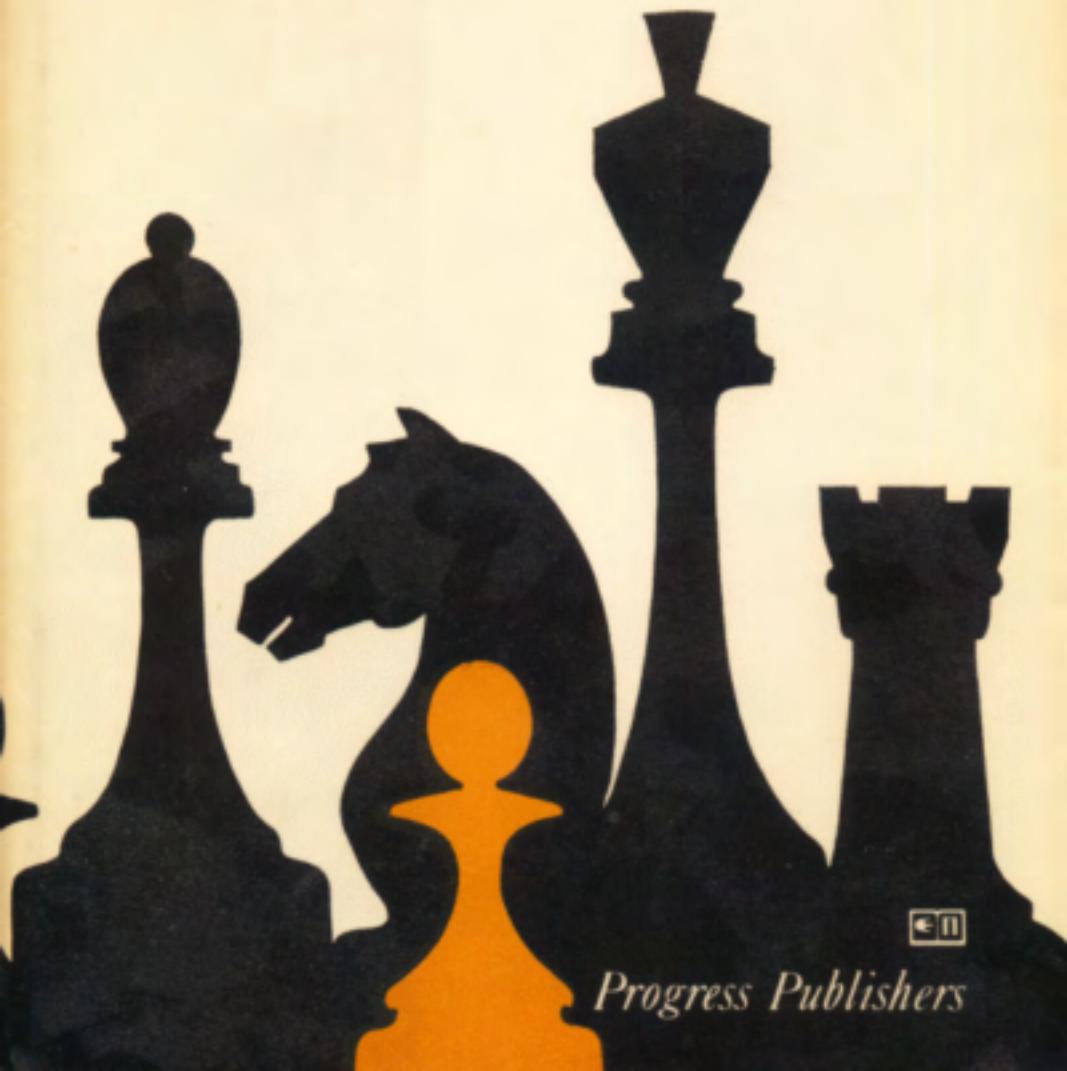


Ghenrikh M. Kasparyan

DOMINATION IN 2,545 ENDGAME STUDIES



Progress Publishers

Ghenrikh M. Kasparyan

**DOMINATION
IN 2,545 ENDGAME
STUDIES**



*Progress Publishers
Moscow*

CONTENTS

Г. Каспарян
ШАХМАТНЫЕ ЭТЮДЫ
Доминиция
На английском языке

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PREFACE

This worldwide anthology of endgame studies is divided into thematic sections in which White wins by trapping pieces. The studies were selected with a view to presenting a clear picture of the rise and development of different ideas and enabling the reader to appraise the past and present of endgame composition in the sphere of piece-trapping.

Problems relating to the creative development of endgame composition are examined here. Naturally, when generalising the creative chess process of the past century, one must consider, in addition to outstanding works, others that are far from the best. Only a comparison of endgame studies of diverse genres, styles, scale and quality can reveal the many different ways in which ideas have arisen and developed. This is the only means of tracing the progress of endgame composition and forecasting its future roads.

Composers will find the book helpful in coping with some specific difficulties, such as the search for precedents. It may also prove useful in the eternal quest for new ideas.

Rank-and-file players will find the analysis of endgames helpful in improving their chess skills. They will see beautiful examples of creativity by endgame composers of all times. On the whole, the book may be of interest to a broad range of skilled chess players.

The systematisation and classification aim at tracing the development of ideas. Accurate data on the initial publication of endgames (time and source) are not always available, especially in the case of very old ones, and whenever the authenticity of such information is doubtful it has not been given.

The sequence of the endgames presented here was determined by the chronology and kinship of separate branches. It easily guides the reader through the vast material presented.

Work on the book entailed the inevitable difficulties connected with the examination of a tremendous amount of material. It is up to the reader to judge how successfully the author has coped with his main task, that of demonstrating the rise and development of positions and ideas in the sphere of trapping pieces.

Ghenrikh M. Kasparyan

INTRODUCTION

The creations by outstanding composers are a barometer indicating the level reached by endgame composition in that particular period. In the 19th century, which produced such luminaries as J. Kling, B. Horwitz, J. Berger and others, it was mainly the analytical ending that was perfected.

The appearance of A. Troitzky on the chess horizon (at the end of the 1900s) and then H. Rinck, the Platov brothers (Mikhail and Vladimir), L. Kubbel and others marked a new stage. At the turn of the century the artistic endgame study emerged.

How do the analytical and artistic compositions differ?

In the main, the analytical endgame develops simple positions that have importance for the theory of endings. Its chief idea is hard to pinpoint, and the variants resemble a detailed analysis of an ending in an actual game. As a rule, the variations are trite, containing few spectacular elements. The artistic endgame study, on the contrary, always includes some sparkling idea. Whereas the analytical endgame is constructed according to rules, the artistic endgame study is based on exceptions from the rule.

The material of most artistic endgames is subordinated to an idea, though with the strictest economy of material. Analysis should not, as a rule, smother the content but cede primary place to the main idea.

In endgame studies where the object is to win the struggle winds up either with the mating of Black's King or with White achieving material superiority sufficient to mate. White can attain this superiority in such endgames by two methods: 1) by trapping part of Black's forces, or 2) by Pawn promotion. The endgames in this book employ the first of these two methods.

Restriction of the mobility of the opponent's pieces, their exclusion from play followed by their capture is an important principle of chess strategy. The trapping of pieces, or domination, as it is usually called in composition, reflects this strategic principle. Thus, development of the domination theme in endgame composition is also of importance for general chess theory.

The term "domination" was introduced into endgame literature by the outstanding French composer Henri Rinck. Its essence is

that White, controlling specific squares, attacks and captures a Black piece, after which Black suffers other material losses and is defeated. However, I believe the term "domination" should be viewed on a broader plane, as the trapping of pieces in various ways. This considerably simplifies classification, for several heterogeneous trapping patterns often intertwine in the endgame study.

In the present anthology domination is understood as the capture of pieces by various patterns: geometric, pinning, tying up, discovered attack, shutting out, repulsion of mating threats, zugzwang, etc.

Our classification of domination endgame studies is based on the material of the final position. This is correct in principle because in some endgame studies the early exchanges sharply alter the correlation of forces. There are several exceptions, in which the pieces exchanged have been taken into consideration. Thus, the classification system in the book answers two main questions: a) which Black piece (or pieces) is captured? b) which White forces do it? This helps the reader to quickly find the type of composition that interests him.

In classifying endgames, groups and subgroups it is very important to establish their interconnections and precedents, and to trace the progress of ideas. That is a difficult and laborious task which cannot be carried out once and for all. The author strives here to bring out the interdependence and development of ideas by brief remarks of their more salient aspects.

PART ONE

TRAPPING MINOR PIECES

Cases of domination in which minor pieces are captured are so numerous that the best way of giving the reader a clear idea of them is by means of a table (see Table 1).

Table 1. Trapping Minor Pieces (Endgame Studies Nos. 1-677)

Subdivisions	Attacking Pieces	Trapped Pieces				
1		48-50	1-36	45-47		
2		51-55	37-42			
3		56-61	43, 44			
4		182-238	62-181	269-77	286, 287	296-301
5			261-68	278		302-06
6		239-48	249-60	279-85	288-95	307-09
7			310-12	313-24	333-35	336-41
8				325-32		342-49
9		385-91	350-84			
10				392-412	413-17	418-32
11				433-77	478-85	486-530
12				531-83	584-91	592-662
13						663-77

Chapter 1

MINOR PIECE TRAPS MINOR PIECE

The Knight or Bishop may be superior to the opponent's Bishop or Knight if the distribution of the Pawns, minor pieces and Kings is conducive to that.

Table 2. Minor Piece Traps Minor Piece (Endgame Studies Nos. 1–61)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Primitive ideas in trapping the Bishop by the Knight		1
2	Troitzky-Réti idea for trapping a random Bishop by the Knight 1. $\text{Kh}1! \pm$		2–8
3	Knight traps Bishop on the long diagonal 1. $\text{Kb}1 \text{ Bc}3(\text{d}4, \text{f}6, \text{g}7)$ 2. $\text{Nd}6+ \text{Kxc}7$ 3. $\text{Nb}5(\text{e}8)+ \pm$		9–13
4	Knight traps Bishop on the b1-h7 diagonal 1. $\text{Kc}1 \text{ Bd}3(\text{e}4, \text{g}6, \text{h}7)$ 2. $\text{d}7 \text{ Ke}7$ 3. $\text{Ne}6+ \text{Kxd}7$ 4. $\text{Nc}5(\text{f}8)+ \pm$		14–16
5	Knight traps Bishop on other diagonals		17–23
6	Knight traps Bishop with the active support of a Pawn		24–28
7	Other positions in which Knight traps Bishop		29–36
8	Bishop traps Bishop		37–42
9	King Traps Bishop		43, 44

Table 2 (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
10	Knight's domination over a Bishop and smothered Knight		45–47
11	Knight traps Knight		48–50
12	Bishop traps Knight		51–55
13	King traps Knight		56–61

Table 2 shows several typical positions of domination of a minor piece over a Bishop or Knight.

No. 1. 1. $\text{Kc}7 \text{ b}4$ 2. $\text{cb}+$ $\text{Kb}5$ 3. $\text{Nf}7 \text{ Kc}4$ 4. $\text{Nd}6+ \text{Kb}3$ 5. $\text{b}5 \text{ B} \times \text{b}5$ 6. $\text{N} \times \text{b}5 \pm$. The play here is quite primitive, and the domination over the doomed Bishop is obvious. This endgame shows the level reached by chess composition in the last century.

No. 2. 1. $\text{Nd}4 \text{ Bh}6$ 2. $\text{Kf}3 \text{ Bg}5$ 3. $\text{Ne}6+ \text{Kb}5$ 4. $\text{N} \times \text{g}5 \text{ fg}$ 5. $\text{Kg}3 \pm$; 4. . . . $\text{Bh}8$ 2. $\text{Nf}5 \text{ Kb}5$ 3. $\text{Kg}3 \text{ K} \times \text{a}5$ 4. $\text{K} \times \text{h}3 \text{ Kb}5$ 5. $\text{Kg}4 \text{ Kc}5$ 6. $\text{Kh}5 \text{ Kd}5$ 7. $\text{Kg}6 \text{ K} \infty$ 8. $\text{h}4 \text{ K} \infty$ 9. $\text{h}5 \text{ K} \infty$ 10. $\text{h}6 \pm$.

No. 3. 1. $\text{a}5 \text{ Kd}6$ 2. $\text{a}6 \text{ Kc}6$ 3. $\text{Nd}5 \text{ f}4$ 4. $\text{K} \times \text{f}4 \text{ Bb}1$ 5. $\text{Ke}5 \text{ Bh}7$ 6. $\text{f}4 \text{ Bb}1$ 7. $\text{f}5 \pm$.

No. 4. 1. $\text{Nd}4+ \text{Kc}5$ 2. $\text{Kh}1! \text{ Be}1(\text{d}2, \text{f}4, \text{g}5, \text{g}7, \text{f}8)$ 3. $\text{Nb}3(\text{e}6) \pm$.

No. 5. 1. $\text{Ne}3 \text{ Be}2$ 2. $\text{a}5 \text{ Bb}3$ 3. $\text{a}6 \text{ Be}4+$ 4. $\text{Ke}3 \text{ B} \times \text{a}6$ 5. $\text{Ne}4 \pm$.

No. 6. 1. $\text{Kd}2! \text{ Ke}5$ 2. $\text{Ne}4 \text{ K} \times \text{f}5$ 3. $\text{Kc}1 \text{ a}3$ 4. $\text{Kb}1 \text{ a}2+$ 5. $\text{Ka}1!$ 6. $\text{Kb}2 \text{ a}3+$ 7. $\text{Ka}1 \pm$.

No. 7. 1. $\text{Ne}3 \text{ Bc}4$ 2. $\text{Ne}4 \text{ Ba}6$ 3. $\text{Kd}2 \pm$.

No. 8. 1. $\text{Ne}5 \text{ Bf}1$ 2. $\text{N} \times \text{e}4 \text{ Ba}6$ 3. $\text{Kf}2 \pm$; 2. . . . $\text{Ke}6$ 3. $\text{Kf}2 \text{ Be}4(\text{b}5)$ 4. $\text{h}6 \text{ Kf}7$ 5. $\text{Nd}6 \pm$.

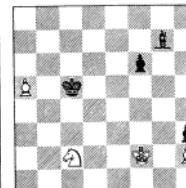
1. B. Horwitz
1859

2. A. Troitzky
Shakhmatny zhurnal,
1896

3. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

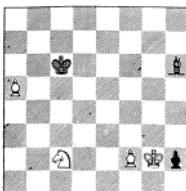


White to play and win



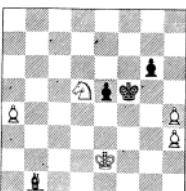
White to play and win

4. R. Réti
Hastinger Zeitung, 1922



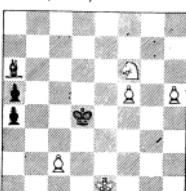
White to play and win

5. G. Kasparyan
Ajedrez, 1957



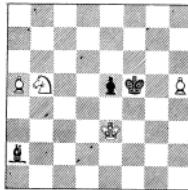
White to play and win

6. G. Kasparyan
Ajedrez, 1957



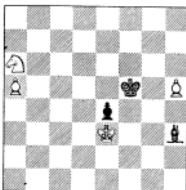
White to play and win

7. A. Konstantinovich
Revista de Sah, 1959



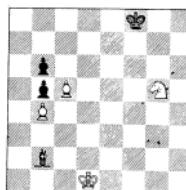
White to play and win

8. A. Kalinin
Revista de Sah, 1961



White to play and win

9. C. Dorasil



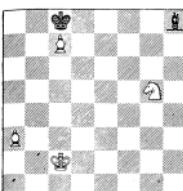
White to play and win

No. 2 by A. Troitzky serves as the foundation for the Nos. 3-8 series in developing the idea of trapping the Bishop with the Knight when the former has plenty of roaming space. No. 3 greatly resembles No. 2: the pieces were shifted one rank higher, and a new circumstance was added—the advance of White's Pawn f. No. 4 by R. Réti, despite its short solution, contains the subtle move 2. Kh1!, creating the position of a simple zugzwang. In Nos. 5 and 6 by G. Kasparyan the simple zugzwang contained in Réti's No. 4 has been replaced by mutual zugzwang, a development of the idea. In No. 5 Black's Bishop was made more active, and in No. 6, White's King and Black Pawns. No. 7 by A. Konstantinovich and No. 8 by A. Kalinin are miniatures, but with less finesse.

No. 9. 1. c6 Ke7 2. Nf7! Ba1! 3. Kc2! Ke8 4. Kb1 Bc3(d4, f6, g7) 5. c7 Kd7 6. Nd6 K×c7 7. N×b5(e8)+—.

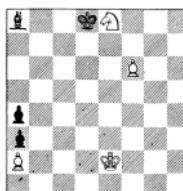
No. 10. 1. Nf7 Ba1 2. Kb1 Bg7(f6) 3. Nd6+ K×c7 4. Ne8+—; 2. ... Bc3(d4) 3. Nd6+ K×c7 4. Nb5+—.

10. H. Rinck
Els Escacs a Catalunya,
1935



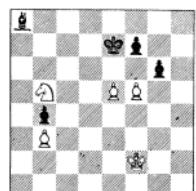
White to play and win

11. J. Moravec
Gros, 1937



White to play and win

12. E. Post
1939



White to play and win

No. 11. 1. Nc7 Bh1 2. Kf2 Kd7 3. Kg1 Bf3(e4) 4. f7 Ke7 5. Ne6 K×f7 6. Ng5+—; 1. ... Bg2 2. Ne6+ Ke8 3. Kf2 Bh1 4. Kg1 Bd5(a8) 5. Nc7+—; 4. ... Bf3(e4) 5. f7+ K×f7 6. Ng5+—; 4. ... Bc6(b7) 5. f7+ K×f7 6. Nd8+—.

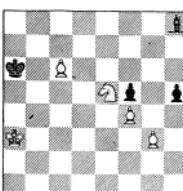
No. 12. 1. Nc7 Bh1 2. Kg1 Bb7(c6) 3. f6+ Kd7 4. e6+f 5. f7 Ke7 6. N×e6 K×f7 7. Nd8+—; 2. ... Be4(f3) 3. f6+ Kd7 4. e6+ fe 5. f7 Ke7 6. N×e6 K×f7 7. Ng5+—.

No. 13. 1. c7 Kb7 2. Nf7 Ba1 3. Ka2 Bc3(d4, f6, g7) 4. Nd6+ K×c7 5. Nb5(e8)+—.

"Attention: the long diagonal!" A chess player can expect danger when his opponent's Bishop becomes master of this diagonal. The endgames shown here present exceptions from the rule. It turns out that the Bishop on the long diagonal can be attacked and captured by the Knight. A passed Pawn reaching the seventh rank of the c or f files also helps achieve victory.

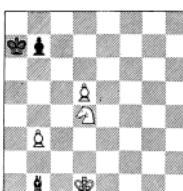
The trapping of the Bishop in Nos. 9-13 is accomplished by one and the same method. No. 14 by Kubbel and No. 15 by Troitzky

13. A. Senft
Schach-Magazin, 1948



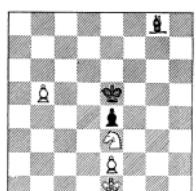
White to play and win

14. L. Kubbel
Niva, 1909
2nd Prize



White to play and win

15. A. Troitzky
Deutsche Schachzeitung,
1914



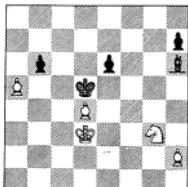
White to play and win

16. V. Vučović
Sahovski vjesnik, 1946
Prize



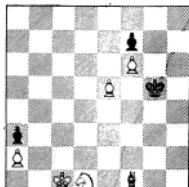
White to play and win

17. A. Troitzky
Deutsche Schachzeitung,
1911



White to play and win

18. A. Troitzky
Deutsche Schachzeitung,
1911



White to play and win

have something in common with this series. Though the Bishop does not fall prey to White on the long diagonal the line of play is the same.

No. 14. 1. d6 Kb8 2. Kc1 Bd3(e4) 3. d7 Kc7 4. Ne6+ K×d7 5. Nc5+±; 2. ... Bg6(h7) 3. d7 Kc7 4. Ne6+ K×d7 5. Nf8+±.

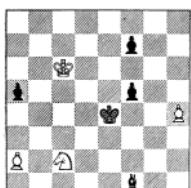
No. 15. 1. b6 Kd6 2. Nf5+ Kd7 3. Ne7 Ba2 4. Kd2! Bb1(e3+) 5. Kc1±; 3. ... Bh7 4. e3±; 3. ... Bb3(c4, e6, f7) 4. b7 Kc7 5. Nc6 K×b7 6. Na5(d8)+±.

No. 16. 1. Nc3 gf 2. Nd5 f4 3. Kd1 Bb1 4. Ke2 Bh7 5. Ke1 Bb1 6. Kd1 Bh7 7. Kc1 e2 8. Kd2 Bb1 9. K×e2 Bh7 10. Ke1 Bb1 11. Kd1 Bh7 12. Kc1±.

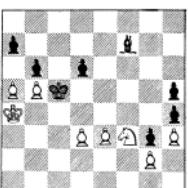
In comparing endgame No. 16 by V. Vučović with Nos. 14 and 15, unquestionable progress may be noted: the trapping of the Bishop is preceded by a subtle struggle between White's King and Black's Bishop to gain a tempo.

Neither does the Bishop find a reliable refuge in Nos. 17-23.

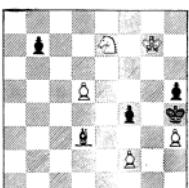
19. A. Troitzky
500 Endspielstudien, 1924



20. H. Rinck
L'Echiquier, 1928



21. H. Rinck
El Nolíciero, 1929
4th Prize

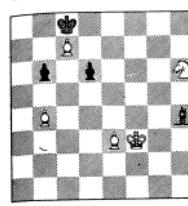


White to play and win

White to play and win

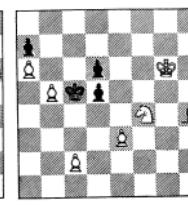
White to play and win

22. H. Rinck
Basler Nachrichten, 1941



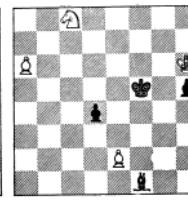
White to play and win

23. J. Mugnos
1957



White to play and win

24. H. Rinck
150 Fins de Partie, 1909



White to play and win

No. 17. 1. a6 Kc6 2. d5+ ed 3. Nf5 Bc1 4. Kc2 Ba3 5. Nd4+ Kc7 6. Nb5+±; 3. ... Bf8(g5, f4) 4. Nd4+ Kc7 5. Ne6+±.

No. 18. 1. e6! K×f6 2. Ne3 Bh3(e2, d3, b5, a6) 3. Nd5+ K×e6 4. Nf4(c7)+±.

No. 19. 1. h5 Ke5 2. h6 Kf6 3. Ne3 Bh3(e2, d3) 4. Nd5+ Kg6 5. Ng4+ K×h6 6. N×h3(e2, d3) Kh5 7. Kb5±; 3. ... Ba6 4. Kb6 Bc8 5. Nd5+ Kg6 6. Ne7+ K×h6 7. N×e8 f4 8. Nd6±.

No. 20. 1. Ng5 Bd5 2. a6 B×g2 3. Ne6+ Kd5 4. Nf4+±; 2. ... Be8 3. Ne6+ Kd5 4. Ne7+±; 2. ... Bg8 3. Ne4+ Kd5 4. Nf6+±; 2. ... Ba2 3. Ne4+ Kd5 4. Nc3+±; 1. ... Bg6 2. Ne6+ Kd5 3. Nf4+±.

No. 21. 1. Ng6+ Kg5 2. Ne5 Bb5(c2) 3. Nf3+ Kf5 4. Nd4+ Ke5 5. N×b5(c2)±; 2. ... Bf1 3. d6 B×h3 4. Nf3+ Kf5 5. d7±; 2. ... Bf5 3. Nf3X.

No. 22. 1. Nf5 Bef1 2. Ke2 B×b4(c3) 3. Ne7+ K×c7 4. Nd5+±; 1. ... Bf6 2. N×d6+ K×c7 3. Ne8+±; 1. ... Bg5 2. Kg4 B×e3 3. N×e3±.

No. 23. 1. Kh5 Bg3 2. Kg4 Bh2 3. Kh3 Bg1 4. Kg2 B×e3 5. b6 K×b6 6. N×d5+ K×a6 7. N×e3 Kb5 8. Kf2 a5 9. Ke2±.

In Nos. 24-28 White's Pawn appears as an active assistant in capturing the Bishop. The most graceful of them is H. Mattison's No. 27.

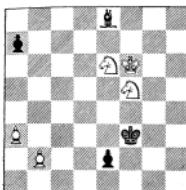
No. 24. 1. Ne7+ Kg4 2. Nd5 Bg2 3. e4 de 4. N×e3+±; 3. ... B×e4 4. Nf6+±; 4. ... Ke6 2. Nd5 Bg2 3. Nf4+±.

No. 25. 1. Nfd4+ Ke3(f2) 2. N×e2 K×e2 3. Ke7 Ba4 4. b3 B×b3 5. Nd4+±; 3. ... Bh5(g6, b5, c6) 4. Nf4(d4)+±.

No. 26. 1. d5 ed 2. Nf4+ Kh6 3. Kc1 Ba2 4. Kb2 Bc4 5. d3±; 3. ... Be4 4. d3±.

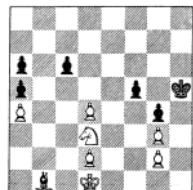
No. 27. 1. c6! dc 2. a6 Bf3 3. Ng5 Bd5 4. Ne6! c5 5. Nc7+ Kd7 6. N×d5 Kc8 7. Nb6+ Kb8 8. Nd7+ Ka7 9. N×c5±.

25. H. Rinck
Deutsche Schachzeitung, 1910



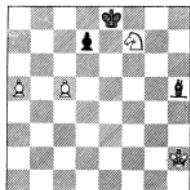
White to play and win

26. H. Rinck
Basler Nachrichten, 1914



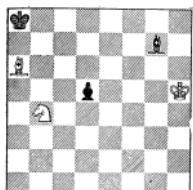
White to play and win

27. H. Mattison
Rigaer Tageblatt, 1914



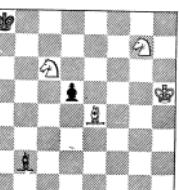
White to play and win

31. V. Halberstadt
L'Italia Scacchistica, 1953



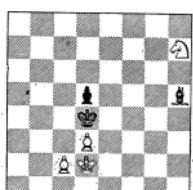
White to play and win

32. T. Gorghiiev
Szachy, 1959
Commendation



White to play and win

33. E. Pogosyants
Shakhmatny bulleten, 1964



White to play and win

No. 28. 1. c6! bc 2. Kb3 Kb5 3. a4+ K ∞ 4. Nd7+ \pm (or 4. Ne4X).

No. 29. 1. Nc6+ Kb7 2. ba Ka8 3. Kf7 Kb7 4. a8Q+! K \times a8 5. Kg6 Kb7 6. Nd8+ Kb6 7. Nf7 Kb5 8. N \times b8 \pm . The Bishop did not manage, after all, to escape from the h8 square.

The trapping idea in No. 30 by V. Novozhilov resembles No. 29 with a slight difference: a White Bishop appears on the board instead of a Pawn.

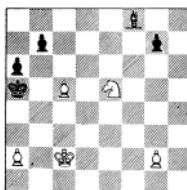
No. 30. 1. Bg4+ Kb8 2. Nd7+ Kc8 3. Nc5+ Kd8 4. Ne6+ Ke7 5. Nc7 Kf6 6. N \times a8 \pm .

No. 31. 1. Nc6 d4 2. Kg6 Bh8 3. Bd3 Kb7 4. Nd8+ K ∞ 5. Nf7 \pm .

No. 32. 1. Bd3! B \times g7 2. Ba6 d4 3. Kg6 Bh8 4. Bd3! Kb7 5. Nd8+ K ∞ 6. Nf7 \pm .

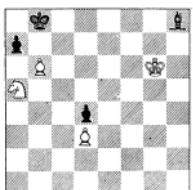
No. 31 by V. Halberstadt is indisputably a development of No. 30. As far as the similar endgame No. 32 by T. Gorghiiev is concerned,

28. L. Kubbel
1925



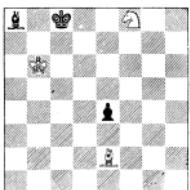
White to play and win

29. M. Liburkin
International M. I.
Chigorin Memorial
Tournament, 1947



White to play and win

30. V. Novozhilov
Shakhmatny v SSSR, 1951
Chigorin Memorial



White to play and win

it only lengthens Halberstadt's solution by one move due to the addition of another Knight that is captured at once.

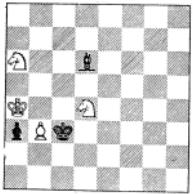
No. 33. 1. Nf6 Bg6 2. Nd7 B \times d3 3. c3+ K ∞ 4. Nc5(e5)+ \pm . The motifs of mate, stalemate and the capture of the Bishop are well blended in this miniature.

No. 34. 1. Nb5+ Kb2 2. N \times a3 B \times a3 3. Nb4! \pm . Black loses in mutual zugzwang. Such a method of shutting out the Bishop is of practical importance in Knight and Pawn versus Bishop endgames.

No. 35. 1. Kg3 Bc7+ 2. Kh3 Bg3 3. Nb3 B \times h4 4. g4+ K \times g5 5. Nd2 Bf2(e1) 6. Ne4(f3)+ \pm (see No. 36).

No. 36. 1. Ng3 Bd7 2. Kc2 Kb6 3. Kb3 Ka5 4. Ka3 B \times a4 5. b4+ Kb5 6. Ne2 Be2(d1) 7. Nd4(c3)+ \pm . Repeats the play of the preceding endgame but with a somewhat lighter structure. The goal—the final position—is more camouflaged.

34. A. Havasi
Chess Amateur, 1922



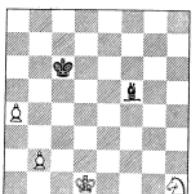
White to play and win

35. E. Paoli
Schach-Magazin, 1949



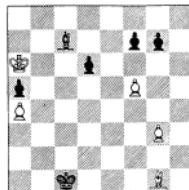
White to play and win

36. E. Pogosyants
Shakhmatny bulleten,
1964



White to play and win

37. A. Troitzky
Casopis Československých Šachistů, 1923



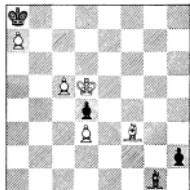
White to play and win

38. L. Kubbel
Shakhmatnyj listok, 1928



White to play and win

39. L. Kubbel
Shakhmaty v SSSR, 1937



White to play and win

It is harder to trap a Bishop with a Bishop and Pawns than with a Knight, which is very good in dual attacks and can create a diversity of blows at squares of any colour. The Bishop is far less versatile. Therefore there are few endgames where the Bishop is trapped by a Bishop.

In No. 37 the White King's chase after the Bishop winds up with its capture on the h8 square.

No. 37. 1. f6 gf 2. Kb7 Bd8 3. Kc8 Be7 4. Kd7 Bf8 5. Be3+ K∞ 6. Ke8 Bg7 7. Kxf7 Bh8 8. Kg8±.

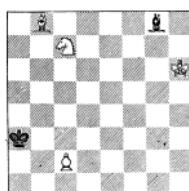
Short but refreshing play arises in No. 38, wherein zugzwang and a discovered attack settle the issue fast.

No. 38. 1. Ba5 Bh4 2. Kg4 Be1 3. Kh3 K∞ 4. d4(d3)+±.

No. 39. 1. c6 hQ! 2. B×h1 Bh2 3. c7! B×c7 4. Kc6 Bd7(b5)+±.

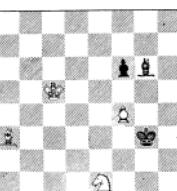
In Nos. 40-42 the Knight is finally sacrificed, and the acceptance of the sacrifice leads to the capture of the Bishop through a discovered check caused by a Pawn attack.

40. J. Fritz
Revista Romina de Šah, 1939



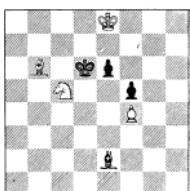
White to play and win

41. A. Kákovin
Lidová Demokracie, 1961



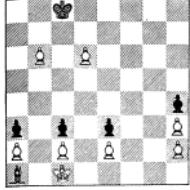
White to play and win

42. S. Isenegger
J. Gunst Memorial Turnier, 1959
 2nd Commendation



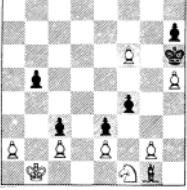
White to play and win

43. O. Bláthy
 1890



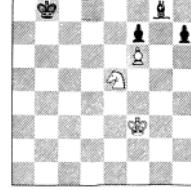
White to play and win

44. H. Fahrni
Revue suisse d'échecs, 1922



White to play and win

44a. S. Kozłowski
Gloss Poranny, 1931



White to play and win

No. 40. 1. Kg7! Ba2 2. c3! Kb2 3. Nb5 Bc4 4. Be5! B×b5 5. c4+±.

No. 41. 1. Bc1 Kf2 2. Bd2 Ke2 3. Ba5 Ke3 4. Ng2+ Kf2 5. Nh4 Bh7 6. Bd7 Kh3 7. Ng6 B×g6 8. f5+±.

The ideas behind Nos. 40 and 41 are closely related.

No. 42. 1. Nd7 Bb5 2. Kd8 B×d7 3. Be7+ Ke6 4. Be5 K∞ 5. K×d7±. A clever final position: Black's Bishop is lost in mutual zugzwang.

No. 43. 1. Kd1! Bb2 2. Ke1 Bc1 3. Kf1 Bd2 4. Kg1(g2) Be1 5. Kg2(g1) Bd2 6. Kf1 Bc1 7. Ke1 Bb2 8. Kd1 Ba1 9. Kc1 Bb2+ 10. Kd1±.

No. 44. 1. Ng3 fg 2. a3 Bf2 3. Ka2 Be1 4. Ka1 Bd2 5. Kb1 Be1 6. Kc1 Bf2 7. Kd1 Bg1 8. Ke1 Bh2 9. Kf1±.

Both in Nos. 43 and 44 the Bishop falls victim to White's King. The decisive factor of success is the White King's gain of a tempo by triangulation.

Endgame No. 44a by S. Kozłowski holds a special place. It contains an interesting finale of mutual zugzwang, wherein Black loses despite an extra Bishop.

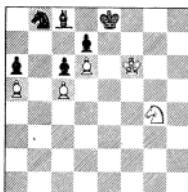
No. 44a. 1. Nd7+ Kc7 2. Nf8! Kd8 3. Kf4 Ke8 4. Kg5 Kxg8 5. Kh6±.

There is one characteristic feature that Nos. 45-47 have in common: White's Knight successfully copes with the Bishop. Black's extra Knight does not take an active part because it is either immured or immobilised.

No. 45. 1. Kg7 Bb7 2. Nf6+ Kd8 3. Kf8 Ba8 4. Ng8 Bb7 5. Nh6 Ba8 6. Nf7+ Kc8 7. Ke8 Bb7 8. Ne5 Ba8 9. Ng6 Kb7 10. Kd8 Ka7 11. Kc7 Bb7 12. Kh8 Ba8 13. Nf7 Bb7 14. Nd8 Ba8 15. Ke8±.

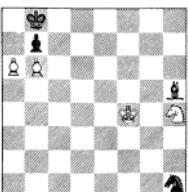
No. 46. 1. a7+ Ka8 2. Nf5 Be8 3. Nd4 Bd7 4. Kf3 Bc6+ 5. Ke3 Bd7 6. Ne2 Bb5 7. Nf4 Be4 8. Kf3 Bf7 9. Kg2 B∞ 10. K×h1±.

45. B. Horwitz and
J. Kling
1851



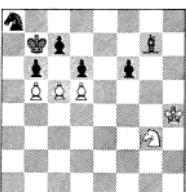
White to play and win

46. F. Prokop
212 *Endspielstudien*, 1943



White to play and win

47. J. Mandil
1950



White to play and win

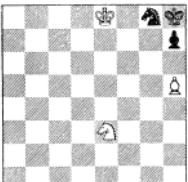
No. 47. 1. c6+ Kc8 2. Nf5 Bf8 3. Kg4! Kd8 4. Kh5 Ke8 5. Kg6 Be7 6. Kg7 Bf8+ 7. Kg8 Be7 8. Ng7+ Kd8 9. Kf7 f5 10. Ne6+ Kc8 11. K×e7±.

As a rule, it is difficult to create interesting play in domination when the same pieces oppose each other. This can be easily confirmed in going through Nos. 48-50 for trapping a Knight by a Knight. The small number of endgames with such material substantiates this point of view.

No. 48. 1. Kf7 Nh6+ 2. Kf8 Ng8 3. Ng4 h6 4. Kf7 Kh7 5. Ne5(e3) Kh8 6. Nc4 Kh7 7. Nd6 Kh8 8. Ne8 Kh7 9. Ke6 Kh8 10. Kd6 Kh7 11. Kd7 Kh8 12. Ke6 Kh7 13. Kf7 Kh8 14. Nc7 Kh7 15. Ne6 Kh8 16. Nf8±. Through subtle play White paralysed the Knight, and after that the King.

No. 49. 1. Kd4 Ng4 2. Bg2! Kf7 3. Ke4 Nf2+ 4. Kf3 h1Q 5. B×h1 N×h1 6. Nc2 Kg6 7. Ne1! (7. Ne3? Kh6! 8. Ng2

48. V. Bron
USSR
Sports Committee
Tournament, 1948
2nd Hon. Mention



White to play and win

49. G. Kasparian
Shakhmaty v SSSR, 1955
Tie for 3rd Prize



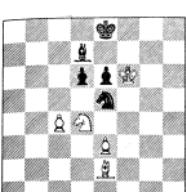
White to play and win

50. V. Halberstadt
Argentine Chess Club
Tournament, 1955
2nd Prize



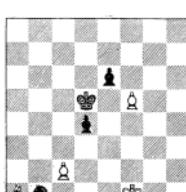
White to play and win

51. H. Rinek
Bohemia, 1910



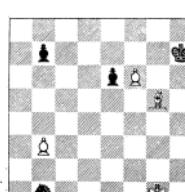
White to play and win

52. A. Troitzky
1924



White to play and win

53. T. Dawson
1925



White to play and win

Kh5=); 7. ... Kh5 8. Ng2 Kg6 9. Nf4+ Kf5 10. h5 Kg5 11. Kg2±; 7. ... Kb6 8. Kg2 Kh5 9. Nf3±. Both the eccentric manoeuvre 7. Ne1! and the clever refutation of the move 7. Ne3? in this endgame are very interesting.

No. 50. 1. Ng5 Bd4 2. Ne4 Nc5 3. Nf6+ B×f6+ 4. K×f6 Nd7+ 5. Ke6 N×f8+ 6. Ke7 Nh7 7. Ne6 Kh8 8. f3! Kg8 9. f4 Kh8 10. Kf7±.

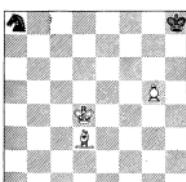
No. 51. 1. c5 dc 2. N×e6 B×e6 3. K×e6 Nf7(g6, d7, c6) 4. Bh5(b5)±.

No. 52. 1. f6 Kd6 2. B×d4 Nd2+ 3. Ke2 Ne4 4. Be5+ Kd7 5. f7 Ke7 6. Ke3 Ne5(g5) 7. Bd6(f6)++.

No. 53. 1. f7 Kg7 2. Be7 K×f7 3. Bb4±.

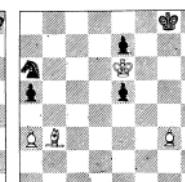
No. 54. 1. Kc5 Nc7 2. Kd6 Ne8+ 3. Ke7 Ng7 4. Bg6! Kg8 5. Bf7+ Kh7 6. Kf6 Kh8 7. Ke5 Kh7 8. Ke4 Kh8 9. Kf4 Kh7 10. Kg4 Kh8 11. g6±. A gem of endgame composition.

54. G. Zakhodyakin
64, 1931
1st Prize



White to play and win

55. S. Kaminer
Czech Chess Union
Tournament, 1925
3rd Prize



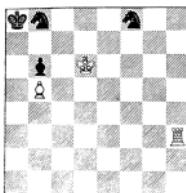
(revised by V. Dolgov in 1980)

56. J. R. Capablanca and
Em. Lasker
1914



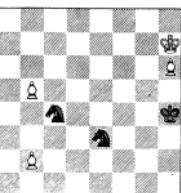
White to play and win

57. M. Liburkin
Shakhmaty v SSSR, 1934
1st Hon. Mention



White to play and win

58. M. Neiman
Shakhmatny listok, 1926



White to play and win

59. J. Fritz
Svobodné Slovo, 1950



White to play and win

The possibility of winning in what seems to be a drawn position is remarkable indeed.

No. 55. 1. $Bc4\ Nc5+$ 2. $Kd5\ Na4$ 3. $Bb3\ Nc3+$ 4. $Kc4$
 $Nb1$ 5. $Ba2\ N \times a3+$ 6. $Kb3\ Nb5$ 7. $Ka4+\pm$.

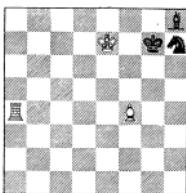
Sometimes the King and a Pawn can trap the Knight (see Nos. 56-61). In such endgames the road to victory is the same: the Knight meets its end after getting on a square from which it cannot escape.

No. 56. 1. $N \times c7\ N \times c7$ 2. $Ra8+!$ $N \times a8$ 3. $Ke8\ Nc7$ 4. $K \times c7\pm$. This position, which arose in a casual game between Capablanca and Em. Lasker, is to all intents and purposes an endgame study and is presented in some sources as their collective composition.

No. 57. 1. $Rh8\ Nfd7$ 2. $Kc7\ Ka7$ 3. $Re8!\ Nf6!$ 4. $R \times b8$
 $Ne8+$ 5. $Kd7\ Nc7!$ 6. $Ra8+!$ $N \times a8$ 7. $Kc8\pm$.

No. 57 has arisen on the basis of No. 56 and is a development of the latter. In the original version of the endgame White's Pawn stood

60. G. Zakhodyakin
64, 1930
Commendation



White to play and win

61. E. Pogosyan
Alma-Atinskaya pravda,
1961-62
Commendation



White to play and win

62. A. Gherbstman
Shakhmatny listok, 1927
4th Prize



White to play and win

on b4 and Black's Knight on a6 instead of b8. The solution started with the moves 1. $b5\ Nb8$. In 1957 V. Bron proved that Black can save himself by 1. . . . $Nc5!$ 2. $Rh8\ Ne6$ 3. $Ke7\ Nd4!$ 4. $R \times f8+$ $Kb7-$. That is why the endgame is presented in a revised version.

No. 58. 1. $Kg6!\ Ne5+$ 2. $Kf6\ N5g4+$ 3. $Ke6\ N \times h6$ 4. $b6$
 $Nf7$ 5. $K \times f7\ Nc4$ 6. $b7\ Nd6+$ 7. $Ke7\ N \times b7$ 8. $b4\pm$ (see
No. 59).

No. 59. 1. $Ra1\ Bb7$ 2. $Ra7\ Nb5$ 3. $R \times b7!$ $Nd6+$ 4. $Ke7$
 $N \times b7$ 5. $b4\pm$.

The finale in both endgames, Nos. 58 and 59, is exactly the same though the material in the initial positions differs.

No. 60. 1. $Ra6\ Kg8$ 2. $Ra8+$ $Kg7$ 3. $R \times h8!$ $K \times h8$
4. $Kf7\pm$; 1. . . . $Nf8$ 2. $f5\ Kg8$ 3. $Ra8\ Bg7$ 4. $f6\pm$.

No. 61. 1. $Rh8\ Kg7$ 2. $Kg5!$ $K \times h8$ 3. $Kg6\pm$.

Chapter 2

TWO MINOR PIECES TRAP ONE

Bishop Captured by Bishop and Knight

It is well known from the theory of endings that two minor pieces versus one, if the stronger side lacks any Pawns, generally do not win. But there are quite a number of exceptional positions (with the King of the weaker side on the edge of the board) in which the path to victory is discovered after all.

In Nos. 62-181 the Bishop is won with the aid of a Bishop and Knight. Trapping the Bishop with such material is carried out on the basis of exclusion from play (shutting off), creation of mating threats, geometric motifs, discovered attack, pursuit by the King, etc.

The Bishop cooperates with the Knight quite well, so that work with such material ordinarily proves to be fruitful. The number of such endgame studies is considerable, which is an additional confirmation of the vitality of the material and the diversity of ideas. Therefore, a detailed classification of this group of endgames was made (see Table No. 3).

The endgame studies are divided into five subgroups:

I. Winning by shutting off the Bishop (exclusion from play)—Nos. 62-106.

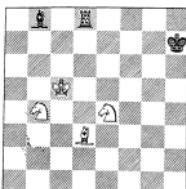
II. Trapping the Bishop as a result of mating threats—Nos. 107-20, 131.

III. Trapping a random Bishop with the aid of Knight forks and geometric motifs—Nos. 121-30, 132-40.

IV. Trapping the Bishop with the use of a Bishop plus Knight battery (discovered attack)—Nos. 141-69.

V. The King pursues the Bishop—Nos. 170-81.

63. V. Vorobiov
64, 1930



White to play and win

64. A. Troitzky
Zadaci i etyudy, 1929



White to play and win

65. F. Richter
Československý Šach, 1953



White to play and win

The immurement of the Bishop on g1 is shown in the diagram (see Table 3). Endgames Nos. 62–65 are constructed on this principle. No. 62 is distinguished among them by the grace of form and play.

No. 62. 1. Bg4! Bb6+ 2. Kf4 B×g1 3. Nf3+ Kf1 4. Bh3+ Kf2 5. Kg4± (see Nos. 63–65).

No. 63. 1. Ng5++ Kg8 2. Bc4+ Kf8 3. Ne6+ Ke8 4. N×d8 K×d8 5. Nc6+ Kc8 6. Ba6+ Kc7 7. Kb5±. The remarkable thing is that we see the final picture of No. 62, with the position turned 180 degrees. In No. 62 the Bishop gets on the g1 square in the process of solution, whereas in No. 63 it is located on its place of execution at the very start. That is why in the latter endgame the trapping of the Bishop is not so striking.

No. 64. 1. Nc4+ Ka4 2. N×a3 Bd5 3. Nb1 B×a2 4. Nc3+ Kb3 5. Kd2 c5 6. Kd3 c4+ 7. Kd2±.

No. 65. 1. Nh6 e2 2. Nh7+ Ke8! 3. Bb2 c1Q 4. Nf6+ Ke7 5. Nhg8+ Kf8 6. B×c1 Ba2+ 7. Ke5 B×g8 8. Bh6+ Kf7 9. Kf5±. In this endgame, too, the finale repeats that in Nos. 62 and 63.

Similarly, the Bishop is shut off on the g3 and g2 squares (see Nos. 66–71).

No. 66. 1. Nd4+ Kd1 2. Rf1+ Re1 3. R×e1+ K×e1 4. Ba5+ Qd2+ 5. B×d2+ K×d2 6. Nf3+ Ke3 7. Bg6 Bf2 8. Bh5 Ke2 9. Ne5+ Ke3(e1) 10. Ng4(d3)+± (see No. 67). There is no justification for the crude play at the start with the exchange of major pieces. Such endgames are not impressive.

No. 67. 1. e4+ B×e4 2. B×e4 Ke3 3. Bg6 Bf2+ 4. Kg2 K×d4 5. Nf3+ Ke3 6. Bh5 Ke2 7. Ne5+ Ke3(e1) 8. Ng4(d3)+±. Though the finale is the same as in No. 66, the play here is a bit better.

No. 68. 1. Ng3+ Ke1 2. Bc3+! Kf2 3. Bd4+ Kg2 4. Kh4 Kf3 5. Kh3 Bg2+ 6. K×h2±.

No. 69. 1. Nd6 B×h3 2. Nf5+ Kg5 3. B×h3 Bf4 4. Nd4 B×h2 5. Nf3+ Kf4 6. Kf2 Bg3+ 7. Kg2±.

Table 3. Bishop and Knight Trap Bishop (Endgame Studies Nos. 62–181)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Immurement of the Bishop on g1 (opposite coloured Bishops) 1. Kg4±	I 	62–65
2	Immurement of the Bishop on g3, g2 (opposite coloured Bishops)	II 	66–71
3	Immurement of the Bishop on d2 (Bishops of the same colour) Black to move 1. ... Kd3 2. Ne5+ Ke3(e3) 3. Nc4(f3)+±	III 	72–74

Table 3. (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
4	Immurement of the Bishop on h4, h5, h6 (Bishops of opposite colours) 1. Be8±	IV 	75–85
5	Immurement of the Bishop on a5, a4, a3, a2 (Bishops of the same colour)	V 	86–91
6	Other ways of taking advantage of the Bishop's immured position		91–106
II. Trapping the Bishop after setting up mating threats		VI 	107–12
1	To avoid mate Black has to cede the Bishop (Bishops of the same colour) Black to move 1. ... Bc4 2. Kxc4±		

Table 3. (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
2	The defence against mate leads to Knight forks (Bishops of the same colour) Black to move 1. ... Kg6(Be8) 2. Ne7(g7)+ ±	VII 	113–20, 131
III. Trapping a random Bishop		VIII 	121–30, 132–34
1	In reply to the King's attack the Bishop has no convenient retreat (the use of geometric motifs and Knight forks) Bishops of the same colour 1. Ke1±		
2	After the King attacks the Bishop the latter has no safe retreat and perishes due to Knight forks (Bishops of the same colour) 1. Kb5±	IX 	135–37
3	Other endgames in which a random Bishop is trapped		138–40

Table 3. (continued)

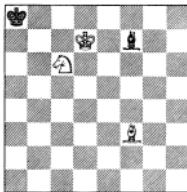
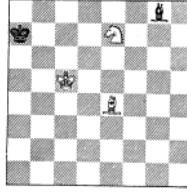
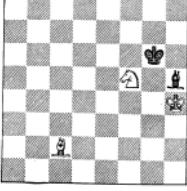
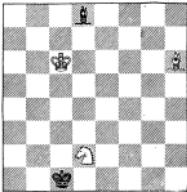
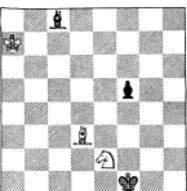
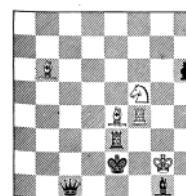
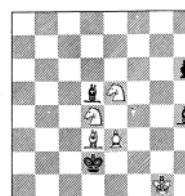
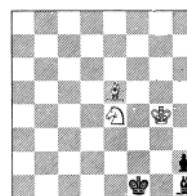
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
	IV. Trapping the Bishop with the use of Bishop and Knight battery (discovered attack)		
1	The battery lies on the long diagonal (Bishops of the same colour) Black to move 1. ... Bg8(g6, c4, b3, a2) 2. Ne7(a5, b4)±	X 	141–49
2	Black's King tries to avoid a discovered attack on the long diagonal but this leads to Knight forks (Bishops of the same colour) Black to move 1. ... Bf7(e6, b3, a2) 2. Nc6+Ka6 3. Bd3+ Kb7 4. Nd8(a5, b4)±	XI 	150–56
3	Battery on the b1-h7 diagonal (Bishops of the same colour) 1. Bh4! Bf3(e2, d1) 2. Nd4(c3)±	XII 	157–64

Table 3. (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
4	Battery on the c1-h6 diagonal (Bishops of the same colour) 1. Kd7±	XIII 	165–69
	V. King chases the Bishop	XIV 	170–81

66. Z. Birnov
64, 193067. V. Bron
64, 1930
Hon. Mention68. Kh. Itsikson
64, 1937

White to play and win

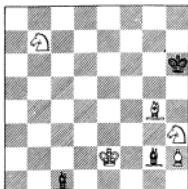
White to play and win

White to play and win

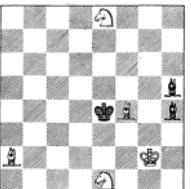
69. J. Fritz
1951

70. F. Richter
Československý Šach, 1953

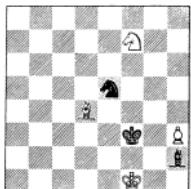
71. A. Hildebrand
Szachy, 1957
3rd Prize



White to play and win



White to play and win



White to play and win

No. 70. 1. Ng7 K×f4 2. N×h5+ Kg4 3. Ng3 B×g3
4. Be6+ Kf4 5. Nf3±.

No. 71. 1. Ng5+ Kf4 2. B×e5+ K×e5 3. Nf3+ Kf4
4. Kf2! Bg3+ 5. Kg2±. The Pawn successfully coped with the role of the Bishop, which helped create the position of mutual zugzwang.
In Nos. 72-74 the Bishop is shut off on the d2(b4) square.

No. 72. 1. Rg7 Q×g7! 2. N×e6+ Kd7 3. N×g7 Kc6
4. Ne6! Ba3 5. Nd4+ K×c5 6. Ka4! Bb4 7. Nf3 Ke4 8. Ne5+
Kc3(c5) 9. Ne6(d3)+±.

No. 73. 1. Kd1 Bd2 2. Ne6 Kd3 3. Ne5+ Ke3(c3) 4. Nc4
(f3)+±.

The final positions in Nos. 72 and 73 are closely related.

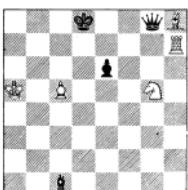
No. 74. 1. Nd4 c1Q+ 2. N×c1 B×c1 3. Kd1 Bd2 4. Ne6!
Kd3 5. Ne5+ Ke3(c3) 6. Ne4(f3)+±. The final picture resembles that of No. 73.

In Nos. 75-85 White manages, thanks to Bishops of opposite colour, to take advantage of the cramped situation of Black's Bishop,

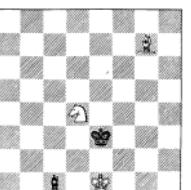
72. L. Kubbel
Pravda, 1928
1st Prize

73. W. Neustadt
64, 1929
2nd Hon. Mention

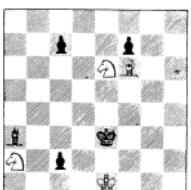
74. M. Maryško
Práce, 1946



White to play and win



White to play and win

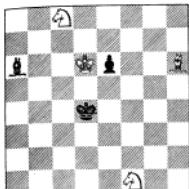


White to play and win

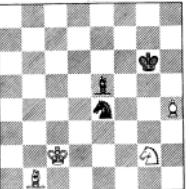
75. G. Kasparyan
Shakhmaty v SSSR, 1932

76. M. Liburkin
64, 1933
3rd Hon. Mention

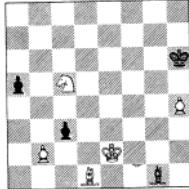
77. T. Gorghiyev
Shakhmaty v SSSR, 1936
2nd Prize



White to play and win



White to play and win



White to play and win

blocked on the h4, h5 and h6 squares by Black's King. This situation of Black's King enables White to emerge victorious.

No. 75. 1. Bg7+ Ke4 2. Nd2+ Kd3 3. Nb3 B×c8 4. Kc7!
Kc4 5. Na5+ Kb5 6. Ne6 Ba6 7. Nb8 Kd5 8. Bc3+ Kb5
9. Bd2 e5 10. Be1 e4 11. Bd2 e3 12. B×e3 Ka5 13. Bd2+ Kb5
14. Be1±.

The final play in Nos. 76-79, which leads to Black's zugzwang, is completely the same. A variety is No. 80 in which the Bishop is won after a discovered check.

No. 76. 1. Kd1 Kf5 2. Ke2 Bf6 3. Kf3 B×h4 4. B×e4+
Kg5 5. Bd5 Kh5 6. Bf7+ Kg5 7. Be8± (see Nos. 77-80).

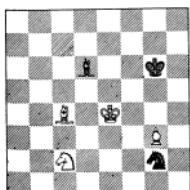
No. 77. 1. b4 ab 2. Nd3 c2! 3. B×c2 Kh5 4. Ne1 Bc5 5. Ng2
Be7 6. Bd1 B×h4 7. Ke3+ Kg5 8. Kf3 b3 9. B×b3 Kh5
10. Bf7+ Kg5 11. Be8±.

No. 78. 1. Kf3 Nh4+ 2. gh Kh5 3. Ne3 Be7 4. Ng2 B×h4
5. Bf7+ Kg5 6. Be8±.

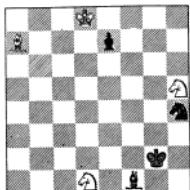
78. J. Fritz
Práce, 1953

79. F. Bondarenko and
A. Kakovin
Problem, 1956

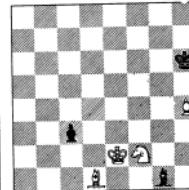
80. T. Gorghiyev
Československý Šach, 1934



White to play and win

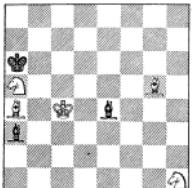


White to play and win



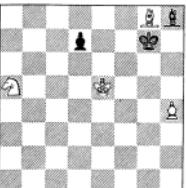
White to play and win

81. V. Korolkov
64, 1929
Commendation



White to play and win

82. T. Gorghiyev
Shakhmatny listok, 1929



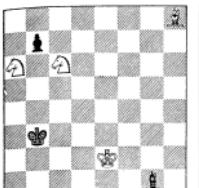
White to play and win

83. V. Katz
64, 1930



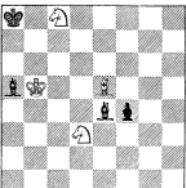
White to play and win

87. Z. Birnov
Shakhmaty v SSSR, 1963



White to play and win

88. J. Fritz
L'Italia Scacchistica,
1952



White to play and win

89. F. Richter
Práce, 1953



White to play and win

No. 79. 1. Ne3+ Kf2 2. Nf5+ Kf3 3. N×h4+ Kg4 4. Nf5 Bd3 5. Nfg7 Bg6 6. K×e7 B×h5 7. Kf6 Kh4 8. Bf2+ Kg4 9. Be1±.

No. 80. 1. Nd3 c2 2. B×c2 Kh5 3. Ne1 Bb6 4. Ng2 Bd8 5. Bd1 B×h4 6. Ke3+ Kg5 7. Kf3 Kh5 8. Kf4±.

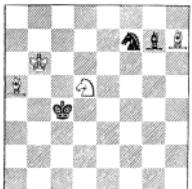
The final play is repeated fully also in Nos. 81-85. Here the retreat of Black's Bishop at the end of the solution leads to two Knight forks.

No. 81. 1. Ng3 K×a5 2. Kb3 Bc2+ 3. K×a3 B×a4 4. Bd8+ Kb5 5. Ne2 Bc2(d1) 6. Nd4(c3)+±.

No. 82. 1. Bb3! Kh6+ 2. Kf4 Bc3 3. Ne4 Kh5 4. Kg3 Be1+ 5. Kh3 B×h4 6. Bd1+ Kg5 7. Nd2 Be1(f2) 8. Nf3(e4)+±.

No. 83. 1. Ra6 Kb5 2. R×a4 B×a4 3. Ka3 Ka5 4. Bc7+ Kb5 5. Bd8 Bc2(d1) 6. Nd4(c3)+±.

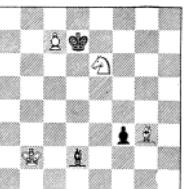
84. A. Hildebrand
Tidskrift för Schack, 1946
1st Prize



85. E. Paoli
1949



86. V. Bron
Shakhmaty v SSSR, 1948
4th Commendation



White to play and win

White to play and win

White to play and win

No. 84. 1. Ne3+ Kb3 2. Nf5 Bf6 3. Bg8 Ka4 4. B×f7 Bd8+ 5. Ka6 B×a5 6. Be8+ Kb4 7. Ne7 Bc7(d8) 8. Nd5(c6)+±.

No. 85. 1. Ka3 Bc2(e8) 2. Ne2 B×a4 3. Bc7+ Kb5 4. Bd8 Bc2(d1) 5. Nd4(c3)+±.

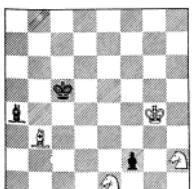
In Nos. 86-91 White, with Bishops of the same colour on the board, makes the most of the cramped position of Black's Bishop on the a5, a4, a3 and a2 squares. Here, too, Black's King blocks the road of retreat for his Bishop.

No. 86. 1. Ne5+ Kc8 2. Ne4 Bb4 3. Kb3 f2 4. B×f2 Ba5 5. Nd6+ K×c7 6. Nc4± (see No. 87).

No. 87. 1. Na5+ Ka4 2. N×b7 Kb5 3. Nb8 Bh2 4. Nd7 Ke6 5. Nbc5 Bg1 6. Ne5+ K×c5 7. Nf3±.

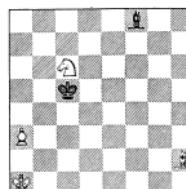
No. 88. 1. Ne5 Bb7 2. N×b7 f3! 3. Bg3 f2 4. B×f2 K×b7 5. Nd6+ Ke6 6. Ne4±.

90. F. Richter
Magyar Sakkélet, 1953



White to play and win

91. A. Sarychev
Tidskrift för Schack, 1960



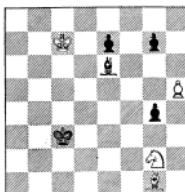
White to play and win

92. W. von Holzhausen
Deutsche Schachzeitung,
1900



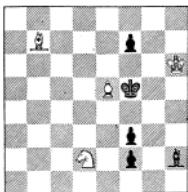
White to play and win

93. A. Troitzky
Självenska Dagbladet
Sällposten, 1912
Hon. Mention



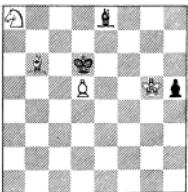
White to play and win

94. A. Troitzky
Shakhmatny zhurnal,
1901



White to play and win

95. A. Troitzky
Deutsche Schachzeitung,
1912



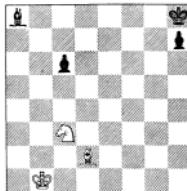
White to play and win

96. J. Fritz
Revista Româna de Șah, 1939
1929
1st Sp. Hon. Mention



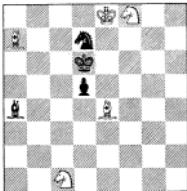
White to play and win

97. A. Troitzky
Shakhmatny listok, 1929
1st Sp. Hon. Mention



White to play and win

98. V. Bron
64, 1930



White to play and win

No. 89. 1. Nf6+ Ke6 2. Ne4 Bc6 3. K×e4 Bd5+ 4. Kb4! B×a2 5. Ne3±.

No. 90. 1. Nd3+ Kb5 2. Be6 f1Q 3. N×f1 Bd1+ 4. Kg3 Be2 5. Nb2 B×f1 6. Kf2±.

No. 91. 1. Na7 Kb6 2. Bg1+ Ka5 3. Ka2 Ka4 4. Nc8 B×a3 5. Nb6+ Kb4 6. Be3±.

Nos. 92-106 demonstrate different kinds of situations when Black's Bishop is blocked by its own Pawn or King.

No. 92. 1. Nc6+ Ka8 2. Bc8 f4 3. Ba6 f3 4. Kf2 g1Q+ 5. K×g1 Bg2 6. Kh2!±.

No. 93. 1. Kd8 Bf7 2. K×e7 B×h5 3. Nf4 g6 4. Ne2+ Kd3 5. Ng3±. Quite an interesting case of complete exclusion of the Bishop from play (immobilisation) with the aim of its subsequent capture. The final moves of the solution are not given because the reader can easily find them. The plan for winning: Black's King is gradually pushed back to the edge of the board and is stalemated there (for instance, Black's King on e1, White's Bishop on e3, the King on d3, and Black to move) and the Bishop on h5 is lost.

No. 94. 1. Bc8+ Kf4 2. Nf1 Bg4 3. Kg7 K×e5 4. K×f7±. In this endgame, too, the further exploitation of the advantage is built up with manoeuvres by the Kings and by White's Bishop. The plan for winning is the same: to chase Black's King into a stalemate (for instance, to create the position: White's King on c2, Bishop on d3, Black's King on e1), after which Black loses his Bishop.

No. 95. 1. Bg1 Bf7 2. Bh2+ K×d5 3. Kf6 Bg8 4. Kg7 Be6 5. Nc7+± (see No. 96).

No. 96. 1. Nc7 Ne3 2. Nh3 N×d5 3. Bc5+ d6! 4. B×d6+ Kf7 5. N×d5 Ke6 6. Bb8 K×d5 7. Kg7 Be6 8. Nf4+±. Repeats the motif of endgame No. 95 by A. Troitzky.

No. 97. 1. Bh6 Kg8 2. Ne4 Kf7 3. Nc5 Kg6 4. Bf8 h5 5. Kc2 Kf5 6. Bd6 Kg4 7. Kd2 Kf3 8. Ke1 Kg2 9. Be7 Kg3

10. Kf1 Kf3 11. Bd6 Ke3 12. Be5 Kd2 13. Kg2 Kc2 14. Kh3 Kb1 15. Kh4 Ka2 16. K×h5 Ka3 17. Bc3±. A wonderful endgame in which coordinated action by White's pieces leads either to the immurement of the Bishop on a8 with its subsequent capture or to a mating net in the following variation: 1. ... c5 2. Nb5 ∞ 3. Nd6 B∞ 4. Kc2 Kg8 5. Kd2 Bg2 6. Ke3 Be6 7. Kf4 c4 8. Ke5 c3 9. Kf6 Bd7 10. Ne4 c2 11. Ke7.

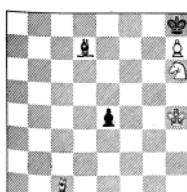
No. 98. 1. Be2 B×c2 2. N×d7 Ba4 3. Bb8+ Ke6 4. Kd8 B×d7 5. Nb3 ∞ 6. Nd4(c5)+±.

No. 99. 1. Ng8 Bf5 2. Ne7 Be6(d7) 3. Ng6+ K×h7+ 4. Nf8+±.

No. 100. 1. Nc6+ K×a8 2. Bd3 Bg8 3. Be4 Bh7 4. Ne7+ Ka7(b8) 5. Bd3 Kb6(c7) 6. Nd5+ K∞ 7. Nf6±.

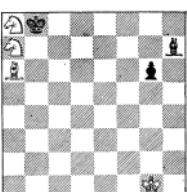
No. 101. 1. Be1 Kb2 2. Bc3+ Kb1 3. Be5 c1Q 4. N×c1 K×c1 5. Na2+ Kd1 6. Bg3 Ba7 7. Nc3+ Kc1 8. Be5 c5 9. Bf4+ Kb2 10. Kc4 Kc2 11. Bc7 e5 12. Nb5±.

99. C. J. de Feijter
Eigen ERF, 1932



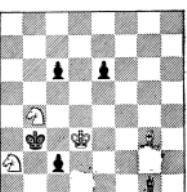
White to play and win

100. S. Segenreich
1947



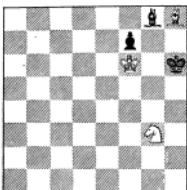
White to play and win

101. V. Yakimchik
FIDE Tourney, 1957
3rd Prize



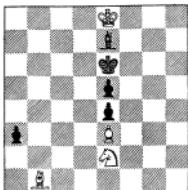
White to play and win

102. H. Holm
Problem,
1958



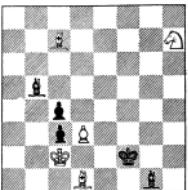
White to play and win

103. E. Paoli
1959



White to play and win

104. A. Gurvich and
E. Pogosyants
Alma-Atinskaya pravda,
1961
2nd Prize



White to play and win

No. 102. 1. $Bg7+$ $Kh7$ 2. $Bf8$ $Kh8$ 3. $Nf5$ $Kh7$ 4. $Bc5$ $Kh8$
5. $Bd4$ $Kh7$ 6. $Ne7$ $Kh8$ 7. $Ng6+$ $Kh7$ 8. $Nf8+$ $Kh6$ 9. $Be3+$
 $Kh5$ 10. $Kg7\pm$.

No. 103. 1. $Ba2+$ $Kd6$ (1. . . . $Kf6$ 2. $Ne3$ $B\infty$ 3. $Nd5$ or
3. $N\times e4+\pm$) 2. $Ng3$ $B\infty$ 3. $Nf5$ ($\times e4$) $+\pm$. Two symmetrical
variations in which Black's Bishop has no convenient retreats be-
cause the roads are blocked by its own King.

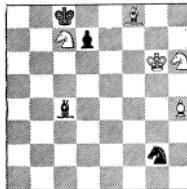
No. 104. 1. $d4$ $Ba4+$ 2. $Kc1$ $B\times d1$ 3. $K\times d1$ $Ke3$ 4. $Kc2!$
 $Ke4$ 5. $Nf6+$ $K\times d4$ 6. $Bb8$ $Be3(f2)$ 7. $Ba7+$ $Ke5$ 8. $Ng4+\pm$.

No. 105. 1. $Ne8$ $N\times h4+$ 2. $Kh5$ $Nf5$ 3. $N\times f5$ $Bf7+$ 4. $Kg5$
 $B\times e8$ 5. $Nd6+$ $Kd8$ 6. $Kh6\pm$.

No. 106. 1. $Nf6$ $Kg7$ 2. $Ne8+$ $Kg6$ 3. $Nd6$ $Ba6$ 4. $Bb4$ $Kg7$
5. $Kd8$ $Kf8$ 6. $Kc7$ $Ke7$ 7. $Kb6\pm$.

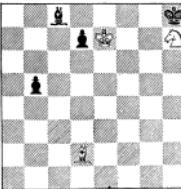
The mating threat (according to the set-up in Diagram VI of
Table 3) compels Black to give up the Bishop. In No. 107 by B. Hor-
witz and J. Kling we see a clearly expressed desire on White's part

105. V. Bron
Ceskoslovensky Šach, 1962



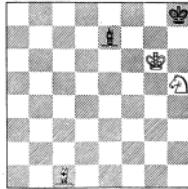
White to play and win

106. A. Nikityuk
Shakhmaty v SSSR, 1963



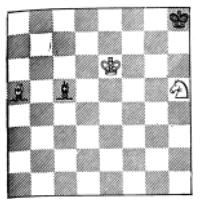
White to play and win

107. B. Horwitz and
J. Kling, 1851



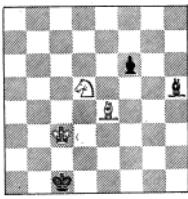
White to play and win

108. H. Otten



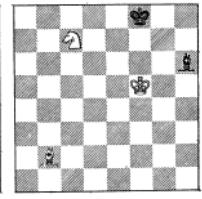
White to play and win

109. C. Mann
1913



White to play and win

110. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

to obtain such a position. Nos. 108-12 show the possibility of the
rise of analogous positions on other ranks and files. The play in these
endgames is repeated.

No. 107. 1. $Bb2+$ $Kg8$ 2. $Bg7$ $Bh4$ 3. $Nf4$ $Be7$ 4. $Nd5$ $Bg5$
5. $Bc3$ $Bc1$ 6. $Nf6+$ $Kh8$ 7. $Ne4+$ $Kg8$ 8. $Bg7$ $Bg5$ 9. $Nd6$ $Be7$
10. $Nf5\pm$.

No. 108. 1. $Bc3+$ $Kh7$ 2. $Kf7$ $Ba3$ 3. $Nf6+$ $Kh8$ 4. $Ne8+$
 $Kh7$ 5. $Bg7\pm$.

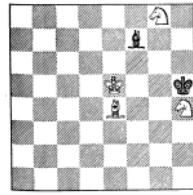
No. 109. 1. $Nf4$ $Bd1$ 2. $Bf5$ $Ba4$ 3. $Nd3+$ $Kd1$ 4. $Bg4X$;
1. . . . $Be8$ 2. $Bc2$ $Bb5$ 3. $Ne6$ $Ba6$ 4. $Nd4$ $Bc4$ 5. $K\times c4\pm$.

No. 110. 1. $Kg6$ $Be3$ 2. $Bg7+$ $Kg8$ 3. $Ne8$ $Bg5$ 4. $Nd6$ $B\infty$
5. $Nf5$ $Bg5$ 6. $K\times g5\pm$; 1. . . . $Bd2$ 2. $Ba3+$ $Kg8$ 3. $Nd5$
 $Ba5(e1)$ 4. $Nf6+$ $Kh8$ 5. $Bf8$ $B\infty$ 6. $Bg7X$.

No. 111. 1. $Nh6$ $K\times h6$ 2. $Kf6$ $Bh5$ 3. $Bc2!$ $Bg4$ 4. $Bg6$ $Be6$
5. $Nf3$ $B\infty$ 6. $Ne5$ $Be6$ 7. $K\times e6\pm$.

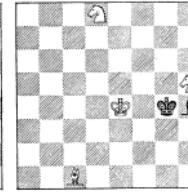
111. E. König and
A. Mandler

*Österreichische
Schachrundschau*, 1924



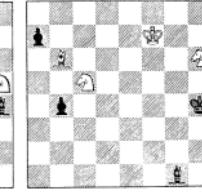
White to play and win

112. A. Gherbstman
64, 1927



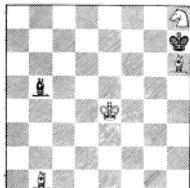
White to play and win

113. M. Aizenshtat
64, 1931



White to play and win

114. V. Bron
Shakhmaty v SSSR, 1934



White to play and win

115. C. J. de Feijter
Eigen ERF, 1934



White to play and win

116. L. Kayev
Shakhmaty v SSSR, 1940



White to play and win

No. 112. 1. N_e6 K_xh5 2. Kf5 Be7 3. Nf4+±; 2. . . . Bg3 3. Bg5 Be5 4. Ng5±.

Diagram VII of Table 3 shows another final position with mating threat. Defending himself against mate, Black has to expose his Bishop to a fork. Nos. 113-16, which have in common this final position, show such a capture of the Bishop. Close to them in construction are Nos. 117-20. True enough, there are no mating threats in the final set-ups of these endgames, but there are some in the course of the solution.

No. 113. 1. Bd8+ Kh5 2. Ng8 B_xc5 3. Nf6+ Kh6 4. Bc7 Be3(Kg5) 5. Ng4(e4)+±.

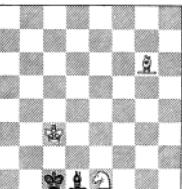
No. 114. 1. Nf7 Kg6 2. Nd6 Bc6+ 3. Kf4+ K_xh6 4. Nf5+ Kh5 5. Ba2 Kg6(Be8) 6. Ne7(g7)+±.

No. 115. 1. Nc7 B_xf3 2. Ne6+ Ke8 3. Bb1 Kf7(Bh5) 4. Ng5(g7)+±.

117. C. H. Hatheway
American Chess Bulletin, 1912

118. A. Khachaturov
Shakhmaty v SSSR, 1945

119. V. Bron
Czechoslovak Republic's
30th Jubilee
Tourney,
1948
4th Prize



White to play and win

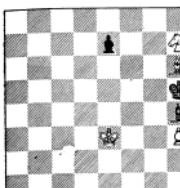


White to play and win



White to play and win

120. A. Sarychev
USSR Sports Committee
Tourney, 1957
1st Commendation



White to play and win

121. A. Troitzky
Novoye vremya, 1895



White to play and win

122. A. Troitzky
Deutsche Schachzeitung, 1914



White to play and win

No. 116. 1. Nc4 N_xe3 2. N_xe3 Nb6+ 3. Kb5 N_xa8 4. Kc6 Nb6 5. K_xb6 Bg7 6. Nf7 Bd4+ 7. Kc6 B_xe3 8. Nd6+ Kd8 9. Bg3 Bg5(Ke7) 10. Nf7(f5)+±.

No. 117. 1. Be4 Ba4(g4) 2. Nd3+ K_∞ 3. Nb2(f2)+±; 1. . . . Bh5 2. Nd3+ Kd1 3. Bc6 Ke2(Bg4) 4. Nf4(f2)+±; 1. . . . Be2 2. Bc2 Bb5 3. Nf3 B_∞ 4. Nd4± (see Nos. 118-20).

No. 118. 1. Bg3 Bd8 2. Be5 Ba5(g5) 3. Nd6+ K_∞ 4. Nb7(f7)+±; 2. . . . Bh4 3. Nd6+ Kd8 4. Bc7 Ke7(Bg5) 5. Nf5(f7)+±; 2. . . . Be7 3. Bc7 Bb4 4. Nf6 B_∞ 5. Nd5±

No. 119. 1. Bb2+ K_xb2 2. Nc4+ Kc1 3. N_xe3 Be2+ 4. Kc3! B_xb5 5. Nf3 d1Q 6. N_xd1 Be2 7. Be4 B_xd1 8. Ne1 Ba4(g4) 9. Nd3+ K_∞ 10. Nf2(f2)+±; 8. . . . Bh5 9. Nd3+ Kd1 10. Bc6 Ke2(Bg4) 11. Nf4(f2)+±; 8. . . . Be2 9. Bc2 Bb5 10. Nf3 B_∞ 11. Nd4±.

No. 120. 1. Bf4 e5 2. B_xe5 Be7 3. Nf6+ Kh4 4. Nd5 Bd8 5. Kf3 K_xh3 6. Nf4+ Kh4 7. Bc3 Kg5(Be7) 8. Ne6(g6)+±. Endgames Nos. 118-20 fully repeat the play of their predecessor, No. 117.

The possibilities for making greater use of the Bishop and the Knight against the Bishop possessing a big number of squares for retreat are revealed by the group of endgames Nos. 121-40. In most cases the characteristic feature of these endgames is that at the end of play White's King attacks Black's Bishop, forcing it to retreat, but it no longer has any convenient squares. In the first subgroup (Nos. 121-34) the retreating Bishop falls victim to a fork or the action of the geometric motif (see Diagram VIII in Table 3).

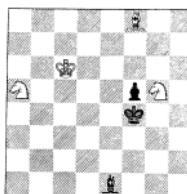
All these endgames have much in common and at times reflect an old stage in the development of the idea.

No. 121. 1. c6 K_xc6 2. Nf4±.

No. 122. 1. Kf6 Bh5 2. Bb7+ Kc4 3. Kg5±.

In Nos. 121 and 122 the Bishop falls prey to domination quite fast.

123. G. Zakhodyakin
64, 1930



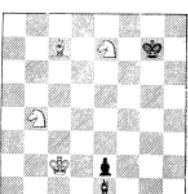
White to play and win

124. T. Gorhiyev
North Caucasian Tour-
ney, 1929
3rd Prize



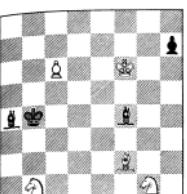
White to play and win

125. M. Liburkin
Shakhmaty v SSSR,
1933



White to play and win

129. T. Gorhiyev
M. I. Chigorin Memorial
Tourney, 1938
3rd Prize

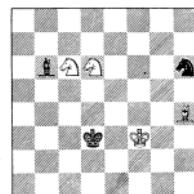


White to play and win

130. J. Fritz
Československý Šach, 1938

White to play and win

131. C. M. Bent
Magyar Sakkélet, 1968
3rd Prize



White to play and win

No. 123. 1. Ne6+ Ke5 2. Nc5 B×a5 3. Bg7+ Kf4 4. Kb5±. It repeats almost fully No. 122 by A. Troitzky.

No. 124. 1. Ne6+ Kb7 2. Nfe5 N×b2+ 3. Kb3 Nd3 4. N×d3 Bd1+ 5. Kc3 K×e6 6. Kd2 Ba4(f3, g4) 7. Be8+(Ne5+)±. The development of No. 122 by A. Troitzky is achieved by the addition of pieces that are exchanged in the primary stage of the solution.

No. 125. 1. Nd3 Bb4 2. Nf5+ Kf6 3. Ne3 e1Q 4. N×e1 B×e1 5. Kd1±.

No. 126. 1. Nc3 Ba4 2. Ne5+ Ke6 3. Nd3 d1Q 4. N×d1 B×d1 5. Kc1±.

Twin endgames Nos. 125 and 126 by M. Liburkin demonstrate, in a miniature form, a graceful capture of the Bishop.

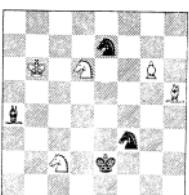
No. 127 by M. Liburkin, which presents the trapping of the Bishop in two independent variations, is unquestionably a step forward.

126. M. Liburkin
Shakhmaty v SSSR, 1933



White to play and win

127. M. Liburkin
Shakhmaty v SSSR, 1933



White to play and win

128. L. Kubbel
Krasnaya gazeta, 1935



White to play and win

No. 127. 1. Nd4+ Ke3 2. N×f3 N×g6 3. Ne4+ Kf4(f2) 4. B×g6 K×f3 5. Ka5±; 1... Kf2 2. N×f3 N×g6 3. Ne4+ Ke3 4. B×g6 K×f3 5. Ne5±.

No. 128. 1. Ne7 g5+ 2. Kh3 Bf1+ 3. Kg3 gf+ 4. Kf2±.

No. 129. 1. Ne2 Bb8 2. Nd4 Kc5 3. c7 B×c7 4. Ne6++ Kc6, 5. Nc3 Bb3 6. Nd4+ Kc5 7. N×b3++ Ke4 8. Kd4 Bd8+ 9. Kf7 K×c3 10. Ne6±.

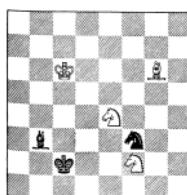
No. 130. 1. Be1+ Kb3! 2. Nd6 Ne7 3. B×a5 Ne6+ 4. Kc5 N×a5 5. Kb6 Ne4+ 6. N×c4 Be8 7. Nf1! K×c4 8. Kc7±.

No. 131. 1. Nb4+ Kd2 2. Bg5+ Kd1 3. B×h6 Bc5 4. Nd5 B×d6 5. Ne3+ Ke1 6. Bg7±.

No. 132. 1. Ng5+ Kd2 2. N×f3+ Ke3 3. Ne4 Ba4+ 4. Kb6 K×f3 5. Ne5±.

No. 133. 1. Nf4+ K×e5 2. Bc7+ Kf6 3. Ke2 Bg3 4. Nh5±; 3. ... Bh4 4. Bd8+ Ke5 5. Nd3(g6)±.

132. Z. Birnov
Shakhmaty v SSSR, 1946



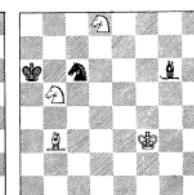
White to play and win

133. L. Prokeš
Obrana Lidu, 1950



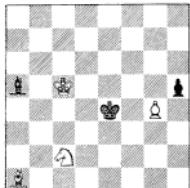
White to play and win

134. L. Prokeš
Práce, 1951



White to play and win

135. A. Troitzky
Eskilstuna Kuriren, 1917



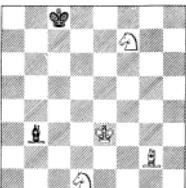
White to play and win

136. T. Gorghiiev
64, 1928



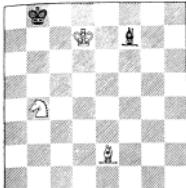
White to play and win

137. L. Prokes
Schach-Magazin, 1951



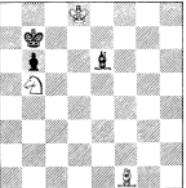
White to play and win

141. H. Rinek
700 *Fins de Partie*, 1927



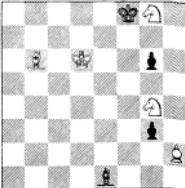
White to play and win

142. H. Rinek
Basler Nachrichten, 1927



White to play and win

143. A. Troitzky
64, 1928



White to play and win

No. 134. 1. $\text{Nc}7+$ $\text{Ka}7$ 2. $\text{N} \times \text{e}6+$ $\text{Kb}7$ 3. $\text{Nd}5$ $\text{Bh}5+$
4. $\text{Kg}3$ $\text{K} \times \text{c}6$ 5. $\text{Nf}4\pm$.

In contrast to Nos. 121-34, in endgames Nos. 135-37 domination is achieved by Knight forks or simply by depriving Black's Bishop of retreat haunts, without geometric motifs (see Diagram IX in Table 3). All these three endgames wind up in one and the same finale.

No. 135. 1. $\text{ghKf}5$ 2. $\text{Nd}4+$ $\text{Kg}5$ 3. $\text{Kb}5 \text{B}\infty$ 4. $\text{Ne}6(\text{f}3)+\pm$
(see Nos. 136 and 137).

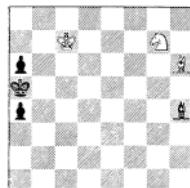
No. 136. 1. $\text{Bf}4$ $\text{B} \times \text{f}4$ 2. $\text{N} \times \text{h}5+$ $\text{Kg}6$ 3. $\text{N} \times \text{f}4+$ $\text{Kg}5$
4. $\text{Nd}5 \text{Ba}4+\pm$. 5. $\text{Kc}5 \text{K} \times \text{g}4$ 6. $\text{Kb}4\pm$.

No. 137. 1. $\text{Nd}6+\text{Kd}7+$ 2. $\text{Ne}4 \text{B} \times \text{d}1$ 3. $\text{Kd}2\pm$.

In Nos. 138-40 we see various other motifs in trapping the random Bishop.

No. 138. 1. $\text{Bd}2+$ $\text{Kb}5$ 2. $\text{Nf}5$ $\text{Bf}2(\text{f}6)$ 3. $\text{Nd}6+$ $\text{Kc}5$
4. $\text{Ne}4+\text{Kc}4$ 5. $\text{N} \times \text{f}2(\text{f}6)$ a3 6. $\text{Bf}4 \text{a}2$ 7. $\text{Be}5 \text{Kb}3$ 8. $\text{Ne}4 \text{Kc}2$
9. $\text{Nc}5 \text{a}5$ 10. $\text{Kb}6 \text{a}4$ 11. $\text{N} \times \text{a}4\pm$.

138. A. Troitzky
500 *Endspielstudien*, 1924



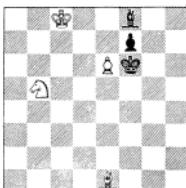
White to play and win

139. H. Rinek
Le Temps, 1930



White to play and win

140. V. Novikov
64, 1930



White to play and win

No. 139. 1. $\text{Be}8+$ $\text{Kb}4$ 2. $\text{Nf}4$ $\text{Be}8(\text{f}5, \text{g}4, \text{f}1)$ 3. $\text{Nd}5+\text{Kc}4$
4. $\text{Nb}6(\text{e}3)+\pm$.

No. 140. 1. $\text{e}7$ $\text{B} \times \text{e}7$ 2. $\text{Bh}4+$ $\text{Ke}6$ 3. $\text{Nc}7+\text{Kd}6$ 4. $\text{Ne}8+$
 $\text{Ke}6$ 5. $\text{Ng}7+\text{Kd}6$ 6. $\text{Nf}5\pm$.

The Bishop and Knight battery is a devastating weapon against the Bishop. The threat of discovered check places Black in a hopeless situation. Endgames Nos. 141-69 demonstrate the might of the battery and discovered attack. The battery acquires especial strength on the long diagonal, with Black's King in the corner (see Diagram X in Table 3).

No. 141. 1. $\text{Nc}6+\text{Ka}8$ 2. $\text{Bf}3 \text{Bg}8(\text{g}6, \text{c}4, \text{b}3, \text{a}2)$ 3. $\text{Ne}7(\text{a}5, \text{b}4)+\pm$. This more economical expression of the idea of discovered attack on the long diagonal aroused a creative response (see Nos. 143, 145-49).

No. 142. 1. $\text{Bg}2+\text{Kb}8$ 2. $\text{Nd}4 \text{Bc}8(\text{g}8, \text{g}4, \text{c}4, \text{f}7, \text{a}2)$ 3. $\text{Ne}6+$
 $\text{Kb}7(\text{a}8)$ 4. $\text{Ne}7(\text{e}5, \text{b}4)+\pm$.

144. H. Rinek
Basler Nachrichten, 1930



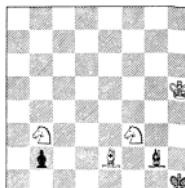
White to play and win

145. M. Liburkin
64, 1931
3rd Prize



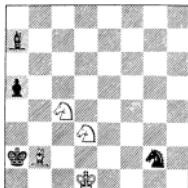
White to play and win

146. S. Kaminer
64, 1937



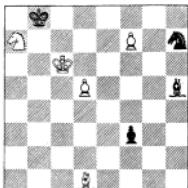
White to play and win

147. J. Gunst
L. Centurini Memorial
Tourney, 1951
Commendation



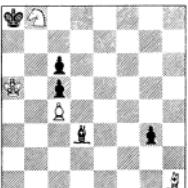
White to play and win

148. L. Prokés
1937



White to play and win

149. A. Hildebrand
Schach-Echo, 1960



White to play and win

No. 143. 1. N8f6 gh 2. Nd7+ Kg8 3. N×h2 Bg3+ 4. Ke7 B×h2 5. Nf6+ Kg7 6. Bd4±.

No. 144. 1. Bf6+ K×c2 2. Nb4+ Kb1 3. N×a2 K×a2 4. Nd5 Ba7(c5, g1, f2) 5. Ne3+ K∞ 6. Nb5(e4, e2)+±.

No. 145. 1. Nf2 Ke6 2. Nd3 Kb7 3. Be4+c6 4. Nb4 K×a8 5. N×e6±.

No. 146. 1. Nbd2 Bf1 2. Bd1 Bd3 3. Bb3 b1Q 4. N×b1 B×b1 5. Bd5±.

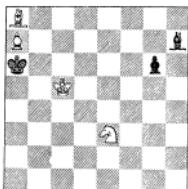
No. 147. 1. Nc1+ Kb1 2. Bg7! Ne3+ 3. N×e3 B×e3 4. Ne2 Ba7(b6, c5, f2, g5) 5. Ne3+ K∞ 6. Nb5(a4, e4, d5)+±; 4. . . Ka2 5. Ke2 Ka3 6. Bf8+ Ka4 7. Ne3X.

No. 148. 1. d6 Nf8 2. d7 N×d7 3. K×d7 B×f7 4. Nc6+ Ka8 5. B×f3±.

No. 149. 1. N×e6 Bf1 2. Bd5 B×c4 3. Bg2±.

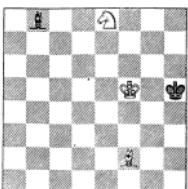
Akin to this group of endgames are Nos. 150-56. In this case

150. L. Kubbel
Rigaer Tageblatt, 1914



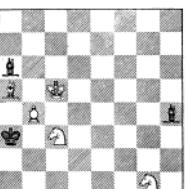
White to play and win

151. H. Rinck
1927



White to play and win

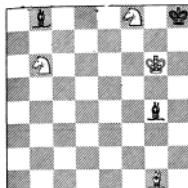
152. D. Petrov
Shakhmaty, 1929
4th Prize



White to play and win

153. A. Troitzky
Shakhmaty v SSSR, 1932

1st Prize



White to play and win

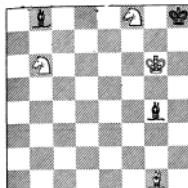
154. V. Halberstadt
Schackwärden, 1937

1st Prize

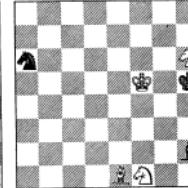
Tijdschrift v. d. KNBS,
1959

155. R. Missiaen
Tijdschrift v. d. KNBS,
1959

4th Prize



White to play and win



White to play and win

Black's King strives to avoid the long diagonal (the g7 square) for fear of falling prey to a discovered attack. But the finesse of the White Bishop's manoeuvres leads to a Knight fork.

No. 150. 1. Be4! K×a7 2. Nd5 Bg8 3. Ne7 Bf7(e6) 4. Nc6+ Ka6 5. Bd3+ Kb7 6. Nd8+±; 3. . . Bb3 4. Nc6+ Ka6 5. Bd3+ Kb7 6. Na5+±; 3. . . Ba2 4. Nc6+ K∞ 5. Nb4+±. L. Kubbel was perhaps the first to discover this position.

No. 151. 1. Nf6+ Kh6 2. Bd4 Bg3 3. Be3+ Kg7 4. Nh5+±; 2. . . Bc7(d6) 3. Be3+ Kg7 4. Ne8+±.

H. Rinck expressed the idea of L. Kubbel's endgame in a most economical form but without any claim to its further development. Nos. 152-56 are based on L. Kubbel's idea but strive to veil the main final position through additional material.

No. 152. 1. b5 Bf2+ 2. Kc4 B×b5+ 3. N×b5+ Ka4 4. Be7 B×g1 5. Nc3+Ka3 6. Be5 Bf2(e3, b6) 7. Bd6+ Kb2 8. Nd1(a4)+±. This endgame is destroyed by the cooks 4. Bb4, 4. Bd2 and 4. Bc3.

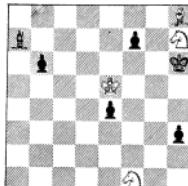
No. 153. 1. Bd4+ Kg8 2. Nh7 Bf5+ 3. K×f5 K×h7 4. Nd7 Bc7(d6, g3, h2) 5. Nf6+ Kh6 6. Be3+ Kg7 7. Ne8(h5)+±.

No. 154. 1. Nc6 Bf7+ 2. Bd5 e6 3. Be4 e5 4. Kb4 B×g8 5. Kc5 Bf7(e6, b3) 6. Bd3+ Kb7 7. Nd8(a5)+±.

No. 155. 1. Ng8 Bb8 2. Bf2! Ne7 3. Nd2 Nb5 4. Ne4 Nd6+ 5. N×d6 B×d6 6. Nf6+ Kh6 7. Be3+ Kg7 8. Ne8+±; 3. . . Nd5 4. Ne4 Bb7 5. Nf6+ N×f6 6. N×f6+ Kh6 7. Be3+ Kg7 8. Ne8+±; 3. . . Ne8 4. Ne4 Ng7+ 5. Kf6 Ne8+ 6. Kf7 Nd6+ 7. N×d6 B×d6 8. Nf6+ Kg5 9. Ne4+±.

No. 156. 1. Nf6 h2 2. N×h2 Bb8+ 3. Kf5 B×h2 4. Ng4+ Kh7 5. Bd4 Bb8 6. Nf6+ Kh6 7. B×b6 Kg7 8. Bg1! e3 9. B×e3 Bh2 10. Bc5 Bb8 11. Bg1 Kh6 12. Bd4 Bc7(d6, g3) 13. Be3+ Kg7 14. Ne8(h5)+±.

156. R. Missiaen
Tijdschrift v. d. KNSB, 1960
1st Hon. Mention



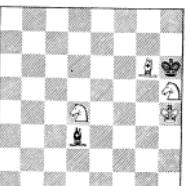
White to play and win

157. A. Troitzky
Deutsche Schachzeitung, 1911



White to play and win

158. E. König and
A. Mandler
*Österreichische
Schachrundschau*, 1924



White to play and win

Interesting play may arise also in endgames with batteries on the b1-h7 and c1-h6 diagonals. In Nos. 157-64 a battery is in action on the b1-h7 diagonal. Nos. 158-61 have been formed according to one and the same principle (see Diagram XII in Table 3). Nos. 162-64 are of a somewhat different type, although here, too, Black suffers a catastrophe on the same diagonal: g1-a7.

No. 157. 1. $Bc2$ $K \times h6$ 2. $Nd6$ $Ba6$ 3. $Kb6$ $Bf1(e2)$ 4. $Nf5+$ $K\infty$ 5. $Ng3+\pm$.

No. 158. 1. $Bi7!$ $Bg6$ 2. $Ba2!$ $B \times h5$ 3. $Nf5+ Kg6$ 4. $Bb1$ $Bf3(e2, d1)$ 5. $Nd4(e3)+\pm$ (see Nos. 159-61). A graceful miniature with a short but spectacular solution. The White Bishop's subtle turning manoeuvre is very interesting. It goes without saying that 2. $Bb2?$ cannot be played due to $B \times h5$ 3. $Nf5+ Kg6$ 4. $Bc2$ $Bd1$, and Black is saved.

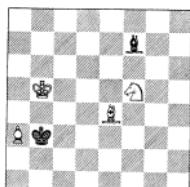
Comparing No. 158 with its younger brothers, Nos. 159-61, we can say that, though simpler, it is more elegant.

159. Z. Birnov
64, 1929
3rd Prize



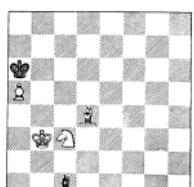
White to play and win

160. L. Sokolov
64, 1938



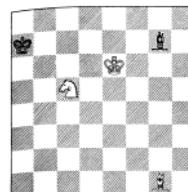
White to play and win

161. L. Prokeš
1943



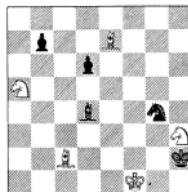
White to play and win

162. H. Rinck
700 *Fins de Partie*, 1927



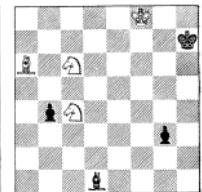
White to play and win

163. V. Bron
64, 1930
Commendation



White to play and win

164. A. Troitzky
Shakhmatny listok, 1931



White to play and win

No. 159. 1. $Be6+$ $Kd6$ 2. $N \times b7+$ $K \times e6$ 3. $Na5+$ $Kb6$ 4. $N \times d3$ $Bd2+$ 5. $Ka4$ $B \times a5$ 6. $Bd4+$ $Ka6$ 7. $Nc5+$ $Kb6$ 8. $N \times b3+$ $Ka6$ 9. $Ne5+$ $Kb6$ 10. $Bg1!$ $Bc3(d2, e1)$ 11. $Ne4$ ($d3$) \pm .

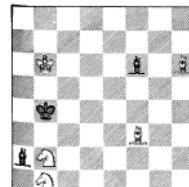
No. 160. 1. $Nd6$ $Be6$ 2. $a4$ $Bd7+$ 3. $Ka5$ $B \times a4$ 4. $Bd5+$ $Ka3$ 5. $Nc4+$ $Kb3$ 6. $Bg8!$ $Bc6(d7, e8)$ 7. $Ne5(d6)\pm$.

No. 161. 1. $Ka4$ $Bd2$ 2. $Ne4$ $B \times a5$ 3. $Nc5+$ $Kb6$ 4. $Bg1!$ $Bc3(d2, e1)$ 5. $Ne4(d3)\pm$.

No. 162. 1. $Kf7$ $Bh8$ 2. $Kg8 B\infty$ 3. $Nb3(a4, d7)\pm$; 4. \dots $Bh6$ 2. $Kg6$ $Bf8(f4, c1, d2)$ 3. $Ne6(b3)\pm$. As distinct from Nos. 158-61, domination arises here on almost all the squares of the a1-h8 and c1-h6 diagonals.

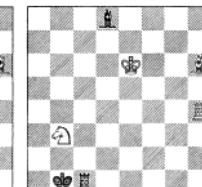
No. 163. 1. $Ng5$ $Ne3+$ 2. $Ke2$ $N \times c2$ 3. $Kd2$ $Ne1$ 4. $K \times e1$ $Bc3+$ 5. $Kf1$ $B \times a5$ 6. $B \times d6+$ $Kh1$ 7. $Ne4$ $Bb6$ 8. $Bb8$ $Bd4(e3, g1)$ 9. $Ng3+$ $Kh2$ 10. $Nf5(e2)\pm$ (see No. 164).

165. T. Gorghiyev
Shakhmaty, 1928
1st Prize



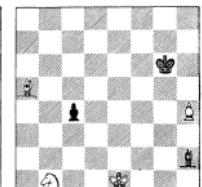
White to play and win

166. L. Loewenton
Magyar Sakkélet, 1961
1st Prize



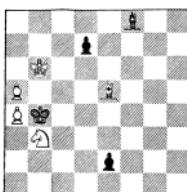
White to play and win

167. L. Kubbel
Krasnaya gazeta, 1936



White to play and win

168. V. Bron
Shakhmaty v SSSR, 1950
3rd Hon. Mention



White to play and win

169. A. G. Kuznetsov
and B. Takharov
Shakhmaty v SSSR, 1955
5th Hon. Mention

White to play and win

170. E. Holm
1917

White to play and win

171. H. Rinck
Las Noticias, 1926

White to play and win

172. B. Serut
Szachy, 1959

White to play and win

173. A. Tloitsky
1234 *Modern Chess Endings*, 1938

White to play and win

For instance, can the King keep up with the fast Bishop? It turns out that it can. The Nos. 170-81 series of endgames embodies this interesting idea.

No. 170. 1. Kb7 Bd8 2. Ke8 Be7 3. Kd7 Bf8 4. Ke8 Bg7 5. Kf7 Bh8 6. Kg8±. The first attempt to show in an endgame the capture of a Bishop by the King. E. Holm quite successfully solved the problem of organising the movement of the King and Bishop from one end of the board to the other.

No. 171. 1. Kb8 Bd7 2. Kc7 Be8 3. Kd8 Bf7 4. Ke7 Bg8 5. Kf8 Bh7 6. Kg7±.

H. Rinck, who evidently knew E. Holm's endgame, set himself the aim of improving its form and content. He brilliantly coped with this task, introducing a new component—the battery. This provides a wider range for Black's Bishop.

No. 172. 1. Bd3 K×f1 (the position that arises here is the same as in H. Rinck's No. 171) 2. Kb8 Bd7 3. Kc7 Be8 4. Kd8 Bf7 5. Ke7 Bg8 6. Kf8 Bf7 7. Kg7±.

Can such a method of "improving" a famed endgame be recommended? The author of No. 172, B. Serut, added a Knight on f1 and a single initial move, 1. Bd3 K×f1, after which there arose the starting position of H. Rinck's endgame. We hope there will be very few wishing to find such a development of the endgame or to support this concept. Unfortunately, it crops up in endgame studies.

Endgames in which the Bishop is trapped not only by Bishop and Knight but also with other correlations of forces have been intentionally included in Nos. 170-81: in No. 173—two Bishops versus a Bishop, in No. 174—three minor pieces against two, and in Nos. 179 and 180—Knight against Bishop. All these endgames are united by a common idea: the King's chase after the Bishop.

No. 173. 1. Kb8 Bd7 2. Kc7 Be8 3. Kd8 Bf7 4. Ke7 Bg8 5. Kf8 Bh7 6. Kg7±.

Nos. 163 and 164 have much in common.

The battery on the c1-h6 diagonal is in action in Nos. 165-69. Outstanding among them is No. 165 by T. Gorghihev for the keen battle of pieces that winds up with the trapping of the Bishop by means of discovered attack.

No. 165. 1. Nd3+ Kc4! 2. Bd5+ K×d5 3. Nb4+ Kc4 4. Nx2 Kb3 5. Ne1+ Kc2 6. Nd2! Bd8+ 7. Kc6 K×c1 8. Kd7 Bc5 9. Ne4(e4, f3)+±.

No. 166. 1. Nd2+ Kc2 2. Re4+ Kd1 3. R×c1+ K×c1 4. Kd7 Bc5 5. Ne4(e4, f3)+±. Repeats in a primitive way the finale of No. 165 by T. Gorghihev.

No. 167. 1. Kf2 Kh5 2. Kg2 Bd6 3. Kh3 Be7 4. Be1 c3! 5. N×c3 Bb4 6. Bd2! Be7 7. Nd5(e2) B×h4 8. Nf4+ Kg5 9. Bc1 Bf2(e1) 10. Nd3+± (see No. 168).

No. 168. 1. Ne1 Be5+ 2. Ka6 e1Q 3. Nd3+ K×a4 4. N×e1 Bb4 5. Nd3 B×a5 6. Ne5+ Kb4 7. Nb7 d6 8. B×d6+ Ka4 9. Ne5+ Kb4 10. Bf8 Be7(d8) 11. Ne6+±.

The finales of Nos. 167 and 168 are exactly alike, but the former makes a better impression.

No. 169. 1. Nf5 g4 2. Nf4 Be8+ 3. Kb7 gh 4. Ne6+ Kd7 5. Ne5+ Kd8 6. Kx a8 Be6+ 7. Nb7+ Kc8 8. B×h3 B×b7+ 9. Ka7 Bc6(d5, e4, f3, h1) 10. Ne7(d6, ×h4, g3)+±.

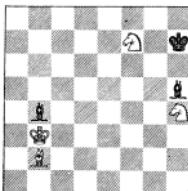
The wealth of chess ideas is inexhaustible. Endgame composition strictly adheres to all the laws of chess, makes use of the rules employed in practical play, with all the restrictions imposed on the chess player, and at the same time preserves for the composer freedom of artistic quests. An incredible idea frequently becomes a reality, and that is when a work of remarkable originality comes into being.

48

4-604

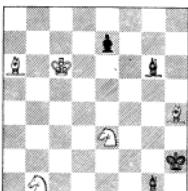
49

174. H. Rinck
National Zeitung, 1926



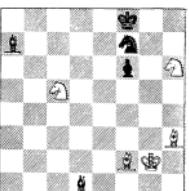
White to play and win

175. T. Gorghihev
Izvestia, 1928



White to play and win

176. L. Kayev
64, 1932



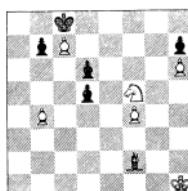
White to play and win

180. J. Mugnos
1957



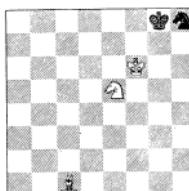
White to play and win

181. J. Mugnos
Ajedrez Argentino, 1950
Prize



White to play and win

**182. B. Horwitz,
F. Ameling
and J. Berger**



White to play and win

Another endgame, No. 174 by H. Rinck, carries out the idea of the King's chase after the Bishop in a direction where the number of squares the Bishop can run to increases, yet all of them are subjected to domination. That is the distinctive trait of this study.

No. 174. 1. Ng5+ Kh6 2. Bc1 Ba5 3. Ka4 Bb6 4. Kb5 Ba7 5. Ka6 Bb8 6. Kb7 Bh2 7. Ngf3±.

Nos. 175-78, which have the same finale, express the idea of the King's chase after the Bishop, though the Bishop has even greater roaming space.

No. 175. 1. Nf1+ Kh3 2. Nb2 K×h4 3. Nf3+ Kh3 4. N×g1+ Kg2 5. Ne2 Be8+ 6. Kc7 K×f1 7. Kd8 Bf7 8. K×e7 Bg8 9. Kf8 Bh7 10. Kg7± (see Nos. 176-78).

No. 176. 1. Nd7+ Ke8 2. N×f6+ Kf8 3. Nd7+ Ke8 4. N×f7 B×f2 5. Nd6+ Ke7 6. Ne8+ Kd8 7. K×f2 K×e8 8. Ke1 Bc2 9. Kd2 Bb1 10. Ke1 Ba2 11. Kb2±.

177. A. Sarychev
Shakhmaty v SSSR, 1948
3rd Commendation



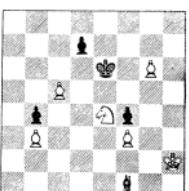
White to play and win

178. J. Moravec
Thèmes 64, 1961



White to play and win

179. J. Mugnos
La Nación, 1949



White to play and win

No. 177. 1. Nd5+ Kd6 2. Nc3 Ba7 3. Nb5+ Kc5 4. N×a7 Kb6 5. Ne8+ Ke7 6. N×d7 K×c8 7. Ke1 Bc2 8. Kd2 Bb1 9. Kc1 Ba2 10. Kb2±.

No. 178. 1. Nh4 Bb6+ 2. Kf4 Be7+ 3. Kg5 Bd8+ 4. K×g6 B×h4 5. Kh3Bg3 6. Kg4 Bh2 7. Kh3Bg1 8. Kg2±.

The pursuit of the Bishop by the King can be carried out also in the form of a struggle between the Knight and the Bishop, demonstrated in Nos. 179-81 by J. Mugnos. The distinctive feature of No. 181 is that Black's Bishop escapes from the King and finds shelter on h8 but is immured by the Knight's move to g7, which completely paralyses Black.

No. 179. 1. Kg4 Be2 2. Kf2 Bd1 3. Ke1 Be2 4. Kd2 Bb1 5. Kc1 B×e4 6. fe Kf6 7. e5+ K×g6 8. e6 Kf6 9. ed Ke7 10. c6±.

No. 180. 1. Kb2 Bd1 2. Kc1 Be2 3. Kd2 Bf1 4. Ke1 Bg2 5. Kf2 Bh1 6. Kg1±.

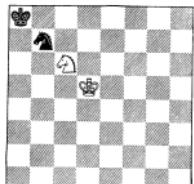
No. 181. 1. Kg2 Be4 2. Kf1 Bd2 3. Ke2 Be1 4. Kd1 Bb2 5. Kc2 Ba1 6. Kb1 Bh8 7. Ng7! K×c7 8. f5 Kd7 9. f6 b5 10. Kc2±.

Knight Trapped by Bishop and Knight

The Knight and Bishop trap the Knight in Nos. 182-238. This material does not permit the development of sharp combinational play, so that in most such endgames the gradual positional squeezing of Black's Knight and King takes place. In the endgames where the trapping of the Bishop was done with the aid of a Bishop and Knight the situation on the board changed fast and unexpectedly, creating geometric motifs, Knight forks, discovered attacks, immobilization of the Bishop, etc. That is explained by the Bishop's long range. Due to the Knight's slowness the arsenal of ways and means of trapping it is poorer and does not provide big creative possibilities.

Endgames in which the Knight is captured by the Bishop and Knight are classified in Table 4.

Table 4. Knight and Bishop Trap Knight (Endgame Studies Nos. 182–238)

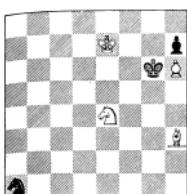
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Trapping the Knight on the edge of the board		182–202
2	Trapping the Knight in mid-board: a) ordinary domination b) winning by pinning the Knight		203–12 213–17
3	Trapping the Knight on the inconvenient square b7(g7)		
	a) with the King stalemated on a8(h8)		218–29
	b) with Black's King on different location		230–38

In Nos. 182–202 the capture of the Knight takes place mostly on the edge of the board.

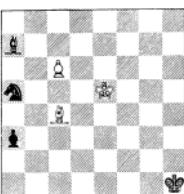
Endgame No. 182 is a production by three composers. To start with, this position was published by B. Horwitz with a 19-move solution. After that F. Amelung and J. Berger discovered a shorter solution. Both are presented below.

No. 182. Solution by B. Horwitz: 1. Nc6 Nf7 2. Ba3 Nh8 3. Bb4 Nf7 4. Bc5 Nh8 5. Ne7+ Kf8 6. Nf5+ Kg8 7. Nh6+ Kh7 8. Be3 Ng6 9. Nf5 Nf8 10. Ne7 Nd7+ 11. Ke6 Nb8 12. Bf4 Na6 13. Bd6 Kg7 14. Nc6 Kg6 15. Nd8 Kg5 16. Kd5 Kf5 17. Kc6 Ke4 18. Kb6 Kd5 19. Nb7=.

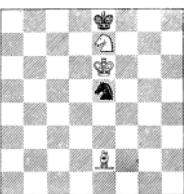
183. C. Behting
Baltische Schachblätter, 1908



184. H. Rinck
L'Italia Scacchistica, 1932



185. H. Adamson
Chess Amateur, 1924
1st Prize



White to play and win

White to play and win

White to play and win

Solution by F. Amelung and J. Berger: 1. Nd7 Nf7 2. Ba3 Nh8 3. Nf8 Nf7 4. Ne6 Nh6 5. Bc1 Ng4+ 6. Kf5 Nf2 7. Nc5 Nd1 8. Na4 Nf2 9. Nb2 Kf7 10. Be3 Nh1 11. Kf4 Kf6 12. Kf3 Kf5 13. Kg2=.

No. 183. 1. Be6 K×h6 2. Kf6 Kh5 3. Bd7! Kh4 4. Ba4 Kg4 5. Ke5 Kf3 6. Kd4 h5 7. Nf6 h4 8. Kc3 h3 9. Bc6+ Kf2 10. Ne4+ Kg1 11. Ng5 h2 12. Nf3+; 3. . . . Nc2(b3) 4. Ng3+ Kh4 5. Nf5+! Kf5 5. Ba4=.

No. 184. 1. Bd5+ Kg1 2. c7 a2 3. B×a2 Bb8 4. cbN Kf2 5. Kd4 Ke2 6. Bd5 Kd2 7. Nd7(a6) Kc2 8. Nc5 Kb2 9. Kd3 Ka3 10. Kc3 Nc4(b3) 11. K×c4(N×b3)=.

No. 185. An endgame in the sphere of symmetrical positions. The composer's solution: 1. Nd5 Nd7 2. Kd6! (2. Bb5? Kd8 3. B×d7 stalemate; 2. Kd6 Nb6! 3. N×b6 stalemate; 2. Bh5+? Kd8 3. Kd6 Nb6 4. N×b6 stalemate) 2. . . . Kd8 (2. . . . Nf8 3. Bh5+ Kd8 4. Nf6) 3. Bd3 (creating symmetry on another file) 3. . . . Nf8 (3. . . . Nb8 4. Nb6; 3. . . . Kc8 4. Ne7+ Kd8 5. Nc6+; 3. . . . Ke8 4. Nc7+ Kd8 5. Ne6+) 4. Nf6=. According to the composer the decoy is

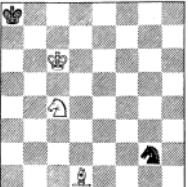
1. Nf5 Nf7 2. Kf6 Kf8 3. Bf3 (a new symmetrical situation arises) 3. . . . Ke8 4. Ng7+? Kf8 5. Ne6+ Kg8=. But, as was pointed out by P. Perkonoja, instead of 4. Ng7+? the winning line is 4. Bc6+! Kf8 5. Ba8 Ke8 6. Ng7+ Kf8 7. Ne6+ Kg8 8. Bf3! Nd6 (8. . . . Nh6 9. Bh5 Kh8 10. Ng5 Ng8+ 11. Kf7 Nh6+ 12. Kg6+) 9. Bd5! Nc8 (9. . . . Ne8+ 10. Ke7 Ng7 11. Nd8+ Kh7 12. Be4+ Kh6 13. Kf8 Nh5 14. Nf7X) 10. Ne7+ Kh8 11. Bb3! Na7 (11. . . . Nd6 12. Ke5 Nb7 13. Ne6) 12. Ba4 Nc8 13. Ke6 Nb6 14. Bb3 Kg7 15. Nb5 Kf8 16. Nd6 Kg7 17. Ke7 Kg6 18. Kd8 Kf6 19. Kc7 Ke7 20. Nf5+ Kf6 21. Ne3=. This valuable analysis by P. Perkonoja proves that there is a cook 1. Nf5, etc., in H. Adamson's solution.

186. V. Bron
Tourney Marking
7th USSR Chess Congress,
1931
2nd Prize



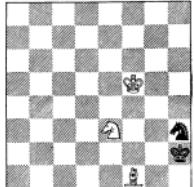
White to play and win

187. R. Bianchetti
1925



White to play and win

188. I. Schiffmann
Neue Leipziger Zeitung,
1927
1st Prize



White to play and win

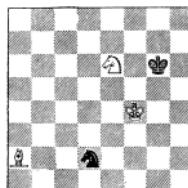
No. 186. 1. Ne3 B×d5! 2. N×d5+ Kc6 3. Bf4 Nf2+
4. Kd2 N×d1 5. N×b4+ Kc5 6. Nd3+ Kd4 7. Bc7 g5 8. Bd8
g4 9. Ne1 Nb2(c3) 10. Bf6+±; 9. . . Nf2(e3) 10. Bb6+±.

No. 187. 1. Nb6+ Kb8 2. Nd5 Ne1 3. Be2 Nc2 4. Kc5
Na3 5. Bd3 K∞ 6. Kb4±; 3. . . Ng2 4. Bf3 Nh4 5. Be4∞
6. Kd6±. Two symmetrical variations with the capture of the
Knight on the opposite sides of the board.

No. 188. 1. Kg4 Nf2+ 2. Kf3 Kg1 3. Ba6(b5) Nh3 4. Bc8
Ng5+ 5. Kf4 Nf7 6. Ne4 Kf2 7. Be6 Nd8 8. Bd5 Ke2 9. Ke4!
K∞ 10. Ke5 Ke2 11. Kd6 Kd3 12. Ke7±; 6. . . Nd8
7. Na5 Nf7 8. Nb7 Kf2 9. Be6 Nh8 10. Kg5 Kf3 11. Kf6 Kf4
12. Kg7±.

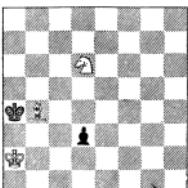
No. 189. 1. Nd4 Kf6 2. Ne2 Nf1 3. Ne3 Nd2 4. Bg8! Kg7
5. Be6 Kf6 6. Ba2 Kg6 7. Ne2 Nf1 8. Nd4'Nd2 9. Nf5! Nf1
10. Nh4+ K∞ 11. Nf3∞ 12. Be4±.

189. J. Moravec
Československý Šach, 1932



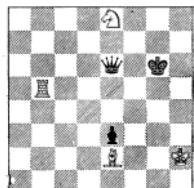
White to play and win

190. F. Simkhovich
64, 1940



White to play and win

191. J. Fritz
Československý Šach, 1951



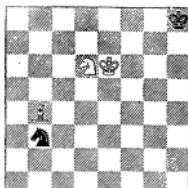
White to play and win

192. J. Peckover
Szachy, 1957



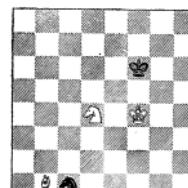
White to play and win

193. A. Rautanen
1929



White to play and win

194. J. Moravec
Československý Šach, 1938



White to play and win

The following three endgames, Nos. 190-92, have a common basis:
after the compelled promotion of Black's Pawn to the status of
Knight the latter is taken on that very square. The play in Nos. 191
and 192 after the initial exchange moves is completely alike.

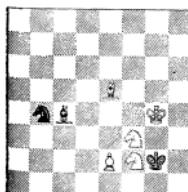
No. 190. 1. Ba3 d2 2. Ne4 d1N 3. Be5 Kb5 4. Kb3 Kc6
5. Bg1±.

No. 191. 1. Bd3+ Kh6 2. Rh5+ K×h5 3. Ng7+ Kh4
4. N×e6 e2 5. Nd4! e1N 6. Be2 Kg5 7. Kg3 Kf6 8. Kf2 Ke5
9. Nc6 Kd6+ 10. Nb4 Kc5 11. Na6+± (see No. 192).

No. 192. 1. Re4 R×e4 2. N×e4 N×d6 3. N×d6 d2 4. Ne4
d1N 5. Bd2 Kb5 6. Kb3 Kc6 7. Kc2 Kd5 8. Nf6+ Ke6
9. Ng4 Kf5 10. Nh6+±.

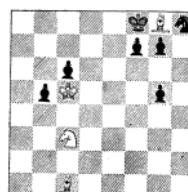
No. 193. 1. Ne4 Nd4+ 2. Kf7 Nc6 3. Bc3+ Kh7 4. Nf6+
Kh8 5. Ke8 Kg7 6. Kd7 Na7 7. Ne4+ Kg6 8. Nd6 K∞
9. Bd4±; 1. . . Kg7 2. Kd5 Nc1 3. Kd4 Kf7 4. Ng3 Kf6
5. Be1 Kg5 6. Kc3 Kg4 7. Kc2 Na2 8. Ne2 Kf3 9. Nd4+ Ke3
10. Nb3 Ke2 11. Ba5±.

195. A. Lazníčka
Československý Šach, 1958



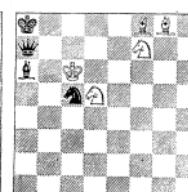
White to play and win

196. J. Koppellomäki
Tidskrift för Schack, 1961



White to play and win

197. J. Peckover
Tidskrift för Schack, 1962

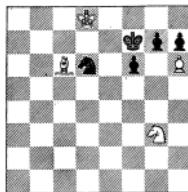


White to play and win

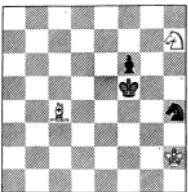
198. I. Topko
Ukrainian Tourney, 1962
3rd Prize

199. A. Åkerblom
M. and V. Platov
Memorial Tourney, 1963
1st Prize

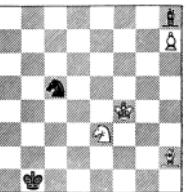
200. A. Fazio
L'Italia Scacchistica,
1963



White to play and win



White to play and win



White to play and win

No. 194. 1. Ke4 Kg5 2. Ke3 Kf6 3. Kd2 Ke5 4. Nc6+ K ∞
5. Na5 \pm ; 1. . . . Ke7 2. Kd5 Kf6 3. Kd6 Kf7 4. Kc5 Kf6
5. Kd5 Ke7 6. Ke4 Kf6 7. Bh7 Ke5 8.Bg8 Ke4 9. Kc3 Ke3
10. Bc4 Ke4 11. Nc2 \pm .

No. 195. 1. Nd3 B \times d3 2. Ne1+ Kf1 3. N \times d3 Nc6 4. Kf3
Nd4+ 5. Ke4! N \times e2 6. Ke3 Ng1 7. Nf4 \pm .

No. 196. 1. Bh7 g6 2. Ne4 Kg7 3. Nf6! g4 4. N \times g4 K \times h7
5. Nf6+ Kg7 6. Bg5 Kf8 7. Bh6+ Ke7 8. Bg7 \pm .

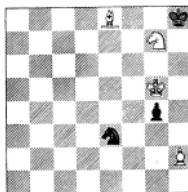
No. 197. 1. Nb6+ Q \times b6+ 2. K \times b6 Nd7+ 3. K \times a6 N \times f8
4. Ne5 Kb8 5. Kb6 Kc8 6. Kc6 Kd8 7. Kd6 Ke8 8. Bf7+ Kd8
9. Bb5 Nh7 10. Nf7+ Ke8 11. Ng5+ Kf8 12. Ne6+ Kg8
13. Ke7 Kh8 14. Bf7 \pm .

No. 198. 1. Kd7 Ne8 2. Ne4 gh 3. Bd5+ Kf8 4. Ne5 Ng7
5. Kd8! Nf5 6. Ne6+ Kf7 7. Nd4+ Kg6 8. Be4 \pm ; 2. . . . f5
3. Ng5+ Kf8 4. hg+ N \times g7 5. Bd5 \pm .

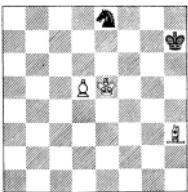
201. R. Missiaen
Schakend Nederland,
1963

202. R. Missiaen
Schakend Nederland, 1963

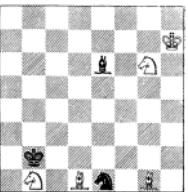
203. I. Dmitriyev
64, 1929
Commendation



White to play and win

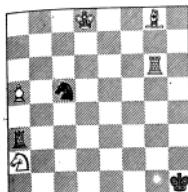


White to play and win



White to play and win

204. A. Havasi
1234 *Modern Chess*
Endings, 1938



White to play and win

205. A. Belenky
Shakhmaty v SSSR, 1945

Shakhmaty v SSSR, 1945

1945

Shakhmaty v SSSR

206. J. Fritz
Suomen Shakkil, 1952

Suomen Shakkil, 1952

1952

Suomen Shakkil



White to play and win

No. 199. 1. Kg3 Kg6 2. Nf8+ Kh5 3. Be2+ Kg5 4. Ne6+
Kf5 5. Nf4! Ke4 6. Kg4 Ke3 7. Bd1 f5+ 8. Kg3 \pm .

No. 200. 1. Kf5 Nd7 2. Bd6 Nf6 3. Be5 N \times h7 4. B \times h8
Nf8 5. Bd4 Nd7 6. Ba7 Kc1 7. Ng4 Ke2 8. Ke6 Nf8+ 9. Kf7
Nh7 10. Be3 Kd3 11. Bb6 Ke4 12. Kg6 \pm .

No. 201. 1. Ne6 Nf1 2. K \times g4 N \times h2+ 3. Kf4 Nf1 4. Bb5
Nd2 5. Ke3 Nb3 6. Kd3 Kg8 7. Kc3 Na5 8. Nc5 Kf7
9. Kb4 \pm .

No. 202. 1. Bd7 Nc7 2. d6 Na6 3. Bf5+ Kg7 4. d7 Nb8
5. d8N Na6 6. Ne6+ Kg8 7. Kd6 Nb4 8. Bb1 Na6 9. Nd8
Nb4 10. Kc5 Na6+ 11. Kc6 Nb4+ 12. Kd6! Kh8 13. Ne6
Na6 14. Kc6 Kg8 15. Kb6 Nb8 16. Nc5 \pm .

The trapping of the Knight in midboard is more interesting
(Nos. 203-12). But here, too, there is not much scope for imagination.

The patterns for the final set-ups of Nos. 203-05 are the same—
Black's Knight and White's pieces line up on the same rank or file
and the Knight is encircled by White.

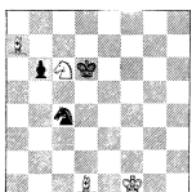
No. 203. 1. Nd2 Kc1 2. Bb3 K \times d2 3. B \times e6 Nf3 4. Bb6!
Ng5+ 5. Kg7 N \times e6+ 6. Kf6 \pm (see Nos. 204 and 205).

No. 204. 1. a6 R \times a6 2. R \times a6 N \times a6 3. Bc4 Nc5 4. Nc3
Kg2 5. Kc7 Kf3 6. Kc6 \pm ; 1. . . N \times a6 2. Rg5 Ra4 3. Nc3
Ra3 4. Bd5+ Kh2 5. Ne2 Kh3 6. Bf3! Ra4 7. Rh5+ Rh4
8. Nf4+ Kg3 9. R \times h4 K \times h4 10. Nd3 \pm . The second, an additional variation with the move 1. . . N \times a6 and capture of the
Knight on the edge of the board, unquestionably enriches this
endgame.

No. 205. 1. N \times b5 Ka5 2. Ne7 Kb6 3. Kg3 B \times e2 4. B \times e2
Nf5+ 5. Kf4 Nd4 6. Na8+ Kb7 7. Bc4 K \times a8 8. Nb4 Kb7
9. Ke4 \pm .

No. 206. 1. Bf2 c4 2. B \times c4 g4+ 3. K \times g4 Be1 4. Bd5+
Kh2 5. B \times e1 Ne3+ 6. Kf3 N \times d5 7. Ba5 K ∞ 8. Ke4 \pm .

207. V. Bron
Shakhmatny listok, 1929



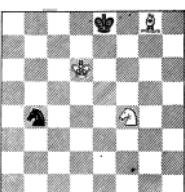
White to play and win

208. Y. Somov-Nasimovich
Shakhmaty v SSSR, 1941



White to play and win

209. V. Fyodorov
Shakhmaty v SSSR, 1947



White to play and win

This set-up for trapping the Knight in midboard is also quite interesting.

No. 207. 1. Nb4 Ne3+ 2. Ke2 N×d1 3. Bb8+ Kc5 4. Nd3+ Kd4 5. Be5+ Ke4 6. Bg7 Ne3 7. Nf2+ Kf4 8. Bh6±.

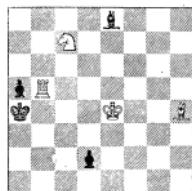
No. 208. 1. b7 Rb8 2. Ba7 R×b7 3. Bd4+ Ke6 4. N×b7 Na2 5. Nc5+ Kd6 6. Kb1!! N×b4 7. K×b2 a3+ 8. Kb3±; 7. . . . Kc7(e7) 8. Bc3±.

No. 209. 1. Ne6 Na6 2. Bh7 Kf7 3. Bd3 Nb4 4. Bc4 Kf6 5. Nd4 Kg5 6. Ke5±.

No. 210. 1. Rd5 Bc6 2. Ke3 B×d5 3. N×d5 d1N+ 4. Kd2 Nb2 5. Kc2 Nc4 6. Nc3+ Kb4 7. Be7+±.

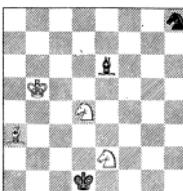
No. 211. 1. Ne3+ Kd2 2. Nb1+ Kd3 3. N×e6 Kc2 4. Bf8 K×b1 5. Bg7 Ng6 6. Bf6 Kc1 7. Kc5! Kc2 8. Ke4 Kd2 9. Kd4 Kc0 10. Ke4 Kc0 11. Kf5±; 5. . . . Nf7 6. Ke6 Kc0 7. Kd7 Kc0 8. Ke7± (see No. 212).

210. C. M. Bent
British Chess Magazine, 1961



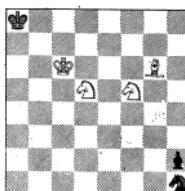
White to play and win

211. J. Fritz
Československý Šach, 1952



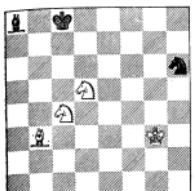
White to play and win

212. J. Šule
Svobodné Slovo, 1957



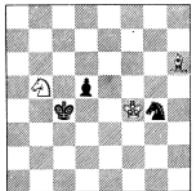
White to play and win

213. A. Belenky
Shakhmaty v SSSR, 1947



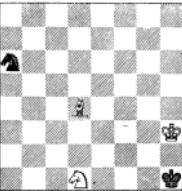
White to play and win

214. Z. Birnov
Shakhmaty v SSSR, 1932



White to play and win

215. L. Lidor
1930



White to play and win

No. 212. 1. Bh5 Nf2 2. Ng3 h1Q 3. N×h1 N×h1 4. Bf3 Nf2 5. Nf4 Kb8 6. Kd7 Ka7 7. Kc7 Ka6 8. Ke6±; 4. . . . Ng3 5. Ne3 Ka7 6. Kb5 Kb8 7. Kb6 Kc8 8. Ke6±.

In No. 211 by J. Fritz and No. 212 by J. Šule we have the same play for trapping the Knight on the g6, f7(g3, f2) squares.

In Nos. 213-47 the Knight is also caught in midboard, but with the help of a pin at the end of the solution.

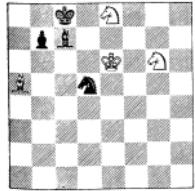
No. 213. 1. Ncb6+ Kb7 2. N×a8 Nf5+ 3. Kf4 Nd4 4. Bc4 K×a8 5. Nb4 Kb7 6. Ke4 Nc6 7. Bd5 Kb6 8. N×c6±. The final position is reminiscent of Nos. 203-05.

No. 214. 1. Nd6+ Kc5 2. B18 Nh2 3. Kg3 Nf1+ 4. Kf2 Nh2 5. Kg2 Ng4 6. Kg3 Ne5 7. Nf7+ Kd4 8.Bg7±.

No. 215. 1. Bb6 Nb4 2. Nf2+ Kg1 3. Ne4+ Kf1 4. Ng3+ Ke1 5. Ba5±.

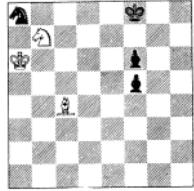
No. 216. 1. Bd2Nb6 2. Ne7+Kd8 3. N×c7 K×c7 4. Ba5±.

216. L. Prokeš
Schweizerische Arbeiter-Schachzeitung, 1950



White to play and win

217. E. Paoli
L'Italia Scacchistica, 1951



White to play and win

218. F. Amelung
Wiener Schachzeitung, 1903



White to play and win

No. 217. 1. Kb5 Nc7+ 2. Kc6 Ne8 3. Kd7 Ng7 4. Nc5 f4
5. Kd8 Nf5 6. Ne6+ Kf7 7. Nd4+ Kg6 8. Bd3±.

In Nos. 218-38 the Knight is trapped on the b7(g7) square. As a rule, the Knight feels uneasy on this spot, where it is frequently deprived of mobility and captured. That is why endgames with such motifs have been separated into a special group. In Nos. 218-29 advantage is taken of the unhappy situation of the Knight on b7 with the stalemated King on a8 (see diagram in Table 4). The interesting thing about this set-up is that White's King and Knight are capable of stale mating Black's King. These endgames include also positions with other correlations of forces: domination of Knight versus Knight (Nos. 218-21), two Knights against a Knight (No. 222), Bishop and Knight against a Knight (Nos. 223-27), Bishop and Knight versus two Knights (Nos. 228 and 229). Bringing together endgames with different forces but the same set-up seems advisable.

No. 218. 1. fe B×e5 2. N×e5 Nd4 3. b4 Ne6+ 4. Kf6 N×d8 5. Ke7 Nh7 6. Nc6±.

No. 219. 1. Bb8 Kb7 2. Kd5 Kc8 3. Kc6 Nd8+ 4. K×d6 Kb7! 5. Ne5 K×b8 6. Kd7 Nb7 7. Ne6+ Ka8 8. Ke6 c4 9. Kd5±.

No. 220. 1. Rb6 Ka7 2. Rh7+ Ka8 3. ba Be4+ 4. K×e4 Nc5+ 5. Kd5 N×b7 6. Nc6±.

No. 221. 1. Ne6 Bd5 2. Nf4 B×c4+ 3. K×c4 Nd6+ 4. Kd5 Nf7 5. Bf5 Ne3+ 6. Ke4 N×f5 7. Bf6+ Ng7 8. Nh5 Nd6+ 9. Ke5 Ne8(15) 10. B×g7+ N×g7 11. Nf6±.

No. 222. 1. Ne5 B×a4 2. N×a4 N×f2+ 3. Kg2 N×d3 4. Bb2+ N×b2 5. N×c3±. Here two Knights emerge victorious since a Black Pawn remains on the board.

No. 223. 1. Kf7 Nh6+ 2. Kg6 Ng4 3. Kh5 Nf2 4. K×h4 N×d1 5. Be2 Nb2 6. Nc3±; 5. ... Nf2 6. N×f6 Kb2 7. Kg3 Nh1+ 8. Kg2±.

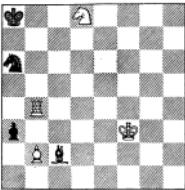
219. G. Zakhodyakin
Shakhmaty v SSSR, 1948
1st Hon. Mention

220. Z. Birnov
Shakhmaty v SSSR, 1958

221. A. Gherbstman
Shakhmaty v SSSR, 1959



White to play and win

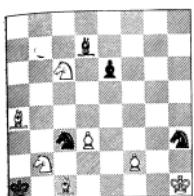


White to play and win



White to play and win

222. K. Gheorgala
64, 1936



White to play and win

223. A. Troitzky
Deutsche Schachzeitung,
1914



White to play and win

224. H. Fahrni
Schweizerische Schachzeitung, 1922



White to play and win

No. 224. 1. Bg4 Ng7 2. Nf6 a4 3. Kd3 a3 4. Kc2 c4 5. Kc3±; 1. ... Ng3 2. Nc3 Nf1+ 3. Ke2±.

No. 225. 1. Nf6 Kb2 2. Kf4 Nd1 3. Ne4 K×a1 4. Be2 Nb2 5. Nc3±.

No. 226. 1. b5 Nb3 2. b6 Na5 3. b7+ N×b7 4. Nc6 g4 5. Kf2±.

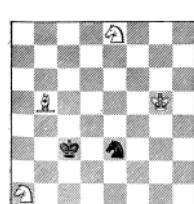
No. 227. 1. b7 N×b7 2. Nc7+ Kb6 3. Na8+ Ka7 4. Nc6+ K×a8 5. B×g2 f3 6. Bh1±.

No. 228. 1. Nb6+ Ke7 2. Na8+ Kb8 3. Kd4 Ne1 4. Ne5 Nb7 5. Nc6+ K×a8 6. Kd5±.

No. 229. 1. Ng5+ Kh2 2. Bd6+ Kh1 3. Bb4 Bd5+ 4. K×d5 d2 5. B×d2 N×f5 6. g8Q Ne7+ 7. Ke6 N×g8 8. Nf3±.

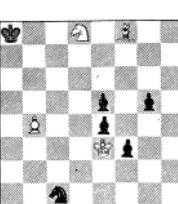
In Nos. 230-38, too, White takes advantage of the unfortunate position of the Knight on b7(g7) but in somewhat different situations: Black's King is not stalemated on a8(h8).

225. A. Seletsky
64, 1938



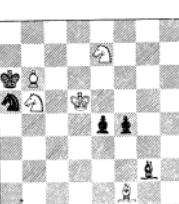
White to play and win

226. S. Farago
Revista Româna de Șah,
1936
2nd Prize



White to play and win

227. A. P. Kuznetsov
Problem, 1958

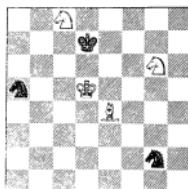


White to play and win

228. G. Kasparyan
La Stratégie, 1936
4th Hon. Mention

229. A. G. Kuznetsov
and B. Sakharov
Akhgazda komunisti,
1957
3rd Prize

230. B. Horwitz



White to play and win

Minor Piece Trapped by Two Bishops or Two Knights

Let us start with endgames in which two Bishops dominate. The strength of two Bishops in open positions is generally known. In endings in which two Bishops oppose a single Knight (without Pawns) this strength increases. As for the weaker side, numerous hazards lie in wait for it at every step. Some composers believed that in general two Bishops win against a Knight. But the outstanding endgame composers and analysts of the last century B. Horwitz and J. Kling proved that this ending is a draw if the weaker side adheres to the defence position in No. 239. White is incapable of breaching the defence, for Black's King keeps on manoeuvring on the c7 and b6 squares. If White makes an attempt to push the King out of these squares, Black can organise a defence by placing the Knight on b2(g7) and the King on b3(f7). There is no need to give the solution for the position of No. 239 because Black's plan is quite clear.

Table 5. Two Bishops or Two Knights Trap Minor Piece
(Endgame Studies Nos. 239-68)

Subdivision	Attacking Pieces	Trapped Pieces	Nos.
1	♝	♞	239-48
2	♝	♞	249-60
3	♝	♞	261-68

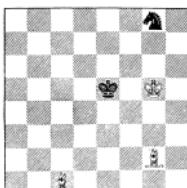
In Nos. 240-48 two Bishops emerge victorious against the Knight.

No. 240. 1. Bh3 Ne7 2. Bb2+ Kd6 3. Ba3+±; 2... Kd5
3. Ba3 Nc6 4. Bg2+±; 2... Ke4 3. Bf6 Nd5 4. Bg2+±.

240. M. Havel
28 říjen, 1924

241. N. Andreyev
64, 1931
Commendation

242. J. Fritz
Svobodné Slovo, 1951



White to play and win

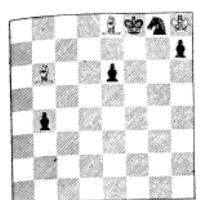


White to play and win



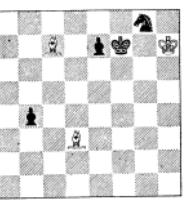
White to play and win

243. I. Vandecasteele
Schakend Nederland, 1961



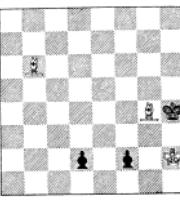
White to play and win

244. I. Vandecasteele
Schakend Nederland, 1962



White to play and win

245. V. Halberstadt
L'Italia Scacchistica, 1951
3rd Prize



White to play and win

No. 241. 1. Bd4 Nc4 2. B×a1 Na5 3. Bd1 Ka7 4. Bd4+ Ka6 5. Be2+±.

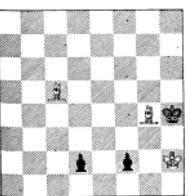
No. 242. 1. i7 K×f7 2. B×h4 Ne6 3. Be4±; 2... Nd5 3. Bc4 Ke6 4. Bg3±.

No. 243. 1. Bh5 Ne7 2. Be3 Nd5 3. Bc5+ Ne7 4. B×b4 e5 5. K×h7 e4 6. Bc5 e3 7. B×e3 Nd5 8. Bc5+ Ne7 9. Kh6±; 1... e5 2. Be3 b3 3. Be1 h6 4. Bg6 h2 5. B×b2 Ne7 6. Bh5 Nc6 7. Ba3+ Ne7 8. Be5 e4 9. Kh7±.

No. 244. 1. Bg6+ Kf6 2. Be8 b3 3. Bd8 h2 4. Bg6 b1Q 5. B×b1 Kf7 6. Bg6+ Kf8 7. Bb6 Nf6+ 8. Kh8 Nd7 9. Bc7 Nf6 10. Be5 Ne8 11. Bb2 Nf6 12. Be3 Ne8 13. Bd2 Ng7 14. Bh6±; 8... Nd5 9. Bd4 e6 10. Bc5+ Ne7 11. Kh7 e5 12. Kh6 e4 13. Kg5 e3 14. Kf6±; 8... Nd5 9. Bd4 e5 10. Bc5+ Ne7 11. Kh7 e4 12. Bh5 e3 13. B×e3 Nd5 14. Bc5+ Ne7 15. Kh6+. This is evidently a variation of No. 243.

No. 245. 1. Bd1 f1N+ 2. Kg1 Ng3 3. Kg2 Ne4 4. Bd8+±.

246. V. Halberstadt
L'Italia Scacchistica, 1951
3rd Prize



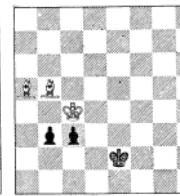
White to play and win

247. V. Halberstadt
Tijdschrift v. d. KNSB, 1949
3rd Prize



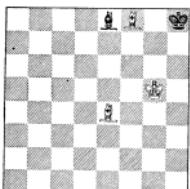
White to play and win

248. V. Halberstadt
Parallele 50, 1952



Black to play, White to win

249. J. Berger
1920



White to play and win

No. 246. 1. Be2! f1N+ 2. Kg2 Ne3+ 3. B×e3 d1Q 4. Bf2+±.

Nos. 245 and 246 by V. Halberstadt are twins. They have something in common with his next two endgames.

No. 247. 1. Ba5+ Kd1 2. N×f4 b2 3. Bb5 B×e2+ 4. N×e2 K×e2 5. Kc3+ Kd1 6. Ba4+ Kc1 7. Bc7! b1N+ 8. Kb3 Nd2+ 9. Ka2 Nc3 10. Bf4+ Nd2 11. Ka3±.

No. 248. 1. ... b2 2. K×c3+ Kd1 3. Ba4 Kc1 4. Bc7! b1N+ 5. Kb3 Nd2+ 6. Ka2 Nc3 7. Bf4+ Nd2 8. Ka3±; 1. ... c2 2. K×b3+ Kd1 3. Bd7 c1N+ 4. Kc3 Ne2+ 5. Kb2 Nc3 6. Bg4+ Ne2 7. Kb3±. The same play as in the preceding endgame (No. 247) presented in two chameleon variations.

Thus, endings of the two Bishops versus a Knight type do not pamper composers with a big variety of possibilities. Even fewer chances are provided by two Bishops versus a Bishop. Nos. 249-60 illustrate that.

No. 249. 1. Kh6 Kg8 2. Ba3 Kf7 3. Bg6+± (see No. 250).

No. 250. 1. Ne3 d1Q+ 2. N×d1 Be2+ 3. Ka3 B×d1 4. Bc4! Kc2 5. Bb3+±; 4. ... Bc2 5. Ba2+±; 4. ... Bh5 5. Bd3+±. Reminds one of endgame No. 249 by J. Berger in the final play.

No. 251. 1. Bb1+ K×g5 2. Ke6 Bf8 3. Kf7 Bh6 4. Bd2+ Kh5 5. Bg6+±; 2. ... Bf6 3. Bd2+±.

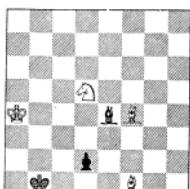
No. 252. 1. Ne5+ Ke6 2. B×g2 Bh2+ 3. Ke4 B×e5 4. Bh3+ Kf6(d6) 5. Bd8(b4)+±; 4. ... Kd6 2. B×g2 Bh2+ 3. Kf5 B×e5 4. Bb4+±.

No. 253. 1. Nf6 Bg7 2. Nd5+ Kc5 3. B×g7 Bg8+ 4. Ke5 B×d5 5. Bf8+ Kc6(c4) 6. Ba4(e2)+±; 2. ... Kc4 3. B×g7 Bg8+ 4. Kd6 B×c4 5. Be2+±.

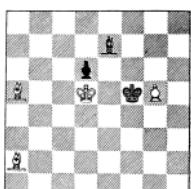
No. 254. 1. Nd3 Bd1 2. h6 N×h6 3. Bh5+ Kc2 4. B×h6 K×d3 5. Kb3 Bc2+ 6. Kb4 Bb1 7. Bg6+±.

250. L. Prokeš
Sachové Umění, 1949

251. H. Rinck
Els Escacs a Catalunya,
1935



White to play and win

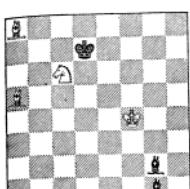


White to play and win

252. H. Rinck
Revue suisse d'échecs, 1927

253. H. Rinck
Baster Nachrichten, 1927

254. M. Liburkin
64, 1931
1st Prize



White to play and win



White to play and win



White to play and win

No. 255. 1. Ke5 Bh2+ 2. Kd5 B×d6 3. Bf5+ Kc7(e7) Ba5(h4)+± (see No. 256).

No. 256. 1. Bd6 Nc7 2. B×c7 Ba2 3. Kf5 Ke7 4. Ke5 B×e6 5. Bd6+ Kd7(f7) 6. Bb5(h5)+±. This reminds one of No. 255 by H. Rinck.

No. 257. 1. Bg3+K×d5 2. Bb1 d3(Be6,f7,Ke6) 3. Ba2+±.

No. 258. 1. Be5+ Kc8 2. Kc6 Kd8 3. Bh5 Bh6 4. Bf6+ Kc8 5. Bg4+ Kb8 6. Kb6 f3 7. Be5+±; 3. ... c4(f3)

4. Bc7+ Ke7 5. Bd6+ Kf6 6. B×f8±.

No. 259. 1. Bi8 Kc3 2. B×g7+ Kd3 3. Bh3 B×c4 4. Bf1+±; 3. ... K×e4 4. Be6+±.

No. 260. 1. Bi3 e1Q+ 2. K×e1 Ne5 3. Nc6+N×c6 4. B×c6 Bd3 5. Ba5 Bc2 6. Kd2 B×b3 7. Bc3+Kc4 8. Be8±.

The play in endgames for trapping the Bishop by two Knights develops in a somewhat different form (see Nos. 261-68). In all these endgames after the capture of the Bishop a blocked Black Pawn that.

255. H. Rinck

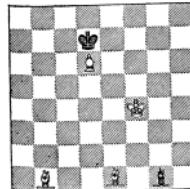
Els Escacs a Catalunya,
1935

256. J. Fritz

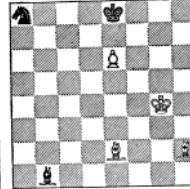
Schach-Magazin, 1951

257. H. Rinck

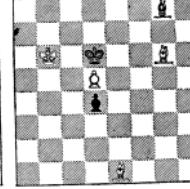
Els Escacs a Catalunya,
1935



White to play and win

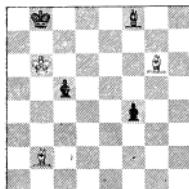


White to play and win



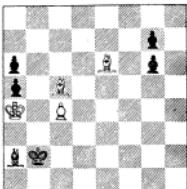
White to play and win

258. H. Rinck
Revista Româna de řah,
1936



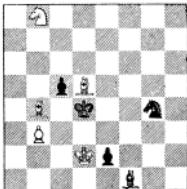
White to play and win

259. C. J. de Feijter
Tijdschrift v. d. KNSB,
1940



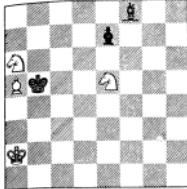
White to play and win

260. V. Ashurov and
A. Sarychev
Shakhmaty v SSSR, 1961



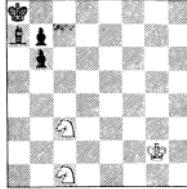
White to play and win

264. F. Lazard
1929



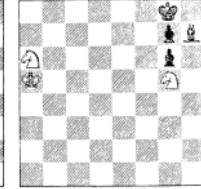
White to play and win

265. M. Aizenshtat
Shakhmatny listok, 1931



White to play and win

266. A. Troitzky
Basler Nachrichten, 1933



White to play and win

remains on the board, thanks to which the two Knights can emerge victorious. The most interesting are Nos. 265-67 with similar play.

No. 261. 1. Kh3 Kg5 2. Nd2 K×h5 3. Nf4+ Kg5 4. Ng2 Bf2(e1) 5. Ne4(f3)+ K×o 6. N×f2(e1) o 7. Nh4±.

No. 262. 1. Kf6 Bg2 2. Nd3 B×h3 3. Nf4+ Kg4 4. Ke5 f6+ 5. Ke4 Bf1 6. Ne3±.

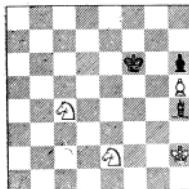
No. 263. 1. d7 Rd6 2. Ne4+ Kh6 3. N×d6 Be6+ 4. Kh4 B×d7 5. Ne5 Bc6 6. Nf5+ Kg6 7. Ne7+±; 2. ... Kg6(h5) 3. Nf4+ Kf7 4. N×d6+ Ke7 5. Nb7 K×d7 6. Ne5+±.

No. 264. 1. Ne7+ K×a5 2. Kb3 Kb6 3. Ne6 Bh6 4. Kc2! Kb5(b7) 5. Ng4 Kg6 6. N×h6 Kd5 7. Ng5 e5 8. Ng4 e4 9. Ne3+ Kd4 10. Kd2±.

No. 265. 1. Nb5 Bb8 2. Nd3 Ba7 3. Nf4(b4) Bb8 4. Nd5 Ba7 5. Kh3 Kb8 6. Nf6 Kc8 (6. ... Ka8 7. Nd7 Bb8 8. N×b6X) 7. N×a7+± (see Nos. 266 and 267).

261. A. Troitzky

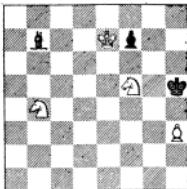
Deutsche Schachzeitung, 1911



White to play and win

262. A. Troitzky

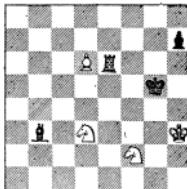
Deutsche Schachzeitung, 1911



White to play and win

263. A. Troitzky

Shakhmatny vestnik, 1913



White to play and win

No. 266. 1. Kb4 Kh8 2. Kc3 Bg8 3. Nb4 Bh7 4. Nc6(d3) Bg8 5. Ne5 Ba2 6. Kb2 Bd5 7. N×g6+ Kg8 8. Ne7+ K×o 9. N×d5±; 5. ... Bh7 6. Kb4 Kg8 7. Ne6 Kf8 8. N×h7+±.

This endgame is a creative response to No. 265.

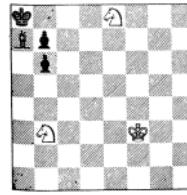
No. 267. 1. Nc7+ Kb8 2. Nb5 Ka8 3. Ne1! Bb8 4. Nd3 Bb2 5. Kg2 Bb8 6. Kh3! Ba7 7. Nb4(f4) Bb8 8. Nd5! Ba7! 9. Kg4(g2, h4) Kb8 10. Nf6 Ka8 11. Nd7 Bb8 12. N×b6X. This collective endgame, a sort of synthesis of Nos. 265 and 266, represents a work of art of even greater finesse that crowns many years of collaboration between the two composers.

No. 268. 1. Nd7 d3 2. Nb5 Bg1 3. Kf1 Bh2 4. Kg2 Bf4 5. Nf6+ K×g7 6. Nh5+ Kg6 7. N×f4+±.

267. M. Aizenshtat and

A. Troitzky

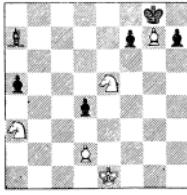
Shakhmatny v SSSR, 1940



White to play and win

268. H. Rinck

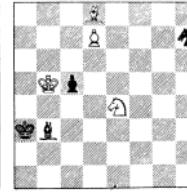
Suomen Shakki, 1944
2nd Prize



White to play and win

269. A. Troitzky

Novoye vremya, 1897



White to play and win

TWO MINOR PIECES VERSUS TWO

The patterns by which a minor piece operates against another minor piece, and two minor pieces against one, can also hold good for two minor pieces versus two. In some endgames in these kindred subdivisions the main trapping methods are repeated. It is quite clear that sometimes it is difficult to establish precise borders between these subdivisions. That is why some allowances were made here for simplifying the classification. In particular, in the endgames where exchanges take place at the start of the solution, the pieces that come off the board are not taken into consideration during classification (see Table 6).

The Bishop and Knight dominate the same kind of pieces in Nos. 269-77. In most of these endgames the principle of play is the same: at first the isolation and capture of one piece and then the other.

No. 269. 1. Bg5 Ba4+ 2. Kc4 Bx d7 3. Bc1+ Ka4 4. N x c5+ Ka5 5. N x d7±.

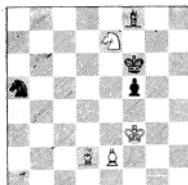
Table 6. Two Minor Pieces Versus Two Minor Pieces
(Endgame Studies Nos. 269-309)

Subdivisions	Attacking Pieces	Trapped Pieces		
1		269-77	286-87	296-301
2		278		302-06
3		279-85	288-95	307-09

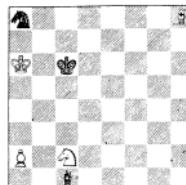
270. H. Rinck
Neue Leipziger Zeitung,
1928

271. H. Rinck
L'Italia Scacchistica,
1931
2nd Prize

272. H. Rinck
Revista Româna de Șah,
1935
1st Prize



White to play and win

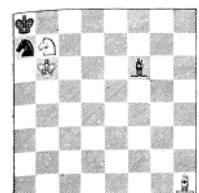


White to play and win



White to play and win

273. H. Rinck
Echiquiter, 1935



White to play and win

274. H. Rinck
Schackvärlden, 1931



White to play and win

275. R. Kassai
Magyar Sakkélet, 1961



White to play and win

No. 270. 1. Nd5+ Ke5 2. Nf4 Nb3 3. Be3+ Kd6 4. Bb4+ Nc5 5. Bxc5+ Kxc5 6. Ne6+±; 3. . . Nd4+ 4. Bxd4+ Kxd4 5. Ne6+±.

No. 271. 1. Nb4+ Kd7 2. Kb7 Ne7 3. Nd3 Ba3(e3, h6, d2, g5) 4. Ne5+ Kd6 5. Nc4(f7)+±; 1. . . Kd6 2. Kb7 Nc7 3. Nd3 B∞ 4. Be5+±.

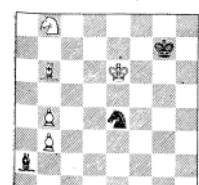
No. 272. 1. Be4+ Ka7 2. Ne6+ Kb6 3. N x d4 Kc5 4. Ne2 Kc4 5. Nc1 Kc3 6. Na2+ Kc4 7. Bh7 Nb3 8. Bg8+±.

No. 273. 1. Nc5+ Kb8 2. Nd7+ Ke8 3. N x f6 Kb8 4. Nd7+ Kc8 5. Nc5 Kb8 6. Na6+±.

No. 274. 1. Be6+ Ka1 2. Nd4 Be4 3. Nb3+ Ka2 4. Nc5+ Bd5 5. Bxd5+ Ka3 6. Be6 Kb4 7. Ne4 Kb5 8. Kd2 Ke6 9. Ke3 Kc7 10. Kf4 Kd8 11. Kg5 Ke8 12. K x h6±.

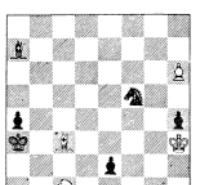
No. 275. 1. Ne4 Ka6 2. Be2+ Kb6 3. Bg4 Ka6 4. Be8+ Kb6 5. Bh3(e6) Ka6 6. Bf1(c4+) Kb6 7. Be2 g6 8. Bg4±; 7. . . Ke6 8. K x a7 Kd5 9. Bf3 g4 10. B x h4±.

276. A. Gurvich
Shakhmaty v SSSR, 1952
1st Prize



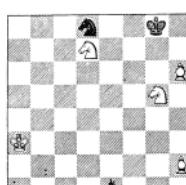
White to play and win

277. V. Rudenko
Tidskrift för Schack, 1958
1st Prize



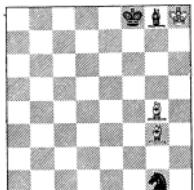
White to play and win

278. H. Rinck
Chess Amateur, 1916
1st Prize



White to play and win

279. W. Neustadt
Shakhmaty, 1929
1st Prize



White to play and win

280. H. Rinck
Schackvärlden, 1935

White to play and win

281. H. Rinck
Schackvärlden, 1935

White to play and win

285. T. Gorghiyev
Leningrad Chess Club
Tournament, 1936
3rd Hon. Mention

White to play and win

286. H. Rinck
Tjövären Skakki, 1935
Hon. Mention

White to play and win

287. V. Novikov
Shakhmaty v SSSR, 1960

White to play and win

No. 276. 1. Kd5 Nd2 2. Kd4 N×b3+ 3. Kc3 Nc1! 4. Kd2!
Nb3+ 5. Ke2 Na1+ 6. Kc1!! (6. Kb2? Be4! 7. Kx a1 Bb5
8. Kb2 Kf6 9. Kc3 Ke5=) 6. . . . Kf7 7. Kb2! Be4 8. Nc6
Bd5(b5) 9. Nd4±. A very interesting endgame with a lively
battle of pieces. The finesse shown by both sides leads, after Black's
fifth move, to a position wherein the natural but faulty continuation
6. Kb2?? results in a curious positional draw.

No. 277. 1. h7 e1Q 2. B×e1 Bd4 3. Ne2 Bh8 4. Bc3 Ng7
5. Nc1 Ne6 6. B×h8 Ng5+ 7. K×h4 N×h7 8. Bg7±.

Only a single endgame, No. 278 by H. Rinck, is shown here as an
example of domination by two Knights battling against a Bishop
and Knight.

No. 278. 1. Nf6+ Kh8 2. Nf3 Bc3 3. Nd5 Ba5 4. Ka4 Nb7
5. Kb5 Bd8 6. Kc6 Na5+ 7. Kd7 Nb7 8. Kc8±; 1. . . . Kf8
2. h7 Kg7 3. Nh5+ Kh8 4. Nf4 Kg7 5. Ng6 Nf7 6. N×f7±.

282. H. Rinck
Schackvärlden, 1935

White to play and win

283. I. Vandecasteele
Schackend Nederland, 1961

White to play and win

284. A. Troitzky
500 Endspielstudien, 1924

White to play and win

Two Bishops demonstrate their superiority over the Bishop and
Knight in Nos. 279-85. Nos. 279-83 have a similar set-up and play.
The most interesting is No. 279 by W. Neustadt.

No. 279. 1. Bd6+ Kf7 2. Bf4! Kf8 3. Bb6+ Kf7
4. Be3 Kf8 5. Bc5+ Kf7 6. B×g1 Kf8 7. Bc5+ Kf7
8. Ba3±.

No. 280. 1. Ba4+ Ke7 2. Bd2 Kd6 3. K×f8 Kc5 4. Bc3
Kc4 5. B×a1±.

No. 281. 1. Bb5+ Kd8 2. Ba5+ Ke7 3. Bb4+ Ke6 4. K×
f8 Kf5 5. Bd3±; 2. . . . Kc8 3. K×f8 Na3 4. Bd3 Kb7
5. Bb4±.

No. 282. 1. Bh3+ Kc7 2. Ba5+ Kd6 3. B×d8 Ke5 4. Kf7
Kf4 5. Kg6 Nf8+ 6. Kg7 Kg3 7. Bc8±.

No. 283. 1. Bg3 Kh6 2. Bi4+ Kg6 3. Bd6 Kh6 4. Bf8+
Kg6 5. Bg7 a6 6. Bc3 Kh6 7. Bd2+ Kg6 8. B×a5 Kh6
9. Bd2±.

No. 284. 1. ab Nf6+ 2. Kg7 Nd7 3. Ba4 Nb8 4. B×b8 Bf3
5. Bc2+ Ke6 6. Bd1 B×b7 7. Bg4+ Kd5 8. Bf3+±.

No. 285. 1. Ra6+ Ra7 2. R×a2 R×a2 3. B×a2 b3 4. B×
b3 Ng2+ 5. Kg3 Ne3 6. Be6 Bg4 7. Kf4 B×f5 8. Bg8 Bh7
9. B×h7 Nd5+ 10. Ke5 N×e7 11. Kd6 Ne8+ 12. Kc7 Ne7
13. Kd7 Nd5 14. Be4±.

Two Knights are trapped with the assistance of a Bishop and
Knight in Nos. 286 and 287.

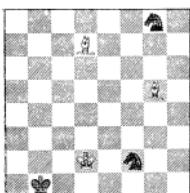
No. 286. 1. Ne4+ Ka4 2. Ne5 Kb5 3. Bh4 Kc5 4. Be7+
Kb5 5. Kf3±.

No. 287. 1. Nd5 Ng7 2. Bf7 f5+ 3. Kf4 Kh7 4. Kg5 f4
5. K×f4 Kh6 6. Kg4 Kh7 7. Kg5 Kh8 8. Kg6 Nc7 9. N×c7 d5
10. Na6 d4 11. Nb4(c5) d3 12. N×d3 Ne6 13. Ne5 Nd8
14. Bd5 Ne6 15. Nf7+±.

72

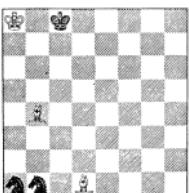
73

288. T. Brown
Before 1887



White to play and win

289. H. Rinck
Magyar Sakkvilág, 1935



White to play and win

290. H. Rinck
Magyar Sakkvilág, 1935



White to play and win

In Nos. 288-95 two Bishops again strike energetically to isolate and overpower two Knights. The strength of two Bishops is revealed in full measure here.

No. 288. 1. Bf5+ Kb2 2. Ke2 Nh1 3. Kf3 Kc3 4. Bh7±.
No. 289. 1. Ba4 Kc7 2. Kd7 Ke8 3. Kb6 Kd8 4. Kb7 N∞
5. B×N±; 3. . . . Kb8 4. Bd7±.

No. 290. 1. Bf1 Ng1 2. Bh2 Nc7 3. K×c7 Nf3 4. Be2 Kg4
5. Bd6±; 1. . . . Ne1 2. Be4 Kg4 3. Bb2±.

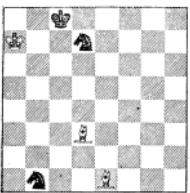
No. 291. 1. Ba5 Ne5 2. Bf5+ Nd7 3. B×b1 Ne5 4. Bf5+
Nd7 5. Ka6±.

No. 292. 1. Be8 Kc6 2. Kd3 Ne3(d2) 3. K×e3(d2)±.

No. 293. 1. Ba2 Kf5 2. B×c4 Ke4 3. Bg7 Ne3 4. Bd3+
Kf4 5. Bh6±; 1. . . . Kd5 2. Kd3 Ne3 3. B×e3±.

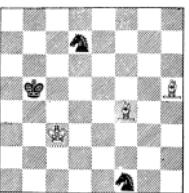
No. 294. 1. Be6+ Kg2 2. Bd5+ Kh3 3. B×c6 Nb6 4. Bb5
Kg2 5. Ba7 Nd5 6. Bc6±; 2. . . . Kf1 3. B×c6 Nb6 4. Ba7
Nc4 5. Bb5±; 2. . . . Kf2(g1) 3. B×c6 Nb6 4. Ba7±.

291. H. Rinck
Magyar Sakkvilág, 1935



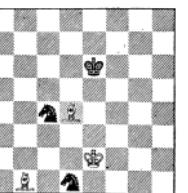
White to play and win

292. H. Rinck
Magyar Sakkvilág, 1935



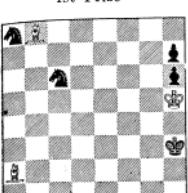
White to play and win

293. H. Rinck
Magyar Sakkvilág, 1935
Hon. Mention



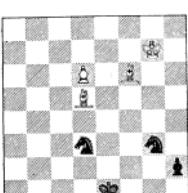
White to play and win

294. H. Rinck
Suomen Shakki, 1935
1st Prize



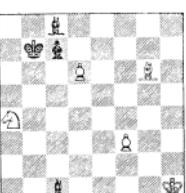
White to play and win

295. V. Yevreinov
Shakhmaty (Riga), 1960



White to play and win

296. S. Kaminer
Shakhmaty, 1925
3rd Prize



White to play and win

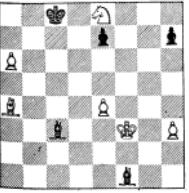
No. 295. 1. Bh4 Kf2 2. d7 h1Q 3. B×h1 Nc5 4. d8Q Ne6+
5. Kf6 N×d8 6. Ba8±.

Whereas in the preceding endgames White's minor pieces triumphed over two Knights or a Knight and Bishop, in the following studies (Nos. 296-306) the underlying motif is the taming of both of Black's Bishops. The situations created on the board prevent the Bishops from showing their habitual strength and make them prey to attacks. By joint effort the Bishop and Knight place the two Bishops in desperate straits in Nos. 296-304.

No. 296. 1. Nc5+ Ke6 2. d7 B×d7 3. Nd3 Bg5 4. Ne5+
Kd6 5. Nf7+ Ke6 6. N×g5+Kf6 7. Nh7+K×g6 8. Nf8±;
3. . . . Ba3(d2, e3, h6) 4. Ne5+ Kd6 5. Nc4(f7)+±.

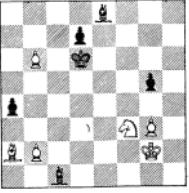
No. 297. 1. a7 Kb7 2. Bb5 B×h3 3. Kg3 Be6 (3. . . . Be8
4. Ba6±) 4. a8Q+ K×a8 5. Ne7+±; 2. . . . B×b5 3. Nc7
K×a7 4. N×b5+±.

297. S. Kaminer
Shakhmaty, 1925
1st Hon. Mention



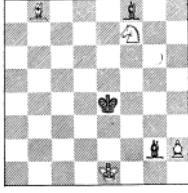
White to play and win

298. S. Kaminer
Shakhmaty, 1927
5th Prize



White to play and win

299. H. Rinck
Le Temps, 1929
1st Prize



White to play and win

300. V. Bron
Shakhmaty v SSSR, 1940



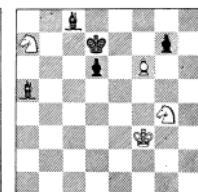
White to play and win

301. L. Prokš
Problem, 1958-59
5th Hon. Mention



White to play and win

302. A. Troitzky
Deutsche Schachzeitung, 1912



White to play and win

No. 298. 1. Ne5! Bh5 2. Kf1 Bd1 3. Bd5 Be3 4. Nc4+ K×d5 5. N×e3+ Kc6 6. N×d1±.

No. 299. 1. Kf2 Bh1 2. Kg1 Bf3 3. Ng5+ Ke3 4. Ba7+ Ke2 5. Ne6 Bh6 (e7, d6, b4, a3) 6. Nd4+ Ke3 7. Nf5(c2)+±.

No. 300. 1. Ba2+Kd4 2. B×e6 Bh7 3. Nb5+Ke4 4. Nc3+

Kd4(f4) 5. Ne2+Ke4 6. Ng3+Kd4 7. Bf5! Bg8! 8. Bb1! Be6 9. Ne2+Ke4(d5) 10. Ba2+±. An interesting endgame with dynamic play.

No. 301. 1. h7 Kg7 2. f8Q+ B×f8 3. Ne5 B×d7 4. Ng6 K×h7 5. N×f8+±; 3. ... Bd6 4. Nf7 K×h7 5. Ng5+±.

Close cooperation between the two Knights in the struggle against two Bishops leads to victory in endgames Nos. 302-06.

No. 302. 1. fg Bb7+ 2. Ke3 Bd5 3. Nf6+ Ke7 4. N×d5+ Kf7 5. Nc6 Be6 6. Nce7 K×g7 7. Ke2 Ba5(g3, h4) 8. Nc6 (f5+); 2. ... Bb6+ 3. Kf4 Bd5 4. Nf6+ Ke7 5. N×d5+ K∞ 6. N×b6±.

303. S. Filaretov

Shakhmatny listok, 1926

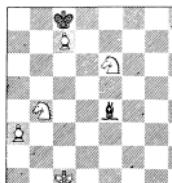
304. H. Rinck

Neue Leipziger Zeitung, 1935

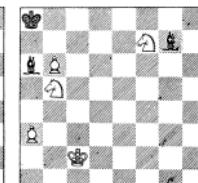
[1st Prize]



White to play and win



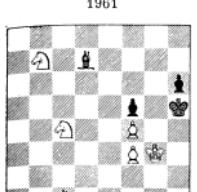
White to play and win



White to play and win

306. A. G. Kuznetsov
and B. Sakharov

Els Escacs a Catalunya,
Shakhmatnaya Moskva,
1961



White to play and win

307. H. Rinck
Els Escacs a Catalunya,
1937

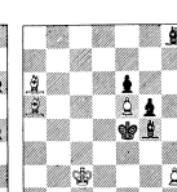
Els Escacs a Catalunya,
1937



White to play and win

308. H. Rinck
Els Escacs a Catalunya,
1937

Els Escacs a Catalunya,
1937



White to play and win

No. 303. 1. Nb8+ Kb7 2. d7 Kc7 3. Nf4 Bg4 4. N×g6 Bc3 5. Ne5 B×e5 6. Ne6 K×d7 7. N×e5+ K∞ 8. N×g4±.

