

ROOK AND PAWN ENDINGS

by
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This booklet contains all the positions and bare analysis which are discussed on the cassette. You may use it

- a) as a check that you have the correct position set up when going through the cassette
- b) as a quick reminder of the themes involved after you have been through the cassette
- c) as a self-testing device - the positions can be scrutinized alone, or together with the analysis on the opposite pages.

Kf5 Pe5 Ra7/Ke8 Rc1

2.

How to draw against centre pawn if you cannot get Philidor's position.

1 Kf6 (1 Ke6 Rc6+=) 1...Re1! (1...Rf1+?
2 Ke6 wins 1...Rc6+? 2 e6 wins 1...Rc8?
2 e6 Kf8 3 Rf7+ Kg8 4 Rg7+ Kf8 5 e7+ ke8 6
Rg8+ wins) 2 Ke6 (2 Ra8+ Kd7=) 2...Kf8 (or
2...Kd8=) 3 Ra8+ Kg7 4 Re8 (4 Kd6 Kf7=)
4...Ra1! 5 Rd8 Re1! 6 Re8 Ra1!=

Kg5 Pf5 Ra7/Kf8 Rb6

1.

Philidor's drawing position

1 f6 Rb1=

Kg5 Pf5 Ra7/Kf8 Rb1

3.

How to draw against a bishop's pawn if you cannot get Philidor's position.

1 Kg6 Rf1 (or 1...Rg1+=, but the defence is trickier, e.g. 2 Kf6 Kg8 3 Ra8+ Kh7 4 Kf7
Rb1 5 Ra7 Rb5 6 f6 Rb8!!=) 2 Kf6 Kg8!
(2...Ke8? 3 Ra8+ Kd7 4 Rf8 Rf2 5 Kg7 Rg2+
6 Kf7 Rf2 7 f6 Rf1 8 Ra8 Rf2 9 Ra4 Rf1
10 Re4 Rf2 11 Kg7 Rg2+ 12 Kf8 Rf2 13 f7
Rg2 is the Lucena position (no. 5) and White
wins.) 3 Ra8+ Kh7 4 Rf8 Ra1= as for centre
pawn.

Kh5 Pg5 Ra7/Kg8 Rf1

4.

How to draw against a knights pawn if you cannot get Philidor's position.

1 Kh6 Rf8= but not 1...Rg1? 2 Kg6 Kf8
3 Ra8+ Ke7 4 Rg8 wins.

Kg8 Pg7 Rf2/Ke7 Rh1

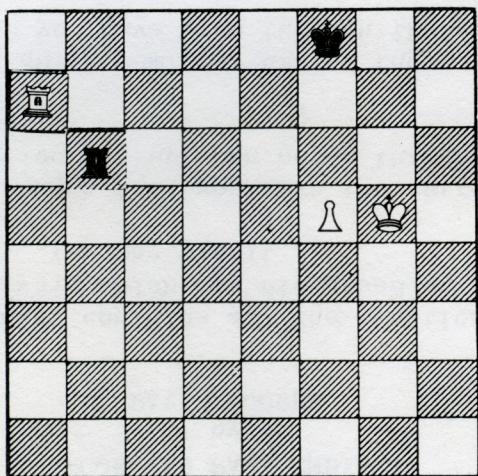
5.

How to win the Lucena position.

1 Rf4 Rh2 3 Re4+ Kd7 4 Kf7 Rf2+ 5 Kg6
Rg2+ 6 Kf6 Rf2+ 7 Kg5 Rg2+ 8 Rg4 wins.

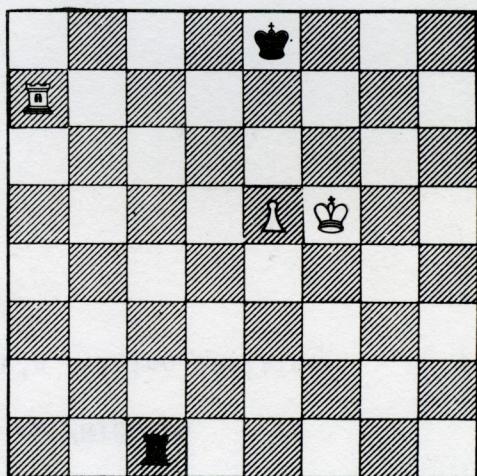
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WHITE TO PLAY



