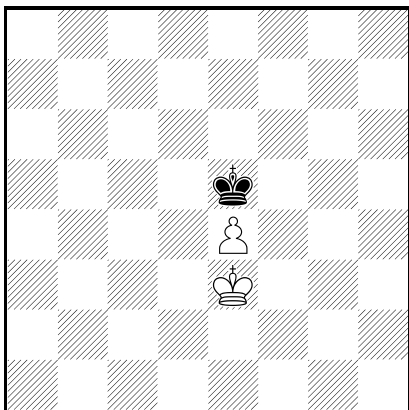


King and Pawn vs King – A drawn position



[This position is drawn. It does not matter who has the move.]

1...Ke6 2.Kd4 Kd6 3.e5+ Ke6 4.Ke4 Ke7 5.Kd5 Kd7 6.e6+ Ke7 7.Ke5 [A critical moment. Black must play correctly to secure the draw.]

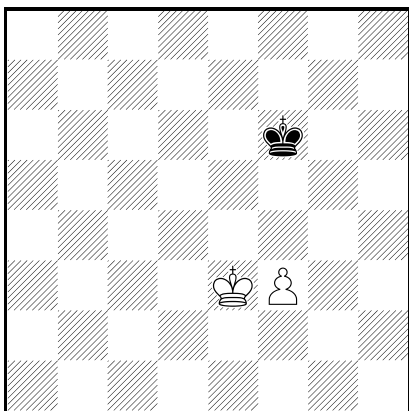
7...Ke8! [7...Kd8?? 8.Kd6 Ke8 9.e7 Kf7 10.Kd7 and White will promote the pawn to a queen on the next move.]

8.Kd6 Kd8 9.e7+ Ke8 [with a draw, as]

10.Ke6 [is Stalemate and White would lose the pawn if any other move is played.]

=

King and Pawn vs King – A winning position



[In order to win, the White king must be in front of the pawn and White must have the opposition.]

1.Kf4! [With this move, White is able to meet both the conditions.]

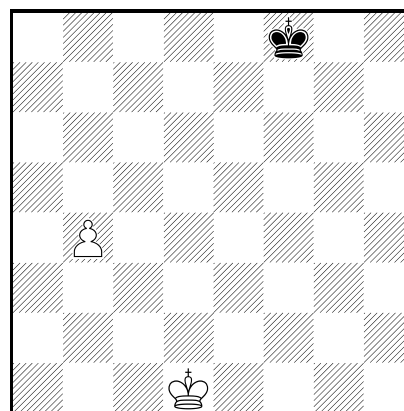
[1.f4? Kf5=]

1...Ke6 2.Kg5 [Moving diagonally forward in the opposite direction]

2...Kf7 3.Kf5 Kg7 4.Ke6 Kg6 5.f4 Kg7 6.f5 Kf8 7.Kf6 Ke8 8.Kg7 [Now the king will assist the Pawn's advance to the eighth rank]

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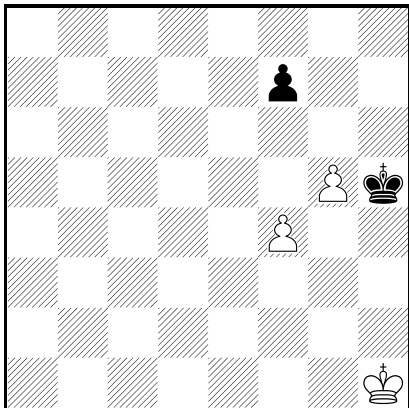
K & P Endgame – White is winning



1.Kc2 Ke7 2.Kb3 Kd6 3.Ka4 Kc6 4.Ka5 Kb7 5.Kb5

+-

**King and Pawn endgame –
Mattison, Hermann**
Opposition, 1918



[White has no hopes of saving the pawns and must try to reach a drawn position after the pawns are lost]

1.g6! [1.Kg2 Kg4 2.Kf2 Kxf4 3.Kg2 Kxg5 4.Kg3 Kf5 5.Kf3 Though White has the opposition for the moment, Black has a move in hand and can use the waiting move 5...f6 to seize the opposition, after which it is an easy win.]

1...fxg6 2.f5! [2.Kg2? Kg4 3.f5 gxf5 and Black has the opposition.; Also bad is 2.Kh2? Kg4 3.f5 Kxf5! 4.Kg3 Kg5]

2...gxf5 [White has succeeded in forcing the Black pawn to the 4th rank and Black no longer has any useful waiting moves.]

