# REINFELD
# ON THE END-GAME
# IN CHESS

*(practical end-game play)*

by
FRED REINFELD



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# PREFACE

In these days, the most critical the human race has ever known, it might seem to some people the height of triviality to write a chess book. But we want to cherish civilization, we want to preserve its gracious amenities, of which chess constitutes a minor but very satisfying part.

That is why there is an added poignancy to-day in Dr. Tarrasch's moving words, written toward the close of a life which had had its billowing successes and catastrophic failures: "Chess, like love, like music, has the power to make men happy."

Chess possesses this power in two forms; it helps men to forget their troubles, solaces their sorrows, strengthens them to play their role in that world outside the realm of the chessboard. But chess can be an even greater source of pleasure: when it is played well, it gives one a sense of power and justifiable pride.

Unfortunately chess has not only the power to make men happy; it also has the power to make them unhappy! Every chess player knows the depressing effect of spoiling an otherwise well-played game by botching the ending. The mistakes are irrevocable, but one's regret is none the less galling.

The present book had its genesis in this way: in looking over my own games, I noted how often I had missed good opportunities, or played the ending haphazardly, or failed to put up

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The present book had its genesis in this way: in looking over my own games, I noted how often I had missed good opportunities, or played the ending haphazardly, or failed to put up

the best resistance in disagreeable situations. As I thought about these problems, they began to take shape in my mind as coming under clear-cut classifications; I saw how they could be treated systematically, and how one could inculcate the idea of substituting *planning* for *drifting*.

It is my sincere hope that just as these endings have given me pleasure and helped me to improve my end-game play, they will have the same effect on the reader. I shall be well repaid if I have brought the reader closer to the art of Alekhine and Morphy, of Lasker and Tarrasch and the other great masters; for then I shall have helped the reader to become a better end-game player, which is to say a better chess player. I shall have increased the magic power of the thirty-two pieces and the sixty-four squares to make him happy.

FRED REINFELD

NEW YORK.
*27 October, 1939.*

# CONTENTS

## ACKNOWLEDGMENT

Some of the material given in the following pages has previously appeared in the *British Chess Magazine*, and the Author is indebted to the Editor and Publishers for the right to reproduce it.




# PART I

# TRANSITION TO A FAVOURABLE ENDING

## I. INTRODUCTORY

As a chess player progresses beyond the elementary stage, the degree in which he has mastered the problem of the transition to a favourable ending becomes more and more important. Because of the dearth of systematic end-game literature, this process of transition (in the few cases where it has been so much as noticed) has been looked upon as a *phase*, as something that happens. But the readers of this book are to consider the transition as a *dynamic process* which is set in motion purposefully and intentionally because of the existence of objective factors whose presence is recognized.

## II. DEFINITION OF TERMS

A favourable ending is one where (1) a player has a material or positional advantage or both; or (2) where a player has a reasonably accurate expectation of attaining such advantages.

The transition to such an ending is the process by means of which a player produces a position which is suitable for the exploitation of his advantage.

## III. BASIS AND METHOD

The attentive reader will have already perceived that the transition to a favourable ending may be studied from two points of view: the advantage which is being turned to account, and the means adopted to make it possible to turn that advantage to account. Let it be said right here that these two aspects dovetail very frequently; in such instances the means is inseparable from the end.

The objective factors which constitute a favourable ending may be conveniently summed up as follows—

(1) A material advantage.

(2) One or more positional advantages (examples: preferable Pawn position, command of the open file or the seventh rank, etc.).

(3) The possibility of executing a series of moves with more or less forced replies leading to a won position.

The procedure for carrying out the transition, since it is characterized by the exercise of restraint and compulsion on the opponent's choice, is one based on threats. It may therefore be described as the process whereby the opponent is consistently forced to choose the lesser evil. These threats may take the form of direct tactical menaces which can be warded off only by exchanges; or of manœuvres to obtain strategical advantages of such magnitude that the opponent prefers to resort to simplification. The same elements are present during the process of exploiting the advantage (following the transition phase), although on a smaller scale.



A very important consequence of the weaker side's need for simplification is that he must generally consent to the exchange of Queens. In most cases, it is the removal of precisely this piece which the player with the advantage desires; for the presence of the Queen keeps alive all sorts of tactical possibilities which often make the possession of an extra Pawn rather an irrelevant feature—whereas it should be the paramount and central point about which the whole game should revolve. In an enormous majority of all cases where a player is a Pawn to the good the exchange of Queens markedly facilitates the desired exploitation of the material advantage.*

On the subject of method, we may add two subsidiary motifs: (1) introducing the complicating factor of combinative threats, which increases the attacker's technical difficulties but also makes the defender's task more complex; (2) carrying out a series of forcing moves as already mentioned above. It goes without saying that such forcing moves can be made only in an unusually advantageous position.

## IV. EXAMPLES

In order to facilitate a thorough understanding of these examples, the elucidation of each position will conclude with a summary listing (1) the method of transition; (2) the basic advantage; (3) the method of exploiting that advantage.

* An interesting sidelight on this instructive point is seen in the fact that in the heyday of attacking play (roughly, 1820–80) it was generally considered desirable to keep the Queens on the board. The result was, of course, that exploitation of a material advantage in the end-game was subordinated to an exclusive attempt to win by an attack in the middle game.

In the transitional phase of each of the following examples, the weaker side is compelled to choose the lesser evil. Where the nature of this evil is not specified, it is assumed to be the lesser of two positional disadvantages; where the avoided disadvantage is even more glaring (as in the case of mating threats or threats to increase the material advantage), these choices are described in a more detailed manner.

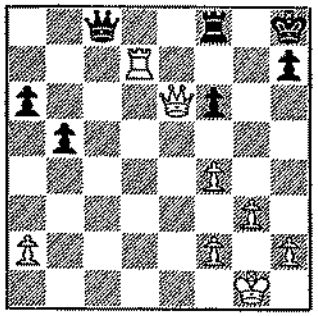
## A. MATERIAL ADVANTAGE

As a rule, the possession of a material advantage automatically generates a positional advantage; for the weaker side's play is conditioned by the material disadvantage to such an extent that avoidance of positional disadvantage becomes impossible.

And now for concrete instances—

*EXAMPLE* (1)

BLACK: Noteboom



WHITE: Flohr

(Hastings Christmas Tournament, 1930–1 (Premier Reserves))

Black to move



Not only is White a Pawn ahead, but his opponent's remaining Pawns are weak, the QRP and BP being especially vulnerable. In addition, Black's King is insecurely situated, and White's pieces are powerfully posted (the Rook controls the seventh rank and the Queen's strongly centralized position makes mating threats possible).

As the position stands, White threatens to win at once with Q–K7.

What is Black to do? He cannot play . . . R–K1, for then Q–B7 wins. There remains only one alternative: to offer the exchange of Queens. Therefore—

| | |
|---|---|
| 31 . . . | **Q–B8ch** |

Probably to gain time on the clock. If 31 . . ., Q–K1; 32 Q×Q, R×Q; 33 R–Q6 winning another Pawn.

| | |
|---|---|
| 32 **K–Kt2** | **Q–B5** |
| 33 **Q×Q** | **P×Q** |
| 34 **R–QB7** | |

Winning another Pawn—the consequence of Black's weak Pawn formation.

| | |
|---|---|
| 34 . . . | **R–QKt1** |
| 35 **R×P** | **R–Kt3** |
| 36 **R–B7** | **R–Kt7** |

The only alternative would be to keep the Rook on the third rank, passively awaiting the advance of White's King-side Pawns shepherded by their King. But after the text, White's preponderance on the King-side becomes even more marked, whilst Black's passed QRP is of no value. There followed: 37 R–B6, R×P; 38 R×BP, K–Kt2; 39 R–QKt6, R–R4; 40 P–Kt4,

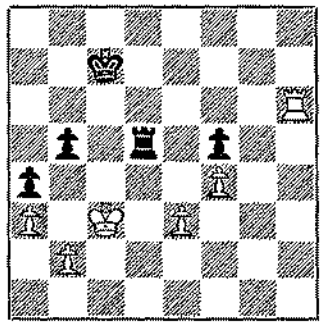
R–R5; 41 K–Kt3, R–R6ch; 42 P–B3, P–QR4; 43 P–R4, P–R3; 44 P–Kt5, P–R4; 45 P–B5, R–R8; 46 R–Kt7ch, resigns.

## SUMMARY

*Method of transition:* Mating threats.
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Superior mobility; maintenance of pressure; advance of Pawn preponderance.

### *EXAMPLE* (2)

BLACK: Yates



WHITE: Alekhine
(Hamburg, 1910)
White to move

White's technical difficulties are considerable, for the value of his extra Pawn is nullified by the fact that Black's BP holds the White BP and KP. White's task is made more arduous by the fact that White's King is cut off by the hostile Rook. An exchange of Rooks is therefore imperative.

But here a new difficulty arises: while the transition process is obvious and easy to carry



out, the resulting ending is rather subtle and rich in finesse—just the kind of ending, in other words, in which the amateur misses his way and thus allows the fruit of previous good play to slip through his hands.

39 **R–K6!** **K–Q2**
40 **R–K5!**

Thus White has forced the exchange of Rooks, which Black was powerless to prevent.

40 . . . **R×R**
41 **P×R** **K–K2!**

If 41 . . ., K–K3; 42 K–Q4 and White wins easily, as Black's King must retreat and allow K–Q5.

42 **K–Q3!**

Beginning an interesting tempo-struggle with *Zugzwang* as the final objective. The natural move 42 K–Q4? would throw away the win, for then 42 . . ., K–K3, would leave White the choice between 43 K–B5, K×P; 44 K×P, K–K5 and simple counting shows that Black's BP will queen immediately after White's KtP, with a draw as the result; or 43 P–K4?, P–B5! and again Black's troubles are over.

42 . . . **K–Q2**

Again, if 42 . . ., K–K3; 43 K–Q4 wins.

43 **P–K4!** **P–B5**

Of course, after 43 . . ., P×Pch; 44 K×P White wins easily.

44 **K–K2!**

The threat of 45 K–B3 forces Black's reply.

44 . . . **K–K3**
45 **K–B2!**

A final finesse; if 45 K–B3?, K×P and White loses!

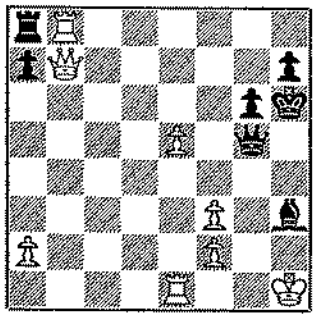
After the text, Black resigned, for if 45 . . ., K×P; 46 K–B3 with an easy win. The piquancy and nicety of the foregoing play constitute a lesson for the amateur who finds end-game play dull.

## SUMMARY

*Method of transition:* Lesser evil.
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Series of forced moves leading to *Zugzwang*.

### *EXAMPLE* (3)

BLACK: Alapin



WHITE: Dr. Tarrasch
(Ostend, 1905)
White to move

What possible connexion can there be, you ask, between this fantastically complicated position and an end-game?

White is an exchange and a Pawn ahead; yet his position is by no means a happy one. Black



threatens mate, and the obvious R–KKt1 is refuted by . . . Q–R5 threatening mate or gain of the Queen by . . . B–B1 dis ch. What is to be done?

33 **P–B4!**

The only move, but more than adequate. The chief point is that if 33 . . ., Q–R4; 34 Q×R!, B–Kt5disch; 35 K–Kt1, B–B6; 36 Q×B, and White's two Rooks and passed KP carry the day for him.

33 . . . **Q–Kt7ch**

Best, under the circumstances.

34 **Q×Q** **B×Qch**
35 **K×B** **R×R**

Now White is "only" a Pawn ahead, but it suffices. Black's attack has been liquidated, and the game now proceeds along quiet positional paths (an eloquent lesson for the beginner, who clings stubbornly to all of his material advantage, come what may).

36 **K–B3**

White's King will soon render important service. One sees at once that White's passed Pawn has a restraining effect on the mobility of the hostile Rook.

36 . . . **K–Kt2**
37 **R–Q1!**

Taking an open file and threatening R–Q7ch. Black must therefore guard his second rank.

37 . . . **R–Kt2**
38 **P–B5!**

Liquidating his doubled Pawn in such a way as to force two connected passed Pawns. The Pawn sacrifice is only temporary.

| | |
|---|---|
| 38 . . . | **P×P** |
| 39 **K–B4** | **K–B1** |

. . . K–Kt3 is of course futile because of R–Q6ch. The text momentarily prevents K×P, which would be answered at this point by . . . R–B2ch.

| | |
|---|---|
| 40 **P–B3** | **R–KB2** |
| 41 **P–K6** | |

This advance disrupts Black's flimsy defence.

| | |
|---|---|
| 41 . . . | **R–B2** |

If 41 . . ., R–B3; 42 K–K5 wins easily. Black is helpless.

| | |
|---|---|
| 42 **K×P** | **K–K2** |

White's King must be kept out of KB6.

43 **R–Q5**

Always careful! . . . R–B4ch is prevented, so that White can maintain the advanced position of his King.

| | |
|---|---|
| 43 . . . | **P–KR4** |

A last desperate try. But White's connected passed Pawns carry the day easily.

| | |
|---|---|
| 44 **P–B4** | **P–R5** |
| 45 **K–K5** | **P–R6** |
| 46 **P–B5** | **P–R7** |
| 47 **P–B6ch** | **K–K1** |
| 48 **R–Kt5!** | Resigns |

After 48 . . ., R–B1 Tarrasch would have wound up the game with 49 P–B7ch, K–K2; 50 R–B7ch, K–B1; 51 K–B6 and mate would have been unavoidable.



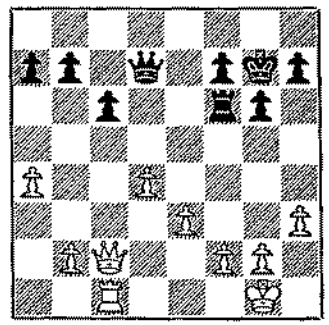
Despite its apparent simplicity, this ending is worthy of careful study. Tarrasch's accurate timing gives the ending a distinctive character. If only such relentless forcing of an advantage were more characteristic of the average player's games!

## SUMMARY

*Method of transition:* Partial return of sacrificed material.
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Passed Pawns; greater mobility of King and Rook.

### *EXAMPLE* (4)

BLACK: van Doesburgh



WHITE: Dr. Euwe
(Dutch Championship, 1938)
White to move

White has won a Pawn, which gives him a preponderance of Pawns on the King-side. This will eventually result in a passed Pawn, by means of

a process which will require the active co-operation of White's King. But with Queens and Rooks on the board, it will obviously take some time until the King can venture forth safely.

It is in just such positions, which lack sharply defined characteristics, that the amateur finds it difficult to proceed with what Lewis Carroll calls a "porpoise." Let us see how a great master sets about this task.

27 **Q–QB5!**

Black at once finds himself confronted with a difficult choice. If he plays 27 . . ., P–QR3, there follows 28 Q–K5!, tying up both the Rook and the King. This gives White the necessary time to play R–B3–Kt3, exerting pressure on the weak QKtP and reducing Black's pieces to complete passivity.

Or if 27 . . ., P–Kt3; 28 Q–K5!, to be followed by P–QKt4–5, forcing a passed QP and opening up the QB file for useful operations by White's Rook.

Rather than submit to either of these unbearably passive lines, Black chooses the lesser evil: he exchanges Queens.

| | |
|---|---|
| 27 . . . | **Q–B4** |
| 28 **Q×Q** | **R×Q** |

Thus White has brought about the transition. He would like to play R–B5, forcing Black's Rook to retreat. This would increase the mobility of White's Rook and decrease Black's freedom of action.

However, 29 R–B5? would be a gross blunder, for there would follow 29 . . ., R×R! (faulty transition by White!); 30 P×R, K–B3; 31 P–B4, K–B4!; 32 K–B2, K–K5; 33 K–K2, K–Q4; 34 P–QKt4, K–B5 and *Black* wins!



29 **K–B1**

He first brings the King a square nearer the scene of action.

| | |
|---|---|
| 29 . . . | **K–B1** |
| 30 **R–B5** | **R–B3** |

Here . . . R×R? would of course lose: White's King comes in too quickly.

31 **R–QR5!**

The first benefit of having the Rook on the fifth rank: an important weakness is created on Black's Q–Kt3 and Black's Queen-side Pawns are rendered immobile.

| | |
|---|---|
| 31 . . . | **P–QR3** |
| 32 **R–K5!** | |

Black's King is momentarily cut off from the centre and Queen-side. Black can only remove this condition by creating a new evil.

| | |
|---|---|
| 32 . . . | **R–Q3** |

If 32 . . ., P–Kt3; 33 P–R5!, P–QKt4 and Black has two weak Pawns (the QRP and QBP) whilst the square QB5 beckons invitingly to White's King.

33 **P–R5!**

Black must now reckon with the possibility of an invasion by the White King aiming at occupation of QKt6. Black must therefore be prepared to parry by bringing his King to the Queen-side. To do this he must drive away White's Rook, hence—

| | |
|---|---|
| 33 . . . | **P–B3** |
| 34 **R–QB5** | **K–K2** |

Black has gained manœuvring freedom for his King, but he has facilitated the process whereby White will transform his Pawn preponderance into a passed Pawn. Thus if White advances his KKtP to Kt5 (after due preparation) he will eliminate Black's KBP, thereby creating a passed KP for himself. This is the basic motif of the following play.

35 **P–KKt4** **P–R3**

If 35 . . ., P–KKt4, White brings his King to Q3 followed by P–B4 with much the same kind of play as actually occurs.

36 **K–K2** **R–K3**
37 **P–B4** **R–Q3**
38 **P–R4** **K–B2**
39 **P–R5!**

It would be a great mistake to play 39 P–Kt5?, RP×P; 40 RP×P and now Black plays *not* 40 P×P? (giving White his passed KP) but 40 . . ., P–B4!; and White's exploitation of the extra Pawn will be more difficult than after the text method.

39 . . . **P×P**

If 39 . . ., P–KKt4; 40 P×P, BP×P (if 40 . . ., RP×P, White has a passed KRP and soon ruins Black's Pawn position with the properly prepared thrust P–K5); 41 R–B5ch! (cutting off Black's King from one side of the board) followed by K–Q3 and P–K4–5 with a winning position.

40 **R×RP** **K–Kt3**
41 **K–Q3** **R–Q2**
42 **P–K4** **K–R2**

Eases White's task, as he can at once create a passed KP. But P–K5 would have been positionally decisive in any event.



43 **P–Kt5!**

Dissolving all the King-side Pawns and finally creating the passed KP.

43 . . . **BP×P**
44 **P×P** **K–Kt3**
45 **R×Pch** **K×P**
46 **R–R2!**

Threatening R–KB2, cutting off Black's King from the centre and facilitating the utilization of the passed KP.

46 . . . **K–B3**
47 **P–K5ch** **K–K3**
48 **R–R6ch** **K–Q4**

A sad choice: . . . K–K2 leads to a lost ending (49 R–R7ch), while 48 . . ., K–B4; 49 R–B6ch would transpose into the previous note.

49 **P–Kt4!** **R–Q1**

The only move. The quasi-mating position of Black's King now allows White to decide the game with several neatly pointed strokes.

50 **R–R7!** **R–QKt1**
51 **R–K7!**

A clever tempo-move.

51 . . . **P–Kt3**

Alas!

52 **R–Q7ch** **K–K3**
53 **R–Q6ch** Resigns

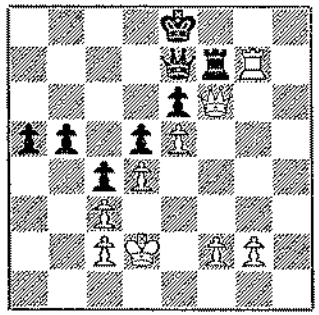
The ability to produce such flawless technical work is a better indication of a great master's ability than would be the most flamboyant brilliancies.

## SUMMARY

*Method of transition:* Lesser evil.
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Transforming Pawn preponderance into passed Pawn; greater mobility, culminating in decisive *Zugzwang* manœuvre.

### *EXAMPLE* (5)

BLACK: Wallace



WHITE: Reinfeld
(Correspondence, 1928)
White to move

White's pieces are very strongly posted, but there does not seem any way of strengthening the pressure. Nor will exchanging pieces help, for while White has a passed KtP, it is neutralized by Black's passed RP (the "extra" Pawn would be useless here). However, White has a useful *Zugzwang* manœuvre which puts the hostile RP at his mercy—

32 **Q–Kt6!** **P–Kt5**



Black is helpless. If 32 . . ., K–B1?, 33 R–Kt8 mate. If 32 . . ., Q–Q2?, 33 R–Kt8ch, K–K2; 34 Q–Kt5ch, and mate next move. If 32 . . ., P–R5; 33 K–B1!, Q–R6ch (if 33 . . ., P–R6; 34 Q×Rch, etc., winning the RP); 34 K–Kt1, Q–K2; 35 K–R2, P–R6; 36 Q×Rch, etc.

33 **P×P** **Q×Pch**

Or 33 . . ., P×P; 34 K–B1, and again Black is compelled to make a losing Pawn move.

34 **K–K2** **Q–K2**
35 **Q×Rch**

Now the exchange is decisive; the RP is lost.

35 . . . **Q×Q**
36 **R×Q** **K×R**
37 **K–Q2** **K–Kt3**
38 **K–B3** **K–B4**
39 **P–B3!** **K–B5**
40 **P–Kt4!** Resigns

Note that exchanging pieces in the diagrammed position would have nullified the value of White's extra Pawn.

## SUMMARY

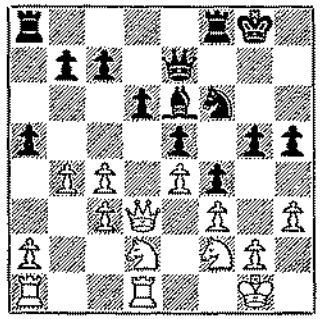
*Method of transition:* Mating threats and *Zugzwang*.
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* *Zugzwang* leading to won Pawn ending.

We are familiar with the imaginative and aggressive type of player who likes to take unfamiliar by-paths in the opening, relying on his native ingenuity to extricate him from difficulties in later stages of the game. One readily obtains a positional advantage against such players, and

it is aggravating to see them slip out of a lost game by an unexpected "swindle." The following example is interesting, therefore, because it shows how a notable tactician is beaten at his own game.

*EXAMPLE* (6)

BLACK: Alekhine



WHITE: Mieses
(Mannheim, 1914)
White to move

Black has a considerable positional advantage: on the Queen-side he exerts pressure on his opponent's disordered Pawn array, and on the other wing he threatens a routine but none the less powerful action with such normal preparatory moves as . . . K–R1, . . . R–KKt1, . . . R–Kt3, . . . QR–KKt1, and . . . Q–Kt2—after which the ultimate . . . P–Kt5 will have fatal results for White.

Mieses realizes this full well, and in the hope of causing his opponent's plans to "gang agley," he plays—

20 **P–B5!?**



The chief merit of this surprising move is that it presents Black with the choice of a number of alternatives, which, despite their plausible attractions, differ in the ease with which his advantage may be translated into a win.

20 . . . **RP×P**

Also good is 20 . . ., QP×P; 21 Kt–B4, RP×P; 22 Kt×P, K–Kt2 with a winning advantage. But Black prefers to exploit his advantage in the end-game.

21 **P×QP** **Q×P!**
22 **P×P** **R×P!**

Decidedly better, as the following play will show, than 22 . . ., Q×P; 23 KR–Kt1, and it will be far from easy to turn Black's material advantage to account.

23 **R×R** **Q×Q!**
24 **Kt×Q** **B×R**

Now we come to the first of the many tactical finesses Black uses in this splendid game. The foregoing exchange of Queens seems nonsensical, for White can regain his Pawn with 25 Kt×KP.

25 **R–R1**

And not 25 Kt×KP?, R–Q1!, whereupon . . . B–Kt6 wins the exchange by force. The following exchange is compulsory.

25 . . . **R–Q1!**
26 **R×B** **R×Kt**
27 **Kt–B4** **R–Q5!**

Black prefers counter-attack to supine defence of the feeble KP. It is clear that White cannot allow his opponent two connected passed Pawns (28 Kt×P, R×KtP, etc.).

28 **R–QB2**

But now White threatens Kt×KP. The position seems quite difficult for Black, for if 28 . . ., Kt–Q2; 29 Kt–R5, P–Kt3; 30 Kt–B6 and the fine position of White's pieces, in conjunction with Black's clumsy Pawn position, gives White excellent drawing prospects. Or if 28 . . ., P–B3; 29 P–Kt5!, P×P; 30 Kt×P, and it is even more difficult for Black to make his advantage tell.

28 . . . **Kt–K1!**

Alekhine proudly comments that this was the most difficult move to find in the whole game. The QBP is now secure, and . . . P–Kt4 is threatened.

29 **P–Kt5** **P–Kt3!**

Preventing Kt–R5 or P–Kt6. Black must not permit his Queen-side Pawns to be devaluated to a point where their usefulness would be problematical.

30 **Kt×P**

Resigning himself to the inevitable. If 30 K–B2, P–Kt5!; 31 RP×P (else . . . P–Kt6ch with a continuation similar to the text), P×P; 32 P×P, R×P; 33 K–B3, R–K8, and Black will win in due course.

30 . . . **R–Kt5**

At last Black obtains the two connected passed Pawns. In order to have some compensation, White counters on the King-side—

31 **R–B6** **R×KtP**
32 **R–Kt6ch** **Kt–Kt2!**
33 **R×KKtP** **P–R5!**

To P–R4.



White now finds himself in a nasty situation, as his Knight is pinned, and Kt—B7? is refuted by . . . R–Kt8ch. Hence he brings his King to the centre.

34 **K–B2** **R–B4!**

Not 34 . . ., K–R2 because of 35 Kt–B7!, and White extricates himself. Black's Rook *must be protected*!

35 **K–K2** **K–R2!**

And not 35 . . ., P–Kt4; 36 Kt–B7!, and again White is safe.

After 35 . . ., K–R2! White resigned, for if 36 Kt–B7, R×R; 37 Kt×Rch, K–Kt3 and White's Knight is trapped. Or 36 K–Q3, P–Kt4 and the Pawn goes on to Queen, unless White plays Kt–B7 and loses a piece as just shown.

The vigorous and clever conclusion is in keeping with Black's incisive blend of tactical play with far-sighted strategical objectives.

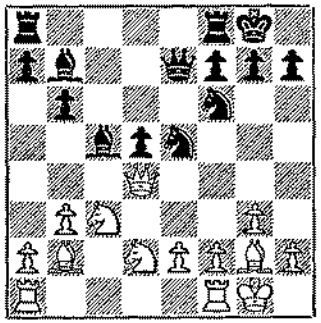
## SUMMARY

*Method of transition:* Lesser evil.
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Tactical play making it possible to advance passed Pawns successfully.

### *EXAMPLE* (7)

One of the indications of good judgment in end-game play is seen when a player returns his material advantage in order to secure an even more important positional advantage. First, let us see how the material advantage was gained in the following instance—

BLACK: Sergeant



WHITE: Golombek
(Hastings Christmas Tournament, 1938–9)
White to move

Black has hoped to relieve the pressure on his ailing QP by attacking the hostile Queen and thus gaining time to bring a Rook to Q1. But White has a useful tactical finesse—

15 **Kt×P!** **Kt×Kt**

This gives more counterplay than 15 . . ., B×Kt; 16 Q×Kt, Q×Q; 17 B×Q, B×B; 18 K×B and 18 . . ., KR–K1 can be answered with 19 B×Kt, with a further deterioration of Black's Pawn position.

16 **Q×Kt(K5)** **Q×Q**
17 **B×Q** **KR–K1**

This is doubtless the position that Black had in mind when he gave up the QP. White must now have recourse to sharp measures if he hopes to retain the extra Pawn.

18 **Kt–B4!** **P–B3**

"No better is the alternative 18 . . ., P–QKt4; 19 B–Q6, P×Kt (not 19 . . ., B×Pch; 20 K×B, P×Kt; 21 P×P, winning a piece); 20 B×B, P×P (20 . . ., P–B6 eventually loses the BP); 21 P×P and White is a Pawn to the good with the better game." (Golombek.) If then 21 . . ., R×P?, 22 KR–Q1 wins.

19 **B–Q6!**

The saving clause. If now 19 . . ., R×P?; 20 B×B, P×B; 21 Kt–R5 wins a piece.

19 . . . **QR–Q1**
20 **B×B** **P×B**
21 **B–B3**

White rightly prefers to protect the KP rather than weaken his white squares with P–K3.

21 . . . **B–R3**
22 **QR–B1** **Kt–Kt3**

Black works with might and main to create counter-chances. His object at this point is to remove White's Knight so as to have a point of invasion at Q7.

White has nothing to gain from 23 KR–Q1, R×Rch; 24 R×R, Kt×Kt; 25 P×Kt (B–Q5ch leaves the KP unguarded), B×P with equality. Or 23 Kt×Kt, P×Kt; 24 KR–K1 (if 24 KR–Q1, R×Rch; 25 R×R, B×P; 26 R–K1, B–Kt4), R–Q7 regaining the Pawn.