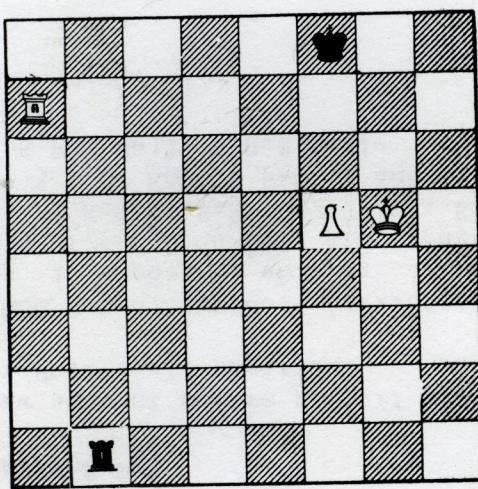
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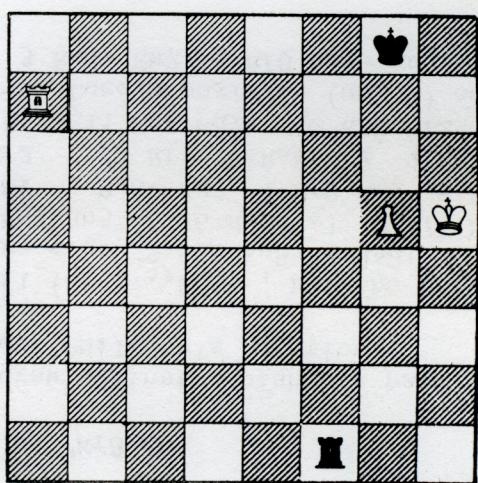
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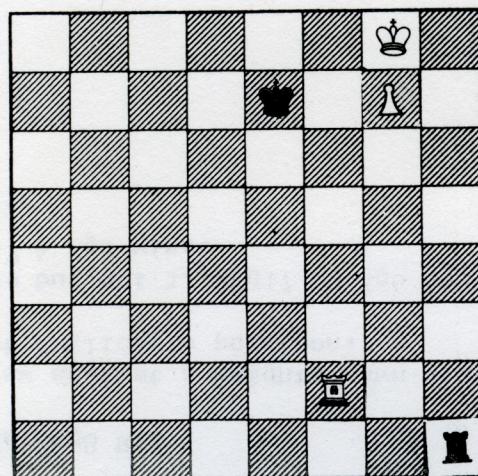
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WHITE TO PLAY



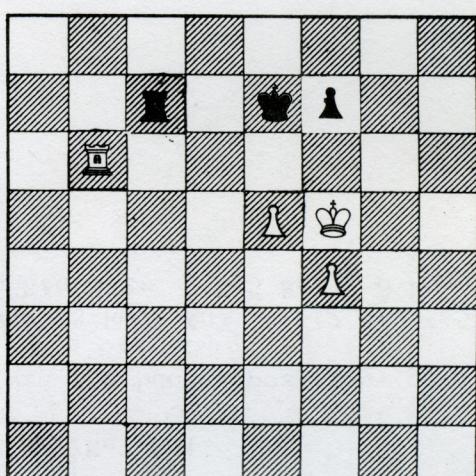
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WHITE TO PLAY



6

WHITE TO PLAY



Kf5 Pf4 Pe5 Rb6/Ke7 Pf7 Rc7

6.

Drawn. The Black king makes for the short side.

1 Kg5 Rc5 2 Rb7+ Kf8! 3 f5 Rxe5 4 Kf6 Re1
5 Rxf7+ Kg8 6 Ra7 Rf1! = as example 3.

Kh5 Pf6 Rg7/Kh8 Pg5 Ra8

7.

A new stalemate idea.

1 Kg6 Rg8 2 Kf7 Ra8 3 Rxg5 Ra7+ 4 Kg6 Kg8!
5 Rb5 Rg7+!! 6 Kf5 (6 fxg7 stalemate) 6...Rg1=

Kg5 Pg4 Rf4/Ke7 Pg6 Rd6

8.

Drawn. The Black king gets in front of the White pawn.

1 Kh6 Rf6 2 Ra4 Kf7! 3 g5 Rf1 4 Ra7+ Kg8
5 Kxg6 Rf8= as example 4.

Kg5 Pf5 Pc7 Ra7/Kc8 Pg7 Rc4

9.

Drawn. The Black king runs to the short side.

