (avoiding eventual perpetual check) 12. h4 Rxa6 13. Qc8+ Kh7 14. Qc2+ g6 15. Kg2

[15. h5]

15... Rac6 16. Qd3 Red6 17. Qe2 Rc3 18. h5 g5! White is doomed. 19. Kf2 Rf6+ 20. Kg2 Rf4 21. Qd1 Rcc4 22. Qb1+ Rce4 23. Qd3 Rxg4+ 24. Kf2 Rgf4+ 25. Kg3 Kh6 26. Qd8 Re3+ 27. Kg2 Kxh5 28. Qh8+ Kg4 29. Qc8+ f5 30. Qd8 Rg3+ 31. Kh2 Rf2+ 32. Kh1 Rf1+ 33. Kh2 Rgf3 34. Qd4+ Rf4 White resigned.



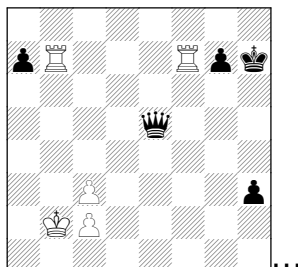
Defending with two rooks, one has an important defensive resource: to sacrifice one of the rooks in order to set up a fortress. 1... Rb2!

[Bad is 1... Ree2? due to 2. Qd5 Ra2 3. b5]

2. Qb5

[Or 2. b5 Re5! 3. a6 (3. b6 Rxa5 4. b7 Rab5) 3... Rxb5! 4. a7 Ra5 5. Qd8+ Kh7 6. a8=Q Rxa8 7. Qxa8 Re6, and Black has constructed a fortress.]

2... Re4 3. Qb8+ Kh7 4. b5 Reb4 5. b6 Rb5! 6. Qa7 f5! 7. Qa8 Rb1 8. Kg3 R1b3+ 9. Kf2 Rb2+ 10. Kg1 Rb1+ 11. Kh2 R1b2 12. Qa6 Rb1 13. Qa8 The players agreed a draw.



White's position looks hopeless, but, by sacrificing a rook, he sets up a fortress.

1. Rf3! Qh5

[After 1... h2 2. Rh3+ Kg8 3. Rb4 g5 4. Rd4... !d2 the game also ends in a draw.]

2. Rg3 Qh6 3. Rbxg7+! (the only way) 3... Qxg7 4. Rxh3+ Kg8 5. Rd3 White's fortress is impregnable. 5... Qb7+ 6. Kc1 a5 7. c4 Qb4

[Or 7... a4 8. c5 Qb4 (8... Qb5 9. c6 Qxc6 10. Kb2) 9. c6 a3 10. c7 Qe1+ 11. Rd1 Qe3+ 12. Rd2]

8. Rb3 Qxc4 9. Kb2 a4 10. Rd3 with the idea of !d3-a3-d3. Draw.