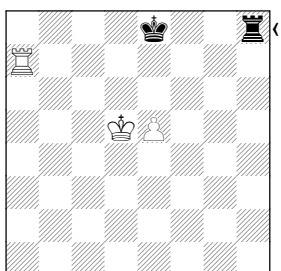


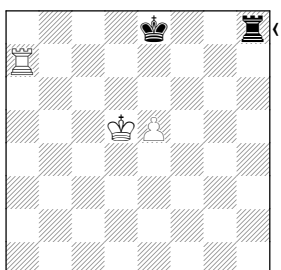
## ROOK ENDINGS



## ROOK ENDINGS

Rook endings are the most sophisticated and occur in practice most often - nearly a half of all endings are the rook ones. A result often depends on many subtle nuances. To better understand rook endings, one should know theoretical positions and typical methods of play, and the more the better. Generally speaking, if a chessplayer plays rook endings well, he/she is a strong player with deep positional understanding.

## ROOK AND PAWN AGAINST ROOK



## ROOK AND PAWN AGAINST ROOK

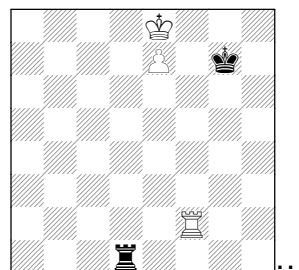
Without a firm knowledge of these basic endings, the understanding of rook endings is impossible. All rook endings most often may transpose into a rook and pawn vs. rook ending. Let us examine the most typical cases.

A draw is obtained by 1... Rh6!

[There is also another way to a draw, which every chessplayer should know: 1... Rh1 2. Kd6 (nothing is achieved by 2. Ke6 Rh6+=) 2... Re1! 3. Ke6! (3. e6 Rd1+=) 3... Kf8! The only saving move as it will be explained further.]

If 2. e6, then 2... Rh1= This is the simplest way to the draw.

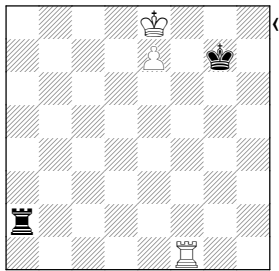
### Pawn on the 7th rank



### Pawn on the 7th rank

White has two ways to a win: 1) the rook's transfer to d8 followed by cxd7; 2) "building a bridge": 1. Rf4 Rd2 Black has nothing better. 2. Rg4+ Kh7 3. Kf7 Rf2+ 4. Ke6 Re2+ 5. Kf6 Rf2+ 6. Ke5 Re2+ 7. Re4! This maneuver is called "building a bridge". White wins.

### Example 54

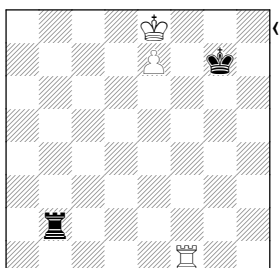


When a pawn is on the 7th rank, a win is possible almost always. In exceptional cases the defender can save the game by checking the opponent's king from the side, provided only that the side is "long".

1... Ra8+ 2. Kd7 Ra7+ 3. Kd6 Ra6+ 4. Kd5 Ra5+ 5. Kc6 Ra6+ 6. Kb7 Re6= Relative to the e-pawn, the board can be divided into two sides - the short side (e8-h8) and the long side (e8-a8).

The side is long if the defender's rook is at least three squares away from the pawn. The knowledge of the long and short sides is extremely important. If the defender's rook is on the short side, the draw is impossible.

Grigoriev Nikolay (RUS) 7

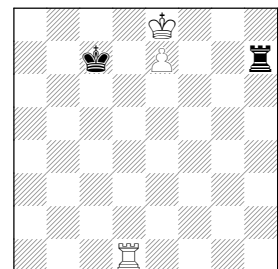


1... Rb8+ 2. Kd7 Rb7+ 3. Kd6 Rb8

[Or 3... Rb6+ 4. Kc7 Re6 5. Kd7□]

4. Kc7 Ra8 5. Ra1! If there were no this move, it would have been a draw, with the black rook being three squares away from the opponent's pawn. 5... Re8 6. Kd7 , and White wins.

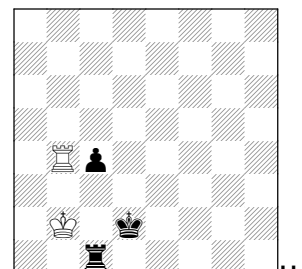
### Example 55



When the rook is on the short side, there is no defense.

Theoretical ending 1... Rh8+ 2. Kf7 Rh7+ 3. Kf6 Rh8 4. Kg7 Ra8 5. Kf7□

Matsukevich A. - Lein A.,URS,1968



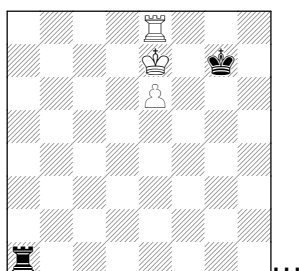
White played 1. Rb8?

[Instead, he could have made an easy draw by 1. Ka2! c3 2. Rh4= , and the

rook is on the long side.]

1... c3+ 2. Ka2 Rd1! Black succeeds to advance his pawn to the 2nd rank. 3. Rd8+ Kc1 4. Rh8 c2 5. Rh2 Rd8 0-1. [...]  
[6. Rh1+ Kd2 7. Rh2+ Kc3 8. Rh3+ Rd3°;  
6. Kb3 Kb1 7. Rxc2 Rb8+°]

**Pawn on the 6th rank**



Pawn on the 6th rank

In such endings the rule of the long and short sides is also applied.

This is a basic position, and one should know it. 1. Rd8 Ra7+ 2. Rd7

[Or 2. Ke8 Kf6 3. Rd6 Re7+°;  
2. Kd6 Ra6+ 3. Ke5 Ra5+ 4. Rd5 Ra8!  
with a draw]

2... Ra8! Being the most precise, this move is not the only way to a draw.

[Also possible is 2... Ra1 3. Ke8+ Kf6  
4. e7 Ke6! 5. Kf8 Rf1+! 6. Ke8 Ra1=]

3. Rd6! A tricky attempt.

[Nothing is achieved by 3. Kd6+ Kf8 (or  
3... Kf6 4. Rf7+ Kg6 5. Rf1 Ra6+!=) 4.  
e7+ Ke8 5. Ke6 Ra6+ 6. Rd6 Ra8 with

a draw.]

3... Kg6!

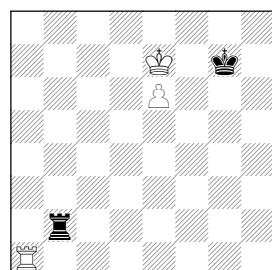
[3... Ra7+? loses due to 4. Ke8!□]

4. Rc6

[4. Kd7 Kf6 5. e7+ Kf7=]

4... Kg7! Draw.

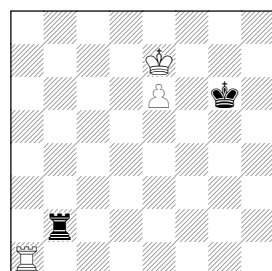
**Grigoriev Nikolay (RUS) 8**



This position is an exception to the rule: Black draws, though his rook is only two files away from the pawn.

1... Rb7+ 2. Kd6 Rb6+ 3. Kd7 Rb7+ 4. Kd8 Rb8+ 5. Kc7 Rb2 (threatening 6... ♜f6) 6. Rf1 Ra2! Black "lengthens" his rook, after which there are three files between the black rook and the white pawn and the defense by the flank checks ensures a draw.

**Example 56**



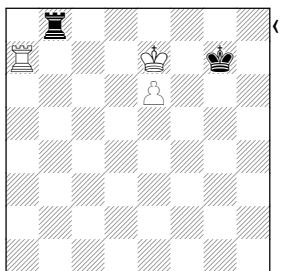
But if the black king is on g6, then White wins.

1... Rb7+ 2. Kd6 Rb6+ 3. Kd7 Rb7+ 4. Kd8 Rb8+

[An attempt to approach the king by 4... Kf6 is parried in the following instructive way: 5. e7 Rb8+ 6. Kc7 Re8 (otherwise 7. ♖e1□ would follow) 7. Kd6! Rb8 8. Rf1+ Kg7 9. Kc7 Ra8 10. Ra1! , winning.]

5. Kc7 Rb2 6. Re1!□ , and the pawn reaches the 7th rank.

#### Example 57



Theoretical position

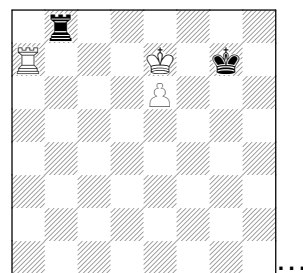
White wins.

If it is Black to move, then the task is simple. 1... Kg6

[Or 1... Rb1 2. Ra8 Rb7+ 3. Kd6 Rb6+ 4. Kd7 Rb7+ 5. Kc6]

2. Ra1! , and White wins, as we have seen in the previous example.

#### Example 58

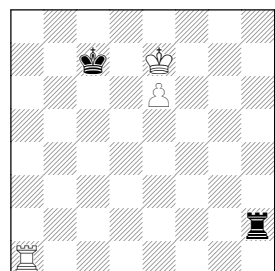


If it is White to play, his task is to give his opponent the move: 1. Kd6+! Kf6

[If 1... Kf8 , then 2. Kd7 Re8 3. Ra1 Re7+ 4. Kd6 Re8 5. Rf1+ Kg7 6. e7 Ra8 7. Ra1! - the same move decides.]

2. Kd7 Kg7 There is nothing better. 3. Ke7 , and White wins.

#### Example 59



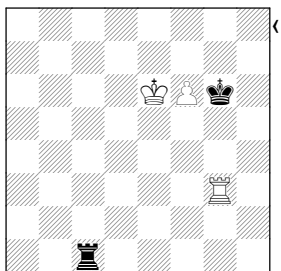
Let us now examine the case when the defender's king is on the long side.

The black rook lacks space for maneuver, and this decides. 1... Rh7+ 2. Kf8 Rh8+

[Or 2... Kd6 3. e7! Rh8+ 4. Kg7 Re8 5. Kf6!]

3. Kg7 Rh2 4. Rd1! , and the pawn reaches e7.

Sax G. - Tseshkovsky V., Yugoslavia, 1975



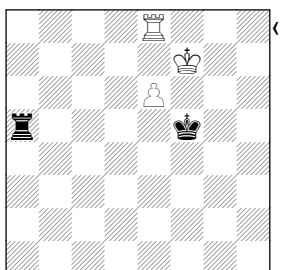
In this position Black, considering his position hopeless, resigned. But he had a simple draw: 1... Kh7 2. f7 Rc8!

Other moves lose. 3. Kd7

[Or 3. Ke7 Rc7+ 4. Ke8 Rc8+]

3... Ra8! Black "lengthens" his rook. Draw.

**Horvits B, Kling I 3**



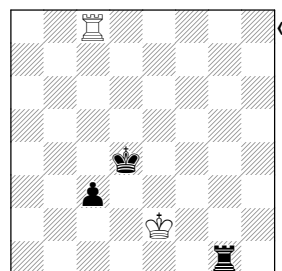
In conclusion, here are two drawn positions with a pawn on the 6th rank.

1... Ra6! 2. e7

[2. Re7 Rb6]

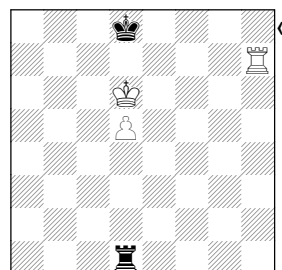
2... Rf6+ 3. Kg7 Rg6+ 4. Kh7 Kf6!=

**Example 60**



Black is unable to improve his position, while White is simply waiting: lc8-c7=

**Pawn on the 5th rank**



**Pawn on the 5th rank**

Lasker proved that, against a central pawn on the 5th rank, a draw is possible even when the defender's king is on the long side. 1... Ke8

[Of course, simpler is 1... Kc8=]

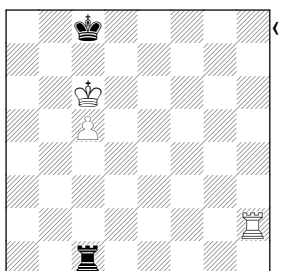
2. Rh8+ Kf7 3. Rd8! (threatening 3. c7)

3... Ra1! 4. Kc7

[4. Rc8 Rd1! 5. Kc6 Ke7! - an important device.]

4... Ra7+ 5. Kb6 Ke7! Draw.

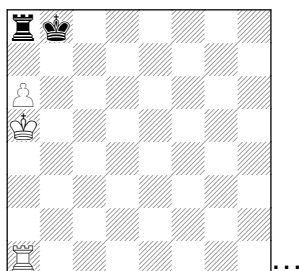
**Euwe Max (NED)**



1... Kb8!= To the short side.

[Wrong is 1... Kd8 2. Rh8+ Ke7 3. Rc8 Ra1 4. Kb7 followed by 5. c6□]

Rook's pawn



Rook's pawn

Here the stronger side is deprived of a by-pass. Let us examine different cases with a rook's pawn.

A. If the defender's king is in front of the pawn, the game ends in a draw. A win is possible only in unique positions where the defender's pieces are placed badly.

1. Rh1!

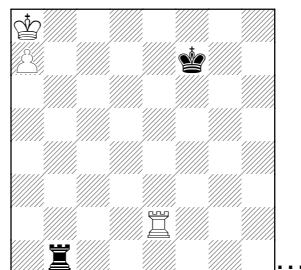
[But not 1. Kb6? in view of 1... Ra7 followed by 2... lb7]

1... Ra7

[1... Kc7 does not help either: 2. Rh7+ Kc6 3. a7 Rg8 4. Ka6 Re8 5. Rh1 Kc7 6. Rc1+ Kd6 7. Kb7 Re7+ 8. Kb8 Re8+ 9. Rc8 , winning.]

2. Rh8+ Kc7 3. Kb5! , and Black is in zugzwang.

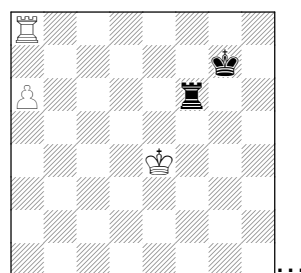
Example 61



B. The defender's king is cut off from the pawn by four files. Win.

In order to win, White must transfer his rook b8. 1. Rc2 Ke7 2. Rc8 Kd7 3. Rb8 followed by 4. c6□

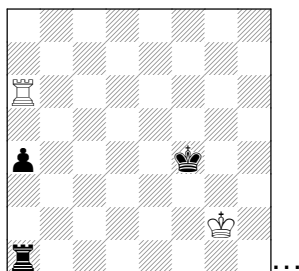
Vancura I



C. Attacking the pawn by the rook

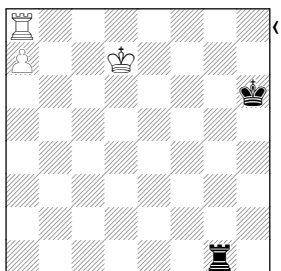
The white rook is tied to the defense of the a-pawn, while an attempt to approach with the king is parried by checks. 1. Kd5 Rf5+ 2. Kc4 Rf6!= This method often occurs in practice.

Kamsky G. - Karpov A., Linares, 1994



1. Rf6+ Ke4 2. Rg6! Ke3  
 [2... Rb1? 3. Rg4+]  
 3. Rg4! a3 4. Rg3+ Ke4 5. Rb3 Ra2+ 6.  
 Kg3 Kd4 7. Rf3 Ra1 8. Kg2! Draw.

Example 62

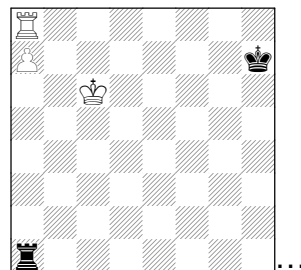


Theoretical position

1... Rg7+!  
 [1... Ra1 2. Rh8+□]  
 2. Kc6 Kg5! 3. Kb6 Rg6+ 4. Kb7 Rg7+=

Draw. This set up also works on the f- and h-files; on other files the situation is more difficult.

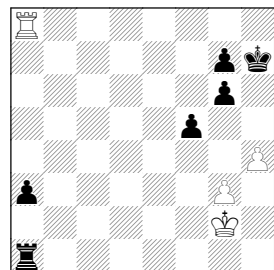
Example 63



D. The weaker side's rook is behind the pawn

Draw, even with the addition of a white pawn on the g- or h-file.

Kholmov R. - Timoscenko G., Pavlodar (Kazakhstan), 1982



1... a2? Look before you leap! One should take great care while making such moves.

[Instead, Black could have won by 1... g5! 2. hxg5 (2. h5 a2 followed by

f5-f4°) 2... Kg6 3. Ra7 a2! 4. Kh2 Kh5  
5. Kg2 g6 , and after 6...♟g5 Black  
creates a passed pawn on the f-file.]

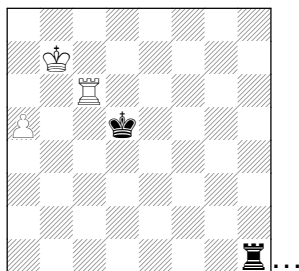
2. Ra6 Kh6 3. Kh2 Kh5 4. Ra4! Kh6

[4... g5 5. g4+!=]

5. Ra6 Kh5 6. Ra4 g5 There nothing  
better. 7. g4+! Kxh4 The black  
g-pawns are useless. 8. gxf5+ g4 9.

Kg2 Rb1 10. Rxa2 Rb4 A win of the  
f5-pawn gives Black nothing. 11. Rc2  
g3 12. Ra2 Kg4 13. Rc2 Rf4 14. Rc8  
Rf2+ 15. Kg1 Re2 16. Ra8 Kf3 17. Ra3+  
Re3 18. Ra1 g2 19. Kh2! (19... ♟g3° was  
threatened) 19... Kf2 20. Ra2+ Re2 21.  
Rxe2+ Kxe2 22. Kxg2 Draw.

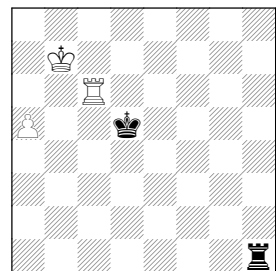
#### Example 64



#### Theoretical position

White's pieces are ideally placed; he  
wins, no matter how is to move. 1. a6  
Ra1 2. Rb6 Rh1 3. a7□

#### Example 65

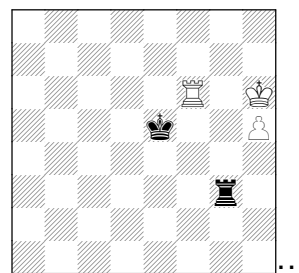


1... Rb1+

[1... Rh7+ 2. Kb6 Rh1 3. a6□]

2. Kc7 Rh1 3. a6□

Kuzmin G. - Thipsay P., Delhi (India), 1984



Here White is unable to win, because his  
king is not at g7.

1. Ra6

[1. Rg6 Rh3 followed by ♟f5=]

1... Kf5!

[1... Rh3? loses due to 2. Kg7 Kf5 3.  
Rf6+□]

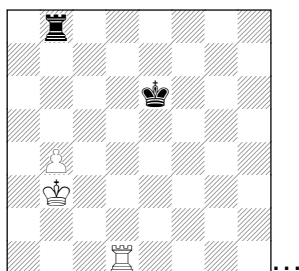
2. Rg6

[Nothing is achieved by 2. Kh7 Rb3 3.  
Rg6 Rb7+ (3... Rb1 4. h6 Rb3=) 4. Rg7  
Rb8 5. Rf7+ Kg5 6. h6 Rb6=]

2... Rh3 3. Rg1 Kf6 4. Rf1+ Ke7=

Defense by frontal checks





### Defense by frontal checks

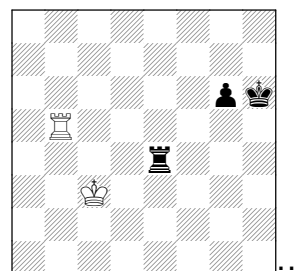
The idea of this method is to prevent the stronger side's king from being advanced by means of frontal checks. The opponent must not be allowed to advance his pawn even one square forward!

1. Rd4 Ke5! If the black king were at e7, then White would win: 1... ♠e6 (there is nothing better) 2. ♠c4 ♠e5 3. ♠d5+ ♠e6 4. b5! (the pawn has advanced) ♠ñ8+ 5. ♠c5 ♠d7 6. b6!□. 2. Kc3

[Or 2. Rd7 Ke6 3. Ra7 Kd6 4. Ka4 Kc6=]

2... Rc8+ 3. Rc4 Rb8! (threatening 4...♠d6) 4. Rc6 Kd5 5. Ra6 Rc8+ 6. Kb3 Rc6! 7. Ra7 Rb6! 8. Rc7 Kd6 9. Rc4 Rc6 with a draw. As a rule, against a knight's pawn the drawing chances are good.

Tal M. - Zaitsev I.,URS,1968

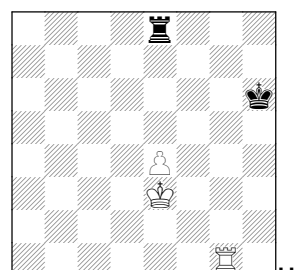


1. Kd3??

[A draw could have been obtained by 1. Rb1 g5 2. Kd3 Re8 3. Rh1+ Kg6 4. Rg1 Re5 5. Kd4!]

1... Re1 2. Kd2 Re8 3. Rb1 g5 4. Rh1+ Kg6 5. Rg1 Re5! White does not have 6. ♠d4=. 6. Kd3 Kf5 7. Kd4 Re4+ 8. Kd3 g4°

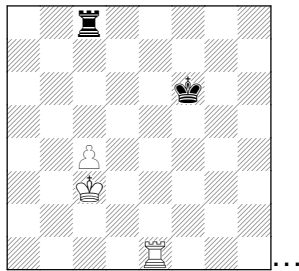
Cheron A 5



With a bishop's or a central pawn, the winning chances increase. The winning plan is to move the king ahead of the pawn, with one square separating them diagonally, while the rook supports the pawn's advance from behind.

1. Kd4 Rd8+ 2. Kc5 Re8 3. Kd5 Rd8+ 4. Ke6 Re8+ 5. Kf6! , and White wins.

## Example 66



## Theoretical ending

White wins if he manages to post his king ahead of the c4-pawn, with one square separating them diagonally. There are two such squares, e6 and a6. The e6-square is inaccessible to the white king, but a6 can be reached.

1. Kb4 Rb8+ 2. Ka5 Rc8

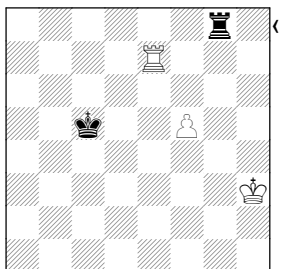
[Or 2... Ra8+ 3. Kb6 Rb8+ 4. Kc7□]

3. Kb5 Rb8+ 4. Ka6! Rc8 5. Rc1 Ke7 6. Kb7 Rc5 7. Kb6 Rh5

[No better is 7... Rc8 8. c5 Rb8+ 9. Kc7□]

8. c5 Kd8 9. Rd1+ Kc8 10. Rg1 Rh8 11. c6□

Sveshnikov E. - Kuzmin G., Tashkent, 1980

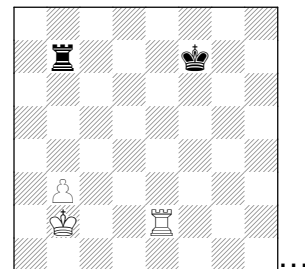


1... Rg5? Although the white pawn has already reached the 5th rank, Black could have obtained a draw by a typical maneuver:

[1... Kd6 2. Re1 (or 2. Re6+ Kd7 3. Kh4 Re8) 2... Kd7! 3. Kh4 Re8=]

2. Re5+ Kd6 3. Kh4 Rg1 4. Re2 Kd7 5. Kh5 Rg8 6. Kh6 , and the pawn reaches f7.

Vaisman A. - Adamski A., Bucharest (Romania), 1981



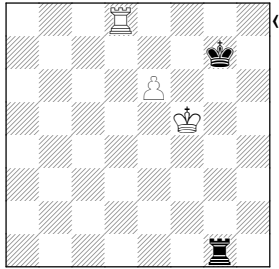
In conclusion let us examine a practical example with a pawn on the 3rd rank.