1 Ra8+ Kxc7 2 Ra7+ Kd8 3 Rxg7 Ke8 4 Kg6
Kf8 5 Ra7 Rf4 6 Kf6 Kg8= as example 3.

Kg7 Ph2 Pg3 Rh4/Ke5 Pf6 Rf2

10.

Black's king is on the long side and White gets the Lucena position.

1 Kg6 f5 2 Rh5 Ke4 3 h3 Rf3 4 Rg5 f4
5 gxf4 Rxh3 6 f5 Ke5 7 f6+ Ke6 8 Rg1 Rf3
9 Kg7 Rf2 10 Re1+ Kd7 11 f7 Rg2+ 12 Kf8
wins.

Ke5 Pf6 Rb7/Ke8 Pg5 Rf2

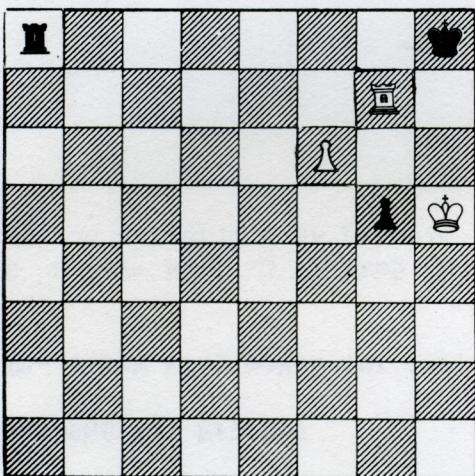
11.

White wins because black has a pawn that provides shelter.

1 Ke6 Re2+ 2 Kf5 g4 3 Kg6 Rf2 4 f7+ Kf8
5 Rb8+ Ke7 6 Re8+ wins.

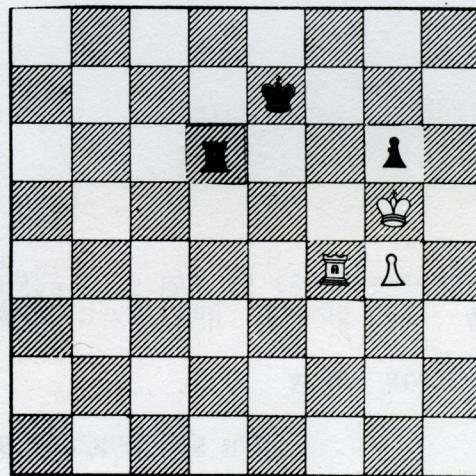
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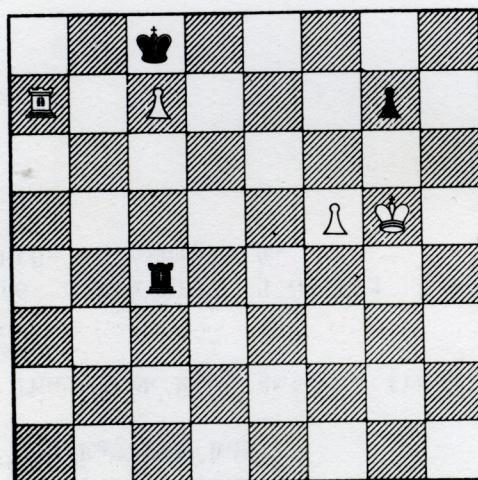
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WHITE TO PLAY



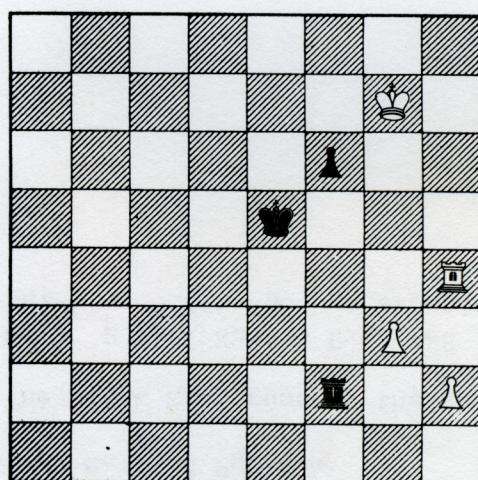
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WHITE TO PLAY