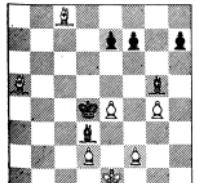
No. 304. 1. Ng5 Bb7 2. Nf7 Ba1 3. Kb1 Bc3(d4, f6, g7) 4. Nd6+ K×c7 5. Nb5(e8)+±; 1. ... Ba8(g2, h1) 2. Nf7 Bg7(f6, d4, c3) 3. Nd6+±; 1. ... Bg6 2. Nd5 Be8(h5) 3. Ne6 Bd7 4. Nb6+±. The method for winning in No. 304 resembles the patterns employed in the Knight versus Bishop endgames (see Nos. 9-13).

No. 305. 1. Ne7+ Kb7 2. Ne6 Ba1 3. Kb1 Bf6 4. Nc5+ K×b6 5. Nd7+±; 3. ... Bc3 4. Nc5+ K×b6 5. Na4+±.

No. 306. 1. Ne5! Be6 2. Nc5 Bc8 3. Nc4 Kg6 4. Nd3(b3) Be6 5. Ncc5+ K∞ 6. N×c1±; 1. ... Be8 2. Nd6 Bg6 3. Nec4 Bh7 4. Ne8 Kg6 5. Ne5+ Kh5 6. Nf6(g7)X.

The idea, expressed earlier, that a clash between the same kind of pieces in domination endgames does not give a composer broad scope

309. H. Rinck
Els Escacs a Catalunya,
1937



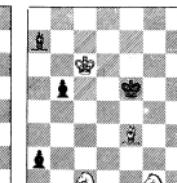
White to play and win

310. Y. Somov-
Nasimovich
64, 1927



White to play and win

311. H. Rinck
Le Temps, 1930



White to play and win

holds good for endgames Nos. 307-09 (two Bishops versus two Bishops). Here, too, the trapping of the Bishops is monotonous and dull.

No. 307. 1. Kc2 Bf4 2. Bd3+ Ke5 3. Ba7 Ke6 4. Bc4+ K ∞ 5. B \times g8 \pm ; 3. . . Kd6 4. Bb8+ K ∞ 5. B \times f4 \pm .

No. 308. 1. Bb7+ Kd4 2. g3 B \times e5 3. Bc3+ \pm ; 2. . . Be3 3. Bb6+ \pm ; 1. . . Ke3 2. Bd2+ \pm ; 4. . . K \times e5 2. Bc7+ \pm .

No. 309. 1. Bb6+ Ke5 2. f4+ B \times f4 3. Bc7+ K \times e4 4. Bb7+ Kd4 5. B \times f4 \pm ; 2. . . K \times f4 3. Be3+ Kf3 4. B \times g5 \pm ; 1. . . K \times e4 2. Bf5+ K ∞ 3. B \times d3 \pm ; 1. . . Kc4 2. Ba6+ K ∞ 3. B \times d3 \pm .

Chapter 4

THREE MINOR PIECES VERSUS ONE OR TWO

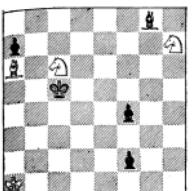
As a rule, an increase in the number of pieces involved helps to create more acute situations on the board. But not always. In endgame studies with three minor pieces versus two or four versus three, during the first few moves of the solution exchanges often take place, which simplifies the position and brings a different correlation of forces. Here the borderline between the prelude and the main play is quite clear. We have come across such compositions in the preceding three chapters. Of course, there are endgames in which the borderline is difficult to find. These are the ones of the greatest value.

The present chapter offers endgame studies with multipiece correlations of forces. Frequently the following principle is employed in chess composition: in the initial position of the winning endgame White enjoys material superiority, but his pieces are under attack and Black threatens to bring about a draw. Lively play develops on this basis: White defends his pieces, Black mounts new threats and, after a pause, White delivers the decisive blow after all. In Nos. 310-42, wherein three minor pieces act against one, this is seen quite clearly.

Table 7. Three Minor Pieces Versus One or Two Minor Pieces (310-49)

Subdivisions	Attacking Pieces	Trapped Pieces			
1		313-24	333-35	336-41	
2		310-12	325-32		342-49

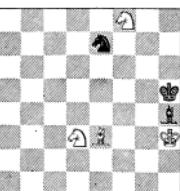
312. A. Tatev



White to play and win

313. H. Rinck

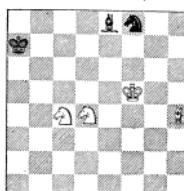
Basler Nachrichten, 1927 700 *Fins de Partie*, 1927



White to play and win

314. H. Rinck

Fins de Partie, 1927



White to play and win

No. 310. 1. Nf6 Ke5 2. Nd5 Bb3 3. Ne3 Kd4 4. Nb1 K \times e4 5. Nd2+ Kd3 6. N \times b3 Kc3 7. Nc1 Kd2 8. Na2 \pm .

No. 311. 1. Bh6 a1Q 2.Bg7+ Ke4 3. B \times a1 Bd4 4. Ng3+ Ke5(e3) 5. Nd3(f5)+ \pm .

No. 312. 1. Nf6 Bc4 2. Ne4+ Kd5 3. Nb4+! Kd4 4. Nc2+ Kd3 5. Nc5+ Kc3 6. Na4+ Kb3 7. Nd4+ Kb4 8. Ne6+ Kb3 9. Na5+ \pm ; 1. . . f1Q+ 2. B \times f1 Bc4 3. Ne4+ Kd5 4. Nc3+! Kc5 5. Na4+ Kb5 6. Nd4+ Kb4 7. Nc2+ Kb3 8. Ne5+ Kc3 9. Ne4+ Kb3 10. Nd2+ \pm . An exceptionally interesting endgame with dynamic play by White's Knights! The same idea, in a primitive form, was met earlier in an effort by U. Gandolfi (see No. 322). But A. Tatev brilliantly developed this idea, showing it in two equal variations with symmetrical play.

Another approach by composers in multipiece endgames for winning consists in providing for an initial line-up of forces that makes a draw seem inevitable. But Black's pieces occupy an unhappy position, so that White makes use of his positional advantages and achieves victory.

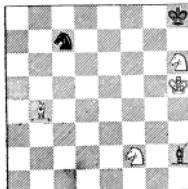
In theory, three minor pieces do not win against two in the absence of Pawns. But one cannot always prove that in practice, especially when the stronger side has two Bishops and a Knight versus two Knights or a Bishop and Knight. Such a correlation of forces is considered, as a rule, a draw if there is no concrete proof of a win. In Nos. 313-24 two Knights and a Bishop dominate a Knight and Bishop.

No. 313. 1. Nf4+ Kg5 2. Ng2+ Kh5 3. N \times h4 Ng6 4. Ne6 N \times h4 5. Nf4+ Kg5 6. Ne2+ Kh5 7. Ng3+ \pm ; 1. . . Kh6 2. N \times e6+ Kh5 3. Ng7X.

No. 314. 1. Be7 Nd7 2. Nd6 Bh5 3. Kg5 Bd1 4. N6b5+ Kb6 5. Nc3+ \pm .

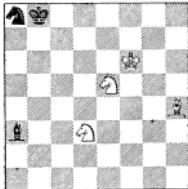
No. 315. 1. Bc3+ Kh7 2. Ne4 Ne6 3. Nf6+ Kg7 4. Ng4+ Kh7 5. N \times h2 Ng7+ 6. Kg5 Ne6+ 7. Kf6 Ng5 8. K15 K \times h6 9. Ng4+ Kh5 10. Nf6+ Kh4(h6) 11. Be1(d2)+ \pm .

315. H. Rinck
Basler Nachrichten, 1927



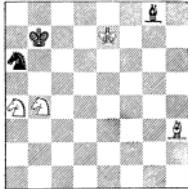
White to play and win

316. H. Rinck
L'Echiquier, 1927



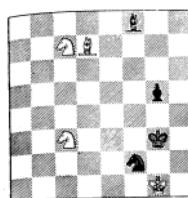
White to play and win

317. H. Rinck
700 Fins de Partie, 1927



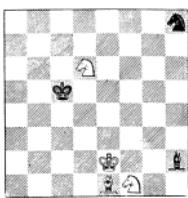
White to play and win

321. H. Rinck
American Chess Bulletin,
1931



White to play and win

322. U. Gandolfi
Shakhmaty listok, 1931



White to play and win

323. A. Belenky
Shakhmaty v SSSR, 1947



White to play and win

No. 316. 1. Ne4 Bf8 2. Kf7 Bh6 3. Be7 Nc7 4. Kg6 Nd5
5. Bd6+ Kc8 6. Kxh6±.

No. 317. 1. Bg2+ Ka7 2. Nc6+ Ka8 3. Kf8 Bh7 4. Kg7 Be4
5. Bx e4 Nc5 6. Bc2±.

No. 318. 1. Ba4 Nb2 2. Bd7 Bxd7 3. Nf6+ Kf3 4. Nd4+ Ke3
5. Nxd7 Kxd4 6. Bg7±.

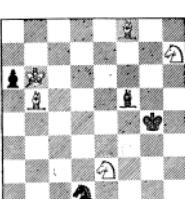
No. 319. 1. Bh4 g5! 2. Kxg5 Bd8+ 3. Kxg4 Bxh4 4. Nf3+
Kc3 5. Nd5+ Kc4 6. Ne3+ Kd3 7. Ng2 B∞ 8. Bf5+.

No. 320. 1. Ne3+ Kd2 2. Ne4+ Ke3 3. Nx a3 Nb4+ 4. Ka1
Kb3 5. Nb5 Kc4 6. Nd6+ Kd5 7. Nc7+ Kxd6 8. Na6+ Kc5
9. Nxb4±.

No. 321. 1. Ne2+ Kf3 2. Nd4+ Kg3 3. Nf5+ Kf3 4. Ne6
Bb4(a3) 5. Bc6+ Ke2 6. Nfd4+ Ke3(e1) 7. Nc2+±; 5. . . Kg4
6. Ne3+ Kg3 7. Nh1+±; 2. . . Ke4 3. Nde6 Nh3+ 4. Kh2±.

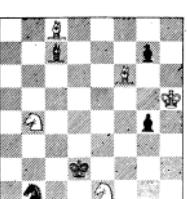
No. 322. 1. Ne4+ Kd4 2. Kf3 Bc5 3. Bc3+ Kd5 4. Ne3+ Ke6
5. Nc5+ Kd6 6. Nb7+ Ke6 7. Nd8+ Kd7 8. Bxe5 Ng6 9. Bf6±;

318. T. Gorghiayev
Československý Šach, 1929



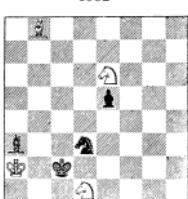
White to play and win

319. T. Gorghiayev
Shakhmaty listok, 1929



White to play and win

320. R. Aleksandrov
Neue Leipziger Zeitung,
1932



White to play and win

2. . . Nf7 3. Bf2+ Kd5 4. Nxh2 Ne5+ 5. Ke3 Nc4+ 6. Kf4±
(see No. 312).

No. 323. 1. Nh3 g1Q 2. N×g1 B×f4 3. Na6 Bxh2 4. Ne2!
Kf5 5. Nc5 Bf4 6. Nd3 Bd2 7. Kc4±; 4. . . Kg5 5. Kc4 Bf4 6. Ne5
Nc1 7. Ne6±.

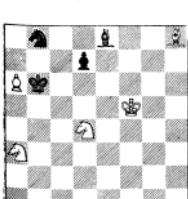
No. 324. 1. a7 K×a7 2. Nab5+ Kb6 3. Nd6 Bh5 4. Kg5 Kc5
5. Ne4+ Kd5 6. Nc3+ Kc4 7. Kxh5 K×c3 8. Ne6+±; 4. . .
Bd1 5. Ne4+ Kc5 6. Nb2±.

Two Bishops and Knight versus a Bishop and Knight make it unpleasant for Black in endgames Nos. 325-32. On the one hand, there is the power of two Bishops, and, on the other, the Knight's assistance.

No. 325. 1. Bf3+ Kb8 2. Nd7+ Kc8 3. Bg4 Bc2 4. Kb2 Bd1
5. Nb6++ Kb7 6. B×d4 Ka6 7. Nc4±.

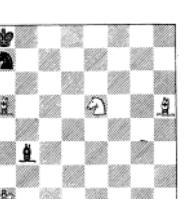
No. 326. 1. Bc6+ Ka7 2. Kf7 Bh8 3. Kg8 Bc3 4. Be4 Nd2
5. Na4+ Ka6 6. N×c3±; 2. . . Bh6 3. Kg6 Bd2 4. Be4 Nc3
5. Nb3+ Ka6 6. N×d2±.

324. L. Shilkov
Shakhmaty v SSSR, 1959



White to play and win

325. H. Rinck
L'Echiquier, 1927



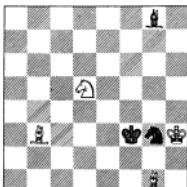
White to play and win

326. H. Rinck
Chemnitzer Tageblatt,
1927



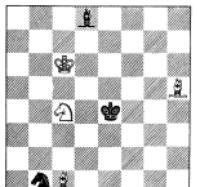
White to play and win

327. H. Rinck
Magyar Sakkvölgy, 1927
Tie for 1st Prize



White to play and win

328. H. Rinck
Basler Nachrichten, 1928



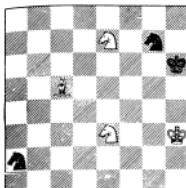
White to play and win

329. A. Solovyov
64, 1928



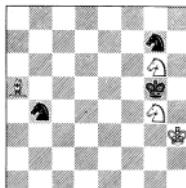
White to play and win

333. H. Rinck
Le Temps, 1930



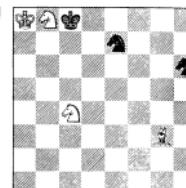
White to play and win

334. H. Rinck
Le Temps, 1930



White to play and win

335. H. Rinck
Le Temps, 1930



White to play and win

No. 327. 1. Bd4+ Ne2 2. Nc3 Bc4 3. Bd4 Bd3 4. Kh4 Ba6 5. Kg5 Bd3 6. Kf6 Bc4 7. Ke5(e7) Bd3 8. Kd6 Ba6 9. Kc5 Bd3 10. Kb4 Ba6 11. Kb3 Bd3 12. Kb2 Ba6 13. Kc2 Bc4 14. Kd2±. The interesting thing about this endgame is the long trip undertaken by White's King with the aim of capturing the pinned Knight.

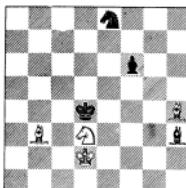
No. 328. 1. Nd6+ Kd4 2. Bb2+ Ke3 3. Kd7 Bg5 4. Bc1+ Nd2 5. B×d2+ K×d2 6. Ne4+±; 3. . . . Bh4 4. Nf5+ Kf4 5. N×h4 Kg5 6. Bg6 Nd2 7. Be1±.

No. 329. 1. Bg2 Bd5 2. Ne4 N×b8 3. Nb6+ Ka7 4. Ne8+ Ka6 5. B×d5±.

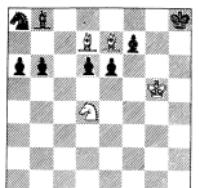
No. 330. 1. Bf2+ Ke4 2. Ba4 Nc7(g7) 3. Bc6+ Kf5 4. Bd7+ Ne6 5. B×e6+ K×e6 6. Nf4+±; 3. . . . Nd5 4. B×d5+ K×d5 5. Nf4+±.

No. 331. 1. Bf6+ Kh7 2. Be6 Nc7 3. Be4+ Kg8 4. Ne6±; 1. . . . Kg8 2. Nc6 Bc7 3. Ne7+ Kf8 4. Be6 Bd8 5. Ng6+ fg 6. B×d8∞ 7. B×a8±. The capture of Black's pieces is accomplished

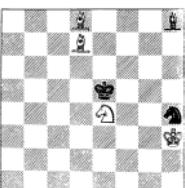
330. H. Rinck
Basler Nachrichten, 1928



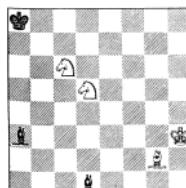
331. V. Pachman
1950



332. A. Sarychev
Shakhmaty v SSSR, 1959



336. H. Rinck
Basler Nachrichten, 1926
Kölnische Volkszeitung, 1927



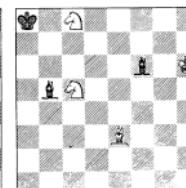
White to play and win

337. H. Rinck
Kölnische Volkszeitung, 1927



White to play and win

338. H. Rinck
L'Echiquier, 1927



White to play and win

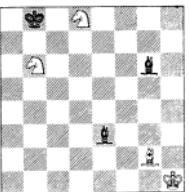
339. H. Rinck
Neue Leipziger Zeitung,
1931

Tie for 1st Prize



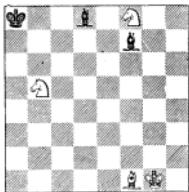
White to play and win

340. H. Rinck
Le Temps, 1930



White to play and win

341. H. Rinck
Kölnische Volkszeitung,
1927



White to play and win

No. 335. 1. Nd6+ Kd8 2. Bh4 Ng8 3. Kb7 Nf6 4. Ne6+ Kd7
5. Nx e7 K×e7 6. Ne4±.

Two Bishops can put up a stubborn resistance to two Knights and a Bishop. In endgames with such material (Nos. 336-41) White achieves victory with the use of a battery. Such methods of winning the Bishop were met with in Chapter 2 during the trapping of a Bishop by a Bishop and Knight (see Nos. 141-69). Here these methods are somewhat altered.

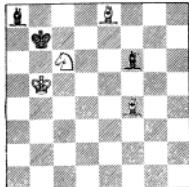
No. 336. 1. Nc3 Bh5 2. Kh4 Be8 3. Nb5 Ba∞ 4. Nc7+ Kb7
5. N×e8±.

No. 337. 1. Nb6+ Ka7 2. Nd5 Bh8 3. Nf4 Bf1 (g4, f5, c8) 4. Kg8
Ba1 5. Nb3±.

No. 338. 1. Nb6+ Ka7 2. Nd5 Bh4 3. Kh5 Be1 4. Nd3±;
2. . . . Bh8 3. Kh7 Ba1 4. Nb3±; 3. . . . Bc4 4. Nd7+ Ka6
5. N5b6±.

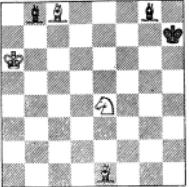
No. 339. 1. Ndc5 Bc6 2. B×b5 B×b5 3. Nb6+ Ka7 4. Nd5 Bh4
5. Kh5 Be1 6. Nd3±; 4. . . . Bh8 5. Kh7 Ba1 6. Nb3±;

342. J. Berger
1920

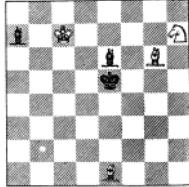


White to play and win

343. H. Rinck
700 Fins de Partie, 1927



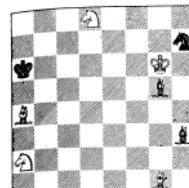
344. H. Rinck
Le Temps, 1930



White to play and win

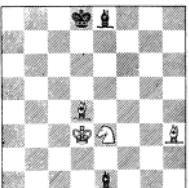
White to play and win

345. L. Kubbel
La Nau, 1929
1st Hon. Mention



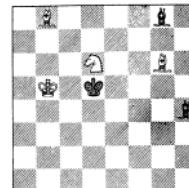
White to play and win

346. H. Rinck
Le Temps, 1930



White to play and win

347. H. Rinck
L'Italia Scacchistica,
1930



White to play and win

5. . . . Bc4 6. Nd7+ Ka6 7. N5b6±; 4. . . . Nd6 2. Nb6+ Ka7
3. Nc8+ N×c8 4. N×e4±.

After the first two moves No. 339 repeats No. 338 from start to finish. True enough, in No. 339 there is one more variation: 1. . . . Nd6.

No. 340. 1. Nd5 Ba7 2. Nc6+ Kb7(a8) 3. Ne5 Be8(h5, h7, b1, c2, f5) 4. Nf6(c3, e3)+±; 4. . . . Kc8 2. Nc6 Bc5(g5) 3. Ne7+
B×e7 4. N×e7±.

No. 341. 1. Bg2+ Kb8 2. Nd7+ Kc8 3. Bh3 Ba2 4. Nc3±.

In endgames Nos. 342-49, with two Bishops and a Knight versus two Bishops, use is made of discovered attack, geometric motifs and Knight forks.

No. 342. 1. Bf7(g6, h5) Kc8 2. Be6+ Kb7 3. Bd5 Kc8 4. Na7+
Kd7 5. B×a8±.

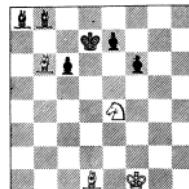
No. 343. 1. Nf6+ Kg7 2. Bc3 Be4+ 3. Kb7 Bh2 4. Ng4±;
2. . . . Kf7 3. Bb7 Be7(h2) 4. Bd5±.

348. H. Rinck
L'Italia Scacchistica
1930



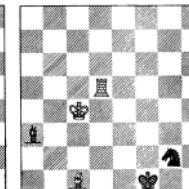
White to play and win

349. B. Formánek
Szachy, 1961



White to play and win

350. Y. Matantsev
64, 1928



White to play and win

No. 344. 1. Bg3+ Kd5 2. Bb1 Bh3 3. Ba2+ Ke4 4. Ng5+ Kf5
5. N×h3 Kg4 6. Bf2±.

No. 345. 1. Nc6 Bd2! 2. K×h7 Be6 3. Nab4+ B×b4 4. Bc2!
Ba5 5. Bd3+ Kb7 6. N×a5±.

No. 346. 1. Bb6+ Ke7 2. Ke2 Bb4(c3, h4, g3) 3. Nd5(f5)±.

No. 347. 1. Bb1 Be6 2. Ba2+ Ke5 3. Ne8+ Kf5 4. Ng7+ Kf6
5. N×e6±; 1... Ke6 2. Ba2+ Kd7 3. B×g8 Bg3 4. Kc5±.

No. 348. 1. Ba2 Be8 2. Nc4 Bc5 3. Bg1+ Kd5 4. Na5+ Kd6
5. Nb7+ Kc6 6. N×c5±; 1... Be4 2. Nf7 Bd5 3. Bg1±; 1...
Bb8 2. Nc6+ Ke5 3. N×b8±.

No. 349. 1. Nc5+ Kd6 2. Na6 Kd7 3. N×b8+ Kc8 4. Ba7
Kb7 5. N×c6 K×c6 6. Bf3±.

* * *

What conclusions can be reached after examining those endgames in which minor pieces attack? Is there still sufficient scope for developing the ideas of domination? Or has everything already been said? Can anything new be found?

It should be noted, first of all, that the set-ups and ideas in this sphere of composition are repeated quite frequently. Different composers, sometimes unaware of the existence of endgame precedents, created analogous studies. The possibility of copying and imitation is not excluded, of course. But imitation, even if unintentional, is not a road along which the art can develop. The frequent repetition of set-ups and ideas indicates that flights of imagination have become cramped in this sphere of composition, that little space remains for creative endeavours. It would be incorrect, however, to say that everything is exhausted and nothing new, progressive can be produced. In this sphere of composition, too, new ideas and combinations of ideas can be sought and found. For instance, domination arising during mutual zugzwang without any threats on the part of White could become a progressive theme. The possibility of composers bringing problem themes (something like No. 331 by V. Pachman—the obstruction theme) and others into domination is not excluded.

To sum up, domination in endgames using minor pieces has not been fully developed. With the introduction of new ideas it will unquestionably continue to make progress.

Chapter 5

ROOK [WITH PAWNS] VERSUS MINOR PIECES

This chapter consists of endgames of the following types:

1. Rook versus Bishop (Nos. 350-84, Table 8).
2. Rook versus Knight (Nos. 385-91, Table 9).

3. Rook and Pawn versus two minor pieces (Nos. 392-432, Table 9).

Among the analytical endgames those in which the Rook engages a minor piece are of great practical and theoretical importance. But this material restricts the composer's creative possibilities to such an extent that interesting studies are rare.

We know that Rook versus Knight positions were analysed as long ago as in the ninth century. Analyses of such set-ups found in 13th-century manuscripts are included in modern reference books on endings. Since in those times the Bishop did not move as it does now, the analyses of Rook versus Bishop endings have preserved only historical significance.

In demonstrating endgames for trapping the Bishop or Knight with the assistance of the Rook (Nos. 350-91), the author has presented fewer purely analytical studies; they have significance merely for the theory of endings. It was primarily the artistic merit of compositions that served as the criterion for selection.

Endgames Nos. 350-84, in which the piece trapped is the Bishop, are arranged in subgroups according to Table 8. In subgroups 1-4 the Bishop falls prey after having been immobilised by its own King or Pawn. In Nos. 350-52 lively play leads to the final position of a simple zugzwang according to Diagram I (Table 8).

No. 350. 1. Rd1+ Kf2(e2) 2. Rd2+ Kef 3. R×g2 B×c1

4. Rg1+ Kd2 5. Kd2± (see Nos. 351 and 352).

No. 351. 1. Rb3+ Rb6! 2. R×b6+ Kc7 3. Bd8+! K×d8

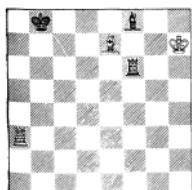
4. Rb8+ Ke7 5. Kg6±.

No. 352. 1. Bd2+ B×d2 2. R×g7 Be3+ 3. Kb4! g1Q 4. Rc1+
B×c1 5. R×g1+ Kd2 6. Kb3!±.

The final position of Diagram II with mutual zugzwang is more interesting (see Nos. 353-59). Each of these endgames leads in its own way to the same final set-up.

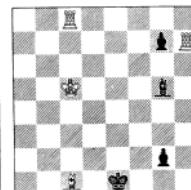
No. 353. 1. Rf6! Be8 2. Rh6 Bh5 3. Kg7 K×h4 4. Kf6 Kg4
5. Rh8! Kh4 6. Kf5±.

351. T. Gorhiyev
64, 1930
4th Hon. Mention



White to play and win

352. J. Fritz
Československý Šach, 1938



White to play and win

353. L. Kubbel
1935



White to play and win

Table 8. Rook Traps Bishop (Endgame Studies Nos. 350—84)

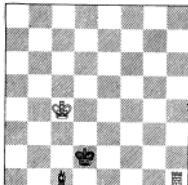
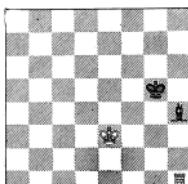
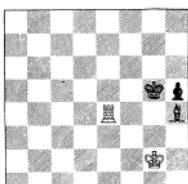
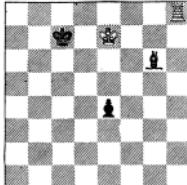
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	1. Kb3± Black's King closes the road to the Bishop on c1 (simple zugzwang)	I 	350—52
2	1. Kf3± Black's King closes the road to the Bishop on h4 (mutual zugzwang)	II 	353—59
3	1. Kf3± Black's King and Pawn immure the Bishop on h4 (simple zugzwang)	III 	360—62

Table 8. (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
4	1. Kf6± F. Sackmann's idea: Black's Pawn on e4 closes the line of retreat for the Bishop under attack	IV 	363—66
5	Other types of immobilisation of Bishop		367—68
6	Trapping a random Bishop		369—80
7	Bishop is pinned and captured		381—84

No. 354. 1. B×c4 Nf6+ 2. Kf5 Ne8 3. Bb5+ K×d6 4. B×e8 Kc7 5. Ra8 Kb7 6. Rd8 Kc7 7. Rd7+ Kc8 8. R×h7 B×e8 9. Rh8 Kd7 10. Kf6± (see No. 357).

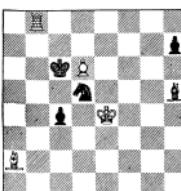
No. 355. 1. Re4 Bd5 2. Re5 Bb3 3. Rh5 B×d1 4. Rh1 Kg6 5. R×d1 Bh4+ 6. Ke3! K×h6 7. Rh1 Kg5 8. Kf3±.

No. 356. 1. Rc8+ Kb7(a7) 2. Rh7+ Kb6 3. Rb8+ Ka6 4. Ra8+ Kb6 5. Rh6+ Kb5 6. Rh5+ Kb4 7. Rh×a5 Bb6+ 8. Kd7 B×a5 9. Kc6±.

354. V. Bron
64, 1937
4th Hon. Mention

355. G. Kasparyan
Shakhmaty v SSSR, 1946
1st Hon. Mention

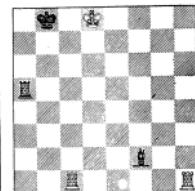
356. A. Hildebrand
Shakhmaty v SSSR, 1947
4th Commendation



White to play and win

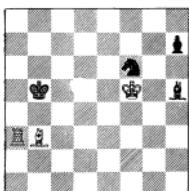


White to play and win



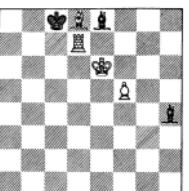
White to play and win

357. J. Fritz
Československý Šach, 1950
2nd Hon. Mention



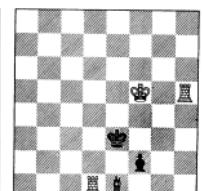
White to play and win

358. L. Prokeš
Szachy, 1957
2nd Prize



White to play and win

359. J. Fritz
Bohemian Chess School
Centennial Tournament, 1962
4 Hon. Mention



White to play and win

No. 357. 1. Ra8! Ne8 2. Ba4+ Kb6 3. B×e8 Kb7 4. Rd8 Kc7 5. Rd7+ Kc8 6. R×h7 B×e8 7. Rh8 Kf7 8. Kf6±. This has much in common with endgame No. 354.

No. 358. 1. Rc7+ K×d8 2. Rh7 Bg5 3. Rh8 Be7 4. Rg8! Bh4 5. f6 B×f6 6. K×f6 Kd7 7. Rh8±.

No. 359. 1. Kg4 f1Q 2. Re5+ Kf2 3. Rf5+ Ke2 4. R×f1 K×f1 5. Kf3±; 4. . . K×d1 5. Kf3 Kd2 6. Rh1±.

Endgames Nos. 360-62 wind up with Diagram III (Table 8). Here, in distinction to Diagram II, Black's Pawn h5(a5) deprives the King of a square and a simple zugzwang arises (a win for White no matter who moves).

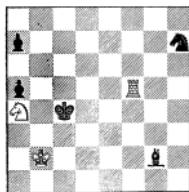
No. 360. 1. Rf7 Bc6 2. R×h7 B×a4 3. Rh4+ Kb5 4. Rd4 a6 5. Kc3±.

No. 361. 1. Rb8+ Kg7 2. B×h6+ K×h6 3. Rb6+ Rf6 4. R×f6+ Kg5 5. Re6 B×h4 6. Re4±.

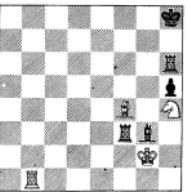
360. M. Aizenshtat
64, 1931

361. V. Korolkov
Shakhmaty v SSSR, 1947
1st Hon. Mention

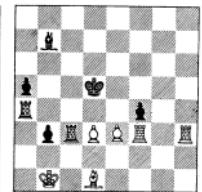
362. J. Fritz
Lidová Demokracie,
1951-52
5th Place



White to play and win



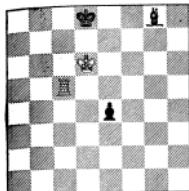
White to play and win



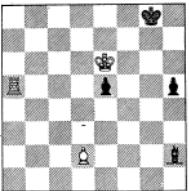
White to play and win

363. F. Sackmann
Before 1922

364. H. Rinck
Le Temps, 1933
2nd Hon. Mention

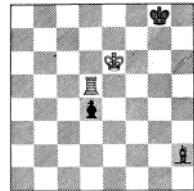


White to play and win



White to play and win

365. Z. Birnov
Shakhmaty v SSSR, 1946



White to play and win

No. 362. 1. Kb2 R×d3 2. e4+ K×e4 3. R×d3 Bc8 4. Rhf3 Bg4 5. R×b3 B×f3 6. Bc2+ Kd5 7. Rb5+ Kc4 8. B×a4 Bd1 (c6) 9. Rf5 B×a4 10. R×f4+ Kb5 11. Rd4±.

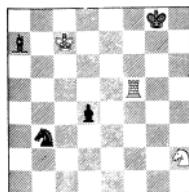
The set-up in Diagram IV, Table 8 (F. Sackmann's position) is quite interesting. Here Black's Pawn e4(d4) blocks the Bishop's road and the Bishop is taken by White's King. Nos. 363-66 are based on this motif.

No. 363. 1. Re5! Bf7 2. Ra5 Kc8 3. Ke7 Bg6 4. Rg5 Bh7 5. Rh5 Bg6 6. Rh8+ K∞ 7. Kf6±; 1. . . Bh7 2. Re6 e3 3. R×e3 Bd2 4. Rc3 Be4 5. Rc4 Bd3 6. Rd4±; 1. . . Bc4 2. R×e4 Bd3 3. Rd4±.

No. 364. 1. d4 ed 2. Rg5+ Kf8 3. R×h5 Bc7 4. Kd7 Bb6 5. Rb5 Ba7 6. Ra5 Bb6 7. Ra8+ K∞ 8. Kc6±.

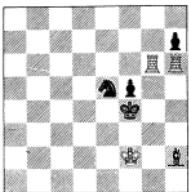
No. 365. 1. Rg5+ Kf8 2. Rh5 Bc7 3. Kd7 Bb6 4. Rh5 Ba7 5. Ra5 Bb6 6. Ra8+ K∞ 7. Kc6±.

366. C. M. Bent
FIDE Tourney, 1957
2nd Hon. Mention



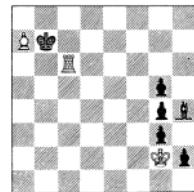
White to play and win

367. P. Bauer
Magyar Sakkélet, 1956



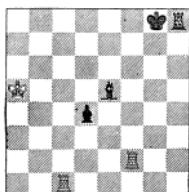
White to play and win

368. F. Bondarenko
L'Italia Scacchistica, 1958
Commendation



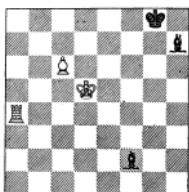
White to play and win

369. A. Troitzky
Izvestia, 1923



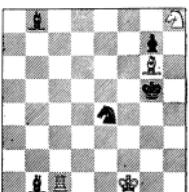
White to play and win

370. A. Troitzky
L'Échiquier, 1930



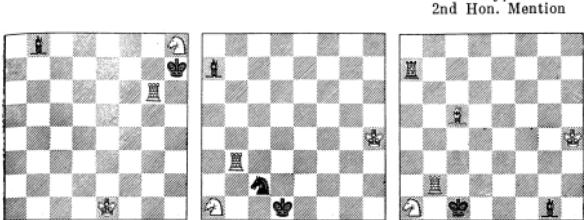
White to play and win

371. A. Seletsky
Shakhmaty v SSSR, 1931
1st Prize



White to play and win

372. V. Ragozin
64, 1937



373. Z. Birnov
Shakhmaty v SSSR, 1946

374. L. Loewentont
Revue FIDE Thematic
Tourney, 1960
2nd Hon. Mention

No. 366. 1. Rb5 Nc5 2. Ra5 Ne6+ 3. Kd6 Bb6 4. Rb5 Bc7+
5. K×e6 B×h2 6. Rg5+ Kf8 7. Rh5 Bc7 8. Kd7 Bb6 9. Rb5 Ba7
10. Ra5 Bb6 11. Ra8+ Kc8 12. Kc6±.

The similarity of the play in endgames Nos. 364-66 is evident.
The immured situation of the Bishop in endgames Nos. 367 and
368 is exploited by other means.

No. 367. 1. Rh4+ Ng4+ 2. Rg×g4+ fg 3. Kg2 Bg3 4. Rh1 h5
5. Rf1+±.

No. 368. 1. Rc7+ Ka8 2. Re7! h4Q+ 3. K×h1 g2+ 4. K×g2
g3 5. Rh7±.

The trapping of the random Bishop that has at its disposal many
squares for retreat proceeds in a more interesting way (Nos. 369-80).

No. 369. 1. Rf5 Bh2 2. Rc8+ Kg7 3. R×h8 Bc7+ 4. Kb5 K×h8
5. Kc6±.

No. 370. 1. Rg4+! Kh8 2. c7 Bf5 3. Rf4 Bg3(b6) 4. R×f5 B×c7
5. Kc6 Bg3 6. Rh5+ Kc8 7. Rg5+±. A clear and economical position
in trapping the random Bishop is employed by other composers
in Nos. 371-74.

No. 371. 1. Kg2 Bd3 2. Rd1 Nf2 3. K×f2 Ba7+ 4. Ke1! B×g6
5. Rdt Bb8 6. R×g7 Kh6 7. R×g6+ Kh7 8. Re6 Bg3+ 9. Ke2
K×h8 10. Kf3 Bc7 11. Re8+ Kc8 12. Re7+±.

The final position of No. 371 is the same as in No. 370 but is on
the other side of the a1-h8 diagonal. Using this method and adding
material A. Seletsky created in No. 371 an interesting composition,
whose main merit is lively initial play with an abundance of tense
moments. Such a method of developing a well-known idea is fully
justified for it achieves the desired effect.

No. 372. 1. Re6 Bg3+ 2. Ke2 K×h8 3. Kf3 Bc7 4. Re8+ Kc8
5. Re7+±.

Endgame No. 372 by V. Ragozin represents a part of the preceding
one, No. 371, after Black's 7th move. Ragozin evidently did not
know about the existence of A. Seletsky's endgame.

No. 373. 1. Rb1+ Kd2 2. Rb2 Kc1 3. R×c2+ Kb1 4. Rc4!
Bf2+ 5. Kg4 K×a1 6. Kf3 Bb6 7. Ra4+ Kc8 8. Rb4+±. This does
not bring anything new in the elaboration of A. Troitzky's position
and, together with No. 372, repeats the final play of No. 371. The
same is true of No. 374.

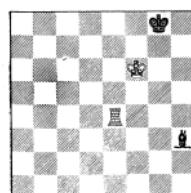
No. 374. 1. Re2+ Kb1 2. B×a7 B×a7 3. Rc4 Bf2+ 4. Kg4
K×a1 5. Kf3 Bb6 6. Ra4+ Kc8 7. Rb4+±.

No. 375. 1. Rd4! Bf1 2. Kg6 Kf8 3. Rf4+±. A graceful composition
important for the theory of endings.

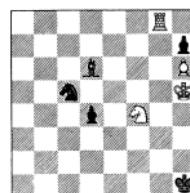
No. 376. 1. Rg4 d3 2. Rh4+ Kg1 3. N×d3 N×d3 4. Rd4 Nf4+
5. Kg4 Bf8 6. K×f4! B×h6+ 7. Kf3! Bf8 8. Kg3 Kf1 9. Rf4+±.

The similarity of the finales of Nos. 375 and 376 (a turn of the
position by 180 degrees and addition of the blocked Pawn on h7)
is easily noticeable.

375. Maestro
1939

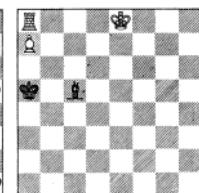


376. H. F. Moxon
British Chess Magazine,
1952



White to play and win

377. S. Isenegger
Basellandschaftliche Zeitung, 1950

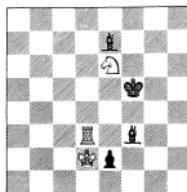


White to play and win

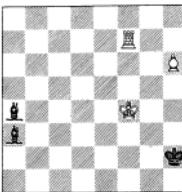
378. C. M. Bent
British Chess Magazine,
1951

379. R. Missiaen
Tijdschrift v. d. KNSB,
1959
1st Hon. Mention

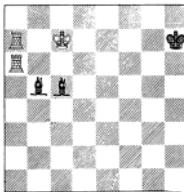
380. A. Dall' Ava
Thèmes 64, 1961



White to play and win



White to play and win



White to play and win

No. 377. 1. Kd7 Ka6 2. Kc6 Ba3 3. Rb8 K×a7 4. Rb1! Bf8 5. Rh1±. This short endgame, like No. 375, is of theoretical importance.

No. 378. 1. Nd4+ Ke4 2. N×f3 e1Q+ 3. N×e1 Bb4+ 4. Ke2 B×e1 5. Ra3±.

No. 379. 1. h7 Bb2 2. Ra7 Be2 3. Ra2 B×h7 4. R×b2+ Kh3 5. Rb6 Kg2 6. Rd6! Kf1 7. Ke3 Kg2 8. Rd5 Bb1 9. Rb5 Bh7 10. Rg5+ Kff1 11. Rh5 Bg6 12. Rh6 Be8 13. Kf3 Kg1 14. Kg3 Kf1 15. Rf6+ Kg1 16. Re6±.

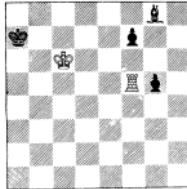
No. 380. 1. Rb6 Be8 2. Kd8+ Kg8 3. K×e8 B×b6 4. Ra6 B∞ 5. Rg6+ Kh7 6. Kf7, and after Ba7 there arises the famous position by B. Horwitz and J. Kling (1851) that is given in all reference books on endings, in which victory is achieved thus: 7. Ra6 Bb8 8. Rb6 Bc7 9. Rb7 Bf4 10. Rb4 Bg5 11. Rb3±.

What Nos. 381–384 have in common is that the Bishop is captured after being pinned.

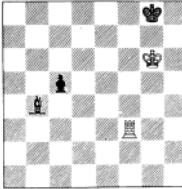
381. F. Sackmann
1915

382. F. Sackmann

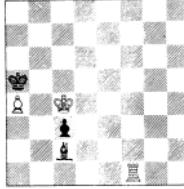
383. A. Mandler
Prager Presse, 1929



White to play and win



White to play and win

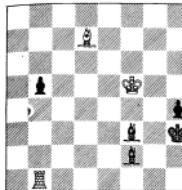


White to play and win

384. L. Prokes
1944

385. A. Mandler
1924

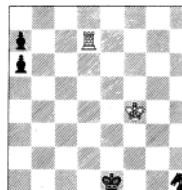
386. A. Mandler
Wiener Schachzeitung,
1925



White to play and win



White to play and win



White to play and win

No. 381. 1. Rf1! f6 2. Ra1+ Kb8 3. Rb1+ Kc8 4. Rh1! Kd8 5. Rh8±; 3... Ka7 4. Rb7+ Ka8 5. Re7 Bc4(b3) 6. Kb6±.

No. 382. 1. Rf5 Ba3 2. Rf1 Bb4 3. Rf3 c4 4. Rf5 Bc3 5. Rf7 Bb4 6. Rb7 Bd6 7. Rd7 Bf8 8. Rc7 Bd7 9. Rc8+ Bf8 10. R×c4±.

No. 383. 1. Rg1! B×a4 2. Ra1 c2 3. Kc5 c1Q+ 4. R×c1 B∞ 5. Ra1±; 1... Bb7 2. Rg5+ K×a4 3. Rg7±.

No. 384. 1. Kf4+ Kg2 2. Bb3+ K×h3 3. K×f3 Bg3 4. Rh1+ Bh2 5. Kf2 b4 6. Kf3 b3 7. Kf2 b2 8. Kf3 b1Q 9. R×b1 B∞ 10. Rh1+ Bh2 11. Kf2±.

Endgames with Rook versus Knight, and also Rook and Pawn versus two minor pieces, are classified in Table 9.

Several Rook versus Knight endgames are represented here (Nos. 385–91).

No. 388 by R. Réti stands out for its finesse in play for zugzwang.

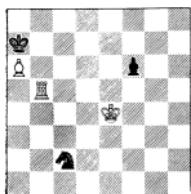
Table 9. Rook Traps Knight. Rook and Pawn Versus Two Minor Pieces
(Endgame Studies Nos. 385–432)

Subdivisions	Attacking Pieces	Trapped Pieces			
1		385–91			
2			392–412	413–17	418–32

No. 385. 1. Rg6+ Ka7 2. Kc6 Nd8+ 3. Kd6 Nb7+ 4. Kd5 Na5 5. Kc5 Nb7+ 6. Kb5 Kb8 7. Kc6 Nd8+ 8. Kd7 Nb7 9. Rg5 Ka7 10. Kc8 Kb6 11. Rg6+ Ka7 12. Rg7 Ka8 13. Kc7 Ka7 14. Kc6 Ka8 15. Kb6±.

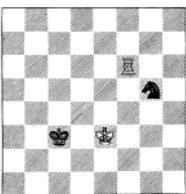
No. 386. 1. Re7+ Kf2 2. Rh7 Kg2 3. Rg7+ Kf2 4. Rg5 a5 5. Rh5 Kg2 6. Ke3 a4 7. Rg5+ Kf1 8. Rd5 Kg2 9. Rd2+ Kg3 10. Rd1

387. A. Havasi
Chess Amateur, 1924



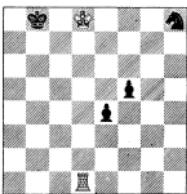
White to play and win

388. R. Réti
Tidskrift för Schack, 1929



White to play and win

389. R. Ljungman
Suomen Shakki, 1945
3rd Prize



White to play and win

Kg2 11. Kf4 a3 12. Rd2+±; 6. . . Ng3 7. Rg5 Kh2 8. Kf3 Nf1 9. Kf2±.

No. 387. 1. Rb2 f5+ 2. Kd3 Na3 3. Rb3±; 2. . . Ne1+ 3. Ke3 f4+ 4. Ke4 K×a6 5. Re2±; 4. . . f3 5. Rd2 Ng2 6. K×f3 Nh4+ 7. Ke4 Ng6 8. Rg2 Nh4 9. Rg4±. The trapping of the Knight takes place in three analogous variations.

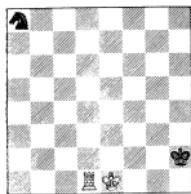
No. 388. 1. Kf4 Nh3+ 2. Kf3 Ng5+ 3. Ke3 Kc4 4. Kf4 Nh3+ 5. Ke4! Ng5+ 6. Ke5 Nh3 7. Rf3 Ng5 8. Rf4+ Kc5 9. Rf5 Nh3 10. Ke4±.

No. 389. 1. Rb1+ Ka7 2. Kc7 Ka6 3. Ke6 Ka5 4. Kc5 Ka4 5. Kc4 Ka5 (5. . . Ka3 6. Rb3+ Ka2 7. Kc3 Ng6 8. Rb2+ Ka1 9. Kc2±) 6. Rb5+ Ka6 7. R×f5 Kb7 8. Rf6 e3 9. Kd3 Kc7 10. Rh6 Nf7 11. Rh7±.

No. 390. 1. Kf2 Kh3 2. Kf3 Kh4 3. Rd4+ Kg5 4. Rd7 Kf5 5. Ra7 Nb6 6. Ra5+ Ke6 7. Ra6±. Repeats the motif of No. 389.

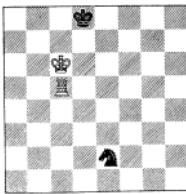
No. 391. 1. Kd6 Ng3 2. Rd5 Ke8 3. Ke6 Ne4 4. Re5 Nd2 5. Kd6+ Kd8 6. Rd5 Ne4(e4)+ 7. Kf5(d5)±; 1. . . Nd4 2. Rd5 Ne2 3. Ke6+

390. F. Bondarenko
Trud, 1949



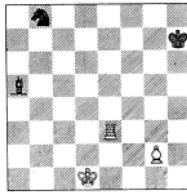
White to play and win

391. V. Halberstadt
Parallele 50, 1952



White to play and win

392. L. Kubbel
Shakhmaty, 1923



White to play and win

Ke8 4. Re5 Nd4(f4)+ 5. Kd5(f5)+±; 2. . . Nc2 3. Kc6+ Kc8 4. Rc5 Nb4(d4)+ 5. Kb5(d5)+±. This endgame is of unquestionable interest. White can also win by 1. Kd6 Ng3 2. Re5 Kc8 3. Kc7 4. Re3, and the Knight, cut off from the King, is captured. White triumphs in the variation: 1. Kd6 Nd4 2. Rd5 Ne2 3. Rb5 Kc8 4. Ke5, and again the isolated Knight cannot save itself. An analogous variation is: 2. . . Nc2 3. Rf5 Ke8 4. Kc5±.

* * *

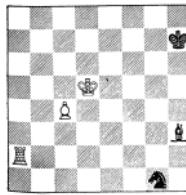
Rook and Pawn versus two minor pieces provide quite a number of possibilities. The Rook's ability for double attacks, geometric and pinning motifs and mating threats gives the composer a fair amount of creative range. Evidently there are still bright prospects for work with this material.

Every chess player experiences both joy and disappointment in playing endings with such material. The appraisal of a position becomes difficult. Whereas in the middle game two minor pieces are, as a rule, more powerful than a Rook and Pawn, in the ending the Rook and Pawn are much more successful in waging the battle against them, especially when interaction between the minor pieces and the King is disturbed. All the endings with this material are based on White taking advantage of disrupted cooperation among Black's pieces.

The Rook and Pawn dominate in play against Bishop and Knight in Nos. 392-412. In some of them (Nos. 392-404) geometric motifs and double attacks take place, while in others (Nos. 405-12) we see pinning and blockade.

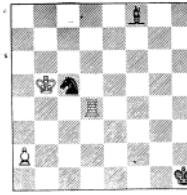
No. 392. 1. Rb3 Ne6 2. Rb5 Bd8 3. Rd5 Be7 4. Rd7 Kg6 5. Rc7±; 1. . . Bc7 2. Rb7 Na6 3. Ra7±.

393. F. Prokop
Narodní Listy, 1925



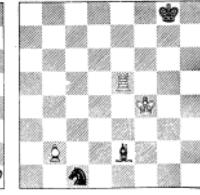
White to play and win

394. R. Rey Ardid
1925



White to play and win

395. H. Rinck
Sydsvenska Dagbladet Snällposten, 1925
1st Prize



White to play and win

396. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1925
1st Hon. Mention



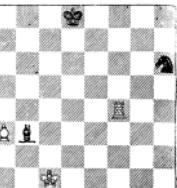
White to play and win

397. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1925
3rd Hon. Mention



White to play and win

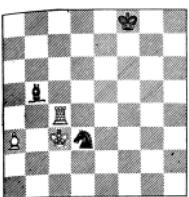
398. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1925
2nd Hon. Mention



White to play and win

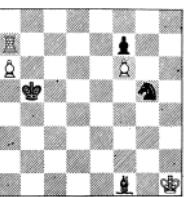
402. Y. Somov-Nasimovich
Shakhmaty, 1928

403. B. Soukup-Bardon
Szachy, 1954-55
2nd Prize



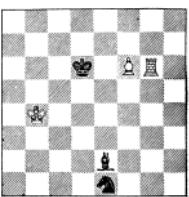
White to play and win

403. B. Soukup-Bardon
Szachy, 1954-55
2nd Prize



White to play and win

404. O. Weinberger
Y. Zhabinsky Memorial
Tournament, 1960
5th Hon. Mention



White to play and win

No. 393. 1. Rh2 Kg6 2. Kc6 K(B)∞ 3. Rh1(g2)±.

No. 394. 1. Rf4 Ne6 (1. . . Bd6 2. Rf6 Ne4 3. Re6 Nc3+ 4. Kc4±) 2. Rf6 Nd4+ 3. Kc4 Bg7 4. Rg6 Nf5 5. Rg5 Ne3+ 6. Kd3 Bh6 7. Rh5+±. The curious systematic movement of White and Black pieces leads in the end to the capture of the Bishop as a result of the geometric motif.

No. 395. 1. Ke3 Ba6 2. Ra5 Bb7 3. Rb5 Ba6 4. Rb6 Bf1 5. Rg6+ Kf7(h7) 6. Rg1±.

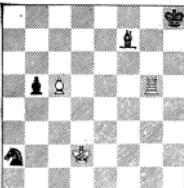
No. 396. 1. Kc6 Bg1 2. Rg4 Ne7+ 3. Kd6 Nf5+ 4. Ke5±.

No. 397. 1. Kd6 Bh3 2. Rh4 Nf7+ 3. Ke7 Ng5 4. Kf6±; 1. . . Ng6 2. Rb4+ Kc1 3. K×d7 Ne5+ 4. Ke6 Nd3 5. Rc4+±.

No. 398. 1. Kb2 Bg8 2. Rf6 Nf7 3. Rg6 Bh7 4. Rg7±.

No. 399. 1. c6 Nb4 2. c7 Be6 3. Re5 Na6 4. R×e6 N×c7 5. Rd6 Kg8 6. Rd8+ K∞ 7. Rd7+±; 3. . . Bg4 4. Rh5+ Kg7 5. Rg5+±; 3. . . Bd7 4. Re8+ Kg7 5. Re7+±; 1. . . b4 2. Re5 Bc4 3. c7 Ba6 4. Ra5±.

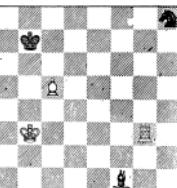
399. H. Rinck
Basler Nachrichten, 1925



400. H. Rinck
L'Échiquier, 1926



401. A. Gherbstman
Shakhmaty, 1926



White to play and win

White to play and win

White to play and win

No. 400. 1. Rg6 Bb7 2. Rd6 Bg2 3. Rd4 Nb3 4. Rh4+ K∞ 5. Rg4+±; 2. . . Nb3 3. Rd8+ Kg7 4. Rd7+±; 1. . . Bb5 2. Rb6 Ba4 3. Rb4 Bd7 4. Rb8+ Kg7 5. Rb7±.

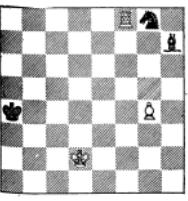
No. 401. 1. Rg8 Nf7 2. Rf8! (2. Rg7? Ke6 3. R×f7 Bc4+ 4. K×c4 stalemate) 2. . . Ke6 3. Kb4 Ne5 4. R×f1 Nd3+ 5. Kc4 N×c5 6. Rf6+±.

No. 402. 1. Rg8+ Ke7 2. Rb8 Ba6 3. Rb6 Nc5 4. Rc6 Ne4+ 5. Kd4 Bf1! 6. Rc7+ Kd8! 7. Rf7 Bc4! 8. Rf4! Nd6 9. Kc5 Kc7 10. Rg4±. This endgame is distinguished by a rapidly changing situation.

No. 403. 1. R×f7! K×a6 2. Rg7 Ne6 3. f7 Bd3 4. Rg5! Kb7! 5. Re5 Nf8 6. Re8 Ng6 7. Rg8 Bc4 8. R×g6 B×f7 9. Rg7±; 5. . . Bg6 6. R×e6 B×f7 7. Re7+±.

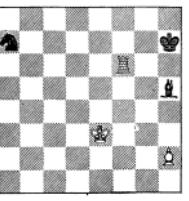
No. 404. 1. f7+ Ke7 2. Re6+ Kf8 3. Re8+ K×f7 4. R×e2 Nd3+ 5. Kc4 Nf4 6. Rf2+±.

405. F. Prokop
Wiener Schachzeitung,
1924



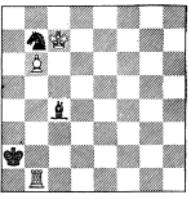
White to play and win

406. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1925
2nd Prize



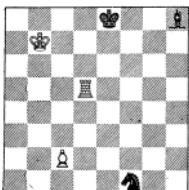
White to play and win

407. F. Prokop
Narodní Listy, 1925



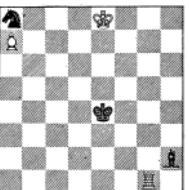
White to play and win

408. L. Wimbersky
Práce, 1947



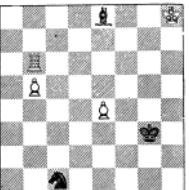
White to play and win

409. G. Kasparyan
Shakhmaty v SSSR, 1954
3rd Hon. Mention



White to play and win

410. G. Kasparyan
Czechoslovak Sports
Committee Tourney, 1953
1st Prize



White to play and win

consists in the following: after 1. $Rg8$ $Bc7$ 2. $Ke7$? $Bb6$ 3. $R \times a8$ $Ke5$ a situation of mutual zugzwang would lead to a positional draw—4. $Kd7$ $Kd5$ 5. $Ke7$ $Ke5$ 6. $Kf7$ $Kf5$ 7. $Kg7$ $Kg5$ 8. $Kh7$ $Kh5$, etc. =.

No. 409. 1. $e5$ $Nd3$ 2. $Rb8!$ $Bd7$! 3. $b6$ $N \times e5$ 4. $Rg8+!$ $Kh4$!
5. $b7$ $Nc6$ 6. $Kg7$ (6. $Re8?$ $Nb8$ 7. $R \times b8$ $Bc6=$) 6. . . . $Kg5!$ 7. $Kf7+$ $K5$ 8. $Rf8!$ (8. $Re8?$ $Nb8$ 9. $Ke7$ $Bc6$ 10. $Rf8+$ $Ke4!$ 11. $R \times b8$ $Ke5=$) 8. . . . $Nb8$ 9. $Ke7+!$ (9. $Re8?$ $Ba4!$ 10. $Rc5+$ $Ke4$ 11. $Rc4+$ $Kd5$ 12. $R \times a4$ $Kc6$ 13. $Rb4$ $Kc7=$) 9. . . . $Ke5$ 10. $Rc8!$ $Ba4$ 11. $Rc5+$ $Kd4$ 12. $Kd6$ $Bb3$ 13. $Ra5\pm$. Black's counterplay in this endgame is more interesting and is presented in two variations, both with positional draw (the first 6. $Rc8?$, analogous to No. 409, and the second 9. $Rc8?$).

No. 411. 1. $Kd7$ $Bf6$ 2. $Rh6$ $Ne5$ + 3. $Ke6$ $Bg5$ 4. $Rh5$ $Nf3$ 5. $h4$ $N \times h4$ 6. $R \times g5+$ $K \infty$ 7. $Rg3\pm$.

No. 412. 1. $Rd2$ $Nh5$ + 2. $Kg6$ $Nf4$ + 3. $Kf5$ $Be6$ + 4. $K \times f4$ $B \times c8$ 5. $Kg3$ $Kf1$ 6. $Kf3$ $Ke1$ 7. $Rd5\pm$.

* * *

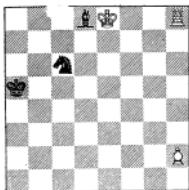
The methods of play in the case of Rook and Pawn versus two Knights (Nos. 413-17) are less varied. Here the trapping takes place in the main through double attacks.

No. 413. 1. $Rf1$ $Ne7$ 2. $Rf3$ $Ng5$ 3. $Rg3$ $Ne6$ (e4, f7, h7) 4. $Re3$ (g7)±; 2. . . . $Ng1$ 3. $Rg3$ $Ne2$ 4. $Re3\pm$.

No. 414. 1. $Kb2$ $Kb6$ 2. $Rg3$ $Nf7$ (h7, e6, e4) 3. $Rg7$ (e3)±; 1. . . . $Nd5$ (f5, g6, g8) 2. $Rc5$ (g3)±; 1. . . . $Ne4$ (e6, f7, h7) 2. $Re3$ (c7)±.

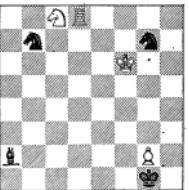
No. 415. 1. $Rc3$ $Nd1$ 2. $Rd3$ $Nb2$ 3. $Rb3$ $Nc4$ (d1) 4. $Rb8+$ $Kf7$ 5. $Rb7+\pm$; 1. . . . $Ke8$ (e7, f7) 2. $Rb3+$.

411. Y. Gheorghiyev
Shakhmaty, 1957-58
3rd Commendation



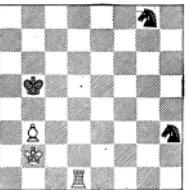
White to play and win

412. A. P. Kuznetsov
Szachy, 1960
Tie for 4th Hon. Mention



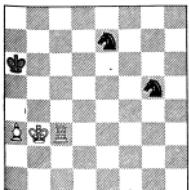
White to play and win

413. H. Rinck
L'Italia Scacchistica,
1922-23
1st Hon. Mention



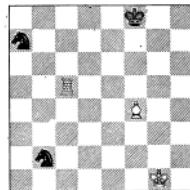
White to play and win

414. H. Rinck
Časopis Československých
Sachistů, 1923
Hon. Mention



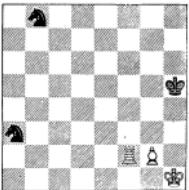
White to play and win

415. H. Rinck
Revue suisse d'échecs, 1924
Commendation



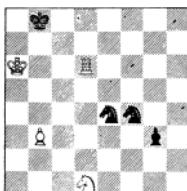
White to play and win

416. H. Rinck
Revue suisse d'échecs, 1924
Commendation



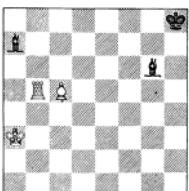
White to play and win

417. A. P. Kuznetsov
Shakhmatna misl, 1961



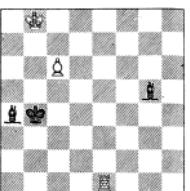
White to play and win

418. H. Rinck
L'Italia Scacchistica, 1923
Tie for 2nd Prize



White to play and win

419. H. Rinck
Revue suisse d'échecs, 1924



White to play and win

- No. 416. 1. Rf5+ Kg6(g4) 2. Rc5 Nd7 3. Rc3 Nb5 4. Rb3 Nd4(d6, c7, a7) 5. Rd3(b7)±; 3. ... Nb4 4. Rb3 Nd2 5. Rd3±; 2. ... Kf6 3. Rc3 Nb5(h1) 4. Rb3±.
No. 417. 1. Rb6+ Ka8 2. Rc6 Kb8 3. Ne3 g2 4. N×g2 N×g2 5. b4 Nf2 6. Rc2 Nd3 7. R×g2 N×h4+ 8. Kb5 Nd5 9. Kc6 Ne7+ 10. Kd7 Nd5 11. Rb2+ Ka7 12. Kc6 Ne7+ 13. Kd6 Nc8+ 14. Kc7±.

* * *

The Bishops' ability to zoom from one flank to another somewhat broadens their defense possibilities (in comparison with the two Knights). Nonetheless, the play is less diversified than in the Bishop plus Knight type of endgame. In most cases the attack and defense take place in Nos. 418-32 in a standard way: White pursues the Bishops and compels them to retreat to positions offering the possibility of a double attack or pinning. In some of the endgames (Nos. 418-20, 430) the far advanced White Pawn is an active diverting force.

No. 418. 1. c6 Be8 2. c7 Bd7 3. Rd5 Be6 4. Re5 Bg4 5. Rh5+ Kg7 6. Rg5±; 4. ... Bd7 5. Re8+ Kg7 6. Re7±; 4. ... Bb6 5. R×e6 B×c7 6. Re8+ Kg7 7. Re7±.

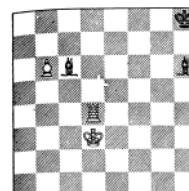
No. 419. 1. Re4+ Kb3 2. c7 Bd7 3. Rd4 Be6 4. Rd6 Bh3 5. Rd3±; 1. ... Kc5(a5) 2. c7 Bd7 3. Re5±.

No. 420. 1. Rd6 Bb5+ 2. Ke4 Bf8 3. Rf6 Bc5 4. b7 Ba7 5. Rf8+ Kg7 6. Ra8 Bc6+ 7. Kd3 B×b7 8. R×a7±; 3. ... Kg7 4. b7 K×f6 5. b8Q Bc6+ 6. Kd3 Ke7 7. Qe5+ Kd7 8. Qf5+ Ke7 9. Qe5±.

No. 421. 1. Re1 Bd7 2. Re7 Bc6 3. Re6 Bd7 4. Ra6 Kg7 5. Ra8±.

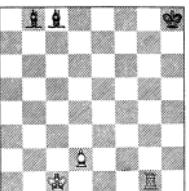
No. 422. 1. Re5 Bb6 2. Rf5 Be4 3. Rf4 Bc2 4. Re4±; 2. ... Bc7 3. Rf7 Bb6 4. Rf6±.

420. H. Rinck
Basler Nachrichten, 1925



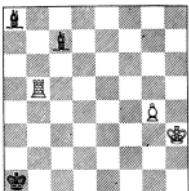
White to play and win

421. F. Prokop
Časopis Československých Šachistů, 1925



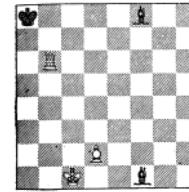
White to play and win

422. F. Prokop
Časopis Československých Šachistů, 1925



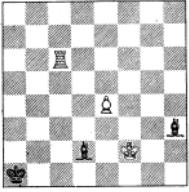
White to play and win

423. H. Rinck
Basler Nachrichten, 1929



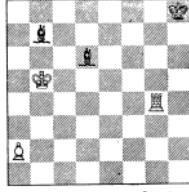
White to play and win

424. H. Rinck
Basler Nachrichten, 1929



White to play and win

425. H. Rinck
Basler Nachrichten, 1929

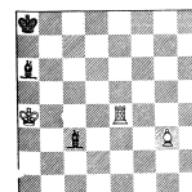


White to play and win

- No. 423. 1. Rf6 Ba3+ 2. Kc2 Be2 3. Re6 Bc4 4. Re4 Bb5 5. Re5 Ba4+ 6. Kc3 Kb7(B∞) 7. Ra5±; 3. ... Bf1 4. Re1 Ba6(g2, h3) 5. Ra1±.

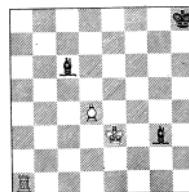
426. H. Rinck
Basler Nachrichten, 1929

64, 1930
4th Hon. Mention



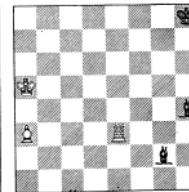
White to play and win

427. M. Alzenshtat
La Vanguardia, 1933



White to play and win

428. H. Rinck
La Vanguardia, 1933

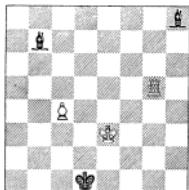


White to play and win

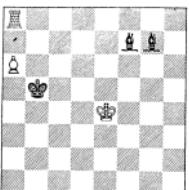
429. L. Prokes
Sach, 1942

430. J. Fritz
Schweizerische Schach-tung, 1951

431. J. Koppellomäki
Tidskrift för Schack,
1959



White to play and win



White to play and win



White to play and win

No. 424. 1. Kg3 Bf1 2. Rd6 Be1+ 3. Kf3±; 1. . . . Bd7
2. Rd6 Be1+ 3. Kf3(f4) Ba4 4. Ra6±.

No. 425. 1. Rd4 Bf8 2. Kb6 Bg2 3. Rh4+ K∞ 4. Rg4+±;
2. . . . Bf3 3. Rf4 Bd5 4. R×f8+ Kg7 5. Rf2±; 1. . . . Be5
2. Rd8+ K∞ 3. Rd7±±.

No. 426. 1. Kb3 Bd2 2. Ke2 Bg5 3. Re5 Bd8 4. Re8±;
1. . . . Ba5(a1) 2. Ra4 Bc7(e1) 3. R×a6+ Kb7 4. Rg6±;
1. . . . Bg7 2. Re8+ K∞ 3. Re7±±.

No. 427. 1. Ra6 Bb7 2. Re6 Bd5 3. Rh6+ Kg7 4. Rh5±;
1. . . . Bb5 2. Ra5 Bc6 (2. . . . Be8 3. Ra8±) 3. Rh5+ K∞
4. Rg5±±.

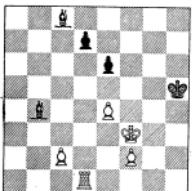
No. 428. 1. Re2 Bd8+ 2. Kb4 Bc6 3. Ke5 Bd7 4. Kd6
Ba4 5. Re4 Bb5 6. Rb4 Ba6(d3) 7. Rb8±; 1. . . . Bf1(f3,
d5, e6) 2. Rh2±.

No. 429. 1. Kd3 Ke1 2. Rg8 Bf6 3. Re8+ Kd1 4. Rb8±;
1. . . . Kc1 2. Rg4+ Kb2 3. Rg8 Be5 4. Rg5±.

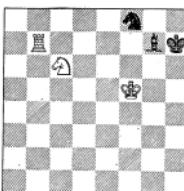
432. S. Kaminer
Shakhmatny listok, 1926

433. J. Berger
1920

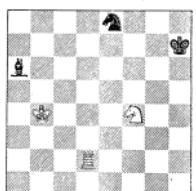
434. H. Rinck
Basler Nachrichten, 1924



White to play and win



White to play and win



White to play and win

No. 430. 1. a7 Kb6 2. Rg8! Bg6+ 3. Kd5! Bf7+ 4. Kd6
K×a7 5. R×g7±.

No. 431. 1. Rb4 Ba2 2. Ra4 Bb1! 3. Rc4! Bb2 4. Rb4
Bc1! 5. Rd4! Bc2 6. Rc4 Bd1! 7. Re4 Bd2 8. Rd4 Be1+
9. K×e1 Kg2 10. Rd2+ Kg3 11. R×h2±. The systematic movement
of the Rook and Bishops as well as Black's counterplay for
stalemate are interesting.

No. 432. 1. Rh1+ Kg5 2. Rh8 Ba6 3. Ra8 Bf1 4. Ra1 Bh3
5. Kg3±.

Chapter 6

ROCK WITH MINOR PIECE (OR QUEEN) VERSUS TWO MINOR PIECES

To wind up the review of endgames based on the capture of minor pieces let us now consider compositions in which two minor pieces are trapped by:

1. Rook and minor piece (Nos. 433-662);- 2. Queen (Nos. 663-77).

These are classified in Table 10.

The considerable number of endgames in the first group is explained by the wealth of opportunities provided by this correlation of forces.

Table 10. Rook and Minor Piece (or Queen Alone) Trap Two Minor Pieces
(Endgame Studies Nos. 433-677)

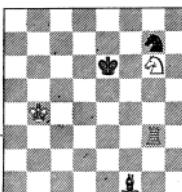
Subdivisions	Attacking Pieces	Trapped Pieces		
1		433-77	478-85	486-530
2		531-83	584-91	592-662
3				663-77

Rook and Knight Trap Bishop and Knight

Coordinated action by the Rook and Knight versus Bishop and Knight makes it possible to employ diverse motifs: geometric, pinning, double attack, Knight forks, discovered attack and immobilization. The intertwining of these motifs in many endgames is so complicated that it would be irrational to classify them in detail. Let us restrict ourselves merely to presenting the endgames and establishing some of their mutual ties (Nos. 433-77).

No. 433. 1. Ne7 Kh6 2. Ng8+ Kh7 3. Nf6+ Kh6 4. Ne8±.

435. H. Rinck
Basler Nachrichten, 1924



White to play and win

436. H. Rinck
Basler Nachrichten, 1924



White to play and win

437. L. Kubbel
28 říjen, 1924



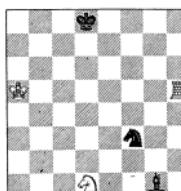
White to play and win

441. F. Prokop
Wiener Schachzeitung,
1924



White to play and win

442. F. Prokop
Basler Nachrichten, 1925



White to play and win

443. F. Prokop
*Časopis Československých
Sachistů*, 1924



White to play and win

No. 434. 1. Rd8 Ng7 2. Ra8 Bb7 3. Ra7 Bc8(f3) 4. Nh5(e6)±.

No. 435. 1. Nf4+ Kf6 2. Rg6+ Kf7 3. Rg1 Ba6 4. Ra1 Bc8 5. Ra7+ Kf6 6. Nd5+ Ke5(e6) 7. Nb6±.

No. 436. 1. Rh2 Bg5 2. Rg2 Bh6 3. Rg6 Bd2 4. Ke2 Bc1(a5) 5. Rg6(a6+)±; 2. . . Bh4 3. Rg4 Be7 4. Rg8 Kb7 5. Rg7 (N×e7)±; 3. . . Ne7 4. N×e7 B×e7 5. Rg8+ K∞ 6. Rg7±.

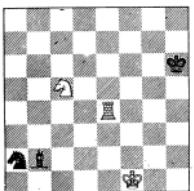
No. 437. 1. Re5 Nc8 2. Rg5 Be6(f7) 3. Ne6+ Ka8 4. Rb5 Nb6 5. Ra5+ Kb7 6. Nd8±±.

No. 438. 1. Ra4 Nc3 2. Ra6+ K∞ 3. Nd3 Nd1 4. Ke1±; 1. . . Nc1 2. Ke1 Bf6 3. Ra6 Kg7 4. Kd1 Bg5 5. Ne6+±.

No. 439. 1. Rg4 Bf8 2. Rg8 Bc5 3. Nc4+ Kb5 4. Ne5 Bd4 5. Rxh8 B×e5 6. Rh5±.

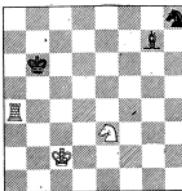
No. 440. 1. Nd4 Bh7 2. Re8 Kb6 3. Nf3 Kc7 4. Ng5±; 1. . . Bd3 2. Re8 Bc4 3. Kb4 Bf7 4. Rf8 Nh6 5. Kc5 Kb7 6. Rh8 Ng4 7. Rh7 Ne5 8. Nf3±.

438. F. Prokop
Wiener Schachzeitung,
1924



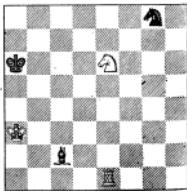
White to play and win

439. F. Prokop
Narodní Listy, 1924



White to play and win

440. F. Prokop
*Časopis Československých
Sachistů*, 1924



White to play and win

No. 441. 1. Ng6+ Kg4 2. Rc3 Bb2 3. Rc2 Ba3 4. Ne5+ K∞ 5. Nc4±; 1. . . Kh5 2. Rc3 Bb2 3. Rc2 Ba3 4. Ne5 Bd6 5. R×c1 B×e5 6. Rc5±; 1. . . Kg5 2. Rc3 Bb2 3. Rc2 Ba3 4. Ne5 Nb3 5. Rc3 Bb2 6. Nf3±.

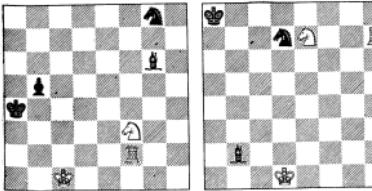
No. 442. 1. Rf5 Nh2 2. Rg5 Ba7 3. Ka6 Bb8 4. Rg8+ Kc7 5. Nc3 Nf3 6. Nb5+±; 1. . . Nd4 2. Rg5 Ne6+ 3. Kb5 Na7+ 4. Ka6±.

No. 443. 1. Ne3+ Kb1 2. Rc6 Bf1 3. Rf6 Bh3 4. Rh6 Bc8 5. Kd8±.

No. 444. 1. Ne5 Bh5 2. Kd2 Ne7 3. Rf6 Nd5 4. Rd6 Nc7 5. Rd7 Ne8 6. Rh7 Nf6 7. Rh6 Ne4+ 8. Ke3 Ng3 9. Kf4 Ne2+ 10. Kg5 Ng3 11. Ra6+ K∞ 12. Kh4±.

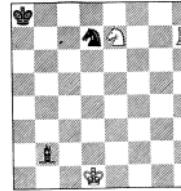
No. 445. 1. Kc2 Bd4 2. Nf5! Nf8 3. Re7 Bc5 4. Re5 Bb4 5. Kb3±; 1. . . Ba1 2. Kb1 Bd4 3. Nf5 Nf8 4. Re7 Bc5 5. Rc7 Bb4 6. Re4± (see No. 446).

444. F. Prokop
Basler Nachrichten, 1925



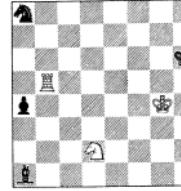
White to play and win

445. F. Lazard
L'Italia Scacchistica, 1926



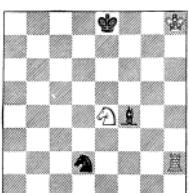
White to play and win

446. S. Belokon
Szachy, 1963



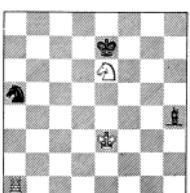
White to play and win

447. A. Gherbstman
64, 1929



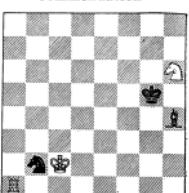
White to play and win

448. J. Louma
Československý Šach, 1930



White to play and win

449. J. Louma
Shakhmatnyj listok, 1930
Commendation



White to play and win

No. 446. 1. Rb8 Nc7 2. Rb6+ Kg7 3. Rb7 Be5 4. Nc4 Bh2 5. Rb2 Bg1 6. Rb1 Bh2 7. Rh1±. This endgame unquestionably resembles the preceding one, No. 445.

No. 447. 1. Re2 Be5+ 2. Kg8 Nc4 3. Nd2 N×d2 4. Rx e5+ Kd7 5. Rd5+±.

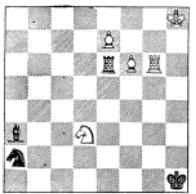
No. 448. 1. Nf4 Nc4+ 2. Kd3 Nb2+ 3. Kc2 Bf2 4. Kc3! Bg3 5. Ng6+ Kf6 6. K×b2 K×g6 7. Rg1±; 3. . . . Bg5 4. Nd5+ Kd6 5. K×b2 K×d5 6. Ra5+±.

No. 449. 1. Nf7+ Kf5 2. Nd6+ Kf4 3. Rh1! Be7 4. Rf1+ Ke5 5. Nc8 Nc4 6. Re1+±; 1. . . . Kg6 2. Nh8+ Kg7 3. Rg1+ K×h8 4. Rh1±; 1. . . . Kf6 2. Rh1 Ne4 3. R×h4 Ne3+ 4. Kd3 Nf5 5. Rf4±.

No. 450. 1. f7 R×e7 2. f8Q Rh7+ 3. K×h7 B×f8 4. Kg8 Be7 5. Kf7 Bd8 6. Ke8 Bc7 7. Kd7 Bb8 8. Ke8 Ba7 9. Ra8±.

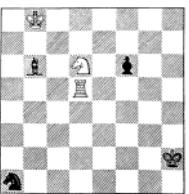
No. 451. 1. Rd1 Nb3 2. Rb1 Nc5 3. Nc4 Bd8 4. Ke8 Be7 5. Re1 Bf8 6. Re8 Bg7 7. Rg8 Bh6 8. Rh8±.

450. V. Vorobiov
64, 1930



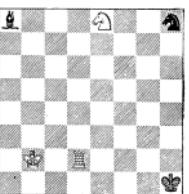
White to play and win

451. R. Aleksandrov
Shakhmaty v SSSR, 1931



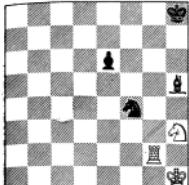
White to play and win

452. R. Aleksandrov
Shakhmaty v SSSR, 1932



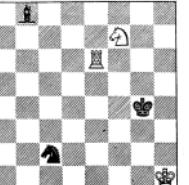
White to play and win

453. L. Kayev
Shakhmaty v SSSR, 1932



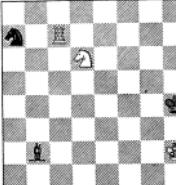
White to play and win

454. Y. Brenyov
64, 1933



White to play and win

455. L. Kayev
64, 1934



White to play and win

No. 452. 1. Rd7 Kg1 2. Rh7 Ng6 3. Rg7 Be4 4. Nd6 Bd3 5. Kc3 Bb1 6. Ra7±; 1. . . . Kg2 2. Rh7 Ng6 3. Rg7 Be4 4. Nd6 Bd3 5. Kc3 Bb1 6. Rb7 Ba2 7. Rb2+±.

No. 453. 1. Rh2 Nd5 2. Nf2 Nf6 3. Ng4 N×g4 4. R×h5+ K∞ 5. Rg5+±; 3. . . . Kg7 4. N×f6 Bf3+ 5. Kg1 K×f6 6. Rf2±; 2. . . . Nf4 3. Rh4 e5 4. Nh3 Kg7 5. N×f4 Bf3+ 6. Ng2±.

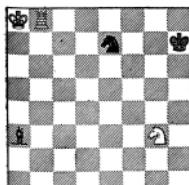
No. 454. 1. Re2 Na3 2. Ra2 Nb5 3. Rb2 Nd6 4. Nh6+ Kh5 5. R×b8 K×h6 6. Rb6±.

No. 455. 1. Nf7 Bd4 2. Rc4 Nb5 3. Rb4±; 1. . . . Nb5 2. Rb7 Nd6 3. Rb4+ Kh5 4. N×d6 Be5+ 5. Kh3 B×d6 6. Rb5+ K∞ 7. Rh6±.

No. 456. 1. Rb3 Bd6 2. Ne4 Be7 3. Rb7 Nd5 4. Nc3±; 1. . . . Bc5 2. Ne4 B∞ 3. Rb7±; 1. . . . Bc1 2. Rb7 Ba3(g5) 3. Ni5±.

No. 457. 1. Nd4+ Kc5 2. Rg1 Bd7 3. Rg7 Ba4 4. Ra7 Bd1 5. Ra5+ Kb6 6. Ra1 Bg4 7. Rg1 Bd7 8. Rg7 Ba4

456. A. Wijnans
Tijdschrift v. d. KNSB,
1936



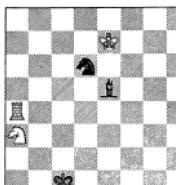
White to play and win

457. A. Wijnans
1938



White to play and win

458. H. Rinck
De Schaakwereld, 1938



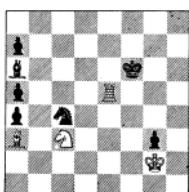
White to play and win

459. H. Rinck
De Schaakwereld, 1938



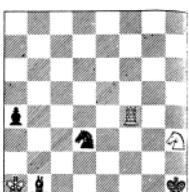
White to play and win

460. Z. Birnov
Shakhmaty v SSSR, 1947
3rd Commendation



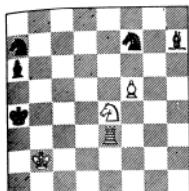
White to play and win

461. Z. Birnov
1955



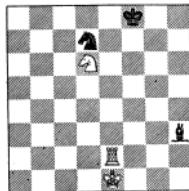
White to play and win

465. B. Badai
Shakhmaty v SSSR
Thematic Tourney, 1963
1st Prize



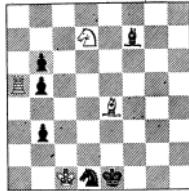
White to play and win

466. A. Gherbstman
1929



White to play and win

467. T. Gorghiyyev
Shakhmaty listok, 1930
6th Prize



White to play and win

9. Kb4 Bd1 10. Rg1 Bh5 11. Rh1±. A clever endgame with an interesting chase of the Rook after the Bishop, which is compelled twice to move along the focal points h5, e8, a4 and d1.

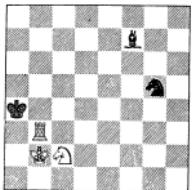
No. 458. 1. Ke6 Bg3 2. Rg4 Bh2 3. Rb4 Bg3 4. Rb1+ Kd2 5. Rb3 Ne4 6. Nc4+ Kd1 7. Rd3+ Kc2 8. Re3 Ne5+ 9. Kd5 Bf4 10. Rf3 Nd3 11. Ke4(d4)±; 8. ... Ng5+ 9. Kf5±; 8. ... Nd2 9. Na3±.

No. 459. 1. Ne5+ Kd6 2. Kc4 a3 3. Rh1 Bf2(g3, d2, c3, a5) 4. Ne4(b7)+±.

No. 460. 1. Rc5 Bb7+ 2. K×g3 N×a3 3. Rct7 Bh1 4. Rh7 Ba8 5. Rx×a7 Bh1 6. Rh7 Ba8 7. Rh8 Bb7 8. Rb8 Bh1 9. Kh2±.

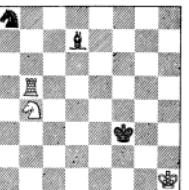
No. 461. 1. Rc4 Ne5 2. Rc5 Nd7 3. Rd5 Nf6 4. Rd6 Ne8 5. Re6 Ng7 6. Re7 Nf5 7. Re5! Bc2 8. Kb2 Nd4 9. Kc3±.

462. A. Kopnin
New Statesman, 1959
1st Prize



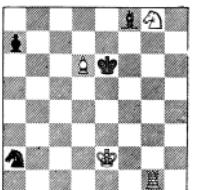
White to play and win

463. S. Isenegger
Tijdschrift v. d. KNVB, 1959
2nd Commendation



White to play and win

464. L. Shilkov
Shakhmaty v SSSR, 1962



White to play and win

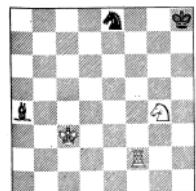
No. 462. 1. Rb4+ Ka5 2. Rf4 Be6 3. Rf6 Bd7 4. Rdf6 Be6 5. Rcf6 Ka4 6. Nd4 Bf7 7. Rf6 Be8 8. Rf8 Bd7 9. Rd8 Be6 10. Rb8 Bd7 11. Rb7 Bc8 12. Rc7 Ba6 13. Rc6 Bd3 14. Rc3 Bf1 15. Rc1 Bd3 16. Kc3±.

No. 463. 1. Rb8 Nc7 2. Rb8+! Kg3 3. Rf7 Nd5 4. N×d5 Bc6 5. Rf5 Kg4 6. Re5±.

No. 464. 1. Rg6+ Kd7 2. Nf6+ K×d6 3. Nh7+→Ke7 4. Ra6 Ne3+ 5. Kd3 Nb5 6. Ke4 Nd6+ 7. Kd5 Nb5 8. Kc5 Nc7 9. R×a7 Ke8+ 10. Kc6 Bd6 11. Ra4 Bh2 12. Ng5 Kd8 13. Nf3 Bg3 14. Rd4+ Ke7 15. Rg4±.

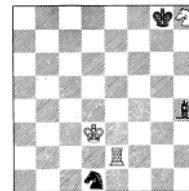
No. 465. 1. Ne3+ Kd5 2. Re7 B×f5 3. R×f7 Bc8! 4. Rc7! (4. R×a7? Bb7 5. Na4 Bc6! 6. Nc3 Bb7=) 4. ... Kb6 5. Nd5+ Kc6 6. R×a7±. An interesting moment in the solution is White's 4th move that avoids the trap set by Black for a positional draw.

468. L. Kayev
64, 1932
2nd Hon. Mention



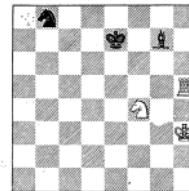
White to play and win

469. J. Louma and
J. Fritz
Narodni Listy, 1939]



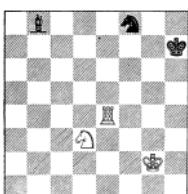
White to play and win

470. L. Kayev
Shakhmaty v SSSR, 1939



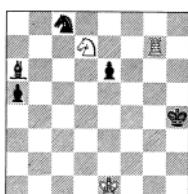
White to play and win

471. L. Prokeš
1948



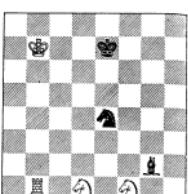
White to play and win

472. L. Prokeš
Tijdschrift v. d. KNSB,
1949



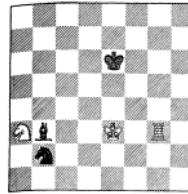
White to play and win

473. L. Prokeš
Sachové Umění,
1949



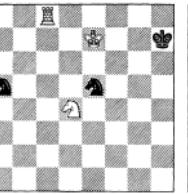
White to play and win

477. J. Šulc
Československý Šach,
1956



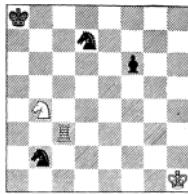
White to play and win

478. J. Berger
1921



White to play and win

479. H. Rinck
Basler Nachrichten,
1949



White to play and win

Each endgame from 466 to 474 inclusive has a double symmetrical play with a distracting sacrifice of White's Knight.

No. 466. 1. Re8+ Kg7 2. Re3 Bg4 3. Rg3 Nf6 4. Ne4 Nx e4 5. Rx g4+±; 3... Ne5 4. Nc4 Nx c4 5. Rx g4+±.

No. 467. 1. Ra7 b2+ 2. Kc2 b1Q+ 3. Kxb1 Nc3+ 4. Kc1! Nx e4 5. Nf6 Ng5 6. Re7+ Be6 7. Ne4 Nx e4 8. Rx e6±; 6... Kf2 7. Nh7 Nx h7 8. Rx f7+±.

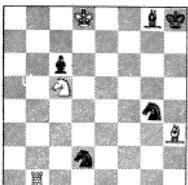
No. 468. 1. Kb4 Bd1 2. Ne3 Bh5 3. Rh2 Ng7 4. Nf5 Nx f5 5. Rx h5±; 3... Nf6 4. Ng4 Nx g4 5. Rx h5 Kg7 6. Rg5±.

No. 469. 1. Rg2+ Kxh8 2. Rh2 Nf2+ 3. Ke2 Ng4(e4) 4. Rx h4+±; 2... Nb2+ 3. Kc2(e2) Nc4(a4) 4. Rx h4+±.

No. 470. 1. Rh7 Kf8 2. Ne6+ Kf7 3. Nx g7 Kg8 4. Rh6! Kx g7 5. Rb6 Nd7 6. Rb7±; 1... Kf7(f6) 2. Nh5(+!) Kg6 3. Rx g7+ Kx h5 4. Rb7 Ne6(a6) 5. Rb5+ Kc6 6. Rb6(+)-.

No. 471. 1. Rb4 Bd6 2. Rb6 Be7 3. Rb7 Ng6 4. Ne5 Nx e5

474. J. Fritz
Československý Šach,
1951



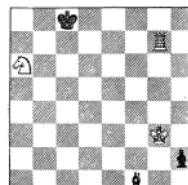
White to play and win

475. B. Sevitov
Shakhmaty v SSSR, 1940



White to play and win

476. N. Rossolimo
Izvestia, 1929



White to play and win

5. R×e7±; 2. ... Bc7 3. Rb7 Ne6 4. Nc5 N×c5 5. Rx c7±.

No. 472. 1. Nc5 Bb5 2. Rb7 Bc4 3. Rc7 Nb6 4. Na4 N×a4 5. Rx c4±; 3... Nd6 4. Ne4 N×e4 5. Rx c4±.

No. 473. 1. Kc7 B×f1 2. Nf2 Ng3 3. Re1+ Kf7 4. Nh1 Nx h1 5. Rx f1±; 3... Be2 4. Ne4 N×e4 5. Rx e2±.

No. 474. 1. Rd1 Nb3 2. Nxb3 Nf2 3. Rd2 N×h3 4. Rh2 Be6 5. Nd4 Bg4 6. Nf3 B×f3 7. Rx h3+±; 2... B×b3 3. Rh1 Nh6 4. Be6 B×e6 7. Rx h6±.

No. 475. 1. Ra8+ Kd7 2. Ne5+ Kd6 3. Nf7+ Ke6 4. Ng5+ Kf6 5. Nh7+ Kg6 6. Rx a2 K×h7 7. Rh2+±; 1... Kf7 2. Ne5+ Kf6 3. Ng4+ Kf5 4. Nh6+ Kg5 5. Rx a2 K×h6 6. Rh2+±.

The main merit of this endgame is the interesting method of luring Black's King to the vulnerable h7 and h6 squares by subtle manoeuvring of the Knight. Analogous Knight manoeuvres with the aim of attracting the King were met earlier in an endgame by another composer, N. Rossolimo (see No. 476).

No. 476. 1. Rg8+ Kb7 2. Nc5+ Kb6 3. Na4+ Kb5 4. Nc3+ Kb4 5. Na2+ Kb3 6. Nc1+ Kb2 7. Kxh2 K×c1 8. Rg1±.

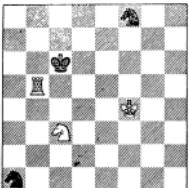
No. 477. 1. Kd4 Ba4 2. Rg2 Nd1 3. Rd2 Kf5 4. Ne4 Kf4 5. Ne5 Bb3 6. Nd3+ Kf5 7. Nc5±; 1... Bd1 2. Rg6+ Kd7 3. Rb6 Na4 4. Rb4 Kc6 5. Nc4 Bc2 6. Ne3±; 1... Bd5 2. Re3+ Kd6 3. Nb5+ Kc6 4. Na7+ Kd6 5. Ne8+ Kc7 6. K×d5 K×c8 7. Kc6 Kd8 8. Re4±. The first and second variations wind up in echo positions with a symmetry axis along the a1-h8 diagonal.

Rook and Knight Trap Two Knights

Lack of a varied attack and defence arsenal limits the possibilities for developing this theme (Nos. 478-85).

No. 478. 1. Rc5 Nac4 2. Nf5 Kg6 3. Ke6 Kh7 4. Rc7+

480. H. Rinck
National Zeitung, 1924



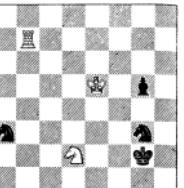
White to play and win

481. H. Rinck
National Zeitung, 1924



White to play and win

462. H. Rinck
National Zeitung, 1925



White to play and win

Kg8 5. Ne7+ Kf8 6. Nd5 Kg8 7. Nf6+ Kf8 8. Ra7±;
2. ... Kg8 3. Ke6 Kh8 4. Rc7 Kg8 5. Ne7+ Kf8 6. Nd5,
etc. ±; 2. ... Ng6+ 3. Kf6 Nec5 4. Rc7+ Kg8 5. Nh6+
Kh8 6. Kf5±.

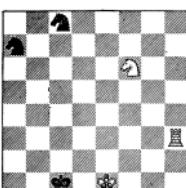
No. 479. 1. Nd5 Ne5 2. Ra3+ Kb7 3. Rb3+ Kc6 4. Nb4+
Kb5 5. Na2+ Ka4 6. Rxh2±; 1. ... Nd1 2. Rc2 Ne5
3. Rd2±.

No. 480. 1. Rb1 Nc2 2. Rc1 Ne6+ 3. Ke5 Ned4 4. Ne2
Nf3± 5. Ke4 Ne1 6. Nd4±; 2. ... Nd4 3. Ne2+ Kd5
4. Rd1 Ne6+ 5. Ke3±; 2. ... Nb4 3. Na2+ Kb5 4. Rb1±.

No. 481. 1. Rh5 Ng8 2. Rh8 Ne7+ 3. Kb5 Ke8 4. Kc5
Nf5(c8) 5. Ng6 Kf7 6. Nxf8 Kg7 7. Rh5(h1)±.

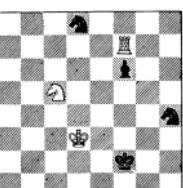
No. 482. 1. Rb3 Nc2 2. Rb2 Ne1 3. Ne4+ Kg1 4. Rb1
Nx e4 5. Rxe4+ Kf2 6. Rxe4±; 3. ... Kh3 4. Rb3±;
2. ... Ne3 3. Ne4+ Kf3 4. Rb3 Nf5(f1) 5. Nx e3 Nxe3
6. Kd4±.

483. H. Rinck
Basler Nachrichten, 1945



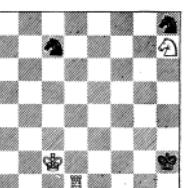
White to play and win

484. J. Fritz
*Centurini Memorial
Tourney*, 1951
8th Hon. Mention



White to play and win

485. J. Fritz
Československý Šach,
1952



White to play and win

No. 483. 1. Rc3+ Kh2 2. Rc7 Ka3 3. Nd5 Kb3 4. Kd2 Ka4
5. Ne7 Nx e7 6. Rx a7±.

No. 484. 1. Rf8 Nc6 2. R x f6+ Ni3 3. Ke4 Ne5 4. Nd3+
Nxd3 5. Rx f3±; 3. ... Nd4 4. Nb3 Nx b3 5. Rx f3±.

No. 485. 1. Nf8 Ne8 2. Rd8 Nf6 3. Nh7 Nx h7 4. Rx h8±;
3. ... Nf7 4. Rd2+ K∞ 5. Nx f6±.

Rook and Knight Trap Two Bishops

The Rook and Knight versus two Bishops type of endgame study creates interesting manoeuvres and combinations with a diversity of motivation.

The endgames in this group (Nos. 486-530) are distinguished by intricate combinations of trapping methods.

No. 486. 1. Ra1 Be3 2. Rf1+ Kg5 3. Rf3 Bf4 4. N x g6±.

No. 487. 1. Ke1 Bh5 2. Rh4 Be8 3. Re4 Bc5(c1, b6, a7)
4. Nd3(c4, c6)+±; 3. ... Bg5(g1, h6) 4. Ni3(g4)+±; 2. ...
Bf7 3. Rh7 Kf6 4. Nx f7 Kg6 5. Rh3±; 1. ... Bb3 2. Rc3
Bd4(f4) 3. Nc6(g6)+±; 4. ... Kf6(d6, e6) 2. Re4 Bf4
3. Nd3±.

No. 488. 1. Kg2 Be1 2. Ra3 Be2 3. Re3 Bb4 4. Ne8+ Kf8
5. Rx e2 Be7 6. Nc7(g7)±.

No. 489. 1. Ra4+ Kb2 2. Ra8 Bh3 3. Rh8 Bf1 4. Rh2+
Ka3 5. Rh1 Bd4 6. Ne6 Bg2 7. Rh2±.

No. 490. 1. Ra7 Bf1 2. Ra2 Bh8 3. Ra8+ Kg7 4. Ra1±;
2. ... Bf6 3. Rf2 Be7+ 4. Kb3 Ba6 5. Nd5+ Ke8 6. Nc7±;
2. ... Bg7 3. Rf2 Ba6 4. Ne6++ Kg8 5. Rg2±; 2. ... Bc1
3. Rf2 Ba6 4. Ne2+±.

Immurement of the Bishop in the corner of the board occurs in both Nos. 489 and 490 by H. Rinck, but I would say No. 490 is more interesting.

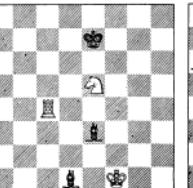
486. F. Amelung
Tidskrift för Schack, 1800

487. H. Rinck
Revue suisse d'échecs, 1923
1st Prize



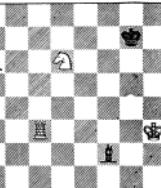
White to play and win

487. H. Rinck
Revue suisse d'échecs, 1923
1st Prize



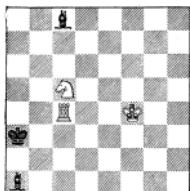
White to play and win

488. H. Rinck
Časopis Československých Šachistů, 1923



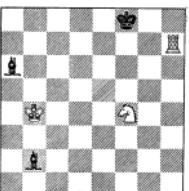
White to play and win

489. H. Rinck
L'Italia Scacchistica,
1923



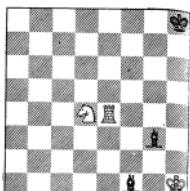
White to play and win

490. H. Rinck
České Slovo, 1924
2nd Prize



White to play and win

491. H. Rinck
L'Italia Scacchistica,
1924



White to play and win

No. 491. 1. Kg1 Ba6 2. Nf5 Bc7 3. Re8+ Kh7 4. Re7+ Kg6 5. Ne3 Bf4 6. Ng2 Kg5 7. Rg7+ Kf6 8. Ra7±.

No. 492. 1. Kb6 Be4 2. Rd4 Bg6 3. Rh4+ Kg1 4. Rg4+ Kf2 5. Nd5 Bh5 6. Rf4+ Bf3 7. Rx f8±; 1. ... Bh6 2. Rd1+ Kh2 3. Ng4(f1)+±.

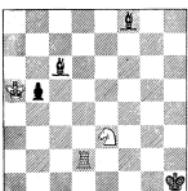
No. 493. 1. Kg3 Bh1 2. Re8+ Ka7 3. Re1 Bb2 4. Nx b5+ Kb6 5. Rx h1 Bc5+ 6. Kf3 Kxb5 7. Rh5±; 5. ... Kxb5 6. Rb1±; 1. ... Bb7 2. Re8+ Ka7 3. Re7±.

No. 494. 1. Nh4 Bh3 2. Kg3 Be6 3. Nf3 Be3(b6) 4. Re2(c6)±.

No. 495. 1. Nd5+ Ka3 2. Rc3+ Ka4 3. Re8 Bb4 4. Ra8+ Ba5 5. Nx b6+ Kb4 6. Nd5+ Ka4 7. Nc3+ Kb4 8. Rb8±; 2. ... Ka2 3. Rb3 Ba4 4. Nc3+±; 1. ... Ka5 2. Ra7+ Ba6 3. Nc7±.

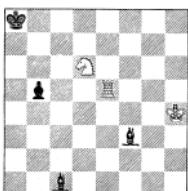
No. 496. 1. Ne5 Bc2(e4) 2. Re3 Bd2(f2) 3. Re2 Bf5+ 4. Nd7+±; 1. ... Bb1 2. Rf1 Bc3(g3) 3. Rx b1 Bxe5 4. Re1±;

492. H. Rinck
L'Italia Scacchistica,
1924



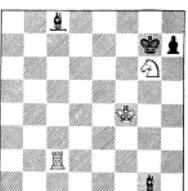
White to play and win

493. H. Rinck
L'Italia Scacchistica,
1924



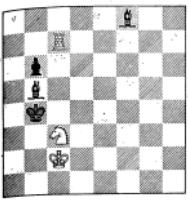
White to play and win

494. H. Rinck
L'Italia Scacchistica,
1924



White to play and win

495. H. Rinck
L'Italia Scacchistica,
1924



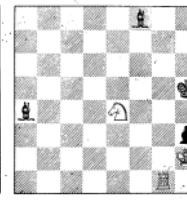
White to play and win

496. H. Rinck
L'Italia Scacchistica,
1924



White to play and win

497. H. Rinck
L'Italia Scacchistica,
1924



White to play and win

1. ... Bh5 2. Rh3 Bf7 3. Rh8+ Ke7 4. Rh7 Ke6 5. Nxf7±; 1. ... Bh7 2. Nd7 Bh4 3. Re3+ Kf7(Be7) 4. Rh3(Nf6+)±; 2. ... Ke7 3. Re3+ Kd6 4. Rx e1±.

No. 497. 1. Rg8 Bb4 2. Ng3+ Kh4 3. Rd8 Bc5 4. Re8 Bg1+ 5. Kxg1 Kxg3 6. Rc3+ K∞ 7. Re4+±; 3. ... Bc3 4. Rc8 Be5 5. Re4+±.

No. 498. 1. Ne2 Be3 2. Re5 Bh6 3. Kf2 Bb7 4. Re8+ K∞ 5. Re7+±.

No. 499. 1. Nd6 Ba6 2. Ra4 Be2 3. Ra2 Bf4 4. Ne8+ Kf7 5. Rx e2±; 1. ... Bd7 2. Re7+ Kf6 3. Rx d7 Ke6 4. Rd8 Ba5(g5) 5. Ra8(g8)±.

No. 500. 1. Ra7+ Kb5 2. Ra8 Bh5 3. Rh8 Be2 4. Rh2 Bf1 5. Rh1 Bf4 6. Rx f1 Bx e5 7. Rf5±; 4. ... Bc4+ 5. Nxc4 Kxc4 6. Rc2+±.

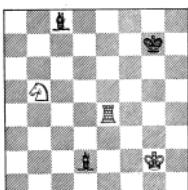
No. 501. 1. Ne5+ Kh8(h7) 2. Kb2 Bf5 3. Rf4±.

498. H. Rinck
L'Italia Scacchistica,
1924



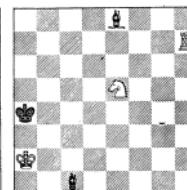
White to play and win

499. H. Rinck
L'Italia Scacchistica,
1924



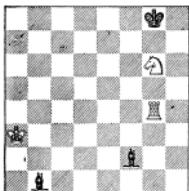
White to play and win

500. H. Rinck
L'Italia Scacchistica,
1924



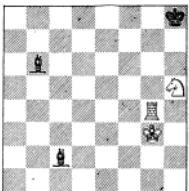
White to play and win

501. H. Rinek
L'Italia Scacchistica,
1924



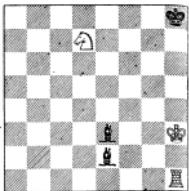
White to play and win

502. H. Rinek
L'Italia Scacchistica,
1924



White to play and win

503. H. Rinek
L'Italia Scacchistica,
1924



White to play and win

No. 502. 1. Nf6 Bb3 2. Rb4 Bc7+ 3. Kf2 Bf7 4. Rb7 Kg7
5. Ne4 Bf4 6. Kf3 Be5(h6, c1) 7. Ng5(g6)±.

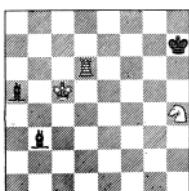
No. 503. 1. Kg3+ Kg8 2. Re1 Bb5 3. Nf6+ Kg7 4. Nh5+ Kh6(g6) 5. Rx e3 Kxh5 6. Re5+±; 3. . . . Kf7 4. Ne4 Bd4 5. Nd6+±; 1. . . . Kg7 2. Re1 Bb5 3. Rx e3 Bx d7 4. Re7+±.

No. 504. 1. Kb5 Be1 2. Nf3 Bf2 3. Rd2 Bg3 4. Rd3 Bg8 5. Ng5+ Kxg5 6. Rx g3±; 1. . . . Bc3 2. Rd3 Bf6 3. Rx b3 Bxh4 4. Rh3±.

No. 505. 1. Kb6 Bf1 2. Ng3 Bg2 3. Rd2 Bf3(a8) 4. Rf2(d8)±; 1. . . . Be2 2. Ng3 Bh5 3. Rh4 Kg5 4. Rx h5+ Kg4 5. Rh8±.

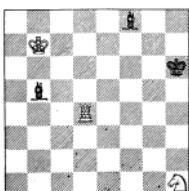
No. 506. 1. Re5 Bb1 2. Ng5+ Kf8 3. Re1 Bf5+ 4. Kb7 Bf2 5. Rf1±; 1. . . . Bg2(a8, c6, f3) 2. Nf4(c7, d4, d8, g5)±; 1. . . . Bc2(h7, d3) 2. Nd4(g5, f4)±.

504. H. Rinek
L'Italia Scacchistica,
1924



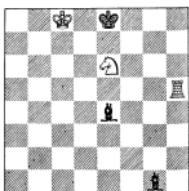
White to play and win

505. H. Rinek
L'Italia Scacchistica,
1924



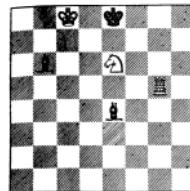
White to play and win

506. H. Rinek
L'Italia Scacchistica,
1924



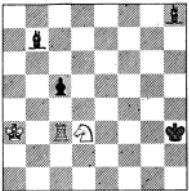
White to play and win

507. H. Rinek
L'Italia Scacchistica,
1924



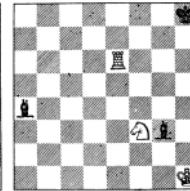
White to play and win

508. H. Rinek
L'Echiquier, 1925



White to play and win

509. H. Rinek
Chemnitzer Tageblatt,
1925



White to play and win

No. 507. 1. Re5 Bh1 2. Re1 Kf7 3. Rxh1 K×e6 4. Rh6+±; 1. . . . Bg6 2. Nf4+ Kf7 3. Nxg6 K×g6 4. Re6+±; 1. . . . Bg2(a8, c6, f3) 2. Nf4(c7, d4, d8)+±; 1. . . . Bc2(h7, d3) 2. Nd4(g5, f4, c5)+±.

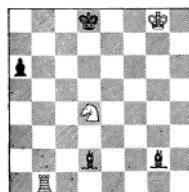
No. 508. 1. Rb3 Bg2 2. Ne5+ Kh2 3. Ng4+ Kg1 4. Rb4+ Bf1 5. Ne3±; 1. . . . c4 2. R×b7 cd 3. Rh7+±.

No. 509. 1. Kg2 Bc7 2. Nd4 Bf4 3. Ra6 Bd1 4. Ra1 Bg4 5. Rh1+ Kxg5 6. Rh4±; 2. . . . Kg8 3. Rg6+ Kf8 4. Ra6 Bd7 5. Ra7±.

No. 510. 1. Rd1 Bd5+ 2. Kh7 Be4+ 3. Kg7 Bc3 4. Kf7 Bd5+ 5. Ne6+ Kc8 6. Rx d5±; 4. . . . Kc8 5. Re1±; 4. . . . Bb2 5. Nb5+ Kc8 6. Nd6+±.

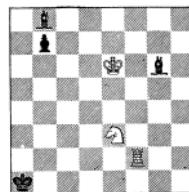
No. 511. 1. Rf8 Bg3 2. Rf1+ Bb1 3. Nc4 Ka2 4. Rf3 Be1 5. Ra3×; 2. . . . Ka2 3. Rg1 Bf2 4. Rg2±; 1. . . . Bc7 2. Nd5 Ba5 3. Ra8 b6 4. Nxb6±.

510. H. Rinek
L'Italia Scacchistica,
1925-26
2nd Prize



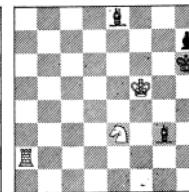
White to play and win

511. H. Rinek
Tribune de Genève, 1926



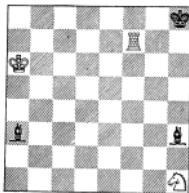
White to play and win

512. A. Gherbstman
L'Echiquier, 1928



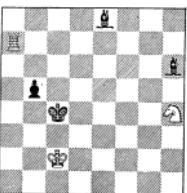
White to play and win

513. H. Rinck
Neue Leipziger Zeitung,
1929
2nd Prize



White to play and win

514. T. Gorghiayev
Magyar Sakkvilág, 1929



White to play and win

515. R. Aleksandrov
Shakhmatny listok, 1930



White to play and win

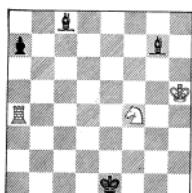
No. 512. 1. Kg4 Be5 2. Ra6+ Kg7 3. Re6 Bd7 4. Nf5+ Kf7 5. B×e5±; 1. ... Be1 2. Ra6+ Kg7 3. Re6 Bd7 4. Nf5+ Kf7 5. Re7+±; 1. ... Bb8 2. Ra8 Bd7+ 3. Kh4 Bf4 4. Ra6+ Kg7 5. Ng2 Bb8 6. Rb6 Be5 7. Rb7±.

No. 513. 1. Rf3 Bc8+ 2. Kb6 Bb4 3. Rf4 Bd6 4. Rd4 Be7 5. Re4 Bd8+ 6. Ka7 Bd7 7. Rd4±; 3. ... Ba3 4. Ra4 Bf8 (b2, c1) 5. Ra8±; 1. ... Bg2 2. R×a3 B×h1 3. Rh3±.

No. 514. 1. Ra6 Bg5 2. Nf3 Bd8 3. Ra8 Bg6+ 4. Ke1 Bc7(f6) 5. Rc8(a6)±; 1. ... Bf8 2. Ra8 Be7 3. R×e8 B×h4 4. Re4±; 1. ... Bg7 2. Nf5 Be5(f8) 3. Re6(a8)±; 1. ... Bf4 2. Re6 Bd7 3. Re4±.

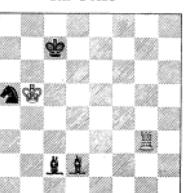
No. 515. 1. Rd1 Bc3 2. Rd3 Bb4 3. Rd4 Ba5 4. Ra4 Rf7 5. R×a5+ Kb6 6. R×f5 B×g6 7. R×f6±.

516. J. Fritz
Československý Šach, 1930
Commendation



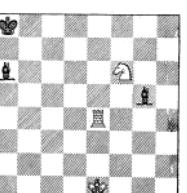
White to play and win

517. A. Dall' Ava
L'Echiquier de Paris,
1954
4th Prize



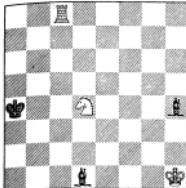
White to play and win

518. G. Zakhodyakin
64, 1930
(revised 1975)



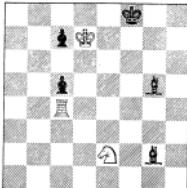
White to play and win

519. R. Aleksandrov
64, 1930



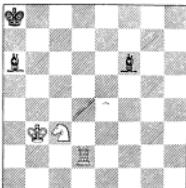
White to play and win

520. A. Gherbstman
64, 1931
3rd Prize



White to play and win

521. G. Zakhodyakin
64, 1933



White to play and win

No. 516. 1. Kg6 Bc3 2. Rc4 Bd2 3. Ng2+ Kf1 4. R×c8 K×g2 5. Rc2±; 1. ... Bf8 2. Re4+ Kf1 3. Re8 Bd6 4. R×c8 B×f4 5. Rf8±.

No. 517. 1. Ne4 Be1 2. Re3 Bh4 3. Re3 Bh7 4. Rh3±; 1. ... Bf4 2. Re3 Bh7 3. Rf3 Bf∞ 4. Rf7±; 1. ... Bh6 2. Rc3 Bh7 3. Rh3±.

No. 518. 1. Nh7 Bc1 2. Kd1 Bh2 3. Kc2±; 2. ... Bd3 3. Re8+ Kb7 4. K×c1 B×h7 5. Re7±.

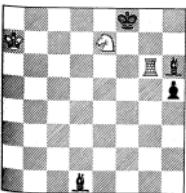
No. 519. 1. Re1 Bb3 2. Ra1+ Kb4 3. Rh1 Kc3 4. R×b3+ K×d4 5. Rb4±; 1. ... Bg4 2. Re4+ K∞ 3. Nb5(b3)+±.

No. 520. 1. Nf4 Bf1 2. Ne6+ Kg8! 3. Rg4 Bh3! 4. Rg3!± (4. R×g5? Kf7 5. Re5 Kf6=).

No. 521. 1. Ne4 Be7 2. Rd7 Bh4 3. Rh7 Be1 4. Rh1 Ba5 5. Ra1±.

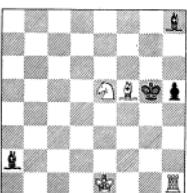
No. 522. 1. Nf5 Bc1(d2) 2. Rg4(d6) Bg4 3. R×c1(R×d2) B×f5 4. Rf1(f2)±.

522. H. Rinck
L'Italia Scacchistica,
1924



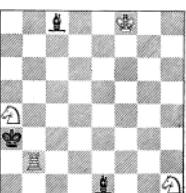
White to play and win

523. T. Gorghiayev
Shakhmatny v SSSR, 1938
Commendation



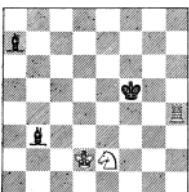
White to play and win

524. J. Fritz
Schackvärlden, 1939
3rd Hon. Mention



White to play and win

525. L. Prokès
1943



White to play and win

526. G. Kasparyan
Shakhmaty v SSSR, 1945

White to play and win

527. F. Prokop
British Chess Magazine,
1949

White to play and win

No. 523. 1. Bb1! B×b1 2. Nf7+ Kg6 3. Nxh8+ Kg7 4. Nf7 K×f7 5. 0-0+±.

No. 524. 1. Rb8 Bf5! 2. Nc5 Bb4 3. Kf7 B×c5 4. Rb5 Be4 5. Ng3 Bd5+ 6. Kg6 Bf2 7. R×d5 B×g3 8. Rd3+±.

No. 525. 1. Rh7 Bb6 2. Rb7 Ba5+ 3. Kd3 Ba4 4. Nd4+ Kc5 5. Ra7±; 1. . . . Bf2 2. Rh3 Bd5 3. Rh5+ Ke6(e4) 4. Nf4(c3)+±.

No. 526. 1. Kg4 Bf1 2. Rh1 Bd2 3. Nb3 Be2+ 4. Kh3! Bc3 5. Re1 Bb4 6. Nd4 Bd2 7. Rc2 Bf1+ 8. Kg4 Be1 9. Rc1±.

No. 527. 1. Ne1+ Kg3 2. Rg8+ Bg4 3. Nd3 Bf4 4. Ke6 Be3 5. Ne5±; 4. . . . Kf3 5. Rf8± (see No. 528).

No. 528. 1. Bh4+ Kf1 2. B×e1 Ba7+ 3. Kb4 B×e3 4. Rd7 K×e1 5. Nc2+ Kf2 6. Rf7+ Bf3 7. Kb5±. It is interesting to compare this endgame with No. 527. An attentive examination shows that their final positions are almost alike, the only difference is that the one in No. 528 has been moved one square down the diagonal.

528. L. Mitrofanov
Shakhmaty v SSSR, 1956

White to play and win

529. F. Richter
1953

White to play and win

530. G. Kasparyan
Shakhmaty v SSSR, 1962
2nd Hon. Mention

White to play and win

onal. It must be added that the set-up at the start and the initial play in No. 528 leave much to be desired. Such a change in a well-known position can hardly be considered a development for it does not attain the main aim, namely, to improve the play or to introduce new elements.

No. 529. 1. Rh4+ Kg7 2. Ne6+ Kf6 3. Nd8 Be8 4. R×h8 Ke7 5. Nb7 Bc6+ 6. K×h2 B×b7 7. Rh7+±.

No. 530. 1. Nc5+ Kc6 2. Nd3 Bg4+ 3. Kd2 (3. Kc2? Bf5=) 5. . . . Ba1 4. Rh1 Bg7 5. Rh7 (5. Rg1? Bh6+ 6. Kc3 Bf5=) 5. . . . Ba1 6. Ra7 Bh8 (6. . . . Bd4 7. Ra4 Kd5 8. Nb4+ Kc5 9. Nc2±) 7. Ra8 Bg7 8. Ra6+ Kb5 9. Rg6±.

Rook and Bishop Trap Bishop and Knight

As noted above, the Rook plus Knight can act in coordination against two minor pieces and set up various kinds of attack. The actions of the Rook and Bishop against two minor pieces have their specific features. Knight forks are absent, but new possibilities arise: employment of batteries, instantaneous shifting of the minor piece from one end of the board to the other, greater use of geometric and pinning motifs.

The high heat of these battles is demonstrated by endgames Nos. 531-83. In most of them the trapping of pieces takes place on several squares, which makes it difficult to follow and establish the interconnection between the endgames. That will be done in only a few cases.

Nos. 531 and 532, joint efforts by B. Horwitz and J. Kling, are typical analytical studies and are presented here as models of creativity by 19th-century composers.

No. 531. 1. Rg8+ Kh6 2. Rg4 Bc5 3. Rc4 Ba3 4. Ra4 Bc5 5. Ra5 Bb4 6. Rb5 Ba3 7. Bc2 Kg7 8. Rg5+ Kh6 9. Rg8 Bb2

531. B. Horwitz and
J. Kling
1851

White to play and win

532. B. Horwitz and
J. Kling
1851

White to play and win

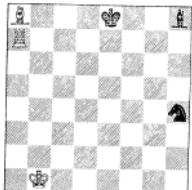
533. F. Ameling
Deutsche Schachzeitung,
1902

White to play and win

122

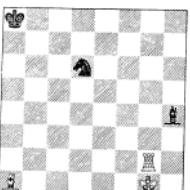
123

534. H. Rinck
Basler Nachrichten, 1924
1st Hon. Mention



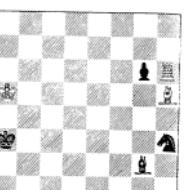
White to play and win

535. H. Rinck
Basler Nachrichten, 1924
2nd Prize



White to play and win

536. L. Kopáč
Sach, 1941



White to play and win

10. Rg3 Be5 11. Re3 Bd4 12. Rh3+ Kg7 13. Rg3+ Kh6 14. Kf8 Be5 15. Re3 Bd4 16. Re6+ Kg5 17. Kg8 Bb2 18. Ba4 Ng6 19. Be8 Nh8 20. Rb6 Bc3 21. Rb5+ Kf4 22. Rb7 Kg5 23. Rg7+ Kh6 24. Rc7 Bd4 25. Rd7 Be5 26. Rd5±.

No. 532. 1. Bd3 Kh6 2. Bc2 Be4 3. Rb1 Bd2 4. Rh1+ Kg7 5. Rh7+ Kg8 6. Rb7±; 2. . . . Kg7 3. Rb7+ Kf6 4. Rh7 Ng6 5. Rh6±.

No. 533. 1. Rh7 Ne8 2. Bb5+ Kd8 3. Rh8±; 1. . . . Ke8 2. Ke6 Bf8 3. Bg6+ Kd8 4. Rh8±; 1. . . . Nb7 2. Bb5+ Kd8 3. Kc6 Na5+ 4. Kb6 Bb4 5. Rd7+ Kc8 6. Rd3±.

No. 534. 1. Be6+ Kf8 2. Ra8+ Kg7 3. Be4±.

No. 535. 1. Rg4 Be1 2. Km1 Ba5 3. Ra4 Nb7 4. Bc3±; 1. . . . Be7 2. Rg8+ Kb7 3. Rg7 Ne8 4. Bf6±; 1. . . . Bd8 2. Rg8 Nb7 3. Bf6±. In three analogous variations the Bishop is won by means of a pin.

537. J. Fritz
1951



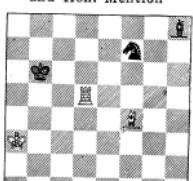
White to play and win

538. J. Fritz
1954



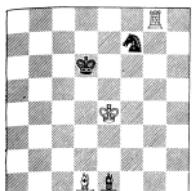
White to play and win

539. H. Rinck
Basler Nachrichten, 1924
2nd Hon. Mention



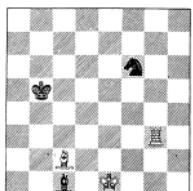
White to play and win

540. H. Rinck
Basler Nachrichten, 1924



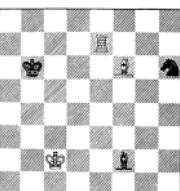
White to play and win

541. F. Prokop
Basler Nachrichten, 1924



White to play and win

542. F. Prokop
Prager Presse, 1924



White to play and win

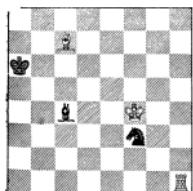
No. 536. 1. Bf3 B×f3 2. Rxh3±; 1. . . . Bf1 2. Be2 B×e2 3. R×h3+ Kb2 4. Rh2±; 2. . . . Bg2 3. R×g6 Nf4 4. Rg3+ Kb2 5. Rg2 N×e2 6. R×g2±.

No. 537. 1. Bf1 Be4 2. Bg2+ Kf4 3. Ra4 Ne6+ 4. Kd6 Ng5 5. B×e4 N×e4+ 6. Kd5±; 2. . . . Ke3 3. Ra3+ Bd3 4. Bf1 Ne6+ 5. Kb4 Nf4 6. B×d3 N×d3+ 7. Kc4±. Here the capture of the pinned Knight in two echo variations has been carried out.

No. 538. 1. Ba4+ K×a4 2. R×a7+ Ba5 3. Bd8 Nb3 4. B×a5 N×a5 5. Kc5 b5 6. Kb6±; 2. . . . Kb3 3. R×b7+ Bd4 4. Be7 Na2 5. B×b4 N×b4+ 6. Kc5±; 3. . . . Kc2 4. Rc7 Na2 5. B×c3 N×c3+ 6. Kd4±. A vertical pin does in the Knight three times in the repeating echo play.

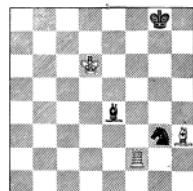
No. 539. 1. Rf5 Nd8 2. Rf8 Ne6 3. Be3+ Bd4 4. Rf6 B×e3 5. R×e6±.

543. F. Prokop
Basler Nachrichten, 1924
3rd Prize



White to play and win

544. F. Prokop
Prager Presse, 1924



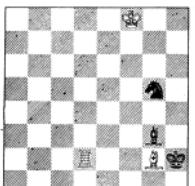
White to play and win

545. F. Prokop
Basler Nachrichten, 1924



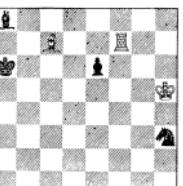
White to play and win

546. H. Rinck
Basler Nachrichten, 1925



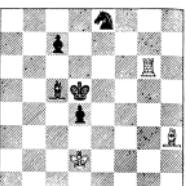
White to play and win

547. H. Rinck
Basler Nachrichten, 1925



White to play and win

548. H. Rinck
Tribune de Genève, 1926



White to play and win

No. 540. 1. Bh5 Ne5 2. Rd8+ Kc7 3. Rd1 Bg3 4. Rg4 Bf2(h2) 5. Rg2±.

No. 541. 1. Kd1 Bf4 2. Rf3 Nd5 3. Be4 Ne3+ 4. Ke2 Bg5 5. Rg3 Bf4 6. Rh3 Kc4 7. Kf3 Bg5 8. Rh5±; 2. . . . Be5 3. Rf5 Nd7 4. Bb3 Kc5 5. Be6±.

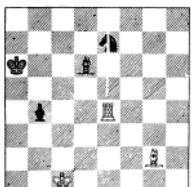
No. 542. 1. Eg5 Ng4 2. Re4 Nh2 3. Kd1 Kc5 4. Ke2 Kd5 5. Ra4 Bg3 6. Bf4±; 1. . . . Ni5 2. Rf7 Nd4+ 3. Kd3 Bg1 4. Rf1±.

No. 543. 1. Re1 Bd5 2. Rc5 Nd4! 3. Ke5 Ne6 4. Ra5+ Kb7 5. Bd6 Be4 6. Ra4 Bb5 7. Rb4±; 2. . . . Ba8 3. Ra5+ Kb7 4. Kxf3±.

No. 544. 1. Ke5 Be6 2. Bg2 Be8 3. Bd5+ Kh7 4. Rh2+ Nh5 5. Bf3 Kh6 6. Bxh5 Bxh5 7. Kf6±.

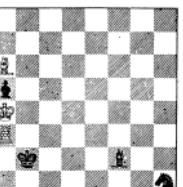
No. 545. 1. Kb2 Bh7 2. Re7Bg8 3. Re6+ Kc5 4. Rg6 Bh7 5. Rg7 Ne5 6. Rxg5 Kd6 7. Bg3±; 1. . . . Bi5 2. Rf3 Nd6 3. Bb4 g4 4. Rf4 g3 5. Bxd6 g2 6. Be5+±.

549. F. Prokop
Ceské Slovo, 1927



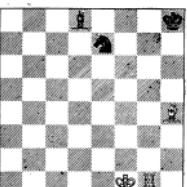
White to play and win

550. Y. Somov-
Nasimovich
64, 1928
2nd Hon. Mention



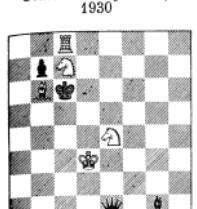
White to play and win

551. T. Gorghihev
Shakhmaty, 1929
2nd Prize



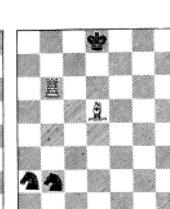
White to play and win

552. T. Gorghihev
Československý Šach,
1930



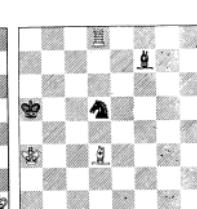
White to play and win

553. A. Hildebrand
Tidskrift för Schack, 1955



Black to play, White to win

554. A. Gherbstman
Nauka i zhizn, 1968



White to play and win

No. 546. 1. Bc6+ Kh3 2. Bd7+ Kh4 3. Rd4+ Kh5 4. Be8+ Kh6 5. Rg4 Be1 6. Kg8 Nf3 7. Rg6+ Kh5 8. Rg3+±.

No. 547. 1. Kg4 Ng1 2. Rf1 Ne2 3. Ra1+ Kb7 4. Be5±.

No. 548. 1. Bd7 Nd6 2. Kd3 Nb7(e4, 17, e4) 3. Bc6(e6)+±.

No. 549. 1. Re6 Ne8 2. Rf6 Ka7 3. Bh3 Be7 4. Rg6 Kb8

5. Rg8±; 3. . . . Be5 4. Rf7+ Kh8 5. Rf8±.

No. 550. 1. Rh3 Ng3 2. Rh2 Ne4 3. Bb7 Ne3+ 4. K×a5

Nd1 5. Bf3 Kc1 6. Rh1±; 3. . . . Ne5+ 4. K×a5 N×b7+

5. Kb4 Nd6 6. R×f2+ Kc1 7. Rf4 Ne8 8. Kc5±.

No. 551. 1. Bf6+ Kh7 2. Rg7+ Kh6 3. Rf7 Kg6 4. Rf8 Ne6! 5. B×d8 Kg7 6. Re8 Kf7 7. Rh8 Kg7 8. Bf6+! K×f6 9. Rh6± (see Nos. 552 and 553). The simple set-up with keen and graceful play makes a wonderful impression. Such endgames are always a pleasure.

No. 552. 1. Nd5+ K×d5 2. Nf6+ Ke6 3. Re8+ K×f6 4. Bd8+ Qe7 5. R×e7 Bb6 6. Re8+ Kf7 7. Rh8 Kg7 8. Bf6+ K×f6 9. Rh6±. This endgame closely resembles the final combination in No. 551 but considerably cedes the palm to it in economy of material.

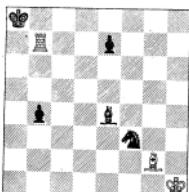
No. 553. 1. . . . Na4 2. Rd6+ Kc7 3. Rc6+ Kd7 4. Ra6 N2c3 5. Be6+ Kc7 6. B×a4 Kb7 7. Ra5 Kb6 8. Ra8 Kb7 9. Be6+ K×c6 10. Rc8+±. Here there is a different correlation of forces than in the previous two endgames, but the idea is the same. The Knight plays the role of Black's Bishop.

Nos. 551-53 have the same finale. One can say that since No. 551 was published first the other two have no value.

No. 554. 1. Bg6! Be6 (1. . . . B×g6 2. R×d5+ Kc6 3. Rd6+±) 2. Bf5! Bf7 (2. . . . Nc7 3. B×e6 N×e6 4. Rd5+ Kc6 5. Rd6+±) 3. Rd7 Bg8 4. Rg7 Nf6 (4. . . . Ne3 5. R×g8 N×f5 6. Rg5±) 5. Rg6±.

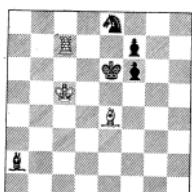
No. 555. 1. R×b4! (Despite the capture of the Pawn, there is a fine point in this move. Black extricates himself after 1. R×e7?

555. A. Fred
Chess Life, 1969



White to play and win

556. V. Novikov
64, 1929



White to play and win

557. N. Andreyev
64, 1930



White to play and win

Bc6! 2. Rc7 Bd5 3. Rc8+ Ka7 4. Rf8 b3 5. Bxf3 b2=, or 3. Rc5 Bb7 4. Rb5 Ka7 5. Rx b4 Bc6 6. Rf4 Ne5=) 1. ... Bc6! 2. Rb6 Be4 (2. ... Bd5 3. Ra6+ Kb8 4. Ra3±) 3. Re6 Bb7 (3. ... Bd5 4. Re3±) 4. Rx e7 Bc6 (4. ... K∞ 5. Rf7±) 5. Rc7 (5. ... Re6? 6. Kb7=) 5. ... Be4 (5. ... Bd5 6. Re3+; 5. ... Bb7 6. Rf7±) 6. Rc4 Bb7 7. Ra4+! (7. Rc3? Nh4!=, 7. Rf4? Ne1=) 7. ... Kb8 8. Rb4 K∞ 9. Rb3 Bd5 10. Ra3(c3)+ K∞ 11. Bxf3±. An interesting endgame with subtle Rook versus Bishop play.

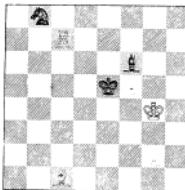
No. 556. 1. Ra7 Bb3 2. Ra3 Bd4 3. Re3±.

No. 557. 1. Bf4 Na5 2. Ra7 Ne4+ 3. Kc3 Bd5 4. Kd4 Be6 5. Bg5+ Kc8 6. Re7 Bg8 7. Re8±.

No. 558. 1. Rb7 Nc6 2. Bb2+ Nd4 3. Bxd4+ Kxd4 4. Kf5 Bh8 5. Rh7 Be5 6. Rd7+± (see Nos. 559 and 560).

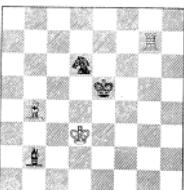
No. 559. 1. Rg2 Be1 2. Rg1 Bf4 3. Bxd6+ Kxd6 4. Ke4 Bh2 5. Rg2 Be5 6. Rg6+±.

558. F. Richter
Narodní Listy, 1931



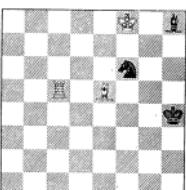
White to play and win

559. J. Gunst
Moravská Ostrava Morgenzeitung, 1937
Tie for 2nd Prize



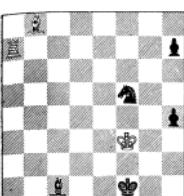
White to play and win

560. J. Fritz
Rudé právo, 1947



White to play and win

561. D. Grechkin
Shakhmatny listok, 1931



White to play and win

562. M. Liburkin
64, 1931
1st Prize



White to play and win

563. V. Halberstadt
1931



White to play and win

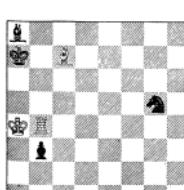
No. 560. 1. Kf7 Ne4 2. Rc4 Kg5 3. Rx e4 Kf5 4. Rf4+ Kxe5 5. Rh4 Bf6 6. Rh5+±.

Nos. 558-60, in which Black's Bishop is captured because its King stands in the way, are kindred in play and finale.

No. 561. 1. Rf7 Ne3 2. Bf4 Ne4 3. Rd7 Ke1 4. Re7+ Kd1 5. Bxc1 Kxc1 6. Rc7±; 1. ... Ng3 2. Rd7 Ke1 3. Ba7 Bd2 4. Bf2+ Kd1 5. Be3 Nf1 6. Bx d2 N x d2+ 7. Ke3±.

No. 562. 1. Rc7+ Kb8 2. Rb7+ Ka8 3. Be8 N x c6 4. Rx b6 Nb4! 5. Bf7! Be8 6. K x b4 B x f7 7. Rh6 Bd5 8. Kc5 B∞ 9. Kb6±. This endgame, published throughout the world, was met everywhere with admiration. Its value consists in sharp play by both White and Black that leads to the sudden trapping of the Bishop. But an unexpected circumstance compels us to reconsider this endgame's significance and value. It turns out that on the seventh move White is by no means compelled to play Rh6. He can employ a more prosaic method of winning: 7. Kc5 Ka7 (7. ... Be8 8. Kd6)

564. Z. Birnov
Shakhmat v SSSR, 1932



White to play and win

565. M. Aizenshtat
Shakhmat v SSSR, 1932



White to play and win

566. Y. Somov-Nasimovich
Shakhmat v SSSR, 1937

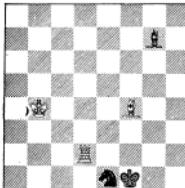


White to play and win

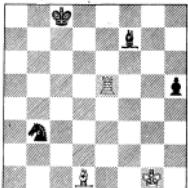
567. J. Fritz
Československý Šach
1934

568. L. Kubbel
Tourney Marking 20th
Anniversary of the
USSR Young Communist
League, 1938
3rd Prize

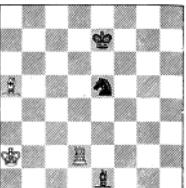
569. L. Kubbel
64, 1939



White to play and win



White to play and win



White to play and win

8. Kc6Bg8 9. Kc7, and there appears the well-known theoretical position by B. Horwitz and J. Kling, in which White wins: 9.... Bh7 10. Rh6Bg8 11. Rg6Bh7(f7) 12. Rg7±. This considerably lowers the value of No. 562.

No. 563. 1. Rg7 Bh6 2. Bf3+ Kh2 3. Rg2+ Kh3 4. Rg8 Kh4 5. Ka2 d5 6. Kd1 d4 7. Kc2 d3+ 8. Kd1 d2 9. Be2±.

No. 564. 1. Bb6+ Ka6 2. Be3 Nf3 3. Rb6+ Ka7 4. Rx b3+ Ka6 5. Rb6+ Ka7 6. Rf6+ Kb8 7. Rf8+±.

No. 565. 1. Rg7 Ne5 2. Bd7+! Bxd7 3. Rg8+ Be8 4. Rx e8+ Kd7 5. Rx e5±; 2. ... Nx d7 3. Rg8+ Nf8 4. Rx f8+ Kd7 5. Rx f5± (see No. 566).

No. 566. 1. Be8 Nd3 2. Rx e7 Nxc5 3. Bb7+! Bxb7 4. Re8+ Be8 5. Rx c8+±; 3. ... Nx b7 4. Re8+ Nd8 5. Rx d8+±.

The combinations with the sacrifice of White's Bishop in Nos. 565 and 566 are identical. But the former is better in construction and play.

No. 567. 1. Bg3 Ng2 2. Rd7 Bf8+ 3. Kb5! Ba3 4. Rf7+ Kg1 5. Bf2+ Kh2 6. Rh7+±.

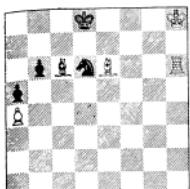
No. 568. 1. Re7 Bc4 2. Re3 Na5 3. Ra3 Nc6 4. Rc3 Bd5 5. Rc5 Be4 6. Be2 Bf3 7. Kf2 Bh1 8. Rx h5 Nd4 9. Rx h1 Nx c2 10. Rc1±; 1. ... Bd5 2. Re3 Na5 3. Re5 Bb3 4. Rc5+ Kd7 5. Rx a5 Bx d1 6. Rd5+±.

No. 569. 1. Re2 Bg3 2. Be1 Bf4 3. Re4 Bh2 4. Bf2 Ks 5. Rh4 Nf3 6. Rh3±.

No. 570. 1. Bd5 Ba8 2. Rg6! Bb7 3. Rx d6+ Kc7 4. Bxb7 Kxd6 5. Ba6±.

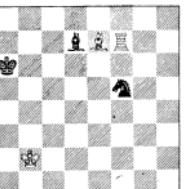
No. 571. 1. Bd8 Bc8 2. Re7 Bb7 3. Rc5 Be4 4. Re5 Fd3 5. Kc3 Bb1 6. Re1 Ba2 7. Ra1±; 1. ... Be6 2. Rf6 Nd4 3. Kc3 Nb5+ 4. Kd3±.

570. J. Marwitz
Tijdschrift v. d. KNBS
1941



White to play and win

571. L. Prokeš
1942



White to play and win

F. Prokop
1943



White to play and win

No. 572. 1. Bd8 Nc3 2. Rg1 Bb2 3. Rx g6+ Ka7 4. Bff Nd1 5. Rg3 Bxf6 6. Kxf6 Kb6 7. Rd3 Nf2 8. Rd4 Kb5 9. Kf5 Kc5 10. Rd2±; 1. ... Nc1 2. Rg1 Bb2 3. Rx g6+ Ka7 4. Bb6+ Kb7 5. Be3 Ba3 6. Rb6+ Kc7 7. Ra6 Bb2 8. Ke6 Nd3 9. Ra5 Ke6 10. Rd5±; 9. ... Bh8 10. Rd5 Ne1 11. Rh5 Ba1 12. Rc5+ Kb7 13. Rc1 Ng2 14. Bg5 Bd4 15. Kd5 Be3 16. Bxe3 Nxe3+ 17. Ke4 Ng4 18. Rf1±.

No. 573. 1. Ra1 Bb7 2. Ra5 Bc8 3. Be2 Nc7 4. Rc5 Ba6 5. Bh5 Ne6 6. Rc6 Ng7 7. Rf6+ Kg8 8. Bf7+±; 5. ... Na8 6. Bf3 Nb6 7. Rc6 Bb7 8. Rx b6 Bxf3 9. Rf6+±; 2. ... Nb4 3. Rb5 Nd3+ 4. Kd2 Be4 5. Ke3 Bb7 6. Bf3 Kg7 7. Be4±.

No. 574. 1. Re4 Bf3 2. Rf4 Bc6 3. Rf6! Be8 4. Kg3 Bg6 5. Bxg6+ hg 6. Rb6 Nd8 7. Rd6 Nf7 8. Rd7 Ng5 9. Re7!±; 2. ... Bg4 3. Kg3 Bd7 (3. ... Be8 4. Rc4 Be6 5. Rf4±) 4. Rf6! Kg5 5. Rb6 Ne5 (5. ... Na5 6. Rd6 Bc6 7. Re6±)

573. F. Prokop
1943



White to play and win

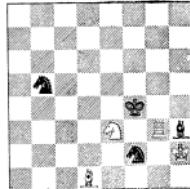
574. G. Kasparyan
Sverdlovsk Sports
Committee Tourney
1946

Tie for 2nd Prize



White to play and win

575. S. Isenegger
1947



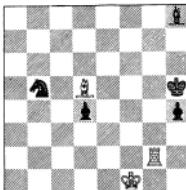
White to play and win

576. J. Gunst
Shakhmaty v SSSR, 1948



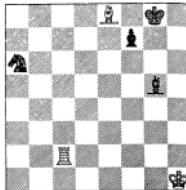
White to play and win

577. L. Prokeš
1948



White to play and win

578. L. Prokeš
British Chess Magazine,
1949



White to play and win

6. R_db6 Be6 7. R_cb6±. The main variation leads to the trapping of the Knight in a position of mutual zugzwang, and this lends the endgame its interest.

No. 575. 1. Rf3+ Ke4 2. R×f2 K×e3 3. Re2+ Kd3 4. Re8! Bf1 5. Rf8 Be2 6. Rd8+±.

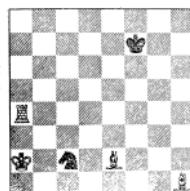
No. 576. 1. Bd7 Ng7 2. gh B×h7 3. Rh8 Kh6 4. Bg4 a4 5. Kd2 a3 6. Ke3 Kg6 7. Kb3 Kh6 8. K×a3, and White wins by transferring the King to e7.

No. 577. 1. Rg8 Be5 2. Bf7+ Kh6 3. Rg6+ Kh7 4. Rg5 Nd6 5. Bg6+ Kh6 6. R×e5 K×g6 7. Re6+±; 1. . . . Bf6 2. Bf7+ Kh6 3. Rg6+±.

No. 578. 1. Bb5 Nb4 2. Rg2 f6 3. Rb2 Nd5 4. Bc4±.

No. 579. 1. Kb2 Bd3 2. Be4 B×e4 3. R×e4±; 1. . . . Ne3 2. Re4 Nd1+ 3. Kc1 Bh5 4. Bf3 B×f3 5. Rf4+ K∞ 6. R×f3±. The Knight is isolated and captured in two echo variations, which is the key idea of this endgame study.

579. J. Fritz
Prace, 1951



White to play and win

580. J. Fritz
Československý Šach, 1951



White to play and win

581. J. Fritz
Tijdschrift v. d. KNSB,
1951
3rd Commendation



White to play and win

582. J. Fritz
Československý Šach, 1956
1st Prize



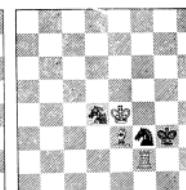
White to play and win

583. A. Kakovin
1960



White to play and win

584. F. Amelung
1960



White to play and win

No. 580. 1. Kb4 Be6 2. R_db6 Bf7 3. Bg6 Nh6 4. Kc3! Kh2! 5. Bh5! B×h5 6. R×h6±.

No. 581. 1. Nf3 B×f3 2. R×g7 Bd5 3. Bg2 B×g2 4. R×g8+±; 2. . . . Nh6 3. Rg6 Nf7 4. Rg8+ Kb7 5. Rg7 Bd5 6. Bg2±.

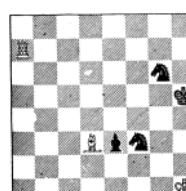
No. 582. 1. Ra8 Bb7 2. Ra1 Ne1 3. Be4 B×e4 4. R×e1+±; 1. . . . Bf5 2. Ra3 Nb2 3. Ra1 Nc4+ 4. Kc5±.

No. 583. 1. Be6+ Kg5 2. Rf3 Be4 3. Rg3+ Kf4 4. Rg4+ Kf3 5. B×c8 Bb7 6. Bd7 Be6 7. Rd4 Ke3 8. Rd1 Ke2 9. Bg4+±.

Rook and Bishop Trap Two Knights

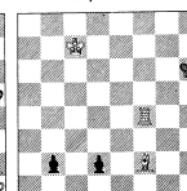
Two Knights put up merely a weak resistance to a Rook and Bishop. They are poorly located when they defend each other, while the opponent's pieces fetter them. No. 584 by F. Amelung can serve

585. H. Rinck
Revue suisse d'échecs, 1924



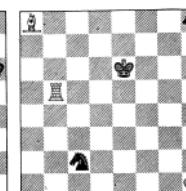
White to play and win

586. I. Alyoshin,
E. Murasov and
B. Sevitov
64, 1941



White to play and win

587. H. Rinck
Basler Nachrichten, 1941

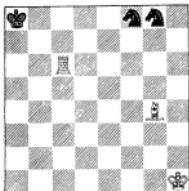


White to play and win

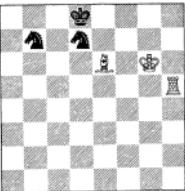
588. H. Rinck
Basler Nachrichten, 1942

589. H. Rinck
Basler Nachrichten, 1942

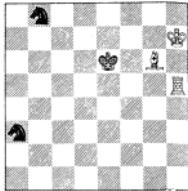
590. H. Rinck
Barcelona Tournay, 1943
Tie for 2nd Prize



Black to play, White to win



White to play and win



White to play and win

as a good illustration. Were it now Black's move he would lose at once. But since it is White's, Black starts to regroup his forces.

No. 584. 1. Rf1 Kg2 2. Rb1 Ne6 3. Rb5 Nh4 4. Re5 Nf8 5. Rg5+ Kh3 6. Bf4 Nbg6 7. Bd6 Kh4 8. Kf5 Kh3 9. Bxf8 Nxf8 10. Rg7±; 2... Nc2 3. Rb2 Ne1 4. Bd2 Kg3 (4... Kf1 5. Ba5 Kg1 6. Bxe1 Nxe1 7. Ke3±) 5. Ba5 Kh3 6. Rb4 Ng2 7. Bd2±.

No. 585. 1. Be2 Nh4 2. Rg7 Kh6 3. Rg4 Kh5 4. Rg3±; 3... Kh7 4. Rf4±.

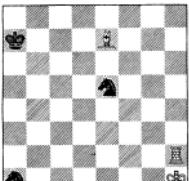
No. 586. 1. Be3 d1N! 2. Bd2! b1N! 3. Bc1 Nbc3 4. Rf1+ Kh5 5. Bd2 Kg4 6. Re1 Kf3 7. Kc6 Kf2 8. Ke5 Kf3 9. Kc4±. It is interesting to see the Pawns compelled to turn into Knights. The endgame demonstrates the weakness of Knights shackled by mutual defence.

No. 587. 1. Rh5 Nf7 2. Bd5+ Kf6 3. Rh2 Ne3 4. Rf2+ Nf5 5. Bxf7±.

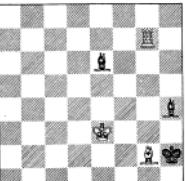
591. H. Rinck
L'Échiquier, 1948
2nd Prize

592. J. Berger
Tidskrift för Schack, 1921

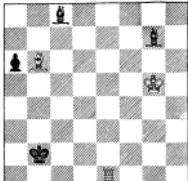
593. H. Rinck
L'Italia Scacchistica,
1922-23
1st Prize



Black to play, White to win



White to play and win



White to play and win

No. 588. 1... Ne7 2. Rf6 Nfg6 3. Bf3+ Kb8 4. Be4 Ne5 5. Re6±; 4... Kb7 2. Bf3 Kb8 3. Ra6±.

No. 589. 1. Rd5 Nc5 2. Kf7 Kc7 3. Ke7 Kc6 4. Rd6+ K∞ 5. Bxd7±.

No. 590. 1. Rc5 Nd7 2. Bf5+ Kd6 3. Rc3 Nf6+ 4. Kg6 Nb5 5. Rb3 Nd4 6. Rb6+ Ke5 7. Rxf6±; 3... Nf8+ 4. Kg8 Nb5 5. Rd3+ Ke5 6. Kxf8 Kxf5 7. Rdf5+; 1... Kd6 2. Rc3 Nb5 3. Rb3 Kc5 4. Bd3±. A diversity of motifs in trapping the Knight is shown in this well-constructed endgame.

No. 591. 1... Ne6 2. Be5+ Kb7 3. Rb2+ Kc7 4. Rb1 Ne2 5. Rc1 Nb4(d4) 6. B×b4(d4)±; 2... Ka6 3. Rb2 Na5 4. Rb6±.

Rook and Bishop Trap Two Bishops

Long-range pieces serve as fine material for dynamic endgames. The play of Rook and Bishop versus two Bishops in Nos. 592-662 as a rule unfolds dynamically, with lightning changes in the situation. In some of these endgames the play proceeds according to certain standards or repeats well-known manoeuvres, but the material indisputably provides good prospects for further work.

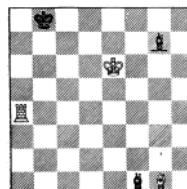
Here the trapping of Bishops most frequently takes place in geometric motifs; in some endgames the Bishops are lost because of a pin. The analysis will show what direction the creative work of composers followed and in what instances truly creative success was attained.

The following endgame, by J. Berger, is solved in purely positional style: gradual pressure is put against Black's Bishops and King.

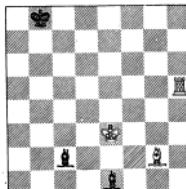
No. 592. 1. Be4 Bh3 2. Kf4 Be6 3. Rh7 Kh3 4. Bd3±; 1... Bb3 2. Kf4 Be1 3. Rh7+ Kg1 4. Rh1+ Kf2 5. Rh2+

594. H. Rinck
Revue suisse d'échecs,
1923-24
4th Prize

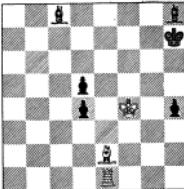
595. H. Rinck
Časopis Československých
Sachistů, 1923
2nd Prize



White to play and win

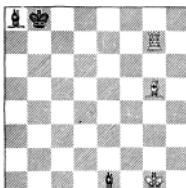


White to play and win



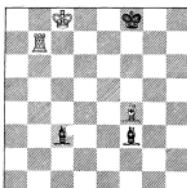
White to play and win

597. G. Zakhodyakin
64, 1932
2nd Prize



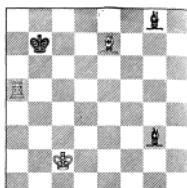
White to play and win

598. H. Rinck
La Stratégie, 1924



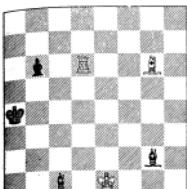
White to play and win

599. H. Rinck
Revue suisse d'échecs, 1924



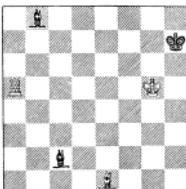
White to play and win

603. H. Rinck
L'Italia Scacchistica,
1932
3rd Prize



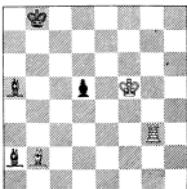
White to play and win

604. J. Fritz
Journal de Genève, 1933



White to play and win

605. H. Rinck
Ceské Slovo, 1924
Commendation



White to play and win

Kg1 6. Rg2+ Kf1 7. Rb2 Bd1 8. Ke3±; 1. ... Bd8 2. Kf2 Bb6+ 3. Kf3 Bb3 4. Rb7 Bd1+ 5. Kf4 Bb∞ 6. Rh7+ Kg1 7. Rh1±.

No. 593. 1. Re8 Bh3 2. Kg6 Bc3 3. Re2+ Kb3 4. Re3 Bf1 5. Ba5±.

No. 594. 1. Bh2+ Kb7 2. Rf4 Bh3+ 3. Kf7 Ba1 4. Ra4 Bc3 5. Ra3±.

No. 595. 1. Ke2 Bg3 2. Rb5+ Ka7 3. Rc5 Bb1 4. Ra5+ Kb6 5. Ra3 Bg∞ 6. Rb3+±; 3. ... Bh7 4. Rg5 Bg∞ 5. Rg7+±.

No. 596. 1. Bd3+ Kg7 2. Re8 Bh3 3. Kf3 Bd7 4. Re7+±.

No. 597. 1. Bf4+ Ke8 2. Kf1 Bh4 3. Rg8+ Kb7 4. Be5 Ka7 5. Bd4+ Kb7 6. Ke2!±; 2. ... Bb4 3. Rg8+ Kb7 4. Rb8+±.

In Nos. 596 and 597 the immured situation of Black's Bishop in the corner of the board and the zugzwang motif are exploited.

Characteristic of Nos. 598-604 are two variations in which the Bishop is won by pinning.

No. 598. 1. Bd6+ Kg8 2. Rb3 Bg4+ 3. Kb8 Be1 4. Rb1 Bf2 5. Rb2 Be3(e1) 6. Rg2±; 3. ... Bg7 4. Rg3 B4∞ 5. Be5±.

No. 599. 1. Rg5 Bh7+ 2. Kd1 Bb8 3. Rg7 Be4 4. Bd6+ Ka8 5. Rg8±; 2. ... Be7 3. Rg7 Be4 4. Bd6(d8)±.

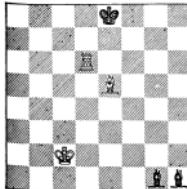
No. 600. 1. Rg7 Bd5 2. Rd7 Kc4 3. Bf1+ Kd4 4. Bg2±; 1. ... Bc4 2. Bf1+ Kc3 3. Rg3+ Kb4 4. Rg4±.

No. 601. 1. Rg1 Bf3 2. Rf1 Bh5 3. Rf6+ Bg6+ 4. Ke2 Be7 5. Re6 Bg5 6. Bd3±; 1. ... Be6 2. Ra1 Bb7 3. Rb1 Bg2 4. Rb6±.

No. 602. 1. Rb8 Bd5 2. Bb3+ Kc5 3. Rc8+ Kd4 4. Rd8 Be3+ 5. Kc6±; 1. ... Kc3 2. Rxg8 K×c2 3. Rg2±.

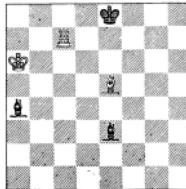
No. 603. 1. Kf2 Ba8 2. Rd8 Bb7 3. Rd7 Ba6 4. Ra7 Ka5 5. Bf5 b5 6. Bc8±; 3. ... Bc6 4. Rc7 Kb5 5. Bd3+ Kc5 6. Be4±; 1. ... Bh3 2. Kg3 Be8(f1) 3. Rc6(d4)±.

606. H. Rinck
La Stratégie, 1924



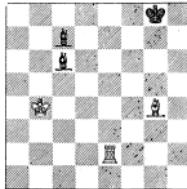
White to play and win

607. H. Rinck
La Stratégie, 1924



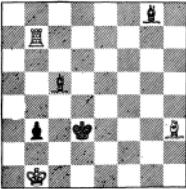
White to play and win

608. H. Rinck
La Stratégie, 1924



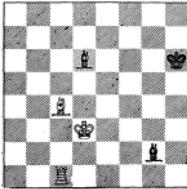
White to play and win

600. H. Rinck
La Stratégie, 1924



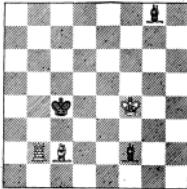
White to play and win

601. H. Rinck
L'Italia Scacchistica,
1926



White to play and win

602. M. Aizenshtat
64, 1930
Commendation



White to play and win

609. H. Rinck
La Stratégie, 1924



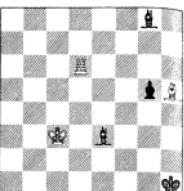
White to play and win

610. H. Rinck
La Stratégie, 1924



White to play and win

611. H. Rinck
Journal de Genève, 1932



White to play and win

No. 604. 1. Re5 Bd1 2. Rb5 Bh2 3. Rb1 Bf3 4. Rb3 Bg2 5. Rb2±; 1. . . Ba4 2. Re4 Bd7 3. Rb4 Bd6 4. Rb7±; 1. . . Be4 2. Re8 Bd6 3. Bc3 Be7+ 4. Kf4 B4∞ 5. Rc7±; 1. . . Bg6 2. Rb5 Bb∞ 3. Rb7±±.

No. 605. 1. Bb5+ Kb7 2. Ra3 Bb1+ 3. Ke6 Bb6 4. Rh3 Ba2 5. Rb2 Be4 6. Bd4±; 3. . . Ka6 4. Bc3±; 1. . . Kc8 2. Ra3 Bb1+ 3. Ke6 Bc7 4. Re3±; 1. . . Bc7 2. Rg8+ Kb7 3. Rg7±. A sort of record: Black's Bishop is pinned and captured four times. The play is somewhat schematic, however.

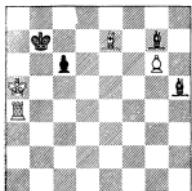
The creation of batteries is the decisive factor behind victory in Nos. 606-12.

No. 606. 1. Rd1 Be4+ 2. Kb2 Bf2 3. Rf1 Ba7 4. Re1±; 3. . . Bh4 4. Rf4±.

No. 607. 1. Rc4 Bd1 2. Re4 Be2+ 3. Ka5 Bd2+ 4. Bc3±.

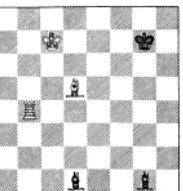
No. 608. 1. Ke5 Bh1 2. Re1 Bg2 3. Rg1 Ba8 4. Bf3±; 1. . . Ba4 2. Ra2 Bb3 3. Ra8+ K∞ 4. Ra7+±; 2. . . Be8 3. Ra8 Kf8 4. Bh5(d7)±.

612. J. Marwitz
Tijdschrift v. d. KNNSB,
1946



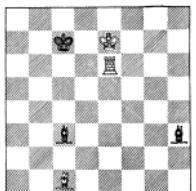
White to play and win

613. H. Rinck
La Stratégie, 1924



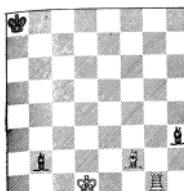
White to play and win

614. H. Rinck
La Stratégie, 1924



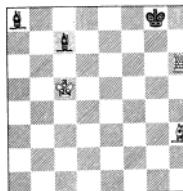
White to play and win

615. H. Rinck
La Stratégie, 1924



White to play and win

616. H. Rinck
Revue suisse d'échecs, 1924



White to play and win

617. H. Rinck
La Stratégie, 1924



White to play and win

No. 609. 1. Kh6 Bd1 2. Re6 Bd8(h4) 3. Be7+ Kc7 4. B×d8+ K×d8 5. Rd6+±; 2. . . Bd4 3. Be5+ Kc5 4. Bd4+ K×d4 5. Rd6+±.

No. 610. 1. Kc6 Bh2 2. Rf1 Bc4 3. Rh1 Bb8 4. Bg3+±; 1. . . Bd8 2. Kd7±.

No. 611. 1. Rd8 Ba2 2. Re8 Bb6 3. Re1+ Bg1 4. Bf3+ Kh2 5. Re2+ Kg3 6. Ba8±; 1. . . Bh7 2. Rh8 Bb1 3. Bg6+±.

No. 612. 1. Ra3 Be5 2. g7 B×g7 3. Rh3 Bd1 4. Rh7 Bc3+ 5. Bb4+±.

No. 613. 1. Rb1 Bh2+ 2. Kd8 Ba4 3. Rb4 Bd1 4. Rd4 Bh5 5. Rh4±; 4. . . Be2 5. Rd2±.

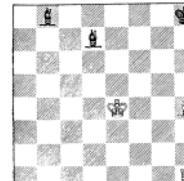
No. 614. 1. Bf4+ Kb7 2. Re3 Bb4+ 3. Kf6 Bb∞ 4. Rb3±.

No. 615. 1. Rg8+ Kb7 2. Rg3 Be6 3. Rg6 Bb3+ 4. Kd2±.

No. 616. 1. Rg6+ Kf8 2. Ra6 Bh1 3. Ra1 Be4 4. Rf1+ Kg8 5. Be6+ Kh8 6. Rf8+ K∞ 7. Rf7±.

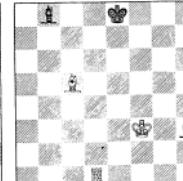
No. 617. 1. Ba2+ Kh8 2. Kg3 Bh5 3. Re1 Ba3 4. Rh1 Bd6+ 5. Kg2±.

618. H. Rinck
La Stratégie, 1924



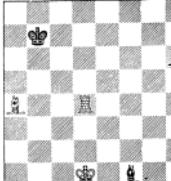
White to play and win

619. H. Rinck
La Stratégie, 1924



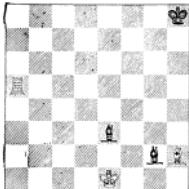
White to play and win

620. H. Rinck
La Stratégie, 1924



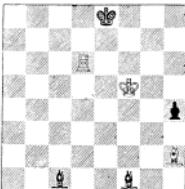
White to play and win

621. H. Rinck
La Stratégie, 1924



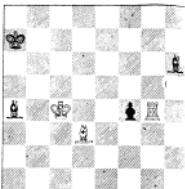
White to play and win

622. H. Rinck
La Stratégie, 1924



White to play and win

623. H. Rinck
La Stratégie, 1924



White to play and win

No. 618. 1. Kd5 Kg8 2. Rb1 Bh2 3. Rb2 Bf4 4. Rg2+ Kh7 5. Rf2 Bh6 6. Rf7+±; 4... Kh8 5. Bf6+ Kh7 6. Rg7+±; 1... Bc8 2. Bf6+ Kg8 3. Rh8+ Kf7 4. R×c8±.

No. 619. 1. Rh1 Bc8 2. Rh7 Kd8 3. Bb6+ Ke8 4. Rh8+ Kd7 5. Rd8+ Ke6 6. R×c8+±.

No. 620. 1. Ke1 Bg2 2. Kf2 Be6 3. Rb4+ Kc7 4. Rc4±; 1... Ba6 2. Rd7+ Kb6 3. Rd6+ Ka5 4. R×h6±.

No. 621. 1. Re5 Bh6 2. Kf2 Bb7 3. Re8+ Kg7 4. Re7+±; 2... Bh1(h3) 3. Rh5 Kg7 4. Be5+±; 1... Bc1 2. Kf2 Bh1(c6) (2... Bb7 3. Re8+ Ks8 4. Re7+±) 3. Re1(c5)±; 1... Bd4 2. Rh5+ Ks8 3. Rg5+±.

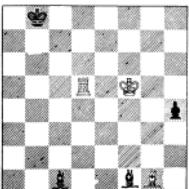
No. 622. 1. Rdf1 Bh3+ 2. Kg6 Bb2 3. Rb1 Bd4 4. Re1+ Kd7 5. Rd1±.

No. 623. 1. Rg6 Bf8 2. Rf6 Ba3 3. Kc3 s 4. Ra6+±.

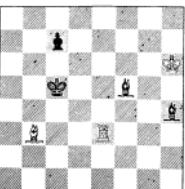
No. 624. 1. Bh2+ Ka7 2. Rd7+ Ka6 3. Rd1 Bh3+ 4. Kg6 Bb2 5. Rd2 Bh8 6. Rds Bb2 7. Ra8+ Ks8 8. Rb8+±.

No. 625. 1. Kh5 Kd4 2. Rf3 Be4 3. Rf4 Bg3 4. Rg4 Bd6 5. Bc2+±; 2... Ke4 3. Rf1 Bg3 4. Bc2+±; 1... Bd8 2. Re8 Kb4 3. Bg8(d1) Bf6 4. Rf8±.

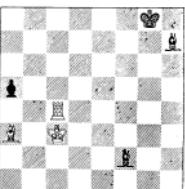
624. H. Rinck
La Stratégie, 1924



625. H. Rinck
La Stratégie, 1924



626. H. Rinck
La Stratégie, 1924

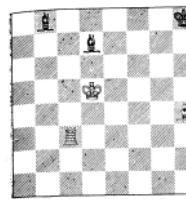


White to play and win

White to play and win

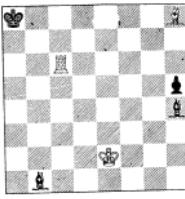
White to play and win

627. H. Rinck
Tribune de Genève, 1925



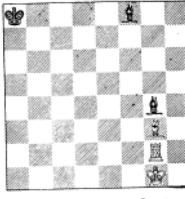
White to play and win

628. F. Prokop
L'Échiquier, 1925



White to play and win

629. M. Havel
Czech Chess Union
Tourney, 1926
1st Prize



White to play and win

No. 626. 1. Rg4+ Kh8 2. Kd2 Bb1 3. Ke2 Bb6 4. Bb2+ Kh7 5. Rg7 Kh6 6. Rb7 Bc5 7. Bc1+±.

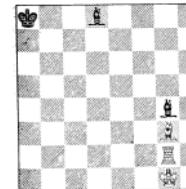
No. 627. 1. Rb3 Bh2 2. Rb2 Bf4 3. Rb4 Bh2 4. Bd8 Kg8 5. Rb2 Bf4 6. Rg2+ Kf7 7. Rf2 Be6+ 8. Kc6 Ke8 9. R×f4 K×d8 10. Kd6±; 6... Kf8 7. Rf2 Ke8 8. R×f4 K×d8 9. Kd6 Ke8 10. Re4+±.

No. 628. 1. Rc5 Bg6 2. Rc4 Be7(g3) 3. Re8+ Kb7 4. Rg8 Bg8 5. Rg7±; 1... Ka7 2. Rc4 Be7 3. Rc7+±.

No. 629. 1. Bf2 Be6 2. Rg6 Bd5 3. Rg5 Bc4 4. Rg4 Bb3 5. Rg3 Ba2 6. Rf3 Be7 7. Re3 Bd6 8. Rd3 Bb4 9. Rds Bb8 10. Ra4±. There is no doubt that this is one of the most outstanding endgames in the sphere of domination. Its beauty lies in the alternation of the pursuit of the Bishops, at first after the one on the white squares and then the one on the black squares.

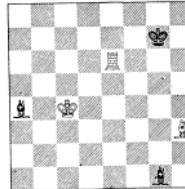
No. 630. 1. Bf2 Be6 2. Rg6 Bb3 3. Rg3 Be4 4. Rg4 Bb3 5. Rb4 Bc2 (5... Bg8 6. Rf4±) 6. Rc4 Bf5 7. Rf4 Bc8

630. G. Ivanov
64, 1934



White to play and win

631. H. Rinck
700 *Fins de Partie*, 1927



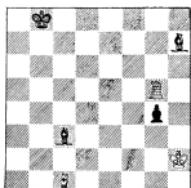
White to play and win

632. S. Kammerer
Shakhmatnyj listok, 1927
7th Hon. Mention



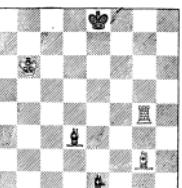
White to play and win

633. V. Bron
Shakhmaty v SSSR, 1937



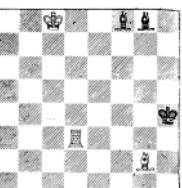
White to play and win

634. A. Gherbstman
64, 1929
2nd Prize



White to play and win

635. T. Gorghihev
64, 1929



White to play and win

8. Rf8±; 2. ... Bf7 3. Rh6 Kb8 4. Rh8 Kc7(c8) 5. Rh7 (Bh4)±.

It is interesting to compare Nos. 629 and 630: in the former Black's Bishop stands on f8, and in the latter on d8. This slight difference in the initial position basically changes the play in No. 630. But No. 629 by M. Havel is indisputably of greater finesse and interest.

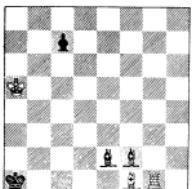
No. 631. 1. Kb4 Bc2 2. Re2 Bg6 3. Rg2 Be3 4. Bf5±.

In Nos. 632 and 633 White escapes stalemate traps by temporarily refraining from capturing the Bishop.

No. 632. 1. Rg1+ Kb2 2. Rg7 Bh3 3. Rh7 (3. Rb7+? Ka3 4. Rxg2 Bg2+ 5. K×g2 stalemate) 3. ... Bf1 4. Rb7+ Ka3 5. Kf2±.

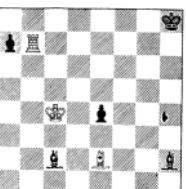
No. 633. 1. Bf4+ Ka8 2. Rc5 Be1 3. Rc8+ Ka7 4. Rc7+ Ka8 5. Re7! (5. R×h7? Bg3+ 6. B×g3 stalemate) 5. ... Bh4 6. Re8+ Kc8 7. Rh8±.

