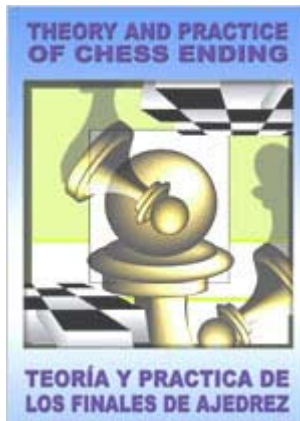


Theory and Practice of Chess Endings



This endgame course was composed by **GM Alexander Panchenko**. Its aim is to teach a student many intricacies of the endgame through a theoretical section that includes over **700** games/lectures, each of them illustrating both theoretical and practical endgame methods. Moreover, several of the themes are covered for the very first time.

The special training section contains as many as **300** exercises for a user to solve, showing the refutations of wrong moves as well as giving numerous hints to help and find the correct answer. There are also **180** positions, especially chosen by their teaching value to be played and trained against the built-in chess playing engine **Crafty**. Multiple user profiles are possible with independent ratings and statistics for each. Several printing options are available as well.

Language versions: English and Spanish.

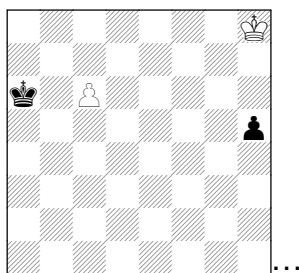
No additional software is required.



System requirements:

Essential: IBM-compatible PC, 16 MB RAM, Hard Disk 30 MB of free disk space, VGA graphics, Windows 95/98/2000/NT/ME/XP, CD-ROM drive.

PAWN ENDINGS



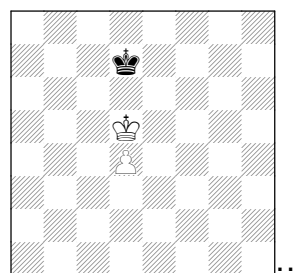
ENDINGS WITH SMALL NUMBER OF PIECES

PAWN ENDINGS

Pawn endings constitute a basis of all endings. One should study them most carefully, because each ending can eventually transpose into a pawn one. Despite their simplicity, pawn endings are very complicated - even masters and grandmasters often err in them. The complexity of a pawn ending is that it cannot be evaluated as \pm or $?$; it is either won or drawn. Erroneous transition to a pawn ending may have fatal consequences.

In order to better understand pawn endings, one should master the following strategic ideas and devices.

OPPOSITION



OPPOSITION

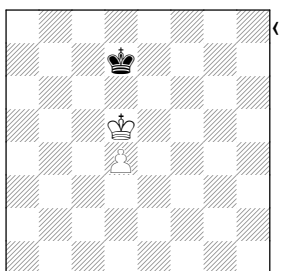
The kings are in opposition, when they are placed on the same file, rank, or diagonal, with an odd number of squares separating them. While standing in the opposition, the turn to move is always a disadvantage. Hence it is clear that one should strive for taking the opposition. It plays a decisive role while queening a pawn (see example 1), while breaking to the opponent's pawns and winning them (example 2), and while defending a worse position (examples 3 and 4).

If it is White to move, then after 1. Kc5 , Black retains the opposition by

[1. Ke5 Ke7=]

1... Kc7= , and saves the game.

Example

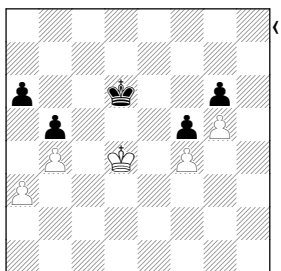


But if it is Black to move, he is forced to allow the penetration of the opponent's king 1... Ke7

[1... Kc7 2. Ke6□]

2. Kc6□ , and Black loses.

Example 2



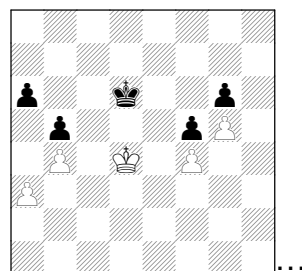
If it is Black's turn to move, he loses, because he is forced to allow the opponent's king to break to his pawns.

1... Ke6

[1... Kc6 2. Ke5□]

2. Kc5□

Example 3



If it is White to move, he draws. 1. Kc3!

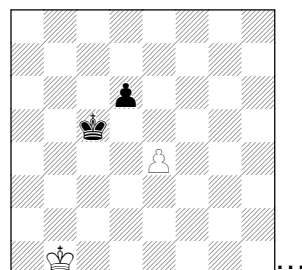
[But not 1. Kd3? Kd5! , and Black wins.]

1... Kd5 2. Kd3! Taking the opposition, White saves the game. 2... Ke6!

[Black even loses after 2... Kd6? 3. Kd4□]

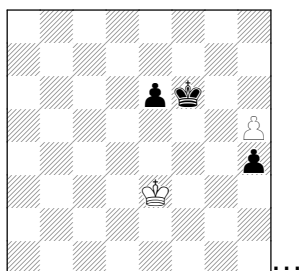
3. Kd4 Kd6=

Example 4



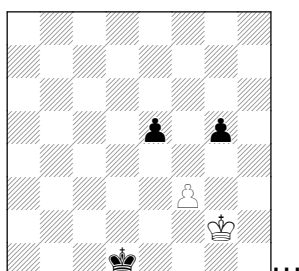
Black threatens 1... cxd4, winning a pawn. Hence, the only chance is 1. e5! dxe5 (this is forced) 2. Kc1! (taking the distant opposition) 2... Kd4 3. Kd2 , transforming the distant opposition into close opposition. Draw.

Horvath D. - Horvath C., Hungary, 1988 2



1. Kf4 h3 2. Kg3 Kg5 3. Kh2!!
[The only move. After 3. Kxh3? Kxh5
Black takes the opposition and wins.]
- 3... Kh6
[or 3... Kxh5 4. Kxh3=]
4. Kg3! , and the players agreed a draw.

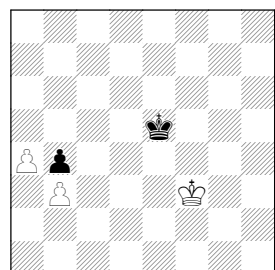
Neustadtl G



Using the opposition, one can draw even in positions that seem hopeless.

1. Kh1!
[Taking the distant opposition. Bad is
1. Kf1? Kd2 2. Kf2 Kd3 - the f3-pawn
hinders its own king to take the close
opposition, and White loses after 3.
Kg3 Ke3 4. Kg2 Ke2 5. Kg3 Kf1°, and
the rest is clear.]
- 1... Kd2 2. Kh2! Kd3 3. Kh3=

Example 5



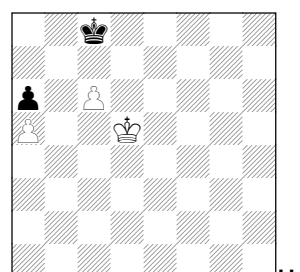
As a rule, such positions with a protected passed pawn are easily won.

Here, however, after 1... Kd5! Black draws by taking the diagonal opposition:

2. Kf4 Kd4 3. Kg4 Ke4 4. Kg3 Ke5
[The black king must not move out of the "square" of the a-pawn: 4... Ke3 5. a5□]
5. Kf3 Kd5! 6. a5 White is unable to seize the opposition, so he tries his last chance.
- 6... Kc5 7. Ke4 Kb5 8. Kd5 Kxa5 9. Kc4 Ka6!
[9... Kb6 10. Kxb4□]
10. Kxb4 Kb6! , taking the opposition.
Draw.

CORRESPONDING SQUARES.

TRIANGULATION



CORRESPONDING SQUARES.
TRIANGULATION

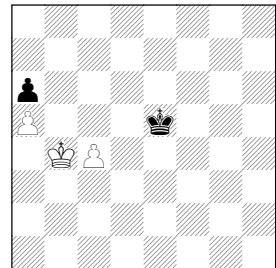
The following example explains the notion of "corresponding squares".

In order to win, White must break with his king either to b6, winning the a6-pawn, or to d7, promoting the c-pawn. Nevertheless, on 1. ϕ d6 Black plays 1... ϕ d8, and 2. c7 ϕ c8 3. ϕ c6 leads to stalemate, while 1. ϕ c5 is met by 1... ϕ c7, and Black succeeds in not allowing the penetration of the opponent's king to b6. That is, when the white king is on d6, the black king should be only on d8, and when the white king is on c5, the black king should be only on c7. These are the corresponding squares: to each position of the white king there is a single corresponding position of the black king. It is easy to see that the square corresponding to d5 is c8, that to c4 is b8, and d4-d8. But what if White loses (or wins?) a tempo by 1. Kd4 , and in response to 1... Kb8 , plays 2. Kc4 ? Then Black can no longer maintain the correspondence: 2... Kc8 is decisively met by 3. Kd5 Kc7

[or 3... Kd8 4. Kd6□]

4. Kc5□ The white king's maneuver along the d4-c4-d5 squares is called triangulation. This device helps to win a lot of games.

Dvoretzky M. - Nikitin A., Moscow, 1970

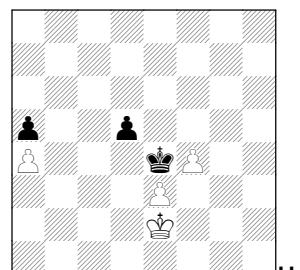


If White manages to bring his king to d4, then he wins as it was shown in the previous example. Naturally, Black tries to prevent this. 1... Kd4 2. Kb3 Ke5 3. Ka4 Here the corresponding squares are: c3-e4, b4-d4, and b3-e5. But White has two reserve squares, a3 and a4, from which his king can move to b4 or b3, while Black has the only square, e4, from which his king can move to the key d4- and e5-squares. White wins by maneuvering with his king in the a4-a3-b3 triangle.

[It is worthy to note that the aim cannot be achieved by 3. Kc3 in view of 3... Ke4 4. c5 Kd5 5. Kb4 Ke6! 6. Kc4 Ke5=]

3... Ke4 4. Ka3 Ke5 5. Kb3! Ke4 6. Kc3 , and White wins.

Alatortsev V. - Consultants, 1934

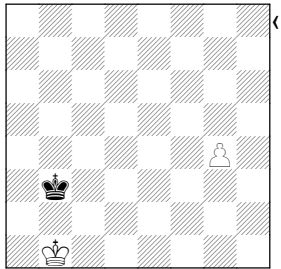


White wins by triangulation along e1-d2-e2. 1. Ke1!

[The straightforward 1. Kd2 leads only to a draw after 1... d4 2. exd4 Kxd4]

1... Kf5 2. Kd2 Ke4 3. Ke2□

THE RULE OF THE SQUARE

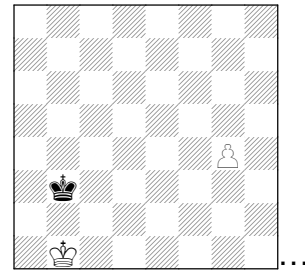


THE RULE OF THE SQUARE

The "rule of the square" enables one to quickly determine whether or not a king can catch a pawn. Let us examine the following example.

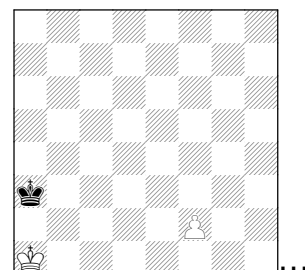
If it is Black to move, he plays 1... Kc4 , and the king steps into the "square" of the g4-pawn. Its sides are equal to the distance of the pawn to its queening square (g4-g8-c8-c4).

Example 6



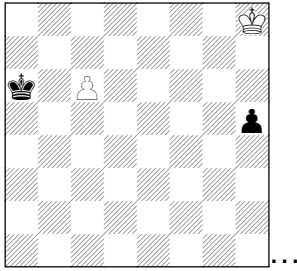
If White begins, then after 1. g5 the black king is not able to step inside the g5-g8-d8-d5 "square", therefore Black loses. In practice, it is simpler to draw mentally only one line - the diagonal of the "square", for example g4-c8 or g5-d8 in the examined examples. When a pawn is in its starting position, i.e. on the 2nd rank, the diagonal of the "square" should be drawn from the square in front of the pawn.

Example 7



In this case the diagonal of the "square" is f3-a8, therefore - draw.

Reti Richard



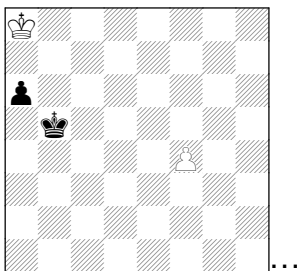
The "rule of the square" is often seen in practice and in chess composition.

At first sight the task seems impracticable, however, using two threats - to queen the c-pawn and to step into the "square" of the h-pawn - White manages to draw. 1. Kg7 h4 2. Kf6 h3

[Or 2... Kb6 3. Ke5 Kxc6 4. Kf4= , stepping into the "square".]

3. Ke7! Kb6 4. Kd7 , with a draw. In chess literature, this idea was picturesquely called "chasing two birds".

Feiter K



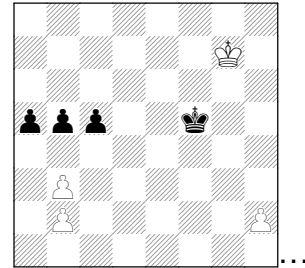
1. Kb7 a5 2. Kc7 Kc5

[2... a4 3. f5]

3. Kd7 Kd5 4. Ke7 Ke4 (it seems that Black is winning, but...) 5. Ke6! Kxf4 6. Kd5 The king has stepped into the "square". Draw. This idea was employed in practice by the world champion

Emanuel Lasker in a game against Tarrasch.

Lasker E. - Tarrasch S., Petersburg, 1914



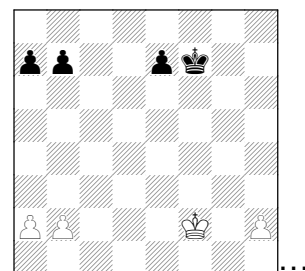
1. h4 Kg4 (otherwise White plays 2. h5)

2. Kg6!

[2. Kf6? loses due to 2... c4 3. bxc4 bxc4 4. Ke5 c3! 5. bxc3 a4°]

2... Kxh4 3. Kf5 Kg3 4. Ke4 Kf2 5. Kd5 Ke3 6. Kxc5 Kd3 7. Kxb5 Kc2 8. Kxa5 Kxb3 Draw.

OUTSIDE PASSED PAWN



OUTSIDE PASSED PAWN

A passed pawn that is most remote from the center is called an outside passed

pawn. The possession of an outside passed pawn, or a threat of creating one, is a decisive advantage in pawn endings. The winning plan is simple and typical: to divert the opponent's king by the advance of this pawn, and then break through with one's own king to the opponent's pawns.

Here is an elementary example.

White's plan is simple: to advance his Q-side pawns as far as possible, and then to exchange the h-pawn for the black e-pawn, breaking with his king to the opponent's pawns. The game may continue as follows: 1. b4

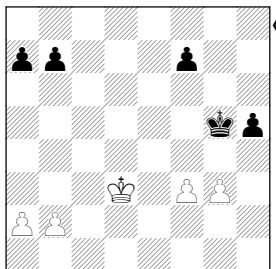
[Or 1. a4]

1... b5 2. a3 a6 3. Ke3 Kf6 4. Ke4 e6

[Or 4... Kg5 5. Ke5, and the rest is clear.]

5. h4 Kg6 6. Ke5 Kh5 7. Kxe6 Kxh4 8. Kd6

Gheorghiu F. - Gligoric S., Hastings, 1964



For the moment there is no an outside passed pawn, but Black quickly creates it:

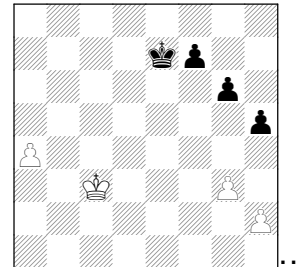
1... f5 2. Ke3 f4+! 3. Kf2

[Or 3. gxf4+ Kf5 4. b4 b5 5. a3 a6°, and the rest is clear.]

3... b5 White resigned. After 4. Kg2 b4 5. Kf2 fxg3+ 6. Kxg3 h4+ 7. Kh3 Kf4 8. Kxh4 Kxf3 the black king captures both

White's pawns.

Fischer R. - Larsen B., Denver, 1971



In some positions with an outside passed pawn, the stronger side must play accurately and subtly in order not to miss an advantage.

1. Kd4 Kd6 2. a5 f6

[2... Kc6 3. Ke5]

3. a6 Kc6 4. a7 Kb7 5. Kd5 h4! (the only chance)

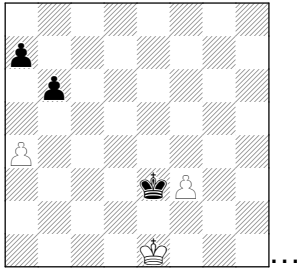
[5... f5 6. Ke5 h4 7. Kf6!]

6. Ke6! Black resigned.

[it was not too late to let the win slip away by 6. gxh4? Kxa7 7. Ke6 (or 7. h5 gxh5 8. h4 Kb7 9. Ke6 Kc7 10. Kxf6 Kd7 11. Kg5 Ke7 12. Kxh5 Kf8=) 7... f5 8. Ke5? (correct is 8. h5! gxh5 (if 8... f4, then 9. hxg6 f3 10. g7 f2 11. g8=Q f1=Q 12. Qf7+)) 9. Kxf5 Kb6 10. Kg5 Kc6 11. Kxh5 Kd6 12. Kg6 Ke7 13. Kg7 Ke6 14. h4 Kf5 15. h5) 8... Kb7 9. h5 gxh5 10. Kxf5 Kc7 11. Kg5 Kd7 12. Kxh5 Ke7=]

On 6... f5, White wins by 7. Kf6!

PLAYING FOR STALEMATE



PLAYING FOR STALEMATE

Stalemate combinations occur in pawn endings much more often than in other endings. This is explained by limited material on the board.

1. a5!

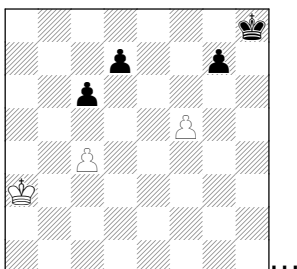
[White loses after both 1. f4? Kxf4 2. Kd2 Ke4 3. a5 b5 4. a6 b4!°; and 1. Kd1 Kxf3 2. Kc2 Ke4]

1... b5 2. a6! (creating a "stalemate shelter" for the king) 2... Kxf3

[2... b4 3. Kd1=]

3. Kd2 Ke4 4. Kc3 Kd5 5. Kb4 Kc6 6. Ka5! Kc5 Stalemate.

Troitsky A



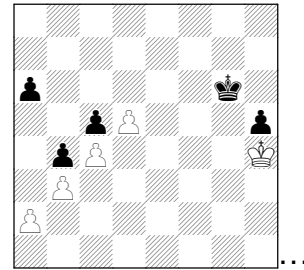
Stalemate is possible even in the center, as it occurs in the following example.

Black is forced to defend his d7-pawn, and White manages to create a stalemate shelter for his king. 1. Kb4 Kg8

[Or 1... Kh7 2. Kc5 Kh6 3. Kd6 Kg5 4. Kxd7 Kxf5 5. Kxc6=; 1... d6 2. Ka5=]

2. Kc5 Kf7 3. Kd6 Ke8 4. c5 Kd8 5. f6! gxf6 Stalemate.

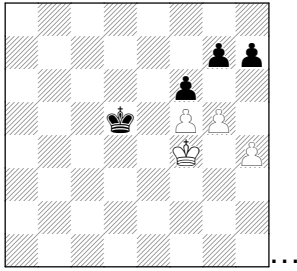
Nikolaevsky Y. - Taimanov M., Tbilisi, 1967



Many games have been saved thanks to stalemate.

It seems that after 1. d6 Black is helpless, because he will lose the c5-pawn. Nevertheless, he draws thanks to a seemingly minor detail: his pawn is not at a5, but at a6. 1... Kf6 2. Kxh5 Ke6 3. Kg5 Kxd6 4. Kf5 Kc6 5. Ke5 Kb6 6. Kd5 Ka5! The king has reached a stalemate shelter. 7. Kxc5 Stalemate.

Chigorin M. - Tarrasch S., Nurnberg, 1896



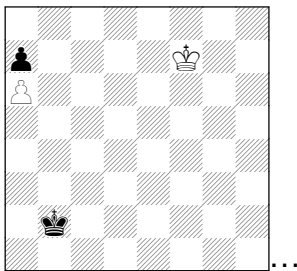
Sometimes a saving combination is found only in analysis. The following ending is especially instructive: even a great player has let a draw slip out of his hands.

Chigorin played 1. gxf6?, and resigned two moves later, instead of which he could have drawn by 1. Kg4 Ke4 2. g6! h6

[2... hxf6 does not win either in view of 3. fxf6 f5+ 4. Kg5 f4 5. h5 f3 6. h6 gxh6+ 7. Kxh6=]

3. Kh5 , and if 3... Kxf5 , then stalemate.

SHOULDER-CHARGING



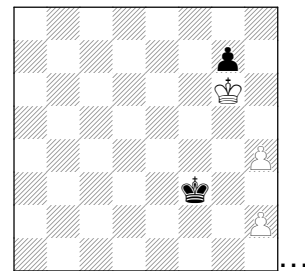
SHOULDER-CHARGING

(variation from the game)

White needs five moves to capture the a7-pawn, but the same number of moves is enough for Black to reach c7 with his

king, drawing. Hence, heading for a7, the white king should simultaneously push away the black king. 1. Ke6! Kc3 2. Kd5! Kb4 3. Kc6 Kc4 4. Kb7 Kc5 5. Kxa7 Kc6 6. Kb8 , and White wins. This maneuver, which has received the name of "shoulder-charging", is frequently employed in practice.

Grigoriev Nikolay (RUS)



1. Kf5!

[1. h5? Kg4 2. h3+ Kh4=;

1. Kg5? Kg2 2. h5 Kh3 3. Kg6 Kg4!

(3... Kh4 4. h3□) 4. h3+ Kh4=]

1... Kg2

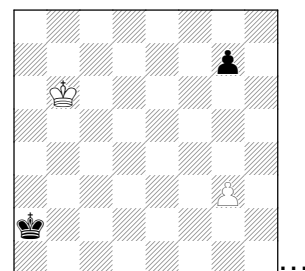
[1... Ke3 2. h5 Kf3 3. Kg5□]

2. h5 Kh3 3. Kg5!

[3. Kg6 Kg4! 4. h3+ Kh4=]

3... Kxh2 4. Kg6□

Moravec Jaroslav (CZE)



In order to win, White must reach f7 with his king, but the king is moved there in a roundabout way, at the same time "shoulder-charging" the opponent's king.

1. Kc5!

[Only a draw results from 1. g4? Kb3 2. Kc5 Kc3 3. Kd5 Kd3 4. Ke5 Ke3 5. Kf5 Kf3 6. g5 Kg3=]

1... Kb3 2. Kd4!

[2. Kd5 Kc3=]

2... Kc2

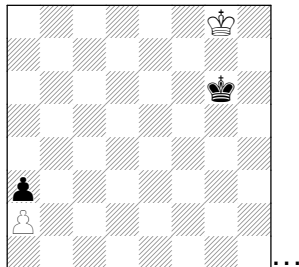
[2... Kb4 3. g4 Kb3 4. g5□]

3. Ke3! Kd1 4. g4 Ke1

[4... Kc2 5. g5□]

5. g5 Kf1 6. Kf3! Kg1 7. g6 Kh2 8. Kg4 Kg2 9. Kf5 Kg3 10. Ke6 Kg4 11. Kf7□

Sackmann F



In conclusion let us study another valuable example.

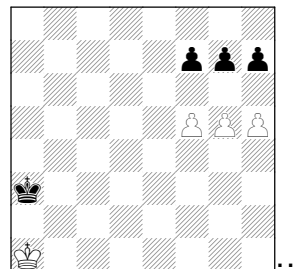
White saves the game, taking the so-called "knight's opposition" - another kind of opposition, which we have not yet discussed. 1. Kh8!

[The natural 1. Kf8 loses due to 1... Kf6 2. Kg8 Ke5 3. Kg7 Kd4 4. Kf6 Kc3 5. Ke5 Kb2 6. Kd4 Kxa2 7. Kc3 Kb1°]

1... Kf6 2. Kh7! (maintaining the knight's opposition) 2... Ke5 3. Kg6 Kd4 4. Kf5

Kc3 5. Ke4 Kb2 6. Kd3 Kxa2 7. Kc2 Draw.

BREAKTHROUGH



BREAKTHROUGH

A pawn breakthrough involves a sacrifice of one or several pawns in order to create a passed pawn. This device often occurs in practice, and so in the course of play it is very important to foresee the possibility of a breakthrough.

As a rule, three factors contribute to a breakthrough.

I. Pawns are close to the queening square (in other words, extra space).

II. The opponent has doubled pawns.

III. The pawns hinder its own king to catch the opponent's pawn.

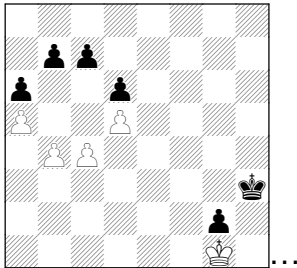
I. Pawns are close to the queening square His far advanced pawns allow

White to promote one of them by a breakthrough. 1. g6! fxg6

[Or 1... hxg6 2. f6 gxf6 3. h6□]

2. h6! gxh6 3. f6□

Example 8



Here the white pawns are less advanced; nevertheless, it is sufficient for a breakthrough. 1. b5!

[Or 1. c5]

1... Kg4 2. c5 Kf5

[2... axb5 3. c6 bxc6 4. a6□;

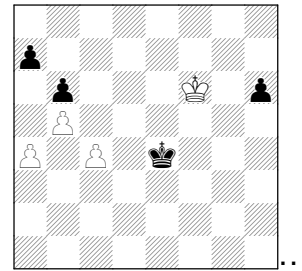
2... dxc5 3. b6 cxb6 4. d6□]

3. b6

[Or 3. c6]

3... cxb6 4. c6 bxc6 5. axb6□ Let us note that this pawn structure may arise in many openings, for example in the Scotch game, so all White has to do is to keep it until a pawn ending.

Godes D, Averbakh Y



Here too, the far advanced pawns decide the game. 1. c5! bxc5

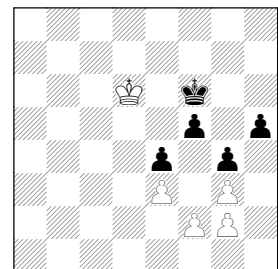
[1... Kd5 2. c6 Kd6 3. Kg6□]

2. a5 Kd5 3. a6!

[3. b6? loses due to 3... axb6 4. axb6 Kc6°]

3... Kd6 4. b6□

Pomar S. - Cuadras, Olot, 1974



II. The opponent has doubled pawns

1... f4! 2. Kd5

[2. exf4 h4! 3. gxh4 g3 4. fxg3 e3°]

2... h4! 3. Kxe4

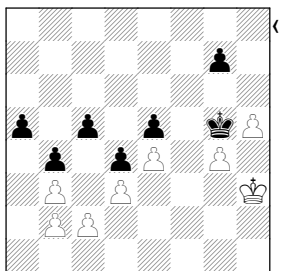
[3. gxf4 h3]

3... f3!

[Bad is 3... h3? 4. gxh3 gxh3 5. Kf3]

4. gxf3 h3 White resigned.

Havazi - Reko, 1976



After the correct 1... c4! Black could have won.

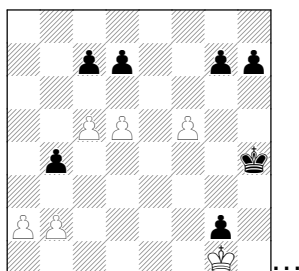
[He, however, resigned, probably in view of the following line: 1... a4? 2. bxa4 c4 3. b3!□]

For example, 2. bxc4

[2. dxc4 a4! 3. bxa4 b3 4. cxb3 d3°; 2. Kg3 a4! 3. bxa4 b3 4. cxb3 c3°]

2... a4 3. c5 a3 4. bxa3 bxa3 5. c6 a2 6. c7 a1=Q 7. c8=Q Qf1+ 8. Kg3 Qf4+ 9. Kh3 Qf3+ 10. Kh2 Qf2+ 11. Kh3 Qh4+ 12. Kg2 Qxg4+ , and Black wins.

Troitsky A 2



III. The pawns hinder its own king to catch the opponent's pawn.

To start with, let us examine a classic

study.

White puts a pawn barrier on the black king's way to the Q-side. 1. f6!!

[Bad is the immediate 1. a4? in view of 1... bxa3 2. bxa3 Kg3! 3. a4 h5 4. a5 h4 5. a6 h3 6. a7 h2#; or 1. Kxg2? Kg5 2. a4 bxa3 3. bxa3 Kf6! 4. a4 Ke7! (4... Ke5? 5. d6! cxd6 6. c6 dxc6 7. a5□) 5. Kf3 Kd8=]

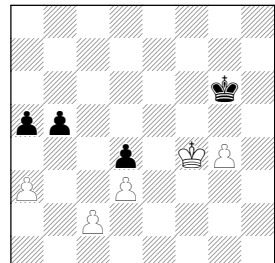
1... gxf6 2. Kxg2 (otherwise Black plays ♝g3) 2... Kg4 3. a4 bxa3 4. bxa3 Kf5 5. a4 [Premature is 5. d6 cxd6 6. c6 dxc6 7. a4 because of 7... Ke6]

5... Ke5 6. d6!

[6. c6 d6 7. a5 Kxd5]

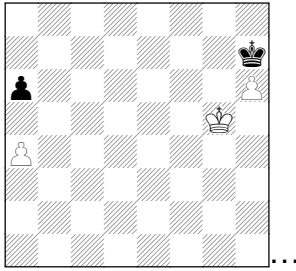
6... cxd6 7. c6! dxc6 8. a5 Kd5 9. a6□

Borisenko V. - Zvorykina K., 1962



1... a4! 2. Ke4 b4 3. Kxd4 bxa3 4. Kc3 Kg5 Without the pawn on c2, White could have drawn by 5. ♝c2. 5. d4 Kxg4† White resigned.

EXTRA SPACE

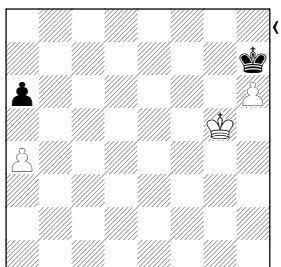


EXTRA SPACE

Extra space is a highly important advantage in all stages of the game. In pawn endings, you should strive to seize space with your king or pawns. After eventual exchanges, if you possess more space, your pawns will be promoted quicker, as it was already shown in the previous section, "Breakthrough".

The result depends on who it is to move. If White begins, he seizes space by 1. a5! , and wins: 1... Kg8 2. Kf6 Kh7 3. Ke6 Kxh6 4. Kd6 Kg6 5. Kc6 Kf7 6. Kb6 Ke7 7. Kxa6 Kd7 8. Kb7□

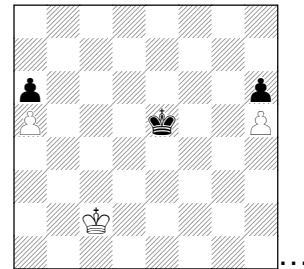
Example 9



But if it is Black to move, he prevents White from seizing space by 1... a5! , and

draws: 2. Kh5 Kh8 3. Kg6 Kg8 4. Kf5 Kh7 5. Ke5 Kxh6 6. Kd5 Kg6 7. Kc5 Kf6 8. Kb5 Ke6 9. Kxa5 Kd7! 10. Kb6 Kc8! - the king has arrived just in time. Draw.

Grigoriev Nikolay (RUS) 2



At first sight, White has to fight for a draw, because he loses one of his pawns. Nevertheless, by 1. Kc3! he takes the diagonal opposition and, thanks to his spatial advantage secured by the far advanced a- and h-pawns, it is White who wins. For example, 1... Kd5

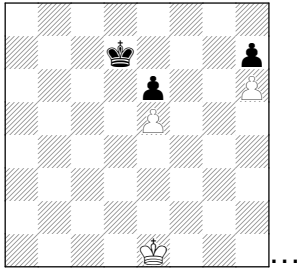
[or 1... Kf4 2. Kc4 Kg5 3. Kc5 Kxh5 4. Kb6 Kg4 5. Kxa6 h5 6. Kb6 h4 7. a6 h3 8. a7 h2 9. a8=Q□]

2. Kd3 Kc5

[2... Ke5 3. Kc4 Kd6 4. Kd4 Ke6 5. Kc5 Ke5 6. Kb6 Kd6 7. Kxa6 Kc6 8. Ka7 Kc7 9. a6 Kc8 10. Kb6□ , and the rest is clear.]

3. Ke4 Kb5 4. Kf5 Kxa5 5. Kg6 Kb4 6. Kxh6 a5 7. Kg6 a4 8. h6 a3 9. h7 a2 10. h8=Q□

Grigoriev Nikolay (RUS) 3



Here, thanks to his far advanced pawns on e5 and h6, White saves the game by subtle king maneuvering. 1. Kf2!!

[1. Ke2 Kc6! 2. Kf3 Kd5 3. Kf4 Kd4 4. Kg4 Ke4! 5. Kh4 Kf4! 6. Kh5 Kf5 7. Kh4 Kg6!° (7... Kxe5 8. Kg5=)]

1... Kc6

[If 1... Ke7, then the white king penetrates to the h7-pawn from the rear: 2. Ke3 Kf7 3. Kd4 Kg6 4. Kc5 Kg5! 5. Kd6 Kf5 6. Ke7! Kxe5 7. Kf7!=]

2. Kg3 Kd5 3. Kh4!

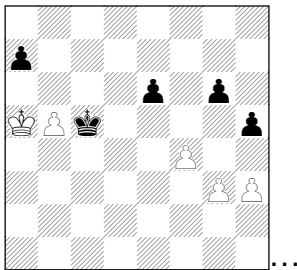
[3. Kg4 Ke4!°]

3... Kd4 4. Kh5!

[4. Kg5 Kxe5°]

4... Ke4 5. Kg4! Kxe5 6. Kg5 Kd6 7. Kf6=

Radu L. - Teodorescu M., Bucharest, 1939



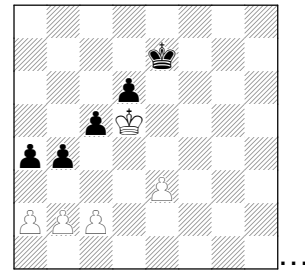
First White seizes space on the K-side, then exchanges Q-side pawns, and finally wins by a breakthrough. 1. g4! hxg4 2. f3

hxg4 Kc4 3. g5! Kc5 4. Ka6 Kc4 5. Kxa7! (now this decides) 5... Kxb5 6. Kb7 Kc5 7. Kc7 e5

[Or 7... Kd5 8. Kd7□]

8. f5! gxf5 9. g6 e4 10. g7 f4 11. g8=Q, and White wins easily.

Walker

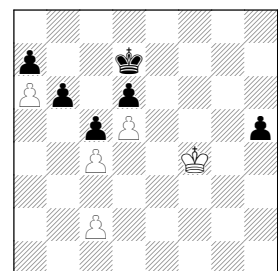


Although Black's pawns are advanced farther than White's, the activity of the white king decides the game. 1. c4! Nipping in the bud a possibility of Black's breakthrough.

[1. c3? a3!°]

1... bxc3 2. bxc3 a3 3. c4 Kd7 4. e4 Kc7 5. e5 dxe5 6. Kxe5 Kc6 7. Ke6 Kc7 8. Kd5 Kb6 9. Kd6 Kb7 10. Kxc5□

Kakabadze - Katskova, 1960



Black has an extra pawn, while White has

the more active king and the far advanced a6- and d5-pawns. The chances are equal, but Black persistently plays for a win, and this leads him to a defeat. The game continued 1... Kc7

[Correct was 1... Ke7 2. Kg5 h4 3. Kxh4 Kf6 , with a draw.]

2. Kg5 b5 3. Kxh5

[There was also another way to a draw: 3. cxb5 c4 4. Kxh5 Kb6 5. Kg5 Kxb5 6. Kf6 Kc5 7. Ke6 c3 8. Kd7! (this line perfectly illustrates the great importance of the advanced a6-pawn) 8... Kxd5 9. Kc7 Ke6 (after 9... Kd4? 10. Kb7 Ke3 11. Kxa7 the white pawn is promoted first) 10. Kb7 Kd7 11. Kxa7 Kc7 12. Ka8 d5 13. a7 d4 Stalemate.]

3... Kb6 4. Kg5 Kxa6 5. Kf6 bxc4

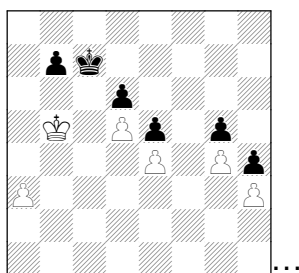
[5... Kb6 6. Ke6 a5 7. Kxd6 a4 8. Ke7□]

6. Ke6 Kb5? A decisive mistake.

[A draw could have been achieved by 6... Kb7! 7. Kxd6 a5 8. Kxc5 c3 9. Kb5 (or 9. Kd4 Kb6=) 9... Kc7 10. Kxa5 Kd6 11. Kb4 Kxd5 12. Kxc3 Kc5=]

7. Kxd6 a5 8. Kc7 Kb4 9. d6 , and White wins.

Alapin S. - Reti R., Vienna, 1908



In this example too, activity of the white

king quickly decides the game. 1. a4 Kc8

[Or 1... Kb8 2. Kb6 Kc8 3. a5 Kb8 4. a6 bxa6 5. Kxa6 Kc7 6. Ka7 Kc8 7. Kb6□]

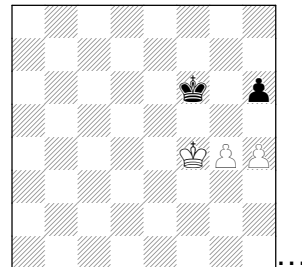
2. Kb6 Kb8 3. a5 Kc8 4. a6 Kb8 5. a7+

[Simpler is 5. Ka5! Ka7 6. axb7 Kxb7 7. Kb5□]

5... Ka8 6. Kc7 b5 7. Kxd6 b4 8. Kc6! b3 9. d6 b2 10. d7 b1=Q 11. d8=Q+ Kxa7 12. Qa5+ Kb8 13. Qb6+ Black resigned.

While playing a pawn ending, one should always consider the far advanced pawns, both one's own and opponent's, because sooner or later they may become a weighty, or even a decisive, argument.

Example 10



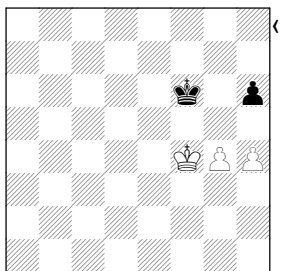
Several theoretical positions that one should know

Theoretical position. If it is White to move, then Black draws: 1. Ke4

[Or 1. h5 Ke6 2. Ke4 Kf6 3. Kf3 Kg5 4. Kg3 Kf6 5. Kf4 Ke6=]

1... Ke6 2. Kd4 Kd6 3. Kc4 Ke5=

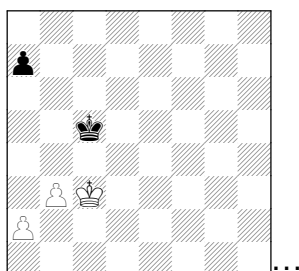
Example 11



If it is Black to move, then White wins.

1... Ke6 2. Ke4 Kf6 3. Kd5 Kf7 4. Ke5 Ke7 5. Kf5 Kf7 6. h5

Myslivic - Dobosz H., 1977



In this position White is unable to win. Black's task is not to allow the opponent to move his king forward. The game continued: 1. b4+

[1. a3 a5 2. a4 Kd5 3. Kd3 Kc5=]

1... Kb5 2. Kb3

[2. a3 a5!=]

2... Kb6

[2... a5 3. a4+ Kb6 4. b5]

3. Kc4 Kc6

[But not 3... a5 4. b5 a4 5. Kb4 a3 6. Ka4, and Black loses.]

4. a4 Kd6

[Simpler is 4... a6!, transposing to the previous example.]

5. Kb5 Kc7 6. Kc5

[Or 6. Ka6 Kb8 7. b5 Ka8 8. a5 Kb8 9. b6 axb6 10. axb6 Ka8=]

6... Kd7 7. Kb5 Kc7 8. Ka5 Kc8!

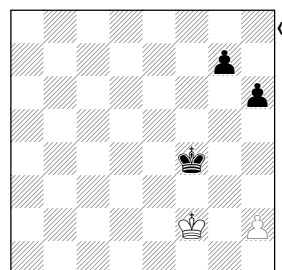
[8... Kb8 9. Ka6;

8... Kb7! 9. b5 Kb8!=]

9. Ka6 Kb8 Draw. [...]

[10. a5 Ka8 11. b5 Kb8 12. b6 axb6 13. axb6 Ka8=]

Capablanca Jose Raul (CUB)



If the stronger side manages to place king in front of the pawns, then he wins. 1...

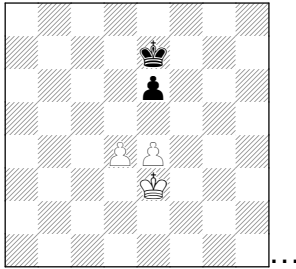
Kg4 2. Kg2 Kh4 3. Kf2

[Or 3. Kg1 Kh3 4. Kh1 h5 5. Kg1 h4 6. Kh1, and now Black must calculate tempi - 6... g5!° (if the white king were at g1, then Black would play 6... g6!);

If 3. h3, then 3... Kg5, and Black wins, using his extra tempo by g7-g6, for example: 4. Kg3 Kf5 5. Kf3 g6! 6. Kg3 (6. h4 h5°) 6... g5! (6... h5 7. Kh4=) 7. Kf3 h5!°]

3... Kh3 4. Kg1 h5 5. Kh1 h4 6. Kg1 g6!°

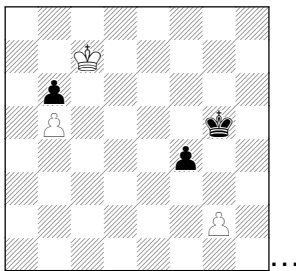
Example 12



Theoretical position

The winning plan is to support a more mobile pawn, in this case d4, with the king. 1. Kd3 Kd6 2. Kc4 Kc6 3. e5□ , and the rest is clear.

Dedrie



White's plan is to exchange his g2-pawn for the black f4-pawn, and then return with his king to the b6-pawn. 1. Kc6!

[Only a draw results from 1. Kxb6 Kg4 2. Kc5 Kg3 3. b6 Kxg2 4. b7 f3 5. b8=Q f2=]

1... Kg4

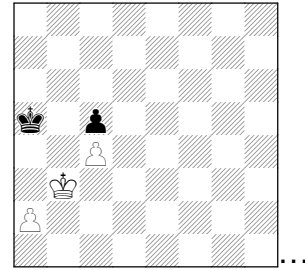
[On 1... Kg6 , White wins by 2. Kxb6]

2. Kd6!

[But not 2. Kd5? due to 2... Kh5! , and Black takes the distant opposition.]

2... Kg3 3. Ke5 Kg4 4. Kf6 Kh4 5. Kf5 Kg3 6. Kg5 Kxg2 7. Kxf4□

Walker 2



White is unable to break through with his king along the a-file, therefore, in order to win, he must transfer it to d5. 1. Ka3!

First White gains a tempo by triangulation. 1... Kb6 2. Kb2 Ka5 3. Kb3 Kb6 4. Kc3 Ka5 5. Kd2!

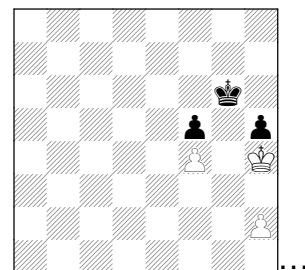
[5. Kd3 Kb4=]

5... Ka4

[5... Kb4 6. Kd3□]

6. Ke3! Kb4 7. Kd3 Ka3 8. Ke4 Ka4 9. Kd5 Kb4 10. a3+□ If, in the starting position, the white pawn were at a3, the win would have been impossible, because Black would be able to capture it in time.

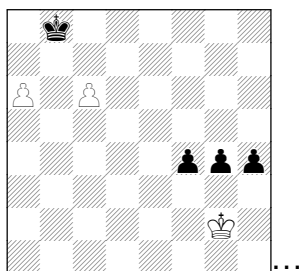
Example 13



The addition of a black pawn at h5 does

not help Black, but now a win is achieved in another way. 1. h3! If there were no the pawn on h5, it would have been a draw. 1... Kh6 2. Kg3 (beginning a by-pass) 2... Kg6 3. Kf3 Kf6 4. Ke3 Ke6 5. Kd4 Kd6 6. h4! (the decisive tempo) 6... Ke6 7. Kc5□

Example 14



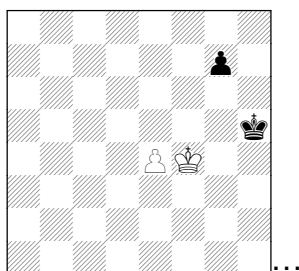
The only move to win is 1. Kg1! , and now, whichever black pawn is advanced, White must block it. 1... g3

[1... h3 2. Kh2□;

1... f3 2. Kf2□]

2. Kg2□ This example illustrates the power of separated pawns, even if the distance between them is only one file.

TRANSITION FROM PAWN ENDINGS TO OTHER ENDINGS



TRANSITION FROM PAWN ENDINGS TO OTHER ENDINGS

One should not forget that pawn endings can transpose into queen or queen vs. pawns endings. When queens appear on the board, the character of struggle changes sharply because of their great power. New scenarios become possible, such as a mating attack, an immediate win of the opponent's queen, or a queen exchange, transposing into a favorable pawn ending. It is important not to miss these possibilities, but on the contrary, to use them.

White wins by 1. Kf5!

[If 1. e5 , then 1... Kg6=]

1... Kh6

[After 1... g5 2. e5 the white pawn is promoted with check.]

2. e5 Kh7 3. Ke6!

[3. e6 Kg8=]

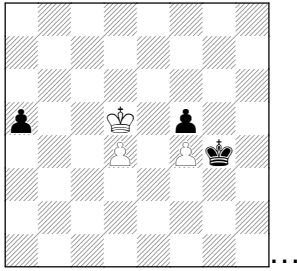
3... g5

[3... Kg8 4. Kd7□]

4. Kf7! g4 5. e6 g3 6. e7 g2 7. e8=Q g1=Q

The pawns promoted simultaneously, but it is White to move, and he is mating. 8. Qe4+ Kh6 9. Qh4#

Selezniev Alexei



1. Kc4!

[1. Kc5 a4=]

1... Kxf4

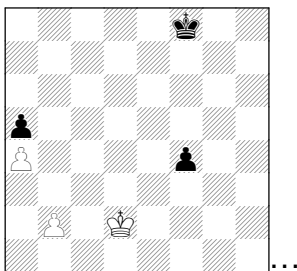
[1... a4 2. d5□]

2. d5 Ke5 3. Kc5! a4

[3... f4 4. d6 Ke6 5. Kc6 f3 6. d7 f2 7. d8=Q f1=Q 8. Qe8+ , and after 8... Kf5 9. Qf8+ Black loses his queen.]

4. d6 Ke6 5. Kc6 a3 6. d7 a2 7. d8=Q a1=Q Black succeeded in queening the pawn, but now his queen is lost. 8. Qe8+ Kf6 9. Qh8+ Kg5 10. Qxa1□

Grigoriev Nikolay (RUS) 4



1. b4!

[1. Kd3 Ke7=]

1... Ke7

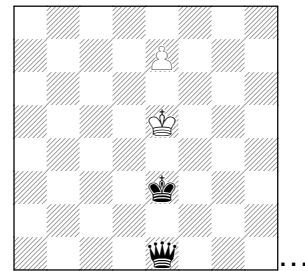
[1... axb4 2. a5□]

2. b5 Kd6 3. Ke2 Ke6 4. Kf3 Ke5 5. Kg4 Ke4 6. b6 f3 7. Kg3! (luring the black king to an unfavorable position) 7... Ke3 8. b7

f2 9. b8=Q f1=Q 10. Qe5+ First White wins a pawn, then he exchanges queens.

10... Kd2 11. Qxa5+ Kd1 The king's retreat to the c-file shortens the solution by one move. 12. Qd5+ Kc1 13. Qc5+ Kd1 14. Qd4+□ , exchanging queens on the next move.

Troitsky A 3



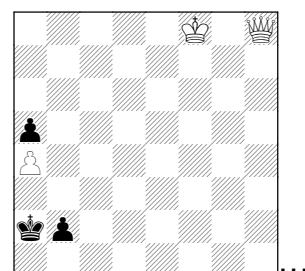
If an ending arises, in which a queen fights against one or several pawns, then the stronger side usually wins. Nevertheless, the exceptions occur.

(Conclusion of a study) After 1. Ke6! White draws, because the black queen is unable to approach the e7-pawn with checks. 1... Kf4+

[Or 1... Kd4+ 2. Kd7=]

2. Kf7!=

Example 15

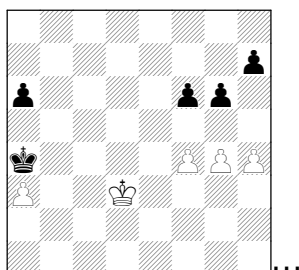


Theoretical position

White is unable to win, because the pawns at a4 and a5 do not allow him to drive the black king to b1. For example:

1. Qh2 Ka1 2. Qe5 Ka2 3. Qd5+ Ka1 4. Qd4 Ka2 5. Qc4+ Ka1 6. Qc3 Ka2 7. Qc2 Ka1 8. Ke7 (the only opportunity) 8... b1=Q 9. Qxb1+ Kxb1 10. Kd6 Kc2 11. Kc5 Kd3! (taking the knight's opposition) 12. Kb5 Kd4! 13. Kxa5 Kc5 Draw.

Van Desburg - Maroczy G., Zandvort, 1936



Transposing into an ending with two pawns against a queen, White draws.

1. Ke4 Kxa3 2. f5 gxf5+ (the threat was 3. fxe6 hxe6 4. h5) 3. Kxf5 a5 4. Kxf6 a4 5. Kg7!

[White loses after 5. g5 Kb4 6. h5 a3, because the black pawn promotes with check.]

5... Kb4 6. Kxh7 a3 7. g5 a2 8. g6 a1=Q 9. g7 Qa7 10. Kh8 Qd4 11. h5 Qf6 12. Kh7 Qf5+ 13. Kh6 Qf6+

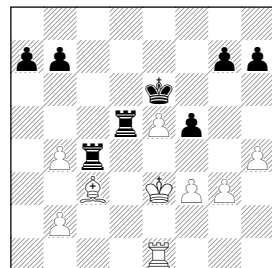
[Now on 13... Qf7 there follows 14. g8=Q Qxg8 - stalemate.]

14. Kh7 Qf7 15. h6

[Also possible is 15. Kh6 (threatening 16. g8£) 15... Qg8 16. Kg6 Qe8+ 17. Kh6=]

15... Kc5 16. Kh8 Draw.

TRANSITION TO A PAWN ENDING



TRANSITION TO A PAWN ENDING

The transition to a pawn ending is an important and difficult problem. Most often, one transposes into a pawn ending in order to utilize a material or positional advantage. Even strong players, however, sometimes err while evaluating the pawn endings that arise and lose precious points.

Two things are needed for correct transition to a pawn ending:

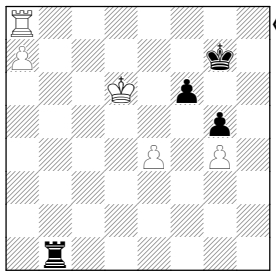
1. Exact knowledge of typical positions and strategic ideas of pawn endings.

2. Precise calculation. A pawn ending is either won, or lost, and so one must not rely only on general considerations.

Let us examine some examples of the transition to a pawn ending, and you will be convinced that this problem is not easy.

Black is an exchange up, but a win is not simple. Fischer transposes into a pawn ending, in which his major trump is an outside passed pawn. 1... Rxc3+ 2. bxc3 Rxe5+ 3. Kd2 Rxe1 4. Kxe1 Kd5 5. Kd2 Kc4 6. h5 b6 7. Kc2 g5! Before the outside passed pawn is created, Black stabilizes the position on the K-side. 8. h6 f4 9. g4 a5 10. bxa5 bxa5 11. Kb2 a4 12. Ka3 Kxc3 13. Kxa4 Kd4 14. Kb4 Ke3 White resigned.

Benko P. - Gereben E., Hungary, 1951



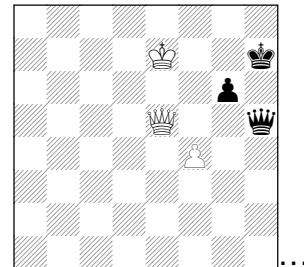
A pawn ending is unavoidable. The game continued: 1... Ra1, and Black lost.

[An intermediate check, however, could have saved Black: 1... Rd1+! 2. Ke6, and only now 2... Ra1 3. Rd8 (here, unlike in the game, 3. Rc8 does not work due to 3... Ra6+!=) 3... Ra6+ 4. Rd6 Rxa7 5. Rd7+ Rxd7 6. Kxd7 Kh7! (taking the distant opposition) 7. Kd8 Kh8!=, and Black draws.]

2. Rc8 Ra6+ 3. Rc6 Rxa7 4. Rc7+ Rxc7 5. Kxc7 (the distant opposition) 5... Kg6 6.

Kd8! Kh7 7. Kd7! Kg6 8. Ke8, and the rest is clear.

Panchenko A. - Grigore G., Bucharest, 1994



The game continued: 1. Kf6!

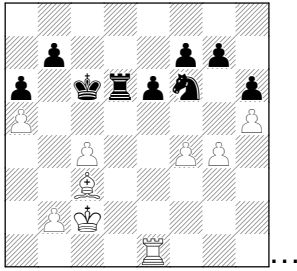
[The pawn ending after 1. Qxh5+ gxh5 2. f5 h4 3. f6 h3 4. f7 h2 5. f8=Q h1=Q transposes into a drawn queen ending; on 1. Kf8 Black draws by 1... Qf5+ 2. Qxf5 gxf5 3. Kf7 Kh8 4. Kf6 Kg8=]

1... Qd1

[The only move. Mate in a few moves was threatened, while the pawn ending after 1... Qxe5+ 2. fxe5 Kg8 is hopeless for Black in view of 3. Ke7 (or 3. Kxg6, taking the opposition) 3... g5 4. e6 g4 5. Kd8 g3 6. e7 g2 7. e8=Q+]

2. Qe7+ Kh6 3. Qg7+ Kh5 4. Qxg6+ Kh4 5. f5 Qd6+ 6. Kg7 Qd7+ 7. Qf7 Qd3 8. f6 White has achieved a theoretically won position, which he won soon.

Kasparov G. - Vukic, Banja Luka, 1979



1. Bxf6

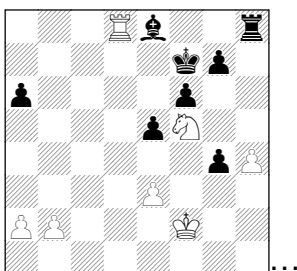
[After 1. Rg1 White is better, but the outcome of the game is unclear. Transition to a pawn ending wins immediately.]

1... gxf6 2. Rd1 Black resigned. Play could have concluded as follows: 2... Rxd1 3. Kxd1 Kc5

[if 3... Kd6 , then 4. b4 , and White creates passed pawns on both wings]

Here White wins by 4. g5 (as far as we know, doubled pawns constitute to a breakthrough) 4... fxg5 5. fxg5 hxg5 6. h6□

Razuvaev Y. - Beliavsky A., Tashkent, 1980



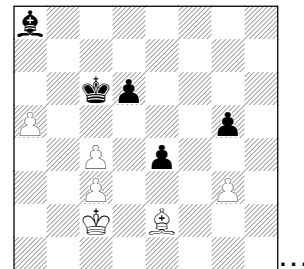
In this position White let a win slip out of his hands by 1. Kg3?

[Instead of this, he could have transposed into a won pawn ending by 1. Nd6+ Ke7 2. Rxe8+ Rxe8 3. Nxe8

Kxe8 4. e4! g6 (otherwise White's pawn majority on the Q-side decides the game) 5. Kg3 f5 6. exf5 gxf5 7. b4! , and White wins easily, creating passed pawns on both wings.]

1... Rh7! 2. Nd6+ Ke7 3. Rxe8+ Kxd6 4. Kxg4 Kd5 5. Ra8 Rh6 6. Ra7 Rg6+ 7. Kf3 Black's counterplay is sufficient; the players agreed a draw..

Karpov A. - Katalymov B., Daugavpils, 1972

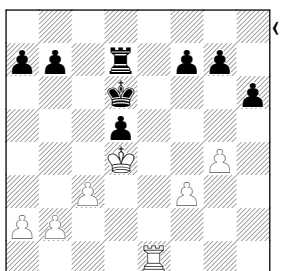


In the game White played 1. Kd2 , and gradually won the bishop ending.

[Instead of this, he could have transposed into a pawn ending by 1. Bg4 Kb7 2. Be6 Ka6 3. Bd5 Bxd5 4. cxd5 Kxa5 , but Karpov rejected this tempting line, because he found a beautiful draw: 5. Kd2 Kb5 6. Ke3 Kc4 7. Kxe4 g4! (the only move) 8. Kf5 Kxd5 9. Kxg4 Kc4 10. Kf5 Kxc3 11. Ke6 Kc4!! (this study-like move leads to the draw) 12. Kxd6 Kd4=]

This example perfectly illustrates the necessity to calculate precisely.

Martynov - Ulibin M., 1986

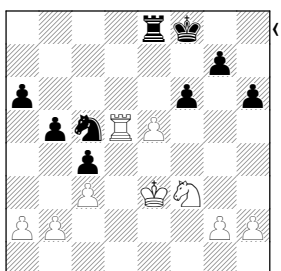


1... Re7! Black gives up his extra pawn and transposes into a pawn ending in which he hopes to use his outside passed h-pawn. 2. Rxe7 White cannot avoid the exchange; otherwise Black invades by 2... !e2°. 2... Kxe7 3. Kxd5 g6! 4. c4

[On 4. Ke5 there follows 4... b5 , seizing space on the Q-side.]

4... h5 5. gxh5 gxh5 6. Ke5 h4 7. Kf4 f5! 8. b4 Kd6 9. Ke3 a5! 10. a3 axb4 11. axb4 h3! (precisely calculated) 12. Kf2 Ke5 13. Kg3 Kd4 14. Kxh3 Kxc4 15. Kg3 Kxb4 16. Kf4 Kc4 17. Kxf5 b5 18. f4 b4 19. Ke6 b3 White resigned.

Rusina E. - Timurova L.,Kostroma,1996



Black could have transposed into a won pawn ending by 1... Nd3!

[In the game she played 1... Na4 2. Rd2 fxe5 , and won only after a long

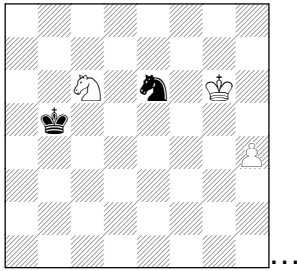
struggle.]

2. b3 Nxe5 3. Nxe5 cxb3! 4. axb3 Rxe5+ 5. Rxe5 fxe5 6. Ke4

[Or 6. b4 Kf7°]

6... a5 7. Kxe5 a4 8. bxa4 bxa4 9. Kd4 a3 , and Black wins, because the white c3-pawn does not allow its own king to step into the "square" of the a3-pawn.

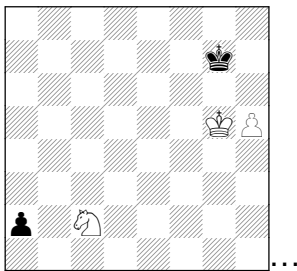
KNIGHT ENDINGS



KNIGHT ENDINGS

This chapter deals with endings in which a knight with pawns fights against a knight with pawns or without them; we will also examine knight vs. pawns endings.

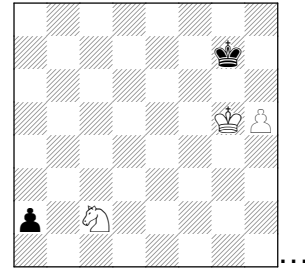
KNIGHT'S FEATURES



KNIGHT'S FEATURES

As well as other pieces, the knight has its advantages and disadvantages. Let us examine them.

Knight has restricted mobility

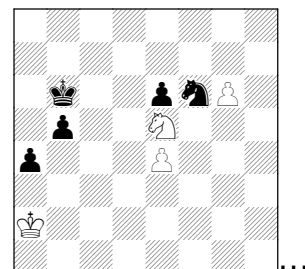


Knight has restricted mobility

The knight's main feature is its short range. Sometimes this feature prevents a stronger side from converting a large material advantage into a win; sometimes it condemns a weaker side to a loss.

In the diagrammed position White is unable to win, because his knight has to watch over the a2-pawn and therefore cannot help the king and the h5-pawn.

Rinck H

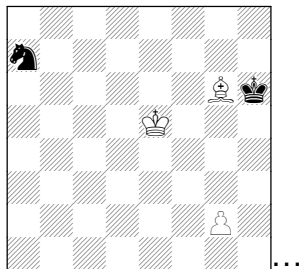


(Conclusion of a study)

After 1. Nd7+! Nxd7 2. e5! White wins - due to its restricted mobility the black

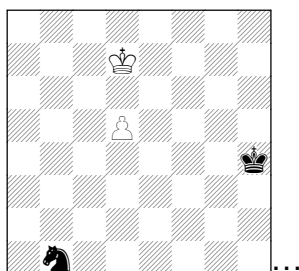
knight is unable to stop the g-pawn.

Example 16



1. Kf6! , and Black cannot prevent mate in two moves by 2. g4 and 3. g5#

Moravec Jaroslav (CZE) 2

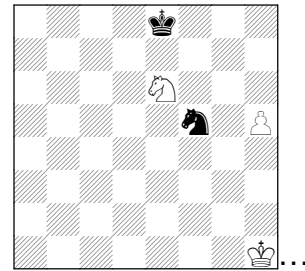


1. d6! , and the knight cannot catch the pawn, for example 1... Nc3

[Or 1... Nd2 2. Kc7! (but not 2. Ke7? in view of 2... Nc4 3. d7 Ne5 4. d8=Q Nc6+ , with a draw) 2... Ne4 3. d7 Nc5 4. d8=Q+ , and White wins]

2. Kc6! ("shoulder-charging") 2... Ne2 3. d7 Nd4+ 4. Kd5! □

A knight has difficulties fighting against a rook's pawn

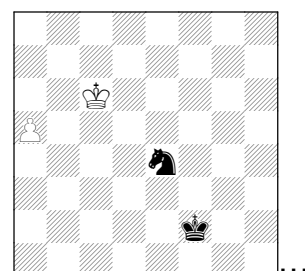


A knight has difficulties fighting against a rook's pawn

This feature is easily explained: knight's activity on the edge of the board is limited to a great extent. Eight squares are available to a central knight, while from a corner the knight commands only two squares.

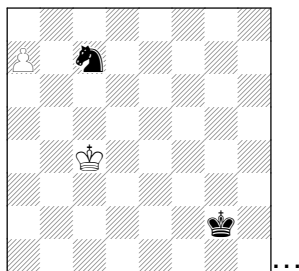
1. Ng7+! Nxg7 2. h6 Kf8 3. h7 , and the pawn queens - the clumsy knight has obstructed its own king's way to the white pawn.

Ardid R Rey



Black is unable to stop the a-pawn.

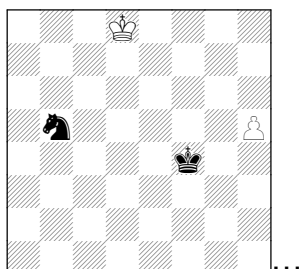
Example 17



Instructive example

A lone knight cannot cope with a rook's pawn on the 7th rank; the help of the king is needed in order to obtain a draw.
After 1. Kc5 White wins easily.

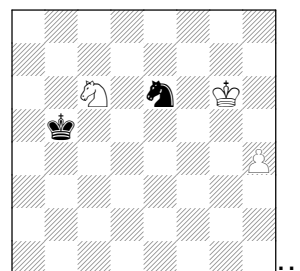
Cheron A



Here too, Black is helpless.

1. h6 Nd6 2. h7 Nf7+ 3. Ke7 Nh8 4. Kf6!
("shoulder-charging"). White wins.

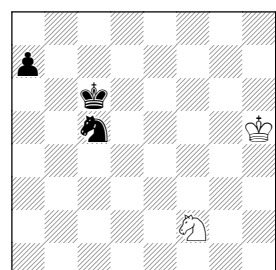
Eingorn V. - Beliavsky A.



The same rule works in knight and pawn vs. knight endings: while fighting against a rook's pawn, one cannot save with the knight without the help of the king. The two following examples confirm this conclusion.

1. Nd4+! Nxd4 2. Kf6! Nc2 3. h5 Ne3 4. Kg5 Nc4 5. h6 . Black resigned.

Tsaga G. - Panchenko A., Kalimaneshti, 1993



1... a5 2. Ng4!?

[No better is 2. Nd1 a4 3. Nc3 a3 4. Kg4 in view of 4... Ne4! 5. Na2 Kc5 6. Kf3 Kd4! 7. Nb4 (if 7. Ke2 , then 7... Nc3+ 8. Kd2 Nxa2 9. Kc2 Kc4!°; or 7. Nc1 Nc5 8. Ke2 Kc3 9. Kd1 Kb2 , winning) 7... Kc3 8. Na2+ Kb2 9. Nb4 Kb3 10. Nd3 Nc5!! 11. Nxc5+ Kc2 12. Na6 Kc3 , and Black wins]

2... a4 3. Ne3 Kb5

[Only a draw results from 3... a3?? 4.

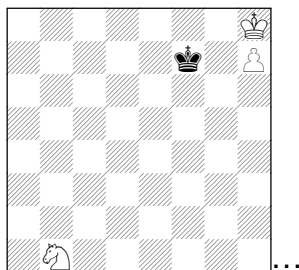
Nc2 a2 5. Nb4+ Kb5 6. Nxa2]

4. Kg4

[Also losing is 4. Nc2!? Kc4 5. Kg4 (or 5. Na3+ Kb4 6. Nc2+ Kc3 7. Na3 Ne6 8. Kg4 Kb4! 9. Nb1 Nd4 10. Kf4 Ne2+ 11. Ke3 Nc3 12. Nd2 a3°) 5... Ne6! 6. Na3+ (6. Kg3 Kb3 7. Ne1 Kc3!°) 6... Kb4 7. Nb1 Nd4 with the idea of ♖e2-c3°]

4... a3 5. Kf3 a2 6. Nc2 Kc4 7. Ke2 Kc3 8. Kd1 Nb3‡ White resigned.

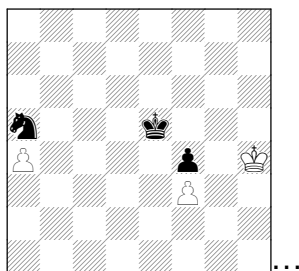
A knight is unable to gain a tempo



A knight is unable to gain a tempo

In spite of his large material advantage, White is unable to win, for example 1. Nc3 Kf8 2. Ne4 Kf7 3. Ng5+ Kf8 , and so on. But if it is Black to move, White wins.

Averbakh Yuri L (RUS)



1. Kg4!

[But not 1. Kg5? Nc4 2. Kg4 Ne3+ 3. Kg5 Ng2! 4. a5 Kd5 , and Black wins]

1... Nc4 2. Kg5 with a draw, as the knight cannot gain a tempo.

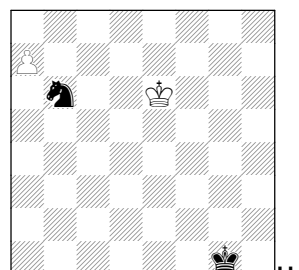
We have examined the disadvantages of the knight; now there is time to discuss its advantages, with the following three being the most important:

I. It can erect a "barrier" in front of the enemy king.

II. It is a nimble piece.

III. It works wonders.

A knight can erect a "barrier" in front of the enemy king



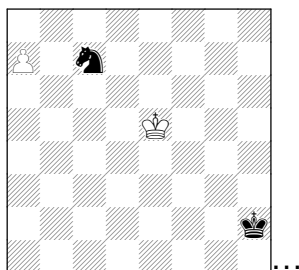
A knight can erect a "barrier" in front of the enemy king

The knight creates these "barriers" thanks to its ability to fork the opponents pieces. Sometimes these "barriers" allow the defender to save, sometimes they help

the stronger side to win.

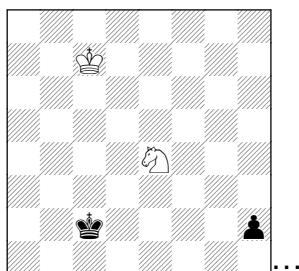
The squares a4, c4, c8, d5, d7 are attacked by the knight, and the d6- and e7-squares are inaccessible to the white king because of a fork. Therefore, the white king can get from e6 to b7 not in three moves, but only in five. If the black king is on the 1st rank, White wins; otherwise the black king is able to reach the c7-square in time, and Black draws.

Averbakh Yuri L (RUS) 2



The following squares are inaccessible to the white king: b5, d4, d5, e6, and e8. As a result, the black king has time to reach the c7-square, therefore - draw. 1. Kf6 Kg3 2. Ke7 Kf4 3. Kd7 Na8 4. Kc6 Ke5 5. Kb7 Kd6 6. Kxa8 Kc7 Stalemate.

Grigoriev Nikolay (RUS) 5



Conclusion of a study

1. Ng3! The only move.

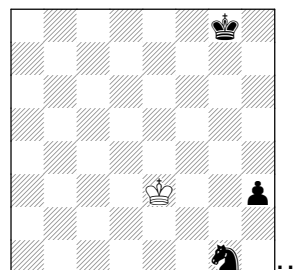
[Losing is 1. Nf2? Kd2 2. Kd6 Ke2 3. Nh1 (or 3. Ne4 Kf3 4. Nd2+ Kg2°) 3... Kf3 4. Kd5 Kg2 5. Ke4 Kxh1 6. Kf3 Kg1°]

1... Kd1

[If 1... Kd3 , then 2. Kd6 , with a draw]

2. Kd6 Ke1 3. Ke5 Kf2 4. Kf4 . Draw.

Example 18

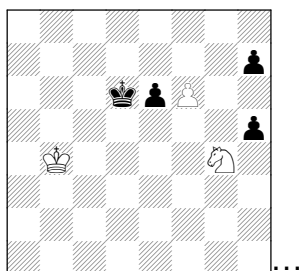


In the following examples the stronger side wins, creating a "barrier" in front of the opponent's king.

After 1. Kf2 Ne2! Black erects the "barrier", after which the king approaches his pawn, and Black wins.

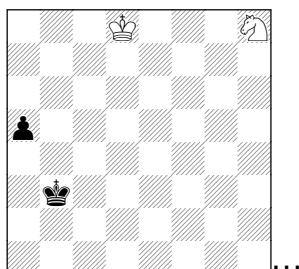
[Only a draw is achieved by 1... h2? 2. Kg2]

Prokes L



1. Ne5! h4 2. Nc6! ("barrier!"), and there is no defense from 3. f7. White wins.

A knight is a nimble piece



A knight is a nimble piece

Sometimes the weaker side is saved by a miracle: with the help of forks the knight catches one or even two pawns.

It looks improbable that the knight can catch the a-pawn, however, it manages to solve this task rather easily: 1. Ng6!

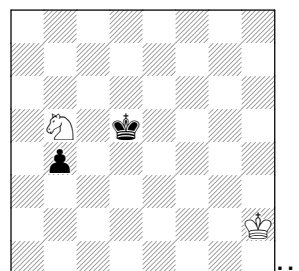
[White must chose a precise route; 1. Nf7 loses after 1... a4 2. Ne5 Kc3°]

1... a4 2. Nf4! Kc3

[Or 2... a3 3. Nd3 Kc2 , with a draw]

3. Nd5+ Kb3 4. Nf4 , and Black is unable to win.

Grigoriev Nikolay (RUS) 6



Conclusion of a study

Here a draw is achieved by an unusual knight's maneuver. 1. Nc7+ Kc4 2. Ne8!

Otherwise the knight would not be able to take control of the b1-square in time. 2... Kc5

[2... b3 would be met 3. Nd6+ Kc3 4. Ne4+ (but not 4. Nb5+? Kb4 ,and Black wins) 4... Kc2 5. Nd6! b2 6. Nc4 b1=Q 7. Na3+ , with a draw]

3. Nf6 Kd4

[if 3... b3 , then 4. Ne4+ followed by 5. a2=]

4. Ne8 Ke5

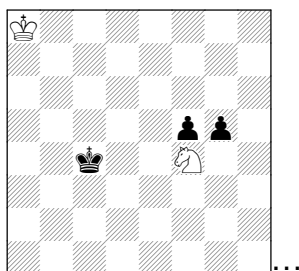
[4... b3 5. Nd6 b2 6. Nb5+ and 7. a3=]

5. Nc7 Kd6 6. Ne8+

[The only move; bad is 6. Nb5+ due to 6... Kc5 7. Nc7 b3 8. Ne6+ Kc4 , winning]

6... Kc5 7. Nf6 Kd4 8. Ne8 b3 9. Nd6 Kc3 10. Ne4+ Kc2 11. Nd6 b2 12. Nc4 b1=Q 13. Na3+ Draw.

Chekhover Vitaly (RUS)



Conclusion of a study

The position seems to be hopeless for White, however, he saves the game with the help of forks, time after time attacking the opponent's pawns.

1. Ne6! g4 2. Ng7 f4

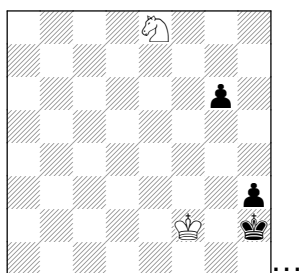
[If 2... g3, then 3. Nxf5 g2 4. Ne3+]

3. Nh5 f3 4. Nf6 g3

[After 4... f2 too, a fork saves White: 5. Nxc4 f1=Q 6. Ne3+]

5. Ne4 g2 6. Nd2+ Kd3 7. Nxf3 . Draw.

A knight works wonders



A knight works wonders

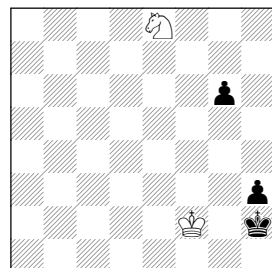
Miracles, though rarely, do occur on the chessboard. Here are several examples from the "fairy tale" chess, with the knight playing the main role.

In this position White is mating by force, no matter who is to move. 1. Nf6 Kh1

[or 1... g5 2. Ng4+ Kh1 3. Kf1 h2 4. Nf2#]

2. Ng4 h2 3. Kf1 g5 4. Nf2#

Example 19



If Black is to move, there are two possible lines: 1... g5

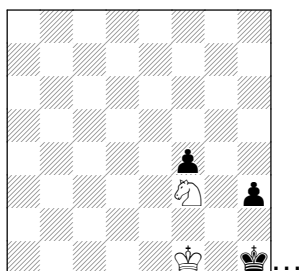
[1... Kh1 2. Nf6 Kh2 (2... h2 3. Ng4 g5 4. Ne3 g4 5. Nf1 g3+ 6. Nxc3#) 3. Ng4+ Kh1 4. Kf1 g5 5. Kf2 h2 6. Ne3 g4 7. Nf1 g3+ 8. Nxc3#]

2. Nf6 g4

[Or 2... Kh1 3. Ng4 h2 4. Ne3 g4 5. Nf1 g3+ 6. Nxc3#]

3. Nxc4+ Kh1 4. Kf1 h2 5. Nf2# The idea to mate the black king smothered in the corner was known as early as in the XIII century.

Yanish K



In a similar way the game ends when Black has two pawns, bishop's and rook's.

1. Ne5! Kh2

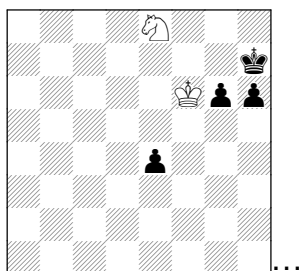
[1... h2 2. Ng4]

2. Kf2 f3

[Or 2... Kh1 3. Ng4 f3 4. Kf1 f2 5. Nxf2+ Kh2 6. Ne4 Kh1 7. Kf2 , transposing to the main line.]

3. Ng4+ Kh1 4. Kf1 f2 5. Nxf2+ Kh2 6. Ne4 Kh1 7. Kf2 Kh2 8. Nd2 Kh1 9. Nf1 h2 10. Ng3#

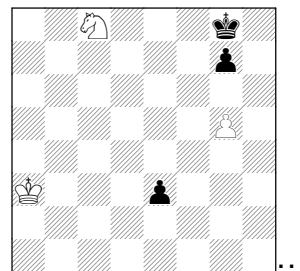
Selezniev Alexei 2



The black pawn is unstoppable, but...

1. Kf7 e3 2. Nf6+ Kh8 3. Nd5 e2 4. Nf4 e1=Q 5. Nxg6+ Kh7 6. Nf8+ Perpetual check - draw!

Iljin P



Here too, White cannot catch the e-pawn, however, he has a fantastic saving idea.

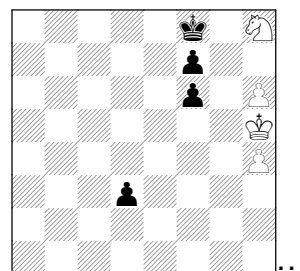
1. Ne7+ Kh7

[Bad is both 1... Kf7 2. Nc6 e2 3. Ne5+ Ke6 4. Nf3;

and 1... Kh8 2. Ng6+ Kh7 3. Nf4]

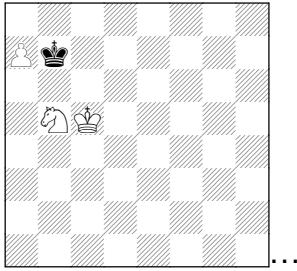
2. g6+ Kh8 3. Kb4 e2 4. Kc5 e1=Q 5. Kd6! , with a draw, as the alone queen cannot drive the king away from the knight.

Kubbel L



1. h7 Kg7 2. Nxf7! Kxh7 3. Nh6 d2 4. Ng4 d1=Q Stalemate. Draw.

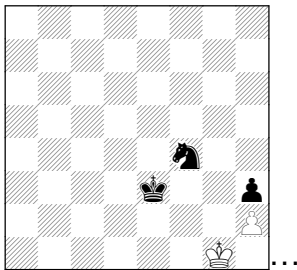
SEVERAL TYPICAL POSITIONS



SEVERAL TYPICAL POSITIONS

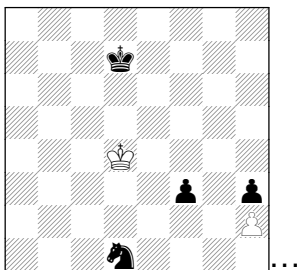
White is unable to win.

Example 20



Black cannot evict the white king from the corner.

Chekhov Vitaly (RUS) 2



Conclusion of a study

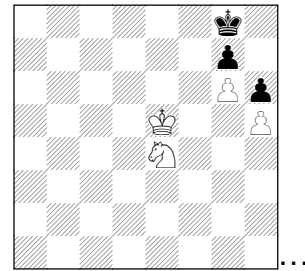
White reaches a position from the previous example and draws. 1. Kd3

Ke6 2. Kd2 f2 3. Ke2 Ke5 4. Kf1 Ke4 5. Ke2 Kf4 6. Kf1 Ne3+

[6... Ke3 - stalemate]

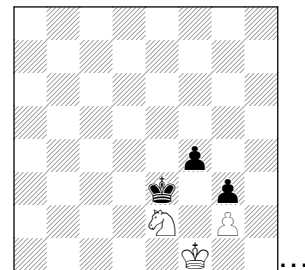
7. Kxf2 Ng4+ 8. Kg1 Draw.

Example 21



1. Ke6 Kf8 2. Kd7 Kg8 3. Ke7 Kh8 4. Nf6! gxf6 5. Kf7 , mating.

Reti R & Mandler A



In this position White wins in a very instructive way. 1. Ng1 Kd2

[If 1... Kd3 , then 2. Nf3 Ke3 3. Ne1 Kd2 4. Nc2! , winning]

2. Nf3+ Kd3 3. Ke1

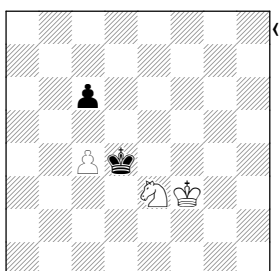
[After 3. Ne1+ , in view of 3... Ke3 4. Nc2+ Kd2 5. Nb4 Ke3 6. Nd5+ Ke4 7. Nf6+ Ke3 , White achieves nothing.]

3... Ke3 4. Ne5 Ke4

[Or 4... Kd4 5. Ng4 Kd3 6. Kd1 f3 (otherwise 7. ♟e2 would follow) 7. Ne5+]

5. Nc4 Kd3 6. Nd2 Ke3 7. Nf3 Kd3 8. Kf1
After White has given Black the move, he is winning easily. 8... Ke3 9. Ne1 Kd2 10. Nc2! (this decides) 10... Kd1 11. Nb4! Kd2 12. Nd5 , and White wins.

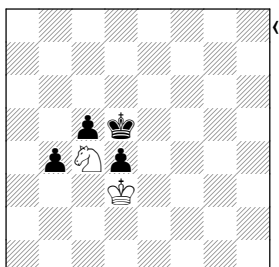
Example 22



1... Kd3! (taking the opposition) 2. Kf2 Kd2 3. Kf3 Kd3 4. Kf4 Kd4 5. Kf5 Kxe3 6. Ke5 Kd3 7. Kd6 , with a draw.

[It was not late even to lose after 7. c5? Kc4 8. Kd6 Kb5°]

Averbakh Yuri L (RUS) 3

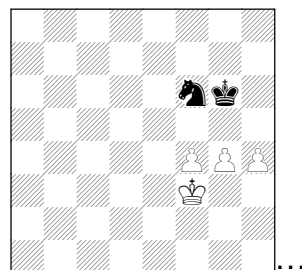


A knight can draw against three pawns

only if the pawns are not advanced far, or if the defender manages to blockade them.

1... Kc6 2. Kc2 Kb5 3. Kb3=

Fine Reuben (USA)



Three connected pawns advanced to the 5th rank secure a win. 1. f5+!

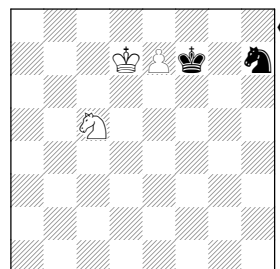
[Weak is 1. g5? Nd5 2. Ke4 Ne7! 3. Ke5 Kh5! 4. f5 Kxh4 5. Kf6 (or 5. g6 Kg5 6. g7 Ng8 7. Ke6 Nf6=) 5... Nd5+ 6. Kg6 Ne7+ with a draw]

1... Kg7 2. g5 Nd5 3. h5! Nc3

[Or 3... Kf7 4. h6 Nc3 5. h7 Kg7 6. g6 , winning]

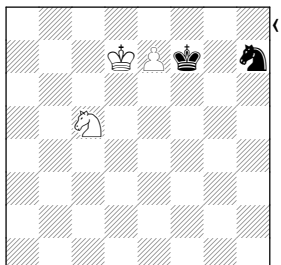
4. Kf4 Ne2+ 5. Ke5 Ng3 6. f6+ Kg8 7. h6 Nh5 8. g6 Ng3 9. h7+ Kh8 10. f7 , and White wins.

KNIGHT AND PAWN AGAINST KNIGHT



KNIGHT AND PAWN AGAINST KNIGHT

Pawn on the 7th rank



Pawn on the 7th rank

1... Nf6+

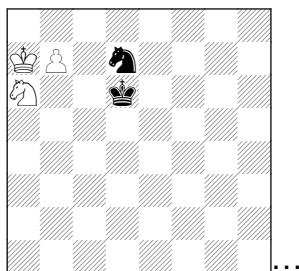
[1... Nf8+ 2. Kd8□]

2. Kd8 Ne8 3. Ne6! (this decides) 3... Nd6

[Or 3... Nf6 4. Ng5+ Kg6 5. Ne4□]

4. Kd7 Ne8 5. Ng5+ , and White wins.

Kling I



In order to win, White must transfer his knight to f8, diverting the black knight.

1. Nb4 Kc5

[Other king moves also lose, for example 1... Ke7 2. Nd5+ Ke6 3. Nb6

Ne5 4. Ka8 Nc6 5. Nc4 Kd7 6. Na5□;

1... Kc7 2. Nd5+ Kd6 3. Nb6□;

or 1... Ke6 2. Nd3 (threatening 3. ♖c5) 2... Kd6 3. Nf4 , transposing to the main line]

2. Nd3+ Kd5 3. Nf4+ Kc6 4. Ng6 Kd5

[Or 4... Kc5 5. Nf8 Ne5 6. Ka8 Nc6 7. Ne6+ Kd6 8. Nd8 , with a win]

5. Nf8 Ne5 6. Kb6 Nc6 7. Kc7! (preventing 7... ♔d6) 7... Nb4

[7... Kc5 loses due to 8. Nd7+ Kd5 9. Ne5! (offering the opponent a choice of two losing captures) 9... Nb4 10. Kb6□]

8. Nd7 Nc6

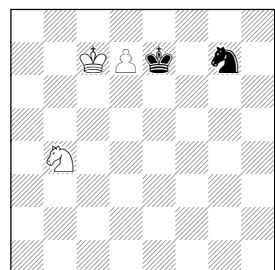
[No better is 8... Na6+ 9. Kb6;

or 8... Kc4 9. Kd6 Na6 10. Nc5 Nb8 11. Kc7□]

9. Ne5! Nb4 10. Kb6 , and White wins.

One may conclude that if a pawn has reached the 7th rank, and the stronger side's king controls the queening square, the win is simple, provided only that there is no immediate possibility of perpetual check. Sooner or later the weaker side ends up in zugzwang and loses.

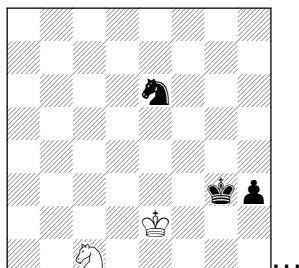
Example 23



Now let us deal with some examples of perpetual check.

Black to play gives perpetual check: 1... Ne8+! 2. Kc8 Nd6+ 3. Kc7 Ne8+ 4. Kc6 Nf6=

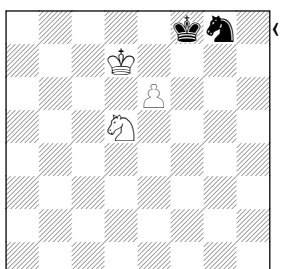
Selezniev Alexei 3



Conclusion of a study

Here too, White manages to save himself by perpetual check. 1. Kf1 h2 (otherwise 2. ♔g1= would follow) 2. Ne2+ Kf3 3. Ng1+ Kg3 4. Ne2+ Kh3 5. Ng1+ , with a draw, because 5... Kg4 fails due to 6. Kg2=

Pawn on the 6th or on the 5th rank



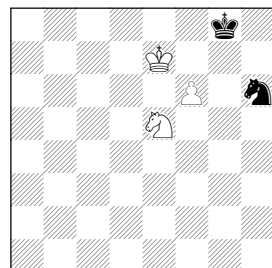
Pawn on the 6th or on the 5th rank

With a pawn on the 6th rank a win is

much more difficult, because, in addition to perpetual check, the weaker side obtains some extra defensive ideas.

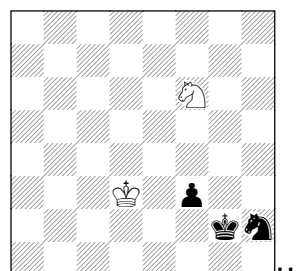
1... Kg7 2. Ke8 Nh6! , and there is no 3. e7 because of 3... Nf5 with a draw.

Example 24



Black to move draws immediately by the already familiar device, perpetual check: 1... Nf5+ 2. Ke6 Ng7+=

Benko P. - Bronstein D.,1949



1. Ne4 The only move, as 1... f2 was threatened. 1... Ng4 2. Kd2 Ne5 [After 2... Nf6 3. Nxf6 f2 4. Ng4! f1=Q 5. Ne3+ White draws.] 3. Ke3 Nc4+ 4. Kd4 Na3 5. Kd3 Nb5 6. Kd2 Nd4 7. Kd3 Ne6 (threatening ♖c5 or ♖g5) 8. Ke3! Nc7

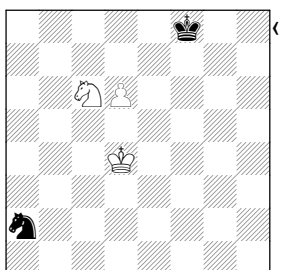
[White defends precisely; on 8... Nc5 or 8... ♖g5 there would follow the simple 9. Nf2=]

9. Kd3 Nd5 10. Kc2 Ne3+ 11. Kd3 Nf5
12. Kd2 Ng3 13. Nf6! f2

[Also after 13... Kg1 14. Ng4 Nf5 (with the threat of 15... ♖h6 16. ♔e3 ♔g2 17. ♖f2 ♖f5) 15. Ke1! Kg2 (or 15... Nh6 16. Nf2) 16. Nf2 Black achieves nothing]

14. Ng4 f1=Q 15. Ne3+ . Draw.

Averbakh Yuri L (RUS) 4



With a pawn on the 6th rank, a win is possible in two cases:

1) if the weaker side cannot stand against coordinated actions of the opponent's pieces;

2) if the weaker side's pieces are cramped, having insufficient room for maneuvering.

The a2-knight is unable to help the king in time. 1... Ke8 2. Kd5 Kd7

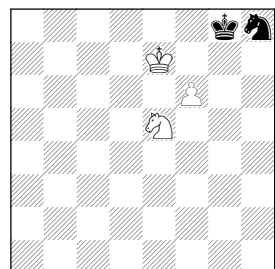
[2... Nc3+ 3. Ke6□]

3. Nb8+! Kc8

[or 3... Kd8 4. Ke6 Nb4 5. d7□]

4. d7+ Kc7 5. Ke6 Nb4 6. Na6+! Nxa6 7. Ke7 , and White wins.

Cheron A 2



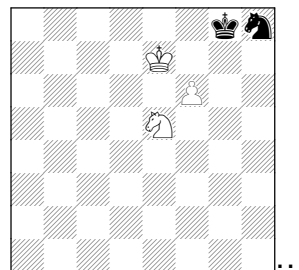
An awkward position of the black knight decides the game. 1... Kh7 2. Kf8 Kh6

3. Kg8 Kg5 4. Kg7 Kf5 5. Nd7 Ng6 6. f7

Now the win is easy. 6... Kg5 7. Ne5

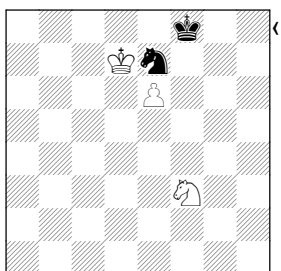
Nf4 8. Kg8 Ne6 9. Nf3+ Kf6 10. Nd4□

Example 25



If it is White to move, then after 1. Ke8 the game transposes to the previous example.

Rogers I. - Belotti B., Mendrisio, 1987



In this position Black made an instructive mistake.

He played 1... Nf5?

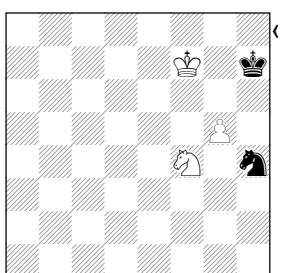
[A simple draw could have been obtained by 1... Nd5 2. Kd8 Kg7=]

Now Black loses by force. 2. Nd4! Ne7 3. Kd8! , and Black resigned. [...]

[If 3... Nd5 , then 4. Nf5! Kg8 5. Ne7+□;

and 3... Ng8 would be met by 4. Nf5 Nf6 5. e7+ (the pawn has advanced to the 7th rank!) 5... Kf7 6. Nd6+ Ke6 7. Ne4 , winning.]

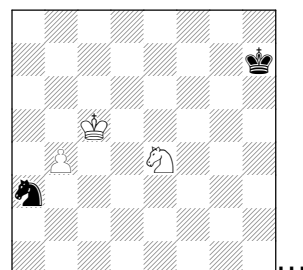
Cheron A 3



The farther the pawn is from the promotion square, the less winning chances it gives. As a rule, such positions are drawn.

1... Ng6!=

Pongracz A



But if the defender's king is remote, a win may be possible even with a pawn on the 4th rank.

1. Nd2 Kg7 2. Nc4 Nb1

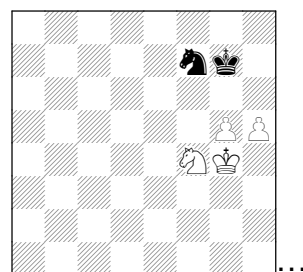
[2... Nc2 does not save either in view of 3. b5 Ne1 4. b6 Nd3+ 5. Kb5 , winning]

3. Kd4!

[But not 3. b5? Nc3 4. b6 Na4+ , with a draw]

3... Kf7 4. b5 Ke7 5. b6 Kd7 6. Kc5 Nc3 7. Ne5+ Kc8 8. Kc6 , and White wins.

KNIGHT AND TWO PAWNS AGAINST KNIGHT



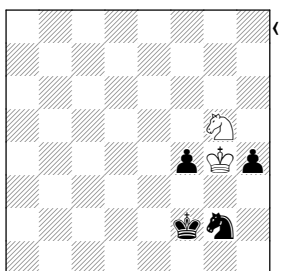
KNIGHT AND TWO PAWNS AGAINST

KNIGHT

A knight with two pawns normally win easily against a knight, no matter if the pawns are connected or not.

1. Ne6+ Kg8 2. g6 Ne5+ 3. Kf5 Nf3 4. h6 Nh4+ 5. Kf6 Nf3 6. Ng5 , and White wins.

Paoli E. - Kovacs P., Hungary, 1971



Black wins easily, precise game supposed. 1... Ke3! 2. Nf3

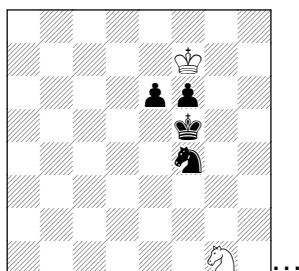
[In response to 2. Kh3 , 2... f3 decides.]

2... h3! 3. Nh2 Kf2 4. Kxh3

[if 4. Nf3 , then 4... Nh4! 5. Nh2 Kg2°]

4... Ne3! 5. Kh4 Kg2 6. Kg5 Kg3! Zugzwang. White resigned.

Taimanov M. - Spassky B., Leningrad, 1952



Exceptions are rare, however they occur. After 1. Nf3!! White saves the game.

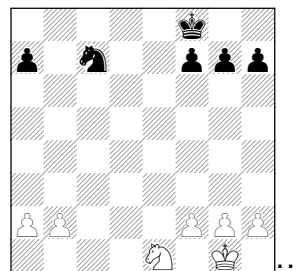
1... Kg4

[If 1... e5 , then 2. Nh4+ Kg5 3. Nf3+ Kg4 4. Kxf6 e4 5. Ne5+ Kg3 6. Nc4 , with a draw;

whereas on 1... Ke4 White plays 2. Nd2+ Kd3 3. Nf1 f5 (or 3... Ke2 4. Kxf6 Kxf1 5. Ke5=) 4. Kf6 followed by 5. ♟g3 threatening 6. ♟f5=]

2. Nh2+ Kh3 3. Nf1 f5 4. Kf6 (with the threat of ♟e3-f5). Draw.

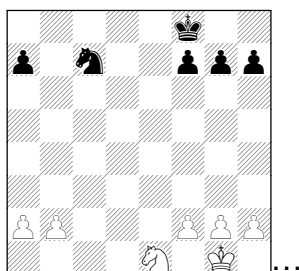
STRATEGY AND TACTICS IN KNIGHT ENDINGS



STRATEGY AND TACTICS IN KNIGHT ENDINGS

A knight is a short-range piece, and so in many aspects the knight endings resemble the pawn ones. Hence, the questions discussed while studying the pawn endings are also topical for the knight endings: utilizing a material advantage, triangulation, zugzwang, breakthrough, outside passed pawn, etc. Let us deal with these subjects in detail.

Utilizing a material advantage



Utilizing a material advantage

As well as in pawn endings, an extra pawn in a knight ending is almost always sufficient for a win.

A winning plan is simple: exploiting the fact that Black cannot exchange the knights, White improves the positions of his pieces and then creates a passed pawn on the Q-side. Then White's outside passed pawn diverts the opponent's pieces, and White captures the black pawns on the K-side. 1. Kf1 Ke7 2. Ke2 Kd6 3. Kd3 Kc5 4. Nc2 Nd5 5. g3 a5 6. b3 f5 7. a3 g6 8. b4+ axb4 9. axb4+ Kd6 10. Kd4 Nc7 11. f4 Nb5+ 12. Kc4 Nc7 13. Ne3

[13. b5 is also winning.]

13... Kc6 14. Kd4 Kd6 15. Nc4+ Kc6

[Or 15... Ke6 16. Ne5 Kd6 17. Nf7+ Ke7 18. Ng5 h6 19. Nf3 Kf6 20. Kc5 Ne6+ 21. Kd6 g5 22. b5 , and White wins.]

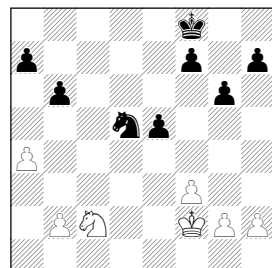
16. Ke5 Kb5 17. Ne3 Na6

[17... Kxb4 18. Nd5+ , with a won pawn

ending]

18. Nd5 Kc4 19. Nf6 h5 20. Nd5 Nb8 21. Ne7 , and White wins.

Fayans - Fine R., New York, 1940



Here too, utilizing an extra pawn is rather simple. 1... Ke7 2. Na3 f6 3. g3 Ke6

First of all Black centralizes his pieces.

4. Ke2 Nb4 5. Nb5 a6 6. Nc3 f5 7. Kd2 Kd6 8. Ne2 Kc5 9. Kc3 Nd5+ 10. Kb3

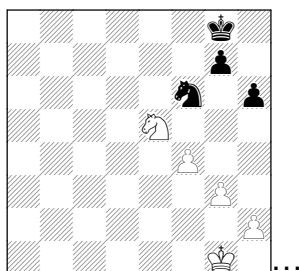
[10. Kd3 Kb4]

10... g5! 11. h3

[On 11. Kc2 there follows 11... Kb4 12. b3 Ne3+ 13. Kb2 Nf1 14. h3 Nd2 , winning a pawn]

11... h5 12. h4 gxh4 13. gxh4 f4! 14. Kc2 Ne3+ 15. Kd3 Ng2 16. Ke4 Kd6 17. Nc1 Nxh4 18. Nd3 Ng6 19. Kf5 Ne7+ 20. Kg5 Kd5 21. Kxh5 Kd4 , and Black went on to win.

Knight and three pawns against knight and two pawns on one wing



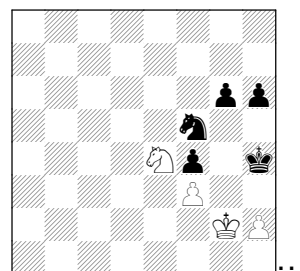
If the pawns are all on one wing, the defender's drawing chances naturally increase. Let us deal with two alignments of forces that occur in practice most often: three pawns vs. two and four pawns vs. three.

Knight and three pawns against knight and two pawns on one wing

As a rule, such positions are drawn due to the limited number of pawns.

An attempt to create a passed pawn leads to pawn exchanges and to a draw, however, White is unable to improve his position without advancing the pawns. The black pawns on g7 and h6 occupy the ideal defensive squares.

Fine R. - Najdorf M., New York, 1949



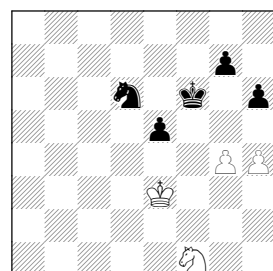
In the game White played 1. h3? , and lost.

[Nevertheless, a draw could have been obtained by 1. Nf2 (it is important to abstain from the weakening of the g3-square) 1... Ne3+ 2. Kg1 Nc2 3. Nd3 g5 4. Kf2 Kh3 5. Kg1 , and Black has achieved nothing.]

1... Ne3+ 2. Kh2 Nc2 3. Kg2 Ne1+ 4. Kf2 Kxh3! 5. Kxe1 Kg2 6. Ke2 h5 7. Ng5 h4 8. Ne6 g5! White resigned, [...]

[because a pawn ending after 9. Nxb5 h3 10. Nxb3 Kxh3 is hopeless.]

Guldin L. - Averbakh Y., Baku, 1955



If the stronger side has a passed pawn, or if he can create it without numerous pawn exchanges, the defense is extremely difficult.

1... g5! It is essential to fix the white

pawns. 2. h5

[Bad is 2. hxg5+ Kxg5 3. Kf3 (or 3. Nh2 e4 4. Kd4 Kf4 5. Nf1 Nb5+ 6. Kc5 e3 7. Nxe3 Kxe3 8. Kxb5 Kf3 9. Kc4 Kxg4 10. Kd3 Kf3 , winning) 3... e4+ 4. Kg3 Nc4! 5. Nh2 Nd2 6. Kf2 Kf4 7. Ke2 Kg3 , and Black wins]

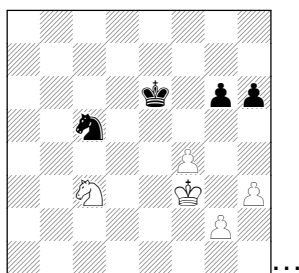
2... Ke6 3. Kd3 Kd5 4. Ne3+ Kc5 5. Nc2 [5. Nf5 loses after 5... Nxf5 6. gxf5 Kd5 7. Ke3 g4°]

5... e4+ 6. Ke3 Kc4! [The immediate 6... Kd5 fails due to 7. Nb4+ Ke5 8. Nc6+ , and the white knight becomes dangerous.]

7. Nd4 Kd5! 8. Ne2 [8. Nf5 does not save due to 8... Nxf5+ 9. gxf5 Ke5 10. f6 Kxf6 11. Kxe4 Ke6 12. Kf3 Ke5 13. Kg4 Ke4 , with an easy win.]

8... Nc4+ 9. Kf2 Ne5! 10. Kg3 Kc4 , and Black wins.

Yuferov S. - Shchekachev A., Moscow, 1988



Unlike in the game V. Zavada - A. Panchenko, the black pawn is on g6, which allows White to create a passed pawn, obtaining good winning chances.

1. Ke3 First White improves his position. 1... Nd7 2. Ne4 Nb6 3. g4

Nd5+ 4. Kf3 Ne7 5. Ng3 Kd5 6. Ke3 (zugzwang) 6... Ng8

[Or 6... Ke6 7. Ke4 followed by 8. f4-f5] 7. Ne4 Ne7 8. Nc3+ Kc4 (otherwise 9. e4 would follow) 9. Nd1 Kd5 10. Kd3 Ng8 11. Ne3+ Ke6 12. Kd4 White is ready to create a passed pawn. 12... Nf6

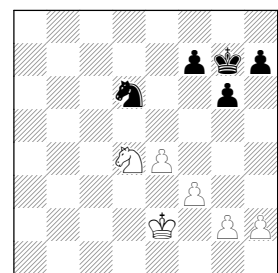
[Or 12... Ne7 13. Ke4]

13. f5+ gxf5 14. gxf5+ Kd6 15. Ng4 Ng8 16. Ke4 Ke7 17. Ke5 Kf7 18. h4! h5

[This is forced, because after 18... Ke7 19. f6+ Kf7 20. h5! the black knight is trapped]

19. Nf2 Now White wins by exploiting the weakened g5-square. 19... Ne7 20. Ne4 Nc6+ 21. Kf4 Nd4 22. Ng3 Kg7 23. Nxh5+ Kh6 24. Ng3 , and White has obtained an easily won position with two extra pawns.

Knight and four pawns against knight and three pawns on one wing



Knight and four pawns against knight and three pawns on one wing

As a rule, such endings are won. The

winning plan is typical: threatening to exchange knights, the stronger side step by step improves the positions of his pieces and creates a passed pawn. Then, by coordinated actions of the king and the knight, the pawn is advanced and queened. It is important that a knight exchange leads to a won pawn ending. These endings were studied by the American grandmaster Reuben Fine.

1... Kf6 2. g3 Ke5 3. Nc6+ Ke6 4. Ke3

Here Fine examines three main continuations: 4... Kd7

[4... f5 (intending to exchange as many pawns as possible) 5. Nd4+ (not so good is 5. e5 Nf7 6. f4) 5... Kf6 (if 5... Ke7, then 6. e5 Nc4+ 7. Kf4 h6 8. h4 Nb2 9. Nxf5+! gxf5 10. Kxf5 Kf7 11. f4 Nd3 12. h5 Nf2 13. g4 Nh3 14. g5, and White wins) 6. exf5 gxf5 7. Kf4 Kg6 8. Ke5 Nf7+ 9. Ke6 Nd8+ 10. Ke7 Nb7 11. Ne6! Pointed out by Yury Averbakh (not so clear is the line given by Fine: 11. f4 Nc5 12. Nf3 Kh5 13. Ne5 because of 13... h6! 14. Kf6 Ne4+ 15. Kxf5 Nxc3+!) 11... Na5 12. Nf4+ Kg5 13. h4+ Kh6 14. Kf6, and White wins;

4... g5 5. Nd4+ Kf6 6. f4! gxf4+ 7. gxf4 Nc4+ 8. Kf2! Kg7 9. e5 Kg6 10. Ke2 Nb2 11. Kf3 Nc4 12. Ke4 Nd2+ 13. Kd5 Nf1 14. f5+ Kg5 15. e6! fxe6+ 16. Kxe6 Nxe2 17. f6, and the pawn queens (analysis by R.Fine)]

5. Nd4 f6 6. f4 Ke7 Black is condemned to wait passively. 7. h4! Nf7 8. g4 (seizing space) 8... Kd7 9. Kd3 Ke7 10. Kc4 Kd6

[10... Nd6+ 11. Kd5]

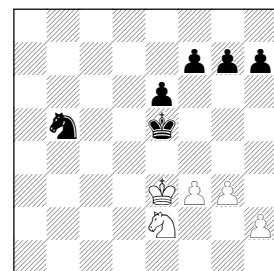
11. g5! fxg5 12. hxg5 Ke7

[On 12... h6 there follows 13. e5+ Ke7 14. gxh6 Nxe6 15. Kd5 Ng4 16. Nc6+

Ke8 (or 16... Kd7 17. e6+ Ke8 18. Kd6 Nf6 19. Nb4 Ne4+ 20. Ke5 Nf2 21. Nd5 Ng4+ 22. Kd6, winning) 17. Ke6 Ne3 18. Nb4 Ng2 19. Nd5, and White wins the g6-pawn]

13. e5 Nd8 14. Kd5 Nf7 15. Nc6+ Ke8 16. e6 Nh8 17. Ke5 Kf8 18. Kf6, and White wins;

Ilivitzki G. - Geller E., Tbilisi, 1949



Let us deal with two practical examples.