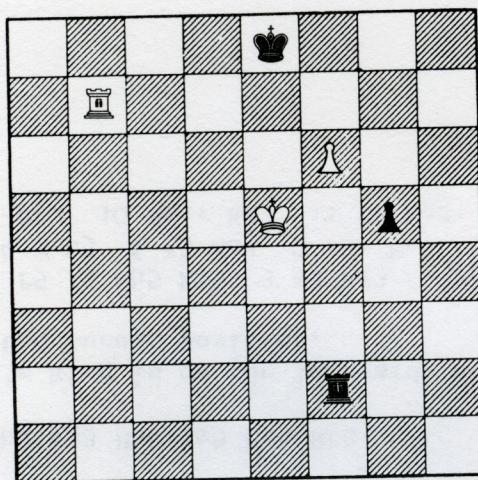
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WHITE TO PLAY



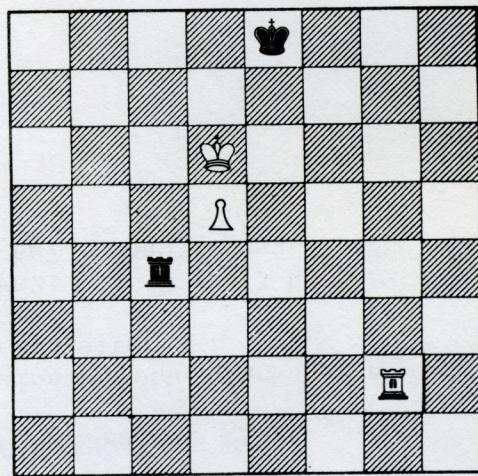
11

WHITE TO PLAY



12

WHITE TO PLAY



Kd6 Pd5 Rg2/Ke8 Rc4

12.

White artificially shortens the long side, and wins.

1 Re2+ (1 Rg8+? Kf7 2 Rd8 Ra4!=) 1...Kd8
2 Rh2! KC8 3 Rh8+ Kb7 4 Kd7 Rg4 5 d6 Rg7+
6 Ke6 Rg6+ 7 Ke7 Rg7+ 8 Kf6 Rd7 9 Ke6 Rg7
10 d7 wins.

Black to play draws by 1...Rd4= as example 2.

Ka8 Pa7 Ra2/Kf7 Rb1

13.

Rook's pawns are drawish.

1...Ke7 2 Rh2 Kd7 3 Rh8 Kc7 4 Rb8 Rc1=
1 Rh2 Ke7 2 Rh8 Kd6 (2... Kd7 3 Rb8 Rc1
4 Kb7 Rb1+ 5 Ka6 Ra1+ 6 Kb6 Rb1+ 7 Kc5
wins) 3 Rb8 Rc1 4 Kb7 Rb1+ 5 Kc8 Rc1+
6 Kd8 Rh1 7 Rb6+ Kc5 8 Rc6+! Kb5 9 Rc8
Rh8+ 10 Kc7 Rh7+ 11 Kb8 wins.

Kc6 Pa5 Ra7/Ke6 Rb1

14.

Black to play draws by forcing White's king in front of the pawn.

1...Rc1+ 2 Kb7 Kd7 3 Kb8+ Kd8 4 Rb7 RC5!
5 a6 Rc6! 6 Ka7 (6 a7? Rc8 mate) 6...Kc8=

White to play wins because he can avoid getting his king in front of his pawn,

1 a6 Rc1+ 2 Kb7 Kd7 3 Kb8+ Kd8 4 Rh7 Rb1+
5 Rb7 RC1 6 Rb5 Rc8+ 7 Kb7 Rc7+ 8 Kb6 Kc8
9 a7 wins.

Kd5 Pb7 Rb8/Kg7 Rb1

15.

Position with White rook in front of White pawn. The game is drawn.

If 1 Kc6 Rc1+ chasing the white king away. Black to move, 1...Rb2= or 1...Kh7= but not 1...Kf7? 2 Rh8 Rxb7 3 Rh7+ and wins.

Kf2 Pf4 Pb7 Rb8/Kg7 Pf5 Rb3

16.

As 15, but White wins because his free king can attack black's f pawn successfully.

1 Ke2 Kh7 2 Kd2 Kg7 3 Kc2 Rb5 4 Kc3 Rb6
7 Kc4 Rb1 8 Kd5 Rb2 9 Ke5 Rb5+ 10 Ke6 Kh7
11 Kf6 Rb1 12 Kxf5 Kg7 13 Ke4 Rb2 13 f5 Rb6
14 f6+ wins.

