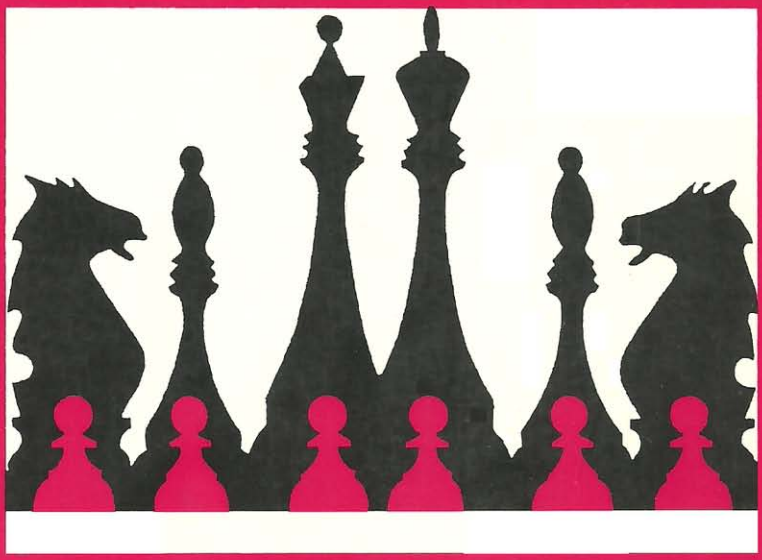
Essential Chess Endings Explained Move By Move

Volume One

Novice Thru Intermediate

IM Jeremy Silman



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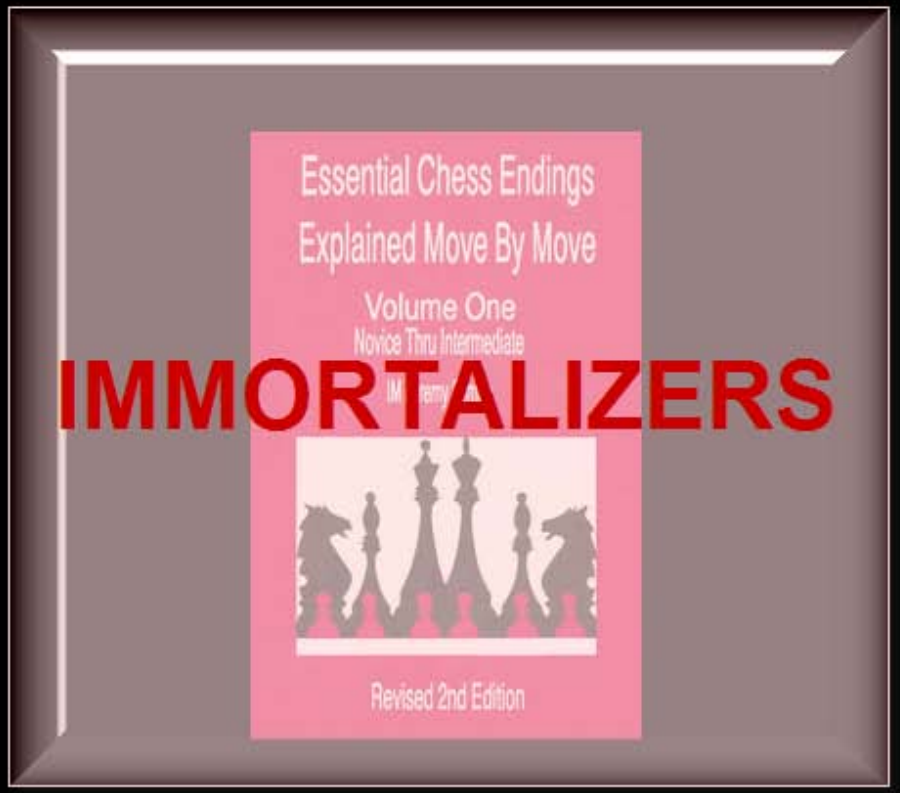

IMMORTALIZERS

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Volume One
Novice Thru Intermediate

IM Jeremy Silman

Chess Digest, Inc.

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The revisions consist of a new Part Nine, a new Part Ten, 34 new tests, two pages of new Starting Positions, 64 new diagrams, and 221 pages instead of 187 pages.

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Send the publisher $2.00 for the *New Chess Guide* that catalogs every book and chess items for general sale in the United States. You are given publishers, page counts, notation, diagram numbers, colors, and sizes of each item along with numerous pictures. Also included is a free Chess Improvement Course for beginners up through Master level players.

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INTRODUCTION

I have added many new tests and new examples in this expanded 2nd Edition. At times you may find a very simple problem sitting next to one that you consider to be extremely difficult. In either case try very hard to find the solution. Remember: I don't necessarily expect you to solve these harder tests. However, a concerted effort will make the answer much easier to understand and will shed additional light on the preceding material.

This book is meant to make the study and subsequent understanding of endgames a less tedious experience than it previously has been. Designed for the less knowledgeable player (E through A), I give commentary on every move to insure a complete understanding of what these moves mean and to alleviate the boredom that usually goes along with the study of endgame material. Higher rated players can skip most basic positions, but even masters will undoubtedly find much that is new to them.

It is not in the nature of this book to give overly complex or lengthy examples. Nor is it my intention to give every possible situation that may arise under a particular heading. Instead I present a few carefully chosen examples that will clearly illustrate the essential themes of the section.

The idea of this book is to teach the student the necessary motifs and rules that go with each endgame type. Thus it is basically a set of guidelines to help you figure out things for yourself in any given situation. Memorization of numerous endgame positions is both tedious, unrealistic, and unproductive. Instead, the emphasis is on understanding.

At times the reader may come across a joke, an attempt at humor, or even a whole paragraph of nonsense. I have added this madness in the hopes of earning the occasional smile, to help turn what many think of as work into an enjoyable experience.

Finally, you may notice that there is a good deal of repetition throughout the book. This was purposely done to thoroughly teach the subject at hand. Remember, not everyone is an accomplished player and through the novice will undoubtedly appreciate the constant repetition, even the experienced player might find an occasional "reminder" useful.

PART ONE
The Lone King

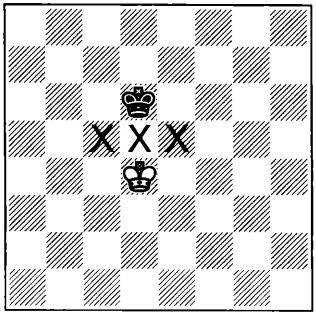
Throughout a chess game the King is in danger, and this fact prevents many players from understanding its true worth. The King, in fact, is a very strong piece, at least as strong as a Knight or Bishop. Once the board clears of pieces, a player must make use of everything he has. The time has come for the King to emerge and lead the remains of his army to the final victory.

This chapter deals with understanding the basic movements of the King and the White and Black Kings' relation to each other.

Opposition

The quest for domination between two opposing Kings is called the **Opposition**, whereby one King tries to become stronger than the other.

STARTING DIAGRAM #1



This diagram illustrates the most basic and direct form of opposition. Both Kings would like to advance and gain ground, and both Kings have moved into a position that prevents the other from doing so. In such a situation it is a disadvantage to have the move, since you must break the blockade that has been built and thus allow the opponent a way into your position. Thus Black to move would give White the **power of the opposition** or, more simply put, the opposition.

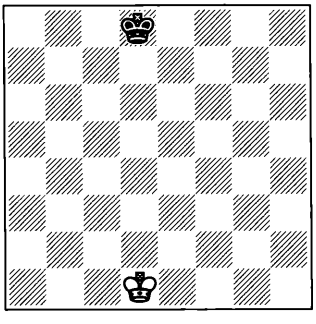
1... Kc6

Poor Black, he would like to say "pass" but this luxury is denied him. Note that **1...Ke6** would allow White to make inroads by **2 Kc5** while **1...Kd7** allows White to advance and keep the opposition by **2 Kd5.**

2 Ke5

White has progressed.

STARTING DIAGRAM #2



This is similar, only in extended form. This is called **distant opposition**. The rule is: Whoever moves with an odd number of squares between the Kings does not have the opposition. Thus White to move does have an even number of squares between the Kings. This means he has the opposition and by playing **1 Kd2** he changes it to an odd number with his opponent to move. If they continue to walk towards each other (via 1...Kd7 2 Kd3, Kd6 3 Kd4) we would get Starting Diagram #1 again.

The same rules hold good for diagonals.

STARTING DIAGRAM #3

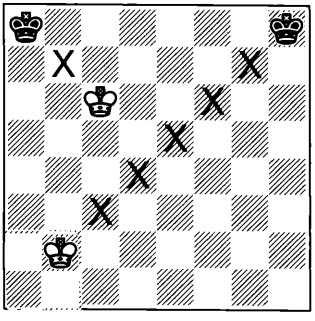
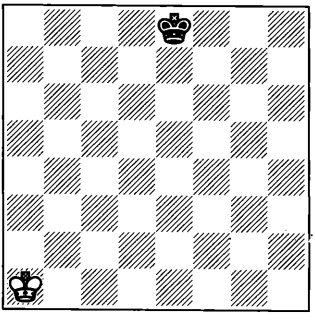


Diagram #3 shows both the immediate and the distant diagonal opposition. Whoever moves does not have the opposition.

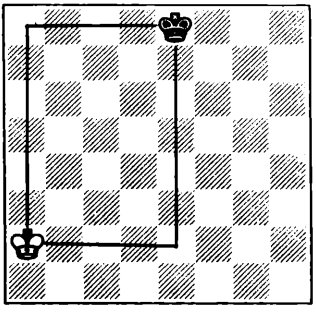
It can be seen that it is not difficult to determine who has the opposition when the Kings "connect" on a rank, file, or diagonal. But what if they fail to connect altogether? Does one have to get out a pocket calculator and work out prolonged mathematical formulas? Not at all!

STARTING DIAGRAM #4



Let's look at this diagram. In this type of situation the rule is to make a square or a rectangle in which each corner is the same color. Vague, but a picture is worth a thousand words.

STARTING DIAGRAM #5



White has just played his King to **a2**. The diagram shows the connecting points **a2, a8, e8, e2**. Note how each corner is a white square. White has just played **1 Ka2** and has the opposition. Proof:

1... Kf8

Black tries to stay as far away from White's King as possible.

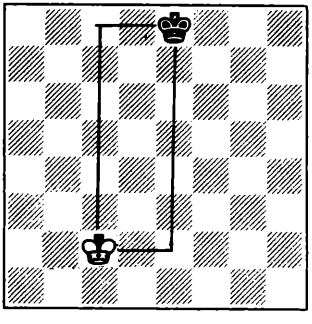
2 Kb2

Now **b2, b8, f8,** and **f2** are the connecting points.

2... Ke8

Other moves allow quicker proof. For example **2... Kf7 3 Kb3** with diagonal opposition, or **2...Kg8 3 Ka2** with more of the same.

3 Kc2



New connecting points: **c2, c8, e8, e2.**

3... Kf8

3...Ke7 4 Kc3 is similar, while **3...Kd7 4 Kd3** is a basic form of distant opposition.

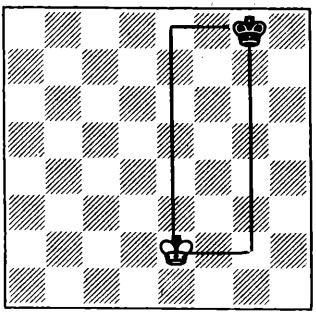
4 Kd2

Now **d2, d8, f8**, and **f2** are the connecting points.

4... Kg8

Still trying to avoid a direct connection.

5 Ke2



Now **e2, e8, g8**, and **g2** are the corners of our rectangle.

5... Kh8

Running out of space!

6 Kf2

By now you should have it down **...f2, f8, h8**, and **h2** are the squares.

6... Kh7

Black's running out of choices. **6...Kg8 7 Kg2** or **6... Kg7 7 Kg3** both prove White's point.

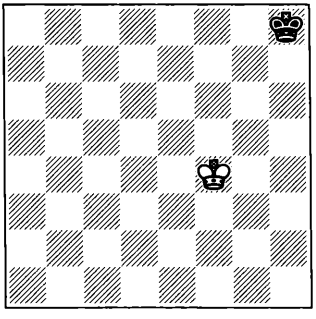
7 Kf3

The box closes. Connections are **f3, f7, h7, h3.**

7... Kh8

There is nothing else since **7...Kh6 8 Kf4** makes a square **f4, f6, h6, h4** <u>and</u> gives direct diagonal opposition.

8 Kf4



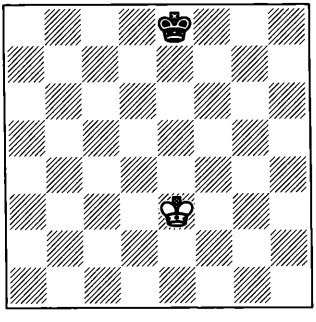
The finish. Now **8...Kh7 9 Kf5**, or **8...Kg8 9 Kg4**, or **8...Kg7 9 Kg5** all prove that I was not pulling a fast one on you. White indeed had the opposition.

Tests

(Answers to Test Questions at end of book, Part Ten)

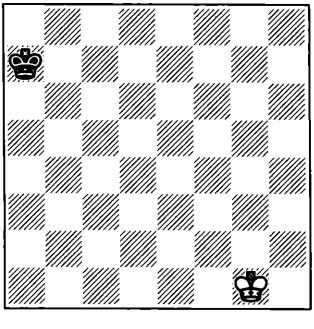
Just to make sure you were paying attention!

TEST: DIAGRAM #6



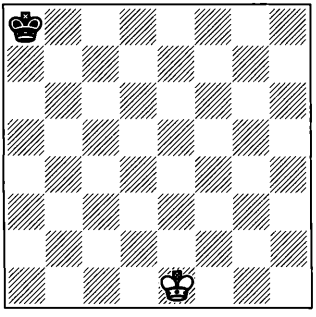
Question: White to move. Who has the opposition and why?

TEST: DIAGRAM #7



Question: White to move. Who has the opposition and Why?

TEST: DIAGRAM #8

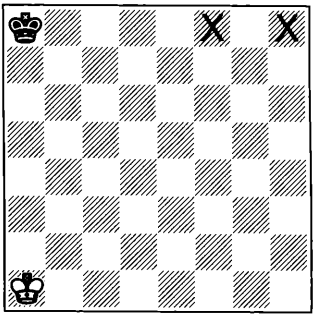


Question: White to move can take the opposition. How?

Outflanking

Outflanking is a simple but useful technique to be aware of. With it, a player can often make inroads into positions that were not possible otherwise. Admittedly, this often costs the opposition, but it must be remembered that the opposition is only a means to an end, not the end itself.

STARTING DIAGRAM #9



This diagram is a great tool with which to learn both the finer points of opposition and outflanking. White to play has the opposition. His goal is to reach **f8** or **h8** in at most 17 moves. Of course Black will try to stop him!

1 Ka2!

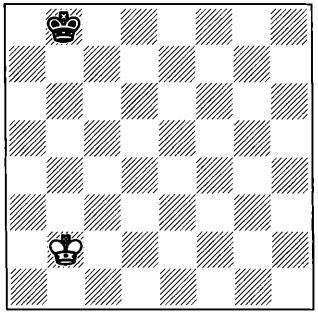
Taking the opposition is the only way to do it. The direct approach fails miserably because it hands the opposition to Black: **1 Kb2?, Kb8!** (takes the opposition) **2 Kc3, Kc7 3 Kd4, Kd6 4 Ke4, Ke6** and White is not going anywhere.

1... Kb8!

A very useful move. Now **2 Kb3?** loses the opposition to **2...Kb7**, while **2 Ka3?** must also lose the opposition since Black has his choice of two squares. After **2 Ka3, Ka7** ends White's hopes.

2 Kb2

Keeping the opposition and heading over to the side of the board where the targets lie.



2... Kc8

Once again keeping White's options to a minimum. **2...Kc7? 3 Kc3** only helps White to advance while retaining the opposition.

3 Kc2

Still heading for the Kingside. White could instead try to outflank Black, but this would fail to achieve the set goal. For example: **3 Ka3** (By putting a file between the Kings White prevents Black from taking direct opposition while simultaneously making forward progress. This process is called outflanking.) **3...Kc7** (Our old rectangle trick; Black now has the opposition.) **4 Ka4, Kc6 5 Ka5, Kc5 6 Ka6, Kc6** White has managed to come forward, but now will never be able to go sideways. To succeed he must first go to the target side of the board (Kingside) and only then outflank his opponent.

3... Kd8

Black must continue the dance

4 Kd2

White glides across the floor.

4... Ke8

Poor Black must stay back and hope that White fails to find the winning idea.

5 Ke2

Still sliding.

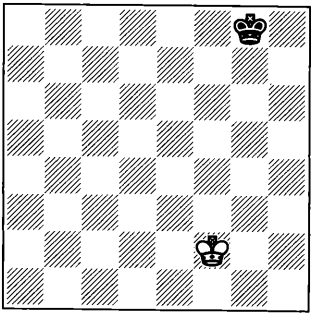
5... Kf8

Still waiting.

6 Kf2

White has reached the Kingside and still holds the opposition.

6... Kg8



The game reaches a peak of excitement.

7 Kg2

"*Something wonderful is about to happen*". A quote from a movie with an expert rating - 2001.

7... Kh8

Will White make his attempt?

8 Kf3!

Yes! The dreaded outflanking takes place. Note that **g2** was a magic square, since **h3** and **f3** are on either side of it.

8... Kg7

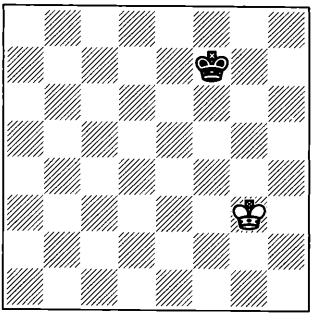
Not what Black wished to do, but **8...Kh7 9 Kf4, Kh6 10 Kf5, Kh5** though it indeed takes the opposition, allows White to take the target after **11 Kf6, Kh6 12 Kf7, Kh7 13 Kf8**. This idea of giving up the opposition for a juicier goal is what out-flanking is all about.

9 Kg3!

White retakes the opposition, satisfied that he has come forward one rank. Blunders are **9 Kf4?, Kf6** or **9 Kg4?, Kg6**. In both cases White will never reach the promised land.

9... Kf7

He has little choice. **9...Kf6 10 Kf4** is even easier for White, while **9...Kh7 10 Kf4** leads to the same type of play as **9...Kf7**. (See diagram following)



10 Kh4!

Another outflanking maneuver.

10... Kg6

Once again taking the opposition fails: **10...Kf6 11 Kh5, Kf5 12 Kh6** and White walks down to **h8.**

11 Kg4

Grabbing the opposition again. From now on it is like walking down a flight of stairs.

11... Kh6

11...Kf6 12 Kh5 is similar, while **11...Kf7 12 Kf5** is also no help to Black.

12 Kf5

Outflank.

12... Kg7

Cringe.

13 Kg5

Opposition again.

13... Kf7

Choices are limited.

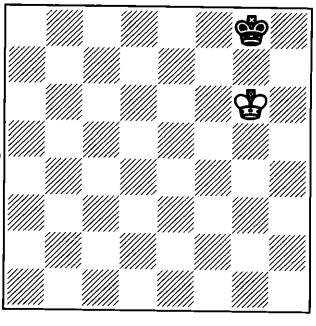
14 Kh6

Threatens **15 Kh7**

14... Kg8

Forced

15 Kg6



Putting Black in a suicide (Zugzwang) situation.

15... Kf8

15...Kh8 16 Kf7 was no better.

16 Kh7

and White cannot be prevented from achieving his goal by **17 Kh8.**

This whole study is extremely instructive and I seriously recommend that the reader play over it again and again until he fully understands it.

Rules and Definitions For Part One

1) DIRECT AND DISTANT OPPOSITION: Odd number of squares between the Kings with the opponent to move. **Or** Even number with you to move. See Starting Diagram #1 and #2.

2) DISCONNECTED KINGS: Make a square or rectangle with each corner being of the same color if you want the opposition. Starting Diagrams #5 and #8 are good examples.

3) The opposition is only a means to an end. Don't clutch onto it with fanatical devotion if a greater goal can be reached by dropping it. See Starting Diagram #9.

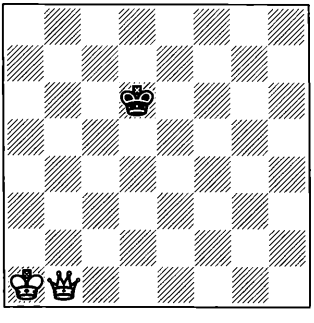
4) Outflanking can only be accomplished with a file separating the two Kings. Starting Diagram #9 explains.

PART TWO
Basic Mates

For the beginning player I am adding the most common, basic mates.

K & Q vs. K

STARTING DIAGRAM #10

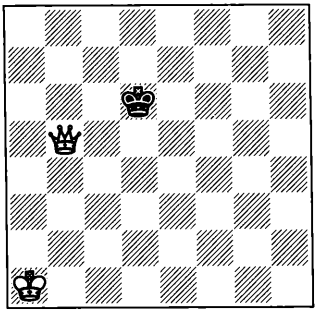


This mate is very simple and should take only nine or ten moves to accomplish. Firstly, it should be realized that White cannot mate Black with his lone Queen. He needs his own King to trek across the board and aid in the execution. It should also be added that the mate can only be accomplished at the edge of the board. Thus from the above diagram, play could follow:

1 Qb5

Not the fastest, but certainly the easiest way.

STARTING DIAGRAM #11



White traps the Black King in a box, making it smaller and smaller. Finally the White King will march over and help the Queen in delivering the death blow.

1... Ke6

1...Kc7 2 Qa6 also tightens the noose.

2 Qc5

Squeezing Black a bit more. Moves like **2 Qc6ch?** are pointless and only allow Black more room after **2...Ke5.**

2...Kf6

Black has few real options.

3 Qd5

White calmly continues with his space gaining strategy.

3... Kg6

And poor Black continues to get muscled about.

4 Qe5

Nothing distracts her from her goal.

4... Kf7

4...Kh6 5 Qg3 traps the King on the edge and leads to a quick mate following the White King's march to **f6**.

5 Qd6

Of course White could also move his King up at any time, but the text is most consistent with White's earlier play.

5... Kg7

Black is running out of breathing space.

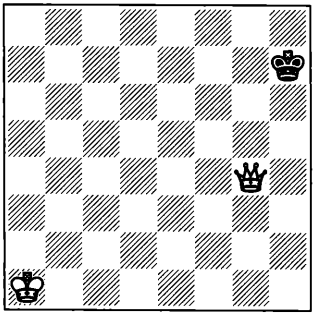
6 Qe6

Forcing Black to the edge.

6... Kh7

6...Kf8 7 Qd7 leads to the same type of thing.

7 Qg4



Mission accomplished, Black is stuck.

7... Kh6

Black's position is easy to play!

8 Kb2

Finally the King enters the fray.

8... Kh7

Forced.

9 Kc3

Black's demise looms closer every move.

9... Kh8

A trap!

10 Kd4

White must be careful to avoid stalemates. For instance, to **Qg6??** would make Black very happy.

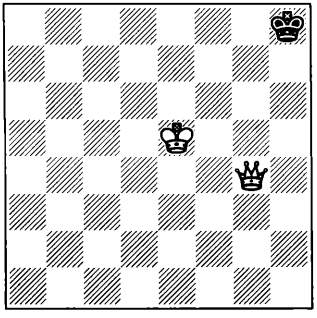
10... Kh7

Back and forth.

11 Ke5

Almost there.

11... Kh8



One more try at stalemate.

12 Kf6

White, who has been missing the big football game, is at last ready to put Black out of his misery.

12... Kh7

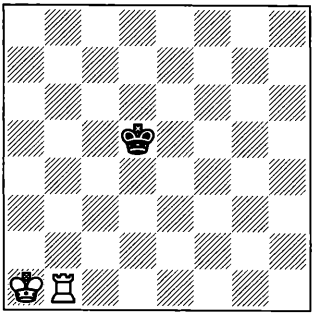
Vindictive to the last, Black, takes an hour on this move.

13 Qg7 mate

Too late! The football game just ended!

K & R vs. K

STARTING DIAGRAM #12



Once again White must drive Black's King to the edge of the board. In this case, however, it can only be done by the combined effort of the King and Rook.

1 Kb2

The King rushes to meet its counterpart.

1... Kd4

Worse is **1...Kc4 2 Rd1!** when Black's King is already conquered.

2 Kc2

Bringing the king to a more central location.

2... Ke4

Once again **2...Kc4** is met by **3 Rd1** with the same type of play, only speeded up in White's favor.

3 Kc3

White's King continues to push Black back.

3... Ke5

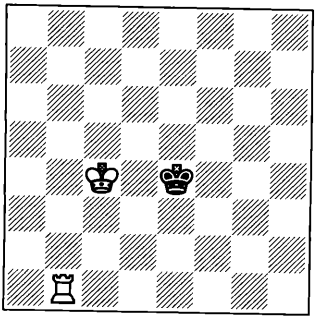
3...Ke3 4 Re1ch, Kf2 5 Re4, Kf3 6 Kd3 makes things easier for White.

4 Kc4

The White King is now every bit as well positioned as Black's. It's time for the Rook to join in the hunt.

4... Ke4

Black's King also gets cut off after **4...Ke6 5 Rb5**.



5 Re1ch

A Rook check is always strong when the King's face off in an opposition situation because the checked King is thereby forced to relinquish ground.

5... Kf5

As good as any.

6 Kd4

Whenever the King is two or more squares away, it must be brought closer. See note to White's 11th move for reason why White does not go directly in front of Black by **6 Kd5**.

6... Kf4

Black gets trapped in a box after **6...Kf6 7 Re5** while **6...Kg5 7 Rf1** is just as bad.

7 Rf1ch

Kings in opposition, time for a check.

7... Kg5

Basically similar is **7...Kg4 8 Ke5.**

8 Ke4

Offering Black the chance to take the opposition with **8...Kg4** so it can be checked back by **9 Rg1.**

8... Kg6

Now **9 Rg1ch** lets Black out after **9...Kf6.**

9 Ke5

Relentlessly stalking Black.

9... Kg5

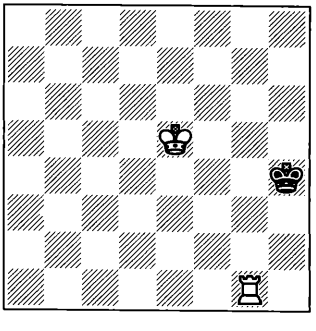
The alternative is just as painful: **9...Kg7 10 Ke6, Kg8 11 Rf7, Kh8 12 Kf6, Kg8 13 Kg6, Kh8 14 Rf8** mate.

10 Rg1ch

Trapping the King on the edge.

10... Kh4

Or **10...Kh5 11 Kf4, Kh6 12 Kf5, Kh7 13 Kf6, Kh8 14 Kf7** when Black's King has been run into a dead end and must commit suicide after **14...Kh7 15 Rh1** mate.



11 Kf5

It's best <u>not</u> to move directly in front of the enemy King in this ending. Instead you want Black to move in front of you. For example, **11 Kf4, Kh5 12 Kf5, Kh4** gets nowhere. After **11 Kf4, Kh5** White should simply waste a move by **12 Rg2** once again forcing Black to run into a dead end.

11... Kh3

There is no choice since **11...Kh5 12 Rh1** mate.

12 Kf4

Staying close.

12... Kh2

The other way is doom.

13 Rg3

Leaving Black only two squares to play with.

13... Kh1

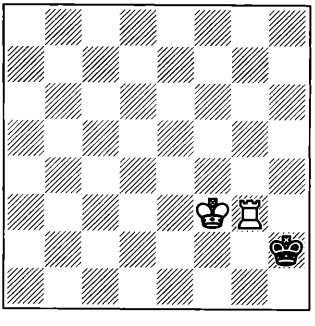
The only legal move.

14 Kf3

The King needs to be directly facing Black's for mate to happen. The exception being if Black is in a corner square.

14... Kh2

A hard move to find.



15 Kf2

Forcing Black into the corner. If, after **Kf2**, some multidimensional slip made it White's move here, White would once again force Black into the fatal corner by **Rf3** (or anywhere along the third rank other than h3).

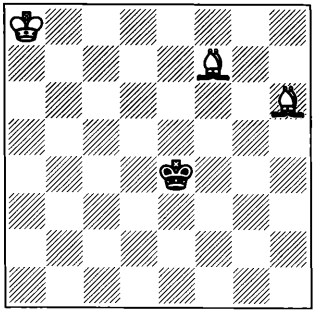
15... Kh1

A painful necessity.

16 Rh3 mate.

K & 2B's vs. K

STARTING DIAGRAM #13



Once again the King must be driven to the edge of the board and finally to a corner, if mate is to be given. The trick is to form a dual lineup of the Bishops which cuts the King off from a certain area of the board. With the help of his King, White will make this space smaller and smaller, finally driving Black's King into a corner and delivering mate.

1 Bg6ch

The **b1-h7** and **c1-h6** diagonals are now a no-man's land for Black.

1... Ke5

Even less breathing space was offered by **1...Kf3.**

2 Kb7

Rushing the King over to where the action is. Also possible was **2 Bg5** when the Bishops are unapproachable. Such measures were not necessary however.

2... Kf6

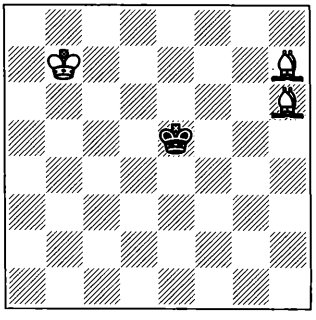
Why not? Maybe he will have a spiritual vision and hang a Bishop.

3 Bh7

Now the Bishops are invulnerable.

3... Ke5

Back to the center.



4 Kc6

White's King takes away the **d6** and **d5** squares from Black.

4... **Kd4**

Worse was **4...Kf6 5 Kd6**. Black should try to keep his King in the center for as long as possible.

5 Bf4

Now the central **e5** square is unavailable.

5... **Kc4**

Trying to keep White's King at bay.

6 Be5

More space is stolen from Black

6... **Kb4**

Slowly Black is forced to the sidelines.

7 Bg8

More squeezing.

7... **Ka3**

He had to go to the edge.

8 Kc5

White must be careful, for example **8 Kb5??** is a stalemate.

8... **Ka4**

The only legal move.

9 Bb2

Now White will drive Black into a corner on **a8.**

9... **Ka5**

Forced.

10 Bb3

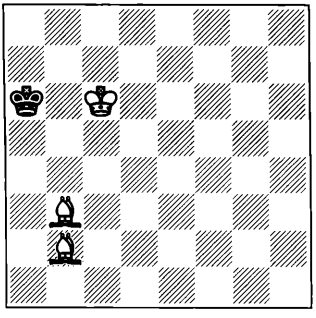
Still driving Black towards **a8.**

10... **Ka6**

Again forced.

11 Kc6

White's King is needed to contain Black.



11... Ka7

11...Ka5 12 Bc3ch, Ka6 13 Bc4ch, Ka7 14 Kc7, Ka8 15 Bd2 (Wasting a tempo so that a check can be given when the Black King goes to a7.) **15...Ka7 16 Be3ch, Ka8 17 Bd5 mate.**

12 Be5

Keeping Black out of **b8.**

12... Ka6

There is also doom in **12...Ka8 13 Kc7, Ka7 14 Bc4, Ka8 15 Bf4, Ka7 16 Be3ch, Ka8 17 Bd5 mate.**

13 Bc7

Now both **a5** and **b8** are off limits.

13... Ka7

Forced.

14 Bc4

And now only **a7** and **a8** are available to Black.

14... Ka8

Black must quietly wait for the Final blow.

15 Be5

White's King needs to be on **c7**.

15... Ka7

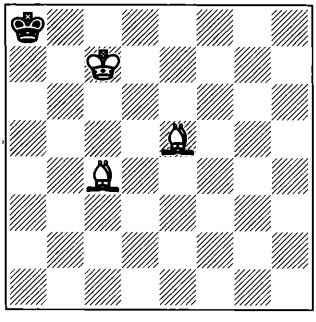
A sad state of affairs for Black!

16 Kc7

Now the Bishops are free to put Black out of his misery.

16...Ka8

Black dreams of stalemates.



17 Bf4

If the player of the Black pieces is your spouse and you fear later retribution, you may wish to play **17 Bd4??** stalemate, thus drawing the game and keeping marital harmony intact.

17... Ka7

The final face off of the Kings.

18 Be3ch

Forcing Black into the fatal corner for the last time.

18... Ka8

No choice.

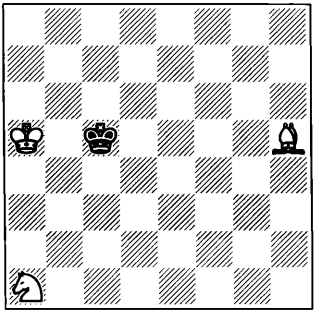
19 Bd5 mate.

K & B & N vs. K

This is clearly the most complicated endgame thus far and perhaps the most complicated in the book. Still, it is seen on occasion and with a little practice, it is not that hard to master.

To accomplish the mate, White must first drive Black's King to the edge of the board. This is accomplished mainly by the team of Bishop and King with the Knight taking only occasional liberties. Next the enemy King must be driven into a **corner of the same color as the Bishop**. The desired mating positions are: Wh. Kb6; Bc8; Nc5. Bl. Ka8. White plays 1 Bb7ch, Kb8 2 Na6 mate. **And-Wh**. Kb6; Be6; Nc7. Bl. Kb8. White plays 1 Na6ch, Ka8 2 Bd5 mate.

STARTING DIAGRAM #14



The diagram is a typical starting position.

1... **Kc6**

Similar play is reached by **1...Kc4 2 Bf7ch.**

2 Nb3

Taking **c5** from Black.

2... **Kd6**

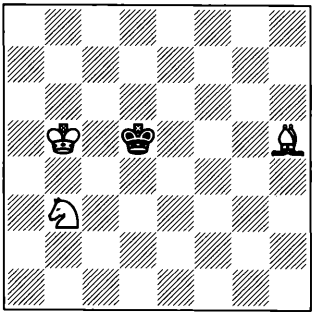
2...Kd5 3 Kb5 is more or less the same thing.

3 Kb5

White's King takes away **c6, c5,** and **c4** from Black.

3... **Kd5**

Black will try very hard to stay in the center.



4 Bf7ch

Forcing Black's King away, which will allow White's King to come forward and take over more territory.

4... **Ke5**

Things are basically the same after **4...Kd6 5 Bc4, Ke5 6 Kc5,** etc.

5 Kc5

Creating a new barrier on **d6, d5,** and **d4.**

5... Kf6

When you only have a King left, you might as well attack something and hope.

6 Bc4

White's pieces bunch together in safety. Perhaps they are discussing the next phase.

6... Ke5

Still holding onto his central position.

7 Nd2

Now e4 is denied Black.

7... Kf4

He had to allow White's King more space.

8 Kd6

Now **e5** is out of Black's reach.

8... Kf5

Or **8...Ke3 9 Nb3, Kf4 10 Bd3, Ke3 11 Bc2, Kf4 12 Kd5, Ke3 13 Ke5** when Black is quickly being shoved back.

9 Bd3ch

Still pushing Black around.

9... Kf6

Or **9...Kf4 10 Bc2, Ke3 11 Nb3** as in the note to Black's 8th move.