636. T. Gorghihev
Shakhmatny listok, 1929
4th Prize



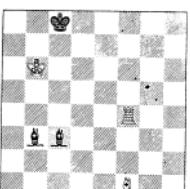
White to play and win

637. T. Gorghihev
La Nau, 1929
3rd Prize



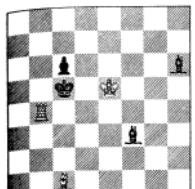
White to play and win

638. M. Perelman
64, 1930



White to play and win

639. M. Aizenshtat
64, 1930



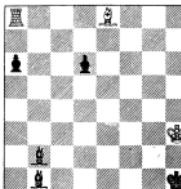
White to play and win

640. N. Andreyev
64, 1930



White to play and win

641. L. Kamenetsky
64, 1930



White to play and win

No. 634. 1. Be4 Bf2+ 2. Kc7 B×e4 3. R×e4+ Kf7 4. Rf5±; 1. ... Be2 2. Bc6+ Kf7 3. Re4 Bf2+ 4. Kb7 Bc6 5. Rf4±.

No. 635. 1. Rh3+ Kg4 2. Rh8 Be6+ 3. Kb7! Bg7 4. Rh7 Bg∞ 5. Bb3+±.

No. 636. 1. Rh1 Be1+! 2. Ka4 Bd1+ 3. Kb5! Bf3 4. Bg2 B×g2 5. R×e1+ K∞ 6. Re2+±.

No. 637. 1. Rb2 Ba4 2. Ra2 Be8 3. Bh5! B×h5 4. R×h2±; 2. ... Bd7 3. Bg4! B×g4 4. R×h2+ K∞ 5. Rg2±.

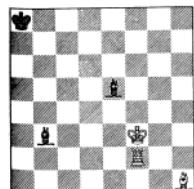
No. 638. 1. Rf8+! Kd7 2. Rf3 Bd4+ 3. Ka5 Bc2 4. Bd3 Bd1 5. Bb5+ Ke7 6. Rd3 Bb6+ 7. Ka6 Be2 8. Rc3+±.

No. 639. 1. Ba3 Bc1 2. Rb2+ Ke4 3. Rc2+ Kb3 4. R×c1 K×a3 5. Rc3+±.

No. 640. 1. Rf3 Be6+ 2. Kc5 Bb2 3. Bg7 Bc1 4. Rc3 Bb2 5. Re3±.

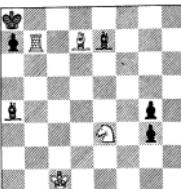
No. 641. 1. Bc6+ Kg1 2. Rg8+ Kf1 3. Rb8 Bf5+ 4. Kh4 Bf6+ 5. Kh5 Bg7 6. Rb7(g8) Bg∞ 7. Rf7(f8)±; 1. ... d5 2. B×d5+ Kg1 3. Rg8+ Kf1 4. Be4+±.

642. D. Grechkin
Shakhmatny listok, 1930
4th Prize



White to play and win

643. D. Grechkin
Shakhmatny listok, 1931
4th Prize



White to play and win

644. V. Bron
Shakhmatny listok, 1931
4th Prize

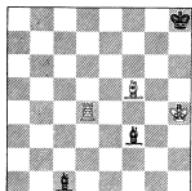


White to play and win

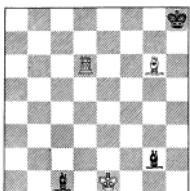
645. H. Rinck
La Vanguardia, 1932

646. H. Rinck
El Ajedrez Americano,
1932

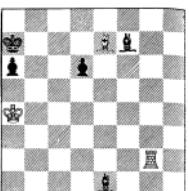
647. H. Rinck
Neue Leipziger Zeitung,
1932
2nd Prize



White to play and win



White to play and win



White to play and win

No. 642. 1. Ke4 Bg7 2. Rg2 Bh8 3. Rh2 Ba1 4. Rh3 Bc2+ 5. Kd5 Kb8 6. Kd6 Bg7 7. Rh4 Bd1 8. Rh7 Bd4 9. Rb7+ Kc8 10. Rb1 Be2 11. Bb7+ Kd8 12. Bd5±.

No. 643. 1. Bc8 g2 2. N×g2 Bg5+ 3. Kb1 Bc6 4. Rg7! B×e4+ 5. Ka2 Bd5+ 6. Ka3 Bc1+ 7. Ka4! B×g2+ 8. Bb7+ B×b7 9. Rg8+Bc8 10. R×e8+; 7. . . . Kb8 8. B×g4 B×g2 9. Rg8+ Kb7 10. Bc8+ Ke7 11. R×g2 K×c8 12. Re2+±. Dynamic play on the entire board is full of rich combinatorial possibilities. In the long run, as a result of all his cunning stratagems, White emerges victorious in two independent variations.

No. 644. 1. Kg3 e5 2. Bh5 ef+ 3. Kf3 Kg1 4. Rd7 Bb3 5. R×c7 Bd1+ 6. K×f4 B×h5 7. Rc5 Be8 8. Kg3 Kf1 9. Rf5+ Ks∞ 10. Re5±; 7. . . . Be2(f7) 8. Kg3±.

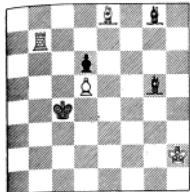
No. 645. 1. Kg3 Bb7 2. Rd7 Ba6 3. Ra7 Bb5 4. Ra5 Be2 5. Kf2 Bh5 6. Ra1 Bc∞ 7. Rh1±; 3. . . . Be2 4. Kf2 Bb5 5. Ra5 Be6 6. Re5±; 1. . . . Be2 2. Kf2 Ba6 3. Rd6 Bb5 4. Rb6 Ba4 5. Rb4±.

No. 646. 1. Kf2 Bb7 2. Be2 Bg5 3. Kg3 Bc8 4. Rc6 Bd7 5. Rb6 Be7 6. Rb8+ Kg7 7. Rb7±.

Nos. 645 and 646 by H. Rinck are unquestionably fruit of the same tree (the initial positions resemble each other in construction). But with what consummate skill the composer discovers entirely different methods of achieving domination in these similar situations! In No. 645 White places the Bishops on the seventh rank. In No. 646 geometric motifs and pinning on other ranks are used. The creation of endings on the basis of a deep-going analysis of kindred positions is an effective instrument in the hands of this venerable composer.

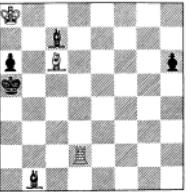
No. 647. 1. Rg7 Be8+ 2. Kb3 Kb6 3. Bd8+ Kc6 4. Rc7+ Kd5 5. Re7±; 2. . . . Kc8 3. B×d6+ Kc8 4. Re7 Ba5(d2, f2, h4) 5. R×e8+ Kd7 6. Re5(e2, e4)±.

648. M. Aizenshtat
Shakhmaty v SSSR, 1932



White to play and win

649. H. Rinck
Basler Nachrichten, 1933



White to play and win

650. V. Bron
Shakhmaty v SSSR, 1933



White to play and win

No. 648. 1. Rg7 Bf4+ 2. Kh3 B×d5 3. Rg4 Be6 4. Bf7! B×f7 5. R×f4+±.

No. 649. 1. Kb7 Bg3 2. Rd4 Bc2 3. Re4 Bd1 4. Re3 Bf2(h2) 5. Rd3 Bg4 6. Ra3+ Kb4 7. Ra4+±; 4. . . . Bh4(f4) 5. Ra3+ Kb4 6. Rd3 Bd∞ 7. Rd4+±.

No. 650. 1. Rb6 Ba4+ 2. Kc1 Bf4+ 3. Kb1 Be8 4. Rf6 Bb8 5. Rf6 Bd7(f7) 6. Bf3+ Ka7 7. Rf7+±.

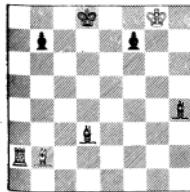
No. 651. 1. Ra4 Bf2 2. Bd4 Be1 3. Ra1 Bb4 4. Rd1 Be2 5. Bb6++ Ke8 6. Rd8+ Ke7 7. Rd4 Bb∞ 8. Re4+±.

No. 652. 1. Rh1 Ba7 2. Ra1 Bb8 3. Bc3+ Be5 4. Rf1+ Ke6 5. Re1±.

No. 653. 1. Ra1 Be8 2. Rc1 Bd7 3. Rd1±; 1. . . . Bc2 2. Rc1 Bf5 3. Rf1±.

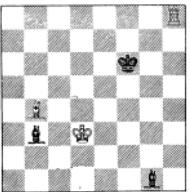
No. 654. 1. Kb3 Be7 2. Bc3+ Kd1 3. Rd2+ Kc1 4. Rd7±; 1. . . . Bf8 2. Bc3+ Kd1 3. Rd2+ Kc1 4. Rd8±; 1. . . . Bd6 2. Bc3+ Kd1 3. Rd2+±; 1. . . . Kd1 2. Rf2 Ke1 3. Ra2 Bc5 4. Bc3+ Kd1 5. Rd2+ Kc1 6. Rd5±.

651. V. Bron
64, 1938



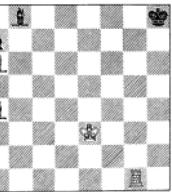
White to play and win

652. L. Prokés
Sach, 1941



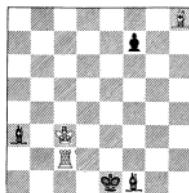
White to play and win

653. L. Prokés
1941



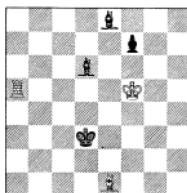
White to play and win

654. L. Prokeš
1941



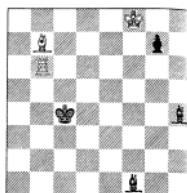
White to play and win

655. L. Prokeš
1941



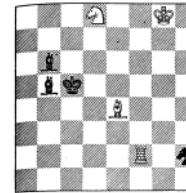
White to play and win

656. M. Aizenshtat
USSR
Sports Committee
Tournament, 1950
Commendation



White to play and win

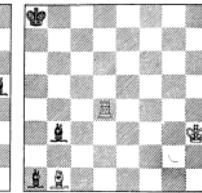
660. E. Kvezereli
Akhalgordzi komunisti,
1955
3rd Hon. Mention



White to play and win

661. L. Prokeš
Revista de Schach, 1956

662. A. Dall' Ava
Thèmes 64, 1962



White to play and win

No. 655. 1. Rd5+ Ke2 2. Ba5 Bg3 3. Kg4 Bh2 4. R d2±.

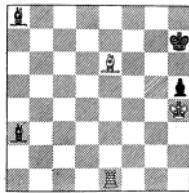
No. 656. 1. Rb1 Bd3 2. Rh1 Bg3 3. Ba6+ Kc3 4. B×d3 Bd6+ 5. Kf7(g8) K×d3 6. Rd1+ Ke3! 7. R×d6 g5 8. Rg6 Kf4 9. Kg7 g4 10. Kh6 g3 11. Kh5 Kf3 12. Kh4 g2 13. Kh3±.

No. 657. 1. Ra1 Be7+ 2. Kh3! Be4 3. Ra7 Kg6 4. R×e7 Kf6 5. Re8 Bc6! 6. Rc8 Bb5! 7. Bf5! K×f5 8. Rc5±; 7. ... Bf1+ 8. Kc5 K×f5 9. Rf8+±. A lively battle goes on to the very end. After the loss of the Bishop on the fourth move it might seem that the game is over, but Black defends himself resourcefully and only White's subtle move 7. Bf5! brings victory.

No. 658. 1. Bc5 Bb8 2. Kc4 Bc6 3. Bd6! Bb5+ 4. Kc3 B×d6 5. Ra7+ Ba6 6. R×a6+±.

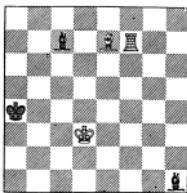
No. 659. 1. Rg6 Bf3+ 2. Kc4 Be3 3. Rg3 Bb7 4. R×e3 Ba6+ 5. Kb4! B×f1 6. Rf3±. The final position with the trapping of the Bishop by the Rook is very neat. It reminds us of similar

657. J. Fritz
Práce, 1950

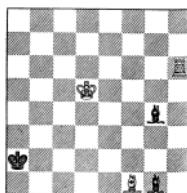


White to play and win

658. J. Fritz
Tidskrift för Schack, 1951



659. A. Hildebrand
Suomen Shakkila, 1951



White to play and win

situations that are well known from preceding endgames (see Chapter 5, Nos. 375-78).

No. 660. 1. Ne6+ Kd6 2. R×h2 K×e6 3. Rb2 Bc4 4. Rb4 Ba2 5. Bb1±.

No. 661. 1. Rg8 Ba5 2. Rg5 Bf3 3. Bc6! Bd2 4. Rg8±.

No. 662. 1. Be4+ Ka7 2. Rb4 Be6+ 3. Kg2 Bc3 (3. ... Be5 4. Rb7+ Ka6 5. Re7±; 3. ... Bf6 4. Rb7+ Ka6 5. Rh7! Bg5 6. Rg7±; 3. ... Bh8 4. Rb7+ Ka6 5. Rh7±) 4. Rb7+ Ka6 5. Rc7 Bcc5 6. Rc6+±.

Queen Traps Two Minor Pieces

There are numerous positions in which the Queen emerges victorious against two minor pieces, but those produced by D. Lolly, J. Berger, H. Lasa and others contain a broad network of boring variations and cannot be viewed as works of art. We are interested in the main in artistic endgames, however.

Nos. 663-676, by H. Rinck, are united by one and the same method of trapping the Bishop, a method clearly illustrated in No. 663. It is interesting to watch the way Rinck varied this method in capturing the Bishop in Nos. 664-67. Nos. 666 and 667, where the idea is realised in several echo variations, should be considered the best.

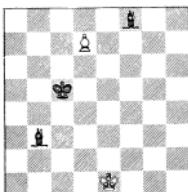
No. 663. 1. d8Q Bd6 2. Qa5+ Kc4 3. Qa6+ Kc5 4. Qa3+±.

No. 664. 1. g8Q+ Kf3 2. Qf8 Bd2+ 3. Kh5 Ke4 4. Qe7+ Kf3 5. Qf6 Ke4 6. Qc6+ Ke3 7. Qc5+ Ke4 8. Qc2+±.

No. 665. 1. ... Bd6 2. Qa4+ Kb8 3. Qe8+ Kb7 4. Qb5+ Kc7 5. Qa5+ Kb7 6. Qd5+±; 1. ... Bc5 2. Qa4+ Kb7 3. Qd7+ Kb6 4. Qd8+ Kb7 5. Qd5+±.

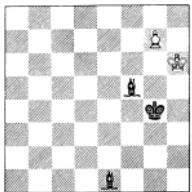
No. 666. 1. Qb8 Bf5 2. Q×c7+ Kd4 3. Qd6+ Ke4 4. Qe6+ Kd4 5. Qf6+±; 2. ... Kd3 3. Qg3+ Kc2 4. Qf2+±.

663. H. Rinck
La Nation Belge, 1939



White to play and win

664. H. Rinck
Tijdschrift v. d. KNSB,
1939
2nd Prize



White to play and win

665. H. Rinck
La Nation Belge, 1934



Black to play, White to win

4. . . Be6 2. Q×c7+ Kd4 3. Qb6+ Kd5 4. Qb3±; 1. . . Ba6 2. Q×c7+ Kb4 3. Qd6+ Kb5 4. Qd3±. A fine endgame with elegant echo variations.

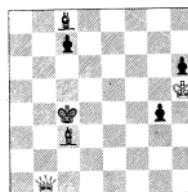
No. 666. 1. c8Q Bh5 2. Qe6+ Kf4 3. Qh6+ Kg4 4. Qd6 Bf2 5. Qe6+ Kh4 6. Qf6+ Kg3 7. Qe5+ Kg4 8. Qe2±; 4. . . Be3 5. Qe6+ Kf4 6. Qh6+±; 4. . . Bh8 5. Qe6+ Kh4 6. Kb8 Bb2 7. Qe1±. This interesting endgame resembles No. 666 in the method of winning the Bishop.

H. Rinck demonstrates various other methods of winning the Bishop in Nos. 668-76. In some of them the Queen's typical manoeuvres are repeated.

No. 668. 1. Qc1+ Kf2 2. Q×h1 Bg3 3. Qh5 Be6 4. Qc5±; 2. . . Kg3 3. Qe1+ Kh3 4. Qf1+ Kh4 5. Qf6+ Kh3 6. Qh6+±.

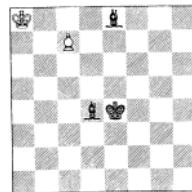
No. 669. 1. c8Q+ Bd8 2. Qe6+ Kf8 3. Qh6+ Kg8 4. Qd6 Bh4 5. Qe6+ Kh8 6. Ka3 Bg5(Kg7) 7. Qe5(g4)+±.

666. H. Rinck
L'Illustration, 1939



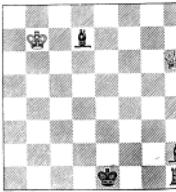
White to play and win

667. H. Rinck
Schackvärlden, 1939
1st Prize



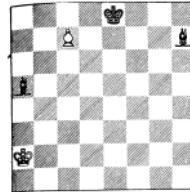
White to play and win

668. H. Rinck
L'Echiquier, 1929



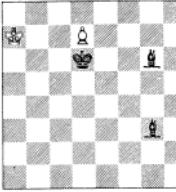
White to play and win

669. H. Rinck
Basler Nachrichten,
1939



White to play and win

670. H. Rinck
Basler Nachrichten,
1939



White to play and win

671. H. Rinck
Tijdschrift v. d. KNSB,
1939
1st Prize



White to play and win

No. 670. 1. d8Q+ Ke6 2. Qg5 Bf2+ 3. Kb8 Bd3 4. Qg4+ Ke5 5. Qf3±; 3. . . Be4 4. Qf4±; 3. . . Bf5 4. Qh6+ Kd5(e7) 5. Qf4±.

No. 671. 1. g8Q Bd6 2. Qb3 Bc5 3. Qc3+ Kd5 4. Qf3+ Ke5 5. Qc6 Bb4+ 6. Kf2 Bd3 7. Ke3±.

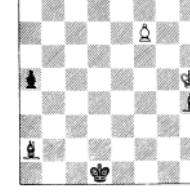
No. 672. 1. f8Q Be1 2. Qf3+ Kc1 3. Qf1 Kd1 4. Kg4 Bb1 5. Kf3 Kd2 6. Qe2±.

No. 673. 1. b7 B×c6 2. b8Q B×d5+ 3. Kh2 Bh4 4. Qd6 Ke4(c4) 5. Qb4(f4)+±.

No. 674. 1. Qh6+ Kd3 2. Qh3+ Ke4 3. Kb2 Kd4 4. Kc2 Bf2 5. Kd2±; 2. . . Kd2 3. Kb2 Bd3 4. Qf3±.

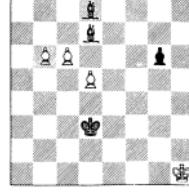
No. 675. 1. d8Q+ Kg4 2. Qd4 Kf5 3. Qd7+ Kf6 4. Qg4 Bf5 5. Qh4±; 3. . . Kg5 4. Qe7+ Kf5 5. Qh7±; 2. . . Kf3 3. Qd1+ Kg3 4. Qe1+ Kf3 5. Qh1±.

672. H. Rinck
Basler Nachrichten,
1939



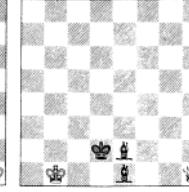
White to play and win

673. H. Rinck
Basler Nachrichten,
1939



White to play and win

674. H. Rinck
Revista Romna de Šah
1939

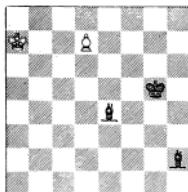


White to play and win

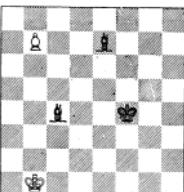
675. H. Rinck
Basler Nachrichten, 1940

676. H. Rinck
Tijdschrift v. d. KNSB,
1940
4th Prize

677. G. Kasparyan
Shakhmaty v SSSR, 1946



White to play and win



White to play and win



White to play and win

No. 676. 1. b8Q+ Kf5 2. Qc7 Bd3+ 3. Ka2 Ke6 4. Qb6+ Ke5 5. Qb2+ Kf5 6. Qf2+ Ke5 7. Qg3+ Kd4 8. Qg7±; 4. . . . Kd5 5. Qb7+ Kd6 6. Qb4+ Ke6 7. Qb3±.

No. 677. 1. g4 f6+ 2. Kh4 g5+ 3. Kh3 Bg6 4. Qb7+ Kh6 5. Qa8 Be5 6. Qh8+! Bh7 7. Qf8+ Kg6 8. Kg2 Bd4 9. Kf3 Be5 10. Ke4 Bc3 11. Kd5 Be5 12. Ke6 Bd4 13. Kd7 Bc3 14. Ke8 Be5 15. Qe7 ∞ 16. Kf8±. This endgame is based on a different plan: during the first five moves the threat of double attacks hangs over the Bishops, but luckily they escape this. However, as a result of the Queen's manoeuvres on the sixth and seventh moves, Black's white-squared Bishop is locked in by its own King, thus enabling White's King to make a deep raid into the enemy camp.

PART TWO

TRAPPING THE ROOK

The Rook can move fast from one part of the board to another, and to trap it you first have to restrict its mobility. This can be done in two ways: by making the utmost of the strength of the attacking pieces, and by setting up mechanical barriers. The first method is unquestionably more desirable but not always possible.

A study of Rook-trapping endgames, as classified in Table 11, shows the specific features of each combination of pieces taking part in the domination.

Table 11. Trapping the Rook (Endgame Studies Nos. 678—1076)

Subdivisions	Attacking Pieces	Trapped Pieces	
		■	■ ■
1	■	678—84	
2	■	685—718	
3	■	719—28	
4	■ ■	729—67	
5	■ ■	768—99	
6	■ ■	800—40	
7	■ ■ ■	841—902	
8	■	903—53	
9	■ ■		954—1005
10	■ ■	1006—33	
11	■ ■	1034—61	
12	■		1062—68
13	■ ■		1069—70
14	■ ■		1071—76

Chapter 1

MINOR PIECE TRAPS ROOK

In the endgames examined earlier the capture of pieces took place under conditions of material equality or White's superiority. White's operations succeeded mainly thanks to good coordination of his pieces. This important principle of chess strategy finds broad application in endgame composition.

Can weaker pieces dominate stronger ones? For instance, can a minor piece dominate the Rook, or can the Rook dominate the Queen? Fortunately, they can. Otherwise chess would not be a true art, because then everything would boil down to a mechanical calculation of the forces on the board without taking stock of the positional factors. The emotions which the chess player experiences in the process of play or in solving interesting endgame studies or problems are vital factors. Without them both play and analysis would be tedious. Every player knows the radiant emotional uplift produced by an interesting position wherein the weaker forces emerge victorious over the stronger side. This chapter is devoted precisely to such endgames, to the trapping of a Rook by a minor piece.

Knight or King with Pawns Trap Rook

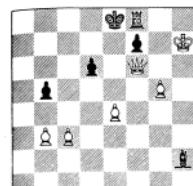
Table 12 sums up the trapping of the Rook by the Knight or King. In Nos. 678–84 the Rook is won by the King and Pawns without other pieces. White achieves success in these endgame studies because the Rook is immured on the eighth rank. The final positions in Nos. 678–80 are of practical importance.

Table 12. Knight or King with Pawns Trap Rook
(Endgame Studies No. 678–718)

Subdivisions	Features of the Final Set-Up	Nos.
1	White's King and Pawns capture the immured Rook	678–84
2	Immurement of Black's Rook and its eventual capture	685–92
3	Black's Rook is captured through Knight forks	693–718

No. 678. 1. Kh6! Be5 2. Kg7! Bh2 3. c4! bc 4. e5! B×e5!
5. bc B×f6+ 6. gf Rh8 7. K×h8 Kd7 8. Kg8! Ke6 9. Kg7±
(see Nos. 679 and 680). A beautiful endgame. Its value consists not only in the final position, where the King dominates the Rook, but also in the entire preceding finesse of play to create zugzwang.

678. R. Réti
Shakhmaty, 1928
1st Prize



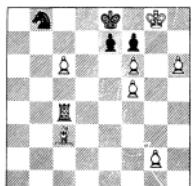
White to play and win

679. G. Dlugach and
W. Neustadt
64, 1928
2nd Hon. Mention



White to play and win

680. P. Perkonoja
Shakhmaty v SSSR, 1965
4th Commendation



White to play and win

No. 679. 1. Qf8+ Kd7 2. Qf5+ Kd8 3. Q×c8+! R×c8
4. c6 e6 5. e3 e5 6. e4 Ra8 7. K×a8 Ke7 8. Kb8 Kd6
9. Kb7±. This endgame winds up in the same finale as in No. 678 by R. Réti, but it cedes a lot to it in beauty of play. Its only clever feature is the Queen sacrifice 3. Q×c8+!; in the rest there is no finesse.

No. 680. 1. c7 Nd7 2. c8Q+R×c8 3. h7 R×c3 4. h8Q Rg3+
5. Kh7+ Nf8+ 6. Kh6 R×g2 7. fe Rh2+ 8. Kg7 R×h8
9. eQf+ R×f8 10. fe Rh8 11. K×h8 Kd7 12. Kg8 Ke6 13. Kg7±.

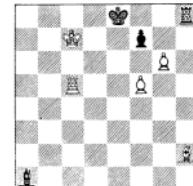
No. 681. 1. Be5 B×e5 2. R×e5+ Kf8 3. Re8+! K×e8
4. g7 Rg8 5. f6±.

No. 682. 1. Kf6 0-0-0 2. Kg7 Re8 3. d7+±; 2. . . . Kb8
3. c7+±.

No. 683. 1. Ke6 Rb8 2. c7±.

Nos. 682 and 683 by V. Halberstadt are presented as twins. In the former Black can castle, but that leads to zugzwang and subsequent

681. S. Kryuchkov
Zadachi i etyudy, 1928



White to play and win

682. V. Halberstadt
De Schaakwereld, 1939



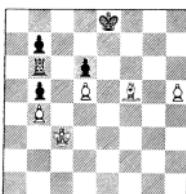
White to play and win

683. V. Halberstadt
De Schaakwereld, 1939



White to play and win

684. A. Selezniov

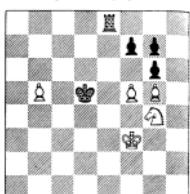


White to play and win

685. B. Horwitz



White to play and win

686. A. Troitzky
Novoye vremya, 1895

White to play and win

Pawn forks. In the latter a retrospective analysis shows the impossibility of castling, so that the solution is different.

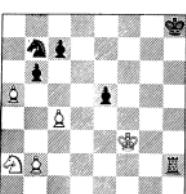
No. 684. 1. Bd3 Kf7 2. B×b5 R×b5 3. Ke4 Rb6 4. b5 Kg7 5. Kb4 Kh6 6. Ka5 R×b5+ 7. K×b5 K×h5 8. Kb6 Kg5 9. K×b7 Kf6 10. Kc7 Ke7(e5) 11. Kc6±.

The Knight usually traps the Rook by forks. Less frequent is domination through immurement of the Rook, which then falls prey to attacks, as in Nos. 685-92.

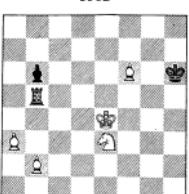
No. 685. 1. Nf5+ Kh7 2. Rh2+ Kg6 3. Rg2+ Kf7 4. Rxg8 K×g8 5. Ne7+ Kf6 6. Ne6 Kf8 7. Kf6 Ke8 8. Ke6 Kf8 9. Kd7± (see Nos. 686 and 687). The curious immurement of the Rook on b7(g7) is worth remembering. An analogous method is employed in Nos. 686 and 687.

No. 686. 1. f6 Rg8 2. fg R×g7 3. Nf6+ Kc5 4. Ke4 K×b5 5. Kd5±.

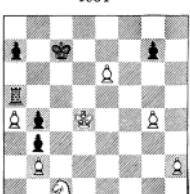
No. 687. 1. a6 Kg7 2. ab Rh8 3. Nb4 Rb8 4. Nc6 R×b7 5. b4 b5 6. c5 Kf8 7. Ke4 Ke8 8. K×e5 Kd7 9. Kd5±.

687. E. Dobrescu
Magyar Sakkélet, 1958

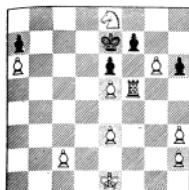
White to play and win

688. H. Rinck
Deutsche Schachzeitung, 1912

White to play and win

689. H. Rinck
Basler Nachrichten, 1934

White to play and win

690. V. Bron and
B. Olimpiyev
Shakhmaty v SSSR, 1970
Commendation

White to play and win

691. F. Bondarenko
Ajedrez, 1961

White to play and win

692. A. P. Kuznetsov
Shakhmaty v SSSR, 1961

White to play and win

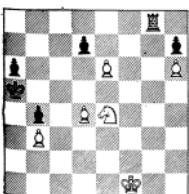
No. 688. 1. f7 Kg7 2. Nf5+ Kf8 3. b4 K×f7 4. Nd6±. The immured Rook is lost due to mutual zugzwang.

No. 689. 1. e7 Kd7 2. Nd3 K×e7 3. Nc5 Kf6 4. h4 Kf7 5. Kc4 Kf6 6. K×b4 R×c5 7. K×c5±; 2. . . . Rg5 3. Ne5+ K×e7 4. h4 R×e5 5. K×e5±. The combination of two variations with the immurement of the Rook on a5 and g5 is an indisputable achievement in the development of a well-known idea.

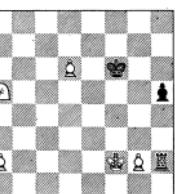
No. 690. 1. g7 Rg5 2. h4 Rg6 3. h5 Rg4 4. h3 Rg5 5. h4 Rg4 6. Nf6 R×g7 7. Kf2 Kd8 8. c3! Kc8 9. c4 Kb8 10. c5 Ka8 11. c6 Kb8 12. c7+ Kc8 13. e4!±. The Rook is taken in a position of mutual zugzwang.

No. 691. 1. c6+ Kb8 2. Ke8 Kc8 3. Ng6 Kb8 4. Nh4 Kc8 5. Nf5 Kb8 6. Ne3 Kc8 7. Nd5 Kb8 8. Nb4 Kc8 9. N×a6 Rb8 10. N×b8 K×b8 11. Kd8±.

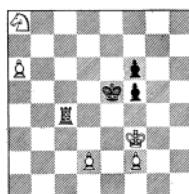
No. 692. 1. Ra5 R×d4+ 2. Kc2 Rd2+ 3. K×c3 Ra2 4. Kb3 Rb2+ 5. K×a3 Ra2+ 6. Kb3 R×a5 7. Ne3±.

693. H. Rinck
Sakbladet, 1907

White to play and win

694. L. Kubbel
Niva, 1911

White to play and win

695. L. Kubbel
Rigaer Tageblatt, 1911

White to play and win

696. A. Troitzky
Deutsche Schachzeitung,
1912



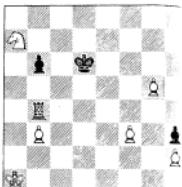
White to play and win

697. H. Rinck
Deutsche Schachzeitung,
1918



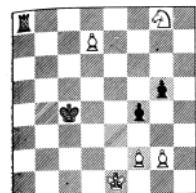
White to play and win

698. A. Selezniov
Shakhmatny vestnik, 191



White to play and win

702. L. Kubbel
1925



White to play and win

703. A. Kubbel
Shakhmatny listok, 1925
Tie for 1st Prize



White to play and win

704. A. Gherbstman
Shakhmatny listok, 1927
1st Hon. Mention



White to play and win

In Rook-trapping by means of Knight forks (Nos. 693-718) the play proceeds, as a rule, with the aid of a strong White passed Pawn. Such a Pawn restricts the Rook's mobility.

No. 693. 1. $e7$ $Re8$ 2. $Nd6$ $R \times e7$ 3. $d5$ $Kb6$ 4. $Nc8+$ $Kb5(c5)$ 5. $N \times e7\pm$.

No. 694. 1. $d7$ $Ke7$ 2. $Kg1$ $Rh4$ 3. $g3$ $Ra4(e4)$ 4. $Nb7$ $K \times d7$ 5. $Nc5\pm$; 3. . . $Rg4$ 4. $Nc6+$ $K \times d7$ 5. $Ne5\pm$.

No. 695. 1. $d4\pm$! $K \times d4$ 2. $a7$ $Ra4$ 3. $Nc7$ $R \times a7$ 4. $Nb5\pm$; 1. . . $Kd6$ 2. $a7$ $Ra4$ 3. $Nb6$ $R \times a7$ 4. $Nc8\pm$; 1. . . $R \times d4$ 2. $Nb6$ $Rd3\pm$ 3. $Ke2(g2)$ $Ra3$ 4. $Ne4\pm$.

No. 696. 1. $c7$ $Rg4\pm$ 2. $Kh1$ $Kb7$ 3. $h3$ $Rb4(f4)$ 4. $Ne7$ $K \times c7$ 5. $Nd5\pm$; 1. . . $Re1+$ 2. $Kf2$ $Re1$ 3. $Nd6$ $R \times c7$ 4. $Nb5\pm$.

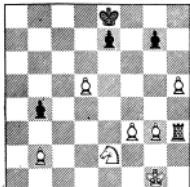
No. 697. 1. $f3$ $Re5$ 2. $c4$ $h6$ 3. $f4\pm$.

No. 698. 1. $g6$ $Ke6$ 2. $Nc6$ $Rf4$ 3. $Nd8+$ $Kf6$ 4. $g7$ $K \times g7$ 5. $Ne6\pm$; 2. . . $Rh4$ 3. $g7$ $Kf7$ 4. $Ne7$ $K \times g7$ 5. $Nf5\pm$.

699. L. Kubbel
Rigaer Tageblatt, 1914

700. H. Rinck
Barcelona Tourney, 1914
1st Prize

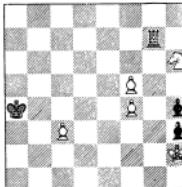
701. F. Prokop
Ceské Slovo, 1924
5th Prize



White to play and win

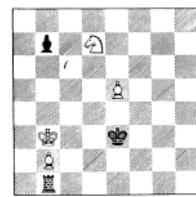


White to play and win



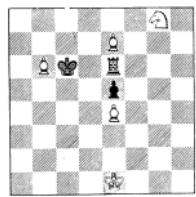
White to play and win

705. R. Réti
1928 (revised by
A. Chéron in 1949)



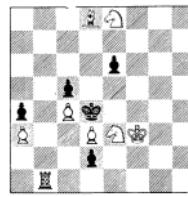
White to play and win

706. L. Prokeš
1934



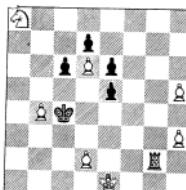
White to play and win

707. L. Kubbel
Shakhmatny v SSSR, 1935



White to play and win

708. M. Shapiro
Leningrad Chess Club
Tournament, 1936
1st Commendation



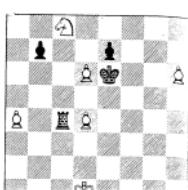
White to play and win

709. L. Prokès
La Stratégie, 1939



White to play and win

710. V. Bron
64, 1938



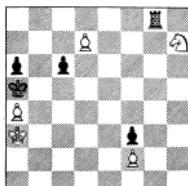
White to play and win

714. H. Rinck
Amanecer, 1942



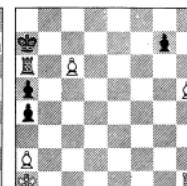
White to play and win

715. L. Prokès
Sach, 1944



White to play and win

716. B. F. Diedrichson
Tijdschrift v. d. KNSB,
1928



White to play and win

No. 704. 1. Nc6 Rc7 2. a7 Rc8 3. Nb8 Rc5+ 4. Kg6 Ra5 5. Nc6 Ra6 6. K×g7 c3 7. Kg8±.

No. 705. 1. e6 Kd4 2. Ne5 Ra1(h1) 3. e7 Ra8(h8) 4. Nf7 Re8 5. Nd6 R×e7 6. Nf5±; 1. . . Kf4 2. e7 Re1 3. Nf6 Rx e7 4. Nd5±; 1. . . Kf2 2. Ne5 Ra1(h1) 3. e7 Ra8(h8) 4. Ng4+ K∞ 5. Nf6±; 1. . . Kd2 2. Ne5 Ra1(h1) 3. e7 Ra8(h8) 4. Ne4+ K∞ 5. Nd6±. In Réti's endgame White's King was on b4, and the Pawn on b3, wherefore no solution was achieved. But A. Chéron corrected it simply by moving the King and Pawn respectively, one square down.

No. 706. 1. Ke2! K×b6 2. Nf6 R×e7 3. Nd5+ Kc5 4. N×e7 Kd4 5. Kf3±; 1. . . Kd7 2. b7 Rb6 3. Nf6+ K×e7 4. Nd5±.

No. 707. 1. Ke2 Re1+ 2. K×d2 R×e3 3. Bf6+ e5 4. B×e5+! R×e5 5. Ng7±.

No. 708. 1. Nb6+ Kd4 2. N×d7 Kd5 3. Nf6+ K×d6 4. Kf1 Rh2 5. Ne4+ K∞ 6. Nf2∞ 7. Kg1±. Black's Rook evaded the fork but for that found itself in a trap.

No. 709. 1. c7 Kb7 2. Ne7 Re4 3. a8Q+ K×a8 4. Nc6 Kb7 5. Na5±.

The following two endgames, Nos. 710 and 711, resemble each other a lot in the final play—the method of winning the Rook.

No. 710. 1. d5+ Kf7 2. d7 Rd4+ 3. Ke2 R×d5 4. h7 Kg7 5. N×e7 R×d7 6. Ng6 K×h7 7. Nf8+± (see No. 711).

No. 711. 1. Na4+ K×d5 2. a6 Kc6 3. a7 Kb7 4. Nb6 K×a7 5. Nc8+±.

No. 712. 1. d7 Rf8 2. Nf5+ Kc3 3. Nd6 Rd8 4. Kc1 Kd4 5. Kd2 c4(e4) 6. c3+ Kc5(5) 7. Nb7(f7)+±.

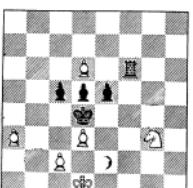
No. 713. 1. Nb5 Rd3 2. Kc2 Rg3(e3) 3. Nd6+ K×e7 4. Nf5+±.

711. L. Prokès
1941



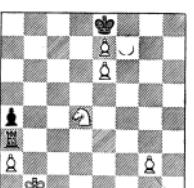
White to play and win

712. M. Aizenshtat
Shakhmatny v SSSR, 1940



White to play and win

713. H. Rinck
Tarea, 1941



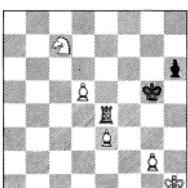
White to play and win

717. V. Korolkov
Trud, 1950
2nd Hon. Mention



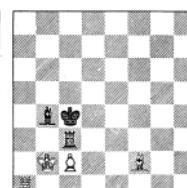
White to play and win

718. V. Bron
Shakhmatna misl, 1958



White to play and win

719. L. Kubbel
Krasnaya gazeta, 1934



White to play and win

No. 714. 1. Nc5 Rg3 2. Kf2 R×h3 3. N×e6+ K×f7 4. Ng5±; 1...Re3+ 2. Kf2 R×e5 3. Nd7±; 1...Rf3 2. N×e6+ K×f7 3. Ng5±.

No. 715. 1. Ng5 Rd8 2. Nf7 R×d7 3. Ne5 Rd4 4. N×c6±. The Pawn's promotion to a Knight wins the Rook in Nos. 716 and 717.

No. 716. 1. h6 gh 2. R×h6 a3 3. Rd6 a4 4. c7 R×d6 5. c8N±.

No. 717. 1. Bf8+ Kc7 2. Ba3 Ra1 3. Kb4 Rb1+ 4. Bb2! R×b2+ 5. Ka3 Rb1 6. Ka2 Rb6 7. a8N±.

No. 718. 1. d6! Kf6! 2. Nd5+ Ke6 3. d7 Rh4+ 4. Kg1 K×d7 5. g3 Ra4(c4, e4, g4, h5) 6. Nb6(f6)±.

Bishop Traps Rook

The Bishop has less possibilities than the Knight of capturing the Rook, and there are fewer such endgames.

In Nos. 719-21 the Bishop immures the Rook.

No. 719. 1. Ra4 Ra3! 2. R×b4+ K×b4 3. Be1+ Ka4 4. Bc3±. Quite an unexpected and clever position of mutual zugzwang with immurement of the Rook.

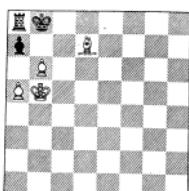
Table 13. Bishop Traps Rook (Endgame Studies Nos. 719-28)

Subdivisions	Features of the Final Set-Up	Nos.
1	Immurement of Black's Rook and its eventual capture	719-21
2	Black's Rook is lost through a Bishop or King attack	722-28

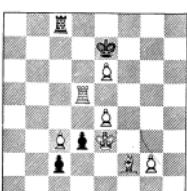
720. H. Rinck
Le Temps, 1934



721. L. Prokeš
Suomen Shakti, 1950



722. H. Rinck
Deutsche Schachzeitung, 1912



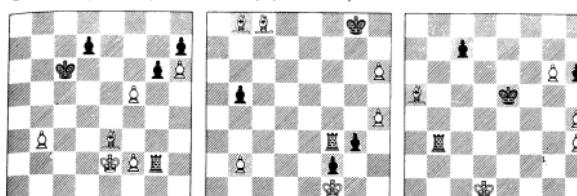
White to play and win

White to play and win

White to play and win

723. L. Kubbel
Shakhmatny vestnik, 1914

724. A. Troitzky
Tidskrift för Schack, 1917



White to play and win

White to play and win

White to play and win

No. 720. 1. e4 Rd3 2. Ke2 Rb3 3. Be5+ Kg8 4. Bc3 Kf8 5. Kd3 R×c3+ 6. bc Ke8 7. Kd4 Kd8 8. Kc5 Kc8 9. K×b5 Kb8 10. c4 Kc8(a8) 11. c5 Kb8 12. c6±; 2...Rh3 3. Bg3 Kg8 4. Kf3 R×g3+ 5. hg Kf8 6. Kf4 Kg8 7. Kg5 Kh8 8. K×h5 Kg8 9. g4 Kh8 10. g5 Kg8 11. g6±. The idea is to limit the Rook to two squares: b3 and h3. This study by H. Rinck resembles his own No. 689 with immurement of the Rook by the Knight in two variations.

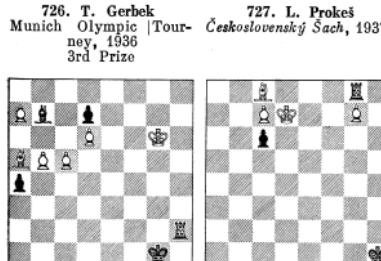
No. 721. 1. b7 K×b7 2. Bc6+ Kb8 3. Ka6+; 1...a6+ 2. Kc6! Ra7 3. Bc8 R×b7 4. B×b7 Ka7 5. Bc8±.

In Nos. 722-28 the Rook is captured as a result of attack by the Bishop or King.

No. 722. 1. Kd2 R×c3 2. Kc1 Rb3 3. R×d3 R×d3 4. K×c2 Rd6(d8, a3) 5. Bc5(h4)±.

No. 723. 1. f6 Kd6 2. Kf1 Rg4 3. f3 Rb4 4. f7 Rb8 5. Bf4+±; 3...Rh4 4. f7 Ke7 5. Bg5+±.

726. T. Gerbek
Munich Olympic |Tour-
ney, 1936
3rd Prize



White to play and win

White to play and win

727. L. Prokeš
Československý Šach, 1937

728. L. Prokeš
Sach, 1944



No. 724. 1. Be6+ Kh8 2. Be5+ Kh7 3. Bxg3 R×g3 4. K×f2±.

No. 725. 1. g7 Rb1+ 2. Ke2 Rg1 3. Kf2 Rg6 4. h5 Rg5 5. Bd2 R×g7 6. Bc3±.

In Nos. 726-28 one and the same scheme is employed for trapping the Rook, which is compelled to take to the eighth rank to stop the passed Pawn.

No. 726. 1. c6 dc 2. a8Q B×a8 3. d7 Rh8 4. Kg7 Rb8 5. Bc7±; 3. ...Rg2+ 4. Kf7 Rf2+ 5. Ke7 Re2+ 6. Kd6± (see Nos. 727 and 728).

No. 727. 1. Ke6! R×g7 2. Bd7 Rg8 3. Kf7 Rh8 4. Kg7 Ra8 5. B×c6±.

No. 728. 1. a8Q+ K×a8 2. Bb6 Rg4+ 3. Kh6 Rg8 4. Kh7 Rf8 5. Kg7 Rb8 6. Bc7±.

Chapter 2

TWO MINOR PIECES TRAP ROOK

Motifs of domination by the Rook and Pawn over two minor pieces were examined in Nos. 392-432. In this chapter two minor pieces attack the Rook.

Coordinated action by two minor pieces can trap the Rook even in midboard. This enables White to create many different types of domination.

Bishop and Knight Trap Rook

The Bishop and Knight efficiently coordinate their actions against the Rook in Nos. 729-67 (see Table 14).

When Black's King is on a8(h8), attacks employing batteries or pins are possible. Nos. 729-33 are constructed according to one and

729. A. Troitzky

Shakhmatny listok, 1923

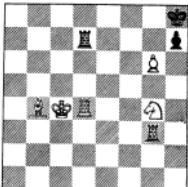
730. J. Gunst

Deutsche Schachzeitung,

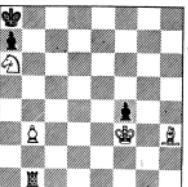
1923

731. F. Prokop

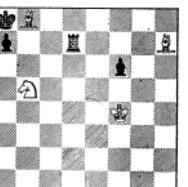
Brunner Tagesbote, 1928



White to play and win



White to play and win



White to play and win

Table 14. Bishop and Knight Trap Rook (Endgame Studies Nos. 729-67)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Rook falls prey to a Knight fork or diagonal pin: 1. Bd6 Rg5 2. Nf7±; 1. ...Ra7 2. Bc5+Rg7 3. Nf5±		729-33, 741
2	Other types of Rook capture with Black's King located on a8(h8) and White's Bishop on the long diagonal: 1. Kg3 Ra4(c4, f5, f7) 2. Nc5(d6)+±; 1. ... Rb4(d4, f6, f8) 2. Na5(c5)+±		734-37
3	Black's Pawn prevents the Rook from getting on a6, and the latter is trapped in midboard 1. Kg7±		738-40, 742
4	Various other ways of trapping the Rook in midboard		743-54
5	Other ways of trapping a cramped Rook		755-67

732. R. Skuja
Shakhmaty v SSSR, 1949
Commendation



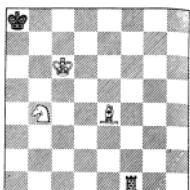
White to play and win

733. H. Blandford
British Chess Magazine, 1961



White to play and win

734. H. Rinck
La Nation Belge, 1918



White to play and win

the same principle: the Rook is won by means of pinning or a Knight fork. This idea, which arose in 1923 in endgames by A. Troitzky and J. Gunst, is repeated without any development.

No. 729. 1. $g7+$! $R \times g7$ 2. $Rd8+$ $Rg8$ 3. $R \times g8+$ $K \times g8$ 4. $Nh6 + Kh8$ 5. $Bc5!$ $Rg7!$ 6. $Bd6 Rg5$ 7. $Nf7 \pm$; 6. . . $Rg1$ 7. $Be5+$ $Rg7$ 8. $Nf5 \pm$ (see Nos. 730-33).

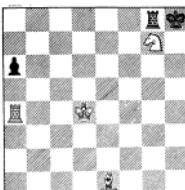
No. 730. 1. $Bf5$ $R \times b3+$ 2. $K \times f4$ $Rb7$ 3. $Bb6$ $Rb1$ 4. $Bd5+$ $Rb7$ 5. $Nc5 \pm$; 3. . . $Rb5$ 4. $Ne7 \pm$.

No. 731. 1. $Bf5$ $Rb7$ 2. $Nc7+$ $K \times b8$ 3. $Na6 + Ka8$ 4. $Be6$ f5 5. $Kf3 f4$ 6. $K \times f4$ $Rb1$ 7. $Bd5+$ $Rb7$ 8. $Nc5 \pm$; 6. . . $Rb5$ 7. $Ne7 \pm$!

No. 732. 1. $Rh8+$ $Rb8$ 2. $Nc7+$ $Kb7$ 3. $R \times b8+$ $K \times b8$ 4. $Na6 + Ka8$ 5. $Bf5$ $Rb7$ 6. $Be6$ $Rb5$ 7. $Ne7 \pm$; 6. . . $Rb1$ 7. $Bd5+$ $Rb7$ 8. $Ne5 \pm$.

No. 733. 1. $Nh6$ $Rg7$ 2. $Be1 c5$ 3. $Bd2 Rg3$ 4. $Bf4 Rg7$ 5. $Bd6 Rg1$ 6. $Be5+$ $Rg7$ 7. $Nf5 \pm$; 5. . . $Rg5$ 6. $Nf7 \pm$.

735. L. Kubbel
Izvestia, 1923



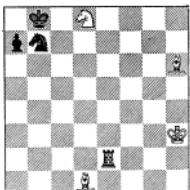
White to play and win

736. H. Rinck
Basler Nachrichten, 1927



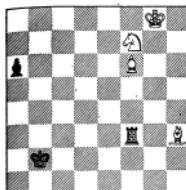
White to play and win

737. A. Sarychev
Shakhmaty v SSSR, 1948
3rd Commendation



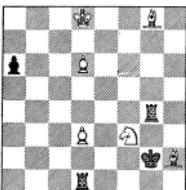
White to play and win

738. R. Bianchetti
L'Italia Scacchistica, 1924



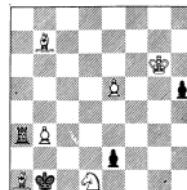
White to play and win

739. T. Gorghiyev
Shakhmaty, 1928



White to play and win

740. A. Gherbstman
USA Chess Union
Tourney, 1928
1st Prize



White to play and win

Other forms of trapping the Rook, when Black's King is in the corner of the board and White's Bishop on the long diagonal, are shown in Nos. 734-37. In these endgames the Rook is captured in midboard.

No. 734. 1. $Kc7 + Ka7$ 2. $Nc6 + Ka8$ 3. $Ne7 + Ka7$ 4. $Ne8 + Ka6$ 5. $Bd3 \pm$.

No. 735. 1. $Nh5 Rg4+$ 2. $Kc3 R \times a4$ 3. $Kb3 Re4(g4)$ 4. $Bc3 + Ks5$ 5. $Nf6 \pm$.

No. 736. 1. $Bg2 R \times f4+$ 2. $Kg3 Rf6(f8)$ 3. $Nc5 + Kb8$ 4. $Nd7 \pm$; 2. . . $Rd4(b4, c4)$ 3. $Na5(d8) + Kb8$ 4. $Ne6 \pm$ (see No. 737). This is an elegant trapping of the Rook in midboard with the use of a battery.

No. 737. 1. $Bf4 + Ka8$ 2. $N \times b7 Re1$ 3. $Bf3 Rf1$ 4. $Bg2 R \times f4$ 5. $Kg3 \pm$. Repeats the play of the preceding endgame.

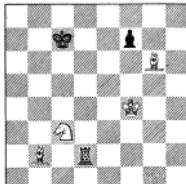
The Rook can also be trapped in midboard through an attack by the King or Bishop, as in Nos. 738-40 and 742. In these endgames Black's Pawn deprives the Rook of a square for retreat. Their

741. D. Petrov
Leninskaya smena, 1966
1st Hon. Mention



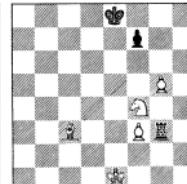
White to play and win

742. D. Petrov
Shakhmaty v SSSR, 1932



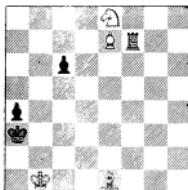
White to play and win

743. H. Rinck
Deutsche Schachzeitung, 1905



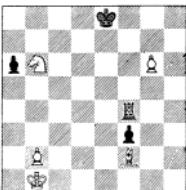
White to play and win

744. L. Kubbel
Deutsches Wochenschach,
1911



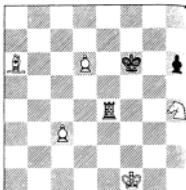
White to play and win

745. H. Rinck
Sydsvenska Dagbladet
Snällposten 1911-12
1st Prize



White to play and win

746. H. Rinck
Deutsche Schachzeitung,
1912



White to play and win

construction is completely alike: the King's attack on the Rook places the latter in a hopeless situation aggravated by Knight forks.

No. 738. 1. Ne5 Rx f6 2. Kg7 Rb6 (d6, f4, f2) 3. Nc4 (d3) ± (see Nos. 739-41).

No. 739. 1. Bb3 R×d3 2. Ne1+ K×h2 3. N×d3 Rd4 4. Ne5 R×d6+ 5. Kc7±. This endgame and No. 740 fully repeat the Rook-trapping method used in No. 738 by R. Bianchetti.

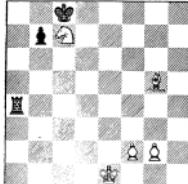
No. 740. 1. Nc3+ K×a1 2. N×e2 R×b3 3. Bc6! Re3 4. Nd4 R×e5 5. Kf6±.

No. 741. 1. e7 K×e7 2. Nf5+± Kf6 3. N×h6 Kg7 4. Ng4 Rd3+ 5. Kc4 Rg3 6. Rg8+ K×g8 7. Nh6+ Kh8 8. Bc5 Rg7 9. Bd6 Rg6 10. Be5+ Rg7 11. Nf5±.

No. 742. 1. Bc1 Rf2+ 2. Kg3 Rf1 3. Bf4+ R×f4 4. Bd3±.

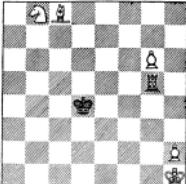
Various other forms of trapping a random Rook in the middle of the board are demonstrated by Nos. 743-54.

747. A. Troitzky
Deutsche Schachzeitung,
1913



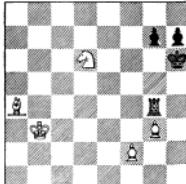
White to play and win

748. A. Troitzky
Deutsche Schachzeitung,
1913



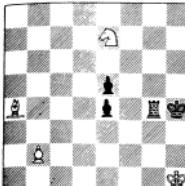
White to play and win

749. A. Troitzky
Deutsche Schachzeitung,
1914



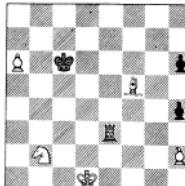
White to play and win

750. H. Rinck
Bohemia, 1914



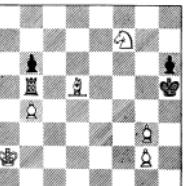
White to play and win

751. A. Troitzky
Eskilstuna Kuriren, 1916



White to play and win

752. A. Troitzky
Eskilstuna Kuriren, 1916



White to play and win

No. 743. 1. g6 fg 2. Kf2 Rg5 3. Ne6 Rh5 (f5, d5, b5) 4. Ng7 (e7)±; 1. ... Rx f3 2. g7 Rg3 3. Nh5±.

No. 744. 1. Nd6 R×e7 2. Ne4+ Kb3 3. Na5+ Ka3 4. Bf2! Kb4 5. N×c6±; 4. ... Re5 5. Nc4±.

No. 745. 1. Nd5 Rc4 2. g7 Kf7 3. g8Q+ K×g8 4. b3 Re8 (c6, e4, g4) 5. Ne7 (f6)±; 1. ... Ra4 2. Bc5 f2 3. Nf6+ Kd8 4. B×f2±; 1. ... Rf5 2. g7 Rg5 3. g8Q+ R×g8 4. Nf6±.

No. 746. 1. d7 Ke7 2. Ng6+ K×d7 3. Bd3 Re3 4. Kf2 R×d3 5. Ne5±.

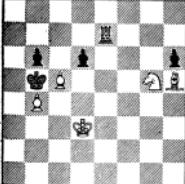
No. 747. 1. Nd5! Rg4 2. Bf6 R×g2 3. Kf1 Rg4 4. f3 Rg3 5. Nb6+ Kc7 6. Be5±; 4. ... Ra4 (c4, g6, g8) 5. Nb6 (e7)±.

No. 748. 1. Nc6+ Ke3 2. h4 R×g6 3. Ne7 Rg3 (g7, h6, f6, b6) 4. Nf5 (d5)±.

No. 749. 1. Nf7+ Kh5 2. Bc6 Rd4 3. Kc3±.

No. 750. 1. Bd1 Rg5 2. Kh2 e3 3. Be2 e4 4. b4 Re5 (g7, g3) 5. Ng6 (f5)±.

753. A. Troitzky
500 *Aufgaben*, 1924



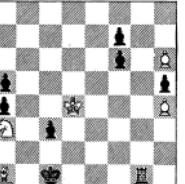
White to play and win

754. E. Richter
1928



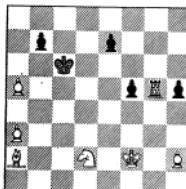
White to play and win

755. H. Rinck
Bohemia,
1906



White to play and win

756. A. Troitzky
Deutsche Schachzeitung, 1912



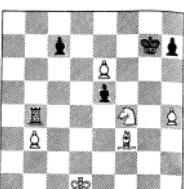
White to play and win

757. H. Rinck
Deutsche Schachzeitung, 1912



White to play and win

758. A. Troitzky
Deutsche Schachzeitung, 1914



White to play and win

No. 751. 1. a7! Kb7 2. Nc4 Re7(c3) 3. Nd6+ Ka8 4. Be4+ K×a7 5. Nc8(b5)+±.

No. 752. 1. Bc6 R×b4 2. Ka3 Rd4 3. Ne5 Rd2(d4) 4. g4+ K×o 5. Nf3+±; 3. ... Rd8(d6) 4. Bf3+ Kg5 5. Nf7+±; 3. ... Kg5 4. Nf3+±; 3. ... Rd1 4. Bf3+±.

No. 753. 1. cd Re5 2. Bf7! Kc6 3. Nf3±.

No. 754. 1. d6! ed 2. Bc2 Rh1(d5) 3. Be4+±.

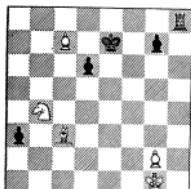
Other forms of trapping the Rook that take advantage mainly of the Rook's cramped position are shown in Nos. 755-67.

No. 755. 1. h7 Rd1+ 2. Ke3 Rd8 3. B×c3 Rh8 4. B×f6 R×h7 5. Ke2 Rh6 6. Bg5+±.

No. 756. 1. Nf3 Rg7 2. Nd4+ Kd7 3. Ne6 Rg4 4. h3 Rh4 5. Kg3±.

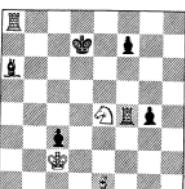
No. 757. 1. fe Kf7 2. Ng4 Rh4 3. Nf6 K×e7 4. g3 Rh3 5. Kg2±.

759. H. Rinck
La Stratégie, 1916



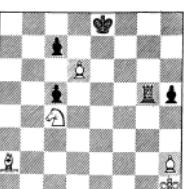
White to play and win

760. L. Kubbel
Shakhmaty, 1922



White to play and win

761. A. Troitzky
500 Endspielstudien, 1924



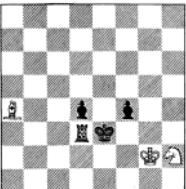
White to play and win

762. A. Troitzky
500 Endspielstudien, 1924



White to play and win

763. H. Rinck
Slovenský Národ, 1926



White to play and win

764. V. Bron
Shakhmaty v SSSR, 1931
6th Prize



White to play and win

No. 758. 1. e7 Rd4+ 2. Kc1 Kf7 3. Ne6! Rd3 4. Kc2 Re3 5. N×c7 K×e7 6. Nd5+±; 3. ... R×h4(d6) 4. Ng7±; 3. ... Rb4 4. N×e7±.

No. 759. 1. Nd5+ Kd7 2. B×g7 Rh4 3. g3 Rh3 4. Kg2±; 3. ... Rg4(e4) 4. Nf6+±; 3. ... Rc4(a4) 4. Nb6+±; 2. ... Re8(g8, h7, h5) 3. Nf6+±; 2. ... Rc8(a8) 3. Nb6+±.

No. 760. 1. Ra7+Kc6! 2. R×a6+Kb5 3. Ra4K×a4 4. Nx c3+Ka3 5. Bh4 f6 6. Bg3! Rd4 7. Nb5+±.

No. 761. 1. dc Kd7 2. h4 Rg3! 3. Kh2 Rc4 4. Nb6+ K×c7 5. Nd5+±; 3. ... Rg7 4. Nd6 K×c7 5. Ne8+±.

No. 762. 1. Bb6+Kd5 2. c4+R×c4 3. Ng6 Rc1 4. Nf4+Ke5 5. Nd3+±; 3. ... Re8 4. Ne7+±.

No. 763. 1. Nf1+ Ke2 2. Bb5 f3+ 3. Kg1 f2+ 4. Kg2±; 1. ... Ke4 2. Bc2 f3+ 3. Kf2±.

No. 764. 1. Bb6 Kb7 2. Ba5 Ka6 3. Nd2 Re8 4. Bf1! K×a5 5. Nx e4+Ka5 6. Bg2 Re6 7. Bd5 Ra6 8. Bf7 Kb5 9. Be8+Re6 10. Kd3(b3) f5 11. Ne5±.

765. H. Rinck
Amanecer, 1943



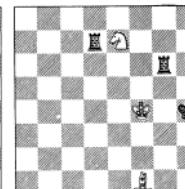
White to play and win

766. Z. Birnov
1955



White to play and win

767. H. Rinck
Las Sorpresas de la Teoría, 1947



White to play and win

No. 765. 1. Nb5 Rg3+ 2. Kh2 Rg6 3. Be4 Rg4 4. Bf3 R×h4+ 5. Kg3 g5 6. Nd6+ K×e7 7. Nf5±; 5. ...Rb4 6. Nc7+ K×e7 7. Nd5±.

No. 766. 1. Re6+ Kd4 2. Nf5+ Kc5 3. Re5+ Kc4 4. Bf7+ Kd3 5. Rd5+ Kc3 6. Rc5+ Kd2 7. R×b5 R×b5 8. Nd6±.

No. 767. 1. Nf5+ Kh5 2. Be2+ Rg4+ 3. B×g4+ Kg6 4. Nh4+ Kf7 5. B×d7±.

In this unusual correlation of material the Bishop and Knight manage to finish off two Rooks through forced play.

Two Knights Trap Rook

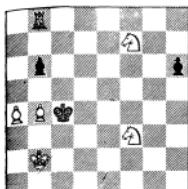
Attacks by two Knights against a Rook provide rich possibilities for forks, cutting off the Rook's retreat and controlling squares of different colours. All these factors make for success.

In Nos. 768-99 (see Table 15) two Knights trap the Rook. After capturing the Rook, White arrives, in some of the cases, at the winning set-up of two Knights versus a Pawn.

Table 15. Two Knights Trap Rook (Endgame Studies Nos. 768-99)

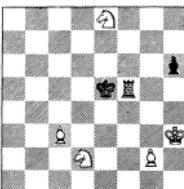
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Knights on the same diagonal Black to move 1. ... Rd1(h5) 2. f3+Kc5 3. Nb2(e3, g7, f4)+±		768-80
2	Knights on the same rank (file) Black to move 1. ... Rc6(g6) 2. Nd5+ Kc5 3. Ne5 (e7)+±		781-88
3	Various other patterns		789-99

768. A. Troitzky
Baltische Schachblätter,
1912



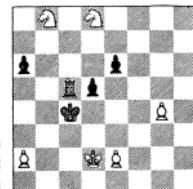
White to play and win

769. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

770. A. Troitzky
Deutsche Schachzeitung,
1914



White to play and win

The clear-cut movement of the Knights creates some typical Rook-trapping positions. As Table 15 shows, the pattern in Nos. 768-80 is for the Knights to be positioned on the same diagonal (but separated by one square). This is a very strong position which denies Black's Rook and King convenient squares for retreat.

No. 768. 1. N3e5+ Kd5 2. Nd7 Rb7 3. Nf6+ Kd4. 4. Nd8±; 3. ... Kc4 4. Nd6+ K×b4 5. N×b7 h5 6. Nd5+ Kc5 7. Nf4±.

No. 769. 1. Nc4+ Kf4 2. Ng7 Rd5 3. Ne6+ Ke4 4. Kg4! h5+ 5. Kh4 Rd1 6. Ng5+ Kf4 7. Nh3+ Ke4(f5) 8. Nf2 (e3)++.

No. 770. 1. Nb7 Rc7 2. Nd6+ Kd4 3. e3+ Ke5 4. Ne8 Rc4(c8, b7, f7, h7) 5. Nd7(c6)+ Ke4 6. Nd6(f6)+±.

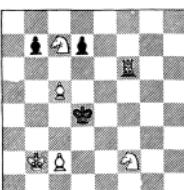
No. 771. 1. Nc3+ Kd4 2. Na4 Rb3 3. cb cb 4. Nf5±; 2. ...Rf6 3. c3+ Ke4 4. Nc5+ Kf4 5. Nd5±; 2. ...Rb5 (b1) 3. Nf5+ Kc5 4. Nc3±.

771. A. Troitzky
Deutsche Schachzeitung,
1914



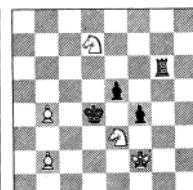
White to play and win

772. A. Troitzky
Eskilstuna Kuriren,
1916



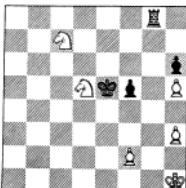
White to play and win

773. A. Troitzky
Tidskrift för Schack,
1917



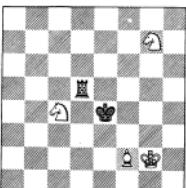
White to play and win

774. A. Troitzky
Eskilstuna Kuriren, 1917



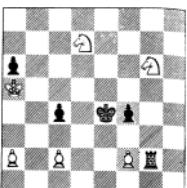
White to play and win

775. H. Rinck
Basler Anzeiger, 1922



White to play and win

776. A. Troitzky
500 Endspielstudien, 1924



White to play and win

No. 772. 1. c3+ Ke4 2. Ng4 Rf4 3. Ne5+ K×c5 4. Nd3+ Kc6 5. N×f4 K×c7 6. Kb3±; 2. ... Rc6 3. Ne5+ K×c5 4. N×c6±; 2. ... Rf8 3. Ne5+ K×c5 4. N×d7±.

No. 773. 1. Nf5+ Ke4 2. Ne7 Rh6 3. Ne5+ Kd4 4. Nf5+±; 2. ... Rg3 3. Nc5+ Kd4 4. Nf5+ Kc4 5. N×g3 fg+ 6. K×g3 K×b4 7. Nd3+±.

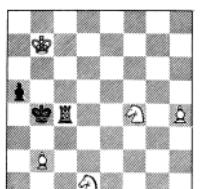
No. 774. 1. Ne7 Rg7 2. Ne6+ Ke4 3. Ne8 Rg5 4. h4±; 1. ... Rg5 2. f4+ K×f4 3. Ne6+±.

No. 775. 1. Ne6 Rh5 2. f3+ K∞ 3. Nf4(g7)+±; 1. ... Rd1 2. f3+ K∞ 3. Ne3(b2)+±; 1. ... Kf5(d3) 2. Ne3(f4)+ K×e6(×c4) 3. N×d5±.

No. 776. 1. Nf6+ Kd4 2. Nh4 Rg5+ 3. K×a6 Rc5 4. Nf3+ Kc3 5. Ne4+±; 3. ... K∞ 4. Ne4(f3)+±; 2. ... R×f2 3. Nf5+ K∞ 4. Ne4(g4)+±.

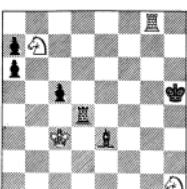
No. 777. 1. Ne3 Re4 2. Nd3+ Kb5 3. Nf5 Rg4 4. b3 a4 5. Nd6+ Ka5 6. Ne4+ Kb5 7. Na3+ Ka5 8. b4+ R×b4 9. N×b4 K×b4 10. Nb1±.

777. A. Troitzky
Shakhmaty, 1925



White to play and win

778. A. Gherbstman
Magyar Sakkvilág, 1929
Hon. Mention



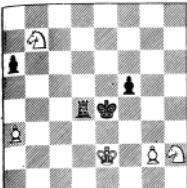
White to play and win

779. G. Popov
Shakhmatna misl,
1962



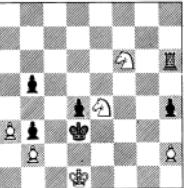
White to play and win

780. J. Mandil
Els Escacs a Catalunya,
1933



White to play and win

781. H. Rinck
150 Fins de Partie,
1909



White to play and win

782. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

No. 778. 1. Ng3+ Kh6 2. Nf5+ Kh7 3. Rg7+ Kh8 4. N×e3 K×g7 5. N×c5 Rg6(d8, f4, h4) 6. Ne6(f5)+±.

No. 779. 1. Bf5 Re5 2. Ne6 R×f5 3. Ra8+ Kb2 4. Rh8+ Ka1(c1) 5. R×b1+ K×b1 6. Kg4 Rf1(d5, b5) 7. Nd2(c3)+±.

No. 780. 1. Nf3 Rd5 2. g3 f4 3. g4 a5 4. a4±. Two Knights on the same diagonal but with three squares between them.

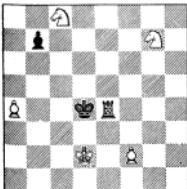
Nos. 781-88 have a different design. Here the two Knights occupy, at one point, the same rank (file) with two empty squares between them, and the Rook has no acceptable moves.

No. 781. 1. Nf2+ Ke4 2. Nc2 Rg8 3. Ne5+ Kc5 4. Nfd7+ Kd5 5. Nf7 Rh5(h7, g8, e8, a8) 6. Nf6(b6)+±.

No. 782. 1. Nd3+ Kd4 2. Nb4 Re6 3. Kf7 Ke5 4. Nd3+ Kd5 5. Nf5+ Kd5(d7) 6. Nf4(c5)+±; 2. ... Rd6 3. Nf5+±; 1. ... Kd6 2. Nf5+ K∞ 3. Nc5(b4)+±.

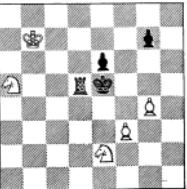
No. 783. 1. f3 Re5 2. Nb6 Ra5 3. Ne6+ Ke5 4. Nc4+±.

783. H. Rinck
Deutsche Schachzeitung,
1913



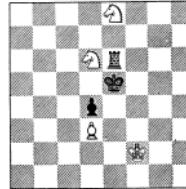
White to play and win

784. H. Rinck
1913



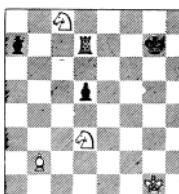
White to play and win

785. H. Rinck
Berliner Lokalanzeiger,
1914



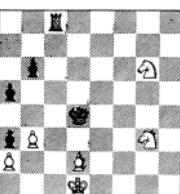
White to play and win

786. A. Troitzky
Tidsskrift for Schack, 1916



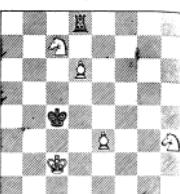
White to play and win

787. A. Troitzky
Eskilstuna Kuriren, 1916



White to play and win

788. L. Prokeš
Práce, 1950



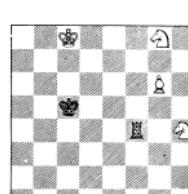
White to play and win

792. J. Krejčík
Before 1922



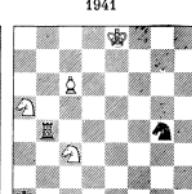
White to play and win

793. J. Schwers
Before 1922



White to play and win

794. G. van Altena
Tijdschrift v. d. KNSB, 1941



White to play and win

No. 784. 1. Nc6+ Kg6 2. Ne3 Rd7+ 3. Kc8 Rf7 4. Ne4+ Kg6 5. Ne5+±; 2. ...Rd3 3. Ne4+ Kc5 4. Ne5+±; 1. ...Kd6 2. Nc3 Rd3 3. Ne4+ Kd5 4. Nb4+±.

No. 785. 1. Nf7+ Kf4 2. Nc7 Re6(g6) 3. Nd5+ Kg4(f5) 4. Ne5(e7)+±; 2. ...Re4 3. Nd5+ Kf5 4. Nd6+± (see No. 788).

No. 786. 1. Nc5 Rf7 2. Nd6 Rf3 3. Kg2±.

No. 787. 1. Nf5+ Ke5 2. d4+ Kb4 3. Nfe7 Re8(a8) 4. Nd5+ Kb5 5. Ne7+±.

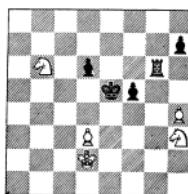
No. 788. 1. Ng5 R×d6 2. Nf7 Rb6(f6) 3. Ne5+ Kc5 4. Nd5(d7)+±; 2. ...Rd4 3. Ne5+ Kc5 4. Ne6+±. Repeats almost entirely the play in No. 785 by H. Rinck.

The rest of the endgames in this series (Nos. 789-99) are based on other methods.

No. 789. 1. Nd7+ Kd4 2. Nf4 Rh6 3. h5±; 2. ...Rg4(g8) 3. Ne2+ Kd5 4. Nf6+±;

789. H. Rinck
150 Fins de Partie, 1909

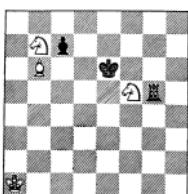
Deutsche Schachzeitung, 1909



White to play and win

790. A. Troitzky
Deutsche Schachzeitung, 1911

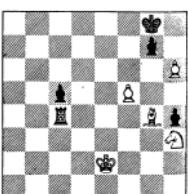
Deutsche Schachzeitung, 1911



White to play and win

791. A. Troitzky
Schachzeitung, 1913

Schachzeitung, 1913



White to play and win

No. 790. 1. Nd8+ Kd7 2. b7 Rg6 3. Ne6 R×c6 4. b8N+! Ke6 5. Nd4+±; 3. ...Rg8 4. b8Q R×b8 5. N×b8+ Ke6 6. Nd4+±; 1. ...Kxf5 2. bc Rg1+ 3. Kb2±.

No. 791. 1. f6! R×g4 2. h7+ K×h7 3. f7 Re4+ 4. Kf3 Re6 5. f8N+ Kc5 6. N×e6± 7. Neg5±.

No. 792. 1. Nc3 Re5 2. N3e4+ Kh5 3. Nd7 Re7+ 4. Kf8 Re6 5. Kf7±; 1. ...Rf5 2. N5e4+ Kh5 3. Nf6+ Kg5 4. Nce4X.

No. 793. 1. Nf6 Rf1 2. Nf3 R×f3 3. g7 Rg3 4. Ne4+ (see No. 794).

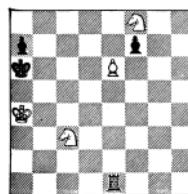
No. 794. 1. c7 Nf6+ 2. Kf7 Ne8 3. K×e8 Re4 4. Nb3+ Kb2 5. Nc5 R×c5 6. Na4+±.

There are some ties between Nos. 793 and 794, i.e., similar Knight sacrifices to entice the Rook to a disadvantageous square.

No. 795. 1. ef Ra1+! 2. Kb4 Rf1 3. Ne6 R×f7 4. Nd5 Rb7+ 5. Ka4 Rb5 6. Nc7+±; 1. ...Re7 2. Ne6 R×f7 3. Nd5 Kb7 4. Nd8+±.

795. A. Troitzky
500 Endspielstudien, 1924

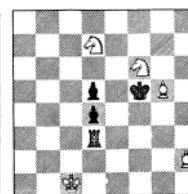
Shakhmatny listok, 1924



White to play and win

796. A. Troitzky
Shakhmatny listok, 1924

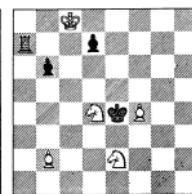
Shakhmatny listok, 1924



White to play and win

797. Z. Birnov
64, 1929

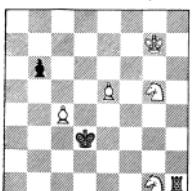
64, 1929



White to play and win

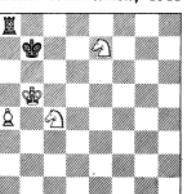
798. H. Rinck
Revue suisse d'échecs, 1938

Basler Nachrichten, 1944



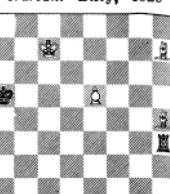
White to play and win

799. H. Rinck
Basler Nachrichten, 1944



White to play and win

800. T. Gorghihev
Narodni Listy, 1929



White to play and win

No. 796. 1. g6! Rc3+ 2. Kb2! K×g6 3. N×d5±; 2. . . . Rh3 3. g7 R×h2+ 4. Kc1 Rg2 5. g8Q R×g8 6. N×g8±.

No. 797. 1. Kb8 Ra6 2. Kb7 Ra1 (2. . . Ra5 3. Nb3±) 3. Nc2 Ra5 4. b4±.

No. 798. 1. N5f3 Rh5 2. c5 bc 3. e6 Rd5 4. e7 Rd7 5. Ne5±.

No. 799. 1. Na5+ Ke7 2. Nd5+ Kb8 3. Nb6 Ra7 4. Nc6+±; 2. . . . Kd6 3. Ne4+ K×d5 4. Nb6+±; 2. . . . Kd8 3. Ne6+ Ke8(d7, c8) 4. Nc7(b6)+±; 1. . . . Kb8 2. Kb6 Ra7 3. Ne6+±.

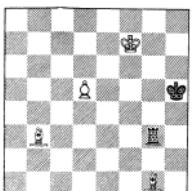
Two Bishops Trap Rook

On a completely open board two Bishops are capable of capturing the Rook standing in the centre. This circumstance fully reveals the power of two Bishops in open positions and makes it possible to create endgames with a maximum economy of material.

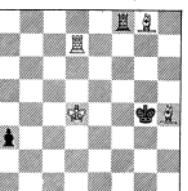
801. G. Zakhodyakin
Shakhmaty v SSSR, 1932

802. D. Petrov
M. I. Chigorin Memorial
Tournament, 1958-59
1st Prize

803. A. Gherbstman
Norddeutsche Zeitung,
1929
1st Prize



White to play and win



White to play and win



White to play and win

Table 16. Two Bishops Trap Rook (Endgame Studies Nos. 800-40)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Rook in midboard has nowhere to go 1. Kd6±		800-06
2	Black's Pawn deprives its King or Rook of an important square		807-13
3	The pinned Rook is captured 1. Bg3±		814-32
4	Parrying mating threats, the Rook perishes after getting on the same diagonal as the King, etc.		833-40

Table 16 classifies endgames in which the Rook is trapped by two Bishops.

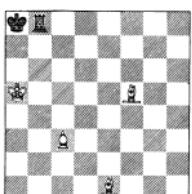
Nos. 800-06 demonstrate the capture of the Rook in midboard in an extremely economical form. Nos. 800-02 and 803-05 have completely identical finales.

No. 800. 1. Be1+ Kb5. 2. Bg6 Re3 3. Bd2 R×e5 4. Kd6± (see Nos. 801 and 802).

No. 801. 1. Bd1+ Kg5 2. Bd6 Rd3 3. Be2 R×d5 4. Ke6±. This endgame repeats the play of No. 800 by T. Gorghihev in a mirror-like reflection.

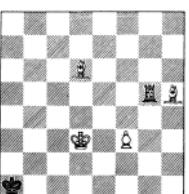
No. 802. 1. Rd8 a2 2. B×a2 Rf4+ 3. Ke3 Ra4 4. Bb3 Rb4 5. Rd4+ R×d4 6. Be7±.

804. G. Zakhodyakin
Shakhmaty v SSSR, 1932



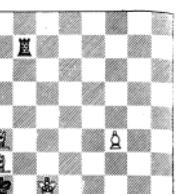
Black to play, White to win

805. E. Paoli
L'Italia Scacchistica, 1951



White to play and win

806. V. Halberstadt
1952



White to play and win

The finale of No. 802 by D. Petrov repeats that of No. 800 by T. Gorghiiev but with the position turned 180 degrees. True, Petrov managed to activise the Rook somewhat and to increase the dynamic force and keenness of the situation, which justifies this composition.

An analogous pattern for trapping the Rook in midboard is seen in Nos. 803-06.

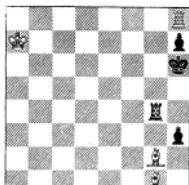
No. 803. 1. Bd7+ K×a3 2. Bd6+ Ka2 3. Be6+ Ka1 4. gf d1Q++ 5. K×d1 R×f3 6. Ke2±.

No. 804. 1. ...Re8 2. Bg3 Re3 3. Bf4 R×c3 4. Kb4± (see Nos. 805 and 806).

No. 805. 1. Bf7 Rf5 2. Be6 R×f3+ 3. Ke2 Rc3 4. Be5 Kb2 5. Kd2±.

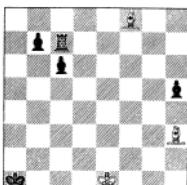
No. 806. 1. Be6 Rb3 2. Bd6! Re3+ 3. Kd2 R×f3 4. Ke2±.

807. L. Kubbel
Sydsvenska Dagbladet Snällposten, 1911
2nd Hon. Mention



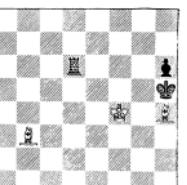
White to play and win

808. H. Rinck
Deutsches Wochenschach, 1914



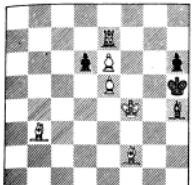
White to play and win

809. H. Rinck
La Stratégie, 1916



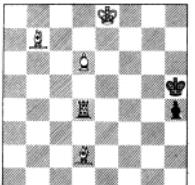
White to play and win

810. A. Troitzky
Tidskrift för Schack, 1917



White to play and win

811. A. Troitzky
L'Échiquier, 1925



White to play and win

812. A. Korányi
Magyar Sakkélet, 1960



White to play and win

The final positions of No. 805 by E. Paoli and No. 806 by V. Halberstadt resemble the finale of No. 804 by G. Zakhodyakin but with a turn of the position by 180 degrees.

In Nos. 807-13 the Rook is again trapped by two Bishops in midboard but with the presence of Black's Pawn hampering the Rook or King.

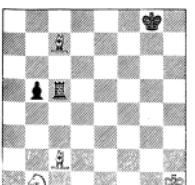
No. 807. 1. Be3+ Kg7 2. Bf3 Ra4+ 3. Kb6 K×h8 4. Kb5 Ra3 5. Bd4+ Kg8 6. Bd5+ Kf8 7. Bc5+±; 4. ...Rh4 5. Bg5 Rd4 6. Bf6±.

No. 808. 1. Bd6 Rf7 2. Be6 Rf3 3. Ke2 Rc3 4. Be5 Kb2 5. Kd2±; 4. ...Rh7 2. Bf5 Rh6 3. Bf4 Rh8(f6) 4. Be5+±.

Nos. 807 and 808 have the same underlying idea and eloquently show the power of two Bishops.

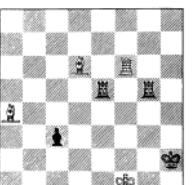
No. 809. 1. Be7 Rd4+ 2. Ke3 Rd7 3. Bf7+ Kg4 4. Be6+±; 2. ...Rh4 3. Bd1+ Rg4 4. Kf2±; 1. ...Ra6 2. Bf7+ Rg6 3. Ke3± (see No. 810).

813. J. Fritz
Suomen Shakki, 1952



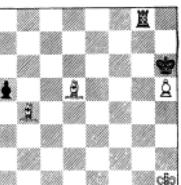
White to play and win

814. B. Horwitz and
J. Kling
1851



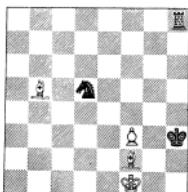
White to play and win

815. A. Troitzky
500 Endspielstudien, 1924



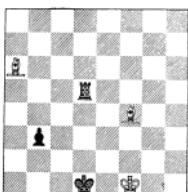
White to play and win

816. F. Prokop
Ceske slovo, 1924



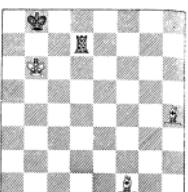
White to play and win

817. H. Rinck
Slovensky Národ, 1926



White to play and win

818. H. Rinck
Slovensky Národ, 1926



White to play and win

No. 810. 1. ed R×e6 2. B×h4 R×d6 3. Be7 Rd4+ 4. Ke3 Rd7 5. Bi7+ Kg4 6. Be6±; 4. ...Rh4(g4) 5. Bd1±; 3. ...Ra6 4. Bi7+±.

The situation arising after White's second move in the endgame by A. Troitzky is actually the initial position of No. 809 by H. Rinck. Evidently Troitzky was unaware of the existence of this endgame.

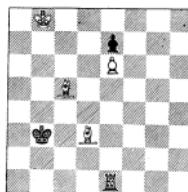
No. 811. 1. Be3 R×d6 2. Ke7 Rh6 3. Bf3+ Kg6 4. Be4+ Kg7 5. Bd4+ Kg8 6. Bd5+ Kh7 7. Kf7 Rh5 8. Be4+ Kh6 9. Be3+ Rg5 10. Kf6±; 2. ...Rd3 3. Bf3+ Kg6 4. Be4+±; 2. ...Rg6 3. Bf3+ Rg4 4. Kf6±.

No. 812. 1. B×e3 Rd1+ 2. Rd6! R×d6+ 3. Ke7 Rh6 4. Bf3+ Kg6 5. Be4+ Kg7 6. Bd4+ Kg8 7. Bd5+ Kh7 8. Kf7 Rh5 9. Be4+ Kh6 10. Be3+ Rg5 11. Kf6±.

No. 811 by Troitzky is the precedent of No. 812 by A. Koranyi. The latter is one move longer but otherwise the same.

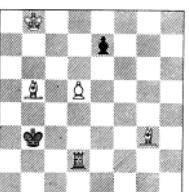
No. 813. 1. Bb3+ Kg7(h8) 2. Bf4 Rf5 3. Bd2! Rf1+ 4. Kg2 R×b1 5. Bc2±.

819. H. Rinck
Slovensky Národ, 1926



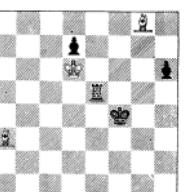
White to play and win

820. H. Rinck
Slovensky Národ, 1926
2nd Hon. Mention



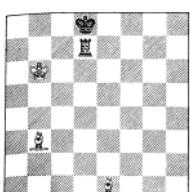
White to play and win

821. H. Rinck
Slovensky Národ, 1926



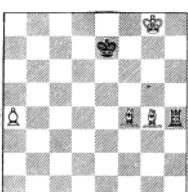
White to play and win

822. H. Rinck
Slovensky Národ, 1926



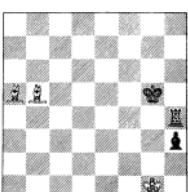
White to play and win

823. T. Dawson
Magyar Sakkvilág, 1925



White to play and win

824. H. Rinck
Slovensky Národ, 1926



White to play and win

A special group is formed by Nos. 814-32, in which the Rook is lost because of a pin. Some of the endgame themes are repeated.

No. 814. 1. Rh6+ Kg3 2. Re6 Rf5+ 3. Kg1 Kf4 4. R×e5 R×e5 5. Bc2±.

No. 815. 1. Bd2+ Rg5 2. Bf7 a4 3. Kh2 a3 4. Kh3 a2 5. B×a2 K×h5 6. Bf7+ Rg6 (6. ...Kh6 7. Be8±) 7. Kh2±.

No. 816. 1. Kg1 Rg8+ 2. Kh1 Ne3 3. Bd7+ Ng4 4. Kg1 Rg7 5. Bf5 Rg5 6. fg R×g4+ 7. Kf1±.

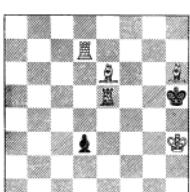
No. 817. 1. Bc4 Rd2 2. B×b3+ Rc2 3. Kg1±; 2. ...Kc1 3. Ba4±.

No. 818. 1.Bg3+ Ke8 2. Ba6+ Kd8 3. Bh4+ Ke8 4. Bb5 Kc5 5. B×d7±; 3. ...Re7 4. Bb5 Kc8 5. B×e7±.

No. 819. 1. Bg6 Kc4 2. Bf2 R×e6 3. Bf7 Kd5 4. Bg3±.

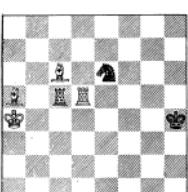
No. 820. 1. Bd7 Kc4 2. Be6 Kc5 3. Kc7 R×d5 4. Bf2+ Rd4 5. Bg4±; 1. ...R×d5 2. Be6 Kc4 3. Bf2±.

825. H. Mattison
1930



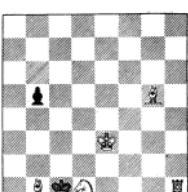
White to play and win

826. J. Fritz
Sachové Umění, 1947
1st Hon. Mention



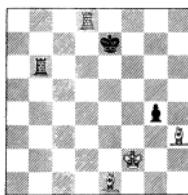
White to play and win

827. D. Przepiórka
Magyar Sakkvilág, 1930



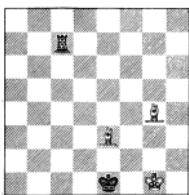
White to play and win

828. J. Fritz
Československý Šach, 1934



White to play and win

829. A. Hildebrand
British Chess Magazine, 1947



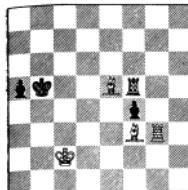
White to play and win

830. L. Loewentong
Revue FIDE Thematic
Tourney, 1960
2nd Hon. Mention



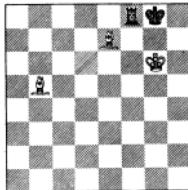
White to play and win

834. L. Kubbel
Shakhmatnyj listok, 1923



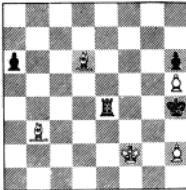
White to play and win

835. J. Vančura
1924



White to play and win

836. H. Rinck
Chess Amateur, 1917



White to play and win

No. 821. 1. $Bc1+$ $Ke4$ 2. $Bh7+$ $Rf5$ 3. $B \times h6\pm$; 2. . . . $Kd4$ 3. $Bb2\pm$; 1. . . . $Kf5$ 2. $Bh7+$ $Kf6$ 3. $Bb2$ $Kg7$ 4. $Be4\pm$; 1. . . . $Re3$ 2. $Bd5$ $h5$ 3. $Ba8\pm$.

No. 822. 1. $Bh4+$ $Ke8$ 2. $Ba4$ $K\infty$ 3. $B \times d7\pm$; 1. . . . $Ke8$ 2. $Be6\pm$; 1. . . . $Re7$ 2. $Ba4$ $Kc8$ 3. $B \times e7\pm$.

No. 823. 1. $Bg5\pm$ $Ke8$ 2. $B2e2$ $Rb4$ 3. $Bb5\pm$ $R \times b5$ 4. $ab\pm$; 2. . . . $Rd4$ 3. $Bb5\pm$ $Rd7$ 4. $Kh8\pm$.

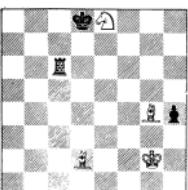
No. 824. 1. $Bd8+$ $Kg4$ 2. $Be2+Kg3$ 3. $Bc7+$ $Rf4$ 4. $Bd1$ $h2\pm$ 5. $Kh1\pm$; 1. . . . $Kh5$ 2. $Be2+$ $Rg4+$ 3. $Kh2\pm$.

No. 825. 1. $Rd5!$ $R \times d5$ 2. $Be3!$ $Rg5$ 3. $Bf7+$ $Rg6$ 4. $Kh2\pm$; 3. . . . $Kh6$ 4. $Be8\pm$.

No. 826. 1. $Be1+$ $Kg4$ 2. $Bd7$ $R \times d5$ 3. $B \times e6+$ $Rf5$ 4. $Bd2\pm$; 2. . . . $Rc4+$ 3. $Bb4$ $Re4$ 4. $Rd6$ $Kf5$ 5. $R \times e6$ $R \times e6$ 6. $Bc3\pm$.

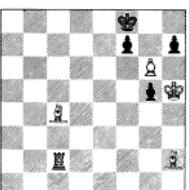
No. 827. 1. $Be4$ $Rg1$ 2. $Bh6!$ $K \times d1$ 3. $Kf2$ $Rg8$ 4. $Bd5$ $Re8$ 5. $Bb3+$ $Rc2+$ 6. $Kf1\pm$; 1. . . . $R \times d1$ 2. $Ke2\pm$;

831. J. Fritz
Československý Šach, 1962



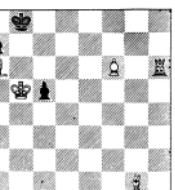
White to play and win

832. K. Stoyanov
Tidskrift för Schack, 1960



White to play and win

833. L. Kubbel
Krasnaya gazeta, 1923



White to play and win

1. . . . $Re1+$ 2. $Kf2+$ $K \times d1$ 3. $Bf3\pm$; 1. . . . $Rh5$ 2. $Bf4$ $K \times d1$ 3. $Bf3\pm$.

No. 828. 1. $Bf1!$ $K \times d8$ 2. $Ba5$ $Kc7$ 3. $Bg2\pm$; 1. . . . $Rf6+$ 2. $Kg2!$ $K \times d8$ 3. $Bh4$ $Ke7$ 4. $Bc4\pm$.

No. 829. 1. $Bb6$ $Rc2$ 2. $Ba5+$ $Rd2$ 3. $Kh1\pm$; 1. . . . $Rc3$ 2. $Ba5$ $Kd2$ 3. $Bf5\pm$.

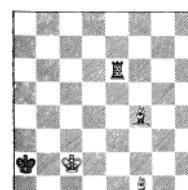
No. 830. 1. $Rg1$ $R \times g1$ 2. $B \times d4$ $Rc1$ 3. $Bb6+$ $Rc7$ 4. $Kg8\pm$.

No. 831. 1. $Bd1$ $K \times e8$ 2. $Ba4$ $Kd7$ 3. $Bf4\pm$; 1. . . . $Rg6+$ 2. $Kh2$ $K \times e8$ 3. $Bh5$ $Kf7$ 4. $Bc3\pm$; 1. . . . $Re6$ 2. $Nf6$ $R \times f6$ 3. $Bg5$ $Ke7$ 4. $Bb3\pm$.

No. 832. 1. $Bd6+$ $Kg7$ 2. gf $Rf2$ 3. $f8Q+$ $R \times f8$ 4. $Be5+$ $Rf6$ 5. $K \times g5$ $h6+$ 6. $Kh5$ $Kh7$ 7. $Bd3+$ $Kg7$ 8. $Bg6\pm$.

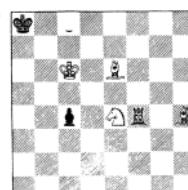
In Nos. 833-40 the Rook is trapped while defending the King against mating threats and getting on the same diagonal as the King, and in other ways.

837. A. Hildebrand
British Chess Magazine, 1947



White to play and win

838. J. Fritz
Tijdschrift v. d. KNSB, 1938



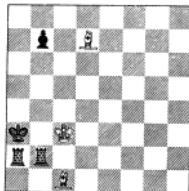
White to play and win

839. G. Kasparian
Shakhmatnyj listok, 1961



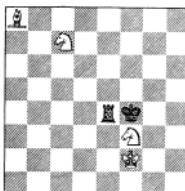
White to play and win

840. G. Kasparyan
Shakhmaty v SSSR,
1961



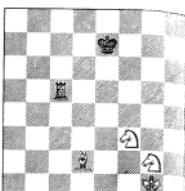
White to play and win

841. H. Rinek
La Stratégie,
1920



White to play and win

842. H. Rinek
La Stratégie,
1920



White to play and win

Chapter 3

TWO KNIGHTS AND BISHOP TRAP ROOK

When three minor pieces attack a Rook they succeed, as a rule, if the minor pieces are two Bishops and a Knight. Two Knights and a Bishop win against the Rook in specific situations, as outlined in Table 17.

Table 17. Two Knights and Bishop Trap Rook (Endgame Studies Nos. 841–902)

Subdivisions	Features of the Final Set-Up	Nos.
A) Six pieces on the board		
1	Themes in which the Rook is trapped because the King is attached to it	841–45
2	Rook is captured while repulsing mating threats	846–55
3	Immured Rook is trapped on the edge of the board	856–62
4	Various other ways of trapping the Rook (forks, pins, etc.)	863–93
B) Seven or more pieces on the board		
		894–902

Chess pieces tied up in the protection of certain squares lose some of their manoeuvrability and defence capacity. This principle is employed in the construction of Nos. 841–45, in which Black's King keeps close to the Rook to safeguard it.

No. 841. 1. Nd5+ Kf5 2. Ne3+ Kf4 3. Ng2+ Kf5 4. Ngh4+ Kf4 5. Ng6+ Kf5 6. Nfh4+.

- No. 833. 1. f7 Rf6 2. Bh2+ Ka8 3. Ka5 R×f7 4. Be4 Rd7 5. Bb5±; 4...Rf5 5. Bd3±.
 No. 834. 1. Be2+ Ka4 2. Ra3+ K×a3 3. Bd6+ Ka4 4. Bg4 Rf7 5. Bb5 Rb7(f5) 6. Be8+±.
 No. 835. 1. Bd6 Rc8 2. Bd7 Rf8 3. Be6+±.
 No. 836. 1. Kf3 Re8~ 2. Bf7 Rh8 3. Be7+ Kh3 4. Be6+ K×h2 5. Kf2 Kh1 6. Bd6±; 1...Rd4 2. Be7+ Kh3 3. Ke3 Rh4 4. Be6+±; 1...Rg4 2. Be7+ Rg5 3. Bf7 a5 4. Kf4 a4 5. Bxg5+ hg 6. Kc5±.
 No. 837. 1. Be4+ Ka1 2. Bd2 Re3 3. Be4±.
 No. 838. 1. Bf6 R×e4 2. Bd5 Re1 3. Kc7+ Ka7 4. Bd4+ Ka6 5. B×c4+ Ka5 6. Bc3±; 2...Rg4 3. Kb6+ Kb8 4. Be5+ Kc8 5. Be6+±.

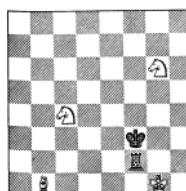
The play in the twin endgames Nos. 839 and 840 by G. Kasparyan abounds in false trails: in the former a very tempting but spurious continuation is 1. Be8?, and in the second—2. Bd7?

- No. 839. 1. Bd7!
 1. Be8? Ra1! 2. B×b2+ Ka2 3. Bf7+(3. Kc2 Rf1=) 3...Kb1 4. Bg6+ (4. Kb3 Ra6=) 4...Ka2=.
 1...Ra1 (1...b6 2. Bb5 Ra1 3. B×b2+ Ka2 4. Kc2±)
 2...B×b2+ Ka2 3. Be6+ (3...Kc2? Re1 4. Bb5 Re4=)
 3...Kb1 4. Kb3 Ra5 5. Bc4±.

- No. 840. 1. Bb5! b6! 2. Be8!!
 2. Bd7? Ra1 3. B×b2+ Ka2 4. Be6+ (4. Kc2 Re1 5. Bb5 Re4=) 4...Kb1 5. Bf5+ (5. Kb3 Ra5 6. Bc4 Rb5+ 7. B×b5 stalemate) 5...Ka2 6. Be6+ (6. Kc2 Re1 7. Bd3 b5!=) 6...Kb1=.

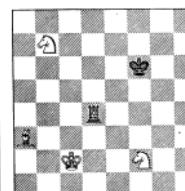
- 2...Ra1 3. B×b2+ Ka2 4. Bf7+ Kb1 5. Kb3±.

843. H. Rinek
La Stratégie, 1920



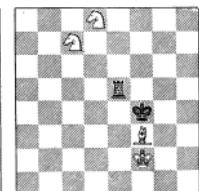
White to play and win

844. H. Rinek
La Stratégie, 1920



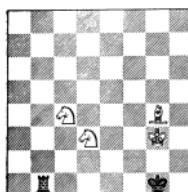
White to play and win

845. H. Rinek
La Stratégie, 1920



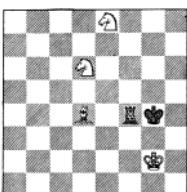
White to play and win

846. C. Salvioli
Before 1887



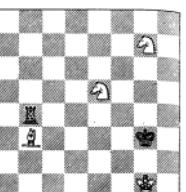
White to play and win

847. H. Rinck
National Zeitung, 1921



White to play and win

848. H. Rinck
La Stratégie, 1920



White to play and win

No. 842. 1. Bb4 Kd6 2. Ne5 Kd5 3. Nf4+ K×e5 4. Nd3+ Kd4 5. N×c5 Kc4 6. Ba3±; 3. . . Kd4 4. Ne6+±.

No. 843. 1. Nf4 Kg3 2. Nh5+ Kf3 3. Ne5+ Ke2 4. Ng3+ Ke1(e3) 5. Nd3(g4)+±.

No. 844. 1. Bb2 Ke5 2. Ng4+ Ke4 3. Bc3 Kd5 4. Nf6+ Kc4 5. Na5+ Kc5 6. Nb3±.

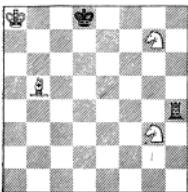
No. 845. 1. Nc6 Re4 2. Nd5+ Kf5 3. Nde7+ Kf4 4. Ng6+ Kf5 5. Nce7+±.

In Nos. 846-55 the Rook cannot protect the King from mating threats or discovered attack and is given up. In these endgames White hampers Black's King and creates threats. Black tries to defend himself, but this only opens up other winning lines.

No. 846. 1. Nde5! Rb8 2. Be2 Rg8+ 3. Ng4 Kh1 4. Ne5 Rg7 5. Nf3 Rg6 6. Bc4 Rg8 7. Bd5 Rg7 8. Bc6 Rg8 9. Bb7 Rg7 10. Bd5±.

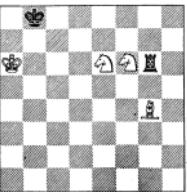
No. 847. 1. Nf6+ Kg5 2. Be3 Kh4 3. Nde4 R×f6 4. Bg5+ Kg4 5. B×f6 Kf5 6. Kf3±.

849. H. Rinck
L'Alfiere di Re, 1921



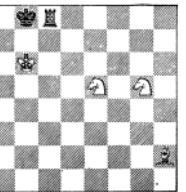
White to play and win

850. H. Rinck
L'Alfiere di Re, 1921



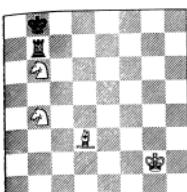
White to play and win

851. H. Rinck
Bohemia, 1921



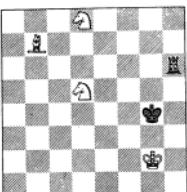
White to play and win

852. H. Rinck
Bohemia, 1921



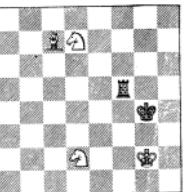
White to play and win

853. H. Rinck
Basler Nachrichten, 1921



White to play and win

854. H. Rinck
L'Echiquier, 1925



White to play and win

No. 848. 1. Nf5+ Kh3 2. Nd3 Rg4+ 3. Kh1 Rg2 4. Nf4+±.

No. 849. 1. Ne6+ Kc8 2. Ne4 R×e4 3. Ba6+ Kd7 4. Nc5+±.

No. 850. 1. Nd7+ Kc8 2. Ka7 K×d7 3. Nf8++ Ke7 4. N×g6+ Kf6 5. Nf8±.

No. 851. 1. Nd7++ Ka8 2. Ne6 Rb8+ 3. Ka6 Rb7 4. Nc7+ R×c7 5. Nb6+ Kb8 6. Nd5 Ka8 7. N×c7+±.

No. 852. 1. Na6+ Ka7 2. Nc8+ Ka8 3. Kh1 Rb2(g7) 4. Be4+ Rb7 5. Nd6(c5)±.

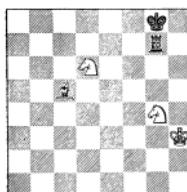
No. 853. 1. Nf7 Rh4 2. Bc8+ Kh5 3. Kg3 Ra4 4. Nf4+±.

No. 854. 1. Ne4 Rf4 2. Nd6+ Kf5 3. Ng3+ Kg5 4. Nfe4+ Kg4 5. Nf2+ Kg5 6. Nh3+±; 1. . . Rh5 2. Ndf6+ Kf5 3. Nd6+±.

No. 855. 1. Nf6+ Kh8 2. Bd4 Rg6 3. Nf5 Rg3+ 4. N×g3±.

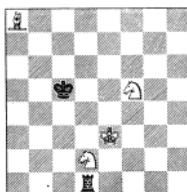
Endgames Nos. 856-62 have in common a helpless situation of the Rook, immured on the extreme rank. This theme attracted the attention of H. Rinck, who developed it comprehensively.

855. H. Rinck
L'Echiquier, 1927



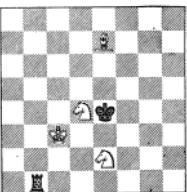
White to play and win

856. H. Rinck
La Stratégie, 1920



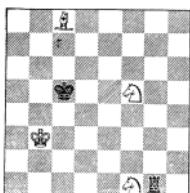
White to play and win

857. H. Rinck
La Stratégie, 1920



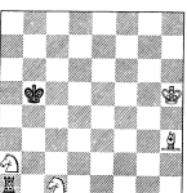
White to play and win

858. H. Rinck
La Stratégie, 1920



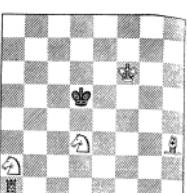
White to play and win

859. H. Rinck
British Chess Magazine, 1921



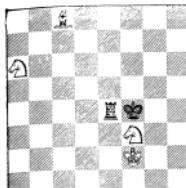
White to play and win

860. H. Rinck
L'Alfiere di Re, 1921



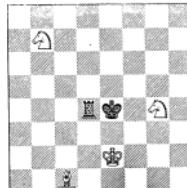
White to play and win

864. H. Rinck
La Stratégie, 1920



White to play and win

865. H. Rinck
La Stratégie, 1920



White to play and win

866. H. Rinck
National Zeitung, 1921



White to play and win

No. 856. 1. Ke2 Rg1 2. Ng3 Kb6 3. Ndf1 Ka7 4. Bf3±.
No. 857. 1. Nb3 Rd1 2. Kc2 Re1 3. Kd2 Rb1(f1, h1) 4. Nc3(g3)±.

No. 858. 1. N5g3 Rg2 2. Bh3 Rf2 3. Ne4+±; 1...Kd6(d5) 2. Bb7 Ke5 3. Kc3 Kf6 4. Kd3 Kg5 5. Ke3(e2)±.

No. 859. 1. Bd7+ Kc5 2. Bf5 Kb5 3. Bc2±; 2...Kd4 3. Kg4(h4) Ke3 4. Kg3±.

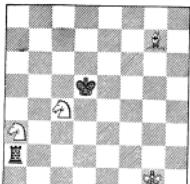
No. 860. 1. Nd1 Ke6 2. Bf5 Kb5 3. Bc2±; 1...Ke4 2. Bf5+ Ke3 3. Ke5 Kf2 4. Kd4 Ke1 5. Kc3±.

No. 861. 1. Ne3+ Kc5 2. Nec2 Kb6 3. Bc3±; 1...Ke4 2. Nec2 Kf3 3. Kf1±.

No. 862. 1. Kf2 Ra1 2. Nec1 Ke6 3. Bg6 Kb5 4. Bc2±.

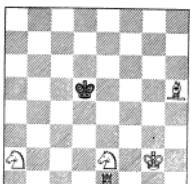
The trapping of the Rook by two Knights and a Bishop can also be accomplished by other methods: depriving the random Rook located in midboard of squares for retreat, attacking the King and Rook to create Knight forks, and pinning the Rook. These methods are employed in Nos. 863-93, the majority of which belong to

861. H. Rinck
Bohemia, 1921



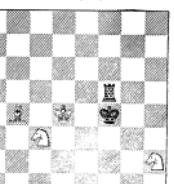
White to play and win

862. H. Rinck
L'Alfiere di Re, 1921



White to play and win

863. H. Rinck
La Stratégie, 1920



White to play and win

H. Rinck. A characteristic feature of many of them is the clear-cut interaction of White's pieces.

It should be pointed out that the solutions of these endgame studies are by their nature standard, with the use of typical trapping mechanisms, and therefore nothing new can be expected from composers in this field.

No. 863. 1. Ne4 Rh5 1. Bd2+ Kf5 3. Ng3+±; 1...Rb5(f7) 2. Bd2+ Kf5 3. Nd6+±.

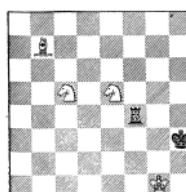
No. 864. 1. Nc7 Rc4 2. Nd5+ Ke4 3. Nf6+ Kf4 4. Nh5+ Ke4 5. Nd2+±.

No. 865. 1. Ne3 Rb4 2. Ne5+ Kd4 3. Nc2+ K×c5 4. Ba3±.

No. 866. 1. Ne2+ Ke4 2. Bg6+ Kd5 3. Bf7+±; 1...K×d3 2. Bb5±.

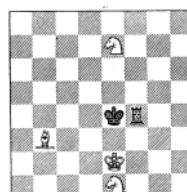
No. 867. 1. Ne4 Rf8 2. Nf2+ Kg3 3. Nh1+ Kh3 4. Bg2+ Kh4 5. Ng6+±.

867. H. Rinck
La Stratégie, 1920



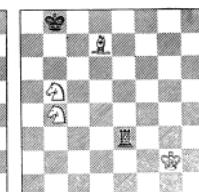
White to play and win

868. H. Rinck
La Stratégie, 1920



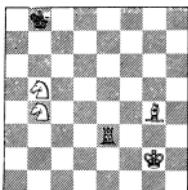
White to play and win

869. H. Rinck
Argentine Chess Club Magazine, 1921



White to play and win

870. H. Rinck
Basler Anzeiger, 1921



White to play and win

871. H. Rinck
National Zeitung, 1921



White to play and win

872. H. Rinck
La Stratégie, 1920



White to play and win

No. 868. 1. Nf3 Rg4 2. Bc2+ Kf4 3. Kf2 Rg7(g3) 4. Nd5+ Kg4 5. Nf6+ Kf4 6. Nh5+±; 1. ...Rf6(f8) 2. Be2+ Kf4 3. Nd5(g6)+±.

No. 869. 1. Kf2 Rb3 (e4) 2. Na6+ Kb7 3. Nc5+±.

No. 870. 1. Kf2 Rb3 2. Nc6+ Ka8 3. Nc7+ Kb7 4. Na5+±.

No. 871. 1. Kg2 Rf6 2. Na7+ Kc7 3. Ba5+ K∞ 4. Ne4(d7)+±.

No. 872. 1. Nc5 Rh7 2. Ne6+ Ke8 3. Ba4+ Kf7 4. Ng5+±.

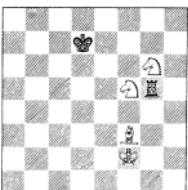
No. 873. 1. Nf8+ Ke8 2. Ne7+ Kb8 3. Ne6 Rb5 4. Ne6+ K∞ 5. Na7(d4)+±; 1. ...Ke8 2. Ne6 Rg8 3. Be6+ Kf7 4. Nh6+± (see No. 874).

No. 874. 1. Nb4+ Ka7 2. Nc4 Rd7 3. Nc6+ K∞ 4. N6e5(b8)+±. To a certain extent it repeats one of the motifs of No. 873.

No. 875. 1. Nd6 Rg5 2. Nf7 Rb5 3. Nf6+ Kf4 4. Bd2+ Kf5 5. Nd6+±.

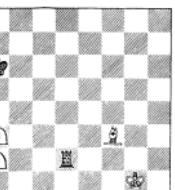
No. 876. 1. Bc3 Re2 2. Nd4 Re7 3. Nf6+ Ke5 4. Nc6++±; 3. ...Kc5(d6) 4. Bb4+±.

873. H. Rinck
La Stratégie, 1920



White to play and win

874. A. Troitzky
L'Echiquier, 1927



White to play and win

875. H. Rinck
La Stratégie, 1920



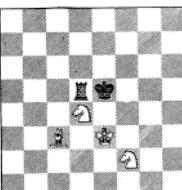
White to play and win

876. H. Rinck
La Stratégie, 1920



White to play and win

877. H. Rinck
L'Alfiere di Re, 1921



White to play and win

878. H. Rinck
La Stratégie, 1921



White to play and win

No. 877. 1. Ng4+ Kd6 2. Nf6 Re5+ 3. Kf4±.

No. 878. 1. Nd3 Re6+ 2. Kb7 Re6(g6, e2, e4) 3. Nf4(e3)+±.

No. 879. 1. Nc4+ Ke4 2. Ne6 Rd5+ 3. Kg4 Rf5 4. Ng5+±.

No. 880. 1. Ne6+ Kc4 2. Kc2 Rh5 3. Nd6+Kd5 4. Ni4+±.

No. 881. 1. Bh6 Ka5 2. Nb7+ K×b4 3. Bf8±; 1. ...Kc7 2. Na6+ K×d6 3. Bf8+±.

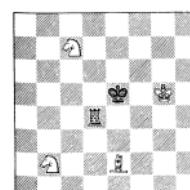
No. 882. 1. Ne4 Rd1 2. Bb7+ Kf5(d3) 3. Ne3(h2)+±; 1. ...Rh5 2. Bb7+ Kd3(f5) 3. Nf4(g7)+±; 1. ...Kf5 2. Ne3+ K×e6 3. Bc4±.

No. 883. 1. Nf6 Re5 2. Bd2 Kc5 3. Kb3 K×d4 4. Bc3+±; 2. ...Ke7 3. Ne6+ K×f6 4. Bc3±.

No. 884. 1. Ng8 Kc7 2. Ne7 Kb6 3. Nc8+ K×e5 4. Be7 Ke6 5. N×d6 Kd7 6. Bf8±; 1. ...Rb6 2. Ne7+ K∞ 3. Ne6(e6)+±; 1. ...Rd4 2. Ne7+ K∞ 3. Ne6(e6)+±; 1. ...Rd8 2. Ne7+ K∞ 3. Nc6(e6)+±.

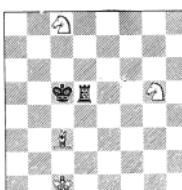
No. 885. 1. Nc5+ Ke5 2. Bc1 Kd4 3. Nf5+ K×c5 4. Ba3+ Kd5 5. N×d6±; 2. ...Kf6 3. Ne4+ K×e7 4. Ba3±.

879. H. Rinck
Der Hausfreund, 1922



White to play and win

880. H. Rinck
La Stratégie, 1920



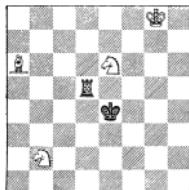
White to play and win

881. H. Rinck
L'Alfiere di Re, 1921



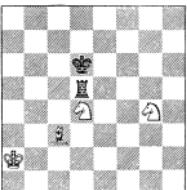
White to play and win

882. H. Rinck
L'Italia Scacchistica,
1922



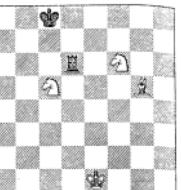
White to play and win

883. H. Rinck
British Chess Magazine,
1921



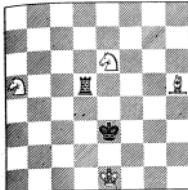
White to play and win

884. H. Rinck
La Stratégie, 1920



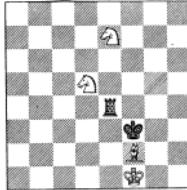
White to play and win

888. H. Rinck
La Stratégie, 1920



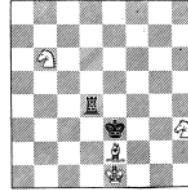
White to play and win

889. H. Rinck
La Stratégie, 1920



White to play and win

890. H. Rinck
La Stratégie, 1920



White to play and win

No. 886. 1. Nd2 Re5 2. Nc4 Rf5(e4) 3. Nd6 Re5 4. Bf3 Ra5
5. Ne6+ Ke5 6. Nc4±.

No. 887. 1. Nb4+ Kd4 2. Kg6 Rc1 3. Bg7+ K∞ 4. Nd3+(Bh6+)±.

No. 888. 1. Nc4+ Ke4 2. Be2 Kf5 3. Ne3+ K×e6 4. Bc4±;
1...Kd3 2. Nf4+ K×e4 3. Bf7±.

No. 889. 1. Nc6 Re8 2. Nd4+ K∞ 3. Nf6+±; 1...Ra4
2. Ne5+ Ke4 3. Nc3±.

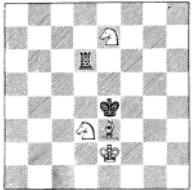
No. 890. 1. Ng5 Rd3 2. Ne6 Ra3(c3, d2, d6) 3. Nc4
(d5)+±; 1...Rd8 2. Nc4+ K∞ 3. Ne6+±; 1...Rh4
2. Nd5+ Kd4 3. Nf3+±.

No. 891. 1. Bd2+ Kf5 2. Nd7 Re6 3. Kf3 Ra6 4. Ne7+ Ke6
5. Ne5+±.

No. 892. 1. Nb6 Rd4+ 2. Kg5 Ke6 3. Bb3+ K∞ 4. Nb5
(c6)+±.

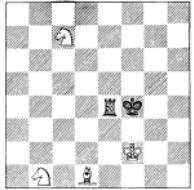
No. 893. 1. Ke2 Rg1 2. Kf2 Rd1 3. Bf3±.

885. H. Rinck
La Stratégie, 1920



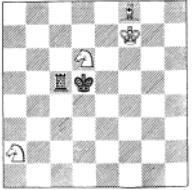
White to play and win

886. H. Rinck
La Stratégie, 1920



White to play and win

887. H. Rinck
Der Hausfreund, 1922



White to play and win

In Nos. 894-902 Pawns and other pieces (the total number amounting to seven and more) take part in action alongside the main protagonists, that is, two Knights and a Bishop against the Rook.

No. 894. 1. Nb6 Rxh6 2. Be8+ Rg6 3. Nf5±; 1...Kh4
2. Bd7 Rg5 3. Nf3+ Kh5 4. Ng4 Rg6 5. Be8±; 1...Rg5
2. Nd5 Rg1 3. Be8±.

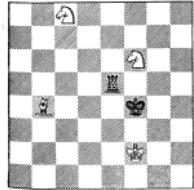
No. 895. 1. Nd7 Rb4 2. Nx×c5+ Kc3 3. Bg7+ Kd2 4.
Bh6+ Kc3 5. Ke1 Rb8 6. Bg7+ Kb4 7. Na6+±; 5...Kb2
6. Nd3+ K×a3 7. Bf8±.

The distinguishing feature of Nos. 896 and 897 by A. Troitzky is that the play winds up in the winning finale of two Knights versus a Pawn.

No. 896. 1. Ke2 Rg1 2. Kf2 Rd1 3. Bc2 Rd5 4. Be4 a5
5. Ne5+ Kd6 6. Nc4+! Ke6 7. B×d5+ K×d5 8. Na3±.

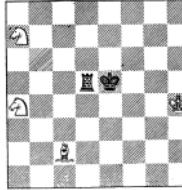
No. 897. 1. Ke2 Rg1 2. Kf2 Rd1 3. Bc2 Rd5 4. Be4 c6
5. B×d5 cd 6. Nd4±.

891. H. Rinck
La Stratégie, 1920



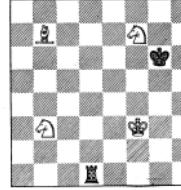
White to play and win

892. A. Troitzky
L'Echiquier, 1927



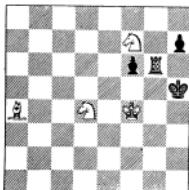
White to play and win

893. A. Troitzky
L'Echiquier, 1927



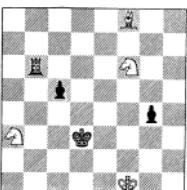
White to play and win

894. T. Amelung

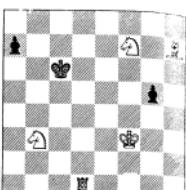


White to play and win

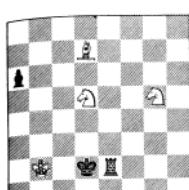
895. H. Otten



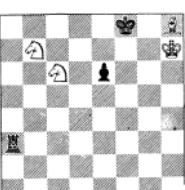
White to play and win

896. A. Troitzky
Trudovaya pravda, 1927

White to play and win

900. H. Rinck
Basler Nachrichten, 1925

White to play and win

901. V. Halberstadt
Suomen Shakkili, 1950
3rd Hon. Mention

White to play and win

902. A. Laznička
Československý Šach, 1962

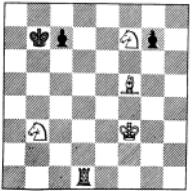
White to play and win

Chapter 4**ROOK TRAPS ROOK**

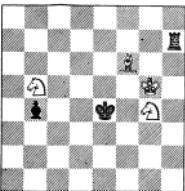
The main themes of Rook endgame studies are: taking advantage of the passed Pawn's strength, and invasion of the enemy camp by the Rooks and King to create mating threats or capture pieces. Here, in Nos. 903-1005, we concentrate on Rook endgames that revolve around the capture of the Rook. They are classified in Table 18.

Let us first examine two-Rook endgames, outlined in Group A (Nos. 903-53).

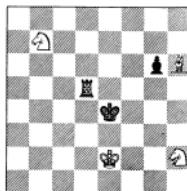
Geometric motifs for winning the Rook (along the ranks and files) are usual not only in endgame studies but also in actual play. Capture of the Rook by means of a check along the rank is frequently employed in Rook endings when the Pawn reaches the seventh rank. This elementary method of winning takes place in Nos. 903-09.

897. A. Troitzky
1935

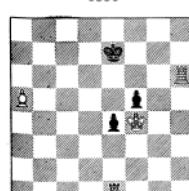
White to play and win

898. H. Rinck
La Stratégie, 1921

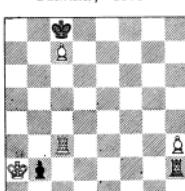
White to play and win

899. H. Rinck
Hvar 8 Dag, 1924

White to play and win

903. B. Horwitz and
J. Kling
1851

White to play and win

904. J. Moravec
Časopis Československých Šachistů, 1908

White to play and win

905. E. Zepler
Schweizerische Schachzeitung, 1923-24, 3rd Prize

White to play and win

Table 18. Rook Traps Rook (Endgame Studies Nos. 903—1005)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
A) Two-Rook studies			
1	Geometric motif (check on a rank) 1. Rh8 R×a7 2. Rh7+±		903—15
2	Geometric motif (check on a file) 1. Ra1+K∞ 2. Rb1+±		916—18
3	Discovered attack 1. Re8 R×a7 2. Kb6+±		919—30
4	Rook is lost after getting into a tight spot		931—41

Table 18. (continued)

Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
5	Rook is captured through mating threats 1. Ke6 Kf8 2. K×f6 Ke8 3. Rb8+±		942—53
B) Four-Rook studies			
1	Four-Rook studies without Pawns		954—84
2	Two Rooks versus two Rooks and a Pawn		955—93
3	Other four-Rook studies (with the participation of Pawns)		994—1005

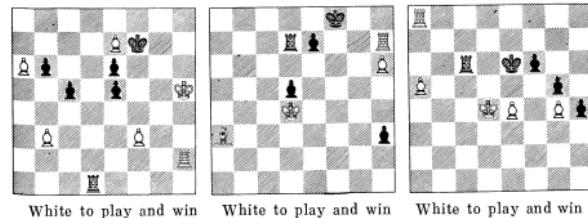
The idea is more camouflaged in the subtle compositions No. 904 by J. Moravec and No. 905 by E. Zepler.

No. 903. 1. a6 Ra1 2. a7 Kf7 3. Rh8 R×a7 4. Rh7+±.
 No. 904. 1. Kb1 Rg2 2. Rc4 Rh2 3. h4 Rg2 4. Rc5! Rh2
 5. h5 Rg2 6. Re6! Rh2 7. h6 Re2 8. h7 Rh2 9. Ra6 K×c7
 10. Ra8 R×h7 11. Ra7+±.

906. L. Zalkind
Shakhmaty, 1927
 2nd Prize

907. L. Kubbel
Yuzhnaya mysl, 1941

908. A. Troitzky
Shakhmaty v SSSR, 1933

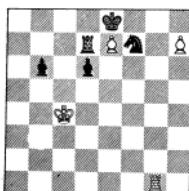


White to play and win

White to play and win

White to play and win

909. A. P. Kuznetsov
Shakhmaty v SSSR, 1963



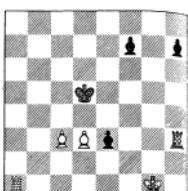
White to play and win

910. A. Seleznyov
Niva, 1912



White to play and win

911. H. Rinck
L'Italia Scacchistica,
1924



White to play and win

915. J. Fritz
Svobodné Slovo, 1950



White to play and win

916. H. Rinck
Deutsche Schachzeitung,
1908



White to play and win

917. L. Prokes
1944



White to play and win

No. 905. 1. d7 Ke7 2. Rd6 Kd8 3. a6 Ra3 4. Kf2! Rf3+
5. Ke2! Ra3 6. Kf1 Re3+ 7. Kd2 Ra3 8. Ke2! Ra2+ 9. Kf1
Ra1+ 10. Kf2 Ra3 11. Kg2 Ra2+ 12. Kg3 Ra4 13. Kh4 Re4
14. a7 Ra4 15. Rh6 K×d7 16. Rh8 R×a7 17. Rh7+±.

No. 906. 1. a7 Ra1 2. e8Q+ K×e8 3. Kg4 Kd7 (f7) 4. Rh1
Ra2 5. Rh8 R×a7 6. Rh7+±.

Nos. 907-909 are united by a common structure and idea: Black's King, on the sixth rank, uses its Rook as a cover against the attacks by White's Rook, but this is of no avail, and the Rook is captured after all.

No. 907. 1. B×e7+ Ke8 2. Rh8+ K×e7 3. h7 Kd6 4. Ra8
R×h7 5. Ra6+ K∞ 6. Ra7+± (see Nos. 908 and 909).

No. 908. 1. a6 Rc7 2. a7 Re7 3. e5! fe+ 4. Ke4 h3 5. Rh8
R×a7 6. Rh6+ K∞ 7. Rh7+±; 1. . . . Rd6+ 2. Ke5 Rd7
3. a7 Re7 4. Kb6 Ke5 5. Rf8+.

No. 909. 1. Rg7 Nh8 2. Rg8+ K×e7 3. R×h8 d5+
4. Kd3! Kd6 5. Kd4! b5 6. Ra8 R×h7 7. Ra6+ K∞ 8. Ra7+±.

Geometric motifs on other ranks are represented in Nos. 910-15.

No. 910. 1. Rg5! h2 2. a3+ K×a3 3. Ra5+ Kb4 4. Ra4+±;
1. . . . Rd4 2. a3+ K×a3 3. K×c3±; 1. . . . Rh8 2. a3+ K×a3
3. Rg4±.

No. 911. 1. Kg2 Rh4 2. Kg3 Rh6 3. Ra5+ K∞ 4. Ra6+±.

No. 912. 1. Rh5! R×h5 2. Ra6+ K∞ 3. Ra5+±. A famous position cited in many books but of anonymous authorship. White's winning combination is quite clever.

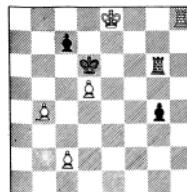
It is worthwhile showing, as an exception, endgame No. 913, where the aim is a draw but there is a similar Rook sacrifice.

No. 913. 1. Rh5! R×h5 2. Ra6+ K∞ 3. Ra5+ K∞ 4.
R×h5=.

The echoes of an ancient idea resound in modern endgames. Nos. 914 and 915 are attempts to develop the idea.

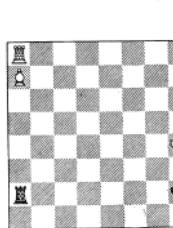
No. 914. 1. Bb5+ K×e5 2. R8a5+ Rc5 3. R×c5+ Kd6 4.
Rh5! R×h5 5. Ra6+ K∞ 6. Ra5+±.

918. H. Rinck
Chess Amateur, 1922
2nd Prize



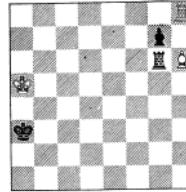
White to play and win

919. A. Troitzky



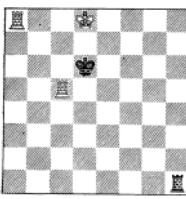
White to play and win

920. N. Rossolimo
Shakhmatny Listok, 1927
5th Prize

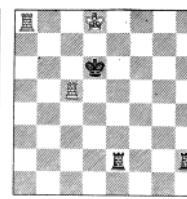


White to play and win

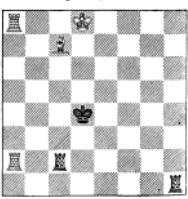
912. Anonymous



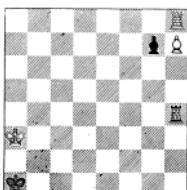
913. Firdawsi



914. T. Gorghiyev
L'Échiquier, 1930



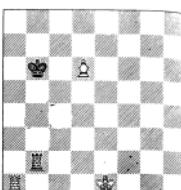
921. T. Kok



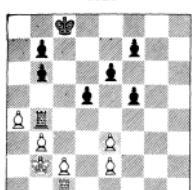
Black to play, White to win

922. A. Seleznyov
Tidskrift för Schack, 1923

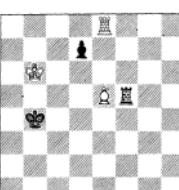
White to play and win

923. A. Seleznyov
Tidskrift för Schack, 1923

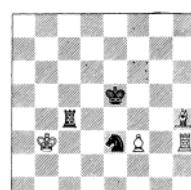
White to play and win

927. L. Kubbel
Münchener Schachzeitung, 1929

White to play and win

928. A. Seleznyov
1940

White to play and win

929. J. Fritz
1954

White to play and win

No. 915. 1. R_h6 Kb5 2. Bc6+ K×c6 3. Rxg6+ Kd5 4. Rg5+ Nf5! 5. R×f5+ Ke6 6. Ra5! R×a5 7. Rh6+ K_∞ 8. Rh5+±.

Geometric motifs for winning the Rook along the files are less frequent (Nos. 916-18).

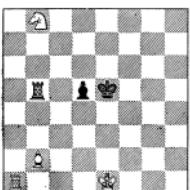
No. 916. 1. c7 Re1 2. d6 ed 3. Rh1 R×c7 4. Rd1+ Kc5 5. Rc1+±.

No. 917. 1. c6 dc 2. Re5+ Ka4 3. Rc4+ K×a3 4. Rc3+ Ka4 5. Rc1 R×b7 6. Ra1+Kb5 7. Rb1+±.

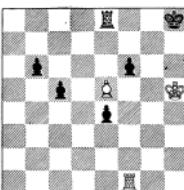
No. 918. 1. Kf7 Rg5 2. Kf6 R×d5 3. c4 Rd1 4. Rd8+±. Nos. 919-30 demonstrate typical methods of discovered attack.

No. 919. 1. Kg4 Kg2 2. Kf4 Kf2 3. Ke4 Ke2 4. Kd4 Kd2 5. Kc5 Kc1 6. Kb6 Rb2+ 7. Kc6 Ra2 8. Rc8! R×a7 9. Kb6+± (see Nos. 920 and 921). This study resembling a theoretical position contains interesting play for a discovered attack.

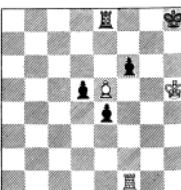
No. 920. 1. h7 Rh6 2. Kb5 Kb3 3. Kc5 Kc3 4. Kd5 Kd3 5. Ke5 Ke3 6. Kf5 Kf3 7. Rf8! R×h7 8. Kg6+±.

924. J. Fritz
1939

White to play and win

925. A. Seleznyov
Pravda, 1927

White to play and win

926. A. Seleznyov
1940

White to play and win

No. 921. 1. ...Rh6 2. Kb3 Kb1 3. Kc3 Kc1 4. Kd4 Kd2 5. Kc5 Ke3 6. Kf5 Kf3 7. Rf8 R×h7 8. Kg6+±; 1. ...g5 2. Kb3 Kb1 3. Kc3 Kc1 4. Kd3 Kd1 5. Ke3 Ke1 6. Kf3 Kf1 7. Kg3 Kg1 8. Ra8+.

The next two miniatures, Nos. 922 and 923 by A. Seleznyov, have a similar basis: sacrifice of the newly-created Queen to draw Black's King to a disadvantageous square.

No. 922. 1. h6 Kf6 2. h7 Kg7 3. h8Q+! K×h8 4. Kg4+±.

No. 923. 1. d7 Kc7 2. d8Q+! K×d8 3. 0-0-0+±. Elegant play!

No. 924. 1. Ne6+ Kd6 2. Na5 R×b2 3. Nc4+ dc 4. 0-0-0+±. Resembles endgame No. 923 but with some difference at the start. Here the intermediate sacrifice of the Knight leads to the opening of the d file.

No. 925. 1. ef Kh7 2. Kg5 Re5+ 3. Kf4 Rh5(d5) 4. f7 Kg7 5. f8Q+ K×f8 6. Kg4(×e4)+± (see No. 926).

No. 926. 1. Kg6 R×e5 2. K×f6 Re8(h5) 3. Kf7(g6)+.

Nos. 925 and 926 are kindred in structure (twins) but have different methods of winning the Rook: in No. 925 by a discovered attack, in No. 926 by a mating threat.

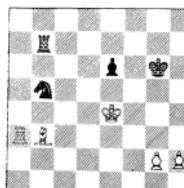
No. 927. 1. c4 dc 2. Kc3! R×b3+ 3. K×c4 R×e3(a3) 4. Kd4(b4)+±; 3. ...Rb2 4. Kc3 R×e2(a2) 5. Kd3(b3)+±. Resembles the idea of No. 925 but with an essential addition—the discovered attack is expressed in two chameleon echo variations.

No. 928. 1. Kc7 Rf7 2. Kd6 Kc4 3. Rd8 Kd4 4. e6! de 5. K×e6+±; 1. ...Kc5 2. K×d7 Kd5 3. e6 Rf6 4. Ra8 R×e6 5. Ra5+±.

In Nos. 929 and 930 the discovered attack is accomplished by a White Pawn.

No. 929. 1. Bf2 Rd4 2. B×e3 Rd3+ 3. Kc2 R×e3 4. Kd2 Ra3(b3) 5. f4+±.

930. A. G. Kuznetsov
and B. Sakharov
Shakhmaty v SSSR, 1958
1st Hon. Mention



White to play and win

No. 930. 1. Ra6 Nc3+ 2. Kd3 R×b3 3. Kc2 Ne4 4. Rx e6+ Kf5 5. R×e4 Rh3! 6. Re2 R×h2 7. g4±.

The cramped situation of the Rook enables White to chase and capture it in Nos. 931-41. In most of these endgames White's King plays an aggressive role.

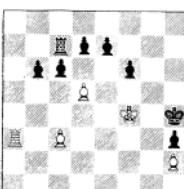
No. 931. 1. g7 Bf7 2. Ng5+ Kf6 3. N×f7 K×f7 4. Ra7+ Kg8 5. Ra8+ K×g7 6. Kc6±.

No. 932. 1. ab Rb6 2. Ra1 R×b7 3. Ra8+ Kh7 4. Kc6±.

No. 933. 1. Ra8 Kh5 2. d6! ed 3. Kf5 Kh6 4. K×f6 K∞ 5. Ke7 b5 6. Kd8 Rb7 7. Kc8 Rb6 8. Kc7±; 5...c5 6. Kd8 Rc6 7. K×d7± (see No. 934).

No. 934. 1. Ra1 R×c7 2. b6 ab 3. Ra8 Kh5 4. Kf5 Kh6 5. K×f6 Kh5 6. Ke7 b5 7. Kd8 Rb7 8. Kc8 Rb6 9. Kc7±; 6. ...c5 7. Kd8 Rc6 8. K×d7±.

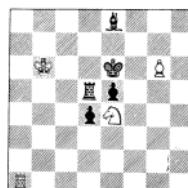
933. A. Gherbstman
Magyar Sakkvilág, 1929



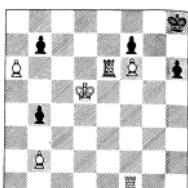
White to play and win

931. A. Troitzky
Novoye vremya, 1895

932. H. Rinck
Revue suisse d'échecs, 1922



White to play and win

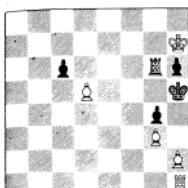


White to play and win

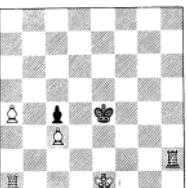
936. L. Prokes
Tijdschrift v. d. KNBS, 1956

937. A. P. Kuznetsov
Revista de Shah, 1961

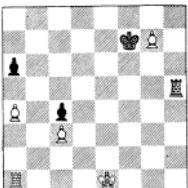
938. A. P. Kuznetsov
Revista de Shah, 1961



White to play and win

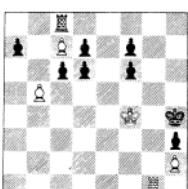


White to play and win



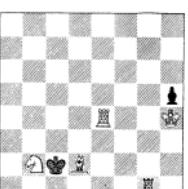
White to play and win

934. J. Sójka
Szachy, 1962



White to play and win

935. D. Petrov
1955

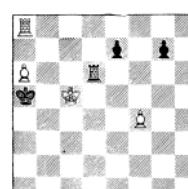


White to play and win

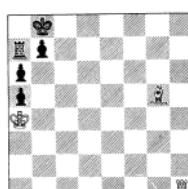
939. J. Fritz
Lidová Demokracie, 1961

940. T. Gorghiiev
Pravda, 1928
Commendation

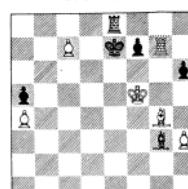
941. A. Gurvich
Alma-Atinskaya pravda,
1958
1st Prize



White to play and win

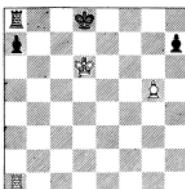


White to play and win



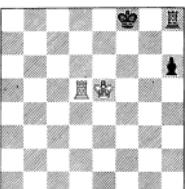
White to play and win

942. A. Selezniov
Tidsskrift für Schack, 1923



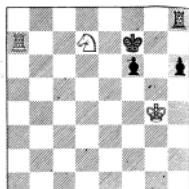
White to play and win

943. A. Selezniov
1940



White to play and win

944. A. Gulyayev
Shakhmatny listok, 1926



White to play and win

No. 941. 1. Bh5 B×c7 2. R×f7+ Kd8 3. R×c7 Rg8 4. Rc4! Rg5+ 5. Ke6 R×h5 6. h4!±. Here, too, there arises a mutual zugzwang but, unlike No. 940, Black's Rook is trapped unexpectedly in the process of active play.

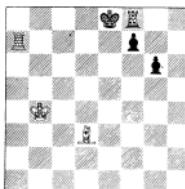
In Rook endings with the King cut off on the edge of the board mating motifs often arise. The mating threat hanging over Black in endings Nos. 942-53 leads in the end to the capture of the Rook. In all of them White's King is active, threatening mate, with Black defending himself from mate but losing the Rook. Such play is frequently met in games.

No. 942. 1. g6! hg 2. Rh1 Kc8 3. Kc6 Kd8 4. Rh8+±; 1...Ke8 2. g1 Kf7 3. R×a7±; 1...a5 2. gh Ra6+ 3. Kc5 Rh6 4. R×a5 Ke7 5. Ra8 R×h7 6. Ra7+±.

No. 943. 1. Kf6 Kg8 2. Kg6 Kf8 3. Rd8+±; 1...Ke8 2. Kg7 Rf8 3. Re5+±.

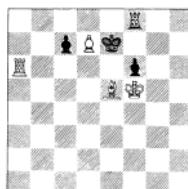
No. 944. 1. Nf8+! K×f8 2. Kf5 h5 3. Kg6! Rg8+ 4. K×f6±; 1...Ke8 2. Kf5 h5 3. K×f6 R×f8+ 4. Ke6±.

945. J. Hašek
Československý Šach, 1929



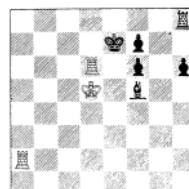
White to play and win

946. P. Farago
Magyar Sakkvilág, 1944



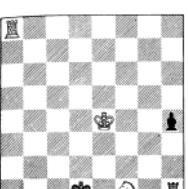
White to play and win

947. A. Gherbstman
1950



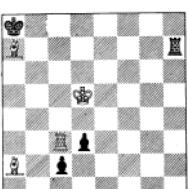
White to play and win

948. A. Kakovin
Shakhmaty v SSSR, 1951



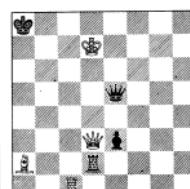
White to play and win

949. A. Troitzky
500 *Endspielstudien*, 1924



White to play and win

950. W. Hageman
Deutsche Schachblätter, 1940



White to play and win

No. 945. 1. Bf5 gf 2. Kc5 f6 3. Kd6 Rg8 4. Ke6 Kf8 5. K×f6±.

No. 946. 1. d8Q+ K×d8 2. Ra8+ Ke7 3. Bd6+ cd 4. Ra7+ Kd8 5. Kc6 Re8+ 6. K×d6±.

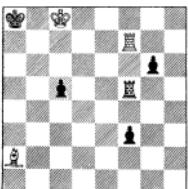
No. 947. 1. Ra7+ Kf8 2. R×f6 Be6+ 3. R×e6 fe+ 4. Ke5! h5 5. Kf6 Rh6+ 6. Kg5 Rh8 7. Kg6±.

No. 948. 1. Ra1+ Ke2 2. Ng3+ hg 3. Ra2+ Kd1 4. Kd3 Ke1 5. Ke3 Kf1 6. Kf3 Kg1 7. K×g3±.

No. 949. 1. Be3 d2! 2. B×d2 Rd7+ 3. Kc6 R×d2 4. Kc7 c1Q 5. Bd5+! R×d5 6. R×c1 Ra5 7. Kb6±; 5...Ka7 6. R×c1 Ka6 7. Kc6 Ka5 8. Kc5±. The fine point of the solution is 5. Bd5+!, which compels Black's Rook to move to the fifth rank.

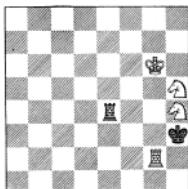
No. 950. 1. Bd5+ Q×d5+ 2. Q×d5+ R×d5+ 3. Kc7 Ra5 4. Kb6±. An analogous Bishop sacrifice but with less finesse than in No. 949.

951. L. Prokeš
1937



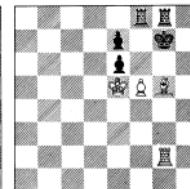
White to play and win

952. F. Richter
Svobodné Slovo, 1953



White to play and win

953. A. Gurvich
Shakhmatnaya Moskva, 1962



White to play and win

No. 951. 1. Bd5+ R×d5 2. R×f3 Ka7 3. Kc7 Ka6 4. Kc6±.

No. 952. 1. Kg5 Re5+ 2. Kf4 R×h5 3. Rg3+ K×h4 4. Rg1 Kh3 5. Rh1++.

No. 953. 1. Bf6++Kf7 2. fe+ Ke8 3. Ra2 Kd8 4. B×e7+ K×e7 5. Ra7+ Kd8 6. e7+ Ke8 7. efQ+ K×f8 (R×f8) 8. Kf6(e6)±.

Now let us get acquainted with four-Rook endings (see Table 18, Nos 954-1005).

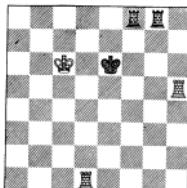
As is well known, four-Rook endings bring many fine points and surprises. Active play by the Rooks has great significance. With well-placed Rooks White can usually create various attack situations bound up with capture of the seventh rank, exploitation of the inept position of the opposing King, etc. Four-Rook endings in games often include Pawns. But even in the absence of Pawns two Rooks are able to create, against forces of the same strength, irresistible attacks based on a mating threat or capture of the Rook. H. Rinck analysed this material in detail and composed a number of endings, most of which are presented below (Nos. 954-84). He has brilliantly revealed the patterns of four-Rook endings without Pawns. Many of these endings, however, apply the same methods of achieving victory in similar variations.

In Nos. 954-65 White takes advantage of the unfavourable situation of all of Black's pieces on the eighth rank. He paralyses Black's play to the maximum and creates overwhelming threats, mating or winning the Rook. Seizure of the seventh rank by White's Rook is an indispensable element of the solutions.

No. 954. 1. Rd6+ Ke7 2. Rh7+ Ke8 3. Re6+ Kd8 4. Ra7±; 2...Rf7 3. Rd7+ Ke8 4. Rdxf7± (see No. 955).

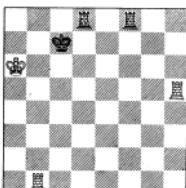
No. 955. 1. Rb7+ Kd6 2. Rb6+ Kc7 3. Rh7+ Kc8 4. Rc6+ Kb8 5. Rb7+ Ka8 6. Rcb6±; 3...Rd7 4. Rb7+ Kc8 5. Rb×d7±; 2...Ke7 3. Rh7+ Rf7 4. Rb7+ Rd7

954. H. Rinck
La Stratégie, 1921



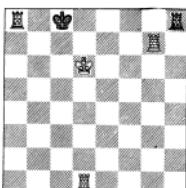
White to play and win

955. H. Rinck
La Stratégie, 1921



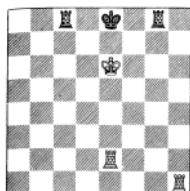
White to play and win

956. H. Rinck
La Stratégie, 1921



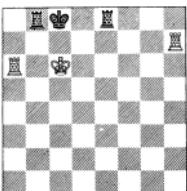
White to play and win

957. H. Rinck
La Stratégie, 1921



White to play and win

958. H. Rinck
Tribune de Genève, 1925



White to play and win

959. H. Rinck
La Stratégie, 1921



White to play and win

5. R×d7+±. As we see, Nos. 954 and 955 bear a big resemblance in construction and play.

No. 956. 1. Re7+ Kd8 2. Kc6+ Ke8 3. Kb7 Rd8 4. R×d8+ K×d8 5. Rcs+±.

No. 957. 1. Rh7 Rc3 2. Ra7 Kd8 3. Rd2+ Kc8 4. Ra8+±; 2...Rd3 3. Kf6+ Kd8 4. Ra8+±; 4...Ra8 2. Re7+ Kd8 3. Kf7 Rh8 4. Kg7±.

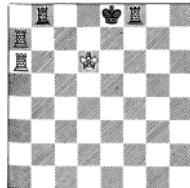
No. 958. 1. Ra8 Rg8 2. Rhc7+ Kd8 3. Rd7+ Ke8 4. Kc7±; 1...Re6+ 2. Kd5±.

No. 959. 1. Kd6+ Kf8 2. Rf1+ Ke8 3. Re7+ Kd8 4. Rd7+ Ke8 5. Re1+ Kf8 6. Kc7 Ra8 7. Kb7 Ra5 8. Rd8+ Kf7 9. Rf1+ Kg7 10. Rg1+±.

No. 960. 1. Re7+ Kd8 2. Rd7+ Ke8 3. Ra7 Rf1 4. Kc7 Rfb1 5. Rh7 Rd8 6. Rh8+ Ke7 7. Kc6+± (see No. 964).

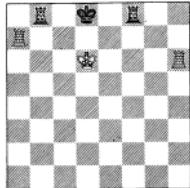
No. 961. 1. Rh7 Rf6+ 2. Ke5 Rf8 3. Rhd7+ Ke8 4. Kd6 Rf1 5. Kc7 Rfb1 6. Rh7 Rd8 7. Rh8+ Ke7 8. Kc6+±; 1...Rb6+ 2. Kc5 Rb8 3. Rhd7+ Ke8 4. Kd6±.

960. H. Rinck
Basler Nachrichten, 1922



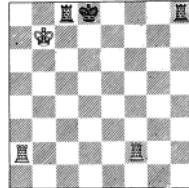
White to play and win

961. H. Rinck
1922



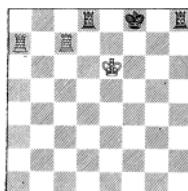
White to play and win

962. H. Rinck
Der Hausfreund, 1922



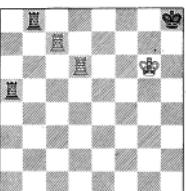
White to play and win

963. H. Rinek
Tribune de Genève, 1925



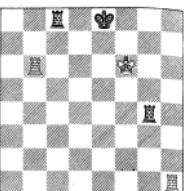
White to play and win

964. H. Rinek
Argentine Chess Club Magazine, 1921



White to play and win

965. H. Rinek
La Stratégie, 1921



White to play and win

Nos. 960 and 961 show the cramping of Black's pieces in the same position.

No. 962. 1. Rf7 Ke8 2. Rf1 Kd7 3. Rd2+ Ke6 4. Re2+ Kd5 5. Rd1+ Kc4 6. Rc2+±; 1. ... Rh3 2. Rf8+ Kd7 3. Rd2+×.

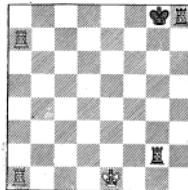
No. 963. 1. Rf7+ Kg8 2. Rg7+ Kf8 3. Raf7+ Ke8 4. Rh7 Rxh7 5. Rxh7 Kf8 6. Rh8+±; 4. ... Rg8 5. Re7+ Kf8 6. Rhf7X.

No. 964. 1. Rcd7 Rf8 2. Kh6 Re8 3. Rg6±; 1. ... Rg8+ 2. Kh6 Rg5 3. Rh7+±; 1. ... Re5 2. Rd8+ Re8 3. Kf7±; 1. ... Raa8 2. Kh6 Kg8 3. Rg7+ Kf8 4. Kh7 Ra1 5. Rf6+ Ke8 6. Kg8±.

No. 965. 1. Rh8+ Kd7 2. Rh7+ Ke8 3. Rbb7 Rf4+ 4. Ke6 Re4+ 5. Kf5±; 4. ... Re6+ 5. Ke5±; 3. ... Rg8 4. Rbe7+ Kd8 5. Kf7±.

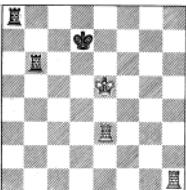
In Nos. 966-84 the win is based mainly on double blows, while geometric and mating themes are less frequent.

966. H. Rinek
De Schaakwereld, 1938



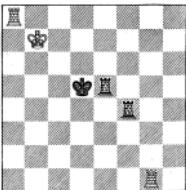
White to play and win

967. H. Rinek
La Stratégie, 1921



White to play and win

968. H. Rinek
Revue suisse d'échecs, 1921



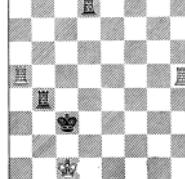
White to play and win

969. H. Rinek
La Stratégie, 1921



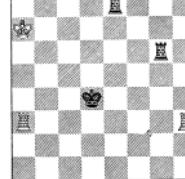
White to play and win

970. H. Rinek
La Stratégie, 1921



White to play and win

971. H. Rinek
Basler Nachrichten, 1921



White to play and win

No. 966. 1. 0-0-0 Rf2 2. Rg1+ Kf8 3. Ra8+ Kf7 4. Rxh8±; 1. ... Rg7 2. Ra8+ Kh7 3. Rh1+±.

No. 967. 1. Rd3+ Kc6 2. Rh6+ Kb7 3. Rh7+ Kc8 4. Rh8+ Kb7 5. Rd7+ Kc6 6. Rd6+ Kc5 7. Rd5+ Kc6 8. R×a8±; 3. ... Kc6 4. Rc3+ Kb5 5. Rb3+ Kc5 6. Re7+ Rc6 7. Rc3+±.

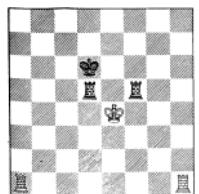
No. 968. 1. Rd1+ Ke6 2. Re8+ Kf5 3. Rf8+ Ke4 4. Re1+ Kd3 5. Rd8+ Rd4 6. Rd1+±; 1. ... Ke4 2. Re1+ Kf5 3. Rf8+ Kg6 4. Rg1+ Rg5 5. Rg8+±.

No. 969. 1. Ra6+ Ke5 2. Ke3 Rd6 3. Rh5+ Ke6 4. Rh6+±; 1. ... Kd7 2. Rh7+ Kc8 3. Ra8+ Rb8 4. Rh8+±.

No. 970. 1. Rh3+ Kc4 2. Kc2 Rb5 3. Rh4+ Kc5 4. Rh5+ Rd5 5. R×b5+±; 2. ... Rbb8 3. Rh4+ Rd4 4. Ra4+ Rb4 5. R×b4+±; 1. ... Kd4 2. Rh4+ Kc3 3. Ra3+ Rb3 4. Rh3+ Rd3 5. R×b3+±.

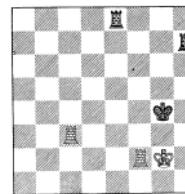
No. 971. 1. Ra4+ Kd5 2. Rh5+ Ke6 3. Re4+ Kd7 4. Rh7+ Kd8 5. Rd4+ Kc8 6. Rb4±; 3. ... Kf7 4. Rf5+ Rf6 5. R×f6+±.

972. H. Rinek
Revue suisse d'échecs, 1921



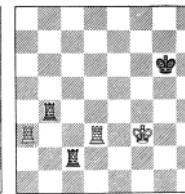
White to play and win

973. H. Rinek
National Zeitung, 1921



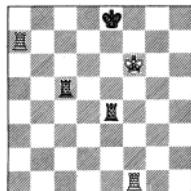
White to play and win

974. H. Rinek
Chess Amateur, 1921
1st Prize



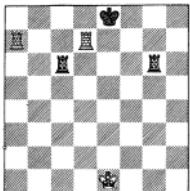
White to play and win

975. H. Rinck
Chess Amateur, 1921
1st Prize



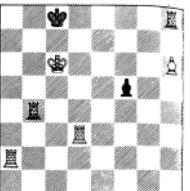
White to play and win

976. H. Rinck
28 ſtijen, 1924



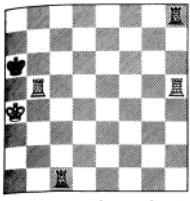
White to play and win

977. J. Berger
1890



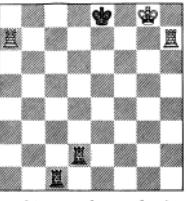
White to play and win

981. H. Rinck
National Zeitung, 1921



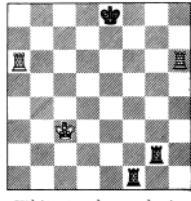
White to play and win

982. H. Rinck
La Stratégie, 1921



White to play and win

983. H. Rinck
La Stratégie, 1921



White to play and win

No. 972. 1. Ra6+ Kc7 2. Rh7+ Kb8 3. Re6 Kc8 4. Re8+ Rd8 5. R×d8±; 3. ... Re5 4. Re8+ Rc8 5. R×c8±; 1. ... Kc5 2. Ra5+ Kc6 3. Rh6±.

No. 973. 1. Rg3+ Kh5 2. Kf1 Kh4 3. Rg1 Re3 4. Rh2+ Rh3 5. R×h3+ K×h3 6. Rh1±; 2. ... Re4 3. Rh3+ Rh4 4. R×h4+ K×h4 5. Rh2±.

No. 974. 1. Rd6+ Kf7 2. Ra7+ Ke8 3. Rh6 Re3+ 4. Ke2 Rb2+ 5. Kd1 Rd3+ 6. Kc1 Rf2 7. Rh8+ Rf8 8. Ra8+ Rd8 9. R×d8±; 3. ... Rb3+ 4. Ke4 Re2 5. Kd4 Rd2+ 6. Ke4 Rf3 7. Rh8±.

No. 975. 1. Rh1 Rf4+ 2. Ke6 Rc6+ 3. Ke5 Rcf6 4. Rh8+ Rf8 5. R×f8+ R×f8 6. Ke6±.

No. 976. 1. Rh7 Rce6+ 2. Kf2 Rgf6+ 3. Kg3 Rg6+ 4. Kf4 Ref6+ 5. Ke5 Re6+ 6. Kd5 Rd6+ 7. Kc5 Rc6+ 8. Kb5 Rb6+ 9. Ka5±; 1. ... Rge6+ 2. Kd2 Red6+ 3. Ke3 Re6+ 4. Kf4 Rf6+ 5. Kg5 Rg6+ 6. Kh5±; 2. ... Red6+ 3. Kc3 Rc6+ 4. Kb4 Rb6+ 5. Ka5±.

No. 977. 1. h7 R×h7 2. Ra8+ Rb8 3. Rd8+ K×d8 4. R×b8+ Ke7 5. Rb7± (see No. 978).

No. 978. 1. Rfd5+ Kc8 2. Ra8+ Rb8 3. Rd8+ K×d8 4. R×b8+ Ke7 5. Rb7±; 1. ... Ke8 2. Ra8+ Kf7 3. Ra7+ Kg6 4. Rd6±.

It could be assumed that H. Rinck constructed this endgame under the impression of No. 977 by J. Berger but gave it a more economical form and added a second variation.

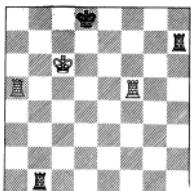
No. 979. 1. Kb6+ Kd8 2. Ra8+ Ke7 3. Ra7+ Kf8 4. Rc8+ Re8 5. R×e8±; 3. ... Kf6 4. Rc6+ Re6 5. R×e6±; 1. ... Kb8 2. Ra8+ K×a8 3. Rc8X.

No. 980. 1. Rh8+ Ke7 2. Rh7+ Kd8 3. Kd6 Re6+ 4. K×e6 R×h7 5. Ra8+ Kc7 6. Ra7±.

No. 981. 1. Ra5+ Kb6 2. R×h8 Ra1+ 3. Kb4 Rb1+ 4. Kc3 K×a5 5. Ra8+ Kc5 6. Rb8±.

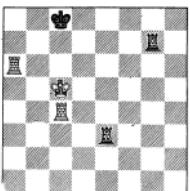
No. 982. 1. Rh8 Rd7 2. Ra8+ Ke7 3. Rh7+ Kd6 4. Ra6+ Kc7 5. Ra7±; 4. ... Re6 5. Rh6±; 3. ... Ke6 4. Ra6+ Rd6 5. Rh6±; 2. ... Rd8 3. Kg7±.

978. H. Rinck
La Stratégie, 1921



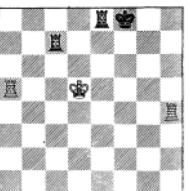
White to play and win

979. H. Rinck
La Stratégie, 1921



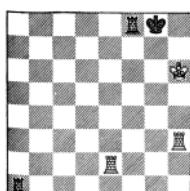
White to play and win

980. H. Rinck
La Stratégie, 1921



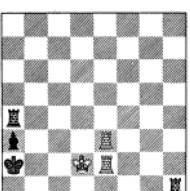
White to play and win

984. H. Rinck
La Stratégie, 1921



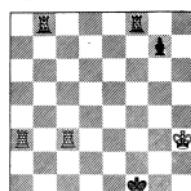
White to play and win

985. H. Rinck
La Stratégie, 1921



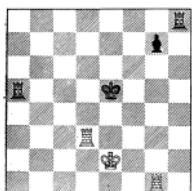
White to play and win

986. H. Rinck
La Stratégie, 1921



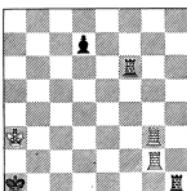
White to play and win

987. H. Rinck
La Stratégie, 1921



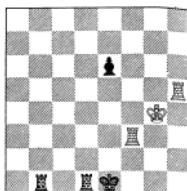
White to play and win

988. H. Rinck
La Stratégie, 1921



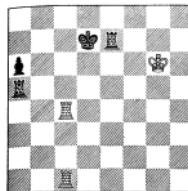
White to play and win

989. H. Rinck
Chess Amateur, 1921
1st Prize



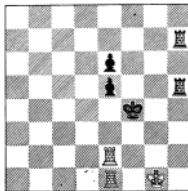
White to play and win

993. H. Rinck
Tribune de Genève, 1926



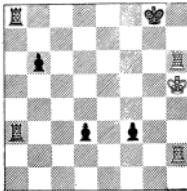
White to play and win

994. H. Rinck
National Zeitung, 1921



White to play and win

995. H. Rinck
La Stratégie, 1921



White to play and win

No. 983. 1. Rh8+ Kf7 2. Ra7+ Ke6 3. Rh6+ Kf5 4. Ra5+ Kg4 5. Rg6+ Kf3 6. Rf6+ Ke2 7. Re5+; 3. ... Kd5 4. Ra5+ Ke4 5. Re6+ Kf3 6. Rf5+±.

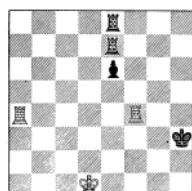
No. 984. 1. Rg2+ Kh8 2. Kg5+ Kg7 3. Kh4+ Kh6 4. Kg3+ Kg5 5. Kh2+ Kf4 6. Rf2+ Kg4 7. Rg3+ Kh4 8. Rx f8+±. The White King's descent "along the staircase" is quite interesting.

Endgames Nos. 985-93 demonstrate the battle of two Rooks versus two Rooks plus a Pawn. The motifs are the same as in the preceding endgames, but there is some difference: in several cases Black's possession of a Pawn plays a detrimental role.

No. 985. 1. Kc3+ Kb1 2. Re1+ Rx e1 3. Rx e1+ Ka2 4. Re2+ Kb1 5. Kb3 Rc4 6. Kxc4 a2 7. Kb3 a1N+ 8. Kc3±.

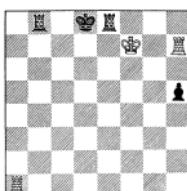
No. 986. 1. Ra1+ Ke2 2. Ra2+ Kd1 3. Rg3 Rh8+ 4. Kg4 Rb4+ 5. Kg5 Rb5+ 6. Kg6 Rb6+ 7. Kxg7 Re8 8. Rg1+ Re1 9. Ra1+±.

990. H. Rinck
La Stratégie, 1921



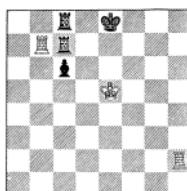
White to play and win

991. H. Rinck
Chess Amateur, 1922
2nd Prize



White to play and win

992. H. Rinck
Basler Nachrichten, 1925



White to play and win

No. 987. 1. Rg5+ Ke4 2. Re3+ Kd4 3. Rx a5 Rh2+ 4. Kf3 Rh3+ 5. Kf2 Rx e3 6. Ra4+ Kd3 7. Ra3+±.

No. 988. 1. Ra2+ Kb1 2. Rb3+ Kc1 3. Ra1+ Kc2 4. Rx h1 Ra6+ 5. Kb4 Rb6+ 6. Ka4 Rx b3 7. Rh2+ Kc3 8. Rh3+±.

No. 989. 1. Rh1+ Kd2 2. Rh2+ Ke1 3. Kg3 Rd8 4. Rh1+ Ke2 5. Rx b1 Rg8+ 6. Kf4 e5+ 7. Ke4 Rg4+ 8. Kf5 Kx f3 9. Rb3+±; 6. ... Rf8+ 7. Ke4 Rx f3 8. Rb2+±.

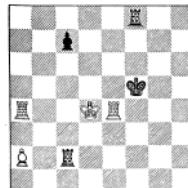
No. 990. 1. Ra3+ Kg2 2. Ke2 Rg8(g7) 3. Rf2+ Kh1 4. Rh3+ Kg1 5. Rf1+ Kg2 6. Rh1h1 Kg3 7. Rg1+±; 1. ... Kh2 2. Rf2+ Kh1 3. Ke2 Rg8(g7) 4. Rg3+±.

No. 991. 1. Ra7 Re8 2. Rh6 Rc1 3. Rd6+ Kc8 4. Kx e8±; 1. ... Rb4 2. Ra8+ Kd7 3. Kf6+±.

No. 992. 1. Rh8+ Ke7 2. Rh7+ Kd8 3. Kd6 Rx h7 4. Rx h7±.

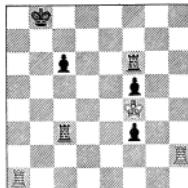
No. 993. 1. Rd1+ Ke6 2. Rf4 Re8 3. Re4+ Re5 4. Rx e5+ Kx e5 5. Re1+±; 2. ... Rc7 3. Rf6+ Ke7 4. Rf7+±; 2. ... Rb5 3. Rf6+ Kc5 4. Re1+±.

996. H. Rinck
National Zeitung, 1921



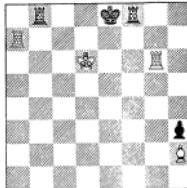
White to play and win

997. H. Rinck
Revue suisse d'échecs, 1922



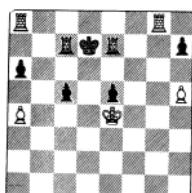
White to play and win

998. H. Rinck
Basler Nachrichten, 1922



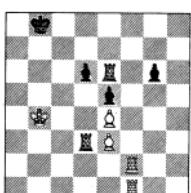
White to play and win

999. H. Rinck
National Zeitung, 1923



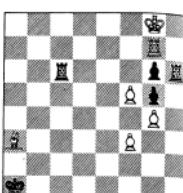
White to play and win

1000. H. Rinck
700 *Fins de Partie*, 1927



White to play and win

1001. J. Hašek
Časopis Československých Šachistů, 1924



White to play and win

Four-Rook endgames with several Pawns comprise a separate group (Nos. 994-1005).

No. 994. 1. $Rf1+ Kg5$ 2. $Rg2+ Kh4$ 3. $Kh2 Rf5$ 4. $Rh1 Rf3$ 5. $Kg1+ Rh3$ 6. $R\times h3+ K\times h3$ 7. $Rh2+\pm$; 3. . . . $Rg5$ 4. $Rh1 Kh5$ 5. $Kg1+ Kg6$ 6. $R\times g5+\pm$.

No. 995. 1. $Kg6 Kf8$ 2. $Kf6 Ke8$ 3. $Ke6 Kd8$ 4. $Kd6 Ke8$ 5. $Rh8+ Kb7$ 6. $Rlh7+ Ka6$ 7. $R\times a8+\pm$.

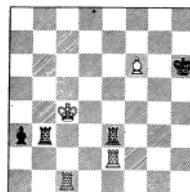
No. 996. 1. $Kd3 Rf2$ 2. $Ke3 Rf1$ 3. $Ke2 Kg5$ 4. $Rg4+ Kh5$ 5. $Rh4+ Kg5$ 6. $Rag4+ Kf5$ 7. $K\times f1\pm$.

No. 997. 1. $Rb2+ Kc7$ 2. $Ke5 Rg6$ 3. $Kd4\pm$; 2. . . . $Rd6$ 3. $Ra7+\pm$.

No. 998. 1. $Rgg7 Rh8$ 2. $Kc7 Rd8$ 3. $Ra2 Kf8$ 4. $Rg1 Ke7$ 5. $Re2+ Kf6$ 6. $Rf2+ Ke5$ 7. $Re1+ Kd4$ 8. $Rd2+\pm$.

No. 999. 1. $Kd5 Rf7$ 2. $Rad8+ Ke7$ 3. $K\times e5 Rf1$ 4. $Rge8+ Ki7$ 5. $Kd6 Rb7$ 6. $Rf8+\pm$; 4. . . . $Rb7$ 2. $Rgd8+ Kc7$ 3. $K\times c5 Rb1$ 4. $Rac8+ Kb7$ 5. $Kd6 Rf7$ 6. $Rb8+\pm$.

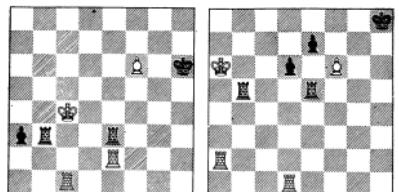
1002. E. König and
A. Mandler
Wiener Schachzeitung,
1924



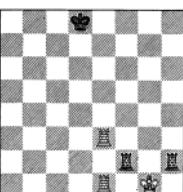
White to play and win

1003. H. Lommer

1004. L. Prokes
Sach, 1940

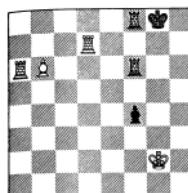


White to play and win



White to play and win

1005. G. Kasparyan
British Chess Magazine,
1938



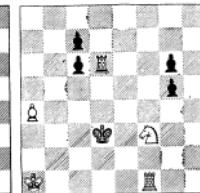
White to play and win

1006. H. Rinck
150 *Fins de Partie*, 1909



White to play and win

1007. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

No. 1000. 1. $Kc4 R\times e3$ 2. $Rf8+ Kc7$ 3. $Rif7+ Kc6$ 4. $Rc8+ Kb6$ 5. $Kd5\pm$.