1. Re4! ... b4 1... Kf6 2. Kc3 Kf5 3. Re3 Kf4

[Or 3... Rc7+ 4. Kd4 Rb7 5. Kc5 Kf4 6. Rh3 Ke5 7. Rh5+ Ke6 8. Rh6+ Ke5 9. b4□]

4. Re1! ... b4 4... Rc7+ 5. Kd4 Rb7 6. Kc4 Rc7+ 7. Kd5! (just as in theory!) 7... Rb7 8. Rb1 Black resigned.

Several interesting positions



### Several interesting positions

Theoretical position 1... Re1!

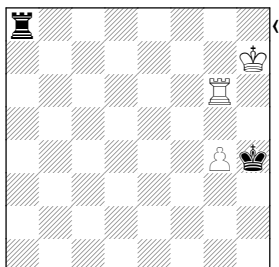
[Black loses after 1... Rf1+? 2. Ke5 Re1+ 3. Kd6 Rd1+ 4. Ke7 Ra1 5. Ke8□]

2. Rd7+

[2. Ra8 Re2=]

2... Kf8 3. Kf6 Rf1+ Draw.

Tseitlin M. - Lapienis D.,URS,1969

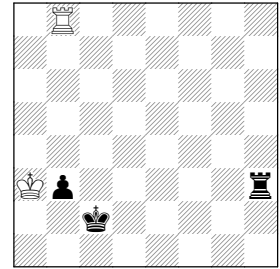


1... Ra4! 2. g5 Kh5! 3. Rg7

[Or 3. Rg8=]

3... Ra5 4. g6 Ra6! 5. Rg8 Rb6 White is unable to improve his position. Draw.

Rinck H 2



1... Rg3

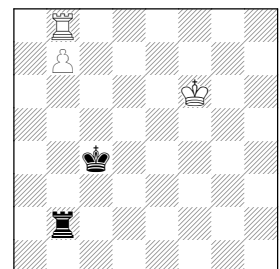
[1... b2+ 2. Ka2=]

2. Rb7 Rc3 3. Rb4! (the only saving move) 3... Rc8

[3... Rg3 4. Rb8=]

4. Rc4+ Rxc4 Stalemate. Draw.

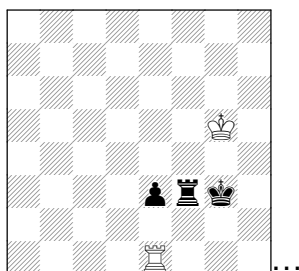
Izenegger S



Black saves the draw by hiding his king in the "shadow" of the white pawn.

1... Rb6+ 2. Ke7 Kb3! (the only saving move) 3. Kd7 Rb4! 4. Kc7 Rc4+ 5. Kd6 Rb4 with a draw.

Keres Paul (EST)



1. Re2 Kh3 2. Ra2

[2. Kh5? fails due to 2... Rg3! 3. Ra2 (3. Kh6 Kg4°) 3... Rg2 4. Ra3 Re2 5. Kg5 Kg3 , and Black wins easily.]

2... Rf2

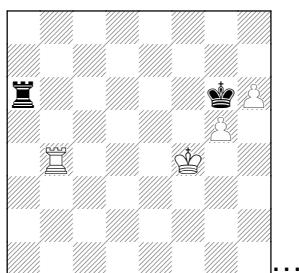
[Or 2... Rf8 3. Re2 Re8 4. Kf4=]

3. Ra3 Rf3

[3... Re2 4. Kf4=]

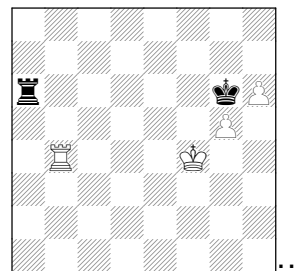
4. Ra2 Kg3 5. Re2! , and Black has achieved nothing. Draw. To play rook endings well, one must pay serious attention to the rook and pawn vs. rook endings.

## ROOK AND TWO PAWNS AGAINST ROOK



## ROOK AND TWO PAWNS AGAINST ROOK

### Connected pawns

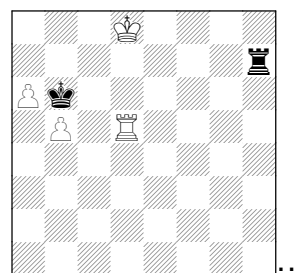


### Connected pawns

Two connected pawns normally win, but if the defender manages to blockade the pawns, a draw is possible.

1. Rd4 Rb6 Black's task is to watch over the 6th rank with his rook. 2. Rd8 There is no other way. 2... Rb4+ 3. Ke5 Rb7! (... c5) 4. Rg8+ Kh7 5. Rd8 Kg6=

### Cheron A 6



1. Kc8 Rg7 2. Rd7 Rg8+ 3. Rd8 Rg7 4. Kb8

[Nothing is achieved by 4. Rd6+ Kxb5 5. Kb8 Rg8+=]

4... Rh7 5. Rd6+ Kc5! The only move.

[Losing is 5... Kxb5? 6. a7 Rh8+ 7. Kc7 Rh7+ 8. Rd7 Rh8 9. Kb7□]

6. b6

[Or 6. a7 Kxd6 7. a8=Q Rh8+ 8. Kb7 Rxa8 9. Kxa8 Kc5=;

6. Rd8 Kb6=;

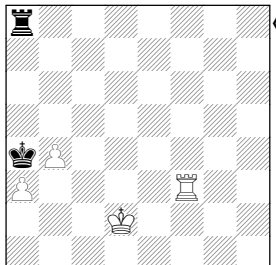
6. Rg6 Rh8+ 7. Kc7 Rh7+ 8. Kd8 Kxb5=]

6... Kxd6 7. Ka8

[7. a7 Kc5!=]

7... Rh8+ 8. Ka7 Kc6 9. b7 Kc7 10. b8=Q+ Rxb8 Stalemate. Draw. One is unable to know all theoretical positions; moreover, this is not necessary. In practice it is important to master the main methods of defense (in this case - the blockade of pawns).

Serper G. - Chernin A., Groningen (Netherlands), 1993



The white pawns are firmly blockaded, but Black must play very precisely in order to avoid transposing into a lost ending with rook and pawn vs. rook.

1... Rd8+?

[Correct was 1... Rc8! 2. Rc3 Rh8 3. Kd3 Rh4! 4. Rc8 (or 4. Rc7 Kxa3 5. b5 Kb4 6. b6 Ka5 7. b7 Rb4=) 4... Kxa3 5. b5 Kb4 6. b6 Rh7 7. Rc7 Rh8 8. b7 Rb8 with a draw;

Also possible was 1... Rh8 2. Rc3

Rh2+ 3. Kd3 Rh4 4. Rc4 Rh3+ 5. Kd4 Rxa3 6. Kc5 Rb3! 7. b5+ Ka5=]

2. Kc3! Rc8+

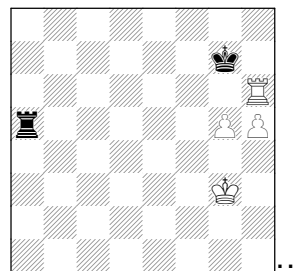
[No better is 2... Kxa3 3. Rf5 Rc8+ 4. Rc5 Ra8 5. Ra5+□]

3. Kb2! Rh8 4. Rf6! The only move.

[Nothing is achieved by 4. Rf5? Rh5! 5. Rf8 (5. Rf6 Kb5) 5... Rh2+ 6. Kc3 Rh3+ 7. Kc4 Rh4+ 8. Kc5 Rh5+ 9. Kb6 Rh6+=]

4... Rh2+ 5. Kc3 Rh3+ 6. Kc4 Rh4+ 7. Kc5 Rh5+ 8. Kb6 Kxa3 9. b5! Kb4 10. Rf4+ Kc3 11. Ka6 , and Black resigned.

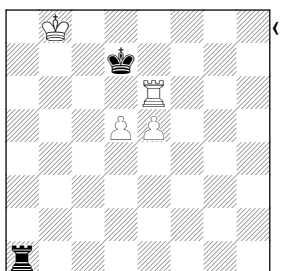
#### Example 67



Sometimes the defender manages to draw even when pawns are not blockaded. This is possible only if the stronger side's pieces are placed badly.

1. Kg4 Ra4+= Black checks, thus not giving the white rook an opportunity to get free.

Kasparian Genrikh (ARM)

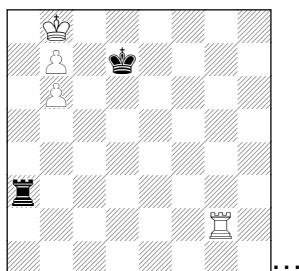


1... Rb1+!

[Bad is 1... Ra5 2. Rd6+ Ke7 3. Kc7□]

2. Ka7 Rb5 3. Rd6+ Kc7! 4. Rc6+ Kd8 5. Rd6+ Kc7! Draw.

**Doubled pawns**



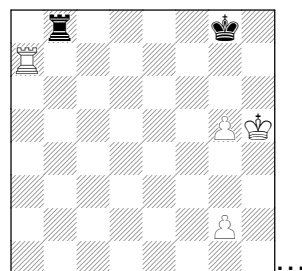
**Doubled pawns**

1. Rd2+ Ke7 2. Rd6! If there were no the b6-pawn, White would have won by building a bridge. 2... Rc3

[2... Kxd6 3. Kc8 Rc3+ 4. Kd8□]

3. Rc6! Rxc6 4. Ka7 White wins.

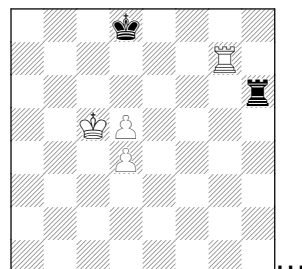
**Example 68**



If one of the doubled pawns has reached the 6th rank, with the weaker side's king being placed on the back rank, then a win is easy, even in the case of a knight's pawn.

Theoretical position 1. Kh6! Rb6+ 2. g6 Rb8 If there were no the pawn on g2, it would have been a draw. 3. Ra6! Rf8 4. g4 Rb8 5. g7 Rc8 6. Rf6 Ra8 7. Rf8+□

**Example 69**



**Theoretical position**

Black draws "a la Philidor", but exact play is required.

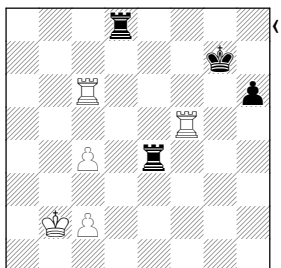
1. Rb7 Rg6 2. Rb6 Rg4! The only move.

[Bad is 2... Rg1 3. Kc6□;

or 2... Rg7 3. Rb8+! Kc7 4. Ra8 Rg6 5. d6+ Rxd6 6. Ra7+□]

3. d6 Rg1 4. Kc6 Rc1+ 5. Kd5 Rh1 6. Ke6 Re1+ 7. Kd5 Rh1 Draw.

Yandemirov V. - Ruban V.,Kolontaev  
(Russia),1994

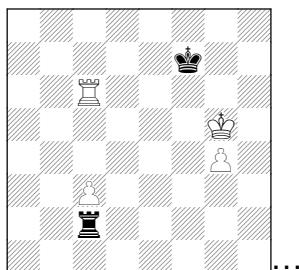


1... Rf8! The simplest. Black easily draws by sacrificing his pawn. 2. Rxf8 Kxf8 3. Rxh6 Ke7!

[But not 3... Rxc4 4. Re6!□]

4. Kb3 Kd7 5. Kb4 Re5! 6. c5 Re1 with a draw.

Isolated pawns



Isolated pawns

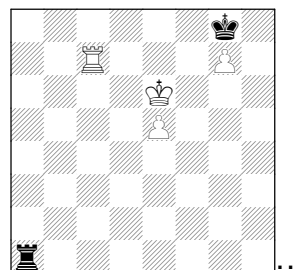
Two isolated pawns normally win. As a rule, one of them is sacrificed, and the other queens.

Here White wins easily, because his rook and king are very active. 1. Rc7+ Ke6 2. Kg6 Rg2 3. g5 Rg3 4. Kh6 Kd6 5. Rc8 Kd7 6. Rc4

[6. Rf8 Rxc3 7. g6□]

6... Ke6 7. g6 , and White wins.

Eingorn V. - Lputian S.,Lvov (Ukraine),1984



1. Rd7! Ra2

[1... Ra6+ 2. Kf5 Ra5 3. Kf6 ... e6□]

2. Kd6 Rd2+

[2... Ra6+ 3. Kd5 followed by a6]

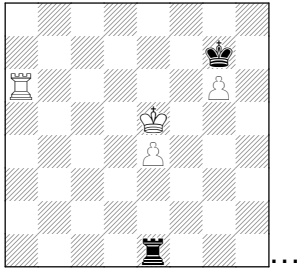
3. Ke7 Ra2 4. Rd1! (the most precise) 4... Re2

[4... Kxg7 5. Rg1+ ... a6□;

4... Ra7+ 5. Kf6 Rf7+ 6. Ke6 Rf2 7. Rg1□]

5. e6 Ra2 6. Rf1 Black resigned.

Dvoretzky M. - Fillipovic A.,Polanica Zdroj  
(Poland),1973



If one of the pawns is rook's or knight's, then a win is much more difficult or even impossible.

1. Kd5 Rd1+ 2. Ke6 Rg1! The only move.

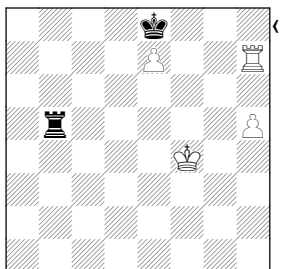
[Bad is 2... Kxg6 3. Ke7+ Kg7 4. e5 Rb1 5. Ra7! ... a6; or 2... Rb1 3. e5 Kxg6 4. Ke7+ Kf5 5. e6 Rb7+ 6. Kf8 Kf6 7. e7+] ]

3. Ra7+ Kxg6 4. e5 Re1!

[In the game Black played 4... Rb1? 5. Ke7 Rb6 6. e6 Rb8 (or 6... Kf5 7. Ra5+ Kg6 8. Ra1!) 7. Ra1, and White has won.]

5. Kd6 Kf5 6. Rf7+ Kg6 7. Rf2 Ra1! with a draw.

Chernin A. - Mukhin M.,URS,1978



1... Ra5!

[Losing is 1... Rb4+? 2. Ke5 Rb5+ 3. Kd6 Rb6+ 4. Kd5 Rb5+ 5. Kc6 Rb1 6.

Rg7! Rc1+ 7. Kd6 Rd1+ 8. Ke6 Re1+ 9. Kf6 Re6+ 10. Kg5! Rxe7 11. Kf6! Re1 12. Rg8+ Kd7 13. h6 Rf1+ 14. Kg7 Rg1+ 15. Kh8 Rh1 16. Rg6 ... e7]

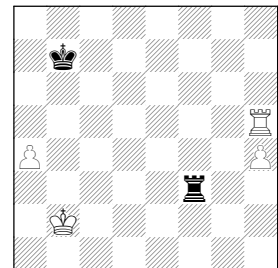
2. Kg4 (threatening 3. l g7) 2... Ra4+ 3. Kf5 Ra5+ 4. Ke4

[4. Ke6 Rxh5=;

4. Kf6 Ra6+ 5. Kg7 Ra1=]

4... Rb5 5. h6 Rh5 6. Rh8+ Kxe7 7. h7 Kf7 Draw.

Suetin A. - Portisch F.,Belgrade (Yugoslavia),1977



In positions with two rook's pawns the defender can employ the already examined defensive system, attacking the h-pawn with the rook from the side.

1... Rf4! Black ties the white rook to the defense of the h4-pawn. 2. Kb3 Ka6 3. a5 Re4 4. Kc3 Rf4 5. Kd3 Rg4 6. Ke3 Rc4 7. Kf3 Rc3+ 8. Ke4 Rc4+ 9. Kd5 Rg4 10. Ke6 Rc4 11. Rh8 Kb7 12. Rh7+

[12. h5 Rc6+! 13. Kd5 (13. Kf5 Rc5+ 14. Kg6 Rc6+=) 13... Rf6! 14. Ke5 Rc6 15. Rd8 Rh6=]

12... Ka6 13. h5 Rc5! 14. Rh8 Kb7!

[14... Kxa5? 15. h6]

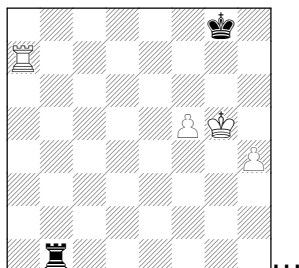
15. h6 Rc6+ 16. Ke5 Rg6 17. Kf5 Rc6 18. a6+ Ka7!



[18... Rxa6 19. Kg5!□]

19. Kg5 Rc5+ 20. Kf4 Rc6 Draw.

Gheorghiu F. - Robatsch K., Ljubljana  
(Slovenia), 1969



Positions with f- and h-pawns are the most complicated. Theorists have proved that the defender can draw if his king is placed in front of the pawns and is not cut off by the opponent's rook on the back rank. While defending a worse rook ending, one should bear in mind a possibility to transpose into a drawn ending with the f- and h-pawns.

Let us first consider a position where the stronger side wins.

1. h5 Rg1+ 2. Kf6

[2. Kh6? Rg2=]

2... Rb1

[2... Rh1 3. Rd7 Rh2 4. Rd8+ Kh7 5. Ke7, and White wins.]

3. h6!

[Nothing is gained by 3. Ra8+ Kh7 4. Ke7 Rb7+ 5. Kf8 in view of 5... Rb6 6. Ra7+ Kh6 7. Kf7 Kg5! 8. Kg7 (or 8. Ra5 Rb7+ 9. Ke6 Rb6+ 10. Ke5

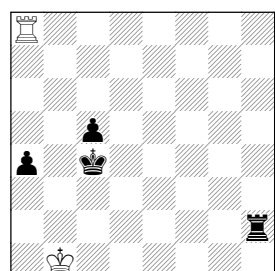
Kxh5=) 8... Kxf5 9. h6 (9. Ra5+ Kg4=) 9... Rg6+ 10. Kh7 Rg1=]

3... Rb6+

[3... Rh1 4. Rg7+ Kf8 (4... Kh8 5. Re7! Kg8 6. Re8+ Kh7 7. Kf7 Ra1 8. f6 Ra7+ 9. Ke6□) 5. Kg6 Rg1+ 6. Kh7 Rf1 7. Ra7! Rg1 8. f6 Rg2 9. Rg7 Rf2 10. Kg6□]

4. Kg5 Rb1 5. f6 and White wins, for example: 5... Rg1+ 6. Kf5 Rf1+ 7. Ke6 Re1+ 8. Kd6 Rd1+ 9. Ke7 Re1+ 10. Kd8□

Adamski J. - Pisietsky, Nice (France), 1974



In this game too, the stronger side has easily won.

1... Kb3

[1... Kc3 is also winning.]

2. Rb8+ Kc3 3. Ka1

[Or 3. Rg8 c4 4. Rg3+ Kb4 5. Rf3 c3°]

3... c4 4. Kb1 Rh7

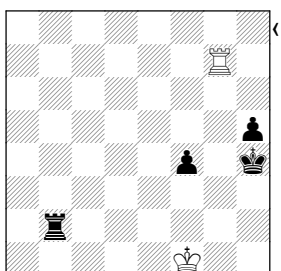
[4... a3 5. Rg8 Rd2°]

5. Ka2 Kc2 6. Rb1

[6. Rb2+ Kd3°]

6... Re7 7. Rg1 c3 8. Rg2+ Kd1 White resigned.

Taimanov M. - Gulko B.,URS,1976

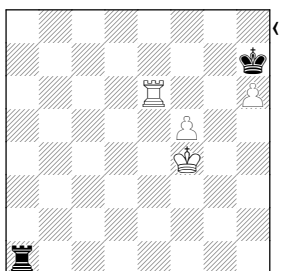


Variation from the game

Here White manages to draw, because the black king is cut off on the h-file.

1... Kh3 2. Kg1! h4  
 [Or 2... f3 3. Rf7=]  
 3. Rg8 f3 4. Rf8 Kg3  
 [Or 4... Rg2+ 5. Kf1! Kg3 6. Rg8+ Kh2  
 7. Rf8=]  
 5. Rg8+ Kf4 6. Rf8+ Ke3 7. Re8+ Kd3 8.  
 Rd8+ Ke2 9. Re8+ Kd1 10. Rf8 with an  
 easy draw.

Maizelis I 4



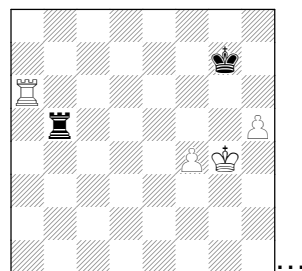
Theoretical ending

If the defender's king is not cut off by the opponent's rook on the back rank, then a draw is achieved comparatively easily, precise game supposed.

Let us examine some examples.

1... Ra2 2. Kg5  
 [Or 2. Ke5 Re2+]  
 2... Rg2+ 3. Kf6 Rf2! Black must  
 prevent 4. e7.  
 [Bad is 3... Kxh6 4. Ke7+! (but not 4.  
 Kf7+? Kh7 5. f6 Rg7+! 6. Ke8 Rg8+ 7.  
 Kd7 Ra8! with a draw) 4... Kh7 5. f6  
 Ra2 6. f7□]  
 4. Re3  
 [4. Re7+ Kxh6 =;  
 4. Re5 Kxh6=]  
 4... Ra2! 5. Re6  
 [5. Kf7 Kxh6=]  
 5... Rf2 , and Black draws.

Gligoric S. - Smyslov V.,Moscow (Russia),1947



1. Rg6+ Kf7! The simplest, however, as  
 was pointed out by Averbakh, a draw is  
 also obtainable by  
 [1... Kh7 2. f5 Rb1 3. Kg5 Rg1+ 4. Kf6  
 Ra1 5. Rg7+ Kh6 6. Re7 Ra6+ 7. Re6

Ra7 8. Re1 Rb7!= (but not 8... Ra6+ due to 9. Kf7 Kg5 10. h6! , and Black loses)]

2. Rg5 Rb1 3. Rc5

[Black also draws after 3. h6 Ra1! (losing is 3... Rg1+? 4. Kf5 Rh1 5. Rg7+ Kf8 6. Kg6 Rg1+ 7. Kh7 Ra1 (7... Rf1 8. Ra7 Rxf4 9. Kg6 Rg4+ 10. Kf6 Rf4+ (10... Kg8 11. Rg7+ Rxg7 12. hxg7□) 11. Kg5□) 8. Rg5 Ra7+ 9. Kh8□) 4. Rh5 (4. Kf5 Ra5+=; 4. h7 Rg1+=) 4... Kg8 5. f5 Kh7 6. f6 (6. Rh3 Rg1+ 7. Kh5 Rf1 8. Kg5 Rg1+ 9. Kf6 Ra1! 10. Re3 Rb1! 11. Re6 Rf1! (see above)) 6... Ra4+ 7. Kf5 Ra5+ 8. Ke6 Ra6+=]

3... Kf6 4. Rc6+ Kg7!

