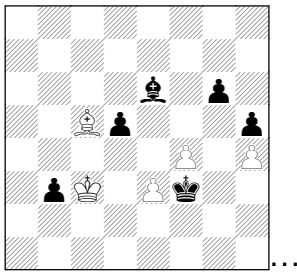


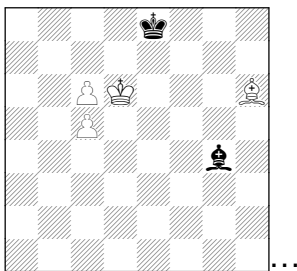
## BISHOPS OF OPPOSITE COLOR



## BISHOPS OF OPPOSITE COLOR

In order to master the specific features of endings with opposite colored bishops, one should first learn several exact positions, then examine some general strategic ideas.

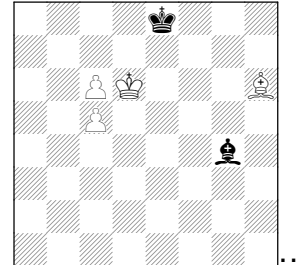
## MINIMUM OF EXACT POSITIONS



## MINIMUM OF EXACT POSITIONS

In endings with opposite colored bishops, a bishop and a pawn cannot win against a bishop, therefore we will examine only positions with two extra pawns.

## Doubled pawns



## Doubled pawns

Usually the defending side is able to draw, which is demonstrated by the following example:

1. Bg5

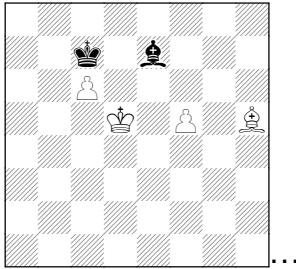
[Immediate 1. c7 leads to a move permutation;  
nothing is achieved by 1. Kc7 in view of 1... Bf3=]

1... Bf5 2. c7 Bh3 3. c6

[3. Kc6 Bg2+ 4. Kb6 Kd7=]

3... Bc8 4. Kc5 Kf7! (By-pass; if Black plays passively, White transfers his king to b8 and wins) 5. Kb6 Ke6 6. Ka7 Kd5 7. Kb8 Ba6 , with a draw.

## Isolated pawns



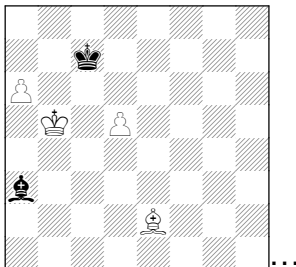
### Isolated pawns

Here White wins easily, moving his king to the pawn which is stopped by the bishop. 1. Bf3 Bh4 2. Ke6 Kd8 3. f6 Bg5 4. f7 Bh6 5. Kf6 Bf8 6. Kg6 Ke7 7. Kh7! Kd8

[7... Kxf7 8. c7]

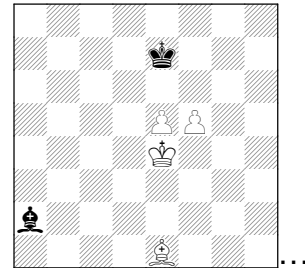
8. Kg8 Ke7 9. c7 , and White wins.

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Here the win is more difficult: 1. Bf3! (threatening 2. d6) 1... Bd6 2. Be4 Bg3 3. d6+! Kb8 (otherwise the a-pawn queens) 4. d7 Bh4 5. Kc6 Ka7 6. Bd3 Bd8 7. Kd6 Kb8 8. Ke6 Bh4 9. Kf7 Kc7 10. Ke8 Bg5 Now White wins by transferring his bishop to c8. 11. Be4 Kb6 12. Bb7 Kc7 13. Bc8! , and Black is losing, as there is no defense from 14. a7. The more widely the pawns are separated, the easier is the win.

### Connected pawns



### Connected pawns

This kind of ending was studied by Siegbert Tarrasch.

