

XENO

Chess Scanned by Endgame Training

Bernd Rosen

An experienced coach guides you through a practical training course



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Symbols

+	check	
++	- Contract of the contract of	
X	capture	
#	checkmate	
	brilliant move	
!	good move	
17	interesting move	
?!	dubious move	
?	bad move	
??	blunder	
+-	White is winning	
= 31	equal position	
-+	Black is winning	
Ch	championship	
Cht	town it	
Wch	world championship	
Ct	candidates event	
OL	olympiad	
jr	junior event	
corr.	correspondence game	
1-0	the game ends in a win for White	
1/2-1/2	the game ends in a draw	
0-1	the game ends in a win for Black	
(n)	nth match game	
(D)	see next diagram	
W	White to move	
В	Black to move	
W/B		
D. C.	The position should be considered first with White to move, then with Black to move.	
B/W	The position obsuld by	
	The position should be considered first with Black to move, then with White to move.	
	then with white to move.	

Preface to the First German Edition

In recent years so many new chess books have been published that one needs compelling arguments and a good portion of confidence to add yet another one to this legion. The subject of the endgame has also been examined from various angles. Nevertheless, this book offers something new.

Whoever tries to prepare endgame training material for a chess group soon finds out that one is left alone here despite the overwhelming wealth of material. The classic works by Averbakh, Chéron, Euwe and Keres are too comprehensive and dry. Furthermore, these books lack examples which allow a topic to be practised by repetition. It is true that collections of studies offer interesting positions but usually they are too difficult and they do not offer a systematic coverage. Books about teaching chess usually address much stronger chess-players. Perhaps Kostiev is an exception; his book Schach lehren leichtgemacht particularly addresses teachers but offers very little material that goes beyond an introduction.

In this book, I will present 15 lessons that you can use immediately, either for coaching or for self-instruction. The material will be complemented by a collection of exercises which will revisit all subjects dealt with; these could function either as an assessment in the beginning of a training course or as a means of measuring success at the end of the course.

In the years 1987-8 I developed this course while acting as a trainer at the Katernberg chess club. Later I refined it after testing it at clubs, at chess groups in companies and last but not least at training courses for the North Rhine-Westphalia chess federation.

The encouragement to present this endgame course in a book also developed from these training courses because I saw that chess teachers constantly found it necessary to reinvent the wheel. Individual lessons were published in the newsletter of the North Rhine-Westphalia chess federation and these also met with a positive response.

My chess friend Karlheinz Bachmann had the task of a critical review of the manuscript. I am grateful to him for many valuable hints on both the chess aspects and the layout and organization of the material.

From a technical point of view, this book probably would not have been realized without the support of Rolf Schlösser.

My girlfriend Beate also actively assisted in the preparation of the text. Furthermore, especially in the last phase of this work, she encouraged me to carry on and thus her contribution to the fact that I actually crossed the finishing line was crucial.

I am very much indebted to all the people mentioned above. Without their encouragement and support, the present work would never have gone beyond the planning stage.

Bernd Rosen
Essen, August 1995

Preface to the Second German Edition

More than five years have passed since the publication of the first German edition of Chess Endgame Training. Despite being an optimist by nature, I am still

surprised by the positive reception of this book.

With regard to the first edition, I have received a few (fortunately not so many!) comments about mistakes or inaccurate variations. These have all been corrected for this second edition. I am indebted to all readers who have bothered to draw my attention to such flaws. Especially I have to name GM Karsten Müller from Hamburg who turned out to be an extremely attentive reader and user of *Chess Endgame Training*. This second edition particularly profits from my correspondence with him.

Beyond these corrections, I have made several comments more detailed in order to mention additional side variations. This particularly takes into account the needs of the less able among the readers.

Bernd Rosen Essen, June 2001

Foreword by GM Karsten Müller

IN HAME SUSTINIONED BOWNING TO SECTION OF SUSTINION AND A STREET SUSTINION OF SUSTINION AND ADDRESS OF SUSTINION AND ADDR The lessons of the legendary chess schools of the old Soviet Union widely practised the method of starting at the end, i.e. with endings that only include kings and pawns. Based upon that, each piece can be introduced in turn to move towards more complex endings.

THE REAL PROPERTY AND THE STREET WAS INVESTIGATED AND THE PARTY OF THE

But which books are available in order to learn the basic principles of the endgame? The classic works by Yuri Averbakh, André Chéron and Max Euwe consist of several volumes; these encyclopaedias of chess endings are indispensable reference books but for practical use in chess instruction they are too volu-

minous and too dry.

This is the problem Bernd Rosen wants to tackle with his book. He has structured the material into 16 chapters which are all organized in more or less the same way. After an introductory example, which is used to explain the most important basic principle, he presents exercises and detailed solutions, together with rules and concepts. Thus the teacher can start immediately without any further preparation, and self-instruction is also made a lot easier. The space that is allocated to each type of ending depends on its significance in practice; for example, it is completely justified that four full chapters are dedicated to rook endings, which occur very often - only pawn endings, which are the basis for all the other endings, occupy more space. Despite this, knight, bishop and queen endings are not neglected.

I wish you a lot of fun with Chess Endgame Training, whether you intend to

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use it for teaching or for self-instruction.

Karsten Müller Hamburg, August 2000 MARKET AND THE PROPERTY OF THE

Introduction

The famous German grandmaster Siegbert Tarrasch - one of the strongest players of his time - recommended learning the game of chess by starting with the endgame. His still very readable teaching book Das Schachspiel is structured accordingly. After an explanation of the rules, he begins with the endgame, then demonstrates typical tactical procedures in the middlegame, and only in conclusion does he give an overview of the opening.

Leading grandmasters of the past and the present share his view about the ex-

traordinary significance of the endgame.

Despite this, the endgame knowledge of most chess-players is surprisingly poor. Young players especially prefer opening knowledge and brilliant combinations. This book is designed to counterbalance this bias. It covers some important and basic principles, presents elementary positions and manoeuvres and last but not least tries to convey a sense of the endgame's beauty.

The reader is assumed only to have the most basic endgame knowledge (especially the mating of the 'lone king'). Usually each topic starts with the simplest basic positions. If you come across something familiar, you may take it as a positive sign that you already possess some knowledge and that something learned

before has not been forgotten.

The selection of topics is based on two main points. I have dedicated five chapters to pure pawn endings as they form the basis of all other endings (possible simplifications to a pawn ending have to be evaluated again and again in almost every other ending). The topic of rook endings covers four chapters, as rook endings appear most often in practice. Endings with minor pieces occur less often and so are afforded less detailed coverage.

I haven't included endings with minor piece(s) vs rook and endings with various pieces vs queen. From my point of view such endings with a complicated balance of material could be the subject of a additional course which focuses even more on endgame principles. Readers could refer to the more advanced

book Endgame Strategy by Shereshevsky.

Those who wish to use the material in this book for chess instruction will find recommendations for the design of the lectures at the end of the book.

For those who wish to use the material for self-instruction, here are a few tips. At the beginning of each chapter you will find an example to introduce the topic (diagram x.1). Next is a 'standard program' (generally exercises x.2 to x.7) which covers the most important aspects. In any case, these examples should be solved independently. The more seriously you solve the positions yourself, the more you will learn! Only after a serious attempt at a solution should you consult the solution part for help. The subsequent examples (given in the text as 'further examples') are often more complicated but illustrate the topic in more depth. Here again independent solutions increase the learning effect.

If you don't find your own solution in the text it isn't necessarily incorrect – it could be a side variation which isn't mentioned in the text. Every attempt has been made to include the most important lines and check them for accuracy, but possible errors can't be totally ruled out. From this viewpoint I recommend that

you read the final section of Chapter 17, 'How to deal with errors'.

And now I wish you a lot of fun with Chess Endgame Training!

Bernd Rosen

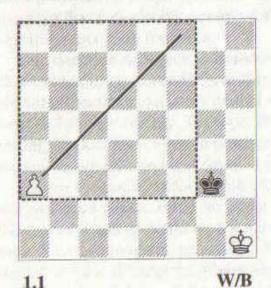
1 King and Pawn vs King: Basic Themes

Square • Obstacle • Opposition • Waiting Move • Key Squares

The Rule of the Square 1 a4 +-

If the defending king can step into the square of the pawn, then he can stop the pawn. If not, the pawn can promote. We call the square that encloses the pawn's diagonal to the promoting rank the 'square of the pawn'.

If the pawn is still on its starting square, then the square rule must be applied to the square in front of the pawn.



If White is to play, then he can win the game by simply advancing his pawn:

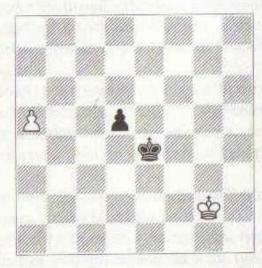
The pawn on a4 has the square a4e4-e8-a8. The black king is not able to catch it any more:

1...\$f4 2 a5 \$e5 3 a6 \$d6 4 a7 會c7 5 a8響

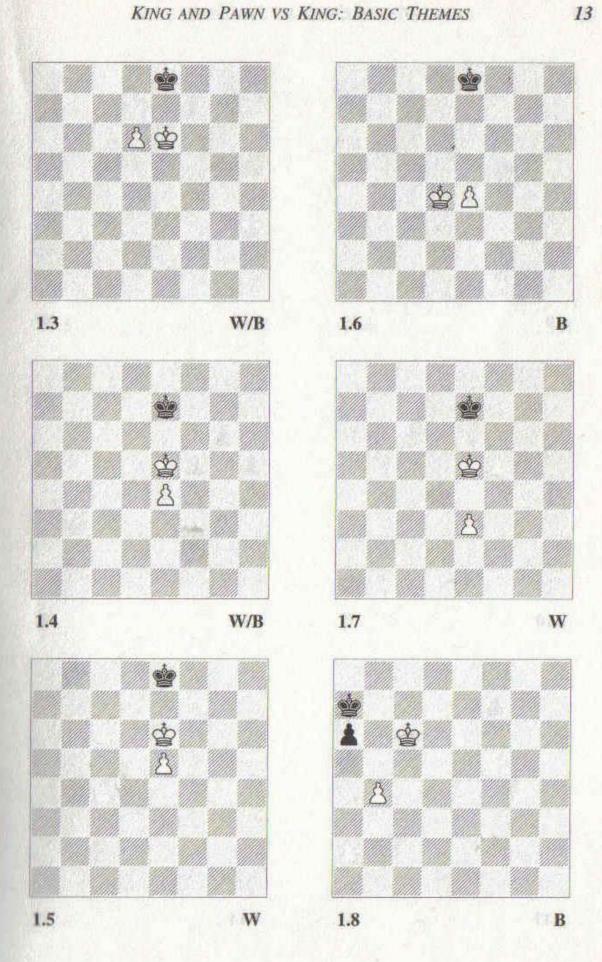
With Black to move, his king steps into the square of the pawn and secures the draw:

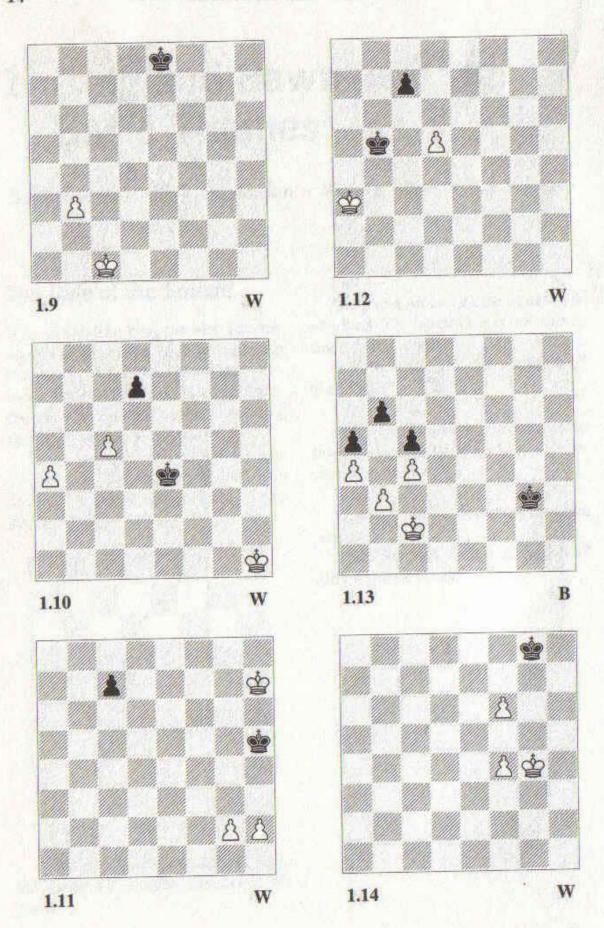
1... \$ f4 = obviously serves the same purpose.

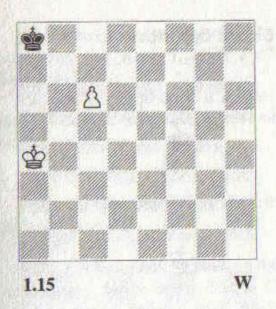
2 a4 we4 3 a5 wd5 4 a6 wc6 5 a7 \$b7 6 a8 #+ \$xa8

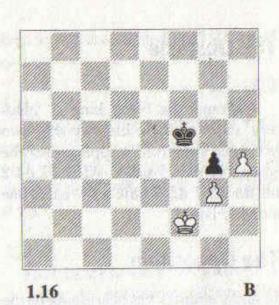


1.2









Many M. Decree on Carolinate Establish to the to

The Obstacle

1.2

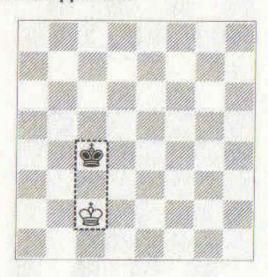
Although the black king is 'actually' close enough, his own d5-pawn prevents him from stepping into the square of the a5-pawn. After 1...d4 2 a6 d3 3 a7 d2 4 a8 + +- he is one step too late!

The Opposition

In many endings the possession of the opposition is crucial, especially when the kings are fighting about the promotion of a pawn.

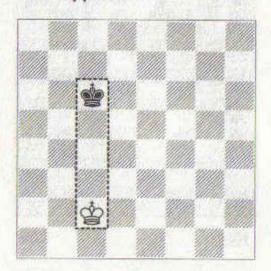
The kings 'oppose' each other when all the corners of the square around the kings are of the same colour (see below). Whoever in this position is **not** to move has the opposition.

Close Opposition



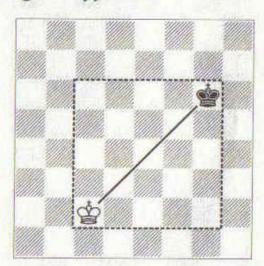
The kings directly face each other.

Distant Opposition



The two kings face each other on a vertical or horizontal line but further apart.

Diagonal Opposition



The kings are placed on the same diagonal.

1.3

1 d7+

If the pawn moves to the seventh rank with check, then promotion can't be forced:

1... 曾d8 2 曾d6 stalemate

If it is Black to move, White has the opposition and wins: 1...\$\d8 2 d7\$\$\$\delta c7 3 \delta c7 +-.

The pawn will queen if it reaches the seventh rank 'silently' (i.e. without check).

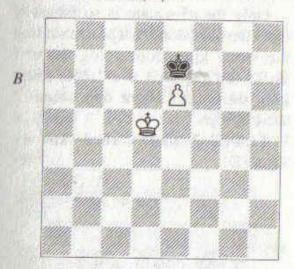
1.4

Black has the opposition because he is not to move.

1 會 45 會 47

1...全f6?? voluntarily abandons the opposition – Black loses: 2 全d6 (2 e5+? is wrong because then Black achieves a draw again: 2...全e7 3 e6 会e8! 4 全d6 全d8! 5 e7+ 全e8 6 全e6 =) 2...全f7 3 e5 全e8 4 全e6 全f8 5 全d7

2 e5 de7 3 e6 (D)



3... \$e8!

4 會d6 會d8 5 e7+

With check!

5... \$\preceq e8 6 \$\preceq e6 =

If Black is to move, he has to abandon the opposition and loses: 1...\$d7 (1...\$f7 2 \$d6 +- is symmetrical) 2

當f6 當e8 3 當e6 當f8 4 當d7 當f7 5 e5 +-.

1.5

When the king reaches the sixth rank before his pawn then the pawn will promote, no matter who is to move: 1 全f6 全f8 2 e6 全e8 3 e7 全d7 4 全f7 +-.

1.6

Here Black has to be very careful. It is again the opposition which helps him out of a dangerous situation:

1....\$d8!

Thus Black wins the distant opposition. All other moves lose: 1... 會 7? 2 會 65! +--; 1... 會 67? 2 會 65! +--; 1... 會 67? 2 會 65 會 67 3 會 65 +--; 1... 會 68? 2 會 65 字 7 3 會 66 +--;

2 \$\d5

2 \$e5 \$e7! =.

2...@d7!

Shifting to the close opposition which is already familiar to us.

3 ge5 ge7! =

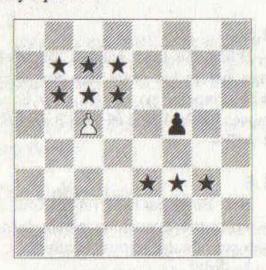
The Waiting Move

1.7

If it were Black to move he would have to abandon the opposition and lose. White can profit from the fact that his pawn is still on e3 to win with the waiting move 1 e4!: 1...\$\square\$7 2 \square\$d6 \square\$e8 3 \square\$e6 \square\$f8 4 \square\$d7 +-.

Key Squares

In the previous examples quite a lot of important rules have been explained that can be summarized by the term 'key squares':



If the king manages to step on one of the marked **key squares** in front of his pawn then promotion is secured, independent of the right to move.

Note: this does not apply for rook's pawns – more about this topic later on, particularly in Chapter 6.

Further Examples

1.8

Salvioli 1887

Black must not give away the a6pawn too easily because then White would force the promotion of the bpawn (king in front of the pawn on the 6th rank).

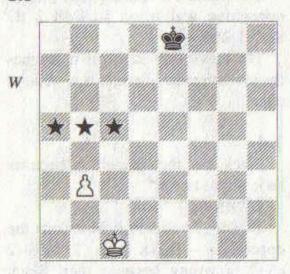
The alternative 1... 當b8 2 當b6 a5! works as well.

2 bxa5

2 b5 \$\delta b8! (2...a4? 3 \$\delta c7 a3 4 b6+ \$\delta a6 5 b7 a2 6 b8 \$\delta a1 \$\delta 7 \$\delta a8+ +-) 3 \$\delta c5 =.

2...\page a6 =

1.9

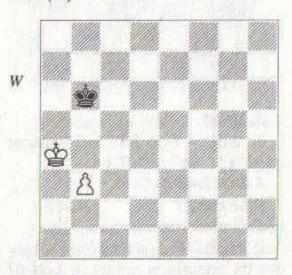


White wins if his king can step on one of the squares a5, b5 or c5 without advancing the pawn first. These are the key squares of the b3-pawn.

1 曾b2!

Only the a5-square is so far away from the black king that he cannot stop the white king from going there. 1 \(\delta \cdot 2?\) \(\delta d 7 \cdot 2 \delta c 3 \delta c 7!\) (the black king takes the distant opposition) 3 \(\delta b 4 \delta b 6 = .\)

1... 堂d7 2 堂a3! 堂c6 3 堂a4 +-堂b6 (D)



4 會b4

Now White has the opposition and wins.

4... \$\delta a6 5 \delta c5 +-.

5 \$a5 +-

1.10

1 c6!

White takes advantage of the obstacle theme.

1...dxc6 2 a5 \$\ddot d5 3 a6 +-

1.11

Gorgiev

Izvestia, 1928

It seems as if White is going to lose, as he cannot stop the black pawn. However, if he uses his two passed pawns skilfully he can achieve a draw:

1 g4+!

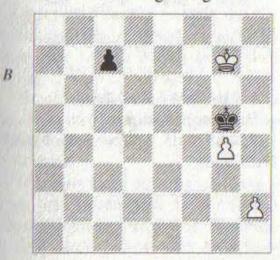
1 h4? c5 2 g4+ \$\prec{1}{2}\$xh4! 3 \$\prec{1}{2}\$g6 \$\prec{1}{2}\$xg4

1... 曾g5!

1... 堂xg4 2 堂g6 c5 3 h4! c4 (after 3... 堂xh4 4 堂f5 = the king is in the square) 4 h5 c3 5 h6 c2 6 h7 c1營 7 h8營 =.

2 mg7! (D)

2 h4+? \$\dot\x\x\x\x\x\4 3 \dot\x\x\x\x\4 -+.



2...c5 3 h4+! \$xg4

3... \$\dag{\partial} \text{xh4 4 } \dag{\partial} \text{f6!} =.

4 @g6! @xh4

4...c4 5 h5 =.

5 \$f5 = \$100 May 100 Median 100 M

1.12

Duclos

Sportzeit, 1903

This position provides another illustration of the key squares theme. The d5-pawn is lost, and if it were to be captured at d5, the black king would be on a key square of his c7-pawn. Thus:

1 d6!

After 1 \$\delta b3? \$\delta c5 2 \$\delta c3\$ (2 d6 now does not help either: 2...\$\delta xd6! 3 \$\delta c4\$ \$\delta c6 -+) 2...\$\delta xd5 3 \$\delta d3\$ \$\delta c5 4 \$\delta c3\$ the waiting move 4...\$\delta c6\$ is decisive.

1...cxd6 2 \$\displays 2 \$\displays 65 3 \$\displays 63 \$\displays 65 4 \$\displays 63 =

White maintains the opposition.

1.13

Kranki - W. Lange

Bad Oeynhausen 1940

Black's only advantage is his active king. Is this sufficient for a win?

1...曾g2!

The black king takes the distant opposition (a distance of three squares!), with the help of which he will invade the white position:

2 堂 c3 堂 f1!

With other moves Black would lose the opposition again: 2... 會f3? 3 會d3; 2...會f2? 3 會d2.

3 \$d2 \$f2!

Black reaches the close opposition.

4 dd3

4 \$\frac{1}{2}\$ \$\frac{1}{2}\$

4... 當e1! 5 當e4 當d2 6 當d5 當c3 7 當c6 當xb3 8 當b5 當c3 9 當xb6 當b4 0-1

1.14

The second pawn offers White two winning variations:

1 f7+!

This is the most straightforward way. 1 當f5 當f7 2 當e5 當f8 3 當e6 當e8 4 f7+ 當f8 5 f5 +— also wins; in the end the waiting move is decisive here.

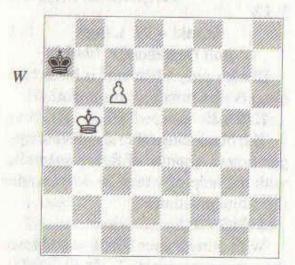
1... exf7 2 ef5 +-

1.15

In this position a fierce fight breaks out over the opposition:

1 會b5! 會a7 (D)

1... 會b8 2 會b6 會c8 3 c7 +- (silently).



2 \$a5! \$a8 3 \$a6!

3 曾b6? 曾b8 4 c7+ (with check) 4...曾c8 5 曾c6 =.

3... \$b8 4 \$b6 \$c8 5 c7 +-

1.16

Once again an impressive demonstration of the opposition's power:

1....\(\delta\)f6!

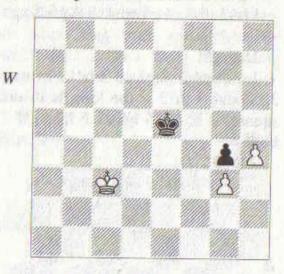
First Black takes the distant opposition. His aim is to prevent the white king from invading his territory.

2 ge3

2 h5 當g5 3 當e3 當xh5 4 當f4 當h6! 5 當xg4 當g6 =.

2... ģe5 3 ģd3 ģd5 4 ģc3 ģe5!

Diagonal opposition. Of course the black king must not leave the square of the h4-pawn: 4... \$\delta c5?? 5 h5 +-.

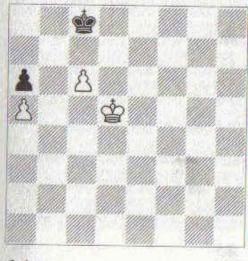


5 曾b4 曾d4 6 曾a4 曾e4! Distant opposition. 7 曾b5 曾d5 8 曾b6 曾d6 9 曾a7 曾e7! 1/2-1/2

2 The King's Typical Fighting Methods

Triangulation • Zigzag • Body-check • Play on Two Wings • Opposition

Triangulation



2.1 W

If it were Black to move in the diagram position he would immediately lose after 1... 堂c7 2 堂c5 堂c8 3 堂b6 +- or 1... 堂d8 2 堂d6 堂c8 3 c7 +-.

In such situations, triangulation is the right way to pass the right to move to the opponent.

1 全d4!

The direct way does not lead to success yet: 1 曾d6 曾d8 2 c7+? 曾c8 3 曾c6 stalemate; 1 曾c5 曾c7. However, 1 曾c4! 曾d8 2 曾d4! 曾c8 3 曾c5 +-

also wins – this is just a change of move-order, and it is typical that there is more than one way to carry out a triangulation.

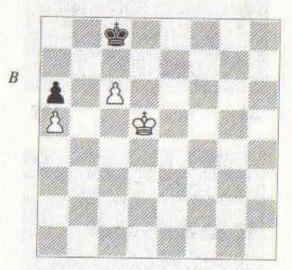
1....gd8

1... 會c7 2 會c5 會c8 3 會b6 +-.

2 曾c4! 曾c8

2...曾c7 3 曾c5 +--

3 會d5! (D)



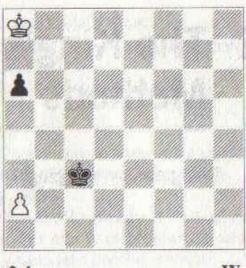
Thanks to the triangulation White has achieved his aim and passed the burden to move to Black. Now the two winning variations that were mentioned in the comments to the first move will be realized:

3... ad8

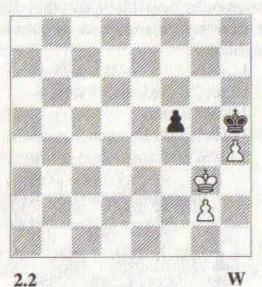
3...曾c7 4曾c5 +--.

4 會d6 會c8 5 c7 +-

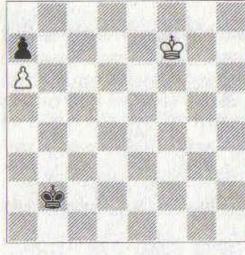
This example has often been cited as a game Fahrni-Alapin, but the details of this game are unclear.



2,4

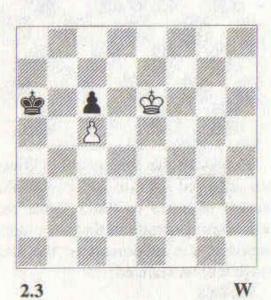


2.2



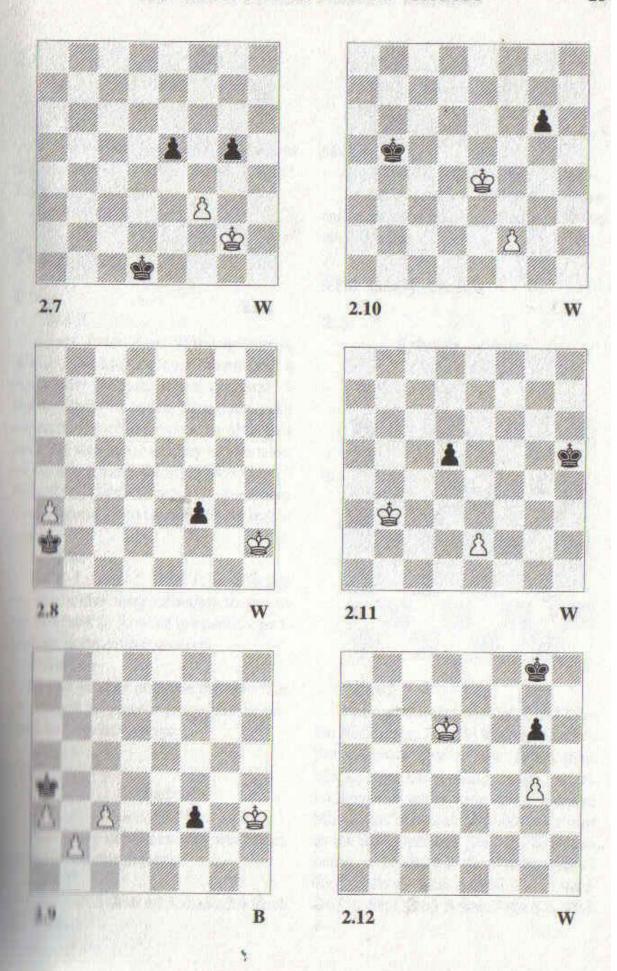
2.5

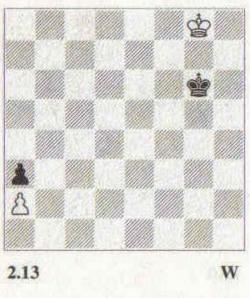
W

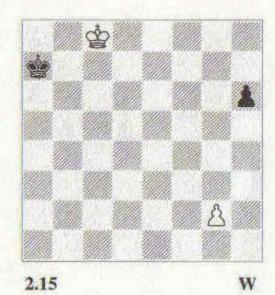


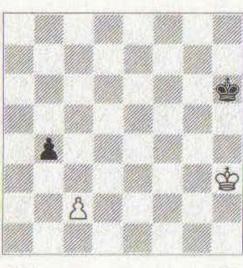


W















2.2

Herberg

Deutsche Schachzeitung, 1936 1 &f3!

White cannot make any progress in a direct way: 1 當f4? 當xh4 2 當xf5 當g3 =; 1 當h3? f4 =.

1... 會xh4 2 會f4 +-

The Zigzag

2.3

1 會d7!

Apart from this winning move, White also has a way to draw and a possibility to lose at his disposal: I dd6? \ddots b5 -+, when Black not only captures the c5-pawn but he also gets his king to one of the key squares b4, c4 or d4; 1 \ddots 5 \ddots a5! 2 \ddots e4 \ddots b4 \ddots d4 \ddots b5 4 \ddots d3 \ddots xc5 5 \ddots c3 = - here the opposition just saves White half a point.

After 1...\$b7 2 \$d6 \$b8 3 \$xc6 the white king manages to get to the 6th rank in front of his pawn – promotion is therefore secured.

2 ad6 +-

In this kind of position the side that can attack the pawn from further behind has the advantage.

24

Prokeš

Prace, 1947

This study illustrates very well what the term zigzag means:

1 **生**b7!

1 \$17 a5 2 \$2 a6 a4 3 \$25 a3 4 \$24

1...a5 2 \$e6! a4

2... **含**b2 3 **含**b5 =.

3 \$d5! a3

3...當b2 4 當c4 當xa2 5 當c3 a3 6 當c2 =.

4 \$\delta e4! \$\delta b2 5 \$\delta d3 \$\delta xa2 6 \$\delta c2 =

In Chapter 6 we will get to know more about the special features of the rook's pawn.

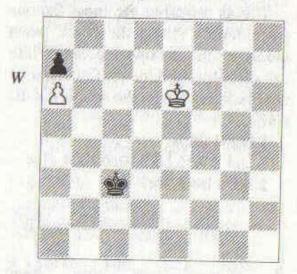
The Body-check

2.5

Schlage - Ahues

Berlin 1921

1 \$\pmedextriangle e \pmedextriangle c \pmedextriangle (D)



2 dd6?

White gives away half a point! Like the text-move, 2 當d5! also approaches the a7-pawn but at the same time blocks the black king. Like in ice hockey, the white king tries to make himself as broad as possible so as not to let the opponent past. 2...當b4 (no better is 2...當d3 3 當c6 當d4 4 當b7 當c5 5 當xa7 當c6 6 當b8 +-) 3 當c6 當a5 4 當b7 當b5 5 當xa7 當c6 6 當b8

2... 會d4 3 會c6 會e5!

Now Black is in time to trap the white king at the edge of the board.

4 9b7 9d6 5 9xa7 9c7 =

This example also shows us that in positions with a rook's pawn, different rules often have to be applied compared to other pawns. More about that in Chapter 6.

Play on Two Wings

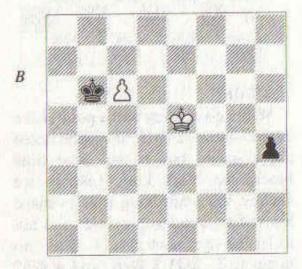
2.6

Réti

Kagans Neueste Schachnachrichten, 1922

This is probably the most famous pawn-ending study: the black pawn seems to be unstoppable but White can skilfully combine the fight against the black pawn with the support of his own.

1 會g7! 會b6 1...h4 2 會f6 h3 3 會e6 h2 4 c7 =. 2 會f6! h4 3 會e5! (D)



Here the king's effect in two different directions becomes very clear.

3...h3

3... \$xc6 4 \$f4 =.

4 含d6 h2 5 c7 含b7 6 含d7 =

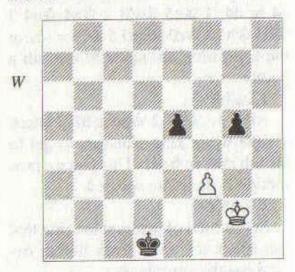
If one looks at the route of the king in more detail then he has moved along the h8-al diagonal so long as he could approach both his pawn and his opponent's at the same time. This is a typical idea in pawn endings: for a king, the zigzag path may not be longer than a linear route.

2.7

Neustadl

International Chess Magazine, 1890

We have already become familiar with one of the king's fighting methods in Chapter 1: the opposition. Here is another example of this important theme:



1 @h1!

The distant opposition saves the draw for White, Not:

a) 1 當f1? 當d2 2 當f2 當d3! (persistent: White would have to move to f3 in order to keep the opposition; however, his own pawn is in the way and thus White has to lose the opposition) 3 當g3 當e3 4 當g2 (4 當g4 當f2 5

會xg5 曾xf3 -+) 4...當e2 5 曾g3 當f1 6 會h3 當f2 7 曾g4 曾g2 -+.

b) 1 堂g3? 堂e1! (diagonal opposition) 2 堂g2 堂e2 3 堂g3 堂e3 4 堂g4 堂f2 -+.

1... ct!!

1...g42當g2=; 1...當e22當g2當e3 3當g3!.

2 會g1! g4 3 會g2! =

3 fxg4? e4 4 當f2 當d2! -+; 3 當f2? 當d2 -+.

Further Examples

2.8

Rinck

Schweizerische Schachzeitung, 1922

In contrast to the Réti study, the king is on h2 instead of h3 here. This proves to be the decisive difference:

1 a4 會b3 2 a5 會c4

The black king tries to play on two wings.

3 a6 @d4

3... 會d3 4 a7 f2 5 a8 響 f1 響 (without check) 6 響a6++-.

4 \$g1 \$e3 5 \$f1 +-

2.9

Réti

Narodny Listy, 1928

This time the play on two wings even leads to a successful defence against three white pawns:

2 世g3 些xb2 3 些xf3 些xc3 also lends to a draw.

2... day 2 3 a5 day 2 3 4 a6

1 全g3 當d4! 5 a6 (5 當xf3 當c5 =) 1 是e3 =.

4.... d2 =

2.10

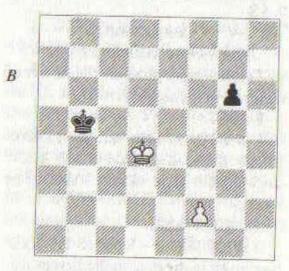
Dobias

Narodny Listy, 1926

In this deceptively simple position, only a timely body-check leads to a win:

1 曾d4! (D)

1 曾e5? 曾c4 2 曾f6 曾d3 3 曾xg6 曾e4 =; 1 f4? 曾c4 2 曾e5 曾d3 3 曾f6 曾e4 =; 1 曾d5? 曾b4 2 曾d4 曾b3 3 f4 (3 曾d3 曾b4 4 f4 曾c5 =) 3...曾c2 =.



1...\$c6

1... \$b4 2 f4 +--.

2 雪e5 雪c5 3 f4! 雪c4 4 雪f6 +-

2.11

Moravec

Ceske Slovo, 1940

White's task is to win the black pawn without losing his own. This can only be done by 1 含b4! (1 含c3? 含g4 2 含d4 含f4 3 含xd5 含e3 =) 1...含g4 2 含c5 含f4 3 含d4! +-.

2.12

Salvioli

Trattato Completo dei Finali di Partita, 1888 A short repetition of the key squares topic:

1 g5!

White can win the black pawn in any case but only if he captures it on the g6-square will it lead to a win: 1 曾e6? g5! 2 曾f5 雪f7 3 曾xg5 曾g7 =.

1...含f7 2 含d7 含f8 3 含e6 含g7 4 含e7 含g8 5 含f6 含h7 6 含f7 含h8 7 含xg6 含g8 8 含h6 含h8 9 g6 +-

2.13

Sackmann

Deutsche Schachblätter, 1924

This example presents the power of a zigzag in shining colours:

1 \$h8!

1 當f8? loses a key tempo: 1...當f6! 2 當g8 當e5 3 當g7 當d4 4 當f6 當c3 5 當e5 當b2 6 當d4 當xa2 7 當c3 當b1

1...\$f6 2 \$h7!

2 \prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescript{\prescri

2...當e5 3 當g6 當d4 4 當f5 當c3 5 當e4 當b2 6 當d3 當xa2 7 當c2 =

Here again a reference to Chapter 6 is appropriate.

2.14

Bianchetti

L'Opinio, 1926

White succeeds by paying close attention to the opposition:

1 空h4!

After 1 當g3? 當g5 = Black has the opposition; 1 當g4? 當g6 (here again White has lost the opposition to Black)

2 當f4 當f6 3 當e4 當e6 4 當d4 b3! 5 cxb3 當d6 6 當c4 當c6 7 當b4 當b6 =.

1... \$26 2 \$24 \$16 3 \$14 \$e6 4 \$e4 \$d6 5 \$d4 b3

5... 會c6 6 會c4 b3 7 cxb3 會b6 8 會b4 +-.

6 cxb3 含c6 7 含c4 含b6 8 含b4 含c6 9 含a5 +-

2.15

Adamson

The Chess Amateur, 1915

The themes of opposition and bodycheck complement each other very well in White's winning manoeuvre. Moreover, at some points White needs a waiting move.

1 cc7!

1 알d7? 알b6 2 알e6 알c5 3 알f5 알d4 4 알g6 알e4 =.

1...曾a6 2 曾c6! 當a5 3 曾c5 曾a4 4 曾c4 曾a3 5 曾c3 曾a2 6 曾c2 曾a3 7 g3!

A waiting move. 7 g4? is a mistake due to 7...當b4 8 當d3 當c5 9 當e4 當d6 10 當f5 h5! 11 gxh5 當e7 =. The possibility to make a waiting move when necessary is called having a spare tempo.

7...當b4 8 當d3 當c5 9 當e4 當d6 10 當f5 當d5 11 g4! +-

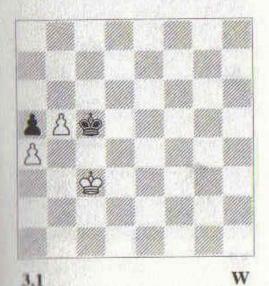
This is in one sense a waiting move, since the black king now has nothing useful to do, and it also parries Black's threat to draw by playing ... 堂d4. Not 11 堂g6? 堂e4 12 堂xh6 堂f3 =.

After the text-move, White wins in straightforward fashion.

3 Typical Pawn Structures in Pawn Endings (1)

Protected Passed Pawn • Connected Passed Pawns
• Outside Passed Pawn

The Protected Passed Pawn



9... 全c7 10 全e6 全b6 11 全d6 全b7 12 全c5 全a7 13 全c6 全a8 14 全b6 +-

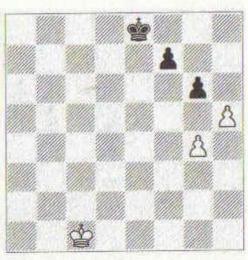
Thanks to the protected passed pawn on b5, the black king must not leave the square b5-e5-e8-b8 and also cannot capture the trouble-maker. This enables White calmly to carry out the outflanking manoeuvre \$\text{2d3-e3-f3-f4-e4}\$, etc. Eventually, White will force the black king away from the a5-pawn and thereby win a second pawn.

White wins with the aid of the prolocted passed pawn on b5.