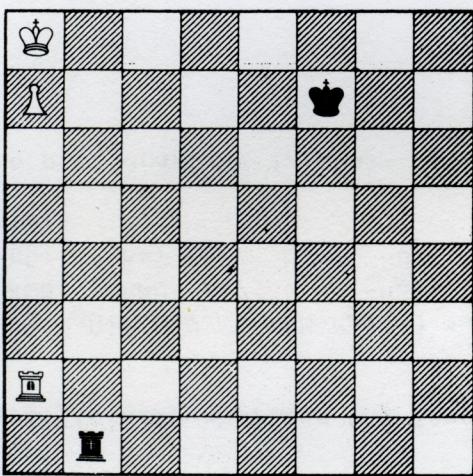
Kf4 Pg6, Pg2 Pb7, Rb8/Kg7 Rb1

17.

As 15, the game is drawn. White's g-pawns make no difference.

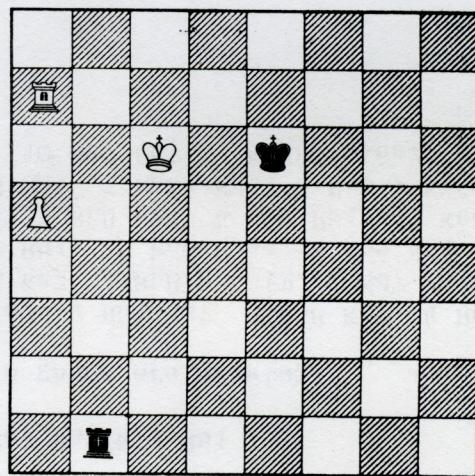
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WHITE or BLACK TO PLAY



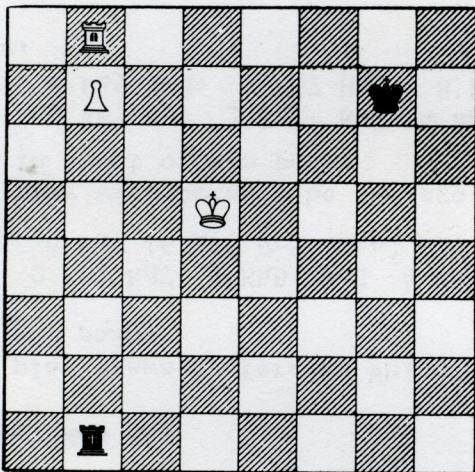
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BLACK or WHITE TO PLAY



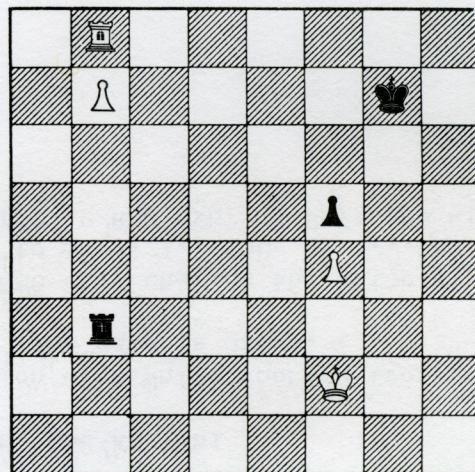
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WHITE or BLACK TO PLAY



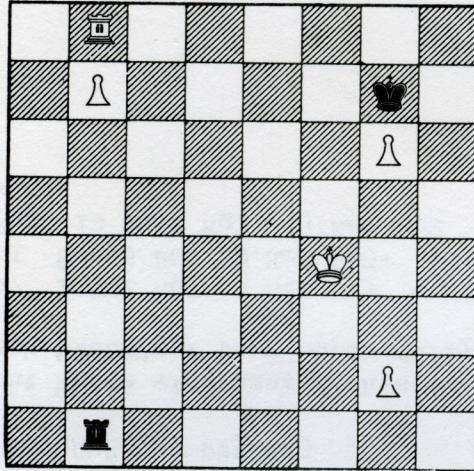
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WHITE TO PLAY



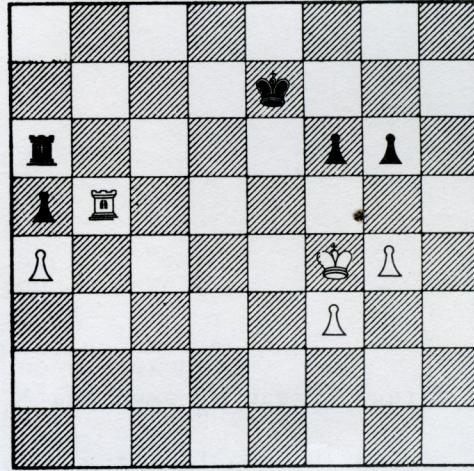
17

WHITE or BLACK TO PLAY



18

BLACK TO PLAY



Kf4 Pa4 Pf3 Pg4 Rb5/Ke7 Pa5 Pf6 Pg6 Ra6 18.