[Bad is 4... Kf7? in view of 5. Kg5 Rg1+ 6. Kf5 Rh1 7. Rc7+ Kg8 8. Kf6 Ra1 9. f5□]

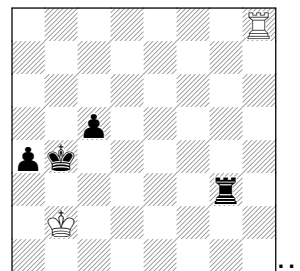
5. Kg5 Rg1+ 6. Kf5 Ra1 7. Rc7+ [7. Rg6+ Kf7=]

7... Kh6 8. Re7 Rb1 9. Re8 Kg7 10. Re5 Ra1 11. Rd5 Rf1 12. Rd4 Ra1 13. Rd6 Ra5+ 14. Kg4 Ra1

[14... Rb5=]

15. Re6 Rg1+ 16. Kf5 Ra1 17. h6+ Kh7! 18. Rd6 Ra2 19. Kg5 Rg2+ 20. Kf6 Kxh6 21. Ke7+ Kh7 22. f5 Re2+ 23. Re6 Ra2 24. f6 Ra8! with a draw.

Polugaevsky L. - Ree H., Netherlands, 1981



In practice the weaker side very often loses drawn positions due to time pressure. Even strong players err in these endings.

1. Rb8+ Kc4 2. Ra8

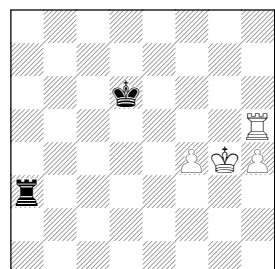
[2. Rh8=]

2... Rg2+ 3. Ka3 Kc3 4. Rxa4? This loses.

[A draw could have been obtained by 4. Rh8 Rd2 (4... c4 5. Rh3+ Kd2 6. Kb4=) 5. Rh3+ Rd3 6. Rh2! Draw.]

4... c4 5. Ra8 Rg7! 6. Ka2 Kc2 7. Ka1 c3 8. Ka2 Rb7 9. Ra6 Rd7 10. Ra8 Kd2 White resigned.

Euwe M. - Kramer H., Leeuwarden (Netherlands), 1940



1... Ke6 2. Kg5

[Or 2. Rg5 Kf6 3. h5 Ra1 4. Rg6+ Kf7= , as it was shown previously.]

2... Kf7?

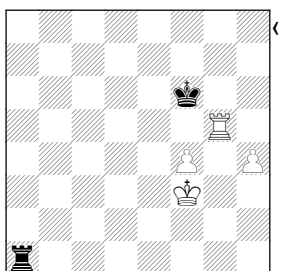
[A draw could have been achieved by  
2... Rg3+! 3. Kh6 Kf6 4. Rg5 Rh3 5. h5  
Rh1=]

3. Rh7+ Kg8

[3... Ke6 4. f5+]

4. Rb7 Ra1 5. h5 Ra6 6. f5 Rc6 7. f6  
Black resigned.

Smyslov V. - Makogonov V., Leningrad, 1947



By precise play Smyslov manages to hold  
his ground.

1... Rf1+ 2. Kg4 Rg1+ 3. Kh5 Ra1

[Also possible is 3... Rf1=]

4. Rg8

[4. Kh6 Rf1]

4... Kf7 5. Rg3 Ra5+ 6. Kg4 Kf6 7. Rc3  
Rb5 8. Rc6+ Kf7 9. Rc7+ Kf6 10. h5

Otherwise White is unable to improve his  
position. 10... Ra5 11. Rd7 Ra1 12. h6

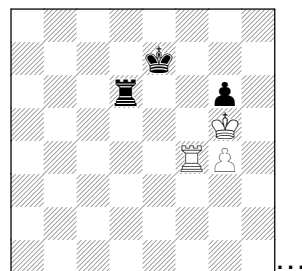
Rg1+ 13. Kf3 Rh1 14. h7 Kf5! 15. Kg3  
Ke6 16. Ra7 Kf5 17. Rb7 Kg6

[17... Rh6? 18. Rb5+]

18. Kg4 Rg1+ 19. Kf3 Rh1 20. Ke4 Re1+  
21. Kd5 Rd1+ 22. Ke5 Re1+ 23. Kd6  
Rd1+ 24. Ke7 Kxh7 25. Kf6+ Kh6 26. f5  
Ra1 27. Kf7 Ra8 28. f6 Kh7 Draw.

ROOK AND PAWN AGAINST ROOK AND

PAWN



ROOK AND PAWN AGAINST ROOK  
AND PAWN

Although these endings are usually  
drawn, even in such simple positions  
there are many subtleties, and so some  
theoretical positions and typical methods  
of play are to be known. In the majority of  
cases the game transposes into either a  
rook and pawn vs. rook, or a rook vs.  
pawn ending.

Sometimes, instead of passive defense,  
it is better to give up a pawn, thus  
reaching a theoretically drawn position  
(that is why a firm knowledge of typical  
positions is needed!) 1. Kh6 Rf6! (the  
only move)

[1... Ra6 2. g5]

2. Ra4 g5+?

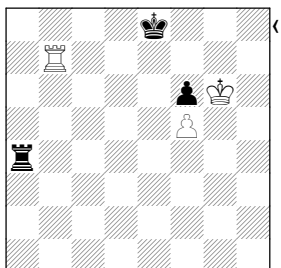
[Black should have sacrificed the pawn  
in another way: 2... Kf7! 3. Kh7 (3.  
Ra7+ Kg8=) 3... Rf1 4. Ra7+ Kf6 5.  
Ra6+ Kf7! 6. Rxc6 Rh1+ 7. Rh6 Rg1 8.  
Rh4 Kf8 9. Kh6 Kg8 10. g5 Ra1=]

3. Kxc6 Now White is winning. 3...  
Rf1

[3... Rb6 4. Rf4]

4. Ra7+ Kf8 5. Kg6 Rf2 6. g5 Rb2 7. Ra8+ Ke7 8. Kg7 Rf2 9. g6 Rf1 10. Kg8 Rg1 11. g7 Rg2 12. Rf8 **Black resigned.**

Taimanov M. - Mueller G., Varna (Bulgaria), 1975

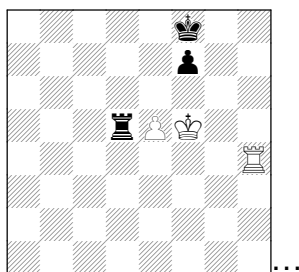


1... Ra6? Senseless, since the f6-pawn is lost in any case.

[A draw could have been obtained by 1... Kf8! 2. Rb6 Rf4! 3. Kxf6 Kg8 4. Rb8+ Kh7, transferring the king to the short side.]

2. Kg7! Rc6 3. Rb8+ Ke7 4. Rb1 Ra6 5. Re1+ Kd8 6. Kf7 Kd7 7. Rd1+ Kc7 8. Ke7 followed by 9. d7 and 10. d6. Black resigned.

Kirov N. - Koshic D., Novi Sad (Yugoslavia), 1992



In the following example White managed to exploit bad positions of Black's pieces.

1. Kf6 Kg8

[1... Ke8 2. e6]

2. Rg4+! Kf8 3. Ra4!

[3. Rg7? Rxe5=]

3... Rd8?

[No better is 3... Ke8 4. Ra8+ Kd7 5. Ra7+;

a draw could have been obtained by 3... Kg8! 4. Ra8+ Kh7 5. Rf8! Rd1 6. Rxf7+ Kg8 7. Ra7 Rf1+ 8. Ke6 Re1! (8... Rb1? 9. Ke7 Kg7 10. e6 Rb8 11. Kd6+!)]

4. Ra7?

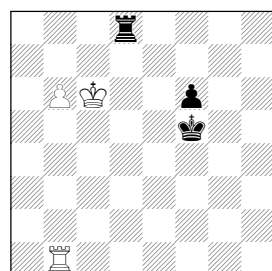
[A mistake in response. Winning is 4. Rh4! Kg8 5. Ke7 Rd5 6. Rg4+ Kh7 7. Kxf7]

4... Rb8?

[4... Kg8=]

5. Rxf7+ Kg8 6. Rg7+ Kf8 7. e6 Rb6 8. Ra7 Rb8 9. Rh7 Kg8 10. Rg7+ **Black resigned.**

Alekhin A. - Bogoljubow E., 1929



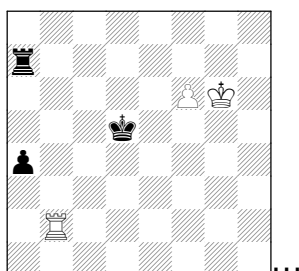
Foreseeing the coming ending with pawn against rook, Black must play accurately.

1... Kg4? The ending with pawn against rook is unavoidable, and so Black should have prepared for it.

[A draw could have been achieved by 1... Ke4! , for example: 2. b7 f5 3. b8=Q Rxb8 4. Rxb8 f4 5. Kc5 f3 6. Rf8 Ke3 7. Kc4 f2 8. Kc3 Ke2 9. Re8+ Kd1=]

2. b7 f5 3. b8=Q Rxb8 4. Rxb8 f4 5. Kd5 f3 6. Ke4 f2 7. Rf8 Kg3 8. Ke3 Black resigned.

Konstantinopolski A. - Fridman P.,1940



1. Rc2! (cutting off the black king from the a-pawn)

[Only a draw results from 1. f7 Rxf7 2. Kxf7 Kc4=]

1... Ke6

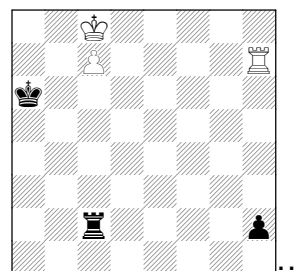
[1... a3 2. f7 Rxf7 3. Kxf7 followed by !a2]

2. Rc3!

[Bad is 2. f7? Rxf7 3. Re2+ Kd5 4. Kxf7 Kc4 with a draw.]

2... a3 3. f7 Rxf7 4. Re3+ Kd5 5. Kxf7 a2 6. Ra3 Black resigned.

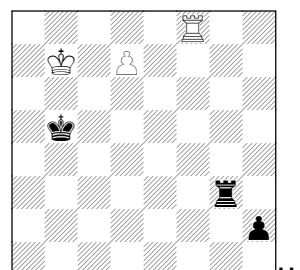
Lasker Emanuel



We have examined the transition to rook and pawn vs. rook and rook vs. pawn endings. Besides, some interesting tactical and strategic ideas occur in rook and pawn vs. rook and pawn endings. One of them is demonstrated in a famous study by Emanuel Lasker.

The winning plan is to drive the black king onto a2 or b2, after which !h2 decides. This goal is achieved by force. 1. Kb8 Rb2+ 2. Ka8 Rc2 3. Rh6+ Ka5 4. Kb7 Rb2+ 5. Ka7 Rc2 6. Rh5+ Ka4 7. Kb7 Rb2+ 8. Ka6 Rc2 9. Rh4+ Ka3 10. Kb6 (threatening 11. !h2) 10... Rb2+ 11. Ka5 Rc2 12. Rh3+ Ka2 13. Rxh2 , and White wins. Lasker's idea was developed in chess composition, as well as in practice.

Kopaev N 2



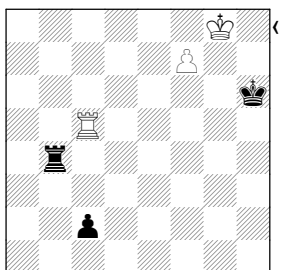
The idea is the same, but the solution is more complicated.

1. Rf5+ Ka4 (the best retreat) 2. Ra5+! Kb4 3. Rh5 Rd3 4. Kc7 Rc3+ 5. Kb6 If White had not given check on the 2nd move, then Black would have drawn by 1b3. 5... Rd3 6. Rh4+ Ka3 7. Kc7 Rc3+ 8. Kd8! A by-pass. White needs to reach a5 with his king, but right off this is impossible:

[8. Kb6 Rb3+]

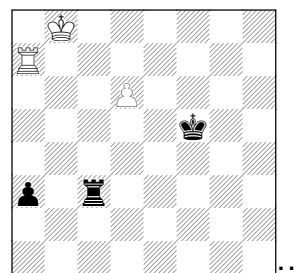
8... Rc2 9. Ke7 Re2+ 10. Kd6 Rd2+ 11. Kc6 Rc2+ 12. Kb5 Rb2+ 13. Ka5 Rd2 14. Rh3+ Ka2 15. Rxh2 , and White wins.

Jansa V. - Geller E., Moscow, 1970



1... Rg4+ 2. Kh8 Rf4 3. Rc6+ Kh5 4. Kg7 Rg4+ 5. Kh7 Rf4 6. Rc5+ Kh4 7. Kg7 Rg4+ 8. Kf6 Rf4+ 9. Ke6 Re4+ 10. Kf5 , and Black resigned in view of the following line: 10... Re2 11. Kg6 Rg2+ 12. Kh6 Rf2 13. Rc4+ Kh3 14. Kg6 Rg2+ 15. Kh5 Rf2 16. Rc3+ followed by 1f2

Kalandadze V



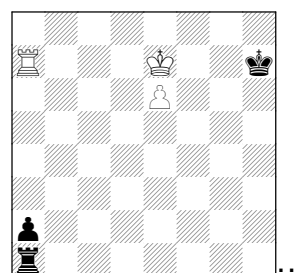
The following original study develops Lasker's theme.

1. d7 Rd3 2. Kc7 Rc3+ 3. Kd6 Rd3+ 4. Ke7 Re3+ 5. Kf7 Rd3 6. Ra5+ Kg4 7. Ke7 Re3+ 8. Kf6 Rd3 9. Ra4+ Kh5 (otherwise White plays 10. 1a3) 10. Ke6 Re3+ 11. Kf5 Rd3

[11... Rf3+ 12. Ke4]

12. Rxa3! Rxd7 13. Rh3# An unexpected finale! The last examples demonstrate the perfect coordination of king and rook, which is one's desired goal in the rook endgame.

Keres Paul (EST) 2



Study by Paul Keres

White's plan is to transfer the rook to the 2nd rank followed by 1d2 and 1d7. But

first he advances his pawn to e7.

1. Ke8+ Kg6 2. e7 Kh5 Black tries not to allow the white rook to get to the 2nd rank.

[If 2... Kh7 , then 3. Ra3 Kg7 4. Rg3+ Kh7 5. Rg2 Kh8 6. Rd2 Kg7 7. Kd7□]

3. Ra3! By putting his opponent in zugzwang White forces the black king to move onto the g-file, after which Lasker's idea does work. 3... Kh4 4. Ra5 Kg4

[Or 4... Kh3 5. Ra4! , and Black is in zugzwang.]

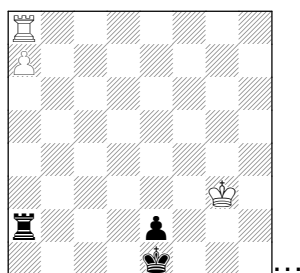
5. Kf7 Rf1+ 6. Kg6 Re1 7. Ra4+ Kh3 8. Kf6 Rf1+ 9. Kg5 Rg1+ 10. Kh5 Re1 11. Ra3+ Kg2 12. Rxa2+ Kf3 13. Ra7 Re6! (14. ♔g6 was threatened) 14. Kg5 Ke4 15. Rc7

[Or 15. Rb7;

but not 15. Rd7 Ke5 , and it is White who is in zugzwang.]

15... Ke5 16. Rd7! Ke4 17. Rd1! Kf3 18. Rf1+ Ke2 19. Rf7 Ke3 20. Kf5 , and White wins.

Zaitsev I. - Dvoretzky M.,Moscow,1973

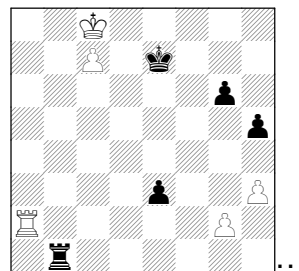


The idea of the rook's transferring to the 2nd (7th) rank is often seen in practice.

1. Kg4 Black threatened ♔a6-g6 (h6) - ♔g7 (h7): 1... Ra4+ 2. Kh5 Ra6

Zugzwang. If now 3. ♔g5, then 3... ♔f2, and Black wins "a la Keres". 3. Kg4 Rg6+ 4. Kf5 Rg7 5. Kf6 Rh7 6. Ke6 Rb7 7. Ke5 Re7+ 8. Kd6 Kd1 9. Kxe7 e1=Q+ , and Black went on to win.

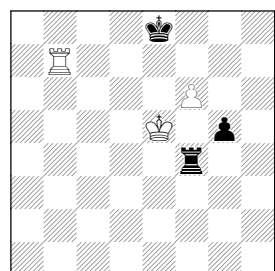
Panchenko A. - Melnikov,1985



A similar idea works also with a larger number of pawns on the board.

1. Ra3! Re1 2. Rb3 e2 3. Rb2! Black resigned.

Kotov A. - Eliskases E.,Stockholm (Sweden),1952



"Hide-away"

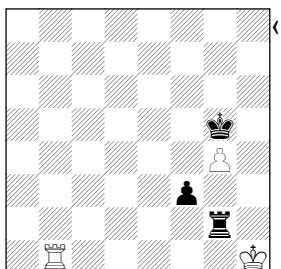
Sometimes the stronger side's king can



hide in the "shadow" of an opponent's pawn (pawns).

1... Rf2 2. Ke6 Re2+ 3. Kf5 g4 The black g-pawn covers the white king from checks from the rear. If there were no this pawn, Black would have had an easy draw. 4. Kg6! Rf2 5. f7+ Kf8 6. Rb8+ Ke7 7. Re8+ Black resigned.

Schmidt L. - Plachetka J.,Decin (Czech Republic),1976



In this position Black could have won by hiding his king in the "shadow" of the g-pawn.

1... Kf4!

[In the game Black played 1... Kh4? , and after 2. Rf1! Rg3 (or 2... Kg3 3. Rg1 Kf2 4. Ra1 Rxg4 5. Ra2+ Kg3 6. Kg1 Rb4 7. Rg2+=) 3. g5 he was forced to capture the g-pawn, which led to a draw: 3... Kxg5 4. Ra1 Kg4 5. Ra4+ Kg5 6. Ra1 Kg4 7. Ra4+ Kg5 8. Ra5+ Kh4 9. Rf5 Rh3+ 10. Kg1 Kg3 11. Rf8 Rh4 12. Rg8+ Draw.]

2. Rg1

[No better is 2. g5 Kg3 3. Rg1 Kf2! 4. Ra1 Rg4 5. Ra2+ Kg3 6. Kg1 (6. g6 Rb4 7. Ra1 Rh4+ 8. Kg1 f2+°) 6... Rb4 7. Ra1 Rb2 8. g6 Rg2+ 9. Kf1 Rh2°;

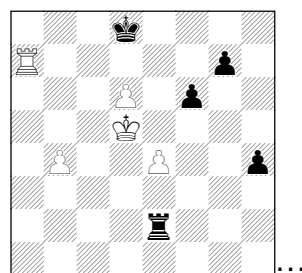
or 2. Rf1 Re2 3. g5 Kg3 4. Rg1+ (4. g6 Rh2+ 5. Kg1 f2+ 6. Rxf2 Rxf2 7. g7 Rg2+ 8. Kh1 Kf3°) 4... Kh3 5. Rf1 f2 followed by 6... !a1°]

2... Re2 3. Rf1

[3. g5 f2 4. Rf1 Kg3 5. g6 Re1°]

3... Kg3 , and Black wins.

Schlechter C. - Perlis J.,Karlovy Vary (Czech Republic),1911



The device of hiding in the "shadow" often occurs in rook endings.

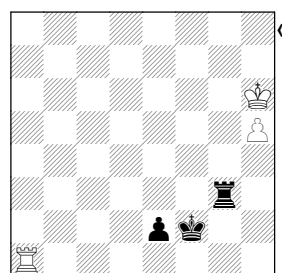
1. e5! fxe5

[The alternatives are no better, for example: 1... Rxe5+ 2. Kc6□;

1... Rd2+ 2. Ke6 Kc8 3. d7+!□]

2. Ke6 (to the "shadow") 2... Rc2 3. Ra8+ Rc8 4. Rxc8+ Kxc8 5. Ke7 , and White wins.

Gilg K. - Tartakower S.,Semmering (Austria),1926



## Several interesting positions

In this example Black wins by subtle play.

1... Rg1!

[Of course, not 1... e1=Q 2. Rxe1 Kxe1 3. Kh7 with a draw.]

2. Ra2 Kf3 3. Ra3+

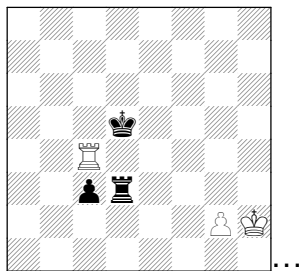
[Now 3. Rxe2 loses in view of 3... Kxe2 4. Kh7 Kf3 5. h6 Kf4 6. Kh8 Kg5 7. h7 Kg6 8. Kg8 Kh6+ 9. Kh8 Ra1°]

3... Kf4 4. Ra4+ Kg3! 5. Ra3+ Kh4 6. Ra4+ Rg4 7. Ra1 Re4 8. Rh1+

[Or 8. Kg6 e1=Q 9. Rxe1 Rxe1 10. h6 Re6+ 11. Kg7 Kg5 12. h7 Re7+ 13. Kg8 Kg6□]

8... Kg4 9. Rg1+ Kf5 10. Re1 Kf6 11. Kh7 Kg5 12. h6 Re7+ White resigned.

Vitolinsh A. - Malaniuk V., Severodonetsk (Ukraine), 1982



1. Rc8? A decisive mistake. Very often, when both opponents have passed pawns on different wings, the defender draws by putting his rook on the 7th (2nd) rank in order to protect his pawn.

[By 1. Rc7! White could have saved the game: 1... Kd4 2. g4! Re3 (2... Ke3

3. Kg3) 3. g5 Re5 4. g6 Rh5+ (otherwise White plays 5. g7=) 5. Kg3 Rg5+ 6. Kf3 Rxg6 7. Ke2! Theoretical draw.]

1... Kd4 2. g4

[No better is 2. g3 Ke3 3. Kh3 Kd2 4. Kg4 c2 5. Rxc2+ Kxc2 6. Kf4 Rd1!°]

2... Re3 3. Kg2

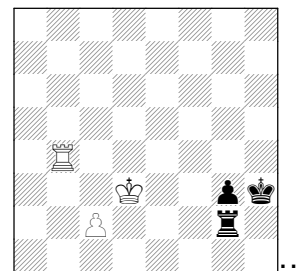
[3. g5 Kd3! 4. g6 Re6 5. Rd8+ Ke2 6. Rc8 Kd2 7. Rd8+ Kc1 8. Rg8 c2 9. g7 Re7! followed by 10...!d7°]

3... Kd3 4. Kf2 Kd2 5. g5 Rd3!

[5... Re5? 6. Rd8+=]

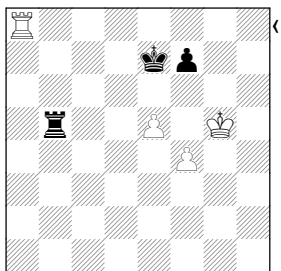
6. g6 Rd6° 7. g7 Rf6+ 8. Kg2 Rg6+ White resigned.

Boleslavsky I. - Saigin V., URS, 1952



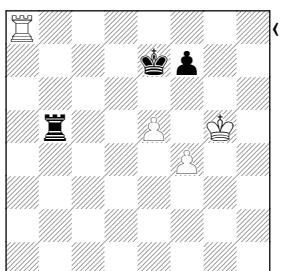
A simple draw could have been obtained by 1. Rb7! There could follow: 1... Rf2 2. Rh7+ Kg2 3. c4 Rf4 (otherwise White plays 4. c4=) 4. c5 Kf3 5. c6 g2 6. Rg7 Rf6 7. c7 Rd6+ 8. Kc4 Rc6+ 9. Kd3 Rxc7 10. Rxc7 g1=Q 11. Rf7+= In the game White preferred 1. lb8 and achieved the draw with great difficulties.

ROOK AND TWO PAWNS AGAINST ROOK AND PAWN



## ROOK AND TWO PAWNS AGAINST ROOK AND PAWN

### Pawns on one wing



### Pawns on one wing

As a rule, these ending are drawn, but the weaker side should know the main defensive methods. Let us examine several examples.

1... f6+?

