The background of the book cover is a close-up photograph of a chessboard. The squares are a light cream color and a dark charcoal gray, arranged in a standard checkerboard pattern. Several chess pieces are visible: a white king on the left, a black king in the foreground on the right, and other pieces like a white pawn and a black pawn in the upper right. The lighting is soft, creating subtle shadows on the board.

# Six Hundred Endings

Lajos Portisch & Balazs Sarközy

## *Six Hundred Endings*

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# Six Hundred Endings

by

LAJOS PORTISCH & BALÁZS SÁRKÖZY

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PERGAMON PRESS

OXFORD • NEW YORK • TORONTO • SYDNEY • PARIS • FRANKFURT

U.K.	Pergamon Press Ltd., Headington Hill Hall, Oxford OX3 0BW, England
U.S.A.	Pergamon Press Inc., Maxwell House, Fairview Park, Elmsford, New York 10523, U.S.A.
Canada	Pergamon Press Canada Ltd., 75 The East Mall, Toronto, Ontario, Canada
Australia	Pergamon Press (Aust.) Pty. Ltd., 19a Boundary Street, Rushcutters Bay, N.S.W., 2011, Australia
France	Pergamon Press SARL, 24 rue des Écoles, 75240 Paris, Cedex 05, France
Federal Republic of Germany	Pergamon Press GmbH, 6242 Kronberg-Taunus, Hammerweg 6, Federal Republic of Germany

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**British Library Cataloguing in Publication Data**

Portisch, Lajos

Six hundred endings—(Pergamon Chess Series)

I. Chess—End games

I. Title II. Sárközy, Balázs

794.1 '24 GV1450.7 80-40754

ISBN 0-80-024137-9 hardcover

This is a translation of the  
original Hungarian edition entitled *600 végjáték*,  
published by Sport (Budapest), 1976

Published in co-operation with Corvina Kiadó, Budapest

*Printed in Hungary by Franklin Printing House*

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## *Preface*

The beauty of chess lies in the cut and thrust of combination and counter-combination, and in the rapid and precise execution of ideas. Thorough preparatory study is, of course, the prerequisite for quick and correct action, and for successful competitive play. It is a mistake, however, to limit one's studies solely to opening theory; one must also delve into the theory of the endgame.

Opening theory classifies possible continuations of the various opening moves, and assists in the development of the battle forces. The theory of openings is inexhaustible, since it is constantly being developed and extended, and new analyses may well invalidate established theory.

Endgame theory has a more permanent value, particularly the rules and principles concerning elementary positions. These may be considered as being definitive. Before dealing with the endgame, we ought to know what part of the game should be so regarded. Several problem composers hold that the endgame starts when the player who is about to move can force a win or draw from the position against any variation. Artur Havasi, the renowned Hungarian master problem composer, divided endings into three categories: 1. theoretical, 2. practical, and 3. artistic endings (studies). He defined these categories as follows: 1. Theoretical endings are positions where the correct line is generally known and thoroughly analysed, and where the solution is, therefore, only a question of technique. 2. Practical endings are positions arising in the course of games, which skilful play should transform into theoretical endgame positions. 3. The artistic ending (study) is a contrived position which contains the theoretical endgame shrouded in problem-like complications.

In view of the vast amount of material to be processed, we could not, unfortunately, aspire to comprehensiveness. We have, however, aimed at a systematic presentation of the most important endgame principles. Our chief concern has been to bring together instructive material which can be used in over-the-board play, rather than to amass endgame gems. The endings in this volume, of necessity, deal with the final moves of games, but we wish to point out the importance of individual research work. It pays the student to trace the development of the ending from the earlier stages of the game.

We trust you will find the book both rewarding and entertaining.

THE AUTHORS



# *Pawn Endings*

The pawn structure is the backbone of every position. The pieces are free to move in any direction, but pawns can only march forward; this is why every pawn move must be carefully weighed up beforehand, since a premature pawn advance may result in fatal weaknesses.

Pawn endings require particular attention, since there are no other pieces in play which could possibly eliminate tactical weaknesses, or counterbalance them by securing other advantages.

It is difficult to draw a line between pure pawn endings arrived at in the course of over-the-board play, and other types of endings, since the former generally arise after an exchange of pieces.

Nevertheless, for the sake of easier understanding, we will deal only with pure pawn endings in this section. Of course, the reader will also find examples where the final moves are made by a piece, usually by a queen, since the basic aim of pawn endings is the promotion of a pawn.

We have grouped our pawn endings according to the tactical and strategic manoeuvres used, rather than the number of men on the board. In this grouping perhaps the greatest importance is attached to:

## *I. OPPOSITION*

The opposition induces a forced move on the part of the opponent. A player occupies an important square with his king, forcing the opposing king to abandon his advantageous position.

Three varieties of opposition are known:

- a) geometrical opposition,
- b) square opposition (corresponding squares), and
- c) knight opposition.

We should like to deal with geometrical opposition first, for we consider it to be the most important of the three varieties.

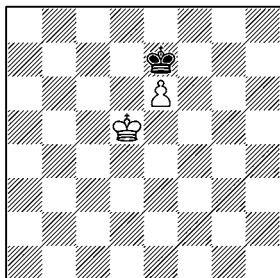
### *a) Geometrical Opposition*

Opposition means that the two kings stand opposite each other. Geometrical opposition occurs when the opposing kings are positioned on the same file, rank, or diagonal, and they are separated by an odd number of squares; it follows, therefore, that correctly opposed kings stand on squares of the same colour.

When preparing opposition on a diagonal, it is very important to ascertain the number of separating squares since in this arrangement the kings occupy squares of the same colour whether they are correctly

opposed or not. When there is only one square between the opposed kings, it is called close opposition. When three or five squares separate them, we talk about the distant opposition.

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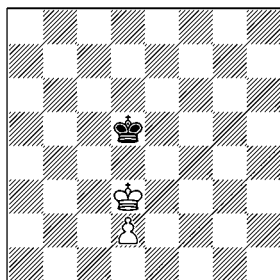


1. (Theoretical ending.) Black moves his king backwards and forwards in front of the pawn until the white king advances to the sixth rank. Black then moves his king opposite White's (close opposition).

1 K-K5 K-K1! (if 1 ... K-Q1 (B1)?, then 2 K-Q6 (B6) K-K1 3 P-K7 and wins) 2 K-Q6 (B6) K-Q1 (B1) 3 P-K7+ K-K1 4 K-K6, stalemate.

If Black moves first: 1 ... K-K1! 2 K-K5 K-K2! 3 K-B5 K-K1! 4 K-B6 K-B1 5 P-K7+ K-K1 6 K-K6 stalemate.

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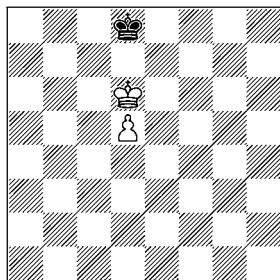


2. (Theoretical ending.) If it is White to move, Black has the opposition, and therefore he can prevent the promotion of the pawn: 1 K-K3 K-K4! 2 P-Q4+ K-Q4 3 K-Q3 K-Q3 4 K-B4 K-B3 5 P-Q5+ K-Q3 6 K-Q4 K-Q2 7 K-K5

K-K2 8 P-Q6+ K-Q2 9 K-Q5 K-Q1! 10 K-B6 K-B1 11 P-Q7+ K-Q1 12 K-Q6 stalemate.

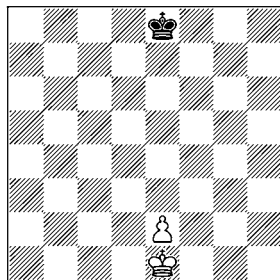
But if it is Black to move, White has the opposition, which enables him to squeeze out his opponent from the area in front of the pawn, and thus promote it: 1 ... K-K4 2 K-B4 K-Q3 3 K-Q4 K-B3 4 K-K5 K-Q2 5 K-Q5 K-K2 6 K-B6 K-Q1 7 K-Q6 K-K1 8 P-Q4 K-Q1 9 P-Q5 K-K1 10 K-B7 etc.

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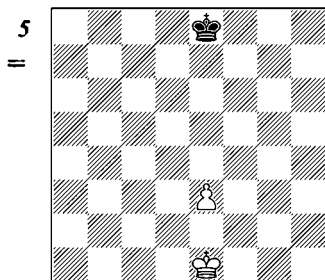
3. (Theoretical ending.) Since Black can only oppose the White king on the promotion rank, he loses because the subsequent pawn move causes a change in the possession of the opposition: 1 K-K6 K-K1 2 P-Q6 K-Q1 3 P-Q7 etc.

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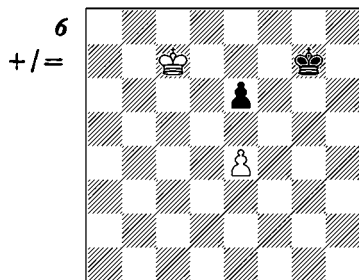
4. (Theoretical ending.) At first sight, it appears that Black, who holds the opposition, should be able to draw. However, a subsequent pawn move (reserve move) allows White to take the opposition.

1 K-Q2 K-Q1 2 K-K3 K-K2 3 K-K4 K-K3 (the black king has moved according to the rules of the opposition) 4 P-K3! K-Q3 5 K-B5, and White wins.



5. (Theoretical ending.) The essential difference between this position and the previous one is that the pawn is on the third rank, which deprives White of his reserve move even if he moves first. Therefore he cannot gain the opposition.

1 K-K2 K-K2 2 K-Q3(B3) K-Q2(B2)! (distant opposition) 3 K-K4 K-K3 4 K-Q4 K-Q3 etc. Draw.

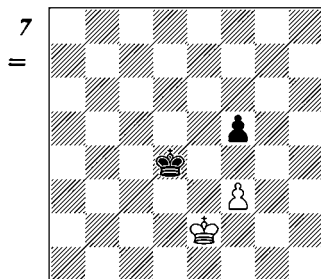


6. **Berger.** (Theoretical ending.) Material is equal, and the pawns are not blockaded. The result depends upon who it is to move.

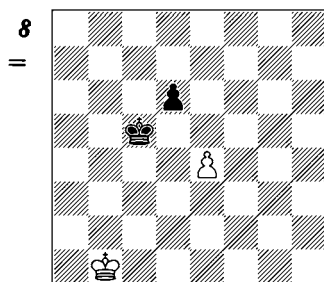
1 ... P-K4! 2 K-B6 K-N3 3 K-Q5 K-B2 4 K×P K-K2 (opposition on file) 5 K-B5 K-B2 6 P-K5 K-K2 7 P-K6 K-K1!, with a draw.

If White moves first, 1 P-K5! wins, because after losing his pawn Black can

regain the opposition only on the eighth rank, which is insufficient for a draw.

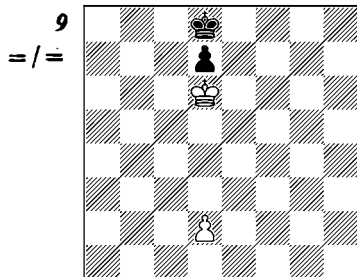


7. (Theoretical ending.) The white king cannot move to Q2 or B2 because after 1 ... P-B5 the black king would drive him out. Therefore White prevents the black pawn from advancing, and sacrifices his pawn, which in any case he must lose, in return for the opposition: 1 P-B4! K-K5 2 K-K1 K-K6 3 K-B1 K-B6 4 K-K1 K×P 5 K-B2, with a draw.



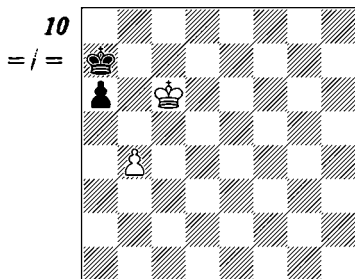
8. (Theoretical ending.) If White moves his king, he loses not only his pawn, but also the opposition. As in the previous example, White sacrifices his pawn to gain the opposition, the only difference being that it is the distant, rather than the close opposition.

1 P-K5 P×P 2 K-B1! K-Q4 3 K-Q1! K-Q5 4 K-Q2 etc.



9. (Theoretical ending.) The position is fairly simple, but carelessness can still lead to disaster. The correct line is: 1 P-Q4 K-K1 2 K-B7 P-Q4! (this sacrifice enables Black to take the opposition; 2 ... K-K2 is incorrect because of 3 P-Q5 K-K1 4 P-Q6, and wins) 3 K-B6 K-K2 4 K×P K-Q2, with a draw.

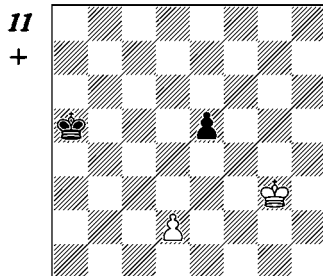
If Black moves first, events can develop like this: 1 ... K-K1 2 P-Q4 K-Q1 3 P-Q5 K-K1 4 K-B7 (an aggressive attempt to win) 4 ... K-K2 5 K-B8! (after 5 P-Q6+? K-K3, it is Black who wins) 5 ... K-Q3 (5 ... P-Q3? 6 K-B7, and White's ploy succeeds) 6 K-Q8 etc., again with a draw.



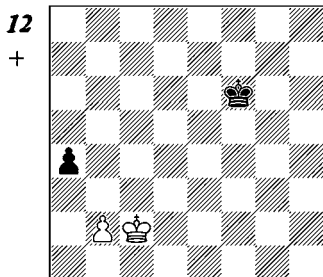
10. Fahrni. (Theoretical ending.) Black's position looks hopeless, but again he can gain the opposition and draw by sacrificing his pawn.

1 K-B7 K-R1! 2 K-N6 P-R4! 3 P-N5! K-N1! (after 3 ... P-R5? 4 K-B7 the white pawn queens with check) 4 K×P K-R2, and draws.

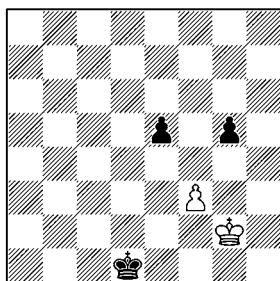
Black draws more easily if it is him to move first: 1 ... P-R4! 2 P-N5! K-N1! 3 K-B5 K-N2 4 P-N6 P-R5 etc.



11. Ébersz. (Theoretical ending.) The opposition is gained by instructive tempo play: 1 K-N4! K-N5 2 K-B5! (2 K-B3? K-B4! 3 K-K4 K-B5, and draws) 2 ... K-B5 3 K-K4!, and White wins.

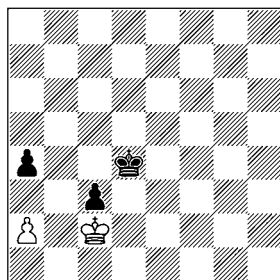


12. Dedrle. (Theoretical ending.) The white king's task is to win the black pawn and to occupy one of the key squares QR5, QN5 or QB5. However, he cannot achieve this goal by the shortest route, because after 1 K-B3? P-R6! the white pawn is forced onto the rook's file, where it can easily be stopped by the black king. White therefore attacks the black pawn via the longer route: 1 K-N1! P-R6 2 P-N3! (2 P-N4? K-K3, with a draw) 2 ... K-K3 3 K-R2 K-Q3 4 K×P K-B3 5 K-R4! K-N3 6 K-N4 and White wins, since he has opposition and is able to occupy one of the key squares.

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**13. Neustadt.** (Theoretical ending.) White's own pawn gets in the way if he chooses close opposition, and he is unable to maintain it after 1 K-B1? K-Q7 2 K-B2 K-Q6!, when 3 K-N3 K-K6 4 K-N2 K-K7 5 K-N3 K-K8 6 K-R3 K-B7 7 K-N4 K-N7 leads to a win for Black. The game can be saved only by the distant opposition, and so the correct line is:

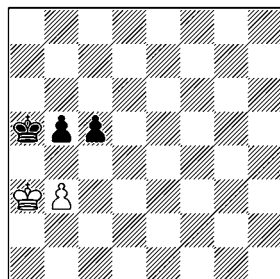
1 K-R1! K-B7 (1 ... P-N5 leads to a draw after 2 K-N2! K-Q7 3 P×P) 2 K-N2 K-Q7 3 K-R2! K-K7 4 K-N2 K-K6 5 K-N3 etc.

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**14. Gruber-Sárközy** (Budapest, 1926). White can save the game only if he breaks the rule of the opposition: 1 K-Q1! K-Q6 2 K-B1 P-B7 3 P-R3 (this pawn move made it necessary for White to err against the rule of the opposition on his first move) 3 ... K-B6, stalemate.

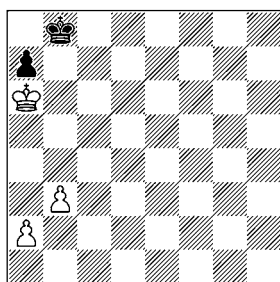
Gruber adhered to the opposition, and lost after 1 K-B1? K-Q6 2 K-Q1 P-B7+ 3 K-B1 K-B6 4 P-R3 K-N6. The moral

is: if there is a pawn move in reserve, one must not take the opposition, but force the opponent to take it.

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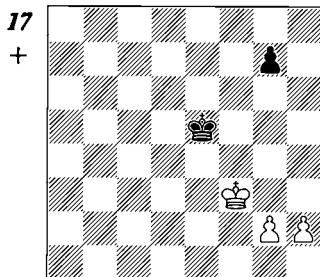
**15. Fahrni.** (Theoretical ending.) If it is White to move, after 1 P-N4+ P×P+ 2 K-N3 a draw is inevitable. To win, Black must avoid the exchange of pawns, and also gain the opposition.

1 ... K-N3 2 K-N2 K-B3 3 K-B3 K-Q4 4 K-Q3 P-N5! (Black gains the opposition) 5 K-B2 K-K5! 6 K-Q2 K-Q5 7 K-B2 K-K6 8 K-N2 K-Q7 etc.

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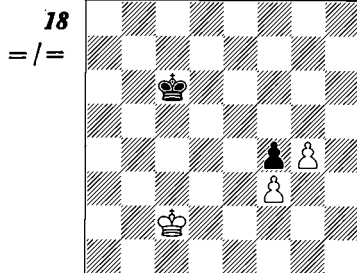
**16. Fahrni.** (Theoretical ending.) White can dictate the tempo by moving his rook's pawn either one or two squares, and consequently he can also acquire the opposition.

1 P-N4 K-R1 2 P-N5 K-N1 3 P-R3! (had Black moved first, the immediate 3 P-R4 would have won) 3 ... K-R1 4 P-R4 K-N1 5 P-R5 K-R1 6 P-N6 (White has the opposition) 6 ... P×P 7 P×P K-N1 8 P-N7, and wins.



**17. Sárközy-Zinner** (Budapest Championship, 1925). With knight's pawn and rook's pawn against knight's pawn, White wins only if his king is in front of his pawns, otherwise he cannot gain the opposition.

1 K-N4! K-B3 2 P-R4 K-N3 3 P-R5+ K-R3 4 K-R4 K-R2 5 K-N5! K-N1 6 K-N6 K-R1 (Black is hoping for stalemate) 7 P-R6 K-N1 8 P-N4, and White wins.



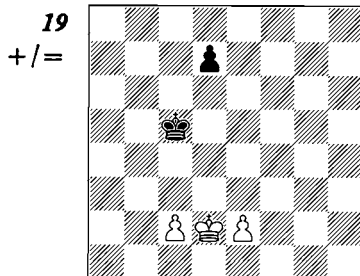
**18. Fahrni.** (Theoretical ending.) White's material advantage of a protected passed pawn promises him victory, but nevertheless he cannot win, since his attempt to penetrate results in Black gaining the opposition.

1 ... K-Q3 2 K-Q2 K-B3! (2 ... K-K3? loses to 3 K-B3 K-Q4 4 K-Q3 K-K4 5 K-B4) 3 K-K2 K-Q3 4 K-Q3 K-Q4 (Black has gained the opposition) 5 P-N5 K-K4 6 P-N6 K-B3 7 K-K4 K×P 8 K×P K-B3, with a draw.

1st variation: 4 K-B2 K-K3 5 K-N2 K-B3 6 K-R3 K-N4, draw.

2nd variation: 2 K-N3 (with the intention of outflanking the black king, and attacking the black pawn from the rear) 2 ... K-Q4 (diagonal opposition) 3 K-N4 K-Q5 (horizontal opposition) 4 K-N5 K-Q4 5 K-N6 K-Q3 6 K-N7 K-Q2 7 P-N5 (the outflanking manoeuvre has not succeeded, so now it is the pawn's turn to try) 7 ... K-K3 8 K-B6 K-B4 9 K-Q5 K×P 10 K-K4 K-N3! 11 K×P K-B3, with a draw.

If it is White to move, Black's task is easier, since he can gain the opposition right from the start.



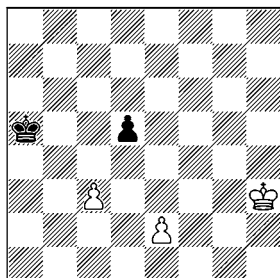
**19. Lasa.** (Theoretical ending.) 1 K-Q3 fails to win, since after 1 ... K-Q4! (not 1 ... P-Q4? 2 P-B3 K-B3 3 K-Q4 K-Q3 4 P-K3! K-K3 5 P-K4! etc.) 2 P-K4+ K-K4 3 K-K3 P-Q3! 4 P-B4 K-K3 5 K-Q4 K-K2 (5 ... K-Q2? would lose) 6 K-Q5 K-Q2 Black wards off the danger.

White has to gain the opposition: 1 K-B3! K-Q4 (1 ... P-Q4 2 K-Q3 P-Q5 3 P-B3, and wins) 2 K-Q3 P-Q3 (2 ... K-K4 fails to 3 P-B4 P-Q4 4 P-B5!) 3 P-B4+ K-B4 (if 3 ... K-K4, then 4 K-K3 K-B3 5 K-Q4 K-K3 6 K-K4, and wins) 4 K-B3 K-N3 5 K-Q4 K-B3 6 P-K3! (6 P-K4? K-B2! 7 P-B5 K-B3! draws) 6 ... K-Q2 7 K-Q5 K-K2 8 K-B6! K-K3 9 K-B7 K-K2 10 P-K4! K-K3 11 K-Q8 K-B3 12 K-Q7 K-K4 13 K-K7, and White wins.

If Black moves first, White cannot take the opposition, and the game ends in a draw: 1 ... K-B5 2 P-B3 P-Q4 3 P-K3 K-B4 4 K-Q3 K-B3! 5 P-B4 K-B4! 6 P×P K×P etc.

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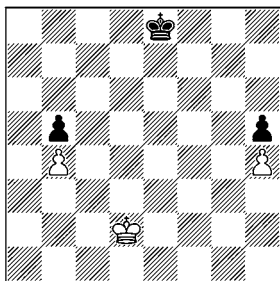
20. Ébersz. Against the white king's march K-N3-B4-K5, Black can achieve a draw by... K-R5-N6-B5, since he can answer 4 P-K3 with 4 ... K-B4; thus there is a battle in prospect for the opposition. The pawn move that leads to the gain of the opposition is prepared by very attractive and instructive tempo play.

1 K-N4! K-R5 2 K-B5 K-N6 3 K-K6! K-B5 4 K-K5 K-B4 5 P-K3! (White has the opposition) 5 ... K-B3 6 K-K6 K-B4 7 K-Q7 K-B5 8 K-Q6 etc.

Variation: 1 ... K-N3 2 K-N5! K-B3 3 K-B6 K-N3 4 K-K6! K-B4! 5 K-B5! K-B5 (on 5 ... K-N4, 6 P-K3 wins) 6 K-K5 K-B4 7 P-K3! K-B5 8 K-Q6 etc.

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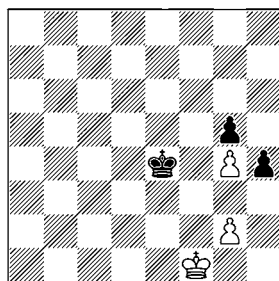
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21. Ed. Lasker. (Theoretical ending.) The distant opposition enables White to invade on one of the flanks, and win a pawn: 1 K-K2! K-K2 (after 1 ... K-Q1 2 K-B3 K-K2 3 K-K3! White still holds the opposition) 2 K-K3 K-K3 3 K-K4 K-B3 4 K-B4! (after 4 K-Q5? Black also promotes a pawn) 4 ... K-N3 5 K-K5, and White wins, since after winning the rook's pawn he also captures the other pawn.

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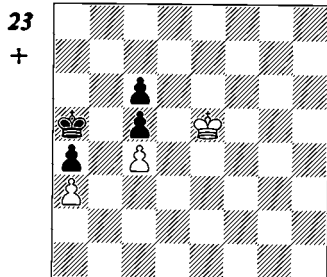


22. (Theoretical ending.) We saw in example 17 that knight's pawn and rook's pawn win against knight's pawn, provided that their king is positioned in front of them. The same danger would threaten White here, if the black king were to take his pawn on the fourth rank. White cannot save the pawn, but he succeeds in gaining the opposition in exchange for it.

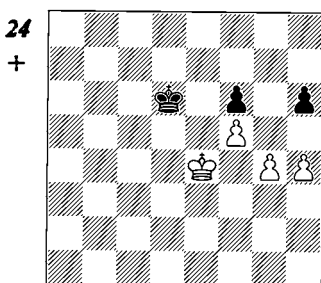
1 P-N3! P×P 2 K-N2 K-B5 3 K-R3 P-N7! (3 ... K-B6 is stalemate) 4 K-R2! K-B6 5 K-N1 K-B5 6 K-B2! K×P 7 K×P, with a draw. The acquisition of the opposition was made possible by the stalemating combination.

Variation: 1 ... P-R6 2 K-B2! K-Q5 3 K-N1 K-K6 4 K-R2, with a draw.

23. Sackmann. White makes a strategic withdrawal in order to acquire the opposition: 1 K-B5! K-N3 2 K-B6 K-R3 3 K-K6 K-N3 4 K-Q6 K-N2 5 K-Q7!



(5 K×P? K-B2 draws) 5 ... K-N3 6 K-B8 K-R3 7 K-B7, and the black pawns fall.

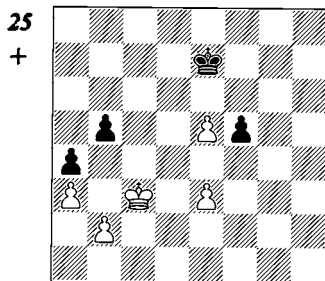


**24. Neustadtl.** White must attack the bishop's pawn, otherwise he cannot hope to win, but to do this he first has to seize the opposition.

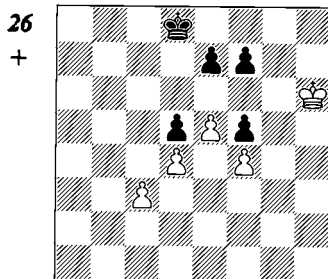
1 K-Q4 K-B3 2 K-B4 K-Q3 3 K-N5! K-Q4! 4 K-N6 K-Q3 5 K-N7 K-Q2 6 P-R5! (this pawn move secures the opposition, and now the black king can be dislodged) 6 ... K-Q3 7 K-B8 K-K2 8 K-B7 K-K1 9 K-Q6 K-B2 10 K-Q7 K-B1 11 K-K6 K-N2 12 K-K7, and White wins.

Variation: 3 ... K-K4 4 K-B5 K-B5 5 K-Q5 K×P 6 K-K6 K×P 7 K×P K-N5 8 K-N6 P-R4 9 P-B6 P-R5 10 P-B7 P-R6 11 P-B8=Q P-R7 12 Q-B1.

**25. Alekhine-Yates (Hamburg, 1910).** White's king cannot move to Q4 because of ... K-K3, but 1 K-N4 K-K3 2 K×P K×P 3 K×P K-K5 4 P-N4 K×P also leads only to a draw.



With the pawns static, the acquisition of the opposition takes on decisive importance, but the black king can retain it only for a short time: 1 K-Q3! K-Q2 (distant opposition) 2 P-K4 P-B5 3 K-K2 K-K3 4 K-B2! and Black resigned, because after 4 ... K×P 5 K-B3 K-K3 6 K×P White wins. Here we see a geometric pattern, the main feature being the triangular movement of the white king (K-K2-B2-B3), which secures a permanent pawn advantage.



**26. Horwitz.** White sacrifices a pawn in return for the opposition, but later recovers it with interest.

1 K-N7 (the immediate pawn sacrifice will not do, because after 1 P-K6? P×P 2 K-R7 K-Q2 3 K-N7 K-B2 the black king has the opposition) 1 ... K-K1 2 P-K6! P×P (2 ... P-B3 3 K-N8) 3 K-N8 K-Q1 4 K-B8 K-Q2 5 K-B7 K-Q3 6 K-K8!, and White wins.

Variation: 3 ... P-K4 4 QP×P P-K3 (or 4 ... K-Q1 5 K-B8 K-Q2 6 K-B7 P-K3 7 K-B6, and wins) 5 K-N7 K-K2



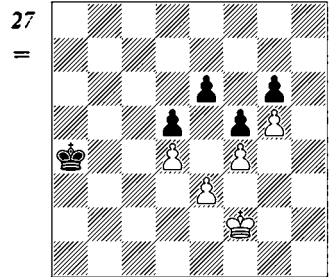
6 K-N6 K-Q1 (the black king is prevented from continuing to hold the opposition by his own pawn) 7 K-B6 K-Q2 8 K-B7 etc.

*b) Square Opposition (Corresponding Squares)*

Diagram 27 (an example of geometrical opposition) and the following four diagrams illustrate well the difference between "geometrical" and "square" opposition. The endgame column of the April 1954 issue of *Magyar Sakkelet* had the following to say on this question: "According to the problem composer Géza Baráth, the term 'opposition' should only be used in cases where it exists in the strictest sense, that is when the two kings are positioned on the same rank, file, or diagonal, separated by an odd number of squares; but when a break-through is secured for the stronger side's king by the occupation of a square other than one of those in geometrical opposition to the other king, one should use the term corresponding squares, but not that of opposition."

*Magyar Sakkelet* agrees with Géza Baráth's conclusion, even more so since it is a terminological question of purely theoretical significance; however, it makes the point that the opposition is in actual fact a particular variety of "corresponding squares", one in which geometrical rules apply. It is most difficult for the chess player to ascertain in a given case whether the rules of opposition apply, or whether he should find the "corresponding squares". This, in fact, depends on the position of the pawns on the board, and it is impossible to formulate a rule, the application of which would automatically solve the problem of corresponding squares in any position. Problem composer master Kornél Ébersz called corresponding

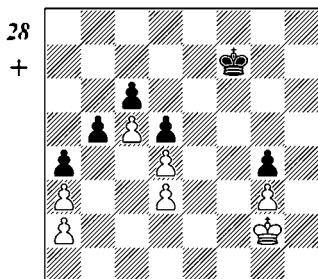
squares "square opposition" in his series of articles published on the pages of *Magyar Sakkelet* in 1931, intimating by this that opposition in the strict sense is, essentially, a subspecies of corresponding squares. Géza Baráth is right in saying that not all problems based on corresponding squares should be regarded as opposition problems.



27. Baráth. Returning to diagram 27, the rules of geometrical opposition assert themselves fully here, but White's first three moves, in the light of the foregoing, can be regarded as the occupation of the "squares corresponding" to the black king's position.

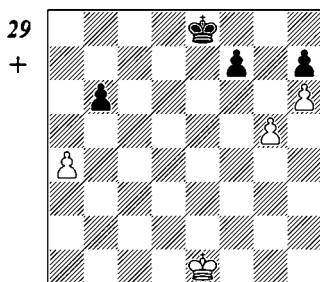
1 K-N2! K-N5 2 K-R2 K-B5 3 K-N2 K-N6 4 K-R3 (this is already standard geometrical opposition) 4 ... K-B6 5 K-N3 K-Q6 6 K-B3 K-B7 7 K-N2! (White has to take the distant opposition, since after 7 K-K2? K-B6 his own pawn prevents him from maintaining the opposition, and he loses) 7 ... K-Q8 8 K-B1 K-Q7 9 K-B2 etc., with a draw. If the black king, in order to confuse the issue, were to move to his fourth or third rank, White's king would move back and forth between KN1 and KR1 until his opponent returned to the fifth rank.

28. Foltys. At certain stages of this ending it is again necessary to occupy a position of geometrical opposition. How-



ever, the pawn position here is more complicated, and so an exact analysis of the "corresponding squares" is also necessary for the full solution of the problem.

1 K-B1! K-K2 2 K-K1! K-B2 3 K-Q1 K-K2 4 K-B2 K-K3 (or 4 ... K-Q2 5 K-B3 K-B2 7 K-Q2!, and Black loses his KNP) 5 K-Q2 K-B3 6 K-B3! K-K2 7 K-N4 K-Q2 8 K-R5 K-B2 9 K-R6 K-Q1 10 K-N7 K-Q2 11 K-N6, and White wins.



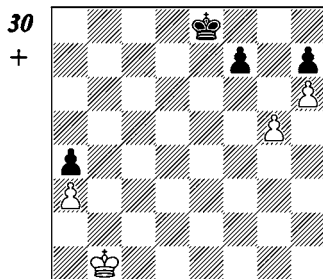
29. *Ébersz*. The endgame column of *Magyar Sakkélet* further elaborates its assessment of the two previous positions as follows: positions occur where it is incorrect to apply dogmatically the rules of opposition. When we look at the corresponding squares in this position (No. 29), we find that they in no way coincide with the squares of geometrical opposition. If you were to apply the rules of opposition in this position and neglect to find the corresponding squares, you would never reach your goal.

Thus the question naturally arises: when should one strive to achieve the opposition, and under what circumstances does the opposition cease to offer advantages? It is impossible to give an exact answer. In practice it is best to ascertain the corresponding squares in each instance. This involves finding squares for the white king against each square that Black's king can occupy, in such a way that the latter is forced to vacate his favourable position. By so doing, White's king can force his way into the opponent's position and win, or, if he is the weaker side, can prevent Black's penetration of his line, thus securing a draw.

In contrast to the two previous positions, this ending demonstrates in a fascinating way that there are cases where the rules of geometrical opposition do not work at all.

1 K-Q2! K-Q1 2 K-K2 K-B1(K1) 3 K-B3 K-B2(K2) 4 K-K3 K-B1(K1) 5 K-Q4 K-Q1 6 K-K4 K-Q2 (if 6 ... K-K1, then 7 K-B5 wins) 7 K-Q5 K-K2 8 K-K5 K-K1 9 K-Q6, and wins.

Geometrical opposition on some squares secures a draw for Black, while on others it is ineffective: 1 K-K2? K-Q1 2 K-B2 K-Q2 3 K-K3 K-K2 4 K-B3 K-Q3 5 K-B4 K-Q2 6 K-K5 K-K2, with a draw.

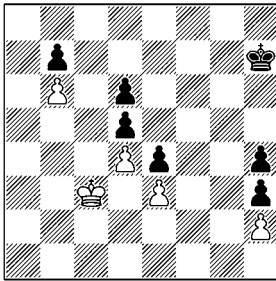


30. *Ébersz*. In contrast to the previous example, geometrical opposition is of no

significance here, since the game is decided by the occupation of the "corresponding squares".

1 K-B2 K-K2! 2 K-Q3 K-Q2 3 K-K4 K-K3 4 K-B4 K-Q2 5 K-B5 K-K1 6 K-K4 K-Q1 7 K-Q4 K-Q2! 8 K-Q5 K-K2 9 K-K5 K-K1 10 K-Q6 K-Q1 11 K-B5! K-K2 12 K-N4 K-K3 13 K×P K-B4 14 K-N3 K×P 15 P-R4! P-B4 16 K-B3 K-N5 17 K-Q2 K-N6 18 P-R5! P-B5 19 P-R6 P-B6 20 P-R7 P-B7 21 K-K2 K-N7 22 P-R8=Q+, and wins.

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31. Ébersz. The main feature of this superb ending is the interconnection of the squares ("corresponding squares" or "square opposition").

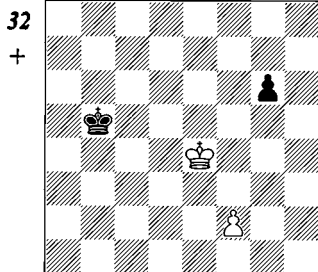
Since the pawns are immobile, it is a battle between the two kings. One glance at the position reveals that the white king is unable to penetrate Black's position, whereas the black king can breach the white lines at two points. It is evident therefore that, in the course of play, the white king will have to occupy positions from which it can, in time, seal off the break-through points ... QB3 and ... KB6. To achieve this, a knowledge of the corresponding squares is necessary. It is easiest to find these squares if we start out from the critical squares QB6 and QR5 (Black's ... QB3 and ... QR4), and find the horizontal and vertical corresponding squares. They can be grouped as fol-

lows: White's QR5 corresponds to Black's ... QB3; QN4 and QR4 to ... Q2 and ... Q1; then QB3, QN3 and QR3 to ... K3, ... K2 and ... K1; then Q2, QB2, QN2 and QR2 to Black's ... KB4 (KR4), ... KB3 (KR3), ... KB2 (KR2) and ... KB1 (KR1), i.e. the second rank corresponds to both the KB-file and the KR-file; further, Q1, QB1, QN1 and QR1 correspond to ... KN4, ... KN3, ... KN2 and ... KN1; and finally, as the only exception to the rule, the square that corresponds to ... KN5 is not on the first, but the second rank—K2. A geometrical orderliness even becomes apparent, since the corresponding squares proceed towards the two sides of the board at right angles to each other.

Black's ... QB1, ... QN1 and ... QR1 have no importance. Black's king can move there, just to create confusion. In this case the white king should move backwards and forwards on appropriate squares (QR5 and QN5), which enables him to return to the corresponding squares as soon as the black king moves to ... Q2 or ... Q1. The solution is as follows:

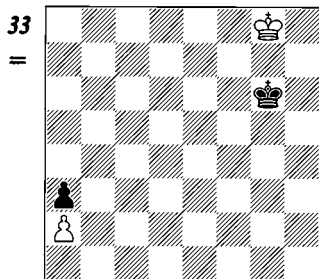
1 K-N2 K-N1 2 K-R1 K-B1 3 K-R2 K-K2 4 K-N3 K-Q2 5 K-N4 K-B3 6 K-R5 (with this the gap on the QB-file has been closed, and now the black king heads for the other opening) 6 ... K-Q2 7 K-N4 K-K3 8 K-B3 K-B3 9 K-B2 K-N4 10 K-Q1 K-N5 11 K-K2 etc., and the game is drawn because the black king cannot penetrate through either of the openings. Of course, other series of moves are also possible, but, since the corresponding squares are known, they inevitably lead to a draw. A player unacquainted with the concept of corresponding squares would fail in his attempt to solve this masterpiece, and would always lose with White.

## c) Knight Opposition



**32. Dobias.** (Theoretical ending.) White cannot win by the application of geometrical opposition, because after 1 K-Q5? (1 P-B4? K-B5, draw) 1 ... K-N5! 2 P-B4 (2 K-K5? K-B5 3 K-B6 K-Q5 4 K×P K-K5, draw) 2 ... K-B6 3 K-K5 K-Q6 Black's king attacks the white pawn just in time.

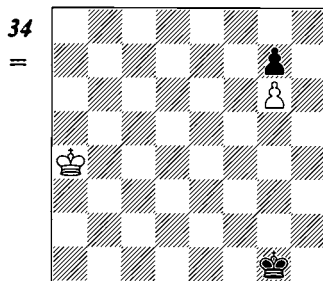
Therefore White has to manoeuvre his king in such a way that, by delaying Black's counter-play, he can gain a tempo for the decisive attack. This he can do by stationing himself a knight's jump away from the black king (knight opposition): 1 K-Q4! K-B3 (1 ... K-N5 2 P-B4!) 2 K-K5 K-B4 3 P-B4 K-B5 4 K-B6, and wins.



**33. Sackmann.** (Theoretical ending.) The only way of achieving a draw is by a seemingly absurd move, away from the scene of battle. White's king will stalk Black's right across the board, keeping all the time a knight's jump away.

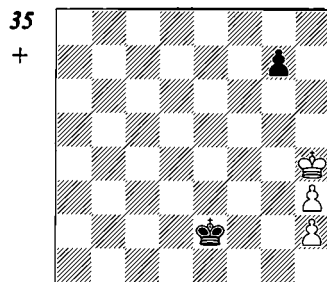
1 K-R8! K-B4 2 K-N7 K-K5 3 K-B6 K-Q6 4 K-K5 K-B7 5 K-Q4 K-N7 6 K-Q3 K×P 7 K-B2, with a draw.

A false trail: 1 K-B8? (although this is also knight opposition, it nevertheless results in the loss of a tempo, and the white king fails to reach QB2 in time) 1 ... K-B3! 2 K-K8 (2 K-N8 no longer helps) 2 ... K-K4 3 K-K7 K-Q5 4 K-K6 K-B6 5 K-Q5 K-N7 6 K-B4 K×P 7 K-B3 K-N8, and Black wins.



**34. Dedrle.** (Theoretical ending.) White avoids attacking the black pawn, since the black king would reach ... KR3 at just the right time, and would win the white pawn, and with it the game. Therefore the white king approaches on the lower half of the board, enabling him to gain the opposition after the loss of his pawn.

1 K-N3! K-B7 2 K-B2 K-K6 (2 ... K-K7 3 K-B1! K-K6 4 K-Q1 also leads to knight opposition) 3 K-Q1 K-B5 4 K-K2 K-B4(N4) 5 K-B3! K×P 6 K-N4, with a draw.

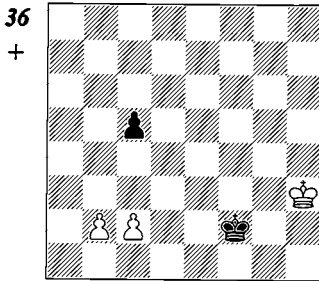


**35. Grigoriev.** White cannot allow the black king to attack his pawns straight away. The correct line of play is therefore to take the knight opposition: 1 K-N3 K-B8 2 P-R4 P-N3 3 K-B4! K-N7 4 P-R5 P×P 5 P-R4 K-R6 6 K-N5, and White wins.

Variation: 1 ... K-K6 2 P-R4 K-K5 3 K-N4 K-K4 4 K-N5 K-K5 5 P-R5 K-B5 6 K-B5! etc.

1st trap: 1 K-N5? K-B6 2 P-R4 K-N7 3 P-R5 K-R6! 4 K-N6 K-N5! 5 P-R3+ K-R5!, with a draw.

2nd trap: 1 K-N4? K-B7 2 P-R4 K-N7 3 P-R3 P-N3!, with a draw. It is wrong to play 3 ... K-R7!, because after 4 P-R5 K-N7 5 P-R4 K-B7 6 K-B4! K-K7 7 K-K4! K-B7 (or 7 ... K-Q7 8 K-B5, and wins) 8 P-R6 P×P 9 P-R5! K-N6 10 K-B5 K-B6(R5) 11 K-N6 White wins.



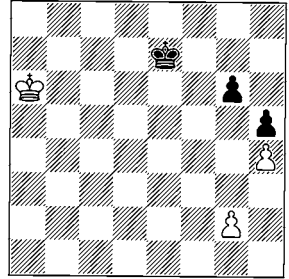
**36. Grigoriev.** An immediate pawn advance achieves nothing, since after 1 P-B3? K-B6! 2 K-R4 K-B5 Black takes the opposition, while also entering the square of a possible passed white pawn. But, by maintaining the knight opposition, he can eventually edge out the black king.

1 K-N4! K-K6 2 P-B3 K-K5 3 K-N5 K-K4 4 K-N6 K-K3! 5 K-N7 K-K2 6 P-B4! (a tempo-gaining move, which compels Black to worsen his position) 6 ... K-K3 7 K-B8 K-K4 (Black similarly loses the opposition after 7 ... K-B3

8 P-N3) 8 K-K7 K-Q5 9 P-N3 K-B6 10 K-Q6 etc.

Variation: 2 ... K-Q6 3 K-B4 K-B7! 4 P-N4! P-B5 5 P-N5 K×P 6 P-N6 K-Q7 7 P-N7 P-B6 8 P-N8=Q P-B7 9 Q-N2 K-Q8 10 K-B3! K-Q7 11 K-K4 K-Q8 12 K-Q3, and wins.

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**37. Ébersz.** White can draw only if his king can outflank Black from the rear. The white king therefore makes for the eighth rank, and then pursues the black king at a distance of a knight's jump.

1 K-N7! K-Q2! 2 K-N8! K-Q3 3 K-B8 K-K4 4 K-Q7 K-B5 5 K-K6 K-N6 6 K-B6 K×RP 7 K×P, and draws.

Variation: 2 ... K-K3 3 K-B7 K-B4 4 K-Q6 K-N5 5 K-K5 K×P 6 K-B6 P-N4 7 K-B5 P-N5 8 K-B4 P-N6 9 K-B5 stalemate!

1st trap: 1 K-N5? K-Q3 2 K-B4 K-K4 3 K-Q3 K-B5 4 K-K2 K-N6 5 K-B1 K×RP 6 K-B2 K-N5, and Black wins, since he gains the opposition.

2nd trap: 2 K-N6? K-Q3 3 K-N7 K-K4 4 K-B6 K-B5 5 K-Q5 K-N6 6 K-K6 K×NP! 7 K-B6 K-N6, and Black wins.

## II. THE SQUARE OF A PASSED PAWN

The square, one side of which is formed by the line extending from the starting posi-

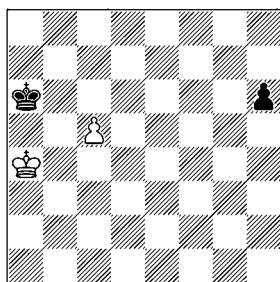
tion of a passed pawn to the queening square, is called the "square" of the passed pawn. When a passed pawn is in its original position (on the second rank), the fact that it may advance two squares on its first move has to be taken into account and therefore the "square" has to be calculated from the third rank.

A passed pawn, which is not restricted by any other piece or pawn, can be prevented from queening by the opposing king only if it can penetrate the pawn's "square". It is not therefore necessary to calculate the number of moves needed to reach the queening square.

In the overwhelming majority of the endings introduced in this section, it is a double threat that forces the king to enter the square, since these examples are most suitable to demonstrate the problems involved. A double threat arises when the attacking piece (the king) proceeds simultaneously towards two important targets.

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**38. Marco-Schlechter.** (Theoretical ending.) The black king can easily stop White's pawn, whereas his king appears to be a hopeless distance away from the black pawn. By heading for the centre, the white king is able to exert its power in two directions: either to help the promotion of his pawn, or to enter the square of the black pawn.

1 P-B6! P-R4 2 K-N4! K-N3! 3 K-B4 P-R5 (otherwise the white king enters

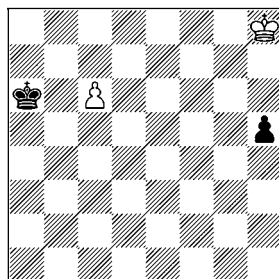
the square) 4 K-Q5 P-R6 5 K-Q6 P-R7 6 P-B7, with a draw.

Variation: 2 ... P-R5 3 K-B5 P-R6 4 K-Q6 P-R7 5 P-B7 etc.

(Marco created this ending of great theoretical value in a competitive game. A magnificent achievement!)

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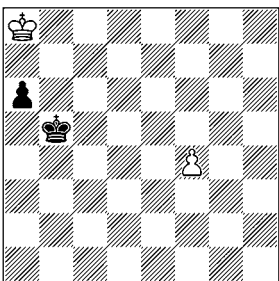
**39. Réti.** (Theoretical ending.) It appears that White is lost, yet he still has a way out. As in the previous game, here too the occupation of the centre makes it possible for White to create the double threat of promoting his pawn or entering the square of the black pawn: 1 K-N7 P-R5 2 K-B6 P-R6 3 K-K7! K-N3 4 K-Q7, with a draw.

1st variation: 2 ... K-N3 3 K-K5 K×P 4 K-B4 etc.

2nd variation: 1 ... K-N3 2 K-B6 P-R5 3 K-K5 P-R6 4 K-Q6 P-R7 5 P-B7 etc.

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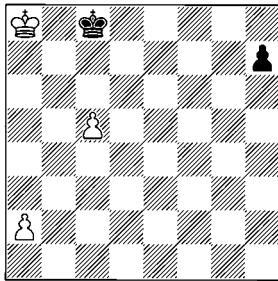


**40. Feijter.** (Theoretical ending.) Black has an obvious advantage, since his king

is inside the white pawn's square, whereas White has no chance of even approaching his opponent's pawn. However, Black cannot win, since his king is forced to ward off the promotion threat of the white pawn, thus allowing the white king to enter comfortably the square of the black pawn.

1 K-N7 P-R4 2 K-B7 K-B4! (otherwise the white pawn also queens) 3 K-Q7 K-Q4 4 K-K7 K-K5! 5 K-K6! K×P 6 K-Q5, with a draw.

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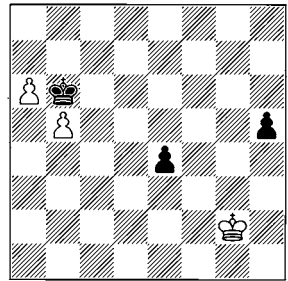
41. Gorgiev. The position looks hopeless for White, since he cannot gain any counter-play with his king. But he nevertheless breaks into the square of the opposing pawn with the help of a fine stalemating combination.

1 P-B6! P-R3! 2 P-R3! P-R4 3 P-R4 P-R5 4 P-R5 P-R6 5 P-R6 P-R7 6 P-R7 P-R8=R! 7 P-B7 K-Q2 8 P-B8=Q÷ K×Q stalemate.

Variation: 1 ... K-B2 2 P-R4 K×P 3 P-R5 K-N4 (3 ... P-R4 4 P-R6! K-N3 5 P-R7 K-B2 stalemate) 4 K-N7! K×P 5 K-B6 P-R4 6 K-Q5, and White's king is inside the square.

42. (Theoretical ending.) Black's pawns, separated by two files, would force a win if they were both on the fifth rank. But in this position the rook's pawn is still on the fourth rank, and the white king has time to capture one of the pawns and still keep in the square of the other.

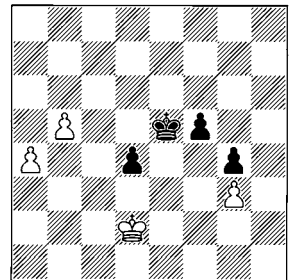
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1 K-N3! K-R2 2 K-B4 P-R5 3 K×P P-R6 4 K-B3, and White wins.

Variation: 1 ... P-K6 2 K-B3 P-R5 3 K×P P-R6 4 K-B3 etc.

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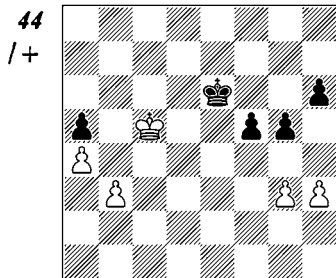


43. Stoltz-Nimzowitsch (Berlin, 1928). The essential point of this position is that Black has two widely separated pawns on the fifth rank. His immediate goal is to create a second passed pawn on the KN-file.

1 ... P-B5 2 P×P÷ K-Q3! (getting into the square of the white pawns) 3 P-R5 P-N6 4 P-R6 K-B2 5 K-K2 P-Q6+, and Black wins.

Variation: 3 P-B5 P-N6 4 P-B6 P-N7 5 P-B7 K-K2 etc.

44. Geller-Smyslov (20th USSR Championship). Black's pawn position is the more flexible, and this advantage is enough for a win. It makes no difference that the white king is, or appears to be, the more active, since it cannot simultaneously stop Black's pawns and prevent the black king's

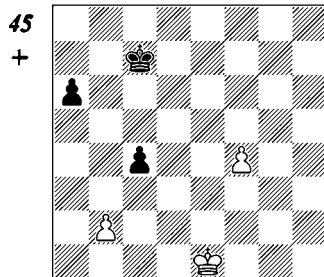


penetration. Meanwhile the black king is well deployed in its own "hinterland" in readiness for a variety of tasks.

1 ... P-R4! 2 P-QN4 (On 2 K-Q4 Smyslov would have won by 2 ... P-R5 3 P×P P×P 4 K-B4 P-B5 5 K-Q4 K-Q3 6 K-K4 K-B4 7 K×P K-N5. It is now too late for 8 K-N4, since, after queening, Black's QRP will control... KR1. After 8 K-K4 K×P 9 K-Q4 K×P Black also wins since his KRP has crossed the "equator") 2 ... P-B5! 3 P×BP P-N5! 4 RP×P P-R5 5 P-B5+ K-Q2 6 P-KN5 P-R6 7 P-N6 K-K2! (Black's king is positioned so that he can catch any of the opposing pawns) 8 P×P P-R7 9 P-R6 P-R8=Q 10 K-N6 K-Q3, and White resigned.

### III. THE OUTSIDE PASSED PAWN

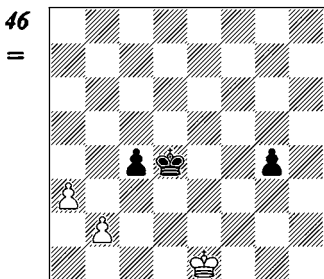
A passed pawn which is away from the immediate scene of battle is called an outside passed pawn. It is generally accepted that, in an ending with equal material, the player with the more outside passed pawn has an advantage, because the advance of this pawn usually gains a decisive superiority in time. Of course, even in such endings, there can be exceptions, since the superior position of the opposing king may balance, or even outweigh, the advantage of the outside passed pawn.



**45. Prokop.** (Theoretical ending.) Careful play is required for White to profit from his outside passed pawn, because the apparently natural continuation 1 K-K2? K-Q3 2 K-B3 K-Q4 3 K-K3 K-K3 4 K-K4 K-B3 5 P-B5 P-B6! 6 P×P P-R4 7 P-B4 P-R5 8 K-Q4 K×P gives him no advantage. White must therefore immediately attack the black BP.

1 K-Q2! K-Q3 2 K-B3 K-Q4 3 P-B5! K-K4 4 K×P! (4 P-B6? K×P 5 K×P K-K4, with a draw) 4 ... K×P 5 K-Q4! (knight opposition) 5 ... K-K3 (5 ... K-B5 6 P-N4) 6 K-B5 K-K4 7 P-N4! K-K3 8 K-N6, and White wins.

A false trail: 3 K-N4? K-K5 4 K×P K×P 5 K-N4 (5 K-Q4 K-B6!, and Black's king attacks the white pawn in time) 5 ... K-K5 6 K-R5 K-Q5 7 K×P (or 7 P-N4) K-B5, with a draw.

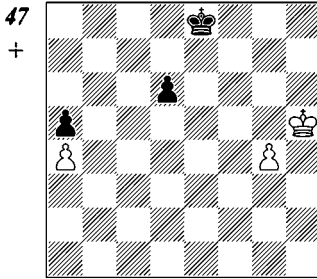


**46. Selezniev.** Black cannot attack the white knight's pawn directly, because the rook's pawn would advance. Thus he has to lose time, and this allows the white



king to return to the main field of battle after capturing Black's outside passed pawn.

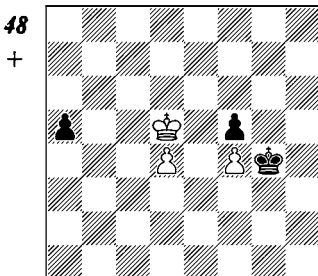
1 K-B2 K-B4 2 K-N3 K-N4 3 K×P K-R5 4 K-B5! (after 4 K-B4? K-N6 5 P-R4 K×NP! the black pawn queens with check on promotion, while after 4 K-B3? there is a deadly check at... KR8) 4... K-N6 5 P-R4 K×RP 6 K-K5 K-N6 7 K-Q4, with a draw.



47. Réti. The seemingly natural continuation 1 K-N6? fails to win, since after 1... K-K2 2 K-B5 K-B2 3 P-N5 P-Q4 4 K-K5 K-N3 5 K×P K×P the black king succeeds in reaching the saving... QB1 square. White needs to gain a tempo, but he can only do this by deferring the attack on his outside passed pawn.

1 K-N5! K-B2 2 K-B5 K-K2 3 K-N6 P-Q4 4 K-B5 K-Q3 5 P-N5 K-K2 6 K-K5, and White wins.

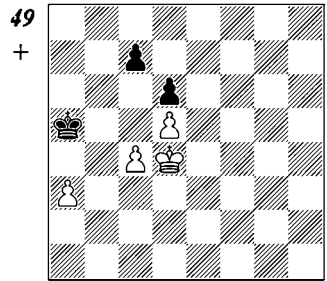
Variation: 1... K-K2 2 K-N6 K-K3 3 P-N5! P-Q4 4 K-R7 P-Q5 5 P-N6, and the pawn queens with check.



48. Selezniev. Pawn endings where there is equality of material are usually won by a player with an outside passed pawn. The rule does not apply to this position, because the position of White's king is superior to that of his opponent. The victory, which involves subtleties along the long black diagonal and the KB-file, is prepared by a fine strategic move.

1 K-B4! K×P 2 P-Q5 K-K4 3 K-B5 P-R5 4 P-Q6 K-K3 5 K-B6 P-R6 6 P-Q7 P-R7 7 P-Q8=Q P-R8=Q 8 Q-K8÷ K-B3 9 Q-KR8+, and White wins.

Variation: 3... P-B5 4 P-Q6 K-K3 5 K-B6 P-B6 6 P-Q7 P-B7 7 P-Q8=Q P-B8=Q 8 Q-K8+ K-B3 9 Q-KB8+ etc.



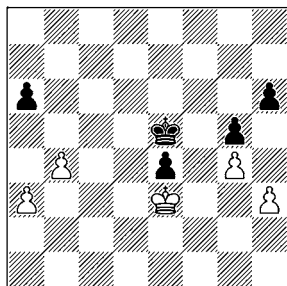
49. Karakljajic-Czerniak (Belgrade, 1954). This position, where the outside passed pawn promises victory, appears simple. Confident of winning, White did not analyse the position carefully enough and chose the easy way by defending his endangered pawn.

The game went: 1 K-B3? K-R5 2 K-N2 K-R4 3 K-N3 K-N3 4 K-N4 P-B4+ 5 P×P e.p. (5 K-N3 also would not win, since White's king cannot leave his rock's pawn) 5... K×P 6 P-R4 K-N3 7 K-B3 (7 P-R5+ K-B3, with a draw) 7... P-Q4! (7... K-B4? 8 P-R5, and wins) 8 P×P (8 P-R5+ K×P 9 P×P K-N3!—draw) 8... K-B4 9 P-R5 K×P. Draw.