Theoretical position 1. Bh4+! It is important to deprive the black king of the f6-square.

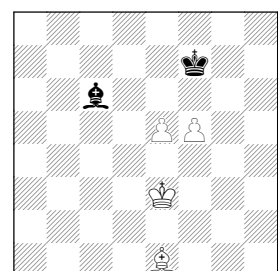
[Only a draw results from 1. Bb4+ Kf7 2. Kd4 Bb1!=]

1... Kf7

[Or 1... Kd7 2. Kf4 Bf7 3. Kg5 Ke7 4. Kh6+ Kf8 5. e6 Be8 6. f6 Ba4 7. Bf2]

2. Kd4 The king goes to d6 to support the e-pawn. 2... Kg7 3. e6 followed by 4. e5, and White wins.

### Example 26

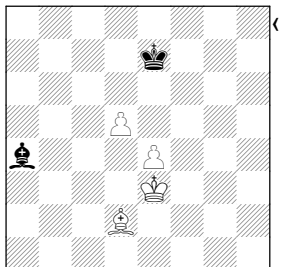


### Basic drawn position

1... Bd7! The bishop must be placed in front of the pawns, attacking one of them. 2. Kf4 Bc8! , with a draw.

It is highly important that the bishop has at least two squares for maneuvering (d7 and c8 in this example), otherwise Black ends up in zugzwang and loses.

### Tarrasch Siegbert

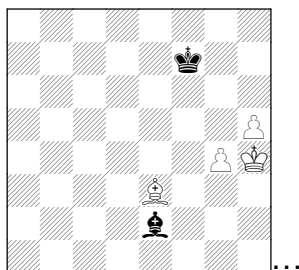


1... Be8!

[The bishop is transferred to f7; after 1... Bd7? 2. e5 Bc8 3. Be1! White wins.]

2. Bb4+ Kd7 3. e5 Bf7! 4. Kd4 Bg8 Draw.

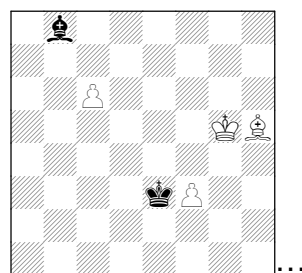
### Example 27



This is another drawn position. 1. g5

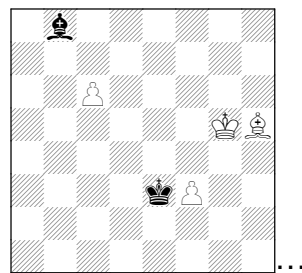
There is no other way to reinforce White's position. 1... Ke6! 2. g6 Kf5! 3. g7 Bc4 4. h6 Kg6= Draw, even with the addition of pawns on the Q-side, white at a5 and b4 and black at a6 and b7, which occurred in a game A.Panchenko - V.Peresypkin, Chelyabinsk 1975.

### STRATEGIC IDEAS IN ENDINGS WITH BISHOPS OF OPPOSITE COLOR



### STRATEGIC IDEAS IN ENDINGS WITH BISHOPS OF OPPOSITE COLOR

#### Constructing "a fortress"



#### Constructing "a fortress"

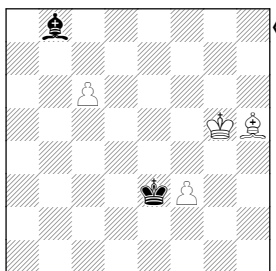
The construction of a "fortress" is the main device in endings with opposite colored bishops, which rather often occurs in practice. The stronger side has a hard job of breaking the opponent's defense, because the bishop is unable to take part in a siege of the "fortress" - it moves along the squares of opposite color.

1. Kf5 Kd4 2. Ke6

[But not 2. f4 Ke3=]

2... Kc5 3. Kd7 Kb6 4. Be8 Bc7! 5. Kc8 Bd6 6. Kd7 Bc7 , and so on.