[The position is drawn. Correct is: 1... Rc5! 2. f5 (there is nothing better) (2. Ra7+ Kf8! 3. Kf6 Rc6+) 2... Rxe5 3. Ra7+ Kf8 4. Kf6 Re1! (4... Re8 5. Rxf7+ Kg8 6. Rg7+ Kh8 7. Ra7! Rf8+ 8. Kg6 Rg8+ 9. Kh6 Rf8 10. Ra6! ... f6

10... Kg8 11. Kg6□) 5. Rxf7+ (5. Ra8+ Re8 6. Rxe8+ Kxe8 7. Kg7 Ke7=) 5... Kg8 6. Rg7+ Kf8 7. Rg2 (or 7. Ra7 Kg8 8. Ra8+ Kh7 , and Black easily draws with his king on the short side) 7... Ra1=]

2. Kg6 Now Black's position is hopeless. The game continued: 2... fxe5 3. f5 Rb6+ 4. Kg7 Rb1

[4... e4 5. Ra4!□]

5. f6+ Ke6 6. Re8+?

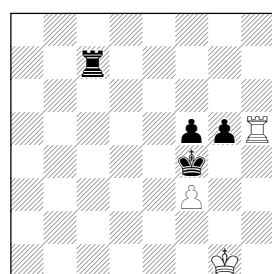
[White could have won by 6. Ra6+ Kf5 7. f7 Rb8 8. Rf6+! Kg4 9. Re6 Kf4 10. Re8 Rb7 11. Kf6 Rxf7+ 12. Kxf7 e4 13. Ke6 e3 14. Kd5 Kf3 15. Kd4 e2 16. Kd3□]

6... Kf5 7. f7 Rb7?

[7... Rg1+ 8. Kf8 Rh1!=]

8. Kg8 Rxf7 9. Kxf7 e4 10. Re7! Kf4 11. Ke6 e3 12. Kd5 Kf3 13. Kd4 Black resigned.

Khasin A. - Ljublinsky V., Moscow, 1949



The drawing tendencies are great in endings of this type.

White's position seems hopeless due to his badly placed pieces. But deceptive is the appearance: White maintains the balance. 1... Rc2 2. Rh3 Ra2 3. Rh5

Ra4

[3... Kxf3 4. Rxc5 f4 5. Rf5=]

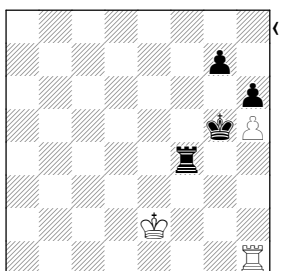
4. Kg2 Rb4 5. Kg1?

[A draw could have been obtained by

5. Rh3 Rb2+ 6. Kg1]

5... Kxf3 6. Rxc5 Rg4+ White resigned.

Panchenko A. - Germanavicius S., Katowice  
(Poland), 1991



Even in this difficult for him position White defends successfully.

1... Re4+ 2. Kd3

[2. Kf3? Rh4 3. Rg1+ Kf6°]

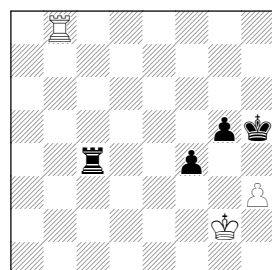
2... Rh4 3. Rg1+ Rg4

[3... Kf6 4. Rf1+ Ke6 5. Rg1 Kf7 6. Rf1+ Kg8 7. Rf5=]

4. Rh1 Kf4 5. Rf1+ Kg3 6. Ke3 Kg2 7. Rf2+ Kh3 8. Rf1 Kh2 9. Ra1 Rg5 10. Ra2+ Kg3 11. Ra1! Re5+ 12. Kd4 Rxc5  
Black is unable to improve his position.

13. Rg1+ Kf3 14. Rxc7 Rg5 15. Rf7+ Kg3 16. Ke3 h5 17. Rf3+ Kg2 18. Rf2+ Kg1 19. Kf4! Rg8 20. Ra2 h4 21. Kf3 Rg3+ 22. Kf4 Rg2 23. Ra1+ Kh2 24. Kf3 Rb2 25. Rc1 Rb3+ 26. Kg4 Rb4+ 27. Kf3 Rb2 28. Ra1 h3 29. Rc1 Rb3+ 30. Kf2 Rb8 31. Rc7 Rf8+ 32. Ke2 Draw.

Smyslov V. - Keres P., Moscow, 1949



The assessment does not change if one of the stronger side's pawns is passed.

1... Rc2+ 2. Kf3!

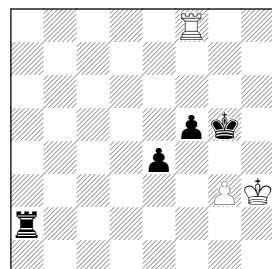
[Weak is 2. Kg1 Kh4 3. Rb3 Re2 followed by Ra3°]

2... Rc3+

[2... Rh2 3. Rh8+ Kg6 4. Rg8+ Kf6 5. Rh8=]

3. Kg2 Rg3+ 4. Kh2 Re3 5. Kg2 Kg6 6. Rf8 Re2+ 7. Kf3 Rh2 8. Rh8 Kg7 9. Rh5 Kf6 10. Rh8 Rh1 11. Kg2 Rd1 12. Rf8+ Kg7 13. Rf5 Rd2+ 14. Kf3 Rd3+ 15. Kg2 Kg6 Draw.

Example 70



Theoretical ending

1... e3 (the only way to play for a win) 2.

g4!

[Bad is 2. Re8 e2 3. Re3 Kf6 4. Re8 Rb2 5. Re3 (5. Kh4 e1=Q 6. Rxe1 Rh2#) 5... f4! 6. gxf4 Rb3°]

2... fxg4+

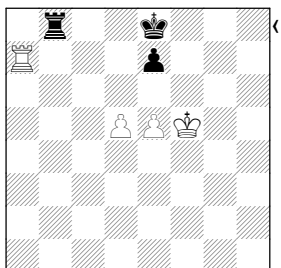
[2... f4 3. Rf5+]

3. Kg3 Re2 4. Re8!

[But not 4. Rg8+? Kf5 5. Rxc4 Rg2+ 6. Kxc2 Kxc2 7. Kg1 Kg3°]

4... Re1 5. Re5+ Kf6 6. Re8 Kf5 7. Re7 Draw.

Cheron A 7



Nevertheless, sometimes in endings of this type the stronger side succeeds thanks to pieces' activity.

Here are two highly instructive examples.

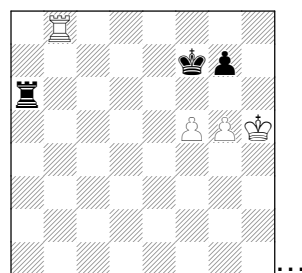
1... Rb6 (2. ♘a6 was threatened) 2. e6! Kd8

[Or 2... Rb8 3. d6! exd6 4. Kf6 followed by 5. !h7□;

2... Kf8 3. Kg6 Rb8 4. d6□]

3. Ra8+ Kc7 4. Re8 Kd6 5. Rd8+ Kc5 6. Kg6 Rb1 7. Kf7 Rb7 8. Rd7 , and White wins.

Bauer - Polasek, Luxembourg, 1986



1. g6+

[Bad is 1. f6? due to 1... Ra7!=]

1... Kf6 2. Rf8+ Ke5 3. f6!

[3. Rf7 Ra1= 4. Rxc7?? Kf4°;

3. Kg5 Ra1 4. Re8+ Kd6 5. Re4 Rg1+

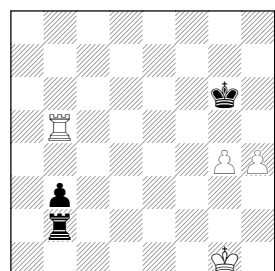
6. Rg4 Rf1 7. Rf4 Rg1+=]

3... Rxf6 4. Rf7! Ke6

[4... Rf5+ 5. Kg4 Rf6 6. Kg5□]

5. Rxc7 Rf1 6. Ra7 , and White wins.

Two connected pawns against passed pawn on the other wing



Two connected pawns against passed pawn on the other wing

A. Drawing chances exist only if the defender's pawn is advanced far and the

opponent's pieces are placed badly.

1... Kg7! The white king is cut off on the back rank, which gives Black an opportunity to draw.

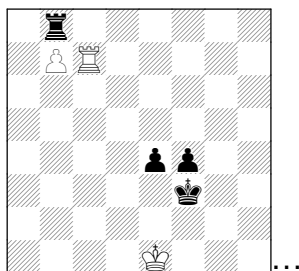
[But not 1... Kf6 2. h5 followed by 3. g5]

2. Rb6 Kh7 3. h5

[3. Kf1 Rh2]

3... Rc2! 4. Rxb3 Rc4 5. Rg3 Kh6 6. Kg2 Kg5, and Black obtains a theoretically drawn position.

Matanovic A. - Velimirovic D., Skopje (Macedonia), 1976



White manages to draw by exploiting the passive position of the opponent's rook.

1. Rh7! e3 2. Rh3+ Ke4 3. Rh7 Rd8

[3... Rf8 4. Kf1=]

4. Rh4!

[Bad is 4. Rc7? f3°;

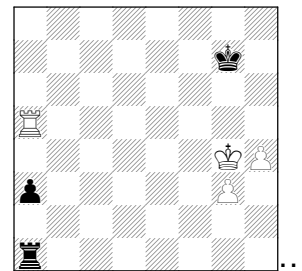
4. Rh6? Rg8 5. Kf1 f3 6. Re6+ Kd4 7. Rd6+ Ke5 8. Rb6 Rb8°]

4... Rg8 5. Kf1 Kd3 6. Rh7 Ke4

[6... f3 7. Rd7+ =]

7. Rg7 Rh8 8. Rh7! Rb8 9. Ke1 Black is unable to bring his rook into play. Draw.

Fine Reuben (USA) 3



Theoretical ending

If it is White to move, he wins easily. 1.

Kh5 a2 2. g4 Kh7

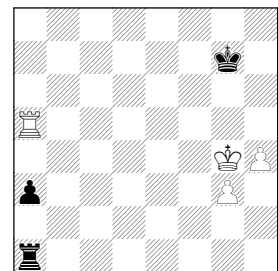
[2... Kf6 3. g5+ Ke6 4. Kg6! □]

3. g5 Kg7 4. Ra7+ Kf8 5. g6

[Also winning is 5. Kg6 Rh1 6. Rxa2 Rxh4 7. Ra8+ □]

5... Kg8 6. Kh6, and White wins.

Fine Reuben (USA) 4

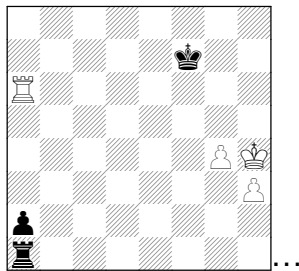


If it is Black to move, White is unable to win.

1... a2! 2. Ra7+ Kg6 3. h5+ Kh6 4. Ra8 Kg7, and White is unable to go ahead without losing the g3-pawn. One may conclude that if, with Black's rook at a1 and pawn at a2, White succeeds in advancing his pawns to the 4th rank, then

he wins; otherwise Black draws.

### Example 71

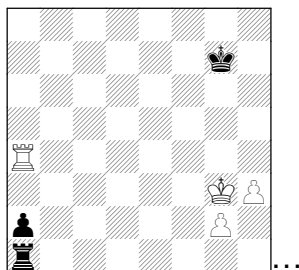


### Theoretical position

This example is an exception to the rule.

1. g5 Kg7 2. Kh5 Rh1 3. Ra7+ Kf8 4. Rxa2 Rxh3+ 5. Kg6 Rg3 6. Ra8+ Ke7 7. Rg8! followed by 8.  $\phi$ h7  $\square$

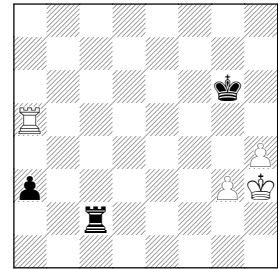
### Example 72



### Theoretical ending

White's plan is simple: to advance his king and h-pawn, leaving the g-pawn in its place. 1. h4 Kg6 2. Kg4 Kf6 3. Ra6+ Kf7 4. Kg5  $\square$ , and the rest is clear.

Tarrasch S. - Chigorin M., 1893



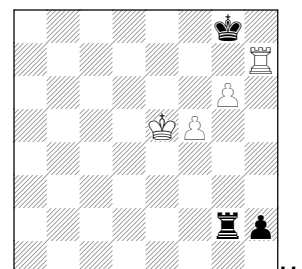
1... Ra2?

[It was shown above, a draw was obtainable by 1... a2! 2. h5+ Kf6 3. Kh4 (3. g4? Rc5! 4. Rxa2 Kg5 with a draw) 3... Rh2+ 4. Kg4 Rb2 5. Ra6+ Kg7 6. Kg5 Rb5+ 7. Kh4 Rb2 8. g4 Kf7! 9. h6 (or 9. Ra7+ Kf6 10. g5+ Kf5 11. h6 Rh2+ 12. Kg3 Rh1 13. Rxa2 Kxg5=) 9... Rb6! Sometimes it is better for the defender to have his rook to the side of his pawn. ]

2. Kg4 Ra1 3. Ra6+ Kf7 4. Kg5 a2 5. g4!

The pawns have reached the 4th rank, which secures a win. 5... Ke7 6. Ra7+ Ke8 7. h5 Kf8 8. h6 Rb1 9. Rxa2 Black resigned.

Kholmov R. - Pogats J., Pecs (Hungary), 1964



### Variation from the game

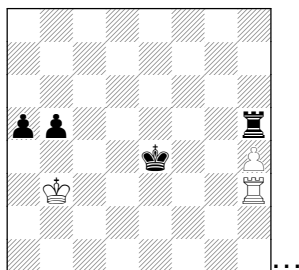
Here too, the rook's positioning to the side of his pawn allows Black to draw.

1. Kf6 Ra2 2. Kg5 Rb2 3. Rh3

[Or 3. f6 Rg2+ 4. Kf5 Rf2+ 5. Ke5 Re2+ 6. Kd4 Rf2 7. f7+ Rxf7!=]

3... Rg2+ 4. Kh6 Rf2 5. g7 Rxf5 6. Kg6 h1=Q! 7. Rxh1 Rf6+! 8. Kxf6 Stalemate. Draw.

Norberg - Skalin V., Sweden, 1971



B. Defensive method: the rook supports its pawn from behind, while the king is placed in front of the opponent's pawns

This defensive method is often employed in practice. The point is that the opponent's rook mobility is restricted.

1. Rc3 This is the position that the weaker side should strive for - Black is unable to realize his extra pawn.

[Also possible is 1. Rh1, threatening 2. à1]

1... Kf4

[If 1... Kd4, then 2. Rh3! Kc5 3. Rc3+ Kb6 4. Rh3!=;

on 1... Rxh4 there follows 2. Rc5 a4+

3. Kb2! Rh2+ 4. Ka1 with a draw.]

2. Rd3 Kg4

[2... Rxh4 3. Rd5=]

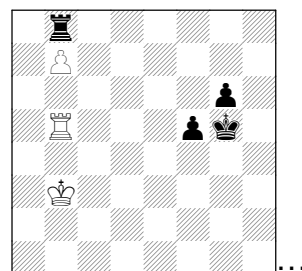
3. Rd4+ Kg3 4. Re4 Rxh4 5. Re5 Rb4+ 6.

Ka3 Kf4 7. Rh5 Kg4

[7... Rb1 8. Ka2]

8. Re5 Draw.

Makarichev S. - Palatnik S., URS, 1976



1. Kc3! This is the point: the king goes not to the b7-pawn, but to the opponent's pawns. 1... Kh4 2. Kd3 g5 3. Ke3

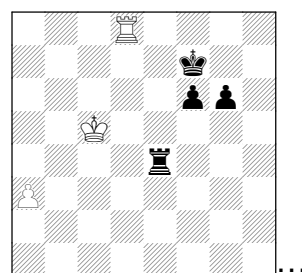
[Also possible is 3. Rxf5 Rxb7 4. Ke2 g4 5. Kf2 Rb2+ 6. Kg1 Kg3 7. Rf1=]

3... g4

[3... f4+ 4. Kf3=]

4. Kf4 g3 5. Rb6 Kh3 6. Rh6+ Kg2 7. Rg6 Draw.

Zhezos - Vadasz L., Rimavska Sobota (Slovakia), 1974





1. Rd1! The only move - the rook should be placed behind the pawn.

[White loses after 1. Kb5? f5 2. a4 f4 3. a5 f3 4. Rd3 Re5+! 5. Kb6 f2°]

1... g5 2. Ra1 Ra4

[Or 2... g4 3. a4 g3 4. a5 f5 (4... g2 5. Rg1 Ra4 6. Rxg2 Rxa5+ 7. Kd4 Re5 8. Rg4 Ke6 9. Re4=) 5. a6 f4 6. a7 Re8 7. Rf1=]

3. Kb5 Ra8 4. a4 Kg6 5. a5 g4 6. a6 Kg5 7. Kc4!

[But not 7. Kc6? f5 8. Kb7 Rxa6 9. Rxa6 g3 10. Ra8 f4 ... f3°]

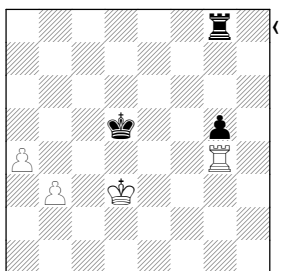
7... Kf4 8. Rf1+! Kg5 9. Ra1 g3 10. Kd3 Kg4

[10... f5 11. Ke3 Kg4 12. Ra4+! Kh3 13. a7 f4+ 14. Kf3! =;

10... g2 11. Rg1 Kf4 12. Rxg2 Rxa6 13. Rf2+! Kg3 14. Rf1! Re6 15. Kd2 Kg4 16. Rg1+ =]

11. Ke2 f5 12. a7 f4 13. Ra4 Kh3 14. Kf3! g2 15. Ra6 Draw.

Dreev A. - Ehlvest J., Tallinn (Estonia), 1986



In this game Black committed a typical error and lost.

1... Ke5?

[After 1... Kc5! 2. b4+ (or 2. Rc4+ Kd5 3. Ke3 g4 4. Kf2 Rb8 5. Rc3 Kd4 6.

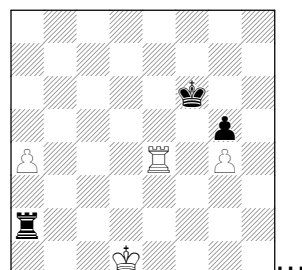
Rg3 (or 6. f4) 6... Kc5) 2... Kb6= Black could have saved the game.]

2. b4 Kf5? It was not too late to get back on the way to virtue - 2... e5= 3. Rg1 g4?

[3... Ke6!]

4. Kc4 g3 5. Kd5! Rd8+ 6. Kc6 Rc8+ 7. Kb7 Rg8 8. a5 Rg7+ 9. Kb6 Ke5 10. a6 Rg6+ 11. Kc5 Black resigned.

The stronger side's rook defends its pawn horizontally



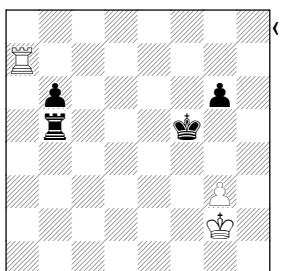
The stronger side's rook defends its pawn horizontally

White's pieces are ideally placed: the rook protects both pawns, while the king approaches to support the passed a-pawn. Black is helpless. 1. Kc1 Rf2 (the only opportunity) 2. Kb1 Rd2

[Also losing is 2... Rf4 3. Rxf4+ gxf4 4. Kc2! Kg5 5. a5 Kxg4 6. a6 f3 7. Kd2 Kg3 8. a7 f2 9. Ke2 Kg2 10. a8=Q+□]

3. a5 Rd6 4. Kc2 Black resigned.

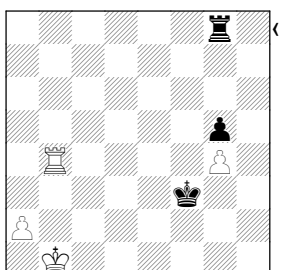
Turos - Minev N., Greece/Bulgaria, 1973



Black's task is simple: to place his pawns on the 5th rank and to bring his king to the Q-side in order to support the b-pawn. White is unable to prevent this plan.

- 1... g5!  
 [But not 1... Rb2+ 2. Kh3 b5 3. Rb7 b4 4. Rb5+ Kf6 5. Kg4 with a draw.]
2. Kh3  
 [2. Rf7+ Kg4°;  
 2. Rb7 Rb2+°]
- 2... Rd5! 3. Rf7+  
 [3. Re7 b5 4. Re8 Re5°]
- 3... Ke4 4. Rb7 b5 5. Kg4 Kd4 6. Kf3  
 [No better is 6. Kh5 Kc4 7. g4 b4 8. Rc7+ Rc5°]
- 6... Kc4 7. Ke4 Rc5 8. Rd7 b4 9. Rd1 b3  
 10. Rb1 Kc3 11. Rc1+ Kb4 12. Rb1 Rc4+  
 13. Kf5 g4 14. Kg5 Kc3 White resigned.

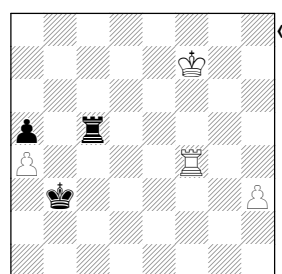
Jussupow A. - Malaniuk V., Moscow, 1983



In endings of this type, the only drawing opportunity is to transpose into a queen ending by exchanging rooks.

- 1... Rf8! (threatening 2... f4) 2. Kc2! Kg3!  
 [Bad is the immediate 2... Rf4 due to 3. Rxf4+ gxf4 4. g5 Ke3 5. Kd1!□]
3. a4 Rf4?  
 [A draw could have been obtained by preliminary checks: 3... Rf2+! 4. Kc3 Rf3+ 5. Kb2 (or 5. Kd2 Rf2+ 6. Kd1 Ra2 7. Kc1 Rf2=) 5... Rf4 6. Rxf4 gxf4 7. g5 f3 8. g6 f2 9. g7 f1=Q 10. g8=Q+ Kh4=]
4. Rxf4 gxf4 5. g5 f3 6. g6 f2 7. g7 f1=Q  
 8. g8=Q+ Kh4  
 [8... Kh3 9. Qh7+ Kg4 10. Qd7+ Kh4 11. Qd8+□;  
 8... Kh2 9. Qh7+ Kg1 10. Qg6+ Kh1 11. Qh6+ Kg2 12. Qd2+□]
9. Qd8+! Black resigned.

Marshall F. - Capablanca J., New York (USA), 1909



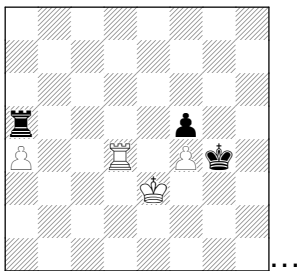
Earlier the idea of the rook exchange was employed in the following game.

- 1... Rc7+! Black's task is to transfer his rook to b4. 2. Kg6 Rb7! 3. h4 Rb4 4. Kg5  
 [4. Rxb4+ axb4 5. a5 Kc4 6. a6 b3 7.

a7 b2 8. a8=Q b1=Q+=]

4... Kxa4! 5. h5 Ka3! 6. h6 Rb8 7. h7 a4  
8. Rh4 Rh8 9. Kg6 Kb3 10. Kg7 Rxh7+  
11. Kxh7 a3 **Draw.**

**Panchenko A. - Ratkovich I., Minsk (Belarus), 1994**



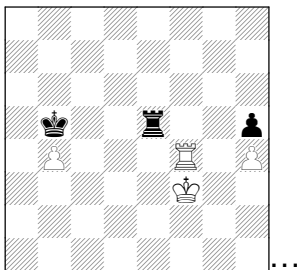
In this position White is unable to utilize his advantage due to the extremely active black king.