1... Nd6 2. Nc1 Nf5+ 3. Kf2 Kd5 4. Nd3 e5 5. Nb4+ Kc5 6. Nd3+ Kd4 7. Ke2 Ne7

Step by step Black improves his position. 8. Nc1 f5 9. Nb3+ Kc4 10. Nd2+ Kc3 11. Nb1+ Kd4 12. Nd2 Nc6 13. Nb3+ Kc4 14. Nd2+ Kc3 15. Nb1+ Kd4 Time after time Black wins a tempo by using triangulation. 16. Na3 e4 17. f4

[Better is neither 17. Nb5+ in view of 17... Kc5 followed by 18... ♖d4 and 19... ♜f3;

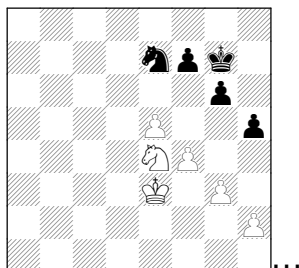
nor 17. fxe4 fxe4, and White is in trouble.]

17... Kc5 18. Ke3 Nb4 19. h4 Despair, but White's position is hopeless anyway.

19... Nd5+ 20. Kd2 Nf6 21. Ke3 Kb4 22. Nc2+ Kc3 23. Na3 Nd5+ 24. Ke2 Kb3 White resigned, [...]

[on 25. Nb5 or 25. ♖b1 there follows 25... Nc3+]

Taimanov M. - Stahlberg G., Zurich, 1953



Instead of creating a passed pawn along the e-file, which involves pawn exchanges, White opts for another plan.

1. Kf3 Kf8 2. Nd6 Nc6 3. Ke4 Ke7 4. f5! (the only way) 4... Nb4

[After 4... gxf5+ 5. Nxf5+ Kf8 6. Nd4 Ne7 7. h4! Kg8 8. Kf4 the h-pawn is doomed.]

5. f6+! (the final squeeze) 5... Kf8

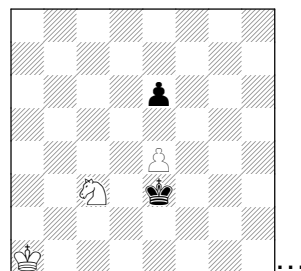
[5... Ke6 6. Nb7! winning]

6. Nb7 Na6 7. Kd5 Nc7+ 8. Kd6 Nb5+ 9. Kd7 Nd4 10. Nc5 Nf5 (11. e6 was threatened) 11. Kd8 Nd4 12. Nd7+ Kg8 13. Ke8! Ne6 14. Ke7 g5

[Zugzwang. Now if 14... Nd4, then 15. Nc5 followed by 16. e6]

15. Ke8 Nc7+ 16. Kd8 Ne6+ 17. Ke7 (triangulation) 17... Nd4 There is no escape. 18. Nc5 Nc6+ 19. Kd6 Na5 20. e6! fxe6 21. Ke7! Nc6+ 22. Ke8 Ne5 23. Nxe6 Nf7 24. Ke7 g4 25. Ng7 Black resigned.

Corresponding squares, triangulation, zugzwang



Corresponding squares, triangulation, zugzwang

White has the only way to a win. 1. Ka2! A typical case of corresponding squares: d2 and b2 correspond, as do d3-b3 and e3-a2.

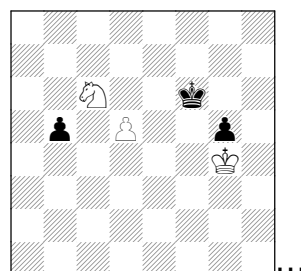
[After 1. Kb2 Kd2! Black draws.]

1... Kd3 2. Kb3! Kd4 3. Kb4 Kd3

[Or 3... e5 4. Kb5! Kxc3 5. Kc5, winning.]

4. Kc5! Kxc3 5. Kd6 Kd4 6. e5, and White wins.

Reti R. - Marshall F., Baden Baden, 1925

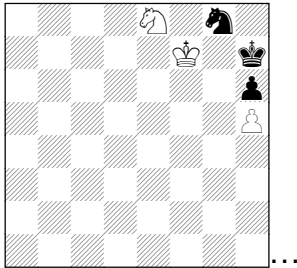


In the two following examples White wins by means of "triangulation".

In order to win, White must give the move to Black ("triangulation" on g3-f3-g4). 1. Kg3 Kf5 2. Kf3! Kf6 3.

Kg4 , and White wins

Bron V

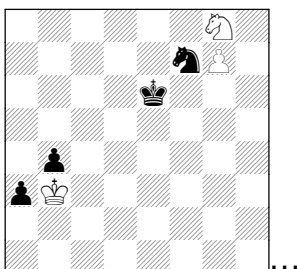


1. Ke6!

[A knight's transfer to f8 does not work due to 1. Nc7 Kh8 2. Ne6 Kh7 3. Nf8+ Kh8 , and White has achieved nothing. He has to gain (or to lose) a tempo, and the knight will get to f8 without a check. This can be done by means of triangulation on the squares e6, d6, and d7.]

1... Kh8 2. Kd7 Kh7 3. Kd6 Kh8 4. Ke6! Kh7 5. Kf7 Kh8 6. Nc7 Only now the knight is transferred to f8. 6... Kh7 7. Ne6 Kh8 8. Nf8 Zugzwang. White wins.

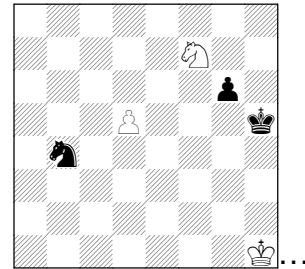
Liburkin M



After 1. Ka2! Black ends up in zugzwang and loses. [...]

[For example, 1... Kd6 2. Ne7! Nh6 3. Nf5+ □; or 1... Ke5 2. Nf6! Nh6 3. Ng4+ , and White wins.]

Kaminer S

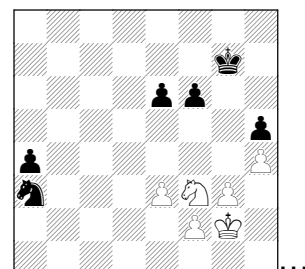


It seems that the draw agreement will follow soon, however, by putting Black in zugzwang, White wins. 1. d6 Nc6 2. d7 Kh4

[Or 2... g5 3. Kh2!]

3. Kh2! (the only way) 3... g5 4. Kg2 g4 5. Kh2 g3+ 6. Kg2 Kh5 7. Kxg3 (zugzwang) 7... Kg6 8. Ne5+ , winning.

Outside passed pawn



Outside passed pawn

In knight endings an outside passed pawn is of great importance, the same way as it is in pawn endings. It is worthy to note that this pawn does not require protection, because a weaker side's knight is unable to win it without king's support.

Bogoljubow proves that White's position is extremely difficult. 1. Nd4 Kf7 2. Kf3 e5 3. Ne2 Nb1! (taking control of the important d5-square) 4. Ke4 a3 5. Nc1 Nc3+ 6. Kd3 a2 7. Nb3 Na4! 8. Na1 Nc5+

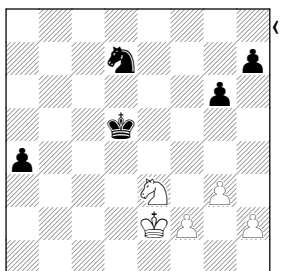
The white knight is tied to the a-pawn, so Black begins actions on the K-side, where he has an extra piece. 9. Ke2 Ne4! 10. Kf3 f5 11. Kg2 Nd2! (threatening to "freeze" the white K-side by 12... e4) 12. f3 e4 13. fxe4 Nxe4! (the simplest) 14. Kf3 Kf6 15. Kf4 Nc5 16. Nc2

[If 16. Kf3, then 16... Ke5°]

16... Nd3+, and White resigned, [...]

[because on 17. Kf3 there would follow 17... Ne1+]

Schmidt V. - Kasparov G., Dubai, 1986



White has drawing chances because of the small number of pawns on the board; nevertheless, by exact play Kasparov

converts his advantage into a win. 1... Kd4 2. Kd2 (otherwise 2... c3° would follow) 2... Ne5 3. Kc2 Nd3 4. Nd1 Ne1+ 5. Kb2 Here the king keeps an eye on the a-pawn.

[No better is 5. Kd2 due to 5... a3! 6. Kxe1 a2 7. Ne3 a1=Q+°]

5... Nf3 6. h4 Ne5 7. Ka3 Ke4 The white pawns are defenseless. 8. h5?! (the last chance) 8... gxh5! 9. Nc3+ Kf3 10. Nd5 Ng4!

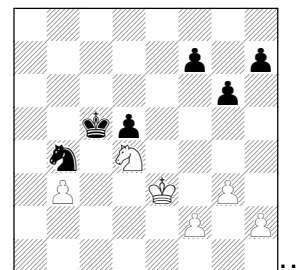
[But not 10... Kxf2 in view of 11. Nf4!]

11. Ne7

[In response to 11. Nf4 Black wins by 11... h4! 12. Nh3 Nxf2 13. Nxf2 (or 13. Ng5+ Kxg3 14. Nxh7 h3°) 13... Kxf2 14. gxh4 h5! 15. Kxa4 Kg3°]

11... Nxf2 12. Nf5 Ne4 13. Kxa4 Nxg3 14. Nh4+ Ke4 15. Kb4 Nf5°

Barcza G. - Sanchez



Black is much worse: he cannot exchange the knights, because the pawn ending is hopeless. White exploits this in order to reinforce his position. 1. h4 Kd6 2. g4 Kc5 3. f4 Kd6 4. Nf3 f6 Black is forced to weaken his position. 5. Nd4 Na6

[Worse is 5... Kc5 due to 6. Ne6+ Kd6

7. Nf8 , winning a pawn.]

6. Nc2 Kc5 7. Kd3 Nc7 8. b4+ Kb5 9. Kc3 Kc6 10. Nd4+ Kd6 11. Kd3 Ne8 12. f5! gxf5 (otherwise White creates a passed pawn on the h-file after 13. fxg6 hxg6 14. h5□) 13. Nxf5+ Ke5 14. b5 Nc7

[14... h5? 15. b6□]

15. b6 Na6 16. Ke3 Nc5

[On 16... h5 there would follow 17. Kf3 hxg4+ (17... d4 18. b7) 18. Kxg4 d4 19. h5 d3 20. h6 d2 21. Ne3 f5+ 22. Kg5 , winning]

17. h5 Nb7 18. Nd4 Kd6 19. Nb3 Kc6

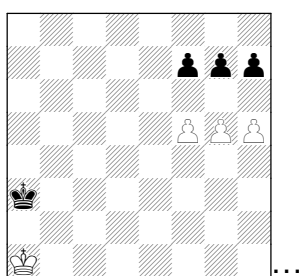
[If 19... Ke5 , then 20. h6!]

20. Kd4 Kd6 21. Nc1 Nd8 22. Nd3 Nc6+ 23. Ke3 Ne7 24. Nb4 h6

[Bad is 24... Kc5? 25. b7 , winning]

25. Kd4 (threatening 26. ♖d5 ♖d5 27. b7, and the pawn queens) 25... f5 26. g5 f4 27. gxh6 Nf5+ 28. Kd3 Nxh6 29. Nxd5 . Black resigned.

Breakthrough



BREAKTHROUGH

A pawn breakthrough involves a sacrifice of one or several pawns in order to create

a passed pawn. This device often occurs in practice, and so in the course of play it is very important to foresee the possibility of a breakthrough.

As a rule, three factors contribute to a breakthrough.

I. Pawns are close to the queening square (in other words, extra space).

II. The opponent has doubled pawns.

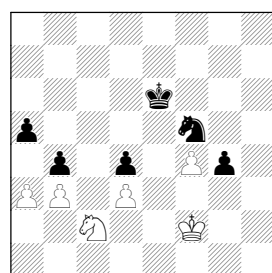
III. The pawns hinder its own king to catch the opponent's pawn.

I. Pawns are close to the queening square His far advanced pawns allow White to promote one of them by a breakthrough. 1. g6! fxg6

[Or 1... hxg6 2. f6 gxf6 3. h6□]

2. h6! gxh6 3. f6□

Pavlov M. - Polgar Z.,1984



Black has a passed pawn on the K-side; after his breakthrough on the Q-side he creates another passed pawn, which decides the game. 1... a4 2. axb4

[2. bxa4 b3°]

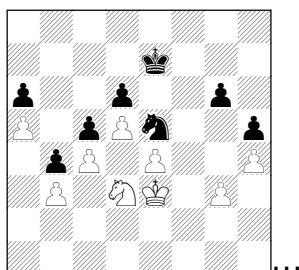
2... axb3 3. Na3 b2 4. b5 Kd5 5. b6 Kc6
6. Kg2 Ne3+

[But not 6... Kxb6? 7. Nc4+=]

7. Kg3 Kxb6 8. f5 Kc5 9. Kf4 Nxf5! White
resigned. [...]

[After 10. Kxg4 Ne3+ 11. Kf4 Kb4 12.
Nb1 Kb3 13. Ke4 Ka2 14. Nd2 Nf1! the
b-pawn is queening.]

Razuvaev Y. - Ostojic P., Berlin, 1988



It may seem that White is unable to win,
but... 1. g4!

[After 1. Nxe5 dxe5 the pawn ending is
drawn;

in response 1. Nf2 Kf6 2. Kf4 Kg7 3. g4
hgx4 4. Nxg4 Black finds 4... Nxc4!]

1... Nxg4+

[If 1... hxg4 , then 2. Nxe5 dxe5 3. Kf2 ,
winning;

after 1... Nxd3 2. Kxd3 hxg4 3. Ke3 Kf6
4. Kf4 decides;

1... Kf6 does not save Black either in
view of 2. gxh5 gxh5 3. Nf4 Ng4+ 4.
Kd2 Ke5 5. Nxh5 Kxe4 6. Ng7 followed
by e8-c7-a6]

2. Kf4 Nf6

[Or 2... Kf6 3. e5+! Nxe5 (3... dxe5+

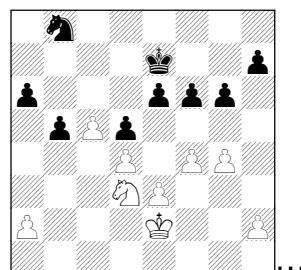
would be met by 4. Kf3 g5 5. hxg5+
Kxg5 6. Nxc5 h4 7. d6 , and White
wins) 4. Nxe5 dxe5+ 5. Ke4 g5 6.
hxg5+ Kxg5 7. Kxe5 , and the d-pawn
will queen with a check.]

3. e5 dxe5+ 4. Nxe5 Kd6 5. Nxg6 Nxd5+

6. cxd5 c4 7. Ke4 Black resigned. [...]

[On 7... cxb3 there would follow 8. Ne5
b2 9. Nc4+]

Pillsbury H. - Gunsberg I., Hastings, 1895



Now let us examine a masterpiece by the
great American player Harry Pillsbury.

1. f5! (otherwise Black plays 1... e6) 1...
g5

[Bad is 1... gxf5 2. gxf5 exf5 due to 3.
Nf4 , winning the d5-pawn]

2. Nb4 a5 3. c6!! Kd6

[3... axb4 4. c7]

4. fxe6! Nxc6 The only move.

[4... axb4 loses immediately after 5. e7
Kxe7 6. c7]

5. Nxc6 Kxc6 6. e4! dxe4 7. d5+ Kd6 8.
Ke3 , and White won the pawn ending
after 8... b4 9. Kxe4 a4 10. Kd4 Ke7

[10... f5 11. gxf5 g4 12. f6]

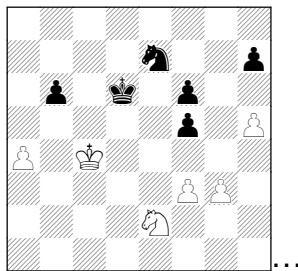
11. Kc4 b3 12. axb3 a3 13. Kc3 f5 14.
gxf5 g4 15. b4 h5 16. b5 a2 17. Kb2

a1=Q+ 18. Kxa1 h4 19. b6 g3 20. d6+!
Kxd6

[or 20... Kf6 21. d7 Ke7 22. b7 g2 23.
d8=Q+ Kxd8 24. b8=Q+□]

21. b7 Kc7 22. e7 g2 23. b8=Q+ Kxb8 24.
e8=Q+□

Pawn weaknesses



Pawn weaknesses

In knight endings, the pawn weaknesses are more serious factor than in pawn endings, because they can be attacked not only with the king, but also with the knight.

First of all White should tie the black pieces to the defense of his weak pawns.

1. Kb5 Nd5 2. f4! (fixing the weak pawns on f5 and f6) 2... Kc7 3. Nd4 Nc3+ 4. Kb4 Nd5+ 5. Kc4 Ne7 6. Kb5 Kb7 7. Ne6! Nc8

[If 7... Nc6 , then 8. Ng7 Ne7 9. Ne8 Ng8 10. Nd6+ Kc7 11. Nxf5]

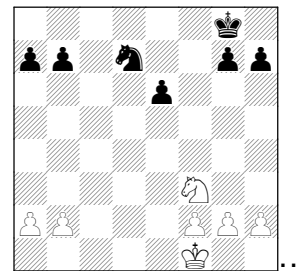
8. Kc4 Nd6+ 9. Kd5 Ne4 10. h6! Nf2

[Black avoids 10... Nxg3 , since after 11. Nf8 Ne2 12. Nxh7 Nxf4+ 13. Kd4 Ng6 14. Nxf6 Kc6 15. h7 White wins

easily.]

11. Nf8 Ng4 12. Ke6 Nxe6 13. Kxf6 Ka6 14. Kg5 Ng8 15. Kxf5 Ka5 Black's counterplay is far too late. 16. Nd7! Kxa4 17. Nxb6+ Kb5 18. Nd5 Kc6 19. Ke6 Nh6 20. Nf6 Black resigned.

Timman J. - Ree H., Amsterdam, 1984



One may estimate this position as 6:4 - Black has a weak pawn at e6, and White plays for a win without any risk. 1. Ng5 Nc5

[After 1... e5 Black seriously weakens the light squares.]

2. b4 Na6

[After 2... h6 3. bxc5 hxg5 Black loses, for example: 4. Ke2 Kf7 5. Kf3 Kf6 6. Kg4 Kg6 7. f3! Kh6 8. f4 gxf4 9. Kxf4 Kg6 10. Ke5 Kf7 11. h4 , and the outside passed pawn decides.]

3. a3 Nc7 4. Ke2 h6

[Much better is 4... Nb5 with good drawing chances.]

5. Ne4 Kf8 6. Nd6 b6 7. Kd3 a6 8. Nc4 Nd5 9. Kd4 Ke7 10. g3 Kd7 11. f4 Kc6 12. Ke5 Nc7 13. Nd6 Kd7 The last moves were forced. 14. f5! White exchanges the opponent's weak pawn, but now his king's activity becomes a

decisive factor. 14... exf5 15. Nxf5 Ne8 16. g4 Nf6 17. h3 h5 The alternatives are not better. 18. g5 Nh7 19. h4 Nf8 20. Nxg7 Ng6+ 21. Kf6 Nxh4 22. Nxh5 Kc6 23. Ng3 Kd5 24. a4!

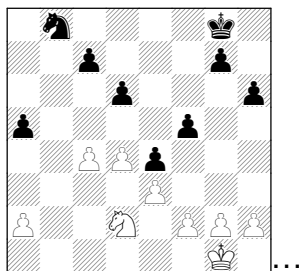
[Not the immediate 24. Nf5 due to 24... Ng2]

24... b5 25. a5 Kc4

[Black is in zugzwang, and so he is forced to cede the e5-square; 25... Kd4 or 25... d6 would be met by 26. Nf5+]

26. Nf5 Ng2 27. Ke5 The pawn is unstoppable, so Black resigned.

Alekhin A. - Znosko-Borovsky E., Birmingham, 1926



White has a clear advantage: he does not have any weaknesses in his camp; at the same time, the a5-pawn is weak and may become a target for attack; the advanced e4- and -f5 pawns are also vulnerable in view of the eventual f2-f3 and g2-g4.

1. Kf1 Nd7

[An immediate king approach is better: 1... Kf7 2. Ke2 Ke7 3. Kd1 Kd7, and White cannot win the a5-pawn after 4. Kc2 Kc6 5. Kb3 Kb6 6. Ka4 Nd7 7. Nb3 Ka6 8. Nxa5? due to 8... Nb6+ 9. Kb4 c5+ So, in this case White would be forced to carry out the plan of

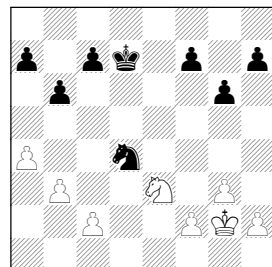
undermining the black pawns with either f2-f3 or g2-g4.]

2. Ke2 Nb6 3. Kd1 a4 Black intends to block the Q-side by c7-c5; White prevents this advance, fixing the c-pawn. 4. d5! Nd7 The only opportunity of counterplay is to attack the white K-side pawns. 5. Kc2 Ne5 6. Kc3 Ng4 7. Kb4 Nxf2 8. Kxa4 f4 Here the black king's transferring to the Q-side does not save Black - it is too late. 9. exf4 e3 10. Nf3 Nd3 11. Kb5! g5

[No better is 11... e2 12. a4 e1=Q 13. Nxe1 Nxe1 14. a5, and the pawn queens]

12. fxg5 hxg5 13. a4 e2 14. h3! Nc5 15. a5 Nb3 16. Ne1 Nd4+ 17. Ka4, and Black resigned.

Active king



Active king

In knight endings, as well as in all other kinds of endings, an active king position is of great importance.

Unlike its white counterpart, the black king comes quickly into play. 1... Kd6

2. h4 Kc5 3. Kf1 Kb4 4. Ke1 Kc3 The difference in kings is noticeable. 5. Kd1 c6 With every move Black improves his position. 6. Kc1 Nf3 7. Nc4 f5! 8. Nb2 f4 9. Nc4

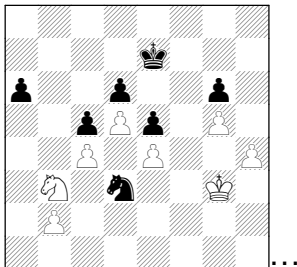
[9. Nd1+ Kd4]

9... Nd4 10. Ne5 fxg3 11. fxg3 c5 12. a5 Nxc2 In addition to his positional advantage Black gains the material. 13. axb6 axb6 14. Nd7 Nd4 15. Nxb6 Ne2+! Black does not hurry to capture the doomed b3-pawn. 16. Kd1 Nxc3 17. Nd7 Kb4! 18. Kc2 Nf5 19. Nf8 Nxe4 20. Nxe7 Nf3 21. Nf6 Nd4+ 22. Kd3

[No better is 22. Kb2 Nxb3 23. Nd5+ Kc4 24. Nb6+ Kb5°]

22... Kxb3 23. Nd7 Ne6 24. Ne5 g5 White resigned.

Junge K. - Veil V.,Warszau,1942



Using his active king, White quickly obtains a decisive advantage. 1. h5! gxh5 2. Kh4 Nxb2

[Black could have retained drawing chances after 2... Nf4, for example: 3. Na5 Kd7 4. Nc6 Ke8 5. b3 Kf7]

3. Na5 Kf7 4. Kxh5 Kg7 5. g6 Nd3 6. Nb7 Nf4+ 7. Kg5 Nxc6 8. Nxd6 Despite the equal number of pawns, the white king is

much more active, and this decides.

8... Ne7

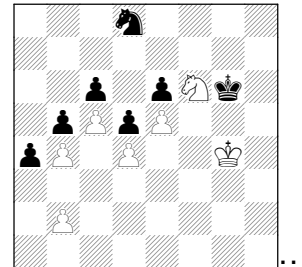
[8... a5 does not help due to 9. Kf5 a4 10. Nb5 Kf7 11. d6!, winning]

9. Nb7 Nc8 10. Kf5!

[This is stronger than 10. Nxc5]

10... Nb6 11. Na5 Kf7 12. Kxe5 Ke7 13. Kf5 Kd7 14. e5 Nc8 15. Kf6, and White went on to win.

Space



Space

The player who possesses more space has a steady advantage and can gradually improve the positions of his pieces.

White has a great spatial advantage, and, exploiting the black knight's passive stance, he reinforces his position. 1. Nh5! (with the idea of 2. ♠f4) 1... Kh6

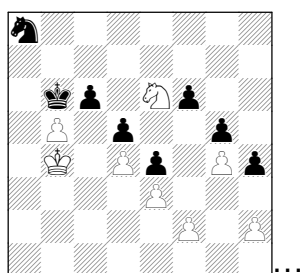
[1... Nf7 2. Nf4+]

2. Nf4 Black is in zugzwang - his king has to retreat. 2... Kg7 3. Kh5 Kh7 4. Kg5 Kg7 5. Nh5+ Kf7 6. Kh6 Nb7 7. Nf4 Nd8 8. Nh3! Nb7 9. Ng5+ Ke7 10. Kg6 Nd8

[An attempt to break loose from White's grip by the knight sacrifice 10... Na5 does not work because of 11. bxa5 b4 12. a6 a3 13. bxa3 b3 14. a7 b2 15. a8=Q b1=Q+ 16. Kg7 , and White wins.]

11. Kg7 (tightening the ring of encirclement) 11... Nb7 12. Nf3 Nd8 13. Nh4 Nb7 14. Ng6+ Kd7 15. Kf6 Na5 16. Nf8+ Kc8 17. Nxe6 Nc4 18. Ng7 Nxb2 19. e6 a3 20. e7 a2 21. e8=Q+ Black resigned.

Verlinsky V. - Gotgilf S., Moscow, 1925



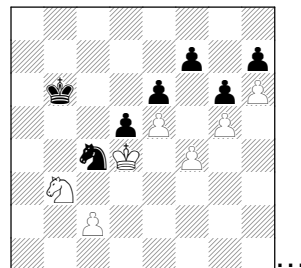
Here White played 1. Nc5?! , which has led to a quick draw.

[Stronger would have been 1. bxc6! Kxc6 2. Ka5! (fighting for space) 2... Nb6 3. Nd8+ Kc7 4. Kb5! with good winning chances, for example: 4... Nc4 (or 4... Nd7 5. Ne6+ Kd6 6. Ng7 , and Black's defense is very difficult) 5. Nf7 Nb2 6. Kc5 Nd3+ 7. Kxd5 Nxf2 8. Ke6 , winning (analysis by Svetlana Prudnikova).]

The game continued: 1... cxb5 2. Nd7+ Kc6 3. Nxf6 Nc7 4. Nh7 Ne6 5. Ka5 h3! 6. Kb4 Kb6 7. Nf6 Kc6 8. Ka5 Nf8 9. Kb4 Ne6 10. Ng8 Nf8= (threatening g6-h4-f3

or h7-f6)

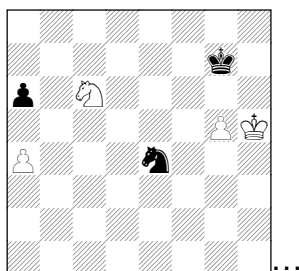
Salo - Kuper I.



An active king is not the only factor that secures a spatial advantage - it is often ensured by the far advanced pawns, the same way as it is in pawn endings. The following example is illustrative.

White's king is not very active; but he possesses more space thanks to his advanced pawns at g5 and particularly h6. White accurately realizes his advantage. 1. Kd3 Kb5 2. Nd4+ Kc5 3. Nf3 (threatening f3-h2-g4) 3... Nb6 4. Nh2 Nd7 5. Ng4 Kb4 6. Kd4 Kb5 7. Ne3 Nb6 8. Ng4 Nd7 9. Ne3 Nb6 10. f5! Breakthrough - as we have already stated, far advanced pawns contribute to it. 10... gxf5 Otherwise, after 11. fxf6 fxf6, White transfers his knight to f6. 11. Nxf5 exf5 12. e6! fxe6 13. g6 e5+ 14. Kd3 hxg6 15. h7 Black resigned.

Ulibin M. - Kontic, Tunha, 1989



A win is rather difficult due to the limited material, however, the young player manages to exploit his extra pawn in a very instructive way. 1. a5! (exactly the same device as in pawn endings) 1... Ng3+

[The strength of 1. a5 reveals itself in the following lines: 1... Kh7 2. Nd4 Ng3+ (or 2... Nd6 3. g6+ Kg7 4. Ne6+ Kf6 5. Nc7! Kg7 6. Nxa6 Nc4 7. Nc7 Nxa5 8. Ne8+ Kf8 9. g7+ Kf7 10. Kh6 Nc6 11. Kh7 Ne7 12. Nd6+ Kf6 13. Nc8□) 3. Kg4 Ne4 4. Kf5 Nd6+ 5. Ke5 Ne8 6. Kd5 Kg6 7. Nf3 Kf5 8. Kc6 Kf4 9. Kb6 Kxf3 10. Kxa6 Kf4 11. Kb6 Kxg5 12. Kc6! ("shoulder-charging!"), and White wins.]

2. Kg4 Ne4 3. Ne7! Kf7 4. Nd5 Kg6 5. Nf4+ Kf7 6. g6+!

[Exact play is required; only a draw results from 6. Nh5? due to 6... Nxc5! 7. Kxc5 Ke7]

6... Kg7 7. Kf5 Nd6+ 8. Kg5 Ne4+ 9. Kg4 Kh6

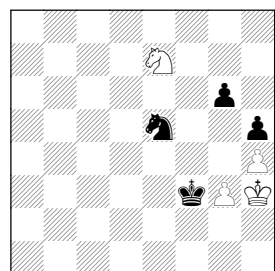
[Or 9... Kg8 10. Kh5!]

10. Kf5 Nd6+ 11. Ke6 Ne4 12. Kd5 Nc3+ 13. Kc6 Na2 14. Kc5! , and Black resigned [...]

[On 14... Kg7 there would follow 15. Ne2! Kxc6 16. Kc4 , trapping the knight.]

We have dealt with the ideas common for pawn and knight endings. Now let us deal with two ideas that are inherent only for knight endings and essential for understanding them.

Coordinated actions of king, knight and pawn(s)

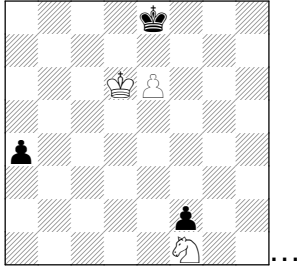


Coordinated actions of king, knight and pawn(s)

As a rule, coordinated actions of pieces allow either to mate the opponent's king, or to create a mate threat, which lets win or save in a difficult position, with a number of pawns on the board being unimportant.

The white king is restricted by its own pawns, and Black's king and knight create a mating net around it. 1... Ng4! 2. Nxc6 Other moves do not save either. 2... Kf2 3. Nf4 Kg1 4. Nd3 Kh1 , and any knight move would be met by 5... ♔f2#.

Philidor D. - Boudler, London, 1749



Only coordinated actions of all White's pieces allow to achieve a draw. 1. Ne3 a3! 2. Nd5!

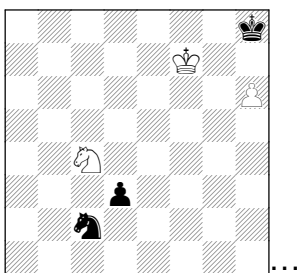
[2. e7? loses due to 2... f1=Q! 3. Nxf1 a2°]

2... f1=Q 3. Nc7+ Kf8!

[In the case of 3... Kd8? White even wins: 4. e7+ Kc8 5. e8=Q+ Kb7 6. Qa8+ Kb6 7. Nd5+ Kb5 8. Qc6+ Ka5 9. Qb6+ , mating.]

4. e7+ Kg7 5. e8=Q Qf8+ 6. Qxf8+ Kxf8 7. Ne6+ , with a draw.

Nietzl F



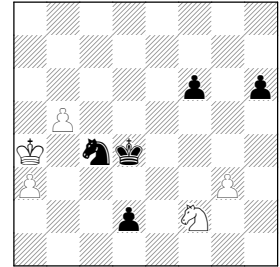
1. Kg6! d2 2. Nd6!

[But not 2. Nxd2? Nd4 , and the black knight reaches f8 in time, parrying all the threats.]

2... d1=Q 3. Nf7+ By coordinated actions of all his pieces White is mating.

3... Kg8 4. h7+ Kf8 5. h8=Q+ Ke7 6. Qf6+ Ke8 7. Qe6+ Kf8 8. Ng5! Qd3+ 9. Kh6 , and mate is unavoidable.

Sanson - Estevez,Sagua,1990



1... Nb2+! 2. Kb3

[2. Ka5 loses right off due to 2... Ke3 3. b6 Kxf2 4. b7 d1=Q 5. b8=Q Qa4+ 6. Kb6 Qb3+°; or 2. Kb4 Nd3+°]

2... Ke3! (concentrating all forces around the d2-pawn) 3. Kc2 Nc4!

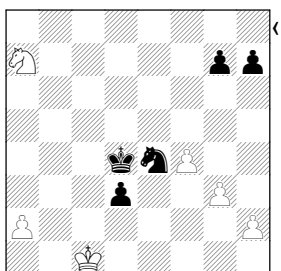
[Surely, not 3... Kxf2? 4. Kxd2 Nc4+ 5. Kd3 Nxa3 6. b6 , and it is White who wins.]

4. Nd1+ (the only move) 4... Ke2 5. Nc3+

[Or 5. a4 Na3+ 6. Kc3 Kxd1 7. b6 Kc1 8. b7 d1=Q 9. b8=Q Qd2+ 10. Kb3 Qb2#]

5... Ke1 6. a4 Ne3+ 7. Kd3 Nd5! White resigned.

Barcza G. - Simagin V.,Moscow,1949



The following ending is a classic example of the coordination of pieces.

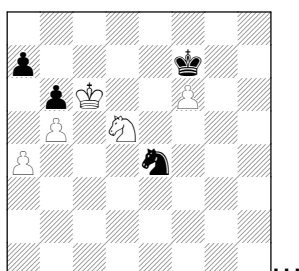
White is powerless to stand against the three perfectly coordinated black pieces. 1... Nd6! (depriving the white knight of the important b5-square) 2. Kd2

[No better is 2. Nc6+ Kc3! 3. Ne7 d2+ 4. Kd1 Ne4 5. Nd5+ Kc4 6. Nb6+ Kd3 , with unavoidable mate.]

2... Nc4+ 3. Kc1 d2+ 4. Kc2 Ke3 5. Nb5 Na3+! White resigned. [...]

[After 6. Nxa3 Black is winning by 6... Ke2°]

A knight sacrifice in knight endings



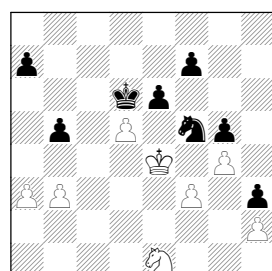
A knight sacrifice in knight endings

A knight sacrifice is one of the typical

devices in knight endings. We have already seen a diverting knight sacrifice in knight and pawn vs. knight endings, as well as in some other knight endings with a small number of pawns. The knight sac also occurs in knight endings with a large number of pawns. It is intended to divert one or both of the opponent's pieces from the main scene of action, with the stronger side's king and pawns getting greater freedom of movement and the weaker side's knight being unable to oppose due to its restricted mobility. Sometimes the knight sacrifice is the most effective means of utilizing a material advantage. Let us now examine some examples.

White has a won position, and he is choosing the simplest and most effective way of utilizing his advantage: 1. Nxb6! axb6 2. a5 Black resigned - his knight is powerless to fight against the a5- and b5-pawns.

Estrin Y. - Zaitsev I., Moscow, 1963



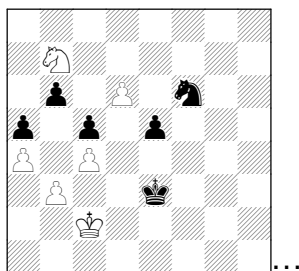
(Variation from the game)

1... Ng3+! 2. Ke3

[In response to 2. Kd4 possible is both 2... Nf1 (and 2... e5+)]

2... Kxd5 3. Kf2 Nh1+! The knight perishes, but the opponent's king will be out of play for a long time. 4. Kg1 Kd4 5. Kxh1 Kc3 6. Kg1 Kxb3 7. f4 Kxa3 , and Black is winning - his pawns are unstoppable.

Alburt L. - Lerner K.,URS,1978



1. Nxc5! (threatening 2. d7□) 1... bxc5 2. b4! axb4

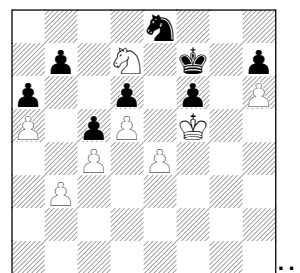
[Or 2... cxb4 3. c5 b3+ 4. Kxb3 Ne4 5. Kc4 , winning.]

3. a5 e4 4. a6 Kf2 5. a7 e3 6. a8=Q e2 7. Qf8 e1=Q 8. Qxf6+ Kg3 9. Qg5+ Kh3 10. Qd2□ Qa1 11. d7 Qa4+ 12. Kb1 Qb3+ 13. Kc1 Qa3+ 14. Kd1 Qb3+ 15. Ke2 Kg4 16. Qd1!

[But not 16. d8=Q? Qf3+ 17. Ke1 Qh1+ , with a perpetual check.]

16... Qxc4+ 17. Ke3+ Black resigned.

Hernandez R - Sula,Saloniki,1984

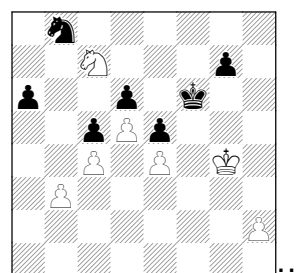


White possesses much more space, but Black's fortress seems unassailable. A diverting knight sacrifice solves White's task. 1. Nf8! Kxf8 Black is forced to let the white king pass to e6. 2. Ke6 Ng7+?!

[The only chance, because after 2... Kg8 3. Ke7 Ng7 4. hxg7 h5 5. Kxf6 h4 6. e5 White is mating]

3. hxg7+ Kxg7 4. Kxd6 h5 5. Ke7 h4 6. d6 h3 7. d7 h2 8. d8=Q h1=Q 9. Qf8+ Kh7 10. Qf7+ Kh8 11. Qxf6+ Kh7 ,and Black resigned.

Suba M. - Zapata A.,Tunis,1985



White lets a win slip out of his hands:

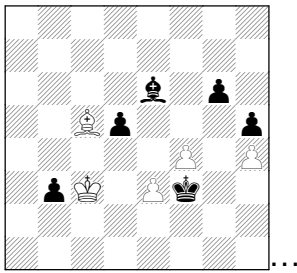
1. h4?

[Instead, he could have ensured the win by a knight sacrifice 1. Ne8+! Ke7 2. Nxd6! Kxd6 3. Kg5 Ke7 4. Kg6 Nd7 5. h4 Nf6 6. Kf5□;

even stronger would have been 1. h3
Kf7 2. h4 Kf6 followed by 3. Ne8+ Ke7
4. Nxd6! , etc.]

1... Kf7 2. Kf3 Ke7 3. Kg3 Kf8 4. Kg4 Kf7
, and soon a draw was agreed.

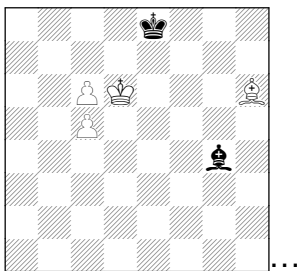
BISHOPS OF OPPOSITE COLOR



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.

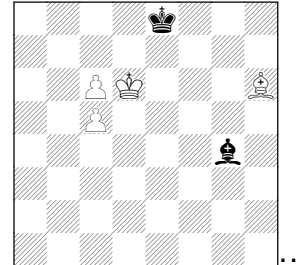
MINIMUM OF EXACT POSITIONS



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

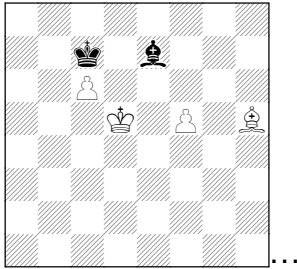
[Immediate 1. c7 leads to a move permutation;
nothing is achieved by 1. Kc7 in view of 1... Bf3=]

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

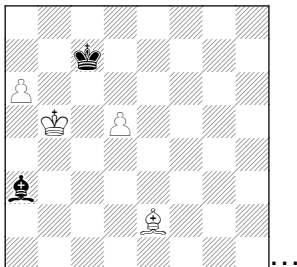
Here White wins easily, moving his king to the pawn which is stopped by the bishop.

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□]

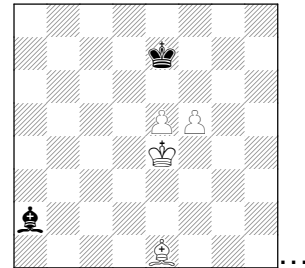
8. Kg8 Ke7 9. c7 , and White wins.

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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.

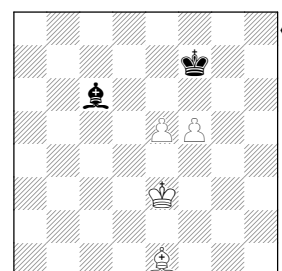
[Only a draw results from 1. Bb4+ Kf7 2. Kd4 Bb1!=]

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

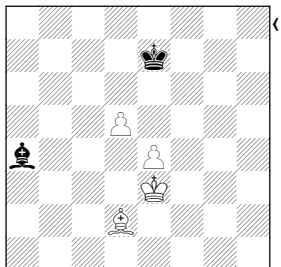


Basic drawn position

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

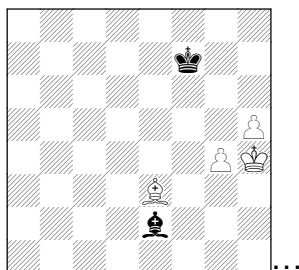


1... Be8!

[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.

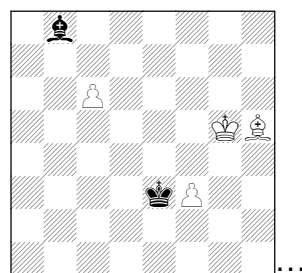
Example 27



This is another drawn position. 1. g5

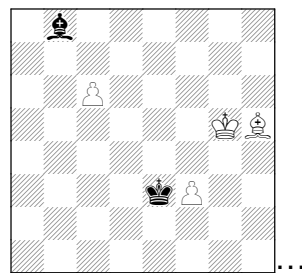
There is no other way to reinforce White's position. 1... Ke6! 2. g6 Kf5! 3. g7 Bc4 4. h6 Kg6= Draw, even with the addition of pawns on the Q-side, white at a5 and b4 and black at a6 and b7, which occurred in a game A.Panchenko - V.Peresypkin, Chelyabinsk 1975.

STRATEGIC IDEAS IN ENDINGS WITH BISHOPS OF OPPOSITE COLOR



STRATEGIC IDEAS IN ENDINGS WITH BISHOPS OF OPPOSITE COLOR

Constructing "a fortress"



Constructing "a fortress"

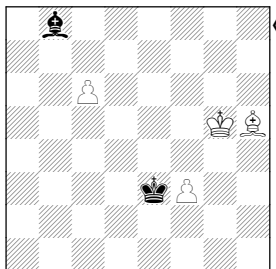
The construction of a "fortress" is the main device in endings with opposite colored bishops, which rather often occurs in practice. The stronger side has a hard job of breaking the opponent's defense, because the bishop is unable to take part in a siege of the "fortress" - it moves along the squares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

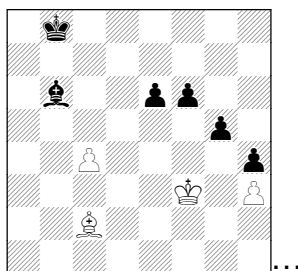
Example 28



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□]

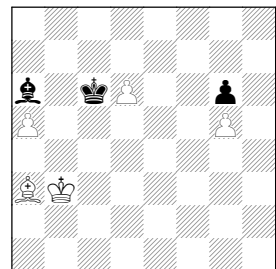
Example 29



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!

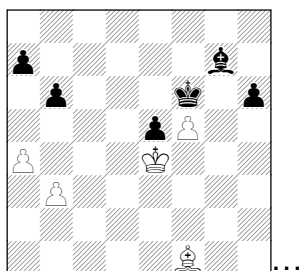
[Bad is 7... Bc6 8. Bb4! (zugzwang) 8... Bd7 9. Kb6 Bf5 10. d7+! Kxd7 11. Kb7 , and White wins.]

8. Kb6 Bf3 9. Kc5

[9. a7 Kd7=]

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

Koenig I. - Landau S.,1939

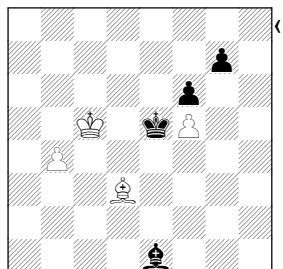


Here White manages to construct a fortress in a very interesting way: 1. Be2 Kg5 2. Bd3 h5 (it seems that Black is winning) 3. Bf1! h4

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

4. Bh3 Draw.

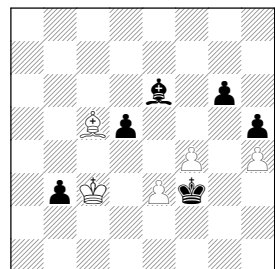
Chiburdanidze M. - Alexandria
N., Borzhomi/Tbilisi, 1981



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

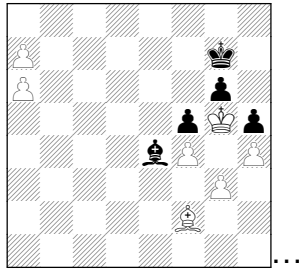
[Or 4. Be7 Kxh4 5. g6+ Kg4°]

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

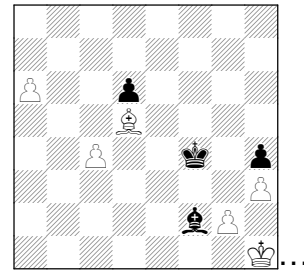
[But not 8. Kxh5? g3+ 9. Kg5 g2, with a draw.]

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]

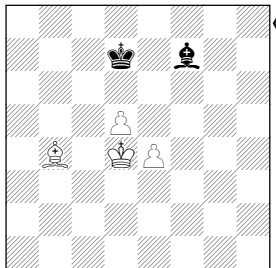
10. Kg4 Kh6 11. Be4 Kg7 12. Kf5 Kh6 13. Bf3 Bc5 14. Kf4!

[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]

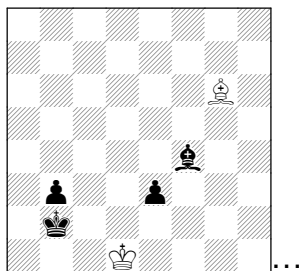
"Tying" (attacking the opponent's pawns with the bishop)



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

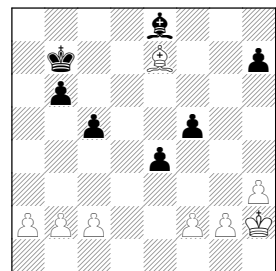
By playing 1... Bg6! , Black ties the opponent's pieces to the defense of the e4-pawn. 2. Ke5 Bh7! (keep on "tying") 3. Kf4 Bg6 4. e5 Bf7! 5. Ke4 Bg8 Draw.

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!

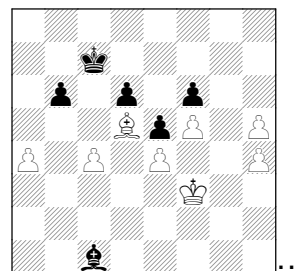
[In the game Black played 1... c4? , and lost.]

2. Kg3

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

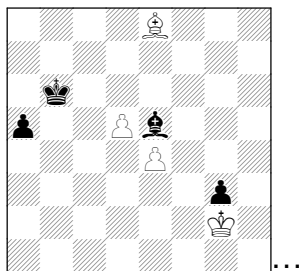
2... Bf1! , and the bishop attacks the g2-pawn. If White plays f2-f3 and, in response to e4xf3, recaptures with the g2-pawn, then Black draws by attacking the f3- and h3-pawns.

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

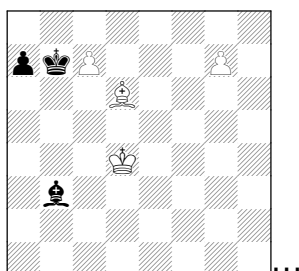


Double role of a bishop

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



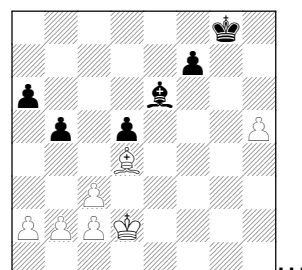
In order to win, White must transfer his bishop to a5, where it will defend the c7-pawn and blockade the black a-pawn. By subtle maneuvering White achieves his aim. 1. Kc3 Bf7 2. Kb4 Be6 3. Be5

Kc8

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

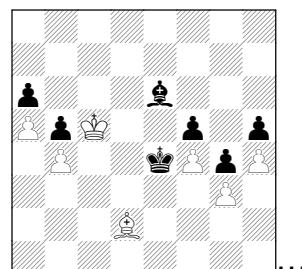
4. Kb5! (threatening 5. ♠a6) 4... Kb7 5. Kc5 Bb3 6. Kd6 Kc8 7. Bc3 followed by 8. ♣a6, and White wins.

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.

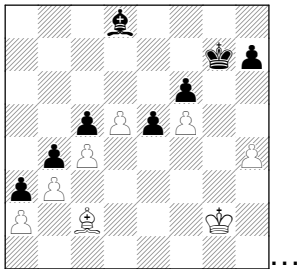
Fixing and exploiting weaknesses in the opponent's camp



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

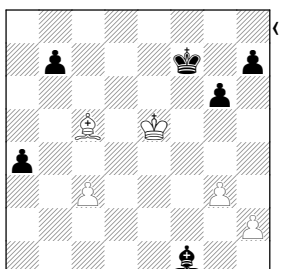


The c5- and f6-pawns are weak, because the bishop is hardly able to defend them. White's task is to attack these pawns. 1. d6! Kf7

[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.]

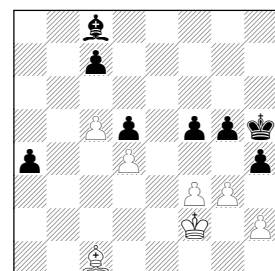
4... Kh5 5. Kf6 Kg4 6. Ba3 Bg2 7. Bd6 Bf1! 8. Kg7 Kf5 9. c5

[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

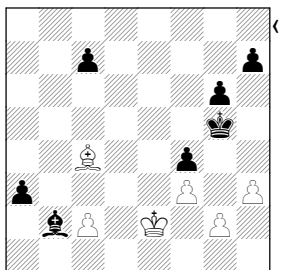
Usually, the stronger side prepares such

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.

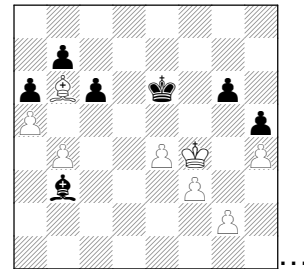
First Black clears a way; then he takes his king over to the a3-pawn. 1... Kh4! 2. Kf2 Bd4+ 3. Kf1 Kg3 4. Bg8 h5 5. Bf7 g5 6. Be6 c6 7. Bc4 g4

[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.

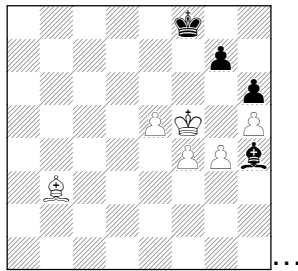
1. g4 hxg4 2. Kxg4! This is the point: White intends to create connected passed pawns on the e- and f-files.

[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!

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

2... Be1

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

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

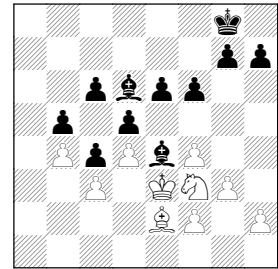
[Or 7... g6 8. Kf3 Bb2 9. Kg4 Bc1 10. Kg5 Bd2 11. Bd3□]

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□]

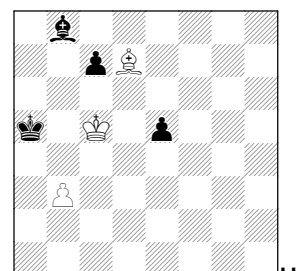


In the following example Black transposed into an ending with opposite-colored bishops, because this was the easiest way to realize his advantage.

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#;

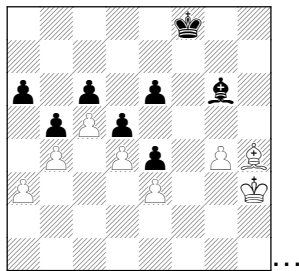
2... Ka7 3. Bf5]

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

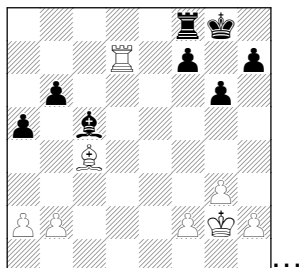


The black bishop is "bad", and White wins easily. 1. Bg3 (1... e5 was threatened) 1... e5 2. Bxe5 Kf7 3. Kh4 Ke6 4. Kg5 Be8 5. Kh6 Bf7 6. Kg7 Be8 7. g5 Kf5

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

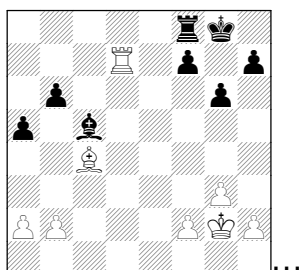
8. Kf8 Black resigned.

OPPOSITE COLORED BISHOPS WITH ROOKS OR QUEENS ON THE BOARD



OPPOSITE COLORED BISHOPS WITH ROOKS OR QUEENS ON THE BOARD

OPPOSITE COLORED BISHOPS WITH ROOKS



OPPOSITE COLORED BISHOPS WITH ROOKS

In endings with opposite colored bishops and rooks, which occur in practice rather often, the stronger side has much more chances to utilize his material or positional advantage than in endings with opposite colored bishops without rooks. By coordinated actions of rook and bishop, supported by king and pawns, one can destroy a fortress that seem

impregnable or organize an attack on the enemy king, with the weaker side's bishop being powerless to take part in defense.

In some cases, the weaker side converts his advantage into a win by sacrificing an exchange or a piece. All these factors prove that, provided that rooks are on the board, the stronger side does not have to fear of endings with opposite colored bishops, and the following examples will convince you of the truth of this statement. Let us start with some classic endings.

Despite material equality, Black is hopeless - the weakness of the f7-pawn is decisive, with the c5-bishop being powerless to help in its defense. White's plan involves a pawn advance on the K-side, which clears a way for the king.

1. g4! h6 2. h4 g5 3. hxg5 hxg5 4. Kg3 Kg7 5. f4! Be3 6. fxg5 Bxg5 7. Kf3! The king is transferred to f5 in order to support the g4-g5-g6 advance. 7... Bd8 8. Kf4 Kg6

[8... Kf6 9. a4]

9. Bd3+ Kg7

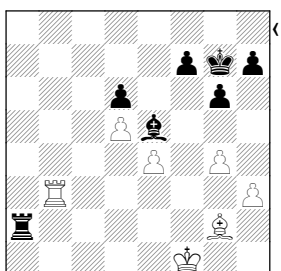
[9... Kh6 10. Kf5 f6 11. Kf4 f5 (11... Rh8 12. a4†) 12. gxf5]

10. Kf5 Kh6

[10... Re8 11. g5 Be7 12. Bc4 followed by ♭b7]

11. Bc4 Kg7 12. g5 Kg8 13. g6 Black resigned.

Tal M. - Jussupow A.,1986



The following ending is another illustration of utilizing an "extra" bishop.

In comparison with the e5-bishop, the g2-bishop looks like a "pawn". The black king comes to help its rook and bishop, after which White is defenseless. 1... Bd4 2. Bf3

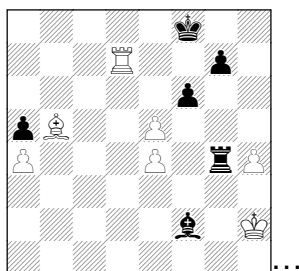
[Passive defense by 2. Rf3 could hardly have saved White; after 2... f6 3. h4 Black would break with his king on the Q-side.]

2... Kf6 3. Be2 Kg5! 4. Rb7 f6! (a pawn is of no importance) 5. Rxh7 Ra1+! (the simplest) 6. Kg2 Kf4 7. Rb7

[Or 7. Rc7 Rg1+ 8. Kh2 Re1 9. Rc2 Ke3 10. Bb5 Kf3 ... ♞e5]

7... Rg1+ 8. Kh2 Re1 White resigned.

Bogoljubow E. - Alekhin A.,1929



Variation from the game

It seems that the draw agreement will follow soon, but coordinated actions of the white pieces decide the game. 1.

e6 Rxe4 2. Rf7+ Kg8 3. Rc7! (threatening 4. e7□) 3... Kf8 4. Bc4! (threatening 5. f7 ♜g8 6. e7; 5... ♜e8 6. ♞b5 ♜d8 7. ♞d7 ♜c8 8. ♞a6 followed by 9. e7□) 4... Ke8!

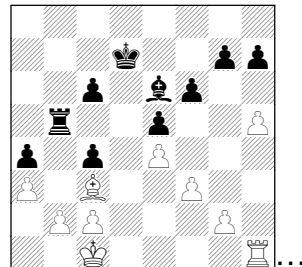
[4... Bxh4 5. Rf7+□]

5. h5! The pawn joins the attack. 5... Bh4

[5... Bb6 6. Bb5+ Kf8 7. Rf7+ Kg8 8. Rb7 Bc5 9. Rb8+ Bf8 10. Bc4□; 5... Bd4 6. Kg2]

6. Bb5+ Kf8 7. e7+ Rxe7 8. Rc8+ Kf7 9. Bc4+□

Panchenko A. - Lutikov A.,Smolensk,1986



The stronger side often manages to use his better pawn structure in spite of the presence of opposite colored bishops.

White is unable to attack the opponent's weak pawns on the Q-side immediately; first he should open up the K-side. 1. Kd2 Ke7 2. Ke3 h6

[Better is 2... Rb7]

3. g3 Bf7 4. Bb4+ Ke8 5. g4! (... ♞d1-d6) 5... c5

[Bad is 5... Rb7 6. Rd1 Rd7 7. Rxd7

Kxd7 due to 8. Bf8□]

6. Bc3 Be6 7. f4! exf4+

[Stronger is 7... Bxg4 8. fxe5 fxe5! 9. Bxe5 Rb7]

8. Kxf4 Rb7 9. Rg1! (threatening 10. e5 fxe5 11. ♟xe5) 9... Rd7 10. e5 fxe5+

[No better is 10... Kf7 11. exf6 gxf6 12. Rf1 Kg7 13. Kg3 Rf7 14. Rf2! , and Black is in trouble.]

11. Kxe5 Ke7 12. Kf4 Kf7

[12... Kf8 13. Re1 ... ♞e5]

13. g5! Rd5

[13... Kf8 14. gxxh6 gxxh6 15. Rg6]

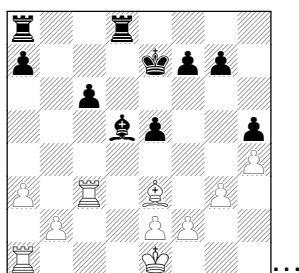
14. Be5 Kf8 15. gxxh6 gxxh6 16. Rg6 Bf7

17. Rxxh6 Rd2 18. Rh8+ Bg8?

[18... Ke7 could have prolonged Black's resistance.]

19. h6 Rh2 20. Bd6+ Kf7 21. Bxc5 Black resigned.

Andersson U. - Steen M.,Sao Paolo,1979



The following ending was won by White by skilful, subtle play.

1. b4! Rdb8

[The black pawns should be fixed; impossible is 1... a5 because of 2. bxa5 Rxa5 3. Bb6□]

2. Bd2 Ke6 3. Rc5 Rb5 4. Rcc1! (it is better to keep the rook from being

exchanged) 4... f6 5. a4 Rb7 6. Rc5

White's plan involves the following steps:

1) to deprive Black of any counterplay on the K-side by "closing" it; 2) to transfer the king to a3 in order to protect the b4-pawn; 3) to attack the a7-pawn by ♞a5 and ♞a6 followed by ♞d4 or ♞e3. 6... Rg8 7. f3! (... 7. e4) 7... f5 8. Kf2 Rd8 9. Bc3 (... 9. e4) 9... e4 10. Rd1 Rdd7 11. Ke3 g6 12. f4!?

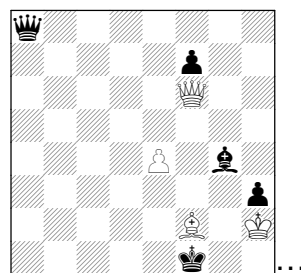
[Also good is 12. Kf4]

12... Rd6 13. Rb1 Rdd7 14. Bd4 Kf7 15. Rb2 Ke6 16. Kd2 Kf7 17. Kc3 Ke6 18. Ra5 Kf7 19. Ra6 Re7 20. Bc5 Red7 21. Rd2 Rbc7 Black is helpless. 22. Be3 Rb7 23. Bc5 Rbc7 24. Rc2 Rb7 25. Kb2 Rdc7

[More stubborn would have been 25... e3!]

26. Ka3 Rd7 27. e3 Rbc7 28. Bd4 Rb7 29. Rc5 Rbc7 30. Kb2 Rb7 31. Kc3 Rb6 32. Rca5 Rxa6 33. Rxa6 Ba2 34. Rxc6 Black resigned.

OPPOSITE COLORED BISHOPS WITH QUEENS



OPPOSITE COLORED BISHOPS WITH QUEENS

With queens on the board, the strongest side most often manages to organize an attack on the opponent's king, and his own king's position is of great importance here.

The following study is a good illustration of queen's and bishop's perfect co-ordination.

1. Ba7+! Cutting of the black queen, White secures the a-file for his own queen. 1... Ke1

[1... Ke2 2. Qa6+]

2. Qa1+ Ke2 3. Qa6+ Kd1 4. Qa4+ Ke2

The king cannot move to the dark squares due to a loss of the queen. 5.

Qc2+ Kf3

[5... Ke1 6. Bf2+ Kf1 7. Bg3 Qa7 8. Qd3+ Be2 9. Qb1+□]

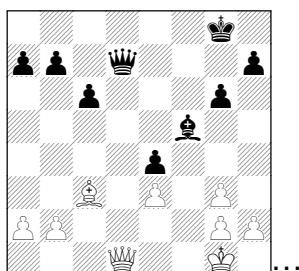
6. Qd3+ Kf4 7. Bb8+! Kg5

[7... Qxb8 8. Qg3+□]

8. Qd8+ Kh5 9. Qh8+ Kg6 10. Qg8+ Kh5

11. Qxf7+ , mating. The black bishop played the role of a passive spectator and could not defend its king.

Seirawan Y. - Tal M.,Montpellier,1985



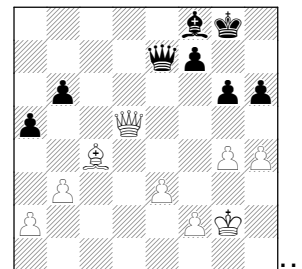
The black king is weak, and White quickly obtains a decisive advantage. 1. Qe1! Be6 2. b3 c5 3. h3! First White improves his own king's position - on h2 it

will be in safety. 3... b5 4. Qf1! b4 5. Be5 Qd8 Black must not let the white queen to f6. 6. Qb5 (penetrating from the other side) 6... Qc8 7. Kh2 Bd5 8. Bd6 a6 9. Qa5!

[Of course, not 9. Qxc5? Qxc5 10. Bxc5 a5 11. Bb6 a4 , with a draw.]

9... Kf7 10. Bxc5 Qc6 11. Qxb4 Be6 12. Bd4 h5 13. Qb8 Ke7 14. Qe5 Qd5 15. Qf6+ Black resigned.

Hort V. - Uhhannesen,1970

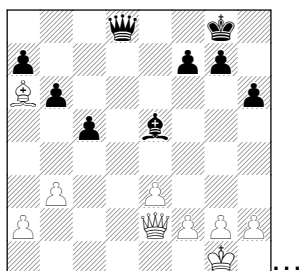


Queen and bishop, as well as rook and bishop, can tightly tie the opponent's pieces to the defense of some weak point.

White' position is nearly won. After the correct 1. g5! followed by an advance of the e- and f-pawns Black would be helpless; he would be unable to create any counterplay, being tied to the defense of the f7-pawn.

[In the game, after the premature 1. f4? b5! White failed to win.]

Andersson U. - Ioseliani N.,Rio de Janeiro,1985



One can hardly believe that White can win here, but it is not easy to play this position with Black. A few inaccuracies have led him to a quick defeat. 1. Qh5 Bf6?

[Necessary was 1... Qg5! , and if 2. Qf3 (2. Qh3 is met by 2... Qd8!) , then 2... Qe7 , intending to regroup by g7-g6 and e7-e6.]

2. g3 Qd7 3. h4 Kh7

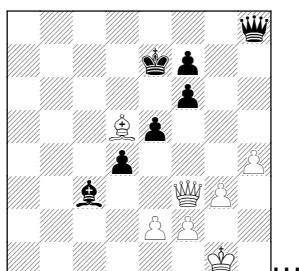
[Better is 3... Kf8]

4. Qf3 Bc3?

[After this mistake Black's defense is extremely difficult; he must have played 4... Bb2 or 4... e4.]

5. Bc4 Kg8 6. Qa8+ Kh7 7. h5! Qf5 8. Qd8! Bf6 9. Qe8! White's three last moves have decided the game. 9... Qxh5 10. Bxf7 Qd1+ 11. Kg2 h5 12. Qg8+ Kh6 13. Qh8+ Black resigned.

Kasparov G. - Computer "Deep
B.,Philadelphia,1996



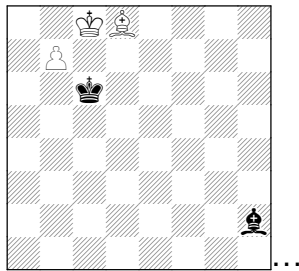
Despite equal number of pawns, Black's position is almost hopeless - so great is the difference in pieces' activity. 1. Bc4 Qc8 2. Qd5 Qe6 3. Qb5 Qd7 4. Qc5+

[Surely, not 4. Qxd7+? , with a draw.

White primary task is to attack the f7-pawn.]

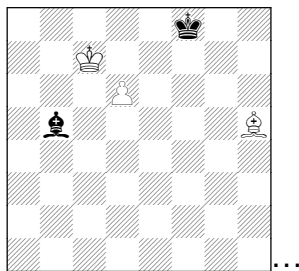
4... Qd6 5. Qa7+ Qd7 6. Qa8! Qc7 7. Qa3+ White does not let the black king to escape to g7. 7... Qd6 8. Qa2 f5 9. Bxf7 The black king is insecure. 9... e4 10. Bh5 Qf6 11. Qa3+! Kd7 12. Qa7+ Kd8 13. Qb8+ Kd7 14. Be8+ The bishop is transferred to a more active position. 14... Ke7 15. Bb5 Bd2 16. Qc7+ Kf8 17. Bc4 Bc3 18. Kg2 Be1 Black has to passively wait. 19. Kf1 Bc3 20. f4! The f5-pawn is doomed. 20... exf3 21. exf3 Bd2 22. f4! Ke8 23. Qc8+ Ke7 24. Qc5+ Kd8 25. Bd3 It's all over now. 25... Be3 26. Qxf5 Qc6 27. Qf8+ Kc7 28. Qe7+ Kc8 29. Bf5+ Kb8 30. Qd8+ Kb7 31. Qd7+ Qxd7 32. Bxd7 Kc7 33. Bb5 Black resigned.

BISHOPS OF THE SAME COLOR



BISHOPS OF THE SAME COLOR

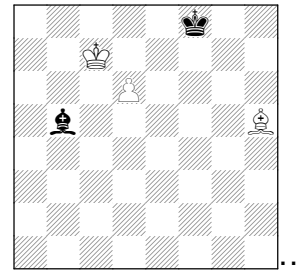
SEVERAL THEORETICAL POSITIONS



SEVERAL THEORETICAL POSITIONS

Every chessplayer must know the following typical positions.

Bishop and pawn against bishop

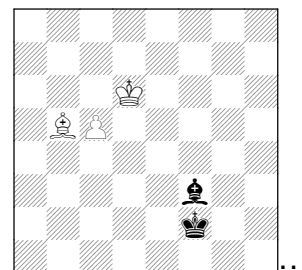


Bishop and pawn against bishop

If the weaker side's king occupies a square in front of the pawn and is invulnerable to the enemy bishop, a draw is apparent. If the defending king is a long way from the pawn, there are very few chances to escape. The closer is the pawn to a queening square, the less are these chances. A winning plan is typical: the stronger side's bishop drives away its counterpart from the diagonal on which it blockades the pawn, then the pawn advances and queens.

White transfers his bishop to c6 and queens his d-pawn.

Centurini L



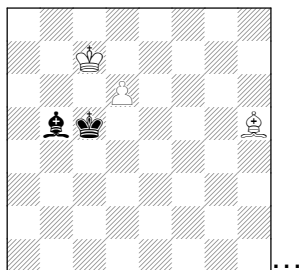
The black king is far away from the

c-pawn, and so White wins easily. 1. Bc6 Be2 2. Bd5 Bb5 3. Be6 Ke3 4. Bd7 Ba6 5. c6 Kd4 6. c7 Kc4 7. Bh3 Kb4

[Or 7... Bb7 8. Bg2 Bc8 9. Kc6 Kb4 10. Kb6 Kc4 11. Ka7 Kc5 12. Kb8 Be6 13. Bb7 Kb6 14. Bc8 Bc4 15. Bh3 Ba6 16. Bf1 Bb7 17. Bb5! , winning.]

8. Kc6 Ka5 9. Bg4 Kb4 10. Kb6 , and White wins.

Averbakh Yuri L (RUS) 8

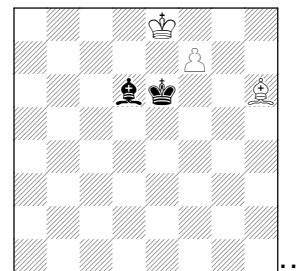


The weaker side draws only if both his pieces control a crucial square on which the opponent can block the bishop's diagonal.

White is unable to block the black bishop's diagonal on the crucial c6-square. There is no way to win, for example: 1. Bg4 Ba4 2. Bd7 Bd1 3. Bc6 Bg4 , with a draw.

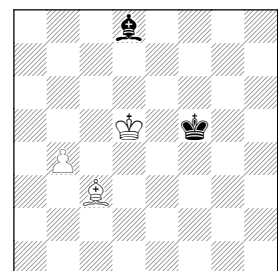
This method sometimes works even with a pawn on the 7th rank.

Example 30



1. Bf8 White is unable to block the black bishop's diagonal on the crucial e7-square. 1... Be5 2. Bc5 Bg7 3. Be3 (it seems that Black is losing, but...) 3... Kd6! 4. Bd4 Bh6 . Draw.

Capablanca J. - Janowski D., New York, 1916



In this position Janowski resigned, but if he had been familiar with the defensive method examined in the previous examples, he would have been able to draw. He should take his king round to the rear: 1... Kf4! 2. Bd4 Kf3! 3. b5

[Or 3. Bc5 Ke2! 4. Kc6 Kd3! 5. Kd7 Bg5 6. b5 Kc4 7. Kc6 Bd8! =]

3... Ke2 4. Kc6 Kd3 5. Bb6 Bg5 6. Kb7! The best chance.

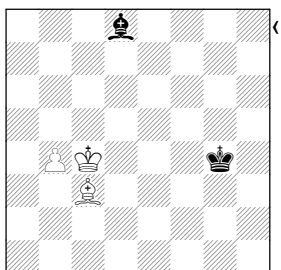
[Nothing is achieved by 6. Bc7 Be3 7. Bd6 (a tricky attempt 7. Kd5!? is parried by 7... Bd2! , and 8. b6 fails due to (if 8. Bd8 , then 8... Be3 9. Be7

Bb6 10. Kc6 Ba5=) 8... Ba5) 7... Kc4 , and Black controls the c5-square with both of his pieces.]

6... Kc4 7. Ka6 Kb3! (in order to cover the a5-square) 8. Bf2 Bd8 9. Be1 Ka4! The black king has arrived in time. Draw (analysis by Yury Averbakh).

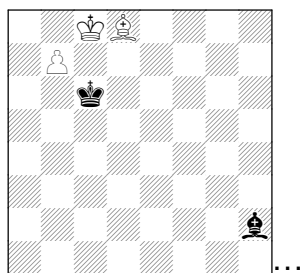
It is interesting to note that almost half a century later the eleventh world champion (at that time a 17-year-old talent) managed to draw in a similar position.

Taimanov M. - Fischer R., Buenos Aires, 1960



1... Kf4 2. b5 Ke4 3. Bd4 Bc7 4. Kc5 Kd3! (by-pass) 5. Kc6 Kc4! (a saving tempo) 6. Bb6 Bg3 7. Ba7 Bc7! Draw.

Centurini L 2



It should be noted that the examined

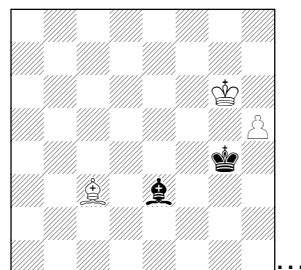
method allows to draw not always. Here are two most illustrative examples.

Black controls the c7-square with both pieces, but the a7-b8 diagonal is too short (only two squares), and this destroys all of Black's chances to survive. 1. Bh4 Kb5! (otherwise ♡f2-a7-b8 would follow) 2. Bf2 Ka6 3. Bc5! The only winning move.

[If, for example 3. Be3 , then 3... Bd6 4. Bg5 Kb5 5. Bd8 Kc6 6. Be7 Bh2! , and White has gained nothing.]

3... Bf4 4. Be7 (threatening 4. ♡d8 followed by 5. ♡c7) 4... Kb5 5. Bd8 Kc6 6. Bg5! (winning a decisive tempo for the bishop's transfer to a7) 6... Bh2 7. Be3 , and White wins.

Centurini L 3



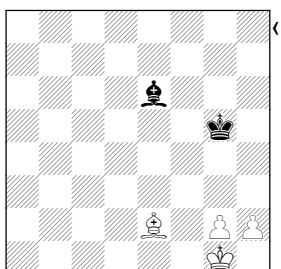
In this position too, White manages to succeed, because the black bishop has only one long diagonal from which it is easily driven away. 1. Bg7 Bd2 2. Bh6 Bb4 The pawn ending is lost. 3. Be3 Bf8

[Or 3... Bc3 4. h6 Ba1 5. h7 Bb2 6. Bh6 Bc3 7. Bg7□]

4. Bd4 Kh4 5. Be5! Kg4 6. Bf6! (zugzwang) 6... Kf4 7. Bg7 Ba3 8. h6 ,

and the pawn is queening.

Bishop and two pawns against bishop



Bishop and two pawns against bishop

Two extra pawns win easily only when they are connected or, if they are isolated, when they are not lateral, being separated by at least two or three files. In all other cases utilizing the advantage is very difficult, if possible at all.

These are the most "unfortunate" connected pawns, as the corner h8-square is the wrong color. If Black were able to give up his bishop for the g-pawn, this would be an elementary draw. Nevertheless, White wins easily.

1... Bh3 2. g3 Kh6 3. Bf1 Bg4 4. h4
White is gradually moving ahead. 4...
Bf5 5. Kf2 Bg4 6. Ke3 Be6 7. Kf4 Bd7 8.
Bd3 Bh3 9. Bf5 Bf1 10. g4 Be2 11. g5+
Kh5

[or 11... Kg7 12. Bg4 Bd3 13. h5□]

12. Kg3

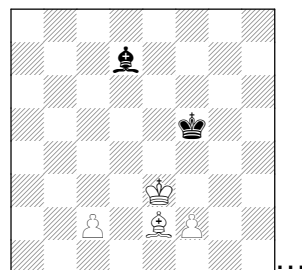
[But not 12. g6? due to 12... Kh6 13.
Ke5 Bh5 , with a draw]

12... Bd1 13. Be4 Bb3 14. Bf3+ Kg6 15.
Kf4 Bf7 16. h5+ Kg7 17. Ke5 Bb3

[If 17... Be8 , then 18. h6+ Kg6 19.
Bh5+!]

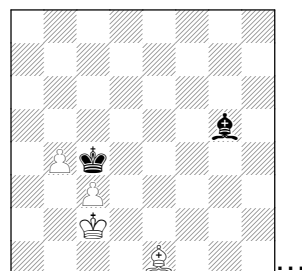
18. Be4 Bf7 19. h6+ Kh8 20. Kf6 Bh5 21.
Bd5 Kh7 22. Bf7 , and White wins.

Example 31



1. f4 Bc6 2. Bd3+ Kf6 3. Kd4 , and White
wins easily, transferring his king to b6 and
advancing the c-pawn.

Fine Reuben (USA) 2



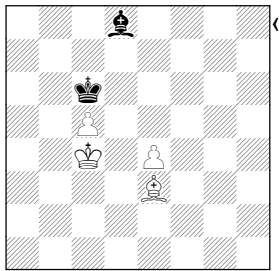
Now let us deal with several positions in
which two extra pawns are unable to win.

Black draws by blockading the white
pawns, for example: 1. Kd1

[Or 1. Kb2 Bf4 2. Ka3 Bg5 3. Ka4 Bd8!
4. b5 Bb6=]

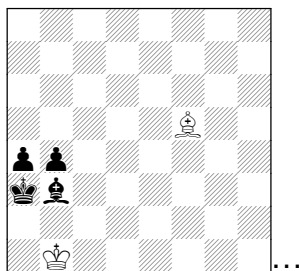
1... Kd3 2. b5 Bd8 3. Bd2 Kc4=

Example 32



After 1... Be7! White is unable to reinforce his position, for example: 2. e5 Bf8 3. e6 Be7, with a draw.

Moravec Jaroslav (CZE) 3



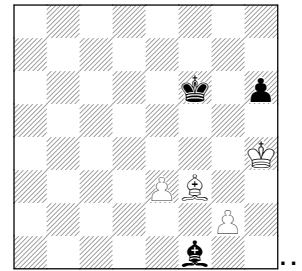
White saves himself thanks to stalemate - his bishop becomes a "desperado". 1. Ka1! Ba2

[1... Bc4 would be met by 2. Bd3!, and the black bishop cannot escape from the perpetual attack of his "furious" white counterpart;

1... Bd1 2. Bc2=]

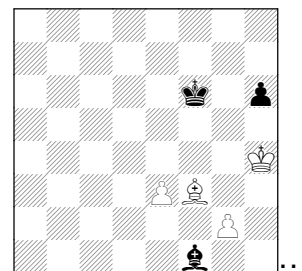
2. Bc2 b3 3. Bxb3!= . Draw.

MOST IMPORTANT FEATURES OF ENDINGS WITH BISHOPS OF THE SAME COLOR



MOST IMPORTANT FEATURES OF ENDINGS WITH BISHOPS OF THE SAME COLOR

Utilizing a material advantage



Utilizing a material advantage

As we have already seen, realization of a material advantage in endings with bishops of the same color is rather difficult and requires a sophisticated technique especially when the material on the board is limited. If one of the stronger side's pawns is rook's, and its queening square is of the opposite color to that of the bishop, sometimes the defender manages to save himself by sacrificing his bishop and transferring his king to the

corner inaccessible for the enemy bishop, reaching a theoretically drawn position.

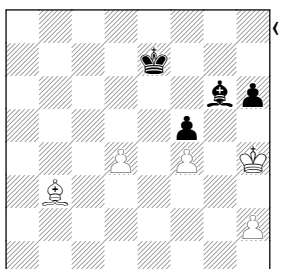
All White's attempts lead to nowhere - there is too little material on the board.

1. Kh5 Kg7 2. e4 Bd3 3. e5 Bg6+ 4. Kg4 Kf7 5. Bd5+ Ke7 6. Kf4 Bh7 7. g3 Kf8

[Or 7... Kd7 8. Be4 Bg8 9. Bf5+ Ke7 10. Bc8 Bh7=]

8. Be4 Bg8 9. Bf3 Ke7 10. Kg4 Ke6 11. Kf4 Ke7 12. Bg4 Bb3 13. Bc8 Kf7 . Draw.

Keres P. - Lilienthal A., Tallinn, 1945



White is unable to drive off the black king from e7, while the g6-bishop prevents the white king's breakthrough to the h6-pawn. Black has good drawing chances, but he must play precisely. 1... Kd6! 2. Bd1! (the only chance) 2... Ke7!

[2... Kd5? loses after 3. Bh5 Bh7 4. Bf7+ Kxd4 5. Kh5 Ke4 6. Kxh6 Kxf4 7. h4! Kg4 8. h5 f4 9. Kxh7 f3 10. h6 f2 11. Bc4□]

3. Bh5 Bh7 4. d5

[There is no other way, because 4. Be8!? Kxe8 5. Kh5 leads to a draw in view of 5... Kf7 6. Kxh6 Bg8 7. Kg5 Ke6 8. h4 Bf7 9. h5 Bg8! 10. h6 Bh7 11. d5+ Kxd5 12. Kf6 Kd6 13. Kg7 Ke7 14. Kxh7 Kf7=]

4... Kd6! The only move.

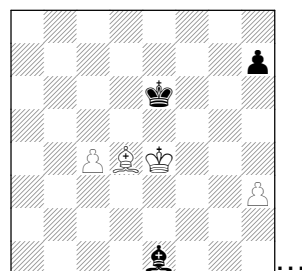
[The game went 4... Bg8? , and after 5. Bg6 Bxd5 6. Kh5 Kf6 7. Kxh6 Be6 8. Kh7! White won: 8... Bd5 9. h4 Bc4 10. h5 Bd5 11. Be8! (11. h6? Bf7=) 11... Be6 12. h6 Bf7 13. Bd7 Bc4 14. Bxf5! Kf7 15. Bd7 Bd3+ 16. f5 Kf8 17. Be6!□ , etc. (but not 17. Kg6 Bxf5+! 18. Bxf5 Kg8=)]

5. Be8

[Or 5. Bf7 Ke7 6. Kh5 (6. Be6 Bg6 7. Kg3 Kd6 8. Kf2 Bh5!)=) 6... Kxf7 7. Kxh6 Bg8 8. d6 Kf6!!=]

5... Ke7 6. Kh5 Kxe8 7. Kxh6 Bg8 8. d6 Kd7 9. h4 Bf7! , with a draw (analysis by Yury Averbakh).

Ernesto I. - Eruslanova I., Tbilisi, 1982



Sometimes a win is possible even despite very limited material.

1. Kf4! The first step of the winning plan is to advance the pawn to h5. 1... Ba5

[1... Bd2+ 2. Kg4 followed by h4-h5]

2. h4 Bd8 3. h5 Be7 4. Ke4 Bd8 5. c5 Be7 6. c6 Bd6

[6... Kd6 7. Bc5+□]

7. Be3 Bc7 8. Bf4 Ba5

[The pawn ending is hopeless: 8... Bxf4 9. Kxf4 Kd6 10. Kg5 Kxc6 11. Kh6 Kd6 12. Kxh7 Ke6 13. Kg7□]

9. Kd4!

[9. c7 Kd7 10. Kf5 Bxc7 11. Bxc7 Kxc7=]

9... Kf5 10. Bd2! Bc7 11. Kd5 Kg4

[Or 11... Bb6 12. Kd6□]

12. Ke6 Bb6

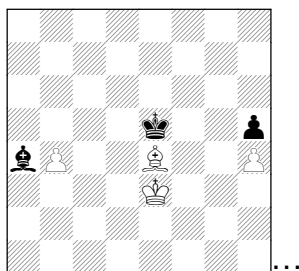
[12... Kxh5 loses after 13. Kd7 Bb6 , and White transfers his bishop to d8: 14. Bb4! Kg6 15. Be7 h5 16. Bd8 Bxd8 17. Kxd8 h4 18. c7 h3 19. c8=Q□]

13. Kd7 Kf5 14. Bc3 Ke4 15. Bf6 Kd5!

Without the pawns on the h-file the position would be a theoretical draw.

16. Be7 Ba5 17. Bd6! Black resigned.

Averbakh Y. - Veresov G., Moscow, 1947



The weakness of the h5-pawn kills Black.

1. Bg6 Bd1 2. b5 Kd6 (otherwise White plays 3. b6 followed by 4. ♔e4) 3. Kf4 Kc5 4. Kg5 Be2! The best chance.

[Worse is 4... Kxb5 5. Bxh5 Bc2 in view of 6. Be8+ Kc5 7. h5 Kd6 8. Kf6!□]

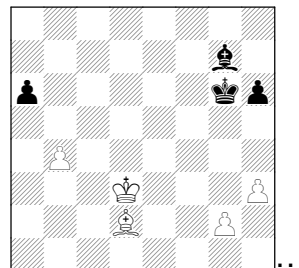
5. Be8!

[The immediate 5. Bxh5 leads only to a draw after 5... Bxb5 6. Bg4 Be8 7. Bf5 Kd6 8. Bg6 Ke7!= . By playing 5. ♔e8!, White gains a decisive tempo.]

5... Kb6 6. Bxh5 Bxb5 7. Bg4 Be8 8. Bf5

Kc7 9. Bg6 Kd8 10. Kf6! Black resigned.

Smirin I. - Alterman B., Israel, 1994



In this position White's win is rather difficult due to the weak pawn on b4.

1. Ke4!

[1. g4 leads to an immediate draw after 1... Bf6! threatening 2... h5]

1... h5 2. Be3

[2. Kd5 Kf5]

2... Bc3 3. Bc5 Be1

[3... a5 4. b5□]

4. Bd6! White improves his position to maximum extent. 4... h4 5. Kd5 Kf5 6. Kc6 Ke4 7. Kb6 Ke3 8. Kxa6 Bxb4

[All the previous moves were forced. If 8... Ke2 , then 9. b5 Bf2 10. b6 , winning easily]

9. Bxb4 Kf2 10. g4! This move should have been foreseen long before. 10... hxg3 11. h4 Ke3!

[11... g2 12. Bc5+ Kg3 13. h5□]

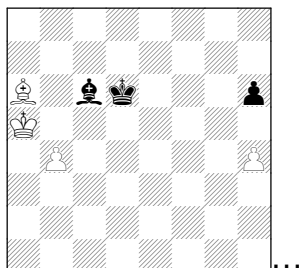
12. h5 Kd4! 13. Bd6! Black resigned.

[Running after two hares, White manages to catch both. Erroneous is 13. h6 , because after 13... g2 14. Kb5 Ke5 15. Bc5 Kf6!= the black king steps into the "square" of the h-pawn and catches it.]

[...]

[13... g2 14. Bh2□]

Eliskases E. - Capablanca J., Semmering, 1937



The following ending is very interesting, though not free from mistakes.

White's win is rather complicated: in order to draw, Black has just to sacrifice his bishop for the b-pawn and to bring his king to h8. Unlike the Averbakh - Veresov game examined above, where the black pawn was placed on h5, here it is on h6, which is much better for Black.

1. Bb5 First of all White should advance his pawn to b6. 1... Bf3 2. Bd3 Bc6 3. Bc2 Kc7

[Or 3... h5 4. Bg6 Bf3 5. b5 followed by 6. b6□]

4. Ba4 Bf3

[The pawn ending after 4... Bxa4 5. Kxa4 Kb6 (5... h5 6. Ka5!□) is lost, because White secures necessary space by 6. h5!]

5. b5 Kb7 6. b6 White has achieved his first aim. Now, if he were able to seize c5 with the king, he would win. 6... Be2 7. Bc2 Bf3 8. Bd3 Bg2 9. Ba6+ Kc6? This loses.

[The draw could have been obtained by 9... Kb8! 10. Kb4 Bb7! for example: 11. Bxb7 (or 11. Be2 Bg2 12. Kc5 Kb7, and White is unable to improve his position) 11... Kxb7 12. Kc5 h5!]

10. Bc8! Bf1 (11. ♖a6 was threatened) 11. Bg4 Bd3 12. Bf3+ Kd6 13. Bb7! Be2

[13... Kc5 does not save either due to 14. Ba6 Be4 15. Bc8! threatening 16. ♜a6]

14. Ba6 Bf3 15. Bf1 (again, 16. ♜a6 is threatened) 15... Bb7 16. Bh3

[Also possible is 16. Kb5]

16... Ke7

[After 16... Kc5 17. Bg4 too, Black ends up in zugzwang]

17. Kb5 Kd6 18. Bg4 Ke7 19. Kc5 Bg2 20. Bc8 Kd8 21. Ba6 Bf3

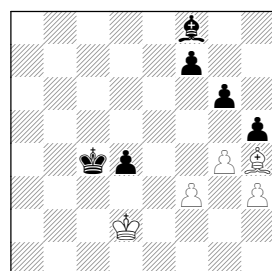
[Or 21... Ke7 22. Bc4□]

22. Kd6 It's all over now. 22... Bg2 23. Bc4 Kc8 24. Bd5 Bf1

[Also losing is 24... Bxd5 25. Kxd5 Kb7 26. Ke6! (but not 26. Kc5? h5!, with a draw)]

25. Ke6 Be2 26. Kf6 Kd7 27. Kg6 h5 28. Kg5 Kd6 29. Bf7 Kc6 30. Bxh5 Black resigned. An instructive ending!

Donner J. - Smyslov V., Havana, 1964



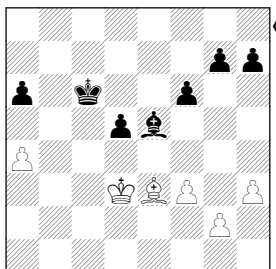
Quite often in order to win, the stronger

side gives back his extra pawn, breaking through to the opponent's pawns with his king.

1... Bh6+ 2. Kc2 d3+ 3. Kd1 Kd4 4. Bf2+ Kc3 Up until now everything is forced. 5. Bb6 d2 (otherwise Black cannot win) 6. Bf2 Kd3 7. Bb6 Bf4 8. Bf2 Be5 9. Bg1 h4! (preparing for the coming pawn ending) 10. Bf2 Bc3 11. Bg1 Bd4! 12. Bxd4

[12. Bh2 does not save either: 12... Ke3 13. Bg1+ Kxf3! 14. Bxd4 Kg2 15. Kxd2 Kxh3 16. g5 Kg2 17. Ke3 h3°] 12... Kxd4 13. Kxd2 Ke5 14. Ke3 g5 White resigned.

Botvinnik M. - Bondarevsky I., 1941

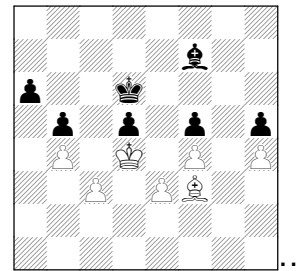


As Botvinnik pointed out, Black could have won with 1... Bd6

[In the game Bondarevsky played 1... f5, and in the end White managed to hold his ground.]

2. Bf2 Bc5 3. Be1 Kb6 4. Bd2 Bd6 5. Kd4 Kc6! 6. Be1 Be5+ 7. Kd3 Kc5 8. Bd2 White's moves are forced. 8... Ba1! 9. Be1 d4 10. Bd2 Bc3! (transposing into a won pawn ending) 11. Bxc3 dxc3 12. Kxc3 a5, and Black wins easily.

Opponent's pawns are placed on squares of the color of his bishop



Opponent's pawns are placed on squares of the color of his bishop

This kind of positional advantage is, perhaps, the most significant in endings with bishops of the same color. The stronger side's bishop can attack the weak pawns; at the same time, the opponent's bishop's mobility is restricted. Rather often, sooner or later, the defending side ends up in zugzwang and either has to allow an enemy king invasion, or suffers decisive material losses.

In order to win, White should give Black the move. 1. Be2 Be8! The best defense.

[After 1... Bg6 White puts his opponent in zugzwang by 2. Bd3 Bh7 3. Bf1!, and Black loses, for example 3... Bg6 (on 3... Bg8 there follows 4. Be2 Bf7 5. Bf3) 4. Bg2 Bf7 5. Bf3]

2. Bd3 Bg6

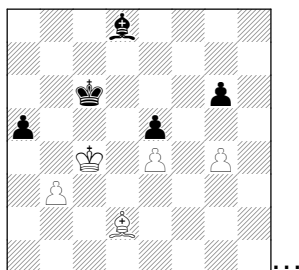
[Or 2... Bd7 3. Bc2 Be6 4. Bd1 Bf7 5. Bf3]

3. Bc2 Bh7 4. Bb3! Bg8 5. Bd1 Bf7 6. Bf3

, and White wins.

A similar, though more complicated way led White to a win in the next example.

Shabalov A. - Varavin V., Moscow, 1986



1. Be1 Bb6 The only way.
[If 1... Bc7, then 2. Bc3!±]
2. Bh4 Be3
[in response to 2... Bc7, 3. Bg3! decides the game: 3... Bb8 4. Be1 Bc7 5. Bc3□; and if 2... Bd4, then 3. Bd8]
3. Bg3 Bd4 4. Bh2! Bb2
[No better is 4... Ba1 due to 5. Bg1 Bb2 6. Bf2 followed by 7. ♣e1]
5. Bg1 Ba3 6. Bf2 Be7
[6... Bd6 7. Be1 Bc7 8. Bc3□]
7. Bg3! Bf6 8. Bh2! Bg7 9. g5! Bf8
[After 9... Bh8 10. Bg3 Bg7 11. Be1 the a5-pawn is lost.]
10. Bxe5 After White has won the pawn, the win is simple. 10... Be7 11. Bf6 Bb4 12. Bc3
[Also possible is 12. e5 with the idea of e6-e7]
- 12... Be7 13. Bxa5 Bxg5 14. b4 Bf4 15. b5+ Kd6 16. Bc3! (the simplest) 16... g5 17. e5+ Kc7

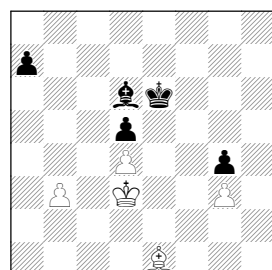
[If 17... Bxe5 18. Bxe5+ Kxe5, then 19. b6! Kd6 20. Kb5□]

18. Ba5+ Kc8 19. Kd5 g4 20. e6 g3 21. Kc6! Bg5

[21... g2 22. e7□]

22. b6. Black resigned.

Van Wely L. - Kramnik V., Anken, 1990



In this position Black wins in a very instructive way, exploiting the weakness of the white pawns on d4 and g3. 1... Kd7! The king goes to the Q-side, intending to penetrate into the opponent's camp with the help of zugzwang. 2. Ke2

White can only wait to see what Black will do. 2... Kc6 3. Kd3 Kb5 4. Kc2 a5 5. Kd3 a4 6. bxa4+

[If 6. Kc2, then 6... Bb4! 7. Bxb4 (or 7. Bf2 a3! 8. Be3 Kc6 followed by the king's transfer to e4) 7... Kxb4 8. bxa4 Kxa4 9. Kd3 Kb3°]

6... Kxa4 7. Bf2

[7. Kc2 does not help either in view of 7... Ka3! (zugzwang) 8. Bf2 Kb4 9. Kd3 Kb3°]

7... Kb3 8. Be1 Kb2 9. Bf2 Kc1 (heading for the g3-pawn) 10. Be3+

[Or 10. Ke2 Kc2 11. Be1 Bc7 12. Bf2 Ba5! 13. Be3 Bc3 14. Bf2 Bd2 15. Bg1

Kc3]

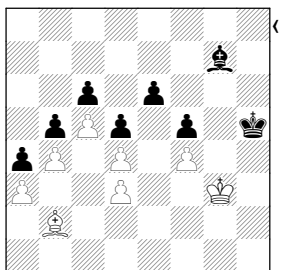
10... Kd1 11. Bf2

[11. Bf4 would be met 11... Bb4 12. Bd2! Be7 13. Bf4 Ke1 14. Ke3 Bb4! 15. Be5 Bd2+ 16. Kd3 Bg5 , winning.]

11... Ba3! 12. Ke3 Bc1+ 13. Kd3 Bd2! 14. Be3 Be1 15. Bf4 Bf2! 16. Be5 Ke1 17. Kc3 Ke2 18. Kb4 Kf3 19. Kc5 Ke4! Zugzwang. White resigned.

[19... Bxg3 20. Kxd5]

Feldi J. - Lukacs P.,Hungary,1975



Here too, Black manages to break through to the white camp. 1... Bf8 2. Bc1

[More stubborn is 2. Bc3]

2... Be7 3. Bd2 Bh4+ 4. Kf3

[If 4. Kh3 , then 4... Bf2 5. Bc3 Be3 6. Kg3 Bc1°]

4... Bf6 5. Be3 Kh4 6. Bf2+ Kh3 7. Be3 Bh4! 8. Bd2 Kh2 9. Bc3 Kg1 Now the outcome of the game is clear. 10. Bd2 Bf2 11. Bc1

[11. Bc3 does not save White: 11... Kf1 12. Bb2 Bh4 13. Bc3 Be1°]

11... Kf1! 12. Bb2 Be1

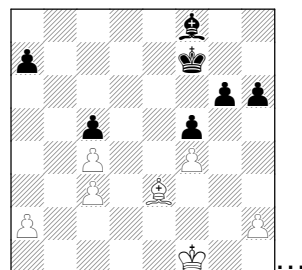
[Also possible is 12... Bh4 13. Bc3 Be1°]

13. Ba1

[13. Ke3 Kg2°]

13... Bd2 14. Kg3 Ke2 15. Kh4 Bxf4 16. Kh5 Bd2 17. Kg6 f4 . White resigned.

Ivanka-Budinsky M. - Ioseliani N.,Tbilisi,1984



The following ending proves that there is no a rule without exceptions.

1. h4! It is strange, but only this move, violating positional principles, raises White's hopes of a draw; otherwise Black would have good winning chances after 1... ♞e7 followed by g5-g4. 1... Be7 2. Bf2 Ke6 3. Ke2 Kd6 Black intends to break through on the Q-side, but does not succeed. 4. Kd3 Kc6 5. Kc2 Kb6 6. Kb3 Ka5 7. Be1 g5 This is the only chance, but now Black is unable to win due to limited material. 8. hxg5 hxg5 9. fxc5 Bxc5 10. Bf2 Kb6 11. Kc2 Bf4 12. Kd3 Bd6 13. Kc2 (13... ♞a5, followed by 14... ♞a4, was threatened) 13... Ka5 14. Kb3 f4

Without this advance Black is unable to improve his position. 15. Be1 f3 16. Bf2 Be7 17. Be1 Bg5 18. Bf2 a6

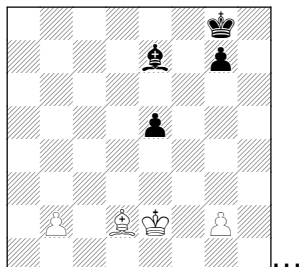
[If 18... Kb6 , then 19. Kc2 , but now the draw is simple.]

19. Bg3!

[19. Bxc5? Bh4°]

19... Kb6 20. Bf2 Be7 21. Kc2 Ka5 22. Kb3 **Draw.**

Passed pawn



Passed pawn

In bishop endings, as well as in many other endings, a passed pawn, especially an outside one, is a certain advantage that sometimes even turns out to be decisive.

1. Bc3 Bd6 2. Ke3 Kf7 3. Ke4 Ke6 4. b4 Bc7 5. b5 Kf6 6. g4! White improves his position.

[Worse is 6. Kd5 Kf5 7. Kc6 Bd8]

6... Ke6 7. g5 g6 8. Bb2! (zugzwang) 8... Bd6

[Or 8... Bd8 9. Bxe5 Bxg5 10. b6 , and the pawn is queening]

9. b6 Bb8 10. b7 Bd6 11. Ba3 Bc7 12. Bb4 Kd7

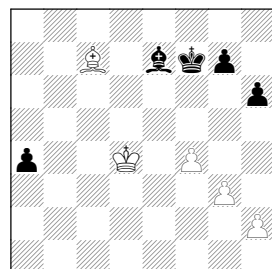
[12... Bb8 13. Bc5! , and zugzwang again]

13. Kd5 Bb8 14. Bc5 e4 15. Be3 Kc7

[15... Bc7 16. Ba7]

16. Bf4+ , and White wins easily in the pawn ending.

Flohr S. - Levenfish G., Moscow, 1936



Black's plan is clear: the passed pawn's advance diverts the white king, after which the black king attacks the opponent's K-side pawns. 1... Ke6 2. Kc4 Kf5 3. h3 Ke4 4. g4 Kf3 5. f5 Kg2 6. Be5!

[6. h4 Bxh4 7. Be5 Bf6 8. Bxf6 gxf6°]

6... Bf8!

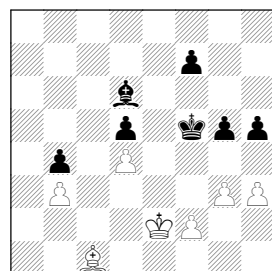
[Losing is 6... Bf6 7. Bxf6 gxf6 8. h4 Kh3 9. g5□]

7. h4 Kh3 8. Bxg7! The best chance.

[If 8. g5 , then 8... Kxh4 9. gxh6 gxh6 10. Bh8 Kg5 11. f6 Kg6! , winning.]

8... Bxg7 9. g5 h5! 10. f6 Bh8 , and Black wins.

Khalifman A. - Salov V., Wijk aan Zee, 1994



By force Black creates a passed h-pawn,

after which White is defenseless. 1... g4! 2. hxg4+

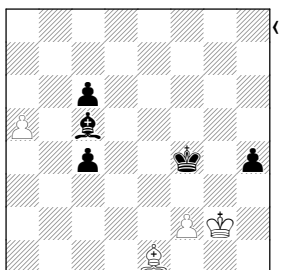
[Even worse is 2. h4 Ke4°]

2... Kxg4!

[2... hxg4 3. Kd3]

3. Bd2 f5 4. Be1 Be7 5. Bd2 Bd6 6. Be1 f4! 7. f3+ Kh3 8. gxf4 Kg2! 9. f5 Be7! 10. f6 Bxf6 11. Bxb4 h4 12. Bd6 h3 13. b4 (otherwise Black plays 13... ♣h4 followed by 14... ♣g3°) 13... Be7! White resigned.

Superior king position



Superior king position

A more active king, as a rule, secures a clear advantage in the endgame.

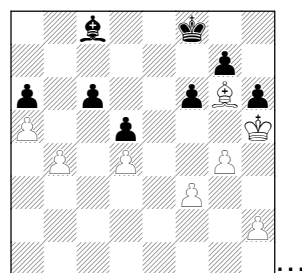
Despite limited material, Black has good winning chances thanks to his active king. 1... h3+! 2. Kxh3 Kf3 3. a6 Ke2 4. Bb4 Bxf2 5. Kg4 Kd3 6. Kf5 c3 7. Ke6 c2 8. Ba3 Kc4! The black king comes in time everywhere - first it captures the a6-pawn, then helps to queen the c-pawn. 9. Kd7 Kb5 10. Kc7

[More stubborn is 10. Bc1! , but in this case too, Black wins after 10... Kxa6 11. Kxc6 Ka5 12. Kd5 Kb4 13. Ke4

Kb3 14. Kd3 Bh4 15. Bf4 Kb2 16. Bh6 Kb1 17. Kc3 Bf6+ 18. Kb3 Bb2 19. Bg5 Bc1 20. Bf6 Bh6 21. Bb2 Bf8° zugzwang]

10... Kxa6 11. Kxc6 Ka5 12. Kd5 Ka4 13. Bc1 Kb3 14. Ke4 Ka2° 15. Kd3 Kb1 16. Bh6 Bc5 17. Kc3 Ba3 18. Kb3 Bc1 19. Bf8 Bg5 20. Ba3 Bf6! White resigned.

Averbakh Y. - Furman S., 1960



Due to the weak pawn on a6 Black is forced to allow the enemy king into his camp through g6 and h7, after which he is in trouble. 1. Bd3 Kf7 2. h3

(zugzwang) 2... Kf8

[2... Bb7 3. Bf5□]

3. Kg6 Kg8 4. Bf1! (gaining a tempo) 4... Kf8

[Or 4... Bb7 5. Be2 Bc8 6. Bd3]

5. Be2 Kg8 6. Bd3 Kf8 7. Kh7 Kf7 8. Bg6+ Kf8 9. Kh8 Preparing a piece sacrifice, White should improve his position to maximum extent. 9... Bd7 10. f4 Bc8 11. f5 Bd7 12. Bh5! Bc8 13. Be8! This striking move decides the game. 13... Kxe8

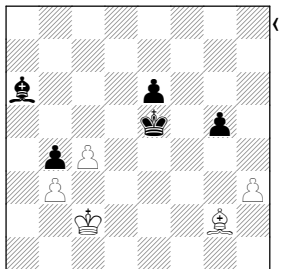
[13... Bb7 14. Bd7]

14. Kxg7 h5

[14... Ke7 15. h4 Bd7 16. g5!□]

15. Kxf6 hxg4 16. hxg4 Kf8 17. g5 Kg8
 18. g6 Kf8 19. Kg5 Bd7 20. f6 Be8 21.
 Kf5 Kg8 22. g7 Bf7 23. Ke5 Bg6 24. Kd6
 Bd3 25. Kxc6 Kf7 26. Kd6 Bf5 27. b5
 Black resigned.