10 Nf3

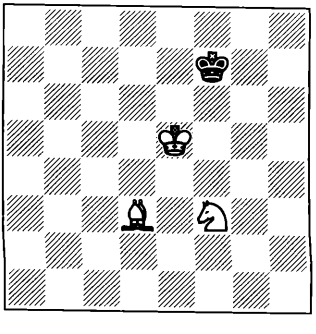
Note how White's pieces form a cage which contains the Black King.

10... Kf7

His choices are diminishing.

11 Ke5

Keeping Black away from the center.



11... Kg7!

Wrong would be **11...Ke7** since after **12 Bc4** Black would be heading for the wrong corner. He is safe on the Kingside since the corner is of the opposite color of White's Bishop and thus mate cannot be forced there.

12 Ng5

Taking away **f7** and forcing Black to the back rank.

12... Kg8

Black is not dead yet though...White needs to flush him out of this side and push him over to the Queen's wing.

13 Kf6

The White King must remain close to Black's.

13... Kf8

Or **13...Kh8 14 Nf7ch, Kg8 15 Be4, Kf8 16 Bh7** as in the column.

14 Nf7

h8 is now unavailable to Black.

14... Kg8

Black is clinging to the Kingside with all his might.

15 Bf5

A tempo move. **15 Bb1** or **15 Bc2** would do just as well.

15... Kf8

Forced.

16 Bh7!

Flushing him out.

16... Ke8

Hoping to rush back into the center.

17 Ne5

The Knight says "no".

17... Kd8

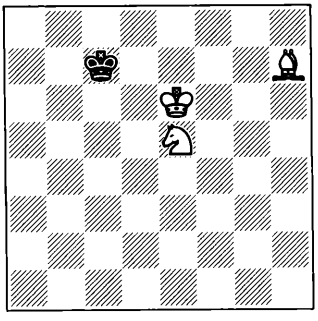
Or **17...Kf8 18 Nd7ch, Ke8 19 Ke6, Kd8 20 Kd6, Ke8 21 Bg6ch, Kd8 22 Nc5, Kc8 23 Bd3, Kd8 24 Bb5, Kc8 25 Bd7ch, Kb8 26 Kc6, Ka7 27 Kc7, Ka8 28 Kb6, Kb8 29 Na6ch, Ka8 30 Bc6** mate.

18 Ke6

White must not let the Kings get too far apart.

18... Kc7

Of no value is **18....Ke8 19 Nd7, Kd8 20 Kd6, Ke8 21 Bg6ch**, etc. As in the note to Black's 17th move.



19 Nd7

The critical idea: The Knight controls **c5** and **b6** while the Bishop will control the **f1-a6** diagonal by posting itself on **d3** and eventually **b5**. Together, these pieces will create a Queenside box. If, you understand this placement of pieces, you will have no trouble solving the B&N mate.

19... Kb7

19...Kc6 20 Bd3 changes nothing.

20 Bd3

Keeps the King out of **a6** and **b5**.

20... Kc6

Prevents White from playing **Bb5** or **Kd6.**

21 Ba6

Forcing Black to move away and relinquish the **c6** square.

21... Kc7

Little choice here!

22 Bb5

The box is complete.

22... Kd8

Trying to run back to the Kingside.

23 Nb6

Heading for **d5** where the Knight will control the **b6** and **c7** squares. Note how the Bishop keeps Black out of **e8.**

23... Kc7

Back to the cursed Queenside.

24 Nd5ch

Repairing the box.

24... Kd8

"No! Not the Queenside! Anything but the Queenside!"

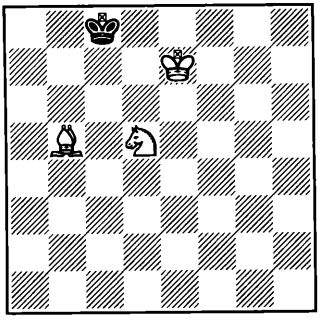
25 Kd6

Beginning the final phase of cornering the Black King.

25... Kc8

A forced move in the wrong direction.

26 Ke7



The cherished **d8** square is now taken from Black.

26... Kb7

Black has done his best, but his final moments are at hand.

27 Kd7

White's King marches in, happy to take part in the execution.

27... Kb8

Marking time.

28 Ba6

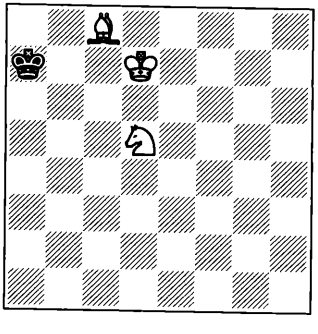
The jacket tightens.

28... Ka7

Black feels good to be able to attack something.

29 Bc8

The Bishop seeks comfort from its leader.



29... Kb8

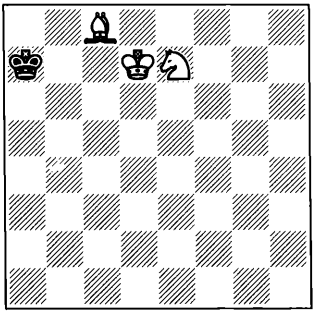
Trying to keep White out of **c7**.

30 Ne7

The Knight poises itself for the death blow.

30... Ka7

Black can choose which piece will do the dirty work: **30...Ka8 31 Kc7, Ka7 32 Nc6ch, Ka8 33 Bb7** mate is the other way to go.



31 Kc7

The final entrapment

31... Ka8

Forced.

32 Bb7ch

The end.

32... Ka7

Forced again.

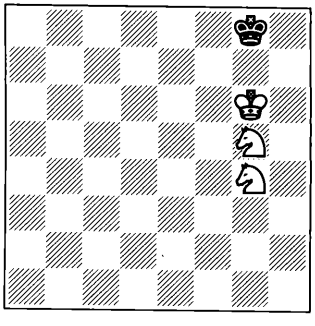
33 Nc6 mate.

Quite a lengthy process!

2 Knights & King vs. King And Pawn

One of the most unjust situations in chess is that of 2 Knights vs. King. Though two full pieces ahead, no mate is possible unless your opponent is most cooperative.

STARTING DIAGRAM #15



This diagram is a simple illustration:

1 Nf6ch

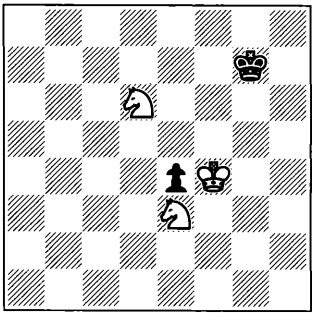
Hoping for **1...Kh8?? 2 Nf7** mate.

1... Kf8

And White cannot win. Other tries fail to various stalemates.

The situation is different though, if Black has an extra pawn. In this case, stalemate is not possible because Black can move his pawn - a traitor in his midst! A general rule is that White will win such an ending if the enemy pawn has advanced no further than the 5th rank, though often White can win even if the pawn reaches the 6th.

STARTING DIAGRAM #16



This position is a good example of the technique used:

1 Kg5

White's plan is as follows: he will trap the enemy King in the corner using his King and free Knight on **d6**. The other Knight must stand guard duty on the Black pawn. Finally, when the enemy King is in it's worst position, White will rush his other Knight over to the scene of the action. Of course, this usually allows the pawn to Queen, but just as the pawn reaches its potential, its monarch will be mated and the game will end. It must be added that **1 Kxe4??** would be a horrible blunder since I have already mentioned that two Knights cannot mate an unwilling lone King.

1... Kh7

Worse is **1...Kf8 2 Kf6.**

2 Ndf5

Taking **g7** away from Black and forcing him to retreat to the back rank. This allows White's King to advance further and hem the Black monarch in all the more.

2... Kg8

Hoping to escape to the Queenside.

3 Kf6!

An important move: White covers **e7** with his King so that his **f5** Knight can be redirected.

3... Kf8

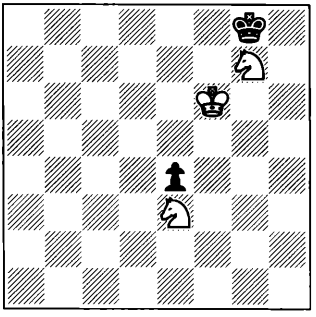
Still dreaming of a trip.

4 Ng7

With **e8** and **e7** under White's control, Black's holiday plans are firmly halted.

4... Kg8

Forced.



5 Ne6

Now **f8** is taken away and Black's cage tightens.

6... Kh7

A new escape plan. Black hopes to make a dash down the "h" file.

6 Kg5

"Sorry, you can't go that way either".

6... Kh8

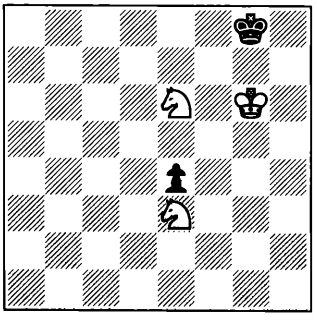
6...Kg8 7 Kg6 is similar

7 Kg6

The enemy King is now limited to only two squares and White can now proceed with phase two - the mate!

7... Kg8

Black's choices are few.



8 Ng4!

The cavalry finally arrives.

8... e3

8...Kh8 9 Nf6 amounts to the same thing.

9 Nf6ch

And not **9 Nxe3??** when a draw would eventually result. For example, **9 Nxe3, Kh8 10 Ng4, Kg8 11 Nf6ch, Kh8 12 Ng5** stalemate.

9... Kh8

Completely cornered. Only one more check is needed to end the "struggle".

10 Ng5

Threatening an unstoppable mate on **f7**.

10... e2

In some cases the pawn Queens at this point, but it is easy to see that such a fact would not change anything after...

11 Nf7 mate.

PART THREE
KING AND PAWN ENDGAMES

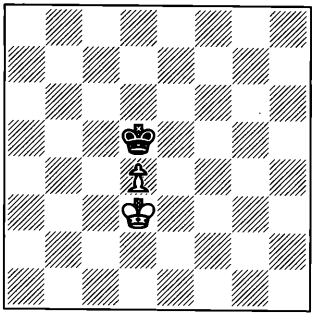
In endings with only Kings and pawns present, the opposition becomes extremely important. Thus if the reader has not fully grasped the concepts in Part One, I recommend he go back and carefully reread it.

The material in this Chapter will be broken up into the following subdivisions: K & P vs. K; K & 2 Pawns vs. K; K & P vs. K & P; K & 2 Pawns vs.K & P; Various Other Pawn Endings.

King And Pawn vs. King

The positions under this heading are fairly easy to understand. White will try to Queen his pawn, if he succeeds he wins, if he fails a draw will result. The real battle though revolves around the Queening square. If the stronger side can eventually control the Queening square, then victory will usually follow (the Rook pawns are the exceptions)...the opposition will make or break either side.

STARTING DIAGRAM #17



This basic position should be thoroughly mastered by the student since it is very common. Black's King has obtained its best position in front of the enemy pawn. Nevertheless, White can still force the advance of the pawn, and the real battle lies in Black's understanding of the opposition and his ability to control the Queening square.

1 Kc3

White must move to either **c3** or **e3** if he is to retain his pawn. Now Black is forced to move away and allow White to advance his King.

1... Kd6!

An important subtlety. The rule in such positions is to move straight backward so that when White's King advances, Black can step in front of him and take the opposition. With that in mind, **1...Kc6** should be avoided on the principle that on **2 Kc4** it is White who gains the opposition.

2 Kc4

Anything else would allow **...Kd5** when White has accomplished nothing.

2... Kc6

Takes the opposition and prevents White's King from a further advance.

3 d5ch

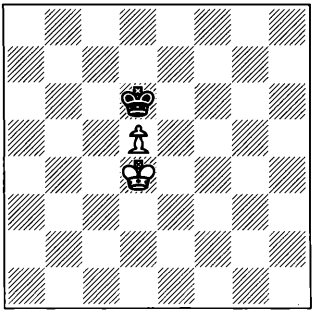
White's pawn takes a step forward.

3... Kd6

Kings are excellent at blocking enemy pawns.

4 Kd4

Now White has the opposition, but this is only temporary.



4... Kd7!

Using the old "straight backward" rule given in the note to Black's first move. Now White would like to play **5 Kd5,** but that is impossible because his own pawn is getting in the way. Thus White must play either **Kc5** or **Ke5**, in both cases allowing Black to regain the opposition.

5 Ke5

5 Kc5 is met by **...Kc7** while anything else is met by **...Kd6.**

5... Ke7

Once again Black has the opposition.

6 d6ch

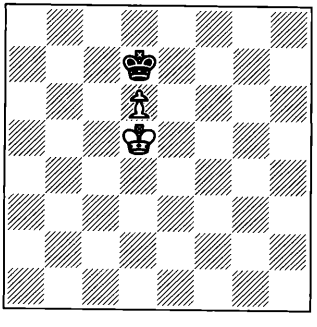
The only way to make progress.

6... Kd7

Also playable is **6...Kd8** since **7 Kd5, Kd7** or **7 Ke6, Ke8** both lead to draws as the main line demonstrates.

7 Kd5

The only move that does not hang the pawn. Now a critical situation has arisen. Black has three legal moves to choose from: 2 lose and 1 draws.



7... Kd8!

Of course! **7...Kc8??** loses the opposition and the game to **8 Kc6, Kd8 9 d7, Ke7 10 Kc7** when White controls the Queening square and will promote on his next move.

8 Kc6

8 Ke6, Ke8 leads to the same result.

8... Kc8

It is clear now why Black always moved straight backward with his King. He needed to be able to take the opposition when White's King advanced.

9 Kc5

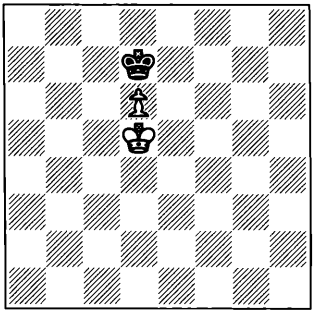
Fishing. The immediate **9 d7ch, Kd8 10 Kd6** is a stalemate and thus a draw.

9... Kd7

Yawn.

10 Kd5

White hopes that Black will go berserk and play **...Kc8??** or **...Ke8.**



10... Kd8!

Black obviously knows his stuff.

11 Ke6

Perhaps he will have an epileptic fit and play **...Kc8??** which of course loses to **12 Ke7.**

11... Ke8

There is nothing worse than an opponent who insists on making good moves.

12 d7ch

White's patience is finally at an end.

12... Kd8

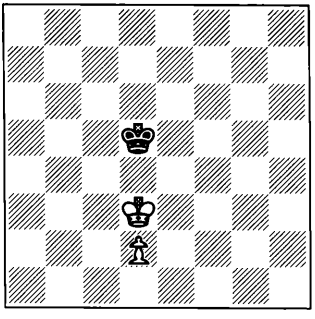
12...Kf8?? would obviously be a bribe.

13 Kd6 Stalemate.

The following rules may help to further clarify things to the beginning player: In situations of K & P vs. K, If the pawn advances to the 7th with check, the game is drawn. If it advances without check, the game is won. Once again, Rook pawns are the exceptions to these rules.

Play through the above example many times until it becomes second nature to you. Once you thoroughly understand it, then Starting Diagram #18 will prove to be extremely instructive.

STARTING DIAGRAM #18



Whoever moves is at a disadvantage because the opponent would then hold the opposition. White to move is easy to understand:

1 Kc3

Making way for the pawn.

1... Kc5

Retaining the opposition and preventing White's King from advancing. A terrible mistake would be **1... Ke5?? 2 Kc4** and White wins since his King becomes mobile. The technique for the win will be explained shortly.

2 d4ch

Or **2 Kd3, Kd5,** etc.

2... Kd5

and we have transposed into the easy draw found in Diagram #17.

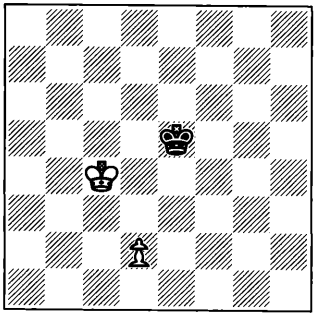
Black to move (from Diagram #18) is more interesting and demonstrates what White has to do to win these positions:

1... Ke5

The same type of play would result after **1...Kc5 2 Ke4** while **1...Ke6 2 Ke4, Kd6 3 Kd4, Kc6 4 Ke5** also allows White's King domination of the board.

2 Kc4

White plans to wrest control of the Queening square from Black. The rule he will follow is: Advance your King as far as possible without endangering your pawn, making sure to take the opposition at the critical moments. With the King far advanced, White can take the opposition at anytime because he will always have tempo moves with his pawn.



2... Kd6

Other tries:

1) 2...Ke4 3 d4!, Kf5 4 Kd5! (Now Black's King is cut off from the battle) 4...Kf6 5 Kd6, Kf7 6 Kd7, Kf6 7 d5, Ke5 8 d6, Kf6 9 Kc7 and White Queens;

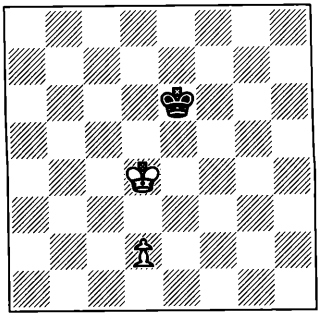
2) 2...Ke6 (Black takes the opposition but does not prevent the advance of White's King.) **3 Kc5** (And not *3d4??, Kd6* with a draw.) **3...Kd7** (Black might also try *3... Ke5* when *4 Kc6??* leaves the pawn a victim to the hungry Black King after *4...Kd4*. After *3...Ke5* correct is *4 d4ch, Ke6 5 Kc6!, Ke7 6 d5, Kd8 7 Kd6!, Kc8 8 Ke7*, etc.) **4 Kd5!** (Still taking space.) **4...Kc7 5 Ke6, Kc6** (*5...Kd8 6 Kd6, Ke8 7 d4, Kd8 8 d5, Ke8 9 Kc7* is also easy.) **6 d4, Kc7 7 d5** (*7 Ke7, Kc6* would force White to repeat after *8 Ke6*) **7...Kd8** (else White would play *Ke7*.) **8 Kd6!, Kc8 9 Ke7** followed by pushing the pawn to the 8th.

3 Kd4

When White's King can no longer safely advance, he must retake the opposition so that new inroads can be made.

3... Ke6

Loss of the opposition forces Black to relinquish ground.



4 Kc5

Continually driving deeper into Black's position. Don't forget: White's real goal is to control the **d8** square.

4... Kd7

Once again **4...Ke5** fails to **5 d4ch, Ke6 6 Kc6, Ke7 7 d5, Kd8 8 Kd6!**, etc.

5 Kd5

His pawn is still quite safe, so White continues to push ahead with his King. A horrible error is **5 d4??** when **5...Kc7!** is a draw.

5... Kc7

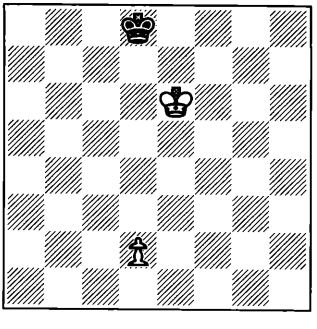
Black keeps trying to save himself but he is clearly outgunned.

6 Ke6

White gets closer and closer to **d8.**

6... Kd8

As good a move as any. **6...Kc6** loses in typical fashion to **7 d4, Kc7 8 d5, Kd8 9 Kd6**, etc.



7 Kd6

7 d4, Kc8 8 d5, Kd8 9 Kd6 also wins.

7... Ke8

Black can only wait.

8 d4

Finally the pawn rushes to join his monarch.

8... Kd8

Still trying to keep control of **d8**.

9 d5

Takes the opposition and prepares the final little King penetration.

9... Ke8

Like a tenant served with an eviction notice, Black would love to stay on **d8**, but the rules tell him to leave.

10 Kc7

White's King reaches its' goal.

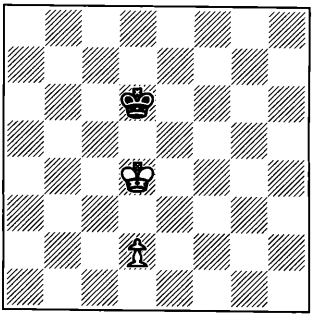
10... Ke7

Black can only watch as his doom approaches.

11 d6ch

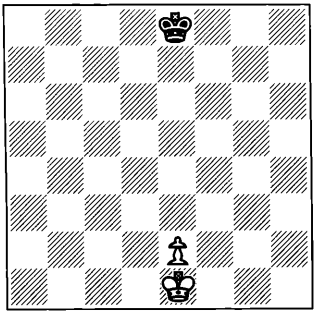
The once scared little pawn rushes into the radioactive zone, hoping to mutate into something greater than it was. White Queens and wins easily.

STARTING DIAGRAM #19



This diagram shows a situation that White wins irrespective of who's move it is because he has the opposition (thanks to the pawn move available to him). Thus White to move would play **1 d3!** taking the opposition and entering play similar to that found in Starting Diagram #18.

STARTING DIAGRAM #20



This diagram is a composite of everything we have looked at thus far. White to play wins by simply rushing in advance of his pawn:

1 Kd2

The King should always lead the pawn in these endings.

1... Kd8

Retaining the opposition. The more direct **1...Ke7 2 Ke3, Ke6 3 Ke4** is easy for White.

2 Kd3

Still advancing.

2... Kd7

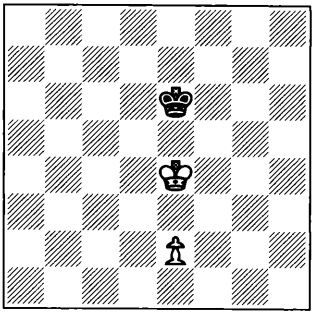
Still holding on to the opposition.

3 Ke4

Intending to use the winning techniques demonstrated earlier.

3... Ke6

Black has done the best he could by retaining the opposition, but, as shown in Diagram #19, White can simply play...

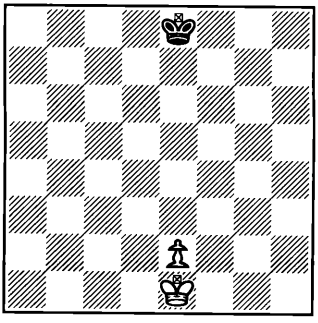


4 e3!

White gains the opposition for himself. If the student is unsure how to win from here, he should go back and make a detailed study of Diagram #18.

In the original posiiton, Black to play draws because he can prevent White's King from getting overly territorial:

STARTING DIAGRAM # 20 (again)



1... Ke7

Black hurries to cut off White's King.

2 Kd1!

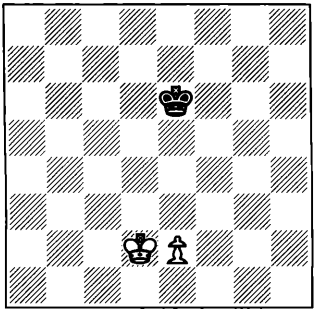
The direct approach by **2 Kd2, Ke6 3 Ke3, Ke5** gets White nowhere.

2... Ke6

Black ignores White's "subtlety" and continues to advance, hoping to achieve the easy draw found in Diagram #17.

3 Kd2

Sets a trap. Black must avoid **3...Kd5?? 4 Kd3, Ke5 5 Ke3** which wins for White.



3... Kd6!

Keeping the direct opposition. Trying to be fancy by **3...Kf6??** also keeps the opposition, but allows White's King to surge forward undisturbed by **4 Kd3, Kf5 5 Kd4**, etc.

4 Kd3

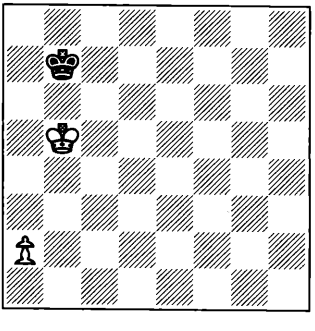
White is out of tricks.

4... Kd5

The draw is now clear.

As a player gains more experience, he will discover that a Rook pawn will often provide exceptions to rules that generally appear correct.

STARTING DIAGRAM #21



Normally such a fine King position for White would guarantee the win. In this case however, Black will experience no difficulties in drawing because he cannot be flushed out of the corner.

1... Ka8

Of course, **1...Ka7** is also good.

2 Ka6

Things seem to be getting even better for White.

2... Kb8

Black will simply shuffle back and forth between **a8** & **b8** until White stalemates him.

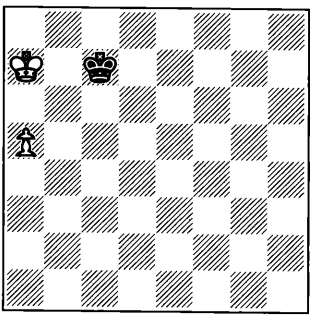
3 a4

The King cannot be better placed, so now the pawn advances.

3... Ka8

The draw is clear. (For completeness: 4 a5, Kb8 5 Kb6, Ka8 6 a6, Kb8 7 a7ch, Ka8 8 Ka6 stalemate.)

STARTING DIAGRAM #22



The diagram shows a peculiarity of the Rook pawn. Black, who has no material at all, stalemates the stronger side.

1 a6

Nothing is changed by **1 Ka8, Kc8** while **1 Ka6, Kb8** allows Black to get in front of the pawn for a clear draw.

1... Kc8

Avoiding **1...Kc6?? 2 Kb8** with a win for White.

2 Ka8

Once again **2 Kb6, Kb8** achieves nothing for White.

2... Kc7

Keeping White's King cornered.

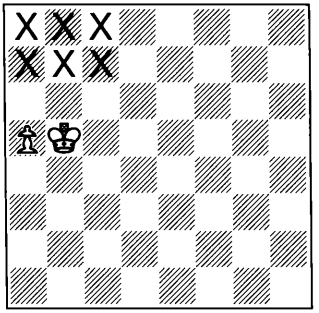
3 a7

Played after realizing that **3 Ka7, Kc8** is also an easy draw.

3... Kc8

Stalemate! A draw.

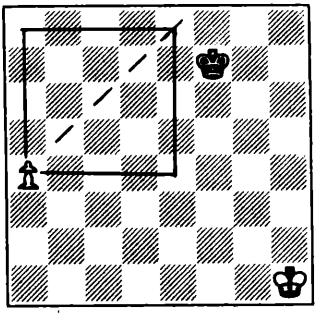
STARTING DIAGRAM #23



Thus with a Rook pawn, the opposition means nothing and White must control the Queening square (and avoid having his King trapped in the corner) if he hopes to win. In the case of an extra "a" pawn for example, Black can draw if his King can reach any of the X'd places in the diagram. If we were to move White's King to **b7** (from Diagram #22) and put Black's on **d7**, White would win because Black would be unable to get to the critical X'd squares. White would simply push his pawn until it Queens.

At times White's King is far from the action, which leaves a simple question to be answered: Is the Black King close enough to the White pawn to stop it from Queening?

STARTING DIAGRAM #24

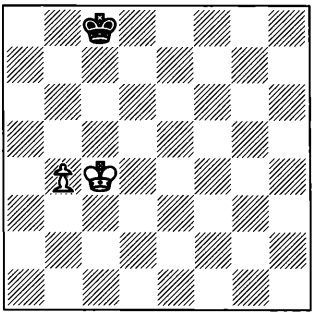


This diagram demonstrates a quick and easy method to answer this. As in the diagram, draw a diagonal extension and a side extension from the pawn. Connect up it's points to make a square. Is the King inside this square? If it is, then the pawn can be stopped. If the enemy King is outside the square, the pawn will Queen. In the diagram, Black to move draws by **1...Ke8**, **1...Ke7**, or **1...Ke6**-all of which enter the square. White to move plays **1 a5** creating a new square, a square that Black can no longer enter. Thus, White would win.

Tests

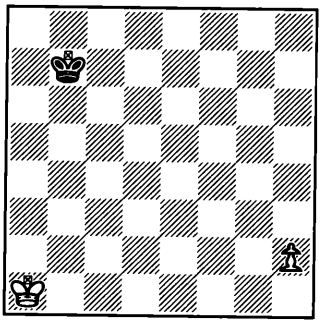
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #25



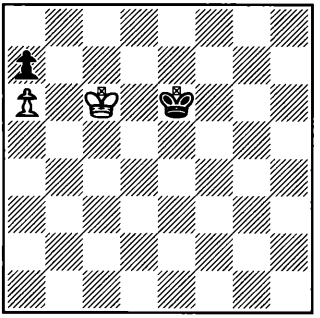
Question: Black to move. Can he draw, and if so how?

TEST: DIAGRAM #26



Question: White to move. Can Black stop the pawn?

TEST: DIAGRAM #27



Question: White is going to win Black's last pawn by Kb7 and Kxa7. Can Black save the game?

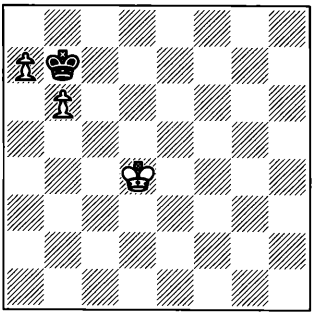
King And 2 Pawns vs. King

We can make the following subdivision for this section:

1) Connected pawns
2) Disconnected pawns
3) Doubled pawns

1) Connected Pawns. Connected pawns always win easily. The only instance where any difficulty exists is seen in the diagram on the following page.

STARTING DIAGRAM #28



As usual, the presence of a rook pawn gives added stalemate possibilities to the defender.

1 Kd5

The **b6** is immune from capture and therefore needs no protection. Of course, **1 Kc5** is every bit as good as the text - they amount to the same thing.

1... Ka8

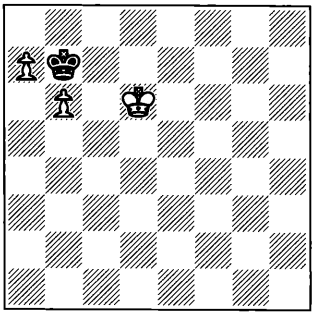
Black can do nothing but dance between **a8** and **b7.**

2 Kd6

Waiting for Black to get off the **a8** square and avoiding **2 Kc6??** Stalemate.

2... Kb7

Forced.



3 a8=Qch!

This ends stalemate possibilities and transposes into a winning K&P vs K position.

3... Kxa8

Little choice here.

4 Kc6

With this move, White gains the opposition. As we have seen in the section on K&P vs. K, this is decisive.

4... Kb8

Little imagination is needed to play Black's moves.

5 b7

Following an important rule from the previous section: If the pawn advances to the 7th without check, White will win. If it advances to the 7th with check, a draw will result.

5... Ka7

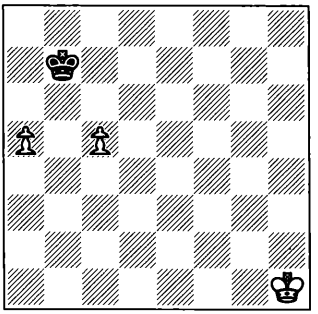
Another forced move.

6 Kc7

The pawn Queens.

2) Disconnected pawns. Disconnected pawns also always win unless one can be taken and the King can get back in time to stop the other. Such pawns need to be defended by their King, though at times, they can defend themselves until the King arrives with aid.

STARTING DIAGRAM #29



Though White's King is off visiting relatives, his pawns are quite safe.

1... Ka6

Threatening to chop it off.

2 c6

Now **2...Kxa6** would allow White to Queen.

2... Ka7

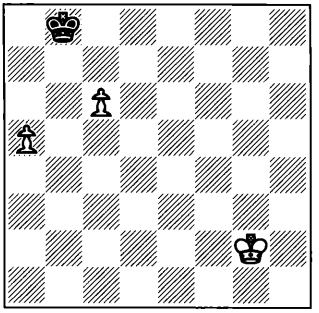
A forced retreat.

3 Kg2

White brings this King over to the danger zone.

3... Kb8

3...Ka6 would allow White to simply walk his King over and win easily. Now **4...Kc7** followed by **5...Kxc6** is a threat.

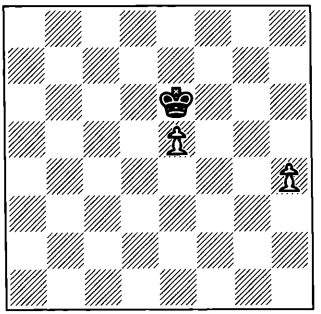


4 a6!

Black Resigns since **4...Kc7 5 a7** or **4...Ka7 5 c7** both lead to the Queening of a pawn.

As a rule, if the pawns are one file apart, they can usually defend themselves until their King arrives. Pawns two files apart are the weakest combination and usually need immediate aid from their monarch. A look at the next diagram will demonstrate this.

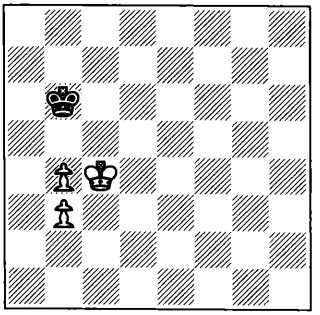
STARTING DIAGRAM #30



Unless the White King is near, Black will gobble both pawns.

3) Doubled Pawns. Unless a pawn is immediately lost, doubled pawns are winning if their King is present to guard them. As usual, of course, Rook pawns are the exception. Two, three, or four rook pawns lined up on one file are no different than one. Thus if Black could draw against one rook pawn, he will also draw against two.

STARTING DIAGRAM #31



The diagram presents White's winning technique with doubled pawns.

1 b5

White plans to play the position as if he were only one pawn up, intending to use his back pawn as a means to gain the opposition at the decisive moment.

1... Kb7

Using the correct "straight backward" technique described earlier in the book.

2 Kc5

A horrible blunder would be **2 b4??, Kb6** when White sheds a pawn with a drawn result.

2... Kc7

Taking the opposition.

3 b6ch

White correctly continues to play as if he only had the one pawn. **3 b4** would complicate matters: **3 b4, Kb7 4 b6, Kb8 5 Kc6, Kc8 6 b7ch, Kb8 7 b5, Ka7** and now **8 Kc7??** is a stalemate. White can still win though by **8 b8=Qch!, Kxb8 9 Kb6** taking the opposition and obtaining a winning K&P vs. K situation.

3... Kb7

Though Black strives for life bravely, his efforts will eventually prove quite useless.

4 Kb5

Forcing Black to break the blockade.

4... Kb8

Perfect defensive technique in a terminal position.

5 Kc6

Preparing to take control of the Queening square.

5...Kc8

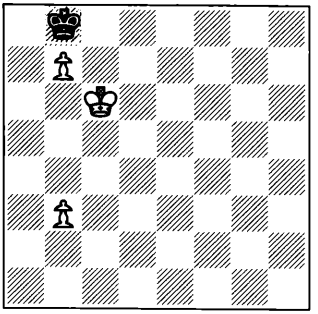
The last stand.

6 b7ch

The pawn excitedly near's its goal.

6... Kb8

Normally this would force **7 Kb6** and a draw by stalemate.



7 b4!

Only now is the extra pawn's significance clear. This tempo move forces Black to break the final blockade and as a result, allows White to conquer the critical **b8** square.

7... Ka7

Sadly forced.

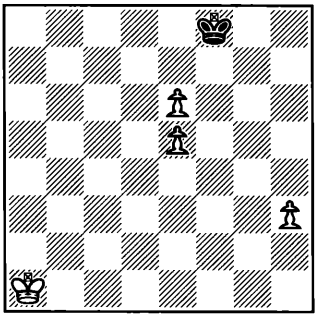
8 Kc7

and mates shortly. For example **8...Ka6 9 b8=R!**. Getting a Queen would stalemate!!

Tests

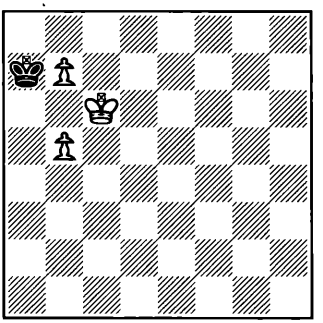
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #32



Question: Black to play. Can he draw?