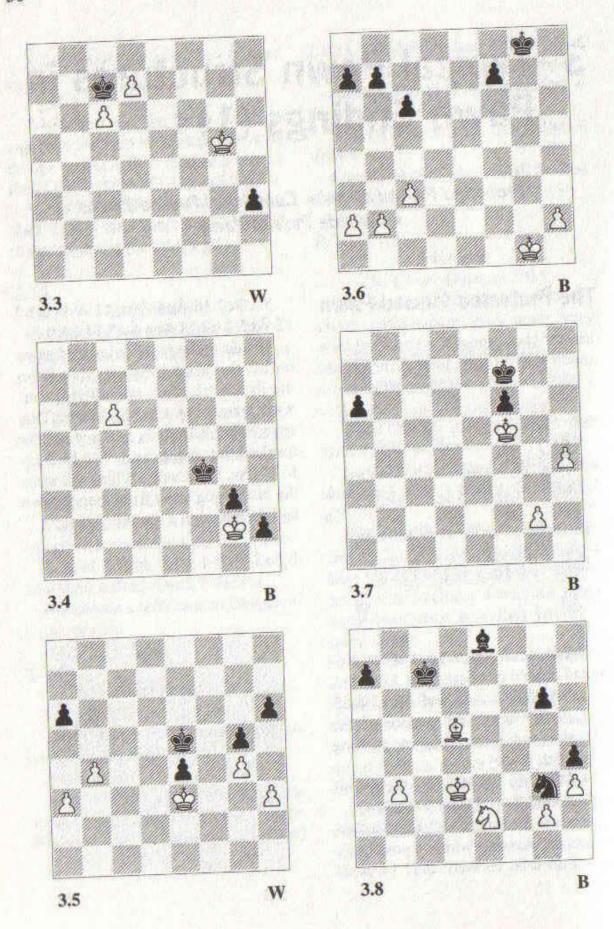
1 dd3 dd5 2 de3 de5 3 df3 dd5 1...df5? leaves the square of the 1...df5? leaves the square of the

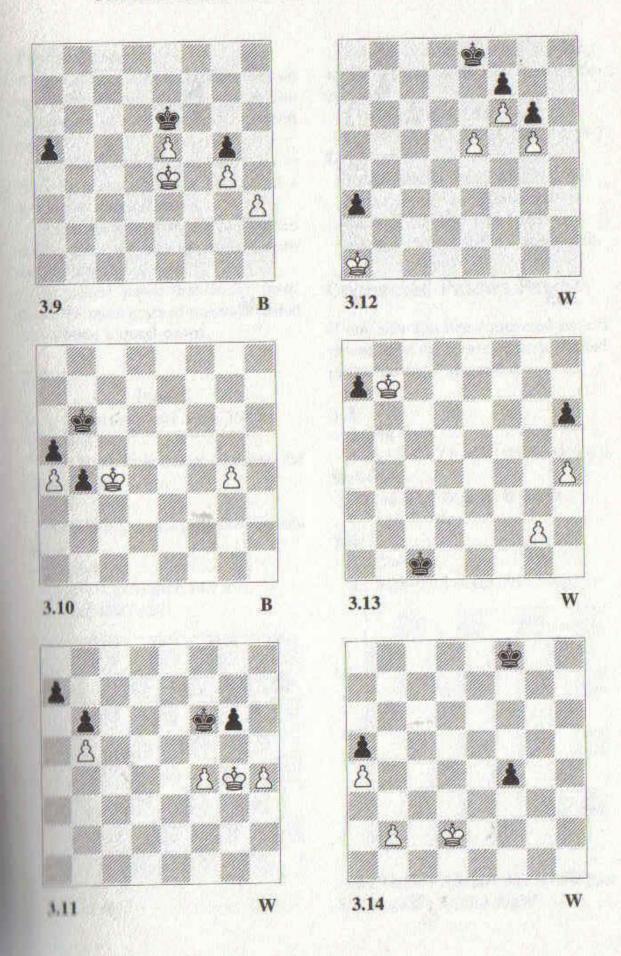
4 全/4 全d6 5 空e4 空e6 6 室d4 室d6 7 生e4 生e7 8 室e5 室b7 9 室d5!

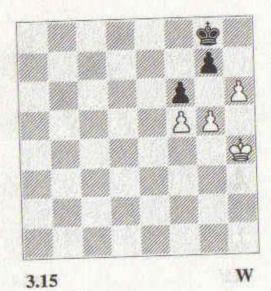
Heware the trap: 9 b6? 當a6 10 當c6 talemate. Another winning possibility a 0 总d6 當b6 10 當e6! 當a7 11 當e7!

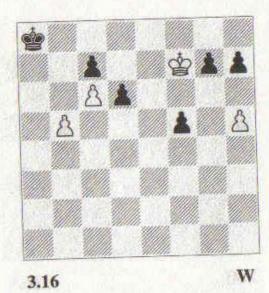


3.2 W









Passed Pawns

A pawn that cannot be hindered by an opponent's pawn on its way to the promotion square is called a passed pawn.

If this pawn is protected by a friendly pawn, then we talk about a protected passed pawn.

If this second pawn is also a passed pawn, then we talk about two connected passed pawns.

A passed pawn that is far away from the main mass of pawns is called an outside passed pawn.

3.2

Prokeš

Ceskoslovensky Sach, 1946

1 h6 \$18

The black king has to step into the square of the pawn.

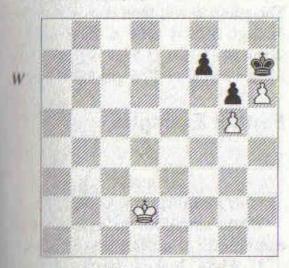
2 g5

Now White has a protected passed pawn.

2...· g8

2...f5? 3 gxf6 \(\pm f7 4 h7 +-.

3 ded2 deh7 (D)



4 we3 f6

This procedure is called breakingup and will be dealt with in more detail later.

5 gxf6 @xh6 6 @f4 g5+

6...當h7 7 當g5 當h8 8 當h6! 當g8 9 當xg6 +--.

7 \(\psi f \) \(\psi h 7 \) \(\psi xg 5 \(\psi h 8 \) \(\psi h 6 !\)

Never forget the opposition!

9...曾g8 10 曾g6 曾f8 11 f7 +-

Silently moving to the seventh rank.

Connected Passed Pawns

If one side has two connected passed pawns, then the power of the protected passed pawn is magnified.

3.3

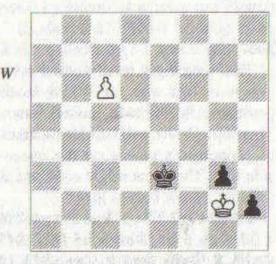
1 \$f6 \$d8

1...h2 2 含e7 h1營 3 d8營+含xc6 4 營a8++-.

2 ge6 h2 3 gd6 h1 g 4 c7#

3.4

1...h1豐+??2會xh1會f33會g1+-.



2 c7 h1營+ 3 會xh1 會f2 4 c8營 g2+ 5 會h2 g1營+ 6 會h3 營g3#

As we can see, far-advanced connected passed pawns may give rise to mating themes.

Outside Passed Pawn

3.5

This typical position illustrates the principle of the outside passed pawn very clearly:

1 a4 dd5 2 b5 axb5

After 2...a5 a protected passed pawn is created: 3 b6 含c6 4 含xe4 含xb6 5 含d5 含b7 6 含c5 含a6 7 含c6 含a7 8 含b5 含b7 9 含xa5 含a7 10 含b5 含b7 11 含c5 含c7 12 含d5 含b6 13 含e5 and White wins.

3 axb5 \$c5

We observe how the king is lured to the queenside by the outside passed pawn. Meanwhile the kingside will be easy prey for the white king.

4 堂xe4 堂xb5 5 堂f5 堂c4 6 堂g6 堂d3 7 堂xh6 +-

The starting position would also be won for White if Black were to move first.

3.6

This seemingly totally equal position is in fact won for White, as he possesses the outside passed pawn. Therefore White will be able to attack the opponent's pawns on the queenside first. The game might continue as follows:

1 堂g2 堂g7 2 堂g3 堂g6 3 堂g4 堂f6 4 h3 堂g6 5 h4 堂h6 6 h5 f6 7 堂f5 尝xh5 8 尝xf6 堂g4 9 堂e6 堂f3 10 堂d6 堂e3 11 堂c7 堂d2 12 尝xb7 堂c2 13 尝xc6 尝xb2 14 c4 +-

The power of the outside passed pawn lies in its ability to deflect the opponent's king from the main theatre of battle. Usually the outside passed pawn will be sacrificed for this purpose.

3.7

Nimzowitsch - Tarrasch

San Sebastian 1911

Here again the outside passed pawn constitutes a decisive advantage. However, Black has to proceed very energetically:

1...a5 2 we4 f5+!

This way Black neutralizes White's kingside pawns.

3 含d4

After 3 \$\text{\text{\$\text{\$\text{\$\text{\$xf5}}\$ the white king has stepped out of the square of the a5-pawn: 3...a4 -+.}

3...f4! -+

Now Black's king will definitely capture both white pawns while his white counterpart is taking care of the a-pawn. After 3...a4? 4 g3! White has created a protected passed pawn. The game would then end in a draw: 4...查g6 5 查c4 查h5 6 查b4 查g4 7 查xa4 f4 (7...查xg3 8 h5 f4 9 h6 f3 10 h7 f2 11 h8豐 f1豐) 8 gxf4 查xf4 =.

Further Examples

3.8

Schuster

Das Endspiel im Schach, 1975

White simplifies to a won pawn ending with an outside passed pawn:

1...皇b5+ 2 皇c4 皇xc4+ 3 bxc4 ②xe2 4 曾xe2 -+

3.9

Apart from the outside passed pawn, Black can count on another advantage: his g5-pawn blocks the white pawns at g4 and h3, so despite being a pawn down, Black can even win (more about the subject of blockade in Chapter 5).

1...a4 2 \(\pm d4 \) a3 3 \(\pm c3 \) \(\pm xe5 4 \(\pm b3 \) \(\pm f4 5 \(\pm xa3 \) \(\pm g3 6 \(\pm b3 \) \(\pm xh3 -+ \)

3.10

Averbakh

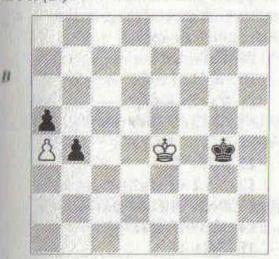
Lehrbuch der Schachendspiele, 1979

White is able to boast an outside passed pawn, but it is outside the square of the b-pawn and therefore White will not be able to prevent Black from capturing it. If the white king tries to capture the a5-pawn he steps out of the square of the b-pawn and it will queen in three moves. Therefore Black is winning,

1...當c6 2 當d4 當d6 3 當e4 當e6 4 當e3

4 曾f4? b3 -+.

4...當f6 5 當d4 當g5 6 當e3 當xg4 7 也e4! (D)



The most stubborn defence. White wants to keep the black king away with the help of the opposition. Nevertheless, Black can make progress because the white king is tied to the square of the b-pawn.

7...· 會g5

7...曾g3 8 曾e3.

8 會e3 會f5 9 會d3 會e5 10 會d2

10 當e3 當d5 11 當d3 當c5 also wins for Black.

10...當d4 11 當c2 當c4 12 當b2 當d4!

12...b3? 13 \dag{a}3 =.

13 \$\pmu c2 \$\pmu e3 14 \$\pmu c1 \$\pmu d3 15 \$\pmu b2\$ \$\pmu d2! 16 \$\pmu b3 \$\pmu c1! 17 \$\pmu a2 \$\pmu c2 18 \$\pmu a1 \$\pmu b3! -+\$

Not 18...b3?? stalemate!

3.11

Kyhle - Andersson

corr. 1973

The queenside is obviously blocked, but how can White make progress?

1 f5! gxf5+ 2 \$f4

White has created an outside passed pawn by means of a pawn sacrifice.

2...\$\delta e6 3 h5 \$\delta f6 4 h6 \$\delta g6 5 h7\$ \$\delta kh7 6 \$\delta kf5 \$\delta g7 7 \$\delta e6 \$\delta g6 8 \$\delta d7\$ \$\delta f6 9 \$\delta c7 \$\delta e6 10 \$\delta b7 \$\delta d6 11\$ \$\delta ka7 \$\delta c5\$

11...當c7 12 當a6 當b8 13 當xb6. 12 當a6 1-0

3.12

Kling and Horwitz

Chess Studies and Endgames, 1851 1 e6!

The most elegant solution. Some readers of the first German edition of this book recognized that White can also win with the simple 1 含a2 含d7 2 含xa3 含e6 3 含b4 含xe5 4 含c5.

1...fxe6 2 曾a2 e5 3 曾xa3 e4 4 曾b3 e3 5 曾c3 e2 6 曾d2 曾f7 7 曾xe2 曾e6 8 曾e3 曾f7 9 曾e4 曾e6 10 曾d4 曾f7 11 曾e5 曾f8 12 f7 +-

3.13

Louma

Slovensky Narod, 1926

Both sides possess outside passed pawns and so the game is decided by a race of the passed pawns – this is a very typical situation in pawn endings:

1 g4!

Cautious players would probably prefer 1 含xa7?, but after 1...h5! 2 含b6 含d2 3 含c5 含e3 4 含c4 含f2 5 含d4 含xg2 6 含e4 含g3 7 含e3 含xh4 8 含f2 含h3 9 含g1 = they would have to be content with a draw.

1...a5 2 g5 hxg5

2...a4 3 gxh6.

3 h5!

3 hxg5? a4 4 g6 a3 5 g7 a2 6 g8幽 a1豐 7 豐g1+ 含b2 =.

3...g4

3...a4 4 h6 a3 5 h7 a2 6 h8 wins, although after 6... b1 White has to play accurately to secure victory. More about this in Chapter 14.

4 h6 g3 5 h7 g2 6 h8 豐 g1 豐 7 豐 a1+

3.14

Grigoriev 64, 1930

41

1 當e2? 當e7 2 當f3 當e6 3 當xf4 當d5 =.

1... ge7!

1...axb4? 2 a5.

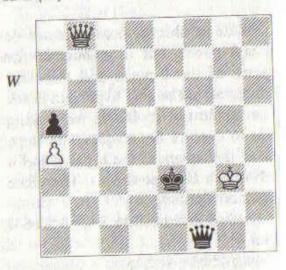
2 b5!

Now White has a protected passed pawn. The alternative 2 bxa5 \$\frac{1}{2}\$d7 is useless for White.

2...當d6 3 當e2 當e6 4 當f3 當e5 5 當g4! 當e4!

5...\$d5? 6 \$xf4 +- is hopeless for Black. Therefore the black king has to leave the square of the b-pawn, hoping to save the day with his own passed pawn.

6 b6 f3 7 曾g3 曾e3 8 b7 f2 9 b8豐 f1豐(D)



White can now force the win of the a5-pawn and then the exchange of queens. Otherwise this exercise would belong in Chapter 15.

10 響e5+ 會d2

10...曾d3? 11 響b5+ +-.

11 豐xa5+ 曾d1

11... 雪c2 12 響c5+ 雪b3 13 響b5+

12 曾d5+ 會c1

12...曾c2 13 豐g2+ +-.

13 響c5+ 會d1 14 響d4+ 會c2

14...當c1 15 響al+.

15 響f2+ +-

Horwitz

The Chess Monthly, 1879

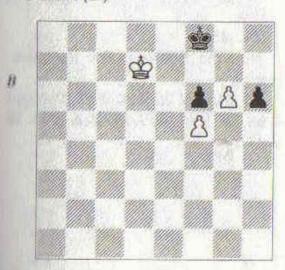
1 g6!

1 hxg7? fxg5+! 2 堂xg5 堂xg7 = leads to a simple draw. 1 gxf6 gxh6 2 堂h5 堂f7 =.

1...gxh6 2 \$\dag{4}\$ \$\dag{4}\$ \$\dag{6}\$ \$3 \$\dag{4}\$ \$\dag{6}\$ \$4 \$\dag{6}\$ \$4 \$\dag{6}\$ \$4 \$\dag{6}\$ \$\d

White now faces the problem of having to keep an eye on the h6-pawn. The white king must not leave the pawn's square without good reason.

8 曾d7! (D)



White sees some mating possibililies based on far-advanced connected passed pawns. 8 \$\delta 6 \delta g7 does not \$\delta 1 \delta 1 \delta 2 \delta 1 \de

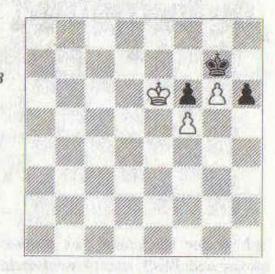
N.... \$28

8...h5 9 含e6 h4 (9...含g7 10 含d5) 10 含xf6 h3 11 g7+含g8 12 含g6 h2 13 16 h1₩ 14 f7#.

9 | e7! eg7

9...h5 10 \$\psixf6 h4 11 g7 h3 12 \$\psig6 h1 13 t6 h1 \$\psi 14 f7# is a theme we almuly know.

10 會e6! (D)



White hurries back into the square of the h6-pawn – and at the same time puts Black in zugzwang.

10...h5

10...曾g8 11 曾xf6 +-.

11 \$d5 h4 12 \$e4 +-

3.16

Wotawa

Wiener Montag, 1951

White's situation seems to be hopeless: how can he stop the f5-pawn?

1 b6!

1 會e7? 曾a7 2 曾d7 曾b6 -+.

1...\$b8

1...cxb6 2 會e7 +--.

2 會e6! 會c8

2...f4 3 當d7.

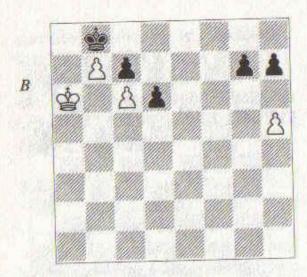
3 b7+ 會b8 4 會xf5

White has already achieved a lot: the f5-pawn is gone and he has created a powerful protected passed pawn on b7.

4... ga7 5 ge4 gb8 6 gd5 ga7

6...g5 7 hxg6 hxg6 8 \$\dio 66.

7 堂c4 堂b8 8 堂b5 堂a7 9 堂a5 堂b8 10 堂a6! (D)



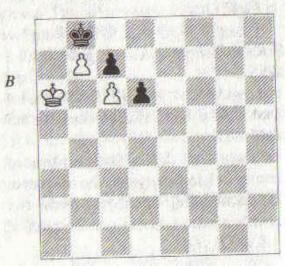
Now the black king has no more moves and Black has to weaken his pawns.

10...g5 11 hxg6 hxg6 12 當b5 當a7 12...g5 13 當c4 g4 14 當d4 g3 15 當e3 d5 16 當f3.

13 當c4 當b8 14 當d5 當a7 15 當e6 當b8 16 當f6 當a7 17 當xg6 當b8 18 當f5

Back to a6.

18... 查a7 19 查e4 查b8 20 查d5 查a7 21 查c4 查b8 22 查b5 查a7 23 查a5 查b8 24 查a6 (D)



24...d5

Now the d-pawn is ripe for plucking:

25 \$\delta b 5 d 4 26 \$\delta c 4 \$\delta a 7 27 \$\delta x d 4 \$\delta b 8 28 \$\delta d 5 \$\delta a 7 29 \$\delta e 6 \$\delta b 8 30 \$\delta d 7 +-\$

21. 好原居名词,据为日本东中山市的。

4 Typical Pawn Structures in Pawn Endings (2)

Pairs of Isolated Passed Pawns . Space Advantage

Pairs of Isolated Passed Pawns



Passed pawns that are separated by

1 h4 \$15

1 #xf3? 2 h5 +-.

2 da5 dg6

Mack tries to capture the front nawn. White prevents this:

3 641

 $\frac{1}{4}$ $\frac{4}{4}$ $\frac{4}$

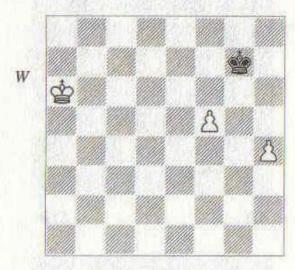
A. Ch5

1 415 4 h5! +-.

4 f5!

White has reacted in time by advancing his f-pawn, this rendering the h-pawn immune.

4... \$h6 5 \$xa6 \$g7 (D)



Once again White must take care:

6 h5!

6 \$b6? \$f6 7 h5 \$xf5 =.

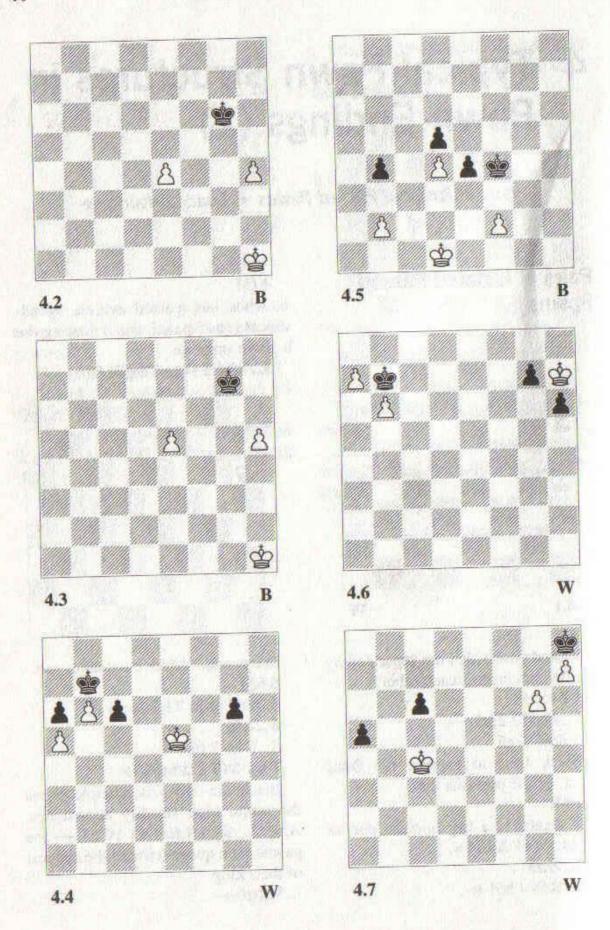
6....\textracked{\psi}16

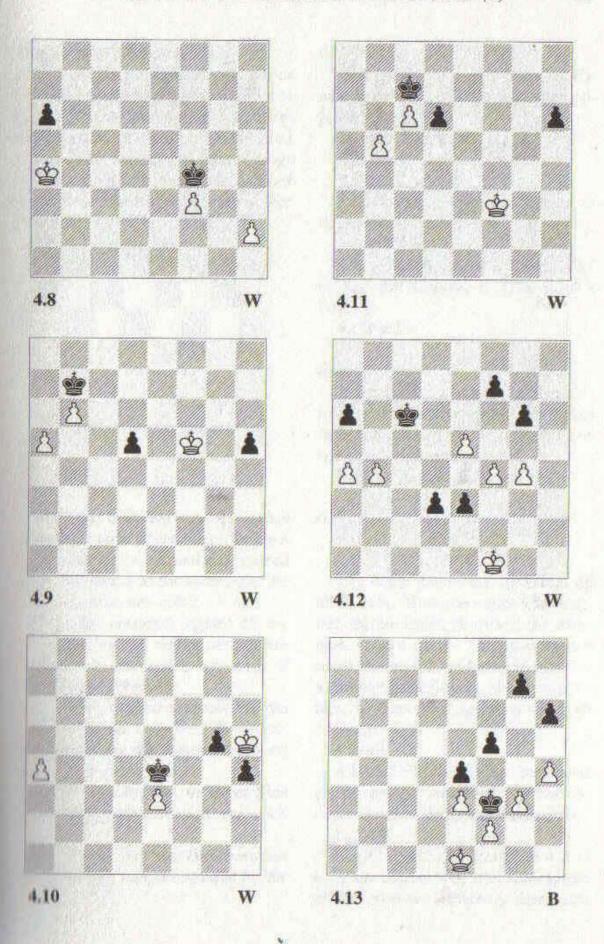
6... \$\disph6 7 f6 +-.

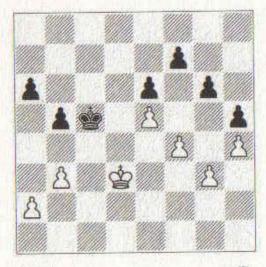
7 h6 會f7 8 會b6 會f6

Black can only watch helplessly as the white king steadily approaches. After 8...\$\delta g8 9 f6 \$\delta f7 10 h7 +- the pawns even queen without the support of their king.

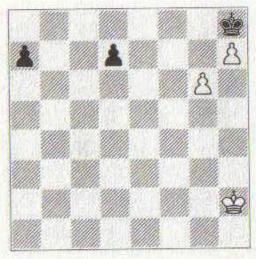
9 gc6 +-





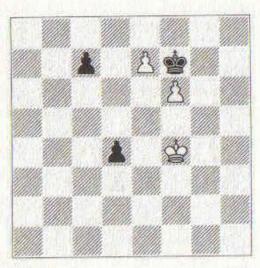


I



4.16

W

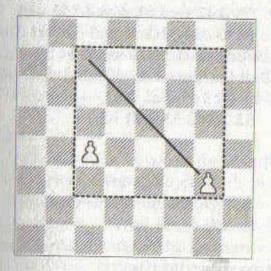


4.15

W

The Common Square

In order to simplify the assessment of positions containing pairs of isolated passed pawns, one defines the 'common square' of two isolated passed pawns as the square which has a diagonal that goes from the least advanced pawn to the file of the other pawn. For example:



Thus the diagonal can also reach beyond the edge of the board. In positions with pairs of isolated passed pawns that stand on the same rank, the following rules are valid:

 If the common square of the pawns reaches the eighth rank or beyond, the pawns will queen without the support of the king.

2) If the common square of the pawns does not extend to the oppoment's baseline, the distance between the pawns is decisive:

2a) If there are one or three files between the pawns they defend each

2b) If there are two files between the pawns they can be captured by the opposing king.

4.2

If there are two files between the pawns, they can be captured by the opposing king.

1...會h5 2 e5 會g6!

2...\partial xh4? 3 e6 +--.

3 曾g2

3 h5+ \subsetextriangle xh5 =. The king is still in the square of the e-pawn.

3... ef5 4 h5

4 曾g3 曾xe5 5 曾g4 曾f6 6 h5 當g7 =. See also Chapter 6, 'The Rook's Pawn'.

4... *xe5 =

4.3

If the common square of two isolated passed pawns reaches the eighth rank or further, then the pawns queen without their king's support.

1... \$h6 2 e6 \$g7 3 h6+ -+

4.4

Rosen 1989

The black pawns are separated by three files. Thus the white king cannot capture them. However, the common square of the pawns does not reach the eighth rank and if they are advanced incautiously, White will attack the front pawn and then win both of them.

1 we6!

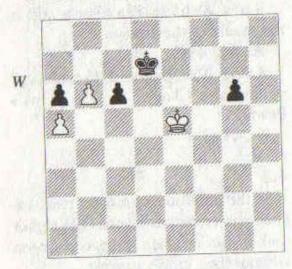
After 1 \$6? c5 2 \$e5 g5 the pawns are far enough advanced to queen independently: 3 \$f5 c4 4 \$xg5 c3 -+.

1...\pec8!

1...g5? 2 \$f5 c5 3 \$xg5 c4 4 \$f4 =. White cannot win after the capture of the c4-pawn either as Black can

save himself with a stalemate; for example, 4...c3 5 曾e3 c2 6 曾d2 c1豐+7 曾xc1 曾b8 8 曾c2 曾b7 9 曾c3 曾b8 10 曾c4 曾b7 11 曾c5 曾b8 12 曾c6 曾a8 13 b7+ (13 曾c7 stalemate) 13...曾a7 14 曾c7 stalemate.

2 空e5 空d7! (D)



Black uses the limited room allowed by the b6-pawn to its full extent.

3 할e4 할d6! 4 할e3 c5 5 할e4 g5

With the help of their king, the black pawns have advanced decisively. Now their common square reaches the eighth rank and so they can promote independently.

6 曾f5 c4 7 曾e4 g4 -+

Space Advantage

4.5

Helmert – Rosen

We have already seen that far-advanced connected passed pawns may create mating possibilities. In general, more advanced pawns are an asset as they provide a space advantage. In the

present position as well, Black's space advantage allows him an easy win:

44...當f3 45 當e1 e3 46 fxe3 當xe3 47 當d1 當xd4 48 當d2 當c4

48...\$e4.

49 曾c2 曾d4

49...b3+? gives away the win: 50 當d2 當d4 51 當e2 當e4 52 當d2 d4 53 當e2 d3+ 54 當d2 當d4 55 當d1! =.

50 會d2 會e4 51 會e2 d4 52 會e1

52 b3 d3+53 當d1 當e3 54 當e1 d2+ 55 當d1 當e4 56 當xd2 當d4 57 當c2 當e3 58 當c1 當d3 59 當b2 當d2 60 當b1 當c3 61 當a2 當c2 -+.

52... 會d3 53 會d1 b3 -+

4.6

Kostiev

Schach lehren – leicht gemacht, 1987

Here again White's space advantage proves decisive:

1 @g6 @a8 2 @f5 h5

2... 含b7 3 含e6 h5 4 含d7 h4 5 a8 当+ 含xa8 6 含c7 +-.

3 含e6! h4 4 含d7 含b7 5 a8營+! 含xa8 6 含c7 +-

4.7

Maizelis

1956

Two connected passed pawns face a pair of isolated pawns. As the black pawns are separated by one file, they defend each other. If White wants to win, he can therefore only count on his space advantage and possible mating themes.

1 曾c5 曾g7

One must not deal with pairs of isolated passed pawns in a careless way 1...a4 loses simply to 2 \$\dispha b4\$ and the pawns are captured.

2 含d6! a4 3 含e7 a3 4 h8費+ 含xh8 5 含f7 a2 6 g7+ 含h7 7 g8費+ 含h6 8 ₩g6#

Further Examples

4.8

A test to make sure you are paying attention! White has to take care of his pawns. 1 h4! +- advances the h-pawn in time so that the f-pawn is indirectly defended.

4.9

The common square of the h5- and d5-pawns reaches the opponent's first rank, so the pawns promote without the support of their king. The white king cannot support his pawns fast enough to generate mating ideas, and therefore Black wins very easily:

1 \$\dip e5 h4 2 \$\dip xd5 h3 3 \$\dip c5 h2 4 \$\dip b5 h1 # -+

4.10

Makhatadze

Chervoni Girnik, 1986

The white pawns queen without the support of their king. Therefore Black has to try to make something out of his far-advanced connected passed pawns as soon as possible.

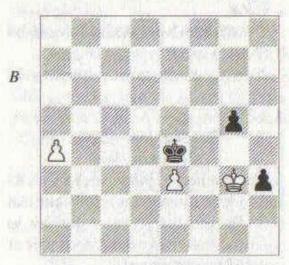
1 2g4

First of all White has to take care of the h-pawn.

L.h3

1 ±g3! (D)

GM Karsten Müller points out that the endgame tablebases prove that the queen ending after 2 含xh3 含f3 3 a5 g4+ 4 含h4 (4 含h2? 含f2 5 a6 g3+ 6 含h3 g2 7 a7 g1營 8 a8營 營g3#) 4...g3 5 a6 g2 6 a7 g1營 7 a8營+ is also won (7...含xe3? 8 營a7+ at least does not have to be analysed further), but of course the text-move is much simpler.



2...g4 3 a5 當xe3 4 a6 h2 5 當g2! 5 當xh2? 當f2 6 a7 g3+ 7 當h3 g2 8 a8響 g1響 =.

5...h1豐+ 6 含xh1 含f2 7 a7 g3 8 a8豐 +-

4.11

Kling and Horwitz

Chess Studies, 1851

The black pawns are not far enough advanced. White can creep up to the pawns on the file midway between them and at the right time turn left to his connected passed pawns:

The black pawns must not advance because then White would attack the more advanced of them and capture it within the square of the other pawn.

1...\$b6 1...h5 2 曾g5 +-; 1...d5 2 曾e5 +-.

2 會65! 會67 3 會66!

One should not be too hasty; after 3 할e6? h5 4 할d5 (4 할f5? d5 is very good for Black) 4...h4 5 b6+ 曾xb6 6 axd6 h3 White cannot win.

3... \$b6 4 \$e6 \$c7

4...h5 5 曾xd6 h4 6 c7 h3 7 c8響 h2 8 Wa6#.

5 堂d5 h5 6 b6+! 堂xb6 7 堂xd6 h4 8 c7 +-

Now the black pawn is too slow.

4.12

Bozdoghina - Soos

Romania 1960

The connected passed pawns on d3 and e3 look threatening, but White can skilfully use his pawn majorities to create an even more dangerous pair of isolated passed pawns:

1 f5 gxf5 2 gxf5 \$\d5 3 e6 fxe6 4 f6! 1-0

Black resigned due to 4...\$d6 5 b5 axb5 6 axb5 +-.

4.13

Esser - Davidson

Amsterdam 1910

Black has a space advantage and some spare tempi (see Chapter 5), but with accurate play White can draw:

1...f4! 2 gxf4!

2 exf4? e3 3 fxe3 exe3 -+.

2... 堂g4 3 堂e2?

Réti pointed out the correct defence, 3 曾f1!. Then:

a) 3...g6 4 當g2 當xh4 (4...h5? 5 f3+ exf3+ 6 \$f2 \$xh4 7 \$xf3 g5 8 e4! +-) 5 f3 exf3+6 \(\psi xf3 \) g5 7 e4 \(\psi h3 = . \)

b) 3... \$\dispxh4 4 f3 exf3 5 e4 \$\dispxh4 6 e5 gf5 7 gf2 =.

3...h5

3... exh4? 4 f3.

4 雪f1

4 f3+ exf3+ 5 當f2 g6 -+.

4... 曾xh4 5 曾g2 曾g4 6 曾h2 曾f3 7 할g1 h4 0-1

8 當f1 h3 9 當g1 h2+ 10 當xh2 當xf2 11 曾h3 曾xe3 12 曾g4 g6 13 曾g5 曾f3

4.14

Sveshnikov - Kasparov

USSR Ch (Minsk) 1979

In this early game of today's world number one, Black was able to convert his space advantage into a full point:

36... 堂b4 37 堂c2 堂a3 38 堂b1 a5 39 堂a1 a4 40 bxa4 堂xa4 41 堂b1

41 會b2 b4 42 會c2 會a3 43 會b1 b3

41... 會a3 42 會a1 b4 43 會b1 b3 0-1

In the end the pawns on the kingside will be easy prey for Black's king.

4.15

Behting

Rigaer Tageblatt, 1894

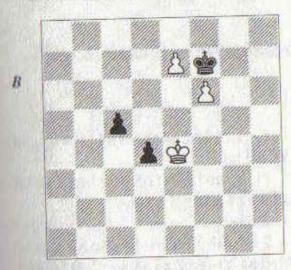
Here too White's connected passed pawns are far-advanced, so that mating ideas arise quite naturally. However, White must not pursue his aim too hastily:

1 會f3!

White cannot make any progress with 1 曾e4? c5 2 曾d3 曾e8 3 曾c4 \$f7 = since 4 \$xc5? d3 5 \$d6 d2 6 當d7 d1響+ → even loses. Also | \$g5? leads to a lost queen ending for White after 1...d3 2 \$\frac{1}{2}\$ h6 d2 3 e8 ₩+ 會xe8 4 會g7 d1豐 5 f7+ 會d7 6 f8豐 豐g4+.

1...c6

1...c5 2 當e4 transposes to the text. 2 當f4! c5 3 當e4! (D)



Only now does the white king attack the pawns and thereby force the black king to the inferior e8-square.

3....堂e8 4 堂d3 堂d7 5 堂c4 堂e8 6 4xc5! d3 7 堂d6 d2

7... 由 f7 8 自 d7 d2 9 e8 智++-.

8 \$e6 d1 9 f7#

4.16

Zinar and Archakov

Kliborob Ukrain, 1986

Here are the most important fea-

The white king is not inside the square of the a7-pawn.

The common square of the black pawns does not extend to White's first rank.

 The black pawns are separated by two files and thus they are not able to defend each other.

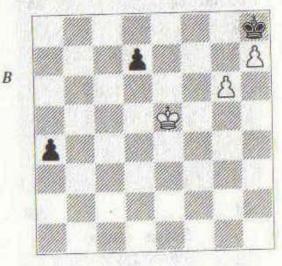
 White has a space advantage which makes mating themes possible.

1 雪g3!

In order to be successful, the white king must be effective on both wings. Therefore he chooses to move along the diagonal.

1...a5 2 曾f4! a4 3 曾e5! (D)

A branching point is reached. White threatens to start a mating attack with \$\alpha\$6 or to step into the square of the apawn with \$\alpha\$44. A beautiful example of play on two wings!



3...a3 4 含f6 a2 5 g7+ 含xh7 6 含f7 a1 響 7 g8 響+ 含h6 8 響 g6#.

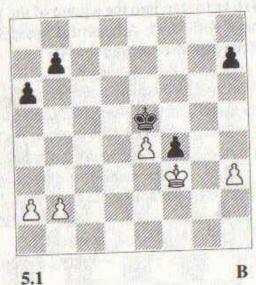
4 md4 d5 5 mc3! +-

Everything works with mathematical precision and White wins both black pawns.

5 Typical Pawn Manoeuvres in Pawn Endings

Spare Tempo • Blockade • Breaking Up • Breakthrough

The Spare Tempo



Sveda – Sika Brno 1929

Here we see a typical problem in pawn endings. Both kings are tied to the defence of their pawns and whoever has to step back first loses. The game will be decided by the supply of pawn moves.

1...a5!

Not:

a) 1...b6? 2 h4! h5 (2...h6 3 h5 b5 4 b4 +-; 2...b5 3 b4 h5 4 a3 +-) 3 a3 a5 4 a4 +-.

- b) 1...b5? 2 b4! h6 3 h4 h5 4 a3 and White wins.
- c) 1...h6? 2 b4! h5 3 h4 b6 (3...b5 4 a3 +-) 4 a4 a5 5 b5 +-.

2 b3

2 h4 a4! 3 h5 h6 4 b3 axb3 5 axb3 b6 6 b4 b5 +-; 2 a3 a4 -+; 2 a4 h6 3 h4 h5 4 b3 b6 -+.

2...b5 3 a3

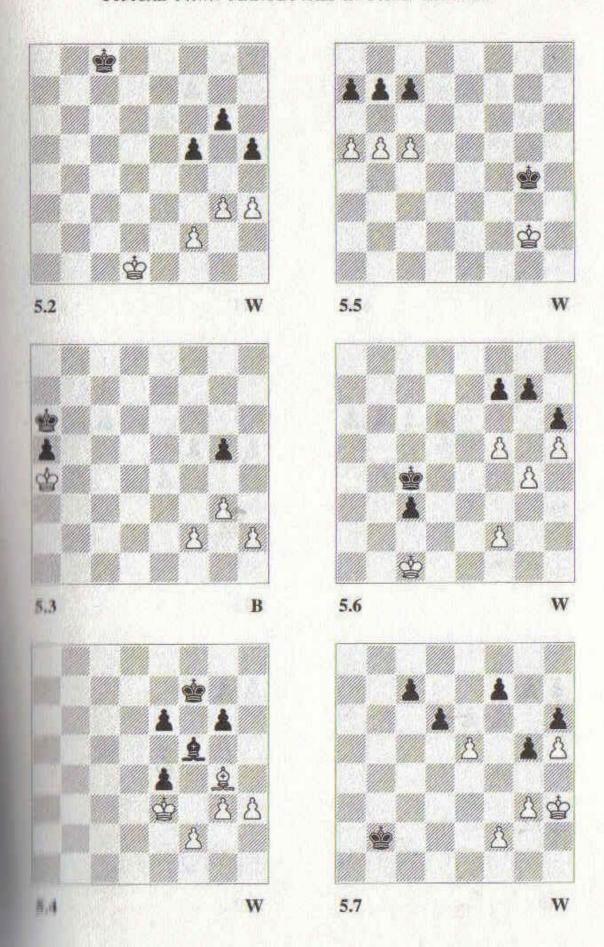
3 h4 b4 4 h5 h6 +-; 3 a4 b4 4 h4 h5

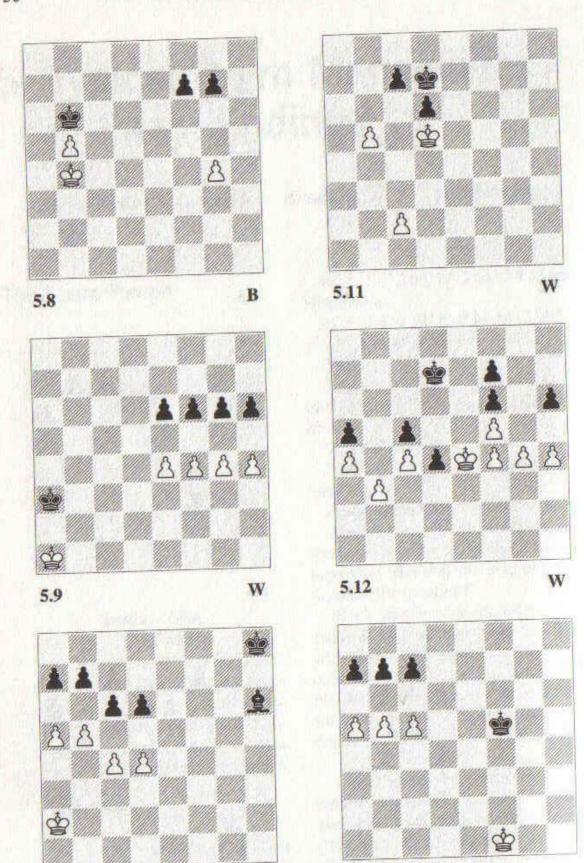
3...a4 4 bxa4 bxa4 5 h4 h5 -+

At first glance the variation tree just seems to be inscrutable. Is there perhaps a key idea that will help us to understand the position?