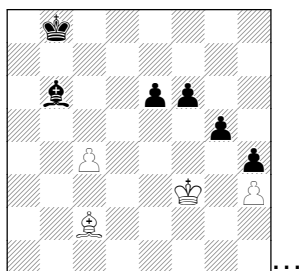
#### Example 28



If it is Black to move, he also draws, but exact play is required: 1... Bc7! followed by ♜c7-b8=

[Bad is 1... Bh2? due to 2. Kf5 Kd4 3. f4□]

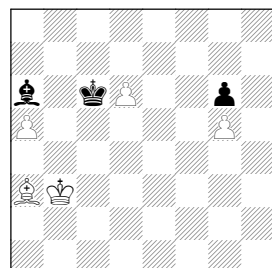
#### Example 29



#### Instructive example

Sacrificing the third pawn, White manages to construct an impregnable fortress. 1. c5! Bxc5 2. Bb3 e5 3. Be6 Kc7 4. Ke4 , and the bishop moves along the h3-c8 diagonal. Draw.

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1... Kd7 2. Kc3 Ke6 3. Kd4 Bb7 4. Kc5 Kd7 5. Kb6 Although White has broken to the passed a-pawn with the king, he is unable to win. 5... Bf3 6. a6 Kc8!

[But not 6... Bg2? due to 7. Ka7! (... 8. ♜b8) 7... Kc8 8. d7+! Kxd7 9. Kb8□ , and Black loses.]

7. Ka7 (threatening 8. d7) 7... Bg4!

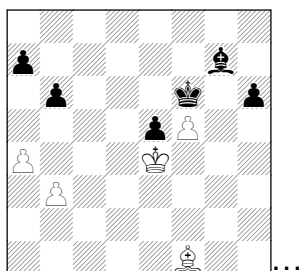
[Bad is 7... Bc6 8. Bb4! (zugzwang) 8... Bd7 9. Kb6 Bf5 10. d7+! Kxd7 11. Kb7 , and White wins.]

8. Kb6 Bf3 9. Kc5

[9. a7 Kd7=]

9... Kd7 10. Kd4 Ke6! Draw.

Koenig I. - Landau S.,1939

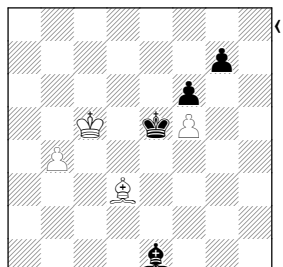


Here White manages to construct a fortress in a very interesting way: 1. Be2 Kg5 2. Bd3 h5 (it seems that Black is winning) 3. Bf1! h4

[If 3... Kh4 or 3... c6g4, then 4. Be2 Kg5 5. Bf1!=]

4. Bh3 Draw.

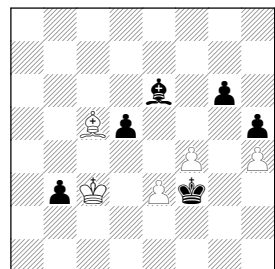
Chiburdanidze M. - Alexandria  
N., Borzhomi/Tbilisi, 1981



An amazing example of the construction of a fortress is given in a book "The Art of Analysis" by Mark Dvoretzky.

(Variation from 9th game of the World championship match) 1... Bf2+ 2. Kc6 Kd4! After the raid in the enemy's rear the black king has reached the saving a7-square. 3. Bb1 Kc4 4. b5 Kb4 5. b6 Ka5 6. b7 Bg3 7. Bd3 Bh2 8. Kd7 Kb6 9. Kc8 Ka7! Just in time. Draw.

Creating two passed pawns



Creating two passed pawns

Creation of two passed pawns is a very important device in endings with bishops of opposite color. It is difficult for the weaker side's king and bishop to fight against two pawns at the same time. The more widely these pawns are separated, the more difficult this task is, with the construction of a fortress being almost impossible. Let us start from a classic example.