TEST: DIAGRAM #33



Question: White to play. Can he win?

King And Pawn vs. King And Pawn

A draw is the normal result, but there exists three situations in which one side or the other gains the win:

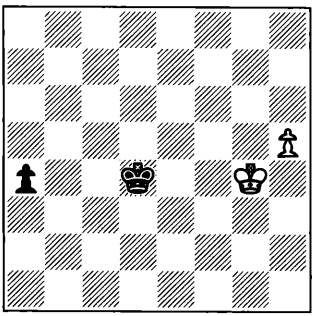
1. White (or Black) Queen's first or both sides Queen, but White either mates or wins the enemy Queen.

2. White wins the enemy pawn in a situation where the resultant K&P vs. K ending is a win for him

3. White wins on time forfeiture.

1) White Queens first or wins the enemy Queen. This can get pretty blatant when one side's pawn is much further advanced than the opponent's. More often than not though, the race is close and one side will win by such cruel means as Queening with check or Queening a pawn, which simultaneously controls the opponent's Queening square. The diagram below is a good example:

STARTING DIAGRAM #34



1... Ke5!

Black realizes that a straight race would not work for him, even though he Queen's first! Thus: **1...a3?? 2 h6, a2 3 h7, a1=Q 4h8=Qch** and Black loses his newborn Queen.

2 Kg5!

Trying to keep Black's King out **2 h6** failed to **2... Kf6.**

2... Ke6!

This fine move gets off the fatal **a1-h8** diagonal and threatens to stop White's pawn by **...Kf7.**

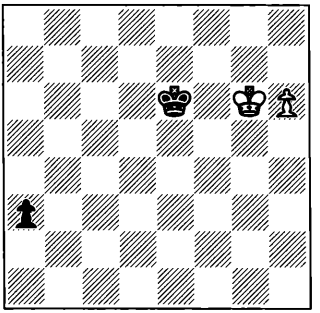
3 Kg6

Finally White's pawn is free to run without fear of being molested by the Black King.

3... a3

The race is on!

4 h6



No time for subtleties here, speed is the important thing now!

4... a2

Still chugging forward.

5 h7

Both pawns are poised to fulfill their destinies.

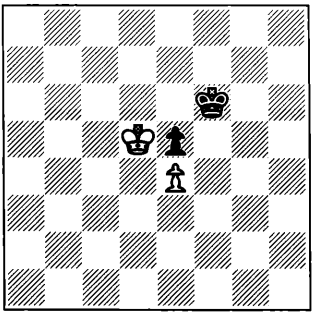
5... a1=Q

White resigns since the enemy Queen prevents White from promoting his pawn.

Other positions where one side Queens and has to battle a pawn on the 7th can be studied in the chapter on Queen Ending, K&Q vs. K&P.

2) White wins the enemy pawn. Winning the opponent's pawn does not necessarily guarantee victory.

STARTING DIAGRAM #35



The diagram shows a situation where White forces the win of the enemy pawn, but still fails to win the game.

1 Kd6

Black`s King is now forced to abandon his pawn.

1... Kf7

Is Black in trouble?

2 Kxe5

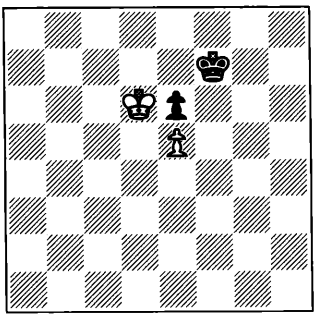
The pawn is won, but it does not turn out to be enough.

2... Ke7!

Taking the opposition and thus gaining the draw.

An important position is seen in the diagram below.

STARTING DIAGRAM #36



This position will demonstrate that if the White pawn is on the 5th with the White King in front of it, even the opposition will not save Black.

1 Kd7

Forcing the win of Black's pawn.

1...Kf8

Preparing to take the opposition.

2 Kxe6

In this case, a decisive capture.

2... Ke8

Taking the opposition is Black's only chance.

3 Kd6

Preparing to push his pawn. Of course, **3 Kf6** was just as good.

3... Kd8

Shadowing White.

4 e6

The pawn takes a step towards Queening, and at the same time the tempo gives Black the move, and thus passes the opposition to White.

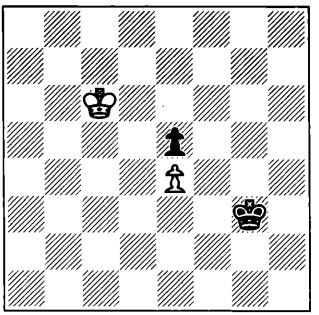
4... Ke8

The best in a bad situation.

5 e7

Normally Black would play his King straight back a square and get a draw. In this case though, he has run out of board and does not have the time to set up a defense. Black Resigns.

STARTING DIAGRAM #37



This diagram shows another critical situation which should be familiar to the student. Whoever moves forces the win of the enemy pawn, and thus wins the game.

1 Kd6!

Attacking the pawn and forcing Black to defend it. Note that **1 Kd5??** would be a terrible blunder since **1...Kf4** would win for Black.

1... Kf4

The only way to guard his pawn.

2 Kd5

White guards his pawn and forces Black to abandon his own! Black Resigned.

3) White wins by Time Forfeiture. There are several ways this can be achieved. One example can be taken from a London tournament: A game was in progress between a Grandmaster and an untitled Master. The GM was winning. After much deliberation, the Master made his move and punched his opponent's clock. Before a reply could be made, the GM collapsed on the floor and had to be carried out of the room!. The GM's clock was still running and the Master only had to wait until his time ran out (no pun intended) to claim a forfeit. Unexpectedly the Master offered a draw to the director, who accepted on behalf of the GM, thus missing the opportunity to put method #3 into effect. An interesting end to the story is that when the tourney concluded, the Master discovered he had missed an I.M. norm by 1/2 a point!

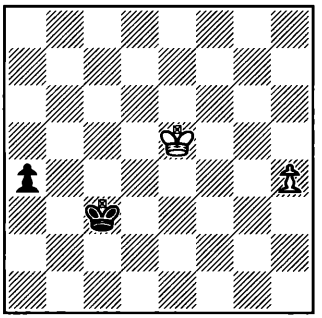
For those playing opponents intelligent enough to avoid the spiked coffee you gave them, I offer another way to accomplish your goal: Buy a hammer and strike at your opponent's hand every time he tries to make a move or tries to stop his clock. Eventually he will lose on time and you will get the result you so richly deserve!

Oh well, enough of this nonsense and back to the study of endgames (there will be plenty of nonsense later, so don't despair.)

Tests

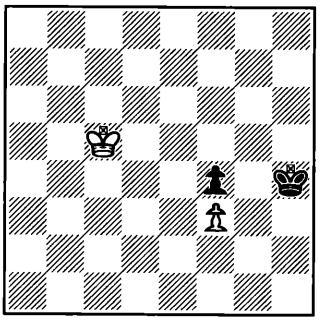
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #38



Question: White to play. What happens?

TEST: DIAGRAM #39

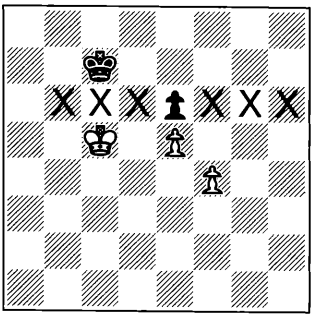


Question: White to play. What happens?

King & 2 Pawns vs. King and Pawn

The positions under this heading tend to be much more complicated than the preceding ones. For that reason I feel it is time to discuss the concept of key squares. Key squares are the "dream" squares the King would love to occupy in order to carry out a particular goal.

STARTING DIAGRAM #40



This is a simple example of key squares. To obtain victory, White needs to win the Black pawn. If White's King can reach the **b6, c6, d6, f6, g6** or **h6** squares, he will be able to enforce its capture. Thus these squares are the "Keys" (The Key squares are marked by X's in the diagram). White to move and is a draw since Black has the opposition and thus can prevent White from reaching any of the Key squares.

1 Kd4

Going to the other side. Moves like **1 Kb5, Kb7** accomplish nothing for White since **2 Ka5?** runs into **2...Kc6.**

1... Kd7

Okay since **2 Kd5** is impossible. Also good is **1...Kd8.**

2 Ke4

Or **2 Kd3, Kd8!** when Black can take the opposition if White goes to either side, while **3 Kd4, Kd7** repeats.

2... Ke7

Of course, **2...Ke8** is also good.

3 Kf3

Pushing the pawn by **3 f5** only leads to a draw after **3...exf5ch 4 Kxf5, Kf7** with a basic position.

3... Kf7

Taking the opposition.

4 Kg3

4 Kg4, Kg6 is also nothing.

4... Kg7

Keeps the opposition and shadows White's movements.

5 Kh2

Trying to be tricky.

5... Kh6

Black has advanced and still owns the opposition.

6 Kg3

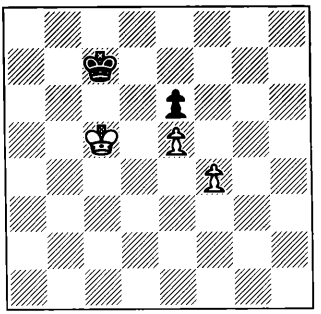
Hoping for **6...Kh5?? 7 Kh3, Kg6 8 Kg4, Kh6 9 f5, exf5ch 10 Kxf5, Kg7 11 Ke6** winning, while **6...Kh5?? 7 Kh3, Kg6 8 Kg4, Kg7 9 Kg5, Kf7 10 Kh6** gives White possession of a key square which leads to a victory after **10...Ke7 11 Kg6, Kd8 12 Kf6, Kd7 13 Kf7**, etc.

6... Kg7!

Keeping the opposition 1/2-1/2.

Black to move (same as above diagram) loses.

STARTING DIAGRAM #40 (Again)



1... Kd7

1...Kb7 2 Kd6 can't be called resistance.

2 Kb6

Grabbing a Key square.

2... Ke7

2...Kd8 3 Kc6, Ke7 4 Kc7 amounts to the same thing.

3 Kc7

White gets closer to his prospective meal.

3... Ke8

Black is helpless.

4 Kd6

Threatening to simply eat the pawn.

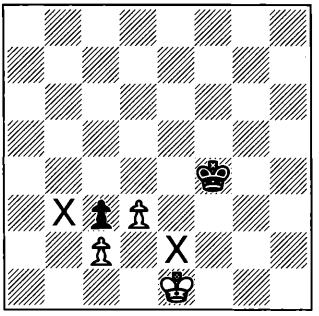
4... Kf7

The only way to guard **e6**.

5 Kd7

Black must now abandon the **e6** pawn...White wins easily.

STARTING DIAGRAM #41



This diagram is another excellent illustration of Key squares. To win, White needs to capture Black's pawn on **c3**. White will easily accomplish this if his King can get to **e2** or **b3**. Thus White to move wins by

1 Ke2

Taking the Key square.

1... Kf5

Or **1...Ke5 2 Ke3, Kd5 3 d4, Kc4 4 Ke4, Kb4 5 Kd3** which wins for White.

2 Ke3

Bringing his King forward to help his "d" pawn advance.

2... Ke5

Takes the opposition in vain. The **c3** pawn is doomed.

3 d4ch

Allowing White to slide his King over and have lunch.

3... Kd5

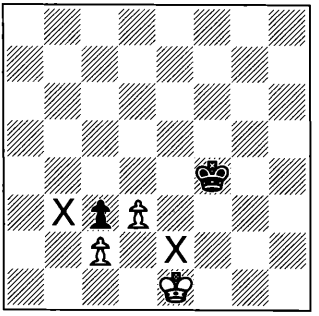
There is nothing else.

4 Kd3

The Black pawn falls after which the win becomes extremely simple. All very easy! It is apparent that if Black is to save the game, he will have to prevent White from getting to **e2** or **b3.**

With Black to move, he can accomplish this by:

STARTING DIAGRAM #41 (again)



1... Kf3!

The only move! The natural **1...Ke3** loses to **2 Kd1** when poor Black is in a bad fix. Play **2...Kd4** and allow **3 Ke2**, or play **2...Kf3** and allow White the **b3** square after **3 Kc1, Ke3 4 Kb1, Kd4 5 Ka2**, etc.

2 Kd1!

Trying for **b3**. Going to the Kingside via **2 Kf1** allows **2...Ke3 3 Kg2, Kd2 4 d4, Kxc2 5 d5, Kb2** with a draw. This is a typical defensive technique in 2 vs. 1 situations where Black's pawn is on the 5th or 6th rank: rush underneath the enemy pawn in an effort to Queen your pawn before (or at the same time) he does.

2... Ke3

The difference between the correct **1...Kf3** and the mistaken **1...Ke3** is now clear: Black is preventing White from playing **Ke2** and is still close enough to the Queenside to cut White's progress off there also.

3 Kc1

Heading for **b3**. Taking the opposition by **3 Ke1** simply repeats the position after **3...Kf3.**

3... Kd4

Black rushes over to welcome White on the Queenside.

4 Kb1

The race for **b3** is on!

4... Kc5

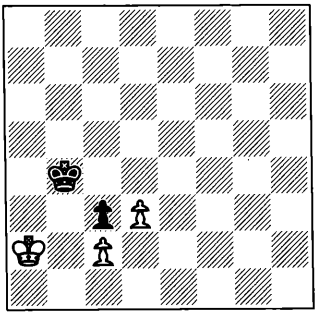
Black is still poised to run to either side, thus **5 Kc1, Kd4** is nothing for White.

5 Ka2

Ready to grab the desired Key square.

5... Kb4

Stopping White cold!



6 Ka1!

A trap. Leading to a basic draw is **6 d4, Kc4 7 d5, Kxd5 8 Kb3, Kd4 9 Kb4, Kd5 10 Kxc3, Kc5** gaining the opposition.

6... Kb5!

Forced. Black would have lost with **6...Ka3? 7 Kb1, Kb4 8 Kc1** since White would gain **e2**, while **6...Kc5?** also loses to **7 Kb1** when **7...Kd4** allows White to grab **b3** via **8 Ka2**, and **7...Kb4** allows White to dominate **e2** via **8 Kc1.**

7 Kb1

Still ready to run to either side.

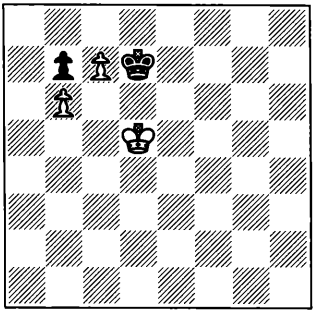
7... Kc5!

White can make no progress since **9 Ka2, Kb4** or **9 Ka1, Kb5!** or **9 Kc1, Kd4** are all positions we've seen before.

A close study of this example and its analysis will show that Black's King must be on a certain square depending on the whereabouts of White's King. Thus if he plays **Ke1**, Black must answer **...Kf3**. If **Kc1...Kd4**. If **Kd1...Ke3**. If **Ka2...Kb4** and so on. This interrelation of squares is called "correspondence" or corresponding squares.

It can be seen that if White is to win in the case of 2 vs 1 (with the pawns in contact) he will have to win the enemy pawn or be able to take control of a Key square. Thus judging such positions is fairly easy: If White can get control of the Key squares, he wins. If not, a draw will result.

STARTING DIAGRAM #42



The Diagramed position is a good example of this. If White can get his King to **a7, a8, b8, c8, d8**, or **d7** he will win. This is all a pipe dream however, since he cannot come close to any of these goals.

1 Ke5

Marking time.

1... Kc8

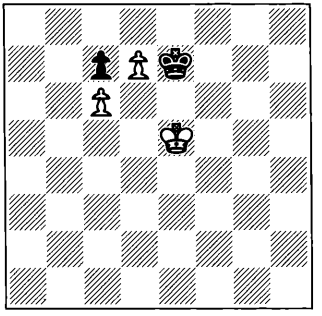
Hiding in the cave.

2 Kd6

Stalemate.

If we were to move everything over to the right one square, the situation would be very different.

STARTING DIAGRAM #43



Now the Key squares are **a7, b7, e7.** In this case White can calmly walk his King over to the Queenside, climb down to **b7**, and win the **c7** pawn. An alternate method is to end Black's stalemate hopes by sacrificing his advanced pawn:

1 d8=Qch

As mentioned earlier, Black can no longer be saved by stalemate hopes.

1... Kxd8

No choice!

2 Kf6!

Taking the opposition **2 Ke6?, Ke8** would give the opposition to Black.

2... Ke8

2...Kc8 3 Ke7 speeds things up for White.

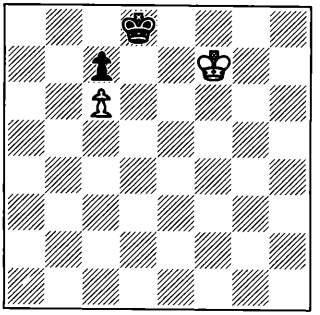
3 Ke6

Keeping the opposition and getting closer to Black's pawn.

3... Kd8

Obviously **3...Kf8 4 Kd7** won't do for Black.

4 Kf7



Cutting Black's King off and forcing him to give ground.

4... Kc8

Forced.

5 Ke7

Getting closer to that tasty treat on **c7**.

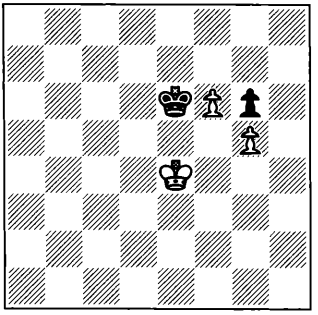
5... Kb8

Forced again.

6 Kd7

Wins the pawn and the game. Thus all the Key squares proved easy to obtain and as a result, the win was rather easy to achieve.

STARTING DIAGRAM #44



When Black has a pawn on the 3rd and White has a protected passed pawn as in the diagram above, White wins because he can sacrifice his passed pawn and achieve a won K&P vs. K position.

1 f7!

A sacrifice that turns the opposition over to White.

1... Kxf7

Black has little choice.

2 Kd5

Black would draw after the mistaken **2 Ke5??, Ke7**.

2... Ke7

Trying to keep White from further penetration.

3 Ke5

White will use the opposition to squiggle down to **f6** or **f7** and eventually win the Black pawn.

3... Kf7

Black cannot allow White into **f6**.

4 Kd6

A big advance. Black is forced to give more ground. This is made possible by the fact that Black cannot reply with **...Kf6**.

4... Kg7

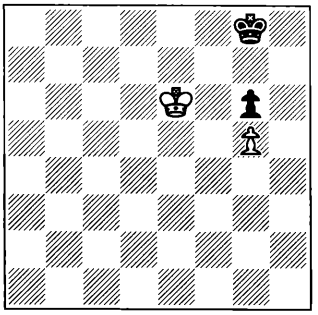
White's King would go to **e6** no matter what Black did.

5 Ke6

Heading for **f6**. Also good was **Ke7**.

5... Kg8

Just a temporary gain of the opposition.



6 Kf6

Now Black must guard his pawn.

6... Kh7

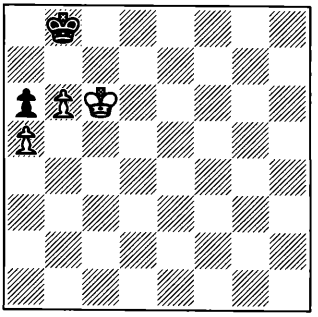
The only way to guard it.

7 Kf7

Forcing Black to abandon his pawn. White wins even though Black gains the opposition by **7...Kh8 8 Kxg6, Kg8**. For a complete explanation of this situation, go back and study the previous explanation and its notes.

The only time Black can hold the game with a pawn on the 3rd (with White having a passed pawn) is when it is a rook pawn.

STARTING DIAGRAM #45



This diagram is a case in point. Black draws easily because White will either stalemate him or reach a K&RP vs. K position which, as we have seen in an earlier section, offers no chances of a win.

1 b7

Black would just shuffle his King back and forth between **a8** and **b8** against anything else.

1... Ka7

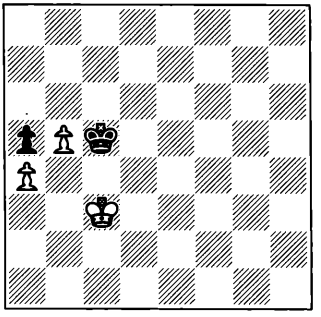
The only legal move.

2 Kc7

Stalemate. (Though 2 b8=Qch, 2...Kxb8 3 Kb6, Ka8 4 Kxa6, Kb8 is also quite dead.)

Similar positions with Black's pawn on the 4th rank always wins for White because White has the option of going underneath the enemy pawn. For example:

STARTING DIAGRAM #46



This diagram is a good example because it shows that even a rook pawn will not save Black.

1 Kc2!

Gaining the opposition because Black cannot play ... **Kc6.**

1... Kd6

1...Kd5 2 Kd3 makes matters easier for White.

2 Kd2

Now White has the distant opposition.

2... Ke6

Hanging back in the hopes of keeping White's King at a distance.

3 Kc3

Outflanking and thus forcing penetration into Black's position.

3... Kd5

Black could take the opposition by **3...Ke5**, but White would just ignore him and play **4 Kc4** intending **Kc5** and **Kb6**. For a full discussion on outflanking, refer back to Part One, Diagram #9.

4 Kd3

Retaking the opposition.

4... Ke5

White would also win after **4...Kc5 5 Ke4.**

5 Kc4

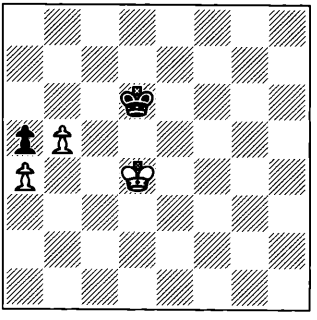
Threatening **Kc5.**

5... Kd6

The only way to keep White out of **c5.**

6 Kd4

Once again White takes the opposition.



6... Kc7

And once again Black is forced to give ground. **6... Kd7 7 Kc5, Kc7 8 b6ch, Kb7 9 Kb5, Kb8 10 Kxa5** is even easier for White.

7 Kd5

White is not really giving up the opposition because **7...Kd7** is met by **8 b6** followed by **Kc5, Kb5** and **Kxa5.**

7... Kb6

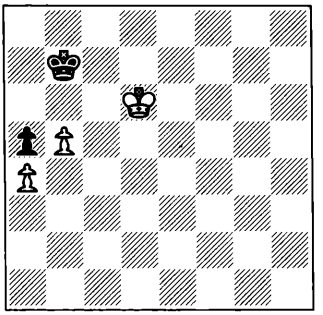
As already mentioned, Black loses quickly after **7... Kd7? 8 b6.** Also hopeless is **7...Kb7 8 Kc5, Ka7 9 Kc6** though White must avoid blundering by **9 b6ch?? 9...Ka6 10 Kc6** stalemate.

8 Kd6

Back to the opposition.

8... Kb7

Black's King must once more retreat before the superior White monarch.



9 Kc5

Also winning is **9 Kd7, Kb8** (9...Kb6 10 Kc8) **10 Kc6, Ka7 11 Kc7, Ka8 12 Kb6,** etc.

9... Kc7

9...Ka7 10 Kc6 is no better.

10 b6ch

Clearing the **b5** square for the White King.

10... Kb7

Everything would meet with the same reply.

11 Kb5

White wins Black's pawn and the game.

Rules For K & 2 Pawns vs. K & 1 Pawn. Blocked Position With Protected Passed Pawn.

1) Black's pawn on the second rank is a win for White unless it is a rook pawn or a Knight pawn, when Black can often draw due to stalemate possibilities. See Starting Diagram #42.

2) Black's pawn on the 3rd rank is drawn only in the case of a Black rook pawn. See Starting Diagram #45.

3) Black's pawn on the 4th is a win for White no matter what kind of pawn Black has. See Starting Diagram #46.

4) With a Black pawn on the 5th or 6th, the result depends on whether White's King can reach a Key square. Black sometimes has the added defensive possibility of allowing White's passed pawn to run and

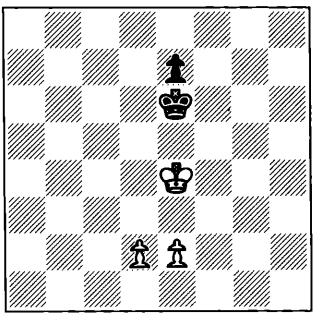
eventually Queen while playing to win White's back pawn in the hope of making a Queen for himself. See Starting Diagram #41 for an example of this.

Rules For Blocked Position With Backward Pawn

The result here depends on either side's ability to defend or control the Key squares. Black must also be aware of the possibility of the backward pawn advancing, thereby creating a K&P vs. K position *or* protected passed pawn situation if Black refuses to capture. Diagram #34 is an excellent backward pawn sample.

By now it should be clear that White has excellent winning chances when his pawns are connected. This also holds true in situations where the pawns are connected but *not* in contact.

STARTING DIAGRAM #47



The diagram shows a typically winning situation for White.

1 e3

White's extra pawn will allow him to take the opposition at will, a fact that is usually decisive in such endings.

1... Kd6

1...Kf6 2 Kd5 would lead to similar play.

2 Kf5

White's first goal is to get his King to **e6**.

2... Kd5

Black must do everything he can to prevent this.

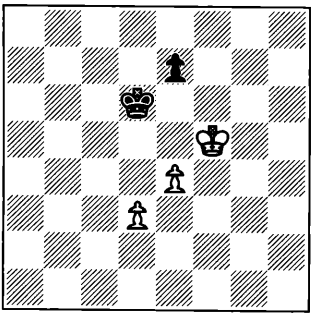
3 d3

White now restricts Black's King with his pawns.

3... Kd6

Worse is **3...e6ch 4 Kf6, e5 5 e4ch, Kd4 6 Kf5, Kxd3 7 Kxe5**, etc.

4 e4



Further restricting Black's movements.

4... Kd7

Black's best chance is to leave his "e" pawn at home. For example **4...e6ch?** allows a decisive penetration after **5 Kf6, Kd7 6 e5** when Black's pawn is lost.

5 Ke5

Forcing Black to give up control of **e6**.

5... Kd8

An unhappy decision, but **5...e6 6 Kf6, Kd6 7 d4, Kd7 8 e5** is even uglier.

6 Ke6

White's first goal is reached, his King now dominates.

6... Ke8

Trying to keep White from further advances.

7 e5

White next wants to get his King to **f7** or **d7**. This tempo move takes the opposition and forces Black to give up control of one of these squares.

7... Kf8

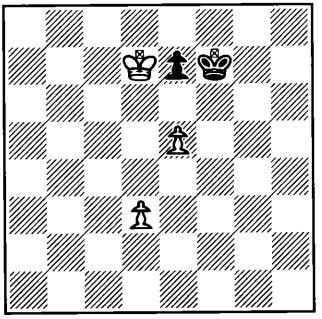
7...Kd8 8 Kf7 would have led to the same result.

8 Kd7

Stage two is complete. Now White need only win Black's pawn to end the game.

8... Kf7

The only move that does not immediately lose his pawn.



9 e6ch

Or **9 d4, Kf8 10 e6**

9... **Kf6**

9...Kf8 10 d4 also loses the pawn.

10 d4

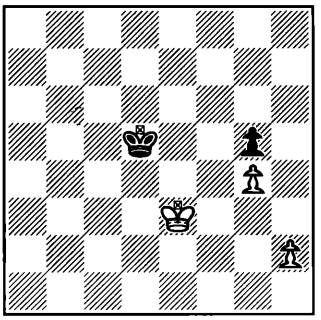
Black Resigns.

It should never be forgotten that exceptions occur in every situation. A dominant Black King or the existence of a rook pawn may easily alter the usual winning result into a draw.

Tests

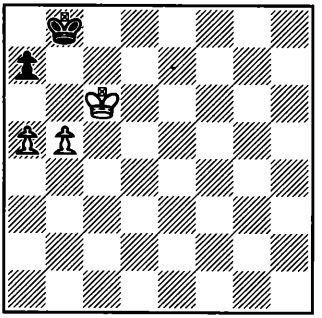
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #48



Question: Can White win and does it matter whose move it is?

TEST: DIAGRAM #49

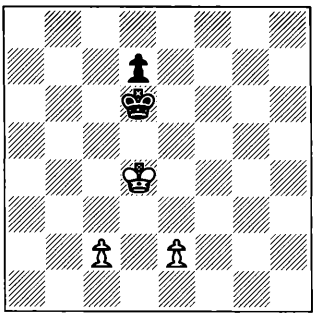


Question: Black to play. Is 1...a6 a reasonable choice or is it a mark of insanity?

Disconnected Pawns

Disconnected pawns make the win harder, but often not impossible. If the pawns are near the center and his King is well placed, White will have every reason to expect victory.

STARTING DIAGRAM #50



White's plan is to trade a pair of pawns and leave Black in a lost K&P vs. K position.

1 e4

Intended to restrict Black's King with this pawn and hoping that eventually Black will find the pawn so irritating that he will seek a losing trade himself.

1... Ke6

1...Kc6 would meet with the same reply.

2 e5!

Now Black must allow White's King to advance or allow a losing pawn trade.

2... Ke7

Unpleasant, but **2...d6 3 exd6, Kxd6 4 Kc4, Kc6 5 c3** takes the opposition and leads to a basic win for White.

3 Kd5

White's King quickly becomes dominant.

3... Ke8

Control of **d6** had to be relinquished.

4 Kd6

Now White can force a pawn trade.

4... Kd8

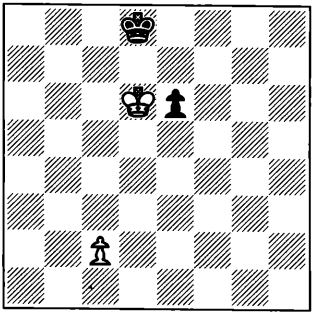
The only way to hold onto his pawn.

5 e6

This leads to an easily won King & Pawn vs. King ending.

5... dxe6

Black has little choice.



6 Kxe6

The King ending is won for White due to his dominant King position and the many tempo gaining pawn moves at his disposal.

6... Kc7

Threatening to draw with **...Kc6.**

7 Kd5

Cuts the Black King off.

7... Kb6

7...Kd7 8 Kc5, Kc7 9 c4 is also a basic win for White.

8 c4

8 Kc4, Kc6 9 c3 also wins.

8... Kc7

To stop White from playing **Kd6.**

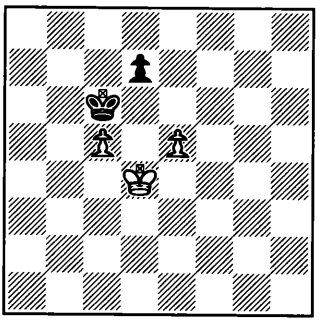
9 Kc5

White wins easily. Go back and study earlier examples if you need a refresher course in this type of position.

Tests

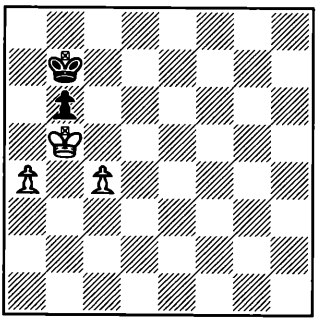
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #51



Question: White to play. Can he win?

TEST: DIAGRAM #52

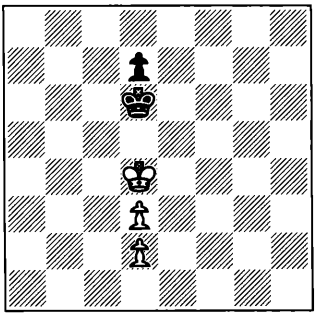


Question: Black to move. Having the move in this type of position is usually a big disadvantage (since it means that White owns the opposition). Can White win?

Doubled Pawns

Doubled pawns (with the enemy pawn on the same or adjacent file) will also often win for White. As usual, rook pawns form an exception and on occasion a Knight pawn will also create difficulties. In general, the more central the pawns, the less difficulties White will have in converting his material advantage into a win. This rule rings true for *all* endings.

STARTING DIAGRAM #53



The diagramed position is a case in point.

1 Ke4

White prepares to push his foremost pawn.

1... Ke6

Black tries to hold onto the opposition. A more aggressive approach also fails: **1...Kc5 2 Ke5, Kb4 3 Kd6, Kb5 4 d4** (4 Kxd7??, Kc5 draws) **4...Kc4** (4...Kb4 5 d5!, Kc4 6 Ke5, Kd3 7 d6 followed by Kf6 and Ke7 wins for White) **5 d5, Kd4 6 d3!, Kxd3 7 Kxd7**, etc.

2 d4

White wants to penetrate with his King, so he uses this pawn to help push the Black King around.

2... Kd6

2...d5ch makes things easy after **3 Kf4, Kf6 4 d3, Ke6 5 Kg5** when Black's pawn will soon fall.

3 d5

Forcing Black to make a decision...either go back in a passive stance or come up in the hopes of complicating matters.

3... Kc5

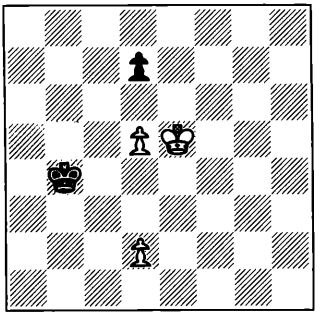
Also bad is **3...Ke7 4 Ke5, Ke8** (4...d6ch 5 Kf5, Kf7 6 d3 is hopeless) **5 d6** (5 Kd6 also wins) **5...Kf8 6 Kf6, Ke8 7 Kg7, Kd8 8 Kf7** and White will win the Black pawn.

4 Ke5

Going after Black's pawn.

4... Kb4

Or **4...Kc4 5 Kd6, Kd4 6 d3!**, etc.



5 d6

White must avoid **5 Kd6, Kc4 6 d3ch?, Kd4** with a draw.

5... Kc5

Black must prevent White from playing **Kf6** and **Ke7**.

6 d3

And not **6 d4ch??, Kc6 7 d5ch, Kc5** with a draw.

6... Kc6

Black must stay on White's pawn if he is to prevent **Kf6.**

7 d4

Forcing Black to break his connection with the **d6** pawn and thus allowing White's King to effect a decisive penetration.

7... Kb7

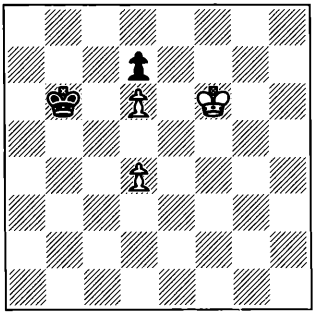
7...Kb6 is no better.

8 Kf6

Heading for **e7**.

8... Kb6

8...Kc6 9 Ke7 would immediately end things.



9 Ke7

Threatening the only Black survivor.

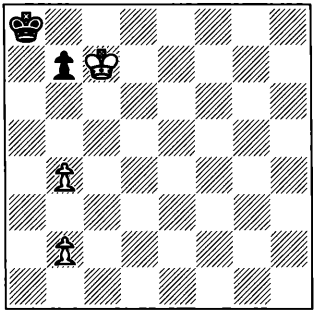
9... Kc6

Forced.

10 d5ch

Black's King must leave the defense of his pawn, so Black Resigns.

STARTING DIAGRAM #54

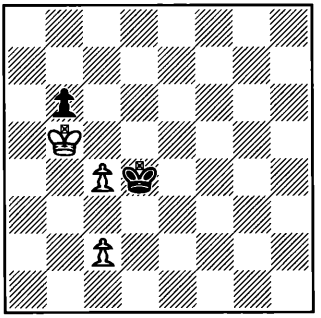


This diagram shows one of the draws. Black will shuffle his King from **a8** to **a7** or **b8** (whichever is legal) until White pushes a pawn to **b6** and stalemates him. If Black's pawn stood on **b6**, White would win because no stalemate could exist.