Black started with the a-pawn because it had already moved before, whereas his other pawns could still decide between moving forward one or two steps. It is obvious that in a fight for tempi such a possibility should be conserved as long as possible.

In pawn endings in which it is necessary to put the opponent in zugzwang with the help of pawn moves ('run him out of tempi'), usually the side that has more pawns in their original positions has the advantage.



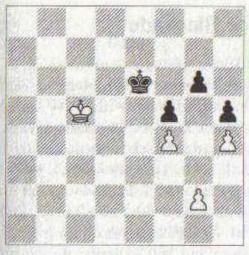


W

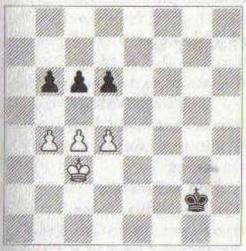
5.10

W

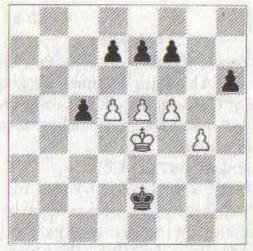
5.13



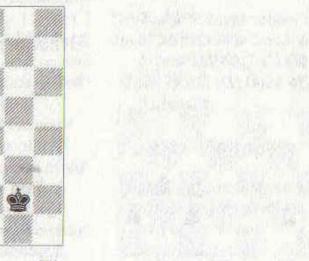




5.15 W



5.16



Grigoriev

Sbornik Shakhmatnik Etiudov, 1954

The white king is nearer the kingside. This is sufficient for a win provided White saves his spare tempi long enough:

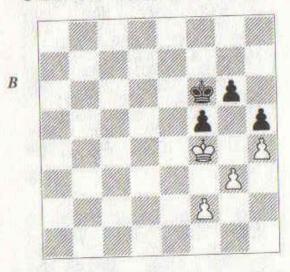
1 雪e2 雪d7 2 雪f3!

After 2 含e3? g5 3 h4 f4+! Black destroys the white pawn position by a breaking-up manoeuvre. 4 gxf4 gxh4 5 含f3 含e6 6 含g2 含f5 7 含h3 含xf4 8 含xh4 含f3 9 含xh5 含xf2 =.

2...\$e6

2...g5 no longer saves Black: 3 h4! gxh4 4 gxh4 當e6 5 當f4 當f6 6 f3 當g6 (6...當e6 7 當g5 +--) 7 當e5 +--.

3 曾f4 曾f6 4 h4! (D)



White fixes the black pawns while reserving the f-pawn for tempo moves.

4...空f7 5 查g5 查g7 6 f3!

The first tempo move clears the way for the king to advance to f6 or h6.

6... \$17 7 \$h6 \$f6 8 f4!

The second tempo move wins the opposition.

8...全f7 9 含h7 含f6 10 含g8 +-

The Blockade

5.3

If White were to move, he would win immediately with 1 h4 because the black king is outside the square of the h-pawn. Black to move can fix the whole white kingside with 1...g4!. After 2 曾a3 曾b5 3 曾b3 a4+4 曾a3 曾a5 5 曾a2 曾b4 6 曾b2 a3+7 曾a2 曾a4 8 曾b1 曾b3 9 曾a1 a2 White is in zugzwang and has to move the h- or f-pawn. Black promotes first and mates immediately.

Breaking Up

5.4

Horwitz

Neue Berliner Schachzeitung, 1867 White simplifies to an easily won pawn ending:

1 axf5 exf5

1...gxf5 allows White an outside passed pawn: 2 當d4 當f6 3 h4 +-.

2 含f4 含f6 3 h4 含f7 4 含g5 含g7

The black pawn-chain appears to be intact, but the following break-up makes it clear how unstable the chain is:

5 h5! gxh5 6 \$xf5 +-

Breakthrough

The pawn breakthrough is one of the most important tactical themes in pawn endings. This tactic is based on the fact that promoting a pawn to a queen provides such an overwhelming advantage that it can justify the sacrifice of several pawns.

Cozio

Il Gioco degli Scacchi, 1766

This breakthrough position is famous:

1 b6! cxb6 1...axb6 2 c6! bxc6 3 a6 +-.

2 a6! bxa6 3 c6 +-

5.6

Ed. Lasker - Moll Berlin 1904

1 f4?

White misses his chance. Instead he could have won with 1 f6!: 1...gxf6 2 f4 \$\delta\$d4 3 g5 fxg5 4 fxg5 \$\delta\$e5 (4...hxg5 5 h6 +--) 5 gxh6 \$\delta\$f6 6 \$\delta\$c2 +-- and Black is in zugzwang and has to leave the square of the h6-pawn.

1...f6! 2 g5 @d4 0-1

5.7

Wotawa

Deutsche Schachzeitung, 1961 Stalemate and breakthrough themes play an important part in this study.

1 e6!

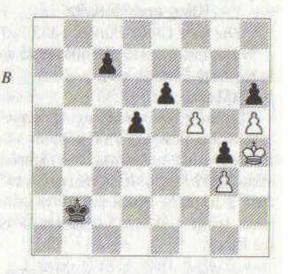
After 1 f4? g4+! (but not 1...gxf4? 2 g4!, when White achieves his break-through after all: 2...dxe5 3 g5 +-) 2 ±xg4 dxe5 3 fxe5 c5 -+ the black c-pawn is too fast.

1...fxe6 2 f4! g4+!

After 2...gxf4 3 g4 當c3 4 g5 當d3 5 bg4 當e4 6 gxh6 f3 7 當g3 當e3 8 h7 同 0 h8豐 f1豐 the queen ending is a

1 wh4! d5

1...c5 4 f5 c4 (4...exf5 is stalemate) 1 ke6 c3 6 e7 c2 7 e8暨 c1豐 8 豐b8+ 4 f5! (D)



4...d4

4...exf5 stalemate.

5 fxe6 d3 6 e7 d2 7 e8營 d1營 8 營e2+ 營xe2

Stalemate.

Further Examples

Hints for a possible breakthrough:

- A majority of pawns in the relevant part of the board.
- Space advantage in the relevant part of the board.
- Weakness in the enemy pawn-structure (for example, doubled pawns).
- The opposing king is far away and will be outside the square of a passed pawn.

5.8

Of course the position is an easy draw if Black can create a passed pawn. In order to do this he just has to prevent his pawns from being blocked.

1...f6!

1...g6? 2 g5! +- - blockade.

2 \$\pmode c4 g6 3 \$\pmode b4 f5 =

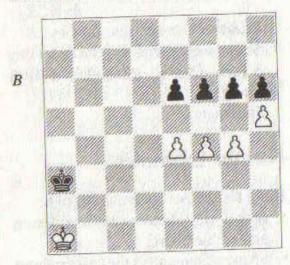
Kling and Horwitz

The New Chess Player, 1853

White must aim to promote on f8 so as to check Black's king.

1 h5! (D)

The only move leading to a successful breakthrough. The other advances result in defeat; for example, after 1 g5? fxg5 2 h5 gxf4 and 1 e5? fxe5 2 h5 exf4 Black promotes with mate, while 1 f5? exf5 is an easy win for Black.



1...gxh5

Or 1...g5 2 e5! fxe5 (2...gxf4 3 exf6 and 2...f5 3 gxf5 also win for White) 3 f5! e4 4 f6 and White promotes with check.

2 e5! fxe5 3 f5! hxg4 4 f6 g3 5 f7 g2 6 f8豐+

White wins.

5.10

Schuster

Das Endspiel im Schach, 1975

A basic example:

1 a6! d5!

1...bxa6 2 bxc6 +-.

2 b6! axb6

2...bxa6 3 bxa7 +-.

3 a7 +-

5.11

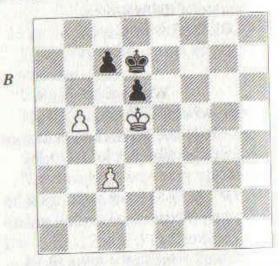
Grigoriev

64, 1933

The black pawns have no more moves whereas the c2-pawn still has two spare tempi. If White uses both correctly, he will decide the game in his favour:

1 c3! (D)

1 c4? carelessly gives away one of the two spare tempi – and also half a point: 1... 當d8 2 當c6 當c8 3 b6 cxb6 4 當xb6 (4 當xd6 b5 5 cxb5 當b7) 4...d5! 5 cxd5 當d7 =.



1... 常d8 2 常c6 常c8 3 c4! 當b8 4 b6 cxb6 5 常xb6 d5 6 cxd5 當c8 7 常c6 常d8 8 常d6 +-

5.12

Capablanca - Conde

Hastings 1919

Black is relying on his protected passed pawn. The white majority on the kingside seems to be devalued by the doubled pawns while the white queenside seems to be safely blocked. Nevertheless, with the help of pawn breakthroughs White can create an unstoppable pair of isolated passed pawns:

1 b4! axb4

1...cxb4 2 \(\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precent{\precen

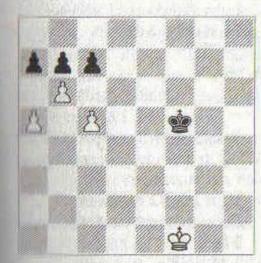
2 g5! fxg5 3 fxg5 hxg5 4 hxg5 b3 5

5.13

Rosen 1989

'Well', one inevitably asks oneself, 'isn't this a familiar position?'. If we look at it in more detail we will recognize that it is different from the study by Cozio (5.5) in that the black king in inside the square of the c-pawn. Therefore White has to work hard to mave the game because otherwise the black king will capture his pawns. Again a pawn breakthrough comes to his aid:

1 b6! (D)



Imexb6!

1...axb6? loses to 2 c6 bxc6 3 a6 +-; the black king cannot reach that far!

2 axb6!

2 a6? is wrong due to 2...bxa6 3 c6 \$e6 -+, but White has a second drawing option in 2 cxb6 a6 3 \$e12 \$e4 4 \$e3! \$d5 5 \$e14 \$ed4 6 \$e15 = \$e4? 7 \$e6 \$b5 8 \$ed7 \$exa5 9 \$e7 \$eb4 10 \$exb7 a5 11 \$e7 a4 12 b7 a3 13 b8 \$e4

2...axb6

2...a5? 3 c6 +-.

3 cxb6 \$\dispersection{\text{ge5}} 4 \$\dispersection{\text{ge2}} \dispersection{\text{ge5}} 5 \$\dispersection{\text{ge3}} \dispersection{\text{ge5}} 6 \$\dispersection{\text{ge5}} 6 \$\dis

Once again we have reached the mother of all drawn positions!

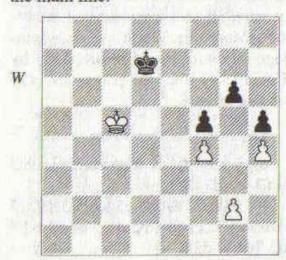
5.14

Grigoriev (end of study) Shakhmaty v SSSR, 1938

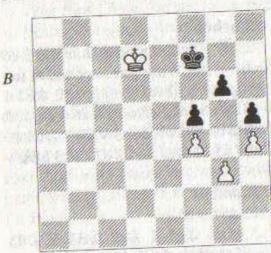
Apart from his better king position White can also count on the spare tempo of the g2-pawn.

1....@d7 (D)

1... 當e7 ultimately leads to the same picture: 2 當c6 當e6 3 g3! 當e7 4 當c7 當e6 5 當d8 當f7 6 當d7 transposes to the main line.



2 含d5 含e7 3 含e5 含f7 4 含d6 含f6 5 含d7 含f7 6 g3! (D)



White gains the opposition.

6...gf8

6... 空f6 7 空e8 空e6 8 空f8 空f6 9 空g8 空e6 10 空g7 is also winning for White.

7 할e6 할g7 8 할e7 할g8 9 할f6 할h7 10 할f7 할h6 11 할g8 +-

5.15

Kok

De Schaakwereld, 1940

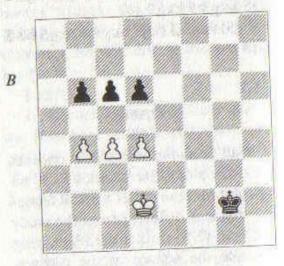
This position is certainly not as straightforward as it appears at first glance because the black king is ready to support his own pawns, if necessary. Moreover, White's space advantage is not as big as in the study by Cozio (5.5) since his pawns are only on the 4th rank.

1 含d2! (D)

Not:

- a) 1 b5? c5! 2 dxc5 dxc5 3 含c2 含f3 4 含d3 含f4 -+.
- b) 1 曾b2? 曾f2 2 c5 bxc5 3 d5? (3 dxc5 =) 3...cxd5 4 b5 d4 5 b6 d3 6 b7 d2 7 b8曾 d1豐 -+.

- c) 1 c5? dxc5 2 bxc5 (2 b5? cxd4+ 3 當xd4 c5+ 4 當d5 當f3 5 當c6 c4 6 當xb6 c3 7 當a6 c2 8 b6 c1營 —+) 2...bxc5 3 dxc5 =.
- d) 1 d5? c5! (1...cxd5? 2 gd4! dxc4 3 gxc4 gf3 4 gd5 +-) 2 bxc5 bxc5 3 gb3 gf3 4 ga4 ge4 5 gb5 gd4 6 gc6 gxc4 7 gxd6 gb4 8 ge7 c4 =.



1....⊈f3

Other moves do not help either: 1...b5 2 d5 cxd5 3 cxb5 +-; 1...d5 2 b5 +-; 1...c5 2 dxc5 dxc5 3 bxc5 bxc5 4 \(\delta = 3 +-.\)

2 c5! dxc5

2...bxc5 3 d5 cxd5 4 b5 +-.

3 b5! cxb5 4 d5 +-

5.16

Halberstadt

64, 1930

A seemingly hopeless position for White, but the game is saved by a hidden stalemate idea:

1 g5! hxg5 2 e6! dxe6

2...fxe6 3 dxe6 dxe6 4 f6! exf6.

3 fxe6

3 d6? exf5+ -+.

3...fxe6 4 d6! exd6 =

6 The Rook's Pawn

Key Squares of the Rook's Pawn . Rook's Pawn and Minor Piece

The Key Squares of the Rook's Pawn



Many of the rules of Chapter 1 cantion be applied to positions with a mock's pawn. The diagram shows the fileal position: only if Black manto get his king to one of the key many gl or g2 can be force the many promotion.

If White is to move, he can prevent

1 be2 dg3 2 df1 h4

1 mg1 h3 4 會h1 h2

and this time it is White who is

If Black is to move, he manages to get his king to the key square g2 and forces the promotion of the h5-pawn:

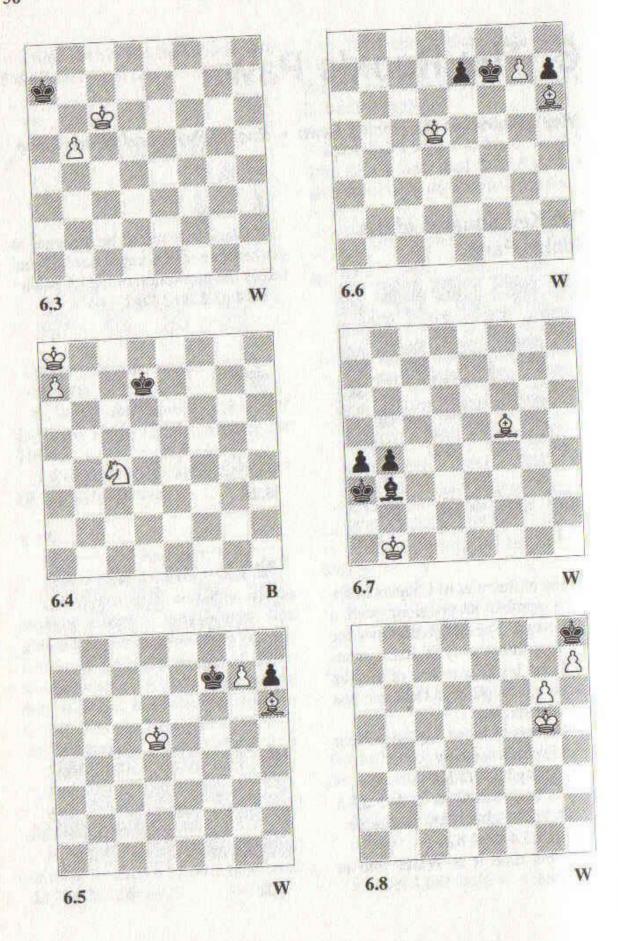
1... \$g3 2 \$e2 \$g2 -+

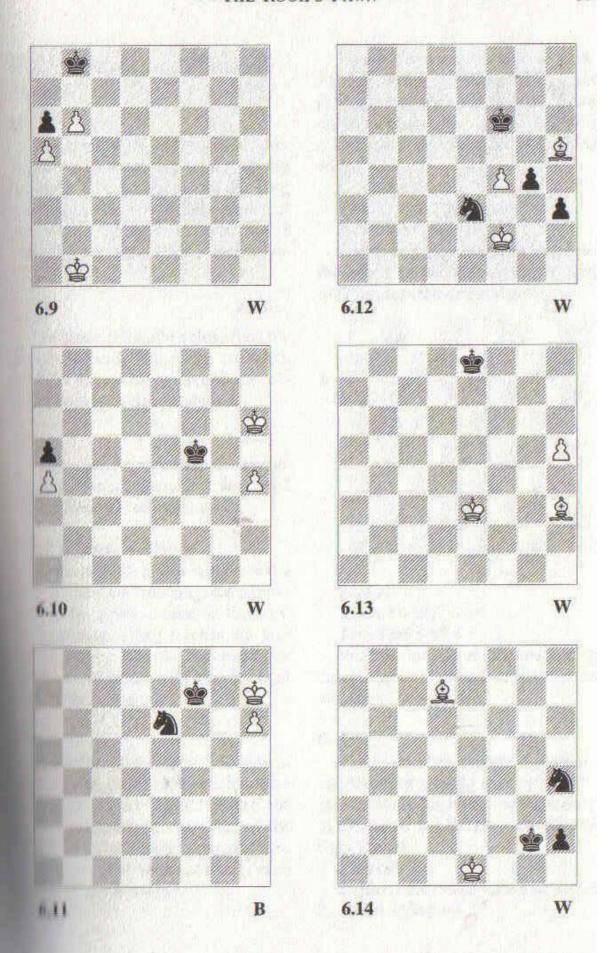


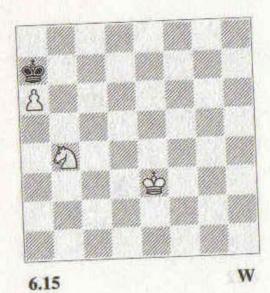


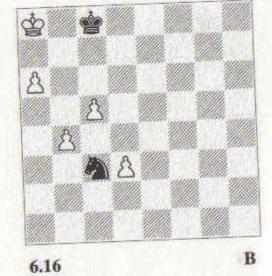


6.2c V









Rook's Pawn and Minor Piece

6.2a

The possibility of stalemate prevents White from exploiting his big material advantage: the black king stays in the corner and the approach of the white king leads to stalemate: 1 2d5 2b7 2 2d6 2a8 3 2c7 stalemate.

6.2b

The same principle holds when the hight defends the pawn from c6. White's king cannot defend the a7-pawn without giving stalemate.

6.2c

Here again the approach of the white bing leads to a stalemate: 1 \$a5 \$b7

Hook's Pawn + Bishop

in positions with a rook's pawn and a subtop against a lone king, the promotion of the pawn cannot be forced if the opponent's king reaches the promotion square and the bishop cannot surrol it. In such a case we talk about the wrong bishop.

8.1

to in true that we do not have a pawn in this instance, but there some similar ideas because the proximity to the edge of the provides drawing possibilities.

This must play very accurately even the hight's pawn:

13/67

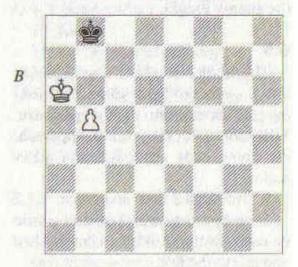
1 b6+? gives away the win: 1.:. \$\delta a8! 2 b7+ (with another pawn 2 \$\delta c7\$ leads to a win but with the knight's pawn only to a stalemate) 2... \$\delta b8 3 \$\delta b6\$ is a stalemate we are already familiar with.

1... 曾a8 2 曾b6

2 b6? is again stalemate.

2...\$b8 3 \$a6! (D)

Only when the white king moves to the edge can he force a win. 3 &c6 &a7! repeats the original position.



3....\$a8

3... \$c7 4 \$a7 +-.

4 b6 gb8 5 b7 +-

With the king at a6, the black king can escape via c7 and so there is no stalemate. White wins.

6.4

This is another important position, and knowing it could save some halfpoints. Black can block the white king in the corner but he has to choose the right square:

1....\c8!

1...會c7? 2 包b6 (2 包d6 also wins) 2...會xb6 3 會b8 +-. 2 ②b6+ 當c7 3 ②d7 當c8 4 ②c5 當c7 =

The knight cannot prevent the king from moving up and down on the squares c7 and c8.

Rook's Pawn + Knight

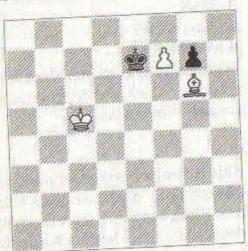
In positions with the pawn on the seventh rank in which the defending king blocks the opposing king in the corner, his should choose the square that has the same colour as that occupied by the enemy knight.

6.5

The white bishop is so badly placed that it cannot move without abandoning the protection of the g7-pawn. When the white king tries to approach, the game ends once again in stalemate:

1 當e5 當g8 2 當e6 stalemate

Note that the same position would be easily won for White when pushed one file to the left:



Black can do nothing against the manoeuvre &d5-e5-f5, &h5 followed by &g6xg7.

6.6

Troitsky

Novoe Vremia, 1895

Without the e7-pawn the position is a draw (see 6.5) – with it, White wins the game!

1 g8豐+!

1 空e5? e6 2 空d6 e5 3 空xe5 空g8 = 4 空e6 stalemate.

1... 曾xg8 2 曾e6 曾h8 3 曾f7

Without the e7-pawn Black would now be stalemated, but in this case there is:

3...e5 4 2g7#

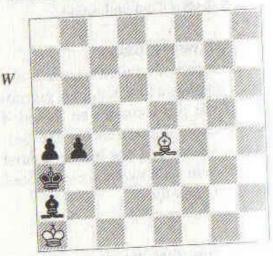
6.7

Stalemate ideas also play a role in this ending:

1 al ec4 2 ed3! ed5

2. 2xd3 stalemate.

3 ≜e4! ≜a2 (D)



4 ac2!

White keeps the black king pinned down on the edge.

4...b3

After other moves White continues the pursuit of the bishop.

5 &xb3! &xb3 =

Black is left with a 'wrong bishop'. 5...axb3 is stalemate.

Further Examples

6.8

Here it is easy to go wrong:

1 含f5

1 \$6? stalemate.

1...會g7 2 h8響+!

Without this sacrifice no win is posable because Black has occupied the corner. 2 \$\delta 6 \$\delta h8 3 \$\delta f7?\$ is stalemate.

2... \$\psixh8 3 \psif6 \psig8 4 g7 +--

6.9

The proximity of the edge prevents white win. When the pawns are one mak less advanced, White has an usey win, as we have already seen (see 3.1).

1 \$b2 \$b7 2 \$b3 \$b8 3 \$c4 1117 4 \$d5 \$b8 5 \$c6 \$a8 6 b7+

6.... b8 =

维10

We already know that White cannot with the h4-pawn alone, so the life try is to sacrifice this outside pawn and to rely on the a-

1 h5 df6 2 含h7 含f7 3 h6 含f8 4 m 4g8 5 含f6 含h7 6 含e6 含xh6 7 m 4g6 8 含c6 含f6 9 含b6 含e6 10

Ⅲ \$d6? 11 \$b6 +-.

11 = b6 \$\perp c8 =

film k controls the key b7-square in

6.11

A knight alone cannot mate? In the case that the king is blocked in and the opponent has a rook's pawn that takes away an important escape square, he can:

1... ②g5+ 2 含h8 含f8 3 h7 ②f7#

6.12

Rosen - Brunner

Berlin 1987

White easily forces a draw against a rook's pawn and a knight:

70 &xg4!

This is the easiest solution.

70...①xg4+ 71 曾g3 h2 72 曾g2 曾f5 73 曾h1 曾e4 74 曾g2 ½-½

Be careful: a stalemate can easily become a checkmate: 74 f5?? 當f3 75 f6 當g3 76 f7 包f2#.

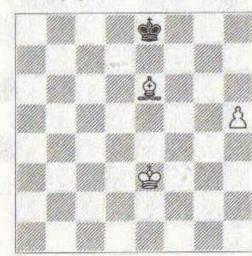
6.13

Troitsky

Shakhmaty Ziurnal, 1896

Due to the wrong bishop, White has to prevent the black king from reaching the corner square h8 because that would mean an elementary draw.

1 a.e6! (D)



1...⊈e7

1...\$18 2 h6+-.

2 h6! 曾f6

2... exe6? 3 h7 +-.

3 & f5!

After 3 鱼g8? 曾g6 4 h7 曾g7 = the king has arrived exactly where he needs to be to secure the draw.

3...會f7 4 皇h7!

4 雪f4 雪g8 5 雪g5 雪h8 =.

Now the bishop and pawn form a nice barrier, and after...

4...曾f6 5 曾f4

...the problem is solved because the black king's access to the h-file has been definitely blocked.

5...當f7 6當f5當f8 7當f6 +-

6.14

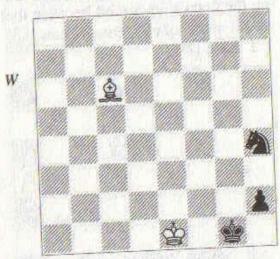
Loyd

The Chess Monthly, 1860

Here a sharp fight flares up about the promotion square h1:

1 全c6+ 空g1! (D)

1...包f3+2雪e2h1豐3鱼xf3+雪g1 4 鱼xh1 含xh1 =.



2 @h1!

After other moves, ... 2g2 will lock out the bishop; for example, 2 2d5 4)g2+ -+.

2... 2g2+3 空e2 空xh1 4 空f1!=

White moves to a light square, because the black knight is also on a light square. Not 4 할f2? De3 -+.

6.15

For the sake of completeness, here is a normal win with a knight plus a rook's pawn. When the pawn has not yet reached the seventh rank, everything works very smoothly:

1 曾d4 曾a8 2 曾c5 曾a7 3 曾b5 曾a8

4 當b6 當b8 5 包d5

5 a7+?, however, is still premature: 5...@a8 =.

5... 曾a8 6 公c7+ 曾b8 7 a7+ +-

6.16

Mendheim

Aufgaben fur Schachspieler, 1832

The giant black knight is a match for no fewer than four pawns:

1... 4 b5 2 c6

2 d4 包xd4 3 雪a7 雪c7 4 雪a8 切h1 transposes to the text.

2...\$c7 3 d4 2xd4 4 \$a7 2b5+ 1 할a8 할c8 6 c7 알xc7! 7 a7 ①d6 8 b ②c4 9 b6+ ⊕xb6#

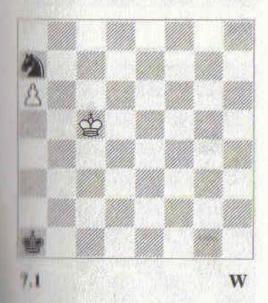
This chapter completes the topic of pawn endings for now. The last six on amples served as a foretaste of end ings with minor pieces.

Many rules and principles valid for pawn endings also serve as a valuable guide for the correct treatment of other endings.

7 Knight Endings

Knight vs Pawn(s) • Knight and Pawn vs Knight
• Strategy in Knight Endings

Knight vs Pawn(s)



bue to its special way of moving,

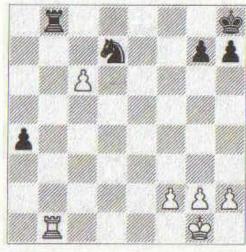
knight is particularly adept at doulimitacks. Although by nature it oplimitacks. Although by nature it oplimitacks. Although by nature it oplimitacks. It can often
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1 b 6 © c8+ 2 全c7 1417 © d6+ 3 全c7 ② b5+ 4 全 b6 1411 3 47 ② c8+ and Black eliminates 2...②a7 3 \$b7 \$\D\$5 4 \$\D\$6 \$\D\$d6! 5 a7 \$\D\$c8+ 6 \$\D\$b7 \$\D\$xa7 =



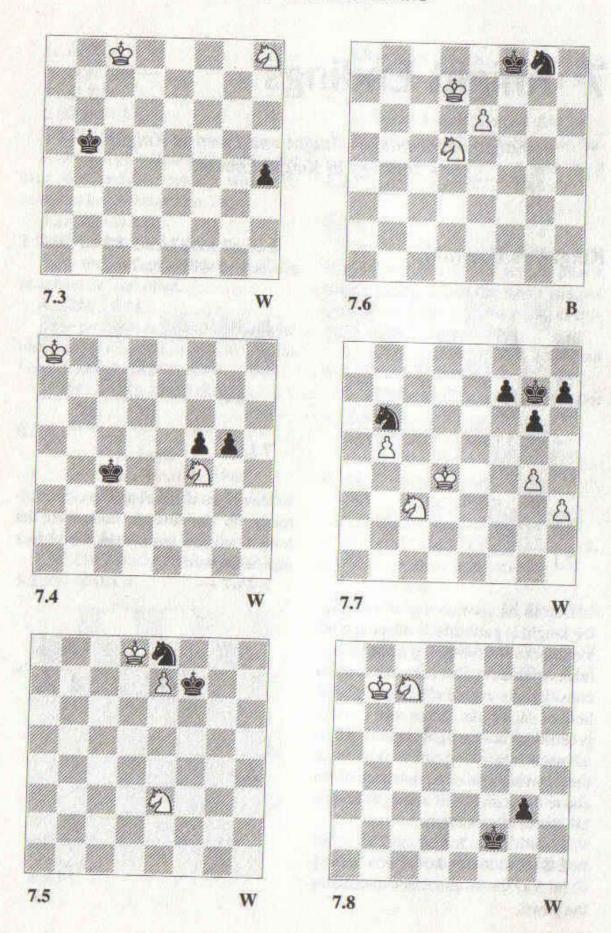
However, if the rook's pawn is already on the seventh rank then the knight will be trapped in the corner and be captured.

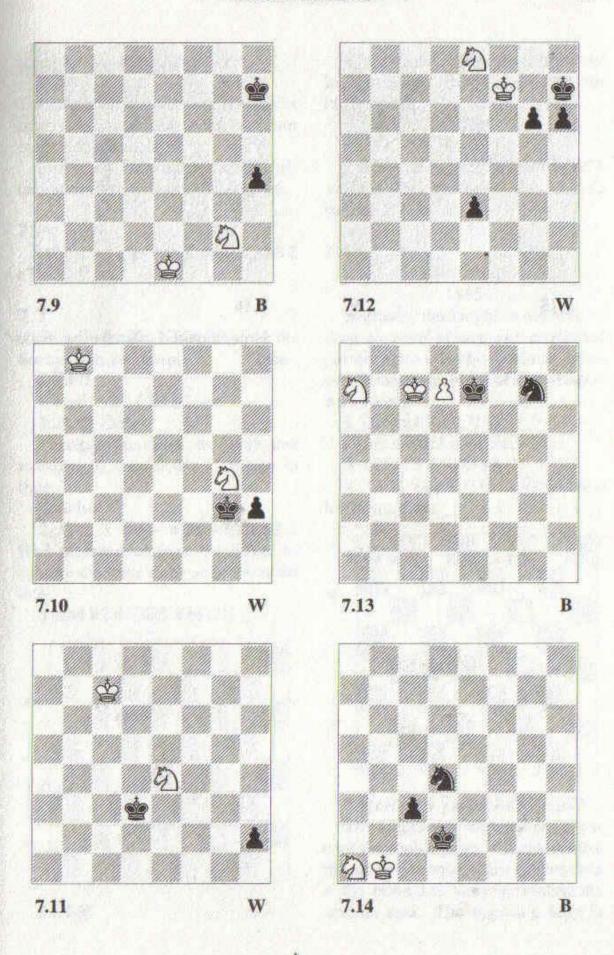
1 室b7 +-

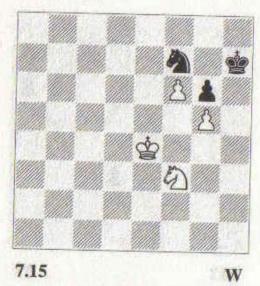


7.2

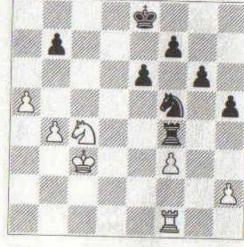
W







7.15



7.16

B

How should 1... Exc4+ be evaluated?

Knight vs Pawn(s)

The knight on its back rank is helpless against an attack from an enemy pawn on its seventh rank.

The knight faces particular difficulties when it has to stop a rook's pawn.

7.2

A basic example: 1 \(\textbf{\subset} \textbf{xb8} + \(\textbf{xb8} \textbf{2} \)

7.3

Here the knight has to hurry in order to catch the pawn.

1 Øf7!

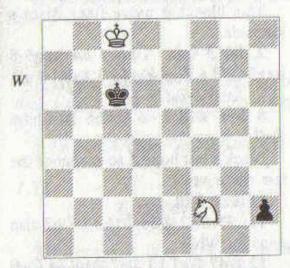
1 2g6? h3 2 2f4 h2 -+.

1...h3 2 @d6+

Thanks to this check, the knight just manages to control the h1-square in time.

2...\$\delta c 5 3 \Quad \text{e} \delta 4 \Quad \text{f2 h2 5}\$\$\delta c 7\$ makes it simpler for White to achieve the same draw as in the main line.

3 De4 h2 4 Df2! \$€6 (D)



5 @b8!

White starts a zigzag that ultimately leads to Black's king being locked up in the corner.

5.... 曾d6 6 曾b7 曾e6

6... \$e5 7 \Qg4+.

7 全c6 全f5 8 全d5 全f4 9 全d4 全f3 10 包h1 全g2 11 全e3 全xh1 12 全f2 stalemate

7.4 of all the season of the s

Chekhover

1955

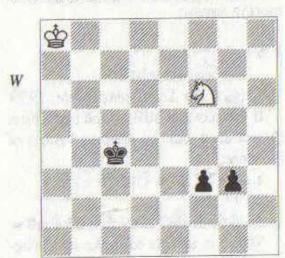
Normally the knight is not able to draw by itself against two connected passed pawns. In this position, however, it makes good use of a great number of forks:

1 De6! g4 2 Dg7! f4

2...g3 3 @xf5 g2 4 @e3+=.

3 Dh5! f3 4 Df6! g3 (D)

4...f2 5 ②xg4 f1豐 6 ②e3+ also leads to a draw.



5 De4! g2 6 Dd2+ @d3 7 Dxf3

The knight can stop any pawn except the rook's pawn if it can control the promotion square; this applies even if the pawn has already reached the seventh rank. The opposing king is unable to force it away from the promotion square of the pawn:

7...曾e3 8 包g1 曾f2 9 包h3+ 曾g3 10 包g1 曾h2 11 包f3+曾g3 12 包g1 =

Knight and Pawn vs Knight

In this ending the aim of the weaker side is to sacrifice his knight for the pawn. Usually this can only be prevented by the attacker if the defender's king or knight is placed offside or if the pawn is already very far advanced.

7.5

A draw is possible against a pawn on the seventh rank only in exceptional cases.

1 2f5! 2f6 2 2h6+ \$g6 3 2g4!

Deflection is the attacker's most important idea in the fight for the promotion square.

7.6

Averbakh

Lehrbuch der Schachendspiele, 1979

If the pawn is still on the sixth rank then a draw can be achieved most of the time:

1...會g7 2 會e8 包h6! 3 包e7 3 e7 包f5.

3... \$\delta f6 4 \$\delta d7 \$\delta g7 5 \$\alpha d5 \$\alpha g8 = \$\text{White is unable to make any progress.}\$

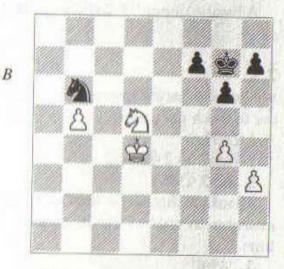
Strategy in Knight Endings

7.7

Chigorin – Marshall Karlsbad 1907 Many of the themes that are valid for pawn endings can also be applied to knight endings. In this position White has three advantages:

- The outside passed b5-pawn.
- 2) The more active king.
- Space advantage on the kingside.

1 2d5! (D)



1... €xd5? 2 \delta xd5 +- and the black king does not get into the square of the b5-pawn.

2 g5!

This blocking move fixes Black's kingside.

2...h6 3 ②f6! ②b6 4 h4 hxg5 5 hxg5 當f8 6 當c5 ②a4+ 7 當d6! 當g7 7...②b6 8 ②d7+ +-.

8 &c6 &f8 9 b6 @xb6 10 &xb6 &e7

Black's last hope is to exchange the last white pawn.

11 空c7 空f8

11...當e6 12 當d8 當f5 13 包h7 also wins for White.

12 當d7 當g7 13 當e7 當h8 14 ②e8 當g8 15 當f6 1-0 An outside passed pawn is as important in a knight ending as it is in a pawn ending.

Further Examples

7.8

Once again the white knight has to extend its range with the help of a fork:

1 9 e6!

1 包d5? 曾f3 -+.

1...\$f3!

1...g2 2 包f4 g1豐 3 包h3+=; 1...會e3 2 包g5 g2 3 包h3 =.

2 9 d4+!

2 包g5+? 曾g4 -+.

2......f2

2... ge3 3 Of5+ gf3 4 Oxg3 =.

3 De6! =

7.9

This very simple example shows that a rook's pawn often cannot be stopped:

1...h3 2 &f2 h2 -+

In the end the knight is even in the king's way.

7.10

A typical drawn position against a rook's pawn that is still on the sixth rank:

1 De3 h2 2 Of1+ eg2 3 Oxh2 =

7.11

Grigoriev

1932

This example is a little bit more complicated:

1 2g3!

1 인f2+? 할e2 2 인h1 할f3 3 할d6 할g2 -+.

The point is that the knight creates a barrier against the black king, which can move neither to e3 nor to d2 because a fork on f1 would follow. In order to attack the white knight, the king must travel via c2-d1-e1-f2. In the meantime, however, the white king moves closer:

1...\$\d2 2 \@f1+=; 1...\$\e3 2 \@f1+

2 \$\d6 \$\d1 3 \$\de5 \$\d1 4 \$\def4 =

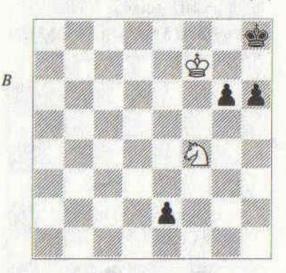
7.12

Selezniev

Shakhmatny Listok, 1930

Even with the check on f6 the knight cannot stop the pawn. Nevertheless White is able to draw.

1 句f6+ 會h8 2 句d5! e2 3 句f4! (D)



3...e1 ₩ 4 ②xg6+ �h7 5 ②f8+ = The saving perpetual check!

7.13

As the white pawn has already progressed to the seventh rank, Black has to play accurately in order to secure the draw:

1... De8+!

1...②e6+? 2 當c8 ②d8 3 ②b5 ②c6 4 ②d4! (the white knight uses deflection manoeuvres) 4...②d8 5 當c7 ②f7 6 ②f5+ 當e6 7 ②h6! +-.

2 堂c8 ②d6+ 3 堂c7 ②e8+ 4 堂c6 ②f6 =

The d7-pawn falls and thus a draw is inevitable.

7.14

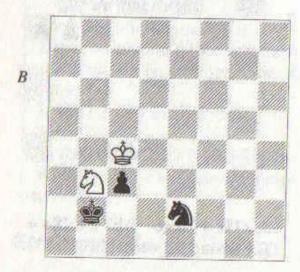
Chéron

Nouveau Traité complet d'Échecs, 1952

It is true that the pawn is only on the sixth rank but in return White's pieces have been pushed to the corner; his knight doesn't have a single move. Black uses this fact to win:

1...\$\d1 2 \pma2 \pma2 \pma1 3 \pma3 \pma3 \pma1!
3...\$\Dc2+? 4 \pmab3! =.