Going back to the original position,

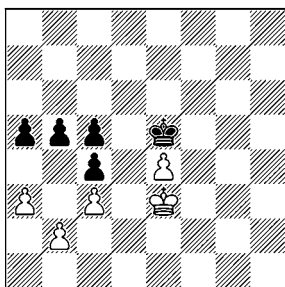
the winning line for White is: 1 P-B5! K-B5 2 P-B6! (2 *P×P?* *P×P* 3 K-B4 K-B4!, draw) 2 ... K×P 3 K-K4 K-N5 4 K-B5 K-B5 5 K-K6 K-B4 6 K-Q7 K×P 7 K×P, and White wins, because his pawn is closer to the queening square than Black's.

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50. Fahrni. (Theoretical ending.) White creates an outside passed pawn on the Q-side, and while the black king is dealing with it, he weakens his position on the other side: 1 P-QR4 K-Q4 2 P-N5 P×P 3 P×P K-B4 4 K×P K×P 5 K-B5 etc.

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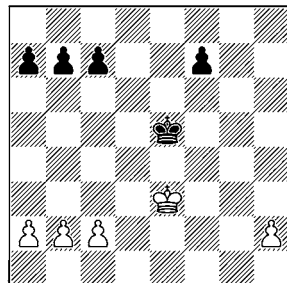


51. Fahrni. (Theoretical ending.) Black has no chance of creating a passed pawn, and so the numerical weight of his Q-side pawns cannot counterbalance the advantage of White's passed pawn.

1 K-B3 P-N5 2 K-K3 (taking the pawn would give Black a passed pawn as well) 2 ... P-R5 3 K-B3 (taking the pawn now would be even worse than before) 3 ... P×BP 4 P×P (Black has no more pawn moves left) 4 ... K-K3 5 K-B4 K-B3

6 P-K5+ K-K3 7 K-K4 K-K2 8 K-Q5, and White wins. Even if Black has the first move, the essence of the position and the result are unchanged. A single tempo does not solve Black's problem.

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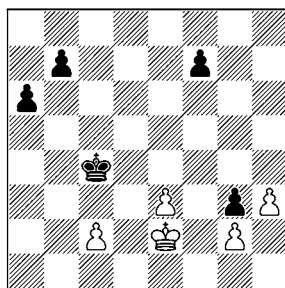


52. Euwe. The pushing back of the black king followed by the utilization of the outside passed pawn is the result of fine tempo play, but the fight only starts after the blocking of the Q-side pawns.

1 P-QR4 P-R4 2 P-B4 P-QB4 3 P-N3 P-N3 4 P-R4 K-B4 (or 4 ... P-B4 5 P-R5, and wins) 5 K-B3 K-K4 6 K-N4! K-K5 7 P-R5 P-B4+ 8 K-R3! (8 K-N5? P-B5, or 8 K-R4? P-B5 9 P-R6 P-B6, or 8 K-N3? K-K6 9 P-R6 P-B5+ only draws) 8 ... K-K4 (otherwise 9 P-R6 wins) 9 K-N3 K-K3 10 K-B4 K-B3 11 P-R6 K-N3 12 P-R7 K×P 13 K×P, and White wins.

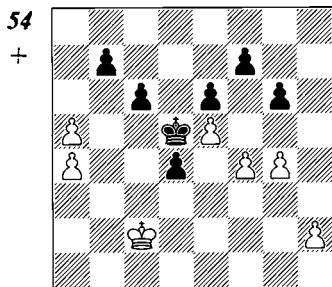
Variation: 4 ... P-B3 5 K-B3 K-B4 (or 5 ... P-B4 6 K-K3, and wins) 6 K-N3 K-K4 7 P-R5 K-B4 8 K-R4! K-K3 9 K-N4 etc.

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**53. Rinck.** Material is equal, and both players' outside passed pawns can be contained. The advantage of the first move proves decisive, since it gives White's king the opportunity to penetrate into the black position.

1 P-R4! K-Q4 2 P-B4+ K-K5 3 P-B5! (otherwise 3 ... P-N3! prevents the intrusion of the white king) 3 ... K-B4 4 K-Q3 K-N5 5 K-B4 K×P 6 K-N4 K-N4 7 K-R5 K-B3! (after 7 ... K-B4 8 K-N6 P-R4 9 K×NP White's pawn queens with check) 8 K-N6 P-R4 9 K×NP P-R5 10 P-B6 P-R6 11 P-B7 P-R7 12 P-B8=Q P-R8=Q 13 Q-KR8+, and White wins.

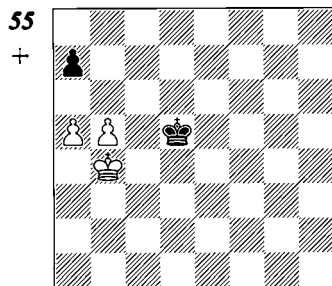


**54. Dénes.** In this splendid ending the battle proceeds in four stages. White first acquires an outside passed pawn, and then puts his opponent in *zugzwang*, which provides the opportunity for a pawn break-through. At this stage it looks as though Black may hold the draw, but a second *zugzwang* signals his defeat.

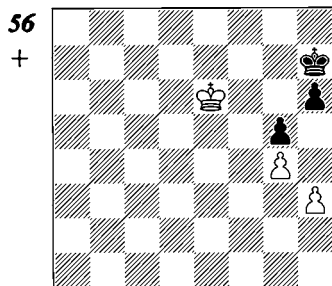
1 P-R4 K-K5 2 P-R5 P×P 3 P×P (outside passed pawn) 3 ... K-B4 4 K-Q2! P-B4 5 K-Q3 P-B3 (*zugzwang*) 6 P-KR6 K-N3 7 P-B5+! (break-through) 7 ... K×RP 8 BP×P K-N2 9 P-K7! K-B2 10 P×P K-K1 11 K-B4 K-Q2(B2) 12 P-R6! P×P 13 P-R5! (second *zugzwang*) 13 ... K-K1 14 K×P P-Q6 15 K-Q6, and White wins.

# IV. PAWN BREAK-THROUGH

If positions where the kings can also take part in the struggle are disregarded, the precondition for a break-through in pawn endings is that the pawns are well advanced. Consequently, the break-through can only be made in the opponent's half of the board. By sacrificing one or more pawns, the player making the break-through diverts the enemy pawns, in order to clear the way for one of his pawns.



**55. (Theoretical ending.)** The black king is inside the rook pawn's square, but if this pawn advances the king cannot again enter the square. White can therefore make a break-through and queen a pawn: 1 P-R6! K-Q3 2 P-N6 P×P (or 2 ... K-B3 3 P×P) 3 P-R7 etc.

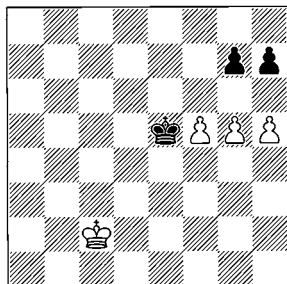


**56. Teed.** (Theoretical ending.) Although the white pawns are in their own half of the board, they can still manage to break through with their king's assistance:

1 K-B7! P-R4! (otherwise the black pawns would be lost) 2 P-R4! K-R3 3 K-B6 NP×P 4 P-N5+ K-R2 5 K-B7 P-R6 6 P-N6+, and White wins.

A false trail: 2 K-B6? P×P 3 P×P K-R3 4 K-B5 K-R2! 5 K×P K-N2, with a draw.

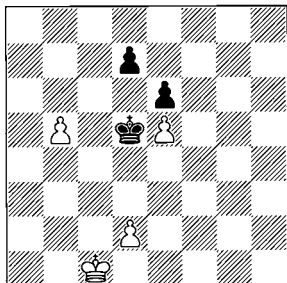
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57. **Fahrni.** (Theoretical ending.) The black king, in spite of its threatening position, can do nothing to prevent the break-through: 1 P-B6! P×P 2 P-N6 P×P 3 P-R6!, and queens, since Black's king is blocked by his own pawn.

Variation: 1 ... K-K3 2 P×P K-B2 3 P-R6 K-N1 4 K-Q3 K-B2 5 K-K4 K-N1 6 K-K5 K-B2 7 K-B5 K-N1 8 P-N6 P×P+ 9 K-B6! P-N4 10 K-N6 P-N5 11 P-R7 mate.

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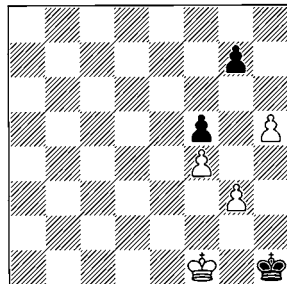


58. **Prokes.** It looks as though Black's centralized king should be able to offer adequate resistance in the face of White's material advantage, but after the first move he finds himself in *zugzwang*, and then comes a decisive break-through.

1 P-Q4 P-Q3 2 P-N6! K-B3 3 P-Q5+! K×NP (or 3 ... KP×P 4 P-K6 and wins) 4 QP×P K-B2 5 P-K7 K-Q2 6 P×P, and wins.

A false trail: 2 P×P? K×P(Q3) 3 K-B2 P-K4! 4 P×P+ K×P 5 K-N3 K-Q3 6 K-R4 K-B2, with a draw.

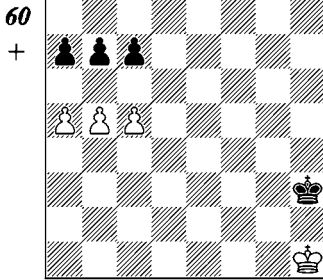
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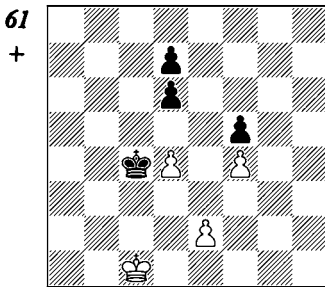
59. **Behiting.** The white king has to manoeuvre so as to prevent Black from keeping the opposition, and so that there should be no check after the break-through.

1 K-K1! (the immediate break-through would lead to a win for Black) 1 ... K-N7 (blocking his own potential passed pawn, but after 1 ... K-R7 White gains the opposition, and the break-through takes place in an even more advantageous situation) 2 P-N4! P×P 3 P-B5 P-N6 4 P-B6! (the possibility of promoting with check on the rook's file must be given preference) 4 ... P×P 5 P-R6 P-B4! 6 P-R7 P-B5 7 P-R8=Q P-B6 (had White's first move been K-K2, Black would now have gained a tempo by checking, thus achieving a draw) 8 Q-R8!, and White wins.

60. (Theoretical ending.) The kings are far from the scene of action, and cannot join in the pawn battle. But White's pawns can still break through the black line because they are in the opponent's half of the board: 1 P-N6! RP×P (or



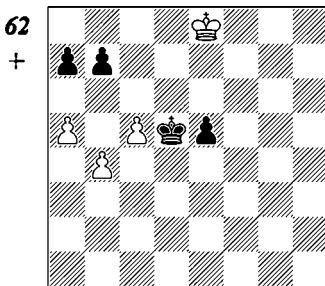
1 ... *BP*×*P* 2 *P*-*R*6, and wins) 2 *P*-*B*6!  
*P*×*P* 3 *P*-*R*6 etc.



**61. Maróczy.** (Theoretical ending.) Although the white pawns are in their own half of the board, a break-through is possible because Black's king is blocked by his own pawn at ... *Q*3.

1 *P*-*K*4! *K*×*P* 2 *P*×*P* *K*-*Q*4 3 *K*-*Q*2, and after 4 *P*-*B*6 the pawn queens.

Variation: 1 ... *P*×*P* 2 *P*-*B*5 *K*-*Q*4 3 *K*-*Q*2 etc.



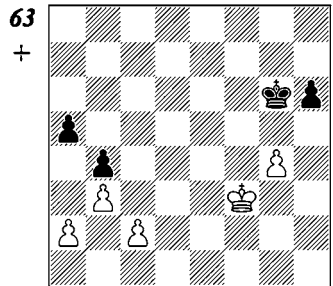
**62. Csontos.** Black's king stands alongside the white pawns, and his passed pawn can proceed toward its goal unhindered, but

even so Black cannot prevent the break-through supported by the white king.

1 *P*-*R*6! *K*-*B*3 (or 1 ... *P*-*N*3 2 *P*×*P*, and wins) 2 *P*-*N*5+ *K*-*B*2 3 *P*-*N*6+ *K*-*N*1 (3 ... *RP*×*P* 2 *P*-*R*7) 4 *RP*×*P* *P*×*P* (or 4 ... *K*×*P* 5 *K*-*Q*7, and wins) 5 *P*-*B*6 *K*-*B*2 6 *P*-*N*8=Q+ *K*×*Q* 7 *K*-*Q*7, and White wins.

Variation: 1 ... *P*×*P* 2 *K*-*Q*7 *P*-*K*5 3 *P*-*B*6 *P*-*K*6 4 *P*-*B*7 *P*-*K*7 5 *P*-*B*8=Q *P*-*K*8=Q 6 *Q*-*B*5+ *K*-*K*5 7 *Q*-*K*7+ etc.

A false trail: 1 *K*-*Q*7? *P*-*R*3 (1 ... *P*-*K*5? 2 *P*-*R*6) 2 *K*-*B*7 *P*-*K*5 3 *K*×*P* *P*-*K*6, with a draw.

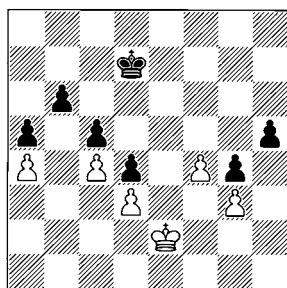


**63. Berger-Bayer** (Correspondence game, 1889-91). Although White has an extra pawn, it is backward, and it can be exploited only by a fine tactical operation.

1 *P*-*B*4! *P*×*P* e.p. 2 *K*-*K*3 *K*-*N*4 3 *P*-*R*4! *K*×*P* 4 *P*-*N*4! *P*×*P* 5 *K*-*Q*3! *P*-*R*4 6 *P*-*R*5, and White wins. The break-through only succeeded thanks to the support of the white king.

A trap: 5 *P*-*R*5? *P*-*N*6 6 *K*-*Q*3 *P*-*N*7 7 *K*-*B*2 *K*-*B*6 8 *P*-*R*6 *K*-*K*7 9 *P*-*R*7 *P*-*N*8=Q+! 10 *K*×*Q* *K*-*Q*8, with a draw.

**64.** (From an analysis of the game Smyslov-Tal, USSR Team Championship, 1964.) The immediate break-through fails to win: 1 ... *P*-*N*4 2 *BP*×*P* *P*-*B*5 3 *P*-*R*5! *P*-*R*5 4 *P*-*N*6 *RP*×*P* 5 *P*-*N*7 *K*-*B*2

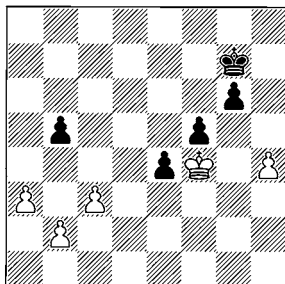
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6 P-B6 P×P+ 7 K×P P-N7 8 P-B7 P-N8=Q 9 P-N8=Q+ K×Q 10 P-B8=Q+.

But after the subtle 1 ... K-Q1!, White is lost in all variations. For instance: 2 K-K1 P-N4 3 BP×P P-B5 4 P-B5 P-R5 5 P-N6 P-R6, and the pawn "arrives" with check.

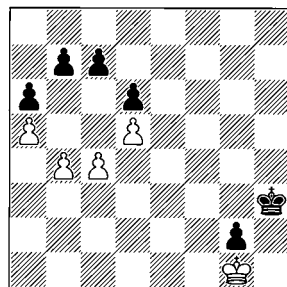
1st variation: 2 K-B2 P-N4 3 BP×P P-B5 4 P-B5 P-B6 5 K-K2 (White unfortunately has to lose time) 5 ... P-B7 6 K-Q2 P-R5 etc.

2nd variation: 2 K-Q2 P-N4 3 BP×P P-R5 4 P×P P-N6 5 K-K2 (again the king has to make an extra move) 5 ... P-N7 6 K-B2 P-B5 7 P-R5 P-B6 8 P-R6 P-B7 9 P-R7 P-N8=Q+, and White is one move too late.

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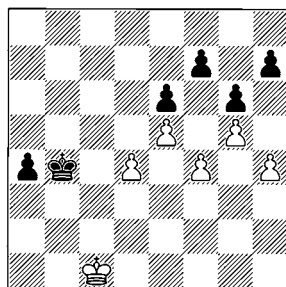
65. (Theoretical ending.) The favourable position of the QRP makes the decisive break-through possible: 1 P-B4! K-B2 (Black cannot accept the sacrifice, since his king would be outside the square of the QRP) 2 P×P (now, however, White's

three passed pawns decide the issue) 2 ... K-K2 3 P-R4 K-Q2 4 P-QR5 K-B2 5 P-N4 K-N2 6 P-N6! (6 P-R6+? K-N3, draw) 6 ... K-R3 7 P-N5+ K-N2 8 K-K3! (gaining a tempo) 8 ... K-N1 9 P-R6 K-R1 10 P-N7+ K-R2 11 P-N6+ K-N1 12 K-B4 P-K6 13 K×P P-B5+ 14 K-B2! P-B6 15 P-R7+ (so as to avoid the stalemate) 15 ... K×P 16 K×P, and White wins.

66  
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66. (Theoretical ending.) Only two of White's four pawns are in the opponent's half of the board, but this is enough to guarantee a successful break-through. The kings cannot intervene in the battle here, and Black's efforts are to no avail: 1 P-N5 K-N5 2 P-B5! K-B4 3 P-N6 BP×P 4 P-B6 NP×P 5 RP×P, and wins.

Variation: 2 ... QP×P (2 ... RP×P 3 P-B6) 3 P-N6 P×P 4 P-Q6, and the pawn queens.

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67. Salvioli. Only two of White's five pawns are in the opponent's half of the board, yet a break-through is still possible,

because the black king cannot intervene. The break-through costs White four of his pawns, but the fifth reaches its goal. An interesting and instructive ending, which involves an exact calculation of tempi.

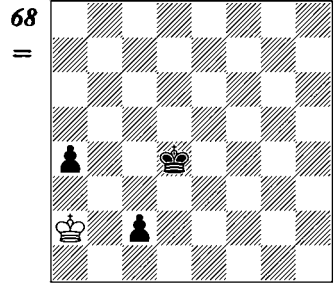
1 P-Q5! P×P (after 1 ... K-B4 2 P-Q6 the protected passed pawn wins) 2 P-B5 P×P (on 2 ... K-B4 there follows 3 P-B6 and 4 P-K6) 3 P-K6 P×P 4 P-R5 P-B5 5 P-N6 P-B6 6 K-Q2 P×P 7 P-R6!, and White wins, because his new queen will control his QR1 square.

## V. STALEMATING COMBINATIONS

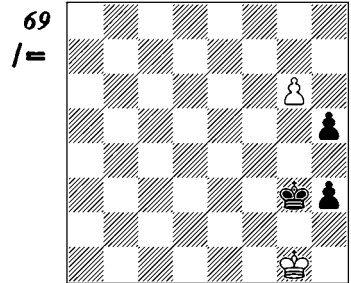
The stalemating combination is a tactical weapon, and one that is generally regarded as a last-ditch attempt to save the game. In stalemating combinations which occur in practice, the hard-pressed party is often gambling on his opponent making a careless error. The chances of stalemate are greater in pawn endings than in others, and even in elementary positions it is the most frequent cause for material advantage coming to nought (cf. example 1).

In endgame studies which result in stalemate, the weaker player sacrifices his mobile pieces in order to encircle his own king with the opponent's fire-power. The stronger side is forced either to accept the sacrifices or to suffer substantial damage. Immobility of pieces can, of course, also be achieved by means of pinning, blocking, self-blocking and other tactical means.

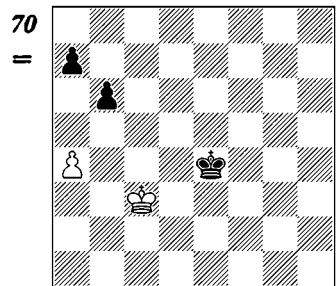
**68. Fahrni.** (Theoretical ending.) Black is able to avert the stalemate threat at the cost of his more valuable pawn, but then he is unable to promote his remaining



rook's pawn: 1 K-N2 K-Q6 2 K-B1 P-R6 stalemate.



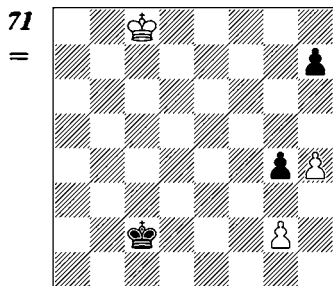
**69. Fahrni.** (Theoretical ending.) Black builds a blockade around his king, forcing his opponent to stalemate him with his promoted pawn, no matter whether it becomes a queen or a rook: 1 ... P-R7+ 2 K-R1 P-R5 3 P-N7 K-R6! 4 P-N8=Q(R) stalemate.



**70. Selezniev.** White's position looks hopeless, since 1 K-B4 can be met by 1 ... P-R3!, and the subsequent displacement of the white king. So he offers his own pawn as a sacrifice, which must be

refused by Black, since his NP would be transformed into a RP. But then a stalemate "nook" is formed, in which the white king finds shelter.

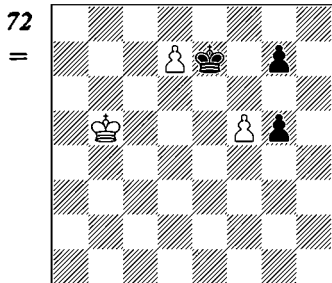
1 P-R5! P-N4! 2 P-R6! K-Q4 3 K-N4 K-B3 4 K-R5! K-B4, stalemate. For all its simplicity, this is a beautiful and instructive stalemate position.



**71. Halberstadt.** The stalemate "nook" is ready for the white king, and it only has to be seen and occupied.

1 K-Q7 K-Q6 2 K-K6 K-K6 3 K-B5 P-N6 4 K-N4 K-B7 5 K-R3 P-R4! stalemate.

Variation: 3 ... P-R4 4 K-N5 K-B7 5 K×P P-N6 6 K-N6! K×P 7 P-R5 K-B6 8 P-R6 P-N7 9 P-R7 P-N8=Q+ 10 K-B7! Q-Q5 11 K-N8, with a draw.

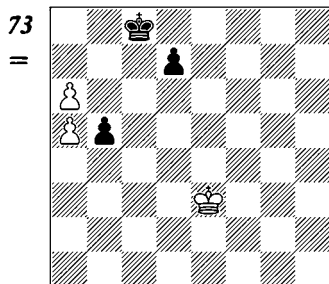


**72. Selezniev.** For the moment White's king cannot enter the square of Black's passed pawn, as his pawns would be lost without compensation. He therefore threatens to promote his pawn, thereby gaining a tempo, which is just sufficient

for him to reach a distant stalemating "nook".

1 K-B6! K-Q1 (otherwise 2 K-B7 wins) 2 K-Q5 K×P 3 K-K4! K-Q3 4 K-B3 K-K4 5 K-N4 K-B3 (White is in *zugzwang*, but he nevertheless finds a "useful" move) 6 K-R5! K×P, stalemate.

A false trail: 3 K-K5? K-K2 4 K-Q4 K-B3 5 K-K4 P-N5, and Black wins.

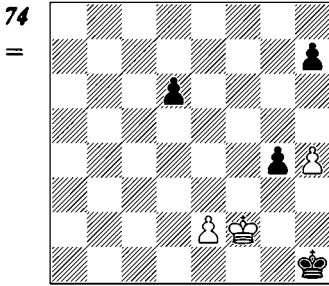


**73. Kubbel.** Passed pawns with one file between them can defend each other against the opposing king, so, on the face of it, the black king has plenty of time for the decisive intervention. White's counterplay is magnificent. He first threatens to win a pawn, and then to promote one. But his real aim is to create a stalemate "nook", into which the king slips practically unnoticed.

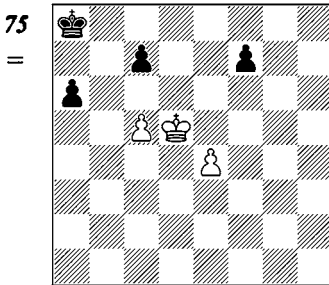
1 K-Q4 P-Q3! 2 K-B3 P-Q4! 3 K-Q4 P-N5 (the black pawns defend each other) 4 K×P! (and even so the king takes one of them!) 4 ... P-N6 5 K-B6! (threatening 6 P-R7) 5 ... K-N1 6 K-N6 P-N7 7 P-R7+ (White's plot is obvious now: we have already met it in example 69), 7 ... K-R1 8 K-R6! P-N8=Q(R) stalemate.

**74. Rinck.** White attacks a pawn and simultaneously prepares a stalemate "nook": 1 K-N3 (blocking the black king's retreat) 1 ... P-R4 2 P-K4 (Black is in *zugzwang*) 2 ... K-N8 3 P-K5! (a decoy

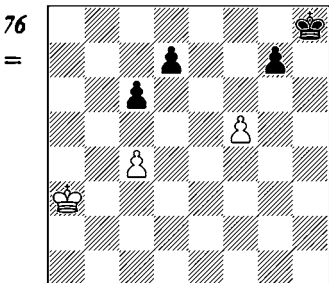




sacrifice, which brings the desired result)  
3 ... P×P stalemate.



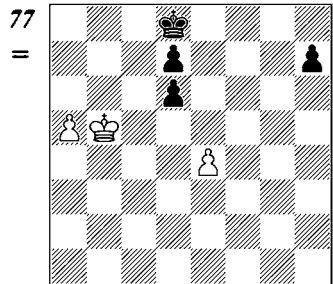
**75. Selezniev.** Black is obliged to defend his pawns, but in so doing he also encircles the white king: 1 K-B6! K-N1 2 P-K5 K-B1 3 P-K6 (there is no alternative other than to take this pawn) 3 ... P×P stalemate.



**76. Troitsky.** Black's need to defend his pawns provides the opportunity for White to block himself in, and the game takes its inevitable course towards stalemate.

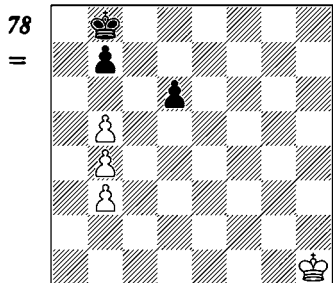
1 K-N4 K-N1 2 K-B5 K-B2 3 K-Q6 K-K1 (3 ... K-B3 4 K×P K×P 5 K×P

leads to an elementary draw) 4 P-B5 K-Q1 5 P-B6! (a decoy sacrifice) 5 ... P×P stalemate.



**77. Troitsky.** A rook's pawn or bishop's pawn on the seventh rank can usually draw against a queen, since the capture of the pawn results in stalemate. In the present example the black king is obliged to stop White's RP, so that QB8 in effect becomes the corner square, and White, with a central pawn on the seventh rank against a queen, is able to draw by stalemate.

1 K-N6! K-B1 (otherwise after 2 K-A7 the pawn queens) 2 P-R6 K-N1 3 P-R7÷ K-R1 4 K-B7 P-R4 5 K×P(Q6) P-R5 6 K×P P-R6 7 P-K5 P-R7 8 P-K6 P-R8=Q 9 P-K7 Q-Q4+ 10 K-B7 Q-K3 11 K-Q8 Q-Q3÷ 12 K-B8! Q-QB3÷ (12 ... Q×P—stalemate) 13 K-Q8 K-N2 14 P-R8=Q+! (14 P-K8=Q? Q-B2 mate) 14 ... K×Q 15 P-K8=Q, draw.



**78. Grigoriev.** Black's passed pawn would present a great threat if White's

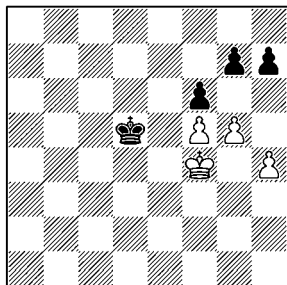
king were to be driven away. White defends against this by a stalemating combination, introduced by very pretty tempo play. The king's journey to the stalemate nook which develops in the course of the struggle is delightful.

1 K-N2 K-B2 2 K-B3 K-Q2! 3 K-B4! K-K3 4 K-K4 P-Q4+ 5 K-Q4 K-Q3 6 P-N6 K-K3 7 P-N5 K-Q3 8 P-N4 K-K3 9 K-B5 K-K4 stalemate.

Variation: 4 ... P-N3 5 K-Q4 P-Q4 6 K-K3! K-K4 7 K-Q3 P-Q5 8 K-B4 K-K5 stalemate.

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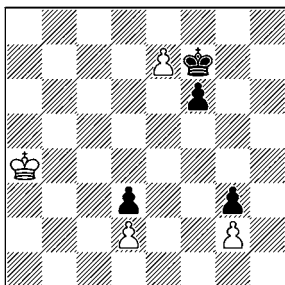


**79. Chigorin-Tarrasch** (Nuremberg, 1896). Chigorin resigned in this position! His decision was shown by subsequent analysis to be over-hasty; White could have saved the game with a stalemating combination: 1 K-N4 K-K5 2 P-N6! P-R3 3 K-R5 K×P stalemate.

Variation: 2 ... P×P 3 P×P P-B4+ 4 K-N5 P-B5 5 P-R5 P-B6 6 P-R6 P×P+ 7 K×P, with a draw.

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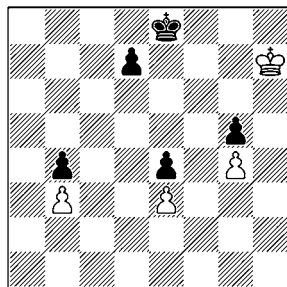


**80. Gorgiev.** White threatens to queen his pawn, in order to gain a tempo, with the aim of holding up Black's BP, and then of travelling to the developing stalemate "nook".

1 K-N5! P-B4! (after 1 ... K×P? 2 K-B4, it is White who wins) 2 K-B6! K×P (otherwise 3 K-Q7 wins) 3 K-Q5 K-B3! 4 K-Q4 P-B5 5 K-K4! (not 5 K×P P-B6, and wins) 5 ... K-N4 6 K-B3 K-B4 stalemate.

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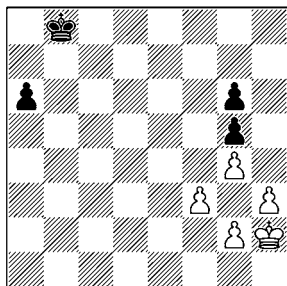


**81. Prokes.** The idea is not new, but it really is an achievement to create a stalemate nook in the middle of the board with so few pawns around. The black king, which is unable to break through White's pawn defence, presents no danger, but the break-through by the QP has to be prevented.

1 K-N6 P-Q4 2 K-B5! (not 2 K×P? P-Q5) 2 ... K-Q2 3 K-K5 K-B3 4 K-Q4 K-Q3 stalemate.

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**82. Berger.** Since White's king cannot enter the square of Black's passed pawn,

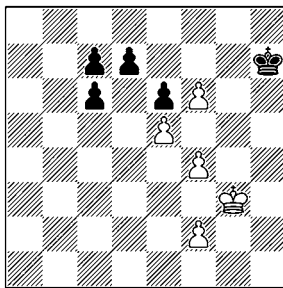
he naturally would like to equalize matters by creating his own passed pawn. But 1 P-N3? K-B2 2 P-R4 K-Q2 is futile, since the black king arrives just in time to avert the danger. The situation is similar after 1 P-R4? P×P 2 P-B4 K-B2, so that White has only one possibility of counter-play.

1 P-B4! K-B2! (after 1 ... P-R4? White breaks through with 2 P-B5 P×P 3 P-R4!, and queens with check; Black has now defended against this threat, and appears to be winning, except that White has prepared a surprise) 2 P×P! (White changes his plan) 2 ... P-R4 3 K-N3 P-R5 4 K-R4 P-R6 5 P-N3 P-R7 stalemate. Black could do nothing to prevent White from walling himself in.

The deliberate formation of a barricade, when it leads to stalemate, is called "walling-in". Only pawns are suitable for this operation, since they can be most easily immobilized precisely because of the limitations of their mobility; but pieces can also assist in the walling-in of the king, if they can be confined within the ring of pawns.

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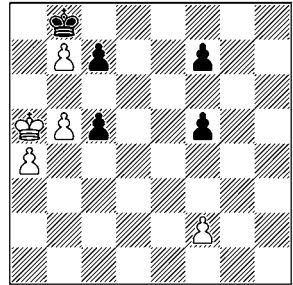
**83. Gorgiev.** After the natural 1 K-N4? K-N3 2 P-B5+ P×P+ 3 K-B4 P-Q4 4 K-K3 P-B4!, the black passed pawns would eventually stalemate the white king, and this could only be resolved by a forced move and consequent loss of one of the white pawns. White therefore seeks

salvation in a stalemating combination, since Black is unable to refuse the sacrifices and thus avoid the self-blocking of White.

1 P-B5! P×P 2 K-B4 K-N3 3 P-K6! P×P (3 ... K×P 4 P×P K-K2 5 K×P, with a draw) 4 K-K5 K-B2! 5 P-B4! P-B4 stalemate.

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**84. Selezniev.** 1 P-B4? will not do, because of 1 ... K×P 2 P-N6 P×P+ 3 K-N5 K-B2!, and Black wins. If White could move his king off the QR-file, things would be bad for Black. But this does not prove possible, and so White has to seek a draw, which he does by means of stalemate.

1 P-N6! P-QB3! 2 P-B4! P-B3 3 K-R6 P-B5 4 P-R5 P-B6, stalemate. Black is unable to break the stalemate, because after 4 ... P-B4 5 K-N5 P-B6 6 P-R6 P-B7 7 K-B6 P-B8=Q he is mated by 8 P-R7.

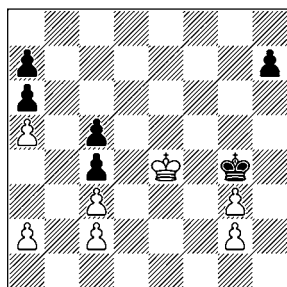
A false trail: 2 K-R6? P-QB5 3 P-R5 P-B6 4 P-B4 P-B4 5 K-N5 P-B7, and Black wins.

**85. Császár.** White has no time to attack the Q-side pawns, because Black's KRP would be the first to queen. But White can still save the game by "walling in" his king.

1 K-K3 K×P 2 K-K2! (the taking of the second knight's pawn must be forced before the start of the walling-in manoeuvre, otherwise Black would advance his

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KRP to the fifth rank, and then move away his king, thereby breaking the stalemate) 2 ... K-P3 K-Q1 K-B7 4 K-B1 K-K7 5 K-N2 K-Q7 6 K-R3 K-NP(B6)! 7 K-R4 K-Q7! 8 P-B3! K-P 9 P-R3 K-Q7 stalemate.

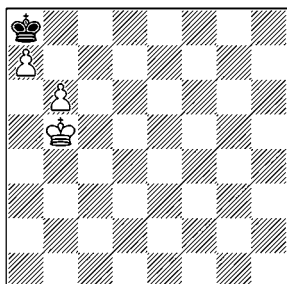
Variation: 3 ... P-R4 4 K-B1 P-R5 5 K-N2 P-R6 6 K-R3 P-R7 7 K-R4 P-R8=Q 8 P-R3, and Black is unable to break the stalemate.

## VI. AVOIDING STALEMATE

It often happens in the endgame that the weaker side will seek refuge in a stalemating combination, even if he cannot force it, hoping that his opponent will overlook the trap. These stalemate traps and their avoidance frequently require extremely careful play. The most common means of warding off the danger are: the expulsion of the opponent's king from the stalemate "nook", the "sparing" of a mobile piece or pawn, and the promotion of a pawn to a minor piece.

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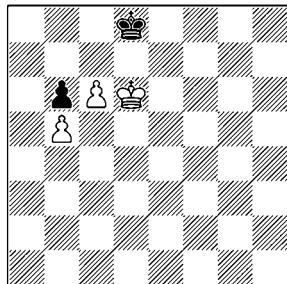
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86. *Fahrni*. (Theoretical ending.) White has to make a sacrifice to stave off the stalemate danger, otherwise he cannot win: 1 K-B5 K-N2 2 P-R8=Q+! K×Q 3 K-B6 K-N1 4 P-N7 etc.

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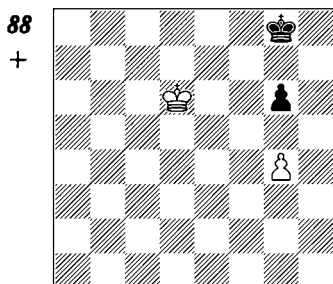
87. (Theoretical ending.) White's bishop's pawn is a threat to his own victory, so he sacrifices this "harmful" pawn in order to win the black pawn in return, and drive away the black king.

1 P-B7+ K-B1 2 K-K7! K×P 3 K-K6 K-B1 4 K-Q6 K-N2 5 K-Q7 K-N1 6 K-B6 K-R2 7 K-B7 K-R1 8 K×P K-N1 (the opposition cannot help now either) 9 K-R6 K-R1 10 P-N6, and White wins.

## VII. PAWN OBSTRUCTION AND ZUGZWANG

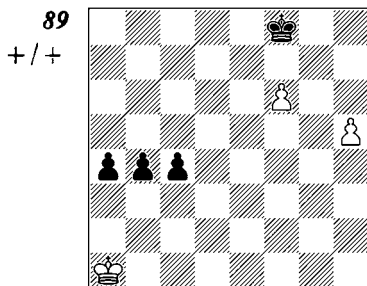
A pawn sometimes obstructs the movement of its own king in a pawn ending, and thus prevents the king from taking part in the decisive stage of the game. In such circumstances the pawn responsible must be considered a positive liability to its own side. The peculiar situation can also arise in which a player loses only because he has no option but to make a move detrimental to his own game. The obligation to move in such situations is called *zugzwang*. In pawn endings, *zugzwang* is usually caused by obstructing

pawns, and so it is appropriate to treat the phenomena of pawn obstruction and *zugzwang* together.



88. **Salvioli.** (Theoretical ending.) The game would end in a draw if Black had no pawn, and so White must not allow his opponent to rid himself of it while his king is in an advantageous position.

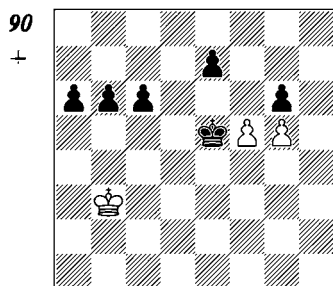
1 P-N5! (otherwise the black pawn would advance, and Black would draw by taking the opposition) 1 ... K-B2 2 K-Q7 K-B1 3 K-K6 K-N2 (Black's king has to gradually give way, and he loses his pawn in an unfavourable situation) 4 K-K7 K-N1 5 K-B6 K-R2 6 K-B7 K-R1 7 K×P K-N1 (it has already been demonstrated that the opposition on the first rank is ineffective in such positions) 8 K-R6 K-R1 9 P-N6 K-N1 10 P-N7, and wins.



89. **Ponziani.** (Theoretical ending.) White to move queens one of his pawns after 1 P-R6 K-N1 2 K-N1!. Whichever black pawn moves first, White moves his

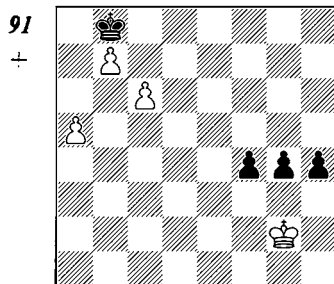
king opposite it, thereby bringing about a *zugzwang* situation. Black's pawns would be captured, and then his king would have to move, thus allowing the promotion of one of the white pawns.

If Black moves first, one of his pawns will queen, since after 1 ... P-B6! 2 P-R6 K-N1 3 K-N1 P-R6, White is in *zugzwang*.



90. **Fahrni.** (Theoretical ending.) Black, in spite of his material advantage, gets into *zugzwang* because of his KP.

1 P×P K-K3 2 K-N4 (if the white king had been differently positioned, and had been able to move to QN3, the win would have been simpler) 2 ... P-N4 3 K-N3 P-R4 4 K-R3 P-R5 (4 ... P-N5+ 5 K-R4, or 4 ... P-B4 5 K-N2!, and wins) 5 K-N4 P-B4+ 6 K-R3! P-B5 7 K-N4, and White wins, because after the fall of the Q-side pawns Black's king has to move to a worse square.



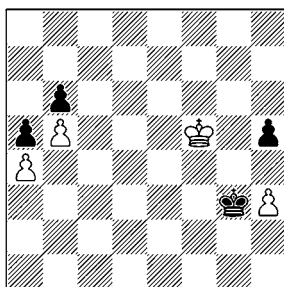
91. **Behting.** To anyone acquainted with example 89, the solution here presents no problem. But this position is not a theor-

etical one in the strict sense of the word, since victory is made possible by a tactical move.

1 K-N1! (any other move by White would throw away the chance of even a draw, since 1 P-R6 would be met by 1 ... P-N6, and 1 K-R1 by 1 ... P-B6, winning in each case) 1 ... K-R2(B2) (of course, if one of the pawns moves, the white king moves opposite to it) 2 P-N8=Q+ (a necessary sacrifice to gain a tempo, since after 2 P-R6? K-N1! it is White who would be in *zugzwang*) 2 ... K×Q 3 P-R6! P-B6 4 K-B2 P-R6 5 K-N3, and White wins, because Black has no good move left.

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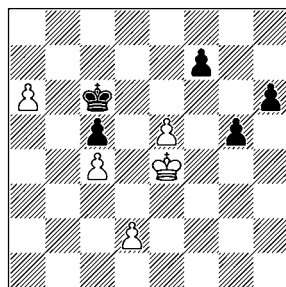
**92. Horwitz.** (Theoretical ending.) Playing 1 K-K4 K×P 2 K-B3, in order to hold up the KRP, has the flaw that after 2 ... P-R5 the black king makes for the Q-side and eliminates the remaining white pawns. White therefore relies on counter-play.

1 K-K4(K5, K6) K×P 2 K-Q5! K-N5 3 K-B6 P-R5 4 K×P P-R6 5 K-R7 P-R7 6 P-N6 P-R8=Q 7 P-N7 (the knight's pawn on the seventh rank would lose against the queen, were it not for the assistance of the black pawn. Hindered by this pawn, which is now a liability, the queen cannot give check on the QR-file, and cannot therefore force White's king to move in front of his pawn) 7 ... Q-R2 8 K-R8 Q-K5 9 K-R7 Q-Q5+ 10 K-R8

Q-Q4 11 K-R7 Q-QB4+ 12 K-R8 Q-B3 13 K-R7. Draw.

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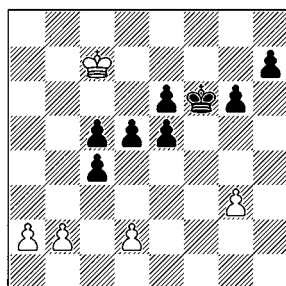


**93. Whitehead.** White's RP, the key to victory, is endangered, and can only be saved by a sacrifice. White still manages to hold the advantage, because Black's pawn at... QB2 puts his own king in *zugzwang*.

1 P-Q4! P×P (if 1 ... K-N3, then 2 P-Q5, 3 P-K6, and wins) 2 P-B5 P-N5 3 K×P P-N6 4 K-K3 P-R4 5 K-B3 P-R5 6 K-N2, and wins.

94

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**94. Lindner.** In this position several of Black's pawns have the regrettable role of limiting the free movement of their own king. White therefore wins not merely by virtue of his passed pawn, but also by exploiting the unfortunate predicament of these pawns, which enables him to mate the opponent or to win his newly-gained queen. The fact that Black has a choice of three different queening squares, none of which is any good, lends added interest to this ending.

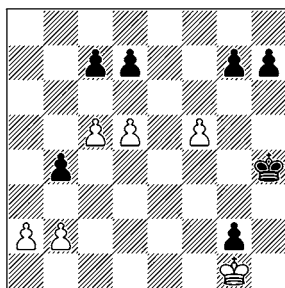
1 P-R4 P-Q5 2 P-R5 P-B6 3 NP×P P×P 4 P×P P-K5 5 P-R6 P-K6 6 P-R7 P-K7 7 P-R8=Q P-K8=Q 8 Q-KB8+ K-K4 (8 ... K-N4 would also allow mate in two moves) 9 Q-B4+ K-Q4 10 P-B4 mate.

1st variation: 2 ... P-K5 3 P-R6 P-K6 4 P×P P-Q6 5 P-R7 P-Q7 6 P-R8=Q P-Q8=Q 7 Q-KB8+ K-K4 8 Q-B4+ K-Q4 9 Q-Q6+ K-K5 10 Q×Q etc.

2nd variation: 2 ... P-K5 3 P-R6 P-K6 4 P×P P-B6 5 NP×P P×BP 6 P-R7 P-B7 7 P-R8=Q P-B8=Q 8 Q-KB8+ K-K4 9 Q-B4+ K-Q4 10 P-K4+ K-Q5 11 Q×Q, and White wins.

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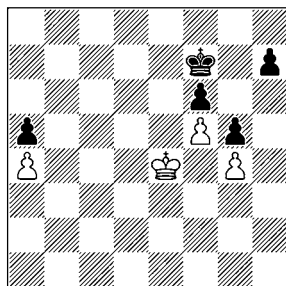


**95. Troitsky.** Black has two routes available to hold up White's dangerous QRP; one of them leads through ... KB3, and the other through ... QB3. White can only win if he succeeds in blocking both ways.

1 P-KB6! P×P (one route is blocked) 2 K×P (otherwise after 2 ... K-N6 the RP would give mate) 2 ... K-N5 3 P-R4 P×P e.p. 4 P×P K-B4! (the black king attempts to get into the square of White's passed pawn) 5 P-R4 K-K4 6 P-Q6! P×P 7 P-B6! P×P (now the second route leading to White's RP is also impassable) 8 P-R5 K-Q4 9 P-R6, and White wins.

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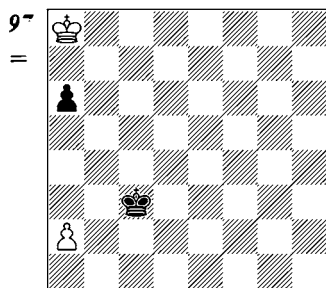


**96. Randvir-Keres (Pärnu, 1947).** Example 64 showed that sometimes the opponent can be put in *zugzwang* by subtle tempo moves. The immediate creation of a passed pawn would not be successful here, because after 1 ... P-R4 2 P×P K-N2 3 K-B3 K-R3 4 K-N4 Black cannot advance any further. But after 1 ... K-B1! White finds himself in the dilemma of being forced to move. 2 K-K3 (if 2 K-Q4, then 2 ... P-R4, and the white king cannot reach KN4 in time) 2 ... K-K2 3 K-K4 K-Q3 4 K-Q4 P-R3 5 K-K4 K-B4 6 K-K3 K-Q4 7 K-Q3 K-K4 8 K-K3 P-R4 9 P×P K×P 10 K-B3 K-K3 11 K-N4 K-B2 12 K-B5 K-N2, and White resigned.

### VIII. SPACE- AND TIME-WINNING MANŒUVRES, AND POSITIONAL STRUGGLES

Winning space and winning time go hand in hand. The examples illustrating how to enter the opponent's square also showed how double threats were used to gain time. The double threats were posed by the weaker side's king moving diagonally and approaching two different targets at the same time. The best known way of gaining space in pawn endings is by displacing the opponent's king. In a positional struggle the aim is to immobilize

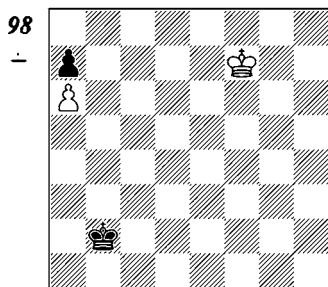
the enemy forces, or at least a part of them, to create and subsequently attack weaknesses, or to prepare a decisive penetration into the opponent's position.



**97. Prokes.** (Theoretical ending.) White's task is to force the opposing king to stay on the rook's file after it has captured the white pawn, but for this he is short of two tempi. He gains these by threatening the black pawn, and by moving diagonally towards his ultimate aim, QB2.

1 K-N7 P-R4 2 K-B6! P-R5 3 K-Q5 P-R6 4 K-K4 K-N7 5 K-Q3 K×P 6 K-B2. Draw.

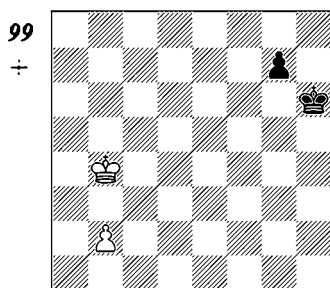
Variation: 3 ... K-N7 4 K-B4 K×P 5 K-B3! etc.



**98. Schlage-Ahues.** (Theoretical ending. Berlin, 1921.) White's king approaches the black pawn diagonally, and gains a tempo through the occupation of the centre.

1 K-K6 K-B6 2 K-Q5! K-N5 3 K-B6 K-B5 4 K-N7 K-B4 5 K×P K-B3 (the black king is one move too late) 6 K-N8, and wins.

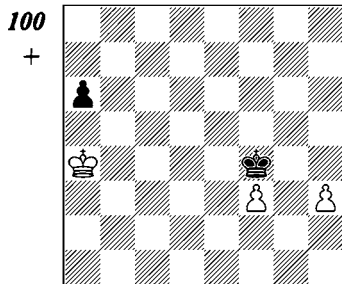
In the actual game 2 K-Q6 was played, and after 2 ... K-Q5 3 K-B6 K-K4 4 K-N7 K-Q3 5 K×P K-B2, the result was a draw.



**99. Duras.** White's king has one extra tempo compared with Black's. This small advantage has to be transformed into a winning one, and this is no easy task. Black threatens not only a pawn advance, but also to take his king across to stop the white pawn. White therefore has to manoeuvre, so as to prevent both lines of counter-play.

1 K-B5! P-N4 2 P-N4 P-N5 3 K-Q4 K-N4 4 P-N5 P-N6 5 K-K3 K-N5 6 P-N6 K-R6 7 P-N7 P-N7 8 K-B2, and White wins, because after 8 ... K-R7 his pawn queens with check.

Variation: 1 ... K-N3 2 P-N4 K-B2 3 P-N5 K-K2 4 K-B6! (4 K-N6? P-N4 leads to a draw) 4 ... K-Q1 5 K-N7 P-N4 6 P-N6 P-N5 7 K-R7 P-N6 8 P-N7 etc.





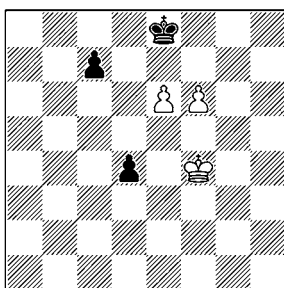
**100. Fahrni.** (Theoretical ending.)

Black's king is able to hold back the white pawns, but he cannot take them, since pawns separated by one file can defend one another even in their own half of the board. White's king thus has plenty of time first to eliminate the enemy pawn, and then to engage in the decisive battle.

1 P-R4! K-B4 2 K-R5 K-N3 3 P-B4! (otherwise 3 ... K-R4 draws) 3 ... K-R4 4 P-B5! K-R3 5 K×P K-N2 6 P-R5! K-B3 7 P-R6! K-B2 8 K-N6 K-B3 9 K-B6 K-B2 10 K-Q7 K-B3 11 P-R7 K-N2 12 K-K7, and wins.

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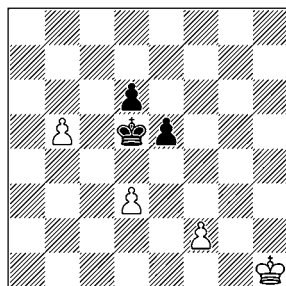
**101. Behting.** This position appears very simple, yet great care is called for, since after 1 P-K7 K-B2 the hasty 2 K-K4? P-B4 3 K-Q3 K-K1 4 K-B4 K-B2 would only result in a draw. However, if Black's king were now at ... K1, then 5 K×P would win. It is the realization of this that prompts White to manœuvre for time.

1 P-K7 K-B2 2 K-B3! P-B3! 3 K-B4! P-B4 4 K-K4! (just at the right time) 4 ... K-K1 5 K-Q3(Q5) K-B2(Q2) 6 K-B4 K-K1 7 K×P!, and White wins, since after 7 ... P-Q6 8 K-Q6 P-Q7 9 K-K6 he gives mate.

**102. Prokes.** White can only defend his passed pawn indirectly, by a pawn sacrifice, but this also gives him a decisive gain in time.

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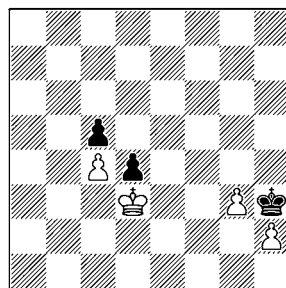
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1 P-B4 P×P 2 P-Q4! K-K3 (Black's king has to go round his own pawn) 3 K-N2 K-Q2 4 K-B3 K-B2 5 K×P K-N3 6 K-K4 K×P 7 K-Q5, and wins.

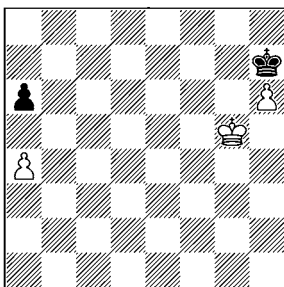
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**103. Kling and Horwitz.** (Theoretical ending.) Since the white king must keep an eye on Black's protected passed pawn, the latter's pawn deficit does not appear serious. However, the white pawns are able to advance, whereas Black's passed pawn can only do this if White's king were to move beyond striking range. It is this difference in pawn mobility that enables White's king to force the issue.

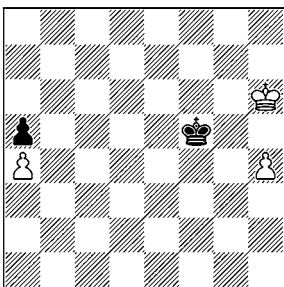
1 K-K4 K-N5 2 P-R4 K-R4 3 K-B4 K-R3 4 P-N4 K-N3 5 P-R5+ K-R3 6 K-K4 K-N4 7 K-B3 K-R3 8 K-B4 K-R2 9 P-N5 K-N2 10 P-N6! (10 P-R6+? K-R2, with a draw) 10 ... K-R3 11 K-N4 K-N2 12 K-N5! (there is no need for White to watch Black's passed pawn any longer) 12 ... P-Q6 13 P-R6+ K-N1 14 K-B6! P-Q7 15 P-R7+ K-R1 16 K-B7, and White wins.

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**104. Farni. (Theoretical ending.)** The outcome of the game depends on whether White's king can occupy QN7 after taking the black pawn. The first move, therefore, is of decisive importance.

1 P-R5! K-N1 2 K-B6 K-R2 3 K-K6 K×P 4 K-Q6 K-N3 5 K-B6 K-B2 6 K-N6 K-K2 7 K×P K-Q2 8 K-N7 etc.

If Black moves first: 1 ... P-R4! 2 K-R5 K-R1 3 K-N6 K-N1 4 K-B5 K-R2 5 K-K5 K×P 6 K-Q5 K-N3 7 K-B5 K-B3 8 K-N5 K-K3 9 K×P K-Q2! 10 K-N6 K-B1, with a draw, since 11 K-R7 would obstruct the pawn's path, while if the pawn moves, the black king would occupy... QR1.

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**105. Euwe. (Theoretical ending.)** White cannot promote his KRP, but he can win the black pawn in exchange for it. However, the QRP cannot be queened either, since the black king can reach ... QB1 and save the game.

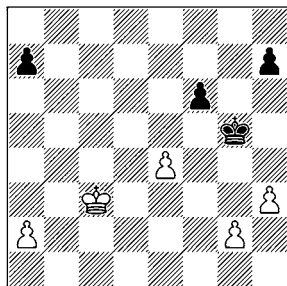
1 P-R5 K-B3 2 K-R7 K-B2 3 P-R6

K-B1 4 K-N6 K-N1 5 K-B6 K-R2, and the black king succeeds in reaching ... QB1.

With Black to play: 1 ... K-B3 2 P-R5 K-B2 3 K-R7 K-B3! 4 K-N8 K-N4 5 K-B7 K×P 6 K-K6 K-N3, with a draw.

1st variation: 3 K-N5 K-N2 4 K-B5 K-R3 5 K-K5 K×P 6 K-Q5 K-N3 7 K-B5 K-B3 8 K-N5 K-K3 9 K×P K-Q2 10 K-N6 K-B1 etc.

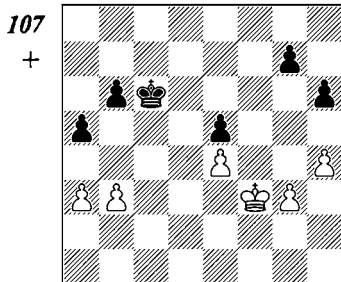
2nd variation: 2 K-R7 K-B2 3 P-R5 K-B3! 4 K-N8 K-N4 5 K-B7 K×P 6 K-K6 K-N3 etc.

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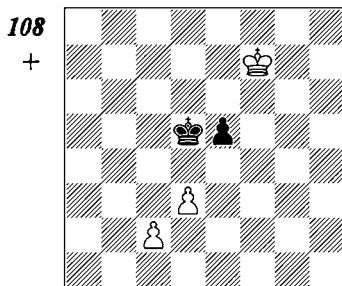
**106. Lein-Tal (32nd USSR Championship).** Being conversant with the line of play demonstrated in the two previous examples, White did not even attempt to capitalize on his pawn advantage, but agreed to a draw. The continuation might have been as follows:

1 ... K-B5 2 K-Q4 (2 K-B4 K×P 3 K-N5 K-B5 etc.) 2 ... K-N6 3 K-Q5 K×P 4 K-K6 K-B6 5 K×P K×P 6 P-KR4 K-Q4 7 P-R5 K-Q3 8 K-N7 K-K2 9 K×P K-B2 10 P-R6 P-R4! 11 P-R4 K-B1 12 K-N6 K-N1 13 K-B6 K-R2, with a draw.

**107. Polugayevsky-K. Grigorian (39th USSR Championship).** The more active position of his king and the tempo advantage of his pawns decide the issue in favour of White.



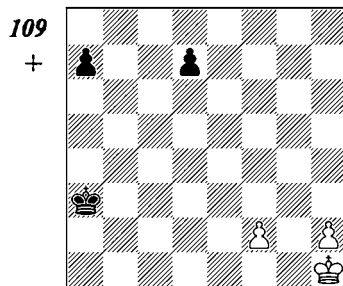
1 K-N4 K-B4 2 K-B5 K-Q5 3 P-R5!  
(this paralyzes the black pawns on the K-side, and secures the tempo move P-KN4) 3 ... P-QN4 4 P-QN4 P-R5 (after 4 ... P×P 5 P×P K-B5 6 K×P K×P 7 K-Q4! K-R4 8 K-B5! P-N5 9 K-B4 K-R5 10 P-K5 the white pawn queens with check, and after the exchange of queens, Black loses his K-side pawns; in this line Black's possession of an outside passed pawn does not help, because his king is too distant) 5 P-N4 K-B5 6 K×P K-N6 7 K-Q4! K×P 8 K-B3 K-R7 9 K-B2, and Black resigned. Winning White's QNP and having two pawns against one is of little help. He has been outpaced.