Black gives up a pawn to gain an active rook.

1...Rc6 2 Rxa5 Rc4+ 3 Ke3 Kf7! 4 Ra8 Kg7!
5 a5 Ra4! 6 a6 Kh6 7 f4 g5 8 f4xg5+ f6xg5
9 Kd3 Kg7= compare example 15.

Kd3 Pf5 Pb2 Rf1/Kc5 Pb5 Pd5 Rf6

19.

A passive rook blocking an enemy passed pawn usually loses.

1 Rf4 b4 2 b3 Rf7 3 f6 Kd6 4 Kd4 Ke6
5 Rf2! Kd6 6 Ra2! Rc7 7 Ra6+ Kd7
8 Rb6 wins.

Kg2 Pc6 Pf2 Pf3 Ph3 Rc5/Kh5 Pf4 Pg5 Ph6 Rc7 20.

Another loss because of a passive rook.

1 Rc2! Kh4 2 Rc1 Kh5 3 h4! g4 4 f3xg4+
Kxg4 5 f3+ Kxh4 6 Rc5! Rg7+ 7 Kf1 Rc7
8 Kf2 h5 9 Kg2 Rg7+ 10 Kf1! Rc7 11 Kf2
wins.

Kc3 Pc4 Rd1/Ke7 Rc8

21.

The vertical barrier.

1... Rd8= or 1... Ke6 2 Kb4 Rb8+ 3 Ka5
Rc8 4 Kb5 Rb8+ 5 Ka6 Rc8 6 Rd4 (6 Rc1
Kd7=) 6... Ke5! 7 Rh4 Kd6=. The barrier
is broken.

1 Kb4 Rb8+ 2 Ka5 Rc8 3 Kb5 Rb8+ 4 Ka6
Rc8 5 Rd4! Ke6 6 Kb7 Rc5 7 Kb6 Rc8
8 c5 wins.

Kb4 Pc3 Rb5/Kf6 Rf3

22.

Setting up a vertical barrier.

1 Rd5 Ke6 2 Rd8 Ke7 (2...Rf7 3 c4 Rb7+
4 Ka5 Rc7 5 Kb5 Rb7+ 6 Kc6 wins) 3 Rd1
Rf8 4 c4 wins as example 21.

Kb5 Pc3 Pf4 Rc4/Kd6 Pa4 Ra3

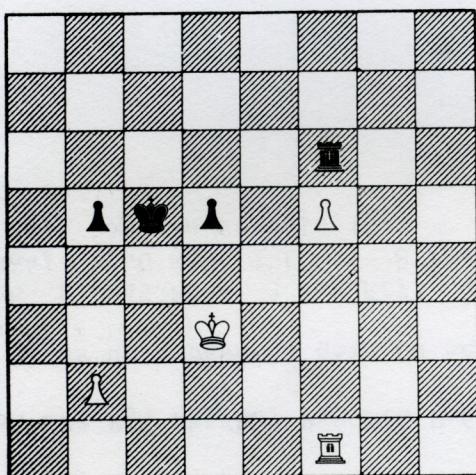
23.

Another vertical barrier is set up.

1 Kb4 Ra1 2 Ka5 Ra3 3 f5 Ra1 4 Rx a4
Rf1 5 Kb6 Rf3 6 Rc4 Rxf5 7 Rd4+ Ke5
8 Rd1 Rf4 9 Kc5 Ke6 10 c4 Rf8 11 Kb6
Rb8+ 12 Kc7 wins.

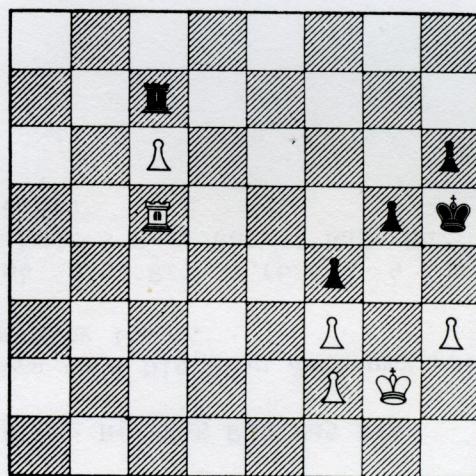
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WHITE TO PLAY