4 曾b4 曾b2 5 曾c4 ②e2 6 ②b3 (D) 6 曾d3 曾xa1 7 曾xe2 c2 -+.



6...c2 7 曾b4 ②d4! 8 ②c5! 會b1 8...c1實? 9 ②d3+=. 9 ②d3 ②c6+ 10 曾c3 ②e5! -+

7.15

Averbakh

1955

In knight endings containing several pawns, an extra pawn is almost always sufficient for a win. In this case White wins very easily thanks to his protected passed pawn; the plan is just to activate his king:

1 술d5 술g8 2 술e6 술f8 3 술d7 술g8 3... 신h8 4 원e5.

4 會e7 切h8

The knight had to move into the corner.

5 De5 +-

Averbakh gives three cases where an extra pawn is **not** sufficient for a win:

- A passed pawn cannot be created.
- The passed pawn cannot be supported.
- The king cannot attack the opponent's pawns.

7.16

Strobel - Bachmann

Treuen 1960

1... Exc4+?

This wins a knight but it underestimates the danger of White's queenside pawns:

2 當xc4 ②e3+ 3 當b5 ②xf1 4 當b6 ②e3 5 當xb7 ②c4 6 a6 ②d6+ 7 當b6?

7 \$c6 wins comfortably.

7... Dc8+?

7... dd7 puts up a far better defence.

8 \$b7? ①d6+? 9 \$b8 ②b5 10 a7 ②xa7 11 \$xa7 1-0

8 Bishop Endings

Bishop vs Pawn(s) • Bishop and Pawn vs Bishop
• Opposite-Coloured Bishops • Strategy

The Bishop: Strong and Weak



Loyd American Chess Nuts, 1868

Here we have a very strong bishop. White draws against eight pawns because the stopping squares of the d- to h-pawns lie on a single diagonal. The white king stops the c-pawn and simultaneously contains the black king at the edge of the board.

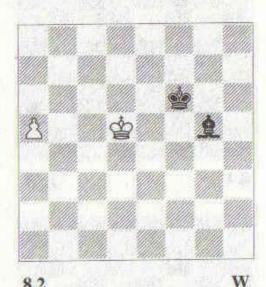
1 &d7+!

After 1 \(\text{\hat{\pmathbb{Q}}}\)g2? \(\text{\pmathbb{e}}\)b5 \(-+\) the avalanche of black pawns gets under way (...c6, ...d5, etc.).

1... \$a3 2 &c6

The ideal square for the bishop. It controls the a8-h1 diagonal and the

a4- and b5-squares, shutting the black king's cage. If Black lures the bishop away from c6 to try to activate his king, the bishop always returns to c6 with gain of tempo: 2...h1 3 2xh1 2a442c6+=. Playing 2... 2a23 2c2 = also does not improve Black's position.



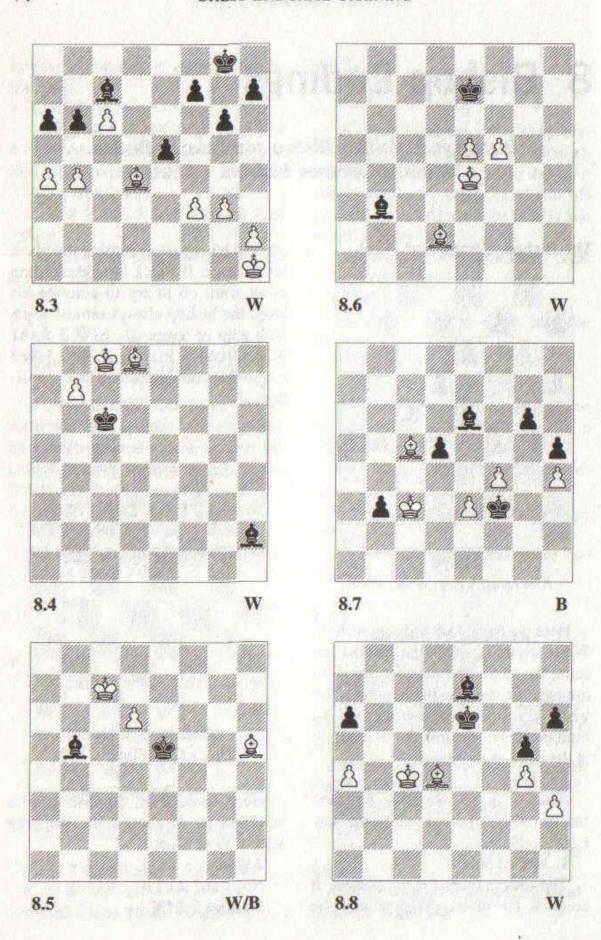
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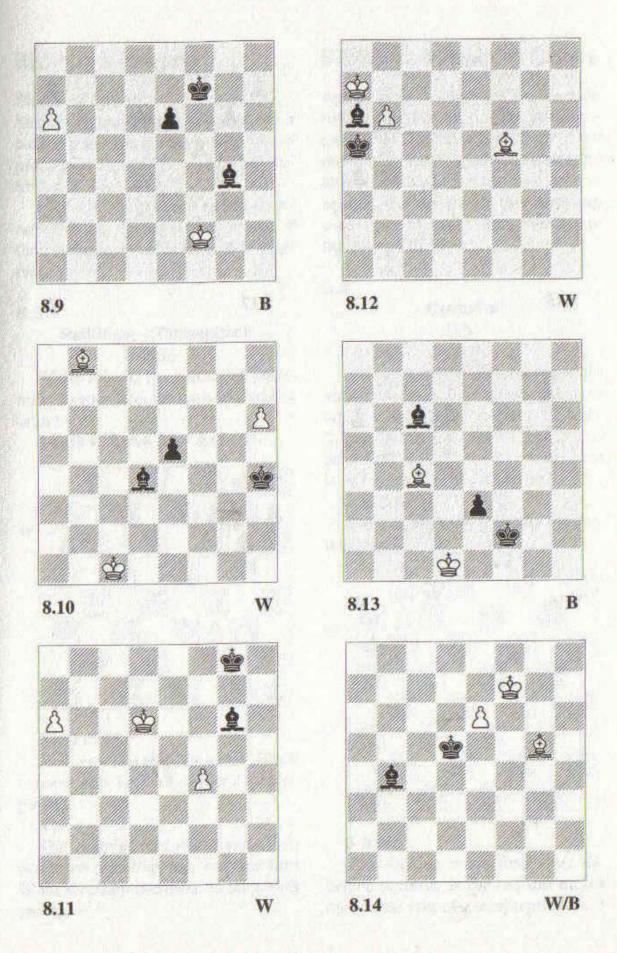
Boy's Own Paper, 1892

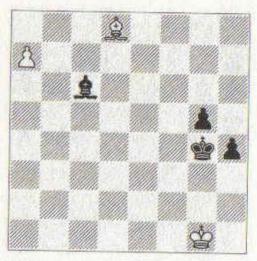
Here, in contrast, the bishop does not manage to control the stopping square a7 in time:

1 œe4!

Not 1 a6? 2e3 =.

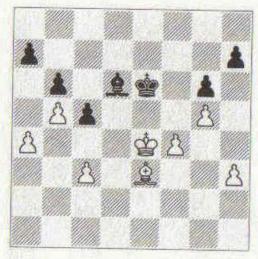






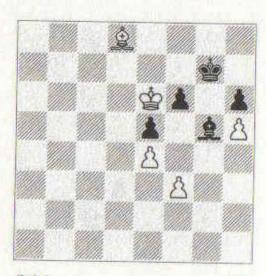
8.15

B



8.17

W



8.16

W

KS. W. Alvert

A STATE OF THE STA

Bishop vs Pawn(s)

Stopping Squares

Stopping squares are squares which a passed pawn has to cross on its way to promotion and which need to be controlled by the bishop.

By itself, the bishop can only contain two (or more) passed pawns if their stopping squares lie on one diagonal.

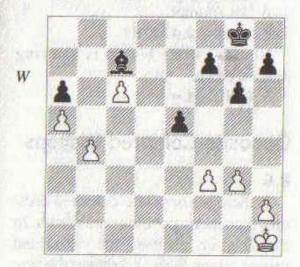
8.3

Hedlinger - Dossenbach

1958

White missed the following possibility to win (later the game ended in a draw):

1 \(\text{\pi}xb6! \(\text{\pi}xb6 \) 2 a5 \(\text{\pi}c7 \) (D)



3 b5! axb5

3... \(\overline{\pi}\) xa5 4 bxa6 is the same: Black cannot stop both of White's passed pawns.

4 a6 +-

The stopping squares a7 and c7 do not lie on one diagonal, and therefore Black's bishop is unable to stop both pawns.

Bishop and Pawn vs Bishop

Again, in this ending the weaker side tries to sacrifice his bishop for the enemy pawn. This may be difficult if the pawn is already far-advanced and the attacker's king controls the promotion square. The defender's task becomes even more difficult if the pawn is near the edge of the board.

8.4

Centurini

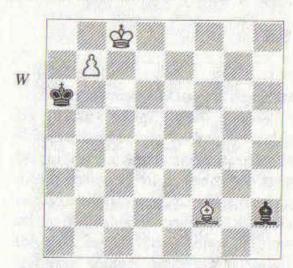
1856

1 臭h4 掌b5!

White's winning idea becomes obvious in the following variation in which Black plays passively: 1...\$\oxedex f4? 2 \oxedex f2 \oxedex h2 3 \oxedex a7! \oxedex f4 4 \oxedex b8 \oxedex e3 5 \oxedex h2 \oxedex a7 6 \oxedex g1! +--. The basic plan is to force a decisive deflection.

2 \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \)

Black is alert: he prevents the manoeuvre 2a7-b8.



3 ≜c5!

This waiting move forces the h2bishop to move. In the end this makes the crucial win of a tempo possible. 3 量d4? is weaker because then Black plays 3... ≜d6!, and after 4 皇f6 當b5 5 ≜d8 當c6 6 皇e7 皇g3 White has not made any progress as he cannot play 皇c5.

3... 2g3 4 2e7 2b5

The black king hurries back to c6 to prevent \(\triangle d8-c7\).

5 2d8 2c6 6 2h4!

Now White wins the decisive tempo to get the bishop to a7:

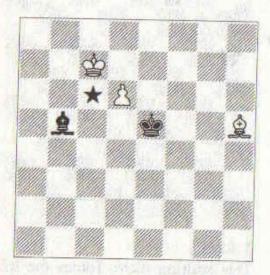
6... h2 7 ef2

The black king does not reach a6 in time and White achieves the deflection that was already planned at the first move:

7... ĝf4 8 ĝa7 ĝg3 9 ĝb8 ĝf2 10 ĝh2 ĝa7 11 ĝg1! +-

In this ending the weaker side can only survive if his bishop has at least three squares on both **stopping diagonals** (the diagonals on which the stopping square is situated).

8.5



If White wants to win, he has to push the b5-bishop away from the stopping diagonal a4-e8. In order to accomplish this, the bishop has to move to c6 because on d7 it would be obstructing its own pawn.

1 &f3 \$d4

1... 2e8 2 2c6 +-.

2 &c6 +-

When Black is to play, he has to prevent the manoeuvre £f3-c6:

1.... 會d4!

1... \$\Delta d5\$ does the same job. When in doubt the king should always move to squares which cannot be controlled by the opposing bishop.

2 £f3 \$c5

Black has arrived in time to control the critical square c6.

3 2g4

A last attempt.

3... 2a4 4 2d7 2d1

Now the white bishop is blocking its own pawn.

5 2e8 2g4 =

Opposite-Coloured Bishops

8.6

If there are opposite-coloured bishops, then many positions are drawn. In the diagram position the connected passed pawns only guarantee the win when they can advance to light squares (the colour of the opposing bishop):

1 ag5+!

After 1 f6+? \$\pmedset f7 = White cannot break through Black's domination of the light squares. 1 e6? is the correct idea but it must be prepared first: 1...\$\pmedset xe6 2 fxe6 \$\pmedset xe6 =.

1... 全f7

Also after 1...\$\dagger d7 White's king participates decisively in the fight for the light squares: 2 \$\delta f4!\$ (2 \$f6? \$\delta e6 =) 2...\$\dagger a2 3 \$\dagger h4!\$ \$\delta f7 4 \$\delta g5 \$\delta e7 5 \$\delta h6+\$ \$\delta d7 6 \$\delta g7 \$\delta c4 7 \$\delta f6 +-\$ (White is ready to play e6) 7...\$\dalger b3 8 e6+\$\delta e8 9 \$\delta e5 \$\delta c4 10 \$\delta e1 \$\delta b3 11 \$\delta b4 \$\delta c4 12 \$f6 \$\delta b3 13 \$f7+.

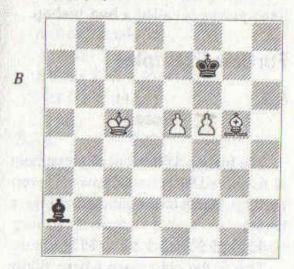
2 md4

Now the white king approaches from the other side.

2...@a2

2... 全c2 abandons control of e6: 3 e6+ 含e8 4 含e5 全d3 5 f6 全g6 6 全h6 全h5 7 含f5 +--

3 堂c5 (D)



3....ab1

3... 2b3 4 2d6 2a2 5 e6++-.

4 e6+ se8 5 f6 sg6

5... 2a2 6 f7+ (White can still fail: 6 e7?? 2f7 =) 6... 2f8 7 2h6+ +-.

6 \$h6 \$h5 7 \$d6 \$g6 8 \$e5 \$h5 9 \$f5 +-

With opposite-coloured bishops, two connected passed pawns only win if they can advance on squares of the colour of the opposing bishop.

8.7

Kotov - Botvinnik

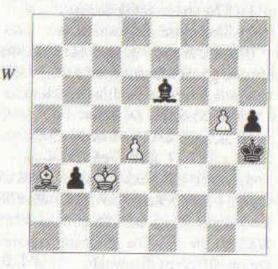
USSR Ch (Moscow) 1955

Here we see a typical winning theme in endings with opposite-coloured bishops: the creation of a pair of isolated passed pawns.

59...g5! 60 fxg5

60 hxg5 h4 61 &d6 &f5 62 g6 (otherwise Black's h-pawn goes through) 62... &xg6 63 f5 &xf5 64 &xb3 &g2 -+.

60...d4+! 61 exd4 堂g3 62 皇a3 堂xh4 (D)



63 dd3

An instructive situation arises after 63 g6 \$\colong 4 64 g7 h4 65 \$\colong 46 \colong 46 \colong 463\$. White is helpless; he has to give up his bishop for the h-pawn and afterwards watch passively while the black king collects his pawns. The ideal placing of the e6-bishop is crucial; it defends the b3-pawn as well as controlling the stopping squares of White's passed pawns, which are all situated on one diagonal.

63...掌xg5 64 掌e4 h4 65 掌f3 单d5+ 0-1 Here is a possible variation: 66 \(\frac{1}{2} \) \(\frac{1}{2}

Good and Bad Bishops

8.8

Rosen - Daub

Enger-Spenge 1979

White's advantage is based on two factors:

- 1) The more active king.
- 2) The more active bishop.

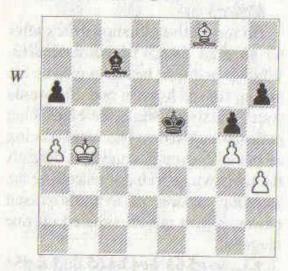
Black's bishop is bad because the h6- and g5-pawns are fixed on the same colour squares as the black bishop.

49 호c5! 호d6! 50 查b4

50 &xd6? exd6 51 ed4 a5 =.

50... 2c7 51 2f8 2e5 (D)

51... 會f6 52 毫xh6 毫d6+ 53 會a5 會g6 54 毫xg5 曾xg5 55 曾xa6 曾h4 56 曾b5 曾xh3 57 g5 曾h4 58 g6 急e5 59 a5 曾h5 60 a6 +-. The stopping squares are on different diagonals.



52 axh6 @f4

52...皇d6+ 53 曾a5 曾f6 54 曾xa6 曾g6 55 皇xg5 曾xg5 56 a5 曾h4 57 曾b5 曾xh3 58 a6 皇b8 59 g5 +--.

61... 2d8 62 2c5 2f5 63 2b6 +-. 62 a5 2a7 63 2c5 2b8 64 2c6 +-

In order to increase a bishop's activity, friendly pawns need to be placed on squares which are not controlled by the bishop. In such a case we talk about a good bishop.

A bishop that is obstructed by its own fixed pawns is called a bad bishop.

Further Examples

8.9

Rosen

1989

The bishop's freedom of movement is restricted by its own pawn. Nevertheless, Black manages to achieve a draw:

1... £f5 2 \$e3 £h3 3 \$f3

This is the only place where White controls the squares g2, f3 and e4. However, the king's position on the diagonal allows a little tactic:

3...≜f1! 4 a7 ≜c4! 5 a8₩ ≜d5+ 6 ₩xd5 exd5 7 ቋe3 =

8.10

Heuäcker

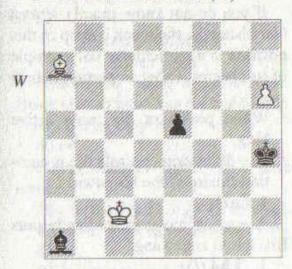
Neue Freie Presse, 1930

The e5-pawn causes Black some problems as it greatly restricts the d4-bishop.

1 2a7! 2a1

1... ac3 2 含c2 only shortens the solution.

2 &b1 &c3 3 &c2 &a1 (D)



4 2d4! 2xd4

4...exd4 5 曾d3 +--.

5 曾d3 皇a1 6 曾e4! +-

Not 6 h7? e4+=.

8.11

Polašek

Pruboi, 1986

Here the bishop is fighting against a pair of isolated of passed pawns with stopping squares on different diagonals.

1 ge7!

1 a7 鱼e4 2 當e7 is just a transposition of moves; 1 當e5? 魚h5 2 a7 息f3 3 當e6 當f8 =; 1 f5? 兔xf5 2 當e5 兔h3 3 a7 皇g2 =.

1... 2e4 2 a7 @g7 3 f5! +-

The bishop is overloaded and cannot stop the pawns.

8.12

A basic example. If Black were to move, he would lose immediately, so...

1 &g4

This wins, as does any other waiting move of the bishop on the c8-h3 diagonal. 1 2d3?! 2c8, however, prolongs Black's suffering.

1...會b5 2 皇e2+ +-

8.13

Black wins very easily by pushing away the c4-bishop from the stopping diagonal a6-f1. White's king is placed badly as it does not control the critical square f3.

1... 2g2 2 2b5

It is true that the position of the king on d1 makes the defence 2 \(\text{2} e2 \) possible, but after 2...\(\text{2} f3 \) \(\text{2} xf3 \)

2...@f1 -+

Had the white king been on f4, simply 2xf1 followed by 2xe3 would have been possible.

8.14

Here the critical square is f6, control of which is vital for Black. White has a thematic win:

1 êe7 êe1 2 êa3 êh4

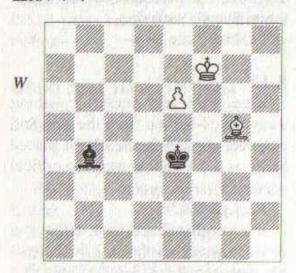
By playing his bishop to f6, White can push the black bishop away from the stopping square e7:

3 &b2 &e4 4 &f6 +-

Black has to bring his king into contact with the f6-square to prevent his bishop from being pushed away from the stopping square e7.

1... e4! (D)

1...\$\delta 5? is a concrete case in which one should not expose the king to a potential bishop check: 2 \$\delta e7\$ \$\delta 13\$



2 **≜e7 ≜e1** 3 **≜a3 ≜h4** 4 **≜**b2 **غ**f5

The king has arrived in time and White cannot improve his position.

8.15

Sillve - Karakas

Sinaia 1960

Black's pawns are correctly placed on the same coloured squares as the opponent's bishop; the c6-bishop controls the promotion square h1, which means that White cannot draw by giving up his bishop for the g-pawn.

1...**ģ**g3!

1...h3? 2 \(\delta\)h2 =. Black cannot break through the dark-squared blockade.

2 皇c7+

2 @xg5 h3 -+.

2... 全h3 3 全f2 g4 4 全e3 g3 5 全f4 全b7 6 全d6 全a8 7 全c7 g2 8 全b6 全h2 9 全g4 h3 10 全h4 全f3! 11 全c5 g1響! 12 急xg1+ 全g2! 13 a8響 急xa8 14 全g4 急f3+ 15 全h4 全d1 0-1 Now White is definitely in zugzwang.

8.16

If you do not know exactly what a bad bishop is, the black bishop in this position is a particularly sad example of its species. Other important details are:

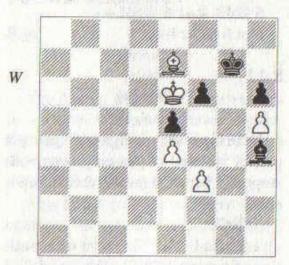
- White possesses the more active king.
- The d8-bishop controls the promotion square of the h5-pawn.

1 2e7!

A waiting move immediately puts Black into zugzwang.

1... h4 (D)

Otherwise the f6-pawn is lost without compensation.



2 f4! exf4 3 e5

White exploits the pin of the f6pawn.

3...f3

3...fxe5 4 ≜xh4 +-. White collects the black pawns one after the other. Afterwards he queens the h-pawn because the bishop controls its promotion square.

8.17

Rosen - Tschendel

Essen 1988

Apart from being a pawn down, Black also suffers from his bad bishop. White has an easy win:

40 c4

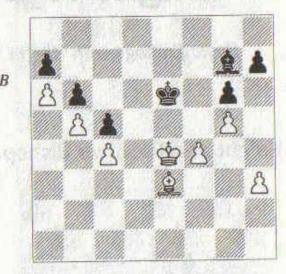
Fixing another pawn on a dark square.

40... **£ f8** 41 **£ d2 £ g7** 42 a5 **£ b2** 42... bxa5 43 **£** xa5 **£ f8** 44 **£** c7 +-. 43 a6

White increases his space advantage.

43...皇g7 44 皇e3 (D)

44 \(\hat{\omega}\)a5! +- would have shortened Black's suffering considerably.



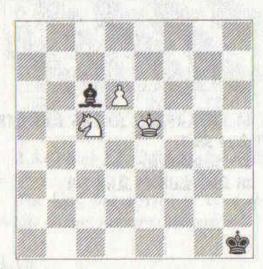
44... 2f8 45 2f2 2e7 46 2e1 2f8 47 2c3 2e7 47... 2d6 48 2e5 +-. 48 2e5 2d8 49 2b8 1-0

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9 Knight vs Bishop Endings

Basic Endings with Knight vs Bishop . Bishop or Knight?

Knight and Pawn vs Bishop



9.1

W

Averbakh

Lehrbuch der Schachendspiele, 1979

Here the bishop can stop the pawn without the support of its king:

1 \$\documenter{a}\documenter{a}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b}\documenter{b

Of course Black could also approach with his king, but we want to demonstrate how to draw independently of the black king position.

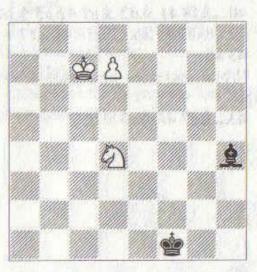
2 ge7 gc6 3 gd8 gb5 4 gc7

Now the king is in the right place to lock out the bishop with a knight on c6.

4... 會g1 5 包d3 會h1 6 包e5 皇e8

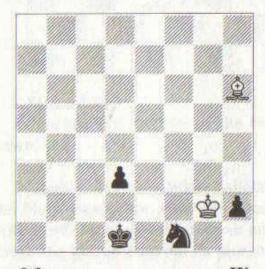
6... \$g1?? 7 Dc6 +-.

7 ②d7 堂g1 8 堂d8 皇g6 9 堂e7 皇f5 10 ②c5 皇c8 10...≜g4?? 11 Øe6 +--. 11 Ød7 �h1 12 �d8 ₤a6 13 �c7 ₤b5 14 Øe5 ₤e8 =



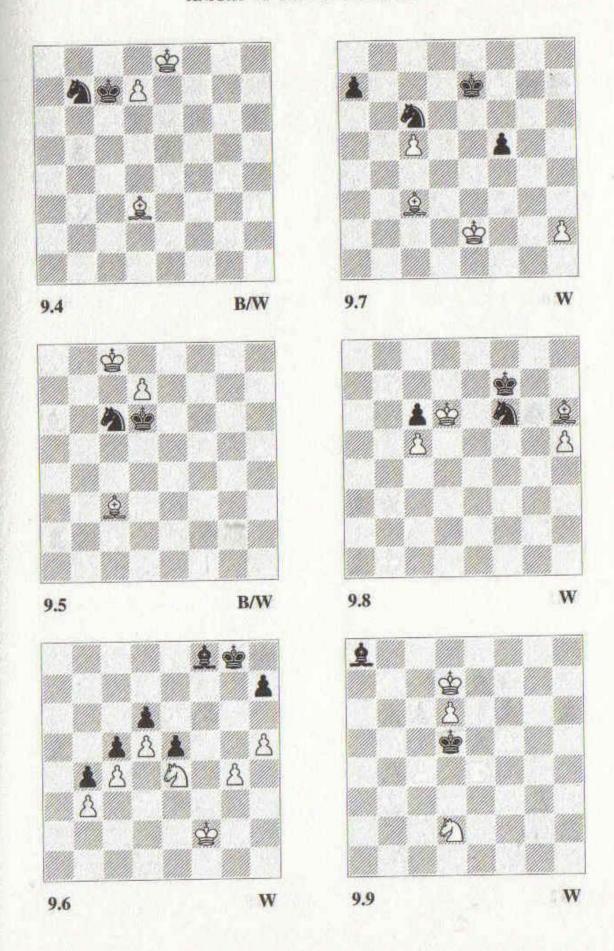
9.2

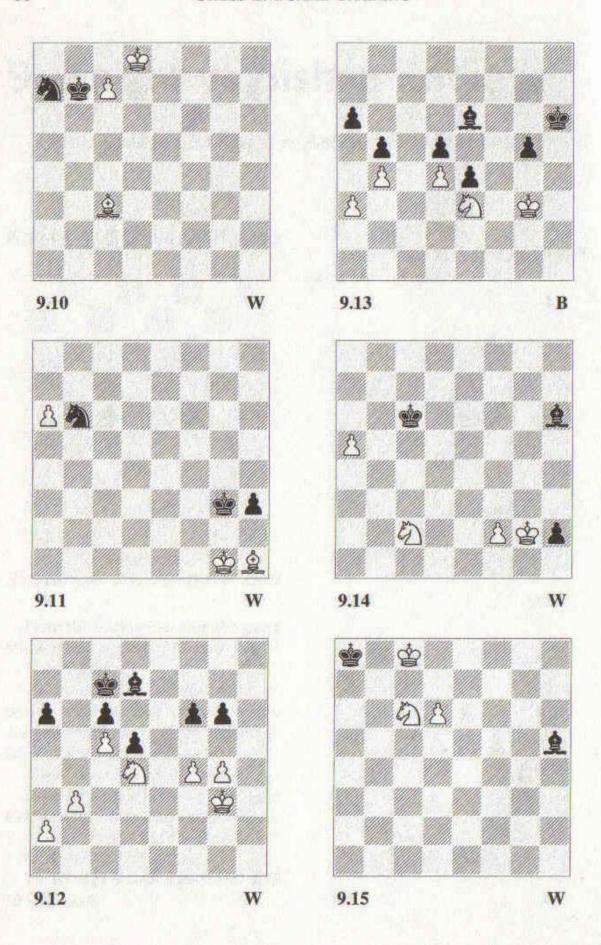
W/B



9.3

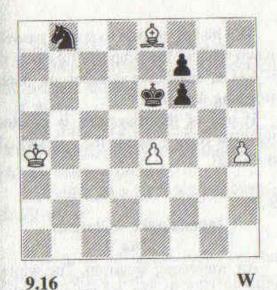
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Line William Charles

Knight and Pawn vs Bishop

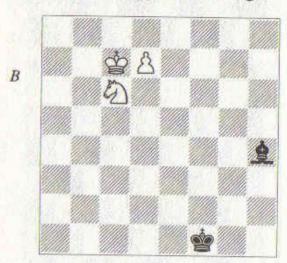
9.2

Fine

Basic Chess Endings, 1941

1 2c6! (D)

Here one stopping diagonal is not long enough and so the bishop cannot do without the support of its king:



1... 會f2 2 曾d6 皇g3+

2...曾f3? 3 包e7 皇g3+ 4 曾c6 +-.

3 **⊜**c5

3 包e5? 息h4.

3...≜c7

White has managed to force the bishop to the shorter diagonal, where he can take away all its squares:

4 \$b5 \$e3 5 \$a6 \$e4 6 \$b7 +-

If it is Black to move, his king arrives in time to support the bishop:

1...曾f2 2 ②c6 曾e3 3 曾d6 皇g3+

3... \$e4? 4 De7 &g3+ 5 &c6+-.

4 ec5 ec7

5 曾b5 曾e4 6 望a6 望d5 7 曾b7 曾d6 = The bishop is able to stop a passed pawn without the support of its king if it has at least five squares on each stopping diagonal.

If one of the diagonals is shorter then the bishop needs the support of

the king.

9.3

Jagodzinski – Olarasu

1984

An interesting situation. The white king is tied to the h2-pawn so the bishop has to deal with the d3-pawn all on its own. If it manages to sacrifice itself for the pawn, we arrive at a drawn ending that is already familiar to us from 6.2.

1 Ag5?

White could have achieved a draw if he had switched to the other, less dangerous, stopping diagonal in time: 1 皇f8! ②e3+ (1...d2 2 皇b4 堂e2 3 皇xd2! 堂xd2 4 堂h1 =; 1...堂e2 2 皇b4 ②e3+ 3 堂xh2 ②d5 4 皇a5 =) 2 堂xh2 ②d5 3 皇h6 堂e2 4 皇c1 =.

1... 會e2 2 鱼c1 h1彎+! 3 會xh1 會f2! 4 臭g5 包e3 0-1

Bishop and Pawn vs Knight

9.4

Averbakh

Lehrbuch der Schachendspiele, 1979

The pawn has already advanced to the seventh rank and Black has to act energetically to secure the draw:

1... 2d6+

1... ②d8? 2 鱼c4 ②c6 (2... ②b7 3 奎e7 奎c6 4 鱼a6 +-) 3 鱼d5 ②d8 4 奎e7 +-. 2 字e7 公c8+! 3 字e6 公b6 =

If White is to move, he can prevent the active ... 40d6+:

1 \perpersent eq.

This forces the knight to d8, where White can take away all its squares by playing his bishop to d5:

1... \(\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tintert{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ti}}}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\tex{\text{\texi}\text{\text{\text{\texi}\text{\text{\texi}\text{\texi}\tint{\text{\texi}\tint{\text{\texi}}\tint{\text{\texitt{\tex{

With a far-advanced pawn on the seventh rank a win is possible if the knight can be immobilized and the defender brought into zugzwang.

Ideal case: the imprisonment of the knight by the bishop at the edge of the board:



The bishop controls all the knight's squares so that it is practically stalemated. This is a case when the cliché 'a knight on the rim is dim' is certainly true.

9.5

Averbakh

In this position, the bishop controls the promotion square. If Black is to move, he holds the draw: 1... ©e7+ 2

曾d8 ②c6+3 曾e8 曾e6 =.

In contrast, if it is White's turn to move, he can force his opponent into zugzwang: 1 &b4+! \$\precede{2}\$ \$\precede{c}7\$ \$\precede{d}5\$ 3 \$\precede{a}3\$ +--.

Knight or Bishop?

Inexperienced chess-players often ask: which piece is the stronger, bishop or knight? Many players develop a clear preference for one of them even though from an objective point of view they are more or less equally strong. It all depends on the circumstances. The following two examples show the pros and the cons of the two pieces.

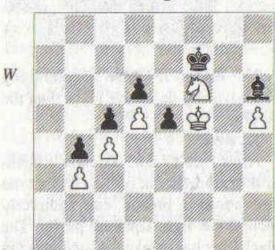
9.6

Averbakh - Panov

Moscow Ch 1950

A typical situation in which the knight feels really happy. It occupies the blockading square e4, from which it cannot be driven away. With regard to its own pawns, the black bishop bites on granite and has to safeguard the d6-pawn. It is no compensation that Black has a protected passed pawn.

1 g5 曾g7 2 曾f3 曾f7 3 曾g4 皇e7 4 曾f5 皇f8 5 ②f6 h6 6 gxh6 皇xh6 (D)



7 De4 2f8 8 h6! 2xh6

8... 2e7 9 h7 2g7 10 2e6 2f8 11 h8 2+! 2xh8 12 2f7 2h6 13 2e7 +-.

9 ②xd6+ 空e7 10 ②e4 10 含xe5?? 皇g7+ --+.

10... e3 11 d6+!

After 11 exe5? 2d4+ Black can offer a more stubborn defence.

11... \$\psid 7 12 \psix xe5 1-0

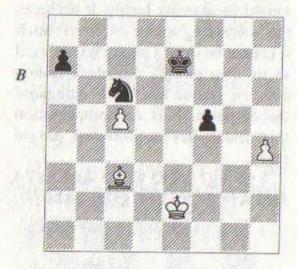
9.7

Krogius

Zakoni Endshpilia, 1971

The bishop is superior to the knight when there are mobile passed pawns on both wings. In the diagram position Black is fighting for survival:

1 h4! (D)



The bishop is better at combining offensive and defensive tasks than the knight.

1....\$e6

After 1... \$\delta f7 2 h5 we have a beautiful demonstration of the fact that the dark-squared bishop can indirectly secure the light-squared pawn. The black king has to take the long way via

g8 in order to be able to attack the h5-pawn. 2... 堂g8 3 堂f3 堂h7 4 堂g3 堂h6 5 堂h4 a5 6 皇d2+ 堂g7 7 堂g5 a4 8 皇c1 ②b4 9 堂xf5 +-.

2 h5 曾d5 3 h6 ②e7

3... \(\preceq\) xc5? 4 h7 +--.

4 h7 ᡚg6 5 Ձb4 a5 6 Ձa3 ᡚh8 7 望f3 ᡚg6 8 望e3 f4+

8...a4 9 **②**b4 f4+ 10 **②**f3 **③**c6 11 **③**e4 leads to the same result.

9 會f3 會c6 10 會e4 會b5 11 會f5 f3 12 會xg6 f2 13 h8豐 f1豐 14 豐e8+

White can force the exchange of queens:

14... 含a6 15 營c6+ 含a7 16 營b6+ 含a8 17 營d8+ 含b7 18 營e7+ 含a8 19 營e8+ 含b7 20 營f7+ +-

Further Examples

9.8

Berger - Chigorin

Barmen 1905

It is true that the h5-pawn is lost, but by imprisoning the knight White nevertheless wins very easily:

1 皇f4! ②xh5 2 皇e5! +- 堂e8 3 堂xc6 堂e7 4 堂b7 堂e6 5 c6! 堂xe5 6 c7 1-0

9.9

Dimentberg

1949

Obviously the black pieces are a sorry sight, as they hinder each other. White wins even though his knight starts rather offside.

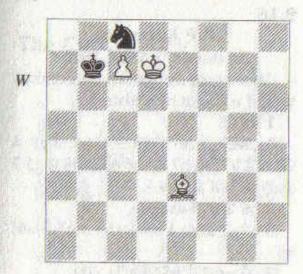
1 堂 c7 皇 c6 2 包 e4! +-

Thanks to various forks, the knight dominates all the bishop's possible squares.

9.10

We are already familiar with the corresponding position with a d-pawn. The nearby edge of the board offers Black an additional defensive idea:

1 \$\pm d7 \Delta c8 2 \(\) d4 \(\Delta c7 3 \(\) \(\) \(\Delta c8 \(\) (D)



4 鱼c5

Thus White has once again created a 'zugzwang' situation with the imprisoned knight at the edge of the board. However...

4.... 會a8! 5 會c6

Or 5 @xc8 stalemate.

5... ②b6! 6 \stalemate

9.11

Once again the bishop can operate on both wings, whereas the knight can only deal with White's a-pawn.

1 a7 曾g4 2 曾f2!

2 曾h2? allows Black a hidden saving opportunity: 2...曾f4 3 曾xh3 曾e5 4 曾g4 曾d6 5 曾f5 曾c7 6 曾e5 ②a8! 7 夏xa8 曾b6 =.

2...曾f4 3 曾e2 曾f5 4 曾e3 曾e5 5 曾d3 曾e6 6 曾c3 曾d6 7 曾b4 曾d7 8 曾b5 曾c7 9 曾a6 +-

9.12

Averbakh - Lilienthal

Moscow Ch 1949

As in 9.6, the knight is superior to the bishop.

1 g5!

White fixes at least one other pawn on a light square and removes the f6pawn, which defends the e5-square.

1...fxg5

1...f5 2 包f3 皇e8 3 包e5 曾d8 4 曾f3 曾e7 5 曾e3 曾e6 6 曾d4 曾e7 7 包d3! 曾e6 8 包b4 a5 9 包d3 皇d7 10 a4 皇e8 11 b4 axb4 12 包xb4 +--.

2 fxg5

Now the way for the white king is cleared:

2... ac8 3 af4 1-0

9.13

Averbakh - Fridshtein

Moscow 1957

In positions with blocked pawns and a bad bishop, sometimes the side with the knight can create a fortress. In the diagram position the players agreed to a draw because the black king cannot invade White's position. Here are some possible variations:

1...g4 2 \$h4!

2 ②g2? is incautious: 2...e3! (opening a route for the king into the white position) 3 ②xe3 \$\delta g5 4 ②g2 \$\delta f5 -+.

2... 會g6 3 會g3 會h5 4 包g2! 會g5

4...e3?? 5 Øf4++-.

5 ②e3 할g6 6 할h4 할f6 7 할g3 할g5 8 ②g2 =

9.14

Réti

Hastings and St Leonards Post, 1922

This position provides another great example of the knight's possibilities:

1 Ød4+

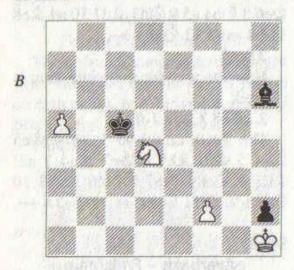
1 會xh2? 會b5 =.

1....\$c5

1...會b7 2 會xh2 會a6 3 包b3 +-.

2 含h1! (D)

Not 2 當xh2? 意f4+ 3 當g2 當xd4 4 a6 息b8 =.



The text-move exploits the fact that the black king must not leave the square of the a5-pawn. Since in addition the bishop has no move to avoid falling victim to a knight fork, Black loses due to zugzwang.

2...\$d5 3 a6 +-

9.15

Herberg

Deutsche Schachzeitung, 1954

According to our rule, the bishop should be able to stop the pawn, as it has at least five squares on both stopping diagonals. However, the badly placed black king allows a win:

1 De5!

Forcing the bishop to switch to the e8-a4 diagonal.

1... 2e8 2 2d8 2b5

2... 15 3 d7.

3 gc7 ge8 4 2c6! +-

9.16

A.P. Kuznetsov

Shakhmaty v SSSR, 1955

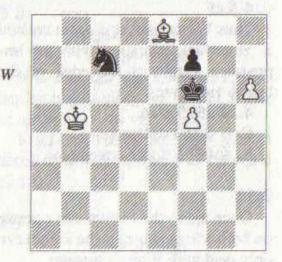
Once again the we see the domination of a knight by a bishop:

1 h5 f5

2 h6 \$6 3 exf5!

3 e5+? 曾g6 4 e6 曾xh6 5 e7 ②a6!

3... ②a6 4 \psib5! ②c7+ (D)



5 曾c5!

5 曾c6? ②xe8 6 曾d7 曾xf5 7 h7 ②f6+=.

5...9 xe8

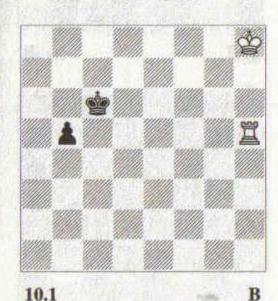
5...②a6+6 堂c4! ②c77 皇c6 ②a6 8 堂b5 ②c7+9 堂b6 also leads to a win for White.