Kamsky G. - Shirov A., Buenos Aires, 1994



The active black king has decided the following game, despite the white protected pawn on c4.

1... Kd4 Black's task is to break through to the b3-pawn, and so he diverts the white king with his e-pawn. 2. Kd2 e5 3. Bf3 Bc8 The bishop is transferred to a more active square. 4. Bg4 Bb7 5. Bd7 Be4 6. Bg4 Bg6 7. Be2 e4 8. Bg4 e3+ 9. Ke1 Bc2 10. Bd1 Be4 11. Bg4 Kc3 12. Ke2 Kxb3 13. Kxe3 Bg2 14. Be6 Kc3 15. Kf2

[15. Bd5 Bxh3°]

15... Bc6 16. c5

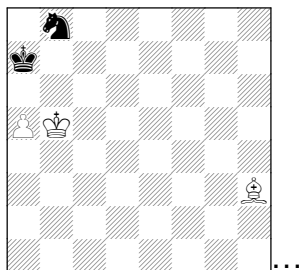
[16. Bd5 Bd7]

16... Kd4! (a precisely calculated maneuver) 17. Kg3 Kxc5 18. Kg4 Bd5 19. Bf5 b3 20. Kxg5 Kd4 21. h4 Be4 22. Be6 b2 23. Ba2 Kc3 24. Kf4

[24. h5 Kb4°]

24... Bh7 25. h5 Kb4 26. h6 Ka3 . White resigned.

BISHOP AGAINST KNIGHT



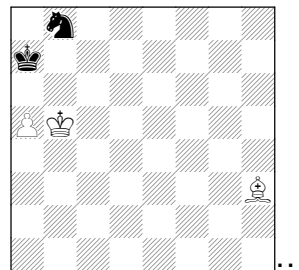
BISHOP AGAINST KNIGHT

A bishop and a knight are completely different pieces, which makes the fight between them picturesque. In the center of the board a bishop controls 13 squares; on the edge - 7. The knight, correspondingly, 8 and 2. That is, a bishop has more possibilities to influence on play. A bishop, however, can move along the squares of only one color, while a knight - all over the board.

Capablanca considered that a bishop is stronger than a knight, evaluating its advantage in the endgame as approximately half of a pawn (of course, his evaluation does not work always).

In order to better understand how these pieces battle against each other, let us examine their peculiarities. On our way we will study several theoretical positions.

BISHOP'S ADVANTAGES



BISHOP'S ADVANTAGES

A. A bishop can cut off a knight from the main theatre of events, or even trap it on the edge of the board.

B. A bishop itself can gain tempi, while a knight is unable to do this.

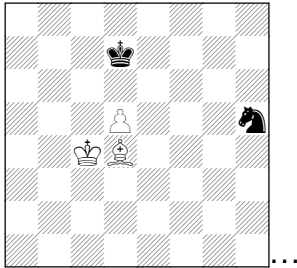
C. Being a long-range piece, a bishop supports its own passed pawns better than a knight.

D. Though a bishop moves along the squares of only one color, it can be maneuvered in such a way that it prevents an opposing knight from reaching a needed square.

A. A bishop can cut off a knight from the main theatre of events, or even trap it on the edge of the board.

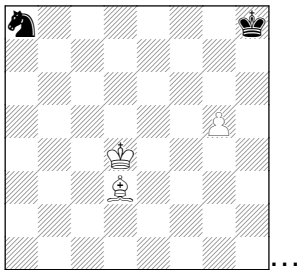
1. Bc8 Ka8 2. Kb6 , and Black is losing the knight.

Example 33



1. Be5! White shuts out of play the knight on the edge of the board and then promotes his d-pawn.

Zakhodyakin G



In this study also, in the end the knight is trapped. 1. Kc5 Nc7 (2. ♔c6 was threatened) 2. Kd6 Ne8+ 3. Ke7!

[After 3. Kd7? Ng7 4. Bg6 Kg8 5. Ke7 Kh8 6. Kf7 Black escapes by 6... Nf5! 7. Bxf5 - stalemate]

3... Ng7

[Or 3... Nc7 4. Kf7! Nd5 5. g6]

4. Bg6 Kg8 5. Bf7+ Kh7

[No better is 5... Kh8 6. Kf6 Kh7 7. Ke5

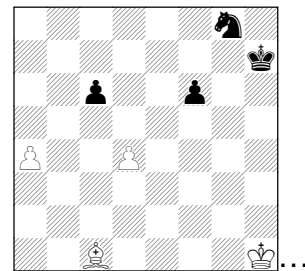
Kh8 8. Kf4 Kh7 9. Kg4 Kh8 10. g6 , and the knight is trapped.]

6. Kf6 Kh8 7. Ke5

[But not 7. Kg6? Ne6!=]

7... Kh7 8. Ke4! Kh8 9. Kf4 Kh7 10. Kg4 Kh8 11. g6 , and White wins the knight.

Troitsky A 4



1. Ba3! Cutting of the knight from the a-pawn.

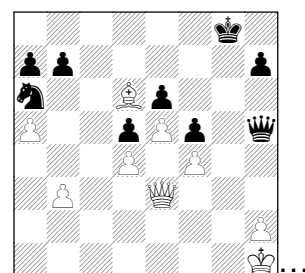
[Bad is 1. d5? cxd5 2. Ba3 d4 3. Kg2 (or 3. a5 d3 4. Bb4 Ne7) 3... f5 4. a5 Nf6 5. a6 Nd5=; or 1. a5? Ne7 2. a6 Nd5= with a draw in all cases.]

1... f5 2. d5!

[2. a5? Nf6 3. a6 Nd5]

2... cxd5 3. a5 Nf6 4. a6 Ne8 5. Bd6! A decisive move - White wins.

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

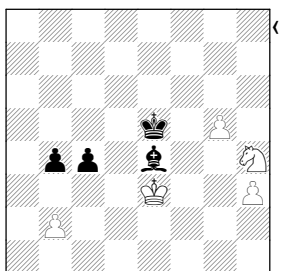


An ugly position of the a6-knight, which is shut out of play, quickly decides the game in White's favor. 1. b4 Kf7 2. Qd3!

[But not the immediate 2. b5 due to 2... Nc7 3. Bxc7 Qd1+ 4. Kg2 (4. Qg1 Qf3+) 4... Qc2+ 5. Kg3 Qxc7]

2... Qh4 3. Qf1! Qd8 (4. b5 was threatened) 4. Qh3! Kg8 5. Qg3+ Kf7 6. Qg5! Qc8 (the only opportunity) 7. b5 Qc1+ 8. Kg2 Qd2+ 9. Kh3 Qe3+ 10. Kh4 Qe1+ 11. Kh5 Qe2+ 12. Kh6 Qxh2+ 13. Qh5+ Qxh5+ 14. Kxh5, and the knight perishes. Soon Black resigned.

Solozhenkin E. - Rublevsky S., Paris, 1993



Despite his extra pawn, White loses due to an awkward position of the knight on h4. 1... c3! 2. b3

[2. bxc3 b3°]

2... Kd5 (zugzwang) 3. Ke2

[If 3. g6, then 3... Ke6 4. Ke2 Kf6 5. Kd1 Bxg6 6. Ng2 (6. Nf3 Bh5°; 6. Kc1 Be4°) 6... Ke5! 7. Kc1 Be4 8. Ne3 Kd4! 9. Ng4 (or 9. Nd1 Bf3°; 9. Nc4 Bd5 10. h4 Bxc4 11. bxc4 b3 12. h5 Kd3 winning) 9... Bf5 10. Nf2 Ke3 11. Nd1+ Kf3 12. h4 Bh7 13. h5 Bf5 14. h6 Bh7 15. Nxc3 (the last attempt) 15... bxc3

16. b4 Kf4! 17. b5 Ke5, and Black wins.]

3... Bc2 4. g6

[The alternatives do not save White: 4. Nf3 Bxb3 5. Kd3 Bc4+ 6. Kc2 Be2°; or 4. Ng2 Bxb3 5. Ne3+ Ke4 6. g6 Be6°]

4... Bxb3 5. Nf5

[5. g7 Ke4! 6. Nf3 Bc4+°; 5. Nf3 Ke4 6. Ng5+ Kf4°; 5. Ng2 Bc4+ 6. Kd1 Ke4 7. Kc2 Kd4°]

5... Bc4+ 6. Kd1 Kc5 7. Kc2 Be6 8. Ng3

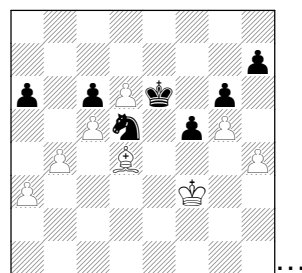
[There is nothing better: 8. Ne3 Kd4 9. Nd1 b3+ 10. Kc1 Bxh3 11. g7 Be6 12. Nf2 b2+°; 8. Ng7 Bd7 9. Kb3 Kd4°]

8... Kc4 9. h4

[9. g7 b3+ 10. Kb1 b2 11. Kc2 Kb4 12. Ne4 Bf5°]

9... b3+ 10. Kb1 b2 11. Kc2 Kb4 White resigned.

Kharitonov A. - Yunev A., Petersburg, 1994



In the following example the black knight was at first amazingly trapped in the center of the board, and finally on the edge.

1. Be5! The knight does not have any square to move to. 1... Kd7 2. Ke2 Ke6

3. Kd2!

[But not 3. Kd3? because of 3... Kxe5
4. d7 Nf4+°]

3... Kd7 4. Kd3 Ke6 5. Kd4 Kd7 6. Bh2
Ke6 7. Bg3 Kf7 8. Be1! Nf4 (White
threatened 9. ♔c2 followed by 10. ♕e5□)

9. Bd2 Nh5

[Black is defenseless in all cases: 9...
Nd5 10. Ke5□;

9... Ne6+ 10. Ke5 Nf8 11. d7! Nxd7+
12. Kd6□;

9... Ne2+ 10. Ke5 Ng1 11. d7 Ke7 12.
d8=Q+ Kxd8 13. Kd6□;

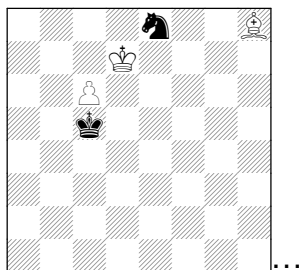
9... Ng2 10. Ke5 Nxh4 11. Kf4 (... ♕g3)
11... Ng2+ 12. Kf3 Nh4+ 13. Kg3□]

10. Ke5 Ng3 11. a4! Ne4 12. Be3 Nc3 13.
Bd4! Nxa4

[Or 13... Nd5 14. b5 Nb4 15. Bc3□]

14. h5 Zugzwang. Black resigned.

"Chess players chronicle"



B. A bishop itself can gain tempi, while a knight is unable to do this

Putting into zugzwang is an important method while fighting with a bishop against a knight. Many theoretical

positions are won with the help of zugzwang.

1. Bc3! A decisive move. 1... Kb6

White's task is to gain a tempo.

[Now Black loses after both 1... Kd5 2.
Bd4!±;

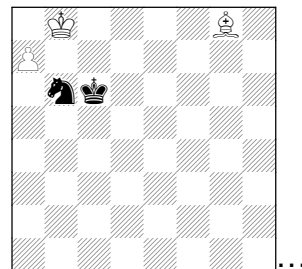
and 1... Kb5 2. Bd4]

2. Ba5+! Kc5

[Or 2... Kb5 3. Bd8 Kc5 4. Bh4! Kb5
(4... Kd5 5. Be7□) 5. Bg5! Kc5 6. Be3+
Kd5 7. Bd4 Nd6 8. c7□]

3. Bd8 Kb5 4. Bh4 Kc5 5. Bf2+ Kd5 6.
Bd4! Nd6 7. c7 Black is in zugzwang and
loses.

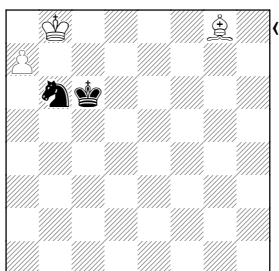
Example 34



Theoretical position

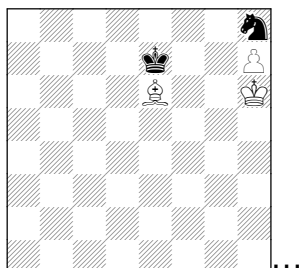
1. Be6! Kc5 2. Kb7 Kb5 3. Bf7 Kc5 4. Be8
, and White wins.

Example 35



If it is Black to move, he gives perpetual check. 1... Nd7+ 2. Kc8 Nb6+ , and so on.

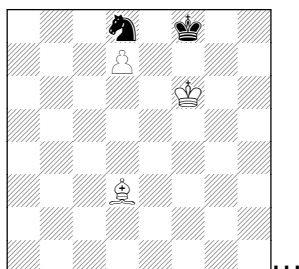
Betinsh I



Conclusion of a study

1. Bg4! The bishop is transferred to h5. 1... Kf7 2. Bf3! (giving the opponent the move) 2... Kf6 3. Bh5 Ke7 4. Kg7 , and White wins.

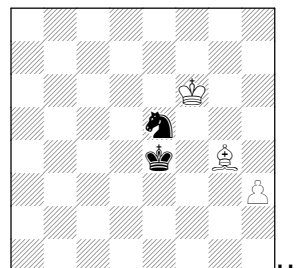
Example 36



Theoretical position

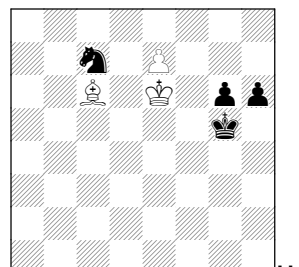
1. Be4 Nf7 2. Bf3 (gaining a tempo) 2... Nd8 3. Bd5 Nf7! 4. Ke6! Nd8+ 5. Kd6 Kg7 6. Kc7 , and White wins.

Fischer R. - Taimanov M., Vancouver, 1971



1. Bc8! Kf4
[1... Nf3 2. Bb7+ ;
or 1... Nd3 2. Bf5+]
2. h4 Nf3
[2... Ng4+ 3. Kg7]
3. h5 Ng5 4. Bf5! Nf3 5. h6 Ng5 6. Kg6
Zugzwang. Black resigned.

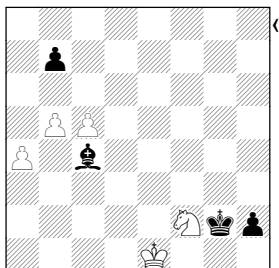
Lukov V. - Duriga, Poland, 1975



White manages to win by using zugzwang several times. 1. Ke5!
[1. Kd6? Kf6=]

1... h5
 [1... Kh4 2. Kd6□]
 2. Ba4! h4 3. Bd7 (zugzwang) 3... h3 4.
 Bxh3 Ne8 5. Be6! Kh6
 [No better is 5... Nf6 6. Bf7 Ng4+ 7.
 Kd6! Nf6 8. Ke6]
 6. Bd7 Ng7
 [6... Nc7 7. Kd6□]
 7. Kf6 g5 8. Kf7 Kh7 9. Kf8 Kg6
 [9... Kh8 10. Bf5□]
 10. Bg4 Kf6 11. Bf5! g4 (the bishop is
 immune) 12. Bxg4 Kg6 13. Bd7 (gaining a
 tempo) 13... Kh7
 [Or 13... Kf6 14. Bf5□]
 14. Kf7 Kh6
 [14... Kh8 15. Bf5□]
 15. Bg4! Kh7 16. Be2 Black resigned. [...]
 [16... Kh8 17. Bd3□;
 16... Kh6 17. Bd3□]

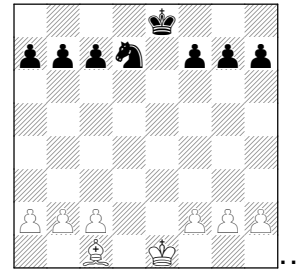
Pritchett - Shinzel, Decin, 1976



White's pieces are badly placed, thus
 sooner or later he will end up in
 zugzwang. 1... Kg3 2. Nh1+
 [Or 2. Ne4+ Kf3 3. Nf2 Kg2 , giving the
 opponent the move.]
 2... Kf3 3. Nf2 Kg2 (zugzwang) 4. c6
 [Or 4. b6 Ba6 5. a5 Bb5°]

4... bxc6 5. bxc6 Ba6 6. Nh1 White is
 defenseless. 6... Kxh1 7. Kf2 Bc4 8. a5
 Bb5 White resigned. [...]
 [9. c7 Ba6°]

Capablanca Jose Raul (CUB) 2



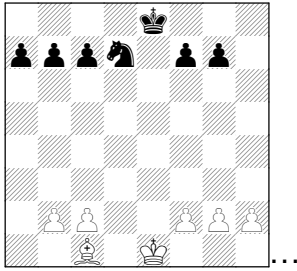
C. Being a long-range piece, a bishop
 supports its own passed pawns better
 than a knight

At the same time it can prevent an
 opponent's pawn advance.

Let us examine three positions by
 Capablanca with his evaluations in the
 ten-point scale.

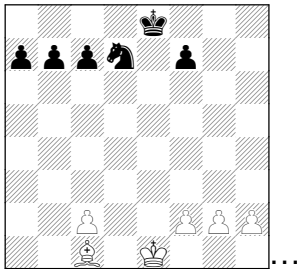
The position is equal, 5:5.

Capablanca Jose Raul (CUB) 3



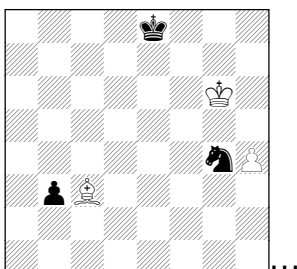
White can create a passed pawn on the K-side, so he is better, 6:4.

Capablanca Jose Raul (CUB) 4



White has an obvious advantage, 8:2. Capablanca even does not give any variations - everything is clear without explanations.

Kolliander - Krassing, Munich, 1936



The white bishop blockades the opponent's passed pawn and at the same time supports its own. 1. h5 Kf8?

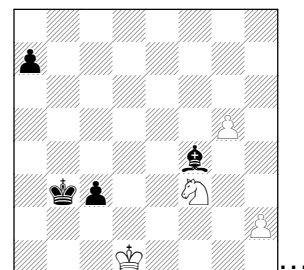
[As it was later pointed out by Averbakh, Black could have drawn by 1... Ke7! 2. Kg5 (or 2. Bb2 Ke6 3. Kg5 Ne5=) 2... Nf2 3. Bd4 (now 3. h6 does not work in view of 3... Ne4+ 4. Kh5 Nxc3 5. h7 b2 6. h8=Q b1=Q=) 3... Kf7! 4. h6 Ne4+ 5. Kf5 Ng3+ (or 5... Nd6+) 6. Kg5 Ne4+ 7. Kh5 Nf6+=]

2. Kg5 Nf2 3. h6! Ne4+

[3... Kf7 does not help either. After 4. h7 Ne4+ 5. Kf5! Nxc3 6. h8=Q b2 7. Qh7+ White is mating.]

4. Kg6 Nd6 5. Bg7+! Ke7 6. h7 Nf7 7. Bb2 Black resigned.

Dubya S. - Steinitz W., 1862



1. Nd4+ Kb2 2. g6 Bh6! The bishop controls both flanks. 3. h4 a5 4. h5 a4 5. Nc2 a3 6. Nd4

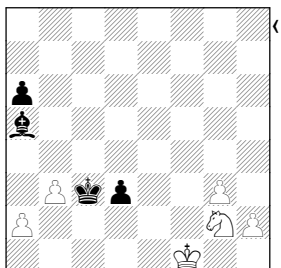
[Or 6. Nb4 a2 7. Nxa2 c2+! 8. Ke2 Kxa2, and Black wins.]

6... a2 7. Nc2 Bg7! 8. Na1 Kxa1 9. Kc2

[Or 9. Kc1 Bf8 10. Kc2 Bh6]

9... Bh6 10. g7 Bxg7 11. Kc1 c2 12. Kxc2 Bh6 White resigned.

Grigorian - Aidarov N.,URS,1981



By exact play Black manages to promote his passed pawn. 1... Bb6! 2. Nf4

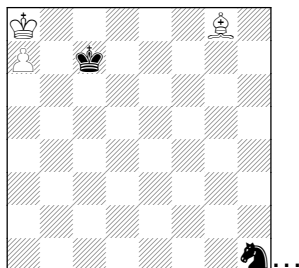
[2. Ke1 Kc2°]

2... d2 3. Nd5+

[3. Ne2+ Kc2°]

3... Kc2 4. Nb4+ Kd1! 5. Nd3 Bd4! 6. g4 a5! 7. g5 Kc2 8. Ne1+ Kb1! 9. Ke2 dxe1=Q+ White resigned.

Richter K

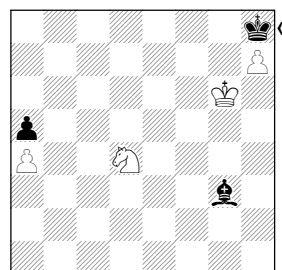


D. Though a bishop moves along the squares of only one color, it can be maneuvered in such a way that it prevents an opposing knight from reaching a needed square

At first sight it may seem that White will be mated from b6. But deceptive is the appearance: the bishop is able to prevent the knight from reaching b6. This

requires exact play, using corresponding squares. If the knight is at e7, the bishop must be at e6 or b7. The other corresponding squares are: to f6 - e6 and c6, to d6 - e6 and a6, to c5 - from a4 to e8, to c3 - b3 and c6, etc. The game may continue as follows: 1. Be6 Nf2 2. Bf7 Nd3 3. Bc4 Nc5 4. Bb5! Ne4 5. Bc4 Nd6 6. Be6 Nb5 7. Bc4 Nc3 8. Bb3! , and so on. Draw.

Gey F



Here Black's task is complicated by a necessity to defend the a5-pawn; nevertheless, he manages to hold his ground. The corresponding squares are: to f3 - f4, to e6 - e7, to c6 and b7 - c7, to f5 - f8, to e4 - e7, and so on. 1... Bd6! (the only, but sufficient move) 2. Nf5 Bf8 3. Ne3 Bd6! 4. Ng4

[Or 4. Nc4 Bc7]

4... Bf4 5. Nf6 Bd6 6. Ne4 Bf4

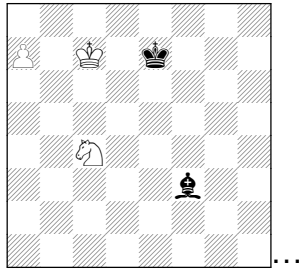
[Also possible is 6... Be7]

7. Nf2 Bg3 8. Nh3

[If 8. Ne4 , or 8. æg4, then 8... Bf4; on 8. Nd3 there follows 8... Bd6]

8... Bf4! 9. Ng1 Bh2 10. Nf3 Bf4! 11. Nd4 Bd6 , and everything repeats from the beginning. Draw.

KNIGHT'S ADVANTAGES



KNIGHT'S ADVANTAGES

A. The knight can block a bishop's diagonal.

B. The centralized knight can severely restrict a bishop, hampering it to get to a needed diagonal.

C. The knight can erect a barrier in the path of the enemy king, or even build a fortress.

D. The knight has a great advantage over a bishop restricted by its own pawns.

E. The knight is the best blockading piece; it defends and attacks simultaneously.

A. Knight can block a bishop's diagonal

Many theoretical positions are won using the threat of blocking a bishop's diagonal.

1. Na5 (threatening to block the diagonal by 2. ♖b7 or 2. ♖c6) 1... Ba8 2. Kc8!

[Only a draw results from 2. Kb8? Kd8! (but not 2... Kd7 3. Nb7□)]

2... Ke8

[Or 2... Ke6 3. Kb8 Kd6 4. Nc4+ Kc6 5. Kxa8 Kc7 6. Nd6□]

3. Nc4 Ke7

[3... Bg2 4. Nd6+ Ke7 5. Nb7□]

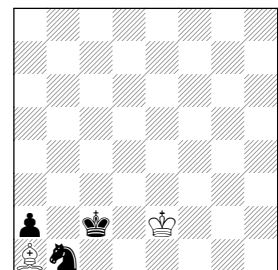
4. Kb8! Kd8

[4... Kd7 5. Nb6+□;

4... Bg2 5. Na5 followed by 6. ♖b7□]

5. Nd6! Kd7 6. Nb7 Kc6 7. Kxa8 Kc7 8. Nd6! , and White wins. As we have seen in this example, a knight together with a king can gain a tempo. This is of great importance.

Sakaev K. - Sunye N.,Sao Paolo,1991



As well as in the previous example, Black's position is won. In a practical game, however, mistakes are possible due to a lack of knowledge of typical positions. 1... Nc3+ 2. Ke3 Na4! (so far so good) 3. Ke2

[3. Kd4 Kb1 4. Kd3 Nc5+ 5. Kc3 Kxa1 6. Kc2 Nd3°]

3... Nb2

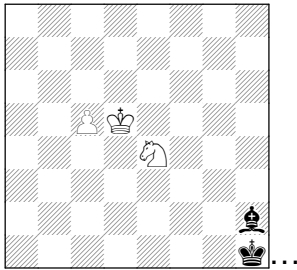
[3... Kc1! wins.]

4. Ke3 Kb1?? (a decisive mistake, missing the win) 5. Kd2! Nc4+ 6. Kd1 Na5 7. Bg7 Nb3 8. Bc3 Nc5 9. Bg7 Nd3 10. Ba1!= Nb4

[10... Kxa1 11. Kc2=]

11. Bg7 Nc2 12. Kd2 Na3 13. Kd1 Nc4 14. Ba1 Ne3+ 15. Kd2 Draw.

Koshek V



Theoretical ending

White wins by force: 1. Nd6 (blocking the diagonal) 1... Bg1 2. c6 Bb6 3. Ke6! Bc7

[Worse is 3... Kg2 due to 4. Kd7 followed by 5. ♟c4]

4. Kd7 Bb8 5. Nb5! Kg2 6. Nc7! Kf3 7. Kc8 Ba7 8. Nb5 Bb6

[Weaker is 8... Be3 9. Nd6 Bb6 10. Kd7 followed by 11. ♟c4]

9. Kb7 Bd8

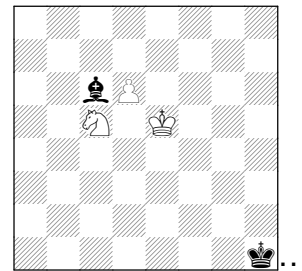
[Or 9... Ba5 10. Nd6 Bd8 11. Kc8]

10. Nd6! Kg4 11. Kc8 Ba5 12. Nc4 Be1 13. Kd7 Bg3 14. Nd6 The last blocking. White wins.

In positions of this kind the result is determined by the following rule: if the

stronger side is able to deprive the opponent's bishop of all squares on the diagonal on which it is stopping the pawn, then he wins. Otherwise - draw. In the examined example White is able to deprive the bishop of its four squares, a5, b6, c7, and d8, therefore he wins. If the diagonal, on which the bishop is watching over the pawn, is five squares or longer, then the defender draws even without the help of his king.

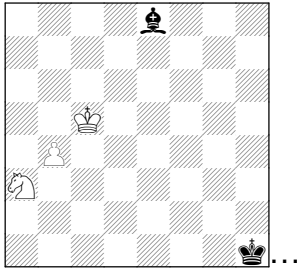
Example 37



Theoretical ending

The black bishop alone stops the pawn without any help from the king. 1. Ke6 Bb5 2. Ke7 Bc6 3. Kd8 Bb5 4. Kc7 Kg1 5. Nd3 Kh1 6. Ne5 Be8! (7. ♟c6 was threatened) 7. Nd7 Kg1 8. Kd8 Bg6 9. Ke7 Bf5 White has ousted the bishop from one diagonal, but Black transfers it to another. 10. Nc5 Bc8! 11. Nd7 Kh1 12. Kd8 Ba6 13. Kc7 Bb5 14. Ne5 Be8! , and so on. Draw.

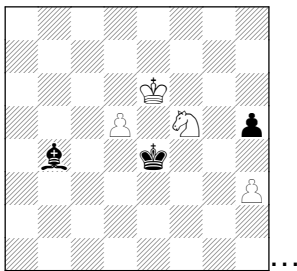
Example 38



Theoretical ending

In this example too, White is unable to advance his pawn.

Ruban V. - Barbulescu D., Ulan Bator, 1988



1. d6 Kf4

[White's task is simpler after 1... Bxd6 2. Nxd6+ Kf4 3. h4 Kg4 4. Nf5□; or 1... Kf3 2. d7 Ba5 3. Nd6 Bd8 (3... Kg3 4. Nb7 Bb6 5. Kd5 Kxh3 6. Kc6□) 4. Nb7 Bh4 (no better is 4... Bg5 5. Kf5! Bh4 6. Na5 Bd8 7. Nc6 Bc7 8. Kg5 Kg3 9. h4□) 5. Kf7 Kg2 (5... Kf4 6. Ke8 Ke5 7. Nd8! Kd5 8. Nf7 Ke6 9. d8=Q Bxd8 10. Nxd8+ Kf5 11. Nf7! Kf6 12. h4 Kf5 13. Nh8!□) 6. Ke8 Kxh3 7. Na5 Bg5 8. Nc6, and White wins in all cases.]

2. d7 Ba5 3. Nd6 Bd8 4. Nb7 Bg5 5. Nc5!

[Bad is 5. Kf7? Kg3 6. Ke8 Kxh3 7. Na5 h4!=]

5... Bd8

[5... Bh4 6. Kf7 Kg3 7. Ne4+ Kxh3 8. Nf6! , blocking the diagonal.]

6. Kf7 Kg3

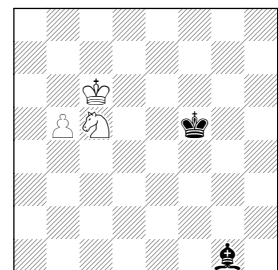
[More stubborn would have been 6... Kf5! 7. Ne6 Ba5 (7... Bh4 8. Ng7+□) 8. Ke7 (but not 8. d8=Q? Bxd8 9. Nxd8 Kg5! 10. Ne6+ Kh4 11. Nf4 Kg3= with a draw) 8... Bb4+ 9. Ke8 Ba5 10. Kf7! (zugzwang) 10... Bb6 11. Ke7 Ba5 12. Kd6 Bb4+ 13. Kc6! Be7 14. Kd5 Bh4 15. Nd4+ Kf4 16. Kd6! Ke4 (the only move) 17. Nc6 Bg3+ 18. Ke6 Bc7 19. d8=Q Bxd8 20. Nxd8 Kf4 21. Nf7 Kg3 22. Ng5□]

7. Ne6 Bh4

[Or 7... Ba5 8. Ke7 Bb4+ (8... Kxh3 9. Kd6 Bb4+ 10. Nc5 Ba5 11. Nb7) 9. Kd8! Kxh3 10. Nc7 Bd2 11. Ke8 Bg5 12. Nd5, winning.]

8. Ke8 Kxh3 9. Nf4+ Kg3 10. Ng6 Bg5 11. Ne7 Black resigned.

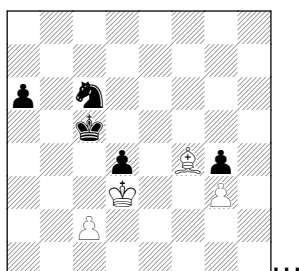
Example 39



The defender draws if he is able to control the interception square with both his pieces, king and bishop.

Theoretical ending Black manages to take under double control the interception square, c7. 1... Kf6 2. b6 Ke7 3. b7 Bh2 4. Na6 Kd8! The king has arrived just in time. Draw.

Kapengut A. - Begun S.,URS,1976



By exact play White draws. 1. c3! (simplifying the position) 1... dxc3 2. Kxc3 Kd5 3. Bc7! Ke4 4. Kc4 White should hurry to capture the a-pawn. 4... Nd4

[4... Kf3 would be met by 5. Bd6! (but not 5. Kc5? Ne7!°) 5... Nd8 6. Kd5=]

5. Kb4 Kf3 6. Ka5 Nf5 7. Kxa6 Nxc3 8. Kb5 In order to draw, White must reach e1 on time. 8... Ne2 9. Bh2!

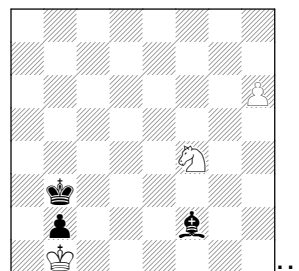
[9. Kc4 loses after 9... Nf4! 10. Kc3 Nd5+°]

9... Ng3 10. Bg1 Nf1 11. Kc4 g3

[Or 11... Ke2 12. Kd4 Nd2 13. Ke5 Kf3 14. Bh2 Nf1 15. Bf4 and White draws, because he controls the f4-square with both his pieces.]

12. Kd3 Nh2 13. Ba7 Ng4 14. Kd2 Ne5 15. Ke1 g2 16. Kd2! Ng4 17. Bg1 Nf2 18. Ke1 Nd3+ 19. Kd2 Nf4 20. Ba7! Draw.

Kubbel L 2



B. A centralized knight can severely restrict a bishop, hampering it to get to a needed

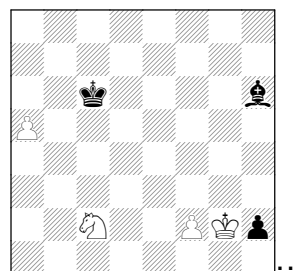
diagonal

1. Ne6! Bh4

[Or 1... Bg3 2. Nd4+ Kc4 3. Nf3!□; 1... Be1 2. Nd4+ Kc4 3. h7□]

2. Nc5+ Kc4 3. Ne4!□ In all cases the knight does not allow the bishop to stop the h-pawn.

Reti Richard 2



In many cases, a centralized knight threatens to fork opponent's pieces.

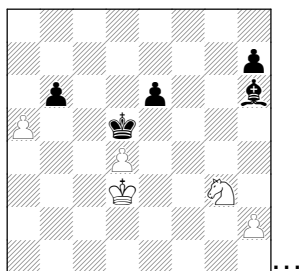
1. Nd4+ Kc5

[Or 1... Kb7 2. Kxh2 Ka6 3. Nb3 Bf4+ 4. Kh3 Kb5 5. Kg4 Bb8 6. f4 Kb4 7. f5

Kxb3 8. f6 Kb4 9. f7 Bd6 10. a6 , winning.]

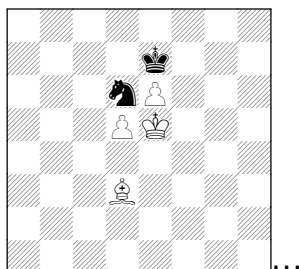
2. Kh1! Zugzwang. On the empty board the black bishop does not have any square to move to - it will be forked everywhere. White wins.

Troitsky A 5



1. a6 Kc6 2. d5+! exd5 3. Nf5 Bc1 [3... Bf8 (the same move follows in response to ♔g5 or ♔f4) 4. Nd4+ Kc7 5. Ne6+□] 4. Kc2! Ba3 5. Nd4+ Kc7 6. Nb5+ , and White wins.

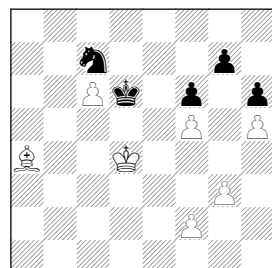
Averbakh Yuri L (RUS) 9



C. A knight can erect a barrier in the path of the enemy king, or even build a fortress

Black's fortress is impregnable, for example: 1. Kd4 Ne8 2. Kc5 Nd6 3. Kc6 Ne8 4. Bg6 Nd6= White is powerless to deprive the black knight of all its squares.

Example 40



Instructive example

Black easily maintains the balance. 1... Na6 2. Kc4 Nc7 3. Kb4

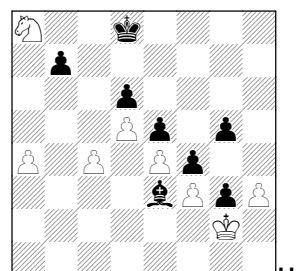
[Or 3. g4 Nd5 4. Bd1 Ne7! 5. Bf3 Nxc6 6. Bxc6 Kxc6 with a draw.]

3... Nd5+ 4. Ka5

[Or 4. Kb5 Nc3+ 5. Ka5 Nxa4 6. Kxa4 Kxc6 , and the arising pawn ending is drawn.]

4... Nc3 5. Bb5 Nd5 6. Ka6 Kc7! 7. Ba4 Nc3 8. Bb5 Nd5= , and so on.

Nebylitsky - Galuzin,URS,1969



In this difficult for him position White manages to set up a fortress. 1. a5 (1... b6° was threatened) 1... Bd2 2. a6! The only move.

[2. Nb6 loses in view of 2... Bxa5 3. Na4 b6! followed by the black king's raid to the Q-side.]

2... bxa6

[Bad is 2... Kc8 3. a7! Be3 4. Nb6+! , and it is White who wins.]

3. Nb6 Be3 4. Na4 Bd4 5. Kf1 The fortress is built up. Now Black's only chance is to transfer his king to h4. 5... Ke7 6. Kg2 Kf6 7. Kf1 Kg6 8. Kg2 Kh5 9. Kf1 Kh4 10. Kg2 a5 (Black has reinforced his position to the maximum extent, but...) 11. c5! Bxc5

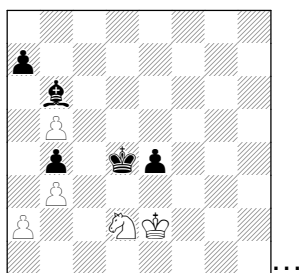
[11... dxc5? 12. d6□]

12. Nxc5 Kh5 13. Na4!

[13. Nb7? a4°]

13... Kg6 14. Nc3 Kg7 15. Kf1 Kf8 16. Kg2 Ke7 17. Nb5! a4 18. Kf1 Kd8 19. Kg2! Draw.

Spassky B. - Botvinnik M., Moscow, 1966



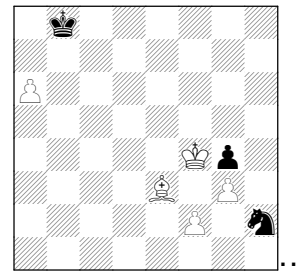
In the following game White could have created a fortress, but missed this opportunity.

The game continued 1. Nc4? , and White lost quickly.

[Instead, correct would have been 1. Nf1! Kc3 (or 1... Bc7 2. Ne3 Bf4 3. Ng4 Bg5 4. Nf2! , maintaining the balance) 2. Ng3! e3 3. Kd1 Kb2 4. Ne2 Kxa2 5. Kc2 Fortress. Draw.]

1... Kc3 2. Kd1 Bd4 3. Ke2 e3! (zugzwang) 4. Na5 Kb2 5. Nc6 Bc5 6. Ne5 Kxa2 7. Nd3 Be7 , and White resigned.

Morozevich A. - Makarov M., Moscow, 1995



One should remember that not all fortresses are impregnable - they can be broken up with the help of zugzwang or pawn sacrifices. Here are two examples.

At first sight Black has set up a fortress, because the white bishop is the wrong color. White, however, can win by putting his opponent into zugzwang. 1. f3!?

[Simpler is 1. Kg5 Ka8 2. Kh4 Kb8 3. f4 gxf3 4. Bf2! Ka8 5. Kh3 Nf1 6. g4 Nd2 7. Kg3! Kb8 8. Kf4 , and the g-pawn queens.]

1... gxf3 2. Bg1 Ka8 3. Kf5

[An immediate draw results from 3. Kg5? Nf1 4. g4 Nh2]

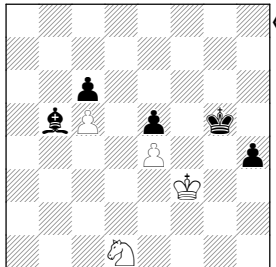
3... Kb8 4. Kg5 Ka8 5. Kh4? White lets

the win slip out of his hands.

[Necessary was 5. Kh5! , putting Black into zugzwang. If 5... Kb8 , then (after 5... Nf1 6. g4 the g-pawn is unstoppable) 6. Kh4 f2 7. Bxf2 Nf1 8. g4 , and 8... Nh2 would be met by 9. Bg3+!□]

5... Nf1 6. g4 f2 7. Bxf2 Nh2 Draw.

Chiburdanidze M. - Gaprindashvili
N.,Pitsunda,1978



Black could have won by sacrificing her h-pawn in order to break through with the king. 1... h3!

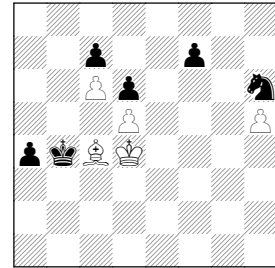
[The game continued 1... Bc4? 2. Nf2 Bf1 3. Nh1 Bh3 (no better was 3... h3 4. Kg3 h2 because of 5. Nf2 Be2 6. Nh3+! Kh5 7. Nf2 , with a draw) 4. Nf2 Be6 5. Nd3 Bg4+ 6. Kf2 Kf6 7. Nb4 Bd7 8. Kf3 h3 9. Kg3 Ke7 10. Nd3 with a quick draw.]

2. Kg3 h2 3. Nf2 Bf1! 4. Nh1 Bd3 5. Kf3
[Or 5. Nf2 h1=Q°]

5... Kh4 6. Nf2 Bc2 7. Nh1
[7. Kg2 h1=Q+°]

7... Bd1+ 8. Kg2 Be2 9. Nf2 h1=Q+! 10. Nxh1 Kg4 11. Kf2 Bf3 12. Ng3 Kf4 , and Black wins.

Grancharov - Kaikamdzozov J.,Bulgaria,1975



In the following example the knight has erected a barrier in the path of the enemy king (this device was already examined in the chapter "Knight Endings").

1... Ng4!

[Erroneous is 1... a3 2. Ba2 Nf5+ 3. Kd3 Kc5 4. Bb3 with a draw.]

2. Be2

[2. Ba2 Ka3]

2... Ne3! 3. Bd3

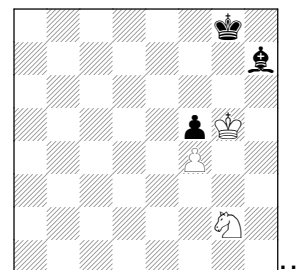
[Or 3. h6 a3°]

3... a3 4. Bb1 Nf5+! 5. Kd3

[5. Ke4 Ng3+]

5... Kb3 White resigned.

Troitsky A 6



D. A knight has a great advantage over a

bishop restricted by its own pawns

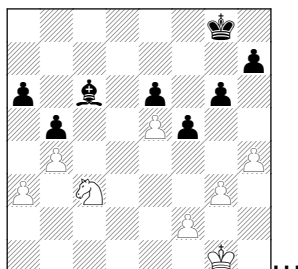
White manages to win, exploiting an awkward position of the black bishop which is stuck behind its own pawn. 1.

Kh6! Kh8 2. Nh4 Kg8

[2... Bg8 3. Ng6#]

3. Nf3 Kh8 4. Ne5 Kg8 5. Nc6 Kh8 6. Ne7 Bg8 7. Ng6#

Spielmann Rudolf (AUT)

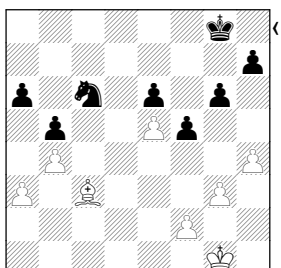


Three positions by Rudolf Spielmann

This position is evaluated as 8:2. White brings his king to c5, and then attacks Black's K-side pawns with his knight.

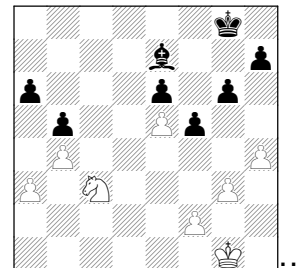
1. Kf1!□ If the opponent's pawns are placed on the same colored squares as his bishop, then the player with a knight has a doubtless advantage.

Spielmann Rudolf (AUT) 2



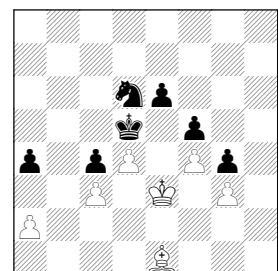
Here an advantage is Black's, though it is not large. The evaluation is 4:6.

Spielmann Rudolf (AUT) 3



In this position Black is better; his bishop is stronger than the white knight. The evaluation is 3.5:6.5.

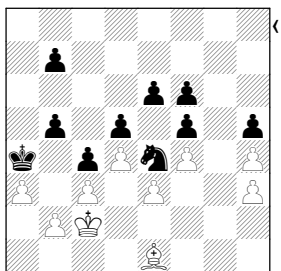
Henneberger - Nimzowitsch A., Wintergut, 1931



Black's plan consists of the following steps. First, he transfers his knight to b1, after which White will be forced to play ♞b2. Second, Black plays a3!, forcing ♞a1. Third, he gives his opponent the move by triangulation with his king on the squares d5, d6 and c6. And finally, the back king penetrates to the enemy camp

via e4. 1... Nb5 2. Bd2 Na3 3. Bc1
 [Or 3. Be1 Nc2+ 4. Kd2 Nxe1 5. Kxe1
 Ke4 6. Ke2 a3!°]
 3... Nb1 4. Bb2 a3! 5. Ba1 Kd6 6. Ke2
 Kc6! (triangulation) 7. Kd1
 [White loses also after 7. Ke3 Kd5 8.
 Kf2 Nd2 9. Ke3 Nb3!]
 7... Kd5 8. Kc2 Ke4 9. Kxb1 Kf3 10. Bb2!
 (the only chance) 10... axb2 11. a4 Kxg3
 12. a5 Kh2 13. a6 g3 14. a7 g2 15. a8=Q
 g1=Q+ 16. Kxb2 Qg2+ 17. Qxg2+ Kxg2
 18. Ka3 Kf3 19. Kb4 Kxf4 20. Kxc4 Ke3
 21. d5 exd5+ 22. Kxd5 f4 White resigned.

Faibisovich V. - Polovodin I.,URS,1988



This ending is also won for Black, precise game supposed.

1... b6! 2. Bd2
 [2. Kb1 loses in view of 2... Kb3
 followed by b4!, b5, and
 ♠d6-c8-b6-a4°]

2... Nf2?!
 [The win could have been achieved by
 2... b4! 3. axb4 (if 3. cxb4 , then 3...
 Nxd2 4. Kxd2 Kb3 5. Kc1 c3! , winning)
 3... Nf2 4. Be1 (also 4. b5 could not
 save White due to 4... Nd3! 5. b3+
 Kxb5 (zugzwang) 6. bxc4+ Kxc4°) 4...
 Nd3! 5. Bg3 (or 5. Bd2 b5 6. b3+

cxb3+ 7. Kxd3 Ka3 8. Bc1+ b2 9.
 Bxb2+ Kxb2 10. Kd2 Ka3! 11. c4 dxc4
 12. Kc3 Ka4 13. e4 fxe4 14. f5 exf5 15.
 d5 e3 16. d6 e2 17. Kd2 c3+ 18. Kxe2
 Kb3 19. d7 c2 20. d8=Q c1=Q ,
 winning in the arisen queen ending)
 5... b5! (another zugzwang) 6. Bh2
 Ne1+ 7. Kd1 Ng2! 8. Bg1 Kb3 9. Bf2
 Kxb2 10. Kd2 Kb3 (zugzwang again)
 11. Bg3 Nxe3! 12. Kxe3 Kxc3 13. Be1+
 Kb2 14. Kd2 c3+ 15. Kd3 c2 16. Bd2
 c1=Q 17. Bxc1+ Kxc1 18. Kc3 Kd1 19.
 Kd3 Ke1 20. Ke3 Kf1 21. Kf3 Kg1 22.
 Kg3 Kh1!°]

3. Be1 Nxh3?

[Irrevocably missing the win; it was not
 too late to retreat by 3... Ne4 4. Bd2
 b4!]

4. Bg3= Ng1 5. Bf2 Nf3 6. Bg3 A pawn
 is of no importance, while the black knight
 is simply offside. 6... b4 7. cxb4

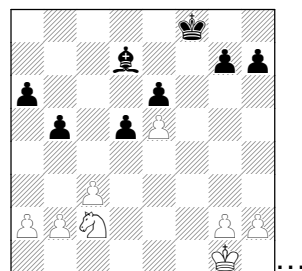
[Also possible is 7. axb4 b5 8. Kd1!
 Kb3 9. Kc1 Ng1 10. Kb1 Ne2 11. Be1
 Ng1 12. Bg3=]

7... b5 8. Kc3 Ng1 9. Bf2 Nf3

[Not falling into the last trap: 9... Ne2+
 10. Kc2!□]

10. Bg3 Ng1 11. Bf2 Nf3 Draw.

Zubarev N. - Aleksandrov,Moscow,1915



Let us now examine two more difficult examples of utilizing the knight's advantage over a "bad" bishop. They have become classics thanks to typical plans demonstrated by the winners.

White's plan consists of the following steps. 1) White brings his king to c5; Black must meet this with his king on c7.

2) The knight attacks the g7- and h7-pawns, thus creating new weakness in the opponent's camp. 3) Black is forced to defend his weak pawns with his bishop. 4) A zugzwang position is achieved. 5) Black loses material.

1. Kf2 Ke7

[1... Kf7 does not save Black. After 2. Ke2 Kg6 3. Ne3 Kg5 4. g3! the black king is faced by a "wall" on the K-side, whereas the white king penetrates into the opponent's camp on the Q-side.]

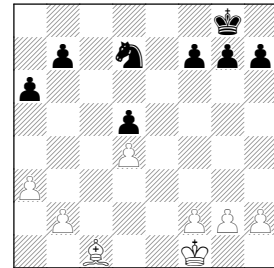
2. Ke3 Kd8 3. Kd4 Kc7 4. Kc5 Bc8 5. Nb4 (starting the second stage of the plan) 5... Bb7 6. g3 Bc8 7. Nd3 Bd7 8. Nf4! g6 (otherwise White plays 9. ♖h5, and in response to 9... g6, attacks the h7-pawn by 10. ♖f6) 9. Nh3! h6 10. Nf4! g5 11. Nh5 Be8 12. Nf6 Bf7 13. Ng4 h5 14. Ne3! Bg6

[Now, if 14... h4, then 15. gxh4 gxh4 16. Ng2;

or 14... g4 15. Ng2 Bg6 16. Nf4 Bf7 17. b4 Zugzwang.]

15. h4! (fixing the h5-pawn) 15... gxh4 16. gxh4 Be4! So far Black prevents the white knight from reaching f4. 17. Nf1 Bf3 18. Nd2 Be2 19. Nb3 Bg4 20. Nd4 Bh3 21. Ne2 Bf5 22. Nf4 Bg4 23. b4! (zugzwang) 23... Kd7 24. Kb6 Bf3 25. Kxa6 Kc6 26. Nxe6, and Black resigned.

Seidy A. - Fischer R., 1963



It is not easy for Black to utilize his advantage, since White has only one weakness, the d4-pawn. Black's plan involves a K-side pawn advance in order to create White another weakness. 1... Nf8 2. Ke2 Ne6 3. Kd3 h5 4. Be3 Kh7 5. f3 Kg6 6. a4 Kf5 7. Ke2 White has to stick to waiting tactics. 7... g5 8. Kf2 Nd8! The knight is transferred to a more active square. 9. Bd2! Kg6 10. Ke3

[10. g4!? deserved attention.]

10... Ne6! 11. Kd3 Kf5 12. Be3 f6 Black does not hurry. 13. Ke2 Kg6 14. Kd3 f5 (seizing space) 15. Ke2 f4 16. Bf2 Ng7

[16... g4!?]

17. h3 Nf5 18. Kd3 g4 19. hxg4 (Black threatened 19... g3 followed by 20... ♖h4) 19... hxg4 20. fxg4 Nh6 21. Be1?! A fatal mistake.

[By 21. Ke2 Nxc4 22. Bg1! White could have maintained the balance, for example: 22... Kf5 (or 22... a5 23. Kf3 Kf5 24. g3!) 23. Kf3 (with the idea of 24. g3) 23... Nf6 24. Bh2 Nh5 25. a5! Kg5 26. g3! (or even 26. g4!)=]

21... Nxc4 Now White has two weaknesses, d4 and g2. 22. Bd2

[Bad is 22. Ke2 Kf5 23. Kf3 due to 23... Nh2+ 24. Ke2 Ke4°]

22... Kf5 23. Be1 Nf6 24. Bh4 Ne4 25. Be1 Kg4 26. Ke2 Ng3+! 27. Kd3

[27. Kf2 Nf5 28. Bc3 Ne3!°;

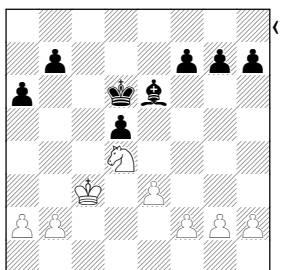
27. Bxg3 Kxg3 28. Kf1 f3°]

27... Nf5 28. Bf2 Nh4 29. a5

[No better is 29. Bxh4 Kxh4 30. Ke2 Kg3 31. Kf1 f3°]

29... Nxg2 30. Kc3 Kf3 31. Bg1 Ke2 32. Bh2 f3 33. Bg3 Ne3 (... 34... ♔f5°). White resigned.

Flohr S. - Capablanca J., Moscow, 1935



The previous examples proves that even though a bishop is restricted by its own pawns, one weakness is usually insufficient for a win.

By exact play Black holds his ground. His main task is to avoid the creation of new weaknesses. In order to do this, he has to properly place his pawns on both wings. 1... b6! 2. f4 Bd7 3. Nf3 f6! 4. Kd4 a5 5. Nd2 Bc8 6. Nb1 Be6! 7. Nc3 Kc6! White is unable to penetrate into the opponent's camp neither with his knight, nor with his king - all the invasion squares are protected. 8. a3 h6 9. g3 h5! Otherwise White transfers his knight

to h4, advances his pawn to f5, and supports it by g4. Then he transfer the knight to f4, and with the black king at c6, White plays ♔e6!, transposing into a won pawn ending. 10. b4 axb4 11. axb4 Kd6 12. b5! g6 This is the position Black aimed for. 13. f5! (White's only chance to play for a win) 13... gxf5

[This is forced, because in response to 13... Bxf5, White has the decisive 14. Nxd5 Bd7 15. Nxf6 Bxb5 16. Nd5 Kc6 17. Ne7+□]

14. Ne2 Bd7

[More precise would have been 14... Bg8 15. Nf4 Bf7 16. h3 Be8, but the move in the game is also sufficient for a draw.]

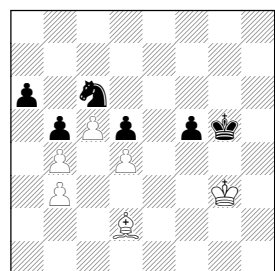
15. Nf4 Be8 16. Nxd5 Bxb5 17. Nxb6 Bc6 18. Nc4+ Ke6 19. Nb2 Bb5 20. Nd1 Be2 21. Nf2 Bf1! 22. Nd3 (the last attempt, which is parried by Black) 22... Bxd3! 23. Kxd3 Ke5 24. Ke2 Ke4! 25. h3

[25. Kf2 h4! 26. gxh4 f4=]

25... Kd5! 26. Kf3 Ke5 A draw was agreed. [...]

[Indeed, after 27. h4 Kd5 28. Kf4 Ke6 29. e4 fxe4 30. Kxe4 f5+ the rest is clear.]

Vaganian R. - Chechelian S., Kaluga, 1968



E. Knight is the best blockading piece; it defends and attacks simultaneously. Standing on c6, the knight not only blockades the c5-pawn, but at the same time attacks the white pawns at b4 and d4. Black elegantly converts his advantage into a win. 1... f4+! 2. Bxf4+ Kf5 3. Bd2

[Or 3. Kf3 Nxd4+ 4. Ke3 Nc2+ 5. Kf3 Nxb4°]

3... Ke4 4. Bc3 (the best chance) 4... Kd3 5. Ba1 Kc2! 6. Kf4 Kxb3 7. Kf5

[7. Ke3 is even worse.]

7... Nxb4 8. Ke6 Kc4! 9. Kd6 a5 10. Bb2

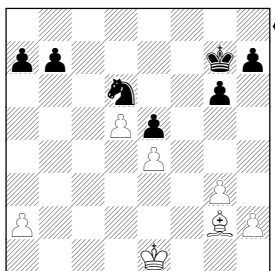
[10. c6 does not save White in view of 10... Nxc6! 11. Kxc6 a4 12. Kb6 a3 13. Ka5 (Black threatened 13... b4 followed by 14... b3) 13... a2! 14. Kb6 b4 15. Ka5 Kb3!°]

10... a4 11. Ba3 Na6 12. Kc6 b4 13. Kb6 Nb8! 14. Bc1 a3 15. Ka5

[15. Kb7 Kxd4!°]

15... Nc6+ White resigned.

Eliskases E. - Flohr S., Semmering, 1937



In this ending too, Black manages to use his blockading knight. 1... b5 2. Kd2 a5 3. Kd3 Kf6 The king is heading for the Q-side. 4. Bf3 Ke7 5. h4?

[White should not weaken his K-side pawns. Stronger would have been 5. Bd1 Kd8 6. a4!? Nevertheless, after 6... bxa4! 7. Bxa4 Kc7 White's position remained difficult.]

5... h6 6. Bd1 Kd8 7. a4 Now this is not as strong as it was previously. 7... bxa4

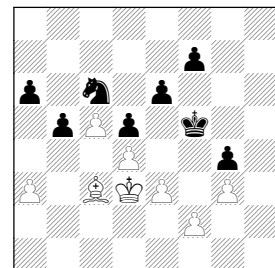
[Even stronger was 7... b4!]

8. Bxa4 Kc7 9. Bc2 Kb6 10. Kc3 Kb5 11. Kb3 Kc5 12. Ka4 Nc4 13. Bb3? A decisive mistake.

[White could have resisted after 13. Bb1 Nd2 14. Bd3]

13... Nd2 14. Bc2 Nf1! 15. Kxa5 Nxb3 16. Ka4 Nh5 The rest is clear. 17. Kb3 Kd4! 18. Kb4 Nf6 19. d6 g5 20. hxg5 hxg5 21. Kb5 g4 22. Bd1 g3 23. Bf3 Ke3 24. Bh1 Kf2 25. Kc6 g2 26. Bxg2 Kxg2 27. d7 Nxd7 28. Kxd7 Kf3 White resigned.

Kolarov A. - Karner H., Bulgaria, 1970



1... f6 2. Be1 e5 3. Bd2 Ke6 4. Be1 Kd7 5. Bc3 Kc7 6. Kc2? White waits passively.

[White should have tried to create counterplay by 6. Ke2! with the idea of 7. f3, though Black would have retained a doubtless advantage.]

6... Kb7 7. Kb3 a5 8. Ba1 a4+! 9. Kc2

[If 9. Kc3 , then 9... Ka6 with the idea of 10... c5 followed by 11... b4]

9... b4! 10. axb4 Nxb4+ 11. Kc3 Nc6 12. Bb2 Ka6 13. Bc1 Kb5 14. Bb2 Nb4 15. Ba3 Na6 16. Bb2 Nc7 17. Ba3 Ne6 18. Kd3 Ng5 19. Bb2 exd4 20. exd4 Ne4 21. Ke3 Kb4 22. c6 a3 23. c7 Nd6 24. Ba1 Kb5 25. Kd3

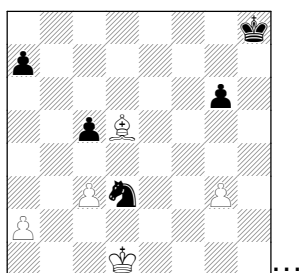
[25. Kf4 Kc6 26. Kxg4 Kxc7 27. Kf4 Kc6 28. Ke3 Kb5 29. g4 Kc4 30. f4 Ne4!°]

25... Kc6 26. Kc3 Kxc7 27. Kb4

[27. Kd3 Ne4 28. Ke3 Kc6]

27... Ne4 28. Kxa3 Nxf2 29. Bb2 Kd6!° 30. Bc1 Ke6 31. Be3 Nd1 32. Bg1 Nc3 33. Kb3 Ne2 34. Bf2 Kf5 35. Kb4 Ke4 36. Kc5 f5 , and in view of 37... f4°, White resigned.

BISHOP AGAINST KNIGHT - CONCLUSIONS



BISHOP AGAINST KNIGHT - CONCLUSIONS

Having studied the previous examples, one can come to the following conclusions.

A knight is stronger than a bishop when:

- 1) The bishop is restricted by its own pawns.
- 2) The knight is a good blockading piece.
- 3) As it was once noticed by Smyslov, the knight is a more "tricky" piece, which creates different tactical possibilities.

The bishop turns out stronger than the knight much more often.

- 1) The bishop can cut off the knight from the main theatre of events.
- 2) The bishop is evidently stronger in positions with passed pawns, especially on different wings.
- These bishop's advantages have already been examined. Besides them, the bishop has some other remarkable features.
- 3) The defender is unable to protect his weak squares from an enemy's king's invasion - sooner or later the bishop will help its king to penetrate into the opponent's camp.
- 4) A bishop is good while attacking opponent's weak pawns.

Black is powerless to prevent a white king's penetration either on the Q-side, or on the K-side. 1. Ke2

[Also possible is 1. Kc2]

1... Ne5

[1... Nb2? 2. Bb3□]

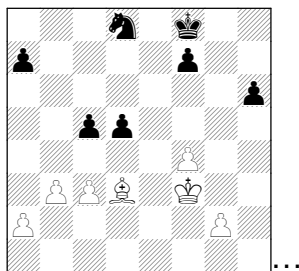
2. Ke3 Kg7 3. Ke4 Kf6 4. Bg8! (... 5. ♠d5)

4... Nc6 5. Bb3!

[5. Kd5? Ne7+]

5... Ne7 6. g4! (zugzwang) 6... Kg5 7. Be6 Kf6 8. Bd7 g5 9. a3 Black is helpless. 9... a6 10. a4 a5 11. c4! (White's complete domination) 11... Ng6 12. Kd5 Ke7 13. Bf5 Nh4 14. Be4! Black resigned.

Browne W. - Pilnick G., Lone Pine, 1975



In this position too, White wins easily. 1. c4! d4

[No better is 1... dxc4 2. Bxc4 Ke7 3. Ke4 Kd6 4. Kf5 Ke7 5. Ke5 Nc6+ 6. Kd5 Nb4+ 7. Kxc5 Nxa2 8. Kc6□]

2. Ke4 Ne6

[Or 2... Ke7 3. Kd5 Ne6 4. g3 ... 5. f5□]

3. f5 Nc7 4. Ke5 Ke7 5. f6+ Kd7 6. Bf5+ Ne6

[On 6... Kc6, 7. Bg6□ decides.]

7. b4! d3

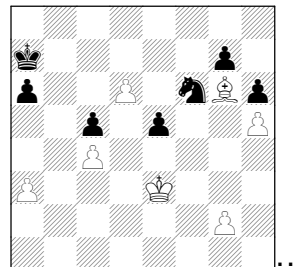
[7... cxb4 8. Bxe6+ fxe6 9. Kxd4□]

8. Bxd3 Kc7

[8... cxb4 9. Bf5□]

9. b5 Nd8 10. Be4 Black resigned. In the examined examples, invasion squares in the defender's camp were evident, but sometimes the stronger side must create them.

Estrin Y. - Stojanov, Bulgaria, 1969



White breaks with his king into the opponent's camp. 1. d7! Nxd7 2. Ke4 Kb7 3. Kd5 Kc7 4. Bf7

[4. Bf5 Nf6+]

4... e4 (this is forced) 5. Kxe4 Kd6 6. Kf5 Ke7 7. Bd5

[7. Kg6? Ne5+°]

7... Nb6 8. Bg8! Nd7

[8... Kf8 9. Be6 Ke7 10. Ke5]

9. Kg6 Kf8 10. Be6 Nb6

[10... Nf6 11. Bc8 (or 11. g4)]

11. Kf5 Ke7 12. Ke5 (zugzwang) 12... Na8 13. Bc8 a5 14. Ba6 Nc7 15. Bb7 Kd7 16. Bf3 Ke7 17. Bc6! Ne6 18. Kd5□ Nf4+

[18... Kf6 19. g3]

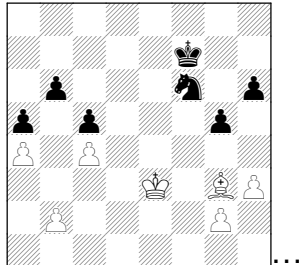
19. Kxc5 Nxh5 20. Kb6 Kd8

[20... Kd6 21. c5+□]

21. Kxa5 Kc7 22. Kb5 Nf4 23. c5 Nd3 24.

a4 Ne5 25. Be4 h5 26. a5 h4 27. a6 Kb8
28. c6 **Black resigned.**

Konstantinopolski A. - Kasparian G., Moscow, 1947



4) A bishop is good while attacking opponent's weak pawns

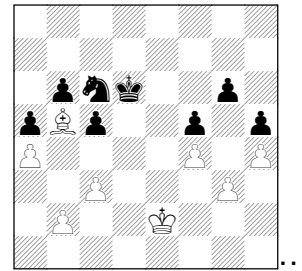
Black's position is hopeless. The winning plan, consisting of three steps, is typical.

1) Black's pieces are tied to the defense of his weak pawns. 2) White improves the position of his king. 3) Being in a zugzwang position, Black is forced either to create himself new weaknesses, or to allow the enemy king's penetration into his camp. The game continued: 1. Bc7 Nd7 2. Ke4 Ke6 3. Bd8 (zugzwang) 3... Ne5 4. b3 Nc6 The only opportunity.

[After 4... Nd7 5. g4 Black can resign.]

5. Bxb6 Kd6 6. g4 Nd4 7. Bxa5 Nxb3 8. Bc3 , and White wins.

Fischer R. - Taimanov M., Vancouver, 1971 2



Black is clearly worse: he has weak pawns, whereas White has invasion squares, b5 and d5. Fischer precisely converts his advantage into a win. 1.

Kd3 Ne7 (White already threatened 2. ♗xc6 ♜xc6 3. ♜c4 ♜c7 4. ♜b5 ♜b7 5.c4! ♜c7 6. ♜a6 ♜c6 7. ♜a7 ♜c7 8. b3! ♜c6 9. ♜b8, winning) 2. Be8 Kd5 3. Bf7+ Kd6 4. Kc4 Kc6! 5. Be8+ Kb7

[Nothing is changed by 5... Kc7]

6. Kb5 Nc8! 7. Bc6+ Kc7 8. Bd5 Ne7

[No better is 8... Nd6+ 9. Ka6 Ne4 10. Bf7 Nxc3 11. Bxc6 Kc6 12. Be8+ Kc7 13. Ka7 Ne2 14. Bxc5 Nxf4 15. Bf7 , and White wins.]

9. Bf7!

[Nothing is achieved by 9. Bf3 Ng8;

bad is 9. Bb3? Kb7 10. Bf7 Ka7 11. Bxc6 Nxc6 with a draw]

9... Kb7 10. Bb3 Ka7 11. Bd1! Kb7 12. Bf3+ Kc7

[Black is forced to allow the white king in at a6. Even worse is 12... Ka7 13. Bg2]

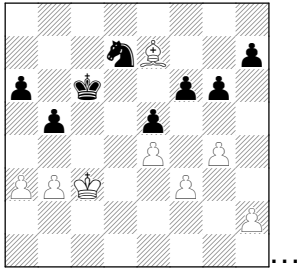
13. Ka6 Ng8 14. Bd5 Ne7 15. Bc4! Nc6

[Or 15... Kc6 16. Bb5+ Kc7 17. Be8]

16. Bf7 Ne7 17. Be8! (forcing Black's next move) 17... Kd8 18. Bxc6! (a decisive sacrifice) 18... Nxc6 19. Kxb6 Kd7 20. Kxc5 Ne7 21. b4 White's pawns are unstoppable. 21... axb4 22. cxb4 Nc8

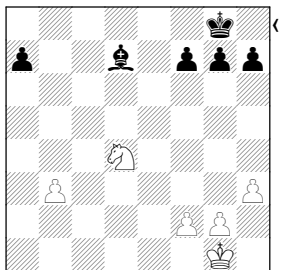
23. a5 Nd6 24. b5 Ne4+ 25. Kb6 Kc8 26. Kc6 Kb8 27. b6 **Black resigned.**

Pekarek - Prandstetter E., Czechoslovakia, 1991



Here too, Black loses due to his weak pawns. 1. Kb4 Kb6 2. Bd8+ Kc6 3. a4! (clearing a pathway for the king) 3... bxa4 4. bxa4 g5?! 5. Be7 Kc7 6. a5 Kb7 7. Kc4 Kc6 8. h3 h6 9. Bb4 Nb8 10. Bf8 Kd7 11. Kc5! Nc6 12. Kb6 **It's all over now.** 12... Nd4 13. Kxa6 Kc6 14. Be7! Nxf3 15. Bxf6 Ng1 16. Ka7 Nxh3 17. a6 Nf4 18. Kb8 Ne6 19. a7 **Black resigned.**

A BISHOP IS SIMPLY STRONGER THAN A KNIGHT



A BISHOP IS SIMPLY STRONGER THAN A KNIGHT

Because a bishop is slightly stronger than a knight, all other things being equal, the side with the bishop often manages to tilt the balance in his favor in some way: by trapping the knight, by putting the opponent in zugzwang, by creating a passed pawn, or by penetrating to the enemy camp with the king.

Let us examine some examples.

At first sight the position seems equal, but bishop is bishop! 1... Kf8 2. Kf1 Ke7 3. Ke2 Kd6 4. Kd3 Kd5 5. h4 (preventing the unpleasant 5... g5) 5... Bc8 6. Nf3

[After 6. f3 Ba6+ 7. Ke3 Kc5 White also has difficult problems.]

6... Ba6+ 7. Kc3 h6 (restricting the white knight) 8. Nd4 g6 9. Nc2 Ke4 10. Ne3 f5 11. Kd2 f4 12. Ng4

[If 12. Nc2, then 12... Bf1 13. Ne1 Kf5 14. f3 g5 15. hxg5 Kxg5, and the king penetrates to g3.]

12... h5 13. Nf6+ Kf5 14. Nd7 Bc8 15. Nf8 [15. Nc5 Kg4]

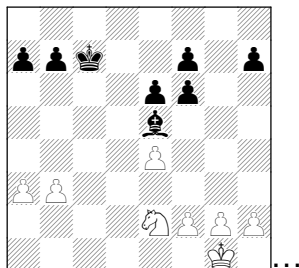
15... g5! 16. g3

[After 16. hxg5 Kxg5 the knight is trapped.]

16... gxh4 17. gxh4 Invasion squares have appeared in White's camp. 17... Kg4 18. Ng6 Bf5 19. Ne7 Be6 20. b4 Kxh4 Somehow insensibly Black has won a pawn. 21. Kd3 Kg4 22. Ke4 h4 23. Nc6 Bf5+ 24. Kd5 f3! 25. b5 h3 26. Nxa7 h2 27. b6 h1=Q 28. Nc6 Qb1 29.

Kc5 Be4 , and at last White resigned.

Chekhover V. - Lasker E.,Moscow,1935



The game continued: 1. Kf1

[In spite of his doubled pawn, Black has an edge. White does not have time for setting up a fortress, transferring his knight to d3. On 1. a4 there follows 1... Kc6 2. Nc1 Kc5; whereas 1. Nc1 is impossible due to 1... Bb2]

1... b5! Fixing the weak pawn at a3.

[Nothing is achieved by 1... Bb2 2. a4 Kc6 3. Ke1 Kc5 4. Kd2 Kb4 5. Kc2 , and the white king has arrived just in time.]

2. Ke1 Bb2 3. a4 bxa4 4. bxa4 Kc6!

[Worse is 4... Kb6 5. Kd2 Ka5 6. Kc2 Be5 7. f4 followed by 8. ♟b3.]

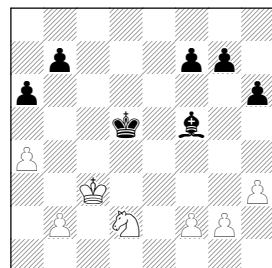
5. Kd2 Kc5 6. Nc3

[6. Kc2 Bd4 7. f3 Kc4!]

6... Kb4 7. Nb5 a5! 8. Nd6 Kxa4 9. Kc2 (9... ♟b3 was threatened) 9... Be5 10. Nxf7 Bxh2 11. Nd8 e5 Black has obtained an extra passed pawn. 12. Nc6 Bg1 13. f3 Bc5 14. Nb8 Kb5! (chasing the knight) 15. g4 Be7 16. g5 fxg5 17. Nd7 Bd6 18. Nf6 Kc4 , and White resigned, [...]

[because 19. Nxe7 fails in view of 19... Be7°]

Spassov L. - Panchenko A.,Plovdiv,1982

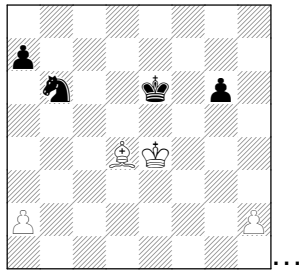


If it were White to play, he could have successfully defended by 1. h4. But the move is Black's... 1... g5! (fixing the opponent's weak pawns) 2. a5 h5 3. Nc4 Be6 4. b4 h4! 5. f3?! f6 Black does not have to hurry. 6. Nb2 Bd7! The bishop is transferred to the a6-f1 diagonal. 7. Nc4 Bb5 8. Ne3+ Ke5 9. Ng4+ Kf4! 10. Nxf6 Bf1 11. Nh5+ (the only chance) 11... Kf5?

[Black could have easily won by 11... Ke5! 12. g3 Bxh3 13. f4+ gxf4 14. Nxf4 (otherwise Black would promote his h-pawn) 14... Bf5!°]

12. g4+ Kg6 13. Kd2 Bxh3 14. Ke1 A draw was agreed. Suddenly the bishop is trapped.

Krnic - Flear G.,Wijk aan Zee,1988



In this position the players agreed a draw.
 After the game Flear demonstrated that
 White could have won by 1. Kf4! Nc8
 2. Kg5 Kf7 3. Kh6! White wins by
 putting his opponent in zugzwang. 3...
 Nb6

[3... a6 4. Bc5! (trapping the knight) 4...
 Kf6 5. h4 Kf5 (or 5... Kf7 6. Kh7 a5 7.
 a4 (zugzwang) 7... Kf6 8. Kg8 Kf5 9.
 Kf7 Kg4 10. Ke8! Kxh4 11. Kd7 Kg4
 12. Kxc8 Kf5 13. Kb7 Ke6 14. Bb6□)
 6. Kg7 Kg4 7. Kf7! Kxh4 8. Ke6 Kg4 9.
 Kd7 Kf5 10. Kxc8 Ke6 11. Kb7 Kd5 12.
 Be7 a5 13. a4□]

4. Kh7 Nc8

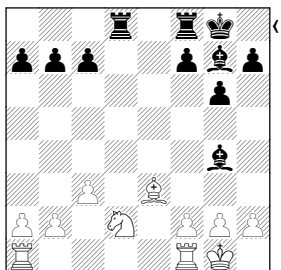
[4... Nd5 5. Bxa7 Nf6+ 6. Kh8□]

5. a4! Nb6 6. a5 Nc8

[6... Nc4 7. a6□]

7. h4□

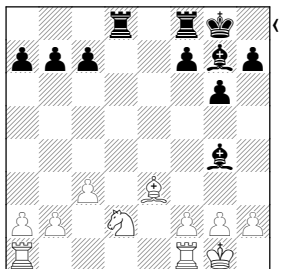
BISHOP PAIR IN THE ENDGAME



BISHOP PAIR IN THE ENDGAME

The first world champion Wilhelm Steinitz was the first who told about the advantage secured by a pair of bishops. He worked out a method of play for the player with the bishop pair: by advancing his pawns along all the front, he gradually deprives the opponent of squares for knight's maneuvering. Steinitz won many memorable games with the bishop pair; the following two are real classics.

SIMPLE CASES



SIMPLE CASES

In this section we will examine the most simple cases when the player with a bishop pair wins without any visible efforts - it may even seem that the two bishops win by themselves!

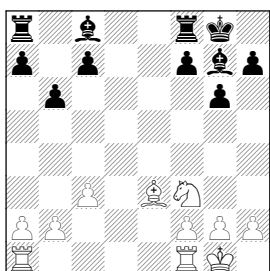
Black is better. In a very instructive way Steinitz magnifies his advantage, step by step restricting White's pieces, first of all the knight. 1... Rfe8 2. Nb3 b6! (depriving the knight of the c5-square) 3. h3 Be6 4. Rfd1

[Necessary was 4. Nd4 Bd7 5. a4 , retaining chances for a draw.]

4... c5! Now the knight at b3 is completely out of play. 5. Bg5 f6 6. Bf4 Kf7 7. f3 g5 Having seized space on the Q-side, Black is doing the same on the K-side. 8. Rxd8 Rxd8 9. Be3 h6 10. Re1 f5 11. f4 Black threatened 11... f4, severely squeezing White's position. 11... Bf6 12. g3 a5! 13. Nc1 a4 14. a3 Bc4 Soon White will have no moves at all. 15. Kf2 gxf4 A specific approach.

[15... Rd5 , followed by an advance b5-b4, was good also.]

16. Bxf4 Bg5! This is the point: the bishop exchange reveals White's weaknesses. 17. Bxg5 hxg5 18. Ke3 Kf6 19. h4 This loses by force, but White's position was defenseless in any case. 19... gxh4 20. gxh4 Re8+ 21. Kf2 Rxe1 22. Kxe1 Ke5 23. Ne2 Bxe2 24. Kxe2 Kf4 25. c4 Kg4 26. Ke3 f4+ 27. Ke4 f3 28. Ke3 Kg3 White resigned. In the same tournament, and in a similar fashion, Steinitz won the following ending.



1... c5! (depriving White of the important d4-square) 2. h3 Be6 3. Rfd1 Rfd8 4. a3

White can hardly manage without this weakening. 4... Bb3 5. Rxd8+ Rxd8 6. Nd2 Ba4 7. Re1 h6 Black prepares a pawn advance on the K-side. 8. g4 As it was shown in the previous example, a passive defense could not save White.

8... Bf8 9. Ne4 Bc6 10. Nd2 f6 Black does not hurry and calmly improves his position, while White does not have any counterplay. 11. h4 Kf7 12. f3 Rd5 13. Kf2 f5! 14. g5 h5 15. Bf4? This is definitely a mistake, but one can hardly advise White something better. 15...

Bd6! 16. c4 Rd4 17. Be3

[17. Bxd6? Rxd2+ 18. Re2 Rxd6°]

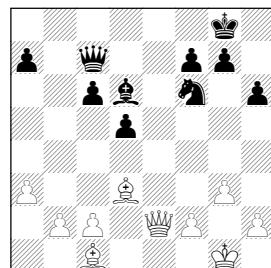
17... Rxh4 18. Nf1 Rh3 White resigned.

Steinitz's games perfectly demonstrate a winning plan with the bishop pair: a pawn advance on both flanks, a seizure of space, and a final squeeze of the opponent's pieces. In the middlegame, when there are many pieces on the board, it is difficult for the player with the bishop pair to use this method due to the exposing of his own king's position. Besides, in the middlegame, many other

factors should be taken into account while evaluating a position and working out a plan: attack on the king, pawn structure, open files - these are more important than the bishop pair. That is why, while speaking about the bishop pair, we will further mean only the bishop pair in the endgame.

As a rule, the player with the bishop pair wins easier when there are no other pieces on the board, and so he can make the best of his bishops.

Spielmann R. - Vidmar M., New York, 1927

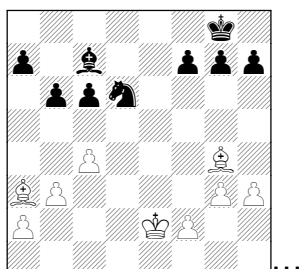


Many chessplayers, even masters and grandmasters, underestimate the power of a bishop pair. Here are two examples taken from the games by Rudolf Spielmann, one of the strongest grandmasters in the beginning of the 20th century.

In this position a draw was agreed, though White has a clear advantage. He can play c2-c4, after which Black is faced with a difficult choice: either to advance his d-pawn, thus allowing White to create a passed pawn, or to create himself a weakness on c6. In both cases Black's

defense is difficult.

Spielmann R. - Capablanca J., New York, 1927



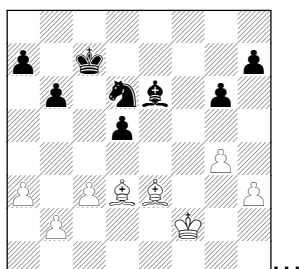
In this position too, the players agreed a draw, though after 1. c5 it was difficult for Black to hold on.

[or 1. Kd3 c5 2. b4]

Thus in one prestigious super-tournament Spielmann lost at least half a point, and this is all the more incomprehensible because he could play for a win without any risk.

Let us now study some examples that prove the bishop's pair power.

Bronstein D. - Levenfish G., Moscow, 1949



Black is in trouble. White threatens to

break with his king to the g6- and h7-pawns. Besides, the black Q-pawns are also weak - sooner or later White will get to them. The d5-pawn is of no importance, and White will exchange it by playing c4 in order to open up diagonals for his bishops. 1. Bc2 White does not have to hurry. 1... Nc4 2. Bc1 Kd7 3. Kg3 Ke7 4. Kf4 Kf6 Black succeeds in blocking the white king's way, but only for a while. 5. h4 Bd7 6. b3 Ne5

[Better is 6... Nd6]

7. c4! (bringing the dark-squared bishop into play) 7... Ke6 8. Bb2 Nf7 9. cxd5+ Kxd5 10. Be4+ Kd6 11. Bg7 White's bishops control all the board. 11... Be6 12. b4 Ke7 13. Bd3 Nd6

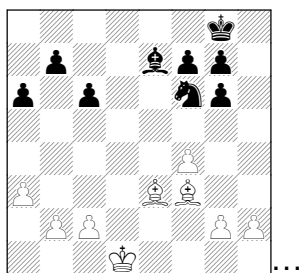
[If 13... Bb3 or 13... ♞d5, preventing h4-h5, then 14. Be5! Nxe5 15. Kxe5 Be6 16. g5 followed by a bishop's transfer to d5.]

14. h5 Bf7 15. Kg5 gxh5 16. gxh5 Bg8 17. h6 White has fixed the weakness on h7, and now his task is to penetrate with his king to g7. 17... b5 18. Bd4 Nc4 19. Bc5+ Ke6 20. a4 a6 21. a5! (fixing another weakness - the a6-pawn) 21... Ke5 22. Bf8 Ne3 23. Bg7+ Kd6 24. Be4 Nd5 25. Bf8+ Kc7

[25... Ke5 26. Bf5 followed by ♞c8]

26. Kf5 The king finally breaks to the h7-pawn; the rest is clear. 26... Nc3 27. Bc2 Nd5 28. Ke5 Ne3 29. Be4 Ng4+ 30. Kf5 Nf2 31. Bc2 Bc4 32. Kf6 Bd3 33. Bxd3 Black resigned.

Panchenko A. - Bykhovsky A., Nevinnomyssk, 1971



Here too, White's bishop pair is the main factor. By the way, pay attention that this position is similar to the one occurred in Spielmann - Capablanca, New York 1927.

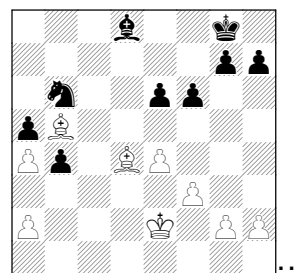
White's plan is typical: to advance pawns on both flanks in order to restrict the opponent's pieces and to create weaknesses in his camp. 1. c4 Kf8 2. b4 Ke8 3. Kc2 Kd7 4. Kb3 Kc7 5. g4 (according to the plan) 5... Ne8 6. a4 Kc8 Black is forced to wait passively for what White will undertake. 7. b5 Kc7 8. bxa6 bxa6 9. c5 (tightening the squeeze) 9... Kb7 10. Kc4 Nc7 11. Be4 Ne6 12. g5 Nf8 Black is unable to find a good square for his knight.

[If 12... Bd8, then 13. h4 Bc7 14. f5] 13. Bf3 f6 This simplifies White's task, but in case of a passive defense Black was also gradually losing. 14. h4 Ne6 15. Be2 Bd8 16. Bd3 f5

[16... Nf8 17. Bd4, threatening 18. gxf6 ♗xf6 19. ♗xf6 gxf6 20. f5] 17. h5 Bc7

[No better is 17... gxh5 18. Bxf5] 18. h6 gxh6 19. gxh6 Nf8 20. Kd4 Nh7 21. Bc4 Nf6 22. Bg8! Black resigned.

Boensch U. - Chekhov V., 1985



Black seems to have a firm position, but it is not the case; rather quickly White converts his advantage into a win. 1.

Kd3 Kf7 2. Kc2 Bc7 3. Kb3 h5

[Black is unable to approach with his king by 3... Ke7 in view of 4. Bc5+]

4. h3 e5 5. Be3 h4 Black managed to "freeze" the K-side, but White breaks through on the Q-side.

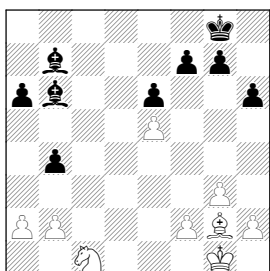
[5... Ke6 does not work due to 6. h4, threatening 7. ♗e8]

6. Bd2! (threatening 7. a3) 6... Nc8 This is forced, but now the white king penetrates to the a5-pawn. 7. Kc4 Bb6 8. Ba6 Nd6+ 9. Kd5 Ke7 10. Kc6 Bd4 11. Bd3 g5 12. Bc1 Bf2 13. Bb2 Be1

[After the more stubborn 13... Be3 14. a3 Bd2 15. axb4 Bxb4 White wins by 16. Bc1 followed by ♗e3-c5.]

14. Kb6 Nc8+ 15. Kxa5 b3+ 16. Ka6 bxa2 17. Bc4 Kd7 18. Bxa2 Ne7 19. Bc4 Nc8 20. Ba3 Black resigned.

Sosonko G. - Karpov A., 1979

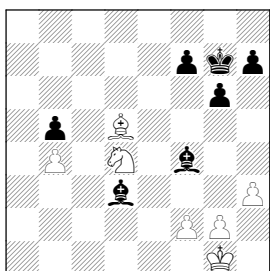


1... Bc8!

[Of course, not 1... Bxg2?]

2. Be4 Bd4 3. Nd3 a5 4. Kg2 f5 5. exf6 gxf6 6. g4 White is trying to set up a fortress, but against a bishop pair this attempt is usually doomed to failure. Here Black's task is to prepare f6-f5. 6... Kf8 7. b3 Ke7 8. Kg3 Kd6 The king has come to the center. 9. Kf4 Bd7 10. h3 Bb5 11. f3 Bd7! (zugzwang) 12. Kg3 f5 The plan is fulfilled, and White's position is falling apart. 13. gxf5 exf5 14. Bb7 Bb5 15. Ne1 Bc3 16. Nc2 Bd3 White resigned.

Vize H. - Yudovich M., Varna, 1972



In order to reach a draw, White needs only one move, ♣c6, but Black prevents this. 1... Be5! 2. Nc6 Bc3 3. Na7 (again, 4. ♣c6 is threatened) 3... Bd4 4. Nc6 Bb6 5. g3

[On 5. Ne5 there follows 5... Be2 6. Nxf7 Bc7 (threatening 7... ♣c4) 7. Ng5 Bd6 8. Ne6+ Kf6 9. Nc5 Ke5μ]

5... f6 6. Kg2 Kf8 7. Na5 If White defends passively, Black transfers his king to d6. 7... Ke7 8. Nb3 Bc4

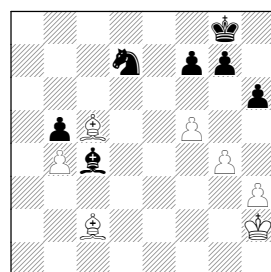
[This forces a transition to a bishop vs. knight ending, but 8... Kd6 would have been even stronger: after 9. Bb7 f5! White does not have any good move.]

9. Bxc4 bxc4 10. Na1 Kd6 The passed c-pawn is extremely dangerous. 11. Kf3 Kd5 12. Nc2 c3 13. Ke2 Kc4 14. f3 Ba7 The b-pawn is doomed. 15. g4 g5 16. b5 Bc5 17. Na1 Kxb5 18. Kd3 Kb4 19. Nc2+ White's last hope is to set up a fortress, but the black king penetrates to his camp from the rear. 19... Kb3 20. Na1+ Kb2 21. Nc2 Bb6 22. Nb4 Bc7 23. Nc2 Be5 24. Ne3 Kc1 The rest is clear. 25. Nc2

[25. Ke2 Bf4°]

25... Kd1 26. Ne3+ Ke1 27. Nc2+ Kf2 28. Ke4 Ke2 29. Na3 Bd6 30. Nc2 Kd2 White resigned.

EXCHANGE OF ONE OF THE BISHOPS



EXCHANGE OF ONE OF THE BISHOPS

Quite often, while playing with a bishop pair, a situation occurs when, in order to utilize an advantage, it is both necessary and sufficient to trade one of the bishops for an opponent's knight or bishop. So it is not without reason that chessplayers joke: "a bishop pair is good just because one of the bishops can always be favorably exchanged". Nevertheless, it is the bishop pair that allows the stronger side to obtain some advantage before such an exchange. As a rule, the bishop exchange is aimed either to break down an opponent's fortress, or to simplify a position.

White is better, but so far he has not achieved anything real. In order to obtain some more serious advantage, he must use his bishop pair. 1. Bd6 Nb6 2. Kg3 Bd5 3. Kf4 Nc4 4. Bc5 Bg2 Black has built a fortress which White is unable to take without an exchange of the light-squared bishops. But before this White improves his position. 5. Bd3 f6

[5... Bxh3? 6. Kg3□]

6. h4 Bc6 7. h5 (fixing the black pawns, which will further play an important role) 7... Kf7 8. Be4 Bd7 9. Bd4 Ke7 10. Ba8 (the safest square for the bishop) 10... Be8 11. Ke4 Bf7 12. Ba7 Kd7

[If 12... Ne5, then 13. Bc5+ Ke8 14. Kd4 (or 14. Bd6)]

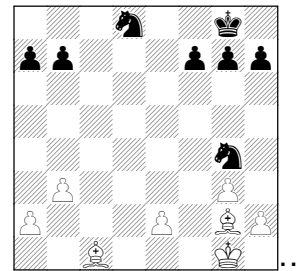
13. Kd4 Ne5 14. Bd5 Black has a dismal choice. 14... Nc6+

[Black loses after both 14... Bxd5 15. Kxd5 Nxc6 16. Bc5 Ke8 17. Kc6; and 14... Be8 15. Bc5 followed by 16. ♣f8]

15. Bxc6+ Kxc6 16. Bc5 Bc4 17. Ke4! , and Black resigned. He is unable to prevent White from playing ♣f8xg7xh6,

after which the bishop is transferred to d4. Then, diverting the black king by h5-h6-h7, White wins the f6-pawn and obtains a pair of connected passed pawns.

Petrosian A. - Panchenko A., Vilnius, 1978



Black is on the verge of defeat. He would like to settle his knights on e4, e5, or e6, but his last hope is dashed against the power of White's bishop pair. 1. Bf4 Kf8 2. Bf3 Nf6 3. Kf2 Ke7 4. Ke3 Nd7 5. Kd2 Nf8

[After 5... Nc6 6. Kc3 too, Black's defense is difficult.]

6. Be3! (forcing a decisive weakening of the black Q-side) 6... a6

[6... b6 is no better.]

7. Kc3 Now White brings his king to b6; Black is unable to prevent this. 7... Nfe6 8. Kb4 Kd6 9. Ka5 Kc7 10. Bb6+ Kc8 (it seems that Black still holds on, but...) 11. Bxd8! By exchanging his bishop, White invades the key b6-square, after which Black will be completely paralyzed.

11... Nxd8 12. Kb6 Kb8 13. Bd5 Even one bishop is too strong. 13... h6 14. e3

Before decisive actions White reinforces his position. 14... Kc8 15. a4

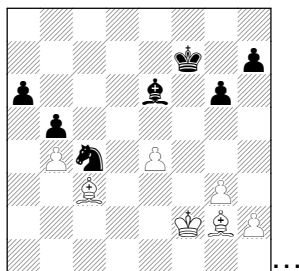
Kb8 16. a5 Kc8 17. e4 Kb8 18. e5 Kc8 19. b4 Kb8 20. h4 Kc8 21. h5 Kb8 22. Be4 f6

[If 22... Kc8 , then 23. Bf5+ Ne6 (or 23... Kb8 24. Bd7) 24. Bxe6+ fxe6 25. b5 , and White wins the pawn ending thanks to his extra tempo, g3-g4.]

23. e6! Nxe6 24. Bxb7 f5 25. Bxa6 f4 Black resigned.

We have already seen some examples of the bishop exchange previously, so in this section we content with the last two.

BISHOP PAIR WITH A PASSED PAWN



BISHOP PAIR WITH A PASSED PAWN

A bishop is a long-range piece, therefore a bishop pair excellently supports a passed pawn. It is important that the pair of bishops can take control over all squares on the pawn's way. The defender has a hard job of stopping the pawn; his only chance is to block it on the square of his own bishop's color. The blockade, however, is usually removed with the help of zugzwang.

So far Black reliably blocks the e4-pawn, but by subtle play White manages to advance it. 1. Kf3! It is useful to provoke g5. 1... g5 2. Ke2 Bd7 3. Kd3 Ke6 4. h4! (opening the position) 4... gxh4

[If 4... g4 , then 5. h5! , and the pawns at g4 and h7 become weak.]

5. gxh4 Kd6 6. Kd4 Bg4 7. Be1 Via g3 the bishop is transferred to g5 where it will support an advance of the e-pawn.

7... h5 8. e5+ Ke6 9. Bd5+ Kf5

[After 9... Ke7 10. Bb7 the a6-pawn is lost.]

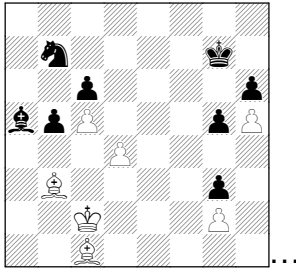
10. Bg3 Nd2 11. Bg8! The pawn is ready to advance. 11... Bd1 12. e6 Kf6 13. Be5+ Ke7 14. Bf4 Nc4 15. Bg5+ Kf8 16. e7+ Ke8 17. Bh7 Nd6 Black has fortified his last defensive position, but he is powerless to hold it for a long time.

18. Ke5 Kd7 19. Kf6 White tries to penetrate with his king to f8. 19... Bb3 20. Kg7 Ke8 21. Kf6 Kd7 22. Bg6 (threatening 23. e8) 22... Ne8+ 23. Ke5 Bd1 Black is powerless to defend all his weak points. 24. Bf5+ Kc6 25. Be3 Bf3 26. Bc5 Be2

[If 26... a5 , then 27. Bg6 Kd7 28. bxa5]]

27. Kf4 Bc4 28. Bg6 Kd7 29. Kg5 Black resigned.

Karpov A. - Seirawan Y., Brussels, 1986



1. d5! (creating a passed pawn) 1... Nxc5
2. Bb2+ Kf8 3. dxc6 Na6

[Black has to watch over the passed c6-pawn, at the same time protecting his weak pawn at h6. That is why he now could not play 3... Ke8 4. Bg7□]

4. Ba3+ Ke8
[4... Bb4? 5. c7□]
5. Be6 Bb4 6. Bb2 Bf8

[Black is also in trouble after 6... Kf8 7. Bc8! Nc7 8. Be5 Ba5 9. Bxg3]

7. Bd7+ Kd8 8. Be5 Nb4+ 9. Kd2 Nd5 10. Be6 Nc7 11. Bf7 Ne8

[Black is in zugzwang. He cannot move with his bishop due to ♔g7, nor he can

stick to waiting tactics by 11... Na6 in view of the following piquant line: 12.

Be6 Nc7 13. Bf5 Na6 14. Kd1 Nc7 15. Bf6+ Ke8 16. Bg6#]

12. Bxe8! By exchanging his bishop White transposes into a won bishop ending. 12... Kxe8 13. Bf6! It's all over now. Black's king must watch over the c6-pawn, while his bishop is powerless to defend two pawns at once, b5 and h6.

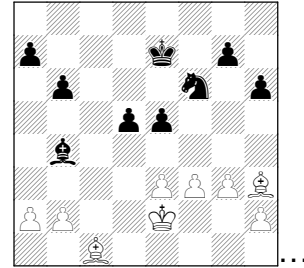
- 13... g4 14. Kc3 Bd6 15. Bg7 Bf4 16. Kb4 Kd8 17. Kxb5 Kc7 18. Kc5 Bd6+ 19. Kd5 Bf4 20. Bf8

[20. Be5+ also wins.]

- 20... Kb6 21. Bd6 Bg5 22. Bxg3 Black resigned.

Panchenko A. - Azmaiparashvili

Z., Dnepropetrovsk, 1980



So far White does not have a passed pawn, but it will appear soon. 1. b3 Bc5

2. Bb2 Bd6 3. f4! exf4 4. exf4 Kf7 5. Kf3 Ng8

Black is powerless to hold his knight on f6. 6. Bd7 Nf6 7. Bf5 Ng8 8.

g4 Ne7 9. Bd7 g5 This simplifies

White's task, Black is better to stick to waiting tactics. 10. f5 Being supported

by the bishops, this pawn decides. 10... Bxh2 11. Be6+ Ke8

[11... Kf8 12. Ba3 followed by 13. f6□]

12. Bg7 Nc6 13. Bxd5 Ne5+ 14. Ke4 Nxd5 15. f6 Ne5 16. Kf5 Nf7 (17. ♔e6 was

threatened) 17. Bc6+ Kd8 18. Ke6 Kc7 19. Bf3! The simplest. From h5 the

bishop supports the f-pawn, at the same time stopping the opponent's pawns.

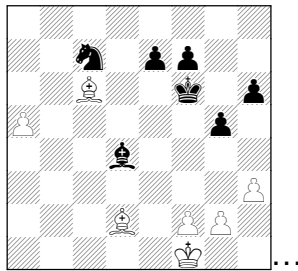
19... Nd8+ 20. Kd5 Bd6 21. Bh5 Nc6 22.

f7 Nb4+ 23. Kc4 Be7 [23... Nxa2 24. Be5!□]

24. a4 Nc2 25. f8=Q The rest moves were not obligatory. 25... Ne3+ 26. Kb5

Bxf8 27. Bxf8 Nf5 28. Bg6 Nd4+ 29. Kc4 Nf3 30. Kd5 Nd2 31. b4 a5 32. b5 Nf1 33.

Bxh6 Ne3+ 34. Kd4 Black resigned.



The farther from the center is a passed pawn, the more difficult is a defense.

White has a large edge: his passed a-pawn is extremely dangerous, while the black K-side pawns are weak. 1. f4!

Ke6

[After 1... gxf4 2. Bxf4 the pawn at h6 is doomed.]

2. Ke2 Kd6 3. Bf3 f6 4. fxg5 fxg5

[In response to 4... hxg5, unpleasant for Black is 5. g3 followed by h4 - against two lateral passed pawns Black is defenseless.]

5. Kd3 Kc5 6. Ke4 Nb5

[A desperate attempt of active counterplay. On 6... e6 White plays 7. Bg4, transferring then his other bishop to g3.]

7. Kf5 e5 8. Kg6! White has precisely calculated all consequences of Black's counterplay involving an advance of the e-pawn. 8... Nd6 9. Kxh6 e4 10. Be2 e3 11. Be1 Ne4 12. Bf3 Nf2

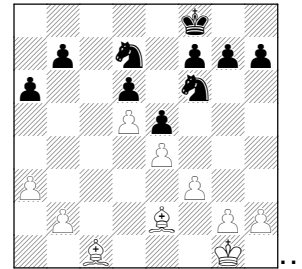
[An ending with opposite colored bishops after 12... Nd2 13. Bxd2 exd2 14. Kxg5 is hopeless for Black.]

13. Be2 Bf6 14. a6 Kb6 15. Kg6 Be7 16. Kf5 Nh1 17. Ke4 Bc5 18. Kf5 (a move repetition in time trouble) 18... Be7 19.

Kg4 Bf6 20. Ba5+ The rest is clear.

20... Ka7 21. Bb4 Bd4 22. Kf3 Nf2 23. Be7 Black resigned.

MORE COMPLEX EXAMPLES



MORE COMPLEX EXAMPLES

Let us now examine several examples in which a win with a bishop pair was complicated and required good technique. The greatest difficulties arise in closed positions when the bishop's power is depreciated, and the defender obtains good chances to set up a fortress. In such cases, after long-lasting maneuvering, gradual improving of his position, and putting the opponent in zugzwang, the stronger side usually employs one of the already examined methods: creation of a passed pawn, bishop exchange, etc. The stronger side's king plays a very important role here.

1. Kf2

[Stronger is 1. b4! preventing the maneuver 1... ♖c5 2. b4 ♖a4 followed by b7-b5. If 1... Nb6, then 2. Bd1! Ke7 3. Bb3 Ne8 4. f4, and further play

continues as in the game.]

1... Ke7 2. Be3 Kd8 3. Ke1 Kc7 4. Kd2 Nc5 5. b4 Ncd7?!

[More stubborn would have been 5... Na4!? 6. Bd1 b5 7. Bxa4 bxa4 8. Kc3 Nd7 9. b5 a5]

6. g3

[More precise is 6. a4 , preventing ♟b6-a4]

6... Nb6 7. Kc2 Nbd7

[Black misses his last chance to play 7... Na4]

8. a4! Nb6 9. a5 Now the a6- and b7-pawns are fixed, constantly requiring protection. 9... Nbd7 10. Bc1 Kd8 11. Bb2 Ne8 12. Kd2 Nc7 13. Ke3 Ke7 14. Bf1 White improves his position. 14... Nb5 15. h4 Nc7 16. Bh3 Ne8 17. f4 (threatening 18. ♣d7 followed by 19. fxe5) 17... f6 18. Bf5 This forces Black to weaken his K-side. 18... g6 19. Bh3 h6 (with the idea of playing g5 in response to f5, but it was better to keep the pawn on h7) 20. Bc1 Ng7 21. fxe5! dxe5

[Bad is 21... Nxe5 due to 22. Bc8; whereas after 21... fxe5 22. Kf3 h5 23. Bg5+ Ke8 24. Ke3 Black is paralyzed.]

22. Kf3 h5 23. Be3 Kd6 24. Bh6 Ne8 25. g4! (opening the position) 25... hxg4+ 26. Bxg4 Nc7 27. Be3 Nb5 28. Ke2 Nc7 29. Kd3! (zugzwang) 29... f5 This creates White a passed h-pawn which quickly decides the game,

[but no better is 29... Nb5 in view of 30. Be6 Ke7 31. Bc5+ Nxc5+ 32. bxc5 followed by ♣c8]

30. exf5 gxf5 31. Bxf5 The rest is simple. 31... Nxd5 32. Bd2 N7f6 33. Kc4 Kc6 34. Bg6 b5+ 35. Kd3! Ne7 36.

Be4+ Ned5

[36... Nxe4 37. Kxe4 Kd6 38. h5 Ke6 39. h6 Kf6 40. h7 Kg7 41. Kxe5□]

37. Bg5 Nh5

[If 37... Kd6 , then 38. Bxf6 Nxf6 39. Bb7□]

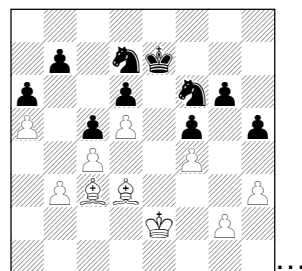
38. Bf3 Ng3 39. Bd2

[The immediate 39. h5 could have given Black chances for a draw after 39... Nxe5 40. Bxe5 Nxb4+]

39... Kd6 40. Bg4 (with the idea of ♣c8)

40... Nf6 41. Bc8 Kc6 42. Be1! e4+ 43. Kd4 Ngh5 44. Bf5 Kd6 45. Bd2 Black resigned.

Uhlmann W. - Gligoric S., Hastings, 1971



The position is closed, which makes White's task difficult. In order to win, he must conduct two breakthroughs, b3-b4 and g2-g4, but only under favorable for him circumstances. 1. Be1 Kf7 2. Ke3 Ke7 3. Bc2 Kf7 4. b4! cxb4 (otherwise White plays 5. b5 with the idea of 6. bxa6) 5. Bxb4 Nc5 6. Kd4

[After 6. Bxc5 dxc5 followed by ♟e8-d6 White is unable to win.]

6... Nfd7 7. Bd1 Having fettered the black knights on the Q-side, White prepares a breakthrough on the K-side.

7... Ke7

[7... h4? 8. Be1]

8. g4! hxg4 9. hxg4 Kf6 10. Ke3
(threatening to attack the f5-pawn after
11. ♣c3 ♠f7 12. gxf5 gxf5 13. ♣h5) 10... b6

[A dubious decision. Better was 10...
fxg4 , though Black's defense would be
difficult in that case too.]

11. gxf5 gxf5

[On 11... bxa5 possible is 12. Bc3+
Kxf5 13. Bc2+]

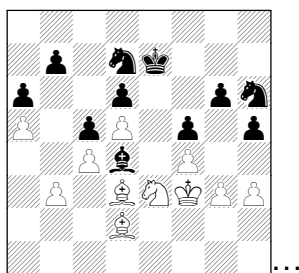
12. Bxc5 Nxc5

[After 12... bxc5 13. Ba4 Nb8 the white
king's raid to h4 is decisive.;

Bad is also 12... dxc5 due to 13. Ba4]

13. axb6 a5 14. Bc2 Ke7 The f5-pawn
is doomed. 15. Kd2 Kd8 16. Bxf5 Na4
17. b7 Kc7 18. Bc8 Nc5 19. f5 Black is
hopeless. 19... Ne4+ 20. Kc2 Kb8 21.
Kb3 Nd2+ 22. Ka4 Nxc4 23. f6 Ne5 24.
Kxa5 Black resigned.