**108. Prokes.** (Theoretical ending.) White places his king to the rear of Black's position, in order to be able to drive Black's king away from the area in front of the white pawns.

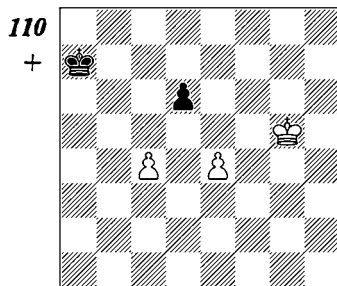
1 K-K7! P-K5 (or 1 ... K-Q5 2 K-Q6, and wins) 2 P-B4+ K-Q5 3 P×P K×KP

4 K-Q6 K-Q5 5 P-B5. and the pawn queens.



**109. Grigoriev.** Generally it is the advance of the more distant passed pawn that decides pawn endings. But in this instance the pawn which is closer to and within range of the opposing king moves first, since otherwise Black's QP would also promote.

1 P-B4! K-N5 2 P-R4 P-Q4 3 P-B5 K-B4 4 P-R5 P-Q5 5 P-B6 K-Q3 6 P R6 P-Q6 7 P-B7 K-K2 8 P-R7 P-Q7 9 P-B8=Q+ K×P 10 P-R8=Q+ etc. The sacrifice of one pawn in order to gain a tempo and enable another pawn to queen with check is a well-known tactical device.

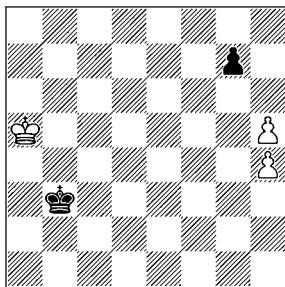


**110. Mandler.** White cannot win by driving the opposing king away, because the latter can respond to the white king's move by simply using his QP as an axis and revolving around it. In this way he can keep the opposition. But there is a tactical solution.

1 K-N6! K-R3 2 K-N7 K-R2 3 K-N8 K-R1 (the importance of the opposition has forced Black's moves, but in the process he has got himself into a bad position) 4 P-B5! P×P 5 P-K5 P-B5 6 P-K6, and White queens with check.

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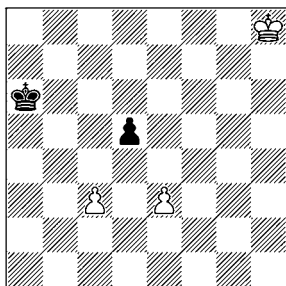
**111. Selezniev.** (Theoretical ending.) White's king cannot attack the black pawn while it remains in its present position, since Black's king could also attack the white pawns and draw. White therefore sacrifices a pawn at an opportune moment in such a way that he can retake, and at the same time shut out the black king.

1 K-N5 K-B6 2 K-B5 K-Q6 3 K-Q5 K-K6 4 K-K5 K-B6 5 K-B5 K-N6 6 P-R6! P×P 7 P-R5 K-R5 8 K-N6 K-N5 9 K×P, and wins.

A false trail: 5 P-R6? P×P 6 K-B5 P-R4! 7 K-N5 K-K5 8 K×P K-B4, with a draw.

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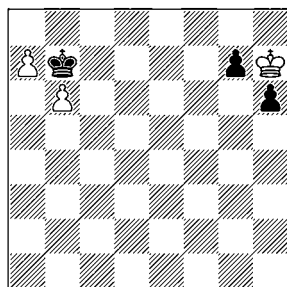
**112. Dedrie.** 1 K-N7 (R7)? fails to win, since the horizontal opposition, 1 ...

K-R2(N2), allows Black a successful defence. Moreover, 1 K-R7? can be met by the equalizing counter-attack 1 ... K-N4 and 2 ... K-B5. Therefore White's plan is to frustrate both possibilities of counter-play.

1 K-N8! (the first move in a well-considered strategic plan) 1 ... K-N3! (the black king cannot move onto the second rank, for White would immediately gain the opposition, but 1 ... K-N4 is also not good, since after 2 K-B7 K-B5 3 K-K6 K-B4 4 K-Q7 the black king is squeezed out) 2 K-B8! (against this advance along the eighth rank Black can only temporarily maintain the opposition) 2 ... K-B3! 3 K-K8 K-Q3 (he has moved onto the file of his own pawn, and this will have grave consequences a few moves later) 4 K-B7 K-Q2 5 K-B6 K-Q3 6 K-B5! (Black's own pawn prevents him from maintaining the opposition) 6 ... K-Q2 7 K-K5 K-B3 8 K-K6 K-B4 9 K-Q7! K-N4 10 K-Q6 K-B5 11 K-B6, and White wins.

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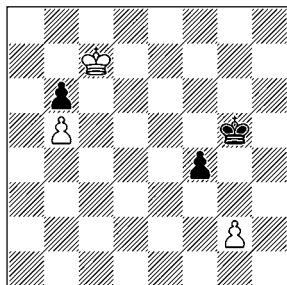
**113.** (Theoretical ending.) Both kings are bogged down by the necessity of watching the opposing pawns, but the advanced position of the white pawns (spatial advantage) makes a winning combination possible.

1 K-N6 (a necessary gain of time, since after 1 K×P it is Black who would win) 1 ... K-R1 2 K-B5 P-R4 3 K-K6

P-R5 4 K-Q7 K-N2! 5 P-R8=Q+!  
K×Q 6 K-B7 etc.

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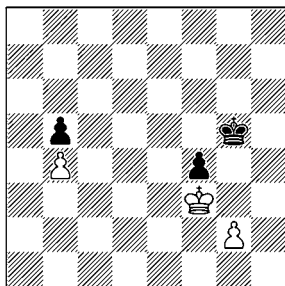


**114. Dedrie.** White does not take the NP straight away, since by the time he promotes his own QNP, Black can capture the KNP and advance his pawn to ... KB7. with a draw. White, therefore, postpones the capture of the QNP in order to deal first with Black's KBP.

1 K-B6! K-N5 (if 1 ... K-N3?, then 2 K×P) 2 K-Q6! (2K-Q5? would be met by 2 ... K-R4!, with the distant opposition) 2 ... K-N6 3 K-K5 K-N5 4 K-B6 K-R5 5 K-B5 K-N6 6 K-N5 K×P 7 K×P, and White wins after the fall of the remaining black pawn.

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**115. Weenink.** A similar ending to the previous one, but the king's manœuvring in order to gain space is even more intricate.

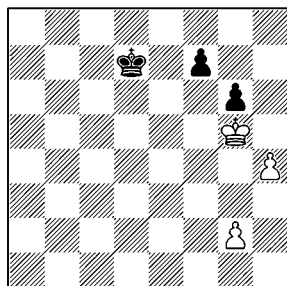
1 K-K4 K-N5 2 K-Q5! K-R4! 3 K-B6 (the critical moment, when Black can no longer keep the opposition) 3 ... K-N4 4 K-B5 (by threatening to win a pawn,

White has achieved his aim of securing the horizontal opposition and he can now squeeze out the black king) 4 ... K-N5 5 K-Q6! K-N6 6 K-K5 K-N5 7 K-B6 etc.

Variation: 3 ... K-N3 4 K×P K-N4 5 K-B5 K-N5 6 K-Q4! K-N6 7 K-K4, and wins.

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**116. Bogoljubov-Selezniev** (Moravska Ostrava, 1923). Reaching the KN-file with his king would enable Black to draw. Therefore White's most urgent task is not to create a passed pawn, but to hold and drive back the black king.

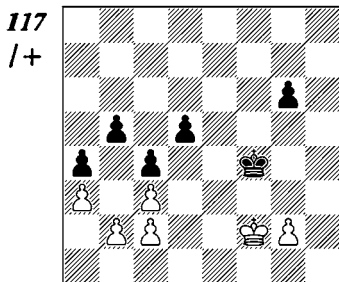
1 K-B6! (1 K-R6? K-K3 2 K-N7 K-B4!, with a draw) 1 ... K-K1 2 K-N7 K-K2 3 P-N3 K-K3! 4 K-B8 K-B3 5 P-N4 K-K3 6 P-N5! P-B4 7 P-R5 P-B5 8 P×P, and White wins.

1st variation: 4 ... P-B3 5 K-N7 K-B4 6 K-B7 P-N4 7 P-R5 etc.

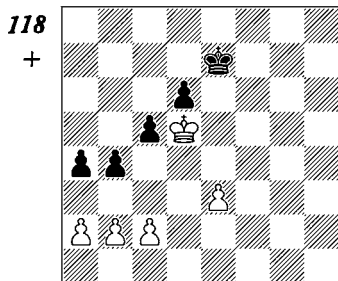
2nd variation: 3 ... K-K1 4 P-N4 P-B4 5 P-R5 BP×P 6 P-R6 etc.

**117. Brinckmann-Rubinstein** (Budapest, 1929). Black's advantage in space is enough for a win. White cannot prevent Black's king from penetrating on one of the flanks.

1 ... K-K5 2 K-K2 P-N4 3 K-B2 (if 3 K-Q2, then 3 ... K-B5 4 K-K2 K-N6 5 K-B1 K-R7 6 K-B2 P-KN5, and wins) 3 ... P-Q5! 4 P×P K×P 5 K-K2 P-QN5 6 K-Q2 (after 6 P×P P-B6!

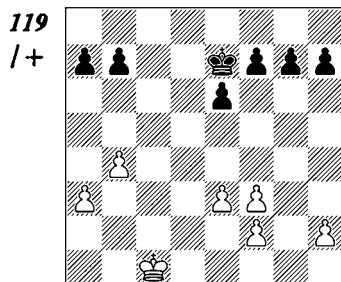


7 P×P+ K-B5! 8 K-Q2 P-R6 9 K-B1 K×P 10 K-N1 K×P, Black wins with his outside passed pawn. The correlation of the strategic and tactical elements—spatial advantage, break-through, outside passed pawn—can be well observed in this example) 6 ... P-N6! (Black increases his spatial advantage) 7 P-B3+ K-K5 8 K-K2 K-B5 9 K-B2 K-N5 10 K-B1 K-N6 11 K-N1 P-N5 12 K-B1 K-R7 13 K-B2 K-R8 14 K-N3 K-N8 15 K×P K×P, and White resigned.



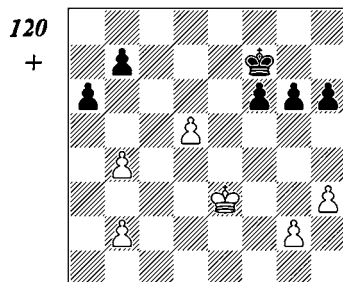
**118. Walker.** (Theoretical ending.) White has positioned his king in front of the base of Black's pawn chain, with the plan of breaking it up, but first he has to immobilize the chain before he can proceed with his main task.

1 P-B4! P×P e.p. 2 P×P P-R6 3 P-B4 K-Q2 4 P-K4 K-B2 5 P-K5! P×P 6 K×KP K-B3 7 K-K6 K-B2 8 K-Q5 K-N3 9 K-Q6, and White wins, because after 9 ... K-N2 10 K×P K-B2 the other black pawn also falls.



**119. Cohn-Rubinstein** (St. Petersburg, 1909). The line of white pawns is weak, has no flexibility, and is unable to offer effective counter-play. Black's plan is to break up this line of pawns, and he starts his advance with an attack on the weakest link in the opposing formation.

1 ... K-B3! 2 K-Q2 K-N4 3 K-K2 K-R5 4 K-B1 K-R6 5 K-N1 P-K4! 6 K-R1 (any pawn move would further weaken his position) 6 ... P-QN4 7 K-N1 P-B4 8 K-R1 P-N4 9 K-N1 P-KR4 10 K-R1 P-N5 (the liquidation begins) 11 P-K4 BP×P 12 P×KP P-R5 13 K-N1 P-N6 14 RP×P P×P, and White resigned, because 15 P-B4 is met by 15 ... P×P 16 P-K5 P-B6 17 P-K6 P-N7, when Black wins.



**120. Botvinnik-Flohr** (15th USSR Championship). 1 P-N4 (first of all White immobilizes the black pawns) 1 ... K-K2 2 P-R4 K-Q3 3 K-K4 P-N3 4 P-R5 (preparing to penetrate via KB5) 4 ... P×P 5 P×P P-R4 6 K-B5 (6 P×P P×P

7 P-N3! K-B4 8 K-B5 K×P 9 K×P K-R3 13 K-K5 K×P 14 K-Q5 K-N4 15 K-Q5 10 K-N6 would also have won, since White's pawn queens first and covers the square QR1) 6 ... P×P 7 K×P K×P 8 K-N6 K-K3 9 K×P K-B3 10 P-N3 K-B2 11 K-N5 K-N2 12 K-B5 K-B6 K-B4 16 K×P K-K3 17 K-B5 K-Q2 18 K×P K-B3 19 K-R5, and Black resigned only after a further five moves. An unusual waste of time in competitive play at this level.

## *Knight and Bishop Endings*

Countless hours have been spent meditating over the problem of whether a bishop or a knight is the more valuable piece in the endgame. The answer invariably depends on the pawn position, or rather on the position of the pieces relative to those of the king and the pawns. A knight is generally more useful in blocked pawn positions, since it is better suited to the role of spoiler than is the bishop; but the longer and swifter stride of the bishop makes it better equipped to fight against ragged pawn lines, and when there is play on both flanks. A bishop, however, loses its flexibility behind its own pawns, whereas a knight, with its ability to leap obstacles in its path, has fewer problems in moving forward.

In the course of simplifying a position after the middle game, one should take care to ensure the survival of a piece which is more mobile than that of the opponent; one ought never to decide on the basis of theoretical values alone.

The endings shown hitherto have concentrated on pawn struggles. The idea behind them was indicated by the title of each section, but the analyses themselves alluded to strategic concepts and tactical manoeuvres. In the following endings, pieces are involved as well as pawns. They have been arranged according to which pieces play the principal roles. These examples incorporate all of the various tactical manoeuvres, so that it is time to become acquainted with the concepts of strategy and tactics.

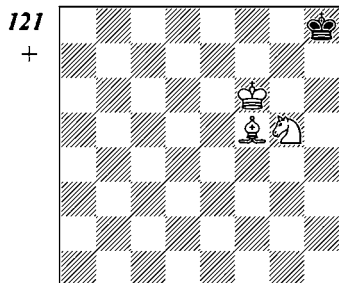
By strategy we mean purposeful development, that is, the drawing up of one's forces in preparation for the decisive battle. The occupation or pressurizing of important squares, the establishment of strong points, and tempo moves are the best known weapons in the strategic armoury. Strategy also creates positions where tactics can be employed, excepting, of course, those which come about as a result of the opponent's errors.

By tactics we mean the exploitation of positions; by taking advantage of the means available (capturing or threatening an opponent's piece, etc.) tactical play forces a substantial change in the position. A sequence of moves which results in a change to the opponent's disadvantage is called a tactical manoeuvre. These manoeuvres have to be executed as quickly as possible, to prevent the opponent from regrouping his men and organizing an effective defence. This is the reason why the theoretical values of the pieces must be disregarded in the course of a tactical manoeuvre—their real value is their usefulness in achieving the aim the player sets himself.

The evaluation of an ending is determined by strategy and by tactical manoeuvres. These are amply explained in the analyses.



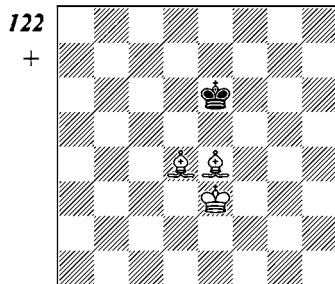
*1. MATE WITH TWO MINOR PIECES  
INCLUDING TWO KNIGHTS AGAINST  
ONE OR MORE PAWNS*



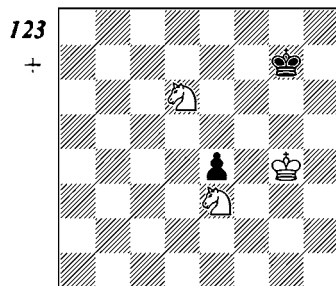
121. (Theoretical ending.) White can give mate only in a corner of the same colour as his bishop. Therefore his task in this position is to drive the black king into one of the white-square corners.

1 N-B7+ K-N1 2 B-K4 (gaining a tempo) 2 ... K-B1 3 B-R7 K-K1 4 N-K5! (players not familiar with this particular technique are reluctant to make this knight move, for fear that the black king will walk away freely. However, the king can get only as far as his... QB3 square, after which he will be driven back step by step) 4 ... K-Q1 (after 4 ... K-B1 5 N-Q7+ he would be cornered even sooner) 5 K-K6 K-B2 6 N-Q7! K-B3 7 B-Q3 (the knight controls the black squares, and the bishop the white ones, so the black king cannot break out) 7 ... K-B2 (or 7 ... K-N2 8 K-Q6 etc.) 8 B-K4 K-Q1 9 K-Q6 K-K1 10 B-N6+ K-Q1 11 B-R5 (gaining a tempo) 11 ... K-B1 12 N-B5! K-Q1 13 N-N7+ K-B1 14 K-B6 K-N1 15 B-N4 K-R2 16 K-B7 K-R3 17 B-K2-K-R2 18 N-Q6 K-R1 19 B-N5 (another tempo gain) 19 ... K-R2 20 N-B8+ K-R1 21 B-B6 mate.

122. (Theoretical ending.) The bishops can mate Black's lone king in any of the four corners.

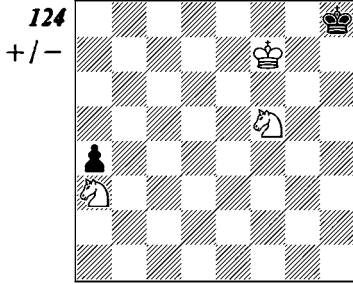


1 K-B4 K-Q3 2 K-B5 K-Q2 3 B-Q5 K-Q3 4 K-K4 K-K2 5 K-K5 K-Q2 6 B-B5 K-B2 7 K-K6 K-Q1 8 B-B6 K-B2 9 K-Q5 K-Q1 10 B-Q6 K-B1 11 K-B5 K-Q1 12 K-N6 K-B1 13 B-K7 K-N1 14 B-Q7 K-R1 15 B-QR3 K-N1 16 B-Q6+ K-R1 17 B-B6 mate.



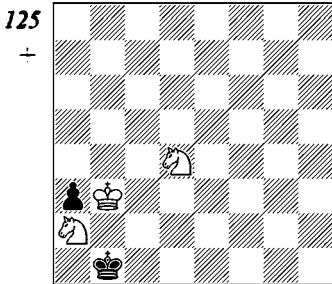
123. (Theoretical ending.) Theory states that two knights cannot win against a lone king, but when the weaker side also has a pawn which is at least three squares from the queening square, and when one of the knights is able to blockade this pawn, a win can usually be forced. This position demonstrates the proper winning technique.

1 K-N5 K-R2 2 N(6)-B5 K-N1 3 K-B6! K-B1 4 N-N7 K-N1 5 N-K6 K-R2 6 K-N5 K-R1 7 K-R6! K-N1 8 K-N6 K-R1 9 N-B8 K-N1 10 N-R7 K-R1 (White now moves in for the kill, and brings his other knight into the action) 11 N-N4! P-K6 12 N-R6 P-K7 13 N-N5 P-K8=Q 14 N(5)-B7 mate.



**124. Troitsky.** (Theoretical ending.)  
1 N-B4! P-R6 2 N-K5 P-R7 3 N-N6+  
K-R2 4 N-B8+ K-R1 5 N-K7 P-R8=Q  
6 N(7)-N6 mate.

If Black moves first, White has to force  
a situation in which he has the right to  
move first in the original position: 1 ...  
K-R2 2 K-B6 K-N1 (or 2 ... K-R1  
3 K-K6! K-R2 4 K-B7 etc.) 3 K-K7!  
K-R1 4 K-B8 K-R2 5 K-B7 K-R1  
6 N-B4, and wins.

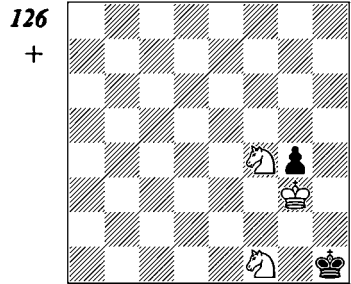


**125. Loyd.** (Theoretical ending.) If the  
weaker side's pawn is on the sixth rank,  
it is possible to win only in exceptional  
cases.

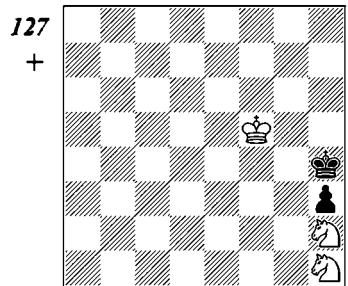
Mate is made possible only by pawn  
move ending the stalemate position, which  
arises after the king has been forced into  
the corner.

1 N-B6 K-R8 2 K-B2 K×N3 N-N4+  
K-R8 4 K-B1 P-R7 5 N-B2 mate.

**126. Loyd.** (Theoretical ending.) Al-  
though neither of the knights is blocking



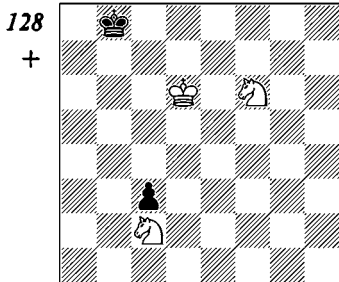
the pawn, White still wins: 1 N-R3!  
P×N 2 K-B2 P-R7 3 N-N3 mate.



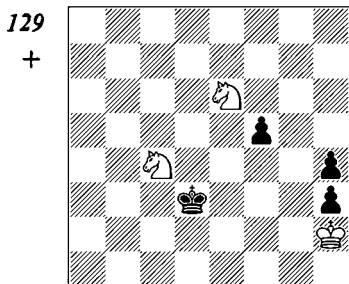
**127. Bolton.** (Theoretical ending.) The  
black king would like to escape towards  
his ... KR1 square, and this has to be  
prevented by White in such a way that  
the black pawn stays blockaded. 1 N-B2  
K-R4 (after 1 ... K-N6 2 N(B2)-N4 the  
game concludes more quickly) 2 N(B2)-N4  
K-R5 3 K-N6! K-N6 4 K-N5 K-N7 5  
K-B4 K-R8 (or 5 ... K-A8 6 N3!, and  
wins) 6 K-B3! K-N8 7 K-N3 K-R8 8  
N-B3 P-R7 9 N-B2 mate.

**128. Troitsky.** (Theoretical ending.)  
White could not win if the black king  
were to reach the haven of his... KR1  
square, since the knight on QB2 would  
not be able to give mate in time. White,  
therefore, has to manoeuvre to block the  
black king's escape route.

1 N-Q5 K-B1 2 K-K7! K-N1 3 K-Q8  
K-N2 4 K-Q7 K-R2 5 K-B7 K-R3  
6 K-B6 K-R2 7 N-K7 K-R3 8 N-B8



K-R4 9 N-N6! (Black similarly must not be allowed to escape via... QR5) 9 ... K-R3 10 N-B4 K-R2 11 N-Q6 K-R3 12 N-N7 K-R2 13 N-B5 K-N1 14 K-Q7 K-R2 15 K-B7 K-R1 16 K-N6 K-N1 17 N-N7! K-B1 18 K-B6 K-N1 19 N-Q6 K-R2 20 K-N5 K-N1 21 K-N6 K-R1 22 N-B8 K-N1 23 N-K7 K-R1 24 K-B7 K-R2 25 N-N4! P-B7 26 N(7)-B6+ K-R1 27 N-Q5, and mate next move.

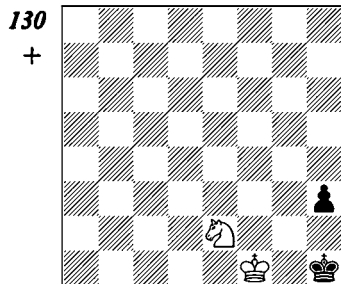


**129. Taimanov-Milic** (USSR-Yugoslavia Match, 1956). When this ending has occurred in practice, the two knights have usually been up against two or more pawns. In this case the stronger side must first eliminate all but one of the opponent's pawns, and blockade the remaining pawn with one of his knights, as was done in the preceding positions. In the given position, White could have played 1 N-Q6! K-K6 2 N×P+ K-B6 3 N(5)-Q4+ K-K5 4 N-K2 K-B6 5 N(2)-B4, and by continuing with 6 N×P he would blockade the remaining pawn, and begin pushing

back the black king to force a win as in example 124.

Instead of this, there followed: 1 N-K5+? K-K5 2 N-KB7 (2 N-N6 is answered by 2 ... P-B5!, and after the capture of the BP Black plays 3 ... K-B4, forcing the white king to move) 2 ... P-B5 3 N(6)-N5+ K-K6 4 N×P (White has succeeded in capturing the more advanced rook's pawn, but is unable to force a win because of Black's bishop's pawn) 4 ... P-B6 5 N-K5 K-K7! (not, of course, 5 ... P-B7?, because of 6 N-N4+) 6 N-N4 K-B8 7 N(4)-B2 K-K8 8 N-Q3+ K-K7 9 N(Q3)-B4+ K-B8 10 K-R1 K-K8 11 N-Q3+ K-K7 12 N(Q3)-B2 K-B8 13 N-N4 K-K8 14 K-N1 K-K7 15 N(4)-B2 K-K8 16 N-Q3+ K-K7 17 N(Q3)-B4+ K-K8 18 N-Q3+ K-K7 19 N(Q3)-B2 K-K8 20 N-N4 K-K7 21 N-R2 P-B7+ 22 K-N2 K-K8 23 N-B1 K-K7 24 N-B4+ K-K8 25 N-Q3+, and a draw was agreed. White cannot take the BP without allowing the RP to advance.

## II. ONE SIDE HAS A KNIGHT

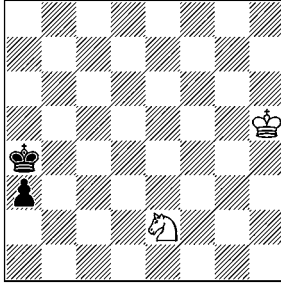


**130. Stamma.** (Theoretical ending.) Even a lone knight can give mate if the opposing king is caught in a corner in front of one of his own pawns, and if this pawn can still move.

1 N-N3+ K-R7 2 N-B5 K-R8 3 K-B2! K-R7 4 N-K3 K-R8 (if the black king were now on ... R7, the mating position would be prepared by 5 N-N4+ K-R8 6 K-B1) 5 N-B1 P-R7 6 N-N3 mate.

131

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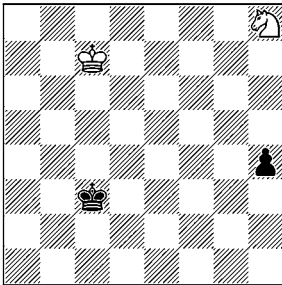


**131. Fahrni.** (Theoretical ending.) A knight can stop an opposing rook's pawn only if the pawn has not yet reached the seventh rank, and if the knight controls the square in front of the pawn.

1 N-B1 K-N5 2 N-R2+ K-N6 3 N-B1+ K-N7 4 N-Q3+ K-B7 5 N-N4+ K-N6 6 N-Q3 P-R7 7 N-B1+, with a draw.

132

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**132. Grigoriev.** Seeing that the first move decides the outcome of the game, let us first examine the seemingly natural, yet incorrect continuation: 1 N-N6? P-R6 2 N-B4 P-R7 3 N-K2+ K-Q7! (3 ... K-Q6? would be an error, because after 4 N-N3 the black king could approach the knight only by a roundabout way, via ... QB7 and ... Q8, and in the meantime White's king would reach KB4

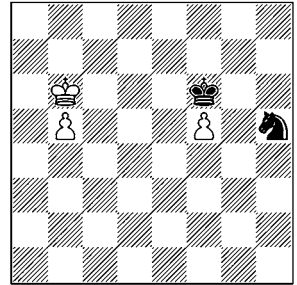
and fend off the threat) 4 N-N3 K-K8 5 K-Q6 (help arrives too late) 5 ... K-B7 6 N-R1+ K-N7, and wins.

The correct defence is: 1 N-B7! P-R6 2 N-N5 P-R7 3 N-K4+ K-Q5 (the essential difference between this and the previous variation is that the black king is prevented from moving to ... Q7, and the futility of 3 ... K-Q6? has already been demonstrated) 4 N-B2! (not 4 N-N3? K-K4, and wins) 4 ... K-B6 (Black's king is forced to choose a roundabout route) 5 K-Q6 K-Q7 6 K-K5 K-K7 7 N-R1! (not 7 N-K4 K-B6, and wins) 7 ... K-B6 8 K-Q4 K-N7 9 K-K3 K×N 10 K-B2 stalemate.

Variation: 3 ... K-B7 4 N-N3 K-Q8 5 K-Q6 K-K8 6 K-K5 K-B7 7 K-B4, with a draw.

133

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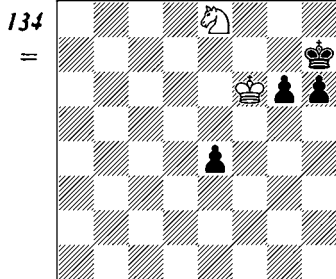


**133. Prokop.** The knight can prevent the queening of the NP only from ... Q2, where it needs to be defended. But this means that Black has no time to take the BP, which subsequently makes a decisive advance.

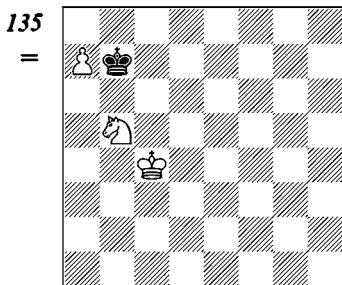
1 K-B6! K-K2 (Black makes room for his knight, and ensures the occupation of his ... Q2 square) 2 P-N6 N-B3 3 P-N7 N-Q2 (the danger appears to be over on the Q-side, because 4 K-B7? N-B4! allows a draw, while also threatened is 4 ... N-N1+, with a simple draw) 4 P-B6+! (this sacrifice dispels Black's illusions, as the knight has no time to take

up an advantageous position) 4 ... K-K3  
5 P-B7! K-K2 (or 5 ... N-N1+ 6 K-B7  
N-R3= 7 K-N6, and wins) 6 P-B8=Q +!,  
and wins.

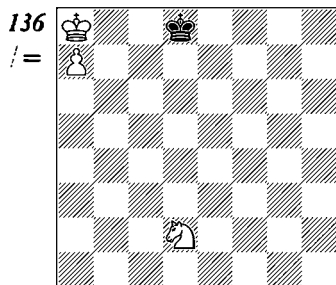
A false trail: 1 K-B7? N-B5! 2 K-Q6  
N-Q6 3 P-N6 N-N5 4 P-N7 N-R3, with  
a draw.



**134. Selezniev.** The KP has to be advanced and queened because of the threatened knight attack, but this allows White the opportunity to give perpetual check: 1 K-B7 P-K6 2 N-B6= K-R1 3 N-Q5 P-K7 4 N-B4! P-K8=Q 5 N×P÷ K-R2 6 N-B8+ K-R1 7 N-N6÷ etc.

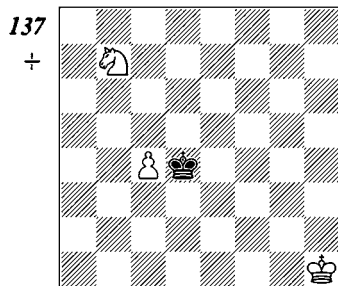


**135. Fahrni.** (Theoretical ending.) If White's pieces were all one rank lower down the board, he would win. But in the given position the knight has only a passive role, because White's king cannot relieve it of its task of protecting the pawn, due to the danger of stalemate: 1 K-B5 K-R1, with a draw, because White's king cannot approach any nearer to his pawn.



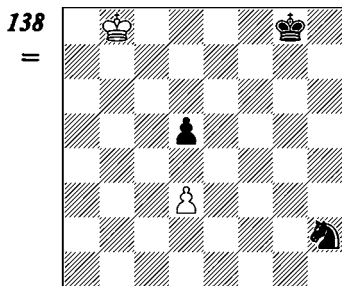
**136. Fahrni.** (Theoretical ending.) The knight is the only piece that cannot gain a tempo. This ending is an elegant and convincing example of the knight's lack of power in this respect. Here Black must not let the white king out of the corner, but he can manage this only if his king moves onto a square of the same colour as that on which the knight is situated.

1 ... K-B2! 2 N-K4 K-B1 3 N-Q6+ K-B2 4 N-N5+ K-B1, with a draw, because whatever the knight does it can attack the vital QB7 and QB8 squares only with check, and is consequently unable to free the white king.



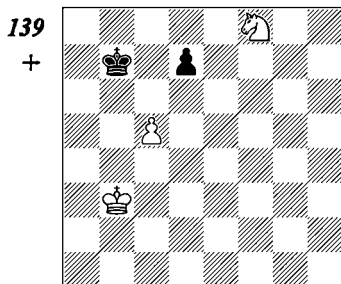
**137. Euwe.** (Theoretical ending.) White's victory depends on the acquisition of the opposition, and therefore 1 P-B5 would be a mistake, because Black would be able to gain the opposition after taking the knight. The correct line is: 1 N-R5! (Black's king must be forced into taking the wrong path) 1 ... K-B4 2 K-N2 K-N5 3 K-B3

K×N 4 K-K4 K-N3 5 K-Q5 K-B2 6 K-B5, and White wins.



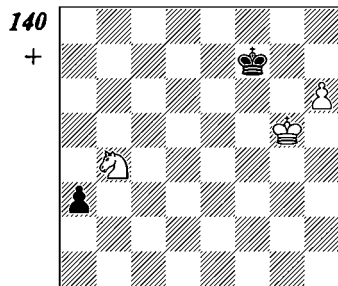
**138. Prokes.** (Theoretical ending.) White's king reaches the pawns before Black's and, by gaining the opposition, can draw since the knight cannot leave its post.

1 K-B7 N-N5! 2 K-Q6 N-B3! 3 K-K6! (diagonal opposition) 3 ... K-N2 4 K-K7! (horizontal opposition) 4 ... K-N3 5 K-K6 K-N4 6 K-K5 K-N5 7 K×N K-B5 8 K-K6 K-K6!, with a draw. 8 ... P-Q5? would be a mistake, since after 9 K-Q5 K-K6 10 K-B4 White would even win. A false trail: 3 K-K7? K-N2 4 K-K6 K-N3 5 K-K5 K-N4 6 K-K6 K-B5! 7 K×N K-K6 8 K-K5 P-Q5, and Black wins.



**139. Prokes.** (Theoretical ending.) White parries the threatened exchange of pawns by a sacrifice, thereby gaining the opposition: 1 K-B4 K-B3 2 N-N6 P-Q3 3 N-K7+ K-Q2 4 P-B6+ K×N 5 K-Q5 K-K1! 6 K-K6! K-Q1 7 K×P, and wins.

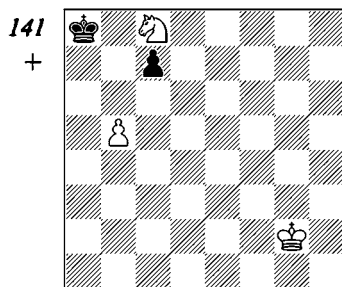
A false trail: 1 N-N6? P-Q3 2 P×P K-B3, with a draw.



**140. Grigoriev.** The knight can do nothing to help the promotion of White's pawn, because of the need to deal with the black pawn. However, the white pawn can help the knight to give checkmate.

1 N-R2! (the black pawn has to be immobilized, to allow the white king to create a position favourable for the knight attack) 1 ... K-B1 2 K-B6! K-N1 3 K-N6 K-R1 4 N-N4! K-N1 (or 4 ... P-R7 5 N×P, and wins) 5 P-R7+ K-R1 6 N-Q3 P-R7 7 N-K5 P-R8=Q 8 N-B7 mate.

A false trail: 1 K-B5? K-N1! 2 K-N6 K-R1 3 N-R2 (3 P-R7 P-R7!, with a draw) 3 ... K-N1 4 P-R7+ K-R1 5 N-N4 P-R7!, with a draw, because the knight can no longer reach KB7.



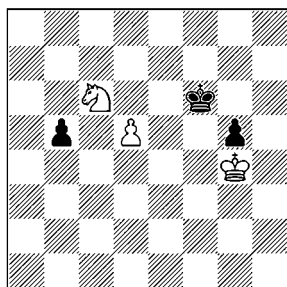
**141. Fahrni.** (Theoretical ending.) White's king is a long way from the scene of battle, yet he will arrive in time to drive

away the black king, if he can parry the dangerous threat of the pawns being exchanged.

1 N-N6+ P-N (1 ... K-N2 is met by 2 N-B4 P-B3 3 P-N6!, and wins) 2 K-B3 K-N2 3 K-K4 K-B2 4 K-K5! (White has the opposition) 4 ... K-Q2 5 K-Q5 K-B2 6 K-K6 K-B1 7 K-Q6, and White wins because, after losing his pawn, Black can oppose only on the first rank.

A false trail: 1 N-K7? K-N2 2 N-Q5 P-B3, with a draw.

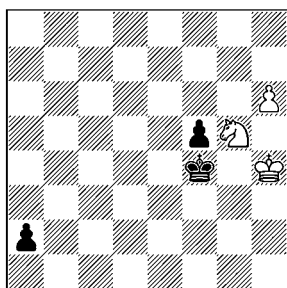
142  
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**142. Réti-Marshall** (Baden-Baden, 1925). White would win easily if it were Black to move first, because after 1 ... K-N3 2 P-Q6 the pawn queens. Therefore to win White has to give his opponent the move.

1 K-N3 K-B4(B2) 2 K-B3! K-B3 3 K-N4 etc., and White wins because the original position has been reached with Black to move. White has achieved the loss of tempo, by moving his king back to the original square he occupied before his triangular journey.

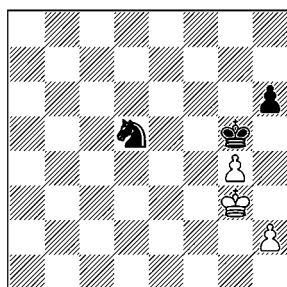
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**143.** (Theoretical ending.) Black's RP will queen before White's, and Black will therefore control the long diagonal. What should White do under these circumstances? He should block the diagonal and use it to his own advantage.

1 N-K6+ K-K6! 2 N-Q4! (a decoy sacrifice, with the intention of bringing Black's king into the path of the queen which is about to appear) 2 ... K×N 3 P-R7 P-R8=Q 4 P-R8=Q+, and White wins.

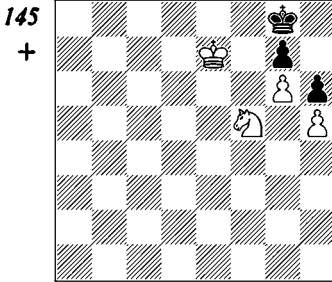
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**144. Gligoric-Marovic** (Zagreb, 1965). Black's paramount task is to force the advance of White's RP. It is the only approach that promises success.

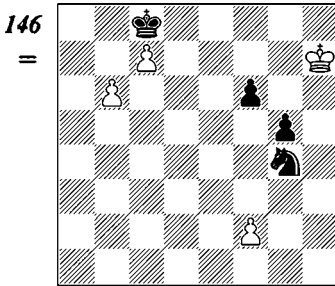
1 ... N-K6 2 P-R4+ K-N3 3 K-B3 N-Q4 (3 ... N-B5! would have won more quickly) 4 K-K4 N-N5 5 K-K5 N-B7 6 K-K4 N-K8 7 K-B4 N-N7+ 8 K-N3 N-K6 9 K-B4 N-B5! 10 K-K4 K-B2! 11 K-B4 N-Q3 12 K-K5, and here White resigned. The continuation could have been 12 ... N-B1 13 K-B5 N-K2+ 14 K-B4 N-N3+ 15 K-N3 K-K3, and White would soon have to move one of his pawns, after which winning is no problem.

**145. Fahrni.** (Theoretical ending.) The black king cannot be driven out of the corner, and sacrificing the knight for a pawn does not help in overcoming the stalemate position. White therefore sacri-



fices his knight in such a way that both sides gain a passed pawn.

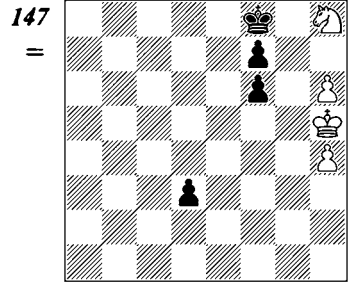
1 N-Q6 K-R1 2 N-K4 K-N1 3 K-K8! (gaining a tempo) 3 ... K-R1 4 N-B6! P×N (there is no choice) 5 K-B7, and wins.



**146. Troitsky.** It would be unwise for White to try to win, since after 1 K-N6? N×P 2 K×P P-N5 3 K-K5 P-N6 4 K-Q6 N-Q6! 5 K-B6 N-N5+ 6 K-Q6 N-R3! 7 K-B6 N×P the dream would be over. So White moves his KBP out of immediate danger, in order to go about building himself a stalemate nook.

1 P-B3 N-K4 2 K-N7 N×P (2 ... N-Q2 3 K-N6 K-N2 4 K-B5, with a draw) 3 K×P P-N5 4 K-B5 P-N6 5 K-N4 P-N7 6 K-R3! (by chasing the unreachable pawn, White's king has achieved his aim) 6 ... P-N8=Q 7 P-N7+ K×NP 8 P-B8=Q+ K×Q, stalemate.

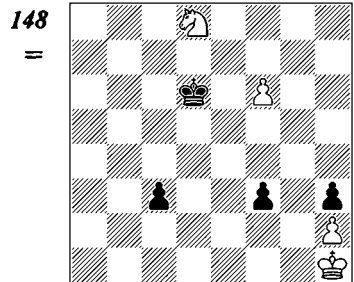
Variation: 2 ... P-B4 3 K-B6 N×P (3 ... P-N5? 4 K×N P×P 5 K-Q6! K-N2! 6 K-Q7, and White wins) 4 K×P, with a draw.



**147. Kubbel.** White cannot prevent the promotion of Black's QP, and therefore he organizes his defences to neutralize the effect of the new queen.

1 P-R7 K-N2 (1 ... P-Q7 2 N-N6+ P×N± 3 K×P, with a draw) 2 N×P! K×P 3 N-R6 P-Q7 4 N-N4 P-Q8=Q stalemate.

The tactical move, whereby an opposing piece is forced to immobilize the last remaining mobile piece, is called self-binding. (After Jenő Bán, the noted Hungarian theorist.)



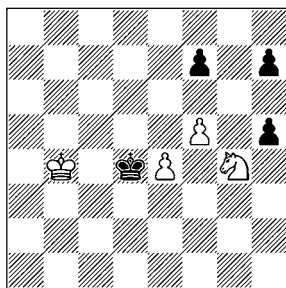
**148. Rinck.** As in the previous example, White avoids defeat by immobilizing his knight: 1 P-B7 K-K2 2 N-K6! K×P 3 N-N5+ K-B3 4 N×BP P-B7 5 N-N1! P-B8=Q stalemate. 6 N-K2 ensures a draw if the pawn's promotion is delayed.

**149. Prokes.** White offers sacrifices, with the aim of diverting one of the black pawns onto an unfavourable file, and of



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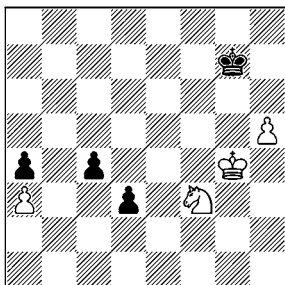
moving another out of the way. If Black accepts the sacrifices, his newly-gained queen comes into a geometrical relation with his king, and is lost. But if he declines them, he is not even able to promote his pawn, since the white pawn queens with check.

1 P-K5! P×N (the black pawn's queening square is now unfavourable) 2 P-K6 (this gets the BP out of the way) 2 ... P×P 3 P-B6! P-N6 4 P-B7 P-N7 5 P-B8=Q P-N8=Q 6 Q-QB5+, and White wins.

Variation: 1 ... K-Q4 2 P-K6 P×P (2 ... K-Q3 3 N-K5 P×P 4 P-B6 P-R5 5 N-B6 merely transposes) 3 P-B6 K-Q3 4 N-K5 P-R5 5 N-B6 P-R6 6 P-B7 P-R7 7 P-B8=Q+, and wins.

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**150. Prokes.** Black cannot wait for the white king to attack his pawns, and so he quickly regains the material balance, but in doing so he frees White's QRP.

1 K-B4 P-Q7! 2 N×P P-B6 3 K-K3! P-B7 4 N-N3! (the decisive sacrifice,

which cannot be refused) 4 ... P×N 5 K-Q2 K-R3 6 P-R4, and White wins.

1st variation: 3 ... P×N 4 K×P K-R3 5 K-B3 K×P 6 K-N4 K-N3 7 K×P K-B2 8 K-N5 K-K2 9 K-N6 K-Q2 10 K-N7, and wins.

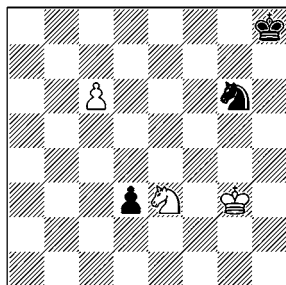
2nd variation: 1 ... P-B6 2 K-K3 P-Q7 3 K-K2 K-R3 4 K-Q1 K×P 5 K-B2 K-N5 6 N-Q4 K-B5 7 N-N5 K-K6 8 N×P, and wins.

### III. KNIGHT V. KNIGHT

We have already remarked upon the difficulties of classifying endings. Just as pawn endings may transpose into queen endings (as occurs very frequently in competitive play), also minor piece endings may often transpose into pawn, or even queen endings. However, there would be little sense in separating these endings, and discussing their final stages in some other chapter. We shall continue to take the starting position as the basis of classification, and hope that the connections will be clear even to readers who have but limited experience.

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**151. Troitsky.** The promotion of the black pawn must be allowed, otherwise White cannot promote his own pawn, and without a queen he has no prospect of winning. White's positional advantage is that he can mount a direct attack against

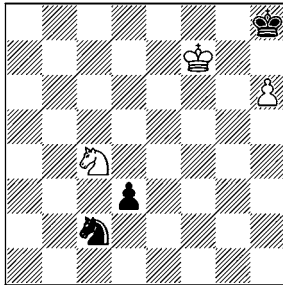
the black king, immediately after the promotion of the pawns.

1 N-B5! P-Q7 2 P-B7 P-Q8=Q 3 P-B8=Q+ K-R2 4 Q-B7+ N-K2 (a forced sacrifice to avoid mate) 5 Q×N+ K-N3 6 N-R4+ K-R3 7 Q-B6+ K-R2 8 Q-B7+ K-R1 9 N-N6 mate.

Variation: 2 ... N-K2 (this diverts the dangerous knight, but it is also well placed at K7) 3 N×N P-Q8=Q 4 P-B8=Q+ K-N2 5 Q-KN8+ K-B3 (the black king has avoided mate, but now another misfortune befalls him) 6 N-Q5÷! K-K4 7 Q-N7÷! K-Q3 (otherwise Black loses his queen immediately) 8 Q-QB7+ K-K3 9 Q-K7+!, winning the queen.

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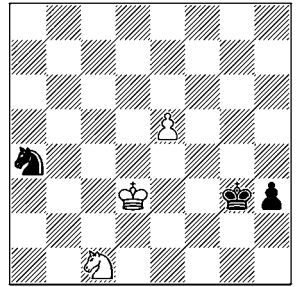
**152. Nieszl.** Not all attacks against the king are direct mating attacks. The threat of mate may often be merely a tactical manoeuvre to gain some advantage.

1 K-N6! P-Q7! 2 N-Q6! (if the pawn is taken, the black knight reaches... KB1 in time to avert any danger) 2 ... P-Q8=Q 3 N-B7+ K-N1 4 P-R7+ K-B1 5 P-R8=Q+ K-K2 6 Q-B6+ K-K1 7 Q-K6+ K-B1 8 N-N5! Q-Q6+ 9 K-R6, and White wins, as mate is inevitable.

The concluding stages of these two examples are, strictly speaking, queen endings, but we have chosen to treat them in this chapter. The point is that White won thanks to the strong position of his knight, but he had this advantage when the pawns were still on the board.

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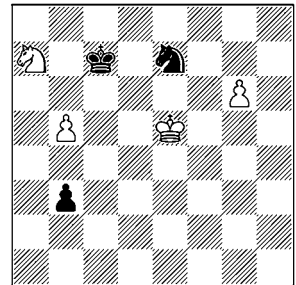


**153. Selezniev.** At first sight it appears that the black pawn can advance unmo-  
lested, whereas White's pawn can be  
stopped by the black knight. The solution,  
however, requires the white pawn to  
advance, since it is vital for White to deny  
Black control of the square K2.

1 P-K6! N-B4+ 2 K-K2 N×P (other-  
wise the pawns would queen simulta-  
neously) 3 K-B1 P-R7 4 N-K2+ K-B6  
5 N-N1+ K-N6 6 N-K2+ K-R6 7  
N-N1+, with a draw by perpetual check,  
since after 7 ... K-N5 8 K-N2 the  
remaining pawn disappears from the  
board.

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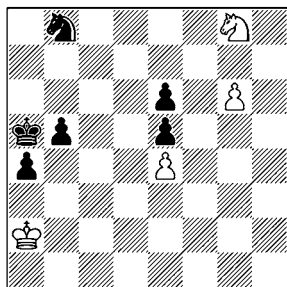
**154. Villeneuve-Escaplon.** There are  
obstacles in the way of the white pawns,  
whereas the black pawn can advance  
unhindered. White saves the game, which  
appears to be lost, by a stalemating com-  
bination, the crux of which is a surprising  
king move.

1 P-N6+ K×P (1 ... K-N2? 2 N-N5,  
with a draw) 2 N-B8+ N×N 3 K-K6!

(the king moves into a geometrical relation with the queen-to-be, and yet this is the only chance of averting danger, since after 3 *K-B6?* *N-Q3* Black wins) 3 ... *P-N7* 4 *P-N7* *P-N8=Q* 5 *P-N8=Q* *Q-N6+* 6 *K-Q7!* *Q×Q* stalemate.

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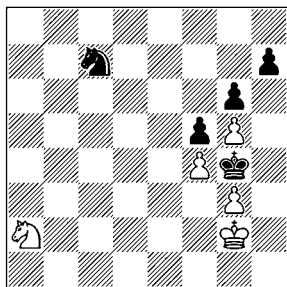


**155. Rinck.** White somehow has to solve the problem of controlling his K7 and KB6 squares, in order to enable his passed pawn to advance.

1 *N-K7* *N-Q2* 2 *N-B6+*! *K-N3* (2 ... *K-R3?* 3 *N-N8+*, winning immediately) 3 *N×P* *N-B3* 4 *N-Q7+*! (diverting the defending piece) 4 ... *N×N* 5 *P-K5!* *N×P* 6 *P-N7*, and White wins.

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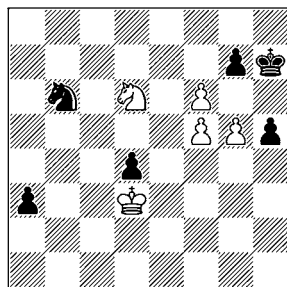
**156. Selezniev.** 1 *N-N4?* would be a futile attempt to win, because after 1 ... *K-R4* and 2 ... *P-R3* Black would be out of harm's way. Occupation of KB6 appears to be an effective counter to this plan, but how can White's knight get there while Q5 and K4 are under Black's control? It can be done on account of Black's inability to take the attacking

knight, without getting into even deeper difficulties.

1 *N-B3!* *K-R4* (1 ... *N-K1* 2 *N-Q5* leads to the same situation) 2 *N-K4!* (a sacrifice which Black cannot accept, because of the threatened mate after 3 *K-R3*) 2 ... *N-Q4* 3 *N-B6+* *N×N* 4 *P×N* *K-R3* 5 *K-B3* (Black is in *zugzwang*) 5 ... *P-N4* 6 *P×P+* *K-N3* 7 *K-B4*, and White wins.

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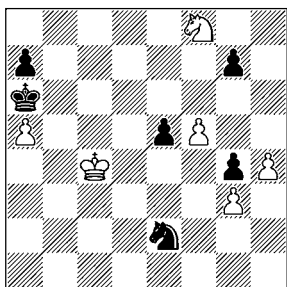
**157. Selezniev.** White's only remedy against the extreme danger posed by Black's passed pawns is to attack the opposing king.

1 *P-B7!* *N-Q2* 2 *P-N6+* *K-R1* (or 2 ... *K-R3* 3 *P-B8=Q* *N×Q* 4 *N-B7* mate) 3 *N-K8* *P-R7* 4 *P-B6* (threatening 5 *P×P* mate) 4 ... *N-K4+* 5 *K-K4* *N×NP* 6 *P×P+* *K-R2* 7 *P-N8=Q+* *K-R3* 8 *Q-N7+* *K-N4* 9 *P-B8=Q* *P-R8=Q* 10 *Q-B4* mate.

A false trail: 1 *P-N6+*? *K-N1* 2 *P-B7+* *K-B1* 3 *N-K4* *P-R7* 4 *N-N5* *N-Q2!*, and Black wins.

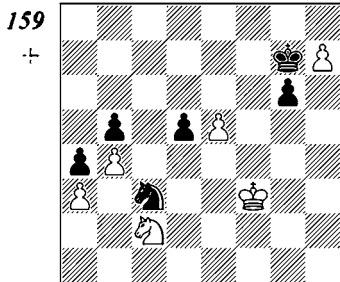
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**158. Rinck.** Black's knight can prevent a white pawn from queening, but unfortunately his king finds itself in danger. The king has to escape, and this creates a situation in which the black knight can be forced to leave his post.

1 P-B6! P×P 2 P-R5 N×P 3 P-R6 N-B4 4 P-R7 N-Q3+ 5 K-N4 N-B2 6 N-K6! (threatening 7 N-B5 mate) 6 ... K-N2 7 N-Q8+ N×N 8 P-R8=Q etc.

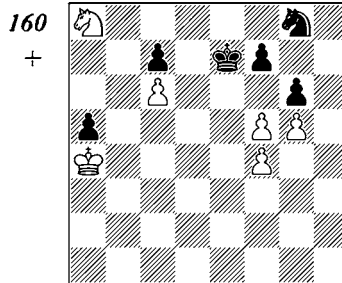


**159. Wolf-Balogh** (Correspondence game, 1930). White's RP is lost, but he can set up another passed pawn on the Q-side, and this one can make fast progress in view of the remoteness of the opponent's king.

1 P-K6 N-K5 2 P-K7 N-Q3 3 N-Q4 K×P 4 N×P! (a sacrifice which Black cannot afford to accept) 4 ... N-K1 5 N-B7! (this second sacrifice is decisive; 5 N-Q6? would be bad, because after 5 ... N×N 6 P-N5 K-N2 7 P-N6 K-B2, it is Black who wins) 5 ... N×N 6 P-N5 K-N2 7 P-N6, and White wins.

Variation: 2 ... N-B3 3 N-Q4 K×P 4 N×P K-N2 (4 ... N-K1 5 N-B7! leads to the previous variation) 5 N-Q6, and wins.

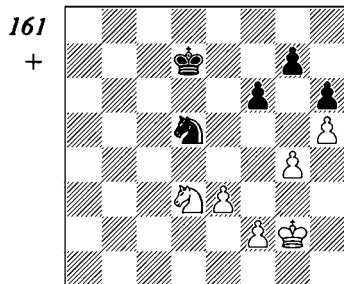
**160. Selezniev.** Both knights can be shut out of play, which suggests that the position is level, but the advantageous position of White's king and his advanced QBP enable him to offer a winning sacrifice.



1 P-B6+ K-Q3 2 K-N5 P-R5 3 N-N6! P×N 4 K×NP P-R6 5 P-B7 P-R7 6 P-B8=Q P-R8=Q 7 Q-B6 mate.

1st variation: 3 ... P-R6 4 N-B4+ K-Q4 5 N×P K-K5 6 K-R6 K×P 7 N-N5! K×P 8 N×P K×P (or 8 ... N×P 9 N-K6+, and wins) 9 N-Q5+ K-K3 10 P-B7 K-Q2 11 K-N7, and wins.

2nd variation: 1 ... K-Q1 2 K×P K-B1 3 K-R6 K-N1 4 N-N6! P×N 5 K×P etc.



**161. Portisch-Ivkov** (Sarajevo, 1962). In the opinion of Fine, four pawns win against three, even if they are all on the same side of the board. The weaker side cannot prevent his king from being driven back, or a passed pawn created. In this example the king has already been driven back, so that White's next task is to centralize his king, and then to make a breakthrough with his pawns.

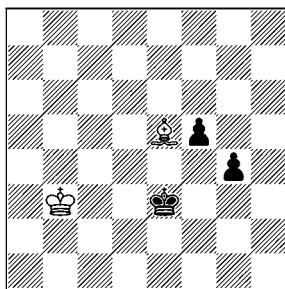
1 P-K4 N-K2 2 N-B4! (preventing the exchange of pawns by ... P-N3) 2 ...

N-B3 3 N-N6 K-K3 4 P-B4 N-Q5 5 K-B2 K-B2 6 N-R4 N-B7 7 K-K2 K-K3 8 K-Q2 N-N5 9 K-B3 N-R7+ 10 K-Q4 N-B8 11 N-B5 K-B2 12 P-K5! P×P 13 P×P N-K7+ 14 K-Q5 N-B6+ 15 K-Q6 N-K5+ 16 K-Q7 N-B4+ 17 K-B6 N-K3 18 K-Q6 N-B5 19 N-K7! N-K3 20 N-N6 N-N4 21 K-Q7 (the knight cannot return to ... K3, because of 22 N-R8+, therefore Black is in *zugzwang*, and cannot blockade the passed pawn) 21 ... N-K5 22 P-K6+ K-N1 23 P-K7 N-B3+ 24 K-Q8 K-B2 25 N-K5+, and Black resigned.

#### IV. ONE SIDE HAS A BISHOP

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**162. Prokes.** The bishop alone cannot halt the advance of the pawns, so the king has to come to its assistance.