6 \c6 +-

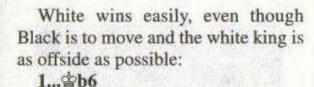
10 Rook Endings (1)

Endings with Rook vs Pawn(s)

The Cut-Off King



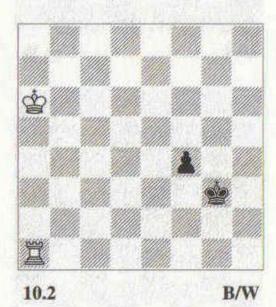
Averbakh Lehrbuch der Schachendspiele, 1979



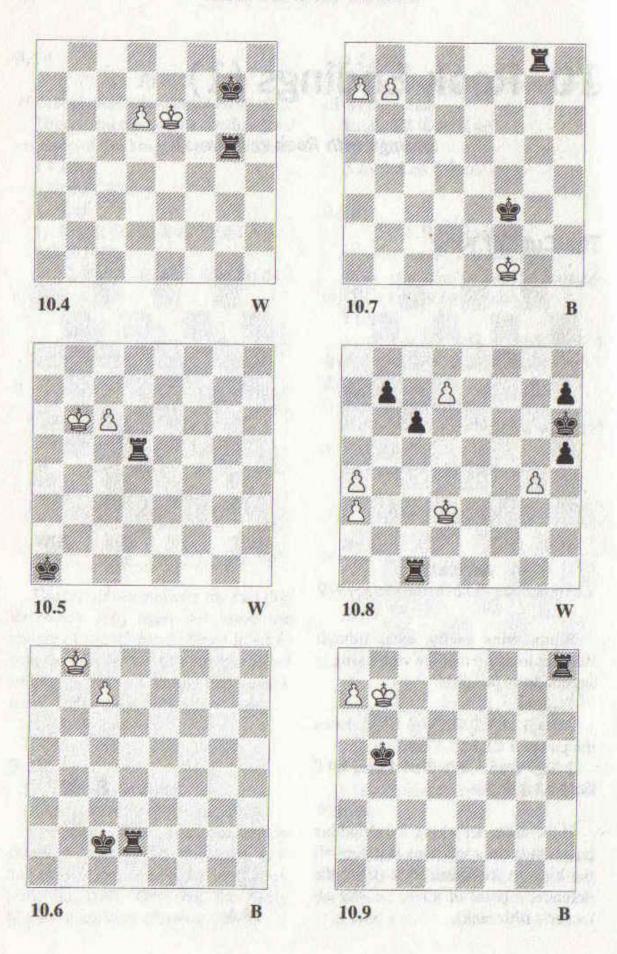
After 1...b4 2 曾g7 b3 Black loses the pawn: 3 單h3 b2 4 罩b3 +--.

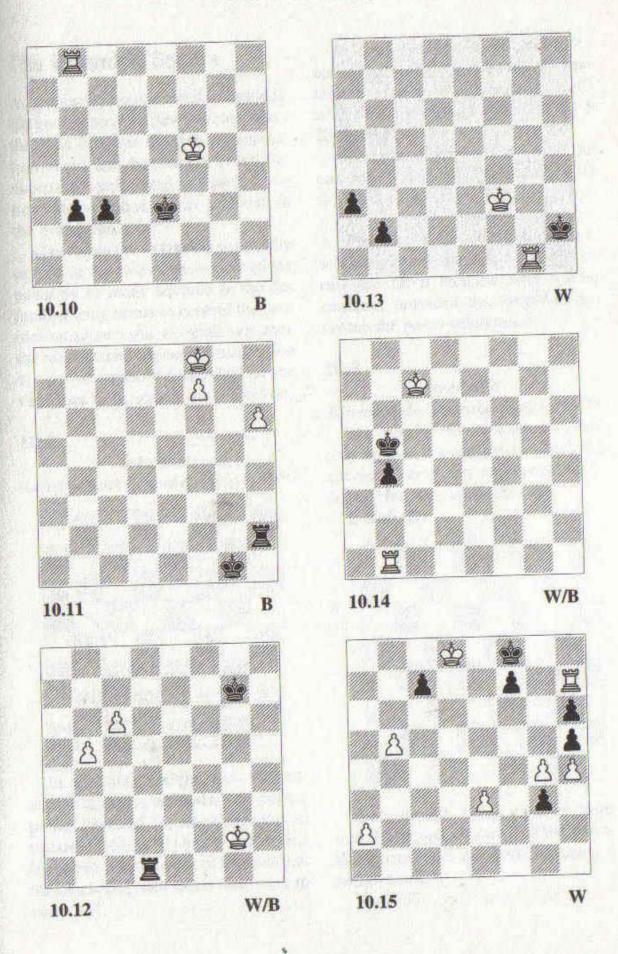
2 \$g7 \$a5 3 \$f6 \$a4 4 \$e5 b4 5 \$d4 b3 6 \$c3 +-

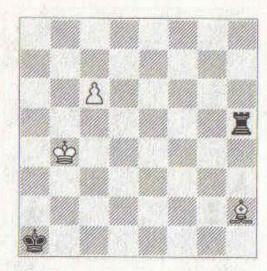
If the defender's king is behind his pawn, then the rook wins if it cuts off the king on its fourth rank (from the defender's point of view; i.e. the attacker's fifth rank).





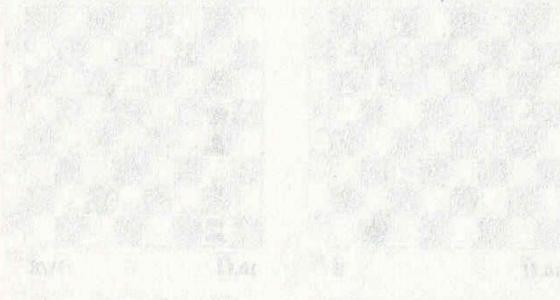






10.16





The Extended Square

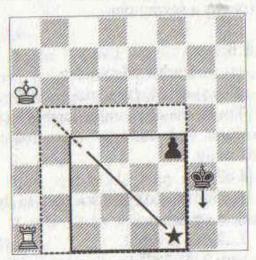
An important fundamental situation in the ending rook vs pawn occurs when the rook controls the pawn's promotion square and the attacker's king can approach unhindered. In such positions the extended square can help in the evaluation.

One forms the extended square by extending the side of the square of the pawn by as many squares as the defending king needs to control the promotion square. As we shall see later, the rule must be applied with care, and it may be necessary to calculate the variations to be sure of the evaluation.

10.2

Averbakh

Lehrbuch der Schachendspiele, 1979



In the diagram position the extended square is defined by the corner points f5-b5-b1-f1, since the normal square (f4-c4-c1-f1) must be extended by one to take account of the fact that the black king still needs one move to control f1. If Black is to move, he draws because the white king does not get into the extended square of the pawn: 1...f3 2 含b5 f2 3 含c4 含g2 4 含d3 f1響+ 5 置xf1 含xf1 =.

However, if White is to move, he can win: 1 \&b5 f3 2 \&c4 f2 3 \&d3 \&d3 \&c4 f2 4 \&c2 +-.

If the king of the side with the rook is inside the extended square, or if he can step into it, then the pawn will be captured provided the king can approach the pawn unhindered.

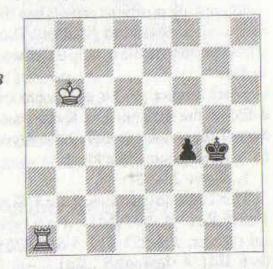
10.3

Averbakh

Lehrbuch der Schachendspiele, 1979

The rule of the extended square only applies to positions in which the attacker's king can approach unhindered. Here this is not the case:

1 當b6 (D)



Even though White thereby steps into the extended square of the pawn, Black can hold the draw by using a body-check:

1...\$f3!

1...f3? loses according to the familiar pattern: 2 當c5 f2 3 當d4 當g3 4 當e3 當g2 5 當e2 +-.

2 空c5 空e3!

Now White does not have a useful move. The white king could only attack the pawn from the f-file but the way there is obviously is too long.

3 #a3+ ee4! =

Black maintains his policy of blocking the white king. White cannot win.

3... 2 e2?, however, still lets the white king approach: 4 全d4! f3 5 星e3+全f2 6 全e4 +-.

The king of the side with the rook has to approach the pawn from the side that is not occupied by the opposing king.

10.4

Averbakh

Lehrbuch der Schachendspiele, 1979

Interesting positions arise when the rook is in an awkward position. Then it may be impossible to stop the pawn:

1 d7

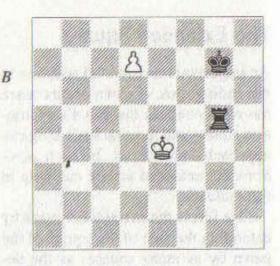
Black cannot get his rook onto the d-file or the first rank, so the promotion of the pawn can only be delayed by harassing the white king:

1... 里g6+ 2 會e5!

2... ℤg5+3 �e4! (D)

Again the only move that avoids the skewer.

3... 三g4+ 4 會e3 三g3+ 5 曾d2!



Now the king controls the d1-square and can finally step on the d-file. You will soon see why this is helpful:

5... 三g2+6 含c3! 三g3+7 含c4 三g4+ 8 含c5 三g5+9 含c6 三g6+10 含c7+-

In the starting position the king is placed very badly on g7. It not only prevents the rook from moving to g8, but also blocks the g7-square and so prevents a saving pin.

10.5

Barbier/Saavedra

Glasgow Weekly Citizen, 1895

The theme of an unfavourable rook position is beautifully presented in this study.

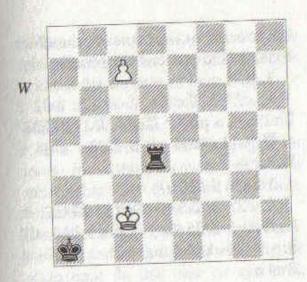
1 c7

Again the rook lacks access to the critical squares.

1... 基d6+ 2 含b5!

Not: 2 曾b7? 冨d7 = is a saving pin; 2 曾a5?? 冨c6 -+; 2 曾c5? 冨d1 3 c8響?? 冨c1+ -+ is a winning skewer.

This move is not equivalent to resignation as it conceals a last tricky defensive resource:



6 c8I!

Avoiding 6 c8響? 基c4+ 7 響xc4 stalemate.

6... Za4

The only defence against \$\mathbb{\pi}\$a8+.

7 含b3! +-

An elegant double attack ends the fight. Due to the mating threat on cl Black cannot save the rook.

10.6

Again, the rook cannot prevent the pawn from promoting. However, Black demonstrates a typical defensive idea that is possible against a bishop's pawn:

1... 空b1!

Here the black king secures the squares a2, b2 and c2 for rook checks.

2 c8響 罩b2+ 3 會a7 罩a2+ 4 會b7 Ib2+=

The white king cannot cross the cfile without losing the queen.

Rook vs Connected Passed Pawns

Usually two connected passed pawns win if they reach at least the sixth rank.

However, the rook is a very strong piece and can sometimes draw even in such a position.

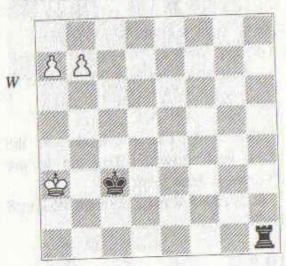
10.7

Black pursues the white king with constant mating threats and thereby achieves a draw:

1...互h8! 2 查g1 互g8+ 3 查f1 互h8 4 wel we3 5 wd1 wd3 6 wc1 wc3 7 空b1 罩h1+

7...\$63? 8 68營++-.

8 幸a2 重h2+ 9 幸a3 重h1! (D)



10 \pma4

10 曾a2 單h2+.

10... 堂c4 11 堂a5 堂c5 =

The black king's journey is over because 12 \$a6?? Hal# is mate.

Further Examples

10.8

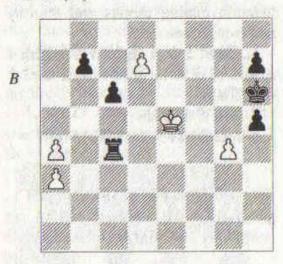
Wotawa

Deutsche Schachzeitung, 1953

A challenging example of a king's march out of the checks, combined with an ingenious mate: 1 de2!

1 含d2? 罩c5 2 d8豐 罩d5+ 3 豐xd5 cxd5 —+; 1 g5+? 含g6 —+ (1...含xg5?? 2 d8豐+ +—); 1 d8豐? allows another skewer: 1...罩d1+ —+.

1...重c2+ 2 曾e3 星c3+ 3 曾e4 星c4+ 4 曾e5! (D)



This looks like a mistake, as the black rook now reaches the secure d5-square. However:

4...宣c5+ 5 查f6! 宣d5 6 d8豐! 宣xd8 7 g5#

10.9

This stereotyped position demonstrates a winning theme that is only possible against a rook's pawn:

1... 型h7+ 2 gb8 gb6 3 a8①+

3 a8豐 單h8#.

3.... \$ c6 −+

The knight is lost due to zugzwang.

10.10

Tarrasch

1912

The two connected passed pawns are already far-advanced. However, Black's king is placed on the same rank as the pawns, and this gives

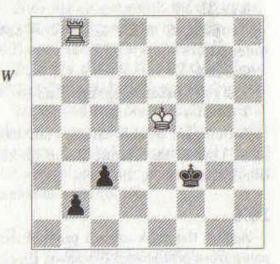
White some tactical options; therefore Black has to proceed very accurately:

1...b2!

1...c2? 2 罩xb3+ 含d4 (2...含d2 3 罩b2 = is a pin) 3 罩b4+ 含d5 4 罩b8! c1豐?? (4...含d4 =) 5 罩d8+ 含c4 6 罩c8++-

2 es! ef3! (D)

2...c2? 3 星b3+ 含d2 4 黑xb2 =; 2...含d3 3 含d5 含c2? (Black can still win by backtracking with 3...含e3) 4 含c4 =.



3 술f5 술e2! 4 술e4 술d1 5 술d3 c2 6 돌h8 c1 ①+! -+

Not 6...c1 響?? 7 罩h1#.

10.11

Prokeš (end of study)

La Stratégie, 1939

Black can rely on the defensive manoeuvre against the bishop's pawn:

1...Exh6!

1... 国h3? 2 當e7 星e3+ 3 當d6 冨d3+ 4 當c5 冨c3+ 5 當d4 冨c8 6 h7 當g2 7 當e5 當g3 8 當f6 當g4 9 當g7 +-.

2 會g7 基h2! 3 f8豐 基g2+=

The white king cannot cross the ffile without losing the queen. Two connected passed pawns that have reached their 6th rank promote without the support of their king.

10.12

It is true that the white king is far away from the pawns but that also means that there are no tactical tricks for Black. 1 b6 +-.

If Black is to move, he must prevent the pawns from both reaching the sixth rank. In this case he can even win:

1...国c1! 2 曾f3 国c5! 3 曾e4 3 c7 国xc7 4 曾e4 国b7 -+.

3...基xb5 4 曾d4 星b8 5 曾d5 曾f7 6 曾d6 曾e8 7 c7 星c8 8 曾c6 曾e7 -+

10.13

von der Lasa

1864

No rule is without exception: here the sad position of the black king allows White an easy win, based on zugzwang:

1 Ab1! a2

1...含h3 2 罩h1#.

2 国xb2+ +-

A beautiful idea.

10.14

Amelung

Baltische Schachblätter, 1902

This seemingly simple position is quite tricky:

1 會b7!

Putting Black in zugzwang. He now has to move his king one way or the other and then White chooses the other side to approach with his king. This is another application of the opposition.

After 1 \$\delta d6\? the king approaches from the wrong side and cannot reach the pawn: 1...\$\delta c4! 2 \$\delta c5 b3 3 \$\delta c4 \delta c3 4 \$\delta c3 b2 =.

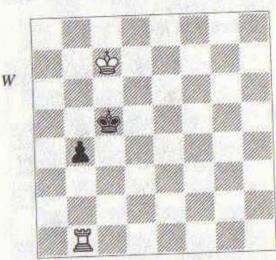
The symmetrical line is 1...當a4 2 當b6! b3 3 當c5 當a3 4 當c4 b2 5 當c3

2 \$b6! b3 3 \$a5 \$c3 4 \$a4 b2 5 \$a3 +-

If it is Black to move, he uses the opposition for his own purposes:

1...當c5! (D)

1...\$c4? 2 \$b6 b3 3 \$a5 \$c3 4 \$a4 b2 5 \$a3 +-; 1...\$a4? 2 \$b6 b3 3 \$c5 \$a3 4 \$c4 b2 5 \$c3 +-.



2 gb7

2 置b2 loses a crucial tempo, as the black king will attack the rook on b2: 2... 含c4 3 含b6 含c3 =; 2 置c1+ later also allows Black to win a tempo when the pawn advances to b2: 2...含d4! 3 含b6 b3 4 含a5 b2 5 置h1 含c3 6 含a4含c2 =.

2... \$b5! 3 \$a7 \$a5! =

White is unable to improve his position.

10.15

Wotawa

Deutsche Schachzeitung, 1962

This is probably the most complicated example of this chapter. The white rook is locked in both by his own pawns and those of his opponent; thus the g3-pawn represents a real danger for White. The solution is full of tactical twists that are mostly based on the relative king positions: good for White and bad for Black.

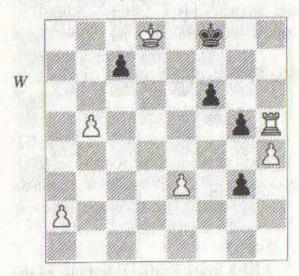
1 g5

1 gxh5? g2 -+.

1...hxg5

1... 查g8 2 g6 g2 3 gxf7+ 查f8 4 置g7! 查xg7 5 宴e8 +-; 1...g2 2 gxh6 g1豐 3 置h8+ +-.

2 Axh5! f6 (D)



3 国h8+!

3 hxg5? g2 -+.

3....**⊉**g7

3...ef7 4 Zh7+ and now:

a) 4... 含e6 5 罩xc7 g2 6 罩c1 gxh4 7 b6 h3 8 b7 h2 9 b8營 g1營 10 營b3+ 含e5 (10... 含d6 11 罩d1++-; 10... 含f5 11 營b1++-) 11 罩c5+含e4 12 營d5+ 含xe3 13 罩c3++-. 4 hxg5! g2

4...曾xh8 5 gxf6 g2 6 f7 曾g7 7 曾e8 +-; 4...fxg5 5 昌h3 g2 6 温g3 +-.

5 gxf6+ 含f7 6 置g8! 含xg8 7 含e8 g1營 8 f7+ 含h7 9 f8營 +-

The queen ending is won for White, especially because 9... ** xe3+? loses immediately to 10 **e7+.

10.16

V. and M. Platov

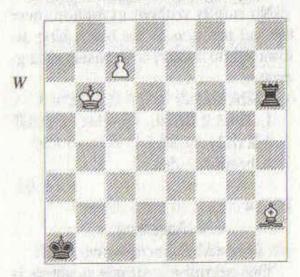
Deutsche Schachzeitung, 1908

This is an interesting expansion of the study by Barbier/Saavedra (see 10.5).

1 c7 =h4+

1...\bulleth8?? allows the long-range bishop fork 2 \undersete6e++-.

2 含b5 罩h5+ 3 含b6 罩h6+ (D)



4 **≜d6! ≅xd6+**

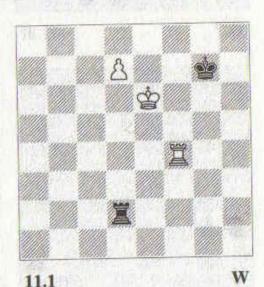
Now we have reached the Saavedra position. Here is once again the main winning variation:

5 當b5 單d5+ 6 當b4 單d4+ 7 當b3 單d3+ 8 當c2 單d4! 9 c8罩! 單a4 10 當b3 +--

11 Rook Endings (2)

The Bridge Manoeuvre • The Philidor Position
• The Karstedt Manoeuvre

The Bridge Manoeuvre



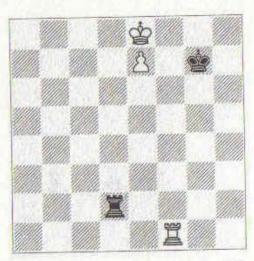
This is the last phase of a typical winning manoeuvre in a rook ending. The white rook moves to the fifth rank to protect its king from checks by the black rook:

1 單f5!

If White advances his king in order to support the pawn, the black rook will annoy him with checks and force him to block his own pawn: after 1 含e7?! 黨e2+ 2 含d6 黨d2+ 3 含c7黨c2+ 4 含d8 黨d2 White hasn't made any progress and will have to come back to the bridge manoeuvre.

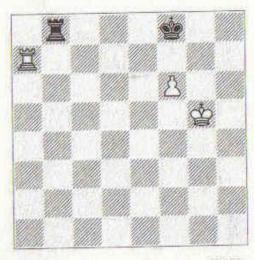
1...Ed1

1... 三e2+2 三e5 三d2 3 三d5 三e2+4 含d6 +-. 2 三d5 三e1+3 含d6 +-



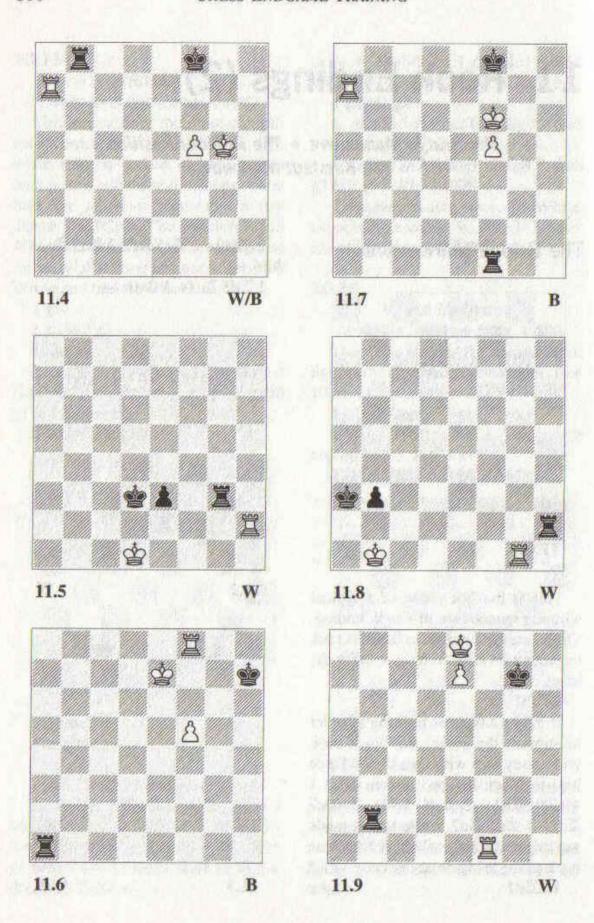
11.2

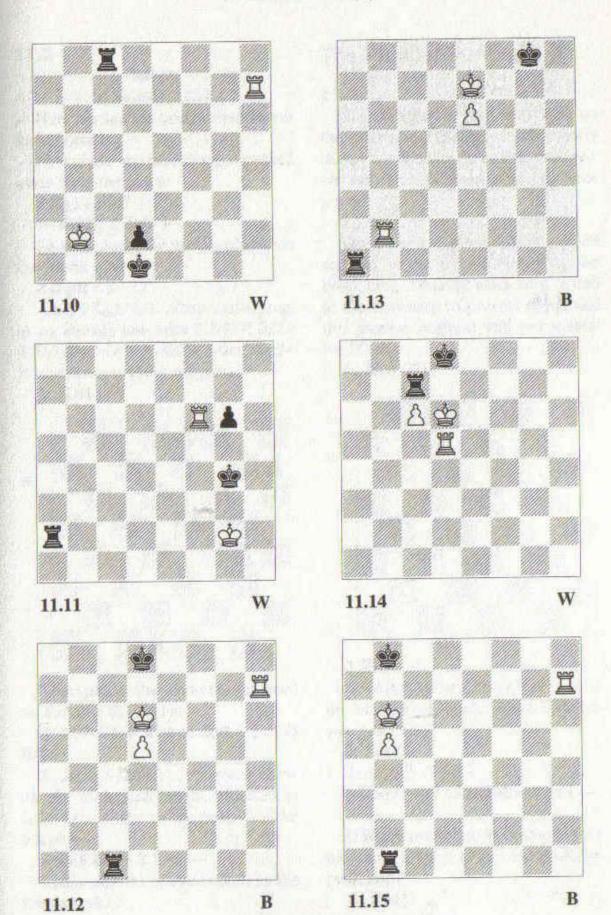
W

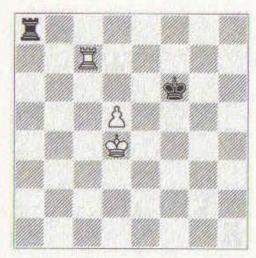


11.3

W/B



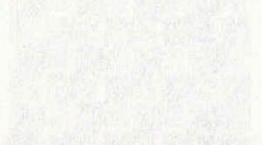




11.16







No. 1





11.2

Salvio

Il puttino, 1634

Here we see the bridge manoeuvre in full detail.

First phase: the black king is pushed aside from the pawn:

1 里g1+ 空h7

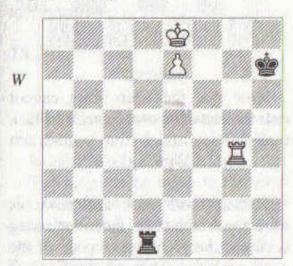
1...會6?! 2 會f8 +--.

Second phase: the rook is placed on the fourth rank.

2 国g4!

After 2 国g5?!, 2...當h6 is annoying; as we already saw, after 2 當f7?! 置f2+3 當e6 星e2+4 當f6 置f2+5 當e5 星e2+White is not making progress.

2... Idl (D)



Third phase: the white king is freed by building the bridge.

3 含f7 厚f1+ 4 含e6 厚e1+ 5 含f6

5...置e2 6 置g5 +-. It is only now that the rook moves to the fifth rank in order to build the bridge there. 5...當h6 6 置g8 +-.

6 술e5 트e1+ 7 트e4 +-

In this case the bridge is built on the fourth rank.

The Philidor Position

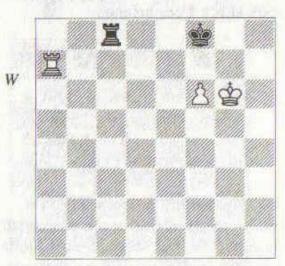
11.3

The defender's king is placed on the promotion square, which greatly increases Black's drawing chances. Nevertheless, White to move can force a win:

1 ±g6!

The king and pawn take away the squares on the seventh rank from the black king. Thus the black rook is tied to the first rank to prevent mate, and this passive position will prove fatal for Black.

1... Ec8 (D)



2 置h7!

A switch around the other side of the black king cracks Black's defensive position.

2...⊈e8

2... gg8 3 f7+ +-.

3 單h8+ 拿d7 4 罩xc8 拿xc8 5 f7 +-

If Black is to play, he is able to save the game if he activates his rook immediately:

1... \(\bar{\pi}\)b1!

Now the white king cannot find a hiding-place to escape from the checks by the rook. 1... 基c8? loses as above to 2 全g6 +-. 1... 基b5+? also loses routinely: 2 全g6 星b8 3 星h7 +-.

2 2g6

2 国a8+ def7 is not an improvement for White.

2... Ig1+=

11.4

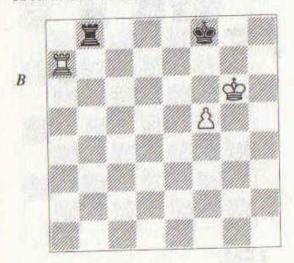
Philidor

1777

White to move wins:

1 當g6! (D)

1 f6? Zb1 = leads to a successful rook attack from behind.



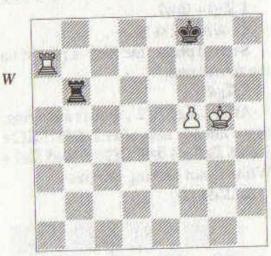
1... \(\beta b6 + 2 f6 + -; \) 1... \(\beta c8 2 f6 + -. \)

Now White pushes the black king aside from its defensive position with gain of tempo:

2 国a8+ 空e7 3 f6+ 空e6 4 国e8+ 空d7 5 f7 +-

The easiest way for Black to defend this position was demonstrated by Philidor in the 18th century:

1... **基**b6! (D)



2 f6

Now that the white king cannot hide in front of its own pawn, the black rook starts its attack from behind:

2...里b1! 3 全g6 里g1+=

Endings with rook and pawn vs rook are drawn if the defender's king occupies the promotion square of the pawn and its rook controls the third rank.

11.5

If White had to retreat his rook to the first rank the game would be lost. A little tactic saves him:

1 基d2+!

1 国h1? 国g2 -+.

1...\$e4

1...exd2 is stalemate.

2 **置d8**

White has organized an adequate defence based on checking the enemy king from behind.

The Karstedt Manoeuvre

11.6

Karstedt

Even though White has managed to keep the black king away from the pawn, Black can draw by using his rook to attack the white king from the side:

1... 基a7+2 當d6 基a6+3 當e5 基a5+4 當f4 基a4+5 當g5 當g7 6 基b8 基a6 7 基b7+ 當f8 =

Black has created the drawing Philidor position.

11.7

Karstedt

1897

Here Black has to decide on the correct side:

1.... gg8!

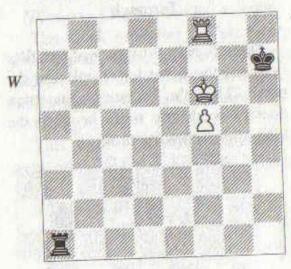
The king has to move to the short side in order to allow his rook enough space to annoy the white king with checks from the side. Not 1... 星e1?? 2 里a8+ 里e8 3 里xe8+ 當xe8 4 當g7 +─; Black also loses if his king moves to the long side: 1...當e8? 2 罩a8+當d7 3 置f8! (3 曾g6? 曾e7) 3...置f2 (3...里a1 makes no sense here because after 4 deg7 the black king is in the way) 4 會g7會e7(4... 基g2+5會f7)5f6+會d7 6 \square a8 (6 f7? would be premature, as the white king lacks a hiding place after 6... 里g2+=) 6... 里g2+7 雪f8 里f2 8 f7 and now White can demonstrate that he knows the bridge manoeuvre:

8... **国g2 9 国a1 国g3 10 国d1+ 全c6 11** 国d4! +-.

2 国a8+ 空h7 3 国f8!

3 曾e6? 曾g7 =.

3... La1! (D)



4 He8

4 會e7 罩a7+=.

4...互们! 5 互f8

5 置e7+ 曾g8 =; 5 曾e6 曾g7 =.

5... Hal =

White cannot improve his position.

With the Karstedt manoeuvre, the defender's king has to move to the short side in order to allow the rook enough space for side attacks. This defensive procedure only works if there is a distance of at least three files between the king of the side with the pawn and the defender's rook.

Further Examples

11.8

With a knight's pawn, the passive defence with the rook on the first rank is sufficient:

1 互f1 互a2 =

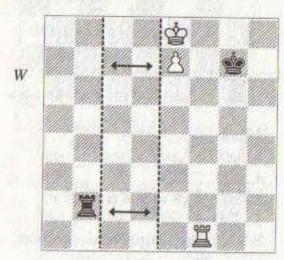
This doesn't change anything. The change of sides doesn't work, as there is no threat of ... Zal+.

11.9

Tarrasch

1906

There is only a distance of two files between the defender's rook and the pawn. Then the Karstedt manoeuvre doesn't work any more because the king approaches the rook:



1 會d7 基b7+ 2 會d6 墨b8

2... 国b6+3 含c7 里e6 4 含d7 +--.

3 空c7 星a8

3... Ie8 4 @d7 +-.

4 Hal!

This deflection is important, as now the black rook has to leave the a-file. Not 4 罩e1? 當f7 5 當d7 罩a7+=.

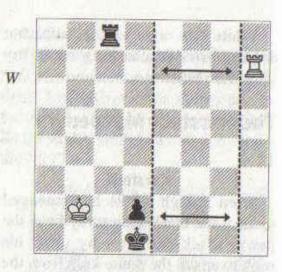
4... 国h8 5 會d7 +--

11.10

Tarrasch

1906

In this case we have the necessary three-file distance between the white rook and the pawn:



1 星h1+ 含e2 2 星h2+ 含e3 3 星h3+ 含e4 4 星h4+含f3 5 星h3+含g2 6 星d3

11.11

Lombardi - Rosen

Essen 1981

This game brings back pleasant memories.

58 全们?!

After the normal 58 &g1 g5 59 \$\bar{2}\$b6 \\ \Delta h3 60 \$\bar{2}\$b3+ I would have agreed to a draw, as White has reached the Philidor position. Even 60 \$\bar{2}\$b1 would have been sufficient for a draw here, as Black has a knight's pawn.

58...g5 59 ≌b6?

59 曾g1 曾g3 60 罩f1 =.

Not 60... \$\delta g4? 61 \$\delta g1 =. After the text-move, Black's king controls the promotion square. The Karstedt manoeuvre (rook checks from the side) is not possible, so Black will eventually win by building a bridge:

61 \Bb4

61 單b5 g4 62 罩h5+ 含g3 63 罩h8 罩a1+-+.

61... **国g2 62 国b8**

62 国b5 g4 63 国h5+ 曾g3 64 国f5 国a2 65 曾g1 国a1+ -+.

62...g4 63 国h8+ \$\dispsigs 3 64 \dispsis 5 \dispsis 65 \dispsis 67 \dispsis 64 \dispsis 67 \dispsis 65 \dispsis 67 \dispsis 64 \dispsis 67 \dispsis 67

11.12

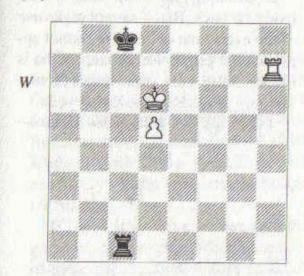
Ed. Lasker

This is another example of the Karstedt manoeuvre.

1...會c8!? (D)

Black correctly moves to the short side. However, this is not sufficient for a draw here, as the black rook does not have the h-file at its disposal and the distance from the g-file to the pawn is too short.

1...當e8?! loses more simply: 2 單h8+ 含f7 3 當d7 冨a1 4 d6 冨a7+ 5 當c6 冨a6+ 6 含c7 冨a7+ 7 含b6 冨d7 8 含c6



2 国h8+ 含b7 3 含d7 單g1

3... 三c7+ 4 含e6 三g7 5 d6 三g6+ 6 含e7 三g7+ 7 含f6 三d7 8 含e6 +-. 4 d6 罩g7+ 5 含e6 罩g6+ 6 含e7 罩g7+ 7 含f6 罩d7 8 含e6 +-

11.13

Tarrasch

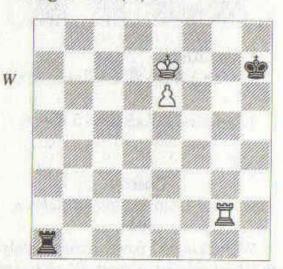
Nürnberg Tournament Book, 1906

The black rook has the necessary three-file distance, but Black's king is badly placed and White's pieces are active enough to take advantage:

1.... g7

This loss of a tempo cannot be avoided: 1... 里a7+ 2 會f6 里a8 3 里g2+

2 單g2+ 空h7 (D)



Thus Black's king is driven too far away.

- 3 会f7 罩f1+
- 3... 基a7+ 4 e7 +--.
- 4 會e8 里e1 5 e7 +-

Followed by the bridge manoeuvre.

11.14

Ed. Lasker

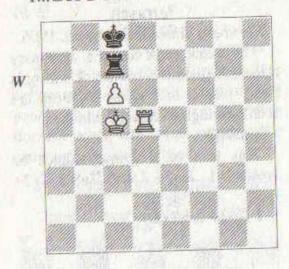
Deutsche Schachzeitung, 1911 White wins easily by activating his king but he has to avoid a trap:

1 gc5+!

1 宣h5? 宣d7+! 2 含c5 (2 cxd7 stalemate) 2... 亘d1 =.

1... 空c8 (D)

1... \$\pmese 2 \pmese b6 +-.



2 \$b6 篇h7

2... 查b8 3 單d8+ 單c8 4 罩xc8+ 查xc8 5 c7 +--.

3 重g5 重h8 4 重a5 容b8 5 c7+ +-

11.15

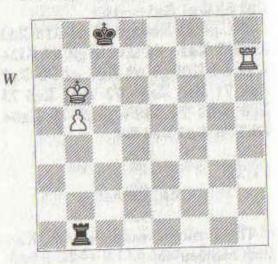
Chéron

Nouveau Traité complet d'Échecs, 1944

With a knight's pawn, unfortunately, the short side is too short: Black has to switch to the long side and therefore loses.

1... \$\delta c8 (D)

1... aa8? 2 Zh8#.



2 宣h8+ 會d7 3 置b8! 置b2 4 會a7 會c7 5 b6+ 會c6 6 置c8+ 會b5 7 b7 置a2+8 會b8 曾b6 9 置c1 區h2 10 區b1+ 會c6 11 置a1 區b2 12 會a8! 置xb7 13 置c1+ 會b6 14 區b1+ +-

11.16

Chéron

Nouveau Traité complet d'Échecs, 1944

Even though the white king is relatively far back, Black cannot make use of the extra time as his king cannot approach the promotion square. As he is on the long side, the Karstedt manoeuvre also cannot be employed:

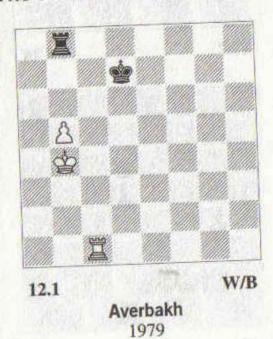
1 空c5 罩a5+ 2 空d6 罩a6+ 3 罩c6 +-

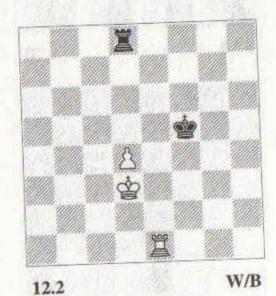
A CONTRACTOR OF THE STATE OF TH

12 Rook Endings (3)

The Frontal Attack • The Rook's Pawn • Typical Tactics

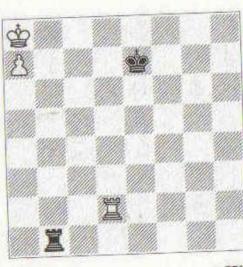
The Frontal Attack





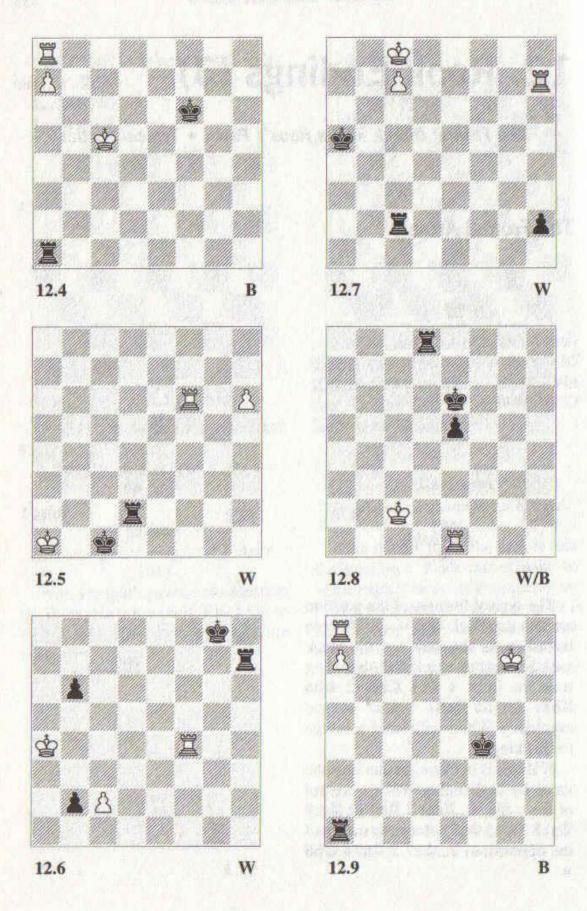
The typical features of the position are that the black king is cut off from the pawn on the side and the black rook is ready to attack the white king from the front. 1 \$\alpha\$a5 \$\boxed{\omega}a8+ 2 \$\alpha\$b6 \$\boxed{\omega}b8+ 3 \$\alpha\$a6 \$\boxed{\omega}a8+ 4 \$\alpha\$b7 +- and eventually White will build a bridge for his king.