No. 1001. 1. $f6 R\times f6$ 2. $Bb2+ K\times b2$ 3. $Rb7+ Kc3$ 4. $Kg7\pm$.

No. 1002. 1. $f7 Kg7$ 2. $f8Q+ K\times f8$ 3. $Rf1+ Ke8(e7)$ 4. $Rfe1\pm$; 3. . . . $Rf3$ 4. $Rf2\pm$; 3. . . . $Kg7$ 4. $Rg2+ Rg3$ 5. $Rfg1\pm$; 4. . . . $Kh6$ 5. $Rh1+ Rh3$ 6. $Rgh2\pm$ (see Nos. 1003 and 1004). An original method of winning the Rook in four identical variations.

No. 1003. 1. $Rg1 ef$ 2. $Rh2+ Rh5$ 3. $Rgh1 Ra5+$ 4. $Kb6 Rb5\pm$ 5. $Kc6 Rc5+$ 6. $K\times d6 Rd5\pm$ 7. $Ke6 Re5+$ 8. $Kf7\pm$. The idea resembles No. 1002, but White's King seeks a haven on the f square.

No. 1004. 1. $Rd1+ Rd2$ 2. $Rd3+ R\times d3$ 3. $R\times d3+ K\infty$ 4. $K\times h2\pm$; 4. . . . $Kc7$ 2. $Rc3+ Kb6$ 3. $Rb1+ Rb2$ 4. $Rb3+ R\times b3$ 5. $R\times b3+ K\infty$ 6. $K\times h2\pm$. In this endgame, too, there are repeating variations, but continuous checks distinguish it from No. 1002.

No. 1005. 1. $Raa7 f3+$ 2. $Kf2 Rg6$ 3. $b7 Rg2+$ 4. $Kf1 f2$ 5. $Rf7! Rb8$ 6. $Ra8 K\times f7$ 7. $R\times b8 Rg1+$ 8. $K\times f2 Rb1$ 9. $Rh8 R\times b7$ 10. $Rh7+\pm$; 2. . . . $Rh6$ 3. $b7 Rh2+$ 4. $Kg3 f2$ 5. $Rg7+ Kh8$ 6. $Rf7\pm$.

Chapter 5

TRAPPING THE ROOK WITH OTHER FORCES

There remains to consider only three cases of trapping the Rook:

1. By a Rook and Knight (Table 19, Nos. 1006-33).
2. By a Rook and Bishop (Table 20, Nos. 1034-61).
3. Trapping two Rooks by a Queen or Queen plus minor piece (Table 21, Nos. 1062-76).

Rook and Knight Trap Rook

This set-up has been well analysed in the theory of endings by D. Ponziani, B. Horwitz, L. Centurini, C. Salviovi, C. Forth, J. Berger and others. Their analytic quests are given in all reference books on endings and are of interest only from the viewpoint of the theory of endings. We will not examine them here because they are purely analytical. The present chapter is concerned with endgames that are of interest from the artistic point of view.

Table 19. Rook and Knight Trap Rook (Endgame Studies Nos. 1006–33)

Subdivisions	Features of the Final Set-Up	Nos.
1	Knight forks in a geometric theme	1006–24
2	Other means of decoy (discovered attack, chase, etc.)	1025–33

Knight forks and geometric motifs serve as weapons for trapping the Rook in Nos. 1006–24.

No. 1006. 1. Kc7 R×b5 2. Ra3+ Kb4 3. Ne2+ Ke5 4. Rg3 c3 5. Rg5+ Kc4 6. Na3+ Kb4 7. N×b5 c2 8. Rg1 K×b5 9. Rc1±.

No. 1007. 1. Rd1+ Kc4 2. Nd2+ Kb4 3. Rb1+ K×a4 4. Ne4! Rd4(d8) 5. Nc5+ Ka5 6. Nb3(b7)+±.

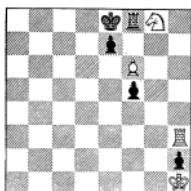
In Nos. 1008–11 White wins by taking advantage of the Black King's isolation on the eighth rank. White's success is abetted by the unfortunate circumstance that Black's Rook stands on the same rank.

No. 1008. 1. Rh7! ef 2. Re7+ Kd8 3. Ra7 Ke8 4. Nh6 Kd8 5. Nf7+ Ke8 6. Nh8! f4 7. Ra8+ Ke7 8. Ng6+±;

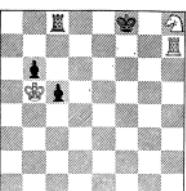
1008. L. Kubbel
Shakhmatny listok, 1921

1009. H. Rottman
Schach-Echo, 1960

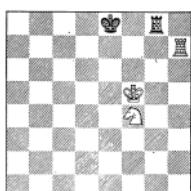
1010. H. Rinck
Tijdschrift v. d. KNBS, 1950
2nd Hon. Mention



White to play and win

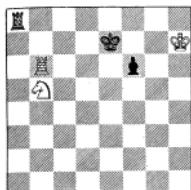


White to play and win



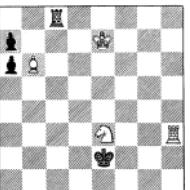
White to play and win

1011. A. Gurvich
Shakhmatnaya Moskva,
1962



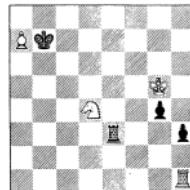
White to play and win

1012. H. Rinck
National Zeitung, 1922



White to play and win

1013. H. Rinck
L'Italia Scacchistica, 1922



White to play and win

4. . . f4 5. Nf5 f3 6. Ng7+ Kd8 8. Ne6+± (see Nos. 1009–11).

No. 1009. 1. Ng6+ Ke8 2. Ne5 Kd8 3. Nc6+ Ke8 4. Nb8 Kd8 5. Na6 Ke8 6. Ne7+ Kd8 7. Na8(d5)±.

No. 1010. 1. Ng6 Kd8 2. Ra7 Re8 3. Ne5 Rf8+ 4. Nf7+ Ke8 5. Ke6(f6)±.

No. 1011. 1. Rb7+ Kd8 2. Na7 f5 3. Rg7±; 2. . . Ke8 3. Kg8 Rd8 4. Nc6±.

No. 1012. 1. Kd7 Rb8 2. Kc7 R×b6 3. Nd5 Rb5(b1) 4. Nc3+±; 3. . . Re6(g6) 4. Nf4+±; 3. . . Rb2 4. Rh2+±.

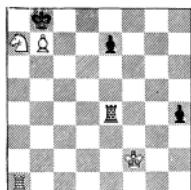
No. 1013. 1. Rb1+ K×a7 2. Kf4 Re8 3. Nb5+ K∞ 4. Nc7(d6)+±; 2. . . Rd3 3. Ne6+ Kab 4. Nb4+±.

No. 1014. 1. Nc6+ K×b7 2. Kf3 Rc4(e6) 3. Na5(d8)+±.

No. 1015. 1. a5+ K×a6 2. Ne6 Rb8 3. Nc5+ K×a5 4. Ra1+ Kb4(b6) 5. Na6(d7)+±; 2. . . Rd6(d2) 3. Nc5+ K×a5 4. Nb7(b3)+±.

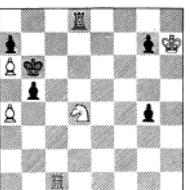
No. 1016. 1. Kg2 Rh4 2. Kg3 Ra4(c4, e4, h5) 3. Nb6(f6)+±.

1014. H. Rinck
L'Italia Scacchistica, 1922



White to play and win

1015. H. Rinck
Hvar 8 Dag, 1923



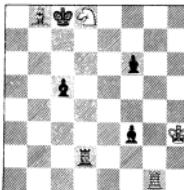
White to play and win

1016. H. Rinck
700 Fins de Partie, 1927



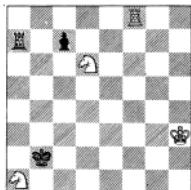
White to play and win

1017. L. Kayev
64, 1933



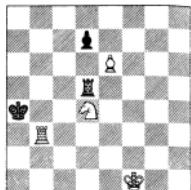
White to play and win

1018. L. Prokeš
1941



White to play and win

1019. L. Prokeš
Práce, 1946



White to play and win

No. 1017. 1. Ne6 Kb7 2. Bf4 Rd3 3. Na5+ Ka6 4. Ra1 f2+ 5. Kg2 f1Q+ 6. K×f1 Rf3+ 7. Kg2 R×f4 8. Kg3 Re4 (f5) 9. Ne4+ K∞ 10. Nd6±.

No. 1018. 1. Rb8+ K×a1 2. Nb5 Ra6 3. Nc3 Rh6+ 4. Kg2 Rb6 5. Ra8+ Kb2 6. Na4±.

No. 1019. 1. e7 Re5 2. Rb7 R×e7 3. Ra7+ Kb4 4. Ne6±.

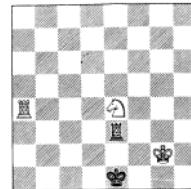
No. 1020. 1. Ng7! R×h6 2. Rc5+ Kd4 3. Rc4+ Ke5 4. Rx7 Kf6 5. Ne8+ Kf7 6. Rg8 Re6+! 7. Kd1! Rg6 8. Ne7 Re6 9. Kd2! Rc5 10. Rf8+ K×f8 11. Ne6±; 9. . . . e5 10. Nb5 R×e8 11. Nd6±; 9. . . . Kg6 10. Nd5+. The finesse of the solution consists not only in the creation of mutual zugzwang after White's ninth move, but also in the circumvention of a deep false trail: 7. Kd2? Rg6! 8. Ne7 Re6, which ends in a draw, for instance, 9. d4 Rc4 10. d5 Kg6=.

No. 1021. 1. Ra1+ Ke2 2. Ng3+ Kd3 3. Ra3+ Kd4(d2) 4. Ni5(f1)+±.

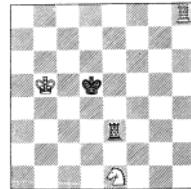
1020. G. Kasparyan
L. I. Kubbel Memorial
Tournament, 1945-46
1st Prize



1021. H. Rinck
Basler Nachrichten, 1950
1022. H. Rinck
Basler Nachrichten, 1950

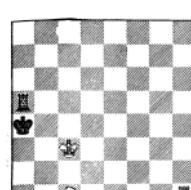


White to play and win



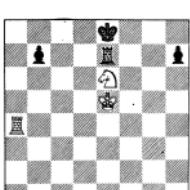
White to play and win

1023. H. Rinck
Basler Nachrichten, 1950



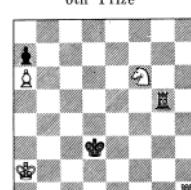
White to play and win

1024. E. Paoli
La Schacchiera, 1952



White to play and win

1025. A. and K. Sarychev
Shakhmaty, 1929
6th Prize



White to play and win

No. 1022. 1. Rd8+ Ke4(e5) 2. Re8+ Kd4(f4) 3. Nc2(g2)+±.

No. 1023. 1. Nb3 Rd5 2. Kc4±; 1. . . . Rg5 2. Raf+ Kb5 3. Ra5+±; 1. . . . Ra6 2. Nc5+±; 1. . . . Ra7(a8) 2. Ra1+±.

No. 1024. 1. Ra8+ Kd7 2. Rd8+ Ke6 3. Rd6+ Kb5 4. Kf6 Re8 5. Ne7+ Kc5 6. Nx e8±; 1. . . . Kf7 2. Rf8+ Kg6 3. Rf6+ Kh5 4. Kd6 Re8 5. Ng7+ Kg5 6. N×e8±. Two symmetrical variations. White's pieces act in smooth coordination.

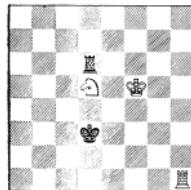
Nos. 1025-33 demonstrate other methods of snaring the Rook. Discovered attacks take place in Nos. 1025-28.

No. 1025. 1. Kb3 Rb5+ 2. Ka4 Rb6 3. Nd5 R×a6+ 4. Kb5 Rd6 5. Kc5 Rd8 6. Rd1+ K∞ 7. Ne3(c3)+±. (see Nos. 1026 and 1027).

No. 1026. 1. Ke5 Rd8(d7) 2. Rd1+ K∞ 3. Ne3(e3)+±.

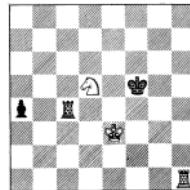
No. 1027. 1. Kd3 Rc5 2. Kd4 Ra5 3. Rh5+ K∞ 4. Nf4(f6)+±.

1026. H. Rinck
Basler Nachrichten, 1950



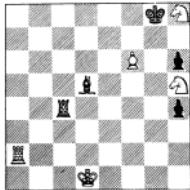
White to play and win

1027. H. Rinck
Deutsche Schachblätter,
1937



White to play and win

1028. J. Fritz
Tidsskrift för Schack, 1952



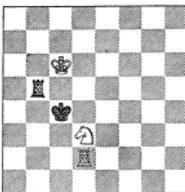
White to play and win

1029. A. Troitzky
Deutsche Schachzeitung,
1912



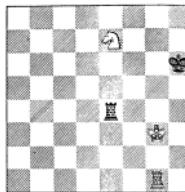
White to play and win

1030. H. Rinck
1414 Fins de Partie, 1950



White to play and win

1031. H. Rinck
Basler Nachrichten, 1950



White to play and win

Endgames Nos. 1026 and 1027 by H. Rinck are actually a repetition of the final play in No. 1025 by A. and K. Sarychev and do not contribute anything new to the idea.

No. 1028. 1. f7+ B×f7 2. Ra8+ Kh7 3. N×f7 Rd4+ 4. Ke2 Kg6 5. Ne5+ K×h5 6. Ra5 Re4+ 7. Kf3±.

No. 1029. 1. Nd2 Rf5+ 2. K×e6 R×c5 3. Nb3! Rd5 4. Na5+ Ke5 5. Rc3+ Kb4(d4) 6. Rc4±.

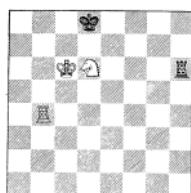
No. 1030. 1. Nb2+ Kc3 2. Rd3+ Kb4 3. Rd4+ Ke3 4. Rc4±; 3...Ka5 4. Ra4X.

No. 1031. 1. Ng8+ Kg5 2. Kf3+ Kf5 3. Nh6+ Ke5 4. Ng4+ Kf5 5. Ne3+ Ke5 6. Rg5+ Kf6(d4) 7. Rf5(d5)+ K∞ 8. K×e4±.

No. 1032. 1. Re4 Re6 2. Rf4 Rh6 3. Rf7 Rh7 4. Nb7±.

No. 1033. 1. Ke8 15 2. Kd8 Rf7 3. Ke8 Rf6 4. Ke7 Rg6 5. Kf7 Rg5 6. Kf6 Rh5 7. Kg6 Rh4 8. Kg5±. A somewhat unusual trapping of the Rook: White's Rook and Knight occupy defence positions whereas the King is very active.

1032. H. Rinck
1414 Fins de Partie, 1950



White to play and win

1033. M. Klyatskin
Shakhmaty, 1925



White to play and win

1034. H. Rinck
L'Italia Scacchistica,
1922



White to play and win

Rook and Bishop Trap Rook

As in the preceding sections, there is no need to cite well-known theoretical positions here.

Table 20. Rook and Bishop Trap Rook (Endgame Studies Nos. 1034-61)

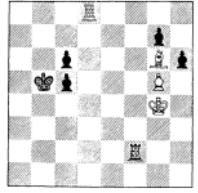
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Geometric motifs		1034-37
2	Black's King is cut off on the eighth rank. Black loses the Rook due to zugzwang (B. Horwitz's idea) Black to move 1. ... Ra8(Kf8) 2. Rh8±		1038-48
3	Discovered attack		1049-59
4	Other motifs		1060-61

No. 1034. 1. Kb5 Ra7 2. Kb6 Re7 3. Re1+ Kd3 4. R×e7±; 2. ...Ra8(h7) 3. Be6(g6)±.

No. 1035. 1. Kg3 Ra2 2. Rb8+ Ka4 3. Ra8+ Kb3 4. Bf7+ c4 5. B×e4+ K×c4 6. Rx a2±.

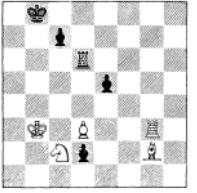
No. 1036. 1. Rg8+ Ka7 2. Ne3 R×d3+ 3. Kc2 R×e3 4. K×d2 Rb3 5. Ra8+ Kb6 6. Rb8±.

1035. H. Rinck
L'Italia Scacchistica,
1922



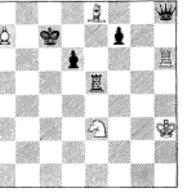
White to play and win

1036. L. Kubbel
Krasnaya gazeta, 1924



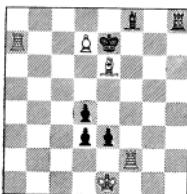
White to play and win

1037. T. Gorghihev
Narodni Listy, 1929

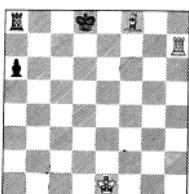


White to play and win

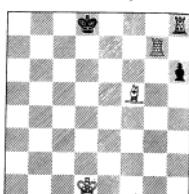
1038. B. Horwitz



White to play and win

1039. L. Kubbel
Rigaer Tageblatt, 1909

White to play and win

1040. J. Gunst
Suomen Shakki, 1925

White to play and win

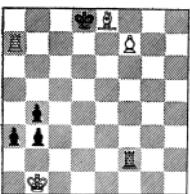
No. 1037. 1. Nd5+ Rx d5 2. a8N+ Kb7 3. R x h8 Rd3+ 4. Kg2 Rd2+ 5. Kf3 Kxa8 6. Ke3 Rb2 7. Be6++ Ka7 8. Ra8+ Kb6 9. Rb8±.

B. Horwitz's excellent idea, expressed for the first time in No. 1038, has been amplified in 20th-century compositions (see Nos. 1039-48). The idea is evident from the diagram in Table 20: Black's Rook is lost in zugzwang.

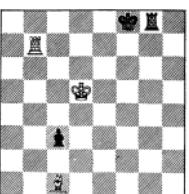
No. 1038. 1. d8Q++ Kxd8 2. Rxf8+ Rxf8 3. Bf7 d2+ 4. Ke2! d3+ 5. Kd1±.

No. 1039. 1. Bc5 Rc8 2. Bb6+ Ke8 3. Bc7! a5 4. Kd1 a4 5. Kc1 a3 6. Kb1 a2+ 7. Ka1! Kf8 8. Rh8±; 1. Ke8 2. Ba7±; 1. . . . Rb8 2. Rh8+ Ke7 3. Bd6+±. L. Kubbel pointed out that he had composed this under the impression of No. 1038 by B. Horwitz. The additional variation, 1. Ke8 2. Ba7, embellishes the endgame.

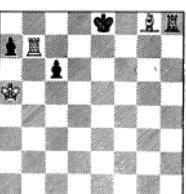
No. 1040. 1. Rd7+ Ke8 2. Ra7 Rf8 3. Bg6+ Kd8 4. Bf7 h5 5. Ke1 h4 6. Kf1 h3 7. Kg1 h2+ 8. Kh1±. A somewhat

1041. F. Yates
British Chess Magazine, 1924

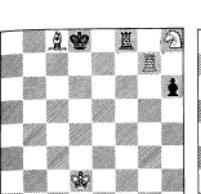
White to play and win

1042. H. Rinck
L'Éclaireur de Nice, 1923

White to play and win

1043. J. Hašek
Československý Šach, 1962

White to play and win

1044. A. Mandler
Československý Šach, 1952

White to play and win

1045. M. Libich and
R. Mikulka
Československý Šach, 1952

White to play and win

1046. F. Bondarenko
Shakhmaty v SSSR, 1952
Commendation

White to play and win

improved variation of No. 1039 by L. Kubbel (see the first and second moves of No. 1040).

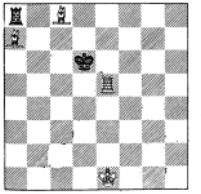
No. 1041. 1. 18Q Rxf8 2. Bf7 b2 3. Ka2(c2) b3+ 4. Kb1±.

No. 1042. 1. Bh6+ Ke8 2. Bg7 c2 3. Ke6 Kd8 4. Rb8+ Kc7 5. Be5+ Kc6 6. R x g8 c1Q 7. Rc8+±. H. Rinck made use of B. Horwitz's method of blocking the Rook, but in this case to capture the Rook and then the Queen as well. This amplification of the idea is rational and achieves its aim. An analogous method in No. 1043 by J. Hašek exploits the immurement of Black's Rook to arrive at another position.

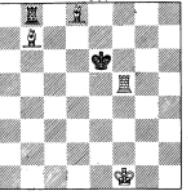
No. 1043. 1. Bh7 Rf8 2. Bg6+ Kd8 3. Bf7 Kc8 4. Ka6 c5 5. Rxa7 Kb8 6. Rb7+ Kc8 7. Kb6 c4 8. Be6+ Kd8 9. Kc6±.

No. 1044. 1. Bf5! Rxf5 2. Nf7+ K∞ 3. Nd6(xh6)+±; 1. R x h8 2. Rd7+ Ke8 3. Ra7 Rf8 4. Bg6+ Kd8 5. Bf7 h5 6. Ke1 h4 7. Kf2 h3 8. Kg1 h2+ 9. Kh1±.

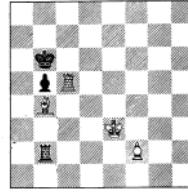
No. 1045. 1. Bf5 Rf8 2. Bg6+ Kd8 3. Bf7±; 1. 0-0 2. Be6+ Kh8 3. Kg6±.

1047. V. Halberstadt
1953

White to play and win

1048. V. Halberstadt
1953

White to play and win

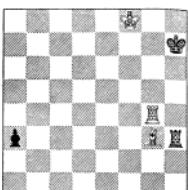
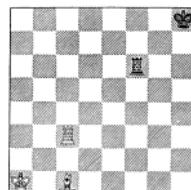
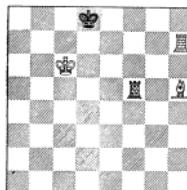
1049. W. T. Pierce
1886

White to play and win

1050. H. Rinck
L'Italia Scacchistica, 1922

1051. R. Bianchetti
L'Italia Scacchistica, 1925

1052. H. Keidanski
Deutsche Schachblätter,
1925



White to play and win

White to play and win

White to play and win

No. 1046. 1. Rd2+ Ke1 2. R×c2 R×b1 3. Bb2 Kd1 4. Rg2 g3 5. Kf1±; 4. . . . Ke1 5. Kh2 Rd1 6. Bc3+ Kf1 7. Bd2 g3+ 8. Kh1±.

No. 1047. 1. Re6+ Kc7 2. Re7+ Kd8 3. Rd7+ Ke8 4. Rc7 Kd8 5. Bb6 R×c8 6. Rh7+ Ke8 7. Be7±.

No. 1048. 1. Re5+ Kd6 2. Rd5+ Ke6 3. Bc6 Rb1+ 4. Kf2 Rc1 5. Ba8 Rc8 6. Bb7 Rb8 7. Bc6 Rb2+ 8. Ke3 Rc2 9. Ba8 Rc8 10. Bb7 Rb8 11. Bc6±.

Nos. 1047 and 1048 by V. Halberstadt are twins: in No. 1047 the Rook is trapped according to B. Horwitz's method, but in No. 1048 White wins in an entirely different way.

Different patterns of discovered attack by the Rook and Bishop against the Rook are employed in endgames Nos. 1049-59. These methods of attack with the Rook plus Bishop battery are known from Part One (see Chapter 6, endgames Nos. 606-12).

No. 1049. 1. Bc3 Re2 2. Kd3 R×f2 3. Bd4 Rf3+ 4. Ke4±.
No. 1050. 1. Rd7+ Kc8 2. Bg4±.

No. 1051. 1. Bb2 Rf8 2. Rc7+ Kg8 3. Rg7+ Kh8 4. Ka2!± (4. Kb1? Rf1+=) 1. . . . Rh6 2. Rg3+ Kh7 3. Rg7+ Kh8 4. Kb1!± (see Nos. 1052-54). A classical endgame renowned throughout the world. Its elegant play will unquestionably make a pleasant impression on any chess player who is not yet acquainted with it.

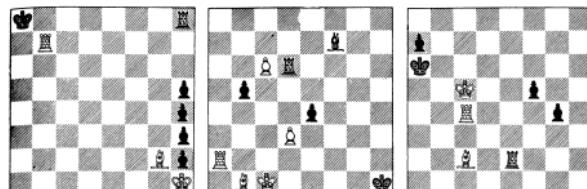
No. 1052. 1. Bf4 Rd3 2. Rg7+ Kh8 3. Be5 Rd8+ 4. Ke7 Ra8 5. Ke6 Ra6+ 6. Kf5 Rh6 7. Bd4 a2 8. Ba1±. The presence of Black's Pawn a3 on the board makes it possible to introduce a new feature in R. Bianchetti's idea: blocking the Pawn by the move 8. Ba1 to thwart the danger of stalemate.

The influence of Bianchetti's No. 1051 is also seen in Nos. 1053 and 1054, in which Black's Rook falls prey to the battery located on the long diagonal.

1053. W. von Holzhausen
Deutsche Schachblätter,
1935

1054. A. Wotawa
Deutsche Schachzeitung,
1960

1055. A. Åkerblom
Schackvärlden, 1936
2nd Hon. Mention



White to play and win

White to play and win

White to play and win

No. 1053. 1. Bd5! Rc8 2. K×h2 Rc2+ 3. K×h3 Rc3+ 4. K×h4 Rc4+ 5. Kg5 Rd4 6. Bh1 Rg4+ 7. Kf5 Rh4 8. Bf3 Rh3 9. Bd5 Rd3 10. Be4±.

No. 1054. 1. c7 Rc6+ 2. Rc2 Be4 3. dc bc 4. Rg2! R×c7 5. B×e4 Re7 6. Ba8(c6) Re1+ 7. Kb2 c3+ 8. Kb3 Rf1 9. Be4 c2 10. R×c2+ Kg1 11. Rg2+ Kh1 12. Ka4(b4, c4)±.

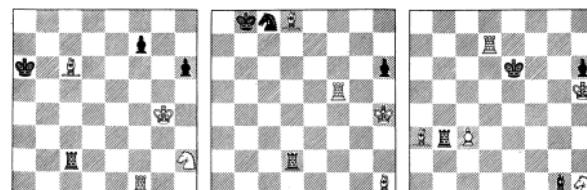
No. 1055. 1. Bd3 Re3 2. Rc3+ Kb7 3. Ba6+±; 1. . . . Rg2 2. Rd4+ Ka5 3. Rd6 Ka4 4. Bb5±.

An original idea of A. Troitzky—White's Rook lies in ambush with the aim of gradually pushing Black's King to the edge of the board and subsequent checking by the Bishop—is employed in Nos. 1056-58.

1056. A. Troitzky
Shakhmaty v SSSR,
1934

1057. A. Troitzky
Shakhmaty v SSSR,
1934

1058. Z. Birnov
Shakhmaty v SSSR
Invitation Tournament,
1951-52
2nd Prize

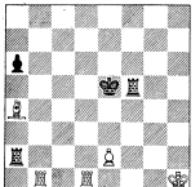


White to play and win

White to play and win

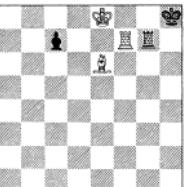
White to play and win

1059. J. Fritz
Práce, 1954
4th Prize



White to play and win

1060. A. Dobordighinidze
Shakhmaty v SSSR, 1938



White to play and win

1061. J. Fritz
L'Italia Scacchistica,
1952



White to play and win

No. 1056. 1. Rf6 R×h2 2. Bg2+ Ka7 3. R×f7+ Kb6 4. Rf2 Kc7 5. Rd2 Kb6 6. Rc2 Ka5 7. Rb7 Kc6 8. Bb7(c6)+± (see Nos. 1057 and 1058).

No. 1057. 1. Rb5+ Nb6! 2. B×b6 Rh2+ 3. Kg4 R×h1 4. Bg1+! Kc7 5. Rb1 Kd7 6. Re1 Kc6 7. Rd1 Kb5 8. Rc1 Ka4 9. Rb1 Kc6 10. Bb6(c5)+±. Another expression of the idea of No. 1056.

No. 1058. 1. Rd6+ Kf7 2. Bb4 Bc5 3. B×c5 R×c3 4. Rf6+! Ke8 5. Bg1 Rh3+ 6. Kg4 R×h1 7. Rf1 Kd7 8. Re1 Kc6 9. Rd1 Kb5 10. Re1 Ka4 11. Rb1 Kc6 12. Bb6(c5)+±. Z. Birnov developed the play of A. Troitzky's No. 1057 not without success.

No. 1059. 1. Rd5+ K×d5 2. Bb3+ Ke4 3. B×a2 Ke3 4. Bc4 Kf2 5. Rf1+! K×f1 6. e4+±; 4...Rf4 5. Bd3 Kf2 6. Rf1+ K×f1 7. e3+±. The spectacular effect is achieved through a combination of two chameleon variations with a discovered attack by a Bishop plus Pawn battery.

No. 1060. 1. Rf8+ Kh7 2. Bf5+ Kh6 3. Rh8+ Kg5 4. Kf8±.

No. 1061. 1. Bc4+ Ka3 2. Bc3 Rb5+ 3. B×b5 Rb6+ 4. Kc7 R×b5 5. Ke6±.

Queen (with Minor Piece) Traps Two Rooks

There now remains a small group of endgames in which two Rooks are captured by the Queen or Queen plus minor piece (see Table 21).

This set-up does not present any particular interest for endgame studies on the theme of domination. The play ordinarily involves boring manoeuvres and monotonous double attacks by the Queen by means of continuous checks.

Table 21. Queen (or Queen Plus Minor Piece) Traps Two Rooks
(Endgame Studies Nos. 1062–76)

Subdivisions	Features of the Final Set-Up	Nos.
1	Queen traps two Rooks	1062–68
2	Queen and Knight trap two Rooks	1069–70
3	Queen and Bishop trap two Rooks	1071–76

In endgames Nos. 1062–68 the Queen emerges victorious against two Rooks.

No. 1062. 1. Qc4 Rd2 2. Qf1+ Rd1 3. Qf4+ Kb1 4. Qb4+±; 1...Ra3+ 2. Kb4+ Kb2 3. Qe2+ Kc1 4. K×a3±.

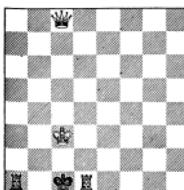
No. 1063. 1. Qe7+ Kg8+ 2. Kg5 Ra8 3. Qe6+ Kg7 4. Qf6+ Kg8 5. Kg6 Rh7 6. Qe6+ Kf8 7. Qf5+ Kg8 8. Qd5+±; 2...Rf8 3. Kg6 Rh6+ 4. K×h6 Rf6+ 5. Kc5±; 2...Rc1 3. Qe8+ Kg7 4. Qe5+ Kg8 5. Qb8+ Kh7 6. Qh2+ Kg8 7. Qa2+ Kg7 8. Qb2+±.

No. 1064. 1. Qg1+ Kf8 2. Qc5+ Kg8 3. Qe7 Rd3 4. Qe8+ Kg7 5. Qe5+ Kh7 6. Qe4 Rh8 7. Kf6+±; 3...Rd1 4. Qe8+ Kg7 5. Qe5+ Kg8 6. Qg3+ K18 7. Qh8+ Kg7 8. Qh2+ Kh7 9. Qc2±; 3...Ra8 4. Qe6+ Kg7 5. Qf6+ Kg8 6. Kg6 Rh7 7. Qe6+ Kh8 8. Qe5+ Kg8 9. Qd5+±; 1...Kf7 2. Qg6+ Ke7 3. Qe6+ Kf8 4. Qf6+±.

No. 1065. 1. Qb3+ Ke1 2. Qc3+ Kd1 3. Qd3+ Ke1 4. Kb3 Rb2 5. Qc3+ Kd1 6. Qa1+ Kd2 7. Qb2+±.

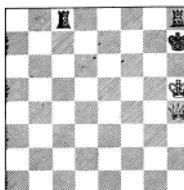
No. 1066. 1. Qc7+ Ka6 2. Qc6+ Ka7 3. Ka5 Kb8+ 4. Kb6 Re7 5. Qd6+±; 3...Rac8 4. Qd7+ Kb8 5. Kb6±; 3...Rad8 4. Qb6+ Ka8 5. Ka6 Rd7 6. Qc6+±.

1062. C. Salviovi
Before 1887



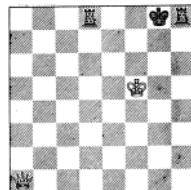
White to play and win

1063. H. Rinck
La Stratégie, 1916



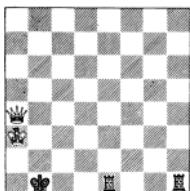
White to play and win

1064. H. Rinck
La Stratégie, 1916
Tie for 1st Prize



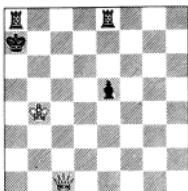
White to play and win

1065. L. Zalkind
Before 1922



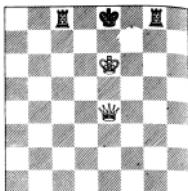
White to play and win

1066. W. Neustadt
Shakhmatny listok, 1929



White to play and win

1067. L. Prokes
Revista Romina de Šah, 1949



White to play and win

No. 1067. 1. Qe5 Re6+ 2. Kd5+ Kd7 3. Qf5+ Ke7 4. Qf7+±; 1...Rg6+ 2. Kf5+ Kf7 3. Qd5+ Kg7 4. Qd7+±.

No. 1068. 1. Qa8+ Kb6 2. Ka4 Re5 3. Qb8+ Ke6 4. Kb4 Rd5 5. Qc8+ Kd6 6. Kc4 Re5 7. Qd8+ Ke6 8. Kd4 Rf5 9. Qe8+ Kf6 10. Ke4±. A very interesting endgame with a systematic movement of the pieces.

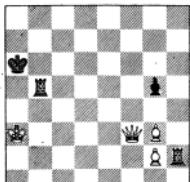
The struggle in Nos. 1069–76, in which the Queen and a minor piece confront two Rooks, lacks finesse and in most cases is trite.

No. 1069. 1. Qb2+ Kh7 2. Nf8+ Rx×f8 3. Qb7+±.

No. 1070. 1. Qf4+ Kb7 2. Qc7+ Ka8 3. Qc8+ Ka7 4. Ne7 Rac6+ 5. Kb4 Rb6+ 6. Nb5+ R×b5+ 7. K×b5±; 5. ... Re4+ 6. Kb5 Rb6+ 7. Kc5 Re5+ 8. Kd4±; 4...Re6+ 5. Kd4 Rd6+ 6. Ke5 Rac6 7. Qa8+±; 5...Ra4+ 6. Kd5 Ra5+ 7. K×c6 Re5+ 8. Kd6 (d7)±.

No. 1071. 1. Bf7 Rh6 2. Bh5 Rhf6 3. Qh7 Rde6 4. Qd7 Ra6 5. Bf7±.

1068. L. Olmutsky
Shakhmaty (Riga), 1961
2nd Prize



White to play and win

1069. J. Berger



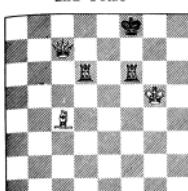
White to play and win

1070. H. Rinck
1414 Fins de Partie, 1950



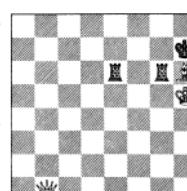
White to play and win

1071. F. Prokop
Sach, 1943
2nd Prize



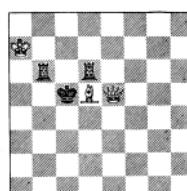
White to play and win

1072. F. Prokop
1943



White to play and win

1073. H. Rinck
Basler Nachrichten, 1950



White to play and win

No. 1072. 1. Qb7+ Kg8 2. Qc8+ Kh7 3. Qd7+ Kg8 4. Bg7 Ra6 5. Bd4 (b2, c3) Rae6 6. Bc3 Kf8 7. Bb4+ Kg8 8. Qd8+ Kh7 9. Bc3 Rh6+ 10. Kg5 Reg6+ 11. Kf4±.

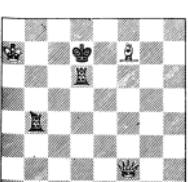
No. 1073. 1. Bf7+ Kc6 2. Be8+ Ke7 3. Qe7+ Ke8 4. Bb5 R×b5 5. Qe8+ Kc7 6. Q×b5±; 1...Kb4 2. Qb2+ Ka5 3. Qc3+±.

No. 1074. 1. Be8+ Kd8 2. Qf8! Rbb6 3. Ba4+! Kc7 4. Qe7+ Kc8 5. Bb5! R×b5 6. Qe8+ Kc7 7. Q×b5±. This is a variation of endgame No. 1073 by H. Rinck.

No. 1075. 1. Qg1 Rd7 2. Bc6 Rd8 3. Qg7+ Kb6 4. Qb7+ Kc5 5. Qc7 Rd3+ 6. Ka4 Rsd4+ 7. Kā5 Ra3+ 8. Ba4+ Kd5 9. Qd7+±; 2...Rd6 3. Qg7+ Kb6 4. Qb7+ Kc6 5. Qb5x.

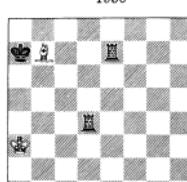
No. 1076. 1. Qe6 Rd×e7 (Rf×e7) 2. Qc8(g8)X; 1...Ra7+ 2. Kb6 Rb7+ 3. Kc6 Rc7+ 4. Kd6 Re6+ 5. K×c6 Rf6 6. B×f6+±; 2...Rf×e7 3. Qg8+ Kd7 4. K×a7±.

1074. V. Halberstadt



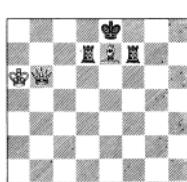
White to play and win

1075. H. Rinck and
L. Malpas
1950



White to play and win

1076. H. Rinck
Basler Nachrichten, 1951



White to play and win

TRAPPING THE QUEEN

Chapter 1

MINOR PIECES TRAP QUEEN

The composer's desire to create spectacular endgames leads to unusual positions in which, at first glance, the generally accepted standards and rules of chess strategy are violated. But a closer examination reveals the well-camouflaged idea. Just as in any combination taken from practical chess, the endgame study is based on very

Table 22. Trapping the Queen (Endgame Studies Nos. 1077—2395)

Subdivisions	Attacking Pieces	Nos.
1	♛	1077—78
2	♝	1079—93
3	♞	
4	♝ ♝	1094—1256
5	♝ ♞	1257—1306
6	♝ ♜	1307—46
7	♝ ♞ ♜	1317—63
8	♝ ♞ ♜ ♕	1364—1436
9	♝ ♜	1437—45
10	♝ ♜ ♕	1446—1508
11	♝ ♜ ♕ ♖	1509—1627
12	♝ ♜ ♖	1628—1724
13	♝ ♜ ♖ ♕	1725—87
14	♝ ♜ ♖ ♕ ♖	1788—1822
15	♝ ♜ ♖ ♕ ♖ ♗	1823—65
16	♝ ♜ ♖ ♕ ♖ ♗ ♘	1866—73
17	♝ ♜ ♖ ♕ ♖ ♗ ♘ ♙	1874—77
18	♝ ♜ ♖ ♕ ♖ ♗ ♘ ♙ ♖	1878—1998
19	♝ ♜ ♖ ♕ ♖ ♗ ♘ ♙ ♖ ♗	1999—2203
20	♝ ♜ ♖ ♕ ♖ ♗ ♘ ♙ ♖ ♗ ♗	2204—2395

concrete, and sometimes barely noticeable, special features of the position. For instance, the set-up of three minor pieces versus the Queen (without Pawns) is considered, as a rule, a drawn position. In endgame studies, however, a deeper analysis produces exceptions, interesting combinational possibilities for snaring the Queen. A system of trapping methods thus arises.

Since the Queen, the most powerful piece, possesses big attack and defence possibilities, the play in Queen-trapping endgames proceeds, as a rule, in a forced manner. Otherwise it is very difficult to capture the Queen.

An analysis of the endgames with various set-ups will show how the idea of trapping the Queen developed and what further prospects there are (see Table 22).

Trapping the Queen with Minor Piece or Lone King
[Plus Pawns].

The most paradoxical cases are when a single minor piece or the lone King (with Pawns) traps the Queen. Quite naturally there are few such endgames due to the limited possibilities (see Table 23).

Table 23. Minor Piece or Lone King and Pawns Trap Queen
(Endgame Studies Nos. 1077—93)

Subdivisions	Features of the Set-Up	Nos.
1	Lone King and Pawns trap Queen	1077—78
2	The Queen, immured in the corner or on the edge of the board, is captured	1079—83
3	The Queen is subjected to Knight forks	1084—87
4	The Queen is lost through geometric blows, discovered attacks or opening of the diagonals	1088—93

Only in Nos. 1077-78 can the King plus Pawns place the Queen in unenviable straits. The Pawns, it goes without saying, play the role of aggressor.

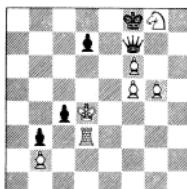
No. 1077. 1. R×b3! cb 2. g6! Q×g8 3. Kc5 d6+ 4. Kd4 d5 5. Kc5 d4 6. K×d4 Ke8(Qh8) 7. f7(g7)+±.

The final position, in which the strength of White's passed Pawns was well employed, is striking. Endgame No. 1077a by S. Kozlowski pursues the same idea but with a somewhat different initial play.

No. 1077a. 1. B×b6+! Q×b6 2. c5 Qb8 3. b6+ Ke8 4. Ke4 h4 5. Kf5 h5 6. Ke4 Kd8 7. c7+ Q×c7 8. bc+ K×c7 9. Kd5±.

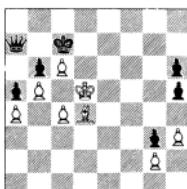
No. 1078. 1. g7! f2 2. Be7 f1Q 3. Bf6 Q×f6 4. ghQ+! Q×h8 5. d4±.

1077. M. Klyatskin
Izvestia, 1924



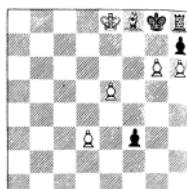
White to play and win

1077a. S. Kozlowski
Glos Poranny, 1931



White to play and win

1078. A. Gulyayev
Shakhmaty v SSSR, 1940



White to play and win

The Queen cramped on the edge of the board can be trapped or simply immured by a single minor piece plus Pawns (see Nos. 1079-83).

No. 1079. 1. Kg8 Qa7 2. Bd4 Qb8 3. Bc5 f5 4. Kg7 f4 5. Kf6 f3 6. Bf2±; 2. . . Q×d4 3. b8Q+ K×e7 4. Q×c7+ Ke8 5. Qb8+ Ke7 6. Qf8+ Ke6 7. Q×f7+ Kd6(e5) 8. Qd7 (g7)+±. The immurement of the Queen became possible thanks to White's powerful Pawn b7. The danger of stalemate is eliminated thanks to the presence of Black's Pawn f blocked by the Bishop.

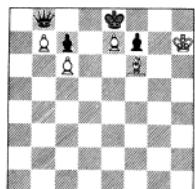
Immobilisation of the Queen in the corner of the board is shown in Nos. 1080 and 1081.

No. 1080. 1. Rh7+ Kg8 2. Bd5+ K×h7 3. Be4+ Kg7 4. Kc1 a1Q+ 5. Bb1±.

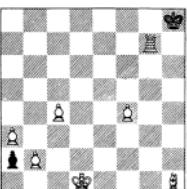
No. 1081. 1. Nd5+ Kf8 2. Nf6 Qh8 3. g7+ Q×g7(K×g7) 4. h6(+) Qh8(Kf8) 5. Kd8 Q×h6 6. Nd7+ Kf9 7. gh±.

No. 1082. 1. g7 h2 2. ghQ h1Q+ 3. Kg3! Qg4+ 4. Kf4 Qf2+ 5. Kg4 Qg2+ 6. Kf5! Qf3+ 7. Ke6 Qd5+ 8. Kf6 Qd4+ 9. Kf7

1079. B. Horwitz

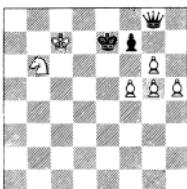


1080. V. Novikov
64, 1930



White to play and win

1081. L. Prokeš
Československý Šach, 1934

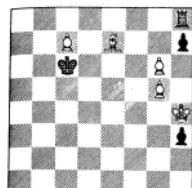


White to play and win

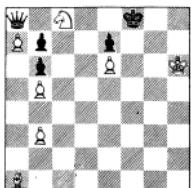
1082. G. Zakhodyakin
64, 1939-40

Tie for 1st Prize

1083. F. Bondarenko
and A. Kakovin
USSR Sports Committee
Tournament, 1957
4th Hon. Mention



White to play and win



White to play and win

1084. A. Troitzky
Shakhmatny zhurnal, 1896



White to play and win

Q×h8 10. Bd8 Kd7 11. c8Q+! K×c8 12. Bf6 h6 13. g6!±. A fine endgame in which the Queen is immured on h8 in the process of interesting and keen play.

No. 1083. 1. Bg7+ Ke8 2. Be5 Q×e8 3. Kg7 Qd8 4. b4 Qc8 5. Bc7 Qa8 6. Bb8±.

In endgames Nos. 1084-87 the Queen is trapped by Knight forks.

No. 1084. 1. h3+ Kh5 2. g4+ Kg5 3. Be3+ Nf4+ 4. B×f4+ K×f4 5. g3+ Kg5 6. Ne6+ Kg6 7. g5±.

No. 1085. 1. Ng6+ Kd5 2. b3 Q×b4 3. Nf4+ Kc5(e5) 4. Nd3+±; 2. . . Qb6(a7)+ 3. Kf6 Q×e3 4. Ne7+ Kd4 5. Nf5+±.

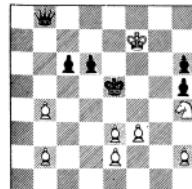
No. 1086. 1. a8Q Bf7+ 2. Kf8 Rh8+ 3. K×f7 R×a8 4. N×a8 c4 5. Ne7 c3 6. Nb5 c2 7. Nd4 c1Q 8. Kg6 Kg3 9. Ne2+±.

1085. A. Troitzky
500 *Endspielstudien*, 1924

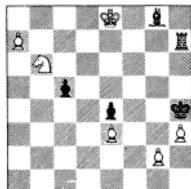
1086. F. Simkovich
Shakhmatny listok, 1925

3rd Hon. Mention

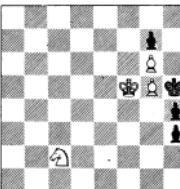
1087. F. Bondarenko
Sovetskiy voyn, 1949



White to play and win

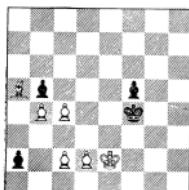


White to play and win



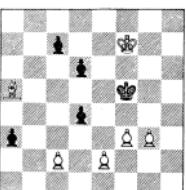
White to play and win

1088. A. Troitzky
Novoye vremya, 1898



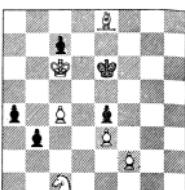
White to play and win

1089. A. Troitzky
500 *Endspielstudien*, 1924



White to play and win

1090. J. Mandil
1942



White to play and win

No. 1087. 1. Nd4 h2 2. Ne6 h3 3. N×g7+ Kh4 4. Kf4 h1Q
5. Nf5+ Kh5 6. Ng3±.

In endgames Nos. 1088-93 the Bishop plus Pawns capture the Queen by resorting to geometric motifs and discovered attacks, or by opening up the diagonals.

No. 1088. 1. Bc7+ Ke4 2. d3+ Kd4 3. Bd6 a1Q 4. Bf8 Qa7
5. Bc5+ Q×c5 6. bc K×c5 7. cb±.

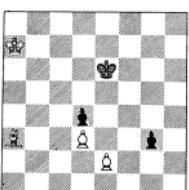
No. 1089. 1. Bd2 a2 2. Bh6 a1Q 2. e4+ de 4. g4+ Ke5
5. Bg7+ Kf4 6. B×a1 e2 7. Bc3±; 2...Ke5 3. c4 dc 4.
Bg7±.

No. 1090. 1. N×b3 ab 2. Bg6 Ke5 3. Kd7 b2 4. Ke7 c6
5. Bb7 c5 6. Bg6 b1Q 7. f4+ ef 8. B×b1 f2 9. Bd3±.

No. 1091. 1. Bc5 Ke5 2. e3 g2 3. B×d4+ Kd5 4. Bb6
g1Q 5. e4±.

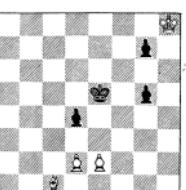
No. 1092. 1. d3 g4 2. e3 g3 3. Bb2 g2 4. B×d4+ Kd5 5.
Ba7 g1Q 6. e4±.

1091. E. Paoli
1959



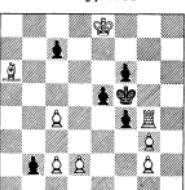
White to play and win

1092. E. Paoli
1948



White to play and win

1093. F. Bondarenko
and A. Kakovin
Szachy, 1958



White to play and win

Endgames Nos. 1091 and 1092 by E. Paoli represent a variation of one and the same position of discovered attack.

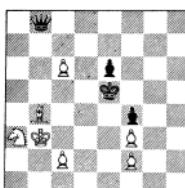
No. 1093. 1. Bc8+ Ke4 2. R×f4+ ef 3. g4 b1Q 4. Bf5+
Ke5 5. d4+ Kd6 6. c5+ Kc6 7. Be4+ Kb5 8. c4±.

Queen Trapped by Bishop and Knight

As compared with a single minor piece, a tandem of minor pieces extends the composer's possibilities. Coordination of their actions leads to the capture of the Queen. The Bishop and the Knight are capable of helping each other, as can be seen in the following endgame studies (see Table 24).

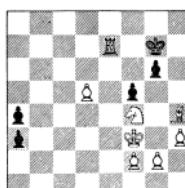
First, a series of primitive 19th-century endgames (Nos. 1094-1101). They are by no means distinguished by finesse of artistic conception, but the composers made up for that by starting to develop technical methods employed in the best modern studies.

1094. B. Horwitz



White to play and win

1095. W. Bone
1841



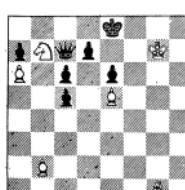
White to play and win

1096. B. Horwitz and
J. Kling
1851



White to play and win

1097. B. Horwitz



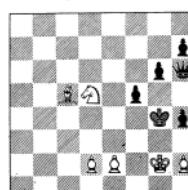
White to play and win

1098. B. Horwitz
Before 1887



White to play and win

1099. B. Horwitz
Before 1889



White to play and win

Table 24. Bishop and Knight Trap Queen
(Endgame Studies Nos. 1094–1256)

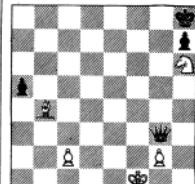
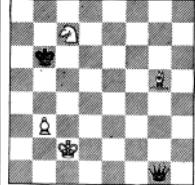
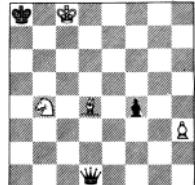
Subdivisions	Features of the Final Set-Up	Typical Finale	Nos.
1	Primitive endgames of the 19th century	1094–1101	
2	The immured Queen is trapped in the corner or on the edge of the board	1102–12	
3	Forced acceptance of a Bishop sacrifice leads to Knight forks:		
a)	Black's King is in the corner or on the edge of the board 1. Bd6 Qe3 2. Be5+ Q×e5 3. Nf7+ ±	I 	1113–18
b)	Black's King is on b6(a5) 1. Be3+ Q×e3 1. Nd5+ ±	II 	1119–22
c)	Black's King is in the corner 1) Na6(d5) Q×d4 2) Nc7+ Ka7 3) Nb5+ ±	III 	1123–28
d)	Analogous Bishop sacrifices in other situations		1129–1203

Table 24. (continued)

Subdivisions	Features of the Final Set-Up	Typical Finale	Nos.
4	The Queen is captured as a result of a Knight sacrifice and employment of geometric motifs or a discovered attack		1204–15
5	The Queen is trapped in the main variations without any sacrifice of pieces		1216–56

No. 1094. 1. c7 Qb7 (1. . . Q×c7 2. Bd6+) 2. Ne4+ Kf6 (2. . . Kd5 3. c8Q Q×e8 4. Nb6+±) 3. Nd6 Qd5+ (3. . . Q×c7 4. Ne8+±) 4. Kb2±.

No. 1095. 1. B×e7 a2 2. Bc5 a1Q 3. Bd4+Q×d4 4. Ne6+±.

No. 1096. 1. B×g5+ Q×g5 2. Nd3 Ke4 3. Nc5+ Kf4 4. N×e6+ Ke4 5. N×g5+±.

No. 1097. 1. Nd6+ Kd8 2. B×c5 Qb8 3. Nb7+ Ke8 4. Bd6 Qc8 5. Kf6 Qa8 6. b4 c5 7. bc Qc8 8. Be7±.

No. 1098. 1. Nb6 Qh7 2. Nd7(d5)+ Kf5 3. Bg6+±.

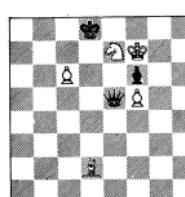
No. 1099. 1. h3+ Kh5 2. Nf6+ Kg5 3. Bf8 K×f6 4. B×h6±; 3. . . Q×f8 4. N×h7+±.

No. 1100. 1. c7+ K×e7 2. Bf4 Q×f4 3. Nd5+±; 1. . . Q×c7 2. Ba5 Q×a3 3. Nc6+±.

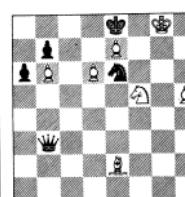
No. 1101. 1. Bc4 Q×c4 2. d7+ K×d7 3. e8Q+ K×e8 4. Nd6+ Ke7 5. N×c4 Kf6 6. h6 Ng5 7. Na5 Kg6 8. N×b7 K×h6 9. Nd6±.

The taming of the Queen in the modern endgames Nos. 1102–12 becomes possible because of its weak position in the corner or the edge of the board. Some of the techniques were met in the section on trapping the Queen by a single minor piece.

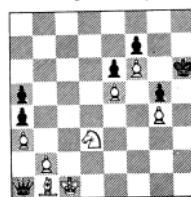
1100. W. Bone



1101. B. Laws



1102. F. Simkhovich
Shakhmaty v SSSR, 1938

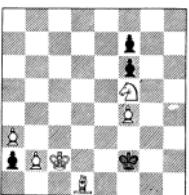


1103. F. Bondarenko
Suomen Shakki,
1947



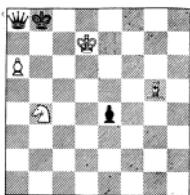
White to play and win

1104. F. Bondarenko
Ukrainian Sports Committee
Tourney, 1952
1st Hon. Mention



White to play and win

1105. L. Prokeš
Sachové umění,
1947



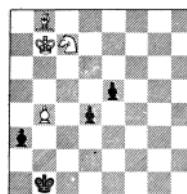
White to play and win

No. 1102. 1. Kc2 Kg6 2. Nc1 Kh6 3. Ba2 K ∞ 4. Be4 K ∞ 5. Bb5 K ∞ 6. B \times a4 K ∞ 7. Bb3 K ∞ 8. Ba2 a4 9. Be4 K ∞ 10. Bb5 K ∞ 11. B \times a4 K ∞ 12. Bb3 K ∞ 13. Ba2 \pm . An endgame on the theme of revising the plan of play: in the initial position with Black to move victory is easily achieved: 1. . . K ∞ 2. Ne1+ K ∞ 3. Nc2 \pm . But the point is that White has no chance of marking time and therefore is compelled to change the plan and capture the Queen by other means.

No. 1103. 1. Be1 Kc2 2. Kf2 Kd3 3. Ba5 Kc4 4. B \times c7 Kd5 5. Bd6 Ke4 6. Nf4 Qh1 7. Bh2 K \times c5 8.Bg1 Kb4 9. Ng3 \pm . Reminiscent of No. 1102 by F. Simkovich. Evidently F. Bondarenko composed his endgame under the impression of 1102.

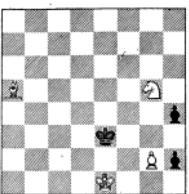
No. 1104. 1. Nd4 a1Q 2. Nb3 Qa2 3. f5 Ke3 4. Bh5 Kf4 5. B \times f5 Ke5 6. Be6 Kf4 7. Nc1 Qa1 8. Ba2 K \times f5 9. Bb4 Kg4 10. Nb3 \pm . No. 1104 by F. Bondarenko is clearly a repetition of

1106. E. Paoli
La Schachiera, 1950
4th Prize



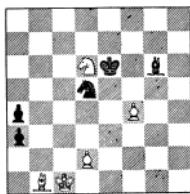
White to play and win

1107. N. Velicky
Schach, 1958
(revised 1975)



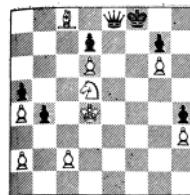
White to play and win

1108. G. Kasparian
Tidskrift för Schack, 1959
2nd Prize



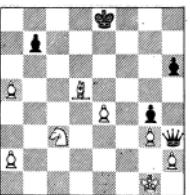
White to play and win

1109. F. Bondarenko
Ukrainian Sports Committee
Tourney, 1952
1st Prize



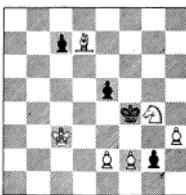
White to play and win

1110. A. Wotawa
Schach-Echo,
1962



White to play and win

1111. A. Agajanyan
Shakhmaty v SSSR,
1963



White to play and win

his No. 1103. Unquestionably the initial play is somewhat improved in No. 1104, but the endgame cannot lay claim to originality.

No. 1105. 1. Bf4+ Ka7 2. Be3+ Kb8 3. Kd8 Qa7 4. Ne6+ Ka8 5. N \times a7 \pm .

No. 1106. 1. Nb5 a2 2. B \times e5 a1Q 3. B \times d4 Qa2(a4) 4. Ne3 \pm .

No. 1107. 1. Bb6+ Kd3 2. Nh3 h4Q+ 3. Bg1 K ∞ 4. Kf1 K ∞ 5. Nf2 \pm .

No. 1108. 1. f5+ B \times f5 2. N \times f5 Nb4 3. Nd4+ Ke5 (3. . . Kf6 4. Nc2 a2 5. B \times a2 N \times a2+ 6. K \pm) 4. Nc2 a2 5. N \times b4! (5. B \times a2? N \times a2+ 6. Kb2 Ke4 7. d4 Nb4=) 5. . . a1Q 6. Nc2 \pm . The reluctance of Black to lose the Knight in the variation 3. . . Kf6, etc., compels him to play 3. . . Ke5, which leads to the blockade and capture of the future Queen.

No. 1109. 1. Ne7 Qd8 2. Kc5 Ke8 3. Kb5 Kf8 4. Ka6 Ke8 5. Ka7 Kf8 6. Bb7 Ke8 7. Bd5 Kf8 8. Bf7 b3 9. B \times b3 Ke8.

1112. F. Bondarenko
L'Italia Scacchistica, 1963



White to play and win

1113. A. Troitzky
Novoye vremya, 1898



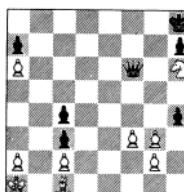
White to play and win

1114. A. Troitzky
64, 1928



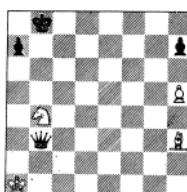
White to play and win

1115. A. Troitzky
1935



White to play and win

1116. I. Alyoshin
Yerevan Chess Club
Tourney, 1947
4th Commendation



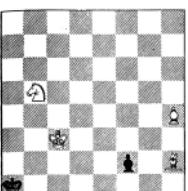
White to play and win

1117. A. Troitzky
1896



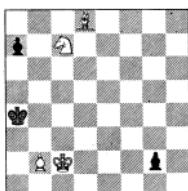
White to play and win

1118. H. Rinck
La Stratégie, 1928



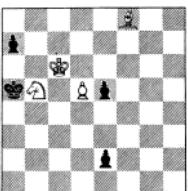
White to play and win

1119. H. Rinck
Deutsche Schachzeitung,
1913



White to play and win

1120. A. Troitzky
Izvestia, 1924



White to play and win

Further, White's Pawn advances to c5, the Bishop is transferred to c8, then White's King wins the Pawn on h4, and Black loses, being cooped up.

No. 1110. 1. a6 ba 2. Bc6+ K ∞ 3. Be8 K \times e8 4. Nd5 Qh5(K ∞) 5. Nf6+(f4) \pm .

No. 1111. 1. e3+ Kf3 2. Bc6+ e4 3. Bb5 c5 4. Bc4 g1Q 5. Bf1 e4 6. Kd2 c3+ 7. Ke1 Q \times f2+ 8. N \times f2 c2 9. Kd2 K \times f2 10. h4 \pm .

No. 1112. 1. Bd6 f3+ 2. Kd1 d4 3. Kc2 Qe3 4. Ne7+ Kb8 5. Nd5+ Ka8 6. Nxg3 de 7. Bc5 \pm .

Luring Bishop sacrifices are frequently employed in endgames where the Bishop and Knight trap the Queen. The Bishop acts very neatly. Sacrificing itself, it forces the Queen to occupy an unfavourable square, after which a Knight fork decides the issue. Such Bishop sacrifices are shown in Nos. 1113-1203.

In Nos. 1113-18 (see Diagram I in Table 24) the Bishop sacrifice leads to victory.

No. 1113. 1. Rg3 Q \times g3 2. N \times h6+ Kh8 3. Bd6 Qe3 4. Be5+ Q \times e5 5. Nf7 \pm .

No. 1114. 1. Nh6 Qa3+ 2. Kb1 Kg7 3. Bd6 ab 4. B \times a3 bc+ 5. K \times c2 K \times h6 6. Bd6 \pm .

No. 1115. 1. Be3 hg 2. a3 Qh4 3. Ka2 Qf6 4. a4 Qh4 5. Bg5 Qd4 6. a5 Qg7 7. Bf4 ∞ 8. Be5 Q \times e5 9. Nf7 \pm .

No. 1116. 1. Na6+ Ka8 2. Bg2+ Qb7 3. Bd5! Q \times d5 4. Nc7 \pm . The direct line 3. B \times b7? K \times b7 4. Nc5+ Kc6 5. Ne6 Kd6 6. Ng5 Ke5! 7. N \times h7 Kf5 ends in a draw. If, however, in the main variation Black chooses instead of 3. . . . Q \times d5 the move 3. . . h6, then the matter is settled by 4. Nb4! a5 5. B \times b7+ K \times b7 6. Nd5 Kc6 7. Ne7+ Kd6 8. Nf5+ Ke5 9. N \times h6 Kf6 10. Ng4 \pm .

No. 1117. 1. Qa3+ Kd1 2. Q \times c5 Q \times c5 3. N \times c3+ Kc1 4. Bg3! Qg5 5. Bf4+ Q \times f4 6. Ne2+ \pm ; 4. . . Kd2 5. Ne4+ \pm .

No. 1118. 1. Kb3 f1Q 2. Be5+ Kb1 3. Nc3+ Kc1 4. Bf4+ Q \times f4 5. Ne2+ \pm ; 3. . . Ka1 4. Ne4+ Kb1 5. Nd2+ \pm .

In Nos. 1119-22 Black's King is on b6(a5) and White sacrifices his Bishop on e3(d2) to capture the Queen (see Diagram II in Table 24).

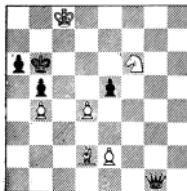
No. 1119. 1. b3+ Ka5 2. Bg5 g1Q 3. Bd2+ Kb6 4. Be3+ Q \times e3 5. Nd5 \pm .

No. 1120. 1. Nd6! e1Q 2. Nb7+ K ∞ 3. Nc5+ Ka5 4. Bh6! Q ∞ 5. Bd2+ Q \times d2 6. Nb3+ \pm .

No. 1121. 1. Bc3! Qg3 2. Nd5+ Kc6 3. Ne7+ Kb6 4. de+ Q \times c3 5. Nd5 \pm .

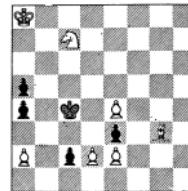
No. 1122. 1. d3+ Kc5 2. Ne6+ Kb6 3. Bc7+ Ka6 4. Bf4 c1Q 5. Nc7+ Kb6 6. B \times e3+ Q \times e3 7. Nd5 \pm .

1121. A. Troitzky
500 Endspielstudien,
1924



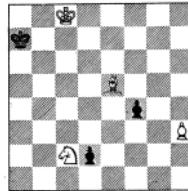
White to play and win

1122. V. Kivi
Suomen Shakki, 1934
3rd Prize



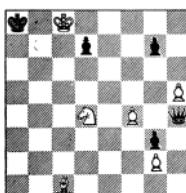
White to play and win

1123. H. Rinck
Deutsche Schachzeitung,
1903



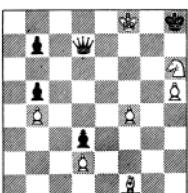
White to play and win

1124. A. Troitzky
Izvestia, 1924



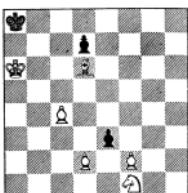
White to play and win

1125. A. Gherbstman
64, 1929



White to play and win

1126. V. Kivi
Suomen Sosialidemokraatti, 1934



White to play and win

With the Black King on a8(h8), a typical combination with the sacrifice of the Bishop and the subsequent Knight manoeuvre leading to the capture of the Queen is possible (see Diagram III in Table 24). Nos. 1123-28 demonstrate this combination in different variations.

No. 1123. 1. Nb4 d1Q 2. Bd4+ Ka8 3. Na6(d5) Q×d4 4. Nc7+ Ka7 5. Nb5+±.

No. 1124. 1. Nb5 Qe7 2. Nc7+ Ka7 3. Ba3 Qe3 4. Bb2! Q×f4 5. Bd4+ Q×d4 6. Nb5+±.

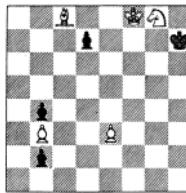
No. 1125. 1. Nf7+ Kh7 2. Bh3 Qd5 3. Bg4 b6 4. Bf3 Qe4 5. Be4+ Q×e4 6. Ng5+±.

No. 1126. 1. Be5 e2 2. Ne3 e1Q 3. Nd5 Q×e5 4. Nb6+ Kb8 5. N×d7+±.

No. 1127. 1. Bb7 d5! 2. B×d5 b1Q 3. Be4+ Kh8 4. Nh6! Q×e4 5. Nf7+ Kh7 6. Ng5+±.

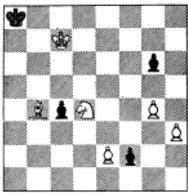
No. 1128. 1. Nb5 f1Q 2. Kc8 Qf2 3. e3 Q×e3 4. Nc7+ Ka7 5. Bc3 Qf4 6. Bd4+ Q×d4 7. Nb5+±; 5. ... Q×c3 6. Nb5+±; 5. ... Kb6 6. Nd5+±.

1127. A. Nazanyan
64, 1937
1st Hon. Mention



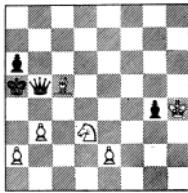
White to play and win

1128. Z. Birnov
Shakhmaty v SSSR, 1953



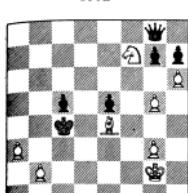
White to play and win

1129. J. Behring
Rigaer Tageblatt, 1894



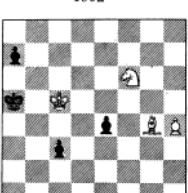
White to play and win

1130. H. Rinck
Deutsche Schachzeitung, 1902



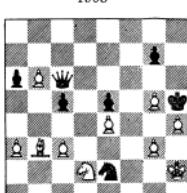
White to play and win

1131. H. Rinck
Deutsche Schachzeitung, 1902



White to play and win

1132. H. Rinck
Deutsche Schachzeitung, 1903



White to play and win

There is quite a big group of endgame studies with other enticing Bishop sacrifices (Nos. 1129-1203). These endgames are so diverse that it is impossible to classify them in greater detail.

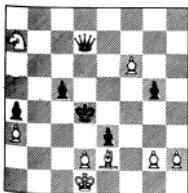
No. 1129. 1. Ne5 Q×e2 2. Nc6+ Kb5 3. Nd4+±; 1. ... Qe8 2. Ne4+ Kb5 3. Nd6+±; 1. ... Q×c5 2. b4+ Q(K)×b4 3. Nc6(d3)+±; 1. ... Qb7 2. Ne4+ Kb5 3. Nd6+±. An endgame with lively play in which the Bishop sacrifice is passive but leads to various Knight forks.

No. 1130. 1. g6 hg 2. h7 Q×h7 3. B×g6 Qg8 4. Nd6+ Kd4 5. Nf5+ Kc4 6. Bf7+ Q×f7 7. Nd6+±.

No. 1131. 1. Nd5 c2 2. Ne3 c1Q+ 3. Nc4+ Ka4 4. Bd1+ Q×d1 5. Nb2+±.

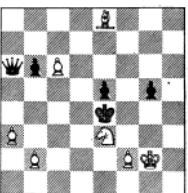
No. 1132. 1. Bf7+ Kg4 2. Nc4 Q×e4 3. Bd5 Qb1 4. Bf3+ Kf5 5. Be4+ K(Q)×e4 6. Nd2(d6)+±; 3. ... Qh7 4. Ne3+ Kh5 5. Bf3+±.

1133. V. Platov
Rigaer Tageblatt, 1903



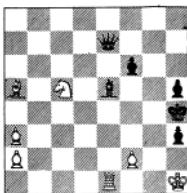
White to play and win

1134. V. Platov
Rigaer Tageblatt, 1904



White to play and win

1135. V. Platov
Rigaer Tageblatt, 1904



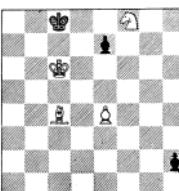
White to play and win

1136. V. Platov
Rigaer Tageblatt, 1905



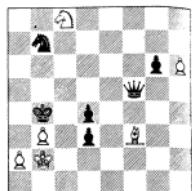
White to play and win

1137. H. Rinck
Deutsche Schachzeitung,
1905



White to play and win

1138. V. Platov
Bohemia, 1906



White to play and win

No. 1133. 1. f7 Q×f7 2. Ne6+ Ke4 3. Bd3+ Kd5 4. Bc4+ K×c4 5. Ne5+±; 3. ... Kf4 4. g3+ Ks5 5. Ne5+±; 4. ... Qf5 2. Nc6+ Ke4 3. d3+ Kf4 4. g3X.

No. 1134. 1. c7 Qb7 2. c8Q Q×c8 3. Bg6+ Kf4 4. Nd5+ Kg4 5. Bf5+ Q×f5 6. Ne3+ Kf4 7. N×f5 K×f5 8. a4 Ke4 9. b4±; 3. ... Kd4 4. Nf5+ Ke5 5. b4+ Ks5 6. Nd6(e7)+±.

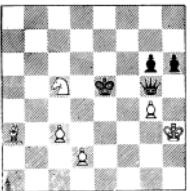
No. 1135. 1. Re4+ Kg5 2. R×e5+ Q×e5 3. f4+ K×f4 4. Be2+ Q×e7 5. Ne6+ Ke5 6. Nx e7±; 3. ... Q×f4 4. Bd2 Q×d2 5. Ne4+±; 2. ... fe 3. Bd8 Q×d8 4. Ne6+±.

No. 1136. 1. c4+ Kd4 2. Be5+ Kc5 3. Bd6+ Kd4 4. Nc6+ Kc3 5. Be5+ Kc2 6. Nb4+ Kc1 7. Bf4+ Q×f4 8. Nd3+±.

No. 1137. 1. Ba6+ Kd8 2. Ne6+ Ke8 3. Be2 h1Q 4. Bh5+ Q×h5 5. Ng7+±; 1. ... Kb8 2. Kb6 h1Q 3. Nd7+ Ka8 4. Bb7X.

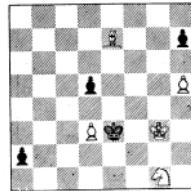
No. 1138. 1. a3+ Kc5 2. b4+ Kc4 3. Bd5+ Kb5 4. Bc6+ Ka6 5. B×b7+ K×b7 6. Nd6+±.

1139. M. Platov
Deutsches Wochenschach,
1907



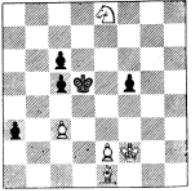
White to play and win

1140. M. and V. Platov
Rigaer Tageblatt, 1909
1st Prize



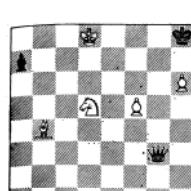
White to play and win

1141. H. Rinck
Deutsche Schachzeitung,
1912



White to play and win

1142. M. and V. Platov
Rech, 1909



White to play and win

1143. G. Grzeban
Tijdschrift v. d. KNSB, 1959
3rd Commendation



White to play and win

1144. A. Gurvich
Alma-Atinskaya pravda, 1960
1st Prize



White to play and win

No. 1139. 1. c4Q×d2 2. Bb2+Kf4 3. Bc1 Q×c1 4. Nd3+±; 1. ... Qd8 2. Bb2+ Ks5 3. Nb7(e6)+±.

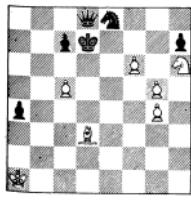
No. 1140. 1. Bf6 d4 2. Ne2! a1Q 3. Nc1! Qa5 4. B×d4+ K×d4 5. Nb3+±; 3. ... h6 4. Be5 Q×c1 5. Bf4+±. This beautiful endgame study that left a noticeable trace in chess composition was appreciated by Lenin and met with general approval among chess lovers.

No. 1141. 1. Nd6 a2 2. c4+ Kd4 3. Bd2 a1Q 4. Bh6 Qa7 5. Bg7+ Q×g7 6. N×f5+±. This endgame has features in common with the preceding one.

No. 1142. 1. Bc3+ Kg8 2. h7+ K×h7 3. Nf6+ Kh6 4. Bd2+Qg5 5. Be3! a5 6. Kd7 Q×e3 7. Ng4+ Kg5 8. N×e3± (see No. 1143).

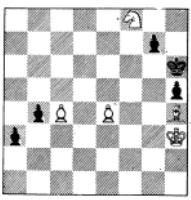
No. 1143. 1. Ne7+ Kb8 2. Ne6+ Kc8 3. N×a7+ Kb8 4. Nc6+ Kc8 5. Ne7+ Kb8 6. a7+ K×a7 7. Nc6+ Ka6 8.

1145. A. Troitzky
Deutsche Schachzeitung,
1910



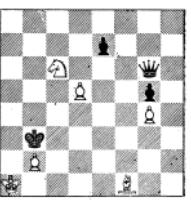
White to play and win

1146. H. Rinck
Deutsche Schachzeitung,
1910



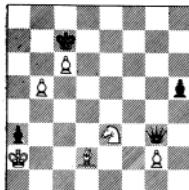
White to play and win

1147. L. Prokeš
Časopis Československých
Sachistů, 1911



White to play and win

1148. A. Troitzky
Shakhmatnoye obozreniye,
1910



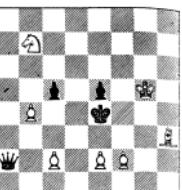
White to play and win

1149. A. Troitzky
Deutsche Schachzeitung,
1910



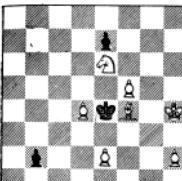
White to play and win

1150. A. Troitzky
Niva, 1910



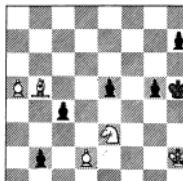
White to play and win

1154. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1911-12
3rd Prize



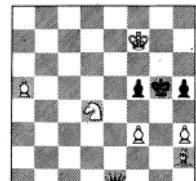
White to play and win

1155. M. and V. Platov
Deutsche Schachzeitung,
1911



White to play and win

1156. L. Prokeš
1912



White to play and win

Bf1+ Qb5 9. Bd3! Q×d3 10. Nb4±. Greatly resembles No. 1142 by the Platov brothers.

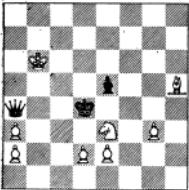
No. 1144. 1. Nf7+ K×b7 2. Be4 Rh1+ 3. Kg7 Rg1+ 4. Kf8 R×g8+ 5. K×g8 Ke6 6. Bf3! Q×f3 7. Ne5+ Kd5 8. N×f3±. The outstanding Soviet composer A. Gurvich adds an element of novelty to the ideas of Nos. 1142 and 1143: the first possible fork after 5. K×g8 is replaced by another, "sliding fork" in the defence 5. . . . Kc6 and reply 6. Bf3! Q×f3 7. Ne5+. The term "sliding fork" was coined by Gurvich for the combination he invented in this endgame.

No. 1145. 1. Nf7 Qb8 2. Ne5+ Ke6 3. Nc6 Qa8 4. Be4 Qa6 5. Bd5+ K×d5 6. Nb4+ Ke6 7. N×e6±.

No. 1146. 1. Be7 a2 2. Kh4 g5+ 3. B×g5+ Kg7 4. Be3 a1Q 5. Bd4+ Q×d4 6. Ne6+ Kf6 7. N×d4 Ke5 8. Nb3±.

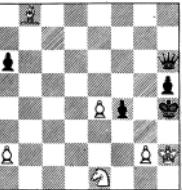
No. 1147. 1. Be4+ Ka4 2. Ka2 Qc2 3. Bb5+ K×b5 4. Nd4±; 1. . . . Kc2 2. Bd3+ K(Q)×d3 3. Ne5(b4)+±.

1151. A. Troitzky
Deutsche Schachzeitung,
1911



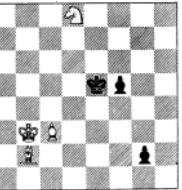
White to play and win

1152. A. Troitzky
Bohemia, 1911



White to play and win

1153. H. Rinck
Mecklenburgisches Neues Wochenschatzblatt, 1911



White to play and win

No. 1148. 1. Nd5+ Kc8 2. Ne7+ Kd8 3. c7+ K×c7 4. Bf4+ Q×f4 5. Nd5+±; 1. . . . Q×c7 4. Ba5 Q×a5 5. Nc6+ Kc7 6. N×a5 Kb6 7. Ne4+±; 1. . . . Kd8 2. c7+ Kd7 3. Nb6+ K×c7 4. Bf4+ Q×f4 5. Nd5+±.

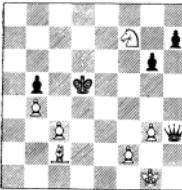
No. 1149. 1. Bc2+ Kb4 2. Bd1 f1Q 3. Nc2+ Kc5(a5) 4. b4+ Kb5 5. Be2+ Q×e2 6. Nd4+±; 1. . . . Ka5 2. Bd1 f1Q 3. Ne6+ Kb5 4. Be2+ Q×e2 5. Nd4+±.

No. 1150. 1. Be6 Qa8 2. Nd6+ Kd4 3. Nb5+ Ke4 4. Bd5+ Q(K)×d5 5. Nc3(c7)+±; 1. . . . Qa1 2. N×c5+ Kd4 3. Nb3+±; 1. . . . Qa3(a7, b1) 2. Nd6+ Kd4 3. Nb5+±.

No. 1151. 1. Be8! Qa8! 2. Nf5+ Kd5 3. Bf7+ Ke4 4. Nd6+ Kd4 5. Nb5+ Ke4 6. Bd5+ K(Q)×d5 7. Ne7(c3)+±.

No. 1152. 1. Nf3+ Kg4 2. Ne5+ Kh4 3. Be7 Qf6 4. a3! a5 5. a4 Kg5 6. Bd8 Q×d8 7. Nf7+±.

1157. M. and V. Platov
1914



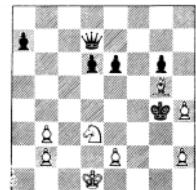
White to play and win

1158. H. Rinck
Chess Amateur, 1915



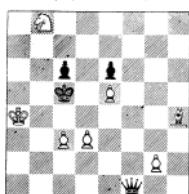
White to play and win

1159. L. Kubbel
Niva, 1917



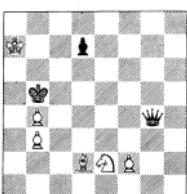
White to play and win

1160. L. Kubbel
Tidskrift för Schack, 1918



White to play and win

1161. L. Kubbel
Tidskrift för Schack, 1918



White to play and win

1162. H. Rinck
La Stratégie, 1919



White to play and win

No. 1153. 1. Nf7+ Kd5 2. c4+ Ke5 3. Ng5 g1Q 4. Bd4+ K×d4 5. Nf3+ Ke3 6. N×g1 Kf2 7. Nh3+±; 4. . . Q×d4 5. Ne6+±.

No. 1154. 1. f6 ef 2. Nc5+ Kf5 3. Kh5 b1Q 4. Be1 Q×c1 5. e4+ Kf4 6. Nd3+±.

No. 1155. 1. Be8+ Kh4 2. Ng2+ Kg4 3. Ba4 b1Q 4. Bd1+ Kf5 5. Bc2+ Q×c2 6. Ne3+±.

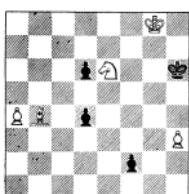
No. 1156. 1. Bg3! Q×g3 2. f4+ K×f4 3. Ne2+ Kf3 4. N×g3 K×g3 5. a6±; 1. . . Q×a5 2. Ne6+ Kh6 3. Bf4+ Kh7 4. Nf8+ Kh8 5. Be5+ Q×e5 6. Ng6+±.

No. 1157. 1. Bb3+ Kc6 2. Be6 Qh5 3. Bg4 Qd5 4. Bf3 Q×f3 5. Ne5+±.

No. 1158. 1. Kb3+ Kb1 2. Nc3+ Kc1 3. Bd4 Kd2 4. Bf6 Qf4 5. Bg5 Q×g5 6. Ne4+±.

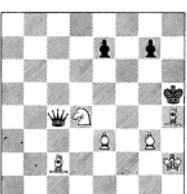
No. 1159. 1. Nf2+ Kf5 2. e4+ Ke5 3. Ng4+ Kd4 4. Be3+ Kd3 5. Bc5! dc 6. Ne5+±.

1163. H. Rinck
British Chess Magazine, 1919



White to play and win

1164. J. Sehwers



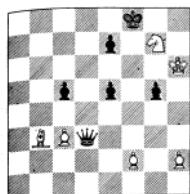
White to play and win

1165. A. Troitzky
Shakhmaty, 1923



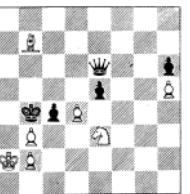
White to play and win

1166. A. Troitzky
500 Endspielstudien, 1924



White to play and win

1167. A. Troitzky
500 Endspielstudien, 1924



White to play and win

1168. A. Troitzky
500 Endspielstudien, 1924



White to play and win

No. 1160. 1. Nd7+ Kd5 2. Nb6+ Kc5 3. Bf2+ Q×f2 4. Nd7+ Kd5 5. Nf6+ Kc5(×e5) 6. Ne4(g4)+±; 2. . . K×e5 3. Nc4+ Kf4 4. g3+ Kf5 5. Ne3(d2)+±.

No. 1161. 1. f3! Qh4 2. Be1! Q×e1 3. Nd4+ K×b4 4. Nc2+±; 2. . . Qf6 3. Ne3+Kc6 4. b5+Kf5 5. Ne4(d5)+±.

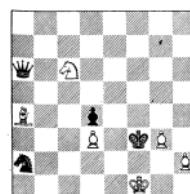
No. 1162. 1. Be5+ K×e5 2. Nc4+ Kd4(f4) 3. Ne3 e1Q 4. Nc2(g2)+±.

No. 1163. 1. Bd2+Kh5 2. Nf4+Kh4 3. Be1feQ 4. Ng2+±; 1. . . Kg6 2. Nf4+Kf5 3. Ne2Ke4 4. Bg5 Kf3 5. N×d4+Ke4 6. Nb3 f1Q 7. Nd2+±; 5. . . Kg2 6. Nc2 f1Q 7. Ne3+±.

No. 1164. 1. g4+Kh6 2. Bg5+K×g5 3. Nf3+Kf6 4. g5+Ke6 5. Bb3 Q×b3 6. Nd4+±; 1. . . K×g4 2. Bd1+K×h4 3. Nf3+±; 1. . . K×h4 2. Nf3+K×g4 3. Ne5+±.

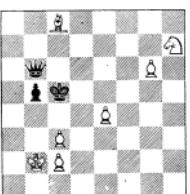
No. 1165. 1. d7! Q×d7 2. Bb3+Kb5 3. Ba4+K×a4 4. Nc5+±; 1. . . Qe6+ 2. Bg6! Q×d7 3. Bf7+Kb5 4. Be8 Q×e8 5. Nd6+±.

1169. A. Troitzky
500 Endspielstudien, 1924



White to play and win

1170. A. Troitzky
Časopis Československých Sachistů, 1924



White to play and win

1171. L. Kubbel
28 *Fiften*, 1924



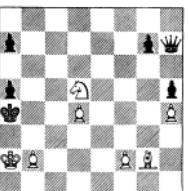
White to play and win

1172. A. Gherbstman
Saragossa Chess Club
Tournament, 1929
5th Prize



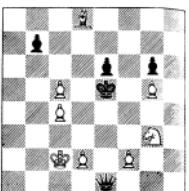
White to play and win

1173. L. Kubbel
Shakhmaty, 1925
3rd Hon. Mention



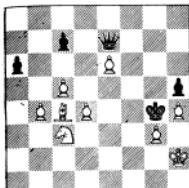
White to play and win

1174. L. Kubbel
1925



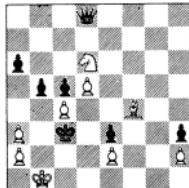
White to play and win

1178. A. Troitzky
Pravda, 1928



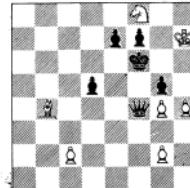
White to play and win

1179. L. Kubbel
1928



White to play and win

1180. A. Kubbel
Zadachi i etudy, 1928



White to play and win

No. 1166. 1. Ne6+ Ke8 2. Kg7 Qe4 3. Bd5 Qa4 4. f3 Qd7 5. Bc4 Q∞ 6. Bb5 (+) Q×b5 7. Nc7+±.

No. 1167. 1. Nd5+Ka5 2. b4+Ka4 3. de Qe8 4. Be8! Q∞ 5. Bd7+Q×d7 6. Nb6+±.

No. 1168. 1. c7 Qa7+ 2. Kg2 Q×c7 3. Bd7+ Kh4 4. Ne1 Q×d7 5. Nf3+ Kg4 6. Ne5+±.

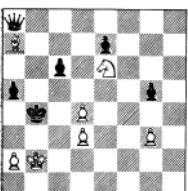
No. 1169. 1. Bb5 Qc8 2. Ne5+Ke3 3. Nc4+Kf3 4. Be6+Kg4 5. Bd7+Q×d7 6. Ne5+±; 1. . . . Qb7(a8) 2. Ne5+Ke3 3. Nc4+Kf3 4. Be6+Q×c6 5. Ne5+±; 1. . . . Qb6(a3) 2. Ne5+Ke3 3. Ne4+±.

No. 1170. 1. g7 Qg6 2. Nf8 Qg3(g2, g1) 3. Bg4! Q×g4 4. Nd7+Kd6 5. Nf6 Q×g7 6. Ne8+±.

No. 1171. 1. Be5+! Ka5 2. Nc6+Ka4 3. Ka2 b4 4. b3+Bb5 5. Nd4+Ka5 6. B×e7Qh8 7. Bd8+Q×d8 8. Ne6+±.

No. 1172. 1. Be5+Ka5 2. b4+Ka4 3. Nb6+Ka3 4. Ne4+Ka4 5. Nb2+Ka3 6. Bd6! Qb6(c6, d5, d7) 7. b5+Q×d6 8. Ne4+±.

1175. L. Kubbel
Shakhmatny listok, 1926



White to play and win

1176. D. Kolodyazhny
64, 1927



White to play and win

1177. D. Kolodyazhny
64, 1927



White to play and win

No. 1173. 1. Be4! Qh6 2. Bd3 Qd2 3. Be2 Qc2 4. Bd1 Q×d1 5. Nc3+±; 1. . . . Qg8 2. b3+Kb5 3. Bd3+Kc6 4. Ne7+±.

No. 1174. 1. c6 bc 2. Bc7+Kd4 3. Ba5! Q×f2 4. Bb6+c5 5. B×c5+K×c5 6. Ne4+±; 3. . . . e5 4. Bc3+K∞ 5. d3(d4)+±.

No. 1175. 1. a3+Ka4 2. Ne5+Kb5 3. a4+Kb4 4. Bb8! e5 5. Bd6 ed 6. Nd7+K×a4 7. Nb6+±.

No. 1176. 1. Nc4+Kb5 2. Nd6+Ka5 3. Bf6 Qg8 4. Bd8+Q×d8 5. Nb7+±; 3. . . . Kb6 4. Bd8+Kc5 5. Ne4+±.

No. 1177. 1. Bb8+Kf5 2. Ne3+Kf6 3. Be5+Ke7 4. Bd6+K(Q)d6 5. Ne4(f5)+±.

No. 1178. 1. Be2+Kf5 2. Nd5 Q×e6 3. Bd3+Kg4 4. Be4! Qh6 5. Nf4 Qf6(g7, h8) 6. Nd3 Q×d4 7. c6 a5 8. b5±.

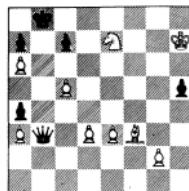
No. 1179. 1. Ke1 Qh8 2. Bg5 Kg4 3. Bh6 Ke3 4. Nf5 K×c4 5. Bg7 Qe8 6. Nd6+±; 1. . . . Qe7 2. Bg3 Qg7 3. Be1+Kd4 4. Nf5+±.

1181. F. Richter
64, 1930-31
Commendation



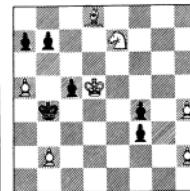
White to play and win

1182. V. Bron
64, 1930



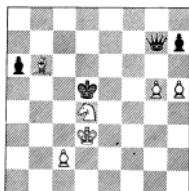
White to play and win

1183. O. Heino
1931



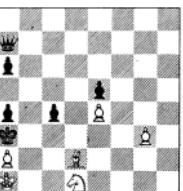
White to play and win

1184. H. Rinck
Els Escacs a Catalunya,
1932



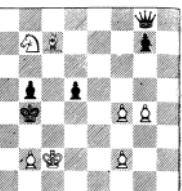
White to play and win

1185. M. Aizenshtat
Shakhmaty v SSSR, 1932



White to play and win

1186. V. Bron
Shakhmaty v SSSR, 1933



White to play and win

No. 1180. 1. Nd7+ Ke6 2. Nc5+ Kf6 3. Bc3+ d4= 4. hg+ K×g5 5. Bd2 Q×d2 6. Ne4±; 3. . . . e5 4. B×e5+ Q(K)×e5 5. Nd7(d3)+±.

No. 1181. 1. a8Q+ Q×a8 2. cb+ Ka7 3. Bb6+ K×b6 4. Nd5+ Ka7 5. b6+ Ka6 6. Nc7+ K×b6 7. N×a8+ Kc6 8. Ka5±.

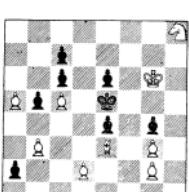
No. 1182. 1. Nc6+ Kc8 2. Bd5 Q×d3+ 3. e4 Q×a6 4. Be6+ Kb7 5. Bc4 Q×c6 6. Bd5±.

No. 1183. 1. a6 ba 2. Ba5+ K×a5 3. K×c5 Ka4 4. Nd5 f2 5. Nc3+ Kb3 6. Ne4 f1Q 7. Nd2+±; 3. . . . f2 4. b3 f1Q 5. Nc6X.

No. 1184. 1. c4+ Ke5 2. Ba7 Qc7 3. Bb8 Q×b8 4. Nc6+±.

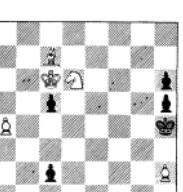
No. 1185. 1. Be3 Qe7 2. Bc1+ Kb4 3. Ba3+ K×a3 4. Ne3 Kb4 5. Nd5+ Kc5 6. N×e7 Kd4 7. g4 K×e4 8. g5±; 1. . . . Qc7 2. Nc3 Qd6 3. Nd5∞ 4. Bc1X.

1187. A. Dunder
Shakhmaty v SSSR,
1935



White to play and win

1188. J. Selman
Tijdschrift v. s. KNBS,
1938



White to play and win

1189. A. Nazanyan
M. I. Chigorin Memorial
Tourney, 1938-39
Special Prize



White to play and win

1190. M. Liburkin
Shakhmaty v SSSR, 1939



White to play and win

1191. A. Gulyayev
Shakhmaty v SSSR, 1945



White to play and win

1192. I. Boleslavsky
Vechernaya Moskva,
1946



White to play and win

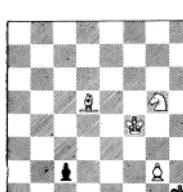
No. 1186. 1. Bd6+ Kc4 2. Na5+ Kd4 3. Nb3+ Ke4(c4)
4. Nd2+ Kd4 5. Nf3+ Ke4 6. Ng5+ Kd4 7. Bf8 b4 8. b3 g6
9. Kd2 Qh8 10. Bg7+ Q×g7 11. Ne6±.

No. 1187. 1. Kf7 a1Q 2. Ng6+ Kd5(f5) 3. Ne7+ Ke5 4.
N×c6+ Kf5 5. Bd4 Qf1 6. Ne7+ Kg5+ 7. Kg7 Qd3 8. Be3+
Kh5 9. c6 Qd8 10. Ng8 Q×g3 11. Ni6+ Kh4 12. Bg5+ K×g5
13. N×e4+±; 7. . . . Q×g2 8. Be3+ Kh5 9. Bf4 Qf3 10.
Ng8 Q×f4 11. Nf6+ Kg5 12. gf+ K×f4 13. N×g4±.

No. 1188. 1. Ne4 c1Q 2. Nf2 Qd2 3. Bg3+ Kg5 4. Ne4+±;
2. . . . Kg5 3. Bf4+ Q×f4(K×f4) 4. Nh3(d3)+±; 2. . . . Qg5
3. Bg3+ Q×g3 4. hg+ K×g3 5. K×c5±.

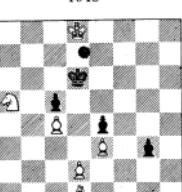
No. 1189. 1. Nb6+ Kc7 2. f8Q (2. d6+? Q×d6 3. Bf4 Kd8
4. B×d6 stalemate) 2. . . . Q×f8 3. d6+ Q×d6 4. Bf4 Q×f4
5. Nd5+±; 3. . . . Kc6 4. b5+ K×d6 5. Bc5+ K×c5 6.
Nd7+±.

1193. H. Rinck
Basler Nachrichten, 1948



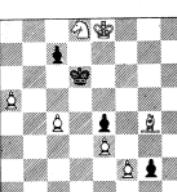
White to play and win

1194. E. Paoli
Revista Romina de Šah,
1948



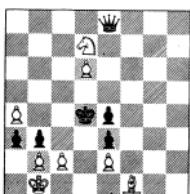
White to play and win

1195. E. Paoli
Schach-Magazin, 1950



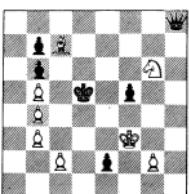
White to play and win

1196. M. Aizenshtat
1947



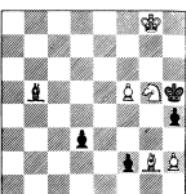
White to play and win

1197. A. Chéron
Journal de Genève, 1957



White to play and win

1198. D. Nikolayev
L. I. Kubbel Memorial
Tourney, 1953-54
Commendation



White to play and win

No. 1190. 1. Bd2+ b4 2. B×b4+ Kb5 3. Nd6+ Kb6 4. Ba5+! K×a5 5. Ne4+ Kb5 6. Kf4! c5 7. d5 f5 8. Kg5 f4 9. f3 Qb7(c8) 10. Nd6±.

No. 1191. 1. Nd7+ Q×d7 2. e5+ Kf7 3. fe+ K×e6 4. Ng5+ Kd5 5. Ne6 Ke4 6. Bb3+ K×b5 7. Ba4+ K×a4 8. Nc5±.

No. 1192. 1. g4+ Ke5 2. Bb2+ Q×b2 3. Nf6 d5 4. c5!
bc 5. Ke7 d4 6. Nd7+ Kd5 7. Nb6+ Ke5 8. Nc4+.

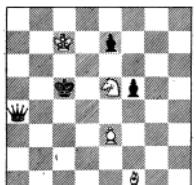
No. 1193. 1. g4+ Kg1 2. Kg3 c4Q 3. Nf3+ Kf1 4. Be4+
Q×c4 5. Nd2+; 3. . . . Kh1 4. Nd4+ Kg1 5. Ne2+;

1. . . . Kh2 2. Nf3+ Kh3 3. Ng1+ Kh2 4. Ne2+.

In Nos. 1194 and 1195 E. Paoli develops one and the same scheme for trapping the Queen.

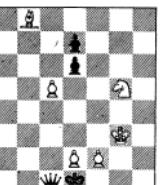
No. 1194. 1. Nb7+ Ke5 2. Bg4 g2 3. Ke7 g1Q 4. Nd8Q×g4
5. Nf7+ Kf5 6. Nh6+ Kg5 7. N×g4 K×g4 8. Kd6±.

1199. V. Bron
M. I. Chigorin Memorial
Tourney, 1949-50
Commendation



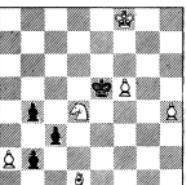
White to play and win

1200. J. Lamos
Magyar Sakkélet, 1958



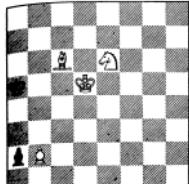
White to play and win

1201. V. Yakimchik
Shakhmaty v SSSR,
1958



White to play and win

1202. V. Yakimchik
Problem, 1960



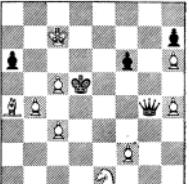
White to play and win

1203. E. Iwanow
L'Italia Scacchistica, 1962



White to play and win

1204. A. Troitzky
Shakhmatny zhurnal,
1896



White to play and win

No. 1195. 1. Nb7+ Ke5 2. Ke7 g1Q 3. Nd8 Q×g4 4. Nf7+
Kf5 5. Nh6+ Kg5 6. N×g4±; 1. . . . Kc6 2. Bf5 g1Q 3.
B×e4X.

No. 1196. 1. c3+ Kc4 2. Bh3 a2+ 3. Ka1 Qg8 4. Bg4!
Qe8 5. Bf5 Qg8 6. Bg6! Qg7 7. Bf7+ Q×f7 8. Ne5+∞ 9.
N×f7±.

No. 1197. 1. Nf4+ Kd4 2. Nx e2+ Kd5 3. Nf4+ Kd4 4.
Qe8! Qh6 5. Bg5! Qd6 6. Be7! Qh6 7. Bf8! Qh7 8. Bg7! Q×g7
9. Ne6±.

The unobtrusive sacrificial manoeuvres of the Bishop make Nos. 1196 and 1197 similar in idea. But the Bishop movements in A. Chéron's No. 1197 are unquestionably more diversified and elegant.

No. 1198. 1. Nh3 f1Q 2. B×f1 d2 3. B×b5 d1Q 4. Kh7!
(4. Be2+? Kh6! 5. B×d1 stalemate) 4. . . . Qd2 5. Be2+
Q×e2 6. Nf4+.

No. 1199. 1. Nd3+ Kd5 2. Bg2+ Qe4 3. Nf4+ Ke5 4.
Ng6+ Kd5 5. N×e7+ Ke5 6. Ng6+ Kd5 7. Kd7 Q×g2 8.
Nf4+.

No. 1200. 1. Nf3+ Kf1 2. Ba6 Qa4 3. Bd3 Qd1 4. d6! ed
5. Bb5 a6 6. B×a6 Qa4 7. Bd3 Qd1 8. Bb5 Qd5 9. Be4 Qe5
10. e3+ Q×c4 11. Nd2+.

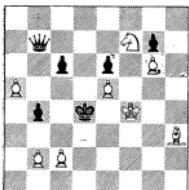
No. 1201. 1. Ne6+ Kf6 2. Bc2 b3 3. ab b1Q 4. Ne5 Q×c2
5. Ng4+ K×f5 6. Ne3+.

No. 1202. 1. Ne5 Kb4 2. Nd3+ Kb3 3. Ba4+! K×a4 4. Kc4
a1Q (4. . . . Ka5 5. Ne5 a1N 6. Kc3 Kb6 7. Ne6 Ka5 8. Nd4
Ka4 9. b4 Ka3 10. b5±) 5. Nc5+ Kc5 6. Nb3+.

No. 1203. 1. Nb7+ Kb5 2. Bf1+ Kc6 3. Nd8+ Kd6 4.
Nf7+ K×e6 5. Bh3 c5+ 6. Ke4 b5+ 7. K×c5 Q×h3 8.
Ng5+.

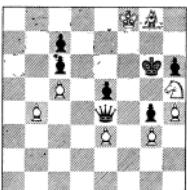
Knight sacrifices are relatively rare in endgames with the Bishop and Knight versus the Queen. This explains the small number of such endgames here (Nos. 1204-15).

1205. A. Troitzky
1897



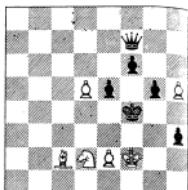
White to play and win

1206. M. Platov
Düna-Zeitung, 1904



White to play and win

1207. H. Rinck
Chess Amateur, 1909



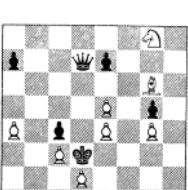
White to play and win

1211. A. Troitzky
Eskilstuna Kuriren,
1917



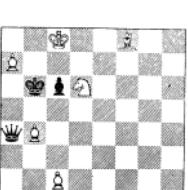
White to play and win

1212. L. Kubbel
Izvestia, 1924



White to play and win

1213. L. Kubbel
1925



White to play and win

No. 1204. 1. Ng2! Ke4 2. f3+ K(Q)xf3 3. Bd1(c6)+±; 1. ... Ke5 2. f4+ Ke4 3. Be2+±.

No. 1205. 1. Nd8 Qd7(c8) 2. Nxe6+ Kd5 3. Bg2+ Ke4 4. Bf1+ Kd5 5. b3 c5 6. Bg2+ Kx e6 7. Bh3+±.

No. 1206. 1. Bh7+ Kxh5 2. Kg7 Qd3 3. Bxd3 e4 4. Bb5 cb 5. Kf6(f7)±; 2. ... Qxh7+ 3. Kxh7 e4 4. Kg8 Kg6 5. Kf8 Kf6 6. Ke8±.

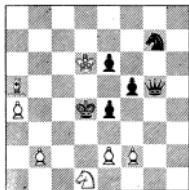
No. 1207. 1. e3+ Kg4 2. Bd1+ Kf5 3. Ne4 Qxd5 4. Bg4+ Kxe4 5. Bf3+±; 3. ... Kxe4 4. Be2+ Kxd5 5. Bb3+±; 2. ... Kh4 3. Ni3+ Kg4 4. Nx e5+±.

No. 1208. 1. Ne3 Ne8+ 2. Kc6 Ke5 3. Nc4+ Kd4 4. Ne5! Kxe5 5. Bc3+ Kf4 6. Bd2+±.

No. 1209. 1. Ni3+ Kg6 2. Nh4+ Kg5 3. Bf7 Kxh4 4. g3+ Kg5 5. f4+ Kg4 6. Be6+±.

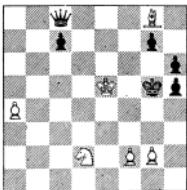
No. 1210. 1. c3+ Ke4 2. Nxd6+ Kd5 3. Ne4 Kxc4(Qxb5) 4. Bf7+±; 1. ... Kd5 2. Bf3+ Kc4 3. Nxd6+ Kb3 4. Bd1+±.

1208. A. Troitzky
Tidskrift för Schack,
1910



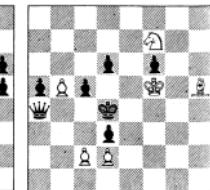
White to play and win

1209. A. Troitzky
Bohemia, 1911



White to play and win

1210. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

No. 1211. 1. Nb4+ Kc5 2. Nd5! Kxd5 3. b4+ Ke4 4. Bb1+±; 2. ... Qf5+ 3. Kc7 Qe4(g4) 4. b4+ Qxb4 5. Nx b4 Kxb4 6. Bx f7±.

No. 1212. 1. e6! Qxe6 2. Bf5 Qe5 3. Kd1 e6 4. Bg6! Qg7 5. Ne7 e5 6. Nc6 a5 7. Nxe5+! Qxe5 8. Bf5 Qxe4 9. Kc1 Qx f5 10. gf g4 11. Kd1±.

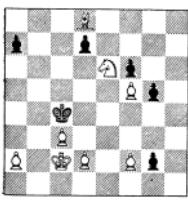
The acceptance of the Knight sacrifice in Nos. 1213-15 winds up with a discovered attack supported by the Bishop plus Pawn batttery.

No. 1213. 1. Ne4+ Kxa7 2. Bc5+ Ka6 3. Na3! Qxa3 4. b5+ Kxb5 5. Bxa3 Kc4 6. Bb2±.

No. 1214. 1. d3+ Kd5 2. c4+ Ke5 3. Bc7+ d6 4. Nd4 Kxd4 5. Bb8 g1Q 6. Bxa7+ Ke5 7. f4+±.

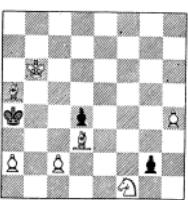
No. 1215. 1. Bb4! Kxb4 2. Nd2 g1Q 3. Nb1! Qxb1 4. c3+ Kxc3 5. Bxb1±; 1. ... g1Q 2. Bc5±.

1214. S. Kholmakov
Shakhmatny listok, 1926



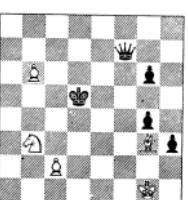
White to play and win

1215. Y. Somov-Nasi-
movich
Shakhmaty v SSSR, 1938



White to play and win

1216. A. Troitzky
Novoye vremya, 1895



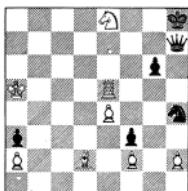
White to play and win

1217. A. Troitzky
1895



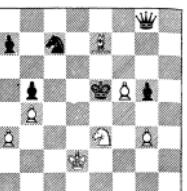
White to play and win

1218. A. Troitzky
Novoye vremya, 1896



White to play and win

1219. A. Troitzky



White to play and win

The trapping of the Queen by the Bishop and Knight can also be accomplished without any sacrifices, systematically strengthening the position and restricting Black's mobility. Endgame studies of this type are less spectacular than the ones with sacrifices, but they, too, are interesting (see Nos. 1216-56).

No. 1216. 1. b7! Q×b7 2. c4+ K∞ 3. Na5(c5)+±; 1.... Qf3 2. c4+ K∞ 3. Nd4(d2)+±.

No. 1217. 1. h6! gh 2. c3 Q×f4 3. g3±. Despite the short solution the endgame makes a pleasant impression due to the unexpected trapping of the Queen which seems to command many flight squares.

No. 1218. 1. Rh5! Q×h5+ 2. Kb4 Qg4(h7) 3. Bc3+ K∞ 4. Nf6+±; 2.... Nf5 3. Bc3+ Ng7 4. B×g7+±.

No. 1219. 1. Ng4+ Kd4 2. Bc5+ Kc4 3. Kc2 Qe8 4. Ne3+ Q×e3 5. B×e3±.

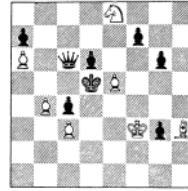
No. 1220. 1. Nd5+ Kc8 2. Ne7+ Kc7 3. b6+ Kd8 4. Bg5 Qh2 5. Nd5+ Kc8 6. Bf4 Qf2 7. Ke8 d6 8. B×d6±.

1220. H. Rinck
Deutsche Schachzeitung,
1903



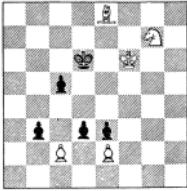
White to play and win

1221. M. Platov
Rigaer Tageblatt, 1903



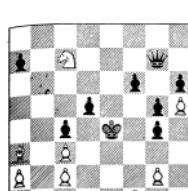
White to play and win

1222. H. Rinck
Deutsches Wochenschach,
1905



White to play and win

1223. M. and V. Platov
Rech, 1906



White to play and win

1224. H. Rinck
British Chess Magazine,
1915



White to play and win

1225. L. Kubbel
Rigasche Rundschau,
1915



White to play and win

No. 1221. 1. Bd7 Qb6 2. Nf6+ K×e5 3. Ng4+ Kd5 4. Ne3+ Kc5 5. N×e4+±; 1.... Q×d7 2. Nf6+ Ke6 3. N×d7 K×d7 4. b5 Kc7 5. ed+ K×d6 6. b6±.

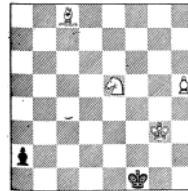
No. 1222. 1. cd b2 2. Ba4 b4Q 3. Ne8+ Kd5 4. Nc7+ Kc5 5. Nb5+ Kc6 6. Ne3+±.

No. 1223. 1. Ne8 Qh8 2. Nd6+ Kf4 3. Bc1+ Kg3 4. Nf5+ Kh2 5. Ba3 Qd8 6. Bd6+ g3 7. B×g3+ Kh1 8. Bd6 g4 9. Ng3+ Kh2 10. Ne4+±; 5.... Qh7 6. Bd6+ g3 7. N×g3 Q×c2 8. Ne4+±; 5.... Qg8 6. Bd6+ g3 7. B×g3+ Kh1 8. Bd6 g4 9. a4 a5 10. Bf4 d4 11. cd c3 12. Ng3+ Kh2 13. Ne4+±.

No. 1224. 1. g7 Qa1+ 2. Kf2 Q×g7 3. Ne8 Qg5 4. Nd6+ Ke5 5. Nf7+±; 3.... Qa1 4. Nd6+ Ke5 5. Bd4+±; 3.... Qg8 4. Nf6+±; 3.... Qe5(f7, b7) 4. Nd6+±.

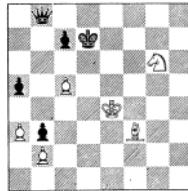
No. 1225. 1. Ne5 Qc6 2. Ne6+ Ke8 3. e5 Qe4(a4, b7) 4. Bh5+ Kd7 5. Ne5+±; 3.... Qa8(a6, b5, d5) 4. Ne7+±.

1226. H. Rinck
La Stratégie, 1917



White to play and win

1227. L. Kubbel
British Chess Magazine,
1917



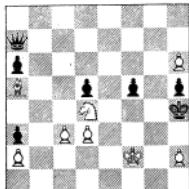
White to play and win

1228. A. Troitzky
Eskilstuna Kuriren,
1917



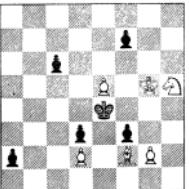
White to play and win

1229. A. Troitzky
500 *Endspielstudien*,
1924



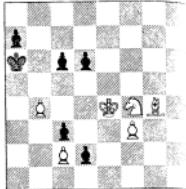
White to play and win

1230. L. Kubbel
Shakhmaty, 1922



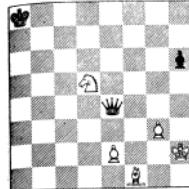
White to play and win

1231. M. and V. Platov
Shakhmatny listok,
1923



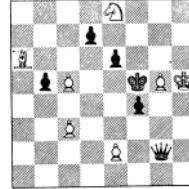
White to play and win

1235. H. Rinck
Basler Nachrichten,
1928



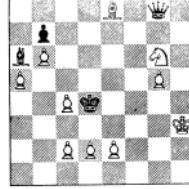
White to play and win

1236. A. Gherbstman
64, 1928
3rd Prize



White to play and win

1237. A. Gherbstman
Zadachi i etyudy, 1928



White to play and win

3. ... a6 4. Kh2±; 1. ... Qg6 2. Ne6+ Ke8 3. Bh5 Q×h5 4. Ng7±.
No. 1226. 1. Ba6+ Ke1 2. Nf3+ Kd1 3. Nd4 a1Q 4. Be2+ K∞ 5. Nb3(c2)±; 1. ... Kg1 2. Nf3+ Kh1 3. Bf1 a1Q 4. Bg2X.

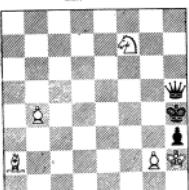
No. 1227. 1. Ne5+ Kc8 2. Nc6 Qa8 3. Ke3 Qa6 4. Bg2! a4 5. Kd2 Qc4 6. Bh3+ Kb7 7. Na5±.

Endgames Nos. 1228 and 1229 by A. Troitzky are of the same style: repeated subtle Bishop manoeuvres to place Black's Queen in zugzwang.

No. 1228. 1. Bd7+ Nb5 2. Kc4 Qg8+ 3. d5 Qb8 4. d4! h3 5. Bc6 h6 6. Bd7 Qb7 7. Be8! Qb8 8. Bc6 h5 9. Bd7 Qb7 10. Be8 Qb8 11. Bc6 h4 12. Bd7 Qb7 13. Be8 Qa6 14. Bc6 Q×e6 15. dc±.

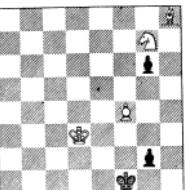
No. 1229. 1. h7! Q×h7 2. Nf3+ Kg4 3. h3+ Kf4 4. Bb6 Qe7 5. Bd4 Qe6 6. Ba7 Qe8 7. Be5! Qe6 8. Bd4 Qe7 9. Bb6

1232. H. Rinck
Basler Nachrichten,
1923



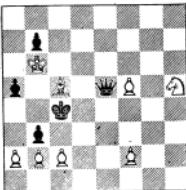
White to play and win

1233. H. Rinck
L'Action Française, 1928



White to play and win

1234. H. Rinck
Revista de Ajedrez,
1928



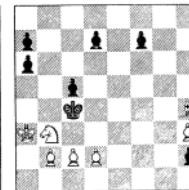
White to play and win

1238. H. Rinck
L'Italia Scacchistica,
1929



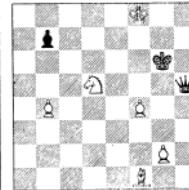
White to play and win

1239. H. Rinck
Xadrez Brasileiro, 1930



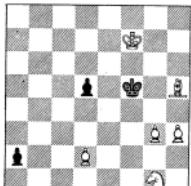
White to play and win

1240. H. Rinck
Els Escacs a Catalunya,
1933



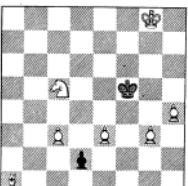
White to play and win

1241. H. Rinek
Työväen Shakki, 1934
3rd Prize



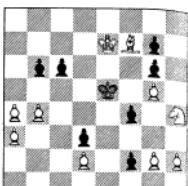
White to play and win

1242. J. Fritz
Lidové listy, 1934



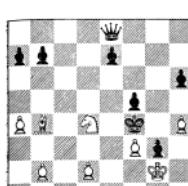
White to play and win

1243. A. Dunder
Työväen Shakki, 1934
1st Prize



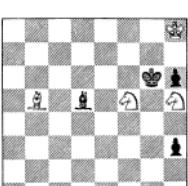
White to play and win

1247. T. Kok
1938



White to play and win

1248. V. Kivi
Schackvärlden, 1941



White to play and win

1249. L. Parenti and
K. Skalická
Chess, 1943-44
Prize



White to play and win

No. 1235. 1. Ke5 4. Nd3(g6)+±; 2. ... Qh2(b8) 3. Nf6+ Ke5 4. Ng4(d7)+±.

No. 1235. 1. Bg2 Qd4(e5) 2. Ne7(b4)+ Ka7(b8) 3. Nc6+±.

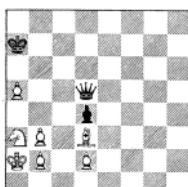
No. 1236. 1. Nd6+ Ke5 2. Nf7+ Kf5 3. Nh6+ Ke5 4. Ng4+ Kf5 5. e4+ Q×e4 6. Nh6+ Ke5 7. Nf7+ Kf5 8. Nd6+±.

No. 1237. 1. c3+ Ke4 2. Ba4 Qe6+ 3. Kh4 B×c4 4. Be2+ Kd5 5. Nf4+±; 2. ... Qh7+ 3. Kg4 B×c4 4. Be2+ Kd5 5. Nf4+±; 3. Qc8+ 3. Kh4 B×c4 4. Be2+ Kd5 5. Ne7+±; 4. ... Kc5(1. ... K×c4 2. Bf7+ Q×f7 3. Ne5+±) 2. d4+ Kd6 3. c5+ Ke6 4. d5+ K∞ 5. Ne7+±.

No. 1238. 1. Bc1+ Kf6 2. g5+ Kf5 3. g4+ Ke4 4. f3+ Kd5 5. c4+ K×c4 6. Ne5+±.

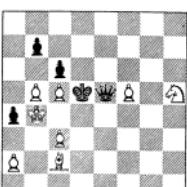
No. 1239. 1. d3+ Kd5 2. c4+ Ke6 3. N×c5+ Kf5 4. Ne4 h1Q 5. Ng3+±; 1. ... Kb5 2. c4+ Kb6 3. Na5 f6 4. B×f6 Kc7 5. Be5+ K∞ 6. B×h2±.

1244. A. Troitzky
1935

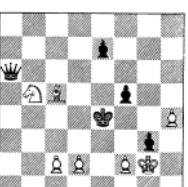


White to play and win

1245. H. Rinek
Els Escacs a Catalunya,
1935



1246. T. Kok
1937



262

No. 1240. 1. Bd3+ Kh6 2. Ne3 b5 3. Be4 Qe2 4. Ni5+ Kh7 5. Nd6+ Kh6 6. Nf7+ Kh5 7. Bf3+±.

No. 1241. 1. Bg6+ Ke5 2. Ke7 Kd4 3. Ne2+ Kc4 4. Bd3+ Kb4 5. Nd4 arQ 6. Nc2±; 1. ... Kg5 2. Nf3+ Kh6 3. g4 a1Q 4. g5X.

No. 1242. 1. g4+ Kg6 2. h5+ Kh6 3. c4 d1Q 4. Bg7+ Kg5 5. Ne4+ Kh4 6. Bf6+ K∞ 7. Nf2+±.

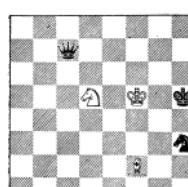
No. 1243. 1. Ni3+ Kf5 2. Be8 f1Q 3. Bd7+ Ke4 4. Ke6! Qc1 5. Be8 Qc4+ 6. Kd6! Qd5+ 7. Ke7 Kf5 8. Bd7+ Ke4 9. Be6±.

No. 1244. 1. Nb5+ Ka6! 2. Nc7++ K×a5 3. Be4 Qg5(f5) 4. Nd5 Q×d2(c2) 5. Ka3±.

No. 1245. 1. b6 a3 2. Bb1 Qb8(h8, e7, h2, e3, e1) 3. Nf6(f4)+ Ke5 4. Nd7(g4, d3, g6)+±.

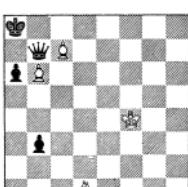
No. 1246. 1. f3+ Kf4 2. Be3+ Ke5 3. Bd4+ Kf4 4. Nc3 Qc4 5. Bg7 Qe6 6. Bh8 Qe4 7. Bd4 Qe6 8. d3±.

1250. H. Rinek
Amanecer, 1944



White to play and win

1251. L. Prokes
1944



White to play and win

1252. D. Nikolayev
USSR Sports Committee
Tourney, 1955
2nd Prize



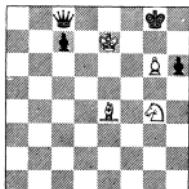
White to play and win

263

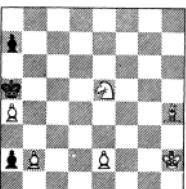
1253. L. Prokeš
1959

1254. A. Kalinin
Schach, 1960

1255. G. Kasparyan
Tidskrift för Schack, 1970
Tie for 1st Prize



White to play and win



White to play and win



White to play and win

No. 1247. 1. Bc3 Ke5 2. Nb5+ Kf4 3. Bg7 Qg8 4. Nd4 Qc4 5. a5 h5 6. b3 Qa6 7. b4 Qc4 8. b5 b6 9. a6 e6 10. Bf6±.

No. 1248. 1. Ne7+ K×h5 2. N×d5 h2 3. Nf6+ Kg6 4. Ne4 h1Q 5. Be8+ Kf5 6. Ng3±; 4. . . h1N 5. Bf1 Kf5 6. Bg2±.

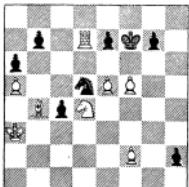
No. 1249. 1. Nf4 ed 2. Nd3 d1Q 3. g3+ K×g4 4. Nf2+ Kh5 5. N×d1 K×h6 6. Kg2±.

No. 1250. 1. Nf6+ Kh6 2. Be3+ Kg7 3. Ne8+ Kh7(f7) 4. N×e7±. A rare case in H. Rinck's practice: no solution after the simple 2. . . Nf4 (or Qf4+) =. The addition of a Pawn on d6 corrects the endgame.

No. 1251. 1. Ke5 Q×b6 2. Bf3+ Ka7 3. c8N+ Kb8 4. N×b6 b2 5. Be4±; 1. . . Q×c7+ 2. bc Kb7 3. Kd6±.

No. 1252. 1. Nf3 d3 2. Bh6 Nd4+ 3. N×d4 e1Q 4. Bd2+! Ka6 5. B×e1 d2 6. Nc2! d1Q 7. Nb4+ Ka5 8. Nd3+ Ka4 9. Nb2±.

1256. G. Kasparyan
Hungarian Chess Federation
Tourney, 1972
3rd Hon. Mention



White to play and win

1257. B. Horwitz



White to play and win

1258. B. Horwitz



White to play and win

No. 1253. 1. Nf6+ Kg7 2. Nh5+ Kh8 3. g7+ Kg8 4. Bd5+ Kh7 5. g8Q+ Q×g8 6. Nf6±.

No. 1254. 1. Nc6+ Kb6 2. Na5! a1Q 3. Bd8+ Ka6 4. Nb3! Q×a4 5. Nc5±.

No. 1255. 1. e5+ Kf7 2. e6+ B×e6 3. de+ Kf6 (3. . . Ke8 4. f6 ef 5. Nf5±) 4. Ne5! Qb8+ 5. Kh7 Q×e5 6. Ba1! The Queen, though having 12 accessible squares, gets under domination. The retreat along the black squares leads at once to a discovered attack; retreat along the white squares also leads to capture: 6. . . Qd5 7. Nc2+ K×f5 8. Ne3±; 6. . . Qe4 7. Ne2+ K×f5 8. Ng3±.

No. 1256. 1. e6+ Kf6 2. R×d5 h1Q 3. Bc3! Q×d5 4. f4! After this so-called quiet preparatory move the Queen falls prey to the Bishop and Knight in the following variations: 4. . . Qd6+ 5. Kb2 Q×f4 (5. . . Qd8, b8, e5, e7 6. Ne6, b3, b5±) 6. Ne2±; 4. . . Qc5+ 5. Kb2 Qc8 (5. . . Qa7, d6 6. Nb5±) 6. Ne6+ K×f5 7. N×e7±; 4. . . Ne4 5. Ne2+ K×f5 6. Ng3±; 4. . . Qg2 5. Ne2+ K×f5 6. Ne3±; 4. . . Qh1 5. Ne2+ K×f5 6. Ng3±; 4. . . b5 5. Ne6+ K×f5 6. N×e7±.

The play in the kindred endgames Nos. 1255 and 1256 winds up in different ways by the capture of the Queen on a big number of squares. Each endgame has its special features and finesse.

Two Knights Trap Queen

Two Knights are less effective than the combination of Bishop and Knight against the Queen. In Nos. 1257-1306 (see Table 25) an important role is therefore played by Pawns, both White and Black.

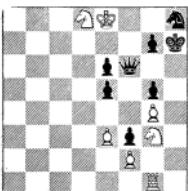
Table 25. Two Knights Trap Queen (Endgame Studies Nos. 1257-1306)

Subdivisions	Features of the Set-Up	Nos.
1	Imperfect endgame studies (19th century)	1257-59 1261-64
2	Modern endgame studies	1260, 1265-1306

B. Horwitz accomplishes the capture of the Queen in his endgame studies (Nos. 1257-59 and 1261-64) by exploiting the motifs of immobilization and restriction of movement.

No. 1257. 1. Ng6+ Kg8 2. Ne7+ Kf8 3. Nc8 Kg8 4. Kg6 Kf8 5. Ne6+ Ke8 6. Kg7 d5 7. Nd4 Kd8 8. Kf7±. The Queen's "paralysis" starts from the very first moves of the solution,

1259. B. Horwitz

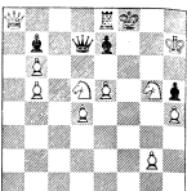


White to play and win

1260. H. Rinck
Hamburgischer Correspondent, 1934

White to play and win

1261. B. Horwitz



White to play and win

wherefore White's victory is quite evident. This endgame reminds one of another study by B. Horwitz (No. 1079), in which the Queen is also lost in immurement on b8.

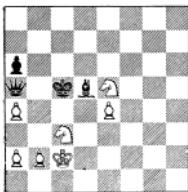
No. 1258. 1. $I_3 + K \times I_3$ 2. $Bb7 Q \times b7$ 3. $Ne5 + Ke3$ 4. $Nc6 K \infty$ 5. $Ne6 K \infty$ 6. $Ned8 \pm$. Here, too, B. Horwitz put into effect the idea of immurement and trapping of the Queen, but through the alluring role of a Pawn and a Bishop. . .

No. 1259. 1. $Rh1 + Kg8$ 2. $R \times h8 + K \times h8$ 3. $Ne4 Qg6 +$ 4. $Kf8 Q \times e4$ 5. $Nf7 + Kh7$ 6. $N \times g5 + \infty$ 7. $N \times e4 \pm$.

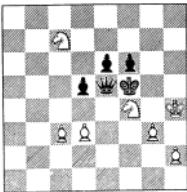
The penetration of the last century's ideas into the modern endgame study has become no rare phenomenon. The above endgame and also No. 1260 by H. Rinck serve as an illustration.

No. 1260. 1. $Ne4 Qg6 +$ 2. $Kf8 Kh7$ 3. $Nf7 Qe6$ 4. $Neg5 + Kg6$ 5. $N \times e5 + \pm$; 3. . . $Q \times g4$ 4. $Neg5 + Kg6$ 5. $N \times e5 + \pm$; 2. . . $Q \times e4$ 3. $Nf7 + Kh7$ 4. $Ng5 + \pm$.

No. 1261. 1. $Q \times e8 + K \times e8$ (1. . . $Q \times e8$ 2. $Nc7 Qd7$ 3. $Nge6 + Kf7$ 4. $g3 Qc8$ 5. $Ng5 + \pm$) 2. $Ne6 Kf7$ 3. $Ndc7 Qc8$ 4. $Ng5 + Kf8$ 5. $ne Qd8$ 6. $Nf3 Qd6$ 7. $Ne5 \pm$.

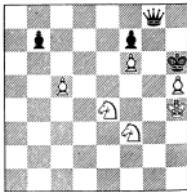
1262. B. Horwitz
1880

White to play and win

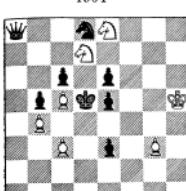
1263. B. Horwitz
1884

White to play and win

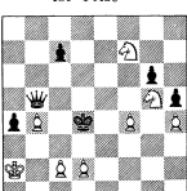
1264. B. Horwitz



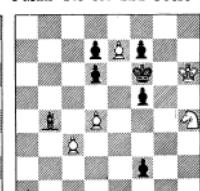
White to play and win

1265. H. Rinck
Deutsche Schachzeitung, 1904

White to play and win

1266. H. Rinck
Bohemia, 1906
1st Prize

White to play and win

1267. C. Behting
Bohemia, 1908
4-Man Tie for 2nd Prize

White to play and win

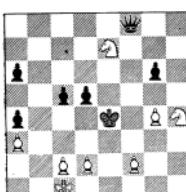
No. 1262. 1. $b4 + K \times b4$ 2. $N \times d5 + Ke5$ 3. $Nb6 K \infty$ 4. $Nc4 (c6) + \pm$; 3. . . $Q \times b6 (b4, e1)$ 4. $Nd7 (d3) + \pm$; 2. . . $K \times a5$ 3. $Nc3 + K \infty$ 4. $Nc6 (c4) + \pm$.

No. 1263. 1. $Nb5 Qe3$ 2. $Nd6 + Ke5$ 3. $Nf7 + Kf5$ 4. $Nh6 + Ke5$ 5. $Ng4 + \pm$; 1. . . $Qb8 (e2)$ 2. $Nd4 + Ke5$ 3. $Nc6 (f3) + \pm$.

No. 1264. 1. $Ne5 b5$ 2. $c6 b4$ 3. $c7 b3$ 4. $c8Q Q \times c8$ 5. $Ne5 Qe6$ 6. $Ne \times f7 + Q \times f7$ 7. $N \times f7 + Kh7$ 8. $N5 + \pm$.

In a big group of modern endgame studies (Nos. 1265-1306) Knight forks are employed on a broad scale, in various manoeuvres; Knight sacrifices are rare.

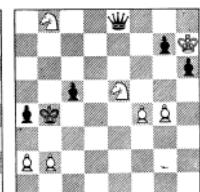
No. 1255. 1. $Nd6 e4$ 2. $Nf6 + Ke5$ 3. $Ng4 + Kd5$ 4. $N \times e3 + Ke5$ 5. $Ng4 + Kd5$ 6. $Nf6 + Ke5$ 7. $Nd7 + Kd5$ 8. $Nb6 + Ke5$ 9. $N \times a8 e3$ 10. $Nb6 e2$ 11. $Nd7 + Kd5$ 12. $Nf6 + Ke5$ 13. $Ng4 + Kd5$ 14. $Ne3 + Ke5$ 15. $Nc2 (g2) \pm$. The Knight's vigour is remarkable: it manages to destroy the dangerous passed Pawn e3 and the Queen, and after that to hold up another passed Pawn, on e2.

1268. M. and V. Platov
Tidskrift för Schack, 1910

White to play and win

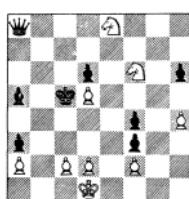
1269. M. and V. Platov
Shakhmatnoye obozreniye, 1914
1st Prize

White to play and win

1270. H. Rinck
Deutsche Schachzeitung, 1912

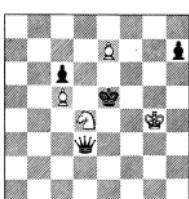
White to play and win

1271. A. Troitzky
Bohemia, 1912



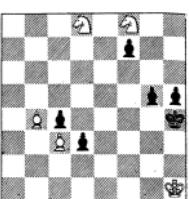
White to play and win

1272. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

1273. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

No. 1266. 1. Ne6+ Kc4 2. N×c7 Qb6 3. d3+ Kd4 4. Nd8 Qf6 5. Nde6+ K∞ 6. Nd5+±; 2. . . . Q×b4(b8) 3. Ne5+ K∞ 4. Nc6(a6)+±; 4. . . . Ke4 2. Nfg5+ K∞ 3. N×c7 (d4)+±.

No. 1267. 1. Ng6 f1Q 2. e8N+ Ke6 3. Nc7+ Kf6 4. Nd5+ Ke6 5. Ngf4+ Q×f4+ 6. N×f4+±; 1. . . . Ig 2. e8Q f1Q 3. Qf8+ Ke6 4. Kg7 Kd5 5. Qa8+ Ke4 6. Qa6+±.

No. 1268. 1. f3+ Kd4 2. Nh×g6 Qf6 3. Nc6+ Kc4 4. Nge5+ Kb5 5. c4+ dc 6. Na7+ Kb6 7. Nd7+±; 2. . . . Qa8 3. Nf5+ Kc4 4. Nd6+ Kd4 5. c3+ Kd3 6. Nf4X; 2. . . . Q×f3 3. Nf5+ Ke4 4. d3+±.

No. 1269. 1. Nd7! g4! 2. Kg1! g5 3. Kf1 Qa6 4. Kg2 Qe6 5. Kg1 a5 6. Kf1 Qa6 7. Kg2 Qe6 8. Kg1 g3 9. Nfe5+ Kd4 10. Nf3+ Kc4 11. Nd2+ Kd4 12. c3+ Kd3 13. Nc5+±; 1. . . . Kd4 2. c3+ Kc4 3. Nfe5+ Kb3 4. Nc5+±; 1. . . . Kb4 2. c3+ Ka5 3. b4+ K∞ 4. Nc5+±; 1. . . . Qe7 2. Nfe5+±.

1274. A. Troitzky
Wiener Schachzeitung,
1912
2nd Prize



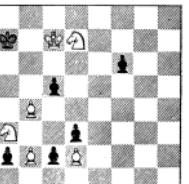
White to play and win

1275. A. Troitzky
Deutsche Schachzeitung,
1914



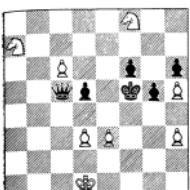
White to play and win

1276. H. Rinck
La Stratégie, 1915



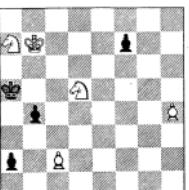
White to play and win

1277. H. Rinck
British Chess Magazine,
1915



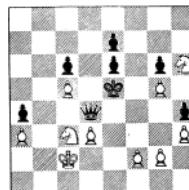
White to play and win

1278. A. Troitzky
Eskilstuna Kuriren, 1916



White to play and win

1279. L. Kubbel
1916



White to play and win

K∞ 3. Ne6+±; 1. . . . Qa6 2. Nfe5+ K∞ 3. c3+±. Quite a difficult solution abounding in "quiet" moves and subtle manoeuvres, it makes a good impression by the inevitability of domination.

No. 1270. 1. Na6+ Ka5 2. Nc7 Qf8 3. a3 Q×f4 4. Ne6+ Kb6 5. Nd5+±; 2. . . . Qc8 3. Ne4+ Kb4 4. Nd5+ K∞ 5. Nb6(d6)+±.

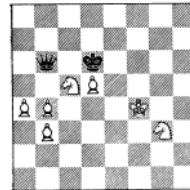
No. 1271. 1. Nd7+ Kd4(b4) 2. c3+ Kd3 3. N×d6 Q×d5 4. Nc4 Qa8 5. Ncb6 Qc6 6. Ne5+±; 4. . . . Qb5(f5) 5. Nde5+ Ke4 6. Nd6+±; 4. . . . Qg8(h5) 5. Nce5+ Ke4 6. Nf6+±.

No. 1272. 1. N×c6+ Kf6 2. e8N+! Ke6 3. Ng7+ Kd5 4. Nf4+ K×c5 5. N×d3+ Kd4 6. Nf4+±; 3. . . . Kf6 4. Nh5+ K∞ 5. Nf4(e5)+±.

No. 1273. 1. Kg2 d2 2. N×f7 Kg4 3. Ne5+ Kf4 4. N×c4 d1Q 5. Ne6+ Ke4 6. N×g5+ Kd3 7. Nb2+ K×c3 8. N× d1+ K×b4 9. Nh3±.

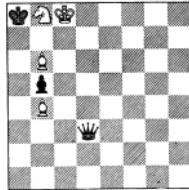
No. 1274. 1. Nf4+ Kf5 2. b7 Qg8 3. b8Q Qa2+ 4. Kb4 Qb2+ 5. Kc5 Q×b8 6. Ng7+ Kg5 7. Nge6+ Kf5 8. Nd4+

1280. L. Kubbel
British Chess Magazine,
1917



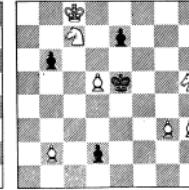
White to play and win

1281. L. Kubbel
1917



White to play and win

1282. H. Rinck
British Chess Magazine,
1917



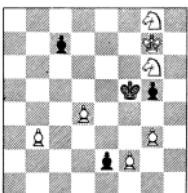
White to play and win

1283. A. Troitzky
Eskilstuna Kuriren,
1917



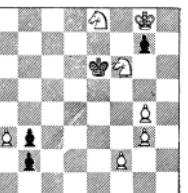
White to play and win

1284. H. Rinck
British Chess Magazine,
1919



White to play and win

1285. H. Rinck
British Chess Magazine,
1919



White to play and win

Kg5 9. Nf3+ Kf5 10. Nh4+ Ke5 11. Nhg6+ Kf5 12. Ne7+ Ke5 13. N×e6+±.

No. 1275. 1. Nc3+ Kd4 2. Na4 Qf6 3. Ni5+ Ke4 4. Nc3+ Kf4 5. Kh3 e4 6. N×d5+ Ke5 7. N×f6 K×f6 8. Kg3±; 2. . . . Qa5(a7, b8, b4, d8) 3. Nc6±; 2. . . . Qa6(b7, b5, b3, b1, e6) 3. Nf5+ Ke4 4. Nc5(c3)+±; 2. . . . Qc7 3. Ni5+Ke4 4. Nc3+ Kf4 5. N×d5+±.

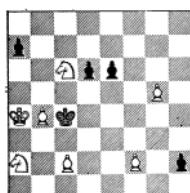
No. 1276. 1. Nb5+ Ka6 2. Ke6 cb 3. Ne5+ Ka5 4. Nd4 b3 5. Nd×b3+ Kb4 6. Kd5 c1Q 7. N×d3+ K×b3 8. N×c1+±.

No. 1277. 1. e7 Q×c7 2. Ni5 Qg7(g3) 3. Nd4+ Ke5 4. Ng6+ Kd6 5. Ni5+±; 2. . . . Qh2 3. Nd4+ Ke5 4. Ni3+±; 2. . . . Qb6(c5) 3. Nd4+ Ke5 4. Nd7+±; 2. . . . Qd8(e7, b8) 3. Nd4+ Ke5 4. Nc6+±.

No. 1278. 1. Nf6 a1Q 2. c4 bc 3. Nc6+ Kb5 4. Nd4+ Kc5 5. Nb3+ Kd6 6. N×a1 Ke5 7. Nc4+ Kf4(f5, f6) 8. Ne3±.

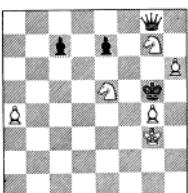
No. 1279. 1. f4+! Q×f4 2. Ne2 Qf8 3. Ng4+ Kd5 4. Nf6+! ef 5. Ni4+ Kc6 6. N×e6(xg6)+±; 3. . . . Ki5 4. Nd4+ Kc6 5. N×e6+±.

1286. H. Rinck
La Stratégie, 1920



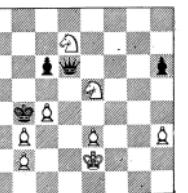
White to play and win

1287. J. Schwers
1922



White to play and win

1288. H. Rinck
Basler Nachrichten,
1925



White to play and win

1289. L. Kubbel
Shakhmaty, 1925



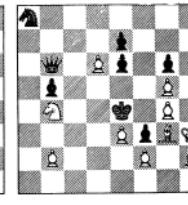
White to play and win

1290. A. Troitzky
Trudovaya prava, 1927



White to play and win

1291. A. Troitzky
1935



White to play and win

No. 1280. 1. Ni5+ K×d5 2. Ne7+ Kd4 3. Kg5 Kc3(e3) 4. Nd5+±; 3. . . . Ke5 4. Nd7+±; 3. . . . Q×b4(a7, b8) 4. Nc6+±; 3. . . . Qd6 4. Ni5+±; 3. . . . Qc7(d8) 4. Ne6+±.

No. 1281. 1. b7+ Ka7 2. Ne6+ Ka6 3. b8N+ Kb6 4. Nd7+ K×c6 5. Ne5+ Kd5 6. N×d3 Kc4 7. Kc7 K×d3 8. Kb6 Kc4 9. Ka5±.

No. 1282. 1. d6 ed 2. Nf6 d1Q 3. Ng4+ Kd4 4. Ne6+ K∞ 5. Ne3(f2)+±.

No. 1283. 1. Ng4+ Kd4 2. Nd8 Qa7(c7, e7, g7, f8) 3. Nc6(e6)+±; 2. . . . Qd7(h7, e8, g6, h5, f1) 3. Nc6(e6)+ Kd5 4. Nf6(e7, e3)+±; 4. . . . Kd5 2. Nd8 Qg6! 3. e4+ Kd4 4. Nc6+ K×d3 5. Ne5+ de 6. N×e5+±. ♕

No. 1284. 1. Ni6 e1Q 2. d5 g4 3. f4 Q×g3 4. Ne7+ K×f4 5. Nh5+±; 3. . . . gf 4. Nh4+ K∞ 5. N×f3+±; 1. . . . Ke6 2. d5+ Kd6 3. Ne4+ K×d5 4. Nc3+±.

No. 1285. 1. Nc7+ Ke5 2. Nb5 b4Q 3. Kf7 gf 4. f4+ K∞ 5. Nc3+±; 3. . . . g5 4. Nd7+ K∞ 5. Nc3+±.

No. 1286. 1. Na5+ Kd4 2. Ne1 Ke5 3. Ne2 h1Q 4. f4+ Kd5 5. c4+ Ke4 6. Ng3+±; 2. . . . h1Q 3. Ne2+ Kd5 4. e4+ Ke5 5. f4+ K∞ 6. Ng3+±.

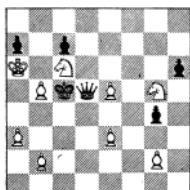
No. 1287. 1. h7 Q×h7 2. Ne6+ Kh6 3. g5+ Kh5 4. Ng6± (the dual 4. Ni3± spoils the impression); 2. . . . Kf6 3. Nd7+ K∞ 4. Ni8(g5)+±; 4. . . . Q×g7 2. h8Q Q×h8 3. Ni7+±.

No. 1288. 1. Nc5 Qf8(f6) 2. Ned3+ Ka5 3. b4+ Kb6 4. Nd7+±; 4. . . . h5 2. Ned3+ Ka5 3. Nb7+±; 4. . . . K×c5 2. Nd3+ Kb6 3. c5+±.

No. 1289. 1. e3+ Ke5 2. Nb6 Qh8 3. Ne4+ Kf5 4. N×d6+ K×g5 5. Nf7+±; 2. . . . Qg8 3. Nc6+ Kf4 4. Ne7±; 2. . . . Qe8(b7) 3. Nc4+ Kf4 4. N×d6+±; 1. . . . Kc5 2. d4+ K×b5 3. Ne7+ K×b4 4. N×a8 Ne2 5. Kf2±.

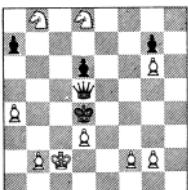
No. 1290. 1. Ne8 Qh2(f4, e5) 2. Nf6+ K∞ 3. Ng4(d3)+±; 1. . . . Qa5(a7, d8, e7) 2. Nf6+ Ke5 3. Ne6+±; 1. . . . Qc3

1292. H. Rinck
L'Échiquier, 1928



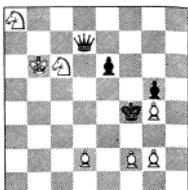
White to play and win

1293. H. Rinck
L'Échiquier, 1928



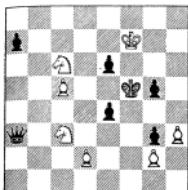
White to play and win

1294. H. Rinck
L'Italia Scacchistica,
1929



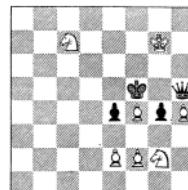
White to play and win

1298. A. Troitzky
1935



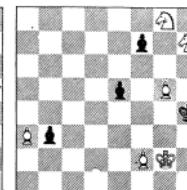
White to play and win

1299. A. Troitzky
1935



White to play and win

1300. B. Breider
Suomen Shakillitto,
1936



White to play and win

2. Nf6+ Ke5 3. Nd3+ Kd6 4. Ne4+±; 1. . . Qb8(b6, e5)
2. Nf6+ Ke5 3. Nd7+±.

No. 1291. 1. de Ne7 2. B×c7 Q×c7 3. e8N Qh7+ 4. Kg3 Qh8 5. Nd6+ Ke5 6. Nf7+±; 3. . . Qa5(a7, b8, b6, d8, e7, c5, c1) 4. Nf6+ Ke5 5. Ne6(d7, d3)+±.

Endgame No. 1291 by A. Troitzky is a development and variation of his No. 1290.

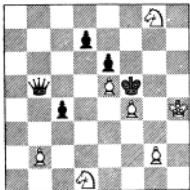
No. 1292. 1. Na5 Q×e5 2. b4+ Kd5 3. e4+ Kd4 4. Ne6+±; 1. . . Qg8(a2, g2, a8, d1, d3, d7) 2. Ne4(e6)+ Kd5 3. Nf6(c3, f4, c7)+±.

No. 1293. 1. Nd7 Q×g2 2. Ne6+ Kd5 3. Nf4+±; 1. . . Qa8(a2, g8, h5, f5) 2. Ne6(c6)+ Kd5 3. Nc7(b4, e7, f4)+±.

No. 1294. 1. g3+ Ke4 2. f3+ Kd5 3. Nc7+ Kd6 4. Nb5+ Kd5 5. Ne3+ Kd6 6. Ne4+ Kd5 7. Nf6+±.

No. 1295. 1. Ne7+ K×f4 2. Ng6+ Kf5 3. Kh5 Qc5 4. Nc3 Qg1 5. Nh4+ K∞ 6. Nf3(e2)+±; 4. . . Qd4 5. Nh4+ K∞

1295. H. Rinck
British Chess Federation
Tourney, 1931-32
Commendation



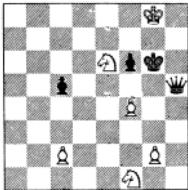
White to play and win

1296. H. Rinck
Basler Nachrichten, 1933



White to play and win

1297. H. Rinck
Basler Nachrichten,
1933



White to play and win

6. Ne2(f3)+±; 3. . . Qb7 4. Nc3(f2) Q×g2 5. Nh4+±; 3. . . c3 4. g4+ Ke4 5. N×c3+±.

No. 1296. 1. d3+ Kc5 2. d4+ Kc4 3. Kb2 b3 4. h4 Qe6 5. Ncb6+ K∞ 6. Nf4(c7)+±; 4. . . Qa6 5. Ncb6+ K∞ 6. Nb4(c7)+±.

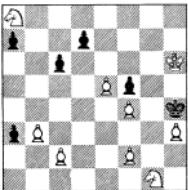
No. 1297. 1. Nf8+ Kh6 2. Ne3 f5 3. c4 Qh2 4. g4 Q×f4 5. N×f5+ Kg5 6. Ne6+±; 3. . . Qe2(e8) 4. N×f5+ Kh5 5. Ng3(g7)+±.

No. 1298. 1. Ne7+ Ke5(f4) 2. Ng6+ Kf5 3. Ne2 Qd3 4. Ne7+ Ke5 5. Ne6+ Kf5 6. Ned4+ Kf4 7. N×e6+ Kf5 8. Ne7+ Ke5 9. Ng6+ Kd5 10. Nf4+ gf 11. N×f4+ K×c5 12. N×d3+ ed 13. h4±.

No. 1299. 1. Ne3+ K×f4 2. N7d5+ Ke5 3. Nf6 Q×h4 4. Nd7+ Ke6 5. Nf8+ K∞ 6. Ng6(f5)+±.

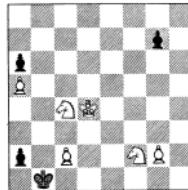
No. 1300. 1. g6 fg 2. Ngf6 b2 3. Ng5 e4 4. Ng×e4 b1Q 5. Nd2±.

1301. A. Gherbstman
Shakhmaty v SSSR,
1937



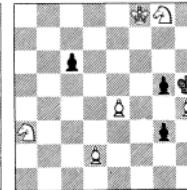
White to play and win

1302. L. Parenti
El Ajedrez Americano,
1942



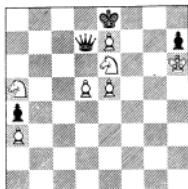
White to play and win

1303. P. Farago
Suomen Shakki, 1946



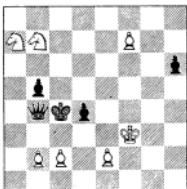
White to play and win

1304. G. Kasparyan
Revista de Sah, 1960
 1st Prize



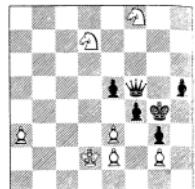
White to play and win

1305. L. Shilkov
Shakhmaty v SSSR, 1960



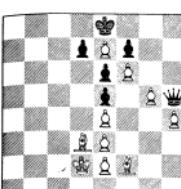
White to play and win

1306. E. Pogosyants
Shakhmaty (Riga), 1961



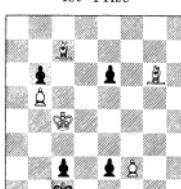
White to play and win

1307. T. Dawson
Magyar Sakkvilág,
 1922



White to play and win

1308. L. Kubbel
Shakhmaty, 1924
 1st Prize



White to play and win

1309. L. Kubbel
Shakhmaty, 1926
 1st Hon. Mention



White to play and win

No. 1301. 1. e6! de 2. Nc7 a2 3. N×e6 a1Q 4. Nd4 Q×d4 (g×g). 5. Ne3+±.

No. 1302. 1. Kd3 a1Q 2. Ne4 g6 3. Ne3+ Kc1 4. g3 g5 5. g4±. An elegant endgame study.

No. 1303. 1. Nf6+ Kg6 2. h5+ K×f6 3. Nc2 g2 4. Nd4 g1Q 5. e5+ K×e5 6. Nf3+ Kf6 7. N×g1±; 4.... K×h4 2. Nc2 g2 3. Ne4±.

No. 1304. 1. Nc4! K×e7 2. Nd6 Qa7 3. Ne8+±; 4.... Q×e7 2. Nd6+ Kd7 3. Kh5 h6 4. Kg4 h5+ 5. Kg3! h4+ 6. Kh3 Qh7 7. Ni8+±. Two symmetrical variations to trap the Queen on the opposite squares a7 and h7 in zugzwang.

No. 1305. 1. Ne6 Qe4 2. f8Q Qf1+ 3. Ke4 Q×e2+ 4. Kf5 Qf3+ 5. Ke6 Q×f8 6. Ne5+ Kb4 7. Nd3+ Ka4 8. Nbc5+ Ka5 9. b4+ Kb6 10. Nd7+±.

No. 1306. 1. e4 Qg5 2. Ne6 Qh6 3. N×e5+ Kh4 4. Ng5! f3 5. Ne×f3+ Kg4 6. Ne5+ Kf4 7. e3+ K×e5(g5) 8. Nf7+±.

Two Bishops Trap Queen

Here it is even more difficult to find an interesting battle than in the case of two Knights versus the Queen. No wonder, this set-up is not too popular with composers.

Table 26. Two Bishops Trap Queen (Endgame Studies Nos. 1307-16)

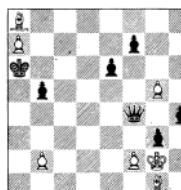
Subdivisions	Features of the Set-up	Nos.
1	Immuring the Queen and King	1307-40
2	The Queen is captured by discovered attack	1311-12
3	Other ways of trapping the Queen	1313-16

1310. V. Korolkov
 USSR Sports Committee
 Tournament, 1948
 3rd Prize



White to play and win

1311. L. Kubbel
 1925



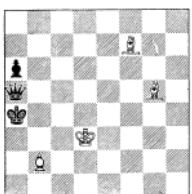
White to play and win

1312. H. Rinck
[Basler Nachrichten], 1928



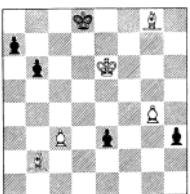
White to play and win

1313. H. Rinck
Chess Amateur, 1914



White to play and win

1314. H. Rinck
La Stratégie, 1915



White to play and win

1315. H. Rinck
British Chess Magazine,
1918



White to play and win

Kd8 6. Kh7±. The e8 square is fatal for Black. When the Queen or King lands on it in the finale of the solution they block each other which leads to mate in the former case and to the loss of the Queen in the latter.

A discovered attack with the participation of Bishop and Pawn leads to the capture of the Queen in Nos. 1311 and 1312.

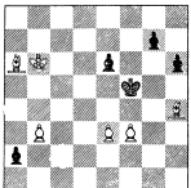
No. 1311. 1. Bc6 h3+! 2. K×h3 Qf5+ 3. Kg2 K×a7 4. Be4! Q∞ 5. f3(f4, fg)+±.

No. 1312. 1. Be2+ Kg6 2. h5+ Kf6 3. e5+ Kf5 4. Bg4+ K∞ 5. f3(f4, fg)+±; 3... Ke6 4. Bg4+ Kd5 5. c4+ K∞ 6. f3(f4)+±.

No. 1313. 1. b3+ Kb5 2. Be8+ Kc5 3. b4+ K×b4 4. Bd2+±; 3... Q×b4 4. Be7+±; 1... Ka3 2. Bc1+ Ka2 3. b4+±.

No. 1314. 1. c4 h2 2. Bf6+ Kc7 3. Ke7 h1Q 4. Be6+ Kc7 5. Be5+ Kc6 6. Bd5+ Q×d5 7. cd+ K×d5 8. Kf6±; 1... e2

1316. H. Rinck
British Chess Magazine,
1920



White to play and win

2. Bf6+ Kc7 3. Bh4 h2 4. Ke7 b5 5. Bd5 b4 6. c5 b3 7. Bg3+ Kc8 8. c6 e1Q+ 9. B×e1 b2 10. Bg3±.

No. 1315. 1. Bc7+ Kf5 2. Bc8+ Ke4 3. Bg4 Q×b3 4. Kf6 d3 5. Bf5+ Kd4 6. e3+ Kd5 7. Be6+±.

No. 1316. 1. Bd3+ Ke5 2. Be7 a1Q 3. f4+ Kd5 4. Bc5 e5 5. f5 e4 6. Bc4+ Ke7 7. Bd4+ Q×d4 8. ed+±; 4... Qe1 5. e4+ Q×e4 6. B×e4+ K×e4 7. Kc6+±.

Two Bishops and Knight Trap Queen

The trapping methods we saw in the play of two minor pieces versus the Queen are applicable also in the case of three pieces. In particular, two Bishops and Knight are capable of acting in coordination against the Queen, setting up batteries, Knight forks and geometric motifs.

Table 27. Two Bishops and Knight Trap Queen
(Endgame Studies Nos. 1317—63)

Subdivisions	Features of the Set-Up	Nos.
1	The sacrifice of the Bishop or Knight leads to Knight forks or geometric motifs	1317—42
2	Knight forks or geometric motifs are carried out without any sacrifice of pieces	1343—52
3	Employment of a battery for discovered attack	1353—60
4	The Queen is lost in the corner of the board	1361—63

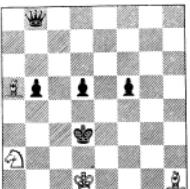
In Nos. 1317-42 a Bishop (or sometimes the Knight) is sacrificed at the height of play in order to create Knight forks and geometric motifs.

1317. B. Horwitz



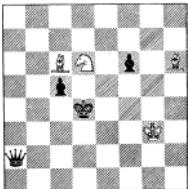
White to play and win

1318. J. Sehwers
Before 1922



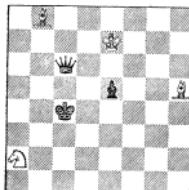
White to play and win

1319. Z. Birnov
64, 1931



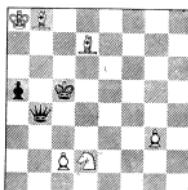
White to play and win

1320. H. Rinek
1414 *Fins de Partie*,
1950



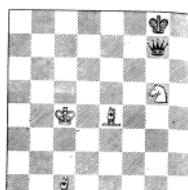
White to play and win

1321. H. Otten
1887



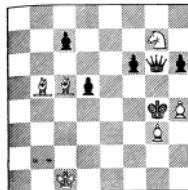
White to play and win

1322. J. Berger
1890



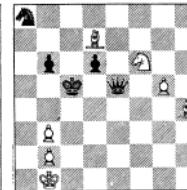
White to play and win

1326. J. Schwers
Before 1922



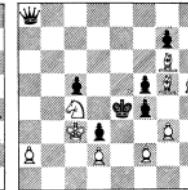
White to play and win

1327. J. Schwers
Before 1922



White to play and win

1328. J. Schwers
1922



White to play and win

No. 1317. 1. Be3+ Kd5 2. Ba2+ Kd6 3. Bc5+ Q×c5 (K×c5) 4. Ne4(d3)+±.

Though No. 1317 by B. Horwitz is short, it does not lack grace. Similar Bishop sacrifices can be met in endgames of other composers (see Nos. 1318-20).

No. 1318. 1. Nb4+ Ke3 2. Bb6+ d4 3. B×d4+ Kf4 4. Be5+ K(Q)×e5 5. Nc6(d3)+±; 2. . . . Kf4 3. Be7+ Q×c7 4. N×d5+±; 1. . . . Kc4 2. B×d5+ Kc5 3. Nc6(a6)+±.

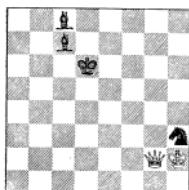
No. 1319. 1. Nb5+ Ke5 2. Bf4+ Kf5 3. Be4+ Ke6 4. Bd5+ Q×d5(K×d5) 5. Nc7(c3)+±; 1. . . . Kd3 2. Be4+ Kc4 3. Bd5+ K×d5 4. Ne3+±.

No. 1320. 1. Bf7+ Kd4+ 2. Ba7+ Ke4 3. Bd5+ K(Q)×d5 4. Nb4(c3)+±; 1. . . . Kc5 2. Ba7+ Kb5 3. Be8±.

No. 1321. 1. Bd6+ K×d6 2. c3 Qb6(b2, a3, ×c3) 3. Nc4 (e4)+±. It is interesting to compare this endgame with No. 1217 by A. Troitzky. The method of trapping the Queen is the same.

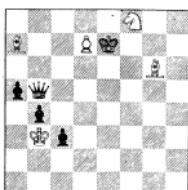
No. 1322. 1. Bd5+ Kh8 2. Bf4∞ 3. Be5 Q×e5 4. Nf7+±.

1323. J. Berger
Deutsche Schachzeitung,
1914



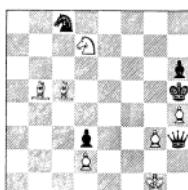
Black to play and win

1324. J. Behling
Shakhmaty, 1894



White to play and win

1325. M. and V. Platov
Rech, 1911



White to play and win

No. 1323. 1. . . . Kc5+ 2. Kh1 Bf5 3. Q∞ Be4 4. Q×e4 (K2+±). An interpretation of Berger's No. 1322.

No. 1324. 1. Be5+ Kd8 2. Ne6+ K×d7 3. Be8+ K×e8 4. Ne7+±; 1. . . . Q×c5 2. d8Q+ K×d8 3. Ne6+±.

An attentive comparison of Nos. 1325 and 1326 reveals many interesting similarities in construction and analogous Bishop sacrifices.

No. 1325. 1. Nf6+ Kg6 2. Nh5 Kf7 3. Bc4+ Ke8 4. Be6 Q×e6 Ng7+±; 2. . . . Kh7 3. Bd7 Q×d7 4. Nf6+±; 2. . . . K×h5 3. Be8+ Kg4 4. Bd7+ K×g3 5. Bf2+ Kf3 6. B×h3±; 2. . . . Qg4 3. Be8+ Kh7 4. Nf6+±; 2. . . . Qf5 3. B×d3 Q×d3 4. Nf4+±.

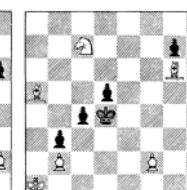
No. 1326. 1. Nh5 Qf7 2. Be8 Qe6 3. Bd7 Q×d7 4. N×f6+±; 1. . . . Kf3 2. Be2+ Ke4 3. Bd3+±; 1. . . . Qf5 2. Bd7 Q×d7 3. N×f6+±; 1. . . . K×h5 2. Be2+ Qg4 3. Kd2 Q×e2+ 4. K×e2±; 1. . . . Q×h5 2. Be2+ K×g3 3. B×h5 K×h4 4. Bf3±.

1329. H. Rinek
Chess Amateur, 1915



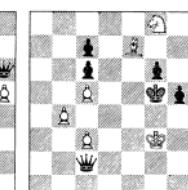
White to play and win

1330. H. Rinek
La Stratégie, 1917



White to play and win

1331. Y. Merkin
64, 1927



White to play and win

1332. H. Rinek
L'Echiquier, 1928



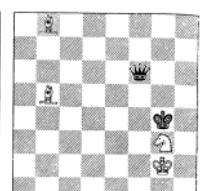
White to play and win

1333. H. Rinek
L'Echiquier, 1928



White to play and win

1334. H. Rinek
L'Echiquier, 1928



White to play and win

No. 1327. 1. Bg3 Qe2 2. Bf2+ Kb4 3. Nd5+ Ka5 (3. . . . K×b3 4. Ba4+ Ke4 5. Bb5+) 4. B×b6+ N×b6 5. b4+ Ka6 6. Bb5+ K(Q)×b5 7. Nc3(c7)+±.

No. 1328. 1. Be8 Qa6 2. Bb5 Qe6 3. Bd7 Qa6 4. Be8 Qc6 5. Bb7 Q×b7 6. Nd6+±; 1. . . . Kf3 2. Be6+ Q×c6 3. Ne5+±.

No. 1329. 1. h4+ Kf5 2. Nb5 d5 3. Bb3 Qb1 4. Be2+ Q×c2 5. Nd4+±; 2. . . . Qg8 3. Nd6+ Ke6 4. Bb3+±; 2. . . . Qa6 (a8, d5) 3. Bc2+ Ke6 4. Ne7+±; 2. . . . Qb1 3. Bc2+ Q×c2 4. Nd4+±; 2. . . . g5 3. Bc2+ Ke6 4. Bb3+ Q×b3 5. Nd4+±.

No. 1330. 1. Ne6+ Ke5 2. Ng5 Q×g5 3. f4+ K(Q)×f4 4. Bd2(c7)+±.

No. 1331. 1. Bg4+ Ke5 2. Bd6+cd 3. Nd7+Kd5 4. Nb6+Ke5 5. Nc4+Kd5 6. Ne3+±.

No. 1332. 1. Ne7+ Kb8 2. Be5+ Ka7 3. Bd4+ Q×d4 4. Ne6+±.

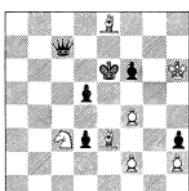
No. 1333. 1. Nb6+ Kb3 2. Bc2+ Kc3 3. Bf6+ Kb4 4. Be7 Q×c7 5. Nd5+±.

1335. H. Rinek
L'Echiquier, 1928



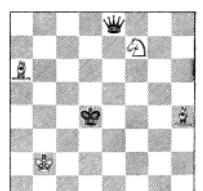
White to play and win

1336. H. Rinek
L'Echiquier, 1928



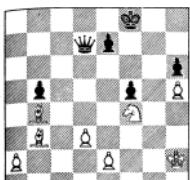
White to play and win

1337. H. Rinek
L'Echiquier, 1928



White to play and win

1338. F. Richter
6+, 1929
Commendation



White to play and win

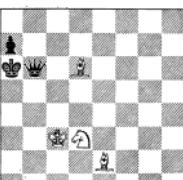
1339. H. Rinek
Basler Nachrichten, 1932

1340. J. Mandil
La Vanguardia, 1934



White to play and win

1340. J. Mandil
La Vanguardia, 1934



White to play and win

No. 1334. 1. Be2+ Kh4 2. Bd6 Qe6 3. Be7+ Q×e7 4. Nf5+±.

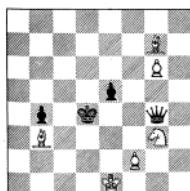
No. 1335. 1. Ng5+ Kd4 2. Ne6+ Ke4 3. Bb7 Q×b7 4. Nc5+±.

No. 1336. 1. f5+ K×f5 2. Nb5 Q×h2(b8, d8, e7, a5, e5) 3. Nd4+Ke4 4. Bg6+f5 5. B×f5+Ke5 6. Nf3(c6)+±; 2. . . . d2 3. Bg6+Ke5 4. f4+Ke6 5. N×c7+±; 1. . . . Ke5 2. Bf4+K×f4 3. N×d5+±.

No. 1337. 1. Bf2+ Kd5 2. Bc4+ Ke6 3. Bb5+ K×b5 4. Nd6+±.

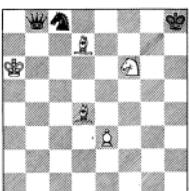
No. 1338. 1. Ng6+ Ke8 2. Bf7+ Kd8 3. Ne5 Qb7 4. Ba5+Kc8 5. Be6+Kb8 6. Nd7+Ka7 (6. . . . Ka8 7. Bd5 Q×d5 8. Nb6+±) 7. Bb6+Ka8 8. Bd4! Qc7+ 9. Be5! Qc2 10. Bd5+Ka7 11. Bd4+Ka6 12. Nb8+Ka5 13. Ne6+Kc5 14. Nb4(Bb3)+±; 3. . . . Qc7 4. Ba5 Q×a5 5. Ne6+±.

1341. V. de Barbieri
Revista Romina de Šah,
1938



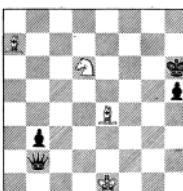
White to play and win

1342. G. Nadareishvili
Problem, 1962



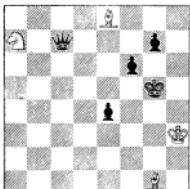
White to play and win

1343. H. Rinek
1912



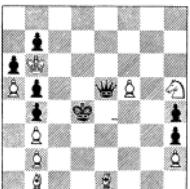
White to play and win

1344. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1913



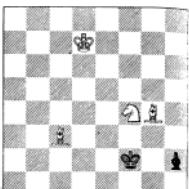
White to play and win

1345. H. Rinck
L'Echiquier, 1928



White to play and win

1346. H. Rinck
L'Echiquier, 1928



White to play and win

No. 1339. 1. Bd8+ Kf5 2. Nd4+ Ke5 3. f4+ K×d5 4. Bf3+ Kc5 5. b4+ K×b4 6. Be7 Q×e7 7. Nc6+±; 3. . . K×f4 4. Be7 Q×c7 5. Ne6+±.

No. 1340. 1. Nc5++ Ka5 2. Be7! Qb4+ 3. Kc2 Qe1(f4)

4. Bd8+ Kb4 5. Nd3+±; 2. . . Qc7 3. Bd8 Q×d8 4. Nb7+±.

No. 1341. 1. B×e5+ K×e5 2. g7 Q×g7 3. f4+ Kd4 4. Nf5+ Kc3 5. N×g7 K×b3 6. Ne6 Kc4 7. f5 Kd5 8. Kd2 Ke5 9. Nd4±.

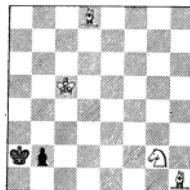
No. 1342. 1. Bc6 Qb1 2. Nd7+! Kg8 3. Bd5+ Kh7 4. Be4+ Q×e4 5. Nf6+±; 4. . . Qb3 2. Ng4+! Kh7 3. Be4+ Kg8 4. Bd5+ Q×d5 5. Nf6+±.

The trapping of the Queen based on geometric motifs or Knight forks takes place in endgames Nos. 1343-52 but, as distinguished from the preceding ones, without sacrifices in the main variations.

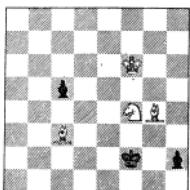
No. 1343. 1. Bd4 Qc1+ 2. Ke2 Qc7 3. Be3+ Kg7 4. Ne8+±.