3.Kg1! [T]

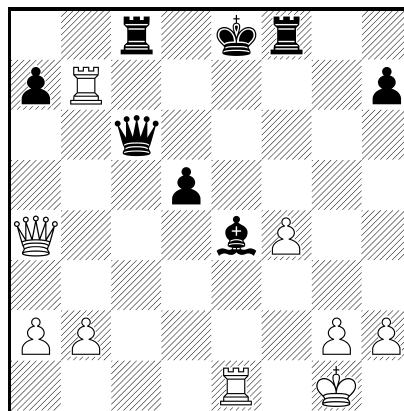
[3.Kh2? Kh4! (3...Kg4? 4.Kg2=) 4.Kg2 Kg4 5.Kf2 Kf4 and Black is winning.]

3...Kg5 [Black controls the distant opposition, but he cannot convert it into close opposition after]

4.Kf1! [When the Black king moves to the fifth rank, White can take the opposition and force a draw.]

4...Kg4 5.Kg2=

Sumov – Vinawer
Peterburg, 1875

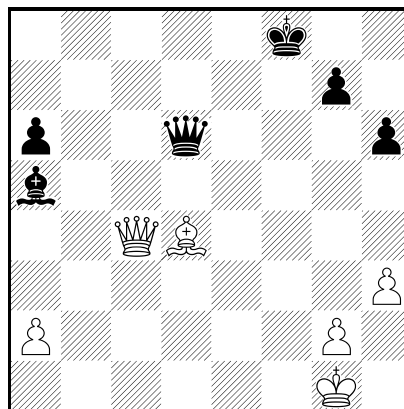


1.Rc1! Qxa4 [Other moves will lose the queen.]

2.Rxc8#

+–

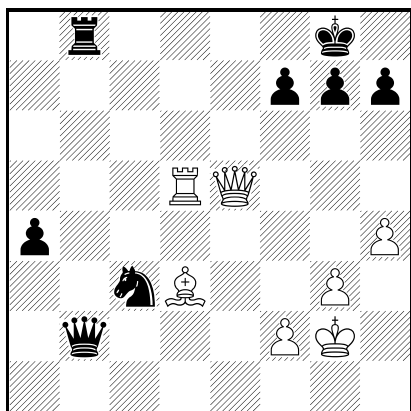
Brundtrup – Budrich
Berlin, 1954



1.Bc5 Bb6 2.Qf4+ [and White wins the queen.]

+–

Composed Position
Based on Larsen – Szabo
 Beverwijk 1967

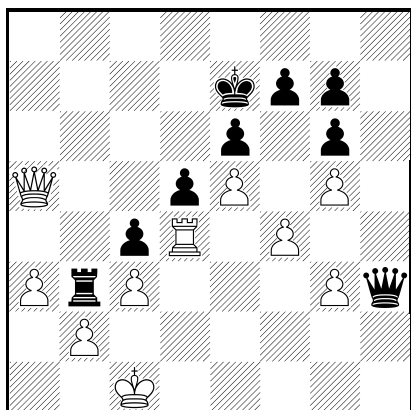


1.Rb5 Nxb5 [1...Rxb5 2.Qe8#]

2.Qxb2

+–

Kieninger – Herrmann
 Bad Oeyhausen, 1940



1.Qc7+ Ke8 2.Qc8+ Ke7 3.Rxd5 [the 'e6' pawn is pinned. White is threatening Qd8#. After]

3...Qh1+ 4.Rd1 [Black must give up the queen to avoid immediate mate.]

+–

Legal – Saint Brie [C50]

Paris, 1787

[Tilak, Sharad]

1.e4 e5 2.Nf3 d6 3.Bc4 Nc6 4.Nc3 Bg4 [Here Legal saw an interesting possibility and played.]

5.Nxe5? [Thinking that his opponent had blundered the queen, Black played]

[In a game played some years later, the French master Cheron played 5.h3 and when the unsuspecting opponent replied with 5...Bh5 he was able to use Legal's idea. 6.Nxe5! Bxd1 (6...Nxe5 can be met with 7.Qxh5 Nxc4 8.Qb5+ c6 9.Qxc4 and White has won a pawn.) 7.Bxf7+ Ke7 8.Nd5#]

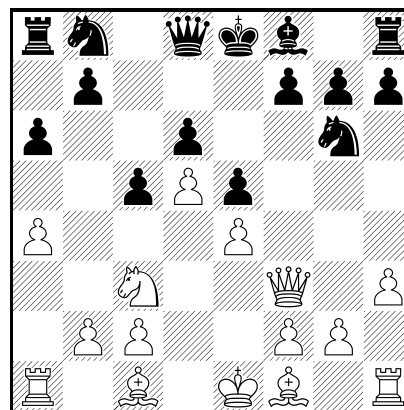
5...Bxd1?? [only to get mated in a couple of moves.] [Instead, Black could have won a piece with 5...Nxe5! protecting the bishop on g4.]

6.Bxf7+ Ke7 7.Nd5# [This mating pattern came to be known as 'Legal's Mate'.]