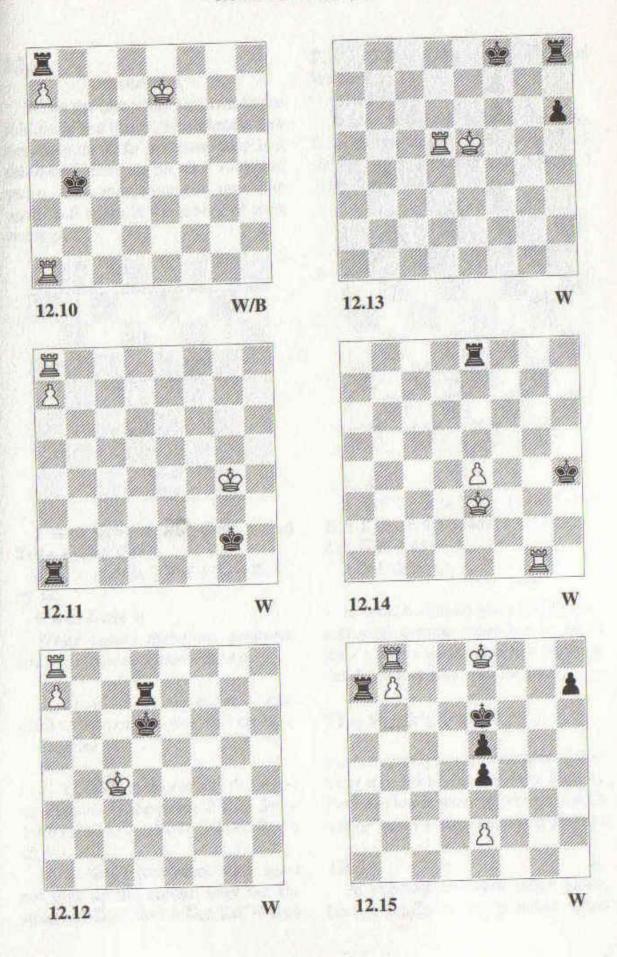
If Black is to move, he can save the game by challenging White's control of the c-file: 1...宣c8! 2 置h1 (2 置xc8 當xc8 3 當c5 當c7 = draws by means of the opposition) 2...含c7 3 置h7+ 當b8

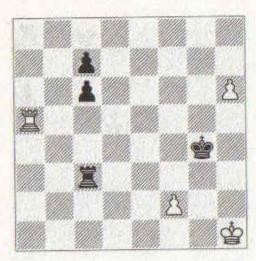


12.3 W

=







12.16

W

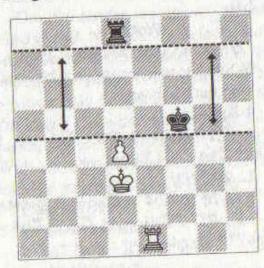


27.00



Averbakh

When the pawn has not crossed the middle of the board, the defender can normally draw. In this case there is a three-rank distance between rook and pawn – this 'magic number' shows up again and again in the theory of rook endings.



1 當c4 星c8+ 2 當b5 星d8 3 當c5 星c8+ 4 當b6 星d8!

4... 星b8+? 5 含c7 星b5 6 含c6 星b8 7 d5 +-.

5 gc5 gc8+ =

White cannot make any progress, and the position remains drawn.

If it is Black to move, the assessment of the position does not change:

1...會f6!

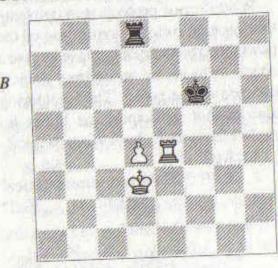
Not:

- a) 1... 基d7? unnecessarily decreases the distance to the pawn: 2 會c4 基c7+3 會b5 單d7 4 會c5 基c7+5 會d6! 基c8 6 d5 +-.
- b) 1...會f4? (the black king must not give up the control over the e6square) 2 星e6! 會f5 3 星c6 星d7 4 會c4

型d8 5 d5 里d7 6 含c5 里d8 7 星e6 and White wins.

2 罩e4 (D)

White wants to relieve the king from the protection of the d4-pawn. 2 當c4 單c8+ 3 當b5 單d8 4 當c5 罩c8+ 5 當b6 罩d8 6 當c5 罩c8+ =.



2...曾f5!

2...會f7? 3 會c4 黨c8+ 4 會b5 黨d8 5 會c5 黨c8+ 6 會b6 黨d8 7 會c7 黨d5 8 會c6 黨d8 9 d5 +-.

3 星e1 空f6 =

In order to defend successfully with a **frontal attack**, there has to be at least a **three-rank distance** between the defending rook and the pawn.

The Rook's Pawn

In rook endings too, some special features arise with a rook's pawn. Usually there are fewer winning prospects with a rook's pawn than with other pawns.

12.3

In contrast to every other pawn, here a bridge is not possible. Thus White cannot make any progress and the position is drawn:

1 單h2 曾d7 2 單h8 曾c7 =

12.4

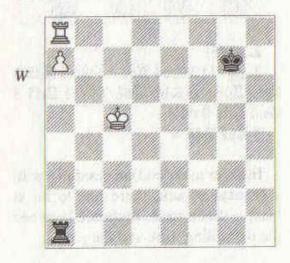
Tarrasch

Lehrbuch des Schachspiels

White's rook protects its pawn from the front. In order to avoid loss of the pawn, the rook can only move to give a check or to set up an indirect tactical defence of the pawn. The white king also cannot participate, as it has no shelter from rook checks from behind.

1... eg7! (D)

1...當f7? 2 国h8 (the indirect tactical defence) 2... 基xa7 3 国h7++-; 1... 基a2? 2 国f8++-.



2 會b6 罩b1+ 3 會c5 罩a1 =

Typical Tactics in Rook Endings

12.5

Troitsky

500 Endspielstudien, 1924

The promotion of the pawn will be forced tactically.

1 h7

Black does not have a big choice here:

1... Zh2

1... 国d8 is no better: 2 国c6+ 全d2 3 国d6+! +— is another decisive rook deflection.

2 亘f1+ 當d2 3 亘f2+! +-

12.6

Wotawa

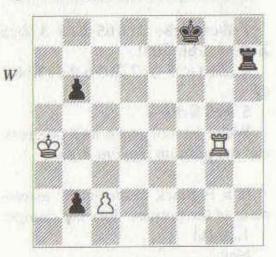
Deutsche Schachzeitung, 1953
White has to be cautious if he wants to stop the b2-pawn:

1 Eg4+!

1 罩f1? 罩a7+ 2 含b3 罩a1 -+; 1 罩b4? 罩b4! 2 c4 罩xc4! -+.

1...舍f8 (D)

1...當h8 2 罩b4 = 罩h4?? 3 罩xh4+ +-; 1...當f7 2 罩g1 =; 1...罩g7 2 罩b4 = 罩g4?? 3 罩xg4+ +-.



2 宣f4+! 空e8 3 亘e4+ 空d8 4 亘d4+ 空c8 5 亘b4!

5 基c4+? 當b8 -+.

5...耳h4

5... **国**a7+ 6 **全**b5 **国**a5+ 7 **全**c6! (7 **全**xb6? **国**a8! 8 **国**xb2 **国**b8+ —+ is yet another unpleasant skewer; 7 **全**c4?

国a4!-+)7...国c5+8曾xb6国c79曾a6! 罩xc2 10 罩b3 =. 6 c4 Eh2

6... 基xc4?? 7 基xc4+ +-.

7 罩xb6 =

12.7

Em. Lasker

Deutsches Wochenschach, 1890

The two pawns are equally far advanced and both rooks defend their pawn from the side and attack the opponent's pawn from behind. The position only differs in the placing of the kings: the white king supports its pawn, while the black king doesn't. With accurate play this detail will decide the game in White's favour:

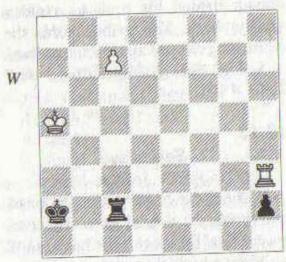
1 空b7 罩b2+

1 曾a4? 2 堂xh2! +-.

2 空a7 罩c2 3 罩h5+! 空a4

3... \$b4? 4 \$b7 +-.

4 含b7 罩b2+ 5 含a6! 罩c2 6 罩h4+! 會a3 7 會b6 單b2+ 8 會a5 罩c2 9 罩h3+ 會a2 (D)



10 **黨xh2!** The deflecting pin! 10...重xh2 11 c8豐 +-

Further Examples

12.8

If White is to move, he draws:

1 ce3

Here White can also draw by a transition to a pawn ending: 1 Zd1 Zxd1 2 曾xd1 曾d5 3 曾el! =.

1...會f5 2 重f1+ 會g4 3 星e1 星d5

3...含f4 4 罩f1+ 含g3 5 罩e1 =.

4 堂c4! 單a5

The rook has to leave the d-file and allow the white king in front of the pawn. Thus the draw is safe:

5 gd3 =

Black to move can force the pawn's advance beyond the half-way mark:

1... \$15 2 \(\frac{1}{2} \) ff1+ \(\frac{1}{2} \) g4 3 \(\frac{1}{2} \) e1 \(\frac{1}{2} \) f4 4 트f1+ 空g3 5 트e1 트d5! 6 空c3

White lacks one tempo to attack the d5-rook.

6...會f2 7 罩e4

7 含c4 單d4+ -+.

7...會f3 8 罩e1 e4 -+

12.9

Troitsky

1896

Black has to hide his king from a check by the a8-rook:

1...曾g5!

1... \$g4? allows a tricky winning idea: 2 \$f6! \$f4 3 \$e6 \$e4 4 \$d6 會d45 會c6 會c46 罩c8! 罩xa77 會b6+

2 @f7 @f5 3 @e7 @e5 4 @d7 @d5 5 gc7 gc5 6 gb7

The move 6 星c8 is no longer dangerous: 6... = xa7+ 7 \$b8+ \$b6 leads to a draw.

6... 基b1+7 含a6 基a1+8 含b7 基b1+9 含c7 基a1 =

12.10

In this position, the outcome depends on the right to move. If White is to move, he wins by approaching the pawn with his king: 1 當d6 當b5 2 當c7 當c5 3 當b7 +-.

Black to move can save the game: 1... 堂c5!

It is important to take away the sixth rank from the white king: 1... \$b5? 2 \$d6! \$b6 3 \$b1+! \$xa7 (3...\$a6 4 \$c7! \$xa7+5 \$c6+— is similar) 4 \$c7+— and the mating threat costs the rook.

2 會d7 會b6 3 會d6

3 置b1+ 含c5! (the only move to draw; 3...含a6? 4含c7 置xa7+ 5含c6+-) 4置b7 置h8 = "demonstrates very clearly why Black has to play 1...含c5!." (Ka. Müller).

3... 里xa7 4 里b1+ 會a5!

We have already seen 4... \$\dots a6? 5 \$\dots 6+-.

5 曾c5 罩c7+=

12.11

Troitsky

Deutsche Schachzeitung, 1896

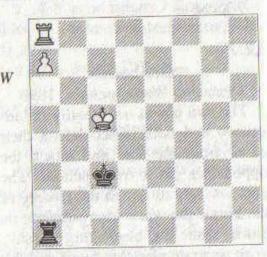
Again the black king has to stay in the sheltered zone of his white counterpart. A little tactic allows White to win:

1 會f4 會f2 2 會e4 會e2

2... 宣a4+? simplifies White's task, as the black king is no longer sheltered by the white king: 3 當d3 罩a3+4 含c2 罩a2+5 含b3 罩a1 6 罩f8+ +-.

3 當d4 當d2 4 當c5 當c3 (D)

Once again 4... Ic1+5 含b4 Ib1+6 含a3 Ia1+7 含b2 Ia6 leaves the black king unprotected in open territory: 8 Id8++-.



5 章c8! 章xa7 6 曾b6+ +-A beautiful discovered check!

12.12

Moravec

Ceskoslovensky Sach, 1931

The black pieces stand in each other's way and the black king has to remain behind his rook to avoid a deadly check. The upshot is that the white king can just approach its pawn.

1 含b5 含d5 2 含b6 置d6+ 3 含c7 置c6+ 4 含b7 +-

12.13

Selezniev

Tidskrift för Schack, 1940

Without the black pawn, the position would be a dead draw. Its presence is fatal for Black as he has trouble avoiding a back-rank mate.

1 曾f6! 曾g8

1...會e8 2 會g7 單f8 3 單e5+ +-.

2 g6 gf8 3 Hd8+ +-

Chéron

Schweizerische Schachzeitung, 1926

1 e5!

White advances the pawn beyond the middle line with the help of a tactical resource, whereupon the frontal attack isn't sufficient any more. 1 單g6 當h5 2 罩b6? throws away the win; e.g., 2...曾g5 3 當d4 罩d8+4 當c5 罩e8 5 當d5 罩d8+6 罩d6 罩e8 7 e5 當f5 8 罩f6+常g5 is a theoretical draw.

1... Exe5+ 2 &f4 +-

12.15

A.P. Kuznetsov

Schakend Nederland, 1966

Both rooks are placed extremely badly: the white one can only be activated by a check, while the black one has to keep an eye on the b7-pawn. The study demonstrates a pretty winning idea for White. However, as a reader Thomas Wyrwich pointed out, Black can save the game with a remarkable idea:

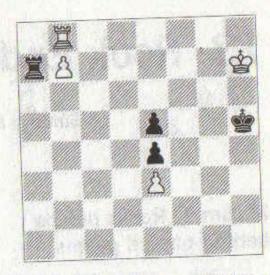
1 當f8! 當f6 2 當g8 當g6 3 할h8 할h6 4 e3!

By zugzwang, Black is forced to expose his king to a check.

4...會h5 5 會xh7 (D)

5.... h4?

5... 會g4! was suggested Wyrwich as an improvement: 6 會g6 (6 置g8+ 會f3 7 置g7 置xb7 8 置xb7 會xe3 =; 6 會h6 會h4 =) 6... 置a6+! 7 會f7 置b6 8 置g8+ 會f5!? (or the straightforward



8... 全f3 9 b8豐 罩xb8 =) 9 b8豐 罩b7+! =.

6 當h6 當h3 7 含h5 含h2 8 含h4 알h1 9 含h3 +-

Black's king finally has to expose himself to a check.

12.16

Wotawa

Deutsche Schachzeitung, 1952

The solution involves various deflections:

1 Ha4+

1 国h5? 曾xh5 2 h7 国h3+ 3 曾g2 曾g6! (3... 會g4? allows a deflection by 4 f3+!) 4 曾xh3 曾xh7 =.

1...曾g5

1...會h5? 2 h7 +--; 1...會f5? 2 国h4

2 宣h4!

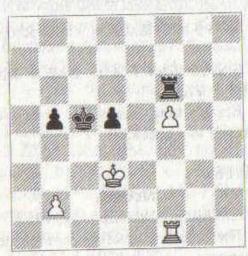
Now this idea works because after capturing the rook the black king is on the fourth rank rather than the fifth.

2...會xh4 3 h7 置h3+ 4 會g2 會g4 5 f3+ +-

13 Rook Endings (4)

Strategy in Rook Endings

Maxim 1: Rooks belong behind passed pawns



13.1

W

Lasker - Rubinstein St Petersburg 1914

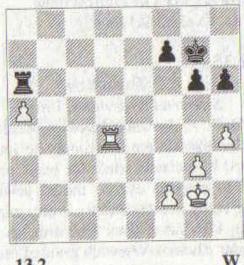
White's pieces occupy an ideal formation: the rook supports the passed pawn from behind while the black rook remains passive.

1 If4! b4

Black will soon be in zugzwang and must allow the white king to occupy d4.1... 宣f8 2 f6 宣f7 3 b4+ 當d6 4 當d4 會6 5 宮c5 国xf6 6 国xf6+ 宮xf6 7 會xd5 +-; 1...會d6 2 會d4 +--.

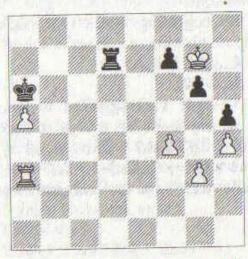
2 b3 Ef7 3 f6 \$d6 4 \$d4 \$e6 5 国f2! 含d6 6 国a2! 国c7 7 国a6+ 含d7 8 国b6! 1-0

8 曾xd5 罩c3 9 罩a8! 罩f3 10 f7 +- is also possible.



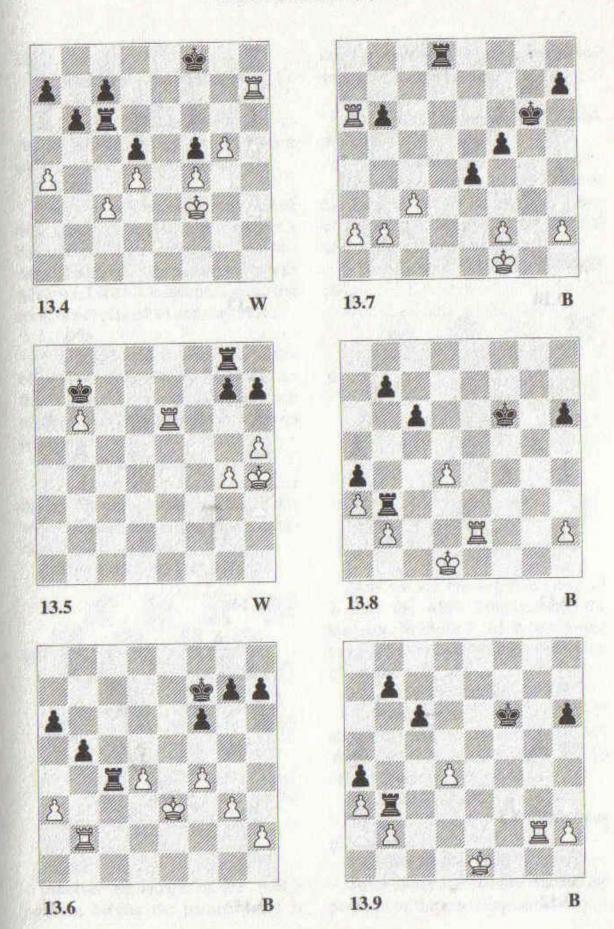
13.2

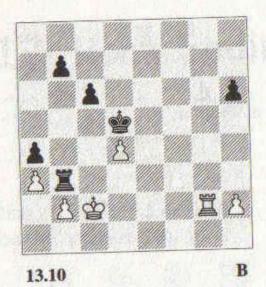
Assess the options 1 \(\bar{2}a4 \) and 1 \(\bar{2}d5. \)

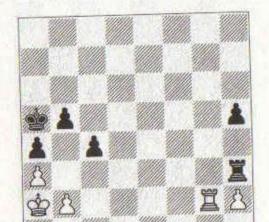


13.3

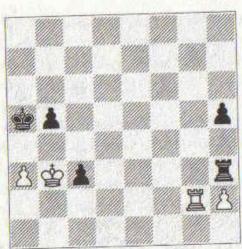
W



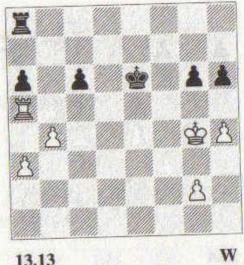




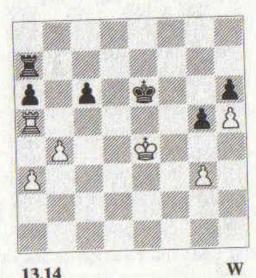




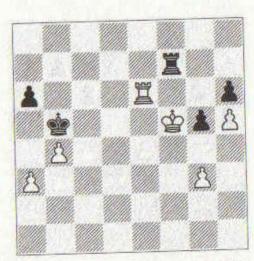
B 13.12



13.13



13.14



13.15

Alekhine - Capablanca

Buenos Aires Wch (34) 1927

A famous example. White has to decide whether to protect the pawn from the side or from behind:

1 Ha4!

Here the rook is much better placed than on d5. It supports the a-pawn's advance and ties down black rook, because if it moves, the passed pawn will advance. 1 Ed5?! is less precise, as the rook is not placed so actively here.

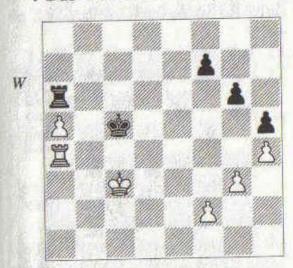
1....\$f6

The king should take over the rook's blockading function. If Black leaves the king on the kingside then the march of the white king to the passed pawn will decide.

2 會f3 會e5 3 會e3 h5?

This makes White's task easier, as the g5-square is weakened. Later this will facilitate the white king's invasion, 3... d5 is better.

4 當d3 當d5 5 當c3 當c5 (D)



6 里a2!

Another advantage of the rook's position behind the passed pawn is

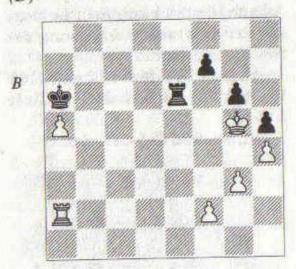
that the rook usually has an unlimited supply of tempo moves.

Or: 6...堂a8 7 a6 +-; 6.... 含d5 7 含b4 含c6 8 星c2+ +--.

7 曾d4! 星d6+!

This check enables Black to move his king to a6. Of course, the pawn ending after 7... \(\bar{2}xa5 \) \(\bar{2}xa5 + \bar{2}xa5 \) \(\bar{2}xa5 + \bar{2}xa5 \)

8 堂e5 트e6+ 9 當f4 堂a6 10 堂g5! (D)



Now we see the negative effect of 3...h5?: the white king invades the kingside. Without 3...h5 White would have had to prepare this invasion with g4 followed by h5.

10... 基e5+ 11 容h6 基f5 12 f4?

Alekhine pointed out that 12 堂g7! is more accurate: after 12... 基f3 13 堂g8! 基f6 14 堂f8 基f3 15 堂g7 基f5 16 f4! — Black is in zugzwang.

12... Ic5! 13 Ia3!

13 ★g7? ≦c3 gives Black active play again.

13...里c7 14 會g7 里d7

After this move we have reached the position of the next diagram (13.3).

Alekhine - Capablanca

Buenos Aires Wch (34) 1927

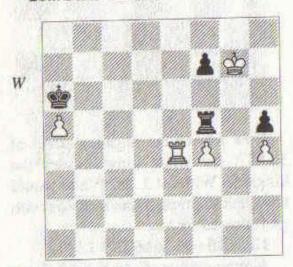
15 f5!

We have already become familiar with the method of 'blowing up' in the section on pawn endings. Another option is 15 會f6 置c7 16 置f3 含xa5 17 f5 +-, which also uses the blowing-up move f5.

This variation makes it clear that the a5-pawn has done its duty. It has deflected the black king from the kingside so that he cannot carry out any defensive tasks there.

15...gxf5 16 當f6 f4! 17 gxf4 罩d5 18 當g7 罩f5 19 罩a4 當b5 20 罩e4! 當a6 (D)

20... 曾xa5 21 富e5++-.



21 當h6

21 宮g8 罩f6 22 宮f8 罩f5 23 宮g7

21... 基xa5

21...會b7 22 單e5 罩xf4 23 會xh5 f6 24 罩e1 會a6 25 罩h1 +-.

22 罩e5 罩a1 23 含xh5 罩g1 24 罩g5 罩h1 25 罩f5 含b6 26 罩xf7 含c6 27 罩e7! 1-0

The easiest way to win. White cuts off the black king and Black cannot defend himself any longer.

Maxim 2: Play as actively as possible!

13.4

Capablanca - Tartakower

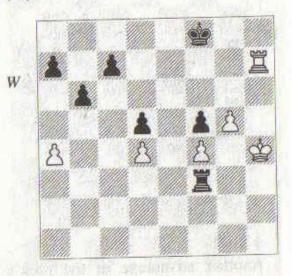
New York 1924

The c3-pawn cannot be defended. However, White has a very active rook that controls the seventh rank, and a protected passed pawn. As is almost always the case in rook endings, the most active continuation is also the best:

1 @g3!

1... 基xc3+ 2 含h4 基f3 (D)

2... **2**c1 3 **2**h5 c5 (3... **2**h1+ 4 **2**g6 +-) 4 **2**d7 cxd4 (4...c4 5 **2**g6 +-) 5 **2**xd5 **2**d1 6 **2**g6 d3 7 **2**f6 **2**e8 8 g6 +-



3 g6! was equal builded in the con-

Opening the path for the king to reach f6, whereupon mating threats arise.

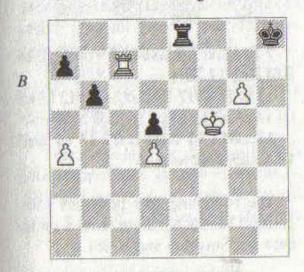
3... 黨xf4+ 4 曾g5 黨e4

4... 基xd4 5 當f6 當e8 (5... 當g8 6 量d7 intending 量d8#) 6 基xc7! 基xa4 7 g7 量g4 8 基xa7 +-.

5 \$f6! +- \$g8 6 \$g7+ \$h8 7

置xc7 置e8 8 含xf5! (D)

8 全f7?! 單d8 intending ...f4.



8...里e49當f6里f4+10當e5里g411 g7+! 當g8

11... 基xg7 12 基xg7 含xg7 13 含xd5

12 基xa7 基g1 13 含xd5 基c1 14 含d6 基c2 15 d5 基c1 16 基c7 基a1 17 含c6 基xa4 18 d6 +— 1-0

13.5

Botvinnik - Boleslavsky

'Absolute' USSR Ch (Leningrad/Moscow) 1941

As in 13.3, White has an extra queenside pawn that is blocked by the enemy king. The decision will come on the kingside and therefore the king needs an invasion route there.

1 h6! gxh6

1...g5+ 2 \$\psi h5 +-.

2 基xh6 重g7 3 wh5 wa6 4 基c6 基e7

4...會b7 5 當c7+! +-.

5 Ic7 Ie5+ 6 g5 @xb6 7 Ixh7 +-

Maxim 3: Prevent counterplay

13.6

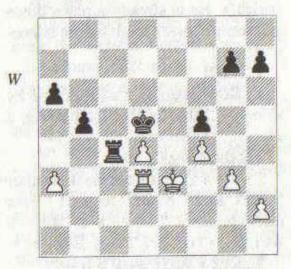
Marshall - Chigorin

Barmen 1905

Preventing active counterplay is even more important than playing actively oneself. Here Black is better due to the weakness of the d4-pawn and the active position of his rook. However, Black must not act precipitately.

39... 国c3+? is inferior due to 40 當e4 国xa3 41 當d5! 當e7 42 国c2 當d7 43 国c6 b4 44 国b6 a5 45 国b7+ with strong counterplay.

40 国b3 曾d5 41 国d3 f5 (D)



This puts White in zugzwang. 42 h3 h5 43 \text{\pm}e2

White had to part with a pawn in any case: 43 h4 g6 44 單d1 罩c3+ 45 罩d3 罩xd3+ 46 堂xd3 a5 47 堂c3 b4+

48 axb4 axb4+ 49 當xb4 當xd4 results in a hopeless pawn ending.

43... Exd4 44 Ec3 Ee4+ 45 dd2

Black continues with his active play. He doesn't rely solely on his extra queenside pawn, but also breaks up

the white kingside.

46 黨c7 hxg3 47 黨xg7 黨xf4 48 黨xg3 會e5 49 會e2 黨c4 50 黨g6 黨a4 51 黨g3 f4 52 黨b3 黨c4 53 會d1 會e4 54 h4 f3 55 會e1 會f4 56 h5 黨c1+ 57 會f2 黨c2+ 58 會e1 會g3 59 h6 黨e2+ 60 會d1 黨h2 61 a4 b4 62 h7 黨xh7 63 黨xb4 黨h1+ 64 會d2 f2 65 黨b8 f1營 0-1

Further Examples

13.7

Tarrasch - Rubinstein

San Sebastian 1911

Black's situation does not seem very enviable. He is already a pawn down and further losses loom on the queenside.

1... 罩d2!

1... 置d6? loses to 2 a4 followed by a5 +--; 1... 置b8? is also too passive: 2 a4.

2 基xb6+ 會g5 3 會e1

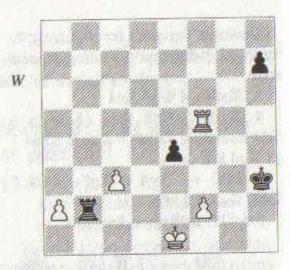
3 a4 f4 4 a5 f3 forces the draw after 5 堂e1 罩e2+ 6 堂f1 (6 堂d1? even loses: 6... 墨xf2 7 a6 e3 8 a7 罩d2+ 9 堂c1 f2 -+) 6... 罩c2 7 堂e1 罩e2+ =.

3... 宣c2 4 宣b5! 曾g4! 5 h3+!

5 a4? f4 6 a5 當f3 7 a6 罩c1+ 8 當d2 罩a1 9 罩b6 含xf2 -+.

5... wxh3 6 Exf5 Exb2 (D)

Now the white pawns are split up and are no longer dangerous.

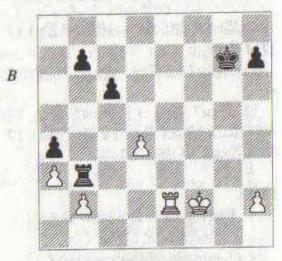


7 直f4 基xa2 8 基xe4 h5 9 c4 含g2 10 置f4 基c2 11 基h4

11 含d1 罩xf2 12 罩xf2+ 含xf2 13 c5 h4 14 c6 h3 15 c7 h2 16 c8營 h1營+=.

11...會f3 12 曾d1 黨xf2 13 c5 等e3 14 黨xh5 曾d4 = ½-½

The following five positions (diagrams 13.8-13.12) stem from a game between Smyslov and Keres.



Smyslov - Keres 'Absolute' USSR Ch

(Leningrad/Moscow) 1941

Keres commented about this position: "In this rook ending Black has several advantages. Firstly, White has three weak pawns on b2, d4 and h2, whereas the black pawns are all well-protected. Secondly, the black rook is almost ideally placed. It attacks b2, protects b7 and cuts off the opposing king along the third rank. And thirdly, Black has an active king that will sooner or later threaten a crucial invasion via d5. As White has no active counterplay in the given situation, the mentioned advantages amount to a decisive plus for Black." (Keres, Ausgewählte Partien 1931-1958)

36...\sigmaf6

36...\(\beta\)d3? 37 \(\beta\)e7+ would activate the white rook.

37 gel h6! 38 国g2

This move leads to diagram 13.9. It allows the black king to cross the effile but it is not easy to find a better option; e.g., 38 &d1 leads to diagram 13.8.

13.8

Here 38... **a**d3+ wins the d4-pawn because White cannot go for the pawn ending after 39 **a**d2 **a**xd2+ 40 **x**d2: 40... **a**e6 41 **a**c3 **a**d5 42 **a**d3 h5 43 h4 b5 44 **a**e3 **a**c4 45 **a**e4 **a**b3 46 **a**e5 **a**xb2 47 **a**d6 b4 48 **a**xc6 bxa3 49 d5 a2 50 d6 a1 -+.

13.9

Smyslov - Keres

'Absolute' USSR Ch (Leningrad/Moscow) 1941

The next step is to activate the black king.

38...\$e6 39 \$d1

39 置g6+ 含d5 40 置xh6 罩xb2 -+.

39... ad5 40 ac2

13.10

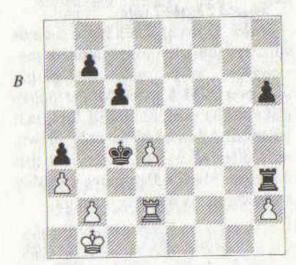
Smyslov - Keres

'Absolute' USSR Ch (Leningrad/Moscow) 1941

40...国h3!

Again it is more important to restrict the opponent's activity than to win material prematurely: 40... \(\delta \times \text{xd4?}\)
41 \(\begin{align*}
\begin{align*}
\delta \times \delta \delta \times \delta \d

41 單d2 會c4 42 會b1 (D)



42...h5

Keres writes that here he was planning the typical manoeuvre ... 基f3, ... h4-h3 and ... 基f1-g1-g2. 42... 基h4—+ also results in a winning position.

43 空a2 重h4 44 重f2 空xd4 45 重f7 b5 46 重f2 重h3 47 重d2+ 重d3

An immediate 47...\$\delta c5\$ followed by ...\$\delta b6\$ and ...c5 would have saved several moves compared to game continuation. However, it is not bad to repeat moves from time to time in a situation where the opponent has no counterplay. This can wear him down and confuse him as to your exact intentions.

48 單f2 會c4 49 單c2+ 會d5 50 單g2 單h3 51 單d2+ 會c5 52 罩c2+ 會b6 Black plays for the ...\$b6 manoeuvre after all.

53 If 2 c5 54 If 6+ \$a5 55 If 2 c4? 55...b4 is correct. 56 Ig 2

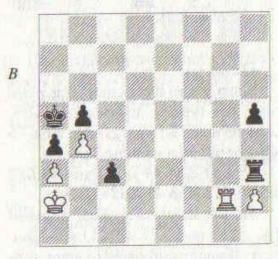
13.11

Smyslov - Keres

'Absolute' USSR Ch (Leningrad/Moscow) 1941

56...c3 57 b4+? (D)

After 57 bxc3! Exc3 Black intends to carry out the long-planned manoeuvre ...h4-h3 and ...Ec1-g1-g2. However, GM Karsten Müller points out that the position w&b1, Ec3, \(\Delta a 3 \); b\(\Delta b 6, \Delta h 2, \Delta a 4, b 5, h 3 \) is only drawn, no matter who is to move, and that therefore Black's 55th move probably squandered his winning chances.



57...axb3+ 58 \$xb3

13.12

Smyslov - Keres

'Absolute' USSR Ch (Leningrad/Moscow) 1941 58...c2+! 59 曾xc2 基xa3 60 曾b2 置f3 61 星e2 h4 62 星d2 h3?! An inaccuracy. It is better for Black first to improve the king's position with 62... \$\begin{align*}
\begin{align*}
\begin{al

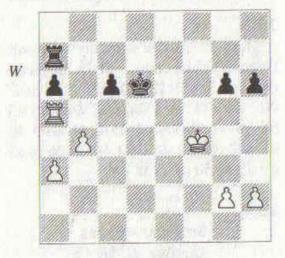
63 草e2?

63 Ed4! Ef2+ 64 &b3 Exh2 65 Eh4 is more stubborn, since White has finally activated his pieces. Black will have to get his king to the h-pawn in order to win.

63... 曾a4 64 曾b1 單f1+ 65 曾c2 b4 66 曾d3 單d1+ 67 曾c2 罩g1 0-1

The finish could be 68 罩e3 罩g2+69 含b1 罩xh2 70 罩f3 b3 71 罩f8 罩g2 followed by ...h2 -+.

Diagrams 13.13-13.15 are from the game Flohr-Vidmar, Nottingham 1936, and are as advantageous for White as the last example was for Black:



Flohr - Vidmar

Nottingham 1936

Here White also has several advantages: his rook and king are more active and the black pawns can be attacked.

1 h4! 會e6 2 會g4 星a8

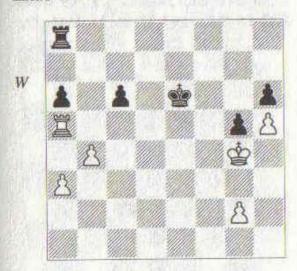
Flohr - Vidmar Nottingham 1936

3 h5!

A familiar plan: White creates in- 10 \$\delta e5 +-. vading options on the kingside.

3...g5 (D)

3...gxh5+4 當xh5 黨g8 5 g4! 當d6 6 黨xa6 +--.



4 g3 里a7 5 當f3 里a8 6 當e4 里a7 Black has to wait and hope for the best.

13.14

Flohr - Vidmar Nottingham 1936

7 Ee5+!

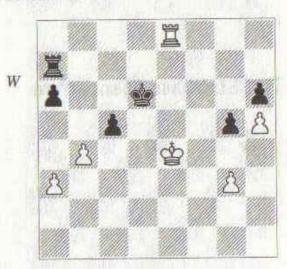
Forcing the black king to abandon either the queenside or the kingside.

7....曾d6

7...當f6 8 區c5! 區c7 9 區a5! 區a7 (with interesting tempo-play, White has paved the way for his king to penetrate the black queenside) 10 當d4 當e6 11 當c5 區d7 12 區xa6 區d3 13 區xc6+當f7 14 a4 區xg3 15 區xh6 +-.

8 Ee8 c5!? (D)

This desperate attempt at counterplay meets with a well-calculated answer. 8... 基e7+? loses to 9 基xe7 曾xe7 10 曾e5 +--.



9 單d8+! 會c6

After 9... 含c7 10 單h8! cxb4 11 罩h7+含b8 12 罩xa7 含xa7 13 axb4 含b6 14含f5 含b5 15 含g6 含xb4 16 含xh6 a5 17 含xg5 Black loses the race of the pawns by one move: 17...a4 18 h6 a3 19 h7 a2 20 h8學 +-.

10 草c8+ 空b6 11 草xc5 +-

White has won a pawn while maintaining his other advantages.

11...国h7 12 国e5 全c6 13 国e6+ 全b5 14 全f5 国f7+

13.15

Flohr - Vidmar Nottingham 1936

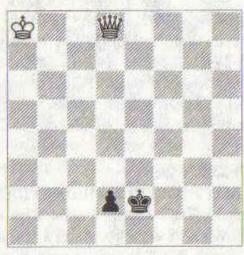
15 If6 1-0

Once again a slip by White would allow Black some counterplay: 15 堂g6? 罩f3 16 堂xh6 罩xg3 17 罩e5+ 堂c4 18 罩xg5 罩xa3.

14 Queen Endings (1)

Endings with Queen vs Pawn(s)

The Staircase Manoeuvre



14.1 W

Usually a queen wins against a pawn even in the most unfavourable case: the pawn is on the seventh rank, supported by its king and with the attacker's king offside:

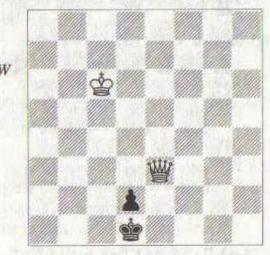
1 響e7+ 雪f2 2 響d6 空e2 3 響e5+ 雪f2 4 響d4+ 空e2 5 響e4+ 雪f2 6 響d3 雪e1 7 響e3+

The staircase manoeuvre of the white queen forces the black king to block its own pawn. This gives the white king the chance to approach.

7... \$\psid1 8 \$\phi\$b7 \$\phi\$c2 9 \$\bar{\text{@}}e2 \$\phi\$c1 10 \$\bar{\text{@}}c4+\$\phi\$b2 11 \$\bar{\text{@}}d3 \$\phi\$c1 12 \$\bar{\text{@}}c3+\$\phi\$d1

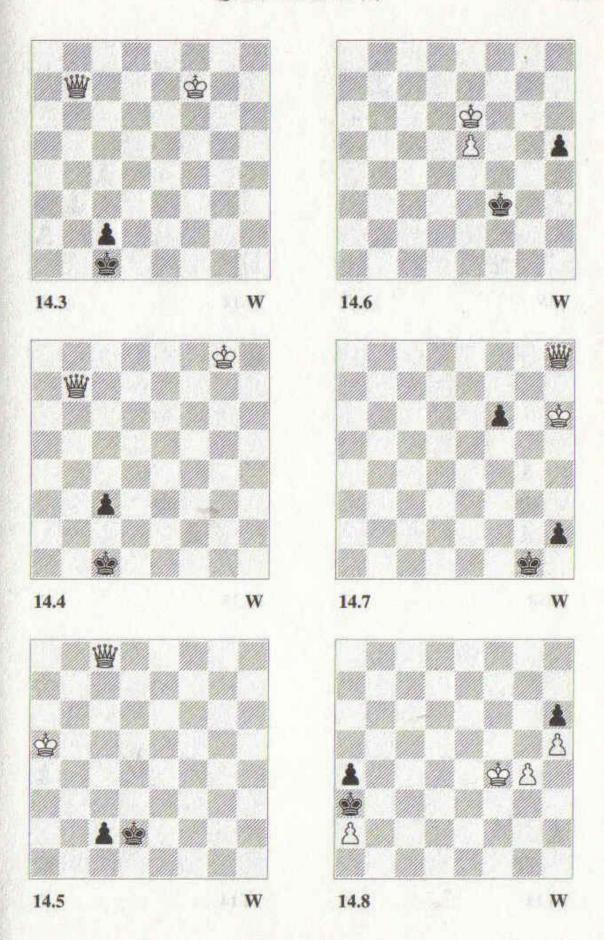
The same idea is repeated until the white king is near enough to win.