1 K-B2 P-B5 2 K-Q1 P-B6 3 K-K1 P-B7+ 4 K-B1 K-B6 5 B-Q4 P-N6 6 B×P P×B, stalemate.

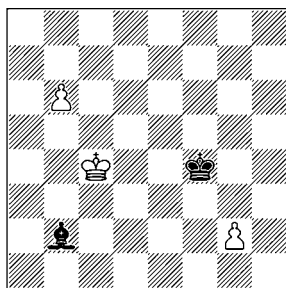
1st variation: 2 ... P-N6 3 K-K1 P-N7 4 B×P+ K×B 5 K-B2, with a draw.

2nd variation: 1 ... K-B7 2 K-Q2 P-N6 3 B-Q4+ K-B8 4 K-K3 P-N7 5 K-B4 etc.

**163. Rinck.** A bishop can contain two opposing widely-spaced pawns only if it can do so on one diagonal. This is not possible here, although Black's king is also able to take part in the defence. But

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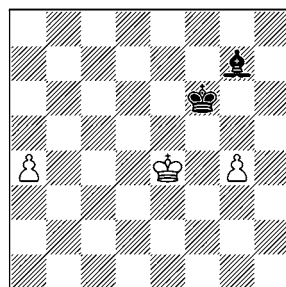


alas, the weakness of Black's... Q4 costs him the game, because his bishop will come under fire from the white king, and this will prevent him from taking the KNP.

1 K-Q5! B-K4 2 P-N3+ (Black cannot accept this sacrifice) 2 ... K-B4 3 P-N4+ K-B3(B5) 4 P-N5+ K-B4 5 P-N6 K-B5 6 P-QN7, and one of the pawns queens.

164

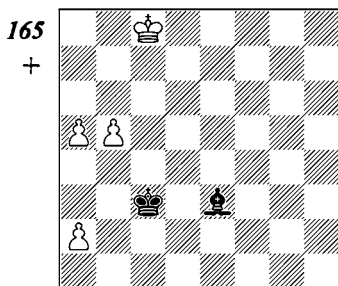
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**164. Otten.** The black king cannot get into the square of the RP, and therefore the task of stopping the pawn is allotted to the bishop. But here we have a rare instance, where, for all its long-range power, the bishop is unable to prevent the advance of the RP.

1 P-R5 B-B1 2 K-Q5 (the bishop cannot now go to ... QB4, so it will attempt to enter the action via ... K6) 2 ... B-R3 3 P-N5+! (3 K-K4 leads to a repetition of moves, so another way of cutting off the bishop is needed) 3 ... B×P (after 3 ... K×P, 4 P-R6 wins immediately, but now the bishop's path to ... QB4 is blocked for good, and his

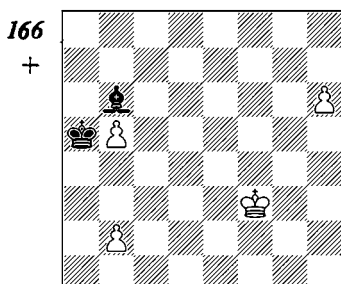
... K6 and ... KB7 squares can be controlled by White's king) 4 K-K4 B-R5 5 K-B3 K-K3 (opening the diagonal, but it is too late) 6 P-R6, etc.



**165. Prokes.** The seemingly natural 1 K-N7 K-N5 2 K-R6 B-N4 3 P-N6 B-Q1 4 P-R3+ K-R5 5 P-N7 B-B2 6 K-R7 leads only to a draw, but 1 P-R4 also fails to win, because of 1 ... K-N5 2 P-R6 K×P. White's pawn at R5 has an excellent chance of queening, because its progress can only be hindered by the bishop along a single diagonal. This pre-determines the roles of the other pawns, which will be to shut off the bishop's access to ... QR2, and at the same time to neutralize the black king.

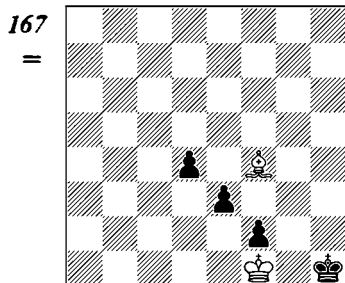
1 P-N6! K-N5 2 P-N7 B-R2 3 P-R6 K-N4 4 P-N8=Q+ B×Q 5 K-N7! K-R4 6 P-R4, and Black loses because he is in *zugzwang*.

Variation: 3 ... K-R4 4 P-N8=Q B×Q 5 K-N7 K-N4 6 P-R3! K-R4 7 P-R4, and wins.



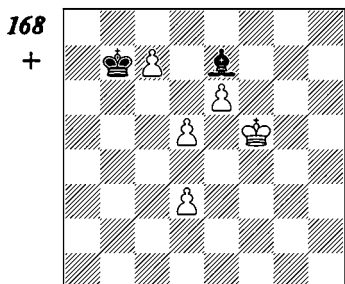
**166. Lewitt.** White twice puts his opponent in *zugzwang*. The first time it is unpleasant for Black, the second time fatal.

1 K-K4 B-Q1 2 P-N6! K-R3 (forced, because if 2 ... B×P, 3 P-R7 wins, while 2 ... K×P is met by 3 K-B5!) 3 K-K5! B-N4 4 P-R7 B-B8 5 K-Q6 B×P 6 K-B7! B-K4+ 7 K-B6 B-B6 (there is nothing better) 8 P-N7 K-R2 9 K-B7 B-K4+ 10 K-B8, and White wins.



**167. Weenink.** White's king cannot move, because after 1 K-K2? K-N7 Black would win immediately. 1 B-N5? would be just as bad, since after 1 ... K-R7 the black king comes into play. The draw is achieved by an unexpected and very attractive self-pinning.

1 B-N3! P-Q6 2 B×P P-Q7! 3 B-K1! P-Q8=R (promoting to a queen would give stalemate) 4 K-K2 R-N8 5 B-R4 R-N6 6 B-N5, with a draw.



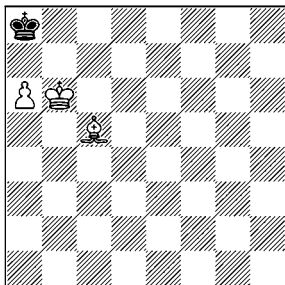
**168. Prokes.** The loss of White's BP without any compensation will reduce his

winning chances to nil, and therefore he has to get rid of his king's pawn which is a hindrance, so as to open a way for his king.

1 P-Q6! B×P 2 P-K7! B×P 3 K-K6 (threatening 4 K-Q7!) 3 ... K×P 4 K×B K-B3 5 K-K6 K-B4 6 K-K5 K-B3 7 P-Q4 K-Q2 8 K-Q5, and White wins.

169

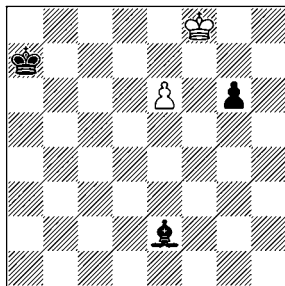
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169. (Theoretical ending.) White's bishop, which is restricted to the dark squares, cannot force the opposing king to leave his corner, which means that the RP cannot be promoted: 1 B-Q4 K-N1 2 B-K5+ K-R1, with a draw.

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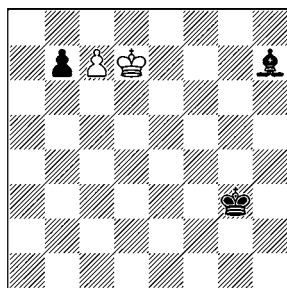


170. Réti. (Theoretical ending.) Black's bishop can restrain the white pawn only from squares which can be attacked by the white king. This allows White to gain a tempo, which is just sufficient for him to enter the square of the black pawn.

1 K-K7! P-N4 2 K-Q6 P-N5 3 P-K7 B-N4 4 K-B5 B-Q2 5 K-Q4 K-N3 6 K-K4 K-B3 7 K-B4 K-Q3 8 P-K8=Q, with a draw.

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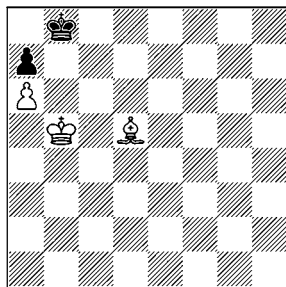
171. Bondarevsky. White cannot attack the black pawn from in front, because the bishop would occupy ... QB1, and Black would win. White therefore attacks the pawn from the rear, which forces it to move. After this surprise beginning, Black is two tempi up, and yet this is the only way that White can draw. He threatens to promote his pawn, then attacks the bishop which has moved up to save the situation, and by so doing makes up for the lost tempi.

1 K-B8! P-N4 2 K-Q7 B-B4+ 3 K-Q6 P-N5 4 K-K5 K-N5 5 K-Q4, with a draw.

Variation: 2 ... P-N5 3 K-K6 K-B5 4 K-Q5 B-B5 5 K-B4 etc.

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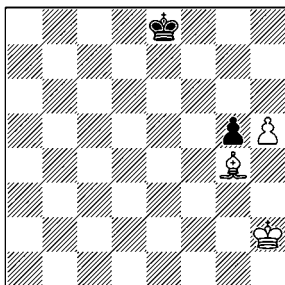
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172. Fahrni. (Theoretical ending.) This position is similar to example 169, except that White's bishop controls QR8, and that Black has a pawn on his second rank. This pawn is invulnerable, and this means that Black's king cannot be budged from its post.

1 K-B6 K-B1! (1 K-R1? 2 K-B7 mate)  
2 K-Q6 K-N1 3 B-K6 K-R1 4 K-B6  
K-N1 5 B-Q5 K-B1!, with a draw.

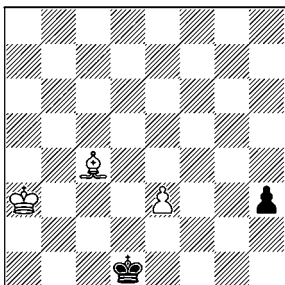
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**173. Troitsky.** We have already seen that a rook's pawn cannot win if the colour of its queening square differs from that of its own bishop, and if this square can be occupied by the opposing king. White therefore manoeuvres to prevent the black king from taking up this favourable position at... KR1.

1 B-K6! K-K2! (1 ... K-B1? 2 P-R6 and wins) 2 P-R6 K-B3 3 B-B5! K-B2 (the black king makes for ... KN1) 4 B-R7 K-B3 (now it becomes clear that the black pawn is a liability, because without it, in view of the threat of... K-N4, all White could do would be to move his bishop, when there would follow 5 ... K-B2 or 5 ... K-N3, with a draw) 5 K-N3 K-B2 6 K-N4 K-B3 7 K-R5! K-B2 8 K×P, and White wins.

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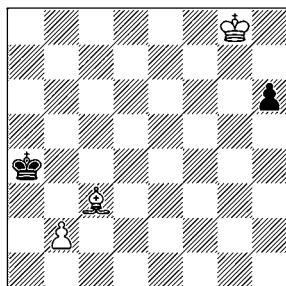
**174. Prokes.** White is able to capitalize on his material advantage, by exploiting

the geometrical motif of the long diagonal.

1 B-Q5 K-K7 2 P-K4 K-K6 3 P-K5 K-Q5 4 P-K6 K×B 5 P-K7 P-R7 6 P-K8=Q P-R8=Q 7 Q-QR8+, and wins.

Variation: 1 ... P-R7 2 B-R1! (not 2 B-N2? or 2 B-B3+?, 2 ... K-K8 3 P-K4 K-B7, with a draw) 2 ... K-K7 3 P-K4 K-B7 4 P-K5 K-N8 5 B-R8 etc.

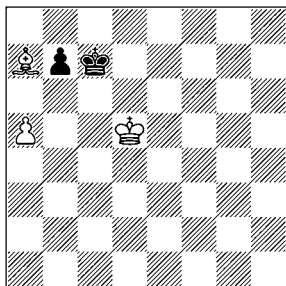
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**175. Fritz.** White's king approaches the centre diagonally to achieve the desired result, by the dual threat of mating or entering the square of the black pawn.

1 K-B7 P-R4 2 K-K6 (2 B-B6? K-N6, draw) 2 ... P-R5 3 K-Q5 P-R6 (if 3 ... K-N4, 4 K-K4 wins) 4 K-B4! P-R7 5 B-N4 P-R8=Q 6 P-N3 mate.

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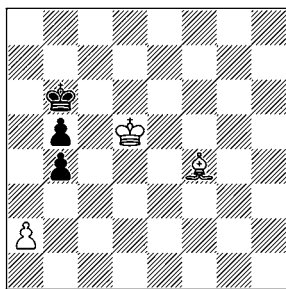
**176. Paulsen-Metzger** (Nuremberg, 1888). In the game 1 K-B4? was played, and after 1 ... P-N4÷ 2 P×P e.p.+ K-N2 3 K-N5 K-R1 4 B-N8 K×B 5 K-B6 K-B1, the game ended in a draw. Of course, 1 K-B5 similarly does not win, since after 1 ... P-N3÷ the same theoret-



ically drawn position is reached. White has to prevent his opponent from getting rid of his own pawn in this way.

1 K-Q4! K-B3 (on 1 ... P-N3 or ... P-N4, 2 P-R6 wins) 2 B-N6 K-Q3 3 K-B4 K-B3 4 K-N4 K-Q3 5 K-N5 K-Q2 6 K-B5 K-B1 7 B-R7! K-B2 (if 7 ... P-N3-, then 8 K×P, or 7 ... P-N4 8 P-R6, and wins) 8 K-N5 K-Q2 9 B-N8 K-B1 10 B-B4 K-Q2 11 K-N6 K-B1 12 B-N3, and White wins.

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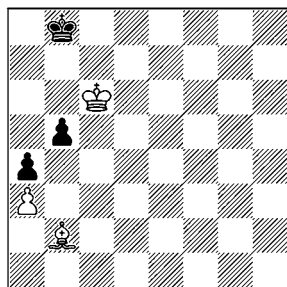


**177. Kling and Horwitz.** (Theoretical ending.) White would be unable to win if Black had no pawns remaining on the board, but as it is they are forced to move when their king is in a stalemate position, thereby enabling the white pawn to transfer to the knight's file. Black can avoid the stalemate position, but then his king has to leave the safety of the corner.

1 B-Q2! K-R3 (or 1 ... K-R4? 2 P-R3 and 3 P×P) 2 K-B6! K-R2 3 B-K3-K-N1 4 B-N6 K-R1 5 K-B7 P-N6 6 P×P P-N5 7 B-R5 etc.

Variation: 1 ... K-B2 2 K-B5 K-Q2 (after 2 ... K-N2 3 B-K1 K-B2 4 B-N3-K-N2 5 B-B4 K-R3 6 B-B7 K-N2 7 B-N6 the stalemate position is again reached) 3 K-N6! (it is too early to take the pawn) 3 ... K-Q3 4 B-B4+ K-Q4 5 K×P K-K3 6 K-B6 K-K2 7 K-B7 K-K3 8 B-Q6 K-Q4 9 B×P K-B5 10 P-R3 K-N4 11 K-N7 K-R5 12 K-N6 K-N6 13 K-N5, and wins.

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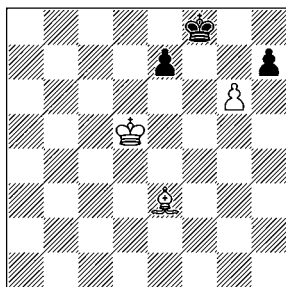
**178. Euwe.** (Theoretical ending.) The idea is identical to that in the previous example. The main variation is also similar, the only difference lying in the sub-variation.

1 B-K5+ K-R2 2 B-B7 K-R1 3 K-N6! P-N5 4 P×P P-R6 5 P-N5 P-R7 6 B-K5, and wins.

1st variation: 2 ... K-R3 3 B-N6 P-N5 4 P×P P-R6 5 P-N5 mate.

2nd variation: 1 ... K-B1 2 B-B7 P-N5 3 P×P P-R6 4 P-N5 P-R7 5 P-N6 P-R8=Q 6 P-N7 mate.

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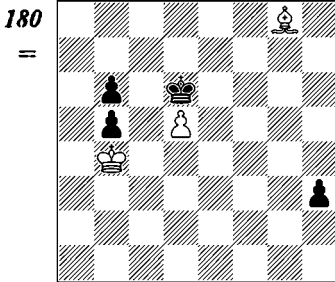
**179: Troitsky.** The threat of stalemate jeopardizes White's victory. Even though White's last pawn has to be sacrificed to meet this threat it is still the correct solution, because his lone minor piece can give mate, thanks to the placing of the opposing pawns.

1 B-R6+ K-N1 2 P-N7 K-B2 3 P-N8=Q+! K×Q 4 K-K6 K-R1 5 K-B7! (Black's king is stalemated, but one of his pawns can still move; situations

like this generally result in defeat) 5 ... P-K 4 6 B-N7 mate.

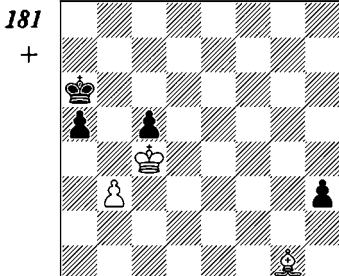
A false trail: 3 K-K5? P-K3 4 K-Q6 P-K4! 5 K×P K-N1, with a draw, because the bishop cannot be relieved of its defending role.

Variation: 2 ... P-K3+ (2 ... P-K4 3 K-K6 comes to the same thing) 3 K-Q6! K-B2 4 K-K5 K-N1 5 K-B6! (this tempo move is necessary to ensure that the KP is taken at the right time) 5 ... P-K4 6 K-K6! P-K5 7 K-B6 P-K6 8 B×P, and White wins.



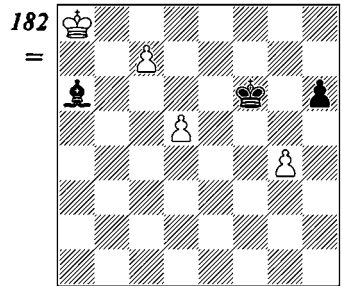
**180. A. Larsen.** Black's RP cannot be stopped, but the two pawns on the knight's file provide a stalemate nook for the white king.

1 B-R7! K×P (1 ... K-K4? 2 P-Q6, with a draw) 2 B-B5 P-R7 3 B-B8 K-B3 4 B-N4! P-R8=Q (if the pawn is promoted to a bishop, the game is drawn, since the white king cannot be shifted from its position) 5 B-B3+! Q×B stalemate.



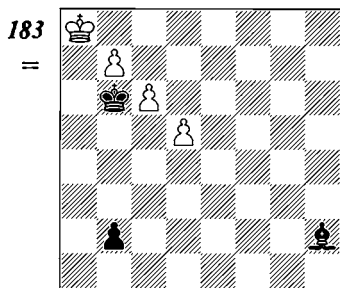
**181. Silke.** White cannot accept the pawn sacrifice offered on the QR-file, because the colour of the queening square would be wrong. He prefers to allow Black yet another passed pawn. A highly instructive struggle ensues.

1 K×P P-R5! 2 P-N4! K-N2 (2 ... P-R6? 3 K-B6 P-QR7 4 B-N6 P-R8=Q 5 P-N5 mate) 3 K-B4 K-R3 (if now it were Black to move, White's king could reach QR3 and subsequently capture the QRP; there follows some clever tempo play, aimed at reversing the obligation to move) 4 B-R2 K-N3 5 B-K5 K-R3 6 B-B4 K-N3 7 B-R2 K-R3 8 B-N1! (Black is in *zugzwang*) 8 ... K-N2 9 K-B3 K-R3 10 K-N2 K-N4 11 K-R3 K-R3 12 K×P, and White wins.



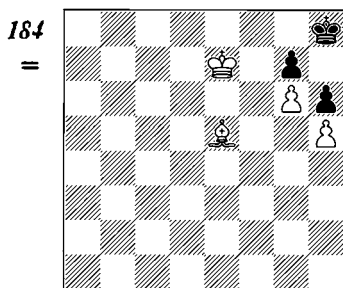
**182. Réti.** White can achieve nothing by strategic means, because after 1 K-R7? B-B1 2 K-N8 B×P 3 P-Q6 K-K4, or 1 K-N8? K-K4 2 P-B8=Q B×Q 3 K×B K×P, Black's pawn would queen. Therefore White has to block the KR3-QB8 diagonal in order to save his knight's pawn.

1 P-Q6 K-K3 2 P-Q7! (forcing the closing of the vital diagonal) 2 ... K×P 3 K-R7! B-K7 4 K-N8 B-R3 5 K-R7 B-B1 6 K-N8 B-R3 7 K-R7 K×P 8 K×B K-Q3 9 K-N5 K-K4 10 K-B4 K-B5 11 K-Q3 K×P 12 K-K2 K-N6 13 K-B1, with a draw.



**183. Rübesamen.** Even though the path of the white pawns leads across the firing line of Black's bishop, and the black pawn is only one move away from queening, White can force stalemate if he calculates correctly the order of his sacrifices.

1 P-Q6 B×P 2 P-NS=Q÷ B×Q 3 P-B7 K(B)×P stalemate.

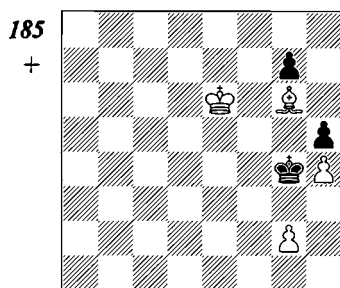


**184. Fahrni.** (Theoretical ending.) Victory eludes White, in spite of his bishop advantage, because he is unable to drive the black king out of his corner, and other attempts end in stalemate.

1 B-B6 K-N1! (not 1 ... P×B 2 K-B7! and wins) 2 K-K6 P×B! (not 2 ... K-R1? 3 K-B7!, and wins) 3 K×P K-B1, with a draw.

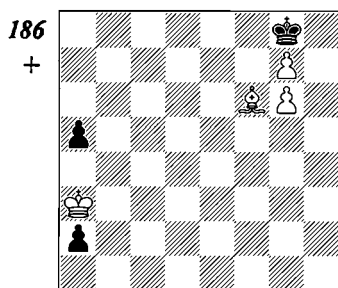
**185. Prokes.** White can save one of his pawns, but not without his bishop getting into trouble. A close-fought struggle for the bishop ends in a mating threat, and victory for White.

1 B-B5+ K×P 2 B-R3 P-N4 3 K-B5



P-N5 4 K-B4 P-N6 (4 ... P×B? 5 P-N3 mate) 5 K-B3, and White wins.

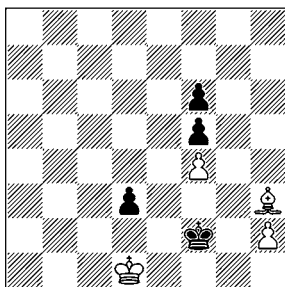
Variation: 2 ... K-N4 3 K-K5 K-R3! 4 K-B4 P-N4+ 5 K-N3 P-N5 6 B×P P×B 7 K×P K-N3 8 P-N3, and wins. The capture of the bishop did not result in mate as in the main variation, but it nevertheless brought Black little comfort.



**186. Prokes.** White can ward off the danger of stalemate only by a pawn sacrifice, but in the process he endangers his other pawn. The problem is how to save this pawn; White finds a solution and blocks the long diagonal.

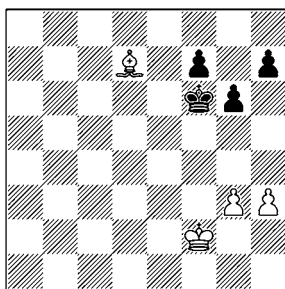
1 K-N3 P-R5+ 2 K-B4 P-R6 3 K-Q5 P-R8=Q 4 B×Q P-R7 5 K-K5! K×P 6 K-B5+, and White wins.

**187. Duras.** A RP and bishop of the wrong colour can still be a winning combination if the opposing king can be prevented from occupying the queening square. The various diverting moves serve precisely this purpose.

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1 B-N2! (this not only opens the way for the pawn, but is also a diverting move) 1 ... K-K6! 2 P-R4 K×P 3 B-B3! (the second diverting move, forcing the king to go around its own pawns) 3 ... K-K4 4 P-R5 K-K3 5 B-Q5+! (the third diverting move puts paid to Black's attempt to reach the queening square) 5 ... K-K2 6 P-R6 K-B1 7 K-Q2, and White wins, as after the fall of his pawns, Black's king must abandon its post.

Variation: 3 ... K×B 4 P-R5 K-N7 5 P-R6 P-B5 6 P-R7 P-B6 7 P-R8=Q P-B7 8 Q-N7+ K-R7 9 Q-R6+ K-N7 10 Q-N6+ K-R7 11 Q-R5+ K-N7 12 Q-N4+ K-R7 13 Q-B3 K-N8 14 Q-N3+ K-B8 15 Q-R2 P-B4 16 Q-R1 mate.

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**188. Portisch-Stein (Sousse, 1967).** This position is a good example of what can happen if only superficial attention is given to the problems involved. It appears that White should win easily, and no one working on the analysis of the adjourned position thought that victory, and with it

qualification for the Candidates' Matches, in fact hung by a thread. I retired, fully confident of an easy win, but fortunately my sense of danger did not let me rest. I re-examined the position on my own, and was quite perturbed to find that, owing to the "wrong" colour of KR8, the bishop advantage could be exploited only by extremely accurate play. My analysis went on until four in the morning, and it revealed that White had to prevent the advance of the black pawns by 1 B-K8! Of course, such a move might also be found in over-the-board play after due study of the position. But anyone taking the complacent approach of "Ah well, it's an easy win anyhow" is likely to be in for a nasty surprise.

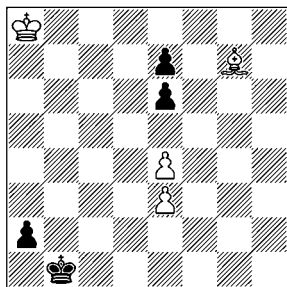
So I played: 1 B-K8! K-K2 2 B-N5 P-B4 (2 ... K-B3 or 2 ... K-Q3 is met by 3 B-B4!, and in the latter case after 3 ... P-B3 4 B-N8 P-R3 5 B-R7 the black pawns are securely blockaded) 3 K-K3 K-B3 4 K-Q4 P-R4 (or 4 ... K-N4 5 K-K5 P-R4 6 P-R4+! K-N5 7 K-B6 K×P 8 K-N5! P-B5 9 B-Q3 P-B6 10 B×P P-B7 11 B-Q3, and wins) 5 K-K3! P-R5 (if 5 ... P-N4, then 6 K-Q4! deals with any pawn advance) 6 P-N4 K-K4 7 B-B1 K-B3 8 K-B4 P-N4+ 9 K-K3 K-K4 10 B-R6, and Black resigned.

An analysis by grandmaster Averbakh, published later in *Shakhmatny Bulletin*, convinced me that my opponent had calculated the chances offered by the following variations: 1 K-K3? K-K4 2 B-N5 P-B4 3 B-Q3 P-N4 4 K-B3 P-B5 5 P-N4 (of course, the pawns cannot be exchanged) 5 ... P-R4, and now:

1st variation: 6 P×P K-B3 7 P-R6 K-B2 8 B-R7 K-B3 9 K-N4 K-B2, and the king cannot approach closer without allowing the BP to advance.

2nd variation: 6 B-N6 P×P+ 7 P×P K-Q5 8 K-K2 K-B6 9 B-Q3 K-Q5 10 K-Q2 K-K4 11 K-B3 (otherwise White is unable to make any progress) 11 ... P-B6! 12 K-Q2 K-B5 13 B-B5 K-N6 14 K-K1 K-N7!, with a draw.

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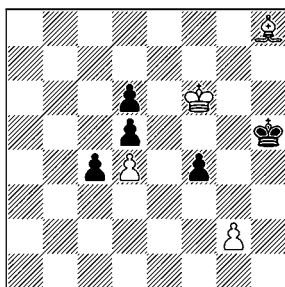
**189. Raina.** An immediate bishop move would be a loss of time, therefore White has to set about defending his K4 pawn.

1 K-N7 K-B7! 2 B-R1! K-N8 (if 2 ... K-Q6 then 3 P-K5! wins) 3 B-Q4 (tempo moves to ensure the right timing of the king's arrival on the battle scene) 3 ... P-K4 4 B×P K-B7 5 B-R1 P-K4! 6 K-B6! K-Q6 7 K-Q5, and White wins.

A trap: 2 B-Q4? P-K4 3 B×P K-Q6 4 K-B6 K×P(K5) 5 B-Q4 P-R8=Q. Draw.

Variation: 1 ... P-R8=Q 2 B×Q K×B 3 K-B6 K-N7 4 P-K5! K-B6 5 K-Q7 K-Q6 6 K×P(K7) K×P 7 K×P etc.

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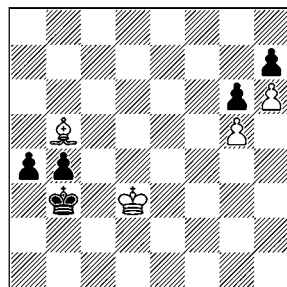


**190. Prokes.** It appears that Black's QBP can advance to the queening square

without interference. White succeeds, however, in deciding the game in his favour by means of a clever tactic based on the awkward position of his opponent's king.

1 K-B5 P-B6 (otherwise White's king enters the square of the pawn) 2 B-B6 P-B7 3 B-N5! P-B8=Q 4 P-N4+ (a rude shock for Black, who is forced to open the decisive diagonal) 4 ... P×P e.p. 5 B×Q P-N7 6 B-K3, and White wins.

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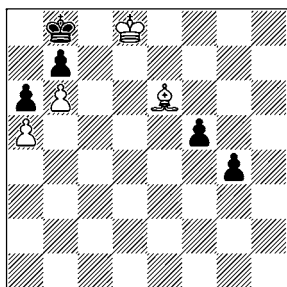
**191. Lewitt.** The bishop is unable to halt the black pawns, and therefore its most urgent task is to help the promotion of one of its own pawns.

1 B-K8 P-R6 2 B×P (a diverting sacrifice) 2 ... P×B 3 P-R7 P-R7 (Black has set a stalemate trap) 4 P-R8=B! (4 P-R8=Q P-R8=Q 5 Q×Q stalemate) 4 ... K-R6 5 K-B2 P-N6+ 6 K-B1 K-N5 7 K-N2 K-B5 8 K-R3, and White wins.

1st variation: 2 ... P-R7 3 B-B7+ K-N7 4 B×P K×B 5 P-N6 P-N6 6 P-N7! etc.

2nd variation: 2 ... K-N7 3 B-B7 P-N6 4 P-N6 P×P 5 P-R7 P-R7 6 P-R8=Q+ K-N8 7 B×QNP P-R8=Q 8 B-B2+ K-R7 9 Q-KN8+ K-N7 10 Q-N7+, and White wins. The queen marches towards Black's king along the diagonals, and mates in a few moves.

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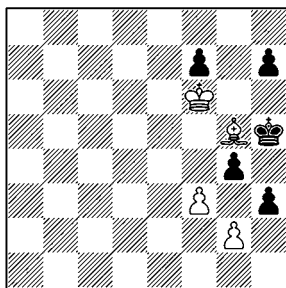


**192. Kling and Horwitz.** Example 184 demonstrates that, even with a bishop advantage, White does not always win if the black pawns are not far advanced from their initial positions. Black was saved by stalemating possibilities. White, therefore, begins here with a waiting move instead of an immediate capture, in order to spare one of Black's pawns, and make use of it later to avoid stalemate.

1 K-Q7 P-B5 (1 ... K-R1? 2 K-B7 leads to mate) 2 B×P P-B6 3 B-R3 P-B7 4 B-B1 K-R1 5 B×P P×B 6 K-B7, and White wins.

Variation: 1 ... P-N6 2 B-Q5 P-B5 3 B-B3 P-N7 4 B×KNP P-B6 5 B-B1 P-B7 6 K-Q8! (gaining a tempo) 6 ... K-R1 7 B×P K-N1 (acceptance of the sacrifice loses even more quickly) 8 B-B1 K-R1 9 B-N2 K-N1 10 K-Q7! K-R1 11 K-B7! P-B8=Q 12 B×P mate.

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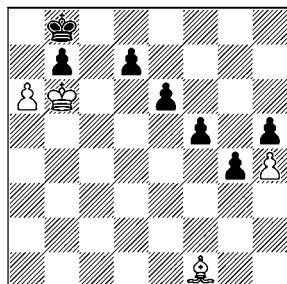


**193. Prokes.** This ending resembles example 190. Creating an immediate mating threat does not win, because after

1 K-B5 P-N6! 2 P×P P-N7 3 B-K3 K-R5 Black succeeds in drawing. It follows, therefore, that the pawn which is to deliver the final blow should first be safeguarded.

1 P-N3! P-R3! (if 1 ... P-R7, or 1 ... P×P, then 2 K-B5, with mate to follow) 2 B-K3 P-R7 (or 2 ... P×P) 3 K-B5 P×P 4 B-B2 P-R8=Q 5 P-N4 mate.

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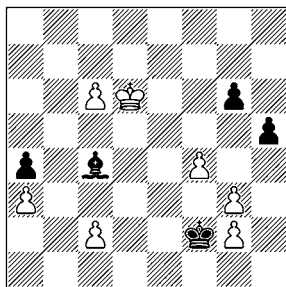
**194. Lomov.** The solution of this position shows a battle which is both fascinating and instructive. Each move by a black pawn opens one diagonal, but closes another. The white bishop has to find a way through the gaps to attack QN7 and the opposing king.

1 P-R7+ K-R1 2 B-N5! (after 2 B-N2? P-Q4 the advance of the KBP would be decisive) 2 ... P-N6 (forced, in view of the threat of mate from QB8; now the bishop has to retreat, since Black's KNP would queen with check; on the other hand, Black has lost control of his... KB6 square) 3 B-B1 P-K4 (3 ... P-Q4? 4 B-N2! P-B5 5 B-B3, and Black comes to grief because of zugzwang) 4 B-R3! P-K5 5 B-N2! P-Q3 6 B-B1 P-Q4! (neither the KP nor the KBP can move, since this would open the bishop's path to QN7) 7 B-R3! P-Q5 (the only move that does not open a diagonal for the bishop, but now the ... KN8-QR2 diagonal is blocked, and the KNP cannot give check on promotion)

8 B×P! P-N7 9 B-B8 P-N8=Q 10 B×P mate.

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**195. Möller.** This ending demonstrates a splendid idea, the object of which is the perpetual pursuit of the enemy bishop.

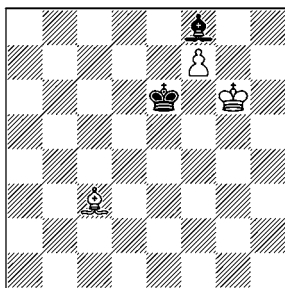
1 P-N4! P×P (otherwise 2 P-B5 wins) 2 P-B5! P×P (after the blocking of the KR3-QB8 diagonal, the persecution of the bishop can begin in earnest) 3 K-B5 B-R3 4 K-N6 B-B1 5 K-B7 B-K3 6 K-Q6 B-B5 7 K-B5 B-R7 8 K-Q6! B-B5! (otherwise the QBP cannot be stopped) 9 K-B5 B-B8 10 K-N6! B-B5! 11 K-B5 etc. Draw.

A false trail: 1 P-B5? P×P 2 K-B5 B-K7 3 K-N6 B-N5! 4 P-B7 P-B5 5 P×P K×P 6 K-N7 P-R5 7 P-B8=Q B×Q+ 8 K×B P-R6, and Black wins.

#### V. BISHOP V. BISHOP 'SAME COLOUR'

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**196. Fahrni.** (Theoretical ending.) There is no chance of a win unless the black

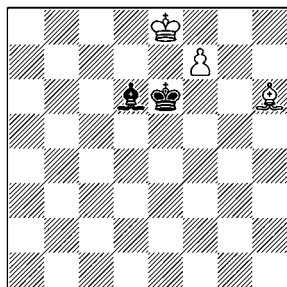
bishop's control of ... KB1 can be lifted. Since the opposing bishops are of the same colour, White can neutralize the black bishop, for which he has to manoeuvre his king to KN8.

1 B-N7 B-N5 (1 ... K-K2 2 B-B6+ K-K3 3 B-N5 B-N5 4 K-N7 transposes into the main variation) 2 B-R6 (making room for the king) 2 ... B-B4 3 K-N7 B-N5 4 K-N8 B-B4 5 B-B8 B-K6 6 B-N4 B-R3 7 B-Q2!, and White wins.

Variation: 3 ... K-B4 4 K-N8 K-N3 5 B-B8 B-K6 6 B-N4 B-R3 7 B-B3; Black is in *zugzwang*, and can no longer prevent the promotion of the pawn.

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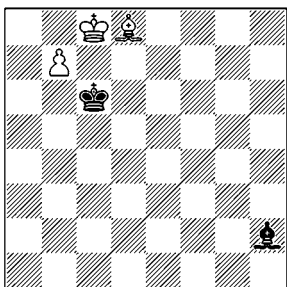


**197.** (Theoretical ending.) White's king cannot get across to KN8, and this means that the black bishop cannot be driven off both the vital diagonals (... QR6-KB1 and ... KR3-KB1).

1 B-B8 B-K4 2 B-R3 B-N2 3 B-N2 B-R3 4 B-B1 B-N2 5 B-Q2, and since Black is not in *zugzwang*, he can still draw by playing either 5 ... K-Q3 or 5 ... K-B4.

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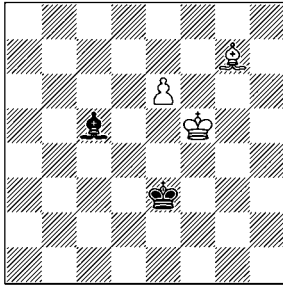
**198. Centurini.** (Theoretical ending.)  
Against a knight's pawn on the seventh rank, the black bishop has only one diagonal. White's most important task is to manoeuvre his bishop to QN8.

1 B-R4 B-B5 2 B-B2 B-R7 3 B-R7 B-N6 4 B-N8 B-B7 5 B-R2 B-R2 6 B-N1!, and wins.

Variation: 1 ... K-N4 (Black tries to deprive the white bishop of the square QR7) 2 B-B2 K-R3 3 B-B5! B-B5 4 B-K7 K-N4 (the threat was B-QS and B-B7) 5 B-Q8 K-B3 6 B-N5! B-R7 7 B-K3, and all the same the white bishop reaches QR7.

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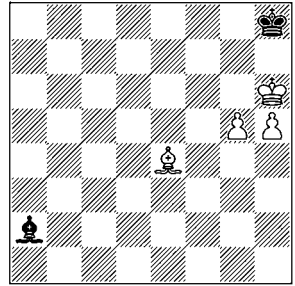


**199. Forintos-Liberzon** (Moscow, 1971). Black's bishop can cross the white pawn's path on two diagonals (... QR6-KB8 and ... Q1-KR5), yet White still wins, because Black's king is badly positioned.

1 K-K5! (1 K-B6? K-B5 2 K-B7 K-B4 would only help the black king to occupy an advantageous position) 1 ... B-N5 2 K-Q5 K-Q6 (2 ... K-B5 will not do because of 3 B-K5+ and 4 B-Q6) 3 B-B6 B-R6 4 B-Q8 B-N5 5 B-B7 (threatening 6 B-Q6) 5 ... B-K2 (hoping to stop the pawn from the other diagonal) 6 K-B6 (this move gains a decisive tempo for White's attack on the bishop; Black's king would have had to be on ... KB4 to prevent this manoeuvre) 6 ... K-K5 7 K-Q7, and Black resigned, since either 8 B-Q8 or B-Q6 will be decisive.

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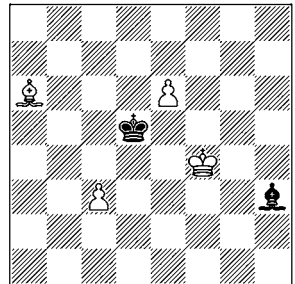


**200. Bokosievic-Freitag** (Chernovitsky, 1934). Black's bishop perpetually pursues its white opponent, the former being invulnerable due to the danger of stalemate.

1 ... B-Q4 2 B-R7 B-B2! 3 B-N6 (3 P-N6? B×P!, with a draw) 3 ... B-R7 4 B-B5 (4 B-K8 B-B2 5 B-Q7 B-K3, with a perpetual attack) 4 ... B-K3 5 K-N6 B-B2+ 6 K-B6 (this pawn sacrifice wards off the perpetual attack, but even this fails to bring victory) 6 ... B×P 7 B-K6 B-N3! 8 B-B7 B-Q6 9 B-N6 B-B5 10 B-B5 B-B2!, with a draw.

201

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**201. Sackmann.** After White's first move, the black bishop is threatened with a discovered attack, and so it takes up position on the other diagonal, which looks more suitable for control of the queening square, but it is driven away by a move of compelling force, as a result of which the KP reaches its target.

1 B-B8! B-B8 (1 ... K-Q3 2 P-K7!, and wins) 2 P-K7 B-N4 3 P-B4+! (a dual-

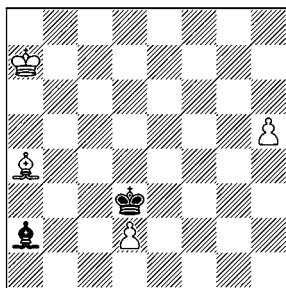


purpose sacrifice, which either forces the bishop to leave its advantageous post, or lures the king onto a fatal square) 3 ... K×P 4 B-R6!, and White wins.

Variation: 1 ... B×P 2 B×B+ K×B 3 K-K4 K-Q3 4 K-Q4 etc.

202

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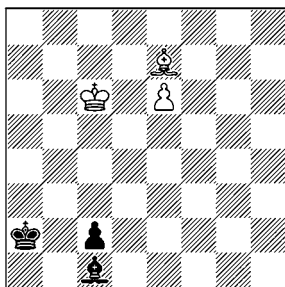


**202. Prokes.** The loss of his QP would put paid to White's chances of winning, therefore he makes a sacrificial offer in order to save it.

1 P-R6 B-N1 2 B-N3 (this either lures the black bishop away from its post, or else drives it into an unfavourable square) 2 ... B-R2 3 B-B2+! (this second sacrifice has to be accepted) 3 ... K×B 4 P-Q4 B-K5 5 P-Q5, and White wins, since one of the pawns will queen.

203

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**203. Troitsky.** The position seems hopeless for White, since after 1 B-Q8 B-B5 2 P-K7 the black pawn queens with check, while 1 B-B5 B-N4 wins for Black. There is, however, another line which offers an effective defence.

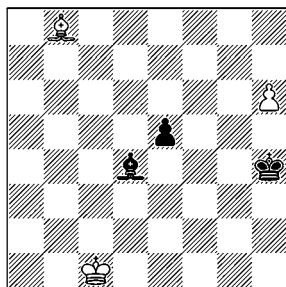
1 B-N4! (an apparently pointless move,

but its purpose soon becomes clear) 1 ... B-N4 2 B-Q2! (a dual-purpose sacrifice, which draws the black bishop away from the favourable ... KR5-Q1 diagonal, and lures it onto the unfavourable square... Q7) 2 ... B×B (or 2 ... B-R5 3 K-Q7, with a draw) 3 P-K7 P-B8=Q+ 4 K-Q7, and the position is drawn, since the queen cannot give check because the bishop is in the way, and the white pawn queens.

Variation: In an analysis published in the July 1974 issue of *Magyar Sakkelet*, grandmaster Adorján demonstrated that 1 K-Q7 (and, indeed, 1 K-Q5 or 1 K-N7) also leads to a draw, for after 1 ... B-B5 2 B-R3! K×B (or 2 ... B-N4 3 B-B1!) 3 P-K7 P-B8=Q 4 P-K8=Q Black only has some innocuous checks, and the result is still a draw.

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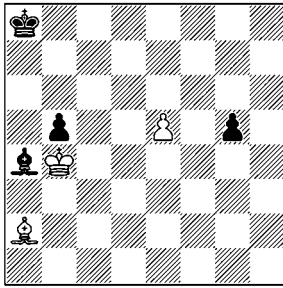


**204. Heuäcker.** White must prevent the opening of the long diagonal leading to KR8, and so he diverts the black bishop in such a way that his king can gain time to blockade the enemy pawn.

1 B-R7! (a diverting sacrifice, which Black cannot accept) 1 ... B-R8! 2 K-N1 B-B6 3 K-B2 B-R8 4 B-Q4! (a sacrifice which enables the white king to reach K4 with gain of time) 4 ... B×B (after 4 ... P×B White blockades the black pawn from Q3) 5 K-Q3 B-R8 (the bishop has to be moved to safety) 6 K-K4!, and White wins.

205

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**205. Duras.** White's bishop can occupy the desired square in one move, but it takes three moves for Black to do the same, and even then he is hampered by his QNP. This gives White the opportunity to engage, or, to put it more accurately, to drive off the defending piece.

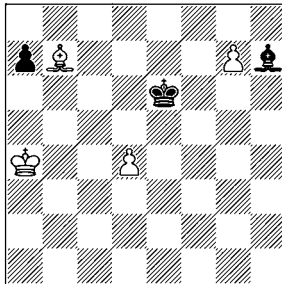
1 B-B7 B-B7 2 P-K6 B-B4 3 P-K7 B-Q2 4 K-B5 K-N1 5 K-Q6 K-B1 6 B-K6!, and wins.

1st variation: 4 ... K-N2 5 K-Q6 B-B3 6 B-Q5! etc.

2nd variation: 4 ... P-QN5 5 K-Q6 B-N4 6 B-Q5+ K-N1 7 B-B6 etc.

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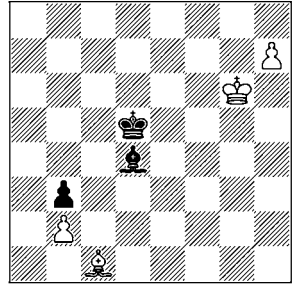
**206. Rinck.** The black pieces appear to be well in control of White's pawns, but a fine sacrifice still ensures that one of them is queened.

1 B-K4! B-N1 (Black's bishop is no better placed than in the previous example) 2 P-Q5+ K-B3 (after 2 ... K-Q3 the advance of White's king is decisive) 3 P-Q6 B-K3 (or 3 ... K-K3 4 B-Q5+ and wins) 4 B-B5! (this drives off one

of the defending pieces) 4 ... K×B 5 P-N8=Q, and White wins.

207

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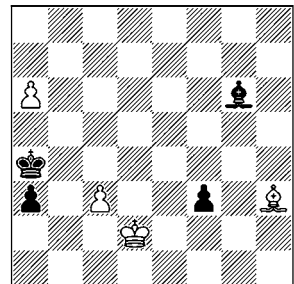


**207. Selezniev.** Exploitation of the pawn advantage is no easy task, because after 1 B-R6! B×P 2 B-N7 B×B 3 K×B P-N7 the black pawn also queens. White must therefore find a better situation in which to promote his pawn.

1 K-B7 K-B5 2 K-N8 K-Q6 (now is the time to promote the pawn, for Black's king is in a geometrical relation with his promotion square) 3 B-R6! (3 P-R8=Q? B×Q 4 K×B K-B7 leads only to a draw) 3 ... B×P 4 B-N7 B×B 5 K×B P-N7 6 P-R8=Q P-N8=Q 7 Q-R7+, and White wins.

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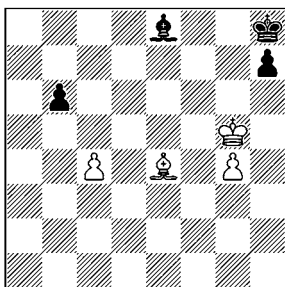


**208. Herbstman.** It is vitally important for Black to control the long diagonal, otherwise he cannot stop White's RP. A fight develops between White's king and the black bishop, and to all appearances it ends in a victory for the bishop. But in the end it is White who wins the day.

1 K-K3! B-B2 2 K-Q4 B-K1 (2... P-R7 is clearly inadequate) 3 P-R7 B-B3 4 B-Q7! B×B 5 P-R8=Q+, and White wins.

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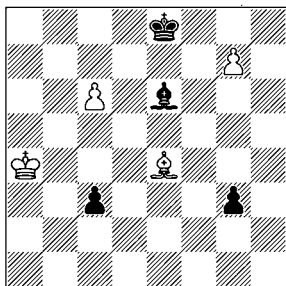


**209. Selezniev.** This seemingly well-balanced position hides a tactical point which favours White, and enables him to clinch the game.

1 K-R6 B-B2 2 B-Q3 B-K3! 3 P-N5 B-N1 (at this point a draw seems inevitable, since the RP is adequately protected, and the two bishops have roughly equal mobility) 4 B×P! (a bolt from the blue; suddenly Black's king is in danger) 4... B×B (4... B×P is met by 5 P-N6 and mate next move) 5 P-N6 B×P (5... B-N1 6 P-N7 mate) 6 K×B, and White wins.

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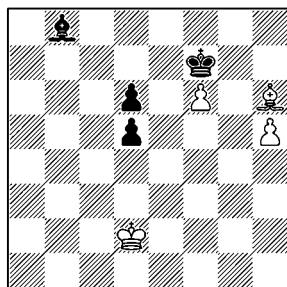


**210. Selezniev.** Both players can promote a pawn, and the issue is decided by the poor position of Black's king on the ... K1 square.

1 P-B7 K-Q2 (or 1... B-Q2+ 2 B-B6!) 2 B-B5! K×P 3 B×B P-B7 4 P-N8=Q P-B8=Q 5 Q-QB8+, and wins.

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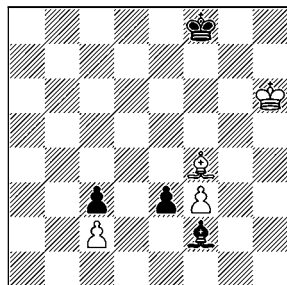
**211. Selezniev.** Black's pawns obstruct their own bishop, but the white bishop still has to produce an extraordinary performance to force promotion.

1 B-N7 B-R2 2 P-R6 K-N3(N1)! 3 B-R8! B-B7! (if 3... B-Q5 4 P-B7! wins) 4 P-R7 B-R5 5 P-B7 B-N4+ (5... B-K2 6 B-B6!, and wins) 6 K-Q3 B-R3 7 B-N7! (making room and blocking the diagonal) 7... K×B 8 P-B8=Q+, and wins.

Variation: 1... B-B2 2 P-R6 K-N1 (N3) 3 B-B8! B-N3 4 K-Q3 B-B7 5 P-B7+ etc.

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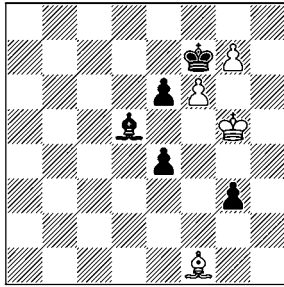
**212. Kubbel.** After a bitter struggle, Black wins the white bishop for his passed pawn, but it is a hollow victory because the bishop's capture stalemates his opponent.

1 B-Q6+ K-B2 2 B-B5 K-K3! 3 B-Q4 B-K8 4 B×KP B-Q7 5 B-N5 K-B4 6 P-B4 B×P 7 K-R5! B×B stalemate.

A false trail: 3 K-N5? K-Q4! 4 B-N6 B-N8 5 B-R5 K-B5, and Black wins.

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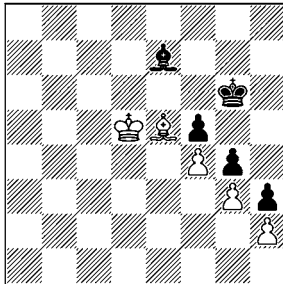


**213. Prokes.** A draw looks likely in view of the threat of 1 ... P-K6, but the position contains a tactical point which enables White to mount a mating attack.

1 B-K2! P-N7 2 B-R5÷ K-N1 3 K-R6 (threatening 4 P-B7 mate) 3 ... P-K4 4 B-N6 P-N8=Q 5 P-B7+ (forcing the blocking of a fatal square) 5 ... B×P 6 B-R7 mate.

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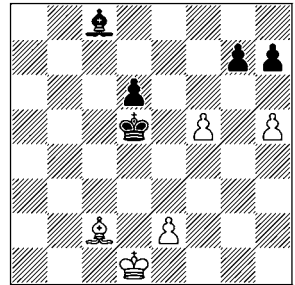


**214. Fahrni.** (Theoretical ending). Black's positional advantage is obvious. His bishop is able to attack the opponent's pawns, while White can only "fire into the air", and is powerless to prevent a break-through. A bishop capable of attacking the opponent's immobile pawns is called a "good" bishop. In the endgame, an advantage of this kind is usually decisive. It underlines the necessity of giving due consideration to the colour of the squares on which pawns will eventually become fixed. The following examples are intended to throw more light on the problem of "good" and "bad" bishops.

1 ... B-R5! (threatening 2 ... B×P!) 2 P×B P-N6! 3 P×P P-R7, and Black wins.

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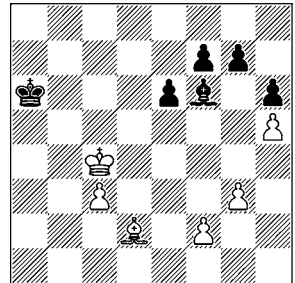
**215. Selezniev.** If it were Black to move first, he could capitalize on his "good" bishop by 1 ... K-K4 or 1 ... P-R3. Positional disadvantages, however, can sometimes be redressed by tactical means, and this is what happens here. White exploits the advantage of the first move, acquires a strong passed pawn, and breaks through, sacrificing a pawn in the process.

1 P-R6 P×P 2 P-B6! B-K3 3 P-B7! (Black would win after 3 B-N3+ ? K-K4 4 P-B7 B×B+) 3 ... B×P 4 B-N3+, and wins.

Variation: 2 ... K-K3 3 B-B5+ K×P (or 3 ... K×B 4 P-B7) 4 B×B etc.

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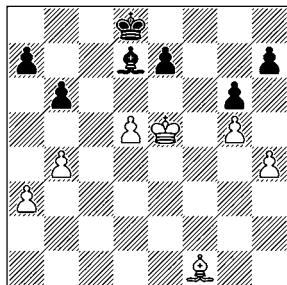
**216. Ivkov-Pomar** (Wijk aan Zee, 1972). A passed pawn, a more active king and the weakness of the black pawns give White such an advantage that Black has no hope of a draw.

1 K-B5 K-N2 2 K-Q6 K-B1 3 P-QB4

K-Q1 4 B-R5+ K-K1 5 P-B5 B-Q5  
6 P-B3 B-B7 7 P-N4 B-N6+ 8 K-B6  
P-B4 9 B-B3 P×P 10 P×P K-B2 11 K-Q7  
B-N1 12 K-B8 B-B5 13 P-B6 P-N3 14  
K-Q7 B-N1 15 B-N4 P×P 16 P×P  
P-K4 17 K-B8 B-R2 18 K-N7, and  
Black resigned.

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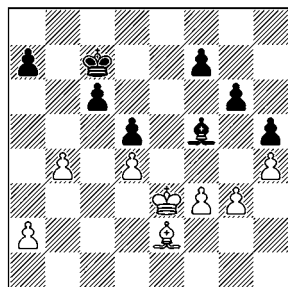
**217. Smejkal-Jakobsen** (Raach, 1969). Black's KRP and KNP are fixed on squares of the same colour as his bishop. White first opens an important diagonal for his bishop, enabling him to penetrate towards the pawns.

1 P-Q6! K-K1 (after 1 ... P×P+ 2 K×P either White's king invades one of the flanks, or Black sits idly by and witnesses the capture of his pawns) 2 B-B4 B-B3 (the square ... KN1 cannot be defended) 3 B-N8 B-R5 (Black plans to trap the "daring" bishop, but the price will be too high) 4 B×P K-B2 5 P×P K-N2 6 B×P! (the bishop has done its duty, now it is up to the pawns) 6 ... K×B 7 K-Q6 K-B2 8 P-R5 K-K1 9 K-K6, and Black resigned, since he has no defence against K-B6, followed by the advance of the KNP and KRP.

**218. Portisch-Reshevsky** (Palma de Mallorca, 1970). 1 P-N4! B-N8 (Black is forced to give up his KRP, since after 1 ... P×P 2 P×P the passed white KRP would win easily) 2 P×P P×P 3 P-B4 K-Q3 (the winning reply to 3 ... B-N3 is

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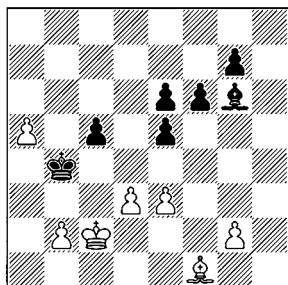
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4 P-B5 B×P 5 B×P, while after 3 ... B×P 4 B×P P-B3 5 B-N6 K-Q3 6 P-R5 K-K2 7 P-R6 K-B1 8 K-B3 the penetration of White's king is decisive) 4 B×P K-K2 5 P-R3 B-B4 6 K-B3 B-Q2 7 K-N3 K-B1 8 B-N4 P-B4 (Black is forced to put this pawn, too, on a white square, otherwise his bishop would be imprisoned at ... K1) 9 B-K2 K-N2 10 P-R5 K-R3 11 K-R4 B-K1 (Black has apparently succeeded in erecting a fortress, but White's bishop, at the price of his KRP, still breaks in and captures Black's weak pawns) 12 B-Q3! B-Q2 13 B-R6 B-K3 14 B-N7 B-Q2 15 P-R4! (zugzwang) 15 ... B-K1 16 B-B8 B×P 17 B-Q7 (this wins more quickly than 17 B×P) 17 ... B-Q8 18 B×QBP K-N3 19 P-R5 K-B3 20 P-N5, and Black resigned, because after 20 ... B-R5 21 P-R6 he has no effective defence against the threat of 22 P-N6.

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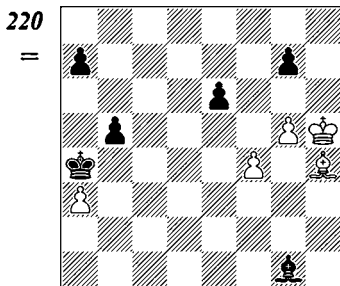


**219. Queckenstädt.** Example 215 demonstrated the folly of evaluating any

position in a stereotyped manner. Here too it appears that after 1 P-R6 B-K1 Black has the stronger bishop, and that White's adventurous pawn will be lost. White, however, can still seize victory by exploiting tactical opportunities.

2 P-N4! B-B3 (if 2 ... P-K5 then 3 B-N2 P-B4 4 QP×P B-B3 5 KP×P, and wins) 3 B-N2! (a sacrifice with the aim of blocking the long diagonal) 3 ... B×B 4 P-K4! P-B4! (a counter-move to open the diagonal) 5 NP×P P×P 6 P-R7 P×P (threatening 7 ... P×P+, opening the long diagonal) 7 P-Q4! (the promotion of a pawn, originally planned by blocking the diagonal, now takes on a different form) 7 ... P-K6 8 P×KP K-N4 9 P-K6, and White wins.