It seems that White draws, but... 1... g5! By sacrificing two pawns, Black manages to create two passed pawns on both flanks, which decides the game. 2. fxg5

[No better is 2. hxg5 h4 3. Bd6 Bf5 4. g6 Bxg6 5. f5 Bxf5 6. Kxb3 Kg2°]

2... d4+! 3. exd4 Kg3 4. Ba3

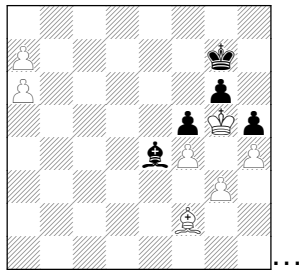
[Or 4. Be7 Kxh4 5. g6+ Kg4°]

4... Kxh4 5. Kd3 Kxg5 6. Ke4 h4 7. Kf3

[7. d5 Bxd5+ 8. Kxd5 h3°]

7... Bd5+ , and in view of an inevitable raid of the black king to c2, White resigned.

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Here too, White manages to create two passed pawns and win, with the doubled pawns on the a-file playing an important role. 1. g4! hxd4

[If 1... fxg4 , then 2. f5! gxf5 3. Kxh5 Kf6 4. Bg3 Bf3 5. Kh6 Be4 6. h5 Bf3 7. Bh4+ Kf7 (or 7... Ke5 8. Kg5 f4 9. h6) 8. Kg5 Be4 9. Bg3 Kg7 10. Be5+ Kf7 11. h6 , and White wins.]

2. h5 gxh5 3. a8=Q! Bxa8 4. Kxf5 White has created two passed pawns, but the win is not simple. 4... Kf7 5. Kg5 Bf3

[5... Ke7 6. f5 Kd7 7. f6 Bd5 8. a7]

6. a7 Ba8 7. Bh4 Bf3 8. f5

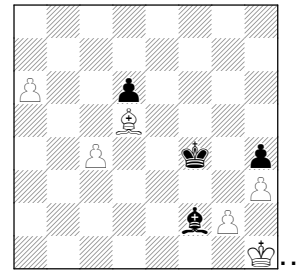
[But not 8. Kxh5? g3+ 9. Kg5 g2 , with a draw.]

8... Kg7 9. Bg3 Kf7 10. Be5 Be4

[If 10... Kf8 , then 11. Kf6 h4 12. Bd6+ Ke8 (or 12... Kg8 13. Ke7) 13. Kg7]

11. Kxh5! g3 12. Bxg3 Kf6 13. Kg4 Bxf5+ 14. Kf4! , and the a-pawn queens. The ending resembles a study.

Polovodin I. - Psakhis L.,URS,1980



By subtle and precise play White converts his material advantage into a win. 1. g4! hxd4 2. Kg2 Bc5 3. Bf3 Bb6 4. h4 Bf2 5. Bd1

[5. Bh5]

5... Ke5

[Or 5... Kf5 6. Be2 Kf4 7. Bh5! Kf5 8. Kf3 Ke5 9. Bg4]

6. Bg4! Kf4

[6... d5 7. cxd5 Kxd5 8. h5 Ke5 9. h6 Kf6 10. Bh5!]

7. Bd7! Ke5

[After 7... Ke4 8. h5 Ke5 9. h6 Kf6 10. Be8! Black ends up in zugzwang]

8. Kf3 Kf6

[8... d5 does not work due to 9. cxd5 Kxd5 10. h5 Ke5 11. h6 Kf6 12. Be8]

9. Bc6 Kg6

[9... Kf5 10. Be4+ Kf6 (or 10... Ke5 11. h5 Kf6 12. h6) 11. Kg4]

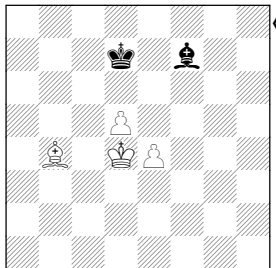
10. Kg4 Kh6 11. Be4 Kg7 12. Kf5 Kh6 13. Bf3 Bc5 14. Kf4!

