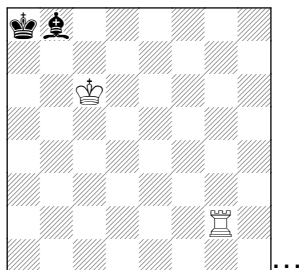
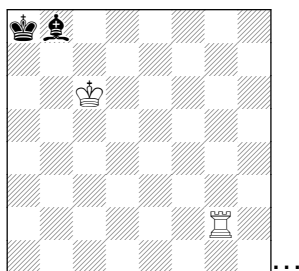


## EXTRA EXCHANGE



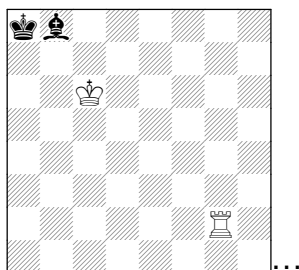
## EXTRA EXCHANGE

### ROOK AGAINST BISHOP



### ROOK AGAINST BISHOP

#### Rook against bishop without pawns



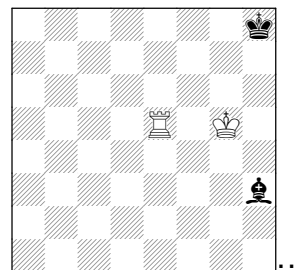
#### Rook against bishop without pawns

The normal result in such endings is a draw, a win being possible only in exceptional cases.

Theoretical ending 1. Kb6 Ba7+ 2. Ka6 Bb8 3. Ra2 Ba7 4. Rg2 Bb8 5. Rg4 [5. Rg8 - stalemate.]

5... Bd6 , and Black maintains the balance, keeping his bishop on the b8-h2 diagonal.

Molien T



In this position Black loses, because his bishop is unable to reach the vital a2-g8 diagonal. 1. Re8+ Kg7 2. Re7+ Kf8 3. Kf6 Kg8 4. Kg6 Kf8 5. Re5! Bd7

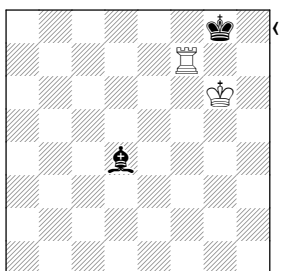
[Zugzwang. Now, if 5... Bg2 (or 5... ♔g4), then 6. Kf6 Bf3 7. Re3! Bg2 8. Re2 Bf3 9. Rf2! , and the bishop is lost.]

6. Kf6 Kg8 7. Rg5+! Kf8

[7... Kh8 8. Kf7 □]

8. Ra5! Bc6 9. Ra6 Bg2 10. Ra2 Be4 11. Re2 Bf3 12. Rf2! , and White wins.

Horvits B, Kling I



Theoretical ending 1... Bg1! The best defense.

[If 1... Bc5 2. Rc7 Bf8 , then 3. Rc8□]

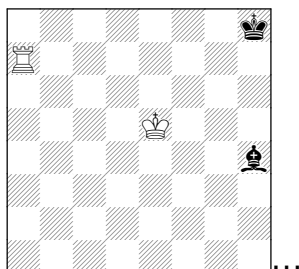
2. Rf1 Bh2! 3. Rf2 Bg3 4. Rg2! Be5

[Or 4... Bd6 5. Rd2 Be7 6. Rc2 followed by 7. lc8□;

on 4... Bh4 , 5. Kh5+□ decides.]

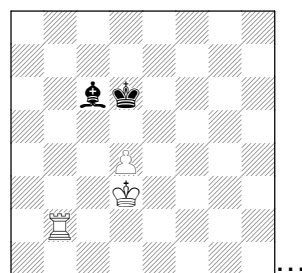
5. Re2 Bd6 6. Re8+ Bf8 7. Rd8 , and White is mating.

#### Platov V



White wins only if he succeeds in not allowing the black king out of the corner. Here this is possible. 1. Kf5! (threatening 2. ♟g6) 1... Kg8 2. Ra4! (the only winning move) 2... Be1 Other moves lose immediately. 3. Kg6 Kf8 4. Rf4+! , and White wins. On 4... Ke8 or 4... ♟g8 there follows 5. Re4+□

#### Rook and pawn against bishop



#### Rook and pawn against bishop

The stronger side wins in the overwhelming majority of cases, though sometimes he has to overcome significant difficulties. One should note that the win is easier if the pawn has not yet advanced far.

White's task is to occupy with his king one of the squares next to the pawn, c4 or e4; here it is comparatively easy. 1.

Rb8! Bg2 2. Rg8 Bf3

[2... Bf1+ 3. Ke4]

3. Rf8 Bb7

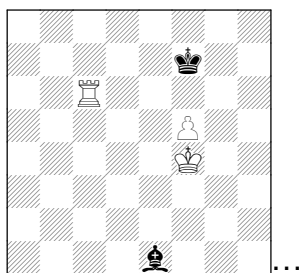
[If 3... Bg2 , then 4. Rf6+ Kd5 5. Rf5+ Ke6 6. Rg5 Bd5 7. Rg6+ , winning.]

4. Rf6+ Kd5 5. Rb6! Bc6

[5... Bc8 6. Rb5+□]

6. Rb8 Kd6 7. Rd8+ Ke7 8. Rh8 Kd6 9. Rh7 Kd5 10. Rh5+ Kd6 11. Kc4 , and White wins. The win is also achieved when a pawn is on the 3rd rank.

#### Guretzky-Kornints B



In this position a win is achieved by exceptionally subtle play. 1. Rc7+! It is important to have in reserve a possibility of check on c6. 1... Kf6 2. Rc2 Bh4

[Other continuations also lose: 2... Kf7 3. Kg5;

2... Bb4 3. Rc6+ Kf7 4. Ke5□;

White wins even after the most stubborn 2... Ba5 3. Rc6+ Kf7 4. f6 (4. Ke5) 4... Kg6 5. Ke5 Bd8 6. Ra6 , and the rest is clear.]