Tests

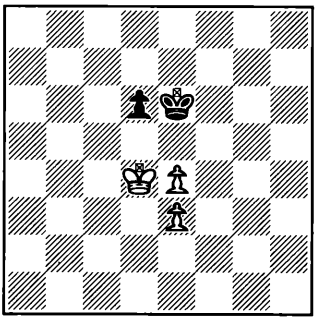
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #55



Question: Does the possession of the move mean anything here? What happens if White has the move? What happens if Black has the move?

TEST: DIAGRAM #56

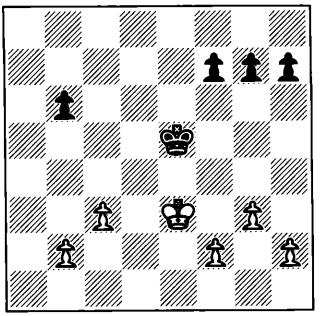


Question: White to play. Can he win?

Various Other Pawn Endings

This topic is of course quite broad and a detailed account is well outside the scope of this book. In general, we can say that with several pawns the side with an extra pawn can usually have a winning result-unless one side has the same type of positional advantage such as an outside or protected passed pawn, better pawn structure, dominant King, etc.

STARTING DIAGRAM #57



The diagram shows a typical pawn up situation. White wins by creating an outside passed pawn on the Queenside. When Black is busy dealing with the passed pawn, White will stroll over to the Kingside and devour everything he can find.

1 c4

This restricts Black's King and prepares to create a passed pawn by **b4** & **c5**.

1... Kd6

It is usually best for the defender to leave his pawns at home. Advancing the Kingside pawns only makes it easier for White to get at them. For example: **1...f5 2 f4ch, Ke6 3 Kd4, Kd6 4 b4, g6 5 c5ch, bxc5 6 bxc5ch, Kc6 7 Kc4, Kc7 8 Kd5, Kd7 9 Ke5, Kc6 10 Kf6, Kxc5 11 Kg7** and Black gets cleaned out.

2 Kd4

Improving the position of his King.

2... Kc6

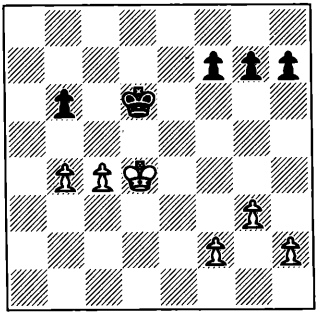
Black marks time since he can do nothing constructive.

3 b4

Preparing to create a passed pawn.

3... Kd6

Still waiting.



4 c5ch

At last White gets his passer.

4... bxc5ch

4...Kc6 5 cxb6 is also easy for White.

5 bxc5ch

Black will now be steadily pushed back.

5... Kc6

Trying hard to blockade the pawn.

6 Kc4

White will move between **c4** and **d4** until Black retreats his King.

6... Kc7

As said earlier, pushing the Kingside pawns only makes them more accessible to White's King.

7 Kd5

White keeps creeping forward.

7... Kd7

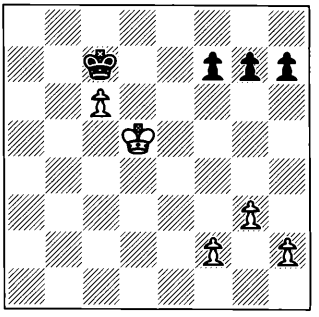
Black can only delay the inevitable.

8 c6ch

The pawn is used to push Black's King backward.

8... Kc7

Trying to keep White's King out of **d6**.



9 Kc5

Once again White is content to shuffle between **c5** & **d5** until Black retreats his King.

9... Kc8

9...f5 10 Kd5 followed by **Ke5** would not help Black.

10 Kd6

Intending **Ke7.**

10... Kd8

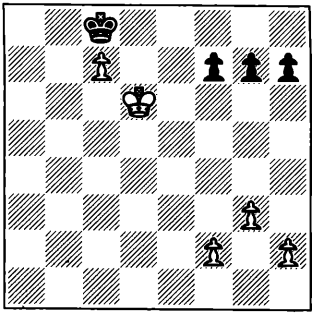
One last try at keeping White out.

11 c7ch

Forcing Black to allow White entry.

11... Kc8

Forced



12 Ke7

The usual strategy for such situations. White abandons his pawn but chews up Black's Kingside.

12... f5

Running

13 Kf7

The King is persistent.

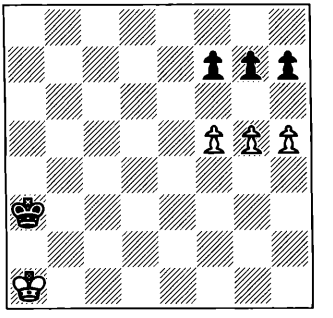
13... g6

Still holding on.

14 Kg7

Black resigns since everything falls.

STARTING DIAGRAM #58



This position is materially equal, but by a tactical trick, White (to move) can force a passed pawn.

1 g6!

Threatening to capture on **h7** or **f7**.

1... hxg6

1...fxg6 2 h6!, gxh6 3 f6 is the same basic idea.

2 f6!

Threatening **fxg7**

2... gxf6

Forced.

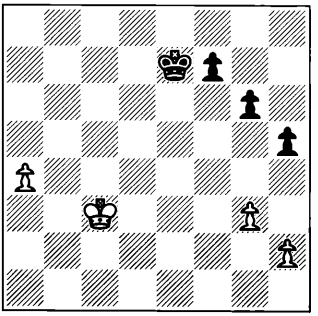
3 h6

White's pawn Queens. Black to play draws by

1... g6!

And not **1...f6? 2 h6!** or **1...h6? 2 f6!**. After **1...g6**, a wholesale trade on **g6** will ensue. Black will then win White's lone pawn on **g5**, but only at the cost of giving White the opposition which will result in a drawn K&P vs K endgame.

STARTING DIAGRAM #59



This diagram shows a materially equal situation which is winning for White because of the existence of an outside passed pawn. An outside passed pawn is a huge advantage in most endgames. As in Diagram #57, White intends to use his outside passed pawn to lure Black's King to the Queenside. Then White's King will descend on the Black pawns and glut itself.

1 Kd4

Already rushing to the Kingside.

1... Kd6

Blocking White's King and preparing to stop White's passed pawn.

2 a5

Trying to draw Black to the Queenside.

2... f6

Avoiding **2...Kc6 3 Ke5** when **4 Kf6** and **5 Kxf7** will end matters.

3 a6

Forcing Black to deal with the rude pawn.

3... Kc6

White's King is still unable to advance.

4 a7

Black's King must now relinquish control of the **d5** square.

4... Kb7

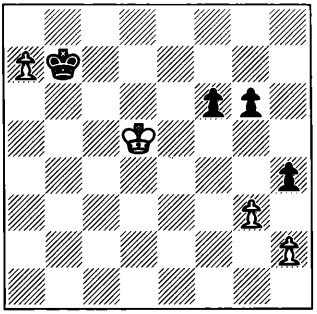
Forced

5 Kd5

Intending **Ke6** and the subsequent destruction of Black's Kingside.

5... h4!

A good try. After **5...Kxa7 6 Ke6, f5 7 Kf6** White would prosper.



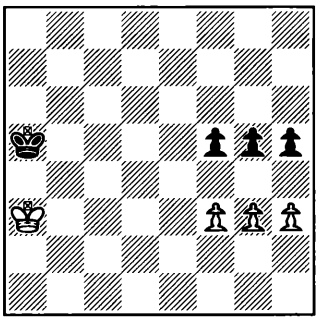
6 Ke6!

White is not distracted. Black would have drawn after the mistaken **6 gxh4??, Kxa7 7 h5** (7 Ke6, f5) **7...gxh5 8 h4, Kb7 9 Ke6, Kc7 10 Kxf6, Kd7**, etc. Beware of rook pawns! After the correct **6 Ke6!** Black Resigned rather than face **6...hxg3 7 hxg3, f5 8 Kf6, Kxa7 9 Kxg6** and Black's King will not get back in time.

Tests

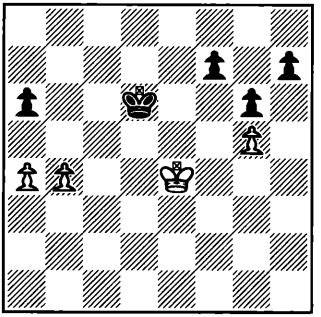
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #60



Question: White to play. Should he force a passed pawn by the trick seen in starting Diagram #58 via 1 g4, hxg4 2 f4?

TEST: DIAGRAM #61

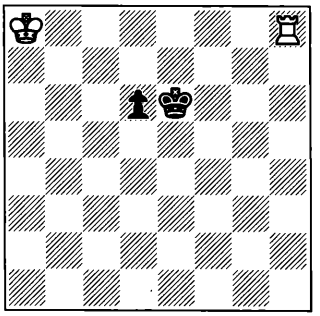


Question: Black to move. Black is a pawn up and has the move. Can he win?

PART FOUR
ROOK ENDINGS
Rook vs. Pawns

This typically occurs when one side has to surrender his Rook for a dangerous enemy passed pawn. In cases of Rook vs. one pawn, the side with the pawn will always lose if the enemy King can get in front of the pawn. We will only concern ourselves, however, with situations in which the King is to the side of, or behind the enemy pawn. Diagram #48 is an easy win for White.

STARTING DIAGRAM #62



The rule for this type of position is: <u>If Black's King and Pawn are on the 3rd rank White wins, no matter who is to move</u>. Thus:

1 Rh5!

In this case the simplest. Black's King cannot join in the fight and Black's pawn cannot reach its potential alone.

1... d5

Black must do something since White threatens to walk his King up and win the pawn.

2 Kb7

The King comes to strike terror into Black's heart.

2... d4

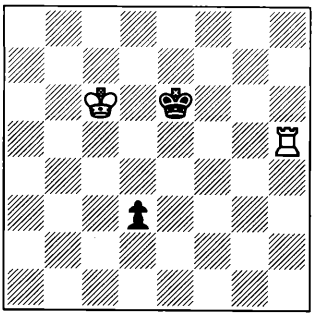
Black's only active move.

3 Kc6

The Rook is doing a great job in trapping the enemy King. White need only bring his King around to effectively end the game.

3... d3

Rushing to its doom, the hapless pawn obeys its mad leader's final commands.



4 Rh3!

The point. Black loses his last pawn.

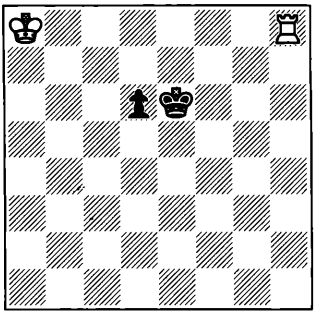
4... d2

Else the pawn would be taken.

5 Rd3

The pawn falls, so Black resigns.

STARTING DIAGRAM #62 (again)



Black to move from the same position.

1... Ke5

Avoiding **1...d5? 2 Rh5** when Black's King is trapped.

2 Kb7

It is important that White's King be brought into play as quickly as possible.

2... d5

Trying to make a race of it.

3 Kc6

The White King takes charge of the situation.

3... d4

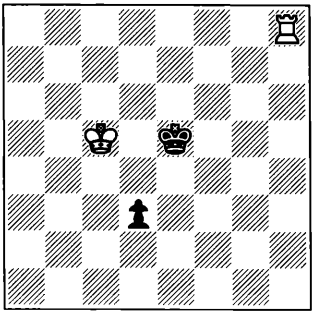
Still running.

4 Kc5

Threatens **5 Kc4** with an instant win.

4... d3

There is nothing better.



5 Kc4

Intending to chop it off.

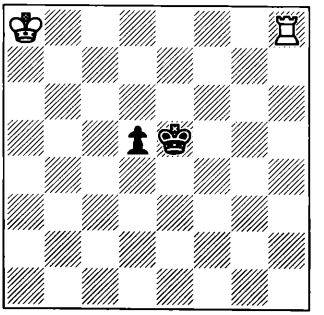
5... Ke4

5...d2 6 Rd8 is also quite hopeless.

6 Rd8

winning the pawn. Of course, **6 Re8ch** also wins. Black Resigns.

STARTING DIAGRAM #63



This diagram shows Black pieces advanced one square. White to play still wins.

1 Kb7

As usual the King is desperately needed.

1... **d4**

This time the race will be close.

2 Kc6

Rushing to the rescue.

2... **d3**

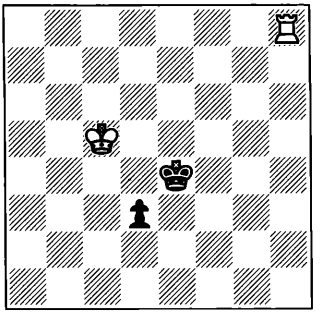
2...Ke4 amounts to the same thing.

3 Kc5

3 Rd8 was also good.

3... **Ke4**

3...d2 would hang the pawn to **4 Rd8**.



4 Rd8

Rooks belong behind passed pawns. This universal rule will be repeated several times in this book.

4... Ke3

The only move that does not directly hang the pawn.

5 Kc4

Threatening to take it.

5... d2

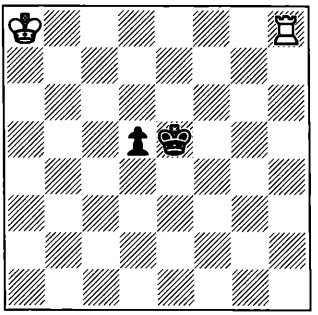
The only move.

6 Kc3

The pawn falls. 1-0.

Black to plays draws:

STARTING DIAGRAM #63 (again)



1... d4

The race is on again, but this time Black has gotten better at long distance running.

2 Kb7

There is nothing else, the King must come into play.

2... d3

2...Ke4 leads to the same positions.

3 Rd8

This slows down the pawn's march.

3... Ke4

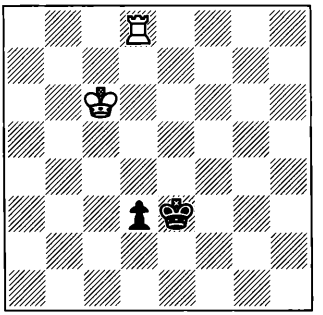
Preparing a further pawn advance.

4 Kc6

Trying to get back in time.

4... Ke3

Black will escort his pawn to the goal line.



5 Kc5

White's poor King is not going to make it.

5... d2

5...Ke2 is also good.

6 Kc4

One move away.

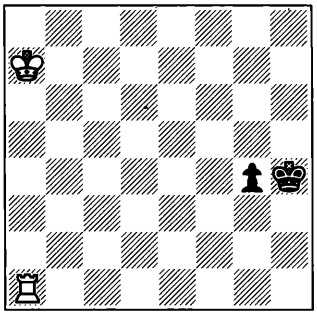
6... Ke2

Black will promote his pawn, win White's Rook, and draw the game. 1/2-1/2.

By now it is clear that putting the Rook behind the passed pawn is its proper position.

Another important rule: The White King should always advance on the opposite side of the Black King. Advancing on the side of the King allows the enemy King to block you out and make a further advance difficult.

STARTING DIAGRAM #64



The diagram shows what appears to be a common situation.

1 Kb6

White now expects to win after **1...g3 2 Kc5, g2? 3 Kd4, Kg3 4 Ke3, Kh2 5 Kf2**. A surprise awaits though.

1... Kg3!

Black takes time out to put his King on the same side as White's.

2 Kc5

Undaunted, White continues to rush to the aid of his Rook.

2... Kf2

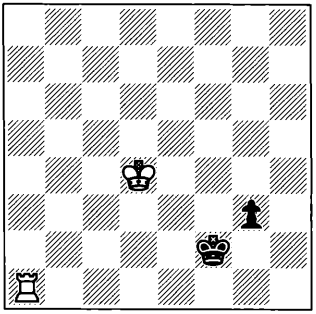
2...Kf3 is also adequate. Now Black's pawn will score a goal.

3 Kd4

3 Ra2ch, Kf3 does not help White.

3... g3

At last it is free to advance.



4 Ke4

Black's king play has prevented White's King from entering the critical zone.

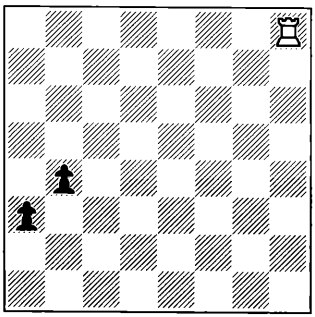
4... g2

and it's a draw.

If the Rook has to face two pawns, it does best if they are disconnected, the further apart the better. In this case Black could not guard both his pawns with his King due to the distance between them.

Two connected pawns are much harder to combat. In the absence of Kings, a useful rule is: If the pawns are on the 6th they win...any further back and they lose.

STARTING DIAGRAM #65



This diagram is a simple example.

1 Ra8!

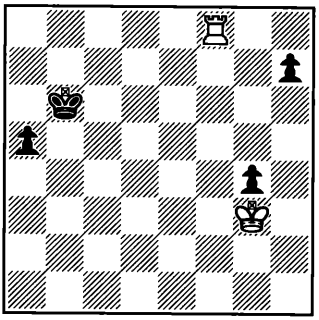
The only move that stops both pawns from advancing. White will win by playing **2 Ra4, 3 Rxb4**, and **4 Ra4**. It would have been easy to lose, though. The obvious **1 Rb8??** dies to **1...a2 2 Ra8, b3** when **3...b2** can't be stopped. Another loser is **1 Rh2??, b3** when White is helpless.

As usual, if White's King can get in front of the enemy pawns he will win, otherwise the result depends on the positions of the respective Kings.

Tests

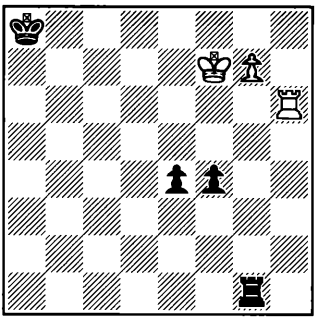
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #66



Question: White to play and win. How?

TEST: DIAGRAM #67

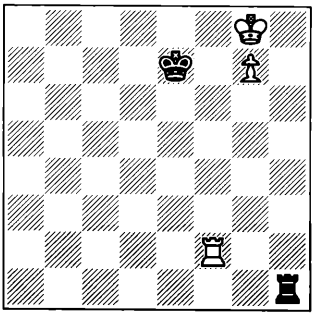


Question: Black to move. What happens?

Rook And Pawn vs. Rook

This endgame and its various forms is extremely common. A mastery of them is both simple and important. The student is therefore advised to study all the positions here very carefully.

STARTING DIAGRAM #68



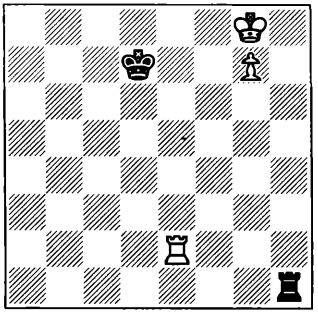
This (known as the Lucena position) is one of the most important building blocks in chess. Without an understanding of this position, a proper handling of Rook endgames is quite impossible. White is a pawn ahead and has managed to get it to the 7th rank. Black's King is cut off from the pawn and it would seem that White need only move his King and promote his pawn. Unfortunately White's King is unable to move and his first priority is to set it free.

1 Re2ch

In **any** Rook ending it is a big plus to cut the enemy King off from play by as many files as possible. In this way the fight turns into one of a Rook vs. King and Pawn. In this case the Black Rook and White pawn usually self destruct on each other, which leaves Black's King alone to battle the hordes of Asia. Instead of the text, many beginners try **1 Rf7ch**, but after **1...Ke8 2 Rf8ch, Ke7** White achieves nothing at all.

1... Kd7

Leading to immediate disaster is **1...Kf6 2 Kf8.**



2 Re4!

A strange move! Why not simply move the King out of the way? Let's take a look: **2 Kf7, Rf1ch 3 Kg6, Rg1ch 4 Kf6, Rf1ch 5 Ke5, Rg1 6 Kf6, Rf1ch 7 Kg6, Rg1ch 8 Kf7, Rf7ch 9 Kg8, Rh1!** (preventing Rh2 followed by Kh7) and though both sides have aged considerably, no progress has been made. With **2 Re4!** White intends to use his Rook as a shield to block the enemy Rook's checks.

2... Kd6

Pass. Black waits for White to show his hand.

3 Kf7

Threatening to Queen the pawn.

3... Rf1ch

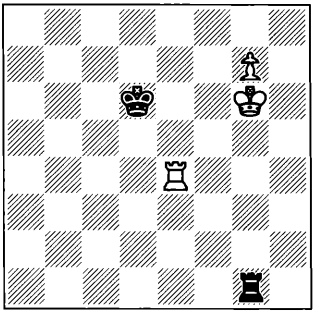
Black has no choice.

4 Kg6

Still threatening to make a Queen.

4... Rg1ch

Still the only way to prevent it.



5 Kf6

Threatening to block checks by **6 Rf4** followed by **7 Kf7.**

5... Rf1ch

5...Rg2 can be met by **6 Rf4** as already mentioned, or even better **6 Rd4ch, Kc5 7 Rf4** when Black's King is even further away from the scene of the action. As mentioned earlier, it is always a good idea to cut the enemy King off by as many files as possible. It should be noted that **5...Rg2** actually sets a little trap, namely **6 Re5??** (intending 7 Rg5) **6...Rxg7!** with a draw.

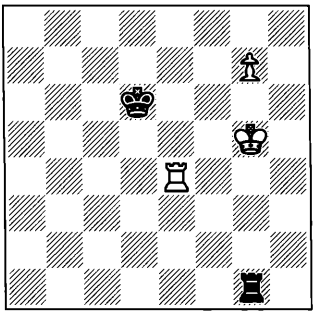
Finally instead of **5...Rg2**, Black can also try **5...Kd7** when **6 Rf4, Ke8** is no longer effective. No need to panic! Simply **6 Re5!** followed by **7 Rg5** wins instantly.

6 Kg5

With the usual threat.

6... Rg1ch

Asking to be shown.



7 Rg4!

The point. This is sometimes referred to as "building a bridge". Black resigns since he can no longer prevent White from Queening his pawn.

The Lucena position is something that the stronger side should always strive for. Obviously the defender should make a point of avoiding it. Thus, if you are a pawn ahead in a Rook ending, you now have a goal: reach the Lucena and the win is a sure thing!

One of the deciding factors in the Lucena is the fact that Black's King is cut off from the scene of action. On the whole, the further back the pawn stands the greater is the number of files by which the weaker King must be cut off.

General Rules: For the K+ pawn, BP, or center pawn:

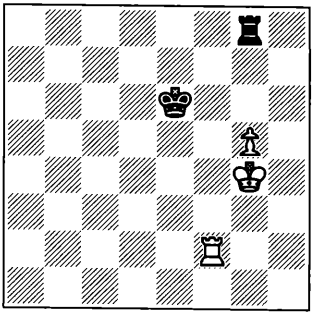
1) A pawn on the fifth or beyond wins if the enemy King is cut off by one file.

2) A pawn on the fourth wins if the enemy King is cut off by two files. The K+ pawn is an exception and takes three files.

3) A pawn on the third wins if the enemy King is cut off by five files, though four files are adequate for a BP or center pawn.

4) As usual, Rook pawns form exceptions to all these rules.

STARTING DIAGRAM #69



The diagram is a good example of rule #1 and how the Lucena position is reached.

1 Kh5

Preparing to advance the pawn.

1... Rh8ch

If Black does nothing, White will play **g6** followed by **Kh6** and **g7.**

2 Kg6

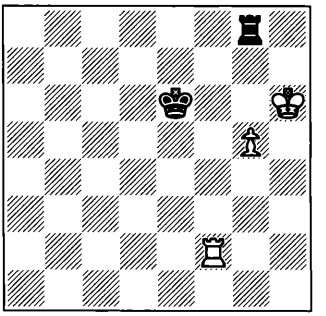
Threatening to approach the Rook by **3 Kg7** and **4 g6.**

2... Rg8ch

These few spite checks are all that Black has.

3 Kh6

The King keeps getting a little closer. Now **4 g6** is again threatened.



3... **Rh8ch**

Not wishing to wait for White to play **g6, g7**, and **Kh7.**

4 Kg7

Now the pawn can finally advance.

4... **Rh1**

Black is out of checks.

5 g6

White is playing to reach a Lucena.

5... **Rg1**

Else White would have played **Kg8** followed by **g7.**

6 Kh7

Once again White intends to simply advance the pawn.

6... **Ke7**

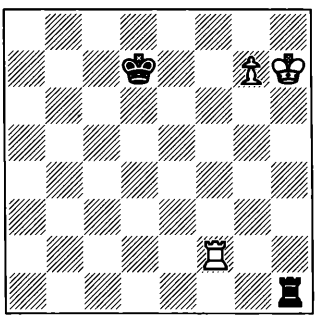
6...Rh1ch would lead to the same thing after **7 Kg8, Ke7 8 g7**, etc.

7 g7

Threatening to promote.

7... **Rh1ch**

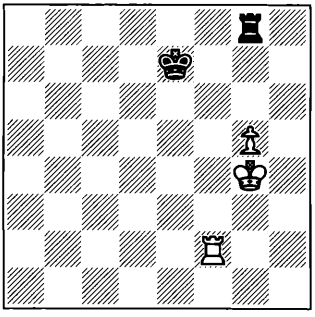
The only way to stop the pawn.



8 Kg8

White has reached the basic winning position studied in the previous example (Starting Diagram #68).

It is interesting to note that Starting Diagram #69 would be a draw if Black's King stood on **e7** (instead of *e6*) and it was Black to move.

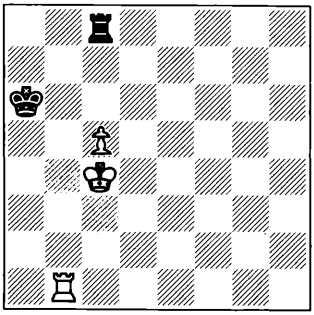


In that case **1...Rf8!** would draw since the Rook trade would lead to a drawn King ending and a Rook move like **2 Ra2** would allow Black's King to get in front of the pawn by **...Kf7**.

Does this make Rule #1 invalid ("a pawn on the fifth is a win if the enemy King is cut off by one file")? Not at all! With **1...Rf8** the King is no longer cut off and so the criteria for Rule #1 no longer exists.

I think it is time to touch lightly on another useful concept: The defender should always move his King to the short side of the pawn. The "short side" is the side with the least amount of squares. This is extremely important! The point is Black's Rook can use the "long side" for long distance checking; so long a distance that White's King will be unable to approach the Rook and escape its painful bites.

STARTING DIAGRAM #70



This position is a good illustration of the "short side" concept. Black draws because his King is trapped on the short side. If Black's King was on **e6** (long side) and White's rook on **d1**, White would win because Black would not have the checking distance that he gets from the diagram. As it stands, Black can play

1... Rh8!

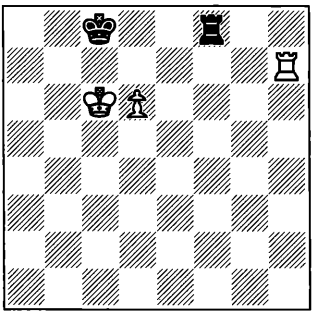
and White can do nothing about the threatened avalanche of checks since if he tries to block with his rook by **2 Rd1**, the enemy King could step in front of the pawn by **...Kb7** and **...Kc7**.

This example (Diagram 54) does one other thing. It teaches us that no "rule" is always correct! According to rule #1 ("a pawn on the 5th is a win if the enemy King is cut off by one file") the position should be a win for White!! It was counteracted by the short side rule. REMEMBER: All rules are just guidelines and many exceptions exist.

Often a game will reach a situation in which one side has a Rook and three pawns on the Kingside and the other side has a Rook and two pawns on the Kingside. When looking over master games like this, less experienced players often don't understand why the game is given up as a draw here. The reason is that a pawn trade will lead to a 2 vs. 1 situation. A further trade will lead to a 1 vs. 0 situation. Such a material balance should then prove easy to handle for the weaker side if his King is in front of the enemy pawn. In this case, all that is needed is a knowledge of the rather simple drawing technique. Once again, I implore the student to study this very carefully as it holds the key to almost all Rook endgames.

Firstly, it should be made clear that the defender should usually go to any lengths to avoid a passive rook.

STARTING DIAGRAM #71



This diagram is a typical case. The Black Rook is trapped on the back rank (to prevent back rank mates). This is ideal for the stronger side and is a dream situation to be in. White wins easily by switching over to the other side:

1 Ra7!

Threatening mate on **a8**.

1... Kb8

Forced.

2 Rb7ch

Now Black has an unhappy decision.

2... Ka8

He doesn't want to go here but he has no choice. Even worse is **2...Kc8 3 d7ch, Kd8 4 Rb8ch**, etc. It is important to note that the pawn should only be pushed to the 7th if it is immediately decisive. Don't forget: the pawn acts as a check proof cover for your King and pushing it deprives your King of that protective covering.

3 Rb1

Moving the Rook to a safe square. Now Black's King is effectively cut off from the action.

3... Rc8ch

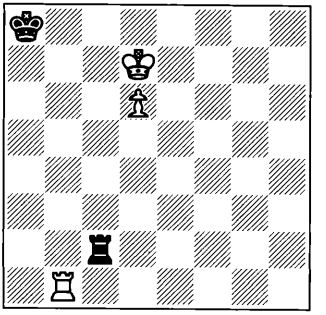
Else White would play **d7, Kc7**, and **d8=Q**.

4 Kd7

Heading for a Lucena position.

4... Rc2

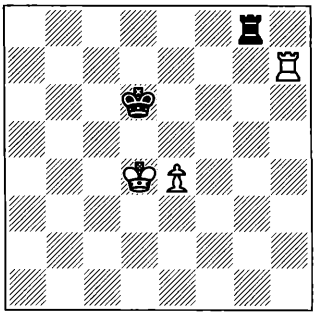
No better is **4...Rh8 5 Kc7** threatening **Ra1** mate as well as **d7**.



5 Kd8

Followed by **d7** with a basic win. The only time a passive Rook can be tolerated is when the stronger side is left with a Rook or Knight's pawn, since in these cases, a "switch" will have no effect simply because there is insufficient board to switch over to.

STARTING DIAGRAM #72



The diagram illustrates another key drawing technique for Black. White is a pawn ahead, but since Black's King is in front of the pawn, he can hold the draw.

1... Rg5!

White's King cannot cross over to the 5th rank due to this move. Instead, many people try one of two things here, both incorrect:

1) **1...Rg6?!** (hoping to guard his King from checks) **2 Rh5!** (preventing Black from controlling the 5th rank.) **2...Ke6 3 Ra5!** (Now it is clear that Black has not prevented White from checking him) **3...Ke7!** (Back on track, Black sets up the correct defensive formation one rank back.) **4 Ra7ch, Ke8** and Black will draw as in our main example.

2) **1...Rg1?** (Trying to annoy White with checks...the right idea at the wrong time.) **2 Rh6ch, Ke7 3 Kd5!** (White will use his pawn for cover.) **3...Rd1ch** (*3...Rg5ch 4 e5, Rg7 5 Ra6!* also makes life difficult for Black) **4 Ke5** and Black has more problems to solve. The move actually played (*1...Rg5!*) leads to an easy life for Black.

2 Rh6ch

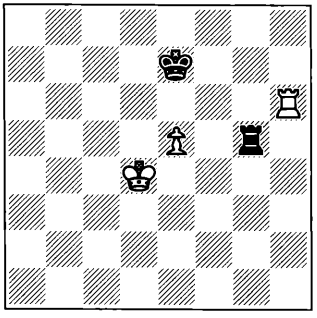
Forcing Black's King backwards.

2... Ke7

Black correctly stays in front of the pawn. White is now riding on the horns of a dilemma (which, as you can imagine, is highly uncomfortable.) A rook check does nothing but force Black's King up, something White does not wish to allow. White's King cannot cross over the 5th rank (the point of ...Rg5!) and if White does nothing, Black will mark time by **...Ra5, ...Rb5, ...Rg5** back and forth forever. Thus White can only try one more thing - a pawn push.

3 e5

Threatens **4 Kd5, Rg7, Ra6**



3... Rg1!

Only now is this good. White can no longer use his pawn for cover.

4 Kd5

4 Rh7ch, Ke6 is no improvement.

4... Rd1ch

White can only hope to escape the checks by **5 Kc6**, but then **5...Re1** forces him to return to **d5** to guard his pawn on **e5**. Thus 1/2-1/2. This defensive set-up with the Rook cutting off the King's entry along a rank is called the Philidor's position.

In a nutshell, the technique for drawing a Rook and pawn vs. Rook position (see Starting Diagram #72) is:

TECHNIQUE RULES

1) Aim for a Philidor position by posting your Rook on a rank that keeps out the enemy King.

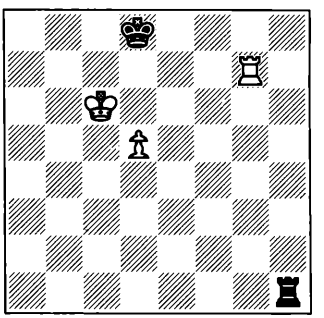
2) Keep your King in front of the enemy pawn.

3) Play your Rook to and fro along the rank until White pushes his pawn.

4) At this moment, play your Rook to the eighth rank and start checking him from behind. Once again, all this is fully illustrated in the notes to the last example.

At times, a Philidor position cannot be obtained. Usually a draw is still to be had though, but it is rather more difficult.

STARTING DIAGRAM #73



1... Rd1!

An extremely important move. Black would suffer after:

1) 1...Rc1ch? 2 Kd6, Kc8 3 Rg8ch, Kb7 4 Ke6, Re1ch 5 Kd7 when life is not easy for Black.

2) 1...Rh8? (Creating a passive Rook) 2 d6 winning as in Diagram #71. Once again our rule of placing the Rook behind the passed pawn is critical.

2 Kd6

Forcing Black's King out of the "hole". Naturally **2 d6?** would allow an instant draw by **...Rc1ch**, etc.

2... Kc8

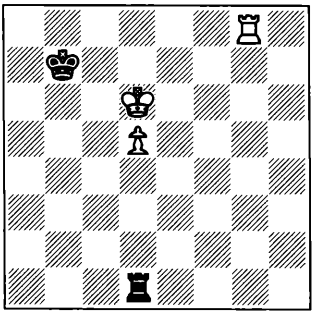
When your King has to make a run for it, a sure and simple rule is to always run to the short side of the board. The reason is that the Rook will often need to check the enemy King from the side. Obviously, the further away the Rook is from the King the better, because the King will not be able to attack it as readily. By placing the King on the short side, you get it out of the way of your Rook's action (on the long side). In this case **a8-c8** is obviously shorter than **e8-h8.**

3 Rg8ch

Further banishing the Black King.

3... Kb7

Forced.



4 Ke6

The point of **1...Rd1** is now seen. White would like to play **Ke7** or **Kd7**, but his pawn would hang. Now the threat is **5 d6.**

4... Kc7!

The second point of **1...Rd1!**. The threat of **d6** is prevented and a counterthreat of **...Re1ch** is created. Notice how the Black Rook and King work together in stopping the further advance of White's pawn.

5 Rg7ch

White is unhappy about Black's King position so he pushes him around a bit.

5... Kd8

Back in front of the pawn!

6 Kd6

We had this position several moves ago.