23 **Kt–K3!**

Returning the Pawn at once, and freeing his pieces from their bondage.

23 . . . **R–Q7**
24 **R×P** **R×RP**

Or 24 . . ., B×P; 25 B×B, R×B; 26 R–QR5, etc.; White maintains his extra Pawn, and takes

an open file with the other Rook, winning without difficulty.

25 **R–B7** **B–Kt4**

If 25 . . ., B×P; 26 B×B, R×B; 27 R×P, R–Kt7; 28 R–B1 !, R×KtP; 29 R(1)–B7 and wins.

"Equally unavailing is 25 . . ., Kt–B1; 26 R–Q1, B–Kt4; 27 Kt–B5, B×P; 28 R×Pch, followed by B×B and R–Q7 with a mating attack." (Golombek.) Of course, if 27 . . ., P–Kt3 (instead of 27 . . ., B×P); 28 R×Kt!, P×Kt; 29 R×Rch, B×R; 30 R–Q8 wins (30 . . ., K–B1; 31 B–B6 or 30 . . ., K–B2; 31 B–R5ch).

26 **R–Q1!**

Continuing his aggressive policy. Taking the open file is far more effective than stopping to defend the KP.

26 . . . **P–QR3**

If 26 . . ., P–Kt3; 27 Kt–Kt4, R–KB1; 28 R–Q6 wins. Here and in the following play, this Rook convincingly demonstrates its usefulness on the Q file.

27 **Kt–B5** **B×P**

Resigning himself to the inevitable; if 27 . . ., P–Kt3; 28 Kt–R6ch, K–R1; 29 Kt–Kt4, R–KB1; 30 Kt×P ! and wins. This is another variation made possible by the presence of the Rook at Q1.

28 **B×B** **R(7)×B**
29 **R–Q6!**

Now the Rooks get to work in earnest. The



fact that Black has regained his lost material is of no consequence whatever.

29 . . . **R(7)–K3**

There is no good move. If—

(*a*) 29 . . ., R(7)–K4; 30 R×Pch, K–R1; 31 R×Kt, R×Kt; 32 R(6)–Q7, and wins.

(*b*) 29 . . ., R–Kt1; 30 R×Pch, K–R1; 31 R–Kt7 ! and wins.

(*c*) 29 . . ., Kt–B1; 30 R(6)–Q7 and wins.

30 **R–Kt7!**

The co-operation of the Rooks leads to some charming combinative possibilities, for instance—

(*a*) 29 . . ., R×R; 30 Kt×R, R–K8ch; 31 K–Kt2, and Black cannot simultaneously stave off mate and save his Knight.

(*b*) 29 . . ., Kt–B1; 30 R(6)–Q7 wins (even stronger than 30 R×R, R×R; 31 R–Kt8, R–K1; 32 R×Kt, etc.).

30 . . . **R–K8ch**
31 **K–Kt2** **R(1)–K4**

There was no salvation. If 31 . . ., Kt–B1; 32 R(6)–Q7 wins, and if 31 . . ., R(7)–K4; 32 R×Pch, etc., with an easily won ending.

32 **R–Q8ch** **R–K1**
33 **R×Rch** **R×R**
34 **R×Kt** Resigns

The enormous power unleashed by White's refusal to cling dogmatically to his material advantage, is the most instructive feature of this fine ending.

## SUMMARY

*Method of transition:* Lesser evil (tactical finesse).
*Basic advantage:* Material advantage.
*Method of utilizing advantage:* Tactical forcing play involving the return of the won material.

Having had an opportunity to observe how a material advantage can be transformed into a win, we now proceed to study the more difficult process whereby a positional advantage (in a position with even material) is transformed into a win.

## B. POSITIONAL ADVANTAGE

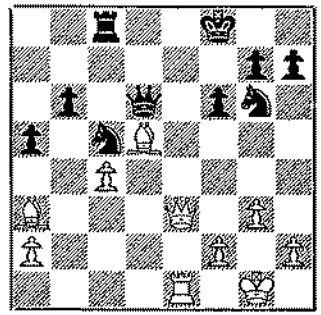
In the previous section we saw how a material advantage almost invariably generates a positional advantage, and how the simultaneous application of these two advantages forces the opponent to his knees. Even the tyro has no difficulty in understanding that a material advantage will generally lead to a positional advantage; but the *reverse* process, in which *the utilization of a positional advantage eventually forces the opponent to surrender some material*, is more difficult to master and to understand. But this is a very natural state of affairs, seeing that one cannot comprehend just what a positional advantage is, unless one has a good grasp of theory; nor can a player exploit this positional advantage unless his technical ability has been enriched by that experience which is the source of far-sighted planning and methodical execution.

It is the author's hope that the discussion of the following examples will greatly increase the reader's familiarity with these technical problems.



### *EXAMPLE* (8)

BLACK: Golombek



WHITE: Fine
(Hastings Christmas Tournament, 1935–6)
White to move

White's positional advantage is considerable. Both of his Bishops are aggressively posted, whilst Black's Knights are passive and have little scope. Black's King is insecure, and no less than three pieces are menaced on the diagonal KB1–QR6. White controls the K file, and is in a position to make use of the previous weakening moves . . . P–KB3 (creating a hole at Black's K3) and . . . P–QR4 (rendering the QKtP backward).

Under the circumstances, it is not surprising that an immediate tactical solution is available—

32 **Q–K6!**

Threatening mate at KKt8, and also attacking the Queen and Rook.

32 . . . **Q×Q**

If 32 . . ., Kt×Q; 33 B×Qch, winning a

piece. Thus the "hanging" position of Black's pieces on the fatal diagonal is punished.

33 **R×Q** **R–Kt1**

Or 33 . . ., Kt–K2; 34 R×P and 35 R–Kt5 will be decisive.

34 **R×P!** Resigns

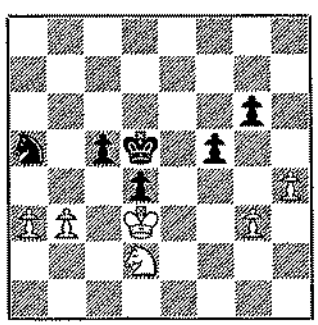
For he must lose a piece. The numerous weaknesses in Black's camp made a drastic finish possible.

## SUMMARY

*Method of transition:* Mating threat.
*Basic advantage:* Positional advantage.
*Method of exploiting advantage:* Tactical threats (pin) made possible by Black's weakened Pawn position and lack of mobility.

### *EXAMPLE* (9)

BLACK: Marshall



WHITE: Maroczy
(Monte Carlo, 1903)
Black to move

Can Black possibly win? It does not seem so, for while he has a protected passed QP, White's



QRP seems even more formidable—for it is an *outside passed Pawn* and will therefore have to be watched carefully.

There is only one way in which Black can hope to accomplish something: namely, by *simplifying* into a King and Pawn ending with . . . Kt×P, etc. But this course seems very risky, to say the least, in view of the dangerous character of White's QRP. And yet the win is there, due to a circumstance which might pass unnoticed by an amateur: the unprotected state of White's KKtP. This turns a probable draw into a win for Black —but bear in mind that the ending must be *calculated* to a hair!

41 . . . **Kt×P!**
42 **Kt×Kt** **P–B5ch**
43 **K–B2** **P×Ktch**
44 **K×P** **K–K5!**

It seems very risky to *move away* from White's QRP, but Black has foreseen all possibilities and counted up all the variations accurately.

45 **K–B2**

It would not do to advance the QRP: (45 P–R4, P–Q6; 46 P–QR5, K–K6; 47 P–R6, P–Q7 and wins, as he *queens with a check*!).

45 . . . **K–K6**

Not 45 . . ., P–Q6ch??; 46 K–Q2 and White wins! Such fateful transpositions can ruin even the most finely-spun calculations.

46 **K–Q1**

Now things look bad for Black; he cannot catch up to the QRP, and he cannot command the queening square of the QP with his King.

So it would seem that Black's calculations have run into a blind alley. But now comes a fine point: capture of White's unprotected KtP enables Black to inject a new factor in the ending in the form of a passed KBP.

| | |
|---|---|
| 46 . . . | **K–B7!** |
| 47 **P–R4** | **K×P** |
| 48 **P–QR5** | **P–B5** |
| 49 **P–R6** | |

If 49 K–K2, P–B6ch; 50 K–B1, P–Q6, etc.

| | |
|---|---|
| 49 . . . | **P–B6** |
| 50 **P–R7** | **P–B7** |
| 51 **K–K2** | |

Or 51 P–R8(Q), P–B8(Q)ch; 52 K moves, Q–Kt7ch (another fine point!) and wins.

| | |
|---|---|
| 51 . . . | **P–Q6ch!** |

Leaving White no choice, for if 52 K–K3, P–B8(Q); 53 P–R8(Q), Q–K7ch; 54 K–Q4, P–Q7 wins.

| | |
|---|---|
| 52 **K–Q2** | **P–B8(Q)** |
| 53 **P–R8(Q)** | **Q–Kt7ch** |
| 54 **Q×Qch** | **K×Q** |

The rest offers no difficulty: 55 K×P, K–Kt6; 56 K–K3, K×P; 57 K–B3, P–Kt4; 58 K–Kt2, K–Kt5; 59 K–R2, K–B6; 60 K–R3; P–Kt5ch; 61 K–R2, K–B7; 62 K–R1, K–Kt6; 63 K–Kt1, K–R6 and White resigned.

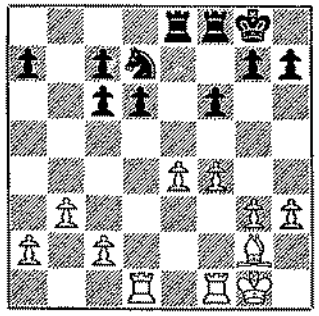
## SUMMARY

*Method of transition:* Tactical finesse.
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Exact calculation based on superior Pawn position.



## *EXAMPLE* (10)

BLACK: Hollaender



WHITE: Dr. Tarrasch
(Nuremberg, *ca.* 1893)
White to move

White is in a position here to force a won King and Pawn ending, although the process is not so very obvious. He begins with—

| | |
|---|---|
| 22 **P–K5!** | **BP×P** |

The weakness of his doubled QBP and the unfortunate position of his Knight create irremediable difficulties for Black. He has little choice here if he wishes to save a Pawn, since if 22 . . ., P–Q4; 23 P–B4! and a Pawn is lost just the same.

| | |
|---|---|
| 23 **B×P** | **R–K2** |
| 24 **B×Kt** | **R×B** |
| 25 **P×P** | **R×Rch** |
| 26 **K×R** | **R–B2ch** |
| 27 **K–Kt2** | **P×P** |

Thus Black has managed to maintain material equality; but the ending is untenable.

| | |
|---|---|
| 28 **R–Q8ch!** | **R–B1** |
| 29 **R×Rch** | **K×R** |

Now we have reached a King and Pawn ending in which White has the decisive advantage of the Queen-side majority of Pawns. This advantage is of a twofold nature. In its simplest aspect, it involves the obtaining of a passed Pawn which cannot be stopped by the hostile King. This kind of ending is comparatively rare, but the derivative type of ending (where the eventual passed Pawn can be captured, but is advanced for the purpose of diverting the enemy King from his King-side Pawns, which thereby become untenable) is much more frequent and hence of great practical importance for the theory of King and Pawn endings.

The present ending is an excellent example of how the *potential* existence of an advantage may lead to an easily won end-game.

| | | |
|---|---|---|
| 30 | **K–B3** | **K–K2** |
| 31 | **K–K4** | **K–Q3** |

Hoping now for 32 P–B4? which would nullify the value of the Pawn majority (32 . . ., P–B4!).

| | | |
|---|---|---|
| 32 | **P–QKt4!** | **P–QR3** |

Every advance of Black's Queen-side Pawns only hastens the birth of a passed Pawn; but this process can only be retarded—*not prevented.*

| | | |
|---|---|---|
| 33 | **P–QR4** | **P–Kt3** |
| 34 | **P–B4** | **P–QR4** |

Loses quickly; but if 34 . . ., P–B3; 35 P–Kt5, RP×P (if 35 . . ., BP×P; 36 BP×P!); 36 RP×P, wins. Or 34 . . ., K–K3; 35 P–Kt5, P–QR4; 36 P–Kt6, winning.

| | | |
|---|---|---|
| 35 | **P×P** | |



Not 35 P–Kt5??, K–B4, and Black wins!

| | | |
|---|---|---|
| 35 | . . . | **K–B4** |
| 36 | **K×P** | Resigns |

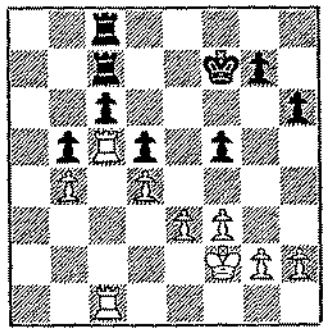
It is interesting to reflect that while White ultimately won because of his superior Pawn position, that *positional* advantage was made possible only by previous tactical play.

## SUMMARY

*Method of transition:* Lesser evil (tactical threats).
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Superior Pawn position (Queen-side majority) resulting in *Zugzwang.*

### *EXAMPLE* (11)

BLACK: Winter



WHITE: Eliskases
(Hastings Christmas Tournament, 1936–7)
White to move

The positional landmarks here are so sharp that even the veriest tyro can discern them: Black has weakened his Pawn position irremediably by subjecting himself to a backward

QBP on an open file. From this there followed inexorably the pitiable defensive position of Black's Rooks, both of which are tied to their respective squares. On the other hand, Black is on the point of playing . . . K–K3–Q3, relieving one of his Rooks of its menial task. Can White bring additional pressure to bear?

Yes!—by the temporary Pawn sacrifice P–K4! And now let us follow the play—

33 **P–K4!**

This has the double function of menacing Black's Pawns and also of bringing White's King actively into the game.

33 . . . **BP×P**

Clearly forced (33 . . ., QP×P?; 34 R×Pch, followed by 35 P×P. Or 33 . . ., K–K3?; 34 P×QPch, and wins).

34 **P×P** **P×P**

Again forced

35 **K–K3**

White intends P–Q5, ultimately winning the BP and KP and thus remaining a Pawn ahead.

35 . . . **K–K3**

This avoids material loss, but loses for positional reasons.

36 **P–Q5ch!** **K–Q3**
37 **R×Pch** **R×R**
38 **R×Rch** **R×R**
39 **P×R** **K×P**
40 **K×P** **K–Q3**
41 **K–Q4!**

Not 41 K–B5? because of 41 . . ., K–Q4! The text holds the opposition—with decisive results,



as Black will soon run out of Pawn moves. (It speaks eloquently for the great master's keen eye for detail that White had to consider the state of the King-side Pawns when he played his 33rd move. Thus if White's RP had been on *KR*3 instead of *KR*2, and Black's RP on *KR*2 instead of *KR*3—seemingly a trivial difference!—then the whole manœuvre beginning with 33 P–K4 would have been worthless for winning purposes.)

41 . . . **P–R4**
42 **P–R4** **P–Kt3**
43 **P–Kt3** **K–K3**

Similarly, if 43 . . ., K–B3; 44 K–K5, etc.

44 **K–B5**

Now it is simple arithmetic.

44 . . . **K–B4**
45 **K×P** **K–Kt5**
46 **K–B4** **K×P**
47 **P–Kt5** **K×P**
48 **P–Kt6** **K–Kt6**
49 **P–Kt7** **P–R5**
50 **P–Kt8(Q)ch** **K–Kt7**
51 **Q–Kt8** Resigns

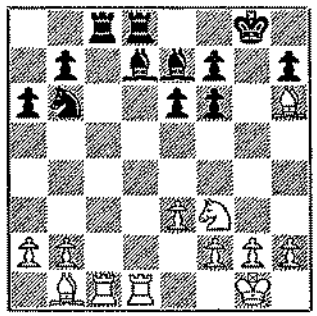
For if 51 . . ., P–R6; 52 Q×Pch, K–R8; 53 Q–K4ch, K–R7 (if 53 . . ., K–Kt8; 54 Q–Kt4ch, K–R7; 55 K–Q3, etc.); 54 K–Kt4, etc.

## SUMMARY

*Method of transition:* Lesser evil (threatened loss of material).
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Superior Pawn position, making possible maintenance of the opposition.

## *EXAMPLE* (12)

BLACK: Kashdan



WHITE: Rellstab
(Stockholm, 1930)
Black to move

Despite the seemingly colourless character of this position, there is one important qualitative distinction: White's QB is temporarily out of play. In effect, Black has an extra minor piece in play, and the way he makes use of it is altogether admirable.*

21 . . . **Kt–R5!**

The full strength of this fine move will soon become evident.

22 **R×R**

22 P–QKt3, Kt–B6 would cost White the exchange.

22 . . . **B×R!**

Forcing the exchange of Rooks, which greatly simplifies Black's problem by removing the

* The following notes are quoted from Reinfeld and Chernev's *Chess Strategy and Tactics*.



superfluous material. In this way the inactivity of White's QB takes on ever graver import.

23 **R×Rch** **B×R**
24 **P–QKt3** **Kt–B6**
25 **Kt–Q2** **B–Q2**

Now Kashdan gets to work with his famous Bishops.

26 **P–QR3**

White must advance this Pawn in order to free his KB and Knight. If, for example, 26 K–B1, B Kt4ch; 27 K–K1, B–R4! wins a Pawn.

26 . . . **P–Kt4!**

Fixing the QRP as a preparation for . . . B K2.

27 **B–Q3**

If 27 P–QKt4, P–QR4!; 28 P×P (or 28 B–Q3, P×P; 29 P×P, B–K2), B×P (threatening 30 . . ., Kt–K7ch; 31 K–B1, B×Kt; 32 K×Kt. B B8); 29 P–K4, B–B2 followed by . . . B–Q3, winning the QRP.

27 . . . **P–R4**
28 **P–K4**

At last White is able to get his QB back into play; but the damage has been done.

28 . . . **B–K2**

Now the Pawn is won, but the sequel requires play of a high order.

29 **Kt–B3**

Or 29 B–K3, B×P; 30 B–Q4, B–Kt7; 31

B×BP, Kt–K7ch; 32 B×Kt, B×B, followed by the advance of the QRP.

| | | |
|---|---|---|
| 29 | . . . | **B×P** |
| 30 | **B–Q2** | **B–Kt7** |
| 31 | **Kt–Q4** | **P–R5** |
| 32 | **P×P** | |

If 32 B×Kt, B×B; 33 B×P (or 33 Kt×P, B×Kt; 34 B×B, P–R6), B×Kt; 34 B×B, P–R6, wins.

| | | |
|---|---|---|
| 32 | . . . | **P×P** |
| 33 | **Kt–B2** | **Kt–Kt8** |
| 34 | **B–Kt4** | **P–R6** |
| 35 | **B–B4** | **B–R5** |
| 36 | **Kt–K1** | **B–B6!** |

Every move tells.

| | | |
|---|---|---|
| 37 | **Kt–Q3** | **B–B7!** |

Threatening 38 . . ., B×Kt; 39 B×B(Q3), P–R7; 40 B×B, Kt×B.

| | | |
|---|---|---|
| 38 | **P–B3** | |

If instead 38 B×B, B×Kt; 39 B×B, Kt×B.

| | | |
|---|---|---|
| 38 | . . . | **P–R7** |

Still more accurate was 38 . . ., B×Kt; 39 B×B(Q3), P–R7 and the Pawn queens.

White resigned after the text, for if 39 B×P, B×Kt; 40 B×Kt, B–Q5ch with a piece ahead. A curious feature of this ending was that both Kings were inactive!

## SUMMARY

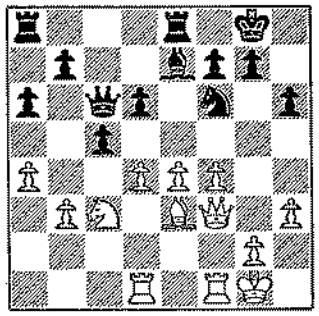
*Method of transition:* Lesser evil (tactical threats).
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Superior mobility, combining tactical menaces with the forced



creation of Pawn weaknesses. Note the effective play with the Bishops in support of the passed QRP.

## *EXAMPLE* (13)

BLACK: Seguin



WHITE: Morphy
(Blindfold Exhibition, Paris, 1858)
White to move

In the eyes of most players, Morphy is famous for his pre-eminent tactical qualities. But this great master also had a very sensitive understanding of positional factors. This is effectively brought out in his play here. One would expect 18 P–Q5, with a cramped position for Black.

Instead, the player who is noted for his mastery of the devil-may-care style selects just the continuation which would be adopted to-day by a player like Flohr—

| | | |
|---|---|---|
| 18 | **P×P!** | |

Morphy "sees" that this will force the exchange of Queens under extremely favourable circumstances (control of the seventh rank,

pressure on Black's weak QBP and a strong square for White's Knight at Q5).

| | |
|---|---|
| 18 . . . | **P×P** |
| 19 **P–K5!** | **Q×Q** |

19 . . ., Kt–R2; 20 Q×Q, P×Q; 21 Kt–K4 would be even worse for Black.

| | |
|---|---|
| 20 **R×Q** | **Kt–R2** |
| 21 **R–Q7** | **QR–Kt1** |

The alternative 21 . . ., P–QKt3; 22 Kt–Q5, B–Q1; 23 R–Kt7, R–K3 would temporarily avoid loss, but Black would be constricted to an unbearable extent. The winning process would then require more work on White's part, but it would be made possible by such manœuvres as bringing his KR into action at Q3 or QB3, preparing the advance P–B5 and ultimately bringing his King to the centre.

| | |
|---|---|
| 22 **Kt–Q5** | **B–B1** |
| 23 **B–B2!** | |

Making way for R–B3.

| | |
|---|---|
| 23 . . . | **QR–Q1** |

The QBP must fall. If 23 . . ., P–QKt3; 24 Kt–B7 winning the QRP.

24 **Kt–Kt6!**

White is inexorable. If now 24 . . ., R–Kt1; 25 R–B3, R–K3; 26 P–R5. Black's QBP must succumb.

| | |
|---|---|
| 24 . . . | **R×R** |
| 25 **Kt×R** | **R–B1** |
| 26 **R–B3** | **R–B2** |
| 27 **Kt×B** | **Kt×Kt** |
| 28 **R×P** | **R×R** |



This further exchange is unavoidable, . . . R–Q2? or . . . R–K2? being met by R–B8 to be followed by B–B5.

| | |
|---|---|
| 29 **B×R** | **Kt–K3** |
| 30 **B–K3** | **P–KKt3** |

Temporarily restraining P–B5. White's policy is clearly indicated: he is to bring his King to the centre, thereby facilitating the utilization of his extra Pawn, and in some eventualities menacing Black's Queen-side. Black's King cannot get very far, and his Knight is limited to a strictly subordinate role.

| | |
|---|---|
| 31 **P–KKt4** | **Kt–Q1** |
| 32 **K–B2** | **Kt–B3** |

Or 32 . . ., K–B1; 33 K–B3, K–K2; 34 K–K4, K–K3; 35 P–B5ch, gaining the key-square Q5 for his King.

| | |
|---|---|
| 33 **K–K2** | **P–QKt4** |
| 34 **P×P** | **P×P** |
| 35 **K–Q3** | **K–B1** |
| 36 **B–B5ch** | **K–K1** |
| 37 **K–K4** | **K–Q2** |
| 38 **K–Q5** | **Kt–Q1** |
| 39 **P–B5** | |

The resulting passed KP will soon force the issue.

| | |
|---|---|
| 39 . . . | **P×P** |
| 40 **P×P** | **P–R4** |
| 41 **B–Kt6!** | **Kt–Kt2** |

Or 41 . . ., Kt–B3; 42 P–K6ch, winning the Knight.

| | |
|---|---|
| 42 **P–K6ch** | **P×P** |
| 43 **P×Pch** | **K–K2** |
| 44 **K–B6** | **Kt–Q1ch** |
| 45 **B×Ktch** | **K×B** |
| 46 **K–Q6** | **K–K1** |
| 47 **P–K7** | Resigns |

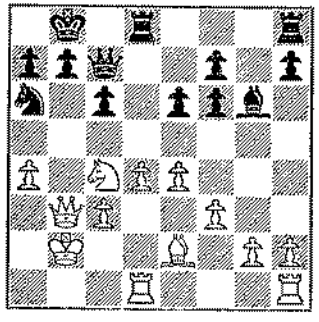
For if 47 . . ., P–R5; 48 P–Kt4 wins; or 47 . . ., P–Kt5; 48 P–R4 and wins. The clean-cut manner in which the win is achieved, makes the ending worthy of study. Technical difficulties are at a minimum here, so the student can follow the winning process more easily.

## SUMMARY

*Method of transition:* Lesser evil.
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Greater mobility, making possible pressure on hostile weaknesses.

### *EXAMPLE* (14)

BLACK: Suesman



WHITE: Bernstein
(U.S. Championship, 1938)
White to move

The outlook for Black's game is very poor. His Knight is badly placed at the edge of the board, and does not have a single move. The plight of his Bishop is almost as pitiable, as it is wholly out of play. For the rest, Black's Pawn



position is clumsy and weak. White therefore plays to weaken Black's Pawn position still further—

17 **Kt–K3!**

Threatens B×Kt, winning a piece. As the Knight cannot move, Black must choose between a King move or . . . Q–Kt3. He rejects the former alternative, for after 17 . . ., K–R1; 18 B×Kt, P×B; 19 Q–B4, the weakness of his Pawns would distinctly outweigh his attacking possibilities on the QKt file. Hence . . . Q–Kt3 must be tried.

| | |
|---|---|
| 17 . . . | **Q–Kt3** |
| 18 **Q×Q** | **P×Q** |
| 19 **B×Kt** | **P×B** |
| 20 **P–R5!** | |

An important step. Not only is Black's Bishop out of play, but he has a pronounced weakness on the black squares. This weakness is now intensified by making Black's QB4 accessible to White's Knight.

20 . . . **P–Kt4**

. . . P×P is no better, for White regains the Pawn at once with R–R1 and has an important base of operations in the QR file.

21 **Kt–Kt4!**

Beginning a clever manœuvre. The last remaining Black Pawn on a black square is now forced on to a white square (on white squares, as we know, they impede the mobility of the Bishop and create more defensive work for it).

21 . . . **P–KB**

Note that *as the Pawn moves to a white square, it gives up the control of a black square* (here Black's K4).

22 **Kt–K5** **K–B2**

22 . . ., K–Kt2 would save a move as the game goes—but Black's general disadvantage would still exist.

23 **P×P!**

Bringing about a further deterioration of Black's Pawn position after the following forced recapture.

23 . . . **P×P**
24 **Kt–Q3**

The Knight is to menace Black's weak QRP. The Knight will be beautifully posted at QB5, whereas Black's King will be harnessed to a puny defensive task.

24 . . . **K–Kt2**
25 **KR–K1** **KR–K1**

Black must of course dispute the open K file, so as to prevent White from taking the seventh rank.

26 **Kt–B5ch** **K–R2**
27 **K–B2** **P–B5disch**

Black eagerly snatches the opportunity to give his Bishop some scope, even in view of the likelihood that the text is a death sentence for the advanced Pawn.

28 **K–Q2**

Black is now confronted with the terrible choice of allowing the inroad of a White Rook on the seventh rank, or of exchanging off all the



Rooks. In either case, his position will be untenable because of his numerous Pawn weaknesses.

28 . . . **B–B4**

The plausible alternative 28 . . ., P–Kt5 is disposed of by Bernstein in the following manner: 28 . . ., P–Kt5; 29 P×P!, R×Pch; 30 K–B3, R×R(Q8); 31 R×R(Q1), R–K6ch; 32 K–B4, R–K7; 33 R–Q7ch, K–R1; 34 Kt×P, R–B7ch (else K–B5–Kt6 is quickly decisive); 35 K–Kt3, R×P; 36 P–Kt5!, P×P; 37 Kt–Kt4! (with the fatal threat of 38 Kt–B6 followed by mate), K–Kt1; 38 P–R6, B–B4; 39 Kt–B6ch, K–B1; 40 P–R7, B–K3ch; 41 K–Kt4, R–Kt7ch (if 41 . . ., R–R7; 42 Kt–R5!); 42 K–B5, R–B7ch (if 42 . . ., R–R7; 43 R–Q8ch, K–Kt2; 44 R–Kt8ch, etc.); 43 K–Kt6, R×Ktch; 44 K×R, B×Rch; 45 K–Kt6! and wins.

These variations are graphic proof of what havoc has been wrought in Black's position by the forced creation of weaknesses.

29 **R×R** **R×R**
30 **R–K1!** **R–KKt1**

Or 30 . . ., R×R; 31 K×R followed by Kt–Kt3–B1–K2 (after due preparation) and wins.

31 **R–K7ch!**

Before pausing to guard his KtP, White gains a tempo by forcing Black to leave his QRP unguarded. Such opportunities for economical play are often missed by the amateur.