Polugaevsky L. - Uhlmann W.,Amsterdam,1970



This example is similar to a previous one,
with the addition of a couple of knights.
White's plan is the same - to conduct g4
and b4. 1. Nc2 The best square for
the knight is h4, but so far White fails to
find it. 1... Bb2 2. Ke3 Nf6 Black's

fortress seems impregnable. 3. Ne1

White switches to a preparation of the
g3-g4 advance, leaving the b3-b4
breakthrough in reserve. 3... Bd4+ 4.

Kf3 Bb2 5. Ng2! Nd7 6. Nh4 Kf6 7. Ke3
Nf7 Black believes he is in safety. 8.
Bc2 Ba1 9. Ke2 Bb2 10. Be1 Ba1 11. g4!

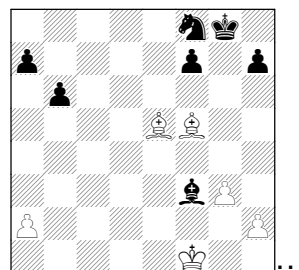
If Black kept his knight on h6, preventing
g4, then White would break by 11. b4
cxb4 12. ♣xb4 ♠c5 13. ♣xc5 dxc5 14. d6.

11... hxg4 12. hxg4 fxg4 13. Nxg6 Kg7
14. Nh4 Kf8 15. Bf5 The position has
been opened, and the white bishops
begin to work. 15... Nf6 16. Bc8 Nd8 17.
Nf5 Nh5

[17... Ne8 18. Bh4]

18. Bd2 Bd4 19. Nxd4 Black resigned.

Chernin A. - Petursson M.,Norway,1979



In open positions a bishop pair may
compensate for small material losses. For
example, in the following ending White
managed to win, being a pawn down.

White has an edge, but he must prevent
Black from exchanging the Q-side
pawns. 1. Bb8 a6 2. Bc8!

[But not 2. Bc7 b5 3. Bc8 b4! 4. Bxa6
Bd5=]

2... Bd5

[2... a5 3. Bc7]

3. a3 Bc4+ 4. Kf2 Ng6

[Bad is 4... Ne6 in view of 5. Ba7]

5. Ke3!

[5. Bc7? Ne7! followed by 6... ♞d5=]

5... Ne7 6. Bb7 a5 (White threatened 7. ♔d4 followed by 8. ♜a7 or 8. ♜c7) 7. Kd4 Be6 8. Bc7 Nc8 White forced his opponent to completely turn to defense, and now he reinforces his position on the K-side. 9. Ke5 Kg7 10. Bd8 Bh3 11. Be4 Be6 Black has to stick to waiting tactics. 12. Bd3 Bh3 13. Be2 Be6 14. g4! Bb3 15. Ba6 Be6 16. Be2 Bb3

[After 16... h6 17. g5 White creates a passed pawn on the h-file.]

17. g5 Be6 18. h4 Bh3 19. h5 Be6 20. Bd3 Bg4 21. h6+ Now the black king will be tied to the defense of the h7-pawn.

21... Kg8 22. Bc7 Bf3 23. Bc4 Bg4 24. a4?!

[This move does not miss the win, but 24. Kf6 was simpler.]

24... Bd1 25. Kf6 Bh5 26. Bb5 Bg4 27. Bc4 Bh5 28. Bd5 Bg6

[Black is in zugzwang. On 28... Kf8 there follows 29. Be4 Bg6 (30. ♜f5 was threatened) 30. Bb7]

29. Bb7 Bc2! Black's only chance is to set up a fortress. 30. Bc6

[30. Bxc8 wins also, but under time pressure Chernin does not dare to capture the knight.]

30... Bd3 31. Bd7 Bc2 32. Be8 Bb3 33. Bd7 Bc2 34. Ke5 Bd1 35. Kd4 Bb3 36. Kc3 Be6?!

[Black could have sacrificed the knight by 36... Bd1, transposing into the ending, which he permitted on move

29. Still, after 37. Kb2 Bf3 38. Bxc8 Bc6 39. Ka3 b5, as it was pointed out by Dvorietsky, White would have won.]

37. Bxe6 fxe6 38. Kc4 Kf7 39. Kb5 Kg6 40. Bxb6 Kxg5

[No better is 40... Nxb6 41. Kxb6 Kxg5 42. Kxa5 e5 43. Kb4 Kf4 44. Kc3! Kf3 (44... Ke4 45. Kd2; 44... e4 45. Kd2) 45. a5 e4 46. a6, and the white pawn promotes with check.]

41. Kxa5??

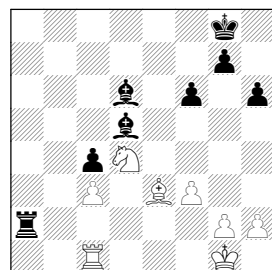
[A blunder. White could have won by 41. Bc5, trapping the knight.]

41... Kf6??

[A blunder in response. After 41... Nxb6 42. Kxb6 e5 the pawn ending is drawn.]

42. Bc5! e5 43. Kb5 Ke6 44. Kc6 e4 45. a5 Ne7+ 46. Kc7! Nd5+ 47. Kb7 Black resigned.

BISHOP PAIR WITH ROOKS ON THE BOARD



BISHOP PAIR WITH ROOKS ON THE BOARD

In endings with rooks, a plan of utilizing a bishop pair is the same as without rooks:

the stronger side advances his pawns, creates weaknesses in the opponent's camp, and then attacks them. Moreover, creation of a passed pawn, bishop exchange, as well as all other already examined methods work also with rooks on the board. Of course, the stronger side should not be afraid of exchanging rooks.

Black's plan involves a pawn advance on the K-side, but first of all he transfers his bishop to d3 where it will restrict the white rook. 1... Bf7! 2. Rd1 Bg6 3. Nc6

[Perhaps, it makes sense to sacrifice a pawn by 3. Nf5 Bxh2+ 4. Kxh2 Bxf5, transposing into an ending with opposite colored bishops.]

3... Bd3 4. Bd4

[Necessary is 4. Nb4 Bxb4 5. cxb4 Rb2 6. Bd2, and though White's position is clearly worse, it is playable, for example 6... Be2 7. Bc3]

4... Rb2 5. Re1 Kh7 6. Ne7 h5!

Preparations are over, and Black begins a final storm. 7. Nd5 h4 8. Ne3?

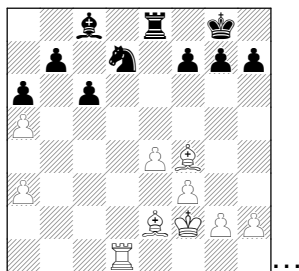
White should not have allowed 8... h3.

8... h3 9. g3 f5 10. f4 (this is forced) 10... Be4 11. Ra1 Kg8 12. Re1 g5! (a decisive blow) 13. Rd1

[13. fxe5 Bxe5]

13... gxf4 14. Ba7 fxe3 White resigned.

Kasparov G. - Smyslov V., Vilnius, 1984



In this example White also magnifies his advantage by means of a pawn advance on the K-side. 1. g4 Nc5

[After 1... h6 Black should consider the h4-h5 advance, which will sooner or later reveal the weakness of the black pawns at g7 and h6.]

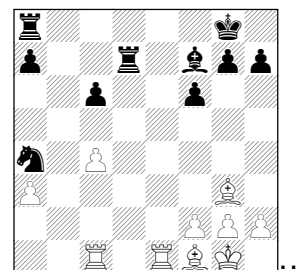
2. Be3 Nd7

[2... Ne6 3. g5]

3. g5! (fixing the black K-side pawns) 3... Ne5 4. Bd4 Ng6 5. Kg3 Nf8 6. h4 Rd8 7. f4 Be6 8. Bc3 The rook exchange will not make Black's life easier. 8... Rxd1 9. Bxd1 Nd7 10. f5 Bc4 11. h5! (preventing 11... f6, which would be met by 12. h6!) 11... h6 12. gxh6 gxh6 13. e5

Black's position is hopeless: his king is tied to the defense of the h6-pawn, while White threatens to break with his king on the Q-side. 13... Nc5 14. Kf4 Bd5 15. Bc2 f6 This simplifies White's task. 16. e6 Kg7 17. Bb4 Nb3 18. Ke3 c5 19. Bc3, and Black resigned, because he is unable to prevent ♞e4 followed by a breakthrough of the white king.

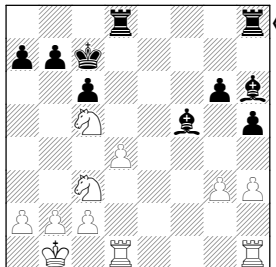
Kasparov G. - Smyslov V., Vilnius, 1984 2



1. c5! Black is clearly worse: his knight is shut out of play, while the white bishop

has an excellent outpost at d6. 1... Re8
 2. Rxe8+ Bxe8 3. Bd6
 [Worse is 3. Rc4 due to 3... Rd1! 4.
 Rxa4 Bg6 5. Rxa7 Bd3 , and White's
 win is doubtful.]
 3... Bf7 4. Rb1 Bd5
 [Stronger is 4... h5]
 5. Rb8+ Kf7 6. Rf8+ Ke6
 [Dangerous is 6... Kg6 because of 7.
 Bd3+ Kh6 8. Bf4+ Kh5 9. Bf5 with
 mating threats.]
 7. g3 g6 8. Ba6 Rxd6 (this is forced) 9.
 cxd6 Kxd6 10. Rxf6+ Ke5 11. Rf8 c5 12.
 Re8+ Kd4 13. Rd8! Ke5 14. f4+ Ke4 15.
 Bf1 Bb3 16. Kg2 Nb2 , and Black
 resigned.

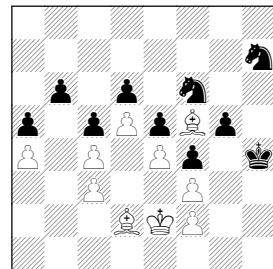
Beliaevsky A. - Ivanchuk V., Linares, 1995



Despite being a pawn down, Black is
 better, because his bishops are obviously
 stronger than the white knights.
 Besides, the white K-side pawns require
 a protection. 1... Be3 2. Rde1!?
 [Weak is 2. Nb3 due to 2... Bf2]
 2... Rde8!
 [Of course, not 2... Bxd4 3. Ne6+ , and
 White retains good drawing chances.]
 3. Nb3 Bf2 4. Rxe8 Rxe8 5. g4 (there is
 nothing better) 5... hxg4 6. hxg4 Bxg4 7.

Rh7+ Kd6 8. a4 Re7 9. Rh2
 Exchanging rooks also could not have
 saved White. 9... Be3 10. a5 Bf5 11.
 Ne2 Kd5! 12. Nc3+ Kc4 13. Re2 Bg5° 14.
 Rg2 Bf4 15. Ka2 g5 16. Rf2 b6 17. Ka3 ,
 and in this hopeless position White lost
 on time.

SUCCESSFUL FIGHT AGAINST BISHOP PAIR



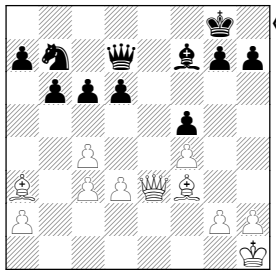
SUCCESSFUL FIGHT AGAINST BISHOP PAIR

Sometimes a pair of bishop turns out
 weaker than a bishop and a knight or two
 knights, though such cases are very rare.
 This usually occurs in closed positions
 when the bishops are restricted by their
 own or opponent's pawns. Here are some
 typical examples.

In this position the knights are obviously
 stronger than the bishops. The game
 continued: 1... g4! 2. fxg4

[If 2. Bxg4 , then 2... Nxg4 3. fxg4 Ng5]
 2... Ng5 3. f3 Kg3 4. Be1+ Kg2 5. Bh4
 (the bishop is released, but...) 5... Nxf3! 6.
 Bxf6 Ng5! 7. Bxg5 f3+ 8. Kd2 f2 , and
 Black went on to win.

Suba M. - Smyslov V., Las Palmas, 1982



Black is better because of White's problem bishop at a3 and weak pawns at c3 and c4, but a win is difficult. 1... Nd8 2. Bd1 c5 (further restricting the bishop) 3. Bc1 Kf8 4. Qe2 Qc6 5. Qc2 d5 6. Bf3 Qd7 7. cxd5 Bxd5 8. Be2 (avoiding a bishop exchange after which Black's advantage would be apparent) 8... Ne6 9. Be3 Ke7 10. Qd2 Qc6 All Black's pieces are placed excellently. 11. Bf1 c4! 12. d4 a5 13. Qb2 Nc7 14. Bc1 Nb5 15. Qc2 Kf6 16. Kg1 Be4 Black step by step intensifies his pressure. 17. Qf2 Kf7

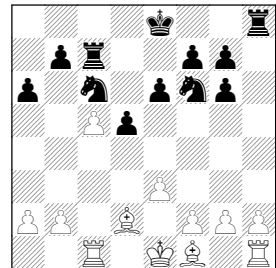
[But not 17... Nxc3 in view of 18. d5, enlivening the bishop.]

18. Bd2 Nd6 19. Qh4 h6 20. Qh5+ Kg8 21. Qg6 Bd5! (with the idea of hiding the king at h7) 22. Be1 Bf7 23. Qg3 Qe4 24. Qh4 Kh7 25. Bf2 Bd5 (perfect harmony) 26. Qd8 Nb5 (starting decisive actions) 27. Qxb6 Nxc3 28. Qxa5 Ne2+ 29. Bxe2

[29. Kh1 c3°]

29... Qxg2# A brilliant victory.

Dorfman J. - Panchenko A., Cheliabinsk, 1975



The position is closed, and White lacks development. Black has an advantage, but he must play boldly. 1... Ne4 2. a3

[2. f3 loses a pawn due to 2... Ng3 3. Rg1 Nxf1 4. Kxf1 Rxh2]

2... Ke7 3. b4 Ne5 The knights dominate over the bishops. 4. Be2 a5! (threatening 5... axb4 6. axb4 la8) 5. Ra1 f6

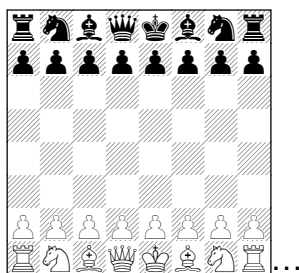
[On 5... Ra8 there follows 6. Bc1 axb4 7. Bb2 f6 8. axb4]

6. Bc1 Ra8 7. f3

[This loses a pawn. Better was 7. Bb2]

7... Nc3! 8. Bb2 axb4 9. axb4 Rxa1+ 10. Bxa1 Na2! (this is the point) 11. Kd2 Nxb4 12. Rb1 Na6 13. Bd4 Nxc5 14. Bxc5+ Rxc5 15. Rxb7+ Kf8 The rest of the game does not relate to the subject, and therefore is given without annotations. 16. Bb5 g5 17. Rb8+ Ke7 18. h3 Rc7 19. Rg8 Kd6 20. Bf1 Ra7 21. Kc3 Ra3+ 22. Kd2 Ra1 23. Be2 Rg1 24. f4 Nc4+ 25. Bxc4 dxc4 26. g4 Rg2+ 27. Kd1 Kd5 28. fxg5 fxg5 29. e4+ Kxe4 30. Rxg7 Rh2 31. Rg6 Kd3 32. Ke1 c3 33. Rxe6 White resigned.

HOW THE POSITIONS WITH A BISHOP PAIR ARISE?



HOW THE POSITIONS WITH A BISHOP PAIR ARISE?

In opening theory there are many systems in which one of the players obtains a bishop pair: the Nimzo-Indian, the Cambridge Springs variation in the Queen's Gambit Declined, The Ruy Lopez, the Rauzer system in the Sicilian, the French, and others. Not always the player with the bishop pair has an advantage after the opening, because the opponent usually gets some compensation: development lead, attack on the king, better pawn structure, and so on. The possessor of the bishops dreams about the future endgame, but, as it was picturesquely said by Tartakower, "between the opening and the endgame the gods created the middlegame". That is why the player with the bishop pair sometimes strives for the endgame even at the cost of a pawn, relying on the bishops' power.

Here are some examples.

In a well-known line of the Rauzer

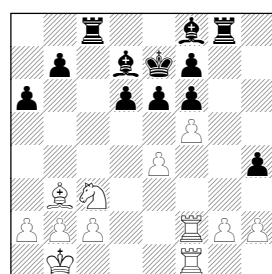
system, after the introductory moves 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Bg5 e6 7. Qd2 a6 8. O-O-O Bd7 9. f4 b5 10. Bxf6 gxf6 11. f5 Qb6 12. Nxc6 it was previously considered that Black is forced to recapture at c6 with the queen, because on 12... Bxc6 there follows the unpleasant 13. fxe6 fxe6 14. Qf4, and in the case of 14... ♟e7 15. ♟f4 White is better. Nevertheless, later on it was discovered that Black has an interesting possibility: 14... h5!, and after 15. Qxf6 Qe3+ 16. Kb1 Rh6! 17. Qf3

[Or 17. Qh4 Be7]

17... Qxf3 18. gxf3 Rf6 followed by ♟e7 and ♟h6, the game transposes into an endgame where Black's chances are not worse, despite being a pawn down.

In the next game Black conducted a similar pawn sacrifice.

Suetin A. - Botvinnik M., 1952



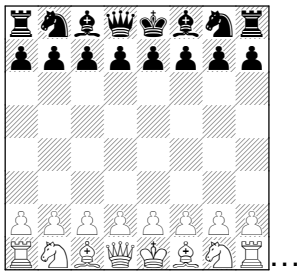
1... Bh6! [... 2... ♟e3 3. ♟e2 (or 3. ♟f3) 3... ♟d4] 2. fxe6 fxe6 3. Rxf6 Rcf8 4. Rxf8 Bxf8! One rook should be preserved from being exchanged. 5. Rf2 Bh6 6. Bc4 Be3 7. Re2 Bg1 8. g3

[After 8. h3 Black keeps better

chances, and so White gives up his extra pawn, hoping for a draw.]

8... hxg3 9. hxg3 Rxd3 Black regained a pawn and retained the advantage thanks to his pair of bishops; then, by exact play, Botvinnik converted it into a win.

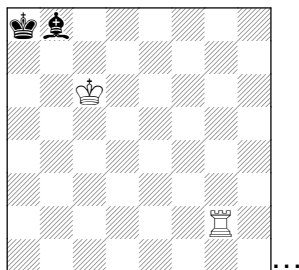
Huebner R. - Smyslov V., 1983



1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nf3 Nxe4 5. d4 d5 6. Bd3 Be7 7. O-O Nc6 8. c4 Nb4 9. cxd5 Nxd3 10. Qxd3 Qxd5 11. Re1 Bf5 12. Nc3 Nxc3 13. Qxc3 Be6! By sacrificing a pawn, Black completes his development. 14. Qxc7 Bd6 15. Qc2 O-O 16. Bd2 Bf5 Black's bishop pair completely compensates for the sacrificed pawn; the game ended in a draw.

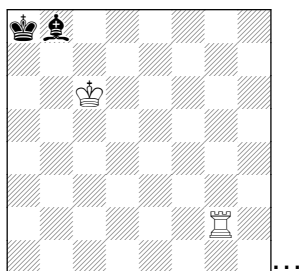
The examined examples confirm that in open positions a bishop pair has an advantage over a bishop and a knight, as well as over two knights, which can be roughly evaluated as half a pawn.

EXTRA EXCHANGE



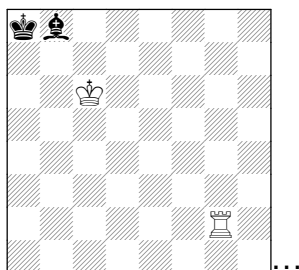
EXTRA EXCHANGE

ROOK AGAINST BISHOP



ROOK AGAINST BISHOP

Rook against bishop without pawns



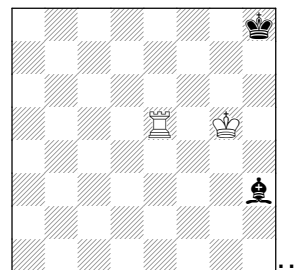
Rook against bishop without pawns

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

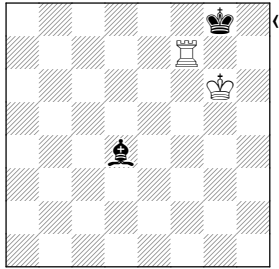
[Zugzwang. Now, if 5... Bg2 (or 5... ♔g4), then 6. Kf6 Bf3 7. Re3! Bg2 8. Re2 Bf3 9. Rf2! , and the bishop is lost.]

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□]

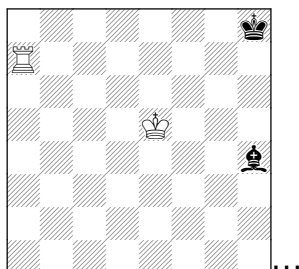
2. Rf1 Bh2! 3. Rf2 Bg3 4. Rg2! Be5

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

on 4... Bh4 , 5. Kh5+□ decides.]

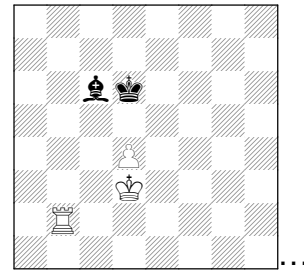
5. Re2 Bd6 6. Re8+ Bf8 7. Rd8 , and White is mating.

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

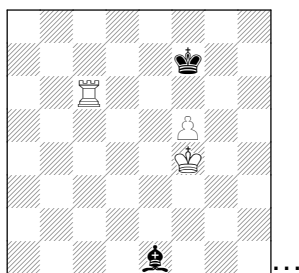
[If 3... Bg2 , then 4. Rf6+ Kd5 5. Rf5+ Ke6 6. Rg5 Bd5 7. Rg6+ , winning.]

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

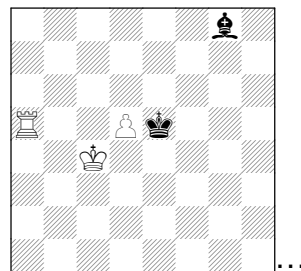
[On 8... Bc3 there follows 9. Rc2 Bf6+ 10. Kf4 Bd8 11. Rc3 Bh4 12. Rh3 Bd8 13. Ke5 , winning.]

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.

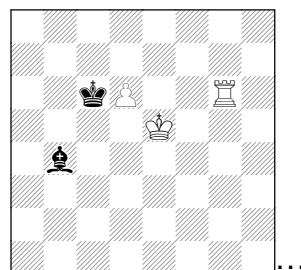
Example 41



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

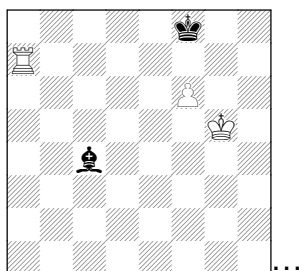
Back draws by moving with his bishop on f7 and g8.

Example 42



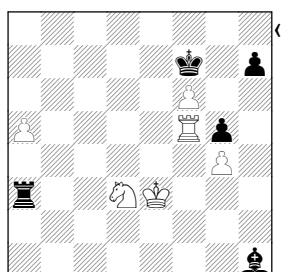
White is powerless to improve his position. If the bishop were at b8, Black would draw by moving with his king on c6 and c5.

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.

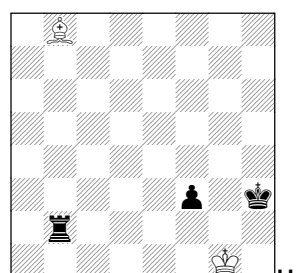
Szabo L. - Botvinnik M., Budapest, 1952



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

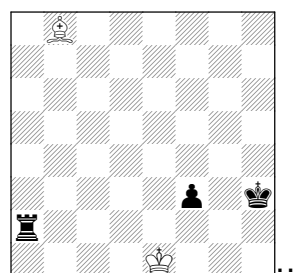
were played. 12. Kg5 Bc4 13. Rc7 Ba2 14. Rc1 Bd5 15. Kf5 Kf7 16. Ke5 Bb3 17. Rc7+ Kf8 18. Rb7 Bc4 19. Rb4 Ba2 20. Kf5 Bd5 21. Kg6 Bf7+ 22. Kg5 Bd5 23. Rh4 Bb3 24. Rh8+ Kf7 25. Rh7+ Kf8 26. f7 (the last chance) 26... Ke7! 27. Kg6 Bc4 28. Rg7 Bb3 29. f8=Q+ Kxf8 30. Kf6 Ke8 31. Re7+ Kd8 Draw.

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.

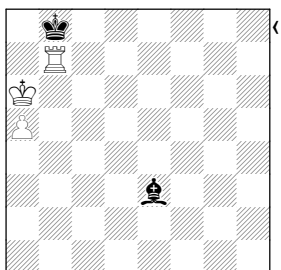
[Bad is 6. Bc7 due to 6... Ra2!; or 6. Bd6 Rb2! 7. Bg3 Kg4! , and Black wins.]

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.

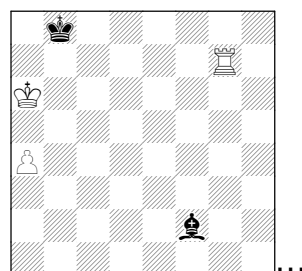
[All other moves lose, for example 1... Ka8? 2. Re7 Bf4 3. Re8+ Bb8 4. Kb5 Kb7 5. Re7+ Ka8 6. Kb6! (White advances his pawn to a7, which

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

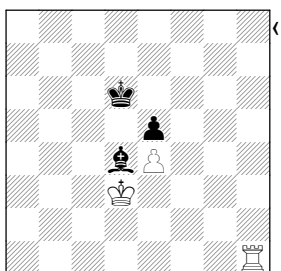
[5... Ka8 6. a5□]

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.

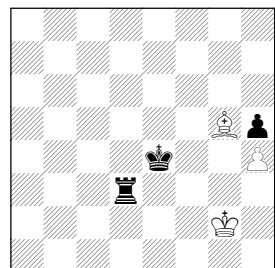
Rh7+ Kf6

[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



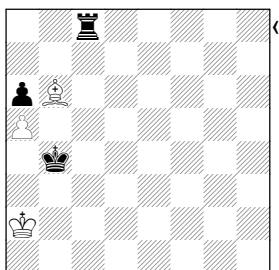
Here Rubinstein played 1... Kf5? , which could have led to a draw.

[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

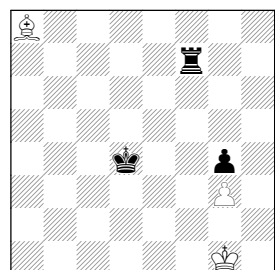
[Or 17. Bb4 Rb5 18. Bc3 Rb3°]

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

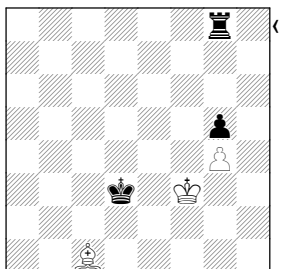


The defender has much more drawing chances when his pawn is placed on a square of the opposite color to that of the bishop.

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

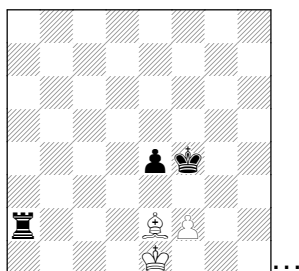
Black is unable to deprive the white bishop of all its squares. 6... Kc5 7. Kf2 Kd4 8. Bc6 Draw.

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.

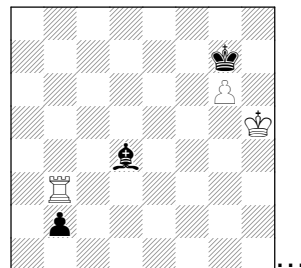
Averbakh Yuri L (RUS) 10



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.

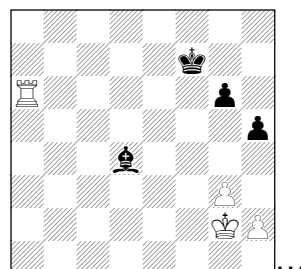
Lukin A. - Panchenko A., Cheliabinsk, 1975



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. !f7! 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.

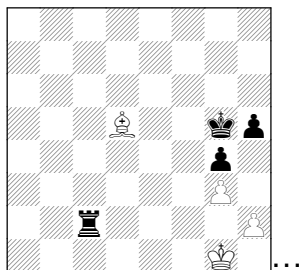
[The draw could have been achieved by 6... Kf6 7. Rf4+ Kg7=]

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!

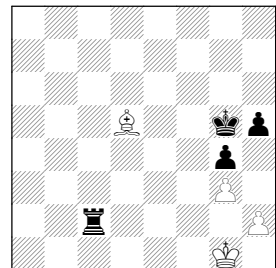
[1. Be4 is also possible.]

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

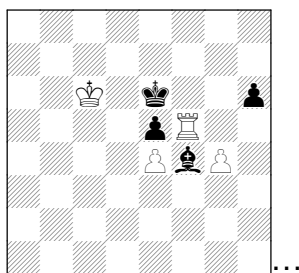


Black to play wins easily, because after 1... h4 2. gxh4+ Kxh4 White is deprived of 3. ♜c4, and so he is unable to transfer his bishop to the f1-a6 diagonal. 3. Be4 Rd2 4. Bg2 Rb2 5. Kf1

[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.

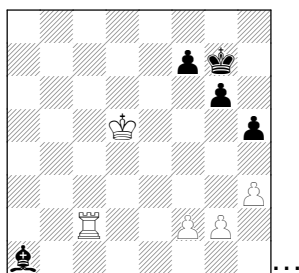
[A draw results from the following interesting line: 1. Rf8 Ke7 2. Ra8? (2. Rf5) 2... Kf6! 3. Kd6 Kg5! 4. Rg8+ Kh4 5. Ke6 Kg3 6. Kf5 Kf3 7. Rg6 Ke3! (but not 7... Kg3 8. g5!□) 8. Re6 Kf3! , and his active king secures Black equal chances.]

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!

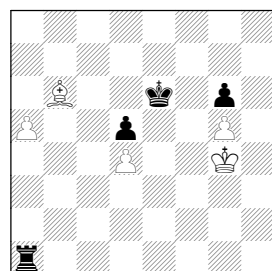
[Bad is the preliminary 17. Kf7? h4! 18. Rd2 Be3 19. Rd6 (19. Rd3 Bc1) 19... Kg5 20. Rxd6+ Kf4]

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

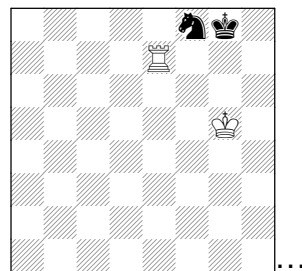
[17. Kh4 Kf3!]

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°]

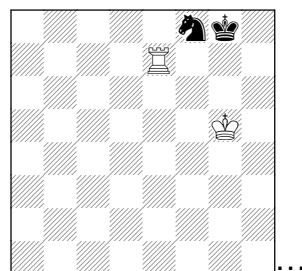
23... Rc6! 24. Kf3! Re6 25. Bb6 Rh6 26. Kg3 Rc6! 27. Bc5 g4 28. Kf2 Kf4 29. Kg2 Re6 White resigned.

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+□]

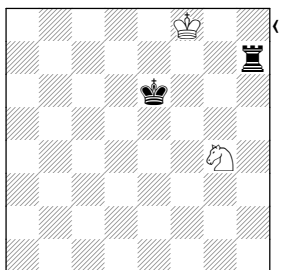
2. Kg6 Nf8+ 3. Kh6 Kh8 4. Rf7 Kg8 5. Rg7+ Kh8 6. Rg1 There is nothing better. 6... Nd7! The only move.

[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;

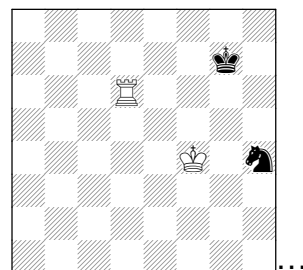
or 3. Ng2 Kf6 , and the knight perishes.]

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

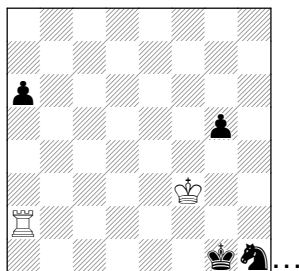
[Or 4... Ne3+ 5. Kf4 Nc2 6. Rc4 Na3 7. Rc5 Kf6 8. Ke4 Ke6 9. Kd3 Kd6 10. Ra5□]

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.

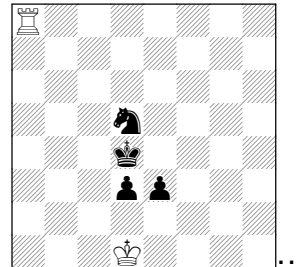
[He could have won by exploiting an awkward position of the h1-knight: 1. Ra4! a5 (or 1... Kh2 2. Rg4! Kh3 3. Rxc5 Kh2 4. Rg8 , winning) 2. Rc4! (but not 2. Rd4? Nf2!=) 2... Kh2 (no better is 2... g4+ 3. Rxc4+ Kf1 4. Ra4 Kg1 5. Rxa5 Kh2 6. Rg5□) 3. Rg4 a4 4. Rg2+ Kh3 5. Rxc5 Kh2 (5... Kh4 6. Rg8) 6.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

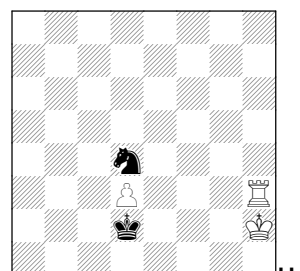
Theoretical ending 1. Rd8!

[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

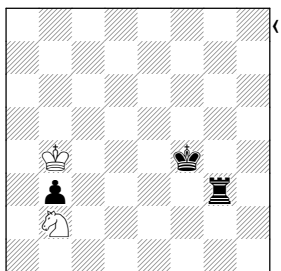


ROOK AND PAWN AGAINST KNIGHT OR KNIGHT WITH PAWNS

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



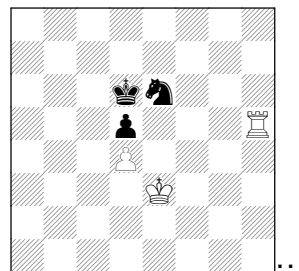
Black's rook is tied to the defense of the b3-pawn, while the king is unable to help.

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.

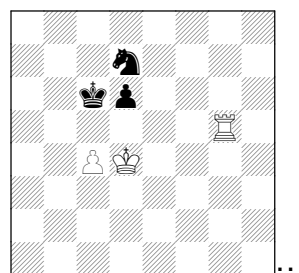
Example 46



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



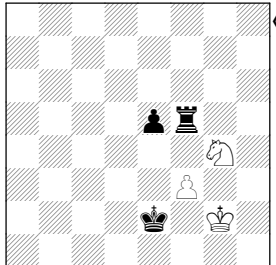
Theoretical ending

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.**

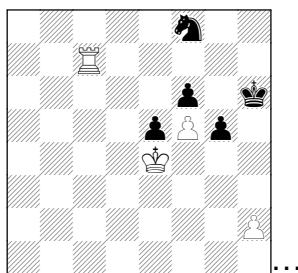
Oganian - Lagunow A.,URS,1986



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

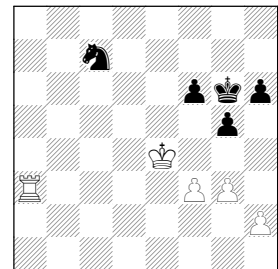
With more pawns on the board the

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.

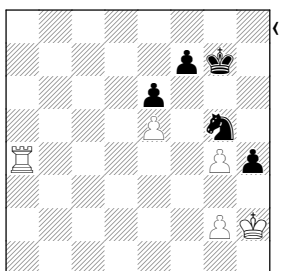
Dobosz H. - Hassenruk,Dortmund,1976



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. Rxc7+! Kxc7 6. f5 g4 7. Kd5 Black resigned.

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



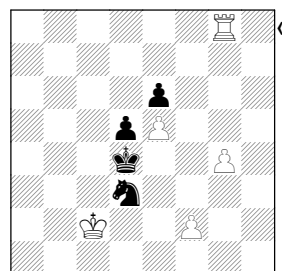
In some cases the defender manages to set up a fortress.

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.

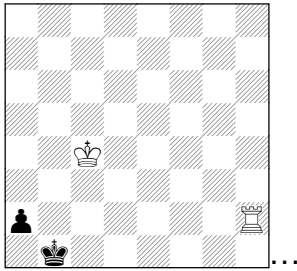
Rubzova T. - Dubinsky I., Petersburg, 1995



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.

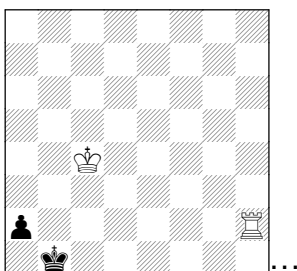
ROOK AGAINST PAWNS



ROOK AGAINST PAWNS

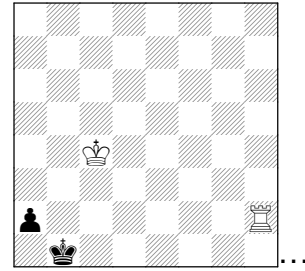
The struggle between rook and pawns is always sharp and dynamic; the result often depends on just one tempo, so the exact calculation is needed. Knowledge of typical methods, which are examined further, allows one to quicker find correct plans and moves.

ROOK AGAINST PAWN



ROOK AGAINST PAWN

Pawn on the 2nd rank

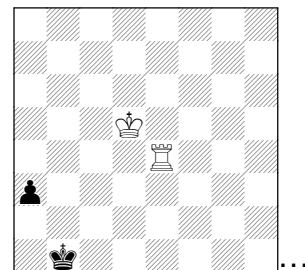


Pawn on the 2nd rank

In this case a draw is a usual result, but the exceptions do exist.

1. Kb3 a1=N+ 2. Kc3 Zugzwang. White wins the knight.

Stamma F



1. Kc4 a2 2. Kb3 a1=N+

[2... a1=Q 3. Re1#]

3. Kc3 Nc2

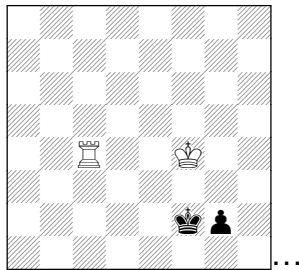
[Or 3... Ka2 4. Rb4 Ka3 5. Rb2]

4. Re2 Na3

[4... Na1 5. Rh2]

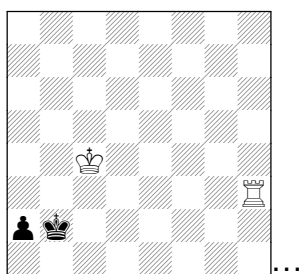
5. Kb3 , and White wins. Promotion to a knight does not save the defender only in the case of a rook's pawn; with all other pawns it secures a draw.

Example 47



1. Rc2+ Kf1
[Even simpler is 1... Kg1! 2. Kg3 Kh1!
3. Rxc2 - stalemate.]
2. Kf3 g1=N+ 3. Ke3
[3. Kg3 Ne2+=]
- 3... Nh3 4. Rh2 Ng1! with a draw.
[But not 4... Ng5? (Black should not
take away the knight from the king) 5.
Rh5 , and White wins (5. Rh6! is also
winning)]

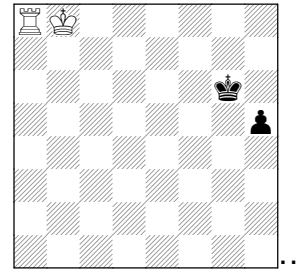
Example 48



1. Rh2+ Ka3!
[1... Kb1 2. Kb3□]
2. Rh3+ Kb2 with a draw, because an
attempt [...]
- [3. Kb4 a1=Q 4. Rh2+ Kb1 5. Kb3 fails

due to 5... Qa8! , and it is Black who
wins.]

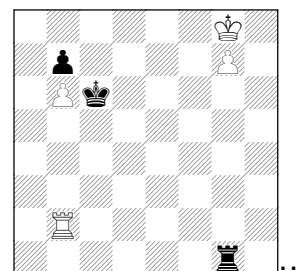
King is cut off beyond the 5th rank



King is cut off beyond the 5th rank

After 1. Ra5! Black loses. As soon as
the pawn reaches h3, White wins it by
la3.

Palatnik S. - Panchenko A., Moscow, 1982

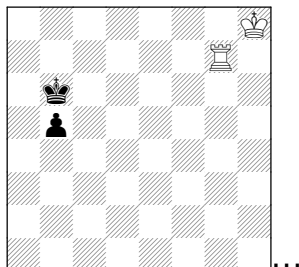


By cutting off the opponent's king beyond
the 5th rank, White could have won in the
following position.

1. Rf2! Kxb6 2. Rf5! Ka6
[After 2... Kc6 3. Kf7 b5 4. g8=Q Rxc8
5. Kxc8 the rook cuts off the king
beyond the 5th rank.]
3. Kf7 (threatening 4. lf6 followed by 5.

!g6) 3... Rxg7+ 4. Kxg7 b5 5. Kf6 Ka5 6. Ke5 , and White wins.

Maizelis I

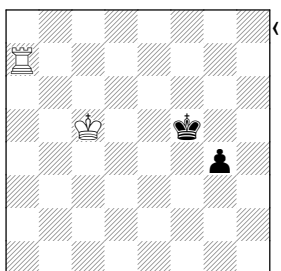


1. Rg5! (White's only chance) 1... Ka5 2. Kg7 Kb4! Only this move leads to a draw.

[The natural 2... Ka4 loses due to 3. Kf6□]

3. Kf6 Kc4 4. Ke5 b4 5. Ke4 b3 6. Ke3 b2 7. Rg1 Kc3! with a draw.

"Shoulder-charging"



"Shoulder-charging"

This important device is often employed in many types of endings: pawn, knight,

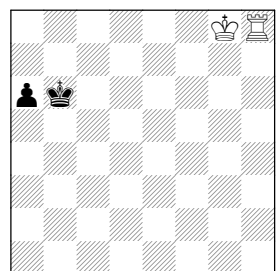
rook, and others.

Black draws by the only move 1... Ke4! , shoulder-charging the white king from the g4-pawn.

[Hopeless is 1... Kf4 2. Kd4 Kf3 3. Kd3 g3 4. Rf7+□]

2. Rg7 Kf3 3. Kd4 g3 4. Kd3 g2=

Maizelis I 2

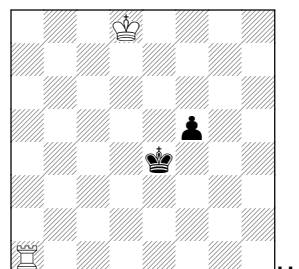


1... Kc5!

[Black loses after both 1... a5 2. Rh5; and 1... Kb5 2. Kf7 a5 3. Ke6 a4 4. Kd5 Kb4 5. Kd4]

2. Kf7 a5 3. Ke6 a4 , and White is deprived of 4. cxd5. Draw.

By-pass

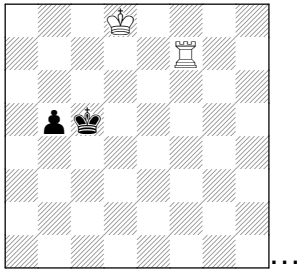


By-pass

White's winning plan involves a by-pass

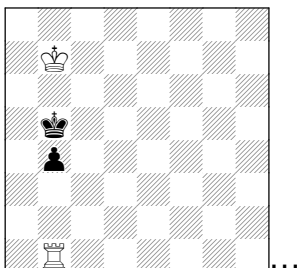
maneuver with the king. 1. Ke7!
 [Only a draw results from 1. Kd7 f4 2. Ke6 f3 , and so on.]
 1... f4 2. Kf6 f3 3. Kg5 Ke3 4. Kg4 , and White wins.

Botvinnik Mikhail (RUS)



1. Rb7! White's winning plan consists of two steps: the rook attacks the enemy pawn from the rear; the king makes a by-pass maneuver. 1... b4 2. Kc7! Kc4 3. Kb6 b3 4. Ka5 , and White wins.

Example 49



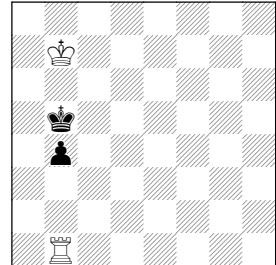
Position of mutual zugzwang

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

1. Ka7
 [or 1. Kc7 Kc5! =]

1... Ka5!

Example 50

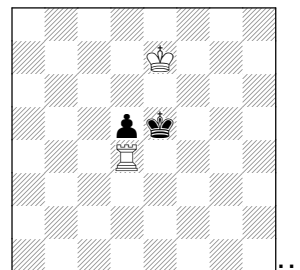


If it is Black to move, White wins by a by-pass. 1... Kc5

[or 1... Ka5 2. Kc6! □]

2. Ka6! □

Reti Richard 3



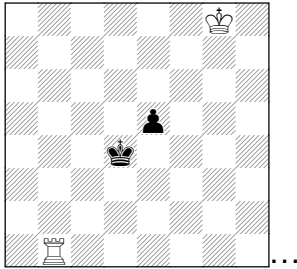
1. Rd2!

[Or 1. Rd3;

but not 1. Rd1? d4 2. Kd7 Kd5! with a draw.]

1... d4 2. Rd1! Now Black is in zugzwang, and White wins.

Intermediate check



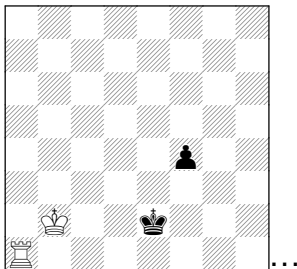
Intermediate check

Intermediate check is an important device in rook vs. pawns endings; it allows either to gain a tempo, or to determine the position of the opponent's king.

1. Rd1+! Ke3 2. Re1+ Kd4 3. Kf7

White has gained a tempo, and now his king succeeds in stopping the black pawn.

Example 51

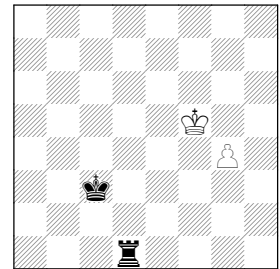


1. Kc1 f3 2. Ra2+! (intermediate check)
2... Ke1

[2... Ke3 would be met by 3. Kd1 f2 4. Ra3+ Kf4 5. Ke2□]

3. Ra8 , and White wins.

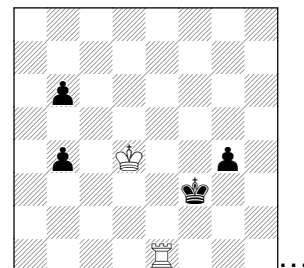
Trepp - Hecht H., Luzerne, 1985



1... Rf1+! 2. Ke5 Rg1 3. Kf5 Kd4 4. g5
Kd5 5. Kf6 Kd6 6. g6 Rf1+ 7. Kg7 Ke7 8.
Kh7 Kf6 9. g7 Rh1+ 10. Kg8 Kg6 11. Kf8
Rf1+ 12. Kg8 Rf3 White resigned. [...]

[13. Kh8 Rh3+ 14. Kg8 Rh7°]

Adams M. - Kramnik V., Moscow, 1994

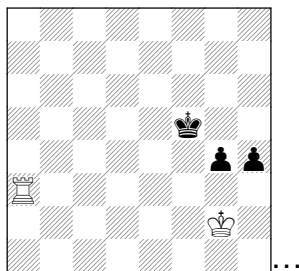


An intermediate check can also lead to a victory in endings, where the defender has many pawns. 1. Rf1+! Kg2

[Or 1... Ke2 2. Rg1! Kf3 3. Kd3 g3 4. Rf1+ Kg2 5. Ke2 b3 6. Rb1! Kh2 7. Kf3 , winning.]

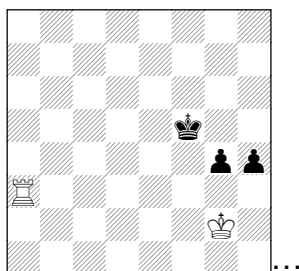
2. Rf4 g3 3. Ke3 Kh2 4. Rg4! b3 5. Kf3 b2
6. Rb4 , and White wins.

ROOK AGAINST TWO PAWNS



ROOK AGAINST TWO PAWNS

Pawns connected



Pawns connected

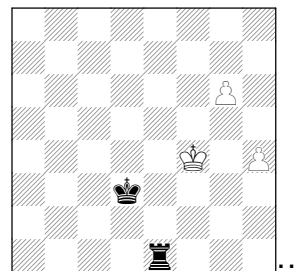
If the stronger side's king is in front of the pawns, a win is easy.

1. Ra4

[White wins even simpler by attacking the pawns from the rear: 1. Ra8 Kf4 2. Rf8+ Kg5 3. Rh8! , winning.]

1... Kg5 2. Kf2 Kh5 3. Ke3 h3 4. Kf2 Kh4 5. Rb4□ But if the pawns have advanced far, and the opposing king is far away from them, then, as a rule, the rook is powerless to stop the pawns.

Kozma - Demeter, Czechoslovakia, 1975



White wins, but exact play is demanded.

1. h5 Kd4

[Or 1... Rf1+ 2. Ke5 Rh1 3. g7! Rxf5+ 4. Kf4 Rh4+ 5. Kf3 Rh3+ 6. Kg2 , winning.]

2. h6

[Bad is 2. g7? because of 2... Rf1+ 3. Kg5 Ke5! 4. Kg6 Rg1+ 5. Kf7 Rf1+ 6. Ke7 (6. Kg8 Rh1; 6. Ke8 Rg1 7. h6 Kf6 8. Kf8 Ra1=) 6... Rg1 7. h6 Rg6! with a draw.]

2... Rf1+ 3. Kg4!

[The only way. If 3. Kg5? , then 3... Ke5 4. h7 Rg1+ 5. Kh6 Rh1+ 6. Kg7 Kf5=]

3... Ke4

[After 3... Rg1+ the win is achieved in a study-like way: 4. Kf5 Rf1+ 5. Ke6 Rh1 6. h7! (but not 6. g7? due to 6... Rxf6+ 7. Kf5 Rh5+ 8. Kf4 Rh1!) 6... Ke4 7. Kd6! (7. Kf7 Kf5) 7... Kd4 8. Kc6! (8. Kd7? Ke5 9. Ke7 Kf5=) 8... Kc4 9. Kd7 Kd5 10. Ke8 Ke6 11. g7□]

4. h7!

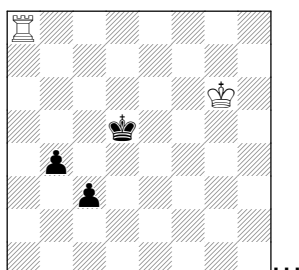
[It was not too late to miss the win: 4. g7? Rg1+ 5. Kh3 Kf3 6. Kh2 Rg6! 7. h7 Rh6+ 8. Kg1 Rg6+ 9. Kf1 Ra6 10. Ke1 Ke3 11. Kd1 Kd3 12. Kc1 Kc3 13. Kb1

Rb6+!=]

4... Rg1+ 5. Kh3 **Black resigned.**

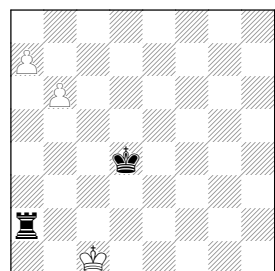
In the following ending Black could have won in a similar way, but... agreed to a draw.

Petrosian A. - Tseshkovsky V.,URS,1976



1. Kf5 Here the players agreed a draw. Still, Black could have won by 1... b3! 2. Rd8+ Kc5! 3. Rc8+ Kd4 4. Rd8+ Ke3 5. Rb8 b2 6. Ke5 Kf3! 7. Kf5 Ke2 8. Ke4 Kd1 9. Kd3 c2 10. Rh8 c1=N+! By the way, the same position with colors reversed occurred in the game Tarrasch - Janowski (Ostende 1907), which was won by Tarrasch. In endings of this type the defender succeeds to save only if the opponent's king is poorly placed on the edge of the board.

Keres P. - Eliskases E.,Nordwijk,1938



1... Kc3! 2. Kb1

[Or 2. Kd1 Kd3=]

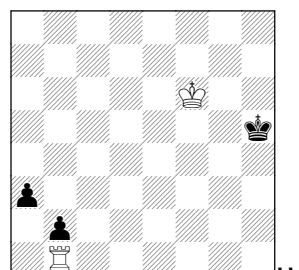
2... Ra6

[Also possible is 2... Ra5=]

3. b7 Rb6+ 4. Kc1 Rh6! A draw was agreed in view of [...]

[5. Kd1 Kd3 6. Ke1 Ke4 7. Kf1 Kf3 8. Kg1 Rg6+ 9. Kf1 Rh6!=]

Horvits B, Kling I 2



1. Kf5 Kh4

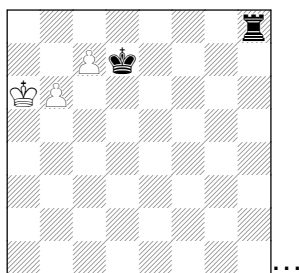
[Useless is 1... Kh6 2. Kf6]

2. Kf4 Kh3 3. Kf3 Kh2 4. Ke3! Kg2

[4... Kg3 5. Rg1+ Kh2 6. Rb1=]

5. Kd3 Kf3 6. Kc3 **Draw.**

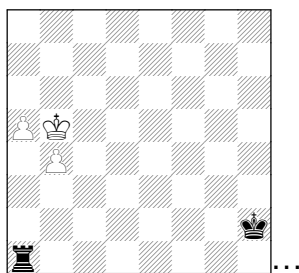
Example 52



Several interesting positions

1. Ka7 Kc6 2. c8=Q+ Rxc8 3. b7 Rc7 4. Ka8 Rxb7 **Stalemate.**

Maroczy G. - Tarrasch S., San Sebastian, 1911



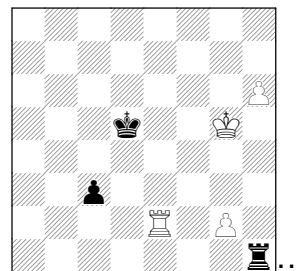
Variation from the game

1. Ka6!

[White fails to win after 1. a6? Kg3 2. Kb6 Kf4 3. b5 Ke5 4. a7 (no better is 4. Ka7 Kd6 5. b6) 4... Kd6 5. Kb7 Kc5 , with a draw.]

1... Kg3 2. b5 Kf4 3. b6 Ke5 4. b7 Rb1
Black is forced to lose a tempo. 5. Ka7 Kd6 6. b8=Q+ Rxb8 7. Kxb8 , and the a-pawn promotes. In the following ending White could have won by using this typical device.

Rivas P. - Gelfand B., Dos Hermanas, 1994

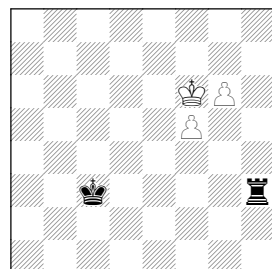


White could have won by 1. g4

[Instead, he played 1. Kg6 , which has led to a draw.]

1... Kd4 2. Kg6 Kd3 3. Rg2 c2 4. Rxc2 Kxc2 5. g5 Kd3 6. Kh7! □

Example 53



Theoretical position

1... Rf3! The only move.

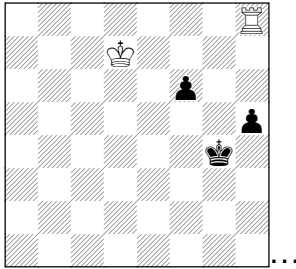
[Black loses after 1... Kd4 because of 2. Kg7! Ke5 3. f6 Ke6 4. f7 □]

2. Ke5

[Or 2. g7 Rg3 3. Kf7 Kd4 4. f6 Ke5 with a draw.]

2... Rg3 3. f6 Rg5+!=

Pawns separated

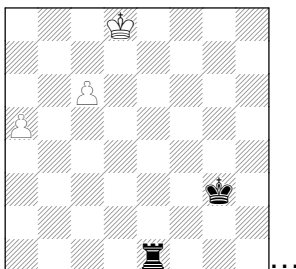


Pawns separated

When the pawns are separated, the result depends to a great extent on the placing of the opposing king.

The h-pawn is White's main enemy, while the f-pawn is not dangerous. 1. Ke6 h4 2. Kd5! (this is the point) 2... Kg3 3. Kd4 h3 4. Ke3 Kg2 5. Ke2 h2 6. Rg8+ Black resigned.

Berger I



White wins if he manages to advance both his pawns to the 7th rank. 1. a6! Rd1+

[Or 1... Ra1 2. c7 Rd1+ 3. Ke7 Rc1 4. Kd7! Rd1+ 5. Ke6 Re1+ 6. Kf6 Rf1+ 7. Kg6 Rc1 8. a7 , and White wins.]

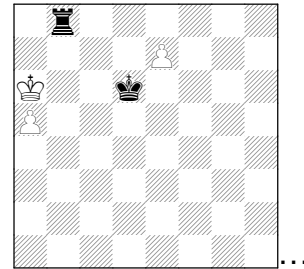
2. Kc8 Ra1 3. Kb7! Rb1+ 4. Ka8 Rc1 5.

a7! Kf4

[5... Rxc6 6. Kb7]

6. Kb7 Rb1+ 7. Ka6 Ra1+ 8. Kb6 Rb1+ 9. Kc5 Ra1 10. c7 Ke5 11. Kc4 Ke4 12. Kc3 followed by 13. c6, and White wins.

Ermeni A. - Tsvetkovic, Skopje, 1991



A draw could have been obtained by 1. Ka7!

[In the game White played 1. e8=Q? Rxe8 2. Kb7 Kc5 3. a6 Re7+ , and Black have won.]

1... Re8 2. Kb6!

[But not 2. a6? Kc5 3. Kb7 Rxe7+°]

2... Rxe7 3. a6 Re1 4. Kb7! The only move.

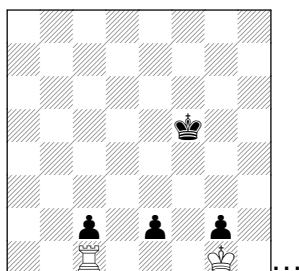
[Bad is 4. a7? Rb1+ 5. Ka6 Kc7 6. a8=N+ Kc6 7. Ka7 Rb2°]

4... Kd7

[Or 4... Kc5 5. a7 Re7+ 6. Ka6!=; 4... Rb1+ 5. Kc8!]

5. a7 Rb1+ 6. Ka8 with a draw.

ROOK AGAINST THREE OR FOUR PAWNS



ROOK AGAINST THREE OR FOUR PAWNS

In such endings the side with the rook wins extremely rarely. Let us examine several theoretical and practical examples.

1. Kf2!

[Erroneous is 1. Kxg2? Ke4 2. Kf2 e1=Q+! , and Black draws: 3. Kxe1 (or 3. Rxe1+ Kd3 followed by 4... cxd2=) 3... Kd3 (White is in zugzwang) 4. Ra1 Kc3=]

1... Ke4 2. Kxe2 Kd4 3. Rg1

[Nothing is achieved by 3. Kd2 Ke4=]

3... Ke4

[Or 3... Kc3 4. Re1 Kb2 5. Kd2 Kb3 6. Rc1□]

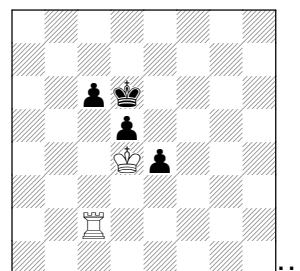
4. Re1! , and White wins in all cases, for example: [...]

[4... Kf4 5. Kf2;

4... Kd4 5. Kd2;

4... Ke5 5. Ke3!]

Cheron A 4



In this position the black pawns have not advanced far, and so White is able to win. 1. Rc3 Kd7

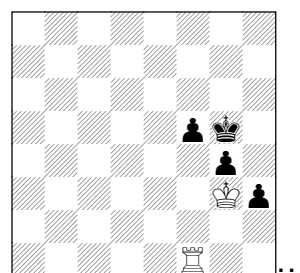
[Or 1... Kc7 2. Rb3 Kd6 3. Rb6 Kd7 4. Ke5 Kc7 5. Rb3 , and the rest is clear.]

2. Ke5 Kc7 3. Rb3 Kd7 4. Rb7+ Kc8!

[4... Kd8 5. Kd6□]

5. Rg7 Kb8 6. Kd6 , and White wins. But moving this position one rank down the board changes the assessment: White is unable to win, no matter on which files the pawns are.

Laza G 2



Black must defend precisely. 1. Rf2 Kg6 2. Kf4 Kf6 3. Ra2 Kf7 4. Ra5

[White cannot take the f5-pawn, since 4. Kxf5 would be met by 4... g3 . Now he threatens to capture the pawn with check.]

4... Kg6 5. Ra6+

[Again, the pawn is immune from capture: 5. Rxf5? h2 6. Rg5+ Kh6 , and Black wins.]

5... Kg7!

[Black loses after both 5... Kh5 6. Rb6 followed by 7. lb8; and 5... Kh7? 6. Kg5 Kg7 7. Rg6+ Kh7 8. Rh6+ Kg7 9. Rh5□]

6. Rb6

[6. Kg5 h2]

6... Kf7 7. Rh6 Kg7 8. Rh5

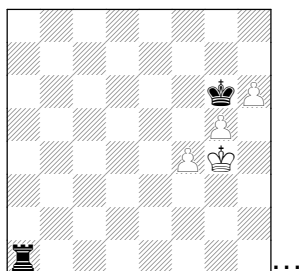
[On 8. Kg5 Black has a strong objection: 8... f4! 9. Kxg4 (9. Rh4? even loses due to 9... f3) 9... Kxh6 10. Kxh3 , with a draw.]

8... Kg6 9. Rg5+

[9. Rh4 Kf6]

9... Kh6 10. Rg8 Kh7 11. Ra8 Kg6 12. Ra6+ Kf7 , and White has achieved nothing. Lack of knowledge of these theoretical positions leads to a defeat.

Kovalevskaya E. - Chen Z.,Moscow,1994



Here White played 1. f5+?

[A draw could have been achieved by 1. Kg3 Rg1+ 2. Kh3 Kf5 3. Kh2 Ra1 4. Kg2!= , as it was shown in the previous example (but not 4. Kg3? Rf1! , and

Black wins)]

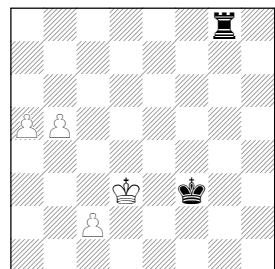
1... Kh7 White resigned in view of the following lines: 2. Kf3

[2. Kh5 Rh1+ 3. Kg4 Rf1;

2. Kg3 Rf1 3. Kg4 Rf2°]

2... Rg1 3. Kf4 Rg2 4. f6 Kg6 5. h7 Rh2 , and all White's pawns perish.

Polgar J. - Short N.,Novgorod,1996



In the game Black played 1... Kf4? and lost.

[After the game Short pointed out a way to a draw: 1... Rd8+! 2. Kc4 Ke4 3. b6 Rc8+ 4. Kb5 Kd5 5. b7 Rxc2 6. Kb6 Rb2+ 7. Kc7 Rc2+ 8. Kd7 Rb2 9. a6 Rb6! 10. Kc7 Rc6+! 11. Kd8 Rd6+ 12. Ke8 Re6+ 13. Kd7 Rb6! , and Black draws.]

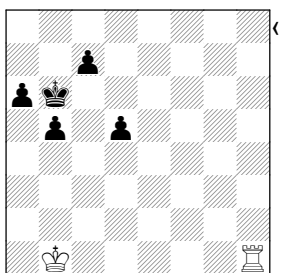
2. Kd4 Kf5 3. Kd5 Rd8+ 4. Kc6 Ke6

[4... Rc8+ loses also in view of 5. Kb7 Rxc2 6. a6 Ke6 7. a7□]

5. a6 Rd6+ 6. Kb7 Rd7+ 7. Kb6 Rd6+ 8. Ka5 Rd7 9. c4! Ke7 10. b6 Rd1 1:0 [...]

[11. b7 Kd7 12. a7□]

Maizelis I 3



As a rule, king and rook are weaker than king with four pawns, and so a draw is good result for the side with the rook.

When the pawns have not advanced far, and the opposing king is in front of them, the draw is usually possible.

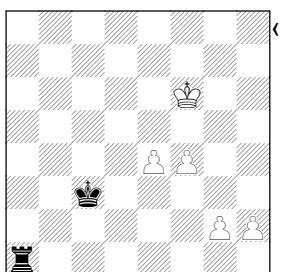
1... b4 2. Kb2 c5

[2... b3]

3. Rh8! , and White draws by checking from the rear and attacking the pawns that are not defended by the king.

[But not 3. Kb3? Kb5]

Euwe M. - Capablanca J.,Karlovi Vary,1929



The white pawns are not advanced far, and so Black manages to save the game.

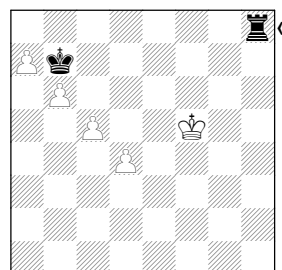
1... Ra6+ 2. Kf5 Kd4 3. e5 Kd5 4. g3

[Or 4. g4 Ra8! 5. h4 Rf8+ 6. Kg5 Rg8+ with a draw.]

4... Ra8 5. Kf6 Ra6+ 6. Kf5 Ra8 The players agreed a draw. [...]

[Tartakower gives the following line: 7. h4 Rg8 8. Kf6 Rxc3 9. e6 Rg4 10. f5 Rxh4 11. e7 Re4 12. Kf7 Kd6 13. f6 Kd7 with a draw; 7. g4 Rf8+=]

Kremenietzky A. - Minasian A.,1992



In this ending Black draws by stalemate.

1... Ka8!

[1... Re8? loses due to 2. Kf6! Ka8 3. d5 (but not 3. c6? Re6+=) 3... Rc8 4. d6 Rxc5 5. d7 Rd5 6. Ke7□]

2. Ke5

[Bad is 2. d5? Rc8 3. c6 (or 3. d6 Rxc5+ 4. Ke6 Rc1=) 3... Rf8+ 4. Ke6 Rf6+!=]

2... Rh5+

[2... Re8+ does not save Black in view of 3. Kd6 Rd8+ 4. Kc7 Rc8+ 5. Kd7 Rc6 (5... Kb7 6. c6+□) 6. b7+□]

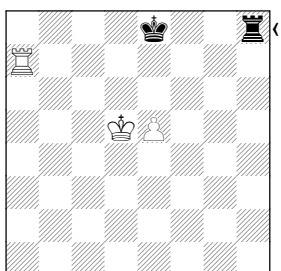
3. Kd6 Rh6+ 4. Kc7 Rh7+ 5. Kc6 Rh6+ 6. Kb5 Rh5! 7. Kb4! The only opportunity to play for a win.

[A draw results from 7. Ka6 Rh6 8. d5

Rxb6+]

7... Rh4 8. Kc4 Rg4 9. Kd3 Rg3+ 10. Ke4 Rc3! 11. Ke5 Rc4! 12. Kd5 Ra4 13. Ke4 Rc4 Black prevents the opponent's pawns from being advanced. 14. Ke5 Kb7! 15. Kd5 Ra4 16. Ke4 Rc4 17. Ke5 Ka8! White is powerless to improve his position. Draw.

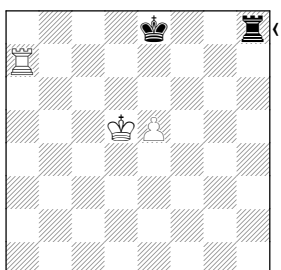
ROOK ENDINGS



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

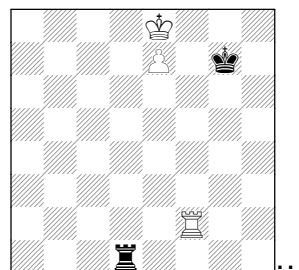
Without a firm knowledge of these basic endings, the understanding of rook endings is impossible. All rook endings most often may transpose into a rook and pawn vs. rook ending. Let us examine the most typical cases.

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.

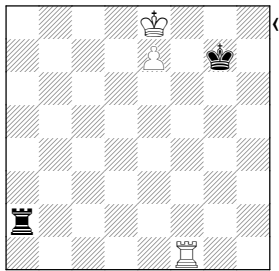
Pawn on the 7th rank



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

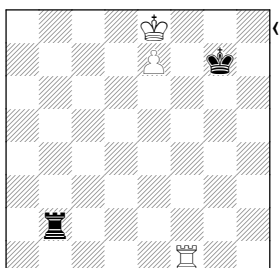


When a pawn is on the 7th rank, a win is possible almost always. In exceptional cases the defender can save the game by checking the opponent's king from the side, provided only that the side is "long".

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

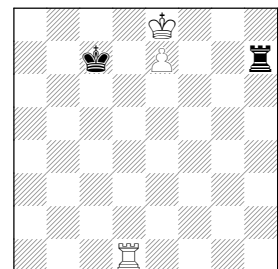


1... Rb8+ 2. Kd7 Rb7+ 3. Kd6 Rb8

[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.

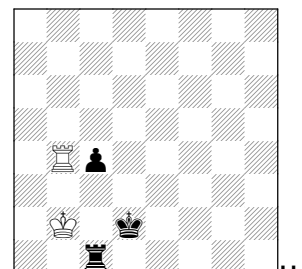
Example 55



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



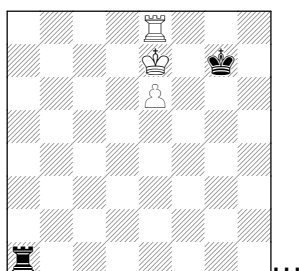
White played 1. Rb8?

[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!

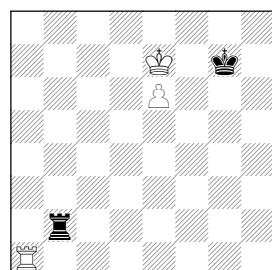
[3... Ra7+? loses due to 4. Ke8!□]

4. Rc6

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

4... Kg7! Draw.

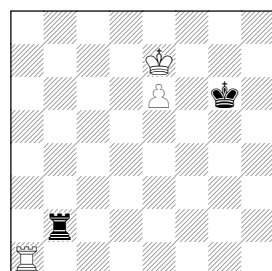
Grigoriev Nikolay (RUS) 8



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



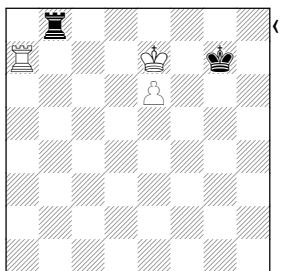
But if the black king is on g6, then White wins.

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

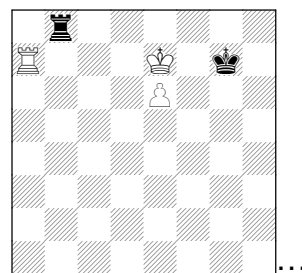
White wins.

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

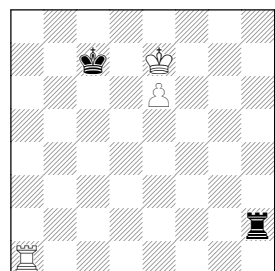


If it is White to play, his task is to give his opponent the move: 1. Kd6+! Kf6

[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



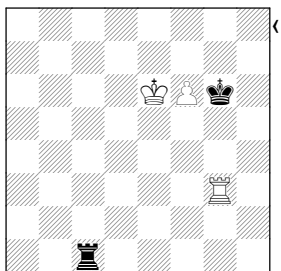
Let us now examine the case when the defender's king is on the long side.

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



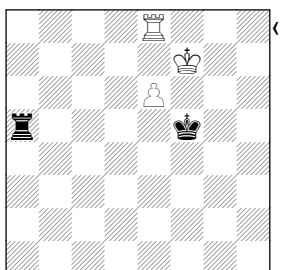
In this position Black, considering his position hopeless, resigned. But he had a simple draw: 1... Kh7 2. f7 Rc8!

Other moves lose. 3. Kd7

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

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

Horvits B, Kling I 3



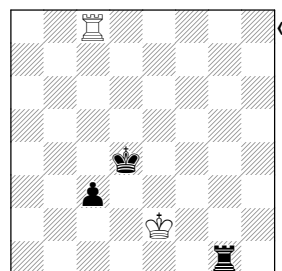
In conclusion, here are two drawn positions with a pawn on the 6th rank.

1... Ra6! 2. e7

[2. Re7 Rb6]

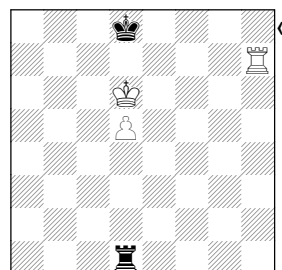
2... Rf6+ 3. Kg7 Rg6+ 4. Kh7 Kf6!=

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=]

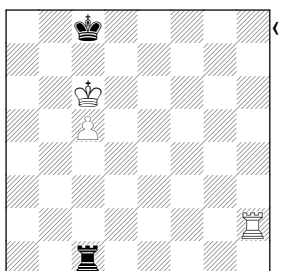
2. Rh8+ Kf7 3. Rd8! (threatening 3. c7)

3... Ra1! 4. Kc7

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

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

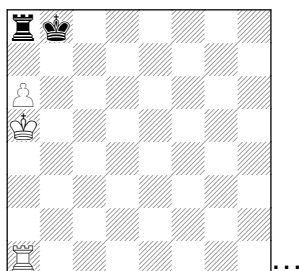
Euwe Max (NED)



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!

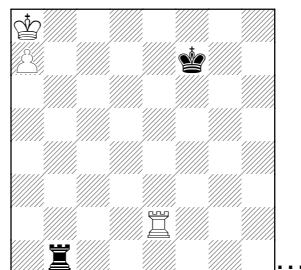
[But not 1. Kb6? in view of 1... Ra7 followed by 2... lb7]

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.

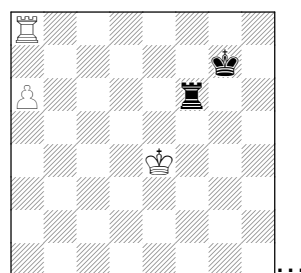
Example 61



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□

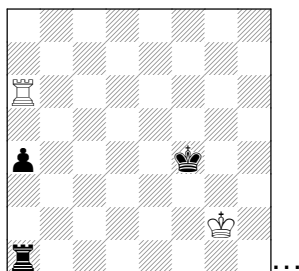
Vancura I



C. Attacking the pawn by the rook

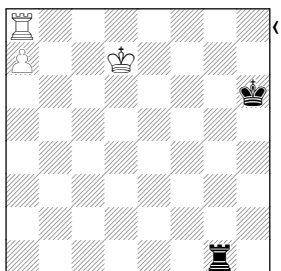
The white rook is tied to the defense of the a-pawn, while an attempt to approach with the king is parried by checks. 1. Kd5 Rf5+ 2. Kc4 Rf6!= This method often occurs in practice.

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

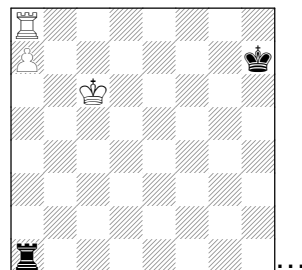


Theoretical position

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.

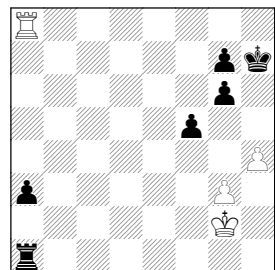
Example 63



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

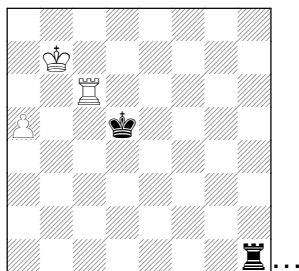
Rf2+ 15. Kg1 Re2 16. Ra8 Kf3 17. Ra3+

Re3 18. Ra1 g2 19. Kh2! (19... ♟g3° was

threatened) 19... Kf2 20. Ra2+ Re2 21.

Rxe2+ Kxe2 22. Kxg2 Draw.

Example 64

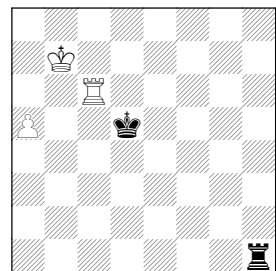


Theoretical position

White's pieces are ideally placed; he
wins, no matter how is to move. 1. a6

Ra1 2. Rb6 Rh1 3. a7□

Example 65

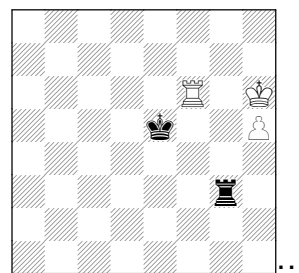


1... Rb1+

[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!

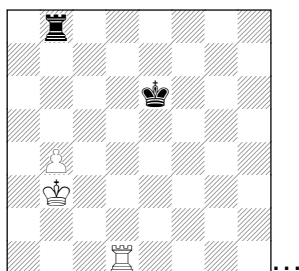
[1... Rh3? loses due to 2. Kg7 Kf5 3.
Rf6+□]

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

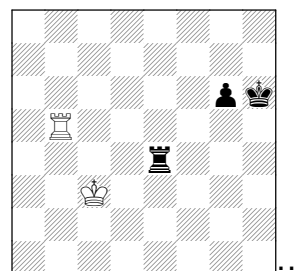
The idea of this method is to prevent the stronger side's king from being advanced by means of frontal checks. The opponent must not be allowed to advance his pawn even one square forward!

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

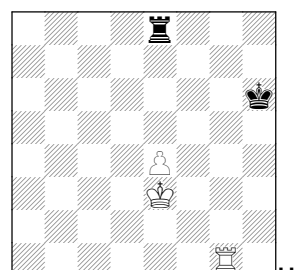


1. Kd3??

[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°

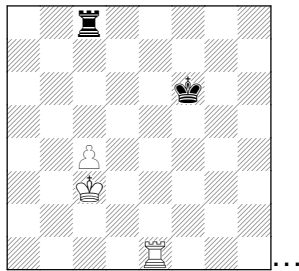
Cheron A 5



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

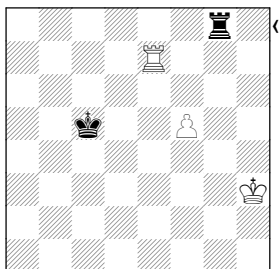
[Or 2... Ra8+ 3. Kb6 Rb8+ 4. Kc7□]

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

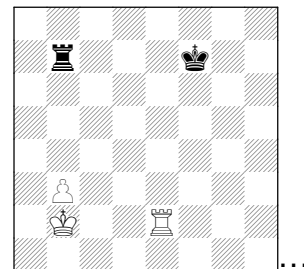


1... Rg5? Although the white pawn has already reached the 5th rank, Black could have obtained a draw by a typical maneuver:

[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



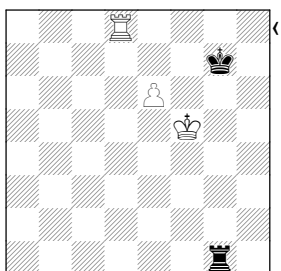
In conclusion let us examine a practical example with a pawn on the 3rd rank.

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!

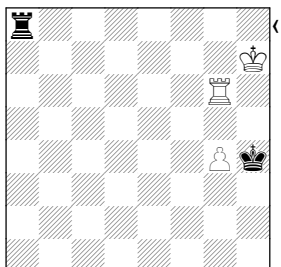
[Black loses after 1... Rf1+? 2. Ke5 Re1+ 3. Kd6 Rd1+ 4. Ke7 Ra1 5. Ke8□]

2. Rd7+

[2. Ra8 Re2=]

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

Tseitlin M. - Lapienis D.,URS,1969

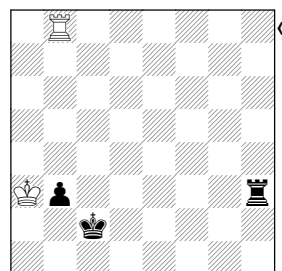


1... Ra4! 2. g5 Kh5! 3. Rg7

[Or 3. Rg8=]

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

Rinck H 2



1... Rg3

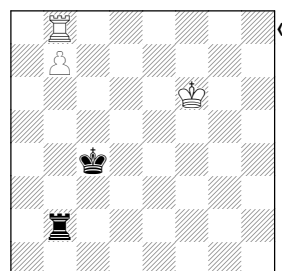
[1... b2+ 2. Ka2=]

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

[3... Rg3 4. Rb8=]

4. Rc4+ Rxc4 Stalemate. Draw.

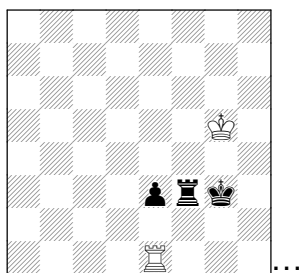
Izenegger S



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

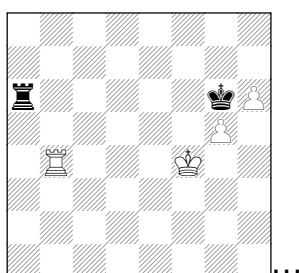
[Or 2... Rf8 3. Re2 Re8 4. Kf4=]

3. Ra3 Rf3

[3... Re2 4. Kf4=]

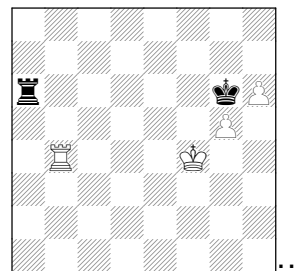
4. Ra2 Kg3 5. Re2! , and Black has
achieved nothing. Draw. To play rook
endings well, one must pay serious
attention to the rook and pawn vs. rook
endings.

ROOK AND TWO PAWNS AGAINST ROOK



ROOK AND TWO PAWNS AGAINST ROOK

Connected pawns

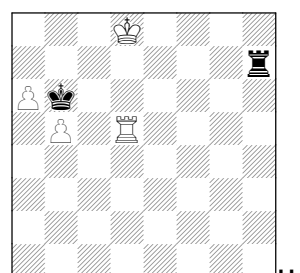


Connected pawns

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=;

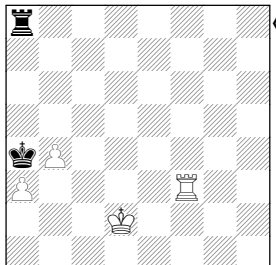
6. Rg6 Rh8+ 7. Kc7 Rh7+ 8. Kd8 Kxb5=]

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+

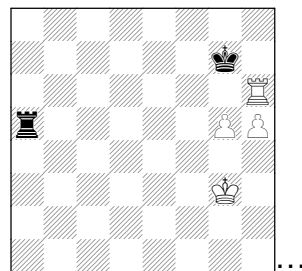
[No better is 2... Kxa3 3. Rf5 Rc8+ 4. Rc5 Ra8 5. Ra5+□]

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.

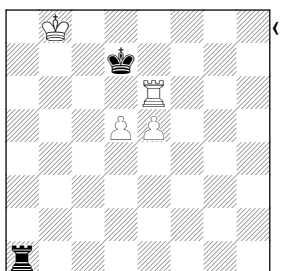
Example 67



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)

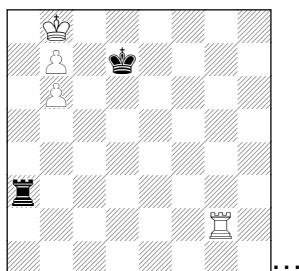


1... Rb1+!

[Bad is 1... Ra5 2. Rd6+ Ke7 3. Kc7□]

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

Doubled pawns



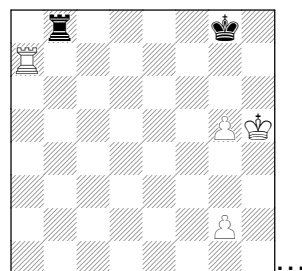
Doubled pawns

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.

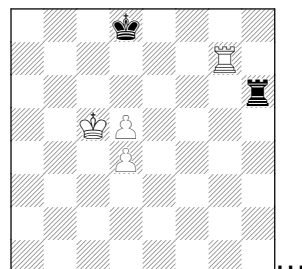
Example 68



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.

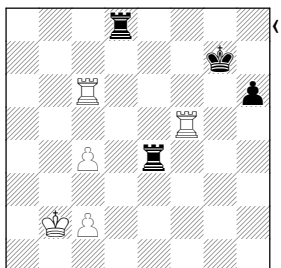
1. Rb7 Rg6 2. Rb6 Rg4! The only move.

[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

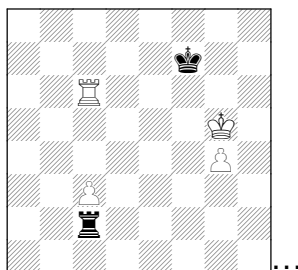


1... Rf8! The simplest. Black easily draws by sacrificing his pawn. 2. Rxf8 Kxf8 3. Rxh6 Ke7!

[But not 3... Rxc4 4. Re6!□]

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

Isolated pawns



Isolated pawns

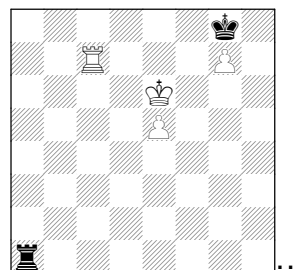
Two isolated pawns normally win. As a rule, one of them is sacrificed, and the other queens.

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]

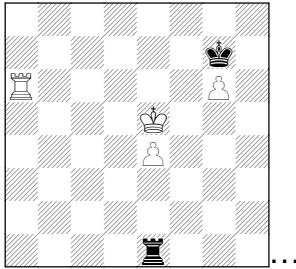
3. Ke7 Ra2 4. Rd1! (the most precise) 4... Re2

[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.

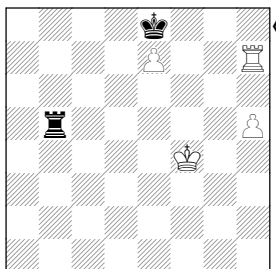
[Bad is 2... Kxg6 3. Ke7+ Kg7 4. e5 Rb1 5. Ra7! ... a6; or 2... Rb1 3. e5 Kxg6 4. Ke7+ Kf5 5. e6 Rb7+ 6. Kf8 Kf6 7. e7+]]

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 ... c7]

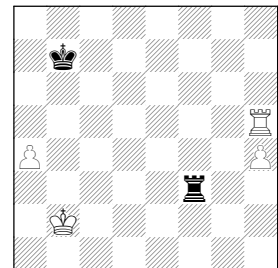
2. Kg4 (threatening 3. l7) 2... Ra4+ 3. Kf5 Ra5+ 4. Ke4

[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!

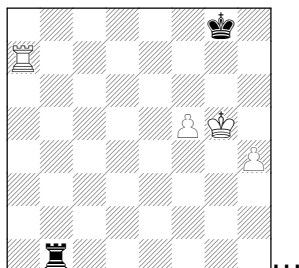
[14... Kxa5? 15. h6]

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

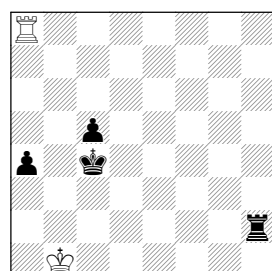
Kxh5=) 8... Kxf5 9. h6 (9. Ra5+ Kg4=) 9... Rg6+ 10. Kh7 Rg1=]

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

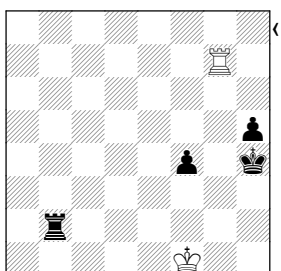
[4... a3 5. Rg8 Rd2°]

5. Ka2 Kc2 6. Rb1

[6. Rb2+ Kd3°]

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

Taimanov M. - Gulko B.,URS,1976

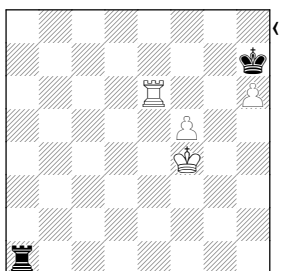


Variation from the game

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



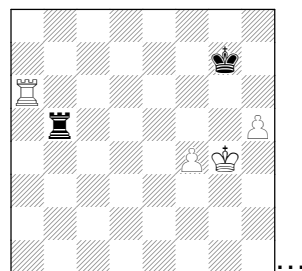
Theoretical ending

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□]

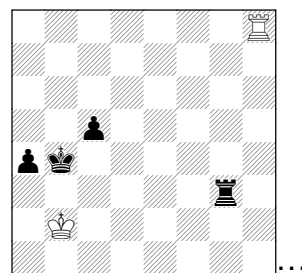
5. Kg5 Rg1+ 6. Kf5 Ra1 7. Rc7+ [7. Rg6+ Kf7=]

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

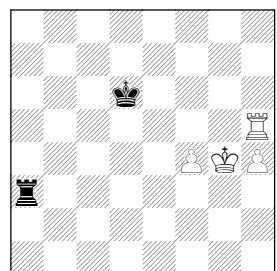
[2. Rh8=]

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?

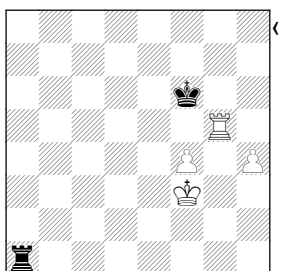
[A draw could have been achieved by
2... Rg3+! 3. Kh6 Kf6 4. Rg5 Rh3 5. h5
Rh1=]

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.

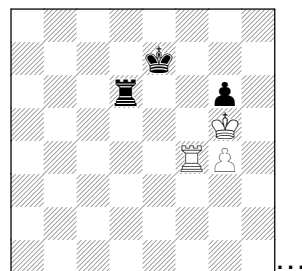
10... Ra5 11. Rd7 Ra1 12. h6
Rg1+ 13. Kf3 Rh1 14. h7 Kf5! 15. Kg3
Ke6 16. Ra7 Kf5 17. Rb7 Kg6

[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+?

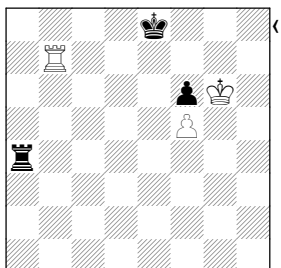
[Black should have sacrificed the pawn in another way: 2... Kf7! 3. Kh7 (3. Ra7+ Kg8=) 3... Rf1 4. Ra7+ Kf6 5. Ra6+ Kf7! 6. Rxg6 Rh1+ 7. Rh6 Rg1 8. Rh4 Kf8 9. Kh6 Kg8 10. g5 Ra1=]

3. Kxg5 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

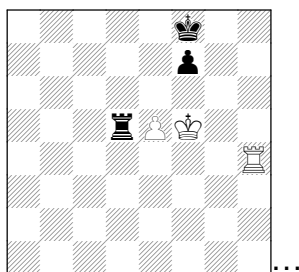


1... Ra6? Senseless, since the f6-pawn is lost in any case.

[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?

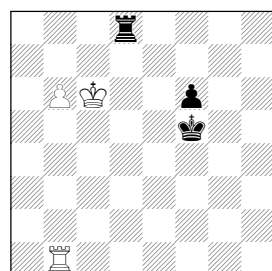
[A mistake in response. Winning is 4. Rh4! Kg8 5. Ke7 Rd5 6. Rg4+ Kh7 7. Kxf7]

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



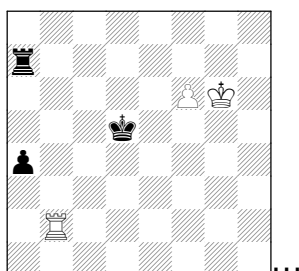
Foreseeing the coming ending with pawn against rook, Black must play accurately.

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

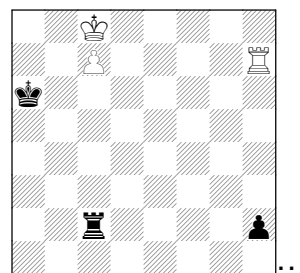
[1... a3 2. f7 Rxf7 3. Kxf7 followed by !a2]

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.

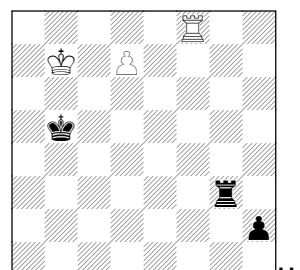
Lasker Emanuel



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



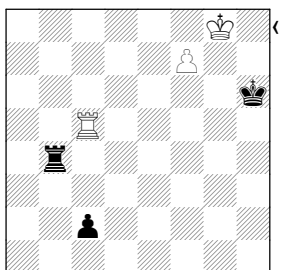
The idea is the same, but the solution is more complicated.

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+]

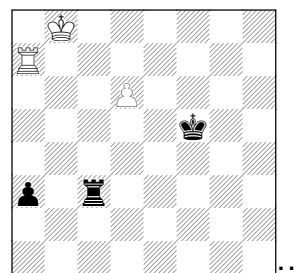
8... Rc2 9. Ke7 Re2+ 10. Kd6 Rd2+ 11. Kc6 Rc2+ 12. Kb5 Rb2+ 13. Ka5 Rd2 14. Rh3+ Ka2 15. Rxh2 , and White wins.

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



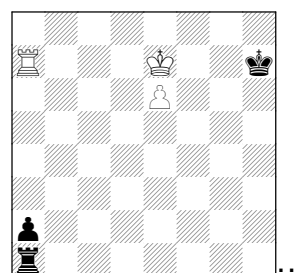
The following original study develops Lasker's theme.

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.]

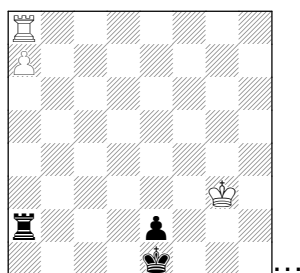
5. Kf7 Rf1+ 6. Kg6 Re1 7. Ra4+ Kh3 8. Kf6 Rf1+ 9. Kg5 Rg1+ 10. Kh5 Re1 11. Ra3+ Kg2 12. Rxa2+ Kf3 13. Ra7 Re6! (14. ♔g6 was threatened) 14. Kg5 Ke4 15. Rc7

[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

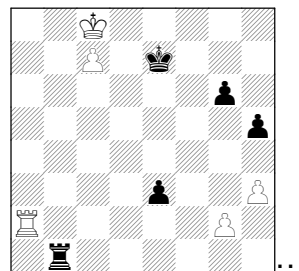


The idea of the rook's transferring to the 2nd (7th) rank is often seen in practice.

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.

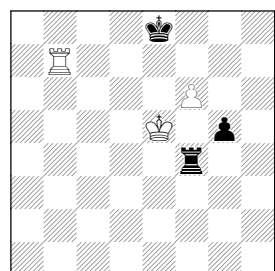
Panchenko A. - Melnikov,1985



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



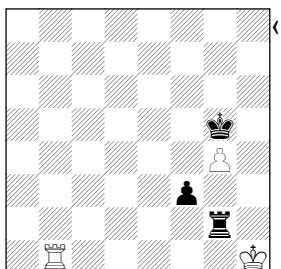
"Hide-away"

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°;

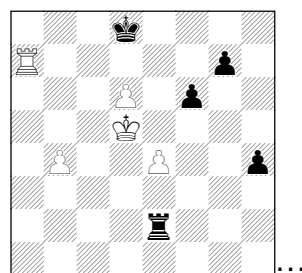
or 2. Rf1 Re2 3. g5 Kg3 4. Rg1+ (4. g6 Rh2+ 5. Kg1 f2+ 6. Rxf2 Rxf2 7. g7 Rg2+ 8. Kh1 Kf3°) 4... Kh3 5. Rf1 f2 followed by 6... !a1°]

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.

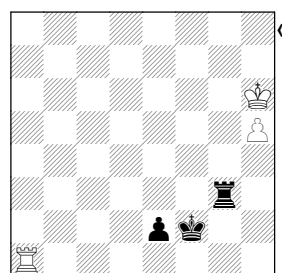
1. e5! fxe5

[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+

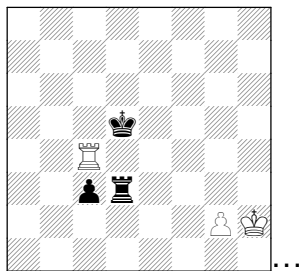
[Now 3. Rxe2 loses in view of 3... Kxe2 4. Kh7 Kf3 5. h6 Kf4 6. Kh8 Kg5 7. h7 Kg6 8. Kg8 Kh6+ 9. Kh8 Ra1°]

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

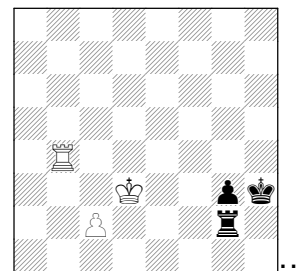
[3. g5 Kd3! 4. g6 Re6 5. Rd8+ Ke2 6. Rc8 Kd2 7. Rd8+ Kc1 8. Rg8 c2 9. g7 Re7! followed by 10...!d7°]

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

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

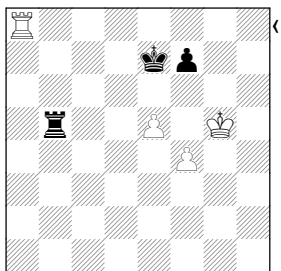
6. g6 Rd6° 7. g7 Rf6+ 8. Kg2 Rg6+ White resigned.

Boleslavsky I. - Saigin V., URS, 1952



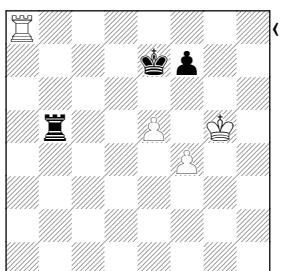
A simple draw could have been obtained by 1. Rb7! There could follow: 1... Rf2 2. Rh7+ Kg2 3. c4 Rf4 (otherwise White plays 4. c4=) 4. c5 Kf3 5. c6 g2 6. Rg7 Rf6 7. c7 Rd6+ 8. Kc4 Rc6+ 9. Kd3 Rxc7 10. Rxc7 g1=Q 11. Rf7+= In the game White preferred 1. lb8 and achieved the draw with great difficulties.

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+?

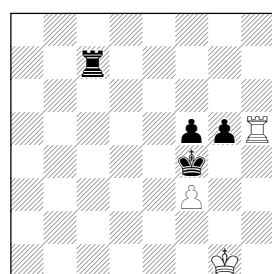
[White could have won by 6. Ra6+ Kf5 7. f7 Rb8 8. Rf6+! Kg4 9. Re6 Kf4 10. Re8 Rb7 11. Kf6 Rxf7+ 12. Kxf7 e4 13. Ke6 e3 14. Kd5 Kf3 15. Kd4 e2 16. Kd3□]

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=]

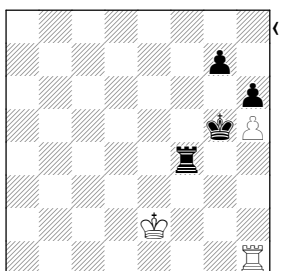
4. Kg2 Rb4 5. Kg1?

[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°]

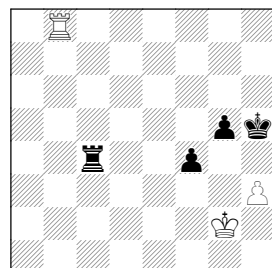
2... Rh4 3. Rg1+ Rg4

[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!

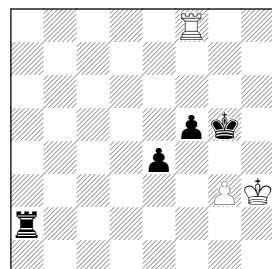
[Weak is 2. Kg1 Kh4 3. Rb3 Re2 followed by Ra3°]

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+

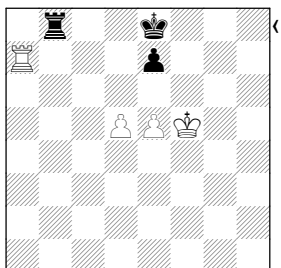
[2... f4 3. Rf5+]

3. Kg3 Re2 4. Re8!

[But not 4. Rg8+? Kf5 5. Rxc4 Rg2+ 6. Kxc2 Kxc4 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.

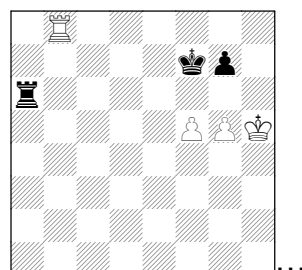
1... Rb6 (2. ♘a6 was threatened) 2. e6! Kd8

[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°;

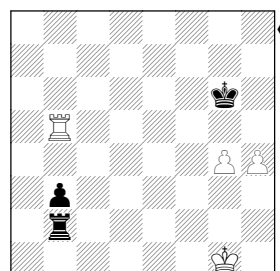
3. Kg5 Ra1 4. Re8+ Kd6 5. Re4 Rg1+ 6. Rg4 Rf1 7. Rf4 Rg1+=]

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.

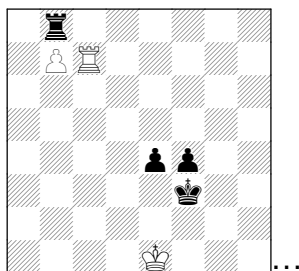
[But not 1... Kf6 2. h5 followed by 3. g5]

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°;

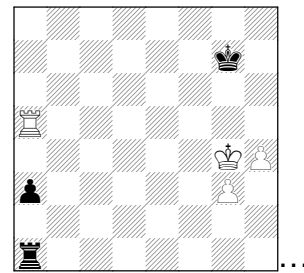
4. Rh6? Rg8 5. Kf1 f3 6. Re6+ Kd4 7. Rd6+ Ke5 8. Rb6 Rb8°]

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

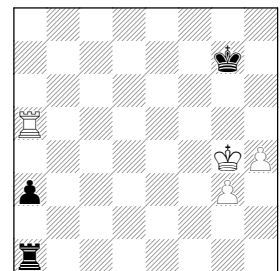
[2... Kf6 3. g5+ Ke6 4. Kg6! □]

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

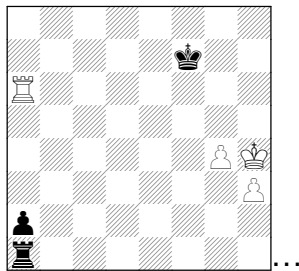


If it is Black to move, White is unable to win.

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

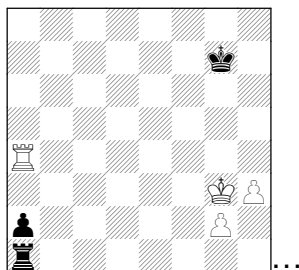


Theoretical position

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. ϕ h7 \square

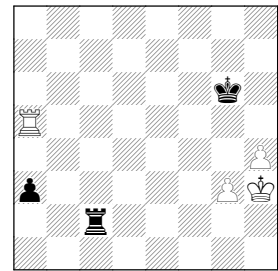
Example 72



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



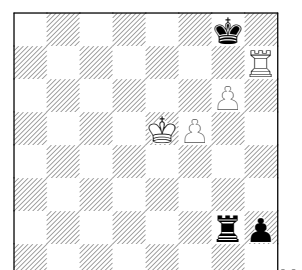
1... Ra2?

[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

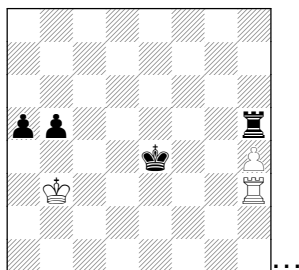
Here too, the rook's positioning to the side of his pawn allows Black to draw.

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=]

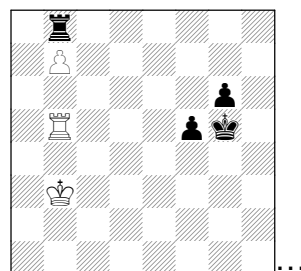
3. Rd4+ Kg3 4. Re4 Rxh4 5. Re5 Rb4+ 6.

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=]

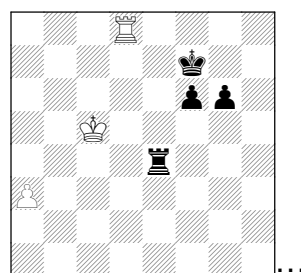
3... g4

[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°]

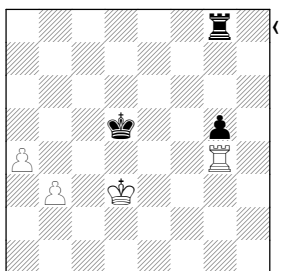
7... Kf4 8. Rf1+! Kg5 9. Ra1 g3 10. Kd3 Kg4

[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.

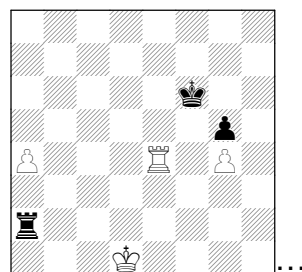
Rg3 (or 6. f4) 6... Kc5) 2... Kb6= Black could have saved the game.]

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



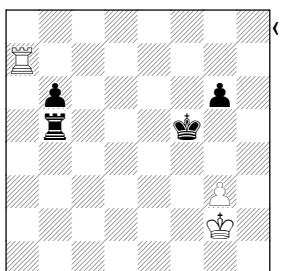
The stronger side's rook defends its pawn horizontally

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.

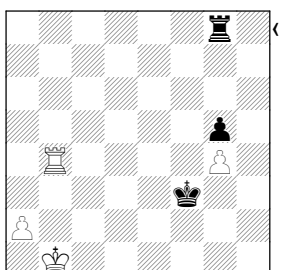
Turos - Minev N., Greece/Bulgaria, 1973



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.

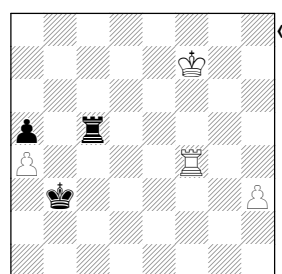
Jussupow A. - Malaniuk V., Moscow, 1983



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



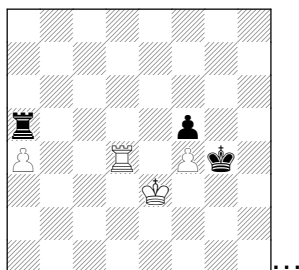
Earlier the idea of the rook exchange was employed in the following game.