No. 1344. 1. Be3+ Kf5 2. Nb5 Qa5(b8, d8, e7) 3. Nd4+ Ke5 4. Ne6+±; 2. . . Qb7(c8, c4) 3. Nd6+±; 2. . . Qc2 3. Nd4+±; 2. . . Qe5 3. Nd4+ Q×d4 4. B×d4±.

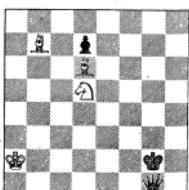
1347. H. Rinck
L'Echiquier, 1928



1348. H. Rinck
L'Echiquier, 1928



1349. F. Prokop
České Slovo, 1929

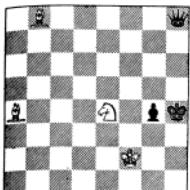


White to play and win

White to play and win

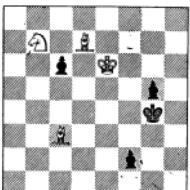
White to play and win

1350. A. Studenetsky
64, 1928



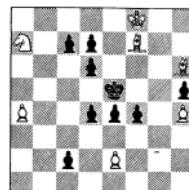
White to play and win

1351. J. Fritz
1931-32



White to play and win

1352. A. Dunder
Schackvärlden, 1940



White to play and win

No. 1345. 1. Bf2+ Kd5 2. Bc5 Q×b2 3. Nf4+ Ke5 4. Nd3+±; 2. . . Qh2 3. Nf6+ Ke5 4. Ng4+±; 2. . . Qh8 3. Nf4+ Ke5 4. Ng6+±; 2. . . Qb8 3. Nf6+ Ke5 4. Nd7+±; 2. . . Qe1 3. Nf4+ Ke5 4. Nd3+±.

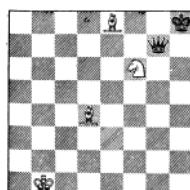
No. 1346. 1. Bd4+ Kg3 2. Be6 h1Q 3. Ne2+ Kh4 4. Bf6+ Kh5 5. Ng3+ Kg6 6. N×h1±; 3. . . Kh2 4. Be5+ Kg2 5. Bd5+±.

No. 1347. 1. Ne3 b1Q 2. Bd5+ Kb2 3. Ne4+ Ke1 4. Bg5+ Kd1 5. Bf3+ Ke1 6. Bh4+ Kf1 7. Nd2+±; 3. . . Kc3 4. Ba5+ Kd3 5. Be4+ K×e4 6. Nd2+±; 2. . . Ka3 3. Ne4+ Ka4 4. Be6+ Kb3 5. Nd2+±.

No. 1348. 1. Nd3+ Ke3 2. Nb2 h1Q 3. Nd1+ Kf4 4. Be5+ K×g4 5. Nf2+ Kf3 6. N×h1 c4 7. Ng3 c3 8. Nf5±; 3. . . Kd3 4. Nf2+±.

No. 1349. 1. Nf4++ Kf1 2. Ba6+ Ke1 3. Bb4+ Kd1 4. Be2+ Kc2 5. Bd3+ Kd1 6. Kb1 Qf2(h2) 7. Bg6 Q×f4 8. Bh5+±; 4. . . Kc1 5. Nd3+ Kc2 6. Ne1+ Kc1 7. Ba3+ Kd2 8. Nf3+±.

1353. J. Berger
Berliner Lokalanzeiger, 1914



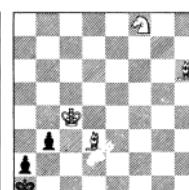
White to play and win

1354. H. Rinck
Chess Amateur, 1923



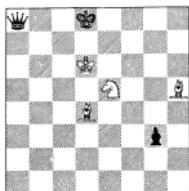
White to play and win

1355. L. Zalkind
64, 1928
1st Prize



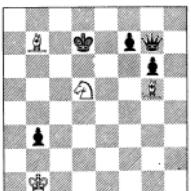
White to play and win

1356. F. W. Whitehead
Chess Amateur, 1922



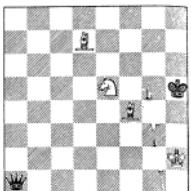
White to play and win

1357. F. Prokop
Ceské Slovo, 1927



White to play and win

1358. H. Rinck
L'Echiquier, 1928



White to play and win

No. 1350. Bg3+ Kh5 2. Be8+ Kh6 3. Bf4+ Kh7 4. Ng5+ Kg8 5. Bf7+ Kf8 6. Bd6+ Kg7 7. Be5+±.

No. 1351. 1. Ke7+ Kh4 2. Nd6 f1Q 3. Nf5+ K∞ 4. Ne3 (g3)+±; 1. . . . Kg3 2. Be5+ Kg2 3. B×c6+ Kg1 4. Bd4±.

No. 1352. 1. Nb5 c1Q 2. Bg7+ Kf5 3. B×h5 f3 4. N×d4+ Kf4 5. Bh6+ Ke5 6. N×f3+ ef 7. B×c1 f2 8. Bb2+ Kf4 9. e3+ K×e3 10. Bd4+ K×d4 11. Be2 Ke3 12. Bf1 d5 13. h5±.

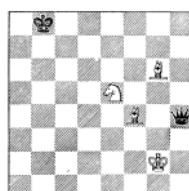
The power of the battery is employed by White in Nos. 1353-60, wherein victory is achieved through a discovered attack.

No. 1353. 1. Bc6 Qg6+ 2. Be4 Qg7 3. Ka1 Qf7 4. Ng4+ Kg8 5. Nh6+±.

No. 1354. 1. Ba4 Qb2 2. Be6 Qc2+ 3. Be4 Qb2 4. Kh5 c4 5. Kg4 h5+ 6. K×h5 Qb3 7. Ne2+ c3 8. B×c3 Ka2 9. Nc1+±.

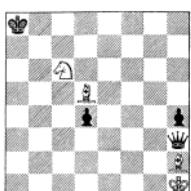
The mechanisms for trapping the Queen in Nos. 1353 and 1354 are exactly alike. To make No. 1353 more dynamic, H. Rinck added two Black Pawns.

1359. H. Rinck
L'Echiquier, 1928



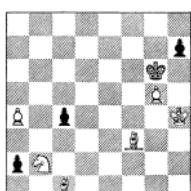
White to play and win

1360. H. Rinck
Revista Romina de Šah, 1927
2nd Prize



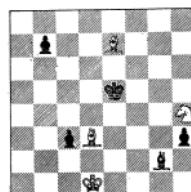
White to play and win

1361. B. Kivi
Shakhmaty v SSSR, 1935



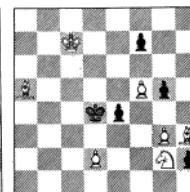
White to play and win

1362. B. Kivi
Shakhmaty v SSSR, 1935



White to play and win

1363. E. Paoli
L'Italia Scacchistica, 1949



White to play and win

No. 1355. 1. Bd2 b2 2. Bh7 b1Q 3. Bc3+ Qb2 4. Ng6 Kb1 5. Ne5+ Ka1 6. Nd3±.

This endgame has a cook: 1. Kb4 b2 2. Ka3±. It can be corrected by placing White's Queen on d4 (in this case the composer's solution remains valid).

No. 1356. 1. Bb6+ Kc8 2. Bg4+ Kb8 3. Nd7+ Kc8 4. Bc7! Qe4 5. Nf6+±.

No. 1357. 1. Nf6+ Ke6 2. Bc8+ Ke5 3. Bc1 Kd4 4. Bb2+ Ke4(d3) 5. Ba6+ K∞ 6. Nd5(e4)+±. As distinct from the other endgames, the Queen here remains motionless on the line of the battery's actions, while Black's King makes an attempt to emerge from the zone of the Knight's fire, but to no avail.

No. 1358. 1. Bg4+ Kh4 2. Be2 Qb1 3. Nf3+ Kg4 4. Nd2+ K×f4 5. N×b1±.

No. 1359. 1. Bg3 Qa4 2. Nd7++ Ka7 3. Bf2+ K∞ 4. Nb6 (c5)+±.

No. 1360. 1. Bg2 Qe3 2. N×d4+ Ka7 3. Bg1 Qe8 4. Nb5++ Kb8 5. Ba7(h2)+ Kc8 6. Nd6+±; 3. . . . Qd3 4. Ne6++ K∞ 5. Nb4+±. The highly interesting shift of the battery from the long diagonal to the g1-a7 diagonal is the basic content of this endgame.

Nos. 1361-63 have in common the motif of trapping the Queen in the corner of the board.

No. 1361. 1. Bh5+ Kf5 2. g6 hg 3. Bg4+ Ke4 4. Nd1! a1Q 5. Bb2!±.

No. 1362. 1. Bd8 Kd4! 2. Be2 c2+ 3. K×c2 h2 4. Bf3! h1Q 5. B×g2 Qa1(e1) 6. Bf6+(Nf3+)+.

No. 1363. 1. Bb6+ Ke5 2. Ne3 h1Q 3. Ng4+ Kd5 4. Bf1 Qh8 5. Ne3+ Ke5 6. Ba5±; 4. . . . e3 5. Bg2+±; 4. . . . Qf3 5. Bc4+±; 4. . . . f6 5. Ne3+ Ke5 6. Kc6 Qh7 7. Bc7+ Kd4 8. Ne2X.

Two Knights and Bishop Trap Queen

This combination of pieces gives the composer broad scope for constructing endgames on the domination theme. The struggle may be waged by diverse methods known from the preceding section (two Bishops and Knight versus Queen), but White's arsenal is enlarged by the fact that the two Knights create numerous forks (see Table 28).

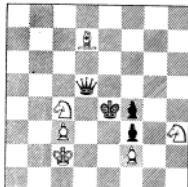
Table 28. Two Knights and Bishop Trap Queen
(Endgame Studies Nos. 1364–1436)

Subdivisions	Features of the Set-Up	Nos.
1	Sacrifice of the Bishop or Knight leads to the capture of the Queen on the basis of geometric motifs and other means	1364–92
2	Knight forks and geometric and other motifs take place without any sacrifice of pieces	1393–1422
3	Employment of a battery for discovered attack	1423–32
4	The Queen is lost as a result of the pressure put on Black's position (in some cases including zugzwang)	1433–36

Diverse combinational methods with the sacrifice of pieces (Bishop, Knight) and use of Knight forks, geometric and other motifs are employed in the endgames of the first subdivision (Nos. 1364–92). A close look at them will reveal the beauty and wealth of the ideas they embody.

No. 1364. 1. Ng5+ Q×g5 2. Nd2+ Kd5 3. c4+ K∞ 4. Ne4 (×f3)+±. Though the sacrifice of the Knight is obvious, the endgame makes a pleasant impression.

1364. B. Horwitz and
J. Kling
1851



1365. J. Berger
1890



1366. A. Troitzky
Shakhmatny zhurnal,
1896

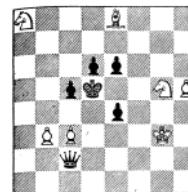


White to play and win

White to play and win

White to play and win

1367. H. Rinck
Deutsche Schachzeitung,
1901



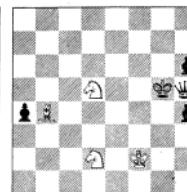
White to play and win

1368. H. Rinck
Deutsche Schachzeitung,
1905



White to play and win

1369. M. Platov
Rigaer Tageblatt, 1905
Hon. Mention



White to play and win

No. 1365. 1. Bc4+ Kd6 2. Kf1! Qf4(f8) 3. Nhf7+ K∞ 4. Nd3(g6, d7)+±; 2. . . a5 3. Bb3 a4 4. Ba2 a3 5. f3±; 2. . . K(Q)×e5 3. Ng4(f7)+±; 2. . . Q×h6 3. Nf7+± This one is more elegant, of course, than No. 1364 thanks to the "quiet" moves which spell death for the Queen.

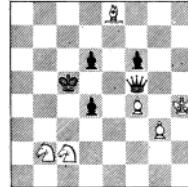
No. 1366. 1. Bd4 Qd8 2. Bf2+ Kg5 3. Bh4+! K×h4 4. Nd4 Kg5 5. Ne6+ fe 6. N×e6+±. The motif for the move 2. Bf2+ (vacating the d4 square for the Knight) and also the Bishop sacrifice that follows that follows are beautiful.

No. 1367. 1. Nf3 ef 2. Nb6+ Ke5 3. Nd7+ Kd5 4. Nf6+ Ke5 5. Ng4+ Kd5 6. Ne3+±; 1. . . Q×b3 2. Ne7+ Kc4 3. Nd2+±.

No. 1368. 1. Bc8 Q×e8 2. Nf5+ Ke5 3. Nd3+ K∞ 4. Nd6(e7)+±; 1. . . Q×e3(h2) 2. Nc2(f3)+±.

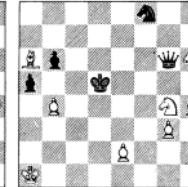
No. 1369. 1. Ne4+ Kf5 2. Ba3 Kf3 3. Bb2+ Kf5 4. Nd6+ Kg5 5. Bc1+ Kg6(g4) 6. Nf4(f6)+±; 2. . . K×e4(e6, g4, g6) 3. Nf6(f4)+±; 2. . . Qd1(g4, g6, f7, e8) 3. Ne3(e7, d6)+±.

1370. V. Platov
Rigaer Tageblatt, 1906



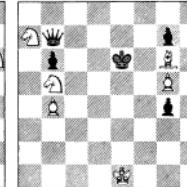
White to play and win

1371. H. Rinck
150 *Fins de Partie*, 1909



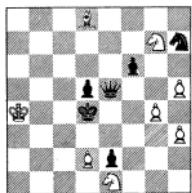
White to play and win

1372. J. Schwers
1922



White to play and win

1373. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

1374. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

1375. A. Troitzky
Deutsche Schachzeitung,
1914



White to play and win

No. 1370. 1. Na4+ Kd5 2. Bc6+ Kc4 3. Bb5+ Kd5 4. Bd3 Q×d3 5. Nb4+±; 4. . . Qd7(c8) 5. Nb6+±; 4. . . Qe6 Nb4x.

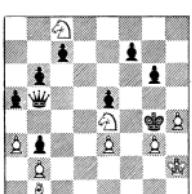
No. 1371. 1. Nf5 Qe6 2. Bc8 Nd7 3. B×d7 Q×e2 4. Bc6+ Kc4 5. Bb5+ K×b5 6. Nd4+±; 2. . . Q×e2 3. Bd7+ Kc4 4. Ba6+ b5 5. B×b5+±; 2. . . Qf7 3. e4+ K∞ 4. Nd6 (e5)±; 1. . . Ke6 2. Bc8+ Nd7 3. B×d7+ K∞ 4. Ne5 (e7)± (see No. 1372).

No. 1372. 1. Ne6 Qd7 2. Be8 Qc8 3. Kf2 g6 4. Kg3±; 2. . . Qd3 3. Bf7+ Kf5 4. Bg6+ K×g6 5. Ne5+±; 1. . . Qc8 2. Bf5+ K×f5 3. Ne7+±; 1. . . Kd5 2. Be4+ K∞ 3. Nd6 (d8)+±.

The resemblance in structure and repetition of the Bishop sacrifices in Nos. 1371 and 1372 are indisputable.

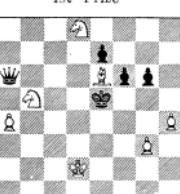
No. 1373. 1. Bc7! Qe4! 2. Bd6 Qh1 3. Nf5+ Kc4 4. -10. Ne3-c2-a3-b5-c3×e2-g3+±; 2. . . Qb1 3. Nf5+ Kc4

1376. M. and V. Platov
1914



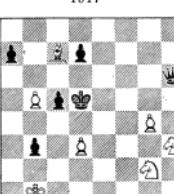
White to play and win

1377. H. Rinck
L'Eco degli Scacchi, 1917
1st Prize



White to play and win

1378. H. Rinck
Tidskrift för Schack,
1917



White to play and win

1379. J. Schwers
Before 1922



White to play and win

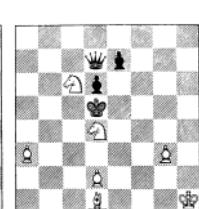
1380. H. Rinck
Revista Româna de řah,
1934

2nd Hon. Mention



White to play and win

1381. J. Schwers
1922



White to play and win

4. -6. Ne3-c2-a3+±; 2. . . Ng5 3. Nf5+ Kc4 4. Ne3+ Kd4 5. Nc3+ Kc4 6. d3+±; 4. . . Q×c7 2. Ne6+±; 1. . . Qg5 2. Ne6+±. The Bishop sacrifice declined by Black in the main variations leads to the systematic pursuit and capture of the Queen.

No. 1374. 1. Ne6+ Kb6 2. a5+ K×a6 3. Nd6 h5 4. Bd2! h4 5. Be1 h3 6. Bd2 Qe6 7. Ne4! Qc4(c8) 8. N6c5+ Kb5 9. Nd6+±; 7. . . Qc2 8. N4c5+ Kb5 9. Nd4+±.

No. 1375. 1. Ni2+ Ke5 2. Ng4+ Ke4 3. Nf6+ Ke5 4. Ng4+ Kc4 5. Nf2+ Ke5 6. Bf8 Kf6 7. Bb4! a1Q 8. Be3+ Q×c3 9. Ne4+±.

No. 1376. 1. Bd3 Qa4 2. Be2+ Kf5 3. Ned6+ cd 4. Bb5 Q×b5 5. N×d6+±; 3. . . Ke6 4. Bc4+ Kf6 5. Bb5 Qg4 6. Ne8+ Ke6 7. Bd7+ K×d7 8. Nf6+±.

No. 1377. 1. Ni7+ Ke4 2. Bd5+ Kf5 3. Nh6+ Ke5 4. Ng4+ Kf5 5. Ne3+ Ke5 6. Nc4+ Kf5 7. Be6+ Ke4 8. Bc8 Qa8 9. Bd7+ Q×b7 10. Nd6+ fe 11. N×d6+±.

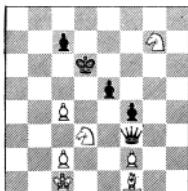
No. 1378. 1. Nh4+ Kd4 2. Nh4 Q×h4 3. Be5+ K×e5 4. Ng6+ Kf6 5. N×h4+±; 3. . . Ke3 4. Ng2+±; 2. . . Kc3 3. Ba5+ Kd4 4. Ni5+±.

No. 1379. 1. h4 Kf5 2. Ng6 Q×g6(×g4) 3. Be8(e2) Q×e8 (×e2) 4. Nf6(f4)+±; 2. . . K×g4 3. Bd7 Q×d7 4. Ne5+±; 2. . . K×g6 3. Bd3 Q×d3 4. Ne5+±; 2. . . Qf7 3. N4e5+±.

No. 1380. 1. Ng6+ Kg5 2. h4+ K×h5 3. Bb5 Q×g6 4. Be8 Q×e8 5. Nf6+±; 3. . . Q×g4 4. Be2 Q×e2 5. Nf4+ K×h4 6. N×e2+±; 3. . . K×g6 4. Bd3 Q×d3 5. Ne5+±; 3. . . K×g4 4. Bd7 Q×d7 5. Ne5+±.

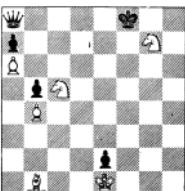
The elegant play in Nos. 1379 and 1380 with the sacrifices of a Knight and Bishop is completely alike. However, Rinck's study is lighter in composition, which probably explains why he published it.

1382. J. Schwers
Before 1922



White to play and win

1383. A. Troitzky
500 Endspielstudien, 1924



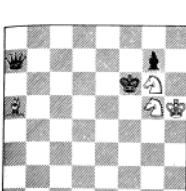
White to play and win

1384. H. Rinek
L'Echiquier, 1928



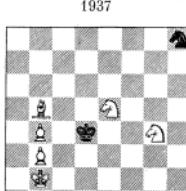
White to play and win

1388. A. Troitzky
1935



White to play and win

1389. A. Daniel
British Chess Magazine,
1937



White to play and win

1390. V. Bron
Shakhmaty v SSSR,
1939



White to play and win

No. 1381. 1. Ne6 Ke4 2. Ne5+ de 3. Bf3+ Kf5 4. Bg4+ K×g4 5. Ne5+±; 1. . . . Ke4 2. Ne5+ de 3. Bb3+ Kb5 4. Ba4+ K×a4 5. Ne5+±; 1. . . . K×c6(xe6) 2. Ba4(g4)+±. The symmetrical play with the sacrifice of the Knight and Bishop somewhat resembles Nos. 1379 and 1380 but with an essential difference: the sacrifice of the Knights on the second move (Nc5+ and Ne5+±) aims at opening for the Knight access to the e5 and c5 squares respectively.

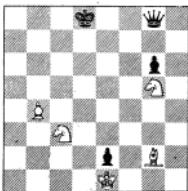
No. 1382. 1. Nf5+ Ke6 2. Nd4+ ed 3. Bg2 Qg4 4. Bh3 Q×h3 5. N×f4+±.

No. 1383. 1. Be4 Qc8 2. Nf5 Qe8 3. Bd5 Qg6 4. Nd7+ Ke8 5. Bf7+ K(Q)×f7 6. Ne5(d6)+±.

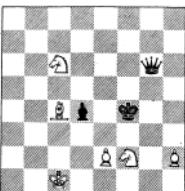
The combination with the Bishop sacrifice in endgame No. 1383 by A. Troitzky was used by H. Rinck in the main variation of No. 1384.

No. 1384. 1. Bg4+ Kf4 2. Nb4 Qg6 3. Nd5+ Ke4 4. Bf5+ Q(K)×f5 5. Nd6(e7)+±; 2. . . . Qb5(c4, e8) 3. Nd3+ Ke4 4. Nd6+±; 2. . . . Qa8(b7) 3. Nd3+ Ke4 4. Bf3+±.

1385. A. Troitzky
1935

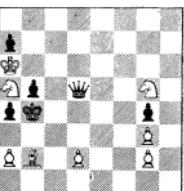


1386. H. Rinek
L'Echiquier, 1928



White to play and win

1387. H. Rinek
L'Echiquier, 1928



White to play and win

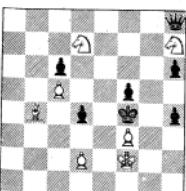
No. 1385. 1. Nd5 Qe8 2. Bh3 Qa4 3. Nf7+ Ke8 4. Bd7+ K(Q)×d7 5. Nb6(f6)+±. A. Troitzky provides another variation of his own No. 1383.

No. 1386. 1. Nh3+ Ke3 2. Ne7 Qg2 3. Nf5+ Ke4 4. Bd5+ K×d5 5. Nf4+±; 2. . . . Qh5(g4, h7, e8) 3. Nd5+ Ke4 4. Nf6+±.

No. 1387. 1. a3+ Kc5 2. Be5 Q×g2 3. Ne6+ Kd5 4. Nf4+±; 2. . . . Qa8 3. Ne6+ Kd5 4. Nc7+±; 2. . . . Qa2 3. Ne4+Kd5 4. Nc3+±; 2. . . . Qg8 3. Ne4+Kd5 4. Nf6+±; 2. . . . Qd3 3. Ne6+ Kd5 4. Nf4+±; 2. . . . Qd7 3. Ne4+Kd5 4. Nf6+±; 2. . . . Q×e5 3. d4+ K(Q)×d4 4. Nc6(e6)+±. The Queen is lost on eight different squares under the blows of the dominating minor pieces in short play.

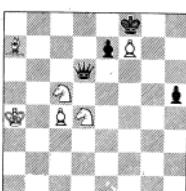
No. 1388. 1. Bd8+ Kf5 2. Ne7+ Kf4 3. Be7+ Ke3 4. Bb6+ Q×b6 5. Nd5+±.

1391. U. Parki
1942



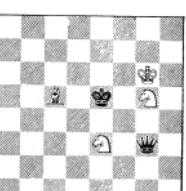
White to play and win

1392. P. Slobolevsky
Shakhmaty v SSSR,
1950
Commendation



White to play and win

1393. J. Berger

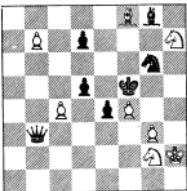


White to play and win

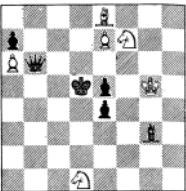
1394. Anonymous



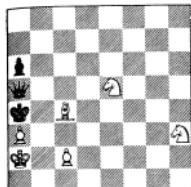
White to play and win

1395. A. Troitzky
Deutsche Schachzeitung,
1907

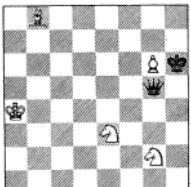
White to play and win

1396. A. Troitzky
Deutsche Schachzeitung,
1910

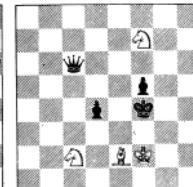
White to play and win

1397. J. Schwers
Before 1911

White to play and win

1398. J. Berger
1917

White to play and win

1399. A. Troitzky
500 Endspielstudien,
1924

White to play and win

No. 1389. 1. Bc6 Qh5 2. Be4 Qe8 3. Nf3+ K×e4 4. Nf6+±; 1. . . . Qh7 2. Nf3+ Kd3 3. Be4+ Q(K)×e4 4. Nf2(g5)+±; 1. . . . Qd1 2. Nf3+ Kd3 3. Nf2+±.

No. 1390. 1. c5+ Q×c5 2. Na4+ ba 3. Be3 Ka5 4. b4+! Q×b4 5. Bd2 Q×d2 6. Ne4+±.

No. 1391. 1. Ba5 Q×h7 2. Bc7+ Kg5 3. f4+ K∞ 4. Nf6(f8)+±; 1. . . . Qc8 2. d3 Q×d7 3. Bd2+ Ke5 4. f4+ K∞ 5. Nf6(f8)+±.

No. 1392. 1. Bb8! Qh6 2. Bf4! Qh8 3. Be5! Qh6 4. Bg7+! K(Q)×g7 5. Nf5(e6)+±. Elegant. The Queen's frenzied scurry all over the board winds up in its capture.

The combinations in Nos. 1384-92 are typical for the two Knights and Bishop versus Queen line-up and can be used to evolve new end-game studies.

Nos. 1393-1422, where combinational play is absent and the minor pieces achieve domination over the Queen through positional play, are less interesting. Forks and geometric and other motifs occur in these studies too.

No. 1393. 1. Ba7 Qh4(e1, g1, f2, h2) 2. Nf3(g4)+±.

No. 1394. 1. Kc3 Qh5 2. Bg2+ Qf3+ 3. B×f3+ K×f3 4. Nb6+±; 1. . . . K∞ 2. Nd4(c7)+±; 1. . . . Qa4(a6, d7, e8) 2. Nc5(d6)+±; 1. . . . Qc6 2. Bg2+ Kf5 3. Nd4+±.

The capture of the Queen in Nos. 1393 and 1394 follows exactly the same pattern.

No. 1395. 1. b8Q! Q×b8 2. Ne3+ Ke6 3. Ng5+ Kf6 4. -10. Ng4-h6×g8-h6-g4-e3×d5 Kf5 11.-13. Ne3-g4-h6 Kf6 14.-16. N×e4-c5×d7±. The Knights' manoeuvres with checks lead first to the capture of the Bishop and then the Queen. Most end-games of this style lack elegance and are easily solved.

No. 1396. 1. Ba4! Bh4+! 2. K×h4 Qf6+ 3. Ng5 Q×e7 4. Ne3+ Kc5 5. Kh5! K∞ 6. Nd5(f5)+±; 5. . . . Qd6(f6, c7, d8, f8, g7) 6. N×e4(e6)+±.

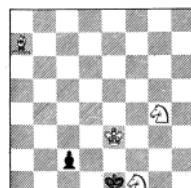
No. 1397. 1. Bb3+ Kb5 2. a4+ Kc5 3. Ng5 Qb6(c7, d8, b4, c3, d2, e1) 4. Nd7(e6, d3, e4)+±; 3. . . . K∞ 4. Nc4(c6)+±.

The situation of Black's King and Queen after the move 3. Ng5, which brought them to a state of complete immobility, is amusing.

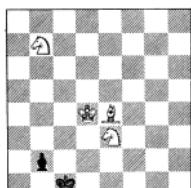
No. 1398. 1. Nf4! Qd8(c5, g1) 2. Ng4(f5)+ K∞ 3. Ne6(h3)+±. Here, too, Black loses through zugzwang.

No. 1399. 1. Nb4 Qa4(d7, e6) 2. Nd3+ Ke4 3. Ne5+±; 1. . . . Qc8(e8) 2. Nd3+ Ke4 3. Nd6+±; 1. . . . Qa8(b7) 2. Nd3+ Ke4 3. Bf3+±; 1. . . . Qg6 2. Nd3+ Ke4 3. Bf3+ K×d3 4. Ne5+±; 1. . . . Qh1 2. Nd3+ Ke4 3. Ng5+ Kd5 4. Bf3+±.

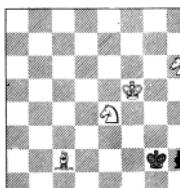
In Nos. 1400-15 H. Rinck elaborates the domination by the Queen of minor pieces through his favourite methods: precise and clear-cut play, and an absence of auxiliary material. Of course, there cannot be anything especially spectacular in endgames of this type, but at the same time the patterns of the struggle by the given pieces are well

1400. H. Rinck
L'Echiquier, 1928

White to play and win

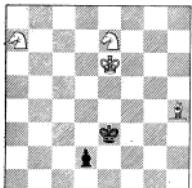
1401. H. Rinck
L'Echiquier, 1928

White to play and win

1402. H. Rinck
L'Echiquier, 1928

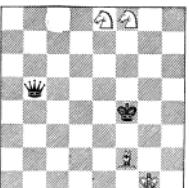
White to play and win

1403. H. Rinck
L'Echiquier,
1928



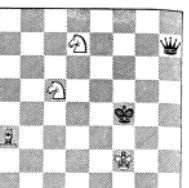
White to play and win

1404. H. Rinck
700 Fins de Partie,
1927



White to play and win

1405. H. Rinck
700 Fins de Partie,
1927



White to play and win

revealed. Such endgame studies are of interest for both composition and the theory of endings.

No. 1400. 1. Kf3 c1Q 2. Bf2+ Kd1 3. Nge3+±; 2. ... K×f1 3. Nh2X.

No. 1401. 1. Nc5 b1Q 2. Nd3+ Kd2 3. Ne4+ Kd1 4. Bf3+ Kc2 5. Na3+±.

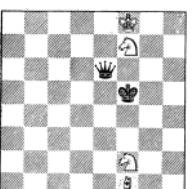
No. 1402. 1. Ne3 h4Q 2. Be4+ Kh2 3. Ng4+ Kg1 4. Ne2+±; 2. ... Kg1 3. Ne2+ Kh2 4. Ng4+±.

No. 1403. 1. Nd5+ Kd3 2. Ne6 d1Q 3. Ne5+ Kd2 4. Ne4+ Kc1 5. Bg5+ Kb1 6. Nc3+±; 3. ... Kd4 4. Bf2+ Ke4 5. Nc3+±.

No. 1404. 1. Ne6+ Ke5 2. Bd4+ K∞ 3. Nc7(d6)+±; 4. ... Kg4 2. Nf6+ Kh3 3. Nf4X.

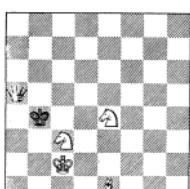
No. 1405. 1. Ne6+Kf5 2. Nd4+Kg5 3. Bc1+Kh4 4. Nf3+ K∞ 5. Ng5(f6)+±.

1406. H. Rinck
L'Echiquier, 1928



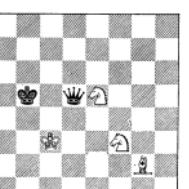
White to play and win

1407. H. Rinck
L'Echiquier, 1928



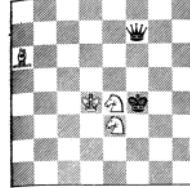
White to play and win

1408. H. Rinck
L'Echiquier, 1928



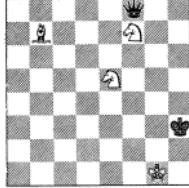
White to play and win

1409. H. Rinck
L'Echiquier, 1928



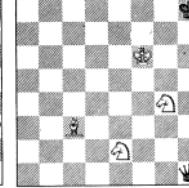
White to play and win

1410. H. Rinck
L'Echiquier, 1928



White to play and win

1411. H. Rinck
L'Echiquier, 1928



White to play and win

No. 1406. 1. Bh3+ Kf6 2. Ng4+ Kg6 3. Nge5+ Kf6(h7) 4. Nd7(g5)+±.

No. 1407. 1. Nd5++ Kb5 2. Nd6+ Ka4 3. Nc3+ Kb4 4. Nd1+Ka4 5. Nb2+±; 2. ... Ka6 3. Nb4+Ka7(b6) 4. Nc6(c4)+±.

No. 1408. 1. Nd4+ Kc5 2. Nb3+ Kd6 3. Nc4+ Kc6 4. Nba5+Kc5 5. Nb7+Kc6 6. Nca5+±; 3. ... Ke6 4. Nd4+±.

No. 1409. 1. Ng2+ Kg4 2. Be2+ Qf3 3. Ne3+ Kf4 4. Nd5+Kg4 5. Ndf6+Kf4 6. Nh5+Kg4 7. Nef6+±.

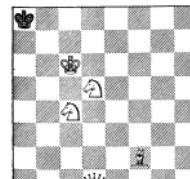
No. 1410. 1. Ng5+ Kg3 2. Ne4+ Kh3 3. Nf2+Kg3 4. Nh1+Kh3 5. Bg2+Kh4 6. Ng6+±.

No. 1411. 1. Kf7+ Kh7 2. Nf6+ Kh8 3. Nd7+ Kh7 4. Nf8+Kh6 5. Bd2+Kh5 6. Ng3+±.

No. 1412. 1. Ndb6+Kb8(a7) 2. Nd7+Ka8 3. Ncb6+Ka7 4. Nd5+Ka6 5. Nb8+Ka5 6. Bb6+Ka4 7. Ne3+±.

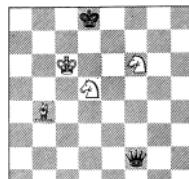
No. 1413. 1. Be7+Kc8 2. Nb6+Kb8 3. Nfd7+Ka7 4. Ne8+Ka6 5. Nc5+Ka5 6. Bd8+Kb4 7. Nd3+±.

1412. H. Rinck
L'Echiquier, 1928



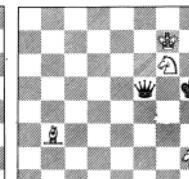
White to play and win

1413. H. Rinck
L'Echiquier, 1928



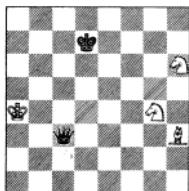
White to play and win

1414. H. Rinck
L'Echiquier, 1928



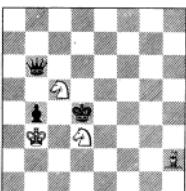
White to play and win

1415. H. Rinck
L'Echiquier, 1928



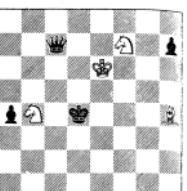
White to play and win

1416. H. Rinck
L'Echiquier, 1928



White to play and win

1417. H. Rinck
L'Echiquier, 1928



White to play and win

No. 1414. 1. Bd1+ Kg5 2. Nf3+ Kh5 3. Nfe5+ Kg5 4. Nf7+ Qxf7+ 5. Kxf7±.

No. 1415. 1. Nf6+ Kc6 2. Bg2+ K∞ 3. Nd5(e4)+±; 4. . . . Kd8 2. Nf7+ K∞ 3. Nd5+±.

No. 1416. 1. Bg1+ Kd5 2. Nxh4+ Kd6 3. Ke4 K∞ 4. Nd5(d3)+±.

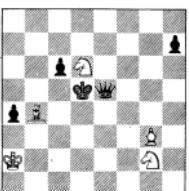
No. 1417. 1. Nd6 Qc1 2. Bf6+ Ke3(c5) 3. Bg5(Nd3)+±; 1. . . . Qa5(b8, g7) 2. Ne6(f5)+±; 1. . . . Qb6(c5, c3) 2. Bf2(f6)+±; 1. . . . K∞ 2. Nd5(a6)+±.

No. 1418. 1. Nf4+ Kd4 2. Ba3 Qa5 3. Bb2+ Ke3(c5) 4. Ne4(b7)+±; 2. . . . Qe1 3. Bb2+ Kc5(e3) 4. Nd3(g2)+±.

No. 1419. 1. Nd4+ Kf6 2. Bg6 Q×h2 3. Nd5+ Ke5(g5) 4. Nf3+±; 2. . . . Qb8(a5) 3. Ne4+ Ke5(e7) 4. Ne6+±.

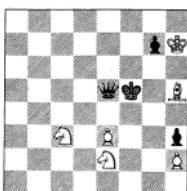
No. 1420. 1. Nh5+ Kd5 2. Nh5 Q×b2(e1) 3. Nf4+ Ke5 4. Nd3+±; 2. . . . Qh8 3. Nf4+ Ke5 4. Ng6+±; 2. . . . Qb8 3. Nf6+ Ke5 4. Nd7+±; 2. . . . Qh2 3. Nf6+ Ke5 4. Ng4+±.

1418. H. Rinck
L'Echiquier, 1928



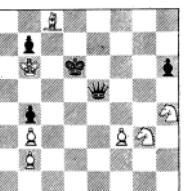
White to play and win

1419. H. Rinck
L'Echiquier, 1928



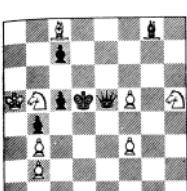
White to play and win

1420. H. Rinck
L'Echiquier, 1928



White to play and win

1421. H. Rinck
L'Echiquier, 1928



White to play and win

1422. A. Studenetsky
64, 1928
Commendation



White to play and win

1423. M. and V. Platov
Tidskrift för Schack, 1910
Hon. Mention



White to play and win

No. 1421. 1. Bb7+ c6 2. Kb6 Q×f5 3. B×c6+ Ke5 4. f4+ Ke6 5. Ng7+±; 2. . . . Q×b2(h8, e7, e1) 3. Nf4+ Ke5 4. Nd3(g6)+±; 2. . . . Qh2(b8, e3) 3. Nf6+ Ke5 4. Ng4(d7)+±.

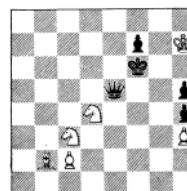
No. 1422. 1. e7+ Kd7 2. Nf6+ Kd6 3. e8N+ Ke6 4. Ng7+ Kd6 5. Nf5+ Ke6 6. Nd4+ Kd6 7. Nb5+±. An unusual trapping of the Queen by three Knights.

The strength of the battery is employed in endgames 1423-32. The Knight launches a discovered attack.

No. 1423. 1. b5+ Q×b5 2. Nd3! Q×c4+ 3. Nf4±; 2. . . . Qf5 3. Nb4+ K∞ 4. Nd6+±; 2. . . . Qb8 3. Nc5+ Kb5 4. Ne5+ K∞ 5. Nd7(c6)+±; 2. . . . Qb1 3. Nc5+ Kb5 4. Na3(d2)+±.

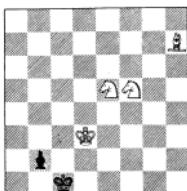
No. 1424. 1. Ba1 Qe8 2. Nd5+ Kg5 3. Nf3+ Kf5 4. Nxh4+ Ke4(e6) 5. Nf6(c7)+±; 2. . . . Ke5 3. Nb5+ K∞ 4. Nc7(d6)+±; 1. . . . Qa5(b8) 2. Ne4+ K∞ 3. Ne6+±; 1. . . . Qe1(h2) 2. Nd5+ K∞ 3. Nf3+±; 1. . . . Q×d4 2. Nd5(e4)+±.

1424. H. Rinck
L'Echiquier, 1928



White to play and win

1425. H. Rinck
L'Echiquier, 1928



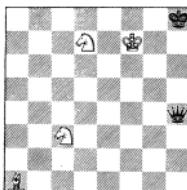
White to play and win

1426. H. Rinck
L'Echiquier, 1928



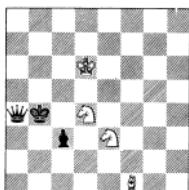
White to play and win

1427. H. Rinck
L'Echiquier, 1928



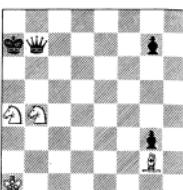
White to play and win

1428. H. Rinck
L'Echiquier, 1928



White to play and win

1429. H. Rinck
L'Echiquier, 1928



White to play and win

The "half-battery" mechanisms in Nos. 1423 and 1424 are exactly the same. Two Knights and a Bishop are active in the battery, each Knight carrying out a subsidiary function: clearing the way for the Bishop and setting up a discovered attack.

No. 1425. 1. Kc3 h1Q 2. Nd3+ Kd1 3. Ne3+ Ke2 4. Nf4+ K×e3 5. Nd5+±.

No. 1426. 1. Nb2+ Ka5 2. Nb7+ Kb6 3. Nc4+ Kc6 (b5) 4. Ne5+ Kb6 5. Nd7+±.

No. 1427. 1. Ne4+ Kh7 2. Ndf6+ Kh6 3. Be5 Qh2 4. Ng4+±; 2. . . . Kh8 3. Ng4+ Kh7 4. Nef6+ Kh8 5. Nd7+ Kh7 6. NfxX.

No. 1428. 1. Nec2+ Ka5 2. Kc5 Qe8(d7) 3. Nc6+ Ka4 4. Bb5+ Kb3 5. N6d4+±; 2. . . . Qa2 3. Bb5 Q×c2 4. Nc6X.

No. 1429. 1. Ne6+ Ka8 2. Nc5 Qb6 3. Ne7+ Ka7(b8) 4. Nc8(d7)+±; 2. . . . Qc7 3. Nd4+ Kb8(a7) 4. Na6(b5)+±.

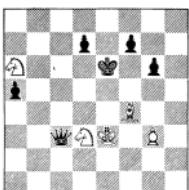
No. 1430. 1. Nd6+ Kh4 2. Bd8 Qf8 3. Ng5 Q×d8 4. Nf3X; 3. . . . K×g5 4. Nxh7++±; 2. . . . de 3. Ng8+±.

1430. H. Rinck
L'Echiquier, 1928



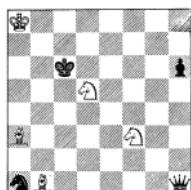
White to play and win

1431. H. Rinck
L'Echiquier, 1928



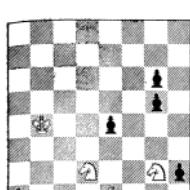
White to play and win

1432. A. Dall' Ava
Thèmes 64, 1962



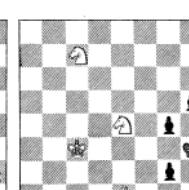
White to play and win

1433. Z. Birnov
64, 1928



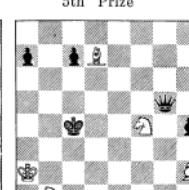
White to play and win

1434. Z. Birnov
Shakhmaty v SSSR, 1951



White to play and win

1435. G. Zakhodyakin
64, 1930
5th Prize



White to play and win

No. 1431. 1. Nc7+ Kf5 2. Nb5 Qa1 3. Nd4+ Kf6 4. Be5+ Kg5(e7) 5. Nf3(f5)+±; 3. . . . Kg4 4. Nf2+ Kh5 5. g4+ Kh4 6. NfxX.

No. 1432. 1. Be4 K∞ 2. Nd4(e5)+±; 1. . . . Qd1(f1, g2, h3, h5) 2. Ne3(f4)+±. In this endgame study, with the exceptional line-up of four minor pieces versus the Queen and Knight, White creates two batteries simultaneously on the long diagonal.

The Queen can also be captured by means of positional pressure, to deprive Black's King and Queen of mobility (Nos. 1433-36). In Nos. 1433 and 1434 Black loses in zugzwang.

No. 1433. 1. Ka3 h1Q 2. Ne3 Qh3 3. Bf2 g4 4. Kb3 g5 5. Ka3±.

No. 1434. 1. Bf2 Kh2 2. Bg3+ Kh1 3. Nf2+ Kg1 4. Nd5 h4 5. B×h4 Kh2 6. N×g4+ Kh1 7. Nde3 g1Q 8. Kb2±.

No. 1435. 1. Nd2+ Kb4 2. Nd3+ Ka5 3. Nc4+ Ka6 4. Bc6 Qe7 5. Kb3 h3 6. Ka4! Qf8 7. Nce5 Qg7 8. Nb4+ Kb6 9. Nd7+±.

1436. A. Tebben
1937



White to play and win

No. 1436. 1. Nf5 a1Q 2. Bd4 Qa2+ 3. Bb2 Kg4 4. Ne3+ Kf3 5. Ne6 g4 6. Nd4+ Kg3 7. d3 h2 8. Nf1+ Kg2 9. Nxh2 K×h2 10. Ne2±; 2. ... Qe1 3. Nd3 Qh1(f1, e2, e4, e6, e8) 4. Ng3(h7)±.

Chapter 2

ROOKS TRAP QUEEN

When major pieces of both sides are in action in the finale, an unclear and tense situation arises. In such cases it is sometimes difficult to establish whether the position belongs to the endgame or middle game. Major pieces are capable of mounting swift mating attacks and other powerful threats. In particular, two Rooks versus the Queen can create both mating threats and motifs for winning the Queen (see Table 29).

A small group of endgame studies, Nos. 1437–45, demonstrate motifs of domination of the Queen by one Rook. In Nos. 1437–43 one and the same method is employed: the Rook puts up a struggle against the farthest advanced Pawn which, being promoted to a Knight or Queen, still cannot save Black. This method of winning is well known to chess players from the theory of endings.

No. 1437. 1. c6! dc 2. K×c3 a1Q+ 3. Kb3±; 2. ... a1N 3. Rf2 c5 4. Re2 c4 5. K×c4 Nc2 6. Kc3±. The finesse of the solution consists in White's first move, which aims at closing the a8-h1 diagonal to Black's Queen.

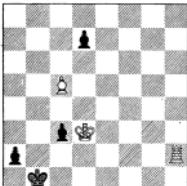
No. 1438. 1. Rh4! a3 2. Kb4 a2 3. Rh2+ Kb1 4. Ka3! a1Q+ 5. Kb3±. Here 4. Ka3! is a bold and beautiful move, whereas the cautious continuation 4. Kb3? misses the win: 4. ... a1N+=. This manoeuvre by White's King also occurs in No. 1439.

No. 1439. 1. Kd5 a3 2. Kc4 d5+ 3. Kb4 a2 4. Rh2+ Kb1

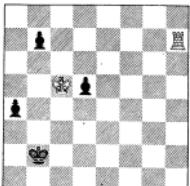
1437. J. Behting
Rigaer Tageblatt, 1893

1438. J. Drtina
Shakhmatny zhurnal, 1894

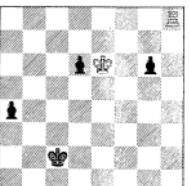
1439. L. Shamkovich
Shakhmaty v SSSR,
1955



White to play and win



White to play and win



White to play and win

Table 29. Rooks Trap Queen (Endgame Studies Nos. 1437–1508)

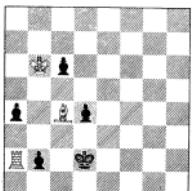
Sub-divisions	Features of the Final Set-Up	Typical Finale	Nos.
1	One Rook traps the Queen		1437–42
2	Two Rooks trap the Queen I. J. Kling's idea. Sacrifice of a Rook to create a geometric motif: 1. Ra4 Qxa4 2. Rh3+ K×c2 3. Rh4+±; 1. ... Qe8 2. Rh3+ Qxh3 3. Ra3±		1446–60
	II. H. Rinck's idea. The capture of the seventh rank by the Rooks with Black's King and Queen on the eighth rank: 1. Rf7 Qe8(d8, e8, b8) 2. Rh7+ Kg8 3. Rag7+ Kf8 4. Rh8+±.		1461–71
	III. The seizure of the seventh rank by the Rooks with the Queen on the eighth rank		1472–75
	IV. The Queen is won through the systematic movement of the pieces		1476–78
	V. Other forms of trapping the Queen		1479–1508

5. Ka3! a1Q+ 6. Kb3±; 2. ... a2 3. Rh2+ Kb1 4. Kb3 a1N+ 5. Kc3 d5 6. Rh1+ Ka2 7. Rd1 Nb3 8. Rx d5±.

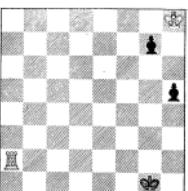
No. 1440. 1. Kc5 Kc1 2. Bd3 b4Q 3. B×b1 K×b1 4. Rh2! a3 5. K×d4 a2 6. Kc3 a1Q+ 7. Kb3±.

No. 1441. 1. Kh7! h4 2. Kg6 h3 3. Kg5 h2 4. Kg4 h1Q 5. Kg3±. The reason for the refusal to capture the Pawn on the first move becomes clear at the end of the solution: the g7 Pawn closes the a1-h8 diagonal to the Queen.

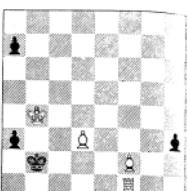
1440. Anonymous



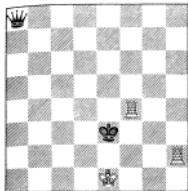
White to play and win

1441. J. Moravec
La Stratégie, 1913
9th Prize

White to play and win

1442. A. Kraemer
1927

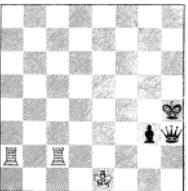
White to play and win

1446. J. Kling
Chess Weekly,
1849

White to play and win

1447. J. Berger
(based on J. Kling's
endgame study)

White to play and win

1448. M. Platov
Shakhmaty, 1927
Hon. Mention

White to play and win

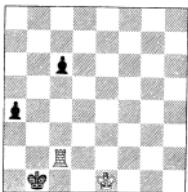
No. 1442. 1. f3! a5+ 2. Ka4 a2 3. Rf2+ Kb1 4. Kb3 a4+ 5. K×a4 a1Q+ 6. Kb3±; 5. . . h2 6. R×h2 a1Q+ 7. Kb3± This time the a8-h1 diagonal is closed by the move 1. f3!, which does not permit the Queen to protect the h1 square.

No. 1443. 1. Rh2! a3 2. Kd2 a2 3. Kc3 a1Q+ 4. Kb3±; 3. . . a1N 4. Rg2 c5 5. Re2 c4 6. K×c4 Ne2 7. Ke3±.

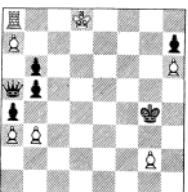
No. 1444. 1. b4 Qa6 2. Kc7 Kh5 3. g4+ K×h6 4. g5+ Kg7 5. Kc6 Kf7 6. Rh8 Q×a7 7. R×h7+±. The position of mutual zugzwang arising after White's fifth move is the substance of this endgame study.

No. 1445. 1. Bc3! dc 2. Kf8! Qb4+ 3. Kf7 Bh5+ 4. g6 B×g6+ 5. R×g6 Kh7 6. Rg4 Kh6 7. Rh4+ Kg5 8. f4+ Kf5 9. de+ Q×e4 10. g4+ K×f4 11. g5±. The catastrophe—Black's loss of the Queen—resulted from the sudden opening up of the fourth rank.

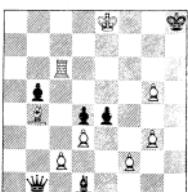
The transformation of ideas and positions frequently leads to the discovery of completely new situations that sharply differ from

1443. T. Kok
1938

White to play and win

1444. W. Tomeczak
Szachy, 1959

White to play and win

1445. A. Gurvich and
G. Kasparyan
1960

White to play and win

the initial ones. For example, compare No. 942 by an anonymous composer, in which two Rooks emerge victorious against one, with J. Kling's No. 1446. It is easy to see their outward resemblance—in No. 1446 the Queen stands on a8 instead of Black's Rook. As a result of the replacement a second variation appeared: 1. . . Qc8.

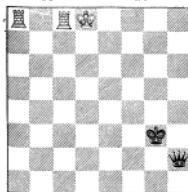
Thus, a new method for domination by two Rooks over the Queen arose and found broad application in endgame composition (see Nos. 1446-60).

No. 1446. 1. Ra4 Q×a4 2. Rh3+ K∞ 3. Rh4±; 1. . . Qc8 2. Rh3+ Q×h3 3. Ra3±.

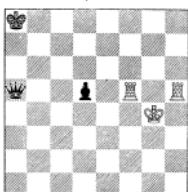
No. 1447. 1. R×f5 a1Q 2. R×a5 Qc1 3. Rh6+ Q×h6 4. Ra6±; 2. . . Q×a5 3. Rh6+ K∞ 4. Rh5±. This is a variation of endgame No. 1446.

No. 1448. 1. Ra4+ Kg5 2. Re5+ Kf6 3. Ra6+ Ke7 4. Rc7+ Kd8 5. Rh7 Qg2 6. Ra8+ Q×a8 7. Rh8+±.

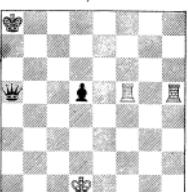
No. 1449. 1. Rc3+ Kf4 2. Ra4+ Ke5 3. Rc5+ Kd6 4. Rh5! Q×h5 5. Ra6+ K∞ 6. Ra5±; 4. . . Qe2 5. Ra6+ Q×a6 6. Rh6+±.

1449. T. Gorghiyev
Magyar Sakkvilág, 1929

White to play and win

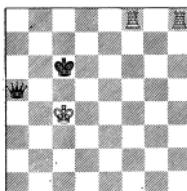
1450. L. Prokeš
Sach, 1943

White to play and win

1451. L. Prokeš
Sach, 1943

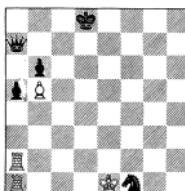
White to play and win

1452. H. Lommer
British Chess Magazine,
1948



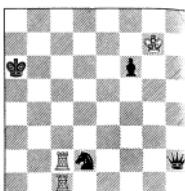
White to play and win

1453. T. Gorghihev
Trud, 1950
4th Hon. Mention



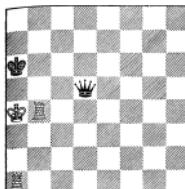
White to play and win

1454. P. Babich
Urals Composers
Tournament, 1950
1st Prize



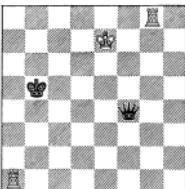
White to play and win

1458. L. Prokes
Sach, 1942



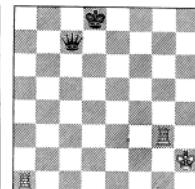
White to play and win

1459. A. Dall' Ava
L'Italia Scacchistica,
1961



White to play and win

1460. A. Dall' Ava
L'Italia Scacchistica,
1963



White to play and win

In No. 1449 T. Gorghihev made an attempt to develop the play of No. 1446 by J. Kling but, unfortunately, an unsuccessful one. No. 1449 cannot be solved: after 3...Ke6! (instead of the composer's 3...Kd6?) 4. Ra6+ Kf7 5. Rc7+ Kf8 Black is saved.

Nos. 1450 and 1451 by L. Prokes are twins.

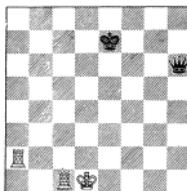
No. 1450. 1. Rh8+ Kb7 2. Rh7+ Ke6 3. Rh6+ Kd7 4. Rf7+ Ke8 5. Rb7 Qa4+ 6. Kg5 Qd4(a1) 7. Rh8+ Q×h8 8. Rb8+±.

No. 1451. 1. Rh8+ Kb7 2. Rh7+ Ke6 3. Rh6+ Kd7 4. Rf7+ Ke8 5. Ra7! Qc3 6. Rh8+ Q×h8+ 7. Ra8+±.

No. 1452. 1. Rh6+ Kd7 2. Rf7+ Ke8 3. Ra7 Qe5 4. Rh8+ Q×h8 5. Ra8+±; 3...Q×a7 4. Rh8+ K∞ 5. Rh7+±.

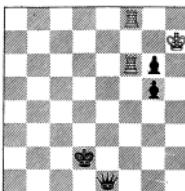
No. 1453. 1. 0-0-0+ Ke7 2. Re2+ Ne3 3. Rxe3+ Kf6 4. Rf1+ Kg5 5. Rg3+ Kh4 6. Rg8 Qc7+ 7. Kb1 Qh7+ 8. Kb2 Qe4 9. Rh1+ Q×h1 10. Rh8+±; 8...Q×g8 9. Rh1+ K∞ 10. Rg1+±.

1455. A. Dall' Ava
L'Italia Scacchistica,
1960



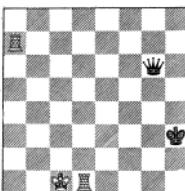
White to play and win

1456. E. Kakovin
Shakhmat v SSSR,
1962



White to play and win

1457. A. Mouterde
La Stratégie, 1916
4th Prize



White to play and win

No. 1454. 1. Ra2+ Kb5 2. Rb2+ Nb3! 3. R×b3+ Ka4 4. Rb8! Qg3+ 5. Kf7 Qe5 6. Ra1+ Q×a1 7. Ra8+±; 5...Q×b8 6. Ra1+ Kb5 7. Rb4+±.

No. 1455. 1. Rc7+ Kd8 2. Rh7 Q×h7 3. Ra8+ K∞ 4. Ra7+±; 2...Qc6 3. Ra8+ Q×d8 4. Rh8+±.

No. 1456. 1. Rd8+! Kc3 2. Rb6+ Kb4 3. Rb8+ Ka5 4. Rc2 Qe7+ 5. Kh6! Qe6 6. Ra2+ Q×a2 7. Ra8+±.

No. 1457. 1. Ra3+ Kg2 2. Rd2+ Kf1 3. Ra1 Ke1 4. Rh2 Qf6 5. Kc2+ Q×a1 6. Rh1+± (see No. 1458).

No. 1458. 1. Ka3 Ka5 2. Rb8 Qe5 3. Kb3+ Q×a1 4. Ra8+±; 1...Qe5 2. Ka2±.

The resemblance between Nos. 1457 and 1458 is quite obvious.

No. 1459. 1. Rb8+ Kc6(c5) 2. Rc1+ Kd5 3. Rd8+ (or Rb5+±).

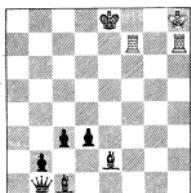
No. 1460. 1. Ra8+ K∞ 2. Ra7 Q×a7 3. Rg7+±.

The seizure of the seventh rank by the Rooks is effective in the struggle for initiative. This method brings White success in Nos. 1461-75, where the Queen falls victim to the Rooks. To illustrate the strength of the Rooks in such cases, let us view the beautiful problem (No. 1461) by W. Shinkman and O. Würzburg (mate in 16) which can also be considered an endgame study because of its correlation of forces (Black's material advantage).

No. 1461. 1. Re7+ Kd8 2. Rd7+ Kc8 3. Rc7+ Kb8 4. Rb7+ Ka8 5. Ra7+ Kb8 6. Rb7+ Kc8 7. Rf7 Kb8 8. Rad7 Kc8 9. Rde7 Kd8 10. Rb7 Kc8 11. Rfc7+ Kd8 12. Rg7 Kc8 13. Rbe7 Kd8 14. Ref7 Ke8 15. Rb7 ∞ 16. Rb8(g8)×. The precise manoeuvres of the Rooks do not give Black any breathing space. Black's pieces cannot come to the aid of their King.

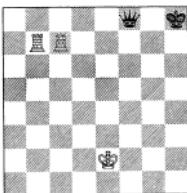
In Nos. 1462-71 the Rooks take possession of the seventh rank. Black's King and Queen are on the eighth rank, which thus creates a peculiarly cramped position and leads to the capture of the Queen.

1461. O. Würzburg and
W. Shinkman
1918



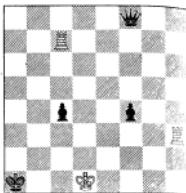
Mate in 16 moves

1462. H. Rinck
La Stratégie, 1916
Tie for 1st Prize



White to play and win

1463. H. Rinck
American Chess Bulletin,
1916
1st Prize



White to play and win

No. 1462. 1. Rh7+ Kg8 2. Rhei7 Kh8 3. Rbc7 Kg8 4. Ra7 Kg8 5. Rf7 Qe8+ 6. Kf2 Kg8 7. Rg7+ Kf8 8. Rh7 Kg8 9. Rag7+ Kf8 10. Rh8+±; 3. . . . Qg8 4. Kf1 Qf8+ 5. Rf7 Qg8 6. Ra7 Qe8(d8, e8, b8) 7. Rh7+ Kg8 8. Rag7+ Kf8 9. Rh8+±.

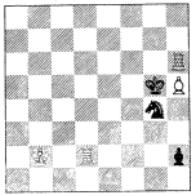
No. 1463. 1. Ke1 Qa8 2. Rb7 Qa2 3. Rf3 c3 4. Rx_c3 f3 5. Rcb3 f2 6. Rb1+ Q×b1+ 7. R×b1+ Ka2 8. Kc2+±; 2. . . . Ka2 3. Rb2+ Ka1 4. Rb1+ Ka2 5. Rh2+ Ka3 6. Ra1+±.

No. 1464. 1. Rg6+ K×h5 2. R×g4 hQ 3. Rg7 Kh6 4. Rgg2 Qe1 5. Rge2 Qf1 6. Rh2+ Kg5 7. Rdg2 Kf5 8. Rf2+±.

No. 1465. 1. Rcb6 Qa4 2. Ke5 Ka2 3. Rb2+ Ka3 4. Rb1 Qa5+ 5. K×e6±.

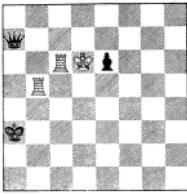
No. 1466. 1. Re7+ Kd8 2. Rd7+ Kc8 3. Rc7+ Kb8 4. Rb7+ Ka8 5. Ra7+ Kb8 6. Rhb7+ Kc8 7. Ra8+±.

1464. F. Prokop
Shakhmaty, 1929
Tie for 3rd Prize



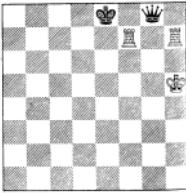
White to play and win

1465. F. Prokop
Shakhmatny listok, 1929
5th Hon. Mention



White to play and win

1466. L. Prokés
Sách, 1942



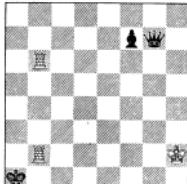
White to play and win

1467. L. Prokés
Revista Româna de Șah,
1948



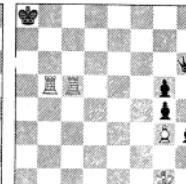
White to play and win

1468. G. Kasparyan
Shakhmaty v SSSR,
1959



White to play and win

1469. A. Korányi
Magyar Sakkélet, 1961



White to play and win

No. 1467. 1. Kh8! c3 2. Rac2 Qa1 3. Rh2+ Kg1 4. Reg2+ Kf1 5. Rh1+±.

No. 1468. 1. Rb2+Qh8+ 2. Kg2! Qa8+ 3. Kg3! Qa2 4. Rb3! 5. Rb8! f4+ 6. Kf3 Qa4(a5, a6, a7) 7. Rb1+ Ka2 8. Rb8+Ka3 9. Ra1+±.

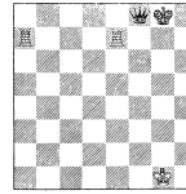
No. 1469. 1. Rb2 Qa6 2. Rcb5 Qa1+ 3. Kh2 Qa6 4. Rb1 Qa2+ 5. Rsb2 Qa6 6. Kg1 Ka7 7. Rb5 Ka8 8. Rb6 Qa7 9. Rb2 Qa8+ 10. Kh2 Qa7 11. Kh1 Qa1+ 12. Rb1 Qa7 13. Kg1 h2+ 14. Kh1 Qb7+ 15. K×h2 Qh7+ 16. Kg1 Qa7 17. Rb2 Qa1+ 18. Kh2 Qa7 19. Kg2 Qb7+ 20. Kg1 Qa7 21. Rh1±.

No. 1470. 1. Rac7 Kh8 2. Rf7 Qg8+ 3. Kf1(f2) Qa8(b8, d8, e8) 4. Rh7+ Kg8 5. Rcg7+ Kf8 6. Rh8+±.

No. 1471. 1. Rh7+ Kd8 2. Ra6 Qf8+ 3. Kg3! Qg8+ 4. Kf2 Qd5 (4. . . . Qf8+ 5. Ke2 Qe8+ 6. Kd2±) 5. Ra8+ Q×a8 6. Rh8+±.

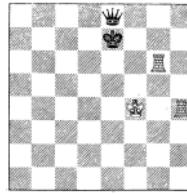
A somewhat different method of capturing the Queen is employed in endgames Nos. 1472-75. Here, too, the Rooks occupy the seventh

1470. A. Dall' Ava
L'Italia Scacchistica,
1960



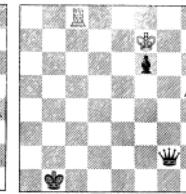
White to play and win

1471. E. Pogosants
Shakhmaty v SSSR,
1964



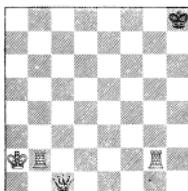
White to play and win

1472. A. Gherbstman
Narodní Listy, 1929



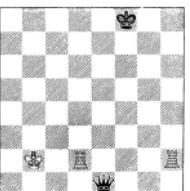
White to play and win

1473. L. Prokeš
Šach, 1942



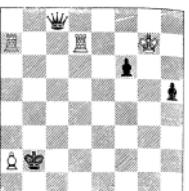
White to play and win

1474. L. Prokeš
Šach, 1942



White to play and win

1475. L. Prokeš
Šachové Učměří, 1947
2nd Hon. Mention



White to play and win

rank, the Queen is on the eighth, but Black's King is outside the eighth rank.

No. 1472. 1. Rb5+ Ka1 2. Rc1+ Ka2 3. Re7 Qa8 4. Rbb7 Qd8 5. Rd7 Qh8 6. Re7 Qd8 7. Rbd7 Qc8 8. Ra7+ Ks9 9. Reb7+ Ks9 10. Re7+±.

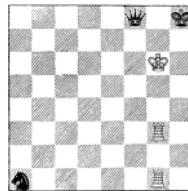
No. 1473. 1. Rgc2 Qe1(e3) 2. Re8+ Kg7 3. Rb7+ Kf6 4. Rc6+ Kf5 5. Rb5+ Kf4 6. Re4+ Kf3 7. Rb3+ Kf2 8. Re2+ Kf1 9. Rb1±; 1. . . . Qd1 2. Rb8+ Kg7 3. Re7+ Kf6 4. Rb6+ Ke5 5. Rc5+ Ke4 6. Rb4+ Ke3 7. Rc3+ Ke2 8. Rb2+ Ke1 9. Rb1±.

No. 1474. 1. Rhf2+ Kg7 2. Rg2+ Kh6 3. Rge2 Qf1 4. Rh2+ Kg5 5. Rdg2+ Ks9 6. Rf2+±.

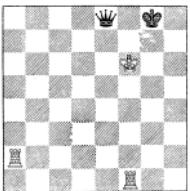
No. 1475. 1. Rab7+ Ka1 2. Rd1+ K×a2 3. Rdd7! Qe8 4. Re7Qd8 5. Rbd7Qc8 6. Ra7+ Kb3 7. Reb7+ Ks9 8. Rc7+±.

The staircase movement of White's King with discovered checks leads to the capture of Black's Queen in endgames Nos. 1476 and 1477.

1476. B. Horwitz



1477. H. Rinek
La Stratégie, 1917



White to play and win

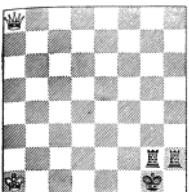
1478. G. Kasparyan
La Stratégie, 1937
(revised 1975)



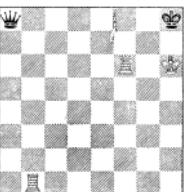
White to play and win

1479. L. Centurini

1480. H. Rinek
Tidskrift för Schack, 1917

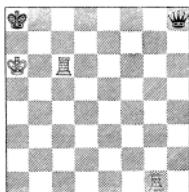


Black to play and win



White to play and win

1481. L. Prokeš
Československý Šach, 1959



White to play and win

No. 1476. 1. Rh1+ Kg8 2. Kh5+ Kh7 3. Kg4+ Kg8 4. Kh3+ Kf7 5. Rf3+± (see No. 1477).

No. 1477. 1. Rg2+ Kf8 2. Kg3+ Kg7 3. Kf4+ Kf6 4. Kg3+ Kg5 5. Kf2+ Kf4 6. Kg1+ Ke3 7. Re1+±.

No. 1478. 1. g6 Nd2+ 2. Ka3 Nb1+ 3. Rx b1 a1Q+ 4. Kb3 e4 (in the case of 4. . . . Bd4 5. e3 Bc3 6. e4 Bd4 White's task is simplified: 7. Kb4 Bc3+ 8. Kb5 Bd4 9. Ra6 Bc3 10. Kb6 Bd4+ 11. Kb7 Bc3 12. Ra8+) 5. e3! (mutual zugzwang) 5. . . . Be5 6. Kb4 Bf6 7. Kb5 Bc3 8. Ra6 Bf6! 9. Kb6 Bd8+ 10. Kb7 Q×b1 (10. . . . Bf6 11. Ra8+) 11. Re6±. The systematic movement of White's King and Rook leads to the capture of the Queen or mate.

Other possibilities of winning the Queen are realised in Nos. 1479-1508. In some of them methods of domination known to the reader from the preceding endgames are employed.

No. 1479. 1. . . . Rh1 2. Qb8 Kf2+ 3. Kb2 Ke3+ 4. Kc3 Rc1+ 5. Kb3 Rb1+.

Should this be considered a true endgame study? An attentive examination shows it to be sooner a position of a theoretical nature since besides the composer's solution there exist two others: 1. . . . Rf2 2. Qa7 (2. Qg8+ Rhg2) 2. . . . Rh1±; 1. . . . Re2 2. Qa7+ (2. Qg8+ Rhg2) 2. . . . Rhf2 3. Qg7+ Kf1±.

No. 1480. 1. Rb7 Qg8 2. Rbf7 Qg7+ 3. Kh5 Qg6+ 4. K×g6±; 1. . . . Ks9 2. Rg7+ Kh8 3. Rh7+ Kg8 4. Rg6+ Ks8 5. Rh8+± (see No. 1481).

The first of the twins 1481 and 1482 by L. Prokeš turns out to be a mirror-like reflection of H. Rinek's No. 1480.

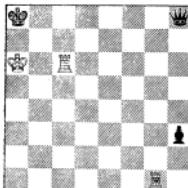
No. 1481. 1. Rg7 Qb8 2. Rgc7 Qb7+ 3. Ka5 Qb6+ 4. K×b6±.

No. 1482. 1. Rg7 Qb8 2. Rec7 h2 3. Ra7+±.

No. 1483. 1. Rf7 Qe5+ 2. Rg3 Qb2+ 3. Kh3 Qh8 4. Rc7!. Qg8 5. Rg4 e3 6. Rh7+ Q×h7 7. Rh4+±.

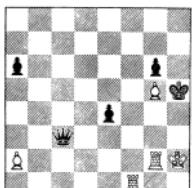
No. 1484. 1. Rc6+ Kb7(b8) 2. Re4 Kb6 3. Rb2+ Ka5 4. Ra2±.

1482. L. Prokeš
Československý Šach,
1959



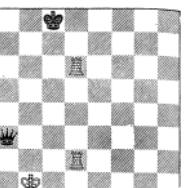
White to play and win

1483. E. Bekey
Magyar Sakkvilág, 1935



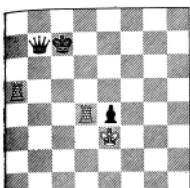
White to play and win

1484. L. Prokeš
1943



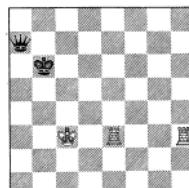
White to play and win

1488. L. Prokeš
Severočeský Šach, 1948



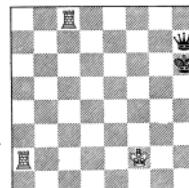
White to play and win

1489. H. Rinck
La Stratégie, 1916
3rd Prize



White to play and win

1490. L. Prokeš
1944



White to play and win

No. 1485. 1. h6 gh 2. Ra8+ Q×a8 3. Rh7±; 1. . . . Qg6+
2. Rc6 Qg1+ 3. Rac5 Qb1+ 4. Rb5 Qa2 5. Kc5+±; 1. . . .
Qb2+ 2. Rb5 Qd4+ 3. Kc6+ Ka8 4. Re8+ Ka7 5. Ra5X;
1. . . . Qf2+ 2. Rac5 Qf6+ 3. Ka5 gh 4. Re8+ K∞ 5. Rg5C7X
(see No. 1486).

No. 1486. 1. Rd7 Qb8 2. Re5 Qb1+ 3. Rf5 Qg1+ 4. Rg5
Qb1+ 5. Kf6+±.

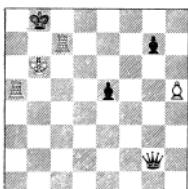
There is a common feature in Nos. 1487 and 1488. However, preference should be given to the former, in which the prelude is more interesting and which made its appearance 13 years earlier.

No. 1487. 1. Re1+ Kf8 2. g7+ Q×g7 3. Rf4+ Nf5 4. R×
f5+ Kg8 5. Re8+ Kh7 6. Rh5+ Kg6 7. Reh8 Kf6 (7. . . . Kf7
8. Rh7) 8. Rg8+ K∞ 9. Rh7± (see No. 1488).

No. 1488. 1. Re5+ Kb8 2. Rd8+ Ka7 3. Ra5+ Kb6 4.
Rda8 Kc6 5. Rg8a6+ Kc7 6. Ra7±.

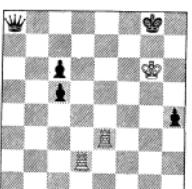
No. 1489. 1. Re6+ Kb5 2. Re5+ Ka4 3. Re4+ Ka3 4.
Kc4+ Ka4 5. Kd5+ Kb5 6. Rb3+ Ka5 7. Ra3+±; 4. . . .

1485. H. Cohn
Shakhmaty, 1929



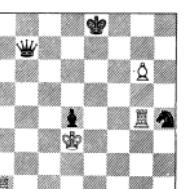
White to play and win

1486. L. Prokeš
Tidskrift för Schack,
1947



White to play and win

1487. L. Kubbel
1935



White to play and win

Kb2 5. Re2+ Kc1 6. Rh1+±; 3. . . . Kb5 4. Rh5+ Ke6 5.
Re6+ Kd7 6. Rh7+± (see No. 1490).

No. 1490. 1. Re6+ Kg5 2. Rc5+ Kg4 3. Rc4+ Kh3 4.
Rc3+ Kh2 5. Kf3+ Kh3 6. Kf4+±.

Nos. 1489 and 1490 are close in construction and idea.

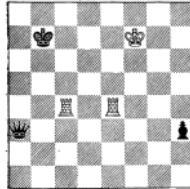
No. 1491. 1. Rb4+ Kc8 2. Ke8 Kc7 3. Ke7 Kc6 4. Ke6±.

No. 1492. 1. Kf8 Qh2 2. Ke7+ Kg7 3. Rf7+ Kg6 4. Rg8+
Kh6 5. Rh8+±; 1. . . . Qa3+ 2. Kf7+ Kh7 3. Rh8+±.

No. 1493. 1. Rg5! Qe8+ 2. Kh6+ Kf8 3. Rf5+ Kg8 4.
Rg7+ Kh8 5. Rh7+ Kg8 6. Rg5+ Kf8 7. Rh8+±; 1. . . .
Kh8 2. Rh5+ Kg8 3. Re5 Kh8 4. Rh7+ Kg8 5. Ree7±; 1.
. . . b5(c6) 2. Rg5 Qc8 3. Ree7 Qa6+ 4. Kg5 Kf8 5. Rh7
Kg8 6. Rdg7+ Kf8 7. R×c7 Kg8 8. Rcg7+ Kf8 9. Ra7±.

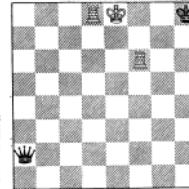
No. 1494. 1. Kb5 Qh5+ 2. Ka6 Qg6+ 3. Rd6±.

1491. E. Bergkvist
Eskilstuna Kuriren,
1916



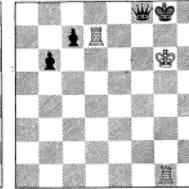
White to play and win

1492. L. Prokeš
J. Louma Tourney, 1941
5th Commendation



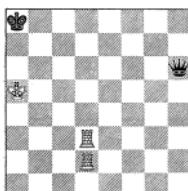
White to play and win

1493. L. Prokeš
J. Kotrč Memorial
Tourney, 1944
1st Prize



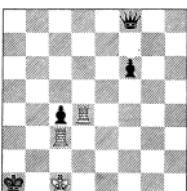
White to play and win

1494. H. Rinck
La Stratégie, 1916



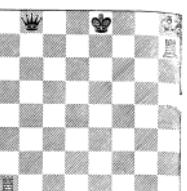
White to play and win

1495. H. Rinck
L'Eco degli Scacchi, 1917
1st Prize



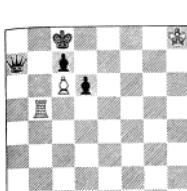
White to play and win

1496. H. Rinck
Revista Româna de Șah, 1940



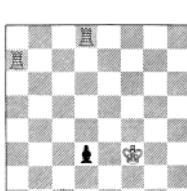
White to play and win

1500. S. Wójcik
Szachy, 1960



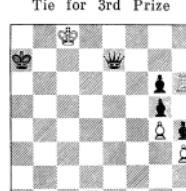
White to play and win

1501. Z. Birnow
64, 1935



White to play and win

1502. D. Petrov
M. and V. Platov
Memorial Tournament, 1963
Tie for 3rd Prize



White to play and win

No. 1495. 1. Rd8 Qh6+ 2. Rd2 Qh1+ 3. Rd1 Qa8 4. Kd2+ Kb2 5. Rc2+ Kb3 6. Rb1+ Ka3 7. Ra1±; 3. ... Qh6+ 4. Kc2+ Ka2 5. Ra1+ K×a1 6. Ra3X; 2. ... Qf8 3. Kd1±.

No. 1496. 1. Rg7 Qh2+ 2. Kg8 Qb8 3. Ra3 Qc8 4. Kh8 Qc6 5. Ra8+ Q×a8 6. Rg8±.

No. 1497. 1. Re6+ Kd8 2. Ra5 Qf3+ 3. Rd5±.

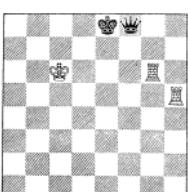
No. 1498. 1. Kg3! c1Q 2. Rb7+ Ke6 3. Rh6+Kf5 4. Rb5+ Ke4 5. Rh4+ Kd3 6. Rb3+ Ke2 7. R×h2±.

No. 1499. 1. Rd2+Ke7 2. Re2+Kf8 3. Rg1±; 2. ... Kd6 3. Rd1+Kc5 4. Re2+Kb4 3. Rb1+Ka3 6. Ra1±.

No. 1500. 1. R5b4! Kd8 2. Re1 Qa8 3. Rb7 Qc8 4. Re3 Qa8 5. Kh7! Qc8 6. Kh6 Qa8 7. Kg6 Qc8 8. Kf6 Qa8 9. Re1 Qc8 10. Rdb1±.

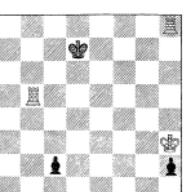
In Nos. 1501 and 1502 White avoids a stalemate snare.

1497. L. Prokeš
Severočeský Šach, 1947



White to play and win

1498. L. Prokeš
Tijdschrift v.d. KNSB,
1947
3rd Prize



White to play and win

1499. L. Prokeš
Svobodné Slovo, 1950



White to play and win

No. 1501. 1. Rb8+ Kc2 2. Rc8+ Kd2 3. Ra2+ Kd1 4. Rc1+ K×c1 5. Ra1+ Kc2 6. R×g1±.

No. 1502. 1. Rh7 Q×h7 2. Rd7+Ka8 3. Kc7 Qh6 4. Rd8+Ka7 5. Kc6 Qg7 6. Rd7+.

No. 1503. 1. Rda2 Qg5 2. Rh2+ Kg8 3. Rg2±; 4. ... Qf6(d6, b6) 2. Ra8+Kg7 3. R2a7+Kc8 4. Ra6±.

No. 1504. 1. Rg8+Kf3 2. 0-0+Ke4 3. Rg4+.

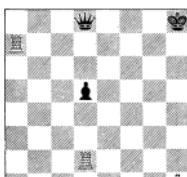
No. 1505. 1. Rab6 Qa8 2. Rc8+! Q×c8 3. Rb3! Qa8 4. Re3+Kd8 5. Kf8!±.

No. 1506. 1. Rh4+Kg5 2. Rc5+Kf6 3. Rf4+Ke6 4. Re4+Kd6 5. R×e8 K×c5 6. Rc8+.

No. 1507. 1. Rb4+Kg5 2. Ra5+Kf6 3. Rb6+Ke7 4. Ra7+Kd8 5. Rb8+Qc8 6. Ra8 Q×b8 7. R×b8+±; 1. ... Qg4 2. Raa4 Q×b4 3. R×b4+±.

No. 1508. 1. Ra3+Kb4 2. Rab3+Kc4 3. Rhc3+Kd4 4. Rd3+Kc4 5. Rhc3+!Kb4 (5. ... Kb5 6. Rd8) 6. Rc7!

1503. A. Dall' Ava
L'Italia Scacchistica,
1961



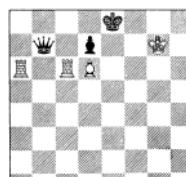
White to play and win

1504. A. Dall' Ava
L'Italia Scacchistica,
1961



White to play and win

1505. A. Gurvich
Sovietsky flot, 1960



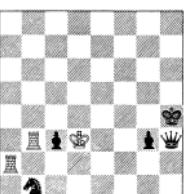
White to play and win

1506. F. Bondarenko
Revista de Shakh, 1960



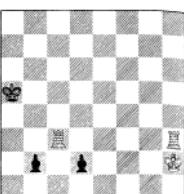
White to play and win

1507. J. Fritz
Szachy, 1962



White to play and win

1508. L. Olmutsky
Sotsialisticheskaya Kharkivshchina, 1964
1st Prize



White to play and win

b1Q 7. Rd8! d1Q 8. Rb8+ Ka3 9. Ra7+±; 2. . . . Ka4 3. Rbg3!! d1(b1)Q 4. Rh4+ Kb5 5. Rg5+ Kc6 6. Rh6+ Kf5 7. Rg7+±. An endgame study exceptional for elegance and beauty of concept, in which two Rooks manage to win two Queens. The second variation (2. . . . Ka4 3. Rbg3!!, etc.) is equally superb.

Chapter 3

ROOK AND MINOR PIECE TRAP QUEEN

A Rook with a minor piece can put up a successful battle against the Queen in positions where they can cooperate closely. In such endgame studies there arise various Queen-trapping motifs that are well known from the two preceding chapters.

Queen Trapped by Rook and Knight

Endgames for trapping the Queen by Rook and Knight are classified in Table 30.

The division into two main groups, A (with sacrifices) and B (without sacrifices), is to a certain extent arbitrary to simplify the classification. Some endgame studies that have no true sacrifices are in Group A, and vice versa in Group B. The exceptions have other kindred features with the studies in their groups.

In Nos. 1509–40 White carries out combinations with Rook sacrifices mainly on the eighth and seventh ranks. Most of them have their own specific features: the Rook pursues the Queen or King and compels it to accept the sacrifice, after which a Knight fork follows.

In a primitive form this combination is expressed in Ph. Stamma's No. 1509.

No. 1509. 1. Rd8+ Kb7 2. Rb8+ Kxb8 3. Ne6+±.

Table 30. Rook and Knight Trap Queen
(Endgame Studies Nos. 1509–1627)

Subdivisions	Features of the Set-Up	Nos.
A. With sacrifices		
1	Combinations with Rook sacrifices on the eighth and seventh ranks	1509–40
2	Analogous combinations with Rook sacrifices on other ranks	1541–72
3	The Rook is attacked simultaneously by Black's King and Queen. Acceptance of the sacrifice leads to Knight forks	1573–88
4	The Queen is lost through geometric motifs	1589–95
5	Catastrophe on the first rank	1596–1601

B. Without sacrifices

1	Simple positions with Black's King or Queen in the corner of the board	1602–09
2	Trapping the Queen by different methods	1610–23
3	Immobilisation of the Queen	1624–27

No. 1510. 1. Ng3+ Kd4 2. Re8 Q×c8 3. Nf5+ Kc5 4. b4+ Kf5 5. Nd6(e7)+±. The method of the Rook's attack on the Queen in this endgame found further application in other studies considered below.

No. 1511. 1. Na5+ Ka7 2. Rc7+ Ka8 3. Rc8+ Ka7 4. Rx f8 h1Q 5. Rb8 Qd5+ 6. Kb2 Q×f7 7. Rb7+ Ka8 8. Nc6 K×b7 9. Nd8+±.

1509. Ph. Stamma
1737

1510. A. Troitzky
1895
(corrected and revised
by G. Kasparyan)
Shakhmaty v SSSR,
1958



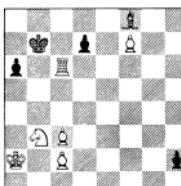
White to play and win

1510. A. Troitzky
1895

1511. A. Troitzky
1901
Shakhmaty v SSSR,
1958



White to play and win



White to play and win

1512. H. Rinck
Deutsche Schachzeitung,
1902



White to play and win

1513. H. Rinck
Deutsche Schachzeitung,
1902



White to play and win

1514. H. Rinck
Deutsche Schachzeitung,
1903



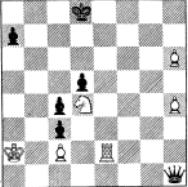
White to play and win

1518. H. Rinck
Deutsche Schachzeitung,
1905



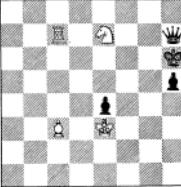
White to play and win

1519. H. Rinck
Deutsche Schachzeitung,
1905



White to play and win

1520. H. Rinck
Fins de Partie, 1909



White to play and win

This is a revision of the following endgame study:

A. Troitzky, *Shakhmatny zhurnal*, 1901

White: Ka2, Rf8, Na5; Pawns on d2 and f7(5)

Black: Ka7, Qh1; Pawns on a6, d4, d7(5)

White to play and win

1. Rb8 Qd5+ 2. Kb2 Q×f7 3. Rb7+ Ka8 4. Nc6 K×b7 5. Nd8+±.

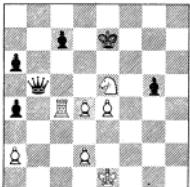
In 1957 K. Klaman pointed out that there was no solution to A. Troitzky's endgame after 2. . . Q×a5! 3. f8Q Q×d2+=. Therefore it was revised.

No. 1512. 1. Rh7 Qd8+ 2. Kc2 Qc8+ 3. Kb2 Qe6 4. f5 Q×f5(c4, c8) 5. Nd6+±; 4. . . Qd5(g8) 5. Nf6+±.

No. 1513. 1. Na5 Qc8 2. Rb8 Qd7 3. Rd8 Qh7(f7) 4. Nc4+ Ke4 5. Nd2+ Ke5 6. Nf3+ Ke4 7. Ng5+±. Black declines both sacrifices of the Rook but loses the Queen on other squares.

No. 1514. 1. Ne4 Qh6 2. Rh7 Qf8+ 3. Nd6+ Kd8 4. Rh8 Q×h8 5. Nf7+±; 1. . . Qd8 2. Nd6+ Kf8 3. Re8±.

1515. H. Rinck
Deutsche Schachzeitung,
1903



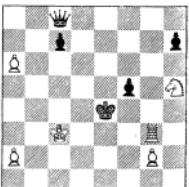
White to play and win

1516. H. Rinck
Leader, 1903-05
1st Prize



White to play and win

1517. M. Platov
Rigaer Tageblatt, 1904



White to play and win

No. 1515. 1. Rb4 Qe8 2. Rb8 Qh5 3. Rh8 Q×h8 4. Ng6+±. An example of good teamwork by the Rook and Knight against the Queen, which cannot escape the Rook's attacks.

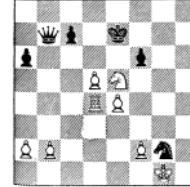
No. 1516. 1. Nd5 de 2. g3 Qd8 3. Rg6+ Kd7 4. Rg8 Qa5 5. Ra8 Q×a8 6. Nb6+±; 2. . . Qh8 3. Rg8 Qh7(h5, h6) 4. Rg6+ Q×g6(Kd7) 5. Ne7(f6)+±. The main variation resembles the chief solution in No. 1515.

No. 1517. 1. Rg8 Q×a6 2. Re8+ Kd5 3. Nf4+ Kc5 4. Nd3+ Kb5 5. Re5+ Kb6 6. Re6+ c6 7. R×c6+K×c6 8. Nb4+ Kb6 9. N×a6 K×a6 10. Kd4±; 5. . . c5 6. R×c5+ Ka4 7. Nb2+ Ka3 8. Nc4+ Ka4 9. Ra5+±.

No. 1518. 1. Rd8 f5+ 2. Kg3 Qf6 3. Rd6 Qf8 4. Rb6 Qe8 5. Ne4+ Q×c4 6. bc K×b6 7. Kh4±; 2. . . Qc5 3. b4+ K(Q)×b4 4. Nd3(c6)+±.

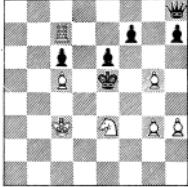
No. 1519. 1. h7 Q×h4 2. Re7 Q×d4 3. Rf7 Ke8 4. Rb7±; 3. . . Qh8 4. R×a7±; 2. . . K×e7 3. Nf5+±.

1521. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

1522. L. Kubbel
Rigaer Tageblatt, 1911



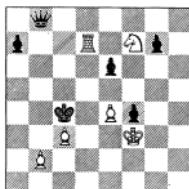
White to play and win

1523. M. and V. Platov
1914



White to play and win

1524. A. Troitzky
Deutsche Schachzeitung,
1914



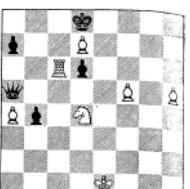
White to play and win

1525. J. Schwers
Before 1922



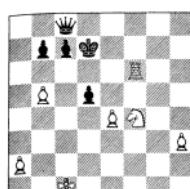
White to play and win

1526. J. Schwers
1922



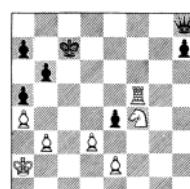
White to play and win

1530. A. Troitzky
Izvestia, 1924



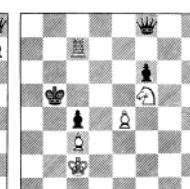
White to play and win

1531. A. Troitzky
500 Endspielstudien,
1924



White to play and win

1532. V. Bron
Shakhmatny listok, 1927
3rd Prize



White to play and win

No. 1520. 1. Kf4 Qh8 2. Nf5+ Kg6 3. Rc8 Qf6 4. Rcf6 Q×c6 5. Ne7+±.

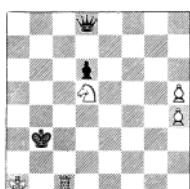
No. 1521. 1. Rb4! Qc8 2. Rb8 Qh3 3. Rh8 Nh4 4. Rxh4! Qc8 5. Rh8 Qb7 6. Rb8±. It is interesting to compare this endgame with the kindred No. 1515 by H. Rinck. Both have a similar construction, but the play in A. Troitzky's is more dynamic.

No. 1522. 1. Re8! Qg7 2. Rg8 Q×g8 3. Ng4+ K∞ 4. Nf6 (h6)+±; 1. . . . Q×c8 2. Nc4+∞ 3. Nb6 (d6)+±. Two pairs of symmetrical Knight forks on the flanks.

No. 1523. 1. Nh6+ Kf8 2. Rf7+ Ke8 3. Rh7 Qh4+ 4. Ng4 Q×h7 5. Nf6+±; 3. . . . Qc7 4. Rh8+ Ke7 5. Nf5+ Ke6 6. Re8+ Kf7? 7. Rg8 Q×c8(b7) 8. Nd6+±.

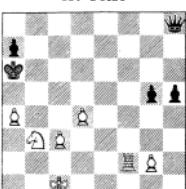
No. 1524. 1. Rb7! Qg8(a8) 2. Ne5+ Kc5 3. Rb8! Qh7 4. b4+ Kd6 5. Rh8! Q×h8 6. Ni7+±. An interesting transition from one system of forks (with the King on c4) to another (with the King on c5 and d6).

1527. J. Schwers
1922



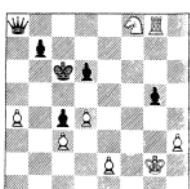
White to play and win

1528. H. Rinck
L'Italia Scacchistica,
1920
1st Prize



White to play and win

1529. L. Kubbel
Krasnaya gazeta, 1924



White to play and win

No. 1525. 1. Rf4+ Kb5 2. Rf7 Qe5 3. Rf5 d5 4. Rxd5 Q×d5 5. Nc7+±; 2. . . . Qb8(b6) 3. Rb7+ Q×b7 4. Nx d6+±.

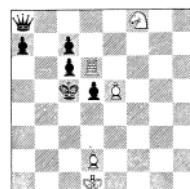
No. 1526. 1. Rc5 Q×a4 2. Ra5 Q×d7 3. Rx a7 Qc8 4. Ne6+ Ke8 5. Ra8 Q×a8 6. Nc7+±; 1. . . . Qb6 2. a5 Qa6 3. Ne6+ K×d7 4. Nb8+±.

No. 1527. 1. Rc3+ Ka4 2. Rc8 Qa5 3. Ra8 Q×a8 4. Nb6+±; 2. . . . Q×h4 3. Rc4+ Q×c4 4. Nb6+±.

No. 1528. 1. Nc5+ Kb6 2. Rf8 Qh7 3. Rf6+ Kc7 4. Ne6+ Kc8 5. d4 h4 6. Rf8+ Kd7 7. Rd8+ Ke7 8. Rd7+ K×d7 9. Nf8+±; 5. . . . Qe7 6. Rf8+ Kb7 7. Rf7 Q×f7 8. Nd8+±; 5. . . . Qe4(d3) 6. Rf8+ Kd7(b7) 7. Ne5+±. A technically well-implemented idea: two-time Rook sacrifice to create two echo variations of trapping the Queen.

No. 1529. 1. d5+! K×d5 2. Nd7 Qa6 (2. . . . Qa7 3. Ra8! Qe3 4. Nf6+ Kc5 5. Rc8+ Kb6 6. Nd5+±) 3. R×g5+ Ke4

1533. A. Gulyayev
64, 1927



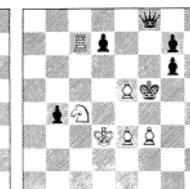
White to play and win

1534. Y. Merkin
64, 1929



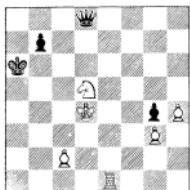
White to play and win

1535. L. Kayev
Shakhmatny v SSSR,
1932



White to play and win

1536. L. Kayev
64, 1932
3rd Prize



White to play and win

1537. J. Mandil
La Vanguardia, 1932



White to play and win

1538. J. Mandil
Els Escacs a Catalunya,
1933



White to play and win

4. Re5+ de 5. Nc5+±; 4. . . . Kf4 5. e3X; 3. . . . Ke6 4. Nc5+ de 5. Rg6+±.

No. 1530. 1. Rf7+ Kd6 2. e5+ K×e5 3. Rf8 Qd7 4. Nd3+ Kd4 5. Kd2±; 2. . . . Kc5 3. Rx×c7+ Q×c7 4. Ne6+±.

No. 1531. 1. Rf8! Qe5 2. d4 Qd6 3. Rf6 Qd7 4. Ne6+ Kb8 (c8) 5. Rf8+ Kb7 6. Rf7! Q×f7 7. Nd8+±.

No. 1532. 1. Rsc1 Qa3 2. Nd4+ Kb6 3. Rb8+ Kc5 4. Rb5+ Kd6 5. Rd5+ Ke7 6. Ra5! Q×a5 7. Nc6+±.

A well-compiled endgame study based on typical combinations from those examined above.

No. 1533. 1. Rd8 Qb7 2. Rb8 Qa6 3. Ne6+ Kc4 4. d3+ Kc3 5. Rb3+ K×b3 6. Nc5+±.

No. 1534. 1. Rf8 Qb7 2. Nd7+ Kd5 3. Nf6+ Kc5 4. Rb8 Qa6 5. Ne4+ Kd5 6. Ne3+ Kc5 7. Na4+ Kd5 8. Rd8+ Kc4 9. Nc5+±.

No. 1535. 1. Rc8 Qe7 2. Re8 Qh4 3. Nd6+ Kg5 4. Rh8 Qe1 5. Ne4+ Kf5 6. Rh1 Q×h1 7. Ng3+±.

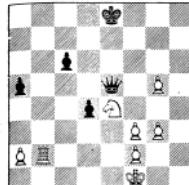
No. 1536. 1. Re8 Qd7 2. Ra8+ Kb5 3. c4+ Kc6 4. Rc8+ Kd6 5. c5+ Ke6 6. Re8+ Kf5 7. Re5+ Kg6 8. Re6+ Kh5 9. Ke5±; 1. . . . Qd6 2. Re6 Q×e6 3. Nc7+±. Black's acceptance of the Rook sacrifice cost him his Queen all five times. The forced march of Black's King from one side of the board to the other is also interesting.

No. 1537. 1. cb Qf3+ 1. Ka2 Q×b7 3. Ne5 Qh1(a8, b8, c8) 4. Rh4(d8)+ Q×h4(d8) 5. Ng6(f7)+±.

No. 1538. 1. Nd6+ Kd8 2. Rh6 e4+ 3. Kb1 ef 4. ef Qc3 5. Rh8+ Ke7 6. Re8+ Kf6 7. Ne4+±.

No. 1539. 1. f4 Qe6 2. f5 Qe5 3. f4 Qe7 4. Rb8+ Kf7 5. Rb7 Q×b7 6. Nd6+±; 3. . . . Qc7 4. Rb7 Qd8 5. Nf6+ Kf8 6. Rb8 Q×b8 7. Nd7+±.

1539. R. Guy
British Chess Magazine,
1947



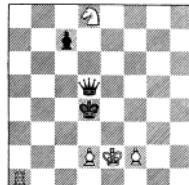
White to play and win

1540. H. Lilja
Tidskrift för Schack, 1962



White to play and win

1541. B. Horwitz and
J. Kling
1851



White to play and win

No. 1540. 1. g7 Q×g7+ 2. e7+ K×c8 3. Rc6+ Kd7 4. Rc7+ K×c7 5. e8N+ Kc6 6. N×g7 Kb5 7. Nf5 Kb4 8. Ne3 Kb3 9. Nd1 Kc2 10. Kb6±.

We see analogous Rook sacrifices in Nos. 1541-72 but mostly on ranks other than the eighth and seventh.

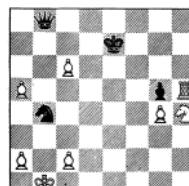
Nos. 1541-47 also have common combinational features. Some employ a secondary Pawn fork leading to a Knight fork.

No. 1541. 1. Ra4+ Kc5 2. Ra5 c5 3. R×c5 Q×c5 4. d4+ Q(K)×d4 5. Ne6(e6)+±.

No. 1542. 1. Rh8 Qb5 2. Nf5+ Kf6 3. Rh6+ Ke5 4. Re6+ Kd5 5. c4+ Q×c4 6. Ne3+±; 5. . . . K×c4 6. Nd6+±; 4. . . . Kf4 5. Re4+ Kc5 6. Nd6(d4)+±.

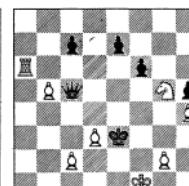
No. 1543. 1. Re6+ Kd4 2. Re4+ Kd5 3. Re5+ K×e5 4. d4+ K(Q)×d4 5. Ne6(f3)+ Kc5 6. N×c5{K×c5} 7. g4±; 3. . . . fe 4. c4+ Kc5 5. Ne4(e6)+±; 1. . . . Kf4 2. R×f6+ Kg4 3. Rf4+∞ 4. Ne4(e6)+±.

1542. H. Rinck
Deutsche Schachzeitung,
1903



White to play and win

1543. J. Schwers
1922



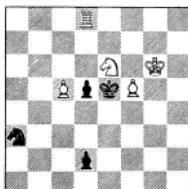
White to play and win

1544. L. Kubbel
Rigašche Rundschau,
1914



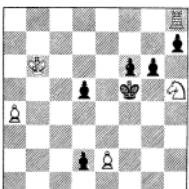
White to play and win

1545. J. de Villeneuve-
Escalopon and
A. W. Mongrédiens



White to play and win

1546. E. Bergkvist
Eskilstuna Kuriren, 1916



White to play and win

1547. C. Peronace
Ajedrez Argentino,
1951



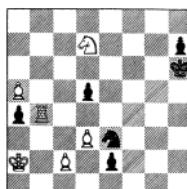
White to play and win

1551. A. Troitzky
Niva, 1910



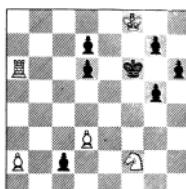
White to play and win

1552. A. Troitzky
Deutsche Schachzeitung,
1913



White to play and win

1553. A. Troitzky
Niva, 1913



White to play and win

No. 1544. 1. g6! hg 2. Ra1 Q×d5 3. Ra4+ Ke5 4. Ra5! Q×a5 5. Nc4+±; 2. . . . Qg2 3. Rg1! Q×d5 4. Rg4+ Kc5 5. Rg5! Q×g5 6. Ne4+±. L. Kubbel liked echo play with the capture of the Queen.

No. 1545. 1. Nf4 d1Q 2. Ne2! Qa4 3. R×d5+ K∞ 4. Nc3+±; 2. . . . d4 3. Re8+ Kd5 4. Nc3+ dc 5. Rd8+±.

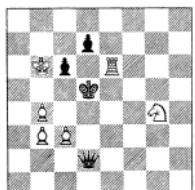
No. 1546. 1. Rd8 d1Q 2. R×d5+ Q×d5 3. e4+ K(Q)×e4 4. N×f6 (g3)+± (see No. 1547).

No. 1547. 1. Re8 e1Q 2. R×e5+ Q×e5 3. d4+ K×d4 4. Nc6 Ke4 5. N×e5 K×e5 6. K×g5±. There is an unquestionable resemblance with No. 1546 by E. Bergkvist.

No. 1548. 1. Re5+ Kd6 2. Ne3 Q×c3 3. Nc4+ Q×c4 4. bc K×e5 5. Kc5 Ke6 6. b5 d5 7. b6 Kd7 8. cd cd 9. K×d5±; 2. . . . Qf2 3. Kb7 K×e5 4. Ng4+±.

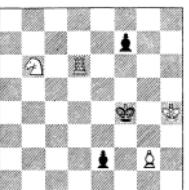
No. 1549. 1. g3+ Kf5 2. Rd5+ Ke6 3. Rd8 Ke7 4. Rd3 e1Q 5. Re3+ Q×e3 6. Nd5+±.

1548. B. Horwitz



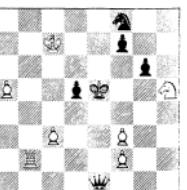
White to play and win

1549. M. and V. Platov
Bohemia, 1907



White to play and win

1550. M. and V. Platov
Kiyevskaya myst., 1907



White to play and win

No. 1550. 1. Re2+ Q×e2 2. f4+ Ke6 3. f5+ Ke7 4. f6+ Ke6 5. Nf4+±; 3. . . . gf 4. Nf4+ Ke7 5. N×e2 Ne6+ 6. Ke6 Kd8 7. a6 Ke8 8. a7 Ne7 9. Nf4±; 3. . . . Ke5 4. f4+ K∞ 5. Ng3+±.

No. 1551. 1. Re5 Qd7 2. Rd5 Qc7 3. Rd7 Qb6 4. Ne7+ Kh5 5. Rd5+ K×h6 6. Rd6+ Q×d6 7. Nf5+±; 2. . . . Qe8 3. Rd8 Qe6 4. f5+ K(Q)×f5 5. Nd4(e7)+±. The cooperative action of Rook and Knight makes a pleasant impression.

No. 1552. 1. Rh4+ Kg7 2. Rh1 Nf1 3. Rg1+ Kh6 4. Ne5 e1Q 5. Rg5! Qf2 6. Ng4+ K×g5 7. N×f2±.

No. 1553. 1. d4 c1Q 2. R×d6+ Kf5 3. K×g7 g4 4. Rf6+ Kg5 5. Ne4+ Kb5 6. Rf1 Q×f1 7. Ng3+±.

No. 1554. 1. Rd7 Qa3 2. Ra7 Qb4(b2, c1) 3. Nd3+±; 1. . . . Kf6 2. d4 Qe1 3. Rh7 e5 4. de+±; 1. . . . Q×g4 2. Nd3+ Kf6 3. Rf7+ K×f7 4. Ne5+±.

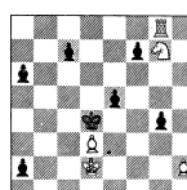
No. 1555. 1. Ne6+ Kd5 2. Nd4 a1Q 3. Rd8+ Kc5 4. Nb3+±.

1554. D. Pavlov
Shakhmatny vestnik,
1913



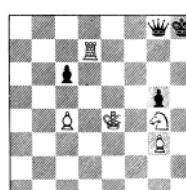
White to play and win

1555. M. and V. Platov
1914



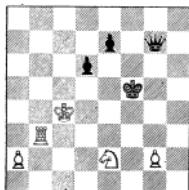
White to play and win

1556. J. Sehwers
Before 1922



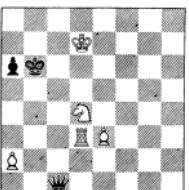
White to play and win

1557. J. Schwers
1922



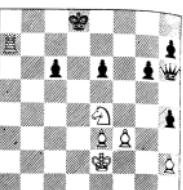
White to play and win

1558. J. Schwers
1922



White to play and win

1559. J. Schwers
1922



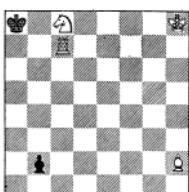
White to play and win

1563. D. Kolodyazhny
64, 1927



White to play and win

1564. Y. Somov-
Nasimovich
64, 1927



White to play and win

1565. R. Réti
Magyar Sakkvilág,
1929



White to play and win

No. 1556. 1. Ne5 Qe6 2. Rd6 Qh3 3. Rh6+±; 2. ... Qc8 (e7) 3. Rd8+±.

No. 1557. 1. Nd4+ Kf6 2. Rf3+ Ke5 3. Re3+ Kf6 4. Re6+ Kg5 5. Re5+ Kg4 6. Re4+ Kh5 7. Rh4+ K×h4(g5) 8. Nf5(e6)+±; 5. ... Kf6 6. Rf5+ Kg6 7. Rg5+±; 1. ... Ke4(g4) 2. Re3(g3)+±.

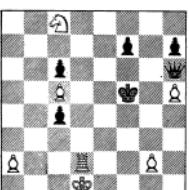
No. 1558. 1. Rb3+Ka5 2. Rb5+Ka4 3. Ra5+Kb4 4. a3+Kc4 5. Rc5+K×c5 6. Nb3+±; 1. ... Kc5 2. Rb5+Kc4 3. Rc5+K×c5 4. Nb3+±.

No. 1559. 1. Nd6 Qh5 2. Ra5 c5 3. R×c5 e5 4. R×e5 g5 5. R×g5±.

No. 1560. 1. Nd6+ Kf6 2. Rf2+ Ke6 3. Re2+ Kf6 4. g4 Qf4 5. Rf2 Q×f2 6. Ne4+±; 3. ... Kd7(d5) 4. Re7(e5)+K×e7(e5) 5. Nf5(x17)+±; 1. ... Kg4(f4) 2. Rd4+K×h5 3. Rh4+K×h4 4. Nf5+±.

No. 1561. 1. Rc2 d1Q 2. R×c1 Qd5+ 3. e4 Qa2 4. Ra1 Q×a1 5. Nb3+±; 3. ... Qe5 4. Ra1+K∞ 5. Nd7(d3)+±.

1560. L. Kubbel
Shakhmatny listok, 1922



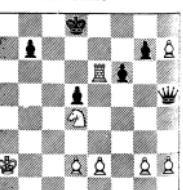
White to play and win

1561. R. Réti
1922



White to play and win

1562. L. Kubbel
Shakhmaty, 1925
1st Prize



White to play and win

No. 1562. 1. Re3! Q×h7 2. Ne6+ Kc8 3. Re3+ Kb8 4. Nf8! Qf5 5. e4 de 6. Rc5 Qg4 7. h3 Qe2 8. Nd7+ K∞ 9. Ra5+±.

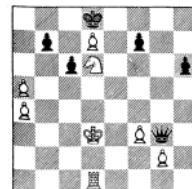
No. 1563. 1. Rd5+ Kf6 2. R×f5+ K×i5 3. e4+ Ke5 4. d4+K∞ 5. Ne6(d5)+±.

No. 1564. 1. Nb6+ Kb8 2. Rc3 b1Q 3. Nd7+ Ka7(a8) 4. Ra3+ Kb7 5. Rb3+ Q×b3 6. Ne5+±.

No. 1565. 1. e7 Qe2 2. Rg3+ K∞ 3. Re3 Q×e3 4. Nc2(c4)+±; 3. ... Qh2+ 4. Kc8±; 1. ... Qh2+ 2. Kc6 Qe2 3. Nb5+Kd2 4. Rd1+ Ke2(x1d) 5. Nd4(c3)+±; 3. ... Kb4 4. Rb1+K∞ 5. Nc3(d4)+±; 3. ... Kb4 4. Rg4+ K×a5 5. Ra4+±; 2. ... Qe5 3. Rg3+ Kb4 4. Nc2+Kc4 5. Ne3+±.

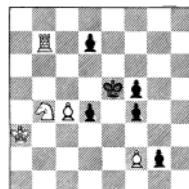
No. 1566. 1. Ke3! Qe5+ 2. Kf2 Qh2+ 3. Kg3! Qe5+ 4. f4 Qe3+ 5. Kh2 Q×f4+ 6. g3 Qf2+ 7. Kh3±; 3. ... Qb3 4. Rd3 Q×d3 5. N×b7+K×d7 6. Nc5+±; 1. ... Qg5+ 2. Kf2 Qc5+ 3. Km1±.

1566. Y. Somov-
Nasimovich and
S. Kaminer
Shakhmaty v SSSR,
1937



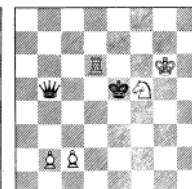
White to play and win

1567. A. Barabanov
Shakhmaty v SSSR,
1937



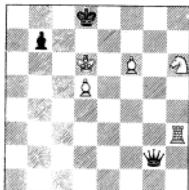
White to play and win

1568. L. Prokeš
Obrana lidu, 1947



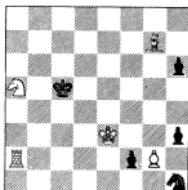
White to play and win

1569. A. Kozlov
Shakhmaty v SSSR,
1948



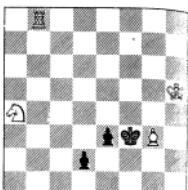
White to play and win

1570. A. Gurvich and
G. Kasparyan
USSR Sports Committee
Tourney, 1955
1st Prize



White to play and win

1571. O. Zhitkov
Shakhmaty v SSSR,
1958
Contest for Novices
1st Prize



White to play and win

No. 1567. 1. Nd3+ Ke4 2. Ne1 g1Q 3. R×d7 Qg5 4. R×d4+ K×d4 5. Nf3+±.

No. 1568. 1. Re6+ K×e6 2. Nd4+±; 1. . . Kf4 2. Re4+ K×e4 3. Nd6+±; 2. . . Kf3 3. Nd4+±; 1. . . Kd5 2. c4+ Q(K)×c4 3. Ne3(d6)+±.

No. 1569. 1. Nf7+ Ke8 2. Nd8 Q×h3 3. f7+ Kf8 4. Ne6+ K×f7 5. Ng5+±.

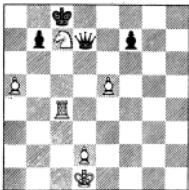
No. 1570. 1. Bd4+ Kd5 2. Ke2 h2 3. Ra1 f1Q+ 4. K×f1 K×d4 5. g4 Ng3+ 6. Kg2(f2) h1Q+ 7. K×g3!±.

A surprise finale in which White declines to capture the Queen at once.

No. 1571. 1. Rd8 e2 2. Rd3+ Ke4 3. Nc5+ Kf5 4. R×d2 e1Q 5. Rf2+ Q×f2 6. g4+∞ 7. Nd3(e4)+±.

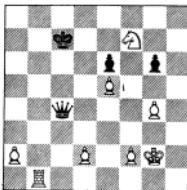
No. 1572. 1. Nd5+ Kd8 2. Rd4 b5 3. Nb4 Q×d4 4. Ne6+±; 2. . . f5 3. Nf4 Q×d4 4. Ne6+±.

1572. A. Dall' Ava
L'Italia Scacchistica,
1963



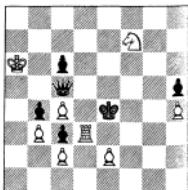
White to play and win

1573. A. Troitzky
1887



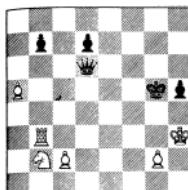
White to play and win

1574. H. Keidanski



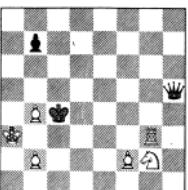
White to play and win

1575. V. Platov
Rigaer Tageblatt, 1904



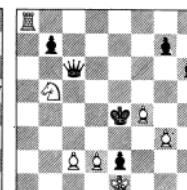
White to play and win

1576. J. Sehwers
Before 1922



White to play and win

1577. V. Platov
Rigaer Tageblatt, 1905
3rd Prize



White to play and win

Nos. 1573-88 are based on the possibility of a double sacrifice of the Rook, which comes under attack by both Queen and King. In No. 1573 A. Troitzky carried out this combination with much finesse.

No. 1573. 1. Rb7+ Kc6 2. Nd8+ Kd5 3. Rd7+ K×e5 4. f4+ Q×f4 5. Rd4 Qf8 6. Ne6+ Kf6 7. Rf4+±.

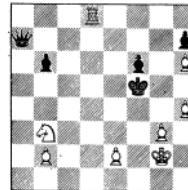
No. 1574. 1. Ng5+ Ke5 2. Rd6 Kd4 3. Rf6+ Ke5 4. e3±; 2. . . Qf2 3. Re6+ Kd4 4. Kb6±; 1. . . Kf5 2. Rf3+ Ke5 3. Rf6±; 2. . . Kg6 3. Rf6+±; 2. . . Kg4 3. Rf4+±.

No. 1575. 1. Rb5+ Kf4 2. Re5 Qa3+ 3. Nd3+ Q×d3+ 4. cd K×e5 5. Kh4 Kf4 6. K×h5 Kg3 7. Kg5(g6)± (see No. 1576).

No. 1576. 1. Rc3+ Kd4 2. Rd3+ Ke4 3. Rd5 Qh3+ (Q×d5, K×d5) 4. Ne3(f4)+±.

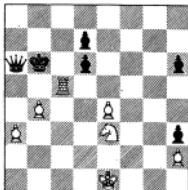
The resemblance between No. 1575 by V. Platov and No. 1576 by J. Sehwers is quite evident.

1578. A. Troitzky
Deutsche Schachzeitung,
1911



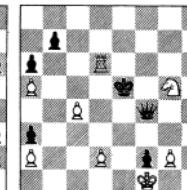
White to play and win

1579. M. and V. Platov
Niva, 1911



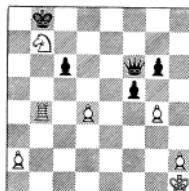
White to play and win

1580. L. Prokeš
Shakhmatnoye obozreniye, 1911
2nd Prize



White to play and win

1581. H. Rinck
British Chess Magazine,
1916



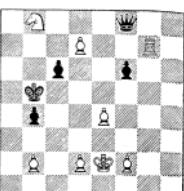
White to play and win

1582. J. Schewers
Before 1922



White to play and win

1583. J. Schewers



White to play and win

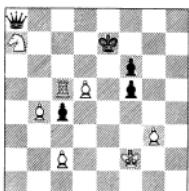
No. 1577. 1. Re8+ Kd5 2. Re6 Qc4 3. Re4 Qc6! 4. d3 Qg6 5. Re5+ Kc6 6. Re6+ Q×e6 7. Nd4+±. The enchantment of the solution is intensified by the fact that White twice offers analogous sacrifices of the Rook—on the second and third moves.

No. 1578. 1. Nd4+ Ke4 2. Nb5 Qa1 3. Rd1 Qa5(a8) 4. Rd5! Ke3 5. Nc3 Qa8 6. Kf1(g1) Qa1+ 7. Rd1±; 3. . . . Q×b2 4. Nd6+ Kc5 5. Ne4+± (see No. 1584).

No. 1579. 1. Nc4+ Kb7 2. b5 Qa8 3. Rc8 Qa4 4. Kd2 Qa7 5. N×d6+ Kb6 6. Rc6+ dc 7. Nc8+±; 2. . . . Qa4 3. Re8 h5 4. Kd2 Ka7 5. Ra8+ K×a8 6. Nb6+±.

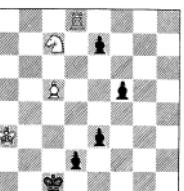
No. 1580. 1. Rd4 Qg3 2. Rd5+ Kf4 3. Nh3+ Ke4 4. Nx f2+ Kf4 5. Nh3+ Ke4 6. Ng5+ Kf4 7. Ne6+ Ke4 8. Nc5+ Kf4 9. Rg5 Qh2 10. Ne6+ Ke4 11. Ke2 Qd6 12. Ne5+ Kf4 13. g3+ K×g5 14. Ne4+±; 1. . . . Qf6 2. Rd7 Qc6 3. Nf3+ Kf6 4. Rf7+ K×f7 5. Ne5+±; 2. . . . Qg6 3. Rd5+ Kf4 4. Nh3+ Ke4 5. K×f2 Qf6+ 6. Ke2 Qb2 7. g3±.

1584. A. Troitzky
500 Endspielstudien,
1924



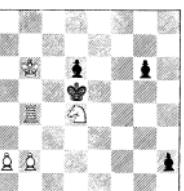
White to play and win

1585. V. Chekhover
Shakhmaty v SSSR,
1936



White to play and win

1586. C. Peronace
Problemas, 1952



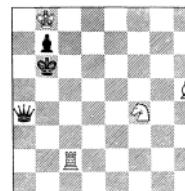
White to play and win

1587. E. Pogosyants
Shakhmaty (Riga), 1961



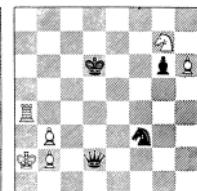
White to play and win

1588. A. Dall'Ava
L'Italia Scacchistica, 1962



White to play and win

1589. M. and V. Platov
Deutsche Schachzeitung,
1909



White to play and win

No. 1581. 1. Nc5+ Kc7 2. Rb7+ Kc8 3. Rb8+ Kc7 4. g5 Qd6 5. Rd8! Qe7 6. Rd7+±; 2. . . . Kd8 3. g5 Qd6 4. Rd7+±.

No. 1582. 1. Nd6+ Kf6 2. Rg5 Ke6 (2. . . . K×g5 3. Nf7+ K×h5 4. N×h6±) 3. Re5+ Kf6 4. Ke2±; 1. . . . Ke6 2. Re1+ Kf6 3. Re5±; 2. . . . Kd7 3. Re7+±; 2. . . . Kd5 3. Re5+±.

No. 1583. 1. d8Q Q×d8 2. Rb7+ Kc5 3. d4+ Q×d4 4. Rx b4 K(Q)×b4 5. N×c6(a6)±.

No. 1584. 1. Re7+ Kd6 2. Nb5+ K×d5 3. Re5+ Ke4 4. Rd5! Qa1 5. Rd1 Qb2 6. Nd6+ Ke5 7. N×c4±; 5. Qa6(a8) 6. Re1+ Kd5 7. Nc7+±. Evidently this is a revision of No. 1578.

No. 1585. 1. Nb5! e2 2. R×d2 e1Q 3. Nd4! Qe5 4. Ka2!±.

No. 1586. 1. Ne2 h1Q 2. Re4 Q×e4 3. Nc3+ Ke5 4. N×e4 K×e4 5. a4±.

No. 1587. 1. Rf5+ Kh6 2. Rg5 Qh2 3. Kd8 Qd2+ 4. Kc8 K×g5 5. Nf3+±.

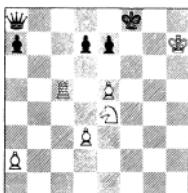
No. 1588. 1. Nd5+ Ka6 2. Ra2 Q×a2 3. Nb4+±; 1. . . . Ka5 2. Rc5+ Ka6 3. Rb5 K(Q)×b5 4. Nc3(c7)+±; 2. . . . b5 3. Rc7±.

The same motif occurs in Nos. 1587 and 1588.

In Rook and Knight versus Queen endgame studies geometric methods of winning the Queen are less frequent owing to the limited possibilities of the Rook. In Nos. 1589–95 the Queen is won as a result of the opening or a rank or file. In most of these endgames a Knight sacrifice enables the Rook to create geometric motifs.

No. 1589. 1. h7 Qh2 2. Nh5 Q×h5 3. Ra6+ Ke7! 4. Ra8 Q×h7 5. Ra7+ Kf6 6. R×h7±; 1. . . . Qh6 2. Nf5+ gf 3. Ra6+±. The Queen is lost twice—on the seventh and sixth ranks.

1590. L. Kubbel
Tidskrift för Schack,
1916



White to play and win

No. 1590. 1. e6 de 2. Rg5 Qc6 3. Rg8+ Kf7 4. Ng5+ Kf6 5. Nf3 Qxf3 6. Rf8+±; 2. . . . Qb7 3. Rg8+ Kf7 4. Nd6+ ed 5. Rg7+±. Here, too, the Queen is captured in two variations, first on the file and then on the rank.

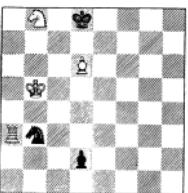
Nos. 1591-93 have the same idea: opening up a vital file for mobilising the Rook and winning the Queen. In No. 1591 by L. Kubbel the Knight is sacrificed for this purpose, and in No. 1592 by A. Gurvich the Pawn.

No. 1591. 1. Ne4+ Kc4! 2. Rd8 d1Q 3. Rc8+ Kd5 4. Nc3+! dc 5. Rd8+±.

No. 1592. 1. Nb5+ Kc5 2. Nc3 c1Q 3. d4+ cd 4. Kc6+ Kc5 5. Nb5(d5)+±.

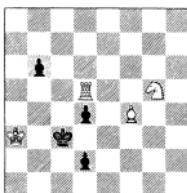
No. 1592a. 1. Nc6+ Kd7 2. Ra7+ Kxd6 3. Ra8 Nd4+ 4. Nxd4 d1Q 5. Rd8+ Kc6 6. Nc6(e6)+±. In the conclusive play it reminds one of No. 1592 by A. Gurvich.

1592a. G. Nadareishvili
Akhalgazda komunisti,
1957
1st Special Prize
(revised)



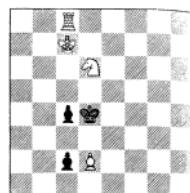
White to play and win

1591. L. Kubbel
1916



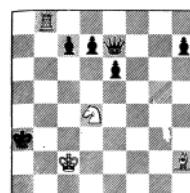
White to play and win

1592. A. Gurvich
Uzbek Sports Committee
Tourney, 1954
1st Hon. Mention



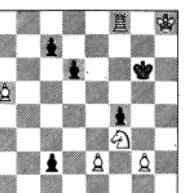
White to play and win

1595. Y. Somov-
Nasimovich
Shakhmaty v SSSR,
1940



White to play and win

1596. H. Rinck
Chess Amateur, 1916
5th Prize



White to play and win

1597. H. Rinck
La Stratégie, 1915



White to play and win

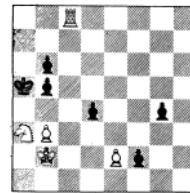
No. 1593. 1. Rd7+ Ka6 2. Nxc5+ Kxa5 3. Rd8! Qb2 4. Ra8+ Kb6 5. Nx a4+ ba 6. Rb8+±; 3. . . . Qa1 4. Nb3+ ab 5. Ra8+±; 3. . . . Qe5 4. Ra8+ Kc5 5. Nd7(d3)+±. The unquestionable value of this endgame consists in the combination of two analogous variations in which the Queen is trapped by opening up the b and a files.

No. 1594. 1. Rd7+ Ka6 2. Nc5+ Kxa5 3. Rd8 Qb2 4. Ra8+ Kb6 5. Na4+ ba 6. Rb8+±; 3. . . . Qe5 4. Ra8+ Kb6(b4) 5. Nd7(d3)+±. In its structure it resembles the preceding endgame, No. 1593, but lacks the second thematic variation with the move 3. . . . Qa1.

No. 1595. 1. Bd6+! cd 2. Kc3 Ka2 3. Rb2+ Ka3 4. Rb7! Ka2 5. Kc2 Ka3 6. Ra7+ Kb4 7. Nc6+±.

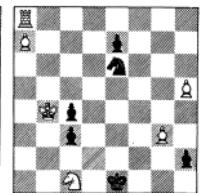
Nos. 1596-1601 may be characterised as a catastrophe on the first rank: their common feature is a powerful passed Pawn promoted

1598. M. Karstedt
Tidskrift för Schack,
1917



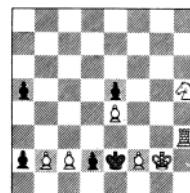
White to play and win

1599. A. and K. Sarychev
Bakinsky rabochii, 1928
3rd Prize



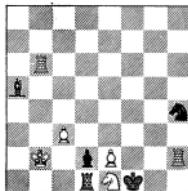
White to play and win

1600. S. Kaminer
64, 1932



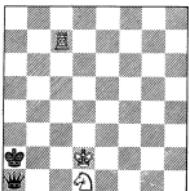
White to play and win

1601. G. Kasparyan
J. Gunst Memorial
Tournament, 1959
1st Prize



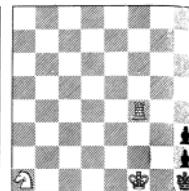
White to play and win

1602. B. Horwitz



White to play and win

1603. F. Nieszl
Revista de São Paulo, 1953
2nd Commendation



White to play and win

to a Queen, which is gobbled up fast. Sacrifices are not employed in all of them.

No. 1596. 1. Nh4+ Kh6 2. Rf6+ Kg5 3. Rf5+ Kg4 4. Nf3 Kg3 5. Rg5+ Kf2 6. Ne1 K×e1 7. Rh5 c1Q 8. Rh1+±.
No. 1597. 1. Rc7 fg 2. Re1 h4 3. Ng3 h3 4. Nf1 g1Q 5. Nd2+ ed 6. R×g1±.

No. 1598. 1. Ra8+ Kb4 2. Ne2+ Kc5 3. Ra1 g3 4. Ne1 f1Q 5. Nd3+±.

In Nos. 1597 and 1598 battery and discovered attack are employed.

No. 1599. 1. Rb8! Nc7 2. K×c3 h1Q 3. a8Q N×a8 4. Rb1! Qc6 5. Nd3++ Ke2 6. Re1+ Kf3 7. Ne5+±; 4. ... Q×b5 (h3, d5) 5. Nd3++ Ke2 6. Nf4+±; 4. ... Qf3+ 5. Nd3++ Ke2 6. Re1X. A fine endgame with an interesting position after 4. Rb1!, when the Queen cannot find any refuge.

No. 1600. 1. Ng3+ Kd1 2. Nf1 a1Q 3. Ne3+ Ke2 4. Nd1! K(Q)×d1 5. Rh1+±(Re3X). The "quiet" move 4. Nd1 places Black in a hopeless situation.

No. 1601. 1. Rh1+ Kf2 2. Rf6+ Kg3 3. Rg1+ Kh3 4. Nf3 Rc1 5. Ng5+ Kh2 6. R×c1 B×c3+! 7. R×c3 d1Q 8. Rf2+ Ng2 9. Rh3+ Kg1 10. Rh1+ K×h1 11. Nf3!±. The culminating point of the solution is the final position of mutual zugzwang that arises after White's eleventh move. Black either loses the Queen or is mated.

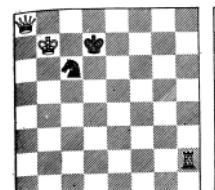
Before going over to endgames in which the Rook and Knight trap the Queen without sacrifices, let us consider some simple positions in Nos. 1602-09, which are of importance for the theory of endings.

No. 1602. 1. Ra7+ Kb1 2. Rb7+ Ka2 3. Kc2 Qd4 4. Ne3+±.

No. 1603. 1. Ke2 Kg2 2. Ne2 h1Q 3. Rg4+ Kh2 4. Ne1 Qd5 5. Nf3+ Q×f3+ 6. K×f3±; 1. ... Kg1 2. Rf1+ Kg2 3. Nc2

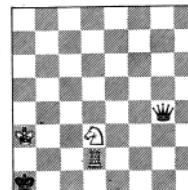
1604. J. Berger

1890



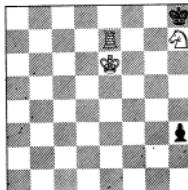
Black to play and win

1605. F. Ameling
Deutsche Schachzeitung,
1901



White to play and win

1606. H. Rinck
Basler Nachrichten,
1936



Black to play, White to win

h1Q 4. Ne3+ Kh2 5. Ng4+ Kg2 6. R×h1 K×h1 7. Kf1 h2 8. Nf2X. The second variation with mate improves the endgame, making it a development of No. 1602.

No. 1604. 1. ... Rb2+ 2. Ka6 Nb8+ 3. Ka7 Kc7 4. Qd5 Nc6+±.

No. 1605. 1. Ne5 Kb1 2. Rb2+ Kc1 3. Nd3+ Kd1 4. Nf2+±.

No. 1606. 1. ... h2 2. Nf6 h1Q 3. Re8+ Kg7 4. Rg8+ Kh6 5. Rh8+±.

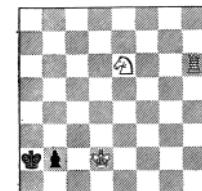
No. 1607. 1. Nc5 b1Q 2. Ra6+ Kb2 3. Na4+ Kb3 4. Rb6+ Ka2 5. Nc3+±.

No. 1608. 1. Nb5+ Kb8 2. Rb6+ Kc8 3. Nd6+ Kd8 4. Rb8+ Ke7 5. Re8+ Kf6 6. Rf8+±; 2. ... Ka8 3. Nc7+ Ka7 4. Rb7X.

No. 1609. 1. Rb4 Qa2 2. Rb8+ Ka7 3. Rb7+ Ka6 4. Nc5+ Ka5 5. Ra7+±; 1. ... Qf2 2. Nb6+ Ka7 3. Ra4X.

1607. H. Rinck

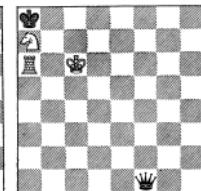
Basler Nachrichten,
1936



White to play and win

1608. H. Rinck

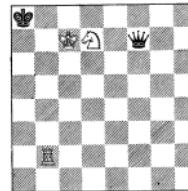
Basler Nachrichten,
1936



White to play and win

1609. H. Rinck

Basler Nachrichten,
1936



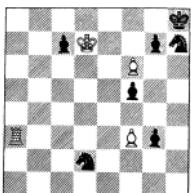
White to play and win

1610. A. Troitzky
Novoye vremya, 1896



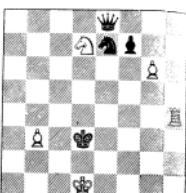
White to play and win

1611. A. Troitzky
1897



White to play and win

1612. M. Platov



White to play and win

In Nos. 1610-23 the Queen is trapped by the well-known methods of Knight forks, geometric motifs and discovered attack, but without the sacrifice of the Rook or Knight.

No. 1610. 1. e7 Q×e7 2. Ne3+ Kb5 3. Nf5±.

No. 1611. 1. Ra8+ Nf8 2. R×f8+ Kh7 3. f7 Kg6! 4. Ke7 g2 5. Rh8 g1Q 6. f8N+! Kg5 7. Ne6+ Kg6 8. Nf4+ Kg5 9. Nh3+±.

No. 1612. 1. Rh3+ Kd4 2. Kd2 N×g6 3. Rd3+±; 2. ... Qa8(c8, g8) 3. Rh4+ Kd5 4. Nb6(f6)+±.

No. 1613. 1. Rf1+ Ke5 2. Kg5 Qa2(a4) 3. Re1+ Kd5 4. Nc3+±; 2. ... Qa5 3. Rf5+ Ke6 4. Nd4+±; 2. ... Qc6 3. Rf5+ Ke6 4. Nd4+±; 2. ... Qb6 3. Rf5+ Ke6 4. Rf6+±; 2. ... Qa8 3. Rf5+ Ke6 4. Nc7+±. In this light-structured endgame White's pieces swoop down on the Queen in remarkable ways. There are good grounds for believing it to be a revision of No. 1612.

1613. M. Platov
Rigaer Tageblatt, 1903

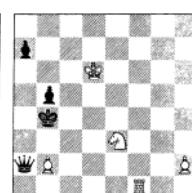


1614. R. Réti
Wiener Schachzeitung,
1923



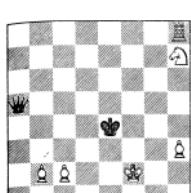
White to play and win

1615. D. Kolodiyazhny
64, 1927



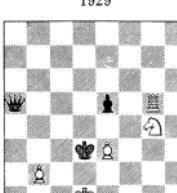
White to play and win

1616. H. Rinck
Basier Nachrichten, 1928



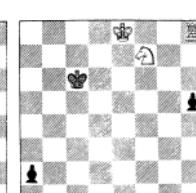
White to play and win

1617. H. Rinck
L'Italia Scacchistica,
1929



White to play and win

1618. M. and V. Platov
64, 1929



White to play and win

No. 1614. 1. Ka3! h2 2. Re8! h1Q 3. Ne4+ Kc2(c1) 4. Re8+ Kb1 5. Nd2+ Ka1 6. N×b3+ Kb1 7. Nd2+ Ka1 8. Rc2±. One of the endgames in which it is hard to find the composer's main idea. Its initial publication caused a sensation because of its highly original solution.

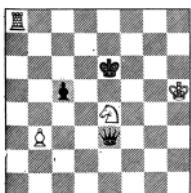
No. 1615. 1. Nd5+ Ka5 2. Rf7 a6 3. b4+ Ka4 4. Nc3+±; 1. ... Kc4 2. Rf4+ Kb3 3. Rf3+ Kc4 4. b3+ Kd4 5. Rf4+ Kd3 6. Nb4+±.

No. 1616. 1. Nf6+ Kf4(d4) 2. Rh4+ Kg5(e5) 3. Rh5+ Kf4 4. Nd5+ Ke4 5. Ne3+ Kf4 6. Ne2+ Ke4 7. Ng3+ Kf4 8. Rf5+ Q×f5 9. N×f5±.

No. 1617. 1. N×e5+ Ke4 2. Rg4+ Kf5 3. e4+ Ke6 4. Rg6+ Ke7(×e5) 5. Nc6(Rg5)+±; 2. ... Kd5 3. e4+ Kc5 4. b4 K(Q)×b4 5. Nc6(d3)+±.

No. 1618. 1. Rh6+ Kb7! 2. Nd8+ Ka7 3. Nc6+ Ka8 4. Na5! a1Q 5. Ra6+ Kb8 6. Nc6+±. The light but graceful solution makes a pleasant impression.

1619. H. Rinck
L'Italia Scacchistica,
1929



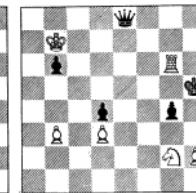
White to play and win

1620. R. Aleksandrov
64, 1930



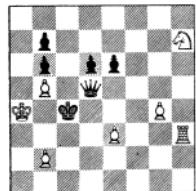
White to play and win

1621. J. Mandl
Els Escacs a Catalunya,
1933



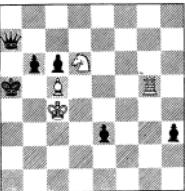
White to play and win

1622. H. Rinck
Neue Leipziger Zeitung, 1933
 1st Prize



White to play and win

1623. G. Kasparyan
Houston Chronicle, 1966
 Hon. Mention



White to play and win

1624. B. Horwitz



White to play and win

No. 1619. 1. Re8+ Kf5 2. Nd6+ Kf4 3. Rf8+ Kg3(e5) 4. Nf5(c4)+±; 1. . . . Kd5 2. Nf6+ Kd4 3. Rd8+ Kc3(e5) 4. Nd5(g4)+±.

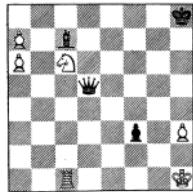
No. 1620. 1. d6+ Ke6 2. d7 e3 3. Rf8 K×d7 4. Rf7+ Kc8 5. Nd6+ Kb8 6. Rf8+ Kc7 7. Nb5+±; 2. . . . b5 3. d8N+ Kd5 4. Rf5+ Kc6 5. Nd6+±.

No. 1621. 1. Nf4+ Kh4 2. Rg7! b5 3. b4! Qd8 4. Rh7+ Kg5 5. Ne6+±; 3. Qf8(h8, e5, e3, e1) 4. Ng6(g2)+±.

No. 1622. 1. b3+ Kc5 2. Rh5 e5 3. Ng5 Qg2(d3) 4. Ne6+ Kd5 5. Nf4+±; 3. . . . Qd1(g8) 4. Ne4+ Kd5 5. Nc3(f6)+±.

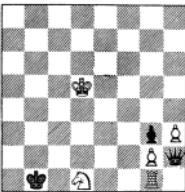
No. 1623. 1. Rg1 (1. cb? K×b6 2. Ne8+ Ka6 3. Nx a7 h2 4. Rh5 e2±) 1. . . . Qa6 2. Kc3 bc 3. Nc4+ Ka4 4. Ra1+ Kb5 5. Rb1+ Ka4 6. Rb2! e2(h2) 7. R×e2(h2) Kb5 8. Rb2+ Ka4 9. Rb3! (Rb1? h2=) 9. . . . h2(e2) 10. Rb1 h1(e1)Q 11. Rxh1(e1) Kb5 12. Rb1+ Ka4 13. Rb2(b3) Qa7 14. Ra2+ Kb5 15. Nd6+ Kb6 16. Ne8+±.

1625. N. Kononov
 64, 1929, Commenda-
 tion



White to play and win

1626. F. Bondarenko
Deutsche Schachzeitung,
 1958



White to play and win

1627. E. Pogosyants
Shakhmaty (Riga), 1962



White to play and win

In Nos. 1624-27 the Queen's cramped position is its undoing.

No. 1624. 1. Bb6 Q×b6 2. Ra1+ Kb8 3. Ne6 Kc8 4. Kf5 Kd7 5. Kf6 Ke8 6. Ra2 Kd7 7. Ra8±.

No. 1625. 1. a8Q+ Kh7 2. Nb8! Q×a8 3. R×c7+ Kg6 4. Rb7 Kg5 5. Kg1 Kf5 6. Kf2 Kf4 7. h4 Kg4 8. h5 K×h5 9. K×f3±.

No. 1626. 1. Nc3++ Kc2 2. Ne2 Kd2 3. Nd4 Ke3 4. Nf3 Kf2 5. Ke4! Q×g1 6. N×g1 K×g2 7. Kf4±.

No. 1627. 1. Nb6 Qa7 2. c7+ K×c7 3. Rc1+ K×b6 4. Rc8 a5 5. b5 e6 6. e3 e5 7. e4±.

Rook and Bishop Trap Queen

Can it be categorically asserted that the Rook and Bishop have so little attack possibilities against the Queen that with such material the domination theme cannot be further developed? I don't think so. It is indisputable that White's lack of a Knight somewhat decreases the possibilities of double attacks, but for that the Rook plus Bishop are capable of setting up batteries independently or with the participation of a Pawn. Even with this material it is possible to create interesting compositions based on discovered attack, geometric and other motifs. The classical chess composers Troitzky, Rinck, the Platov brothers, L. Kubbel and others convincingly proved this by their endgame studies.

With the given correlation of forces geometric motifs are widely employed in view of the participation of two dissimilar attack pieces: the Rook and Bishop. Let us get acquainted firstly with endgames in which geometric motifs serve as the basis for combinations with the sacrifice of a Rook or Bishop (Nos. 1628-51). Nos. 1628-35 contain combinations with the Rook placing itself simultaneously under a double blow—the Queen and King: the capture of the Rook creates a geometric motif. Endgame No. 1628 by J. Sehwers demonstrates this method of winning.

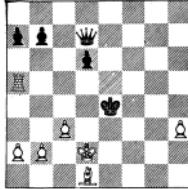
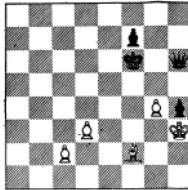
No. 1628. 1. Ra5+ Ke4 2. Rf5 K(Q)×f5 3. Bg4(c2)+±; 1. . . . b5 2. R×b5+ Q×b5 3. c4+ K(Q)×c4 4. Be2(b3)+±. The variation 1. . . . b5 shows a different method for creating a geometric motif: by means of a preliminary Pawn fork. This is also employed in Nos. 1636-40.

No. 1629. 1. Be2 Q×h3 2. Bb5 K(Q)×f5 3. Bd7(d3)+±; 1. . . . Qd7 2. Bf3+ K×f5 3. Bg4+±; 1. . . . K(Q)×f5 2. Bd3+±.

No. 1630. 1. b4+ Kd5 2. Ba6 Qg4 3. Bb7+ K×e6 4. Bc8+±; 2. . . . K(Q)×e6 3. Bc4+±. H. Rinck made full use of the possibilities of J. Sehwers' method (see No. 1628).

No. 1631. 1. Rf6+ Ke5 2. Bc1 Qb8 3. R×d6 Qf8 4. Bb2+ K×d6 5. Ba3+±; 2. . . . d5 3. Bb2+ d4 4. e3±. The Rook is sacrificed twice.

Table 31. Rook and Bishop Trap Queen
(Endgame Studies Nos. 1628—1724)

Subdivisions	Features of the Final Set-Up	Typical Finale	Nos.
1	a) Geometric motifs a) Schwers' idea. The Rook places itself under the blow of the King and Queen: 1. Rf5±		1628—35
	b) A Pawn is sacrificed to draw the King and Queen to the same diagonal: 1. g5+ K(Q)×g5 2. Be3(xh4)+±		1636—40
	c) Other sacrifices to create geometric motifs d) Geometric motifs without sacrifices		1641—51
2	Taking advantage of the Black King's unfavourable situation on h8(h1)		1660—73
3	Trapping the Queen by shutting it out		1674—77
4	The Queen is lost while repulsing mating threats		1678—81
5	The Queen is won by means of a discovered attack a) Using the Pawn plus Bishop, or Pawn plus Rook, battery b) Using the Rook plus Bishop battery		1682—94 1695—1724

No. 1632. 1. Rg8+ Kc7 2. d6+ Kd7 3. Bf5+ K×d6 4. Bd3 Qb7 5. Rg6+ Kd5 6. R×c6 Q×c6 7. Be4+±; 4. . . . Kb7 2. dc+ Kc7 3. Rg7+ K×c6 4. b5+ K×b5 5. Bd3+±; 4. . . . Q×b5 5. Be8+±.

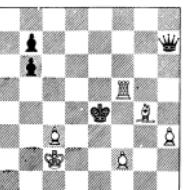
No. 1633. 1. Bd2+ Kb5 2. Rh4+ Kc5 3. Bf4! Qd3 4. a3 d6! 5. Bh2 Qd1 6. Bg3 Qd2 7. Kd7±.

1628. J. Schwers
Rigaer Tageblatt, 1900



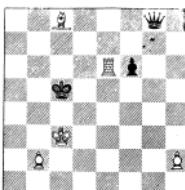
White to play and win

1629. J. Schwers
1922



White to play and win

1630. H. Rinck
Skakbladet, 1906



White to play and win

No. 1634. 1. Re1 Qd2 2. Re5+ Kd4 3. Be1±. Here the Rook does not come under a double blow, but the pattern of creating a mating threat is the same as in the preceding endgames.

No. 1635 1. Ba7+ Ke5 2. Rc5+ Kf4 3. Rg5! K(Q)×g5 4. Be3+±.

In Nos. 1636—40 there is usually a preliminary Rook sacrifice in addition to Pawn forks.

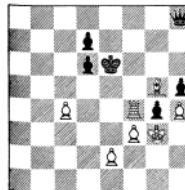
No. 1636. 1. Rb4 Qc8 2. Rb8 Qe6 3. Rh6 Q×b6 4. c5+ K(Q)×c5 5. Be3(f8)+±; 1. . . . Qa7 2. Be3 Qa8 3. Rb8 Q×b8 4. Bf4+±.

No. 1637. 1. Rd8 Qh7 2. Rh8 Qg6 3. R×h6 Q×h6 4. g5+ K(Q)×g5 5. Be3(xh4)+±.

No. 1638. 1. Ra3 Qb5 2. Ra5 Q×a5 3. b4+ Q(K)×b4 4. B×e7(d2)+±.

No. 1639. 1. c3+ Kd5 2. Ra8 Qb5 3. c4+ Q(K)×c4 4. Bf7(e2)+±.

1631. A. Troitzky
Deutsche Schachzeitung,
1910



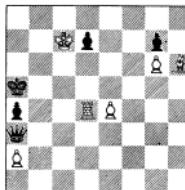
White to play and win

1632. M. and V. Platov
Niva, 1911



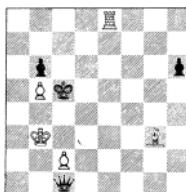
White to play and win

1633. A. Gherbstman
Shakhmaty v SSSR,
1933



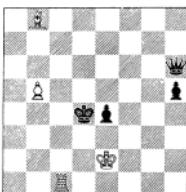
White to play and win

1634. L. Kubbel
64, 1940



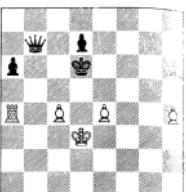
White to play and win

1635. A. Dall' Ava
L'Italia Scacchistica,
1962



White to play and win

1636. J. Schwers
Before 1911



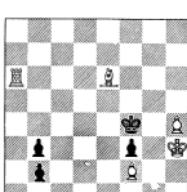
White to play and win

1640. H. Rinck
L'Italia Scacchistica,
1929



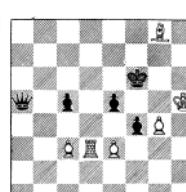
White to play and win

1641. Th. Herlin
Before 1887



White to play and win

1642. A. Troitzky
1896



White to play and win

No. 1640 1. d3+ Kb5 2. c4+ Kb4 3. Bd2+ Kc5 4. d4+ K(Q)x d4 5. Bc3(e3)+±; 1. . . Kd5 2. c4+ Kd4(d6, e6) 3. Bf6(f4) or Re3±; 1. . . Kb4 2. Bd2+ Kb5 3. c4+ Kc5 4. d4+±.

Various other sacrifices of a Rook or Bishop are made to lure and capture the Queen in Nos. 1641-51.

No. 1641 1. Ra4+ Ke5 2. Re4+ K×e4 3. Bg8 b1Q 4. Bh7+±. The Rook sacrifice is somewhat primitive, though not lacking in grace.

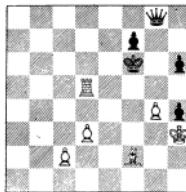
No. 1642. 1. Rd7 Q×c3 2. g5+ Kf5 3. Rd3! Q×d3 4. Bh7+±; 3. . . Qe1 4. e4+ K×e4 5. Bh7X.

In Nos. 1643-45 the combinations with repeated sacrifices of the Rook and Bishop are constructed in a very interesting way.

No. 1643 1. Ra8 Qa2 2. R×a4 Qg8 3. Ra8 Qh7 4. Bg6 Q×g6 5. Ra6+±.

No. 1644. 1. Rg7+ Ke6 2. Rg8 Qf3 3. Be2 Qb7 4. c6 Q×c6 5. Rg6+±.

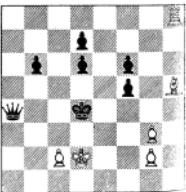
1637. J. Schwers
1922



1638. M. Neiman
Niva, 1913



1639. D. Kolodnyazhny
64, 1927

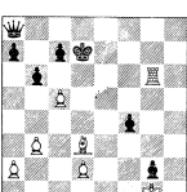


1643. H. Rinck
Deutsche Schachzeitung,
1903



White to play and win

1644. M. Platov
Rigaer Tageblatt, 1904



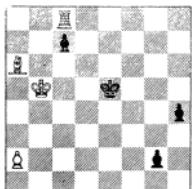
White to play and win

1645. H. Rinck
British Chess Magazine,
1916



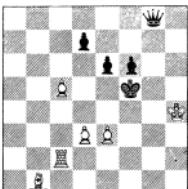
White to play and win

1646. H. Rinck
British Chess Magazine,
1915



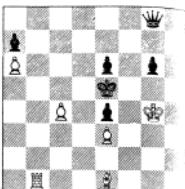
White to play and win

1647. L. Kubbel
1917



White to play and win

1648. L. Kubbel
Tidskrift för Schack,
1917



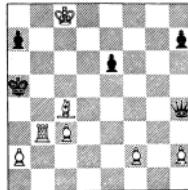
White to play and win

1652. M. Platov
Novoye vremya, 1906



White to play and win

1653. S. Kaminer
Bakinsky rabochi, 1927



White to play and win

1654. L. Kubbel
Pravda, 1928



White to play and win

Geometric and other motifs may arise without the sacrifices of pieces as, for instance, in Nos. 1652-59. They lack outer gloss but have fine manoeuvres to exploit the changes in the placement of Black's forces.

No. 1652. 1. Ra1 g1Q 2. Bc3 Bb1 3. Ra8+ Kh7 4. Rh8+ Kb6 5. Rg8+±.

No. 1653. 1. Ra3+ Kb6 2. Ra6+ Kc5 3. Kd7 Qe4 4. Ra5+ Kb6 5. Rb5+ Ka6 6. Bf1 Qh1 7. Be2 Qe1 8. Re5+ Kb6 9. Rx e6+ Kc5 10. Rc6+ Kd5 11. Bf3 (e4)+ Ke5 12. Re6+±.

No. 1654. 1. Bc6 b2 2. Rx e2 b1Q 3. Re2 Kb8 4. Re8+ Ka7 5. Ra8+ Kb6 6. Rb8+±; 3. . . Qd1 (d3) 4. Ra2 Kd8 5. Ra8+ Ke7 6. Re8+ Kd6 7. Rd8+±. This endgame study is made interesting by the capture of the Queen in two symmetrical variations.

No. 1655. 1. Rf7+ Kb8 2. Kb6 Kc8 3. R×f2 Nf4! (3. . . e1Q 4. Rf8+ Kd7 5. Bc6+ K∞ 6. Re8+±) 4. R×f4 d5! 5. Bf1!

1649. T. Tapionlinna
Helsingin Sanomat,
1929



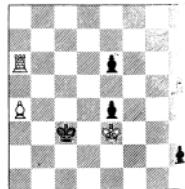
White to play and win

1650. V. Bron
Shakhmaty v SSSR,
1956



White to play and win

1651. F. Bondarenko
Suomen Shakkil, 1958-61
1st Commendation



White to play and win

(5. B×d5! e1Q 6. Rf8+ Kd7 7. Bc6+ Ke7 8. Re8+ Kd6 9. R×e1 stalemate) 5. . . e1Q 6. Rf8+ Kd7 7. Bb5+ Kd6 8. Rd8+ K∞ 9. Re8+±.

No. 1656. 1. Be8+ Kg4 2. Re4+ Kf3 3. Bc6 Qc8 4. R×e7+ Kf4 5. Re4+ Kf5 6. Re8 Qa6 7. Ra8+±.

In Nos. 1657 and 1658 the Rook plus Bishop battery is not employed for a discovered attack but for the Bishop's manoeuvres with discovered checks, which helps bring to light the Queen's unfortunate placement.

No. 1657. 1. Be3 Qd6+ 2. Bf4 Qc6 3. Bh6+ Kg8 4. Rd4 Qa8 5. Rg4+ Kh8 6. Bg7+ Kg8 7. B×f6+ Kf8 8. Rd4 Ke8 9. c5 c6 10. Kh4 Qb8 11. Rd6 Qe8 12. g4+±; 4. . . Qe8 5. Rg4+ Kh8 6. Bg7+ Kg8 7. B×f6+ Kf8 8. Bg7+ Kg8 9. B×c3+ Kf8 10. Bb4+±.

No. 1658. 1. Kf3+ Kf8 2. Bc1 Qa8 3. Bh6+ Kg8 4. Rg2+ Kh8 5. Bg7+ Kg8 6. B×f6+ Kf8 7. Bg7+ Kg8 (7. . . Ke7

1655. L. Kubbel
Bakinsky rabochi, 1927
1st Prize



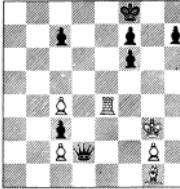
White to play and win

1656. L. Kubbel
Työväen Shakkil, 1935
3rd Prize



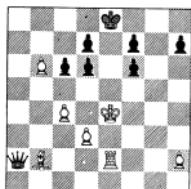
White to play and win

1657. A. Troitzky
1935
(revised 1975)



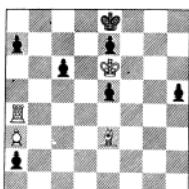
White to play and win

1658. T. Dawson
British Chess Magazine,
1947



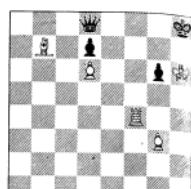
White to play and win

1659. L. Prokĕš
Revista de Šah, 1960



White to play and win

1660. B. Horwitz



White to play and win

8. Re2+ Kd8 9. Bf6+ Kc8 10. Re8+± 8. Be5+ Kf8 9. B×d6+ Ke8 10. Rg8x.

No. 1659. 1. Rb4 Kf8 2. Bf4 a4Q 3. Rb8+ Kg7 4. B×e5+±; 1. . . . Kd8 2. Bd4 ed 3. R×d4+ Kc7 4. Rd1±.

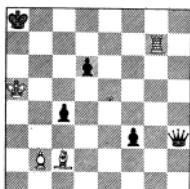
The Black King's restricted position in the corner of the board allows White to create mating and other threats. In countering them Black's Queen gets into trouble (see Nos. 1660-73). In Nos. 1660-65 Black's King is on h8, and in Nos. 1666-73 in the lower corners of the board, h1 and g1.

No. 1660. 1. Rf7 Qg8 2. Bd5 g5 3. Re7! Qf8+ 4. Kg6±.

No. 1661. 1. Kb6 Qe6 2. B5 Qe3+ 3. Ka6 Qe8 4. Be4+ Kb8 5. Rb7+ Kc8 6. Bf5+ Kd8 7. Rb8+±; 4. . . . d5 5. B×d5+ Kb8 6. Rg8±; 4. . . . Qh8 2. Be4+ Kb8 3. Rb7+±.

No. 1662. 1. Kh5 h1Q+ 2. Kg6 Qh2 3. Rd7 Qb8 4. Bf6+ Kg8 5. Rg7+ Kf8 6. Be7+ Ke8 7. Rg8+±.

1661. H. Rinck
La Stratégle, 1917



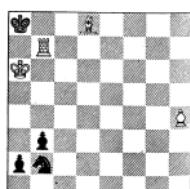
White to play and win

1662. H. Weenink
1919



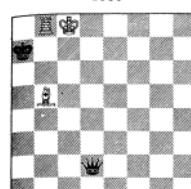
White to play and win

1663. A. Rautanen
Helsingin Sanomat,
1929



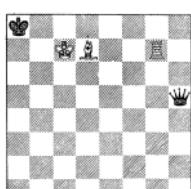
White to play and win

1664. H. Rinck
Basler Nachrichten,
1936



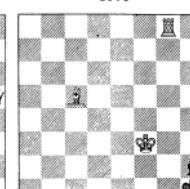
White to play and win

1665. H. Rinck
Basler Nachrichten, 1936



White to play and win

1666. F. Amelung
Baltische Schachblätter,
1905



White to play and win

No. 1663. 1. Rf7 a1Q+ 2. Ba5 Qa3 3. Rd7 Qf8 4. Ra7+ Kb8 5. Bc7+ Kc8 6. Ra8+ K×c7 7. R×f8±.

No. 1664. 1. Rb7+ Ka8 2. Re7 Qd5 3. Bc6+ Q×e6 4. R×c6±.

No. 1665. 1. Kb6 Qh8 2. Be6+ Kb8 3. Rb7+ Ke8 4. Bd7+ Kb8 5. Rb8+±.

In Nos. 1666-73 the future Queen becomes a target for the Rook and Bishop as a result of the unfortunate position of Black's King.

No. 1666. 1. Kg4 Kg2 2. Rf8 h1Q 3. Rf2+ Kg1 4. Kg3±.

The idea of No. 1666 by F. Amelung was developed by other composers (see Nos. 1667-71).

No. 1667. 1. Rh1+ Kb2 2. Rh3 a1Q 3. R×b3+ Ka2 4. Kc2 Qd4 5. Rc3+±.

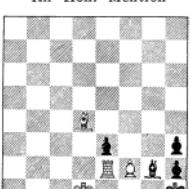
No. 1668. 1. Re1+ Bf1 2. R×f1+ Kg2 3. Ke2 h1Q 4. R×h1 ef 5. Rf1 h2 6. R×f2+ Kh3 7. Rf3+ Kg2 8. Be5 h1Q 9. Rg3+ Kh2 10. Kf2 Qe4 11. Re3+±.

1667. H. Weenink
Algemeen Handelsblad,
1919



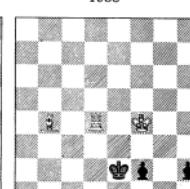
White to play and win

1668. V. Korolkov
64, 1931
4th Hon. Mention



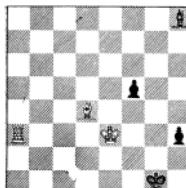
White to play and win

1669. C. J. de Feijter
Tijdschrift v. d. KNSB,
1938



White to play and win

1670. V. Yakimchik
Shakhmaty v SSSR,
1958
6th Commendation



White to play and win

No. 1669. 1. Rd2+ Ke1 2. Ra2+ Kf1 3. Kg3 h1Q 4. Rx f2+ Kg1 5. Bc5±.

No. 1670. 1. Bc5 h2 2. Ke2+ Kg2 3. Bd6 h1Q 4. Rg3+ Kh2 5. Kf2 Qd5 6. Rd3+ Qe5 7. Rd5 Qxd6 8. Rx d6±.

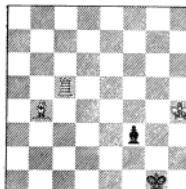
No. 1671. 1. Rf7+ Nf3+ 2. Kxe4 h2 3. Rh7 e2 4. Kxf3 e1Q 5. Be4+ Kg1 6. Bb6+ Kh1 7. Bd5 Qe5! 8. Bb7! Qg7 9. Ke2+ Qxb7 10. Rx b7 Kg2 11. Rg7+ Kh1 12. Rf7 Kg2 13. Rf2+ Kh3 14. Rf3+ Kg2 15. Bc7 h1Q 16. Rg3+ Kh2 17. Kf2±.

No. 1672. 1. Kg3 Kg1 2. Rx f2 h1Q 3. Bd4 cd 4. Ra2± 5. Ra1+±; 2. . . . h1N+ 3. Kf3 Nx f2 4. e5±; 3. . . . Qxe4 4. Re2±.

No. 1673. 1. . . . f2 2. Rg5+ Kh2 3. Bd6+ Kh1 4. Kg3 h1Q 5. Rh5+ Kg1 6. Bc5±.

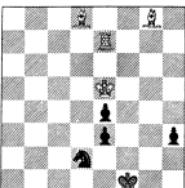
Black's Queen is completely or partially excluded from play and then finished off (see Nos. 1674-77). Nos. 1674 and 1675 by B. Horwitz

1673. H. Rinck
Basler Nachrichten,
1936



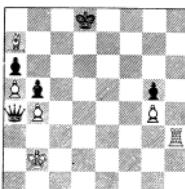
Black to play, White to win

1674. G. Kasparyan
Shakhmaty (Riga),
1973



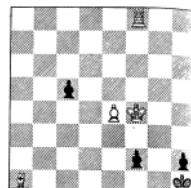
White to play and win

1674. B. Horwitz



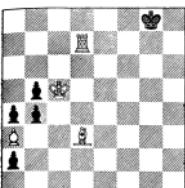
White to play and win

1672. G. Afanasyev
64, 1927
2nd Hon. Mention



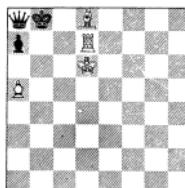
White to play and win

1676. F. Richter
Revista de Shah, 1948
2nd Prize



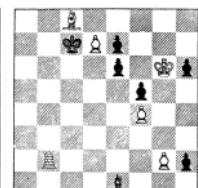
White to play and win

1677. G. Kasparyan
Trud, 1958



White to play and win

1678. V. Bron
1st USSR Championship,
1947
2nd Place



White to play and win

witz, which have a natural construction, demonstrate the Queen's helplessness.

No. 1674. 1. Rd3+ Ke7 2. Bc5+ Ke6 3. Rd2 Ke5 4. Rc2 Ke4 5. Rc1 Kd3 6. Be7 Kd2 7. Bxg5+ Kd3 8. Be7 Kd2 9. g5±; 1. . . . Ke7 2. Bc5 Ke6 3. Rd2 Kc7 4. Rc2 Kc6 5. Rc1 Kc6 6. Ra1±.

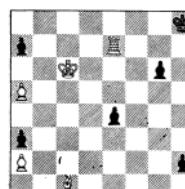
No. 1675. 1. Rb8+ Ke7 2. Bf3 Kd7 3. Be2 Ke7 4. Kc6 Kf7 5. Kd6 Kg7 6. Rd8 Kh7 7. Rd7+ Kh8 8. Re7 Qg8 9. Kd7 Qg6 10. Re8+ Kh7 11. Bf3 Kg7 12. Rx e6±.

No. 1676. 1. Bh7+ Kh8 2. Rd1 b3 3. Kb4 b2 4. Bb1 a1Q 5. Rg1±.

No. 1677. 1. a6 Kc8 2. Ba5 Qb8+ 3. Kc6 Qa8+ 4. Rb7 Qb8 5. Bc7 Qa8 6. Bd6(h2) Kd8 7. Bb8 Ke8 (7. . . . Kc8 8. Bc7±) 8. Kb5 Kd8 (8. . . . Kf8 9. Bd6+) 9. Bxa7 Ke8 10. Kb6±.

1679. C. Peronace
Helsinki Olympic

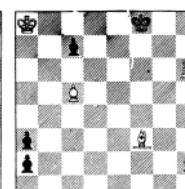
Tourney, 1952
1st Prize



White to play and win

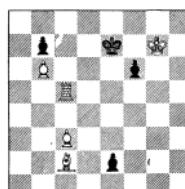
1680. C. Peronace
Argentine Chess Club

Tourney, 1955
3rd Prize



White to play and win

1681. A. Pikulik
1960



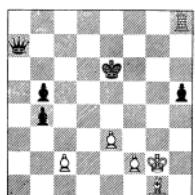
White to play and win

1682. M. Holst
1905



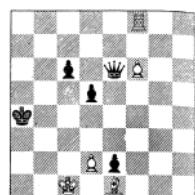
White to play and win

1683. H. Rinck
British Chess Magazine,
1920



White to play and win

1684. M. and V. Platov
Svenska Dagbladet
Snällposten, 1911
Hon. Mention



White to play and win

Using another powerful weapon, the threat of mate, White sets his trap for the Queen in Nos. 1678-81.

No. 1678. 1. $d8Q+$! $K \times d8$ 2. $Rc2!$ $h1Q$ 3. $B \times e6$ $Bc3!$ 4. $R \times c3!$ $Q \times g2+$ 5. $K \times h6$ $Qh2+$ 6. $Kg6$ $Qg1+!$ 7. $Kh7$ $Qh1(h2)+$ 8. $Kg8$ $Qg1+$ 9. $Kf8!$ $Qc5$ 10. $Rc4!$ $Qe6$ 11. $Kf7$ $Qb7(a6, a8)$ 12. $Rc8+$ $Q \times c8$ 13. $B \times c8$ $K \times e8$ 14. $K \times e7\pm$; 11. . . . $Qe8+$ 12. $Kg7$ $Qf8+$ 13. $Kh7\pm$.

No. 1679. 1. $Re8+$ $Kg7$ 2. $Bh6+$ $Kh7$ 3. $Bd2$ $e3$ 4. $Bc3$ $h1Q+$ 5. $Kc7$ $Qh2+$ 6. $Kc8$ $Qh3+$ 7. $Kb8$ $Qh2+$ 8. $Be5$ $Qb2+$ 9. $K \times a7$ $g5$ 10. $Rh8+$ $Kg6$ 11. $B \times b2$ ab 12. $Rh1\pm$.

No. 1680. 1. $Rh8+$ $Ke7$ 2. $Rh7+$ $Kd8$ 3. $Bc6$ $a1Q$ 4. $Rd7+$ $Ke8$ 5. $Rd2!$ $Qb1$ 6. $Bd7+$ $Kd8$ 7. $Bf5\pm$.

No. 1681. 1. $Rc4$ $f5$ 2. $B \times f5$ $e1Q$ 3. $Re4+$ $Kd8$ 4. $Kf8!$ (4. $Kf7?$ $Qe3!$) 5. $c4$ $Q \times b6$ 6. $Re8+$ $Ke7$ 7. $Re8+$ $Kd6$ 8. $c5+$ $Q \times c5$ 9. $R(K) \times c5=$, or 5. $Re6$ $Qe5!$ 6. $R \times e5$ stalemate) 4. . . . $Qe3$ 5. $Kf7$ $Q \times b6$ 6. $Rc4$ $Qb3$ 7. $Be6\pm$.

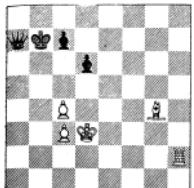
Discovered attack motifs find broad application in Rook and Bishop versus Queen endgame studies. Batteries may be formed by the Rook and Bishop, Rook with Pawn, and Bishop with Pawn. Such a diversity provides the composer with rich creative scope.

First let us consider endgames in which batteries are set up with the participation of a White Pawn (see Nos. 1682-94). In Nos. 1682-87 the battery is formed by Bishop and Pawn, and in Nos. 1688-94 by Rook and Pawn. White makes two Pawn moves to put the battery into action on the g1-a7 diagonal in Nos. 1682 and 1683.

No. 1682. 1. $d5+$ $K \times d5$ 2. $Be4+$ $K \times e4$ 3. $f3+\pm$; 4. . . . $Kf6$ 2. $Rh6+$ $Ke5(g5)$ 3. $f4\pm$.

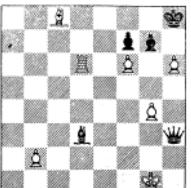
No. 1683. 1. $Rh6+$ $Kf5$ 2. $e4+$ $Kf4$ 3. $Rf6+$ $K\infty$ 4. $f4$ ($f3\pm$); 1. . . . $Ke5$ 2. $f4+$ $Ke4$ 3. $Re6+$ $K\infty$ 4. $e4\pm$; 1. . . . $Kd5$ 2. $e4+$ $Kc4$ 3. $Re6+$ $Kd4$ 4. $f3(f4)\pm$.

1685. L. Kubbel
64, 1927
Commendation



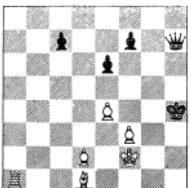
White to play and win

1686. A. Gherbstman
Shakhmatny listok, 1928



White to play and win

1687. L. Kubbel
Shakhmaty za 1955 god,
1956



White to play and win

No. 1684. 1. $f7$ $Qe5$ 2. $Ra8+$ $Kb3$ 3. $Ra3+$ $K \times a3$ 4. $ISQ+$ $Kb3$ 5. $Qb4+$ $K \times b4$ 6. $d4+$ $Kb5$ 7. de $Kc5$ 8. $Kd2$ $d4$ 9. $K \times e2$ $Kd5$ 10. $Bg3$ $c5$ 11. $Kf3$ $c4$ 12. $Kf4$ $c3$ 13. Bef $c2$ 14. $Bd2$ 15. $Kf5\pm$.

No. 1685. 1. $Bf3+$ $d5!$ 2. $B \times d5+$ $Kb6$ 3. $Ra2$ $Q \times a2$ 4. $c5\pm$; 3. . . . $Qb8$ 4. $Ra8\pm$.