6... Kc8!

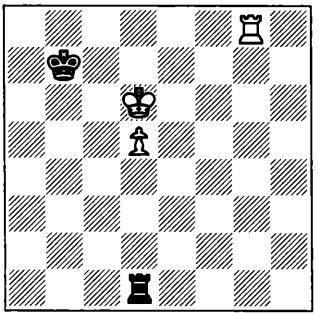
Once again going to the short side.

7 Rg8ch

Go away!

7... Kb7

Still forced.



8 Rd8!

Since **8 Ke6** failed to **8...Kc7!**, White repeated the position and is now trying another scheme. The Rook will guard his pawn, leaving the King free to roam. The threat is now **9 Ke7, Kc7** (9...Re1ch 10 Kd7) **10 d6ch**, etc.

8... Rh1!

His Rook goes to the long side. The threat is **9... Rh6ch** followed by **...Kc7** with a dead draw.

9 Re8

White intends to block any checks with his own Rook.

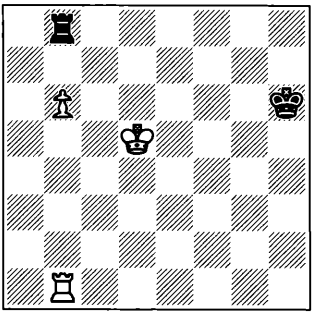
9... Rd1!

Once again **Ke7** or **Kd7** is prevented and once again **10 Ke6** is met by **10...Kc7**. White can make no progress.

Now I will repeat one of the great universal truths about Rooks: Rooks should be placed <u>behind</u> passed pawns. It does not matter if the passed pawn is yours or your opponent's, the Rook belongs behind it.

Another little guideline is that if your Rook ends up in front of your pawn (unfortunate but not uncommon) you should often avoid advancing it to the 7th because this will deprive your King of any protective covering.

STARTING DIAGRAM #74



For example, the Diagram is very nice for White because Black's King is far away and White's Rook is behind his pawn. White wins by simply advancing his pawn and then playing **Kc6** and **Kc7**. No problem at all.

STARTING DIAGRAM #75

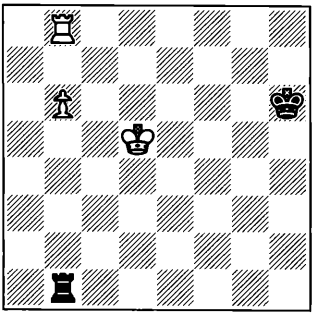


Diagram #75 is a whole different story though. Now:

1 b7??

is a terrible mistake since it takes away the White King's hiding place on **b7**. True it does threaten to win by **2 Rh8ch**, but Black can easily prevent that by moving his King.

1... Kg7

1...Kh7 was just as good.

2 Kc6

This guards the pawn and threatens to win quickly with **3 Rc8** when White would answer a series of Rook checks by **Kd5**, **Kc4, Kd3**, etc. with an eventual confrontation.

2... Rc1ch

Checking the King away from the guard of his pawn.

3 Kd5

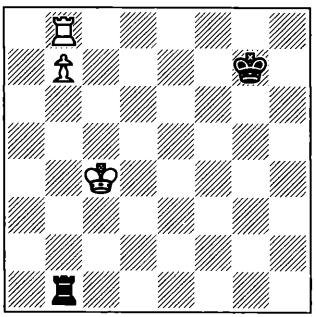
3 Kb6, Rb1ch is no better.

3... Rb1

White threatened **Rg8ch!** followed by promoting. Now White's Rook is tied down to the pawn's defense and is stuck on the awkward **b8** square.

4 Kc4

Going after Black's Rook.

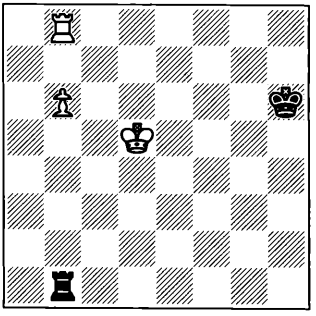


4... Rb6

White can make no progress. Black must be aware that the only safe squares for his King are **h7** and **g7**. Any King move to the third rank (such as *...Kg6*) would allow a Rook check (*Rg8ch*) and a subsequent promotion. Another blunder is **4...Kf7??** which loses to **5 Rh8!** threatening to Queen. Then **5...Rxb7** loses to **6 Rh7ch**.

White of course can win from the position by avoiding the pawn advance and instead playing:

STARTING DIAGRAM #75 (again)



1 Kc6

Guarding the pawn and threatening to get the Rook into a better position.

1... Rc1ch

The only forceful thing Black can do.

2 Kb7

White wins because he now has a place to hide his King.

2... Kg7

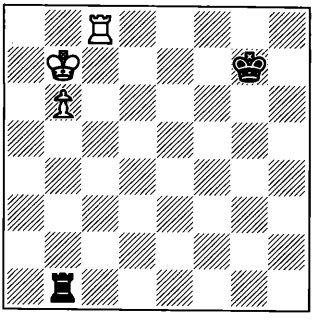
Trying to get the King over to the battle zone.

3 Rc8

The Rook emerges from its imprisonment.

3... Rb1

A Rook exchange is not to be considered.



4 Ka7

Threatening **5 b7**.

4... Ra1ch

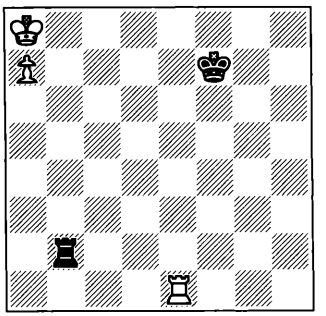
Black has nothing else.

5 Kb8

followed by **6 b7** with an easy win.

To end our study of R and P vs. R, we will finally mention that rule breaking Rook pawn. As usual, the game is a draw if the weaker side gets his King in front of it. More interesting are positions where the weaker side's King is trapped several files away. The critical position is seen in this diagram.

STARTING DIAGRAM #76



The rule is that White can only win if the enemy King is cut off on the farther Bishop file. Any closer and a draw will result.

1 Rc1

White must bring his Rook to **b8** to set his King free.

1... Ke7

Black rushes over to the side of the pawn. If he can get his King to **c7** or **c8**, he will draw the game.

2 Rc8

Ready to burst free with **Rb8.**

2... Kd6!

This allows Black to put up a tough resistance. Rather easy for White is **2...Kd7 3 Rb8, Ra2 4 Kb7, Rb2ch 5 Ka6, Ra2ch 6 Kb6, Rb2ch 7 Kc5** and the King will walk toward the Rook, ending the checks in a few moves. By placing the King on **d6**, Black takes away the **c5** square from White's King.

3 Rb8

Breaking the cage.

3... Ra2

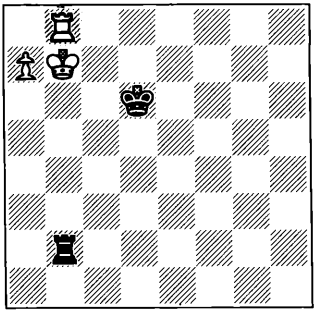
Posting the Rook behind the pawn.

4 Kb7

Escaping from the pit. Leading to nothing is **4 Rb7** (threatening Kb8) **4...Rh2** when **5 Kb8??, Rh8** mate is blushable and **5 Rb1, Kc7** is a dead draw.

4... Rb2ch

The only move that stops a promotion.



5 Kc8

Once again the only way. **5 Ka6, Ra2ch 6 Kb6, Rb2ch** is nothing since White can no longer run to **c5**.

5... Rc2ch

Black has to check for his life.

6 Kd8

No more checks and the pawn is about to Queen! What is Black to do?

6... Rh2!

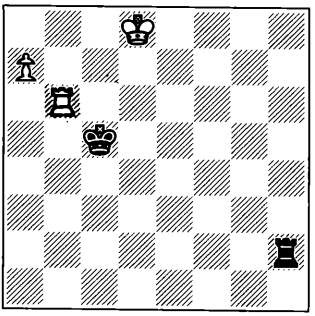
Threatening mate.

7 Rb6ch

7 Ke8? fails to **7...Rh8ch 8 Kf7, Rh7ch** and the pawn falls.

7... Kc5

7...Ke5 makes things easy for White after **8 Ra6, Rh8ch 9 Kc7, Ra8 10 Kb7** etc.



8 Rc6ch!

The key to this ending. If the Rook is captured, White will Queen with check! **8 Ra6** fails to **8...Rh8ch 9 Ke7, Rh7ch 10 Kf8** (10 Kf6??, Rh6ch) **10...Rh8ch 11 Kg7, Ra8** followed by **...Kb5** when the pawn is lost.

8... Kb5

As stated last move, the Rook is immune from capture.

9 Rc8

Once again threatening to Queen.

9... Rh8ch

More desperate checks.

10 Kc7

The King goes over to guard his pawn.

10... Rh7ch

One last "spite" check.

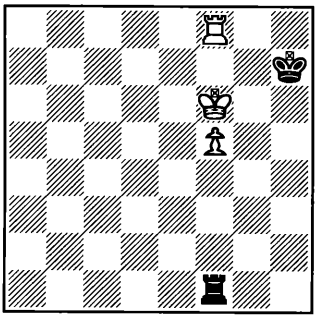
11 Kb8

Black has run out of tricks and must resign.

Tests

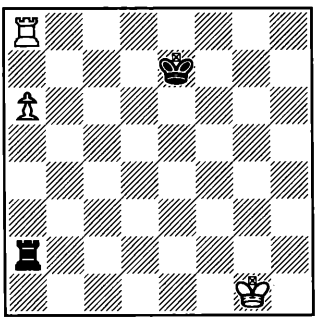
(Answers to Test Question at end of book, Part Ten)

TEST: DIAGRAM #77



Question: Black to move and draw. How?

TEST: DIAGRAM #78

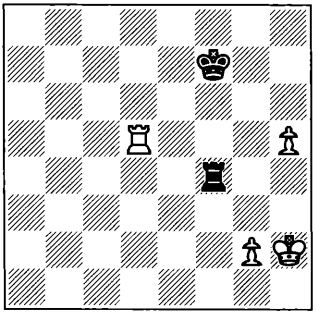


Question: White to move. Is 1 a7 a good idea?

Rook And Two Pawns vs Rook

Connected pawns, supported by their King, are a winning advantage. Exceptions are rare, and are only possible if the stronger side's Rook is in a comically bad position.

STARTING DIAGRAM #79



This diagram shows the most common but hardest case. The difficulty here is that White's King has only a limited amount of shelter. Nevertheless, if White avoids blockades by advancing his pawns together, the win should be certain.

1 Kh3

White brings his King up to support the advance of his "g" pawn.

1... Kf6

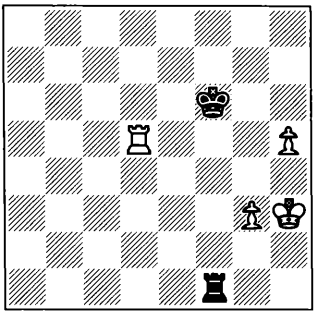
There is little Black can do, so he brings his King closer to the White pawns to await matters.

2 g3

2 g4 was also good, but **2 g3** gives White's King a bit more shelter.

2... Rf1

Or **2...Ra4 3 g4, Kg7 4 Kh4** (4 g5 leaves White's King cut off which would make things much more difficult for him.) **4...Kh6 5 Rd6ch, Kh7 6 h6** followed by **Kh5** and **g5** as in the game. This variation shows that White should always lead with his Rook pawn, leaving the Knight pawn to shelter his King.



3 Kg4!

Preparing to push the Black's King back.

3... Rf2

More active ideas don't change anything: **3...Ra1 4 Rd6ch, Kg7 5 Kg5, Ra5ch 6 Kh4, Ra4ch 7 g4**, etc.

4 Rd6ch

Forcing Black to relinquish control of the **g5** square.

4... Ke7

4...Kg7 is answered by **5 Kg5** while **4...Ke5 5 Ra6** puts Black's King on the side (instead of in front) of White's pawns.

5 Ra6

In Rook endings it is always a good idea to put your Rook as far away from the enemy King as possible. This is called "checking distance".

5... Rb2

Black finally activates his Rook.

6 Kh4

Preparing to advance the "g" pawn.

6... Kf7

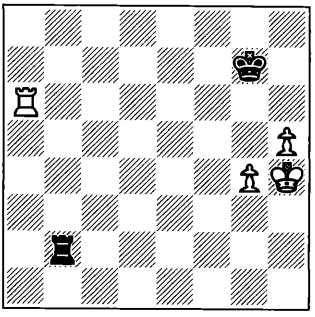
Bringing the King back to battle the pawns. Moves like **6...Rb4ch 7 g4** or **6...Rh2ch 7 Kg5** only help White.

7 g4

Keeping the pawns close together, an important rule to follow.

7... Kg7

Back to the battle zone.



8 h6ch

As usual, White leads with his Rook pawn. **8 g5?** would allow **8...Rb4ch** when White's King is without a good hiding place.

8... Kh7

Trying to blockade the pawns.

9 Kh5

Allowing the "g" pawn to guard him along the rank in the case of **9...Rb5ch 10 g5,** and along the file in the case of **9...Rh2ch 10 Kg5.**

9... Rb5ch

As good a move as any.

10 g5

The trusty "g" pawn once again guards the King.

10... Rc5

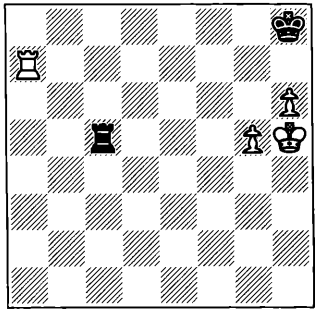
Keeping the pawn pinned is the best chance. **10... Rb7? 11 g6ch, Kg8 12 Ra8ch** leads to immediate disaster.

11 Ra7ch

Now that Black's King is on the back rank, the final part is ready to be acted out.

11... Kh8

Black must now wait for White to find a winning plan.



12 Re7

White plans to centralize his Rook so it can help shield his King. The King intends to walk to the center-White will play his pawn to **g6**-and then a Rook trade will force resignation. Care must be used! For example, White could blow it right away by **12 h7??** which allows **12... Rg5ch! 13 Kxg5** with a stalemate.

12... Rc8

Or **12...Ra5 13 Kg6, Ra6ch 14 Kf7, Ra5 15 g6**, etc.

13 g6

Once again White must avoid **13 h7??, Rc5 14 Kh6, Rc6ch 15 g6, Rxg6ch 16 Kxg6** stalemate.

13... Rc5ch

This is more fun than waiting on the back rank for doom to strike.

14 Kg4

Threatens **Re8** mate.

14... Rc4ch

White would meet **14...Rc8** in the same way.

15 Kf5

Heading for **f7**.

15... Rc8

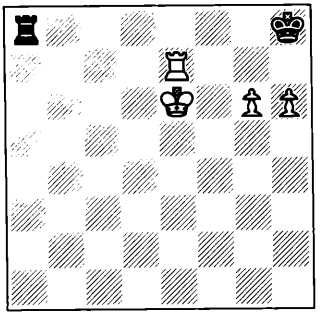
Preventing the back rank mate. **15...Rc5ch** would only force White's King to where it wants to go.

16 Ke6

Threatening **17 Kd7, Ra8 18 Re8ch** with a won King and Pawn endgame.

16... Ra8

To meet **17 Kd7** with **17...Ra7ch.**



17 Rd7

White's King gets pushed back after **17 Kf7, Rf8ch!** since a stalemate would result if the Rook is captured. Now **Ke7** is a threat.

17... Re8ch

17...Rg8 is well met by **18 Rh7** mate.

18 Kf7

Intending to meet **18...Ra8** with **19 Ke7** and **Rd8.**

18... Rg8

One last gasp. **18...Rf8ch 19 Ke7!** leaves Black helpless against the threat of **Rd8.**

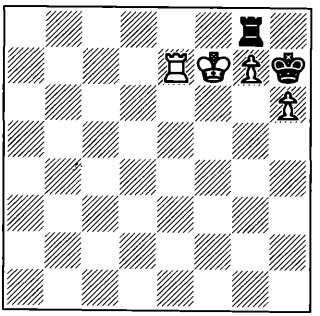
19 g7ch

Necessary. **19 Re7** (with the idea of Re8) **19...Rf8ch!** forces White back again.

19... Kh7

Obviously forced.

20 Re7

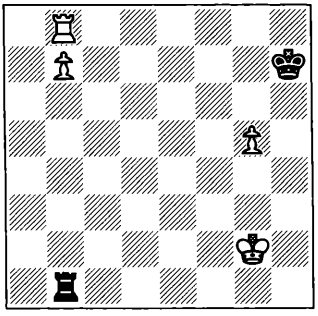


Black resigns since **20...Kxh6** is wasted by **21 Kxg8** and anything else meets with **21 Re8.**

The usual winning technique for disconnected pawns is to advance both pawns a certain distance, then sacrifice one to deflect the defending King which, hopefully, will leave you with a standard winning position with the remaining pawn.

Since most combinations of disconnected pawns will win if the stronger side's King and Rook stand on reasonable squares, we will content ourselves with only a couple of examples and a warning that a Rook pawn plus Bishop pawn (on the same side of board) is generally a draw, though it must be admitted that it is extremely difficult to prove this in practice. Its' complex nature makes it unfit for inclusion into this little book.

STARTING DIAGRAM #80



The diagram shows one of the exceptions to the generalization that White wins with two extra pawns. White made a horrible mistake in advancing his "b" pawn to the 7th (see Starting Diagram #75 for background) and now suffers from a poor Rook position. As shown in the notes to Starting Diagram #75, White cannot win by moving his King to the Queenside because it will be checked away, just as it makes contact with the "b" pawn. The White Rook is also unable to contribute to the war effort since any movement by it will cost White his far advanced pawn. Thus White can only try to push his "g" pawn.

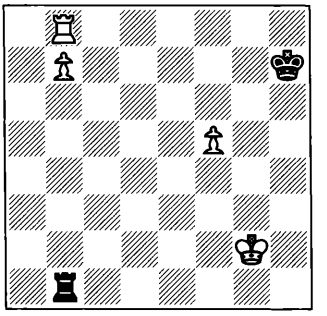
1 g6ch

Hoping for **1...Kxg6?? 2 Rg8ch** with a quick win.

1... Kg7

Now the "g" pawn is firmly blocked, White's King is impotent, his "b" pawn has reached a dead end, and his Rook is in prison. The whole "White Family" is in sad shape and White cannot come close to victory. 1/2-1/2.

The same result would come about if the "g" pawn turned into an "h" pawn. However (from the previous diagram #62) if we take the **g5** pawn and place it on **f5**, White wins easily. White to move plays **f6** followed by **f7** with an immediate win. Black to move:



1... Kg7

Coming over to intercept the pawn.

2 f6ch

Now **2...Kxf6** loses to **3 Rf8ch** while **2...Kh7 3 f7** followed by **f8=Q** is also hopeless.

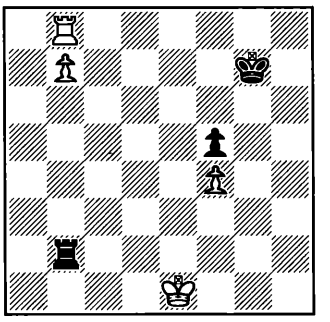
2... Kf7

Blocks the pawn, but takes the King off the critical **g7** and **h7** squares.

3 Rh8!

Wins because **3...Rxb7** hangs the Rook to **4 Rh7ch**.

STARTING DIAGRAM #81



We have just seen that an extra f-pawn (along with the queenside passer on the 7th) leads to an easy win. With that in mind, White's plan is

easy to understand: he will march his King over to **e5** and dine on Black's **f5** pawn. When this is accomplished, the win will be easy.

1 Kd1

Preparing to attack Black's Rook and force it to allow White's King access to the rest of the board.

1... Kh7

Black can only pass time. Moves like **1...Kf7?? 2 Rh7!** and **1...Kg6 2 Rg8ch** and **1...Rf2?? 2 Rc8** all lose instantly.

2 Kc1

Now the Rook has to give up it's control of the 7th rank.

2... Rb5

As good as any move along the b-file.

3 Kc2

Free at last!

3... Kg7

Pass

4 Kc3

Heading for **e5** or **e6**.

4... Kh7

Black has no constructive plan and must wait passively for events to happen.

5 Kc4

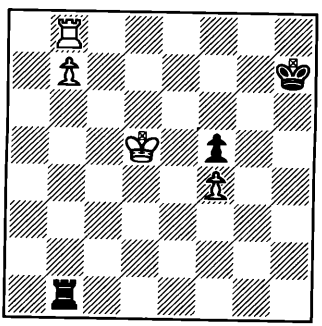
To accomplish his journey to **e6** or **e5**, White must break the new barrier on the 5th rank.

5... Rb1

Staying on the critical b-file and getting as far away from the vindictive White King as possible.

6 Kd5

The target on **f5** is dead ahead!



6... Kg7

This brings the King a little closer to the embattled area.

7 Ke5!

The correct way to attack Black's pawn. Inaccurate (but still winning) is **7 Ke6? Rb5** when White has nothing better than to move his King away from the desirous object on **f5**.

7... Rb5ch

Losing instantly is **7...Kg6?? 8 Rg8ch** followed by **9 b8=Q**.

8 Ke6

Zugzwang! Black must make a concession.

8... Kh7

No other choice. Any Rook move would have dropped the f-pawn (or allowed the b-pawn to Queen) and any King move forward (such as *8...Kg6??*) would allow a devastating check on the 8th rank.

9 Kf6!

An even worse Zugzwang! Now Black's King can't move to h6 due to 10 Rh8 mate.

9... Rb1

Played with a very heavy heart.

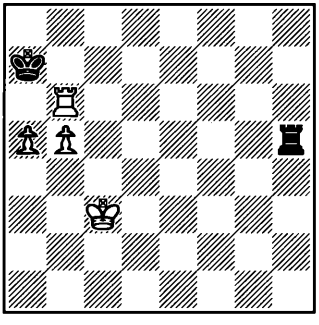
10 Kxf5

And White wins easily as in the previous example.

Tests

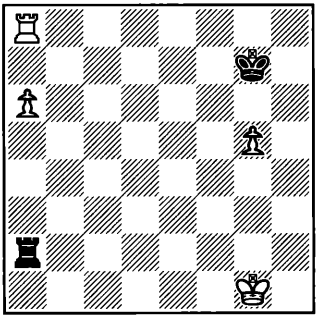
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #82



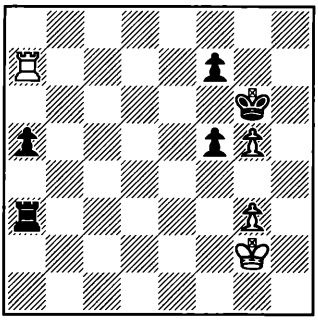
Question: White to play. Can he win? (If he can, how?)

TEST: DIAGRAM #83



Question: Would 1 a7 be a good way for White to try for a win?

TEST: DIAGRAM #84



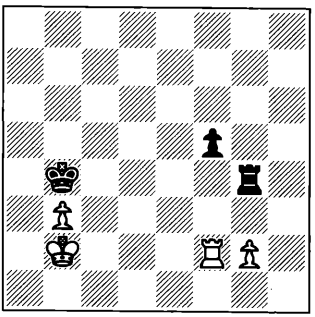
Question: White to play. Can he save the game? Smyslov-Botvinnik, World Championship Match 1954.

Rook Endings With Several Pawns

In cases of Rook and two pawns vs. Rook and one pawn, a draw is the normal result if there is no passed pawn since it will often lead to a Philidor position (as discussed earlier).

When one of the White pawns is passed, he will often find himself with winning chances if other positional advantages are present. Of course, if Black's Rook and King are well placed and active, here too he can often expect to hold the game.

STARTING DIAGRAM #85



From the diagram, Black's active Rook (which ties White's Rook down to the vulnerable "g" pawn) and a well placed King should be enough to hold onto the draw.

1... f4

Trying to maintain his position.

2 Kc2

White decides to abandon his "b" pawn and try to win Black's last pawn on **f4.**

2... Kc5

Black must keep his Rook trained on the White pawn on **g2**. Since his **f4** pawn obviously can't move again, that leaves his King as the only moveable item. This is just as well though, since if White is going to put everything he has into a Kingside victory, Black is going to need to get his King over there also.

3 Kd3

3 Kc3, Rg3ch 4 Kc2, Rg4 accomplishes nothing.

3... Rg3ch

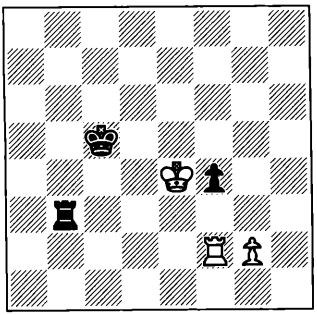
The Rook will snip off White's **b3** pawn.

4 Ke4

As already mentioned, **4 Kc2, Rg4** is hardly making progress for White.

4... Rxb3

Leaving White with only one pawn. Is it enough?



5 Kxf4

Better than **5 Rxf4, Rg3.**

5... Kd5

Black hurries to get his King to the scene.

6 Re2

Trapping the King to the side, always a good move.

6... Rb8

Preparing a welcome series of checks.

7 g4

If the pawn can advance to the 5th, White will win.

7... Rf8ch

The rules mentioned before Diagram #53 say that in the case of a Knight pawn on the fourth, the weaker side's King must be cut off by at least three files if the game is to be won. Here the King is only cut off by two files, thus a draw will result.

8 Kg3

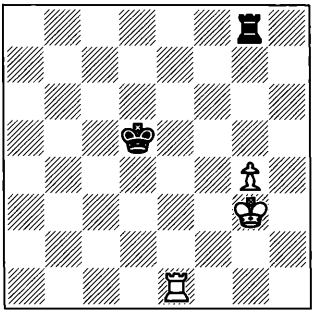
No good is **3 Kg5, Rg8ch 9 Kh5, Rh8ch 10 Kg6, Rg8ch** and White must backtrack.

8... Rg8

Stopping the pawn from advancing.

9 Re1

A move played to see if Black will make a mistake.



9... Kd6!

Black must leave his Rook on **g8** until White's King gets brave and advances, then it should be checked back. While waiting, Black must play his King back and forth between **d5** and **d6**. Ways to lose:

1) Kd4? 10 Re6!, Kd5 11 Rh6 followed by 12 Kh4 and g5.

2) 9...Rg7? 10 Kh4, Rh7ch 11 Kg5 and the Black Rook is too close.

10 Re4

Threatening **11 Kh4, Rh8ch 12 Kg5, Rg8ch 13 Kf6!** because the pawn is now guarded.

10... Kd5!

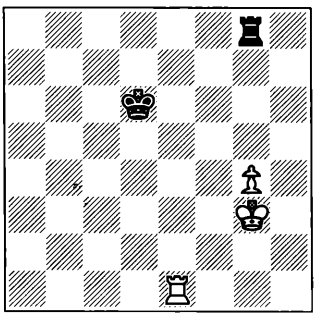
Forcing the Rook away from its good position.

11 Re1

11 Ra4, Ke6 draws easily.

11... Kd6

Back and forth.



12 Re2

One last trap.

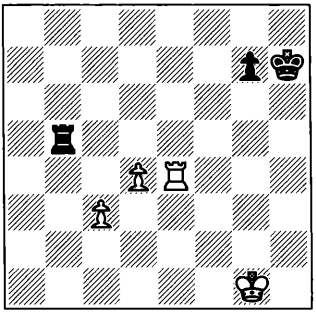
12... Kd5

Still moving between **d6** and **d5** as indicated. A blunder would be **12...Kd7?** since after **13 Re4!** Black would be unable to attack White's Rook with his King. After **12...Kd5** White can make no progress.

1/2-1/2

Connected passed pawns plus Rook almost always win against a lone pawn and Rook unless the connected are blockaded or some other positional fault exists. Diagram #64 illustrates a typical case.

STARTING DIAGRAM #86



1... Kg6

Black centralizes his King in anticipation of getting his own passed pawn rolling.

2 Kf2

White will use his King to support his passed pawns while letting his Rook stifle the advance of the enemy passer.

2... Kf5

Attacking the Rook and freeing his "g" pawn for advancement.

3 Kf3

Guarding the Rook and opposing the enemy King.

3... g5

Finally the pawn joins in the fight.

4 Re8

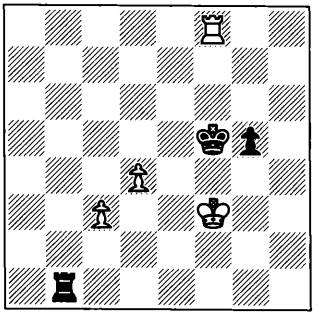
Heading for **g8**, *behind* the pawn. I cannot stress enough the importance of placing one's Rook behind passed pawns.

4... Rb1

Black also activates his Rook. Overly hasty would be **4...g4ch 5 Kg3, Rb3 6 Re5ch, Kf6 7 Rc5** when Black's last pawn falls.

5 Rf8ch

Forcing Black's King to retreat which allows White's King to walk over to his own pawns and aid them in their advance.



5... Ke6

Black's King is needed to help slow down the march of the White pawns.

6 Ke4

Threatening **7 d5ch**

6... Re1ch

Forcing White's King to leave its fine post.

7 Kd3

Threatening to win Black's Rook by **Re8ch**.

7... Rd1ch

Saving his Rook and pushing the White King about.

8 Kc4

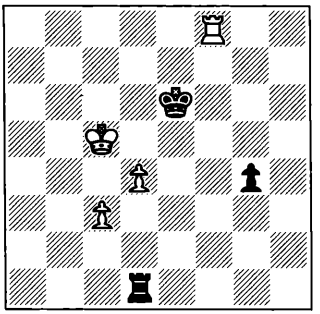
The King is safe here.

8... g4

This pawn must be further advanced to be a real threat.

9 Kc5

White's pawns are now ready to advance.



9... g3

Threatening to win White's Rook by **...g2.**

10 Rg8

Stopping a further advance and forcing Black to put his Rook in an inactive position.

10... Rg1

10...Rd3 11 c4 leaves the Black pawn immobile.

11 c4

White's pawns finally start moving.

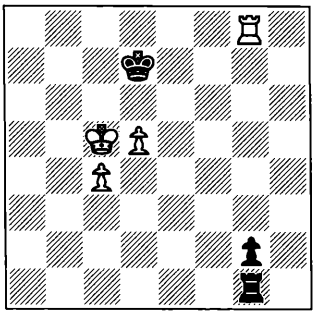
11... g2

Now White cannot successfully advance his pawns without leaving one unguarded. In this case Black will move his Rook and attack the unguarded pawn while simultaneously threatening to make a Queen. Thus White must eventually be willing to allow a trade. It is White's task to make sure that this trade leads to a winning Rook and pawn vs. Rook position.

12 d5ch

The pawn steps forward.

12... Kd7



Black's King must stay in front of the pawns if he is to have any chance in the eventual Rook and pawn vs. Rook position.

13 Rg7ch

Forcing Black to the back rank.

13... Ke8

Both **13...Kd8 14 Kd6** and **13...Kc8 14 Kc6** allow White to advance his King with a simultaneous mate threat.

14 Kd6

Now White's **c4** pawn is undefended.

14... Rc1

Else White would play **15 c5** with a quick win.

15 Rxg2

Otherwise Black would Queen it.

15... Rxc4

The only intelligent move.

16 Re2ch

Forcing Black's King to **d8**.

16... Kd8

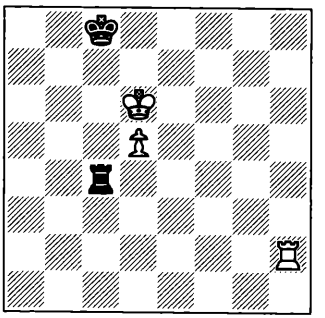
16...Kf8 17 Kd7 is a basic win for White.

17 Rh2

Threatening mate.

17... Kc8

Correctly going to the "short" side.



18 Rh8ch

Pushing Black to the side of the board.

18... Kb7

Forced.

19 Kd7

If Black's Rook had been on **d1** instead of **c4**, the game would be drawn. As it turns out, the poor placement of the **c4** Rook is Black's downfall.

19... Rc7ch

White was threatening to play **d6**.

20 Ke6

No more checks. White's pawn is now ready to run.

20... Rg7

Black's Rook is too close to White's King. That's why White played to the "h" file...to deprive Black of proper checking distance.

21 d6

To the point. White wants a new Queen now.

21... Rg6ch

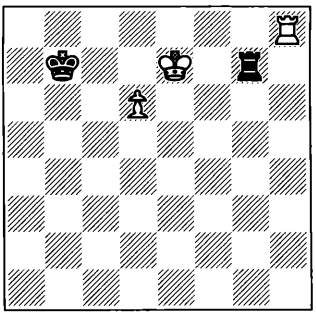
Checking for his life. **21...Kc6 22 Rc8ch, Kb7 23 d7** wins instantly.

22 Ke7

Threatening **d7**.

22... Rg7ch

The only way to put off the inevitable.



23 Kf6

If Black's Rook stood on the "h" file, his Rook would not be so easily attacked.

23... Rd7

Anywhere else would hang the Rook or allow **d7** with a quick win.

24 Ke6

The pawn is now ready to be escorted to the 7th and 8th.

24... Rg7

24...Kc6 25 Rc8ch is even worse.

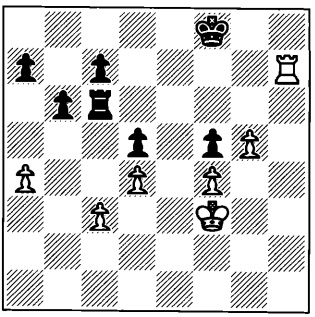
25 d7

Black must give up his Rook to prevent a Queen from being born. 1-0.

In cases where pawns are on one side of the board the game is usually drawn, even if one side has a pawn less. The reason for this is that no passed pawns exist and as the pawns with 3 vs. 2 can lead to 1 vs. 0, a Philidor position will usually be reached. Thus 4 vs. 3, 3 vs. 2, 2 vs. 1, or 1 vs. 0 are all drawn (if they are all on the same side of the board). Exceptions exist when the weaker side's pawns are vulnerable or weak, or his King is horribly placed. It should also be mentioned that the more pawns that are on the board the more winning chances exist. 4 vs. 3 is the cutoff. More pawns give the stronger side excellent chances while less pawns are often easily drawable.

As the pawns spread out over the board, a host of factors come into consideration to determine if a win is possible: King position, passed pawns, pawn structure, active Rook (have you managed to place your Rook behind a passed pawn?), etc. The basics given in earlier positions will act as useful guides in your determination of these positions.

STARTING DIAGRAM #87



Capablanca-Tartakover, N.Y. 1924. The diagram shows an interesting situation with mutual pawns on both sides of the board. Black is about to win the **c3** pawn, and after that pawn falls, the pawns on **a4, d4**, and even **f4** will also become vulnerable. Of course, White has advantages also: absolute 7th (always a big plus), a passed pawn on **g5**, and the Black King is restricted to his back rank. White hits upon a plan to advance his King to **f6** and pawn to **g6**, thus creating mating threats against the Black Monarch.

1 Kg3!

Heading for **h4** and eventually **g5**. The strong "g" pawn and threats to Black's King will overshadow Black's material advantage.

1... Rxc3ch

Black cannot stop White from carrying out his plan, so he might as well get some material for his troubles.

2 Kh4

Threatening **3 g6** and **4 Kg5**.

2... Rf3

By winning the **f4** pawn, Black prevents White from obtaining connected passed "f" and "g" pawns.