[Only a draw results from 14. Kf6 Kh7 15. Ke6? Kg6 16. Kd7 Kf5 17. Kc6 Kf4 18. Bg2 Kg4 19. Kb7 Kxh4=]

14... Bf2 15. Ke4 , and Black resigned in view of [...]

[15... Kg6 16. Kd5 Bc5 17. Kc6 Kf5 18. Kb7 Kf4 19. Bg2 Kg4 20. a7 Bxa7 21. Kxa7 Kxh4 22. Kb6 Kg4 23. Kc6 Kf4 24. Kxd6]

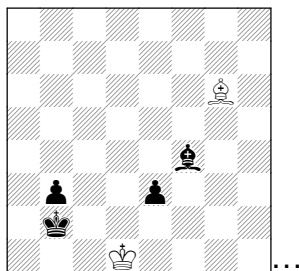
"Tying" (attacking the opponent's pawns with the bishop)



"Tying" (attacking the opponent's pawns with the bishop)

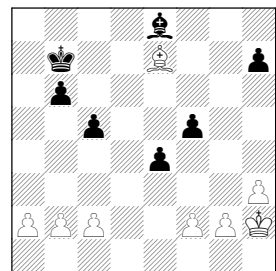
By playing 1... Bg6! , Black ties the opponent's pieces to the defense of the e4-pawn. 2. Ke5 Bh7! (keep on "tying") 3. Kf4 Bg6 4. e5 Bf7! 5. Ke4 Bg8 Draw.

Berger - Kotlerman S., Arkhangelsk, 1948



Black threatens to win by 1... ♔a1, therefore: 1. Bf7! The king is tied to the b3-pawn. 1... Ka2 2. Be6 Ka3 3. Bf5 (otherwise 3... b2 would follow) 3... b2 4. Bb1! Fortress. Draw.

Nimzowitsch A. - Tarrasch S., Kissingen, 1928



It is necessary to tie the white king to the defense of the g2-pawn: 1... Bb5!

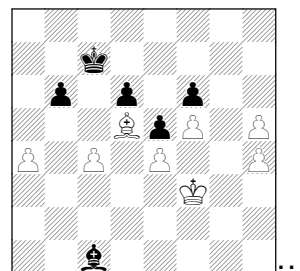
[In the game Black played 1... c4? , and lost.]

2. Kg3

[Or 2. g4 fxg4 3. hxg4 Be2 4. Kg3 Bf3=]

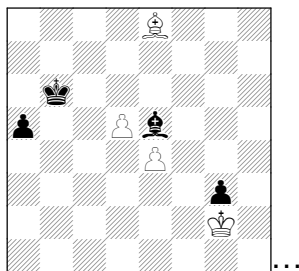
2... Bf1! , and the bishop attacks the g2-pawn. If White plays f2-f3 and, in response to e4xf3, recaptures with the g2-pawn, then Black draws by attacking the f3- and h3-pawns.

Dolmatov S. - Panchenko A., 1977



1. h6! The only chance, otherwise Black draws by 1... ♚h6=. 1... Bxh6 2. Kg4 Bd2! 3. Kh5 Be1= The white king cannot come off the h4-pawn.

Double role of a bishop

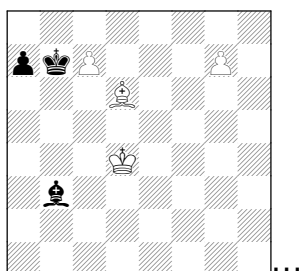


### Double role of a bishop

One should place his bishop such that it defends its own pawn(s) and blockades the opponent's pawn(s) along one diagonal, but not along two.