No. 1686. 1. $hg+$ $Kh7$ 2. $g8Q+$ (2. $R \times d3?$ $Q \times d3$) 3. $Bf5+$ $Kg8$ 4. $B \times d3$ stalemate) 2. . . . $K \times g8$ 3. $Rd8+$ $Kh7$ 4. $R \times d3$ $Qh4$ 5. $Bf5+$ $Kh6$ 6. $Rh3$ $Q \times h3$ 7. $g5\pm$.

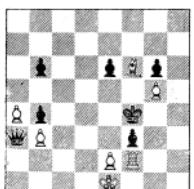
No. 1687. 1. $Bc2!$ $Kg5$ 2. $Rg1+$ $Kf4$ 3. $Rg4+$ $Ke5$ 4. $d4+$ $K\infty$ 5. $e5\pm$.

Opening up the rank for the Rook by advancing the Pawn with check enables White to win the Queen in Nos. 1688-94.

No. 1688. 1. $Bb2$ $Qa2$ 2. $Bc1+$ $Kg3$ 3. $Bf4+$ $Kh3$ 4. $Rh2+$ $Kg4$ 5. $ef\pm$; 2. . . . $Ke5$ 3. $Bf4+$ $K\infty$ 4. $e3(e4, ef)\pm$.

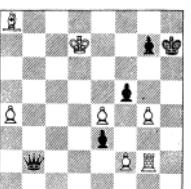
No. 1689. 1. $Rh2+$ $Kg6$ 2. $ef\pm$ $Kf7$ 3. $Bd5+$ $Kf6$ 4. $g5+$ $K \times f5$ 5. $Be4+$ $K\infty$ 6. $f3(f4, fe)\pm$.

1688. L. Kubbel
1925



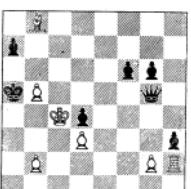
White to play and win

1689. H. Rinck
Basler Nachrichten, 1928



White to play and win

1690. H. Rinck
Basler Nachrichten,
1928



White to play and win

1691. H. Rinck
Basler Nachrichten,
1928



White to play and win

1692. A. Wotawa
Deutsche Schachzeitung,
1961



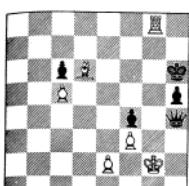
White to play and win

1693. H. Rinck
Basler Nachrichten,
1928



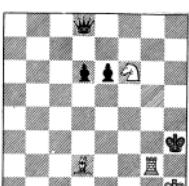
White to play and win

1697. A. Troitzky
Deutsche Schachzeitung,
1907



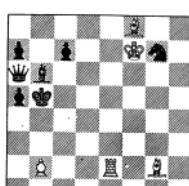
White to play and win

1698. F. Amelung
Tijdschrift v.d. KN.S.B.,
1907



White to play and win

1699. F. Sackmann
Deutsches Wochenschach,
1921



White to play and win

We find the same battery set-up in No. 1688 by L. Kubbel and No. 1689 by H. Rinck.

Two Pawn moves are needed to fire the battery in Nos. 1690-92, and in No. 1693 three moves.

No. 1690. 1. $Bc7+$ $Ka4$ 2. $b3+$ $Ka3$ 3. $Bd6+$ $Kb2$ 4. $Bf4$ $Q\times f4$ (h4, f5, h5, g4) 5. $g3(g4, gh)+\pm$.

No. 1691. 1. $Rh2+$ $Kg5$ 2. $Bc1+$ $Kf5$ 3. $e4+$ $Ke5$ 4. $Bb2$ $Q\times b2$ 5. $f4+ gf$ 6. $R\times b2\pm$.

No. 1692. 1. $R\times g7+$ $Bg6+!$ 2. $R\times g6+$ $Kf5$ 3. $Rg2$ a2 4. $Bc1 a1Q$ 5. $e4+$ $Ke5$ 6. $Bb2+$ $Q\times b2$ 7. $f4+$ $K\times f4$ 8. $R\times b2$ $Na3$ 9. $Rb3$ $N\times c4$ 10. $K\times c4$ $K\times e4$ 11. $Rb6\pm$.

No. 1693. 1. $d3+$ $Ke5$ 2. $Bb2$ $Q\times b2$ 3. $f4+$ $K\infty$ 4. $e3$ (e4)+±; 1. . . $Kd5$ 2. $e4+$ $Ke5$ 3. $Bb2$ $Q\times b2$ 4. $f4+\pm$; 1. . . $Kf5$ 2. $Bd6\pm$.

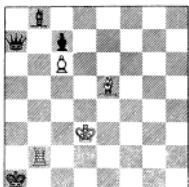
No. 1694. 1. $f5+$ $K\times f5$ 2. $Bd7+$ $Ke5$ 3. $f4+$ $Kd5$ 4. $Bc6+$ $Kc5$ 5. $b4+$ $K\infty$ 6. $f5\pm$.

1694. L. Kubbel
Zadachi i etudy, 1928



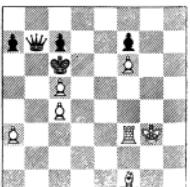
White to play and win

1695. J. Kling
1851



White to play and win

1696. V. Platov
Rigaer Tageblatt, 1903



White to play and win

A discovered attack is created by the Rook plus Bishop battery (without the participation of any Pawn) in Nos. 1695-1724. More frequently the opening-up piece is the Rook (diagonal battery). See Nos. 1695-1717. In Nos. 1718-24 the Bishop opens up the file or rank battery.

No. 1695. 1. $Ke4$ $Qa3$ 2. $R\times b8+$ $Ka2$ 3. $Rb2+$ $Q\times b2$ 4. $B\times b2$ $K\times b2$ 5. $Kd5\pm$.

No. 1696. 1. $Bg2$ $Qc8$ 2. $Rf5+$ $Kd7$ 3. $Rd5+$ $Ke8$ 4. $Rh5$ $Qa6$ 5. $c6$ $Q\times a3+$ 6. $Kg4$ $Qf8$ 7. $Rb5$ $Qd6$ 8. $Rb8+\pm$; 1. . . $Qa6$ 2. $Rd3+$ $K\times c5$ 3. $Rd5+$ $K\times c4$ 4. $Bf1+$ $K\times d5$ 5. $B\times a6$ $Ke5$ 6. $Bc4$ $K\times f6$ 7. $Kf4\pm$. There is no true discovered attack here because Black avoids it. Actually, this is but a threat of a discovered attack that is repulsed by Black, which leads to two independent variations with a geometric motif.

No. 1697. 1. $Bf8+$ $Kh7$ 2. $Rg7+$ $Kh8$ 3. $Be7$ $Qe1$ 4. $Bf6$ $Q\times e2+$ 5. $Kh1$ $Qe6$ 6. $Bd4$ $Qe4$ 7. $Ba1$ h4 8. $Bf6$ $Qe6$ 9. $Bd4$ $Qc4$ 10. $Ba1$ h3 11. $Bf6$ $Qe6$ 12. $Bd4$ $Qc4$ 13. $Ba1$ h2 14. $Bf6$ $Qe6$ 15. $Bd4$ $Qc4$ 16. $Ba1$ $Q\infty$ 17. $R+\infty$ 18. $R\times Q\pm$. An endgame study with a graceful solution based on zugzwang motifs and interesting manoeuvres by the Bishop to surrender the tempo to Black, which leads to the inevitable loss of the Queen.

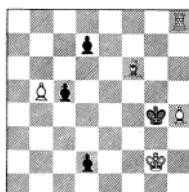
No. 1698. 1. $Nd5$ ed 2. $Be1 \infty$ 3. $Rg3+\pm$. It goes without saying that 1. $Be1?$ $Qa8$ loses.

No. 1699. 1. $Bf1$ $Qb7$ 2. $Re4+$ $Kc6$ 3. $Bg2$ $Qa6$ 4. $Re4+\pm$ $Kb5$ 5. $Bf1$ $Qb7$ 6. $R\times c7+\pm$. The main content here is the transfer of the battery from one diagonal (f1-a6) to another (g2-a8) and back, which is carried out well technically.

No. 1700. 1. $Rg8-$ $Kf5!$ 2. $Rg5+$ $Ke6$ 3. $Re5+$ $Kd6-$ 4. $Bg5$ d1Q 5. $Bf4$ $Qg4+$ 6. $Bg3\pm$.

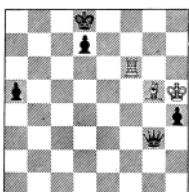
No. 1701. 1. $B\times b4$ $Qb8$ 2. $Rf8++$ $Kc7$ 3. $Bg3+\dagger$ d6 \ddagger 4. $B\times d6+$ $K\times d6$ 5. $R\times b8\pm$.

1700. S. Filaretov
Shakhmaty, 1922



White to play and win

1701. H. Rinck
L'Echiquier de Nice, 1922



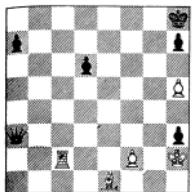
White to play and win

1702. A. Troitzky
Shakhmatny listok, 1925



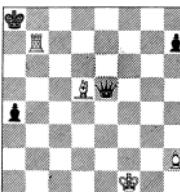
White to play and win

1706. A. Troitzky
Shakhmatny listok, 1930



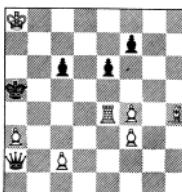
White to play and win

1707. A. Dall' Ava
L'Italia Scacchistica, 1953



White to play and win

1708. D. Kolodyazhny
Shakhmatny listok, 1927



White to play and win

The battery set up on the long diagonal a1-h8 in Nos. 1702-07 enables White to build up irresistible threats that lead to the capture of the Queen.

No. 1702. 1. Bb2 Qa2 2. R \times g7+ Kh8 3. Bf6 Na3 4. Rb7+ Kg8 5. Rb2 Qa1 6. Rb8+ \pm ; 1. . . . Qb4 2. R \times g7+ Kh8 3. Rb7+ Kg8 4. R \times b4 N \times b4 5. Ba3+; 1. . . . Qc5 2. R \times g7+ Kh8 3. Rg5+ Kh7 4. R \times c5 dc 5. Bc3+.

No. 1703. 1. Rg3+ Kh8 2. Rg7! Qd8+ 3. Bc7 Qd5 4. Be5 Qa2+ 5. Kb6 h6 6. Kc7 a5 7. Kd8 Qe2 8. c4! bc 9. Rf7+ Kg8 10. Ke7 Qb2 11. Rg7+ Kh8 12. Kf8+ \pm .

No. 1704. 1. Bd6 h1Q 2. Be5 Qa1+ 3. Kd5 Q \times a2+ 4. Kd6! Qa3+ 5. Kc6 Qc1+ 6. Kd5! Qa3 7. Ke4 Qb4+ 8. Kf5 Qa3 9. Rd7+ Kg8 10. Kg6+ \pm .

No. 1705. 1. Be5+ Kg8 2. Rg7+ Kh8 3. Ba1 Qc1 4. Bf6 Qc5 5. R \times g6+ Kh7 6. Rg7+ Kh8 7. Rg5+ \pm ; 4. . . . Qg5 5. Rf7+ Q \times f6 6. R \times f6+; 4. . . . g5 5. R \times g5+ Kh7 6. Rg7+ \pm .

Kh8 7. Rg1+ \pm ; 4. . . . h5 5. Rf7+ Kg8 6. Rf8+ Kh7 7. Rh8X.

No. 1706. 1. Re3 Qa4! 2. Rg3 d5 3. Bc3+ d4 4. Rg4 h6 5. R \times d4+ \pm .

No. 1707. 1. Bf3 Qh5 2. Rf7+ \pm .

No. 1708. 1. Bd8+ Ka6 2. Ra4+ Kb5 3. Rb4+ Kc5 4. Be7+ Kd5 5. e4+ Kd4 6. Rb2! Qa1 7. Bf6+ K ∞ 8. R+ \pm .

No. 1709. 1. Rb1 a4 2. Bc4+ Ka5 3. Rb5+ Ka6 4. Be2 Qf6(g6, h6) 5. Rb7+ Ka5 6. Ra7+ Kb6 7. Ra6+ \pm .

No. 1710. 1. d3! Bb2 2. Bb4+ Kc6(c7) 3. Rc2+ Kb5(b6, b7, b8) 4. R \times b2 a1Q 5. Bc3+ K ∞ 6. R+ \pm ; 2. . . . Ke6 3. Re2+ K \times f6 4. R \times b2 a1Q 5. Bc3+ K ∞ 6. R+ \pm ; 2. . . . Ke5 3. R \times b2 a1Q 4. Bc3+ K ∞ (or d4) 5. R+ \pm .

No. 1711. 1. Rc4+ Kd8 2. Bf6+ Ke8 3. Re4+ Kf8 4. Be7+ Kg7 5. Rg4+ Kh6 6. Bg5+ Kh5 7. Bf4 Qb4! 8. Rg5+ Kh6

1709. H. Rinck
Basler Nachrichten, 1933

1705. M. Platov
Bakinsky rabochii, 1927

1704. A. Åkerblom
Moravsko-Slezský deník, 1927

1703. S. Filaretov
Shakhmaty, 1925

Commendation

2nd Prize

1708. D. Kolodyazhny
Shakhmatny listok, 1927

1707. A. Dall' Ava
L'Italia Scacchistica, 1953

1706. A. Troitzky
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L'Italia Scacchistica, 1953

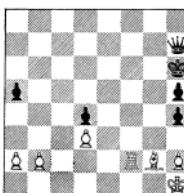
1706. A. Troitzky
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1705. M. Platov
Bakinsky rabochii, 1927

1704. A. Åkerblom
Moravsko-Slezský deník, 1927

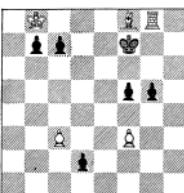
1703. S. Filaretov
Shakhmaty, 1925

1712. F. Bondarenko
Shakhmaty v SSSR,
1948



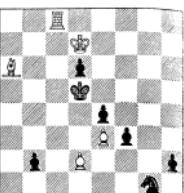
White to play and win

1713. J. Mugnos
Barcelona Tourney,
1948-49
1st Prize



White to play and win

1714. J. Mugnos
1957



White to play and win

9. *Bc1!* *Qb1* 10. *Rg1+* *Kh5* 11. *Be3* *Qa2* 12. *Rg5+* *Kh6*
13. *Kh4* *Qa3* 14. *Rg3±*.

No. 1712. 1. *Bc4* *Qd7* 2. *Rg2* *Qa4* 3. *b3* *Qa3* 4. *h3* *a4* 5. *b4*

Q×b4 6. *Rg6+* *Kh7* 7. *Rb6±*.

No. 1713. 1. *Rg7+* *Ke8* 2. *Re7+* *Kd8* 3. *Bh6!* *d1Q* 4. *B×* *g5* *Qb3* 5. *c4!* *Qb4* 6. *c5* *Qb5* 7. *f4* *Qa5* 8. *c6±*.

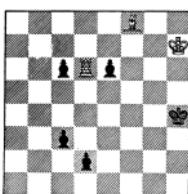
No. 1714. 1. *Rf8!* *Ke5* 2. *Rb8* *h1Q* 3. *Rb5+* *Kc4* 4. *R×* *b2+* *Kd5* 5. *Rb5+* *Kc4* 6. *Rh5±*.

No. 1715. 1. *Rd4+*! *Kg5!* 2. *Bb4!* *c5* 3. *B×c5* *c2* 4. *R×d2* *c1Q* 5. *Bc3+ K∞* 6. *R±*.

No. 1716. 1. *Ba4+ Kd8* 2. *Rd1+ Kc7* 3. *Rc1+ Kd8* 4. *Kb8* *B×c1* 5. *Rc6 Qh3* 6. *R×c1 e6* 7. *Rc7 Qf5* 8. *Rd7+ Ke8* 9. *g4* *Qf6* 10. *g5 Qf5* 11. *g6±*.

No. 1717. 1. *Be6+ Kh7* 2. *Bg8+ Kh8* 3. *Bb3+ Kh7* 4. *R×* *b7+ Kh8* 5. *Rb8+ Kh7* 6. *Bg8+ Kh8* 7. *R×b1±*.

1715. R. Signer and
S. Isenegger



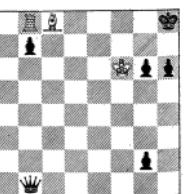
White to play and win

1716. A. Herberg



White to play and win

1717. F. Lazard
La Stratégie, 1902
Prize



White to play and win

1718. H. Rinck
Deutsche Schachzeitung,
1908



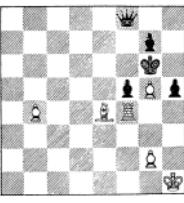
White to play and win

1719. H. Rinck
British Chess Magazine,
1920



White to play and win

1720. A. Troitzky
Wiener Schachzeitung,
1912



White to play and win

In Nos. 1718-24 file and rank batteries are employed in the main play, and diagonal ones in the auxiliary manoeuvres.

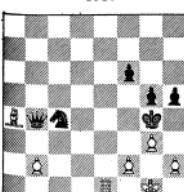
No. 1718. 1. *Ra3+* *Kb6* 2. *Bc3 c5* 3. *Ra1 g3* 4. *Bf1 f1Q*
5. *Ba5±*.

No. 1719. 1. *Rf6+ Kd5* 2. *Bb7+ Kc4* 3. *Rf1 c6* 4. *Ba6+* *Kd5* 5. *Rd1+ Ke6(e4)* 6. *Bf1 g1Q* 7. *Bc4(d3)±*; 3. . . . *gfQ* 4. *Ba6+ Kd5* 5. *B×f1 h2* 6. *Bg2+ e4* 7. *g5 Ke5* 8. *g6 e3* 9. *g7 e2* 10. *g8Q±*; 2. . . . *e6* 3. *B×c6+ Kc4* 4. *Rd6 g1Q* 5. *Bb7 Kb5* 6. *Ba6+ K∞* 7. *Bc4±*.

No. 1720. 1. *Bc2! Qg8(f7, a8)* 2. *R×f5 Qa2* 3. *Be4! Qc4(e2)* 4. *Re5+ Kf7* 5. *Bd5±*; 4. . . . *K×g5* 2. *R×f5+ Q×f5* 3. *B×f5 K×f5* 4. *Kh2±*. An interesting transition from a diagonal battery to a file battery. This method is employed in No. 1721 in an expanded form.

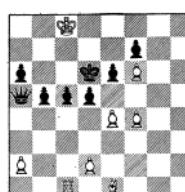
No. 1721. 1. *Re4+ Kf5* 2. *Bc2 Q×b2* 3. *Re2+ Kg4* 4. *Bd1 Qc1* 5. *Re1+ K∞* 6. *Bg4±*; 4. . . . *Kf3* 2. *Bc6 Qb6* 3.

1721. A. Gherbstman
and V. Korolkov
Československý Šach,
1930



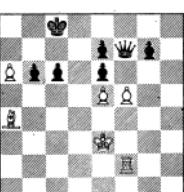
White to play and win

1722. A. Gherbstman
1930



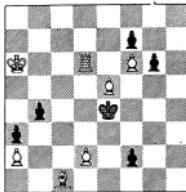
White to play and win

1723. L. Kubbel
64, 1927
3rd Prize



White to play and win

1724. V. Platov
Izvestia, 1927-29
 Tie for 2nd Prize



White to play and win

Re6+ Kg4 4. Bd7! Qc7 5. Re7+ Kf3 6. $\text{Bg4+}\pm$. In both of the equal thematic variations a diagonal battery arises and then goes over to the rank. The Queen's protected situation on $b2(b6)$ does not give White the possibility of employing the rank battery, so that it is transferred to diagonal. Black again defends itself, and White puts up another battery, on another rank, which settles the issue.

No. 1722. 1. $e5+$ Kc6 2. $\text{R}\times\text{c}5+$ Kb6 3. Bf2 d4 4. $\text{B}\times\text{d}4$ $\text{Q}\times\text{d}2$ 5. $\text{Rd}5+$ $\text{Ka}5$ 6. $\text{Bb}6+\pm$; 2. . . $\text{K}\times\text{c}5$ 3. $\text{d}4+\pm$. In the main variation the diagonal battery goes over to the file. Simultaneously, there is a diagonal battery with Bishop and Pawn.

No. 1723. 1. $a7 \text{Kb7}$ 2. $\text{Ra2 K}\times\text{a}7$ 3. $\text{fe Q}\times\text{e}6$ 4. $\text{Bb}3+\pm$; 3. . . Qf5(g6) 4. $\text{Be}2+\pm$; 3. . . $\text{Qh}5$ 4. $\text{Bd}1+\pm$; 3. . . $\text{Qf}1$ 4. $\text{Bb}5+\pm$; 3. . . $\text{Qf}8$ 4. $\text{B}\times\text{c}6+\pm$.

No. 1724. 1. $e6 \text{fe}$ 2. $d3+!$ $\text{Ke}5$ 3. $\text{Bf}4+$ $\text{K}\times\text{f}6$ 4. $\text{Rd}8!$ f1Q 5. $\text{Rf}8+$ $\text{Ke}7(g7)$ 6. $\text{Bd}6(h6)+\pm$.

Chapter 4

ROOK AND TWO MINOR PIECES OR TWO ROOKS AND MINOR PIECE TRAP QUEEN

Coordinated action by three different pieces (Rook and two minor pieces or two Rooks and one minor piece) can lead to interesting situations. This material found quite broad application in chess composition, especially in endgame studies by H. Rinck. The possibility of various sacrifice combinations expands the arsenal of well-known methods of winning the Queen. The set-up of Rook and two minor pieces versus the Queen (without Pawns) is generally considered a draw. The investigation of particular cases reveals the possibility of capturing the Queen or creating mating threats. It would be no exaggeration to state that H. Rinck evolved the main

methods of trapping the Queen with the aid of the Rook and two minor pieces. The development of this theme has significance for the theory of endings.

Queen Trapped by Rook, Bishop and Knight

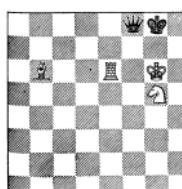
The presence of three pieces of unlike motion on the board, i. e., the Rook, Bishop and Knight, makes it possible to unite their heterogeneous defence and attack functions and creates favourable opportunities for the composer. The domination motifs can be of various kinds: geometric, double Knight attacks, discovered attack, mating threat, incarceration of the Queen, etc. Besides, combinations of these motifs are not rare, which prevents us from classifying these endgame studies according to motifs. They are therefore grouped according to the material involved (see Table 32).

Table 32. Rook, Bishop and Knight Trap Queen
 (Endgame Studies Nos. 1725-87)

Subdivisions	Features of the Set-Up (Total Number of Pieces)	Nos.
1	Six	1725-52
2	Seven	1753-61
3	Eight or more	1762-87

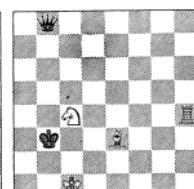
The first group includes endgame studies with a total of six pieces (Nos. 1725-52). All of them, with the exception of No. 1725, belong to H. Rinck and clearly reveal the main methods of achieving domination with the given correlation of forces.

1725. J. Berger
 1888



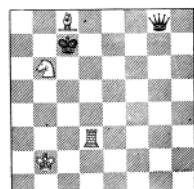
White to play and win

1726. H. Rinck
Magyar Sakkvilág, 1928
 Tie for 3rd Prize



White to play and win

1727. H. Rinck
L'Echiquier, 1929



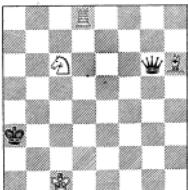
White to play and win

1728. H. Rinck
L'Échiquier, 1929



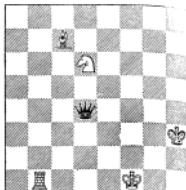
White to play and win

1729. H. Rinck
L'Échiquier, 1929



White to play and win

1730. H. Rinck
L'Échiquier, 1929



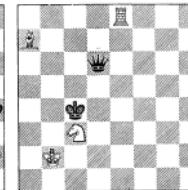
White to play and win

1734. H. Rinck
L'Échiquier, 1929



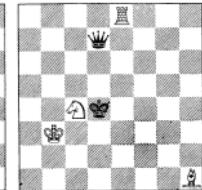
White to play and win

1735. H. Rinck
L'Échiquier, 1929



White to play and win

1736. H. Rinck
L'Échiquier, 1929



White to play and win

No. 1725. 1. Kh5 Qb4 2. Re8+ Kg7 3. Rb8 Qc4(a4, c3) 4. Bd4+ Q×d4 5. Ne6+±; 1. . . Qc8 2. Rd6 Kg7 3. Rd8 Q∞ 4. Bd4+±. The "quiet" first move leads to a curious position in which any retreat of the Queen results in a loss.

No. 1726. 1. Na5+ Kc3 2. Rb4! Qg8 3. Rb3+ Q×b3 4. Bd2+±; 2. . . K(Q)×b4 3. Nc6+(Bd2+)±. The elegant and unexpected move 2. Rb4! is the pith of the solution.

No. 1727. 1. Nd5+ Kb8 2. Rb3+ Ka7 3. Rb7+ Ka6 4. Nb4+ Ka5 5. Nc6+ Ka6 6. Rb8+±.

No. 1728. 1. Nc6+ Kc7 2. Rd7+ Kb6 3. Rb7+ Ka6 4. Nb8+ Ka5 5. Ra7+ Kb6 6. Ra6+±; 1. . . Ke6 2. Bd5+ Kf6 3. Rf2+ K∞ 4. Rg2±. Black's refusal to accept two Rook sacrifices in the main variation leads to the opening of the sixth rank and to the creation of a geometric motif.

No. 1729. 1. Bf8+ Kb3 2. Rb8+Kc3 3. Bb4+Kb3 4. Bc5+Ka2 5. Ra8+Kb3 6. Ra3+Kc4 7. Ne5+±; 4. . . Kc3

5. Bd4+ K∞ 6. Ne5+±; 4. . . Ka4 2. Ra8+ Kb5 3. Ra5+Kb6 4. Be5+ Kb7 5. Ra7+ Kc8 6. Ne7+±. The merit of this endgame study is the effective employment of the strength of White's pieces for the energetic capture of the Queen.

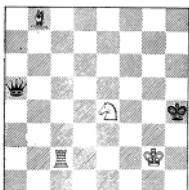
No. 1730. 1. Rb3+ Kg4 2. Rg3+ Kh5 3. Rh3+ Kg5 4. Bd8+ Kg6 5. Rh6+ K∞ 6. Nf5+±; 3. . . Kg6 4. Rh6+Kg5 5. Bd8+ Kg4 6. Rh4+±; 3. . . Kg4 4. Rh4+ K×h4 5. Nf5+±. The sacrifice of the Rook on three squares—g3, h4, h6—leads to one and the same Knight fork.

No. 1731. 1. Bg3+ Kg4 2. Rc5 Qd2+ 3. Nf2+±.

No. 1732. 1. Rh2+Kg6 2. Bc2+Kf7 3. Rh7+Ke6 4. Bb3 Q×b3 5. Nc5+±; 4. . . Kg7 2. Rh7+Kg6 3. Bc2+Kg5 4. Rh5+K×h5 5. Nf6+±. Two Rook sacrifices plus one Bishop sacrifice pave the way for Knight forks.

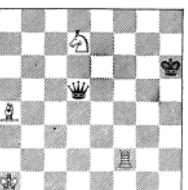
No. 1733. 1. Rc8+Kg7 2. Nf5+Kh7 3. Ng3+Kh6 4. Rc6! Q×c6 5. Nf5+K∞ 6. Ne7+±; 2. . . Kf7 3. Bc4+Kg6 4. Rc6 Q×c6 5. Ne7+±.

1731. H. Rinck
L'Échiquier, 1929



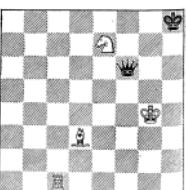
White to play and win

1732. H. Rinck
L'Échiquier, 1929



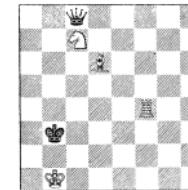
White to play and win

1733. H. Rinck
L'Échiquier, 1929



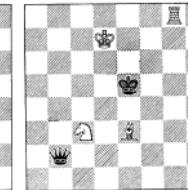
White to play and win

1737. H. Rinck
L'Échiquier, 1929



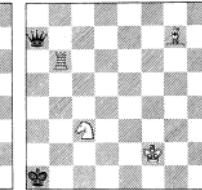
White to play and win

1738. H. Rinck
L'Échiquier, 1929



White to play and win

1739. H. Rinck
L'Échiquier, 1929



White to play and win

1740. H. Rinck
L'Echiquier, 1929



White to play and win

No. 1734. 1. Nf3+ Kh5 2. Bf5 Qxf3 3. Bg6+ Kg4 4. Bh5+±.

Nos. 1735 and 1736 have the same method of achieving domination.

No. 1735. 1. Re4+ Kd3 2. Re3+ Kc4 3. Kc2 Qh2+ 4. Re2 Qh7+ 5. Re4+±.

No. 1736. 1. Re4+ Kc5 2. Re5+ Kd4 3. Kb4 Qd8 4. Re6 Qb8+ 5. Rb6 Qf8+ 6. Rd6+±; 3. . . . Qf7 4. Re4+ Kd3 5. Ne5+±.

No. 1737. 1. Rf3+ Kc4 2. Kc2 Kd4 3. Kd2 Kc4 4. Rc3+ Kd4 5. Nb5+±.

No. 1738. 1. Rg5+ Kf6 2. Ne4+ Kf7 3. Nd6+ Kf6 4. Rg4 Ke5 5. Nc4+±; 3. . . . Kf8 4. Rg6 Q∞ 5. Bh6+±.

No. 1739. 1. Bd4 Qf7+ 2. Bf6 Qh7 3. Nb1+ Ka2 4. Rb2+ Ka1 5. Rb7+±; 2. . . . Qg6 3. Ne2+ Ka2 4. Nc1+ Ka3 5. Be7(b2)+±. A curious change in the functions of the Rook and Bishop in batteries arising in two thematic variations.

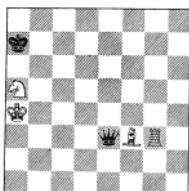
It is interesting to see how H. Rinck reveals in Nos. 1740–42 entirely different methods of achieving domination in similar line-ups. It may be assumed that these endgames were composed simultaneously as the result of a searching analysis of the position.

No. 1740. 1. Bd5+ Ka7 2. Re7+ Kb8 3. Bb7 Qa7 4. Rd7+; 1. . . . Kb8 2. Re7 Qd6 3. Ne6+ Kc8 4. Be6+±. A fine endgame in which the clockwork cooperation of White's pieces on both flanks is exploited in full measure.

No. 1741. 1. Rg7+ Kb8 2. Rb7+ Kc8 3. Bg4+ Kd8 4. Ne6+ Kc8 5. Bb5+ Kb8 6. Rf7+ Kg8 7. Ne7+ Kh8 8. Rf8+ Kh7 9. Bg6+ K∞ 10. Nf5+±; 4. . . . Ka6 2. Bb7+ Ka7 3. Bc6+ Ka6 4. Bb5+ Kb6 5. Ne4+±; 3. . . . Kb8 4. Rb7+ Kc8 5. Bd7+ Kd8 6. Ne6X.

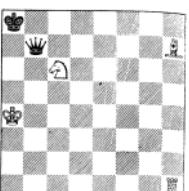
No. 1742. 1. Be4 Qa6+ 2. Na5+ Kb8 3. Rh7 Qe6 4. Ne6+ Kc8 5. Bf5 Qxf5 6. Ne7+±; 1. . . . Qg7 2. Nd4+ Kb8

1741. H. Rinck
Neue Leipziger Zeitung,
1929
2nd Prize



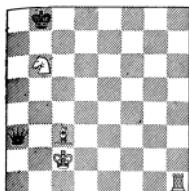
White to play and win

1742. H. Rinck
L'Echiquier, 1929



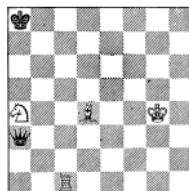
White to play and win

1743. H. Rinck
L'Echiquier, 1929



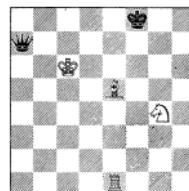
White to play and win

1744. H. Rinck
L'Echiquier, 1929



White to play and win

1745. H. Rinck
L'Echiquier, 1929



White to play and win

3. Rb1+ Kc8 4. Bf5+ K∞ 5. Ne6+±; 1. . . . Qb2 2. Na5+ Ka7 3. Rh7+ Ka6 4. Bd3+±; 1. . . . Qd7 2. Rh1 Qe8 3. Ka5+.

Evidently the kindred endgames Nos. 1743 and 1744 also arose in the process of analysis of one and the same position.

No. 1743. 1. Ra1 Qe7 2. Be5+ Kb7 3. Ra7+ K×a7 4. Nc8+±; 1. . . . Qd6 2. Be5 Q×e5 3. Nd7+±.

No. 1744. 1. Ra1 Qd6(e7) 2. Ne5+ Kb8 3. Be5(+) Q×e5 4. Nd7+±; 1. . . . Qb4 2. Nc5+ Kb8 3. Na6+±; 1. . . . Qf8 2. Nc5+ Kb8 3. Nd7+±.

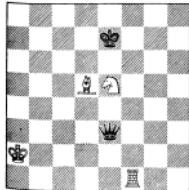
No. 1745. 1. Ra1 Qf7(h7) 2. Ra8+ Ke7 3. Ra7+±.

No. 1746. 1. Rf7+ Kd8 2. Rd7+ Ke8 3. Bc6 Kf8 4. Ng6+±; 2. . . . Kc8 3. Bb7+ Kb8 4. Nc6X; 1. . . . Ke8 2. Be6+ Kd8 3. Rd7+±.

No. 1747. 1. Nd5+ Ka5 2. Ra3+ Kb5 3. Be4 Qc1 4. Bd3+ Kc6 5. Rc3+±.

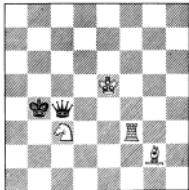
No. 1748. 1. Ne5 Qb1 2. Ra5+ Kb6 3. Bd8+ Kb7 4. Rb5+±.

1746. H. Rinck
L'Echiquier, 1929



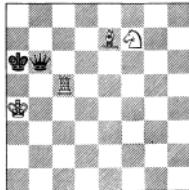
White to play and win

1747. H. Rinck
L'Echiquier, 1929



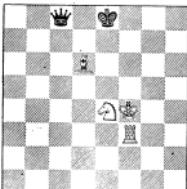
White to play and win

1748. H. Rinck
L'Echiquier, 1929



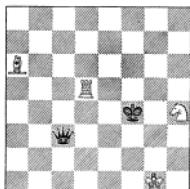
White to play and win

1749. H. Rinck
L'Echiquier, 1929



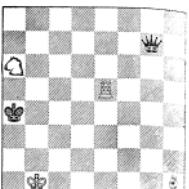
White to play and win

1750. H. Rinck
L'Echiquier, 1929



White to play and win

1751. H. Rinck
1930



White to play and win

No. 1749. 1. Ke5 Kd7 2. Rf8 Qc1 3. Nf6+ Kc6 4. Rc8+ \pm ; 1. . . . Qa6 2. Rf8+ Kd7 3. Ne5+ \pm .

No. 1750. 1. Ng2+ Ke4 2. Bb7 Qg7 3. Rd7+ \pm ; 2. . . . Qb2 3. Rb5+ \pm .

No. 1751. 1. Bc6+ Kb3 2. Re3+ Ke4 3. Kc2 Qg6+ 4. Re4+ \pm .

No. 1752. 1. Rb3+ Ka4 2. Bc2 Ka5 3. Ne4+ Ka6 4. Ra3+ Kb7 5. Be4+ Kb8 6. Ra8+ Kc7 7. Ra7+ \pm .

Nos. 1753-61 each contain seven pieces. The addition of one Black or White Pawn does not make any substantial changes in the methods of achieving domination that are familiar to us from Nos. 1725-52.

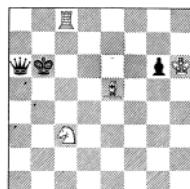
No. 1753. 1. Nd5+ Ka5 2. Rb8 Qc6 3. Bc3+ Ka4 4. Rb4+ Ka3 5. Bb2+ Ka2 6. Nc3+ \pm ; 2. . . . Qc4 3. Bc7+ Ka6 4. Rb6+ Ka7 5. Bb8+ Ka8 6. Ne7+ \pm ; 1. . . . Ka7(b7)

1752. H. Rinck
El Ajedrez Americano
1930



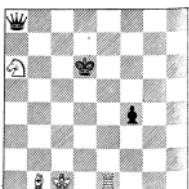
White to play and win

1753. Y. Somov-
Nasimovich
64, 1928



White to play and win

1754. R. Aleksandrov
Shakhmatny listok,
1928



White to play and win

1755. H. Rinck
L'Echiquier, 1929



White to play and win

1756. H. Rinck
L'Echiquier, 1929



White to play and win

1757. H. Rinck
L'Echiquier, 1929



White to play and win

2. Rc7+ Ka8 3. Nb4 Qe2 4. Nc6+ \pm ; 3. . . . Qb6 4. Rc8+ Ka7 5. Ne6+ Ka6 6. Ra8+ K ∞ 7. Rb8+ \pm .

No. 1754. 1. Re6+ Kd7 2. Bf5 Qd8 3. Bh3 f3 4. Kd1 f2 5. Ke2 f1Q+ 6. K \times f1 Qa8 7. Re8+ K \times e8 8. Nc7+ \pm .

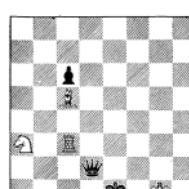
No. 1755. 1. Be5+ Ka3(b3) 2. Rc3+ Kb2 3. Rc2+ Kb1 4. Kd1 Q \times e4 5. Rb2+ Ka1 6. Re2+ \pm ; 2. . . . Ka4 3. Nc5+ Ka5 4. Bc7+ Kb5 5. Rb3 K \times c5 6. Bd6+ \pm ; 1. . . . Kb1 2. Nd2+ Ka2 3. Rc2+ Ka3 4. Bb2+ Q \times b2 5. Nc4+ Kb3 6. R \times b2+ \pm .

No. 1756. 1. Nc3+ Kd4 2. Kb4 Qh4 3. Re6 Kd3 4. Rd6+ Kc2 5. Rd2+ Ke1 6. Rf2+ \pm ; 2. . . . Qd7 3. Re4+ Kd3 4. Re3+ Kd4 5. Nb5+ Kd5 6. Rd3+ \pm .

No. 1757. 1. Bb6+ Kd3 2. Nb2+ Kd4 3. Bg7 Qa3 4. Bh8 Qh3(a8, f8) 5. Rh5(e8)+ \pm ; 2. . . . Kc3 3. Bd2+ K \times d2 4. Nc4+ \pm .

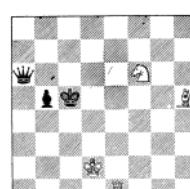
No. 1758. 1. Re3+ Kd1 2. Kf1 Qh2 3. Rd3+ Kc1 4. Be3+ Kb2 5. Rd2+ Q \times d2 6. Nc4+ \pm ; 2. . . . Qa2 3. Re1+ Kd2

1758. H. Rinck
L'Echiquier, 1929



White to play and win

1759. J. Fritz
Narodni osvobozeni,
1933



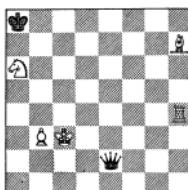
White to play and win

1760. R. Missiaen
*H. Rinck Memorial
Tourney*, 1954
1st Prize



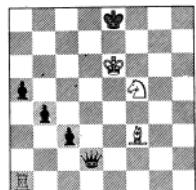
White to play and win

1761. G. Kasparyan
Szachy, 1957



White to play and win

1762. D. Ponziani



White to play and win

1763. B. Horwitz



White to play and win

4. Re2+±; 2. ... Qd5 3. Re1+ Kd2 4. Bb4+ Kd3 5. Rd1+±; 2. ... Qa5 3. Rd3+ Kc1 4. Be3+ Kb2 5. Nc4+±.
No. 1759. 1. Nd7+ Kc4(d4) 2. Re4+ Kd5 3. Bf7+ K×e4 4. Nc5+±; 1. ... Kd6 2. Re6+ K×e6 3. Nc5+±; 1. ... Kb4 2. Rb1+ Kc4 3. Bf7+ Kd4 4. Rb4X; 1. ... Kd5 2. Bf7+ Kd4 3. Re4+±.

No. 1760. 1. Rd5+ Ke6 2. Bf3 Qe1+ 3. Kc2 Qf2+ 4. Rd2+ Q×f3 5. Nd4+±; 2. ... Qh8+ 3. Kd3 Qh2 4. Ke3! Qc1+ 5. Kf2 Kb7 6. Rd1+ Kb8 7. Rd8+±.

No. 1761. 1. Re4 Qf3+ 2. Kb2 Qf7 3. Bg8 Qg7+ 4. Ka2 Qg2+ 5. Ka3 Q×g8 6. Re8+ Q×e8 7. Nc7+±; 5. ... Q×e4 6. Bd5+ Q×d5 7. Nc7+±; 5. ... Ka7 6. Bd5 Qd2 7. Nb4 Qc1+ 8. Ka4 Qa1+ 9. Kb5 Qa6+ 10. Kc5 Qa5+ 11. Kc4±.

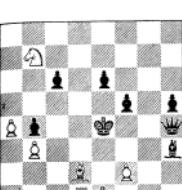
Eight and more pieces take part in endgames Nos. 1762-87. Most of the additions are Pawns. As distinguished from the preceding studies, original ideas are employed in some of them.

No. 1762. 1. Bh5+ Kf8 2. Rd1 Qg5 3. Bf7 c2 4. Rh1 Q×f5+ 5. K×f5 K×f7 6. Ke4 b3 7. Kd3 a4 8. Kc3±. A well-constructed endgame study that is an unquestionable achievement of 18-century composition.

No. 1763. 1. Nf8 Kc6 2. Rd6+ Kc5 3. Rf6 Kd4 4. Be1 Kd3 5. Bb4 Kc4 6. Ba3 Kc3 7. Bc1 Kb3 8. Bf4 Kc4 9. Be5±; 1. ... K×d4 2. Bb4 Ke5 (2. ... Ke4 3. Bf6) 3. Ng6+±. The endgame allows also other solutions in the main variation. In particular, instead of the slow manoeuvring of the Bishop 4. Be1, the move 4. Be5+ wins fast, which evidently escaped the attention of the composer.

No. 1764. 1. Bg5! Q×g5 2. Nc5+ Ke5 3. f4+ K(Q)×f4 4. N×e6(d3)+±; 1. ... Qg4 2. Nd6+ Ke5 3. Nc4+ Ke4 4. f3+ K(Q)×f3 5. Ne5(d2)+±. Two chameleon variations with preliminary Pawn forks and then Knight forks were exquisitely realised in the endgame.

1764. A. Troitzky
1898



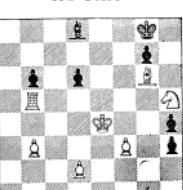
White to play and win

1765. M. and V. Platov
Shakhmatnoye obozreniye, 1909



White to play and win

1766. M. and V. Platov
Shakhmatny listok, 1925
3rd Prize



White to play and win

No. 1765. 1. Rh1 Qg8 2. Nf6+ gf 3. Be6 Q×e6 4. Re1+ Kd5(f5) 5. c4(g4)+±; 3. ... Qb8 4. Rh4+ Qf4+ 5. RxR+ K×f4 6. Kd3±.

No. 1766. 1. Bh7+ Kh8 2. Bf5 h2 3. Ng3 hg 4. Bh3 h1Q 5. Rh5+ Kg8 6. Be6+±; 1. ... K×h7 2. Ng3 hg 3. Rh5+ K∞ 4. Rxh3±.

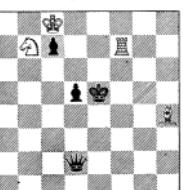
No. 1767. 1. Bf6+ Ke6 2. Nd8+ Kd6 3. Bd4 Q×d4 4. Rd7+ Kc5(e5) 5. Ne6(c6)+±; 1. ... Ke4 2. Nc5+ Ke3(f3) 3. Bg5+±.

No. 1768. 1. Bb6 Qb8 2. Rc8 Qf4 3. Bd4+ Kh6 4. Be3 Q×e3 5. Nf5+±; 3. ... Kf7 4. Rf8+ K×f8 5. Ng6+± 2. ... Qe5 3. Bd4 Q×d4 4. Nf5+±. An easy but quite pleasant solution with the sacrifice of a Bishop and Rook.

No. 1769. 1. Ne3 Qb8 2. Rh8 Qf4(a7) 3. Nd5(Bd4)+±.

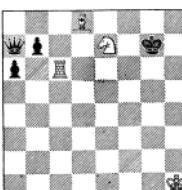
No. 1770. 1. Bf5+ Kd6 2. Nd2 Qb4 3. Ne4+ Kd5 4. Rd8+ Kc4 5. Be6+ Kb5 6. Rb8+±; 2. ... Qb7 3. Ne4+ Kd5

1767. H. Rinck
L'Echiquier, 1929



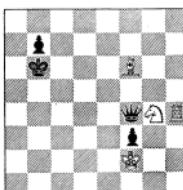
White to play and win

1768. H. Rinck
L'Echiquier, 1929



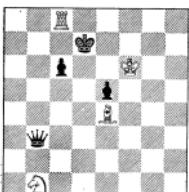
White to play and win

1769. H. Rinck
L'Echiquier, 1929



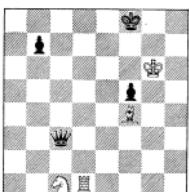
White to play and win

1770. H. Rinck
L'Échiquier, 1929



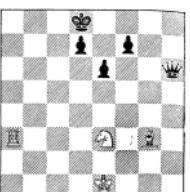
White to play and win

1771. H. Rinck
L'Échiquier, 1929



White to play and win

1772. H. Rinck
L'Échiquier, 1929



White to play and win

4. Rd8+ Kc4 5. Nd6+±; 2. ... Qa4 3. Ne4+ Kd5 4. Nc3+±.

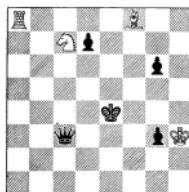
No. 1771. 1. Rd8+ Ke7 2. Bg5+ Ke6 3. Ne2 Qc4 4. Nd4+ Ke5 5. Nf3+ Ke6 6. Bf6 Qg4+ 7. Ng5+±; 3. ... Qc7 4. Nd4+ Ke5 5. Bf6+±; 3. ... Qa1 4. Nf4+ Ke5 5. Bf6+±.

The technique employed by H. Rinck in Nos. 1770 and 1771 is quite interesting: shifting the pieces one square to the right and Black's Pawns to other places in No. 1770 led to a new endgame study, No. 1771. While preserving the main variations of No. 1770, Rinck thus found other possibilities.

No. 1772. 1. Ra8+ Ke7 2. Bd6+ K×d6 3. Nf5+ ef 4. Ra6+±. A peculiar "checkers" combination with the forced sacrifice of the Bishop and Knight.

No. 1773. 1. Ra4+ Kf5 2. Rf4+ Kg5 3. Be7+ Kh6 4. Rh4+ Kg7 5. Bf6+ Q(K)f6 6. Ne8(d5)+±.

1773. H. Rinck
L'Échiquier, 1929



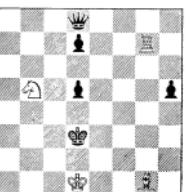
White to play and win

1774. H. Rinck
L'Échiquier, 1929



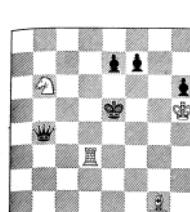
White to play and win

1775. H. Rinck
L'Échiquier, 1929



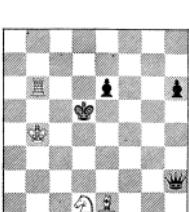
White to play and win

1776. H. Rinck
L'Échiquier, 1929



White to play and win

1777. K. Sukharev
Shakhmatny listok, 1930



White to play and win

1778. L. Kubbel
Shakhmaty v SSSR, 1936



White to play and win

No. 1774. 1. Bf6+ Ke8 2. Rd2 Qg1+ 3. Bg5 Qb6+ 4. Rd6 Qa5+ 5. Nc5 Qc7 6. Re6+ Kf8 7. Bh6+ with mate; 2. ... Qg4+ 3. Ng5 Qc8 4. Ne6±.

No. 1775. 1. Rg3+ Ke4 2. Nd6+ Kf4 3. Bh2 Qh4 4. Rh3+±; 1. ... Kc4 2. Nd6+ Kb4 3. Bc5+ K×c5 4. Nf4+ Ke5 5. Nd5+±.

No. 1776. 1. Bh2+ Ke4 2. Re3+ Kd4 3. Bg1 Qa5+ 4. Re5+ K×e5 5. Nc4+±; 3. ... Qb5+ 4. K×h6 Q×b6+ 5. Re6+±; 1. ... Kf5 2. Rf3+ Ke6 3. Re3+ Kf5 4. Re5+ Kf6 5. Nd5+±.

No. 1777. 1. Bg3 Q×g3 2. Ne3+ Ke5 3. Rb5+ K∞ 4. Ne2(e4)+±; 1. ... Qh3(h1) 2. Rd6+ Ke4 3. Nf2+±; 1. ... Qg1 2. Nc3+ Kd4 3. Ne2+±.

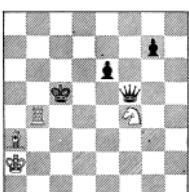
No. 1778. 1. Be8+! K×e8 2. Nc5 Kf7 3. B×d6 cd 4. Rh7+±.

1779. F. Bondarenko
Shakhmaty v SSSR, 1936



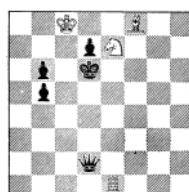
White to play and win

1780. V. Bron
Yerevan Chess Club
Tourney, 1947
4th Prize



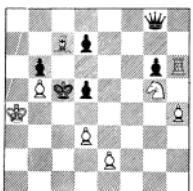
White to play and win

1781. D. Petrov
USSR Sports Committee
Tourney, 1948
Commendation



White to play and win

1782. L. Prokés
Práce, 1949



White to play and win

No. 1779. 1. e3+ Q×e3 2. Bc1 Q×c1 3. e7 Qc8 4. efQ Q×f8 5. Ng6+ fg 6. Rf2+±.

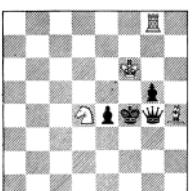
No. 1780. 1. Ng6! Qd5+ 2. Ka1! e5 3. Ne7 Qe6 4. Kb1! g6 5. Ka1! g5 6. Kb2 g4 7. Kc3 Qa2 8. Rb3+±. An interesting endgame study in which the Queen tries to take shelter against any possible discovered Rook attacks through advancement of the g Pawn, but is foiled by the White King's elegant manoeuvres.

In particular, the false spoar 5. Kb2 g5! 6. Kb1 g4? 7. Kb2 Qh6! is pretty. The h4 square is inaccessible to the Rook and a draw is inevitable.

No. 1781. 1. Nf5++ Kc6 2. Rd1! Q×d1 3. Bb4 Kd5 (Qe2) 4. Ne3 (d4)+±.

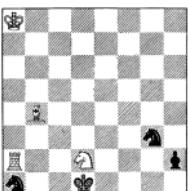
No. 1782. 1. Rh8 Q×h8 2. Bd6+ Kd4 3. Be5+ Q(K)×e5 4. Nf3 (f7)+±; 1. . . . Qg7 2. Be5 Q×e5 3. Re8+ K∞ 4. Nf3 (f7)+±.

1785. L. Prokés
Československý Šach,
1960



White to play and win

1783. P. Babich
Shakhmaty v SSSR
Invitation Tourn.,
1951-52
3rd Prize



White to play and win

1784. R. Dadunashvili
Shakhmaty v SSSR,
1958



White to play and win

No. 1783. 1. Ne4! h1Q 2. Rd2+ Kc1 3. Ba3+ Kb1 4. Rb2+ Kc1 5. Rg2+ Kd1 6. Nf2+ Ke1 7. N×h1 N×h1 8. Rg1+±; 2. . . . Ke1 3. Rd5+ K∞ 4. N×g3+±. The idea behind the two main variations consists in unpinning White's Knight on e4, which goes on to capture the Queen.

No. 1784. 1. Bd5+ Kg6 2. Nf8+ Kg5 3. Rg1+ Kf4 4. Ng6+ Ke3 5. Re1+ Kd4 6. Rd1+ Kc5 7. Rc1+ Kd6 8. Rc6+ Kd7 9. Be6+±.

No. 1785. 1. B×g5+ Kg3 2. Bh4+ K×h4 3. Nf5+ Kh3 4. Rh8+Kg2 5. Ne3+±.

No. 1786. 1. Rb5+ Kc4 2. R×b3 d3 3. R×d3 K×d3 4. Nd4+ K×e3 5. Bf5+ (5. N×e6? stalemate). The final move to avoid stalemate is quite spectacular.

No. 1787. 1. Bd4+ Kg8 2. Rg7+ Kf8 3. Bc5+ Ke8 4. Re7+ Kd8 5. Bb6+ Kc8 6. Rc7+ Kb8 7. Ba7+ Ka8 8. Nd5±. It is amusing that after Black's seventh move all of White's pieces occupy the initial position, whereas Black's King travels from h8 to a8. This forced voyage from one corner of the board to another leads to the loss of the Queen.

Rook and Two Bishops Trap Queen

The trapping of the Queen by the Rook and two Bishops offers few combinational possibilities and is less interesting than with the set-up of Rook, Bishop and Knight versus the Queen. In most of the endgame studies considered below domination is achieved through positional methods (see Nos. 1788-1822).

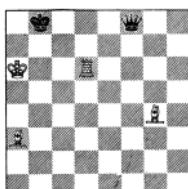
Table 33. Rook and Two Bishops Trap Queen
(Endgame Studies Nos. 1785-1822)

Subdivisions	Features of the Set-Up (Total Number of Pieces)	Nos.
4	Six	1788-1810
2	Seven	1811-13
3	Eight or more	1814-22

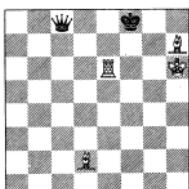
No. 1788. 1. Rb6+ Ka8 2. Rb8+ Q×b8 3. Bf3+± (see No. 1789).

No. 1789. 1. Bf5 Kg8 2. Rg6+ Kh8 3. Rg8+ Q×g8 4. Bc3+±; 1. . . . Qb(c7) 2. Rf6+ Ke8(e7) 3. Bg5 Qh1(h2)+ 4. Kg6 Qg2 5. Re6+ Kf8 6. Rd6±. This is a development of No. 1788 by B. Horwitz. In the main variation the opening is lengthened by one move. In addition there appears another continuation: 1. . . . Qb7(c7), in which better use is made of the material.

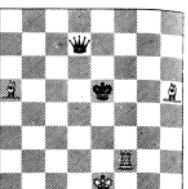
1788. B. Horwitz



White to play and win

1789. J. Berger
1890

White to play and win

1790. H. Rinck
Shakhmatny listok, 1928
5th Hon. Mention

White to play and win

H. Rinck paid a lot of attention to this setting without the participation of Pawns in Nos. 1790-1810 and also in many other endgame studies on domination.

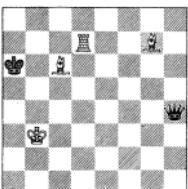
No. 1790. 1. $Bc3+$ $Ke4$ 2. $Bf3+$ $Ke3$ 3. $Ba8!$ $Qg4$ 4. $Rf3+$ $Q \times f3$ 5. $Bd2+\pm$ (see No. 1812). White elegantly wins the Queen by simple and powerful moves.

No. 1791. 1. $Bd4$ $Qg3+$ 2. $Ka4$ $Qb8$ 3. $Bb7+$ $Q \times b7$ 4. $Rd6+\pm$.

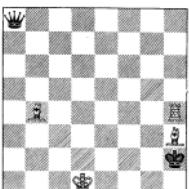
No. 1792. 1. $Bd6+$ $Kg1$ 2. $Rg4+$ $Kh1$ 3. $Bg2+$ $Q \times g2$ 4. $Rh4+\pm$ 5. $Bc5+$ $Kf1$ 6. $Rf4+\pm$; 2. . . . $Kf2$ 3. $Bc5+$ $Kf3$ 4. $Bg2+\pm$; 1. . . . $Kh1$ 2. $Bf5+$ $Kg1$ 3. $Bc5+$ $Kg2$ 4. $Be4+\pm$.

No. 1793. 1. $Bf5$ $Qh5$ 2. $Rh3+$ $Q \times h3$ 3. $Be5+$ $Kh1$ 4. $Be4+\pm$.

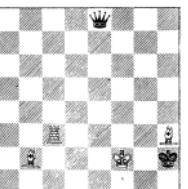
No. 1794. 1. $Rd4+$ $Ke7$ 2. $Bb4+$ $Kf6$ 3. $Bf8$ $Qb8+\pm$. 4. $Rd6+\pm$; 1. . . . $Kc7$ 2. $Ba5+$ $Kb8(c6)$ 3. $Rb4(Bf3)+\pm$.

1791. H. Rinck
L'Échiquier,
1929

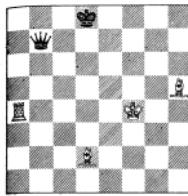
White to play and win

1792. H. Rinck
L'Échiquier,
1929

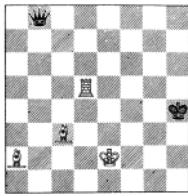
White to play and win

1793. H. Rinck
L'Échiquier,
1929

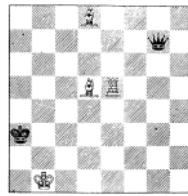
White to play and win

1794. H. Rinck
L'Échiquier, 1929

White to play and win

1795. H. Rinck
L'Échiquier, 1929

White to play and win

1796. H. Rinck
L'Échiquier, 1929

White to play and win

No. 1795. 1. $Bf6+$ $Kh3$ 2. $Rh5+$ $Kg4$ 3. $Rg5+$ $Kf4$ 4. $Be6$ $Ke4$ 5. $Rg4+\pm$.

No. 1796. 1. $Be7+$ $Ka4$ 2. $Be6+$ $Kb3$ 3. $Re3+$ $Kc4$ 4. $Kc2$ $Qd4(g6+, h7+)$ 5. $Re4(+)\pm$.

No. 1797. 1. $Bd7+$ $Kb4$ 2. $Bd6+$ $Ke4$ 3. $Be6+$ $Kd4$ 4. $Kd2$ $Ke4$ 5. $Rf5\pm$.

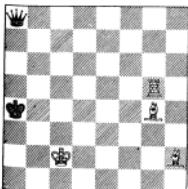
No. 1798. 1. $Bh2+$ $Kf5$ 2. $Rf7+$ $Kg4$ 3. $Be6+$ $Kh4$ 4. $Rf3\pm$.

No. 1799. 1. $Rf7+$ $Kg4$ 2. $Be6+$ $Kh4$ 3. $Rh7$ $Qf8+(a1, d3)$ 4. $Kg6(g7)+\pm$.

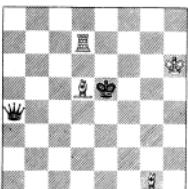
No. 1800. 1. $Re4+$ $Kg5+$ 2. $Kg3$ $Qh1$ 3. $Rg4+$ $Kh5$ 4. $Be8+$ $Kh6$ 5. $Rh4+\pm$.

No. 1801. 1. $Bh5$ $Qd5(e6, g8)$ 2. $Rf3+$ $Kc4$ 3. $Bf7\pm$; 1. . . . $Qb7(b8, b5)$ 2. $Rc2+\pm$ $Kb3$ 3. $Rb2+\pm$; 1. . . . $Qa4$ 2. $Rf3+\pm$ $Kc4$ 3. $Rf4+\pm$. A geometric motif arises simultaneously in three directions—along the diagonal, file and rank.

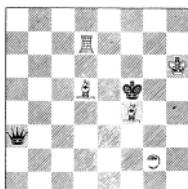
No. 1802. 1. $Rh5$ $Qd6(f4, g3, c7)$ 2. $Bd5+$ $Kb8$ 3. $Be5+\pm$.

1797. H. Rinck
L'Échiquier, 1929

White to play and win

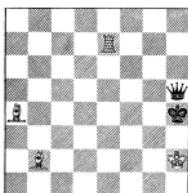
1798. H. Rinck
L'Échiquier, 1929

White to play and win

1799. H. Rinck
L'Échiquier, 1929

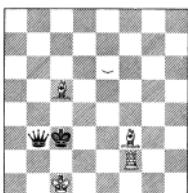
White to play and win

1800. H. Rinck
L'Echiquier, 1929



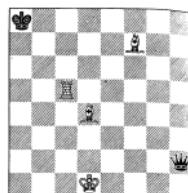
White to play and win

1801. H. Rinck
L'Echiquier, 1929



White to play and win

1802. H. Rinck
L'Echiquier, 1929



White to play and win

1806. H. Rinck
L'Echiquier, 1929



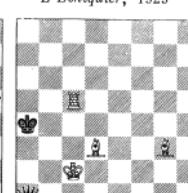
White to play and win

1807. H. Rinck
L'Echiquier, 1929



White to play and win

1808. H. Rinck
L'Echiquier, 1929



White to play and win

The main play in Nos. 1803-10 contains the motifs of discovered attack with the aid of a Rook plus Bishop battery.

No. 1803. 1. Ra2+ Kb6 2. Rb2+ Ka5 3. Bc7+ Ka6 4. Bb5+ Ka7 5. Bb8+ Kxb8 6. Bd7+±; 1. . . . Kb7 2. Rb2+ Ka8 3. Bc6+ Ka7 4. Bb8+ Ka6 5. Bb5+±.

No. 1804. 1. Bc2+ Ke5 2. Re3+ Kd5 3. Bb3+ Kd4 4. Bc5+±; 1. . . . Ke6 2. Re3+ Kd7(f7) 3. Ba4(g6)+±.

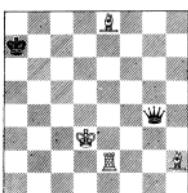
No. 1805. 1. Bd8+ Kb5 2. Bf1 Qe5+ 3. Re4+±; 1. . . . Ka6 2. Ra4+ Kb5 3. Ra5+±; 1. . . . Ka7 2. Ra4+ Kb8 3. Ra8X.

No. 1806. 1. Be8+ Kc5 2. Bf2 Qe6+ 3. Ka3±; 1. . . . Kb6 2. Rd6+ Ka5 3. Be1+±.

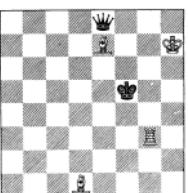
No. 1807. 1. Bf1 Qh8+ 2. Kc2 Qh7 3. Kd2 Qh2+ 4. Be2 Qf4+ 5. Kd1±; 3. . . . Qh1 4. Be2±; 1. . . . Qe5+ 2. Ka2±.

No. 1808. 1. Rc4+ Kb5 2. Bc7 Qa2+ 3. Kc3 Qa1+ 4. Kd2 Qa7 5. Rc1+ Kb4 6. Bd6+±; 2. . . . Qa8 3. Rh4+ Kc5 4. Rh5+ Kb4 5. Bd6+ with mate.

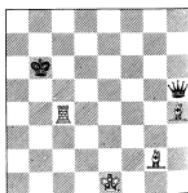
1803. H. Rinck
L'Echiquier, 1929



1804. H. Rinck
L'Echiquier, 1929



1805. H. Rinck
L'Echiquier, 1929



White to play and win

White to play and win

White to play and win

No. 1809. 1. Rc4+ Ka3 2. Be7+ Kb3 3. Bf7 Qf5 4. Rf4+±; 1. . . . Kb5 2. Bd3 Qa3 3. Rc3+±.

No. 1810. 1. Bf6+ Km1 2. Bf5 Qb3 3. Bc3 Qa4 4. Bd3 Qb3 5. Kd2 Qd5 6. Rb2++ Ka1 7. Rb5+±; 2. . . . Qg4(d7)+ 3. Re2(d2)+ Qxf5 4. Rb2+ Ka1 5. Rf2+±. The Rook is unpinned by interesting manoeuvres, which in the end lead to the capture of the Queen through a discovered attack.

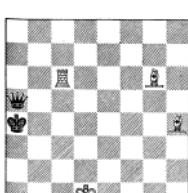
Nos. 1811-13 are miniatures, whereas eight and more pieces take part in Nos. 1814-22.

No. 1811. 1. Bd8 Qb1+ 2. Bc2 Qb7+ 3. Rc7 Qd5 4. Rg7 Qd2 5. Bd1+ Q×d1 6. Rg5+ Kh4 7. Rg1+±.

No. 1812. 1. Bg2+ Kd3 2. R×c6 Qa5 3. Rc3+ Q×c3 4. Bf1+±; 1. . . . Ke3 2. Rf3+ Ke4 3. Rf7+±. The main idea resembles that in Rinck's No. 1790.

Nos. 1813 and 1814 by A. Åkerblom are similar in construction but solved in different ways.

1809. H. Rinck
Bohemia, 1937



White to play and win

1810. H. Rinck
Groß, 1937-38
3rd Hon. Mention



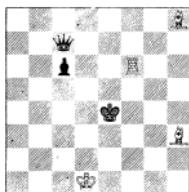
White to play and win

1811. H. Rinck
L'Echiquier, 1929



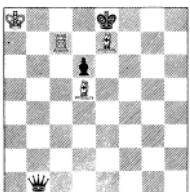
White to play and win

1812. H. Rinck
L'Echiquier, 1929



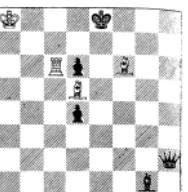
White to play and win

1813. A. Åkerblom
J. Louma Memorial
Tourney, 1956
5th Prize



White to play and win

1814. A. Åkerblom
Tidsskrift för Schack,
1958



White to play and win

No. 1813. 1. Bf6 Qb6 2. Be6+ Kf8 3. Be7+ Kg8 4. Bd5+ Kg7 5. Bd8+ K∞ 6. R+±.

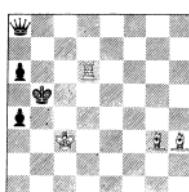
No. 1814. 1. Rc7 Qh6 2. Bc6+ Kf8 3. Be7+ Kg8 4. Bd5+ Kh8 5. Rc8+ Kh7 6. Be4+ Kg7 7. Bf8+±; 1. . . . Qh5 2. Bc6+ Kf8 3. Rc8+ Kf7 4. Be8+±.

No. 1815. 1. Rf6 Qd8 2. Bf1+ Kc5 3. Bf2+ Kd5 4. Bg2+ Ke5 5. Bg3+ K×f6 6. Bh4+±; 1. . . . Qe4(h1) 2. Bd7+ Kc5 3. Bf2+ Kd5 4. Be6+±.

No. 1816. 1. Bd7+ Kb4 2. Be7+ Kc4 3. Be6+ Kd4 4. Bf6+ Ke5 5. Ke2 Kf4 6. Rh4+ Kg3 7. Rg4+ Kh2 8. Kf2 Qb6+ 9. Bd4 Q×e6 10. Rh4+ Qh3 11. Be5+±. One of the best endings with the given correlation of forces demonstrating the inexhaustible possibilities for the cooperation of pieces.

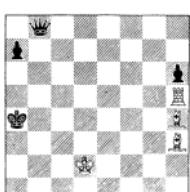
No. 1817. 1. Rd5+ Kc4 2. Be6 Qe7 3. Bg8 Qe8(f8, g7) 4. Rd8(g5)+±; 1. . . . Ke4 2. Bc6 Qc7 3. Ba8 Qc8(b8, a7) 4. Rd8(xa5)+±.

1815. H. Rinck
L'Echiquier, 1929



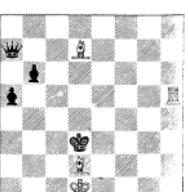
White to play and win

1816. H. Rinck
El Noticiero, 1929
1st Prize



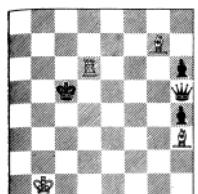
White to play and win

1817. H. Rinck
La Nau, 1929
2nd Prize



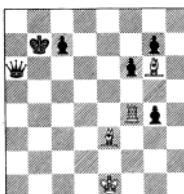
White to play and win

1818. H. Rinck
L'Echiquier, 1929



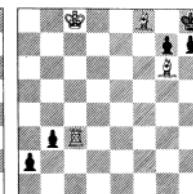
White to play and win

1819. H. Rinck
L'Echiquier, 1929



White to play and win

1820. E. Prevorovsky
Sach, 1942
1st Prize



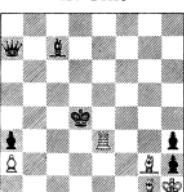
White to play and win

No. 1818. 1. Bf8 Kc4 2. Bf1+ Kb3 3. Rd3+ Kc4 4. Ka2 Qa5+ 5. Ra3+±; 1. . . . Kb5 2. Bf1+ Ka4 3. Ra6+ Kb3 4. Ra3X. A study made notable by the transition from one diagonal battery (a3-f8) to another (a6-f1), which constitutes the basis of the composer's idea.

No. 1819. 1. Rb4+ Ke6 2. Ra4 Qc8 3. Ra8 Qd7(e6, ×a8) 4. Be8(Ra6+, Be4+)±; 1. . . . Kc8 2. Bf5+ Kd8 3. Rb8+ Ke7 4. Bc5+ Kf7 5. Rf8X; 1. . . . Ka8 2. Be4+ c6 3. Rb6 Qa5+ 4. Kf2 Qa2+ 5. Kg3 Qe2 6. B×c6+±. A dynamic solution saturated with a number of combinational moments.

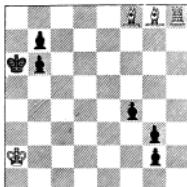
No. 1820. 1. Rc1 b2 2. Rc7! b1Q 3. B×g7+ Kg8 4. Bf7+ K×g7 5. B×a2+±; 2. . . . a1Q 3. B×g7+ Kg8 4. B×h7+ K×h7 5. B×b2+±. A short but elegant solution.

1821. G. Kasparyan
Tourney Marking 20th
Anniversary of the
USSR Young Communis-
t League, 1938
1st Prize



White to play and win

1822. E. Iwanow
Shakhmaty v SSSR,
1963



White to play and win

No. 1821. 1. Re4++ Kd5! 2. Rd4++ Kc5! 3. Rd5++ Kc6!
4. Rc5++ Kb6! (4. . . Kd6 5. Rc6+ Kd7 6. Bxh3+ Kxc6
7. Bxa7+) 5. Rc6++ Kb7! 6. Rb6++ Kc8 7. Bxh3+
Kd8 8. Rd6+ Bxg6 9. Bxa7±. To avoid the immediate loss
of the Queen, Black's King is compelled to expose itself to batteries,
which leads to continuous double checks. In the end the Queen is
lost. It would be weak to play 1. Rd3++? Kxd3 2. Bf1+ Kc2
3. Bxa7 Kb2 4. Bc4 Be5, and Black is saved.

No. 1822. 1. Bc4+ Ka7 2. Bd6 g1Q 3. Bb8+ Ka8 4. Bx
f4+ Ka7 5. Bb8+ Ka8 6. Bxg3+ Ka7 7. Bb8+ Ka8 8. Bh2+
Ka7 9. Ra8+ Kxa8 10. Bxg1±.

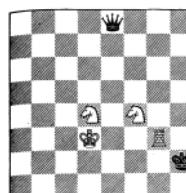
Rook and Two Knights Trap Queen

The diversity of combinational possibilities in this setting would seem to provide the composer with broad opportunities. But another quite important factor somewhat limits them, for White constantly has to bear in mind the threat of the Queen being exchanged for the Rook. Thus, at the same time, success in employing this line-up depends on the composer's persistence.

Table 34. Rook and Two Knights Trap Queen
(Endgame Studies Nos. 1823–65)

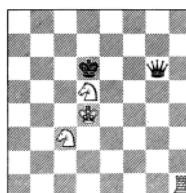
Subdivisions	Features of the Set-Up (Total Number of Pieces)	Nos.
1	Six	1823–48
2	Seven	1849–52
3	Eight or more	1853–65

.823. B. Horwitz and
J. Kling
1851



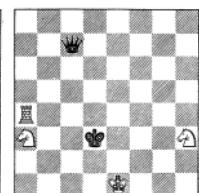
White to play and win

1824. H. Rinck
64, 1928
2nd Prize



White to play and win

1825. H. Rinck
L'Echiquier, 1929



White to play and win

No. 1823. 1. Nfe2 Qd7 2. Ke3 Qa7 3. Kf2 Qb6 4. Rg5±;
3. . . Qc5 4. Rg4 Kh3 5. Rf4 Qh5 6. Ng1+ Kh2 7. Nf5
Qh8 8. Ni3+ Kh3 9. Ng5+ Kh2 10. Rb4 Qh5 11. Ni3+ Kh3
12. Rb1±; 5. . . Qe7 6. Ng1+ Kh2 7. Ndf3+ Kh1 8. Ne2
Qa7+ 9. Nfd4 Qe7 10. Ng3+ Kh2 11. Ng5 Qh7 12. Rg4±.
An endgame study with a difficult solution that requires exact play.

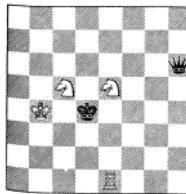
No. 1824. 1. Ne4+ Kd7 2. Nef6+ Kd6 3. Ra1 Qe2 4. Ra6+
Qc6 5. Ne8+ Kd7 6. Ndf6+±.

No. 1825. 1. Nf4+ Kc3 2. Nb5+ Kb3 3. Ra3+ Kb2
4. Nd3+ Kb1 5. N×e7±; 3. . . Kb4 4. Nd5+±.

No. 1826. 1. Ne6+ Q×e6 2. Nf3+ Kd5 3. Rd1+ Kc6 (e4)
4. Nd4 (g5)±; 1. . . Kd5 2. Nc7+ Kd4 3. Nb5+ Kd5
4. Nc3+ Kd6 5. Nf7+±. Simple and beautiful, which makes this
endgame study well remembered and instructive.

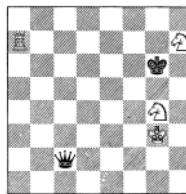
No. 1827. 1. Nf8+ Kg5 2. Ne6+ Kh5 3. Nf4+ Kg5 4. Rg7+
Kf5 5. Ne3+ Kf6 6. Nh5+±.

1826. H. Rinck
L'Echiquier, 1929



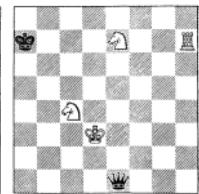
White to play and win

1827. H. Rinck
L'Echiquier, 1929



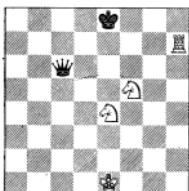
White to play and win

1828. H. Rinck
L'Echiquier, 1929



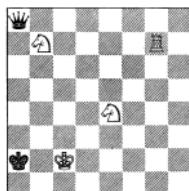
White to play and win

1829. H. Rinck
L'Echiquier, 1929



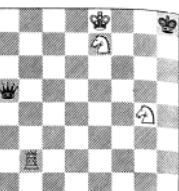
White to play and win

1830. H. Rinck
Gazette de Lausanne, 1929



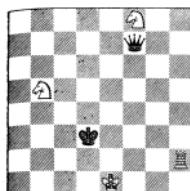
White to play and win

1831. H. Rinck
L'Echiquier, 1929



White to play and win

1835. H. Rinck
L'Echiquier, 1929



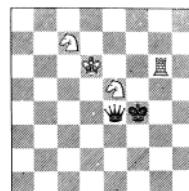
White to play and win

1836. H. Rinck
L'Echiquier, 1929



White to play and win

1837. H. Rinck
L'Echiquier, 1929



White to play and win

No. 1828. 1. $Nc6++$ $Ka6$ 2. $Ra7+$ $Kb5$ 3. $Nd4+$ $Kc5$
4. $Rc7+$ $Kd5$ 5. $Nb6+$ $Kd6$ 6. $Rd7+$ $Kc5$ 7. $Na4+$ $Kb4$
8. $Nc2+\pm$.

No. 1829. 1. $Nfd6+$ $Kd8$ 2. $Nc5$ $Q \times c5 (\times d6)$ 3. $Nb7+\pm$.
A short study on the mutual indirect defence of the Knights.

No. 1830. 1. $Nc3+Ka3$ 2. $Rg4 Qa6$ 3. $Nd6 Qc6$ 4. $Nb5+\pm$.

No. 1831. 1. $Kf7 Qe7$ 2. $Ne5 Q \times e5$ 3. $Ng6+\pm$; 4. . . .

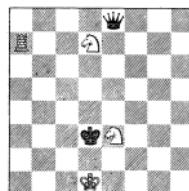
No. 1832. 1. $Ra3+Kd4$ 2. $Kd2 Q \times d7$ 3. $Rd3+\pm$ (see Nos. 1833 and 1834).

No. 1833. 1. $Rh3+Kd4$ 2. $Kd2 Qd8$ 3. $Rd3+Kc4$ 4. $Ne5+\pm$.

No. 1834. 1. $Nd7 Qc6$ 2. $Rb3 Qa4$ 3. $Rd3+Ke4$ 4. $Nc5+\pm$; 2. . . . $Ke4$ 3. $Rb4+Kf3$ 4. $Ne5+\pm$.

There is a great resemblance among Nos. 1832-34 by H. Rinck: all of them have the same construction. In the first of them Black eliminates mate by taking the Knight, which creates a geometric motif, and in 1833 the defence against mate gives rise to discovered attack.

1832. H. Rinck
L'Echiquier, 1929



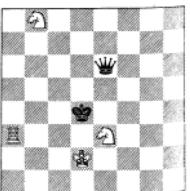
White to play and win

1833. H. Rinck
L'Echiquier, 1929



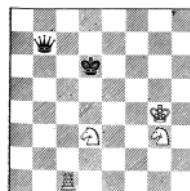
White to play and win

1834. H. Rinck
L'Echiquier, 1929



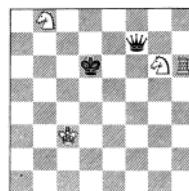
White to play and win

1838. H. Rinck
L'Echiquier, 1929



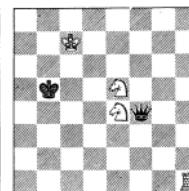
White to play and win

1839. F. Prokop
Deutsche Schachzeitung,
1943



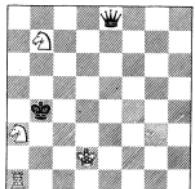
White to play and win

1840. H. Rinck
La Nau,
1st Prize



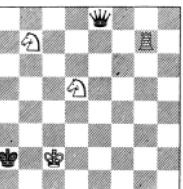
White to play and win

1841. H. Rinck
El Ajedrez Americano,
1930



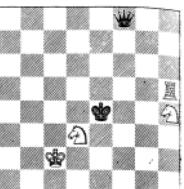
White to play and win

1842. H. Rinck
L'Action Française, 1930



White to play and win

1843. H. Rinck
Els Escacs a Catalunya,
1930



White to play and win

No. 1840. 1. $Nc3 + Kc5$ 2. $Rh5 Qf1$ 3. $Rh4 Qf7 +$ 4. $Nd7 + Q \times d7 +$ 5. $K \times d7 \pm$; 3. ... $Qf4$ 4. $Na4 + \pm$. Everything in this endgame is good: the close cooperation of the Knights, the quiet move 2. $Rh5$ that creates a position of mutual zugzwang, and avoidance of a stalemate snare in the end.

No. 1841. 1. $Nc2 + Kb3$ 2. $Ra3 + Kb2$ 3. $Nc5 Kb1$ 4. $Rb3 + Ka2$ 5. $Kc1 Qe3 +$ 6. $N \times e3 \pm$; 3. ... $Qh8$ 4. $Nd3 + Kb1$ 5. $Rb3 + Ka2$ 6. $Nc4 X$.

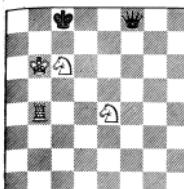
No. 1842. 1. $Nc3 + Ka3$ 2. $Rg1 Qd7(c6)$ 3. $Ra1 + Kb4$ 4. $Rb1 + Kc4$ 5. $Na5 + Kc5$ 6. $Ne4 + Kd4$ 7. $Rd1 + \pm$.

No. 1843. 1. $Re5 + Kd4$ 2. $Nf5 + Kc4$ 3. $Ra5 Qc8$ 4. $Nd6 + \pm$.

No. 1844. 1. $Nf4 + Kh4$ 2. $Rh8 + Kg4$ 3. $Nf6 + Kg3$ 4. $Rh3 + Kf2$ 5. $Ng4 + Kg1$ 6. $Rg3 + Kf1$ 7. $Nh2 + Kf2$ 8. $Rg2 + K \infty$ 9. $Nd5(d3) + \pm$.

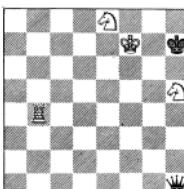
White's close coordination attracts attention.

1847. V. Halberstadt
Československý Šach,
1954



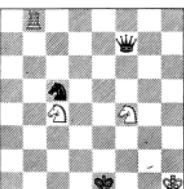
White to play and win

1848. V. Halberstadt
Argentine Chess Club
Tourney, 1955
1st Prize



White to play and win

1849. H. Rinck
64, 1928



White to play and win

No. 1845. 1. $Nge6 + Kg8$ 2. $Rd8 + Kh7$ 3. $Kf6 Qb6$ 4. $Ra8 Qd6$ 5. $Nf5 \pm$; 4. ... $Ke8$ 2. $Rd8 + Kf7$ 3. $Ng5 + Kg7$ 4. $Nde6 + \pm$.

The twins 1846 and 1847 by V. Halberstadt have entirely different solutions and make a pleasant impression.

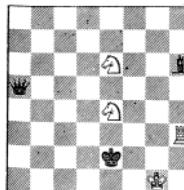
No. 1846. 1. $Ra5 Kd7$ 2. $Ne5 + Ke6$ 3. $Ng5 + Kd6$ 4. $Nef7 + Kd7$ 5. $Ra7 + Ke8$ 6. $Kc6 \pm$.

No. 1847. 1. $Rd4 Qf6$ 2. $Rd2 Qf8$ 3. $Ra2 Kd7$ 4. $Ne5 + Ke6$ 5. $Nc5 + Kd5$ 6. $Rd2 + K \times e5$ 7. $Nd7 + \pm$.

No. 1848. 1. $Nef6 + Kh6$ 2. $Mg3 Qd1$ 3. $Nf5 + Kg5$ 4. $Ng7!$ $Kh6$ 5. $Ne6 Qh1$ 6. $Ng4 + ! K h5$ 7. $Ng7 + Kg5$ 8. $Nf6! Kh6$ 9. $Rb8 Kg5$ 10. $Ne6 + \pm$; 8. ... $Qh3$ 9. $Ne6 + Kh6$ 10. $Rb8 \pm$. An exquisite endgame study with elegant manoeuvring by both White and Black pieces.

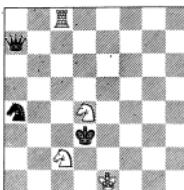
The analysis of Nos. 1849-52 (miniatures) and Nos. 1853-65 will show other special features of domination with the addition of pieces and Pawns to the basic set-up.

1850. H. Rinck
Xadrez Brasileiro, 1930



White to play and win

1851. F. Prokop
Československý Šach, 1932



White to play and win

1852. A. Troitzky
1935



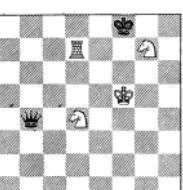
White to play and win

1844. H. Rinck
Basler Nachrichten,
1934



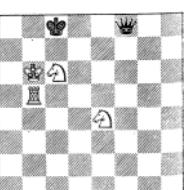
White to play and win

1845. V. Bron
Shakhmat v SSSR, 1949
Commendation



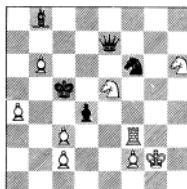
White to play and win

1846. V. Halberstadt
Československý Šach,
1954



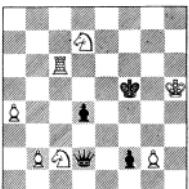
White to play and win

1853. B. Horwitz
London Tourney, 1862
Prize



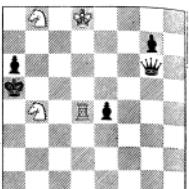
White to play and win

1854. A. Gurvich
Shakhmaty, 1926



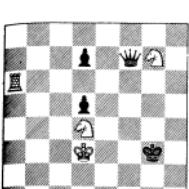
White to play and win

1855. H. Rinck
Magyar Sakkvilág, 1928
2nd Prize



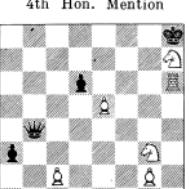
White to play and win

1859. A. Troitzky
1935



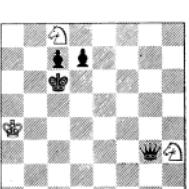
White to play and win

1860. B. Baday
S. Isenegger Memorial
Tourney, 1966
4th Hon. Mention



White to play and win

1861. H. Rinck
L'Echiquier, 1929



White to play and win

No. 1849. 1. Rb4+ Kf2 2. Rb2+ Kg3 3. Rg2+ Kh4 4. Ne5 Q×f4 5. Ng6+±; 2. . . . Ke1 3. Ne3 Q×f4 4. Ng2+±.

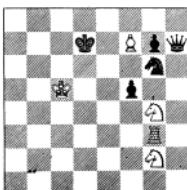
No. 1850. 1. Nd4+ Ke1 2. Rh1 Qa2 3. Ni3+ K∞ 4. Nc3+±; 1. . . . Kd1 2. Nc3+ Kd2(cf) 3. Nb5+±.

No. 1851. 1. Nb4+ Ke4 2. Re8+ Kf4 3. Nd5+ Kg5 4. Rg8+ Kh5 5. Nf6+ Kh4 6. Nf3+ Kh3 7. Nd5 Qa5+ 8. Kf2 Qc5+ 9. Ne3±.

No. 1852. 1. Ne6+ Ka8 2. Rh8+ Kb7 3. Rh7+ Ka6 4. Ra7+ Kb5 5. Nd4+ Ke5 6. Rc7+ Kb4 7. Rb7+ Ka4 8. Ra7+ Kb4 9. Nc2+ Kc5 10. Ra5+ Ke6 11. Ne5+ Kb6 12. Nxg4 K×a5 13. Nf2±. A. Troitzky takes his favourite line. After winning a piece (the Queen), White arrives at the theoretically won ending of two Knights versus a Pawn.

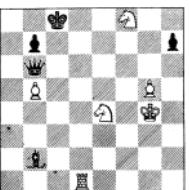
No. 1853. 1. cd+ Kd5 2. c4+ Ke6 3. R×f6+ Q×f6 4. d5+ Kd6 5. Kf1 Qf4(f8) 6. Nh7+ K∞ 7. Nd3(g6, d7)+±.

1856. A. Troitzky
Pravda, 1926



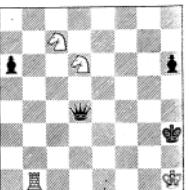
White to play and win

1857. A. Troitzky
1935



White to play and win

1858. A. Troitzky
1935



White to play and win

No. 1854. 1. Rf6+ Ke4 2. R×f2 Q×f2 3. Nc5+ Kd5 4. Nb4+ Ke4 5. b3+ K∞ 6. Nd3(e4)+±; 3. . . . Kf5 4. g4+ K∞ 5. Nd3(e4)+±.

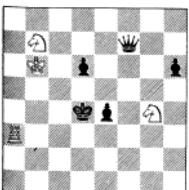
It is interesting to compare No. 1853 by B. Horwitz with No. 1854 by A. Gurvich. In both of them the Rook is sacrificed, after which two Knights create a series of forks.

No. 1855. 1. N4c6+ K∞ 2. Rb4+ Kc5 3. Nd7+ Kd6 4. Ne7 Qg1 5. Rc4 Ke6 6. Ke8 Qd1 7. Rc6+ Qd6 8. Nf8+ Ke5 9. Nfg6+ Ke6 10. Nf4+ Ke5 11. Neg6+±; 3. . . . K×c6 4. Rb6+±. The same method of play as in Nos. 1836-39.

All the endings from No. 1856 to 1859 inclusive have the theoretically won ending of two Knights against a Pawn.

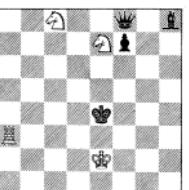
No. 1856. 1. Ne5+ Ke6 2. R×g6+ K×e5 3. f8N Qg8! 4. Nd7+ Ke4 5. Nf6+±; 1. . . . Ke7 2. R×g6 Qh1 3. Ne3 Qc1+ 4. N3e4 Qc2 5. Rd6±.

1862. H. Rinck
L'Eclaireur de Nice,
1923



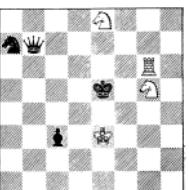
White to play and win

1863. H. Rinck
Rivista Romina de Šah,
1920



White to play and win

1864. F. Prokop
Národní Osvobození,
1930



White to play and win

No. 1857. 1. Nd6+ Kc7 2. Nc4 Q×b5 3. Ne6+ Kb8 4. Rd8+ Ka7 5. Ra8+ K×a8 6. Nc7+ Kb8 7. N×b5 B× 8. Nb6+. After the exchange of the Bishop for a White Pawn the play will boil down to the won ending of two Knights versus a Pawn.

No. 1858. 1. Rb3+ Kg4 2. Rg3+ Kh5 3. Rh3+ Kg6 4. Rxh6+ K×h6 5. Nf6+±.

No. 1859. 1. Rf6! Qg8 2. Ngf5+ Kh2 3. Rh6+ Kg1 4. Ne2+ Kf2 5. Ne3 Qg5(g7, d8) 6. Rf6+ Q×f6 7. Ng4+±.

No. 1860. 1. Nf6+ Kg7 2. Nf5+ Kf7 2. . . . Kf8 3. Rh8+ Kf7 4. N×d6+ Kg6 5. Rg8 mate) 3. e6+ K×e6 4. Nd5+ K×d5 5. Ne7+ Kc5 6. Rh5+ d5 7. R×d5+ Kb6 8. Rg6+ Kb7 9. Rg7+ Ka6 10. Ra7+ K×a7 11. Ne6+±.

No. 1861. 1. Ne7+ Kc5 2. Rb5+ Kc4 3. Rb4+ Kc5 4. Ng5 d5 5. Ne6+ Kd6 6. Nf5+±.

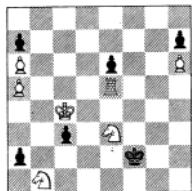
No. 1862. 1. Ndg8 Qf3 2. Ne6+ Kd5 3. Ne3+ Ke6 4. Nd4+±; 1. . . . Qh7(e8, d7, g8, h5) 2. Ne6+ Kd5 3. Nf6+±; 1. . . . Qf1(c4, f5) 2. Nc6+ Kd5 3. Ne3±; 1. . . . Qg6 2. Ne6+ Kd5 3. Ne7+±. The Queen comes under Knight forks on 10 squares, can be captured on a total of 24 squares, including two direct blows on the first move.

No. 1863. 1. Re3+ Kd4 2. Nb6 f5 3. Ne6+ Kc5 4. Nd7+±; 1. . . . Kf4 2. Ng6+ f4 3. Rf3+±.

No. 1864. 1. Nf3+ Kd5 2. Rg5+ Kc6 3. Ne5+ Kc5 4. Nd3+ Kc6 5. Rg6+ Kd5 6. Rd6+ Kc4 7. Rd4+ Kb3(b5) 8. Ne5(d6)+±; 1. . . . K15 2. Rg5+ Kc6 3. Nd4+±.

No. 1865. 1. Nd1+ Kg3 2. Nd×c3 a1Q 3. Kb3 Kf3 4. Kc2 Kf2 5. Kc1 Kf3 6. Rh5 Kg2 7. Re5 Kg3 8. Rb5 Kf3 9. Re5 Kf4 10. Re4+ K∞ 11. Ra4±; 9. . . . Kf2 10. Re2+ K∞ 11. Ra2±; 9. . . . Kg3 10. Re3+ K∞ 11. Re2(e4)+±.

1865. T. Kok
Tijdschrift v. d. KNBS,
1942



White to play and win

Two Rooks and Minor Piece Trap Queen

This setting is not very productive and holds forth little promise. As a rule, a draw is considered the outcome, and a win is possible only in specific cases. The proof of the win at times is of an analytical nature and in some cases, such as in No. 1866 by B. Horwitz and J. Kling, doubts may arise as to whether there is only one solution.

Table 35. Two Rooks and a Minor Piece Trap Queen
(Endgame Studies Nos. 1866–77)

Subdivisions	Attacking Pieces	Nos.
1	■ ■ ♜	1866–73
2	■ ■ ♘	1874–77

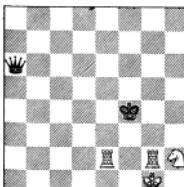
No. 1866. 1. Nf1 Qb6+ 2. Re3 Qa7 3. Rf2+ Kg4 4. Rg3+ Kh4 5. Kg2 Qc5 6. Rf4+ Kh5 7. Kh1 Qd5+ 8. Rg2 Qa8 9. Rf7 Kh6 10. Rf5 Qc6 11. Rf4 Kh5 12. Rf8±. White's position is so powerful that other winning lines are also possible. In particular, instead of 6. Rf4+, victory is achieved also through 6. Ne3 Qc6+ 7. Kh2 Qc7 8. Ng2+ Kh5 9. Rf4. At the end of the solution, instead of 10. Rf5, the move 10. Ne3 wins.

No. 1867. 1. Rh7+ Kg6 2. Rhf7 Qb8+ 3. Rf8 Qb3+ 4. Kh8 Qc3+ 5. Ne5+±; 2. . . . Qd8+ 3. Rf8 Q×d3 4. R8f6X.

No. 1868. 1. . . . e1Q+ 2. Ne7 Q×b4 3. Rd7+ Kb8(b6) 4. Ne6(d5)+±.

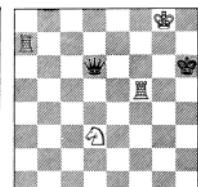
No. 1869. 1. Ra5+ Kc4 2. Rc2+ Kd4 3. Rd2+ Kc4 4. Rc5+±; 2. . . . Kd3 3. Rd5+ Q×d5 4. Nb4+±.

1866. B. Horwitz and
J. Kling
1851



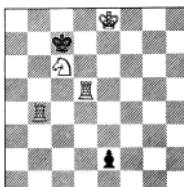
White to play and win

1867. H. Rinck
La Nation Belge, 1940



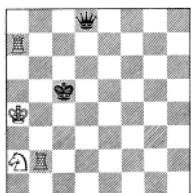
White to play and win

1868. H. Rinck
Basler Nachrichten,
1941



Black to play, White to win

1869. H. Rinck
Basler Nachrichten,
1942



White to play and win

1870. H. Rinck
Deutsche Schachzeitung,
1941



White to play and win

1871. H. Rinck
Basler Nachrichten,
1942



White to play and win

No. 1870. 1. Rf6+ Ke5 2. Rf5+ Kd4 3. Rxg4+ Kd3 4. Rg3+ Kd4 5. Rf4+ Ke5 6. Re4+ Kf6 7. Rf3+ Kg6 8. Re6+ Kh5 9. Rh3+ Kg4 10. Rh4+ Kf3 11. Rf6+ Kg2 12. Rg4+ Kh3 13. Rg3+ Kh2 14. Rh6+ Kxg3 15. Nf5+±.

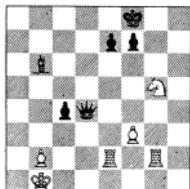
It is interesting to compare No. 1870 with Nos. 1875 and 1876. In all of them H. Rinck employs the Rook sacrifice motif to set up a discovered attack.

No. 1871. 1. Rc8 Qxc8 2. Rc1+ Kc∞ 3. Nb3(d3)+±; 1. . . . Qg2 2. Ne4+ Kb3 3. Rb1+ Ka2 4. Nc3+ Ka3 5. Ra8+ Qxa8 6. Ra1+±. The central variation contains the discovered attack that was employed in one of A. Gurvich's endgame studies (See No. 1592).

No. 1872. 1. Nh7+ Ke8 2. Rd2 Qh8 3. Nf6+ ef 4. Rge2+ Kf8 5. Rh2 Qg7(g8) 6. Rdg2+.

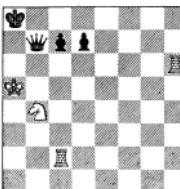
No. 1873. 1. Ra6+ Kb8 2. Rb2 Kc8 3. Ne6! dc 4. Rb4! Kb8 5. Rxc6±; 4. . . . c5 5. Rx b7±.

1872. L. Kubbel
64, 1936
2nd Hon. Mention



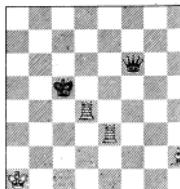
White to play and win

1873. A. Gherbstman
1956



White to play and win

1874. H. Rinck
Basler Nachrichten,
1941



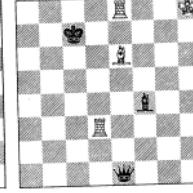
White to play and win

1875. H. Rinck
Basler Nachrichten,
1941



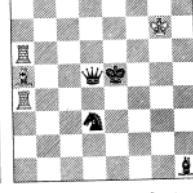
White to play and win

1876. H. Rinck
Schackvärlden, 1940-41
1st Prize



White to play and win

1877. H. Rinck
Basler Nachrichten,
1941



White to play and win

Some kind of internal bond is felt between Nos. 1872 and 1873. In both of them a Knight is sacrificed on f6(c6), while Black's Pawn takes the Knight and closes the Queen's access to vacant squares, after which the latter falls into a trap.

In Nos. 1874-76 a discovered attack is employed.

No. 1874. 1. Bg1 Qf1+ 2. Re1 Q×e1+ 3. Rd1+±; 1. . . . Qx d4+ 2. Rc3+±; 1. . . . K×d4 2. Re6(f3)+±. The short solution is schematic but quite pretty.

No. 1875. 1. Rh7+ Ke6 2. Re7+ Kd5 3. Rd7+ Kc6 4. Rc7+ Kd5 5. Rc5+ Ke6 6. Re5+ Kd7 7. Rf7+ Kc6 8. Rg5+±; 4. . . . Kb5 5. Rc5+ Ka6(a4) 6. Ra5+ Kb7 7. Rf7+ Kc6 8. Rc5+±.

No. 1876. 1. Rd7+ Kb6 2. Rb7+ Ke5 3. Rb5+ Kd4 4. Rd5+ Kc3 5. Re8+ Kb4 6. Re4+ Ka3 7. Rd3+ Kb2 8. Rb3+ K×b3 9. Re4+±; 3. . . . Kd6 4. Rd5+ Kc7 5. Re7+ Kb6 6. Rb5+±.

Nos. 1875 and 1876 by H. Rinck are variations of one and the same play with Rook sacrifices to create discovered attacks. Both are excellent and it is difficult to say which is better.

No. 1877. 1. Bc3+ Kf5 2. Rf6+ Kg5 3. Bd2+ Nf4 4. Ra×f4 Qb7+ 5. Rf7 Qb2+ 6. Rd4+±; 4. . . . Qd7+ 5. Rf7 Q×d2 6. Rf5fX.

Chapter 5

QUEEN TRAPS QUEEN

Queen endings with passed Pawns demand much precision and at times pose problems that are difficult to solve not only in practical play but also in analysis. Even in the simplest endings with the Queen and Pawn against Queen, such a diversity of possibilities is concealed that modern theory has not yet been able to study them.

Correspondingly, the endgame studies also tend to be very difficult. But this chapter does not include any that are too difficult. In the main play analytical variations are either non-existent or are in the background.

These endgames are constructed mainly on geometric and discovered attack motifs (see Table 33).

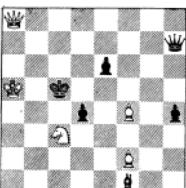
Group A contains endgame studies that wind up in the capture of the Queen according to geometric motifs (Nos. 1878–1975). The endgames of this group are divided into subgroups: 1) endgames with pieces plus Queens in the initial position; 2) endgames with pieces in which Queens appear after Pawn promotion; 3) Pawn endgames that turn into Queen endgames. The same principle is employed in classifying endgames with discovered attacks (Nos. 1976–89).

There are many different kinds of geometric motifs in endgames having Queens in the initial position (Nos. 1878–1901).

Table 36. Queen Traps Queen (Endgame Studies Nos. 1878–1998)

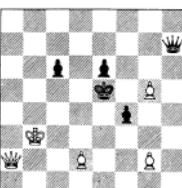
Subdivisions	Features of the Set-Up	Nos.
A. Employment of geometric motifs		
1	With Queens on the board at the beginning	1878–1901
2	Queens appear, as a rule, after Pawn promotion	1902–41
3	Pawn endgame studies	1942–75
B. Employment of a discovered attack		
1	With pieces on the board	1976–83
2	Pawn endgame studies	1984–89
C. Immobilisation of Black's Queen		
		1990–98

1878. A. Troitzky
Novoye vremya, 1895



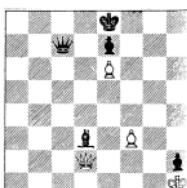
White to play and win

1879. A. Troitzky
Novoye vremya, 1896



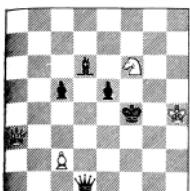
White to play and win

1880. E. B. Cook



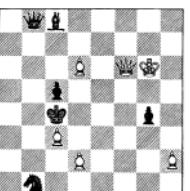
White to play and win

1881. H. Rinck
Deutsche Schachzeitung, 1903



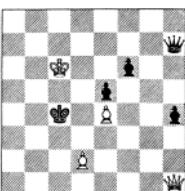
White to play and win

1882. H. Rinck
Deutsche Schachzeitung, 1904



White to play and win

1883. H. Rinck
Bohemia, 1906
1st Prize



White to play and win

No. 1878. 1. Qe8+ Kd6 2. Ne4+ Q×e4 3. Qd8+ Kc5 4. Qb6+ Kc4 5. Qb4+ Kd5(d3) 6. Qb7(h1)+±. After accepting the Knight sacrifice, Black loses the Queen due to blows delivered along two diagonals.

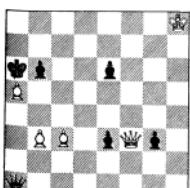
No. 1879. 1. d4+! K×d4 (1. . . Kd5 2. Qa5+ Ke4 3. Qe1+ K×d4 4. Qc3+ Kd5 5. Qe4+±; 1. . . Kd6 2. Qa3+ Kd5 3. Qe5+±) 2. Qf2+ Kd5 3. Qd2+ Kc5 4. Qb4+ Kd5 5. Qc4+ Kd6 6. Qd4+ Kc6 7. Qa7+±; 5. . . Ke5 6. Qc5+ Ke4 7. Qc2+±. The capture of the Queen along the diagonal and rank.

No. 1880. 1. Qb2 Qf4 2. Qh8+ Qf8 3. Qh5+ Kd8 4. Qa5+ Kc8 5. Qa8+±. The play of White's Queen is elegant.

No. 1881. 1. Nd5+ Q×d5 2. Qg3+ Kf5 3. Qg5+ Ke4 4. Qg2+ Kd4 5. c3+ Kc4 6. Qa2+±; 3. . . Ke6 4. Qg8+±.

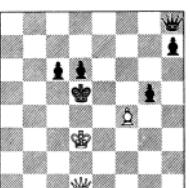
No. 1882. 1. d7 B×d7 2. Qf1+ Kd5 3. Qg2+ Ke6 4. Q×g4+ Ke7 5. Qh4+ Ke6 6. Qf6+ Kd5 7. Qf3+ Ke6 8. Qf5+ Ke7 9. Qf6+ Ke8 10. Qh8+±; 7. . . Kc4 8. Qe4+ Kc6

1884. H. Rinck
Deutsche Schachzeitung, 1906



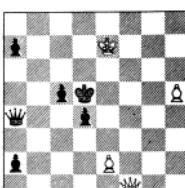
White to play and win

1885. H. Rinck
150 Fins de Partie,
1909



White to play and win

1886. H. Rinck
Deutsche Schachzeitung, 1909



White to play and win

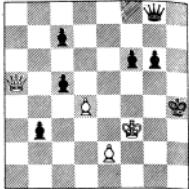
1887. J. de Villeneuve-Escalpon
Shakhmatnoye obozreniye, 1910
Tie for 3rd Hon. Mention



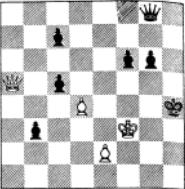
White to play and win

1888. L. Kubbel
Bohemia, 1910

1889. H. Rinck
Deutsches Wochenschach, 1911



White to play and win



White to play and win

9. $Q \times b1+\pm$; 7. . . . $Ke5(d6)$ 8. $Qg3+\pm$. The Queen's capture along three directions: rank, file and diagonal.

No. 1883. 1. $Qb1 Kd4$ 2. $Qb3 Q \times e4+$ 3. $Kd6 Qa8$ 4. $Qe3+Kc4$ 5. $Qc3+Kb5$ 6. $Qb3+Ka6$ 7. $Qa4+Kb7$ 8. $Qb5+Ka7$ 9. $Kc7\pm$; 3. . . . $Qg2(h1)$ 4. $Qc3+Ke4$ 5. $Qc6+\pm$.

No. 1884. 1. $Qe6 Q \times a5$ 2. $Qa8+Kb5$ 3. $Qc8 Qa1$ 4. $Qc4+Ka5$ 5. $b4+Ka4$ 6. $Qa6+\pm$; 3. . . . $Qa2$ 4. $Qc4+Ka5$ 5. $b4+\pm$; 3. . . . $Qa3$ 4. $Qe8+K\infty$ 5. $Qa8(f8)+\pm$. In one of the variations (3. . . . $Qa2$) a discovered attack also takes place.

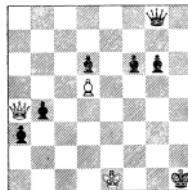
No. 1885. 1. $Qa4 Ke6$ 2. $f5+Ke7(f7)$ 3. $Qa7+Kf8$ 4. $Qb8(a8)+Kg7$ 5. $f6+\pm$; 2. . . . $K \times f5$ 3. $Qe4+Kf6$ 4. $Qd4+\pm$.

No. 1886. 1. $Qf7+Ke5$ 2. $Qf6+Ke4$ 3. $Qf3+Ke5$ 4. $e4 de$ 5. $Qf6+Kd5$ 6. $Qe6+Kd4$ 7. $Qg4+Kc3$ 8. $Q \times a4 Kb2$

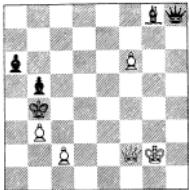
1890. H. Rinck
Deutsche Schachzeitung, 1912

1891. M. and V. Platov
Sydsvenska Dagbladet Snällposten, 1911
Hon. Mention

1892. A. Troitzky
Deutsche Schachzeitung, 1911



White to play and win



White to play and win



White to play and win

9. $Qb5+K\infty$ 10. $Q \times c5+\pm$; 5. . . . $Ke4$ 6. $Qh4+Kf3$ 7. $Q \times a4 e2$ 8. $Qa5\pm$; 4. . . . $Qe8+$ 5. $K \times e8 a1Q$ 6. $Ke7 d3$ 7. $Qf6+\pm$; 4. . . . $d3$ 5. $Qf6+K \times e4$ 6. $Qh4+Ke3$ 7. $Q \times a4\pm$. Together with the rest of the variations, the sacrifice of Black's Queen 4. . . . $Qe8+$ and the capture of the new Queen on $a1$ are interesting.

No. 1887. 1. $Bh5 K \times h5$ 2. $Qh7+ Kg4$ 3. $Qh3+Kf3$ 4. $Qg2+\pm$.

No. 1888. 1. $Qh4+Ke5$ 2. $d4+Kd6$ 3. $Qd8+Kc6$ 4. $a4!Q \times a4$ 5. $Qe8+\pm$; 2. . . . $Q \times d4$ 3. $Qh8+f6$ 4. $Qh2X$; 2. . . . $K \times d4$ 3. $Qd8+\pm$; 4. . . . $K \times f3$ 2. $Qh5+\pm$. Remarkable for the fact that the Queen is trapped on three different squares: $d1$, $a4$, $d4$.

No. 1889. 1. $Qe1+Kg5$ 2. $Qc1+Kh5$ 3. $Qh1+Kg5$ 4. $Kg3 cd$ 5. $e4 de$ 6. $Qh4+Kf5$ 7. $Qf4+Ke6$ 8. $Qc4+\pm$ (see No. 1890).

No. 1890. 1. $Qd1 Kh2$ 2. $Kf2 Kh3$ 3. $Kf3 Kh4$ 4. $Qh1+Kg5$ 5. $Kg3 Kt5$ 6. $Qf3+Ke5$ 7. $Qe3+K \times d5$ 8. $Qb3+\pm$. This resembles in construction the previous endgame, No. 1889.

No. 1891. 1. $Qd4+Ka3$ 2. $Qa1+Kb4$ 3. $f7 Q \times a1$ 4. $f8Q+Ka5$ 5. $Qd8+Kb4$ 6. $Qd6+Ka5$ 7. $b4+Ka4$ 8. $Q \times a6+\pm$; 1. . . . $Ka5$ 2. $Qd8+Kb4$ 3. $Qf8+\infty$ 4. $f7\pm$.

No. 1892. 1. $c6+K \times c6$ 2. $b7 a1Q$ 3. $Q \times a1 Be6+$ 4. $Kb4 Q \times h7$ 5. $Qa6+Kd5$ 6. $Qc4+Ke5$ 7. $Qc3+Kd5$ 8. $Qc5+Ke4$ 9. $Qc2+\pm$; 7. . . . $Kd6$ 8. $Qc5+Kd7$ 9. $Qa7+\pm$.

No. 1893. 1. $Qb4+Kd5$ 2. $Qd4+Ke6$ 3. $d7 B \times d7$ 4. $Q \times g4+Ke7$ (4. . . . $Ke5$ 5. $Qd4+$ or 4. . . . $Kd6$ 5. $Qf4+$) 5. $Q \times h4+Kd6$ 6. $Qf4+Kc5$ 7. $Qb4+Kd5$ 8. $Qd4+Ke6$ 9. $Qf6+Kd5$ 10. $Qf3+\pm$.

No. 1894. 1. $h7Q \times h7$ 2. $Qb4+Kd7$ 3. $Qa4+Kd6$ 4. $Qc6+Ke5$ 5. $Qc3+Kf4$ 6. $Qg3+Ke4$ 7. $Qe3+Kd5$ 8. $Q \times b3+Kd6$ 9. $Qb4+Kd7$ 10. $Qa4+Kd6$ 11. $Qc6+Ke5$ 12. $Qc3+Kf4$ 13. $Qg3+Ke4$ 14. $Qe3+Kd5$ 15. $Qc5+Ke4$ 16. $Qc2+\pm$; 8. . . . $Kd4$ 9. $Qb4+Ke5$ 10. $Qc3+Kf4$ 11. $Qg3+\pm$.

1893. A. Troitzky
Russkaya molva, 1913

1894. M. and V. Platov
1914

1895. L. Kubbel
Shakhmatny listok, 1928



White to play and win

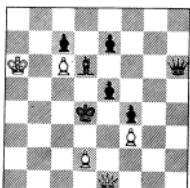


White to play and win



White to play and win

1896. L. Kubbel
Shakhmatny listok, 1931



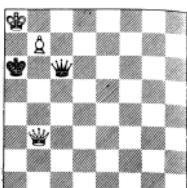
White to play and win

1897. L. Prokés
Parallele 50, 1947



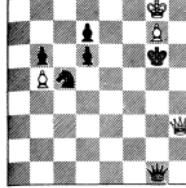
White to play and win

1898. L. van Vliet
Deutsche Schachzeitung,
1888



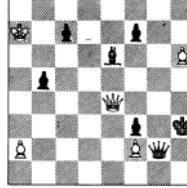
White to play and win

1899. M. Feigl
Rigaer Tageblatt, 1895



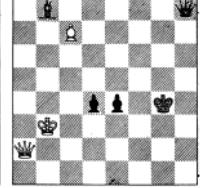
White to play and win

1900. A. Gherbstman
Shakhmatny listok, 1930



White to play and win

1901. J. Fritz
1953



White to play and win

No. 1895. 1. Qe6 ed 2. Qc8+ Kd5 3. Qxf5+ Kc6 4. Qc8+ Kd5 5. Qe8 Qxf3 6. Qa8+±.

No. 1896. 1. Qe4+ Kc5 2. d3 Qe6 3. d4+ Ke4(b4) 4. d5+ Kc5 5. Qc2+ (5. de? stalemate) 5. . . . Kxd5 6. Qb3(a2)+±. A curious detail: a discovered attack repulsed by Black by means of a stalemate trap leads to the geometric capture of the Queen.

No. 1897. 1. Qh7+ Kg5 2. f4+ Kxf4 3. Qh6+ Ke4 4. Qe3+ Kf5 5. Qh3+ Ke5 6. d4+ Kd5 7. Qb3+±; 4. . . . Kd5 5. Qb3+ Ke5 6. d4+ Kf5 7. Qh3+±.

There are endgames one remembers a long time because of their simple construction and clever content. They are easily recalled and always give pleasure. Among such gems of chess composition we can consider No. 1898 by L. van Vliet, which has been printed throughout the world. The four beautiful Queen sacrifices to create geometric motifs along the files and diagonals make a deep impression.

No. 1898. 1. Qb4! Qd5(f3) 2. Qa4+ Kb6 3. Qb3+ Qxb3 4. b8Q+±; 4. . . . Qg2 2. Qa3+ Kb6 3. Qb2+ Qxb2 4. b8Q+±; 1. . . . Qh1 2. Qa3+ Kb6 3. Qb2+ Kc7(3. . . . Ka6 4. Qa2+ Kb6 5. Qb1+ Qxb1 6. b8Q+±) 4. Qh2+ Qxh2 5. b8Q+±.

The appearance of van Vliet's endgame is bound up with the following study:

B. Horwitz and J. Kling, 1851

White: Ka8, Qf6, Pawn b7(3)

Black: Kb5, Qh1(2)

White to play and win

1. Qf5+ Ka6 2. Qg6+ Kb5 3. Qb1+ Qxb1 4. b8Q+±.

Van Vliet's endgame study transformed Horwitz's and Kling's position into an exquisite composition.

No. 1899. 1. Kh8 Qd4 2. Qg2+ Kh6(h5) 3. Qh2+ Kc8 4. Qg1+ Qxg1 5. g8Q+±; 2. . . . Kf7 3. Qd5+ Qxd5 4. g8Q+±; 1. . . . Qa1 2. Qg2+ Kh6(h5) 3. Qh2+ Kc8 4. Qg1+

Qxg1 5. g8Q+±; 2. . . . Kf7 3. Qa2+ Qxa2 4. g8Q+±. This endgame is presented with the addition of a Black Pawn on d6, which was proposed by A. Chéron in 1956. Probably the idea of M. Feigl's study was inspired by van Vliet's No. 1898. Feigl also employed four diverting sacrifices to win the Queen—twice along the diagonal and twice along the file.

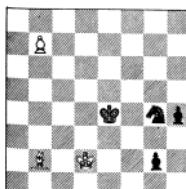
The idea of No. 1898 was employed in a somewhat altered form by A. Gherbstman (No. 1900) and J. Fritz (No. 1901). However, neither of them managed to surpass or even rise to the level of van Vliet's wonderful endgame. Van Vliet's study not only has great vitality but is inimitable.

No. 1900. 1. h7 Qxf2+ 2. Ka8 Qxa2+ 3. Kb8 Qb2 4. Qxh3+ Kh4 5. Qf4+ Kh5 6. Qh2+ Qxh2 7. h8Q+±; 3. . . . Qa1 4. Qxf3+ Kh4 5. Qh1+ Qxh1 6. h8Q+±.

No. 1901. 1. Qg2+ Kf4 2. Qh2+ Qxh2 3. cbQ+±; 1. . . . Kf5 2. c8Q+ Qxc8 3. Qh3+±.

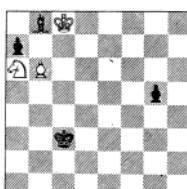
1902. Ph. Stamma

1737



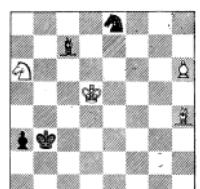
White to play and win

1903. H. Rinck
Deutsche Schachzeitung,
1904



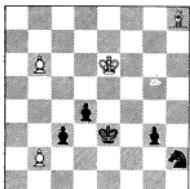
White to play and win

1904. J. de Villeneuve-Escalopon
L'Echiquier français,
1908-10



White to play and win

1905. A. Troitzky
Shakhmatnoye obozrenie, 1910



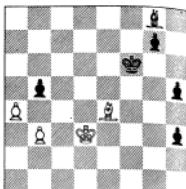
White to play and win

1906. A. Selezniov
Deutsche Schachzeitung, 1916



White to play and win

1907. H. Rinek
British Chess Magazine, 1917



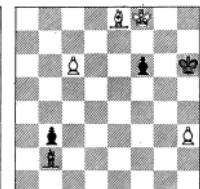
White to play and win

1911. M. Laisaari
Karjala, 1932



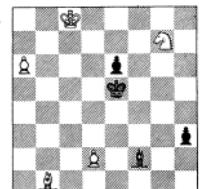
White to play and win

1912. J. van den Ende
Tijdschrift v. d. KNSB, 1935



White to play and win

1913. L. Prokeš
Magyar Sakkvilág, 1939



White to play and win

In Nos. 1902-41 there are no Queens in the starting position, but there are other pieces and passed Pawns that are put to use. The initial play contains various combinations or exchanges that allow both sides to promote Pawns to Queens, after which a geometric motif arises. The sacrifice of minor pieces lures Black's King to the same line as its future Queen, after which the latter is seized. This method is employed in a simple form in No. 1902 by Ph. Stamma.

No. 1902. 1. Bd4 K×d4 2. b8Q g1Q 3. Qb6+±.

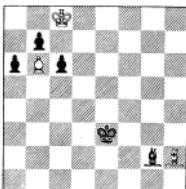
Analogous sacrifices of the Bishop or Knight to draw the King onto a dangerous diagonal are employed in Nos. 1903-16.

No. 1903. 1. b7 g4 2. N×b8 g3 3. Nc6 g2 4. Nd4 K×d4 5. b8Q g1Q 6. Qa7+±.

No. 1904. 1. Nb4 K×b4 2. h7 Be5 3. K×e5 a2 4. Be1+ Kb3 5. Be3 K×c3 6. h8Q a1Q 7. Ks8+±.

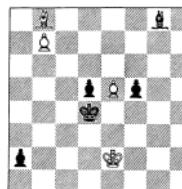
No. 1905. 1. B×d4+! K×d4 2. b7 c2 (2. . . g2 3. b8Q g1Q 4. Qa7+±) 3. b8Q c1Q 4. Qd8+ Ke4 5. Qd5+ Kf4 6. Qf5+ Ke3 7. Qg5+±.

1908. H. Rinek
L'Italia Scacchistica, 1923



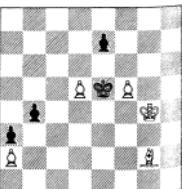
White to play and win

1909. M. and V. Platov
Shakhmaty, 1927



White to play and win

1910. T. Gorghihev
64, 1928



White to play and win

No. 1906. 1. Kb5 Nb6! 2. K×b6 g2 3. Bd4 g1Q 4. B×g1 a2 5. Bd4 K×d4 6. c8Q a1Q 7. Qh8+±; 3. . . K×d4 4. c8Q g1Q 5. Qc5+±.

No. 1907. 1. a5 Bh7 2. B×h7 g6 3. Bg8 Ke5 4. a6 h2 5. Bd5 K×d5 6. a7 h1Q 7. a8Q+±.

No. 1908. 1. Bg1+ Kd3 2. Bc5 a5 3. K×b7 a4 4. Kc7 a3 5. b7 a2 6. Bd4 K×d4 7. b8Q a1Q 8. Qh8+±.

No. 1909. 1. Ba7+ Ke2 2. Bd4 K×d4 3. b8Q a1Q 4. Qb4+ K×e5 5. Qe7+ Kf4 6. Qh4+ Ke5 7. Qh8+±.

No. 1910. 1. Be4 K×e4 2. d6 ed 3. f6 b3 4. f7 ba 5. f8Q a1Q 6. Qf3+ Ke5 7. Qf5+ Kd4 8. Qf6+±; 4. . . b2 5. f8Q b1Q 6. Qf5+±.

No. 1911. 1. g5 a3 2. e6 fe+ 3. Kg4 Ke4 4. g6 hg 5. h6 a2 6. Be5 K×e5 7. h7 a1Q 8. h8Q+±.

No. 1912. 1. c7 Ba3+ 2. Kg8 b2 3. Bg6 K×g6 4. c8Q b1Q 5. Qg4+ Kh6 6. Qh4+ Kg6 7. Qh7+±.

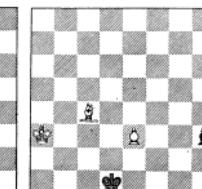
No. 1913. 1. Nh5 h2 2. Ng3 B×g3 3. d4+ K×d4 4. Be4 K×e4 5. a7 h1Q 6. a8Q+±.

1914. L. Prokeš
1943



White to play and win

1915. L. Prokeš
1946



White to play and win

1916. L. Prokeš
Sachové Umění, 1949

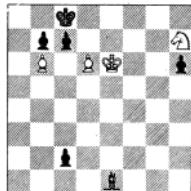


White to play and win

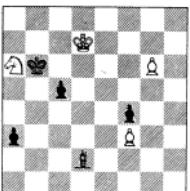
1917. H. Rinck
150 *Fina de Partie*,
1909

1918. H. Rinck
Deutsche Schachzeitung,
1912

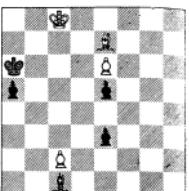
1919. H. Rinck
British Chess Magazine,
1918



White to play and win



White to play and win



White to play and win

No. 1914. 1. cb K×a2 2. b4 Kb3 3. b5 Kc4 4. b6 a3 5. b7 a2 6. Bd4 K×d4 7. b8Q a1Q 8. Qh8+±.

No. 1915. 1. Bd5 Ke2 2. e4 Ke3 3. e5 Kd4 4. e6 K×d5 5. e7 h2 6. e8Q h1Q 7. Qa8+±.

No. 1916. 1. Rg6+ Kc5 2. Bd5! K×d5 3. Rh6 B×h6 4. a7 h1Q 5. a8Q+±.

The sacrifices of the Knight (Bishop) in Nos. 1917-20 have other aims: closing the diagonal to Black's Bishop (No. 1917), opening up the file for White's Queen (No. 1918), denying a square to Black's King (Nos. 1919 and 1920).

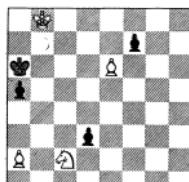
No. 1917. 1. d7+ Kd8 2. Ng5 hg 3. bc+ K×c7 4. Ke7 c1Q 5. d8Q+ Kc6 6. Qc8+±.

No. 1918. 1. Nb4 cb 2. g7 a2 3. g8Q a1Q 4. Qb8+ Kc5 5. Qd6+ Kc4 6. Qe6+ Kd3 7. Qe4+ Kc3 8. Qe5+±; 5. Kb5 6. Qc6+ Ka5 7. Qa8+±.

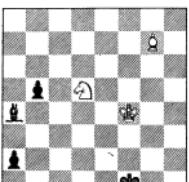
1920. L. Prokes
1947

1921. A. Troitzky
Deutsche Schachzeitung,
1908

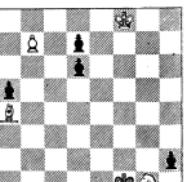
1922. L. Kubbel
28 *Rijen*, 1924



White to play and win



White to play and win

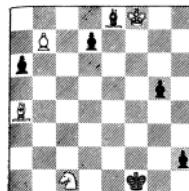


White to play and win

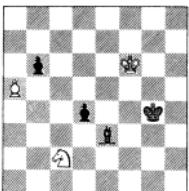
1923. J. Hašek
Revista Româna de Șah,
1931

1924. M. Havel
Československý Šach, 1930

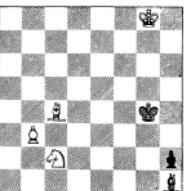
1925. A. and K. Sarychev
Izvestia, 1929



White to play and win



White to play and win



White to play and win

No. 1919. 1. Bb4 ab 2. e7 e2 3. e8Q e1Q 4. Qc6+ Ka5 5. Kb7 Qf1(e2) 6. Qb6+ Ka4 7. Qa7+ Kb5 8. Qa6+± (see No. 1920).

No. 1920. 1. Nb4+! ab 2. e7 d2 3. e8Q d1Q 4. Qc6+ Ka5 5. Kb7 Qd3(e2, f1) 6. Qb6+ Ka4 7. Qa7+ Kb5 8. Qa6+±. Repeats the finale of H. Rinck's No. 1919.

In Nos. 1921-28, too, the Bishop or Knight is sacrificed in the initial play to create geometric motifs for trapping the future Queen.

No. 1921. 1. Ne3+ Ke2! 2. Ne2 B×c2 3. g8Q a1Q 4. Qg2+ Kd3 5. Qe4+ Kd2 6. Qe3+ Kd1 7. Qg1+±.

No. 1922. 1. Ne2 K×e2 2. Bd1+ K×d1 3. b8Q h1Q 4. Qb1+±; 2. . . . Kf2(e3) 3. Bf3 K×f3 4. b8Q h1Q 5. Qb7+± (see No. 1923).

No. 1923. 1. Ne2 K×e2 2. Bd1+ Kf2(2. . . . K×d1 3. b8Q h1Q 4. Qb1+±) 3. Bf3 K×f3 4. b8Q h1Q 5. Qb7+±.

Virtually repetition of L. Kubbel's No. 1922.

No. 1924. 1. a6 Bg5+ 2. Kg6 d3 3. Ne3+ B×e3 4. a7 d2 5. a8Q d1Q 6. Qg2+ Kf4 7. Qg5+ Ke4 8. Qf5+ Kd4 9. Qd7+±; 6. . . . Kh4 7. Qh2+ Kg4 8. Qh5+±.

No. 1925. 1. Ne3+ Kh4! 2. Nf1 Kh3 3. Be6+ Kg2 4. Bd5+ K×f1 5. B×h1 Kg1 6. Be6! Kf2 7. b4 Ke3 8. b5 Kd4 9. b6 Ke5 10. b7 K×c6 11. b8Q h1Q 12. Qa8+±.

A. Chéron discovered in No. 1925, an endgame by A. and K. Sarychev, another solution: 3. N×h2 K×h2 4. b4 Kg3 5. Kf7 Kf4 6. Ke6 Ke4 7. Kd6 Kd4 8. Be6 Be4 9. b5 Bf3 10. b6 Be4 11. Kc7 Kc5 12. Bc8 Bf3 13. Bb7 Be2 14. Bg2 Ba6 15. Bh3±. In view of that Chéron proposed the following alteration of the endgame (see No. 1926).

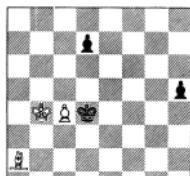
No. 1926. 1. Ne3+ K×g3 2. Nf1+ Kh3 3. Bd7+ Kg2 4. Bc6+ K×f1 5. B×h1 Kg1 6. Bc6! Kf2 7. b4 Ke3 8. b5 Kd4 9. b6 Kc5 10. b7 K×c6 11. b8Q h1Q 12. Qa8+±.

1926. A. Chéron
Journal de Genève, 1955
(revision of A. and K.
Sarychev's endgame
study)



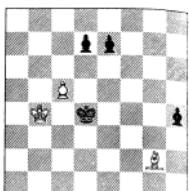
White to play and win

1927. L. Kayev
Shakhmat v SSSR,
1940



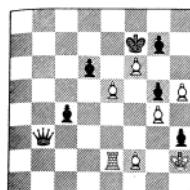
White to play and win

1928. A. Tatev
Shakhmatna misl, 1963



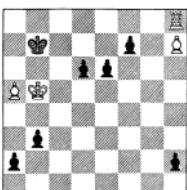
White to play and win

1932. L. Kubbel
Shakhmaty v SSSR,
1935



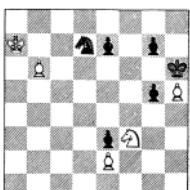
White to play and win

1933. P. Farago
Magyar Sakkvilág, 1937



White to play and win

1934. H. Rinck
San Sebastian Tourney,
1938-39
Hon. Mention



White to play and win

A cursory look at Nos. 1927 and 1928 reveals the identity of the position and the entire play.

No. 1927. 1. c5! h4 2. Be6 de 3. c6 h3 4. c7 h2 5. c8Q h1Q 6. Qc3+ Kd5 7. Qc5+ Ke4 8. Qc6+±.

No. 1928. 1. Bh3 ef 2. B×e6 de 3. c6 h3 4. c7 h2 5. c8Q h1Q 6. Qc3+ Kd5 7. Qc5+ Ke4 8. Qc6+±.

The opening play in Nos. 1929-41 abounds in a diversity of subtleties whose significance reveals itself mostly at the end, when Black's Queen is captured.

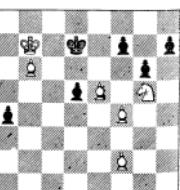
No. 1929. 1. Re5+! R×e5 2. g4 Re1+ 3. Kg2 Re2+ 4. Kg3 Re3+ 5. Kf2! Re4 6. f8Q Rf4+ 7. Q×f4 gf 8. h4 b5 9. h5 gh 10. gh b4 11. h6 b3 12. h7 b2 13. h8Q b1Q 14. Qa8+ Kc5 15. Qb8+±.

No. 1930. 1. Nd4+ Ke3 2. N×f3 K×f3 3. Kf8! d2 4. e8Q d1Q 5. Qh5+±.

1929. A. Seleznyov
Raneye utro, 1909

1930. T. Dawson
Chess Amateur, 1924
1st Hon. Mention

1931. N. Bautin
Shakhmatny listok, 1926

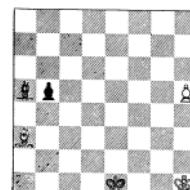


White to play and win

White to play and win

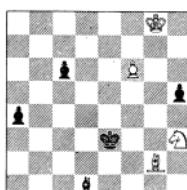
White to play and win

1935. M. Liburkin
Shakhmaty v SSSR,
1940



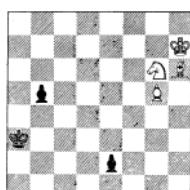
White to play and win

1936. A. Chicco
L'Italia Scacchistica,
1947
Prize



White to play and win

1937. H. Lilja
Suomen Shakkil, 1959
3rd Hon. Mention



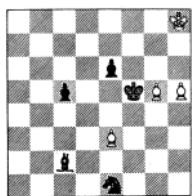
White to play and win

1938. F. Prokop
Československý Šach,
1958



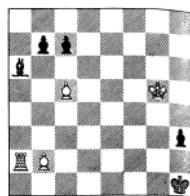
White to play and win

1939. G. Nadareishvili
Lelo, 1950
2nd Prize



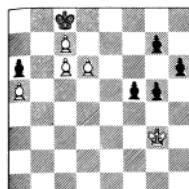
White to play and win

1940. V. Yevreinov
Zaporozhskaya pravda,
1962
1st Prize



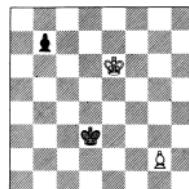
White to play and win

1944. J. Berger
1890



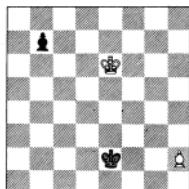
White to play and win

1945. E. B. Cook
Before 1887



White to play and win

1946. Y. Brenyov
64, 1931



White to play and win

No. 1936. 1. Bd5! Bb3! 2. B×b3 ab 3. Nf2 Kd2! 4. Nd3! K×d3 5. f7 b2 6. f8Q b1Q 7. Qf5+± (see No. 1937).

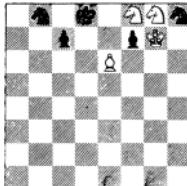
No. 1937. 1. Bf8+ Ka4 2. Bb4 K×b4 3. Nf4 e1Q 4. Nd3+ Ke3 5. N×e1 b4 6. g6 b3 7. Nd3 K×d3 8. g7 b2 9. g8Q b1Q 10. Qg6+±.

Quite different initial positions in Nos. 1936 and 1937 lead in a remarkable way to one and the same final combination with the sacrifice of a Knight to produce a geometric motif along the diagonal.

No. 1938. 1. Nd6+ K×e5 2. Ne4+ Ke4 3. Nd2+ K×e3 4. N×f3 K×f3 5. Kc6! Ke4 6. c4 a5 7. Kb5 Kd4 8. c5 a4 9. cb a3 10. c7 a2 11. c8Q a1Q 12. Qh8+±.

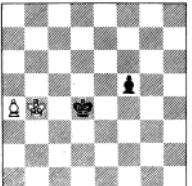
No. 1939. 1. g6 Kf6 2. g7 Bh7 3. e4! Nf3 4. e5+ N×e5 5. K×h7 Nf3 6. g8Q Ng5+ 7. Q×g5+ K×g5 8. h6 c4 8. Kg7 c3 10. h7 c2 11. h8Q c1Q 12. Qh6+±. A subtle move is 3. e4!, which aims at opening up the c1-h6 diagonal to win the Queen on it.

1941. S. Botev
Shakhmatna msl.,
1956



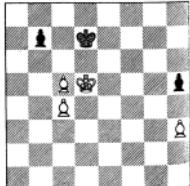
White to play and win

1942. Damiano



Black to play and win

1943. B. Horwitz and
J. Kling
1851



White to play and win

No. 1940. 1. c6 h2 2. b4 Kg1 3. R×h2 K×h2 4. b5 Kg3 5. Kf6 Kf4 6. Ke7 Ke5 7. ba ba 8. Kd7 a5 9. K×c7 a4 10. Kd7 a3 11. c7 a2 12. c8Q a1Q 13. Qh8+±. The position arising after 4. b5 is quite interesting. So is the subsequent play with the subtle enticing of Black's King onto the a1-h8 diagonal.

No. 1941. 1. e7+ Ke8 2. Nh7 Nd7 3. K×h8 c5 4. Kg7 c4 5. Nhf6+ N×f6 6. K×f6 c3 7. Nh6 c2 8. Nf7 c1Q 9. Nd6+ Kd7 10. e8Q+ K×d6 11. Qd8+ K∞ 12. Qc8+±. The initial play in this endgame by S. Botev (No. 1941) leads to the same finale that arises in the Pawn endgame study No. 1943 by B. Horwitz and J. Kling.

In all the Pawn endgames Nos. 1942-75 the play winds up in the capture of the Queen through geometric motifs.

No. 1942. 1... f4 2. a5 f3 3. a6 f2 4. a7 f1Q 5. a8Q Qb1+ 6. K∞ Qa1+±. An early, primitive example of the capture of the Queen in a simple Pawn ending.

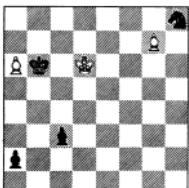
No. 1943. 1. c6+ bc 2. Ke5 h4 3. c5 Ke7 4. Kf5 Kf7 5. Kg5 Ke6 6. K×h4 Kd5 7. Kg5 K×c5 8. h4 Kd6 9. Kf6 c5 10. h5 c4 11. h6 c3 12. h7 c2 13. h8Q c1Q 14. Qd8+ K∞ 15. Qc8+±. A fine Pawn endgame study of the last century that left a trace in the creative endeavours of modern composers (see, for instance, Nos. 1944 and 1951).

No. 1944. 1. Kf3 h5 2. Ke3 g4 3. Kf4 h4 4. Ke5 h3 5. Ke6 h2 6. Ke7 h1Q 7. d7+ K×c7 8. d8Q+ K×c6 9. Qa8+±; 4. ... g3 5. Ke8 g2 6. Ke7 g1Q 7. d7+ K×c7 8. d8Q+ K×c6 9. Qd7+ Kc5 10. Qa7+±; 2. ... f4+ 3. Kd4 f3 4. Kc5 f2 5. Kb6 f1Q 6. d7X; 1. ... g4+ 2. Kf4 g3 3. K×g3 g5 4. Kf3 h5 5. Kg2!±. An elegant endgame with many variations. In the first two the domination of the Queen over the other Queen is decisive, in the third—mate, and in the fourth—mutual zugzwang.

1947. A. Troitzky

1948. H. Rinck
Deutsche Schachzeitung,
1909

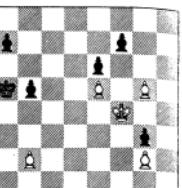
1949. H. Rinck
Deutsche Schachzeitung,
1912



White to play and win



White to play and win



White to play and win

No. 1945. 1. g4 b5 2. g5 b4 3. g6 b3 4. g7 b2 5. g8Q b1Q 6. Qh7± (see No. 1946). A schematic position whose solution is easily found.

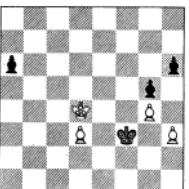
No. 1946. 1. h4 b5 2. Kd5 Kd3 3. h5 b4 4. h6 b3 5. h7 b2 6. h8Q b1Q 7. Qh7±. Develops the idea of the preceding study.

No. 1947. 1. g8Q a1Q 2. Qb3+ Ka5 3. a7 Qh1 4. a8Q + Q×a8 5. Qa3±; 2... K×a6 3. Kc7 Ka5 4. Qb6+ Ka4 5. Qa6±.

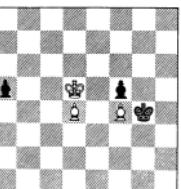
No. 1948. 1. e7 a2 2. e8Q a1Q 3. e4+ de 4. Qd7+ Ke4 5. Qf5+ Kd4 6. Qf6±; 4... Kc5 5. Qd6+ Kb5 6. Qb6+ Ka4 7. Qa6±; 3... Kc5 4. Qf8+ Kb5 5. Qb8+ Ka4 6. Qa7±; 1... h2 2. e8Q b1Q 3. Qe6±.

No. 1949. 1. g6 fg 2. Kg5 Kb6 3. Kf6 a5 4. K×e6 a4 5. Kd6 b4 6. e6 a3 7. ba ba 8. e7 a2 9. e8Q a1Q 10. Qb8+ Ka6 11. Qa8±.

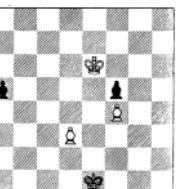
No. 1950. 1. Kc4! a5 2. d4 Kf4(e4) 3. d5 Ke5 4. Kc5 a4

1950. A. Selezniov
Niva, 19121951. A. Selezniov
Pravda, 19271952. N. Grigoryev
1931

White to play and win



White to play and win

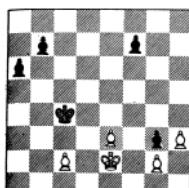


White to play and win

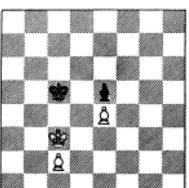
1953. H. Rinck
Deutsche Schachzeitung,
1912

1954. J. Berger

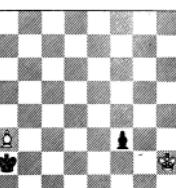
1955. H. Rinck
Revue suisse d'échecs,
1922



White to play and win



White to play and win



White to play and win

5. d6 Ke6 6. Kc6 a3 7. d7 a2 8. d8Q a1Q 9. Qe8+ Kf6 10. Qh8±. The natural but weak move 1. Kc5? is refuted by 1... a5 2. d4 a4, and Black has the advantage.

No. 1951. 1. Kc4! K×f4 2. d5 Ke5 3. Kc5 a4 4. d6 Ke6 5. Kc6 a3 6. d7 a2 7. d8Q a1Q 8. Qe8+ Kf6 9. Qh8±; 3... f4 4. d6 Ke6 5. Kc6 f3 6. d7 f2 8. d8Q f1Q 8. Qe8+ Kc9 9. Qf8± (see No. 1972).

As A. Selezniov pointed out, No. 1951 appeared as a result of uniting No. 1943 by B. Horwitz and J. Kling with his own, No. 1950, which made it possible to create domination in two variations.

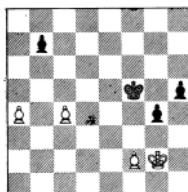
No. 1952. 1. Kd5 Kd2 2. Kc4! Ke3 3. d4 K×f4 4. d5 Ke5 5. Kc5 a4 6. d6 Ke6 7. Kc6 a3 8. d7 a2 9. d8Q a1Q 10. Qe8+ Kf6 11. Qh8±; 5... f4 6. d6 f3 7. d7 f2 8. d8Q f1Q 9. Qe8+ Kc9 10. Qf8±. This endgame can be appraised merely as a development of No. 1951, since it lengthens the initial play by only two moves.

No. 1953. 1. h4 Kd5 2. c4+! Ke4 3. c5 Kf5 4. Kd3 Kg4 5. Kc4 K×h4 6. Kb4 Kg5 7. Ka5 Kf6 8. Kb6 a5 9. K×b7 a4 10. c6 a3 11. c7 a2 12. c8Q a1Q 13. Qh8±.

No. 1954. 1. Kd3 Kb4 2. c3+ Kb3 3. Kd2 Ka4 4. Ke3 Ka3 5. Ke2 Ka4 6. Kd2 Kb5 7. Kc1! Kc5 8. Kb2 Kc4 9. Kc2 Kb5 10. Kb3 Kc5 11. c4 Kd4 12. Kb4 K×e4 13. c5 Kd5 14. Kb5 e4 15. c6 e3 16. c7 e2 17. c8Q e1Q 18. Qd8+ Kc5 19. Qe8±. The subtle play in the Pawn ending is a prelude to domination over the future Queen.

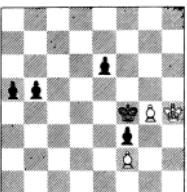
No. 1955. 1. a4 Kb3 2. a5 Ke3 3. Kg1 Kd4 4. a6 Ke3 5. Kf1±; 2... Kc4 3. a6 Kd3 4. a7 f2 5. a8Q f1Q 6. Qa6±. It may be surmised that this endgame appeared as a creative response to Réti's famed drawn Pawn endgame, which caused a sensation in the chess world at the time.

1956. A. Troitzky
1923



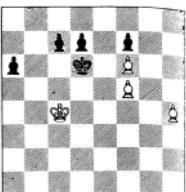
White to play and win

1957. L. Prokš
Český svět, 1925



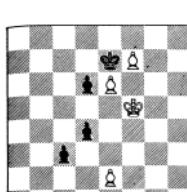
White to play and win

1958. N. Grigoryev
Izvestia, 1925



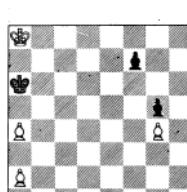
White to play and win

1962. N. Grigoryev
64, 1929



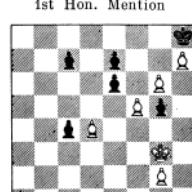
White to play and win

1963. N. Grigoryev
Shakhmatny listok, 1930



White to play and win

1964. N. Grigoryev
Shakhmatny listok, 1930
1st Hon. Mention



White to play and win

No. 1956. 1. a5! Ke5 2. Kg3 Kd4 3. Kh4 K×c4 4. K×h5 Kb5 5. K×g4 K×a5 6. f4 b5 7. f5 b4 8. f6 b3 9. f7 b2 10. f8Q b1Q 11. Qa8+ Kf5 12. Qb8+±.

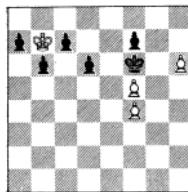
No. 1957. 1. g5 Kf5 2. Kh5 a4(b4) 3. g6 a3(b3) 4. g7 a2(b2) 5. g8Q a1(b1)Q 6. Qg6+±.

No. 1958. 1. h5 Ke5 2. h6 K×f6 3. Kc5! c6 4. Kd6 a5 5. K×d7! a4 6. Ke8 a3 7. Kf8 a2 8. h7 a1Q 9. h8Q+± (see No. 1959).

No. 1959. 1. Ke6 a5 2. Kd7 a4 3. Ke8 a3 4. Kf8 a2 5. h7 a1Q 6. h8Q+±; 1. . . . d5 2. K×d5 c5 3. Kc4 a6 4. Kc3 a5 5. Kb3 b5 6. Kb2 b4 7. Kb3±. This partially repeats the play of the preceding endgame, No. 1958 by N. Grigoryev.

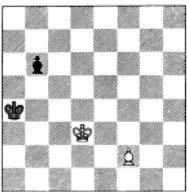
No. 1960. 1. Kd4 b5 2. f4 b4 3. f5 b3 4. Kc3 Ka3 5. f6 b2 6. f7 b1Q 7. f8Q+Ka4 8. Qa8+Kb5 9. Qb7+±; 1. . . . Kb5 2. Kd5 Ka6 3. f4 Kb7 4. f5 Kc7 5. Ke6 Kd8 6. Kf7 b5 7. f6 b4 8. Kg7 b3 9. f7±.

1959. J. Hašek
Československý Šach,
1933



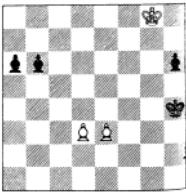
White to play and win

1960. N. Grigoryev
Izvestia, 1928



White to play and win

1961. N. Grigoryev
Shakhmaty, 1928
3rd Prize



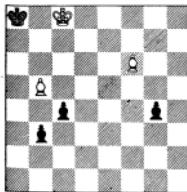
White to play and win

No. 1961. 1. d4! Kg5 2. Kf7 Kf5 3. d5 Ke5 4. e4 a5 5. Ke7 a4 6. d6 a3 7. d7 a2 8. d8Q a1Q 9. Qh8+±; 4. . . . b5 5. Ke7 b4 6. d6 b3 7. d7 b2 8. d8Q b1Q 9. Qd6+ K×e4 10. Qg6+±; 4. . . . h5 5. Ke7 h4 6. d6 h3 7. d7 h2 8. d8Q h1Q 9. Qd6+ K×e4 10. Qc6+±. The Queen is captured in three variations. All three of Black's Pawns become Queens, which is a remarkable display of skill.

No. 1962. 1. Kg6 c2 2. Kg7 c1Q 3. f8Q+ K×e6 4. Qf7+ Ke5 5. Qf6+ Ke4 6. Qe6+ Kf4 7. Qh6+±; 5. . . . Kd5 6. Qf5+ Kc5 7. Qc8+±.

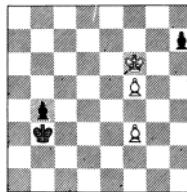
No. 1963. 1. a3! f5 2. gf g4 3. f6 g3 4. f7 g2 5. f8Q g1Q 6. Qc8+ Ka5 7. Qc3+ Kb6 8. a5+ Kb5 9. Qb4+ Ka6 10. Qb7+ K×a5 11. Qb4+ Ka6 12. Qa4+ Kb6 13. Qa7+±; 4. . . . Ka5 2. Kb7 K×a4 3. Kc6 K×a3 4. Kd5 Kb4 5. Ke5 Kc5 6. Kf6 Kd6 7. K×f7 Ke5 8. Kg6±.

1965. L. Kayev
Shakhmaty v SSSR,
1933



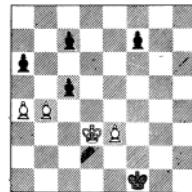
Black to play, White to win

1966. T. Kok
Tijdschrift v. d. KNBS,
1933



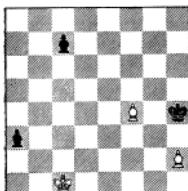
White to play and win

1967. G. A. Riester
Tourney in Germany,
1935
1st Prize



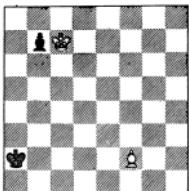
White to play and win

1968. N. Grigoryev
64, 1937



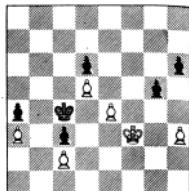
White to play and win

1969. J. A. Mandler
Narodni osvobozeni, 1938



White to play and win

1970. M. Lewitt



White to play and win

No. 1964. 1. f6! ef 2. d5! ed 3. Kg4 c3 4. Kf5 c2 5. Ke6!
c1Q 6. Kf7 Qc2(b1) 7. g7+ Kxh7 8. g8Q+ Kh6 9. Qg7+
Kh5 10. Qh8+ Kg4 11. Qh3+ Kf4 12. Qf3+ Ke5 13. Qxf6+
Ke4 14. Qg6+±.

No. 1965. 1. ... b2 2. f7 b1Q 3. f8Q Qh7 4. Qa3+ Qa7
5. b6! Q×a3 6. b7+ Ka7 7. b8Q+ Ka6 8. Qa8+±.

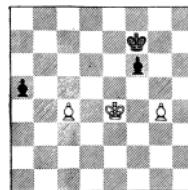
No. 1966. 1. Ke5 Kc3 2. f6 b3 3. f7 b2 4. f8Q b1Q 5. Qe5+
Kd3 6. Qd4+ Ke2 7. Qe4+ Q×e4+ 8. fe Kf3 9. Kf5 h5 10.
e5 h4 11. e6 h3 12. e7 h2 13. e8Q h1Q 14. Qa8+±.

No. 1967. 1. b5! a5 2. e4 Kf2 3. Kc4 Ke3 4. e5 Ke4 5.
K×c5 K×e5 6. Kc6 f5 7. K×c7 f4 8. b6 f3 9. b7 f2 10.
b8Q f1Q 11. Qb5+ Q×b5 12. ab a4 13. b6 a3 14. b7 a2 15.
b8Q a1Q 16. Qh8+±.

No. 1968. 1. h3 c5 2. Kb1 c4 3. Ka2 c3 4. Kb3 a2 5. K×a2
Kg3 6. f5 Kf4 7. f6 Ke3 8. f7 c2 9. f8Q c1Q 10. Qh6+±.

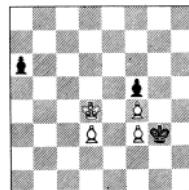
No. 1969. 1. Kd6 Ka3 2. Kc5 Ka4 *3. f4 b5 4. f5 b4 5.
Kc4 b3 6. Kc3 Ka3 7. f6 b2 8. f7 b1Q 9. f8Q+ Ka4 10. Qa8+
Kb5 11. Qb8+±.

1971. R. Rey Ardid
De Schaakwereld,
1938



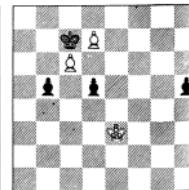
White to play and win

1972. O. Duras
Sach,
1942



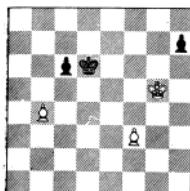
White to play and win

1973. V. Tacu
Revista de Sah, 1951
Tie for 1st Prize



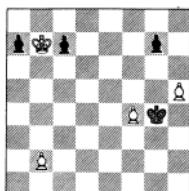
White to play and win

1974. Y. Ostropolsky
Shakhmat v SSSR,
1952
Contest for Novices
1st Hon. Mention



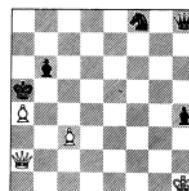
White to play and win

1975. A. Dall' Ava
Thèmes 64, 1961



White to play and win

1976. L. Kubbel
Vechernaya Moskva,
1928



White to play and win

In Nos. 1970-74 Black's Queen is lost in two equal variations.

No. 1970. 1. Kg4 Kd4 2. Kf5 h5 3. e5 g4 4. ed gh 5. d7 h2
6. d8Q h1Q 7. Qb6+ Kc4 8. Qb4+ K×d5 9. Qb7+±; 4. . . .
g3 5. d7 g2 6. d8Q g1Q 7. Qb6+±.

No. 1971. 1. Kd4 Ke6 2. Kc5 Ke5 3. Kb5 Kd4 4. g5 fg 5.
c5 a4 6. c6 a3 7. c7 a2 8. c8Q a1Q 9. Qh8+±; 5. . . . g4 6. c6
g3 7. c7 g2 8. c8Q g1Q 9. Qc5+±.

No. 1972. 1. Kc4 K×f4 2. d4 a5 3. d5 Ke5 4. Ke5 a4 5. d6
Ke6 6. Kc6 a3 7. d7 a2 8. d8Q a1Q 9. Qe8+ Kf6 10. Qh8+±;
1. . . . K×f3 2. d4 K×f4 3. d5 Ke5 4. Ke5 f4 5. d6 Ke6 6.
Kc6 f3 7. d7 f2 8. d8Q f1Q 9. Qe8+ Ks6 10. Qf8+±. This
endgame fully repeats the play of No. 1951.

No. 1973. 1. Kd4 h2 2. K×d5 h3 3. Ke6 h2 4. Ke7 h1Q 5. d8Q+
K×c6 6. Qa8+±; 1. . . . b4 2. Ke5 b3 3. Ke6 b2 4. Ke7
b1Q 5. d8Q+ K×c6 6. Qe8+ Ks6 7. Qb8+±.

No. 1974. 1. Kf6 Kd5 2. f4 h5 3. Kg5 Ke4 4. b5! cb 5. f5
h4 6. f6 h3 7. f7 h2 8. f8Q h1Q 9. Qa8+±; 5. . . . b4 6. f6
b3 7. f7 b2 8. f8Q b1Q 9. Qf5+±.

No. 1975. 1. b4 K×f4 2. K×a7 Kg5 3. Kb7 K×h5 4.
K×c7 g5 5. b5 g4 6. b6 g3 7. b7 g2 8. b8Q g1Q 9. Qh8+ Ks6 10.
Qg8+±.

Discovered attack motifs are employed in Nos. 1976-89. In these
endgames a White Pawn opens up the line of action for its piece
by attacking Black's King.

No. 1976. 1. Qe2! K×a4 2. Qb2 Ka5 3. Qa1+ Kb5 4. c4+±
(see No. 1977).

No. 1976, composed in 1924 and published in 1928, is the prede-
cessor of No. 1977. Both are by L. Kubbel.

No. 1977. 1. c4+ K×a5 2. Qb3 Qf7+ 3. Ke2 Qh5+ 4. g4!
Q×g4+ 5. Kf1 Ka6 6. Qa4+ Kb6 7. c5+±; 2. . . . Ka6
3. Qa2+ Kb6 4. c5+±. An unquestionable development of the

1977. L. Kubbel
USSR Chess Section
Tournament, 1925-26
1st Prize



White to play and win

1978. T. Dawson
British Chess Federation
Tournament, 1932
3rd Hon. Mention



White to play and win

1979. L. Kubbel
Shakhmatny listok,
1927



White to play and win

1983. L. Kubbel
Rigašche Rundschau,
1934
1st Prize



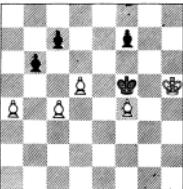
White to play and win

1984. H. Rinck
150 *Fins de Partie*,
1909



White to play and win

1985. M. Lewitt
Schweizerische Schachzeitung, 1931



White to play and win

preceding endgame, No. 1976, since the ambush here is organised in two variations, both on the rank and diagonal.

No. 1978. 1. Bb6+ Kd5 2. c4+ Ke5 3. B×d4+ K×d4 4. Qa1! Qg8 5. b4+ K×c4 6. Qa2+±; 4. . . Qf8 5. b3+ Kc5 6. Qa3+±. After the subtle move 4. Qa1! there arises the threat of a discovered attack brought about by 4. . . Kc5. The move 4. . . Qg8 (ff8) hampers the discovered attack but leads to the movement of the b Pawn—5. b4 ((b3)+ with the capture of the Queen on other diagonals. What is also interesting is the change in the functions of the b Pawn in the discovered attack and in the main play.

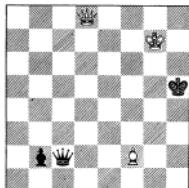
No. 1979. 1. Qf3+ Ke5 (1. . . Kg5 2. Qg2+!) 2. Qe3+ Kf5 (2. . . Kd5 3. Q×e6+) 3. Qf2+ Ke5 4. Qh2+ Kc5 5. e3(e4, ed)+± (see No. 1980).

No. 1980. 1. Qd5+ Kh4 2. Qh1+ Kg4 3. Qg2+ Kf4 4. Qg3+ Kf5 5. Qg6+±; 3. . . Kh4 4. Qh2+ Kc5 5. f4(f3)+±.

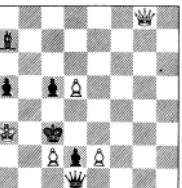
1980. H. Rinck
Bäster Nachrichten,
1938

1981. L. Kubbel
Shakhmatny listok, 1929

1982. L. Kubbel
Siberian Chess Section
Tournament, 1928-29
3rd Prize



White to play and win



White to play and win



White to play and win

This resembles No. 1979 by L. Kubbel. Evidently H. Rinck tried to reveal the same idea with a lighter structure of the endgame.

No. 1981. 1. Qg7+! Kc4 2. Qg4+ Kb5 3. Qd7+ Ka6 4. Qc8+ Kb5 5. Qc6+ Kc4 6. Qa4+ K×d5 7. c4+±; 6. . . Kc3 7. Qb3+ Kd4 8. c3+±; 2. . . K×d5 3. e4+±; 2. . . Kc3 3. Qf3+ Kd4 4. e3+±. The discovered attack is expressed in four thematic variations.

No. 1982. 1. Be4+ K×d6 2. h7 Rc2 3. B×c2 bc 4. h8Q c1Q 5. Qh6+ Kd5 (5. . . Kc5—or 5. . . Ke5—6. d4+±) 6. e4+! Kd4 (6. . . K×e4—or 6. . . Kc4—7. d3+±) 7. Qe3+ Ke5 (e4) 8. d4(d3)+±.

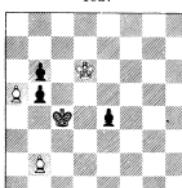
No. 1983. 1. Kb4+ Kd5 2. e4+ Kd4 3. Qa2! K×e4(é4) (or 3. . . Ne3, 3. . . Ne3) 4. d3(d4, dc, de)+±; 3. . . Kd3 4. Qc4+ K×d2 5. Qa2+±. The choice of four moves for the Pawn on d2 provides a problem theme.

No. 1984. 1. f7 cb 2. f8Q b1Q 3. Qe7+ Kd4 4. Qd7+ Ke5 5. c4 Qh1 6. d4+ cd 7. Qe7X; 6. . . Ke4 7. Qb7+±; 4.

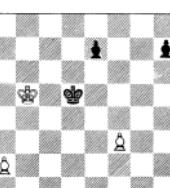
1986. L. Kubbel
Leningradskaya pravda,
1927

1987. K. Kupchevsky
64, 1931

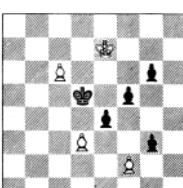
1988. L. Prokeš
Práce, 1948



White to play and win

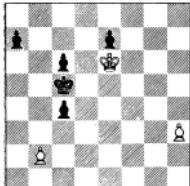


White to play and win



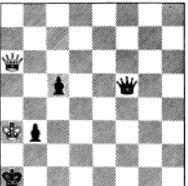
White to play and win

1989. R. Fontana
Schweizerische Schachzeitung, 1949



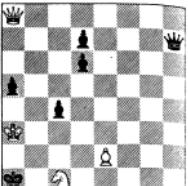
White to play and win

1990. J. Berger
1922



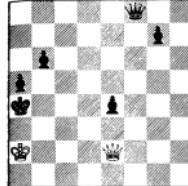
White to play and win

1991. F. Prokop
Československý Šach, 1936



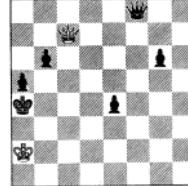
White to play and win

1992. A. Ojanen
Schackvärlden, 1943
2nd Hon. Mention



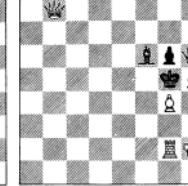
White to play and win

1993. L. Prokeš
Šach, 1943



White to play and win

1994. H. Rinck
Chess, 1944



White to play and win

...Ke4 5. Qf5+ Kd4 6. c3±; 4. ... Ke4 5. Qd3+ Kb4 6. c3±; 1. ... cd 2. f8Q d1Q 3. Qe7+ Kc5 4. Qd7±.

No. 1985. 1. c5 bc 2. a5 c4 3. d6! cd 4. a6 c3 5. a7 c2 6. a8Q c1Q 7. Qd5+ K×f4 8. Qg5±; 7. ... Kf6 8. Qg5+ Ke6 9. f5±. The Queen on c1 is lost either as a result of a geometric blow along the diagonal or a discovered attack.

No. 1986. 1. a6! e3 2. a7 e2 3. a8Q e1Q 4. Qd5+ Kb4 5. Qd3! Qc1 6. Qa3+ Kc4 7. b3±; 5. ... Qa1 6. Qc3+ Ka4 7. b3±. Quite an economical expression of the idea in two echo variations.

No. 1987. 1. a4 Kd6 2. Kb6 Kd7 3. Kb7 h5 4. a5 h4 5. a6 h3 6. a7 h2 7. a8Q h1Q 8. Qc8+ Kd6 9. Qc6+ Ke5 10. f4±.

No. 1988. 1. c7 g2 2. c8Q g1Q 3. Qc4+ Ke5 4. Qc5+ Kf4 5. Qe3+ Kd4 6. f3±; 5. ... Ke5 6. f4±; 1. ... gf 2. c8Q f1Q 3. Qc4+ Ke5 4. d4±.

No. 1989. 1. h4 a5 2. h5 a4 3. h6 a3 4. h7 a2 5. h8Q a1Q 6. b2±; 4. ... ab 5. h8Q b1Q 6. Qe5+ Kc5 7. Qb8±; 3. ... c3 4. bc a3 5. h7 a2 6. h8Q a1Q 7. Qd4+ Kb5 8. c4±.

Nos. 1990-98, in which Black's Queen is immobilised, are a separate group.

No. 1990. 1. Qe2 Qb1 2. Qe5+ b2 3. Qd5± (see Nos. 1991-96). This composition has significance for the theory of Queen endings. The final position of zugzwang with a paralysed Black Queen is interesting.

No. 1991. 1. Nb3+ cb 2. Qd5 Qc2 3. Qh1+ Qb1 4. Qh8+ b2 5. Qg8±. Evidently this endgame was composed under the impression of No. 1990 by J. Berger but it adds nothing new to the idea. The real development of J. Berger's idea was made by A. Ojanen (No. 1992) and L. Prokeš (No. 1993). These two studies look like twins and, like twins, appeared simultaneously, in 1943.

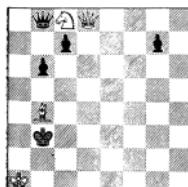
No. 1992. 1. Qc4+ Qb4 2. Qe6+ Qb5 3. Q×e4+ Qb4 4. Qd3 g6 5. Qd7+ Qb5 6. Qd4+ Qb4 7. Qd3 g5 8. Qd7+ Qb5 9. Qd4+ Qb4 10. Qd3 g4 11. Qd7+ Qb5 12. Q×g4+ Qb4 13. Qd7+ Qb5 14. Qb4+ Qb4 15. Qd3±.

No. 1993. 1. Qc4+ Qb4 2. Qe6+ Qb5 3. Q×e4+ Qb4 4. Qd3 g5 5. Qd7+ Qb5 6. Qd4+ Qb4 7. Qd3 g4 8. Qd7+ Qb5 9. Q×g4+ Qb4 10. Qd7+ Qb5 11. Qd4+ Qb4 12. Qd3±.

Nos. 1992 and 1993 are of unquestionable interest for the theory of Queen endings. The Queen winning a battle against a Queen and four Pawns is a paradox indeed. The method of transferring the move to Black by triangulation on the part of White's Queen merits attention.

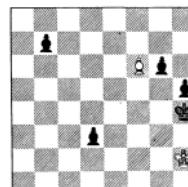
No. 1994. 1. Qb5+ Kh4 2. g5 B×g5 3. R×g5 Q×g5 4. Qb4+ Qg4 5. Qe7+ Qg5 6. Qe4+ Qg4 7. Qe3±. H. Rinck somewhat camouflaged the idea of Nos. 1990-93 by sacrificing a Pawn and advantage.

1995. D. Petrov
1947



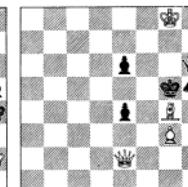
White to play and win

1996. J. Moravec
Práce, 1961



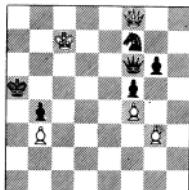
White to play and win

1997. V. Bron
L. I. Kubbel Memorial
Tourney, 1945-46
Tie for 3rd Prize



White to play and win

1998. J. Hašek



White to play and win

No. 1995. 1. Ba5! ba 2. Qd3+ Ka4 3. Ka2 Qb7 4. Qc4+ Qb4 5. Nb6+ cb 6. Qd3 g6 7. Qd7+ Qb5 8. Qd4+ Qb4 9. Qd3 g5 10. Qd7+ Qb5 11. Qd4+ Qb4 12. Qd3 g4 13. Qd7+ Qb5 14. Q×g4+ Qb4 15. Qd7+ Qb5 16. Qd4+ Qb4 17. Qd3±. The endgame is of some value merely in the initial stage, but after the sixth move the play proceeds in the same way as in Nos. 1992 and 1993.

No. 1996. 1. f7 d2 2. f8Q d1Q 3. Qf4+ Qg4 4. Qe3 b6 5. Qe7+ Qg5 6. Qe4+ Qg4 7. Qe3 b5 8. Qe7+ Qg5 9. Qe4+ Qg4 10. Qe3 b4 11. Qe7+ Qg5 12. Q×b4+ Qg4 13. Qe7+ Qg5 14. Qe4+ Qg4 15. Qe3±. Here, too, the motifs of Nos. 1992 and 1993 are repeated, but with a transition from a Pawn ending to a Queen ending.

No. 1997. 1. Qe3+ Kg6 2. Q×e4+ Kg5 3. Qe3+ Kg6 4. B×h5+! Q×h5 5. Q×e6+ Kg5 6. Kg7±; 4. ... K×h5 5. g4+ Kg6 6. Q×e6+ Kg5 7. Qe3+ Kg6 8. Qe7±. The combination of two analogous chameleon variations is the main merit of this endgame.

No. 1998. 1. Qa8+ Qa6 2. Qd5+ Qb5 3. Qd4! Qa6 4. Qc5+ Qb5 5. Qa7+ Qa6 6. Qd4! g5 7. Qc5+ Qb5 8. Qa7+ Qa6 9. Qd4 g4 10. Qc5+ Qb5 11. Qa7+ Qa6 12. Qd4±-

Table 37. Queen Trapped by Queen and Knight
(Endgame Studies Nos. 1999-2203)

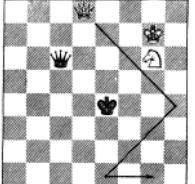
Subdivisions	Features of the Final Set-Up	Typical Finale	Nos.
A) With geometrically precise movements of White's Queen			
1	Staircase movement 1. -f1. Qa8-a1-b1- b2-c2-c3-d3-d4- e4-e5-f5-f6; 11. ... Kh7 12. Nf8+ ±		1999-2007
2	Queen wheel (indirect defence of the Knight) 1. Qc5+ Kd3 2. Qc3+ Ke2 3. Qd2+ Kf3 4. Qf2+ Kg4 5. Qg3+ Kf6 6. Nd6+ Kf6 7. Ne8+ Kf5 8. Ng7+±		2008-32
3	Wheel method 1. Qe8+ Qb8 2. Qe4+ Qb7 3. Qa4+ Kb8 4. Qf4+ Ka8 5. Qf8+ Qb8 6. Qf3+ Qb7 7. Qa3+ Kb8 8. Qf8+ Qc8 9. Qf4+ Ka8 10. Qa4+±		2033-45

Chapter 6

QUEEN AND MINOR PIECE TRAP QUEEN

The Queen plus a minor piece possess big possibilities for attack against a Queen when the King of the weaker side is in an unhappy situation. This ending (without Pawns) is viewed as a draw, but in some cases the stronger side is capable of taking the initiative, operating with threats of mate and capture of the Queen. Such endings require a thorough and precise analysis for a correct assessment of the position.

Table 37. (continued)

Subdivisions	Features of the Final Set-Up	Typical Finale	Nos.
4	Heller's eccentric manoeuvre 1. Qh4+ Ke3 2. Qe1+ Kd4 3. Qg1+!±		2046–50
B) Diverse methods of winning the Queen, with total number of pieces			
1	Five		2051–70
2	Six		2071–99
3	Seven		2100–24
4	Eight or more		2125–2203

Queen and Knight Trap Queen

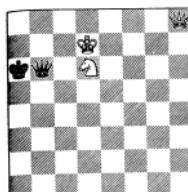
The laws of the struggle of the Queen and Knight versus the Queen are quite complicated, and the classification of such endgames is difficult. Knight forks, geometric motifs, the creation of mating threats, zugzwang and other ideas frequently intertwine in one and the same endgame study. This compels us to adopt a simplified classification.