1. Kd3 Kf3! 2. Rc4 Ra8 3. Rb4 Ra7 4. Rd4 Ra8 5. Rc4 Ra7 6. Kc3 Ke3! 7. Kb4 Kd3! **Black defends precisely.** 8. Kb5

[If 8. Rc5 , then 8... Ke4=]

8... Ra8 9. Rc1 Ke3! 10. Rf1 Ke2 11. Ra1  
Ke3 12. Kb6 Kxf4 13. Kb7 **Draw.**

**Damjanovic M. - Huette mann K.,Dortmund  
(Germany),1974**



If the defender's king is placed in front of

the passed pawn, then the stronger side changes his plan: he diverts the opponent's pieces by his passed pawn and attacks the opponent's pawn on the opposite wing.

White's plan is to exchange his b4-pawn for the black h5-pawn. 1. Rd4 Kc6

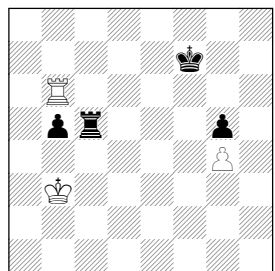
[Or 1... Kf4 Rb5 3. Rd1! Kb3  
(3... Rxb4+ 4. Kg5 Rb5+ 5. Kg6 ...  
lg1-g5□) 4. Rg1 Kc3 5. Rg5 Rxb4+ 6.  
Kg3 Rb1 7. Rxh5□]

2. Kf4 Rb5 3. Ke4 Kb6 4. Rc4 Kb7 5. Kf4 Kb6 6. Kf3! White gives his opponent the move by maneuvering with his king in the triangle f3-e4-f4. 6... Rf5+ 7. Ke4 Rb5 8. Kf4! Rd5

[8... Kb7 9. Rc5 Rxb4+ 10. Kg5□]

9. Rc8! Rd4+ 10. Kg5 Kb7 11. Rc5 Rxb4  
12. Kxh5 ☐ Kb6 13. Rc3 Rb1 14. Kh6 Rh1  
15. h5 Rh2 16. Kg6 Rg2+ 17. Kf6 Rh2 18.  
Kg5 Rh1 19. h6 **Black resigned.**

**Rigan J. - Yandemirov V.,Budapest (Hungary),1993**



In some favorable moment Black has to exchange his b5-pawn for the white g4-pawn.

1... Kg7!

[Weak is the immediate 1... Rc4? 2.

Rxb5 Rxd4 3. Kc3 Kg6 4. Kd3 Rf4 5. Ke3 Kh5 (or 5... Rf8 6. Rb1! g4 7. Ke2 ... f1=) 6. Rb1 Kg4 7. Rg1+ Kf5 8. Rg2=]

2. Kb2

[Also losing is 2. Kb4 Rc4+ 3. Kxb5 Rxd4 4. Kc5 Rh4! (the only winning move) 5. Kd5 Rh6 6. Rb1 Kg6 7. Ke4 Rh3! 8. Rg1 Kh5°]

2... Rc4 3. Rxb5 Kf6! 4. Kb3

[4. Rf5+ Kg6 5. Rf1 Rxd4 6. Kc3 Rg2! 7. Kd3 Kh5 8. Ke3 Kg4°]

4... Rxd4 5. Kc3 Re4 6. Kd3 Re8 7. Kd2

[7. Rb2 Kf5°;

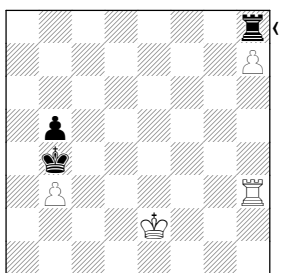
7. Rb1 g4 8. Rb5 g3 9. Kd2 Re4 10. Rb3 Rg4 11. Rb1 g2 12. Rg1 Kg5 13. Ke2 Kh4 14. Kf2 Kh3°]

7... Kg6 8. Rb1 Re5!

[8... g4? 9. Re1=]

9. Rg1 Kh5 White resigned.

The defender attacks an opponent's pawn and thus ties the opponent's pieces



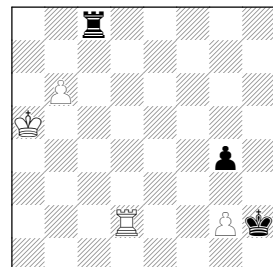
The defender attacks an opponent's pawn and thus ties the opponent's pieces

In this example White, being tied to the defense of the b3-pawn, is unable to improve his position. 1... Ka3! 2. Kd2 b4= 3. Kc2 Rc8+ 4. Kd2

[4. Kd3? Rc3+°]

4... Rh8 5. Kd1 Kb2 6. Ke2 Ka2 Draw.

Mednis E. - Dukic,1977



1... Ra8+! Accuracy is demanded.

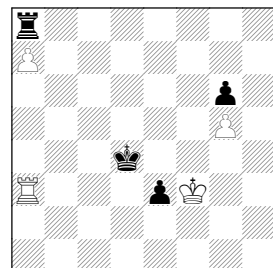
[Bad is 1... g3? 2. b7 Rf8 3. Rb2! , and White wins.]

2. Kb5 g3 3. b7 Rf8! 4. Rc2 Rf2 5. Rc4

[Or 5. b8=Q Rxc2 6. Qa8 Rf2 followed by c1-g1-h2=]

5... Rf8 6. Rc8 Rf2 7. b8=Q Rb2+ 8. Kc4 Rxb8 9. Rxb8 Kxd2 with a draw.

Yakovich Y. - Itkis B.,URS,1985



Black is on the verge of defeat, but by exact play he maintains the balance.

1... e2! 2. Kxe2 Ke4

[Bad is 2... Ke5? 3. Kf3 Kf5 4. Ra5+□]

3. Ra5 Kf4 4. Kf2 Kg4 5. Ke3 Kh4 6. Kd4 Kg4 7. Ke4 Kh4!

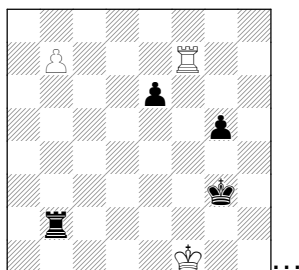
[Black loses after both 7... Re8+? 8. Kd5 Ra8 9. Ke6□; and 7... Kh5? 8. Kf4 Kh4 (8... Rf8+ 9. Kg3 Ra8 10. Kh3!□) 9. Ra1 Rf8+ 10. Ke5 Ra8 11. Kf6□]

8. Kf4 Rf8+! 9. Ke4

[9. Ke5?? Rf5+°]

9... Ra8 10. Kd4 Kg4 11. Kc5 Kxg5 12. Kb6+ Kf4 13. Ra4+ Kf3 14. Ra3+ Kf4 15. Kb7 Rxa7+ 16. Rxa7 g5 Draw.

Two isolated passed pawns against one



Two isolated passed pawns against one

Positions of this type occur in practice most often.

If the defender manages to advance his pawn to the 7th (2nd) rank and to defend it by his rook from the side, with his king being placed in front of the opponent's pawns, then the game usually ends in a draw.

1. Rg7 In this position the draw is simple. 1... g4

[1... Rb1+ 2. Ke2 g4 3. Ke3=]

2. Rf7 e5 3. Re7 Kf4

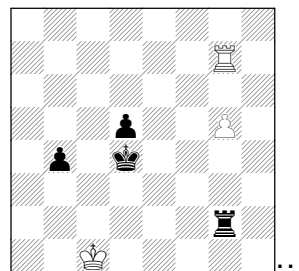
[3... e4 4. Rf7!= (but not 4. Rxe4 Rxb7°)]

4. Rf7+ Ke3 5. Re7 e4 6. Rf7 Rb1+

Otherwise Black is unable to improve his position. 7. Kg2 Ke2 8. Re7 e3 9. Rd7 Ke1 10. Re7 e2 11. Rd7 g3 12. Kg1 The players agreed a draw.

[Also possible was 12. Kxg3 Kf1 13. Rf7+ Kg1 14. Re7 Rb3+ 15. Kh4 Kf2 16. Rf7+ Kg2 17. Rg7+ Kh2 18. Re7 Rb4+ 19. Kg5=]

Leonhardt P. - Spielmann R., San Sebastian (Spain), 1912



White has to advance his pawn to g7.

1. g6 Kd3 2. Rd7!

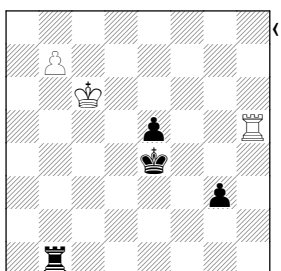
[Losing is 2. Rg8? due to 2... d4 3. g7 b3 4. Rb8 Rg1+! 5. Kb2 Rxc7 6. Rxb3+ Kd2 7. Rh3 Rb7+°]

2... d4 3. g7 Rg6

[Nothing is achieved by 3... Rg1+ 4. Kb2 Ke3 5. Re7+ Kd2 6. Rd7 d3 7. Re7 Kd1 8. Rd7 d2 9. Re7 with a draw.]

4. Kb2 Rg1 5. Kb3 Draw.

Kininger - Richter, Munich (Germany), 1947



The stronger side succeeds only in two exceptional cases:

1) the opponent's king is not placed in front of the pawns;

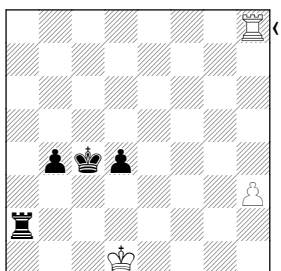
2) the weaker side's pawn is not advanced far.

White's king is far away from the black pawns, and nothing can prevent their advance. 1... g2 2. Rg5 Kf3 3. Rg8 e4 4. Rf8+ Ke2 5. Rg8 Kf2, and White resigned in view of the following line: 6. Rf8+ Kg1 7. Re8 e3! 8. Kc7

[8. Rxe3 Kf2°]

8... Kf2! 9. Rf8+ Kg3 10. Rg8+ Kf3 11. Rf8+ Ke4 12. Rg8 e2°

Karastoychev E. - Minev N., 1959



White is unable to advance his pawn to h7, and so he loses.

1... Rh2! 2. Kc1

[2. Rc8+ Kd3 (b3)°]

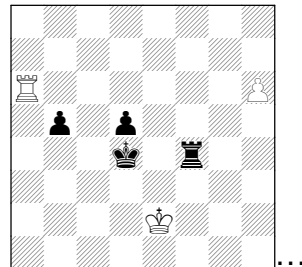
2... Kc3 3. Rc8+ Kb3 4. Rh8 d3 Black's plan is simple: to check the white king by playing d2, and, in response to cxd1, to advance the other pawn to b2. 5. h4 d2+ 6. Kd1 Kb2 7. h5 b3 8. h6 Kb1 9. Rb8

[9. h7 b2°;

9. Rh7 b2 10. Rh8 Ka2 11. Ra8+ Kb3 12. Rb8+ Kc3 13. Rc8+ Kd3 14. Rd8+ Ke4 15. Kc2 Rh1°]

9... b2 10. h7 Rxh7 11. Kxd2 Ra7 12. Kc3 Kc1 13. Rh8 Rc7+ White resigned.

Spielmann R. - Landau S., Netherlands, 1936



1. Rb6!? As we have already seen, an easy draw was obtainable by

[1. h7 Rh4 2. Ra7 Rh2+ 3. Kd1 Kd3 4. Kc1 d4 5. Rb7 b4 6. Rc7 b3 7. Kb1, and the rest is clear. Instead, White decided to keep his rook in front of his own pawn. This also allows to maintain the balance, but demands exact play.]

1... Kc5 2. Rb8 Rh4 3. Rh8 Kd4 4. h7 Rh2+ 5. Kd1 Kd3 6. Kc1 d4 7. Kb1 b4 8.

Ka1! The only move.

[If 8. Kc1 , then 8... Rc2+ ... !ñ7°]

8... Kd2 9. Kb2!

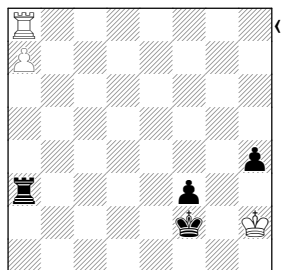
[Losing is 9. Rd8? Rxh7 10. Rxd4+ Kc3! 11. Rd1 Kc2°]

9... d3 10. Kb3 Rh4 11. Ka4!

[But not 11. Kb2? Rh3! 12. Kb3 Kd1 13. Kxb4 d2 , and Black wins as in the study by Keres (see above).]

11... Kd1 12. Rd8 Rxh7 13. Rxd3+ Kc2 14. Rg3 Draw.

Tukmakov V. - Smejkal J., Leningrad (Russia), 1973



Here White has additional drawing chances connected with the f- and h-pawns; under some favorable circumstances he can activate his rook by sacrificing the a7-pawn.

1... Ra1!

[Bad is 1... Ra4? 2. Kh3 Kf1 3. Rf8=]

2. Kh3 Ra4 3. Kh2?

[The simplest way to a draw was: 3. Rb8 Rxa7 4. Rb2+ Ke1 5. Rb1+ Ke2 6. Rb2+ Kd1 7. Rf2! Rf7 8. Kg4 h3 9. Rxf3 h2 10. Rh3=]

3... Ra3! 4. Kh1?

[The draw was achieved by 4. Kh3! Kf1 5. Rb8 f2+ 6. Kh2! Rxa7 (6... Ke2 7. Re8+) 7. Rb1+ Ke2 8. Rb2+=]

4... Ra2! 5. Kh2 Kf1+ 6. Kh1? A decisive mistake.

[The draw was still possible: 6. Kh3 f2 7. Rb8 Rxa7 8. Rb1+ Ke2 9. Rb2+ Ke3 10. Rb3+ Kd4 11. Kg2=]

6... f2 7. Kh2 h3!

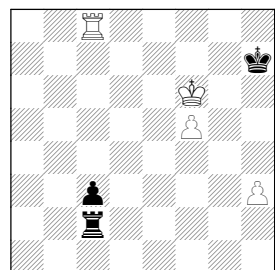
[7... Ra3? 8. Rb8! Rxa7 9. Rb1+ Ke2 10. Rb2+ Ke3 11. Rb3+ Ke4 12. Rb4+ Kd3 13. Rb3+ Kc4 14. Rf3 Ra2 15. Kg2=]

8. Kh1

[8. Kxh3 Kg1 9. Rg8+ Kh1 10. Rf8 Ra3+°]

8... Ra6 9. Kh2 Ra1 10. Rb8 Rxa7 11. Rb1+ Ke2 12. Rb2+ Ke3 13. Rb3+ Ke4 14. Rb4+ Ke5 15. Rb5+ Ke6 16. Rb6+ Ke7 17. Rb1 Ra3! 18. Rb7+ Ke6 The king returns to the f2-pawn. 19. Rb6+ Ke5 20. Rb5+ Ke4 21. Rb4+ Kf3 White resigned.

Petrosian T. - Karpov A., Moscow, 1976



1... Rc1 (the only move)

[1... Ra2 2. Rxc3 Ra6+ 3. Kg5□]

2. h4 Rc2!

[2... c2? 3. h5□]

3. h5 Rc1 4. Kf7 Rc2 5. f6 Rc1 6. Ke7 c2 7. Kf7 Kh6 8. Rc5

[Nothing is achieved by 8. Rh8+ in

view of 8... Kg5 9. Rg8+ Kxh5 10. Rg2 Kh4 11. Kg7 Kh3! 12. f7 Kxg2 13. f8=Q Rg1!°]

8... Kh7

[Also possible is 8... Ra1 9. Rxc2 Ra7+ 10. Ke8 Ra8+ 11. Kd7 Kxh5=]

9. Rc6 Kh6 10. Kf8 Kh7 11. Rc7+ Kh8! (the only saving move)

[If 11... Kh6 , then 12. f7 Kh7 13. h6 Kxh6 14. Kg8!□]

12. f7 Ra1!

[12... Kh7 13. h6□]

13. Rxc2

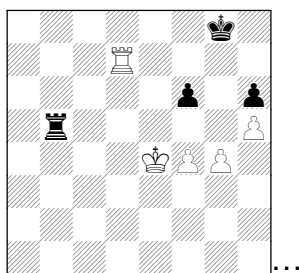
[A beautiful draw results from 13. Ke7 Re1+ 14. Kf6 Rf1+ 15. Kg6 Rg1+ 16. Kh6 c1=Q+! 17. Rxc1 Rg6+!]

13... Ra8+ 14. Ke7 Ra7+ 15. Kf6 Ra6+ 16. Kg5 Ra5+ 17. Kg4 Ra4+ 18. Kg3 Ra3+ 19. Kg2 Kg7 20. Rf2 Kf8 21. Rf5 Ra6!

[Of course, not 21... Ra7 22. h6 Rxf7 23. h7□]

22. Kg3 Rh6 23. Kg4 Rh7 Draw.

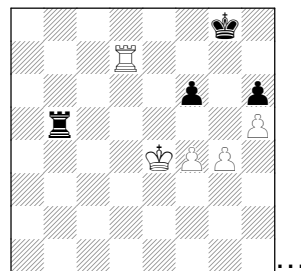
#### ROOK ENDINGS WITH SEVERAL PAWNS



#### ROOK ENDINGS WITH SEVERAL PAWNS

Typical positions exist even in endings with a larger number of pawns. Let us examine some of them.

#### Three pawns against two



#### Three pawns against two

Such endings are usually drawn.

Although the black king is cut off on the back rank, White is unable to win, for example: 1. Rd5 Rb7! 2. Rd8+

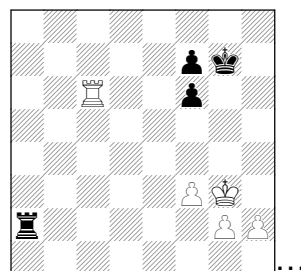
[2. Kf5 Kf7]

2... Kf7 3. Kd5 Ra7 4. Kd6 Rb7

[Also sufficient is 4... Ra6+ 5. Kc5 Ra4]

5. Rd7+ Rxd7+ 6. Kxd7 f5 7. gxf5 Kf6=

Suetin A. - Kholmov R., Kiev (Ukraine), 1954





The doubled f-pawns do not give Black any trouble; on the contrary, they help him to hold his ground. The white passed h-pawn is not too dangerous.

1. h4 Rb2 2. Rc5 Ra2 3. Kh3 Rb2 4. g4  
Otherwise White is unable to improve his position. 4... Rb4 5. h5 Ra4 6. Kg3 Rb4 7. Kf2 Ra4 8. Ke3 Rb4 9. Rd5 Ra4 10. Rd4 Ra5 11. f4 Rb5 12. Ke4 f5+ Black transposes into a theoretically drawn ending.

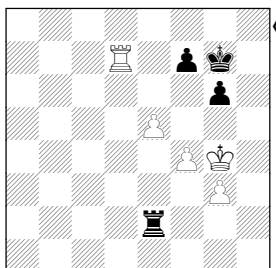
[Also possible is 12... Ra5 13. Rd5 Ra6 14. Kf5 Rb6 15. g5 fxg5 16. fxg5 Rb8 with a draw.]

13. gxf5 Kh6 14. Rd7 Kxh5 15. Rxf7 Kh6 16. Rd7 Ra5 17. Rd5 Ra6 18. Ke5 Kg7 19. Rd7+ Kf8 20. Rd6 Ra7

[20... Ra4=]

21. Kf6 Rf7+ 22. Kg5 Rg7+ 23. Rg6 Ra7 24. Rf6+ Kg7 25. Re6 Kf8 26. Rf6+ Kg7 27. Rb6 Rc7 28. Rb8 Ra7 29. Re8 Kf7 30. Rh8 Kg7 31. Rh6 Kf8 32. f6 Ra1 33. Rh8+ Kf7 34. Rh7+ Kf8 35. Kf5 Rb1 36. Rd7 Ra1 37. f7 Ra6 38. Kg5 Rg6+! Draw.

Polugaevsky L. - Korchnoi V.,1977



1... Re3 Black's task is to prevent White from advancing the pawns by g4 and f5.

2. Kh4 Kf8

[2... Re4 3. Kg5 Re3 4. g4 Re1 5. Re7 Re4 6. f5 Rxe5! This blow is the point.]

3. Rd8+

[3. Kg5 Kg7]

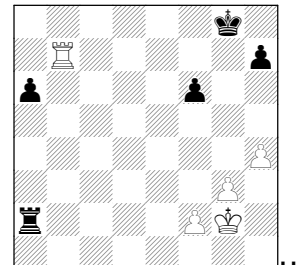
3... Kg7 4. Re8 Ra3 5. g4 Ra4 6. Kg5 Ra5 7. Re7 Rb5 8. Rd7 Ra5 9. Kh4 Kf8 10. Rd4 Rb5 11. Re4 Ra5 12. Re3 White is unable to improve his position.

12... Rb5 13. Kg3 Ke7 14. Kh4 Kf8 15. Rd3 Ra5 16. Rd7 Rb5 17. Ra7 Rc5 18. Ra6 Kg7 19. Ra8

[19. e6 fxe6 20. Rxe6 Ra5=]

19... Rb5 20. Re8 Rb4 21. Kg5 Rb5 22. f5 Rxe5! 23. Rxe5 f6+ 24. Kf4 fxe5+ 25. Kxe5 gxf5 Draw.

Chigorin M. - Tarrasch S.,Nuernberg (Germany),1896



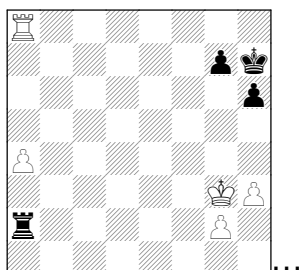
The position is drawn. Black does not have to hold the a-pawn.

1. Kf3 Ra4 The simplest.

[Tarrasch played 1... h5 and lost in the end.]

2. h5 h6! 3. Ra7 Ra5 4. g4 Ra4 5. Kg3 Ra2 6. f3 Ra4 7. Rc7 Rb4! 8. Rc6 Kg7 with a draw.

Hodos G. - Polugaevsky L.,URS,1967



Even a passed pawn on the opposite wing does not help the stronger side.

In this example White is unable to win. He has two plans, but both do not work against Black's correct defense.

1. White advances the pawn to a7 and, with his rook on a8, brings the king to the Q-side. But, as soon as the king comes to b6, Black checks it with his rook !b2 and, in response to ♔ñ6, returns the rook to à2, with a draw.

2. White advances the pawn only to a6, in order to have a possibility to hide his king from checks at a7. But while White is moving his king to the Q-side, Black captures one or even both white pawns on the K-side and begins advancing his own pawns. In the end the game may transpose into a rook vs. pawns ending which is drawn, because the white king is too far away from the black pawns.

In the game Black have mistaken and lost.

1. Kf3 h5 2. g3 g5?

[Correct is 2... Ra1!=]

3. g4 h4?!

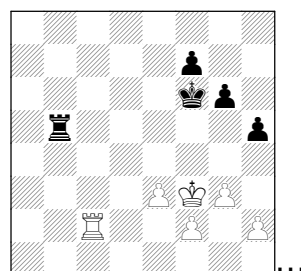
[3... hxg4+ 4. Kxg4 Rg2+]

4. Ke4 Rf2 5. a5 Rf4+ 6. Ke5 Rf3 7. a6 Rxh3

[7... Kg7 8. Ke6 Kh7 9. a7 Ra3 10. Kf5 Ra5+ 11. Kf6□]

8. Kf5 Ra3 9. Kxg5 h3 10. Ra7+ Kg8 11. Kg6 Kf8 12. Ra8+ Ke7 13. a7 h2 14. Rh8 , and White went on to win.

#### Four pawns against three



#### Four pawns against three

With four pawns against three, the winning chances increase, but the weaker side has sufficient defensive resources.

1. h4

[In case of 1. h3 ... g4 hxg4 3. hxg4 the game would have transposed into a drawn ending from the game Polugaevsky - Korchnoi, which was examined above.]