- 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



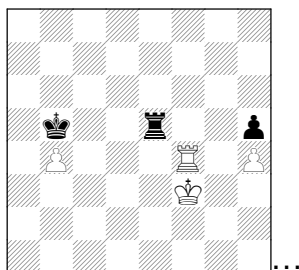
In this position White is unable to utilize his advantage due to the extremely active black king.

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. - Huettemann 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

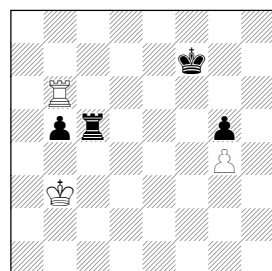
[Or 1... Ka4 2. Kf4 Rb5 3. Rd1! Kb3 (3... Rxb4+ 4. Kg5 Rb5+ 5. Kg6 ... !g1-g5□) 4. Rg1 Kc3 5. Rg5 Rxb4+ 6. Kg3 Rb1 7. Rxh5□]

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 ... If1=) 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°;

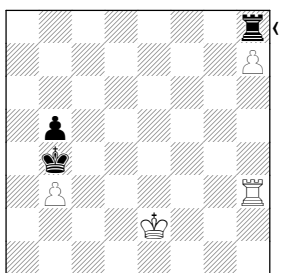
7. Rb1 g4 8. Rb5 g3 9. Kd2 Re4 10. Rb3 Rg4 11. Rb1 g2 12. Rg1 Kg5 13. Ke2 Kh4 14. Kf2 Kh3°]

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



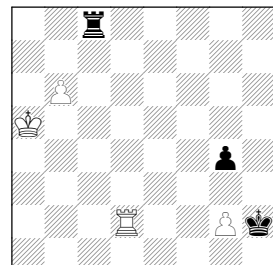
The defender attacks an opponent's pawn and thus ties the opponent's pieces

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.

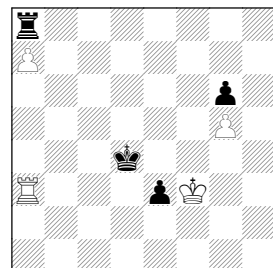
[Bad is 1... g3? 2. b7 Rf8 3. Rb2! , and White wins.]

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

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

5... Rf8 6. Rc8 Rf2 7. b8=Q Rb2+ 8. Kc4 Rxb8 9. Rxb8 Kxg2 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!

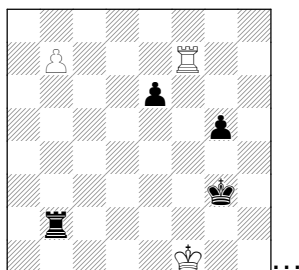
[Black loses after both 7... Re8+? 8. Kd5 Ra8 9. Ke6□; and 7... Kh5? 8. Kf4 Kh4 (8... Rf8+ 9. Kg3 Ra8 10. Kh3!□) 9. Ra1 Rf8+ 10. Ke5 Ra8 11. Kf6□]

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

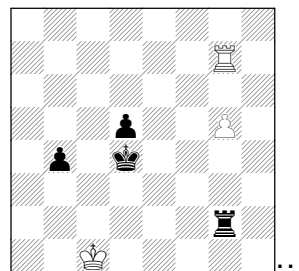
[3... e4 4. Rf7!= (but not 4. Rxe4 Rxb7°)]

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!

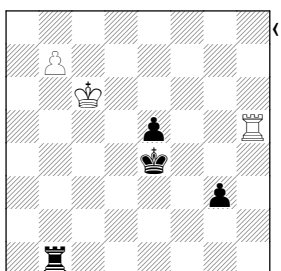
[Losing is 2. Rg8? due to 2... d4 3. g7 b3 4. Rb8 Rg1+! 5. Kb2 Rxc7 6. Rxb3+ Kd2 7. Rh3 Rb7+°]

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;

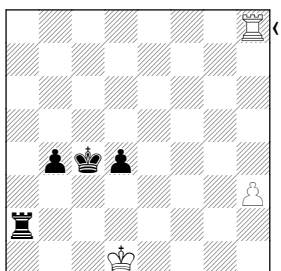
2) the weaker side's pawn is not advanced far.

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°

Karastoichev 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)°]

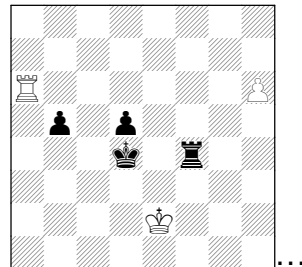
2... Kc3 3. Rc8+ Kb3 4. Rh8 d3 Black's plan is simple: to check the white king by playing d2, and, in response to cxd1, to advance the other pawn to b2. 5. h4 d2+ 6. Kd1 Kb2 7. h5 b3 8. h6 Kb1 9. Rb8

[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!

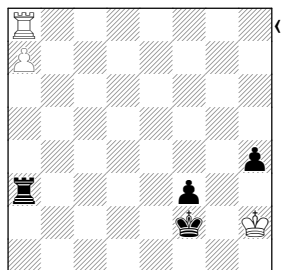
[Losing is 9. Rd8? Rxh7 10. Rxd4+ Kc3! 11. Rd1 Kc2°]

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!

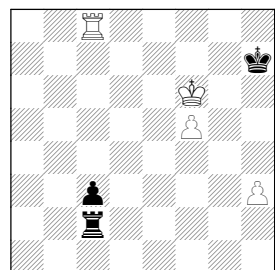
[7... Ra3? 8. Rb8! Rxa7 9. Rb1+ Ke2 10. Rb2+ Ke3 11. Rb3+ Ke4 12. Rb4+ Kd3 13. Rb3+ Kc4 14. Rf3 Ra2 15. Kg2=]

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

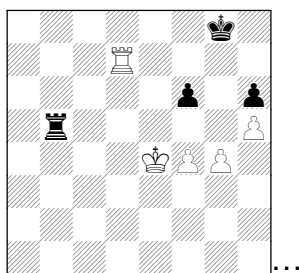
[A beautiful draw results from 13. Ke7 Re1+ 14. Kf6 Rf1+ 15. Kg6 Rg1+ 16. Kh6 c1=Q+! 17. Rxc1 Rg6+!]

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.

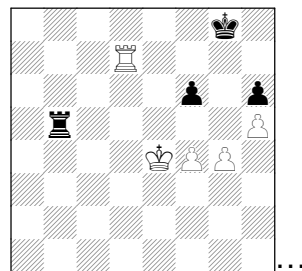
ROOK ENDINGS WITH SEVERAL PAWNS



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+

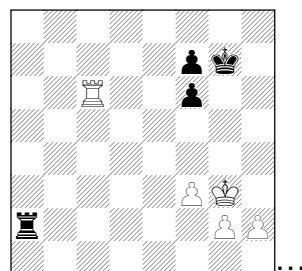
[2. Kf5 Kf7]

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.

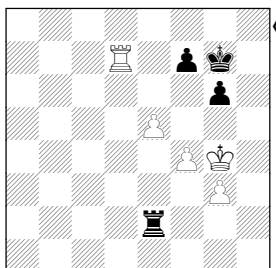
[Also possible is 12... Ra5 13. Rd5 Ra6 14. Kf5 Rb6 15. g5 fxg5 16. fxg5 Rb8 with a draw.]

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]

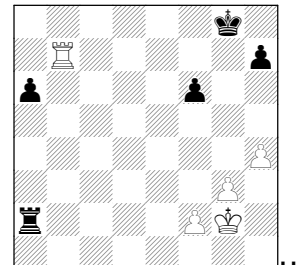
3... Kg7 4. Re8 Ra3 5. g4 Ra4 6. Kg5 Ra5 7. Re7 Rb5 8. Rd7 Ra5 9. Kh4 Kf8 10. Rd4 Rb5 11. Re4 Ra5 12. Re3 White is unable to improve his position.

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



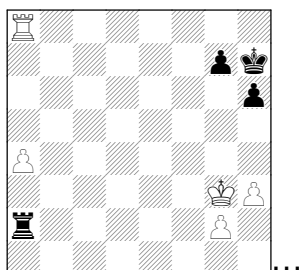
The position is drawn. Black does not have to hold the a-pawn.

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?!

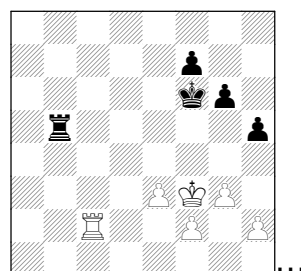
[3... hxg4+ 4. Kxg4 Rg2+]

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.]

e6 Ra4

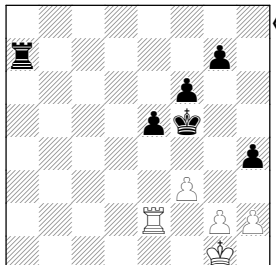
[5... Ra6? 6. Rd7+ Kf8 7. Kg6 Rxe6+ 8. Kh7□]

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+

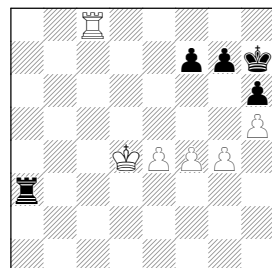
[4. Rc2 gxf3 5. gxf3 Kf4° ... f5, h3 followed by lã1]

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!

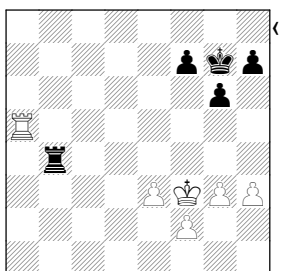
[In the game Black opted for 1... Rg3? 2. Rf8! f6 3. e5! Rxd4 4. e6 Rxf4+ 5. Kd5 Rf5+ 6. Kd6 Rxd5 7. e7 , and White won.]

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+ 19. 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+

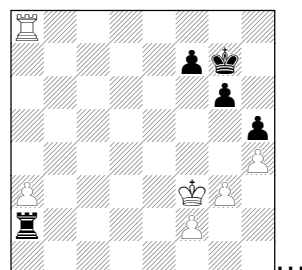
[31... Rxc6 32. f6+ Kh7 33. Rf8]

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

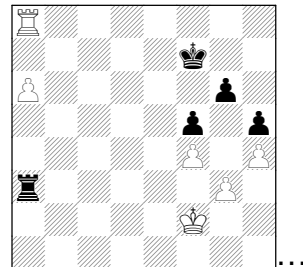
[19. Ra6? h2]

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... Rxg3? 2. a7 Ra3 3. Rh8, and White wins.]

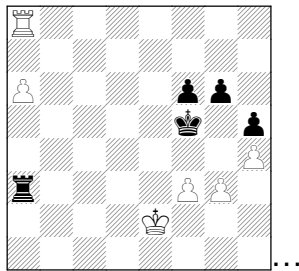
2. Kd2 Rxg3 3. Rb8 Ra3 4. Rb7+ Kf6 5. Rb6+

[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]

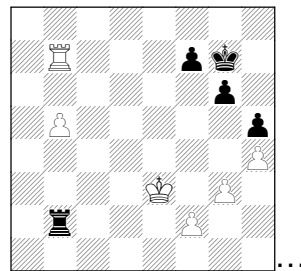
6. Kd6 Ra3 7. Ke7 Ra6 8. Kf7 Ra3 9. Kg7 Ra1

[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]

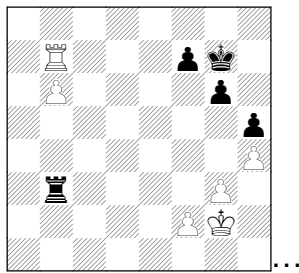
6. Kd5 Kg4 7. b6 Rc8 8. b7 Rb8 9. Ke5!

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

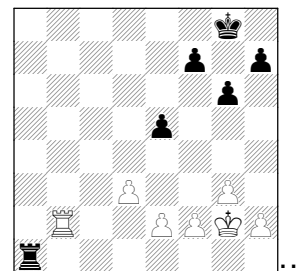
[7... Kf5 8. Kc3! Kg4 9. Rc4+ Kxc3 10. Rb4 Rxb7 11. Rxb7 Kxh4 12. Rxf7 g5 13. Kd2 Kg3 14. Ke1□]

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]

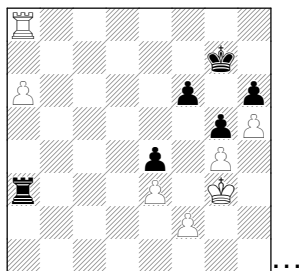
3... Kf7 4. f4 h5?

[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+

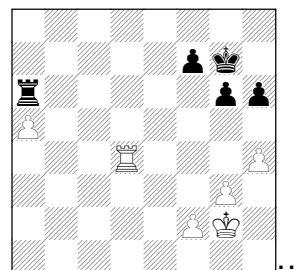
[11... Ra2 does not help Black in view of 12. Kc6 Rc2+ 13. Kd6 Ra2 14. Rc8 Rxa7 15. Rc7+ Rxc7 16. Kxc7]

12. Kd6 Ra1

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

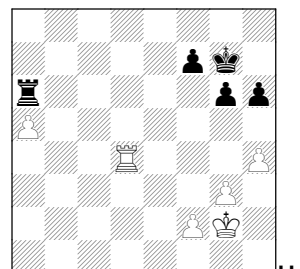
13. Rc8 , and White transposes into a won pawn ending.

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+□]

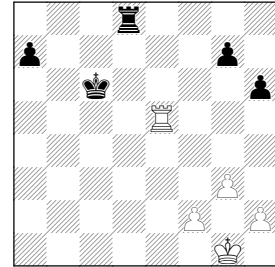
21. Kh6 Rxa5

[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... f5 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 Rxc2

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. Rxc6 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

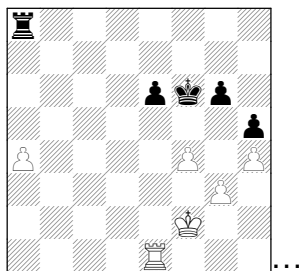
[No better is 20. f6 in view of 20... Kxg3 21. Rh6 Kg2 22. Kd1 g3 23. Rg6 (23. Ke1 Kg1 24. Rg6 g2 25. Rh6 Rf5 26. Ke2 Re5+ 27. Kf3 Kf1 28. Rg6 Re6!°) 23... Rf5! 24. Ke2 Re5+ 25. Kd3 Kf3! 26. Kd4 Rh5! 27. f7 Rf5 28. Rg7 g2 29. Kd3 Rf4! 30. Kd2 Kf2 , and Black wins (variation by S.Dolmatov)]

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

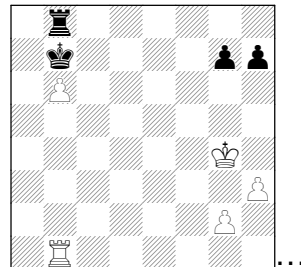
[More winning chances could have been retained by 5. Re1+ Kf6 6. Re4 g5+ 7. Ke3 . After 7... Rc5! , however, Black would be able to defend successfully.]

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!

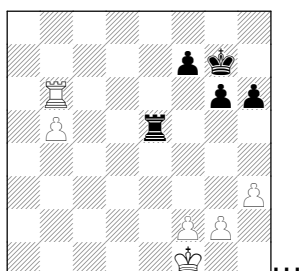
[Worse is 1. Kf5 Rf8+ 2. Ke6 Rf2 3. g4 Rf3!]

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



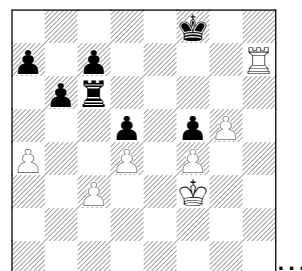
Sometimes the defender should keep his rook to the side of the opponent's passed pawn in order to cut off the enemy king off this pawn.

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

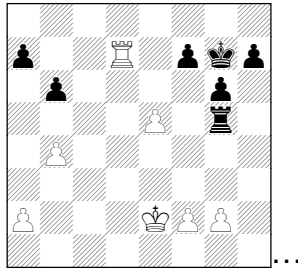
The decisive factor in rook endings is the activity of all pieces: king, rook, and pawns. Good coordination of pieces is often more important than a material advantage. Coordinated actions of pieces allow to win in the better positions and to save in the worse ones.

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... Rxc2+ 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

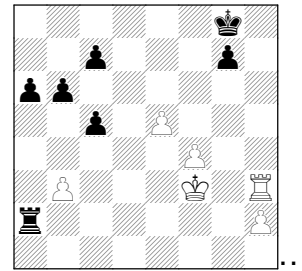
[8... Ke8 9. Rg7]

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

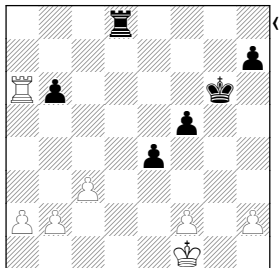
reversed, a position from the examined

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

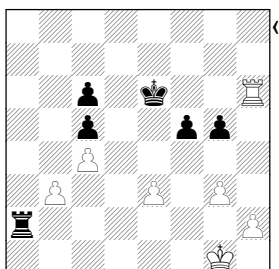
[After 7. a4 Ra2 8. a5 Kg4 9. Re5 Kf3 the game also ends in a draw.]

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!

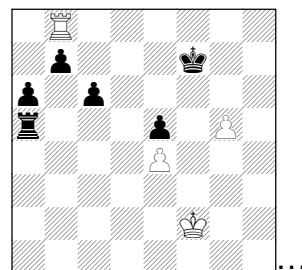
[Weak is the passive 1... Kd7? 2. Rf6 , and White is winning.]

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

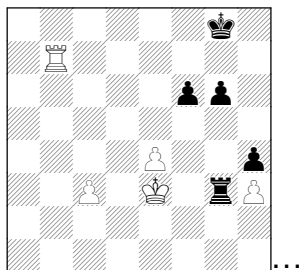


White is two pawns down, and his only chance is the g5-pawn which he supports by the king and the rook.

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=]

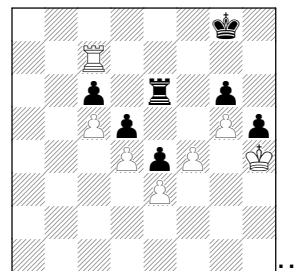
4. Kxg6 Rg3+ 5. Kf5 h3 6. Rb4 Re3 7. Rh4 Kg7 8. Rh5! Kf7

[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

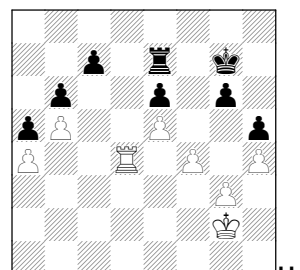


Passive placing of the opponent's pieces

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

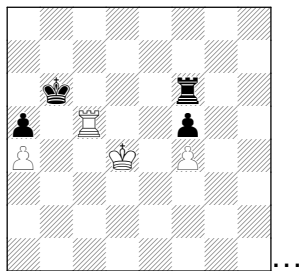
[5... Rf7 6. Re8□]

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□;

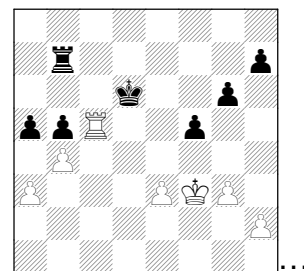
3... Rc1 4. Rd6+ Kb7 5. Rd4 Rc5+ 6. Rd5 Kc6 7. Rxc5+ Kxc5 8. Kxf5 Kb4 9. Ke4□]

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.

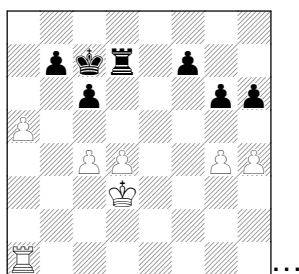
Rg3]

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.**

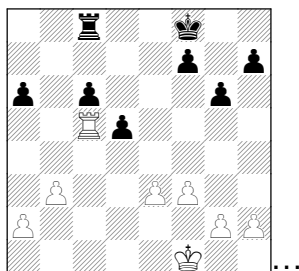
Karpov A. - Hort V., Tilburg (Netherlands), 1979



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]

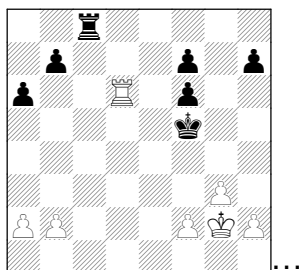
14. g3 Ra7 15. Kf3 Ra8 16. Ke4 Ra7 17.

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

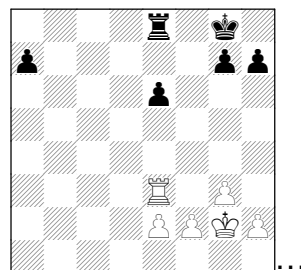


White's advantage, which consists in the opponent's weak pawns at f6, f7, and h7, seems to be insufficient for a victory. By subtle play, however, Petrosian has managed to win.

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□]

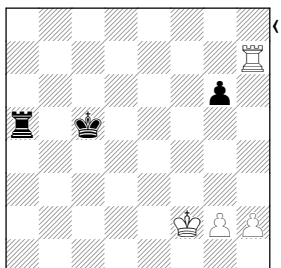
11. Ra6! gxf4 12. exf4 Rb3+ 13. Kg2 Rb7 14. Kg3

[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

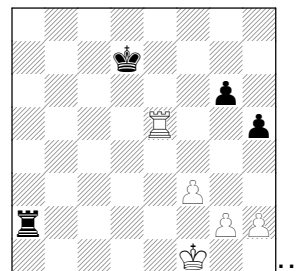
[1... Kd6 2. Rh6]

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

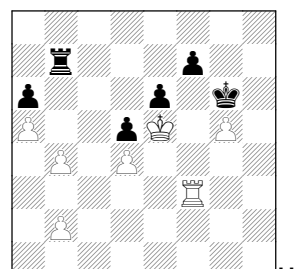


Here too, Black is helpless.

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]

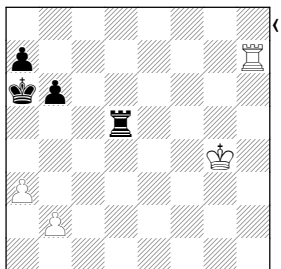
4. Rg7+! Kh6 5. Rb7 Kg5 6. Kxe6 Kf4 7. b4 Ra4 8. Kxd5 a5 9. b5 Ke3 10. Ra7 Rxd4+ 11. Kc5 Ra4

[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!

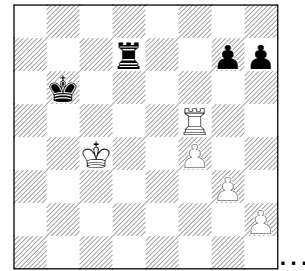
Kholmov R. - Botvinnik M.,URS,1963



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

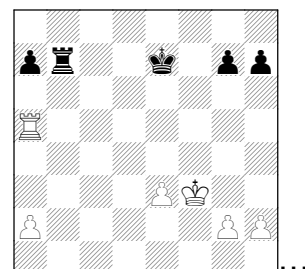
[7. Ke5 Re7+]

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□]

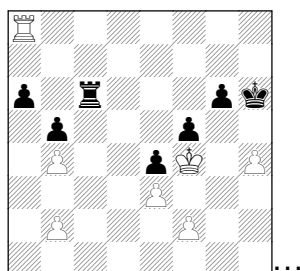
7. Kf5 Kf7 8. e5 Rb7 9. Rd6 Ke7 10. Ra6 Kf7 11. Rd6 Kf8 12. Rc6 Kf7 13. a3! Zugzwang. Black resigned. If 13... Re7

[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

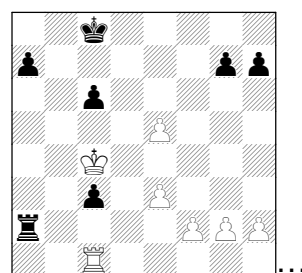
[4... e3 5. Kf5□]

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

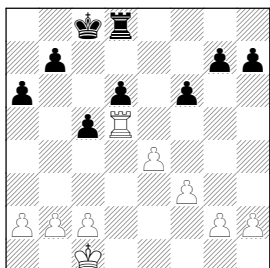
[2... Rxh2 3. Rd3 ... à6 (3. Ra3!? Kb7 4. e6 Rh6 5. f5)]

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]

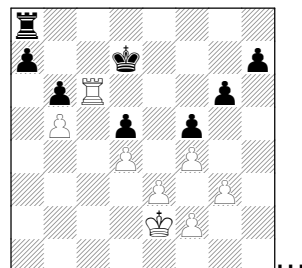
9... Kf5 10. Re4 fxg3 11. hxg3 Rg8! 12.
Rf4+ Ke6 13. Re4+ Kd7 14. g4 Rf8 15.
Re3 h4! 16. a4 bxa4 17. bxa4 Re8! 18.
Kd2

[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]

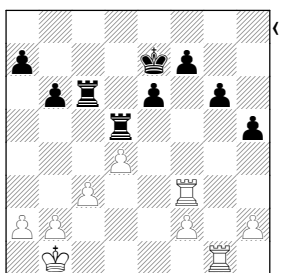
17. Kh4! The white king's maneuvers are impressive. 17... Rh7 18. Kg5 fxe4 19. fxe4

[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

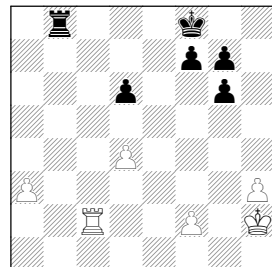
[Losing is 2. Rg5 Rf6! 3. Rxf6 Kxf6 4. f4 (4. Rxe5 Rxe5 5. dxe5+ Kxe5°) 4... exf4! 5. Rxd5 f3°]

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°]

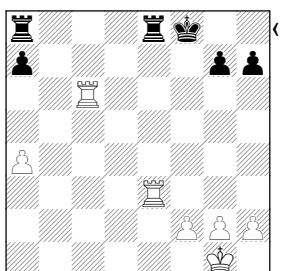
23... Rxh3+ 24. Kxd4 Rh4+ 25. Kd3

[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)]

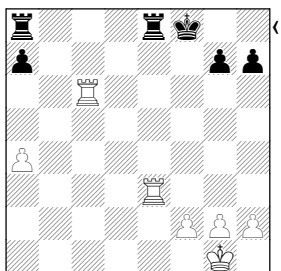
ENDINGS WITH FOUR ROOKS



ENDINGS WITH FOUR ROOKS

Endings with four rooks on the board significantly differ from endings with two rooks. It is much easier for the stronger side to utilize his material or positional advantage - using the power of two rooks, he gets an opportunity to attack the enemy king. The decisive factor in these endings is the activity of rooks and coordination between them. An ideal position is the one with two rooks on the 7th (2nd) rank. Let us consider the most characteristic features of these endings.

REALIZATION OF A MATERIAL ADVANTAGE



REALIZATION OF A MATERIAL

ADVANTAGE

1... Red8

[Black avoids a rook exchange, since after 1... Rxe3 2. fxe3 Rd8 3. Ra6 play could have transposed into a hopeless for him ending from the game A.Rubinstein - Em.Lasker, 1909.]

2. g3 Rd7 3. a5! (intending to create an outpost at b7 after 4. a6) 3... Rb8 4. h4 Rb5 5. a6 Ra5 6. Kg2 Ra2

[Better is 6... g6]

7. h5! Ra5 Now White creates a very dangerous passed pawn on the f-file, but

[7... h6 does not help Black in view of 8. Rc8+ Kf7 9. Rf3+ Ke6 (or 9... Ke7 10. Rg8 Ke6 11. Re8+ , and the rest is clear) 10. Re8+ Kd6 11. Rd3+ Kc7 12. Rxd7+ Kxd7 13. Rg8 , and White wins.]

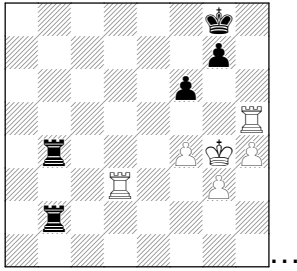
8. h6 gxh6

[Even worse is 8... g6]

9. Rxh6 Kg7 10. Rc6 Rf5 11. Rec3 Rff7 (White threatened 12. lc7 lff7 13. ld7 ld7 14. lb3 followed by lb7) 12. f4 Rfe7 13. Kh3 Rf7 14. R3c5 Kf8 15. Kh4 The king supports the passed f-pawn. 15... Kg7 16. Rb5 Black has to passively wait, since he does not have any counterplay.

16... Kf8 17. f5 Rfe7 18. g4 Kf7 19. Kh5 Re1 20. Kg5 Ree7 21. Rb8! White threatens 22. lh8 øg7 23. f6! øh8 24. lc8, from which there is no defense. Black resigned.

Petrosian T. - Larsen B., Biel, 1976



With two rooks it would have been an easy draw; with four rooks White wins.

1. Rd8+ Kf7 2. Rhh8 Rb7 (3. !d7□ was threatened) 3. Rhf8+ Ke7

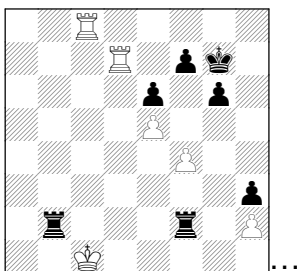
[Surely, not 3... Kg6? 4. h5+ Kh6 5. Rh8#]

4. Kf5! R2b3 5. g4 Rg3 6. Rde8+ Kd6 7. g5 fxg5 8. hxg5 Rb5+ 9. Kg6 [...]

[On 9... Rb7 there follows 10. Rf7 Rxf7 11. Kxf7 Rf3 12. Re4 Kd5 13. Ra4 Rf2 14. Kxg7□ with a simple win]

Black resigned.

PLAYING FOR MATE



PLAYING FOR MATE

After 1. Rdd8! Black is powerless to escape mate: 1... g5

[1... Rxh2 2. Rg8+ Kh6 3. Rh8+ Kg7 4. Rcg8#]

2. f5! (blocking) 2... g4 The only

defense from immediate mate. 3. Rg8+ Kh6

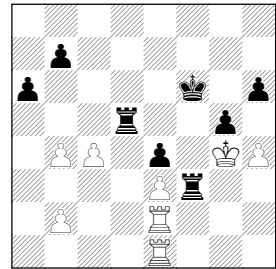
[3... Kh7 4. Rh8+ Kg7 5. Rcg8#]

4. Rxg4 Kh7 5. Rc3! Rxh2 6. Rh4+ Kg7 7. Rg3+ Kf8 8. Rh8+ Ke7 9. Rd3 exf5

[9... f6 10. Rh7+ Ke8 11. exf6□]

10. Rdd8 f6 11. Rhe8+ Kf7 12. e6+ Kg6 13. Rg8+ Kh6 14. e7 Rbc2+ 15. Kd1 Ra2 16. Rg6+! Kh7 17. Rh8+! , and the white pawn is queening with check. An impressive study.

Shahovic D. - Korchnoi V., Biel, 1979



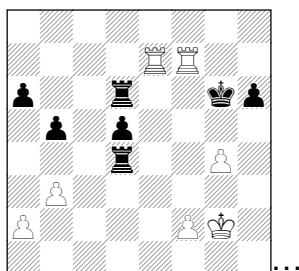
In this position Black quickly "punishes" the white monarch. 1... h5+! 2. Kxh5

Rd8 3. hxg5+

[3. Kg4 gxh4 4. Rc2 Rg8+ 5. Kxh4 Kf5 6. c5 Rh8#]

3... Kf5 4. Kh6 Rh3+ 5. Kg7 Rd7+ 6. Kg8 Kg6 7. Rf2 Rg7+ 8. Kf8 Rh8#

Chiburidanidze M. - Festel, Tbilisi, 1967



Despite material equality, Black is helpless. 1. Kg3 Rc6

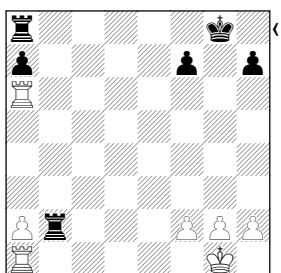
[If 1... Re4, then 2. Rd7! Rxd7 3. Rxd7 Re6 4. Rxd5±;
or 1... Rd3+ 2. f3 d4 3. Kf4 Rf6+ 4. Rxf6+ Kxf6 5. Rd7□]

2. f4 Rc2 3. Rg7+ Kf6 4. g5+! hxg5 5. Rgf7+ Kg6 6. f5+! [...]

[6... Kh6 7. Rh7#]

Black resigned.

ROOKS ON THE 7th (2nd) RANK



ROOKS ON THE 7th (2nd) RANK

We have already stated that the rooks are most efficiently placed on the penultimate rank. With their help one can draw with a material deficit or win

positions that seem completely equal.

1... Rd8! Black doubles his rook along the 2nd rank, and a draw becomes unavoidable. 2. Rxa7 Rdd2 3. Ra3

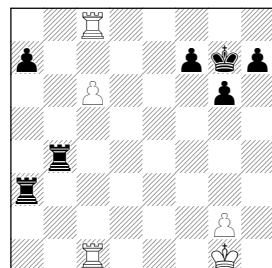
[Or 3. Rf1 Rxa2=]

3... Kf8!

[This is stronger than 3... Rxf2 4. Rg3+ Kf8 5. a3]

4. Rf1 Rxa2 5. Rxa2 Rxa2 A drawn ending with pawns on one wing has arisen.

Chandler M. - Kupreichik V., Minsk, 1982



Black's position looks dangerous. 1... Ra2! The only chance.

[After the natural 1... Raa4 2. Rd8! Rc4 3. Rdd1! White wins.]

2. Rg8+! Kh6! 3. c7 Rbb2 4. Kh2

[4. c8=Q Rxc2+ with a draw.]

4... Rxc2+ 5. Kh3 Raf2! 6. c8=Q

[If 6. Rh1, then 6... Rg5! 7. c8=Q Rf3+ 8. Kh2 Rf2+=;

or 6. Rg1!? Rxc1 7. c8=Q Rfg2! 8. Qc3 f6 9. Qc7 Rg4 10. Rh8 Kg5!]

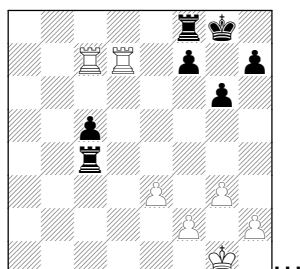
6... Rh2+ 7. Kg3 Rhg2+ 8. Kh4 g5+!

[8... Rh2+? 9. Qh3 g5+ 10. Kg3+!]

[...]

[Draw in view of 9. Rxc5 Rh2+ 10. Kg3 Rfg2+=]

Petrosian T. - Balashov Y., 1977



1. Kg2

[Of course, not 1. Rd5]

1... h5 2. h3 Kg7 3. Kf3 Kf6

[Deserving attention was 3... Ra4!? 4. Rxc5 Ra6! 5. Rcc7 Rf6+ 6. Kg2 Ra8 with a probable draw.]

4. h4 Kg7 5. Rd5 Re8 6. Rdd7 Rf8 7. Re7! (threatening e4-e5-e6) 7... Kf6 8. e4 Rd4 9. e5+ Kf5 10. Rxc5 Rd3+ 11. Kg2 Ra3 12. Rc6! Ke4 13. Rf6 Raa8 14. e6

[14. Rfxf7 Rxf7 15. Rxf7 Kxe5=]

14... Ke5 15. Rfxf7 Rg8 16. Rb7!

[But not 16. Rg7? Rxg7 17. Rxg7 Kf6! with a draw.]

16... Kxe6 17. Rbe7+ Kd6 18. Re2 Raf8 19. Ra7 Ra8 20. Rae7 Rac8

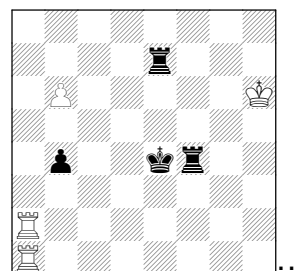
[Bad is 20... g5? 21. R2e6+ Kd5 22. Re5+ Kd6 23. hxc5]

21. R2e6+ Kd5 22. Kh3 Rc7? This loses immediately.

[More stubborn would have been 22... Rcf8 23. f4 Ra8]

23. Rxg6! Black resigned.

REALIZATION OF POSITIONAL ADVANTAGE



REALIZATION OF POSITIONAL ADVANTAGE

Positional advantage in endings with four rooks may consist in a passed pawn, weak pawns in the opponent's camp, and more active pieces, especially rooks.

The decisive factor here is that White's pawn is advanced farther. A sharp tactical clash results in White's victory.

1. Re1+!

[But not 1. Re2+? , as it will become clear from the annotation to Black's 5th move.]

1... Kf5 2. Rxe7 Kf6 3. Rf7+!

[The aim is not achieved by 3. Re6+ Kxe6 4. b7 Rf6+ 5. Kg5 Rf5+ 6. Kg4 Rb5=;

or 3. Kh7 Kxe7 4. b7 Rf7+ 5. Kg6 Rf6+ 6. Kg5 Rb6 7. Ra7 Kd8 with a draw.]

3... Kxf7 4. b7 Rf6+ 5. Kh7 Rb6

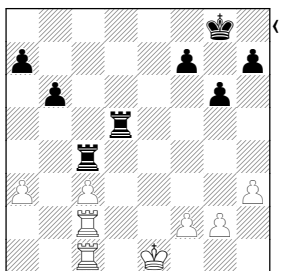
[Losing is 5... Rf5 , since after 6. Rf2! Rxf2 7. b8=Q the h2-square is protected. That is why on the 1st move White played 1. !e1!]

6. Ra7

[But not 6. Rg2? Rb5! 7. Rg7+ Ke6=]

6... Ke6 7. Ra6 Rxa6 8. b8=Q , and White wins.

Capablanca Jose Raul (CUB) 5



Instructive example

Black is clearly better. The white rooks are doomed to passive defense of the weak a3- and c3-pawns, while the black rooks are free at any moment to attack the opponent's pawn on the K-side.

1... Re4+ 2. Re2 Ra4 3. Ra2 h5 (with the idea of fixing the g2-pawn by h5-h4 for a future attack by !g5) 4. Rd1 Rda5 5. Rda1

Both White's rooks are a sorry sight.

5... h4 6. Kd2 (intending to transfer the king to b3) 6... Kg7 7. Kc2 Rg5! 8. Rg1

[More stubborn would have been 8. Kb3 Raa5 9. f3]

8... Rf4! 9. Kd3

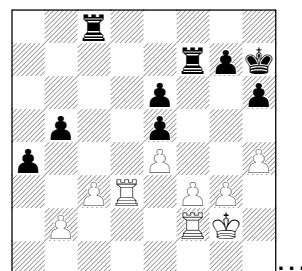
[9. Kb3 Rb5+°]

9... Rf3+ 10. Ke2

[If 10. gxf3 , then 10... Rxc3 followed by 11... !h1°]

10... Rxh3 , and Black wins easily.

Kamsky G. - Short N.,Linares,1994



White skillfully converts his advantage into a win. 1. Rd6 Re7 2. Rb6 Rc5 3.

Rd2 Kg8

[Better is 3... a3 4. bxa3 Rxc3 5. Rxb5 Rxa3 6. Rxe5 , though in this case too, Black's defense is difficult.]

4. Rd8+ Kf7 5. Ra8! (preventing a4-a3 and threatening !aa6) 5... Rd7 6. Kh3 h5

7. Raa6 Re7 8. g4 (clearing a way for the king) 8... hxg4+ 9. Kxg4 Kf6 10. h5 Rcc7

11. f4!

[Weaker is 11. Rxb5 Rb7 and Black has good drawing chances.]

11... Rc4

[If now 11... exf4 12. Rxb5 Rb7 , then 13. Rf5#!]

12. Rxb5 Rxe4 13. Rxe5 Rxe5 14. fxe5+ Kxe5 15. Rxa4 The rest is clear. 15...

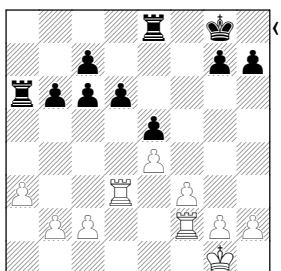
Rb7 16. Rb4 Rc7 17. Kg5 Kd5 18. Kf4 Rf7+ 19. Ke3 Rf1 20. Rd4+ Kc5 21. b4+

Kb5 22. Rg4 Rf5 23. Rxc7 Rxh5 24. Rc7 Re5+ 25. Kd3 Rd5+ 26. Kc2 Rd8 27.

Rc5+ Kb6 28. Kb3 Re8 29. Kc4 Rd8 30. b5 Rd6 31. Re5 Kc7 32. Kc5 Rd3 33. c4

Kd7 34. Re4 Rc3 35. b6 Rb3 36. Rd4+ Kc8 37. Kc6 Black resigned.

Kan I. - Capablanca J.,Moscow,1936



Black has an edge. His rooks can operate along the open a- and f-files; moreover, he can open up the position either on the Q-side, or on the K-side, while White does not have any counterplay. 1... b5 2. Rfd2

[2. f4 does not work in view of 2... exf4 3. Rxf4 Ra4 4. Re3 Rc4 5. c3 d5 , and White loses a pawn]

2... c5 3. Kf2 Ra4 4. Ke2 Kf7 5. Rd1 Ke6 6. Kd2 Rb8 7. Rc3 g5! (starting to play on the K-side) 8. h3 h5 9. Rh1 Rd4+ 10. Ke2 Rg8 11. Rd3 Ra4! 12. Rhd1? g4 13. hxg4 hxg4 14. Ke3 Rh8! 15. Rb3

[15. fxc4? Rg8 16. Kf3 Rf8+ 17. Ke3 Rf4]

15... Rh2 16. Rd2 Rd4! 17. Re2 c6 18. Rc3 g3 19. Rd3?

[By 19. f4! White have retained the drawing chances, for example: 19...

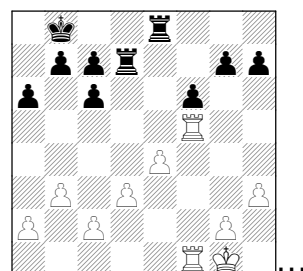
Rh4 20. fxe5 Rdx4+ 21. Kf3 Rhf4+ 22. Kxg3 Rg4+ 23. Kf3 Rxe2 24. Kxe2 with an approximately equal game]

19... Rh1! 20. f4 (too late) 20... Rf1! 21. f5+ Kf6 22. c3 Rxd3+ 23. Kxd3 d5 24. b3 c4+ 25. bxc4 bxc4+ 26. Ke3 Ra1! 27. Kf3 Rxa3° 28. Kxg3

[28. Re3 Rb3! 29. Kxg3 d4°]

28... Rxc3+ 29. Kh4 Rc1 30. g4 Rh1+ 31. Kg3 d4 32. Ra2 d3 33. Kg2 Re1 34. Kf2 Rxe4 35. Kf3 , and White resigned.

Capablanca J. - Janowski D., New York, 1913



White's advantage is obvious: he possesses the open f-file and has a clear plan of creating a strong passed pawn on the e-file after the g2-g4-g5 advance, while Black's counterplay on the Q-side is skillfully suppressed. 1. g4 b6 2. b4! Kb7

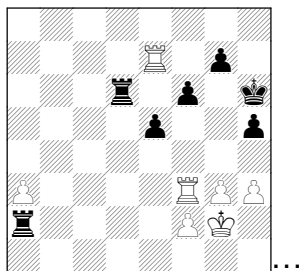
[Stronger is 2... Kc8]

3. Kf2 b5 (intending to open the a-file after 4... cxb6 followed by 5... a5) 4. a4! (preventing Black's plan) 4... Rd4 5. Rb1 Re5 6. Ke3 Rd7 7. a5! ("freezing" the black Q-side) 7... Re6 8. Rbf1 Rde7 9. g5 fxg5 10. Rxc5 Rh6 11. Rg3 Rhe6 (preventing 12. d3-d4) 12. h4 g6 13. Rg5 h6

[No better is 13... Re5 14. Rf8 Re8 15. Rxe5]

14. Rg4 Rg7 15. d4 Kc8 16. Rf8+ Kb7 17. e5 g5 18. Ke4 Ree7 19. hxg5 hxg5 20. Rf5 Kc8 21. Rxc5 Rh7 22. Rh5 Kd7 23. Rxc7 Rxc7 24. Rf8 Rh4+ 25. Kd3 Rh3+ 26. Kd2 c5 27. bxc5 Ra3 28. d5 Black resigned.

Kosten A. - Speelman D., Hastings, 1991



Black wins, because his rooks are more active and better coordinated than opponent's. 1. g4

[An attempt to create counterplay. Nevertheless, better is 1. h4, because after the game move the g4-pawn requires a defense.]

1... hxg4 2. hxg4 g6 3. Kg3 Kg5! The king has occupied the ideal position. 4. Rf7 Ra6 5. Rf8 Ra1

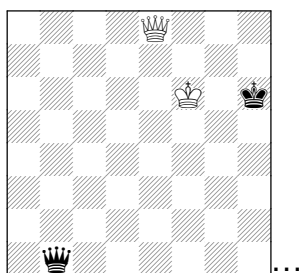
[5... R2xa3 6. R8xf6! e4 7. Rxa6 with a draw.]

6. Kg2 Rd1 (in order to attack the g4-pawn) 7. Rb3 Rd4 8. f3 This move is forced, by now the black rook invades of the 2nd rank. 8... Rd2+ 9. Kg3 Rc6! 10. Rb5 Rc3

[But not 10... Rcc2 11. f4+=]

11. a4 Ra2 12. a5 Raa3° 13. Rb6 Rxf3+ 14. Kg2 Rf4 15. a6 e4 16. Rf7 Ra2+ 17. Kg1 e3 White resigned.

QUEEN ENDINGS



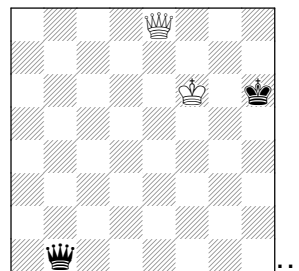
QUEEN ENDINGS

In this chapter we will study queen endings, with pawns or without them, as well as endings with queen and minor piece against queen. Queen endings seem to be complicated due to numerous checks and long play, but this complexity should not be overestimated. As a matter of fact they are simple - just don't be afraid of checks!

In order to understand queen endings, one should know principal methods of play and some typical positions. And, of course, while playing these endings, one should calculate numerous variations.

Let us first examine ideas, which are characteristic of queen endings, and then consider some theoretical positions.

MATING THREATS



MATING THREATS

Queen is the strongest piece in chess, therefore mating threats are real even with a small number of pawns on the board or without pawns at all. Naturally, king and pawns must help the queen to weave a mating net. As a rule, this is possible when the stronger side's pieces are active, while their counterparts are passive.

Exploiting bad positions of the opponent's pieces, White mates by force. 1. Qe3+

[Only a draw results from 1. Qh8+ Qh7;

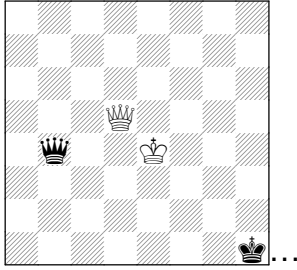
or 1. Qf8+ Kh5]

1... Kh7 2. Qh3+ Kg8 3. Qg4+! (the only way) 3... Kf8

[3... Kh7 4. Qg7#]

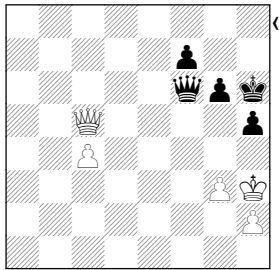
4. Qc8# In the following example Black is unable to escape from mating threats, even though he is to move.

Neumann A



1. Kf3! Without check! White has four threats at once: 2. £d1, 2. £h5, 2. ¢f2, and 2. ¢g3, from which Black is defenseless. White wins.

Zvonitsky - Khmelnsky,URS,1988



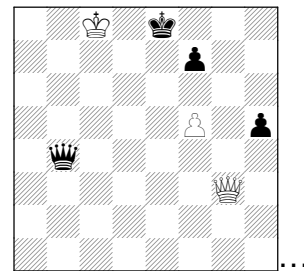
Despite his passed pawn, White loses due to his badly placed king.

1... Qf3!
[Nothing is achieved by 1... Qf1+ 2. Kh4]
2. Qf8+
[There is nothing better. If 2. Qd5 , then 2... Qf1+ 3. Kh4 f6°]
2... Kh7 3. Qc5 Qf1+ 4. Kh4 Qg2! 5. h3 Qe4+ 6. g4
[No better is 6. Kg5 Kg7 7. Qc7 Qe3+ 8. Kh4 Kh6 9. Qf4+ g5+!]
6... Qf4! 7. Qe7

[The best chance. If 7. Qd5 , then 7... Qf2+ 8. Kg5 f6#; or 7. Qc6 Kh6°]

7... hxc4 8. hxc4 Qh2+ 9. Kg5 Qh6+ 10. Kf6 Qf4#

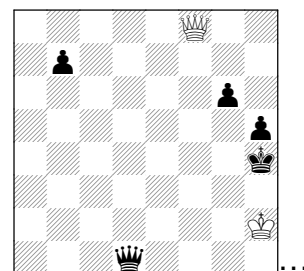
Peronake



The stronger side often succeeds by putting his opponent in zugzwang.

1. Qe5+ Qe7
[1... Kf8 2. Qh8+ Ke7 3. Qd8#]
2. Qh8+ Qf8 3. Qd4! This "quiet" move leads to a victory. 3... Qe7
[Or 3... Ke7+ 4. Kc7 Qa8 (the only defense from mate) 5. Qe5+ Kf8 6. Qh8+□]
4. f6! Qe6+ 5. Kc7 Kf8 6. Qd8+ Qe8 7. Qd6+ Kg8 8. Qg3+ followed by 9.£g7#.

Moravec Jaroslav (CZE) 4



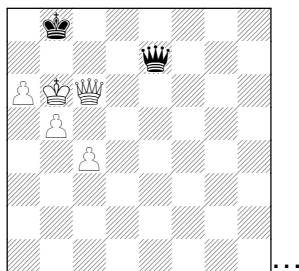
White is three pawns down, but he wins! Time after time he puts his opponent in zugzwang by exploiting the bad position of Black's king.

1. Qf4+

[1. Qf2+? Kg5°]

1... Qg4 2. Qe3! This "quiet" move puts Black in zugzwang. 2... b6 The black queen cannot move because of mate on g3 or h3. 3. Qe7+ Qg5 4. Qe4+ Qg4 5. Qe3! Everything is repeated. 5... b5 6. Qe7+ Qg5 7. Qe4+ Qg4 8. Qe3 b4 9. Qe7+ Qg5 10. Qxb4+ Qg4 11. Qe7+ Qg5 12. Qe4+ Qg4 13. Qe3 The last zugzwang. Black is mated.

PERPETUAL CHECK



PERPETUAL CHECK

Besides creating mating threats, a queen is often able to threaten or to give perpetual check in a position with a material or positional disadvantage. The stronger side must be very careful in order not to allow perpetual check, especially if his own king is exposed.

Despite White's three extra pawns and

turn to move, he is unable to win due to perpetual check. 1. Qc5

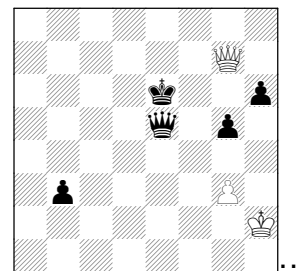
[The only move. If 1. Ka5, then 1... Qa3+ 2. Kb6 Qe7;

other moves lead to mate: 1. Qd5? Qc7#;

1. c5? Qd8+]

1... Qd8+ 2. Kc6 Qc8+ 3. Kd6 Qf8+ 4. Kd5 Qf5+ 5. Kd4 Qf2+! with a draw by perpetual check. This tactical device often occurs in practice: the king cannot "leave" the queen and is forced to move around it.

Chiburdanidze M. - Gaprindashvili N., Tbilisi, 1984



In this position too, White manages to draw by giving perpetual check. 1.

Qg8+ Kf5 2. Qf7+!

[Bad is 2. Qxb3? Qe2+ 3. Kg1 Kg4]

2... Kg4

[On 2... Qf6 White gives perpetual check by 3. Qd5+ Kg4 4. Qd1+ Qf3 5. Qd7+;

while after 2... Ke4 3. Qxb3 Black's chances of winning are highly problematic]

3. Qc4+ Kf3 4. Qf1+!

[4. Qxb3+ Qe3μ]

4... Ke4 5. Qb1+!

[5. Qc4+ Qd4]

5... Kf3

[5... Kd4 6. Qa1+]

6. Qf1+ Ke3 7. Qe1+ Kd4 8. Qb4+ Kd3 9. Qxb3+ Qc3 10. Qe6! Qd2+ 11. Kh3 Qe3 12. Qa6+!

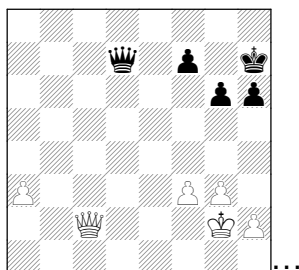
[12. Qxh6? g4+]

12... Kd2 13. Qa2+ Ke1 14. Qa1+ Kf2 15. Qf6+ Qf3 16. Qb6+ Ke1

[16... Qe3 17. Qf6+ Qf3 18. Qb6+]

17. Qb4+ Kf2 18. Qb6+ Black cannot hide from checks. Draw.

Alekhin A. - Reshevsky S., Amsterdam, 1938



Black hopes to obtain a draw are connected only with perpetual check. 1. Qa2

[If 1. Qe4, then 1... Qd2+ 2. Kh3 Qd7+ 3. g4 Qd1!]

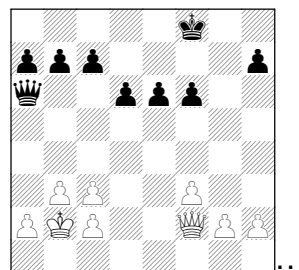
1... Kg8 2. a4 Qc6 3. a5 Qa6! Here the black queen is placed in the best way. It blockades the opponent's pawn, attacks it, and, last but not least, threatens to give perpetual check. 4. g4

[Nothing is achieved by 4. Qd5 Kg7 5. Qd4+ Kg8 6. Qb6 Qe2+]

4... g5 5. Kf2 Qd6 6. Kf1 Qa6+ 7. Kg2 It is difficult for White to improve his position. 7... Kg7 8. Qb2+ Kg8 9. Qb8+

Kg7 10. Qe5+ Kg8 11. Kf2 Qa7+ 12. Ke2 Qa6+ 13. Kd2 Qc4! Now the draw is evident. 14. Qf5 Qd4+ 15. Ke2 Qb2+ Perpetual check. Draw.

SAFE KING'S POSITION



SAFE KING'S POSITION

When the stronger side's king is in safety, he can play comfortably, being guaranteed against mate and perpetual check. This allows him to attack the opponent's king and pawns by his queen, and converting of a material or positional advantage into a win becomes much easier.

White's advantage consists in his safe king's position. He can attack the black king and pawns without any risk. 1. Qh4! Kg7 2. Qg4+ Kf7 3. Qh5+ Kg7 4. Qe8! (forcing the opponent's reply) 4... Qe2 5. Qe7+ Kg6 6. Qf8!

[White draws a bead on the enemy king. Worse is 6. Qxc7 Qxg2 7. Qxd6 in view of 7... e5, and Black has chances for a draw.]

6... e5

[Bad is 6... f5 because of 7. h4! e5 8. h5+ Kg5 9. h6 with the idea of 10.

£g7□]

7. Qg8+ Kh6 8. h4 White reinforces his position. 8... Qf2

[An attempt to create counterplay by 8... d5 9. g4 Qxf3 10. g5+ Kh5 11. Qxh7+ Kg4 12. g6 d4 13. cxd4 exd4 fails due to 14. Qxc7]

9. Qf8+ Kg6 10. h5+ Kxh5 11. Qg7 Qd2 [Insufficient is 11... f5 12. Qxh7+ Kg5 13. Qxc7 e4 14. fxe4 fxe4 15. Qe7+]

12. Qxh7+ Qh6 13. g4+ Kg5 14. Qxc7 Kf4 15. Qxb7 Qh1 16. Qb4+! (the most precise) 16... Kxf3 (otherwise White plays 17. £e4□) 17. Qxd6 Kxg4 18. c4!

[If 18. Qxf6 , then 18... Qd5! , and the e-pawn gives Black drawing chances.]

18... e4 19. c5 f5

[19... e3? 20. Qd4+]

20. c6 Qh8+

[No better is 20... e3 21. Qd4+ Qe4 22. Qxe4+ fxe4 23. c7 , and the pawn promotes with check.]

21. c3 e3 22. Qg6+!

[Accuracy is necessary. After 22. c7 e2 23. Qe6 e1=Q 24. Qxe1 Black has 24... Qh2+ followed by 25 ... £c7, capturing the pawn.]

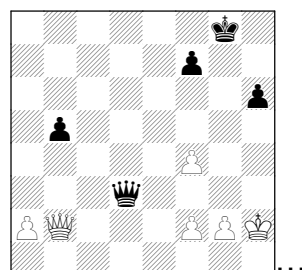
22... Kf4 23. c7 e2 24. Qe6 Kf3 25. Qxf5+ [Simpler is 25. c8=Q Qxc8 26. Qxc8 e1=Q 27. Qxf5+]

25... Kg2 26. Qg4+ (c8£□) 26... Kf2 27. Qf4+ Kg2 28. Qe3 Kf1 29. Qf3+ Ke1 30. Qf4

[Stronger is 30. Qf5]

30... Qc8 31. Qd6 Kf2 32. Qd8 e1=Q 33. Qxc8 Qd2+ 34. Ka3 Qc1+ 35. Ka4 Qf4+ 36. c4 Black resigned.

Karpov A. - Vaganian R.,Budapest,1973



White has an extra pawn, and with his king being in safety, a win is simple. 1. a3 Qd6 2. Qb4 Qf6 3. f3! (in order to have a possibility to exchange queens on both e4 and e5) 3... Qh4+ 4. Kg1 Qh5?

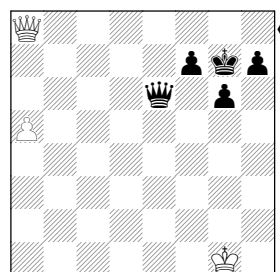
[A mistake. On the more stubborn 4... Qf6 White would play either 5. g3! , attacking on the K-side by the king under cover of the pawns (or 5. Kf2 , bringing the king to the b5-pawn)]

5. Qe7! Kh7

[5... Qd5 6. Qe8+ , exchanging queens.]

6. g4 Qh3 7. Qxf7+ Kh8 8. Qe8+ Kh7 9. Qe4+ Kg8 10. f5 Qg3+ 11. Kf1 Qh3+ 12. Ke2 Qg2+ , and at last Black resigned.

PASSED PAWN

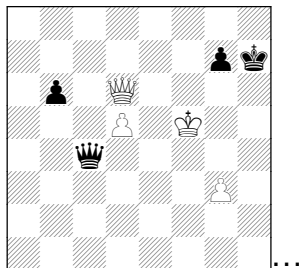


PASSED PAWN

A passed pawn is a very important factor in queen endings. The more advanced the pawns, the more dangerous they are. In positions where both sides have passed pawns, a material advantage becomes of secondary importance, and the result depends on whose passed pawn is closer to its promotion square. Just one tempo may have a decisive effect on the assessment of the position. The weaker side often saves the game by sacrificing one or even more pawns in order to create a passed pawn, or to threaten its creation.

Instructive example Black is unable to win, e.g.: 1... h5 2. a6 h4 3. a7 h3 4. Qb7, and it is only White who can play for a win.

Sveshnikov E. - Ivanovic B., Sarajevo (Bosnia & Herzegovina), 1983



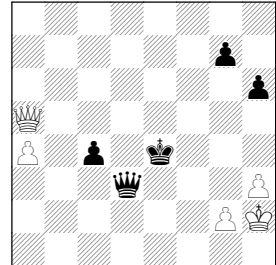
White is obviously better thanks to his far advanced passed d-pawn. 1. Qg6+ Kg8 2. Qe8+ Kh7 3. d6 Qd3+ Defending such positions is difficult; Black's only hope is perpetual check. 4. Ke6 Qe4+ 5. Kd7 Qb7+ 6. Kd8 b5

[Further checking does not make sense: 6... Qa8+ 7. Ke7 Qe4+ 8. Kf8 Qf3+ 9. Qf7 Qa8+ 10. Ke7]

7. Qh5+ Kg8 8. Qc5! b4 9. d7 b3 Black

is just one tempo too late. 10. Qc8!

Beliaevsky A. - Vaganian R., Moscow, 1975



Black's task is to avoid perpetual check.

1... c3 2. Qb4+ Ke3 3. a5 c2 4. Qc5+ Kd2 5. Qb4+ Qc3 6. Qd6+ Ke3!

[After 6... Ke2 7. Qe6+ Kd3 8. Qd6+ Kc4 White saves the game: 9. a6 c1=Q 10. a7]

7. Qg3+ Kd4 Black transfers his king to the a-file, where it will hide in the "shadow" of White's a-pawn. This device often occurs in queen endings.

8. Qd6+ Ke4

[8... Kc4? 9. a6!]

9. Qg6+

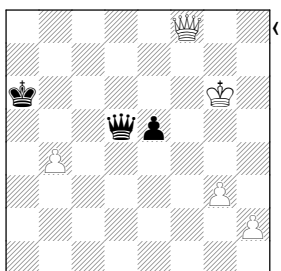
[9. a6 c1=Q 10. a7 Q1a3!]

9... Kd5 10. Qf7+ Kc5 11. Qc7+ Kb4 12. Qb7+ Ka3!

[Naturally, 12... Kxa5 is also winning, but the move in the game is much stronger.]

White resigned.

Ftacnik L. - Plachetka J., Czechoslovakia, 1978



Black is two pawns down, but his passed e-pawn equalizes the chances. 1... e4!

2. Qe8 Kb6

[2... Qd3]

3. Qb8+ Kc6 4. b5+ Kc5 5. Qe8 Kd4!

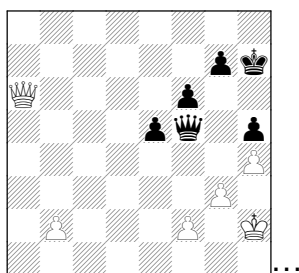
[Accuracy is required of Black; the natural 5... Qd3? loses after 6. Qc6+ Kb4 7. b6 e3+ 8. Kg5 e2 9. b7 Qe3+ 10. Kg4 Qd4+ 11. Kf3! e1=N+ 12. Ke2 Qe5+ 13. Kf1]

6. b6 Qd6+

[6... e3? 7. Qa4+ Ke5 8. Qa1+]

7. Kf5 Qc5+ 8. Kf4 Qd6+ Draw.

Lputian S. - Rublevsky S., 1992



If, with the material being equal, only one side has a passed pawn, even not far advanced, then it is an important factor in fighting for a win. The weaker side has a hard job of defending his position. He has to aim for counterplay - to create a

passed pawn or to go for perpetual check.

Of course, White is better. 1. Qe2

Kh6

[An inaccuracy. Correct is 1... Kg8! 2. b4 Qb1 3. b5 Qb3 (or 3... Qb4 with good drawing chances)]

2. b4 g5 3. Qe3! e4

[Stronger is 3... Kg6]

4. Qc5 Qf3 5. b5 Kg6

[5... gxh4 6. Qe3+]

6. Qe3 Qf5 7. b6 Qd5 8. hxg5 fxg5 9. Qc3 h4 Black exposes the opponent's king; still his position remains difficult. 10. gxh4 gxh4

[Better is 10... Qd6+]

11. Qc7 Qf5 12. Qd6+ Kh5 13. Qd1+ Kg5

[Necessary was 13... Kh6]

14. Qd8+ Kh5 15. Qh8+ Kg4 16. Qg7+ Kh5 17. Qh8+ Kg4 18. Qb2! White plays precisely. 18... Qf4+ 19. Kg1 Kf5

[19... e3 20. Qe2+]

20. Qg7!

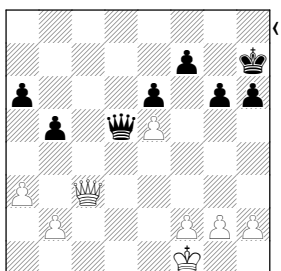
[20. b7 Qg4+]

20... Qc1+ 21. Kg2 Qc6 22. Qf7+ Ke5 23. b7 It's all over now. 23... e3+ 24. Qf3 Qc7

[No better is 24... h3+]

25. Qxe3+ Kf5 26. Qd3+ Kf6 27. Qd4+ Kg5 28. Qb4 h3+ 29. Kxh3 Qd7+ 30. Kg3 Black resigned.

ACTIVE QUEEN



ACTIVE QUEEN

If the stronger side's queen is active enough, then it gradually ties the opponent's pieces, after which it is much easier to realize the advantage.

Let us consider a classic ending by Maroczy, the greatest expert in queen endings.

His perfectly placed queen and the opponent's weak e5-pawn secure Black an advantage. By precise play he converts it into a win. 1... Qd1+ 2. Qe1 Qd3+ 3. Kg1 Qc2! 4. Qa1

[Better is 4. b4 Qb2 5. h4 h5 6. Qe4 , and White retains drawing chances.]

4... a5! 5. g3

[If 5. b4 axb4 6. axb4 , then 6... Qe4]

5... a4 6. f4

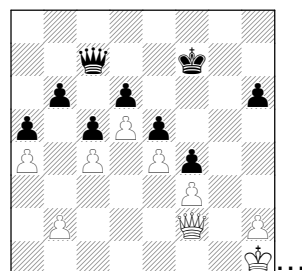
[On 6. Qa2 there follows 6... Qd1+; while 6. Kh1 is met by 6... Qxf2 followed by h5-h4]

6... Kg8! (zugzwang) 7. h3 h5 8. h4 Kg7 9. Kh1 Qf2 10. Qg1 Qxb2 11. Qc5 b4 12. f5!? The only opportunity of counterplay.

[No better is 12. Qe7 in view of 12... bxa3 13. Qf6+ Kg8 14. Qd8+ Kh7 15. Qf6 (or 15. £e7) 15... Qb1+ followed by 16... £f5°]

12... exf5 13. e6 bxa3 14. exf7 Kxf7 15. Qc7+ Ke6 The king easily hides from checks. White resigned.

Spassov L. - Ermenkov E., Varna, 1975



1. Qh4! The difference in the placing of the queens is especially marked. 1... Kg7

[On 1... Qd7 White can choose between the quiet 2. b3 (and sharp 2. Qxh6 Qxa4 3. Kg2 Qd1!? 4. Qe6+ Kg7 5. Qg4+ Kf7 6. Kh3! with a secure advantage in both cases)]

2. Qg4+ Kh7 3. Qe6! Kg7

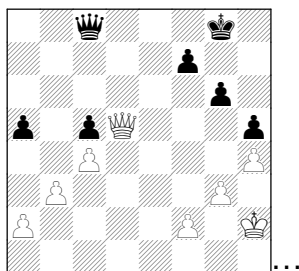
[After 3... Qd8 4. Qf7+ Kh8 5. Qg6 Qh4 6. Kg2! Black ends up in zugzwang and loses in a pawn ending: 6... Qg5+ 7. Qxg5 hxg5 8. Kh3 , for example: 8... Kg7 9. Kg4 Kg6 10. h3 Kh6 11. Kf5 Kh5 12. Ke6 Kh4 13. Kxd6 Kxh3 14. Kc7 g4 15. fxg4 f3 16. d6 , and the rest is clear.]

4. Kg2 Qb8

[4... Qd8 5. Kh3 Qf6 6. Qd7+ Kg8 7. Qc7]

5. Qe7+ Kg6 6. Kh3 Having fettered the opponent's forces, White brings his king to help the queen, which quickly decides the game. 6... Qc8+ 7. Kh4 Qb8 8. Qe6+ Kg7 9. Kh5 Black resigned.

Panchenko A. - Grabarczyk M., Katowice (Poland), 1991



With an active queen it is much easier to convert a material advantage into a win.

In this position White has a standard winning plan of the king's transferring to the Q-side. The centralized queen, however, allows to win much quicker.

1. Qe5! Some kind of zugzwang - the black queen does not have a good square to move to. 1... Kh7

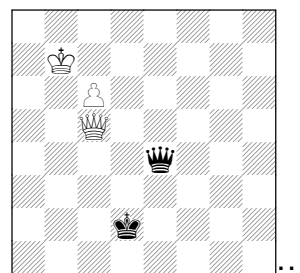
[1... Qc6 2. Qb8+ è 3. £a7]

2. Kg1!

[Unclear is 2. Qe7 Qf5]

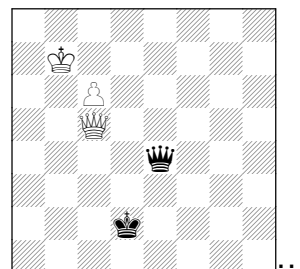
2... Kh6 There is nothing better. 3. Qe7 Qf5 (the only opportunity of counterplay) 4. Qd8 Qb1+ 5. Kh2 Qb2 (mate on h8 was threatened) 6. Qf8+ Black resigned.

THEORETICAL ENDINGS



THEORETICAL ENDINGS

Queen and pawn against queen



Queen and pawn against queen

We will now consider positions where the weaker side's king is far away from the pawn, because otherwise a draw is elementary.

If a central or bishop's pawn has reached the 7th rank, then the stronger side succeeds almost always, precise play supposed. In some cases the win is secured if the pawn has reached the 6th or even the 5th rank. Defender's checks

are dangerous only from a viewpoint of the rule of 50 moves.

1. Ka7! Qa4+ 2. Kb6! The king attacks the queen! This device often occurs in queen endings. 2... Qb3+ 3. Ka5! Qa2+ 4. Kb5 As well as here, checks usually come to an end. 4... Qa8 5. c7 Qc8

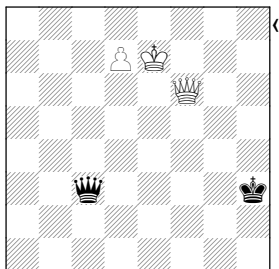
[A hopeless for Black theoretical position has arisen. No better is 5... Qb7+ 6. Ka5 Qa8+ 7. Kb6! Qc8 8. Qc6! followed by ♔a7 and ♚b7□]

6. Kb4 The king is heading for c1; [6. Kb6 is winning too.]

6... Ke1 7. Qc1+ Kf2 8. Ka3 Kg3 [Or 8... Qa6+ 9. Kb2 Qb7+ 10. Ka1 Qa6+ 11. Kb1 Qc8 12. Qc2+ Kg3 13. Kc1 Kf4 14. Qc6]

9. Qc4 Kh2 10. Qc2+ Kg3 11. Kb2 Kf4 12. Kc1 Ke5 13. Qc6! Black resigned.

Fine Reuben (USA) 5



1... Qc5+

[1... Qc7 2. Ke8]

2. Ke8 Qb5 The best move.

[If 2... Qe3+ , then 3. Qe7; 2... Qh5+ 3. Kf8 Qc5+ 4. Kg7 Qc7 (4... Qg1+ 5. Kh8) 5. Qf5+ Kh4 (other king retreats do not save Black also: 5... Kh2 6. Kf8 Qd8+ 7. Kf7 Qc7 8. Ke8 Qc6 9. Ke7 Qc7 10. Qd5! Qa7 11.

Ke6; 5... Kg3 6. Kh6) 6. Kg6 Qg3+ 7. Kf7 Qb3+ 8. Qe6 Qb7 9. Qe7+]

3. Qe6+ Kh2

[Or 3... Kg3 4. Kf7 Qb7 5. Kg6 Qb1+ 6. Qf5 Qb6+ 7. Kh5]

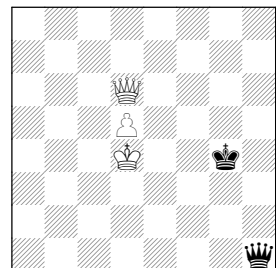
4. Kf7 Qh5+

[Black also loses after both 4... Qf1+ 5. Ke7;

and 4... Qb7 5. Kg6 Qg2+ 6. Kf6 Qf3+ 7. Qf5 Qc6+ 8. Ke7 Qc7 9. Qd5]

5. Kg7 Qg5+ 6. Kh7 Qd8 7. Kg6! Kh1 8. Kf7 Kh2 9. Qe7 , and White wins.

Ivkov B. - Hartoch R., Rich, 1969



1... Qa1+

[1... Qg1+ 2. Kc4]

2. Kc5 Kf3

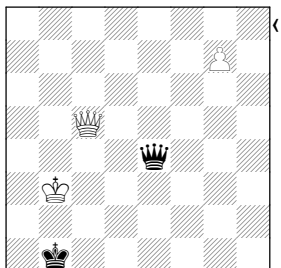
[Or 2... Qa5+ 3. Kc6 Qa6+ 4. Kd7 Qb7+ 5. Ke8!]

3. Qe6! Qa5+ 4. Kc6 Qa6+ 5. Kc7 Qa7+ 6. Kd8 Qb8+ 7. Ke7 Qc7+ 8. Kf6 Kg2 9. d6 The pawn has reached the 6th rank; now a win is achieved easier. 9... Qc3+ 10. Kf7 Qf3+ 11. Kg7 Qc3+ 12. Kh7! Qc6 13. Qg4+ Kf1 14. Qf5+ Ke1 15. d7 The rest is simple. 15... Qd6

[Or 15... Qh1+ 16. Kg7 Qg2+ 17. Kf7; 15... Qc7 16. Kg8 Qd8+ 17. Kf7 followed by ♚e6-e7.]

16. Qa5+ Black resigned.

Pachman L. - Gligoric S., Moscow, 1947



With a rook's or knight's pawn, a win is difficult, and sometimes impossible at all. Nevertheless, the defender's task is not simple. We will now consider three practical examples in which the stronger side has managed to succeed, and let the computer programs prove whether or not a draw was possible! Over the board one must play without the computer's assistance.

1... Qf3+

[If 1... Qe6+ , then 2. Ka4 Qa6+ (or 2... Qa2+ 3. Qa3; 2... Qg8 3. Qf8 Qa2+ 4. Qa3) 3. Qa5 Qe6 4. Qb4+ Kc2 5. Qc5+ Kd3 6. Ka3 Qf7 (6... Qa6+ 7. Kb4) 7. Qb5+ Ke4 8. Qb1+ , and White queens.]

2. Ka4 Qa8+ 3. Qa5 Qg8 4. Qb4+ Kc2 5. Qe4+ Kc3 6. Qf3+ Kd4

[No better is 6... Kb2 because of 7. Qg2+ Kc3 8. Qg3+ Kd4 9. Ka3 Qa8+ 10. Kb2 Qb7+ 11. Qb3 Qg2+ 12. Ka3; 6... Kc2 7. Qg2+ Kc3 8. Qg3+ Kd2 9. Kb4 Ke2 10. Qh2+ Kd3 11. Qh3+ Kc2 12. Qc3+ Kd1 13. Qb3+ (analysis by

the computer program "Belle").]

7. Qf8 Qa2+ 8. Qa3 Qg8

[Other queen retreats also lose: 8...

Qg2 9. Qb4+ Ke5 10. Qb8+;

8... Qc2+ 9. Qb3 Qc6+ 10. Ka3;

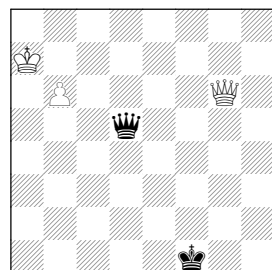
8... Qf7 9. Qb4+ Ke5 10. Qb8+]

9. Qb3! Qa8+

[9... Qe8+ 10. Ka3]

10. Kb4 Qb8+ 11. Ka3 , and White wins.

Barlov D. - Soltis A., New York, 1988

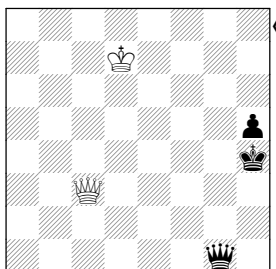


1... Qa5+ 2. Kb7 Qd5+ 3. Kc7 Qc5+ 4. Kd7 Qd5+ 5. Qd6?

[Stronger is 5. Ke7 Qc5+ 6. Kf7 Qd5+ 7. Kf8 Qa8+ 8. Kg7 Ke2 9. Qc2+ Kf1 10. Qb1+ Kf2 11. b7 Qb8 12. Qe4 Kg3 13. Kf7 Qc7+ 14. Qe7 Qf4+ 15. Kg7 Qb8 16. Kg6 Kf3 17. Kf6 Qf4+ 18. Kg7 Qg3+ 19. Kf7 Qb8 20. Ke6 Kg2 , and White wins (analysis by "Belle").]

5... Qf7+ 6. Kc8 Qe8+ 7. Kc7 Qf7+ 8. Kc6 Qc4+ 9. Qc5 Qe6+ 10. Kb5 Qe8+ 11. Ka5 Qa8+ 12. Kb4 Qb8 13. Qf5+ Kg1 14. Qg6+ Kh1 15. Qc6+ Kg1 16. Kb5 Kf1 17. Ka6! Ke1 18. Qe6+ Kf1 19. b7 Kg1 20. Kb6 (with the idea of 21. fxc6) 20... Qd8+ 21. Ka7 Black resigned. Of course, Black could defend better, but over the board it was difficult.

Gligoric S. - Timman J., Bugojno, 1980



1... Qg3 2. Qc1

[Better is 2. Qf6+]

2... Qg4+ 3. Kc7 Qg7+ 4. Kb6 Qf6+ 5. Ka7 It is hard to say, where the defender should keep his king. 5... Qe5

Black centralizes his queen, and so far it seems that he does not have a clear winning plan. 6. Qg1 Kh3 7. Qh1+

[Checks are not always good; better is 7. Qg6]

7... Kg4 8. Qd1+ Kf4 9. Qf1+ Kg5 10. Qg2+ Kf6 11. Qf3+ Ke7 Black brings his king closer the opponent's king in order to cover from checks. 12. Qa3+ Qd6 13. Qf3

[Better is 13. Qe3+ Kd8 14. Qf2 , preventing the pawn's advance.]

13... Qd4+ 14. Kb7 h4 15. Qh5 Kd6 16. Qg6+ Kc5 17. Qc6+ Kb4 18. Qg2 Qc4! 19. Kb6 Qc5+ 20. Kb7 Qd4 21. Kc6 Qc3+ 22. Kd7 Qd3+ 23. Ke6

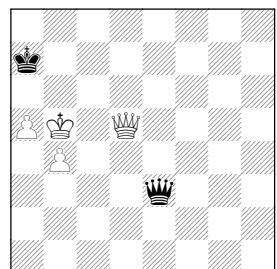
[23. Kc6!]

23... h3 24. Qh2 Kc3 25. Qe5+? Kc2 26. Qh2+ Kd1 27. Qh1+ Kd2 28. Kf6 Qe3 29. Kf5? Qf2+! 30. Ke5

[30. Kg4 Qg2+]

30... Qe1+ White resigned.

Queen and two pawns against queen



Queen and two pawns against queen

A win in positions with two extra pawns is simple, provided only that there is no immediate perpetual check. It is of small importance, which are the pawns: connected, isolated, or doubled.

1... Qe8+ (the best opportunity) 2. Kc4 Qe2+ 3. Kc5 The king easily hides from checks. 3... Qe7+

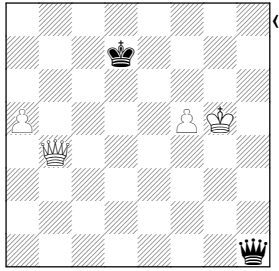
[Or 3... Qf2+ 4. Kc6 Qf6+ 5. Kc7 Qg7+ 6. Qd7]

4. Qd6 Qg5+

[4... Qe3+ 5. Qd4]

5. Kc6 Qg2+ 6. Kc7 Qg7+ 7. Qd7 Black was unable to prevent White from achieving this position. 7... Qc3+ 8. Kd6+ Kb8 9. Qb5+ , exchanging queens on the next move.

Larsen B. - Gligoric S., Bled/Portoroz (Slovenia), 1979



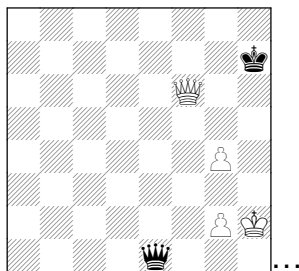
1... Qg2+ It does not matter, which checks Black gives. 2. Qg4 Qd5

[Or 2... Qd2+ 3. Kg6 Qxa5 4. f6+ Kc7 5. Qc4+ Kd7 6. Qd4+ Kc8 7. f7 Qa6+ 8. Kh7 , and White wins.]

3. Qa4+ Ke7 4. Qb4+ Kf7 5. Kf4 (zugzwang) 5... Qc6 6. Qb3+ Kf8 7. Qa3+ Kg7 [...]

[, and Black resigned in view of 8. Qe7+ Kh8 9. Qf8+ Kh7 10. Qf7+ Kh8 11. Qh5+ Kg7 12. Qg6+]

Reshevsky S. - Geller E., Sousse (Tunisia), 1967



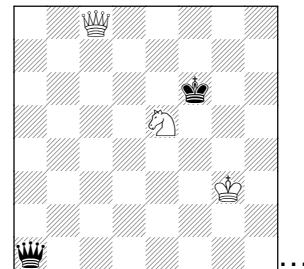
1. g3 Kg8 2. Qd8+ Kh7 3. Qd7+ Kg8 4. Qd5+ It is always useful to centralize a queen. 4... Kg7 5. Kh3 Qe2 6. Qd7+ Kg6 7. Qd6+ Kg7

[Or 7... Kg5 8. Qd8+ Kh6 9. Qh8+ Kg6 10. Qg8+ Kh6 11. g5+ Kh5 12. Qh7+ Kxg5 13. Qh4+ Kf5 14. Qf4+ followed

by 15. £g4, exchanging queens.]

8. Kh4 Qe4 9. Qd7+ Kh6 10. Qd2+ Kh7 11. Qc1 (taking control over the h1-square) 11... Qd5 12. g5 Qe4+ 13. Qf4 Qh1+ 14. Kg4 Qd1+ 15. Qf3 Qa4+ 16. Kh5! Qe8+ 17. Kh4 Kg8 18. g6! Qe7+ [18... Qxg6 19. Qg4 Kh8! 20. Qh5+] 19. Kg4 Qe6+ 20. Qf5 Qe2+ 21. Kh3! Black resigned.

Queen and knight against queen



Queen and knight against queen

Queen and knight are normally unable to win against queen, but in some exceptional cases the win is possible due to badly placed opponent's pieces, with the stronger side's pieces being coordinated.

1. Qf8+ Ke6

[1... Kg5 2. Qf4+ Kh5 3. Qg4+ , mating.]

2. Qf7+ Kd6 3. Qd7+ Kc5 4. Qc6+ Kd4

[Or 4... Kb4 5. Nd3+ Kb3 6. Qd5+! Kc2 7. Nb4+ Kc1 8. Qc4+ Kb2 9. Nd3+ Kb1 10. Qb3+]

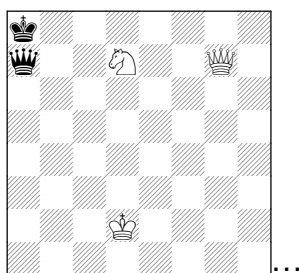
5. Kf4! All White's pieces are perfectly

coordinated. 5... Qa2

[Mate by 6. Ec4\# was threatened, while after 5... Qf1+ 6. Nf3+ Kd3 7. Qb5+ Black lost his queen.]

6. Nf3+ Kd3 7. Ne1+! Kd4 8. Nc2+ Kd3 9. Nb4+ , forking the queen.

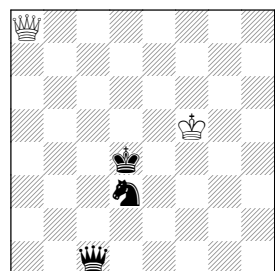
Yuzef D



If the defender's king and queen are placed on the edge of the board, then the stronger side is able to mate the opponent's king by his queen and knight, without any help from his king.

White wins by force. 1. Qg2+ Qb7 2. Qg8+ Ka7 3. Qg1+ Ka8 4. Qa1+ Qa7 5. Qh1+ Qb7 6. Qh8+ Ka7 7. Qa1+ Qa6 8. Qg1+ Ka8 9. Qg8+ , and White wins. The maneuvers of the white queen are very impressive.

Lengyel L. - Levy, Cienfuegos (Cuba), 1972



Let us now consider a practical example.

1... Qf4+ 2. Ke6

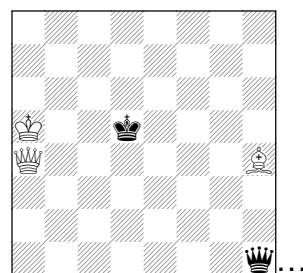
[2. Kg6 Ne5+ 3. Kg7 Qf7+]

2... Nc5+! 3. Ke7 Qh4+! 4. Kf7

[4. Kd6 loses also: 4... Qf6+ 5. Kc7 Qe7+ 6. Kb6 Nd7+!]

4... Qh7+ 5. Kf6 Ne4+ 6. Ke6 Qg6+ 7. Kd7 Qf7+ 8. Kc8 Nd6+ 9. Kb8 Qe8+ 10. Ka7 Nb5+ 11. Kb7 Qe4+! 12. Kb8 Qe5+ 13. Kb7 Qd5+ Black's queen has approached the white king with checks, climbing the "staircase". 14. Kb8 Qd8+ 15. Kb7 Nd6+ 16. Ka7 Qa5+ 17. Kb8 Qb6+ , mating.

Queen and bishop against queen



Queen and bishop against queen

A win with queen and bishop against

queen is possible only in studies, where the weaker side's pieces are extremely badly placed.

The poor position of Black's queen is the cause of his defeat. 1. Qd7+ Kc4

[Or 1... Ke5 2. Qg7+! Ke6 3. Qe7+ Kf5
4. Qf6+ Kg4 5. Qg5+]

2. Qb5+ Kd4 3. Bf2+ Kc3 4. Be1+! Kd4

[4... Kc2 5. Qc4+]

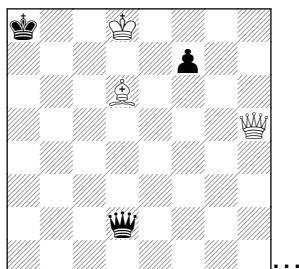
5. Qb2+ Kc5 6. Qb6+ Kc4 7. Qb4+ Kd3 8.
Qc3+ Ke2

[8... Ke4 9. Qc6+]

9. Qd2+ , winning the queen or mating.

In these endings the stronger side should place his queen and bishop on the opposite colored squares; in this case they supplement each other.

Halberstadt



In this position Black's king is placed badly. 1. Kc8 Qc3+ 2. Bc7 Ka7 There is nothing else. 3. Qh1! Qb2 4. Qf3 f5

[Black is in zugzwang and loses in all cases. If 4... f6 , then 5. Qd5;

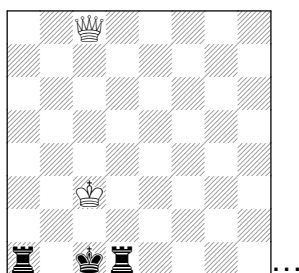
on 4... Qb4 White mates by: 5. Qf2+ Ka6 6. Qe2+ Qb5 7. Qa2+;

on 4... Qh8+ there follows 5. Bd8 Qb2 6. Qxf7+ Ka6 7. Qc4+ Qb5 8. Qa2+]

5. Qc6 Qb4 6. Bd6! Qb6 7. Bc5 , and

White wins.

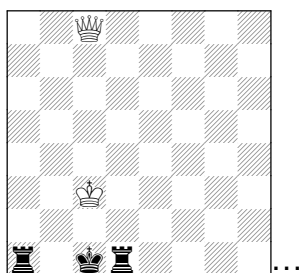
QUEEN AGAINST TWO ROOKS



QUEEN AGAINST TWO ROOKS

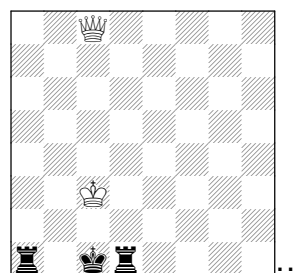
A battle of a queen against two rooks is always sharp and complicated. Formally, two rooks are slightly stronger than a queen, but the correct assessment depends on a situation on the board. As a rule, tactical players prefer to have a queen, while positional players prefer two rooks.

QUEEN IS STRONGER THAN TWO ROOKS



QUEEN IS STRONGER THAN TWO ROOKS

Creation of mating threats

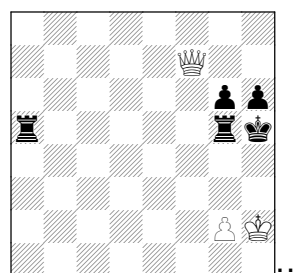


Creation of mating threats

If the defender's pieces are passive, the stronger side's queen, king and pawns can weave a mating net.

After 1. Qc4! , threatening 2. £f4+ followed by 3. £b4 with mate on the next move, Black is defenseless. 1... Ra3+
[Or 1... Rd2 2. Qf1+ Rd1 3. Qf4+ Kb1
4. Qb4+ followed by 5. £b2#]
2. Kb4+ Kb2 3. Qe2+

Karpov A. - Timman J., Tilburg, 1977



In this position too, Black is helpless - his king cannot escape from a mating net.

1. Qf3+ Rg4

[1... Kh4 2. Qh3#]

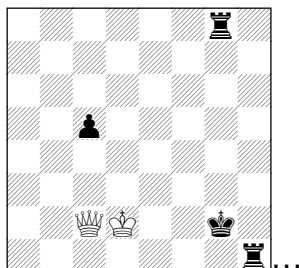
2. Kh3 Raa4 3. Qd5+ Rg5

[3... g5 4. Qf7#]

4. g4+! Raxg4 5. Qf3! (zugzwang) 5... Rf5

6. Qxg4#

Rooks are disconnected or passive



Rooks are disconnected or passive

In these cases the stronger sides gets an opportunity to win one of the rooks with checks.

The black rooks are disconnected, and this gives White an opportunity to win one of them by a series of precise checks. 1. Kc3+!

[The aim is not achieved by 1. Ke3+? Kg3 2. Qf2+ Kh3 3. Qf5+ Rg4 4. Qh5+ Rh4 5. Qf3+ Kh2 6. Kf2 (or 6. Qf2+ Kh3 7. Kf3 Rg4! , and it is Black who has winning chances) 6... Rg1!]

1... Kg3!

[1... Kg1 2. Qb1+]

2. Qd3+ Kf2 3. Qf5+ Kg3 4. Qe5+ Kf2

All Black's moves are forced. 5. Qxc5+

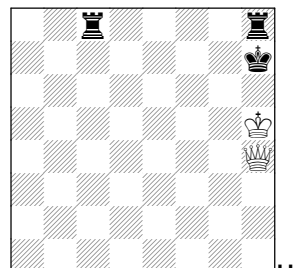
Kg3

[No better is 5... Ke1 6. Qe7+ Kd1 7.

Qd7+ Kc1 8. Qd2+ Kb1 9. Qb2#]

6. Qc7+ Kg2 7. Qb7+ Kg1 8. Qb1+ , and White wins.

Rinck H 3



In this example Black also loses a rook.

1. Qe7+ Kg8+ 2. Kg5! Ra8

[The alternatives do not save either:

2... Rf8 3. Kg6 Rh6+ 4. Kxh6 Rf6+ 5. Kg5!;

2... Rc2 3. Qe6+ Kg7 (3... Kf8 4. Qf5+) 4. Qg6+;

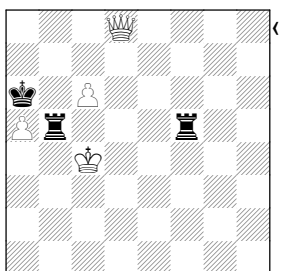
2... Rc1 3. Qe8+ Kg7 4. Qe5+ Kg8 5. Qb8+ Kh7 6. Qh2+ Kg8 7. Qa2+ Kg7 8. Qb2+]

3. Qe6+ Kg7 4. Qf6+ Kg8 5. Kg6 Rh7 6. Qe6+ Kf8 7. Qf5+

[Bad is 7. Kxh7? due to 7... Ra7+ 8. Kg6 Rg7+ 9. Kf6 (9. Kf5 Rf7+) 9... Rg6+! with a draw.]

7... Kg8 8. Qd5+ followed by 9. £a8, winning.

Jansa V. - Sokolov A.,Gausdal (Norway),1990



Black must coordinate his rooks, otherwise he will lose. 1... Ka7! The only move.

[Black loses after both 1... Rfc5+ 2. Kd4 Rxa5 (2... Ka7 3. Qe7+) 3. Qa8+; and 1... Rf4+ 2. Kd3]

2. a6!?

[Nothing is achieved by 2. c7 Rfc5+ 3. Kd4 Rd5+! 4. Qxd5 Rxd5+ 5. Kxd5 Kb7 6. Kd6 Kc8! with a draw;

or 2. Qe7+ Ka6 3. c7 Rfc5+ 4. Kd4 Rd5+ 5. Ke4 Re5+! 6. Qxe5 Rxe5+ 7. Kxe5 Kb7]

2... Rfc5+

[Bad is 2... Kxa6? 3. Qa8+ Kb6 4. Qb7+;

2... Rbc5+? 3. Kd4 Kxa6 4. Qa8+ Kb6 5. Qb7+ Ka5 6. c7]

3. Kd4 Kxa6? This loses.

[No better is 3... Rxc6? 4. Qd7+ Kb6 5. Qb7+;

or 3... Rc1? 4. Qe7+! Kxa6 (4... Ka8 5. c7) 5. Qa3+;

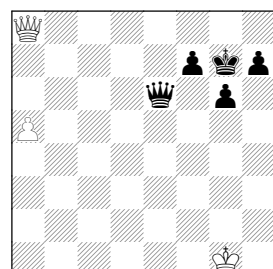
A draw could have been obtained by 3... Rc2! 4. Qe7+ (or 4. c7 Rbc5) 4... Kxa6 5. c7 Rbc5 6. Qxc5 Rxc5 7. Kxc5 Kb7]

4. Qa8+ Kb6 5. Qb7+ Ka5 6. Qa7+ Kb4 7. Qe7! [...]

[7... Ra5 8. c7]

Black resigned.

Passed pawn

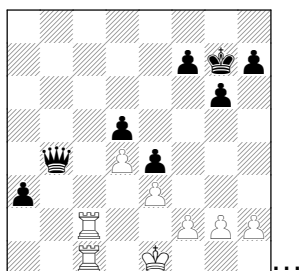


PASSED PAWN

A passed pawn is a very important factor in queen endings. The more advanced the pawns, the more dangerous they are. In positions where both sides have passed pawns, a material advantage becomes of secondary importance, and the result depends on whose passed pawn is closer to its promotion square. Just one tempo may have a decisive effect on the assessment of the position. The weaker side often saves the game by sacrificing one or even more pawns in order to create a passed pawn, or to threaten its creation.

Instructive example Black is unable to win, e.g.: 1... h5 2. a6 h4 3. a7 h3 4. Qb7, and it is only White who can play for a win.

Miles A. - Ljubojevic L., Linares, 1985



Black's task is to advance his pawn to a2, after which the white rooks will be tied. Then he attacks the opponent's K-side with his king and pawns. There is no way for White to counter this plan. 1. Kf1

[No better is 1. Kd1 Qb3 2. Kd2 a2 3. Ra1 Qd3+ 4. Kc1;

or 1. Rd2 a2 2. Ra1 Qb1+ 3. Rd1 Qb2]

1... Qb3 2. Rc7

[2. Rc3 Qb5+ followed by 3 ... a2]

2... a2 3. Ra7 Qb2 4. Re1 g5! 5. g3 Qb1! (depriving White of any activity) 6. Ra8 Kg6 7. h3 f5 8. Ra6+ Kh5 9. Ra8 h6 10. Ra7

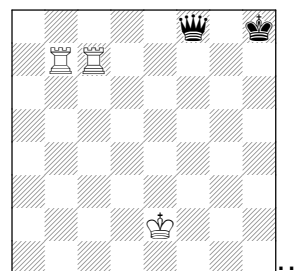
[10. Ra5 Qd3+ 11. Re2 (11. Kg2 Qd2) 11... Qd1+! 12. Re1 Qb1 Zugzwang.]

10... f4 11. exf4 gxf4 12. gxf4 Kh4 13. Ra3 h5 14. f5 Kg5 15. Ra5 Qd3+ 16. Re2 Qd1+ 17. Re1 Qb1! 18. Ra8

[18. h4+ Kf6]

18... Kxf5 19. Rf8+ Kg5 20. Ra8 Kh4 21. Ra3 Qb2 22. Ra8 Kxh3 23. Kg1 Qb1 24. Ra3+ Kg4 25. Rf1 h4 26. Ra8 h3 White resigned.

SUCCESSFUL BATTLE OF TWO ROOKS AGAINST A QUEEN



SUCCESSFUL BATTLE OF TWO ROOKS AGAINST A QUEEN

In these endings the decisive factor is the coordination between the rooks. The best situation is when the rooks are doubled either on the penultimate rank, or on the b- or g-files, with the opponent's king being cut on the edge of the board.

This example perfectly demonstrates the power of two rooks doubled on the 7th rank. 1. Rh7+ Kg8 2. Rhe7 Kh8 3. Rbc7!

[Nothing is achieved by 3. Rf7 Qd6; or 3. Ra7 Qg8 4. Kf2 Qf8+ 5. Kg1 Qg7+! with a draw.]

3... Kg8

[If 3... Qg8, then 4. Kf1 Qf8+ (the queen is deprived of the c4-square) 5. Rf7 Qg8 6. Ra7 Qe8 7. Rh7+ Kg8 8. Rag7+ Kf8 9. Rh8+, winning the queen.]

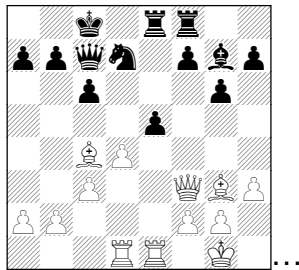
4. Ra7 Kh8 5. Rf7 Qe8+ 6. Kf2 Kg8

[Or 6... Qg8 7. Kf1]

7. Rg7+ Kf8 8. Rh7, and White wins.

This study made quite an impression on me - I understood what the 7th rank is. Soon I managed to carry out the following combination.

Panchenko A. - Zaichik G., Leningrad, 1976



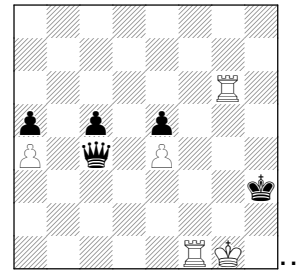
1. Bxf7! Re7 2. dxe5 Rxf7
 [Or 2... Bxe5 3. Rxe5! Rxe5 (3... Nxe5 4. Be6+) 4. Qf4 g5 5. Qc4±;
 More stubborn would have been 2... Nxe5 3. Bxe5 Rxe5 4. Qg4+ with an extra pawn for White]

3. Qxf7! Rxf7 4. e6 Ne5 The alternatives are even worse. 5. exf7 Qxf7 6. Bxe5 Bxe5 7. Rxe5 Qxa2 8. Re8+ Kc7 9. Re7+ Kc8 10. Rde1! Starting my combination, I planned to double my rooks on the 7th rank.

[The immediate 10. Rdd7, however, does not work due to 10... Qxb2, threatening to give perpetual check by £c1-f4.]

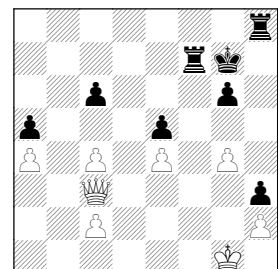
10... Qxb2 11. Rf7! White protects the f4-square and prepares to double his rooks. 11... Kd8 12. Ree7 Qxc3 13. Rxb7 Here Black resigned, but I was disappointed - so pleasant was the position...

Georgiev K. - Ionescu C., Sofia (Bulgaria), 1986



White wins by force. 1. Rf3+ Kh4 2. Rf8! Qc1+ 3. Kh2 Qd2+ 4. Rg2 Qh6 (the only move) 5. Rf3 Qe6 6. Rfg3! (7. !g8) 6... Qd7 7. Rg8 Qh3+ 8. Kg1 Qe3+ 9. Kh1 Qc1+ 10. Rg1 Qh6 11. R8g2 Black resigned. A study in a practical game.

Stanciu P. - Vaisman A., Romania, 1978



Black skillfully exploits a poor position of the opponent's king. 1... Rd8! 2. Qxh3

[2. Qxe5+ loses right off due to 2... Kh7 3. Qa1 Rd2]

2... Rd1+ 3. Kg2 Rd2+ 4. Kg1

[4. Kg3 Rdf2]

4... Rb7! 5. Qf1 Rb2 6. h4 Rbxc2 7. h5

[7. g5 Kg8]

7... gxh5 8. gxh5 Kh6! 9. c5

[No better is 9. Qf6+ Kxh5 10. Qxe5+ Kg4 11. Qf5+ Kg3, and the black king hides from checks on the Q-side.]

9... Rb2!

[But not 9... Kxh5 because of 10. Qh3+!]

10. Kh1

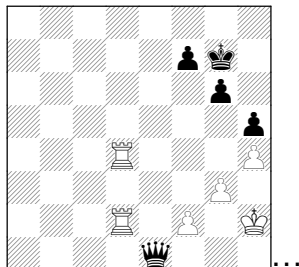
[10. Qe1 Rg2+ 11. Kf1 Rh2]

10... Rf2 11. Qd3

[11. Qg1 Kxh5 12. Qd1+ Kh4 13. Qe1 Rbe2]

11... Rbd2 12. Qe3+ Kh7 13. Kg1 Rfe2
White resigned.

Gurgenidze B. - Averbakh Y., Baku, 1961



The following two examples demonstrate the power of two rooks in realization of a positional advantage.

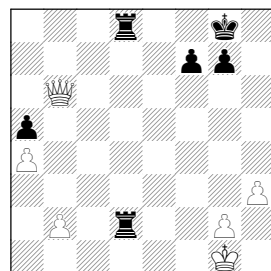
White's plan is typical for positions of this type: 1) to attack the f7-pawn twice, thus forcing Black to advance it; 2) to double the rooks on the 7th rank; Black will have to defend passively; 3) to transpose into a won pawn ending. 1. Kg2 Kh6 2. Rd1 Qe2 3. Rd7 Qc2 Black's only chance is to attack one of the rooks. 4. Kg1 f5 Black is unable to avoid this weakening.

[Still, more stubborn would have been 4... Qe2]

5. Re1 Qc8 6. Ree7 Qh8 7. f4! Qa1+ 8. Kh2 Qb2+ 9. Kh3 Qh8 10. Rb7 Qg8 11. Rf7 White prepares to transfer his king

to the Q-side. 11... Qh8 12. Kg2 Qg8 13. Kf2 Qh8 14. Ke2 Qe8+ 15. Kd2 Qd8+ 16. Kc2 Qc8+ 17. Rbc7 Qh8 18. Kd3 Qd8+ 19. Kc4 Qg8 20. Kc5 Qh8 21. Rh7+! Qxh7 22. Rxh7+ Kxh7 23. Kd5 Kg7 24. Ke6 Black resigned.

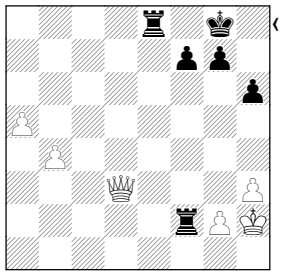
Iosif C. - Susterman A., Bucharest, 1993



Black has an obvious advantage, and the young Moldavian player accurately converts it into a win. 1... R8d5! 2. b4 (the best chance) 2... Rg5 3. g4 axb4 4. Qxb4 Rgd5 5. Qe4 Rc5 6. Qe8+ Kh7 7. Qe1 Rcc2 8. Qf1 Kg8 9. a5 Ra2 First of all Black must eliminate the a-pawn. 10. a6 Rd6 11. Qc1 Re6! (avoiding eventual perpetual check) 12. h4 Rxa6 13. Qc8+ Kh7 14. Qc2+ g6 15. Kg2

[15. h5]

15... Rac6 16. Qd3 Red6 17. Qe2 Rc3 18. h5 g5! White is doomed. 19. Kf2 Rf6+ 20. Kg2 Rf4 21. Qd1 Rcc4 22. Qb1+ Rce4 23. Qd3 Rxg4+ 24. Kf2 Rgf4+ 25. Kg3 Kh6 26. Qd8 Re3+ 27. Kg2 Kxh5 28. Qh8+ Kg4 29. Qc8+ f5 30. Qd8 Rg3+ 31. Kh2 Rf2+ 32. Kh1 Rf1+ 33. Kh2 Rgf3 34. Qd4+ Rf4 White resigned.



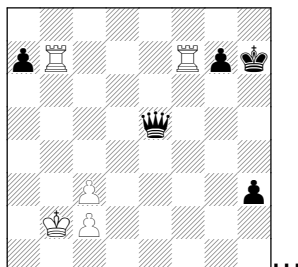
Defending with two rooks, one has an important defensive resource: to sacrifice one of the rooks in order to set up a fortress. 1... Rb2!

[Bad is 1... Ree2? due to 2. Qd5 Ra2 3. b5]

2. Qb5

[Or 2. b5 Re5! 3. a6 (3. b6 Rxa5 4. b7 Rab5) 3... Rxb5! 4. a7 Ra5 5. Qd8+ Kh7 6. a8=Q Rxa8 7. Qxa8 Re6, and Black has constructed a fortress.]

2... Re4 3. Qb8+ Kh7 4. b5 Reb4 5. b6 Rb5! 6. Qa7 f5! 7. Qa8 Rb1 8. Kg3 R1b3+ 9. Kf2 Rb2+ 10. Kg1 Rb1+ 11. Kh2 R1b2 12. Qa6 Rb1 13. Qa8 The players agreed a draw.



White's position looks hopeless, but, by sacrificing a rook, he sets up a fortress.

1. Rf3! Qh5

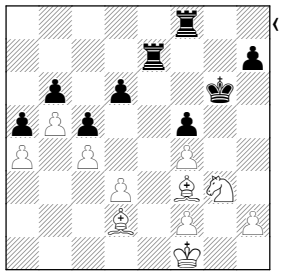
[After 1... h2 2. Rh3+ Kg8 3. Rb4 g5 4. Rd4... !d2 the game also ends in a draw.]