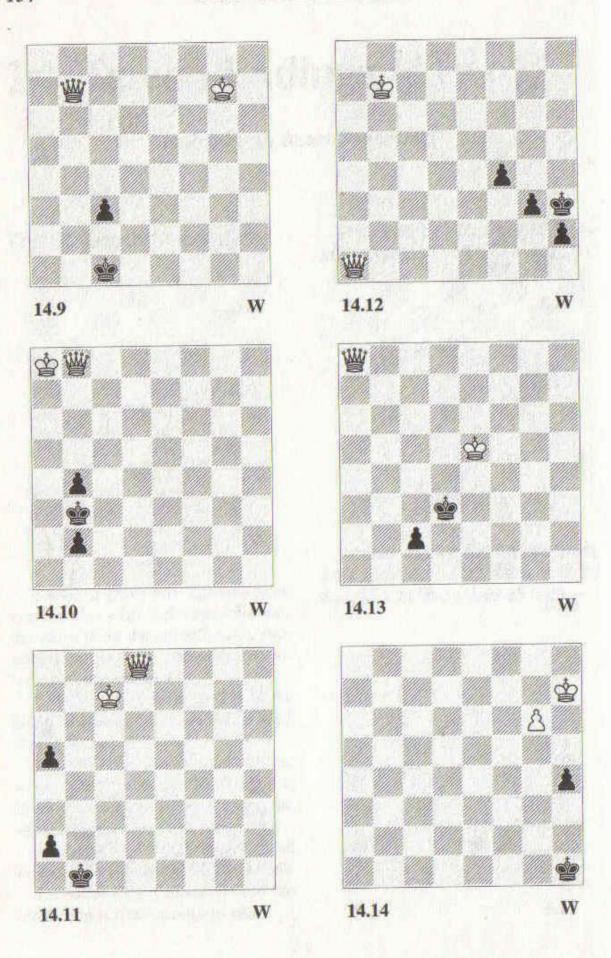
13 含c6 含e2 14 營c2 含e1 15 營e4+ 含f2 16 營d3 含e1 17 營e3+ 含d1 (D)

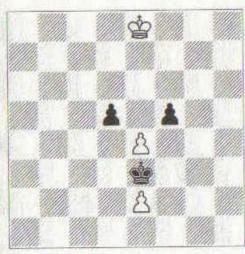


18 含d5 含c2 19 營e2 含c1 20 營c4+ 含b2 21 營d3 含c1 22 營c3+ 含d1 23 含e4 含e2 24 營e3+ 含d1 25 含d3 +-

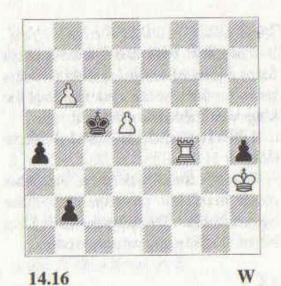












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The side with the queen cannot force a gain of tempo against a rook's pawn on the seventh rank and thus the king is not able to approach:

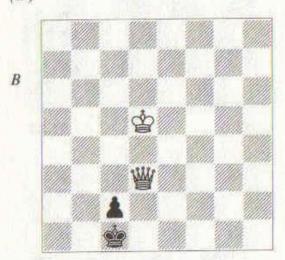
1 当b4+ 含c2 2 当a3 含b1 3 当b3+含a1 =

It is true that Black has to block his pawn here, but nevertheless White cannot make any progress as a king move would produce stalemate.

14.3

A bishop's pawn also reduces the winning chances. In the present position the white king does not get near enough:

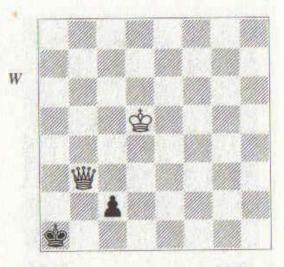
1 會e6 會d2 2 豐b2 會d1 3 豐d4+ 會e2 4 豐c3 會d1 5 豐d3+ 會c1 6 會d5 (D)



Up to now everything has worked as before but now Black shows that the bishop's pawn also offers an additional stalemate resource:

6...全b27 曾d2 全b18 曾b4+ 全a29 曾c3 全b1 10 曾b3+ 全a1! (D)

Black is not forced to block his own pawn. Therefore the white king cannot

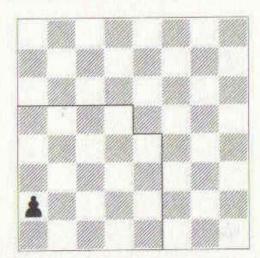


approach any closer, and capturing the pawn gives stalemate:

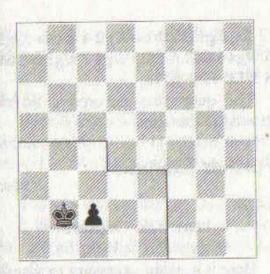
11 豐xc2 stalemate

Winning Zones with Rook's and Bishop's Pawns

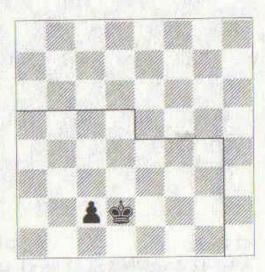
For most needs it is enough to know the staircase manoeuvre and the problems involved in winning against the rook's and bishop's pawns. Endgame specialists have gone further and calculated the following winning zones. White (to play) wins if his king is situated in the marked areas:



Winning Zone with a Rook's Pawn



Winning Zone with a Bishop's Pawn (defending king on short side)



Winning Zone with a Bishop's Pawn (defending king on long side)

If the pawn is still on the sixth rank, then normally the game cannot be saved:

1 **智h1+!**

Not, of course, 1 含f7? c2, when Black draws according to the above pattern: 2 含e6 含d2 3 響b2 含d1 4 曾d4+ 當e2 5 營c3 當d1 6 營d3+ 當c1 7
當d5 當b2 8 營d4+ 當b1 9 營b4+ 當a2
 10 營c3 當b1 11 營b3+ 當a1! =.

After 1... 當d2 a staircase manoeuvre by the queen once again leads to a win: 2 響g2+ 當d1 3 響f3+ 當d2 4 響f2+ 當d1 5 響d4+ 當c2 6 當f7 當b3 7 當e6 c2 8 響a1!.

2 響h8! 會b3 3 會f7 c2 4 響a1! +-In this case the queen used the full scope of the chessboard.

14.5

If the attacker's king is near enough, even a rook's or bishop's pawn cannot save the game. In the diagram position the black king is situated on the wrong side of the pawn. As the route to the stalemate square all is via cl, it has to grant the white king yet another tempo to approach:

1 營d7+ 含e2 2 營c6 含d2 3 營d5+ 含e2 4 營c4+ 含d2 5 營d4+ 含e2 6 營c3 含d1 7 營d3+

White again starts with a staircase manoeuvre by the white queen.

7... 會c1 8 會b4 會b2 9 響c3+ 會b1 10 會b3!

Even a new queen doesn't help against the threatened mate:

10...c1營 11 營d3+ 含a1 12 營a6+ 含b1 13 營a2#

14.6

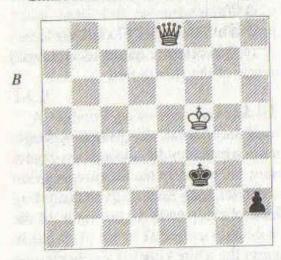
Kashdan – Flohr Hamburg OL 1930

At the end of a pawn race, it quite often happens that the emerging queen ending has to be evaluated:

1 \(\extreme{6} \)f5!

White realizes that in the coming queen ending he will need to control the e4-square. Given the choice between d5 and f5, it is better to have the king nearer the corner to be inside the winning zone if Black does not promote.

1...h4 2 e6 h3 3 e7 h2 4 e8豐 (D)



4... \$\perp g2!

4...h1瞥? 5 營e4+ +- reveals why e4 had to be covered.

5 gg4!

Now White makes use of the proximity of his king to the corner.

1-0

Black resigned because he did not wish to be shown the rest: 5...h1豐 6 豐e2+ 曾g1 7 曾g3 +-.

14.7

'Less is sometimes more!' - this proverb applies to the black position here. The f6-pawn gives White an easy win - without the pawn Black would have had an equally easy draw!

1 豐g7+ 會f2 2 豐b7!

It is quite wrong to take the f-pawn.
2 豐xf6+? is only a draw.

2...含g1 3 營b1+ 含g2 4 營e4+ 含g1 5 營g4+含f2 6 營h3 含g1 7 營g3+含h1 8 營f2! f5 9 營f1#

The queen has covered a lot of ground in this line.

Further Examples

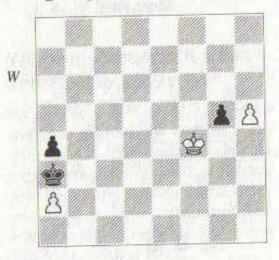
14.8

Ivanchuk - Hellers

Baguio City jr Wch 1987

Here it is again necessary to assess the race of passed pawns correctly:

41 g5 hxg5+ (D)



42 ge3!

After 42 含xg5? 含xa2 43 h6 a3 44 h7 含b1 45 h8營 a2 = the white king is too far away to support any mating threats.

The text-move leaves Black with the harmful g5-pawn, which destroys any hope for a stalemate in the forthcoming queen vs pawn ending.

1-0

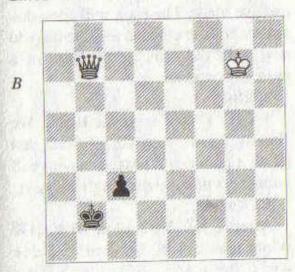
Black resigned as the finish might be 42... \$\delta\$xa2 43 h6 a3 44 h7 \$\delta\$b1 45 h8 \$\delta\$ a2 46 \$\delta\$h7+ \$\delta\$b2 47 \$\delta\$b7+ \$\delta\$c2 48 \$\delta\$e4+ \$\delta\$b2 49 \$\delta\$b4+ \$\delta\$c2 50 \$\delta\$a3 會b1 51 營b3+ 含a1 52 營c2 g4 53 營c1#.

14.9

Here White's pieces are placed very unfavourably so he is unable to prevent the pawn's advance to the seventh rank:

1 豐h1+ 含b2 2 豐b7+(D)

2 Wh8 would be the normal move but the king on g7 renders it useless: 2...c2 =.



2...\$c1! =

14.10

Bekey

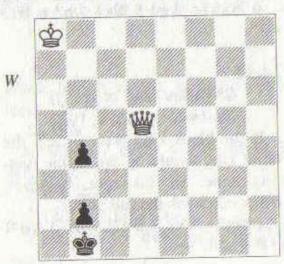
Reformschach, 1906

The b4-pawn hinders the standard winning procedure, for which the queen needs the squares c3 and a3. However, it turns out that a precise staircase manoeuvre by the queen leads to the win of the b4-pawn without allowing the b2-pawn to promote.

1 世g3+ 會a2

1... 當c2 2 響g6+ 當c1 3 響c6+ 當d2 4 響d5+ 當c2 5 響c4+ 當d1 6 響xb4 2 響f2 容a1 3 響d4 含a2 4 響d5+ 含b1 (D)

4... \$\sigma a 3 5 | \$\sigma d 1 | \$\sigma a 2 6 | \$\sigma a 4 + \$\sigma b 1 7 | \$\sigma xb 4 + -; 4... \$\sigma a 1 5 | \$\sigma a 5 + \$\sigma b 1 6 | \$\sigma b 4 + -; 4... \$\sigma 5 | \$\sigma a 5 + \$\sigma b 1 6 | \$\sigma b 4 \sigma c 1 7 | \$\sigma c 3 + \$\sigma b 1 8 | \$\sigma xb 3 .



5 圖b3! 會c1 6 圖c4+ 會d1 7 圖xb4

14.11

Gorgiev 1959

Interestingly, the a5-pawn does not help White to win. Without access to the b4-square, the queen cannot force the black king to al:

1 当d1+ 含b2 2 当d4+ 含b1 3 当b6+ 含c2 4 当c5+ 含b2 5 当b5+ 含c2 6 当a4+含b2=

14.12

Averbakh

Lehrbuch der Schachendspiele, 1979

Here we see a demonstration of the winning procedure with a queen against three connected passed pawns:

1 曾f1+ 會g4

1...g2 2 響f3+ 當h4 3 警xg2 +-.

2 豐e2+! 曾h4

2...f3 3 營e4+ 含h3 4 營xf3 含h4 5 營g2 +--.

3 學f3! h1譽

After 3... \$\delta\$h3 the white king simply approaches: 4 \$\delta\$c6 +--.

4 豐xh1+ 會g4 5 豐e4 會h3 6 豐f3

14.13

Grigoriev (end of study) Shakhmaty v. SSSR, 1932

If the black king were on d2, the white king would be out of the winning zone. In this case, however, White can book the full point:

1 營d5+ 會e2 2 營a2! 會d1 3 會d4! c1營 4 會d3 +-

14.14

Bodding

Sissa, 1852

The white king seems to be too far away for a win in the resulting queen vs rook's pawn position. However, the very bad position of the black king allows White to win.

1 g7 h3 2 g8豐 h2 3 堂g6!

Neutralizing the stalemate position.

3...\$\pmeq 2 4 \pmeq f5+

3... 全g2 4 省15+

Now we have reached a position from the game Kashdan-Flohr:

4...含f1 5 響h8 含g1 6 響a1+含g2 7 響a2+含g1 8 含g4 h1營 9 含g3 +-

14.15

Hultberg

Tidskrift för Schack, 1940 Which pawn should White capture? 1 exf5! Of course, White does not leave his opponent a bishop's pawn.

1...d4 2 f6 @xe2 3 f7 d3 4 f8 d2

+-

After so many examples, we do not need to give the concluding staircase manoeuvre by the queen.

14.16

Kalandadze

Leninska Smena, 1968

This study contains some very attractive ideas. The rook will soon disappear from the board and we have to deal with the familiar problem of a passed-pawn race.

1 基b4!

1 国f1? 當xb6! wins for Black. We already know from Chapter 10 that Black's connected passed pawns will promote without their king's support.

1... \ xb4

After 1...a3 2 b7 a2 3 b8豐 a1豐 White mates: 4 豐b6+ 空xd5 5 簋d4+ 空e5 6 豐d6+ 空f5 7 亘f4+ 空g5 8 豐f6+ 空h5 9 簋f5#.

2 b7 曾a3 3 b8罩!

Beware of the trap 3 b8響? b1響! 4 響xb1 stalemate.

3... ga2 4 d6 b1 9 5 至xb1 gxb1

The second rook also has to leave the board. Black loses the new passed pawn race due to the harmful h4pawn.

6 d7 a3 7 d8曾 a2 8 曾d1+ 會b2 9 曾d2+ 會b1 10 曾b4+ 會c2 11 曾a3 會b1 12 曾b3+ 會a1 13 會g4!

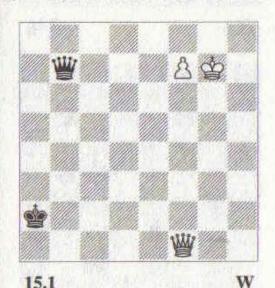
13 \$\dispxh4?? is stalemate; 13 \$\dispxh2? h3+ 14 \$\dispress f2 h2 =.

13...h3 14 @c2 h2 15 @c1#

15 Queen Endings (2)

Queen and Pawn vs Queen . Strategy and Tactics in Queen Endings

Queen and Pawn vs Queen



Averbakh Lehrbuch der Schachendspiele, 1979

Black tries to prevent the promotion of the pawn by means of checks and pins. A typical procedure leads to the win:

1 gh6

After 1 曾g8?! 響b3 2 會h8 響c3+ White has not made any progress.

1... 響c6+ 2 會g5 響d5+ 3 會g4 響e4+ 4 曾g3 響g6+ 5 會h2 響h6+ 6 會g1!

This is the key idea. White arranges his pieces so that any further check can be met a check exchanging queens (this is known as a cross-check). Thus

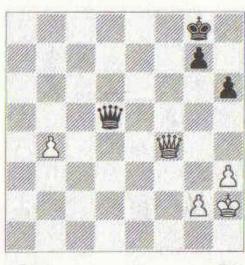
Black has to switch to passive defence.

6...曾f8

7 豐f6 會a3

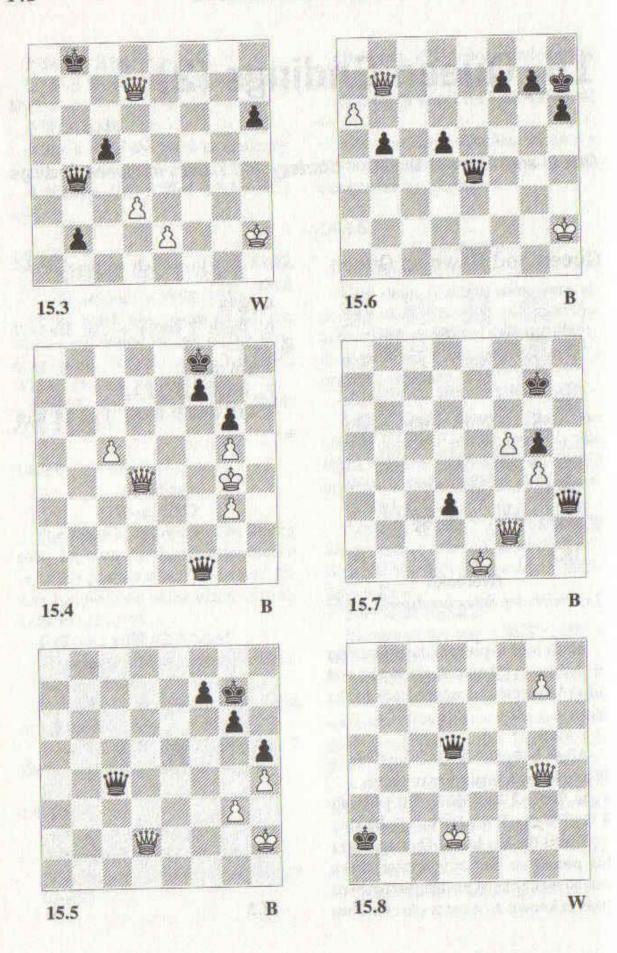
7... 響c5+8 響f2++-.

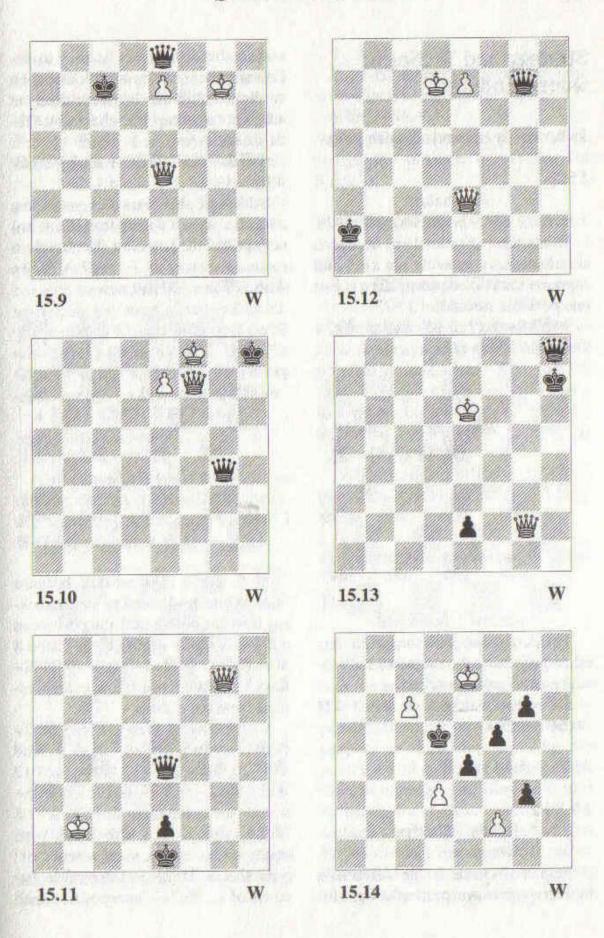
8 當f1 當a2 9 響e6+ 當b2 10 響e8



15.2

W





Strategy and Tactics in Queen Endings

1: An easily converted extra pawn

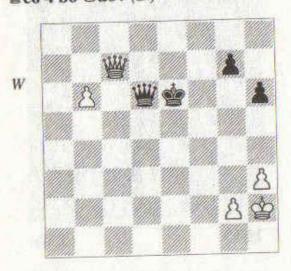
15.2

Averbakh

Lehrbuch der Schachendspiele, 1979

White wins effortlessly as his queen simultaneously protects his king and supports the passed pawn. Here is just one possible variation:

1 豐b8+ 含f7 2 b5 含e7 3 豐c7+ 含e6 4 b6 豐d6+ (D)



The pawn cannot be stopped in any other way. Now the theme of the outside passed pawn is decisive:

5 響xd6+ 當xd6 6 當g3 當c6 7 當f4 當xb6 8 當f5 +-

2: Perpetual check

15.3

Rosen - Noetzel

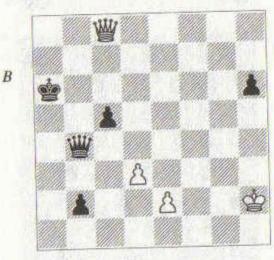
Wuppertal 1987

Perpetual check is the defender's most important weapon in the fight for

a draw, but it may not be easy to decide whether a series of checks can be continued indefinitely. Sometimes the attacker can escape the checks by subtle manoeuvres.

1 圖d8+ 容b7 2 圖d7+ 容a8 3 圖c6+ 含b8

Although this does not yet throw away the win, it shows that Black has not spotted the key idea. The quickest route to victory is 3... a7 4 ad7+ a6 5 a6 5 ac8+ (D) and now:



a) 5... \$\delta\$ a mistake because once White is allowed to start checking from the eighth rank the position is a draw: 6 \$\delta\$ a draw: 6 \$\de

b) 5... 數b7! 6 數e6+ 數b6 7 獨a2+ (7 營c8+ 含a5 8 獨a8+ 留a6 9 營b8 幣b5 10 劉a8+ 含b4 11 營e4+ 含c3 12 營e5+ 含c2 -+; 7 營c4+ 含b7 8 營d5+ transposes to the main line) 7... 含b7 8 營d5+ (after 8 營b1 營f6 Black wins easily as his queen soon reaches c1; note that 8 營f7+ is impossible because of 8... 營c7+ - interposition with

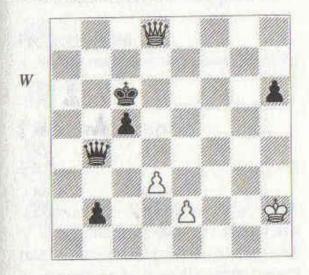
check is one of the most common methods of halting a series of checks) 8... 全c8! 9 豐g8+ (9 豐f5+ 全b8 10 豐f8+ 含b7 11 豐f3+ 含a6 12 豐a8+ 豐a7 13 豐c6+ 曾a5 -+) 9...豐d8 10 **幽a2** (10 **數b3 數h4+** and 10 **數e6+** 會c7 11 營a2 營h4+ win for Black just as in the main line) 10... Wh4+! (this intermediary check is the key idea) 11 堂g2 (11 堂g1 ≝e1+) 11...≝b4 (the queen returns to its original square, but with the crucial difference that the white king is now on g2 rather than h2, which allows Black to interpose on b7 with check) 12 曾g8+ 含b7 13 曾d5+ \$\pmod b6 14 \mathred{\text{@}}\d8+ \pmod a7. Now the checks have come to an end and Black wins.

4 響d6+ 會b7 5 響d7+ 會b6

5... a6 is quicker.

6 豐d8+ 含c6? (D)

This move definitely throws away the win, as now White can start checking along the eighth rank. 6...\$b7 7 \$\text{\text{\text{\text{\text{\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\exitex{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\texi{\$\text{\$\exitex{\$\text{\$



7 We8+?

7 圖c8+ draws, but the move played allows Black to return to the winning path.

7...會b7

7... 含d5? 8 智d8+ draws as in note 'a' to Black's third move.

8 曾 17+ 1/2-1/2

The players agreed to a draw, even though the position is winning for Black

3: Mating themes

15.4

Borisenko - Simagin

USSR Ch (Moscow) 1955

The queen is a very powerful piece so it is always advisable to look for possible mating ideas. With his last move (58 \$\ding*h3-g4)\$ White was hoping to avoid perpetual check but in so doing he lost all caution:

59...f5+! 0-1

White resigned in view of 60 gxf6 (60 含h4 營h1#) 60...營f5+ 61 含h4 營h5#.

4: A difficult-to-convert extra pawn

15.5

Ciocaltea - Unzicker

Moscow Alekhine mem 1956

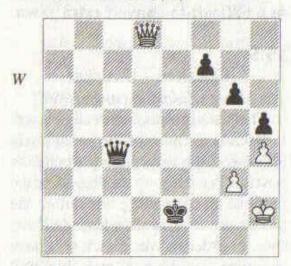
The black queen is optimally placed. It defends the base of the pawn-chain (f7) and at the same time prevents the possible breaking-up move g4. For the purpose of defending the king, the pawns are also ideally placed. However, in order to win, Black will have to move his f-pawn and this will weaken the king's position and give White chances for perpetual check. For attacking purposes, the black king is currently badly placed, so Black

first of all decides to improve his king position. Once the king arrives in the enemy camp, White will always have to be on the lookout for mating themes. This will limit the scope of the white queen, and in particular restrain the queen from attacking the g6-pawn, which will become weak once the fpawn has advanced. Last but not least Black can threaten to exchange queens and liquidate to a winning pawn ending, Essentially, White is restricted to waiting and hoping for a possible perpetual check. His only other active possibility is to attack the g6-pawn once the f-pawn has moved.

67...全f6! 68 營d8+ 含e6 69 營e8+ 全f5 70 營d7+ 含e4 71 營e7+

Right now the black king blocks the fourth rank, but even so 71 g4? is not playable due to 71... 營e2+ 72 会h1 hxg4 -+.

71... 曾d3 72 曹a3+ 會c2 73 曹e7 曾d1 74 曹d8+ 會e2 (D)



Black uses the familiar method of moving his king to the same line (rank in this case) as the white king in order to escape the checks. 75 豐e7+ 豐e6!

Here the queen defends the g6pawn.

76 曾b7 含f2 77 智g2+ 含e1 78 智g1+ 含e2 79 智g2+ 含d3 80 智f3+ 含d2 81 智f4+ 含e2 82 智c7 f5 83 智c2+含f3 84 智g2+含e3 85 智b2

85 響g1+ 空e2 86 響g2+ 空d3 87 響f3+ 含d2 88 響f4+ 空e2 stops the checks.

85...豐e4 86 豐a3+ 豐d3 87 豐c5+ 全f3 88 豐c6+

88 幽g1 f4! 89 gxf4 幽c2+ 90 含h1 幽e4! 91 幽g5 幽b1+ 92 含h2 幽c2+ 93 含h1 (93 含h3 幽f5+! -+) 93...幽c1+ 94 含h2 幽xf4+ -+.

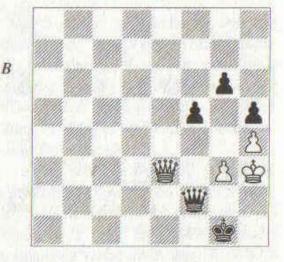
88... We4 89 Wc3+

89 曾xg6? 曾e2+ 90 會h3 曾g2#.

89...會f2 90 豐c5+ 豐e3 91 豐c2+ 豐e2

All the pieces gather on the second rank!

92 豐c6 雲f1+ 93 宝h3 宝g1 94 豐c5+ 豐f2 95 豐e3! (D)



A tricky stalemate trap!
95...f4!
Not 95...增xe3? stalemate.
0-1

The finish would be 96 @xf2+@xf2 97 gxf4 @f3 -+.

Basic Ideas in Queen Endings

(according to R. Kreutzkamp, Advanced Chess Trainer of North Rhine-Westphalia)

For the side playing for a win:

- Place your queen actively (usually in the centre)
- Move your king towards weak pawns or squares
- Create passed pawns
- Secure your own king position when passed pawns exist
- · Liquidate to a winning pawn ending

For the side playing for a draw:

- · Threaten a perpetual check
- Create a passed pawn of your own
- · Weaken the enemy king position

For both sides:

 Watch out for stalemate and mating themes

Further Examples

15.6

Averbakh

Lehrbuch der Schachendspiele, 1979

This schematic example shows that one far-advanced passed pawn can be as dangerous as several enemy passed pawns. The a6-pawn is so powerful that Black must force perpetual check:

1... 營e2+2 會g3 營e3+3 會g2 營e2+

15.7

Riego – Starck

1963

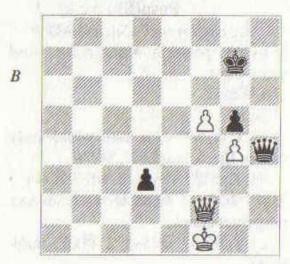
Black's passed pawn is already faradvanced, but it is not immediately clear whether this pawn is strong or weak.

1...\\h4!

1... 資xg4? 2 費b2+ 含f7 3 營b3+ 含g7 4 營c3+=.

2 曾f1 (D)

After 2 wh4 gxh4 the pair of isolated of passed pawns will promote without their king's support (the rule of the common square).



2...豐h1+! 3 豐g1 豐xg1+ 4 含xg1

Suddenly the white king is out of the square of the pawn.

4...d2 -+

15.8

Averbakh

1962

How does White avoid a perpetual check?

1 we1!

1 含e2?! 当e5+2 含f2? 皆f6+3 含g2 当c6+4 含h2 皆h6+ is a draw.

1...豐h1+

1... 豐e5+ 2 豐e2+ +-; 1... 豐a5+ 2 會f1 豐b5+ 3 豐e2+ +-.

2 會f2 響h2+ 3 豐g2! +-

15.9

Averbakh

1962

The black queen is practically stalemated, so all White has to do is to prevent the move ... \(\alpha d7: \)

1 響e6! 含b8 2 響f7 +--Or 2 響g8.

15.10

Pospišil

Ceskoslovensky Sach, 1984

In this position White must avoid some traps:

1 豐f6+!

Not:

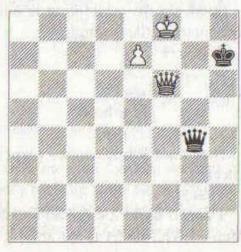
a) 1 當e8?? is a joke which only makes Black laugh: 1... 豐c8#.

b) 1 e8豐? 豐b4+ 2 豐fe7 豐f4+ 3 豐8f7 豐b8+ 4 豐ee8 豐b4+ leads to a perpetual check.

c) 1 幽d5? 幽f5+! 2 幽xf5 stalemate.

1.... 空h7 (D)

W



2 e8罩! +-

Not 2 e8響? 竇g8+ 3 �e7 竇f8+! =, when White has to capture since the king cannot defend both queens, but then Black is again stalemated.

15.11

Batuyev - Simagin

Riga 1954

1 響g1+ 含d2 2 響c1+ 含d3 3 響c3#

15.12

Kling and Horwitz

Chess Studies, 1851

Again, White applies the technique of moving his king onto the same line (file in this case) as the black king to stop the checks.

1 會c8 豐g4+ 2 曾b8 豐b4+ 3 曾a8

15.13

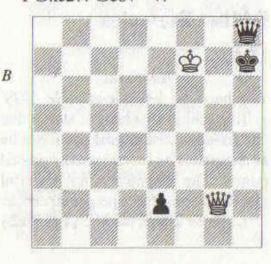
Pogosiants

Propor Unosti, 1976

A tragicomic situation. The bad position of queen and king enables White to play for mate:

1 會f7 (D)

1 營xe2?? 營e8+ -+.



B

1... 響e8+!

An ingenious, yet insufficient defence:

2 曾xe8 e1豐+ 3 會f7! +-

15.14

Prokeš

Prace, 1948

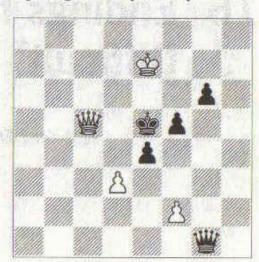
Of course, this becomes a queen ending!

1 c7 g2

1...gxf2 2 c8豐 f1豐 3 豐c4+ 堂e5 4 d4+ +- is not an improvement. A beautiful discovered attack picks up the black queen.

2 c8曾 g1曾 3 響c4+ 含e5 4 響c5+!

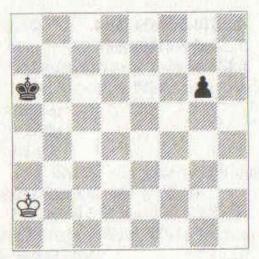
Preparing a deadly battery.



4...查f4 5 豐e3+ 查g4 5...查e5 6 f4+ +-. 6 f3+ +-

16 Endings from Easy to Difficult

Test Your Endgame Knowledge

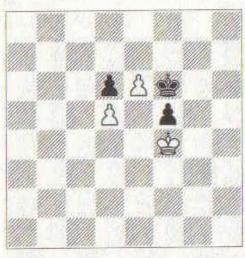


16.1

W

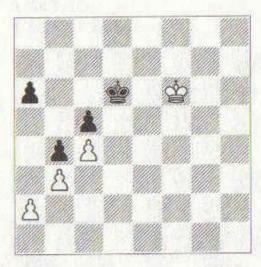






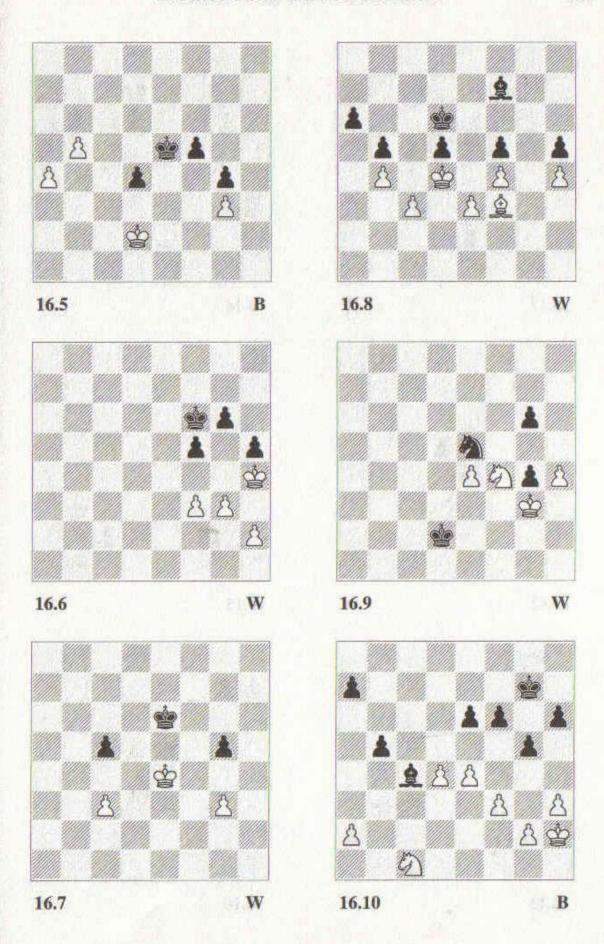
16.2

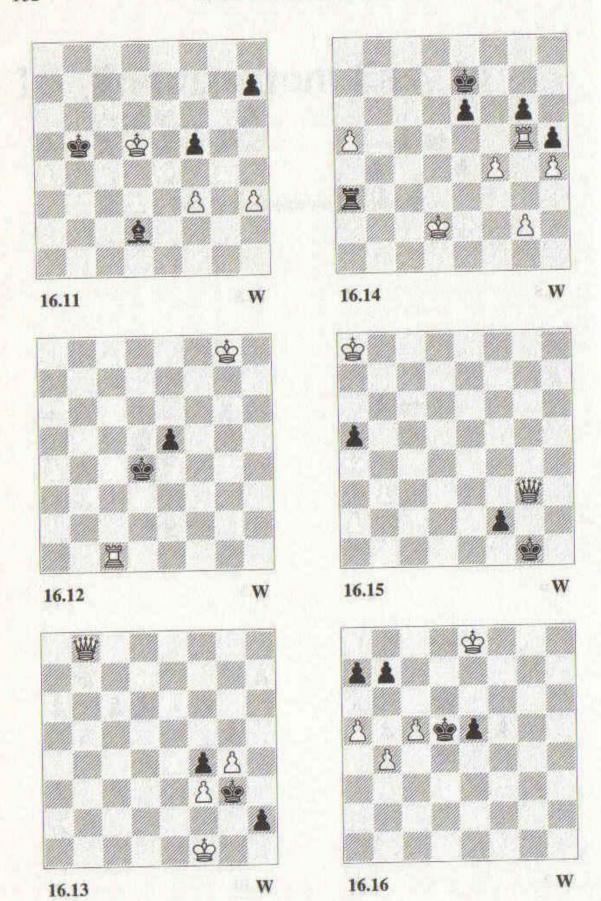
W

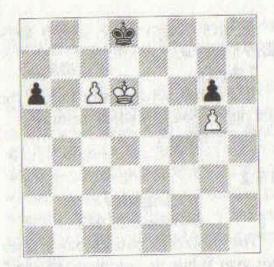


16.4

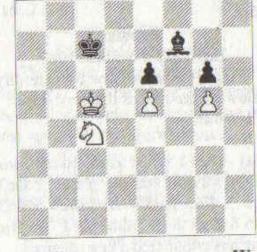
B











16.18

16.1

Mandler

Tidskrift för Schack, 1969

White is able to draw by carefully following the rule of the opposition:

1 曾b2!

Not:

a) After 1 \$\overline{9}\$b3? \$\overline{9}\$b5! Black wins the opposition and the game: 2 \$\overline{9}\$c3 \$\overline{9}\$c5 3 \$\overline{9}\$d3 \$\overline{9}\$d5 4 \$\overline{9}\$e3 \$\overline{9}\$e5 5 \$\overline{9}\$f3 \$\overline{9}\$f5 6 \$\overline{9}\$g3 \$\overline{9}\$g5 7 \$\overline{9}\$h3 \$\overline{9}\$f4 \$-+\$. The king has conquered a key square.

b) 1 \$\delta a3? \$\delta a5!\$ fails the same way, as after the moves 2 \$\delta b3 \$\delta b5\$ we have the variation mentioned above.

1.... b6

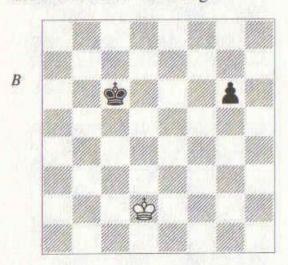
Black keeps the distant opposition.

2 @c2!

2 曾b3? 曾b5!; 2 曾c3? 曾c5!.

2.... c6 3 cd2! (D)

We already know that 3 \$\dd3? \$\d5\$ and 3 \$\d2000colon c3? \$\deccirc c5\$ are wrong.



3... 堂d6 4 堂e2 堂e6 5 堂f2 堂f6 6 堂g2!

Black is unable to keep the distant opposition any longer as he would have to move to g6. Not 6 \$\dispsis g3? \$\dispsis g5\$.

6....**ġg**5

6...曾f5 7 曾f3 =; 6...曾e5 7 曾g3 曾f5 8 曾f3 =.

7 g3 =

White has successfully fought for the opposition and holds the draw.

See Chapter 1.

16.2

Grigoriev

Shakhmaty, 1922

The protected passed pawn does not give White an automatic win and only a triangulation leads to success. White carries out this triangulation on the third and second ranks because the squares f3, g3, f2 and g2 are all available to him. Black only has access to three of the four corresponding squares and cannot duplicate the movements of the white king:

1 曾g3!

Or:

a) 1 e7? is precipitate: 1... 堂xe7 2 堂xf5 堂f7 =.

b) 1 \(\delta \)e3?! does not do any harm but the white king has no business on the queenside.

c) 1 當f3 當g6 2 當g3 當g7 3 當h4?! 當g6 keeps White at bay; in order to win White must play his king to the second rank.

1...**. g**7

White has a larger choice of king moves if Black's king cannot move to f7: after 1...當g6 2 當h4 當f6 (2...當h6 3 e7 +-) the black king is tied to the square of the e6-pawn: 3 當h5 當g7 4 當g5 +-.

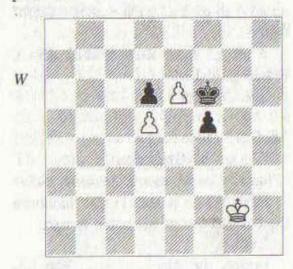
2 @g2!

2 \(\delta f2\) is inferior because the king does not threaten to go to h3. 2 \(\delta f4?!\)

\$6 returns to the original position and thus does not get White anywhere.

2.... 16 (D)

After 2... 會g6 3 會f3! 會f6 4 會f4 White has managed to pass the move to Black: 4... 會g6 5 e7! 會f7 6 會xf5 會xe7 7 會g6 +--; 2... 會f8 3 會f3 會g7 4 會g3! +--; 2... 會g8 3 會f3 會g7 4 會g3! +--. All these variations are similar: by manoeuvring with his king White exploits his extra space and gains the opposition.



3 gh3!

3 會g3 會g7!; 3 會f3 會g6!.

3... g7

3... 會g6 4 會h4 會f6 5 會h5 +--.

4 空g3!

4 當h4 曾g6 5 e7? 曾f7 6 曾g5 當xe7 7 曾xf5 曾f7 =.

4...\$f6

4...會g6 5 會h4! +-.

5 \$f4!

5 雪h4? 雪g6.

Now White has returned to the original position with Black to move:

5...\$g6 6 e7! \$f7 7 \$xf5 \$xe7 8 \$g6 +-

See Chapters 1, 2 and 3.

16.3

Prokeš

Sachove Umenie, 1947

The black pawn seems to be unstoppable, but by using the king on both wings, White manages to get into the square of the black pawn:

1 \c8!

1 a6? 當c6 2 當c8 當b6 3 當b8 當xa6 4 當c7 h5 -+; 1 當e8? h5 -+.

1...當c6

1...h5?? 2 a6 +- even loses for Black!

2 mb8!

2 a6? @b6 -+.

2.... 全b5

Not 2...h5?? 3 a6 +--.