1... Rf5+ 2. Kg2 Ra5 3. Kh3 Ra4 4. Rd2 Ke5 5. Rb2 Kf6 6. Rb5 Ra2 7. Kg2 Ra4 8. Kf3 Ra3 The active black rook hinders White's pawn advance. 9. Kf4 Ra2 10. f3 Re2 11. e4 Re1 12. Rb6+ Kg7 13. Ra6 Rb1 14. Rc6 Rg1! Keres defends very accurately. 15. Rc2 Kf6 16. Ra2 Kg7 17. Re2 Kf6 18. Re3 Kg7 19. e5 Otherwise White is unable to reinforce his position. 19... Kf8 20. g4

[20. e6 fxe6 21. Rxe6 Kg7=]

20... hxc4 21. fxc4 Kg7 22. Kg5 Rf1! 23. Re4 Rf3 24. h5

[24. e6?? f6#;

24. Rf4 Re3=]

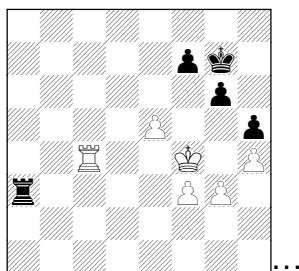
24... gxc5 25. gxc5 f6+! (the simplest) 26. Kg4 Rf1 27. h6+

[27. e6? f5+°]

27... Kg6! Draw.

[27... Kxh6? 28. e6 f5+ 29. Kh3! fxe4 30. e7!□]

Razuvaev Y. - Beliavsky A.,URS,1978



A rook's positioning on the 3rd rank also secures a draw.

1. Ke4 Rb3 2. Kf4

[2. Rd4 Ra3 3. Rd3 Ra4+ 4. Ke3

Ra5=]

2... Ra3 3. g4 hxc4 4. Kxc4

[4. fxc4 Ra1!= (But not 4... Rh3? because of 5. e6! fxe6 (5... Rxh4 6. e7 Rh8 7. Ke5□) 6. Rc7+ Kf8 7. Kg5 Rg3 8. Kf6 Ke8 9. Rc4□)]

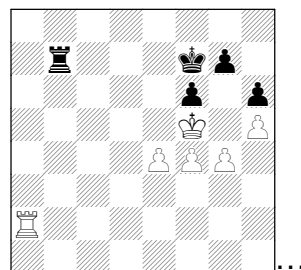
4... Ra1 5. Rc7 Rg1+ 6. Kf4 Re1! 7. Ra7 Re2 8. Ra1 Rg2 9. Re1 Kf8 10. h5 (the last chance) 10... gxc5 11. Rh1 f6! 12. Rxc5

[12. e6 Rg5]

12... fxe5+ 13. Rxe5 Ra2 14. Kf5 Draw.

It should be noted that in both examples the black pawns (h5, g6, f7) were placed ideally for defense. If the stronger side prevents this, a draw becomes complicated, if possible at all.

Botvinnik M. - Najdorf M.,Moscow,1956



A classic example of the realization of an extra pawn with the pawns on one wing is provided by the following ending.

White's plan is simple: to create a passed pawn on the e-file; by advance of this pawn to divert the opponent's pieces from the g6-square; to penetrate to g6 with the king. 1. Ra5 Rc7 2. Rd5 Ra7 3. e5 fxe5 4. fxe5 Ke7 ( 4. ...d7□ was threatened) 5.

e6 Ra4

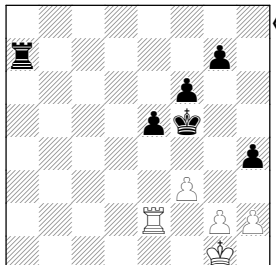
[5... Ra6? 6. Rd7+ Kf8 7. Kg6 Rxe6+ 8. Kh7□]

6. g5! hxg5?

[After the more stubborn 6... Ra7 7. Re5! hxg5 White wins by 8. Kg6 (also winning is 8. Kxg5 Ra1 9. Kg6) 8... Kd6 (or 8... g4 9. Kxg7 g3 10. h6 g2 11. Rg5 Kxe6+ 12. Kg6□) 9. Re1 g4 10. h6! gxh6 11. Kf6 g3 12. e7 Rxe7 13. Rxe7 h5 14. Rg7!□ (pointed out by Kopayev)]

7. Rd7+ Kf8 8. Rf7+ Kg8 9. Kg6 g4 10. h6! gxh6 11. e7 Ra8 12. Rf6 Black resigned. If 12... lã8, then 13. ld6.

Harandi K. - Vaganian R., Rio de Janeiro (Brazil), 1979



The h4-pawn severely cramps White. By exact play Black manages to win.

1... Ra4! 2. Kf2 g5 3. Rb2

[No better is 3. h3? Kf4 4. Rb2 f5 5. Re2 e4 6. fxe4 fxe4°; or 3. g4+ hxg3+! 4. hxg3 g4! , after which two lines are possible: 5. fxg4+ (5. Rb2 Kg5 6. Re2 gxf3 7. Kxf3 Ra5!°) 5... Kxg4 6. Kg2 Rc4! 7. Rf2 (7. Kf2 Kh3°) 7... f5 8. Re2 Rc5! (zugzwang) 9.

Rb2 Rc3°]

3... g4! 4. fxg4+

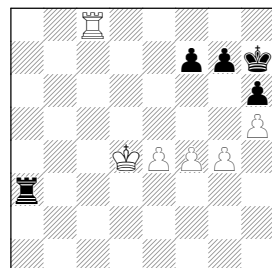
[4. Rc2 gxf3 5. gxf3 Kf4° ... f5, h3 followed by lã1]

4... Kxg4 5. Rb6 Ra2+ 6. Kg1 f5 7. Rg6+ Kf4 8. Rh6 Ke3 9. h3 e4 10. Rxh4 f4 11. Rh8 Ra1+ 12. Kh2 Kf2 13. Rf8

[13. Re8 f3 14. Rxe4 Rh1+!°]

13... f3 14. h4 Rg1 15. gxf3 Rg2+ 16. Kh1 e3 17. Re8 Rg3 18. Kh2 Rxf3 White resigned.

Korchnoi V. - Antoshin V., URS, 1954



If the defender manages to prevent a creation of the opponent's passed pawn on the e-file, then he draws.

1... Rf3!

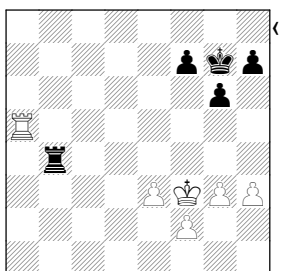
[In the game Black opted for 1... Rg3? 2. Rf8! f6 3. e5! Rxc4 4. e6 Rxf4+ 5. Kd5 Rf5+ 6. Kd6 Rxh5 7. e7 , and White won.]

2. Ke5

[2. f5 f6=]

2... f6+ 3. Kf5 Rf1 4. e5 (what else?) 4... fxe5 5. Kxe5 Rg1 6. Kf5 Rg2 Draw.

Capablanca J. - Yates F., Hastings, 1930



1... Rc4?

[An easy draw could have been gained by 1... h5! , preventing g4.]

2. g4! Now Black's defense is not easy.

2... h6 3. Kg3 Rc1 4. Kg2 Rc4

[4... g5!?

5. Rd5 Ra4 6. f4 Ra2+ 7. Kg3 Re2 8. Re5 Re1 9. Kf2 Rh1 10. Kg2 Re1 11. h4 Kf6

[11... f6!?

12. h5 Re2+ 13. Kf3 Re1 14. Ra5 Kg7 15. hxc6 Kxc6

[Worse is 15... fxc6 due to 16. Ra7+ Kg8 (16... Kf6 17. Rh7 Rh1 18. g5+ 17. f5 g5 18. Ke4 Rg1 19. f6! , and White wins.]

16. e4

[Stronger is the preliminary 16. Rd5]

16... Rf1+ 17. Kg3 Rg1+ 18. Kh3 Rf1 19. Rf5 Re1?

[By 19... f6 Black could have saved the game, for example: 20. Kg2 Re1 e5 (21. Kf3 Rf1+ 22. Ke3 Rg1=) 21... fxe5 22. fxe5 (22. Rxe5 Rxe5 23. fxe5 h5! =) 22... Re3 23. Kf2 Ra3 24. Rf3 Ra5 25. Rf6+ Kg7 26. Rf5 Ra3! =]

20. e5 Re3+ 21. Kg2!

[21. Kh4? Rf3 22. Rf6+ Kg7 23. g5 hxc6+ 24. Kxc6 Rf1 25. Ra6 Re1 26. Ra7 Re2 27. Re7 Re1 28. Kf5 (28. f5 Rxe5! =) 28... Ra1 29. e6 Ra5+ 30. Ke4 Kf6! with a draw]

21... Ra3 22. Rf6+ Kg7 23. Rb6?

[Stronger is 23. Rd6 ... !d7(d8) followed by an advance of the f-pawn.]

23... Re3? A mistake in response.

[Better is 23... Ra4! 24. Kf3 Ra3+ 25. Ke4 Ra4+ 26. Kf5 Rc4 , and Black retains good drawing chances.]

24. Rb4

[24. Rb1! wins quicker.]

24... Rc3 25. Kf2? Ra3?

[25... h5! 26. g5 h4]

26. Rb7 Kg8 27. Rb8+ Kg7 28. f5 ... f6,f8 28... Ra2+ 29. Ke3

[Simpler is 29. Kg3 Ra3+ 30. Kh4]

29... Ra3+ 30. Ke4 Ra4+ 31. Kd5 Ra5+

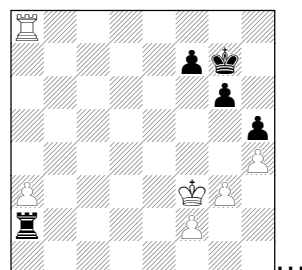
[31... Rxg4 32. f6+ Kh7 33. Rf8]

32. Kd6 Ra6+ 33. Kc7 Kh7

[33... Ra7+ 34. Kb6 ... f6]

34. Kd7 Ra7+ 35. Kd6 Kg7 36. Rd8! At last the rook has reached the needed square. 36... Ra5 37. f6+ Kh7 38. Rf8 Ra7 39. Kc6 Kg6 40. Rg8+ Kh7 41. Rg7+ Kh8 42. Kb6 Rd7 43. Kc5 Rc7+ 44. Kd6 Ra7 45. e6 Ra6+ 46. Ke7 Rxe6+ 47. Kxf7 Re5 48. g5! hxc6 49. Kg6 Black resigned An instructive ending.

Lerner K. - Dorfman J., Tashkent (Uzbekistan), 1980



If the stronger side has a passed pawn on

the opposite wing, then a draw is more complicated, though still possible.

G.Levenfish and V.Smyslov in "Theory of Rook Endings" and Yu.Averbakh in Volume V of "Comprehensive Chess Endings" assess a similar position as drawn. They are absolutely right; in a practical game, however, the draw is not easy, and precise play is demanded. Black's plan is typical: while the white king goes to the Q-side, Black captures one or two opponent's pawn on the K-side and creates his own passed pawn. 1. Ke3 Ra1 2. Kf4 Ra2 3. f3 Ra1 4. a4 Kf6 5. Ra6+ Kg7 6. Ra7 Kf6 7. Ra8 Kg7?! Black should not retreat with his king from f6, where it was closer to the white pawns.

[Correct is 7... Ra3 8. Ke4 Ra1 9. a5 Ra4+ 10. Kd5 Ra3 11. a6 Rxf3 12. Rb8 Ra3 13. Rb6+ Kf5 with a draw.]

8. a5 Ra4+

[It makes good sense to return the king to f6: 8... Kf6 9. a6 Ra4+ 10. Ke3 Kf5 11. Kd3 (11. a7 Kf6!=) 11... Ra3+ 12. Kc4 Rxf3=]

9. Ke5 Ra3 10. Ke4 Ra4+

[10... Kf6!]

11. Kd5 Ra3 12. a6 Rxf3? A decisive mistake.

[The draw could have been gained by 12... Kf6! 13. Kc6 Rxf3 14. Rb8 Ra3 15. Rb6 Kf5 16. Kb7 Kg4 17. a7 Rxa7+ 18. Kxa7 Kxg3 19. Rb4 f5 (or 19... f6 ... 20...g5=) 20. Kb6 f4 21. Kc5 f3 22. Kd4 f2 23. Rb1 Kxh4 24. Ke3 Kg3 25. Rf1 h4 26. Rxf2 h3 27. Rf3+ Kg2 28. Rf6 h2 29. Rxg6+ Kf1=]

13. Rb8 Ra3 14. Rb6! Now the black king turns out to be cut off. 14... Rxg3

15. Kc6 Ra3 16. Kb7 g5

[Also losing is 16... f6 17. a7 Rxa7+ 18. Kxa7 g5 19. Rb4! Kg6 20. Kb6 Kf5 21. Kc5 g4 22. Rb1 Kf4 23. Kd4 g3 24. Rf1+ Kg4 25. Rxf6 g2 26. Rg6+ Kf3 27. Ke5!□]

17. hxg5 h4 18. a7 h3 19. a8=Q

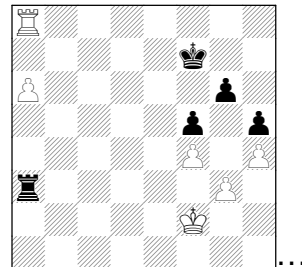
[19. Ra6? h2]

19... Rxa8 20. Kxa8 h2 21. Rh6! f6™ 22. Rxh2 fxg5 23. Rf2! This study-like move decides. White avoids the "shoulder-charge", and his king arrives in time. 23... Kg6 24. Kb7 g4 25. Kc6 Kg5 26. Kd5 g3 27. Rf8!

[27. Rg2? Kf4!]=]

27... Kg4 28. Ke4 Black resigned.

Levenfish G, Smyslov V



1. Ke2 The only chance. 1... Kg7

[But not 1... Rxc3? 2. a7 Ra3 3. Rh8, and White wins.]

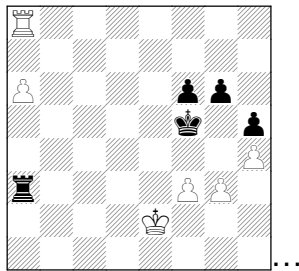
2. Kd2 Rxc3 3. Rb8 Ra3 4. Rb7+ Kf6 5. Rb6+

[After 5. a7 Ke6 the activity of his king secures Black a draw.]

5... Kg7 6. Kc2 g5! The only move - Black saves the game by creating a passed pawn. 7. fxg5 f4 8. Kd2 The king has to retreat. 8... f3 9. Rb7+ Kg6

10. a7 Ra2+ 11. Ke1 Kf5 12. Rf7+  
 [12. Rg7 Re2+ 13. Kf1 Ra2=]  
 12... Kg6 13. Rxf3 Rxa7 , and a  
 theoretically drawn ending has arisen.

Unzicker W. - Lundin E., Amsterdam  
 (Netherlands), 1954



In endings of this type a result often depends on the position of the defender's pieces and pawns.

After 1. a7! Black is unable to prevent a march of the opponent's king to h6, because he can move neither with the king, nor with the pawns. 1... Ra2+

[1... Ra6 2. Kd3 Rd6+ 3. Kc4 Rd7 4. Kb5! Re7 5. Kc6! , and Black ends up in zugzwang.]

2. Kd3 Ra1 3. Kd4 Ra5 4. Kc4 Ra3 5. Kc5 Ra1

[5... Rxf3 does not save Black either because of 6. Rf8 Ra3 7. a8=Q Rxa8 8. Rxa8 Kg4 9. Ra3 g5 10. hxg5 fxg5 11. Kd4 h4 12. gxh4 gxh4 13. Ke3 Kg3 14. Ra8]

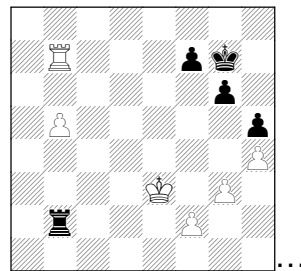
6. Kd6 Ra3 7. Ke7 Ra6 8. Kf7 Ra3 9. Kg7 Ra1

[9... g5 10. hxg5 Kxg5 11. Kf7 Kf5 12. g4+! hxg4 13. fxg4+]

10. Kh6! The king has reached the

destination square. 10... Ra6 11. Rb8 Rxa7 12. Rb5+ Ke6 13. Kxg6 Ra8 14. Kxh5 Rg8 15. g4 Rh8+ 16. Kg6 Black resigned.

Spassky B. - Antoshin V., Sochi (Russia), 1965



With a knight's pawn the winning chances increase, because after having captured the defender's rook, the stronger side needs one move less to return his king.

1. Kd4!

[Worse is 1. f3 Rb3+ 2. Ke4 Kf6]

1... Rxf2 2. Re7 Rb2

[2... g5 does not work due to 3. hxg5 Rf5 4. Re5 Rf3 5. Re3 Rf5 6. Rb3 Rxb3 7. b6]

3. Kc4 Kf6 4. Re3 Kf5 5. Rb3! Rc2+

[A pawn ending is lost: 5... Rxb3 6. Kxb3 Ke5 7. Kb4 Kd6 8. Ka5 Kc7 9. Ka6 Kb8 10. Kb6 f6 11. Kc6 g5 12. Kd5 Kc7 13. Ke6 Kb6 14. Kxf6 gxh4 15. gxh4 Kxb5 16. Kg5 Kc6 17. Kxh5 Kd7 18. Kg6 Ke8 19. Kg7]

6. Kd5 Kg4 7. b6 Rc8 8. b7 Rb8 9. Ke5!

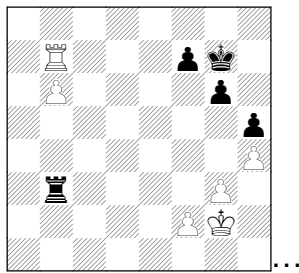
The only way.

[Only a draw results from 9. Kc6 f6 10. Kc7 Rg8 11. b8=Q Rxb8 12. Kxb8 g5 13. Kc7 gxh4 14. gxh4 Kxh4 15. Kd6 Kg4 16. Kd5 h4 17. Ke4 h3 18. Ke3



h2]  
 9... f5  
 [9... g5 10. hxc5 Kxc5 11. Rb4! f5 12. Kd6 f4 13. gxf4+ Kf5 14. Kc7 Rxb7+ 15. Kxb7 h4 16. Kc6 h3 17. Rb3! Kg4 18. Rxh3□]  
 10. Kf6 f4 11. gxf4 Kxh4 12. Kxg6 Kg4 13. f5 h4 14. f6 h3 15. f7 h2 16. Rb1 Rxb7  
 [16... Kg3 17. Kg7□]  
 17. Rxb7 h1=Q 18. Rb4+ Kh3 19. f8=Q Qg2+ 20. Kh7 Qc2+ 21. Kh8 Qc3+ 22. Kg8 Qg3+ 23. Qg7 **Black resigned.**

Hollis - Florian T.



Nevertheless, the weaker side retains the drawing chances.

1. Kf1 Rb2 2. Ke1 Kf6 3. f3 Rb3 4. Kd2  
 There is nothing better. 4... Rxf3 5. Kc2  
 ... !f7 followed by b7□ 5... Rf5?!

[Losing is 5... Rxg3? 6. Rc7! (6. Rxf7+? Kxf7 7. b7 Rg2+! 8. Kc3 Rg3+ 9. Kc4 Rg4+ 10. Kc5 Rf4! 11. b8=Q Rf5+ 12. Kd6 Kg7!)=) 6... Rg2+ 7. Kb3 Rg1 8. Kb2 Rg2+ 9. Rc2 Rg4 10. Rc3□;

After 5... Re3! , however, Black could have successfully defended: 6. Rc7 Re8 7. b7 Rb8 8. Kd3 Kf5! 9. Rxf7+ (9.

Ke3 Kg4 10. Kf2 f6 11. Rc4+ Kf5 12. Rb4 g5=) 9... Kg4 10. Rf4+ Kxc3 11. Rb4 g5! with a draw.]

6. Rc7 Rb5 7. b7 Ke6

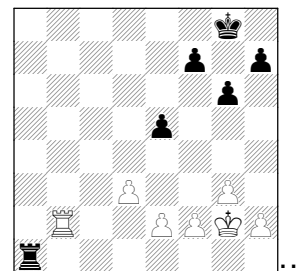
[7... Kf5 8. Kc3! Kg4 9. Rc4+ Kxc3 10. Rb4 Rxb7 11. Rxb7 Kxh4 12. Rxf7 g5 13. Kd2 Kg3 14. Ke1□]

8. Kc3 f6 9. Kc4 Rb1 10. Kc5 Kf5 11. Rd7! Rc1+

[11... Kg4 fails due to 12. Rd4+ Kxc3 13. Rb4□]

12. Kd6 Rb1 13. Kc7 Rc1+ 14. Kd8 Rb1 15. Kc8 Kg4 16. Rd6 g5 17. Rxf6 gxh4 18. gxh4 Kxh4 19. Rg6! Kh3 20. Kc7! **Back resigned.**

Five pawns against four



Five pawns against four

Such positions are almost always won.

1. Rb5

[1. g4!? Ra4 2. f3 deserved attention, threatening 3. !b5 f6 4. g5±]

1... f6 2. Rb7 Re1 3. Rb2

[1 3. Kf3]

3... Kf7 4. f4 h5?

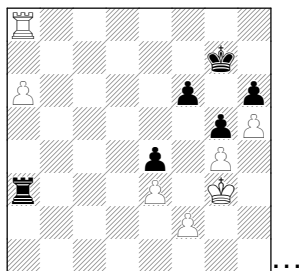
[After 4... exf4 5. gxf4 h5;



or 4... Ke6 5. fxe5 Kxe5 Black still could resist.]

5. fxe5 fxe5 6. Kf3 Ra1 7. Ke4 Ra5 8. e3! Kf6 9. Rb6+ Kf7 10. h3 Rc5 11. Rd6! Black resigned.

Kasparov G. - Illescas C., Linares (Spain), 1994



Variation from the game

White's plan is to exchange his a-pawn for the black e4-pawn and then to bring his king to the center (to c6, d6, or e6) in order to transpose into a won pawn ending. Black is unable to prevent this: his king must stay at g7 or h7, while the rook alone is powerless to oppose the enemy king.

1. a7! Kh7 2. f3 Kg7

[Nothing is changed by 2... exf3 3. Kxf3]

3. fxe4 Rxe3+ 4. Kf2 Ra3 5. Ke2 Kh7 6. Kd2 Kg7 7. Kc2 Kh7 8. Kb2 Ra6 9. Kc3 Kg7 10. Kb4 Ra1

[10... Kh7 11. Kb5 Ra1 12. Kc6 Rc1+ (12... Kg7 13. Rd8!) 13. Kd7 Ra1 14. Ke6 Kg7 15. Rd8 Ra6+ 16. Rd6 Rxa7 17. Rd7+ Rxd7 18. Kxd7 (analysis by

Kasparov)]

11. Kc5 Rc1+

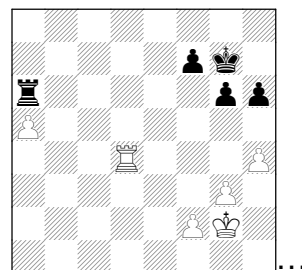
[11... Ra2 does not help Black in view of 12. Kc6 Rc2+ 13. Kd6 Ra2 14. Rc8 Rxa7 15. Rc7+ Rxc7 16. Kxc7]

12. Kd6 Ra1

[12... Rd1+ 13. Ke6 Ra1 14. Rd8]

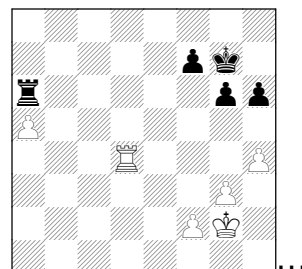
13. Rc8, and White transposes into a won pawn ending.

## SOME STRATEGIC IDEAS IN ROOK ENDINGS



## SOME STRATEGIC IDEAS IN ROOK ENDINGS

Where one should keep his/her rook?



Where one should keep his/her rook?

In a practical game both sides, the stronger and the weaker, have to solve this problem. A famous rule by S.Tarrasch says: "A rook should always be deployed behind a passed pawn. If it is your own pawn, the rook supports it, while if it is an enemy pawn, the rook hinders its advance". Tarrasch's rule is applicable in the overwhelming majority of cases. We have already examined positions where the defender deploys his rook behind an opponent's pawn. Let us now see how the struggle evolves when the stronger side's rook supports its pawn from behind.