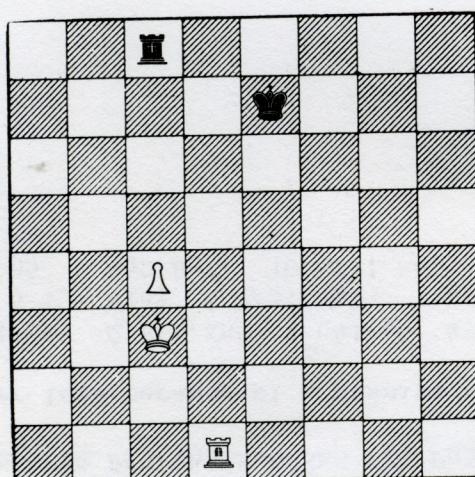
20

WHITE TO PLAY



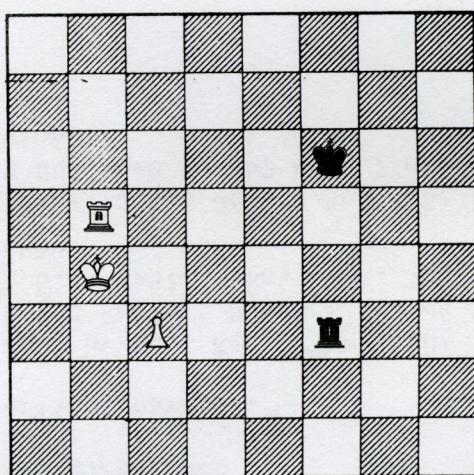
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WHITE or BLACK TO PLAY



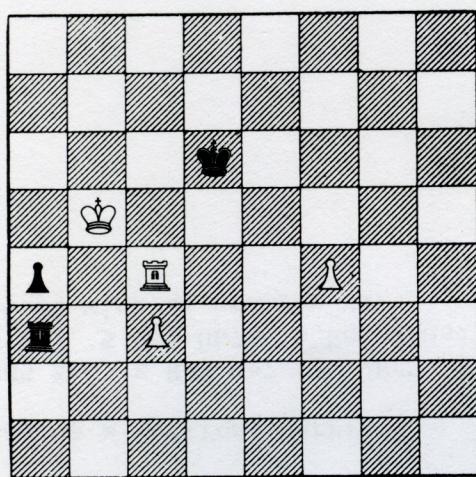
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WHITE TO PLAY



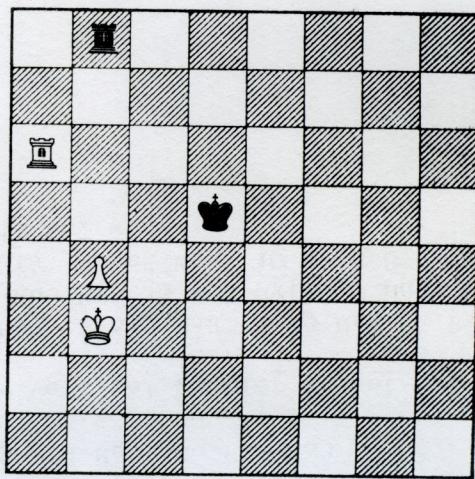
23

WHITE TO PLAY



24

WHITE TO PLAY



Kb3 Pb4 Ra6/Kd5 Rb8

A horizontal barrier. White wins.

1 Ka4 Kc4 2 Rc6+ Kd5 3 b5 wins.

24.

Kc3 Pc4 Re1/Kf6, Rc8

25.

A king cut off by two files. White wins.

1 Kb4 Rb8+ 2 Ka5 Rc8 3 Kb5 Rb8+ 4 Ka6
Rc8 5 Rc1! Ke6 6 Kb7 Rc5 7 Kb6 Rc8
8 c5 wins.

Kc2 Pb2 Pa3 Rd2/Ke6 Pb6 Rh5

A Black king cut off from his pawn.

1 Kb3 Rh4 2 Rd8 Ke7 3 Rd5 Rg4 4 Kc3 Rh4
5 b3 Rg4 6 Rd4 Rg3+ 7 Kc4 Rg5 8 Rd5 Rg4+
9 Kb5 Rg3 10 b4 Rg6 11 Ka6 Rh6 12 b5 wins.

26.

Kg1 Pa2 Pb3 Pc4 Pe3 Pg3 Ph2 Ra7/Ke6 Pc6
Pc5 Pf5 Pg7 Ph7 Re2

27.