The black bishop is perfectly placed: it protects the g3-pawn and blockades the white pawns along the same diagonal. If the d5-pawn were at f5, it would have been a draw.

### Norlin A



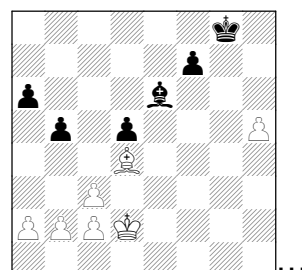
In order to win, White must transfer his bishop to a5, where it will defend the c7-pawn and blockade the black a-pawn. By subtle maneuvering White achieves his aim. 1. Kc3 Bf7 2. Kb4 Be6 3. Be5

Kc8

[Or 3... Ba2 4. Kc5 Kc8 5. Kc6! with the idea of ♣c3-a5]

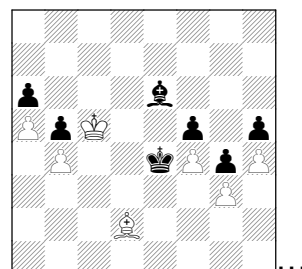
4. Kb5! (threatening 5. ♠a6) 4... Kb7 5. Kc5 Bb3 6. Kd6 Kc8 7. Bc3 followed by 8. ♣a6, and White wins.

Keres P. - Westerinen H., Tallinn, 1971



White has the following winning plan: to move his pawn to h6 and bishop to the c1-h6 diagonal. But first he is fixing the weakness on a6 by 1. b4! , and White went on to win, transferring his king to the a6-pawn.

Fixing and exploiting weaknesses in the opponent's camp

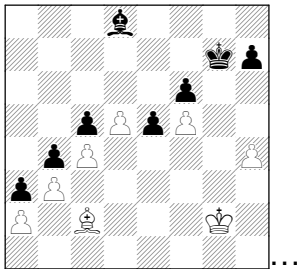


Fixing and exploiting weaknesses in the opponent's camp



In this example both opponents have weak pawns, White at g3 and Black at a6. They are weak because their bishops are unable to defend them.

Krenos - Verosh, Budapest, 1952

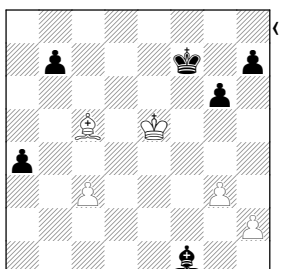


The c5- and f6-pawns are weak, because the bishop is hardly able to defend them. White's task is to attack these pawns. 1. d6! Kf7

[1... Kh6 2. Bd1]

2. Be4 Bb6 3. Kf3 Ba7 4. Bc6 Bb8 5. d7 Ke7 6. Ke4 Ba7 7. Kd5 Bb6 8. d8=Q+! Kxd8 9. Ke6 Kc7 10. Be4 Ba5 11. Kxf6 Kd6 12. Kg7 , and White wins.

Vidmar M. - Spielmann R., Petersburg, 1909



White intends to play h4 with an easy draw, hence Black's only opportunity to

play for a win is to fix the h2-pawn. The game continued: 1... Bh3! 2. Ba3

[Stronger is 2. Kd4]

2... g5 3. Bb4 Kg6 4. c4

[Better is 4. Ba3 Kh5 5. Ke4 Kg4 6. Ke3 , and it is unlikely that Black can win.]

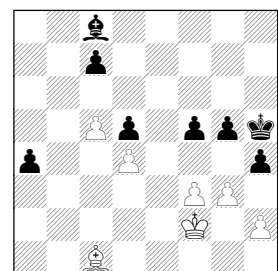
4... Kh5 5. Kf6 Kg4 6. Ba3 Bg2 7. Bd6 Bf1! 8. Kg7 Kf5 9. c5

[9. Kxh7 loses due to 9... Bxc4 10. h4 gxh4 11. gxh4 Be2 12. Kh6 b5 13. h5 Ke6 14. Bf8 Kd5 15. Kg5 Bxh5 , and the rest is clear.]