31 . . . **K–R1**
32 **R–K2** **B–B1**

Or 32 . . ., K–R2; 33 K–K1 to be followed by

34 R–K7ch and 35 K–B2. Black's Pawns are ripe to be picked off.

| | | |
|---|---|---|
| 33 | **Kt–Q3** | **B–K3** |
| 34 | **Kt×P** | **B–B5** |
| 35 | **R–K7** | **R–Q1** |
| 36 | **Kt–Q3** | Resigns |

Black overstepped the time limit here, but he had nothing to hope for, as the following analysis by Bernstein shows: 36 . . ., B×Kt (else Kt–Kt4 is decisive); 37 K×B, P–QB4; 38 R×P, P–Kt5, and now there are two winning methods—

(*a*) 39 K–B4, P×BP; 40 K×P (B3), P×Pch (if 40 . . ., R×P; 41 R–B5); 41 K–Q3, winning easily.

(*b*) 39 R–B5, P–Kt6; 40 R×P!, R–QKt1; 41 R–B6!, K–R2; 42 R–QKt6, R×R; 43 P×Rch, K×P; 44 P–KB4, K–R4; 45 K–Q2, K–R5; 46 K–B1, K–R6; 47 K–Kt1, P–Kt7; 48 P–B5, K–Kt6; 49 P–B6, P–QR4; 50 P–B7, P–R5; 51 P–B8(Q) and wins.

The most fruitful way to study this meaty ending is to relate moves 24–36 (and the notes which accompany them) to White's creation of weaknesses on moves 20, 21, 22 and 23.

## SUMMARY

*Method of transition:* Lesser evil.
*Basic advantage:* Positional advantage.
*Method of utilizing advantage:* Superior mobility (permitting occupation of open file and seventh rank, while hostile pieces are tied to defence of Pawn weaknesses), exploitation of hostile weak squares and weak Pawns.

# PART II

# TRANSITION TO AN UNFAVOURABLE ENDING

## I. INTRODUCTORY

In examining thousands of games played by amateurs, I have been struck by the frequency of transitions to an *unfavourable* ending.

Since the transition to an unfavourable ending is more or less *terra incognita* in the field of chess theory, it is well worth while to attempt to classify the different kinds of transitions of this type. Without making any hard-and-fast categories, the following five classifications will be found convenient—

Transitions to an unfavourable ending by—

(I) Compulsion.

(II) Such causes as negligence, ignorance, fatigue, time pressure, or lack of foresight.

(III) An incorrect choice between qualitatively bad endings.

(IV) Basically incorrect appraisal of the whole general character of an ending.

(V) Disregard of a specific exception to a generally favourable rule.

## II. TRANSITION TO AN UNFAVOURABLE ENDING BY COMPULSION

The concept of transition to an unfavourable ending through sheer compulsion is of course an easy one to grasp. A player is menaced by an attack which threatens to be decisive in a few

moves. Try as he will, he cannot summon adequate forces to the defence. His only resource is to try to switch off to an ending which, despite its generally unfavourable character, at least staves off immediate extinction. "Better a live dog than a dead lion."

The motivation for such a decision, however, does not rest on purely objective factors. Psychological considerations also play a part. No one likes to lose, like a lamb led to the slaughter, in 20 moves; whereas to be able to hold out for 40 or even 60 moves signifies a loss with honour and a certain amount of balm to our self-esteem.

There is still another factor. Many a desperate end-game position will turn out to have hidden resources; or, it may be, the player with the advantage is too sure of his victory, and becomes careless. Or perhaps, contrariwise, he is too timorous, and does not proceed with sufficient energy! There have been masters who have gained a reputation of being able to make something out of nothing in such hopeless endings. In this connexion, one recalls Lasker, Alekhine, Duras, and Marshall. On the other hand, a player like Spielmann (who loves the attack and is not too plentifully supplied with a store of patience) when confronted with a dangerous attack, will throw himself on his sword with a desperate attempt to "swindle," rather than drag out an unpromising ending.

And now to some examples.

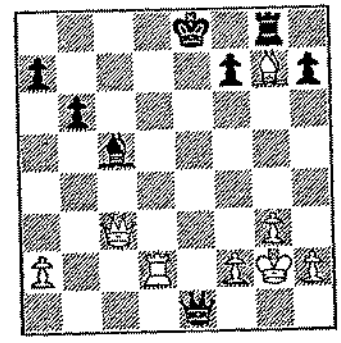
### *EXAMPLE* (15)

Black is in desperate straits. His King is badly exposed, and his forces are divided. If he tries



to meet the threat of R–Q8ch by playing 23 . . ., Q–K5ch, there follows 24 P–B3, Q–K6 (on 24 . . ., Q–K3; 25 Q–Q3!, wins); 25 B–B6!,

BLACK: Stoltz



WHITE: Dr. Euwe

(Hastings Christmas Tournament, 1931–2)

Black to move

Q–Kt8ch (if 25 . . ., Q×Q?; 26 R–Q8 mate); 26 K–R3, Q–B8ch; 27 K–R4, and Black can resign.

Hence he must play—

| | |
|---|---|
| 23 . . . | **R×B** |
| 24 **R–Q8ch** | **K×R** |
| 25 **Q×Q** | |

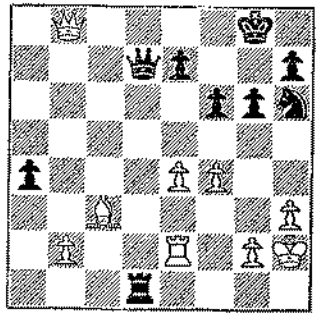
Black does not seem so badly off, for 25 . . ., P–QR4 appears to give him a solid defensive position, after which he can hold out for a long time, with even some chances of a draw. As it happens, however, White has the powerful centralizing manœuvre 26 Q–K5! which forces the gain of a Pawn (26 . . ., R–Kt1?; 27 Q–Kt8ch winning the Rook; or 26 . . ., B–B1; 27 Q–Kt8ch; or 26 . . ., R–Kt3; 27 Q–R8ch, etc.).

| | | |
|---|---|---|
| 25 | . . . | **R–Kt3** |
| 26 | **Q–K4!** | |

Forcing the capture of a Pawn just the same because of the double threat Q–R8ch or Q–R4ch. Black resigned fifteen moves later.

*EXAMPLE* (16)

BLACK: Dr. Alekhine



WHITE: Stahlberg
(Kemeri, 1937)
Black to move

Black is in check. Should he move his King, or should he interpose his Queen?

If he plays 30 . . ., K–Kt2 (if 30 . . ., K–B2?; 31 Q–KR8 wins) there follows 31 P–K5! and White's menacing position on the long diagonal, coupled with the exceedingly favourable disposition of his forces, is pretty certain to carry the day (White is already threatening 32 P×Pch, P×P; 33 B×Pch!).

Alekhine therefore decides on—

| | | |
|---|---|---|
| 30 | . . . | **Q–Q1** |
| 31 | **Q×Qch** | **R×Q** |



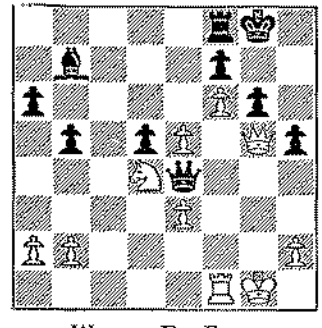
Black's ending is poor, mainly because his Pawns are weak and his Knight cannot be brought into the game effectively.

| | | |
|---|---|---|
| 32 | **P–K5** | **K–B2** |
| 33 | **R–K4** | **P×P** |
| 34 | **P×P!** | **R–QR1** |
| 35 | **P–K6ch** | **K–Kt1** |
| 36 | **P–KKt4!** | **P–R6** |

White should now have continued with 37 P×P, R×P; 38 R–QB4, R–R1, with much the better game for White, as the Knight can never be released (. . . K–B1 followed by . . . Kt–Kt1 is always answered by P–Kt5!, nailing down the Knight).

*EXAMPLE* (17)

BLACK: Bogolyubov



WHITE: Dr. Euwe
(Match, 1928)
Black to move

One readily sees that if the Queens were removed, Black's game would be in a hopeless state. All his Pawns are on the same colour as

that of his Bishop's squares, which means (*a*) the Bishop has very little scope, many of its squares being pre-empted by the Pawns; (*b*) the Bishop is limited to purely defensive functions, as it must defend Black's Pawns and cannot attack White's Pawns; (*c*) since all the Black Pawns are on white squares, it follows that the black squares are left unguarded and at the mercy of White's pieces. But this is not all: for White has a beautifully centralized Knight at the "eternal" square Q4, and in addition White's KP can at some later time advance to K6, at once creating a passed Pawn which is all the more powerful since Black's pieces are so feeble.

Thus we see that the ending is hopeless for Black. But how does the middle game stand?

White is threatening to decide the game at once with 29 Q–R6. If 28 . . ., K–R2; 29 Kt–B5! renders the exchange of Queens compulsory after all. Black has no choice; as the Germans put it, he must "bite into the sour apple."

| | |
|---|---|
| 28 . . . | **Q–Kt5ch** |
| 29 **Q×Q** | **P×Q** |
| 30 **P–K6!** | **K–R2** |

Or 30 . . ., P×P; 31 Kt×KP, R–B2; 32 Kt–Q8! and the Rook dare not move (32 . . ., R–Q2; 33 P–B7ch, followed by 34 Kt–K6ch). If 30 . . ., B–B1; 31 P–K7, R–K1; 32 R–B1, B–Q2; 33 R–B7, B–B1; 34 R–B6, B–Q2; 35 R–Q6, B–B1; 36 R–Q8, etc.

| | |
|---|---|
| 31 **P–K7** | **R–K1** |
| 32 **R–B1** | **K–R3** |
| 33 **Kt–K6!** | Resigns |



There is no defence to 34 Kt–B7; if 33 . . ., P×Kt; 34 P–B7 wins.

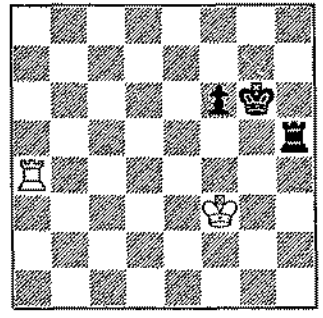
This ending has a moral. The amateur is often reluctant to exchange Queens in the midst of a strong attack, but this course is frequently the most logical and even the most energetic(!) continuation; nor does it necessarily exclude brilliancy.

## III. TRANSITION TO AN UNFAVOURABLE ENDING BECAUSE OF FATIGUE, TIME PRESSURE, etc.

We turn now to a consideration of instances in which a player, through fatigue or related causes, finds himself saddled with a lost ending. We all know from our own experience how fatigue may conduce to an hallucination, oversight, or simply a momentary lack of concentration which proves fatal.

*EXAMPLE* (18)

BLACK: Duras



WHITE: Spielmann
(Carlsbad, 1907)
Black to move

Here is an example which illustrates the theme to perfection. Duras played many beautiful games during his career, but no small portion of his success was based on his superlative ability to put his opponents to sleep. The diagrammed position is a dead draw, for White's King can never be forced away from the immediate vicinity of the Black Pawn. However, Black has one last winning chance—

98 . . . **R–B4ch**

Now any King move holds the draw. But Spielmann is tired and irritated by the futile struggle, and he decides to play a move which will at once make the draw clear—so he thinks.

99 **R–B4??**

So that if 99 . . ., R×Rch; 100 K×R, with a King and Pawn ending which is drawn, since the weaker side has the opposition. But Black plays—

99 . . . **K–Kt4!**

And White resigns—for the forced exchange of Rooks results in a King and Pawn ending which is lost for him, since *Black* has the opposition.

Note in this as well as the following examples in this section, that a player entered a lost ending because of some *subjective* error, some incorrect appraisal or the like—in contrast to the examples given in the previous section, where a player entered an inferior ending by *compulsion*.

## *EXAMPLE* (19)

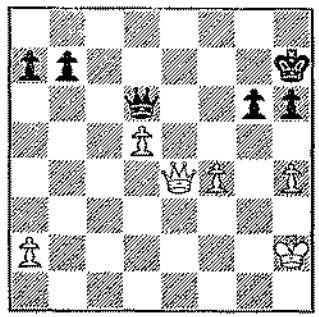
Now we come to one of the most famous examples of the transition to a lost ending.



Tarrasch deliberately courts the exchange of Queens by playing—

47 . . . **K–Kt2**

BLACK : Dr. Tarrasch



WHITE: Pillsbury
(Nuremberg, 1896)
Black to move

White must now make up his mind as to whether or not the exchange of Queens (Q–K5ch) is desirable for him. What kind of considerations play a part in his calculations? The exchange would strengthen his Pawns, giving him two passed Pawns in the centre. However, if the Pawns are unaided, Black's King can hold them. Not only that—Black has threats of his own; he threatens to secure a Queen himself by advancing his QKtP and QRP (the Queen-side majority!). But White's King can rush across to the other wing and prevent this. In that case, however, Black decides the game on the *King*-side by . . . P–KKt4, etc. (remember that White's KBP has moved to K5 during the exchange of Queens).

Thus the exchange of Queens seems a most unfavourable transaction for White. However, there is one more possibility: after bringing his

King to KB4, White can advance his KRP, sacrificing it in order to gain access to KB5, from where he can support the advance of the connected passed Pawns. On the other hand, Black's newly arisen passed KRP can proceed to queen. Let us now reduce these conjectures and possibilities to exact calculation and we get the following: 48 Q–K5ch, Q×Q; 49 P×Q, P–QKt4; 50 K–Kt3, P–QR4; 51 K–B4, K–B2 and now there are three possibilities—

(*a*) 52 K–K4, P–Kt5; 53 K–Q4, P–R5; 54 K–B5, P–Kt6; 55 P×P, P×P; 56 P–K6ch, K–K2; 57 P–Q6ch, K×P; 58 K–B6, P–Kt7; 59 P–Q7, P–Kt8(Q); 60 P–Q8(Q), Q–K5ch followed by . . . K–B4, and White will soon lose his remaining Pawn.

(*b*) 52 K–K4, P–Kt5; 53 K–Q3, P–R5; 54 K–B2 (if 54 K–B4, P–Kt6!), P–Kt4; 55 P×P, P×P and the KKtP wins for Black.

(*c*) 52 P–R5, P×P; 53 K–B5, P–KR5; 54 P–Q6, P–R6; 55 P–K6ch, K–K1; 56 K–B6, P–R7; 57 P–Q7ch, K–Q1; 58 K–B7, P–R8(Q); 59 P–K7ch, K×P; 60 P–K8(Q)ch, K–Q3; 61 Q–Q8ch, K–B4; 62 Q×P, Q–Kt2ch; 63 K–B8, K–B5, and Black should win.

(Variations (*a*) and (*c*) are analysis by Tarrasch in the *Tournament Book*.)

**48 Q–K5ch?**

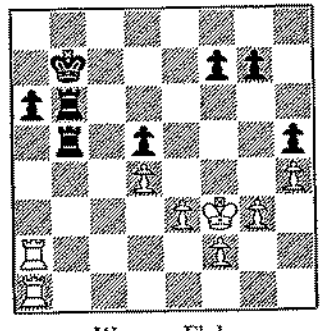
He gives the check after all, which we know leads to a lost game! Familiar as we are with Pillsbury's phenomenal genius, we can only conclude that this move is due to fatigue or an hallucination. Merely to prove once more that "chess is a hard game," it may be added that



Tarrasch actually lost this ending, as the result of several gross blunders. I do not give the conclusion, for it would only blur the pedagogical principles exemplified in the discussion of the diagrammed position!

*EXAMPLE* (20)

BLACK: Petrov



WHITE: Flohr
(Semmering, 1937)
Black to move

Time pressure takes its toll not only in crass blunders, but also in the adoption of plausible but superficial plans which cannot be examined too critically. It is quite possible that shortage of time was responsible for Black's faulty evaluation of the accompanying position.

Judging from the following play, one may summarize his appraisal in the following manner—

> I have a passed Pawn (the QRP) which, however, is held in check by my opponent's Rooks. If I play . . . R–Kt7 and exchange off a pair of Rooks, I shall be able to advance

the QRP, as there will be room for my King (. . . K–Kt3–Kt4, etc.). It's true that I have to keep an eye on White's King (potential threat: K–B4 followed by K–K5 or K–Kt5). There is no point in my answering K–B4 later on with . . . P–B3, for then comes K–B5, etc. However, the invasion of the King is automatically stopped by the commanding position of my Rook at QKt7. And he'd better not move his Rook away from the QR file, for then my QRP will become really formidable. *Q.E.D.*

But as will be seen, the realities of the situation are quite different. Had Black sized up the situation correctly, he would have played the discreet 30 . . ., R–B3ch; 31 K–Kt2, R(3)–QKt3 holding the position. The actual play was—

| | | |
|---|---|---|
| 30 | . . . | **R–Kt7?** |
| 31 | **R×R** | **R×R** |
| 32 | **R–R5!** | |

This is the move which Black failed to take into account. He has no choice now but to relinquish his post on the seventh rank.

| | | |
|---|---|---|
| 32 | . . . | **R–Kt4** |
| 33 | **R–R2!** | **P–Kt3** |

Now that White has guarded his second rank, invasion by his King is seriously threatened, and Black must provide for it as best he can. He now sees that he cannot go ahead with his original plans, for if 33 . . ., P–R4; 34 K–B4, K–R3; 35 K–K5, R–Kt8; 36 K×P, K–Kt4; 37 R–B2, and White wins fairly easily.

| | | |
|---|---|---|
| 34 | **K–B4** | **P–B3** |



A flimsy barricade; White breaks through easily.

| | | |
|---|---|---|
| 35 | **P–Kt4!** | **P×P** |

Or 35 . . ., P–R4; 36 P×P, P×P; 37 K–B5, etc.

| | | |
|---|---|---|
| 36 | **K×P** | **R–Kt8** |

To prevent 37 P–R5, which would be answered by . . . R–Kt8ch.

| | | |
|---|---|---|
| 37 | **R–R5!** | **R–Kt4** |
| 38 | **R–R1!** | |

The first rank is now the more important. The Rook is to be brought around to attack the KKtP.

| | | |
|---|---|---|
| 38 | . . . | **R–Kt7** |
| 39 | **K–B3** | **R–Kt3** |
| 40 | **R–KKt1** | **P–B4** |
| 41 | **K–B4** | **R–K3** |
| 42 | **R–Kt1ch!** | **K–R2** |

If 42 . . ., R–Kt3; 43 R–QR1 (threatening 44 K–K5, R–Kt4; 45 R–KKt1), R–Kt7; 44 P–B3, R–Kt6; 45 R–R5, R–Kt4; 46 R–R3, R–Kt7; 47 K–K5, R–KR7; 48 K×P, R×P; 49 P–K4 and the connected passed Pawns win easily.

| | | |
|---|---|---|
| 43 | **P–R5!** | **R–K5ch** |
| 44 | **K–Kt5** | **R–Kt5ch** |
| 45 | **K–B6** | **P×P** |
| 46 | **K×P** | **R–Kt7** |

A curious position; Black's passed Pawns are of little value because they are scattered, and because his King plays so little part in the proceedings.

| | | |
|---|---|---|
| 47 | **K–K5** | **R–Kt4ch** |

If 47 . . ., R×P; 48 K×P, and again the *connected* passed Pawns win quickly.

| | | |
|---|---|---|
| 48 | **K–K6** | **P–R5** |
| 49 | **R–KR1** | **R–R4** |
| 50 | **P–B4** | **K–Kt3** |

Or 50 . . ., P–R4; 51 P–B5, P–R5; 52 R–R1, P–KR6; 53 R×Pch, K–Kt2; 54 R–R1, P–R7; 55 R–R1, K–B2; 56 P–B6, K–Q1; 57 K–B7, etc.

| | | |
|---|---|---|
| 51 | **P–B5** | **K–B2** |
| 52 | **P–B6** | **K–Q1** |
| 53 | **R–KB1!** | **R–R3** |

If 53 . . ., K–K1; 54 R–QKt1 ! wins.

| | | |
|---|---|---|
| 54 | **K–B7!** | Resigns |

A great Flohr ending, typical in its clarity and exactitude. Equally important for the amateur is the moral: *don't despise the finesses which may be found in a "simple" ending.*

## IV. TRANSITION TO A LOST ENDING BECAUSE OF AN INCORRECT CHOICE BETWEEN QUALITATIVELY BAD ENDINGS

In considering the transition to an unfavourable ending, we now turn our attention to that type of position where it is necessary to choose between two or more possible endings, each of which has its disadvantages. The choice often signifies the difference between a loss and a draw, or even between victory and defeat. To evaluate such positions accurately is one of the most difficult tasks which can confront a chess player, and one of the most essential accomplishments of anyone who wishes to attain fair playing strength.

Those who play over master games frequently, know how often the great master extricates himself



from uncomfortable positions. Many of these positions should be drawn on their objective merits, but in over-the-board play they are frequently lost. There are many psychological reasons for this. Sometimes a disadvantage is so slight that the amateur is not aware of its existence, and he drifts along calmly until he is confronted with a catastrophe. Or else he recognizes the difficulty, and overestimates it to a point where his timidity only aggravates his disadvantage. There is also the type of player who has only contempt for the ending, and simply disregards positional weaknesses.

The crux of the problem is, I think, the ability to choose between endings that are *qualitatively inferior or superior*, as the case may be. One is often confronted with the problem of selecting an ending with this or that Pawn formation, or with Bishop against Knight, or of simplifying to a Rook and Pawn ending or to a Queen and Pawn ending, etc. Then there is the problem of retaining all one's material at the cost of being reduced to passivity, or giving up a Pawn to obtain compensating counterplay. In the first case, will the defence suffice? In the second case, will the counterplay be sufficient?

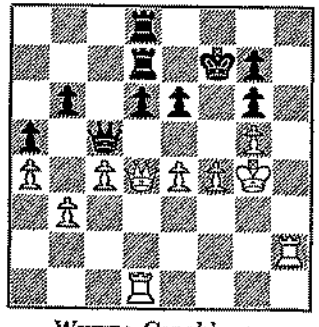
To deal adequately with such problems would require volumes—volumes which I hope will be written some day! As a starting point, I can suggest to the reader that he select end-game positions from master play (beginning immediately after the exchange of Queens) and play them against a friend. Playing such positions in different ways and with varying ideas, he will not only increase his playing strength considerably,

but he will also learn to appreciate the beauties of a part of the game which is generally (and unjustly) regarded with so much disdain.

Let us look at some examples—

*EXAMPLE* (21)

BLACK: Dr. Vidmar



WHITE: Capablanca
(New York, 1927)
Black to move

Black has a difficult position. He has an organic weakness (the QP) which requires constant defending. The result is that White has the initiative, and Black must play according to his opponent's threats or intentions. How should Black proceed?

Alekhine points out that Black's proper course is simply back-and-forth manœuvring by . . . K–Kt1–B2–Kt1, etc. This is not very interesting and requires a great deal of patience—but Black should have thought of this when he saddled himself with the weak QP! This procedure is not so bad after all—for if White exchanges Queens, Black is rid of his weak QP; if White prepares the exchange of Queens by doubling Rooks on the



Q file, then Black recaptures with his QKtP, neutralizing the pressure on his own QP with counter-pressure on the QKtP; if White's Queen moves off the Q file, then . . . P–Q4 can be ventured.

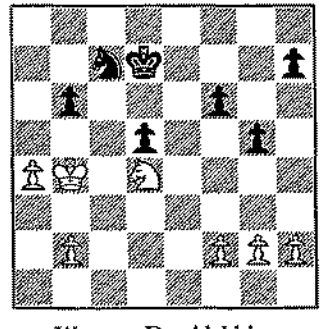
Thus we see that the position, while not easy for Black, is probably tenable if he maintains the *status quo*. Instead he played—

| | |
|---|---|
| 35 . . . | **Q×Q?** |
| 36 **R×Q** | **R–K2** |
| 37 **R(2)–Q2** | **R(2)–Q2** |

How does the situation stand now? Black's organic weakness remains, but his counter-chances are gone. The advance P–KB5, when properly prepared, will decide the issue. Black chose the *qualitatively inferior ending*.

*EXAMPLE* (22)

BLACK: Andersen



WHITE: Dr. Alekhine
(Folkestone, 1933)
Black to move

Black's position is clearly bad. His pieces are in defensive positions, his QKtP is weak, his K

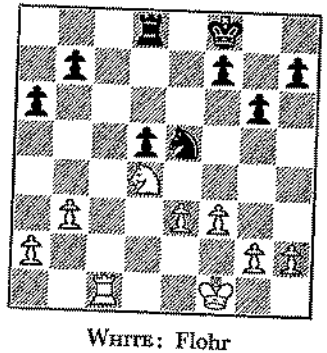
side enfeebled by the injudicious advance of the KKtP. The only reasonable attempt to hold out, or to prolong his resistance, was the manœuvre . . . K–B1–Kt2. Instead there followed—

| | | |
|---|---|---|
| 33 | . . . | **K–Q3?** |
| 34 | **Kt–Kt5ch** | **Kt×Kt** |
| 35 | **K×Kt** | **K–K4** |
| 36 | **P–QKt4** | **P–Q5** |
| 37 | **K–B4** | Resigns |

An elementary example, chosen to indicate the vast difference between stubborn resistance and a listless defence which allows a simple and direct win.

*EXAMPLE* (23)

BLACK: Dr. Vidmar



WHITE: Flohr
(Nottingham, 1936)
White to move

Here is a more complex example, in which Black exchanges when he shouldn't, and then refuses to exchange when he should simplify!

Black's position, while not an easy one, is not necessarily lost. All his difficulties arise from the



fact that he has an isolated QP. Apart from the weakness of this Pawn, Black must always be on the alert to prevent White's King from reaching the key-square Q4. Once it is ensconced there, it can never be driven away, and it menaces not only the QP but also the important squares K5 and QB5. This kind of position can easily arise in many variations of the Queen's Gambit Declined, and is thus worthy of careful study. Black's problem is a difficult one, because it may sometimes require considerable reflection before one can conclude which pieces should be kept on the board.

There followed—

| | | |
|---|---|---|
| 29 | . . . | **Kt–B3?** |

Correct was 29 . . ., K–K2, getting the King to the centre. The text is based on a tactical possibility whereby Black is enabled to rid the QP of its "splendid isolation."

| | | |
|---|---|---|
| 30 | **Kt×Kt** | **R–B1** |
| 31 | **R–B5?** | |

White does not rise to the occasion. He should bring *his* King to the centre by 31 K–K2, R×Kt (or 31 . . ., P×Kt leading to the ending which actually occurred); 32 R×R, P×R; 33 P–QKt4! (maintaining control of QB5; if 33 K–Q3?, P–QB4), K–K2; 34 K–Q3, K–Q3; 35 K–Q4, and White will win the ending; sooner or later Black will have to give way and allow the invasion of the opposing monarch. This line of play (indicated by Alekhine in the *Tournament Book*) is extremely instructive for the student, because it shows that the isolation of the QP, as

such, is less of a weakness than are the black squares.

So far Black has chosen the wrong ending (move 29) and likewise White (move 31). Now Black again selects the wrong ending.

| | |
|---|---|
| 31 . . . | **P×Kt?** |

Alekhine gives 31 . . ., R×Kt!; 32 R×R (if 32 R×P, R–B7!), P×R; 33 P–QKt4, K–K2; 34 K–K2, K–Q3; 35 K–Q3, P–QB4, and Black draws. He is *a tempo ahead* as compared to the same variation in the previous note.