2. Rg3 Qh6 3. Rbxg7+! (the only way) 3... Qxg7 4. Rxh3+ Kg8 5. Rd3 White's fortress is impregnable. 5... Qb7+ 6. Kc1 a5 7. c4 Qb4

[Or 7... a4 8. c5 Qb4 (8... Qb5 9. c6 Qxc6 10. Kb2) 9. c6 a3 10. c7 Qe1+ 11. Rd1 Qe3+ 12. Rd2]

8. Rb3 Qxc4 9. Kb2 a4 10. Rd3 with the idea of !d3-a3-d3. Draw.

MULTI-PIECE ENDINGS



MULTI-PIECE ENDINGS

In previous chapters we have considered typical endgame positions and plans. These basic endings, however, do not arise in their "pure" form right from the start. They are like lighthouses at which one should aim from afar; to reach them, one should play openings, middlegames and multi-piece endings.

The endgame has its own rules, different from the opening and middlegame ones. The most important thing in the middlegame is calculating variations, while in the endgame, when the chessboard has cleared, planning becomes crucial. One should work out a plan and try to carry out it. Depending on a situation on the board, the plan may be changed, or even replaced by a new one, but, in any case, a chessplayer should be guided by a plan. Playing without planning is always punished.

This in no way means that tactics is absent in the endgame. Due to its increased activity, a king sometimes becomes a target for attack. Much more often, however, an active king helps its pieces to launch an attack on a passively placed opponent's king. Calculation of variations is necessary here.

The exact calculation is also required in endings where both opponents have passed pawns, especially if they are far advanced. Breakthroughs and sacrifices of an exchange or a piece often occur in such endings.

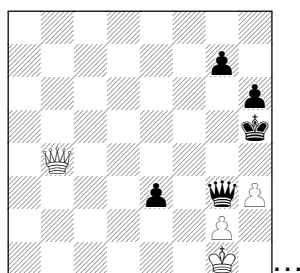
In the endgame one should try to play actively, coordinating all one's pieces against vulnerable points in the opponent's camp, such a badly placed king or weak pawns.

Let us now consider some classic examples. When possible, we will supply them with annotations by great players. This will help the reader to better understand the plans and ideas which guided them during the games.

In this position the game was adjourned, and Black resigned without a resumption. Why? Of course, one can analyze the

position by "moving" the pieces: "I go here, he goes there", and so on. But simpler is to work out a plan - and everything will become clear right off. In his annotations to this game Capablanca recommended the most "scientific" winning method. White places his bishop at c3 and advances the pawn to h5. Black is forced to play h7-h6 and retreat with his king to h7. Then White puts his bishop at h3 and transfers the knight to d5. Black is forced to protect the b6-pawn by b8 or b7, after which there follows f6+, winning an exchange. This simple and convincing scheme is a fine example of planning.

Yermolin - Petryaev,1971



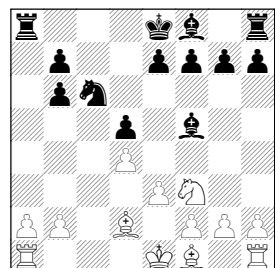
In this position the game was adjourned and adjudged by Botvinnik. He adjudged a victory to Black. The following moves are forced: 1. Qb5+ g5 2. Qe2+ Kh4 3. Kh1 h5 4. Kg1 White can only wait to see what Black will do. 4... g4 5. hxg4 hxg4 6. Kh1 Qe5!

[Black centralizes his queen. Bad is 6... Qf4 due to 7. g3+! Qxg3 8. Qf2! with a draw.]

7. g3+ Kg5 Botvinnik wrote about this position: "After 8. Kh2 Qc3 White is unable to find a draw; in the end the black king penetrates to d3 or f3". He gives just one line: 9. Qb5+ Kf6 10. Qb6+ Kf5 11. Qb5+ Ke4 12. Qb7+ Kd3 13. Qd5+ Qd4

14. Qb5+ Kd2 15. Qa5+ Kc1 , and the rest is clear. If one has a plan, it can be carried out. One's main task is to have the plan.

Janowski D. - Capablanca J., New York, 1916



1... Bd7! The bishop is needed exactly here; it will support the a5-c4 maneuver after the preliminary b6-b5. Thus, Black has drawn up a plan. 2. Be2 e6 3. O-O Bd6 4. Rfc1 Ke7! 5. Bc3 Rhc8 6. a3 An unnecessary weakening.

[Better is 6. Ne5]

6... Na5 7. Nd2 f5 (preventing e3-e4) 8. g3 b5 9. f3?

[White must not allow the black knight to invade of c4. Necessary was 9. Bxa5 Rxc1+ 10. Rxc1 Rxa5 11. Nb3 Ra8 12. Nc5 followed by d3 with a probable draw.]

9... Nc4 10. Bxc4

[Better is 10. Nxc4 bxc4 11. Re1 with the idea of e3-e4.]

10... bxc4 11. e4 Kf7 12. e5?

[After this move White's position is hardly defensible. Correct is 12. exd5 exd5 13. f4 followed by f3-e5]

12... Be7 13. f4 b5 14. Kf2 Ra4 15. Ke3 Rca8 16. Rab1 h6 White is tied to the

defense of his Q-side, and Black launches an offensive on the K-side.

17. Nf3

[Stronger is 17. h4 g5 18. hxg5 hxg5 19. Nf3]

17... g5 18. Ne1 Rg8 19. Kf3

[19. Ng2!]

19... gxf4 20. gxf4 Raa8 21. Ng2 Rg4 22. Rg1 Rag8 23. Be1 (intending to play ♡f2 followed by ♡e3) 23... b4! Black brings his light-squared bishop into play, which quickly decides the game. 24. axb4

[In response to 24. Bxb4 Bxb4 25. axb4 Black can choose between 25... h5 (and 25... Rb8 with a decisive advantage in both cases.)]

24... Ba4 The bishop is transferred to e4. 25. Ra1

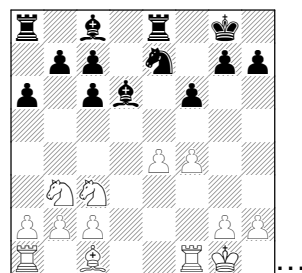
[25. Rc1 fails due to 25... Rxf4+! 26. Kxf4 Bg5+]

25... Bc2 26. Bg3 Be4+ 27. Kf2 h5! Now White is unable to avoid material losses in view of the threatening h5-h4. 28. Ra7 Bxg2 29. Rxb2 h4 30. Bxh4 Rxb2+ 31. Kf3 Rxb2 32. Bxe7

[No better is 32. Rxe7+ Kf8 33. Bf6 because of 33... Rgh8!]

32... Rh3+ 33. Kf2 Rb3 34. Bg5+ Kg6 35. Re7 Rxb2+ 36. Kf3 Ra8 37. Rxe6+ Kh7 White resigned.

Lasker E. - Capablanca J., St. Petersburg, 1914



1. f5!? At that time this idea was brand-new. R. Reti wrote: "An unexpected and at first sight strange move. White creates himself a backward e4-pawn and

gives Black the strong e5-square. Nevertheless, going deeper into the position's nuances, one may find out that these obvious drawbacks are outweighed by less apparent, still more significant advantages. First, White opens a diagonal for his bishop. Second, he seriously cramps the opponent's knight and light-squared bishop. Third, he creates an outpost at e6 for the white pieces. All these factors give White more than sufficient compensation for the surrender of the e5-square". 1... b6

This move suggests itself, but it is not the best. Better is 1... ♡d7 and 2... ♠d8 followed by ♡e7-c8-d6 with roughly equal chances. 2. Bf4 Bb7

[Better is 2... Bxf4 3. Rxf4 Bb7 Now Black gets the weak pawn at d6.]

3. Bxd6 cxd6 4. Nd4! The knight hurries to occupy the weak e6-square.

[Weaker is 4. Rad1 Rad8 5. Nd4 Bc8! , and Black is OK.]

4... Rad8 5. Ne6 Rd7 Now Black is unable to chase away the troublesome knight. 6. Rad1 Nc8 7. Rf2 b5 8. Rfd2 Rde7 9. b4 (preventing c6-c5) 9... Kf7 10.

a3 Ba8

[Here, as well as on the next move, an exchange sacrifice deserves attention:
10... Rxe6 11. fxe6+ Rxe6 , and Black has good drawing chances.]

11. Kf2 Ra7 12. g4 Being supported by the e6-knight, White's attack on the K-side is irresistible. 12... h6 13. Rd3 a5

The a-file gives Black nothing. 14. h4 axb4 15. axb4 Rae7 It is difficult to suggest Black anything better. 16. Kf3 Rg8 17. Kf4 g6 18. Rg3

[The immediate 18. g5 deserved attention.]

18... g5+

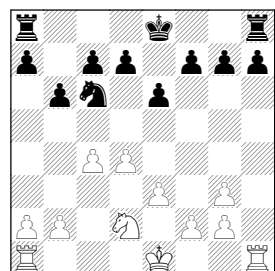
[This leads to a quick defeat. More stubborn would have been 18... gxf5 19. exf5! d5 , though in this case too, White would have retained an indisputable advantage after 20. g5]

19. Kf3! Nb6 20. hxg5 hxg5 21. Rh3!

[Weaker is 21. Rxd6 Rh8! followed by 22... ♖c4 with drawing chances for Black.]

21... Rd7 22. Kg3! Prevention. White takes his king away from eventual checks. 22... Ke8 23. Rdh1 Bb7 24. e5! (a decisive blow) 24... dxe5 25. Ne4 Nd5 26. N6c5 Bc8 (this is forced) 27. Nxd7 Bxd7 28. Rh7 Rf8 29. Ra1! Kd8 30. Ra8+ Bc8 31. Nc5 Black resigned.

Bogoljubow E. - Capablanca J., Kissingen, 1928



The following game perfectly demonstrates the difference between systematic purposeful play and aimless trampling.

Before this game Bogoljubow was on the lead, with Capablanca being one and a half point behind. Therefore, though the position is equal, Capablanca persistently plays for a win. His plan involves a pawn advance on the Q-side; White should play on the K-side. 1... Ke7 2. g4 h6 3. a3

[This move is the first in the series of aimless moves. After 3. Ke2 followed by !h5 and !ah1 chances are equal.]

3... a6 4. Ke2 Rhb8 5. Ne4

[Better is 5. b3!;
or 5. Rh5]

5... b5 6. c5 d5!

[This is stronger than 6... b4 7. a4 Na5 8. g5! , and White obtains counterplay on the K-side.]

7. cxd6+ cxd6 8. f4?!

[By 8. Rhc1 Rc8 (or 8... Kd7) 9. b3! White prevents the Q-side files from being opened, and a draw becomes unavoidable.]

8... Rc8 9. f5?

[White is just asking for trouble. Correct is 9. Rhc1 Na5 10. Nd2 , maintaining the balance.]

9... Na5 10. Kd3

[Now the game is hard to save. Necessary was 10. Rac1, for example: 10... Nb3 (or 10... Nc4 11. fxe6 fxe6 12. Rc2 d5 13. Nc5) 11. Rxc8 Rxc8 12. Nc3]

10... Nc4 11. Rab1

[More stubborn would have been 11. b3 Na5 12. fxe6 fxe6 13. Nd2, though after 13... Rc7 14. Rac1 Rac8 15. Rxc7+ Rxc7 White's defense would be difficult.]

11... d5 12. Nc3

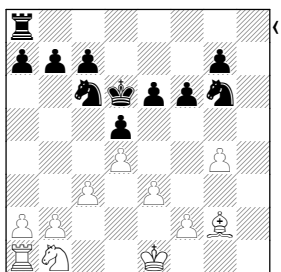
[On 12. Nc5 or 12. a2 Black plays 12... e5 with the idea of e4 followed by f6-g5.]

12... Rc6 13. fxe6 fxe6 14. g5 hxg5 15. Rh5 Kf6 16. Rh3 Rac8 (threatening 17... a2) 17. Na2 a5 18. Rf3+ Kg6 19. g4 Nd6 Black prepares a final blow. 20. Nc3 b4 21. axb4 axb4 22. Nd1 Rc2 23. Rf2 b3 24. Ra1 Ne4 25. Re2 R8c6! 26. Rb1 e5 27. Ra1

[27. dxe5 Nc5+ 28. Kd4 Rxe2]

27... R6c4 28. Ra5 Nc5+! White resigned.

London - St.Petersburg,1886



The Petersburg team was headed by M.Chigorin, who wrote about this

position: "All White's pieces, which were developed, have been exchanged.

Black's king, knights and pawns are perfectly placed. Though at the moment Black's advantage is not apparent, sooner or later it may be converted into a win". 1... Rh8 2. Kf1 e5 3. Nd2 Rh4

4. f3?!

[This is the move Black anticipated. Stronger would have been 4. Nf3!, forcing the black rook to retreat (impossible is 4... Rxc4? 5. Bh3) In this case Black would prepare the e5-e4 advance.]

4... exd4 5. cxd4

[Worse is 5. exd4 Nf4 6. Kg1 Ne2+ 7. Kf1 Rh2]

5... Nb4 6. Kf2 b6 (with the idea of c7-c5) 7. b3 Rh8! (preparing the following combination) 8. a3 One cannot endure such a knight. 8... Nd3+ 9. Ke2

[On 9. Kg3 there follows 9... Re8 (that is why Black played 7... h8) 10. Nf1 c5 11. dxc5+ bxc5 12. Rd1 c4 13. bxc4 dxc4 14. Nd2 Kc5 15. Ne4+ Rxe4! 16. fxe4 Nge5 17. Bf1 Kb5, and, according to Chigorin, "It is clear that despite being an exchange down Black is at least not worse". After the move in the game Black gains the initiative.]

9... Rh2 10. Kxd3 Rxc2 11. Rh1

[11. b4 would be met by 11... Rh2! 12. a4 (or 12. b5 Ne7 followed by c5 and, in response to bxc6, axc6-a5) 12... Ne7 13. a5 Nc6 14. axb6 Nxb4+ 15. Kc3 axb6]

11... c5! 12. Rh7

[After 12. dxc5+ bxc5 Black obtains the

important e5-square for his knight.]

12... cxd4 13. exd4 Nf4+ 14. Kc3

[Bad is 14. Ke3? g5! , mating.]

14... Ne6 15. Kd3 a5 16. Ke3 Rg1! (a very strong maneuver) 17. Rh8

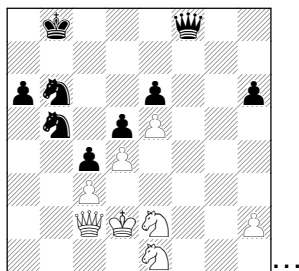
[17. Kd3 Rc1!]

17... Rc1! 18. Rb8 Rc3+ 19. Kf2 Nxd4 20. Rxb6+ Ke5 The activity of Black's pieces quickly decides the game. 21. Rb7 Kf4 22. g5

[Or 22. Rxb7 Re3 23. Nf1 Re2+ 24. Kg1 Nxf3+ 25. Kh1 Rf2]

22... Re3 White resigned.

Chigorin M. - Tarrasch S., St. Petersburg, 1893



In spite of being a pawn down, White is better, approximately 5.5 : 4.5, because it is difficult for Black to defend his pawns at e6 and especially at h6. 1. Qg6 Nc7

2. Ng2! Kc8

[The immediate 2... a5 deserved attention.]

3. Ngf4 Qe7

[Black is unable to protect both pawns. If 3... Kd7 , then 4. Qh7+ Kc6? 5. Qxc7+! Kxc7 6. Nxe6+ Kd7 7. Nxf8+]

4. Qxh6 a5 5. h4 a4 6. h5 a3 7. Nc1 Nd7 8. Qg6 Nf8 "Black is noticeably worse, because White's pawn is much better

supported" (Tarrasch). 9. Qg8 Kd7 10. h6 Ne8 11. Na2

[Weaker is 11. Nxe6 Qxe6! 12. Qxf8 Qg6 13. Qxa3 Qxh6+ 14. Kc2 Nc7 with a probable draw;

but stronger is 11. Ke2! with winning chances for White.]

11... Qh4! 12. Qf7+ Qe7?

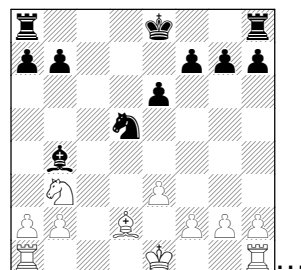
[This loses. The draw could have been obtained by 12... Kd8! 13. Qxf8 Qf2+]

13. Qh5 Qh7 14. Nb4 Nc7 15. Qg5 Qe7 16. Qg8 Qh4 17. Qg7+ Qe7

[17... Ke8 fails due to 18. Qxf8+ Kxf8 19. Ng6+]

18. Nh5! This decides. 18... a2 19. Nf6+ Kc8 20. Qxe7 a1=Q 21. Qxf8+ Kb7 22. Nd7 Na6 23. Nc5+ Black resigned.

Nimzowitsch A. - Tarrasch S., Breslau, 1925



Positions with symmetrical pawn structures are usually drawn, but here White step by step gains an initiative.

1. Rc1! Rd8

[After 1... O-O the black king is out of play.]

2. Bxb4 Nxb4 3. Ke2 Ke7

[3... Nxa2 4. Ra1±]

4. Rc4 Na6

[This is forced, because on 4... Nc6

White has the unpleasant 5. Rhc1 ±]

5. Rhc1 Rd7 "Black's position still seems to be firm, but in fact he is on the verge of defeat" (A.Nimzowitch). 6. f4! Rhd8 7. Nd4 f6 8. a4! White prepares b2-b4.

[The immediate 8. b4 could be met by 8... b5!]

8... e5 9. fxe5 fxe5 10. Nf3 Ke6 11. b4 White improves his position. 11... b6 12. R1c2! (an important preventative move) 12... h6 13. h4 Rd6 14. h5

[Also good is 14. Nd2 with the idea of 15. ♖e4 followed by b4-b5.]

14... Rd5 15. Rg4 R5d7 16. Rc6+ Rd6

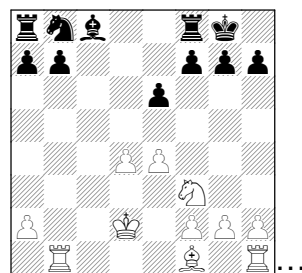
[There is no defense. If 16... Kf5, then 17. Rcg6, mating; after 16... Kd5 17. Rcg6 e4 18. Nd2 Nxb4 19. Nxe4 Black will not hold for a long time.]

17. Rg6+ Ke7

[Or 17... Kd5 18. Rcx d6+ Rxd6 19. e4+ Kc6 20. b5+]

18. Rxg7+ Kf8 19. Rxd6 Rxd6 20. Rxa7 Nxb4 21. Nxe5 The rest is clear. 21... Re6 22. Ng6+ Kg8 23. Ne7+! Kf8 24. Nf5 Nd5 25. g4 Nf4+ 26. Kf3 Nd3 27. Ra8+ Kf7 28. Rh8 Nc5 29. Rh7+ Kg8 30. Rxh6 Rxh6 31. Nxh6+ Kf8 32. Nf5 Nxa4 33. h6 Kg8 34. g5 Kh7 35. Kg4 Nc5 36. Kh5 Ne6 37. g6+ Kg8 38. h7+ Kh8 39. Kh6 Black resigned.

Rubinstein A. - Schlechter C., San Sebastian, 1912



It is hard to believe that this position occurred as early as in the beginning of the 20th century! This example one more time confirms the necessity of studying the classics. 1. Bb5! a6

[Or 1... b6 2. Rhc1 Bb7 3. Ke3 with a clear advantage to White.]

2. Bd3 Rd8 3. Rhc1 b5 4. Rc7 Nd7 5. Ke3 Nf6 6. Ne5 Bd7 7. g4! h6

[No better is 7... Be8 8. g5 Nh5 (8... Nd7 9. Nc6) 9. Be2 f6 10. gxf6 Nxf6 11. Rg1 g6 12. Re7! Rd6 13. Rc1!]

8. f4!

[This is stronger than 8. h4]

8... Be8 9. g5 hxg5 10. fxc5 Nh7 11. h4 Rdc8 12. Rbc1 Rxc7 13. Rxc7 Rd8

[13... f6 14. gxf6 gxf6 (14... Nxf6 15. Re7) 15. Ng4]

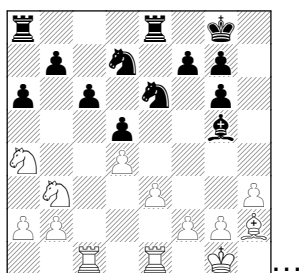
14. Ra7 f6 15. gxf6 gxf6 16. Ng4 Bh5 17. Nh6+ Kh8 18. Be2! Be8

[18... Bxe2 19. Nf7+]

19. Rxa6 Kg7 20. Ng4 f5 21. Ra7+! Kh8

[21... Kg6 22. h5+ Kg5 23. Rg7+ Kh4 24. exf5 exf5 25. Nh6 Nf8 26. Nxf5+ Kh3 27. Bf1+ Kh2 28. Rg2+ Kh1 29. Ng3# (pointed out by Kmoch)]

22. Ne5 fxe4 23. Bxb5! Nf6 24. Bxe8 Rxe8 25. Kf4! Kg8 26. Kg5 Rf8 27. Kg6 Black resigned.



1. Na5 Ra7 2. Kf1 Due to an ugly position of the black rook at a7 White has a large advantage. Nevertheless, converting it into a win is by no means easy. 2... Bd8 3. b4 f5 4. Nb2 g5

[After 4... Bxa5 5. bxa5 Black creates himself a chronic weakness at b7.]

5. Nd3 Kf7 6. Rc2 Bb6

[Better is 6... Bc7 7. Bxc7 Nxc7 8. Nc5 Nxc5 9. bxc5 Ne6 10. Rb2 Re7 11. Reb1 Nd8]

7. Bd6 Nd8 8. Nc5 Nxc5 9. Bxc5 Bxc5 10. bxc5 Ke7 11. Rb2 Kd7 12. Reb1 Kc8 13. Ke2 Re7 14. Kf3 Re4 15. g4! White intends to open up the K-side and invade the enemy camp with his rooks. 15... g6

[15... f4 16. Rh1 ... h4]

16. Rg1 Nf7 17. h4! gxh4 18. gxf5 gxf5 19. Rg7 Nd8 20. Rg8 f4 21. Rh8

[Weaker is 21. Nxb7 Rxb7 22. Rxd8+ , and Black gets rid of his passive pieces.]

21... fxe3 22. fxe3 Kd7 23. Rg2 Re8 24. Rxh4 Re7 25. Rh8 Kc7 26. Rgg8 Rd7

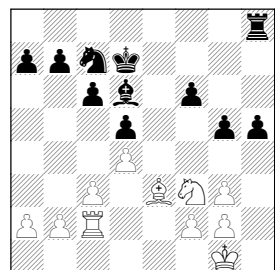
[26... Ra8 27. Nxb7]

27. Nb3 a5 28. Nc1 Ra8 29. Nd3 b5 Despair, but passive tactics could not save Black. 30. cxb6+ Kxb6 31. Nc5 Rd6 32. a4 Rc8 33. Kg4 [...]

[33... Ra8 34. Kf5 Rc8 35. Rf8! with the idea of e5;

or 33... Kc7 34. Rg7+ Kb8 35. Rhh7]

Black resigned.



Black is better, but a win is difficult. 1...

Ne8! The knight is transferred to f5, where it will support both eventual advances, h5-h4 and g5-g4. Besides, the knight will control the d4-square after c6-c5. 2. Re2 Ng7 3. Bd2 Nf5 4. Re1 c5! Black is not afraid to isolate his d-pawn; in compensation he activates his bishop. 5. dxc5 Bxc5 6. Kf1 (6... ag3 was threatened) 6... h4 7. gxh4

[7. g4 Nh6 loses a pawn.]

7... g4! 8. Nd4 Bxd4! 9. cxd4 Rxh4 The position is simplified, but Black retains the advantage: he has the active knight against the opponent's passive bishop. 10. Bc3 Rh1+ 11. Ke2 Rh2! Black's advantage after a rook exchange may prove insufficient for the win, because White has only one weakness, the d4-pawn. 12. Rg1 Nh4! This move provokes White to weaken the f3-square. 13. g3 Nf5 14. b3 Ke6 15. Bb2 a6 Black improves his position. 16. Bc3

Nd6 17. Ke3 Ne4 18. Be1 Kf5 19. Rf1 Rh8 The rook has done its job on the K-side, and so Black transfers it to the Q-side. 20. Kd3

[20. f3 is not good - it weakens the g3-pawn, while the black king becomes more active.]

20... b5 21. a3 Rh7 22. Ba5 Rh8 23. Bb4 Rc8 24. Ba5 Ng5 25. Bd2 Ne4 Black has no reason to hurry; he is waiting for an opponent's blunder. 26. Ba5 Kg6 27. Bb4 f5 28. Ba5 Rh8 29. Ke3 Re8 30. Kd3 Rc8 31. Bb4 Rc7 32. Ba5 Rh7 33. Ke3 Re7 34. Kd3 f4! At last Black switches to active operations. 35. gxf4 Rh7! (preventing 36. f3) 36. Bd2

[36. f3 would be met by 36... Rh3!]

36... Nxd2! Rubinstein transposes into his favorite rook ending which he has foreseen when playing 34... f4! 37. Kxd2 Rh3 38. f3 This is forced. 38... gxf3

[Of course, not 38... g3 in view of 39. Ke3 followed by 40. lc1=]

39. Rf2

[Or 39. Ke3 f2+ 40. Kxf2 Rxb3]

39... Kf5 40. Ke3 Kg4 41. b4

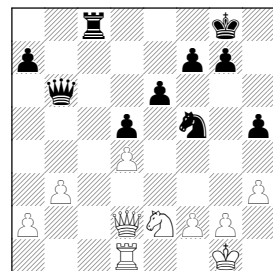
[Also losing is 41. f5 Kxf5 42. Rxf3+ Rxf3+ 43. Kxf3 a5!]

41... Rh1 42. f5

[If 42. Rxf3, then 42... Ra1!]

42... Re1+ 43. Kd3 Re4! White resigned.

Lasker E. - Capablanca J., Havana, 1921



White is worse due to his weak pawn at d4. By his last move, 1. h3?, he magnified his difficulties. Instead of this White should have played 1. g3! with good drawing chances. 1... h4! Black immediately takes an opportunity to secure the knight's stance at f5. 2. Qd3 Rc6 3. Kf1 g6 Black improves his position. 4. Qb1 Qb4 5. Kg1 a5! (intending to create White the second weakness by playing a5-a4) 6. Qb2 a4 7. Qd2 Qxd2 8. Rxd2 axb3 9. axb3 The queen exchange has not alleviated White's defense. 9... Rb6 10. Rd3 Ra6 11. g4 Trying to push the troublesome knight from f5, White weakens the e4-square. 11... hxg3 12. fxg3

[On 12. Nxg3 there would follow 12... Ra1+ 13. Kg2 Nd6 with the idea of 14... lb1μ]

12... Ra2 13. Nc3 Rc2 14. Nd1 (14... d4 was threatened) 14... Ne7 15. Ne3 Rc1+ 16. Kf2 Nc6 17. Nd1 Rb1!

[This is stronger than 17... Nb4 18. Rd2 Rb1 19. Nb2 Rxb2 20. Rxb2 Nd3+ 21. Ke2 Nxb2 22. Kd2]

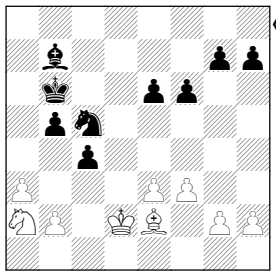
18. Ke2?

[More stubborn would have been 18. Ke1 Na5 19. Kd2 Rxb3 20. Rxb3 Nxb3+μ]

18... Rxb3 19. Ke3 Rb4 Now only

accuracy is required of Black. 20. Nc3 Ne7 21. Ne2 Nf5+ 22. Kf2 g5 23. g4 Nd6 24. Ng1 Ne4+ 25. Kf1 Rb1+ 26. Kg2 Rb2+ 27. Kf1 Rf2+ 28. Ke1 Ra2 Black is ready to bring his king into play, which will decide the game. 29. Kf1 Kg7 30. Re3 Kg6 31. Rd3 f6 32. Re3 White is helpless. 32... Kf7 33. Rd3 Ke7 34. Re3 Kd6 35. Rd3 Rf2+ 36. Ke1 Rg2 37. Kf1 Ra2 38. Re3 e5 39. Rd3 exd4 40. Rxd4 Kc5 41. Rd1 d4 42. Rc1+ Kd5 White resigned. Capablanca considered this game to be one of his best.

Alatortsev V. - Lisitsyn G., Leningrad, 1935



Black has an edge thanks to his more active pieces, but a win is still a long way off. 1... Na4 2. Kc1

[If 2. Kc2, then 2... Bc6 followed by 3... ♗e8 and 4... ♗g6.]

2... Kc5 3. Bd1 Nb6 4. Kd2 g5! A player with an advantage must attack! 5. Nc3 b4 6. axb4+

[Bad is 6. Nb1 due to the maneuver ♗b7-c6-e8-g6;

or 6. Na4+ Nxa4 7. Bxa4 c3+! 8. Kc2 cxb2 9. Kxb2 bxa3+ 10. Kxa3 Kc4, and Black is winning.]

6... Kxb4 7. Bc2 h6 8. Na2+ Kc5 9. Nc3

Bc6 10. Be4 f5 11. Bc2

[After 11. Bxc6 Kxc6 followed by ♜c5-b4 and ♜d5 White still faces problems.]

11... f4 12. e4?

[Falling into a severe squeeze. Better is 12. Bd1]

12... e5 13. Bd1 Nc8 14. Be2 Nd6 15. Bd1 g4 16. Bc2

[Or 16. fxg4 Bxe4 17. Bf3 Bg6 followed by e4 and e3°]

16... h5 17. Bb1 Ne8 18. Bc2 Nf6 19. Bd1 Bd7 20. Ke1

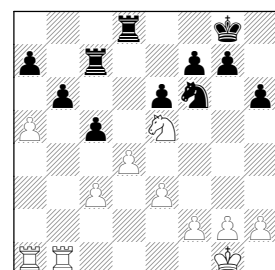
[20. Be2? fails due to 20... g3 21. h3 Bxh3]

20... Kd4 Now the activity of Black's king decides the game. 21. Kf2 h4 22. Bc2 g3+ 23. Kg1 Ke3 24. Nb1 Be6 25. Ba4 Nd7 26. Bb5 Nb6 27. Nc3

[On 27. Kh1 Black wins by 27... Kf2 with the idea of 28... h3; whereas on 27. Ba6 there follows 27... Na4]

27... Kd2 28. hxg3 hxg3 29. Na2 Kc2 30. Nb4+ Kxb2 White resigned.

Klein - Reshevsky S., Jarmout, 1935



It may seem that White possesses an initiative, but this is not the case. Black's

pieces are placed harmoniously, and White has a weakness of the back rank. Chances are equal. 1... bxa5! 2. Rxa5 Ne4! 3. Rba1 cxd4!

[Black tries to take over the initiative. 3... Nxc3 leads to equality.]

4. cxd4 Rdc8 5. g3? A mistake.

[Correct is 5. h3 , with a drawn position.]

5... Rc1+ 6. Rxc1 Rxc1+ 7. Kg2 Rc2 8. Rxa7?

[Stronger is 8. Nd3 Rd2 9. Ra3 followed by e2-f1-e1, maintaining the balance.]

8... Rxf2+ 9. Kg1 h5 10. Nd3 Rd2 11. Nf4 g6 12. Ra1 Nc3!

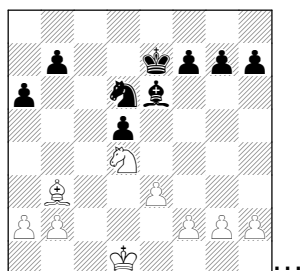
[Nothing is achieved by 12... Ng5 in view of 13. Rf1 followed by lf2]

13. Re1

[After 13. Rc1 Ne2+ (or 13... Nd1 14. Ng2 Kg7) 14. Nxe2 Rxe2 15. Rc3 g5! a draw is difficult.]

13... Kg7 14. Nh3 Ne4! 15. Nf4 Kh6 16. Re2 Rd1+ 17. Kg2 g5! 18. Nh3 Nc3 19. Rc2 Rd3! 20. Kf2 Kg6 21. Ng1 Kf5 22. Nf3 Nd1+ 23. Ke2 Rxe3+ 24. Kxd1 Rxf3 25. Ke2 Ke4 26. Rc4 Rf5 27. h3 Rf3! White resigned.

Flohr S. - Pirc V., Podesbradi, 1936



S. Flor has his word: "White's advantage is minimal, and Black draws by precise defense". There is nothing to be added.

1. Kc2 Ne4 2. f3 Nc5 3. Kc3 Kd6 4. Bc2 g6

[Perhaps, 4... h6 is stronger, since Black does not have to be afraid of 5. Nf5+ Bxf5 6. Bxf5]

5. a4

[More precise is 5. b4 , because now Black could have successfully defended by 5... a5 or 5... b6.]

5... Bd7

[5... a5!?
5... b6!?]

6. a5! (fixing the pawns at a6 and b7) 6... Ne6 7. b4 Nc7 8. Bd3 Be8 9. f4 White improves his position, while Black can only wait to see what White will do. 9... Bd7 10. Be2 Ne8 11. Nb3 Bc6?!

[Better is 11... h5 , preventing a squeeze on the K-side.]

12. g4 Nf6 13. Nc5 Ne8

[No better is 13... Ne4+ 14. Nxe4+ dxe4 15. g5! followed by 16. e4d4]

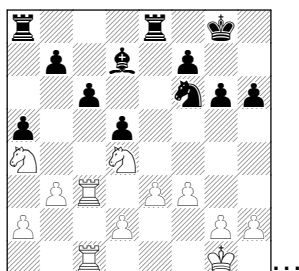
14. g5! Nc7 15. Bd3 Ne8 16. Nb3 Bd7 17. Nd4 Nc7 18. Be2 Bc8 19. h4 Bd7 20. h5 Ne8 21. h6! Now Black is defenseless.

21... Ke7 22. Bf3 Be6 23. Nb3 Kd6 24. Nc5 Bc8 25. e4! dxe4 26. Bxe4 Nc7

[Or 26... Kc7 27. Kd4]

27. Nxb7+ Bxb7 28. Bxb7 Ne6 29. Bxa6 Nxf4 30. Bc4 Black resigned.

Nimzowitsch A. - Maroczy G., Bled, 1931



Despite his advantage, White would have a hard job of breaking the black defense. 1. g4! Having restricted Black's forces on the Q-side, White seizes space on the K-side. 1... Re7 2. h4 Ne8 3. Kf2 Nd6 4. Nc5 Be8 5. Na4 So far White is unable to find a plan of improving his position. 5... Bd7 6. Rg1 Kh7 7. Nc5 Be8 8. Rcc1! Making use of the fact that 8... b6 does not work. 8... Rd8

[8... b6 fails due to 9. Na4 c5 10. Nxb6 Rb8 11. Nxd5]

9. Na4 Ra8 10. g5 h5 11. Nb6 Ra6 12. Na4 Ra8 13. d3! At last White reveals his plan: the unpleasant e3-e4 is threatened. 13... Nf5!?

[If 13... Rd8, then 14. Rc5]

14. Nxf5 gxf5 15. Nc3! (threatening a3-e2-f4-h5) 15... Bd7

[15... d4 16. exd4 Rd8 17. Rge1!]

16. Ne2 a4

[16... Rae8 17. Nf4 Rxe3 18. Nxh5 (or 18. Rge1)]

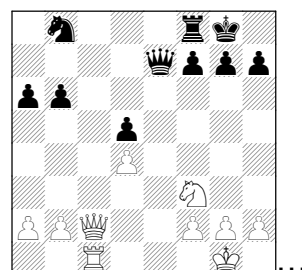
17. Ra1! (a strong preventative move) 17... c5

[On 17... f6 there follows 18. gxf6 Rf7 19. Rg5 axb3 20. Rag1 Rxf6 21. Rg7+ Kh6 22. Rxd7 bxa2 23. Ra1, and White manages to overcome his opponent's resistance, for example:

23... b5 24. Rb7 followed by a3 (pointed out by Nimzowitch).]

18. Nf4 Be6 19. Nxh5 b5 20. Nf4 b4 21. h5 Rea7 22. Rac1 axb3 23. axb3 d4 24. Nxe6 fxe6 25. Rxc5 Ra2+ 26. Kg3 dxe3 27. Re1 e2 28. Re5 Black resigned.

Botvinnik M. - Alekhin A., Amsterdam, 1938



White's positional advantage is doubtless. Botvinnik confidently converts it into a win by transposing into the endgame. 1. Qc7! Qxc7 There is nothing else. 2. Rxc7 f6! 3. Kf1 Rf7 4. Rc8+ Rf8 5. Rc3 White has ceded the 7th rank, but keeps on controlling the c-file. 5... g5

[There is nothing better. On 5... Nd7 or 5... le8 there follows 6. Rc7!]

6. Ne1! (intending to play a1-c2-e3) 6... h5

[Slightly better is 6... h6 7. Nc2 Kf7]

7. h4! Nd7

[If 7... Kf7, then 8. Nf3 (pointed out by M. Botvinnik) 8... g4 9. Ne1 Ke6 10. Nd3 Kf5 11. g3 Ke4 12. Nf4]

8. Rc7 Rf7 9. Nf3 g4 10. Ne1! f5 (otherwise White plays a3-f4) 11. Nd3 f4 12. f3

[Also possible is 12. Nb4]

12... gxf3 13. gxf3 a5 14. a4 Kf8 15. Rc6

Ke7 16. Kf2 Rf5 Black is unable to protect all his weaknesses. 17. b3 Kd8 18. Ke2 Nb8 19. Rg6!

[After 19. Rxb6 Kc7 followed by 20... ♞c6 Black obtains some chances to survive.]

19... Kc7 20. Ne5 Na6 21. Rg7+

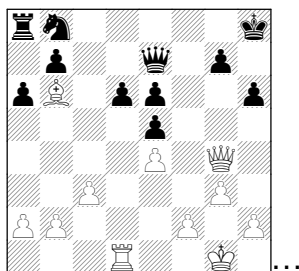
[Also strong is 21. Rg5]

21... Kc8 22. Nc6! Rf6 23. Ne7+ Kb8 24. Nxd5 Rd6 25. Rg5 Nb4 26. Nxb4 axb4 27. Rxh5 Rc6

[Or 27... Rxd4 28. Rf5!]

28. Rb5 Kc7 29. Rxb4 Rh6 30. Rb5 Rxh4 31. Kd3 Black resigned.

Smyslov V. - Reshevsky S., Moscow, 1948



1. Qh4! By this unexpected move White wins a pawn.

[Also good is 1. Qe2 threatening 2. ♙d2]

1... Qd7 2. Qd8+! Qxd8 3. Bxd8 Nd7 4. Bc7 Nc5 5. Rxd6 As Smyslov demonstrates, White's position is won.

5... Rc8

[5... Nxe4 6. Rxe6]

6. Bb6 Na4 7. Rxe6 Nxb2 8. Rxe5 Nc4

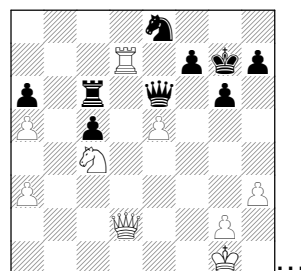
[Bad is 8... Rxc3 9. Bd4 followed by an attack on the g7-pawn.]

9. Re6 Nxb6 10. Rxb6 Rxc3 11. Rxb7

Rc2 12. h4 Rxa2 13. Kg2 a5 14. h5 a4 15. Ra7 Kg8 16. g4 a3 17. Kg3 Re2 18. Kf3! Ra2 19. Ke3 Kf8 20. f3 Ra1 21. Kf4

The white king is heading for g6. 21... a2 22. e5 Kg8 23. Kf5 Rf1 24. Rxa2 Rxf3+ 25. Kg6 Kf8 26. Ra8+ Ke7 27. Ra7+ Black resigned.

Botvinnik M. - Levenfish G., Moscow, 1937



1. Qd5! M. Botvinnik exhaustively explains this move: "Black is cramped, and so the queen exchange seems to be in his favor. In this particular case, however, White must exchange queens in order to realize his advantage, because with queens on the board his king is insecure." 1... Qxd5 2. Rxd5 Kf8 3. Rd7! As it will become clear further, White must decoy the black rook to c7.

3... Rc7

[Bad is 3... Nc7 4. Rd8+ Kg7 (or 4... Ke7 5. Rd6!) 5. Rc8; or 3... f6 4. Rxh7±]

4. Rd8 Ke7 5. Rd6! Ra7

[Black is forced to put his rook at a7, because an attempt of active counterplay does not work: 5... Rd7 6. Rxa6 Rd4 7. Nb6 Nc7 8. Ra7 Kd8 9. a6 c4 10. Rxc7 Kxc7 11. a7 Rd8 12.

a8=Q Rxa8 13. Nxa8+ Kb7 14. Kf2 ,
and White wins. Now it becomes clear
why White had to play 3. !d7!]

6. Rc6 Kd7 7. Rb6

[But not 7. Rxc5? Rc7! 8. Nb6+ Ke6 ,
and Black is not worse.]

7... Ke7 8. Kf2 f6 Passive tactics could
not save Black - in this case White would
penetrate to the Q-side with his king. 9.
Ke2 9... Ra8 10. Rc6 fxe5 11. Rxc5
Black is unable to avoid material losses.

11... Nd6 12. Rc7+ Ke6

[12... Kd8 13. Rxh7]

13. Nxd6

[13. Rc6? Kd5]

13... Kxd6 14. Rxh7 Rb8

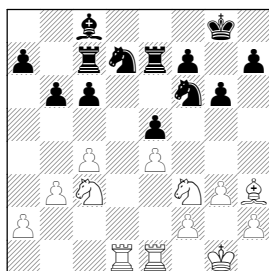
[If 14... Ke6 , then 15. g4 Kf6 16. h4]

15. Rg7 Rb2+ 16. Kf1 e4 17. Rxg6+ Ke5
18. Rxa6 Ra2 Although White has three
extra pawns, he must play accurately.

19. Ra8! Kf4 20. a6 Ra1+ 21. Ke2 Ra2+
22. Kd1 Rxa3 23. a7 Ke3 24. h4 The
rest is clear. 24... Rd3+ 25. Kc2 Rd7
26. g4 Rc7+ 27. Kb3 Rd7 28. Kc3! (the
most precise) 28... Rc7+ 29. Kb4 Rd7 30.
Kc5 Black resigned. [...]

[30... Kd3 31. Kc6]

Reshevsky S. - Keres P., Semmering, 1937



1. b4?!

[The position is approximately equal.
After 1. Re2 with the idea of e1, f3,
c2 followed by !ed2 a draw is
unavoidable. White overestimates his
chances and worsens his position.]

1... Nf8 2. Bxc8 Rxc8 3. Rd6

[Another inaccuracy. 3. Re2 followed
by f3-e1-c2 leads to equality.]

3... Ne8 4. Rd3 f6 5. Red1 Kf7 6. a4 It
was not too late to play f3-e1-c2
followed by f2-f3 with a probable draw.

6... Ke6 Now Black has an advantage.
His plan involves an exchange of one
couple of rooks followed by a knight's
transferring to e6. 7. Rd8 Rec7! 8. Kf1
Ke7 9. R8d3 Rd7 The rook exchange is
unavoidable. 10. Rxd7+ Nxd7 11. Ke2

[Or 11. a5 bxa5 12. bxa5 Rb8 with a
clear advantage.]

11... Nd6 12. Nd2 Nf8! 13. Ra1 Ne6 14.
a5 b5! Opening of the a-file would be to
White's benefit. 15. cxb5 Nd4+! (an
important intermediate check) 16. Kd3
cxb5 17. Rc1

[After 17. Nd5+ Ke6 threatening 18...
!c2 followed by 19... !d2 or 18... f5 the
d5-knight is hanging.]

17... Ke6 18. Ne2 Nc6! 19. Rb1 (forced)
19... Rd8! 20. Kc3

[If 20. Ke3 , then 20... Nc4+ 21. Nxc4
bxc4 , and White is in trouble.]

20... f5 21. exf5+

[21. f3 fxe4 22. fxe4 Rf8]

21... gxf5 22. f3 Rc8! 23. Kd3 Ne8 The
knight is transferred to d5 in order to
attack the b4-pawn. 24. Nc3

[Bad is 24. g4 in view of 24... Rd8+!
25. Kc3 fxg4 26. fxg4 Nf6 threatening

27... ♠g4 and 27... ♠d5]

24... Nf6! 25. Rb2 a6 26. g4!? White tries to obtain counterplay by sacrificing a pawn. 26... e4+! This blow decides the game.

[26... fxc4 27. fxc4 Nxc4 28. Nde4!]

27. fxe4

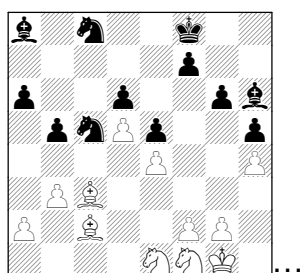
[27. Ke2 Nd4+ 28. Ke3 Rxc3+ 29. Kxd4 Rd3+ 30. Kc5 Rd6 31. gxf5+ Ke7 with inevitable mate.]

27... Ne5+ 28. Kc2 fxc4 29. Kb3 Nc4! (the simplest) 30. Nxc4

[30. Rc2 Nxd2+ 31. Rxd2 Rxc3+ 32. Kxc3 Nxe4+]

30... Rxc4 31. Re2 Ke5 32. Re1 h5 33. Rd1 h4 34. Rd8 g3! 35. hxg3 hxg3 36. Rd3 g2 37. Ne2 Rxe4 38. Ng1 Re1! White resigned. Paul Keres demonstrated his superb technique while playing this ending.

Smyslov V. - Euwe M., Hague/Moscow, 1948



In this multi-piece ending White has slightly better chances. A draw, however, is most probable. 1. Bb4 Ke7

[Better is 1... Nb6 followed by 2... ♠bd7 and 3... ♞b7.]

2. f3 Kd7?

[Necessary is 2... Nb6 followed by 3...

♠bd7. Black intends to conduct f7-f5, but he fails to do this.]

3. Nd3 Nxd3 4. Bxd3 Ne7 5. g4! White has two threats: 6. g5 and 6. gxh5 gxh5 7. ♠g3, winning a pawn. 5... hxg4?!

[Stronger is 5... Bf4! , retaining chances to equalize.]

6. fxc4 Bc1

[Worse is 6... f5 because of 7. g5 Bg7 8. Ne3 with a clear advantage to White;

whereas if 6... f6 , then 7. g5 fxc5 8. Bd2]

7. g5 Bb7 8. Kf2 Nc8

[8... Ng8 could be met by 9. Ng3 f6 10. Ne2 Bb2 11. Ke3 , intending to pursue the black bishop.]

9. Ne3 Ke7 10. Ba5 White prevents the ♠c6-b8-d7 maneuver and plans to transfer the light-squared bishop to the h3-c8 diagonal. 10... Ba3

[10... f6!?

11. Kg3 Bc5 12. Bd2

[Also good is 12. Nc2]

12... Kf8 13. Nc2 Ke7

[Or 13... Ne7 14. Ba5 Bc8 15. b4 Ba7 16. Bc7]

14. Be2 Na7

[In response to the more stubborn 14... Nb6! , V.Smyslov intended to play 15. h5 gxh5 16. Kh4 Nd7 17. Kxh5 , retaining the advantage.]

15. Ba5! (preventing 15... ♞c8) 15... Nc8

[15... Bc8 fails due to 16. b4 Bg1 17. Kg2 Bd4 18. Nxd4 exd4 19. Bb6 , and White wins a piece.]

16. Bg4! A beginning of the end. Black is unable to bring his Q-side pieces into play. 16... f6

[Passive tactics does not help: 16... Ke8 17. Bc7 Ke7 18. Kg2 , and Black is paralyzed.]

17. Be6

[17. gxf6+ Kxf6 18. Be6 is good also.]

17... fxc5 18. hxc5 Nb6

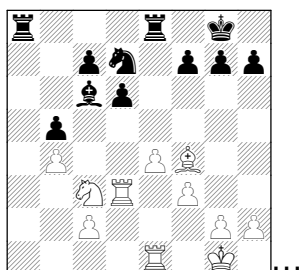
[Or 18... Ke8 19. Bc7 Ke7 20. Kf3 , and again, Black ends up in zugzwang.]

19. b4 Nc4 20. bxc5 Nxa5 21. cxd6+ Kxd6 22. Bf7 Nc4 23. Bxg6 The rest is clear. 23... a5 24. Kg4 b4 25. Bf5 Ke7 26. Be6 Nd6 27. Ne3! Nxe4

[On 27... a4 White wins by 28. Nf5+ Nxf5 29. exf5 b3 30. f6+ Kd6 31. f7 Ke7 32. d6+]

28. Kf5 Nd6+ 29. Kxe5 Nf7+ 30. Kf4 Nd8 31. Nf5+ Kf8 32. g6 Nxe6+ 33. dxe6 a4 34. Ke5 Black resigned.

Boleslavsky I. - Bronstein D., Moscow, 1950



White is better because of Black's weak pawns at b5 and c7. 1. Nd5 Ra7

[After 1... Bxd5 2. Rxd5 Rab8 (or 2... Reb8 3. e5! Nxe5 4. Bxe5 dxe5 5. Rxe5 c6 6. Rd6 Rc8 7. Rc5 Ra6 8. h4 White retains the advantage.) 3. Ra1!]

2. Red1 Ne5 3. Bxe5 Rxe5 4. Ne3 The white knight is stronger than the opponent's bishop; in addition, the black

rooks are separated. Black has a hard job of defending his position. 4... Bd7 5. Rc3 Be6 6. Rd4 g5 7. g3

[This move allows Black to sharpen the game. Stronger is 7. Rdd3 followed by 8. la3, keeping the advantage.]

7... Kf8 8. Kf2 f6 9. Rdd3 g4 If the white pawn were at g2, this move would not have been so dangerous. 10. Ra3 Rxa3 11. Rxa3 Rh5! 12. fxc4 Rxh2+ 13. Kf3 Ke7 14. Ra8 Bc4 15. Nf5+ Kd7 16. Rh8 Rxc2?

[A draw could have been reached by 16... Be2+! 17. Kf4 Rf2+ 18. Ke3 Rh2! After the move in the game White obtains good winning chances.]

17. Rxh7+ Kc8 18. Rh6 Rb2 19. Rxf6 Rxb4 20. g5! The g-pawn is extremely dangerous. 20... Bd3

[20... Rb1 loses in view of 21. g6 b4 22. Ne3! Ba2 23. g7 threatening d5]

21. Re6 d5 The only opportunity, still insufficient. 22. Ne7+

[Also good is 22. g6 Bxe4+ (or 22... dxe4+ 23. Ke3 Bc4 24. Rxe4 Rb3+ 25. Kf4 Rd3 26. Rxc4! bxc4 27. Ne7+) 23. Kf4 Bg2+ 24. Kg5 Bh3 25. g7 Rg4+ 26. Kh6 Rxg7 27. Re8+ Kd7 28. Nxc7 , and White wins.]

22... Kd7 23. exd5 Rb3

[23... Rb1 does not save Black either in view of 24. g6 Rf1+ 25. Ke3 Rd1 26. Nc6 Bxg6 27. Ne5+ Kc8 28. Rxg6 Rxd5 29. Ke4 , winning; or 23... Bc4 24. g6 Ra4 25. g7 Ra8 26. Re5 Kd6 27. Kf4!]

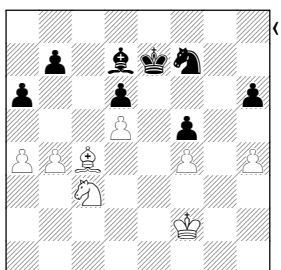
24. Kf4 Rb4+ 25. Kf3 Rb3 26. Kg4 Rb4+ 27. Kh5 Re4 28. Ng6! b4

[On 28... Rxe6 Boleslavsky points out

the following line: 29. dxe6+ Kd6 (or 29... Ke8 30. Nf4 Be4 31. g6 Kf8 32. Kh6 b4 33. g7+ Kg8 34. Nh5 with inevitable mate) 30. Nf4 Bc2 31. g6 b4 32. Kh6 b3 33. g7 b2 34. g8=Q b1=Q 35. Qd8+ Kc6 36. e7 , and White wins.]

29. Nf8+! Kd8 30. g6! Rxe6 31. g7! Be2+ 32. Kg5 Re4 33. Kf6 Rg4 34. Ng6 Rxc6+ 35. Kxg6 Bd3+ 36. Kh6 Black resigned.

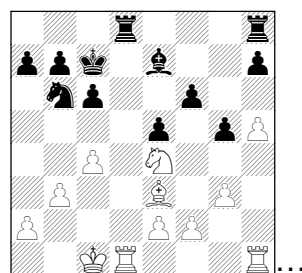
Averbakh Y. - Bannik A.,URS,1954



From the viewpoint of strategy, Black's position is lost. He has the weak pawns at a6, b7 and f5, which are difficult to defend. The f7-knight does not have any prospects. Y.Averbakh, the great endgame theorist, confidently converts his advantage into a win. 1... Nh8 2. h5! Nf7 3. a5 Nd8 Black does not have any counterplay, and therefore he has to stick to waiting tactics. 4. b5! Bc8 Sooner or later White will force his opponent to capture on b5. 5. Ke3 Ke8 6. Kd4 Ke7 7. Bd3 Nf7 8. Na4! (threatening 9. ♖b6) 8... axb5 9. Bxb5 Bd7 10. Bxd7! The transition to a knight ending wins quickly, because Black is unable to parry two opponent's threats: to penetrate with the

king to b6 and to attack the f5-pawn with the knight. 10... Kxd7 11. Kc4 Kc7 12. Kb5 Nd8 13. Nc3! (to the f5-pawn) 13... Nf7 14. Ne2 Nd8 15. Nd4 Nf7 16. Nxf5 It's all over now. 16... Kd7 17. Kb6 Kc8 18. Ka7! Kc7 19. Nd4 Nd8 20. Nb5+ Kd7 21. Kb6 Ke7 22. Kc7 Black resigned. In the starting position White also has another winning plan, pointed out by Tatiana Shumiakina. He can conduct b4-b5 with the pawn on a4. It is bad for Black to respond by a5, since White transfers his knight to c4, attacking the a5-pawn. So a pawn exchange at b5 is practically forced. After axb5 axb5 White brings his king to b4, which forces Black to play b6. Then there follows ♖d1-e3, and ♜f6 would be met by ♖c4, winning the b6-pawn.

Petrosian T. - Bannik A.,Riga,1958



1. Bc5! Deep penetration into this ending's nuances. Of course, White would be better if he exchanged both couples of rooks and his bishop for the opponent's knight, but Petrosian gives the following assessment: "I can say with confidence that one would hardly be able to win this position; maybe the win would

be impossible at all". 1... Rxd1+ 2. Rxd1 Bxc5 3. Nxc5 Re8 4. Ne4 Black's defense is difficult: all his pieces are passive and the f6-pawn is weak. 4... Re6

[No better is 4... Rf8 5. g4 Rf7 6. Rd6 Nd7 7. Re6]

5. g4 a5 6. Rd3 Nd7 7. Kc2 b6 Under some favorable circumstances White threatened to squeeze the opponent by c4-c5. 8. Rf3 Kd8 9. a3 c5? Black prevents b3-b4, but weakens the d5-square, which will be revealed in the future. 10. Kc3 Ke7 11. Rd3 Rc6 12. Rd5 Nf8 Black can only wait to see what White will do. 13. Ng3 Ne6 14. Nf5+ Ke8 15. e3! Nc7

[More stubborn would have been 15... Nd8 with the idea of 16... ♟f7.]

16. Rd1 Ne6 17. Kd3 Rc7 18. Ke4 Rc6 [On 18... Rd7 there follows 19. Nd6+ Kf8 (19... Ke7 20. Nc8+) 20. Kf5 Nd4+ 21. Kxf6! Rxd6+ 22. Kxe5 Re6+ 23. Kd5]

19. Nd6+ Ke7 20. Nf5+ Ke8 21. Nd6+ By repetition of moves White accumulates time. 21... Ke7 22. Nf5+ Ke8 23. a4 Nd8 24. Nh6! Ne6

[There is nothing better. If 24... Re6 , then 25. Kf5 Rc6 26. Ng8; whereas on 24... Ke7 White wins by 25. Ng8+ Ke8 26. Kf5]

25. Ng8 Nf8

[Or 25... Kf7 26. Rd7+ Kxg8 27. Kd5!]

26. Rd2!

[26. Kf5 does not work due to 26... Kf7 27. Nh6+ Kg7 28. Rd8 Ne6 29. Re8 Nc7! , and the white knight is trapped.]

26... Kf7

[Passive tactics does not save Black: 26... Nd7 27. Kf5 Kd8 28. e4 Ke8 29. f3 Kd8 30. Rxd7+! Kxd7 31. Nxf6+ with a decisive advantage.]

27. Nh6+ Ke8 28. Nf5 Ne6

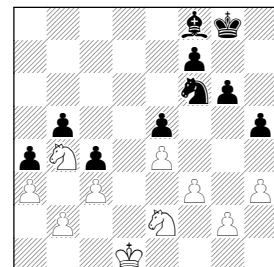
[If 28... Nd7 , then 29. Kd5 Nb8 30. Nh6 Kf8 31. Ke4 Ke8 32. Kf5 Nd7 33. Ng8 , and the rest is clear.]

29. Rd6 Rxd6 30. Nxd6+ Kd7 31. Nb5 Ng7

[Or 31... Nf8 32. Kf5 Ke7 33. Nc3 Nd7 34. Nd5+ Kf7 35. e4 h6 36. f3! Zugzwang.]

32. h6 Ne8 33. Kd5 (zugzwang again) 33... f5 34. Kxe5 fxg4 35. Nc3 Ke7 36. Ne4 Kf7 37. Kf5 g3 38. fxg3 g4 39. Ng5+ Kg8 40. Ke6 Nc7+ 41. Kd7 Na6 42. e4 Nb4 43. e5 Nd3 44. e6 Black resigned.

Keres P. - Portisch L., Moscow, 1967



Black has an edge but a win is extremely difficult. His hopes are connected mainly with the weakness of the b2-pawn. 1... Bc5! (in order to cover the c7-square by ♟b6 after the eventual ♟a6) 2. Nc6 Nd7 3. f4!? White tries to activate the e2-knight. 3... f6! 4. fxe5 fxe5 5. Ng3 On e2 the knight stands badly, therefore White transfers it to e3. 5... Kf7 6. Ke2

Ke6 7. Nf1 Bf8! The b5-pawn will be protected by the king, while the bishop is transferred to c1 in order to tie the opponent's pieces to the defense of the b2-pawn. 8. Ne3 8... Kd6 9. Nb4 Nc5 10. Kf3 Bh6 11. h4! Under some favorable circumstances Black threatened ♠c5-e6-g5. 11... Nd3

[11... Nb3 12. Ke2]

12. Nd1

[After 12. Nxd3 cxd3 13. g3 (or 13. Nd1 Bc1! followed by ♠c5-c4-b3°) 13... Kc5 14. Kf2 Bxe3+! 15. Kxe3 Kc4 16. Kd2 Kb3 Black wins easily.]

12... Bc1 It seems that it's time for White to resign, but... 13. Ke2! Nc5

[After 13... Nxb2 14. Nxb2 Bxb2 15. Kd2 Bxa3 16. Kc2 Bxb4 17. cxb4 White sets up a fortress. Black is unable to break through: if g5, then g3. So Portisch has to search for other ways.]

14. Kf3 g5! (threatening 15... g4 followed by 16... ♠e4) 15. hxg5 Bxg5 16. Na2 Ke6 17. Nf2 Kf6 18. Nd1 Nd3 19. g3 Kg6 20. Kg2 Bd2 21. Kf3 Kg5 22. Ke2 Be1 23. Kf3 Bd2 24. Ke2 Be1 25. Kf3 Kf6! (triangulation) 26. Kg2

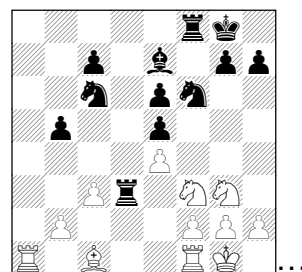
[White can move only with his king, since on 26. g4 Black breaks by 26... h4;

whereas 26. Nb4 is met by 26... Nxb4 27. axb4 (27. cxb4 loses also in view of 27... Bd2 with the idea of ♠c1) 27... Bd2 followed by ♠c1, ♠b2 and a3°]

26... Kg6 27. Kf3 Kg5 28. Kg2 h4! (a decisive breakthrough) 29. gxh4+ Kf4! 30. h5 Kxe4 31. h6 Nf4+ 32. Kf1 Bh4 33. Nb4 Bf6 34. Ke1 Kf3 35. h7 Bg7 The

h7-pawn is doomed; the b2-pawn is hopelessly weak. The game is over. 36. Nc2 Nd5 37. Kd2 Nf6 38. Ne1+ Ke4 39. Nf2+ Kf5 40. Ng2 Nxh7 41. Ne3+ Ke6 42. Ne4 Bh6! 43. Ke2 Bxe3 44. Kxe3 Nf6 45. Ng5+ Kd5 46. Kf3 Nh5 47. Ne4 Nf4 48. Nf6+ Kc6 49. Ke4 Nd3 50. Ng4 Kd6! (winning a tempo) 51. Nh6 Nxb2 52. Nf7+ Kc5 53. Nxe5 Nd1 54. Nd7+ Kd6 55. Kd4 Nxc3 White resigned.

Fischer R. - Smyslov V., Havana, 1965



On one hand, Black's doubled e-pawns are weak; on the other hand they control the center. White is better, but a win is difficult. 1. Ra6! White prevents 1... ♠c5.

[Worse is 1. Be3 Ng4]

1... Rd6 2. Kh1! (2... ♠d4 was threatened) 2... Nd7

[2... b4 3. cxb4 Nxb4 4. Ra7]

3. Be3 Rd8 4. h3 h6 5. Rfa1 Ndb8 6. Ra8 Rd1+ 7. Kh2

[On 7. Rxd1 Rxd1+ 8. Kh2 there follows 8... Bd6, and 9. Ba7? is impossible due to 9... Ra1]

7... Rxa1 8. Rxa1 Nd7?

[Stronger is 8... b4! 9. cxb4 Bxb4, and Black gets rid of his weak b5-pawn.]

9. b4! After this move the black pieces are squeezed in their own camp. 9... Kf7 10. Nf1 Bd6 11. g3 (preventing the eventual ♖d4) 11... Nf6 12. N1d2 Ke7 13. Ra6! Nb8

[13... Kd7 14. Ne1]

14. Ra5 c6 15. Kg2 (with the idea of ♜f1-e2 followed by ♖e1-d3) 15... Nbd7 16. Kf1 Rc8

[Stronger was 16... Ne8, on which Fischer intended to play 17. Nb3 Nc7 18. Ra7 Ra8 19. Na5 Nb8 20. Rxa8 Nxa8 21. Ba7 Kd7 22. Nb7, retaining the slight advantage.]

17. Ne1 Ne8 18. Nd3 Nc7 19. c4! bxc4

[Impossible is 19... Ra8 20. c5]

20. Nxc4 Nb5 21. Ra6! Black's position has become dangerous - he does not have any good move. 21... Kf6

[Or 21... Nb8 22. Ra8 Nc7 23. Nxd6 Kxd6 24. Bc5+ Kd7 25. Nxe5+]

22. Bc1! The decisive maneuver - the bishop is transferred to b2. 22... Bb8 23. Bb2 (threatening f4) 23... c5 24. Nb6

[Also good is 24. Ra5 cxb4 25. Ncxe5!]

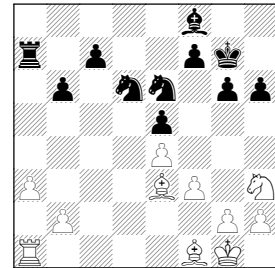
24... Nxb6 25. Rxb6 c4

[No better is 25... Nd4 26. Nxc5 Ba7 27. Nd7+ Kg5 28. h4+ Kh5 29. Rb7 Rc2 30. Rxa7 Rxb2 31. Nxe5 Rxb4 32. Rxc7]

26. Nc5 c3 [...]

[, and Black resigned in view of the following variation: 27. Bc1 Nd4 28. Nd7+ Ke7 (or 28... Kf7 29. Rxb8 Rxb8 30. Nxb8 Nb3 31. Ba3 c2 32. Nc6) 29. Nxb8 Nb3 30. Rb7+ Kd8 31. Rd7+! Ke8 32. Rxc7 with White's decisive advantage.]

Larsen B. - Fischer R., Monaco, 1967



Black is slightly better thanks to his possession of the d4-square. 1... Nb7!

2. Nf2

[2. b4? Bxb4]

2... Bc5 3. Bxc5 Nbxc5 4. Rd1 h5!

[Black does not allow the opponent's knight to move to g4. On 4... Nd4? there follows the unpleasant 5. Ng4! f6 6. f4!]

5. Rd5?!

[Necessary is 5. Nd3 Nxd3 6. Bxd3 Nd4 7. Kf2 with good chances to equalize.]

5... Kf6 6. h4 Ke7 7. Bc4

[Not 7. Rxe5 in view of 7... c6! followed by 8... ♖d7 or 8... f6, and the white rook is trapped.]

7... c6 8. Rd2 Nd4 9. Kf1

[9. Nd3!]

9... f5 10. b4?

[Better is 10. Nd3]

10... b5! 11. Bg8

[White loses after both 11. bxc5 bxc4; and 11. Bxb5? Ncb3]

11... fxe4! 12. fxe4

[If 12. bxc5, then 12... e3 13. Rxd4 (or 13. Rd3 exf2 14. Kxf2 Ra8 15. Ba2 b4)

13... exd4 14. Nd3 Rxa3 15. Ke2 Rc3 ,
and Black wins.]

12... Nd7 13. Rd3 Ra6! 14. Rc3 c5! 15.
g4?

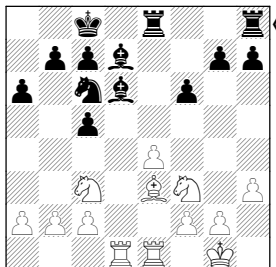
[A decisive mistake. White could have
retained drawing chances by 15. bxc5
b4 16. Rc1 Rxa3 17. c6]

15... c4 16. gxh5 gxh5 17. Bd5 Nf6 18.
Rg3 Nxd5 19. exd5 Rf6 20. Kg2 Nf5 21.
Rh3 Rg6+ 22. Kf3 Nd4+ 23. Ke3 Rg2 24.
Rh1 Kd6 25. Ne4+ Kxd5 26. Nc3+ Ke6
27. Rc1 (27... !c2 was threatened) 27...
Rh2 28. a4 Rh3+ 29. Kf2 Nb3 30. Kg2
Nxc1 31. Kxh3 bxa4 32. Nxa4 Ne2 33. b5
c3 34. b6 c2 35. Nc5+ Kd5 36. Nb3

[36. Nd3 Nf4+]

36... Kc6 37. Kg2 Kxb6 White resigned.

Kagan - Keres P., Petropolis, 1973



An approximately equal position has
arisen, typical for the Exchanged
variation of the Ruy Lopez. The decisive
factor in such positions is the class of
opponents. 1... Be6 2. a3?! (preparing
the next move which has led White to a
worse position) 2... b6 3. Nd5

[Better is 3. Rd2 , though in this case
too, Black is already slightly better.]

3... Bxd5! 4. exd5 Ne7 5. c3

[Necessary is 5. c4]

5... Nf5 6. Bc1 Kd7 7. Kf1 Rxe1+ 8. Rxe1
b5 9. Rd1 Re8

[A waste of time. Stronger is 9... h5 ,
fixing the white pawns;
or 9... c4!]

10. g4 Ne7 11. Be3 Nc8

[11... c4]

12. b4 c4 13. a4!? An attempt of
counterplay. Black threatened to begin
operations on the Q-side by e7 and a5.

13... bxa4 14. Nd2?

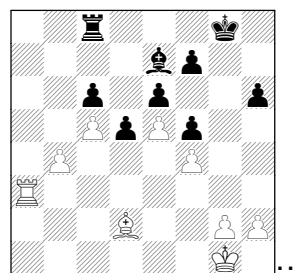
[Drawing chances could have been
retained by 14. Ra1 Ne7 15. Rxa4
Nxd5 16. Bd4!]

14... Nb6 15. Bxb6 cxb6 16. Nxc4 b5 17.
Na5 Re4 18. Rd3 Be5 19. f3

[More stubborn is 19. d6]

19... Rf4 20. Ke2 a3 21. Kd2 a2 22. Nb3
a5! 23. d6 axb4 24. Nc5+ Kc6 White lost
on time.

Botvinnik M. - Larsen B., Leiden, 1970



White is better. He possesses more
space, his rook occupies the only open
file and can attack the opponent's weak
pawns at c6 and h6. And, last but not
least, Black has to watch over the b4-b5
breakthrough. 1. Kf2 Kf8 2. Kf3 h5

[Better is 2... Ke8]

3. Ke2! Kg7 (4. h3 was threatened) 4. Be1 Kg6 5. Ra7 Bd8 6. Bc3 White intends to bring his king to a4 and conduct b4-b5. 6... h4 7. Kd3 h3 8. gxh3

[Of course, not 8. g3? , after which Black obtains the g4-square and the white pawn on h2 becomes weak.]

8... Bh4 9. Ke2! White tries to use his h-pawns. 9... Bd8 10. Kf3 Bh4 11. Kg2 Rd8 12. Kf3 Rc8 13. Ke2 There is no need to hurry. 13... Bd8

[More reliable is 13... Kg7]

14. Be1 f6 (the unpleasant 15. h4 followed by 16. h5 was threatened) 15. Kf3!

[Weaker is 15. exf6 Bxf6]

15... fxe5 16. fxe5 Rc7 17. Ra8 Bg5 18. Rg8+ Suddenly the black king is in danger. 18... Kh5 19. h4 Bh6 20. Rh8 Kg6 21. h5+! Black's situation becomes critical. 21... Kg7

[21... Kxh5 is impossible due to 22. Bd2]

22. Ra8 Bg5 23. Ra6 Rc8

[In response to 23... Kf7 White can also play 24. b5 , and if 24... cxb5 , then 25. c6 followed by ♔a5 and c7, and White wins.]

24. b5! cxb5 25. Rxe6 Bc1

[25... Rxc5 loses the bishop due to 26. Rg6+ Kh7 27. Rxg5]

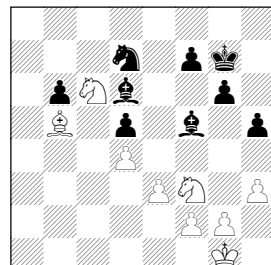
26. Bb4 d4 27. Rg6+ Kh7 28. Rd6 Bb2

[No better is 28... Be3 29. c6 f4 30. Ke4! , and White wins.]

29. Rd7+! Kg8 30. e6 Bc3 31. e7 Re8 32. Rd8 Kf7 33. Rxe8 Kxe8 34. c6! Black resigned. [...]

[On 34... Bxb4 there follows 35. c7]

Estevez - Karpov A., Leningrad, 1973



The position is "dull", but this in no way means a draw. Black's task is to advance his b-pawn. 1... Nf6 2. Nd2 Black threatened 2... ♔e4 followed by 3... ♔c3. 2... Ne8! 3. f3 Nc7 4. Be2 Bc2! (preventing 5. e4) 5. Kf2

[5. e4 would be met by 5... Bf4! with Black's advantage.]

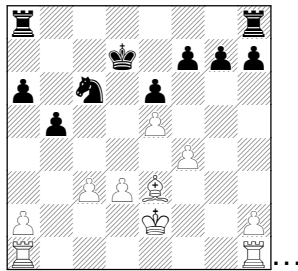
5... Ba4 6. Ne5 b5 7. Nd3

[Stronger is 7. g4!]

7... h4! (blockading the white pawns) 8. Nb2

[8. e4 followed by 9. ♕e3 deserved attention.]

8... Bb4 9. Nb1 Bb3 10. Bd3 Bc4 11. e4 g5 12. exd5 Bxd5 13. Nd1 Bc6 Black's advantage has become obvious. 14. Nbc3 Bd7 15. Ne4 Be7 16. Nc5? This move loses a pawn, but it is difficult to suggest anything better. 16... Bxc5 17. dxc5 Ne6! 18. Nc3 b4 19. Ne4 b3 20. Nd2 Nxc5 21. Bb1 Kf6 There is no defense against Black's king's penetration to c3 or g3. White resigned.



White is slightly better thanks to his compact group of pawns in the center.

1. Rhb1! (threatening 2. a4 bxa4 3. lb7 c6 4. lc7 e7 5. c4! with an overwhelming advantage) 1... Rab8?

[It was necessary to undermine the white center by 1... f6!]

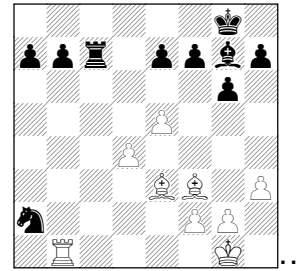
2. Bc5 Rbc8 3. Bd6 The bishop on d6 seriously cramps Black. 3... Rb7 4. a4 Nd8 5. axb5 axb5

[No better is 5... Rxb5 6. Rxb5 axb5 7. Ra7+ Kc6 8. Ke3]

6. Kd2 f6 7. d4 Nf7 8. Bb4 fxe5 9. fxe5 Nh6 Alas, the black knight can reach neither d5, nor c4. 10. Ra5 Nf5 11. Kd3 g6 12. Bc5 Rcb8 13. Ra6 Rc8 14. Ke4 Rcc7 Black is helpless. 15. Kf4 By threatening 16. c5, White forces Black to weaken his K-side. 15... h6 16. Ke4 g5 17. Rba1 Rc8 18. Rxe6! (a decisive blow) 18... Rxc5

[18... Kxe6 19. Ra6+ Kd7 20. Kxf5 is also hopeless.]

19. Kxf5 Rxc3 20. Rxh6 Kc7 21. Rh7+ Kb6 22. Rxb7+ Kxb7 23. e6 Kc7 24. Ra7+ Kb6 25. Ra8 Black resigned.



1. Ra1! Nb4 2. Rxa7 h5

[Stronger is 2... h6]

3. Bf4!

[Only a draw results from 3. Rxb7 Rxb7 4. Bxb7 Nc2!]

3... Nd3 4. Bg5 Rd7 5. Rxb7 Rxd4 6. e6!

The best opportunity. By destroying the opponent's pawn phalanx White obtains some winning chances. 6... fxe6 7.

Rxe7 Rd6

[Also possible is 7... Ne5]

8. Be4 e5 9. Rc7 Bf8 10. Be3 Nf4

Although the position is drawn, it is unpleasant to play it with Black. 11. Rc8

Kg7 12. g3 Ne6 13. Kg2 Be7 14. Rb8 Bg5 15. Rb7+ Kf6 16. Ba7 Bd2

[Much better is 16... h4, depriving White of possibility to fix the g6-pawn.]

17. Rb3 Ba5 18. h4 Nd4 19. Rb7 Ne6

[19... Nf5 20. Bc5]

20. Be3 Bc3

[After 20... g5?! 21. hxg5+ Nxd5 22. Bc2! Black still faces problems.]

21. Rb3 Bd4 22. Bh6 Ng7 23. Bg5+ Kf7 24. Rb7+

[Better is 24. Rf3+ Kg8 (or 24... Ke8 25. Bh6) 25. Be7 Ra6 26. Rf8+ Kh7 27. Bf6! with a decisive advantage.]

24... Kg8 25. Be7 Ra6 26. Bd5+ Kh7 27. Bg5 Rd6 28. Be4 Kg8 29. Rb8+ Kf7

[29... Kh7? 30. Rf8!]

30. Rc8 Ne6 31. Bh6 Bc5! (threatening to exchange rooks) 32. Ra8 Rd8 33. Ra5 Rd6 34. Bb1 Bd4

[34... Kf6 deserved attention, for example 35. Bg5+ Kg7 36. Be7 Rc6]

35. Ra8

[More precise is 35. Ra3! with the idea of lf3]

35... Bc5 36. Ba2 Kf6 37. Rc8 Bd4 38. Re8 Ra6 39. Bc4 Rc6 40. Bd3! The bishop is firing along two diagonals.

40... Kf7 41. Ra8 Rd6 42. Be4 Bc5 43. Kf1 Rd1+ 44. Kg2

[If 44. Ke2 , then 44... Rd6 , threatening æd4]

44... Rd6 45. Bb1 Bd4

[Interesting is 45... Rb6 46. Ba2 Rb2?! 47. Ra6 Rxf2+ 48. Kh3 Rxa2 49. Rxa2 e4 with an unclear position.]

46. Ra3! Nc7 47. Ba2+ Ke8 48. Rf3 Ne6 49. Bb1! Nc5 50. Rf8+ Ke7?

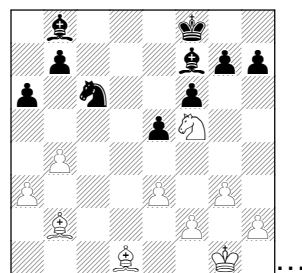
[A decisive mistake. Black could have offered the most tenacious resistance by 50... Kd7 51. Rg8 e4 52. Bf8 Rf6 53. Bxc5 Bxc5 54. Bxe4 Rxf2+ 55. Kh3 Bd6]

51. Rg8 Now White is winning. 51... e4

[Or 51... Rb6 52. Bxg6 Rb2 53. Bg5+ Ke6 54. Rf8]

52. Bf8+ Black resigned. [...]

[52... Kf7 53. Ba2+]



White has a small edge, but he is unable to win, if Black defends correctly. Having committed some inaccuracies, Ftacnik step by step finds himself in a hopeless position. 1. g4 Bd5 2. Bc2 g6 3. Ng3 Ke7

[The first inaccuracy. After 3... Bd6 4. Ne4 Be7 followed by æf7 the game is equal.]

4. Ne4 Nd8 5. g5! fxg5 6. Nxg5 h6 7. Ne4

White has achieved something: he has the strong e4-square, while the black g6- and h6-pawns are weak. These advantages, however, are insufficient for a win. 7... Kf7 8. Nc5 Bd6 9. Ne4 Bc7 10. Nc3 Be6 11. Kg2 g5?

[This move weakens the light squares. Better is 11... Nc6 ?]

12. Be4 Bd6 13. Ne2 Bc4 14. Ng3 Ke6 15. Kf3 The king is heading for h5.

15... Bd5

[If 15... Kf6 , then 16. Kg4 with the idea of 17. f4]

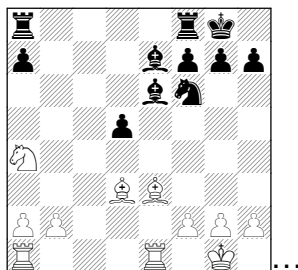
16. Kg4 Bxe4 17. Nxe4 Nf7 18. Kh5 b6?

[After this mistake Black is hardly able to save the game; correct was 18... Kf5! 19. Nxd6+ (or 19. Ng3+ Kf6 20. f4 gxf4 21. exf4 Bc7) 19... Nxd6 20. Kxh6 g4]

19. Kg6 Bf8 20. Bc3 Nh8+ 21. Kh7 Nf7 22. Kg8 Be7 23. f3 h5 White threatened

c7, g3 and e4 followed by f5. 24. Kg7 g4 25. fxg4 hxg4 26. Kg6 a5 27. Kh5 Kd5 28. Nd2 axb4 29. Bxb4 Bxb4 30. axb4 Kc6 31. Kxg4 The game transposed into a knight ending in which the h-pawn becomes a decisive factor. 31... Kb5 32. Kf5 Kxb4 33. Kg6 Nd8 34. Kf6! ("shoulder-charging") 34... Kc3 35. Nb1+ Kc4 36. h4 Kd5 37. h5 Ne6 38. Nc3+ Kd6 39. Ne4+ Kd7 40. h6 Nf8 41. Kf7 Black resigned.

Fischer R. - Petrosian T., Buenos Aires, 1971



Black's weak pawns at a7 and d5 secure White a clear advantage. Fischer skillfully converts it into a win. 1. Bc5!

The exchange of the dark-squared bishops is in White's favor. 1... Rfe8 2. Bxe7 Rxe7 3. b4! (preventing 3... a5) 3... Kf8

[3... a5 fails due to 4. b5!]

4. Nc5 Bc8 5. f3 Rc7 There is nothing better. 6. Re5 Bd7 7. Nxd7+!

[Black threatened 7... f5, whereas 7. a4 would be met by 7... Bc6, preparing 8... d7]

7... Rxd7 8. Rc1 Rd6 9. Rc7 Nd7 10. Re2 g6 11. Kf2 h5

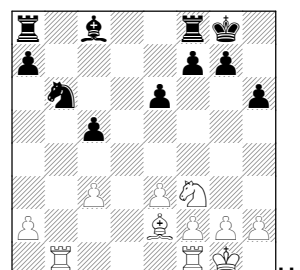
[Black is nearly in zugzwang. Bad is

11... Nb6 in view of 12. Re7;

whereas on 11... a5 strong is 12. b5]

12. f4 h4 13. Kf3 f5 14. Ke3 d4+ 15. Kd2 Nb6 16. Re7 Nd5 17. Rf7+ Ke8 18. Rb7 Nxb4 19. Bc4 Black resigned. The following ending is another masterpiece.

Karpov A. - Kasparov G., Moscow, 1984



The position may seem to be completely equal, but this is not the case: White's pieces are more active, and the black pawns at a7 and c5 may become targets for attack. 1. Rfc1! A strong preventative move. First, White intends to transfer his b1-rook to a5, and protects the c3-pawn beforehand. Second, he prepares to bring his king to the center.

1... Bb7

[Another bishop's move, 1... Bd7, has its own drawbacks. In this case Black has to consider the eventual invasion f6 followed by e5.]

2. Kf1 Bd5

[Or 2... Bc6 3. Ne5 Ba4 4. Ba6 Rfd8 5. Be2 threatening 6. d3.]

3. Rb5! Nd7

[Now 3... Bxa2 is impossible due to 4. c4 - the rook at c1 begins to play!;

Deserving attention was 3... Rac8 4.

Ra5 Rc7 5. c4 Ba8 with a worse, but defensible position.]

4. Ra5 Rfb8 Black threatens to invade 5... !b2, but White parries this threat by a series of preventative moves. 5. c4! Bc6 6. Ne1! Rb4

[6... Rb2 7. Nd3]

7. Bd1! (preventing 7... !a4) 7... Rb7 8. f3 Rd8 9. Nd3 g5 10. Bb3!

[If the immediate 10. Nxc5, then 10... Nxc5 11. Rxc5 Rb2! 12. Rxc6 Rdd2! with good drawing chances for Black.]

10... Kf8 11. Nxc5 Nxc5 12. Rxc5 Rd6 13. Ke2 Ke7 14. Rd1! Rxd1 15. Kxd1 Kd6 16. Ra5 f5!? Passive tactics is unpromising, therefore Black attempts to obtain counterplay, even at the cost of weakening his K-side pawns. 17. Ke2 h5 18. e4

[Also possible is 18. Kd3 followed by]

18... fxe4 19. fxe4 Bxe4 20. Rxc5 Bf5 21. Ke3

[The preliminary 21. h4, fixing the h5-pawn, was probably even stronger.]

21... h4 22. Kd4 e5+ 23. Kc3 Bb1 24. a3

[The immediate 24. Rg4!? deserved attention.]

24... Re7 25. Rg4 h3!

[This is stronger than 25... e4 26. Bd1 Rf7 27. Kd4±]

26. g3 Re8 27. Rg7 Rf8 28. Rxa7 Rf2 29. Kb4 Rxh2

[29... Rb2 does not save either in view of 30. c5+ Kc6 31. Kc4 Bc2 32. Ra6+ Kc7 33. Bxc2 Rxc2+ 34. Kd5 Rxh2 35. Ra7+ Kb8 36. Rh7 Rh1 37. Ke4! h2 38. Kf3 Ra1 39. Rxh2 Rxa3+ 40. Kg4 Rc3 41. Re2 Rxc5 42. Kf5, and White wins.]

30. c5+ Kc6 31. Ba4+ Kd5 32. Rd7+ Ke4

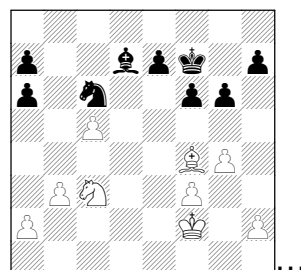
[No better is 32... Ke6 33. c6 Rb2+ 34. Bb3+ Rxb3+ 35. Kxb3 Be4 36. Rd8 Bxc6 37. Rh8 Bg2 38. a4 Kf5 39. Rh4]

33. c6 Rb2+ 34. Ka5! Rb8

[34... h2 35. c7 h1=Q 36. Bc6+]

35. c7 Rc8 36. Kb6 Ke3 37. Bc6 h2 38. g4 Rh8 39. Rd1 Ba2 40. Re1+ Kf4 41. Re4+ Kg3 42. Rxe5 Kxg4 43. Re2 Black resigned.

Neverov V. - Dreev A., Tallin, 1986



Black's advantage may be approximately evaluated as 6:4. The white pawns at f3 and g4 are weak, the pawns at a2 and c5 may become weak in the future, and, which is the most important, White's knight is tied up to the c3-square. A win, however, is difficult. 1. Bd2

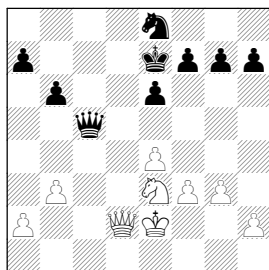
[Passive tactics lead to a defeat. Better is 1. Bc7! e5 (1... Ke6 2. Ke3 Ne5 3. Bxe5 Kxe5 4. b4) 2. Ke3 Ke6 3. Ne4 or 3. ♔d6³;

Another promising move is 1. g5, intending to get rid of the g4-weakness. For example, 1... e5 2. Bd2 f5 3. Nd5 followed by 4. ♖b4 with roughly equal chances.]

1... Ne5! (threatening 2... ♗c6) 2. Kg3 Bc6

3. f4 Nd3! 4. Be3 e5! 5. fxe5 fxe5 6. Kh4
 White's king is cut off from the Q-side.
 6... Kf6 7. Kg3 Ke6 8. Kh4 Kf6 9. Kg3 a5!
 Black improves his position. 10. Bg1
 a6! 11. Be3 Ke6 12. Kh4 Bh1 13. Kg3
 [If 13. Kg5 Bf3! 14. Kh4 , then 14...
 Kd7 15. Kg3 Bh1 followed by 16...
 ♟c6.]
 13... Kd7 14. Nd1 White does not have
 any good move. 14... Nb4 15. Nc3 Kc6
 16. Kh4 Nc2 17. Bf2 e4 The rest is
 clear. 18. Kg5 e3 19. Bg3 Kxc5 20. Ne2
 Bf3 21. Ng1 Bd1 22. h3 h5! (the simplest)
 23. Kxg6 hxg4 24. hxg4
 [Or 24. h4 e2 25. h5 e1=Q 26. Bxe1
 Nxe1 27. h6 Nf3!]
 24... Bxg4 25. Kg5 Bd1 26. Kf5 Kd4 27.
 Ke6 Nb4! 28. Be1 Nxa2 29. Bxa5 Nc1 30.
 b4 Bg4+ 31. Kd6 e2 White resigned.

Gheorghiu F. - Karpov A., Luzern, 1982



The position is nearly equal. "Black has
 two small advantages: his king is better
 shielded by the pawns, and his queen is
 more active" (A.Karpov). 1. Qc2 Qh5 2.
 Nf1

[Dangerous is 2. h4 due to 2... g5 (or
 2... Qe5)]
 2... Kd7 3. Qc3

[Correct is 3. Qd3+ Nd6 4. Qa6 Qb5+
 5. Qxb5+ Nxb5 6. Kd3 with a probable
 draw.]

3... f6 4. h4 Nd6 5. Kf2 Nb5 6. Qd3+
 [6. Qc4 Qe5]

6... Ke7 7. Ne3 Qc5 8. Qd2 a5 9. Qd3
 Nd4 Black has noticeably improved his
 position. 10. Kg2

[10. a4 Qb4 11. Nc2 Qxb3μ;
 or 10. Qc4 Qd6μ]

10... Nc6! 11. a4 Ne5
 [11... Qd4 12. Qc2!]

12. Qd2 Qd6 13. Qc3? This leads to
 serious difficulties.

[Better is 13. Qc2! Qd3 14. Kf2]

13... Qd3 14. Qxd3 Nxd3 15. Nc4 Nc1!
 16. Nxb6

[An attempt of 16. b4 does not work
 because of 16... axb4 17. Kf2 Kd7 18.
 Nxb6+ Kc6 19. Nc4 Kc5 20. Nb2 Kd4
 21. a5 Kc5!]

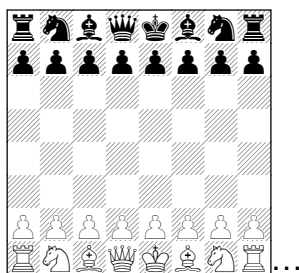
16... Nxb3 17. e5!? (the best chance)
 17... fxe5 18. Nc4 Kd7 19. Kf2 Kc6 20.
 Nxe5+

[Or 20. Ke3 Kd5 21. Nb6+ Kc5 22.
 Nd7+ Kb4]

20... Kd5 21. Nd3 Nc5 22. Ke3
 [22. Nb2 Kd4]

22... Nxa4 The rest is clear. 23. Nf4+
 Ke5 24. Nd3+ Kd6 25. Kd4 Nb6 26. Ne5
 h6 27. Nf7+ Ke7 28. Ne5 a4 29. Kc3 Kd6
 30. Nd3 Nd5+ 31. Kb2 Ne3 White
 resigned.

Panchenko A. - Kuporosov V., Pardubice, 1994



After the opening 1. Nf3 d5 2. c4 c6 3. e3 Nf6 4. Nc3 Bg4 5. Qb3! Qb6 6. cxd5 Qxb3 7. axb3 Bxf3 8. gxf3 Nxd5 9. Nxd5 cxd5 10. d4 Nc6 11. Bd2 e6 the game, passing the middlegame, have transposed into an ending. This event often occurs in modern chess. The position is approximately equal, and White's only possible plan is to utilize the a-file. Black's position, however, is very solid, and White's win is questionable.

12. Ra4!

[Preventing 12... ♝b4. If 12. Bb5? , then 12... Kd7³!]

12... Bd6 13. b4 Kd7 14. b5 Ne7 15. Bd3 f5?! A dubious decision. Black prevents the e3-e4 advance, but seriously weakens his K-side. 16. Ke2 b6 Black intends to bring his a8-rook to b7 after the preliminary ♜c8. 17. Rha1 Nc8 18. Rg1!

As long as the a7-pawn is Black's only weakness, White is unable to win. Therefore, White tries to create another weakness in the opponent's camp, this time on the K-side. 18... g6

[On 18... Rg8 unpleasant is 19. e4!]

19. h4 Ne7 20. Rga1! Nc8

[20... Bb8 looks ugly.]

21. h5 Rb8

[After 21... gxh5 22. Rh1 the h7-pawn becomes hopelessly weak;

whereas 21... g5 would be met by 22. h6!±]

22. Rh1 Rg8 23. hxg6 hxg6 24. Rh7+ White's advantage is obviously magnified.

24... Be7 25. e4! It is to White's benefit to open up the game. 25... Rb7 [25... fxe4 26. fxe4 dxe4 27. Bxe4 is clearly in White's favor.]

26. Ra1 Kd8

[26... Nd6 27. Bg5]

27. Rg1 Nd6 28. Bf4! fxe4

[More stubborn would have been 28... Rd7]

29. fxe4 dxe4

[After 29... Nxe4 30. Bxe4 dxe4 31. Ke3 Black also faces unpleasant problems.]

30. Bxd6 exd3+ 31. Kxd3 Rd7

[Better is 31... Ke8 followed by 32... !d7]

32. Be5?!

[White has missed a deadly blow, 32. Rxg6! , but he is winning in any case.]

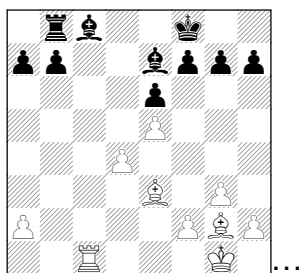
32... g5 33. Ke4 Ke8 34. Rc1 (from the other side) 34... g4 35. Rc6 Rf8 36. Bg3 Kd8

[Or 36... Rf6 37. Bh4 followed by !c8]

37. Rxe6 Bf6 38. Rxd7+ Kxd7 39. Rd6+ Ke7 40. Rc6 Rd8? A blunder, but Black's position was hopeless anyway.

41. Rxf6 Black resigned.

Kramnik V. - Lautier J., Horgen, 1995



1. Bh3!

[The immediate 1. d5 is also possible, for example 1... exd5 2. Bxd5 Be6 3. Bxe6 (or 3. Bxa7 Ra8 4. Bxe6 fxe6 5. Be3 Rxa2 6. Rc8+ Kf7 7. Rc7 Kf8! 8. Rxb7 Ra5±) 3... fxe6 4. Rc7 , and White has an edge.]

1... Ke8 2. d5 Bd7 3. d6 Bd8 4. Bg2 b6 5. f4 Rc8 6. Kf2 Rxc1 7. Bxc1 Now V.Kramnik has his word: "It is hard to give a definite conclusion, whether or not this ending is won for White. I think, the position is playable." 7... Bb5 8. Be4 Black is faced with a difficult choice: which pawn to move? 8... h6

[After 8... g6 White can advance his K-side pawns by g4 and f5.]

9. Be3 Kd7 10. Ke1 Bc6 11. Bd3

[Of course, not 11. Bxc6+]

11... Bd5 12. a3 f6 An arguable decision - Black voluntarily weakens his e6- and g7-pawns. 13. Kd2 fxe5 14. fxe5 Kc6

[If 14... Bg5 , then 15. Bf4! followed by h4.]

15. Kc3 Bf3 16. Bc4 Bd5 17. Ba6 Bf3 18. Kd4 Bd5 19. a4 "Now my task is to drive the king away from the c6-square" (V.Kramnik). 19... Bb3

[After 19... Kd7 20. Bb5+ Bc6 21. Kc4! Black ends up in zugzwang and loses:

21... a6 22. Bxa6 Bxa4 23. Bb5+ Bxb5+ 24. Kxb5 followed by 25. h4! and 26. ♗xb6]

20. Bb5+ Kb7 21. Bd7 Bd5 22. Kc3 Ba2 23. Kb4 Bd5

[Perhaps, it makes sense to go for 23... g5?! . By the way, White could have prevented this move by means of 23. h4]

24. h4 Ba2 25. Bd2 White's plan is to transfer his bishop to f8 via a3. 25... Bd5 26. Bc1 Ba2 27. Kc3 Bd5 28. Ba3 This is the position White aimed at: Black is defenseless from ♗e8 and d7 followed by ♗f8. 28... Ba2

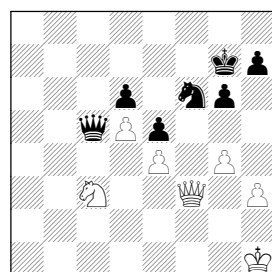
[If 28... Bc6 , then 29. Bxe6 Bxa4 30. Bf7]

29. Be8 Bd5 30. d7 Bc6 31. Bf8 Bxa4 32. Bxg7 Kc7 33. Bxh6 Bxd7 34. Bf7 Kc6 35. h5

[Simpler is 35. Bg5 Bc7 36. Kd4]

35... Kd5 36. Bg7 Bg5 37. g4 Ke4 38. h6 Bxh6 39. Bxh6 Kxe5 40. g5 Kf5 41. g6 Kf6 42. Bg5+ Kg7 43. Kd4 Ba4 44. Ke5 Bc2 45. Bf6+ Kf8 46. Kf4 Black resigned.

Gelfand B. - Topalov V., Amsterdam, 1996



Black is better. "An unpleasant position; I have to play very accurately. The

difference in knights is particularly noticeable: while his knight attacks, my knight defends." (B.Gelfand). 1... Qa3 2. Kg2 Qb2+ 3. Kg1 Qc1+ 4. Kg2 Qd2+ 5. Kf1 h6! Black has improved his queen's position and now threatens the ♖h7-g5 maneuver, winning the e4-pawn. 6. Ne2 Qd1+ 7. Kf2 Qc2 8. Ke3 Qb1 9. Ng3 Qe1+ 10. Kd3 Qg1 11. h4? White threatens 11. h5, but weakens his g4-pawn.

[Better is 11. Qe3 with some drawing chances.]

11... Qb1+ 12. Ke2? This retreat loses a pawn.

[Necessary was 12. Kd2, not allowing the enemy queen onto the c-file.]

12... Qc2+ 13. Kf1

[Or 13. Ke3 Qc8 14. g5 hxg5 15. hxg5 Qc1+]

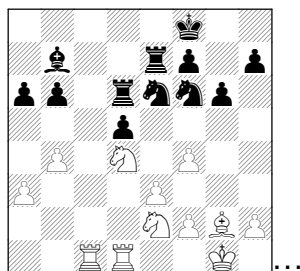
13... Qc8! 14. h5

[14. g5 hxg5 15. hxg5 Qc1+]

14... Nxg4 15. Qe2 Qc1+ 16. Kg2 Qf4 17. hxg6 Kxg6 18. Qf3 Kg5 19. Nf5 Qd2+ 20. Kg1 h5 21. Ng7? Qc1+! 22. Kg2 Qb2+ 23. Kg1 Qa1+ 24. Kg2 Qa2+ White resigned. [...]

[25. Kg1 Qa7+]

Gelfand B. - Karpov A., Vienna, 1996



White has an advantage. By 1. a4! he intends to create the second weakness in the opponent's camp. 1... Nd8 2. a5 Bc6!

[Worse is 2... Nc6 3. Nxc6 Bxc6 4. Nd4 Bb7 5. Rc2±]

3. Nc3 Be8 4. Bf1 bxa5

[Deserving attention was 4... b5!? In this case it would be more difficult for White to get to the a6-pawn.]

5. bxa5 Rb7 6. Ra1! A strong preventative move.

[If the immediate 6. Rb1, then 6... Ke7 7. Rxb7+ Nxb7, and the a5-pawn is attacked.]

6... Rc7

[Better is 6... Ke7; but not 6... Ne4? 7. Ndb5!]

7. Na2 Rb7 8. f3 Ne6 9. Rdb1! Re7

[No better is 9... Rxb1 10. Rxb1 Nxd4 11. exd4 threatening 12. ♖b4 and 12. ♜b6]

10. Nb4 Nc5

[Or 10... Nxd4 11. exd4 Ra7 12. Nd3]

11. Rc1 Rb7 12. Rab1 Nfd7 13. Nbc6 Rc7 14. Ne5 Ke7 15. Rc3 f6 16. Nxd7 Kxd7 17. Rb8 Ne6 18. Rxc7+ Nxc7 19. Kf2 Ke7 20. f5! g5 21. Ke1 Black's position is hopeless anyway, and Karpov makes an attempt to transpose into a rook ending without a pawn. 21... Bb5 22. Bxb5 Nxb5 23. Nxb5 axb5 24. Rxb5 Rc6 There is nothing better. 25. Rxd5 Rc3 26. Kd2 Ra3 27. Kc2! (the simplest) 27... Rxe3 28. Kb2 Re2+

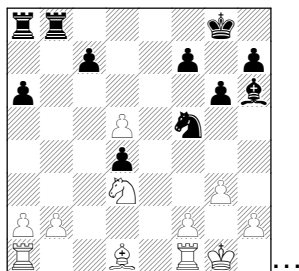
[28... Rxf3 29. a6]

29. Kb3 Rxh2 30. a6 Rh1 31. Kb4 Ra1 32. Ra5 Rb1+ 33. Kc5 Rb8 34. a7 Ra8 35. Kc6 h5 36. Kb7

[36. Ra6! wins immediately.]

36... Rxa7+ 37. Kxa7 Kd6 38. Kb6 h4 39. Rc5 h3 40. Rc2 Ke5 41. Rh2 Kxf5 42. Rxh3 Kf4 43. Kc5 f5 44. Kd4 g4 45. fxg4 fxg4 46. Rh8 Kf3 47. Kd3 **Black resigned.**

Karpov A. - Kamsky G., Elista, 1996



His strong blockading knight secures White an advantage. The presence of the opposite colored bishops does not help Black much, because there are many other pieces on the board. A. Karpov skillfully converts his advantage into a win. 1. Re1 a5 2. Bg4 Nd6 3. Re2 (with the idea of 4. !c2) 3... a4 Black should have kept this pawn on a5. 4. a3! Ra5 5. Rc2!?

[Another promising continuation is 5. Bf3 Rb3 6. Rd1 followed by !c2]

5... Rxd5 6. Rxc7 Ra5 7. Bf3 Bg5 8. Rd1! (threatening 9. ♖b4) 8... Rc8 9. Rxc8+ Nxc8 10. h4 Bf6 11. Rc1 Nd6 12. Kf1 Be7

Black sticks to waiting tactics. 13. Ke2 Kf8 14. Rc7 Bf6 15. Kd2 h5 16. Ke2 White does not hurry. 16... Nf5?

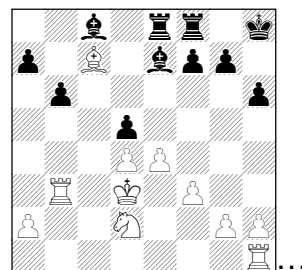
[Under time pressure Black loses a pawn. More stubborn would have been 16... Be7 17. Nf4 Rb5 18. Nd3 Ra5 , although in this case White would also

have a clear advantage after 19. Nb4]

17. Rc4! Nd6 18. Rb4 Ra6 19. Nc5 Ra7 20. Kd3 Rc7 21. Nxa4 **The rest is clear.**

21... Rc1 22. Nb6 Bg7 23. a4 Ra1 24. Nd7+ Ke8 25. Nc5 Ke7 26. Kc2! Rf1 27. Nd3! Ra1 28. Kb3 f5 29. Rb6 Bh6 30. Bd5 g5 31. Ra6 gxh4 32. gxh4 Rd1 33. Bc4 Rh1 34. a5 Rxh4 35. Bd5 **Black resigned.**

Alekhin A. - Nimzowitsch A., Zurich, 1934



We have considered examples in which the decisive role was played by strategic ideas, schemes and plans. In the endgame, however, this is by no means always the case. The following examples confirm this statement; the decisive role in them is played by tactics and exact calculation of variations.

Chances are roughly equal. By sacrificing an exchange, White tries to seize an initiative. 1. exd5!?

Otherwise Black plays 1... ♗e6. 1... Ba6+ 2. Kc2 Rc8 3. Rc3 Bb4 4. d6 Bxc3 5. Kxc3 Bb5

[Stronger is 5... Rxc7+! 6. dxc7 Rc8 7. d5 Rxc7+ 8. Kd4 Rc2 with an approximately equal position.]

6. Nc4 f6 7. a4 Bd7

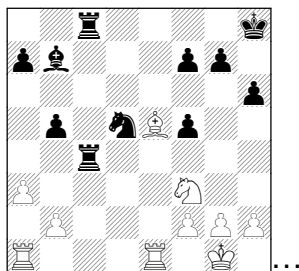
[Bad is 7... Bxa4 8. Ra1 b5 9. Nb2 with a clear advantage to White.]

8. a5 bxa5 9. Nxa5 Rf7 10. Nb3 Bb5 11. Kb4 a6 12. d5 Kg8

[If 12... Rxc7 , then 13. dxc7 Rxc7 14. Nc5]

13. Nd4 Be8 14. Ra1 Ra8 15. Ka5 Rd7 16. Kb6 Rf7 17. Kb7 Rd8 18. Rxa6 The rest is clear. 18... Rdd7 19. Kb6 Rf8 20. Ne6 Bf7 21. Nc5 (the simplest) 21... Be8 22. Ra8 Kf7 23. Nxd7 Bxd7 24. Bd8! Kg6 25. Kc7 Bb5 26. Ra5 Be8 27. Be7 Black resigned.

Uhlmann W. - Karpov A., Skoplje, 1976



In the following ending a sharp tactical clash ended in Black's favor.

1. Nd4!? The only opportunity of counterplay; otherwise Black gradually realizes his extra pawn. 1... f6! Black accepts the challenge. 2. Nxf5 fxe5 3. Nd6 This is the point of White's idea.

3... Nf4!

[If 3... R8c7 , then 4. Nxc4 Rxc4 5. Rxe5 with an unclear position.]

4. Nxb7

[Bad 4. Nxc8 Rxc8 5. Rxe5 because of 5... Nxg2 with a clear advantage to Black.]

4... Nd3 5. Nd6! There is no other way.

5... Nxe1 6. Nxc4

[6. Nxc8 loses due to 6... Nc2]

6... Nc2 7. Nd6 Rd8!

[After 7... Rc6 8. Nf5! Rf6 9. Rc1 White saves the game.]

8. Nb7 Rd2 9. Rc1

[More drawing chances could have been retained by the passive 9. Rb1]

9... Nd4 10. Rc8+ Kh7 11. h4 Rxb2 12. Ra8 Ne2+

[Also good is 12... Ra2 13. Rxa7 b4 , winning.]

13. Kh2 Nf4 14. Kg1 Nd3 Black's knight and rook perfectly coordinate. 15. Nd6

Nxf2 16. Rxa7 Ng4 17. g3

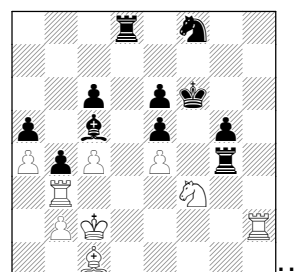
[17. Rf7 does not save either in view of 17... Ne3 18. Nf5 Rxc2+ 19. Kh1 Rf2 20. Nxe3 Rf6!]