(Mating threats draw)

1...g5 2 Rxh7 Rxa2 3 Rh6+ Ke5 4 Rxc6
Ke4 5 Rxc5 f4! 6 exf4 Kf3 7 h3 Ra1+=

Kf1 Pg2 Pe5 Pd4 Pc3 Pb4 Ra3/Kg5 Rc8 Pg3 Pf4
Pe6 Pd5

The defender wins by mating threats.

1 Ke2? Rh8! 2 b5 Rh2 3 Kf3 Rh1 4 b6 Re1
5 c4 dxc4 6 b7 Rb1 7 Rc3 Kf5! 8 Rxc4
Rb2 wins.

28.

Ke4 Ph3 Pc2 Pb3 Rg2/Kf6 Pa5 Pb4 Pe5 Pg3 Rg7

The attacker wins by mating threats.

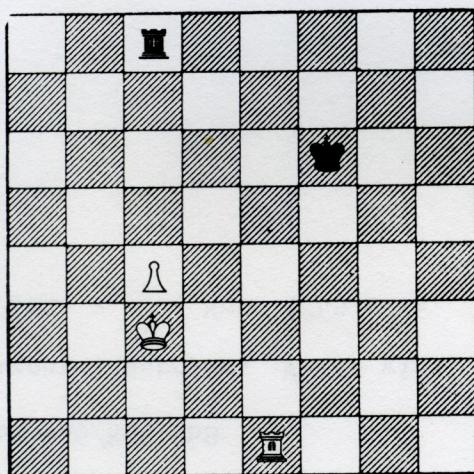
1 Rg1 g2 2 Kf3 Kf5 3 Rxg2 e4+ 4 Ke2
Rc7 5 Ke1 e3 6 h4 Ke4 7 h5 a4! 8 bxa4
b3! 9 cxb3 Kf3 wins.

Supplementary position (not analysed
on cassette)

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on cassette)

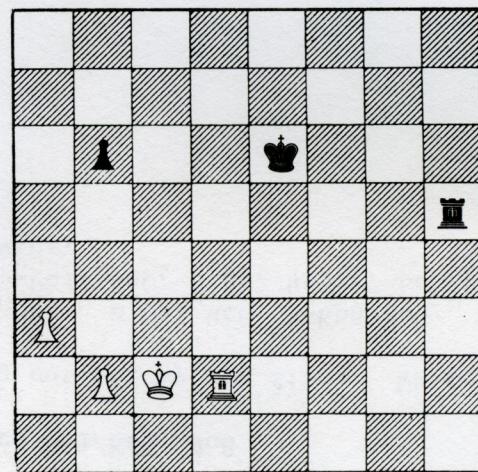
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WHITE TO PLAY



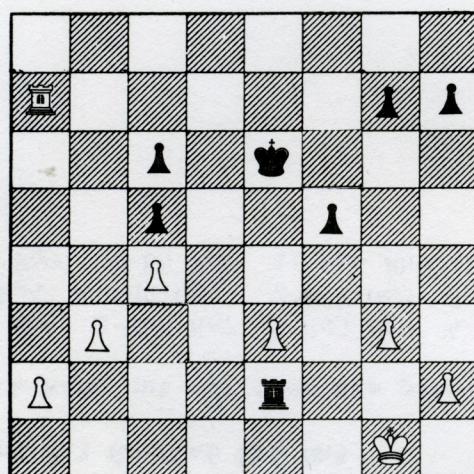
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WHITE TO PLAY



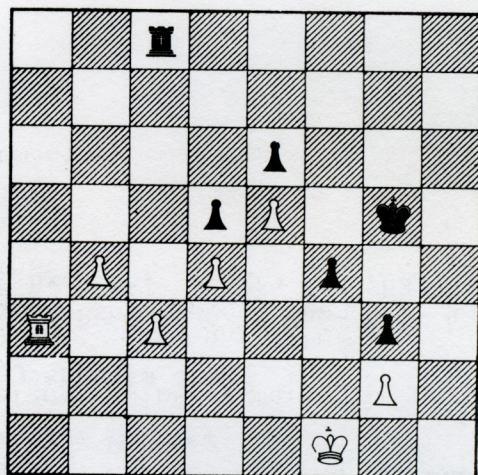
27

BLACK TO PLAY



28

WHITE TO PLAY



29

WHITE TO PLAY