3. Rc6+ Kf7 4. Rc1 Kf6

[4... Bf2 5. Rc2 Bh4 6. Rh2 Be7 7. Rh7+ Kf6 8. Rh6+ Kf7 9. Ke5;

or 4... Be7 5. Rc7 Kf6 6. Rc6+ Kf7 7. Ke5□]

5. Rg1 Bf2 6. Rg6+ Kf7 7. Rg2 Be1

[Or 7... Bb6 8. Rd2 Ba5 9. Rd7+ Kf6 10. Rd6+ Kf7 11. Kg5□]

8. Kg5 Ba5

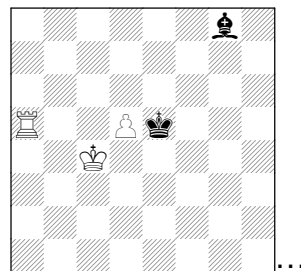
[On 8... Bc3 there follows 9. Rc2 Bf6+ 10. Kf4 Bd8 11. Rc3 Bh4 12. Rh3 Bd8 13. Ke5 , winning.]

9. Rc2 Bd8+ 10. Kf4 Bh4 11. Rh2 Bd8 12. Rh7+ Kf6 13. Ra7 Bc7+! 14. Kg4! Bd8 15. Ra6+ Kf7 16. Kh5 Kg7 17. Rd6 Be7

[17... Ba5 18. f6+ Kf7 19. Kg5□]

18. Rd7 Kf7 19. Rxe7+ Kxe7 20. Kg6 , and White wins.

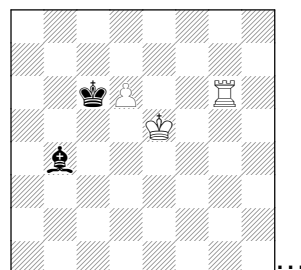
#### Example 41



Now let us examine several theoretical positions, in which the stronger side is unable to win.

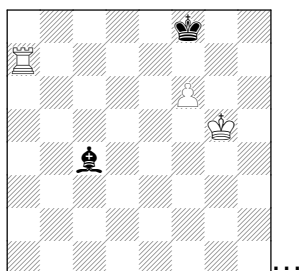
Back draws by moving with his bishop on f7 and g8.

#### Example 42



White is powerless to improve his position. If the bishop were at b8, Black would draw by moving with his king on c6 and c5.

Del Rio E

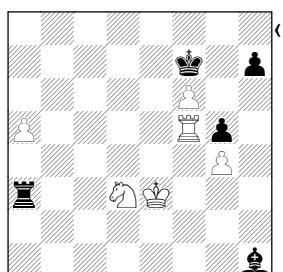


Black maintains the balance by keeping his bishop on the a2-g8 diagonal. 1. Rc7 Ba2 2. Rb7 Bc4! Black must always be able to meet 3. Kg6 by check

[If 3. f7 , then 3... Kg7!=]

3... Bd3+ , with a draw. Knowledge of this position allowed Black to save in the dangerous for him situation in the following game.

Szabo L. - Botvinnik M.,Budapest,1952



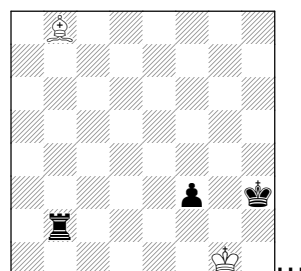
1... Bb7! Botvinnik wrote about this move: "One of the most beautiful combinations in my career". 2. Kd2 Bc8! 3. Ne5+ Kf8 4. Rxc5 Rxc5! By sacrificing an exchange Black obtains a theoretically drawn position. 5. Nd7+

[Or 5. Ng6+]

5... Bxd7 6. Rxa5 Bxc4 7. Ke3 Be6 8. Kf4 Bc4 9. Ra7 h5 10. Kg5 h4 11. Kxh4 Bb3= A theoretical draw. Still, some moves

were played. 12. Kg5 Bc4 13. Rc7 Ba2 14. Rc1 Bd5 15. Kf5 Kf7 16. Ke5 Bb3 17. Rc7+ Kf8 18. Rb7 Bc4 19. Rb4 Ba2 20. Kf5 Bd5 21. Kg6 Bf7+ 22. Kg5 Bd5 23. Rh4 Bb3 24. Rh8+ Kf7 25. Rh7+ Kf8 26. f7 (the last chance) 26... Ke7! 27. Kg6 Bc4 28. Rg7 Bb3 29. f8=Q+ Kxf8 30. Kf6 Ke8 31. Re7+ Kd8 Draw.

Benko Pal C (USA)

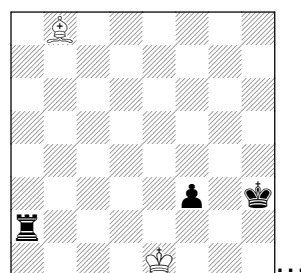


White draws by precise play. 1. Bd6 Rd2 2. Bf4 Rg2+ 3. Kf1 f2 , and the only saving move is 4. Ke2!

[If 4. Bc7 , then 4... Rg7 5. Bb6 (5... f7° was threatened) 5... Kg3 6. Bxf2+ Kf3 , and Black wins.]

4... Kg4 5. Bd6= (or ♣c7=)

Benko Pal C (USA) 2



In the following position a draw is

achieved in a study-like way.

1. Kf1 f2! (there is nothing better) 2. Bc7!

[Only this move saves the game. White loses after both 2. Be5 Ra5 3. Bd6 Rf5 followed by e4-f3;

and 2. Bd6 Ra6 3. Bc5 Kg3! 4. Bxf2+ Kf3]

2... Rb2 3. Bd6! Rc2 4. Be5 Rd2 5. Bf4 Re2! 6. Bb8! The only move.