Variation: 4 ... P-B5 5 P-R7 P×P+ 6 K×P P-B4 7 P-R8=Q B×P+ 8 Q××B+, and wins.



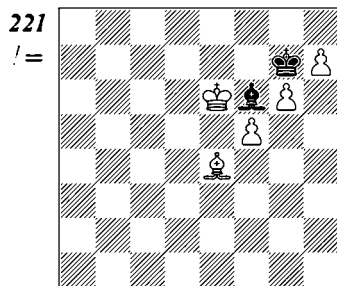
**220. Selezniev.** Only tactics can help in strategically lost positions. 1 K-N6 would be a vain bid for a draw, since after 1 ... B-Q5, Black's overwhelming advantage on the Q-side would win. But a stalemating combination can save the game.

1 P-N6 B-B4 2 B-B6! B-B1 3 P-B5 P×P (3 ... P×B? 4 P×P, and one of the white pawns queens) 4 B-K7! B×B stalemate. 4 ... P-B5? would be bad, because after 5 B×B P-B6 6 B-B5 P-R4 7 K-N4 P-N5 8 P×P P×P 9 K×P P-N6 10 B-Q4 it is White who wins.

1st variation: 2 ... K×P 3 B×P P-N5 4 B-K5 B-B1 5 P-N7 B×P 6 B×B P-N6 7 K-N6 P-N7 8 B×P+ K×B 9 K-B6 P-R4 10 K×P, with a draw.

2nd variation: 1 ... B-Q5 2 P-B5 P×P 3 B-B6! B×B stalemate.

## VI. BISHOP V. BISHOP (OPPOSITE COLOUR)



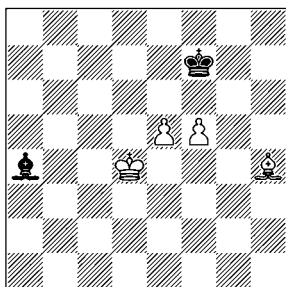
**221. Fahrni.** Even an advantage of two or three pawns may sometimes be insufficient to secure a win when bishops of opposite colour oppose one another. Here White would win if the whole position were moved back one rank, but, as it is, Black is able to prevent a dangerous pawn advance by taking advantage of the stalemating opportunity.

1 ... K-R1! 2 P-N7+ B×P (2 ... K×NP? 3 P-R8=Q+, and wins) 3 P-B6 B×P 4 K×B stalemate.

A trap: 1 ... B-B6? 2 P-R8=Q+! K×Q 3 P-B6 K-N1 4 K-K7 B-N5+ 5 K-K8 B-B4 6 B-Q5+ K-R1 7 P-N7+, and wins.

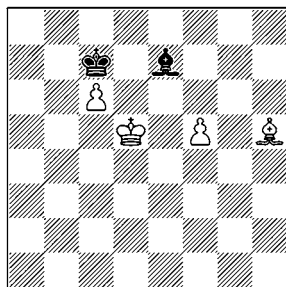
**222.** (Theoretical ending.) There are two moves available to Black's bishop to parry White's threat of P-K6+, but only one of them secures a draw.

1 ... B-Q2! 2 K-K4 B-B1, and White can make no further progress, because his king is tied to the defence of the BP.

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Black moves his bishop between ... QB1 and ... Q2, until he is forced to sacrifice it after P-K6+.

A trap: 1 ... B-N6? (this also looks good enough to draw, since the KP cannot advance) 2 K-B5! B-R7 3 K-Q6, and White wins by P-K6+ and then P-B6. If the pawns reach the sixth rank together, the defending player can no longer hold the draw (except against NP and RP).

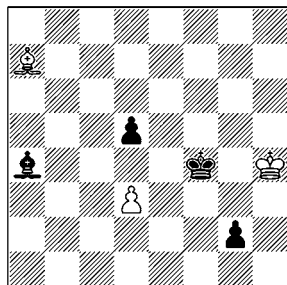
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**223. Salvioli.** (Theoretical ending.) In endings with bishops of different colours, isolated pawns are normally more dangerous than connected pawns! Here White defends one of the pawns with his bishop, when his king is free to assist the other one.

1 B-B3 K-Q1 2 K-K6 B-N5 3 P-B6 B-R4 4 P-B7 B-N5 5 K-B6! B-B6+ 6 K-N6 B-N5 7 K-N7, and wins.

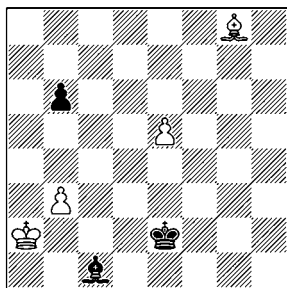
The greater the distance between the pawns, the greater the chances of a win. If, for instance, in this example White had a pawn at K5 instead of the KBP, the

game could not be won. After playing 1 K-K6 B-N5 2 B-B3 K-Q1 3 K-B7 B-R6 4 P-K6 B-N5, White could advance no further, because the black king controls both pawns.

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**224. Rinck.** Black would win in spite of the opposite coloured bishops, were it not for the stalemate opportunity.

1 K-R3 K-B6 2 B-N1 (otherwise 2 ... B-B7 wins the QP) 2 ... B-B7 3 P-Q4 B-B4+ 4 K-R2 B-N5 (White is in zugzwang, yet he still has a useful move) 5 B-B2! K×B stalemate.

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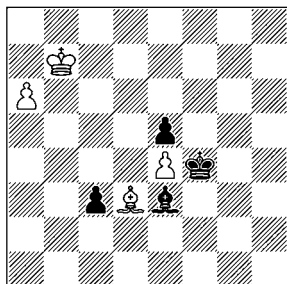
**225. Nyevezkey.** In this position the outcome is decided by the fact that, while the black bishop is required to make two moves, White's bishop is strong enough where it is, and therefore his king can join the fray sooner than Black's.

1 P-K6! B-N4 2 K-R3 B-K2+ 3 K-R4 K-Q6 4 K-N5 K-B6! 5 K-B6! (now the black king cannot capture the NP with impunity) 5 ... K×P 6 K-Q7 B-B4 7 P-K7+, and wins.

A trap: 1 B-B4+? K-B6 2 P-K6 B-N4 3 K-R3 B-K2+ 4 K-R4 K-K5 5 K-N5 B-B4 6 K-B6 K-K4 7 K-Q7 K-B3, with a draw. White lost a tempo by giving check with his bishop.

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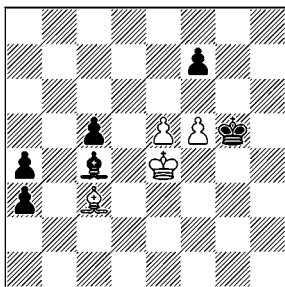


**226. Rubinstein-Grünfeld** (Karlovy Vary, 1929). The seemingly natural move is 1 P-R7, yet, had White chosen that line, he would have been disappointed, because after 1 ... B×P 2 K×B K-K6 3 B-N1 K-Q7 4 K-N6 K-B8 5 B-Q3 K-Q7 the game is drawn by repetition of moves. Therefore White did not rush ahead with his pawn advance, but instead tucked his bishop safely away, thereby gaining a vital tempo.

1 B-N1! B-Q5 2 P-R7 B×P 3 K×B K-K6 4 K-N6 K-Q7 5 K-B5 K-B8 6 B-Q3 K-Q7 7 K-B4 P-B7 8 B×P K×B 9 K-Q5, and White won.

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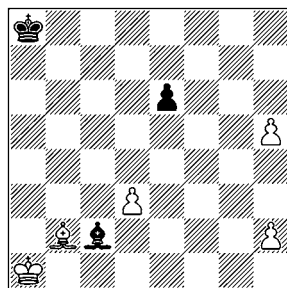
**227. Maróczy-Pillsbury** (Munich, 1900). As long as Black's KBP remains on the board, he has a chance of winning. White therefore makes a sacrifice to elimi-

nate this pawn, thereby reaching a theoretically drawn position.

1 P-K6! P×P 2 P×P B×P 3 K-K5 B-N6 4 K-Q6 P-B5 5 K-B5 K-B4 6 K-N4 P-R7 7 K-R3 K-K5 8 K-N2 K-Q6 9 K-R1!. Draw.

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**228. Kazantsev.** This example illustrates a surprising idea in a game-like position. White's bishop takes up position on a corner square, in order to open the way for the king's fastest possible intervention.

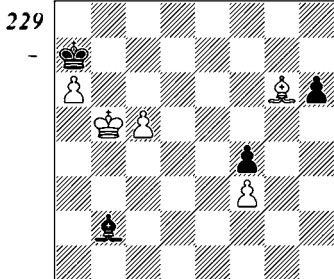
1 B-R8! B×P 2 K-N2 K-N2 3 K-B3 B-B4 4 K-Q4 K-B3 5 K-K5 K-Q2 6 K-B6 K-K1 7 K-N7 (the reason behind White's first move now becomes clear; it was the only way to shut out the black king from the rest of the battle) 7 ... P-K4 8 P-R6 P-K5 9 P-R7 P-K6 10 K-R6 P-K7 11 B-B3, and White wins.

Variation: 2 ... P-K4 3 K-B3! B-N8 (after 3 ... B-K5 the black pawn can simply be taken) 4 K-B4 K-N2 5 K-Q5 K-B2 6 K-K6 K-Q1 7 K-B7 etc.

A trap: 1 B-R3? B×P 2 K-N2 P-K4! 3 K-B3 B-K5! 4 K-Q2 K-N2 5 K-K3 B-B4 6 B-N2 K-B3 7 B×P K-Q4 8 K-B4 K-K3 9 B-N2 B-B7 10 K-N5 K-B2, with a draw.

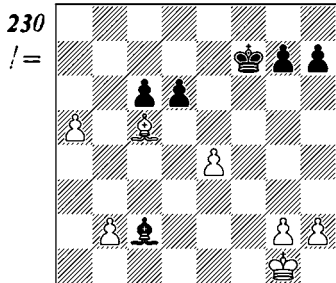
**229.** (From the analysis of the Portisch-Besser game, Halle, 1967). White can win only if his king assists the QBP. But to do this he must defend his RP with his





bishop, which allows the black rook's pawn to advance. Even so...

1 B-Q3! P-R4 2 K-B6 P-R5 3 K-Q7 P-R6 4 P-B6 P-R7 (if 4 ... B-K4 then 5 B-B1 P-R7 6 B-N2, and Black cannot prevent the loss of a piece. Of course, White could not win if the KBPs were not on the board. We can see that, in endings with bishops of opposite colour, the greater the number of pawns, the better the winning chances) 5 P-B7 P-R8=Q 6 P-B8=N+! K-N1 7 P-R7+ K-N2 8 B-K4+, and White wins.

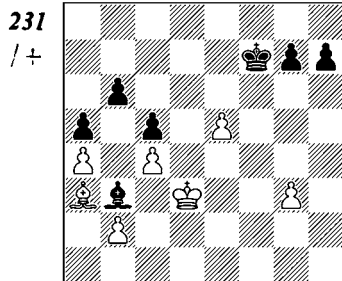


**230. Euwe-Yanofsky** (Groningen, 1946). Black cannot accept the bishop sacrifice, as this would delay his occupation of the long diagonal. For this reason he must give up another pawn which, if followed up accurately, could have saved the game.

1 ... B-Q6! 2 B×P B×P 3 P-R6 P-B4 4 B×P P-R4! (not 4 ... K-K3? 5 K-B2 K-Q4 6 B-B8! P-N3 7 B-R6! K-B5 8 P-KN4, and wins) 5 K-B2 B-Q6! 6 P-R7 B-K5 7 P-KN3 K-K3 8 K-K3

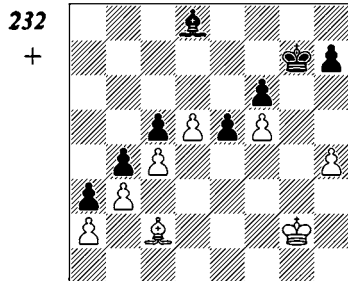
K-B4! 9 B-B8 P-N3 10 K-Q4 B-N7 11 K-B5 K-K3 12 K-N6 K-Q2, with a draw.

In the actual game 8 ... B-N7? was played, and after 9 K-B4 P-N3 10 P-KN4 P×P 11 K×P B-R8 12 K-N5 K-B2 13 B-Q4 B-N7 14 P-R4 B-R8 15 P-N4 B-N7 16 P-N5 B-R8 17 B-B6 B-N7 18 P-R5! P×P 19 K-B5 Black resigned, because the white king penetrates to QB7.



**231. Foltys-Szabó** (Prague, 1951). White's bishop cannot move, and his king has to waste valuable time in coming to its assistance. By sacrificing his bishop, Black is then able to queen a pawn.

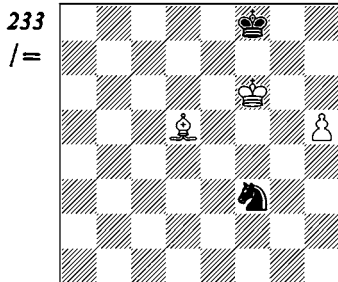
1 ... K-K3 2 K-B3 P-R4! 3 K×B P-N4 4 K-B2 P-R5 5 P×P P×P etc. White's king is outside the pawn's square, and his bishop is unable to reach KB4.



**232. Krénosz-Vörös** (Budapest, 1952). This position introduces a king in the role of active hero. The outcome of the game is decided by his intervention.

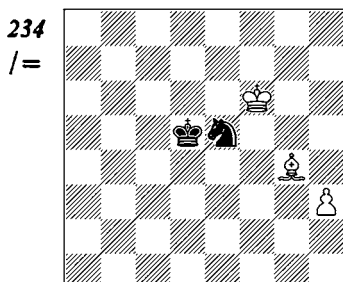
1 P-Q6! (paralysing the black bishop)  
 1 ... K-B2 (after 1 ... K-R3 2 B-Q1 the  
 black king has to retreat) 2 B-K4! B-N3  
 (after 2 ... K-K1 3 B-B6+ the king is  
 again repulsed) 3 K-B3 B-R2 4 B-B6  
 B-N1 5 P-Q7 K-K2 6 K-K4 B-R2 7  
 K-Q5 B-N3 8 P-Q8=Q+! (the scene  
 is set for the final assault) 8 ... K×Q  
 9 K-K6 K-B2 10 B-K4 B-R4 11 K×P  
 K-Q3 12 K-N7 B-Q1 13 P-B6, and White  
 wins.

## VII. BISHOP OR KNIGHT?!



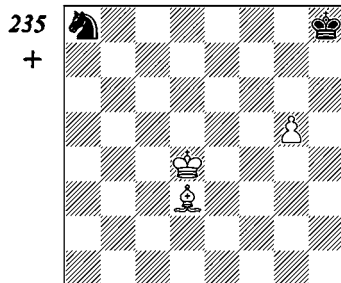
**233. Claparède-Grob** (Correspondence game, 1950). Black twice offers the sacrifice of his knight, in order to open the way for his king to the safety of the corner square.

1 ... N-K4! 2 B-K6 (after 2 K×N the black king reaches ... KR1, while 2 P-R6 loses the pawn to 2 ... N-N4+) 2 ... N-B2! 3 K-N6 K-N1 4 B×N+ K-R1, with a draw.



**234. Fischer-Taimanov** (Vancouver, 1971). Utilizing the fact that KR8, the pawn's queening square, is of the opposite colour to White's bishop, Black could have drawn in two ways: 1 ... N-Q6 2 P-R4 N-B5 3 K-B5 K-Q3!, and by sacrificing his knight, Black's king reaches the corner. Or 1 ... K-Q3 2 B-K2 N-Q2+ 3 K-B7 K-K4 4 P-R4 N-B3, with a draw.

Instead of either of these, Taimanov carelessly played 1 ... K-K5?, and after 2 B-B8! K-B5 (2 ... N-Q6 is met by 3 B-B5+, while if 2 ... N-B6, then 3 B-N7+) 3 P-R4 N-B6 4 P-R5 N-N4 5 B-B5! N-B6 6 P-R6 N-N4 7 K-N6 found himself in *zugzwang*. The knight cannot hold the pawn, and after 7 ... N-B6 8 P-R7 N-K4÷ 9 K-B6 Black resigned.



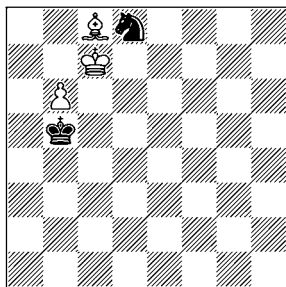
**235. Zakhodyakin.** Black would have no trouble if his king could occupy ... KN2, when he would be immune to the white bishop's attempts to drive him off. But the black knight is not safe either, and it is this that White exploits, by pursuing the knight, and forcing it to block ... KN2. The rest of the fight is a very fine and instructive example of tempo play, which ends in *zugzwang* for Black.

1 K-B5! N-B2 2 K-Q6 N-K1+ 3 K-K7! N-N2 (if 3 ... N-B2?, then 4 K-B7 followed by 5 P-N6, and wins, but now the knight blocks its king's access to the important square ... KN2)

4 B-N6! (the noose tightens) 4 ... K-N1  
5 B-B7+ K-R2! 6 K-B6 K-R1 7 K-K5!  
(7 K-N6? N-K3, with a draw) 7 ...  
K-R2 8 K-K4! (a necessary loss of tempo,  
to ensure that the king reaches KN4 at  
the right time) 8 ... K-R1 9 K-B4 K-R2  
10 K-N4 K-R1 11 P-N6!, and Black is  
forced to give up his knight.

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**236. Reshevsky-Ivkov** (Palma de Mallorca, 1970). After 1 B-R3! Black resigned, since after any move he quickly ends up in zugzwang.

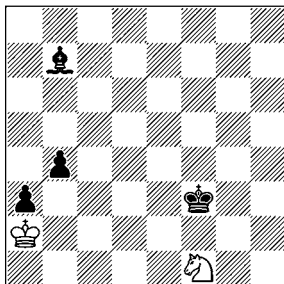
1 ... K-R3 2 B-B1+ K-R4 3 B-B4! etc.

1 ... K-B4 2 B-Q7, and wins.

1 ... K-R4 2 B-N4 K-N4 3 B-K2+ K-B4 4 B-B4! N-B3 5 P-N7, and the pawn queens.

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**237. Selezniev.** By giving up his knight for the NP, White would achieve a theoretically drawn position. Black prevents this, but only succeeds in giving stalemate.

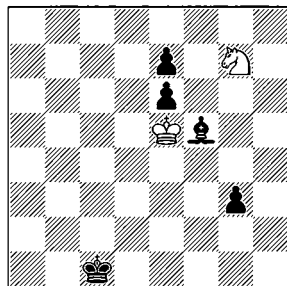
1 N-Q2+ K-K7 2 N-N1! B-Q4+ 3 K-R1 P-R7 4 N-B3+ (a sacrifice which

completes the rescue operation) 4 ... P×N stalemate.

A trap: 4 N-R3? P-N6! 5 N-N5 K-Q6 6 N-B3 K-B7 7 N-R4 B-B3 8 N-N2 B-N4 9 N-B4 K-B8 10 N-N2 K-Q7!, and Black wins, because the knight is lost, but there is no longer a stalemate.

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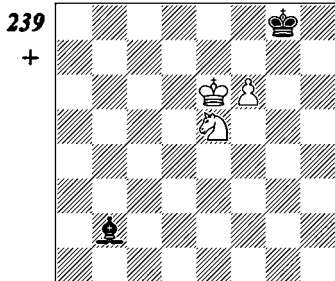


**238. Selezniev.** Black has a three-pawn advantage and a good position; what hope can White have of escaping defeat? It is a stalemating combination, which crowns a struggle of changing fortunes and mounting tension.

1 N-R5 P-N7 2 N-B4 P-N8=N! (Black could not promote to a queen because of the knight fork, but now he threatens mate) 3 N-K2+! K-Q7! (capturing the knight gives stalemate) 4 N×N K-K6! (the knight is encircled) 5 N-R3! (it still manages to break out) 5 ... B×N stalemate. Capturing the knight is obligatory, otherwise the black pawns fall after 6 N-B4. Two stalemate positions in the middle of the board, with minimal material, is a rare achievement.

**239. Kling and Horwitz.** (Theoretical ending.) Victory depends solely on the effective blocking of the bishop's approach to the queening square.

1 K-K7! K-R2 2 P-B7 B-R6+ 3 K-K8 K-N2 (threatening 4 ... K-B3, providing adequate cover of ... K2) 4 N-B4! B-N5 (4 ... B-B4 5 N-N6! B-Q3 6 N-Q5

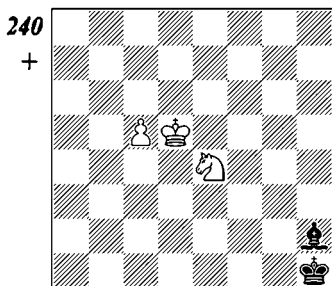


comes to the same) 5 N-K3! B-B4 6 N-Q5 B-Q3(B1) 7 N-K7, and White wins.

Variation: 1 ... B-R6+ 2 K-K8 B-B1 (or 2 ... B-B4 3 N-N6, and wins) 3 P-B7+ K-N2 4 N-N6! B-Q3 5 N-K7 etc.

A trap: 1 P-B7+ ? K-N2! 2 K-K7 B-R6+ 3 K-K8 K-B3, with a draw, because the bishop cannot be excluded from the defence of ... K2.

As demonstrated by Fine, White wins only because his pawn advances to B7 with check. If the black king were at ... KR1, White could not play 1 K-K7 because of 1 ... B×N 2 P-B7 B-N2. Only 1 P-B7 would be feasible, after which 1 ... K-N2 leads to a draw, as shown above.

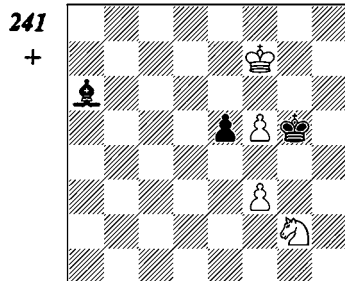


**240. Kosek.** (Theoretical ending.) When the weaker side's king is remote from the action, the knight can block the bishop's path, allowing the pawn to advance unhindered.

1 N-Q6 B-N8 2 P-B6 B-N3 3 K-K6 B-B2 (essential, in view of the threat of

4 K-Q7 and 5 N-B4!, driving off the bishop) 4 K-Q7 B-N1 5 N-N5 K-N7 6 N-B7 K-B6 7 K-B8 B-K2 8 N-N5 B-N3 (if 8 ... B-K6, then 9 N-Q6 B-N3 10 N-B4 B-B7 11 K-Q7 B-N6 12 N-Q6 etc.) 9 N-Q6! followed by 10 N-B4, and White wins.

A trap: 9 K-N7? B-Q1 10 N-R3 K-K5 11 N-B4 K-Q4, with a draw, because White does not have time to drive off the bishop.



**241. Selezniev.** It would be a mistake for White to attempt to keep his B5 pawn, for after 1 P-B6? B-B5+ 2 K-N7 B-R7 3 P-B7 B×P 4 K×B K-B4 5 K-K7 P-K5 6 P-B4 P-K6 his other pawn would also be lost. White therefore has to eliminate the black pawn immediately:

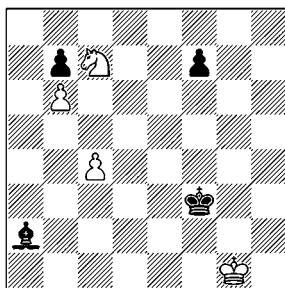
1 K-K6! B-B1+ 2 K×P B×P (the pawn has to be taken, since with two extra pawns the win is very simple) 3 P-B4+ K-N3(N5) 4 N-R4(K3)+, and White wins. Checking with the pawn allowed his knight to make this fork.

**242. Berger.** The blocking of the bishop's approach is often a decisive factor. Sometimes the opponent himself can be forced to set up the barrier.

1 P-B5 B-N8 (the bishop can avert the threatened pawn break-through only from ... K5) 2 N-K6! (a sacrifice, which opens the way for his BP, and also forces the opponent to block his own access route)

242

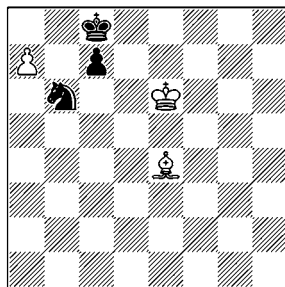
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2 ... P-N (2 ... B-K5 fails to the knight fork) 3 P-B6! B-K5 (3 ... B-B4 4 P-P etc.) 4 P-B7!, and White wins.

243

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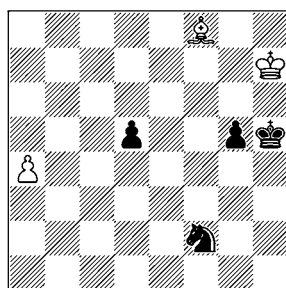
**243. Selezniev.** If White wants to win, the black pawn guarding the knight must be eliminated. It follows that the black king must first be driven out.

1 B-B6! (this move has a paralysing effect; Black can move only his king for the remainder of the contest) 1 ... K-Q1 2 K-B5! (bearing the opposition in mind, and also remembering that Black's king has to be given room to breathe, for after 2 K-B6? N-B1! the impending stalemate threat allows only the promotion to a knight, which is insufficient to win) 2 ... K-K2 (2 ... K-B1 comes to the same) 3 K-K5 K-B2 4 K-Q4 K-K3 5 K-B5 K-K2 6 B-B3 K-Q2 7 B-N4 K-K2 8 K-B6 K-Q1 9 K-N7, and wins.

**244. Rinck.** The long-striding bishop is better suited than the knight for the containment of passed pawns which set

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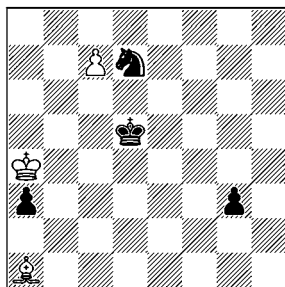
off the same distance from home. Yet Black's knight would catch up with the pawn in this instance, were it not for the bishop driving it in the wrong direction.

1 P-R5 N-K5 2 P-R6 N-B3+ 3 K-R8 N-K1 (if 3 ... N-Q2, the sacrifice would be offered on QB5) 4 B-Q6! N×B 5 P-R7, and wins.

Variation: 1 ... P-N5 2 P-R6 P-N6 3 B-B5 N-K5 4 P-R7 N×B 5 P-R8=Q P-Q5 6 Q-Q5 etc.

245

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**245. Selezniev.** The activity of the two minor pieces is limited to one move each, but their consequences are radically different. So as to save its king from mate, the knight offers itself as a sacrifice. White accepts it, and in turn sacrifices his bishop to lure the opposing king onto an unfavourable square.

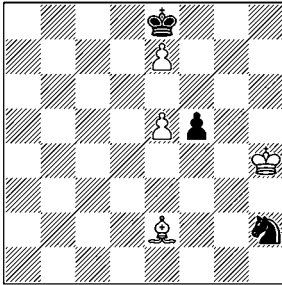
1 K-N5! N-N3 (forced, since after 1 ... P-N7 2 P-B8=Q P-N8=Q, there follows 3 Q-B6 mate) 2 K×N P-N7 3 B-Q4! K×B 4 P-B8=Q P-N8=Q 5 Q-QB5+, and wins.

1st variation: 3 ... P-N8=Q 4 B×Q P-R7 5 B-Q4! K×B 6 P-B8=Q P-R8=Q 7 Q-KR8+ etc.

2nd variation: 3 ... P-R7 4 P-B8=Q P-R8(N8)=Q 5 Q-B6+! K×B 6 Q-B6(B5)+ etc. In all the three variations Black's king is lured into a geometrical relation with his queen.

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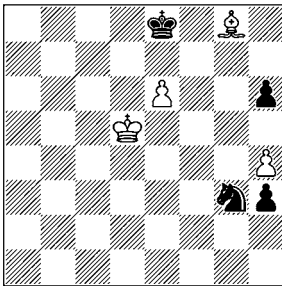


**246. Selezniev.** Black's knight is in danger of being cut off, but its escape spells disaster for his king.

1 K-N5 N-N5 (after 1 ... K×P 2 K×P the knight has no further role to play) 2 K×P N×P (there is nothing better) 3 K-K6 N-B3(N3) 4 B-R5(N5) mate.

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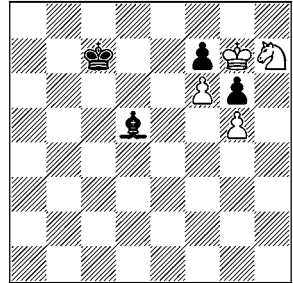
**247. Kubbel.** The bishop must be liberated in order to stop Black's passed pawn. By threatening mate, White opens the bishop's diagonal, and gains a very important tempo. Although he is left a piece down after the initial skirmish, he is later able to force stalemate.

1 P-K7! (threatening 2 K-K6 and mate) 1 ... K×P 2 K-K5 P-R7 3 B-Q5

P-R8=Q 4 B×Q N×B 5 K-B5 K-B2 6 K-N4 (threatening 7 K-B3, trapping the knight) 6 ... N-B7+ 7 K-R5! (not only threatening the pawn, but also entering a stalemate nook) 7 ... K-N2 stalemate.

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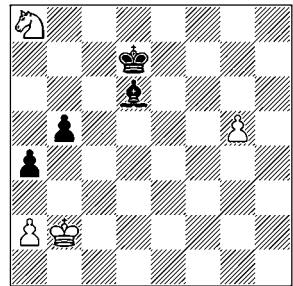


**248. Füstér-Flórián** (Hungarian Championship, 1951). The outcome of the game turns on the weakness of Black's BP. His king cannot arrive in time to defend it.

1 N-B8 K-Q1 2 N×P! (an offer which cannot be accepted, in view of 3 P-B7) 2 ... K-K1 3 N-K5 B-N6 4 N×P B×N 5 P-N6, and wins.

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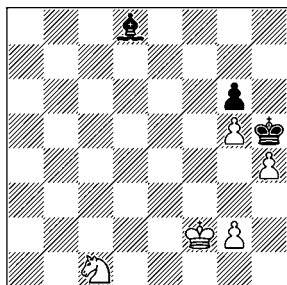
**249. Selezniev.** Instead of fleeing, the knight captures the RP in order to drive the other one onto the wrong file. White can then exploit his passed pawn and force stalemate.

1 N-N6+ K-B3 2 N×P! P×N 3 P-N6 K-N4 4 P-N7! B-K4÷ 5 K-R3! B×P stalemate.

A trap: 2 N-B8? B-B1 3 P-N6 (after 3 N-R7+? K-N3 4 N×P K×N 5 P-N6 K-N5 Black's material advantage is now

decisive) 3 ... K-N2 4 K-B3 P-N5+! 5 K-B4 P-N6 6 P<P P-R6! 7 N-Q6+ K-N1, and the black pawn cannot be stopped.

250

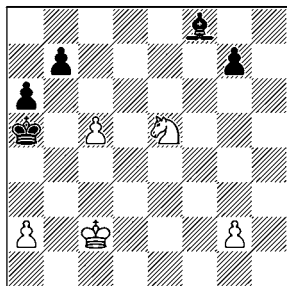


**250. Paoli.** Capitalizing on his material advantage is not an easy task for White, because after 1 P-N3 K-N5 2 N-K2 B-N3+! 3 K-N2 B-B2 4 N-B4 (or 3 K-R2 B>P+, with a draw) 4 ... B-Q3 White has no useful move, since 5 K-B2(R2) B×N or 5 N×P B×P leads only to a draw.

White therefore does not try to maintain his material advantage, but rather exchanges it for a positional advantage: 1 K-N3! B-B2+ 2 K-R3 B-N6 3 N-N3! B×P (otherwise 4 P-N4 mate) 4 P-N4+ K×P 5 N-Q2!, and wins. Black is in *zugzwang*, and his bishop can only move into a fork.

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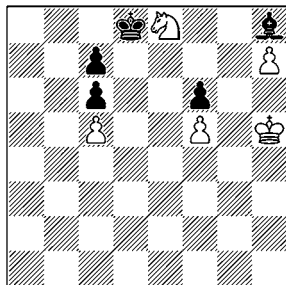
**251. Kubbel.** By a sacrifice, White blocks the black king's escape, and the subsequent mating threat forces him the wrong way.

1 P-B6! P×P 2 K-N3! (threatening

3 P-R4 and then mate by the knight) 2 ... K-N4 (or 2 ... B-B4 there follows mate in two, while after other moves by the bishop it is simply lost) 3 P-R4+ K-B4 4 N-Q7+ K-Q5 5 N×B K-K6 6 N-N6 K-B7 7 K-B4 K×P 8 K-B5, and White wins.

252

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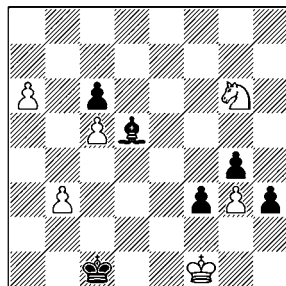


**252. Selezniev.** Some very fine sacrifices, which allow the activation of the white king, decide the outcome of this game.

1 K-N4 K-B1 2 K-R5 K-Q1 (the time has come for the knight to sacrifice itself, but on which square?! If 3 N×QBP, then 3 ... K×N 4 K-N6 K-Q1 5 K-B7 K-Q2 6 K-N8 K-K2 7 K×B K-B2 stalemate, while 3 N×KBP is even worse, for after 3 ... B×N 4 K-N6 K-K2, Black wins) 3 N-N7! (drawing the bishop away from the queening square) 3 ... B×N (the capture is forced, as otherwise 4 K-N6 wins) 4 P-R8=Q+! (this is the point; 4 K-N6? B-R1 leads only to a draw) 4 ... B×Q 5 K-N6 K-K2 6 K-R7 K-B2 7 K×B K-B1 8 K-R7 K-B2 9 K-R6, and White wins.

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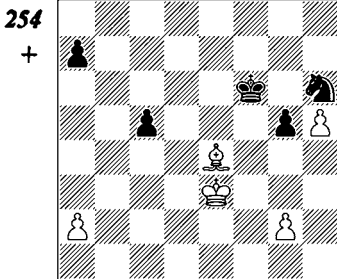


**253. Troitsky.** Black threatens to queen a pawn and give mate. White defends with great artistry: first he immobilizes his own knight, and then forces stalemate.

1 N-K5 P-R7! 2 N-Q3+ K-Q7! 3 N-B2 B×P 4 N-R1! B-B5+ 5 K-B2 B×P stalemate.

A trap: 1 K-N1? P-R7+ 2 K×P P-B7 etc.

The preceding examples have demonstrated the main features of the struggle between bishop and knight. If he has followed the positions attentively, the reader will have drawn certain conclusions regarding the strength of the two pieces. We have seen that the long-range bishop is particularly useful against enemy passed pawns or in open positions, while the knight's strength lies in its tactical ability in closed positions. The next four examples are fought between evenly-matched forces, with several pawns on each side. In them we see that the positional advantage of one of the minor pieces suffices for victory.

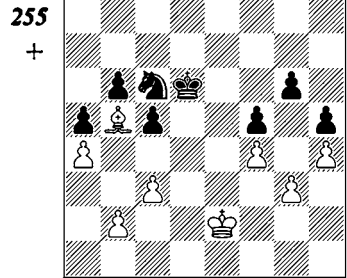


**254. Spassky-Fischer** (Santa Monica, 1966). Black's knight is pinned down by the passed KRP, so essentially White has an extra piece on the opposite flank, where in the end he wins the QRP.

1 K-Q3! K-K4 2 B-R8 K-Q3 3 K-B4 P-N5 4 P-R4! N-N1 5 P-R5 N-R3 6 B-K4 P-N6 7 K-N5 N-N1 8 B-N1 N-R3

9 K-R6 K-B2 10 B-R2! and Black resigned.

Fischer, who as a rule prefers the bishop to the knight, must have felt uncomfortable in this ending. But in the following example he successfully demonstrates all the advantages of the bishop over the knight.



**255. Fischer-Taimanov** (Vancouver, 1971). This example clearly illustrates the superiority of the bishop over the knight in an open position. The pawn position is almost symmetrical, but the fact that Black's KNP can be attacked by the bishop and the fact that Black is unable to exercise sufficient control over the light squares on the Q-side, are in White's favour. The American grandmaster exploited his positional advantage in masterly fashion.

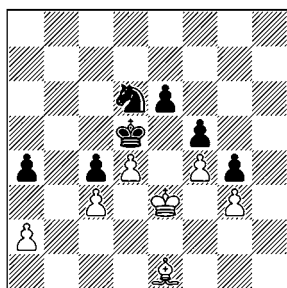
1 K-Q3 N-K2 (Black is forced to move his knight, and thus open up the bishop's path towards the weak KNP, for he was threatened with 2 B×N K×B 3 K-B4, when the pawn ending is lost) 2 B-K8 K-Q4 3 B-B7+ K-Q3 4 K-B4 K-B3 5 B-K8+ K-N2 6 K-N5 N-B1 7 B-B6+ K-B2 8 B-Q5! N-K2 (8 ... N-Q3+ 9 K-R6 N-K5 10 B-B7 N×NP 11 B×P K-B3 12 B-K8+ K-B2 13 K-R7 N-K7 14 B×P N×KBP 15 B-B7, and the advance of the rook's pawn decides) 9 B-B7 K-N2 10 B-N3! (The purpose of this tempo move is to penetrate with the king to QR6. If now 10 ... N-B1, then 11 B-Q5+ wins) 10 ... K-R2 11 B-Q1



K-N2 12 B-B3+ K-B2 (forced, since after 12 ... K-R2 13 B-N2 the knight has to move, and White's king breaks in through QB6) 13 K-R6 N-N1 14 B-Q5 N-K2 15 B-B4! N-B3 (15 ... K-B3 16 B-N5+ comes to the same thing) 16 B-B7 N-K2 17 B-K8! (zugzwang) 17 ... K-Q1 18 B×P! N×B 19 K×P K-Q2 20 K×BP N-K2 21 P-QN4 P×P 22 P×P N-B1 23 P-R5 N-Q3 24 P-N5 N-K5+ 25 K-N6 K-B1 26 K-B6 K-N1 27 P-N6, and Black resigned.

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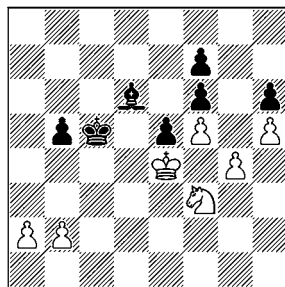
**256. Henneberger-Nimzowitsch** (Winterthur, 1931). A mere glance at this position is enough to tell us that the bishop, imprisoned as it is by its own men, is worth considerably less than the opposing knight. The only question is: where will Black's break-through come?

1 ... N-N4! 2 B-Q2 N-R6 3 B-B1 (3 B-K1 loses immediately to 3 ... N-B7+ 4 K-Q2 N×B 5 K×N K-K5 6 K-K2 P-R6!) 3 ... N-N8 4 B-N2 P-R6! 5 B-R1 (a wretched position for a bishop!) 5 ... K-Q3 6 K-K2 K-B3! (triangulation) 7 K-Q1 (if 7 K-K3, then 7 ... K-Q4 8 K-B2 N-Q7, followed by 9 ... N-N6!, winning) 7 ... K-Q4 8 K-B2 K-K5 9 K×N K-B6 10 B-N2! (the sole chance of counter-play) 10 ... P×B 11 P-R4 K×P 12 P-R5 K-R7 13 P-R6 P-N6 14 P-R7 P-N7 15 P-R8=Q P-N8=Q+ 16 K×P Q-N7+ 17 Q×Q+ K×Q 18 K-R3 K-B6 19 K-N4 K×P

20 K×P K-K6 21 P-Q5 P×P+ 22 K×P P-B5, and White resigned.

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**257. Reshevsky-Woliston** (USA Championship, 1940). Black's protected passed pawn is quite worthless, whereas White has K4 as a strong base for his pieces. Black's bishop is passive, and his pawns are weak. A decisive break-through is in the offing on the K-side, but White first secures the opposite flank.

1 P-R3! K-B3 (1 ... K-B5 2 N-Q2+ K-B4 3 P-N4+ K-B3 4 N-B3 comes to the same thing) 2 P-N4 B-B1 (the king cannot move, since it must guard against a break-through at ... Q4) 3 P-N5! RP×P 4 N-R2! B-N2 5 N-N4 K-Q3 6 P-R6 B-R1 7 P-R7 B-N2 8 N-R6 K-K2 9 K-Q5, and after capturing the QNP White wins without difficulty.

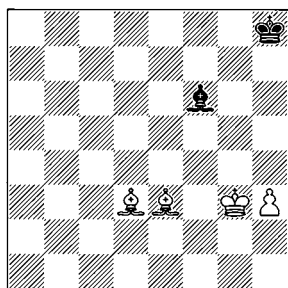
Variation: 1 ... P-N5 (this is what happened in the actual game) 2 P-R4 P-N6 3 N-Q2 K-N5 4 P-R5 K×P? (an oversight, but Black's position is in any case beyond repair. For instance: 4 ... B-B2 5 P-R6 B-N3 6 K-Q5 K-N4 7 N×P K×P 8 N-Q2 K-N4 9 N-K4, and wins) 5 N-B4+, and Black resigned.

### VIII. THE TWO BISHOPS

**258. Euwe.** (Theoretical ending.) The strength of the two bishops is well demonstrated by this simple ending. What

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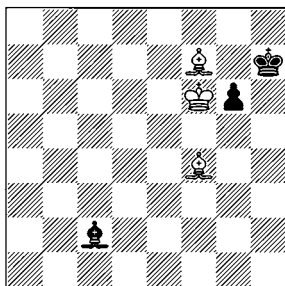


cannot be done with a single bishop (we know that the position would be drawn if the two dark-squared bishops were not on the board) is no trouble at all with two. White only forces the exchange of the dark-squared bishops when mate is at hand.

1 P-R4 B-B6 2 K-N4 B-N7 (Black's bishop guards the long diagonal) 3 K-N5 K-N2 4 P-R5 B-B6 5 P-R6+ K-R1 6 K-N6 B-K4 7 B-QB5 K-N1 8 B-B4+ (8 P-R7+? K-R1, with a draw) 8 ... K-R1 9 B-B8 B-Q5 10 B-N7+ B×B 11 P×B mate.

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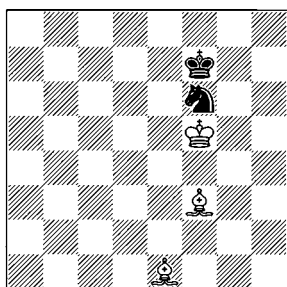


**259. Dalkó-Fazekas** (Szolnok, 1951). Two bishops can, in some cases, win without pawns against one minor piece. In this example Black missed the opportunity of ridding himself of his bad pawn, by offering to sacrifice it at ... KN4. This would have given his king enough freedom. Instead, White pushes the black king into the corner, where he delivers the *coup de grâce*.

1 B-N5! B-Q6 2 B-Q5 B-B7 3 K-B7 B-Q6 4 K-B8 B-B5 (otherwise 5 B-N8+ followed by mate) 5 B×B K-R1 6 B-Q5 K-R2 7 B-N8+ K-R1 8 B-B6 mate.

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**260. Kling and Horwitz.** (Theoretical ending.) Two bishops generally win against a lone knight. The weaker side has to defend himself not only against the concentrated drive against his king, but also against the possibility of his knight being encircled. Endgame specialists are of the opinion that the weaker side can draw only if he is able to position his knight at ... KN2 and his king at ... KN3 or ... KB2 or on the corresponding squares in the other three corners.

1 B-QN4 N-R2 2 B-B3 K-K1 (even worse is 2 ... K-N1 3 B-Q5+ K-B1 4 K-N6, while after 2 ... N-B1 the knight is quickly lost: 3 B-R5+ K-N1 4 B-K8! K-R2 5 K-B6 K-R3 6 B-Q2+ K-R2 7 B-N4 K-N1 8 B-B7+) 3 B-KR5+ K-B1 4 K-N6 K-N1 5 B-KN4! N-B1+ 6 K-B6 N-R2+ 7 K-K7 N-N4 8 B-B6 N-K5 9 B-K6+ K-R2 10 B-B5+ K-N1 11 B-R4 (stalemate has to be avoided, of course) 11 ... N-B6 12 K-K6 N-N4 13 B-KB2 N-B2+ 14 K-Q7 N-N4 15 B-Q3 N-B6 16 B-Q4, and the knight is lost.

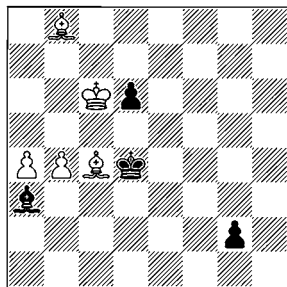
1st variation: 1 ... N-Q2 2 B-Q5+ K-N2 3 B-B4 N-B1 4 B-B3+ K-R3 5 B-B7 N-R2 6 B-K8 N-B1 7 B-N2 N-R2 8 B-Q4 N-B1 9 K-B6 N-R2+

10 K-B7! N-N4+ 11 K-N8 N-B6 12 B-K3+ N-N4 13 K-B8!, and again White captures the knight.

2nd variation: 1 ... N-N1 2 B-Q5+ K-N2 3 K-N5 K-R2 4 B-B8! K-R1 5 B-K4, and wins.

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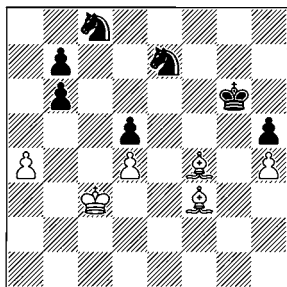
**261. Nyevezkey.** White has to give up his pawns, but he still wins, because Black's king comes under the cross-fire of the white bishops, from which he can extricate himself only at the price of heavy material loss.

1 B-Q5 K-B6 2 B×NP K×P 3 B-B3! K×P 4 B-Q1+ K-R4 5 B-B7+ K-N5 (5 ... K-R3? 6 B-N6, and mates) 6 B×P+, and wins.

Variation: 1 ... P-N8=Q 2 B-R7+ K-B6 3 B×Q K×P 4 B-N3! K-R4 5 B-N6+ K-N5 6 P-R5, and White wins.

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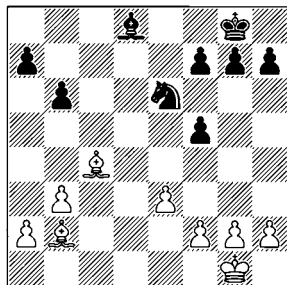


**262. Botvinnik-Bronstein** (World Championship Match, 1951). In spite of being a pawn down, White's superiority is decisive, and his next move puts Black in *zugzwang*.

1 B-N5! After pondering over the position at length, Black did not even attempt to hold the position, but resigned. Indeed, after the only possible continuation, 1 ... N-B3 2 B×QP N-Q3 3 B-B3, the passed pawn and the weakness of Black's pawns must suffice for a win.

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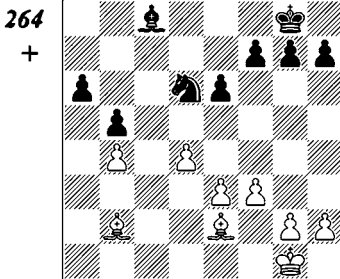
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**263. Flohr-Veltlander** (Tartu, 1950). Black is troubled not only by his opponent's pair of bishops, but also by the weakness of his own pawn position. If his pawn at ... KB4 were at ... K3, he would have reasonable drawing chances.

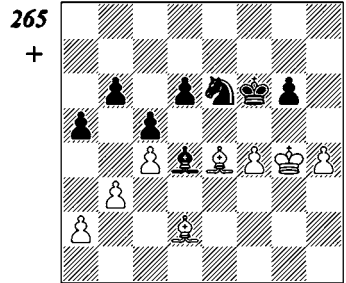
1 K-B1 (the first task is to centralize the king) 1 ... B-B2 2 P-N3 P-N3 3 K-K2 B-Q3 4 K-Q3 N-B2 (Black has succeeded in defending the break-through points, and to increase his advantage White has to advance his pawns) 5 P-QR4! K-B1 6 B-B6 P-QR3 (were this move to be postponed, White would stabilize the Q-side pawns by K-B3 followed by P-QN4-N5, and would then prepare a break-through) 7 K-B2 K-K1 8 B-B1 K-Q2 9 B-KN2 P-KR4 (an unnecessary weakening; in such endings the pawns stand best on their initial squares) 10 K-Q3 B-N5 11 B-Q4 P-QN4 12 B-QN7 (not 12 P×P? as after 12 ... P×P the QNP would be less of a weakness than the QRP is now) 12 ... P×P 13 P×P B-K8 14 P-K4! (This reveals the structural weakness of Black's pawn position. When playing with a pair of bishops, it is always important to open

up the position at the right moment) 14 ... P×P+ 15 K×P B-N5 16 B-N6 N-K3 17 K-Q5 N-B2+ 18 K-K5 (simplifying into an ending with opposite-coloured bishops would hardly be sufficient for a win) 18 ... B-K2 19 P-R4 P-B3+ (this weakening move is unavoidable, since after the passive 19 ... B-Q1 20 B-K3 White threatens 21 B-N5. An important aspect of exploiting a pair of bishops is that the game can always be simplified into an advantageous bishop v. knight or a favourable bishop ending) 20 K-K4 B-Q3 21 K-B3 K-K3 22 B-B8+ K-B2 23 B-R5 P-N4 (against passive defence, White would move his king to QB4, threatening to exchange the dark-squared bishops) 24 K-K4 P×P 25 P×P K-N3 26 B-N6 N-R1 27 B-Q4 N-B2 28 B-Q7 B-N5 29 B-N6 B-Q3 30 B-R5 K-N2 31 B-B8 K-N3 32 P-B4 K-N2 33 B-R3! K-N3 34 P-B5+ K-B2 35 B-B1 K-K2 36 B-K1 B-K4 37 B-K2, and White wins.



**264. Gheorghiu-Olafsson** (Athens, 1969). 1 P-N4! (limiting the mobility of Black's K-side pawns) 1 ... B-N2 (1 ... N-B5 was perhaps better, although after 2B-QB1 a subsequent ... P-QR4 will involve a pawn sacrifice) 2 K-B2 P-B4? (an unnecessary weakening of his position. It is true that it gives him temporary control of ... K5, but it also gives White the opportunity of play against the KBP) 3 P-R3!

K-B2 4 B-Q3 B-Q4 5 B-B3! B-N2 6 B-K1 B-Q4 7 K-N2 B-B5 8 B-B2 B-Q4 9 P×P! P×P 10 B-KN3 N-B5 11 K-B2 N-Q7 12 B×P B×P 13 B-B8 B-B3 14 B-K5 N-K5+ 15 K-K2 P-N4 16 B×P B-Q2 17 B-QN7 N-B3 18 B-N2 B-B4 19 B×N! K×B 20 P-K4 B-K3 21 K-K3 B-B5 22 B-B3, and Black resigned.



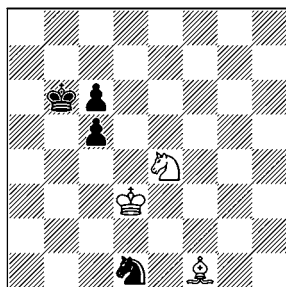
**265. Petrosian-Gurgenidze** (Tbilisi, 1956). A pair of bishops is particularly powerful when the pawn position is asymmetric and there is the possibility of creating a passed pawn. In this position Black cannot make any use of his Q-side pawn majority, whereas White can create a passed pawn on the opposite wing.

1 P-B5! P×P+ 2 B×P N-N2 3 B-N5+ K-B2 (after 3 ... K-K4 the bishop would again retreat, when the advance of the KRP would be even more dangerous) 4 B-Q7! N-K3 (Black can do nothing against the threat of P-R5 and B-Q8) 5 B×N+ (the simplest: White simplifies into a won bishop ending) 5 ... K×B 6 B-Q8 P-R5 7 B×P (denying Black the chance of creating a passed pawn after 7 P×P P-Q4) 7 ... P-Q4 8 P×P+ K×P 9 K-B5 P×P 10 P×P B-K6 11 P-R5, and Black resigned, since after 11 ... B-Q7 12 B-Q8 K-Q3 13 B-N5 the exchange of bishops is forced, when the pawn ending is a straightforward win.

## IX. MINOR PIECES IN OPPOSITION

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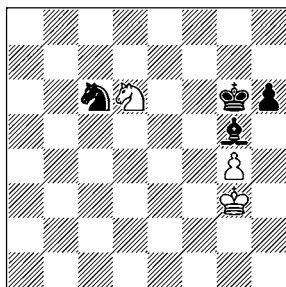


**266. Prokes.** Black's knight has only one escape route, one which involves blocking in his king. As a result he gets into *zugzwang*, the outcome of which is a discovered double attack.

1 K-Q2 N-N7 2 K-B2 N-R5 3 K-N3 K-R4 4 N-Q6! P-B5+ (this move is forced, since 4 ... N-N3 5 N-N7 is mate) 5 N×P+ K-N4 6 N-N2+, and White wins.

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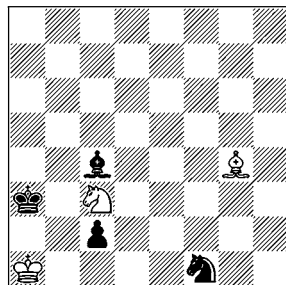
**267. Browne-Portisch** (Wijk aan Zee, 1972). Black has to force the exchange of knights in such a way that his bad rook's pawn moves onto the knight's file. Since the opposing knight has to keep out of range of Black's bishop, the winning procedure is quite easy.

1 ... K-B3 2 N-K4+ K-K4 3 N-B2 K-Q5 4 K-B3 N-K4+ 5 K-N3 B-K6 6 N-R3 (6 N-Q1 K-Q6 7 N-N2+ K-B7 8 N-R4 K-N6, and the errant knight is lost) 6 ... K-K5 7 K-R4 N-B6+ 8 K-R5 (or 8 K-N3 N-N4 9 K-N2 K-Q6 10 K-N3

K-K7 11 K-N2 N-K5, and wins) 8 ... N-N4!, and White resigned.

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**268. Ellinger.** Black wards off the stalemate danger, and increases his material advantage by promoting to a minor piece, but White succeeds in simplifying to a theoretically drawn position.

1 N-N1+ K-N6 2 B-Q1 P×B=N (promoting to a queen or rook gives stalemate) 3 N-Q2+! K-B6 (3 ... N×N is again stalemate) 4 N×B, with a draw.

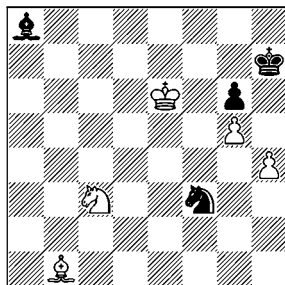
1st variation: 2 ... P×B=B 3 N-Q2+ K-B6 4 N×N, with a draw.

2nd variation: 2 ... N-K6 3 N-Q2+! K-B6 4 N-K4+ K-Q6 5 N-B5+ K-Q5 6 B×P, with a draw.

3rd variation: 1 ... K-N5 2 K-N2 N-K6 3 N-R3 N×B 4 N×P+, with a draw.

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**269. Bron.** Black eliminates the dangerous white pawns, sacrificing a piece in the process, and calculating that his opponent's two remaining pieces no longer constitute a decisive material advantage. Black's reckoning would be correct, were

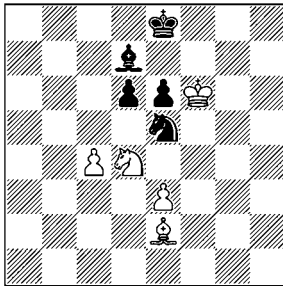
it not for the splendid mating attack which the position offers White.

1 P-R5! N×P+ 2 K-B6 N-K5+!  
3 N×N P×P (the white pawns have been successfully eliminated, but now the black king is in trouble) 4 N-N5+ K-R1!  
5 B-R2! (otherwise 5 ... B-Q4 parries all the threats) 5 ... B-N2 6 K-B7 B-R3  
7 K-B8 B-Q6 8 B-N8 B-N3 9 B-R7!  
(a fitting end to a magnificent battle)  
9 ... B×B 10 N-B7 mate.

Variation: 5 ... P-R5 6 K-B7 P-R6  
7 K-B8 P-R7 8 N-B7+ K-R2 9 B-N1+  
B-K5 10 B×B mate.

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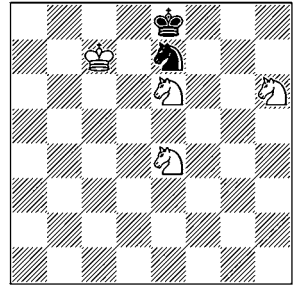
**270. Rinck.** After the natural 1 N×P B-R5 2 P-B5 K-Q2 White's extra pawn is insufficient for a win. Realizing this, White first attacks the pawn defending the black knight, and then deals with the defenceless knight.

1 P-B5! P×P (1 ... N-B3 is met by the same continuation 2 N×P—threatening 3 B-R5 mate—2 ... B×N 3 K×B, and White wins, since Black's QP also falls in view of the threat of 4 B-N5) 2 N×P B×N (forced, in view of the threat of 3 B-R5 and mate) 3 K×B N-Q2(B2) 4 B-N5(R5), and White wins.

**271. Adorján.** We know that two knights cannot checkmate a lone king. But what will be the outcome of the game if both sides have an additional knight, that is, the attacker has three and the defender

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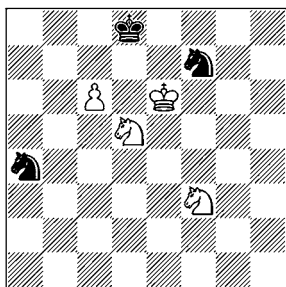
one? True, this problem is of rather theoretical interest, in that such a situation is rather unlikely to occur in over-the-board play. Grandmaster Adorján sets out from a position (White: K KR7, N-K7, N-KR1; Black: K-KR7, N-QB6, N-K6, P-KN5) where Black can indeed promote his pawn to a knight after 1 N-B2 P-N6 2 N-N4+! N×N 3 N-B5 P-N7 4 N-R4, instead of 4 ... P-N8=Q.

There is only one winning line in the position shown: 1 ... N-N1 (1 ... N-N3 or 1 ... N-Q4+ is met by 2 K-Q6 and 3 N-B6 mate) 2 N-N4! (of course, not 2 N×N because of 2 ... K-B2, and Black exchanges a white knight) 2 ... K-B2 3 N-B4 N-K2 4 N-Q6+ K-N2 5 K-Q7 N-N3 6 N-K6+ K-R1 7 N-B6 N-K4+ 8 K-B7 followed by the 9 N-B7 mate.