3 g6

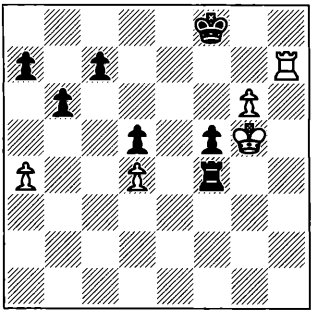
Giving White's King the **g5** square to jump to.

3... Rxf4ch

Black continues to glut himself.

4 Kg5

The path has been cleared to **f6** and White wastes no time in getting there.



4... Re4

Bringing the Rook back to defend himself. Another snack by **4...Rxd4** leads to terminal obesity after **5 Kf6, Kg8** (5...Ke8 6 g7 Queens) **6 Rd7** with a quick mate.

5 Kf6

White has accomplished his goal. Mate is threatened, Black's pawns are all vulnerable, and White's passed "g" pawn is constantly threatening to Queen.

5... Kg8

5...Ke8 loses immediately to **6 g7.**

6 Rg7ch

By forcing Black's King to **f8** or **h8** White will later be able to advance his pawn with check and thus gain a tempo.

6... Kh8

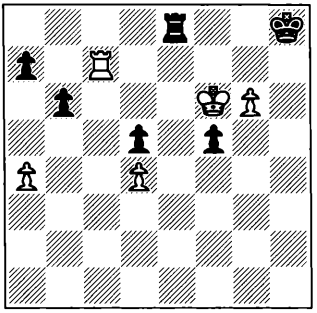
6...Kf8 amounts to the same thing.

7 Rxc7

The harvest begins. The immediate threat is **8 Rc8ch.**

7... Re8

The only way to prevent a backrank mate.



8 Kxf5

Most accurate since **8 Rxa7** would allow **8...f4** with some counterplay.

8... Re4

Trying to get active. **8...a5 9 Rb7** also loses, as does **8...Ra8 9 Ke5.**

9 Kf6

Once again threatening mate.

9... Rf4ch

9...Re8 10 Rxa7 is dearly hopeless.

10 Ke5

Going after the **d5** pawn.

10... Rg4

Counterattacking White's **g6** pawn.

11 g7ch

Guarding the pawn with check.

11... Kg8

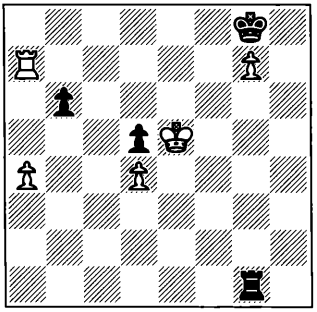
11...Rxg7 12 Rxg7, Kxg7 13 Kxd5 is hopeless for Black.

12 Rxa7

All of Black's pawns are falling like ripe fruit.

12... Rg1

12...Rg5ch 13 Kf6, Rg1 14 Ra8ch is an instant loss for Black.



13 Kxd5

Creating another passed pawn.

13... Re1

Trying to tie White's King up.

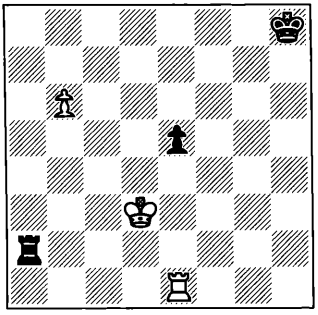
14 Kd6

Black cannot halt the pawns advance. White won in a few moves.

Tests

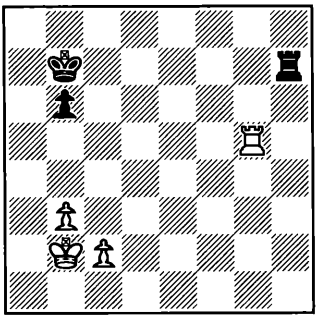
(Answer to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #88



Qestion: White to play and win. What move? Visualize the follow-up to the winning strategy.

TEST: DIAGRAM #89

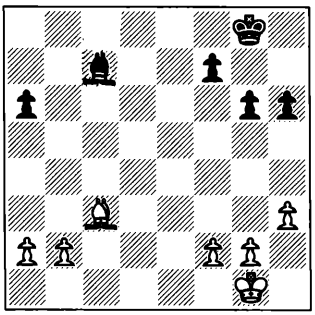


Question: Does White have any realistic hopes for a win? (If he does, how?)

PART FIVE
BISHOP ENDINGS

As long-range pieces, Bishops are well suited to most endgames. In particular, situations in which both sides have passed pawns often allow the Bishop to shine. In general an extra pawn in a position with many pawns gives the stronger side a decisive advantage if there are pawns on both sides of the board and the Bishops are of the same color.

STARTING DIAGRAM #90



This diagram is a typical example of how White goes about winning such positions.

1 Kf1

White's extra pawn lies on the Queenside. To make use of this, he must create a passed pawn - a pawn that needs the King's support if it is to advance. Thus the first step is to advance the King as far as possible in anticipation of supporting the Queenside majority and restricting the enemy King. This idea of centralizing one's King is an important concept for <u>any</u> endgame.

1... Kf8

Black must get his King over to the Queenside so it can stop White's future passed pawn.

2 Ke2

Heading for **c4**.

2... Ke7

Trying to cut White off at the pass.

3 Kd3

White will not even consider another plan until he puts his King on its best possible square.

3... Kd6

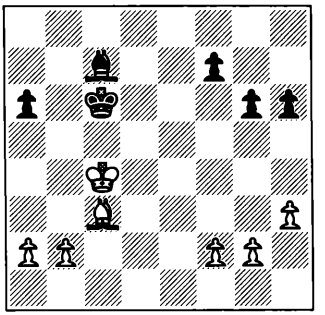
Threatening to get a superior King position by ... **Kd5**.

4 Kc4

White's King now dominates.

4... Kc6

Black's King has also reached its best defensive post.



5 b4

With his King in place, White starts phase two...creating a passed pawn from his majority.

5... Bb6

Threatening White's f-pawn.

6 f3

Now White's Kingside pawns are immune from attack from the Black Bishop.

6... Bc7

Black can only wait and see how White intends to win.

7 a4

Preparing a pawn advance to **b5**.

7... Bb6

Pass.

8 b5ch

A passed pawn is finally created.

8... axb5ch

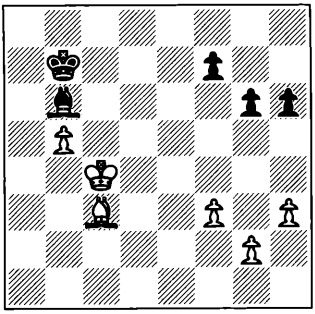
8...Kb7 9 Kd5 is no better.

9 axb5ch

Forced.

9... Kb7

Or **9...Kd7 10 Bd4, Bd8 11 Kd5, h5 12 b6** (Threatens *13 b7, Kc7 14 Bb6ch!*) **12...Bg5 13 Be5, Kc8 14 Kc6** with an immediate win.



10 Bd4

Breaking the blockader. Thus a useful middlegame rule is shown to be valid in the endgame also: When one has a blockaded passed pawn it is the responsibility of the side owning the pawn to break the blockade, thus allowing the pawn to advance at an appropriate moment.

10... Bc7

A Bishop trade leads to an obviously lost King and pawn endgame.

11 Kd5

By putting his King on **b7**, Black has stopped the pawn from Queening. The next stage of White's winning idea is to infiltrate on the Kingside and win all of Black's pawns there. Black will not be able to prevent this because his King is stuck on the Queenside guarding White's passed pawn.

11... Bb8

11...Bf4 12 Be5, Be3 13 Kd6, Bg5 14 Kd7 followed by **15 Ke8** is also easy for White.

12 b6

Restricting the Black Bishop.

12... Bf4

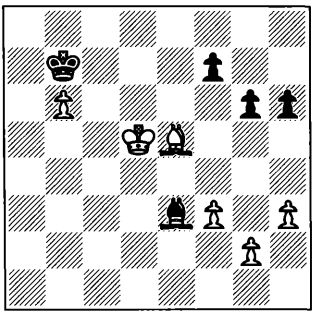
Immediately fatal is **12...Kc8 13 Be5** with a Bishop trade.

13 Be5

Allowing White's King to step into **d6**.

13... Be3

Once again a Bishop trade is hopeless.



14 Kd6

Sacrificing his passed pawn to get his King into the nest of Black Kingside pawns. Of course, **14 Bc7** was also adequate.

14... Kxb6

One worry out of the way.

15 Ke7

Threaten to eat everything.

15... f5

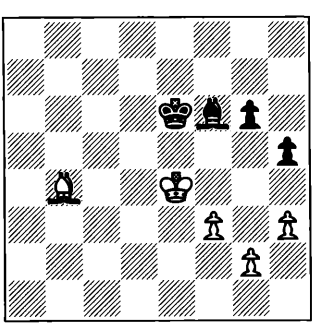
The only way to guard this pawn.

16 Kf6

Black will lose all his Kingside pawns. 1-0.

If White is a pawn ahead but the pawns are on one side of the board, a draw results if no other advantages are present.

STARTING DIAGRAM #91

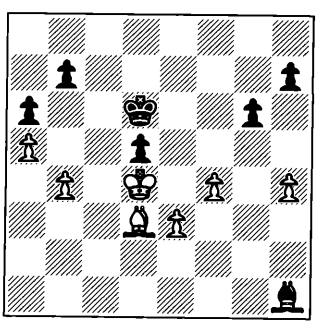


This diagram is a common situation in which White is unable to win. The reason White cannot expect victory is that White will have to ad-

vance his pawns. Eventually one will be traded off, leaving 2 vs. 1. In his continuing effort to get a passed pawn, he will have to advance these also. This leads to a further trade and a 1 vs. 0 situation. Then Black will put his King on a light square in front of it (setting up a permanent blockade) or he can sacrifice his Bishop for the remaining pawn. Both of these lead to a dead drawn position.

In general, the outcome of a battle with many pawns is determined by positional factors like Bishop activity and King position.

STARTING DIAGRAM #92



The diagram (from the game **Polugaevsky-Mecking, Mar del Plata, 1971**) shows a position in which material is equal. White can still expect to win however because his King is favorably posted, White's pawns are beyond the advances of the enemy Bishop, and Black's pawns are all on White squares and are thus always in danger of being gobbled up by White's Bishop. In general: One should strive to place one's pawns on the opposite color of the opponent's Bishop.

1 Be2

Intending to enter Black's position via **g4**.

1... Bg2

Black can only wait.

2 Bg4

Now **Bc8** is always a bothersome threat.

2... Be4

2...Kc7 is strongly met by **3 Kc5** with the powerful threat of **Be6.**

3 Bc8

In this way White can force Black's King away from the defense of **e6**.

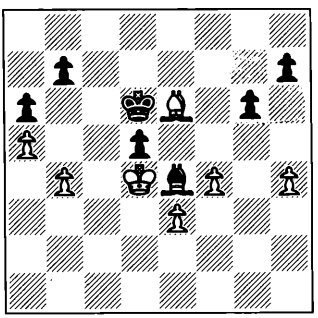
3... Kc7

Guarding the pawn and attacking the Bishop.

4 Be6

Threatening the **d5** pawn.

4... Kd6



Guarding the pawn and preventing White from penetrating with his King to **e5** or **c5**.

5 Bg8

Forcing the **h7** pawn to advance and thus depriving the **g6** pawn of its support.

5... h6

Worse is **5...h5 6 Bf7** when **6...Kc6 7 Ke5, Kb5 8 Bxd5** wins for White.

6 Bf7

Tying Black's Bishop down to the defense of the "g" and "d" pawns.

6... h5

Black has no choice. **6...Kc6 7 Ke5** loses as in the note to Black's fifth move, while any Bishop move would immediately hang a pawn.

7 Be8

A trap.

7... Bc2

Not falling for **7...Bb1 8 Ba4, Bf5 9 Bb3, Be6** (*9...Be4 10 Ba2, Kc6 11 Ke5*, etc.) **10 Ba2, Bf7 11 Bb1, Be8 12 e4!, dxe4 13 Bxe4** Black loses material.

8 Bf7

Nothing ventured, nothing gained.

8... Be4

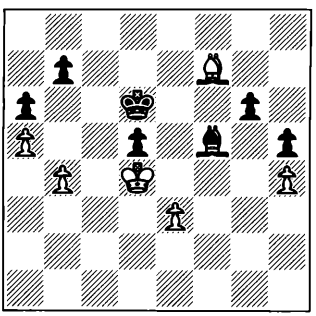
Black is hoping that White will continue to repeat the position; a rude surprise is in store.

9 f5!

White now gains a passed pawn.

9... Bxf5

9...gxf5 10 Bxh5 followed by **Bf7, h5, h6, h7,** etc. wins for White.



10 Bxd5

Now White's "e" pawn is passed.

10... Bc8

10...Kc7 is worse because of **11 Ke5** with **12 Kf6** and **13 e4, 14 e5,** etc. to follow.

11 e4

Black's King now gets driven back which allows White's Monarch to make a decisive penetration.

11... Ke7

Nothing else could move without dropping material.

12 Ke5

Now Black can't move his King without allowing **Kf6** and a loss of material.

12... g5

Desperation.

13 hxg5

A tasty free pawn.

13... h4

Black's only hope, but it won't get far.

14 g6

Threatening to Queen by **g7**.

14... h3

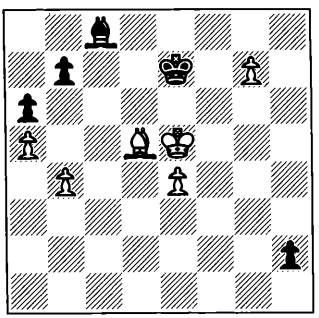
Black forges on since **14...Kf8 15 Kf6** is an instant loss.

15 g7

There is no time to waste.

15... h2

Black must also be quick.



16 g8=Q

By Queening first White will force a mate.

16... h1=Q

Black's vulnerable King now leads to his defeat.

17 Qf7ch

Forcing Black's reply.

17... Kd8

The only legal move.

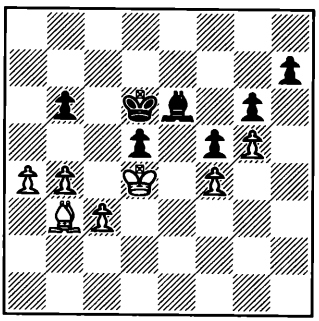
18 Qf8ch

Black resigned since **18...Kd7** (*18...Kc7 19 Qd6* mate.) **19 Be6ch, Kc6 20 Qc5** is mate.

Tests

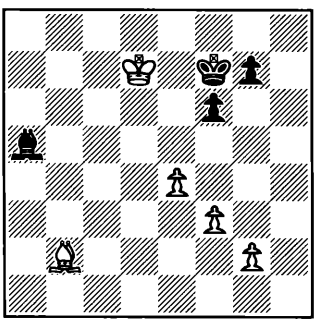
(Anwers to Test Question at end of book, Part Ten)

TEST: DIAGRAM #93

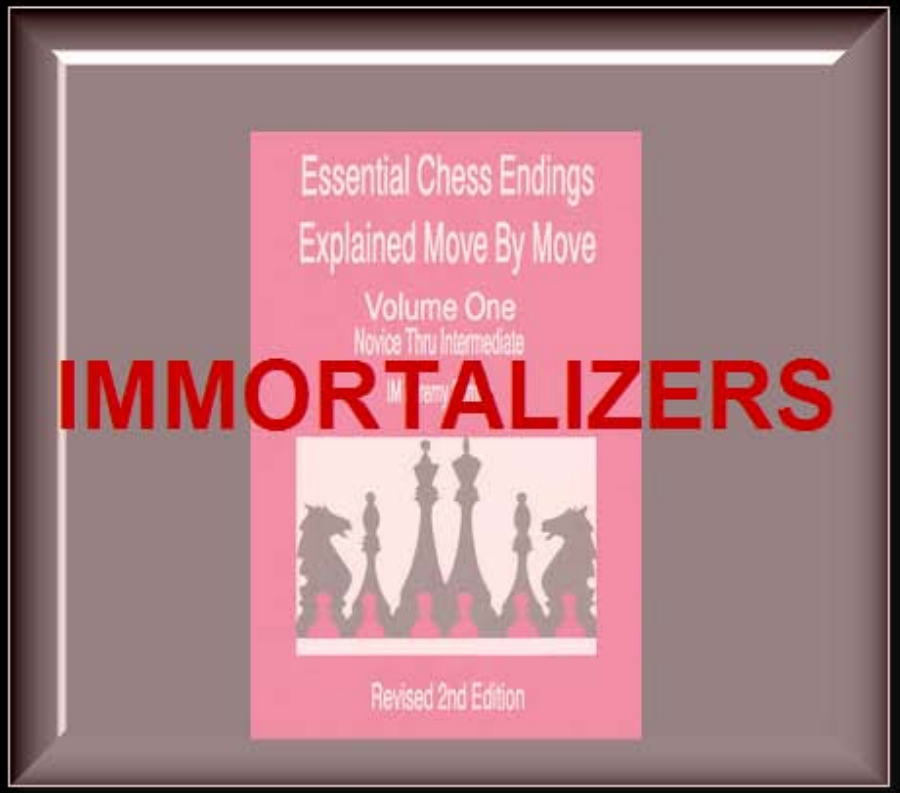


Question: White to play. List the advantages of the White position. Are they adequate for a win?

TEST: DIAGRAM #94



Question: White to play. All the pawns are on one side. Should Black draw?

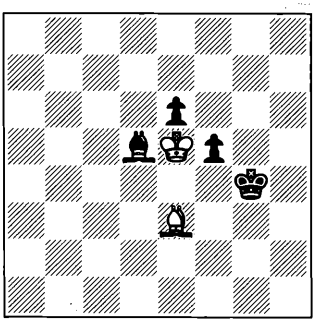


IMMORTALIZERS

Bishops Of Opposite Colors

Most players have heard of the drawish tendency of opposite colored Bishops. One reason for this is that the weaker sides' King can block an enemy pawn and never be chased away if the blockading square is of the opposite color of the Bishop. The other reason is that a Bishop can guard its own pawn and the enemy Bishop will be unable to attack it since it lays in another "dimension". When Spassky spoke of one of his ex-wives he said they were like "Bishops of opposite colors". On the same board, but never able to really get together.

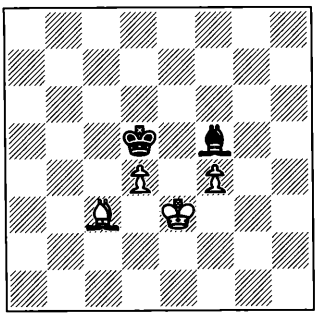
STARTING DIAGRAM #95



This diagram is a basic illustration. Black's pawns are well guarded and completely safe because White's Bishop is unable to attack it. On the other hand, White's King is preventing either pawn from advancing and *nothing* can chase it away. White has only to move his Bishop back and forth along the **c1-h6** diagonal to gain the draw.

Since 1 pawn vs. 0 pawns is a hopeless draw, the stronger side will need to have two extra pawns to have chances for a win. This is not the case when several pawns are present, then even a one pawn plus may be adequate for victory. In general the further apart the pawns are, the greater the winning chances.

STARTING DIAGRAM #96



This diagram shows a typical blockade:

1 Kf3

Trying to penetrate on the Kingside.

1... Be6

Also good is **1...Be4ch 2 Kg4, Ke6.**

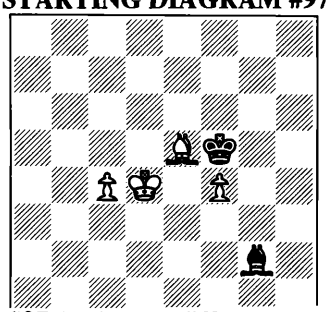
2 Kg3

Heading for **g5** or **f6**.

2... Ke4

White can make no progress.

STARTING DIAGRAM #97



This diagram #97 leads to a different result than #96 simply because the extra file prevents Black from setting up a permanent blockade.

1 Kc5

Leading with the King and intending **Kd6** or **Kb6** followed by a pawn advance.

1... Ke6

Preventing **Kd6** and hoping to stop the "c" pawn with his King.

2 Kb6

Preparing to advance the "c" pawn.

2... Kd7

Making **c6** an unpassable square but allowing the other one to advance. Black could also try **2...Be4 3 c5, Kd7,** but **4 Bc3** leaves Black in zugzwang - he must allow one of the pawns to advance.

3 f5

White's usual winning plan in such positions is to tie the enemy King down with one of his passed pawns, then win the enemy Bishop by advancing the other.

3... Bh3

The distance between the pawns makes stopping them both very difficult for Black.

4 f6

A bit closer to transformation.

4... Be6

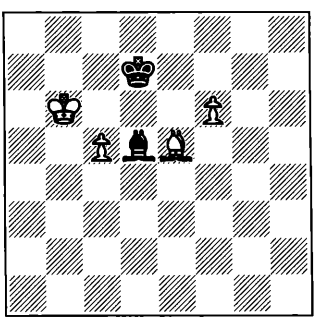
Stopping the pawn from going any further and also attacking the **c4** pawn.

5 c5

Threatening **c6ch.**

5... Bd5

Stopping both pawns.



6 Bf4!

White intends to place this Bishop on **g7** where it covers the Queening square for the "f" pawn.

6... Ke6

Attacking the "f" pawn.

7 Bg5

Threatening **c6**.

7... Kd7

Everything is again safe, at least for the moment. Not good is **7...Kf5? 8 c6, Kxg5 9 c7, Be6 10 f7** with an immediate win.

8 Bh6

Threatening **9 c6ch, Bxc6 10 f7.**

8... Ke6

Once again attacking the "f" pawn and preventing its advance.

9 Bg7

Again threatening **c6**.

9... Kd7

Hoping to stop the "c" pawn from advancing.

10 c6ch!

Anyway.

10... Kc8

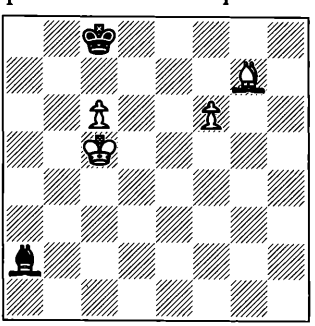
10...Bxc6 11 f7 is a quicker way to die.

11 Kc5

Bringing the King to the Kingside.

11... Ba2

Black must keep control of the **f7** square.



12 Kd6

White will push his pawn to **c7**, guard it with his Bishop, and place his King on **e7**, then he will win the enemy Bishop by **f7**. Black cannot prevent this plan.

12... Bb3

There is little Black can do.

13 Bh6

Bringing the Bishop back into play.

13... Ba2

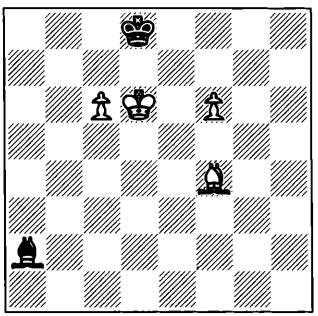
Pass.

14 Bf4

So the **c7** square will be guarded when White's King moves.

14... Kd8

Preventing **Ke7**.



15 c7ch

Forcing the King back to **c8**.

15... Kc8

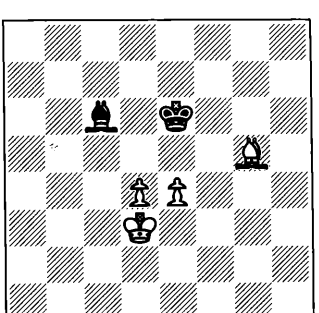
No choice.

16 Ke7

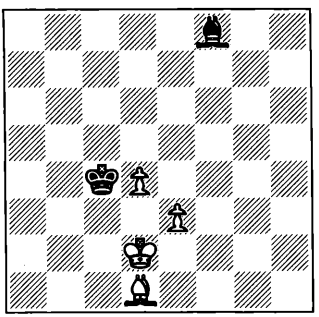
Followed by **f7** with an easy win.

Connected pawns are also drawn <u>if</u> Black knows the correct defensive setup.

STARTING DIAGRAM #98



This diagram illustrates it clearly. White cannot advance his "d" pawn because **...Bxd5** would result in a dead draw. His King is unable to go to **c5** to help support this advance because the **e4** pawn would fall (this is the reason that the Black Bishop is on **c6**. If we put them in reversed order: Black King on ***c6*** and Bishop on ***e6***, the Bishop would no longer attack the "e" pawn and White's King would be free to wander.) If White passes with **Bd2**, then Black will go **...Ba8, ...Bb7, ...Bc6**, etc., etc. Finally, if White tries **e5**, then **...Bd5** gives Black an unshakable blockade. Thus White can undertake nothing and a draw results.



This diagram shows an example of how to achieve the draw in practice.

1 Be2ch

So that White can advance his King and thus support his pawns' advance.

1... Kd5

Black must stay in front of the pawns and blockade them.

2 Kd3

The pawns are ready to roll.

2... Bd6

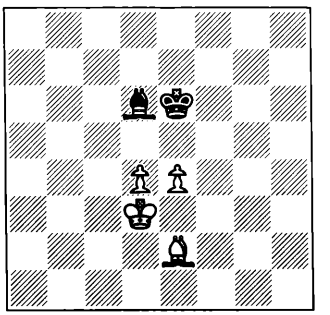
The Bishop and King prepare to set up a defensive stance.

3 e4ch

The pawns march forward and Black must be careful that they don't get too far (White wins if both pawns get to the 6th rank.)

3... Ke6

Now **4 e5?, Bxe5** or **4 d5ch, Ke5** both lead to a dead draw.



4 Bg4ch

The Black King must now choose the correct square.

4... **Ke7!**

4...Kf6 would not obtain the correct defensive stance because the Bishop is not attacking a White pawn. The text accepts that White's pawns will get to the 5th but no further.

5 Kc4

5 e5, Bb8 amounts to the same thing.

5... **Bb8!**

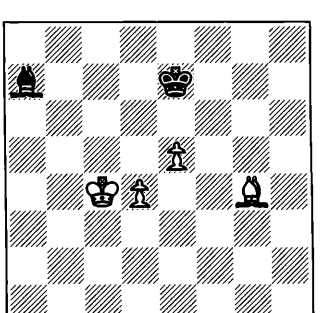
Intending to tie White's King down by **...Ba7**.

6 e5

6 Kb5, Ba7 is also nothing for White.

6... **Ba7**

The White King must now nursemaid the **d4** pawn, thus White pushes the pawn forward.



7 d5

Else Black would just mark time by **...Bb6, ...Ba7, Bb6**, etc.

7... **Bb8!**

The White pawns are immobilized.

8 Kd4

Guarding **e5**.

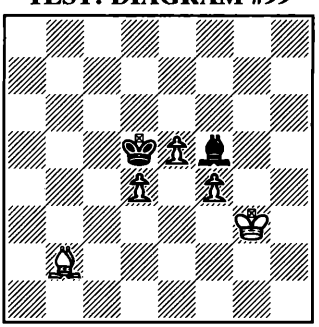
8... Bc7!

with the recommended defensive crouch. 1/2-1/2.

Test

(Answer to Test Question at end of book, Part Ten)

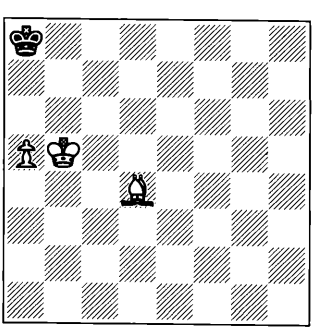
TEST: DIAGRAM #99



Question: Can White break this blockade and win? Does it matter whose move it is?

We finish this section with a look at one of the big drawing ideas in Bishop endings.

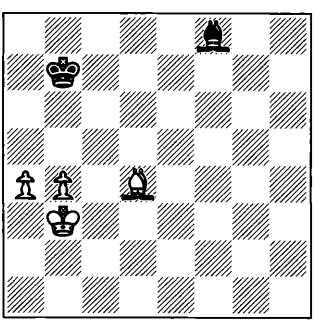
STARTING DIAGRAM #100



White seems to be winning easily. After all, an extra Bishop and pawn is a lot of wood! Incredibly enough though, the game is a dead draw! The reason is that Black cannot be driven from his corner and by playing his King to **a7, b7, b8** and **a8**, White can do nothing. This is only possible because the White Bishop is of the opposite color of the pawns' Queening square. If it were a light squared Bishop, the win would be easy since then White could check Black out of the corner at his leisure.

It should also be mentioned that this works only because this is a Rook pawn. Any other pawn wins easily. The rule here is: Always make sure that your RP Queens on the same color as your Bishop.

STARTING DIAGRAM #101



This diagram shows a typical use for this rule. Black to play draws easily by

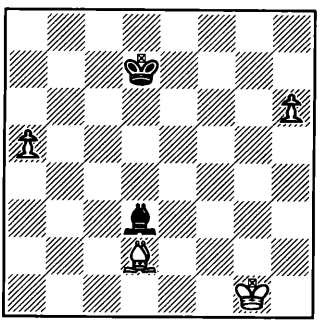
1... Bxb4!

Giving away his Bishop but leading to the dead drawn situation of the previous example.

Test

(Answer to Test Question at end of book, Part Ten)

TEST: DIAGRAM #102



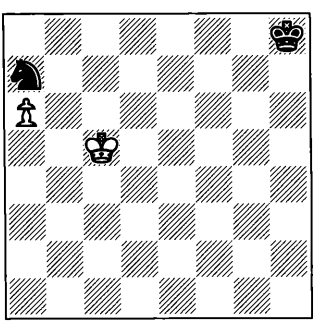
Question: Can White win? Does it matter whose move it is?

PART SIX
KNIGHT ENDINGS

A Knight is a funny beast; feared by most beginners for its jumping surprises, it is at it's weakest in positions where it must stop hostile passed pawns. Unlike the Bishop, whose long range powers make it easy to stop enemy passed pawns, the Knight must hobble across the board and do hand to hand combat with the desirous pawn. Still, the Knight is usually successful in this and can stop a pawn from advancing even if it is supported by the enemy King.

Knights do worse against Rook pawns because there are squares on only one side of the pawn. Even here though, the Knight can stop the pawn.

STARTING DIAGRAM #103



The diagram shows a very common situation. Black draws easily.

1 Kb6

Breaking the blockade.

1... **Nc8ch**

The only safe square.

2 Kb7

2 Kc7 is simply answered by **2...Na7.**

2... **Nd6ch**

Black must keep checking.

3 Kc7

3 Kb8, Nb5 is nothing for White.

3... **Nb5ch**

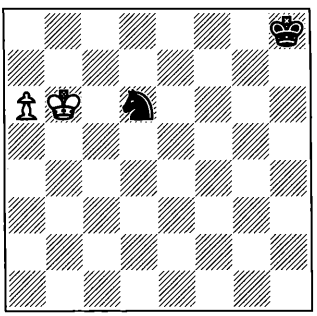
Keeping **a7** in his sights.

4 Kb6

Finally ending the checks. Now White will advance the pawn when the Knight moves.

4... Nd6

Obviously continuations like **4...Nd4 5 a7** are hopeless.



5 a7

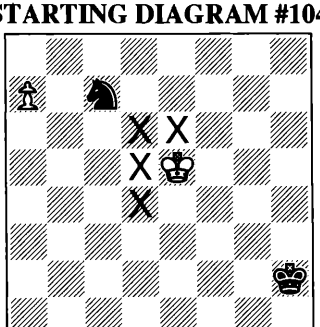
5 Kc6, Nc8 or **5 Kc7, Nb5ch** are both just echoes of the useless past.

5... Nc8ch

The point, Black will sacrifice his Knight to get White's last pawn. 1/2-1/2.

The only case where a Knight has difficulty against a lone pawn is if it is a Rook pawn on the 7th rank. Here the lone Knight cannot prevent the pawns promotion and White will usually win. Black can draw however, if he can give away his Knight on **R8** and use his King to stalemate White once it is captured. Of course this requires that the Black King be fairly close.

STARTING DIAGRAM #104



This diagram shows how Black can make a draw by using this stalemate idea. The x's show squares that White must avoid. Unfortunately by the time he brings his King around those squares, Black's monarch will be on the scene just in time to save the day.

1 Kf6

A strange looking move but logical. White is heading for **d8**. Obviously **Ke6** or **Kd5** are both illegal. **1 Kd6** or **1 Kd4** also fail to **1...Nb5ch** forking the King and Pawn.

1... Kg3

Black must get his King over to the Queenside.

2 Ke7

Now White can chase the Knight away.

2... Kf4

Black's King must ultimately reach **c7** for salvation. If he can't get there, then all will be lost.

3 Kd7

Forcing the Knight to **a8.**

3... Na8

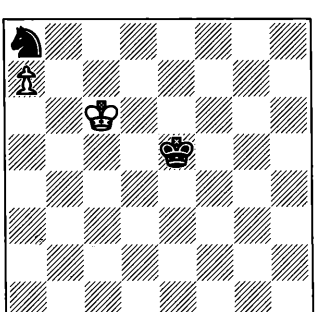
A blunder would be **3...Nd5?? 4 Kc6** (and not 4 a8=Q??, Nb6ch) **4...Ne7ch 5 Kb7,** etc.

4 Kc6

The Knight is trapped.

4... Ke5

Black gets nearer to the magical **c7** square.



5 Kb7

Winning the Knight.

5... Kd6

Black's King has gotten back in time.

6 Kxa8

There is nothing better.

6... Kc7

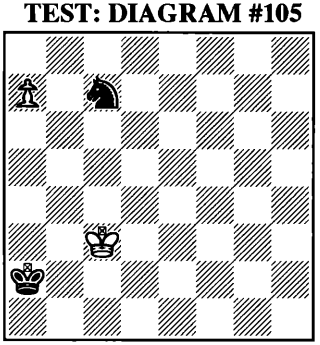
Mission accomplished. Stalemate. 1/2-1/2.

In cases of Knight vs. Knight with several pawns, each situation is different though in general, an extra pawn gives excellent winning chances, even in cases where all the pawns are on one side of the board. It is interesting that a position of four pawns vs. three pawns on the Kingside, which is usually drawn in a Rook vs. Rook or Bishop vs. Bishop ending, offers good chances in a Knight vs. Knight situation. The reason is that a defending Knight is not as good a defensive piece as a defending Rook and that a Bishop is stuck on one color which allows various blockade ideas. The Knight can go to any colored square, nothing is safe from it. This ability to go to any color is one of the Knights' big advantages over a Bishop.

Test

(Answer to Test Question at end of book, Part Ten)

TEST: DIAGRAM #105



Question: White to play. What is the result?

PART SEVEN
BISHOP VS. KNIGHT ENDINGS

Many players have an unholy fear of Bishops in the endgame. This bigotry has been propagated by many books and articles, but invariably the material in these books has not been incorrect, just misunderstood.

The student must realize that a Bishop and Knight are two different beasts, each with their own plusses and minuses. Here are some generalities concerning their battle with each other.

Favorable Bishops:

1) When there are majorities of pawns on both sides of the board, the Bishop will almost always be superior to the Knight. This is due to its long range abilities which make it ideal for stopping enemy passed pawns.

2) Wide open positions tend to favor the Bishop.

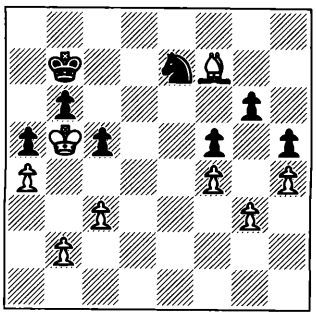
Favorable Knights:

1) When pawns are on only one side of the board, the Knight is the more valuable piece. This is because a Bishops' long range powers have become useless while the Knights ability to control either color is very important.

2) Closed, locked formations are usually good for Knights which are the only pieces capable of jumping over pawns.