The first group includes endgames with geometrically precise movements by White's Queen (Nos. 1999–2050). Nos. 2051–2203 have various other methods of winning and are relegated to the second group. The latter was broken down according to the number of pieces in the initial position.

On the whole, it should be noted that the Queen and Knight versus a Queen set-up is quite unpredictable and contains many reefs: in some cases the attacking side may have several ways and means of bringing home its advantage, but this leads to duals and cooks that are unpleasant for the composer. No wonder, then, that these shortcomings frequently come to light in such endgames. It is difficult, and at times impossible, to avoid the shortcomings.

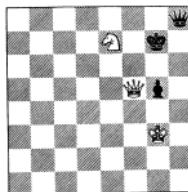
In analysing endgames with geometrically precise movements of White's Queen attention should be paid to their techniques and their reoccurrence.

The staircase movement of the Queen frequently employed in composition is well known to chess players. The Queen gradually

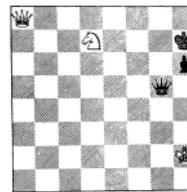
1999. B. Horwitz
and J. Kling 1851

White to play and win

2000. Anonymous



White to play and win

2001. A. Troitzky
Izvestia, 1923

White to play and win

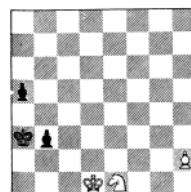
approaches the key square, after which the denouement takes place. The endgame by B. Horwitz and J. Kling (No. 1999) is a good example of the Queen's ladder manoeuvre that brings matters to a head with a Knight fork.

No. 1999. 1. Qa1+ Qa5 2. Qf1+ Ka7 3. Qf2+ Ka6 4. Qe2+ Ka7 5. Qe3+ Ka6 6. Qd3+ Ka7 7. Qd4+ Ka6 8. Qc4+ Ka7 9. Nb5+ Ka6 10. Qc6+ Qb5 11. Ne7+ Ka5 12. Qa8+ Kb4 13. Nd5+±.

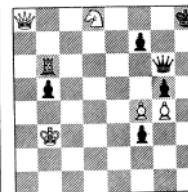
Nos. 2000–07 also contain Queen ladder movements. In some of them (Nos. 2003 and 2007) Black has a Rook, which is necessary only for creating material superiority.

No. 2000. 1. Qe5+ Kh7 2. Qe4+ Kg7 3. Qd4+ Kh7 4. Qd3+ Kg7 5. Qc3+ Kh7 6. Qc2+ Kg7 7. Qb2+ Kh7 8. Qb1+ Kg7 9. Qa1+ Kh7 10. Qh1+ Kg7 11. Nf5+ Kg8 12. Qd5+ Kf8 13. Qa8+±.

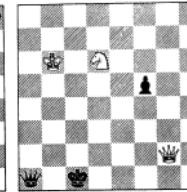
No. 2001. 1. Nf8+ Kh8 2. Ne6+ Qg8 3. Qa1+ Kh6 4. - 13. Qb1–b2–c2–c3–d3–d4–e4–e5–f5–f6+ Kh7 14. Nf8+±.

2002. A. Troitzky
28 *Fijen*, 1925

White to play and win

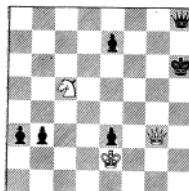
2003. A. Troitzky
L'Echiquier, 1929

White to play and win

2004. T. Kok
Tijdschrift v.d. KNSB, 1934

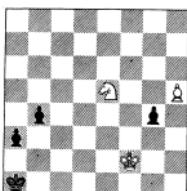
White to play and win

2005. T. Kok



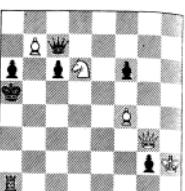
White to play and win

2006. R. Skuja
Shakhmaty v SSSR,
1948
1st Hon. Mention



White to play and win

2007. V. Bron
Problem, 1959



White to play and win

2008. B. Horwitz and
J. Kling
1851



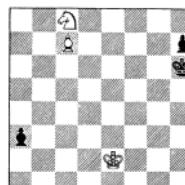
White to play and win

2009. C. Salvioli
Before 1887



White to play and win

2010. A. Troitzky
Bohemia, 1906



White to play and win

No. 2002. 1. Nd3 a4 2. h4 Ka2 3. h5 a3 4. Nc1+! Kb2 5. h6 a2 6. h7 a1Q 7. h8Q+ Kb1 8. Qh7+ Kb2 9. Qg7+ Kb1 10. Qg6+ Kb2 11. Qf6+ Kb1 12. Qf5+ Kb2 13. Qe5+ Kb1 14. Qe4+ Kb2 15. Qd4+±.

No. 2003. 1. Ne6+ Qg8 2. Qa1+ f6 3. Q×f6+ Kh7 4. Qf5+ Kh8 5.-12. Qe5-e4-d5-d3-c3-c2-b2-b1+; 12. . . . Kf7 16. N×g5+±.

No. 2004. 1. Qh1+ Kb2 2. Ne4+ Ka3 3. Qa8+ Kb1 4. Nd2+ Kb2 5. Qb8+ Ka2 6. Qg8+ Kb2 7. Qg7+ Ka2 8. Qf7+ Kb2 9. Qf6+ Ka2 10. Qe6+ Kb2 11. Qe5+ Ka2 12. Qd5+ Kb2 13. Qd4+ Ka2 14. Qa4+ Kb2 15. Ne4+ Kb1 16. Qd1+ Ka2 17. Qe2+±.

No. 2005. 1. Qh2+ Kg7 2. Ne6+ Kg8 3. Qb8+ Kh7 4. Ng5+ Kg7 5. Qe5+ Kg8 6. Qd5+ Kg7 7. Qd4+ Kg8 8. Qc4+ Kg7 9. Qc3+ Kg8 10. Q×b3+ Kg7 11. Qc3+ Kg8 12. Qc4+ Kg7 13. Qd4+ Kg8 14. Qd5+ Kg7 15. Qe5+ Kg8 16. Qb8+ Kg7 17. Ne6+ Kh7 18. Qb1+±.

Nos. 2006 and 2007 have their own special features. The ladder movement in the former is carried out in two equal variations, whereas in the latter the Queen first descends and then climbs up the same staircase.

No. 2006. 1. Nd3 g3+ 2. Kg2 b3 3. h6 b2 4. h7 b1Q 5. h8Q+ Ka2 6. Qg8+ Ka1 7. Qg7+ Ka2 8. Qf7+ Ka1 9. Qf6+ Ka2 10. Qe6+ Ka1 11. Qe5+ Ka2 12. Qd5+ Ka1 13. Qd4+ Ka2 14. Qc4+ Ka1 15. Qc3+ Ka2 16. Nc1+±; 3. . . . a2 4. h7 Kb1 5. h8Q a1Q 6. Qh1+ Ka2 7. Nb4+ Kb2 8. Qb8+ Kb1 9. Qh7+ Kb2 10. Qg7+ Kb1 11. Qg6+ Kb2 12. Qf6+ Kb1 13. Qf5+ Kb2 14. Qe5+ Kb1 15. Qe4+ Kb2 16. Qd4+ Kb1 17. Qd1+ Kb2 18. Nd3+ Ka2 19. Qd2+ b2 20. Qc2 Ka3 21. Qc3+±. In the first variation full use is made of the method of play employed in No. 2001 by A. Troitzky, and in the second a similar

system from No. 2000. The combination of these two variations represents a development of well-known ideas.

No. 2007. 1. Qc3+ Kb6 2. Qb4+ Ka7 3. b8Q+ Q×b8 4. Qc5+ Ka8 5. Q×c6+ Ka7 6. -21. Qc5-d5-d4-e4-e3-f3-f2×g2-f2-f3-e3-e4-d4-d5-c5-c6+ Ka7 22. Nc8+.

The indirect defence of the Knight creates favourable situations for White in Nos. 2008-32. This method is based on revolving White's Queen and Black's King around the Knight: after each check given by the Queen that is protected by the Knight, Black's King cannot take the undefended Knight due to the geometric motif. Gradually Black's King is forced into an unfavourable situation, and White delivers the decisive blow. This method is employed (in a somewhat primitive form) in No. 2008 by B. Horwitz and J. Kling (the move 5. Qb4+).

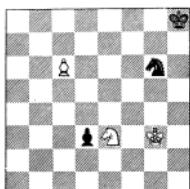
No. 2008. 1. d7 h2 2. d8Q h1Q 3. Nd5+ Kb5 4. Qb6+ Kc4 5. Qb4+ Kd3 6. Qc3+ Ke2 7. Qc2+ Kf1 8. Qd1+ Kg2 9. Ne3+ Kh2 10. Qe2+ Kg1 11. Qe1+ Kh2 12. Qg3X; 3. . . . Ka4 4. Qa8+ Kb3 5. Qb7+ Ka3 6. Qb4+ Ka2 7. Ne3+±.

No. 2009. 1. Qe1(e2)+ Kd4 2. Qe4+ Kc5 3. Qd5+ Kb4 4. Qb5+ Ka3 5. Qa4+ Kb2 6. Nd1+±; 1. . . . Kf5 2. Qe6+ Kg5 3. Ne4+ Kh5 4. Qf5+ Kh6 5. Qg5+ Kh7 6. Nf6+±. However, another solution is possible in the first variation (pointed out by V. Dolgov): 3. Qe5+ Kc4 4. Qb5+ Kd4 5. Qd5+ Ke3 6. Qe5+ Kf3 7. Qe2+ Kg3 8. Ne4+ Kh3 9. Qf1+ Kh2 10. Qx f4+ Kh1 11. Qf1+ Kh2 12. Qf2+ Kh1 13. Ng3X.

No. 2010. 1. Nd6! a2 2. Nf7+ Kg6 3. Ne5+ Kf6 4. c8Q a1Q 5. Qf8+ Kg5 6. Qg7+ Kf5 7. Qg4+ Kf6 8. Qf4+ Ke6 9. Qf7+ Kd6 10. Qd7+ Kc5 11. Qe6+ Kb4 12. Nd3+ Kb3 13. Qd5+ Kc2 14. Qc4+± (see No. 2011).

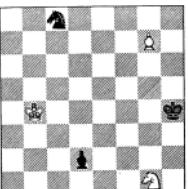
No. 2011. 1. Nf5! d2 2. c7 Ne7 3. N×e7 d1Q 4. c8Q+ Kg7 5. Qg8+ Kf6 6. Nd5+ Ke5 7. Qg7+ Ke6 8. Qe7+ Kx d5 9. Qd7+±.

2011. A. Troitzky
Izvestia, 1924



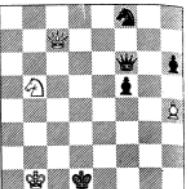
White to play and win

2012. A. Troitzky
Deutsche Schachzeitung, 1909



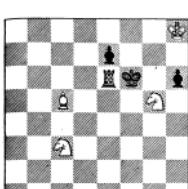
White to play and win

2013. H. Rinck
Bohemia, 1906
1st Prize



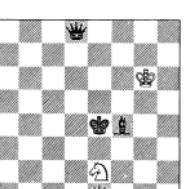
White to play and win

2017. A. Havasi
Sydsvenska Dagbladet
Snällposten, 1914



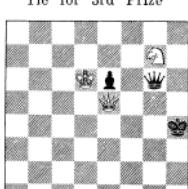
White to play and win

2018. A. Mouterde



White to play and win

2019. F. Prokop
Bulletin ouvrier des échecs, 1953
Tie for 3rd Prize



White to play and win

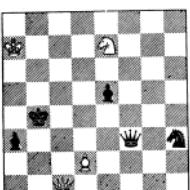
It is interesting to compare Nos. 2010 and 2011. Their ideas are similar, but the basic situations of Black's Queen and White's Knight are different: in No. 2010 along the diagonal, and in No. 2011 along the file.

No. 2012. 1. Nf3+ Kh3 2. g8Q d1Q 3. Qh7+ Kg4 4. Qe4+ Kg3 5. Qh4+ Kg2 6. Qh2+ Kf1 7. Qg1+ Ke2 8. Nd4+ Kd2 9. Nb3+ Ke2 10. Nc1+ Kd2 11. Qf2+ Kxc1 12. Kc3±.

No. 2013. 1. Ne3+ Ke1 2. Qg3+ Kd2 3. Qh2+ Kd3 4. Nd5 Qf7 5. Qc2+ Kd4 6. Qe3+ Ke4 7. Qe3+ K×d5 8. Qb3+±; 4. . . . Qd8 5. Qc2+ Kd4 6. Qc3+ Ke4 7. Qe3+ K×d5 8. Qd3+±. There is a remarkable transition from one position with the indirect defence of the Knight on c3 to another—the indirect protection of the Knight on d5, as a result of which Black's Queen is lost everywhere. This is tremendous domination!

No. 2014. 1. Nc6+ Kb5 2. Qb1+ Ke5 3. N×e5 Qg3 4. Qb6+ Kd5 5. Qc6+ Kd4 6. Qc4+ K×e5 7. Qc7+±; 3. . . .

2014. H. Rinck
Bohemia, 1907

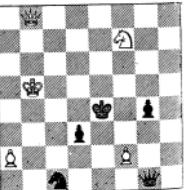


2015. K. Fedoseyev
Shakhmatny listok, 1931



White to play and win

2016. H. Rinck
Deutsche Schachzeitung, 1910



White to play and win

Qh5 4. Qb6+ Kd5 5. Qc6+ Kd4 6. Qc4+ K×e5 7. Qc5+±; 3. . . . Qe2 4. Qb6+ Kd5 5. Qc6+ K×e5 6. Qe8+±. Three thematic variations with the motif of indirect defence of the Knight are exquisitely expressed here.

No. 2015. 1. Nf5 Qb8 2. Qg2+ Kf4 3. Qg3+±; 1. . . . Qf8 2. Qg2+ Kf4 3. Qg3+ Ke4 4. Qe3+ K×f5 5. Qf3+±; 1. . . . Qd7 2. Qg2+ Kf4 3. Qg3+ Ke4 4. Qe3+ K×f5 5. Qh3+±. Actually this is a repetition of a past stage, for the main play and construction of the endgame resemble H. Rinck's No. 2013.

No. 2016. 1. Ng5+ Kf5 2. f4 gf 3. Qc8+ Kg6 4. Qe8+ Kh6 5. Qh8+ Kg6 6. Qh7+ Kg6 7. Qf7+ K×g5 8. Qg8+±; 2. . . . Qd4 3. Qc8+ Kg6 4. Qg8+ Qg7 5. f5+ Kh6 (f6) 6. Nf7 (h7)+±; 1. . . . Kd4 2. Qc7±; 1. . . . Kd5 2. Qb6±.

No. 2017. 1. Nee4+ R×e4 2. N×e4+ Ke6 3. c6 h5 4. Kg8 h4 5. Kf8 h3 6. Ke8 h2 7. c7 h1Q 8. c8Q+ Ke5 9. Qc7+ Kd5 10. Qc5+ Ke6 11. Q×e7+ Kd5 12. Qc5+ Ke6 13. Qd6+±.

No. 2018. 1. Nd4+ Kd5 2. Qh1+ Ke4 3. Qf1+ Kc3 4. Qf3+ Kd2 5. Qe2+ Kc3 6. Qc2+±; 1. . . . Be3 2. Qh1+ Kd3 3. Qb1+ Ke4 4. Qb3+±.

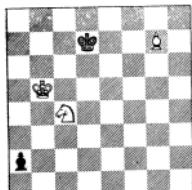
No. 2019. 1. Qh2+ Kg5 2. N×e6+ Kf6 (2. . . . Kg4 3. Qg2+ 3. Qf4+ Qf5 4. Qh6+ Qg6 5. Qf8+ Qf7 6. Qd8+ Kf5 7. Qg5+ Ke4 8. Qd5+ Ke3 9. Qd4+ Ke2 10. Nf4+ Kf3 11. Qd3+ Kf2 12. Qe2+ Kg3 13. Qg2+ Kh4 14. Qh3+ Kg5 15. Ne6+ Kg6 16. Qg4+ Kh6 17. Qg5+ Kh7 18. Ke5! Qa7 (18. . . . Kh8 19. Qd8+ Qg8 20. Qf6+) 19. Qh5+ Kg8 20. Qg6+ Kh8 21. Qh6+ Kg8 22. Qf8+ Kh7 23. Ng5+ Kg6 24. Qf5+ Kh6 (24. . . . Kh5 25. Ne4+) 25. Nf7+ Kg7 26. Qf6+ Kf8 (26. . . . Kg8 27. Qh8+) 27. Nh6+±. In 1954 the Belgian composer J. Vandiest repeated this endgame almost fully.

No. 2020. 1. Ne5+ Kd6 2. g8Q a1Q 3. Qd8+ Ke6 4. Qd7+ Kf6 5. Qf7+ Kg5 6. Qg6+ Kf4 7. Qg4+ Ke3 8. Qf3+

2020. T. Kok
1933

2021. T. Kok
Tijdschrift v. d. KNSB,
1935

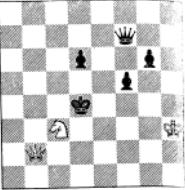
2022. A. Wijnans
Tijdschrift v. d. KNSB,
1938



White to play and win



White to play and win



White to play and win

Kd2 9. Ne4+ Ke2 10. Qe2+ Kb3 11. Na5+ Ka3 12. Qd3+ Kb2 13. Qd2+ Kb1 14. Qd1+ Kb2 15. Ne4+ Ka2 16. Qc2±. The "twisting" method is expressed economically and strikingly.

But there is a much simpler method of winning indicated by V. Dolgov: 6. Qg7+ Kf5 7. Qg4+ Kf6 8. Qg6+ Ke7 9. Qf7+±.

No. 2021. 1. Q3 e4 2. Ne2+ Kh2 3. Qf2+ Kh3 4. Nf4+ Kg4 5. Qe2+ Kg3 6. Qg2+ Kh4 7. Qh3+ Kg5 8. Ne6+±; 1. . . Kh2 2. Nf1+ Kg1 3. Ne3 Qg7 4. Ng4 Qa7 5. Qg3+ Kf1 6. Nh2+ Ke2 7. Qf3+ Kd2 8. Nf1+ Ke1 9. Ne3 Kd2 10. Qd1±.

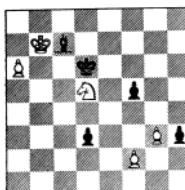
No. 2022. 1. Nd5+ Ke4 2. Qe2+ Kd4 3. Qe3+ Kc4 4. Qc3+ Kb5 5. Qb3+ Kc5 6. Qb6+ Ke4 7. Qb4+ Kd3 8. Qc3+ Ke2 9. Qc2+ Ke1 10. Nf4 Qh7+ 11. Kg3±; 1. . . Kd3 2. Qc3+ Ke2 3. Qc2+ Ke1 4. Nf4±.

No. 2023. 1. a7 h2 2. a8Q h1Q 3. Qa6+ Kc5 4. Qc6+ Kd4 5. Qc3+ Ke4 6. Nf6+ Kf3 7. Qc6±; 1. . . d2 2. a8Q

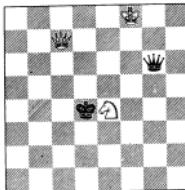
2023. A. Baghiyan
64, 1939

2024. V. Chekhov
14th USSR Championship Bulletin, 1945

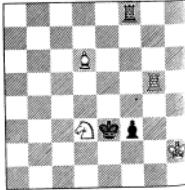
2025. V. Chekhov
1956



White to play and win



White to play and win



White to play and win

2026. J. Vandiest
Volksgazet, 1949

2027. L. Prokeš
Svobodné Slovo, 1951

2028. B. Osilienker
Shakhmaty v SSSR,
1956 Contest for Novices
3rd Hon. Mention



White to play and win



White to play and win



White to play and win

d1Q 3. Qa6+ Kc5 4. Qc6+ Kd4 5. Qc3+ K×d5 6. Qc6+ Ke5 7. f4+ Kd4 8. Qd7±.

A close study of V. Chekhov's Nos. 2024 and 2025 reveals that their content is completely the same. In the latter the composer merely camouflaged the main play by a brief introductory phase.

No. 2024. 1. Qc5+ Kd3 2. Qc3+ Ke2 3. Qd2+ Kf3 4. Qf2+ Kg4 5. Qg3+ Kf5 6. Nd6+ Kf6 7. Ne8+ Kf5 8. Ng7+ Kf6 9. Qf4±. (see No. 2025).

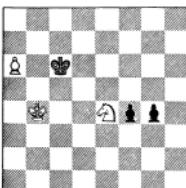
No. 2025. 1. d7 f2 2. Re5+! Kd4 3. Re8 R×e8 4. deQ f1Q 5. Qe5+ Kc4 6. Qe5+ Kb3 7. Qb4+ Ke2 8. Qb2+ Kd1 9. Qc1+ Ke2 10. Ni4+ Kf2 11. Nh3+ Ke2 12. Ng1+ Kf2 13. Qd2+±.

No. 2026. 1. Qc8+ Ke5 2. Qe8+ Kd4 3. Qa4+ Ke3 4. Qa3+ Kf4 5. Qf3+ Ke5 6. Qh5+ Kd4 7. Qc5+ Kd3 8.

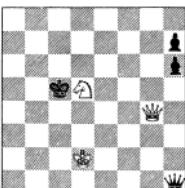
2029. J. Vandiest
F. Dredle Memorial
Tournament, 1959-60
3rd Prize

2030. G. Grzhan
Problemas, 1960

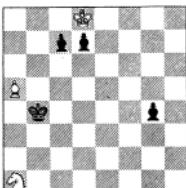
2031. V. Korolov and
L. Mitrofanov
Shakhmaty v SSSR,
1962



White to play and win

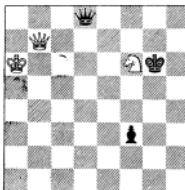


White to play and win



White to play and win

2032. V. Chekhover
M. and V. Platov
Memorial Tourney, 1963
2nd Prize



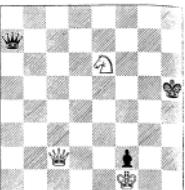
White to play and win

2033. H. Rinck
Deutsche Schachzeitung,
1905



White to play and win

2034. A. Troitzky
Shakhmaty, 1923
(revised by V. Dolgov
in 1975)



White to play and win

2035. A. Troitzky
Komsomolskaya pravda,
1931



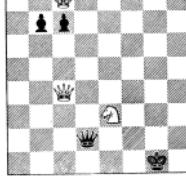
White to play and win

2036. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

2037. A. Troitzky
Deutsche Schachzeitung,
1911



White to play and win

Nf2+ Ke2 9. Qe5+ Kd2 10. Qd5+ Ke3 11. Qd3+ Kf4 12. Qf3+ Kg5 13. Ne4+±; 10. . . . Kc2 11. Qa2+±.

No. 2027. 1. Nd4+± Kd3 2. Qc2+ Ke3 3. Qe2+ Kf4 4. Qf3+ Ke5 5. Ne6+ Ke6 6. Nd8+ Ke5 7. Nf7+ Ke6 8. Qe4+±.

No. 2028. 1. Qc3+ K×e4 2. Qf3+ Ke5 3. Q×a8 aQ4 4. Qh8+ Kd5 5. Qg8+ Ke4 6. Qg4+ Ke3 7. Qf3+ K×d4 8. Qf6+±.

No. 2029. 1. Ka5 g3 2. Nc5 g2 3. a7 g1Q 4. a8Q+ Kd6 5. Qa6+ Kd5(é5) 6. Qe6+ Kd4 7. Kb4! Qh1 8. Qd6+ Ke3 9. Qe5+ Kf2 10. Nd3+ Kg2 11. N×f4+ Kg3 12. Qg5+ Kf2 13. Qe5+ Kg3 14. Ne2+ Kg4 15. Qd4+ Kh3 16. Qe3+ Kg2 17. Nf4+±.

No. 2030. 1. Qb4+ Kc6 2. Qb6+ Kd7 3. Qc7+ Ke6 4. Qe7+ Kf5 5. Qf6+ Kg4 6. Ne3+ Kg3 7. Qe5+ Kf2 8. Qf4+±.

No. 2031. 1. a6 g3 2. Nc2+ Kb5 3. a7 g2 4. Nd4+ Kb6 5. a8Q g1Q 6. Qb8+ Ke5 7. Q×c7+ Kd5 8. Qb7+ Kc5 9. Qb5+ Kd6 10. Q×d7+ Kc5 11. Qb5+ Kd6 12. Qe6+±.

No. 2032. 1. Qh7+ Kg5 2. Qh5+ Kf4 3. Qh4+ Kf5 4. Qe4+ Kg5 5. Qg4+ Kh6 6. Qh5+ Kg7 7. Qh7+ Kf8 8. Qg8+ Ke7 9. Nd5+ Kd7 10. Nb6+ Ke7 11. Ne8+ Kd7 12. Qd5+ Ke8 13. Nd6+ Ke7 14. Nf5+ Ke8 15. Qg8+ Kd7 16. Qf7+±.

The movement of White's Queen in Nos. 2033-45 forms a whole system of broad, complicated triangular paths, or curves.

Nos. 2033-35 are kindred in the nature of the main play. The difference consists in the turn of the position by 180 degrees and the way the White Queen is transferred to the c1 (f8) square: in Rinck's case with capture of the Knight, and in Troitzky's without.

No. 2033. 1. Ng4 Kh1 2. a7 g1Q 3. a8Q+ Qg2 4. Qh8+ Kg1 5. Qd4+ Kh1 6. Qd1+ Qg1 7. Qd5+ Qg2 8. Qh5+ Kg1 9. Qc5+ Kh1 10. Q×c1+ Qg1 11. Qc6+ Qg2 12. Qh6+ Kg1

13. Qc1+ Qf1 14. Qc5+ Kh1 15. Qh5+ Kg2 16. Ne3+± (see Nos. 2034 and 2035).

No. 2034. 1. Qf5+ Kh6 2. Qf6+ Kh7 3. Nf8+ Kg8 4. Ng6! Qg7 5. Ne7+ Kh8 6. Qh4+ Qh7 7. Qd4+ Qg7 8. Qd8+ Kh7 9. Qd3+ Kh8 10. Qb3+ Qh7 11. Qc3+ Qg7 12. Qc8+ Kh7 13. Qh3+ Kh6 14. Qd3+ Kh8 15. Qd8+±.

No. 2035. 1. Qc6+ Ka7 2. Ne3 Qb7 3. Nb5+ Ka8 4. Qe8+ Qb8 5. Qa4+ Qb7 6. Qa4+ Kb8 7. Q×f4+ Ka8 8. Qf8+ Qb8 9. Qf3+ Qb7 10. Qa3+ Kb8 11. Qf8+ Qc8 12. Qf4+ Ka8 13. Qa4+±. A variation of No. 2034.

No. 2036. 1. Ng6+ K×h7 2. Ne7+ Kh8 3. Q×c3+ Qg7 4. Qc8+ Kh7 5. Qc2+ Kh8 6. Qh2+ Qh7 7. Qb2+ Qg7 8. Qb8+ Kh7 9. Qb1+ Kh8 10. Qh1+ Qh7 11. Qa1+ Qg7 12. Qa8+ Rd8 13. Q×d8+ Kh7 14. Qd3+ Kh8 15. Qh3+ Qh7 16. Qc3+ Qg7 17. Qc8+ Kh7 18. Qc2+ Kh8 19. Qh2+ Qh7 20. Qb2+ Qg7 21. Qb8+ Kh7 22. Qb4+ Kh8 23. Qh1+ Qh7 24. Qa1+ Qg7 25. Qa8+ Kh7 26. Qh1+ Qh6 27. Qb1+ Kh8 28. Qb8+±. The sacrifice of the Rook 12. . . . Rd8 lengthens the solution with the repetition of similar manoeuvres by White's Queen. That is the basis of the composer's idea.

No. 2037. 1. Qf1+ Kh2 2. Qf4+ Kh1 3. Qf3+ Kg1 4. Qg3+ Kh1 5. Ng4 Qg2 6. Qe1+ Qg1 8. Qe4+ Qg2 8. Qb1+ Qg1 9. Q×b7+ Qg2 10. Qb1+ Qg1 11. Qe4+ Qg2 12. Qe1+ Qg1 13. Qe2 c6 14. Qe4+ Qg2 15. Qh7+ Kg1 16. Qb1+ Qf1 17. Qb6+ Kh1 18. Q×c6+ Qg2 19. Qh6+ Kg1 20. Qc1+ Qf1 21. Qc5+ Kh1 22. Qh5+±; 13. . . . c5 14. Qf3+ Qg2 15. Qd1+ Qg1 16. Qd5+ Qg2 17. Qh5+ Kg1 18. Q×c5+ Kh1 19. Qe1+ Qg1 20. Qe6+ Qg2 21. Qh6+ Kg1 22. Qe1+ Qf1 23. Qg5+ Kh1 24. Qh5+±. Here fine points arise in carrying out the plan for the capture of Black's Pawns, especially the c Pawn, which creates two variations.

2038. A. Troitzky
500 Endspielstudien,
1924



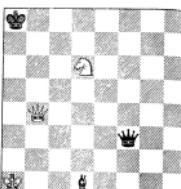
White to play and win

2039. A. Troitzky
500 Endspielstudien, 1924



White to play and win

2040. J. Gunst
1926

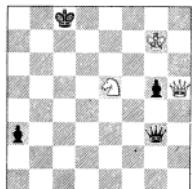


White to play and win

No. 2038. 1. Qe4+ Kg5 2. Qf5+ Kh6 3. Ng4+ Kg7 4. Qf6+ Kg8 5. Nh6+ Kh7 6. Nf5 Qg2 7. Qf7+ Kh8 8. Ne7 Qg7 9. Qh5+ Qh7 10. Q×e5+ Qg7 11. Qb8+ Kh7 12. Qh2+ Qh6 13. Qc2+ Kh8 14. Qe8+±; 1. . . Kg3 2. Qg4+ Kh2 3. Qh4+ Kg1 4. Qg3+ Kh1 5. Ng4 Qg2 6. Qe1+ Qg1 7. Qe4+ Kg2 8. Qh7+ Kg1 9. Qb1+ Qf1 10. Q×b6+ Kh1 11. Qh6+±. Two analogous symmetrical variations with Black's King on h8 and h1 (see No. 2039). However, 5. Qe7∞ 6. Nf6 is also possible in the first variation, which spoils the endgame.

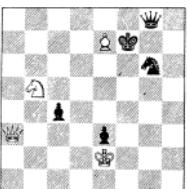
No. 2039. 1. Ne6+ Kg4 2. Qf4+ Kh3 3. Ng5+ Kg2 4. Qf3+ Kg1 5. Nh3+ Kh2 6. Nf4! Qg7 7. Qf2+ Kh1 8. Ne2 Qg2 9. Qh4+ Qh2 10. Qe4+ Qg2 11. Q×b1+ Kh2 12. Qh7+±; 1. . . Kg6 2. Qg5+ Kh7 3. Qh5+ Kg8 4. Qg6+ Kh8 5. Ng5 Qg7 6. Qe8+ Qg8 7. Qe5+ Qg7 8. Qh2+ Kg8 9. Qb8+ Qf8 10. Qb3+ Nc4 11. Q×c4+ Kh8 12. Q×d4+ Kg8 13. Qe4+ Kh8 14. Qh4+±. Evidently A. Troitzky merely varies the theme of No. 2038.

2041. M. Lewitt
Schweizerische Schachzeitung,
1934



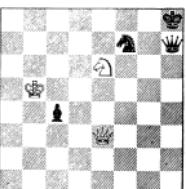
White to play and win

2042. V. Bron
Shakhmatny listok, 1927



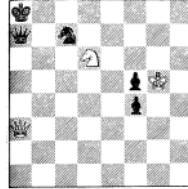
White to play and win

2043. R. Guy
Chess, 1938



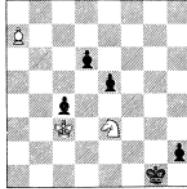
White to play and win

2044. A. Toger
Shakhmatny (Riga), 1962



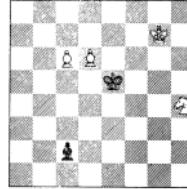
White to play and win

2045. H. Cohn
Shakhmatny listok, 1929



White to play and win

2046. C. Heller
1873



White to play and win

Nos. 2040-44 interpret the same method of the curve (see H. Rinck's No. 2033) but with added complications and longer routes for White's Queen.

No. 2040. 1. Qa5+ Kb8 2. Qb6+ Ka8 3. Nb5 Qb7 4. Qd8+ Qb8 5. Qd5+ Qb7 6. Qa2+ Ba4 7. Q×a4+ Kb8 8. Qf4+ Ka8 9. Qf8+ Qb8 10. Qf3+ Qb7 11. Qa3+ Kb8 12. Qf8+ Qc8 13. Qf4+ Ka8 14. Qa4+±.

No. 2041. 1. Qe8+ Kb7 2. Qb5+ Ka8 3. Nd7 Qc3+ 4. Kf7! Qf3+ 5. Kg8! Qb7 6. Qa4+ Qa7 7. Qe4+ Qb7 8. Qe8+ Ka7 9. Qe3+ Ka8 10. Q×a3+ Qa7 11. Qf3+ Qb7 12. Qf8+ Ka7 13. Qa3+ Qa6 14. Qe3+ Ka8 15. Qe8+±.

No. 2042. 1. e8Q+ K×e8 2. Qa8+ Kf7 3. Nd6+ Kg7 4. Nf5+ Kh8 5. Qa1+ c3 6. Q×c3+ Kh7 7. Qc7+ Kh8 8. Qh2+ Qh7 9. Qb8+ Qg8 10. Qb2+ Kh7 11. Qb7+ Kh8 12. Qh1+ Qh7 13. Qa8+ Qg8 14. Qa1+ Kh7 15. Qh1+±.

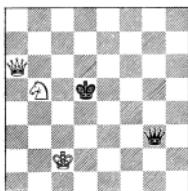
No. 2043. 1. Qc3+! Kg8 2. Qe3+ Kh8 3. Qb8+ Qg8 4. Qh2+ Qh7 5. Qb2+ Kg8 6. Qg2+ Kh8 7. Qa8+ Qg8 8. Qh1+ Qh7 9. Qa1+ Kg8 10. Qa8+! Nd8 11. Q×d8+ Kf7 12. Ng5+± (see No. 2044).

No. 2044. 1. Qf3+ Kb8 2. Qb3+ Ka8 3. Qg8+ Qb8 4. Qa2+ Qa7 5. Qg2+ Kb8 6. Qb2+ Ka8 7. Qh8+ Qb8 8. Qa1+ Qa7 9. Qh1+ f3 10. Q×f3+ Kb8 11. Qb3+ Ka8 12. Qg8+ Qb8 13. Qa2+ Qa7 14. Qg2+ Kb8 15. Qb2+ Ka8 16. Qh8+ Qb8 17. Qa1+ Qa7 18. Qh1+ Kb8 19. Qh8+±.

A comparison of Nos. 2043 and 2044 leads to the following conclusion: the addition of a Black Pawn on f5 enabled A. Toger (No. 2044) to lengthen the solution with the aid of the White Queen's repeated manoeuvres. But this endgame cannot be viewed as an independent composition, being merely a longer version of No. 2043.

No. 2045. 1. a8Q h1Q 2. Qa1+ Kh2 3. Ng4+ Kg2 4. Qa8+ Kg1 5. Qa7+ Kg2 6. Qb7+d5 7. Q×d5+ Kg1 8. Qc5+ Kg2 9. Qc6+ Kg1 10. Qb6+ Kg2 11. Qb7+ Kg1 12. Qb1+ Kg2 13. Qe4+ Kg1 14. Qe1+ Kg2 15. Ne3+ Kh2 16. Qh4+ Kg1

2047. L. Prokeš
1941



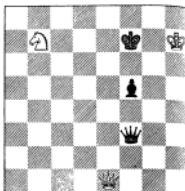
White to play and win

2048. L. Korski
Szachy, 1957
2nd Hon. Mention



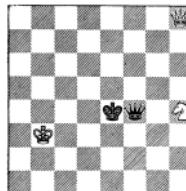
White to play and win

2049. A. Hildebrand
(based on L. Korski's
endgame study)
Szachy, 1958



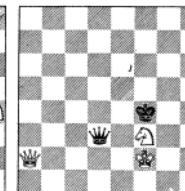
White to play and win

2053. M. Platov
Rigaer Tageblatt, 1903



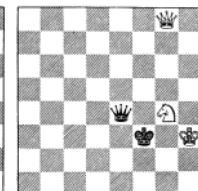
White to play and win

2054. H. Rinck
Deutsche Schachzeitung,
1902



White to play and win

2055. H. Rinck
Deutsche Schachzeitung,
1904



White to play and win

17. $Qg3+\pm$. In this endgame the ladder movement is combined with a curve, and it is difficult to establish which prevails.

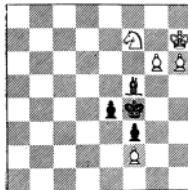
A clever method of capturing the Queen was discovered by C. Heller way back in 1873. This is an eccentric movement of White's Queen with checks where Black's King is in the centre of the board: after the final diagonal check the latter has five places of retreat, but any one of them leads to the loss of the Queen. Heller's attack is employed in Nos. 2046-50.

No. 2046. 1. $d7$ $c1Q$ 2. $d8Q$ $Q \times c6$ 3. $Ng6+$ $Ke4$ 4. $Qh4+$ $Ke3$ 5. $Qe1+$ $Kd4$ 6. $Qg1+\pm$. In some sources this endgame is presented in the position arising after Black's second move.

No. 2047. 1. $Nc3+$ $Ke5$ 2. $Qb5+$ $Ke6$ 3. $Qe8+$ $Kf5$ 4. $Qe8+\pm$.

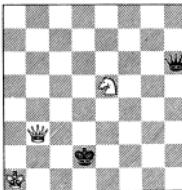
No. 2048. 1. $Qd8+$ $Kc5$ 2. $Qa5+$ $Kd4$ 3. $Qa7+\pm$.

2050. A. Hildebrand
Tijdschrift für Schack,
1958
1st Prize



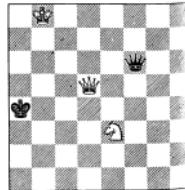
White to play and win

2051. B. Horwitz
and J. Kling
1851



White to play and win

2052. B. Horwitz and
J. Kling
1851



White to play and win

No. 2049. 1. $Nd8+$ $Kf6$ 2. $Qh4+$ $Ke5$ 3. $Nf7+$ $Kd5$ 4. $Qd8+$ $Kc5$ 5. $Qa5+$ $Kd4$ 6. $Qa7+\pm$. A. Hildebrand offered this revision of L. Korski's No. 2048.

No. 2050. 1. $Nd6$ $B \times g6+$ 2. $K \times g6$ $e3$ 3. $h7$ ef 4. $h8Q$ $f1Q$ 5. $Qh2+$ $Ke3$ 6. $Nf5+Kd3$ 7. $Qd6+Kc3$ 8. $Qa3+Kd2$ 9. $Qa5+\pm$. Here Heller's line is camouflaged and arises after four initial moves.

The second group (Nos. 2051-2203) contains various winning methods (forks, geometric motifs, mating threats, etc.) without any other characteristic features. They are divided into subgroups according to the number of pieces. Nos. 2051-70 have five pieces each, with the number increasing in the following endgame studies.

No. 2051. 1. $Nf3+$ $Ke2$ 2. $Nd4+$ $Ke1$ 3. $Qc3+$ $Kf1$ 4. $Qf3+$ $Kg1$ 5. $Ne2+$ $Kh2$ 6. $Qf2+\pm$; 2. . . . $Kd2$ 3. $Qc2+$ $Ke3$ 4. $Nf5+(Qc1+\pm)$.

No. 2052. 1. $Qa2+$ $Kb5$ 2. $Qb3+$ $Kc5$ 3. $Qc4+$ $Kd6$ 4. $Qa6+$ $Ke5(e7)$ 5. $Ng4(d5)+\pm$ (see No. 2053).

Analogous play with Knight forks can be seen in M. Platov's No. 2053.

No. 2053. 1. $Qa8+$ $Kd3$ 2. $Qa6+$ $Kd2$ 3. $Qa2+$ $Kd3$ 4. $Qc2+$ $Kd4$ 5. $Qc4+\text{K}\infty$ 6. $Ng6(g2)+\pm$.

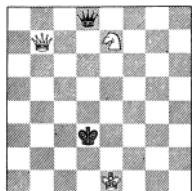
No. 2054. 1. $Qf7+Qf5$ 2. $Qc4+Qe4$ 3. $Qc7+Kf5$ 4. $Qf7+Kg4$ 5. $Qg7+Kf5$ 6. $Nd4+\pm$.

No. 2055. 1. $Qb3+Kf4$ 2. $Qb8+Kg5$ 3. $Qd8+Kf4$ 4. $Qd6+Kf3$ 5. $Qg3+Ke2$ 6. $Qh2+Ke1$ 7. $Qf2+Kd1$ 8. $Ne3+Kc1$ 9. $Qe1+Kb2$ 10. $Nd1+\pm$; 2. . . . $Kf5$ 3. $Qf8+Ke6$ 4. $Qe8+Kf5$ 5. $Qf7+Kg5$ 6. $Qf6+Kh5$ 7. $Qh6\bar{x}$.

No. 2056. 1. $Qb3+Ke4$ 2. $Ke2Kf4$ 3. $Qf3+Kg5$ 4. $Qf5+Kh4$ 5. $Ng6+Kg3$ 6. $Qf3+Kh2$ 7. $Ne5Qe7$ 8. $Kf1\pm$; 7. . . . $Kg1$ 8. $Qg3+\pm$.

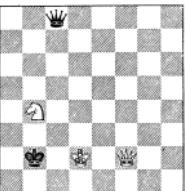
No. 2057. 1. $Nd3+Ka3$ 2. $Qa7+Kb3$ 3. $Qb6+Kc4$ 4. $Qa5Qf8$ 5. $Qa4+Kd5$ 6. $Nf4+\text{K}\infty$ 7. $Ng6(Qa3)+\pm$; 4. . . .

2056. H. Rinek
Deutsche Schachzeitung,
1905



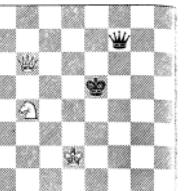
White to play and win

2057. H. Rinek
150 Fins de Partie, 1909



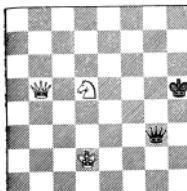
White to play and win

2058. A. Dehler
Before 1911



White to play and win

2062. H. Rinek
Deutsche Schachzeitung,
1911



White to play and win

2063. G. Kleindienst
La Stratégie, 1913
8th Prize



White to play and win

2064. H. Rinek
Deutsche Schachzeitung,
1914



White to play and win

Qb7(b8) 5. Qc5+ Kb3 6. Qc3+ Ka4 7. Nc5±; 4. ... Qh8 5. Qc5+ Kb3 6. Qb4+ Ka2 7. Nc1±.

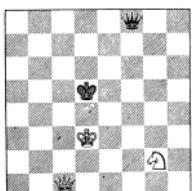
No. 2058. 1. Ne6+ Kf5 2. Qf2+ Ke4 3. Qe3+! Kd5 4. Qb3+ Ke4 5. Qd3+ Kf4 6. Qe3+ Kf5 7. Qf3+ Ke6(g6) 8. Nd8(e5)± (see No. 2059). Amusing play with avoidance of stalemate leading to the capture of the Queen.

No. 2059. 1. Nf4+ Kd6 2. Qa3+ Ke5 3. Ng6±. The threat of stalemate here is liquidated by a more elementary method than in No. 2058.

No. 2060. 1. Qe7+ Kg6 2. Nf8+ Kf5 3. Qh7+ Kf4 4. Qd3! Q×f8 5. Qf1±. A vaudeville on the chess board! Such small and elegant endgame studies make a far better impression than some of the "profound" ones with long but tedious solutions.

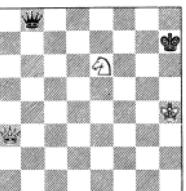
No. 2061. 1. Na4+ Kc4 2. Qc3+ Kd5 3. Qf3+! Ke6 4. Ne5+ Ke7 5. Qe4+ Kd8 6. Qh4+ Kc8 7. Qh8(h3)+ Kc7 8. Na6±; 5. ... Kf7 6. Qh7+ Kc6 7. Qh8(Nd7)+.

2059. H. Rinek
Revue suisse d'échecs,
1925



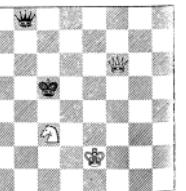
White to play and win

2060. A. Troitzky
Shakhmatnoye obozreniye,
1910



White to play and win

2061. A. Troitzky
Niva, 1911



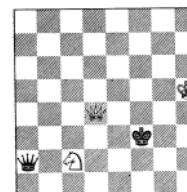
White to play and win

No. 2062. 1. Qe8+ Kg5 2. Qg8+ Kh4 3. Qh7+ Kg5 4. Qg7+ Kh4 5. Qh6+ Kg4 6. Ne3+ Kf3 7. Qh5+ Kf2 8. Qe2+ Kg1 9. Qd1+ Kh2 10. Nf1±.

No. 2063. 1. Qe7! Qh8 2. Qd7+ Ke4 3. Qg4+ Kd5 4. Qf3+ Ke6 5. Qe4+ Kf7 6. Nd6+ Kg7 7. Qe5+ Kg8 8. Qe8+ Kh7 9. Qh5+ Kg7 10. Nf5+ Kg8 11. Qe8+±; 1. ... Qf5 2. Qa7+±; 1. ... Qh6 2. Qe5+ Kd3 3. Kb3 Qc1 4. Nb2+ Kd2 5. Qf4+±; 1. ... Qh2 2. Qe3+ Kd5 3. Kb5 Qh8 4. Qd3+ Ke6 5. Qe4+±.

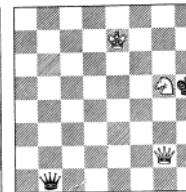
No. 2064. 1. Ne5 Qa2 2. Nd7+ Kg7 3. Ne5+ Kg8 4. Qb8+ Kg7 5. Qb7+ Kg8 6. Kf6 Qf2+ 7. Nf3 Qg2 8. Qc8+ Kh7 9. Ng5±; 1. ... Qa8 2. Nd7+ Kg8(e8) 3. Nf6+ Kf8 4. Qd6+ Kf7 5. Qd7+ Kf8 6. Nd5 Qa3 7. Qc7 Ke8 8. Nf6+±; 1. ... Qe2 2. Nd7+ Ke7 3. Ne5+ Ke6 4. Qd7+ K×e5 5. Ne7+±; 1. ... Qb5 2. Kh6 Qe2 3. Nd7+ Ke7 4. Ne5+ Kf6 5. Qf7+ K×e5 6. Qe7+±.

2065. F. Prokop
Narodní Listy, 1928



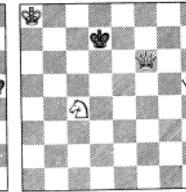
White to play and win

2066. A. Troitzky
500 *Endspielstudien,* 1924



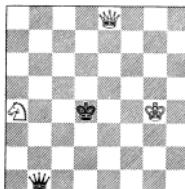
White to play and win

2067. H. Rinek
Basler Nachrichten, 1937



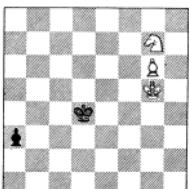
White to play and win

2068. R. Guy
British Chess Magazine,
1947



White to play and win

2069. R. Guy



White to play and win

2070. J. Diez del Corral
Schach-Echo, 1955
3rd Prize



White to play and win

2071. B. Horwitz
and J. Kling, 1851



White to play and win

2072. B. Horwitz and
J. Kling, 1851



White to play and win

2073. B. Horwitz and
J. Kling, 1851



White to play and win

No. 2065. 1. Ne1+ Ke2 2. Qg4+ Ke3 3. Qf3+ Kd4 4. Qf4+ Kc3 5. Qe3+ Kb2 6. Nd3+±; 4. . . . Kc5 5. Nd3+ Kb4 6. Qb8+±.

No. 2066. 1. Ne6! Qc1 2. Qh3+ Kg6 3. Qg4+ Kh6 4. Qh4+ Kg6 5. Nf4+ Kf5 6. Qh7+ Kg4 7. Qh5+±; 1. . . . Qb5 2. Nf4+ Kh4 3. Qh3+ Kg5 4. Qh5+±; 1. . . . Qb4+ 2. Kf7 Qg4 3. Qh2+ Qh4 4. Qe5+ Kg4 5. Qf4+ Kh3 6. Ng5+±.

No. 2067. 1. Ne5+ Ke8 2. Kf8 Qh7 3. Qe6+ Kf8 4. Nd7+ Kg7 5. Qf6+ Kg8 6. Qf8X; 3. . . . Qe7 4. Qe6+ Kf8 5. Ng6+±.

No. 2068. 1. Qd7+ Ke5 2. Qe7+ Kd4 3. Qd6+ Kc4 4. Qe6+ Kb3 5. Qb5+ Kc2 6. Qf5+ Kc1 7. Qf4+ Kc2 8. Qe4+ Kc1 9. Qe1+ Kc2 10. Qc3+ Kd1 11. Nb2+ Ke2 12. Qf3+ Kd2 13. Ne4+ Kc1 14. Qe3+ Kc2 15. Na3+±.

As V. Dolgov pointed out, White can also win by other methods: a) 3. Qc5+±; and b) 1. Qh8+ Kc4 2. Qg8+ Kd4 3. Qg7+ Kc4 4. Qf7+ Kd4 5. Qf6+ Kc4 6. Qc6+±.

No. 2069. 1. Nf5+ Kd3 2. g7 a2 3. g8Q a1Q 4. Qd5+ Kc2 5. Ne3+ Kb2 6. Qd4+ Kb1 7. Qd1+ Ka2 8. Qa4+ Kb2 9. Ne4+ Kb1 10. Qd1+ Ka2 11. Qc2+±. We have already seen this method of winning when Black's Queen stands in the corner in Nos. 2000, 2004 and 2005. It is also employed in other endgames.

No. 2070. 1. Qa1+! Kb4! 2. Qb2+ Kc5 3. Na4+ Kd6 4. Qe5+! Kc6 5. Qc5+ Kd7 6. Nb6+ Ke8 7. Qe5+ Kd8 8. Qd6+ Ke8 9. Qe6+ Kd8 10. Qg8+ Kc7 11. Na8+ Kd6 12. Qg3+ Kc5 13. Qc3+ Kd6 14. Qe5+ Kd7 15. Qe7+ Kc6 16. Qe4+±.

There are six pieces in each of the endgames Nos. 2071-99.

No. 2071. 1. Qc2+ Kb6 2. Qb2+ Kc7 3. Qe5 Kc8 4. Qe8+ Kc7 5. Qc6+ Kd8 6. Nb7+ Ke7 7. Qf6+ Kd7 8. Nc5+ Kc8 9. Qf8+ Kc7 10. Na6+±.

There can also be another line: 1. Qc4+ Kb6 2. Qb4+ Kc7 3. Qc5+ Kd7 4. Qc6+ Kc7 5. Qf6+ Kd7 6. Qe6+ Kc7 7. Qc6+ Kd8 8. Nb7+±. V. Dolgov called attention to the sixth move.

No. 2072. 1. Qg8+ Ke7 2. Nc6+ Kd7 3. Ne5+ Kc7 4. Qf7+ Kb8 5. Qe8+ Ka7 6. Qd7+ Ka6 7. Qc8+±.

No. 2073. 1. Ng3+ Ke5 2. Qf5+ Kd4 3. Qd7+ Kc3(e3) 4. Ne4(f4)+±.

No. 2074. 1. Nd7+ Ke6 2. Qh3+ Kc5 3. Qh7+ Ke6 4. Qxg6+ K×d7 5. Qf7+ Kc8 6. Qe8+ Kb7 7. Qd7+ Kb8 8. Kb6±.

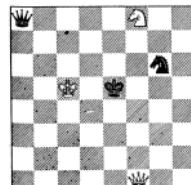
No. 2075. 1. Qh7+ Bf7 2. Qh4+ Ke6 (2. . . . Kd7 3. Qa4+ Ke6 4. Qb3+) 3. Qh3+ Kd5 4. Qb3+ Ke6 5. b8N+ Kd6 6. Qg3+±.

No. 2076. 1. Qg6+ Kf4 2. Qe4+ Kg3 3. Qe1+ Kh3 4. Qh1+ Kg3 5. N×h5+ Kg4 6. Qe4+ Kh3 7. Nf4+ Kg3 8. Ne2+ Kd3 9. Qh1+ Kg4 10. Qg2+±.

No. 2077. 1. h6 b2 2. h7 b1Q 3. h8Q+ Ke6 4. Qe8+ Kf5 5. Qf7+ Kg4 6. Qg6+ Kh4 7. Qh7+ Kg4 8. Nf6(f2)+±.

No. 2078. 1. Nb6! Qe8 2. Nd7! Kc4 3. Q×c7+ Kb4 4. Qc5+ Kd3 5. Qc3+ Ka4 6. Qd4+ Ka3 7. Nc5! Qb8 8. Qa1+±. White's first and second moves, creating mating threats and ultimately leading to the capture of the Queen, are beautiful.

2074. A. Troitzky
1895



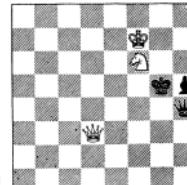
White to play and win

2075. A. Troitzky
1896



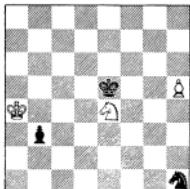
White to play and win

2076. Anonymous



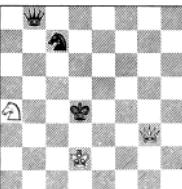
White to play and win

2077. H. Rinck
Deutsche Schachzeitung, 1903



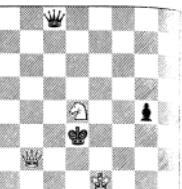
White to play and win

2078. A. Troitzky
Deutsche Schachzeitung, 1909



White to play and win

2079. H. Rinck
150 Fins de Partie, 1909



White to play and win

No. 2079. 1. Nb5 Qe6+ 2. Kd1 Ke4 3. Qe2+ Kd5(f5) 4. Nc7(d4)±; 1. . . Qe8+ 2. Kd1 Kc4(e3) 3. Nd6(Qe2)±.

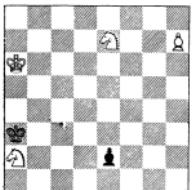
No. 2078 by A. Troitzky and No. 2079 by H. Rinck have something in common as far as construction is concerned, but Troitzky employs combinational motifs whereas Rinck uses positional play.

No. 2080. 1. Nb4! K×b4 2. h8Q e1Q 3. Qb2+ Kc5! 4. Qb6+ Kc4 5. Qb5+ Kd4 6. Nf5+±; 3. . . Ka4 4. Qa2+ Kb4 5. Qa5+±.

No. 2081. 1. Nd5+ Ke5 2. Nb6! Qd8 3. Ne4+ K∞ 4. Qd1(h4)+±; 2. . . Qe7 3. Qe2+ Kd6(f6) 4. Nc8(d5)+±; 2. . . f5 3. Nd7+±. After the quiet move 2. Nb6! Black's Queen falls prey to domination on several squares in a remarkable way.

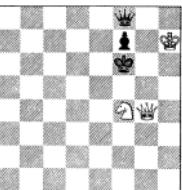
No. 2082. 1. Qd5 Qc3 2. Qd7+ Kb4 3. Nd3+ Kc4 4. Nb2+ Kb4 5. Qb7+ Kc5 6. Na4+±; 1. . . Kb4 2. Nd3+ Kc3 3. Nf4 Qg4 4. Qc5+ Kd2 5. Qd4+ Ke1 6. Nd3+±; 3. . . Qh7

2080. A. Troitzky
Tidskrift för Schack, 1910



White to play and win

2081. A. Troitzky
Deutsche Schachzeitung, 1911



White to play and win

2082. A. Troitzky
Deutsche Schachzeitung, 1912



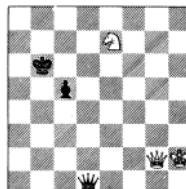
White to play and win

2083. A. Rautanen
1915



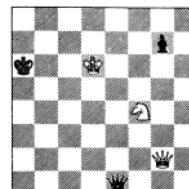
White to play and win

2084. H. Rinck
La Stratégie, 1916



White to play and win

2085. H. Rinck
British Chess Magazine, 1918



White to play and win

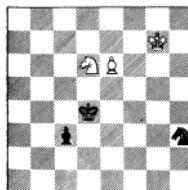
(h6) 4. Qc5+ Kd2 5. Qd4+ Kc1(c2) 6. Qb2+ Kd1 7. Qe2+ Kc1 8. Nd3+±.

No. 2083. 1. Qa2+ Qa3 2. Qb1 Qd6 3. Qa1+ Qa3 4. Qd1+ Ka5 5. Qd8+±.

No. 2084. 1. Nd5+ Ka7 2. Qg7+ Ka8 3. Qf8+ Kb7 4. Qe7+ Ke6 5. Qc7+ K∞ 6. Qd7(Nc3)+±; 1. . . Ka5 2. Qa2+ Qa4 3. Qd2+ Ka6 4. Qh6+ Kb5 5. Nc3+±.

No. 2085. 1. Nd3 Qe3 2. Qa8+ Kb5 3. Qc6+ Ka5 4. Qc3+ Kb6 5. Qb4+ Ka7 6. Kc7 Qg3+ 7. Ni4±; 2. . . Kb6 3. Qb8+ Ka6 4. Ne5+ Ka5 5. Qa7+ Kb4 6. Na6+±; 1. . . Qd1 2. Qe6+ Ka5 3. Qc5+ Ka6 4. Kc7±; 1. . . Qc3 2. Nc5+ Kb5 3. Qc6+±; 1. . . Qa5 2. Qa8+ Kb6 3. Qb8+±; 1. Qh4 2. Nc5+ Kb5 3. Qc6+Ka5 4. Qa6+ Kb4 5. Qa4+±; 1. . . Qe8 2. Nc5+ Kb6 3. Nd7+ Ka5 4. Qa2+ Kb4 5. Qb2+ Ka4 6. Ne5+±.

2086. F. Sackmann
1921



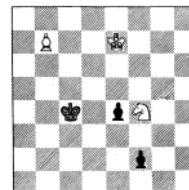
White to play and win

2087. A. Troitzky
500 Endspielstudien, 1924



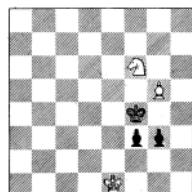
White to play and win

2088. A. Troitzky
500 Endspielstudien, 1924



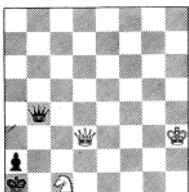
White to play and win

2089. M. Havel
České slovo, 1930
6th Prize



White to play and win

2090. J. Gunst
Helsingin Sanomat, 1933



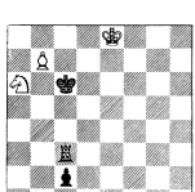
White to play and win

2091. H. Rinck
Basler Nachrichten,
1943



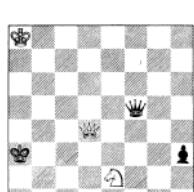
White to play and win

2092. H. Rinck
Basler Nachrichten,
1943



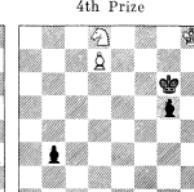
White to play and win

2093. F. Prokop
Lidové Listy, 1924
1953-54
4th Prize



White to play and win

2094. C. Peronace
L'Échiquier de Paris,
1953-54
4th Prize



White to play and win

No. 2086. 1. Nb5+ Kd5 2. e7 c2 3. Nc3+ Kd6 4. e8Q c1Q 5. Qd8+ Kc6(c5) 6. Qc8(c7)+ Kc5 7. N+±; 5... Ke6 6. Qc8+ Ke5 7. Qc5+ Ke6 8. Qc6+ Kf5 9. Qg6+±.

No. 2087. 1. Na5+ Ka4 2. Nc6 Qb6 3. Qa2+ Kb5 4. Na7+ Kb4 5. Qb2+ Kc5 6. Qf2+±; 2... Qh8(h4) 3. Qa7+ Kc5 4. Nd4+ Kc4 5. Qa2+ Kc5 6. Qa5+ Kc4 7. Qb5+ Kc3 8. Qb3+ Kx d4 9. Qb2(b4)+±.

No. 2088. 1. Nd5! Kd4 2. b8Q f1Q 3. Qb6+ Ke5 4. Ne3!±; 1... Kx d5 2. b8Q f1Q 3. Qd6+ Kc4 4. Qa6+±.

No. 2089. 1. g6 Kg5 2. g7 f2+ 3. Ke2 Kh6 4. g8Q f1Q+ 5. Kx f1 g2+ 6. Ke2! g1Q 7. Qh7+! Kg5 8. Qg7+±; 1... g2 2. Kf2 Kg5 3. g7 Kh6 4. g8Q g1Q+ 5. Kx g1 f2+ 6. Kh2! f1Q 7. Qh7+ Kg5 8. Ne4+ Kg4 9. Qg6+ Kf3 10. Nd 2+±. The trapping of Queens in two variations enhances the value and attraction of the composition. Also of interest are the subtle retreats by White's King in both of them (6. Ke2! and 6. Kh2!), which are in the nature of an echo and prevent stalemate.

No. 2090. 1. Qf1 Qb1 2. Qf6+ Qb2 3. Nb3+ Kb1 4. Qf1+ Kc2 5. Na1+ Kd2 6. Qf2+ Kc3 7. Qf6+±.

The presence of Black Rook (together with a Queen) in Rinck's Nos. 2091 and 2092 does not bring any substantial changes in the trapping methods.

No. 2091. 1. b8Q h1Q 2. Qf4+ Kh5 3. Qf5+ Kh4 4. Qh7+ Kg4 5. Nf2+±.

No. 2092. 1. b8Q c1Q 2. Nb4+ Kc5 3. Nd3+ Rx d3 4. Qc7+±; 1... Re4 2. Nb4+ Rx b4 3. Qc8+±.

No. 2093. 1. Qa4+ Kb4 2. Qb2+ Ka4 3. Ne3+ Ka5 4. Qa3+ Kb6 5. Qd6+ Ka5 6. Kb8! Qg5 7. Qa3+ Kb6 8. Qa7+ Kc6 9. Qe7X; 2... Kc5 3. Qa3+ Kc4 4. Qc3+ Kd5 5. Qa5+ Ke4(e6) 6. Ng3(d4)+±.

No. 2094. 1. Nc6 b2 2. d8Q b1Q 3. Qe8+ Kh6 4. Qe6+ Qg6 5. Qh3+ Qh5 6. Qd7! Kg6+ 7. Kg8 Kf6 8. Qe7+ Kf5

9. Qe5+ Kg4 10. Qe2+ Kh4 11. Qh2+ Kg4 12. Ne5+±; 3... Kf5 4. Qf7+ Kg4 5. Ne5+ Kg3 6. Qf3+ Kh2 7. Ng4+±.

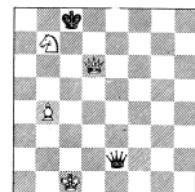
No. 2095. 1. Qc6+ Kb8 2. Nd6 Qe1+ 3. Kb2! Q×b4+ 4. Kc2!±. A curious position of mutual zugzwang. The variation 3. Kc2? Q×b4 lets victory slip away since it would be White's turn to move.

No. 2096. 1. Nd4+! Kd1 2. c8Q f1Q 3. Qc2+ Ke1 4. Qc3+ Kf2 5. Qf3+ Kef(g1) 6. Nc2(e2)+±; 2... Bc7+ 3. Q×c7 f1Q 4. Qc2+ Ke1 5. Kd1!±.

No. 2097. 1. Ke4+ Qg7 2. Qh3+ Kg8 3. Qb3+ Kf8 4. Ne6+ Ke7 5. Nxg7 f1Q 6. Nf5+ Kd8 7. Qb8+ Kd7 8. Qb7+ Kd8 9. Qe7+ Kc8 10. Nd6+±; 3... Kh8 4. Qb8 Qg8 5. Qe5+ Qg7 6. Qh2+ Kg8 7. Qb8+ Qf8 8. Qb3+ Kh8 9. Qh3+±.

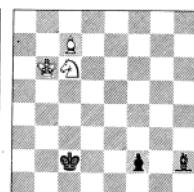
No. 2098. 1. d6 a3 2. d7 a2 3. d8Q a1Q 4. Qb8+ Bh7! 5. Q×b7+ Ke3 6. Qf3+ Kb2 7. Ne4+ Kc2 8. Qe4+ Kb3

2095. V. Halberstadt
Shakhmaty v SSSR,
1957



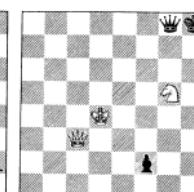
White to play and win

2096. E. Paoli
L'Échiquier de Paris, 1957
4th Prize



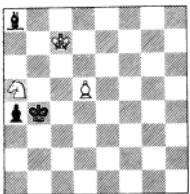
White to play and win

2097. V. Yevreinov
Československý Šach,
1959

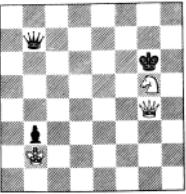


White to play and win

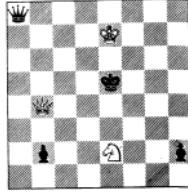
2098. B. Varady



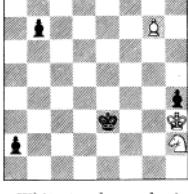
White to play and win

2099. A. Studenetsky
Ceskoslovenský Šach,
1960

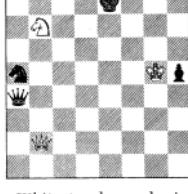
White to play and win

2100. H. Rinek
Deutsche Schachzeitung,
1903

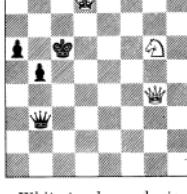
White to play and win

2104. A. Troitzky
Bohemia, 1907

White to play and win

2105. H. Rinek
150 Fins de Partie, 1909

White to play and win

2106. A. Troitzky
Bohemia, 1910

White to play and win

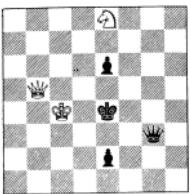
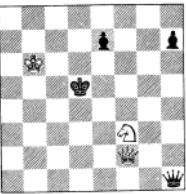
9. Nd2+ Ka3 10. Qd3+ Kb2 11. Nc4+±; 9. ... Ka2 10. Qa4+ Kb2 11. Ne4+ Kb1 12. Qd1+ Ka2 13. Qc2+±; 4. ... Ka4 5. Qb3+ K×a5 6. Qb6+ Ka4 7. Qa6+±.

No. 2099. 1. Ne4+ Kh7 2. Nf6+ Kh6 3. Ng8+ Kh7 4. Qg5! Qg7+ 5. Nf6+±; 4. ... Kh8 5. Ne7+.

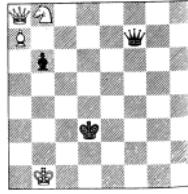
It is remarkable how White manages to win both Queens in Nos. 2100 and 2101.

No. 2100. 1. Qf4+ Kd5 2. Qf3+ Ke4 3. Q×a8 b1Q 4. Qg8+ Kc5 5. Qe8+ Kd5 6. Nc3+ Kd4(e5) 7. Qh8+±; 2. ... Ke5 3. Q×a8 b1Q 4. Qh8+±; 2. ... Kc5 3. Q×a8 b1Q 4. Qe8+±.

No. 2101. 1. Nf6+ Kf3 2. Qb7+ Kf2 3. Ne4+ Kg1 4. N×g3 e1Q 5. Qh1+ Kf2 6. Ne4+ Ke2 7. Nc3+ Kf2 8. Nd1+ Ke2 9. Qg2+ K×d1 10. Kd3±; 7. ... Kd2 8. Qh6+ Ke2 9. Qh2+ Qd2 10. Qh7+±.

2101. C. Mann
19222102. H. Rinek
Deutsche Schachzeitung,
1905

White to play and win

2103. H. Rinek
Deutsches Wochenschach,
1905

White to play and win

No. 2102. 1. Qc2 Ke6 2. Qc6+ Kf5(f7) 3. Nd4(e5)+±; 1. ... Qh6+ 2. Kb5 e5 3. Qe4+ Kd6 4. Qc6+±.

No. 2103. 1. Qg2 Q×a7 2. Nc6 Qa4 3. Ne5+ Ke3 4. Qf3+ Kd2 5. Qf2+ Kd1 6. Nd3±; 2. ... Qc7 3. Nb4+ Kd4 4. Qg4(d2)+±. An exquisite position arises after White's second move. Black's Queen has many squares for retreat but is captured nonetheless.

No. 2104. 1. Nf1+! Ke2 2. g8Q a1Q 3. Qg4+ Kd3 4. Qf5+ Kc4 5. Nd2+ Kb4 6. Qe4+ Kb5 7. Q×b7+±; 6. ... Ka3 7. Qd3+ Kb2 8. Nc4+±; 1. ... Kd3 2. g8Q a1Q 3. Qh7+ Kc4 4. Nd2+ Kd5 5. Qd7+±. The unhappy situation of Black's Queen enables White to capture it by means of geometric strikes and forks.

No. 2105. 1. Qe5+ Kf8 2. Nd6 Qg4+ 3. Kh6 Qd7 4. Kg6 Qg4+ 5. Kh7 Qd7+ 6. Kh8±; 4. ... Kg8 5. Qd5+ Kf8 6. Qf3+±.

2107. A. Troitzky
Deutsche Schachzeitung,
1910

White to play and win

2108. A. Troitzky
Deutsche Schachzeitung,
1911

White to play and win

2109. A. Troitzky
Deutsche Schachzeitung,
1911

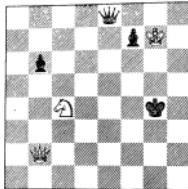
White to play and win

2110. A. Troitzky
Deutsche Schachzeitung,
1911



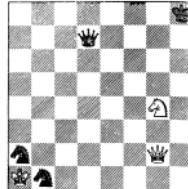
White to play and win

2111. C. Mann
Tijdschrift v.d. KNSB,
1911



White to play and win

2112. A. Havasi
Chess Amateur, 1922



White to play and win

No. 2106. 1. Ne5+ Kd6 2. Nd3 Qf7 3. Qd4+ Qd5 4. Qf6+ Qe6 5. Qg7 Qf5 6. Nf4! Kc5 7. Qc3+∞ 8. Qe7X; 1. . . Kc5 2. Nd7+ Kd6 3. Qf4+ Ke6 4. Qf6+±; 1. . . Kb6 2. Qd4+ Kb7 3. Qd7+ Ka8 4. Qc6+ Ka7 5. Kc7±. A brilliant combinational endgame study whose Knight sacrifice is somewhat reminiscent of No. 2078 but which has its own distinctive features.

No. 2107. 1. Nd3 Qa7+ 2. Kf1 Kb3 3. Qb2+ Kc4 4. Qc2+ Kd5 5. Nb4+ Kd6 6. Qg6+ Kc7 7. Qf7+ Kb6 8. Nd5+ Ka6 9. Qe6+ Ka5 10. Qd6 b4 11. Q×b4+ Ka6 12. Qc4+ Kb7 13. Qc7+ Ka6 14. Nb4+±.

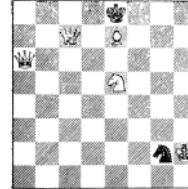
No. 2108. 1. Qd8+ Ke6 2. Ne2 a2 3. Nf4+! Ke5 4. Qh8+±; 2. . . Qb4 3. Nd4+ Ke5 4. Ne6+±; 2. . . Qe5(b2) 3. Nf4+ Ke5 4. Nd3+±; 1. . . Ke5 2. Qc7+ Kb4(d4) 3. Na2(e2)+±. A finesse, i.e., 3. Nf4+!, is contained in the first variation: refrainment from the immediate capture of the Queen (which is taken on the next move).

No. 2109. 1. Nf8+ Kh6 2. Qd6+ Kh5 3. Qh2+ Qh4 4. Qe5+ Qg5 5. Qe8+ Kh6 6. Q×c6+ Kh5 7. Qe6 a5 8. Qf7+ Kh4 9. Ng6+ Kh5 10. Qh7+ Qh6 11. Nf4+ Kg5 12. Nh3+ Kh5 13. Qf5+± 1. . . Kh8 2. Ne6+ Qg8 3. Qe5+±.

No. 2110. 1. Qa6! Qf8(e5) 2. Nf6+ Ke5(e5) 3. Nd7+±; 1. . . Qc2 2. Nf4+ Ke5(e4) 3. Qc8(g6)+±. The quiet move 1. Qa6! is good. It radically changes the situation and places Black in a defenceless position.

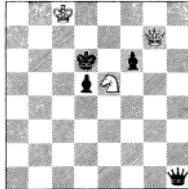
No. 2111. 1. Ne5+ Kg3 2. Qc3+ Kf2 3. Qd2+ Kf1 4. Qd1+ Kf2 5. Nd3+ Kg2 6. Qg4+ Kh2 7. Qh4+ Kg2 8. Qf2+ Kh3 9. Qg1 Qa4 10. Nf2+ Kh4 11. Qh2+ Kg3 12. Qh6+ Kf5 13. Qf6X; 9. . . Kh4 10. Qh2+ Kg4 (10. . . Kg5 11. Qf4+ Kh5 12. Qg3+±) 11. Ne5+ Kf5 12. Qh3+ Ke4 13. Qd3+ Kf4 14. Qf3+ K×e5 15. Qe3+±; 1. . . Kf5 2. Qb1+ Ke6 3. Q×b6+ Kd5 4. Qa5+ Ke6 5. Qa6+ Kf5 6. Qf6+ Ke4 7. Qh4+ Kd5 (7. . . Ke3 8. Qe1+±; 7. . . Kf5

2113. F. Prokop
Ceské Slovo, 1925



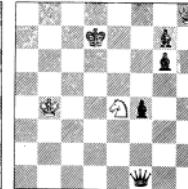
White to play and win

2114. Y. Merkin
64, 1928



White to play and win

2115. V. Halberstadt
Shakhmaty, 1927
1st Prize



White to play and win

8. Qg4+± 8. Qc4 Kd6 9. N×f7 Kd7 10. Qd4+ Ke6 11. Qd6+ Kf5 12. Qf6+ Kg4 13. Ne5+±.

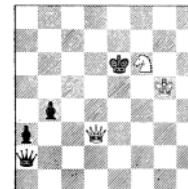
No. 2112. 1. Oh2+ Qh7 2. Qe5+ Qg7 3. Nf6 Qg6 4. Qe7 Qh6 5. Qf7±; 3. . . Qh6 4. Qe8+ Kg7 5. Nh5+ Kh7 6. Qf7+ Kh8 7. Nf6±. Analogous symmetrical play arises in the case of 3. . . Qf7 and 3. . . Qf8.

No. 2113. 1. Qf6 Q×e7 2. Qh8+ Qf8 3. Qh5+ Kd8 4. Qd1+ Kc7 5. Qc1+ Kb7 6. Qc6+ Ka7 7. Qa4+ Kb7 8. Qb5+±; 5. . . Kd8 6. Qd2+ Kc7 7. Qc3+ Kd8 8. Qa5+±.

No. 2114. 1. Nd3 Qh3+ 2. Kd8 Q×d3 3. Qc7+ Ke6 4. Qe7+ Kf5 5. Qh7+±. The geometric motifs are simple and elegant.

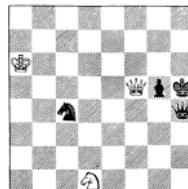
No. 2115. 1. Ne5+ Kd6 2. Qb8+ Kd5 3. Qg8+ Kd4 4. Qe6! Qb1 5. Qd6+ Ke3 6. Qe5+ Kf2 7. Nd3+ Kg2 8. N×f4+ Kh2 9. Nd3+ Kg2 10. Qe4+ Kg1 11. Qe1+ Kh2 12. Qh4+ Kg2 13. Nf4+ Kg1 14. Qe1+ Kh2 15. Qf2+±; 8. . . Kg3

2116. V. Halberstadt
Schackvärlden, 1938
3rd Hon. Mention



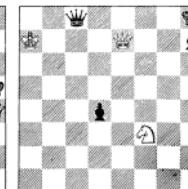
White to play and win

2117. L. Prokes
1941



White to play and win

2118. L. Prokes
1947



White to play and win

2119. L. Prokeš
Práce, 1949



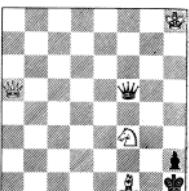
White to play and win

2120. O. Carlsson
Argentine Chess Club
Tourney, 1955
5th Prize



White to play and win

2121. A. G. Kuznetsov
and B. Sakharov
Shakhmaty v SSSR,
1958 6th Hon. Mention



White to play and win

9. Qg5+ Kf2 10. Qc5+ Kg3 11. Ne2+ Kg2 12. Qd5+ Kh2 13. Qe5+ Kg2 14. Qe4+ Kh2 15. Qh4+ Kg2 16. Nf4+ Kg1 17. Qe1+±; 2. . . Ke7 3. Qc7+ Kf6 4. Ne4+ Ke6 5. Qd6+ Kf7 6. Qd7+ Kg8 7. Qd8 Kh7 8. Ng5+ Kh6 9. Nf7+± (see No. 2116). This is an endgame with rich content and a difficult solution. After the subtle 4. Qe6! White grips Black's King in pincers, which leads in the end to the capture of the Queen or mate. The same pincers method is employed by Halberstadt in No. 2116.

No. 2116. 1. Qe3+ Kd6 2. Qb6+ Ke5 3. Qc5+ Ke6 4. Qc6+ Ke5 5. Qd7! Qb3 6. Ng4+ Ke4 7. Nf2+ Ke5 8. Nd3+ Ke4 9. Ne5+±; 5. . . Qc4 6. Qe7+ Kd4 7. Qe4+ Ke3 (7. . . Kc5 8. Nd7+ Kb5 9. Qb7+ Ka5 10. Qb6+ Ka4 11. Ne5+±) 8. Nd5+ Kb3 9. Qb4+ Ka4 10. Nb6+±; 5. . . Qg2+ 6. Ng4+±. The culminating point of the solution is 5. Qd7!, which leads to the formation of the same pincers (as in No. 2115), zugzwang and capture of the Queen.

No. 2117. 1. Nf3 Kh6 2. Ng4+ Kg7 3. Qf6+ Kg8 4. Nh6+ Kh7 5. Nf5+±; 3. . . Kh7 4. Qf7+ Kh8 5. Nf6+±.

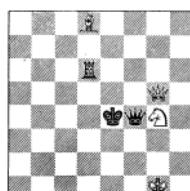
No. 2118. 1. Ng5 Qg8 2. Ne6 h6 3. Qf6+ Kh7 4. Nf8+±; 1. . . Qf5 2. Nf7+ Kg7 3. Nd6+±.

No. 2119. 1. Ne6+ Ke4 2. Qe2+ Kd5 3. Qd3+ Ke5 4. Qd4+ Kf5 5. Qf4+ Kg6 6. Qg5+ Kf7 7. Qg7+ Ke8 8. Ne7+ Kd8 9. Ke6 Qt5 10. Qg8+ Ke7 11. Nd5+±; 2. . . Kf5 3. Qf3+ Kg6 4. Qg4+ Kf6 5. Qg5+±.

No. 2120. 1. Ne3 f4 2. Nd5 f3 3. Nf6 f2 4. c7 f1Q 5. c8Q+ Ke6 6. Ng4+ Kd4 7. Qc3+ Ke4 8. Qb4+ Kd3 9. Qx d6+ Ke4 10. Qe5+ Kd3 11. Qd5+ Ke2 12. Qe4+ Kd2 13. Qe3+±.

No. 2121. 1. Bg2+ Kxg2 2. Nh4+ Kg1 3. Qe1+ Qf1 4. Qg3+ Kh1 5. Qg7! Qf2 6. Qa1+ Qg1 7. Qa8+±. The sudden and spectacular manoeuvre 5. Qg7! creates a subtle situation in which the result of the play depends on whose move it is.

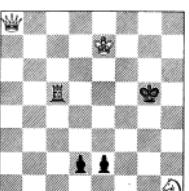
2122. S. Wójcik
Przyjazn, 1957
Commendation



White to play and win

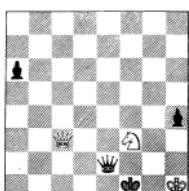
2123. G. Graetzer
Magyar Sakkélet, 1959

Bohemian Chess School
Centennial Tourney, 1962
5th Prize



White to play and win

2124. J. Moravec
Bohemian Chess School
Centennial Tourney, 1962
5th Prize



White to play and win

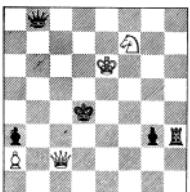
No. 2122. 1. Nf2+ Ke3 2. Bb6+ Rx b6 3. Nd1+ Ke4 4. Nc3+ Kf3 5. Qg2+ Ke3 6. Nd5+±.

No. 2123. 1. Qg2+ Kh6 2. Q×e2 Re5+ 3. Q×e5 d1Q 4. Ng3 Qg1 5. Qh5+ Kg7 6. Nf5+ Kg8 7. Ke8 Qg2 8. Qf7+ Kh8 9. Qf6+ Kg8 10. Qf8+ Kh7 11. Qh6+ Kg8 12. Ne7X; 4. . . Kg6 5. Qf5+ Kg6 6. Qf6+ Kh7 7. Ni5 Qe2(e1)+ 8. Kf8 (f7)±; 4. . . Qg4 5. Qh8+±; 4. . . Qf3 5. Nf5+±.

No. 2124. 1. Nh2+ Kf2 2. Qf6+ Ke3 3. Nf1+ Ke4 4. Qe6+ Kd3(f3) 5. Q×a6(f5X)+±; 2. . . Ke1 3. Ni3+ Kf1 4. Ng1 Qf2 5. Q×a6+Ke1 6. Qa1+Kd2 7. Qb2+Ke3(e1) 8. Qb6+ (c1X)± (see No. 2151). Two excellently arranged chameleon variations, in each of which Black faces a very unpleasant dilemma: to lose the Queen or be mated.

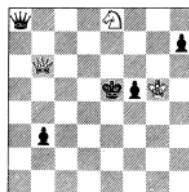
No. 2125. 1. Qd2+ Kc5 2. Qc3+ Kb6 3. Qb4+ Kc7 4. Qc5+ Kb7 5. Nd6+ Ka6 6. Q×a3+ Kb6 7. Qb4+ Kc7 8. Qc5+±.

2125. B. Horwitz



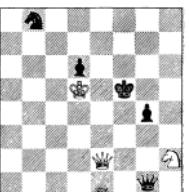
White to play and win

2126. A. Troitzky
Nouye vremya, 1895



White to play and win

2127. A. Troitzky
1895



White to play and win

2128. A. Troitzky
Novoye vremya, 1895



White to play and win

2129. A. Troitzky
Novoye vremya, 1896



White to play and win

2130. A. Troitzky
Novoye vremya, 1897



White to play and win

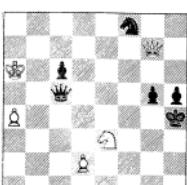
No. 2126. 1. Qf6+ Ke4 2. Qc3! h6+ 3. Kh4 f4 4. Nd6+ Kd5 5. Qf3±. The mating threat that arises after 2. Qc3! makes this endgame study somewhat similar to No. 2060!

No. 2127. 1. Qe6+ Kf4 2. Q×d6+ Kg5 3. Nf3+ gf 4. Qd8+ Kf4 5. Qf7+! Ke3 6. Qc5+ Ke2 7. Q×g1 f2 8. Qg2±.
No. 2128. 1. Ne4+ Kd5 2. Nf6+! R×f6 3. Qd7+ Ke5 4. Qd4+ Kf5 5. Qe4+ Kg5 6. Qg2±; 3. ... Rd6 4. Qf5+ Ke4 5. Qc2+ Kd5 6. Qb3±.

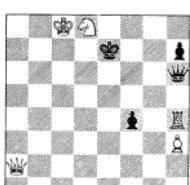
No. 2129. 1. Ng4 Q×d5 2. Qf2+ Kc3 3. Qb2+ Kd3 4. Qd2+ K∞ 5. Ne3(f6)±; 1. ... Qh7 2. Qb4±; 1. ... Ke3 2. Qa3+ Kd4 3. Qe3±; 4. ... B∞ 2. Qf2+ Kc3 3. Qb2±.

No. 2130. 1. Qf8+ Ke6 2. Nb7 Qd2 3. Nc5+ Ke5 4. Qh8+ Kd6 5. Nx e4+ de 6. Qd8+±; 2. ... Qe1 3. Nc5+ Ke5 4. Nd3+ ed 5. Qe7+±; 4. ... Ke5 2. Ne4+ dc 3. Qf5+±. The Queen is trapped in three analogous variations with a Knight

2131. A. Troitzky
Novoye vremya, 1897



2132. H. Rinck
Deutsche Schachzeitung, 1902



White to play and win

2133. H. Rinck
Deutsche Schachzeitung, 1904



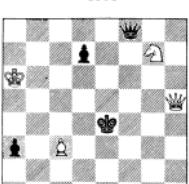
White to play and win

2134. H. Rinck
Rigaer Tageblatt, 1905



White to play and win

2135. H. Rinck
Deutsche Schachzeitung, 1905



White to play and win

2136. H. Rinck
Rigaer Tageblatt, 1905



White to play and win

sacrifice that opens the line of attack (twice along the file and once on the rank).

No. 2131. 1. Qb2! g4(Kg3) 2. d4±. In this very short endgame study Black has no defence against the quiet but powerful threat 2. d4.

No. 2132. 1. Qa7+ Kf6 2. Qa6+ Kf5 3. Qd3+ Kf6 4. Qd6+ Kf5 5. Qd5+ Kf6 6. Qe6+ Kg7 7. Qe7+ Kg8 8. Ne6±; 7. ... Kg6 8. Qf7+ Kg5 9. Ne6±.

No. 2133. 1. Qh8+ f6 2. Qh2+ Kd5 3. c4+ Kc5 4. Nb3+ Rx b3 5. Qe7+ Kb4 6. Qe7+ Kc3 7. Q×f6+±; 6. ... Kc4(5) 7. Qa7+±; 2. ... K×d4 3. Qd6+ Kc3 4. Q×f6+±.

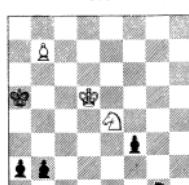
No. 2134. 1. Qf2+ Kh5 2. Qf3+ Kh4 3. Qf4+ Kh3 4. Ng5+ Kg2 5. Qf3+ Kh2 6. Qf2+ Kh1 7. Qf1+ Kh2 8. Nxh7 c2 9. Qe2+ Kg1 10. Ng5 d1Q 11. Nf3+ Kh1 12. Qh2X; 1. ... Kh3 2. Ng5+ Kg4 3. Qf4+ Kh5 4. Nxh7±.

2137. H. Rinck
Deutsche Schachzeitung, 1905



White to play and win

2138. H. Rinck
Deutsche Schachzeitung, 1906



White to play and win

2139. A. Troitzky
Deutsche Schachzeitung, 1908



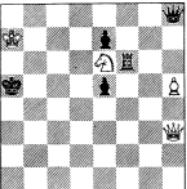
White to play and win

2140. H. Rinck
Deutsche Schachzeitung,
1908



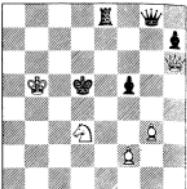
White to play and win

2141. H. Rinck
La Stratégie, 1908



White to play and win

2142. H. Rinck
La Stratégie, 1908



White to play and win

No. 2135. 1. Qe2+ Kd5 2. Qd3+ Ke6 3. Qb5+ Kc7 4. Qb6+ Ke8 5. Ka7 Qf4 6. Qb7+ Kd8 7. Qa8+ Ke7 8. Qe8+ Kf6 9. Nh5 (Qb8)+±.

No. 2136. 1. Qh4 Qd7 2. Qh8+ Kf7 3. Qh7+ Ke6 4. Qh3+± 1. . . . Kd7 2. Q×c4 Q∞ 3. Qa4+ Q×a4 4. Nb6+±; 1. . . . Kf7 2. Q×c4+ Q×c4 3. Nd8+±.

No. 2137. 1. Qf1+ Kd5 2. Nf6+ ef 3. Qb5+ Ke4 4. Qe2+ Kf5 5. Qe2+ Kg5(e6) 6. Qg2(a2)+±.

No. 2138. 1. b8Q a1Q 2. Qc7+ Kb4 3. Qc5+ Kb3 4. Qb5+ Ka3 5. Nd2 Qd1 6. Qd3+ Kb4 7. Qd4+ Kb5 8. Q×b2+ Ka6 9. Kc5 Ka7 10. Qb6+ Ka8 11. Qa6+ Kb8 12. Kb6±; 1. . . . b1Q 2. Qa7+ Kb4 3. Qb6+ Ka3 4. Qa5+ Kb3 5. Qc3+ Ka4 6. Ne5+ Kb5 7. Qc4+ Ka5 8. Qa4+ Kb6 9. Qa6+ Kc7 10. Qd6+ Kc8 11. Kc6±.

No. 2139. 1. Ne4 Q×b4(c4) 2. Qh4+ Ke2(d1) 3. Ng3(f2)+±; 1. . . . Qe6(d5) 2. Qh1+ Ke2 3. Ng3+±; 1. . . . Qe5(e8) 2. Qe3+ Kd1 3. Nf2h2+±. The Queen is captured in three thematic variations by discovered attack in all directions: rank, file and diagonal.

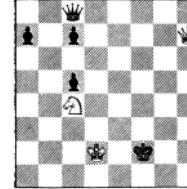
No. 2140. 1. Nc3+ Kf5 2. Qh5+ Kf6 3. Qh6+ Kf5 4. Ne4! K×e4 5. Qg6+ Kf3 6. Qg2+ Kf4 7. Qg4+ Ke3 8. Qg1+±.

No. 2141. 1. Qa3+ Kb5 2. Qb3+ Ke6 3. Qc4+ Kd6 4. Kb7 e4 5. Nf4 R×f4 6. Qc6+ Ke5 7. Qc3+±; 5. . . . Ke5 6. Ng6+ R×g6 7. Qc3+±.

No. 2142. 1. Nb4+ Ke5 2. Ne6+ Kd5 3. Ne7+ R×e7 4. Qd2+ Ke5 5. Qc3+ Kd6 6. Qc5+ Kd7 7. Qc6+ Kd8 8. Qa8+±; 4. . . . Ke4 5. Qe3+ Kd5 6. Qb3+±; 4. . . . Kd4 2. Qd6+ Kc3 3. Qd3+ Kb2 4. Qe2+ with mate.

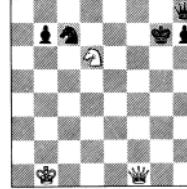
No. 2143. 1. Qh2+ Kf3 2. Ne5+ Ke4 3. Qe2+ Kd5 4. Ng6 Qb8 5. Nf4+ Ke6 6. Qe4+ Kd7 7. Qe6+ Kd8 8. Qg8+±; 6. . . . Kb6(b5) 7. Qb1+±; 4. . . . Qd7 5. Qd3+ K∞ 6. Nf8

2143. H. Rinck
150 Fins de Partie,
1909



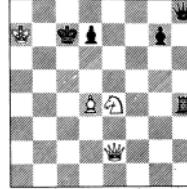
White to play and win

2144. H. Rinck
150 Fins de Partie,
1909



White to play and win

2145. H. Rinck
150 Fins de Partie,
1909



White to play and win

(e5)+±; 4. . . . Kd6 5. Qd3+ K∞ 6. Ne7(Qh3)+±; 3. . . . Kd4 4. Nc6+ Kd5 5. Ne7+±; 3. . . . Kf4 4. Qe3+ Kf5 5. Qh3+±.

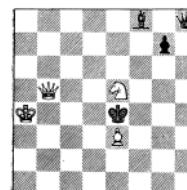
No. 2144. 1. Qf7+ Kh6 2. Qf3 Qa8 3. Qg4±; 2. . . . Kg7 3. Qg4+ Kf8 4. Qc8+ Kg7 5. Nf5+±; 2. . . . Qg8(g7, d4, e5) 3. Nf5(f7)+±.

No. 2145. 1. Qb5 Rh6 2. Nd6! R×d6 3. Qb7+ Kd8 4. Qb8+±; 2. . . . K×d6 3. Qe5+ Kc6 4. Qc5X; 4. . . . d6 2. Qb7+ Kd8 3. Ng5 Qh5 4. Ne6+ Ke8 5. N×g7+±.

No. 2146. 1. Nf7 Qh2 2. Ng5+ K×e3 3. Qb6+ Bc5 4. Q×c5+ Kd3 5. Qa3+ Ke4 6. Qb3+ Kc5 7. Qb5+±; 1. . . . Qg8 2. Qb3!±.

Nos. 2147 and 2148 both have Knight sacrifices which block the square to Black's King, and the opening of the line for winning the Queen by the geometric method.

2146. A. Troitzky
Bohemia, 1909



White to play and win

2147. A. Troitzky
Deutsche Schachzeitung,
1909



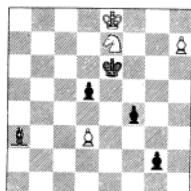
White to play and win

2148. A. Troitzky
Deutsche Schachzeitung,
1909



White to play and win

2149. A. Troitzky
Deutsche Schachzeitung,
1909



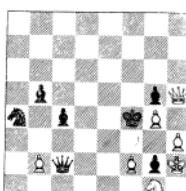
White to play and win

2150. A. Troitzky
Deutsche Schachzeitung,
1909



White to play and win

2151. A. Troitzky
Tidskrift för Schack,
1909



White to play and win

No. 2147. 1. Nb4+ Kc5 2. Nd3+ B×d3 3. Qc8+ Kd5 4. c4+! B×c4 5. Qe6+ Kc5 6. Qd6+ Kb5 7. Qb8+±; 4. . . . Ke4 5. Qg4+ Ke5 6. Qg7+±.

No. 2148. 1. Qb6+ Kd5 2. Nf4+ Ke5 3. Ng6+ fg 4. Qd4+ Kf5 5. Qf4+ Ke6 6. Qg4+±.

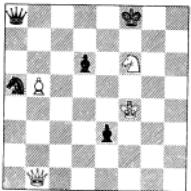
No. 2149. 1. h8Q g1Q 2. Qh6+ Ke5 3. Ne6+ Kf5 4. Nd4+ Q×d4 5. Qh5+ Ke6 6. Qf7+ Kd6 7. Qd7+ K∞ 8. Qa7(g7)±.

No. 2150. 1. Qb1+ Ke4 2. Nd6+ Kc5 3. N×b7+ Kc4 4. Nd6+! Kc5 5. Qc1+ K×d6 6. Qf4+ Ke7 7. Qh4+ Kd6 8. Qg3+ K∞ 9. Qg7(e3)+.

No. 2151. 1. Qe8 Qf2 2. Qf7+ Ke3 3. Qa7+±; 1. . . . Qe4 2. Qf8+ Ke5 3. Nf3+ Kd5 4. Qa8+±. This study may be considered the predecessor of J. Moravec's No. 2124, which is excellently executed and unquestionably develops Troitzky's idea.

No. 2152. 1. Qg6 Ke7 2. Qg7+ Ke6 3. Nd5! K(Q)×d5 4. Qg2(g8)+±; 1. . . . Qd8 2. Nh7+ Ke7 3. Qg7+ Ke6 4.

2152. H. Rinck
150 Fins de Partie,
1909



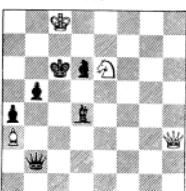
White to play and win

2153. H. Rinck
150 Fins de Partie, 1909



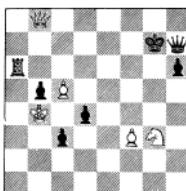
White to play and win

2154. H. Rinck
150 Fins de Partie,
1909



White to play and win

2155. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

2156. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

2157. A. Troitzky
Deutsche Schachzeitung,
1910



White to play and win

Ng5+ Kd5 5. Qf7+ K∞ 6. Ne6+±; 1. . . . Qb7 2. Qg8+ Ke7 3. Nd5+ Kd7 4. Qf7+ Kd8 5. Qf8+ Kd7 6. Qe7+ Kc8 7. Qe8X; 1. . . . Qh1 2. Qe8+ Kg7 3. Nh5+ Kh6 4. Qf8+±; 1. . . . e2 2. Qg8+ Ke7 3. Q×a8 e1Q 4. Qg8+±.

No. 2153. 1. Qa4 Qc3 2. Qb5+ Qc5 3. e4+ Ke5 4. Qb2+ Qd4 5. Qh2+ g3 6. Qh8+ Nf6 7. Nf3+±.

No. 2154. 1. Qf3+ d5 2. Qf7 Kd6 3. Nc5! B×c5 4. Qd7+ Ke5 5. Qg7+±; 2. . . . Qh2 3. Qb7+ Kd6 4. Qc7+±.

No. 2155. 1. Nh5+ Kg6 2. Qg3+ Kf5 3. Qg4+ Ke5 4. f4+! Ke4 5. Qe2+ Kd5 6. Nf6+! R×f6 7. Qg2+ Ke6 8. Qa2+∞ 9. Qa7(c2)+±; 7. . . . Qe4 8. Qa2+ Kc6 9. Qa8+±; 1. . . . Kf7 2. Qe7+ Kg8 3. Qd8+ Kf7 4. Qd7+±.

No. 2156. 1. Qb6+ Ke5 2. Qc7+ Ke6 3. Nf3 Qb3+ 4. Kc8 Q×f3 5. Kd8 Qa3 6. Qd7+ Ke5 7. Qf5+ Kd4 8. Q×f6+ Ke4 9. Qf5+ Kd4 10. Qf4+ K∞ 11. Qf8(e3)+±; 5. . . . d4 6. Qe7+ Kd5 7. Qb7+±.

2158. L. Prokés
*Časopis Československých
Sachistů*, 1910



White to play and win

2159. H. Rinck
Deutsche Schachzeitung,
1910



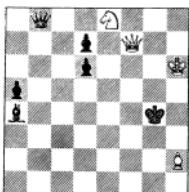
White to play and win

2160. A. Troitzky
Deutsche Schachzeitung,
1911



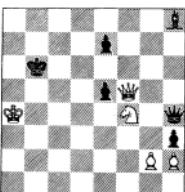
White to play and win

2161. A. Troitzky
Deutsche Schachzeitung,
1911



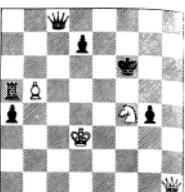
White to play and win

2162. A. Troitzky
Neuberger Wochenschach,
1911



White to play and win

2163. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

No. 2157. 1. Qe5 Kd8 2. Qe8+ Ke7 3. Qb8+ Ke6 4. Ka7! d6+! 5. Ka6 Q×f6 6. Qb7+ Kc5 7. Qb5+ Kd4 8. Qb2+±; 1. . . Bf4 2. Qe8+ Kc7 3. Qb8+ Ke6 4. Qb7+ Kc5 5. Ne4+ Kd4 6. Qb2+±.

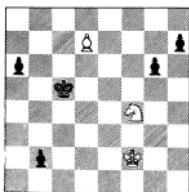
No. 2158. 1. Q×d6+ Ka5 2. b4+ Q×b4 3. Qc7+ Ka4 4. Ne5+ Ka3 5. Qa7+ Kb2 6. Nd3+±.

No. 2159. 1. Nē7 Qf8+ 2. Ke2 Q×e7 3. Qf3+ Kd4 4. Qd3+ Kc5 5. Qa3+±; 2. . . Kd4 3. Ne6+ Ke4 4. Qd3+ Kf4 5. Qf3+±.

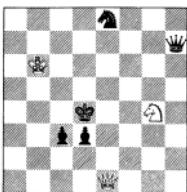
No. 2160. 1. Qd3+ Kf4 2. Qf3+ Ke5 3. Q×f7 Qh8 4. Qd5+ Kf4 5. Qf3+ Ke5 6. Nd3+ Ke6 7. Qd5+ Ke7 8. Qd6+±; 3. . . Qh6 4. Nd3+ Ke4 5. Nf2+ Ks6 6. Ng4+±; 3. . . Ke4 4. Qd5+ Ke3 5. Q×d4+ Ke2 6. Qb2+±.

No. 2161. 1. Qf2 Q×e8 2. Qg3+ Kf5 3. Qf3+ Ke6 4. Qe4+ Kf7 5. Qf5+ Ke7 6. Kg7 Kd8 7. Q×a5+ Ke7 8. Qg5+ Ke6 9. Qe3+±; 1. . . Qb3 2. Nf6+ Kh3 3. Nd5! Bb5 4. Nf4+

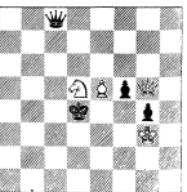
2164. H. Rinck
Rigaer Tageblatt, 1912



2165. A. Troitzky
Deutsche Schachzeitung,
1912



2166. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

White to play and win

White to play and win

Kg4 5. h3+ Kf5 6. Ne2+ Ke4 7. Qf4+ K∞ 8. Nc1 (Qf7)+±; 1. . . d5 2. Nf6+ Kh3 3. Qf3+±.

No. 2162. 1. g3 Qh6 2. Nd5+ Kc5 (c6) 3. Qc2+ K×d5 4. Kb5 e6 5. Qe6+ Kd4 6. Qc4+ Ke3 7. Qc1+±; 4. . . e4 5. Qc5+ Ke6 6. Qe6+±; 4. . . Kd4 5. Qc4+ Ke3 6. Qc1+±.

No. 2163. 1. Qh6+ Kf5 2. Nd5 Ke5 3. Nb6 Qd8(b7) 4. Ne4+ Kf5 5. Nd6+±; 3. . . Qg8 4. N×d7+±; 2. . . Qd8 3. Ne3+ Ke5 4. Ne4+ Kf5 5. Nd6+ Ke5 6. Nf7+±.

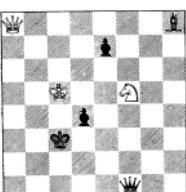
No. 2164. 1. d8Q b1Q 2. Qc7+ Kd4 3. Ne2+ Kd3 4. Qc3+ Ke4 5. Qf6! Qa2 6. Qf4+ Kd3 7. Qd4+ Kc2 8. Qc3+ Kb1 (d1) 9. Qc1X; 5. . . Qb8 6. Qf3+ Ke5 7. Qg3+±; 5. . . Qc2 6. Qe6+±; 5. . . Qb4 (b3) 6. Qf4+±; 5. . . Kd3 6. Qd4+ Kc2 7. Qc3+ Kd1 8. Ke3 Qb6+ 9. Nd4±. A powerful domination network appears after the quiet move 5. Qf6!, and Black cannot save himself, although the Queen and King have a few flight squares. This endgame study has something in common with No. 2165 by Troitzky. In both of them domination arises "quietly" and unexpectedly.

No. 2165. 1. Qe5+ Ke4 2. Qb5+ Kd4 3. Qa4+ Kd5 4. Q×e8 c2 5. Qe6+ Kd4 6. Qe5+ Ke4 7. Nf6+ Kf3 8. N×h7±; 4. . . d2 5. Nf6+ Ke4 6. Qa4+ Kd3 7. N×h7±; 4. . . Qh3 5. Qd7+ K∞ 6. Ne5 (f2)+±; 4. . . Qg7(h4) 5. Ne3+ K∞ 6. Nf5+±. Here the move 4. Q×e8 performs the same function as 5. Qf6 in Rinck's No. 2164.

Troitzky's No. 2166 and No. 2167 employ the same method of implementing domination: the Knight's attacks in various ways to capture the pursued Queen.

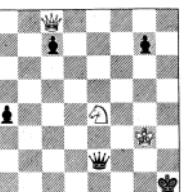
No. 2166. 1. Qd2+ K×e5 2. Nb6 Qc6 3. Qf4+ Ke6 (f6) 4. Qh6+±; 2. . . Qa6 (b7, e6) 3. Nd7+ Ke4 4. Nc5+±; 2. . . Qg8 3. Nd7+±.

2167. A. Troitzky
Eskilstuna Kuriren,
1917



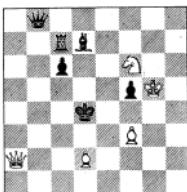
White to play and win

2168. H. Rinck
Bohemia, 1912



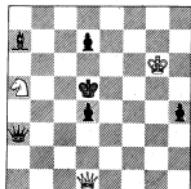
White to play and win

2169. A. Troitzky
Deutsche Schachzeitung,
1913



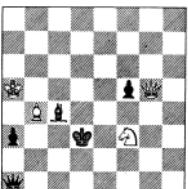
White to play and win

2170. A. Troitzky
Eskilstuna Kuriren,
1917



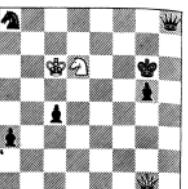
White to play and win

2171. H. Rinck
La Stratégie, 1917



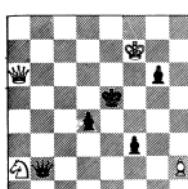
White to play and win

2172. H. Rinck
Hvar 8 Dag, 1923



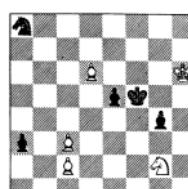
White to play and win

2175. A. Troitzky
500 Endspielstudien,
1924



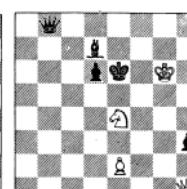
White to play and win

2176. A. Troitzky
Shakhmaty, 1924



White to play and win

2177. A. Troitzky
Shakhmaty, 1924



White to play and win

No. 2167. 1. Qa3+ Kd2 2. Qa5+ Ke2 3. Qa2+ Ke3 4. Ng3 Qf8 5. Ne4+ Kd3 6. Qd2+ K×e4 7. Qe2+ K∞ 8. Qf2+; 4. . . Qh3(d1) 5. Ne4+ Kd3 6. Nf2+.

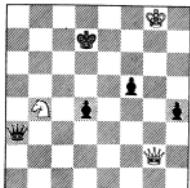
No. 2168. 1. Nf2+ Kg1 2. Nh3+ Kf1 3. Qf5+ Ke1 4. Ng1 Qc4 5. Nf3+ Ke2 6. Qa5 Qa2 7. Qb5+ Kd1 8. Qd3+ Kc1 9. Nd4 Kb2 10. Qc2+ Ka1 11. Qc1+ Qb1 12. Ne2+; 4. . . Qa6 5. Nf3+ Ke2 6. Qe4+ Kd1 7. Qb1+ Ke2 8. Qe1+ Kd3 9. Qf1+; 4. . . Qe8(e7) 5. Nf3+ Ke2 6. Qc2+ Ke3 7. Qd2+ Ke4 8. Qe2+.

No. 2169. 1. Qa3 Ke5 2. Nx d7+ Rx d7 3. Qe5+ Rd5 4. Qe7+ Kd4 5. Qe3+ Kc4 6. Qe3+ Kb5 7. Qb3+; 3. . . Ke6 4. Qx f5+ Ke7 (4. . . Kd6 5. Qf4+); 5. Qf6+ Ke8 6. Qh8+.

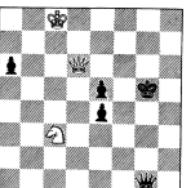
2173. F. Prokop
Prager Presse, 1923

2174. A. Troitzky
500 Endspielstudien, 1924

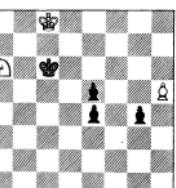
2174a. E. Pogosyants
(revision of A. Troitzky's endgame study)
Tournament in Honour of the 45th Anniversary of Soviet Armenia, 1965
Special Hon. Mention



White to play and win



White to play and win



White to play and win

No. 2170. 1. Qh5+ Ke6 2. Qg4+ Ke7 3. Q×h4+ Ke8 4. Nb7! Qa6+ 5. Kg7 Q×b7 6. Qh8+ Ke7 7. Qf8+ Ke6 8. Qf6+ Kd5 9. Qf3+; 4. . . Ke4 2. Qf5+ Ke3 3. Qh3+.

No. 2171. 1. Qd2+ Ke4 2. Ng5+ Ke5 3. Qh2+ Kd5 4. Qc7 Qd4(g1) 5. Qd7 Ke5 6. Ne3+.

No. 2172. 1. Qb1+ Kg7 2. Qb7+ Kf6 3. Qf7+ Ke5 4. Kc5 Qh3 5. N×c4+ Ke4 6. Nd2+ Kc5 7. Nf3+ Ke4 8. N×g3+; 4. . . Qf6 5. N×c4+ Kf5 6. Ne3+ Ke5 7. Ng4+.

No. 2173. 1. Qe6+ Kd8 2. Nd5 Qg3+ 3. Kf8 Qe5 4. Nf6 Qe7+ 5. Kg8 Qa7 6. Nd5 Qb8 7. Qe6 Qa7 8. Qd6+ Qd7 9. Qf6+.

No. 2174. 1. Qd8+ Kf5 2. Qf8+ Ke6 3. Nd5! K×d5 4. Qf7+ Ke6 5. Qb7+ Kd6 6. Qd7+ Ke5 7. Qa7+.

The revision of Troitzky's No. 2174 by E. Pogosyants is of interest (see No. 2174a).

No. 2174a. 1. Nb4+! Kd6 2. h6 g3 3. h7 g2 4. h8Q g1Q 5. Qf8+ Ke6 6. Nd5! K×d5 7. Qf7+ Ke6 8. Qb7+ Kd6 9. Qd7+ Kc5 10. Qa7+.

Pogosyants lengthened the initial play by three moves.

No. 2175. 1. Ne1! Q×c1 2. Qf6+ Ke4 3. Q×g6+ Ke5(d5) 4. Qe6+ Kf4(c5) 5. Qh6(c8)+; 1. . . Qb1 2. Nd3+ Ke4 3. Qe6+ K×d3 4. Q×g6+; 1. . . Qg2 2. Qe6+ Kf4 3. Nd3+ Kg5 4. Q×g6+ Kh4 5. Qh6+ Kg4 6. Kf6+; 1. . . Qc3 2. Nd3+ Ke4 3. Nf2+ Ke5 4. Qe6+ Kf4 5. Qf6+ Ke3 6. Nd1+; 1. . . Qe2 2. Qf6+ Kd5 3. Qe6+ Ke5 4. Qc8+; 1. . . Qd2 2. Qf6+ Ke4 3. Q×g6+ Ke5 4. Qe6+ Kf4 5. Qh6+.

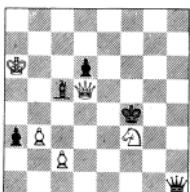
No. 2176. 1. d7 a2 2. d8Q a1Q 3. Qd6 Qc1+ 4. Kh7! Qg5 5. Qd7+ Kf6 6. Qd8+ Kf5 7. Nh4+ Kf4 8. Qd2+; 3. . . Qh1+ 4. Kg7 Qh5 (4. . . Q×g2 5. Qf6+ Ke4 6. Qc6+); 5. Qd7+ Kg5 6. Qe6 g3 7. Q×e5+ Kg4 8. Qe4+ Kh3 9. Nf4+.

2178. L. Kubbel
Shakhmatny listok, 1924



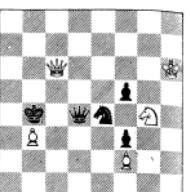
White to play and win

2179. Y. Somov-Nasimovich
Shakhmatny listok, 1927



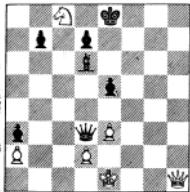
White to play and win

2180. Y. Somov-Nasimovich
64, 1927
Commendation



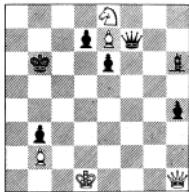
White to play and win

2184. S. Kaminer
Shakhmatny, 1926
2nd Hon. Mention



White to play and win

2185. V. Tikhonov
Shakhmatny v SSSR, 1938
Commendation



White to play and win

2186. A. Rautanen
Le Temps, 1933



White to play and win

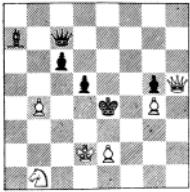
No. 2177. 1. Nc5+! dc 2. Q×h3+ Ke7 3. Qh4+ Ke6 4. Qf6+ Kd5 5. Qf3+ Ke6 6. Qf5+ Ke7 7. Qf6+ Ke8 8. Qh8+±; 5. . . . Kc4(d4) 6. Qd3+ Kb4(e5) 7. Qb1(g3)+±; 1. . . . Ke7 2. Qe4+ Kd8 3. Qh4+ Kc8 4. Qh8+ Ke7 5. Na6+±.

No. 2178. 1. Nb1+ Kb4 2. Qd2+ K×b3 3. Qd3+ K×a4 4. Nc3+ Kb4 5. Qb5+! cb 6. N×d5+ Ke4 7. N×f6 Kd4 8. N×h7 Ke5 9. Ng5 Kf6 10. Ne6 ∞ 11. h7±; 5. . . . K×c3 6. Qb2+±.

No. 2179. 1. Qg5+ Ke4 2. Nd2+ Kd4 3. Qf6+ Kd5 4. e4+ Ke6 5. Qd8 d5 6. cd+Q×d5 7. Qa8+ Kd6 8. Nc4+ Ke6 9. Qg8+±; 5. . . . Qh7 6. Qa8+±; 5. . . . Qh3 6. b4 Bg1 7. Nb3±; 3. . . . Ke3 4. Nf1+ K∞ 5. Ng3+±.

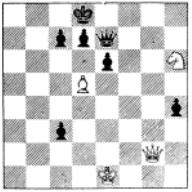
No. 2180. 1. Qa4+ Kc5 2. Qa7+ Kd5 3. Ne3+ Ke5 4. Qg7+ Kf4 5. Ng2+! fg 6. Q×d4 g1Q 7. Qe3+ Ke5(g4) 8. f4(f3)+±.

2181. Y. Merkin
64, 1928



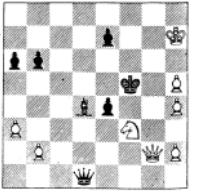
White to play and win

2182. L. Kubbel
Bakinsky rabochi, 1928



White to play and win

2183. V. Korolkov
Shakhmatny listok, 1929



White to play and win

No. 2181. 1. Nc3+Kd4 2. Nb5+cb 3. Qh8+Ke4 4. Qh1+Kd4 5. e3+Kc4 6. Qc1±; 5. . . . Ke5 6. Qh2+±.

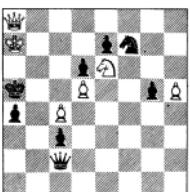
No. 2182. 1. d6! cd 2. Ng8 Qb7 3. Qb7 Q×g8 4. Qb8(a8)±.

White carries out the same type of combination in Nos. 2183-85; in the first two White's Queen persistently pursues its Black counterpart, sacrificing itself and employing the Knight fork motif. In the third endgame it offers itself to be taken by the King, and once more the Knight fork settles the issue.

No. 2183. 1. Qe2! Qa4 2. Qc2! Qd7 3. Qc6! Qd8 4. Qg6+! Kf4 5. Qg3+Ke3 6. N×d4+K×d4 7. Qc3+Kd5 8. Qd2+±; 5. . . . Kf5 6. Qg5+Ke6 7. Qg4+Kd5 8. N×d4 K×d4 9. Qd1+±. White drives back Black's Queen to the vulnerable d8 square, after which the geometric motif resounds.

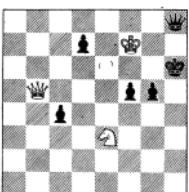
No. 2184. 1. Qe4! Qa6 2. Q×b7! Qd3 3. Qe4! Qa6 4. Qc4! Q×c4 5. N×d6+±.

2187. H. Rinck
Diario de Madrid, 1935



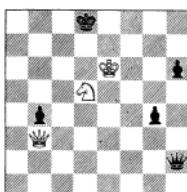
White to play and win

2188. L. Prokes
1936



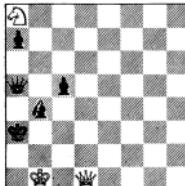
White to play and win

2189. V. Halberstadt
Deutsche Schachzeitung,
1936



White to play and win

2190. L. Kubbel
and A. Troitzky
Ceskoslovenský Šach,
1936
2nd Prize



White to play and win

No. 2185. 1. Qb7+ Kc5 2. Qb5+ Kd4 3. Qc4+ Ke3 4. Qe2+ Kd4 5. Qe4+ Kc5 6. Qe4+ Kb6 7. Qb5+ Ka7 8. Qb7+ K×b7 9. Nd6+±.

No. 2186. 1. Qf8+ Ke5 2. Qh8+ Qf6 3. Qh2+ Qf4 4. Q×b2+ Qd4 5. Qh2+ Qf4 6. Qh8+ Kd6 7. Qd8+ Kc6 8. Qd7+ Kc5 9. Qb5+ Kd4 10. Ne2+±.

No. 2187. 1. Nd4 Qf2 2. Kb7+ Kb4 3. Qa5!+ Ka3 4. Q×c3+ Kc2 5. Nc2 g4 6. Qa3+ Kb1 7. Qa1+ K×c2 8. Qa2+±; 5. . . . Qe2(f5) 6. Qa1+ Kb3 7. Nd4+±; 3. . . . K×c4 4. Qb5+ K×d4 5. Qb6+±.

No. 2188. 1. Ng4+ lg 2. Qb6+ Kh5 3. Qb1+; 1. . . . Kh5 2. Nf6+ Kh6 3. Ng8+ Kh5 4. Q×f5 Kh4 5. Nf6±.

No. 2189. 1. Qd3 Qa2 2. Qf1 Kc8 3. Kd6 Qd2(h2)+ 4. Kc6 Qc2+ 5. Kb5 Kd7 6. Qf6 Qe2+ 7. Kc5 Qc2+ 8. Kb6 Qe2 9. Qc6+ Kd8 10. Qa8+ Kd7 11. Nf6+±.

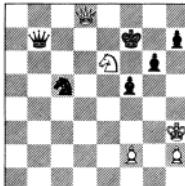
No. 2190. 1. Qc1+ Ka4 2. Qc4 Qd8 (2. . . . a6 3. Kb2 Qd8 4. Q×a6+ Qa5 5. Nb6X) 3. Qa6+ Qa5 4. Nb6+! ab 5. Qc4 Qa7(as) 6. Qa2+±; 3. . . . Kb3 4. Qa2+ Kc3 5. Qc2+ Kd4 6. Qd2+±. A fine example of the harmonious combination of different endgame and problem subtleties: the incarceration of the Queen twice, after 2. Qc4 and 5. Qc4, hemming in the Queen through Knight sacrifices, and Queens' switchbacks.

No. 2191. 1. Ng5+ Kg7 2. Qd4+ Kh6 3. Qh4+ Kg7 4. Q×h7+ Kf6 5. Qh8+ Qg7 6. Qd8+ Qe7 7. Qd4+ Qe5 8. Nh7+ Ke6 9. Nf8+ Kf6 10. Q×c5 Qf4 11. Qe7+ K×e7 12. N×g6+±.

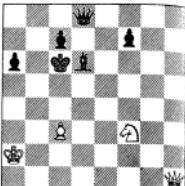
No. 2192. 1. Ne5+± Kb6 2. Qb1+ Ke5 3. Qg1+ Kd5 4. Qe3! Qg8(e8) 5. c4+ Ke6 6. Ng4+! Kd7(f5) 7. Nf6(h6)+±; 4. . . . Qc8 5. c4+ Ke6 6. Nc6+ Kf6 (6. . . . Kd7 7. Qh3+±) 7. Qh6+ Kf5 8. Qh3+±.

2191. P. Dubinin
Shakhmaty v SSSR,
1938

2192. L. Kubbel
Shakhmaty v SSSR, 1938
Hon. Mention

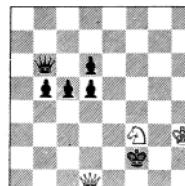


White to play and win



White to play and win

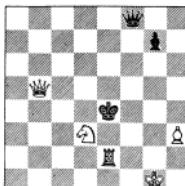
2193. L. Kubbel
Tourney of the USSR
Trade Union Chess
Club, 1940
1st Prize



White to play and win

2194. H. Rinck
Revue suisse d'échecs,
1944

2195. L. Prokeš
R. Réti Memorial
Tourney, 1949
Commendation



White to play and win



White to play and win

No. 2193. 1. Nh2 Ke3 2. Ng4+ Kf4 3. Qf1+ Ke4 4. Nf6+ Kd4 5. Qd1+ Ke4 6. Q×d5+ Kc3 7. Qa8! Ksø 8. Nd5±; 6. . . . Kb4 7. Qa2! K(Q)sø 8. Nd5+±; 2. . . . Ke4 3. Nf6+ Kf5 4. Nd7±.

L. Kubbel's No. 2193 is notable for the suddenness of the trap set for the Queen after the quiet retreat of White's Queen (on the seventh move).

No. 2194. 1. Nc5+ Ke3 2. Qd3+ Kf4 3. Ne6+ R×e6 4. Qf1+ Kg3 5. Qg2+ Kf4 6. Qf2+±; 4. . . . Kd4 2. Qd3+ Ksø 3. Qa3(Nd7)+±.

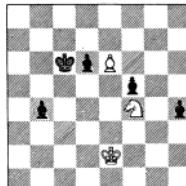
No. 2195. 1. g3+ Kg5 2. Qe5+ Kh6 3. Qh8+ Kg5 4. Qf8 e5 6. Qd8+ Kh6 6. Qh8+ Kg5 7. Q×e5+ Kh6 8. Qh8+ Kg5 9. Qf8 Qh3 10. Qf4+ Kh5 11. Qe5+ Qf5 12. g4+±; 11. . . . g5(Kh6) 12. Qh8+±.

2196. L. Kubbel
Shakhmaty za 1955 god,
1956

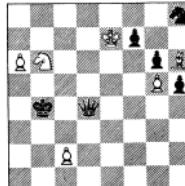
2197. J. Mugnos
Szachy, 1958



White to play and win

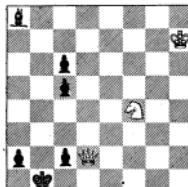


White to play and win



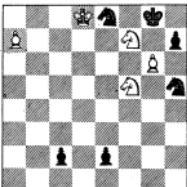
White to play and win

2199. E. Iwanow
Szachy, 1958



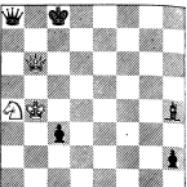
White to play and win

2200. V. Yevreinov
Revista de Sajh, 1960



White to play and win

2201. A. Mandler
Revue FIDE, 1962



White to play and win

No. 2196. 1. Qd4+ Kb4 2. Qb3+ Kc5 3. Nf4 Qf3 4. d4+ N×d4 5. N×e6+±; 3. ... Qg4 4. Qc4+ Kb6 5. Nd5+±; 3. ... Qe8(f7) 4. N×e6+±.

No. 2197. 1. Nd5! b3 2. Nb6! b2 3. e7 b4Q 4. e8Q+ Kc5 5. Na4+ Kd4 6. Qh8+ Kd5 7. Qg8+ Kd4 8. Qg7+ Kc4 9. Qc7+ Kb3 10. Qb6+ Kc2 11. Qc6+ Kb3 12. Qb5+±.

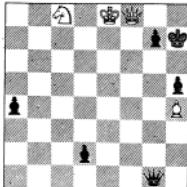
No. 2198. 1. c3+ K×c3 2. Bg7 Q×g7 3. Nd5+ Kd4 4. Nf6 Ke5 5. a7 Kf5 6. a8Q K×g5 7. Qf3 Kh4 8. Qg2 Qh6 9. Qh2+ Kg5 10. Qd2+±; 7. ... Kh6 8. Qh3 Kg5 9. Qg3+∞ 10. Qh4±.

No. 2199. 1. Nd3 a1Q 2. Qe1+ Ka2 3. Qa5+ Kb1 4. Qb6+ Ka2 5. Qa7+ Kb1 6. Qb8+ Ka2 7. Qg8+ Ka3 8. Q×a8+±.

No. 2200. 1. N7h6+ Kh8 2. g7+ Ne×g7 3. Nf7+ Kg8 4. N5h6+ Kf8 5. Ng5 Nf6 6. a8Q c1Q 7. N×h7+ N×h7 8. Kd7+ Ne8 9. Q×e8+ Kg7 10. Nf5+ Kf6 11. Qe6+ Kg5 12. Qh6+±.

No. 2201. 1. Qe6+ Kb8 2. Qd6+ Ke8 3. Qf8+ Kb7 4. Nc5+ Ka7 5. Qf7+ Kb6 6. Nd7+ Kc7 7. Ne5+ Kb6 8. Qe6+±.

2202. J. M. Oyadía
Shakhmatnaya mist, 1962



White to play and win

2203. G. Jensch
Shakhmaty v SSSR, 1963



White to play and win

Ka7 9. Qa2+ Kb7 10. Qd5+ Ka7 11. Qa5+ Kb8 12. Nd7+ Kb7 13. Nc5+ Kb8 14. Qb6+ Kc8 15. Qe6+ Kc7 16. Qe5+ Kc8 17. Qe8+ Bd8 18. Qd7+±.

No. 2202. 1. Ne7 Qb1 2. Qg8+ Kh6 3. Qh8+ Qh7 4. Nf5+ Kg6 5. Qf8 Qh8 6. Q×h8 d1Q 7. Ne7+ Kf6 8. Qf8+ Ke5 9. Qf5+ Kf5 10. Qd7+±.

No. 2203. 1. Qh6+ Kd7 2. Q×h3+ Kc7 3. Na6+ Kb6 4. Qb3+!± (but not 4. Qe6+? Ka7=). The false tracks are very interesting: 1. Qg6+? Ke5! 2. Nc6+ Kd5 3. Ne7+ Ke5=, or 1. Qd5+? Ke7 2. Nc6+ Kf6=. This is one of the endgames whose main content is such trails and their avoidance.

Queen and Bishop Trap Queen

The specific movements of the two long-range pieces, the Queen and the Bishop, leave their imprint on these compositions. In most of them the two pieces take swift action to create mating threats, geometric motifs and, rarely, discovered attacks. Clear-cut geometric movements by the Queen (staircase, etc.) are relatively less frequent. Yet lightning blows combined with the fast transfer of the Queen and Bishop from one battle sector to another find broad application.

The endgame studies are classified in Table 38, in the main according to the number of participating pieces and Pawns (with the exception of particular cases of kindred ideas and positions). In Nos. 2204-42 Black's King stands in the corner and the Queen alongside it. Such positions were mainly developed by composers in the last century.

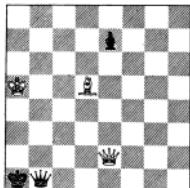
Table 38. Queen and Bishop Trap Queen
(Endgame Studies Nos. 2204-2395)

Subdivisions	Features of the Set-Up (Total Number of Pieces)	Nos.
1	Five or six	2204-75
2	Seven	2276-2310
3	Eight or more	2311-95

No. 2204. 1. Ka6! Qg6+ 2. Ka7 Qg1+ 3. Ka8 Qb1 4. Qe5+ Qb2 5. Qe1+ Qb1 6. Qc3+ Qb2 7. Qa5+ Kb1 8. Be4+±. The subtle first move 1. Ka6! vacates the square a5 for White's Queen and serves as the basis for further manoeuvres.

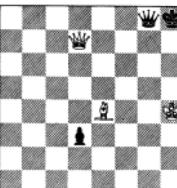
No. 2205. 1. Kh3! d2 2. Qd4+ Qg7 3. Qd8+ Qg8 4. Qf6+ Qg7 5. Qh4+ Kg8 6. Bd5+±. This endgame may be viewed as a variation of the preceding one.

2204. B. Horwitz and
J. Kling
1851



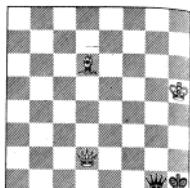
White to play and win

2205. B. Horwitz and
J. Kling



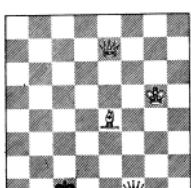
White to play and win

2206. J. Berger
1890



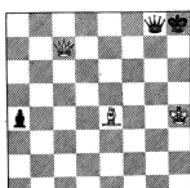
White to play and win

2210. H. Rinck
Deutsche Schachzeitung,
1902



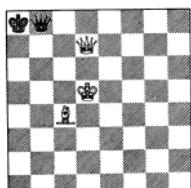
White to play and win

2211. Bridgewater
1885



White to play and win

2212. B. Horwitz



White to play and win

No. 2206. 1. Kh6 Qf2 2. Qd5+ Qg2 3. Qh5 Kg1 4. Bc5+ Kf1 5. Qd1X. Actually this is a simplified variation of No. 2204, an endgame by Horwitz and Kling.

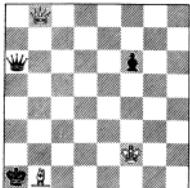
No. 2207 by W. von Holzhausen and No. 2208 by C. Mann have also been composed under the impression of No. 2204 and wind up with the same finale.

No. 2207. 1. Be4 Qa2+ 2. Kg1 Qb2 3. Qa7+ Qa2 4. Qd4+ Qb2 5. Qa4+ Qa2 6. Qb5! f5 7. Qe5+ Qb2 8. Qa5+ Qa2 9. Qc3+ Qb2 10. Qe1+ Ka2 11. Bd5+±.

No. 2208. 1. Qa8+ Qg8 2. Qa7 Qg7 3. Qb8+ Qg8 4. Qe5+ Qg7 5. Qe8+ Qg8 6. Qd7 Qf7 7. Qd4+ Qg7 8. Qd8+ Qg8 9. Qf6+ Qg7 10. Qh4+ Kg8 11. Bd5+±.

No. 2209. 1. . . . Qg2 2. Qb1+ Qg1 3. Qe4+ Qg2 4. Qe1+ Qg1 5. Qh4+ Kg2 6. Qg3+ Kf1 7. Qd3+ Kg2 8. Kg4! Kh1+ 9. Bg3 Qg2 10. Qb1+ Qg1 11. Qh7+ Kg2 12. Qh3X; 4. . . . Qf2 2. Qe4+ Qg2 3. Qe1+, etc.

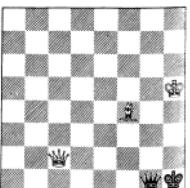
2207. W. von Holzhausen
Before 1911



2208. C. Mann
Before 1922



2209. L. Centurini
1853



White to play and win

White to play and win

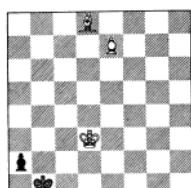
Black to play, White to win

No. 2209 by L. Centurini shows another possibility of winning: White pushes out Black's King from the corner to the f1 and g2 squares and his Bishop moves 9. Bg3. Centurini's idea was employed in No. 2210 by Rinck and No. 2211 by Bridgewater.

No. 2210. 1. Qe5+ Kd2 2. Qd4+ Ke1 3. Qe3+ Kf2 4. Kf4 Kg1+ 5. Bf3±; 1. . . . Kb2 2. Qb4+ Ka2 3. Bd5+±. In the main variation of Rinck's No. 2210 the motif of Centurini's endgame is felt: the move 5. Bf3 corresponds to 9. Bg3 in the latter's composition.

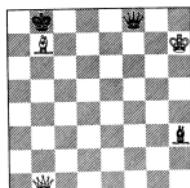
No. 2211. 1. Qe5+ Qg7 2. Qe8+ Qg8 3. Qh5+ Kg7 4. Qg6+ Kf8 5. Qd6+ Kg7 6. Kg5 Qc4 7. Qe5+ Kf8 8. Kh6 Qe1+ 9. Kh7±; 6. . . . Qb3 7. Qe5+ Kf8 8. Bg6 Qf3 9. Kh6 Qh3+ 10. Bh5 Qd7 11. Qc5+ Kg8 12. Qc4+ Kh8 13. Qc3+ Kg8 14. Bg6 Qb7 15. Be4 Qb6+ 16. Be6 Kf7 17. Qg7+ Ke6 18. Qd7+ Ke5 19. Qd5+ Kf6 20. Qd6+±. Bridgewater's endgame study broadens the possibilities and is an advance on Centurini's

2213. B. Horwitz and
J. Kling
1851



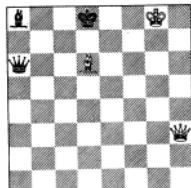
White to play and win

2214. B. Horwitz and
J. Kling
1851



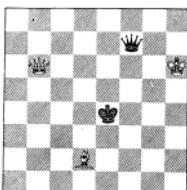
White to play and win

2215. B. Horwitz and
J. Kling
1851



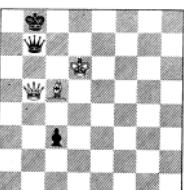
White to play and win

2216. B. Horwitz



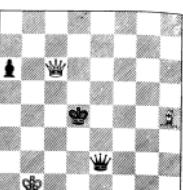
White to play and win

2217. B. Horwitz



White to play and win

2218. B. Horwitz



White to play and win

idea. In some sources it is presented in the position that arises after Black's fifth move.

No. 2212. 1. Ke6 Qa7 2. Qd8+ Qb8 3. Qa5+ Qa7 4. Ba6!±. Victory is achieved here simply and quietly.

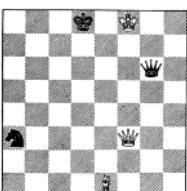
The shortcomings of the Queen's situation in the corner are revealed in No. 2213 by Horwitz and Kling.

No. 2213. 1. e8Q a1Q 2. Qe1+ Ka2 3. Qe6+ Kb1 4. Bf6 Qa3+ 5. Bc3 Qa4 6. Qe1+ Ka2 7. Qa4+ Kb3 8. Qb2X.

No. 2214. 1. Bf3+ Kc7 2. Qb7+ Kd8 3. Qb8+ Be8 4. Qb6+ Ke8 5. Bh5+ Kd7 6. Bg4+ Ke8 7. Qe6+ Ke7 8. Qc5+ Ke8(f7) 9. Bh5+±.

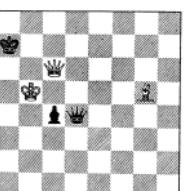
No. 2215. 1. Qh4+ Kc8 2. Qg4+ Kd8 3. Qg5+ Kc8 4. Qf5+ Kd8 5. Qf8+ Kd7 6. Qg7+ Kc6 7. Qe3+ Kd5 8. Qe5+ Kc6 9. Qc5+ Kd7 10. Qc7+ Ke6 11. Qf7+ K×d6 12. Qf6+±; 1. . . . Kd7 2. Qg4+ Kc6 3. Qg2+ Kb6 4. Qg1+ Kb7 5. Qg7+ Kc6 6. Qc3+ Kd5 7. Qe5+ Ke6 8. Qe5+ Kd7 9. Qc7+ Ke6 10. Qf7+±. Despite the forced manner of its solution, the endgame study makes a pleasant impression by its elegant play.

2219. B. Horwitz



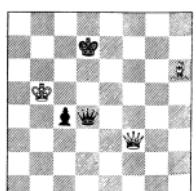
White to play and win

2220. B. Horwitz



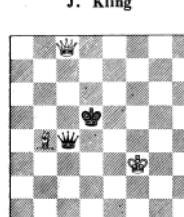
White to play and win

2221. B. Horwitz

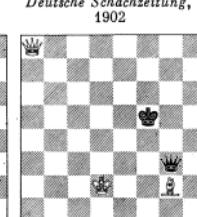


White to play and win

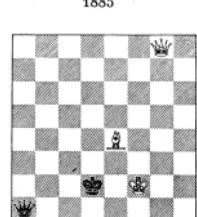
2222. B. Horwitz and J. Kling



White to play and win

2223. H. Rinck
Deutsche Schachzeitung,
1902

White to play and win

2224. H. Neustadt
1885

White to play and win

No. 2216. 1. Qe3+ Kf5 2. Qf3+ Ke6 3. Qb3+ Ke7 4. Bg5+ Kf8 5. Qb8+ Qe8 6. Qd6+ Kg8 7. Be7 Qf7 8. Qd8+±.

No. 2217. 1. Bb6 c2 2. Qe8+ Qc8 3. Bc7+ Kb7 4. Qe6+ Ka7 5. Bb6+ Kb8 6. Ba7+ K×a7 7. Q×c8±.

No. 2218. 1. Bf2+ Kd3 2. Q×a6+ Kd2 3. Qa5+ Kd3 4. Qb5+ Kd2 5. Qb4+ Kd1 6. Qb3+±.

No. 2219. 1. Ba5+ Ke8 2. Qa8+ Kd7 3. Qb7+ Ke6 4. Qa6+ Kf5 5. Qd3+ Kg5 6. Bd8+ Kh6 7. Qh3+ Qh5 8. Qe3+ Kg6 9. Qe6+±.

No. 2220. 1. Bf6 Qe3 2. Qc7+ Ka8 3. Qd8+ Kb7 4. Qd5+ Ke8 5. Qc6+ Kb8 6. Bd8 Qb3+ 7. Ka6 Qa3+ 8. Ba5 Qe7 9. Qb5+ Kc8 10. Qf5+ Kb8 11. Qf4+ Ka8 12. Qf3+ Kb8 13. Qg3+ Kc8 14. Qg4+±; 6. . . . Qa7 7. Qe8 Kb7 8. Qe6 c3 9. Be7 Qb8 10. Bd6 c2 11. Qd7+ Ka8+ 12. B×b8±.

No. 2221. 1. Qf5+ Kd6 2. Bf4+ Ke7 3. Bg5+ Kd6 4. Qg6+ Kc7 5. Qc6+ Kb8 6. Bf6 Qe3 7. Bd8, etc. White wins by the method of the preceding endgame, No. 2220, in which the sixth move is the same as the seventh move here. Evidently it should be considered a variation of No. 2220.

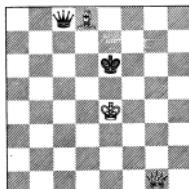
No. 2222. 1. Qg8+ Kd4 2. Qg7+ Kd5 3. Qf7+ Kd4 4. Qf4+±. (see No. 2223).

No. 2223. 1. Bh3+ Kf4 2. Qb8+ Kf3 3. Qb7+ Kf4 4. Qc7+ Kf3 5. Qc6+ Kf4 6. Qd6+ Kf3 7. Qd3+±; 1. . . . Kf6 2. Qf8+ Kg5 3. Qg7+ Kf4 4. Qc7+±; 1. . . . Kg5 2. Qd8+ Kh5 3. Qh8+ Kg5 4. Qg7+±.

H. Rinck's No. 2223 is an improvement on the joint effort by Horwitz and Kling, No. 2222. The final play in both of them is completely the same.

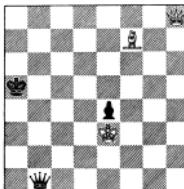
In Nos. 2224-26 White avoids the stalemate snare on the way to mate or to capture the Queen.

2225. H. Rinck
British Chess Magazine,
1917



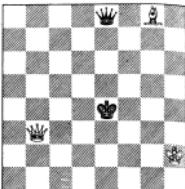
White to play and win

2226. H. Rinck
El Ajedrez Americano,
1929



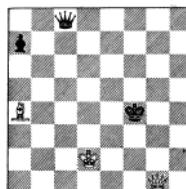
White to play and win

2227. A. Troitzky
Shakhmatny zhurnal,
1898



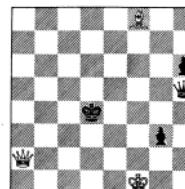
White to play and win

2231. H. Rinck
Bohemia, 1910



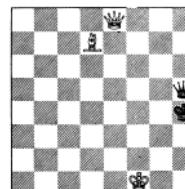
White to play and win

2232. M. and V. Platov
Shakhmatnoye obozreniye,
1910



White to play and win

2233. C. Mann



White to play and win

No. 2224. 1. Qd5+ Kc3 2. Qc5+ Kb3 3. Bd5+ Kb2 4. Qd4+ Kb1 5. Be4+ Ka2 6. Qa4+ Kb2 7. Qb4+ Kc1 8. Ke1±.

No. 2225. 1. Qg4+ Kd6 2. Qd1+ Kc5 3. Qc2+ Kd6 4. Qd3+ Kc5 5. Qc3+ Kd6 6. Qd4+ Kc6 (e6) 7. Qd5X.

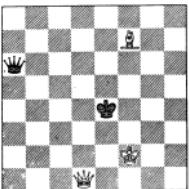
No. 2226. 1. Qa8+ Kb4 2. Qb8+ Kc3 3. Qe5+ Kb4 4. Qe7+ Ka5 5. Qa7+ Kb4 6. Qb6+ Kc3 7. Qd4+ Kc2 8. Qd2X.

No. 2227. 1. Bh7+ Kd4 2. Qb4+ Kd5 3.Bg8+∞ 4. Qa4 (b3, e1)+±. A short study in which the Queen is captured once along the file and twice along the diagonal.

No. 2228. 1. Qg4+ Ke5 2. Qg5+ Ke4 3. Bg6+ Kd4 4. Qe3+ Kd5 5. Be4+ Kd6 6. Qh6+±.

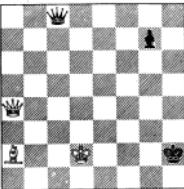
No. 2229. 1. Qf4+ Kh3 2. Qd6 Kh4 3. Be6 Qa8 4. Qf4+ Kh5 5. Bg4+ Kg6 6. Qf5+ Kh6 7. Qh5X; 2. . . . Qa8(b7) 3. Be6+ Kg2 4. Bd5+±.

2228. H. Rinck
Deutsche Schachzeitung,
1903



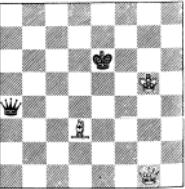
White to play and win

2229. H. Rinck
Bohemia, 1908



White to play and win

2230. A. Troitzky
Deutsche Schachzeitung,
1909



White to play and win

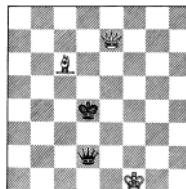
No. 2230. 1. Qc5 Qd1 2. Bf5+ Kf7 3. Bg6+ Ke6 4. Qc8+ Ke7(e5) 5. Qe8+ K∞ 6. Qd8+±.

No. 2231. 1. Qe3+ Kg4 2. Bd1+ Kh4 3. Qf4+ Kh3 4. Bc2 Qd7+ 5. Ke1 Qe6+ 6. Kf1 Qa6+ 7. Kg1 Qb6+ 8. Kh1 Qb7+ 9. Be4±; 4. . . Qd8+ 5. Ke2 Qe7(e8)+ 6. Kf1(f2)±; 4. . . Qe8 5. Bf5+ Kg2 6. Qg4+ Kf1 7. Qf3+ Kg1 8. Be4 Qd7+ 9. Ke1±; 4. . . Qg8(h8) 5. Bf5+ Kg2 6. Be4+ Kh3 7. Qf1+±; 4. . . Qc5(a6) 5. Bf5+ Kg2 6. Qe4+ Kg1 7. Qg4+ Kf2 8. Qh4+±.

In Nos. 2232-34 the method of winning the Queen, with Black's King being driven away to an unfavourable square, is the same.

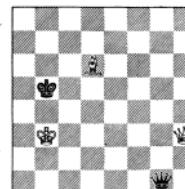
No. 2232. 1. Bg7+ Ke3 2. Qb3+ Kd2 3. Be3+ Kd3 4. Bb2+ Ke4 5. Qc4+ Kf5 6. Qb5+ Kg4 7. Qe2+ Kg5 8. Bf6+ Kg6 9. Qe8+±; 6. . . Kg6 7. Qe8+ Kg5 8. Bf6+ Kg4 9. Qe2+±; 2. . . Kf4 3. Qc4+ Kg5 4. Qb5+ Kg4 5. Qe2+ Kg5 6. Bf6+ Kg6 7. Qe8+± (see Nos. 2233 and 2234).

2234. L. Prokeš
Svobodné Slovo, 1948



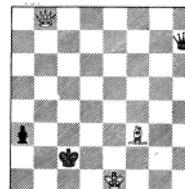
White to play and win

2235. H. Rinck
Deutsche Schachzeitung,
1911



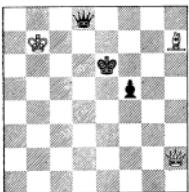
White to play and win

2236. H. Rinck
Deutsche Schachzeitung,
1911



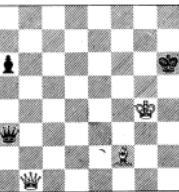
White to play and win

2237. M. and V. Platov
Deutsches Wochenschach,
1911



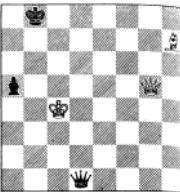
White to play and win

2238. A. Troitzky
Deutsche Schachzeitung,
1911



White to play and win

2239. A. Troitzky
Bohemia, 1911



White to play and win

No. 2233. 1. Qd8+! Qg5 2. Qh8+ Qh5 (2. ... Kg3 3. Qc3+ Kf4 4. Qd2+±) 3. Qf6+ Qg5 4. Qd4+ Kh5 5. Be8+ Kh6 6. Qh8X; 1. ... Kg3 2. Qc7+ Kf3 3. Qc3+ Ke4 4. Be6+ Kf4 5. Qd2+ Kf5 6. Qa5+ Kg4(g6) 7. Bf3(e8)+.

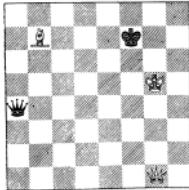
No. 2234. 1. Qd8+ Ke3 2. Qg5+ Kd3 3. Be4+ Kc3 4. Qa5+±; 1. ... Kc3 2. Qa5+ Kd3 3. Be4+ Ke3 4. Qg5+±; 2. ... Kc2 3. Be4+ Kd1 4. Qa4+ Kc1 5. Qa1X.

No. 2235. 1. Qd7+ Ka6 2. Qc8+ Kb5 3. Qb7+ Qb6 4. Qd5+ Ka6 5. Ka4 Qd8 6. Qb5+ Ka7 7. Bc5+ Ka8 8. Qa6+ Kb8 9. Bd6+±; 2. ... Kb6 3. Bc7+ Ka7 4. Qb8+ Ka6 5. Qa8+ Qa7 6. Qc6+±; 1. ... Ka5(b6) 2. Bc7+ Ka6 3. Qc8+ Ka7 4. Qb8+±.

No. 2236. 1. Qb4 Ke1 2. Qd2+ Kb1 3. Kd1 Qf5 4. Qc1+ Ka2 5. Qe4+ Kb2 6. Qd4+ Ka2(b3) 7. Bd5+±.

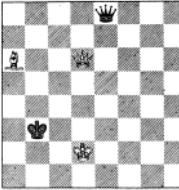
No. 2237. 1. Bg8+ Ke7 2. Qh4+ Kd7 3. Be6+ Ke8 4. Qh5+ Ke7 5. Qg5+ Ke8 6. Bf7+ Kd7 7. Qxf5+ Kd6 8.

2240. H. Rinck
La Stratégie, 1912-14
1st Prize



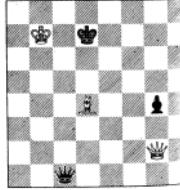
White to play and win

2241. R. Bania
Shakhmatny listok, 1927



White to play and win

2242. A. Troitzky
Deutsche Schachzeitung,
1912



White to play and win

Qd5+ Ke7 9. Qg5+ Kd7 10. Qc5 Qh4 11. Qc7X; 1. ... Kd7 2. Qd2+ Ke8 3. Bf7+ Ke7 4. Qg5+, etc.

No. 2238. 1. Qb6+ Kg7 2. Qc7+ Kg6 3. Bd4 Qf8 4. Qc6+ Kf7 5. Kf5 Qa3(b4) 6. Qd5+ Ke8 7. Kf6 Qe7(f8)+ 8. Kg6 Qc7 9. Bf6 a5 10. Bg5 Qb6(c2)+ 11. Kg7 Qb2+ 12. Kg8±.

No. 2239. 1. Qe5+ Kb7 2. Be4+ Kc8 3. Bf5+ Kd8 4. Ke5 Qd2 5. Kc6 Qe1(h6)+ 6. Kb7 Qh1+ 7. Be4 Qh6 8. Be6 Qh7+ 9. Kb8 Qb1+ 10. Bb5±; 4. ... Qc1+ 5. Kb6 Qg1(h6)+ 6. Kb7±.

No. 2240. 1. Qc5 Ke6 2. Bc8+ Kf7 3. Bf5 Qb3 4. Qc7+ Kf8 5. Qd8+ Kf7 6. Bg6+ Kg7 7. Qe7+ Kg8 8. Kh6 Qh3+ 9. Bh5±; 3. ... Qa2 4. Qc7+ Kg8 5. Qd8+ Kf7 6. Qd7+ Kf8 7. Qd6+ Kf7 8. Kh6±; 3. ... Qa6 4. Qc7+ Kf8 5. Qd8+ Kf7 6. Be4 Ke6 7. Qf6+±; 3. ... Qd1 4. Bg6+ Ke6 5. Qc8+ Ke5(e7) 6. Qe8+ Kc8 7. Qd8+±; 3. ... Qa8(a1) 4. Qe7+ Kf8 5. Qd6+ Kg8(7) 6. Be6+±; 1. ... Qd1 2. Bd5+ Ke8 3. Qc8+ Ke7 4. Qe6+ Kd8 5. Qd6+±; 1. ... Qd7 2. Bd5+ Kg7 3. Qd4+ Kf8 4. Qf6+ Ke8 5. Bc6+±; 1. ... Qa1 2. Bd5+ Ke8 3. Be6+±; 1. ... Qe8 2. Qf5+ Ke7 3. Qf6+±.

No. 2241. 1. Bd3 Qf7 2. Qb6+ Ka3 3. Qa5+ Kb3! 4. Bc2+ Kb2 5. Qb4+ Ka2 6. Ke1 Qf1+ 7. Bd1±; 1. ... Qg8 2. Qb6+ Ka2 3. Qa5+ Kb3 4. Qb5+ Ka3 5. Qc5+ Kb3 6. Ke1±; 1. ... Qc8 2. Qb6+ Ka3(a2) 3. Qa5+ Kb3 4. Be4±; 1. ... Qh5 2. Bc2+ Kc4 3. Qa6+ Kb4 4. Qa4+±.

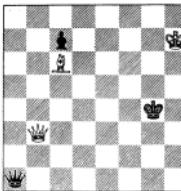
To establish the absolutely exact repetition of the position and play in Nos. 2240 and 2241 it is necessary to perform the following operation: make the first moves in No. 2240 up to 3. Bf5 inclusively, turn the board to the right by 90 degrees and imagine its reflection in a mirror; now if the first move 1. Bd3 be made in No. 2241, there arises the above-mentioned position of No. 2240 after 3. Bf5. Thus, we have before us an absolute conformity between No. 2241 by R.

2243. H. Rinck
Deutsche Schachzeitung,
1912



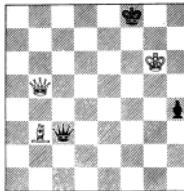
White to play and win

2244. H. Weenink
De Telegraaf, 1920



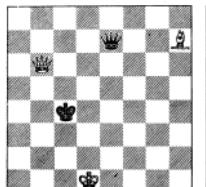
White to play and win

2245. A. Troitzky
500 Endspielstudien,
1924



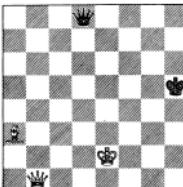
White to play and win

2246. A. Troitzky
500 Endspielstudien,
1924



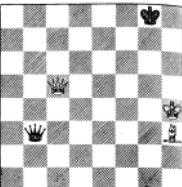
White to play and win

2247. A. Troitzky
500 Endspielstudien, 1924



White to play and win

2248. A. Troitzky
500 Endspielstudien,
1924



White to play and win

Bania and Rinck's No. 2240. The solution of the latter study is given in greater detail.

No. 2242. 1. Qd5+ Ke7 2. Qf5 Qh1+ 3. Kc7 Qh2+ 4. Kc8 Qc8 5. Bc5+±; 2. . . . Kd6 3. Be5+ Ke7 4. Bf6+ Kd6 (e8) 5. Qe5 (e6)+±.

No. 2243. 1. Qf5+ Kc4 2. Qg4+ Kb3 3. Qd1+ Kb4 4. Be7+ Ka5 5. Qd8+ Ka6 6. Qd6+ Ka5 7. Kb7 Qb3+ 8. Ka7 Qc4 9. Qa3+ Qa4 10. Qe5+ Qb5 11. Qc3+ Ka4 12. Qa3X; 2. . . . Kb5 3. Qd7+ Kb4 4. Be7+ Ka5 5. Qd8+, etc.

No. 2244. 1. Qf3+ Kg5 2. Qg3+ Kf5 3. Qg6+ Kf4 4. Qe4+ Kg3+ Kh4 6. Bd7 Qb1+ 7. Bf5 Qb4 8. Qd3 Qd6 9. Bc8 Qh2 10. Be6 c5 11. Kh6 Qg3 12. Qe4+±.

No. 2245. 1. Qd7 Qg3+ 2. Kh7 Q×b3 3. Qd8+ Kf7 4. Qg8+±.

A simple endgame with a Knight sacrifice that creates a geometric motif along the diagonal.

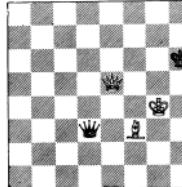
No. 2246. 1. Bg8+ Kd3 2. Qb5+ Kd4 3. Qb2+ Kd3 4. Qd2+±; 1. . . . Kc3 2. Qb3+ Kd4 3. Qb2+ Kc5 (e4) 4. Qa3 (e2)+±.

No. 2247. 1. Qh7+ Kg4 2. Qe4+ Kh5 3. Be7 Qd7 (c8, a5) 4. Qh7+ Kg4 5. Qh4+±; 2. . . . Kg3 (h3) 3. Qf3+ Kh4 4. Qf4+ Kh5 5. Qf7+ Kg4 6. Be7 Qa8 7. Qg6+ Kh3 8. Qh5+±.

No. 2248. 1. Bg21 Kh7 2. Be4+ Kg7 3. Bd5 Qb8 4. Qe7+ Kh8 5. Qf6+ Kh7 6. Qf5+ Kh8 7. Qh5+ Kg7 8. Qg5+ Kh7 9. Be4+ Kh8 10. Qh6+ Kg8 11. Bd5X; 3. . . . Qb2 4. Qe7+ Kh6 5. Qg5+±; 1. . . . Qb2 2. Bd5+ Kh7 3. Be4+ Kg8 4. Qc8+ Kf7 (g7) 5. Qd7+ Kf6 6. Qd8+ Kf7 7. Bd5+±; 1. . . . Qb8 2. Qg5+ Kf8 3. Qf6+ Kg8 4. Bd5+ Kh7 5. Qf7+ Kc8 6. Qh5+±.

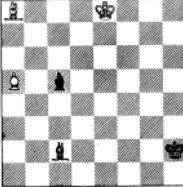
No. 2249. 1. Bd5! Qd1+ (1. . . . Qg6+ 2. Kh4) 2. Kh4 Qa4+ 3. Be4 Qc8 4. Qg5X; 2. . . . Qf1 3. Qg5+ Kh7 4.

2249. A. Troitzky
500 Endspielstudien,
1924



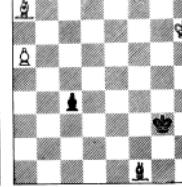
White to play and win

2250. A. Troitzky
28 ſijen, 1925



White to play and win

2251. G. Zakhodyakin
64, 1932



White to play and win

Be4+ Kh8 5. Qh6+ Kg8 6. Bd5+±; 2. . . . Qb1 (c2, d3) 3. Qh5+ Kg7 4. Qf7+ Kh6 5. Qf8+ Kg6 6. Bf7+±;

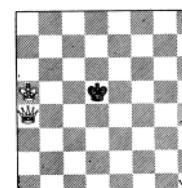
No. 2250. 1. a6 c4 2. a7 c3 3. Bh1! Ba4+! 4. Kf7 Bc6! 5. B×c6 c2 6. a8Q c1Q 7. Qa2+ Kg3 8. Qg2+ Kf4 9. Qf3+ Kg5 10. Qg3+ Kf5 11. Qg6+ Kf4 12. Qh6+± (see No. 2251).

No. 2251. 1. a7 Bd3+ 2. Kg7 c3 3. Bg2 c2 4. a8Q c1Q 5. Qf3+ Kh4 6. Qh3+ Kg5 7. Qh6+±; 5. . . . Kh2 6. Qh3+ Kg1 7. Qh1+±.

In material, construction and idea it resembles Troitzky's No. 2250 but considerably cedes the palm to it in subtlety and elegance of play.

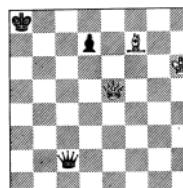
No. 2252. 1. Qd7+ Ke5 2. Qg7+ Ke6 3. Qe7+ Kf5 4. Qf6+ Kg4 5. Qg5+±; 1. . . . Kc4 2. Qb5+ Kd4 3. Bf2+ Kc3 4. Be1+ Kd4 5. Qb2+ Kc5 6. Bb6+ Kc4 7. Qb4+ Kd3 8. Qc3+ Ke2 9. Qd2+±. Real virtuosity! Two symmetrical variations ending in the same positions (with a 90 degree turn) are united in a masterly fashion.

2252. M. Havel
Shakhmaty, 1926
1st Prize



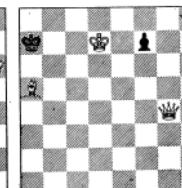
White to play and win

2253. F. Prokop
Narodni Listy, 1928



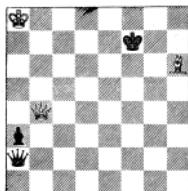
White to play and win

2254. V. Halberstadt
Shakhmaty, 1928



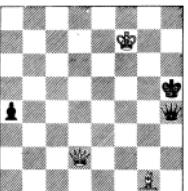
White to play and win

2255. Z. Birnov
Shakhmaty, 1929



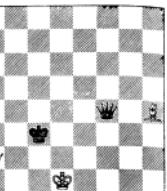
White to play and win

2256. A. Troitzky
Magyar Sakkvilág, 1930



White to play and win

2257. L. Prokeš
Ceské Slovo, 1930



White to play and win

No. 2253. 1. Bd5+ Ka7 2. Qd4+ Ka6 3. Be4+ Kb7 4. Q×d7+ Kb6 5. Qb5+ Kc7 6. Qc5+ Kd8 7. Qd6+ Ke8 8. Bd3 Qe1+ 9. Kh7 Qb1+ 10. Kg8±; 3. . . . Ka5 4. Qe5+ Ka4 5. Bb5+ Kb3 6. Ba4±.

No. 2254. 1. Qg1+ Ka8 2. Qg2+ Ka7 3. Qf2+ Ka8 4. Qf3+ Ka7 5. Bc7 Qd4+ 6. Kc8 Qb2 7. Qe3+ Ka6 8. Qd3+ Ka7 9. Qf3 f6 10. Qd5±; 9. . . . f5 10. Qe6 Qh8+ 11. Bd8±.

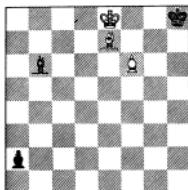
No. 2255. 1. Qf8+ Kg6 2. Qg7+ Kf5 3. Qg3+ Ke4 4. Qf4+ Kd3 5. Qe3+ Kc2 6. Qd2+ Kb3 (6. . . . Kb1 7. Qe1X) 7. Qd5+ Kb2 8. Bg7±.

No. 2256. 1. Qd1+ Qg4 2. Qd5+ Qg5 3. Qe4 Qg3 4. Bc5 Qb3+ 5. Kf6 Qc3(b2)+ 6. Bd4±; 1. . . . Kg5 2. Be3+ Kf5 3. Qd7±.

No. 2257. 1. Qa3+ Kd4 2. Qb4+ Ke5(e3) 3. Bg3(g5) Q×g3(g5) 4. Qb8(d2)± (see No. 2258).

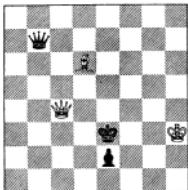
No. 2258. 1. Qh3+ Ke4 2. Qg4+ Kd5(d3) 3. Bb3(b5) Q×b3(b5) 4. Qg8(e2)±. An interesting case of almost complete con-

2261. H. Rinck
Československý Šach,
1935, 4th Prize



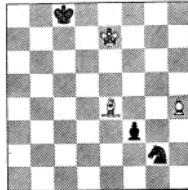
White to play and win

2262. A. Troitzky
1935



White to play and win

2263. A. Troitzky
1935



White to play and win

currence: No. 2258 by H. Rinck is a quite close mirror reflection of No. 2257 by L. Prokeš. Such possibilities increase in endgames with a small number of pieces.

No. 2259. 1. Qa8+ Kh2 2. Qb8+ Kh1 3. Qb7+ Kh2 4. Qc7+ Kh1 5. Qc6+ Kh2 6. Qd6+ Kh1 7. Qd5+ Kh2 8. Qe5+ Kh1 9. Qe4+ Kh2 10. Qh4+ Kg2 11. Qg4+ Kh2 12. Be5+ Kh1 13. Qh3+ Kg1 14. Qh2+ Kf1 15. Qh1±. The staircase movement helped White to deliver the Queen to the important squares h4 and g4, and that is what settled the issue.

No. 2260. 1. Qh6+ Kg8 2. Qg6+ Qg7 3. Qf5 Qd4(a1) 4. Qf7+ Kh8 5. Bf6±.

No. 2261. 1. f7 Kh7 2. f8Q a1Q 3. Qf5+ Kg7 4. Bf8+ Kg8 5. Qg4+ Kh7 6. Qe4+ Kh8 7. Qh4+ Kg8 8. Qg3+ Kh7 9. Qd3+ Kg8 10. Qb3+ Kh7 11. Qc2+ Kh8 12. Qh2+ Kg8 13. Qg2+ Kh7 14. Kf7 Qa7+ 15. Be7±. There is no doubt that this endgame appeared as the fruit of an analysis of No. 2260.

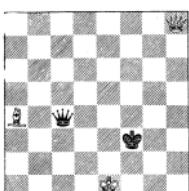
The play in No. 2261 is considerably more subtle and interesting than in No. 2260.

No. 2262. 1. Bc5+ Kd2 2. Bb4+ Ke3 3. Qb3+Ke4 4. Qb1+Ke3 5. Bc5+Kf4 6. Bd6+Kg5 7. Q×b7 e1Q 8. Qg7+Kf5 9. Qf7+Ke4 10. Qe6±; 6. . . . Ke3 7. Q×b7 e1Q 8. Qe7+Kd2(f2) 9. Bb4(g3)±. White succeeds in capturing both Queens by precise play.

No. 2263. 1. h5 Nf4 2. h6 f2 3. h7 Ng6+ 4. B×g6 f1Q 5. h8Q+Kh7 6. Qb2+Ka6 7. Qa3+Kb6 8. Qe3+Kā5 9. Qd2+Kb6 10. Qd8+Ka7(c5) 11. Qd4(h6)±; 6. . . . Kc6 7. Qb4Kd5 8. Qd6+Ke4 9. Qa6±. The main burden is carried by White's Queen, creating play on the black squares, whereas the Bishop waits for a good opportunity to deliver an auxiliary blow.

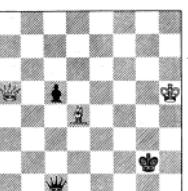
In Nos. 2264-66 the Queen and Bishop carry out successful attacks against the Queen and Rook.

2258. H. Rinck
Amanecer, 1942



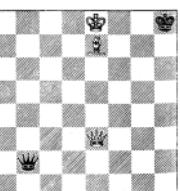
White to play and win

2259. V. Vorobiov
64, 1931



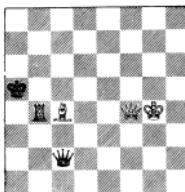
White to play and win

2260. H. Rinck
Basler Nachrichten,
1934



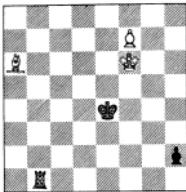
White to play and win

2264. H. Rinck
Basler Nachrichten, 1943



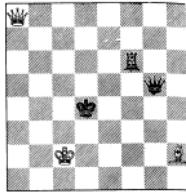
White to play and win

2265. H. Rinck
Chess, 1944



White to play and win

2266. K. Andersson
British Chess Magazine,
1947



White to play and win

No. 2264. 1. Qc7+ Rb6 2. Qc5+ Ka4 3. Bb5+ Kb3 4. Ba4+ Kx a4 5. Qxc2+±.

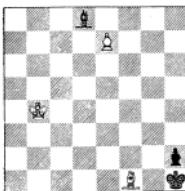
No. 2265. 1. f8Q h1Q 2. Qe7+ Kf4 3. Qe5+ Kg4 4. Bc8+ Kf3 5. Bb7+ Rx b7 6. Qd5+ Kc5 7. Qxh1±; 2. ... Kf3 3. Bb7+ Rx b7 4. Qxb7±; 1. ... Rb6+ 2. Kg5 h1Q 3. Qa8+±.

No. 2266. 1. Bg1+ Ke5 2. Qa5+ Kf4 3. Be3+±; 1. ... Kc4 2. Qa4+ Kd5 3. Qa5+±; 1. ... Rf2+ 2. Bxf2+ Ke5 3. Qa5+ Kf6 4. Bh4 Qxh4 5. Qd8+±.

No. 2267. 1. e8Q Be7+ 2. Qxe7 Kg1 3. Ba6 h1Q 4. Bb7 Qh3 5. Qe1+ Qf1(Kh2) 6. Qg3(f2)+±; 4. ... Qh5(h6, h8) 5. Qe1+ Kh2 6. Qh1+±.

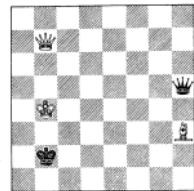
No. 2268. 1. Qg7+ Kc2 2. Qc3+ Kd1 3. Qd3+ Ke1 4. Qc4+ Kd2 5. Qf4+ Ke1 6. Qg3 Kd2 7. Bg4 Qh8 8. Qf2+ Kc1 9. Qe1+ Kb2 10. Qd2+±; 1. ... Kb1 2. Qg1+ Kc2

2267. J. Gunst
Tournament in Finland,
1946
1st Prize



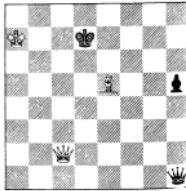
White to play and win

2268. V. Halberstadt
British Chess Magazine,
1950



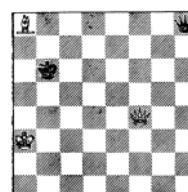
White to play and win

2269. V. Halberstadt
Shakhmaty v SSSR,
1955
3rd Commendation



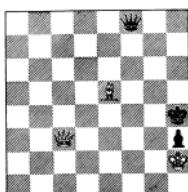
White to play and win

2270. V. Halberstadt
Tournament in France,
1956-57
1st Prize



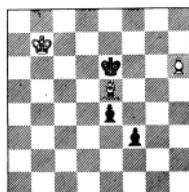
White to play and win

2271. J. Diez del Corral
Schach-Echo, 1957



White to play and win

2272. A. Yaroslavtsev
Shakhmaty v SSSR,
1957



White to play and win

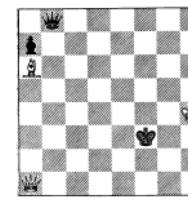
3. Qf2+ Kc1 4. Qf4+ Kb2 5. Qd2+ Kb1 6. Bf1 Qg4(h4)+ 7. Ka3(b3)±.

No. 2269. 1. Qd3+ Ke8 2. Qg6+ Ke7 3. Bf6+ Kd6 4. Bg7+ Ke7 5. Qf6+ Kd7 6. Qf5+ Ke7 7. Bf6+ Kf7 8. Bg5+ Kg7 9. Qf6+ Kg8 10. Qe6+ Kg7 11. Bf6+ Kg6 12. Be5+ Kg5 13. Qf6+ Kg4 14. Qf4+ Kh3 15. Qg3X; 1. ... Ke6 2. Qd6+ Kf5 3. Qf6+±.

No. 2270. 1. Qb4+ Kc7 2. Qe7+ Kb6 3. Qb7+ Ka5 4. Qc7+ Kb5 5. Bc6+ Kc4 6. Bg2+! Kd3 7. Qg3+ Kd2 8. Qf4+ Ke2 9. Bf3+ Kf2 10. Bg4+ Kg2 11. Qf3+ Kg1 12. Qe3+ Kg2 13. Bf3+ Kg3 14. Be4+ Kg4 15. Qf3+ Kg5 16. Qg3+±; 9. ... Kd3 10. Qe4+ Kd2 11. Qe2+±.