1. Ra4! Here the white rook stands better than at d5, because now Black's rook cannot leave a6. 1... Kf6 2. Kf3 Ke5 3. Ke3 h5 4. Kd3 Kd5 5. Kc3 Kc5 6. Ra2! (zugzwang) 6... Kb5

[6... Ra8 7. a6□;

6... Kd5 7. Kb4□]

7. Kd4 Rd6+ 8. Ke5 Re6+ 9. Kf4 Ka6 10. Kg5! The black rook alone is not capable of defending the K-side pawns.

10... Re5+ 11. Kh6 Rf5 12. f4

[12. Kg7 Rf3 13. Rd2 Kxa5 14. Rd5+ Kb4 15. Rd4+ ... f4□]

12... Rc5 13. Ra3 Rc7 14. Kg7 Rd7 15. f5

[15. Kf6 Rc7 16. f5 Rc6+ 17. Kxf7 gxf5 18. Rf3□]

15... gxf5 16. Kh6 f4

[16... Rd5 17. Kg5 Rc5 18. Kf6 Rd5 19. Kxf7 f4 20. gxf4 Rf5+ 21. Kg6 Rxf4 22. Kxh5□]

17. gxf4 Rd5 18. Kg7 Rf5 19. Ra4 Kb5 20. Re4! Ka6

[20... Kxa5 21. Re5+□]

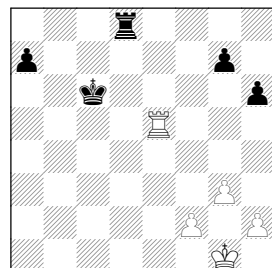
21. Kh6 Rxa5

[21... Kb7 22. Re5 Rxf4 23. Kg5 Rf1 24. Rf5□]

22. Re5 Ra1 23. Kxh5 Rg1 24. Rg5! Rh1

25. Rf5 Kb6 26. Rxf7 Kc6 27. Re7! Black resigned. Having won this game, Alekhine has become a world champion.

Kasparov G. - Karpov A., Moscow (Russia), 1984



1... Ra8 A sealed move. Although 1... f4 is also good, behind the pawn the rook looks better. 2. Ra5

[No better is 2. Re6+ Kb5 3. Re7 a5 4. Rxc7 a4 5. Rb7+ Ka5 6. Rb1 a3 7. f4 a2 8. Ra1 Kb4, and Black wins.]

2... Kb6 3. Ra2 a5 4. Kf1 a4

[4... Re8!?]

5. Ke2 Kc5 6. Kd2 a3 7. Kc1 Kd4

Black's plan is clear: while the a3-pawn diverts the opponent's pieces, the black king breaks to the white K-side pawns.

8. f4

[8. Kb1 Rb8+ 9. Ka1 Rb2 10. Rxa3 Rxf2 11. Ra6 Rf6! 12. Ra7 g5°]

8... Ke4 9. Kb1 Rb8+ 10. Ka1 Rb2 11. Rxa3 Rxb2

Now the decisive factor is that White's king is too far away from the K-side. 12. Kb1 Rd2 13. Ra6 Kf5 14.

Ra7 g5 15. Ra6 g4! 16. Rxb6 Rg2 17. Rh5+

[17. Kc1 Rxc3 18. Kd2 Rf3 19. Ke2 Kxf4 20. Rf6+ Kg3°]

17... Ke4 18. f5 Rf2! 19. Kc1 Kf3 20. Kd1

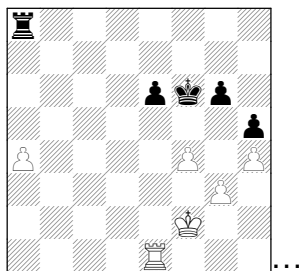
[No better is 20. f6 in view of 20... Kxg3 21. Rh6 Kg2 22. Kd1 g3 23. Rg6 (23. Ke1 Kg1 24. Rg6 g2 25. Rh6 Rf5 26. Ke2 Re5+ 27. Kf3 Kf1 28. Rg6 Re6!°) 23... Rf5! 24. Ke2 Re5+ 25. Kd3 Kf3! 26. Kd4 Rh5! 27. f7 Rf5 28. Rg7 g2 29. Kd3 Rf4! 30. Kd2 Kf2 , and Black wins (variation by S.Dolmatov)]

20... Kxg3 21. Ke1 Kg2 22. Rg5 g3 23. Rh5 Rf4 24. Ke2 Re4+ 25. Kd3 Kf3 26. Rh1

[Or 26. f6 Rf4 27. Rh6 g2 28. Rg6 Kf2°]

26... g2 27. Rh3+ Kg4 28. Rh8 Rf4 29. Ke2 Rxf5 White resigned.

Jussupow A. - Timman J., Linares, 1992



Tarrasch's rule, however, is not always applicable. For example, the following case is an exception.

White played "a la Tarrasch" 1. Ra1 , which has led to a draw, because the black king has become very active.

[Instead of this White could have easily won by 1. Re4! followed by a king's march to the Q-side.]

1... Ra5 2. Ke3 e5! 3. Ke4

[Nothing is achieved by 3. fxe5+ Kxe5 4. Kd3 Kd5 5. Kc3 Kc6 6. Kb4 Re5

with equality.]

3... exf4 4. Kxf4 Ke6 5. Ke4

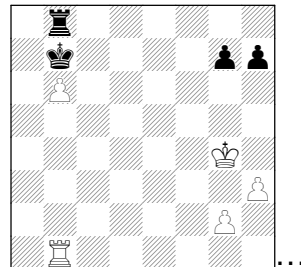
[More winning chances could have been retained by 5. Re1+ Kf6 6. Re4 g5+ 7. Ke3 . After 7... Rc5! , however, Black would be able to defend successfully.]

5... g5 6. hxg5 Rxc5 7. Kf3 Ra5 8. Re1+ Kf5 9. Re4 The rook has returned to the right square, but too late. 9... Rc5 10. Re3 Ra5 11. Ra3 Ke5 12. Ke3 Ke6 13. Ke2 Kd6!?

[Simpler is 13... h4 14. gxh4 Rh5=]

14. Kf2 Ke5 15. Re3+ Kd5 16. Ra3 Ke6 17. Ke3 h4! 18. g4 Kf6 19. Kf4 Kg6 20. Kf3 Kg5 21. Ra2 h3 Draw.

Botvinnik M. - Boleslavsky I., Moscow (Russia), 1941



If the defender's king blockades the opponent's passed pawn, then in the majority of cases the stronger side should deploy his rook not behind the pawn, but to the side of it, allowing the rook to influence on both wings.

1. Re1!

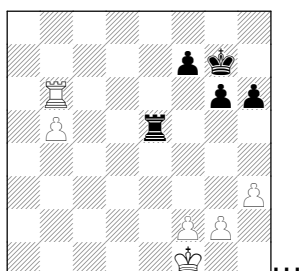
[Worse is 1. Kf5 Rf8+ 2. Ke6 Rf2 3. g4 Rf3!]

1... Rg8

[1... Kxb6 2. Rb1+□]

2. Re6! (the best place for the rook) 2... Ka6 3. Kg5 Kb7 4. h4! The h-pawn plays the role of a battering-ram. 4... Ka6 5. h5 Kb7 6. g4 Ka6 7. Kh4 Kb7 8. h6 g4 9. Rxh6 Rg7 10. Kh5 Ka6 11. Rc6 Re7 12. Rc7 Re5+ 13. g5 Kxb6 14. Rxh7 , and White wins easily.

Bronstein D. - Romanishin O., Yerevan (Armenia), 1975



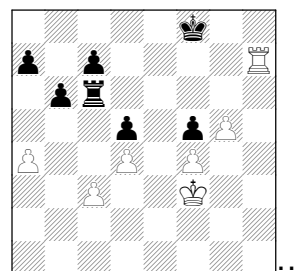
Sometimes the defender should keep his rook to the side of the opponent's passed pawn in order to cut off the enemy king off this pawn.

1. g3 h5 The black rook does not allow White's king to get to the Q-side. 2. h4 Kh7 3. Kg2 Rf5! 4. Rb7 Kg7 5. b6 Rb5? A blunder.

[After 5... Rf6! 6. Kf1 Re6! Black could hold his ground.]

6. Kf3 Rb2 7. Ke4! (following the familiar pattern) 7... Rxf2 8. Rc7 Rb2 9. b7 Black's counterplay is too late. 9... Kf6 10. Kd5 Kf5 11. Rxf7+ Kg4 12. Rg7 Kxg3 13. Rxg6+ Kxh4 14. Kc6 Kh3 15. Rg5! Rxb7 16. Kxb7 h4 17. Kc6 Kh2 18. Kd5 h3 19. Ke4 The white king has come in time. Black resigned.

Activity of pieces



Activity of pieces

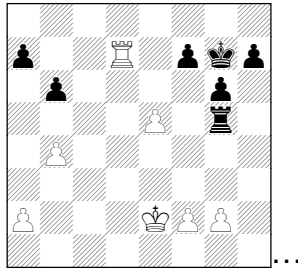
The decisive factor in rook endings is the activity of all pieces: king, rook, and pawns. Good coordination of pieces is often more important than a material advantage. Coordinated actions of pieces allow to win in the better positions and to save in the worse ones.

Capablanca strived for this position, foreseeing the following sacrifice of two pawns. 1. Kg3! White activates his king, creating irresistible threats. 1... Rxc3+ 2. Kh4 Rf3 3. g6! (opening a way to f6 for the king) 3... Rxf4+ 4. Kg5 Re4 5. Kf6! White has reached his cherished goal - all his pieces are in perfect harmony. 5... Kg8 6. Rg7+ Kh8 7. Rxc7 (regaining all the sacrificed material) 7... Re8 8. Kxf5 Re4 9. Kf6 Rf4+ 10. Ke5 Rg4 11. g7+! The rest is simple. 11... Kg8 12. Rxa7 Rg1

[12... Rg5+ 13. Kd6 ... ♘f6]

13. Kxd5 Rc1 14. Kd6 Rc2 15. d5 Rc1 16. Rc7 Ra1 17. Kc6 Rxa4 18. d6 Black resigned.

Portisch L. - Honfi K., Hungary, 1969



1. f4! White plays actively.

[After 1. Rxa7 Rxe5+ 2. Kd3 Rf5 3. f3 Rg5 4. g4 h5 the position is equal.]

1... Rxg2+ 2. Kf3 Rxa2 3. e6 Kf8?

[Drawing chances could have been retained by 3... Ra3+! 4. Ke4! Kf6 5. e7 Ra1 6. e8=N+ Ke6, and Black would be able to successfully defend.]

4. Rxf7+ Ke8 5. Rxh7 a5 6. bxa5 Rxa5 7. Ke4! White brings his king into play, which quickly decides the game. 7... Kf8 8. Rf7+ Kg8

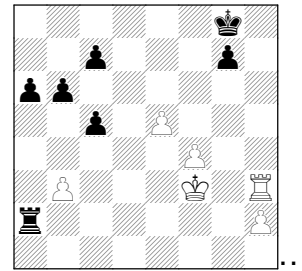
[8... Ke8 9. Rg7]

9. Rf6 Kg7 10. e7! Ra8 11. Ke5 b5

[11... Rc8 12. Rc6! Ra8 13. Ke6 ... d6-d8]

12. Rd6! Black resigned.

Panchenko A. - Shereshevski M., Grozny (Russia), 1969



Despite Black's extra pawn, White is clearly better thanks to his strong passed pawn which he will support with all his might.

1. e6! (threatening 2. h8 followed by 3. a7) 1... Ra1 2. Ke4 Rd1

[Worse is 2... Re1+ 3. Kf5 ... d3]

3. Rg3 Kf8 4. h4! White threatens to create a pair of connected passed pawns by means of h5-h6. 4... b5 5. h5 Rh1 6. Rd3 Rxh5 7. f5 Rh4+ 8. Ke5 Rd4 9. Rh3!

In spite of all Black's efforts, the white pieces penetrate to the opponent's camp.

9... Rd1 10. Rh8+ Ke7 11. Rc8 Re1+ 12. Kd5 Rd1+ 13. Kc6 c4 14. bxc4 bxc4

It seems that a draw is not far off, but Black's task is not at all simple. 15.

Rxc7+ Kf8 16. Rf7+ Kg8 17. Rd7 Re1 18.

Kd6 Rd1+ 19. Ke7 The e-pawn will

advance soon, supported by the king and the rook. 19... Rf1 20. Rd5 c3 21. Rc5

Rf3 22. Kd7 Rd3+ 23. Ke8 a5 24. Rxa5

c2 25. Rc5 Rd2 26. Rc8 Kh7 27. Kf7 Rf2

28. e7! Rxf5+ 29. Ke6 Rf6+ 30. Kd7 Rf1

(the best chance) 31. Rxc2 Rd1+ 32. Kc8

Re1 33. Rc7! Kg6 34. Kd8 Kf5 35. e8=Q

Rxe8+ 36. Kxe8 g5 With flanks

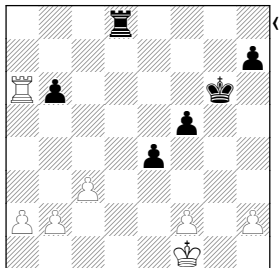
reversed, a position from the examined

above study by Botvinnik has been

reached. 37. Rg7! g4 38. Kf7 Kf4 39.

Kg6 g3 40. Kh5 Black resigned.

Tarrasch S. - Rubinstein A., San Sebastian, 1911



Only active play can save Black from a defeat.

1... Rd2!

[Bad is 1... Rd6? 2. Ke2 ... à4□]

2. Rxb6+ Kg5 3. Ke1

[Or 3. a4 f4 4. a5 f3 5. Ke1 Re2+ with a draw.]

3... Rc2 4. Rb5! Kg4! ... f4 5. h3+! The only chance. 5... Kxh3 6. Rxf5 Rxb2 7. Rf4

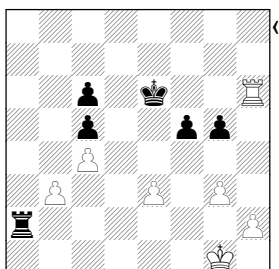
[After 7. a4 Ra2 8. a5 Kg4 9. Re5 Kf3 the game also ends in a draw.]

7... Rxa2 8. Rxe4 h5! 9. c4 Kg2 10. Rf4 Rc2 11. Rh4 Kf3!

[11... Rxf2? 12. Rh2+!□]

12. Kd1 Rxf2 13. c5 Ke3 14. Rxh5 Kd4 Draw.

Lilienthal A. - Smyslov V., Moscow (Russia), 1941



By sacrificing three pawns in line, Black activates his king and draws, being four pawns (!) down.

1... Ke5!

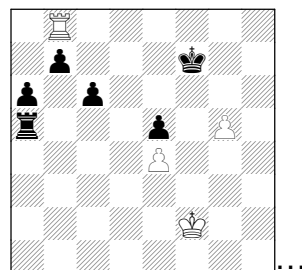
[Weak is the passive 1... Kd7? 2. Rf6, and White is winning.]

2. Rxc6 Ke4 3. Rxc5 f4! 4. exf4 Kf3 5. h3

[5. h4 Ra1+ 6. Kh2 Ra2+ 7. Kg1= (7. Kh3?? g4#)]

5... Ra1+ Draw.

Bednarski J. - Damjanovic M., Kecskemet (Hungary), 1964

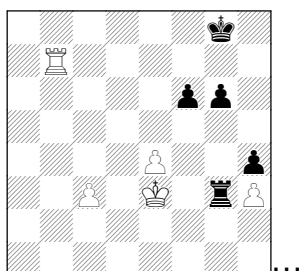


White is two pawns down, and his only chance is the g5-pawn which he supports by the king and the rook.

1. Kf3!

[1. Rxb7+? Kg6°]

1... Kg6 2. Kg4 Ra4 3. Rg8+! Kf7 4. Rc8! (the only opportunity) 4... Rxe4+ 5. Kh5 Rb4 6. g6+ Kf6 7. Rf8+ All White's forces help the pawn. 7... Kg7 8. Rf7+ Kg8 9. Kh6 Rb1 10. Rc7 Rh1+ 11. Kg5 e4 12. Rc8+ Kg7 13. Rc7+ Kf8 14. g7+ Kg8 15. Kg6 Rg1+ 16. Kh6 Rh1+ 17. Kg6 Rg1+ The players agreed a draw.



1. Kf4!

[Obviously worse is 1. Kd4 Rxh3 2. c4 Rh1 3. c5 Rd1+ 4. Kc4 h3 , and Black wins.]

1... Rxh3 2. e5 fxe5+ 3. Kg5!

[3. Kxe5 does not work due to 3... Rf3!; also bad is 3. Kg4 Rxc3 4. Kxh4 (4. Re7 Rc4+ 5. Kg5 h3 6. Rxe5 h2 7. Re1 Kf7 8. Rh1 Rc5+ 9. Kg4 Rh5 10. Kg3 Kg7 11. Kg4 Kh6 12. Kf4 Rh4+°) 4... Kf8! 5. Kg5 (5. Rb5 Re3 6. Kg5 Kf7 7. Rb7+ Ke6°) 5... Rc6 6. Ra7 Re6 with a decisive advantage for Black.]

3... Rxc3

[After 3... Rh1 White also saves the game: 4. Kxg6 Rg1+ 5. Kf5 h3 6. Rb2 Rh1 7. Kxe5 h2 8. Re2! Kg7 9. c4=]

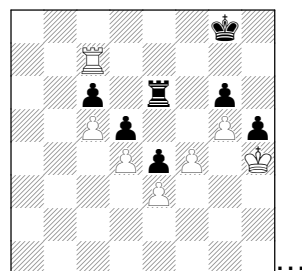
4. Kxg6 Rg3+ 5. Kf5 h3 6. Rb4 Re3 7. Rh4 Kg7 8. Rh5! Kf7

[8... Ra3 9. Rh4=;

8... Rf3+ 9. Kg4=]

9. Rh7+ Kg8 10. Rh4 Kf8 11. Rh7 Ke8 12. Kg4 Draw.

Passive placing of the opponent's pieces

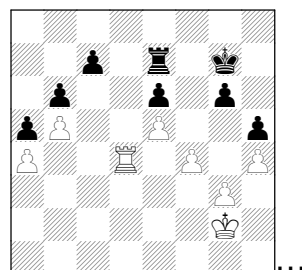


Passive placing of the opponent's pieces

Sometimes both defending pieces, king and rook, are passive; sometimes only one of them. If both or even one of the defender's pieces are passive, the stronger side always finds a plan of improving his pieces' positions, which allows to magnify his advantage. This happens because the defender, having passive pieces, is hardly able to create counterplay.

In this position White has a clear way of magnifying his advantage - to breakthrough by f4-f5. 1. Kg3 Kf8 2. f5! gxf5 3. Kf4 Re7 4. Rxc6 h4 5. Rh6 Rg7 6. Rxh4 Black resigned.

Bukic E. - Matulovic M., Yugoslavia, 1975





White's plan of improving his position involves a pawn advance on the K-side in order to clear a way for the king.

1. Kf3 Rf7 2. g4 hxg4+ 3. Kxg4 Kh6

Black prevents the opponent's plan, but all the same he loses due to zugzwang.

4. Rd2 Re7 5. Rd8 Kh7

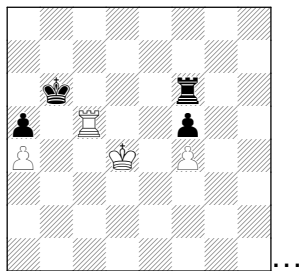
[5... Rf7 6. Re8□]

6. Kg5 Kg7 7. h5 gxh5 8. Kxh5 Kh7 9. Kg5 Kg7 10. Rc8 Rd7 11. f5! Kf7

[11... exf5 12. e6 Re7 13. Kxf5□]

12. f6 Black resigned.

Lombardy W. - Ree H., Haifa (Israel), 1976



We have considered examples where both defending pieces, king and rook, were passive. We will now examine cases where only the rook was passive.

1. Rb5+ Ka6 2. Ke5 Rc6

[Passive defense does not help: 2... Rf8 3. Rc5! Kb6 (3... Rb8 4. Rc6+! Ka7 5. Rc4 Rf8 6. Ke6 Kb6 (6... Ka6 7. Rc6+ Kb7 8. Rc5□) 7. Ke7 Rh8 8. Kf6 Rf8+ 9. Ke6□) 4. Rc4 Rf7 5. Ke6 Rf8 6. Ke7 Rh8 7. Kf6! Rf8+ 8. Ke6 (zugzwang) 8... Ka6 9. Rc6+ Kb7 10. Rc5□]

3. Rd5 Rc4

[3... Kb6 4. Rd6□;

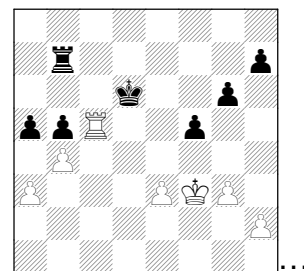
3... Rc1 4. Rd6+ Kb7 5. Rd4 Rc5+ 6. Rd5 Kc6 7. Rxc5+ Kxc5 8. Kxf5 Kb4 9. Ke4□]

4. Rd6+! Kb7 5. Rd4 Rc1

[5... Rc5+ 6. Rd5□]

6. Kxf5 Kc6 7. Ke5 Kc5 8. Re4 Black resigned.

Andersson U. - Miles A., Tilburg (Netherlands), 1981



In the following example Black's attempt to bring his rook into play was unsuccessful; however, it was Black's best chance.

1. h4 White's plan is to reinforce his position on the K-side: first he advances his pawn to h6, and then plays e4 or g4.

1... a4! (fixing the a3-pawn for an eventual counterattack) 2. Kf4 Ke6 3. h5 Kf6 4. Rc6+ Kf7 5. Rc5 Rd7! (the only chance)

[After 5... Kf6 6. Rc6+ Kf7 7. h6 Black's defense is difficult.]

6. Rxb5 Rd3 7. Rb7+ Kf6 8. Rxh7 g5+ 9. Kf3 Rxa3 10. Ra7 Ra2 11. Ra6+ Ke5 12. g4 fxg4+ 13. Kxg4 Rg2+ 14. Kh3 Rb2 15. Rxa4 Ke4 16. Kg3 Rb1

[Also losing is 16... Kxe3 17. h6 Rb1 18. Ra3+! Ke4 19. Kg4 Rg1+ 20.



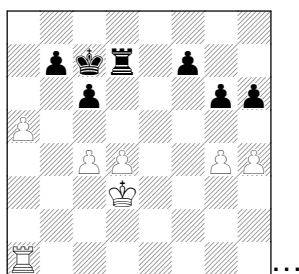
**Rg3**]

17. h6 Rg1+ 18. Kf2 Rh1 19. Ra6 Kd5 20. Kg3 Rh4 21. Rg6 Ke4

[21... Kc4 22. b5]

22. b5 Kf5 23. Rc6 Re4 24. Kf2 Re7 25. b6 Rb7 26. Kg3! **Black resigned.**

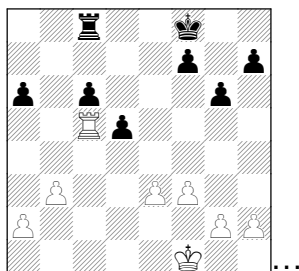
**Karpov A. - Hort V., Tilburg (Netherlands), 1979**



The black rook at d7 is passive. White's plan of improving his position involves a rook's transferring to f6 followed by h4-h5.

1. Rf1 Kb8 2. Rf6 Ka7 3. h5 Ka6 4. g5! (creating a passed pawn) 4... hxg5 5. h6 Kxa5 6. h7 Rd8 7. Rxf7 b5 8. cxb5 Kxb5 9. Rb7+! Ka6 10. Rg7 Rh8 11. Ke4 Kb5 12. Kf3 Kc4 13. Rd7! Kd3 14. Kg4 Rxh7 15. Rxh7 Kxd4 16. Rd7+ **Black resigned.**

**Weak pawns**



**Weak pawns**

The possession of weak pawns in a rook ending is an obvious disadvantage. The weaker side, being forced to defend these weaknesses, is almost completely deprived of any counterplay, while the stronger side can gradually improve his position and then begin decisive actions.