It must be remembered that these rules are generalizations and thus subject to change by addition of other factors such as material balance, passed pawns, King placement, etc.

STARTING DIAGRAM #106



Fischer-Taimanov, Vancouver 1971

This diagram shows the superiority of the Bishop over the Knight in a position with an open center. White wins because the Black Knight has no entry points while White's Bishop runs rings around it. Another extremely important factor is the fact that Black's Kingside pawns are on white squares, this makes them vulnerable to the hungry Bishop and in need of constant defense. White's superior King position is the final factor that breaks Black's back.

1 Bb3!

The first phase of White's plan is to penetrate with his King. The text is a tempo move designed to eventually force a Black King move which will allow White's King to enter via **a6** or **c6**.

1... Ka7

1...Nc8 (threatening *2...Nd6* mate.) **2 Bd5ch** allows an immediate King penetration.

2 Bd1

Preparing to place the Bishop on the **h1-a8** diagonal.

2... Kb7

A Knight move would lose to **Kc6**.

3 Bf3ch

Taking away the important **b7** square for Black's King.

3... Kc7

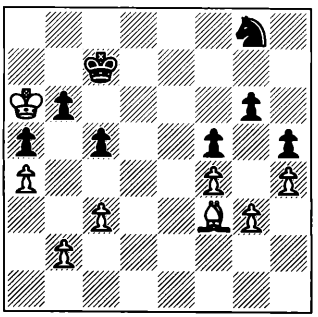
Forced since after **3...Ka7 4 Bg2** the Knight has to move and allow White to enter via **c6**.

4 Ka6

With this entry Black finds his King stuck on **c7** acting as a nursemaid to the pawn on **b6**.

4... Ng8

The Knight was the only thing that could move without an immediate loss of material.



5 Bd5

Now that his King has penetrated, White heads back to **f7** so that Black's Knight will be tied down to the defense of the **g6** pawn.

5... Ne7

Or **5...Nf6 6 Bf7, Ne4 7 Bxg6, Nxg3 8 Kb5, Ne2 9 Bxh5, Nxf4 10 Bf7** when Black's Knight cannot stop the White pawn, while the superior Bishop can easily prevent Black's passed pawn from going too far. Note that **10...Nh3** is met by **11 Be6**.

6 Bc4!

Delaying the leap into the **f7** post for one more move. Now Black must move something to an unhappy square.

6... Nc6

6...Kc6 7 Bb5ch, Kc7 8 Be8 amounts to the same thing.

7 Bf7

Forcing Black's Knight to guard **g6**.

7... Ne7

7...Nb8ch? 8 Kb5 hangs the Kingside pawns.

8 Be8!

Excellent! Now the Knight is stuck on **e7** and all of Black's pawns must also stay put. Since the Black King can no longer go to **c6**, he is left with only one possibility.

8... Kd8

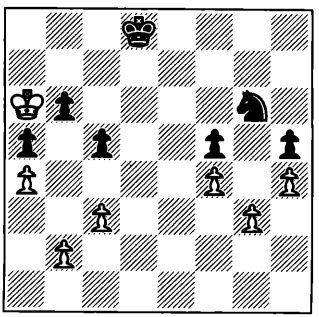
The only chance. Now **9 Bf7, Kc7** holds things together.

9 Bxg6!

The Bishop has run rings around the Black Knight. Now it sacrifices itself for a host of pawns, an excellent idea since a Knight has difficulties against numerous passed pawns.

9... Nxg6

He might as well take it.



10 Kxb6

Black's Knight is off in Tibet and can do nothing about the massacre of his Queenside.

10... Kd7

Nor does **10...c4 11 Kxa5** followed by **12 Kb5** help matters.

11 Kxc5

White will now shove his Queenside pawn mass and if Black somehow copes with that, then White will run over to the Kingside and eat the pawns there too!

11... Ne7

To answer **12 Kb5** with **...Nc6.**

12 b4

Creating two threatening passed pawns.

12... axb4

One less pawn to worry about.

13 cxb4

These pawns are a real source of concern for Black

13... Nc8

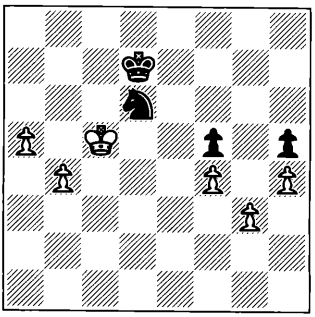
Keeping White's King out of **b6** and preparing counterplay via **...Nd6** and **...Ne4.**

14 a5

The pawns start their victory march.

14... Nd6

Passive play by **14...Kc7 15 b5, Ne7 16 b6ch** is no help to Black.



15 b5

Black should be getting alarmed by now.

15... Ne4ch

This counterattack is a typical case of "too little, too late".

16 Kb6

The King will aid the pawns in their journey.

16... Kc8

16...Nxg3 17 a6 leads to a quick Queening of the "a" pawn.

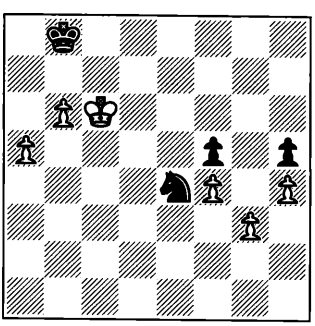
17 Kc6

Keeping the Knight out of **c5** and **d6**. Black's King cannot cope with the enemy pawns alone.

17... Kb8

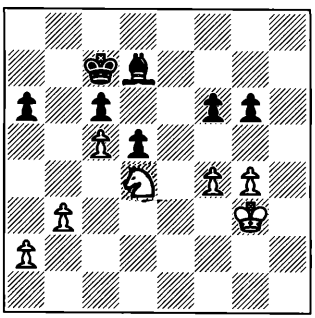
Halt!

18 b6



The rude pawn ignores the Black King and keeps on marching. Black Resigned since **18...Nxg3 19 a6, Ne4 20 a7ch, Ka8 21 b7ch, Kxa7 22 Kc7** creates a new Queen.

STARTING DIAGRAM #107



This diagram (from the game **Averbach-Lilienthal, Moscow 1949**) shows a very different situation. Here the position has a host of factors that favor the Knight:

1) Bad, inactive Bishop
2) Closed position
3) Space advantage for White
4) More active King.

Black's passed QP is of no consequence here since it is well blockaded by the Knight. In fact, since the pawn is on a light square, it actually is a hindrance to Black since it interferes with his Bishops range.

1 g5!

Gets the "g" pawn off the vulnerable light square and conquers **e5**, a square that White's King will make good use of.

1... fxg5

Best. **1...f5** makes the Bishop even worse while White's pieces would still have entry squares on **d4** and **e5**.

2 fxg5

White must restore material equality.

2... Bc8

Trying to bring his Bishop into the game by **...a5** and **...Ba6**.

3 Kf4

Heading for **e5** and **f6**. Also very good was **3 b4** which keeps the Bishop out of **a6**.

3... a5

The Bishop will now experience a bit of activity.

4 Ke5

The White King will now penetrate deeply into Black's position.

4... Ba6

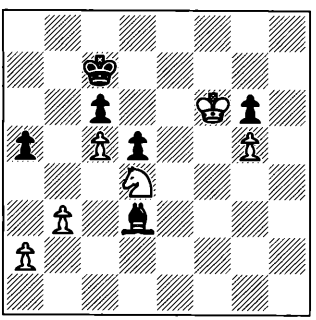
Now the g6 pawn can be defended by **...Bd3**.

5 Kf6

The King continues to penetrate with gain of tempi. Black must guard his pawn.

5... Bd3

The **g6** pawn is now quite safe since **Ne6** and **Nf8** would allow the **d5** pawn to advance freely.



6 Ke7

White's real idea is suddenly apparent. He intends to play **Ne6ch** chasing the Black King away from the defense of the **d6** square. Then White will play his King to **d6** and his Knight back to **d4** and win the enemy pawn on **c6**.

6... Bb1

Black cannot prevent White's plan so he tries a counterattack against White's Queenside.

7 a3

White simply guards his pawn before continuing with his plan.

7... Be4

Black bows to his fate. No better is **7...Ba2 8 b4**, etc.

8 Ne6ch

Forcing Black's King to move away.

8... Kb7

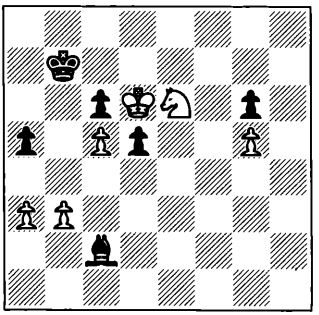
Trying to hold onto his pawn.

9 Kd6

A dominating position for White's King.

9... Bc2

Desperately trying to counterattack.



10 Nd4

Guarding the **b3** pawn and simultaneously attacking Black's **c6** pawn and Bishop.

10... Bd1

Keeping an eye on White's **b3** pawn.

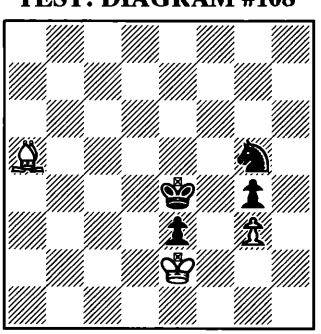
11 Nxc6

Black resigned since **12 Nd4** is threatened and **11...Bxb3** loses the Bishop to **12 Nxa5ch**. 1-0.

Tests

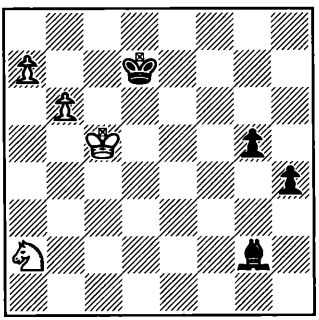
(Answers to Test Question at end of book, Part Ten)

TEST: DIAGRAM #108



Question: Black to move. Can White draw?

TEST: DIAGRAM #109



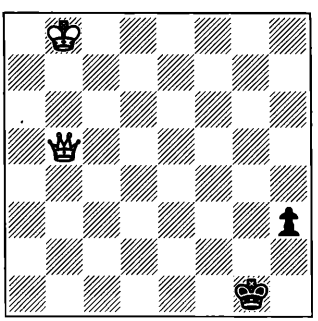
Question: White to play, who is better? Is it enough for a win?

PART EIGHT
QUEEN ENDINGS
Queen vs. Pawn

Queen vs. Pawn is usually a rather easy win for the Queen. To have a chance, Black's pawn must be on the 7th ready to promote and White's King (the player with the Queen) must be a distance away from the action.

A pawn on the 6th is no contest:

STARTING DIAGRAM #110



1 Qg5ch

White must not allow Black to push his pawn to the 7th.

1... Kh1

1...Kh2 2 Qg4 would instantly lose the pawn.

2 Qd5ch!

White wants to force Black to **g1** so he can get his Queen to the fourth rank with tempo.

2... Kg1

2...Kh2 3 Qf3 nets the pawn.

3 Qd4ch

With his Queen on the 4th rank, White wants to force Black to **h2** when **Qg4** will decide.

3... Kh1

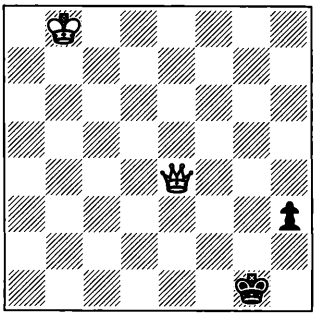
Or **3...Kf1 4 Qf4ch, Kg2 5 Qg4ch, Kh2 6 Kc7** winning the pawn.

4 Qe4ch

Forcing Black to **h2** or **g1**, both poor squares.

4... Kg1

As usual, **4...Kh2 5 Qg4** is hopeless.



5 Qg4ch

Attacking both the pawn and the King.

5... Kh2

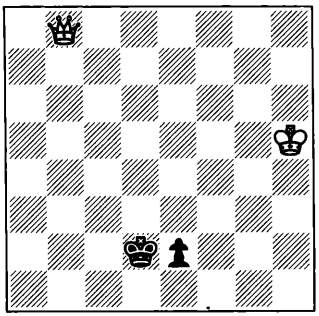
The only way to guard his pawn.

6 Kc7

Black is now forced to abandon his pawn. 1-0.

When on the 7th a pawn is constantly threatening to promote, but White can usually win by forcing Black's King in front of his pawn. When this is done White will have a tempo to bring his own King forward. The process will be repeated until White's King is close enough to aid in a mate.

STARTING DIAGRAM #111



This diagram shows a typical case.

1 Qb4ch

White brings his Queen close in order to force Black's King to the fatal **e1** square.

1... Kd1

The only move as **1...Kc2 2 Qe1** is immediately decisive.

2 Qd4ch

Now Black must move away from his pawn which allows White the luxury of a non-checking Queen move.

2... Kc2

Of course **2...Ke1 3 Kg4** only helps White.

3 Qe3

Now the pawn is attacked and must be defended.

3... Kd1

Forced.

4 Qd3ch

The point of White's play. Now Black must move to **e1** or lose his pawn.

4... Ke1

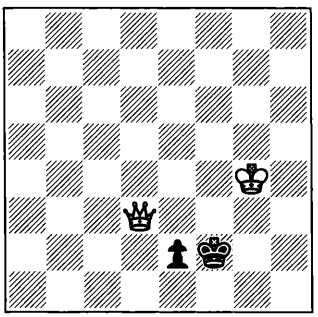
An unhappy move.

5 Kg4

Finally White's King inches forward.

5... Kf2

Forced since **5...Kf1 6 Kf3** and the pawn is pinned.



6 Qg3ch

If White's King was further away (say b6) White would simply repeat the checking process, force Black's King in front of the pawn and slowly walk his King to the enemy King and pawn.

6... Kf1

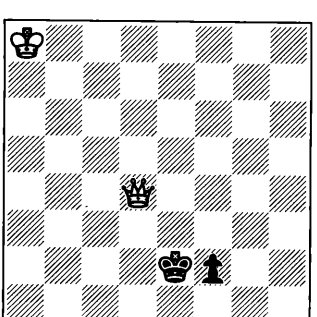
Forced.

7 Kf3

One of many ways to win. Now **8 Qg2** and mate is threatened and Queening the pawn does nothing to stop this. Thus 1-0.

This simple formula wins with KP, QP, or even NP. Strangely enough a BP can draw if the King is far enough distant.

STARTING DIAGRAM #112



This diagram is typical.

1 Qe4ch

Intending the usual stuff after **1...Kd2 2 Qf3, Ke1 3 Qe3ch, Kf1 4 Kb7**, etc.

1... Kf1!

This seems quite accommodating!

2 Kb7

Starting to crawl forward.

2... Kg1

Threatening to promote and once more forcing White's Queen to leap into action.

3 Qg4ch

Once again going through the process of forcing Black's King to **f1**. To accomplish this, White must give a Queen check on **g3**.

3... Kh1

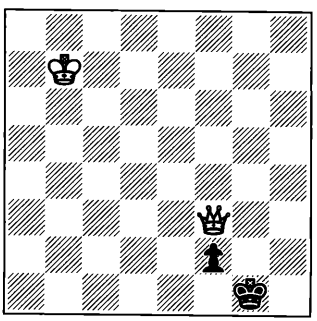
3...Kh2 leads to the same thing.

4 Qf3ch

Setting Black up for that **g3** check.

4... Kg1

Forced.



5 Qg3ch

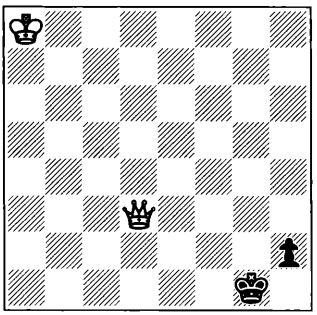
At last! Now White expects **5...Kf1 6 Kc6**, etc. but a surprise awaits.

5... Kh1!

Wiping the smile off White's face. The game is a draw because **6 Qh3ch, Kg1** gets White nowhere and **6 Qxf2** is a stalemate.

Finally we will look at those ever drawish Rook pawns.

STARTING DIAGRAM #113



As with a Bishop pawn, Black draws because of stalemate.

1 Qg3ch

The usual method. But it fails to...

1... Kh1

When a King move leads to a stalemate.

Queen And Pawn vs. Queen

When the situation of Q and P vs. Q arises, White generally wins if the pawn is on the 7th and the enemy King is not in front of it. A QP, KP, and BP all give good winning chances while a K+NP is less clear but may also often win. A Rook pawn gives the best drawing chances because there is less cover for the stronger sides' King. Strangely enough, no final conclusions on any of these situations have been made. This ending is so complex and rare that opinions on it are constantly changing. Due to this complexity I will just examine a few basic ideas so as not to depress the already overworked student.

SOME BASIC RULES AND GUIDELINES

1) The further advanced the pawn the greater the winning chances.

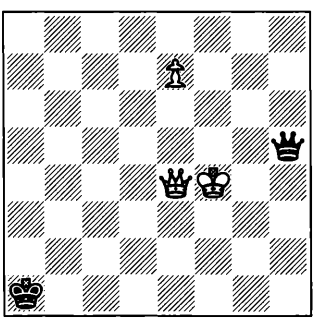
2) The more central pawns (K,Q, and B) offer excellent chances.

3) Knight pawns make the task more difficult but can also often be won if the pawn is on the 6th or 7th.

4) The Rook pawn is most drawish, but may also be won with the pawn on the 7th if the Black King is in a poor position.

5) Black can usually draw if his King is next to or in front of the enemy pawn.

STARTING DIAGRAM #114



White to play would win instantly by **Qe5ch** trading Queens. Black to play however can draw by using an important technique known as the "star".

1... Qh4ch

Checking the King, attacking the pawn and x-raying the White Queen.

2 Kf5

Obviously **2 Ke5, Qxe7ch** won't do.

2... Qh7ch!

Very important. White's King must stay close and guard his Queen. **2...Qh5ch** is much inferior to **2...Qh7ch** because **3 Kf6** frees White's King from the defense of his Queen. The point of the star is to force White to endlessly circle around his Queen in an effort to guard it. This is similar to a planet in orbit around the sun, held in place by gravity.

3 Kf4

Forced. Once again **3 Ke5** hangs the pawn while anything else hangs the Queen.

3... Qh4ch

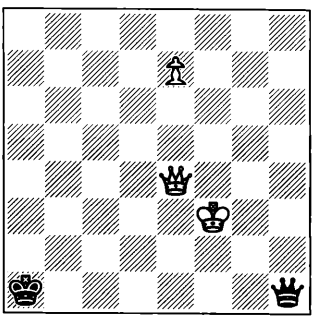
Back to where we were after move one.

4 Kf3

He tries going "down under".

4... Qh1ch

Still tying the King down to his Queen. **4...Qh3ch? 5 Ke2** sets White free.



5 Ke3

It's either this or a repetition by **5 Kf4**.

5... Qe1ch

Black won't let go!

6 Kd3

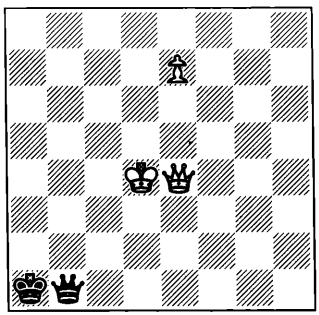
6 Kf3, Qh1ch or **6 Kf4, Qh4ch** both lead to previous positions.

6... Qb1ch

The dance continues.

7 Kd4

7 Ke3, Qe1ch is something we have already seen.



7... Qb4ch

By now the reader should have a feel for this. **7... Qb6ch?? 8 Kc4, Qa6ch 9 Kc5** once again sets White free.

8 Kd5

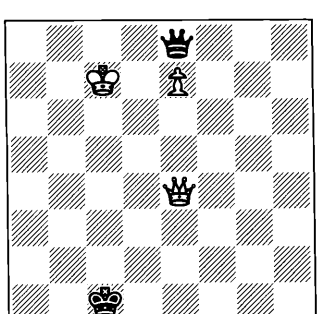
Again **8 Ke5** hangs the pawn.

8... Qb7ch!

With perpetual check. 1/2-1/2

This star is very useful to know since you may see it coming and avoid it, or (if you are the weaker side) make use of it for the draw.

STARTING DIAGRAM #115



This diagram shows a simple win based on a poor Black King position. The threat is **1 Qc6ch**. Since Black has no check he must take action against this threat, but alas, (no!) there is no defense.

1... Qf7

Pinning the pawn. Obviously any other Queen move allows a promotion. King moves also fail: **1...Kd2, 1...Kd1,** or **1...Kb2** all lose to **2 Qd4ch** followed by **3 Qd7**.

2 Qc6ch

The Queen gives her King cover with gain of tempo.

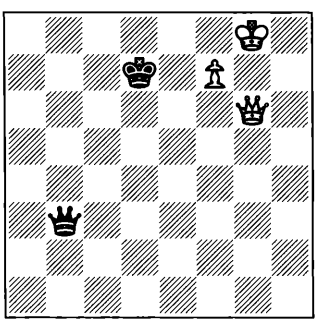
2... Kb2

2...Kd2 3 Qd7ch makes a quick Queen.

3 Kd8

Black cannot prevent the pawn from promoting.

STARTING DIAGRAM #116



Pinning a pawn (as in this diagram) is a major defensive idea in Queen endings, but here too White can usually win. The technique here is typical of all Queen endgames: White will check Black's King until his Queen reaches the position of its choice. Then he will move his King and break the pin. The big trick is to create a situation in which any check is answered by a countercheck.

1 Qf5ch

Like Rooks, Queens do quite well behind passed pawns.

1... Kd6

1...Kc7 or **1...Ke7** both fail to **2 Qe5ch** followed by **3 Kg7** when Black is out of checks.

2 Kh7

Threatening to Queen his pawn.

2... Qb7

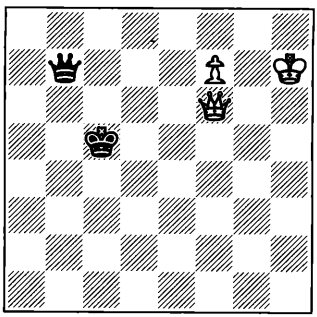
There were no checks so this is his only chance.

3 Qf6ch

Forcing Black's King to a very unfortunate square.

3... Kc5

He had no choice. **3...Kd5** hangs the Queen to **4 Qf3ch** while **3...Kc7** or **3...Kd7** break the pin and allow a promotion.



4 Kg6

A typical but instructive move. White is going to promote his pawn and the only checks lose instantly: **4...Qg2ch 5 Qg5ch** or **4...Qb1ch 5 Qf5ch**. Thus Black resigned. This whole example deserves careful study.

Hopefully these three positions have given the student a basic idea of the type of play inherent in an ending with Q and P vs. Q. If a more detailed study is desired, then I heartily recommend Averbach's book: *Queen and Pawn Endings.*

Several Pawns

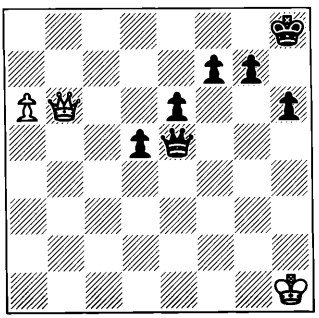
A passed pawn is at its strongest in a Queen ending. This is because the Queen can effectively escort the pawn down the board. In general the defender has two hopes when he finds himself material down:

1) Perpetual check
2) A passed pawn of his own.

The first is self evident. With one's King exposed, it is very hard to get out of check from the powerful Queen, or if the hounded King can escape, it will often be at the expense of several pawns picked up in the King hunt.

One of the more successful defensive ideas is to have a passed pawn of your own. In this case one can often save a game that materially should be hopelessly lost.

STARTING DIAGRAM #117



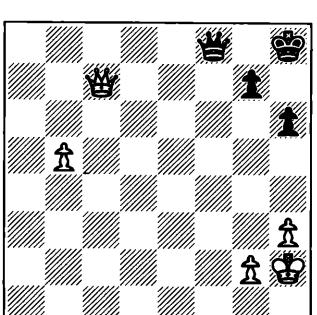
This diagram is a bit of an overstatement, but it does demonstrate the idea. Black has a huge material advantage. White's passed pawn is so strong however, that Black is well advised to seek perpetual check with something like

1... Qe1ch

Thus a typical Queen ending defensive idea is to sacrifice a pawn or two in order to create a saving passed pawn.

We end this book with a type of position that occurs frequently in practice.

STARTING DIAGRAM #118



White is a pawn up. This in itself does not always assure a victory. Here though two factors decide:

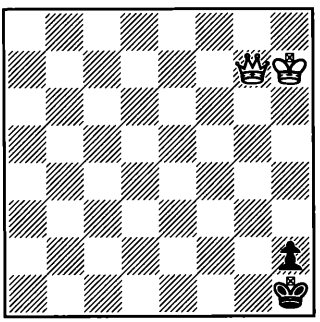
1) His extra pawn is passed. If it stood on **f3** instead of **b5**, the game would be drawn.

2) His King is safe from checks. White has placed his Queen on **c7** where it guards the **h2-b8** diagonal and stands ready to give support to his pawn. Black is without counterplay and is helpless before White's threat of **b6, b7**, and **b8=Q**.

Tests

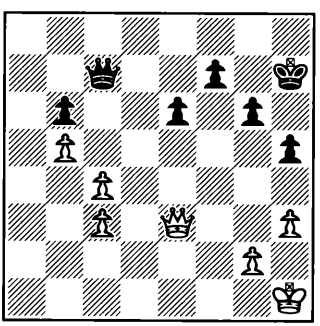
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #119



Question: White to play. Can he win?

TEST: DIAGRAM #120



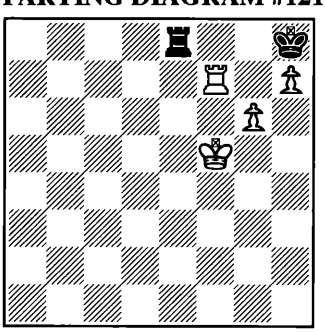
Question: White to play. Does he have any chance to save the game?

PART NINE
STALEMATE

At times everyone reaches a hopeless endgame where all seems lost. As we contemplate various methods of resignation (pushing the pieces onto the opponents lap, throwing our King across the room, jumping over the table and grabbing our tormentor by the throat, etc), our face lights up with a vague hope of salvation. Yes, our opponent has allowed us to save the game by the strange event known as a stalemate!

A major part of such endings as Queen vs RP or BP on the seventh, and Bishop plus wrong colored RP vs King, a stalemate often rears it's ugly (or wonderful - depending on which side of it you're sitting) head at completely unexpected moments.

STARTING DIAGRAM #121



Things look bad for Black. But once he notices that his King has no moves, the idea becomes easy to spot - all he has to do is get rid of all his mobile pieces (in this case, the Rook is the only one) and a stalemate will occur.

1... Re5ch!!

Waking White up from his dreams of victory!

2 Kf4

Naturally **2 Kxe5** is a draw by Stalemate.

2... Re4ch!

Black cannot allow White a moments respite.

3 Kg5

Thinking that **3...Re5ch 4 Rf5** will end the checks once and for all.

3... Rg4ch!

The rude Rook is still immune!

4 Kf6

By now White must be thoroughly disgusted.

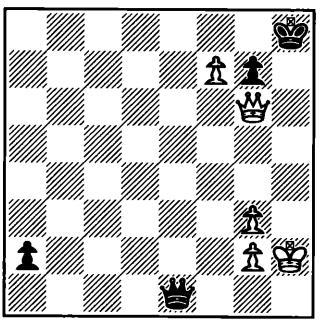
4... Rxg6ch!

Now the draw becomes clear.

5 Kxg6

Stalemate 1/2 - 1/2.

STARTING DIAGRAM #122



White's threats of **f8=Q** mate and **Qh5** mate appear to be devastating and White no doubt expected Black to resign here. However a surprise awaits!

1... Qh1ch!

Stops the mate at the cost of a Queen. Is Black too proud to resign?

2 Kxh1

Forced. White thought that Black's last move smacked of desperation.

2... a1=Qch

Those checks still prevent White from finishing Black off.

3 Kh2

White was still confident.

3... Qh1ch!

All of a sudden White realized what Black was up to. Black has managed to jettison all his movable pieces.

4 Kxh1

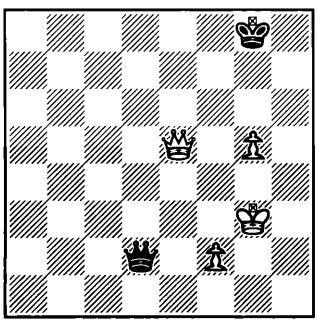
Stalemate. 1/2 - 1/2.

The lesson from these examples should be totally clear. Never lose heart! Play to the bitter end and a miraculous save by stalemate might be just around the corner.

One final example is an excellent illustration of an overconfident player making a big mistake.

Lehmann-Pfeiffer, Germany 1958. White to play.

STARTING DIAGRAM #123



White has a winning two pawn advantage and sees a tricky way to end the game quickly.

1 g6

Is this a trap or is White trapping himself?

1... Qd3ch

Forking the King and pawn.

2... Kg4??

White thought this was going to end matters and failed to check out his previous calculations. If he had been less confident, he would have noted his error and played the correct **2 Kh4!** when **2...Qxg6 3 Qg5, Kh8 4 Qh5ch!** leads to a winning King and Pawn endgame.

2... Qxg6ch

Black is delighted to get rid of one of White's extra bits.

3 Qg5

Now White expected resignation since a trade of Queens leads to an easily won King ending.

3... Kh8!!

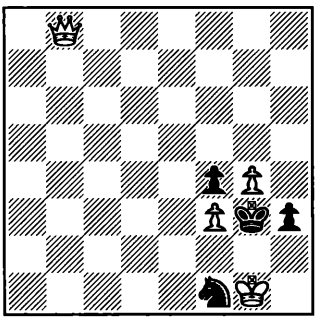
Completely unexpected! All of a sudden the game is drawn since 4 Qxg6 is a stalemate and on anything else Black would avoid the Queen

trade and enjoy a drawn Queen and Pawn vs Queen endgame. The game did indeed eventually end in a draw.

Tests

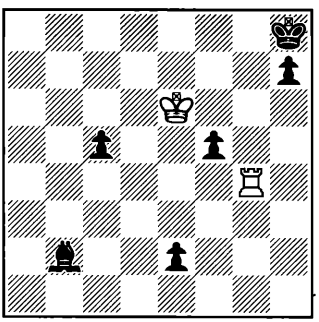
(Answers to Test Questions at end of book, Part Ten)

TEST: DIAGRAM #124



Question: White has a huge material advantage and Black has no threats whatsoever. Is is safe for White to capture the hanging Black Knight?

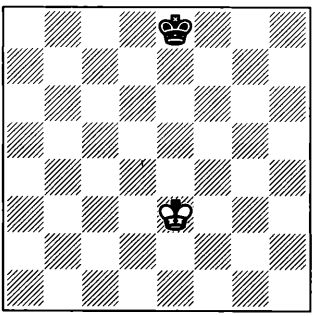
TEST: DIAGRAM #125



Question: White to move. It doesn't get much more hopeless than this! Does a miracle exist for White to draw?

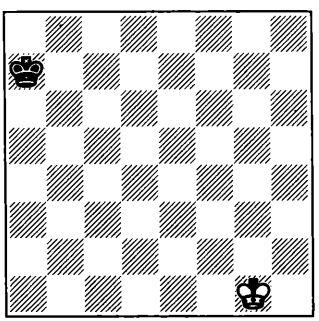
PART TEN
Answers To Test Questions

TEST: DIAGRAM #6



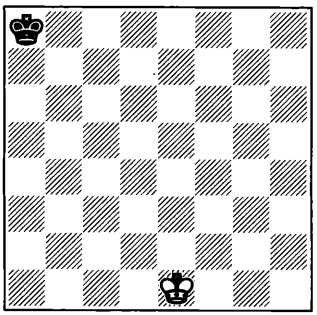
Question: White to move. Who has the opposition and why?
Answer: White has the opposition. By playing **1 Ke4**, White puts three squares between his King and Black's, thereby following the rule: Odd number of squares between Kings with the other guy to move give you the opposition.

TEST: DIAGRAM #7



Question: White to move. Who has the opposition and why?
Answer: Black has the opposition because there are an odd number of squares between the Kings and it is White's move. If it were Black's move, then White would have the opposition.

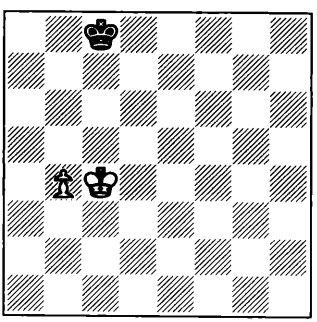
TEST: DIAGRAM #8



Question: White to move. Can he take the opposition. How?

Answer: **Ke2** is correct, when a rectangle is formed from the connecting squares **e2, a2, a8**, and **e8**. Note that **1 Kd1** would be incorrect since each corner must be the same color and here that condition is not met...**d1** and **a8** being White, but **a1** and **d8** are Black.

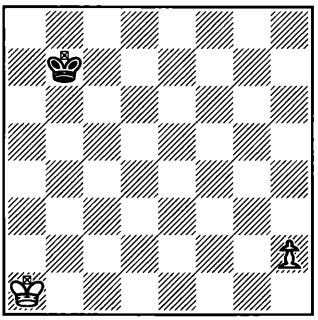
TEST: DIAGRAM #25



Question: Black to move. Can he draw, and if so how?

Answer: [Gligoric-Fischer, Yugoslavia 1959]. Black can draw by **1...Kb8!** when **2 Kc5, Kc7** or **2 Kb5, Kb7** are all clear cut opposition situations in Black's favor. On the other hand **1...Kc7?? 2 Kc5** or **1...Kb7?? 2 Kb5** would have led to a White victory. The solution (*1...Kb8*) works because White would have to play the impossible **2 Kb4** to keep the direct opposition.

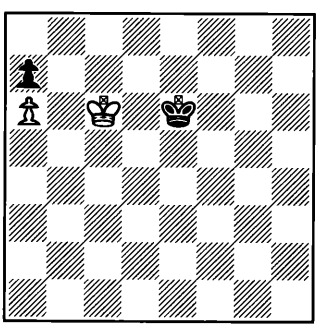
TEST: DIAGRAM #26



Question: White to move. Can Black stop the pawn?

Answer: No, though Black is sitting in the "square" of the pawn at the moment, White can move the pawn two squares ahead with **1 h4!** when the new "square" is **h4-d4-d8**, an area that Black's King cannot reach.

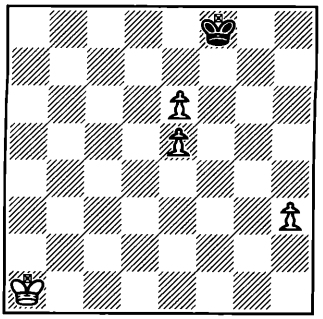
TEST: DIAGRAM #27



Question: White is going to win Black's last pawn by **Kb7** and **Kxa7**. Can Black save the game?

Answer: Black is able to draw the game, but only because White's remaining pawn is a Rook Pawn. After **1 Kb7, Kd7 2 Kxa7, Kc7** White's King cannot get out of the corner: **3 Ka8, Kc8 4 a7, Kc7** stalemate.

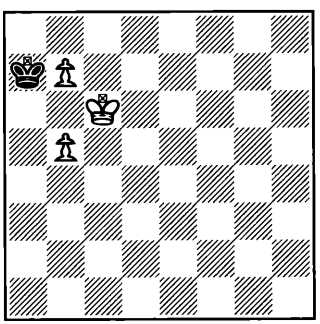
TEST: DIAGRAM #32



Question: Black to play. Can he draw?