As a result of the foregoing play, Black's isolated QP has disappeared, but it has been replaced by the weak QRP and QBP. As already indicated, White must hold the QBP back with P–QKt4.

| | |
|---|---|
| 32 **K–K2** | **K–K2** |
| 33 **K–Q3** | **K–Q3** |
| 34 **R–R5** | **R–QR1** |
| 35 **K–Q4** | |

Arriving at the key-square. Black's King is now chained to the defence of the vital squares QB4 and K4.

| | |
|---|---|
| 35 . . . | **P–KB4** |
| 36 **P–QKt4** | |

Now . . . P–B4 is for ever impossible.

| | |
|---|---|
| 36 . . . | **R–QKt1** |
| 37 **P–QR3** | **R–QR1** |
| 38 **P–K4!** | |

A very fine and instructive move: the fifth rank is opened up for White's Rook. The increased mobility will be an important element in making the win possible.



| | |
|---|---|
| 38 . . . | **BP×P** |
| 39 **P×P** | **P×P** |
| 40 **K×P** | **R–R2** |
| 41 **K–B4** | **P–R3** |

He wants to prevent K–Kt5–R6. But White soon finds another means of penetration.

| | |
|---|---|
| 42 **P–KR4** | **K–K3** |
| 43 **K–Kt4** | **R–R1** |
| 44 **P–R5!** | **P–Kt4** |

Now Black has still another weak Pawn (the KRP). There follows a consolidating phase.

| | |
|---|---|
| 45 **P–Kt3** | **R–R2** |
| 46 **K–B3** | **R–R1** |
| 47 **K–K4** | **R–R2** |
| 48 **K–Q4** | **K–Q3** |
| 49 **K–K4** | **K–K3** |
| 50 **R–K5ch!** | |

A new step forward; Black must cede one side or the other to his opponent. Thus if 50 . . ., K–B3; 51 R–B5, R–QB2; 52 P–R4, K–K3; 53 P–Kt5, RP×P; 54 P×P, K–Q3; 55 R×Pch, R×R; 56 P×R, K×P; 57 K–B5, and wins. Credit this to White's 44th move!

| | |
|---|---|
| 50 . . . | **K–Q3** |
| 51 **R–K8** | **P–B4** |

Black is helpless against the following manœuvre (if 51 . . ., R–K2ch; 52 R×R, K×R; 53 K–K5, and wins).

| | |
|---|---|
| 52 **R–Q8ch!** | |

Another clever interpolation. The reply 52

. . ., K–K2 or 52 . . ., K–B2 will not do because of 53 R–KR8, and wins.

| | |
|---|---|
| 52 . . . | **K–B3** |
| 53 **R–B8ch** | **K–Kt3** |

Or 53 . . ., K–Kt4; 54 R×Pch, K–R5; 55 R–R5ch, K–Kt6; 56 K–B5, and Black's position is quite hopeless.

| | |
|---|---|
| 54 **R×P** | **R–R2** |
| 55 **R–K5** | **K–B3** |
| 56 **R–K6ch** | **K–Kt4** |
| 57 **K–B5** | **R–B2ch** |
| 58 **R–B6** | Resigns |

The King-side Pawns must fall. Another fine Flohr ending.

For two more examples of this all-important theme, the reader may study the games Thomas–Craddock (*British Chess Magazine*, October, 1937, p. 532), in which Black chooses a quickly losing ending instead of a difficult and possibly losing one; and Tylor–Lasker, Nottingham, 1936, in which White vacillates, so that his choice of a playable ending steadily narrows down.

## V. TRANSITION TO A LOST ENDING BECAUSE OF A BASICALLY INCORRECT APPRAISAL OF THE WHOLE GENERAL CHARACTER OF AN ENDING

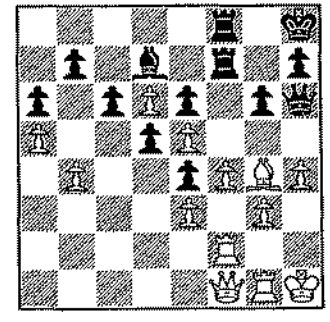
Note that this process involves a question of judgment, of understanding, or of foresight; it does *not* involve a question of tactics. That is to say, the process of transition may be worked out very skilfully, or it may be worked out very stupidly—it does not matter. The *means* is irrelevant; what interests us here is an



*unfavourable position arrived at intentionally*. We are dealing here, in other words, with poor judgment, a lack of understanding, or a total absence of foresight.

### *EXAMPLE* (24)

BLACK: Cohn



WHITE: Rubinstein
(Carlsbad, 1911)
Black to move

Our first example comes from one of those unassuming masterpieces of Rubinstein's which were evidently born to blush unseen.

Black's position is extremely uncomfortable, and one can think of several possible plans at White's disposal; for example, if White could succeed in exchanging off the heavy pieces, he could work his King around to QB7 *via* the black squares; or else, with most of the pieces exchanged off, he might play for P–Kt4 and the break at KB5—in conjunction with P–R5, forcing a useful opening of lines on the King-side. But all this is out of the question as long as there are so many pieces on the board.

Another plan available to White (and it is one which is more immediate and less vague than the above) is the possibility of playing R(1)–Kt2 followed by R–KR2, P–R5, etc. But even here the result is by no means clear. Suppose that the game proceeds in this fashion: 32 . . ., R–KKt1; 33 R(1)–Kt2, Q–B1; 34 R–KR2, R(1)–Kt2. I think that White will still be able to win; he can, in the midst of regrouping manœuvres, bring his King to Q2, continue to play for the opening of a file to make exchanges possible, and will eventually be able to force an entry for his King. But all this is in the far future, and might conceivably take fifty moves.

So, to sum up: White must seek exchanges in order to obtain a won ending. With proper play by Black, this will be a long, wearisome process, and might fail somewhere on the way for purely tactical reasons.

And what does Black do? He embarks on a combination which deliberately *forces* the desired position for White in a few moves! Thus—

| | |
|---|---|
| 32 . . . | **P–KKt4?** |
| 33 **BP×P** | **R×R** |
| 34 **Q×R** | **Q×RPch** |
| 35 **P×Q** | **R×Q** |

From a tactical standpoint (which, as has been pointed out previously, is irrelevant here) Black has played very cleverly; but after . . .

36 **R–Q1!**

Black discovers that his resignation is in order!

36 . . . **K–Kt2**

If 36 . . ., R–QKt7; 37 R–KB1, and White has the pleasant choice between playing to win



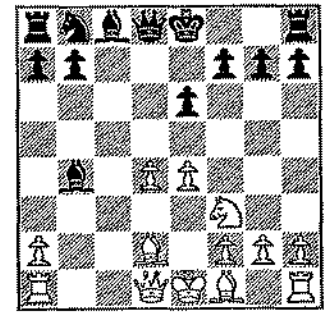
the Bishop or getting two connected passed Pawns.

37 **K–Kt1** Resigns!

After 37 . . ., R–B1; 38 R–KB1, R×Rch (if the Rook goes off the file, then 39 R–B6 wins easily in a number of ways); 39 K×R, White's King treks to QKt6; Black's King must play to Q1, whereupon P–R5, followed by the creation of a new passed Pawn on the King-side, decides the issue.

*EXAMPLE* (25)

BLACK: Schlechter



WHITE: Rubinstein
(San Sebastian, 1912)
Black to move

The customary procedure in this position is 9 . . ., B×Bch; 10 Q×B, O–O, etc., with chances for both sides. In the game Black played—

| | |
|---|---|
| 9 . . . | **Q–R4** |
| 10 **QR–Kt1!** | **B×Bch** |
| 11 **Q×B** | **Q×Qch** |
| 12 **K×Q** | **O–O?** |

Black underrates the dangers of this harmless-looking position. . . . K–K2 was essential.

13 **B–Kt5!!!**

A move which shows greater chess genius than many a brilliant combination. We now see how superficially Black has appraised the position. White's chief threat is KR–QB1–B7, followed by a gradual strangulation of Black's game, which has no prospects. How is Black to develop his Queen-side? Consider the following possibilities—

(*a*) 13 . . ., Kt–Q2?; 14 B×Kt, winning a Pawn.

(*b*) 13 . . ., B–Q2? is similarly ruled out.

(*c*) 13 . . ., P–QKt3; 14 KR–QB1, B–Kt2; 15 K–K3 followed by R–B7.

(*d*) 13 . . ., Kt–B3; 14 B×Kt, P×B; 15 KR–QB1, with a winning ending.

13 . . . **P–QR3**

A practically unavoidable weakness—just what White wanted to provoke.

14 **B–Q3** **R–Q1**

Again a difficult choice; if instead 14 . . ., Kt–B3 (14 . . ., P–QKt4; 15 KR–QB1, R–R2; 16 P–QR4, etc.); 15 R–Kt6!, R–Q1; 16 K–K3, K–B1; 17 P–K5, K–B1; 18 B–K4 with considerable advantage.

15 **KR–QB1** **P–QKt4**
16 **R–B7** **Kt–Q2**
17 **K–K3** **Kt–B3**
18 **Kt–K5**

Step by step White increases his command of the board.

18 . . . **B–Q2**
19 **P–Kt4!**



One can hardly criticize Black's last few moves, and yet his position is rapidly becoming untenable. If now 19 . . ., B–K1; 20 P–Kt5, Kt–R4 (or 20 . . ., Kt–Q2; 21 Kt–B6); 21 QR–QB1, and Black is helpless.

Or 19 . . ., QR–B1; 20 R–R7, R–R1; 21 R×R, R×R; 22 P–Kt5.

19 . . . **P–R3**

The *Tournament Book* calls this the losing move and recommends in its place 19 . . ., P–Kt4; 20 P–KR4, P–R3; 21 P×P, P×P; 22 P–B4, P×Pch, "etc."

But, after 23 K×P, Black's game cannot be held together: 23 . . ., B–K1; 24 P–Kt5, Kt–R4ch (if 24 . . ., Kt–Q2; 25 Kt–B6 or 24 . . ., Kt–R2; 25 P–Kt6!, P×P; 26 R–KR1, Kt–B3; 27 K–Kt5); 25 K–K3, QR–B1 (if 25 . . ., P–B3; 26 P×P, Kt×P; 27 R–Kt1ch, or 25 . . ., Kt–Kt2; 26 Kt–Kt4 threatening R–KR1 and Kt–B6ch); 26 QR–QB1, etc.

20 **P–B4!** **B–K1**

The game continued: 21 P–Kt5, P×P; 22 P×P, Kt–R2; 23 P–KR4, KR–B1; 24 QR–QB1, R×R; 25 R×R, and Black resigned on the 39th move. Enough of the game has been given, however, to show that Black grossly underestimated the difficult character of the ending when he deliberately played for the exchange of Queens.

And there we have the clue to so many bad endings which come about merely because a player values simplification above all other factors when he is "playing for a draw." The important element in that process is not simplifying

*per se*, but in reducing your opponent's opportunities to a minimum. The possibility of basically incorrect appraisal will always operate as a natural corrective against the pernicious effect of mediocre and listless play.

## VI. TRANSITION TO AN UNFAVOURABLE ENDING BECAUSE OF A DISREGARD OF A SPECIFIC EXCEPTION TO A GENERALLY FAVOURABLE RULE

Science—or at any rate, natural science—deals with phenomena which have a repetitive character, giving rise to unvarying relationships which can be formulated mathematically and have a predictable character. Chess, however, is not a science; the number of different possibilities may easily reach astronomical figures (so that repetition is unlikely) and the element of exact prediction is lacking. The engineer who is building a suspension bridge, *always* calculates its dimensions by recourse to the formula for a parabola, $Y^2 = 4px$; in chess, we can only say that two Bishops are *generally* stronger than a Bishop and Knight, or that a compact Pawn position is *generally* stronger than a scattered Pawn position, etc.

Despite the fact that our chess rules of thumb are not always applicable, it would be wrong to despise them. The amateur who relies on them has already made a great step forward ahead of the man who plays each position empirically; these chess maxims are *labour-saving devices*. However, the ability to perceive when one of these rules *does not apply*, is one of the attributes of the master.



Let us now study some exceptions to well-known and frequently applicable rules—

### A. The Theory that a Queen-side Majority of Pawns is Advantageous

This is based on the following considerations: in a pure King and Pawn ending, an *outside passed Pawn* (that is, a Pawn farthest removed from a hostile King) will often assure the win. Now, a majority of Pawns on a wing can be crystallized into a passed Pawn. Granted that the Kings are either on the King-side or in the centre, the chances are that a Queen-side majority of Pawns will be transformed into an outside passed Pawn and thus be the chief element of victory.

This theory did not receive much attention until about 1890; that is, until gambit play had pretty well run its course and given way to strategic manœuvring and jockeying for position, and until the QP openings became popular—for these latter have Pawn configurations which are much more likely to lead to a Queen-side majority of Pawns than are the KP openings. In the period 1890–1914, the Queen-side majority of Pawns became one of the fetishes of the Tarrasch school, and hence some of the early victories of the hypermoderns against the Queen-side majority had a revolutionary character which can hardly be felt to-day.

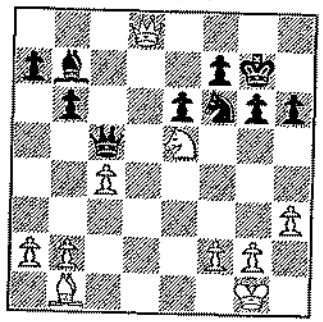
One of the most notable of these triumphs may be found in the game Yates–Alekhine, played at the Hague in 1921. In *My Best Games of Chess* (p. 152), Alekhine writes, "On this subject I am anxious to state that one of the

most notorious prejudices of modern theory lies in the fact that this majority is *in itself* considered an advantage without any reference to whatever Pawns, or, more especially, pieces are concerned."

Here is a good example—

*EXAMPLE* (26)

BLACK: Bogolyubov



WHITE: Rubinstein

Relying on his Queen-side majority, Rubinstein plays—

| | | |
|---|---|---|
| 25 | **Q×Ktch?** | **K×Q** |
| 26 | **Kt–Q7ch** | **K–Kt4!** |
| 27 | **Kt×Q** | **P×Kt** |

White's "pretty combination" was based on the desire to utilize his Queen-side majority. But now compare Alekhine's remarks quoted above: White cannot easily secure a passed Pawn, because once Black plays . . . P–QR4, he will be in the favourable situation of holding three units with only two of his own. Now as to the pieces: Black's King is much farther advanced than White's—which will lose another tempo getting to the centre because of the need for



guarding the KKtP; in addition, Black's Bishop is more mobile than White's.

28 **P–B3**

Now White is worse off than ever, as all his King-side Pawns are on white squares—which means that they can be *fixed* and will later be subject to attack. Note that Black's King has two possibilities of invasion on the black squares, either . . . K–B5–Kt6 or . . . K–B5–K4–Q5. Sooner or later, one of these invasions will be possible.

The reader may ask, why not 28 P–KKt3, avoiding the above weaknesses? In that event, there would follow 28 . . ., B–B6!; 29 K–B1, K–B3; 30 K–K1, K–K4; 31 K–Q2, K–Q5, and Black wins.

| | | |
|---|---|---|
| 28 | . . . | **P–KR4!** |
| 29 | **K–B2** | **P–R5** |

Threatening to force White into a virtual *Zugzwang* position with . . . K–B5.

| | | |
|---|---|---|
| 30 | **K–K3** | **P–B4** |
| 31 | **B–Q3** | |

An attempt to free himself with 31 P–B4ch would be futile: 31 . . ., K–B3; 32 K–B2, P–Kt4; 33 P–KKt3, P×Pch; 34 K×P, P×Pch; 35 K×P, P–K4ch, etc.

| | | |
|---|---|---|
| 31 | . . . | **P–R4** |
| 32 | **P–R3** | **K–B3** |
| 33 | **B–K2** | **P–KKt4** |
| 34 | **B–B1** | **K–K4** |

Note how Black steadily strengthens his game,

while the Queen-side majority plays no part whatever.

| | | |
|---|---|---|
| 35 | **B–K2** | **B–B3!** |
| 36 | **B–Q1** | **B–K1** |
| 37 | **P–QKt3** | **B–Kt3** |

The significance of the Bishop's manœuvre is now clear: Black wishes to play . . . P–B5ch without allowing K–Q3, so that . . . K–Q5 will be possible. White will then be perfectly passive, and will have to maintain his King at Q2. The advance of Black's KP will then be decisive.

38 **K–Q3**

The only way to prevent Black's King from reaching Q5; but he leaves his KB4 open for occupation.

38 . . . **B–K1**

. . . K–B5 at once is more exact; but it is only a matter of transposition.

39 **K–B3** **B–B3**

He does not fear the mobilization of the Queen-side Pawns (after all these years!) by 40 P–QKt4, for reasons that will soon be apparent.

| | | |
|---|---|---|
| 40 | **B–K2** | **K–B5!** |
| 41 | **P–QKt4** | **K–Kt6!** |

The Queen-side Pawns, being unsupported, have no value.

| | | |
|---|---|---|
| 42 | **P–Kt5** | **B–Kt2** |
| 43 | **P–B4** | **P–Kt5** |
| 44 | **P×P** | **P×P** |

Resigns

I should like to have dealt at greater length with overestimation of the Queen-side majority of Pawns, but space considerations demand that we turn our attention to other examples of the



faulty application of general principles in the ending.

Interested readers may also study the defeat of the Queen-side majority in the following games: Yates–Alekhine (previously quoted); Johner–Bogolyubov, Berlin, 1928 (*Masters of the Chessboard*); Schlage–Nimzovich, Berlin, 1928 (*Chess Praxis*, p. 230).

## B. The Theory that Endings with Bishops of Opposite Colour are Drawn

There exists a popular prejudice that endings with Bishops of opposite colour are drawn, even where a player is one or two Pawns ahead. This is often true—in cases where the weaker side's King is established unassailably on a square which is of the opposite colour from that commanded by the hostile Bishop. (Example: *White*, K on K3, B on KB3, Ps on K4 and Q5; *Black*, K on K4, B on KB1.)

But there are many endings with Bishops of opposite colour which can be won *even without a material advantage*. Here the factors involved are: strength or weakness of the Pawn positions, presence of passed Pawns, wing majorities, mobility of the Bishops, access of either King to a weak colour complex, etc.

### *EXAMPLE* (27)

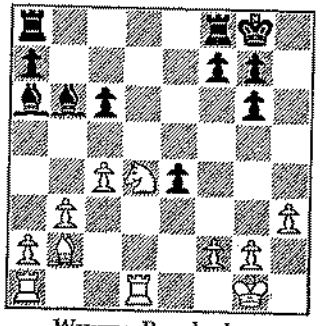
Black's QBP is attacked. He has the choice of (1) driving off the Knight with . . . P–QB4, which will not remove the weakness of the QBP; (2) defending the QBP with . . . QR–B1 and relying on the great defensive power of his Bishops; (3) ridding himself of the attack by

. . . B×Kt. Black chooses this last course, because he "knows" that Bishops of opposite colour "lead to a draw."

| | | |
|---|---|---|
| 20 | . . . | **B×Kt?** |
| 21 | **B×B** | |

The result of the exchange is that White has complete sway over the black squares. Not only

BLACK: Bluemich



WHITE: Bogolyubov
(Breslau, 1925)
Black to move

is the QBP weak, but the RP also requires attention. The *Tournament Book* annotator wisely points out that it is *precisely because of the Bishops of opposite colour* that White has a won game! (If Black's Bishop were on black squares, White would not have so mighty a grip on the black squares.)

| | | |
|---|---|---|
| 21 | . . . | **KR–Q1** |
| 22 | **R–Q2** | **R–Q2** |

Naturally he must dispute the Q file.

| | | |
|---|---|---|
| 23 | **B–K3** | **QR–Q1** |
| 24 | **R×R** | **R×R** |
| 25 | **K–B1** | **B–B1** |



In view of the prospective exchange of Rooks, he must be able to move the RP.

| | | |
|---|---|---|
| 26 | **K–K1** | **P–R3** |
| 27 | **R–Q1** | **R×Rch** |

Or 27 . . ., K–B1; 28 R×R, B×R; 29 B–B5ch, K–K1; 30 K–Q2, winning in much the same way as in the text.

| | | |
|---|---|---|
| 28 | **K×R** | **K–B1** |
| 29 | **K–Q2** | **K–K2** |
| 30 | **K–B3** | **P–B3** |

If 30 . . ., K–Q3; 31 K–Kt4, followed by B–B4ch and K–B5. Thus Black has lost the struggle for control of the black squares—as was to be expected.

| | | |
|---|---|---|
| 31 | **K–Q4** | **B–K3** |
| 32 | **K–B5** | **K–Q2** |
| 33 | **K–Kt6** | **P–Kt4** |
| 34 | **K×P** | **K–B2** |
| 35 | **B–Kt6ch** | **K–B1** |

If 35 . . ., K–Q1; 36 K–Kt7, and the QRP walks in.

| | | |
|---|---|---|
| 36 | **B–B5** | **K–B2** |
| 37 | **B–B8** | |

Now another aspect of the qualitative inferiority of Black's Pawn position comes to light.

| | | |
|---|---|---|
| 37 | . . . | **P–KB4** |
| 38 | **B×P** | **P–B5** |
| 39 | **B–B6** | **P–B6** |
| 40 | **P×P** | **P×P** |
| 41 | **B×P** | **B×RP** |
| 42 | **B–B4ch** | Resigns |

Other instructive endings are: Gottschall–Nimzovich, Hanover, 1926 (*Chess Praxis*, p. 235); Olland–Pillsbury, Hanover, 1902 (*Pillsbury's Chess*

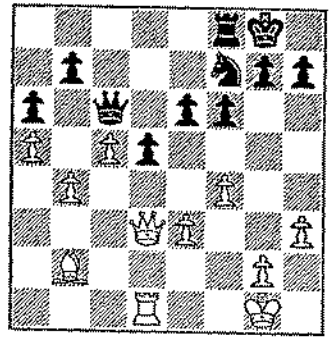
*Career*, p. 133); Nimzovich–Capablanca, Riga, 1914 (*My Chess Career*, p. 117).

## C. The Rule of Bishop *versus* Knight

One of the most dependable rules of end-game play is that in an ending of Bishop against Knight, where the player with the Bishop has all or most of his Pawns on the same colour as that of the Bishop, that player is at a disadvantage.* Yet this example is the proverbial exception—

*EXAMPLE* (28)

BLACK: Dr. Euwe



WHITE: Dr. Alekhine
(Match, 1937)
Black to move

Relying on the fact that most of White's Pawns are on black squares, Black played—

29 . . . **Q–Kt4?**
30 **Q×Q!** **P×Q**

In playing for the exchange of Queens, Black has forgotten about the tactical possibilities at his opponent's disposal.

31 **P–K4!**

* See in this connexion Example (17).



Beginning a series of dynamic moves which completely nullify his highly theoretical disadvantage. The chief point is that the Queenside Pawns are latently very powerful. Thus if now 31 . . ., P×P; 32 R–Q7, Kt–Q1 (if 32 . . ., R–Kt1; 33 P–B6!, P×P; 34 P–R6, wins); 33 R–Q6 to be followed by R–Kt6, with a winning game (33 . . ., Kt–B3 is answered by 34 P–R6).

31 . . . **R–Q1**
32 **P×P** **P×P**

There is no choice: if 32 . . ., R×P; 33 R×R, P×R; 34 P–B6!, P×P; 35 P–R6, and wins.

33 **R–Kt1!** **K–B1**

Of course, if 33 . . ., P–Q5; 34 B×P. The text is played in the hope of guarding the second rank. But now White brings new threats to bear.

34 **B–Q4!** **R–R1**

Despite all his precautionary measures, he cannot restrain the advance of the Pawns, e.g. 34 . . ., R–B1; 35 P–B6!, P×P (if 35 . . ., R×P; 36 B–B5ch, Kt–Q3; 37 R–K6, etc.); 36 B–B5ch, K–Kt1; 37 P–R6, with a winning position.

35 **P–B6!** **Kt–Q1**

If instead 35 . . ., P×P; 36 B–B5ch, K–Kt1; 37 P–R6! (the mating motif appears again), followed by P–R7 and R–K7, winning.

36 **B–B5ch** **K–Kt1**

Or 36 . . ., K–B2; 37 R–K7ch, etc.

37 **R–K8ch** Resigns

With this fine example of vigorous and imaginative play, we conclude our study of the transition to an unfavourable ending.

# PART III

# MISSED OPPORTUNITIES

## I. A REALISTIC APPROACH

THE careful reader will doubtless have noticed one curious gap in the foregoing sections. "The principles you have set forth, and the instructive examples you have given," I can imagine him saying, "are most enlightening and helpful. But they have a defect in common with most chess books; there is a certain atmosphere of unreality about them. The principles are too clear-cut and the examples are too *certain* and too *definitive*.

"Do you see what I'm getting at? In these examples, when a player has a won game, he proceeds to win it; when he has a lost game, he loses it, as he *ought* to. But it's just in this very perfection and clarity that chess books often lead us astray. In 'real life' it doesn't *always* happen that way. We know from our own games and from those that we study and play over, that very often a player has a won game and then proceeds to botch it for some reason or other, and only draws it or even loses it! Then there are games where a player has a draw, if he would only apply himself a little to the task—but he loses! Or else a player has a lost game, but somehow or other he 'gets away with it' and avoids defeat.

"Evidently all these happenings are influenced by certain practical and psychological considerations which are not given any attention in the





ordinary manuals. Couldn't you give us an idea of these neglected factors, and the part they play in a real game?"

## II. ECONOMY AND METHOD

The foregoing remarks will serve as an excellent stimulus, I believe, for an investigation of the topic, "Missed Opportunities."

A player who consistently misses opportunities for decisive or otherwise significant strokes, is anything but economical in his play. The concept of economy may be examined in several ways.

Economy of effort is highly prized in the æsthetic sense, since a pleasant impression is created when a given objective is achieved with the utmost economy of means. Conversely, the effect is repellent when a good deal of wasted effort, of repetitious and irrelevant meandering, makes its appearance in a game.

But economy of effort has other important aspects. Some irrelevancies are harmless and can be neutralized; others are irrevocable and give the opponent an opportunity to stave off defeat.

Or again, the insertion of superfluities and irrelevancies may have a tiring effect on a player, leading him to make an outright blunder.

Closely linked with this is the loss of mental élan and the spirit of perseverance. The realization that the logical and indicated path has been lost, may cause a player to be overcome by despondency and defeatism; it may rob him of his self-confidence and of his faith in the strength of his position. In such a mood he is prone to

magnify the technical difficulties which confront him, or to create will-o'-the-wisps which are none the less potent for being non-existent!

Any chess player worth his salt is possessed of what has been called the "instinct of workmanship." That is to say, when we are doing something, we prefer to do it well rather than badly. To perform a technical task with a minimum of effort, so that each part dovetails snugly into the next part, so that the whole process evolves smoothly—that is a source of keen pleasure, and produces a tonic effect which itself is a new generating source of continuous economical functioning.

But when this same process is performed disjointedly and unevenly, there is no feeling of confidence that the next part will go smoothly, all is confusion and discouragement, and uncertainty at one point breeds doubt about the value of the next part.

And finally: remember that in chess we are working not only with little pieces of wood—we also have to work against the *will* of an opponent, with all the power and all the "ills that flesh is heir to." When we confront technical problems ably, we discourage our opponent: he sees his possibilities of resistance inexorably worn down, with defeat coming ever and ever nearer. When we procrastinate and overlook the shortest way, he is correspondingly encouraged, his backbone is stiffened, his hopes are raised, his interest is aroused, his fighting spirit is stimulated, he exerts every effort to exploit the temporary breakdown which he senses is going on in his opponent's power of accurate and clear-headed calculation.



An appreciation of the beauty *and* utility of economical play is bound to have a profound effect on a player's style, in the direction of making his play more careful, more far-sighted and more logical. It is just these qualities that the end-game demands, and it is just these qualities that the amateur (so unjustly) scorns. They discipline imagination and thus purify it of its irrational and self-defeating features. To the amateur, these qualities seem to stifle imagination and put a premium on dullness. To the master, these same qualities bring his most precious triumphs, those conquests of the opponent's will and brain, and of inert matter skilfully set in motion in a given terrain. The good chess player, no less than the good detective, must possess "the order and the method" so highly prized by Hercule Poirot.

## III. THE PSYCHOLOGY OF ERROR

Chess pedagogy would be improved enormously if we were able to learn from the masters the precise reasons which caused them to commit specific mistakes. If such data were available, we could not only tell the student *what constitutes a mistake and why;* we could also tell him *how such mistakes come to be made.* What is required here is the novel approach of one who is both a good chess player and a good psychologist (in the technical sense). At present we have only some hazy rules of thumb to guide us in our search for the cause of chess mistakes. Among these factors may be mentioned fatigue, time pressure, lack of knowledge, hastiness, fear of criticism, lack of confidence, negligence, momentary flagging of one's attention, and the like.

The burly and jolly Viennese master Georg Marco was the greatest annotator the chess world has ever known. While Marco loved to probe into the *objective* possibilities of a position with the most extraordinary sensitivity, patience, flexibility and thoroughness, he often had to confess himself baffled when he came to speculate on the *subjective* motivations leading to the choice of some moves. This problem interested him so much that he suggested more than once the possibility of having masters note down the reasons for their moves *at the time those moves were made*. Such material would be uniquely valuable for the formulation of a "psychology of chess error," which in turn would be very helpful to the amateur who is a sincere, ambitious, and intelligent student. Such a player is competent to deal with the *mental* problems which arise in his games; and yet he is helpless to cope with *psychological* problems and "mental hazards" which are often so insidious that he is unaware of their existence!

Some players, for example, are capable of intense concentration. Surely, one would think, such players will never succumb to "chess blindness"! Yet the late Dr. Tarrasch argued very plausibly that it is that very capacity for absorption in some details that leaves the mind a virtual blank when other details have to be considered. Once a player is made aware of this fault (of concentrating too closely on some feature to the exclusion of other possibilities), he can strive to overcome his failing by cultivating the habit of prefacing each move with a precautionary and rapid study of the position.



Another fault, which is as common as it is exasperating, is the habit of spoiling a good position with a hasty and inadequately considered move. For such occasions, Dr. Tarrasch had the homely remedy of "sitting on one's hands when the win is in sight"!