1-0

Donner,J – Balcerowski,W

Varna Olympiad, 1962



[White has the advantage in terms of space and he also has the bishop pair. Black has a bad bishop on 'f8'. Black can get a playable position by trading bishops with Bf8-e7-g5. Donner decided to prevent this exchange, thereby ensuring that he has the upper hand. On general principles, the player with space advantage should try to retain more pieces on the board.]

9.g3! [Routine development with 9.Bd3 Be7 10.0-0 would have allowed Black to significantly improve his position with 10...Bg5!]

IIT NSO – Friday, September 8, 2023

9...Be7 10.h4! [The dark squared bishops can no longer be exchanged and White enjoys a big positional advantage.]

10...0-0 11.Bd2!? [Now White plans to play a4-a5 followed by Na4, when the bishop on 'd2' protects the 'a' pawn.]

[Other good options were 11.Bh3; and 11.Nd1]

11...b6 12.Nd1! [Heading for 'f5'.]

12...Nd7 13.Ne3 Nf6 [13...Bf6 , preparing ...Ne7, would have been strongly met with 14.Bh3 Ne7 15.Bxd7! Qxd7 16.Ng4 , winning a pawn.]

14.h5 Nh8 15.Nf5 Ra7? [15...h6 would have prevented the disaster which occurred in the game, but Black would still have been in a very bad position.]

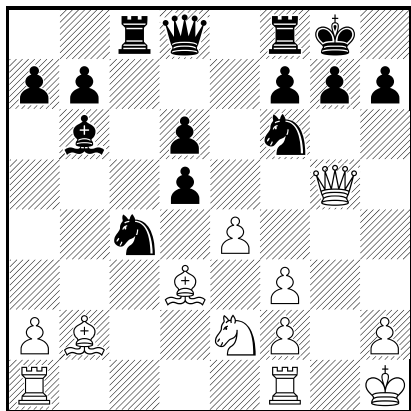
16.h6! [Black resigned as he had no way to prevent the loss a piece.]

[After 16.h6 g6 (16...Ne8 17.hxg7 Nxg7 18.Nh6#) 17.Nxe7+ Qxe7 White would have won a knight with 18.Bg5]

1-0

Anderssen,A – Suhle,B

Breslau, 1859



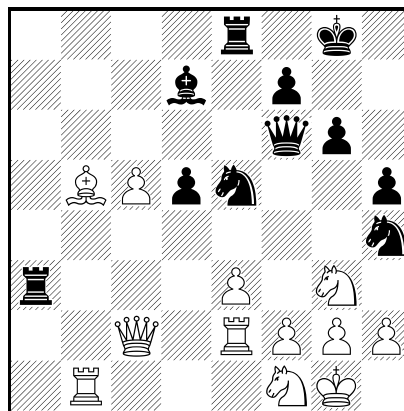
1.Rg1 Ne8 [1...g6 2.Bxf6]

2.Qxg7+ Nxg7 3.Rxg7+ Kh8 4.Rg8+ Kxg8 5.Rg1+

+–

Andruet,G – Spassky,B

Koblenz, 1988

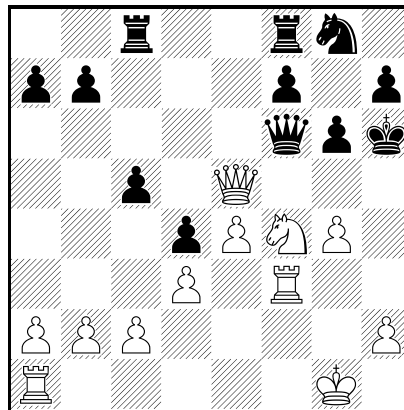


1...Qf3 2.gxf3 Nexf3+ 3.Kh1 Bh3

–+

Antoshin – Rabar

Baku, 1964



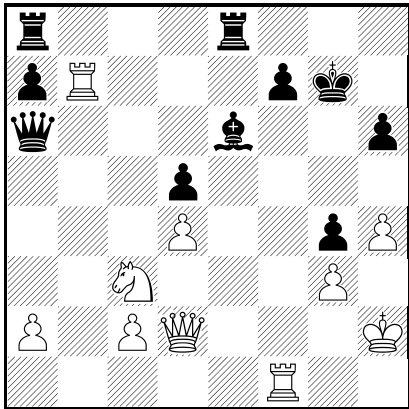
1.Ne6! Qxe5 [1...fxe6 2.Rxf6+- Nxf6 3.g5+-; 1...Qxf3 2.Qg5#]

2.Rh3+ Qh5 3.g5#

+–

Blackburne – N.N.

Great Britain – sim, 1871



1.Rf6 Qxb7 [1...Rh8 2.Rbxf7+ Kg8 3.Re7]

2.Qxh6+ Kg8 3.Qg5+ Kf8 4.Rh6

+–