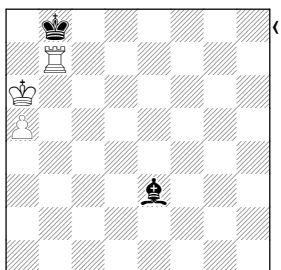
[Bad is 6. Bc7 due to 6... Ra2!; or 6. Bd6 Rb2! 7. Bg3 Kg4! , and Black wins.]

6... Re8

[6... Ra2 7. Bc7! Rc2 8. Be5! - another example of corresponding squares. Draw.]

7. Bg3! Other moves lose, but now - draw.

#### Example 43



#### Theoretical ending

Positions with a rook's pawn are the most difficult, and this example is not an exception. 1... Kc8! White is unable to win.

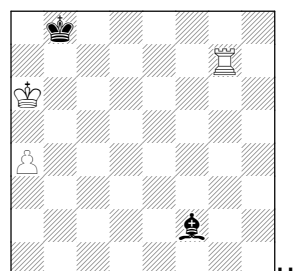
[All other moves lose, for example 1... Ka8? 2. Re7 Bf4 3. Re8+ Bb8 4. Kb5 Kb7 5. Re7+ Ka8 6. Kb6! (White advances his pawn to a7, which

secures a win) 6... Bg3 7. Ra7+ (a typical maneuver) 7... Kb8 8. Rf7! Ka8 9. a6 Bh2 10. a7 , and White wins.]

2. Rb3 Bd4 3. Rb4 Be3 4. Re4 Bf2

Black must always keep his bishop on the g1-a7 diagonal. 5. Re8+ Kc7 6. Re2 Bd4 7. Rc2+ Kb8 , and White has achieved nothing.

#### Guretzky-Kornints B 2



Only with his pawn on the 4th rank is White always sure of winning.

1. Rb7+ Kc8!

[1... Ka8 2. a5]

2. Rb3!

[But not 2. a5? - White must reserve the a5-square for his king.]

2... Kc7

[2... Bd4 3. Kb5]

3. Rc3+!

[This move, which was pointed out by Barcza, is simpler than the author's solution: 3. Ka5 Kc6 (or 3... Be1+ 4. Kb5 Kb7 5. Rf3!; 3... Bg1 4. Rb5! followed by 5. e4) 4. Rb5 Be1+ 5. Ka6 Kc7 6. Rb7+ Kc6 7. Rb1 Bd2 8. Rb2 followed by 9. e2]

3... Kb8 4. Rf3 Bg1 The best defense.

[4... Bd4 5. Rb3+ Kc7 6. Kb5];

or 4... Bh4 5. Rf8+ Kc7 6. Ka7□]

5. Rb3+ Kc7

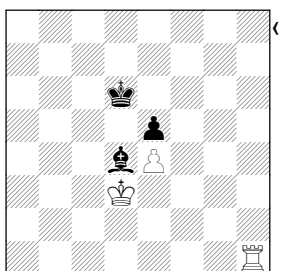
[5... Ka8 6. a5□]

6. Rb7+! Kc8

[6... Kc6 7. Rb1□]

7. Rb5 Be3 8. Ka5 Bd2+ 9. Kb6 Kb8 10. Re5! Kc8 11. a5 , and White wins.

#### Rook and pawn against bishop and pawn



#### Rook and pawn against bishop and pawn

In endings with such alignment of forces the result depends mainly on how the pawns are positioned. The most unfavorable for the defender are positions in which the pawns blockade each other.

A win is achieved by a typical plan in such positions: the stronger side drives the opponent's king as far away as possible from the pawn, and then, by giving his rook for bishop and pawn, obtains a won pawn ending. 1... Ke6

[After 1... Kc5 White penetrates with his king from the other side: 2. Rh8 Kc6 3. Rd8! Bc5 4. Ke2 Bd4 5. Kf3 , and the rest is clear.]

2. Kc4 Kd6 3. Rh6+ Kd7 4. Kd5 Ke7 5.

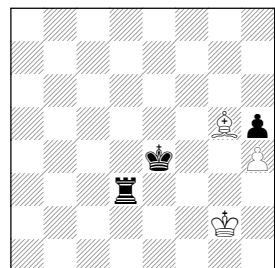
Rh7+ Kf6

[Or 5... Ke8 6. Ke6 Kf8 7. Rh8+ Kg7 8. Rb8! Bc3 9. Ke7 Bd4 10. Rb1 Bc5+ 11. Ke6 Bd4 12. Rf1 followed by 13. lf5□]

6. Kd6 Bc3 7. Rb7! Bd4 8. Rb3 Kf7 9. Kd7 Kf6 10. Rf3+ Kg6 11. Rf5 followed by 12. ♜e6 and 13. ♞e5, and White wins.

One can say that all endings of this type are won. It is more difficult to win with rook's pawns.

Salwe G. - Rubinstein A., Prague, 1909



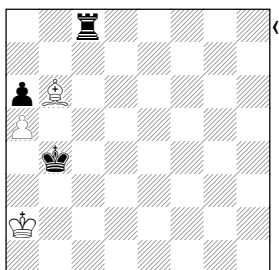
Here Rubinstein played 1... Kf5? , which could have led to a draw.

[Instead, Black could have won by 1... Rf3! , keeping the white king in the corner: 2. Bh6 Rf7 (Black's task is to push back the enemy king to the h-file) 3. Bg5 Kd3 4. Kg3 Ke2 5. Kg2 Rf2+ 6. Kg3 Rf3+ 7. Kg2 Ra3! (the rook is transferred to g4) 8. Be7 Ra4 9. Bd8 Rg4+ 10. Kh3 Kf3 11. Bc7 Rg1 12. Bh2 (12. Kh2 does not help in view of 12... Rf1 13. Bd8 Kg4 14. Kg2 Rf5 15. Bg5 Rf8 16. Be7 Re8 17. Bg5 Re2+ 18. Kf1 Kf3 , winning) 12... Rf1 13. Bc7 Rh1+ 14. Bh2 Ke4! 15. Kg2 Rd1! 16. Bg1 (other moves lead to the same

finish) 16... Kf4 17. Bc5 Kg4 18. Be7 Re1! 19. Bg5 Re2+ 20. Kg1 Kg3 21. Kf1 Re8 Zugzwang. White loses the h4-pawn, and the game is over.]