## IV. EXAMPLES

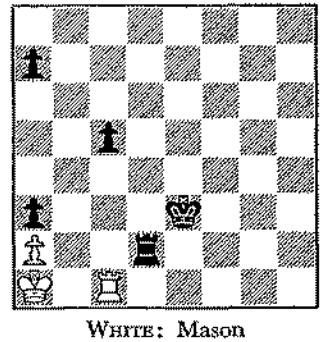
### A. Missing a Win

The following examples deal with positions in which a player has every reasonable expectation of winning (ranging from probability to absolute certainty), yet, for one reason or another, an inexactitude creeps in, and victory slips from his grasp.

There must be something fatally insidious about the apparent simplicity of Rook and Pawn endings, because even the most famous masters are more prone to blunder in this type of ending than in any other department of the game.

*EXAMPLE* (29)

BLACK: Albin



WHITE: Mason

(Dresden, 1892)

Black to move

Black is decisively ahead in material, but there are some vague stalemate possibilities. The simple and obvious way to utilize the extra material and at the same time remove the stalemate danger is . . . K–K7 followed by . . . R–Q8. Childishly simple, you say? Here is how the game proceeded—

61 . . . **K–Q6**

Why not 61 . . ., K–K7 and 62 . . ., R–Q8?

| | | |
|---|---|---|
| 62 | **R–R1** | **R–K7** |
| 63 | **R–Q1ch** | **K–B7** |
| 64 | **R–B1ch** | **K–Q7** |
| 65 | **R–B2ch** | **K–Q6** |
| 66 | **R–B1** | **P–R3** |
| 67 | **R–Q1ch** | **R–Q7** |
| 68 | **R–QB1** | |

White (perhaps too pessimistically) gives his opponent credit for intending to answer 68 R–R1 with 68 . . ., R–K7; 69 R–Q1ch, K–K6, etc., with the proper winning position.

68 . . . **K–K7**

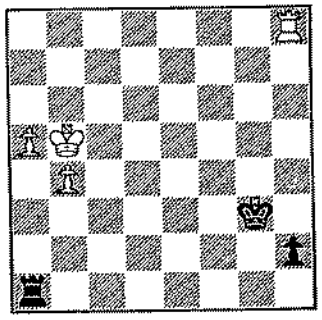
At last he gets the idea. Black now won quickly.

Here Black's lapses were not fatal because his advantage was too great. But very often the position does not permit a player to shilly-shally indefinitely until the proper move finally falls out of the sky. Take the following instance—



*EXAMPLE* (30)

BLACK: Dr. Tarrasch



WHITE: Maroczy
(San Sebastian, 1911)
White to move

The most direct winning method for White is to take the bull by the horns, giving up his Rook at once for the dangerous Black Pawn, thus: 44 R×P!, K×R; 45 K–R6, K–Kt6; 46 P–Kt5, K–B5; 47 P–Kt6, K–K4; 48 P–Kt7, R–QKt8; 49 K–R7, K–Q3 (just a tempo short!); 50 P–Kt8(Q)ch, R×Q; 51 K×R and wins.

Still another way to win was 44 K–R6, R–R5 (if 44 . . ., P–R8(Q); 45 R×Q, R×R; 46 P–Kt5, K–B5; 47 P–Kt6, K–K4; 48 P–Kt7, winning as in the previous variation); 45 R×P! (not 45 P–Kt5??, R–R5, etc.), R×P!; 46 R–R5, and White wins the ending.

Instead of these lines White plays (see Example 30) the inconsequential move—

44 **K–B6?** **R–B8ch**

Now the game is a draw! The basic consideration is that after 45 K–Kt5, P–R8(Q); 46 R×Q, R×R, Black's Rook is in a more effective

position and his King is one square nearer to the Queen-side (as compared with the state of affairs in the first variation given above). In addition, White's King is not so well shielded from checks as in the previous variation.

Thus (returning to Example 30), after 44 K–R6!, P–R8(Q); 45 R×Q, R×R; 46 P–Kt5, R–R3ch is of no avail because of 47 P–Kt6 winning easily. But after 44 K–B6?, P–R8(Q); 45 R×Q, R×R; 46 P–Kt5, R–R3ch draws for Black, since White's King cannot avoid the Rook checks and at the same time shepherd the Pawns to their queening squares.

45 **K–Kt6**

If 45 K–Kt5, Black draws as just indicated. Note that the *basic reason making the draw possible* is that White will have lost *a whole move* (45 K–B6? and 46 K–Kt5, bringing the King back to its original square).

45 . . . **R–B5!**

Menacing above all . . . R–R5.

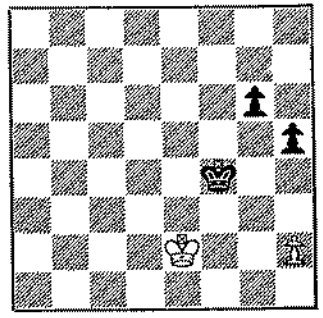
46 **R×P** **R×Pch**
47 **K–B5** **R–QR5**

Drawn! Note how radically this example differs from the previous one. In Example (29) Black's advantage was sufficiently large to enable him to indulge in superfluities without coming to grief. In Example (30) the ending had to be calculated so closely that White's win could be achieved by only one tempo. When White threw away this tempo, he threw away the win as well. The chances are that he did not have enough time for adequate calculation of his 44th move.



*EXAMPLE* (31)

BLACK: Schlechter



WHITE: Marshall
(San Sebastian, 1911)
Black to move

In Example (31) Black evidently expects to have an easy time because of his material advantage. A more careful approach to the heart of the problem here would warn Black that there are great drawing possibilities here, since an exchange of Pawns may lead to (*a*) Black's remaining with the RP, which cannot win for him; or to (*b*) Black's remaining with the KtP in a position where White has the opposition, and again Black cannot win.

The win here is a matter of exact calculation: 61 . . ., K–Kt5!; 62 K–B2, K–R6; 63 K–Kt1 (White's King moves were forced, and they lead to the further circumstance that when his King is at KR1 and Black's Pawn is at KKt6, the White King *will have to move*—which loses for him!), P–R5; 64 K–R1, P–Kt4; 65 K–Kt1, P–Kt5; 66 K–R1, P–Kt6; 67 P×P (if 67 K–Kt1, P–Kt7! wins), P×P and wins. Note that if it

were Black's move in the final position, the game would be drawn!

Actually (see Example 31) the game proceeded—

| | |
|---|---|
| 61 . . . | **K–K5?** |
| 62 **K–B2** | **K–Q6** |

If instead 62 . . ., K–B5; 63 K–Kt2 and Black cannot effect an entry.

| | |
|---|---|
| 63 **K–B3** | **P–Kt4** |
| 64 **K–B2** | |

64 P–R4?? would be a gross blunder because of the reply 64 . . ., P–Kt5ch! (and not 64 . . ., P×P??, when White draws).

| | |
|---|---|
| 64 . . . | **K–K5** |
| 65 **K–K2** | **K–B5** |
| 66 **K–B2** | **K–Kt5** |

Or 66 . . ., P–Kt5; 67 K–Kt2, P–R5; 68 K–B2, P–Kt6ch; 69 P×Pch, P×Pch; 70 K–Kt2, K–Kt5; 71 K–Kt1!, and we have a book draw.

| | |
|---|---|
| 67 **K–Kt2** | **P–R5** |
| 68 **P–R3ch** | Drawn |

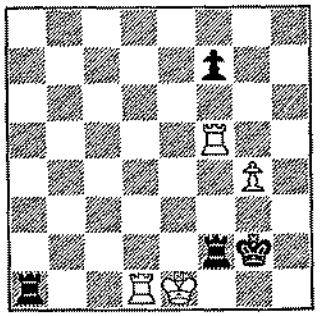
Possibility (*b*) was avoided by Black (see the note to his 66th move), but now possibility (*a*) is inevitable.

Judging from the length of the game, Black's faulty 61st move can very likely be put down to fatigue. In Example (32), however, Black's



*EXAMPLE* (32)

BLACK: Dake



WHITE: Bernstein
(U.S. Championship, 1936)
Black to move

failure to win is due to a hasty move, which, coming as it does after some exceptionally arduous play, must have been particularly annoying! In one of his essays, Aldous Huxley alludes to the malice which *seems* to be a characteristic of inanimate objects. I don't recall whether he mentions chess pieces, but it would have helped him to make a strong case! For one does not have to be a strong player to savour the sardonic element which so often characterizes missed opportunities.

Black has played the ending with considerable finesse, and he can now win in the following manner—

| | |
|---|---|
| 48 . . . | **R–B8ch!** |
| 49 **R×R** | **R×Rch** |
| 50 **K×R** | **K×R** |

Black now wins the KtP, which gives him a well-known book win, as he can always ***secure***

*and maintain the opposition*: 51 K–Q2, K–B7; 52 K–Q3, K–B6; 53 P–Kt5, K–B5; 54 K–K2, K×P; 55 K–B3, K–B4, and wins (White could have played his King to other squares, but the outcome would have been the same).

In the game (see Example 32) there followed—

| | | |
|---|---|---|
| 48 | . . . | **R×Rch?** |

Careless!

| | | |
|---|---|---|
| 49 | **K×R** | **R×R** |
| 50 | **P×R** | |

Now the ending is drawn, as it is White who will have the opposition—

(*a*) 50 . . ., K–B6; 51 P–B6, K–B5; 52 K–K2, K–B4; 53 K–B3, K×P; 54 K–B4, with a book draw.

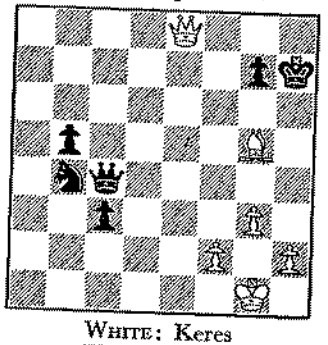
(*b*) 50 . . ., P–B3; 51 K–K2, K–Kt6; 52 K–K3, K–Kt5; 53 K–K4, K–Kt4; 54 K–K3, K×P; 55 K–B3, again with a book draw.

Can one deny that Example (32) has a malicious character?

The next diagrammed position has a curious

*EXAMPLE* (33)

BLACK: Apsheneek



WHITE: Keres
(Kemeri, 1937)
Black to move



history. After outplaying his famous opponent, Black relaxed and missed two easy wins. He still has a win, but he is evidently demoralized by the combined effect of his former failures and White's threatened perpetual check.

The winning move is 42 . . ., Q–B3! Its immediate effect is to prevent the perpetual check, and it leaves White without resource, as may be seen from the following variations—

(*a*) 43 Q–KB8 (other Queen moves, such as 43 Q–R5ch, are even more useless), Kt–R3! and the advance of the Pawns will cost White his Bishop.

(*b*) 43 Q×Q, Kt×Q; 44 K–B1 (if 44 B–K3, P–Kt5 wins), Kt–Q5!; 45 B–K3 (alas, he cannot play 45 K–K1? because of 45 . . ., Kt–B6ch), Kt–Kt6; 46 K–K2, P–B7 winning the Bishop.

The actual continuation, however, was (see Example 33)—

| | | |
|---|---|---|
| 42 | . . . | **Q–Kt5??** |
| 43 | **Q×P** | **P–B7** |
| 44 | **P–B3!** | **Q–Q5ch** |
| 45 | **K–Kt2** | **Q–Q4** |

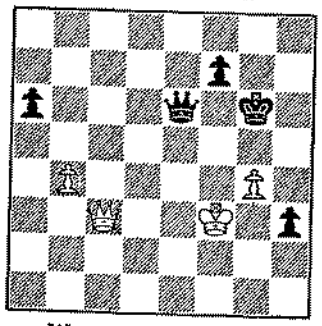
Or 45 . . ., Kt–Q6; 46 Q–B5ch and White cannot lose.

| | | |
|---|---|---|
| 46 | **Q×Kt** | **Q×B** |
| 47 | **Q–K4ch** | **Q–Kt3** |
| 48 | **Q–R4ch** | Drawn |

Poetic justice!—after missing three wins, Black deserved nothing better. An interesting feature, from the psychological point of view, is that (according to the *Tournament Book*) Apsheneek had ample time at all stages of the game, and played rather rapidly! Surely a little more care was in order against so formidable an opponent!

*EXAMPLE* (34)

BLACK: Kashdan



WHITE: Dr. Alekhine
(Bled, 1931)
Black to move

Queen and Pawn endings are notorious for the severe strain to which they subject a player's patience. Example (34) is the outcome of such an ending. Kashdan won a Pawn by clever play in the middle game, but the resulting Queen and Pawn ending was put down as a draw by everyone at Bled. Playing with exemplary care and foresight, Kashdan has reached a clearly decisive position and he can now win with 68 . . ., Q–Q4ch! He gives the following variations to demonstrate the win—

(*a*) 69 K–Kt3, Q–Kt7ch; 70 K–R4, P–R7; 71 Q–Q3ch, K–Kt2; 72 Q–Q4ch, P–B3!, and now if 73 Q–Q7ch, K–R3! or 73 Q–R7ch, K–Kt3!

(*b*) 69 K–B4, P–R7!; 70 Q–B2ch, K–Kt2, and the Pawn cannot be taken except at cost of Queen.

(*c*) 69 K–K3, P–B3 (threatening . . . Q–K4ch) followed by . . . K–Kt4 and Black should win easily enough.



In the game (see Example 34) there followed—

68 . . . **Q–KB3ch??**

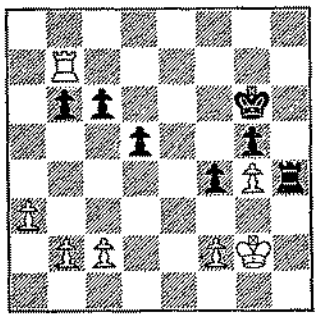
"A complete miscalculation, which at once throws away the fruits of very considerable labour. After three sessions, something like twelve hours all told, I had for the first time in my career obtained a clearly winning position against the World Champion. And then to err on a simple matter of counting which every beginner is taught!" (Kashdan.)

| | |
|---|---|
| 69 **Q×Qch** | **K×Q** |
| 70 **K–Kt3** | **K–K4** |
| 71 **K×P** | **K–Q5** |
| 72 **K–R4** | Drawn |

For both sides obtain a new Queen. Black's mistake was caused by fatigue.

*EXAMPLE* (35)

BLACK: v. Gottschall



WHITE: v. Popiel
(Munich, 1900)
White to move

Since Black's Queen-side Pawns cannot be adequately protected, the sensible course for

White would be to spend a move to guard his KKtP. For example: 30 P–KB3, P–Kt4; 31 R–QB7, R–R1; 32 R×Pch, K–B2; 33 R–Q6, R–K1; 34 R×P and wins.

The actual continuation was—

30 **R×P?**

An inexactitude which, however, does not make the win impossible.

| | |
|---|---|
| 30 . . . | **R×Pch** |
| 31 **K–B3??** | |

White does not realize how powerful his opponent's position now becomes. The proper course was 31 K–B1 !, whereby White gains a Pawn without allowing Black's free play as in the text. However, White's forces would be separated, while Black's pieces would be working together compactly, so that White's technical problems would be far from easy to cope with.

| | |
|---|---|
| 31 . . . | **R–Kt8!** |
| 32 **R×Pch** | **K–B4** |

Now Black's Rook, King and King-side Pawns co-operate beautifully as a triple threat—all the more so since White's KBP must soon fall.

| | |
|---|---|
| 33 **K–K2** | **P–Kt5!** |
| 34 **R–B8** | |

Or 34 R–Q6, P–B6ch; 35 K–K3 (if 35 K–Q2 or 35 K–Q3, P–Kt6 ! wins), R–K8ch; 36 K–Q4 (or 36 K–Q2, R–K7ch), P–Kt6 !, and wins.

We can now see that if White's King had gone to B1 (move 31) the KBP would have been adequately protected, Black's Rook would be far less troublesome, and Black's King-side Pawns would never have become a menace. But how



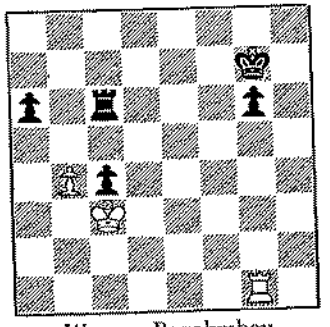
incomparably simpler it would all have been after 30 P–KB3 !

| | |
|---|---|
| 34 . . . | **P–B6ch** |
| 35 **K–Q2** | **R–KB8** |
| 36 **R–B8ch** | **K–K4** |
| 37 **R–K8ch** | **K–B3** |
| 38 **R–KKt8** | **R×Pch** |

And now Black's connected passed Pawns win the ending for him ! Thus White's sins come home to roost: his two mistakes not only cost him the win, but even the draw.

*EXAMPLE* (36)

BLACK: Dr. Euwe



WHITE: Bogolyubov
(Match, 1928)
Black to move

Black is two Pawns to the good, so his failure to realize the difficulties of the situation is excusable. Subsequently, Euwe showed the following winning method—

| | |
|---|---|
| 47 . . . | **K–B3** |
| 48 **R–B1ch** | **K–K4** |
| 49 **R–K1ch** | **K–B5** |
| 50 **R–B1ch** | **K–K6** |
| 51 **R–KKt1** | |

The alternative is 51 R–K1ch, K–B7; 52 R–K5, K–B6!, and White must permit the KtP to advance.

51 . . . **K–B6!!**
52 **R–B1ch**

If instead 52 R–Kt5, K–B5!; 53 R–B5 (if the White Rook retreats, Black of course advances the KtP), R×R; 54 P×R, K–K4! and wins.

52 . . . **K–Kt7!**

At last! This is the move Black has been angling for.

53 **R–B8** **K–Kt6!**

It would not do to become impatient by playing 53 . . ., P–Kt4?—for then White draws with 54 R–KKt8.

54 **R–KKt8** **K–Kt5**

Now the advance of the KtP is feasible, and Black will win very easily.

Now back to Example (36). In the game there followed—

47 . . . **K–B2**

This is not a mistake, but neither is it a contribution to the proper winning method.

48 **R–B1ch** **R–B3**
49 **R–KKt1** **R–B5??**

But *this* does banish all winning possibilities. He should have played 49 . . ., R–B3; 50 R–B1ch, K–Kt2 (threatening . . . P–Kt4); 51 R–KKt1, K–B3!, as previously indicated.

50 **R–QR1**

Winning back one of the Pawns.

50 . . . **P–Kt4**
51 **R×P** **P–Kt5**



So far, so good; but White's KtP is also a factor now.

52 **R–R7ch!**

Making it possible to post his Rook behind Black's KKtP, since a retreat to the first rank is answered by another check.

52 . . . **K–B3**
53 **R–R8** **R–B4**

If 53 . . ., K–Kt2; 54 R–R7ch, etc.

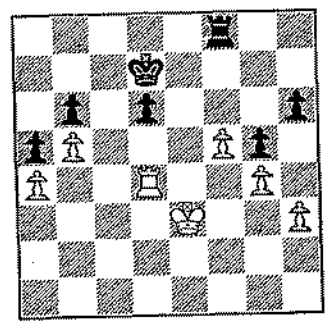
54 **R–KKt8** Drawn

For if 54 . . ., R–KKt4; 55 R×R and both sides queen.

The course of this ending bears out the previous remarks on economy of means. Black's 47th move was a harmless inexactitude, but it paved the way for a really serious mistake.

*EXAMPLE* (37)

BLACK: Riemann



WHITE: Schwarz
(Wiesbaden, 1880)
White to move

If Black's failure to win the previous ending was due to lack of insight into the technical

problem to be solved, White's inferior play in Example (37) is evidently an indication that he does not perceive the nature of his advantage.

A glance at the diagram shows that Black has three weak Pawns: the QKtP, the QP and the KRP. He also has weak squares (such as his QB3 and K3) which White's King can threaten to occupy *via* Q5. An exchange of Rooks will always win for White, as the resulting exchange of his BP for Black's QP leaves Black helpless. Therefore, White can take advantage of his opponent's inability to exchange Rooks by forcing a decisive entry with his Rook. Black will then be reduced to a helpless defensive position.

The winning move is 43 R–K4! (*take the open file!*) with the following variations indicated by Zukertort in the *Chess Monthly*—

(*a*) 43 . . ., R–K1; 44 R×R, K×R; 45 K–Q4, K–K2; 46 K–Q5, K–Q2; 47 P–B6, etc.

(*b*) 43 . . ., R–B3; 44 K–Q4, P–R4; 45 K–Q5, P×P; 46 P×P, R–R3; 47 R–K6.

(i) 47 . . ., R×R; 48 P×Rch, K–K2; 49 K–B6, K×P; 50 K×P, P–Q4; 51 K×P, P–Q5; 52 K–Kt4, etc.

(ii) 47 . . ., R–R5; 48 R×Pch, K–K2 best; 49 R×P, R×P; 50 R–Kt6, R×P; 51 P–Kt6, R–QKt5; 52 P–Kt7, etc.

(*c*) 43 . . ., R–QB1; 44 K–Q4, R–B8 (counter-attack!); 45 R–K6, P–R4; 46 R–Kt6, P×P; 47 P×P, R–QR8; 48 R×P, R×Pch; 49 K–Q5, R–Kt5; 50 R–Kt7ch, K–K1; 51 K–B6, P–R5; 52 P–Kt5, P–R6; 53 R–QR7, etc.

The reader may get the impression from the multiplicity of variations that the win would have been extremely difficult to achieve. But it



was not necessary to calculate these variations down to the last move! In each case it is the weakness of Black's K3 and QB3 that proves decisive, and it is this fundamental point that White should have had firmly fixed in his mind from the very start.

From Example (37), the actual play proceeded as follows—

43 **K–Q3?**

Loss of a whole move, at best.

43 . . . **P–R4**

Black utilizes the breathing spell to rid himself of one of his weaknesses, although now his KKtP will be vulnerable. On the other hand, Black will be able to manœuvre on the KR file.

44 **R–K4** **P×P**
45 **P×P** **R–KR1**
46 **K–K3?**

Incomprehensible; 46 K–Q4 leads to a winning position—

(*a*) 46 . . ., R–R6; 47 R–K3!, R–R5 (if 47 . . ., R–R3; 48 K–Q5 wins); 48 P–B6!, R×Pch; 49 K–Q5, R×P; 50 R–K7ch, K–Q1; 51 K–K6 and wins.

(*b*) 46 . . ., R–R5; 47 K–Q5 (threatening P–B6, etc.), R–R3; 48 R–K6 and wins.

46 . . . **R–R3**
47 **R–Q4??**

Meaningless; 47 K–Q4 was the move for winning purposes.

47 . . . **R–R6ch**
48 **K–K4** **R–KKt6**
49 **K–Q5** **R–QR6**
50 **R–K4** **R–Q6ch**
51 **R–Q4** **R–QR6**

If 56 . . ., R–Q1; 57 R–B7ch, K–Kt3; 58 R–Q7 and wins.

| | | |
|---|---|---|
| 57 | **R–B4** | **R–R3** |
| 58 | **R–B7ch** | **K–Kt3** |
| 59 | **R–B7!** | **R–R5** |
| 60 | **K×P** | **R×P** |
| 61 | **R×P** | **R–Q5** |
| 62 | **K–B7!** | **K–B3** |
| 63 | **P–Q6** | **K–K3** |
| 64 | **R–B1** | |

followed by R–K1ch and wins.

This last example is rather an elaborate one, and White can hardly be blamed for missing the win.

## B. Missing a Draw

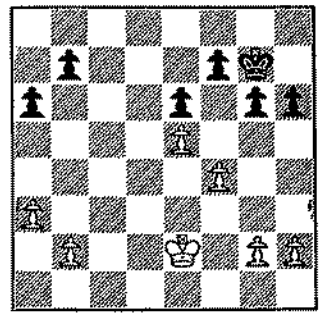
The examples under this heading come in the following categories: (1) a player has an easy draw, but he makes a careless move which loses the game; (2) a player has a difficult position which can still be drawn, but being unaware of the problems involved, he misses the drawing line; (3) a player has a difficult position which can still be drawn, but he overestimates the problems involved and thus misses the drawing line.

These subjective motivations will be quite obvious in each case, although they are sometimes accompanied by such objective difficulties as time pressure or fatigue.



*EXAMPLE* (39)

BLACK: Tartakover



WHITE: Schlechter
(Carlsbad, 1907)
Black to move

In Example (39) Black has an easy draw by simply playing his King to the centre, for example 30 . . ., K–B1; 31 K–Q3, K–K2; 32 K–B4, K–Q2; 33 K–B5, K–B2; 34 P–QR4, P–Kt3ch followed by . . . K—B3, etc.

Instead Black played (see Example 39)—

| | | |
|---|---|---|
| 30 | . . . | **P–KKt4??** |

This thoughtless move loses, as White obtains an *outside passed KRP*, which puts Black's Queenside Pawns at his mercy.

| | | |
|---|---|---|
| 31 | **P×P** | **P×P** |
| 32 | **K–B3** | **K–Kt3** |
| 33 | **K–Kt4** | **P–B4ch** |

Against other moves, White proceeds in similar fashion (P–KKt3!, followed by P–KR4).

| | | |
|---|---|---|
| 34 | **P×P** *e.p.* | **K×P** |
| 35 | **P–KKt3!** | **P–R4** |
| 36 | **P–QR4** | **P–K4** |

White will now exchange his potential passed KRP for Black's passed KP, placing White's King three moves nearer to the Queen-side.

| | | |
|---|---|---|
| 37 | **P–R4!** | **P×P** |
| 38 | **P×P** | **K–Kt3** |
| 39 | **P–Kt3** | **P–Kt3** |

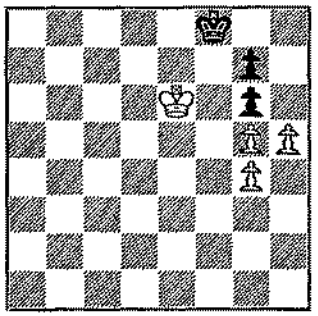
39 . . ., P–K5; 40 K–B4, etc., with the same result.

| | | |
|---|---|---|
| 40 | **P–R5ch** | **K–B3** |
| 41 | **P–R6** | **K–Kt3** |
| 42 | **P–R7** | **K×P** |
| 43 | **K–B5** | Resigns |

The possibility of such a finish as the result of 30 . . ., P–KKt4?? should have been foreseen by Black.

*EXAMPLE* (40)

BLACK: Mason



WHITE: Pillsbury
(London, 1899)
Black to move

Example (40) has unplumbed depths which Black is unable to fathom over the board. White's extra Pawn is of no value to him until he can undouble the KKtP. But even then the win is doubtful, for in some positions he is left with the RP (useless for winning purposes) and in others he is left with the following position: White: King on KB5, Pawns on KKt5, KR5. Black: King on KB2, Pawn on KKt2. This position cannot be won, because P–Kt6ch drives Black's King into a stalemate position, whilst P–R6 is futile, as the RP cannot win. Note, therefore, that if all the forces were shifted at least one file to the left, White would win easily, as all the drawing dangers due to the presence of a RP would forthwith disappear.



Summing up the above, we conclude that Black's proper procedure is as follows: (1) he exchanges Pawns, so as to be free to force White's P–Kt6 and thus banish all winning possibilities; (2) he takes the opposition in such a way that White's King has no means of entry and must therefore resort to P–Kt6, leading to a stalemate position. Play should therefore proceed as follows—

| | | |
|---|---|---|
| 55 | . . . | **P×P!** |
| 56 | **P×P** | **K–K1!** |

Taking the opposition by 56 . . ., K–Kt1? is not enough, for then White wins with 57 K–K7, K–R1; 58 K–B7, K–R2 (alas, no stalemate!); 59 P–Kt6ch, K–R1; 60 P–R6, etc.

| | | |
|---|---|---|
| 57 | **K–K5** | **K–K2** |

Also feasible is 57 . . ., K–B2; 58 K–B5, P–Kt3ch!; 59 P×Pch, K–Kt2 with a book draw; or 58 K–Q6, K–B1; 59 K–Q7, K–B2; 60 K–Q8, K–B1 and draws.

| | | |
|---|---|---|
| 58 | **K–B5** | **K–B2** |

Black's King must prevent any entry; thus if 58 . . ., K–B1?; 59 K–Kt6, K–Kt1; 60 P–R6, P×P (if 60 . . ., K–R1; 61 P×Pch, K–Kt1; 62 K–R6 wins); 61 K×P! (not 61 P×P??, K–R1 and the position is drawn) and wins.

59 **P–Kt6ch**

There is nothing else.

59 . . . **K–Kt1**

Black heads for the shelter of the stalemate position.

60 **K–K6** **K–R1**

And the position is clearly drawn.

In the game (see Example 40) there followed—

55 . . . **K–Kt1?**

Superficial play. Black sees that 55 . . ., K–K1? loses (56 P–R6) and that 55 . . ., P×P; 56 P×P, K–Kt1? is likewise inadequate (see above analysis); but he fails to realize that 55 . . ., P×P; 56 P×P, K–K1! draws.

56 **K–K7**

Of course not 56 P×P??, giving Black the desired stalemate position.

| | |
|---|---|
| 56 . . . | **K–R1** |
| 57 **K–B8** | **K–R2** |
| 58 **K–B7** | **P×P** |
| 59 **P×P** | **K–R1** |
| 60 **K–Kt6** | |

Not 60 P–R6?? (so that if 60 . . ., P×P??; 61 P–Kt6 wins), K–R2! and draws.