1. Ke2 Endings of this type require sophisticated technique. By correct defense Black can draw, but his task is not simple, especially against such a virtuoso as Salo Flohr. 1... Ke7 2. Kd3 Kd6 3. Ra5 Ra8 4. Kd4 White has tied the opponent's rook to the defense of the a6-pawn. Now he intends to seize space on the K-side by advancing his pawns: g4 and h4 followed by a3-a4. 4... f5 5. b4 Rb8?

[Stronger is 5... Kc7 6. Kc5 Kb7 7. Kd6 Re8! with a defensible position.]

6. a3 Ra8 7. e4! fxe4 8. fxe4 dxe4 9. Kxe4 Ra7?

[More drawing chances could have been retained by 9... Kc7 10. Re5 Kb6 11. Re7 a5 12. Rxh7 axb4 13. axb4 Ra4 14. Rg7 Rxb4+ 15. Kf3 Rh4 16. h3 Rh6 17. Kg4 c5 18. Kg5 Rh8 19. Rxg6+ Kb5 20. Rg7 c4 21. h4 Rc8, and the passed c-pawn would be extremely dangerous.]

10. Kf4 h6 11. h4 Ke6

[11... Kc7 12. Ke5 Kb6 13. Kf6]

12. Kg4 Ra8 13. h5! g5

[13... gxh5+ 14. Kxh5 Rg8 15. g4]

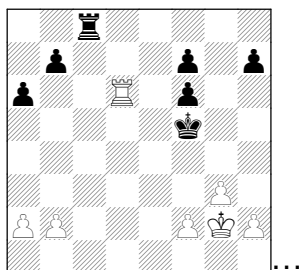
14. g3 Ra7 15. Kf3 Ra8 16. Ke4 Ra7 17.

Re5+ Kd6

[17... Kf6 18. Rc5 Rc7 19. Ra5 Ra7 20. Kd4□]

18. Re8! ... lh8,cf5 18... c5 19. Rd8+ Kc6  
[19... Kc7 20. Rh8 cxb4 21. Rh7+! Kb6  
22. Rxa7 Kxa7 23. axb4 Kb6 24. Kf5□]  
20. Rc8+ Kb6 21. Rxc5 Rh7 22. Re5 Kc6  
23. Re6+ Kb5 24. Kf5 Rf7+ 25. Rf6 Black  
resigned.

Petrosian T. - Sosonko G., Las Palmas (Spain), 1980

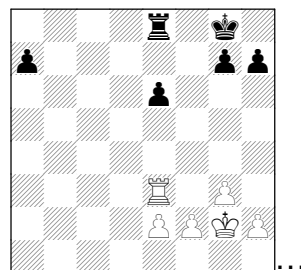


White's advantage, which consists in the opponent's weak pawns at f6, f7, and h7, seems to be insufficient for a victory. By subtle play, however, Petrosian has managed to win.

1. Rb6 Rc7 2. Kh3 Kg5 3. f4+ Kf5 4. Kh4 Kg6 5. Kg4 Rd7 6. f5+ White ties the enemy king to the defense of the weak pawns. 6... Kg7 7. h4 Rd4+ 8. Kf3 Rd3+ 9. Kf4 Rd4+ 10. Ke3 Rd5 11. Ke4 Re5+ 12. Kf4 Re7 13. h5! A "cage" for Black's monarch is ready. 13... Rc7 14. Ke3 Rc5 15. g4 Re5+ This move allows White to break with his king to the opponent's Q-side pawns. Black was unable to prevent this in any case: sooner or later, after b4 followed by a4-a5, he would end up in zugzwang. 16. Kd4

Re2 17. Rxb7 Rg2 18. Kc5 Rxc4 19. b4 Rf4 20. a4 Rxf5+ 21. Kb6 Re5 22. Kxa6 f5 (too late) 23. b5 f4 24. Rc7 Black resigned.

Karpov A. - Hort V., Vaddinhvin, 1979



A win is difficult, but Karpov has managed to overcome the opponent's resistance.

1. Ra3 Re7 2. Ra5 Kf7 3. h4 It is important to seize as much space as possible. 3... h6 4. g4 Kf6 5. f4 Rb7

[5... e5 6. f5 e4 7. Kg3±]

6. Kf3 Rc7 7. Ra6 ... f5 7... g6

[7... Rb7 8. h5! (8. f5? Rb6!=) 8... Kf7 9. g5 Rc7 (9... hxg5 10. fxg5 Rc7 11. Kf4 Rb7 12. e4 Rc7 13. g6+ Ke7 14. Ra5 Kf6 15. e5+ Ke7 16. Kg5 ... h6□) 10. e4 Rb7 11. Kg4 Rc7 12. gxh6 gxh6 13. f5±]

8. Ra5 Rd7 9. e3 Rb7 10. h5 g5

[10... gxh5 11. Rxh5 Kg6 12. Ra5 Kf6 13. Ra6 Kf7 14. Kg3 Kf6 15. f5 Re7 16. Kf4! Kf7 17. e4 e5+ 18. Kg3□]

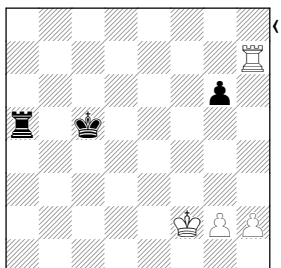
11. Ra6! gxf4 12. exf4 Rb3+ 13. Kg2 Rb7 14. Kg3

[14. f5? Re7=]

14... Kf7 15. Ra4 Kg7 16. g5 Rc7 17. Ra5 Kg8 18. Rb5! Kf7 19. Kg4 a6 20. Rb8 Rc1 21. g6+ Kg7 22. Rb7+ Kf8 23. Rb6

Rg1+ 24. Kf3 Rf1+ 25. Ke4 Re1+ 26. Kd4 Ke7 27. Rxa6 Kf6 28. Ra7 e5+ 29. fxe5+ Rxe5 30. Ra6+ **Black resigned.**

Defender's king is cut off



Defender's king is cut off

When the weaker side's king is cut off from its pawns, a defense is extremely difficult. If, in addition, the defender is a pawn down, then he loses almost inevitably.

If his king were at d5, Black would have drawn by 1...c6. With his king at c5 Black loses. 1... Kd5

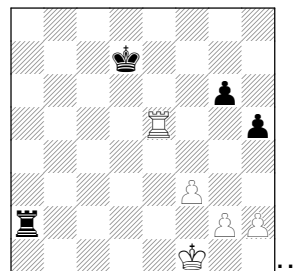
[1... Kd6 2. Rh6]

2. Re7! (cutting off the king from the g6-pawn) 2... Kd6 3. Re4 Kd7

[3... Kd5 4. Re8]

4. h3 Ra3 5. Re3 Ra5 6. Kf3 Rf5+ 7. Kg4 Ra5 8. Re4 Ra2 9. Kf3 Ra5 10. Rg4 Ra6 11. Kf4! The king goes to h6. 11... Ke7 12. Kg5 Kf7 13. Kh6 Rb6 14. Rf4+ Kg8 15. g4 Ra6 16. g5 **Black resigned.**

Dreev A. - Belov I., Moscow (Russia), 1989

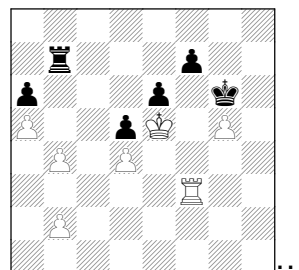


Here too, Black is helpless.

1. Kg1 Rb2 2. h3 White does not hurry.

2... Rb6 3. Kf2 Rf6 4. Kg3 Kd6 5. Re4 g5 (White threatened c4 followed by c5) 6. h4! Rg6 7. Kh3 gxh4 8. Re2! Rg5 9. Kxh4 Ra5 10. g3 Kd7 11. f4 Kd6 12. Re5! Rxe5 13. fxe5+ Kxe5 14. Kxh5 Kf6 15. g4 **Black resigned.**

Dolmatov S. - Machulsky A., Vilnius (Lithuania), 1978



The black king is too far from the Q-side, where the main events will occur. White exploits its bad position and scores a beautiful victory.

1. Rf6+ Kxg5

[1... Kg7 2. g6 fxg6 3. Rxe6]

2. b5! Rxb5

[On 2... axb5 there follows 3. b4 Rc7 4. Rf1 Kg6 5. Rg1+ Kh7 6. Kf6]

3. Rxf7 Rxa5

[3... Rxb2 4. Kxe6 ... lf5]

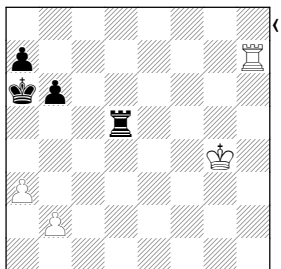
4. Rg7+! Kh6 5. Rb7 Kg5 6. Kxe6 Kf4 7. b4 Ra4 8. Kxd5 a5 9. b5 Ke3 10. Ra7 Rxd4+ 11. Kc5 Ra4

[11... a4 12. b6□]

12. Kb6 Rh4 13. Kxa5 Kd4 14. Rc7! Kd5 15. b6 Kd6 16. Rc1 Rh2 17. b7 Rb2 18. Ka6 Ra2+ 19. Kb6 Rb2+ 20. Ka7 Ra2+ 21. Kb8 Rh2 22. Ra1 **Black resigned.**

Sometimes it is more important to cut off the opponent's king than to be one or even two pawns up. An "extra" king is a great advantage!

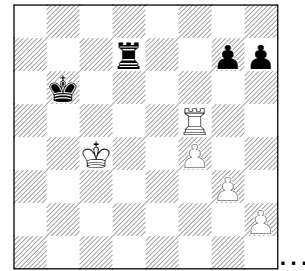
**Kholmov R. - Botvinnik M.,URS,1963**



The white king is too far away; Black must exploit this.

1... Rd2 2. b4 Rb2! 3. Rh3 Ra2 4. Kf4 Kb5 5. Ke4 Ka4 6. Rh7 Rxa3 7. Rxa7+ Kxb4 8. Rh7 b5 9. Kd4 Ra8 **White resigned.** After 10. Rh1 Rd8+ 11. Ke3 Kc3 12. Rc1+ Kb2 he is helpless.

**Kholmov R. - Razuvaev Y.,URS,1972**



Nevertheless, sometimes the weaker sides manages to save. This is possible only if the king comes to its pawns in time.

1. Rh5

[1. Rd5 Re7]

1... g6 2. Rd5 Re7 3. h4 Kc6 4. Re5 Ra7 5. Kd4 Ra3 6. Re3 Ra7! 7. Ke4

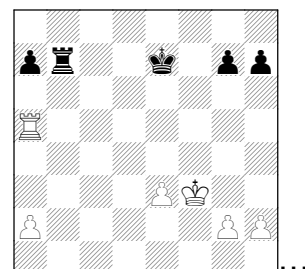
[7. Ke5 Re7+]

7... Kd6 8. Kf3 h5! (9. ♜g4 was threatened) 9. f5

[9. Re8 Ra3+ 10. Kg2 Ra6]

9... Rf7! 10. Re6+ Kd5 11. Rxc6 Rxf5+ 12. Ke3 Ke5 13. Ra6 Kd5 **Draw.**

**SEVERAL ROOK ENDINGS BY A.RUBINSTEIN**



**SEVERAL ROOK ENDINGS BY A.RUBINSTEIN**

In order to better understand rook endings, we offer you to study several classic endings played by Akiba Rubinstein, a "king" of the rook endgame. Witty S.Tartakower once said: "Rubinstein is an ending of the chess game started by the gods a thousand years ago", and one can hardly argue this statement.

In the following ending Rubinstein demonstrated a method of the realization of an extra pawn, which has become typical for the positions of this type.

1. Ra6 Kf8 2. e4 Rc7 3. h4 (parrying the eventual invasion ñ2 and seizing space on the K-side) 3... Kf7 4. g4 Kf8 5. Kf4 Ke7 6. h5 h6

[6... Kf7 does not save Black either: 7. h6 gxh6 8. Rxh6 Kg7 9. Ra6 Kf7 10. Kf5 Re7 11. e5 Rb7 12. Rc6 ... à4-à5-à6□]

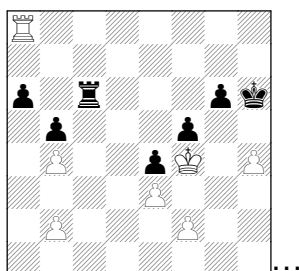
7. Kf5 Kf7 8. e5 Rb7 9. Rd6 Ke7 10. Ra6 Kf7 11. Rd6 Kf8 12. Rc6 Kf7 13. a3! Zugzwang. Black resigned. If 13... Re7

[13... Ke7 14. Kg6 Kf8 15. Rc8+ Ke7 16. Kxg7□;

13... Kf8 14. Kg6 Rb3 15. Rc8+ Ke7 16. Kxg7 Rxa3 17. Kxh6□]

, then 14. e6+ Kg8 15. Kg6 Re8 16. e7!□

Rubinstein A. - Mises J.,Berlin (Germany),1909



The position is drawn. Rubinstein tries the last chance.

1. h5!

[Nothing is achieved by 1. Rh8+ Kg7 2. Ra8 Kh6= (2... Rc2? 3. Kg5 Rxf2 4. Ra7+ Kg8 5. Kxg6 Kf8 6. Rf7+□)]

1... Rc2 2. hxg6 Rxf2+ 3. Ke5 f4?

[3... Rf3? 4. Kf6□;

3... Kxg6=]

4. exf4 Kxg6

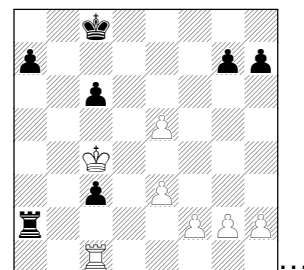
[4... e3 5. Kf5□]

5. Rxa6+ Kh5 6. f5 e3 7. Ra3 Rxb2? A decisive mistake.

[The draw could have been gained by 7... e2 8. Re3 Kg5 9. f6 Kg6 10. b3 Kf7]

8. Rxe3 Rxb4 9. f6 Kg6 10. Ke6 Ra4 11. Rg3+ Kh7 12. f7 Ra8 13. Ke7 Ra7+ 14. Kf6 Ra6+ 15. Kf5 Ra8 16. Re3 Black resigned.

Rubinstein A. - Reti R.,Berlin (Germany),1928



1. f4! The activity of White's pieces decides the outcome of the game. 1... Rxc3

2. Rxc3 Kd7

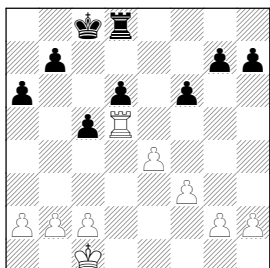
[2... Rxh2 3. Rd3 ... à6 (3. Ra3!? Kb7 4. e6 Rh6 5. f5)]

3. Ra3 Ke6 4. Rxa7 h5 5. h4 Rg4 6. Kd4 g6 7. Rg7 Rg1 8. Ke4 Rg2 9. Rc7 Rc2

10. Kd3 Rc1 11. e4! Rd1+ 12. Ke2 Rc1  
13. Kd2 Rc4 14. Kd3 Rc1 15. Rg7 Rd1+  
[15... Rg1 16. Kd4 Rd1+ 17. Kc5 Rg1  
18. Rxc6+!]

16. Ke3 Re1+ 17. Kd4 Rd1+ 18. Kc5  
Rc1+ 19. Kb6 c5 20. Rxc6+ Ke7 21. f5  
Rc4 22. Kc6 Rxe4 23. Kd5 Rxh4 24.  
Rg7+ Kf8 25. f6 Rf4 26. Ke6 Ra4 27. Rc7  
Ra6+ 28. Kf5 h4 29. Rc8+ Kf7 30. e6+  
Black resigned.

Matison G. - Rubinstein A., Carlsbad (Czech  
Republic), 1929



The position is completely equal. It is  
hard to imagine that Black can win.

1... Kd7 2. c4 g6 3. Kc2 Ke6 4. Kc3 f5 5.  
exf5+ gxf5 6. Rd2 (White plays logically,  
but...) 6... b5! 7. b3 h5 8. g3 f4! 9. Re2+

[9. gxf4 Rf8]

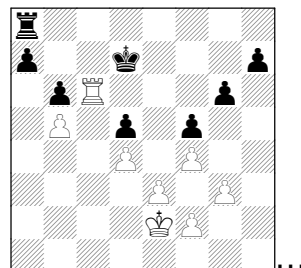
9... Kf5 10. Re4 fxg3 11. hxg3 Rg8! 12.  
Rf4+ Ke6 13. Re4+ Kd7 14. g4 Rf8 15.  
Re3 h4! 16. a4 bxa4 17. bxa4 Re8! 18.  
Kd2

[18. Rd3 h3 19. Kc2 Re2+ 20. Kc3  
Rf2!]

18... Rxe3 19. Kxe3 d5! White resigned.  
Play could have concluded: 20. cxd5  
[or 20. g5 d4+]

20... h3 21. Kf2 h2 22. Kg2 c4 23. g5 c3  
24. g6 c2 25. g7 h1=Q+

Rubinstein A. - Alekhin A., Carlsbad (Czech  
Republic), 1911



1. f3! (threatening 2. a4 followed by g4)  
1... Re8

[Losing is 1... Rc8 in view of 2. Rxc8  
Kxc8 3. e4 fxe4 (3... Kb7 4. exf5 gxf5  
5. g4) 4. fxe4 dxe4 5. g4 Kd7 (5... h5  
6. f5!) 6. Ke3 Ke6 7. Kxe4;

Also bad is 1... a5 2. Rxb6 a4 3. Ra6  
Rxa6 4. bxa6 Kc6 5. Kd3 Kb6 6. Kc3  
Kxa6 7. Kb4]

2. Kd3 Re7 3. g4 Re6 4. Rc1

[4. Rxe6 Kxe6 5. g5 (5. e4 dxe4+ 6.  
fxe4 fxg4) 5... Kd6 6. e4 Ke6 7. exd5+  
Kxd5 8. Kc3 Ke6 9. Kc4 Kd6 10. d5  
Kd7 11. Kd4 Kd6=]

4... Re7 5. Rh1 Ke6 6. Rc1 So far  
White sticks to waiting tactics. 6... Kd7  
7. Re1 Rf7 8. Ra1 Kd6 9. Rc1 Kd7 10.  
Rc6 Rf8 11. Ke2! The white king is  
heading for h4. 11... Rf7 12. Kf2 Rf8 13.  
Kg3 Re8 14. Rc3 Re7 15. Kh4 h6 (this is  
forced) 16. Kg3 h5

[Black makes a desperate attempt to  
activate his rook, because with passive  
defense he would have finally lost in a

pawn ending: 16... Re8 17. Kf2 Re7  
18. Ke2 Re8 19. Kd3 Re7 20. Rc6 Re6  
21. gxf5 gxf5 22. Rxe6 Kxe6 23. e4]

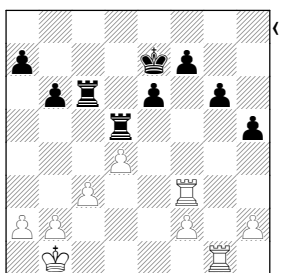
17. Kh4! The white king's maneuvers are impressive. 17... Rh7 18. Kg5 fxe4 19. fxe4

[19. Kxg6? g3! 20. Kxh7 g2 21. Rc1 h4°]

19... hxe4 20. Kxg4 Rh1 21. Kg5 Rb1 22. Ra3 Rxb5 23. Rxa7+ Kd6 24. Kxg6 Rb3 25. f5 Rxe3 26. f6 Now the decisive factor is the activity of White's pieces.

26... Rg3+ 27. Kh7 Rf3 28. f7 Rf4 29. Kg7 Rg4+ 30. Kf6! Rf4+ 31. Kg5 Rf1 32. Kg6 Rg1+ 33. Kf6 Rf1+ 34. Kg7 Rg1+ 35. Kf8 Rd1 36. Ke8 Re1+ 37. Kd8 Rf1 38. Rd7+ Kc6 39. Ke8 Rf4 40. Re7 Kb5 41. Rc7 Black resigned in view of 41... Re4+ 42. Kd7 Rf4 43. Ke7 Re4+ 44. Kf6 Rf4+ 45. Ke5°

Schlechter C. - Rubinstein A., San Sebastian (Spain), 1912



1... e5! Black intends to attack White's weak pawns at f2 and g2 by both rooks.

2. dxe5

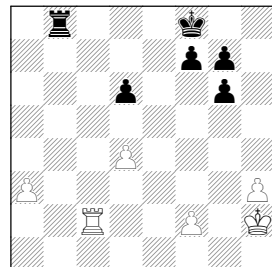
[Losing is 2. Rg5 Rf6! 3. Rxf6 Kxf6 4. f4 (4. Rxe5 Rxe5 5. dxe5+ Kxe5°) 4... exf4! 5. Rxd5 f3°]

2... Rxe5 3. Re3?!

[More stubborn would have been 3. Rc1]

3... Rxe3 4. fxe3 Re6! 5. Re1 Rf6 6. Re2 Ke6 7. Kc2 Ke5 8. c4 Ke4 9. b4 g5 10. Kc3 g4 11. c5 h4 12. Rg2 Rg6 13. Kc4 g3 14. hxe3 h3 15. Kb5 bxc5 16. bxc5 Kf3 17. Rg1 a6+! White resigned.

Spielmann R. - Rubinstein A., St. Petersburg (Russia), 1909



Black is obviously better, because all White's pawns are isolated and become targets for an attack. A win, however, is complicated.

1... Ra8 2. Rc3

[No better is 2. Ra2 Ra4! 3. Kg3 Ke7! (but not 3... Rxd4? in view of 4. a4 Rc4 5. a5 Rc7 6. a6 Ra7 7. Kf4 Ke7 8. Ke4 with an easy draw); 2. Rc6 Ke7]

2... Ra4 3. Rd3 Ke7 4. Kg3 Ke6 5. Kf3 Kd5 6. Ke2 g5! 7. Rb3 f6

[7... Rxd4? 8. Rd3!]

8. Ke3

[8. Rb7 Rxa3 9. Rxe7 Rxe3μ]

8... Kc4 9. Rd3 d5 10. Kd2 Ra8 Having tied the opponent's pieces to the defense of pawn weaknesses, Black activates



his rook. 11. Kc2 Ra7 12. Kd2 Re7! 13. Rc3+

[13. Re3 Rb7!;

13. Kc2 Re2+ 14. Rd2 Rxd2+ 15. Kxd2 Kb3!°]

13... Kxd4 14. a4 Ra7 15. Ra3 Ra5 16. Ra1 Kc4 17. Ke3

[Better is 17. Rc1+ Kb4 18. Rb1+! , retaining chances for the draw.]

17... d4+ 18. Kd2 Rf5 19. Ke1 Kb4 20. Ke2 Ka5! 21. Ra3 Rf4 22. Ra2 Rh4 23. Kd3

[23. Ra3 Kb4°]

23... Rxh3+ 24. Kxd4 Rh4+ 25. Kd3

[25. Kd5 is also losing due to 25... Rxa4 26. Rxa4+ Kxa4 27. Ke6 g4! 28. Kf5 Kb4 29. Kxg4 g6!]

25... Rxa4 26. Re2 Rf4 27. Ke3 Kb6 28. Rc2 Kb7 29. Rc1 Ra4 30. Rh1 Kc6 31. Rh7 Ra7 32. Ke4 Kd6 33. Kf5 g6+! 34. Kxg6 Rxh7 35. Kxh7 Ke5 36. Kg6 g4  
White resigned. [...]

[After the most stubborn 37. Kh6! Black wins by 37... f5 38. Kh5 Kd4! (pointed out by Yu.Averbakh)]