Answer: Yes, Black to play draws by **1...Ke7** followed by **2...Kxe6** when a position is reached where the remaining two pawns cannot defend themselves. White to move would win with either **1 Kb2, Ke7 2 Kc3, Kxe6 3 Kd4** or **1 h4, Ke7 2 h5, Kxe6 3 h6, Kf7 4 e6+** when one of the pawns will Queen.

TEST: DIAGRAM #33

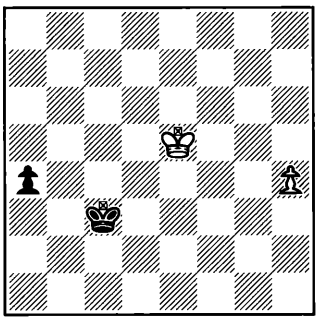


Question: White to play. Can he win?

Answer: If you played **1 Kc7??** you get a sharp whack with a stick since that creates an immediate stalemate and a draw. White can only grab the victory with **1 b8=Q+!, Kxb8 2 Kb6!** (this gains the opposition and leads to a basic win) **2...Ka8 3 Kc7, Ka7 4 b6+** with a quick Queen.

Black to play would draw by **1...Kb8!** when White must either allow the stalemate by **2 Kb6** or play **2 Kc5, Kxb7** with a simple draw.

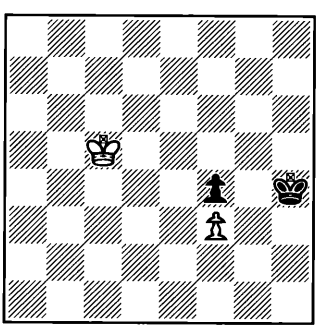
TEST: DIAGRAM #38



Question: White to play. What happens?

Answer: Black comes out the victor after **1 h5, a3 2 h6, a2 3 h7, a1=Q 4 h8=Q, Kc2ch** and White loses his newly born Queen and the game. Two Rook Pawns Queening on opposite sides of the board is always a tricky proposition since they both promote on the same long diagonal and one Queen will often kill the other.

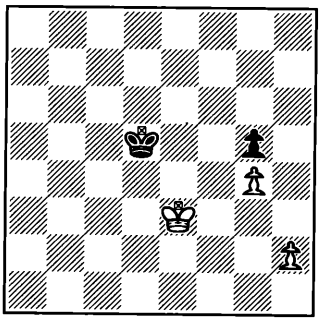
TEST: DIAGRAM #39



Question: White to play. What happens?

Answer: This one is rather tricky! After **1 Kd5, Kh3??** (*1...Kg3?? 2 Ke4* also wins for White) **2 Ke5!, Kg3 3 Ke4** White would win. However Black can draw by acknowledging the eventual loss of his pawn and playing for a drawn King and Pawn endgame. Thus **1 Kd5, Kg5! 2 Ke5, Kg6 3 Kxf4, Kf6!** and the opposition gives Black one of the basic draws studied earlier in the book.

TEST: DIAGRAM #48



Question: Can White win and does it matter whose move it is?
Answer: White wins no matter whose move it is. The victory will be made possible by White's threats to either play his King to **g3** followed by h4 with a resultant won pawn endgame (White must be very careful when he does this since many of the positions after *h4* are drawn) or to force Black back to **f6** when White's King goes to **e4** with a win due to the tempo move **h2-h3**.

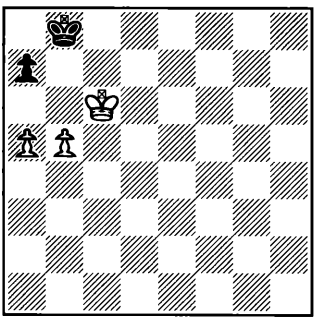
The solution is hardest with White to move: **1 Kf3, Ke5** (Worse is *1...Kd4 2 Kg3!, Ke5 3 h4, gxh4ch 4 Kxh4, Kf6 5 Kh5, Kg7 6 Kg5* with an easily won K & P vs K endgame) **2 Kg3** (threatening to win with *3 h4*) **2...Kf6** (now *3 h4??, gxh4ch 4 Kxh4, Kg6* is a basic draw) **3 Kg2!** Now Black is stuck between allowing White to play **Kg3** and **h2-h4** in an advantageous situation or letting White's King into **e4**. His defenses:

a) 3...Ke5 4 Kf3 when **4...Kd4 5 Kg3** followed by **6 h2-h4** is easy for White and **4...Kf6 5 Ke4** leads to the type of play seen in "b".

b) 3...Kf7 4 Kf3, Kf6 5 Ke4, Ke6 (Black would draw if White's pawn stood on *h3*, but the possession of a tempo move like *h2-h3* is a mighty weapon in K & P endgames!) **6 h3!** (grabbing the opposition) **6...Kf6 7 Kd5, Kg7 8 Ke5, Kg6 9 Ke6, Kh6 10 Kf6** and Black loses his last pawn and must resign.

This problem is an excellent illustration of the importance of keeping an extra pawn move handy so that the opposition can be grabbed at an appropriate time. If the process that leads to a win is not clear to you, then play over it again and again until you understand it.

TEST: DIAGRAM #49

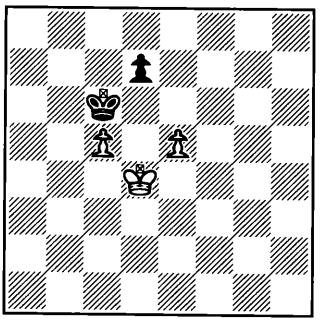


Question: Black to play. Is **1...a6** a reasonable choice or is it a mark of insanity?

Answer: This question will show how hard you have been looking at the preceding material. If Black can play **...axb5**, then White will be left with a Rook Pawn which is a dead draw. **2 bxa6** doesn't help since two or even three Rook Pawns on the same file are just as drawn as one. That only leaves **2 b6**, but that transposes directly into Starting Diagram #45 which is a draw because White can't do anything positive without stalemating his opponent. The presence of Rook Pawns always add a lot to the possibility of a draw.

I should also point out that Black draws easily even without the extreme looking **1...a6**. Move all the pieces over one square to the right though, and White would win easily. The reason? There are no more Rook pawns and Black's King is no longer in danger of being stalemated.

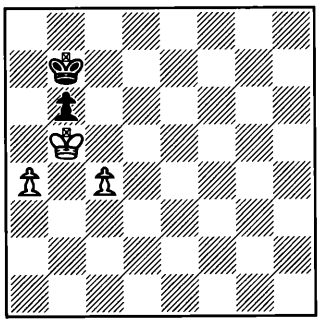
TEST: DIAGRAM #51



Question: White to play, can he win?

Answer: White is unable to win because both his pawns are too far forward and therefore vulnerable. If White's c-pawn was back on **c2** or **c3**, then he would win easily because he could trade the e-pawn for Black's d-pawn and achieve an easily won K & P vs K position. With the pawn on **c5**, this strategy no longer works. **1 Kc4, Kc7 2 Kd5** (*2 Kb5, Kb7* is also a draw) **2...Kc8!** (Very important! *2...Kd8?? 3 Kd6, Ke8 4 e6, dxe6 5 Kxe6, Kd8 6 Kd6, Kc8 7 Kc6, Kd8 8 Kb7* would win for White) **3 Kd6** (*3...Ke4, Kc7 4 Kf5, Kc6* draws due to the weakness of the c-pawn. The tricky 3 c6, dxc6ch?? 4 Kxc6 leads to a White victory but instead of the horrible 3...dxc6ch?? Black should stay calm and play *3...Kc7! 4 Kc5, dxc6 5 e6, Kd8! 6 Kxc6, Ke7* with a basic draw) **3...Kd8**. The point of 2...Kc8!. Black has gained the opposition and White has no way to make progress. Now **4 Kd5, Kc7** is just a repetition of previous lines and **4 c6, dxc6 5 Ke6** (hoping to jump into *f7*) **5...Ke8!** also leads nowhere. Moral: if you have two disconnected pawns vs a single enemy pawn, don't advance them both with your King. Instead just advance one up the board and trade it at the proper moment to reach a won K & P vs K ending.

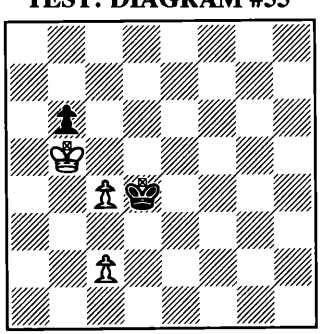
TEST: DIAGRAM #52



Question: Black to move. Having the move in this type of position is usually a big disadvantage (since it means that White owns the opposition). Can White win?

Answer: White is unable to win because one of his pawns is a dreaded Rook pawn. **1...Kc7!** (And not *1...Ka7??, 2 a5!* with an easy win since White would be left with the opposition and a c-pawn) **2 Ka6** (*2 c5, bxc5 3 Kxc5, Kb7* is a dead draw due to the presence of the a-pawn) **2...Kc6 3 Ka7, Kc7!** (Black can still lose by *3...Kc5?? 4 Kb7*) **4 Ka8, Kc8** and White can't make any progress. 1/2 - 1/2.

TEST: DIAGRAM #55

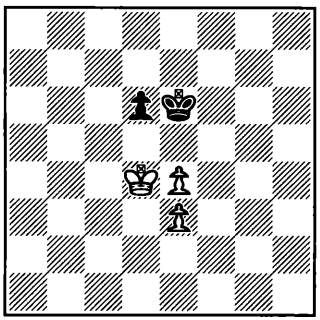


Question: Does the possession of the move mean anything here? What happens if White has the move? What happens if Black has the move?

Answer. Having the move is a matter of life and death here! White to play wins easily after **1 Kb4!** (*1 c5!, bc5 2 c4* is a flashier way to claim the point) **1...Ke5 2 c5, bxc5ch 3 Kxc5** with a basic win.

Black to move has no problems after **1...Kc3! 2 Kxb6, Kxc4!** Black was saved by an active King.

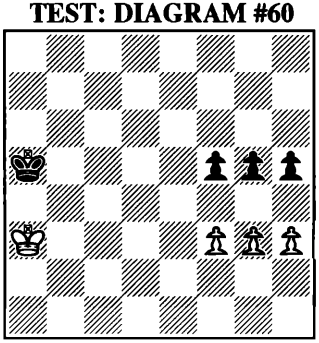
TEST: DIAGRAM #56



Question: White to play. Can he win?

Answer: No. White no longer has a tempo gaining pawn move (if the pawn stood on *e2* then *1 e3* would force Black to move and allow White's King into the winning *d5* square). **1 Kc3** (*1 Kd3, Ke5* is even easier) **1...Ke5 2 Kd3, d5!** (Easiest. Also adequate is *2...Kf6! 3 Kd4, Ke6*, etc. Note that *2...Ke6?? 3 Kd4, Ke7 4 Kd5* followed by *5 e5* wins for White) **3 exd5, Kxd5** with a dead drawn position that the student should be well acquainted with.

TEST: DIAGRAM #60



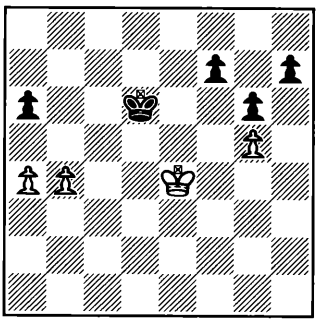
Question: White to play. Should he force a passed pawn by the trick seen in starting Diagram #58 via **1 g4, hxg4 2 f4?**

Answer: Definitely not!! This trick is only good if your pawn Queens first! In the case of Diagram #58, White's pawn queened well ahead of Black's. But here Black can win with either **2...gxf4 3 h4, g3** or **2...gxh3 3 fxg5, h2** and in both cases, Black will be the only one to emerge with a new Queen.

After **1 g4, hxg4** White should play the sane **2 hxg4** when **2...f4 3 Kb3, Kb5 4 Kc3, Kc5 5 Kd3, Kd5 6 Kc3** leads to a peaceful conclusion.

Black can also try **1...fxg4**, when White still splits the point with **2 fxg4, h4 3 Kb3, Kb5 4 Kc3, Kc5 5 Kd3, Kd5 6 Ke3, Ke5 7 Kf3, Kd4 8 Kf2!** (gaining the opposition and keeping Black out) **8...Ke4** (or *8...Kd3 9 Kf3, Kd2 10 Kf2)* **9 Ke2, Kf4 10 Kf2** and Black can't make any further headway.

TEST: DIAGRAM #61

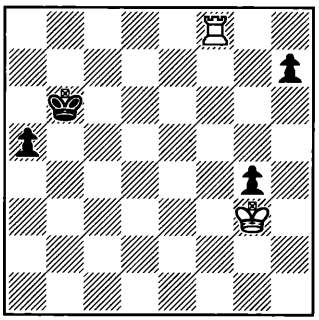


Question: Black to move. Black is a pawn up and has the move. Can he win?

Answer: Not only can Black not win, he can't even draw! Though Black is a pawn ahead White wins because he possess three different positional advantages: **1)** Better King position; **2)** A Queenside pawn majority which gives him the ability to create a passed pawn with **b4-b5**; **3)** His single g-pawn is killing all three of Black's Kingside pawns. This is something the student must avoid at all costs!

1...Ke6 (*1...f5ch 2 gxf6, Ke6 3 b5, axb5 4 axb5* and Black cannot stop both of White's pawns) **2 b5, axb5 3 axb5, Kd6 4 b6** (This wins by a tempo. Simpler is *4 Kd4!* when *4...Kd7 5 Ke5* or *4...Ke6 5 Kc5, Kd7 6 Kd5, Kc7 7 Ke5* makes White's margin of victory greater) **4...Kc6 5 Ke5, Kxb6 6 Kf6, Kc6 7 Kxf7, Kd6 8 Kg7, Ke6 9 Kxh7, Kf7** (*9...Kf5 10 Kh6!* leads to a useful and well known theme. Black is forced to give up his pawn) **10 Kh6, Kf8 11 Kxg6, Kg8** (If we move everything back one rank so the pawn stood on *g4* and the Kings on *g5* and *g7*, Black would draw. However, with the King on the back rank Black is unable to avoid defeat) **12 Kh6, Kh8 13 g6, Kg8 14 g7** now if Black's King could move backwards one square he would draw, but since **14...Kf7** is forced, he resigns since **15 Kh7** creates a new Queen.

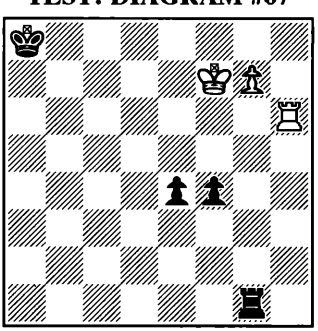
TEST: DIAGRAM #66



Question: White to play and win. How?

Answer: White wins this position by cutting off the Black King and then eating Black's Kingside pawns at his leisure. **1 Rf5!, a4 2 Kxg4, Ka6** (Black would also lose quickly after *2...a3 3 Rf3!, a2 4 Ra3* when the a-pawn falls) **3 Kh5, Kb6 4 Kh6, Ka6 5 Kxh7** followed by a triumphant King march to the Queenside.

TEST: DIAGRAM #67

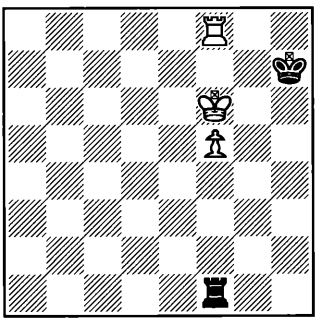


Question: Black to move. What happens?

Answer: White wins because Black is forced to give up his Rook for White's pawn when the remaining two Black pawns can be contained and devoured by White's Rook. **1...Rxg7ch** (or *1...f3 2 Rg6, Rxg6 3 Kxg6, f2 4 g8=Qch.* Black would have drawn if this pawn did not Queen with check) **2 Kxg7, e3 3 Re6!** (The only move that does not lose! Now White secures the victory) **3...Kb7 4 Kf6!** (If the Kings were not present, then *4 Re4* followed by *5 Rxf4* would pick off the pawns. Unfortunately *4 Re4* allows Black's King to enter the battle after *4...Kc6 5 Rxf4??* [5 Kf6! is still correct] *5...Kd5* and Black draws because the White King is not playing a part in the game) **4...Kc7** (The Rook is preventing Black's King from taking part in the

fight) **5 Kf5, Kd7 6 Re4, f3** (Else *7 Kxf4* would have ended it) **7 Rxe3, f2 8 Rf3** and Black's last pawn falls by the wayside.

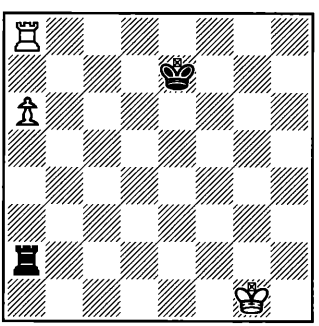
TEST: DIAGRAM #77



Question: Black to move and draw. How?

Answer: White threatens to play **2 Ke7** when both **2...Kg7 3 f6ch** and **2...Re1ch 3 Kf7** are just what White is dreaming of. To stop this plan Black must make use of his checking distance on the Queenside (Note that Black's King correctly went to the short side) by playing **1...Ra1!** with the threat of **2...Ra6ch 3 Kg5, Kg7** and a dead drawn Philidor position. White's best try after **1...Ra1! is 2 Re8** (To meet *2...Ra6ch* with *3 Re6*) when **2...Rf1! 3 Ke6, Kg7!** leaves White unable to make progress. Go back and study Diagram #73 for a more detailed explanation.

TEST: DIAGRAM #78

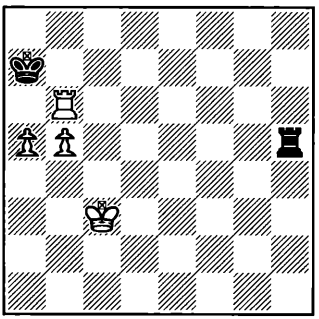


Question: Is **1 a7** a good idea?

Answer: Yes, it wins instantly because Black can't get his King back to the safe **g7** or **h7** squares. After **1 a7!, Kd7** (*1...Kf7* meets with the same response) **2 Rh8!, Rxa7 3 Rh7ch.** White wins the enemy Rook and the game.

Note that if Black's King stood on **f7** (instead of *e7*) then **1 a7** would not accomplish anything after **1...Kg7!** when Black is quite safe.

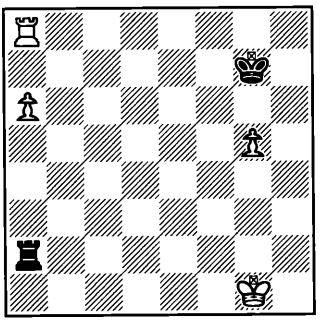
TEST: DIAGRAM #82



Question: White to play. Can he win? (If he can, how?)

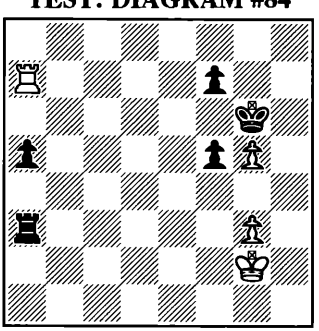
Answer: White has no chances for victory because his Rook is stuck in it's passive position, his pawns are unable to advance, and his King is unable to play a part in the game. Note that **1 a6** would hang the Rook and **1 Ra6ch, Kb7** leaves the b-pawn undefended. If White tries the logical **1 Kc4** (by defending the pawn White is threatening to free the Rook by *2 Rd6*) then Black will kick it around with **1 Rh4ch 2 Kc5** (*2 Kd3, Rh5* and White has made no progress) **2...Rh5ch 3 Kc6, Rh6ch 4 Kc7, Rh7ch 5 Kd8, Rh5** (tieing down the Rook again. *5...Rh8ch* is also fine) and White must eventually agree to the draw.

TEST: DIAGRAM #83



Question: Would **1 a7** be a good way for White to try for a win?
Answer: White's only try for a win is to bring his King to **b1** (to break the 7th rank block) and then march it to **a7**. **1 a7??** is simply awful because it takes away the White King potential hiding place on **a7**. After **1 a7??**, the game would be an easy draw for Black. If you played **1 a7??**, it shows you do not have a proper understanding of the material in this section. Go back and re-examine these positions (especially the one shown in Starting Diagram #80) in detail!

TEST: DIAGRAM #84

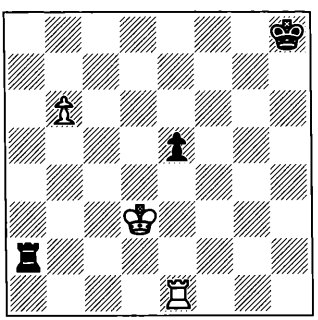


Question: Smyslov-Botvinnik, World Championship Match 1954. White to play. Can he save the game?
Answer: If you understand Starting Diagram #81, then you will understand the essence of this position. Black wins because he can create a position with his a-pawn on the 7th, with a Black f-pawn on **f5** and a White f-pawn on **f4**. Black's plan: push his a-pawn to **a2**, capture the pawn on **g5**, and exchange his **f5** pawn for White's pawn on **g3**. This will ultimately lead to the easily winning situation of Rook plus a-pawn and f-pawn vs lone Rook.

1 Kf2 (in the actual game Smyslov knew his cause was lost and desperately played the unfortunate *1 Kh3??*. When the obvious *1...f4* followed White resigned) **1...a4 2 Kg2, Ra1 3 Kf3, a3 4 Kg2** (*4 Kf4??, a2* leaves him defenseless to a back rank check followed by a pawn promotion) **4...a2 5 Kh2, Kxg5** (This capture is made at the right time. White is unable to take on *f7* due to *...Rb1* followed by a promotion) **6 Kg2, Kf6** (*6...f4 7 gxf4ch, Kxf4?? 8 Rxf7ch* throws away the win in an obvious way and *7...Kg4 8 f5!, f6 9 Ra5!* also draws because White's King is free to make endless tempo moves between *g2* and *h2*) **7 Ra5, Ke6 8 Kh2, f4! 9 gxf4, f5** and we have our well known won position.

The lesson: when you know the basic positions you can steer for them from situations that look very complicated to the untrained eye.

TEST: DIAGRAM #88



Question: White to play and win. What move? Visualize the follow-up to the winning strategy.

Answer: White wins by putting his Rook <u>behind</u> his passed pawn by

1 Rb1!

1 Rxe5? allows Black to put his Rook behind the passed pawn. After **1...Rb2! 2 Re6, Kg7 3 Kc4, Kf7 4 Rc6, Ke7 5 Kc5, Kd8** the game is drawn because **6 Rc7** is met by **6...Rc2ch** followed by **7...Rxc7**, while **6 R--** anywhere else is met by **6...Kc8**.

1... Ra8

The power of the passed pawn with the Rook behind it forces Black into a retreat.

2 b7

The pawn is crushing here.

2... Rb8

Forced.

3 Ke4

White's King enters the battle to deliver the final touch.

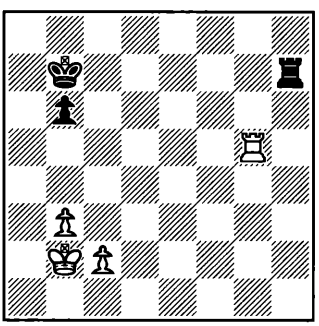
3... Kg7

Black's King also tries to enter the scene, but it is too little, too late.

4 Kxe5

Black resigned since **5 Kd6** followed by **6 Kc7** cannot be prevented.

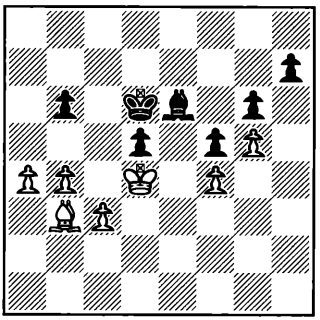
TEST: DIAGRAM #89



Question: Does White have any realistic hopes for a win? (If he does, how?).

Answer: White cannot expect a victory unless Black makes a series of horrible mistakes. Even though White is a pawn ahead, all the pawns are on one side of the board and any pawn exchange will lead to a basic, dead drawn Philidor position.

TEST: DIAGRAM #93

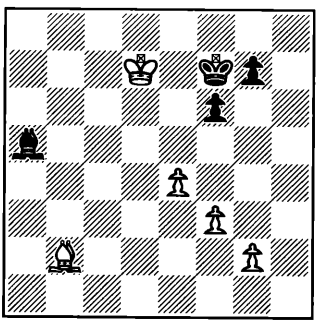


Question: White to play. List the advantages of the White position. Are they adequate for a win?
Answer: White should win easily. His advantages: superior King; superior Bishop (good vs bad); Black's pawns are trapped and vulnerable on light squares; White's two Kingside pawns are paralyzing Black's three pawns; White has a healthy Queenside majority and can create a passed pawn at any time by **a4-a5**.

There are two ways to win? **1 a5, bxa5 2 bxa5, Kc6 3 a6, Kb6 4 Bxd5** when a Bishop trade is hopeless and **4...Bd7 5 Bg8** is also a lost cause. The other method (for the curious) is **1 c4!, dxc4 2 Bxc4** when **2...Bxc4 3 Kxc4** is an easy win for White and **2...Bd7 3 a5, bxa5 4 bxa5** followed by **5 Bg8** also poses no difficulties.

Never lose sight of possible advantageous exchanges that can lead to transposition into a winning King and Pawn endgame.

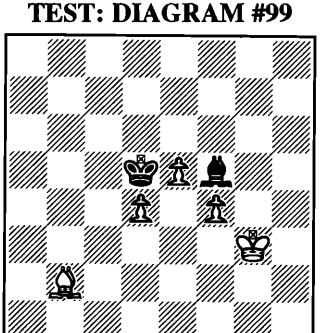
TEST: DIAGRAM #94



Question: White to play. All the pawns are on one side, so should Black draw?

Answer: No. White wins because of his dominant King position and his ability to create a speedy passed e-pawn. **1 f4, Bb4** (Black would still have to play this move after *1...Bd2 2 e5*) **2 e5, fxe5 3 fxe5, g5 4 e6ch, Kf8** (*4...Kg6* meets with the same fate) **5 Be5!** (an important idea. White prepares to cut off Black's control of *e7* with *Bd6*) **5...g4 6 g3!** (the immediate *6 Bd6ch* also wins) **6...Ba3 7 Bd6ch, Bxd6 8 Kxd6, Ke8 9 e7** and Black resigns.

TEST: DIAGRAM #99



Question: Can White break this blockade and win? Does it matter whose move it is?

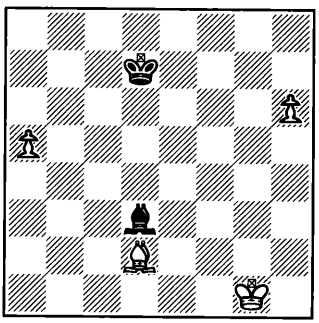
Answer: Though Black has a nice blockade White to play can break it by marching his King to **g5** and sacrificing a couple of pawns to win Black's Bishop. **1 Kh4, Ke6 2 Kg5, Be4 3 Bc3!** (a tempo move that forces one of

Black's pieces to give up control of the critical *d5* or *f5* squares) **3...Bd3 4 f5ch!, Bxf5** (King moves are also hopeless) **5 d5ch, Kxd5 6 Kxf5, 1-0.**

Incredibly enough, though three pawns down, Black to move would draw by **1...Ke4!** when White's Bishop is tied to the defense of **d4** and White's King is tied to **f4**.

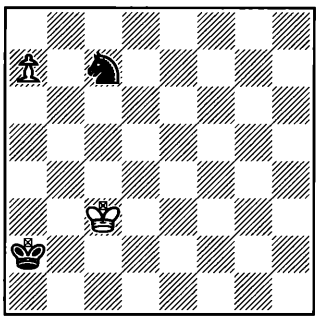
RULE: Never allow your pawns to get blockaded in this manner!

TEST: DIAGRAM #102



Question: Can White win? Does it matter whose move it is?
Answer: White is unable to win. It doesn't matter who gets the move. Black draws by rushing his King over to the Queenside (since that is the pawn that Queens on the opposite color of its Bishop) and sacrificing his Bishop for the h-pawn. **1 a6, Kc7** (*1...Bxa6??* is impossible due to *2 h7*) **2 Be3** (or *2 a7, Kb7*) **2...Kb8!** and when Black eventually gives up his Bishop for the h-pawn (White will march his King to *g7* and play *h6-h7*) White is left with the dreaded Bishop & wrong colored Rook pawn vs King.

TEST: DIAGRAM #105

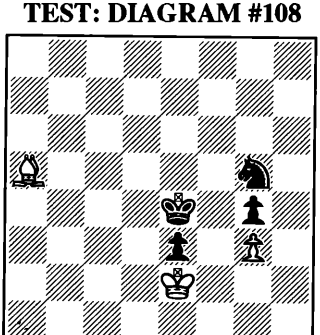


Question: White to play. What is the result?

Answer: White wins because his King can approach the pawn and avoid the dangerous **d4, d5, d6** and **e6** squares (see Starting Diagram #104). Also killing Black is that White will gain a critical tempo when he gets to **c6** with the attack on the Knight. In the end Black will not be able to get back in time for a stalemate. **1 Kc4, Ka3 2 Kc5, Ka4 3 Kc6, Na8 4 Kb7, Kb5 5 Kxa8, Kb6 6 Kb8, 1-0.**

Watch out for Rook pawns. Knight's have had trouble stopping them!

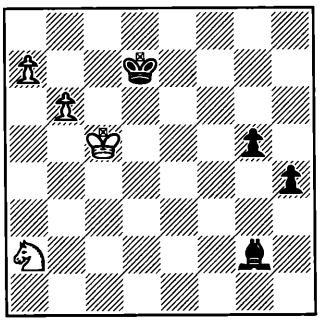
TEST: DIAGRAM #108



Question: Black to move. Can White draw?

Answer: If Black had a Bishop (instead of his Knight) on **g5**, White would draw easily by attacking Black's **e3**-pawn (via something like *Bb6*) and just sitting on the position (*Bb6-a7-b6*, etc). The presence of the Knight changes everything since the horse can go to any color. This means that the Knight can chase White's King from its strong defensive position on **e2** and then attack the remaining White pawn on **g3**. **1...Ne6 2 Bb6, Nd4ch 3 Ke1** (*3 Bxd4* and the resultant King endgame is hopeless) **3...Nf5 4 Bc7, Kf3, 0-1.**

TEST: DIAGRAM #109

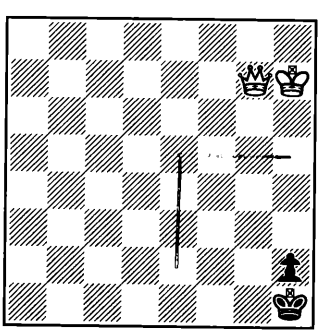


Question: White to play, who is better? Is it enough for a win?

Answer: White is lost! Even though White's pawns are further advanced than Black's, the Black Bishop is able to cope with the enemy runners better than the slow White Knight. **1 Nb4, h3 2 Nd3** (*2 Nd5, Bxd5 3 Kxd5, h2 4 a8=Q h1=Qch* picks up the newborn girl child) **2...h2 3 Nf2, g4 0-1**. There is nothing to be done about the crushing **4...g3**.

RULE: Bishops are usually superior to Knights in positions where passed pawns exist on both sides of the board.

TEST: DIAGRAM #119



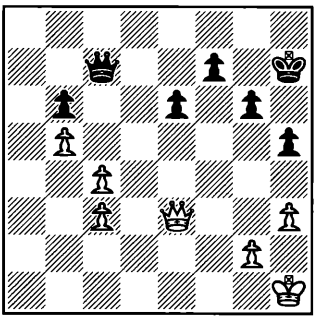
Question: White to play. Can he win?

Answer: Yes, White wins by blocking the impending stalemate and advancing his King at the same time. **1 Kg6!, Kg2 2 Kf5ch, Kf2** (*2...Kh1 3 Kg4* is hopeless) **3 Qb2ch, Kg1 4 Kg4!!** (A neat trick which only works with a Rook Pawn. White allows Black to Queen, but pins his King down to

the backrank and mates him!) **4 h1=Q 5 Kg3!** and Black is helpless to prevent all the threatened mates.

This leads us to a rule and an explanation for the strange line on the diagram. White can win against a Rook Pawn on the 7th only if his King can get inside the space shown by the line.

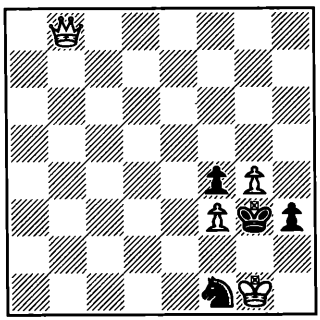
TEST: DIAGRAM #120



Question: White to play. Does he have any chance to save the game?

Answer: White's position looks wretched. He has doubled c-pawns (one of which is attacked by the enemy Queen) and his queenside majority is rendered useless by the **b6** pawn which seems to hold back all of the White guys. Elsewhere Black's kingside majority is healthy and will push White back with **...e5** and **...f5**. However, as bad as things look, White has an idea that will turn things around! **1 c5!** (This type of move should be played without hesitation. By getting rid of a useless pawn, White turns his crippled majority into a mighty passed pawn) **1...bxc5** (Black would lose after *1...Qxc5?? 2 Qxc5, bxc5 3 b6*) **2 Qe4** followed by **3 Qc6** when Black is well advised to try for a draw by seeking a perpetual check. Remember: In a Queen endgame a material edge is not always King. He who has the furthermost passed pawn prospers!

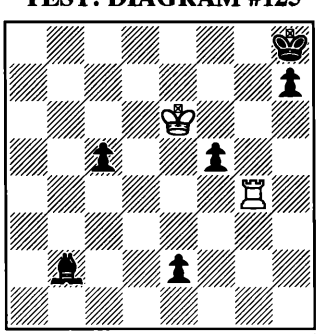
TEST: DIAGRAM #124



Question: White has a huge material advantage and Black has no threats whatsoever. Is is safe for White to capture the hanging Black Knight?

Answer: Yes, White can safely take the horse but he must watch out for a devilish trap! **1 Kxf1** (as played in the game) **1...h2 2 Qh1??** (Thinking the game is over, White stops concentrating. White had to transpose into an easily winning King and Pawn endgame by *2 Qxf4ch!, Kxf4 3 Kg2.* If you saw this, give yourself a pat on the back) **2...h1=Qch!! 3 Qxh1**, Stalemate! 1/2 - 1/2. An amazing escape!.

TEST: DIAGRAM #125



Question: White to move. It doesn't get much more hopeless looking than this! Does a miracle exist for White to draw?

Answer: Amazingly enough, White can draw with a mixture of mating and stalemating threats. Since **1 Rg1** loses to **1...f4 2 Kf7, h6**, White must play the incredible **1 Rg2!!** (forcing Black to Queen with check!) **1...e1=Qch 2 Kf7** (Now White threatens a mate on *g8* and *2...h5* fails to *3 Rg8ch, Kh7 4*

Rg7ch!! when *4...Kh6 5 Rg6ch* is a perpetual and *4...Bxg7* is a stalemate!) **2...Bg7** (Blocking the threat and intending to meet *3 Rxg7??* with *3...Qe7ch! 4 Kxe7, Kxg7* with an easy win. Is all hope lost?) **3 Re2!!** The beautiful point. The threat of mate and capturing the Queen can only be met by two moves: **1) 3...Bc3 4 Rg2** when Black can't make progress; **2) 3...Qxe2** with a stalemate.

If White was able to save this position, then anything is possible!

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