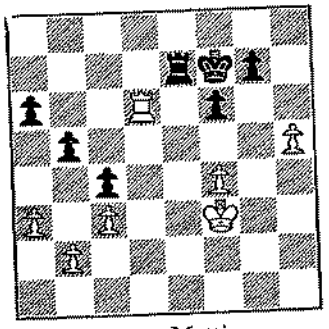
| | |
|---|---|
| 60 . . . | **K–Kt1** |
| 61 **P–R6** | **P×P** |
| 62 **K×P** | Resigns |

An ending amazingly rich in finesse!



## *EXAMPLE* (41)

BLACK: Dr. Alekhine



WHITE: Mattison

(Prague, 1931)

Black to move

In Example (41) we have one of Alekhine's very rare mistakes, brought on by fatigue. Black's poor Pawn position (weak Queen-side formation, and weak white squares on the King-side) makes a King and Pawn ending anything but welcome for him. He should therefore have proceeded as follows—

37 . . . **R–K8!**

Counter-attack.

| | |
|---|---|
| 38 **R×P** | **R–QKt8** |
| 39 **P–R4** | **R×P** |

And Black holds the position easily.

The actual play (see Example 41) was—

| | |
|---|---|
| 37 . . . | **R–K3?** |
| 38 **R×R** | **K×R** |
| 39 **K–K4** | **K–Q3** |

Black is lost. If 39 . . ., P–B4ch; 40 K–Q4, K–Q3; 41 P–R4 and Black either loses a Pawn right off (41 . . ., P×P) or he must renounce the opposition (41 . . ., K–K3; 42 P×P, P×P; 43 K–B5 or 41 . . ., K–B3; 42 P×Pch, P×P; 43 K–K5). If 39 . . ., P–R4; 40 P–B5ch, K–Q3; 41 P–R4! wins.

40 **K–B5**

In the previous variation, White won on the Queen-side. Here he wins on the King-side.

| | |
|---|---|
| 40 . . . | **K–K2** |
| 41 **K–Kt6** | **K–B1** |
| 42 **P–B5!** | Resigns |

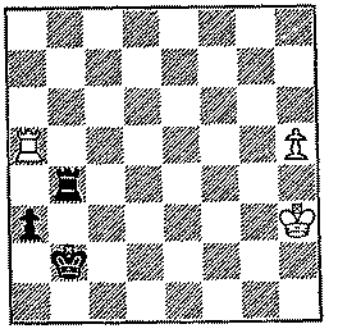
For if 42 . . ., K–Kt1 (or . . . P–R4); 43 P–R6, P×P; 44 K×RP and White soon wins the KBP by *Zugzwang*.

Note that with Rooks on the board, the Pawn weaknesses on both sides can be exploited; with the Rooks off, only Black's Pawn weaknesses can be exploited.



## *EXAMPLE* (42)

BLACK: Bluemich



WHITE: Dr. Tarrasch
(Breslau, 1925)
White to move

In this example, fatigue leads to a panicky mood with even worse results. There is more in the position than meets the eye. One would first put it down as a simple draw; but closer examination shows that Black is threatening to win with 82 . . ., P–R7; 83 K–Kt3 (if White's Pawn advances, it is lost), P–R8(Q); 84 R×Q, K×R and wins: if White's King moves back and forth, Black's King crosses to the King-side, while if 85 P–R6, R–Kt3 and the Pawn goes at once.

And yet the position *is* a draw! In the *Tournament Book*, Saemisch gives analysis to show that 82 *P–R6* draws—

(*a*) 82 . . ., R–Kt1!; 83 K–Kt4! and White can now safely give up his Rook for the hostile Pawn.

(*b*) 82 . . ., R–Kt3; 83 R–R5 and now—

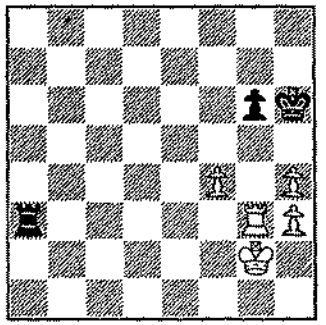
(i) 83 . . ., P–R7; 84 P–R7, R–Kt1; 85 R–Kt5ch!, R×R; 86 P–R8(Q)ch, drawing by perpetual check.

(ii) 83 . . ., R–Kt1; 84 P–R7, R–KR1; 85 K–Kt4, P–R7; 86 R–Kt5ch, etc.

What do you suppose actually happened? Instead of playing 82 P–R6, Tarrasch resigned! An astounding blunder for a great master of his ability; but according to the *Tournament Book*, the game had already lasted ten hours and was played in terribly hot weather—not exactly ideal conditions for a man of 64.

*EXAMPLE* (43)

BLACK: List



WHITE: Landau

(Hastings Christmas Tournament, 1937–8 (Premier Reserves))

Black to move

Black's material advantage is deceptive, as the doubled RPs cannot be reckoned at their face value. So slight is their importance, as a matter of fact, that Black can draw in the following surprising manner (indicated by Dr. Euwe): 53 . . ., R×Rch!; 54 K×R, K–R4; 55 K–B2, K×P; 56 K–Kt2, K–R4; 57 K–Kt3, K–R3;



58 K–Kt4, K–R2; 59 K–Kt5, K–Kt2; 60 P–R4, K–B2; 61 K–R6 (or 61 P–R5, P×P; 62 K×P with a book draw), K–B3; 62 K–R7, K–B2 and White cannot win!

However, play proceeded (see Example 43)—

53 . . . **R–R7ch?**

The position is still a draw, but the text is a mistake from the standpoint of choosing the most conclusive line of play.

54 **K–B3** **R–R8?**

This again cannot be called an outright blunder, as the position is still drawn; but 54 . . ., R–R6ch! would have rectified the inexactitude of the previous move.

55 **K–Kt4**

Now the drawing line given above is no longer available; but Black can still hold the position.

55 . . . **R–R4?**

Better was 55 . . ., R–R8, so that Rook moves by White can be met with . . . R–Kt8ch, making it impossible for White to win.

56 **R–K3** **R–R5?**

But too many blunders are a luxury. . . . R–R8 had now become a real necessity.

57 **R–K6**

Threatening to win with 58 P–R5. If Black's Rook were posted at QR8 (as it should be), he would dispose of this threat effortlessly with . . . R–Kt8ch.

57 . . . **R–R4?**

And this is the decisive mistake. He should have played 57 . . ., K–Kt2; 58 P–R5, P×Pch;

59 K–Kt5, with a likely (but no longer *certain*!) draw.

58 **P–R5!**

A tactical finesse overlooked by Black.

| | |
|---|---|
| 58 . . . | **R×P** |
| 59 **R–K5!** | |

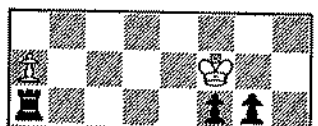
The point of the sacrifice. White has handed away one of his useless RPs in order to secure the exchange of Rooks in a particularly favourable form (as he will now have a passed KP or BP).

| | |
|---|---|
| 59 . . . | **R×R** |
| 60 **P×R** | **K–Kt2** |
| 61 **K–Kt5** | **K–B2** |
| 62 **P–R4** | **K–Kt2** |
| 63 **P–K6** | Resigns |

The whole course of the ending is instructive: first Black misses two directly forced draws, then two clear draws, and finally a likely draw. This game was played in the last round of a taxing tournament, and decided the first prize. Fatigue and excitement proved too much for List.

*EXAMPLE* (44)

BLACK: Eliskases



WHITE: Tylor

(Hastings Christmas Tournament, 1936–7)

White to move



In Example (44), on the other hand, we see how heartbreakingly close the difference between a draw and a loss can often be.

Ragozin has shown in *Schachmaty* that White can draw with 58 P–R8(Q)!, R×Q; 59 K×KtP, P–B4 (if 59 . . ., R–KB1; 60 R–Kt4ch draws easily); 60 R×P, R–Kt1ch; 61 K–B7, etc.

Instead White played (Example 44)—

58 **R–Kt6?**

Very plausible, but Black is able to refute it. 58 K×P is likewise insufficient (58 . . ., P–B4disch followed by 59 . . ., R×Pch, etc.).

| | |
|---|---|
| 58 . . . | **R×Pch** |
| 59 **K×BP** | |

If 59 K×KtP, P–B4 and wins—because *White's Rook is no longer on the fifth rank.*

| | |
|---|---|
| 59 . . . | **P–Kt4** |
| 60 **R–Kt4ch** | **K–R4** |
| 61 **R–Kt5** | |

If 61 K–B5, R–B2ch cuts off White's King from the vicinity of the queening square.

| | |
|---|---|
| 61 . . . | **K–R5!** |

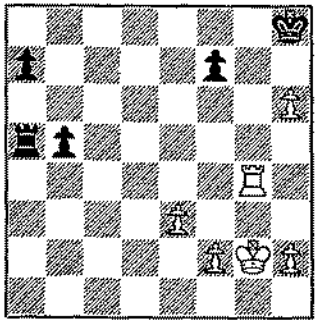
So that if 62 R×P?, R–R3ch; 63 K–B5, R–R4ch, etc.

| | |
|---|---|
| 62 **R–Kt4ch** | **P–Kt5** |
| 63 **K–B5** | **K–R6!** |

The same motif! White resigns.

*EXAMPLE* (45)

BLACK: Eliskases



WHITE: Dr. Euwe
(Noordwijk, 1938)
White to move

Here is another example in which (as in Example 43) last-round excitement and fatigue play their fatal role. White's extra Pawn is purely nominal; meanwhile Black's passed Pawns constitute a real danger. As Dr. Euwe pointed out subsequently, White has a draw by 39 *R–KB4*! This enables White to get behind the Pawns and at the same time gains a precious tempo, as . . . P–Kt5 is temporarily impossible.

If then 39 . . ., P–R3; 40 R–B6!, R–R5; 41 R–QKt6 and the progress of Black's Pawns is so slow that White is in no danger of losing. Or 40 . . ., P–Kt5; 41 R–QKt6, R–Kt4; 42 R×P, P–Kt6; 43 R–R1 and White's Rook has returned just in time. Or 39 R–KB4!, R–R5; 40 R×P, P–Kt5; 41 R–QKt7, P–R4; 42 P–B4, R–R6; 43 P–K4, P–Kt6; 44 P–B5, and the winning chances are all on White's side. Finally, if 39 R–KB4!, K–Kt1?; 40 P–R7ch, K×P; 41 R×Pch, K–Kt3; 42 R–Kt7 and again White has all the winning chances.



In the game, however (see Example 45), there followed—

| | |
|---|---|
| 39 **R–Kt7?** | |

A time-pressure mistake which loses an all-important tempo.

| | |
|---|---|
| 39 . . . | **P–Kt5** |

Gaining a vital tempo!

| | |
|---|---|
| 40 **R×P** | **P–R3!** |
| 41 **R–B8ch** | |

If 41 R–QKt7, R–Kt4 wins, for after 42 R×R, P×R White's King is just *one square short* of being in the KtP quadrate.

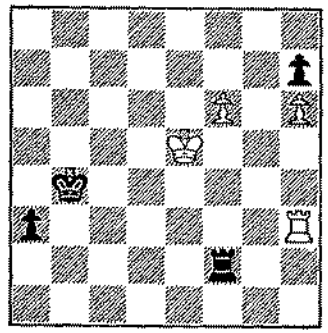
| | |
|---|---|
| 41 . . . | **K–R2** |
| 42 **R–B7ch** | **K–Kt1!** |

Not 42 . . ., K×P? because of 43 R–B6ch, followed by 44 R–QKt6, arriving at one of the variations that are perfectly satisfactory for White.

| | |
|---|---|
| 43 **R–Q7** | **P–Kt6** |
| 44 **R–Q1** | **R–Kt4** |
| 45 **K–B3** | **P–Kt7** |
| 46 **R–QKt1** | **P–R4** |
| 47 **K–K2** | **P–R5** |
| 48 **K–Q3** | **P–R6** |
| 49 **K–B3** | **P–R7** |
| 50 **R×P** | **R–B4ch** |
| Resigns | |

*EXAMPLE* (46)

BLACK: Dr. Seitz



WHITE: Johner
(Debreczin, 1925)
Black to move

And now for a complicated example—the most difficult in this section. The absence of Black's King from the King-side seems fatal. If, for example, 50 . . ., P–R7; 51 R–R1, R–QKt7; 52 R–R1, K–Kt6; 53 P–B7, R–KB7; 54 K–K6, K–Kt7; 55 R×Pch, K×R; 56 K–K7, R–K7ch; 57 K–B6, R–B7ch; 58 K–Kt7, R–Kt7ch; 59 K×P, R–KB7; 60 K–Kt6, R–Kt7ch; 61 K–R5, R–R7ch; 62 K–Kt4, R–KB7; 63 P–R7 and wins (Tartakover in the *Tournament Book*).

However, Tartakover points out the following very fine drawing method (see Example 46)—

50 . . ., R–B8!! (threatening to win with . . . P–R7); 51 R–R2, K–Kt6; 52 K–K6, P–R7; 53 R×P, K×R; 54 P–B7, K–Kt6; 55 K–K7, K–B5; 56 P–B8(Q), R×Q; 57 K×R, K–Q4, and Black's King returns just in time to draw! Another example of the RP's frequent ineptitude for winning purposes.



The actual play (see Example 46) was—

| | |
|---|---|
| 50 . . . | **R–K7ch?** |
| 51 **K–B5** | **P–R7** |

Black is lost. If 51 . . ., R–B7ch; 52 *K–K6* and Black is *a whole tempo behind* the previous variation. Or 51 . . ., R–K8; 52 R–R2, K–Kt6; 53 P–B7, P–R7; 54 R×P, K×R; 55 K–B6, R–B8ch (Black is again *a whole tempo behind* the previous variation); 56 K–Kt7, K–Kt6 (56 . . ., R–Kt8ch loses as already shown); 57 P–B8(Q), R×Q; 58 K×R, K–B5; 59 K–Kt7 and wins—Black's King is just one square too far away.

| | |
|---|---|
| 52 **R–R1** | **K–Kt6** |
| 53 **P–B7** | **R–B7ch** |
| 54 **K–K6** | **K–Kt7** |
| 55 **K–K7** | **R–K7ch** |
| 56 **K–B6** | **R–B7ch** |
| 57 **K–Kt7** | **R–Kt7ch** |
| 58 **K×P** | **R–KB7** |
| 59 **K–Kt7** | |

59 K–Kt6 is quicker.

| | |
|---|---|
| 59 . . . | **R–Kt7ch** |
| 60 **K–B6** | **R–B7ch** |
| 61 **K–K7** | **R–K7ch** |
| 62 **K–Q6** | **R–Q7ch** |
| 63 **K–K7** | **R–K7ch** |
| 64 **K–B6** | **R–B7ch** |
| 65 **K–Kt6!** | |

And Black soon resigned.

In playing over the note to Black's 51st move, the reader may be puzzled in trying to discover

why Black has lost a tempo. The explanation lies in the fact that although the procedures in Tartakover's drawing line and in the game are the same in *principle*, there is a very real difference in the fact that on move 50 (as the game goes), Black's Rook *goes off the KB file.* A move must therefore later be spent to get it back to the KB file. In the drawing line, however, Black is a move to the good in this respect and *can utilize the time thus gained to move up his King.*

## C. Double Oversights

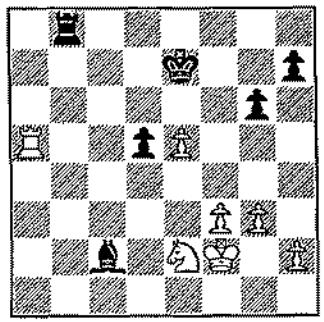
Thus far we have studied endings in which a player obtains an advantage and utilizes it to win; endings in which a player has a disadvantage and loses accordingly; endings in which a player has a win and gives his opponent an opportunity to save himself—an invitation which the opponent gladly accepts; and finally endings in which a player has an opportunity to draw and misses his chance, whereupon his opponent proceeds to win.

But now we come to those unique occurrences in which a player misses an opportunity and his opponent thereupon fails to take advantage of the lapse, answering it in most cases with an even more excruciating blunder! It would of course be easy to dismiss this phenomenon with a flippant and condescending remark; but since even the greatest masters commit this type of blunder from time to time, it is worthy of closer examination.



*EXAMPLE* (47)

BLACK: Rubinstein



WHITE: Kostich
(Carlsbad, 1911)
Black to move

Whenever we have any fairly detailed knowledge of such oversights, we find that they are generally due to a heightening of the normal tension and strain which accompanies a struggle between two well-matched players. The priceless example which follows was played towards the end of one of the most formidable and therefore exhausting tournaments in all chess history. A glance at the diagram shows that Black has a lost game, as he is menaced with R–R7ch in addition to R×P. What to do? He thereupon hits on a "clever" combination—

35 . . . **K–K3??**

He guards the QP and gains time for protecting the RP. But horrors!—doesn't this move lose a piece? No (thinks Rubinstein), for the whole point of his combination is that he "must" regain the piece.

36 **Kt–Q4ch**

Naturally.

36 . . . **K×P**

Now he must lose not only the Bishop, but the Rook (37 Kt–B6ch). This move has been completely overlooked by the great Rubinstein! "Whom the gods would destroy . . ."

37 **Kt×B??**

Amazing! White takes his opponent's combination for good, honest coin and misses the simple win of the Rook!

37 . . . **R–Kt7**

Now the combination works, just as Rubinstein had calculated it.

38 **R–B5** **K–Q3**
39 **R–B8** **K–Q2**

First point: if 40 R–B5, K–Q3; 41 R–B8, K–Q2, etc. Hence White must return the piece if he has any hopes of winning.

40 **R–B3** **P–Q5**
41 **R–B4** **P–Q6**

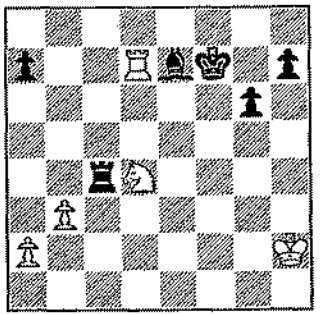
Regaining the piece. There followed: 42 R–Q4ch, K–K3; 43 R×P, R×Ktch; 44 K–Kt1, P–Kt4; 45 R–Q1, P–R4; 46 R–KB1, K–B4 (Black's pieces are well posted, and the draw is assured); 47 R–B2, R–B5; 48 R–R2, R–QKt5; 49 K–B2, R–QB5; 50 P–R3, P–R5!; 51 P×P, P×P and the game was abandoned as a draw.

Thus Black's combination (despite the fact that it had a flaw as big as a barn door!) came off exactly as he had planned it! The blend of farsighted planning with childish blundering is piquant, and shows what eerie effects fatigue can produce with even the finest brain.



*EXAMPLE* (48)

BLACK: Ragozin



WHITE: Ebralidze

(U.S.S.R. Championship, 1937)

Black to move

In Example (48) we have a still more remarkable example of strange oversights. Black is irked by the presence of the hostile Rook on the seventh rank, and he hits on an "ingenious" method of ridding himself of this annoyance—

40 . . . **R–B2??**

So that if 41 R×R, B–Q3ch, regaining the Rook. But his Bishop can't move!

41 **R–Q5??**

Missing his chance to win a clear Rook!

41 . . . **B–B3**
42 **Kt–Kt5** **R–B7ch**
43 **K–Kt3** **P–QR3**
44 **R–Q7ch?** **K–K1**
45 **R–QB7?**

Another ill-fated combination on the same square. The intention is: if 45 . . ., R×R?; 46

Kt×Rch. But this time Black carries out his original plan—

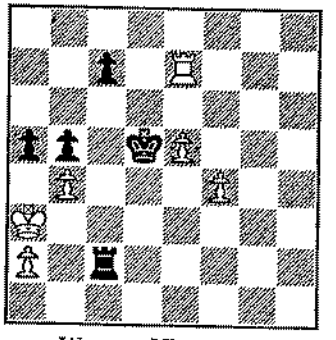
45 . . . **B–K4ch**

White resigns.

The next two examples, although of a more complex character, are less fantastic.

*EXAMPLE* (49)

BLACK: Marshall



WHITE: Nimzovich
(New York, 1927)
Black to move

Although Black is a Pawn down and the connected passed Pawns have a menacing appearance, Alekhine points out in the *Tournament Book* that Black can draw with 42 . . ., P×Pch; 43 K×P, R–B5ch; 44 K×P, P–B3ch, followed by 45 . . ., R×P. Instead (see Example 49) there followed—

42 . . . **P–R5?**
43 **P–B5** **P–B4**
44 **P–B6?**

Very plausible, and yet it only draws. Alekhine shows the following subtle win, admitting that



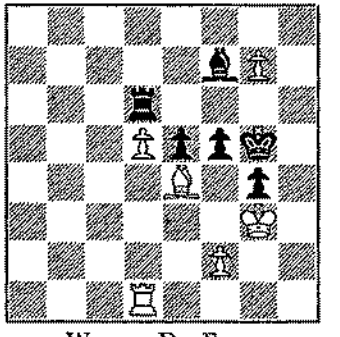
one could hardly expect White to find it over the board: 44 P–K6!, R–B6ch; 45 K–Kt2, P×P; 46 R–Q7ch (the merit of 44 P–K6! consists in the fact that this check is possible), K–B3; 47 R–Q8, P–R6ch; 48 K–Kt1, R–K6; 49 P–B6, P–Kt6; 50 P×P, R–K8ch; 51 K–R2!, P–Kt5; 52 P–K7, R–K7ch; 53 K–Kt1, R–K8ch; 54 K–B2, P–R7; 55 R–QR8, K–Q2; 56 P–B7! (not 56 R×P, R–K7ch and Black draws) and wins. A very difficult variation!

44 . . . **R–B6ch**
45 **K–Kt2** **P×P**

The game was given up as a draw here, for if 46 P–B7 (R–Q7ch is not available!), P–R6ch; 47 K–Kt1, R–KB6; 48 P–K6, R–B8ch; 49 K–B2, R–B7ch; 50 K–Q3, P–Kt6; 51 P×P, P–R7, etc. (Alekhine.)

*EXAMPLE* (50)

BLACK: Dr. Alekhine



WHITE: Dr. Euwe
(Match, 1935)
White to move

This difficult position is made even more complicated by the neat pirouettes at the disposal of

the White Bishop. White is in a bad way, for it seems that he must move his Bishop, after which the loss of his QP and KtP is only a matter of time. The late Russian analyst Grigoriev (a noted connoisseur of all the subtleties of end-game play) showed that 55 R–QB1 is decidedly better!—

(*a*) 55 . . ., R–KKt3; 56 R–B7, R×P; 57 P–Q6, K–B3; 58 B–Q5, P–B5ch; 59 K–R2, R–R2ch; 60 K–Kt1 threatening 61 B×B, R×B; 62 P–Q7 and wins.

(*b*) 55 . . ., P–B5ch; 56 K–R2, K–B3; 57 R–B6, R×R; 58 P×R, K×P; 59 P–B7, B–K3; 60 B–Kt7, etc.

(For the benefit of the reader who is doubtless astounded by this calm disregard of the obvious reply 55 . . ., P×B after 55 R–QB1 !, it should be pointed out that the most likely continuation would be 56 R–B8, and if 56 . . ., R–KKt3; 57 P–Q6, B–K3?; 58 P–Q7! Black must therefore play 57 . . ., R×QP with the same ending as in the text.)

In the game (see Example 50) there followed—

| | | |
|---|---|---|
| 55 | **R–KR1?** | **P×B?** |

Correct was 55 . . ., R–KKt3; 56 R–R8, R×P; 57 P–Q6, B–K3; 58 B–B6, B–Q2 (Euwe). The difference between this line of play and Grigoriev's Variation (*a*) is that here Black's Bishop has freedom of action, whereas it is pinned after Grigoriev's manœuvre R–QB1 !–B7.

| | | |
|---|---|---|
| 56 | **R–R8!** | **R–KKt3** |
| 57 | **P–Q6** | **R×QP** |

Of course, if 57 . . ., B–K3?; 58 P–Kt8(Q)! wins.



| | | |
|---|---|---|
| 58 | **P–Kt8(Q)ch** | **B×Q** |
| 59 | **R×Bch** | **K–B4** |

Curiously enough (as Euwe points out), after 59 . . ., R–Kt3 White can even steer for the King and Pawn ending (60 R×Rch, K×R; 61 K×P, K–B3; 62 P–B4!, P–K6; 63 P×Pch—draw).

| | | |
|---|---|---|
| 60 | **R–B8ch** | |

And the game was given up as a draw after fourteen more uneventful moves.

# PART IV

# DEFENDING DIFFICULT POSITIONS

## I. INTRODUCTORY

We come now to the concluding section of this volume, and the one which will require the greatest application on the part of the reader. I used to think that the ability to put up strong resistance was one which could not be developed—it depended on character and temperament. A player either had the will and the inclination to put up a stubborn, resourceful defence, or he despaired easily, put up no fight, feebly fell in with his opponent's intentions, and took the blackest possible view of the situation.

Further observation reinforced this point of view. I have seen players resign defensible positions, because they were infuriated at having blundered away a won game; I have seen players spend hours of the most painstaking analysis to find long, refined wins for their opponents, and then resign without resumption of play, as they had a "lost" game; I have seen players simplifying when simplification was just what the opponent needed, and avoiding simplification when it was necessary for their opponent to keep the remaining pieces on the board in order to win; I have seen players moving mechanically, without interest or plan, when a little close application to the work in hand might have made the other player's task maddeningly difficult.





I subsequently came to the conclusion, however, that enhanced ability brings with it its own psychological correctives. As a player improves, his greater powers enable him to hold out in positions that were formerly beyond his comprehension. Furthermore, he develops a sense of pride in avoiding loss in difficult positions—for there are few greater thrills than the ones we experience in being constantly on the edge of the abyss, where the slightest false step means defeat. For a skilful player, success in obtaining a draw in a desperate position may afford more pleasure than gaining an oftentimes all-too-easy victory.

The foregoing comments are borne out in a rather interesting way by the trend of masterplay during the last sixty years. While it would be foolish to deny that the outstanding masters of earlier generations (such men as Steinitz, Zukertort, Blackburne, Tchigorin, etc.) were the equal of our outstanding contemporary players, there cannot be the slightest question that the *rank and file* masters (and amateurs as well) have improved enormously since the 'eighties. To-day the average player cannot be bowled over in the manner of Morphy's opponents. The modern player has at his command the whole arsenal of valuable theory that has been built up since Morphy's day.

The result has been an inter-acting process. As the average power of resistance grew, the more refined became the winning process. This in turn led to a greater proportion of winning possibilities, which in its turn has led to a still more highly developed defensive ability. Historically, the great forerunner of the lion-hearted

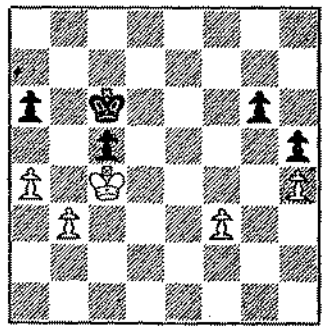
defensive policy was Dr. Lasker, whose superlative achievements in this field have already become proverbial. He was followed by such apostles of the "heroic defence" as Alekhine, Nimzovich and Bogolyubov; and in our own day, the grimness and fertility of resource which our younger masters (Keres, Reshevsky, Botvinnik, Fine) display in difficult positions are perhaps the chief traits which they have in common. Flohr also has this ability, but occasionally he "blows up." In the case of the other four, this rarely happens.

## II. EXAMPLES

### A. Positional Disadvantage

*EXAMPLE* (51)

BLACK: Nimzovich



WHITE: Grob
(Zurich, 1934)
Black to move

Example (51) is the type of position in which an inexperienced player might very easily lose his way. If, for example, 57 . . ., P–R4?; 58 P–B4 wins, as Black must permit the intrusion



of the hostile King, with fatal results. Or 57 . . ., K–Kt3?; 58 K–Q5 and White wins the Queen and Pawn ending which results from 58 . . ., P–Kt4, etc. Or 57 . . ., K–Q3; 58 P–B4, K–B3; 59 P–Kt4, P×P; 60 K×P, K–Kt3; 61 P–R5ch, K–B3; 62 K–B4 (taking the opposition), K–Q3; 63 K–Q4 and White must penetrate via K5 or QB5 and win (Alekhine in the *Tournament Book*).

Perhaps the rather wild 57 . . ., P–Kt4 will save Black? No, for the resulting Queen and Pawn ending is easily won for White. Shall we then conclude that the ending is lost for Black? But that would be a hasty decision. Let us see how Nimzovich reasons it out; "I must avoid losing the opposition; and if I combine this idea with a King-move toward the King-side, so that I am threatening . . . P–Kt4, I have solved the problem; for one extra move of my King enables me to play 1 . . ., P–Kt4; 2 P×P, P–R5 and still be in the quadrate of White's KKtP. *But in that event my KRP would queen!* Therefore White could not answer . . . P–Kt4 (after my King-move) with P×P. Therefore 57 . . ., K–Q3 answers the problem?! Oh, but it doesn't! For then White stifles the possibility of . . . P–Kt4 by playing 58 P–B4 and I subsequently lose the opposition" (as shown in the previous paragraph).