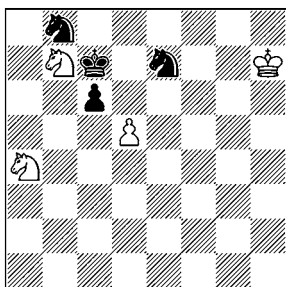
Variation: 5 ... N-N1 6 K-K6 N-R3 7 N-B6! N-N1 8 N-B5+ and 9 N-N6 mate, while after 7 ... K-B1 or 7 ... K-R1 there follows 8 N(Q6)-K8!

**272. Sergeev-Kotov** (Moscow, 1935). If the black knight at ... QR5 were to stray too far, White's passed pawn would become very dangerous. But as it is Black succeeds in achieving a theoretical draw, by sacrificing both of his knights.

1 ... N-N3! 2 N-K7 (2 N×N K-B2, with an immediate draw) 2 ... K-K1 3 P-B7 N-Q1+! 4 K-Q6 N-B5+ 5 K-Q5 K×N!, with a draw, since White cannot

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promote to a queen, while after 6 K×N K-Q2 the pawn is captured immediately.

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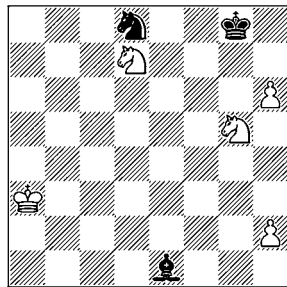
**273. Troitsky.** White cannot hope to promote his pawn, and therefore he starts an attack against the black king, which is hampered in its movements. The black knights inadvertently assist in bringing about a mating position, but the star role is nevertheless played by the white pawn.

1 P-Q6+ K-Q2 2 N(R4)-B5+ K-K1 3 P-Q7+ (Black is forced to capture the adventurous pawn, but it results in a fatal blockage) 3 ... N×P 4 N-Q6+ K-Q1(B1) 5 N-K6 mate.

Variation: 1 ... K-B1 2 N-N6+ K×N 3 P×N, and wins.

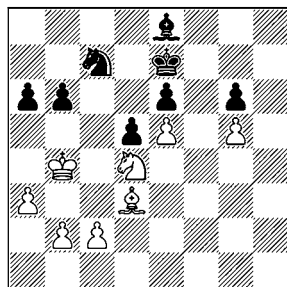
**274. Rinck.** To hunt down and then capture Black's freely moving bishop is an outstanding performance on the part of White's three short-stepping pieces.

1 N-B6+ K-R1 2 N-B3 (threatening 3 N-K5 followed by mate) 2 ... B-B6 3 N-Q5 B-R4 (or 3 ... B-R8 4 K-R2,

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and wins) 4 K-R4 N-N2 5 K-N5 B-Q. 6 K-B6 N-R4+ 7 K-Q7 N-N2 8 K-B8. and White wins. The black pieces impeded each other's flight.

Variation: 1 ... K-B1 2 P-R7 K-N2 3 N-R5+ K-R1 4 N-B4 K-N2 5 N-N6 N-B2 6 N×N, and wins.

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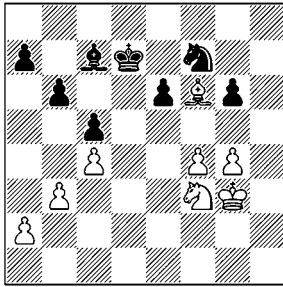
**275. Aronin-Boleslavsky** (20th USSR Championship). White's positional advantage is obvious: not only his bishop is better positioned, but his knight as well.

1 P-R4! P-R4+ (forced, otherwise White plays P-R5, and breaks through with his king) 2 K-R3 B-B2 3 P-B3 B-K1, and Black resigned without further play, since after 4 P-N4! P×P+ (otherwise 5 P×P and 6 N-N3, winning a pawn) 5 P×P he is helpless against the threat of 6 P-N5 followed by K-N4 and P-R5. White's Q-side pawn majority decides the game practically on its own.

**276. Smyslov-Golombek** (USSR v. Great Britain, 1947). White's advantage in space

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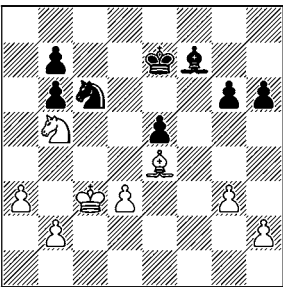


and the weakness of Black's KNP are enough to ensure victory.

1 P-N5! (blockading the weak pawn. If there were no knights on the board, this move would be incorrect—cf. the section on “good” and “bad” bishops—but of course Black is in no position to force the exchange of knights) 1 ... B-Q1 2 K-N4 B×B (what else? 3 N-R4 was threatened, winning a pawn) 3 P×B K-Q3 4 N-K5!, and Black resigned, since after the retreat of his knight 5 K-N5 wins easily.

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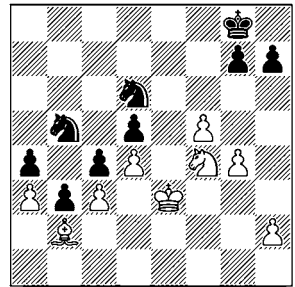


**277. Portisch-Smyslov** (Wijk aan Zee, 1972). Owing to his weak pawns on the QN- and K-files, Black cannot hold the position, in spite of the material equality. With his first move White prepares a decisive knight manoeuvre.

1 P-QR4! K-Q2 2 N-R3 P-KN4 (after 2 ... K-B2 3 N-B4 B×N 4 K×B N-K2 5 P-Q4 P×P 6 K×P Black cannot avoid loss of material) 3 N-B4 B×N (after 3 ... K-B2 4 B×N White wins a pawn, but this would have given Black the best practical chances) 4 K×B K-Q3 5 K-N5 K-B2 6 B×N P×B+ 7 K-R6 P-N5 8 P-N3! (a battle for a tempo: White will answer 8 ... P-R4 with 9 P-N4) 8 ... P-B4 9 K-N5 K-N2 10 P-R5 P×P 11 K×BP, and Black resigned.

278

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**278. Euwe-Averbakh** (Zurich, 1953). Black does not bother to defend his attacked pawn, but sacrifices a piece in order to open the way for his Q-side pawns. An interesting feature of the ending is that although the white king stands alongside the battlefield, it is no more than an idle spectator of the struggle.

1 ... N×RP 2 B×N N-N4 3 B-B1 N×BP 4 N-K2 N-N8!, and White resigned.

A false trail: 4 ... N×N? 5 K×N P-B6 6 K-Q3 P-N7 7 B×P P×B 8 K-B2 P-R6 9 P-N5! P-R3 10 P-R4, with a draw, since Black's king is restricted by its defensive duties, and is unable to approach White's KBP.



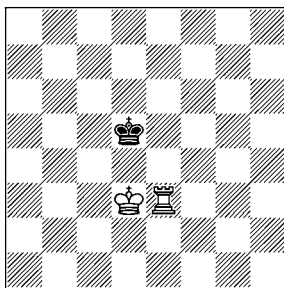
# Rook Endings

Rook endings are the most common in practical play. This is the stage where the rook displays its true worth, and its strength against the minor pieces. The rook is excellently suited for destructive work, asserts itself along open files and ranks, and, apart from in exceptional positions, supports a passed pawn best when it stands behind it.

## 1. ROOK V. PAWNS

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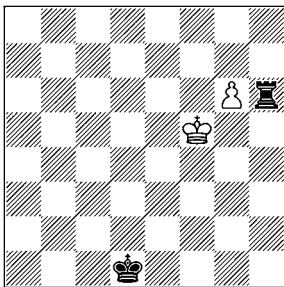


279. (Theoretical ending.) The rook can checkmate Black's lone king on any square on the edge of the board.

1 K-B3 K-B4 2 R-Q3 K-N4 3 R-Q5+ K-B3 (3 ... K-R5 4 R-KR5 K-R6 5 R-R5 mate) 4 K-B4 K-N3 5 R-Q6+ K-N2 6 K-N5 K-B2 7 R-Q1 K-N2 8 R-Q7+ K-B1 9 K-B6 K-N1 10 K-N6 K-B1 11 R-Q1 K-N1 12 R-Q8 mate.

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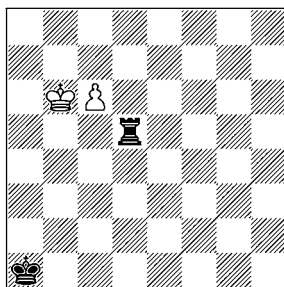


280. Kling and Horwitz. (Theoretical ending.) The rook threatens to pin the pawn, or to occupy the KN-file, and thus prevent the pawn's promotion. White frustrates this plan by moving his king down the ranks, parallel with the movement of the rook, until he can control KN1.

1 P-N7 R-R4+ 2 K-B4 R-R5+ 3 K-B3 R-R6+ 4 K-N2, and White wins.

281

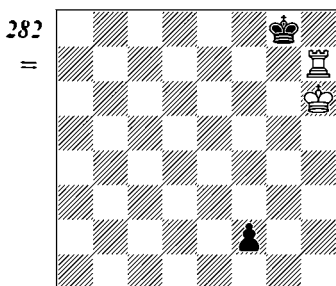
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281. Saavedra. (Theoretical ending.) The occupation of QB2 takes place as in the preceding example, but the rest of the battle is much more beautiful and instructive.

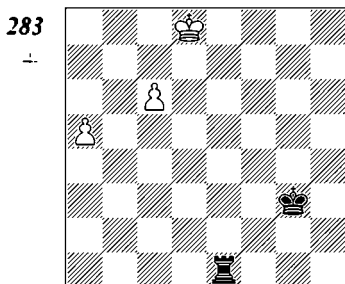
1 P-B7 R-Q3+ 2 K-N5 (2 K-B5? R-Q8, with a draw) 2 ... R-Q4+ 3 K-N4 R-Q5+ 4 K-N3 R-Q6+ 5 K-B2 R-Q5! 6 P-B8=R! (6 P-B8=Q? R-QB5+ 7

*Q*×*R* stalemate) 6 ... *R*-*QR*5 7 *K*-*N*3!, and White wins, since the threat of mate seals the black rook's fate.



**282. Stamma.** (Theoretical ending.) The rook cannot prevent the promotion of the pawn, but it can manoeuvre in such a way as to force stalemate.

1 *R*-*KN*7— *K*-*B*1 2 *R*-*N*5! *P*-*B*8—*Q* 3 *R*-*B*5÷ *Q*×*R* stalemate.



**283. Berger.** (Theoretical ending.) The preceding examples show that, in exceptional cases, one pawn can win against a rook. The rook's task is naturally more difficult against a greater number of pawns. In this instance Black's rook has to prevent the promotion of the pawns single-handed, since his king is far away from the battlefield. It would seem that the isolation of White's pawns should allow Black to draw by checking or by attacking the pawns, but subtle manoeuvring by White's king and his pawns enables him to win.

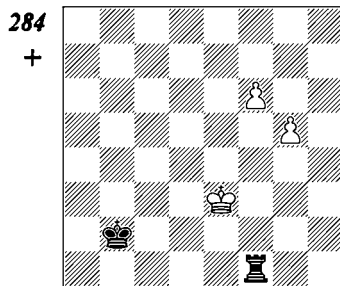
1 *P*-*R*6! *R*-*Q*8+ 2 *K*-*B*7 *R*-*QR*8

3 *K*-*N*7 *R*-*QN*8+ 4 *K*-*R*8! *R*-*QB*8 5 *P*-*R*7! *R*×*P* 6 *K*-*N*7, and White wins.

Variation: 5 ... *K*-*B*5 6 *K*-*N*7 *R*-*QN*8÷ 7 *K*-*R*6 *R*-*QR*8+ 8 *K*-*N*6 *R*-*QN*8÷ 9 *K*-*B*5 *R*-*QB*8+ 10 *K*-*N*4 *R*-*QN*7+ 11 *K*-*B*3 *R*-*QR*8 12 *P*-*B*7 *K*-*K*4 13 *K*-*N*2!, and wins.

1st trap: 1 *P*-*B*7? *R*-*Q*8+ 2 *K*-*B*8 *R*-*QR*8 3 *P*-*R*6! *K*-*B*5! 4 *K*-*N*7 (see below for 4 *K*-*Q*7) 4 ... *R*-*QN*8+ 5 *K*-*B*6! *R*-*QB*8+ 6 *K*-*N*6 *K*-*K*4! (not 6 ... *R*-*QN*8+ 8 *K*-*R*5, and wins) 7 *P*-*R*7 *K*-*Q*3 8 *P*-*R*8=*Q* *R*-*QN*8+ 9 *K*-*R*7 *R*-*QR*8÷ (the winning attempt 9 ... *K*×*P*? comes to a sorry end after 10 *Q*-*R*8!) 10 *K*-*N*7 *R*×*Q*, with a draw.

2nd trap: 4 *K*-*Q*7 *R*-*Q*8+ 5 *K*-*K*8 (after 5 *K*-*K*6 *R*-*K*8+ 6 *K*-*B*6? *R*-*QB*8 7 *P*-*R*7 *R*-*B*3÷! it is Black who wins) 5 ... *R*-*K*8+ 6 *K*-*B*8 *R*-*KR*8! 7 *P*-*R*7 *R*-*R*1+ 8 *K*-*K*7 *R*-*R*1 9 *K*-*Q*6 *K*-*B*4! 10 *K*-*B*6 *K*-*K*3 11 *K*-*N*7 *K*-*Q*2! 12 *K*×*R* *K*×*P*, stalemate. The traps are even more beautiful and difficult than the winning variations.

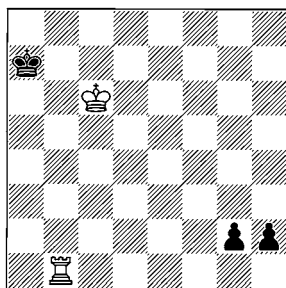


**284. Tarrasch-Janowski** (Ostende, 1907). It looks as though White should win easily, since his pawns are well advanced and enjoy the protection of their king, whereas Black's king is some distance away. In the course of the game, however, the king meets a serious obstacle: neither of his pawns can be promoted without him crossing the seventh rank.

1 K-Q4 K-N6 (or 1 ... R-B4 2 K-K4 R×NP 3 P-B7, and wins) 2 K-K5 K-B5 3 P-N6 R-K8+ 4 K-Q6 R-KN8! (in the game itself 4 ... R-Q8+ was played, and White won easily after 5 K-K7 R-K8+ 6 K-B7) 5 P-N7! K-Q5 6 K-B6! (White's king cannot yet step onto the seventh rank, because of 6 ... K-K4, while 6 P-B7 fails to 6 ... R-N3+!) 6 ... K-B5 7 K-Q7! K-Q4 8 K-K8 (at last White's king has crossed the perilous seventh rank) 8 ... K-K3 9 P-B7 R-QR8 10 P-B8=N+, and White wins.

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**285. Moravec.** (Theoretical ending.) Black has no time to promote a pawn, as his king is continually forced to flee from perpetual attack and the threat of checkmate.

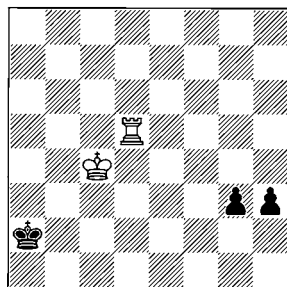
1 R-QR1+ K-N1 2 R-QN1+ K-B1 3 R-QR1 K-Q1 4 K-Q6 K-K1 5 K-K6 K-B1 6 K-B6 K-N1 7 R-R8+ K-R2 8 R-R7+ K-R3 9 R-R8 K-R4 10 K-B5 K-R5 11 K-B4 K-R4! (11 ... K-R6? 12 R-R8 mate) 12 K-B5, with a draw, because the best that Black can do is to return to ... QR2.

**286. Shapiro.** The two pawns on the sixth rank would win, were it not for the fact that their king is cornered. As it is, Black gets into *zugzwang*, and loses his pawns.

1 R-Q2+ K-N8! 2 K-B3! K-B8! 3 R-QR2 K-N8 4 R-K2! P-N7(R7)

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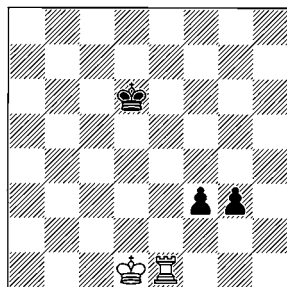
5 R-K1+ K-R7 6 R-KN1(KR1)! (Black has no good move) 6 ... P-R7(N7) 7 R×P(+), and White wins.

1st variation: 3 ... K-Q8 4 K-Q3 K-B8 5 K-K3 P-R7 6 R-R1+ K-N7 7 R-R1 K-B6 8 K-B3, and wins.

2nd variation: 2 ... P-R7 3 R-Q1+ K-R7 4 R-KR1 etc.

287

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**287. Prokes.** The apparently natural continuation 1 R-B1 P-N7 2 K-K1 is only enough to draw, and Black would even win against any other rook move. White's king, therefore, has to attack the pawns.

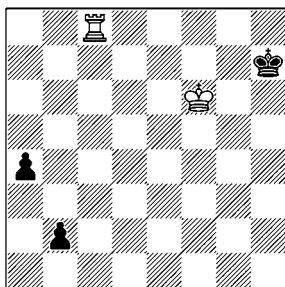
1 K-Q2! P-B7 2 R-Q1 P-N7 (on 2 ... K-K4, 3 K-K3 wins, but now the discovered double attack decides the issue) 3 K-K2+, and White wins.

**288. Kling and Horwitz.** As in example 286, White prevents the advance of the black pawns by mating threats.

1 R-B7+ K-N1 2 R-KN7+! K-B1

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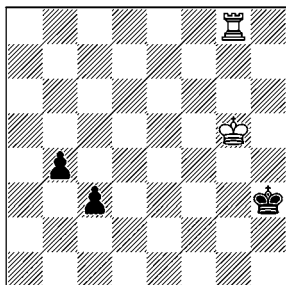
3 R-N7 (threatening mate and attacking a pawn) 3 ... K-K1 4 R×P etc.

1st variation: 2 ... K-R1 3 R-N7 P-R6 4 K-N6 P-R7 5 R-N8 mate.

2nd variation: 1 ... K-R3 2 R-B2! K-R4 3 R×P, and wins.

289

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**289. Herberg.** The rook can easily capture one of the pawns, but a win requires that both be taken. A careful examination of the position reveals that White's king can catch up with the pawns if he can gain one tempo; consequently White fights for that vital move.

1 K-B4 P-B7! 2 R-KR8+!\* K-N7 (it will be seen that the seventh rank is an unfavourable position for Black's king) 3 R-QB8 P-N6 4 K-K3! (the purpose of White's second move now becomes clear: the black pawns have come to a halt, so

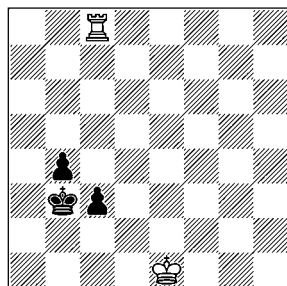
\* In *Shakhmaty v SSSR* 1979 No. 11, L. Popov points out an alternative win by 2 R-QB8 P-N6 3 R-B6 (or 3 R-B7), and after 3... K-N7 (3... K-R5 4 R-KR6 mate, or 3... P-N7 4 R-B3+! and 5 R×P) 4 K-K3 the same finish results. [Editor's note.]

White's king has gained a tempo) 4 ... K-B8 5 K-Q2, and White wins.

A false trail: 1 R-QB8? K-N6 2 R-B4 K-B6 3 R×NP K-K6 4 R-QB4 K-Q7, with a draw.

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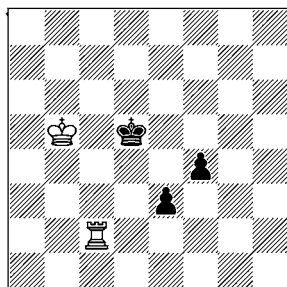
**290. Kniest.** White must not allow the black king to reach ... QN7, since this would prevent his own king from penetrating among the black pawns, and dispel any hopes of winning.

1 R-QN8! K-R6 2 K-Q1 P-N6 3 K-B1 K-R5 (after 3 ... P-B7 White wins by 4 R-QR8+ K-N5 5 K-N2) 4 R-QB8 K-N5 5 K-N1! (zugzwang forces Black to spoil his pawn position) 5 ... P-N7 6 K-B2 K-R6 7 R×P+ K-R7 8 R-QN3, and White wins.

A false trail: 1 K-Q1? K-N7 2 R-B4 P-N6 3 R-B8 P-B7+ 4 K-Q2 K-N8 5 R-B3 K-N7 6 R-B8 K-R7 7 R×P+, with a draw.

291

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**291. Keidanski.** Although he cannot attack the black pawns, White's king can still help in averting the danger; the rook's

manœuvre and the perpetual attack are made possible with the king's assistance.

1 R-B8 P-K7 2 R-Q8+ K-K5 3 K-B4! K-K6 4 R-K8+ K-Q7 5 R-Q8+ K-B7 6 R-K8 P-B6 7 R-K3! K-Q7 8 R-Q3+ K-B7 9 R-B3+ K-N7 10 R-N3+ K-R7 11 R-K3!, with a draw.

1st variation: 5 ... K-K8 6 R-K8 P-B6 (6 ... K-B7 7 K-Q3 P-B6 8 K-Q2 K-B8 9 R-K3 K-B7 10 R-K8, with a draw) 7 K-Q3 K-Q8 8 R-QR8 K-K8 9 K-K3 K-B8 10 R-R1+ P-K8=Q+! (10 ... K-N7? loses to 11 R-K1 K-N6 12 R-KN1+ K-R7 13 K-B2) 11 R×Q+, with a draw.

2nd variation: 4 ... K-B7 5 K-Q3 P-B6 6 K-Q2 K-B8 7 R-K3 K-B7 8 R×BP+, and draws.

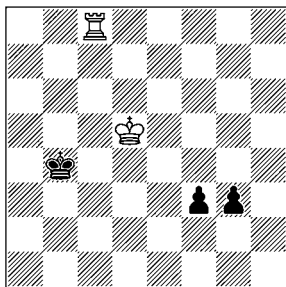
3rd variation: 3 ... P-B6 4 R-K8+ K-B5 5 K-Q3 K-N6 6 R×P etc.

4th variation: 1 ... P-B6 2 R-Q8+ K-K5 3 K-B4 P-B7! 4 R-K8+ K-B6 5 R-KB8+ K-K7 6 K-Q4 K-Q7 7 R-B3, with a draw.

5th variation: 1 ... K-Q5 2 R-B8 P-K7 3 R×P+ K-Q4 4 R-B8 K-Q5! 5 R-K8, with a draw.

292

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**292. Wotawa.** Although the black pawns appear to be unstoppable, White can still escape! The perpetual check which brings the draw is prepared by some extremely neat strategic moves.

1 R-B4+ K-N6! 2 R-B4 P-B7 3 K-B5! K-B7 4 K-Q4 K-Q7 5 R-B3 K-K7 6 R-K3+ K-Q8 7 R-Q3+ K-B8 8

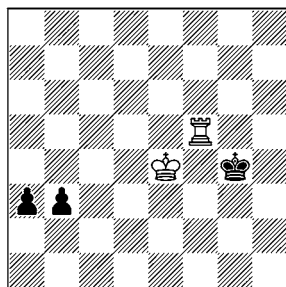
R-QB3+ K-N8 (8 ... K-N7 9 R-B3, draw) 9 R-N3+, with a draw, as 9 ... K-R7? would even lose after 10 R-KB3 then 11 K-B3.

1st variation: 3 ... P-N7 4 R-B3+ K-R5 5 R-B4+ K-R4 6 R-B3, with a draw.

2nd variation: 1 ... K-N4 2 R-B1 P-B7 3 R-QN1+ K-R5 4 K-B4 K-R6 5 K-B3 K-R5!, with a draw, whereas after 5 ... K-R7? 6 R-KB1! White would win.

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**293. Lasa.** (Theoretical ending.) This position first appeared in chess literature over a hundred years ago, and many endgame composers have since tackled it with greater or lesser success. The pawns on the sixth rank would win against the rook if their king were not driven to the edge of the board, where he has continually to be on his guard against the threat of check-mate.

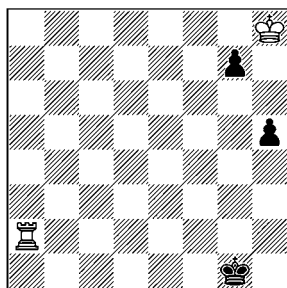
1 R-B1 P-N7 2 R-KN1+ K-R6 3 K-B3 K-R5 (3 ... K-R7? loses to 4 R-N1!) 4 K-B4, with a draw because the continual threat of mate prevents Black from playing ... P-R7.

Variation: 1 ... P-R7 2 R-KN1+ K-R6 3 K-B3 K-R5 (3 ... K-R7? 4 R-QR1! P-N7 5 R×P, and White wins, since in taking the RP he also pins the NP) 4 K-B4, with a draw.

A trap: 1 ... K-N4? 2 K-Q3, and White's king is able to catch the pawns.

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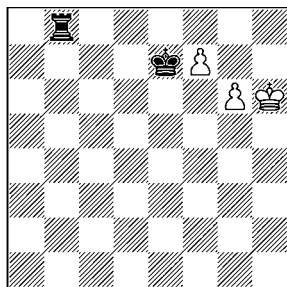
**294. Moravec.** Although White cannot stop the promotion of the RP, he can force his opponent to promote it to a knight. Capturing the knight close to the corner square is then an easy task, but one with which it is useful to be familiar.

1 K-R7! P-R5 2 K-N6 P-R6 3 K-N5 P-R7 4 K-N4 P-R8=N (after 4 ... P-R8=Q? 5 K-N3 Black is mated. Had White taken the NP on the first move, 5 ... Q-KR1 would now win) 5 K-B3 P-N3 6 R-QN2 P-N4 7 R-Q2! (the knight cannot escape) 7 ... P-N5÷ 8 K×P N-B7÷ 9 K-B3 N-R8 10 R-QR2, and White wins.

Variation: 1 ... P-N4 2 K-N6 P-N5 3 K-N5! (this time it is the RP that has to be spared, as after 3 K×P? P-N6 4 K-N4 P-N7 5 K-N3 K-R8 6 R×P Black would be stalemated) 3 ... P-N6 4 K-R4! P-N7 5 K-R3 K-R8 6 R×P, and wins.

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**295. Cozio.** (Theoretical ending.) White can draw with two possible first moves,

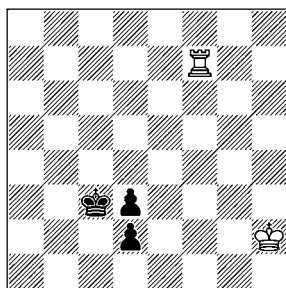
and what's more, if Black moves first the same stalemate results. The technical solution, involving the sacrifice of one of the pawns, is of theoretical interest.

1 K-R7 K-B3 2 P-B8=Q÷! R×Q 3 P-N7 R-B2 4 K-R8 R×P, stalemate. The other variation is: 1 K-N7 R-QR1 2 K-R7 K-B3 3 P-B8=Q÷ R×Q 4 P-N7 R-B2 5 K-R8 R×P, and White is stalemated.

If Black moves first: 1 ... K-B3 2 K-R7 R-KB1 3 P-N7 R×P 4 K-R8 R×P, stalemate, or 1 ... K-B1 2 K-R7 R-R1 3 K-R8! R-N1 4 K-R7 K-K2 5 K-N7 R-KB1 6 K-R7 K-B3 7 P-N7 R×P 8 K-R8 R×P stalemate.

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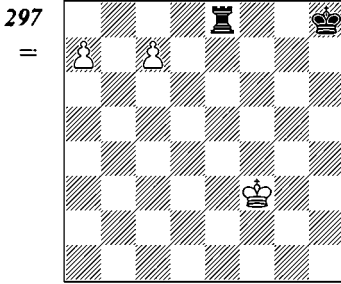
**296. Kling and Horwitz.** White can draw only if his king is able to take part in the fight. It is the rook's duty to see that it has the time to do this.

1 R-B7+ K-N5 2 R-QN7+ K-B4 3 R-N1 K-B5. 4 K-N2 K-B6 5 K-B2 K-B7 6 K-K3, with a draw.

Variation: 1 ... K-Q5 2 R-Q7+ K-K5 3 R-K7+ K-B4 4 R-KB7÷ K-K4 5 R-B1 K-K5 6 K-N3! K-K6 7 R-KR1! K-K7 8 R-R2÷ K-Q8 9 R-R8! K-B7 10 R-QB8+, with a draw.

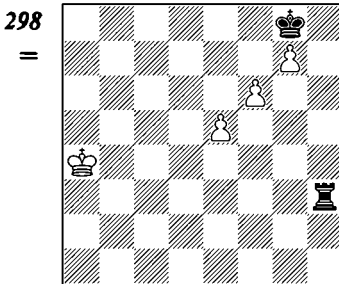
Berger has pointed out that if White's king were initially at KR3, Black would win:

1 R-B7+ K-Q5! 2 R-Q7+ K-K6 3 R-K7+ K-B7 4 R-KB7+ K-N8 5 R-KN7+ K-R8.



**297. Prokes.** Here it is White who has to struggle for a draw. He cannot sit back and let the black king move over to the Q-side, since this would mean the end of his pawns. He has to break across the K-file, even at the cost of one of his pawns. An immediate sacrifice, however, would be wrong, because the other pawn would also be lost. Therefore White must first approach closer with his king.

1 K-B4! K-N2 2 P-R8=Q! R×Q 3 K-K5 K-B2 4 K-Q6 K-K1 5 K-B6 R-B1 6 K-Q6! R-R1 7 K-B6 R-B1 8 K-Q6, with a draw. If it were now White to move, he would lose.



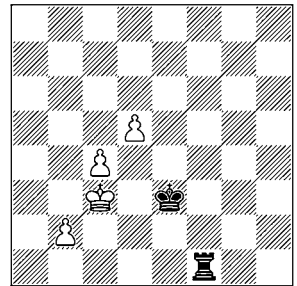
**298. Rinck.** Black can choose between two possibilities: he can either keep the white king's route to his pawns under fire, or attack the pawns themselves straight away. White uses tactics to draw in the first variation, and strategy in the second.

1 P-K6 R-QB6 2 K-N5! (parrying the threat of ... R-B3) 2 ... R-B1 3 K-N6 K-R2 4 K-N7 R-K1 5 P-N8=Q+!

(luring the rook onto a bad square) 5 ... R×Q 6 P-B7! R-KB1 7 K-B6! K-N2 8 P-K7!, with a draw.

Variation: 1 ... R-K6 2 P-K7 K-B2 3 K-N4! (after 3 K-N5? R-QN6+ 4 K-B6 R-N1 5 K-Q7 R-K1 the pawns are lost) 3 ... R-K8 4 K-B5 (White's king has succeeded in closing up on his pawns, and checks from the rook can no longer do any harm) 4 ... R-QB8+ 5 K-Q6 R-B1 6 K-K5!, with a draw.

299  
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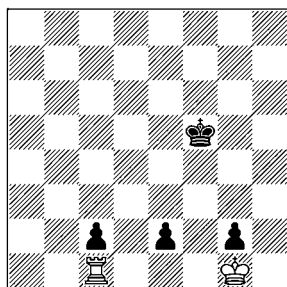
**299. Portisch-Spassky** (Amsterdam, 1964). After the obvious 1 ... K-K5, the game quickly concluded: 2 K-N4 K-K4 3 K-B5 R-B1, and White resigned, because of 4 P-N3 R-QN1 5 P-N4 R-QB1+ 6 K-N5 K-Q3, when he loses his pawns.

Variation: 2 P-Q6 K-K4 3 P-B5 R-B8+ 4 K-N4 K-K3 5 K-N5 K-Q2 6 P-N4 R-QN8 7 K-B4 K-B3 8 K-B3 K-N4 9 K-Q3 R-N6+!, followed by 10 ... R×P, and Black wins.

A trap: 3 ... K-Q4? 4 P-N4 K-B3 5 K-N2! (it is an important element in the defence not to allow the rook to get behind the pawns) 5 ... K-N4 6 K-B2 R-B6 7 K-N2! (not 7 K-Q2? K-B5!) 7 ... R-Q6 8 K-B2 R-Q5 9 K-B3 R-QB5+ 10 K-Q3 R-B8 11 K-Q2 R-KR8 12 K-B2!, and Black cannot make any progress. The variation and the trap are more instructive for this type of ending than the continuation of the game itself.

300

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**300. Réti.** White has no time to take the NP, since after 1 K×P K-K5 2 K-B2 P-K8=Q+! 3 K×Q (3 R×Q+ K-Q6, draw) 3 ... K-Q6 4 R-R1 K-B6 5 R-B1 K-Q6, Black can hold the draw. Consequently, the black king has to be kept away from the pawns until the white king's occupation of Q2 or KB2 is guaranteed.

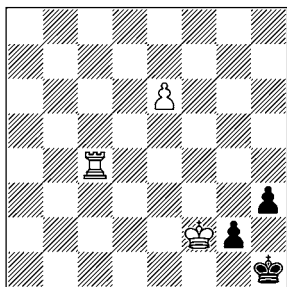
1 K-B2! K-K5 2 K×KP K-Q5 3 R-KN1 K-K5 4 R-K1! K-K4 5 K-K3 (the time-gaining tempo moves have created the desired position) 5 ... K-Q4(B4) 6 K-Q2(B2), and White wins.

1st variation: 3 ... K-B6 4 R-K1! K-N7 5 K-Q2 K-N6 6 K-B1 etc.

2nd variation: 1 ... K-B5 2 K×KP K-N6 3 K-K3 K-R7 4 K-B2 K-R6 5 K-N1 etc.

301

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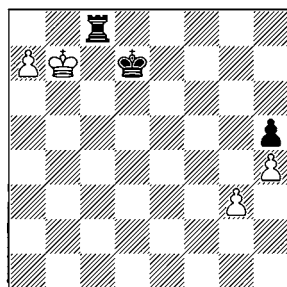
**301. Prokes.** White's victory is endangered by stalemating threats. Countering these threats leads to material equality, but this is nevertheless the correct solution, since White's new queen is the stronger.

1 R-B1+ (1 R-KN4? P-R7 2 R×P stalemate) 1 ... K-R7 (threatening 2 ... P-N8=Q+ 3 R×Q stalemate) 2 K-K2! (K3 must be reserved for the new queen) 2 ... P-N8=Q 3 R×Q K×R 4 P-K7 P-R7 5 P-K8=Q P-R8=Q 6 Q-K3+ K-R7 7 Q-B4+ K-R6 8 Q-R6+ K-N7 9 Q-N5+ K-R6 10 Q-R5+ K-N7 11 Q-N4+ K-R7 12 K-B2, and White wins.

Variation: 2 ... K-N6 3 P-K7 P-R7 4 P-K8=Q P-R8=Q (4 ... P-N8=Q 5 Q-N6+, and wins) 5 Q-K3+, and wins.

302

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**302. Polerio.** By a sacrifice Black stalemates the opposing king, forcing White to advance his NP.

1 ... R-QR1! 2 K×R K-B2! (in the initial position, White's QRP held out the chance of a draw, but now it has become a liability) 3 P-N4 P×P 4 P-R5 P-N6 5 P-R6 P-N7 6 P-R7 P-N8=Q 7 P-R8=Q Q-N7 mate.

A trap: 1 ... R-B6? 2 P-R8=Q R-N6+ 3 K-R7 R-R6+ (3 ... K-B2? loses to 4 Q-KB8) 4 K-N7 R×Q 5 K×R K-K3 6 K-N7 K-B4 7 K-B6 K-N5 8 K-Q5 K×P 9 K-K4 K×P 10 K-B3, with a draw; White's king has arrived just in time.

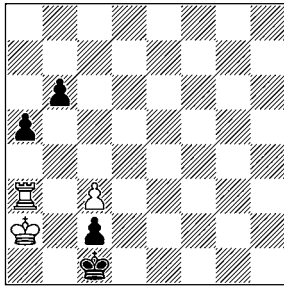
**303. Troitsky.** White cannot prevent the promotion of his opponent's advanced pawn, but on the other hand the black king is unable to avoid perpetual check.

1 R-N3 K-Q7 2 R×P! (2 R-N2? K-Q6,



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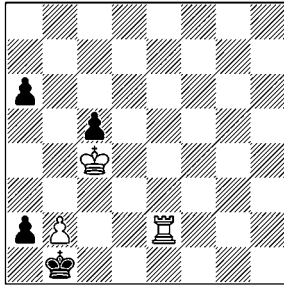
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and wins) 2 ... P-B8=Q 3 R-N1! Q×P 4 R-N2+ K-B8 (4 ... K-Q6 5 R-N3, draw) 5 R-N1+, with a draw by perpetual check, since after 5 ... K-B7 6 R-QB1+ K×R, White is stalemated.

304

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**304. Prokes.** The only way for Black to avoid mate is to promote his pawn to a knight, instead of a queen. But as we know, a knight in the corner is easy prey for a rook.

1 P-N4! (a necessary sacrifice, since 1 K-N3? P-B5+ leads to a draw) 1 ... P×P 2 K-N3 P-R8=N+ 3 K×P N-B7+ 4 K-B3 N-R8! 5 R-QN2+ K-B8 6 R-QR2 K-N8 7 R×P N-B7 8 R-K6! N-R8 9 R-K2, and the knight is lost.

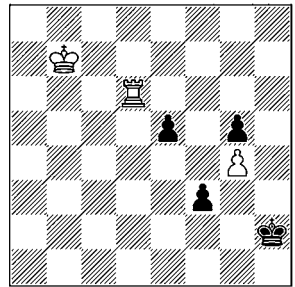
1st variation: 8 ... N-R6 9 R-K1+ K-R7 10 R-K2+ K-R8 11 K-N3 N-N8 12 R-R2 mate.

2nd variation: 3 ... P-R4+ 4 K-B3 P-R5 5 R-QN2+ K-B8 6 R-QR2 K-N8 7 R×P N-B7 8 R-K4, and wins.

3rd variation: 1 ... P-R8=Q 2 R-K1+ K-N7 3 R×Q K×R 4 P×P, and wins.

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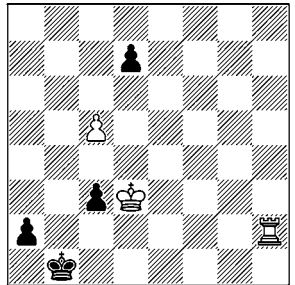


**305. V. Platov and M. Platov.** The rook cannot prevent the promotion of the pawn, so White's king goes onto the attack. Chasing the unstoppable pawn looks pointless, but is in fact the right approach, for it is the only way the king can reach a faraway stalemate nook.

1 K-B6 P-K5 2 K-Q5 P-K6 3 K-K4 P-K7 (3 ... P-B7 4 R-KB6, draw) 4 K×P P-K8=Q 5 R-KR6+ K-N8 6 R-R1+ K×R stalemate.

306

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**306. Behting.** The natural 1 R×P is good enough only for a draw, while 1 K×P? P-R8=Q+ 2 K-N3 loses to 2 ... Q-QR1. It follows that White must block the long white diagonal before the black pawn queens.

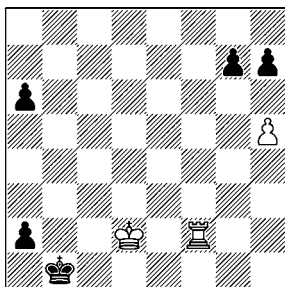
1 P-B6! P×P 2 K×P P-R8=Q+ 5 K-N3, and White wins.

1st variation: 2 ... P-R8=N 3 R-KN2 (waiting for the black pawn to advance) 3 ... P-B4 4 R-K2! (ensuring that the knight cannot subsequently occupy ... K6) 4 ... P-B5 5 K×P N-B7 6 K-B3! N-R8 7 R-KR2 etc.

2nd variation: 1 ... P-B7 2 R-R1+ P-B8=Q 3 R×Q+ K×R 4 P-B7! P-R8=Q 5 P-B8=Q+ K-N7! 6 Q-N7+ K-B8 7 Q-B7+ K-N7 8 Q-N6+ K-B8 9 Q-B5+ K-N7 10 Q-N4+ K-R7 11 K-B2, and wins.

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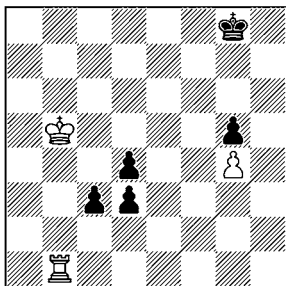


**307. Troitsky.** White must acquire control of KB6, otherwise the new black queen will easily parry his mating threat.

1 P-R6! (a sacrifice aimed at preventing Black's queen-to-be from moving to ... KB3) 1 ... P×P 2 K-B3 P-R8=Q+ (how to win against a knight we already know) 3 K-N3, and White wins.

308

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**308. Weenink.** It is fruitless to try and stop the black pawns, so White goes onto the attack against the black king.

1 K-B6! P-B7 2 R-K1 P-Q7 3 R-K8+ K-B2 4 K-Q7 P-Q8=Q 5 R-K7+, with perpetual check.

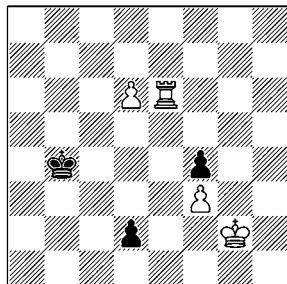
1st variation: 1 ... P-Q7 2 K-Q7 P-B7 3 R-N8+ K-B2 4 R-K8, with a draw.

2nd variation: 1 ... K-B2 2 K-Q7 P-Q7 3 R-KB1+ K-N3 4 K-K7!, with a draw. The perpetual check cannot be

avoided in any of the variations, because the black king has limited room for manoeuvre.

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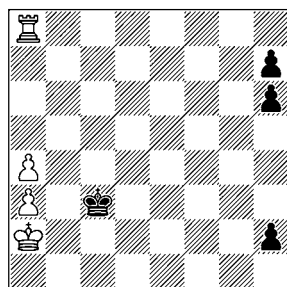


**309. Rinck.** Black's passed pawn reaches its goal before White's, and even the rook cannot prevent it from queening. White averts the danger by luring his opponent's king onto the Q-file (a geometrical relation), turning the situation to his own advantage.

1 R-K4+ K-B4 2 R-Q4! K×R 3 P-Q7 K-K6! (a clever move, which counts on his opponent overlooking that 4 P-Q8=Q? P-Q8=Q 5 Q×Q gives stalemate) 4 P-Q8=R! K-K7 5 K-R3! P-Q8=Q 6 R×Q K×R 7 K-N4, and White wins.

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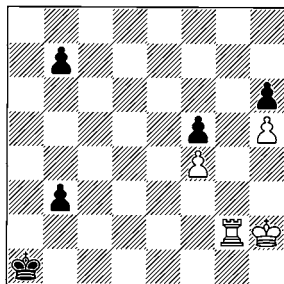
**310. Zakhodyakin.** Black is able to promote his pawn, but he cannot bring his new queen into play, owing to his king's restricted movements and inability to avoid perpetual check.

1 R-QB8+ K-Q7 (the rook must not be allowed onto the back rank) 2 R-Q8+ K-K7 3 R-K8+ K-B7 4 R-KB8+ K-N7

(the rook cannot continue checking, but on the other hand the black king is now badly placed) 5 R-QN8! P-R8=Q 6 R-N1! (the queen has to be ousted from the eighth rank, otherwise Black's king will be able to cross his fourth rank) 6 ... Q-R4 7 R-N2+, draw. Black has to make do with perpetual check, since to sacrifice his queen would court disaster.

311

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**311. Kissling.** It would be a mistake to eliminate Black's passed pawns immediately, since after 1 R-N7? P-N7 2 R×P P-N8=Q 3 R×Q+ K×R Black's advantage in space would become a winning factor. The splendid move which leads to a win for White is not easy to find.

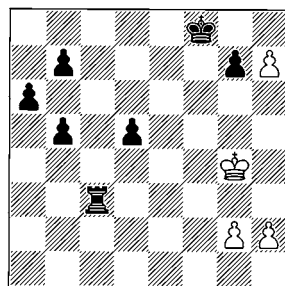
1 R-N5! (this not only diverts the RP, but also lures it onto a bad square) 1 ... P×R (Black has to accept the offer, since after 1 ... P-N7 2 R×P P-N8=Q 3 R-R5+ the advance of White's BP is decisive after the exchange of pieces) 2 P-R6 P-N7 3 P-R7 P-N8=Q 4 P-R8=Q+ Q-N7+ (or 4 ... K-R7 5 Q-R8+, and wins) 5 Q×Q+ K×Q 6 P×P, and White wins.

**312. Em. Lasker-Loman** (Simultaneous game, London, 1913). Hampered by his "bad" pawn on ... KN2, Black apparently has no chance of stopping White's passed pawn, but there was a surprise in store for the great player.

1 ... R-B5+ 2 K-N5 R-KR5! 3 K×R

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P-N4+ (Black has succeeded in getting rid of his bad pawn, and has opened the way for his king) 4 K×P K-N2, and Black wins.

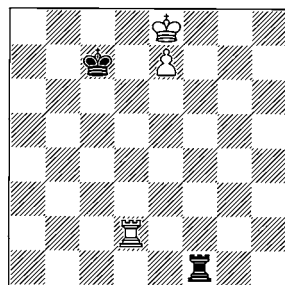
It should be mentioned, for the sake of historical truth, that on the previous move the World Champion could have moved his king to K2 instead of KN4 in answer to the rook check. This would have ensured that Black could not prevent the pawn from queening.

## II. ROOK V. ROOK

### a) Rook and Pawn v. Rook

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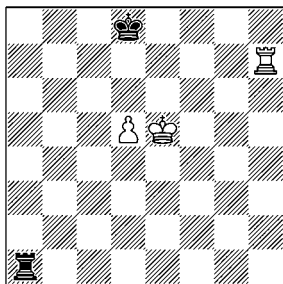


**313. Lucena.** (Theoretical ending.) This is a theoretical winning position, where the essential feature is that the black king's access to the pawn is blocked, and that White's king is positioned in front of his pawn, and only comes out when the time is ripe, namely when his rook is capable of preventing the troublesome checks.

1 R-QB2+ K-N2 (1 ... K-Q3? 2 K-Q8, and wins) 2 R-B4! R-Q8 3 K-B7 R-KB8+ 4 K-K6 R-K8+ 5 K-Q6 R-Q8+ (or 5 ... R-K7 6 R-B5 etc.) 6 K-K5 R-K8+ 7 R-K4, and White wins.

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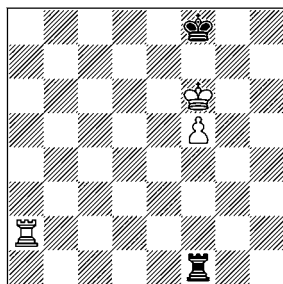


**314. Philidor.** (Theoretical ending.) A critical position, where Black's king is positioned opposite the white pawn, and his rook has the Q-side entirely to itself. It would be incorrect to begin with 1 ... R-K8+, since after 2 K-Q6 R-K1 3 R-R7! White wins the rook. 1 ... R-R4 is also bad, because of 2 K-K6!, when the black king is forced out.

Black's rook has to occupy the third rank, and the correct defence is: 1 ... R-R3! 2 P-Q6 R-R8! (as soon as the pawn advances to the sixth rank, the rook again takes up position on the eighth rank, in order to harass the opposing king with checks from behind) 3 K-K6 R-K8+ 4 K-Q5 R-Q8+, with a draw.

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**315.** (Theoretical ending.) Black's king can be partly forced out, but he can still

manage to draw if the pawn is on the KB-, K-, Q- or QB-file. It is very important in the above position (i.e. with a bishop's pawn) that Black's king should move out towards the shorter side of the board (with respect to the white pawn), since the longer side has to be reserved for his rook. If the white pawn were on a knight's file, Black's king could only move towards the longer half of the board (unless he could defend the back rank with his rook) and would himself be shielding the white king from possible side checks.

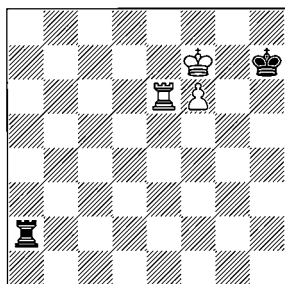
The play can develop as follows: 1 ... K-N1! (the king heads towards the shorter side of the board) 2 R-R8+ K-R2 (Black's king has been half forced out) 3 R-KB8 (3 K-K6 K-N2! draws, because the pawn cannot advance) 3 ... R-QR8! 4 R-K8 (any move by the king would be answered by a check) 4 ... R-KB8! (as soon as the white rook vacates the KB-file, Black occupies it) 5 R-K7+ K-N1 6 R-QR7 R-B7! 7 R-R8+ K-R2 8 K-K6 K-N2!, with a draw. Black's rook will only leave the KB-file if it becomes necessary to harass the white king with side checks, in other words, if White again moves his rook to KB8.

A trap: 1 ... K-K1? 2 R-R8+ K-Q2 3 R-KB8! R-KN8 4 K-B7 R-KB8 5 P-B6 R-B7 6 R-KN8 R-B8 7 R-N2 K-Q3 8 R-K2 R-B6 9 K-N7 R-N6+ 10 K-B8 R-KB6 11 P-B7 K-Q2 12 R-Q2+! K-B2 (12 ... K-K3 13 K-K8) 13 R-Q4!, and White wins. The familiar Lucena position (example 313) has been reached.

**316. Botvinnik.** (Theoretical ending.) White's position is much more active here than in the previous example, and also his pawn is one rank further forward.

1 K-B8! R-R8 2 P-B7 R-R1+ (or 2 ... R-R2 3 R-KB6 etc.) 3 R-K8 R-R2

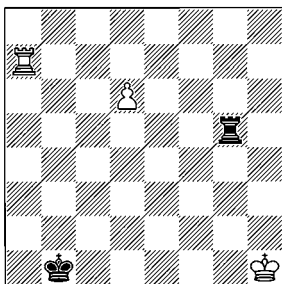
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4 R-Q8 K-N3 5 R-Q6+ K-R2 6 K-K8, and White wins.

If it is Black to play, he can draw by preventing White from occupying the eighth rank: 1 ... R-R1! 2 R-K8 R-R2+ 3 R-K7 (if 3 K-B8, then 3 ... K-N3!) 3 ... R-R1 4 R-Q7 R-QN1 5 K-K7 K-N3, and White cannot make any progress, since 6 P-B7 can now be countered by 6 ... K-N2.

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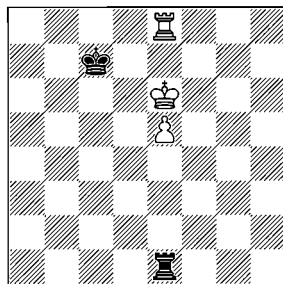


**317. Weenink.** Even simple, apparently drawn positions may sometimes conceal a winning variation. In this example White achieves a won position by gaining a tempo.

1 P-Q7 R-Q4! (not 1 ... R-N1? 2 R-B7! R-Q1 3 K-N2, and wins) 2 K-N2 K-B7 3 K-B3 K-Q6! 4 K-B4 K-Q5! 5 R-B7! (if it were now White to move again he would win; he therefore begins a fine tempo-winning manoeuvre) 5 ... K-Q6 6 R-N7! K-Q5 (or 6 ... K-B5 7 K-K4 R-Q8 8 K-K5 K-B4 9 K-K6 etc.) 7 R-R7! K-Q6 (the position is essentially

unchanged after 7 ... R-Q3 8 K-B5) 8 R-B7! K-Q5 (White has achieved his goal: the position is the same as it was after his fifth move, but now it is his turn to move) 9 R-B1! R-Q3 10 R-Q1+, and White wins.

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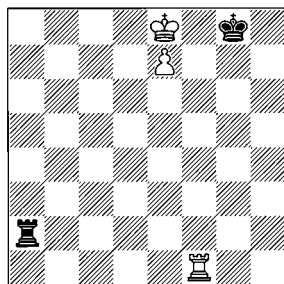


**318. Kling and Horwitz.** (Theoretical ending.) White has more room for manoeuvre, and can easily parry the side checks.

1 K-B7! R-KB8+ 2 K-K7 R-K8 3 P-K6 R-K7 4 R-KB8 R-K8 5 R-B2 R-K6 6 R-B2+ K-N2 7 K-Q7 R-Q6+ 8 K-K8 R-Q8 9 P-K7 (the Lucena winning position) 9 ... R-KB8 10 R-B4! etc.

Variation: 1 ... R-KR8 2 R-KN8! R-R2+ 3 R-N7 R-R1(R8) 4 K-K7 R-Q1 5 P-K6 R-Q8 6 K-K8+ K-B1 7 P-K7 R-KR8 8 R-N2, and White wins.

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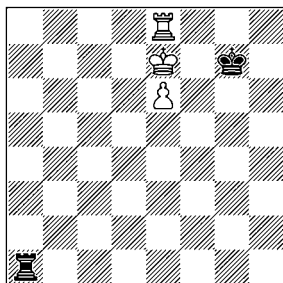
**319. Tarrasch.** (Theoretical ending.) The difference between this and the Lucena position is that the black rook is able to give checks from the side. White can win if he can transfer his king to the KN-file,

in such a manner that the black king has no chance of attacking his pawn.

1 ... R-R1+ 2 K-Q7 R-R2+ 3 K-K6 R-R3+ 4 K-K5! (4 K-B5? K-B2, draw)  
4 ... R-R4+ 5 K-B6 R-R3+ 6 K-N5 R-R4+ 7 K-N6 R-R3+ 8 R-B6 R-R1 9 R-Q6, and wins. If in the initial position the black king had been at ... KN2 rather than ... KNI, White could not have won.

320

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**320. Tarrasch.** (Theoretical ending.) The white rook is less effective here than in the previous position and, while it can parry the side checks, it is unable to assist in the queening of the pawn.

1 R-Q8! R-R2+ 2 R-Q7 R-R1! 3 K-Q6+ K-B1 4 P-K7+ K-K1 5 K-K6 R-R3+ 6 R-Q6 R-R1!, with a draw.

1st variation: 3 ... K-B3 4 R-KB7+ K-N3 5 R-B1 R-R3+ is also a draw, because Black's rook is four squares away from the pawn and cannot be forced off the third rank.

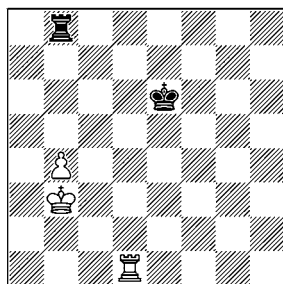
2nd variation: 3 R-Q6 K-N3! (3 ... R-QN1? is bad because of 4 R-Q8 R-N2+ 5 K-Q6 R-N3+ 6 K-Q7 R-N2+ 7 K-B6) 4 R-B6 (4 K-Q7 K-B3 5 P-K7+ K-B2 draw) 4 ... K-N2!, with a draw.

3rd variation: 2 K-K8 K-B3 3 R-Q6 R-K2+ etc.

4th variation: 2 K-Q6 R-R3+ 3 K-K5 R-R4+ 4 R-Q5 R-R8!, with a draw.

321

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**321. Grigoriev.** (Theoretical ending.) It has already been demonstrated in the previous games that squeezing out the black king does not necessarily result in victory. When the pawn has not advanced beyond the fourth rank, the defensive strategy is as follows: the rook attacks the pawn and hinders the advance of the king by giving checks. The position of the defending king is very important, because if White's rook is able to defend his pawn and thus free his king, he will be able to win.

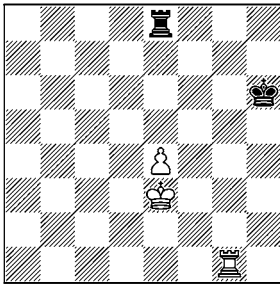
1 R-Q4 K-K4! (just in time; had the king been originally at ... K2, White would have had time to play 1 R-Q4 K-K3 2 K-B4, and after 2 ... K-K4 3 R-Q5+ K-K3 4 P-N5 R-QB1+ 5 R-B5 K-Q2 6 P-N6 would have won) 2 K-B3 (2 R-Q7 K-K3 3 R-QR7 K-Q3 4 K-B4 K-B3 is also a draw) 2 ... R-QB1+ 3 R-QB4 R-QN1! 4 R-B6 K-Q4 5 R-QR6 R-QB1+ 6 K-N3 R-B3! 7 R-R7 R-QN3 8 R-QB7 K-Q3 9 R-B4 R-B3, with a draw.

Variation: 1 K-R4 R-QR1+ 2 K-N5 R-QN1+ 3 K-R5 R-QR1+ 4 K-N6 R-QN1+ 5 K-B5 R-QB1+, and the king can find shelter from the checks only behind the pawn.

**322. Chéron.** (Theoretical ending.) The defence demonstrated in the previous example is effective only against a knight's pawn. Similar positions with a centre pawn

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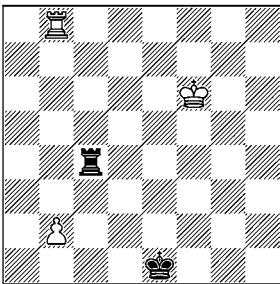


or a bishop's pawn can be won, since there is enough room for the white king to manoeuvre.

1 K-Q4 R-Q1+ 2 K-B5! R-K1 3 K-Q5 R-Q1+ 4 K-K6! (in the case of a QBP or QP, White would take his king to the left, defend his pawn from behind with his rook, and then, in order to counter the approach of the black king, would gain a decisive tempo by K-N7 or K-B7, attacking the black rook. But here he has to be careful, since after 4 K-B6 R-K1 5 R-K1 K-N2 6 K-Q7 the rook could switch to an attack from the side by 6 ... R-QR1!) 4 ... R-K1+ 5 K-B6!, and the threat of mate gains White a decisive tempo for the advance of his pawn.

323

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**323. Grigoriev.** 1 P-N4! K-Q7 2 P-N5 K-B6 3 P-N6 K-N5 4 R-K8! R-B3+ 5 R-K6 R-B1 6 K-K7, and wins.

1st variation: 3 ... R-B3+ 4 K-K7 K-N5 5 P-N7 R-QN3 6 K-Q8! R-N4 (after 6 ... K-N4 7 K-Q7! Black is in *zugzwang*) 7 K-Q7 R-Q4+ 8 K-B6

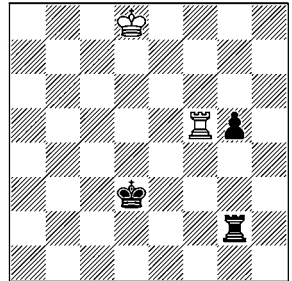
R-QN4 9 K-Q6! K-R4 10 K-B6 etc.