2. Kf2! Kg4 3. Ke2 Rf3 4. Bh6 Kg3 5. Bg5 Rf8 6. Ke3 Re8+ 7. Kd3 Kf3 8. Kd4 Re6 9. Kd3! Rd6+ 10. Kc3 Ke2 11. Kc4! This saving variation was pointed out by Maizelis. To win, Black must drive the white king beyond the c-file, but he is unable to do this: White takes the diagonal opposition.

Bellon B. - Tatai S., Rome, 1977



The game continued: 1... Rc2+ 2. Kb1 Kb3 3. Ba7 The only move; otherwise the bishop is lost. 3... Rh2? This move misses an easy win which could have been achieved by

[3... Rc6 4. Bb6 (4. Bb8 Rc5°) 4... Rd6! 5. Kc1 Rd5!°]

4. Kc1 Kc3 5. Kd1

[Weak is 5. Kb1 due to 5... Rb2+ 6. Ka1 (6. Kc1 Ra2°) 6... Kb3 followed by h2°]

5... Rd2+ 6. Ke1 Kd3 7. Bb6 Rh2 8. Bd8

[Also possible is 8. Kf1]

8... Rh1+ 9. Kf2 Rh8 10. Bb6 Re8 11. Kf1

[11. Kf3 Rf8+ 12. Kg4 Ke4 13. Kg3!°=]

11... Kd2 12. Bc5? A decisive mistake.

[White could have drawn by keeping his king on g4 and g5: 12. Kg2! Rf8 13. Kg3! , and Black would be unable to cut off the white king beyond the g-file.]

12... Re5! 13. Bb4+

[Now 13. Bb6 loses in view of 13... Rf5+ 14. Kg2 Kc3 15. Kg3 Kb4 , and White's king does not reach c1 in time.]

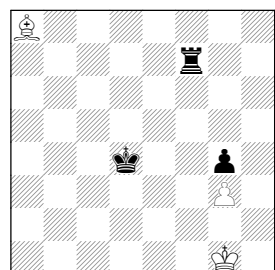
13... Kd3 14. Kf2 Rb5! 15. Be1 Rf5+ 16. Kg3 Ke2 17. Kg4

[Or 17. Bb4 Rb5 18. Bc3 Rb3°]

17... Rc5! , and White resigned, [...]

[since he loses either the bishop after 18. Bb4 Rc4+; or the pawn after 18. Bg3 Rxa5]

Geller E. - Novikov I., Helsinki, 1992

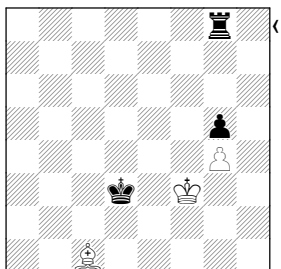


The defender has much more drawing chances when his pawn is placed on a square of the opposite color to that of the bishop.

White's fortress is impregnable; all he must do is not to allow Black to sacrifice the exchange, because the pawn ending would be lost. 1... Re7 2. Kf2 Kc5 3. Kg1 Re5 4. Kf2 Kb6 5. Kg1 Ra5 6. Be4

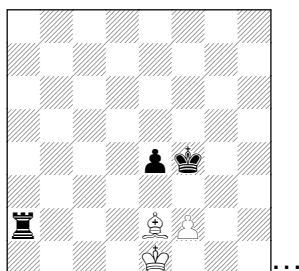
Black is unable to deprive the white bishop of all its squares. 6... Kc5 7. Kf2 Kd4 8. Bc6 Draw.

Rubinstein A. - Tartakower S., Vienna, 1922



In this well-known game Rubinstein achieved a draw by sacrificing the bishop on g5 in a proper moment. But there was also another way to the draw: to transfer the bishop to the b8-h2 diagonal, after which an exchange sacrifice on g3 or h2 would lead to a drawn pawn ending.

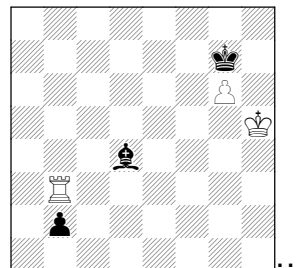
Averbakh Yuri L (RUS) 10



1. Kf1 Ra1+ 2. Kg2 Rb1 3. Bh5!  
[The only saving move. White loses after both 3. Bf1 Rb2 4. Kg1 e3 5. fxe3+ Kg3! 6. e4 Rb1 7. e5 Re1°; and 3. Bc4 Rb2 4. Kg1 Kf3°]  
3... Re1 4. Be8 Re2 5. Kf1 Rd2 6. Bh5 ,

with a draw.

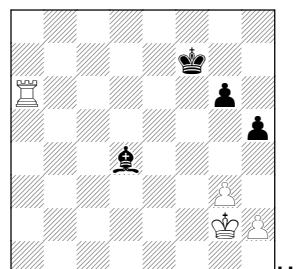
Lukin A. - Panchenko A., Cheliabinsk, 1975



When both sides have passed pawns, the bishop can successfully oppose the rook. Being a long-range piece, the bishop supports its own pawn, simultaneously impeding an enemy pawn's advance.

1. Rb7+ Kg8 2. g7 The only opportunity to play for a win. Now, if there were no the b2-pawn, White would have won easily: 2... φh7 3. lf7! followed by 4. g8£□. 2... Bxg7 [2... Kh7=]  
3. Kg6 Be5 4. Rb5 Kf8 Draw.

Endings with several pawns



Endings with several pawns



In such endings the drawing chances are slight - after all the exchange is a serious advantage. Still, some exceptional positions are known, where the defender is able to draw. There are also numerous positions where the win is possible only after significant difficulties have been overcome.