What is required, therefore, is a King-move which prepares for 58 . . ., P–Kt4 *but does not lose the opposition.* Nimzovich's solution of this problem gives us the paradoxical move—

57 . . . **K–Q2!!**

If now 58 K×P, P–Kt4!; 59 K–Q4! (if 59 P×P?, P–R5; 60 P–Kt6, K–K2 and Black wins!), P×P; 60 K–K3, P–R4! (an important move, preventing White's P–Kt4–5); 61 K–B2, K–K3; 62 K–Kt2, K–B4; 63 K–R3, K–Kt4; 64 P–B4ch, K×P; 65 K×P, K–K5; 66 K×P, K–Q5; 67 K–Kt4, K–B6; 68 K–B3, K×P; 69 K–K2, K×P; 70 K–Q1, K–Kt6; 71 K–B1 (Alekhine) and White just manages to draw! It is this variation (hardly to be expected from an inexperienced player!) that establishes the soundness of 57 . . ., K–Q2!!

58 **P–B4**

Rather than draw by so narrow a margin, White prefers to draw with ease by adopting the text. The spectre of . . . P–Kt4 is definitely banished.

58 . . . **K–Q3!**

Now we see the difference between 57 . . ., K–Q3? and 57 . . ., K–Q2! As actually played, Black need have no fear about losing the opposition.

| | |
|---|---|
| 59 **K–Q3** | **P–R4** |
| 60 **K–B4** | **K–B3** |
| 61 **K–B3** | **K–Q3** |
| 62 **K–B4** | **K–B3** |

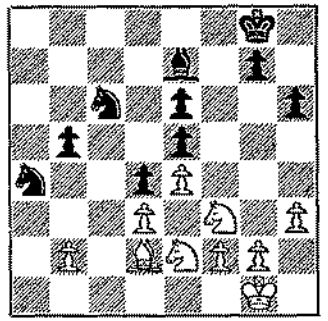
Drawn

"Only a draw," the inexperienced player will say disparagingly. But to be able to achieve a draw so resourcefully is the hallmark of a fine player.



*EXAMPLE* (52)

BLACK: Rabinovich



WHITE: Dr. Lasker
(Moscow, 1935)
White to move

Example (52) does not call for any tricky moves. It has a prosaic, everyday character, totally lacking in combinative dainties. But it should not be disdained on that account, for it is extremely useful for the student who wishes to excel in practical play.

Black has brought about the exchange of Queens under advantageous circumstances, as White's QKtP and QP are weak and his pieces are rather cramped in their defensive efforts. To defend such positions patiently and accurately is no easy task; but these are qualities which the great Lasker possesses to a pre-eminent degree!

30 **P–QKt3!**

As will be seen, the Pawn now becomes subject to dangerous threats; yet White has wisely chosen the lesser evil, for if 30 B–B1? (this square

is needed for a Knight), Kt–Kt5; 31 Kt–K1, Kt–B4 and the QP falls.

| | | |
|---|---|---|
| 30 | . . . | **Kt–B4** |
| 31 | **Kt–B1** | **Kt–Q2!** |

Very strong; he threatens to play . . . B–R6 followed by . . . Kt–B4 winning a Pawn.

| | | |
|---|---|---|
| 32 | **Kt–K1** | **B–R6** |

Threatening to win the Pawn with 33 . . ., B×Kt; 34 B×B, Kt–B4.

| | | |
|---|---|---|
| 33 | **Kt–R2!** | |

The only move.

| | | |
|---|---|---|
| 33 | . . . | **Kt–B4** |
| 34 | **P–QKt4** | **Kt–Kt6** |

Of course, if 34 . . ., Kt–R3; 35 Kt–B2, and White is safe.

| | | |
|---|---|---|
| 35 | **Kt–B2!** | |

Saves the piece—and the QKtP as well.

| | | |
|---|---|---|
| 35 | . . . | **B–Kt7** |

Now the draw is clear.

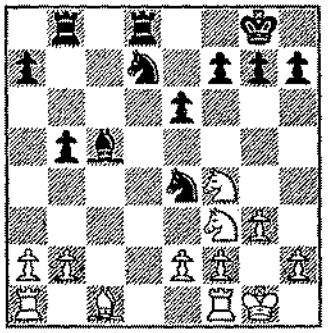
| | | |
|---|---|---|
| 36 | **B–K1** | **P–R4** |
| 37 | **K–B1** | **Kt–B8** |
| 38 | **Kt×Kt** | **B×Kt** |
| 39 | **K–K2** | **K–B2** |
| 40 | **B–Q2** | Drawn |

A fine example of cool defensive play.



## *EXAMPLE* (53)

BLACK: Reshevsky



WHITE: Flohr

(Hastings Christmas Tournament, 1937–8)

White to move

Striking and brilliant games between the leading contemporary players are the exception rather than the rule. This is to be expected, in view of the highly developed defensive powers of the modern masters. They have learned from sad experience that the direct assault is less likely to yield dividends than is an indirect and subtler form of pressure which seems to allow the opponent a greater diversity of choice and hence an enlarged number of opportunities to go wrong.

The average player, however, prefers direct action and a minimum of preparation, with the unfortunate result that both the great artistry of the player with the initiative, and of the player on the defensive, are lost on him.

Here we have what appears to be a position without character, and the Queens have just been exchanged (that *bête noire* of the amateur!). To the average player it is all a conspiracy, and he has no doubt that the players have already

tacitly agreed to a draw, and are playing on for form's sake. As it happens, nothing could be further from the truth. These "simple" positions are often quite difficult to draw, and a good working knowledge of how to treat these vaguely uncomfortable situations is indispensable for the player who is anxious to improve.

Regarding the character of Example (53), let us hear the testimony of an expert and impartial witness: "The situation seems to offer little of interest. The Queens are off, the Pawn formations are symmetrical (in the sense that the Pawns are opposed to each other on identical files), and finally there is not the slightest opportunity for attack or complications. Yet White's game is quite difficult, for Black has a decided lead in development and controls more space. It is true that there has been no serious departure from positional equality, but a somewhat weaker player would be hopelessly lost if he had White here against Flohr or Reshevsky. He sees no positive danger, and yet he has an indefinable feeling that there is something wrong with his position; sooner or later, this must result in a decisive mistake. That is why the manner in which Flohr now defends himself is extremely interesting." (Dr. Euwe.)

17 **Kt–Q3**

Centralizing this Knight and also preparing to develop his Bishop with effect.

| | |
|---|---|
| 17 . . . | **B–Kt3** |
| 18 **B–B4** | |

Finally bringing out his last minor piece and



preparing to dispute the command of the vital files (QB and Q).

| | |
|---|---|
| 18 . . . | **QR–B1** |
| 19 **QR–B1** | **P–B3** |

The Bishop is to be driven back, with a resulting loss of mobility.

| | |
|---|---|
| 20 **KR–Q1** | **P–K4** |
| 21 **R×R** | |

By exchanging Rooks, White relieves his cramped position somewhat. Harmless as the manœuvre seems, it requires close examination to verify that Black cannot derive any tangible advantage from the QB file.

| | |
|---|---|
| 21 . . . | **R×R** |
| 22 **B–B1** | **Kt–B1** |

There is nothing to be gained from 22 . . ., Kt×KtP; 22 RP×Kt, P–K5, Kt(Q3)–K1 or 22 . . ., R–B7; 23 K–B1, followed by 24 Kt(B3)–K1.

23 **K–B1**

Bringing the King to the centre and also preparing to drive away the annoying Knight from K5.

| | |
|---|---|
| 23 . . . | **Kt–K3** |
| 24 **Kt(B3)–K1** | **K–B2** |
| 25 **P–B3** | **Kt–Q3** |
| 26 **Kt–Kt2** | |

26 Kt×Pch? is of course a blunder, for after 26 . . ., P×Kt; 27 R×Kt, White's Bishop is lost.

26 . . . **P–QR4**

Preventing a possible Kt–Kt4–Q5. It is characteristic of the play against Knights to hem them in with appropriate Pawn moves.

| | |
|---|---|
| 27 **B–K3** | **B–Q5** |
| 28 **B×B** | **Kt×B** |
| 29 **Kt–K3** | **K–K3** |
| 30 **R–B1** | **R×Rch** |

The exchange is forced, since Black does not want to leave the open file to his opponent. But Black's winning prospects have now reached the vanishing point.

| | |
|---|---|
| 31 **Kt×R** | **P–K5** |
| 32 **K–B2** | **P–B4** |
| 33 **P–B4** | |

Blockade: he avoids creating an opening for Black's pieces.

| | |
|---|---|
| 33 . . . | **P–R5** |
| 34 **K–K1** | |

Preparing for the following Queen-side action.

| | |
|---|---|
| 34 . . . | **P–Kt5** |
| 35 **K–Q2** | **P–R3** |
| 36 **P–QR3!** | |

Beginning a small-scale but clever combination which makes the draw clear.

| | |
|---|---|
| 36 . . . | **P×1** |
| 37 **P×P** | **Kt(5)–Kt4** |

Forestalling the manœuvre K–B3–Kt4. The text wins White's QRP by force.

38 **Kt–R2!**



Compelling (!) Black to carry out his threat, as White now contemplates 39 Kt–B3, Kt×P; 40 Kt×P, and the game is hopelessly drawn.

38 Kt–B2? would of course be a blunder (38 . . ., Kt–B5ch, etc.).

| | |
|---|---|
| 38 . . . | **Kt×P** |

If now 39 Kt–B3?, Kt(6)–B5ch; 40 Kt×Kt, Kt×Ktch; 41 K–B2 (if 41 K–K1, P–R6) Kt–K6ch followed by . . . Kt–B8.

| | |
|---|---|
| 39 **K–B3!** | **Kt(6)–Kt4ch** |
| 40 **K–Kt4** | **Kt–Q5** |

Or 40 . . ., P–R6; 41 Kt–B2, etc.

| | |
|---|---|
| 41 **Kt–QB1** | **P–Kt4** |
| 42 **K×P** | |

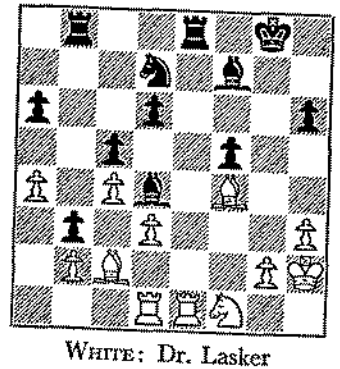
At last the purpose of his 36th move is achieved; the Queen-side Pawns have disappeared.

| | |
|---|---|
| 42 . . . | **P×P** |
| 43 **P×P** | Drawn |

A fine example of well-considered defensive play.

*EXAMPLE* (54)

BLACK: Dus-Chotimirski



WHITE: Dr. Lasker

(Moscow, 1925)

White to move

Here we have a position in which White's game is so bad that not even the best play on his part can save the game. Lasker has played up to this point in a listless manner, with the result (in the words of Reuben Fine) that "White's KB is stalemated, his Pawn structure hopelessly weak, his other pieces (with the exception of the QB) have little or no freedom. In such positions, Lasker's conception of chess as a struggle has valuable practical applications: Lasker makes the win as difficult as possible for his opponent, and he seizes upon any slight chance which his opponent may regard as unimportant."

32 **R×Rch**

The interpolation of this exchange is compulsory, for if 32 B–Kt1, Kt–K4; 33 B×Kt (neither Rook can play to the second rank because of 33 . . ., Kt–B6ch), R×B; 34 R×R, P×R; 35 R–Q2, R–Kt5, and Black wins with the greatest ease.

32 . . . **B×R**
33 **B–Kt1**

What a position for a Bishop! This factor alone would be enough to discourage most players from putting up a keen resistance.

33 . . . **Kt–K4**
34 **Kt–Kt3!**

Instead of at once defending the QKtP, Lasker plays for counter-chances. The text attacks the KBP, and leaves open the important possibility of Kt–K2.

34 . . . **B–Kt3?**



Black is so confident of victory that he no longer proceeds in the most careful and efficient manner. In the *Tournament Book*, Bogolyubov recommends 34 . . ., B–Q2 (keeping an eye on the QRP); 35 R–Q2, Kt–B2! (providing a retreat for the KB); 36 P–R5 (compulsory sooner or later), R–K1; 37 Kt–K2, B–B3 with the winning continuation . . . B–Q1 followed by . . . B×P.

35 **R–Q2** **R–Kt5?**

Very greedy. There was still time for 35 . . ., Kt–B2 so that if 36 Kt–K2, B–B3. Black does not stop to consider that his QP can be menaced (in a manner soon to be revealed) only for a moment, whereas White's QRP will always be vulnerable; why then attack this permanent weakness before everything has been protected in Black's camp?

36 **Kt–K2** **R×RP?**

After this the win is impossible, due to the powerful passed QP that White now obtains. Black should have played 36 . . ., Kt–B2 or 36 . . ., B–B7, although the win would be less easy than after 35 . . ., Kt–B2 (note to Black's 35th move) and still less easy than after 34 . . ., B–Q2 (note to Black's 34th move).

37 **Kt×B** **P×Kt**
38 **P–B5!**

Lasker at once pounces on his counter-chance. Now we see why it was so important to have played . . . Kt–B2 previously.

38 . . . **R–R8?**

. . . R–R4 was better, in order to bring the Rook back for defensive purposes. But White's nailed-down Bishop is such attractive bait!

39 **P×P** **Kt–Q2**

Not 39 . . ., R×B; 40 B×Kt, B–K1; 41 R–K2 followed by B×P, and White wins.

40 **R–Q1!**

This is not merely a defensive move, as White threatens 41 B–B2!

40 . . . **B–B2**
41 **R–K1!** **P–QR4?**

Evidently demoralized by his opponent's unexpectedly powerful resistance, Black has thrown away the win and now throws away the draw. 41 . . ., R–R4 was the only chance, although even in that event 42 R–K7 would be very strong.

42 **R–K7!**

Demonstrating the absurdity of Black's pursuit of the KB, which has been completely stalemated all this time!

42 . . . **Kt–B4**

Now that Black has an opportunity at last to capture the KB, he declines, for after 42 . . ., R×B; 43 R×Kt, B–K1; 44 R–Q8, K–B2; 45 P–Q7, B×P; 46 R×Bch, K–K1; 47 R–QR7 (Fine) White wins.

43 **B–K5!**

Lasker's incisive play is in glaring contrast to Black's slovenly handling of a won position.

43 . . . **R–R5**

Again he declines the KB, for if 43 . . ., R×B;



44 B×P, Kt–K3; 45 P–Q7, Kt–Q1; 46 R–K8ch and wins.

44 **R–B7** **Kt–K3**
45 **P–Q7!**

Now we can understand the enormity of Black's mistake in permitting the existence of this passed Pawn.

45 . . . **R–Kt5**
46 **R–B8ch** **K–R2**
47 **R–R8ch** **K–Kt3**
48 **R–K8** **R–Kt3**
49 **B–B4!**

Even more exact than 49 R×Kt, R×R; 50 P–Q8(Q), R×B.

49 . . . **Kt×B**

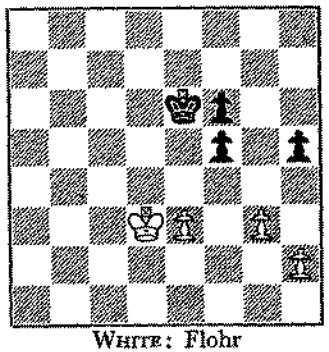
Else R×Kt follows.

50 **P–Q8(Q)** **R–QB3**
51 **R–K7** Resigns

"A great triumph," Kmoch comments, "for Lasker's faith in the power of resistance available in obviously unfavourable positions."

*EXAMPLE* (55)

BLACK: Capablanca



WHITE: Flohr
(Moscow, 1935)
Black to move

By comparison, Example (55) seems quite simple, in view of the previous reduction of forces. Yet the ending presents inordinate difficulties for Black, and only the most clever timing can stave off disaster. The salient characteristics of the position are these: Black's doubled and isolated KBP is a critical weakness, so that if White ever succeeds in bringing his King to KB4 he will win by *Zugzwang* (as he has two tempo moves with his RP). Black's drawing chance consists in playing his King to K4 at a suitable moment, and drawing with . . . P–R5. Just how this idea is brought to fruition will be seen in the following play—

49 . . . **K–K4!**

Rabinovich shows in the *Tournament Book* that the plausible 49 . . ., K–Q4? loses because of 50 K–Q2 !—

(*a*) 50 . . ., P–R5; 51 P×P, P–B5; 52 P×P, K–K5; 53 P–R5 ! and wins (53 . . ., K–B4; 54 K–K3, etc.).

(*b*) 50 . . ., K–K5; 51 K–K2, K–Q4 (if 51 . . ., P–R5; 52 P×P, P–B5; 53 P–R5 !, K–B4; 54 P×P, etc., as in Variation (*a*)); 52 K–B3, K–K4; 53 P–R3 (*tempo move*), K–Q4; 54 K–B4, K–K3; 55 P–R4 (*the other tempo move*) and wins.

(*c*) 50 . . ., K–K4; 51 K–K1 ! !, K–Q4 (if 51 . . ., K–K5; 52 K–K2 wins); 52 K–B2 !, K–K5; 53 K–K2, repeating the procedure of Variation (*b*).

We note that in the above, the manœuvre . . . P–R5 fails hopelessly. If it is played correctly, however, it results in White's being left with only a doubled and isolated RP, which



is of course not enough to win. Note how Capablanca's fine play achieves the desired result.

50 **K–K2**

If 50 K–Q2, P–R5 ! (not 50 . . ., K–K5??; 51 K–K2 transposing into one of the lost positions previously studied); 51 P×P, P–B5 !; 52 P–R5, P×P ch and draws at once. Compare this with the previous note.

50 . . . **K–K5!**

*Any other move* loses ! Let the reader prove this to his own satisfaction.

51 **P–R3**

Again, if 51 K–B2, P–R5 !; 52 P×P (or 52 K–K2, P×P; 53 P×P, K–K4; 54 K–B3, K–Q4; 55 K–B4, K–K3 and *White cannot win because he has no tempo moves left*—thus . . . P–R5 has been effective in another way !), P–B5 !; 53 P–R5 (if 53 P×P, K×P draws), P×P ch. Again we have the same situation as in the note to White's 50th move.

51 . . . **K–Q4!**

Once more the only move—

(*a*) 51 . . ., K–K4?; 52 K–B3, K–Q4; 53 K–B4, K–K3; 54 P–R4 (the tempo move !) and wins.

(*b*) 51 . . ., P–R5?; 52 P×P, P–B5; 53 P–R5 and Black loses, as he has no time for . . . P×P.

52 **K–B3**

His last hope is that if now 52 . . ., K–K3??;

53 K–B4 wins, or if 52 . . ., K–Q3??; 53 K–B4, K–K3; 54 P–R4 wins.

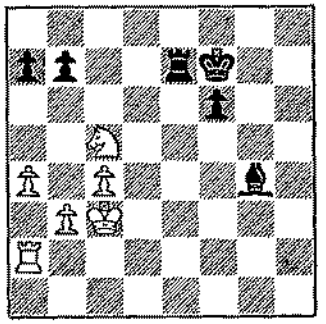
52 . . . **K–K4!**

The game was given up as drawn. If 53 P–R4, K–Q4; 54 K–B4, K–K3 and White can make no headway, *having exhausted his tempo moves.*

This exacting ending is a splendid exhibition of the great master's defensive abilities. The emphasis on the drawing possibilities of exhausting White's tempo moves and of advancing . . . P–R5 at the proper juncture is most instructive for the student.

*EXAMPLE* (56)

BLACK: Dr. Alekhine



WHITE: Fine

(Nottingham, 1936)

White to move

At first sight, Black's advantage seems considerable, in view of his passed BP—especially since White's King is cut off from participation in any struggle to prevent this Pawn from advancing. Black's King, on the other hand, will play an important role in furthering the advance of the Pawn.



White has, however, four saving factors at his disposal—

(1) The game has already reached such a degree of simplification that if White can remove the *remaining Black Pawns on the Queen-side* (which should not be difficult, since White has an extra Pawn on that wing), the Knight can be sacrificed for the BP. The result (Rook and Bishop *v.* Rook) would be a draw.

(2) If White can exchange Rooks and force a position where Black is left with Bishop, RP and BP, White can give up his Knight for the BP and draw—for, as will be noted, *Black's Bishop does not command the queening square of Black's QRP.*

(3) Once Black's BP has advanced to B4, it will have difficulty in reaching Black's KB5. This is due to the circumstance that it is a black square, and *hence not commanded by the Bishop.* The chances are therefore that White can utilize the ability of the Knight to command squares of either colour, to take the sting out of a possible . . . P–B5.

(4) Since White has a *majority of Pawns on the Queen-side,* he will naturally set these Pawns in motion. This will either have the simplifying effects outlined above, or will result in a passed Pawn for White which will serve as a counterpoise to Black's passed Pawn.

Fine's resourceful and ever-alert defence makes clever use of these motifs—

43 **R–KB2** **P–B4**

43 . . ., P–R4 would prevent White's next move, but after the reply 44 P–Kt4, White would either obtain useful simplification, pressure against

the KtP, a passed Pawn, or a combination of these advantageous factors.

Black has been able to play . . . P–B4 at once; but throughout the whole ending, *he will be unable to advance this Pawn another square!* The blockade is organized by White in a variety of ways, and is most diverting in the forms it takes.

| | | |
|---|---|---|
| 44 | **P–R5** | **K–B3** |
| 45 | **P–Kt4** | **K–Kt4** |

Threatening . . . P–B5, hence—

| | | |
|---|---|---|
| 46 | **Kt–Q3!** | **K–R5** |

46 . . ., R–K5 is futile because of 47 Kt–B5. 46 . . ., P–Kt3 (as a preparation for . . . R–K5) is answered by 47 P×P, P×P; 48 P–B5 and draws. *White always benefits from simplification; Black must always avoid it.*

The text seems promising, for in conjunction with Black's next move, it compels White to *give up direct control of his KB4*. But Fine finds new ways to maintain the blockade.

| | | |
|---|---|---|
| 47 | **R–B4!** | |

The Rook must be in a position to move *freely*.

| | | |
|---|---|---|
| 47 | . . . | **K–Kt6** |
| 48 | **R–Q4** | **B–B6** |

This looks very dangerous for White, the intention being 49 . . ., B–K5, followed in due course by . . . P–B5.

| | | |
|---|---|---|
| 49 | **R–Q8!** | **B–K7** |

The attractive 49 . . ., P–B5? is met by 50 R–KB8, R–K5; 51 P–R6!, P×P (or 51 . . ., P–Kt3; 52 P–B5 with a clear draw); 52 R×P!!



and draws, as Black's RP's are useless to him, despite the piece ahead.

| | | |
|---|---|---|
| 50 | **R–Kt8ch** | **K–B6** |
| 51 | **R–KB8** | **K–K6** |

If 51 . . ., B×Kt; 52 K×B and Black cannot hope to win the ending, as White pushes on his Pawns and also obtains a passed Pawn.

But after Black's last move, the position looks critical for White.

| | | |
|---|---|---|
| 52 | **Kt–K1!** | **K–K5** |

And not 52 . . ., P–B5??; 53 Kt–Kt2ch, etc.

| | | |
|---|---|---|
| 53 | **Kt–Kt2** | **B–R4** |

If 53 . . ., R–Kt2; 54 R–K8ch, K–B6; 55 Kt–R4ch.

| | | |
|---|---|---|
| 54 | **R–Q8** | **K–B6** |
| 55 | **Kt–R4ch** | **K–Kt5** |

Success at last? No, for White has a new drawing manœuvre!

| | | |
|---|---|---|
| 56 | **R–Q4ch!** | **K–Kt4** |

If 56 . . ., P–B5; 57 Kt–Kt2, R–KB2; 58 P–R6! and White draws as in the note to Black's 49th move.

| | | |
|---|---|---|
| 57 | **Kt–Kt2** | **B–B6** |
| 58 | **Kt–B4** | **B–K5** |

The struggle to force . . . P–B5 has required superhuman patience, but it would seem that at last Alekhine has achieved his goal.

| | | |
|---|---|---|
| 59 | **Kt–Q5** | **R–K4** |
| 60 | **R–Q1!** | **B–B6** |

It is still too soon for . . . P–B5; 60 . . ., P–B5; 61 K–Q4!, R–K1 (if 61 . . ., K–B4?; 62 Kt×P!); 62 R–K1 and draws.

| | |
|---|---|
| 61 **R–Kt1ch** | **B–Kt5** |
| 62 **K–Q4** | **R–K5ch** |
| 63 **K–Q3** | **R–K3** |
| 64 **Kt–K3** | |

White is now out of danger.

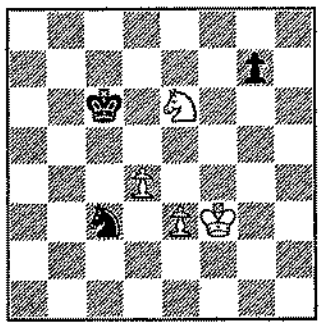
| | |
|---|---|
| 64 . . . | **R–Q3ch** |
| 65 **K–B3** | **R–Q1** |
| 66 **P–Kt5** | Drawn |

White is now ready to advance on the Queenside. The most likely continuation would be for White to play Kt×B, subsequently checking the Black King continually from the rear and at the same time playing to obtain a free Pawn on the other wing. White's tenacity throughout was noteworthy.

## B. Material Disadvantage

*EXAMPLE* (57)

BLACK: Alekhine



WHITE: Vukovics
(Vienna, 1922)
Black to move



This ending is much like the previous one, in that the weaker side wards off disaster by constant emphasis on simplification. For all that, Black's avoidance of defeat seems to verge on the miraculous! A cursory inspection of the position would lead one to think that the properly supported advance of White's Pawns should win without much difficulty. But Alekhine's expert use of the seemingly negligible remaining Black Pawn just manages to hold the game.

50 . . . **P–Kt3**

This seems futile, since White can force the win of this Pawn in any event.

51 **P–K4**

Aha! The "simple" ending is not so easy: if 51 Kt–B8, P–Kt4; 52 Kt–R7, K–Q4!; 53 Kt×P, Kt–Kt4! followed by . . . Kt×Pch and draws!

| | |
|---|---|
| 51 . . . | **K–Q3** |
| 52 **Kt–B4** | **P–Kt4** |
| 53 **Kt–K2** | |

Not 53 Kt–R3, P–Kt5ch forcing the draw.

53 . . . **Kt–Kt4**

The game has now entered a very difficult stage for Black: the position of White's Pawns gives Black's little scope, and every move must be made to tell.

54 **K–K3**

If 54 K–Kt4, Kt×P!; 55 Kt×Kt, K–K4 and draws.

| | |
|---|---|
| 54 . . . | **K–K3** |
| 55 **Kt–Kt3** | |

Moving either Pawn would permit an effective blockade by Black's King.

| | |
|---|---|
| 55 . . . | **Kt–B2** |
| 56 **Kt–B1** | |

More winning chances seem to be available in an immediate advance of the King with the hope of reaching QB6.

| | |
|---|---|
| 56 . . . | **Kt–R3** |
| 57 **K–Q3** | **Kt–Kt5ch** |
| 58 **K–B3** | |

And here 58 K–B4 with a view to K–B5 might be tried. But the win (if possible) would be most difficult.

| | |
|---|---|
| 58 . . . | **Kt–R7ch** |
| 59 **K–Q2** | |

59 K–B4, K–Q3; 60 Kt–Kt3, P–Kt5; 61 Kt–B5ch, K–Q2; 62 P–Q5 would be more aggressive but not necessarily conclusive (62 . . ., Kt–B8; 63 P–K5, Kt–K7; 64 P–K6ch, K–Q1; 65 P–Q6, P–Kt6).

| | |
|---|---|
| 59 . . . | **P–Kt5** |
| 60 **K–K3** | **Kt–B6** |
| 61 **Kt–Kt3** | **Kt–Q8ch** |

The KtP requires assistance.

| | |
|---|---|
| 62 **K–B4** | **Kt–B7** |
| 63 **Kt–B5** | **K–Q2** |
| 64 **P–K5?** | |

A last attempt. If White can advance the QP to Q5 in favourable circumstances, a win may still be possible. But P–Q5! was much stronger.

| | |
|---|---|
| 64 . . . | **K–K3** |
| 65 **Kt–Kt7ch** | **K–B2** |
| 66 **Kt–R5** | **K–K3** |
| 67 **Kt–B6** | |



At last it would seem that P–Q5 is assured. But now comes an elegant series of moves to establish the draw.

| | |
|---|---|
| 67 . . . | **Kt–Q6ch!** |
| 68 **K–K4** | |

Or 68 K×P, Kt×Pch and draws.

| | |
|---|---|
| 68 . . . | **P–Kt6!** |
| 69 **Kt–R7** | |

If 69 K–B3, Kt×Pch draws; or 69 P–Q5ch, K–K2!; 70 P–Q6ch, K–K3 (or 70 . . ., K–Q1; 71 P–K6, Kt–B4ch, etc.); 71 Kt–R7, Kt×P, etc.

| | |
|---|---|
| 69 . . . | **K–K2** |
| 70 **Kt–Kt5** | **P–Kt7** |
| 71 **Kt–B3** | |

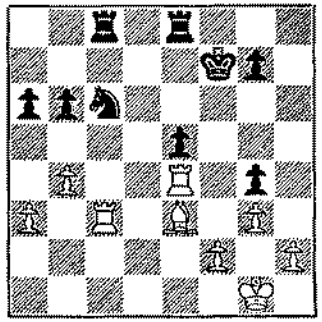
Not 71 Kt–R3??; Kt–B7ch!

| | |
|---|---|
| 71 . . . | **Kt–B7ch** |
| 72 **K–B5** | **Kt–R6** |
| 73 **P–Q5** | **P–Kt8(Q)** |
| 74 **P–Q6ch** | **K–Q2** |
| 75 **Kt×Q** | **Kt×Kt** |

Abandoned as a draw, for if 76 K–B6, Kt–R6 (. . . Kt–B6 is also good enough); 77 P–K6ch, K×P; 78 P–K7, K–Q2; 79 K–B7, Kt–Kt4ch and draws. For a full appreciation of Alekhine's perseverance, it must be borne in mind that he had a "hopeless" game from the *eighth* move on!