2nd variation: 3 ... R-QN5 4 K-K5! K-B5 5 R-QB8+ K-N6 6 R-B6 K-R5 7 K-Q6 K-R4 8 K-B7 K-R3 9 R-B1!, and wins.

A trap: 1 K-K5? K-Q7 2 K-Q5 R-B2 3 K-Q6 R-B5 4 P-N3 (or 4 P-N4 K-B6 etc.) 4 ... R-KR5! 5 K-B5 K-B6, and White cannot win.

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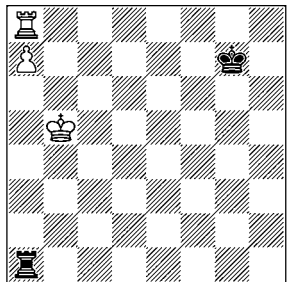


**324. Grigoriev.** The difference between this and the previous example is that the stronger side's king and rook are slightly less favourably positioned.

1 K-K7 P-N5 (1 ... K-K5 is no better in view of 2 K-B6 P-N5 3 K-N5) 2 K-B6 P-N6 3 K-N5 R-KB7 (3 ... R-K7 fails to 4 R-B3+ R-K6 5 K-B4!) 4 R-R5 P-N7 5 R-R3+ K-Q5 6 R-R4+ K-B6 7 R-R3+ K-B7 (or 7 ... K-B5 8 R-KN3 R-B1 9 K-R6! R-KR1+ 10 K-N7 R-R7 11 K-B6 K-Q5 12 K-B5, draw) 8 R-R1!, and Black can make no progress.

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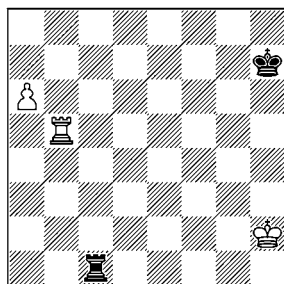


**325. Tarrasch.** (Theoretical ending.) The black king is restricted to moving be-

tween ... K-N2 and ... K-R2, since 1 ... K-B2? is met by 2 R-R8! R-P3 R-R7+, winning the rook, while after 1 ... K-B3? 2 R-KB8 the pawn queens. Nevertheless, White cannot win, because on 1 K-N6 Black checks the king away from the pawn, and then returns his rook to the QR-file. Thus White's rook cannot leave the corner without losing his pawn.

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326. (Theoretical ending.) A rook supports a passed pawn best from behind, but here this rule does not help White, for after 1 R-R5 R-B1 2 K-N3 K-N3 3 K-B4 K-B3 etc. Black wins the pawn. White therefore places his rook in front of the pawn, leaving QR7 free for his king.

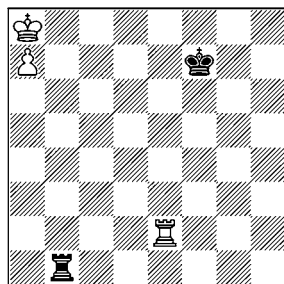
1 R-N5 R-QR8 2 R-QR8 R-R4! 3 K-N3 R-KN4+ 4 K-B4 R-N3 5 K-K5 (5 P-R7 R-QR3 leads to the previous example) 5 ... K-N2 6 K-Q5 R-KB3 7 K-B5 K-R2 8 K-N5 R-B4+! 9 K-N6 R-B3+ 10 K-N7 R-B2+ 11 K-B6 R-B3+ 12 K-N5 R-B4+ 13 K-N4 R-B3! 14 P-R7 R-QR3 15 K-N5 R-R8, and we have again reached the previous example. If Black does not realize in time that he has to move his rook to the third rank, he loses.

A trap: 2 ... K-N2 3 K-N3 K-R2? (3 ... R-KN8+! 4 K-B4 R-N3 is still a draw) 4 K-B4! R-R4 5 K-K4 K-N2 6 K-Q4 K-B2 7 K-B4 K-N2 8 K-N4 R-R8 9 K-N5 K-B2 10 K-N6 K-N2

11 K-R7 K-B2 12 R-QN8 K-K2 13 R-N6 K-Q2 14 K-N7 (only now that he is no longer exposed to checks can White's king clear the way for his pawn) 14 ... R-QB8 15 P-R7 R-B2+ 16 K-R6 R-B1 17 R-N8, and White wins.

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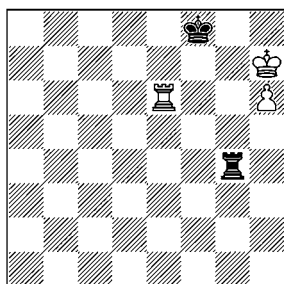
327. (Theoretical ending.) Victory depends upon whether White is able to free his king from the corner.

1 R-QB2 K-K2 2 R-B8! K-Q2 3 R-QN8! R-QR8 4 K-N7 R-QN8+ 5 K-R6 R-QR8+ 6 K-N6 R-QN8+ 7 K-B5!, and wins.

A trap: 2 R-B7+ K-Q3 3 R-QN7 R-KR8!, with a draw, because White's king cannot escape from the corner.

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328. **Salvioli.** (Theoretical ending.) In the previous example White was able to win thanks to the fact that Black's king could not reach the QB-file. But here Black's king is on the spot, and is able to forestall the promotion of the pawn.

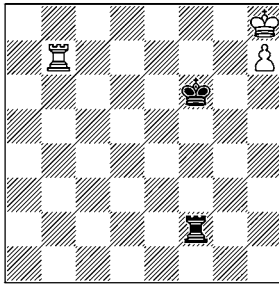
1 R-KB6+ K-K2 2 R-KN6 R-KB5!



3 R-N2 K-B2 4 R-N7+ K-B1 5 K-N6  
R-KN5+ 6 K-B6 R×R 7 P×R+ K-N1  
8 K-N6 stalemate.

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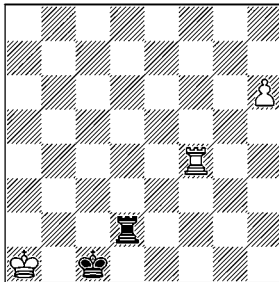


**329. Ponziani.** (Theoretical ending.)  
White needs to control the KR-file, and to  
achieve this the black king must first be  
forced back.

1 K-N8 R-KN7+ 2 K-B8 R-KR7  
3 R-N6+ K-B4 4 K-N7 R-KN7+  
5 K-B7 R-KR7 6 R-N5+ K-B5 7 K-N7  
R-KN7+ 8 K-R6 R-KR7+ 9 R-KR5,  
and wins.

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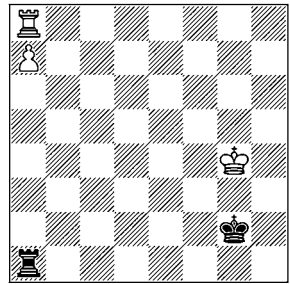
**330. Troitsky.** (Theoretical ending.)  
Although Black can control the queening  
square from behind or from the side,  
a diverting sacrifice nevertheless ensures  
the promotion of the pawn.

1 P-R7 R-Q1 2 R-QB4+ (forcing  
Black's king onto the same file as his  
rook) 2 ... K-Q7 3 R-Q4+! (luring the  
rook away from its post) 3 ... R×R  
4 P-R8=Q etc.

Variation: 1 ... R-R7 2 R-B1+ K-Q7  
3 R-B2+ R×R 4 P-R8=Q.

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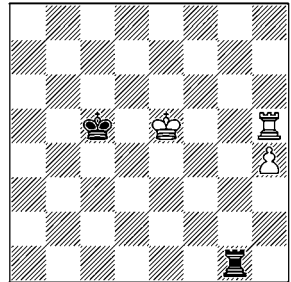


**331. Troitsky.** Black's king must all the  
time stay on the same file as White's,  
otherwise White checks with his rook and  
queens his pawn. But this works only  
until the QB-file is reached.

1 K-B4 K-B7 2 K-K4 K-K7 3 K-Q4  
K-Q7 4 K-B5! K-B6 (or 4 ... R-QB8+  
5 K-N4 R-QN8+ 6 K-R3 etc.) 5 R-QB8!  
(the pawn falls, but the rook waits in  
ambush) 5 ... R×P 6 K-N6+, and  
wins.

332

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**332. Portisch-Faragó** (Hungarian Cham-  
pionship, 1965). Since the black king is a  
long way from the pawn, it would seem  
that 1 R-N5 should win relatively easily.  
White in fact made this move, but mis-  
takenly, for after 1 ... R-K8+ 2 K-B6  
K-Q3 3 P-R5 R-KB8- 4 K-N7 K-K2!  
5 P-R6 R-B2+ 6 K-N6 R-B3+ 7 K-R5  
K-B2 8 P-R7 R-B8! he had to agree to a  
draw.

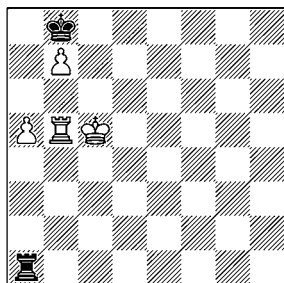
But in the initial position, White could  
have gained an important tempo, sufficient  
to win the game: 1 K-K6+! K-B3 (after

1 ... K-Q5 2 R-KN5 the black king is cut off from the pawn along the rank) 2 R-KN5 R-K8+ 3 R-K5! (the difference) 3 ... R-KR8 4 P-R5 K-B2 5 R-Q5! K-B3 6 R-KB5, and White wins by approaching the pawn with his king.

*b, Rook and Two Pawns v. Rook*

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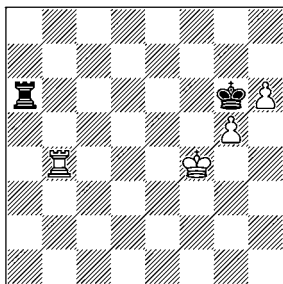
**333. Heilmann-Bernstein** (Berlin, 1904). One of the white pawns is further advanced than it ought to be, and this gives Black the chance of a stalemating combination.

1 ... R-QB8- 2 K-N6 (if White takes his king back to the second rank, Black prevents the RP from advancing to the sixth rank) 2 ... R-B2! 3 P-R6 R×P- 4 P×R stalemate.

Variation: 3 K-R6 R-B3- 4 R-N6 R×R+ 5 P×R stalemate. This is a good example of how, in rook endings, careless play can bring an advantage of as much as two pawns to nought.

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**334. Kling and Horwitz.** (Theoretical ending.) With Black's rook guarding the

rank on which his king is placed, and his king blockading the two pawns, he can successfully hold them at bay.

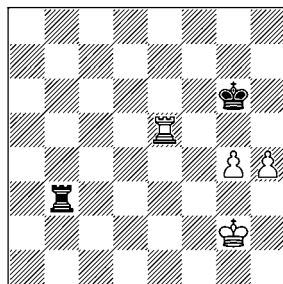
1 R-Q4 R-N3! 2 R-Q8! (the only possible winning chance is to drive the king away) 2 ... R-N5+ 3 K-K5 R-N2! 4 R-KN8- K-R2 5 R-Q8 K-N3, and White cannot make any further progress.

A trap: 3 ... R-N5? 4 R-KN8+ K-R2 5 K-B5! R-QR5 6 R-N7- K-R1 7 R-N7!, removing the threat of stalemate, after which White wins.

Variation: 1 K-N4 R-QB3 2 R-KB4 R-R3 3 R-B6+ R×R 4 P×R K×BP!, with a draw. This variation demonstrates that White would win with NP and BP, because it would not matter which pawn were captured after the forced exchange of the rooks. With its king's assistance, the remaining one would queen.

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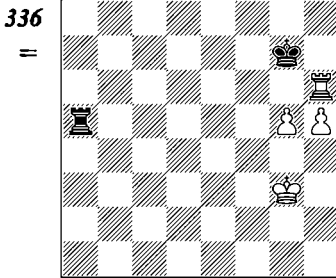
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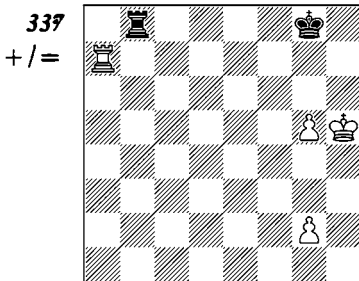
**335. Zukertort-Steinitz** (London, 1883). Once the pitfalls are known, the winning technique is simple: the pawns have to be advanced in such a way that Black cannot blockade them, or manœuvre his way into a stalemate.

1 P-R5+ K-R3 2 R-KB5 R-QR6 3 R-B3 R-R8 (after 3 ... R-R4 4 K-N3? will of course not do, because 4 ... K-N4! leads to the previous position, therefore 4 R-B6+! K-N4 5 R-KN6+ etc. should be played) 4 K-N3 R-KN8+ 5 K-R4 R-KR8+ 6 R-KR3 R-KN8 7 R-R2 R-QR8 8 P-N5+ K-N2 9

R-KB2! (a necessary shield against side checks) 9 ... R-R8+ 10 K-N4 R-KN8+ 11 K-B5 R-KR8 12 P-R6+ K-R2 13 R-B4 R-KN8 14 R-K4 R-KB8+ 15 K-N4 R-KN8+ 16 K-R5 R-KR8+ 17 R-KR4 R-KN8 18 R-R2! (the same as before) 18 ... R-N6 19 R-K2 R-KR6+ 20 K-N4 R-R6 21 R-K7+ K-N1 22 P-N6 R-R5+ 23 K-B5 R-R4+ 24 R-K5 R-R1 25 K-B6 R-R3+ 26 R-K6 R-R1 27 R-Q6 R-K1 28 R-Q5 R-R1 29 K-K7 R-R2+ 30 R-Q7 R-R1 31 R-Q8+, and wins.



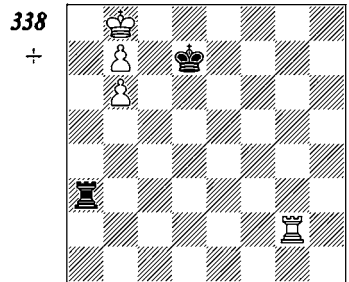
**336. (Theoretical ending.)** It is futile for White's king to advance towards his pawns, for he has no defence against the side checks. White's rook is also in an unfortunate position, from which it cannot escape. It is very important to keep this danger in mind, although it only applies with NP and RP; with any other pair of pawns the king could escape from the checks.



**337. (Theoretical ending.)** 1 K-R6! R-N3+ 2 P-N6 R-N1 (White would be unable to win without his KN2 pawn,

even though he has forced Black's rook onto the back rank. With the second pawn, on the other hand, the exchange of rooks is feasible. With a bishop's pawn, after R-R7, with the threat of mate, the position would be won even without the extra pawn) 3 R-R6! R-QB1 4 P-N4 R-QN1 5 P-N7 R-QB1 6 R-KB6 followed by 7 R-B8+, and wins.

If it is Black to move, he, of course, immediately occupies the third rank by playing 1 ... R-N3!, and after 2 P-N6 R-N8 he is assured of a draw. In this case the extra pawn is of no consequence.



**338. Duras. (Theoretical ending.)** Here the second pawn at N6 is a hindrance to White, because with normal play he is unable to free his king. White therefore has to sacrifice his rook, so as to make room for his pawn.

1 R-Q2+ K-K2 2 R-Q6! K×R 3 K-B8 R-QB6+ 4 K-Q8 etc.

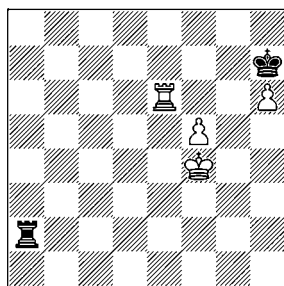
Variation: 2 ... R-QB6 3 R-QB6! R×R 4 K-R7, and wins.

**339. Bondarevsky-Keres (Training game, 1939).** While the problems presented by this ending are by no means completely clarified, the weaker side can put up a successful defence against BP and RP.

1 ... R-KN7 2 K-K5 R-QR7 3 K-Q6 R-R4! 4 P-B6 (the bishop pawn is White's only winning hope) 4 ... K-N3 (4 ... K×P 5 K-K7 R-R1! also draws) 5 R-K8

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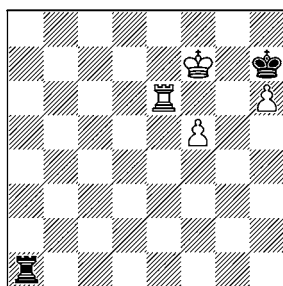
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R-R3— 6 K-K7 R/P 7 R-KN8+ K-R2  
8 R-N7÷ K-R1 9 K×R stalemate!

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**340. Botvinnik.** (Theoretical ending.) If the white king is able to secure the square in front of his BP, victory is not far away.

1 ... R-R2÷ 2 K-B8 R-R1+ 3 R-K8 R-R3 4 R-K7÷ (White gains an important tempo, due to Black's inability to capture the rook's pawn) 4 ... K-R1 5 R-K6 R-R1÷ 6 R-K8 R-R3 7 P-B6!, and since the pawn cannot be taken because of the discovered check, White wins.

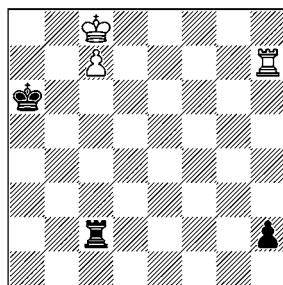
1st variation: 1 ... R-R7 2 P-B6 R-R1 3 R-K8 R-R2÷ 4 K-K6 R-R3— 5 K-B5 R-R4÷ 6 R-K5 R-R8 7 P-B7 R-KB8÷ 8 K-K6 K-N3 9 R-KN5÷! K×R 10 P-R7 R-K8÷ 11 K-Q7, and wins.

2nd variation: 1 ... R-R1 2 R-K8 R-R2+ 3 K-B8 K×P 4 R-K6+! K-N4 5 P-B6 K-B4 6 R-Q6 K-N3 7 P-B7÷ K-R2 8 K-K8, and wins.

c) *Rook and Pawn v. Rook and Pawn*

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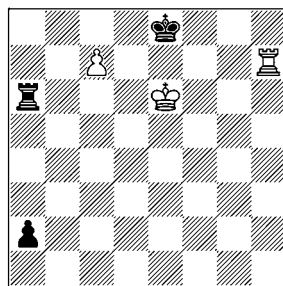


**341. Em. Lasker.** White can win only if he is able to force his opponent's rook off the QB-file, but first he must drive the black king up to the seventh rank.

1 K-N8 R-QN7+ 2 K-R8! R-QB7 3 R-R6÷ K-R4 (the king cannot move to the knight's file, for it would be blocking its own rook) 4 K-N7 R-QN7+ 5 K-R7 R-QB7 6 R-R5+ K-R5 7 K-N7 R-QN7÷ 8 K-R6! R-QB7 9 R-R4+ K-R6 10 K-N6! R-QN7+ (11 R×P would win against any other move) 11 K-R5! R-QB7 12 R-R3÷ K-R7 13 R×P (a decisive diverting sacrifice) 13 ... R×R 14 P-B8=Q, and wins.

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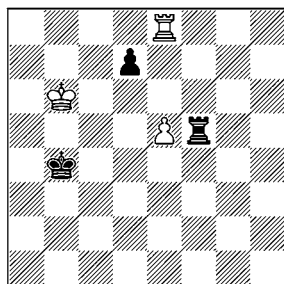
**342. Bogolyubov-Thomas** (Hastings, 1922). Not realizing that he could have achieved a theoretical winning position by a king manoeuvre, Bogolyubov accepted Thomas's offer of a draw in this position.

1 K-Q5 R-R4+ 2 K-B4 R-R5+ 3 K-N3 R-R6+ 4 K-B2 R-QB6+ 5 K-N2 R-B5 6 K×P R-B6 7 K-N2 R-B3

8 K-N3 R-B4 9 K-N4 R-B8 10 K-N5 R-QN8+ 11 K-B6 R-QB8+ 12 K-N7 R-QN8+ 13 K-B8! R-Q8 14 R-R8+ K-K2 15 R-Q8 R-QN8 16 R-Q2 (the Lucena position has been reached) 16 ... R-N6 17 R-K2+ K-B2 18 R-K4! etc.

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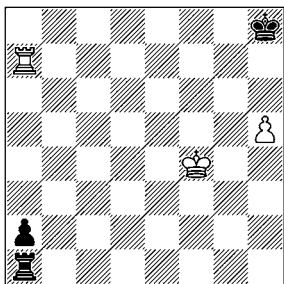


**343. Selezniev.** As they say, it never rains but it pours. Here Black, attempting to avoid the loss of a pawn, inexorably worsens his own position and, instead of a pawn, he loses a rook.

1 K-B7 R-B2 2 K-Q6 K-B5 3 R-Q8 K-Q5 4 P-K6! (now it becomes evident that White's aim was more than simply to capture the pawn) 4 ... P×P 5 K×P+, and wins.

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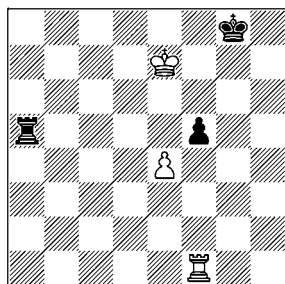


**344. Ponziani.** Even an apparently hopeless position may conceal a saving combination: 1 K-N5! (not attacking, but moving into a stalemate nook) 1 ... R-KN8+ 2 K-R6 P-R8=Q 3 R-R8+! Q×R stalemate.

**345. Selezniev.** White can capture the black pawn, but after 1 ... R-R2+ he

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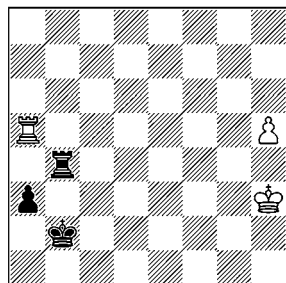
cannot win. He therefore offers a sacrifice to lure the black rook onto a fatal square.

1 R-KN1+ K-R2 2 P-K5! R×P+ 3 K-B7 K-R3 4 K-B6, and wins.

Variation: 2 ... P-B5 3 P-K6 P-B6 (or 3 ... R-KB4 4 K-Q6, and wins) 4 K-B6! P-B7 5 R-KB1 K-N1 6 R×P K-B1 7 R-QN2 R-R1 8 R-KR2 K-N1 9 R-KN2+ K-B1 10 P-K7+, and wins.

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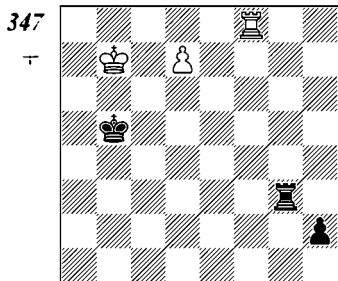


**346. Tarrasch-Blümich** (Breslau, 1925). White's pawn can be stopped, while Black's can queen in two moves. White is apparently lost, and in fact resigned, but by a sacrifice he could have saved the game.

1 P-R6 R-N3 2 R-R5 P-R7 3 P-R7 R-N1 4 R-QN5+, with a draw.

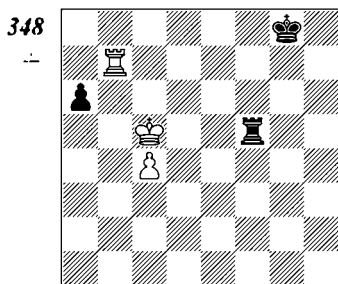
1st variation: 2 ... R-N1 3 P-R7 R-KR1 4 K-N4 P-R7 5 R-QN5+ K-B6 (5 ... K-R8 6 R-N7, draw) 6 R-QR5 K-N6 7 R-QN5+ K-R5 8 R-N7 R-R1 9 R-R7+, with a draw.

2nd variation: 1 ... P-R7 (1 ... R-N2 or 1 ... R-N1 2 K-R4, draw) 2 P-R7 R-N1 3 R-QN5+ etc.



**347. Kopaev.** This is a more artistic version of the concept underlying example 341. It solves the problem of tying up the rook under much more difficult circumstances.

1 R-B5- K-R5 2 R-QR5+! (the QN-file must be kept closed) 2 ... K-N5 3 R KR5 R-Q6 4 K-B7 R-B6+ 5 K-N6 (the point of White's second move now becomes clear: if Black's king were at ... QR5, 5 ... R-QN6+ would secure a draw) 5 ... R-Q6 6 R-R4+ K-R6 7 K-B7 R-QB6- 8 K-Q8 (White's king can achieve its goal only by moving around his pawn) 8 ... R-B7 9 K-K7 R-K7+ 10 K-Q6 R-Q7+ 11 K-B6 R-QB7+ 12 K-N5 R-QN7+ 13 K-R5 R-Q7 14 R-R3+ K-R7 15 R×P! and White wins.

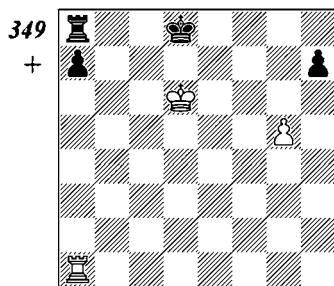


**348. Fischer-Portisch** (Stockholm, 1962). The considerably greater activity of White's pieces assured him of a win.

1 K-Q6 R-B3+ 2 K-K5 R-B2 (or 2 ... R-B8 3 P-B5 R-B8 4 K-Q6 R-Q8-

5 K-B7 P-R4 6 P-B6 P-R5 7 K-N8, and wins) 3 R-N6 R-B2 4 K-Q5 K-B2 (the pawn can no longer be saved, so Black pins his hopes on bringing his king into the action) 5 R×P K-K2 6 R-K6+! K-Q1 7 R-Q6+ K-K2 (Black has to accept the exclusion of the king, since on ... K-B1, 8 R-QB6 wins instantly) 8 P-B5 R-B1 (if 8 ... R-R2, then 9 K-B6 R-R5- 10 K-B7 R-R2+ 11 K-N6 etc.) 9 P-B6 R-B2 10 R-R6 K-Q1 11 R-R8+ (of course, not 11 K-Q6? R-Q2-!) 11 ... K-K2 12 R-R8!, and Black resigned, for he is in *zugzwang*, and White wins easily after 12 ... K-B2 13 K-Q6.

#### Rook and Two Pawns v. Rook and Pawn



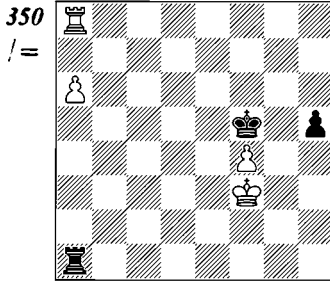
**349. Selezniev.** White sacrifices his pawn in order to open a file for his rook, giving him a decisive attack.

1 P-N6! (a diverting sacrifice to open an important file; after 1 R-R1? P-QR4! Black's rook would also come into play) 1 ... P×P 2 R-R1 K-B1 3 K-B6 K-Q1 4 R-R8+ etc.

1st variation: 1 ... K-K1 2 P×P K-B2 3 R×P+ R×R 4 P-R8=Q+ etc.

2nd variation: 1 ... P-QR4 2 P×P R-R3+ 3 K-Q5 R-R3 4 R×P K-K2 5 R-R8! (5 R-R7+? K-B1, draw) 5 ... R×P 6 R-R7+ etc.

**350. Kluger-Sándor** (Hungarian Championship, 1954). Here we encounter the

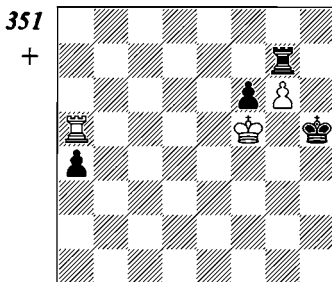


same idea as in example 344, but the given position is much more complicated. Despite being short of time, Black solved his difficult task, for which he received a brilliancy prize.

1 ... R-R6+ 2 K-N2 K-N5 3 P-R7 R-R7+ 4 K-N1 K-B6 5 K-R1! P-R5! (otherwise there can be no stalemate) 6 P-B5 K-N6! 7 R-KN8+ K-R6! 8 K-N1 R-KN7+ 9 R×R stalemate.

1st variation: 8 P-R8=Q R-R8+ 9 Q×R stalemate.

2nd variation: 5 P-B5 R-KN7+ 6 K-R1 R-N2! 7 P-B6 R-KB2 8 K-R2 K-B5 9 K-R3 K-B4 10 K-R4 K×P 11 K×P K-B4, with a draw, because Black has the opposition on the KB-file.



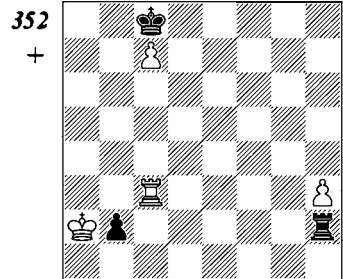
**351. Selezniev.** Although the white pawn's life is but short, it is enough to transfer possession of the vitally important KN-file to White. Close combat develops around Black's king, and it ends with the white rook landing a decisive blow.

1 R-R8 R×P (the pawn has to be

taken) 2 R-R8+ R-R3 3 R-KN8! K-R5 4 R-N1 R-R4+ 5 K-B4 K-R6 6 R-KR1+, and wins.

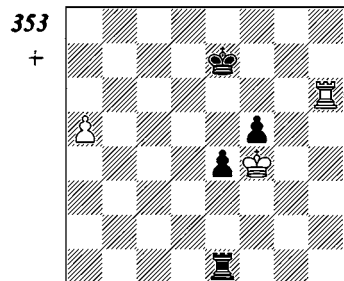
1st variation: 3 ... R-R2 4 R-N1 K-R3 5 K×P K-R4 6 R-KR1+ etc.

2nd variation: 3 ... P-R6 4 R-N1 K-R5 5 R-KR1+ K-N6 6 R×R P-R7 7 R-R1 etc.



**352. Moravec.** Black's rook cannot leave his lone pawn undefended, but it also has to stop the opposing pawns. This dual task is beyond its powers.

1 K-N1! R-KB7 2 R-B4 R-R7 3 P-R4 R-KB7 4 R-B5 R-R7 5 P-R5 R-KB7 6 R-B6 R-R7 7 P-R6 R-KB7 8 P-R7 (on the seventh rank the pawn no longer needs to be directly defended, because Black's rook will be in a geometrical relation with his own king if he takes the pawn) 8 ... R-R7 9 R-QR6 K×P 10 R-R8! R×P 11 R-R7+, and White wins.

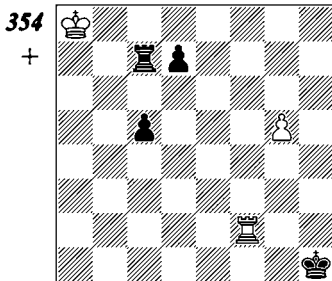


**353. Kling and Horwitz.** Despite his material advantage, things are bad for

Black. He has a sad choice between losing his rook and being mated.

1 P-R6 R-QR8 (an attempt to stop the pawn from queening) 2 P-R7 K-B2 3 R-R8! R×P 4 R-R7+, and White wins.

Variation: 1 .... P-K6 (Black also wants to promote a pawn) 2 P-R7 P-K7 3 P-R8=Q R-KB8+ 4 K-N5 R-KN8+ 5 K-R5 P-K8=Q 6 Q-N7+ K-B1 7 R-KB6+ K-K1 8 Q-KB7+ K-Q1 9 R-Q6+, and mate in three moves.

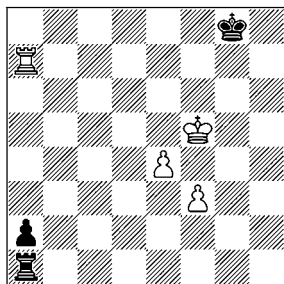


354. Vlk. White can win only if he can gain a tempo so as to queen with check. He solves this task by chasing both the opposing rook and king into awkward positions.

1 K-N8! R-B3 2 R-B6! P-B5! (Black hurries to advance his pawn, since after the exchange of rooks he would clearly be too far behind) 3 R-R6+ (this check makes it feasible for White to exchange rooks) 3 ... K-N7 (White's pawn would also gain a tempo after 3 ... R×R) 4 R×R! P×R 5 P-N6 P-B6 6 P-N7 P-B7 7 P-N8=Q+, and White wins.

355. (Theoretical ending.) A very common problem in rook endings is that of exploiting the advantage of two connected pawns against a solitary pawn. The stronger side generally wins, but if the opponent's passed pawn is well advanced he has chances of a draw. This is a typical

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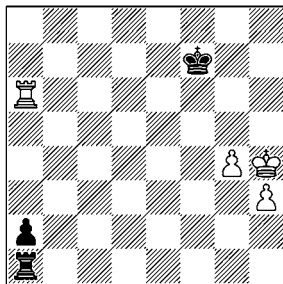


situation, and it is worth remembering that once the connected pawns reach the fourth rank they invariably win.

White to play wins easily by 1 P-B4! K-B1 2 P-K5 K-N1 3 P-K6 K-B1 (or 3 ... K-R1 4 P-K7 R-K8 5 K-B6!) 4 K-B6!

But if it is Black to move, he can simplify into a theoretically drawn position by 1 ... R-KB8! (in the nick of time!) 2 R×P R×P+.

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356. (Theoretical ending.) This position is an exception to the rule, in that White wins even though his rook's pawn has not yet reached the fourth rank.

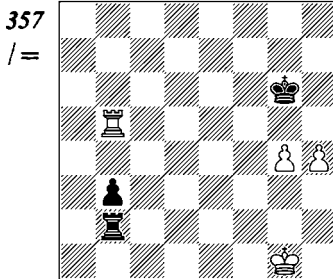
1 P-N5 K-N2 2 K-R5! R-R8 3 R-R7+ K-B1 4 R×P R×P+ 5 K-N6 R-KN6 6 R-R8+ K-K2 7 R-KN8! and we reach the Kling and Horwitz position as in example 318, except that the pieces are on the KN-file instead of the K-file. In the earlier position, Black to move could have drawn by 1 ... R-KR8!, with the threat of a flank attack, but here the lack of



space on the K-side does not allow this, and Black is powerless against 8 K-R7 followed by P-N6.

If White's pawns had initially been at KN3 and KR4, he would not have been able to win, since he would have lost his knight's pawn. The position with bishop's pawn and knight's pawn is also drawn, since if White is left with his knight's pawn at the decisive moment, the black rook returns via the KB-file to the back rank. Against a bishop's pawn, Black's king moves towards the shorter side of the board, and by flank checks his rook ensures a draw. The situation would be the same with centre pawns.

On the other hand, if one of White's pawns is on the second rank, White invariably wins, since he can advance his king and his other pawn. The attack by the black rook on the pawn on the second rank is ineffective, since White's rook, by capturing the black pawn, would defend it.



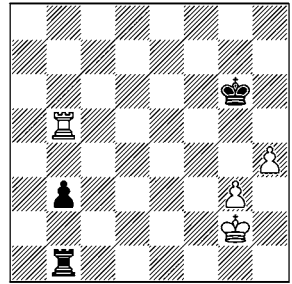
**357. Rudakovsky-Tolush** (14th USSR Championship). If the defending side succeeds in forcing the opposing king onto the back rank, his chances of a draw are improved.

1 ... K-N2! 2 R-N6 K-R2 3 P-R5 (3 K-B1 is met by 3 ... R-KR7!) 3 ... R-QB7! 4 R×P R-B5 5 R-N3 (on 5 R-N7+ there follows either 5 ... K-N1! or 5 ... K-R1!) 5 ... K-R3 6 K-N2 K-N4, with a draw, as in example 334.

Variation: 2 R-N7+ K-N3 3 P-R5+ K-N4 4 R-N7+ K-B5, with an easy draw.

A trap: 1 ... K-B3? 2 P-R5! K-N2 3 P-N5 R-QB7 (or 3 ... K-N1 4 R-N7 K-R1 5 P-R6 R-QB7 6 R×P R-B4 7 R-N3, and wins, since 7 ... K-R2 can be met by 8 P-N6+) 4 R×P R-B4 (4 ... R-B5 5 K-N2) 5 R-N3 R-B5 6 K-R2 R-KR5+ 7 R-KR3 R-KN5 8 P-R6÷ K-R2 9 R-KN3, and White wins.

358  
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**358. (Theoretical ending.)** The defence demonstrated in example 355 rules out 1 K-R3?, since after 1 ... P-N7 2 K-N4 White can only advance at the cost of exchanging the QNP and KNP. But White can still win by keeping his king on the second rank, and simply advancing his pawns.

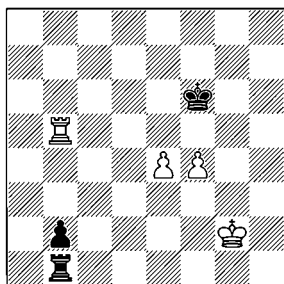
1 P-N4! P-N7 2 R-N6+ K-N2 3 P-R5 K-R2 4 K-R2! K-N2 5 P-N5 R-QB8 (Black can delay no longer, since after 5 ... K-B2 6 R-N7+ K-N1 7 P-R6 R-QB8 8 R×P R-B4 9 R-N2 White wins, as in the trap from the previous example) 6 R×P R-B4 7 R-N2! (the purpose of White's fourth move now becomes clear), and wins.

**359. (Theoretical ending.)** With BP and NP, White would win as in the previous example, but here the situation is quite different.

1 R-N6+ K-B2 2 P-K5 K-K2, and

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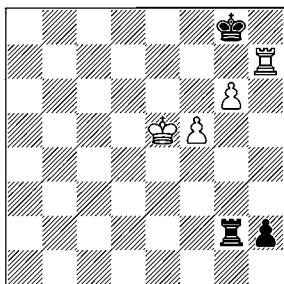
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3 K-B2 even loses to 3 ... R-KR8, but otherwise the extra pawn cannot be realized.

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360. (From the game Kholmov-Pogáts, Pécs, 1964, based on analysis by Kholmov.) Black failed to find the variation leading to this position (which required a timely advance of his pawn) where a draw is inevitable.

1 K-B6 R-R7 2 K-N5 R-QN7 3 R-R3 (making room for his king) 3 ... R-N7+ 4 K-R6 R-KB7 5 P-N7 R×P 6 K-N6 P-R8=Q! 7 R×Q R-B3+ 8 K×R stalemate.

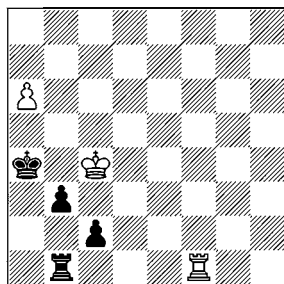
Variation: 3 P-B6 R-N7+ 4 K-B5 R-KB7+ 5 K-K5 R-K7+ 6 K-Q4 R-KB7 7 P-B7+ R×P!, with a draw.

361. **Stamma.** White cannot advance his pawn, because the black pawn queens first. White therefore entices the black rook to ... QB8, thereby gaining a decisive tempo.

1 R-B1! R×R (on 1 ... P-N7, 2 P-R7 is decisive, but now Black's rook

361

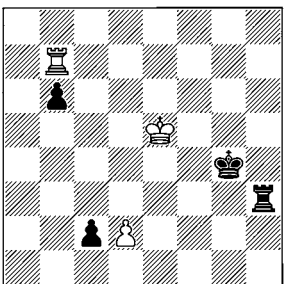
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is blocking his own pawn) 2 P-R7 K-R6 3 K-B3! K-R5 4 P-R8=Q+ K-N4 5 K×P R-QN8+ 6 K×P, and wins.

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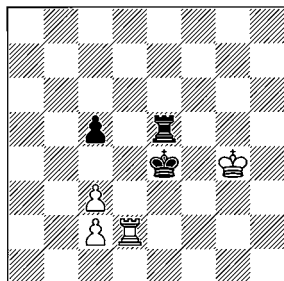


362. **Lazard.** By the time the black pawn promotes, White's king has moved into a stalemate nook.

1 R-N7+ (1 R-QB7? R-R4+ 2 K-Q4 R-QB4!, and Black wins) 1 ... K-B6! 2 R-QB7! (2 R-N1? loses to 2 ... K-K7) 2 ... R-R4+ 3 K-Q4! R-QB4 4 R×R P×R+ 5 K-Q3! P-B8=Q(R) stalemate. If the pawn is promoted to a bishop (or knight), then after 6 K-B4 B-R6 7 P-Q4 the remaining pawns are exchanged anyway.

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**363. Selezniev.** The immediate exchange of rooks fails to win, since after 1 R-K2+ K-Q4 2 R×R+ K×R 3 K-B3 K-B4! Black maintains the opposition. White therefore has to delay the exchange until he can take the opposition.

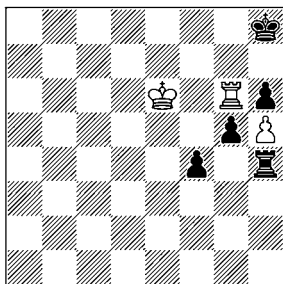
1 R-Q1! R-K3 2 R-K1+ K-Q4 3 P-B4+ K-Q3 4 R×R+ K×R 5 K-B4 K-B3 6 P-B3! K-K3 7 K-K4 K-Q3 8 K-B5, and White wins.

Variation: 1 ... P-B5 2 R-K1+ K-Q4 3 R×R+ K×R 4 K-N5! K-K5 5 K-B6 K-K6 6 K-K5 K-Q7 7 K-Q4, and wins.

*e) Rook Endings with Several Pawns; Material Advantage*

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**364. Selezniev.** There are exceptional situations where material advantage is not the decisive factor. White's territorial advantage is decisive here, since in view of the mating threats Black's men cannot exert their power.

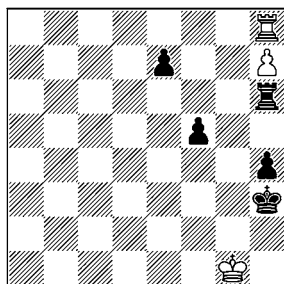
1 K-B7 R×P 2 R-N8+ K-R2 3 R-N7+ K-R1 4 K-N6 P-N5 5 R-QR7 R-KN4+ 6 K×P P-N6 7 K×R P-N7 8 R-R1 P-B6 9 K-N6 P-B7 10 R-R8 mate.

Variation: 1 ... K-R2 2 R-N7+ K-R1 3 K-N6 P-B6 4 R-QR7, and mates.

**365. Dobrescu.** To avoid the impending stalemate, Black is forced to sacrifice his rook. Even so, his remaining forces seem

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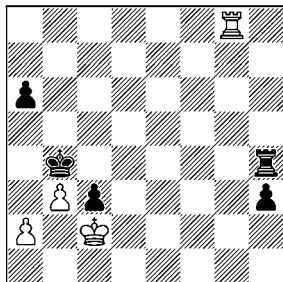
likely to win, but a further stalemating combination finally saves White.

1 K-R1 P-B5 2 R-KN8 R×P 3 R-N7! R-R3 4 R-N6! P-B6! 5 R×R P-B7 6 R-KB6! K-N6 7 R-B7 P-K4 8 R-KN7+ K-B6 9 R-KB7+ K-K7 10 K-N2 P-R6+ 11 K×P P-B8=Q+ 12 R×Q K×R 13 K-N4, with a draw.

Variation: 11 ... P-K5 12 K-N2 P-K6 13 R-B3 K-Q7 14 R×BP+. Draw.

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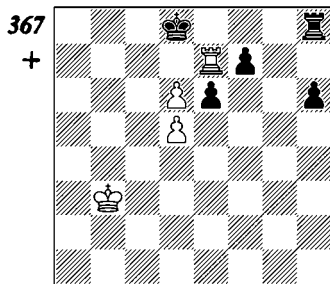


**366. Selezniev.** White looks to be losing, but the hapless position of Black's king and rook brings an unexpected tactical turn. The apparently dangerous KRP is in reality a damp squid.

1 R-N5! P-R7 (the impending sacrifice also works in the event of 1 ... R-K5 or 1 ... R-KB5) 2 P-R3+ K×P 3 R-QR5+ K-N5 4 R-R4+, and wins.

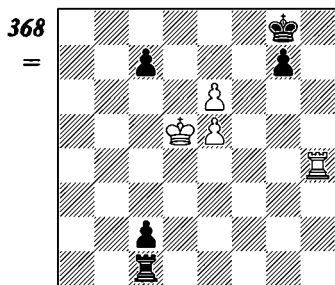
1st variation: 1 ... R-Q5 2 P-R3+ K×P 3 K×P, mating or winning the rook.

2nd variation: 1 ... R-R3 2 P-R3+ K×P 3 R-N4! P-R7 4 R-QR4 mate.



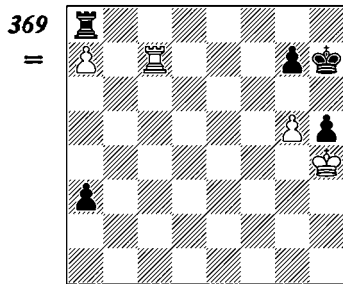
**367. Nimzowitsch.** White does not even need his king's assistance in this ending, for his overwhelming spatial advantage and the restricted position of Black's rook give him the opportunity to implement a deadly trap.

1 R-R7! R-K1 (or 1 ... R-R2 2 P×P, and wins) 2 P-Q7 R-K2 3 P-Q6! R×P 4 R-R8 mate.



**368. Selezniev.** Black threatens the immediate promotion of his pawn after 1 ... R-Q8+, and the apparently obvious 1 R-R8+ does not satisfactorily counter this, in view of 1 ... K×R 2 P-K7 R-Q8+ 3 K-K4 P-B8=Q 4 P-K8=Q+ K-R2 5 Q-R5+ Q-R3, when there are no more checks. White therefore sacrifices his K6 pawn in order to set up a perpetual threat situation:

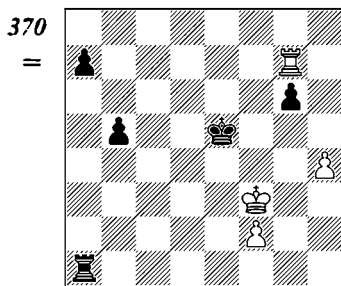
1 P-K7! K-B2 2 P-K8=Q+ K×Q 3 K-K6! R-KB8 4 R-R4 R-Q8 5 R-R4, with a draw.



**369. Selezniev.** Black's passed pawn seems to be too strong, for after 1 K×P P-R7 2 P-N6+ K-N1 3 R-N7! (3 R-B1 K-B1! 4 K-N5 R×P 5 R-QR1 K-K2, and the black king reaches ... QR6) 3 ... K-B1! 4 R-N8+ K-K2 5 R-N7+ K-Q1 6 R-N8+ K-B2 Black wins. White therefore gives up the attempt to restore material equilibrium, and prevents the promotion of the pawn by a stalemating combination.

1 P-N6+! K-R3 2 R-B3! R×P 3 R×P R-N2 4 R-QN3, with a draw, since the capture of the rook results in stalemate.

Variation: 1 ... K×P 2 R-B6+ K-R2 3 R-QR6 P-N3 4 K-N5 P-R7 5 R×P K-N2 6 R-R6 K-B2 7 R-R4, with a draw. Black cannot capitalize on his pawn advantage.

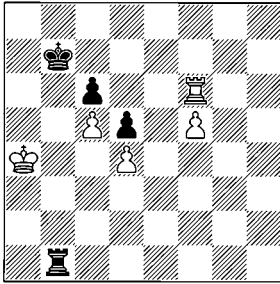


**370. Botvinnik-Fischer** (Varna, 1962). White's chances of holding the game would diminish if he chose to restore material equality by capturing Black's KNP, because after 1 R×NP P-N5 Black's

connected pawns would be considerably stronger than the white rook's pawn, unaided by its partner. White prefers to sacrifice his RP in exchange for Black's QNP.

1 P-R5! R-R6+ 2 K-N2 (Black's last move was aimed at pushing back the white king) 2 ... P×P 3 R-N5+ K-Q3 4 R×NP P-R5 5 P-B4 K-B3 6 R-N8 P-R6+ 7 K-R2 P-R4 8 P-B5 K-B2 9 R-N5 K-Q3 10 P-B6 K-K3 11 R-N6+ K-B2 12 R-R6 K-N3 13 R-B6 P-R5 14 R-R6 K-B2 15 R-B6 R-Q6 16 R-R6 P-R6 17 K-N1, and the players agreed to a draw.

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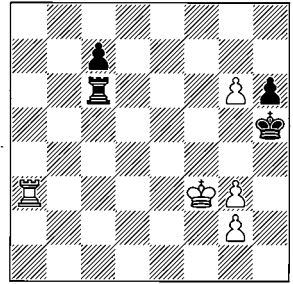
**371. Tal-Botvinnik** (World Championship Match, 1961). Black's active rook secures the draw here, particularly since there are no weak links in his defences.

1 ... R-QR8+ 2 K-N4 R-QN8+ 3 K-B3 R-QB8+ 4 K-Q2 R-B8! (White's king cannot cross the KB-file) 5 K-K3 K-B2 6 R-B7+ K-Q1 7 K-K2 R-B5 8 K-Q3 R-B6+ 9 K-Q2 K-B1 10 K-K2 R-B5 11 K-K3 R-B8 12 R-B8+ K-Q2 13 R-B6 K-B2 14 R-B7+ K-Q1 15 K-K2 R-B5 16 K-Q3 R-B6+ 17 K-B2 K-B1 18 P-B6 K-Q1 19 R-B8+ K-B2 (not 19 ... K-Q2?, of course, since after 20 P-B7! the obligatory 20 ... K-K2 loses the bishop's pawn) 20 K-Q2 K-N2 21 K-K2 R-B5 22 K-K3 R-B8 23 R-B7+ K-B1 24 K-Q2 R-B6 25 K-B2 K-Q1 26 R-B8+ K-B2, and White, realizing

the futility of playing on, agreed to a draw.

A trap: 1 ... K-B2? 2 R-B7+ K-B1 3 K-R5!, and wins, for the rook cannot leave the QN-file without allowing the white king in at QN6.

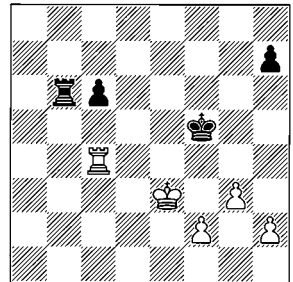
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**372. Prokes.** White threatens to promote his pawn, but his real aim is checkmate.

1 P-N7 R-B3+ (if 1 ... R-KN3 2 R-R5+ wins) 2 K-K4 R-KN3 3 K-B5 R×P(N2) (or 3 ... R-N4+ 4 K-B6, and wins) 4 P-N4+ R×P 5 R-R3+ R-R5 6 P-N4 mate.

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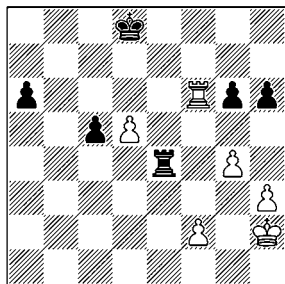


**373. Euwe-Alekhine** (World Championship Match, 1937). Black's passed pawn does not make up for White's material superiority, since it is not only unable to advance, but also even needs to be defended.

1 P-N4+ K-K3 (1 ... K-N4 is met by 2 P-B3 and 3 R-B5+, with a rapid advance of the pawns) 2 P-B4 K-Q4 (or 2 ... R-N6+ 3 K-K4 K-Q3 4 P-R4, and wins) 3 R-Q4+ K-K3 4 P-B5+

K-K2 5 R-K4+ K-B2 6 P-R4 R-N8 7: K-B4 R-QB8 8 R-R4 P-R3 9 R-R7+ K-N1 10 P-N5 R-B5+ 11 K-K5, and Black resigned, since 11 ... R×P is answered by 12 P-N6 R-QN5 13 P-B6 R-N1 14 R-KN7+ K-B1 15 R-KR7, winning.

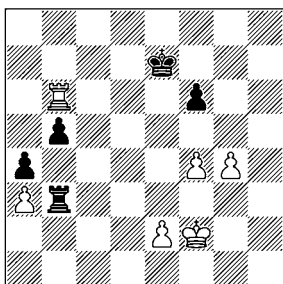
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**374. Spassky-Portisch** (Lugano, 1968). Black cannot avoid loss of material, but by restraining for a time the advance of White's K-side pawns, he draws, thanks to his passed QBP.

1 ... P-N4! (blocking the white pawns) 2 R×KRP R-Q5 3 R×P R×P 4 P-R4 P×P 5 K-R3 P-B5! 6 K×P (or 6 R-QB6 R-Q5 7 K×P K-Q2 8 R-B5 K-Q3, driving the white rook off the QB-file) 6 ... R-QB4!, and White offered a draw, since he can halt the pawn only from in front and with his rook in such a passive position he has no hope of winning.

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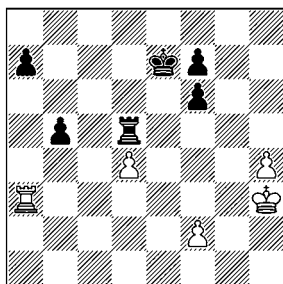
**375. Portisch-Shishkin** (Leningrad, 1960). Black sealed his last move, ... K(B2)-K2, but resigned without further

play, in view of the following variation, in which the advance of the white king is decisive.

1 P-K3! R×RP 2 R×NP R-R8 3 R-QR5 P-R6 4 K-B3 P-R7 5 K-K4 R-KN8 6 R×P R×P 7 K-B5 R-N6 8 R-R7+ and after 9 P-K4 White wins the BP, and with it the game.

Variation: 1 ... K-Q2 2 R×BP R×RP 3 R-QN6! R-N6 4 P-N5, and Black cannot play 4 ... K-B2 in view of 5 P-N6!, and otherwise the white pawns are the faster.

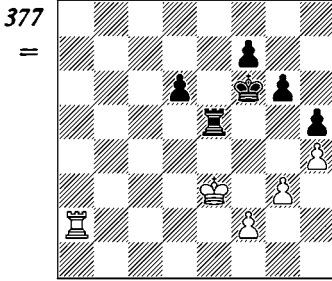
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**376. Ivkov-Portisch** (Santa Monica, 1966). It has been demonstrated in several of the preceding examples that the rook placed behind a passed pawn is stronger than the one in front of it. The relative positions of the rooks can decide the outcome of a game. A pawn advantage can generally be driven home with an active rook, and an active rook can also compensate for the lack of a pawn (cf. examples 371 and 374).

1 ... R-Q2! (Black's QRP is more valuable than White's QP) 2 P-R5 K-B1 3 R-R5 R-N2 (White's rook has done the attacking, yet Black's is the more active) 4 P-Q5 P-N5 5 P-Q6 P-N6 6 R-R1 P-R4! 7 P-R6 P-N7 8 R-QN1 K-N1 9 P-Q7 (White cannot delay this, in view of the impending advance of the black RP) 9 ... R×P 10 R×P R-R2! 11 R-R2 P-R5 12 R-R3 K-R2 13 K-N4 R-R4 14 K-B4

K×P (if the rooks' positions were reversed, Black could hardly win in spite of his advantage of two pawns; but, as it is, White is powerless against a manoeuvre by the black king) 15 R-R3+ K-N2 16 R-R3 K-B1 17 K-K4 K-K2 18 K-Q4 K-Q3 19 P-B3 R-QR1! (White's king is forced to move to one side) 20 K-B4 K-K4 21 K-Q3 K-B5, and White resigned in view of 22 K-K2 K-N6, and the advance of the BP.



377. Portisch-Gligoric (Vrnjacka Banja, 1966). 1 K-Q2! (1 K-B3 is less promising since Black plays ... K-B4, ... P-B3 and ... P-N4, and the QP could become dangerous. The move played is also better than K-Q3, because it takes control of K1) 1 ... K-B4 2 R-R7 P-B3 3 R-KN7 R-K3 (3 ... P-N4 is for the moment premature, in view of 4 P×P P×P 5 P-B3! R-K3—if the white king were at Q3, 5 ... R-K8! would be strong here—6 R-KR7 K-N3 7 R-R8, and Black can make no progress) 4 R-N8 P-N4 5 R-KR8! K-N5 6 R-KN8! R-K4 7 P×P! P×P 8 P-B4 R-QB4 9 K-K3 R-B6+ (Black has no useful move, since 9 ... K×P? fails to 10 R×P+) 10 K-Q4 R×P 11 R×P+, with a theoretical draw.

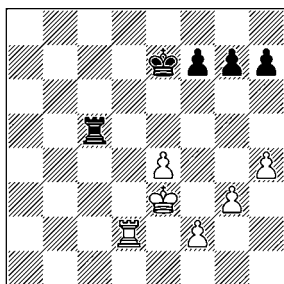
False trails for both players: 7 R-N6? (this is what White actually played, owing to time trouble) 7 ... K-R6 (at the critical moment Black also goes wrong. White intended answering 7 ... R-KB4! with

8 K-K3, with a draw after 8 ... P-Q4? 9 P×P P×P 10 P-B4. But both players overlooked that after 7 ... R-KB4! 8 K-K3 the continuation 8 ... K-R6! is decisive: 9 P×P P×P 10 R×QP—10 P-B4 P-N5 11 R-N5 fails here to 11 ... R×R 12 P×R P-R5, leading to a queen ending with two extra pawns for Black—10 ... P-N5! 11 R-Q4—otherwise Black plays ... K-N7, ... R-B6+, ... R×BP and ... K×P, winning easily—11 ... K-N7 12 R-KB4 R×R 13 P×R P-R5 14 P-B5 P-R6 15 P-B6 P-R7 16 P-B7 P-R8=Q 17 P-B8=Q Q-K8+ 18 K-Q3 Q×P, and the queen ending is lost for White in view of the unfavourable placing of his pieces) 8 R×BP P×P (8 ... P-N5 9 R×P K-N7 10 R-KB6 K-B8 11 K-Q3 R-K7 12 P-B4 R-KN7 13 R-KR6, and White's passed pawns assure him of a draw, since he can give up his rook for the knight's pawn, or 8 ... R-Q4+ 9 K-K3 P×P 10 P×P K×P 11 P-B4, and again White is saved by the advance of his pawn) 9 R×P P×P 10 P×P K×P 11 R-KN6+, and within a few moves a draw was agreed. As we already know, the rook's pawn cannot be promoted, since after ... K-R7 and ... P-R5-R6, the manoeuvre ... R-QR4-R8-KN8 is ineffective, since the white king reaches KB2 in time. Another ending demonstrating that the endgame is probably the most difficult part of the game.

378. Grünfeld-Balogh (Correspondence game, 1928). Four pawns against three, if they are connected and on the same side of the board, cannot win. Nevertheless, the defending side has to play very accurately. For this reason, the conclusions of Dr Balogh, who successfully defended this position, are recommended to the reader. Not only do they facilitate the

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recognition of drawn positions, but they also give valuable methodological guidelines concerning correct defence.

1. The advance of the opponent's king or his pawns presents no danger for the weaker side, provided that he does not move his bishop's pawn. Consequently, this pawn should stay on its original square. By advancing the rook's pawn to the fourth rank, the opponent's pawn on the same file can be halted. It follows that, in the position in question, the correct arrangement of the defending pawns is at ... B2, ... N3 and ... R4. This allows the capture of the white NP, if it should be advanced, and if a passed RP is created it can be halted.