This is a theoretical draw, although exact play is demanded. 1. Kf3 Bb2 2. Ke4 Bc3 3. Kd5 Bb2 4. Kd6 Kf6

[Black draws simpler, if he holds his fortress: 4... Bf6 5. Ra7+ Kg8! 6. Ke6 Bc3 7. h4 Bd4 8. Rc7 Bb2 9. Kd5 (or 9. g4 hxg4 10. Rc4 Kg7 11. Rxg4 Kh6 12. Kf7 Kh5 with a draw) 9... Bf6]

5. Kd7+ Kf5 6. Ra4 Bc1? A decisive error.

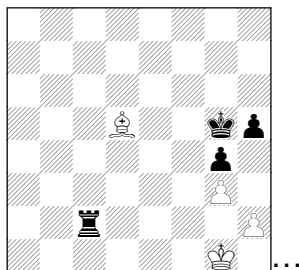
[The draw could have been achieved by 6... Kf6 7. Rf4+ Kg7=]

7. Ke7! □ Bd2

[7... Bb2 8. Rf4+ □]

8. h3 Be1 9. Rf4+ Kg5 10. Rf3 Kh6 11. Kf6 Ba5 12. Kf7 Bd8 13. Rd3 Bc7 14. Rc3 Black resigned.

#### Example 44



#### Theoretical ending

In order to save the game, White must

place his bishop on the f1-a6 diagonal. After h5-h4 he captures the black pawn and keeps on moving with his bishop along this diagonal, and ♠h3 would be met by ♠f1. Therefore, 1. Bb7!

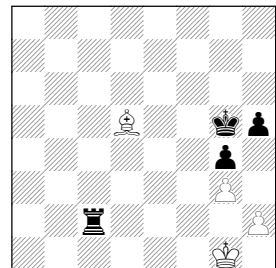
[1. Be4 is also possible.]

1... h4 2. gxh4+! (Black threatened h3, winning easily) 2... Kxh4

[Senseless is 2... Kf4 3. Bd5=]

3. Ba6 Kh3 4. Bf1+ Kh4 5. Bb5 g3 6. hxg3+ Kxg3 7. Kf1, with a draw.

#### Example 45

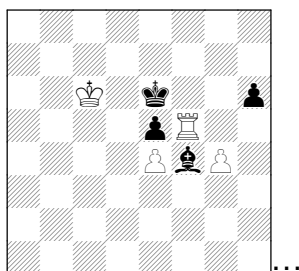


Black to play wins easily, because after 1... h4 2. gxh4+ Kxh4 White is deprived of 3. ♠c4, and so he is unable to transfer his bishop to the f1-a6 diagonal. 3. Be4 Rd2 4. Bg2 Rb2 5. Kf1

[Or 5. Bf1 g3]

5... Ra2 6. Kg1 g3, and Black wins.

Cifuentes P. - Quinteros M., 1987



White wins, but it is important to restrict Black's counterplay. 1. Kc5! A preventative move.

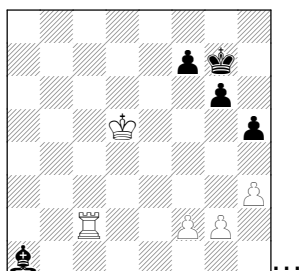
[A draw results from the following interesting line: 1. Rf8 Ke7 2. Ra8? (2. Rf5) 2... Kf6! 3. Kd6 Kg5! 4. Rg8+ Kh4 5. Ke6 Kg3 6. Kf5 Kf3 7. Rg6 Ke3! (but not 7... Kg3 8. g5!□) 8. Re6 Kf3! , and his active king secures Black equal chances.]

1... Be3+ 2. Kc4 Bf4 3. Kd3 Ke7 4. Ke2 Ke6 5. Rf8! Only now, when the g4-pawn is in safety, White transfers his rook to the 6th rank. 5... Bg5 6. Ra8 Kd6

[Or 6... Bf6 7. Kd3 Kf7 8. Kc4 Kg6 9. Kd5 Kg5 10. Ke6□]

7. Kd3 Ke6 8. Kc4 Bf6 9. Ra6+ Kf7 10. Kd5 Kg6 11. Ke6 Kg5 12. Ra8 Black resigned.

Lputian S. - Sideif-Sade F.,1979



The following ending is typical.

White's plan consists of three main steps:

1) to force an advance of the f7-pawn; 2) to bring the king to e6; 3) to start a pawn storm. 1. Kd6 Bd4 2. Ke7 Be5 3. Rc4 Bb2 4. Ke8 f5 This is forced, because 5. lc7 was threatened. 5. Ke7 Ba1 6. Ke6 Bb2 7. Rc7+ Kg8

[7... Kh6? 8. Kf7□]

8. Rd7 Bc3 9. f3 Bb2 10. g3 Bc3 11. Rd3 Ba1 12. Rd1 Bc3 13. Rg1! (preparation to the pawn storm) 13... Bd4 14. Rg2 Kg7 15. g4 fxg4

[15... hxg4 16. hxg4! (a draw results from 16. fxg4 fxg4 17. Rxd4 (or 17. hxg4 Bc3=) 17... Bc3=)]

16. hxg4! Kh6 17. gxh5!

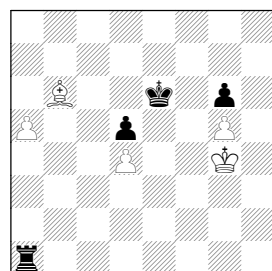
[Bad is the preliminary 17. Kf7? h4! 18. Rd2 Be3 19. Rd6 (19. Rd3 Bc1) 19... Kg5 20. Rxd6+ Kf4]

17... gxh5

[Black is mated after 17... Kxh5 18. Kf7 g5 19. Rh2#]

18. Kf5 h4 19. Rd2 Bc3 20. Rc2 Be1 21. Rc6+ Kg7 22. Kg5 Bg3 23. f4 h3 24. Rg6+ Kf7 25. Rh6 h2 26. Kg4 Black resigned. He defended in the best way, but White played this difficult ending extremely well.