17... Ne3 18. Kh1 Kg6 19. Rb7

[Or 19. Ne8 Kf5 20. Rxc7 Nc4]

19... Rd2! 20. Nxb5 Nf5 21. g4 Nxh4 22. Kg1 (22... ♔f3° was threatened) 22... Rg2+ 23. Kf1 Rxc4 24. Ra7 Nf5 25. a4 h5 26. a5 h4 27. Ra8 h3 White resigned.

Nezhmetdinov R. - Filip M., Bucharest, 1954



Black has two extra pawns, and his position seems to be firm. White's next

move, however, changes sharply the situation on the board. 1. Nxg5! Kg6

[Black loses after both 1... Rxc5 2. Rf3+ Kg6 3. Bxc5 Kxc5 4. Rg2+ Kh4 5. Rf1 Kh3 6. Rg8 Kh2 7. Rf6! , mating; and 1... Ng6 2. Rh6! Rg2+ 3. Kb1 Rd1 4. Rf3+ Kg7 (or 4... Ke7 5. Rxc6 Bd4 6. Rf7+ Kd6 7. c5+! Kxc5 8. Nxe6+ Kc4 9. Rxc2) 5. Rf7+]

2. Rbh3 b3+ There is nothing better.

3. Kxb3 Rd1 4. Nf3! Bd4

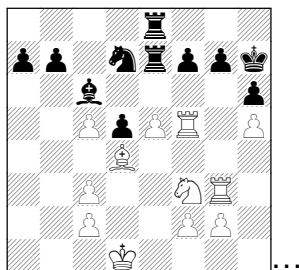
[If 4... Rxc1 , then 5. Nxe5+ Kg5 6. Rh5+ Kf4 7. Nxc4 Kxc4 8. Rxc5; or 4... Rxe4 5. Rh6+ Kf5 6. R2h5+ Kg4 7. Nxe5+]

5. Kc2 Rf1 6. Be3! This decides. 6... Kf6

[6... Bxe3 fails due to 7. Nxe5+]

7. Nxd4 exd4 8. Bxd4+ e5 9. Bc3 Rff4 10. Rd3 Rxe4 11. Rd6+ Ke7 12. c5! Rxa4 13. Rxc6 Rac4 14. b3 Rce4 15. Rh8 Rh4 16. Rc7+ Kd8 17. Rxh4 Rxh4 18. Bxa5 Ke8 19. c6 Rh6 20. Rc8+! Kf7 21. Bb4 Ne6 22. c7 Rh2+ 23. Kb1 Nxc7 24. Rxc7+ Black resigned.

Short N. - Ivanchuk V.,Horgen,1995



The position seems to be equal, but by tactical means White manages to obtain

a material advantage. Then he converts it into a win by precise play. 1. Rf4! Nf8 2. Rfg4 g5?!

[A dubious decision, though after 2... Ne6 3. Nh4 Bd7 4. f4 White also has an edge.]

3. hxg6+ Nxg6

[On 3... fxg6 there follows 4. Rh4! Ne6 5. Rgh3 h5 6. g4]

4. Rh3! Bd7 5. Ng5+ Kg8

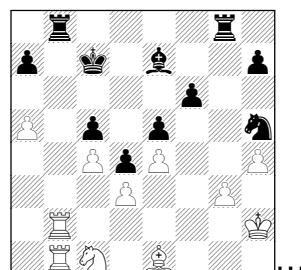
[5... Kg7 6. e6+]

6. e6! Bxe6

[Or 6... fxe6 7. Rxh6]

7. Nxe6 Rxe6 8. Rxh6 Re1+ 9. Kd2 R8e2+ 10. Kd3 Kf8 (11. l'h8# was threatened) 11. Rh5 Re4 12. Rxe4 dxe4+ 13. Kd2! Rb1 14. c6! bxc6 15. Bxa7 Ke7 16. Bd4 White has an extra pawn, and his bishop is stronger than the opponent's knight. 16... Rb5? Black should have kept the rook from being exchanged; now White wins easily. 17. Rxb5 cxb5 18. c4 bxc4 19. Kc3 Nf4 20. g3 Ne6 21. Kxc4 Kd6 22. Bf6 Kc6 23. g4 Kd6 24. c3 Kc6 25. Be5 Nc5 26. Kd4 Nd3 27. Bg3 Nc5 28. Bf4 Black resigned.

Panchenko A. - Lputian S.,Irkutsk,1983



1. a6! By threatening l'b7, White forces

his opponent to exchange both couples of rooks. This allows White to bring his king into play with decisive effect. Already here I planned a piece sacrifice which occurred in the game. 1... Rxb2+ 2. Rxb2 Rb8 3. Ba5+! (winning a tempo) 3... Kc8 4. Rxb8+ Kxb8 5. Kh3 Ng7 6. Kg4 Kc8 7. Nb3 (zugzwang) 7... Ne8 8. Kh5 Bf8 9. g4! Kd7

[Black also loses after 9... Ng7+ 10. Kh6 Nf5+ 11. Kxh7 Nxh4 12. Kg8 Be7 13. Kf7 Kd7 14. Bb6!]

10. Nxc5+! This decides. 10... Bxc5 11. Kh6 Ke6 12. Kxh7 Kf7

[After 12... Be7 13. Kg6! the h-pawn becomes dangerous.]

13. g5 fxg5 14. hxg5 Be7 15. g6+ Kf8

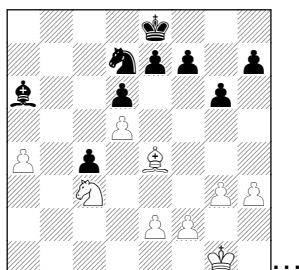
[Or 15... Kf6 16. Bb6! Bf8 17. Bxa7 Nc7 18. Bc5 Bg7 19. a7 , and White wins.]

16. Bb6! Nf6+

[16... Bf6 17. Bc5+! Be7 18. Bxa7]

17. Kh8 Ne8 18. Bxa7 Bf6+ 19. Kh7 Nc7 20. Bc5+ Ke8 21. a7 Kd7 22. Bb6 Na8 23. Ba5 Ke8 24. g7 Black resigned.

Vaganian R. - Rashkovsky N., Moscow, 1981



The position is double-edged. Black intends to break through with his king to b4, while White tries to exploit the

weakness of the f7- and h7-pawns. Who will be quicker? Here the exact calculation of variations is crucial. 1. f4! Kd8

Black cannot wait passively, because in this case the a-pawn may become too dangerous. 2. h4! Kc7 3. a5! By sacrificing a pawn White wins time for a pawn advance on the K-side. 3... Nc5 4. Kf2 Nb3 5. g4 Kd8 This retreat is forced in view of White's threat to sacrifice the bishop at g6. 6. h5 Ke8

[6... gxh5 7. g5!]

7. h6! Nxa5 8. f5 Kf8 9. g5 Nb3 10. Ke3 Nc5 11. Bc2 Bc8

[If 11... Nd7 , then 12. Kd4 followed by ♖a4 and f6]

12. f6! Bh3? This leads to sad consequences.

[By 12... Nd7 with the idea of ♖e5-g4 Black could have achieved a draw.]

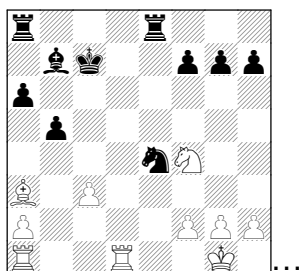
13. Ba4! exf6 14. gxf6 (threatening ♜c6 followed by ♜b5) 14... Nxa4 15. Nxa4 g5

Passive tactics could not save Black also due to the weakness of the d6- and h7-pawns. 16. Nc3 g4 17. Kf2! Ke8 18. Nb5 Kd7 19. e4! (zugzwang) 19... Kd8 20. Nxd6 c3 21. Nxf7+ Kc7 22. Ne5 g3+ 23. Kxg3 c2

[23... Bc8 24. f7]

24. Nd3 Bf1 25. Nc1 Kd7 26. e5 Bc4 27. d6 Be6 28. Kf4 Kc6 Black resigned.

Karpov A. - Tal M., Bugojno, 1980



White manages to organize an attack on the black king, exploiting the fact that the a8-rook has not yet been developed.

1. f3 Nf6 2. Bd6+ Kb6 3. c4! Rac8

[3... Rad8]

4. cxb5 axb5 5. a4! (exposing the enemy king) 5... Rcd8 6. axb5 Rd7 7. Rd4! Red8 8. Rad1 Rc8

[Losing is 8... g5? 9. Be7 Rxd4 10. Bxd8+ Kc5 11. Rxd4 Kxd4 12. Bxf6+]

9. Be5 Re7

[9... Rxd4 does not save Black either in view of 10. Bxd4+ Kxb5 11. Bxf6 gxf6 12. Rd7]

10. Rd6+ Kxb5 11. Rb1+ Kc4

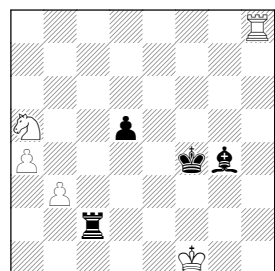
[Or 11... Kc5 12. Nd3+ Kc4 13. Rb4#; 11... Ka5 12. Rd2 Rc4 13. Ra2+ Ra4 14. Bc3+]

12. Rd4+ Kc5

[12... Kc3 13. Rd3+ Kc2 14. Rb2+ Kc1 15. Ne2#]

13. Nd3+ Black resigned. A lightning attack.

Flear G. - Gurevich M., Clisli, 1993



White's knight and especially king are placed badly. Black exploits this factor and, despite limited material on the board, launches a crushing offensive on the opponent's position.

[Nothing is achieved by the immediate 1... Kg3 2. Re8! Rc1+ 3. Re1, and White holds his ground.]

2. Nc4 (2... e3 was threatened)

[White loses after both 2. Rd8 Kg3! 3. Ke1 Re2+! 4. Kf1 (4. Kd1 Re8+) 4... Re5! (threatening 5... e3 followed by 6... e1#) 5. Rg8 (the only move) 5... Rxa5 6. Rd8 Re5!;

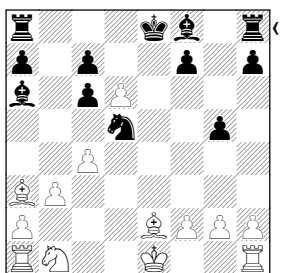
and 2. Re8 d3! 3. Nc4 Kg3 4. Re3+ (or 4. Ke1 d2+ 5. Nxd2 Rc1#) 4... Bf3 5. Rxf3+ Kxf3 6. Ke1 Ke4]

2... Kg3 3. Re8

[No better is 3. Ke1 due to 3... d3! followed by 4... d2 and 5... e1#]

3... d3 4. Re3+ Bf3 5. Rxf3+ Kxf3 6. Ke1 Ke4 7. Kd1 Kd4 8. Ke1 Kc3 White resigned.

Kasparov G. - Anand V., New York, 1995



A sharp tactical battle soon ends in a draw. 1... Bg7 2. cxd5 Bxe2 3. Kxe2 Bxa1 4. Rc1!

[Worse is 4. Nd2 Be5 5. Nc4 cxd6 6. dxc6 O-O-O with good play for Black.]

4... O-O-O!

[Both opponents play excellently. Bad is 4... cxd6 5. Rxc6 Be5 6. Nd2 Kd7 7. Nc4 Rhc8 8. Bxd6!; or 4... cxd5 5. Rxc7 with an advantage to White in both cases.]

5. Rxc6 Rhe8+ 6. Kd3 Rd7! 7. Nc3

[Dangerous is 7. Nd2 due to 7... Re5! 8. Kc4 Re2, and Black is better.]

7... Bxc3 8. Kxc3 Re5

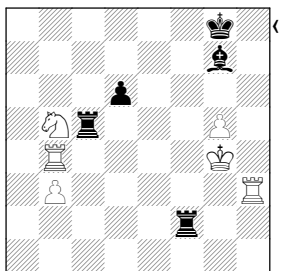
[If 8... Re2, then 9. Bc5 Rxa2 10. b4 with roughly equal chances.]

9. Kc4 Re4+

[9... Re2 10. Bc5]

10. Kd3 Re5 11. Kc4 Re4+ Draw.

Van Der Sterren P. - Glek I., 1996



It is hard to believe that Black is able to win here. Nevertheless, he wins by exploiting the opponent's mistake on the next move. 1... Be5 2. Rd3?

[Correct is 2. Na3! with a draw.]

2... Rg2+! 3. Kh4

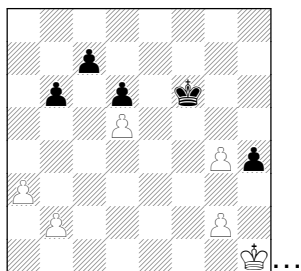
[White also loses after both 3. Kf3 Rg3+ 4. Ke2 (4. Ke4 Rg4+) 4... Rc2+ 5. Kd1 Rgg2 6. Rg4 Rgf2; and 3. Kh3 Rxc5 4. Na3 (4. Nd4 Rc1) 4... Rc7! 5. Rb8+ (5. Rh4 Rcg7 ... !g3, !g1) 5... Kh7 6. Nc4 Rcg7]

3... Rc1 4. Nd4

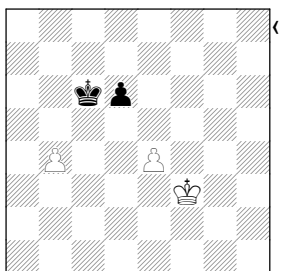
[No better is 4. Rc4 Rh1+ 5. Rh3 Rhg1]

4... Rh1+ 5. Rh3 Bg3+! 6. Kg4 Be1+ 7. Kf3 Rf2+ 8. Kg4 Rg1+ White resigned.

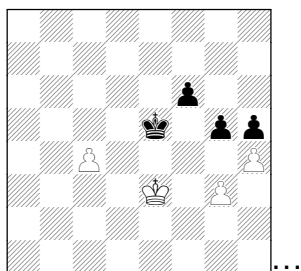
Letelier R. - Cobo A.,Habana (Cuba),1966 [10]



Salov V. - Timman J.,Saint John (m/1),1988 [10]

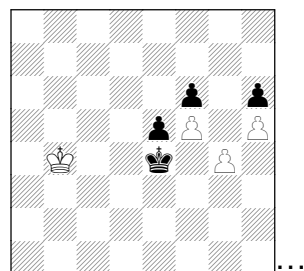


Kharlov A. - Ernst T.,Haninge (Sweden),1992 [10]

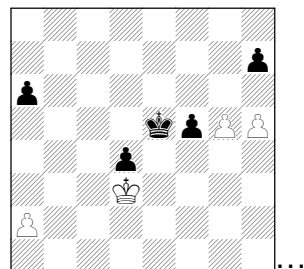


Shirov A. - Ivanchuk V.,Linares 60/314

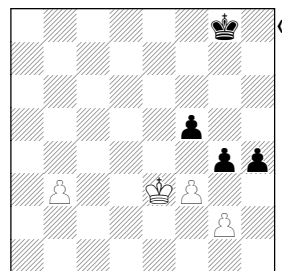
[Shirov,A],1994 [10]



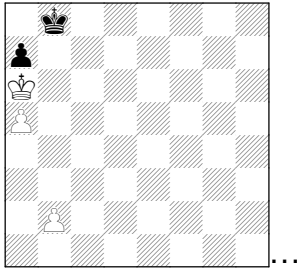
Capablanca J. - Lasker Ed.,London,1914 [20]



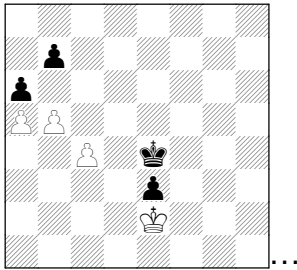
Kozun P. - Sokolowski M.,Corr.,1991 [20]



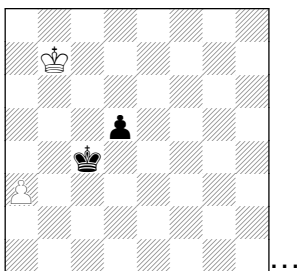
Lautier J. - Piket J.,Dortmund,1995 [20]



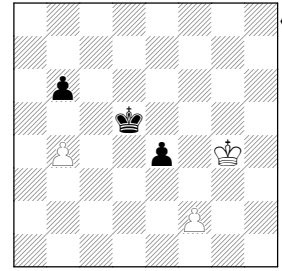
Milligan S. - Budylna S., Batumi (Georgia), 1999 [20]



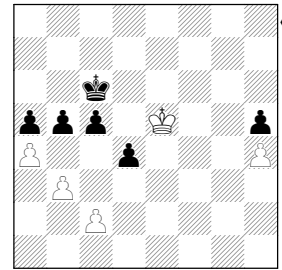
Schlechter C. - Marco, Vienna (Austria), 1893 [30]



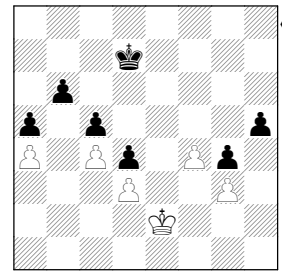
Minev - Spasov, Sofija, 1973 [30]



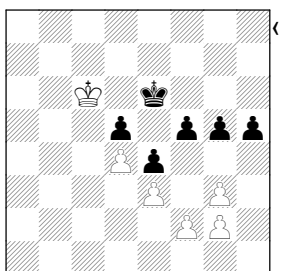
Sokolov I. - Miles A., Wijk aan Zee, 1989 [30]



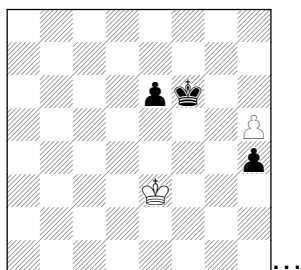
Smyslov V. - Tal M., 1964 [40]



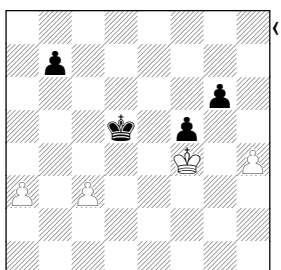
Shvachina - Mueller, Corr., 1971 [40]



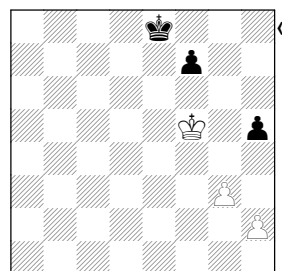
Horvath D. - Horvath C.,Hungary,1988 [40]



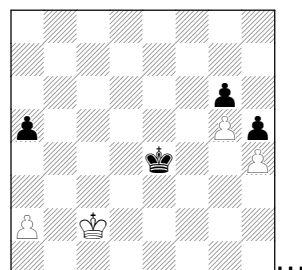
Snorek M. - Neumann P.,Prague (Czech Republic),1994 [40]



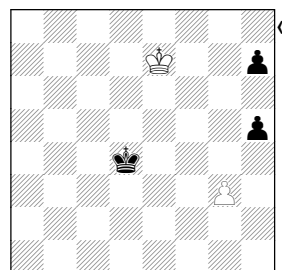
Szabo L. - Fiushter,Budapesht,1937 [50]



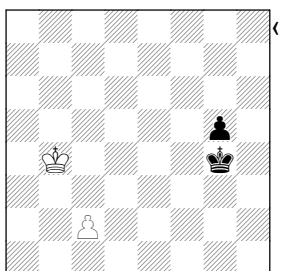
Golombek H. - Keres P.,Margate (England),1939 [50]



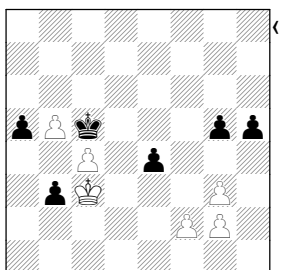
Pritchett - Kagan,1968 [50]



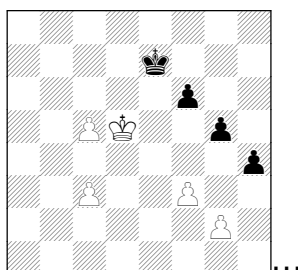
Obuhovski - Grabczewski,Dubna,1971 [50]



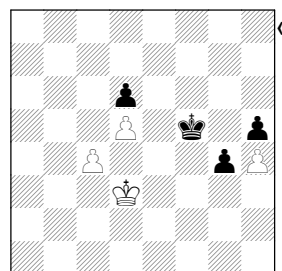
Kuznetsov - Zelenskih, Corr., 1971 [50]



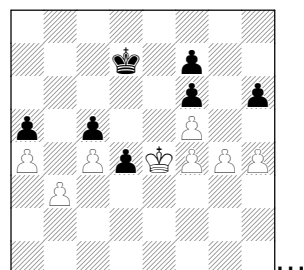
Muse M. - Kuznetsova E., Ljubljana (Slovenia), 1994 [50]



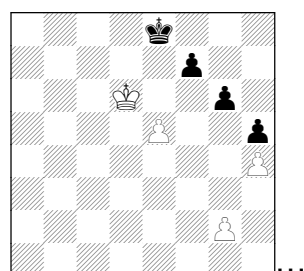
Lelchuk Z. - Baginskaite C., Dresden (Germany), 1995 [50]



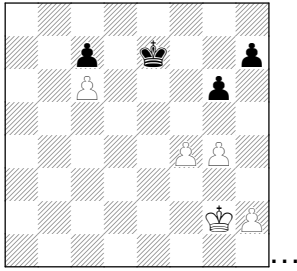
Capablanca J. - Conde J., Hastings (England), 1919 [60]



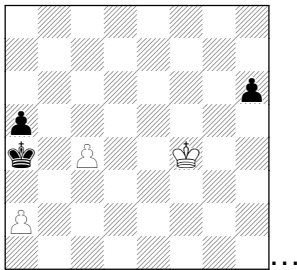
Lipski - Pieprowski, Lublin, 1971 [60]



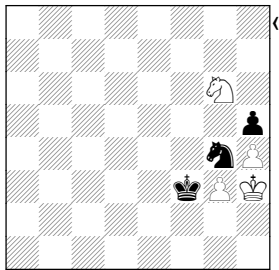
Shirov A. - Timman J., Wijk aan Zee, 1996 [60]



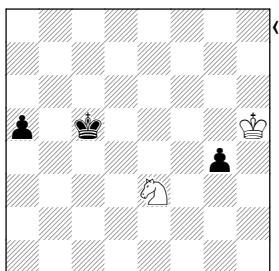
Exercise [70]



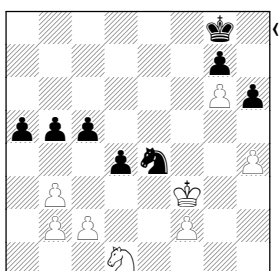
Gines - Trias,corr,1981 [20]



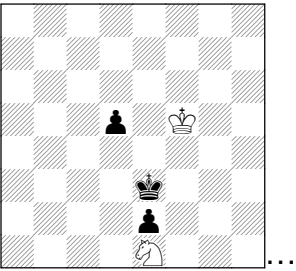
Japljan - Gufeld E.,Tbilisi,1986 [20]



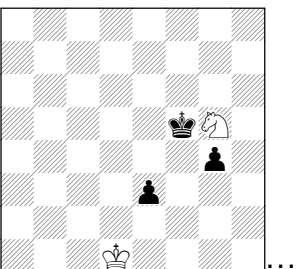
Bonner - Medina,Haifa,1976 [30]



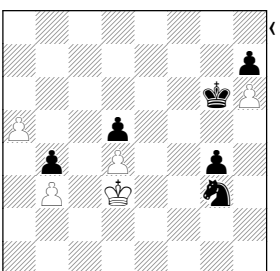
Born - Cvetkovic,Sicfeld,1989 [30]



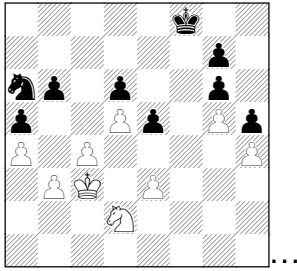
Marszalek R. - Cybulak A.,Moscow (Russia),1991 [30]



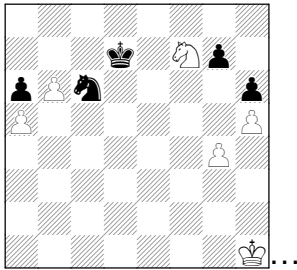
Georgiu F. - Yusupov, A,Lucern,1985 [40]



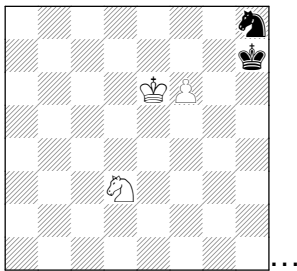
Miles, A - Benjamin, Joel,USA,1989 [40]



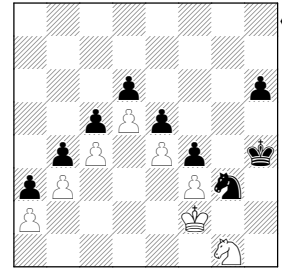
**Taimanov M. - Gurgenzidze B.,Bad-Vildbad,1993
[40]**



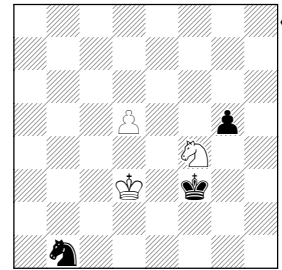
**Yurtaev L. - Dzuban O.,Alma-Ata
(Kazakhstan),1995 [40]**



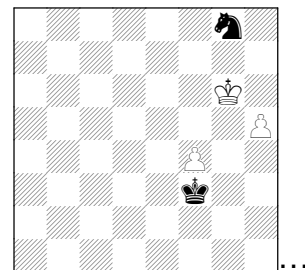
Negrea - Ciocaltea,Romania,1958 [50]



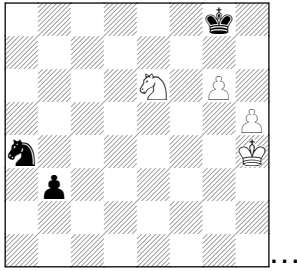
Toth B. - Kovacs M.,Hungary,1971 [50]



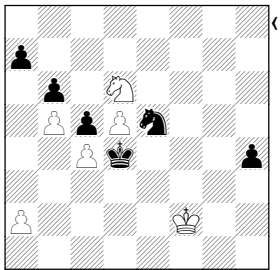
Zehfuss H. - Hermesmann H.,Germany,1980 [50]



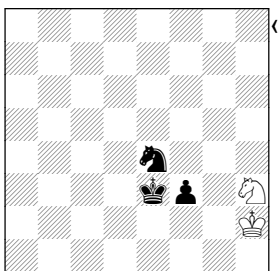
Pjass - Grave,USR,1981 [50]



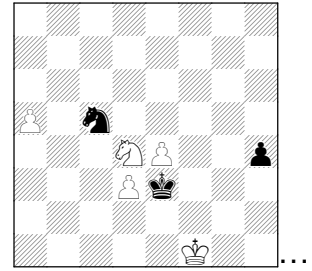
Serper, G - Dolmatov, S, Manila, 1992 [50]



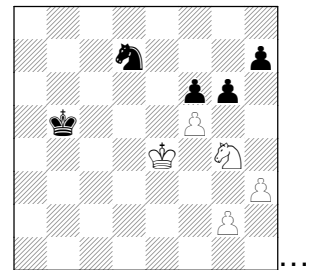
Jirovsky, Pe - Tolstikh, N, Ceske Budejovice, 1995 [50]



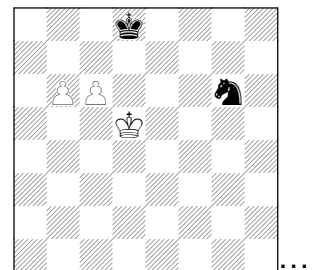
Illescas Cordoba, M - Kamsky, G, Dos Hermanas, 1995 [50]



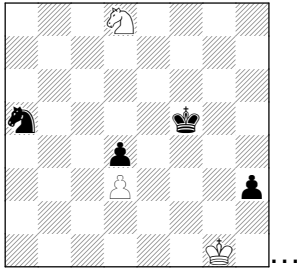
Ivkov, B - Filip, M, Vrsac, 1971 [60]



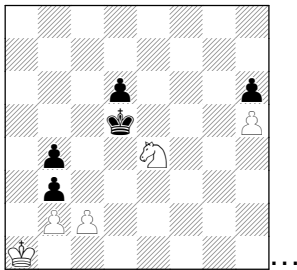
Machulskij A. - Buhover, USSR, 1973 [60]



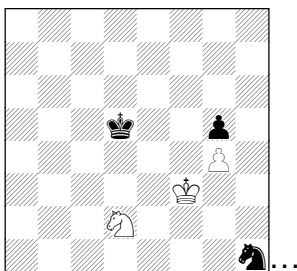
Hecht, H._J - Quinteros, Vrsac, 1973 [60]



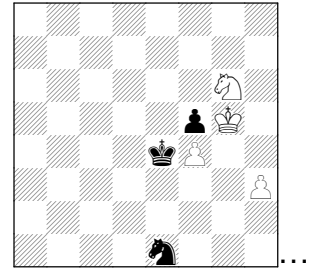
Palevic - Luzniak,corr,1981 [60]



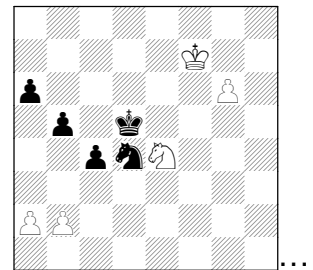
Vyzmanavin, A - Chiburdanidze M.,Odessa,1982 [60]



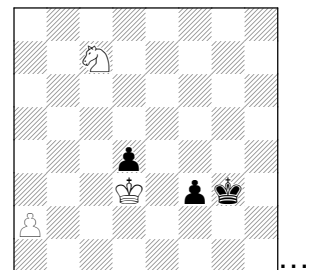
Gurevich D. - Dlugy M.,Estes Park (USA),1984 [60]



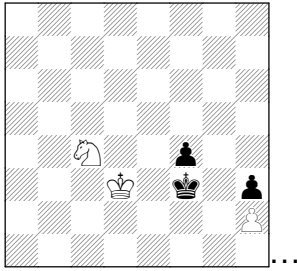
Bronstein D. - Chistiakov,Moscow,1978 [70]



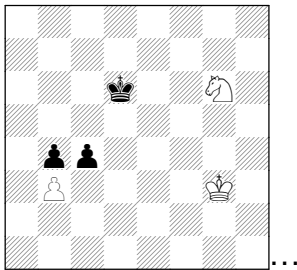
Rozentalis, E - Klauser, M,Chiasso,1991 [70]



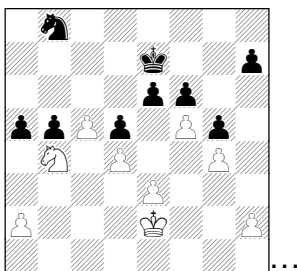
Gavrikov, V - Giordanengo,Schweiz,1992 [70]



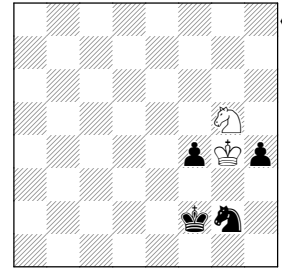
Prokopchuk E. - Zaharevich I.,Tumen,1993 [70]



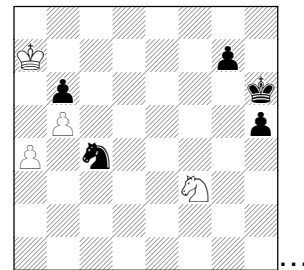
Pillsbury H. - Gunsberg I.,Hastings (England),1895 [80]



Paoli - Kovacs M.,Hungary,1971 [80]

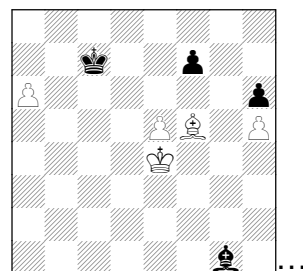
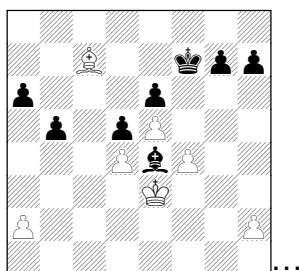


Szabo L. - Groszpeter,Magyarország,1984 [110]

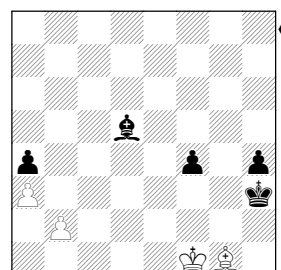
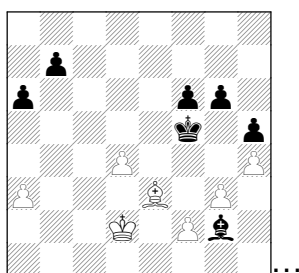


[40]

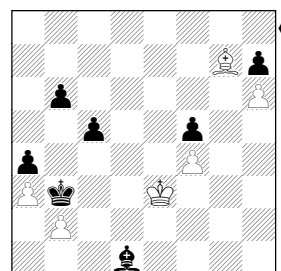
Janowski D. - Schlechter C.,Karlsbad (Czech Republic),1907 [40]



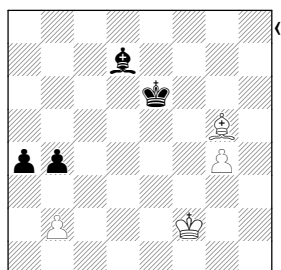
Fucks - Kholmov R.,Dresden (Germany),1956 [40]



Ljubojevic L. - Karpov A.,Milan,1975 [50]

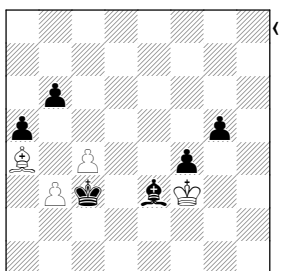


Gonzales M. - Sisniega,Mehico,1991 [40]

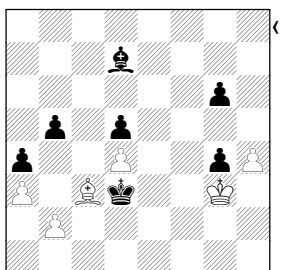


Borm - Redman,USA,1984 [50]

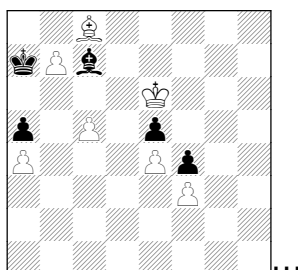
Polgar Z. - Maric A.,Tilburg (Netherlands),1994



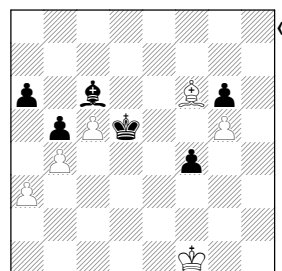
Wotter - Portish F.,BRD,1989 [50]



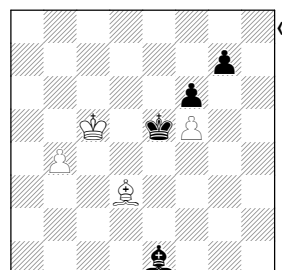
Novikov I. - Rozentalis E.,Odessa (Ukraine),1989 [50]



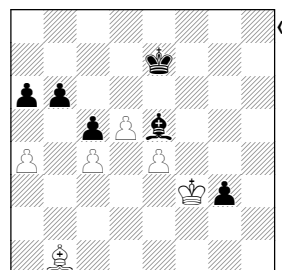
Bellon - Minic D.,Olot,1971 [60]



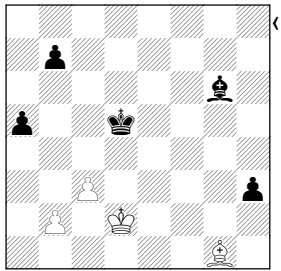
Chiburdanidze M. - Aleksandrija N.,Tbilisi,1981 [60]



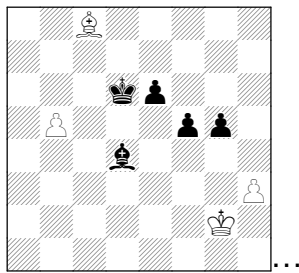
Polner - Chigorin M.,Sankt-Peterburg,1881 [70]



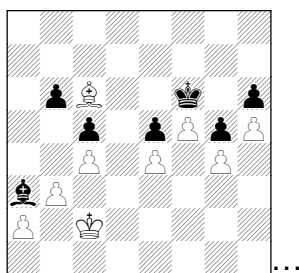
Gragger - Bartsa,Varna (Bulgaria),1962 [70]



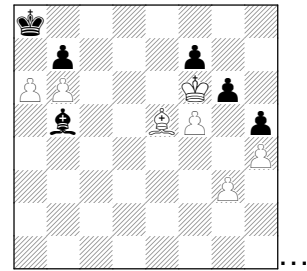
**Schoeneberg M. - Starck B., Weimar
(Germany), 1968 [70]**



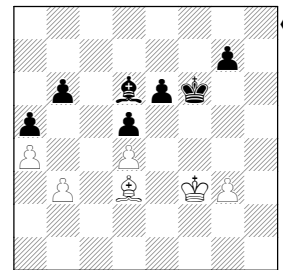
Grund - Just, DDR, 1968 [70]



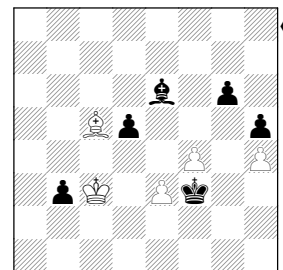
Bradvarevic - Maric, Yugoslavia, 1971 [70]



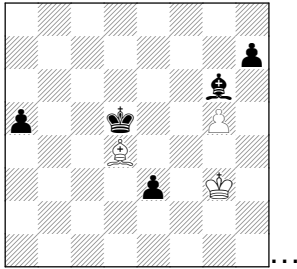
Wach - Bugayski, Poland, 1985 [70]



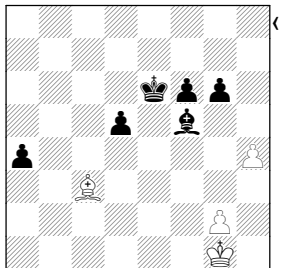
Kotov A. - Botvinnik M., Moscow (Russia), 1955 [80]



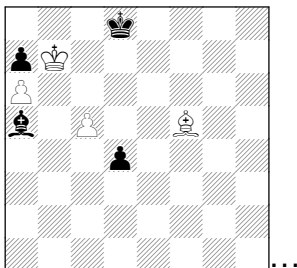
Sherwin - Gufeld E., Helsinki, 1961 [80]



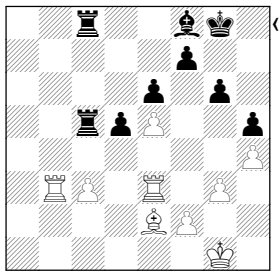
Topalov V. - Shirov A., 4. 3.1998 [100]



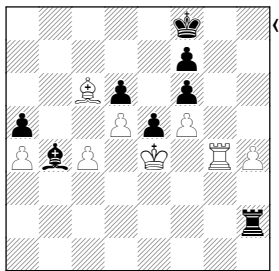
Vorotnikov V. - Kaminsky, USSR, 1973 [110]



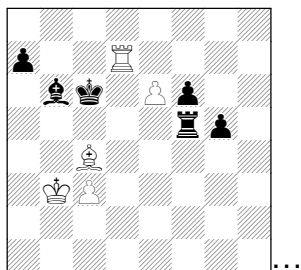
Ivko B. - Fischer R.,Santa Monica (USA),20. 7.1966 [20]



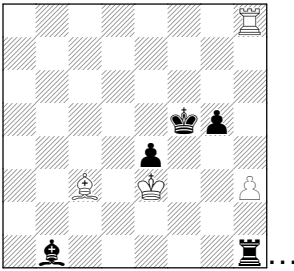
Short N. - Damljanovic B.,1990 [20]



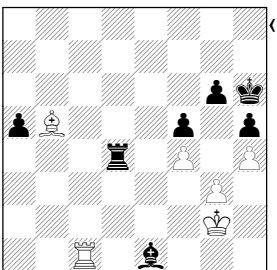
Gurevich M. - Motwani P.,1991 [20]



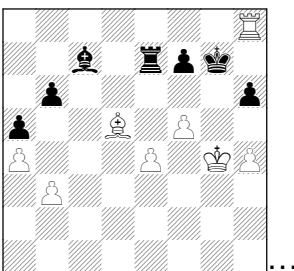
Wolff P. - Browne W.,1995 [20]



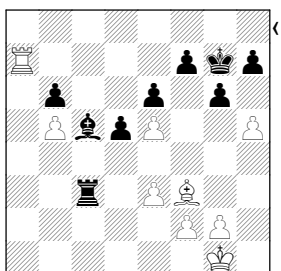
Meyer E. - Ivanov A.,1991 [30]



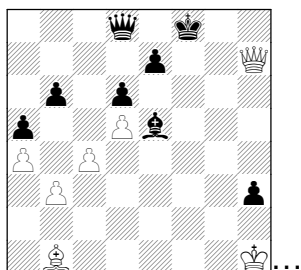
Magerramov E. - Kachiani G.,1992 [30]



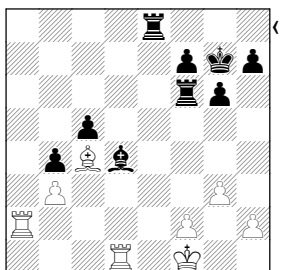
Torre E. - Smyslov V.,1981 [40]



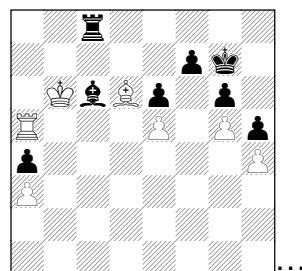
Sabinin - Tamarkin, Corr., 1984 [40]



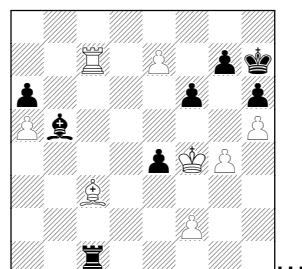
Friedmann H. - Rubinstein A., Poland, 1927 [50]



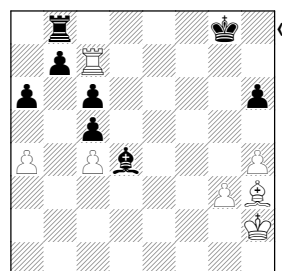
Utashi - Uhlmann W., Hungary, 1985 [50]



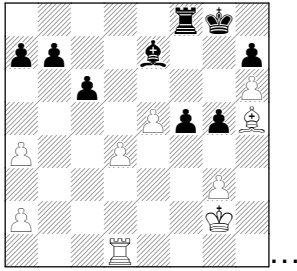
Ehlvest J. - Psakhis L., 1992 [50]



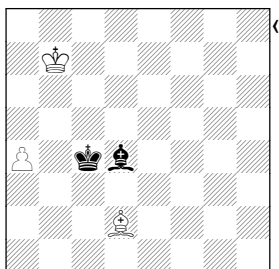
Serper G. - Nenashev A., 1993 [50]



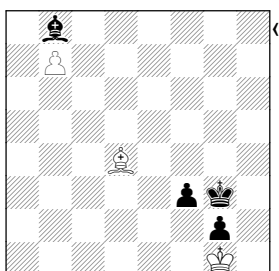
Gurevich M. - Huebner R., 1993 [60]



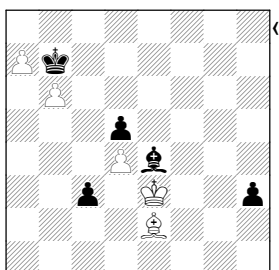
Sivokho S. - Leino J.,Jyvaskyla (Finland),1998 [20]



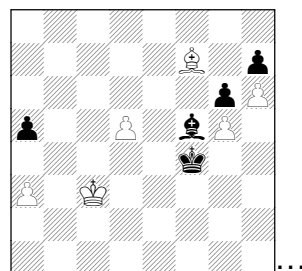
Leongardt - Capablanca,San Sebastian (Spain),1911 [30]



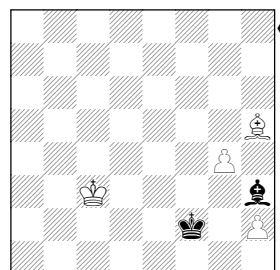
Romanovsky P. - Kubbel A.,1923 [30]



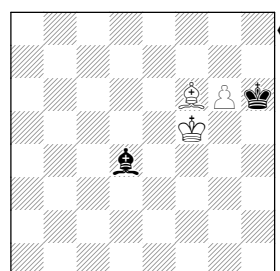
Miles A. - Mariotti S.,Las Palmas (Spain),1978 [30]



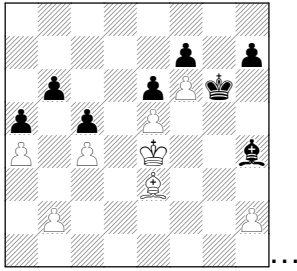
Topalov, V. - Gulko, B.,Villarrobledo ,20. 8.2000 [30]



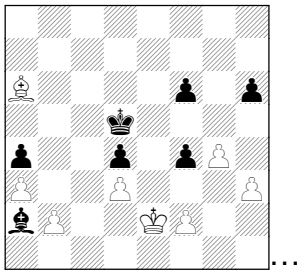
Stromer A. - Buchal S.,Germany,1991 [40]



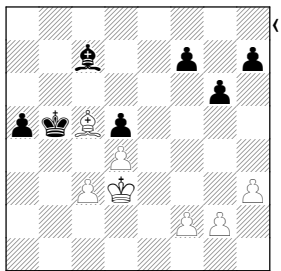
Smyslov V. - Yastrebov,Moscow ,1936 [50]



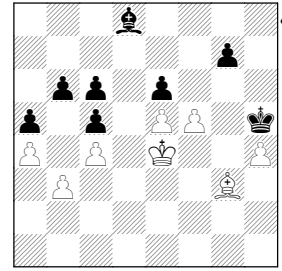
Braun - Postulka,DDR,1969 [50]



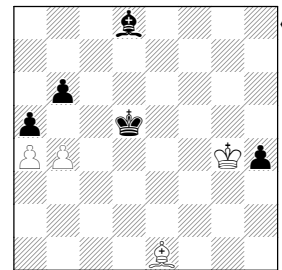
Sceanovic - Maric,Yugoslavia,1971 [50]



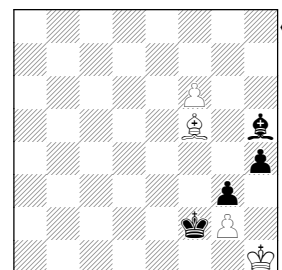
Zaicev I. - Karaklaic,Smederevska Palanka,1971 2 [50]



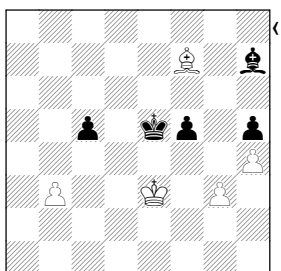
Filip - Mozhny,Czechoslovakia,1977 [50]



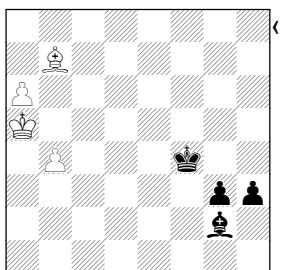
Chernin A. - Polovodin I.,Leningrad (Russia),1981 [50]



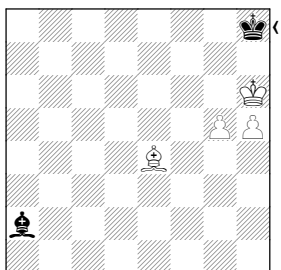
Sanakoev G. - Engel,corr,1984 [50]



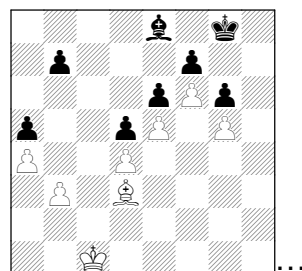
Klebanov - Kalinnichenko, USSR, 1970 [60]



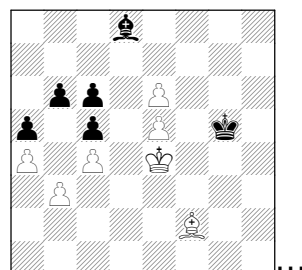
Bokoshevic - Freytag, Chernovitsi, 1934 [70]



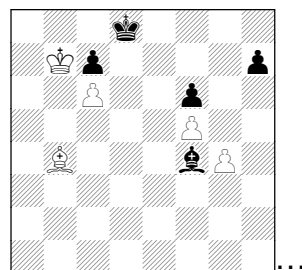
Estrin J. - Ivashin, corr, 1947 [70]



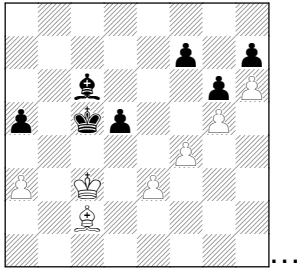
Zaicev I. - Karaklaic, Smederevska Palanka, 1971 [70]



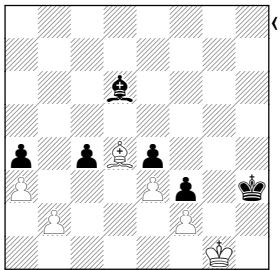
Bragin A. - Gavrilov A., Tumen, 1993 [70]



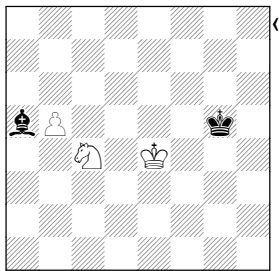
Miles A. - Mariotti S., Las Palmas (Spain), 1978 2 [80]



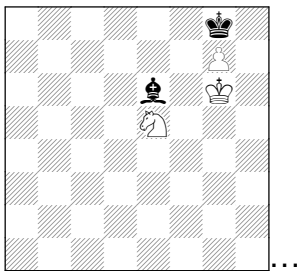
Pantebre - Paoli,Haifa,1976 [100]



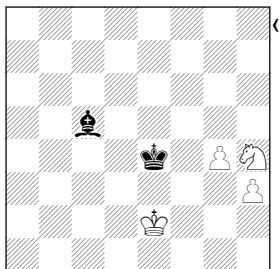
Van Wijgerden C. - Van Der Weide P.,Leeuwarden (Netherlands),1976 [20]



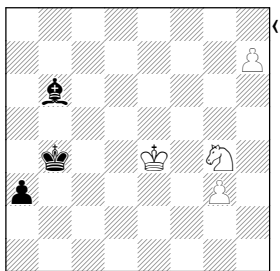
Pollock W. - Delmar E.,New York (USA),1889 [30]



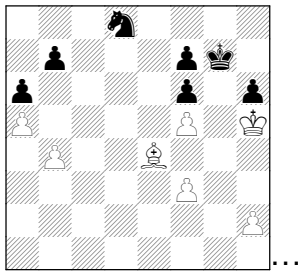
Fine R. - Reshevsky S.,Semmering (Austria),1937 [30]



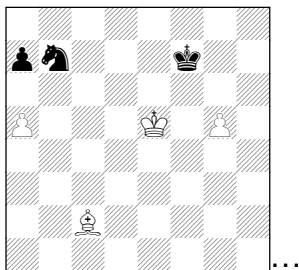
Karmel - Kahane,Israel,1970 [30]



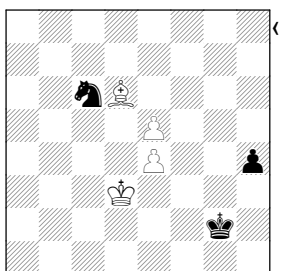
Liberzon V. - Mititelu G.,Luhacovice (Czech Republic),1971 [30]



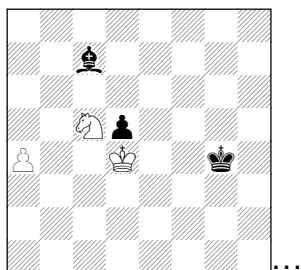
Maric - Pfeiffer,Strasburg,1972 [30]



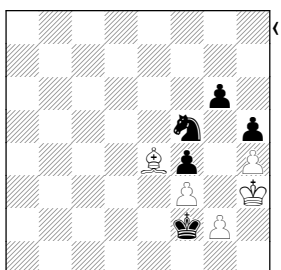
Manasterski - Knezevic,Hradec Kralove,1975 [30]



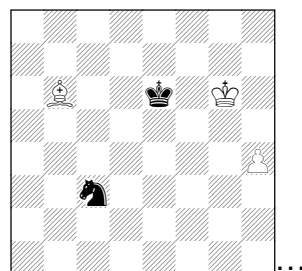
Botvinnik M. - Robatsch K., Varna (Bulgaria), 1962 [40]



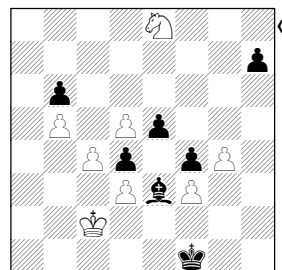
Flesch J. - Farago I., Hungary, 1973 [40]



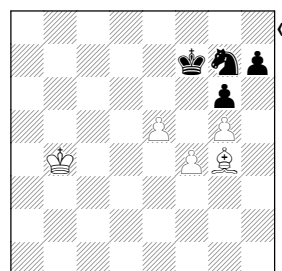
Popov L. - Bachtiar A., Wijk aan Zee (Netherlands), 1974 [40]



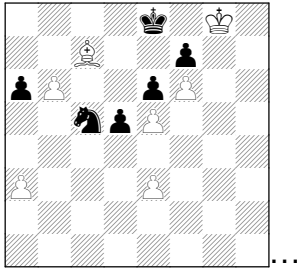
Karlsson, L - Polugaevsky, L, 1988 [40]



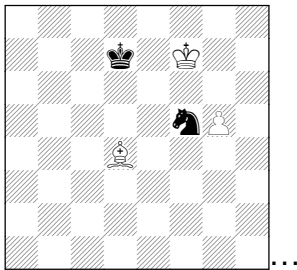
Georgiev, Kir - Gelfand, B, Manila, 1990 [40]



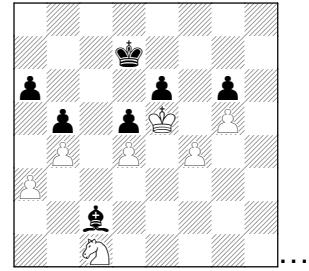
Ivanov, M.M - Jacobs, B, Gausdal, 1996 [40]



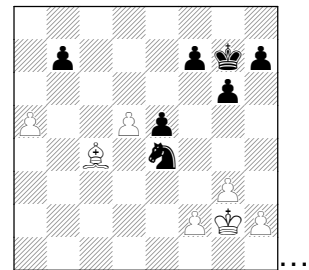
Florian T. - Kapu J.,Budapest (Hungary),1951 [50]



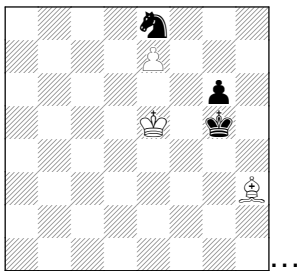
Mankus - Fokin S.,URS,1977 [50]



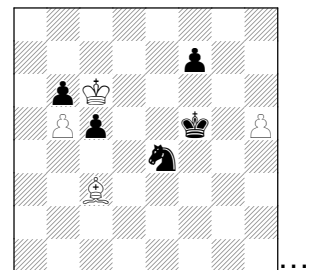
Lukov - Duriga,Poland,1975 [50]



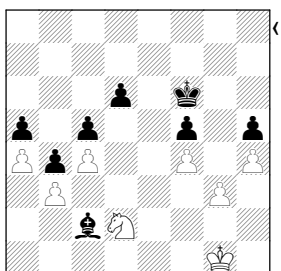
Rozentalis E. - Balog,1988 [50]



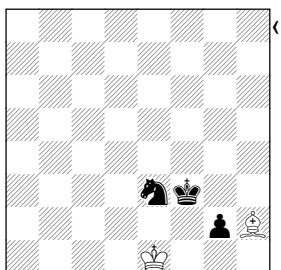
Dzindzichashvili R. - Radashkovich I.,Nethanya (Israel),1977 [50]



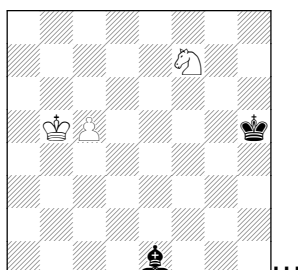
Karpov A. - Anand V.,1991 [50]



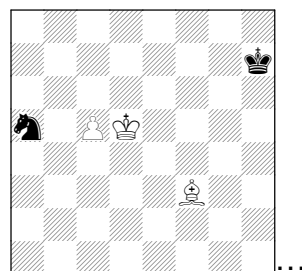
Torrecillas M. - Forintos G., Benasque (Spain), 1993 [50]



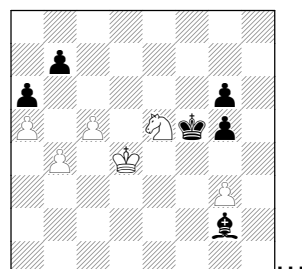
Kevorkian M. - Karnovich, Russia, 1993 [50]



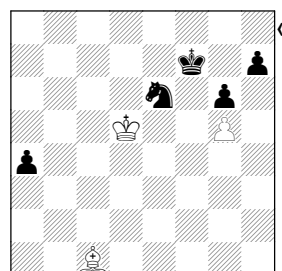
Kharitonov A. - Yagupov I., Zhavoronki (Russia), 1995 [50]



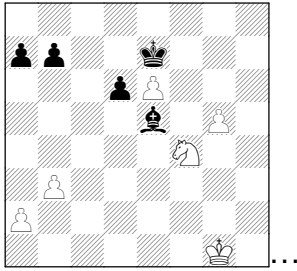
Yagupov, I - Mukhametov, E., Javoronki, 1995 [50]



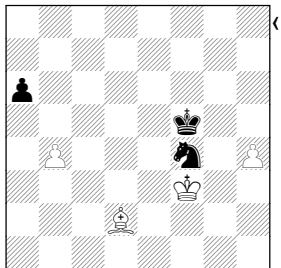
Sutovskij E. - Smirin I., 13. 5.1999 [50]



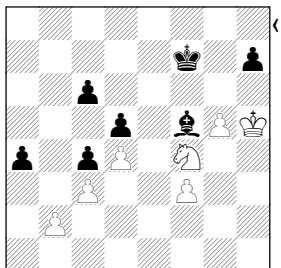
Seidler - Wibe, Buenos Aires (Argentina), 1978 [60]



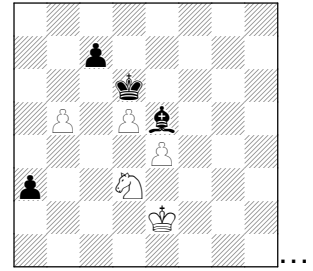
Tukmakov, V - Gelfand, B,1987 [60]



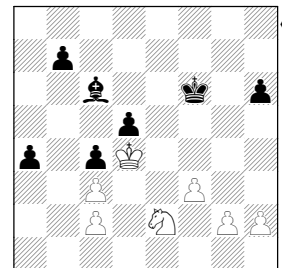
Nunez A. - Elizart C.,Cuba,1992 [60]



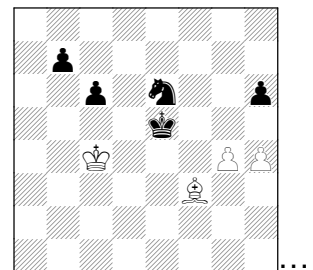
Gelfand, B - Topalov, V,Wijk aan Zee,1996 [60]



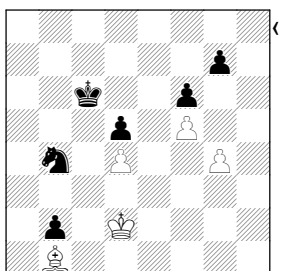
Agapov - Kurmashov,USR,1978 [70]



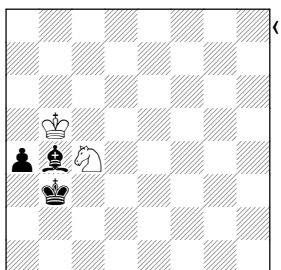
Eingorn V. - Tukmakov, V,USR,1981 [70]



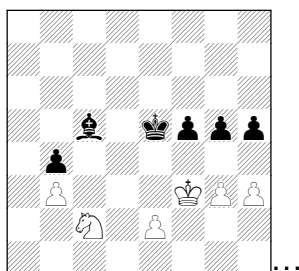
Nepomniaschij M. - Polovodin I.,USR,1988 [70]



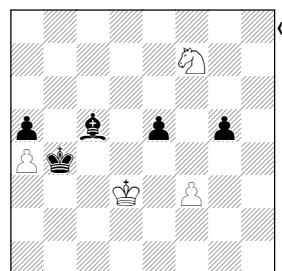
Nikolaidis K. - Botsaris H.,Akropolis (Greece),1992 [70]



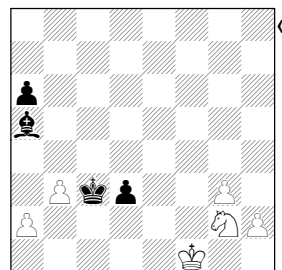
Djachkov S. - Kharlov A.,Kolontaevo (Russia),1994 [70]



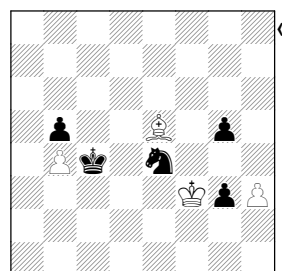
Janetschek - Larsen, B,1977 [80]



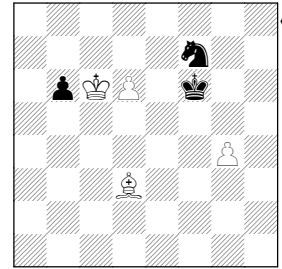
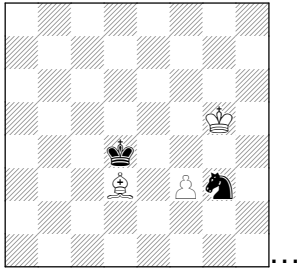
Grigorian Karen - Ajdarov,URS,1981 [80]



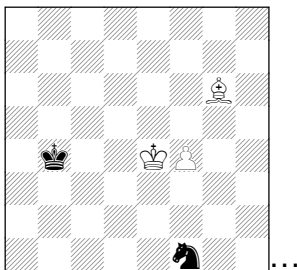
Milov V. - Gelfand, B,USR,1984 [80]



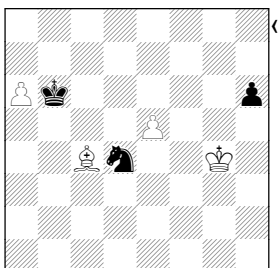
Plachetka J. - Schlosser M.,Austria,1989 [80]



**Beliaevsky A. - Liberzon V.,Baden-Baden
(Germany),1980 [90]**

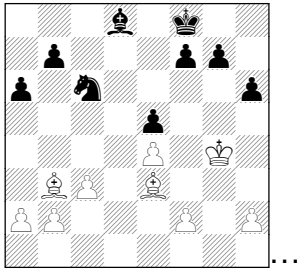


Dvoiris S. - Makarov M.,USR,1990 [90]

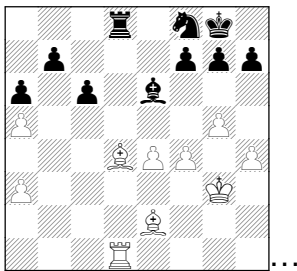


**Marovic D. - Korchnoi V.,Yerevan (Armenia),1971
[100]**

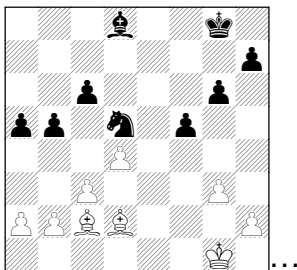
Stein L. - Blau M.,1966 [30]



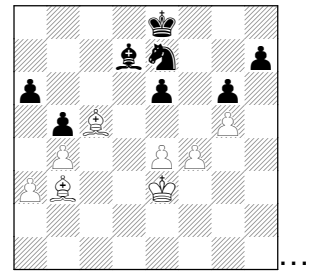
Kasparov G. - Smyslov V., Vilnius (Lithuania), 1984 [30]



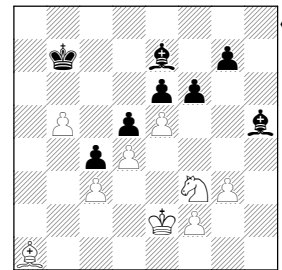
Ehlvest J. - Nikolic P., 1987 [30]



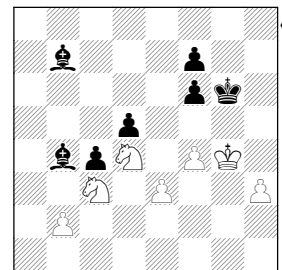
Kharlov A. - Ulibin M., 1991 [30]



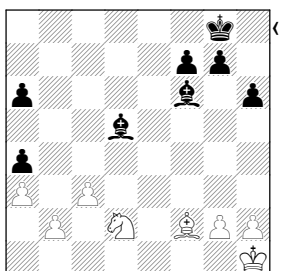
Rasik V. - Knaak R., Europe, 1993 [30]



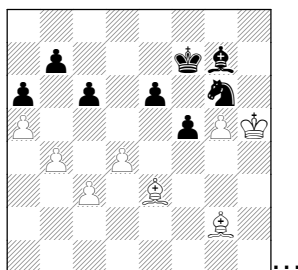
Capablanca J. - Alekhine A., Buenos Aires (Argentina), 18.10.1927 [40]



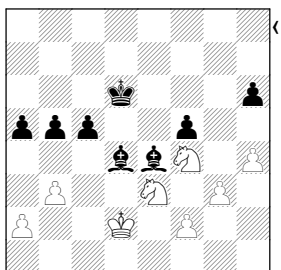
Smyslov V. - Portisch L., 1979 [40]



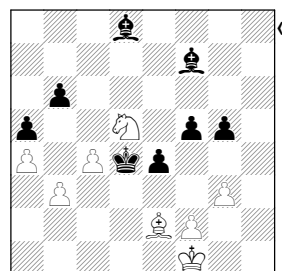
Shirazi K. - Chernin O.,1991 [40]



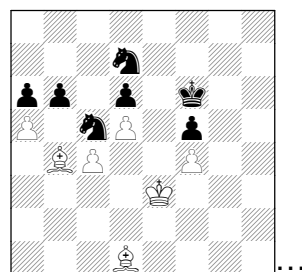
Levitt J. - Mestel A.,Great Britain,1992 [40]



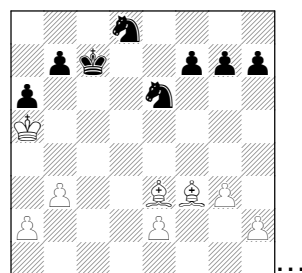
Averbakh Y. - Botvinnik M.,1955 [50]



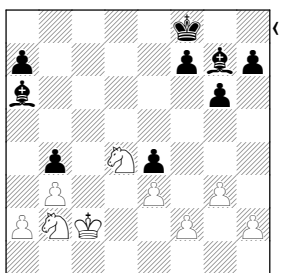
Uhlmann W. - Gligoric S.,1970 [50]



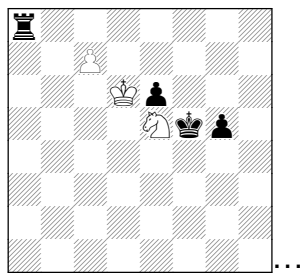
Petrosian A. - Panchenko A.,1978 [50]



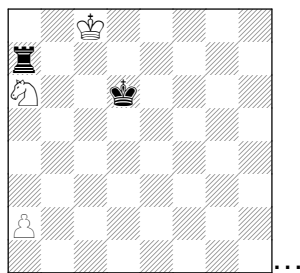
Quinteros M. - Gligoric S.,1974 [60]



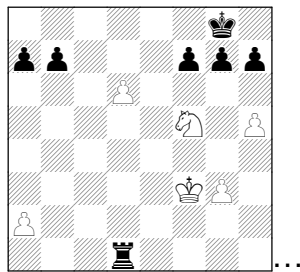
Alekhin - NN,1914 [10]



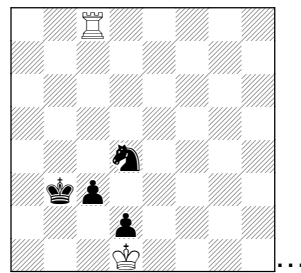
Schroll G. - Balinov I.,Donau (Germany),1992 [10]



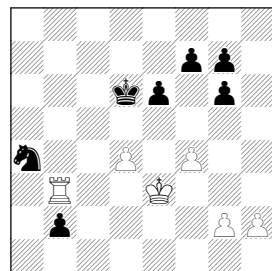
Schwarz J. - Paulsen L.,Nuernberg (Germany),1883 [20]



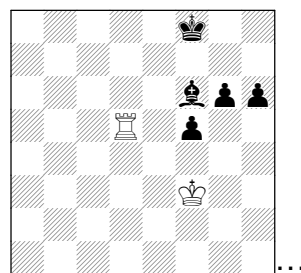
Tomovic V. - Bozic A.,1946 [20]



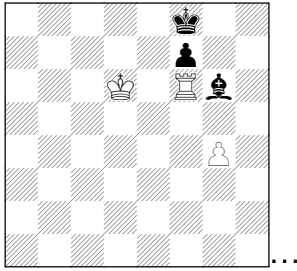
Lutovac - Udovcic M.,Zenica (Bosnia & Herzegovina),1963 [20]



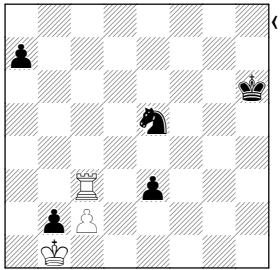
Parr - Farrand,England,1971 [20]



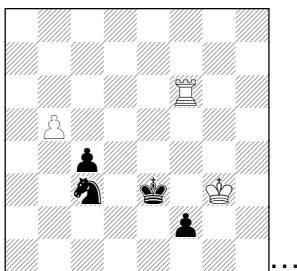
Macek - Porubzki,Yugoslavlja - Hungary,1976 [20]



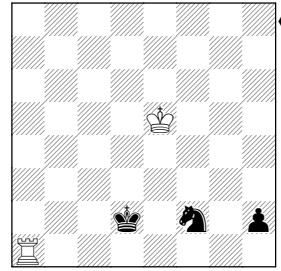
**Timman J. - Nunn J.,Wijk aan Zee
(Netherlands),1982 [20]**



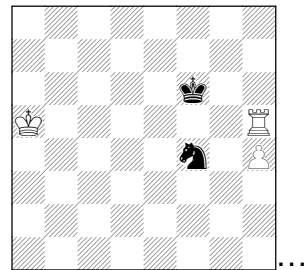
Carlier B. - Akopian V., Groningen, 1990 [20]



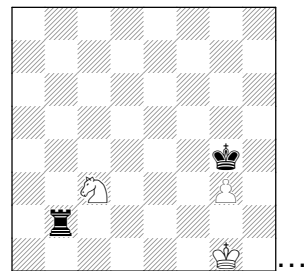
Raupp T. - Migl D.,Germany,1992 [20]



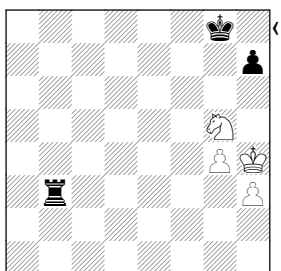
Skorpik M. - Krsek L.,Svetla nad Sazavou (Czech Republic),1994 [20]



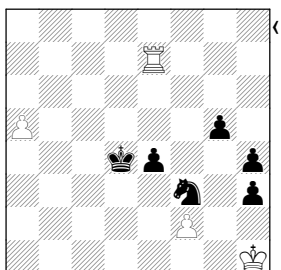
Schmitz A. - Bezold M.,Wuerzburg (Germany),1997
[20]



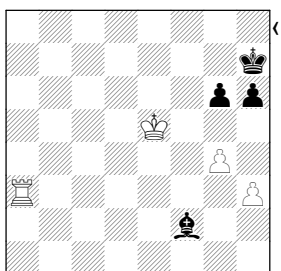
Timofeev - Gorchakov, 1914 [30]



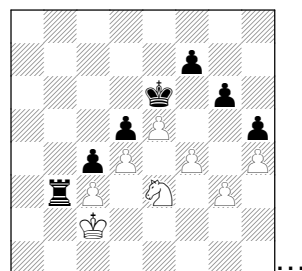
**Janowski D. - Rubinstein A.,St. Petersburg
(Russia),1914 [30]**



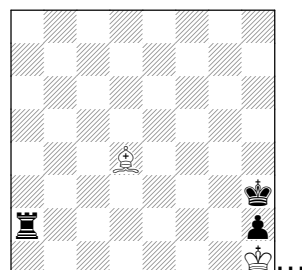
**Olafsson F. - Larsen B.,Las Palmas (Spain),1974
[30]**



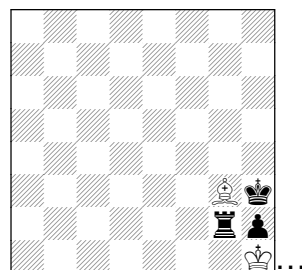
Guzdek U. - Lipska E.,Poland,1978 [30]



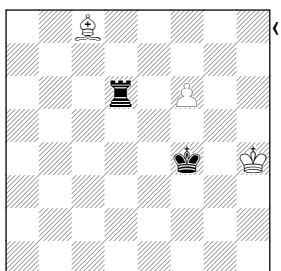
**Thuesen M. - Bang A.,Copenhagen (Denmark),1990
[30]**



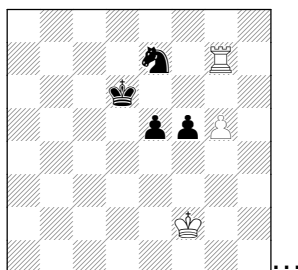
Pardic O. - Kahn E.,Budapest (Hungary),1992 [30]



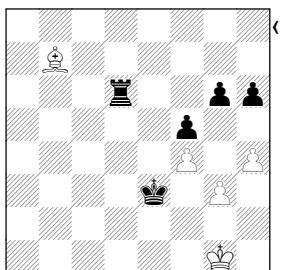
**Gaprindashvili V. - Sargissian G.,Cala Galdana
(Spain),1996 [30]**



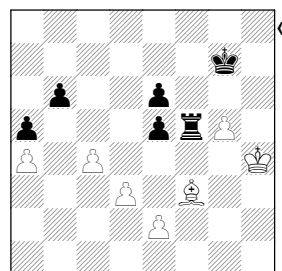
Nielsen Peter H. - Borge N.,1996 [30]



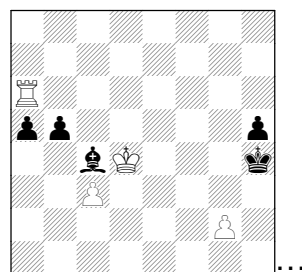
Anastasian A. - Hoang T.,15. 6.1999 [30]



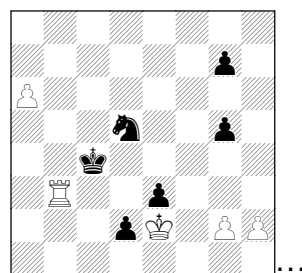
Taimanov M. - Shamkovich L.,Leningrad (Russia),1960 [40]



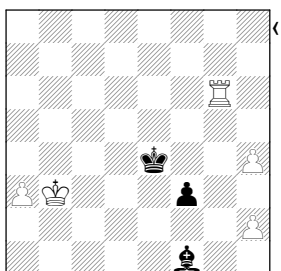
Noguera I. - Samochanov,URS,1974 [40]



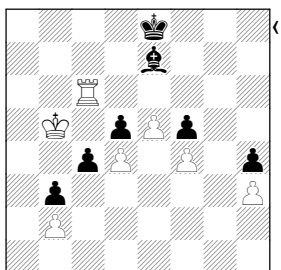
Marin M. - Minasian A.,1992 [40]



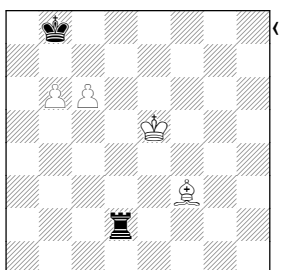
Petrosian T. - Spassky B.,1969 [50]



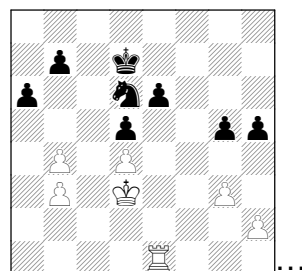
Baird D. - Teichmann R.,Leipzig (Germany),1894 [60]



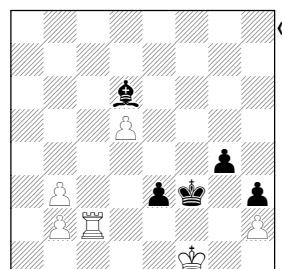
Shakhnovich - Goldstein,1946 [60]



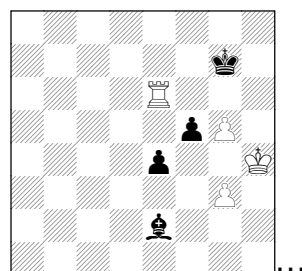
Matanovic A. - Larsen B.,Portoroz (Slovenia),1958 [60]



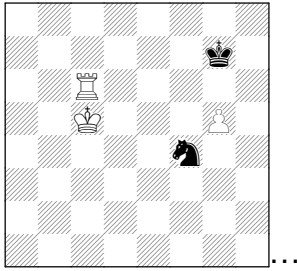
Suetin A. - Dzindzichashvili R.,URS,1972 [60]



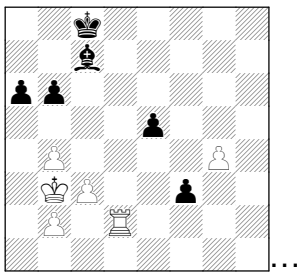
Tseshkovsky V. - Alburt L.,URS,1976 [60]



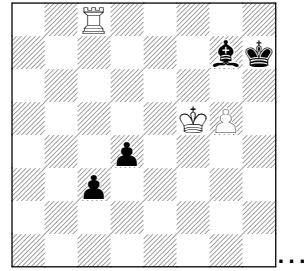
Sukhareva O. - Kosteniuk A.,Kolontaevo (Russia),1998 [60]



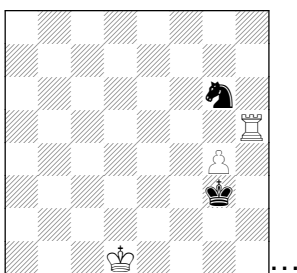
Alekhin A. - Tartakower S., Vienna (Austria), 1922 [70]



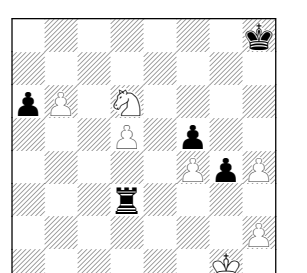
Saemisch F. - Spielmann R., Berlin (Germany), 1926 [80]



Duz-Hotimirsky - Allakhverdian, Yerevan, 1938 [70]

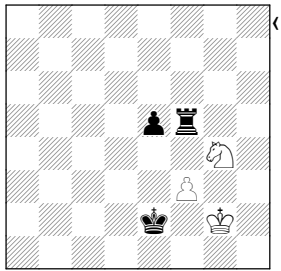


Botvinnik M. - Tal M., Moscow (Russia), 1960 [80]

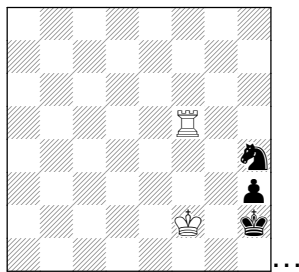


Botvinnik M. - Zjujdemma, Amsterdam (Netherlands), 1966 [70]

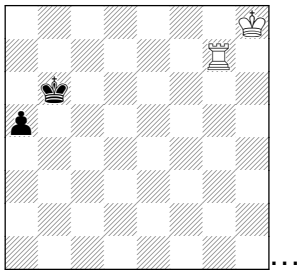
Oganjan - Lagunov, URS, 1986 [80]



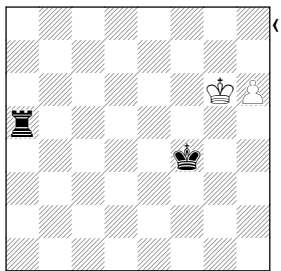
Jelling E. - Jepsen T.,Bellinge (Denmark),1991 [120]



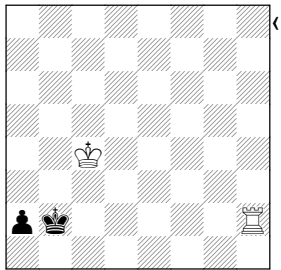
Exercise 2 [10]



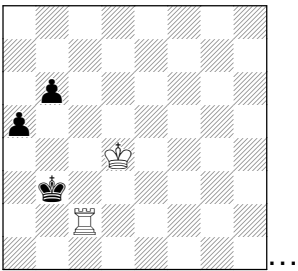
Rufener M. - Nemet,Bern,1994 [10]



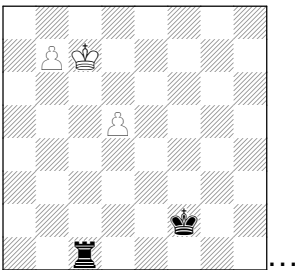
Landenbergue C. - Casagrande H.,Biel (Switzerland),1996 [10]



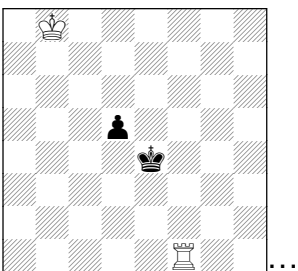
Salwe - Farni,1906 [20]



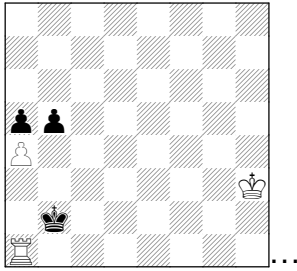
Khasin - Geller A.,1954 [20]



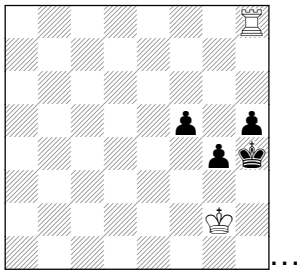
Kopaev N [20]



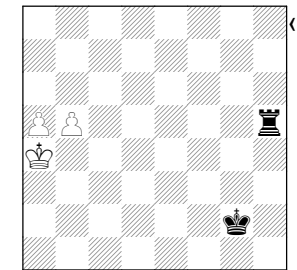
Exercise 3 [30]



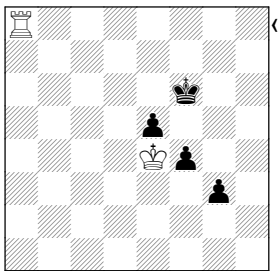
Mezon - Paulsen L., Vienna, 1882 [30]



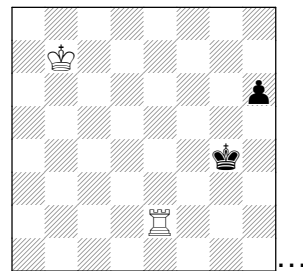
Lorscheid G. - Kaiser D., Augsburg (Germany), 1984 [30]



Belov - Utiatsky, Kislovodsk, 1960 [30]

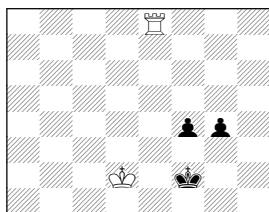


Fries N. - Plachetka J., Rimavska Sobota (Slovakia), 1991 [30]

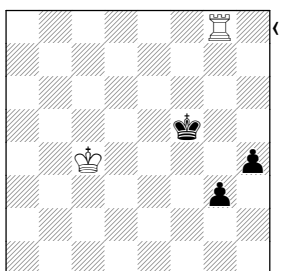


Hanukov - Revenko, 1961 [30]

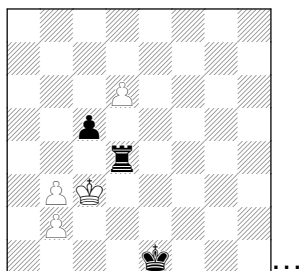
Mortensen E. - Hillarp P., Copenhagen (Denmark), 1997 [30]



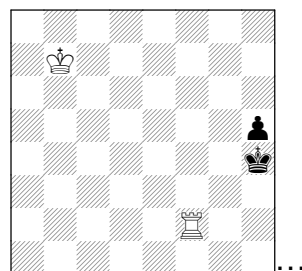
Penrose J. - Perkins A.,England,1972 [40]



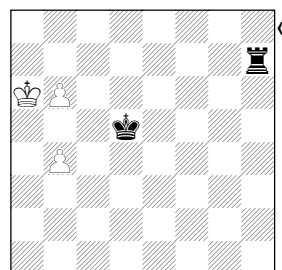
Helmertz - Wernbro,Sverige,1973 [40]



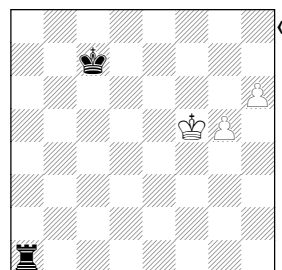
Maljutin E. - Shipov S.,Minsk,1993 [40]



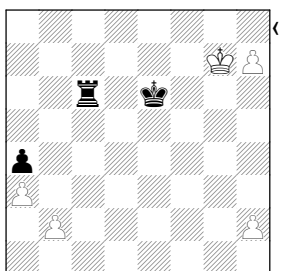
**Murrey J. - Dorfman J.,France 60/217
[Dorfman,J],1994 [40]**



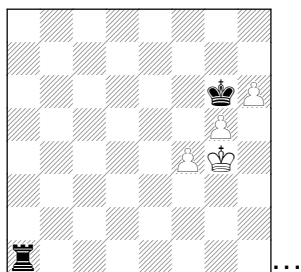
Dreev A. - Moskalenko V.,Lvov,1985 [50]



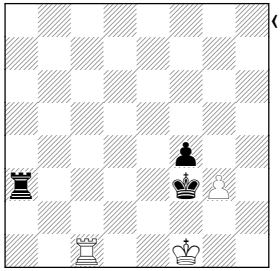
Pachman - Wwlling,England,1973 [60]



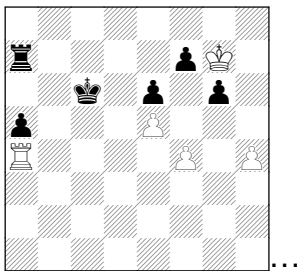
Kovalevskaya E. - Zhu C., Moscow (Russia), 1994
[90]



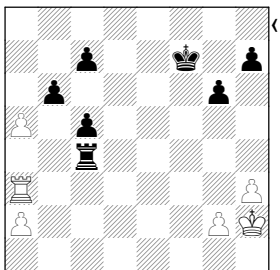
Garcia C. - Smyslov,1965 [10]



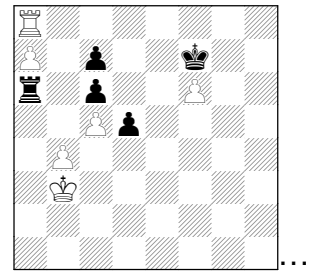
Lasker E. - Levenfish,1925 [20]



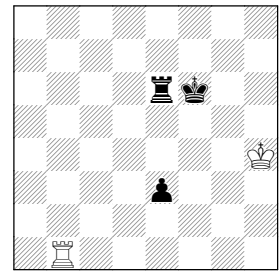
Colle E. - Alekhin A.,Scarborough (England),1926 [20]



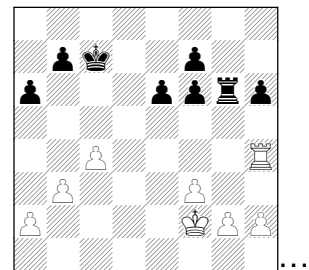
Alekhin - Spielman,New York (USA),1927 [20]



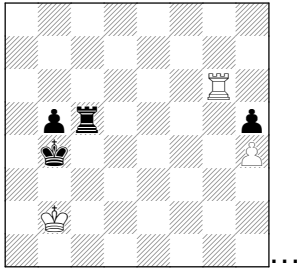
Uhlmann W. - Gulko B.,Niksic (Yugoslavia),1978 [20]



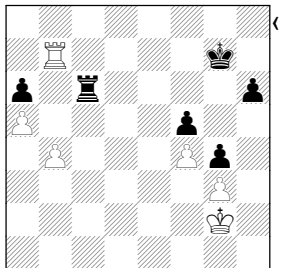
Rodriguez Am - Spiridonov N.,Belgrade,1988 [20]



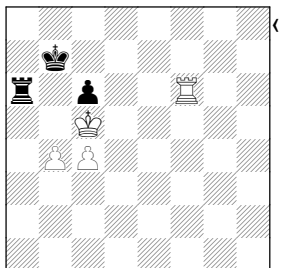
van der Wiel J. - Gulko B.,Amsterdam,1989 [20]



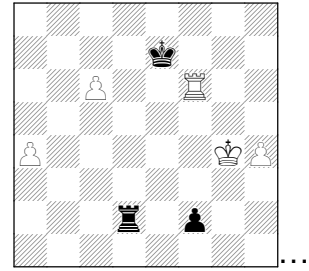
Hubner R. - Nogueiras J.,Barcelona,1989 [20]



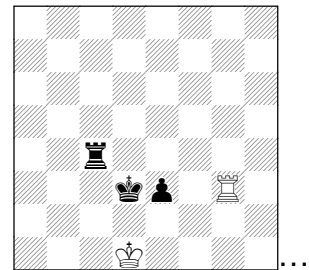
Kruppa Y. - Henkin I.,Minsk,1990 [20]



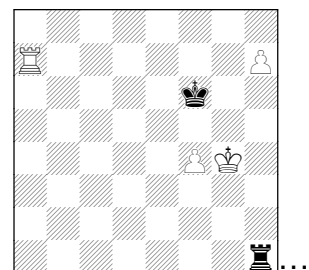
Bagirov V. - Vasiukov E.,Moskva,1991 [20]



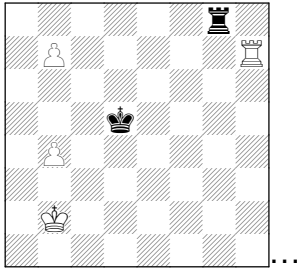
Cordy S. - Lutskan I.,Szombathely (Hungary),1993 [20]



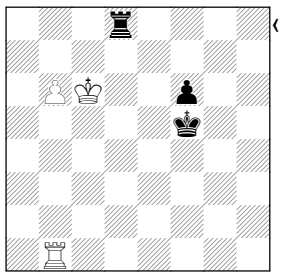
Hodgson J. - Masserey Y.,Horgen II,1995 [20]



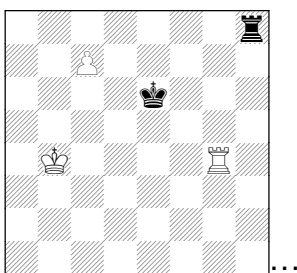
Paunovic T. - Kurcubic A.,Ulcinj (Yugoslavia),1998 [20]



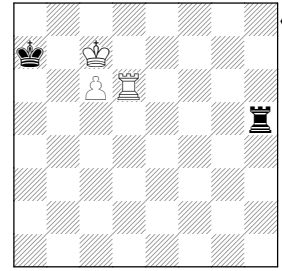
Alekhin A. - Bogoljubow
E., Germany/Netherlands, 1929 [30]



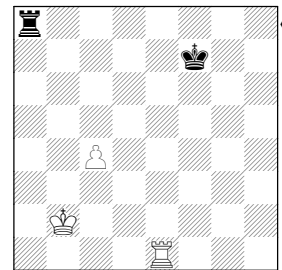
Grabczewski R. - Szapiro G., Poland, 1955 [30]



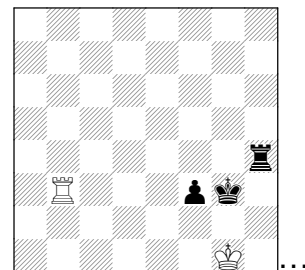
Andersson U. - Padevsky N., Pula (Croatia), 1975
[30]



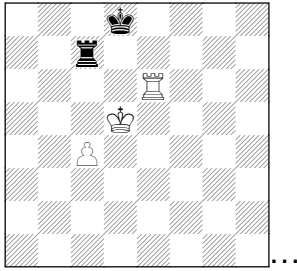
Isupov V. - Zaitsev I., Moscow (Russia), 1994 [30]



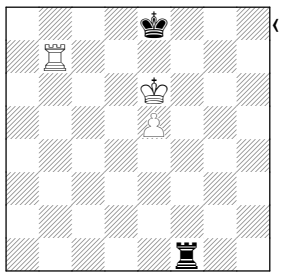
Laudati A. - Pienabarca N., Rome (Italy), 1997 [30]



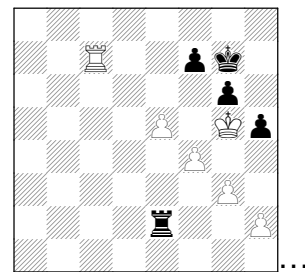
Fischer R. - Portisch L., Stockholm (Sweden), 1962
[40]



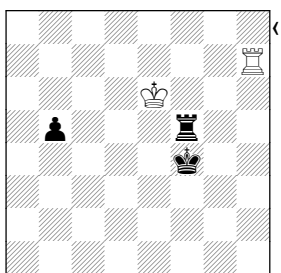
Jansa V. - Hlousek Z., Havirov (Czech Republic), 1970 [40]



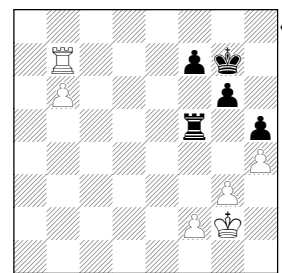
Stean M. - Hartston W., Brighton (England), 1972 [50]



Etzold W. - Burmeister F., Germany, 1994 [40]

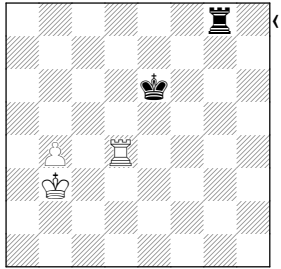


Bronstein D. - Romanishin O., Yerevan, 1975 [50]

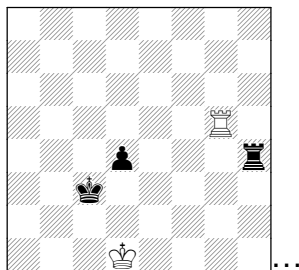


Gurevich M. - Novikov I., Antwerpen, 1995 [40]

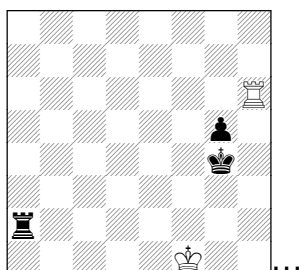
Zilberstein V. - Vilela J., Tallinn (Estonia), 1979 [50]



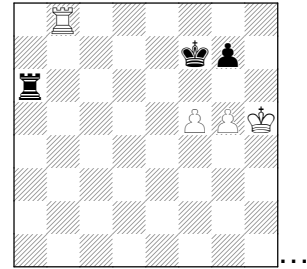
Dreev A. - Belavsky A.,USSR (ch),1989 [60]



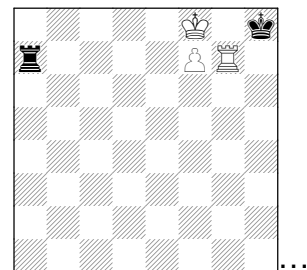
Ulibin M. - Bashkov V.,Cheliabinsk (Russia),1993 [60]



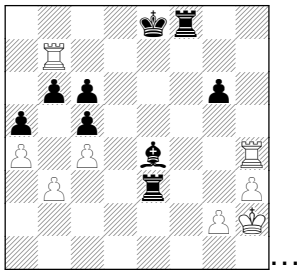
Bayer - Polasek,Luksemburg,1986 [70]



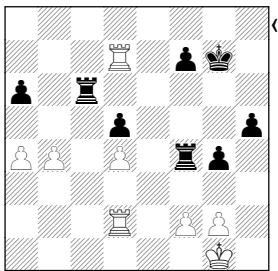
Drimer D. - Doda Z.,Wijk aan Zee (Netherlands),1970 [90]



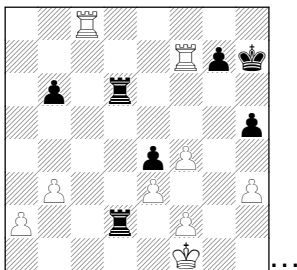
Nizamov I. - Sitnikov D.,Russia,21. 5.1999 [20]



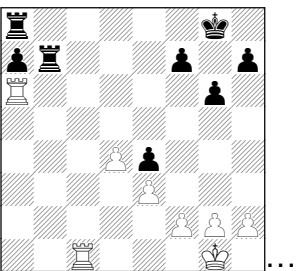
Wade R. - Abrahams G.,Nottingham
(England),1946 [30]



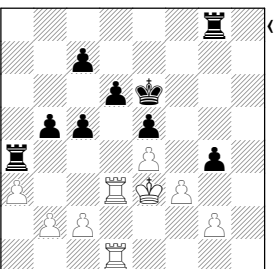
Uhlmann W. - Espig L.,1976 [30]



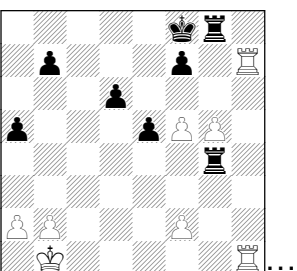
Chekhov V. - Geller E.,1982 [40]



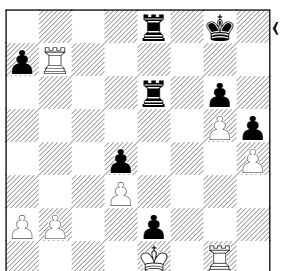
Kan I. - Capablanca J.,1936 [50]



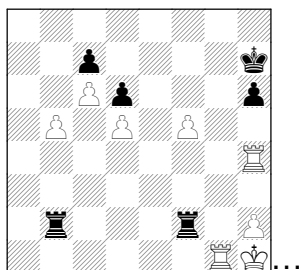
Serper G. - Mestel A.,Hastings (England),1990 [50]



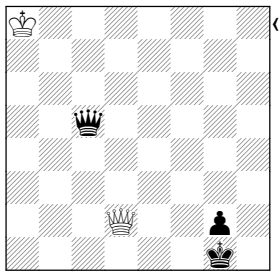
Winter - Sultan-Khan M.,England,1929 [60]



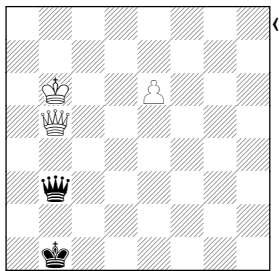
Petrosian T. - Gligoric S., Bled (Slovenia), 29.10.1959
[60]



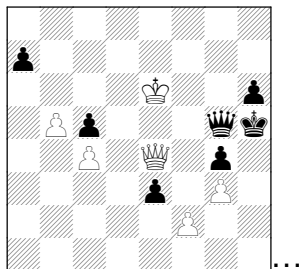
Grigorian K. - Bronsten D.,Vilnius (Lithuania),1975 [10]



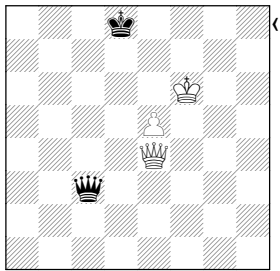
Fries-Nielsen J. - Brinck-Claussen B.,Vejle (Denmark),1982 [10]



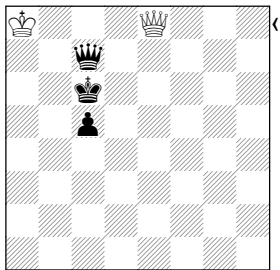
Alburt L. - Koc Y.,USR,1974 [20]



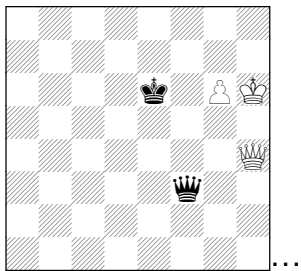
Duer A. - Barbero G.,Klagenfurt (Austria),1992 [20]



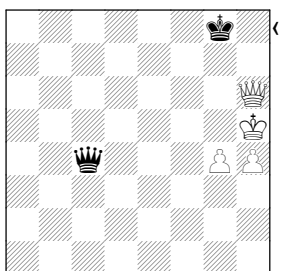
Deuker H. - Schiffer S.,Germany,1994 [20]



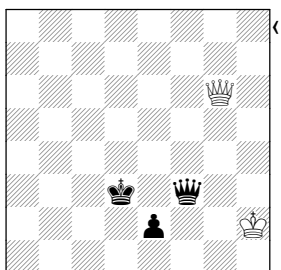
Pihailic - Ivanka,Subotica,1976 [30]



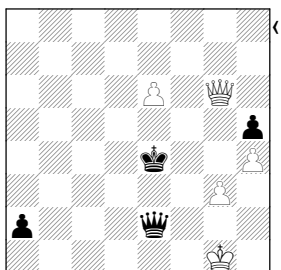
Atanasov P. - Spiridonov,Ruse,1978 [30]



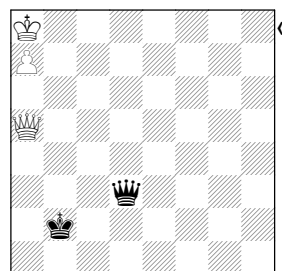
Gundlach F. - Meier V.,Germany,1996 [30]



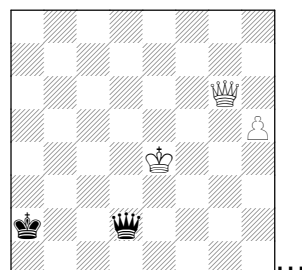
Lublinskiy - Shumilin,Moscow,1939 [40]



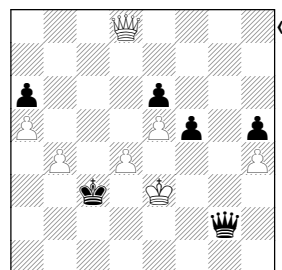
Petursson M. - Gunnarsson G.,Reykjavik (Iceland),1976 [40]



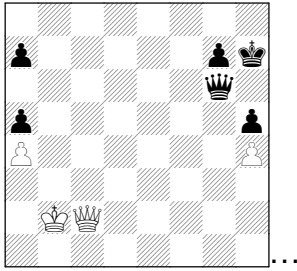
Orlov V. - Novik M.,St. Petersburg (Russia),1992 [40]



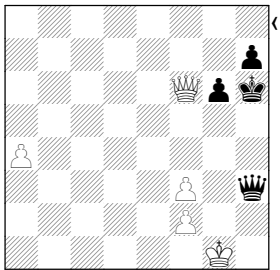
Topalov V. - Kasparov G.,1999 [40]



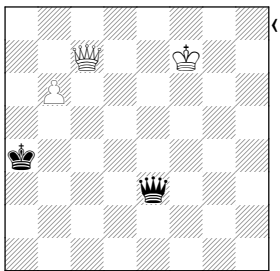
Gottschall - Neumann,1882 [50]



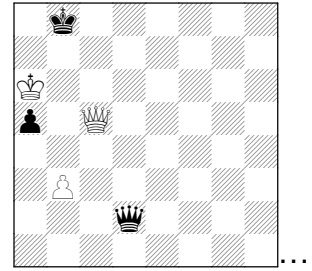
Keres P. - Kholmov R., Moscow (Russia), 1948 [50]



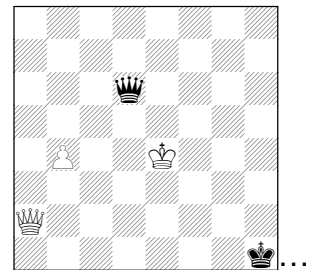
Podgajec M. - Klován J., Ybbs, 1969 [50]



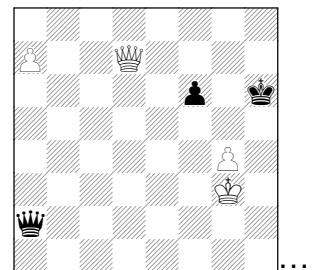
Azmayparashvili, Z - Ye J., Beijing, 1988 [50]



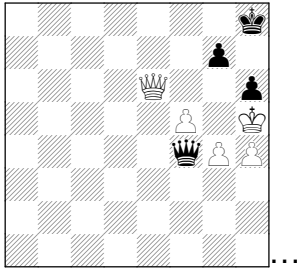
Neumann - NN, Wien, 1887 [60]



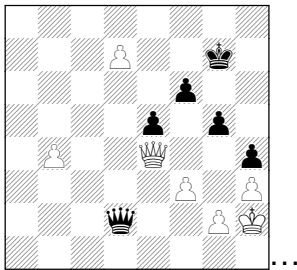
Frydman - Gilg, Munich (Germany), 1936 [60]



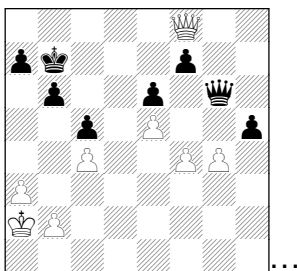
Scherbakov - Arlazarov, USSR, 1972 [60]



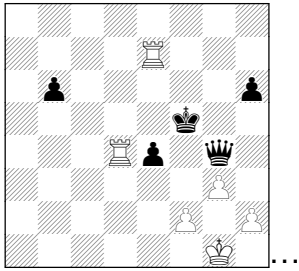
Glek, I - Kishnev, S,Dortmund,1992 [70]