*EXAMPLE* (58)

BLACK: Reshevsky



WHITE: Capablanca
(Semmering, 1937)
Black to move

Reshevsky's indifferent play up to this point has involved him in great difficulties: his Pawn position is so weak that a loss of material is now unavoidable. However, Black's situation is not entirely hopeless, for White's Pawn position is also weak (less obviously so, to be sure). White's QRP is in need of protection, and the fact that all his Pawns are on black squares renders his Bishop rather ineffectual; and this is, as usual, accompanied by a weakness on the white squares. Playing with new determination and dogged persistence, Reshevsky makes use of every possible chance.

28 . . . **Kt–Q5!**

This is the least disadvantageous way of losing a Pawn, as Black will now have the QB file as a basis of operations.

29 **R×R**



If 29 R–Q3, Kt–B6ch gives adequate counter-play.

29 . . . **R×R**

30 **K–Kt2**

If 30 R×KP?, Kt–B6ch. If 30 R×KtP, P–QKt4!; 31 B×Kt, R–B8ch; 32 K–Kt2, R–B5 followed by . . . P×B and Black seems to have enough counter-chances to draw.

Or if 30 B×Kt, P×B; 31 R×QP, R–B6; 32 R–Q6 (if 32 R×P, R×P; 33 K–Kt2, R–R5!; 34 K–B3, R–R6ch!; 35 K–K2, R–R7ch; 36 K–B1, R–R8ch; 37 K–Kt2, R–R5! threatening . . . P–R4! and Black has at least a draw), R×P; 33 R×P, R–R5; 34 K–Kt2, P–R4! and the draw seems inevitable.

30 . . . **P–QKt4!**

Freeing his Knight for action and fixing the QRP.

31 **R×KP**

On the face of it, this offers more chances than 31 B×Kt, R–B5; 32 R×KP, R×B, etc.

31 . . . **Kt–B7!**

32 **B–B5**

B–B1 looks more promising.

32 . . . **R–B3!**

Better than 32 . . ., Kt×RP; 33 R–K7ch, K–B3 (best); 34 R–R7 menacing both Black Pawns at QR3 and KKt2.

33 **P–QR4**

Rather than let the QRP fall, White attempts

a little combination—which, however, is met convincingly.

| | |
|---|---|
| 33 . . . | **P×P** |
| 34 **R–K2** | **Kt–R8!** |
| 35 **R–R2** | **Kt–Kt6** |
| 36 **R×P** | **P–R4!** |

The point of the Knight pirouettes.

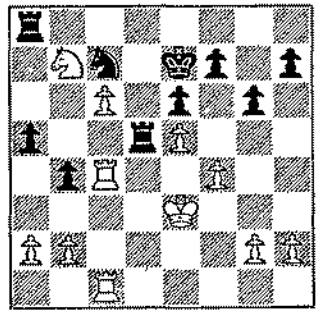
| | |
|---|---|
| 37 **B–R7** | **R–B5** |

Black has extricated himself from his difficulties and actually has somewhat the better of it. The game was eventually drawn.

While it is possible that White had a win after Black's 28th move, it must be admitted that only the most careful and painstaking analysis could demonstrate just where victory could have been achieved among so many variations clamouring for study. All of which is by way of saying that the chief element of Reshevsky's dogged defence was the old Lasker method of creating problems for an opponent who is too certain that he has victory within his grasp.

*EXAMPLE* (59)

BLACK: Thomas



WHITE: Dr. Vidmar
(Nottingham, 1936)
Black to move



Black is a Pawn down and his Queen-side formation is weak. However, he has certain compensations: his pieces cannot be driven away from Q4 (which therefore constitutes an important base of operations); his Knight effectively blockades the passed QBP; his King is well placed in the centre. Yet it cannot be said that all these factors compensate for his material disadvantage—especially with White on the point of playing the very strong move R–B5.

Thomas therefore begins a defensive policy based on two elements: (1) he strives to utilize the excellent position of his pieces, to maintain and enhance it, for this makes possible constant threats which prevent White from gaining headway; (2) as in previous examples, he plays constantly for simplification. As this process goes on, White's winning prospects steadily become slimmer.

| | |
|---|---|
| 32 . . . | **P–Kt4!** |

The key-note of Black's policy. Come what may, he obtains an open KKt file and weakens White's Pawn position.

| | |
|---|---|
| 33 **P–KKt3** | |

Possibly R–B5 was stronger. After the text, Black gets just the kind of position he has been aiming for.

| | |
|---|---|
| 33 . . . | **P×Pch** |
| 34 **P×P** | **R–KKt1** |
| 35 **R(4)–B2** | |

And here again R–B5 may have been the

better chance. White resigns himself too readily to a defensive role.

| | | |
|---|---|---|
| 35 | . . . | **P–B3!** |
| 36 | **P×Pch** | **K×P** |

This last exchange has greatly enhanced Black's drawing chances: White's KBP is now a target, and the passed QBP is more easily accessible.

| | | |
|---|---|---|
| 37 | **Kt–B5** | **R–Kt5** |
| 38 | **Kt–K4ch** | **K–K2** |
| 39 | **Kt–B2** | **R–Kt1** |
| 40 | **K–B3** | **Kt–Kt4** |

The fact that Black dares to give up the blockade shows that he is about to take measures against the QBP.

| | | |
|---|---|---|
| 41 | **R–B5** | **R–QB1** |
| 42 | **R×R** | **P×R** |
| 43 | **R–B5** | **Kt–Q5ch** |
| 44 | **K–K3** | **Kt–B4ch!** |

Since his QRP is pretty feeble as it is, Black prefers to give up this Pawn and retain the more useful QP, which can be used as a point of support for Black's pieces at QB5 or K5. Hence the text is better than 44 . . ., Kt×P; 45 R×QP, etc.

| | | |
|---|---|---|
| 45 | **K–Q3** | **K–Q3** |
| 46 | **R×P** | **R×P** |
| 47 | **R–R7** | **R–B5!** |

See the previous note. Black continues with his simplifying activities.

| | | |
|---|---|---|
| 48 | **R×P** | **R×P** |
| 49 | **K–K2** | **R–B5** |
| 50 | **K–Q2** | **R–Q5ch** |
| 51 | **K–K2** | **R–QB5** |
| 52 | **K–Q1** | **P–Q5** |



. . . R–Q5ch was also sufficient, for if then 53 K–B2, R–B5ch; 54 K–Kt3??, Kt–Q5ch; 55 K–R4, P–Kt6disch; 56 K–R3, R–R5ch! (Alekhine) and Black wins.

| | | |
|---|---|---|
| 53 | **K–Q2** | **P–Kt6!** |

Still more simplification! The student can now appreciate the effect of Black's simplifying manœuvres. The material on both sides has been so decimated that the prospect of Black's giving up his Knight for whatever White Pawns remain, becomes more and more likely.

| | | |
|---|---|---|
| 54 | **P×P** | **R–QKt5** |
| 55 | **Kt–Q3** | **R×P** |
| 56 | **R–Q7ch?** | |

The last hope was 56 P–R4. The text does Black's work for him (*more simplification!*).

| | | |
|---|---|---|
| 56 | . . . | **K×R** |
| 57 | **Kt–B5ch** | **K–Q3** |
| 58 | **Kt×R** | **Kt–K6!** |

This soon makes the draw quite clear. The point is that Black can draw either by (1) winning a White Pawn in return for his QP, after which he gives up his Knight for the remaining White Pawn or (2) by giving up his Knight for a White Pawn in a position where he is sure of being able to win the other Pawn.

| | | |
|---|---|---|
| 59 | **P–R4** | |

. . . Kt–B8ch was threatened. If 59 K–Q3, Kt–Q8!; 60 K–B2, Kt–K6ch, etc.

| | | |
|---|---|---|
| 59 | . . . | **Kt–B5ch!** |
| 60 | **K–B2** | **K–K4** |

Now everything is under control; Black contemplates 61 . . ., Kt×P, followed by the confiscation of the RP. The rest is superfluous.

| | | |
|---|---|---|
| 61 | **Kt×P** | **K×Kt** |

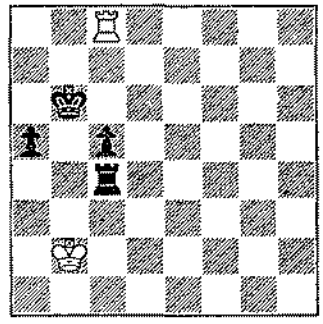
Not 61 . . ., Kt×P??; 62 Kt–B3ch, K–B5; 63 K×Kt and wins.

| | | |
|---|---|---|
| 62 | **P–Kt4** | **K–K5** |
| 63 | **K–B3** | **Kt–Kt3** |
| 64 | **P–Kt5** | **K–B4** |
| 65 | **K–Q4** | **K–Kt5** |
| 66 | **K–B5** | **Kt–R5ch** |

Given up as a draw, as the Knight can always defend himself sufficiently without the King's help. Thomas deservedly received a special prize for this fine ending. It lacks the "pretty points" of the artistic composition, but it is invaluable as an example of how to nullify the effects of a material disadvantage.

*EXAMPLE* (60)

BLACK: Rubinstein



WHITE: Marshall
(San Sebastian, 1911)
White to move



It is a lamentable indication of the impractical character of end-game books (even those avowedly devoted to over-the-board play) that not more than one or two devote any attention to the ending of Rook plus KRP and KBP *v.* Rook. This ending crops up frequently enough in actual play to warrant a thorough acquaintance with it on the part of amateurs, and yet study of it has been sadly neglected. To my knowledge this ending has occurred eight times in master play in the past forty years, and has been drawn five times, and only won three times!! (In all three cases where there was a decisive result, the losing player could have drawn with proper play.)

We may therefore conclude that generally speaking, this ending is a draw; yet the procedure, and even the simple fact, is unknown to all but a handful of players! Example (60) shows the classic instance of this ending, with the excellent comments of the Spanish master Dr. Rey (quoted from *Schachecho*)—

| | | |
|---|---|---|
| 1 | **K–Kt3** | **R–Kt5ch** |
| 2 | **K–B3!** | |

It is of the greatest importance that White's King be stationed in front of the BP and not in front of the RP.

| | | |
|---|---|---|
| 2 | . . . | **K–Kt4** |
| 3 | **R–Kt8ch** | **K–R5** |
| 4 | **R–QB8** | **R–Kt6ch** |
| 5 | **K–B2!** | |

If 5 K–B4?, R–Kt8!; 6 K–B3, R–B8ch;

7 K–Q2, R–B5; 8 K–Q3, K–Kt6!; 9 R–Kt8ch, R–Kt5 and wins.

| | | |
|---|---|---|
| 5 | . . . | **R–Kt4** |
| 6 | **R–KR8** | **K–Kt5** |
| 7 | **R–R1** | **P–R5** |

After 7 . . ., P–B5, White has an even easier draw with 8 R–Kt1ch, K–B4; 9 R–QR1!, etc.

| | | |
|---|---|---|
| 8 | **K–Kt2** | **P–R6ch** |

Or 8 . . ., P–B5; 9 R–R8, P–R6ch; 10 K–B2! and White draws.

Note, however, that if 10 K–R2? (instead of 10 K–B2!), K–B6!, Black wins.

| | | |
|---|---|---|
| 9 | **K–R2** | |

At this point White can move to the R file because of the coming stalemate position.

| | | |
|---|---|---|
| 9 | . . . | **K–R5** |

Or 9 . . ., K–B6; 10 R–R3ch.

| | | |
|---|---|---|
| 10 | **R–QB1** | **R–R4** |

If 10 . . ., R–Kt7ch; 11 K–R1, K–Kt6; 12 R–B3ch!, with perpetual check or stalemate.

| | | |
|---|---|---|
| 11 | **R–QKt1** | **P–B5** |
| 12 | **R–Kt8** | **R–QB4** |

Interesting would be 12 . . ., R–Q4; 13 R–R8ch, K–Kt5; 14 R–Kt8ch, K–B6; 15 R–KR8!, K–B7; 16 K×P, P–B6; 17 R–R2ch, R–Q7; 18 R–R3, R–Q6; 19 R–R1! and the position is drawn (analysis by Renaud and Halberstadt in 1926).

| | | |
|---|---|---|
| 13 | **R–R8ch** | **K–Kt5** |
| 14 | **R×P** | **P–B6** |



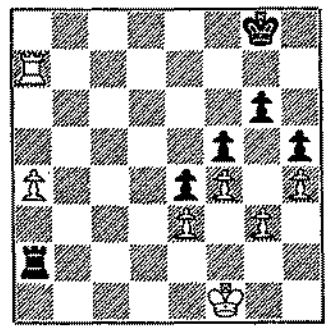
14 . . ., R–KR4; 15 R–Kt3!, P–B6; 16 R–Kt8 also leads to a draw.

| | | |
|---|---|---|
| 15 | **R–Kt3ch** | **K–B5** |
| 16 | **R–Kt8** | |

The game was abandoned here as a draw. Note that 14 . . ., R–QR4 would have led to a drawn King and Pawn ending. The crucial drawing line appears in the note to Black's 12th move. (This draw has been missed several times in master play!) Another example of this ending is found in the *London* 1932 *Tournament Book* (Winter *v.* Buerger).

*EXAMPLE* (61)

BLACK: Hanauer



WHITE: Kupchik
(U.S. Championship, 1938)
Black to move

Here we have an ending which belongs to a type encountered fairly frequently in over-the-board play and which therefore has considerable practical value. Black has just missed an easy draw; but, nothing daunted, he appraises the position to see what drawing possibilities are available.*

* The notes to this ending are in the main based on analysis by Hanauer.

Black notes the following—if he can get a position with the White Rook at QR8, White Pawn at QR7 and White King at KKt1; and Black Rook at QR7, Black King at KKt2—the position is drawn. For if White plays his King to QKt1, Black retreats his Rook to QR3. If White's King then advances to QKt5, Black's Rook plays to QR8 and checks the King continually, so that White must finally seek shelter by playing his King to K6. Thereupon there follows . . . R–R7; R–K8, R–R3ch! followed by . . . R×P. Or (after White's K–K6) . . . R–R7; R–Q8, R×P; R–Q7ch, R×R; K×R, K–B2 and the game is a draw.

A further important point: checking the White King, so as to end up by winning the KP, is too dangerous. For example (see diagram): 43 . . ., R–R8ch; 44 K–K2, R–R7ch; 45 K–Q1, R–R8ch; 46 K–B2, R–R7ch; 47 K–B3, R–R6ch; 48 K–Q4, R–Q6ch; 49 K–K5, R×P; 50 K–B6, R×P; 51 P–R5!, R–QR6; 52 K×P, K–B1; 53 K×BP, P–K6; 54 K–B6, K–Kt1; 55 P–B5, P–K7; 56 R–K7, R×P; 57 R×P. The advanced position of White's King gives him winning chances—provided he does *not* take the RP immediately (see Example 59!), for that would give Black's King too much scope.

The above considerations compel Black to conclude that he must at once cut off White's King from access to the Queen-side.

| | |
|---|---|
| 43 . . . | **R–R8ch** |
| 44 **K–K2** | **R–R7ch** |
| 45 **K–K1** | **R–R6** |
| 46 **K–Q2** | **R–Q6ch!** |



Since White cannot allow his King-side Pawns to be decimated, his next move is compulsory.

| | |
|---|---|
| 47 **K–K2** | **R–Q3** |

As a result of the excommunication of White's King, his QRP cannot advance (for if 48 P–R5, K–B1; 49 P–R6, K–Kt1! and White has nothing better than 50 R–R8ch and 51 P–R7, which gives us the original drawing line envisaged by Black at the beginning of our analysis!

The attempt to exchange Rooks is likewise foiled by the unfavourable position of White's King: 48 P–R5, K–B1; 49 R–QKt7, K–K1; 50 R–Kt6?, R×R!; 51 P×R, K–Q2; 52 K–Q2, K–B3; 53 K–B3, K×P; 54 K–Q4, K–Kt4; 55 K–K5?, K–B5; 56 K–B6, K–Q6; 57 K×P, K×P; 58 K×BP, K–B6 and Black wins.

| | |
|---|---|
| 48 **R–QB7** | **K–B1** |
| 49 **R–B3** | **K–K2** |
| 50 **P–R5** | **R–R3** |

White has evidently been looking forward to placing his Rook behind the QRP; but if now 51 R–R3?, K–Q3 and Black wins the Pawn.

51 **R–B5**

He is ready for K–Q2.

| | |
|---|---|
| 51 . . . | **R–Q3** |

Oh, no you don't!

| | |
|---|---|
| 52 **R–B7ch** | **K–Q1** |
| 53 **R–B1** | **R–R3** |
| 54 **R–QR1** | **K–B2** |
| 55 **K–Q2** | **R–Q3ch** |
| 56 **K–K2** | |

Foiled!

| | | |
|---|---|---|
| 56 | . . . | **K–Kt2** |
| 57 | **R–QB1** | **R–QB3** |
| 58 | **R–Q1** | **R–B7ch** |
| 59 | **K–B1** | **R–B6** |

. . . R–B3 was much simpler. The more adventurous text leads to some tricky play.

| | | |
|---|---|---|
| 60 | **R–Q7ch** | **K–R3** |
| 61 | **R–Q6ch** | **K×P** |
| 62 | **K–K2** | **R–B7ch** |
| 63 | **K–Q1** | **R–KKt7** |
| 64 | **R×P** | **K–Kt5** |

It was this manœuvre on which Black speculated. The Black King will now take up a strong post.

| | | |
|---|---|---|
| 65 | **K–K1** | **K–B6** |
| 66 | **K–B1** | **R–QR7** |

White's extra Pawn is now demonstrated to be useless!

| | | |
|---|---|---|
| 67 | **R–Q6** | **R–R8ch** |
| 68 | **K–B2** | **R–R7ch** |
| 69 | **K–K1** | **R–R8ch** |
| 70 | **K–K2** | |

If 70 R–Q1?, R×Rch; 71 K×R, K–Q6 and Black wins: 72 P–Kt4, RP×P; 73 P–R5, P–Kt6; 74 K–K1, K×P; 75 K–B1, K–B6; 76 P–R6, P–K6; 77 P–R7, P–K7ch; 78 K–K1, P–Kt7; 79 P–R8(Q), P–Kt8(Q)ch and wins!

| | | |
|---|---|---|
| 70 | . . . | **R–R7ch** |
| 71 | **K–B1** | **R–R8ch** |
| 72 | **K–Kt2** | **R–R7ch** |

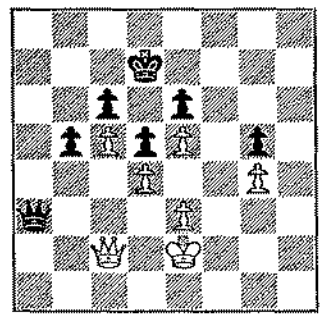
The game was abandoned as a draw, for White's only remaining winning attempt is 73 K–R3, R–K7; 74 R–Q5, R×P; 75 R×P, R–Q6; 76 R×P, P–K6; 77 R–K5. But after 77 . . ., K–Q7 White will eventually be left with three Pawns for a Rook—a win for Black as his King is too well posted and White's Pawns are poorly placed.



A masterly ending by two of the outstanding American experts in the field of Rook and Pawn endings. Black's play was obviously of a very high order throughout, but it would be a mistake to underrate White's less conspicuous role; a more inexperienced player might easily have succumbed to the temptation of adopting one of the many will-o'-the-wisp "winning" variations at White's disposal.

*EXAMPLE* (62)

BLACK: Mattison



WHITE: Bogolyubov
(Carlsbad, 1929)
Black to move

Queen and Pawn endings are proverbially difficult, and this one, despite its rather obvious aspects, has a number of unusually refined points. A move or two ago, Black missed an easy draw and now finds himself in hot water. It is

clear that the invasion of the White Queen via Q–R7ch promises to be disastrous, as several Black Pawns are due to fall by the wayside during the ensuing series of checks. It is just as obvious that *the advance of Black's passed Pawn* constitutes his only chance of salvation. But there are not many players whose study of these two possibilities would lead them to play the quiet move—

66 . . . **K–B1!!**

In the *Tournament Book*, Becker gives the following variations to point out the strength of this surprise move: 66 . . ., P–Kt5?; 67 Q–R7ch, K–B1; 68 Q–Kt8ch, K–Kt2 (if 68 . . ., K–Q2; 69 Q–B7ch, K–Q1; 70 Q–B8ch followed by 71 Q–Q6ch, and Black's Pawns are picked off with checks); 69 Q×KP, and now—

(*a*) 69 . . ., P–Kt6; 70 Q–Q7ch, K–R3 (playing the King to the back rank would lead to mating positions, e.g. 70 . . ., K–Kt1; 71 Q–Q8ch, K–Kt2; 72 Q–Kt6ch, K–B1; 73 Q×Pch, K–Kt1; 74 Q–Kt6ch followed by 75 P–B6); 71 Q×Pch, K–R4; 72 Q–Kt6ch, K–R5; 73 Q–R6ch. K–Kt5; 74 Q×Qch! Both sides now make new Queens and White wins the ending.

(*b*) 69 . . ., Q–Kt7ch; 70 K–B3, Q–B8; 71 Q–Q7ch, K–R3 (if 71 . . ., K–Kt1; 72 Q–Q8ch!); 72 Q×Pch, K–R4; 73 Q–Kt6ch, K–R5; 74 Q–R6ch, K–Kt6; 75 Q–K2! and White has the advantage, e.g. 75 . . ., Q–R8ch; 76 K–B2, Q–R7ch; 77 K–K1, etc., or 76 . . ., Q–R5ch; 77 K–Kt2, etc.

67 **Q–Kt6** **Q–Kt7ch**
68 **K–B3** **Q–B8!**



Now we begin to see the value of 66 . . ., K–B1!! White will be unable to get his Queen back to K2 after gobbling the Black Pawns as in Variation (*b*) given above. This means that Black will have very promising chances of securing a perpetual check.

69 **Q×Pch** **K–Kt2**
70 **Q–Q7ch** **K–R3!**
71 **Q×Pch** **K–R4**
72 **Q–R8ch!**

Of course, not 72 Q×P??, Q–R8ch winning the Queen. But after luxuriating in such profitable checks, White must now do something about warding off the threatened perpetual check.

72 . . . **K–Kt5**
73 **Q–R2**

On this square the Queen is decidedly less effective than at K2.

73 . . . **Q–B8ch**
74 **Q–B2** **Q–R6ch**
75 **K–K2** **K–R6!**

Black must prepare to utilize his free QKtP. If, instead, 75 . . ., Q×KtPch?; 76 Q–B3, Q–K3; 77 P–K4! and White should win.

76 **Q–Kt1**

If 76 P–B6, P–Kt5; 77 P–B7, Q×KtPch; 78 K–Q3 (or 78 Q–B3, Q–Q2 and Black draws), Q–Q2!; 79 Q–B2, Q–B4ch with perpetual check.

White therefore pauses a move to hold the KKtP.

76 . . . **P–Kt5**
77 **P–B6**

If now 77 . . ., P–Kt6?; 78 P–B7, Q–R1; 79 Q–B1ch and wins (Becker).

77 . . . **Q–R3!**

The excellence of this move only becomes apparent in the following note.

78 **P–B7**

Becker points out that although 78 Q–B1ch, K–Kt6; 79 P–B7 appears stronger, Black has a perpetual check then with 79 . . ., Q–R7ch!; 80 K–Q3, Q–R2ch.

| | |
|---|---|
| 78 . . . | **Q–QB3** |
| 79 **Q–R1ch** | **K–Kt6** |
| 80 **Q–Kt1ch** | **K–R6** |
| 81 **Q–R7** | **K–R7!** |

And not 81 . . ., P–Kt6??; 82 Q–K7ch followed by 83 Q–B5, whereby White wins the King and Pawn ending resulting from the double (!) exchange of Queens.

82 **P–K6!**

Naturally this Pawn is taboo (82 . . ., Q×KP?; 83 Q–B2ch and wins). Black must therefore use only his counterchance.

| | |
|---|---|
| 82 . . . | **P–Kt6** |
| 83 **P–K7** | **Q×BP** |

. . . P–Kt7 (Becker's suggestion) could also have been played here.

| | |
|---|---|
| 84 **Q–B7** | **Q–B7ch** |
| 85 **K–K1** | **Q–B8ch** |
| 86 **K–B2** | **Q–Q7ch** |
| 87 **K–B1** | **Q–Q8ch** |
| 88 **K–B2** | **Q–Q7ch** |
| 89 **K–Kt1** | |



White ruefully admits that he cannot make any further winning attempt unless he parts with this Pawn.

| | |
|---|---|
| 89 . . . | **Q×Pch** |
| 90 **Q–B2ch** | **Q×Qch** |
| 91 **K×Q** | **P–Kt7** |
| 92 **P–K8(Q)** | **P–Kt8(Q)** |

Black still fights on!

| | |
|---|---|
| 93 **Q–R4ch** | **K–Kt7** |
| 94 **Q–Kt5ch** | **K–B8** |
| 95 **Q×P** | |

An instructive blunder would be 95 Q×Qch??, K×Q and Black wins! For example, 96 K–K3, K–Kt7; 97 K–Q3, K–Kt6; 98 K–Q2, K–B5; 99 K–K3, K–B6, etc.

| | |
|---|---|
| 95 . . . | **Q–B7ch** |
| 96 **K–K3** | |

White cannot avoid losing back the Pawn; if 96 K–Kt3, Q–Q6ch and the KtP will soon fall.

| | |
|---|---|
| 96 . . . | **Q–Q7ch** |
| 97 **K–K4** | **Q–Kt7ch** |
| 98 **K–K5** | **Q×P** |

White now undertakes a vain attempt to win, but Black's careful play gives him no chance: 99 Q–K4, Q–R4; 100 P–Q5, Q–R1ch; 101 K–K6, Q–Kt1ch; 102 K–K7, Q–Kt2ch; 103 K–Q8, P–Kt5; 104 Q–K1ch, K–B7; 105 Q–B2ch, K–Q6; 106 Q–Kt3ch, K–K5; 107 P–Q6, Q–Kt4ch; 108 K–B7, Q–B4ch; 109 K–Q7, Q–B4ch; 110 K–Q8, Q–Kt4ch; 111 K–B7, Q–B4ch; 112 K–Q8, Q–Kt4ch; 113 K–B7, drawn.

A superb battle! Black's tenacious defence

never falters, and he has a resource for every emergency.

Other examples of excellent defence in a difficult position may be found in the following sources—

Pillsbury–Berger, Munich, 1900 (Sergeant & Watts: *Pillsbury's Chess Career*, p. 112). Marshall–Capablanca, New York, 1924 (Dr. Alekhine: *Tournament Book*, p. 110). Schlechter–Dr. Lasker, Match, 1910 (Znosko-Borovsky: *The Middle Game in Chess*, 2nd ed., p. 178). Dr. Alekhine–Mikenas, Warsaw, 1935 (Reinfeld: *Tournament Book*, p. 26). Reshevsky–Stahlberg, Kemeri, 1937 (Reinfeld: *Tournament Book*, p. 62). Capablanca–Dr. Alekhine, Match, 1927 (Dr. Alekhine: *Auf dem Wege zur Weltmeisterschaft*, p. 183). Burn–Spielmann, Carlsbad, 1911 (Berger: *Theorie und Praxis der Endspiele*, p. 219).

# TYPES OF ENDINGS



[(The numbers refer to the first page on which an ending occurs. Some endings have been listed under several headings.)

This applies also to end-game motifs.]

# IMPORTANT END-GAME MOTIFS