Lombardy W. - Fillipovic A.,Poljanica Zdroj,1974



In this position a win is more difficult than in the previous example, because the strong a5-pawn restricts Black's activity. In order to win, he must penetrate with his king to f5. This is impossible right off, and so the king occupies f5 by a long by-pass route e6-d7-c6-b5-c4-d3-e4-f5. At the same time, Black must parry both opponent's threats: to invade the e5-square with the king and to advance the a5-pawn. This is possible only with the black rook at e6. The game continued: 1... Kd7! 2. Kf4 Rf1+! 3. Kg4

[3. Ke5? Rf5#]

3... Kc6 4. Kg3 Kb5 5. Kg4 Re1 6. Kf4 Re6! Now the black king is free. 7. Kf3 Kb4 8. Kf4 Kc3 9. Bc5 Kc4 10. Bb6 Kd3 11. Bc5

[On 11. Kf3 there follows 11... Kd2! 12. Kf2 Re2+! 13. Kf3 (or 13. Kf1 Ke3 14. a6 Rf2+! 15. Kg1 Ra2 16. a7 Kf3 17. Bc5 Kg4 , and the rest is clear) 13... Re3+ 14. Kf2 (after 14. Kf4 Ke2! followed by 15... ♔f2 Black creates a mating net around the enemy king) 14... Ra3 15. Bd8 Kd3 16. Bb6 Ke4 17. Ke2 Ra2+ 18. Kd1 Kf5 19. Kc1 Kxg5 20. Kb1 Re2! 21. a6 Re6 , and Black wins.]

11... Ke2 12. Kg3

[12. Bb6? Kf2°]

12... Ke3 13. Bb6 Ke4 14. Kg4 Rd6!

The strongest.

[After 14... Ke3 15. Kg3! Black has to retreat with his king.]

15. Ba7

[Or 15. Bc5 Rc6! 16. Bb6 Rc1 17. a6 Rg1+ 18. Kh3 Kf3 19. Kh2 Rg2+! 20. Kh1 Rxg5 21. a7 Kf2! 22. Bc7 Rh5+

23. Bh2 Rh8 24. a8=Q Rxa8 , and there is no stalemate.]

15... Ra6! 16. Bb6 Ra8 17. Kg3

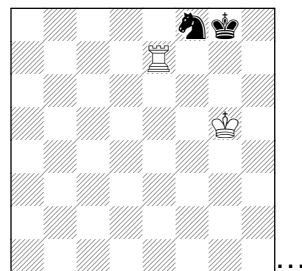
[17. Kh4 Kf3!]

17... Kf5 The aim is achieved, and now only accuracy is required. 18. Kh4 Kf4 19. Kh3 Kxg5 20. Kg3 Kf5 21. Kf3 g5 22. Kg3 Rc8! 23. Bc5

[No better is 23. a6 Rc3+ 24. Kf2 Kf4! 25. Ke2 Re3+! 26. Kd2 (26. Kf2 Ra3 27. a7 Ra2+) 26... Kf3! 27. a7 Ra3 28. Kc2 g4 29. Kb2 Ra6 30. Kc3 g3°]

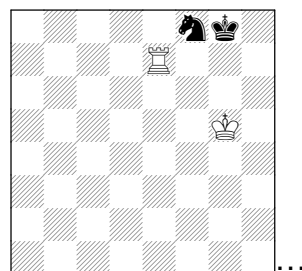
23... Rc6! 24. Kf3! Re6 25. Bb6 Rh6 26. Kg3 Rc6! 27. Bc5 g4 28. Kf2 Kf4 29. Kg2 Re6 White resigned.

## ROOK AGAINST KNIGHT



## ROOK AGAINST KNIGHT

Rook against knight or knight with pawns



## Rook against knight or knight with pawns

If there are no pawns on the board, the advantage of rook over knight is usually insufficient for a win. But if the knight is either far away from the king, or on the edge of the board, it may be lost.

Theoretical ending. Although both black pieces are on the back rank, White is unable to win. 1. Kf6 Nh7+!

[Wrong is 1... Kh8? 2. Kf7 Nh7 3. Re8+□]

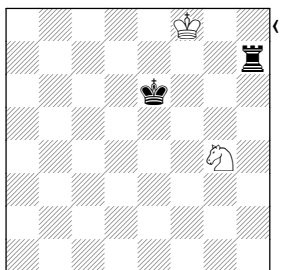
2. Kg6 Nf8+ 3. Kh6 Kh8 4. Rf7 Kg8 5. Rg7+ Kh8 6. Rg1 There is nothing better. 6... Nd7! The only move.

[Black loses after both 6... Nh7 7. Kg6! Kg8 8. Rg2 Nf8+ 9. Kf6+ Kh8 10. Kf7□;

and 6... Ne6 7. Kg6! Nf8+ 8. Kf7 Nh7 9. Rg8#]

7. Kg6 Kg8 8. Rd1 Nf8+ 9. Kf6 Nh7+ 10. Kg6 Nf8+ , with a draw.

Neiman G. - Steinitz W., Baden Baden, 1870



White's last move was a blunder. Instead of 1. ♖h6-g4? a simple draw could have obtained by 1. ♖h6-g8. Now the white

pieces are separated, and the knight is lost. 1... Rh4

[1... Rh3!°]

2. Ne3

[2. Nf2 Rf4+]

2... Re4 3. Nd1

[Other moves lose also: 3. Nc2 Kd5 4. Na3 Kc5 5. Nb1 Kb4 6. Nd2 Re2 7. Nb1 Rb2;

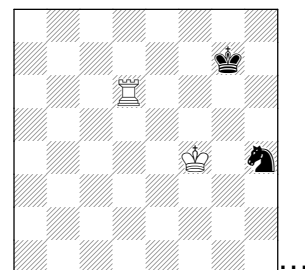
or 3. Ng2 Kf6 , and the knight perishes.]