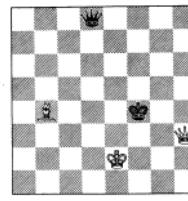
No. 2271. 1. Bf6+ Kg4 (1. ... Kh5 2. Qe5+ Kg4 3. Qe4+ Kh5 4. Qf5+ Kh6 5. Bg5+ Kg7 6. Bh6+±) 2. Qg3+ Kf5 3. Qe5+ Kg6 4. Qg5+ Kf7 (4. ... Kh7 5. Qh5+ Kg8 6. Qg6+±) 5. Qf5 Qe8 6. Be5+ Ke7 7. Qf6+ Kd7 8. Qd6+

2273. G. Grzeban
Szachy, 1958



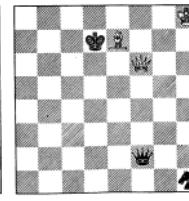
White to play and win

2274. V. Halberstadt
Problem, 1959-61
4th Prize



White to play and win

2275. J. Moravec
Revue FIDE, 1961



White to play and win

Kc8 9. Qc7X; 5. . . . Qg8 6. Bg5+ Ke8 (6. . . . Kg7 7. Qf6+ Kh7 8. Qh6X) 7. Qe8+ Kf7 8. Qc4+ Kg7 9. Qd4+ Kg6 10. Qf6+ Kh5 11. Qh6+ Kg4 12. Q×h3+±; 5. . . . Qa8 6. Bd4+ Ke7 7. Bc5+ Kc8 8. Qf8+±.

No. 2272. 1. h7 f2 2. h8Q f1Q 3. Qe8+ Kd5 4. Bb2 Kc4 5. Qc6+ Kb4 6. Qe3+ Kb5 7. Qb3+ Kc5 8. Qb6+±; 5. . . . Kb3 6. Qc3+ Ka2 7. Qa3+ Kb1 8. Qa1+±.

No. 2273. 1. Qf1+ Ke3 2. Qe2+ Kd4 3. Qd3+ Kc5 4. Qe4+ Kb6 5. Qb5+ Kc7 6. Qe5+±.

No. 2274. 1. Bd2+ Ke4 2. Bc3 Kf4 3. Qe3+ Kg4 4. Qe6+ Kh5 5. Bd2! Qf8 6. Be3! Kh4 7. Qe4+ Kh5 8. Qh7+ Kg4 9. Qg6+ Kh3 10. Qh5+ Kg3 11. Bd4!±.

No. 2275. 1. Qd6+ Ke8 2. Qd8+ Kf7 3. Qd7! Qa2 4. Bh4 (d8)+±; 3. . . . Qb2+ 4. Bf6 K×f6 5. Qg7+±; 3. . . . Qh2+ 4. Bh4+±; 1. . . . Kc8 2. Qc6+ Kb8 3. Bd6+ Ka7 4. Bc5+±. The main variation of the solution with the quiet move 3. Qd7! is quite interesting, but it slightly resembles an analogous manoeuvre by the Queen setting an ambush: 5. Qb5!, which A. Troitzky employed considerably earlier (see No. 2276).

No. 2276. 1. g7 e1Q 2. g8Q Kb7 3. Qb3+ Kc6 4. Qb6+ Kd5 5. Qb5!±.

No. 2277. 1. a8Q+ R×a8 2. Qf3+ Kh2 3. Qe2+ Kh3 4. Qe6+ Kh2 5. Qd6+ Kh1 6. Qe6+ Kh2 7. Qc7+ Kh3 8. Qd7+ Qg4 Qh7+±.

The same movements of White's Queen along the top of the square b2–b8–h8–h2 unite endgames Nos. 2278–80. An interesting method of winning the Queen on the diagonal is employed in them.

No. 2278. 1. Qh8+ Qf6 2. Qb8+ Qd6 3. Qb2+ Qd4 4. Qh2+ f4 (Kf6) 5. Qh8+± (see Nos. 2279 and 2280).

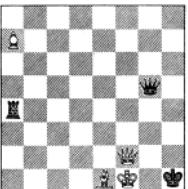
No. 2279. 1. g5! Q×g5 2. f4+ Q×f4 3. Qb2+ Qd4 4. Qb8+ Qd6 5. Qh8+ Kf4 6. Qh2+±; 2. . . . K×f4 3. Qc1+ Kg4

2276. A. Troitzky
Eskilstuna Kuriren,
1916



White to play and win

2277. B. Horwitz



White to play and win

2278. V. Holst
Before 1911



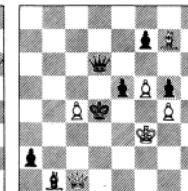
White to play and win

2279. F. Loveiko
Shakhmatny listok, 1927



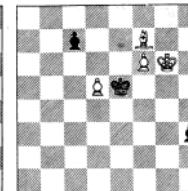
White to play and win

2280. J. de Villeneuve-
Esclapon



White to play and win

2281. M. and V. Platov
Bohemia, 1906
4-Man Tie for 2nd Prize



White to play and win

4. Bf3+ Kh4 5. Qh1+ Kg3 6. Qg2+ Kf4 7. Qd2+±; 1. . . . Qh4 2. Qc5+ Kf4 3. Qe3+ Kg4 4. Bf3+ Kh3 5. Qe1±.

No. 2280. 1. B×e5+ K×e5 2. Qb2+ Qd4 3. Qb8+ Qd6 4. Qh8+ Qf6 5. Qh2+ Kd4 6. Qb2+±.

No. 2281. 1. d6 K×d6 2. Bb8 h2 3. f7 h1Q 4. f8Q+ Kd5 5. Bc6+ K×c6 6. Qa8+±; 1. . . . cd 2. Bd5 K×d5 3. f7 h2 4. f8Q h1Q 5. Qa8+±.

No. 2282. 1. Qf5 Qb7 2. Qe5+ Ka8 3. Q×a5+ Qa7 4. Qd5+ Qb7 5. Qe4 Ka7 6. Qd4+ Ka8 7. Qa4+ Qa7 8. Qe8+ Kb7 9. Qe6+ Kc8 10. Bb6+±.

No. 2283. 1. Qh7+ Kf8 2. Be4 Qd8+ 3. Kb7 Qf6 4. Kc8! Qg7 5. Qh4 Qg6 6. Qh8+±.

No. 2284. 1. Qa4 Qh6+ 2. Kb7 Qh5 3. Qa8+ Kd7 4. Qc8+ Kd6 5. Qc6+ Ke5 6. Qc5+±.

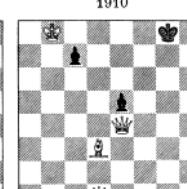
No. 2285. 1. Bd7+ Kh4 2. Qh8+ Kg5 3. Qg7+ Kf4 4. Qf6+ Ke3 5. Qc3+ Kf4 6. Kh2 e3 7. Qd4+ Kg5 8. Qg7+±.

2282. W. Shinkman



White to play and win

2283. A. Troitzky
Tidskrift för Schack,
1910



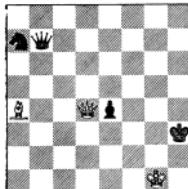
White to play and win

2284. A. Troitzky
Tidskrift för Schack,
1910



White to play and win

2285. A. Troitzky
Deutsche Schachzeitung,
1911



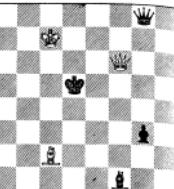
White to play and win

2286. A. Troitzky
Deutsche Schachzeitung,
1912



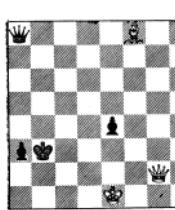
White to play and win

2287. A. Troitzky
Shakhmatnoye obozrenie,
1913



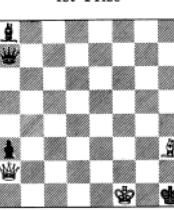
White to play and win

2291. C. Mann
1913



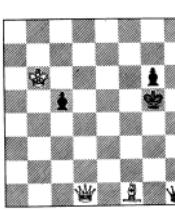
White to play and win

2292. C. Mann
Sydsvenska Dagbladet
Snällposten, 1914
1st Prize



White to play and win

2293. M. and V. Platov
1914



White to play and win

Kf4 9. Qg3+ Ke4 10. Qg2+±; 6. . . . Q×d7 7. Qg3+ Kf5 8. Qh3+±.

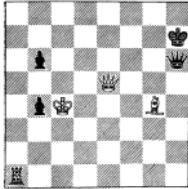
No. 2286. 1. Be6+ Kf8 2. Qa8+ Nc8 3. Q×e8+ Ke7 4. Qd7+ Kf6 5. Qd8+ Kg6 6. Bf7+ Kf5 7. Qd5+ Kf4 8. Qd4+ Kf5 9. Kf3 g6 10. Qd5+ Kf6 11. Qd8+ Kf5 12. Be6+±; 7. . . . Kg4 8. Qf3+ Kh4 9. Qh1+ Kg4 10. Be6+ Kf4 11. Qe1+±.

No. 2287. 1. Bg6! g2! 2. Bf7+ Ke4 3. B×g8 g1Q 4. Bh7+ Kd5 5. Qc6+ Kd4 6. Qb6+±.

The same winning method—the White Queen and Black King wheel around the Bishop—is employed in Nos. 2288–90.

No. 2288. 1. Bf5+ Kg8 2. Be6+ Kh7 3. Qe4+ Kh8 4. Qd4+ Kh7 5. Qd3+ Kg7 6. Qd7+ Kf6 7. Qf7+ Ke5 8. Qf5+ Kd6 9. Qd5+ Ke7 10. Qb7+ Kf6 11. Qf3+ Ke5 12. Qd5+ Kf6 13. Qf5+ Ke7 14. Qf7+ Kd6 15. Qd7+ Ke5 16. Qd4+ K×e6 17. Q×b6+± (see Nos. 2289 and 2290).

2288. C. Mann
Tijdschrift v.d. KNSB,
1913



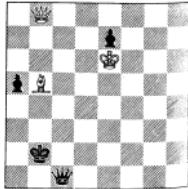
White to play and win

2289. L. Prokeš
Sachové Umění, 1947



White to play and win

2290. J. Vandiest
Československý Šach, 1949
Prize



White to play and win

No. 2289. 1. Qh4+ Kg6 2. Qh6+ Kf5 3. Qf6+ Kg4 4. Qf4+ Kh5 5. Qf3+ Kg6 6. Qf6+ Kh5 7. Qh6+ Kg4 8. Qh4+ Kf5 9. Qe4+ K×g5 10. Qg2+±.

No. 2290. 1. Be4+ Ka1 2. Qe5+ Kb1 3. Qf5+ Kb2 4. Qb5+ Kc3 5. Qb3+ Kd4 6. Qd3+ Kc5 7. Qd5+ Kb4 8. Qb7+ Kc3 9. Qf3+ Kd4 10. Qd5+ Kc3 11. Qd3+ Kb4 12. Qb3+ Kc5 13. Qb5+ Kd4 14. Qe5+ K×c4 15. Qc7+±.

No. 2291. 1. Qg8+ Ka4 2. Qc4+ Ka5 3. Bd6 Kb6 7. Bc7+ Ka7 5. Qe5+ Kb7 6. Qd5+ Ka7 7. Bb6+ Kb8 8. Qd7! Qa6 9. Qc6 Qb7 10. Qd6+ Ka8 11. Q×a3+ Kb8 12. Qd6+ Ka8 13. Qd8+ Qb8 14. Qd5+ Qb7 15. Qa5+ Kb8 16. Qe5+ Ka8 17. Qe8+ Qb8 18. Q×e4+ Qb7 19. Qe8+ Qb8 20. Qa4+ Kb7 21. Qb5! Qg8 22. Bd8+ Kc8 23. Qc6+±. The dynamic solution is based on the White Queen's wheel movements climaxed by the clever move 21. Qb5!, which leads to the capture of the Queen.

2294. A. Troitzky
Chess Amateur, 1916



White to play and win

2295. A. Troitzky
1937



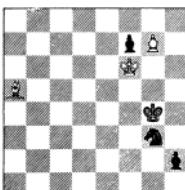
White to play and win

2296. A. Troitzky
Tidsskrift för Schack,
1917



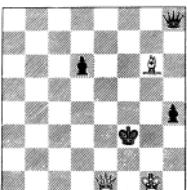
White to play and win

2297. H. Rinck
Chess Amateur, 1921



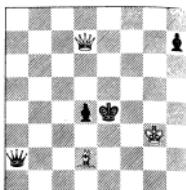
White to play and win

2298. C. Mann
Tijdschrift v. d. KNBS,
1924



White to play and win

2299. A. Troitzky
Trudovaya pravda, 1926



White to play and win

No. 2292. 1. $Bg2+$! $Kh2$ 2. $Bb7+$! $Kg3$ 3. $Qg8+$ $Kf4$ 4. $Qf7+$ $Ke5$ 5. $Qe7+$ $Kf4$ (5. . . $Kd4$ 6. $Qg7+\pm$) 6. $Qf6+$ $Kg4$ 7. $Bc8+$ $Kh5$ 8. $Bf5$ $Qa4$ 9. $Qg6+$ $Kh4$ 10. $Qh6+$ $Kg3$ 11. $Qh3+$ $Kf4$ 12. $Qg4+\pm$; 8. . . $Bg2+$ 9. $K\times g2$ $Qa8+$ 10. $Kf2$ $Qg8+$ 11. $Bd3$ $Qa2+\pm$. A superb endgame study. It is hard to discover all its fine points, especially the "shot" 5. . . $Kd4$ 6. $Qg7+$ that wins the Queen.

No. 2293. 1. $Qc1+$ $Kf6$ 2. $Qa1+$ $Ke7$ 3. $Qe5+$ $Kf8$ 4. $Qf6+$ $Kg8$ 5. $Q\times g6+$ $Kh8$ 6. $Qf6+$ $Kg8$ 7. $Bc4+$ $Kh7$ 8. $Qf7+$ $Kh6$ 9. $Bd3$ $Kg5$ 10. $Qf5+$ $Kh4$ 11. $Qh7+\pm$; 2. . . $Kg5$ 3. $Qe5+$ $Kg4$ 4. $Be2+$ $Kh3$ 5. $Qh8+$ $Kg2$ 6. $Bf3+\pm$.

No. 2294. 1. $Qd4+$ $Kg5$ 2. $Qf6+$ $Kg4$ 3. $Qf3+$ $Kg5$ 4. $Qg3+$ $Bg4$ 5. $Qh4+\pm$! $Kf4$ (5. . . $K\times h4$ 6. $Bf6X$) 6. $Qf2+$ $Bf3+$ 7. $Q\times f3+$ $Kg5$ 8. $Qg3+$ $Kf5$ 9. $Qd3+\pm$. The play develops quickly and beautifully.

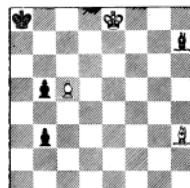
No. 2295. 1. $d8Q$ $f1Q$ 2. $Qb6+Bb5$ 3. $Qa5+\pm$ $Kc5$ 4. $Qc7+$ $Bc6+\pm$ 5. $QXc6+Bk4$ 6. $Qc3+Kb5$ 7. $Qb2+Kc4$ 8. $Qd4+$ $Kb5$ 9. $Qb6+Kc4$ 10. $Qa8+\pm$; 1. . . $Bd5+$ 2. $Q\times d5$ $f1Q$ 3. $Qd2+Kb5$ 4. $Qb2+Kc4$ 5. $Qd4+\pm$. Resembles No. 2294 by the same composer.

No. 2296. 1. $Bd4+Kf1$ 2. $Qd1+Kg2$ 3. $Qe2+Kh3$ 4. $Qe4!$ $Qd6$ 5. $Qh4+Kg2$ 6. $Qf2+Kh3$ 7. $Qf1+Kh2$ 8. $Bg4+Kg3$ 9. $Bf2+Kf3$ 10. $Bc5+\pm$; 4. . . $Qb3$ 5. $Qg4+Kh2$ 6. $Qg1+Kh3$ 7. $Qf1+Kh2$ 8. $Be5+\pm$; 4. . . $e5$ 5. $B\times e5$ $Qg1$ 6. $Qf3+\pm$.

No. 2297. 1. $g8Q+Kf3$ 2. $Qa8+Kg4$ 3. $Be1h4Q$ 4. $Qg8+$ $Kf3$ 5. $Q\times g3+Ke2$ 6. $Qf2+Kd3$ 7. $Qd2+Ke4$ 8. $Qb4+Ke3$ 9. $Qc3+Kf4$ 10. $Qe5+Kf3$ 11. $Qd5+\pm$; 5. . . $Ke4$ 6. $Qe5+Kd3$ 7. $Qc3+Ke2$ 8. $Qd2+\pm$; 4. . . $Kh3$ 2. $Bc7Ne4(h5)+3. Kf5\pm$.

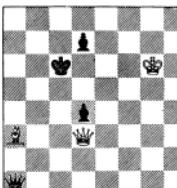
No. 2298. 1. $Bh5+Kf4$ 2. $Q\times h4+$ $Ke3$ 3. $Qe1+Kd3$ 4. $Qb1+Ke3$ 5. $Qb3+Ke4$ 6. $Qc2+Kf4$ 7. $Qh2+Kg5$ 8. $Qg3+$

2300. A. Troitzky
Trudovaya pravda, 1927



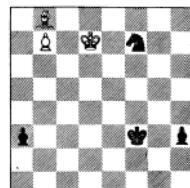
White to play and win

2301. H. Rinck
L'Echiquier, 1928



White to play and win

2302. A. Troitzky
64, 1928
2nd Prize



White to play and win

$Kf5$ 9. $Qh3+Kf4$ 10. $Qf3+Kg5$ 11. $Qg4+\pm$; 4. . . $Kc4$ 5. $Be2+Kd5$ 6. $Qb7+Ke6$ 7. $Bg4+K\infty$ 8. $Qb2+\pm$; 2. . . $Ke5$ 3. $Qh2+\pm$.

No. 2299. 1. $Qe7+Kd3$ 2. $Q\times h7+$ $Ke2$ 3. $Qh5+Kd3$ 4. $Qf5+Ke2$ 5. $Qf3+K\times d2$ 6. $Qf2+\pm$.

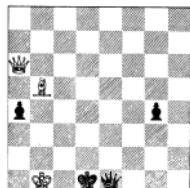
No. 2300. 1. $c6b2$ 2. $c7b1Q$ 3. $c8Q+Ka7$ 4. $Qe7+Ka8$ 5. $Bg2+Be4$ 6. $Qh7!Kb8$ 7. $B\times e4\pm$.

No. 2301. 1. $Qa6+Kd5$ 2. $Qb5+Ke4$ 3. $Bc1Kf3$ 4. $Qf1+Kg4$ 5. $Qg2+Kh4$ 6. $Bg5X$; 3. . . $Q\times c1$ 4. $Qf5+Ke3$ 5. $Qg5+\pm$; 3. . . $d3$ 4. $Qf5+Kd4$ 5. $Qf6+\pm$.

No. 2302. 1. $Bg3!$ a2 2. $b8Qa1Q$ 3. $Qf4+Ke2$ 4. $Qe4+Kd2$ 5. $Bf4+K\infty$ 6. $B\otimes 5(Qh1)+\pm$. The aim behind 1. $Bg3!$ is revealed by 3. . . $Kg2$, which leads to mate in two by means of 4. $Qf2+\pm$.

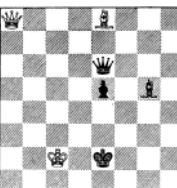
No. 2303. 1. $Qd6+Qd2$ 2. $Qc5g3$ 3. $Qg1+Qe1$ 4. $Qd4+Qd2$ 5. $Qd4+Ke1$ 6. $Q\times g3+Qf2$ 7. $Qc3+Qd2$ 8. $Qe5+Kf2$

2303. H. Rinck
Basler Nachrichten, 1938



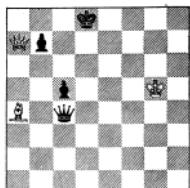
White to play and win

2304. H. Rinck
Amanecer, 1942



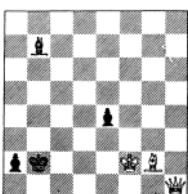
White to play and win

2305. H. Rinck
Revue suisse d'échecs,
1944



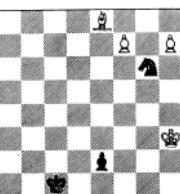
White to play and win

2306. G. Bernhardt
Deutsche Schachblätter,
1948



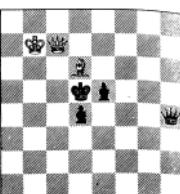
White to play and win

2307. P. Vasilchikov
Tourney in the Ukraine
1952
3rd Hon. Mention



White to play and win

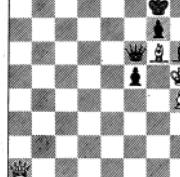
2308. L. Kubbel
Shakhmaty za 1955 god,
1956



White to play and win

2312. B. Horwitz

2313. G. Zakhodyakin
Shakhmaty v SSSR,
1940



White to play and win

2314. T. Kok
Tijdschrift v.d. KNBSB,
1942



White to play and win

2314. T. Kok
Tijdschrift v.d. KNBSB,
1942



White to play and win

9. Qh2+ Ke3 10. Qh6±; 2. . . . a3 3. Qg1+ Ke1 4. Qd4+ Qd2 5. Q×g4±.

No. 2304. 1. Qg2+ Ke3 2. Qg3+ Ke4 3. Bg6+ Kd4 4. Qc3+ Kd5 5. Bf7 Q×t7 6. Qb3±; 2. . . . Kd4 3. Qc3+ Ke4 4. Bc6+ Kf5 5. Bd7 Q×d7 6. Qh3±.

No. 2305. 1. Qh8+ Ke7 2. Qe8+ Kd6 3. Qd8+ Ke5 4. Qf6+ Ke4 5. Qf4+ Kd3 6. Bb5 Q×b5 7. Qf1±; 5. . . . Kd5 6. Bb3 Q×b3 7. Qf7±.

No. 2306. 1. Qh8+ Kb1 2. Qb8 a1Q 3. B×e4+ Ka2 4. Qa7+ Kb2 5. Q×b7+ Ke3 6. Qg7+ Kd2 7. Qg5+ Ke3 8. Qc5+ Kb3 9. Bd5+ Kb2 10. Qd4+ Kb1 11. Be4+ Ka2 12. Qa4+ Kb2 13. Qb4+ Kc1 14. Ke1±.

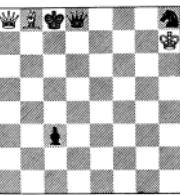
No. 2307. 1. f8Q N×f8 2. h8Q e1Q 3. Qa1+ Kd2 4. Qa5+ Ke2 5. Bh5+ Kf1 6. Qb5+ Kf2 7. Qf5+ Ke3 8. Qe5+ Kf2(d2) 9. Qg3(a5)+±.

2309. W. Proskurowski
Szachy, 1959



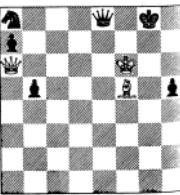
White to play and win

2310. J. Moravec
Svobodné Slovo, 1961



White to play and win

**2311. B. Horwitz and
J. Kling**
1851



White to play and win

No. 2308. 1. Be7 Qh6 2. Qc2 e4 3. Qe5+ Ke6 4. Qd6±; 2. . . . d3 3. Q×d3+ Ke6 4. Qd6±; 2. . . . Qe6 3. Qb3(a2)±. L. Kubbel, an exacting composer, evidently felt this study was too sketchy to merit publication. It first appeared in the press posthumously.

No. 2309. 1. Qf7+ Ke5 2. Bg3+ Kd4 3. Qa7+ Kc3 4. Qg7+ Ke4 5. Qc7+ Kb5 6. Qb8+ Kc5 7. Bf2±; 5. . . . Kd4 6. Bf2±; 1. . . . Kg4 2. Qg6+ Kf3 3. Qc6±. A well-constructed endgame. Geometric motifs to capture the Queen occur several times.

No. 2310. 1. Bg3+ Kd7 2. Qa4+ Ke6 3. Qg4+ Kf7 4. Bh4 Qd3+ 5. K×h8±.

The ladder movement of White's Queen is employed in Nos. 2311-13. This is comparably rarely met in such a correlation of forces.

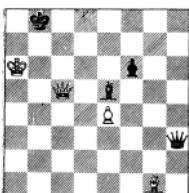
No. 2311. 1. Be6+ Kh8 2. Qa1 Nc7 2. Kg5+ Kh7 4. Qb1+ Kg7 5. Qb2+ Kh7 6. Qc2+ Kg7 7. Qc3+ Kh7 8. Qd3+ Kg7 9. Qd4+ Kh7 10. Qe4+ Kg7 11. Qe5+ Kh7 12. Qf5+ Kg7 13. Qf6±.

No. 2312. 1. Qa2+ Kf8 2. Qa3+ Kg8 3. Qb3+ Kf8 4. Qb4+ Kg8 5. Qc4+ Kf8 6. Qc5+ Kg8 7. Qd5+ Kf8 8. Qd7 Kg8 9. Qe8+ Qf8 10. Bf7±.

No. 2313. 1. h8Q+ Q×h8 2. Qd6+ Kg7 3. Qd4+ Kh7 4. Bg6+ Kg8 5. Qc4+ Kg7 6. Qc3+ Kg8 7. Qb3+ Kg7 8. Qb2+ Kg8 9. Qa2+ Kg7 10. Qa1+ Kg8 11. Q×a8+ Kg7 12. Qa1+ Kg8 13. Qa2+ Kg7 14. Qb2+ Kg8 15. Qb3+ Kg7 16. Qe3+ Kg7 17. Qe4+ Kg7 18. Qd4+ Kg8 19. Bf7+ Kh7 20. Q×e4+ Kg7 21. Ke5+ Kh7 22. Bg6+ Kg8 23. Qe6+ Kg7 24. Qf7+ Kh6 25. Bc2 Kg7 26. Qe6±.

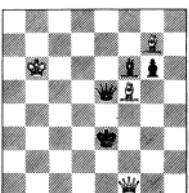
No. 2314. 1. Bd4+ Kh7 2. Qh1+ Qh6 3. Qe4+ Qg6 4. Qh4+ Qh6 5. Qg4 Qg6 6. Qd7 Qe6 7. Qh3+ Qh6 8. Q×d3+ Qg6 9. Qh3+ Qh6 10. Qg4 Qg6 11. Qh4+ Qh6 12. Qe4+ Qg6 13. Qh1+ Qh6 14. Q×b1+ Qg6 15. Qh1+ Qh6 16. Qe4+

2315. B. Horwitz

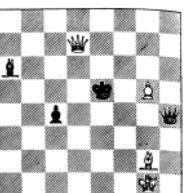


White to play and win

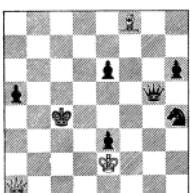
2316. B. Horwitz



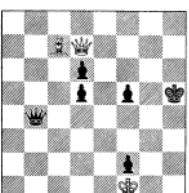
White to play and win

2317. C. Salvioli
Before 1887

White to play and win

2321. V. Platov
Deutsche Schachzeitung,
1906

White to play and win

2322. L. Kubbel
Shakhmatny listok, 1929

White to play and win

2323. L. Kubbel
1911

White to play and win

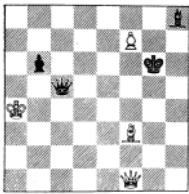
Qg6 17. Qf4 Qd3 18. Be5 Qg6 19. Qh4+ Qh6 20. Qe4+ Qg6
21. Qf4 b5 22. Qh4+ Qh6 23. Qe4+ Qg6 24. Qf4 b4 25. Bd4
Qd3 26. Qh4+ Kg6 27. Qg4+ Kh6 28. Kf8 Qf1+ 29. Kg8
Qc4+ 30. Kh8±. The difficult solution includes White Queen
wheel movements and a repetition of similar positions.

No. 2315. 1. Qb5+ Kc8 2. Qe8+ Kc7 3. Bb6+ Kd6 4.
Qf8+ Kc6 5. Qa8+ Kd6 6. Qd5+ Ke7 7. Bc5+ Ke8 8. Qg8+
Kd7 9. Kb7±.

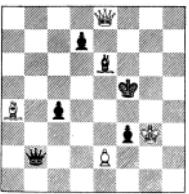
No. 2316. 1. Bh6+ g5 2. B×g5+ B×g5 3. Qe1+ Kd4
4. Qa1+ Kd5 5. Qa2+ Kd4 6. Qb2+ Kd5 7. Qb3+ Kd6 8.
Qb4+±.

No. 2317. 1. Qd5+ Kf4 2. Qe4+ K×g5 3. Qe7+ Kg4 4.
Bf3+ Kh3 5. Qe6+ Kg3 6. Qe1+ Kh3 7. Qf4+ Kg3 8.
Qf2+±.

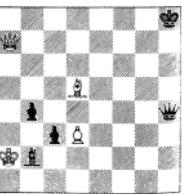
No. 2318. 1. f8N+! Q×f8 2. Bh5+ Kg7 3. Qg2+ Kf6 4.
Qf3+ Kg7 5. Qg4(g3)+Kf6 6. Qf4+ Ke7 7. Qb4+±.

2318. A. Troitzky
Shakhmatny zhurnal,
1896

White to play and win

2319. H. Rinck
Deutsche Schachzeitung,
1904

White to play and win

2320. P. Bobrov
Deutsche Schachzeitung,
1906

White to play and win

No. 2319. 1. Qh5+ Ke4 2. Be6+ dc 3. Q×f3+ Ke5 4.
Qf4+ Kd5 5. e4+ Kc5 6. Qf8+ K∞ 7. Qb8(h8)±; 2. . . .
Ke3 3. Qh6+ K×e2 4. Qh2+±.

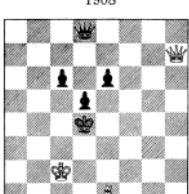
No. 2320. 1. Qg1 Kh7 2. Be4+ Kh8 3. Qd4+ Kg8
4. Bd5+±; 1. . . . Qd8 2. Qd4+ Kh7 3. Be4+±; 1. . . .
Qh7 2. Qd4+ Qg7 3. Qh4+ Qh7 4. Qf6+ Qg7 5. Qd8+ Kh7
6. Be4+±.

No. 2321. 1. Qa4+ Kd5 2. Qb5+ Kd4 3. Qd3+ Ke5 4.
Bg7+ Kf4 5. B×h6 Q×h6 6. Q×e3+±; 4. . . . Q×g7 5.
Qc3+±; 1. . . . Ke3 2. Bg7+ e5 3. B×e5+ Q×e5 4. Qa1+±;
2. . . . Q×g7 3. Qa1+± (see No. 2322). The Queen is captured four
times thanks to diagonal geometric motifs.

No. 2322. 1. Qh7+ Kg4 2. Qg6+ Kf3 3. Qg2+ Ke3
4. Q×f2+ Ke4 5. Qe2+ Kd4 6. Bb6+ Ke3 (6. . . . Q×b6 7.
Qf2+±) 7. Ba5 Q×a5 8. Qe1+±; 3. . . . Kf4 4. B×d6+
Q×d6 5. Qh2+±; 1. . . . Kg5 2. Bd8+ K∞ 3. Qh4+±.

2324. H. Rinck
Bohemia, 1907

White to play and win

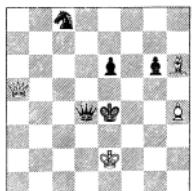
2325. H. Rinck
Deutsche Schachzeitung,
1908

White to play and win

2326. L. Kubbel
Niva, 1911

White to play and win

2327. H. Rinck
150 Fins de Partie,
1909



White to play and win

2328. A. Troitzky
Deutsche Schachzeitung,
1909



White to play and win

2329. A. Troitzky
Deutsche Schachzeitung,
1909



White to play and win

2330. H. Rinck
150 Fins de Partie, 1909



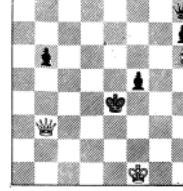
White to play and win

2331. H. Rinck
150 Fins de Partie,
1909



White to play and win

2332. H. Rinck
150 Fins de Partie,
1909



White to play and win

Once again diagonal methods of winning the Queen occur four times, but the play here is much more varied and interesting than in the preceding endgame.

No. 2323. 1. d4+! K×d4 2. Qh3 Ke5 3. Be7 Q×e7
4. Qa3+±; 2. . . . Qe5 3. Bf6 Q×f6 4. Qc3+±; 2. . . . Ke5
3. Bf4+ K×f4 4. Qh2+±.

A surmise arises: did not L. Kubbel conceive No. 2322 as a development of his own study presented here under No. 2323? This is quite permissible, especially when you consider that in No. 2323 the Queen is captured thrice and in No. 2322 four times.

No. 2324. 1. Qh6 Ke5 2. d4+ K×d4 3. Qc1 Q×a6 4. Qc3+
Ke4 5. Qf3+Kd4 6. Qf2+Ke5 7. Qf4+Ke6 8. Qh6+±; 6.
. . . Ke4 7. Qf4+Kd3 8. Qf1+±; 3. . . Ke5 4. Qf4+Ke6
5. Be8+Q×c8 6. Qg4+±.

No. 2325. Bf2+Ke5 2. Bg3+Kd4 3. Bd6! Q×d6 4. Qd3+
Ke5(e5) 5. Qa3(g3)+±.

No. 2326. 1. Bd8+! Kf5 2. Qf3+Ke5 3. Bc7+Kd4 4. Bd6!
Q×d6 5. Qd3+Ke5 6. Qa3+Kd5 7. e4+Ke5 8. Qg3+±;
5. . . . Ke5 6. Qg3+Kd5 7. e4+Ke5 8. Qa3+±; 2. . . . Kg6
3. Qf6+Kh7 4. Qh4+Kg6 5. Qg5+Kh7 6. Bf6±. A development
of Rinck's No. 2325.

No. 2327. 1. Qa8+Qd5 2. Qa4+Qd4 3. Qb3Qd7 4. Bg7
Q×g7 5. Qd3+Kf4 6. Qf3+Ke5 7. Qc3+±; 4. . . . e5 5.
Qf3+Kd4 6. Qd3+±; 3. . . . Qd6 4. Qf3+Kd4 5. Qd3+
Ke5 6. Bf8Ke7 7. B×e7 Q×e7 8. Qa3+±; 3. . . . Qf6 4.
Qd3+Ke5 5. Bg7Q×g7 6. Qc3+±.

No. 2328. 1. Qf8Qg3 2. Qe8+K×c5 3. Qb5+Kd4 4. Qb6+
Ke4 5. Qb4+Kd3 6. Qb3+±; 4. . . . Kd3(e5) 5. Qb3(b8)+±;
1. . . . Qe5 2. Qe8+K×c5 3. Qb5+∞ 4. Qb2(b8)+±; 1. . . .
Kd7(c7) 2. Qd6+Ke8 3. Bb6±.

No. 2329. 1. Qf7Bc7! 2. B×c7Qf6 3. Bd8!Q×d8 4. Qg7+
Kf5 5. Qg4+Ke5 6. Qf4+Kd5 7. Qd2+±; 5. . . . Kf6 6.
Qh4+±.

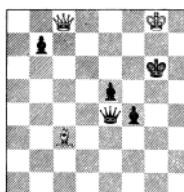
No. 2330. 1. Qc8+Ka7 2. Qc7+Ka6 3. B×d5Qb6 4.
Be4+Ka5 5. Qe7±; 3. . . . Qe3+ 4. Ka4Qe8+ 5. Bc6±;
3. . . . Qf3+ 4. B×f3e1Q 5. Bb7+±; 3. . . . Qc5+ 4. Q×c5
e1Q 5. Qe6+Ka5 6. Qc7+±.

No. 2331. 1. Bc8+Ke5 2. Ke3Q×c8 3. Qf4+Kd5 4. Qe4+
Kc5 5. Qc2+±; 3. . . . Ke6 4. Qg4+±.

No. 2332. 1. Ke2Qc8 2. Bg7Kf4 3. Bf6Qe6 4. Qe3+Kg4
5. Qg5+Kh3 6. Q×f5+±; 2. . . . Qa6+ 3. Kf2Qd3 4. Qe6+
Kf4 5. Bh6+Kg4 6. Qg8+Kh3 7. Qg2+Kh4 8. Qg5+Kh3
9. Qh5X.

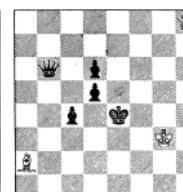
No. 2333. 1. Qg4+Kf6 2. Qg7+Ke6 3. Bb4!Q×b4 4.
Qf7+Kd6 5. Qf8+±; 3. . . . Qf5 4. Qe7+Kd5 5. Qe5+
Ke4 6. Qc2+±; 3. . . . Kd5 4. Q×b7+Kd4 5. Bc5+Kd3
6. Qb1+±; 1. . . . Kh6 2. Qh4+Kg6 3. Qh7+±.

2333. A. Troitzky
Bohemia, 1909



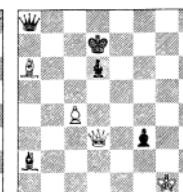
White to play and win

2334. A. Troitzky
Tidskrift för Schack,
1910



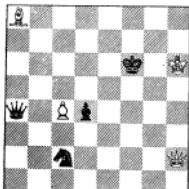
White to play and win

2335. A. Troitzky
Deutsche Schachzeitung,
1910



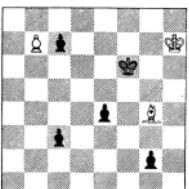
White to play and win

2336. A. Troitzky
Deutsche Schachzeitung,
1910



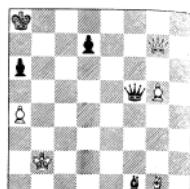
White to play and win

2337. A. Troitzky
Bohemia, 1909



White to play and win

2338. H. Rinck
Deutsche Schachzeitung,
1910



White to play and win

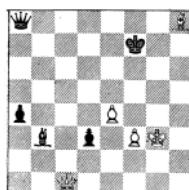
No. 2334. 1. Bb1+ Ke3 2. Qh2 Q×b1 3. Qf2+ Ke4 4. Qf4+ Kd3 5. Qf5+±.

No. 2335. 1. Qh7+ Ke6 2. Bc8+ Kf6 3. Qh8+ Kg5 4. Qg7+ Kf4 5. Kf2 Q×e8 6. Qe3+ Ke4 7. Q×f3+ Ke5 8. Qc3+ Kf4 9. Qg3+ Ke4 10. Qe3+ Kf5 11. Qh3+±; 7. . . . Kd4 8. Qe3+ K×e4 9. Qc1+±; 5. . . . Qa3 6. Qg4+ Ke5 7. Qf5+±.

No. 2336. 1. Qd6+ Kf5 2. Qg6+ Ke5 3. Kc5 Q×a8 4. Qf5+ Kd6 5. c5+ Ke7 6. Qf6+ Kd7 7. Qf7+ Kc8 8. Qe8+ Kb7 9. Qd7+ Kb8 10. Qd8+ Kb7 11. c6+±.

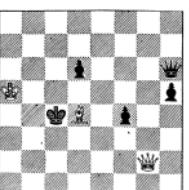
No. 2337. As composed by A. Troitzky, this endgame study was somewhat different: White's Bishop was on d1 and Black's King on f5. The solution was 1. Bg4+ Kf6, etc. But in this case after 1. . . . K×g4 2. b8Q Kf3 3. Qb1 c2 4. Qe1 e3 5. Kh6 c1Q 6. Q×c1 Kf2 Black achieves a draw. That is why the study is presented in the position after the first move. 1. b8Q g1Q 2. Qd8+ Ke5 3. Q×c7+ Kd5 4. Qb7+ Ke5 5. Qb5+ Kd6 (5. . . . Kf4 6.

2339. H. Rinck
Las Noticias, 1910



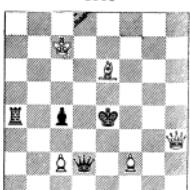
White to play and win

2340. A. Troitzky
Niva, 1911



White to play and win

2341. A. Troitzky
Deutsche Schachzeitung,
1911



White to play and win

2342. H. Rinck
Rigaer Tageblatt, 1912



White to play and win

2343. C. Mann



White to play and win

2344. C. Mann
Wiener Schachzeitung,
1912
1st Prize



White to play and win

Qb8+ Kg5 7. Qd8+ Kf4 8. Qd6+) 6. Qd7+ Ke5 7. Qe6+ Kf4 8. Qd6+ Kg5 9. Qh6+ K×g4 10. Qg6+±; 8. . . . Ke3 9. Qc5+±.

No. 2338. 1. Qd4 Kb7 2. Qb6+ Ke8 3. Bh2 d6 4. B×d6 Qf7 5. Qb8+ Kd7 6. Qb7+ Ke6 7. Qb3+±; 4. . . . Kd7 5. Qc7+ Ke6 6. Qc8+±.

No. 2339. 1. Qc7+ Ke6 2. f4 Q×e4 3. f5+ Q(K)×f5 4. Qc8(h7)+±; 3. . . . Kd5 4. Qb7+±; 2. . . . Q×h8 3. f5+ Kf6 4. Qe3+±; 1. . . . Kf8 2. Bf6 Bf7 3. Qc5+ Kg8 4. Qg5+ Kf8 5. Qg7+ Ke6 6. Qh8+±.

No. 2340. 1. Bg7 Qh7 2. Qa2+ Kc5 3. Qb3 Kc6 4. Ka6 Q×g7 5. Qb5+ Kc7 6. Qb7+±; 4. . . . d5 5. Qb7+±; 4. . . . Kd7 5. Qf7+ Kc8 6. Qb7+ Kd8 7. Bf6+±; 4. . . . Kc7 5. Qb7+±; 3. . . . Q×g7 4. Qb5+ Kd4 5. Qb2+±.

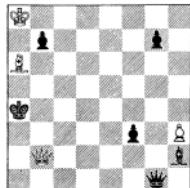
No. 2341. 1. Bd5+! Q×d5 2. Qg4+ Ke5 3. Qg5+ Ke6 4. Qg8+ Ke5 5. f4+ Ke4 6. Qg2+ Kd4 7. c3+! Kc5 8. Qg1+ and mate in two; 1. . . . Kd4 2. Qh8+ Ke5 3. Qf8+ Kd4 4. Qf6+ Ke5 5. Qb6+ K×d5 6. Qd6+±.

No. 2342. 1. Qf3+ Ke5 2. Bb8+ Kd4 3. Qf5 Kc3 4. Bf4 Qh4 5. Qc5+ Kb2 6. Bq4+ Kc2 7. Qa4+ Kb1 8. Qd1+ Ka2 9. Be5 Qf2 10. Qa1+±; 3. . . . Qg7(h8) 4. Qf4+ Ke3 5. Be5+ Q×e5 6. Q×e5+±; 3. . . . d2 4. Be5+ Kd5 5. Bf4+±.

No. 2343. 1. Qh1+ Ke3 2. Q×h3+ f3 3. Qh6+ Kd4 4. Qh8+ Ke4 5. Qc8+ Kd5 6. Qg8+ Ke6 7. Qc4+ Kd7 8. Qf7+ Ke6 9. Q×f3+±; 8. . . . Kd8 9. Bc7+ Kc8 10. Qg8+ Kb7 11. Qd5+ Ka7 12. Bb6+ Kb8 13. Qd8+±.

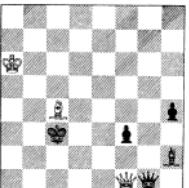
No. 2344. 1. Bg1+ Kh1 2. Be3 Kh2 3. Ka2 b6 4. Bf4+ Kh1 5. Qf3+ Kg1 6. Be3+ Kh2 7. Qg4 Nf5 8. Qg1+ Kh3 9. Qh1+±; 7. . . . Nf7 8. Bf4+ Kh1 9. Qf3+ Kg1 10. Bg3 Qh3 11. Bf2+ Kh2 12. Bg4+±; 7. . . . Qg6(f7) 8. Bf4+ Kh1 9. Qh3+ Kg1 10. Be3X; 7. . . . d2 8. Bf4+ Kh1 9. Qd1+ Kg2

2345. C. Mann
La Stratégie, 1913
Tie for 4th Prize



White to play and win

2346. C. Mann
La Stratégie, 1913
7th Prize



White to play and win

2347. V. Košek
La Stratégie, 1913
9th Prize



White to play and win

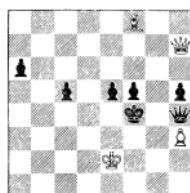
10. Qe2+ Kh3 11. Qf3+ Kh4 12. Qg3+ Kh5 13. Qg5X; 2. ... Qh2 3. Qf3+ Qg2 4. Qd1+ Kh2 5. Bf4+±. The helplessness of Black's pieces due to their lack of cooperation enables White to capture the Queen or to achieve mate with comparably small forces.

C. Mann's endgame studies Nos. 2345 and 2346 use the same idea: they exploit the paralysed condition of Black's Queen and Bishop.

No. 2345. 1. Qa2+ Kb4 2. Qc4+Ka3 3. Qc3+Ka2 4. Bc4+Kb1 5. Qd2 g5 6. Ba2+Ka1 7. Bd5 Kb1 8. Be4+Ka1 9. Qa5+Kb2 10. Qb4+±; 5. ... Qe5 6. Qd1+Kb2 7. Qb3+Kc1 8. Qc3+±; 3. ... Ka4 4. B×b7 Kb5 5. Be6+Kb6 6. Be8 Qc5 7. Qb3+Ka6 8. Qa4+Qa5 9. Qc6+Qb6 10. Qc4+±.

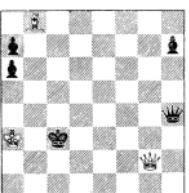
No. 2346. 1. Qd3+Kb2 2. Qd2+Kb1 3. Kb5 h3 4. Bd3+Ka1 5. Qe3+Ka2 6. Be4+Kb1 7. Qd2 f2 8. Bd3+Ka1 9. Qa5+Kb2 10. Qb4+±; 1. ... Kb4 2. Ba2±.

2348. H. Rinck
Deutsche Schachzeitung,
1914



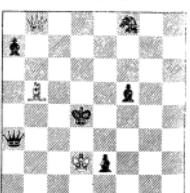
White to play and win

2349. A. Troitzky
Deutsche Schachzeitung,
1914



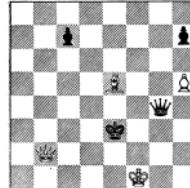
White to play and win

2350. A. Mouterde
Sydsvenska Dagbladet
Snällposten, 1914
Hon. Mention



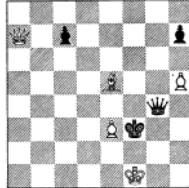
White to play and win

2351. A. Troitzky
Eskilstuna Kuriren,
1915



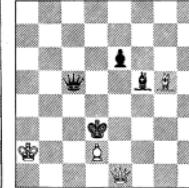
White to play and win

2352. A. Chéron
(revision of A. Troitzky's
endgame study) 1956



White to play and win

2353. H. Rinck
La Stratégie, 1916



White to play and win

No. 2347. 1. Qh2+Kf3 2. Qh3+Kf2 3. Qf1+Kg3 4. Qg1+Kf4 5. Qe3+Kg4 6. Be2+Kh4 7. Qf2+Kh3 8. Bf1+Kg4 9. Qe2+Kg3 10. Qg2+Kf4 11. Qh2+Ke4 12. Bg2+Kd4 13. Qd6+Kc4 14. Bd5+Kd4 15. Be6+Kc4 16. Qd3+Kf4 17. Q×f5+Kg3 18. Qh3+Kf2 19. Qe3+Kg2 20. Bd5+Kh2 21. Qf2+Kh3 22. Bg2+±; 2. ... Ke4 3. Bb7+Kf4 4. Qf3+Ke5 5. Qc3+±; 1. ... Ke4 2. Bb7+Kd4 3. Qd6+Kc4 4. Bd5+±.

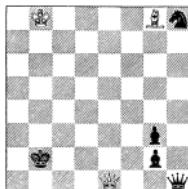
No. 2348. 1. Qg8Qg5 2. Bh6!Q×h6 3. Qg1!Ke4 4. Qb1+Kd5 5. Qd3+Ks6 6. Q×a6+±; 4. ... Kf4 5. Qc1+±. Graceful play. No wonder this endgame study gained the favour of many chess players.

No. 2349. 1. Be5+Kc4 2. Qe6+Kd3 3. Qf3+Kc4 4. Bf6!Qe1 5. Qe6+Kd3 6. Q×a6+Kc2 7. Qa4+Kd3 8. Qb5+Kc3 9. Qe8+Kd2(f2) 10. Be3(h4)+±; 4. ... Qh6 5. Qe4+Ks6 6. Qe5+Kb6(c6) 7. Qe6+±; 4. ... Qh2 5. Qc6+Kd3 6. Qd5+Kc3 7. Bd4+±.

No. 2350. 1. Qf4+Kc5 2. Qe5+Kb6 3. Qb8+Ka5 4. Q×a7+Kb4 5. Qe7+Kb3 6. Bc4+Kb2 7. Qe5+Kb1 8. Bd3+Ka2 9. Qd5+Kb2 10. Qd4+Ka2 11. Be4+Kb1 12. Qg1+±; 1. ... Kd5 2. Q×f5+Kd4 3. Qf6+Kd5 4. Be6+Kc4 5. Qf4+±.

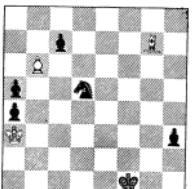
No. 2351. 1. Qc3+Ke4 2. Qd4+Kf5 3. Qd7+Kg5 4. Bf6+Kf4 5. Q×c7+Ke4 6. Qe5+Kd3(f3) 7. Qc3+Ke4 8. Qd4+Kf3 9. Qd3+Kf4 10. Kf2Q×h5 11. Qd4+Kf5 12. Qe5+Kg6 13. Qe8+Kh6 14. Bg7+Kg5 15. Qe5+Kg4 16. Qe4+Kg5 17. Kg3h6 18. Qe5+Kg6 19. Qe8+Kg5 20. Bf6+±. A superb study in which the analogous positions arising after White's 10th and 17th moves are interesting. The combination of these echo positions is a fine example of technical skill. However, as A. Chéron pointed out, in this version the study has two other winning first moves (after which the solution passes on to that of the composer's): 1. Qb3+±

2334. C. Mann
Tijdschrift v.d. KNSB,
1916



White to play and win

2335. F. Prokop
Bohemia, 1923



White to play and win

2336. A. Troitzky
500 Endspielstudien,
1924



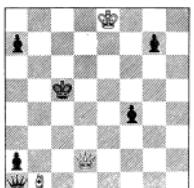
White to play and win

2336. Y. Baum
USSR Sports Committee
Tourney, 1953-54
Commendation



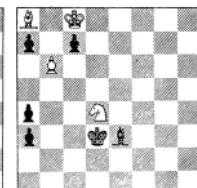
White to play and win

2336. M. Havel
28 *rijen*, 1925



White to play and win

2336. M. and V. Platov
Prauda, 1927
4th Prize



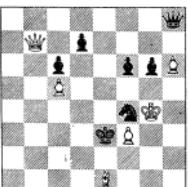
White to play and win

and 1. Qa3+. To eliminate this defect Chéron presented in 1956 the revised No. 2352.

No. 2352. 1. Qa8+! K×e3 2. Qa3+! Ke4 3. Qa4+ Kf5 4. Qd7+ Kg5 5. Bf6+ Kf4 6. Q×c7+ Ke4 7. Qe5+ Kf3 8. Qc3+ Ke4 9. Qd4+ Kf3 10. Qd3+ Kf4 11. Kf2 Qxh5 12. Qd4+ Kf5 13. Qe5+ Kg6 14. Qe8+ Kh6 15. Bg7+ Kg5 16. Qe5+ Kg4 17. Qe4+ Kg5 18. Kg3 h6 19. Qe5+ Kg6 20. Qe8+ Kg5 21. Bf6+±; 1. . . c6 2. Qf8+ K×e3 3. Qc5+ Kd3 4. Qc3+ Ke4 5. Qd4+ Kf5 6. Qd7+ Kg5 7. Bf6+ Kf4 8. Qd6+ Ke3 9. Qc5+ Kf4 10. Qe5+ Kf3 11. Qc3+ Ke4 12. Qd4+ Kf3 13. Qd3+, etc., as in the first variation.

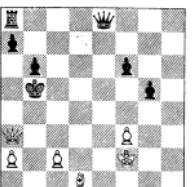
No. 2353. 1. Qf1+ Ke4 2. Qh1+ Ke5 3. d4+ Q×d4 4. Bf6+ K×f6 5. Qh8+±; 3. . . K×d4 4. Be3+ K×e3 5. Qg1+±; 2. . . Kd3 3. Qf3+ Ke4 4. Qb3+ Kd4 5. Be3+±.

2337. A. Troitzky
500 Endspielstudien,
1924



White to play and win

2338. S. Kaminer
Shakhmaty, 1924



White to play and win

2339. L. Kubbel
1925



White to play and win

No. 2354. 1. Qd2+ Kb1 2. Bc4 Qf1 3. Bd3+ Ka1 4. Qa5+ Kb2 5. Qb4+ Kc1 6. Qb1+ Kd2 7. B×f1 g1Q 8. Qb2+ Kd1 9. Be2+ Ke1 10. Qc1+ Kf2 11. Qc5+ Kg2 12. Bf3+ Kf1 13. Qe4+ Kc5 14. Qe2X; 2. . . g1Q 3. Bd3+ Ka1 4. Qa5+ Kb2 5. Qb4+ Ka2 6. Bc4+ Ka1 7. Qa3+ Kb1 8. Bd3X.

No. 2355. 1. b7 h2 2. b8Q h1Q 3. Qb1+ Kg2 4. Qe4+ Kh2 5. Be5+ Kg1 6. Qd4+ Kf1 7. Qd1+ Kg2 8. Q×d5+ Kg1 9. Qc5+ Kf1 10. Qc1+ Keg2 11. Qe6+ Kg1 12. Bd4+ Kh2 13. Q×c7+ Kh3 14. Qh7+ Kg2 15. Qe4+ Kh2 16. Be5+ Kg1 17. Qe1+ Kg2 18. Qg3+ Kf1 19. Bd4 Qg2 20. Qe3 Qd2 21. Qf3+ Ke1 22. Be3±. To achieve the main winning position White must first capture Black's Knight and Pawn.

No. 2356. 1. B×c2+ Kf4 2. Qc3 h5 3. Kg2 (zugzwang) 3. . . h3+ 4. Kf2 Kg5 5. Qe5+ Kc5 6. Qg3(f6)X.

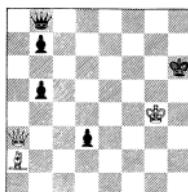
No. 2357. 1. Qb4 f5+ 2. Kg3 Ne2+ 3. Kg2 Nf4+ 4. Q×f4 K×f4 5. Bd2+ Ke5 6. Bc3+±.

No. 2358. 1. c4+ K×c4 2. Bb3+ Kd4 3. Bf7 Qe5 4. Qb4+ Kd3 5. Bg6+ f5 6. B×f5+ Q×f5 7. Qb1+±; 3. . . Q×f7 4. Qe3+ Kc5 5. Qb3+±.

No. 2359. 1. Qe1+ Kg2 2. Bh3+! K×h3 3. Qg1! Kh4 4. Qh2+ Kg5(g4) 5. f4(f3)+± (see No. 2360). The discovered attack theme is expressed simply and beautifully.

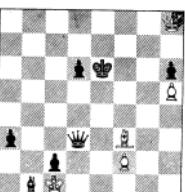
No. 2360. 1. Qe1+ Kg2 2. Bh3+ K×h3 3. Qg1! Kh4 4. Qg3+ Kh5 5. f4 Qa5 6. Qh3+ Kg6 7. Qh7+ Kf6 8. Qg7+ Kf5 9. Qe5+±. Y. Baum, the composer of No. 2360, undoubtedly wanted to develop the idea of L. Kubbel's No. 2359, but here a discovered attack is impossible because the Black Queen is well defended. However, the Black Queen is compelled to move to a5, which leads to the creation of a geometric motif.

2363. F. Lindgren
Shakhmatnyj listok, 1927



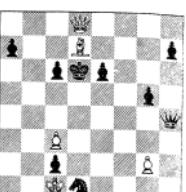
White to play and win

2364. L. Kubbel
Pravda, 1927
2nd Prize



White to play and win

2365. L. Kubbel
Shakhmaty za 1955 god,
1956



White to play and win

No. 2361. 1. Qa5+ Kc4 2. B×a2+ Kd4 3. Q×a7+ Kd3(e4)
4. Bc4(d5)+±; 1. . . Kd4 2. Qb4+ Ke3 3. Qe1+ Kd4 4.
Qg1+ Kc4(d5) 5. Bd3(e4)+±. The turn of the play by 90 degrees
makes a fine impression.

No. 2362. 1. Be4+ K×d4 2. b7 a2 3. b8Q a1Q 4. Qb4+ Ke5
5. Qe7+ Kf4 6. Qh4+ Ke5 7. Qh8+±; 1. . . K×e4 2. ba
K×d4 3. a8Q±.

No. 2363. 1. Qe7 Qh8 2. Qe3+ Kg7 3. Qd4+ Kh7 4.
Q×d3+ Kh6 5. Qe3+ Kh7 6. Qe4+ Kh6 7. Qf4+ Kh7 8.
Qf5+ Kg7 9. Qg5+ Kf8 10. Qd8+±; 1. . . Qh2 2. Qf8+ K∞
3. Qg8+±; 1. . . Qe8+ 2. Be6 Qe3 3. Qg5+ Kh7 4. Bf5+±,
1. . . Qa8 2. Qf6+ Kh7 3. Bf7 Qe8+ 4. Kh4 Qe6 5. Bg6+
Kh6 6. Qg5+±.

No. 2364. 1. Be2! Qe4 2. Qe8+ Kd5 3. Bf3 Q×f3 4. Qa8+±;
2. . . Kf5 3. Bd3 Q×d3 4. Qg6+±; 1. . . Qd5 2. Bc4 Q×c4
3. Qg8+±; 1. . . Qf5 2. Bg4 Q×g4 3. Qe8+±; 1. . . Q×e2

2366. L. Kubbel
Shakhmatnyj listok,
1956



White to play and win

2367. Y. Somov-
Nasimovich
64, 1928



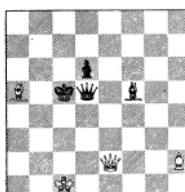
White to play and win

2368. L. Kubbel
Shakhmatnyj listok, 1928



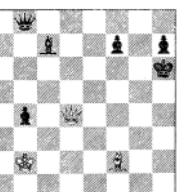
White to play and win

2369. T. Gorghiyev
Československý Šach,
1929



White to play and win

2370. A. Troitzky
L'Échiquier 1930



White to play and win

2371. V. Bron
Lidová Demokracie, 1963
1st Prize



White to play and win

(b3, h3) 2. Qe8(g8, c8)+±. A broad network of geometric motifs
with short tactical blows. Similar motifs occur in L. Kubbel's Nos.
2365 and 2366 (published posthumously).

No. 2365. 1. g3! Qg4(h3) 2. B×e6+ K×e6+ 3. Qc8+±; 1.
. . . Qe4 2. B×e6+ K×e6 3. Qg8+±; 1. . . Qa4 2. B×c6+
K×c6 3. Qe8+±; 1. . . Qe4(h1) 2. B×c6+ K×c6
3. Qa8+±; 1. . . Qh6(h2) 2. Be8+ Ke5 3. Qd4+ Kb5
4. Qb4+ Ka6 5. B×c6±; 2. . . Ke5 3. Qd4+ Kf5
4. g4X.

No. 2366. 1. Qc8+ Kd6 2. Qd8+ Ke6 3. Bg4+ f5 4. Be2!
Q×e2 5. Qe8+±; 4. . . Qc3(g2) 5. Be4+ Q×c4 6. Qg8+±;
2. . . Ke6 3. Ba4+ b5 4. Be2! Q×c2 5. Qc8+±; 4. . .
Qe3(e2) 5. Be4+ Q×e4 6. Qa8+±; 1. . . Kd5 2. Bf3+ Kd6
3. Qd8+ Ke6 4. Bd5+ Kf5 5. Qg5X.

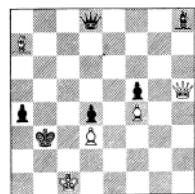
No. 2367. 1. Qd8+ K×c6 2. Qc8+ Kd6 3. Ba3+ Kd5! 4.
Qg8+ Bf7 5. Q×f7+ Kd4 6. Bb2+! Q×b2 7. Qf6(g7)+±.

No. 2368. 1. Bg7 Qb8 2. Qe4+ K∞ 3. Qb1+±; 1. . .
Qd8 2. Qa4+ K∞ 3. Qd1+±; 1. . . Qf4 2. Qa4+±; 1.
. . . f2 2. B×f8 f1Q 3. Qa6+±.

No. 2369. 1. Qe3+ Kb5 2. Qb6+ Ke4 3. Qb4+ Kd3
4. Qd2+ Ke4 5. Qc3+ Kb5 6. Qb4+ Kc6 7. Qb6+ Kd7 8.
Qd8+ Ke6 9. Qa8+ Kc5 10. Bb6+ Ke4 11. Qa2+±; 8.
. . . Ke6 9. Qg8+ Ke5 10. Bc3+ Ke4 11. Qg2+±; 4. . .
Ke4 5. Qe2+ Kd4 6. Bb6+ Kc3 7. Qb2+ Kc4 8. Qa2+±.
Interesting symmetry.

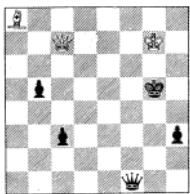
No. 2370. 1. Qf6+ Kh5 2. Qf5+ Kh6 3. Be3+ Kg7 4.
Qg3+ Kf8 5. Bc5+ Bd6 6. Qe5! Kg8 7. B×d6 Qd8 8. Qg3+
Kh8 9. Be5+ f6 10. Qg5!± (see No. 2371). The charm consists
in the geometric repetition of identical positions, with the pinning
of the Bishop and then of the Pawn, after White's sixth and tenth
moves.

2372. T. Gorghiyev
Shakhmaty listok, 1930



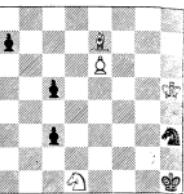
White to play and win

2373. H. Rinck
Neue Leipziger Zeitung,
1932
1st Prize



White to play and win

2374. V. Vorob'yov
64, 1932
1st Prize



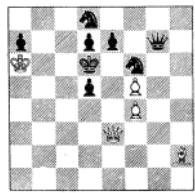
White to play and win

No. 2371. 1. Bc3+ Ke7 2. Qe5+ Kd8 3. Ba5+ b6 4. Qc5! Qb8= 5. B×b6+ Ke8 6. Qe3+ Kf8 7. Be5+ d6 8. Qe5! Qd8 9. B×d6+ Kg8 10. Qg3+ Kh8 11. Be5+ f6 12. Qg5!±. Unquestionably influenced by A. Troitzky's No. 2370. Here there are three Pawn pins, which justifies the composer's conception in developing a well-known idea.

No. 2372. 1. QT7+ Kb4 2. Qb7+ Kc3 3. Qb5! Qg8 4. Qb2+ K×d3 5. Qd2+ Ke4 6. Qe2+ K×f4 7. Bb8+ Q×b8(Kg5) 8. Qh2(g2)±; 2. . . . Ka5 3. Bb8±.

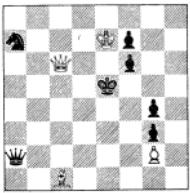
No. 2373. 1. Qg3+ Kf5 2. Bf3 Qa1 3. Qg4+ Ke5 4. Qe4+ Kd6 5. Qe6+ Ke7 6. Qc5+ Kd8 7. Bg4 c2+ 8. Kg8 Qa6 9. Kf7 Qb7+ 10. Kf8 c1Q 11. Qd6+±; 2. . . . Qc4 3. Qd6 Qh4 4. Qd5+ Kf4 5. Qe4+ Kg3 6. Qe1+±; 2. . . . Qe1(b1, d3) 3. Qg6+±; 2. . . . h2(c2) 3. Qg4+ Ke5 4. Qe4+ Kd6 5. Qe6+ Ke7 6. Qf6+ Kd7 7. Bg4+±; 2. . . . Ke6 3. Qg6+ Kd7 4.

2375. L. Kubbel
Shakhmaty v SSSR,
1934



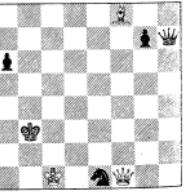
White to play and win

2376. L. Kubbel
L'Opinio, 1934-35
3rd Prize



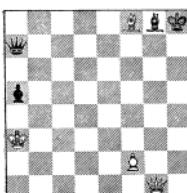
White to play and win

2377. A. Troitzky
Shakhmaty v SSSR,
1935



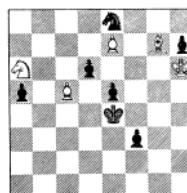
White to play and win

2378. L. Kubbel
Schackvärlden, 1935
2nd Prize



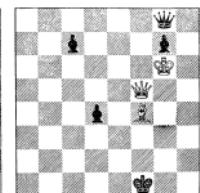
White to play and win

2379. L. Kubbel
Tourney of the Rostov
Region Sports
Committee, 1941
1st Prize



White to play and win

2380. C.J. de Feijer
De Maasbode, 1936



White to play and win

Qc6+ Kd8 5. Bg4+. The precise and coordinated action of all the White pieces demonstrates once again the composer's high technique.

No. 2374. 1. Bg5 c2 2. Nf2+ N×f2 3. e7 Ne4 4. e8Q Nf6+ 5. B×f6 c1Q 6. Qc6+ Kh2 7. Be5+ Kg1 8. Bd4+ Kh2 9. Qd6+ Kg2 10. Qd5+ Kg3 11. Qg8+ Kh2 12. Qa2+ Kh1 13. Qd5+ Kh2 14. Qe5+ Kh1 15. Qe4+ Kh2 16. Qh4+ Kg2 17. Qg4+ Kh2 18. Be5+ Kh1 19. Qh3+ Kg1 20. Qh2+ Kf1 21. Qh1+±.

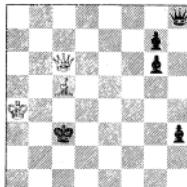
No. 2375. 1. Qe5+ K∞ 2. Qc3+ Kd6 3. Kb5 Ne6 4. Qe5+! ×e5 5. fe+ Kc7 6. ef+ K∞ 7. fg±.

No. 2376. 1. Bb2+ Kf4 2. Qc1+ Ke4 3. Qc2+ Kd5 4. Kd7 Qa6 5. Qf5+ Kc4 6. Qf1+±; 4. . . . f5 5. Q×f5+ Kc4 6. Q×f7+±; 4. . . . Qa5 5. Qf5+±; 4. . . . Qe4(N∞) 5. Qf5(c6)X. The first two variations, ending in two echo positions with the diagonal capture of the Queen, are unquestionably the main content of this endgame study.

No. 2377. 1. Qf7+ Kc3 2. B×g7+ Kd3 3. Kd1! a5 4. Qb3+ Ke4 5. Qb7+ Kd3(f5) 6. Qb1+±; 3. . . . N∞ 4. Qb3+ Ke4 5. Qc2+±; 3. . . . Qh4(h1) 4. Qb3+ Ke4 5. Qc4(b7)+±; 3. . . . Qh2 4. Qd5+ Ke3 5. Bd4+±. Despite the many continuations, Black's position after the quiet move 3. Kd1 is hopeless.

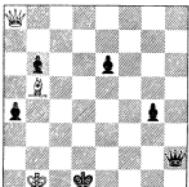
No. 2378. 1. Qa1+ Kh7 2. Qb1+ Kh8 3. Qb2+ Kh7 4. Qc2+ Kh8 5. Qc3+ Kh7 6. Qd3+ Kh8 7. Qh3!+ Bh7 8. Qc3+ Kg8 9. Qc8! Kf7 10. Be5+; 9. . . . Qf7 10. Bh6+±. The White Queen's manoeuvres are delightful. After 9. Qc8! the f7 square becomes fatal for Black. His King or Queen landing on it cuts off the other's road of retreat. This is an example of the obstruction theme.

2381. J. van den Ende
Tijdschrift v.d. KNSB,
1936



White to play and win

2382. H. Rinck
De Schaakwereld, 1937



White to play and win

2383. T. Kok
Tijdschrift v.d. KNSB,
1938



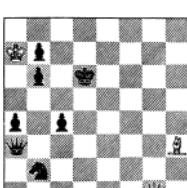
White to play and win

No. 2379. 1. $Nc7 N \times c7$ 2. $cd f2$ 3. $dc f1Q$ 4. $e8Q Qf4+$ 5. $K \times h7 Qb4+$ 6. $Kg6 Q \times e7$ 7. $Bf8 Qa7$ 8. $Bc5 \pm$; 7. . . . $Qh4$ 8. $Qc4 \pm$. Let us compare this endgame study with Kubbel's No. 2378, since their final positions are almost alike. Which of these studies should be given preference? No. 2378 is definitely much better thanks to its crystal-clear expression of the idea with a minimum of material. Despite the dynamic decoying of the Queen on the a7 square, the other endgame study makes an unpleasant impression because of the five captures and the crude play.

No. 2380. 1. $Qd3+ Kf2$ 3. $Q \times d4+ Kf1$ 3. $Qd3+ Kf2$ 4. $Be3+ Kg2$ 5. $Qe2+ Kh3$ 6. $Qf1+ Kg3$ 7. $Bf2+ Kf4$ 8. $Bb6+ Kg4$ 9. $Qe2+ Kh3$ 10. $B \times e7 \pm$; 8. . . . $Ke5$ 9. $Qf5+ Kd6$ 10. $Qc5+ Kd7$ 11. $Q \times e7 \pm$.

No. 2381. 1. $Qf3+ Kc4$ 2. $Bf8 Kd4$ 3. $Kb4 h2$ 4. $B \times g7+ Q \times g7$ 5. $Qc3+ Kd5(e4)$ 6. $Q \times g7 h1Q$ 7. $Qb7 \pm$. Clever work!

2384. V. Bron
Shakhmaty v SSSR,
1938



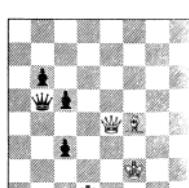
White to play and win

2385. H. Rinck
Tourney in Spain,
1938-39
1st Prize



White to play and win

2386. J. Gentner
Sachové U mění, 1950
2nd Prize



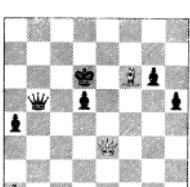
White to play and win

2387. V. Halberstadt
L'Échiquier de Paris,
1953
3rd Prize



White to play and win

2388. V. Bron
Shakhmaty v SSSR,
1953



White to play and win

2389. D. Petrov
V. Platov Memorial
Tourney, 1954-55
4th Commendation



White to play and win

No. 2382. 1. $Qe4 Qf2$ 2. $Qd3+ Qd2$ 3. $Qf1+ Qe1$ 4. $Qf4 Qd2$ 5. $Q \times g4+ Ke1$ 6. $Qg4X$; 2. . . . $Ke1$ 3. $Qc3+ Qd2$ 4. $Qe5+ Kf2$ 5. $Qh2+ Ke3$ 6. $Qh6 \pm$; 1. . . . $e5(a3)$ 2. $B \times a4+ Kd2$ 3. $Qc2 \pm$.

No. 2383. 1. $Qe8+ Kg7$ 2. $Qe5+ Kg6$ 3. $Bf5+ Kf7$ 4. $Be6+ Kg6$ 5. $Qf5+ Kh6$ 6. $Qf6+ Kh5$ 7. $Bc4 d3$ 8. $Bb3 e3$ 9. $Kh3 Qd7+$ 10. $Be6 \pm$.

No. 2384. 1. $Qd4+ Ke7$ 2. $Qg7+ Ke8$ 3. $Bd7+ Kd8$ 4. $Bb5 Qd6$ 5. $Qg5+ Kc7$ 6. $Qg8 Qd8$ 7. $Qg7+ Kd6$ 8. $Qd4+ Ke7$ 9. $Qh4 \pm$.

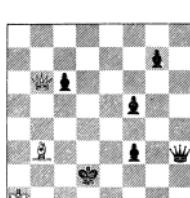
No. 2385. 1. $Be4+ Kc7+$ 2. $Ke7 Qa7$ 3. $Qd6+ Kc8 \pm$ 4. $Ke8 Qa4+$ 5. $Bc6 Qa5$ 6. $Qd7+ Kb8$ 7. $Qb7X$; 4. . . . $Qf7+$ 5. $K \times f7 f1Q+$ 6. $Ke7 Qb5$ 7. $Qd8X$; 2. . . . $Qf6+$ 3. $K \times f6 f1Q+$ 4. $Ke7 Qa6$ 5. $Qc5+ Kb8$ 6. $Qe5+ Kc8$ 7. $Qh8 \pm$; 2. . . . $Qb6$ 3. $Qc4+ Kb8$ 4. $Qg8 \pm$; 2. . . . $f1Q$

2390. L. Kubbel
Shakhmaty za 1955 god,
1956



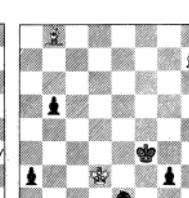
White to play and win

2391. R. Missiaen
Problem, 1957



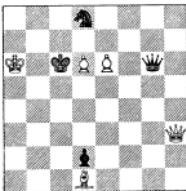
White to play and win

2392. R. Kassai
Magyar Sakkélet, 1958



White to play and win

2393. B. Jamnicki
Yugoslav Composers
Tourney, 1959-60
1st Hon. Mention



White to play and win
3. $Qe5+ Kb8$ 4. $Qe5+ Qd6+$ 5. $Q \times d6+ Ka7$ 6. $Q \times d4+ Ka6$
7. $Bd3+\pm$.

No. 2386. 1. $Kg3!$ (zugzwang) 1. ... $Qd7$ 2. $Qb1+ Ke2$ 3. $Qc2+$ $Ke1$ 4. $Be5\bar{1}\pm$; 1. ... $Qb4$ 2. $Qd3+$ $Ke1$ 3. $Kf3\pm$; 1. ... $Qb3$ 2. $Qd3+$ $Ke1$ 3. $Kh2(g2)$ $Qa2+$ 4. $Kh1$ $Qa8+$ 5. $Kg1\pm$; 1. ... $Qb2$ 2. $Qd3+$ $Ke1$ 3. $Kh3\pm$; 1. ... $c4$ 2. $Qh1+$ $Ke2$ 3. $Qc1+$ $Kb3$ 4. $Qb1+ Ka4$ 5. $Qa2+ Kb4$ 6. $Bd6+\pm$; 3. ... $Kd3$ 4. $Qd1+ Ke4$ 5. $Qf3+ Kd4$ 6. $Qe3+ Kd5$ 7. $Qe5+ Kc6$ 8. $Qe8+ Kc5$ 9. $Bd6+\pm$. Black, absolutely helpless, lands in trouble immediately after the quiet move 1. $Kg3!$

No. 2387. 1. $Qg4+ Kf7$ 2. $Qf5+ Kg8$ 3. $Qg6+ Kh8$ 4. $Qh5+ Kg8$ 5. $Bc5 Qe4+$ 6. $Kb6 Qe3+$ 7. $Ka6 Qa3+$ 8. $Kb7 Kf8$ 9. $Qf5+ Ke8$ 10. $Bd6 Qe3$ 11. $Bc5 Qh6$ 12. $Kc7 Qg7+$ 13. $Ke8\pm$.

No. 2388. 1. $Qe7+ Kc6$ 2. $Qe8+ Kb6$ 3. $Bd4+ Ka5$ 4. $Qd8+ Kb4$ 5. $Qe7+ Kb3$ 6. $Qe3+ Kc2$ 7. $Qc3+ Kd1$ 8. $Bc3 Ke2$ 9. $Qd2+ Kf3$ 10. $Qf2+ Kg4$ 11. $Qf4+ Kh3$ 12. $Qf3+ Kh2$ 13. $Bf4+ Kg1$ 14. $Qg3+ Kf1$ 15. $Be3 Ke2$ 16. $Qf2+ Kd3$ 17. $Qf1+\pm$. The lengthy trip of his King cost Black the Queen.

No. 2389. 1. $e6 de$ 2. $Bc2 c4$ 3. $Kb6 e5$ 4. $Qd2+ Ke6$ 5. $Bf5+\pm$. The isolation of Black's King and Queen makes their situation unenviable.

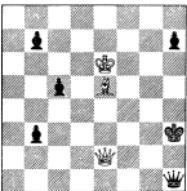
No. 2390. 1. $Qh7+ Ke8$ 2. $Qc7 g4$ 3. $B \times c4 Qa8$ 4. $Bb5+ Kf8$ 5. $Bc6 Qa6$ 6. $Qb8+ K\infty$ 7. $Bb5\pm$.

No. 2391. 1. $Qd4+ Ke1$ 2. $Bc4 Qh6$ 3. $Kb1 Qg5$ 4. $Qc5 Kd2$ 5. $Qf2+ Kc3$ 6. $Bf1 Qd2$ 7. $Qc5+ Kb3$ 8. $Bc4+ Ka4$ 9. $Q \times e6+ Ka3$ 10. $Qa6+ Kb4$ 11. $Qb5+\pm$.

No. 2392. 1. $h8Q a1Q$ 2. $Q \times a1 g1Q$ 3. $Qd1+ Ke4$ 4. $Qb1+ Kd5$ 5. $Qf5+ Ke6$ 6. $Qc8+ Kd5$ 7. $Qd7+ Ke4$ 8. $Qe6+ Kf3$ 9. $Qf5+ Kg2$ 10. $Qg4+\pm$; 5. ... $Kc4$ 6. $Qc8+ Kb3$ 7. $Qc3+ Ka4$ 8. $Qa1+ Kb3$ 9. $Qb1+ Ke4$ 10. $Qa2+\pm$.

2394. J. Moravec
Revue FIDE, 1961

2395. V. Bron
Thèmes 64, 1962



White to play and win
White to play and win
White to play and win
3. $Q \times d6+ Ka7$ 6. $Q \times d4+ Ka6$
7. $Bd3+\pm$.



No. 2393. 1. $e7 Q \times d6$ 2. $edR! Q \times d8$ 3. $Qc3+ Kd6$ 4. $Q \times d2+ Kc7$ (4. ... $Ke7$ 5. $Qg5+ Kd7$ 6. $Ba4+ Kc8$ 7. $Of5+ Kc7$ 8. $Qc5+\pm$) 5. $Qa5+ Kd7$ 6. $Ba4+ Kc8$ (6. ... $Ke7$ 7. $Qg5+\pm$) 7. $Qf5+\pm$.

No. 2394. 1. $Qd3+ Kg2$ 2. $Qd5+ Kg1$ 3. $Q \times c5+ Kf1$ 4. $Qc1+ Kg2$ 5. $Qd2+ Kf1$ 6. $Qd3+ Kf2$ 7. $Bd4+ Kg2$ 8. $Qe4+ Kh2$ 9. $Q \times h7+ Kg2$ 10. $Qe4+ Kh2$ 11. $Be5+ Kg1$ 12. $Qe1+ Kg2$ 13. $Qe2+ Kh3$ 14. $Kf5 Qb1+$ 15. $Kg5 Qg1+$ 16. $Kh5\pm$.

No. 2395. 1. $Bb5+ K \times c3$ 2. $Qe5+ Kb4$ 3. $Qe7+ Kb3$ 4. $Q \times e2 Kb4$ 5. $Qe7+ Kb3$ 6. $Bc4+ Ka4$ 7. $Q \times d7+ Kb4$ 8. $Qe7+ Ka4$ 9. $Bb5+ Kb3$ 10. $Qe6+ Kb4$ 11. $Qd6+ Kb3$ 12. $Qd2\pm$.

PART FOUR

TRAPPING PIECES WITH OTHER FORCES

We conclude with endgame studies having line-ups not met earlier, and also with several methods of destroying Black's forces not examined before. They are classified in Table 39.

Table 39. Other Trapping Patterns (Endgame Studies Nos. 2396—2545)

Subdivisions	Features of the Set-Up	Nos.
1	Two Rooks versus a Rook and a minor piece	2396—2440
2	Rook and two (or one) minor pieces versus Rook and a minor piece	2441—76
3	Two Rooks and a minor piece versus similar forces	2477—81
4	Queen versus Rook and a minor piece	2482—2505
5	Queen and Rook versus Queen and Rook (or Bishop)	2506—19
6	Checkers combinations	2520—39
7	Mauling Black's forces	2540—45

Chapter 1

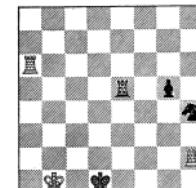
TWO ROOKS TRAP ROOK AND MINOR PIECE

In the simplest endings without Pawns the advantage does not, as a rule, guarantee victory. Hence, in the case of two Rooks versus Rook and minor piece, one can count on a win only in some cases. The endgame studies in this chapter are based on such cases and reveal the attack possibilities of the advantage.

The studies having two Rooks versus Rook and Knight are divided into subgroups: 1. a win due to geometric motifs (Nos. 2396—2403); 2. a win thanks to Knight pins or the tying up of pieces (Nos. 2404—13). Besides, in several compositions double attack and other motifs are employed.

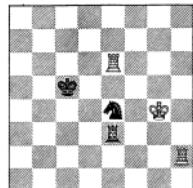
No. 2396. 1. Ra1 Re2 2. Rh1+ Kd2 3. Ra2+ Ke3 4. Rh3+ Kf2 5. Rh2+ Ng2 6. R×e2+±; 4. . . . Ni3 5. Ra3+ Ke4 6. Rh×f3±; 3. . . . Kd3 4. Rh3+ Re3 5. Ra3±.

2396. H. Rinck
Le Matin, 1923



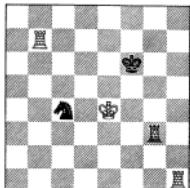
White to play and win

2397. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1924
1st Hon. Mention



White to play and win

2398. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1924
2nd Hon. Mention



White to play and win

No. 2397. 1. Kf4 Kd4 2. Ra6 Nc3 3. Rd2+ Rd3 4. Rd6 Nd5+ 5. R×d5±; 2. . . . Ng3 3. Ra4+ Kd5 4. K×e3±; 2. . . . Re1 3. Ra4+ Kd5(d3) 4. Rh5(h3)±.

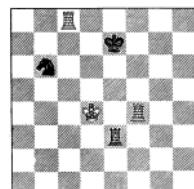
No. 2398. 1. Kf4 Rg6 2. Ra1 Nd6 3. Ra6 Ke6 4. R×d6+ K×d6 5. Rb6±; 1. . . . Rg2 2. Rh6+ Rg6 3. R×g6+ K×g6 4. Rb4±.

No. 2399. 1. Rc7+ Kd6 2. Rb7 Nd5 3. Rf5 Ne7 4. Rf6+ Re6 5. Rb6+ Nc6+ 6. R×c6±; 1. . . . Ke8 2. Rh4 Rf3 3. Rh8+ Rf8 4. R×f8+ K×f8 5. Rb7±.

No. 2400. 1. Rg7+ Kf8 2. Rg8+ Kf7 3. R1g7+ Kf6 4. Rg6+ Kf7 5. R×e8 K×g6 6. Re6±. Direct play with the aim of exchanging Rooks and creating a geometric motif. The solution of the next endgame study develops in the same key.

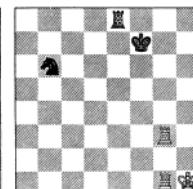
No. 2401. 1. Rg7+ Kb6 2. Rd6+ Kb5 3. Rg5+ Bd5+ 4. Rg×d5+ Kc4 5. Rd4+ Kc3(c5) 6. R×a6 K×d4 7. Ra4+±.

2399. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1924



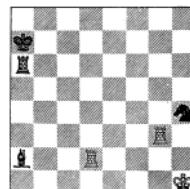
White to play and win

2400. H. Rinck
Sydsvenska Dagbladet
Snällposten, 1925



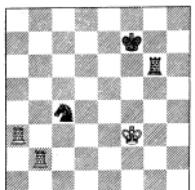
White to play and win

2401. J. Fritz
1938



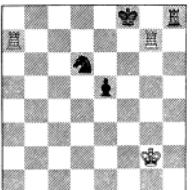
White to play and win

2402. H. Rinck
L'Échiquier, 1925



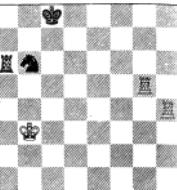
White to play and win

2403. L. Prokés
J. Louma Tourney, 1940
2nd Prize



White to play and win

2404. J. Berger
1890
(revised by N. Kopayev)



White to play and win

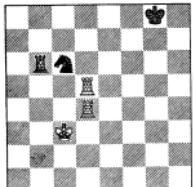
No. 2402. 1. Rb7+ Kf6 2. Ra6+ Kg5 3. Rb5+ Kh6 4. Rxg6+ Kxg6 5. Rc5±; 1. . . Ke6 2. Ra6+ Kf5 3. Rb5+ Ne5 4. Rx e5±.

No. 2403. 1. Rgd7 Ne8 2. Rf7+ Kg8 3. Rfe7 Kf8 4. Rx e8+ Kx e8 5. Ra8+±; 1. . . Rg8+ 2. Kh3 Rh8+ 3. Kg4 Rg8+ 4. Kh5 Rh8+ 5. Kg6 Rg8+ 6. Kh7±; 1. . . Rh6 2. Ra6 Nf7 3. Rx f7+±. The continuation 4. . . Rg8+, bound up with the staircase movement of White's King, supplements and improves the main play for winning the Rook.

The pinning and tying up of the pieces are precisely exploited in Nos. 2404-13. Whereas in the pin the Knight becomes the target of the attack, the tying up paralyses all of Black's forces owing to their need for mutual defence.

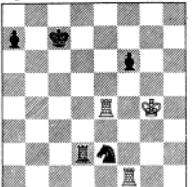
No. 2404. 1. Rh6 Ra1 2. Kb2 Ra6 3. Rg8+ Kb7(c7) 4. Rg7+ Kb8 5. Kb1±. The composer's idea is refuted by the move 2. . . Ra5! with a draw. To make up for that N. Kopayev found an-

2405. H. Rinck
Sydsvenska Dagbladet Snällposten, 1924
3rd Prize



White to play and win

2406. H. Rinck
Basler Nachrichten, 1923



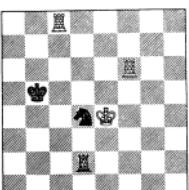
White to play and win

2407. H. Rinck
Basler Nachrichten, 1923



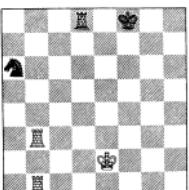
White to play and win

2408. H. Rinck
Sydsvenska Dagbladet Snällposten, 1923
2nd Prize



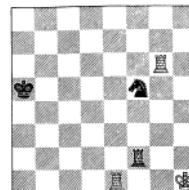
White to play and win

2409. H. Rinck
Sydsvenska Dagbladet Snällposten, 1924
3rd Hon. Mention



White to play and win

2410. H. Rinck
Sydsvenska Dagbladet Snällposten, 1924
3rd Hon. Mention



White to play and win

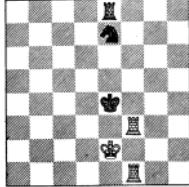
other method of winning: 1. Re5+! Kd7 2. Rd4+ Ke8 3. Re5+ Kf7 4. Rf4+ Kg7 5. Rg5+ Kh6 6. Rg1±; 1. . . Kd8 2. Rc6 Nd7 3. Rh8+ Ke7 4. Rh7+ Kd8 5. R×d7+±; 1. . . Kb7 2. Rh7+ Kb8 3. Rc6 Nd7 4. R×a6 Nc5+ 5. Kb4 N×a6+ 6. Kb5 Nc7+ 7. Ke6±. This rehabilitates Berger's endgame study but completely changes its solution.

No. 2405. 1. Rg5+ Kf7 2. Rd6 Rb1 3. Kc2 Rb6 4. Kc1 Ke7 5. Rgg6±. In the nature of the play this resembles Berger's intention in No. 2404. To a certain extent Rinck's study can be regarded as a correction of that one.

No. 2406. 1. Kf3 Nd4+ 2. Ke3 Nb3 3. Rb4 Rb2 4. Rcf+ Kd6 5. Rc3±.

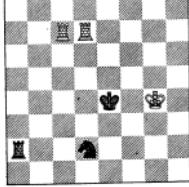
No. 2407. 1. Ra1 Nd3 2. Ka2+ Nc1+ 3. Kb2 Rb4+ 4. Kc3 Rb3+ 5. Kc4 Rb6 6. Kc5+±; 1. . . Re2 2. Rh1+ Kd2 3. Ra2+ Ke3 4. Rh3+ Nf3 5. Ra3+±; 3. . . Kd3 4. Rh3+ Re3 5. Ra3+±.

2411. F. Prokop
Tribuna, 1924



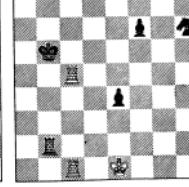
White to play and win

2412. F. Prokop
Československý Šach, 1927



White to play and win

2413. H. Rinck
Tourney in Hungary,
1936-37
1st Prize



White to play and win

No. 2408. 1. Rf1 Nb3 2. Rb1 Rd4+ 3. Ke3 Rb4 4. Rb2! Ka4(5) 5. Ra8+ Kb5 6. Rb8+ Kc4 7. Rc2+±. The quiet preparatory move 4. Rb2! is interesting. White takes advantage of the paralysis of Black's pieces.

No. 2409. 1. Rf1+ Ke7 2. Re3+ Kd7 3. Rf7+ Kc6 4. Re6+ Kb5 5. Rb7+ Ka5 6. Ra7±; 3. ... Kc8 4. Rc3+ Kb8 5. Re6±.

No. 2410. 1. Re5+ Kb4 2. Rg4+ Kc3 3. Kg1 Rf3 4. Kg2 Nd4 5. Rc5+ Kd3(b4) 6. Rd5±; 3. ... Nh6 4. Rg3+ Kd4 5. Re6±.

No. 2411. 1. Re3+ Kd5 2. Rf6 Ng8 3. Rf5+±; 1. ... Kd4 2. Rf7±.

No. 2412. 1. Re8! Ke5 2. Re8+ Kf6 3. Rd4 Nb3 4. Rf4+ Kg7 5. Rf7+ Kg6 6. Re6+ Kg7 7. Rb4 Na5 8. Ra6±; 7. ... Ne5 8. Rf6 Ra5 9. Rbb6 Kf8 10. Rc7 Na6 11. Ra7±; 1. ... Ke3 2. Re8+Kf2 (2. ... Ne4 3. Rde7 Ra4 4. Kf5 Ra5+ 5. Re5 Kf3 6. Rx a5 Nd6+ 7. Ke5±) 3. Rf7+ Kg1 4. Re1+ Kg2 5. Re2+ Kg1 6. Rf4 Rb2 7. Rd4+±. The solution is hard to find since Black has various defence possibilities.

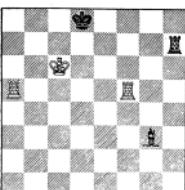
No. 2413. 1. Rh5 Nf8 2. Rh8 Nd7 3. Rd8 Ne5 4. Rb8+ Ka7 5. Rx b2 Nd3+ 6. Kd2 Nx b2 7. Ra1+ K∞ 8. Rh1±; 3. ... Nc5 4. Rd6+ Ke7(55) 5. Rd5±. Filigree work by the Rooks ties up and captures the Knight.

The main motifs by which two Rooks trap the Rook and Bishop are: 1. geometric (Nos. 2414-24); 2. pinning or tying up (Nos. 2425-37); 3. mating threats (Nos. 2438-40).

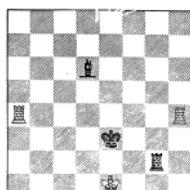
No. 2414. 1. Rfd5+ Kc8 2. Ra8+ Bb8 3. Rd8+ K×d8 4. R×b8+ Ke7 5. Rb7+±; 1. ... Ke8 2. Ra8+ Kf7 3. Rd7+ Kg6 4. Rg8+±.

No. 2415. 1. Rh3+Bg3+ 2. Kf1 Rf2+ 3. Kg1 Rf3 4. Kg2±; 1. ... Rg3 2. Ra3+ B×a3 3. Rx g3+±.

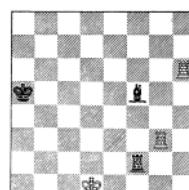
2414. H. Rinck
Revue suisse d'échecs,
1922



2415. H. Rinck
Revue suisse d'échecs, 1922



2416. H. Rinck
Revue suisse d'échecs,
1922

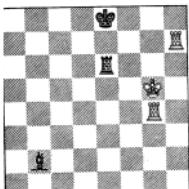


White to play and win

White to play and win

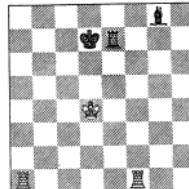
White to play and win

2417. H. Rinck
Revue suisse d'échecs,
1922



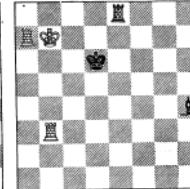
White to play and win

2418. H. Rinck
Revue suisse d'échecs,
1922



White to play and win

2419. H. Rinck
Revue suisse d'échecs,
1922



White to play and win

No. 2416. 1. Rg5 Kb4 2. Rh4+ Kc3 3. Ke1 Rf3 4. Ke2 Rh3 5. Rx h3+ Bxh3 6. Rg3+±.

No. 2417. 1. Rb4 Bf6+ 2. Kf5 Rd6 3. Rb8+ Bd8 4. Rh8+ Ke7 5. Rb7+ Rd7 6. Rh7+±.

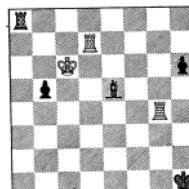
No. 2418. 1. Ra7+ Kd6 2. Rf6+ Be6 3. Ra6+ Kd7 4. Ke5 Bg4 5. Ra7+ Ke8 6. Ra8+ Kd7 7. Rd6+ Kc7 8. Ra7+±; 5. ... Kd8 6. Rf8+ Re8 7. Ra8+±; 2. ... Re6 3. Rf8 Rg6 4. Rd8+ Ke6 5. Ra6+ Ke7 6. R×g6±.

No. 2419. 1. Rb6+ Ke7 2. Ka6+ Kf8 3. Rh6 Be7 4. Rh7 Bf6 5. Rh7+±; 1. ... Kd7 2. Ka6+ Kc8 3. Ra8+ Kd7 4. Rb7+±; 1. ... Ke7 2. Ra5+ Kf4 3. Rb4+±.

No. 2420. 1. Rd5 Rc8+ 2. Kd7 Rc7+ 3. Ke6 Rg7 4. Rd1+ Kh2 5. Rh4+ Kg3 6. Rb4 Rg5 7. Rg1+ Kf3 8. R×g5±.

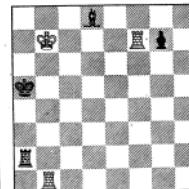
No. 2421. 1. Rd7 Bf6 2. Ka8 Rb2 3. Ra7+ Kb4 4. Rb7+ Ka3 5. Ra1+ Ra2 6. Ra7±.

2420. H. Rinck
Revue suisse d'échecs,
1922



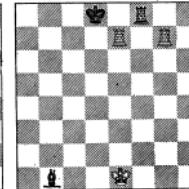
White to play and win

2421. H. Rinck
Revue suisse d'échecs,
1922



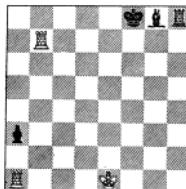
White to play and win

2422. H. Rinck
700 *Fins de Partie*,
1927



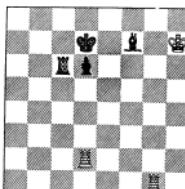
White to play and win

2423. H. Rinck
Basler Nachrichten, 1940



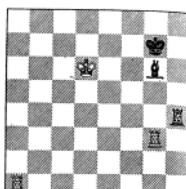
White to play and win

2424. L. Prokes
1941



White to play and win

2425. J. Berger
1920



White to play and win

No. 2422. 1. Rd7+ Kc8 2. Rc7+ Kd8 3. Rgd7+ Ke8 4. Ra7 B15 5. Rdb7 Kd8 6. Rb8+ Bc8 7. Rx \times c8+ K \times c8 8. Ra8+ \pm ; 4. . . . Rf6 5. Rdb2 Re6+ 6. Kf2 \pm .

No. 2423. 1. 0-0-0 Ke8 2. Kb1 a2+ 3. Ka1 Rh6 4. Rb8+ Kf7 5. Rf1+ Kg7 6. Rg1+ Rg6 7. R \times g6+ \pm ; 1. . . . Bf7 2. Rd8+ Be8 3. R \times e8+ K \times e8 4. Rb8+ \pm .

No. 2424. 1. Rg7 Ke8 2. Re2+ Kf8 3. Rf2 Rc7 4. Rg8+ Ke7 5. R \times f7+ K \times f7 6. Rg7+ \pm .

Nos. 2425-37 demonstrate various patterns of pinning and tying up. The biggest danger for the weaker side arises when the Bishop is tied up on the fringe.

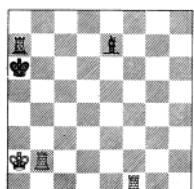
No. 2425. 1. Ra1 Rh6 2. Ke7 Kh7 3. Kf8 \pm .

Rinck's Nos. 2426 and 2427 employ the same method: pinning the Bishop or Knight. The final positions of these studies can be employed in actual play.

No. 2426. 1. Ra1 Bd8 2. Kb1+ Ba5 3. Rb8 \pm .

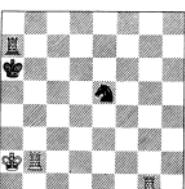
No. 2427. 1. Ra1 Nc4 2. Kb1+ Na5 3. Rb8 \pm .

2426. H. Rinck
Revue suisse d'échecs,
1922



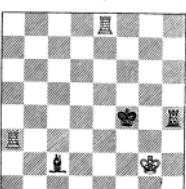
White to play and win

2427. H. Rinck
1923



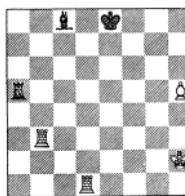
White to play and win

2428. H. Rinck
Kölische Volkszeitung,
1926



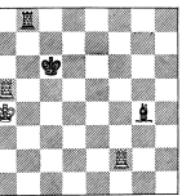
White to play and win

2429. G. Kasparyan
Argentine Chess Club
Tourney, 1955



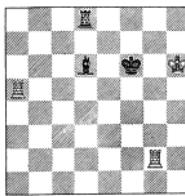
White to play and win

2430. H. Rinck
Revue suisse d'échecs,
1922



White to play and win

2431. H. Rinck
Basler Nachrichten, 1922



White to play and win

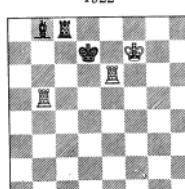
Whereas in Nos. 2426 and 2427 Black loses because of a simple zugzwang, in Nos. 2428 and 2429 the result depends on whose move it is in the mutual zugzwang that arises. This makes the position sharper and more interesting.

No. 2428. 1. Rf3+ Kg5 2. Rg8+ Kh6 3. Rh8+ Bh7 4. Rg3 Rh5 5. Rg4 \pm ; 3. . . . Kg5 4. Rg3+ Rg4 5. Rg8+ \pm (see No. 2429).

No. 2429. 1. Re3+ Kf7 2. Rf1+ Kg7 3. Rg3+ Kh7 4. Rf7+ Kh6 5. Rf8 R \times h5+ 6. Kg2! (6. Kg1? B15 7. Rh8+ Bh7 8. Kg2 Rb5=) 6. . . . Bb7+ 7. Kf2 Be4 8. Rh8+ Bh7 9. Kg1! Rh4 10. Kg2 Rh5 11. Rg4 \pm ; 7. . . . Rg5 8. Rh8+ Kg7 9. Rb8! \pm ; 7. . . . Rh2+ 8. Ke3 Kh7 9. Rf7+ Kh8 10. R \times b7 Re2+ 11. Kd4 Re4+ 12. Kc3 Rc4+ 13. Kb3 \pm .

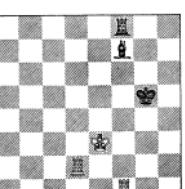
The finale of G. Kasparyan's No. 2429 fully coincides with that of Rinck's No. 2428. Nonetheless, No. 2429 is an unquestionable development of Rinck's ideas: the manoeuvres by White's King on

2432. H. Rinck
Revue suisse d'échecs,
1922



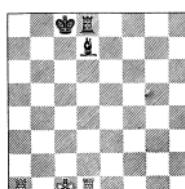
White to play and win

2433. H. Rinck
Basler Nachrichten, 1923



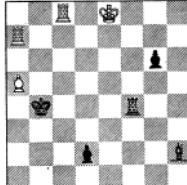
White to play and win

2434. H. Rinck
Basler Nachrichten, 1923



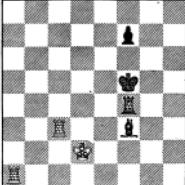
White to play and win

2435. G. Kasparyan
Tourney in Honour of
the 35th Anniversary of
Soviet Armenia, 1955
3rd Prize



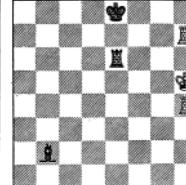
White to play and win

2436. H. Rinck
České Slovo, 1924
1st Hon. Mention



White to play and win

2437. H. Rinck
Narodni Osvobozeni, 1926



White to play and win

the sixth, seventh and ninth moves of the main variation unexpectedly create a position of mutual zugzwang.

No. 2430. 1. Rf6+ Kd7 2. Ra7+ Ke8 3. Rh6 Bd7+ 4. Ka3 Rd8 5. Rh7±; 1. ... Kb7 2. Rb5+ Kc7 3. Rf7+ Bd7 4. Rx×d7±; 1. ... Kc7 2. Ra7+ Rb7 3. Rf7+ Bd7+ 4. Rx×d7±.

No. 2431. 1. Rg6+ Ke7 2. Ra7+ Ke8 3. Rg8+ Bf8+ 4. Kh7 Rc8 5. Rh8 Rb8 6. Kg8 Rd8 7. Rb7 Ra8 8. Rf7 Be7 9. Kg7±.

No. 2432. 1. Rb7+ Bc7 2. Ra7 Rh8 3. Re7+ Kd8 4. Ra8±.

No. 2433. 1. Rg2+ Kh6 2. Rf6+ Kh7 3. Kf2±.

No. 2434. 1. Ra8+ Kc7 2. Ra7+ Kc8(c6) 3. Rd6(d2)±.

No. 2435. 1. Rb7+ Ka4 2. Rd8 Bg1 3. R×d2 K×a5 4. Rb8! Ra4 5. Rd5+ Ka6 6. Ra8+ Ba7 7. Rd7 Kb6 8. Kd8 g5 9. Rc7 g4 10. Ke8 g3 11. Rb7+ Kc6 12. Ra×a7 g2 13. Rc7+ Kd6 14. Rd7+ Ke6 15. Re7+ Kf6 16. Rf7+ Kg6 17. Rg7+±.

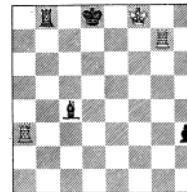
Based on the position arising after 7. Rd7, in which White gradually wins the pinned Bishop and stops the dangerous passed Pawn.

No. 2436. 1. Ke3 Bg2 2. Rc5+ Kg4 3. Rg1 Rf3+ 4. Ke2 Rg3 5. Kf2 Kh3 6. Rh5+ Kg4 7. Rh8±; 1. ... Bd5 2. Rc5 Re4+ 3. Kd3 Re5 4. Kd4 Ke6 5. Ra6±; 1. ... Kg4 2. Rg1+ Kf5 3. Rc5±. Three beautifully arranged echo variations in which all three Black pieces are compelled to line up in a row, after which material losses are inevitable.

No. 2437. 1. Rb4 Be5 2. Ra4 Rd6 3. Re4 Rd5 4. Rg7 Kf8 5. Rg5±; 2. ... Kf8 3. Re4 Kg8 4. Rb7 Kf8 5. Rb5±; 3. ... Re8 4. Kg6 Kg8 5. Rh5±.

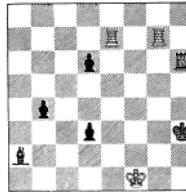
While thwarting the mating threats Black inevitably suffers material losses in Nos. 2438-40.

2438. H. Rinck
Revue suisse d'échecs,
1925



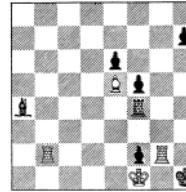
White to play and win

2439. H. Rinck
L'Echiquier, 1925



White to play and win

2440. B. Varady
Magyar Sakkvilág, 1934



White to play and win

No. 2438. 1. Raat Bd5 2. Rg8 Be8 3. Re7 Bh5 4. Rg5 Bf3 5. Kf7±; 2. ... Bc4 3. Rh8 Bb5 4. Kf7±.

No. 2439. 1. Re3+ Kh4 2. Kg2 Bd5+ 3. Kh2 Be6 4. Re4+ Kh5 5. Kg3 Rg6+ 6. R×g6 Bf5 7. Rgg4±.

No. 2440. 1. Rg×f2 Rh4 2. Rb1 Re4 3. Rf3 Rh4 4. Rb4±.

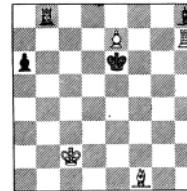
Chapter 2

ROOK AND TWO MINOR PIECES (OR ONE) TRAP ROOK AND MINOR PIECE

Endgame studies having a Rook and two minor pieces versus a Rook and one minor piece are grouped together with those having a Rook and one minor piece against a Rook and one minor piece because of their similarity.

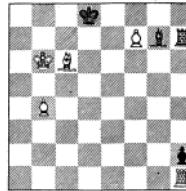
Exchanges in the initial play may lead to various other correlations of forces examined earlier.

2441. B. Horwitz
and J. Kling
1851



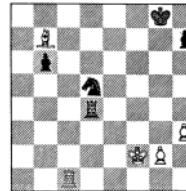
White to play and win

2442. A. Havasi
L'Italia Scacistica,
1921



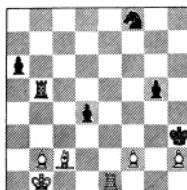
White to play and win

2443. S. Kaminer
Shakhmaty, 1925



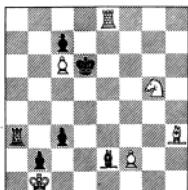
White to play and win

2444. L. Kubbel
Shakhmatnyj listok, 1925



White to play and win

2445. L. Kubbel
Izvestia, 1927



White to play and win

2446. L. Kubbel
Zadachi i etyudy, 1928



White to play and win

Nos. 2441–50 feature geometric methods of winning bound up with diverting or attracting sacrifices.

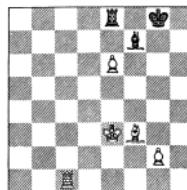
No. 2441. 1. $Bh3+$ $Kd6$ 2. $Bd7$ $Rb2+$ 3. $Kc1$ $K\times d7$ 4. $e8Q++$ $K\times e8$ 5. $R\times h8+$ $K\infty$ 6. $K\times b2\pm$; 2. . . . $K\times d7$ 3. $e8Q++$ $K\times e8$ 4. $R\times h8+\pm$.

No. 2442. 1. $f8Q+$ $B\times f8$ 2. $Re1$ $Be7$ 3. $Ra1$ $B\infty$ 4. $Ra8+$ $Ke7$ 5. $Ra7\pm$; 2. . . . $Re7$ 3. $Rd1+$ $Ke8$ 4. $Ra1\pm$. A lightly built endgame on a problem theme (Grimshaw interference). The move 2. . . . $Be7$ creates a geometric motif, while 2. . . . $Re7$ leads to an irresistible mating threat.

Nos. 2443 and 2444, which have much in common and were published simultaneously, contain kindred diverting sacrifices of the Rook to create a geometric motif on the diagonal.

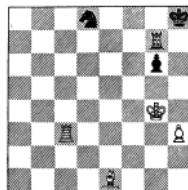
No. 2443. 1. $Rc1$ $Rd2+$ 2. $Ke1$ $Rd3$ 3. $Ke2$ $Re3+$ 4. $Kd2$ $Re5$ 5. $Re4!$ $R\times e4$ 6. $B\times d5\pm$; 5. . . . $Rg5$ 6. $Rg4$ $R\times g4$ 7. $B\times d5+$ $K\infty$ 8. $hg\pm$; 5. . . . $Rf5$ 6. $g4$ $Rg5$ 7. $h4\pm$; 1. . . . $Rf4+$ 2. $Kg1$ $Rf5$ 3. $g4$ $Rg5$ 4. $h4$ $Re5$ 5. $Re4\pm$.

2447. L. Prokes
Schach-Magazin, 1950



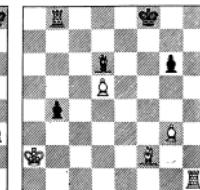
White to play and win

2448. L. Kayev
64, 1934



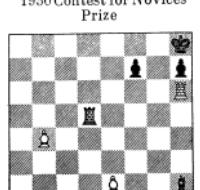
White to play and win

2449. J. Bán
1947



White to play and win

2450. P. Sobolevsky
Shakhmaty v SSSR,
1950 Contest for Novices



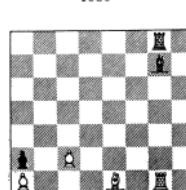
White to play and win

2451. H. Rinck
Basler Nachrichten, 1923



White to play and win

2452. N. Rossolimo
Ceskoslovenský Šach,
1930



White to play and win

No. 2444. 1. $Re8$ $Nd7$ 2. $Ba4!$ $Rb7$ 3. $Bc6$ $Rc7$ 4. $Rc8!$ $R\times c8$ 5. $B\times d7\pm$; 2. . . . $Rd5$ 3. $Bc6$ $Rd6$ 4. $Re6$ $R\times e6$ 5. $B\times d7\pm$.

No. 2445. 1. $Ne4+$ $K\times c6$ 2. $N\times c3$ $R\times c3$ 3. $Bg2+$ $Bf3$ 4. $K\times b2$ $Rd3$ 5. $Kc2$ $Ra3$ 6. $Ra8\pm$. The final blow is elegant.

The main diverting sacrifices of the Rook in Nos. 2446 and 2447 are alike.

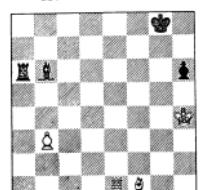
No. 2446. 1. $e8Q$ $R\times e8$ 2. $Bg2$ $Rc8$ 3. $Re8\pm$; 1. . . . $B\times e8$ 2. $Bg2+$ $Ka7$ 3. $Re7+$ $Ka6$ 4. $Bf1+$ $b5$ 5. $R\times e8$ $R\times e8$ 6. $B\times b5\pm$ (see No. 2447).

No. 2447. 1. $Bd5$ $B\times e6$ 2. $Rc8$ $B\times d5+$ 3. $R\times e8+$ $Kf7$ 4. $Re4\pm$.

No. 2448. 1. $Rd3$ $Rg8$ 2. $Bc3+$ $Kh7$ 3. $Rd7+$ $Kh6$ 4. $Bd2+$ $g5$ 5. $R\times d8$ $R\times d8$ 6. $B\times g5\pm$.

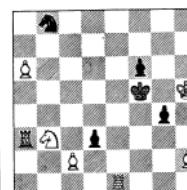
No. 2449. 1. $Bc5!$ $Ra8+$ 2. $Kb2$ $Ra6$ 3. $Ra1$ $R\times a1$ 4. $B\times d6\pm$.

2453. A. Kakovin
Tourney in Honour of
the 14th Olympics in
Leipzig, 1960
1st Commendation



White to play and win

2454. A. Troitzky
Wiener Schachzeitung,
1912



White to play and win

2455. R. Réti
1924



White to play and win

No. 2450. 1. Bb2+ Be5 2. Rd6! Rb5 3. Rd8+ Kg7 4. Rb8! Rd5 5. e4±. The repeated sacrifices of the Rook 2. Rd6! and 4. Rb8! adorn this endgame.

The pinning of the Rook or Bishop in Nos. 2451-53 spells material losses for Black.

No. 2451. 1. Kd1 Re4 2. f3 Rf4 3. Ra4+ Ke5 4. Bg3±; 3... Ke3 4. Bg5±; 2... Re5(e3) 3. Bf6(f2)±. Black's Rook gets pinned four times.

No. 2452. 1. Ba6 Ra8 2. Bb7 Rg8 3. Be6 Re8 4. Bd7 Rg8 5. Be6 Re8 6. Bf7±; 1... Kd1 2. Be4 Re8 3. Bb3+ Kc5 4. Rxg7±. White ingeniously pins and unpins Black's Bishop.

No. 2453. 1. Bc4+ Kg7 2. Re7+ Kf8 (2... Kf6 3. Re2±) 3. Rf7+ Ke8 4. Rf6! Bd8 5. Bb5+ Ke7 6. Rx a6±; 1... Kh7 2. Re7+ Kg6 3. Bx a6 Bd8 4. Bd3+±. White craftily culminates the pinning and unpinning manoeuvres.

Most of the variations in Nos. 2454-71 end in Knight forks.

No. 2454. 1. Nd4+ Kf4 2. cd5 3. Rf1+ Ke5 4. Nb5! Rx a6 5. Kg5 Ra2(a4, a8) 6. Re1+ Kd5 7. Ne3(c7)+±; 5... Ra5(b6, c6) 6. Rx f5+ Ke6 7. Nd4(Rf6)+±.

Nos. 2455-59 by R. Réti are of special interest. They are varieties of one and the same system for trapping Black's Rook by means of Knight forks, with Black's Bishop incarcerated. White's powerful passed Pawns plays a diverting role.

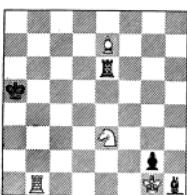
No. 2455. 1. Nf5 Ka5 2. Rb1 d4 3. Nx d4 Ka4 4. Ra1+ Kb4 5. Rc1 Ka5 6. Rc5+ Kb4 7. Re5±; 5... Ka3 6. Re3+ Kb4 7. Re3±; 3... Ka6 4. Nc2 Rx e7 5. Nh4+ Ks5 6. Nc6(d5)+±; 2... Re5 3. Nd4 Re4 4. Nb3+ Ks5 5. Nc5(d2)+±; 3... Re3 4. Ra1+ Kb6 5. Nf5 Re6 6. Nd6±; 3... Ka6 4. Nc2 Rx e7 5. Nb4+ Ks5 6. Nx d5(c6)+±.

No. 2456. 1. Nf5 Ka4 2. Nd4 Re4 3. Ra1+ Kb4 4. Rc1 Ka5 5. Re5+ Kb4 6. Re5±; 5... Ka6(b6) 6. Re6+∞ 7. Re6±; 4... Ka3 5. Rc3+ Kb4 6. Re3±; 5... Ka2(b2) 6. Rc2+

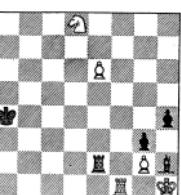
2456. R. Réti
Tijdschrift v.d. KNSB,
1924

2457. R. Réti
Tijdschrift v.d. KNSB,
1924

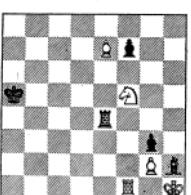
2458. R. Réti
Tijdschrift v.d. KNSB,
1924



White to play and win

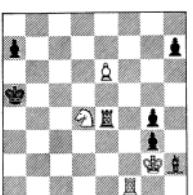


White to play and win



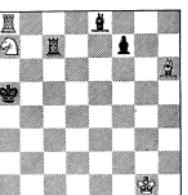
White to play and win

2459. R. Réti
Tijdschrift v.d. KNSB,
1924



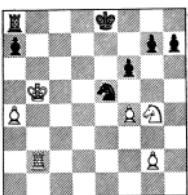
White to play and win

2460. L. Kubbel
Ceské Slovo, 1925



White to play and win

2461. S. Kaminer
Shakhmaty, 1926
Hon. Mention



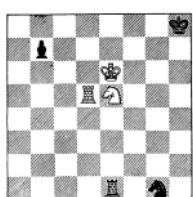
White to play and win

∞ 7. Re2±; 4... Ka4 5. Rc4+±; 2... Rcs 3. Ra1+±; 1... Re4 2. Nd4 Ka6 3. Nc2 Rx e7 4. Nb4+ Ks5 5. Nd5(c6)+±; 1... Re5 2. Nd4 Re4 3. Nb3+ Ks5 4. Ne5(d2)+±. R. Réti considered this endgame his best composition.

No. 2457. 1. Nc6 Re4 2. Nd4! Rx d4 3. e7 Re4 4. Rf4 Rx f4 5. e8Q+±; 2... Ka3 3. Nc2+ Kb3 4. Re1±; 2... Ks5 3. e7 Re3 4. Rb1! Ka6 5. Nf5 Re6 6. Nd6 Rx e7 7. Ra1+ Kb6 8. Nc8+±; 1... Re3 2. Nd4 Ka5 3. e7 Re4 4. Rb1 Ka6 5. Nc2 Rx e7 6. Nb4+±.

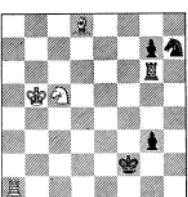
No. 2458. 1. Rb1 Re2 2. Ra1+ Kb4 3. Nd4 Re4 4. Nc2+ Ks5 5. Re1±; 2... Kb6 3. Nd6 Rx e7 4. Nc8+±; 1... Re5 2. Nd4 Ka6 3. Nc2! Rx e7 4. Nb4+±; 2... Re3 3. Ra1+ Kb6 4. Nf5 Re6 5. Nd6±; 1... Re6 2. Ra1+ Kb4 3. Nd4 Re4 4. Nc2+ Ks5 5. Re1±; 1... Ka4 2. Nd4 Ka5 3. Nb3+±.

2462. F. Prokop
Magyar Sakkvilág, 1927



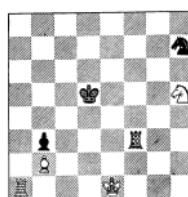
White to play and win

2463. Z. Birnov
Shakhmaty listok, 1931



White to play and win

2464. H. Rinck
Journal de Genève,
1933

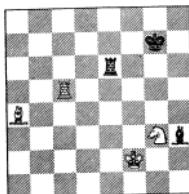


White to play and win

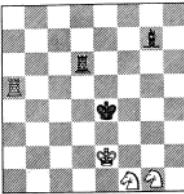
2465. F. Richter
Magyar Sakkélet, 1953

2466. F. Richter
Svobodné Slovo, 1953

2467. E. Iwanow
Tourney in Poland,
1959 Prize



White to play and win



White to play and win



White to play and win

No. 2459. 1. e7 h5 2. Rf5+ Kb6 3. Rf6+ Kc7 4. Ne6+ Kd7 5. Nc5+±; 4... Kd6(b6) 5. Ng5+±; 2... Ka4 3. Rf4 Rx×f4 4. e8Q+±; 3... R∞ 4. Nc6(f5, f3)+±; 2... Kb4 3. Nc6+ Kc4 4. Re5 Rf4 5. Re1 h4 6. Ne5+ \$ 7. N×g4±; 3... Kc3(a3, b3) 4. Re5 Rf4 5. Re3+ K∞ 6. R×g3 Re4 7. K×h2±; 1... Re3 2. Ra1+Kb6 3. Nf5 Re2+ 4. Kf1 Re6 5. Nd6±; 4... Kb4 2. Re1 R×e1 3. Nc2+±.

No. 2460. 1. Nc8+ Kb4 2. Ne7 Bc6 3. Ra7 R×a7 4. N×c6±.

No. 2461. 1. Re2 Rb8+ 2. Ka5 Rb2 3. Re4 R×g2 4. Ne3 Re2 5. f5 f6 6. N×f5±.

No. 2462. 1. Kf7 Rf1+ 2. Kg6 Kg8 3. Rd8+ Rf8 4. Rd7 Rf4 5. Rg7+ Kf8 6. Nd7+ Ke8 7. Nf6+ Kd8 8. Rg8+ K∞ 9. Nd5+±.

No. 2463. 1. Nd3+ Ke3 2. Ne5 Re6 3. Re1+Kd4 4. Ne6+ Kd5 5. Nb4+ Kd6 6. Rd1+ Ke5 7. Nd3+ Kf5 8. Rf1+ Kg4 9. Rf4+ K∞ 10. Rh4+ Kg6(g2) 11. Nf4+±.

No. 2464. 1. Ra7 Nf8 2. Ke2 Rf5 3. Ra5+Ke6(e4) 4. Ng7(g3)+±.

No. 2465. 1. Nh5+ Kh6 2. Bd7 Re4 3. B×h3 Rh4 4. Ng3 R×h3 5. Kg2±.

No. 2466. 1. Ng3+Kf4 2. Nh5+Ke4 3. N×g7 Rg6 4. Nh3 R×g7 5. Ng5+ Kd4(f4) 6. Ne6+±.

No. 2467. 1. Nd6 R×c3+ 2. Kd2 R×b3 3. Kc2 R×a3 4. Re8+ Kc7 5. Nb5+±.

No. 2468. 1. Nb4 B×b4 2. Re7+ K×c7 3. N×d5+±; 1... B×e7 2. Rb6+ K×b6 3. N×d5+±.

No. 2469. 1. Rd2 Bh6 2. Re2 R×b4+ 3. Ka1! B×g5 4. R×e5+ Be7 5. Ne3! K∞ 6. R×e7 K×e7 7. Nd5+±; 6... R×d4(f4, h4) 7. R×e7+ K×e7 8. Nd5(f5)+±.

The position arising after 5. Ne3! is interesting because Black is unable to prevent Knight forks.

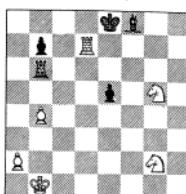
2468. L. Prokeš
Československý Šach,
1960

2469. A. Gurvich
Akhalgazda komunisti,
1960
1st Prize

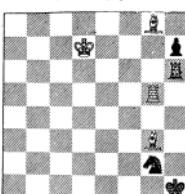
2470. J. Fritz
Centurini Memorial
Tourney, 1951
2nd Prize



White to play and win



White to play and win



White to play and win

In No. 2470 by J. Fritz the play ends with Rook and Bishop versus the Rook, and a discovered attack settles the issue.

No. 2470. 1. Rb5 Ne3 2. Bf4 Rg6 3. Rb1+ Kg2 4. B×e3 Kf3 5. Bf7 Rg7 6. Rb3! R×f7+ 7. Ke6±.

No. 2471. 1. Rf5 Nd5! 2. Nd1! K×c5 3. Nc3 Kd4! 4. Nb5+! (4. N×d5? Ke4=) 4... Kc5 5. Nc7! Re2+ 6. Kb3! Kd6! 7. Nb5+! (7. N×d5? Ke6=) 7... Kc5 8. Nc3±. The White Knight gallops up and down.

Stalemate dangers arise and immediately disappear in Nos. 2472 and 2473.

No. 2472. 1. Nb2 Bd4 2. Nc4+ Kb4 3. Nce5 B×e5 4. Rb6+ Ka5 5. N×e5 R×f5 6. Nc4+Ka4 7. Ra6+Kb5 8. Ra5+±.

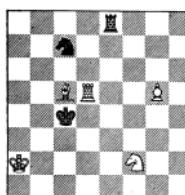
No. 2473. 1. Rh8+ Be8 2. Ba4 Rb5+ 3. Nb6 Re5 4. Nd5 Re1 5. Ni6 Rb1+ 6. Ka6±.

2471. G. Kasparyan
1969-71 Tourney,
Problem,
1969

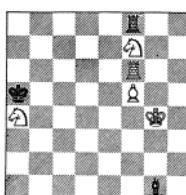
2472. B. Soukup-Bardon
Československý Šach, 1952
2nd Prize

2473. A. Hildebrand
Shakhmaty (Riga), 1961

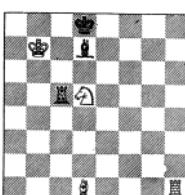
1st Hon. Mention



White to play and win



White to play and win



White to play and win

2474. L. Kubbel
Shakhmaty v SSSR,
1952

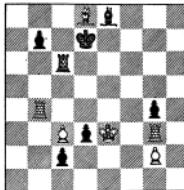
2475. A. Gurvich
Shakhmaty v SSSR,
1955
1st Prize

2476. W. Mees
Schakend Nederland,
1960
1st Commendation

2477. H. Rinck
Neue Leipziger Zeitung,
1933
2nd Prize

2478. H. Rinck
Basler Nachrichten,
1937

2479. H. Rinck
Basler Nachrichten,
1937



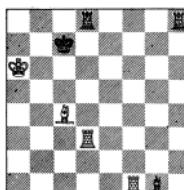
White to play and win



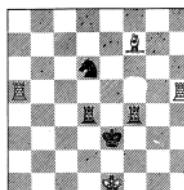
White to play and win



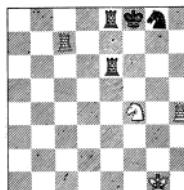
White to play and win



White to play and win



White to play and win



White to play and win

Restriction of the Black Rook's mobility in Nos. 2474-76 is an important factor in achieving victory.

No. 2474. 1. $Rd4+$ $Kc8$ 2. $Kd2$ $R \times c3$ 3. $Kc1$ $d2+$ 4. $R \times d2$ $R \times g3$ 5. $Bb6$ $Bd7$ 6. $R \times c2+$ $Bc6$ 7. $Rd2$ $Bd7$ 8. $Kb2\pm$. An interesting position of mutual zugzwang: not a single Black piece can move due to losses or mate. An analogous mutual zugzwang in No. 2475 by A. Gurvich leads to the paralysis of Black after 11. $Kb2!$

No. 2475. 1. $Rd2+$ $Kc8$ 2. $Na7+$ $Kb8$ 3. $Nc6+$ $Kc7$ 4. $Nc2!$ $K \times c5$ 5. $Nd4+$ $Kb6$ 6. $Rb2+\mathcal{K}a7$ 7. $Nc6+\mathcal{K}a8$ 8. $Rb6$ $Ra4$ 9. $Kc2(c1)$ $R \times a3$ 10. $Kb1!$ $Ra4$ 11. $Kb2!$ $Ra5$ 12. $N \times a5$ $N \times a5$ 13. $R \times a6\pm$.

No. 2476. 1. $Re8+$ $Kf7$ 2. $Rc7+$ $Ke8$ 3. $Rb7$ $d4$ 4. $Ra7$ $Bh2$ 5. $Kf6$ $Rg4$ 6. $Ra8+\mathcal{K}d7$ 7. $Kf5$ $Rh4$ 8. $Kg5$ $Rh7$ 9. $Ra7\pm$. The forced moves 3... $d4$ and 4... $Bh2$ lead to an interesting restriction of Black's Rook, over which White's King and Rook dominate. White's Bishop plays a modest role by blocking the Pawn on f2.

Chapter 3

TWO ROOKS AND MINOR PIECE TRAP TWO ROOKS AND MINOR PIECE

This line-up (without Pawns) is considered a draw, but the outcome frequently depends on whose move it is and the activity of the pieces. Nos. 2477-81 illustrate this.

No. 2477. 1. $Rf7+$ $Kc8$ 2. $Be6+$ $Kb8$ 3. $Rb7+$ $Ka8$ 4. $Rh7$ $Rhg8$ 5. $R \times d8+$ $R \times d8$ 6. $Bd5+$ $Kb8$ 7. $Rb7+$ $Kc8$ 8. $Be6+\pm$; 4... $Rde8$ 5. $Bd5+\mathcal{K}b8$ 6. $Rb3+\mathcal{K}c8$ 7. $Bb7+\pm$; 1... $Kc6$ 2. $Bb5+\mathcal{K}c5$ 3. $Rc7+\mathcal{K}b4$ 4. $Rc4X$.

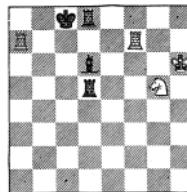
No. 2478. 1. $Rh3+$ $Ke4$ 2. $Bg6+\mathcal{N}f5$ 3. $Ke2$ $Rb4$ 4. $B \times f5+$ $R \times f5$ 5. $Re3+\mathcal{K}f4$ 6. $Rf3+\pm$; 4... $Kd4$ 5. $Rd3+\mathcal{K}c4$ 6. $Be6X$.

No. 2479. 1. $Rhh7$ $Re1+$ 2. $Kf2$ $Ne7$ 3. $Rh8+\mathcal{K}f7$ 4. $R \times e8$ $Re4$ 5. $Rh8$ $R \times f4+$ 6. $Ke3$ $Rf1$ 7. $Ke2\pm$; 4... $Rf6$ 2. $Rdf7+\mathcal{R} \times f7$ 3. $Ng6X$.

No. 2480. 1. $Ra8+\mathcal{B}b8$ 2. $Ne6$ $Rd7$ 3. $N \times d8$ $R \times d8$ 4. $Kh7!$ $Re8$ 5. $Kg7!$ $Rd8$ 6. $Re7$ $Rd1$ 7. $Re8+\pm$; 2... $Rh8+$ 3. $Kg7$ $Rd7$ 4. $R \times d7$ $K \times d7$ 5. $K \times h8$ $Be5+$ 6. $Ng7\pm$; 3... $Rh7+$ 4. $K \times h7$ $Rh5+$ 5. $Kg6$ $Rh6+$ 6. $Kf5$ $Rf6+$ 7. $R \times f6\pm$; 2... $R8d7$ 3. $Rf8+\mathcal{K}b7$ 4. $Rfx \times b8+\mathcal{K}c6$ 5. $Ra6X$. The mutual zugzwang motif arising in the first variation after 6. $Re7$ was employed by H. Rinck earlier (No. 2428).

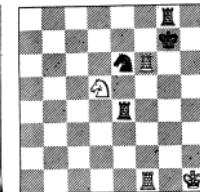
No. 2481. 1. $Rg1+\mathcal{K}h7$ 2. $Rf7+\mathcal{K}h8$ 3. $Rh7+\mathcal{K} \times h7$ 4. $Nf6+\mathcal{K}h6$ 5. $N \times g8+\mathcal{K}h7(h5)$ 6. $Nf6\pm$.

2480. H. Rinck
Tijdschrift v.d. KNSB,
1937
3rd Hon. Mention



White to play and win

2481. L. Prokes
Obrana Lida, 1949



White to play and win

QUEEN TRAPS ROOK AND MINOR PIECE

In most cases the double attack and mating threat are decisive. In Nos. 2482-88 the Rook and Knight are captured.

No. 2482. 1. Qc7+ Kg8 2. Qg3+ Kf7 3. Qg6+ Kf8 4. Ke6±.

No. 2483. 1. Rx e6+ Nx e6 2. Qx h3 Nf4 3. Qe3+ Ne2+ 4. Kd3 Rf2 5. Qd2+ Kf1 6. Ke3 Kg2 7. Qe1± (see No. 2484).

No. 2484. 1. Qf4+ Ka5 2. Qc7+ Rb6 3. Qa7+ Ra6 4. Qc5+ Nb5+ 5. Ko4 Rb6 6. Qb4+ Ka6 7. Kc5 Kb7 8. Qa5±; 2. ... Ka4 3. Qa7+ Ra5 4. Qd7+ Nb5+ 5. Kc4±.

The winning method in No. 2483 is employed in 2484 with more finesse.

No. 2485. 1. Qd6+ Kc8 2. Kc5 Ng8 3. Qc6+ Kd8 4. Kd6±.

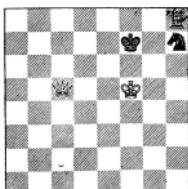
No. 2486. 1. Qd4 Nb4 2. Qe3+ Ka4 3. Qa7+ Kb3 4. Qf7+ Ka4 5. Qd7+ Ka5 6. Qd8+ Kb5 7. Qb8+ Kc4 8. Qf4+ Kc5 9. Qf8+ Kc4 10. Qf1±. All the efforts of Black's King to prevent a double attack prove to be in vain.

No. 2487. 1. Qf4+ Ka7 2. Qxf3 Rg1+ 3. Ke2 Nc5 4. Qf2 Rg5 5. Kf1 Rd5 6. Qa2±; 5. ... Rh5 6. Qf7±; 5. ... Re5 6. Qa2+ Kc5 7. Qb2±; 4. ... Rc1 5. Kd2 Rc4 6. Qf7±.

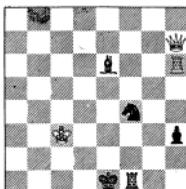
No. 2488. 1. Qh7+ Kg2 2. Qb7+ Kh3 3. Qh1+ Kg3 4. Qg1+ Kh3 5. Qg4+ Kh2 6. Qf4+ Ng3+ 7. Kg4 Rg1 8. Qh6+ Kg2 9. Qd2+ Kc5 10. Kh3(f3)±; 4. ... Kg3 2. Qg7+ Kf3(h3) 3. Qg4±.

The struggle waged by the Queen against the Rook and Bishop in Nos. 2489-2503 is not restricted to double attacks or mating threats and in some cases makes the most of the Rook's restricted

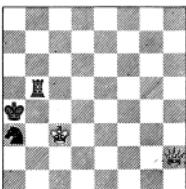
2482. B. Horwitz and J. Kling



2483. Anonymous



2484. H. Rinck
Revista Româna de Șah,
1947
2nd Prize

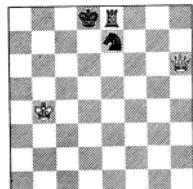


White to play and win

White to play and win

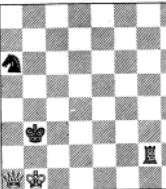
White to play and win

2485. J. Berger
1915



White to play and win

2486. H. Rinck
Tijdschrift v.d. KNBS,
1948
1st Hon. Mention



White to play and win

2487. A. Åkerblom
Tidskrift för Schack,
1959



White to play and win

situation (Nos. 2490 and 2495), the Queen's staircase movements (Nos. 2498 and 2503) and other motifs.

No. 2489. 1. Qa4+ Kb8 2. Qf4+ Ka8 3. Qf8 Kb8 4. Qd6+ Ka8 5. Qa3+ Kb8 6. Qg3+ Ka8 7. Qg8±.

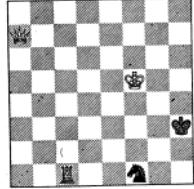
No. 2490. 1. Qc5 Ka6 2. Qb4 Rh3 3. Qd6+ Ka5 4. Qd2+ Ka6 5. Qd3+ Kb6 6. Qd8+ Kc5 7. Qc8(d7)±.

No. 2491. 1. f7 B×c6 2. f8Q Bd5 3. Qh8+ Rh2 4. Qa1+ Kg2 5. Qb2+ Kh1 6. Qe1+ Kg2 7. Qd2+±; 2. ... Rg6 3. Qf1+ Kh2 4. Qe2+ Kg1 5. Qd1+ Kh2 6. Qe2+±.

No. 2492. Solution by J. Berger: 1. Qa5 Bc5 2. Qa8+ Re8 3. Qb7 Rc7 4. Qd5±. A cook: 1. Qb8+ Rc8 2. Qb7 Rc7 3. Qd5+ (also possible: 3. Qa8+ Rc8 4. Qd5±) 3. ... Ke8 4. Qh5±.

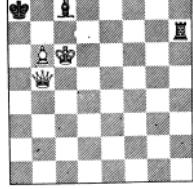
No. 2493. 1. Nc7+ Ke7 2. Nd5+ Ke8 3. Qc8+ Kf7 4. Qd7+ Kg8 5. Ne7+ Qxe7 6. Q×e7 Kh8 7. Qd7 Ra6(b6) 8. Qc8

2488. V. Halberstadt
Problem, 1958



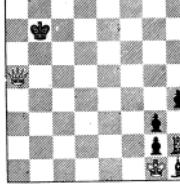
White to play and win

2489. B. Horwitz and J. Kling



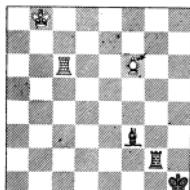
White to play and win

2490. S. Loyd
1878



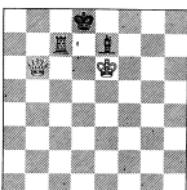
White to play and win

2491. J. Berger
1889



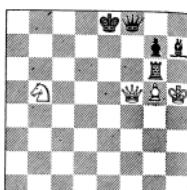
White to play and win

2492. J. Berger



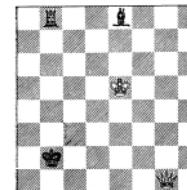
White to play and win

2493. F. Prokop
Ceskoslovenský Šach,
1927



White to play and win

2497. V. Halberstadt
L'Échiquier de Paris,
1954
5th Prize



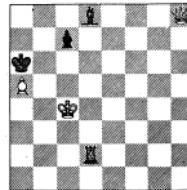
White to play and win

2498. V. Nestorescu
L'Italia Scacchistica,
1954



White to play and win

2499. G. Kasparyan
A. Rubinstein Memorial
Tourney, 1969
3rd Prize



White to play and win

(d8)+±. The move 7. Qe8+? cannot be played due to 7. . . . Bg8 8. Q×g8 Bf7! 9. Q×f7 g6 10. ♖∞ stalemate.

No. 2494. 1. Kc6+ Bb6 2. Q×b6+ Kc8 3. Qa6+ Kb8 4. Qa5 Rb7 5. Qe5+ Ka7 6. Qe3+±; 4. . . . Rh7 5. Qe5+ Ka8 6. Qa1+ Kb8 7. Qb1+±.

No. 2495. 1. Qc7! Rb1 2. Bd2 Nf6 3. Qe5 Rf1 4. Bg5 Kg7 5. B×f6+ R×f6 6. Kh3! Bf5+ 7. Kg3! Kg6 8. Kh4±. The subtle manoeuvres 6. Kh3! and 7. Kg3! place Black in zugzwang, after which the incarcerated Rook falls easy prey to White. It is noteworthy that the variation 7. Kh4? Kg6 leads to a draw since now it is White that gets into zugzwang.

No. 2496. 1. de Rf7+ 2. Kh8 R×e7 3. c8Q Ba4 4. Qc3+ Ka2 5. Qd2+ Kb3 6. Qd1+ Kb4 7. Qd6+±; 3. . . . Kb2 4. Qe4 Re3 5. Kg7!±.

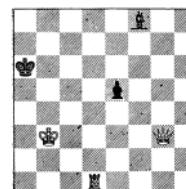
No. 2497. 1. Kf6 Rc8 2. Qg4 Rc2 3. Qb4+ Ka2 4. Qa5+ Kb3 5. Qb6+ Ka4 6. Qa7+±.

No. 2498. 1. Qe3 Bc4+ 2. Kd2 Kb1 3. Qe4+ Kb2 4. Qe5+ Kb1 5. Qf5+ Kb2 6. Qf6+ Kb1 7. Qg6+ Kb2 8. Qg7+ Kb1 9. Qb7+ Bb5 10. Qh7+ Kb2 11. Qg7+ Kb1 12. Qg6+ Kb2 13. Qf6+ Kb1 14. Qf5+ Kb2 15. Qe5+ Kb1 16. Qe4+ Kb2 17. Qb4+±. An interesting endgame with the staircase movement of the Queen. Its first trip (ascent), aimed at forcing the Bishop to shift to b5, is followed by a trip down the ladder.

No. 2499. 1. Qh1! Ka7 2. Qg1+ Ka8! 3. a6 Rb2 4. Qd4 Rb8 5. Qc5! (White avoids stalemate. If 5. a7?, then 5. . . . Rb4+! 6. K×b4 c5+ 7. Q×c5 Be7 8. Q×e7 stalemate, or 7. K×c5 Bb6+ 8. K×b6 stalemate) 5. . . . c6! 6. a7! Rc8 7. Qf5 Rc7 8. Qe5 Rc8 9. Qe6 Rc7 10. Qd6 Rc8 11. Qd7±.

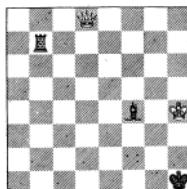
Nos. 2500-03 by E. Dobrescu are also of value for the theory of endings.

2500. E. Dobrescu
A. Troitzky Memorial
Tourney, 1966
3rd and Special Prizes



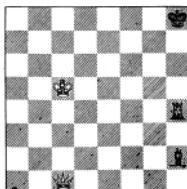
White to play and win

2501. E. Dobrescu
Revista de Săh, 1952



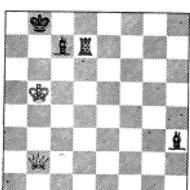
Black to play, White to win

2502. E. Dobrescu
Revista de Săh, 1960



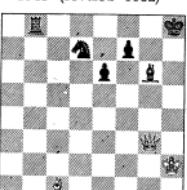
White to play and win

2494. H. Rinck
L'Échiquier, 1929



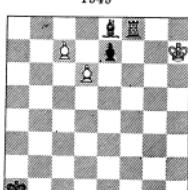
White to play and win

2495. G. Kasparyan
Shakhmat v SSSR,
1948 (revised 1962)



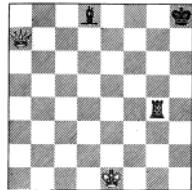
White to play and win

2496. V. Halberstadt
Tijdschrift v.d. KNBS,
1949



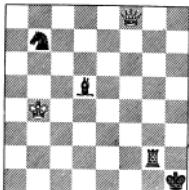
White to play and win

2503. E. Dobrescu
V. Halberstadt
Memorial Tourney, 1970
2nd Hon. Mention



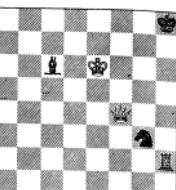
White to play and win

2504. J. Berger
1890



White to play and win

2505. G. Kasparyan
Shakhmaty v SSSR,
1960



White to play and win

No. 2500. 1. Qf3 Rb4+ 2. Kc2 Rb8 3. Qc6+ Ka7 (3. . . Ka5 4. Kc3 e4 5. Qc7+ Kb6 6. Kc4 Bb4 7. Qa7+ Ra6 8. Qb7 Rb6 9. Qd5+ Ka4 10. Qd1+±) 4. Qc7+ Ka8 5. Qd7! (Black gets into zugzwang) 5. . . e4 6. Qc6+ Ka7 7. Qc7+ Ka8 8. Qd7! (again forcing the Pawn to move) 8. . . e3 9. Kd3 Rb3+ 10. Ke4! Rb4+ 11. Kf3! (11. K×e3? Be5+ 12. Kf3 Ba7=) 11. . . Rb8 12. Qc6+ Ka7 13. Qc7+ Ka8 14. Qd7! (the conclusive zugzwang!) 14. . . e2 15. K×e2 Rb2+ 16. Kd3±.

No. 2501. 1. . . Rb2 2. Qd4 Rf2! 3. Kh3! (3. Q×f2? Bg3+ 4. K(Q)×g3 stalemate) 3. . . Rh2+ 4. Kg4 Bd2 5. Qe4+ Kg1 6. Kg3 Rf2 7. Qb1+ Rf1 8. Qb6+ Kh1 9. Qb7(c6)+±.

No. 2502. 1. Qg5 Rh7 2. Qf6+ Kg8 3. Qg6+ Kh8 4. Kc6 Rc7+ 5. Kd5 Rd7+ 6. Ke4 Rh7 7. Kf5 Be7 8. Qe8+ Kg7 9. Qd7+ Kh6 10. Qc6+±.

No. 2503. 1. Qf7 Bb4+ (after 1. . . Rg8 2. Kf1 a curious zugzwang position arises in which Black loses the Bishop) 2. Ke2! Rg2+ (2. . . Rg7 3. Qe8+∞ 4. Qh5+±) 3. Ke3 Rg3+ 4. Ke4! (a subtle move. If 4. Kf4?, then Rg5! with a draw since White gets into zugzwang) 4. . . Rg4+ 5. Kf5 Rg5+ 6. Kf4 (now Black is in the same trouble) 6. . . Ra5 7. Qf8+ Kh7 8. Kg4 Ra4+ (8. . . Bg5 9. Qd6±) 9. Kh5 Rd4 10. Qf7+ Kh8 11. Qc7 Re4 12. Qb8+ Kg7 13. Qb7+ Re7 14. Qg2+±.

In Nos. 2504 and 2505 the Queen faces the Rook, Bishop and Knight. Domination arises after it captures the Bishop.

No. 2504. 1. Qh8+ Rh2 2. Qa1+ Kg2 3. Qb2+ Kh1(h3) 4. Qc1(e3)+ Kg2(g4) 5. Qd2(d4)+Kc∞ 6. Q×d5±.

No. 2505. 1. Kf7 Rh7+ 2. Kf8 Nh5 3. Qe5+! Ng7 4. Qd4! Bd7 (4. . . Bg2 5. Qc4 Bd5 6. Q×d5 Ne6+ 7. Q×e6±) 5. Q×d7 Nf5 6. Qd5(e6) Rg7 7. Qe5±.

Chapter 5

QUEEN AND ROOK TRAP QUEEN AND ROOK (OR BISHOP)

This chapter deals with a correlation of forces found in the middle-game: Queen and Rook versus Queen and Rook (or Bishop). Naturally, there are not so many worthwhile endgame studies of this kind. We present some of them here.

Rook pins are employed in Nos. 2506-08.

No. 2506. 1. Ka5 Qh5+ 2. Kb6 Qh7 3. Qd8+ Rg8 4. Qd4+ Rg7 5. Qf6 Kg8 6. Qd8+ Kf7 7. Rf1±; 2. . . Qf7 3. Rh1+ Kg8 4. Qd8+ Qf8 5. Rh8±.

No. 2507. 1. Qf6+ Rg7 2. Ka5 Kg8 3. Qd8+ Kf7 4. Re5±. A variation of No. 2506.

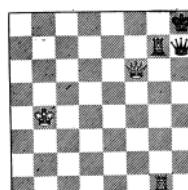
No. 2508. 1. Qf6+ Rg7 2. Rg1! Qh5+ 3. Kb6 Qh7 4. Qd8+ Qg8 5. Qh4+ Qh7 6. Qf6 Kg8 7. Qd8+ Kf7 8. Rf1±. J. Berger revised and improved the initial stage of B. Horwitz's study No. 2506.

No. 2509. 1. Ra6+ Ra7 2. Qg2+ Qb7 3. Rc6 Ra5 4. Kh2 Kb8 5. Qg3+ Ka8 6. Qf3 Ka7 7. Qe3+ Ka8 8. Qe4 Kb8 9. Qf4+ Ka8 10. Rc7 Qb2+ 11. Kh3 Qb3+ 12. Kh4 Rb5 13. Rc8+ Rb8 14. Re4 Rb5 15. Qe4+ Kb8 16. Qe8+ Ka7 17. Qd7+ Ka6 18. Re6+ Rb6 19. Rc8 Ka5 20. Ra8+ Ra6 21. Qc7+ Qb6 22. Qe5+ Qb5 23. Qc3±. The play in this endgame proceeds in the same style of positional pressure as in Nos. 2506-08. Nos. 2510-16, with Rook sacrifice combinations followed by the trapping of the Queen, are of an entirely different type.

No. 2510. 1. Rh8! Q×h8 2. Qa4+ Kf5 3. Qc2+ Kf4 4. Qc4+ Kf5 5. Qd3+ Kg4 6. Qe4(f3)+Kc∞ 7. Qh1±; 5. . . Kf4 6. Qf3+ Ke5 7. Qc3±.

Nos. 2511 and 2512 have much in common, both in the nature of the Rook sacrifice and the method of winning the Queen.

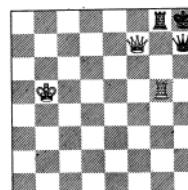
2506. B. Horwitz
1862



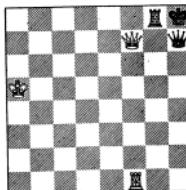
White to play and win

2507. B. Horwitz

(based on B. Horwitz's endgame study)

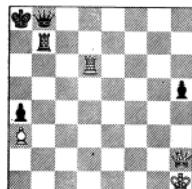


White to play and win

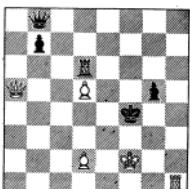


White to play and win

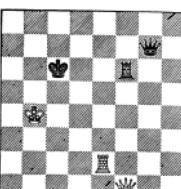
2509. J. Löwenthal



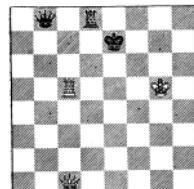
[White to play] and [win]

2510. A. Troitzky
1897

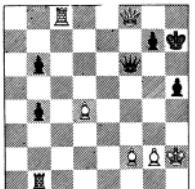
White to play and win

2511. A. Troitzky
Shakhmatny zhurnal,
1898

White to play and win

2515. H. Rinck
Basler Nachrichten, 1926

White to play and win

2516. G. Bernhardt
1952

White to play and win

2517. L. Kubbel
1925

White to play and win

No. 2511. 1. Re6+! Rx e6 2. Qa6+ Kd5 3. Qc4+ Kd6 4. Qc5+ Kd7 5. Qa7+±; 3... Ke5 4. Qc3+±.

No. 2512. 1. Qf4+ Ke3 2. Rx c5+! Rx c5 3. Qc1+ Kd4 4. Qe3+ Ke4 5. Qd3+ Kb4 6. Qb1+±; 4... Kd5 5. Qf3+±.

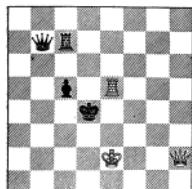
No. 2513. 1. Re2+! fe 2. Qxe2+ Kd5 3. Qb5+ Ke4 4. Qd3+ Ke5 5. Qd4+ Ke6 6. Qxb6+±.

No. 2514. 1. Qb6+ Kd5 2. Rh2! QXh2 3. Qb3+ Ke6 4. Qb7+ Kc5 5. Qb5+ Kd6 6. Qb8+±; 2... Qf5 3. Rh5 g5 4. Rxg5 Qxg5 5. Qb5+±.

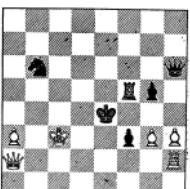
No. 2515. 1. Re7+ Rd7 2. Qe5+ Kd8 3. Kh6! Rx c7(Qa8) 4. Qf8+±; 3... Qxc7 4. Qf8X.

No. 2516. 1. Qh8+ Kg6 2. Qe8+ Kg5 3. Qb5+ Qf5 4. f4+! Kxf4 5. Rf8! Qxf8 6. Qe5+ Kg4 7. Qg3+ Kf5 8. Qf3+±.

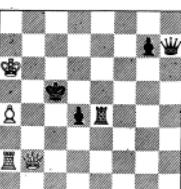
No. 2517. 1. Qc2+ Kd8 2. Qh7! Qxh7 3. Rx a8+ K∞ 4. Ra7+±.

2512. H. Rinck
Deutsche Schachzeitung,
1904

White to play and win

2513. A. Troitzky
1902

White to play and win

2514. H. Rinck
Rigaer Tageblatt, 1908

White to play and win

The beautiful Queen sacrifice 2. Qh7! liquidates all of Black's threats and sets up an irresistible attack.

The Rook pin in Nos. 2518 and 2519 is exploited with finesse.

No. 2518. 1. Qe4+ Kb8 2. Qe5+ Ka7 3. Rh7+ Rf7 4. Qf6! Rxh7 5. Qxf8±.

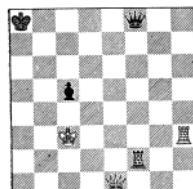
No. 2518 is a revision of the following endgame study:

H. Rinck, *Basler Nachrichten*, 1926

White: Kc2, Qh4, Rh2

2518. A. Chéron

1957
(Revision of H. Rinck's
endgame study)



White to play and win

2519. A. G. Kuznetsov
and B. Sakharov

Shakhmaty v SSSR,
1961

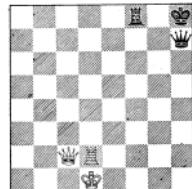


White to play and win

2519a. G. Kasparyan

Tourney in Honour of
A. Chéron's 70th
Birthday, *Thèmes 64*,
1968

Hon. Mention



White to play and win

Black: Kb7, Qf7, Rf1; Pawn c4

White to play and win

1. Qe4+ Ka6 2. Rh6+ Rf6 3. Qf5! and, according to the composer's intention, White wins.

But, A. Chéron proved that after 3. ... R×h6! 4. Qxf7 Re6 Black is saved. That is what prompted him to correct H. Rinck's endgame study.

No. 2519. 1. Re5+ Re7 2. Qc6+ Kd8 3. Rd5+ Rd7 4. Qb6+ Kc8 5. Rc5+ Rc7 6. Qa7! Qe7 7. Qa8+ Kd7 8. Rd5+± The pinning and unpinning of Black's Rook alternate in a systematic movement, which leads in the end to the capture of the Queen.

No. 2519a. 1. Qb2+! (1. Qc3? Qg7 2. Qh3+ Qh7! 3. Qc3+ Qg7 4. Rh2+ Kg8 5. Qc4+ Rf7=) 1. ... Qg7 2. Rh2+ Kg8 3. Qa2+! Qf7 4. Qg2+ Qg7 5. Qd5+ Qf7 6. Rg2+ Kh7 7. Qe4+±.

Chapter 6

CHECKERS COMBINATIONS

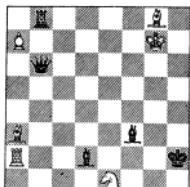
Sacrifices which Black is compelled to accept may be employed in trapping various pieces. The most interesting of them are the so-called checkers combinations. Here White makes up for the losses by striking a final decisive blow, usually with the Knight.

This chapter presents checkers combinations with different correlations of forces.

No. 2520 by B. Horwitz contains a typical checkers combination in which, as a result of tempting sacrifices, a Knight fork settles the issue.

No. 2520. 1. abQ+ Q×b8 2. Bd6+ Q×d6 3. Rx×d2+ Q×d2 4. N×f3+±.

2520. B. Horwitz
1881



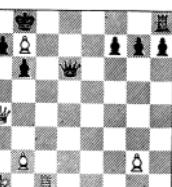
White to play and win

2521. Anonymous



White to play and win

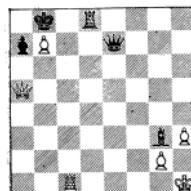
2522. J. Hunt



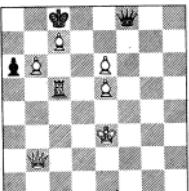
White to play and win

2523. Em. Lasker

2524. T. Gorghihev
Tidskrift för Schack,
1959

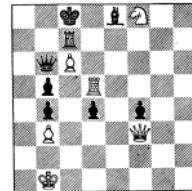


White to play and win



White to play and win

2525. L. Kubbel
Izvestia, 1928
2nd Prize



White to play and win

The checkers combinations in Nos. 2521-27 wind up with the promotion of a White Pawn to a Knight.

No. 2521. 1. g7 Q×g7 2. Re8+ R×e8 3. d6+ Kb8 4. d7+ Nc7+ 5. B×c7+ K×c7 6. deN+±. This combination occurs in a somewhat changed form in No. 2522.

No. 2522. 1. Re8+ R×c8 2. Q×a7+ K×a7 3. bcN+ K∞ 4. N×d6+±.

No. 2523. 1. Re8+ R×c8 2. Q×a7+ K×a7 3. bcN+ K∞ 4. N×e7+±. An improved edition of the preceding study.

No. 2524. 1. e7 Q×e7 2. b7+ Kd7 3. c8Q+ R×c8 4. Qd4+ Kc7 5. Qb6+! Kb8 6. Qa7+! K×a7 7. bcN+±. A certain progress is achieved here in developing the idea of the preceding endgames since White's Queen is sacrificed twice.

L. Kubbel's Nos. 2525 and 2526 have special features.

No. 2525. 1. Qg4+ Kb8 2. Nd7+ B×d7 3. cd Rc1+! 4. Kb2! Rc2+ 5. K×c2 Qc6+ 6. Kd3 Q×d5 7. Q×f4+ Kb7 8. Qf7! Q×f7 9. d8N+±.

No. 2526. 1. a7 Qd7+ 2. Kh2 Rh8 3. Qa2+ Kb5 4. Qb2+ Ka6 5. Qb8 R×b8 6. abN+!±.

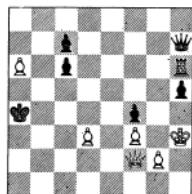
No. 2527. 1. g7 Bd8 2. g4+ Kh6 3. c6 B×c6 4. Be7! B×e7 5. g8N+! Kg6 6. N×e7+ K∞ 7. N×c6+±. A comparatively rare case: a checkers combination with minor pieces.

In Nos. 2528-37 the decisive blow is also delivered by a Knight, but not a promoted one.

No. 2528. 1. Qe4+ Kb8 2. Rb6+ B×b6 3. Ka6 Rd7 4. Qa8+! K×a8 5. N×b6+ Kb8 6. N×d7+ Kc7 7. N×f8±. A striking combination with the sacrifices of a Rook and Queen.

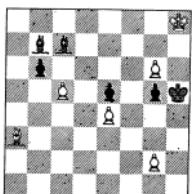
No. 2529. 1. Qa2+! Kb4 2. Qb2+ Kc4 3. Qc2+ Kb4 4. Kb2 Qd5 5. Qa4+! K×a4 6. Nc3+ Kb4 7. N×d5+ K∞ 8. Nc7 (b6)+ K∞ 9. N×a8±.

2526. L. Kubbel
Shakhmaty v SSSR,
1935



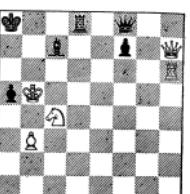
White to play and win

2527. S. Nekhayev
Trud, 1935
2nd Prize
(for novices)



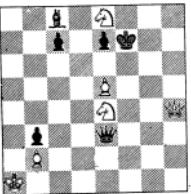
White to play and win

2528. L. Kubbel
Shakhmatny listok, 1921



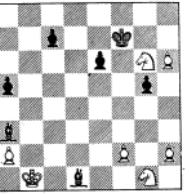
White to play and win

2532. A. Chéron
(revision of L. Kubbel's
endgame study)
1958



White to play and win

2533. S. Kaminer
Trud, 1935
2nd Prize



White to play and win

2534. L. Prokš
1937



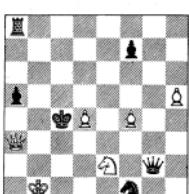
White to play and win

No. 2530. 1. Nb5! d1Q (1. . . . Q×b5 2. Q×f7 Kd6 3. e8Q Q×e8 4. Q×e8 d1Q 5. Qd8+±) 2. Qd6+! Q×d6 3. e8Q+!
K×e8 4. N×d6+ Kc5 5. N×c4 Ng3 6. Kf2 Nh1+ 7. Kg2±.

No. 2531. 1. e6! B×e6 2. Qa4+ Kd8 3. Qd4+! Q×d4 4. N×e6±; 2. . . . Kf8 3. Qf4+! Q×f4 4. N×e6±; 2. . . . e6 3. Q×e6+ Kf8 4. N×e6+ Kf7 5. Qf3+ Q×f3 6. Ng5±+. There is a dual in the last variation. Instead of 5. Qf3+, there is also 5. Nd8+, which leads to a slow and more difficult win: 5. . . . Kg7 6. Qf3 Qh6+ 7. Qh3 Qd6 8. Qg4+ Kf6 9. Qf3+ Kg7 10. Qf7+ Kh8 11. Qf8+ Kh7 12. Qf5+ Kg7 13. Ne6±+. Chéron noticed this dual, which was the reason for the revision of the endgame (see No. 2532).

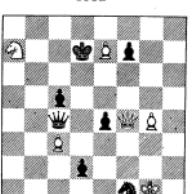
No. 2532. 1. e6+ B×e6 2. Ng5+ K×e8 3. Qa4+ Kd8 4. Qd4+ Q×d4 5. N×e6+ Kc5 6. N×d4±; 3. . . . Kf8 4. Qf4+

2529. L. Kubbel
Shakhmatny listok, 1924



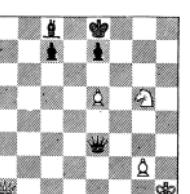
White to play and win

2530. L. Kubbel
Vechernaya Moskva,
1932



White to play and win

2531. L. Kubbel
1925



White to play and win

Q×f4 5. N×e6±; 3. . . . c6 4. Q×c6+ Kf8 5. N×e6+ Kf7 6. Qf3+ Q×f3 7. Ng5+ Kc5 8. N×f3±; 4. . . . K×e6 2. N×c7+ Kf5 3. Ng3+ Kg6 4. Qe4+±.

No. 2533. 1. h7 Bh5! 2. Nf4 gf 3. h8Q Bg6+ 4. Ka1 Be7! 5. Nf3 Bf6+ 6. Ne5+ Ke7 7. Qh4! B×h4 8. N×g6+ Kc5 9. N×h4±. An exquisite endgame in which Black's counterplay, based on the trapping of White's Queen, is refuted by the beautiful sacrifice 7. Qh4!

No. 2534. 1. Nd5 Q×g6 2. Re7+ R×e7 3. c8Q+ K×e8 4. N×e7±; 4. . . . R×e3 2. Nf8+ Kc8 3. N×h7±.

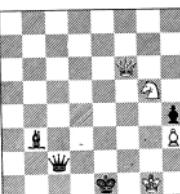
No. 2535. 1. Nf3+ Kd1 2. Qd4+ Kc1 3. Qa4+ Qb1 4. Nd2! Q×a1 5. N×b3+ Kb1 6. N×a1 K×a1 7. Kg2±.

No. 2536. 1. Ne5+ Ka5 2. Qd8+! Kb5 3. Bc4+! R×c4

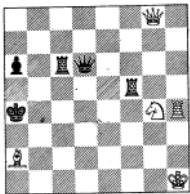
2535. F. Bondarenko
Shakhmaty v SSSR,
1940

2536. E. Pogosyants
Shakhmatnaya Moskva,
1959

1st Hon. Mention



White to play and win

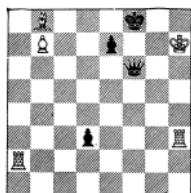


White to play and win



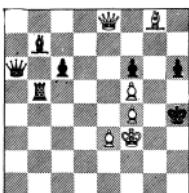
White to play and win

2538. J. Peckover
Szachy, 1959
Commendation



White to play and win

2539. L. Mitrofanov
USSR Sports Committee
Tourney, 1953-54
Commendation



White to play and win

4. Qa5+! K×a5 5. N×c4+ K∞ 6. N×d6+ K∞ 7. N×f5±.
The Knight slaughters all of Black's major pieces.

No. 2537. 1. Ra3+ Ra4 2. Nd5 R×a3 3. Nc7+ Ka7
4. N×b5+ Kb6 5. N×a3 Kc6 6. Nb5±; 2. . . Ka7 3. Nc3
R×a3 4. N×b5±.

No. 2538. 1. Rf2! Q×f2 2. Bf4! Q×f4 3. Rf3! Q×f3 4.
b8Q+ Kf7 5. Qg8+ Kf6 6. Qf8+±. White's generosity is re-
warded by winning the Queen through a geometric motif.

No. 2539. 1. Qh5+ K×h5 2. Kg3 Qa2 3. B×a2 Rd5 4. Bc4
Ba6 5. B×a6 Rb5 6. Kh3 R×f5 7. Be2+ Kg6 8. Bd3±. The
amusing rivalry in sacrificial offerings winds up in White's victory
after winning the pinned Rook.

Chapter 7

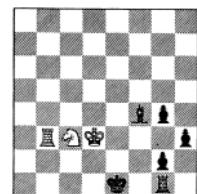
MAULING BLACK'S FORCES

One more method of play—attrition of the enemy forces—may be employed in chess composition. Quite a number of endgame studies of this type were constructed. Part of those presented here (Nos. 2540-45) are multimove problems, but in view of the nature of the play and correlation of material they can be fully considered endgame studies.

No. 2540. 1. Ne4 Bc1 2. Rb1 Kd1 3. Nf2+ Ke1 4. N×g4
Kd1 5. Nf2+ Ke1 6. N×h3 Kd1 7. N×g1±. The Knight destroys
Black's main forces by creating continuous mating threats.

In Nos. 2541-43 an ogre Queen wrecks havoc, gobbling up Black's superior forces.

2540. B. Horwitz



White to play and win

2541. D. G. Reichhelm
Before 1887



Mate in 64 moves

2542. O. Bláthy
Magyar Sakkvilág, 1930



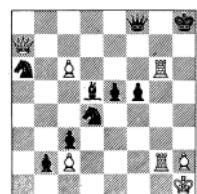
Mate in 127 moves

No. 2541. 1.-24. K×c3+ Q×f5-f7-h7×g8-h7-f7-f5-
d5-e4-c4×f1-c4-e4-d5×h1-d5-d3-c4×a6-c4-e4-e6-
c4 g2 22.-28. Qe4-d5×g2-d5-c4-e4-e6-c4, etc. (after every
Pawn move the manoeuvres of White's Queen are repeated. All the
Pawns are captured and Black loses).

No. 2542. 1. ♗e1+ Rc1 2. Qd2 Rc2 3. Qd1+ Rc1 4. Q×d3+
Rc2 5. Qd1+ Rc1 6. Qd2 Rc2 7. Qe1+ Rc1 8. Qe4+ Rc2 9.
Q×h1+ Rc1 10. Qe4+ Rc2 11. Qe1+ Rc1 12. Qd2 Rc2 13.
Qd1+ Rc1 14. Qd3+ Rc2 15. Qf1+ Rc1 16. Q×f5+ Rc2 17.
Qe4 h2 18. Qe1+, etc. 120. . . h1Q 121. Q×h1+ Rc1 122. Qb7+
Rc2 123. Qe4 Bb3 124. Qe1+ Rc1 125. Qd2 Rc2 126. Qd1+
Rc1 127. Q×b3x.

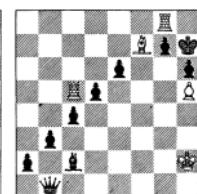
No. 2543. 1. Rh6+ Q×h6 2. -8. Qa8-b7-c8-d7-e8-
e7×e5+ Kh7 9.-16. Qe7-e8-d7-c8-b7-a8-a7×d4+ Kh7
17.-21. Qa7-a8-b7-c8×f5+ Kh8 22.-28. Qc8-b7-a8-a7-
d4-d3×c3+ Kh7 29.-34. Qd3-d4-a7-a8-b7×b2+ Kh7 35.-38.
Qb7-c8-d7×d5±.

2543. A. Troitzky
Deutsche Schachzeitung,
1908



White to play and win

2544. F. Bondarenko
L'Italia Scacchistica,
1961



White to play and win

2545. I. Chuyko
Shakhmaty v SSSR,
1963



White to play and win

No. 2544. 1. Rh8+ K×h8 2. Rc8+ Kh7 3. Bg8+ Kb8
4. B×e6+ Kh7 5. Bg8+ Kh8 6. B×d5+ Kh7 7. Bg8+ Kh8
8. B×c4+ Kh7 9. Bg8+ Kh8 10. B×b3+ Kh7 11. Bg8+ Kh8
12. B×a2+ Kh7 13. Bg8+ Kh8 14. Bb3+ Kh7 15. B×c2+
Q×c2 16. R×c2±. In this study the role of the avaricious ogre is
played by White's Bishop.

No. 2545. 1. Nd4+ Ke5 2. Ng4+ Kf4 3. Ne6+ Kf5 4. Ng7+
Kf4 5. Nh5+ Kf5 6. Nh6+ Ke5 7. Nf7+ Kf5 8. Nd6+ Ke5
9. N×c4+ Kf5 10. Nd6+ Ke5 11. Nf7+ Kf5 12. Nh6+ Ke5
13. Ng4+ Kf5 14. Ng7+ Kf4 15. Ne6+ Kf5 16. Nd4+ Kf4
17. N×e2+ Kf5 18. Nd4+ Kf4 19. Ne6+ Kf5 20. Ng7+ Kf4
21. Nh5+ Kf5 22. Nh6+ Ke5 23. Nf7+ Kf5 24. Nd6+ Ke5
25. Nc4+ Kf5 26. N×b2±.

The cavalry triumphs in this original endgame study. The continuous attacks by the Knights are exquisite.

CONCLUDING REMARKS

Now that our excursion in the field of domination is finished, the results may be summed up.

The large number of all kinds of endgame studies examined here reveals the scope modern chess composition has reached.

The reader may wonder how many endgames have been created throughout the world on the whole, including domination and other themes. An exact reply can hardly be given. According to some conjectures they now top the 25,000 mark. If that is so, then approximately 10 per cent of the world's total number is presented in this volume. Does it contain all that has been created in the field of domination? It can be confidently asserted that this book embraces all the trends in domination and includes the absolute majority of such endgame studies.

How about the future? Will the ideas examined here continue to develop further or have they reached their limit? Symptoms of a crisis in the domination theme do exist, of course. It is felt that in some trends and with definite certain line-ups there is not enough scope for the composer's fantasy. The frequent repetition of positions by different composers is almost tantamount to marking time. Some of the ideas have been developed to their limit and, to all intents and purposes, have died a natural death. But this does not mean at all that domination as a whole is through, is finished. Composers may discover interesting ideas and, of course, take into account what has been created earlier so as not to repeat or copy their predecessors. I believe that the present volume may be of help in this respect. One of its main aims is to provide a comprehensive view of what has been accomplished up until now. This can open new prospects for the domination theme.

Domination is usually employed in endgame studies in which White wins. But the possibility of its application to achieve a draw is not excluded. Lately endgames of the latter type have been appearing ever more frequently and, I must say, they are arousing interest. The weaker side traps the opponent's pieces and achieves a drawn correlation of forces through resourceful play. Some interest may be aroused by domination in Black's counterplay refuted by White. In short, there are still quite a lot of untapped resources. Painstaking and persistent quests are needed to bring them to light.

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