9... a3 10. c6 a2 11. g4+ Ke4 12. Be5 bxc6 13. Ba1 c5 14. Kxh7 c4 15. Kg6 Kd3 16. Kxg5 c3 White resigned.

It was many years after the game when the draw has been found - over the board this task is not easy.

The stronger side's king breaks to support a passed pawn



The stronger side's king breaks to support a passed pawn

Usually, the stronger side prepares such

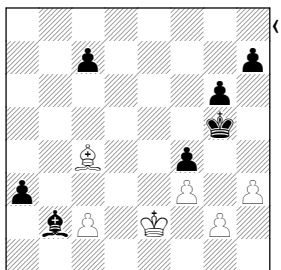
a breakthrough by exchanging pawns, which clears a way for the king.

Black's task is to break to the a4-pawn; first he clears a way for his king. 1...

f4! 2. gxf4 g4 3. Kg2 Bf5 4. Kf2 gxf3 5. Kxf3 Be4+ 6. Kf2 Kg4 Now, when the way is open, Black must penetrate with his king to the Q-side; the opponent's king is tied to the defense of the h2-pawn, and White ends up in zuzwang. 7. Bb2 Kxf4 8. Bc1+ Kg4 9. Bb2 c6 10. Bc1 Kh3 11. Kg1 Bg6 12. Kh1 Bh5 13. Kg1 Bd1! White resigned. [...]

[14. Kh1 Kg4°]

Solomenko - Bessmertny, Sverdlovsk, 1952



Sometimes, by coordinated actions of his king and bishop, the stronger side manages to cut off the opponent's king from its passed pawn.

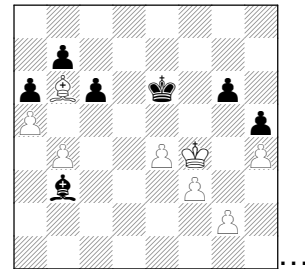
First Black clears a way; then he takes his king over to the a3-pawn. 1... Kh4! 2. Kf2 Bd4+ 3. Kf1 Kg3 4. Bg8 h5 5. Bf7 g5 6. Be6 c6 7. Bc4 g4

[There is also another way to a win: 7... h4 followed by g4.]

8. hxg4 hxg4 9. fxg4 Kxg4 10. Be6+ Kg3 11. Bc4 Bf2! A typical device - the white king is cut off from the Q-side. 12. Be6

f3! 13. gxf3 Kxf3 14. Bg8 Ke3 followed 15... ♣h4; the black king goes to the Q-side to support the passed a-pawn, and Black wins.

Connected passed pawns



Connected passed pawns

Connected passed pawns secure a serious advantage in endings with bishops of opposite colors, because the weaker side is powerless to construct a fortress.

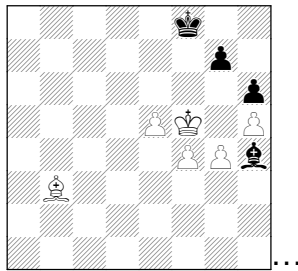
1. g4 hxg4 2. Kxg4! This is the point: White intends to create connected passed pawns on the e- and f-files.

[After 2. fxg4 Bd1 3. Kg5 Kf7 4. h5 gxh5 5. gxh5 Bc2 6. e5 Bd3 Black retains drawing chances]

2... Bd1 3. Kf4 Kf7 4. Bd4 Kf8 5. Ke3 Kf7 6. Be5 Ke6 7. Bg3 Kf6

[No better is 7... Kd7 8. h5 gxh5 9. f4 c5 10. bxc5 Kc6 11. Kd4 b5 12. f5 , and so on.]