The black king has to move to b5, whereupon his white counterpart is finally able to leave the eighth rank:

3 曾b7!

3 曾c7? h5 -+.

3... \$\dot{\psi}\cas 4 \dot{\psi}\c6 =

Done!

See Chapters 1 and 2.

16.4

Smejkal – Stulik

Czechoslovak Ch (Bratislava) 1967

White seems to be on his way to a win because the black king has to retreat away from the defence of the c5-pawn. However, Black still has one defensive resource:

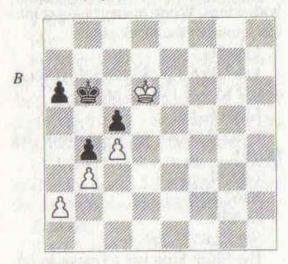
1...\c6

1...a5? 2 曾f5 當c6 (2...a4 3 bxa4 當c6 4 曾e5 曾b6 5 曾d5 曾a5 6 當xc5 當xa4 7 曾b6 曾a3 8 當b5 +-) 3 當e6 當c7 4 當d5 當b6 5 當d6 +-; 1...當d7 leads to the main variation: 2 當e5 當c6 3 當e6.

2 ge6 gb6

2...a5? still loses. 2...堂c7 just transposes to the main line after 3 堂d5 堂b6 4 堂d6.

3 曾d6 (D)



3... \$a5!

3...a5? 4 曾d5 +--; 3...曾b7? 4 曾xc5

4 \(\delta\)xc5 (stalemate) \(\frac{1}{2}\)-\(\frac{1}{2}\)
See Chapter 4.

16.5

Stoltz – Nimzowitsch Berlin 1928

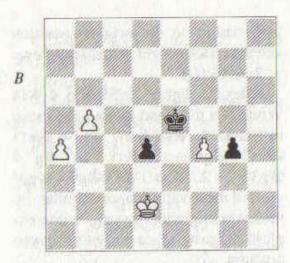
Black has realized that the common square of his d4- and g4-pawns reaches White's first rank. After 1...\$d5? 2 a5 \$c5 3 a6 \$b6 4 \$d3\$ the breakthrough only saves the draw: 4...f4! 5 \$xd4! (5 gxf4? g3 -+) 5...f3 6 \$e3 =. 1...\$e4?? would be fatal after 2 b6 +-.

2 gxf4+ (D)

2 b6 堂d6 -+; 2 a5 堂d6! 3 a6 堂c7

2... ad6! -+

2... \(\delta xf4? \) 3 b6 +-; 2... \(\delta d5? \) results in a bad queen ending for Black after 3



a5 g3 4 a6 g2 5 a7 g1曾 6 a8豐+ 含c5 7 豐c6+.

3 a5 g3 4 a6 \$\dispersecond{\pi}c7 5 \$\dispersecond{\pi}e2 d3+ 6 \$\dispersecond{\pi}xd3 g2 0-1

See Chapter 4.

16.6

Grigoriev

Sbornik Shakhmatnik Etiudov, 1954

Here White is successful thanks to the careful use of his spare tempi:

1 f4!

Fixing the black pawns. The h2-pawn plays the role of the reserve pawn since it still has two moves available. 1 g4?? even loses: 1...hxg4 2 fxg4 f4 3 \$\displays h3 \$\displays g5 -+; 1 \$\displays h3? g5 =; 1 h3? is not an alternative solution, since 1...\$\displays g7 draws (Nunn).

1...會f7 2 會g5 會g7 3 h3!

Spare tempo number 1. 3 h4? gives away one of the two spare tempi and only draws after 3...\$\dot{2}f7 4 \dot{2}f6 \dot{2}f6 5

3... 查f7 4 查h6 查f6 5 查h7 查f7 6 h4!

Spare tempo number 2. Without h4 White cannot make any progress; e.g., 6 \$\displace{1}{2}\$h8 \$\displace{1}{2}\$f8.

6... **a**f6 7 **a**g8 +− See Chapter 5.

16.7

Knoppel

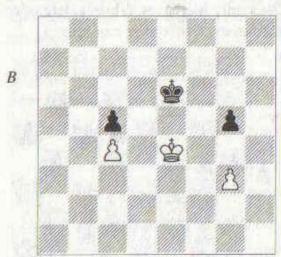
Stella Polaris, 1967

The correct assessment of this seemingly harmless pawn ending depends on an ending of queen vs pawn:

1 c4! (D)

Not 1 g4? 會d6! (1...會f6? 2 會d5 會g6 3 會xc5 會f6 4 會d5 +--), and then:

- a) 2 c4 當e6 3 當d3! (3 當e3? 當e5 -+) 3...當e5 4 當e3 =.
- b) 2 \$\delta f5 \delta d5 3 \delta xg5 \delta c4 4 \delta f4 \delta xc3 5 g5 \delta b2 6 g6 c4 7 g7 c3 8 g8\$\delta c2 =. In this line Black relies on the bishop's pawn to guarantee the draw. The white king is not near enough to create mating threats or reach the c-pawn.



1...會6

- 2 全d5 全f5 3 全xc5 全g4 4 全d4 全xg3 5 c5 全f2 6 c6 g4 7 c7 g3 8 c8豐

White wins without problems by the standard staircase manoeuvre. See Chapter 14.

16.8

Averbakh

1954

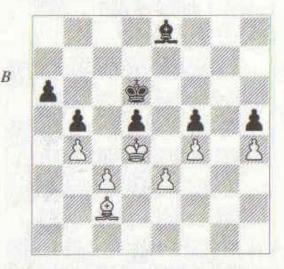
The theme of this position is the fight of the good bishop vs the bad bishop, in which White is aided by his active position. If it were Black to move, he would have to give up a pawn immediately or allow the white king to invade his position via e5. Therefore White tries to pass the move to Black.

1 ad1

1 \(\ell e 2 \) is similar to the main variation after 1...\(\ell e 8 2 \) \(\ell d 3 \) \(\ell g 6 3 \) \(\ell b 1 \).

1 \(\textit{Lg2?}\) does not get White anywhere, as his bishop does not have sufficient space on the kingside; for example, 1...\(\textit{Lg8 2 \textit{Lh3 \textit{Le6.}}\)

1... e8 2 &c2! (D)



2...≜g6

After 2... 2d7 3 2d3 2e6 (3... 2c8 4 2e2 +-) 4 2e2 2f7 5 2f3 +- White has achieved his aim.

White's winning idea after the textmove is based on the fact that the white bishop has three squares available on the b1-h7 diagonal, whereas the black one only has two. This gives White the opportunity for a 'triangulation' of the bishop:

3 &b1!

3 &d3! is also possible; for example, 3...&h7 4 &b1 &g6 5 &c2.

3... 2h7 4 2d3! 2g6 5 2c2! 2h7 6 2b3! 2g8 7 2d1 2f7 8 2f3 +-See Chapter 8.

16.9

Christiansen - Root

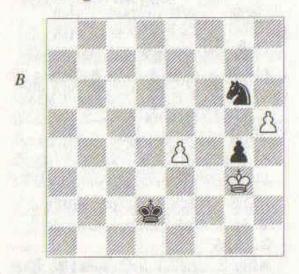
US Open (Pasadena) 1983

Black's king stands offside and his knight cannot tame two white pawns on its own:

1 2xg6!

1 ②d5? misses the opportunity. Then Black's king approaches and the e4-pawn is not sufficient for a win: 1... �d3 2 �f4 �d4 =.

1... 2xg6 2 h5! (D)



2 \$\delta xg4? only leads to a draw, because once again the black king arrives

in time; for example, 2...\$\pmes 3 h5 \$\Omega f8\$
4 \$\pmes f5 \$\pmes d4 5 h6 \$\pmes c5 6 e5 \$\pmes d5 7 \$\pmes f6\$
\$\Omega h7 + 8 \$\pmes g6 \$\Omega f8 + 9 \$\pmes g7 \$\Omega e6 + 10\$
\$\pmes f6 \$\Omega f8 11 e6 \$\Omega h7 + =.\$

2.... 2 f8 3 h6

3 e5 +-.

3... 学d3 4 e5 1-0

4...曾d4 5 e6 包g6 6 h7 曾d5 7 e7

See Chapter 7.

16.10

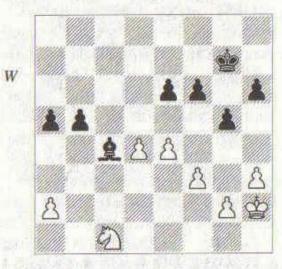
Based on Yudovich – Averbakh Moscow Ch 1949

Black has the following advantages:

- The bishop dominates the knight.
- Black can create an outside passed pawn.
- The white king is offside.

1...a5! (D)

1... 全f7 2 全g3 空e7 3 全f2 全d6 4 全e3 only increases White's defensive resources, as his king can join in.



2 曾g3 b4

2...a4? unnecessarily gives White the chance for a blockade that can only be broken by a pawn sacrifice: 3 a3 b4 4 axb4 a3 5 室g4 a2 (5... 查g6 6 f4 f5+7 查f3) 6 ②xa2 鱼xa2 7 b5 鱼c4 8 b6 鱼a6 9 h4. White starts to exchange pawns and Black will still have to fight hard in order to win.

3 gf2 a4 4 ge3 @xa2!

4...b3? throws away Black's advantage: 5 axb3 axb3 6 ②d3.

5 dd3

5... \$\&\delta b1 + 6 \&\delta c4 b3 7 \&\delta c3 f5! 8 \&\delta b2 \&\delta c2 9 \ext{ exf5 exf5 } 10 f4 \&\delta c4 11 g3 gxf4 12 gxf4 \&\delta g2 13 h4 \&\delta f1 -+

Again the knight is excluded from play.

See Chapter 9.

16.11

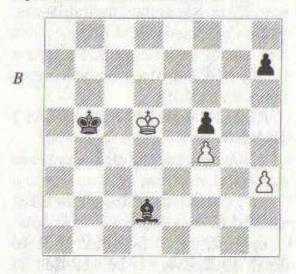
Rosen - Reinhard

Essen 1987

Here the theme of the wrong bishop enabled me to save half a point that seemed lost:

1 f4! (D)

After 1 \(\end{a}e5? \) f4 \(-+ \) the important f-pawn remains on the board.



1/2-1/2

Black reluctantly agreed to the draw in view of 1... 2xf4 2 空e6 空c4 3 空xf5 2c1 4 空e4 空c3 5 空f3 空d3 6 空g2 空e3 7 空h1 =.

See Chapter 6.

16.12

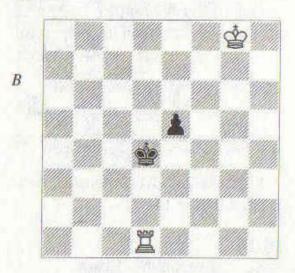
Averbakh

Lehrbuch der Schachendspiele, 1979

It is true that the white king can move into the extended square, but Black threatens to win a tempo by attacking the c1-rook.

1 罩d1+! (D)

First of all White improves his rook's position. After 1 \$\sigma f7? e4 2\$\sigma e6 e3 3 \$\sigma f5 e2 4 \$\sigma f4 \$\sigma d3 5 \$\sigma f3\$\$\sigma d2 = Black wins the tempo that, as mentioned before, leads to a draw. 1\$\square e1? e4 2 \$\sigma f7 e3 3 \$\sigma f6 \$\sigma d3 4 \$\sigma f5 \$\sigma d2 =.\$



1.... \$c3

1... 會 2 墨e1+ 當f4 3 當f7 e4 4 當e6! (the king approaches the pawn from the side that is not occupied by the black king) 4...e3 5 當d5 當f3 6 當d4 e2 7 當d3 +-.

2 Eel!

2 會f7? nullifies the achievement of the first move: 2...e4 3 單e1 曾d3 4 曾f6 e3 5 曾f5 曾d2 =.

2... 當d4 3 當f7 e4 4 當e6 e3 5 當f5 當d3 6 當f4 e2 7 當f3 +-

See Chapter 10.

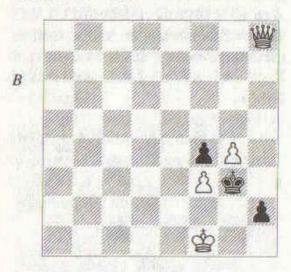
16.13

Menas - Braunstein

Bucharest 1960

1 響h8?(D)

After this Black effectively only has two legal moves, so it should have been possible for White to foresee Black's reply. 1 axf4+! axf4 2 ag2 would have won.



1...h1 当+ 2 当xh1 (stalemate) 1/2-1/2 See Chapter 14.

16.14

Averbakh - Euwe

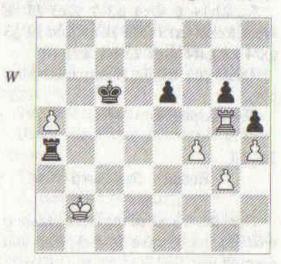
Zurich Ct 1953

It is true that the Black's rook is ideally placed behind White's passed pawn, but on the other hand Black's kingside pawn-structure is badly damaged. The g5-rook combines offensive and defensive tasks in ideal fashion.

1 \(\psi \c2! \)

White chooses a possibility that avoids any risk. He moves the king to support the passed pawn without weakening the kingside. 1 Exg6? Exa5 2 Eg5 Ea8! gives Black options for counterplay; for example, after 3 g3 (3 Exh5 Ea2+) 3...Eh8 followed by ... \$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\te

1... 當d6 2 當b2 墨a4 3 g3 當c6 (D)



4 室b3

4 置xg6 also looks very good, but White wants to make this move under even more favourable circumstances. 4... 量xa5 5 置xe6+ 含d7 6 置g6 +- (6 置e3 would be an even better square for the rook but Black can still annoy him with 6... 量c5).

4... 三a1 5 會b4 三b1+ 6 會c4 三a1 7 會b3 1-0

Black only has the choice between two evils:

- a) 7...當d6 8 當b4 罩b1+9 當c4 罩a1 10 當b5 罩b1+11 當a6 +-.
- b) 7...\(\begin{aligned}
 5 \) 7...\(\begin{aligned}
 5 \) 10 \(\begin{aligned}
 5 \) 2 \(\begin{aligned}
 5 \) 3 \(\begin{aligned}
 5 \) 3 \(\begin{aligned}
 5 \) 4 \(\begin{aligned}
 5 \) 5 \(\begin{aligned}
 5 \\ \begin{aligned}
 5 \\ \begin{a

the white king is on c2 instead of b2, so the cutting-off move ... \(\mathbb{L} \) c5 is not available.

See Chapter 13.

16.15

Fine

Basic Chess Endings, 1941

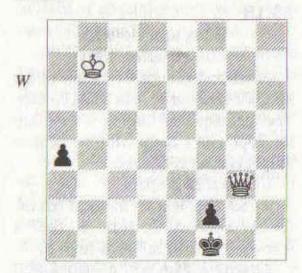
White's king is very far away from the kingside, so Black manages to get rid of his harmful a5-pawn in time:

1......f1

1...會h1? 2 響xf2 +- is trivial.

2 9b7 a4! (D)

2...會e2? loses a valuable tempo: 3 豐e5+會d2 4 豐f4+會e2 5 豐e4+會d2 6 豐f3 會e1 7 豐e3+會f1 8 會c6 a4 9 會d5 a3 10 會e4 a2 11 會f3 a1豐 12 豐xf2#.



3 會c6 a3 4 會d5 a2 5 豐g7 a1豐!

The easiest way. 5... 當e2 is also sufficient because the white king does not get near enough; for example, 6 豐b2+ 當e1 7 豐a1+ 當e2 8 豐xa2+ 當f1 9 當e4 當g1 10 豐g8+ 當h1 11 豐h7+ 當g1 12 豐g6+ 當h1 13 豐h5+ 當g1 14 豐g4+ 當h1 15 豐h4+ 當g2 16 豐g4+ 當h2 17 豐e2 當g1 and White is unable

to make any progress. However, the text-move avoids unnecessary difficulties.

6 豐xa1+ 會g2 =

White's king is outside the winning zone of a bishop's pawn.

See Chapter 14.

16.16

Csontos

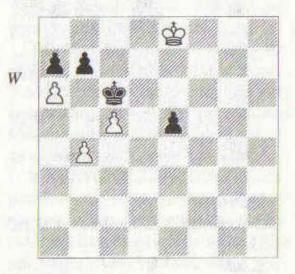
If White cannot make use of his majority, he can throw in the towel:

1 a6!

1 曾d7 a6! 2 曾c7 (2 b5? 曾xc5 -+) 2...e4 3 曾xb7 e3 4 c6 e2 5 c7 e1豐 6 c8豐 曹xb4+ 7 曾xa6 leaves White with an extra pawn in a queen ending, but the endgame tablebases confirm that it is drawn.

1... ec6!? (D)

The best try. 1...bxa6 2 含d7 e4 3 c6 e3 4 c7 e2 5 c8營 e1營 6 營c5+ 含e4 7 營e7+ +-; 1...b6? 2 cxb6 axb6 3 a7 +-.



2 b5+

2 axb7 會xb7 3 會d7 also wins.

2... 會c7 3 b6+! 會b8

3...axb6 4 a7 +-.

4 axb7 axb6

4... exb7 5 ed7 +-.

5 c6 含c7 6 b8 智+! 含xb8 7 含d7 +-See Chapter 5.

16.17

J. Enevoldsen

Skakbladet, 1953

This is a difficult example based on the ending king and queen vs king and pawn:

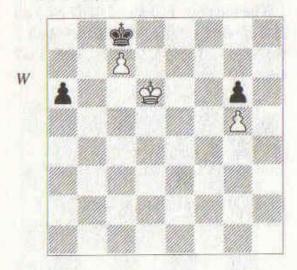
1 c7+!

Not:

a) 1 曾d5?曾c7 2 曾c5 a5 3 曾b5 a4 4 曾xa4 曾xc6 -+ shows the outside passed pawn in its element.

b) 1 空e6? a5 2 含f6 a4 3 含xg6 a3 4 含f7 a2 5 g6 a1 2 6 g7 2 f1+ 7 含g6 2 c4 -+

1... *c8 (D)



2 ⊈e6!

2 全c6? a5 3 含b5 含xc7 4 含xa5含d6-+.

2...a5

2...含xc7? 3 含f6 a5 4 含xg6 a4 5 含f7 a3 6 g6 a2 7 g7 a1響 8 g8響 =.

3 會f6 a4 4 會xg6 a3 5 會f7!

5 當h7? loses according to the familiar pattern. 5...a2 6 g6 a1營 7 g7 營b1+! (7...營h1+ 8 當g6 營g2+? 9 當f7 allows White to move his king to the correct side) 8 當h8 (8 當h6 營b6+9 當h7 營xc7 -+) 8...營h1+ 9 當g8 當xc7 -+.

5...a2 6 g6 a1營 7 g7 營f1+ 8 会e7 營c4 9 含f8 營c5+ 10 会e8 營c6+ 11 会f8 營f6+

Black has achieved the desired position in which the king normally has to move in front of its own pawn. However, here an alternative exists:

12 ge8!

12 @g8?? @xc7 -+.

12... wxg7 stalemate See Chapter 14.

16.18

Kling and Horwitz

Chess Studies, 1851

A rather stereotyped example of the knight's superiority over a bad bishop. The technique of forcing a way into the opponent's camp with the help of knight checks is typical:

1 2d6 2g8 2 2b5+

2 ②e8+! is less methodical but offers a short-cut: 2... \$\dd d8 (2... \$\dd 7 3 \$\omega f6+ +-) 3 \$\omega f6 \dd f7 4 \$\dd 6 +-.\$

2...會d7 3 會b6 皇f7 4 包d6 皇g8 5 會b7 會d8

5...皇h7 6 ①f7 皇g8 7 ②h6 皇h7 8 皇b6 皇d8 9 當c6 皇e7 10 當c7 當e8 11 皇d6 —.

6 全c6 全e7 7 全c7 息h7 8 包c8+ 全e8 9 字d6 息g8 10 包e7 息f7 11 包c6 息g8 12 包d4 +-

See Chapter 9.

17 Advice for Teachers

This short final chapter contains advice on how to make best use of the material in this book for training purposes.

General Advice

Each chapter of this book is structured according to the following scheme:

- The opening example (diagram x.1) is intended to offer an introduction to the subject. It should be explained in front of all participants on the demonstration board (roughly 10 minutes).
- 2) Then follows a teamwork phase. Groups of two or three participants form a team that gets an exercise to solve. The grade of difficulty of the exercise should be chosen according to the abilities of the teams. You can also give additional helpful advice ('White wins' or 'The position is drawn', for example). Of course the teams can carry on with the solution of other exercises once they have solved the 'mandatory exercise'.

In total, six is the maximum number of exercises you should choose from each unit. As a 'standard program' I recommend diagrams x.2-x.7 but you should also note the advice below for the individual chapters.

Time for this solution phase: approximately 40-50 minutes.

3) Finally, the positions can be discussed together again on the demonstration board. If possible, at this stage some participants or participating teams should present their results themselves. This gives more variety than a mere 'lecture' by yourself. But be careful: it is nice when participants present an example on the demonstration board but it is terrible when they make negative comments about other participants!

Wherever possible you should emphasize instructive phrases, rules and generalizations in this concluding discussion. Usually you can find such points in the solutions.

Time for this discussion phase: approximately 30-40 minutes.

You can use the 'voluntary program' (exercises x.8-x.16) for 'homework', for an accompanying solution competition, as material for a second lesson on the same topic, or as an alternative to the 'standard program'.

It is advisable always to put the emphasis on the solution phase. Here all the participants become active rather than just listening to your lecture. Do not forget: 'One can talk about anything – but not for longer than 20 minutes!'

You should always adjust the course of events to the specific requirements

of your group. Thus, for a group with very young beginners it may be enough if you just discuss a single example for approximately 15 minutes and then continue with something more entertaining, e.g. a tournament.

The following table summarizes the structure:

Phase	Activity	Required Material	Time (minutes)
1. Introduction	Lecture	Demonstration Board	approx. 10
2. Solutions	Teamwork	Sets, Boards and Exercise Papers	approx. 40-50
3. Presentation of results	Lecture/ Reports	Demonstration Board	approx. 30-40

Here is some additional practical advice:

- Arrange the seating so that all the participants are able to see the demonstration board as well as each other (e.g. a horseshoe shape).
- Have the necessary material prepared in advance, including the demonstration board.
- Make sure that attention is always focused on one point. When a position is analysed on the demonstration board, the current position is only put up there and not on the analysis boards as well.
- Especially during the solution phase, keep in close contact with the teams. If necessary, give advice or point out errors in the analysis. During this phase, you learn where the problems are and thus you can better focus on them in the concluding discussion.

Advice on the Individual Chapters

1: King and Pawn vs King: Basic Themes

Standard program: 1.1-1.7

In its present form this chapter addresses beginners and so you should emphasize the basic principles. The material is necessarily somewhat 'dry'. For very young players the amount of work might even be far too much for a single session. A break would be very useful, for example by letting them play positions with one pawn and various king positions. To start with, it is a success when they understand that the king has to pave the way for the pawn.

With a very weak group it is in any case advisable to spread the material over several lessons.

The more interesting examples are from 1.8 onwards. In order to challenge

the stronger participants you should use some of these exercises for your instruction unit. For a stronger group as a whole you should only take these examples and once again concentrate on the principles in the concluding discussion.

This first instruction unit includes some studies. For the inexperienced player those are often too difficult: our position 1.11, for example, is not easy at all! Therefore it sometimes makes sense to reduce the level of difficulty by only presenting the end of the exercise. If you, for example, give the position after 2...c5 in 1.11, then beginners have a fair chance to solve it.

2: The King's Typical Fighting Methods

Standard program: 2.1-2.7

As dynamic themes predominate in this chapter it is not so easy to formulate any principles. The point that the king often has several paths to his destination is the focus of attention in all the exercises, although only one of these routes may be correct. This point has to be reinforced and emphasized in the concluding discussion.

When you talk about the two rook'spawn examples, it is important that you refer to the later chapter on this topic. While explaining key squares, it must be stressed that rook's pawns form a special case.

The term body-check for the pushing-back procedure is my creation. If you prefer a more serious approach then you can just avoid it, but I am of the opinion that such vivid terms can help topics stick in the memory.

In example 2.9, I have deliberately changed colours to allow Black a feeling of success once in a while. This does not seem important for reasons of justice, but it should prevent learners from automatically searching for a successful continuation for White. This is a particular danger with endgame work because studies always end with a win or draw for White. This might result in a general overestimation of the right to move first.

3: Typical Pawn Structures in Pawn Endings (1)

Standard program: 3.1-3.7

In this instruction unit, fundamental themes are again to the fore and the examples are relatively easy. At most, 3.7 contains a little finesse, namely the blockade of the white kingside by Black. Those working with stronger groups should use the examples beginning with 3.8.

The topics dealt with involve pawnstructures which are also of great importance in the middlegame. Therefore it is particularly important that the participants know these structures and how to deal with them. When you deal with middlegame topics you can then easily refer to this knowledge.

4: Typical Pawn Structures in Pawn Endings (2)

Standard program: 4.1-4.7

This chapter complements the previous one. The rules for pairs of isolated pawns are an important tool for

the assessment of endgame positions. For beginners it is relatively easy to create further basic positions yourself (4.4, for example, I made myself) so that starting with 4.9 no further purely basic examples appear.

Concerning the topic of connected passed pawns on the seventh and sixth ranks, you will easily find material in study collections, as this topic is very attractive for composers. I have chosen some not especially difficult examples which are nevertheless quite tricky for inexperienced players.

By the way, the topic of space advantage also forms the basis for the pawn breakthroughs which are covered in more detail in the next chap-

5: Typical Pawn Manoeuvres in Pawn Endings

Standard program: 5.1-5.7

The introductory example is particularly suitable for a collective discussion on the demonstration board. Grant five minutes of orientation time to the participants and then ask for any suggestions. Usually almost every pawn move is mentioned. Deal with each move in detail in order to end with the rule that 'pawns in their original position are more valuable' which serves as a thread out of the maze.

Concerning the very complicated study by Wotawa (5.7) you have to decide yourself when you want to interfere and help out with some advice. I have had the experience that even this study is solvable - many learners have at least found the stalemate!

Exercise 5.4 would also be very suitable as an introduction to the topic of pawn-chains in the middlegame. This example makes it very clear why an attack on a pawn-chain should usually be directed at its base.

6: The Rook's Pawn

Standard program: 6.1-6.8

In this chapter, basic themes are again at the centre of attention, so the difficulty of the exercises is quite low. On the other hand I didn't want to leave out any of the examples. Normally the mate with a knight against a rook's pawn belongs in the standard program, but it was necessary to push it to the 'voluntary program'. We do not find any big surprises in the voluntary program, but all the themes mentioned in the standard program are repeated.

I advise you not to use additional material for this lesson as in my experience this only leads to confusion. It's not a problem if for once you don't need the full 90 minutes. If there are participants who are particularly interested, they can look at the bishop ending at the end of this chapter (page 169). Perhaps it is sufficient to let them find the way to win with h- and e-pawn.

7: Knight Endings

Standard program: 7.1-7.7

Endings with pieces begin with this lecture and it now becomes difficult to restrict the material. For the knight alone, a detailed coverage would need several instruction units (the same

comment holds for the other pieces), but the course would then soon cover 25 or even 30 lectures. Therefore restriction is necessary. I have limited myself to three basic topics which illustrate the strength and the weakness of the knight. The percentage of tactical positions is – especially in the voluntary program – quite high, because the particular features of each piece can be demonstrated best in the field of combinations.

8: Bishop Endings

Standard program: 8.1-8.8

The material in this chapter is again very considerable, but I did not want to leave out any of the topics. Maybe it is a good idea to split this unit into two parts: the first for the topics of bishop vs pawn(s) and basic endings with bishop and pawn vs bishop and the second for the topics of opposite-coloured bishops and strategy in the bishop ending.

Of course the topic good bishop vs bad bishop is also very important for the middlegame.

My main objective in this chapter is to demonstrate the dangers of the bad bishop. There are few bad habits as widespread among inexperienced players as the fatal wish to place their own pawns, for safety reasons, on the same colour squares as their bishop!

9: Knight vs Bishop Endings

Standard program: 9.1-9.7

Again quite a lot of material for just a single instruction unit! Maybe it is advisable once again to split the material and deal with it in two lessons, but by now you probably know how much you can demand from your protégés in one session!

Looking back, I cannot deny that I have somehow preferred the knight, as its tactical abilities prove to be crucial in many examples.

10: Rook Endings (1)

Standard program: 10.1-10.7

At last a reasonably short instruction unit with the focus on tactical positions. Rook endings are the most common type of ending in practice and I have taken that factor into account. Rook endings occupy no fewer than four chapters; each unit is therefore compact and concentrates on relatively few topics.

The important aim in this chapter is to examine the tactical strengths and weaknesses of the rook from different angles. Rook activity ranges from the mobile, dynamic rook that can force a draw against two connected passed pawns on the seventh rank, to the blocked, immobile rook that cannot even sacrifice itself for a pawn.

The theme of 'rook activity' will turn up again in the later chapters, especially in Chapter 13.

11: Rook Endings (2)

Standard program: 11.1-11.7

This and the following chapter are rather technical. However, the attacking and defensive procedures are so important in practice that it seemed unavoidable for me to treat them in detail. Only position 11.5 offers a little tactical relief.

At the end of this unit all participants should know the three rook manoeuvres covered. This time the exercises 11.8-11.16 offer a particularly good opportunity to study the topic in more depth. The extension to the Karstedt manoeuvre (three files distance) is also examined in more detail there.

12: Rook Endings (3)

Standard program: 12.1-12.7

We conclude our excursion into the purely technical side of rook endings with the topic of frontal attack. When we recall the key defensive procedures, then we can recall that the best defensive chance is to occupy the promotion square with the king. If the king is cut off, it becomes more difficult for the defence. A side attack is then more effective than a frontal attack, which is often only successful against a not very far advanced pawn.

It is worth pointing out the golden rule of the three file (or rank) distance again and again. In technical rook endings it is often a valuable guide.

The topic of 'tactics' lends some more colour to this chapter and this offers a good mixture of more and less difficult positions. If you have a different point of view you will find further ideas in the 'voluntary program' beginning with 12.8.

13: Rook Endings (4)

Standard program: 13.1-13.6

As the endgame course approaches its end, most of the participants will be able to deal with a more sophisticated lecture. Nevertheless, you could still reduce the number of exercises – perhaps it is even sufficient to look at a single example more closely. In order to do this, you can find two endings analysed in 13.8-13.12 and 13.13-13.15.

14: Queen Endings (1)

Standard program: 14.1-14.7

After the sophisticated lecture 13 we are back to some lighter stuff. Beginning with 14.8, you will find some slightly more difficult examples, especially those concerning the topic 'rook's/bishop's pawn'.

For inexperienced players, it is necessary that they know the staircase manoeuvre and the difference between the rook's/bishop's pawn on the one hand and the central/knight's pawn on the other hand.

I have added the winning zones mainly for reasons of completeness. With the help of this instrument you can at least create slightly different positions in order to let the participants find the win.

This time some quite interesting examples are presented, particularly 14.16. Despite its length, this study can also be solved by players who are not so strong.

15: Queen Endings (2)

Standard program: 15.1-15.5

In this final chapter it becomes far more difficult again. Queen endings, particularly the ending queen and pawn vs queen, certainly represent one of the most difficult endgame topics.

You will probably have recognized that this time there are only four exercises for the participants to work on. As you will find out when you look at the substantial material in the voluntary program, this is not due to lack of material but because an attentive and detailed analysis of 15.5 should be the core of this lesson. However, this will consume so much time in the concluding discussion that everybody will be satisfied with only four examples.

If you prefer an exclusively tactics-orientated unit – and with weaker participants this is certainly worth considering – you can use some of the examples beginning with 15.6. While the standard program mostly dealt with strategy in queen endings, with a corresponding focus for the examples, these further positions are characterized by tactical ideas that contrast with the 'normal cases' covered in 15.1-15.5. Here you can find alternatives to tricky positions 15.1 and 15.5.

16: Endings from Easy to Difficult
This collection returns to the topics
dealt with before. You can use these exercises in various ways; for example,
at the beginning of the whole endgame
course in order to test the pre-existing
knowledge of the participants.

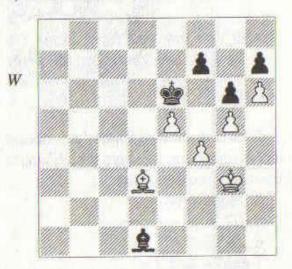
I have used this concluding chapter myself as a competition puzzle at the end of the endgame course in order to clarify the acquired knowledge, not only for me but especially for each learner. Particularly for young players (but not exclusively for them!) this is an attractive way of rounding up the whole endgame course.

How to Deal with Errors

If you are a teacher, the following is sure to have happened to you too. You have conscientiously prepared your lesson, you proudly present all your wonderful examples – and then there comes a doubter who just tears apart your most beautiful position. This little appendix is the story of one such situation and should give you courage to do your best, no matter what the circumstances.

In one of my first lessons an example proved to be faulty. This developed into quite a story:

1) The Game



Timoshchenko – Stephenson Hastings 1966/7

White 'talked' his opponent into resignation after the following beautiful series of moves: 1 f5+! gxf5

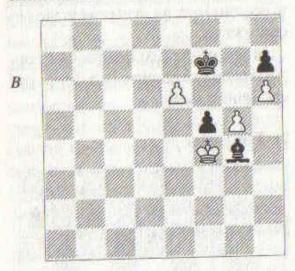
1... 2xe5 2 fxg6 fxg6 3 2xg6 hxg6 4 h7 +-.

2 曾f4 皇g4 3 皇c4+ 曾e7 4 皇xf7! 曾xf7 5 e6+ 當xe6 6 g6 1-0

Black resigned in view of 6...\$f6 7 gxh7 +-.

So, Black was persuaded but should he have been so easily convinced? In a training session at Katernberg chess club there were some doubts about the position after White's 5th move.

2) Analysis at the Katernberg chess club



It turned out that Black had missed a convincing answer here which would have secured the draw:

5...**⊉**g8! 6 g6

6 e7? **≜**h5 −+.

6... h5! 7 g7

7 gxh7+ sxh7 =.

7...2g6 8 e7 2e8

Not, of course, 8...當f7?? 9 e8響+ 會xe8 10 g8響+ +-.

9 含xf5 含h5 =

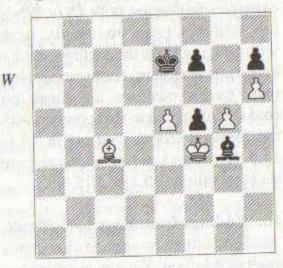
This position cannot be won. If White advances his king to d8 and

promotes the pawn, then an exchange on e8 leads to stalemate!

So, is the original position only a draw? I was prepared to believe it and took the example with me to the next training course at the North Rhine-Westphalia Chess Federation in order to demonstrate to the participants that one can never totally avoid such surprises. Unwillingly, I immediately proved my thesis again – the participants of the course did in fact find a win!

Their new idea started after Black's 3rd move:

3) Analysis at the North Rhine-Westphalia Chess Federation



Here, instead of 4 &xf7? (the question mark has to replace the exclamation mark!), they played:

4 g6! fxg6

After 4...hxg6 5 h7 +- White has no problems.

This tricky defence is better than 6... 創h57當g5當f78皇xg6+! 皇xg69 e6+, when White wins easily.

7 皇xg6 皇b3 8 當xf5 當g8 9 當f6

After 9 e6? &xe6+ 10 &xe6 &h8
Black's defensive idea becomes clear:
White is unable win due to the wrong bishop (see Chapter 6).

9....會h8 (D)

9... 2c4? 10 2f7+! 2xf7 11 h7+

10 皇f7 皇a4 11 e6 堂h7 12 堂g5! White has to play carefully until the end:

a) 12 \$\delta e7? \$\delta xh6 13 \$\delta d8 \$\delta g7 14 \$\delta e8 \$\delta d1 15 e7 \$\delta f6 16 \$\delta f7 \$\delta a4 17

êb3 êb5 18 êc4 êa4 19 êa6 êe5 20 êc8 êd6 =.

b) 12 e7? 曾xh6 13 曾e5 曾g7 14 皇h5 曾h6 =.

12.... 2 b3 13 2 g6+ 2 g8 14 e7 2 a4 15 2 f6 +−

After \$\overline{\psi} e5-d6-c7-d8 followed by \$\overline{\psi} f5-d7 White will finally achieve his aim.

I hope that this little digression has not only amused you but also encouraged you to make something positive even out of unsound examples. After all, chess lives from the constant succession of certainty and error – your lessons will profit if some truth is only detected during your instruction and your protégés do not just dig out the bones where you have buried them intentionally!

With this last example I say goodbye to you. I thank you for your interest and I hope that you will benefit from the material, and so will your chess students.

Bibliography

During the construction of the present series of lessons I have used many sources. As the different parts have constantly changed over the years, it is no longer possible to indicate the precise origin of each example. Indeed, many examples can be found in several different endgame books.

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extensive further reading.

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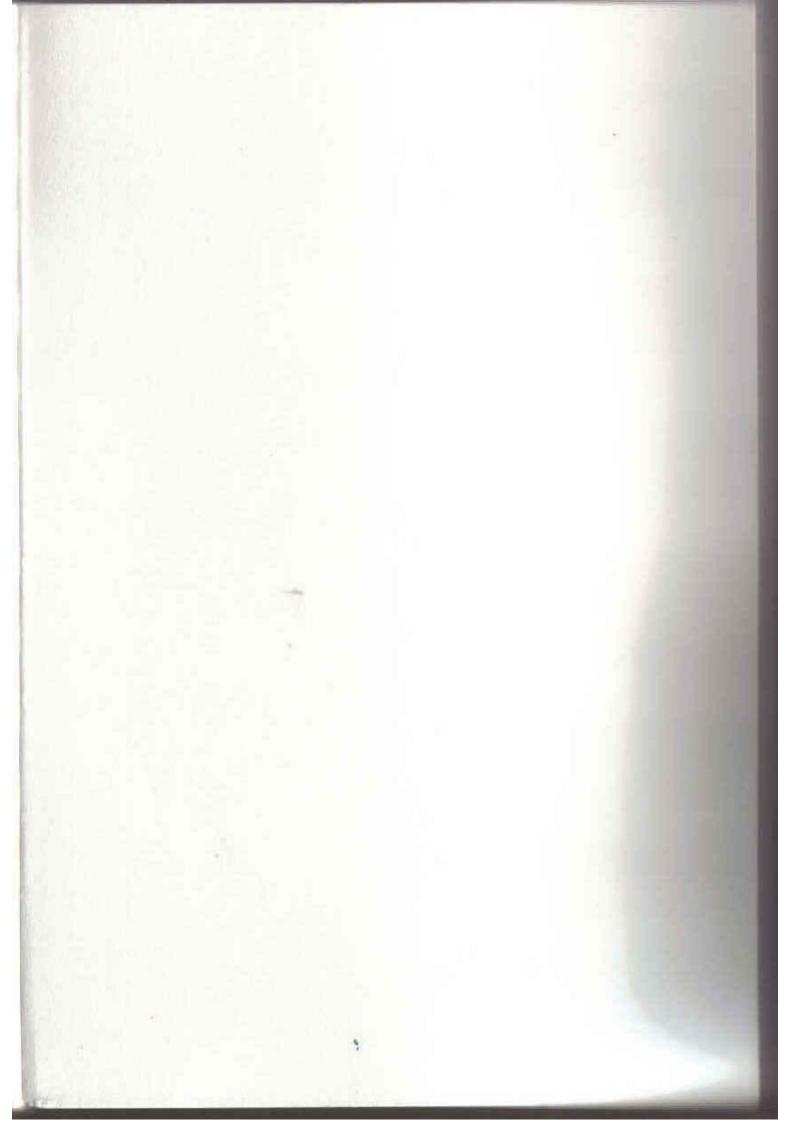
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GAMBIT

This is an endgame manual with a difference. As soon as a topic has been introduced and a few basic ideas discussed, you are immediately invited to immerse yourself in the subject by solving a series of relevant positions. The solutions to these positions feature a wealth of practical advice and further discussion of endgame principles and the key theoretical points. This carefully worked-out training programme will enable you quickly and painlessly to determine where your strengths and weaknesses lie, and thus set about correcting any faults.

All the main types of endgames are covered: pawn endings, minor-piece endings, rook endings and queen endings. Rosen discusses important elements in endgame strategy, such as pawn-structure, passed pawns, space advantage, breakthrough and zugzwang. Endgames are often highly tactical, and this is reflected throughout this book in exercises that require precise calculation, and in sections devoted to typical tactical themes.

The wealth of exercises throughout this book also make it an ideal endgame refresher course that will be of great benefit even to those who are already highly proficient in the endgame.

Bernd Rosen is a highly qualified trainer who writes a regular column in a German chess magazine. He gained his FIDE Master title in 1987 and has played in the German Bundesliga for many years.

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Fundamental Chess Endings Karsten Müller and Frank Lamprecht

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