3... Rf4+ 4. Kg7 Rf3! 5. Kg6

[No better is 5. Nb2 Kd5 6. Kg6 Kd4 7. Kg5 Rf1! 8. Kg4 Rb1 9. Na4 Rb4 , and the knight is trapped.]

5... Ke5 6. Kg5 Kd4 7. Kg4 Rf1 8. Nb2 Rb1 9. Na4 Rb4 White resigned.

Amelung Friedrich K



In this example the knight is also lost in the end. 1. Kg5 Nf3+

[1... Ng2 2. Re6]

2. Kg4 Ne5+ 3. Kf5 Nc4

[Bad is 3... Nf7 due to 4. Rd7 Kg8 5. Kf6]

4. Rd4 (chasing the knight) 4... Na5

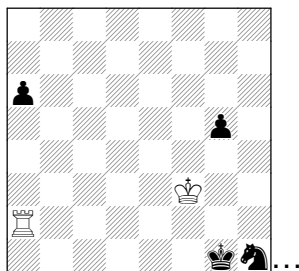
[Or 4... Ne3+ 5. Kf4 Nc2 6. Rc4 Na3 7. Rc5 Kf6 8. Ke4 Ke6 9. Kd3 Kd6 10. Ra5□]

5. Ke6 Nb3

[5... Nc6 6. Rc4 Na5 (or 6... Nd8+ 7. Ke7 Nf7 8. Rg4+□) 7. Rc7+ Kg6 8. Kd5]

6. Rg4+ Kh6 7. Kd5 Nd2 8. Rf4 Kg5 9. Rf2 Nb3 10. Rb2 Nc1 11. Kc4 , and White wins.

Sahovic D. - Petronic, Novi Sad, 1993



1. Rb2? White lets the win slip out of his hands.

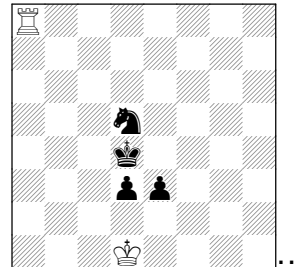
[He could have won by exploiting an awkward position of the h1-knight: 1. Ra4! a5 (or 1... Kh2 2. Rg4! Kh3 3. Rxc5 Kh2 4. Rg8 , winning) 2. Rc4! (but not 2. Rd4? Nf2!=) 2... Kh2 (no better is 2... g4+ 3. Rxc4+ Kf1 4. Ra4 Kg1 5. Rxa5 Kh2 6. Rg5□) 3. Rg4 a4 4. Rg2+ Kh3 5. Rxc5 Kh2 (5... Kh4 6. Rg8) 6. Rg8 a3 7. Ra8 a2 8. Rxa2+ Kh3 9. Ra8 Kh2 10. Rg8 , trapping the knight.]

1... g4+! 2. Kxc4 Nf2+ 3. Kg3 Ne4+ 4. Kf3 Ng5+ 5. Ke3 Kf1 6. Rf2+ Kg1 7. Rf5 Ne6 8. Rf6 Nc7 9. Kd4 Kg2! The king is in a hurry to come to the rescue of the knight.

10. Rc6 Nb5+ 11. Kc4 Kf3 12. Rxa6 Nc7 13. Rc6 Ne8 14. Kd5 Ng7 15. Ke5 Nh5 16. Rg6 Ng3 The knight has come back

to the king, and a draw is inevitable.

Laza G



A rook can successfully defend against a knight and two connected pawns, even if they have reached the 3rd rank.

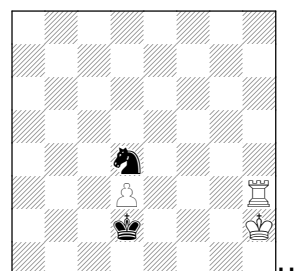
Theoretical ending 1. Rd8!

[The knight should be pinned; otherwise White loses: 1. Ra4+ Kc5 2. Ra5+ Kc4 3. Ra4+ Kb3 4. Rd4 Nc3+ 5. Ke1 Kc2 , and Black wins.]

1... Ke4 2. Re8+ Kf3 3. Rf8+ Nf4 4. Rf7 , [or 4. Ke1]

, and Black is unable to improve his position.

## ROOK AND PAWN AGAINST KNIGHT OR KNIGHT WITH PAWNS

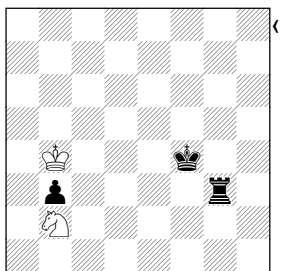


## ROOK AND PAWN AGAINST KNIGHT OR KNIGHT WITH PAWNS

There is a number of theoretical positions, where a knight and a pawn, or even a knight alone, are able to draw against a rook and a pawn.

In response to 1. Kg2, Black plays 1... Ke2, and 2. Rg3, intending to bring the king to e4, is met by 2... Nf5! 3. Rh3 Nd4. White is unable to improve his position.

Lasker E. - Lasker E., New York, 1924



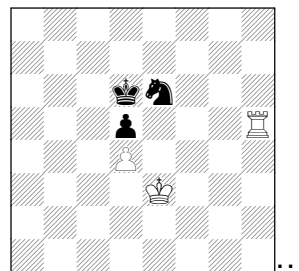
Black's rook is tied to the defense of the b3-pawn, while the king is unable to help.

1... Ke4 2. Na4 Kd4 3. Nb2 Rf3 4. Na4 Re3 5. Nb2 Ke4. The last winning attempt proves in vain. 6. Na4 Kf3 7. Ka3! Ke4

[Or 7... Ke2 8. Kb2 Kd2 9. Nc5]

8. Kb4 Kd4 9. Nb2 Rh3 10. Na4 Kd3 11. Kxb3 Kd4+ Draw.

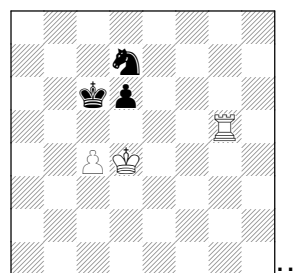
Example 46



### Theoretical ending

In endings of this type it is important whether the defender's knight can draw a bead on the opponent's pawn. To push back the black pieces, White must use both the king and the rook, but this is impossible: one of the white pieces has to defend the d4-pawn. If the diagrammed position is moved one rank up the board, and the pawns are on d5 and d6, White wins, transposing into a won pawn ending.