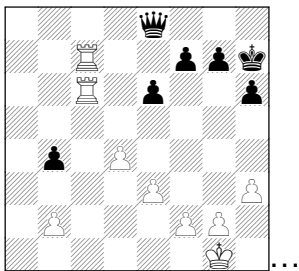
Adorjan A. - Orso M.,Budapest (Hungary),1977 [130]



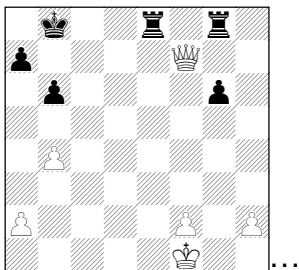
Yandemirov V. - Filippov V.,1997 [20]



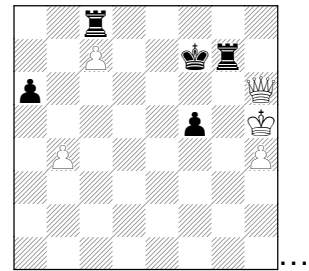
Kramer H. - Szabados E.,1950 [30]



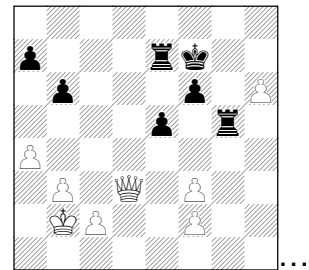
Arakhamia G. - Portisch L.,Roquebrune (France),15. 9.1998 [30]



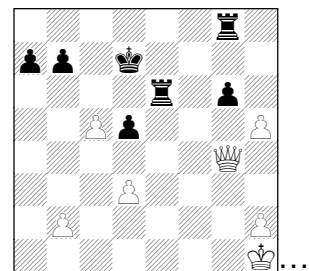
Saint A. - Staunton H.,1843 [40]



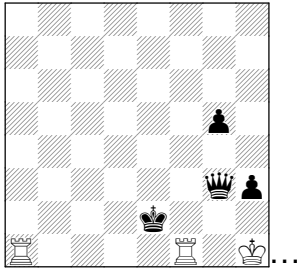
Fischer R. - Bilek,Habana (Cuba),1965 [40]



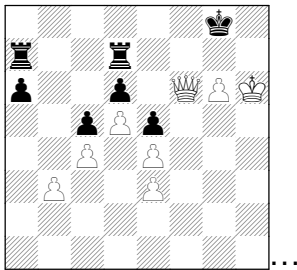
Huebner R. - Ljubojevic L.,1978 [40]



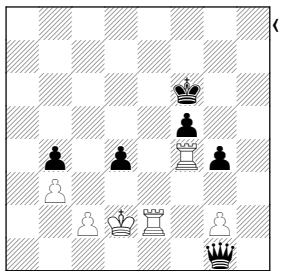
Yuferov S. - Ibragimov I.,St. Petersburg (Russia),1996 [40]



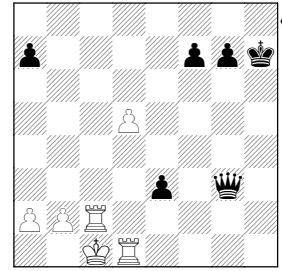
Shirov A. - Short N.,1996 [40]



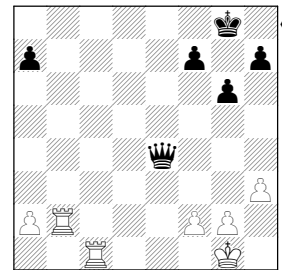
Paoli E. - Damjanovic M.,1966 [50]



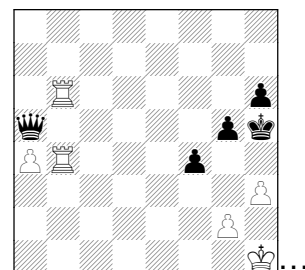
Markowski T. - Ivanov S.,Poland,30. 9.1997 [50]



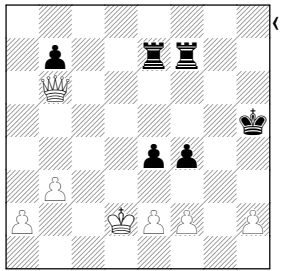
Shipov S. - Velimirovic D.,Belgrade (Yugoslavia),28. 1.1998 [50]



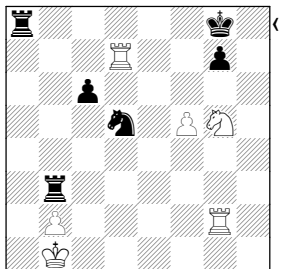
Mieses J. - NN,Metz,1935 [70]



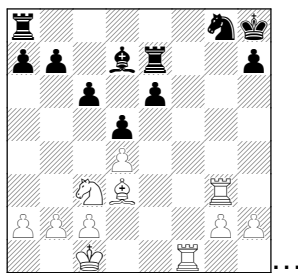
Merkulov - Karpenko,URS,1975 [80]



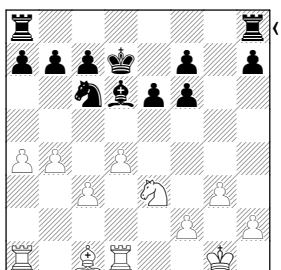
Alekhin A. - Lasker E., St. Petersburg (Russia), 1914 [40]



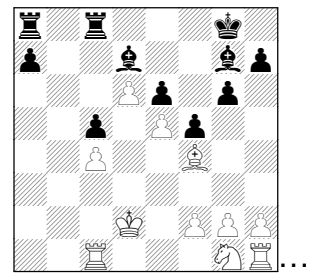
Lasker E. - Pillsbury H., Paris, 1900 [50]



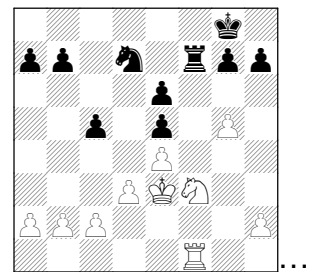
Mieses J. - Alekhin A., Baden-Baden (Germany), 1925 [50]



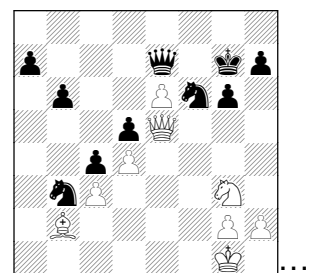
Karpov A. - Kasparov G., London, 1986 [50]



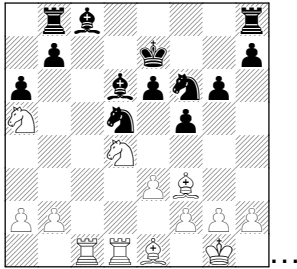
Spielmann R. - Tarrasch S., Kissingen, 1928 [60]



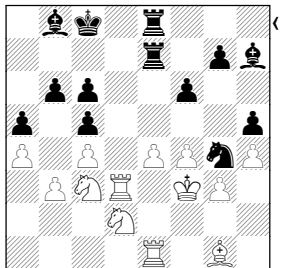
Botvinnik M. - Capablanca J., Netherlands, 1938 [60]



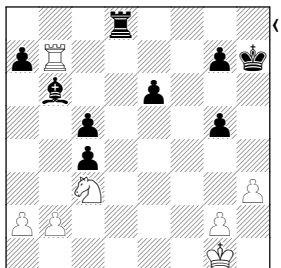
Panchenko A. - Mukhutdinov M., Naberezhnye Chelny, 1993 [70]



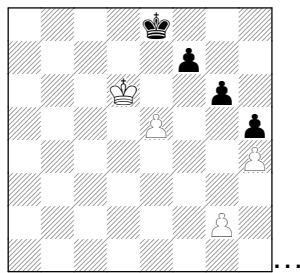
Faktor - Rubinstein A.,Lodz,1916 [80]



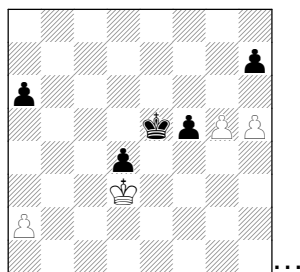
Ortueta - Sanc,Madrid,1934 [90]



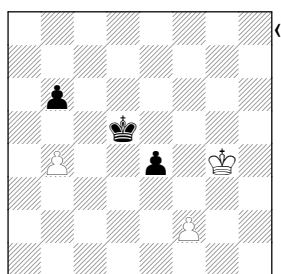
Lipski - Pieprowski,Lublin,1971 [60]



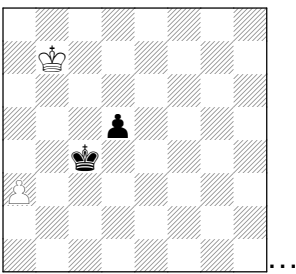
Capablanca J. - Lasker Ed.,London,1914 [20]



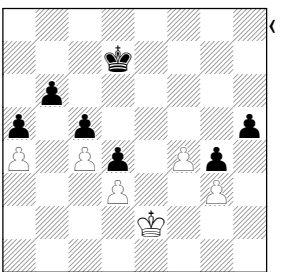
Minev - Spasov,Sofija,1973 [30]



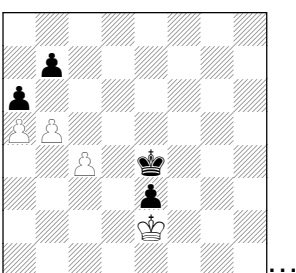
Schlechter C. - Marco,Vienna (Austria),1893 [30]



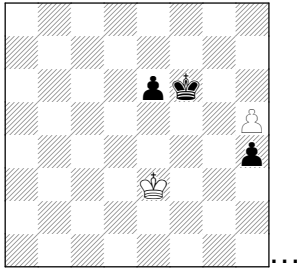
Smyslov V. - Tal M.,1964 [40]



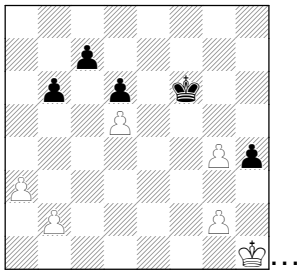
Milligan S. - Budylna S.,Batumi (Georgia),1999 [20]



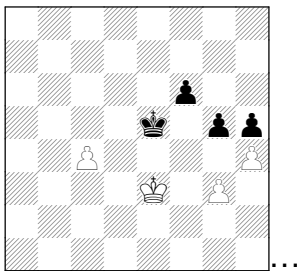
Horvath D. - Horvath C.,Hungary,1988 [40]



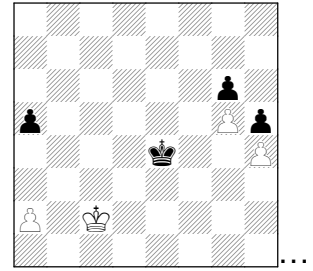
Letelier R. - Cobo A.,Habana (Cuba),1966 [10]



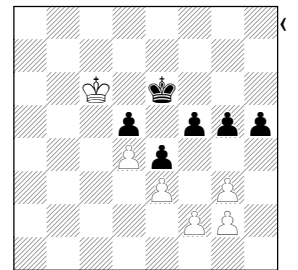
Kharlov A. - Ernst T.,Haninge (Sweden),1992 [10]



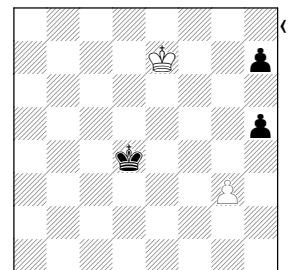
Golombek H. - Keres P.,Margate (England),1939 [50]



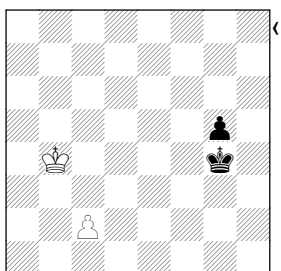
Shvachina - Mueller,Corr.,1971 [40]



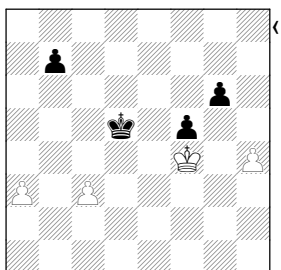
Pritchett - Kagan,1968 [50]



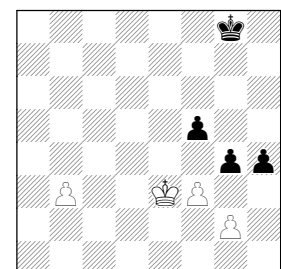
Obuhovski - Grabczewski,Dubna,1971 [50]



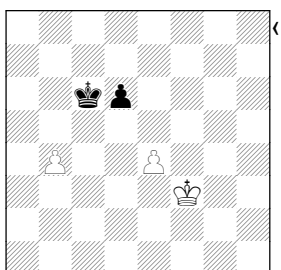
Snorek M. - Neumann P.,Prague (Czech Republic),1994 [40]



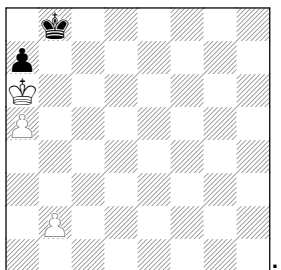
Kozun P. - Sokolowski M.,Corr.,1991 [20]



Salov V. - Timman J.,Saint John (m/1),1988 [10]

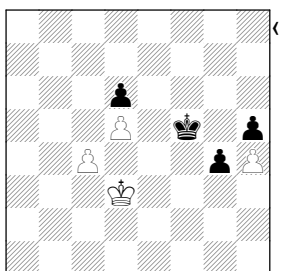


Lautier J. - Piket J.,Dortmund,1995 [20]

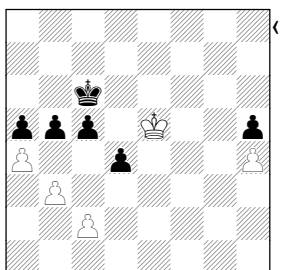


Capablanca J. - Conde J.,Hastings (England),1919 [60]

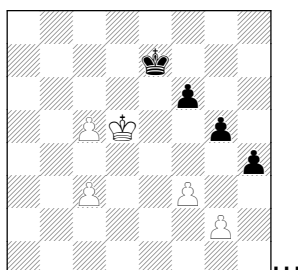
Lelchuk Z. - Baginskaite C.,Dresden (Germany),1995 [50]



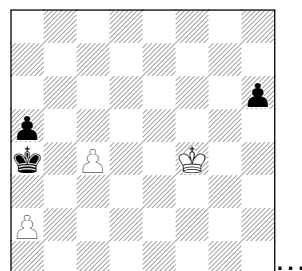
Sokolov I. - Miles A., Wijk aan Zee, 1989 [30]



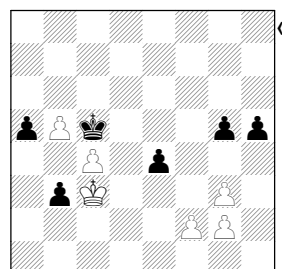
Muse M. - Kuznetsova E., Ljubljana (Slovenia), 1994 [50]



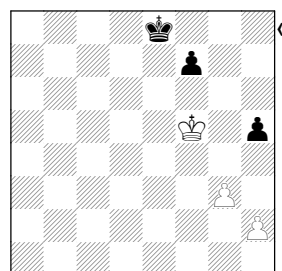
Exercise [70]



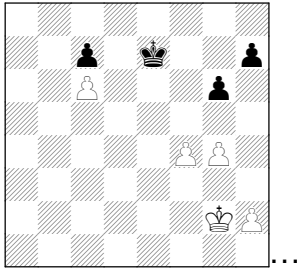
Kuznetsov - Zelenskih, Corr., 1971 [50]



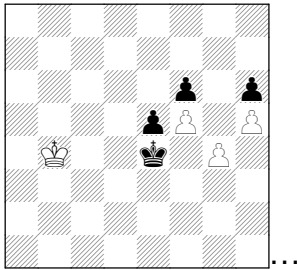
Szabo L. - Fiushter, Budapesht, 1937 [50]



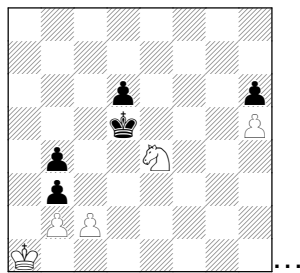
Shirov A. - Timman J., Wijk aan Zee, 1996 [60]



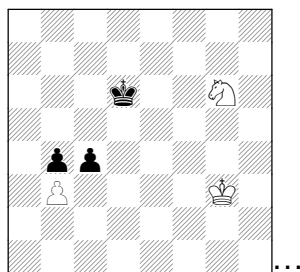
Shirov A. - Ivanchuk V.,Linares 60/314
[Shirov,A],1994 [10]



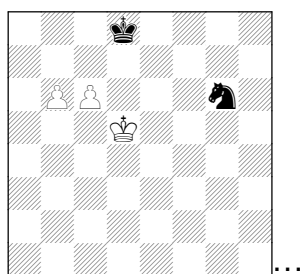
Palevic - Luzniak,corr,1981 [60]



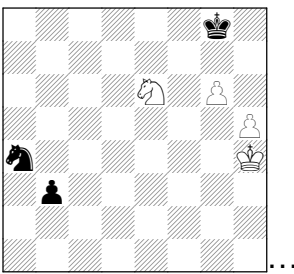
Prokopchuk E. - Zaharevich I,Tumen,1993 [70]



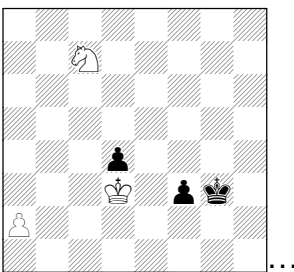
Machulskij A. - Buhover,USR,1973 [60]



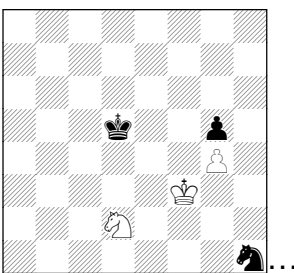
Pjass - Grave,USR,1981 [50]



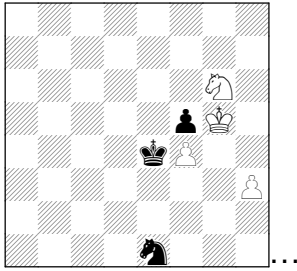
Rozentalis, E - Klauser, M,Chiasso,1991 [70]



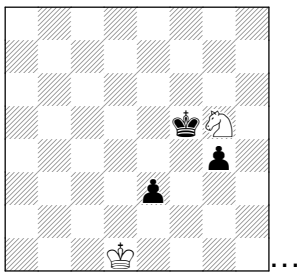
Vyzmanavin, A - Chiburdanidze M.,Odessa,1982 [60]



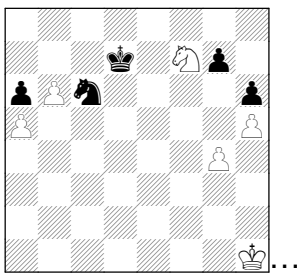
Gurevich D. - Dlugy M.,Estes Park (USA),1984 [60]



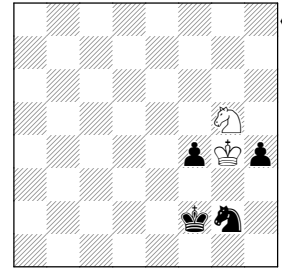
**Marszalek R. - Cybulak A.,Moscow (Russia),1991
[30]**



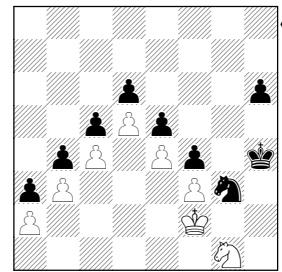
**Taimanov M. - Gurgenzidze B.,Bad-Vildbad,1993
[40]**



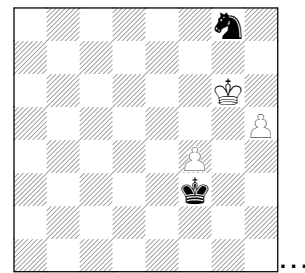
Paoli - Kovacs M.,Hungary,1971 [80]



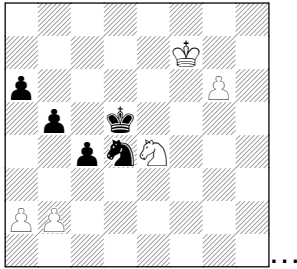
Negrea - Ciocaltea,Romania,1958 [50]



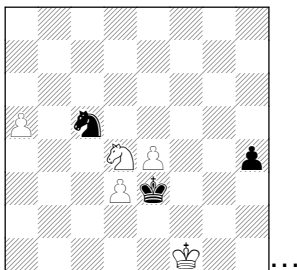
Zehfuss H. - Hermesmann H.,Germany,1980 [50]



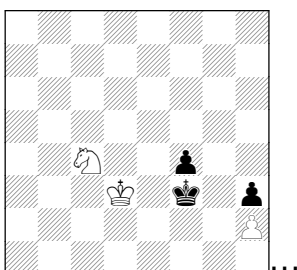
Bronstein D. - Chistiakov,Moscow,1978 [70]



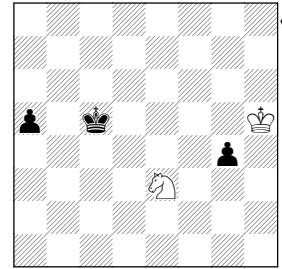
Illescas Cordoba, M - Kamsky, G, Dos Hermanas, 1995 [50]



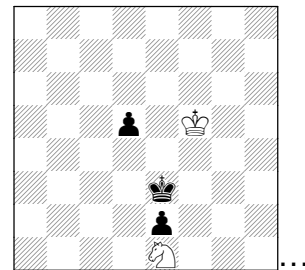
Gavrikov, V - Giordanengo, Schweiz, 1992 [70]



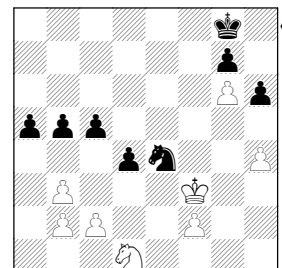
Japljan - Gufeld E., Tbilisi, 1986 [20]



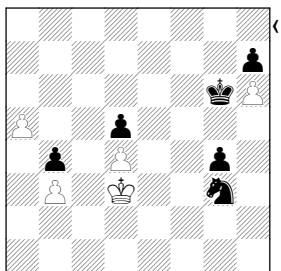
Born - Cvetkovic, Sicfeld, 1989 [30]



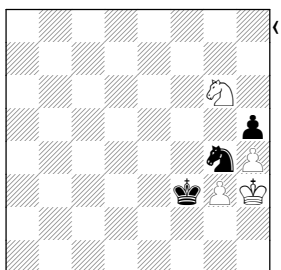
Bonner - Medina, Haifa, 1976 [30]



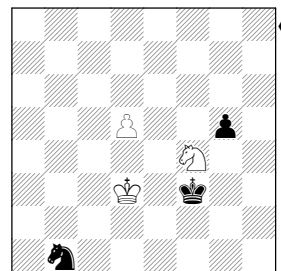
Georgiu F. - Yusupov, A, Lucern, 1985 [40]



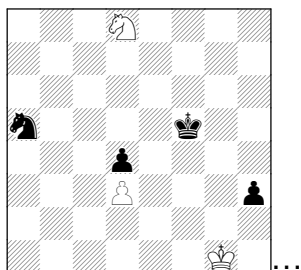
Gines - Trias,corr,1981 [20]



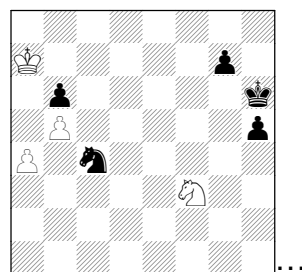
Szabo L. - Groszpeter,Magyarország,1984 [110]



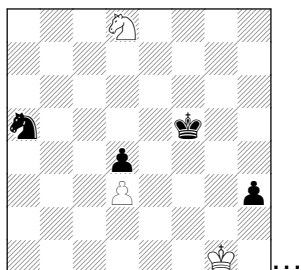
Hecht, H._J - Quinteros,Vrsac,1973 [60]



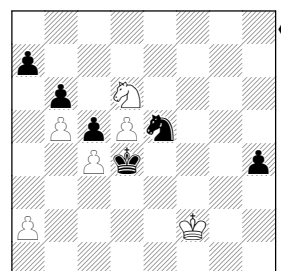
Szabo L. - Groszpeter,Magyarország,1984 [110]

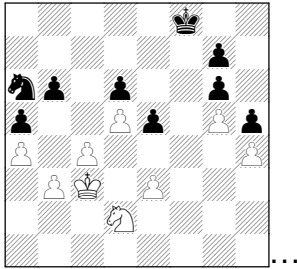


Toth B. - Kovacs M.,Hungary,1971 [50]

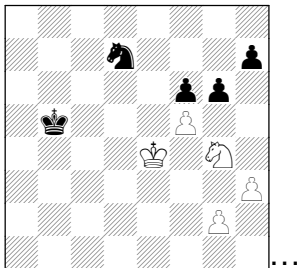


Miles, A - Benjamin, Joel,USA,1989 [40]

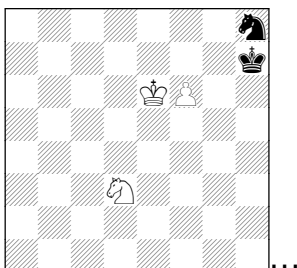




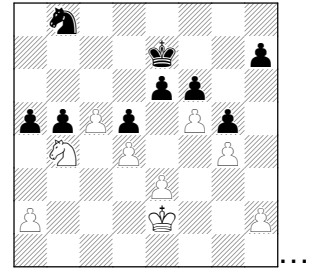
Ivkov, B - Filip, M,Vrsac,1971 [60]



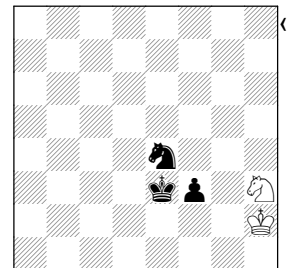
Yurtaev L. - Dzuban O.,Alma-Ata
(Kazakhstan),1995 [40]



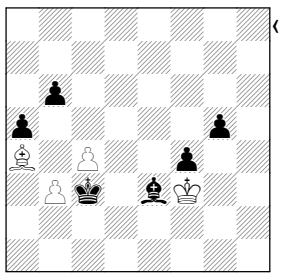
Pillsbury H. - Gunsberg I.,Hastings (England),1895
[80]



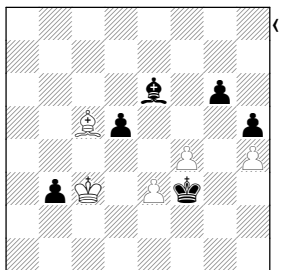
Jirovsky, Pe - Tolstikh, N,Ceske Budejovice,1995
[50]



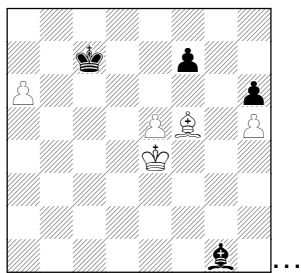
Borm - Redman,USA,1984 [50]



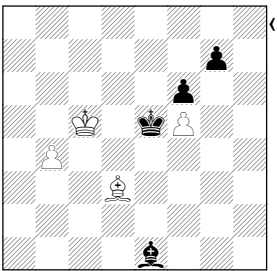
Kotov A. - Botvinnik M.,Moscow (Russia),1955 [80]



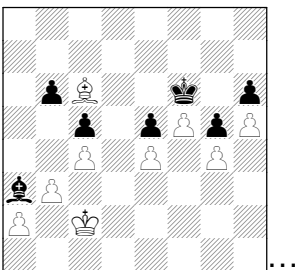
Polgar Z. - Maric A.,Tilburg (Netherlands),1994 [40]



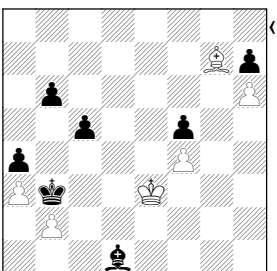
Chiburdanidze M. - Aleksandrija N.,Tbilisi,1981 [60]



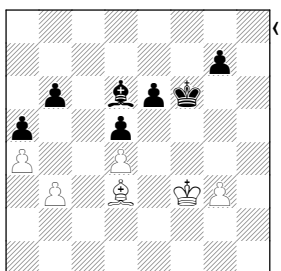
Grund - Just,DDR,1968 [70]



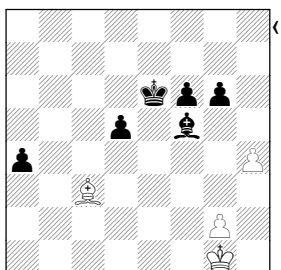
Ljubojevic L. - Karpov A.,Milan,1975 [50]



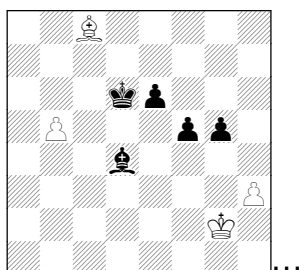
Wach - Bugayski,Poland,1985 [70]



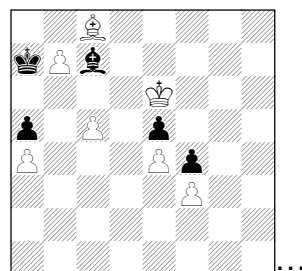
Topalov V. - Shirov A., 4. 3.1998 [100]



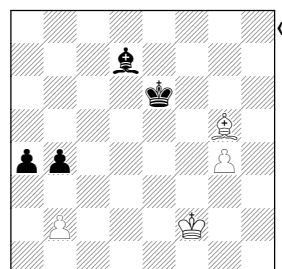
Schoeneberg M. - Starck B.,Weimar (Germany),1968 [70]



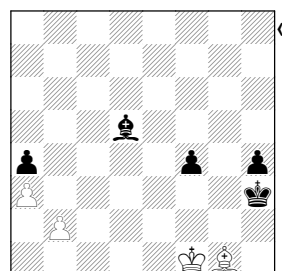
Novikov I. - Rozentalis E.,Odessa (Ukraine),1989 [50]



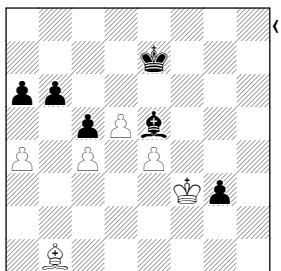
Gonzales M. - Sisniega,Mehico,1991 [40]



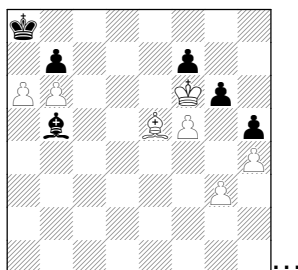
Romanov - Chukaev E.,USR,1971 [50]



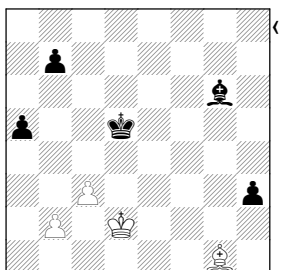
Polner - Chigorin M.,Sankt-Peterburg,1881 [70]



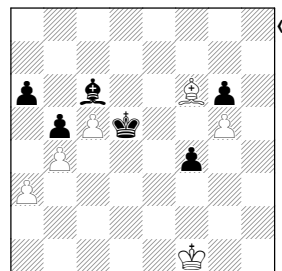
Bradvarevic - Maric, Yugoslavia, 1971 [70]



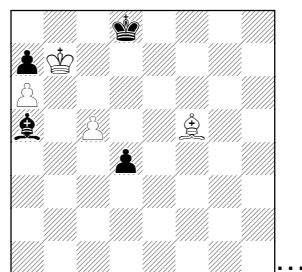
Gragger - Bartsa, Varna (Bulgaria), 1962 [70]



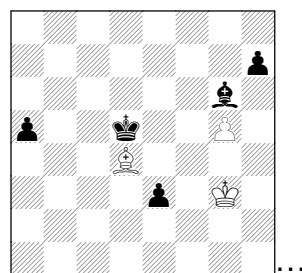
Bellon - Minic D., Olot, 1971 [60]



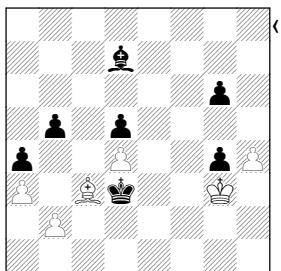
Vorotnikov V. - Kaminsky, USSR, 1973 [110]



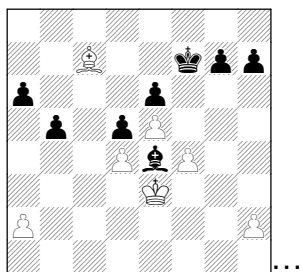
Sherwin - Gufeld E., Helsinki, 1961 [80]



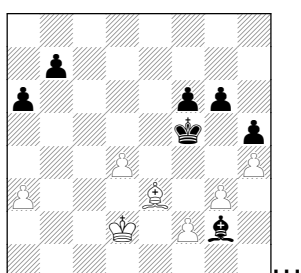
Wotter - Portish F., BRD, 1989 [50]



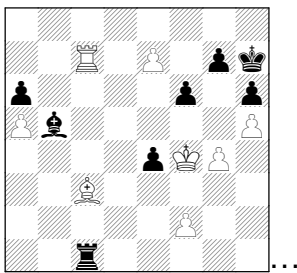
Janowski D. - Schlechter C.,Karlsbad (Czech Republic),1907 [40]



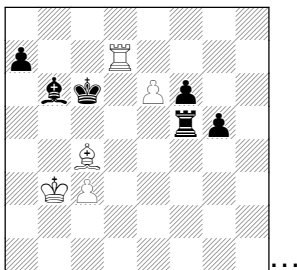
Fucks - Kholmov R.,Dresden (Germany),1956 [40]



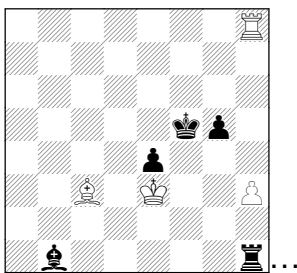
Ehlvest J. - Psakhis L.,1992 [50]



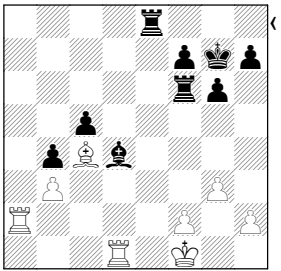
Gurevich M. - Motwani P.,1991 [20]



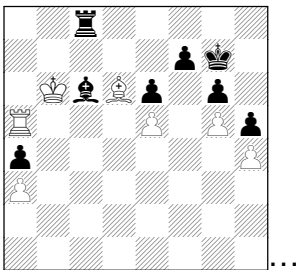
Wolff P. - Browne W.,1995 [20]



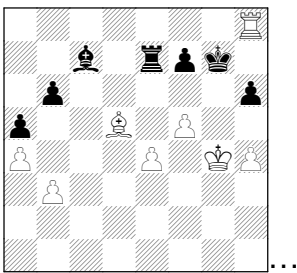
Friedmann H. - Rubinstein A.,Poland,1927 [50]



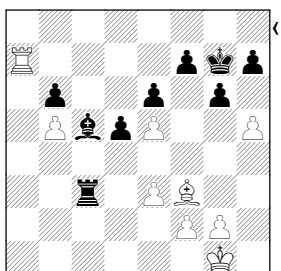
Utashi - Uhlmann W.,Hungary,1985 [50]



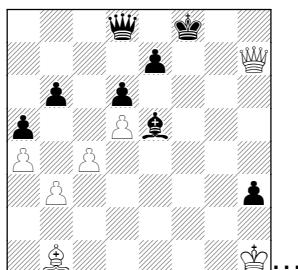
Magerramov E. - Kachiani G.,1992 [30]



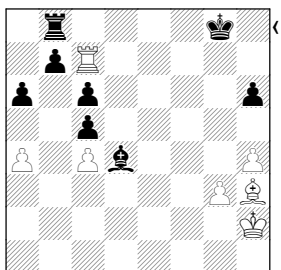
Torre E. - Smyslov V.,1981 [40]



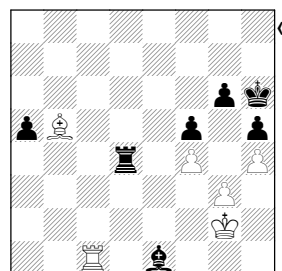
Sabinin - Tamarkin, Corr., 1984 [40]



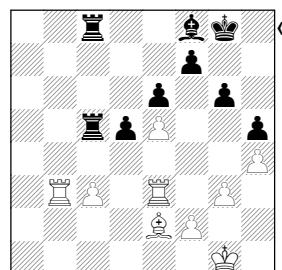
Serper G. - Nenashev A., 1993 [50]



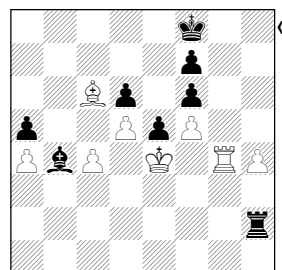
Meyer E. - Ivanov A., 1991 [30]



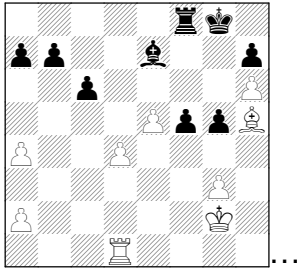
Ivkov B. - Fischer R., Santa Monica (USA), 20.7.1966 [20]



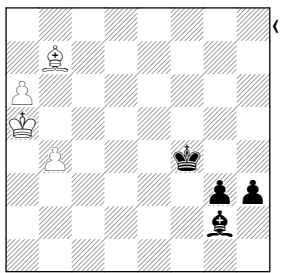
Short N. - Damljanovic B., 1990 [20]



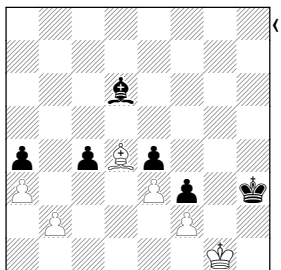
Gurevich M. - Huebner R., 1993 [60]



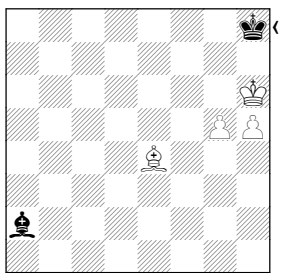
Klebanov - Kalinnichenko,USR,1970 [60]



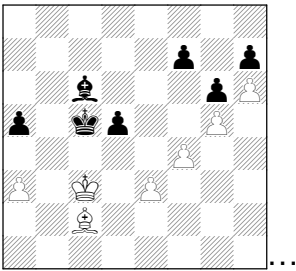
Pantebre - Paoli,Haifa,1976 [100]



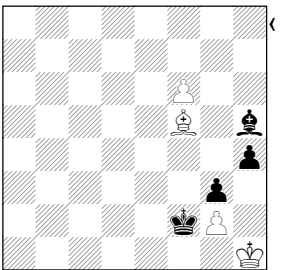
Bokoshevic - Freytag,Chernovitsi,1934 [70]



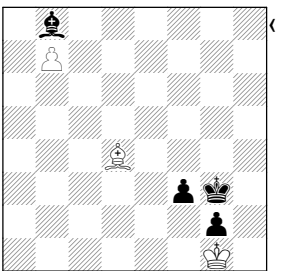
Miles A. - Mariotti S.,Las Palmas (Spain),1978 2
[80]



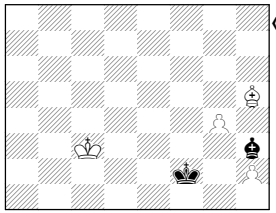
Chernin A. - Polovodin I.,Leningrad (Russia),1981
[50]



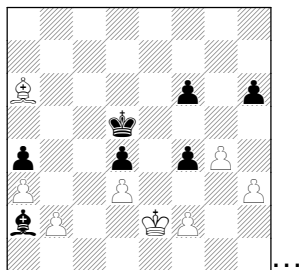
Leongardt - Capablanca,San Sebastian (Spain),1911
[30]



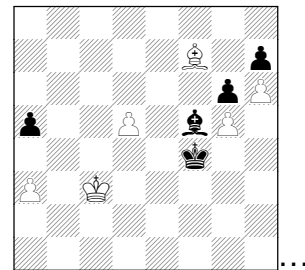
Topalov, V. - Gulko, B.,Villarrobledo ,20. 8.2000
[30]



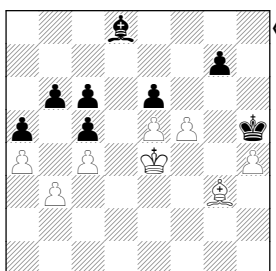
Braun - Postulka,DDR,1969 [50]



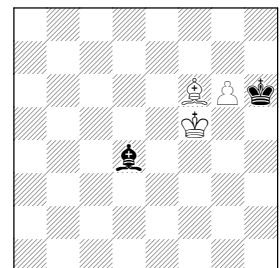
Miles A. - Mariotti S.,Las Palmas (Spain),1978 [30]



Zaicev I. - Karaklaic,Smederevska Palanka,1971 2 [50]

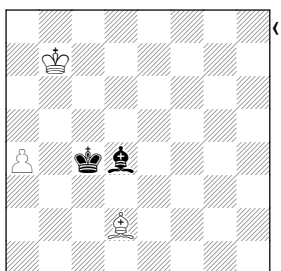


Stromer A. - Buchal S.,Germany,1991 [40]

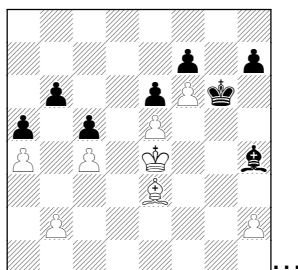


Sanakoev G. - Engel,corr,1984 [50]

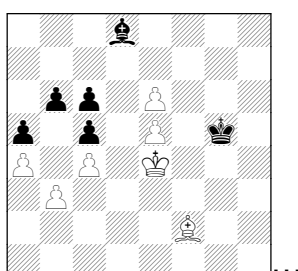
Sivokho S. - Leino J.,Jyvaskyla (Finland),1998 [20]



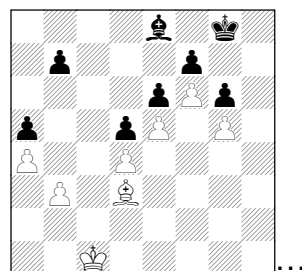
Smyslov V. - Yastrebov, Moscow, 1936 [50]



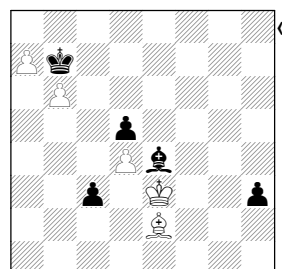
Zaicev I. - Karaklaic, Smederevska Palanka, 1971 [70]



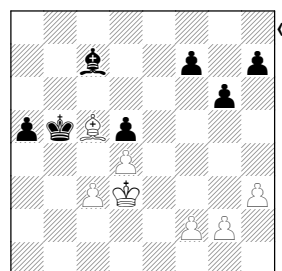
Estrin J. - Ivashin, corr, 1947 [70]



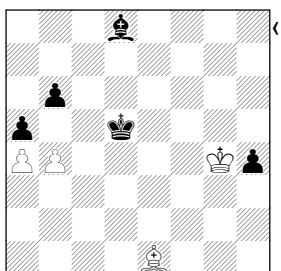
Romanovsky P. - Kubbel A., 1923 [30]



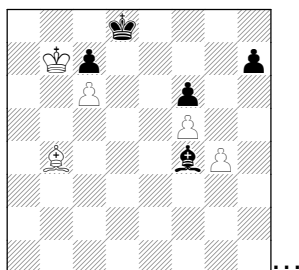
Sceanovic - Maric, Yugoslavia, 1971 [50]



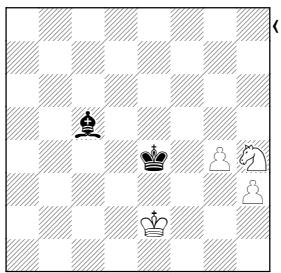
Filip - Mozhny, Czechoslovakia, 1977 [50]



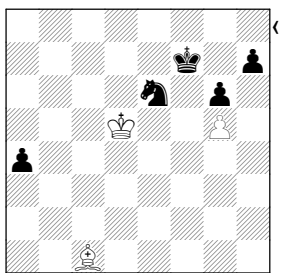
Bragin A. - Gavrilov A., Tumen, 1993 [70]



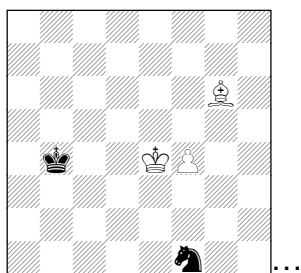
Fine R. - Reshevsky S.,Semmering (Austria),1937 [30]



Sutovskij E. - Smirin I.,13. 5.1999 [50]

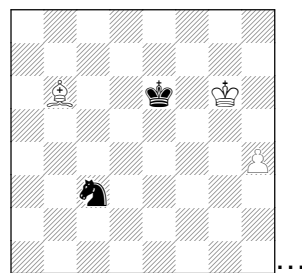


Beliavsky A. - Liberzon V.,Baden-Baden (Germany),1980 [90]

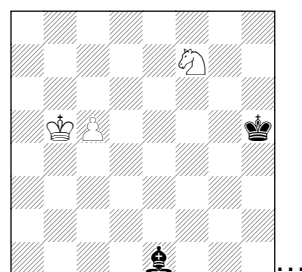


Popov L. - Bachtiar A.,Wijk aan Zee

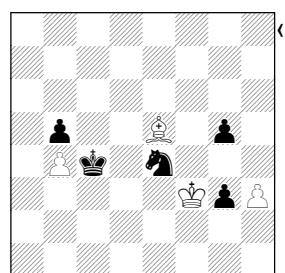
(Netherlands),1974 [40]



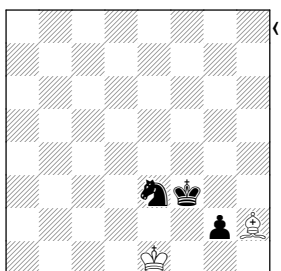
Kevorkian M. - Karnovich,Russia,1993 [50]



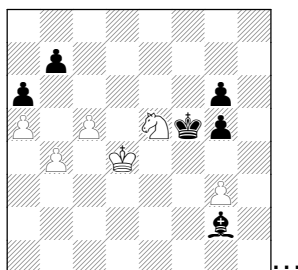
Milov V. - Gelfand, B,USR,1984 [80]



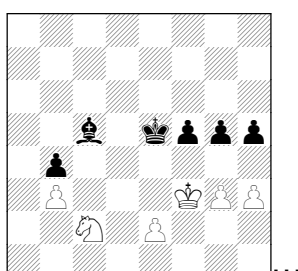
Torrecillas M. - Forintos G.,Benasque (Spain),1993 [50]



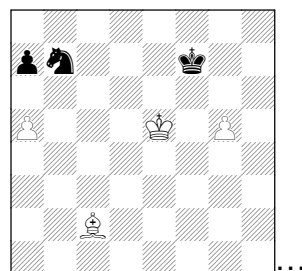
Yagupov, I - Mukhametov, E, Javoronki, 1995 [50]



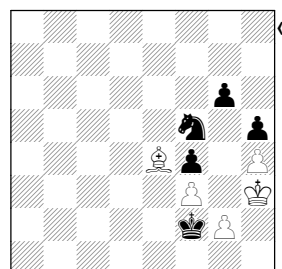
Djachkov S. - Kharlov A., Kolontaevo (Russia), 1994 [70]



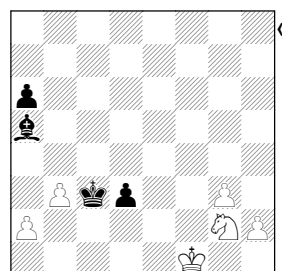
Maric - Pfeiffer, Strasburg, 1972 [30]



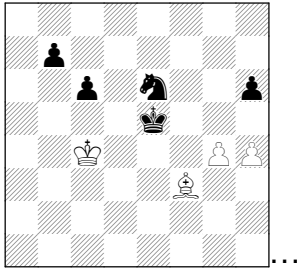
Flesch J. - Farago I., Hungary, 1973 [40]



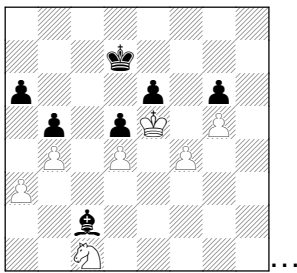
Grigorian Karen - Ajdarov, URS, 1981 [80]



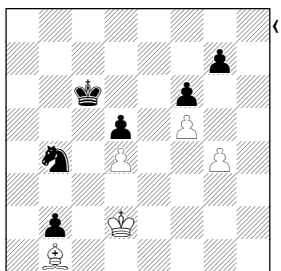
Eingorn V. - Tukmakov, V, USSR, 1981 [70]



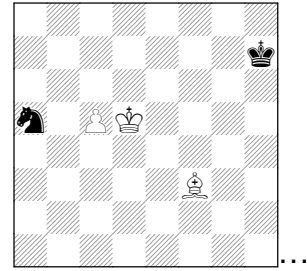
Dzindzichashvili R. - Radashkovich I.,Nethanya (Israel),1977 [50]



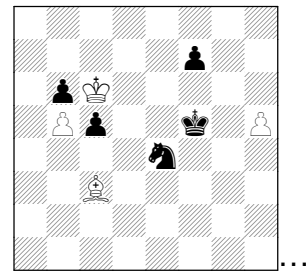
Nepomniaschij M. - Polovodin I.,USR,1988 [70]



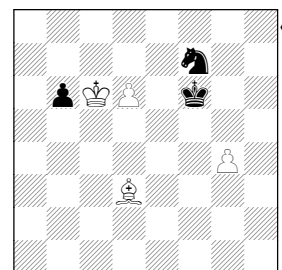
Kharitonov A. - Yagupov I.,Zhavoronki (Russia),1995 [50]



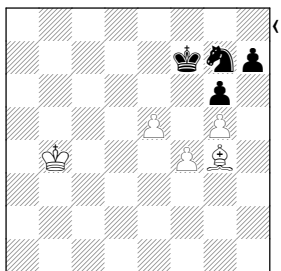
Rozentalis E. - Balog,1988 [50]



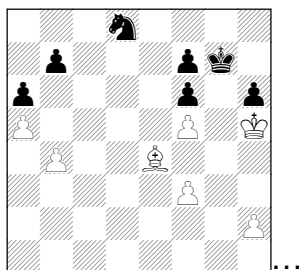
Marovic D. - Korchnoi V.,Yerevan (Armenia),1971 [100]



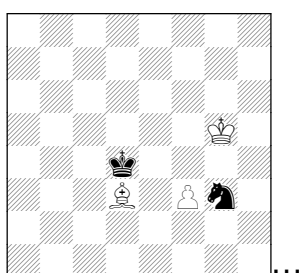
Georgiev, Kir - Gelfand, B,Manila,1990 [40]



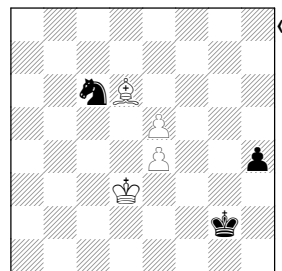
Liberzon V. - Mititelu G.,Luhacovice (Czech Republic),1971 [30]



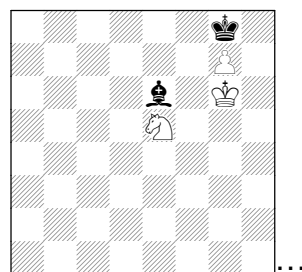
Plachetka J. - Schlosser M.,Austria,1989 [80]



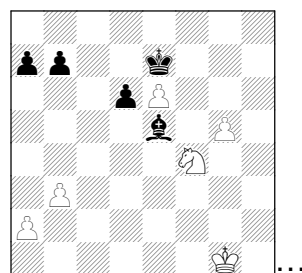
Manasterski - Knezevic,Hradec Kralove,1975 [30]



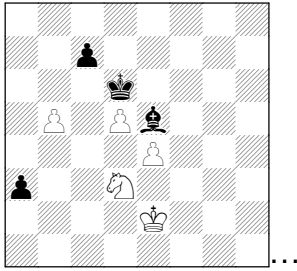
Pollock W. - Delmar E.,New York (USA),1889 [30]



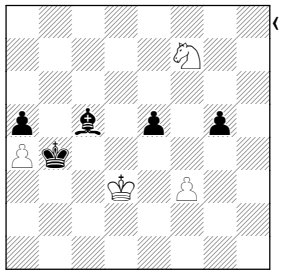
Seidler - Wibe,Buenos Aires (Argentina),1978 [60]



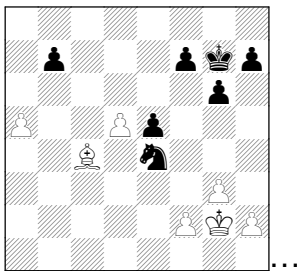
Gelfand, B - Topalov, V,Wijk aan Zee,1996 [60]



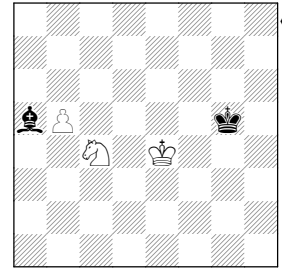
Janetschek - Larsen, B,1977 [80]



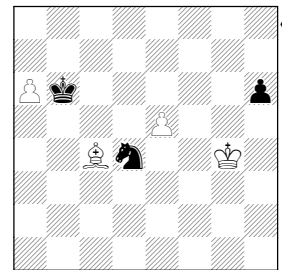
Mankus - Fokin S.,URS,1977 [50]



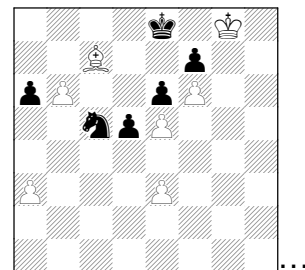
Van Wijgerden C. - Van Der Weide P.,Leeuwarden (Netherlands),1976 [20]



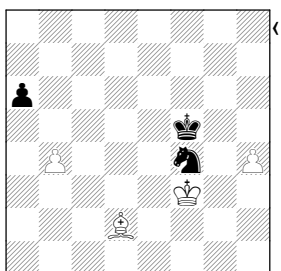
Dvoiris S. - Makarov M.,USR,1990 [90]



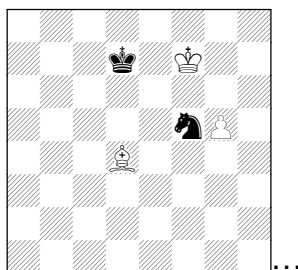
Ivanov, M.M - Jacobs, B,Gausdal,1996 [40]



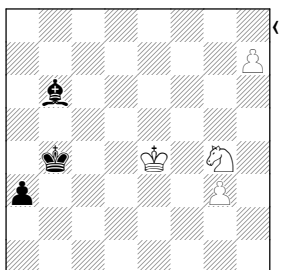
Tukmakov, V - Gelfand, B,1987 [60]



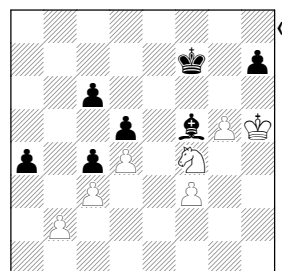
Florian T. - Kapu J.,Budapest (Hungary),1951 [50]



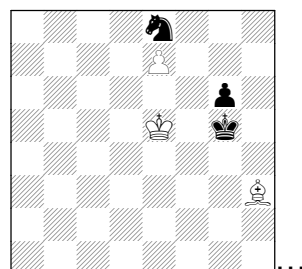
Karmel - Kahane,Israel,1970 [30]



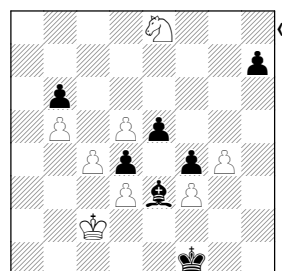
Nunez A. - Elizart C.,Cuba,1992 [60]



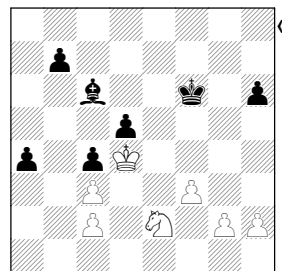
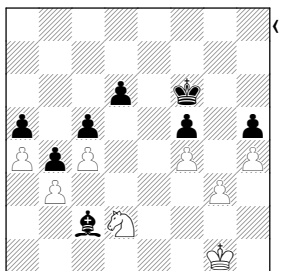
Lukov - Duriga,Poland,1975 [50]



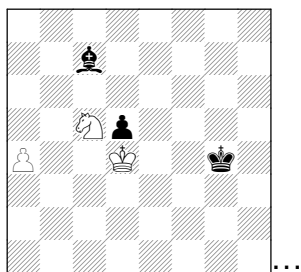
Karlsson, L - Polugaevsky, L,1988 [40]



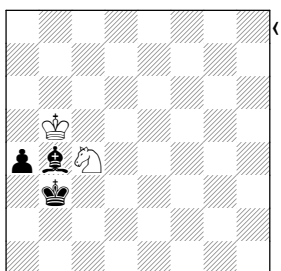
Karpov A. - Anand V.,1991 [50]



Botvinnik M. - Robatsch K., Varna (Bulgaria), 1962
[40]

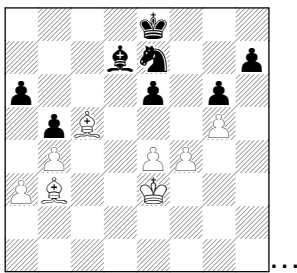


Nikolaidis K. - Botsaris H., Akropolis (Greece), 1992
[70]

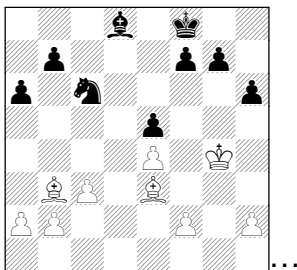


Agapov - Kurmashov, USSR, 1978 [70]

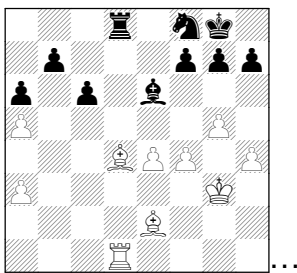
Kharlov A. - Ulibin M.,1991 [30]



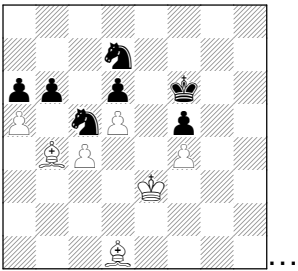
Stein L. - Blau M.,1966 [30]



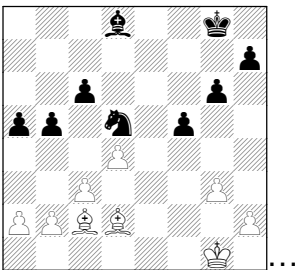
Kasparov G. - Smyslov V., Vilnius (Lithuania), 1984 [30]



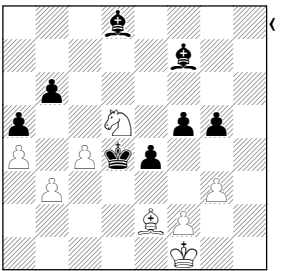
Uhlmann W. - Gligoric S.,1970 [50]



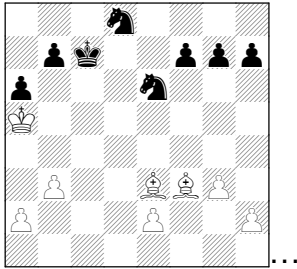
Ehlvest J. - Nikolic P.,1987 [30]



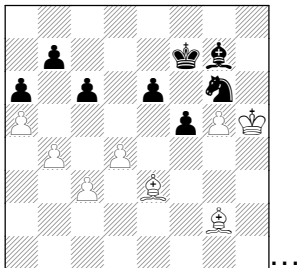
Averbakh Y. - Botvinnik M.,1955 [50]



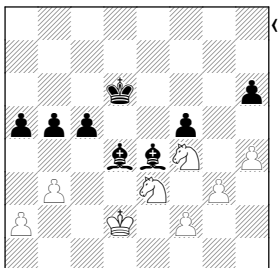
Petrosian A. - Panchenko A.,1978 [50]



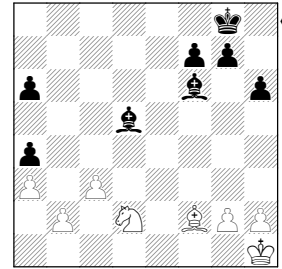
Shirazi K. - Chernin O.,1991 [40]



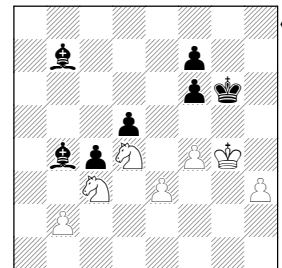
Levitt J. - Mestel A.,Great Britain,1992 [40]



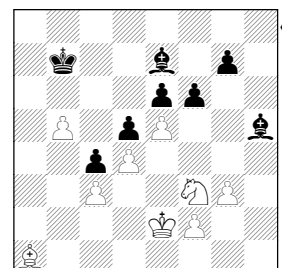
Smyslov V. - Portisch L.,1979 [40]



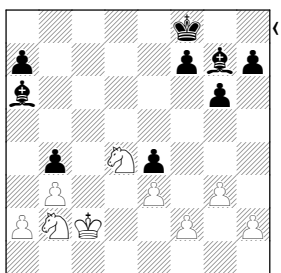
**Capablanca J. - Alekhine A.,Buenos Aires
(Argentina),18.10.1927 [40]**



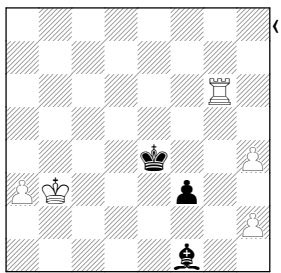
Rasik V. - Knaak R.,Europe,1993 [30]



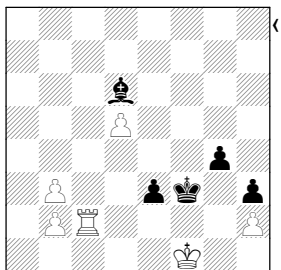
Quinteros M. - Gligoric S.,1974 [60]



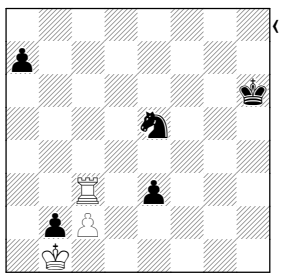
Petrosian T. - Spassky B.,1969 [50]



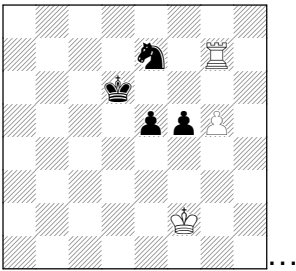
Suetin A. - Dzindzichashvili R.,URS,1972 [60]



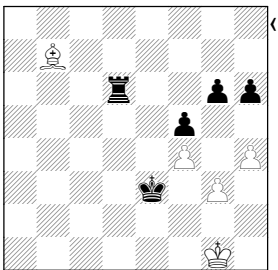
Timman J. - Nunn J.,Wijk aan Zee
(Netherlands),1982 [20]



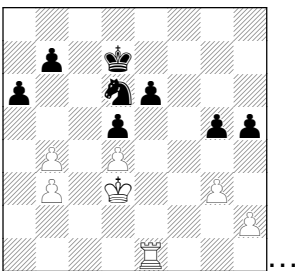
Nielsen Peter H. - Borge N.,1996 [30]



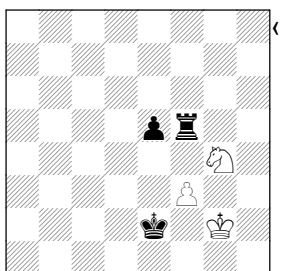
Anastasian A. - Hoang T.,15. 6.1999 [30]



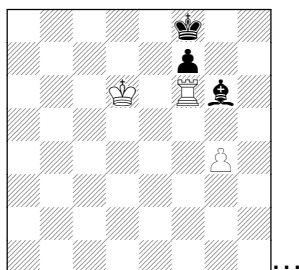
Matanovic A. - Larsen B.,Portoroz (Slovenia),1958
[60]



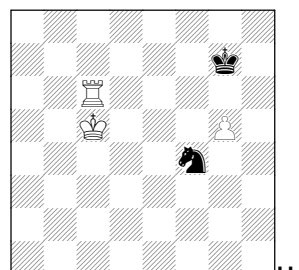
Oganjan - Lagunov,URS,1986 [80]



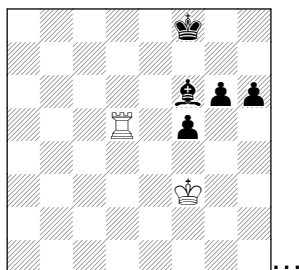
Macek - Porubzki, Yugoslavia - Hungary, 1976 [20]



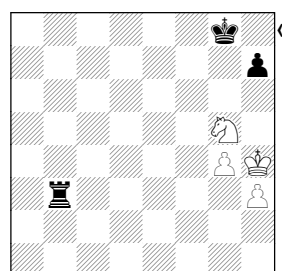
Sukhareva O. - Kosteniuk A., Kolontaevo (Russia), 1998 [60]



Parr - Farrand, England, 1971 [20]

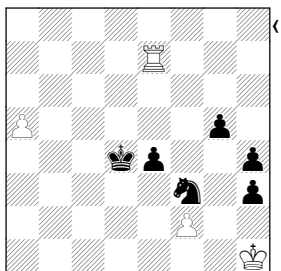


Timofeev - Gorchakov, 1914 [30]

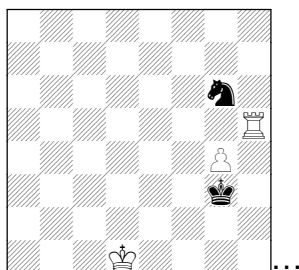


Tseshkovsky V. - Alburt L., URS, 1976 [60]

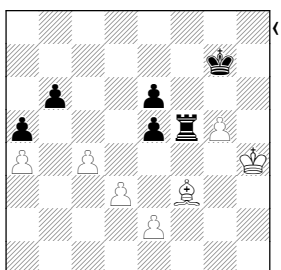
Janowski D. - Rubinstein A., St. Petersburg (Russia), 1914 [30]



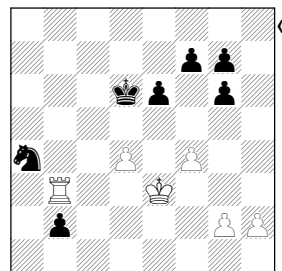
Duz-Hotimirsky - Allakhverdian, Yerevan, 1938 [70]



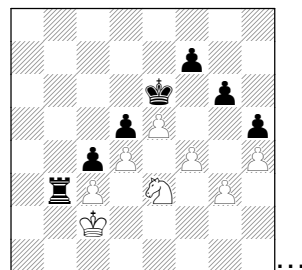
Taimanov M. - Shamkovich L., Leningrad (Russia), 1960 [40]



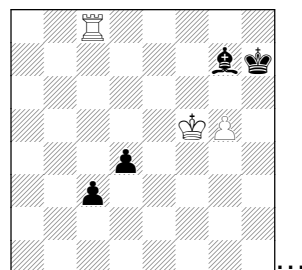
Lutovac - Udovcic M., Zenica (Bosnia & Herzegovina), 1963 [20]



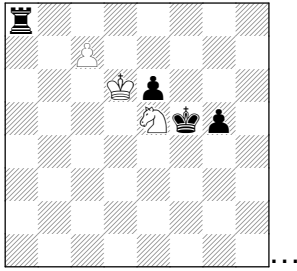
Guzdek U. - Lipska E., Poland, 1978 [30]



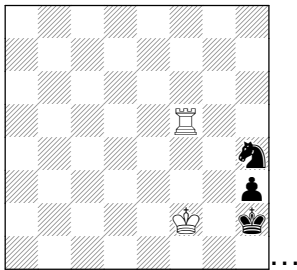
Botvinnik M. - Zjuidema, Amsterdam (Netherlands), 1966 [70]



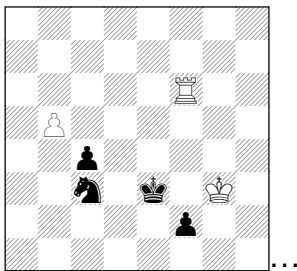
Alekhin - NN, 1914 [10]



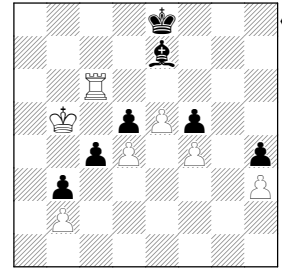
Jelling E. - Jepsen T.,Bellinge (Denmark),1991 [120]



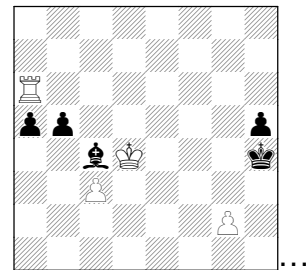
Carlier B. - Akopian V.,Groningen,1990 [20]



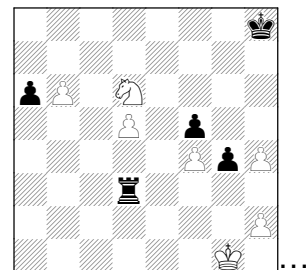
Baird D. - Teichmann R.,Leipzig (Germany),1894 [60]



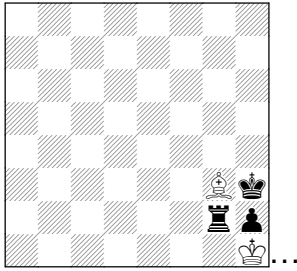
Noguera I. - Samochanov,URS,1974 [40]



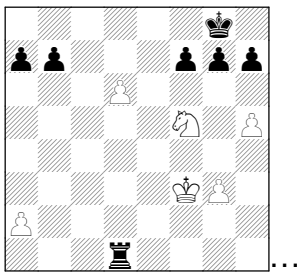
Botvinnik M. - Tal M.,Moscow (Russia),1960 [80]



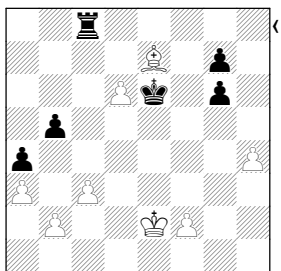
Pardic O. - Kahn E.,Budapest (Hungary),1992 [30]



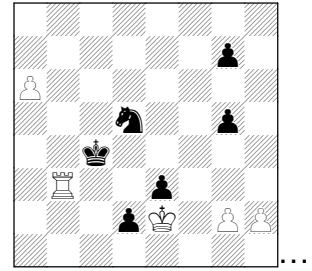
**Schwarz J. - Paulsen L.,Nuernberg (Germany),1883
[20]**



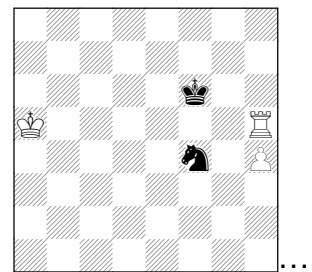
**Saemisch F. - Spielmann R.,Berlin (Germany),1926
[80]**



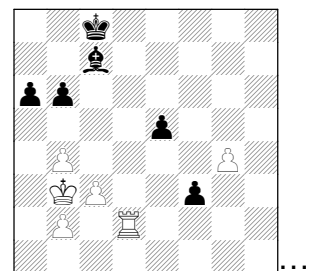
Marin M. - Minasian A.,1992 [40]



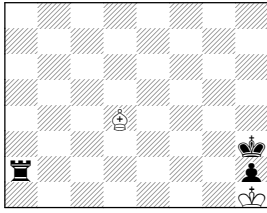
**Skorpik M. - Krsek L.,Svetla nad Sazavou (Czech
Republic),1994 [20]**



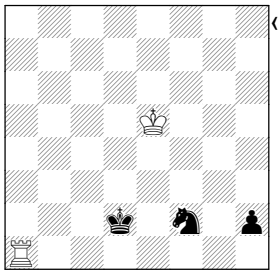
**Alekhin A. - Tartakower S.,Vienna (Austria),1922
[70]**



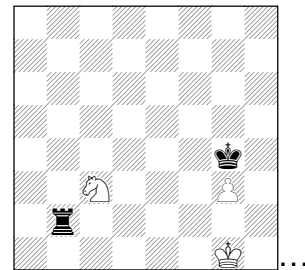
**Thuesen M. - Bang A.,Copenhagen (Denmark),1990
[30]**



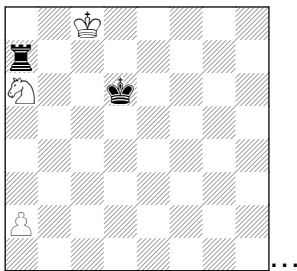
Raupp T. - Migl D., Germany, 1992 [20]



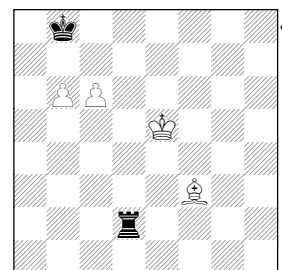
Schmitz A. - Bezold M., Wuerzburg (Germany), 1997 [20]



Schroll G. - Balinov I., Donau (Germany), 1992 [10]

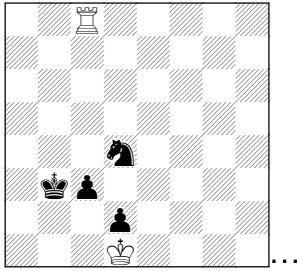


Shakhnovich - Goldstein, 1946 [60]

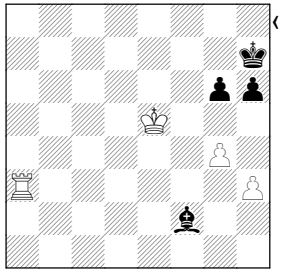


Gaprindashvili V. - Sargissian G., Cala Galdana (Spain), 1996 [30]

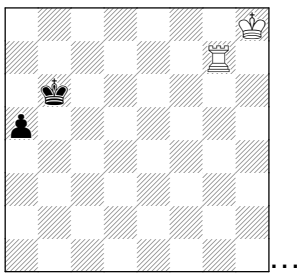
Tomovic V. - Bozic A., 1946 [20]



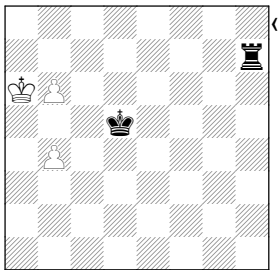
Olafsson F. - Larsen B., Las Palmas (Spain), 1974
[30]



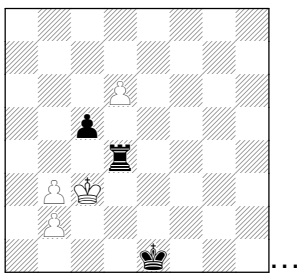
Exercise 2 [10]



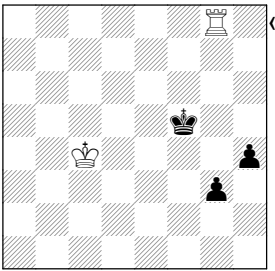
Murrey J. - Dorfman J.,France 60/217
[Dorfman,J],1994 [40]



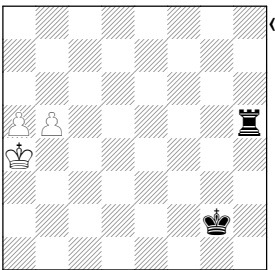
Helmertz - Wernbro,Sverige,1973 [40]



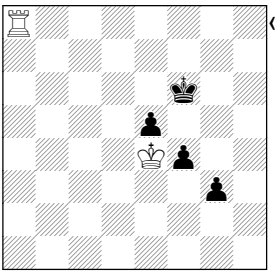
Penrose J. - Perkins A.,England,1972 [40]



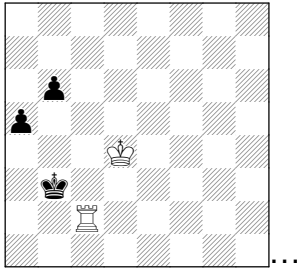
Lorscheid G. - Kaiser D.,Augsburg (Germany),1984
[30]



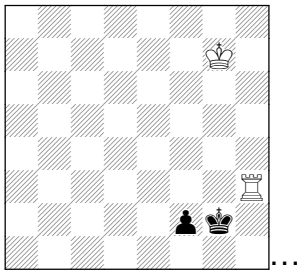
Belov - Utiatsky,Kislovodsk,1960 [30]



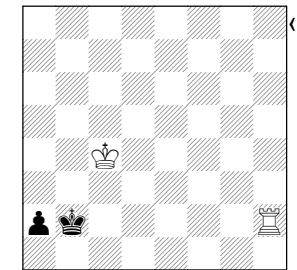
Salwe - Farni,1906 [20]



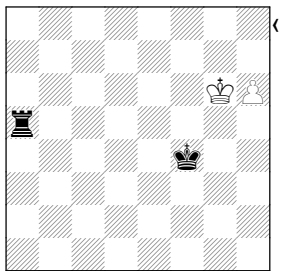
Hanukov - Revenko, 1961 [30]



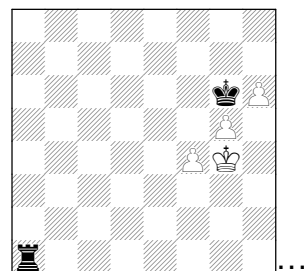
Landenbergue C. - Casagrande H., Biel (Switzerland), 1996 [10]



Rufener M. - Nemet, Bern, 1994 [10]

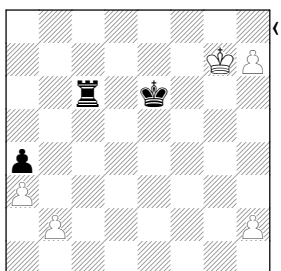


Kovalevskaya E. - Zhu C., Moscow (Russia), 1994 [90]

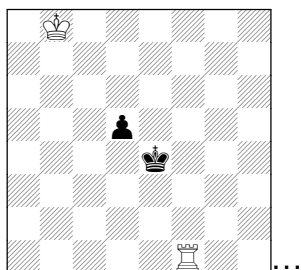


Fries N. - Plachetka J., Rimavska Sobota (Slovakia), 1991 [30]

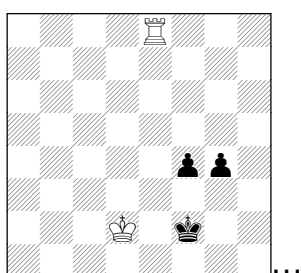
Pachman - Wwlling, England, 1973 [60]



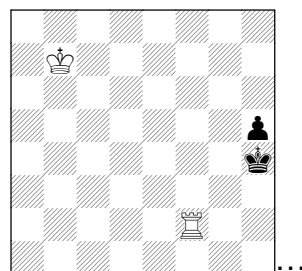
Kopaev N [20]



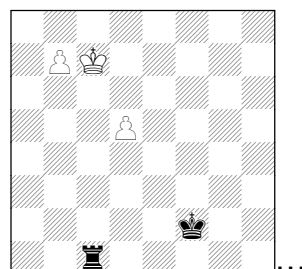
Mortensen E. - Hillarp P.,Kopenhagen (Denmark),1997 [30]



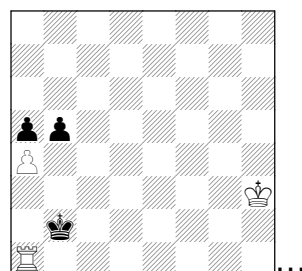
Maljutin E. - Shipov S.,Minsk,1993 [40]



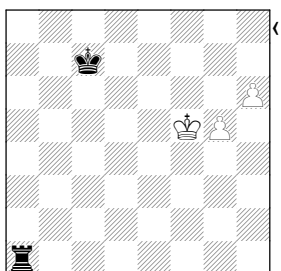
Khasin - Geller A.,1954 [20]



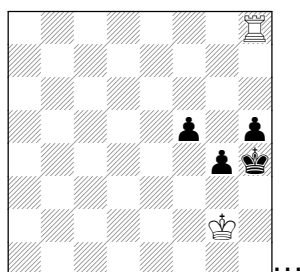
Exercise 3 [30]



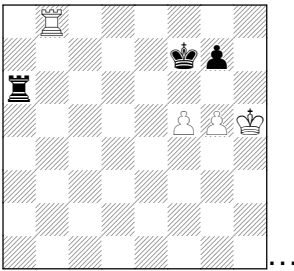
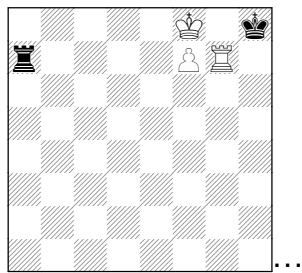
Dreev A. - Moskalenko V.,Lvov,1985 [50]



Mezon - Paulsen L., Vienna, 1882 [30]

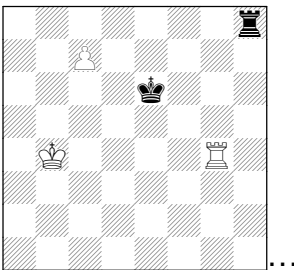
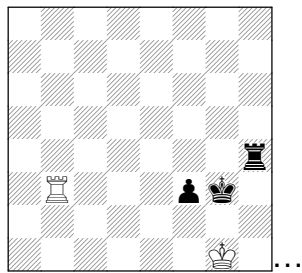


**Drimer D. - Doda Z.,Wijk aan Zee
(Netherlands),1970 [90]**

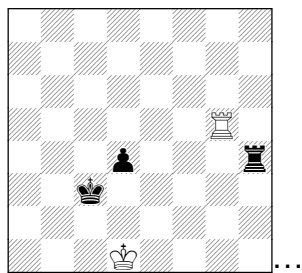


Grabczewski R. - Szapiro G.,Poland,1955 [30]

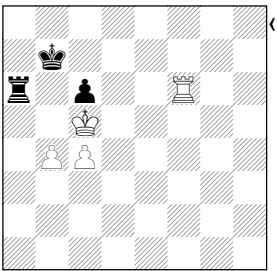
Laudati A. - Pienabarca N.,Rome (Italy),1997 [30]



Dreev A. - Beliavsky A.,USSR (ch),1989 [60]

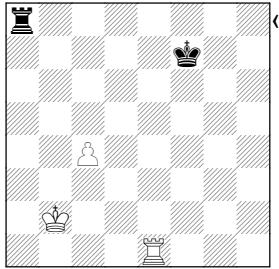


Kruppa Y. - Henkin I.,Minsk,1990 [20]

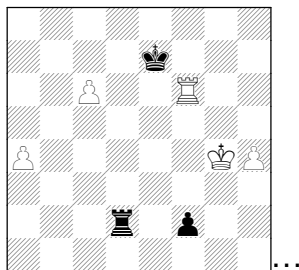


Bayer - Polasek,Luksemburg,1986 [70]

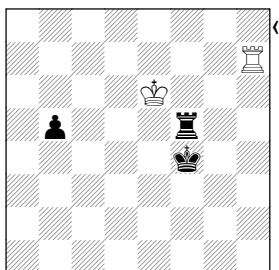
Isupov V. - Zaitsev I.,Moscow (Russia),1994 [30]



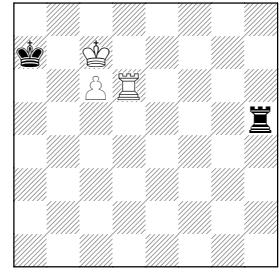
Bagirov V. - Vasiukov E.,Moskva,1991 [20]



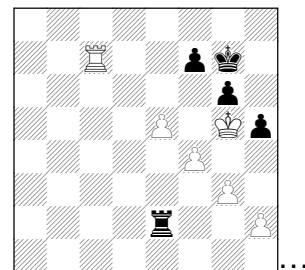
Etzold W. - Burmeister F.,Germany,1994 [40]



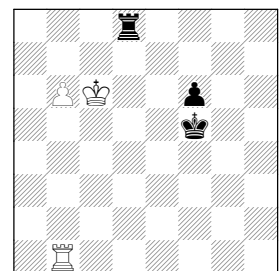
Andersson U. - Padevsky N.,Pula (Croatia),1975 [30]



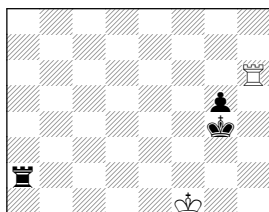
Stean M. - Hartston W.,Brighton (England),1972 [50]



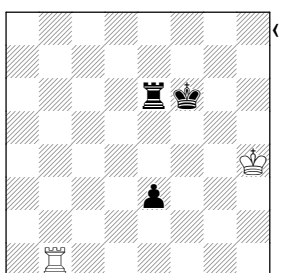
Alekhin A. - Bogoljubow E.,Germany/Netherlands,1929 [30]



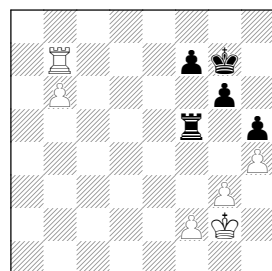
Ulibin M. - Bashkov V.,Cheliabinsk (Russia),1993 [60]



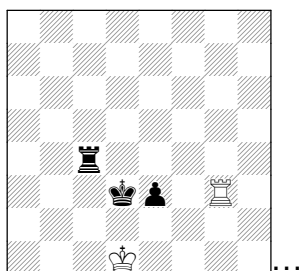
Uhlmann W. - Gulko B., Niksic (Yugoslavia), 1978
[20]



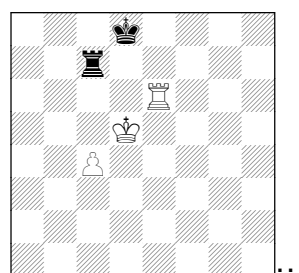
Garcia C. - Smyslov, 1965 [10]



Cordy S. - Lutskan I., Szombathely (Hungary), 1993
[20]

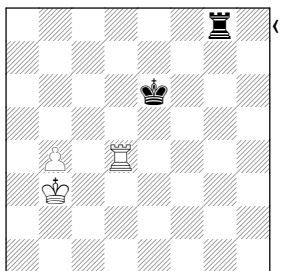


Fischer R. - Portisch L., Stockholm (Sweden), 1962
[40]

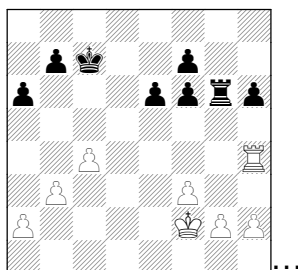


Bronstein D. - Romanishin O., Yerevan, 1975 [50]

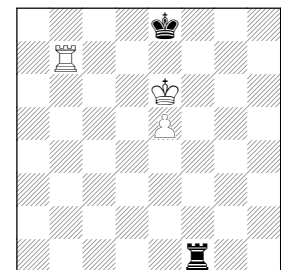
Zilberstein V. - Vilela J., Tallinn (Estonia), 1979 [50]



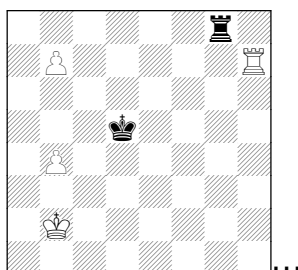
Rodriguez Am - Spiridonov N.,Belgrade,1988 [20]



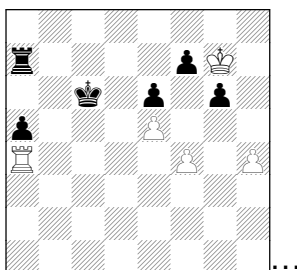
Jansa V. - Hlousek Z.,Havirov (Czech Republic),1970 [40]



Paunovic T. - Kurcubic A.,Ulcinj (Yugoslavia),1998 [20]

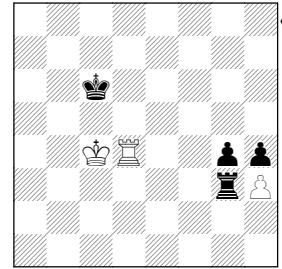
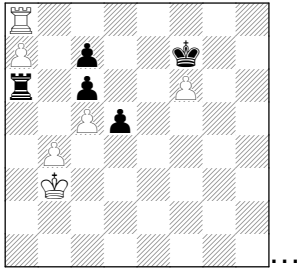


Lasker E. - Levenfish,1925 [20]



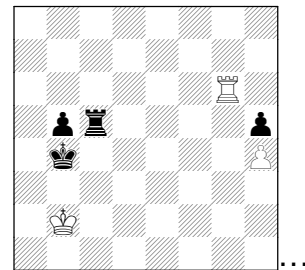
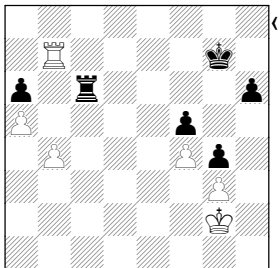
Hodgson J. - Masserey Y.,Horgen II,1995 [20]

Alekhin - Spielman,New York (USA),1927 [20]

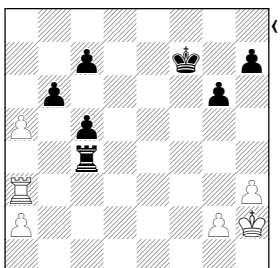


Hubner R. - Nogueiras J.,Barcelona,1989 [20]

van der Wiel J. - Gulko B.,Amsterdam,1989 [20]

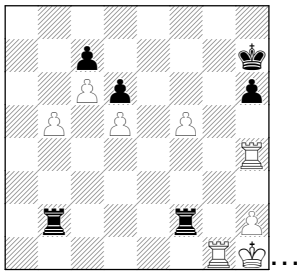


Colle E. - Alekhin A.,Scarborough (England),1926
[20]

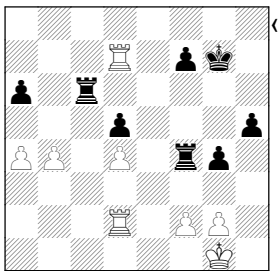


Gurevich M. - Novikov I.,Antwerpen,1995 [40]

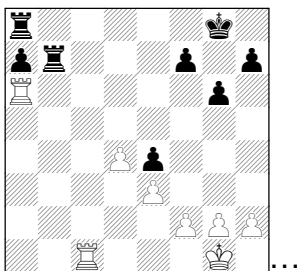
Petrosian T. - Gligoric S.,Bled (Slovenia),29.10.1959
[60]



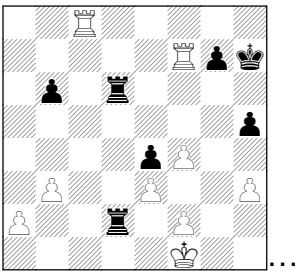
Wade R. - Abrahams G.,Nottingham
(England),1946 [30]



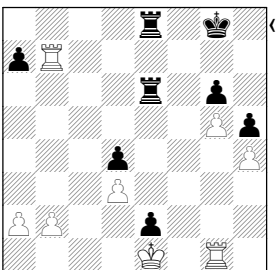
Chekhov V. - Geller E.,1982 [40]



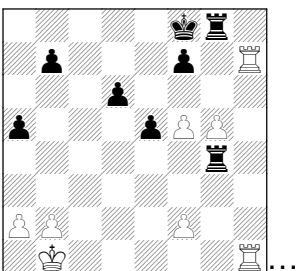
Uhlmann W. - Espig L.,1976 [30]



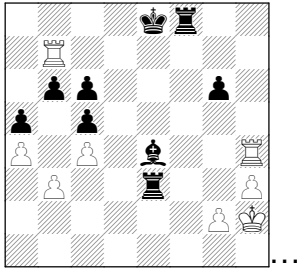
Winter - Sultan-Khan M.,England,1929 [60]



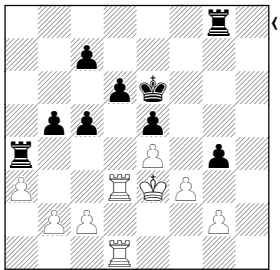
Serper G. - Mestel A.,Hastings (England),1990 [50]



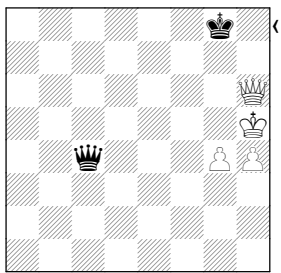
Nizamov I. - Sitnikov D.,Russia,21. 5.1999 [20]



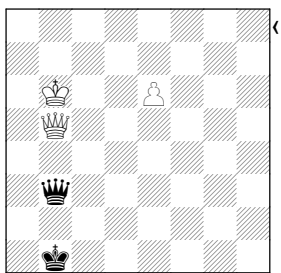
Kan I. - Capablanca J.,1936 [50]



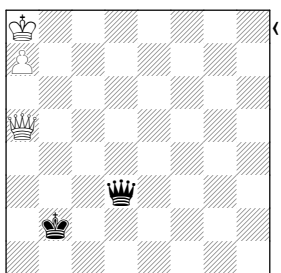
Atanasov P. - Spiridonov,Ruse,1978 [30]



Fries-Nielsen J. - Brinck-Claussen B.,Vejle (Denmark),1982 [10]

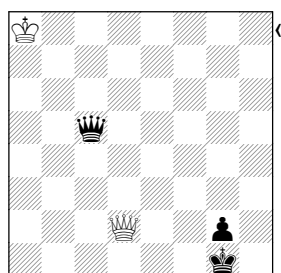


Petursson M. - Gunnarsson G.,Reykjavik (Iceland),1976 [40]

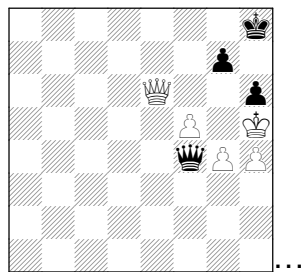


Grigorian K. - Bronsten D.,Vilnius (Lithuania),1975

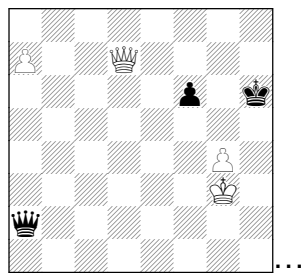
[10]



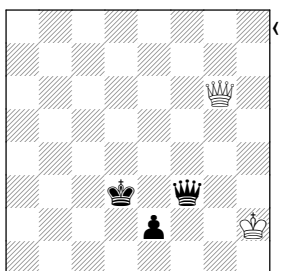
Scherbakov - Arlazarov,USR,1972 [60]



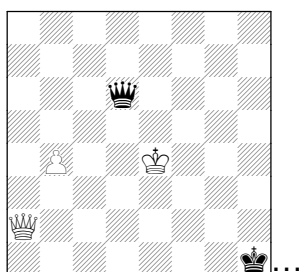
Frydmann - Gilg,Munich (Germany),1936 [60]



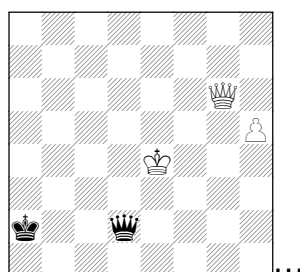
Gundlach F. - Meier V.,Germany,1996 [30]



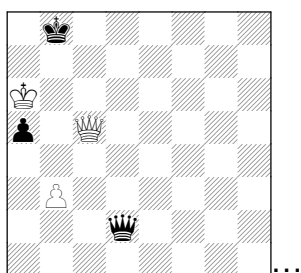
Neumann - NN, Wien, 1887 [60]



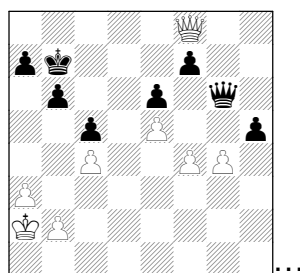
Orlov V. - Novik M., St. Petersburg (Russia), 1992 [40]



Azmayparashvili, Z - Ye J., Beijing, 1988 [50]

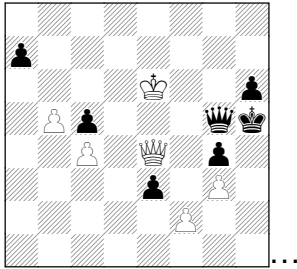


Adorjan A. - Orso M., Budapest (Hungary), 1977 [130]

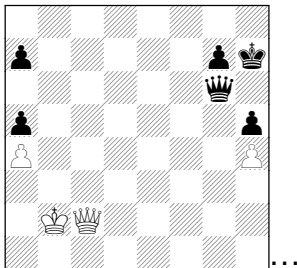


Podgajec M. - Klovan J., Ybbs, 1969 [50]

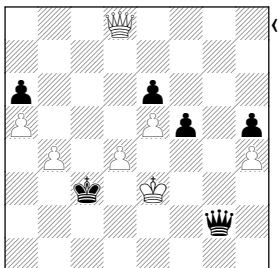
Alburt L. - Koc Y., USSR, 1974 [20]



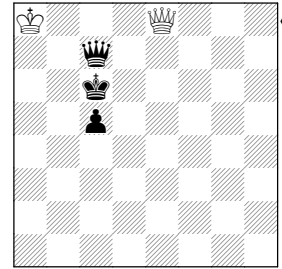
Gottschall - Neumann, 1882 [50]



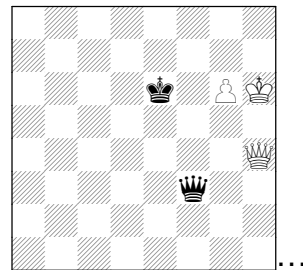
Topalov V. - Kasparov G., 1999 [40]



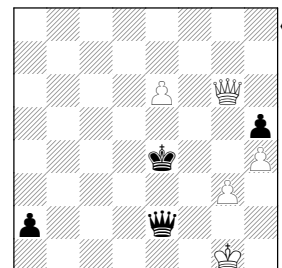
Deuker H. - Schiffer S., Germany, 1994 [20]



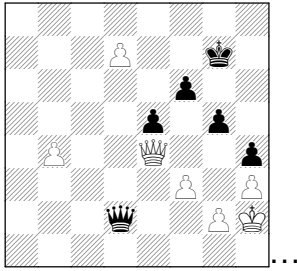
Pihailic - Ivanka, Subotica, 1976 [30]



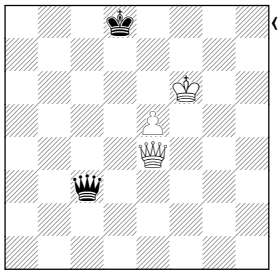
Lublinskiy - Shumilin, Moscow, 1939 [40]



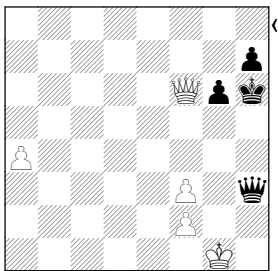
Glek, I - Kishnev, S, Dortmund, 1992 [70]



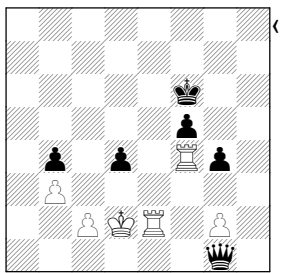
Duer A. - Barbero G.,Klagenfurt (Austria),1992 [20]



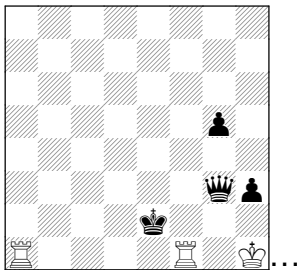
Keres P. - Kholmov R.,Moscow (Russia),1948 [50]



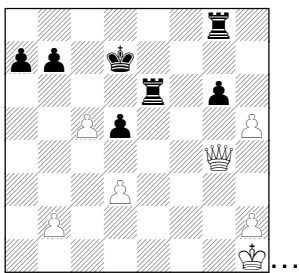
Paoli E. - Damjanovic M.,1966 [50]



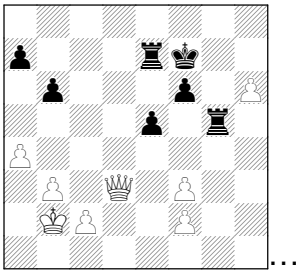
Yuferov S. - Ibragimov I.,St. Petersburg (Russia),1996 [40]



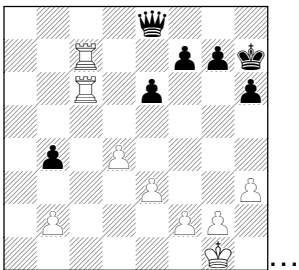
Huebner R. - Ljubojevic L.,1978 [40]



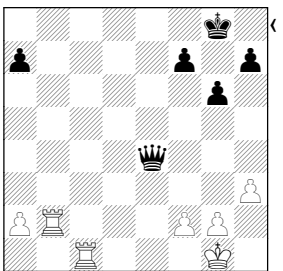
Fischer R. - Bilek,Habana (Cuba),1965 [40]



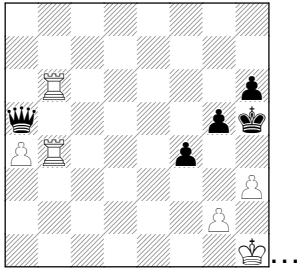
Kramer H. - Szabados E.,1950 [30]



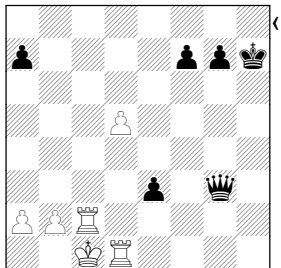
Shipov S. - Velimirovic D.,Belgrade (Yugoslavia),28. 1.1998 [50]



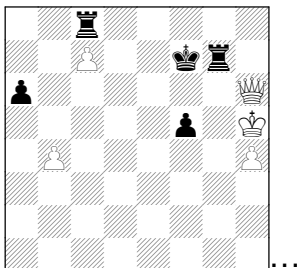
Mieses J. - NN,Metz,1935 [70]



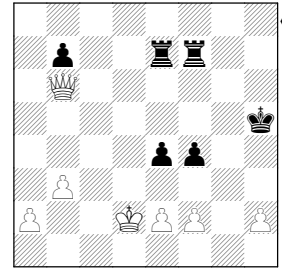
Markowski T. - Ivanov S.,Poland,30. 9.1997 [50]



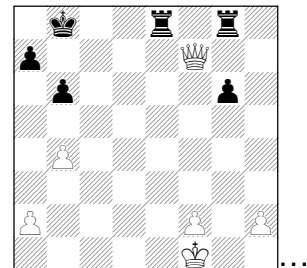
Saint A. - Staunton H.,1843 [40]



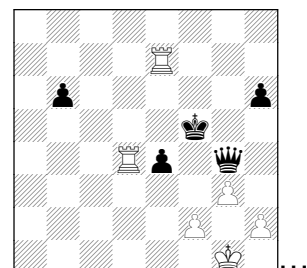
Merkulov - Karpenko,URS,1975 [80]



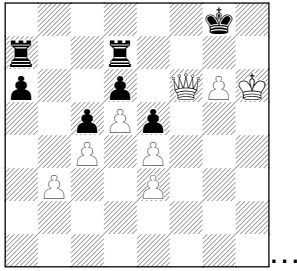
Arakhamia G. - Portisch L.,Roquebrune (France),15. 9.1998 [30]



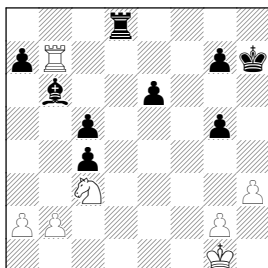
Yandemirov V. - Filippov V.,1997 [20]



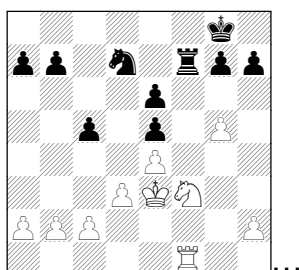
Shirov A. - Short N.,1996 [40]



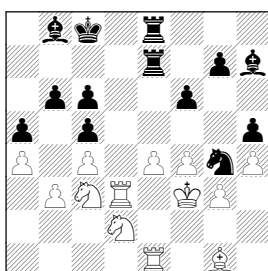
Ortueta - Sanc, Madrid, 1934 [90]



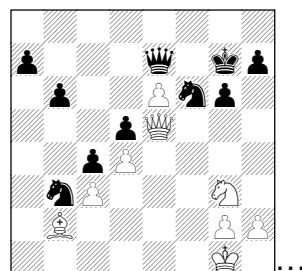
Spielmann R. - Tarrasch S., Kissingen, 1928 [60]



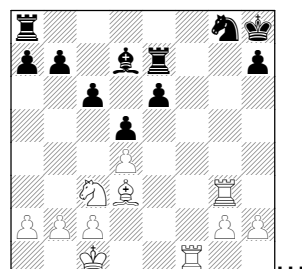
Faktor - Rubinstein A., Lodz, 1916 [80]



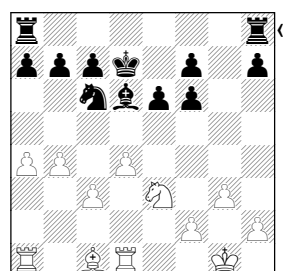
Botvinnik M. - Capablanca J., Netherlands, 1938 [60]



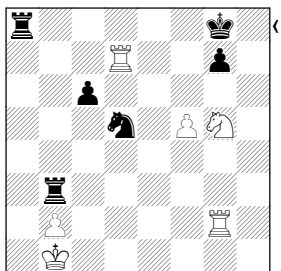
Lasker E. - Pillsbury H., Paris, 1900 [50]



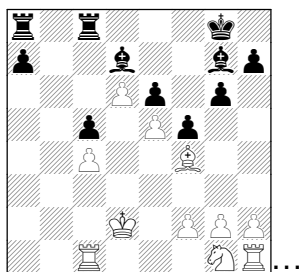
Mieses J. - Alekhin A., Baden-Baden (Germany), 1925 [50]



Alekhin A. - Lasker E., St. Petersburg (Russia), 1914 [40]



Karpov A. - Kasparov G.,London,1986 [50]



**Panchenko A. - Mukhutdinov M.,Naberezhnye
Chelny,1993 [70]**