8. Bf4 Ke6 9. h5 gxh5 10. Bg3 Black resigned.



In this position two factors favor Black: all pawns are on one wing, and the corner h8-square is the wrong color. Therefore, in order to utilize his advantage, White must play precisely. 1. g5! hxg5 2. Kg4!

2... Be1

[Of course, not 2. fxg5? Be1 3. h6 gxh6 4. gxh6 Bd2 5. Kg6 Bf4=]

3. Kxg5 Bd2 4. Kf5 Bc1 5. Bc4 Bd2 6. Ke4 Bc1 7. h6 gxh6

[2... Ke7 loses due to 3. f5 Kf8 4. f6 gxf6 5. exf6 Be1 6. h6]

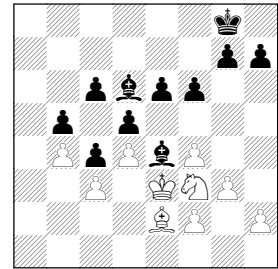
[Or 7... g6 8. Kf3 Bb2 9. Kg4 Bc1 10. Kg5 Bd2 11. Bd3]

8. f5 h5

[8... Kg7 9. Be2 Bg5 10. Kd5 Kf7 11. Kd6! Bh4 12. Bh5+ Kf8 13. Ke6 Bg5 14. f6 Bc1 15. Kf5]

9. f6 h4 10. e6 Ba3 11. Kf3! , and Black resigned in view of [...]

[11... Ke8 12. Kg4 Bb4 13. Kxh4 Ba3 14. Kg5 Bb4 15. Bb5+! Kf8 (15... Kd8 16. Kg6) 16. Kf5 followed by e4-d5-c6]

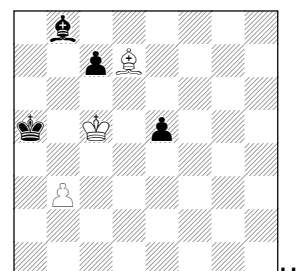


In the following example Black transposed into an ending with opposite-colored bishops, because this was the easiest way to realize his advantage.

1... Bxf3! (the simplest) 2. Bxf3 Kf7 3. Bg4 Ke7 4. h4 h6 5. h5 e5! 6. fxe5 fxe5 7. f4 exd4+ 8. Kxd4 Kd8 9. Be6 Kc7 10. Bf7 Be7 11. Be8 Kb6! Black resigned. [...]

[If 12. Ke3 , then 12... Bf6 13. Kd2 c5 14. bxc5+ Kxc5 followed by b4 or d4.]

"Bad" bishop



"Bad" bishop

If the weaker side's bishop is severely

restricted by its own and opponent's pawns, then, as a rule, the weaker side ends up in zugzwang and loses.

In spite of his extra pawn, Black is losing due to an awkward position of the b8-bishop. 1. b4+ Ka6 2. Kc6 e4

[2... Ba7 3. Bc8#;

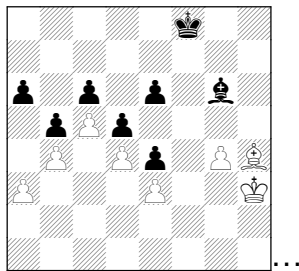
2... Ka7 3. Bf5]

3. Be6 e3 4. Bc4+ Ka7 5. b5 Ka8 6. Bd5 Ka7

[6... e2 7. b6□]

7. Bf3 Ka8 8. b6 cxb6 9. Kxb6#

**Rabinovich I. - Romanovsky P., Leningrad, 1934**



The black bishop is "bad", and White wins easily. 1. Bg3 (1... e5 was threatened) 1... e5 2. Bxe5 Kf7 3. Kh4 Ke6 4. Kg5 Be8 5. Kh6 Bf7 6. Kg7 Be8 7. g5 Kf5

[Or 7... Bh5 8. g6 Kf5 9. Kf7 Bxg6+ 10. Ke7 , and the king goes to the weak a6- and c6-pawns.]

8. Kf8 Black resigned.