Averbakh Yuri L (RUS) 11



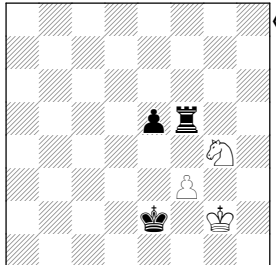
### Theoretical ending

White is unable to undertake anything, for example: 1. Ra5 Nc5 2. Ra3

[A pawn ending after 2. Rxc5+ is drawn.]

2... Ne6+ 3. Kc3 Nc5 4. Kb4 Kb6 5. Ra8 Nd3+ 6. Kc3 Nc5 7. Kd4 Kc6 **Draw.**

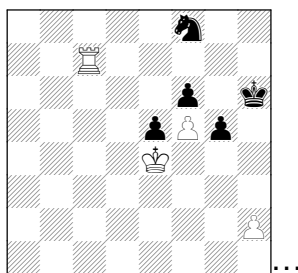
**Oganian - Lagunow A.,URS,1986**



Black wins easily thanks to his active king. 1... Rg5 2. Kg3 Rh5! 3. f4 This is forced.

[In response 3. Kg2 , 3... Rf5 decides]  
3... e4 4. Nf6 e3! 5. Nxh5 Kd2 6. f5 e2 7. f6 e1=Q+ , and soon White resigned.

## ENDINGS WITH A LARGE NUMBER OF PAWNS



## ENDINGS WITH A LARGE NUMBER OF PAWNS

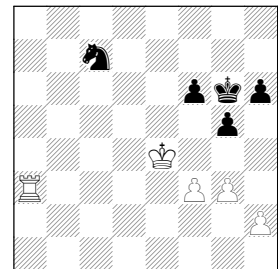
With more pawns on the board the

winning chances are significantly increased, since it is difficult for the defender to exchange all the pawns.

Despite limited material, Black loses due to a poor position of his knight, which is exploited with the help of zugzwang.

1. Kf3! Nh7  
[1... Kh5 2. Rf7□]  
2. Kg4 e4  
[Or 2... Nf8 3. Rf7 Nh7 4. h3! , and Black does not have any move.]  
3. Re7 e3 4. Rxe3 Kg7 5. Re7+ Black resigned.

**Dobosz H. - Hassenruk,Dortmund,1976**

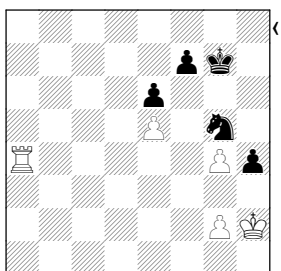


White wins easily, exploiting the possibility to transpose into a pawn ending in some favorable for him moment. 1... Nb5

[Or 1... Ne6 2. f4 Ng7 3. Ra7 , threatening 4. !g7]  
2. Rd3 Nc7 3. f4 Ne8 4. Rd7! Ng7 5. Rxg7+! Kxg7 6. f5 g4 7. Kd5 Black resigned.

**Kamsky G. - Salov V.,Buenos Aires,1994**





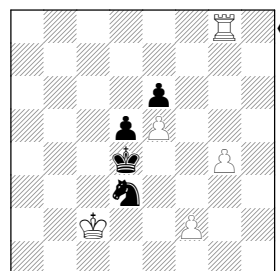
In some cases the defender manages to set up a fortress.

Salov began to strive for this position long before; his hopes to obtain a draw were connected with the weakness of the white e5-pawn. 1... Nh7! At g5 the knight was too passive - the best square for it is g6. 2. Kh3 Nf8 3. Re4 White cannot afford to give up the e5-pawn. 3... Ng6 4. g5 Kg8 5. Kg4 Kh7 6. Kf3 Kg8 7. Ke3 Kf8 8. Kd4 Ke7 9. Kc5 Kd7 10. Kb6 Ke7 11. Kc6 Kf8 12. Kd6 Kg7 13. Re2 White has penetrated with his king as far as he could; now it is time to activate the rook. 13... Kf8 14. Rf2 Kg8 15. Rf6 Kg7

[Accuracy is demanded: 15... Kf8 loses due to 16. Rxc6]

16. Rf1 Kf8 17. Rf2 Kg8 18. Ra2 Kg7 19. Ra4 Kf8 20. Re4 Ke8 21. Kc6 Ke7 22. Kc7 Kf8 23. Kd7 Kg7 24. Ke8 Kg8 25. Re1 Kg7 26. Re2 Kg8 27. Rf2 (White's last chance) 27... Nxe5 28. Rf4 Kg7 29. Rxh4 Kg6 30. Re4 Nd3 31. Ke7 Kxg5 (the simplest) 32. Re3 Nf4 33. Rg3+ Kf5 34. Kxf7 e5 35. Rg8 Nxc2! 36. Rxg2 e4 , and a draw was agreed.

Rubzova T. - Dubinsky I., Petersburg, 1995



The following example demonstrates another drawing device.

Attacking the opponent's g-pawn with his knight, Black ties the white rook to the defense of this pawn. 1... Nxf2! 2. g5 [2. Rg5 Ke4=] 2... Nh3! 3. g6 Nf4! 4. Kd2 [4. g7 Nh5!=] 4... Kxe5 5. Ke3 d4+ 6. Kf3 d3 7. Ke3 Nd5+ 8. Kxd3 Kf6 9. Ke4 Nc3+ 10. Kd4 Nd5 11. Rf8+ Kxg6 with a quick draw.