2. The stronger party may threaten to break up the defensive pawn chain by the advance of his bishop's pawn. The defending rook should be on its fourth rank, in order to deal with this eventuality.

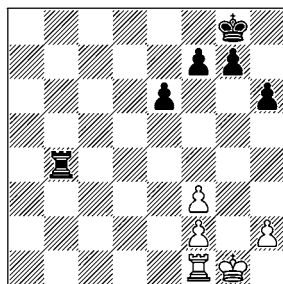
3. The defending king should take up position on the K-file, if possible on the third rank, in order to prevent the opposing rook from invading his fourth rank.

In the game in question, which is of theoretical value, events developed as follows: 1 ... K-K3! (otherwise White's rook occupies the fifth rank) 2 R-R2 R-QN4 (the immediate 2 ... P-R4 is more accurate) 3 R-R6+ K-K2 4 K-B4 P-R4! 5 P-B3 P-N3 6 R-R3 K-B3! 7 R-R6+ K-K2 8 P-K5 (a last attempt

to win) 8 ... R-B4 9 R-R4 K-K3! 10 P-N4 P×P 11 P×P R-B3! (when only two pawns are left to fight against three, the defending rook should be on the third rank) 12 P-R5 P×P 13 P×P P-B3! (at last the bishop's pawn can move) 14 P×P K×P 15 R-R7 R-B5+, with a draw.

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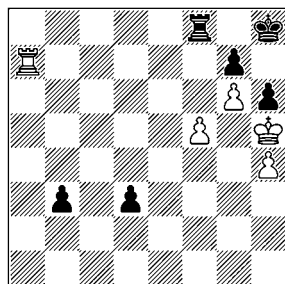


379. **Eliskases-Bogoljubov** (Match game, 1939). White's doubled pawns, far from being a weakness, are a strength, since they facilitate his defence. Black cannot even create a passed pawn, because the squares KN2 and KN3 afford White's king a convenient post.

1 R-R1 P-N4 2 P-R3! K-N2 3 R-R5 K-N3 4 K-N2 P-R4 5 R-QB5 P-B3 6 R-R5 R-N6 7 R-B5 P-K4 8 R-B6 K-B4 9 R-R6 R-N5 10 R-B6 R-KB5 11 R-R6 P-N5 12 RP×P+ P×P 13 P×P+, with a straightforward draw.

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380. **Selezniev**. Black somehow copes with the pawn break-through, but the subsequent mating threat sets him insoluble problems.

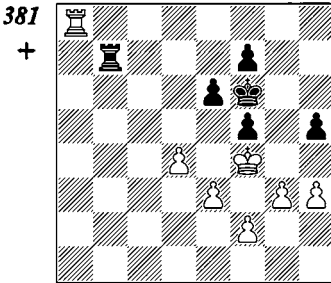


1 P-B6! R-KN1 2 R-KB7! P-Q7  
3 P×P+ R×P 4 K×P! (the point of  
White's second move now becomes clear:  
his rook is defended) 4 ... P-Q8=Q 5  
R-B8+ R-N1 6 P-N7 mate.

A trap: 2 P-B7? R-KB1! 3 R-R1 P-N7  
4 R-K1 P-Q7 5 R-KB1 P-N8=Q 6 R×Q  
R-Q1 7 R-KB1 P-Q8=Q 8 R×Q  
R-Q4+! 9 K-N4 P-R4+! 10 K-R3  
R-Q6+ 11 K-N2 R-KN6+ 12 K-B2  
R-KB6+, with a draw.

1st variation: 1 ... R-QN1 2 R×P  
P-Q7! (2 ... P-N7 3 R-KR7+ K-N1  
4 P-B7+ etc.) 3 R-Q7 P-Q8=Q+ (or  
3 ... P-N7 4 K×P P-N8=Q 5 P-N7+,  
and wins) 4 R×Q P-N7 5 K×P P-N8=Q  
6 R×Q R×R 7 P-B7, and White wins.

2nd variation: 1 ... R-Q1 2 R×P  
P-Q7 3 R-KR7+ K-N1 4 P-B7+ K-B1  
5 R-R8+ K-K2 6 R×R, and wins.

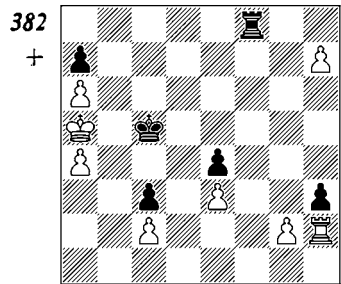


**381. Petrosian-Tal (Curaçao, 1962).** If it were Black to move, he could reinforce his weak rook's pawn by ... K-N3, and it would be questionable whether White could exploit his pawn advantage, although five pawns against four always give better prospects of a win than four against three. White exploits his tempo advantage, and launches a decisive attack against the weak pawn.

1 R-KN8! (cutting off the king from the pawn) 1 ... R-N7 2 K-B3 R-Q7  
3 P-R4! K-K2 4 R-N5 K-B1 5 R×RP  
K-N2 6 R-N5+ K-R2 (it would seem

that the rook is cornered, but it can be freed in two different ways) 7 P-N4! (this variation was pointed out by Fischer, and is far more convincing than the continuation chosen by Petrosian) 7 ... P-B3 8 R-R5+ K-N3 9 P×P+! K×R 10 P×P, and Black is powerless against the enemy pawns, since 10 ... R-R7 is answered by 11 P-Q5, while if 10 ... K-N3, then 11 P-R5+.

Variation: 7 P-R5 (this is what Petrosian played) 7 ... R-R7 8 P-N4 K-R3 9 R-N8 K-R2 (White's task would have been more difficult after the immediate 9 ... P×P+) 10 R-K8 P×P+ 11 K-N3 K-R3 12 R-K7 K-N2 13 R-B7 R-N7 14 R-B5 K-B3 15 P-Q5! R-N5 16 P-R6 P×P 17 R×P K-N3 18 R-Q6+ K-N4 (18 ... P-B3 19 P-R7 R-N1 20 R-Q7, and wins) 19 P-R7 R-N1 20 R-Q1 R-KR1 21 R-KR1, and in this hopeless position Black overstepped the time limit.



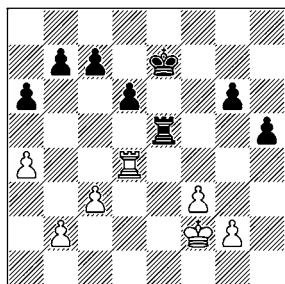
**382. Herbstman.** Black intends to play his rook to the fourth rank to threaten mate, and hopes that White, to counter this threat, will queen his pawn, which allows stalemate. White sees through the plot, promotes his pawn to a bishop, which puts paid to Black's dreams of stalemate.

1 P-N4 R-K1 2 R×P R-K4 3 P-R8=B! (on 3 P-R8=Q? or 3 R-R5? there follows 3 ... K-B5+, when capturing the rook gives stalemate) 3 ... R-N4 4 B-B6

R-Q4 5 R-R5 K-B5÷ 6 R×R, and White wins.

A trap: 1 R×P? R-B4 2 P-N4 R-N4! 3 R-R5 K-B5÷ 4 R×R stalemate.

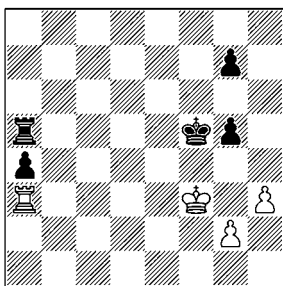
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**383. Keres-Taimanov** (33rd USSR Championship). Black operates with his king on the Q-side, where he has a pawn majority.

1 ... P-B4! 2 R-Q1 K-Q2 3 P-QB4 K-B3 4 P-KN3 P-Q4 5 P-B4 R-B4 6 P-N3 P-QN4! 7 RP×P+ P×P 8 R-K1 (passive defence similarly fails to save the game) 8 ... QP×P 9 P×P P×P 10 R-K8 R-Q4! (cutting off the white king from the pawns) 11 K-K2 K-N4 12 R-QN8÷ K-R5 13 R-R8+ K-N6 14 R-QN8+ K-B7 15 R-N6 P-B6 16 R×P K-N6, and White resigned, since after 17 R-N6+ Black wins by 17 ... K-B5 18 R-N1 P-B7 19 R-QB1 K-B6.

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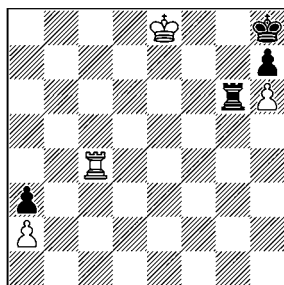
**384. Gligoric-Hort** (Wijk aan Zee, 1975). Black is a pawn up, and also his rook is behind his passed pawn, yet White is still able to draw, thanks to the weakness of

Black's K-side pawns. The defensive manoeuvres of White's king are quite remarkable.

1 P-N4+! K-K4 2 K-K3 P-N3 3 K-K2 K-K5 4 K-K1! R-R2 5 K-K2 K-Q5 6 K-Q2 R-R4 7 K-Q1! R-R1 8 K-Q2 R-R4 9 K-Q1 K-B4 10 K-B2 K-B5 11 K-B1! (The essence of White's defence is that his king stays in the shadow of the black king, while his rook guards the third rank. Now 11 ... K-N5 can be met simply by 12 R-K3, and White's rook is free) 11 ... R-QB4 (a final attempt) 12 K-N2 K-N5 13 R-K3 R-B5 14 R-K6, and a draw was agreed.

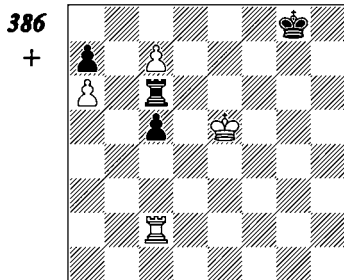
*f) Rook Endings with Several Pawns; Positional Advantage*

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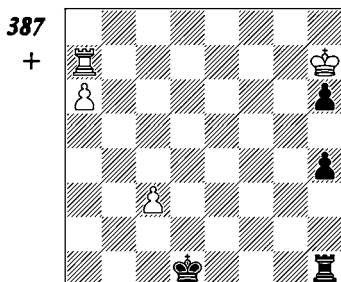
**385. Prokes.** White's spatial advantage is considerable, but he has to be careful to leave the black king enough room to move, since after 1 K-B7? R-QB3 2 R-K4 R-B2+ 3 R-K7 R-R2! 4 K-B8 R-R1+ 5 R-K8 R-R2 he cannot win. White therefore goes for rapid simplification, after which he only needs to gain a tempo to clinch victory.

1 K-K7! R-N1 (after 1 ... R×P, 2 K-B7 wins instantly) 2 R-Q4 R-R1 3 R-Q8+ R×R 4 K×R K-N1 5 K-K7! (gaining a tempo) 5 ... K-R1 6 K-Q6 K-N1 7 K-B5 K-B2 8 K-N4, and White wins.



**386. Prokes.** White forces the exchange of rooks on QN7, as a result of which his pawn queens.

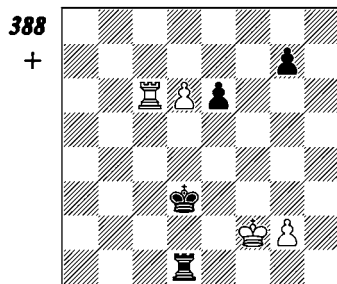
1 R-QN2! R×BP 2 R-N8+ K-B2(N2, R2) 3 R-N7 R-K2+(B2, N2) 4 K-Q6(K6, B6) (the king's attack forces the decisive exchange) 4 ... R×R 5 P×R etc.



**387. Rinck.** White's BP cannot advance, since the advanced black pawn would then become a threat. For the moment the QRP is also not dangerous, since after 1 ... K-B7 it can be stopped from behind. Therefore White forces Black to block the QR-file, after which his pawn can reach its goal.

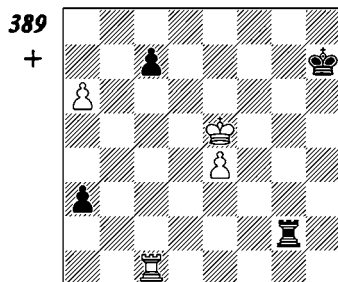
1 R-KN7! K-B7 (or 1 ... R-K8 2 R-N1! R×R 3 P-R7, and wins) 2 R-N2+ K-N6 3 R-QR2! (the decisive decoy sacrifice) 3 ... K×R 4 P-R7, and White wins.

**388. Barbieri.** White must not let the black king over onto the K-file, since then



his passed pawn would be attacked from the rear.

1 R-B1! (to drive the black rook off the Q-file) 1 ... R-Q7+ (or 1 ... R×R 2 P-Q7, and wins) 2 K-B3 K-Q5 3 R-B2! R-Q6+ (the rook still cannot be taken) 4 K-K2! R-K6+ 5 K-Q1! R-QR6 (or 5 ... R-Q6+ 6 R-Q2) 6 P-Q7 R-R1 7 R-B8, and wins.

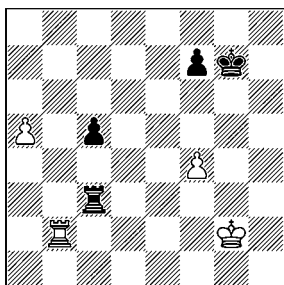


**389. Troitsky.** White cannot prevent the black rook from occupying the QR-file, so he launches an attack on the enemy king. Although he fails to give checkmate, he gains the opportunity to divert the black rook away from the favourable QR-file.

1 P-R7 R-N4+ 2 K-B6! R-QR4 (or 2 ... R-N3+ 3 K-B5 R-QR3 4 R×P+ K-R3 5 R-B6+!, and wins) 3 K-B7! (White correctly spares the life of the QBP) 3 ... K-R3! 4 R-B6+ K-R2(N4) 5 R-B5! R×R (5 ... R×P? 6 R-R5 mate) 6 P-R8=Q, and White wins very easily.

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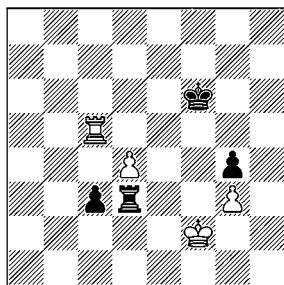


**390. Maróczy-Marco** (Monte Carlo, 1902). The advantage of an active rook over a passive one can suffice for victory, even when there is material equality. Here the outside passed pawn completely paralyses the black rook, and this enables White to acquire a decisive territorial advantage.

1 R-R2 R-QN6 2 P-R6 R-N1 3 P-R7 R-QR1 4 R-R6! (cutting off the black king's access to the QBP) 4 ... P-B3 5 K-B3 K-N3 6 K-K4 P-B5 (there is nothing better) 7 K-Q4 K-B4 8 K-P K-N5 (8 ... K-K5 loses to 9 K-B5 P-B4 10 R-R4+ K-B6 11 K-N6) 9 K-Q4 R-Q1+ 10 K-K4 R-K1+ 11 K-Q5 R-QR1 12 K-K6 P-B4 (12 ... K×P 13 K×P K-K5 14 K-K6, and wins) 13 K-K5 R-K1+ 14 R-K6 R-KB1 15 R-K7 K-R4 16 R-KB7!, and White wins.

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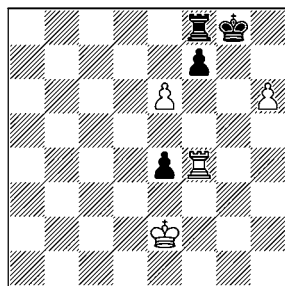
**391. Spielmann-Capablanca** (Moscow, 1925). After moves by his rook or his pawn, White loses his base at QB5, and

there appears to be no natural good move, since after 1 K-N2? R-Q7+ 2 K-B1 P-B7 Black wins. White therefore decides to exchange his positional disadvantage for a material one, in order to secure mobility for his king and to keep the opponent's king away from the action.

1 K-K2! R×NP 2 K-B2 R-Q6 3 K-N2 K-K3 4 K-R2 K-Q3 5 K-N2 R-Q7+ (a final attempt to win) 6 K-N3 P-B7 7 K-R4! R-N7 8 K-N5 R-N8 (8 ... K-K3 9 K-B4 K-B3 10 R-B6+ K-K2 11 P-Q5 also leads to a draw, since the only change in the position is that White's base on the QB-file has moved from the fifth to the sixth rank) 9 R×P K-Q4 10 K-B4 K×P 11 R-Q2+, with a draw.

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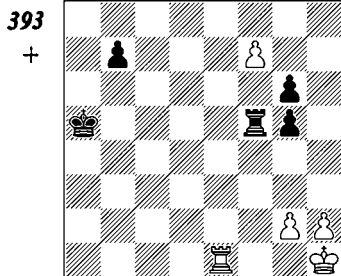


**392. Prokop.** Black's only useful moves are with his BP, and not of course 1 ... P×P, since 2 P-R7+ then wins immediately. This factor allows White to make the decisive manoeuvre, beginning with the blocking of the BP.

1 R-B6! P-K6 (the only move that does not ruin Black's position. It is not without its tricky side too, since after 2 K×P? the pin 2 ... R-K7 would equalize immediately. Thus White has to give his opponent the move) 2 K-B1! P-K7+ 3 K-K1! (now Black is in *zugzwang*) 3 ... K-R1 4 R×P R-K1 5 P-K7 K-N1 6 R-B8+! R×R 7 P-R7+, and White wins.

A trap: 1 P-K7? R-K1 2 R×KP K-R2

3 K-K3 K×P 4 K-Q4 K-N4 5 K-Q5 P-B4 6 R-K1 P-B5 7 K-Q6 P-B6 8 K-Q7 R-QR1 9 P-K8=Q R×Q 10 R×R K-N5 11 K-Q6 P-B7 12 R-KB8 K-N6, with a draw.

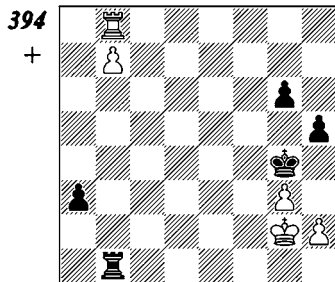


**393. Selezniev.** It seems improbable that White can win, since he cannot defend his BP owing to the threat of mate, while in addition Black has a dangerous passed pawn. But by a surprising and elegant diverting sacrifice White tips the scales in his favour.

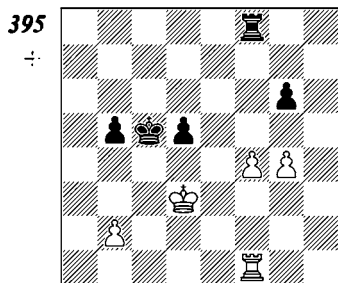
1 R-K5+! R×R 2 P-N4! (preventing mate and controlling the important square KB5; the position has changed radically, and now Black must rack his brains over how to prevent the pawn from queening) 2 ... R-K8+ 3 K-N2 R-K7+ 4 K-N3! (4 K-B1? would be bad, since Black would later queen with check) 4 ... R-K6+ 5 K-B2 R-K5 6 P-B8=Q R-KB5+ 7 Q×R P×Q 8 P-R4 P-QN4 (it now becomes clear that the black king is badly placed) 9 P-R5 P×P 10 P×P P-N5 11 P-R6 P-N6 12 P-R7 P-N7 13 P-R8=Q P-N8=Q 14 Q-R8÷ K-N5 15 Q-N7÷, and White wins.

**394. Selezniev.** The black king cannot leave the KN-file, in view of check followed by the queening of the pawn. It follows that, by chasing the black king, White can gain the important tempo required for victory.

1 P-R3+ K-N4 2 P-R4+ K-N5



3 R-KB8 (threatening 4 R-B4 mate) 3 ... R-N7+ 4 R-B2 R×R+ 5 K×R P-R7 6 P-N8=Q P-R8=Q 7 Q-QB8 mate.



**395. Em. Lasker-Rubinstein** (St. Petersburg, 1914). White has a clear positional advantage, since he is able to set up an outside passed pawn. Despite the presence of the rooks, this pawn wins the game.

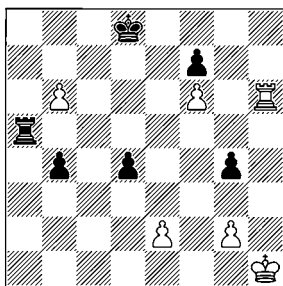
1 P-B5 P×P 2 P×P R-B3 3 R-B4 P-N5 (4 P-N4÷ was threatened) 4 P-N3 R-B2 5 P-B6 K-Q3 6 K-Q4 K-K3 7 R-B2! K-Q3 8 R-QR2! R-B2 9 R-R6÷ K-Q2 10 R-N6!, and Black resigned.

**396. Herbstman.** White has a very difficult task: he has to promote his pawn, while simultaneously defending against the mating threats.

1 R-R8+ K-Q2 2 P-N7 P-KN6! (threatening 3 ... R-R8 mate) 3 R-R8! (the black rook has to be chased off the QR-file immediately, since 3 R-Q8+? K-B3! 4 R-QR8 R-R4+ 5 K-N1 K×P is to Black's advantage) 3 ... R-QB4!

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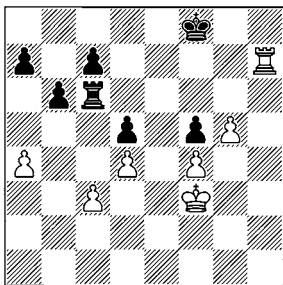
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4 R-Q8+! K-K3 (4 ... K-B3? 5 R-QB8+, and wins) 5 R-Q6+! K-K4 (after 5 ... K-B4 6 R-Q5+ wins; now White plays a preliminary move to open the diagonal for his queen-to-be, while at the same time dealing with the threat of mate) 6 R-B6! R-N4 (otherwise the pawn queens) 7 R-B5+! (a beautiful diverting sacrifice, and a worthy culmination to the white rook's manoeuvres) 7 ... R×R 8 P-N8=Q+ K-K5 9 Q×KNP, and White wins.

397

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**397. Capablanca-Tartakover** (New York, 1924). White's rook is excellently placed on the seventh rank, and his knight's pawn is also strong. Compared to the penetration of White's king, the black rook's material winning is of little consequence.

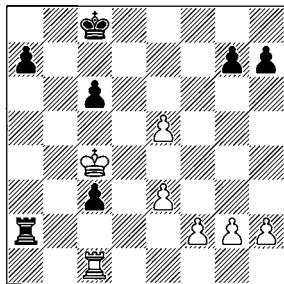
1 K-N3! R×P+ 2 K-R4 R-B6 (or 2 ... R-B8 3 K-R5!, and wins) 3 P-N6 R×P+ 4 K-N5 R-K5 5 K-B6! K-N1 6 R-N7+ K-R1 7 R×P R-K1 8 K×P! R-K5 9 K-B6 R-B5+ 10 K-K5 R-N5 11 P-N7+! K-N1 (after the exchange of rooks the QP decides matters) 12 R×P

R-N8 13 K×P R-QB8 14 K-Q6 R-B7 15 P-Q5 R-B8 16 R-QB7 R-QR8 17 K-B6 R×P 18 P-Q6, and Black resigned.

Variation: 4 ... R×P 5 K-B6 K-K1! 6 R×P R×P 7 P-N7 R-KN5 8 R×P! P-Q5 9 P-N8=Q+ R×Q 10 R-R8+, and wins.

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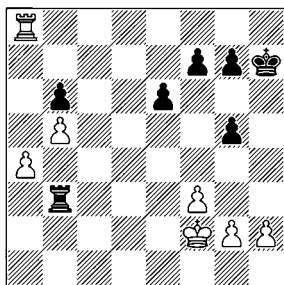
**398. Rubinstein-Réti** (Berlin, 1928). One's first impression might be that Black stands better, since his rook on the seventh rank is poised to mow down the white pawns. But a position should never be evaluated mechanically, and it is essential to consider the whole picture. Black's weak pawns, White's more active king, and not least White's passed KP on the fifth rank altogether add up to more than the black rook on the seventh rank.

1 P-B4! R×P 2 R×P K-Q2 (forced, since after 2 ... R×P 3 R-Q3! there is no satisfactory defence against the advance of the KP) 3 R-R3! K-K3 4 R×P (now White's rook has also reached the seventh rank) 4 ... P-R4 5 P-R4 R-N5 6 K-Q4 P-N3 7 R-KN7 R-N8 8 K-K4 R-N7 9 R-QB7 R-QB7 10 K-Q3 R-B8 11 P-K4! R-Q8+ 12 K-K2 R-QB8 13 K-Q2 R-B5 14 K-Q3 R-B8 15 R-KN7 R-Q8+ (15 ... R-KN8 loses after 16 K-Q4 R-Q8+ 17 K-B5 R-KN8 18 R×P+! R×R 19 P-B5+) 16 K-K3 R-K8+ 17 K-Q4 R-Q8+ 18 K-B5 R-QB8+ 19 K-N6 P-B4 20 R×P+ K-K2 21 P-B5 R-B5 22 K-B6 R×P

23 K-Q5 R×RP (although material equality has been re-established, White's centre pawns are now free, and they settle the issue) 24 R-N7+ K-B1 25 P-B6 R-KB5 26 K-K6 R-QR5 27 R-QB7 R-R3+ 28 K-B5 P-R5 29 R-B8+ K-B2 30 P-K6+, and Black resigned.

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**399. Alekhine-Euwe** (World Championship Match, 1935). Black's rook is active behind the white pawns, and would easily secure a draw if it only had one pawn to control. But in view of the weakness of Black's QNP, the white king can safely abandon his K-side pawns and head for the Q-side.

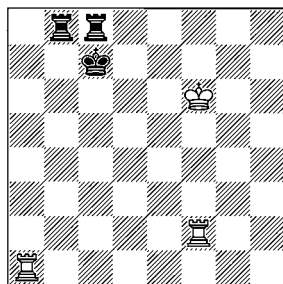
1 K-K2! P-K4 (or 1 ... R-N7+ 2 K-Q3 R×P 3 K-B3! R-N8 4 R-R6 R-QB8+ 5 K-N3! R-QN8+ 6 K-R3 and wins, because the QNP is lost) 2 K-Q2 P-B3 3 K-B2 R-N5 4 K-B3 R-Q5 (Black has succeeded in building a base on the fifth rank, thus preventing White from acquiring two connected passed pawns, but White's king is so active that he carries the day with just one pawn) 5 R-R6 K-N3 6 R×P! R×P 7 R-R6 R-Q5 8 P-N6, and Black resigned.

### III. TWO ROOKS V. TWO ROOKS

**400. Rinck.** The concerted play of two rooks is well demonstrated in the following examples. Here Black's rooks are badly

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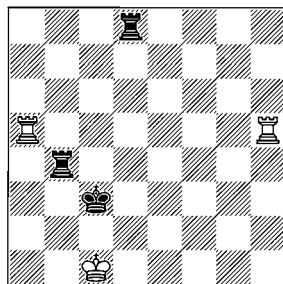
posted, since they cannot avert the danger threatening their king on the edge of the board. White ruthlessly pursues the black king until he can deal the death blow.

1 R-QB1+ K-Q2 2 R-Q1+ K-K1 3 R-K1+ K-B1 4 K-K6+ K-K1 5 K-Q6+ K-Q1 6 R-B8 mate.

Variation: 3 ... K-Q2 4 R-Q2+ K-B3 5 R-QB1+ K-N4 6 R-QN2+ K-R5 7 R-QR1 mate.

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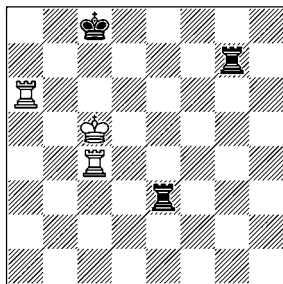


**401. Rinck.** Owing to the impending rook at ... QN5, Black can extricate himself from a close-range fight only at the cost of a rook.

1 R-KR3+ K-B5 2 K-B2! R-N4 (2 ... R-Q5? 3 R-QB3 mate) 3 R-KR4+ K-B4 4 R-R5+ R-Q4 5 R×R(N5)+, and wins.

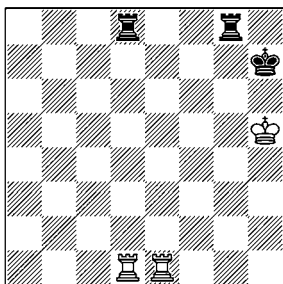
Variation: 1 ... K-Q5 2 R-KR4÷ K-B6 3 R-QR3+ R-N6 4 R-R3+ R-Q6 5 R×R(N3)+ etc.

**402. Rinck.** One of the black rooks is badly posted, and the white battery

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(discovered attack) operates to inflict defeat.

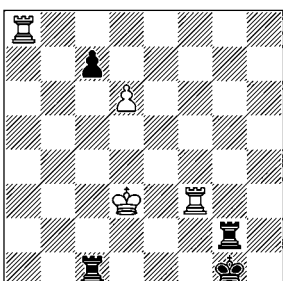
1 K-N6+! K-Q1 (1 ... K-N1? 2 R-R8+! K×R 3 R-B8 mate) 2 R-R8+ K-K2 3 R-R7+ K-B3 4 R-B6+ R-K3 5 R×R+, and wins.

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403. Rinck. The intrusion of two rooks onto the seventh rank almost invariably results in a decisive attack. So it does in this example.

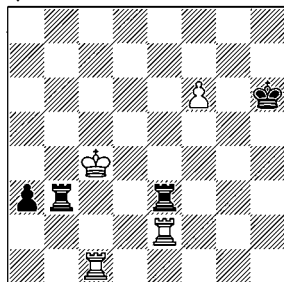
1 R-K7+ K-R1 2 K-R6! R(N1)-K1 3 R(Q1)-Q7! R-R1 4 R-KR7+ K-N1 5 R(Q7)-KN7+ K-B1 6 R-R8 mate.

Variation: 2 ... R(N1)-B1 3 R-KR7+ K-N1 4 R-KN1 mate.

404  
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404. Prokes. The sole function of White's pawn is to divert the black rook away from the eighth rank, after which Black is mated or loses a rook.

1 P-Q7! R-Q8+ 2 K-K3 R×P 3 R-B1+! K-R7 (capturing the rook allows mate) 4 R-R8+ K-N6 5 R-B3+ K-N5 6 R-KN8+, and wins.

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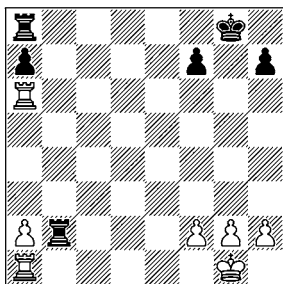
405. Mandler and König. White's advantage lies in the fact that his king is attacking one of the black rooks (which are defending one another), and that he can use the black pawn as a cover against checks. Victory depends upon whether White is able to lure the opponent's other defending rook onto the same file as his king. To do this he immediately rids himself of his own pawn, in order to prevent the black king from also finding cover.

1 P-B7 K-N2 2 P-B8=Q+! K×Q 3 R-B1+ K-K2 (or 3 ... R-KB6 4 R(K2)-B2) 4 R(B1)-K1 R(N6)-B6+ 5 K-N4 R-QN6+ 6 K-R4 R×R 7 R×R+, and wins.

Variation: 3 ... K-N2 4 R-KN2+ K-R3 (4 ... R-N6 5 R(B1)-N1) 5 R-KR1+ R-R6 6 R(N2)-KR2 R(N6)-QB6+ 7 K-N4 R-QN6+ 8 K-R4 R×R 9 R×R+ etc.

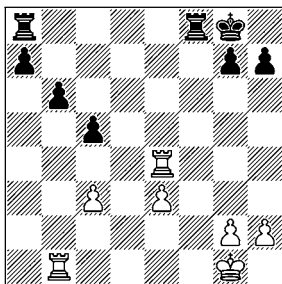
406. Schlechter-Maróczy (Karlsbad, 1907). The action of two rooks working



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together was clearly observable in the preceding composed endings. Although such positions occur only rarely in actual play, the principle remains the same: whichever side manages first to harness the power of both of his rooks has an edge over the opponent. A pair of rooks on the seventh rank is particularly powerful, and can compensate for considerable lack of material.

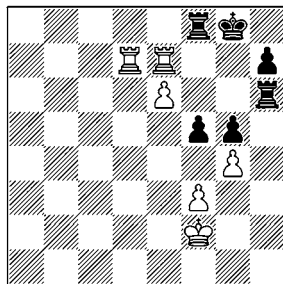
1 ... R-Q1! 2 R×P R(Q1)-Q7 (at the moment Black is two pawns down, but he will soon regain one, since White can reduce the power of the black rook only by an exchange) 3 R-R3 K-B1! (avoiding a dangerous trap: after 3 ... R×P 4 R-KN3+ K-B1 5 P-QR3!) White neutralizes the black rooks, and safeguards his extra pawn) 4 R-KB1 (on 4 R-KB3 or 4 R-KN3 Black again answers 4 ... R×RP) 4 ... R×RP 5 R×R R×R, and White cannot realize his extra pawn.

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**407. Szabó-Portisch** (Hungarian Championship, 1959). White is not only a pawn

down, but also his second rank is very weak.

1 ... QR-Q1! 2 R-QR4 (White cannot afford to exchange by 2 R-KB4, since Black easily capitalizes on his Q-side pawn majority) 2 ... R-B2 3 R(N1)-R1 P-QR4 4 R-K4 R-Q7 5 R-N1 R(B2)-B7 6 R×P R×P+ 7 K-B1 R×P 8 R-N8+ K-B2 9 R-N7+ K-B3 10 R-N6+ K-N4 11 K-N1 R(Q7)-KN7+ (a familiar method of gaining time by then threatening mate) 12 K-B1 R-QB7 13 K-N1 R(R7)-Q7! 14 R-N1, and without resuming White resigned, because the advance of the KRP is decisive.

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**408. Pilnik-Szabó** (Candidates' Tournament, 1956). White's domination of the seventh rank provides him with an attractive tactical opportunity to exploit his king's pawn.

1 R-KN7+ K-R1 2 P×P R×BP 3 P-K7! R-K3 (the rook on KN7 can now maraud undisturbed, since it is protected by its partner's threat of discovered check. After 3 ... R-K4 the *coup de grâce* is delivered by 4 R-KB7) 4 R×P+! K-N1 5 R-KN7+ K-R1 6 R-N6! R(K3)-K4 7 R-QB6, and Black resigned.

Variation: 3 ... R-R7+ 4 K-K3 R-K4+ 5 K-Q4 R-K8 6 R-R7! R-Q8+ 7 K-K5 R-K7+ 8 K-B6 R-Q3+ 9 K-B7, and White wins.

## Queen Endings

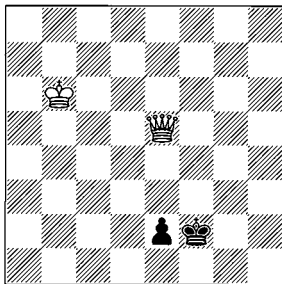
With the reduction of the forces in the endgame, the queen's mobility and power is greatly increased, and it becomes a highly dangerous piece both in attack and in defence. Many of the pawn endings examined earlier in the book developed into queen endings.

The first part of this section will show the battle of queen against pawns. In contrast to other endings, the pawn(s) can draw against the queen only in exceptional circumstances, and it is quite unrealistic to expect them to win.

### I. QUEEN V. PAWNS

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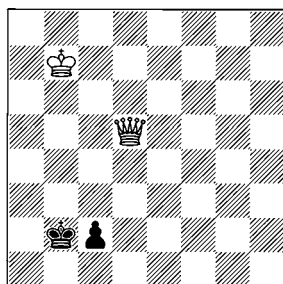


**409.** (Theoretical ending.) If the pawn on the point of promotion is a centre pawn or a knight's pawn, the queen wins even if its king is right next to it.

1 Q-B4+ K-N7 2 Q-K3 K-B8 3 Q-KB3+ K-K8 (the king has been forced to block the promotion square, so that White's king can approach the pawn) 4 K-B5 K-Q7 5 Q-B4+ K-Q8 6 Q-Q4+ K-B7 7 Q-K3 K-Q8 8 Q-Q3+ K-K8 9 K-Q4 K-B7 10 Q-K3+ K-B8 11 Q-KB3+ K-K8 12 K-Q3, and White wins.

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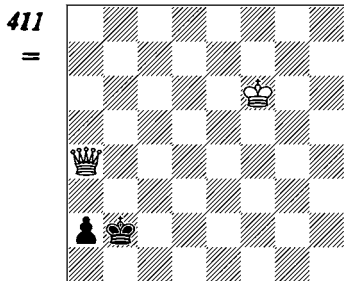
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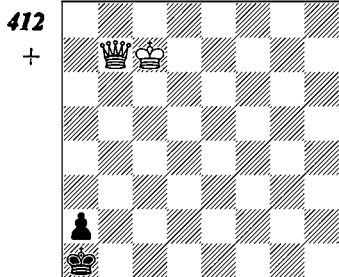
**410.** (Theoretical ending.) Apart from in exceptional positions, the queen cannot win against a rook's pawn or bishop's pawn on the point of queening, if its king is in support, since the danger of stalemate prevents the approach of the stronger side's king.

1 Q-Q2 K-N8 2 Q-N4+ K-R7 3 Q-B3 K-N8 4 Q-QN3+ K-R8! 5 Q×P stalemate.

**411.** (Theoretical ending.) 1 Q-QN4+ K-B7 2 Q-R3 K-N8 3 Q-QN3+ K-R8!, and although White can avoid the stale-

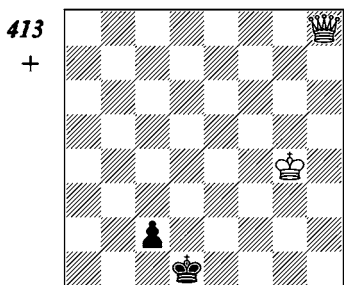


mate, he gets nowhere by checking with his queen.



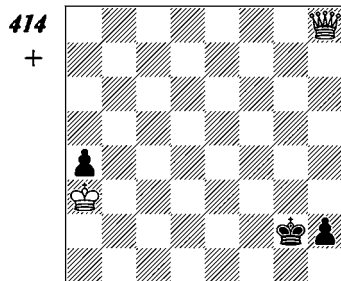
**412. Lolli.** (Theoretical ending.) This is an exceptional position, because White's king can approach by releasing the stale-mate situation. Although Black queens, he is unable to avoid checkmate.

1 K-N6 K-N7 2 K-B5+ K-B7 3 Q-KN2+ K-N8 4 K-N4! P-R8=Q 5 K-N3 Q-B3 6 Q-QB2+ K-R8 7 Q-QR2 mate.



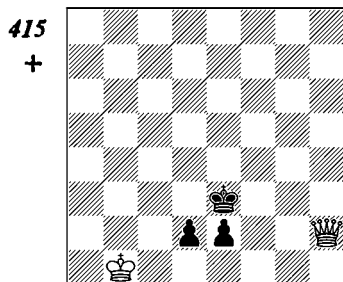
**413.** (Theoretical ending.) If the king is close enough to take part in the fight, a queen can also win against a bishop's pawn on the point of promotion.

1 Q-Q4+ K-B8 2 Q-N4! (otherwise Black draws by heading for ... QR8) 2 ... K-Q8 3 Q-N3 K-Q7 4 Q-N2 K-Q8 5 K-B3! K-Q7 (5 ... P-B8=Q 6 Q-K2 mate) 6 K-K4 K-Q8 7 K-Q3 P-B8=Q 8 Q-K2 mate.



**414.** (Theoretical ending.) Black's "bad" QRP provides two tempi for White, just enough for him to give mate.

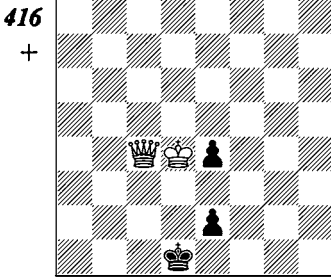
1 Q-N7+ K-R8 2 Q-R6 K-N7 3 Q-N5+ K-R8 4 Q-R4 K-N7 5 Q-KN4+ K-R8 6 Q-R3 K-N8 7 Q-KN3+ K-R8 8 K-N4! P-R6 9 Q-B2 P-R7 10 Q-B1 mate.



**415. Kling and Horwitz.** (Theoretical ending.) Both black pawns are on the point of queening, but even so, Black cannot draw because of the influence of the nearby white king.

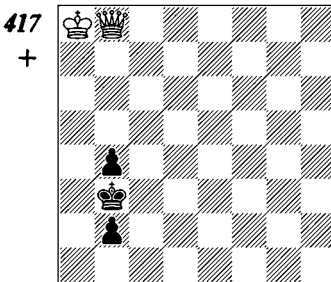
1 Q-R6+ K-Q6 2 Q-Q6+ K-B6(K6) 3 Q-B5+ K-Q6 4 Q-QB2+ K-K6 5 Q-B3+ K-B7 6 Q×P, and White wins.

**416. Bekey.** (Theoretical ending.) The queen cannot force Black's king to stand



in front of his pawn, and neither can the white king operate effectively while the Q3 and KB3 squares are under fire. It is evident therefore that White must capture the ... K5 pawn, otherwise he cannot win, but then Black also acquires a queen. Nevertheless, this is the correct plan for White, but it has to be executed in such a way that the new queen is unable to parry the threat of mate.

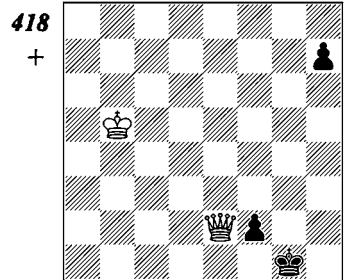
1 Q-R4+ K-B8 2 Q-R1+ K-Q7 3 Q-R5+ K-Q8 4 Q-R5! K-Q7 (the first part of White's plan has been carried out; his king is no longer in the way of his queen) 5 Q-KN5+ K-Q8 6 Q-N4! K-Q7 7 Q-N2 K-Q8 8 K×P! P-K8=Q+ 9 K-Q3!, and White wins.



**417. Bekey.** (Theoretical ending.) Black's only hope is his pawn at ... N5. Once that is lost, the game is over.

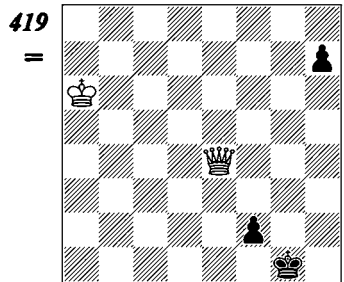
1 Q-N8+! (according to Grigoriev, this is simpler than the original solution, 1 Q-N3+ K-R7 2 Q-B2 K-R8 3 Q-Q4 K-R7 4 Q-Q5+ etc.) 1 ... K-R6 2 Q-N6

K-R7 3 Q-B2 P-N6 4 Q-Q2 K-R8 5 Q-R5+ K-N8 6 Q-N4!, and then, depending on which way the black king goes, White wins by 7 Q-QR4+ or 7 Q-QB4+.



**418. Berger.** (Theoretical ending.) Black's RP is detrimental to his position, because it frustrates any opportunity of a stalemate. It is important to realize this since the capture of such a pawn may result in the loss of half a point.

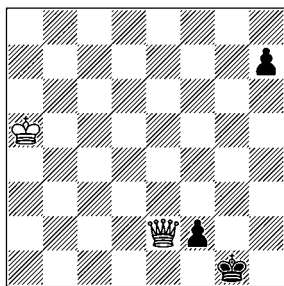
1 Q-N4+ K-R7 2 Q-B3 K-N8 3 Q-KN3+ K-B8 (Black's king cannot move into the corner, because of his rook's pawn) 4 K-B4 P-R4 5 K-Q3 P-R5 6 Q-R3+ K-K8 (or 6 ... K-N8 7 K-K2) 7 Q×P, and White wins.



**419. Grigoriev.** In Berger's opinion, White would be unable to win if his king were one square further away, at QR7. Grigoriev, however, demonstrated that the correct line of defence ensures a draw for Black even if the white king is at QR6.

1 Q-KN4+ K-B8! 2 K-N5 P-R4 3

Q-N6 (the capture of the RP, of course, leads to a theoretical draw) 3 ... K-K7 4 Q-K4+ K-B8 5 K-B4 K-N8! (5 ... P-R5? would be a major error, because by 6 K-Q3 K-N8 7 Q-KN4+ White would win) 6 Q-K3 K-N7 7 Q-N5+ K-R7 8 Q-R4+ (capturing the rook's pawn would not do here either, since White's king is too far away) 8 ... K-N7!, and since White is unable to give check on KN4, he cannot make any further progress.

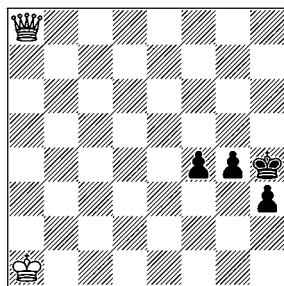
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**420. Grigoriev.** The white king is one square closer than in the previous example, and this enables him to create a mating threat.

1 Q-N4+ K-B8 2 K-N4 P-R4 3 Q-N6 K-K7 4 Q-K4+ K-B8 5 Q-R1+! (cutting off the black king from the corner square; now White wins, as in example 413) 5 ... K-K7 6 Q-N2 K-K8 7 K-B3! P-R5 (queening the pawn allows 8 Q-Q2 mate) 8 Q-K4+ K-B8 9 K-Q2 K-N8 10 Q-KN4+, and White wins. This important discovery by Grigoriev was pointed out by Henkin on the pages of *Shakhmatny Bulletin*.

**421. Berger.** (Theoretical ending.) The queen delays the advance of the black pawns until the arrival of White's king at the scene of battle.

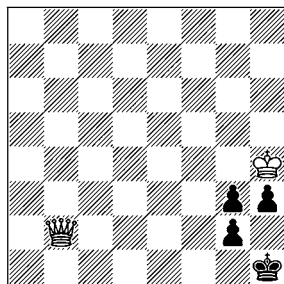
1 K-N2! P-N6 2 Q-B3 K-N4 3 K-B2 P-N7 4 Q-B2 K-N5 5 K-Q2 P-B6 6 K-K3, and White wins.

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1st variation: 1 ... P-B6 2 Q-QN8! P-B7 3 Q-B4, and wins.

2nd variation: 1 ... P-R7 2 Q-N2 P-N6 3 Q-B3 K-R6 4 K-B2 etc.

3rd variation: 1 ... K-N6 2 Q-KR1! K-B7 3 K-B2 P-N6 4 Q×P P-N7 5 Q-R4+ K-B6 6 Q-K1, and White wins.

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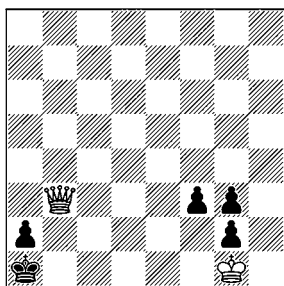
**422. Bekey.** (Theoretical ending.) The queen forces promotion to a minor piece, after which Black cannot parry the mating threats.

1 Q-QN7 K-R7 (or 1 ... P-R7 2 Q-K4, and wins) 2 Q-Q7! P-N8=N (promotion to a queen is answered by 3 Q×P mate) 3 Q-Q6! N-K7 4 Q-Q2 P-N7 5 Q×N K-R8 6 Q-B3 P-R7 7 Q-K4! K-N8 8 Q-K1 mate.

**423. Horwitz.** Black's K-side pawns are so close to promotion that White has no time to threaten mate in one move. Of course, Black tries to get rid of his "bad" pawns as soon as possible, and the win depends on whether in the meantime

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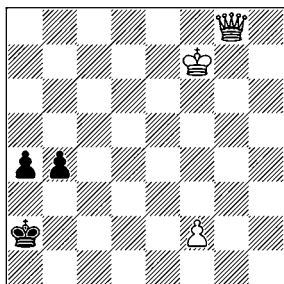


White can move his king close enough to the black king.

1 Q-N6! (in order to relieve his king from guarding KN1) 1 ... P-B7+ 2 K×P P-B8=Q+ 3 K×Q P-N7+ 4 K-K2! P-N8=Q 5 Q×Q+ K-N7 6 K-Q2! (White's king has arrived, so he can now allow Black to have a queen) 6 ... P-R8=Q 7 Q-N6+ K-R6 8 Q-R5+ K-N7 9 Q-N4+ K-R7 10 K-B2, and White wins.

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424. Yates-Marshall (Karlsbad, 1929). White's queen cannot win single-handed against the black pawns, so the help of the king is required. But it is the queen's task to gain the time necessary for this manoeuvre to be carried out.

1 K-K6 P-N6 2 K-Q5 P-N7 3 K-Q4+ K-R6 (or 3 ... K-R8 4 Q-QR8, and wins) 4 Q-KB8÷ K-N6 5 Q-B3+ K-R7 6 Q-Q5+ K-R6 7 Q-QB5+ K-R7 8 Q-B4+ K-R6 9 Q-Q3+ (9 Q-B2? P-N8=Q, draw) 9 ... K-R7 10 Q-B2! (in the game 10 K-B4? was played, and

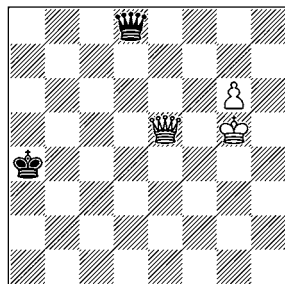
after 10 ... P-N8=Q+ 11 Q×Q+ K×Q 12 K-N4 K-N7! the result was a draw) 10 ... P-R6 11 K-B3 K-R8 12 Q-N3! P-N8=Q 13 Q×P+, and White wins.

## II. QUEEN AND PAWN V. QUEEN

If the weaker side's king is some distance away from the pawn, and not in front of it, it is relatively easy to push home the advantage with a bishop's pawn or centre pawn. With a rook's pawn the result is usually a draw, victory being possible only in fortunate circumstances. The real problem concerns the knight's pawn. For a long time it was thought a knight's pawn, like a rook's pawn, could not be realized, until the following famous ending changed this assessment.

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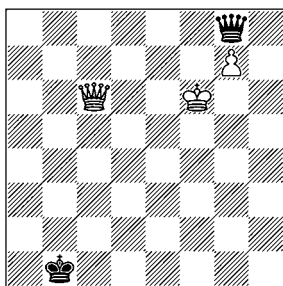


425. Botvinnik-Minev (Amsterdam, 1954). 1 Q-B6 Q-Q4÷ 2 Q-B5 Q-Q1- 3 K-R5 Q-K1 (after 3 ... Q-KR1÷ 4 K-N4 there are no more checks, and White wins by 4 ... Q-N2 5 Q-B7! Q-B6 6 P-N7!) 4 Q-B4+ K-R4 5 Q-Q2÷ K-R5 6 Q-Q4+ K-R4 7 K-N5 Q-K2÷ 8 K-B5 Q-B1+ 9 K-K4 Q-R3 10 Q-K5+ K-R5 11 P-N7 Q-R8÷ 12 K-Q4 Q-Q8÷ 13 K-B5 Q-QB8+ 14 K-Q6 Q-Q7÷ 15 K-K6 Q-QR7÷ 16 Q-Q5 Q-K7÷ 17 K-Q6 Q-KR7+ 18 K-B5!, and Black resigned, because the queens would be

exchanged after the next check, and there is no other way for Black to prevent the promotion of the pawn.

White's convincing play raises the question as to whether Black was correct in moving his king to ... QR5. Would it not have been better to keep the king as far away from the pawn as possible, at ... QR7 or ... QN8? This is where the problem starts. Fortunately, grandmaster Averbakh, the renowned Soviet endgame expert, was able to shed some light on this question.

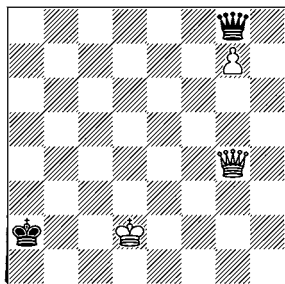
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**426. Averbakh.** (Theoretical ending.) This is a relatively simple position, because Black's queen is passive. If it is White to move, he wins easily after 1 Q-N5+! K-R7 2 Q-R4+ 3 Q-QN4+ and 4 Q-B8. Black cannot parry the threat by moving his king, while if his queen moves the pawn is soon promoted.

The reader may like to prove this to his own satisfaction.

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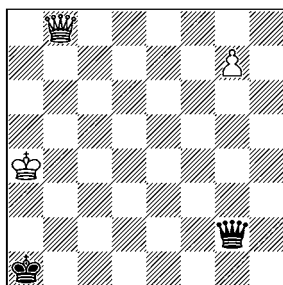
**427. Averbakh.** (Theoretical ending.) The winning plan is as follows: White

moves his king to KN1, where it is screened against checks, and then, as in the previous example, the white queen makes for KB8, forcing the promotion of the pawn. All Black can do is to delay matters with a few checks.

1 ... Q-Q4+ 2 K-K1! Q-R8÷ 3 K-B2 Q-R7+ 4 Q-N2!, and White wins.

A trap: 2 K-K2? Q-QN4+ 3 K-B2 Q-N3÷ 4 K-N2 Q-QB3+ 5 K-R2 Q-KR3+!, and there is no escape from perpetual check.

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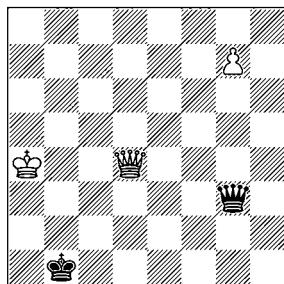


**428. Averbakh.** (Theoretical ending.) White can promote his pawn, but what piece he chooses is a question of great importance.

A trap: 1 P-N8=Q? Q-B3+ 2 Q-N5 Q-B7+ 3 K-R5 (after 3 Q(N8)-N3, 3 ... Q-B5+! forces stalemate) 3 ... Q-B2+ 4 Q-N6 Q-B6+ 5 K-R6 (or 5 K-N5 Q-QN6+!) 5 ... Q-B5+! 6 Q×Q stalemate.

The correct line is 1 P-N8=R!, and White's king then retreats to KR1. Black can give check only on the KR-file, on which there follows Q-R2, or on the ... QR1-KR8 diagonal, in which case R-N2 wins.

**429. Averbakh.** (Theoretical ending.) If the black queen is active, White's king moves to QR5 to avoid the checks (or to KR5, if the black king is on the other side of the board). The key to White's victory

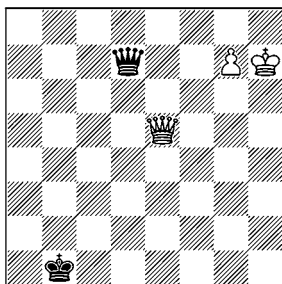
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is his control of Q4. Once his queen is established there, the win is merely a matter of technique.

1 ... Q-N7 2 Q-QN4+ K-R8 3 Q-K1+ K-N7 4 Q-K5+ K-N8 5 Q-N8+ K-R8 6 P-N8=R!, and the preceding position has been reached.

1st variation: 1 ... Q-N4 2 Q-Q3+ K-R8 3 Q-B1+ K-N7 (or 3 ... K-R7 4 Q-B7+ etc.) 4 Q-N5+, exchanging queens.

2nd variation: 1 ... Q-N3 2 Q-QN4+ K-R8 3 Q-K1+ K-R7 4 Q-K2+ K-N8 5 Q-N5+ K-R8 6 Q-K5+ K-N8 7 Q-N8+ K-R8 8 Q-QR8! (8 P-N8=R also wins, but the move played is not only simpler, but also more instructive) 8 ... Q×P 9 K-N3+, and mate in two moves.

430  
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**430. Averbakh.** (Theoretical ending.) White can win only by manoeuvring with his king.

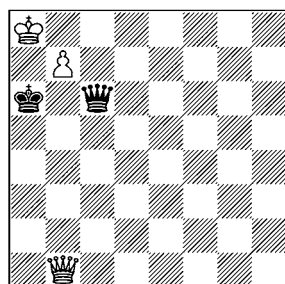
1 K-N6 Q-B3+ 2 K-N5 Q-N7+ 3 K-B6 Q-B3+ 4 Q-K6! (denying Black Q7) 4 ... Q-QB6+ 5 K-N6 Q-KN6+

6 K-R7 Q-R7+ 7 Q-KR6 Q-B2 8 Q-Q2! followed by 9 Q-Q4!. After the occupation of Q4, the king moves either to QR4 or QN4, and clinches victory in the way already demonstrated.

If it is Black to play, he moves his king off the dangerous ... QN8-KR2 diagonal by 1 ... K-R7!, and after 2 K-N6 Q-N5+ 3 K-B6 Q-B6+ 4 Q-KB5 Q-B6+ 5 K-B7 Q-B2+ 6 K-N8 Q-Q1+ 7 Q-KB8 Q-Q5! he takes possession of the vital centre square, after which White is unable to realize his pawn advantage.

Variation: 4 K-K7 Q-N2+ 5 K-Q8 Q-N3+ 6 Q-B7 Q-Q5+ 7 Q-Q7! Q-N3+ (Black must defend very accurately: after 7 ... Q-B3+? White wins by 8 K-B8 Q-QB6+ 9 Q-QB7 Q-KR6+ 10 K-N8 Q-QN6+ 11 Q-N7 Q-N1+ 12 K-R7) 8 K-B8 Q-B4+ 9 K-N7 Q-N5+ 10 K-R6 Q-R6+! (again, 10 ... Q-QB5+? is a mistake in view of the reply 11 K-R7 Q-B4+ 12 K-R8!) 11 K-N5 Q-QN6+ 12 K-R5 Q-QB6+!, and White cannot make any further progress.

This important variation was pointed out by Novotnyelnov.

431  
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**431. Van Vliet.** This artistic ending demonstrates that it is better for the weaker side's king to stay well away from the pawn, if it is not possible to stand in front of it. The game hinges on White promoting his pawn by means of a queen



sacrifice, and then subsequently capturing the opponent's queen. The same motif is repeated in a number of variations, giving a particular beauty to this ending. Black can avoid the geometrical situation, but cannot prevent the promotion of the pawn.

1 Q-N4! Q-R8 (the queen cannot leave the long diagonal) 2 Q-R3+ K-N3 3 Q-N2- K-B2 4 Q-KR2+ Q×Q 5 P-N8=Q+, and White wins.

1st variation: 3 ... K-B4 4 K-R7! Q-R2 5 Q-N6+ K-Q4 6 K-R6! Q-Q6+ 7 Q-N5-, and wins.

2nd variation: 2 ... K-N4 3 Q-N2+ K-B5 (3 ... K-B4 leads to the previous variation, while after 3 ... K-R5 4 Q-QR2+ K-N5 5 Q-N1+ White wins) 4 K-R7 Q-R2 5 K-R6 Q-N3+ 6 Q-N6 etc.

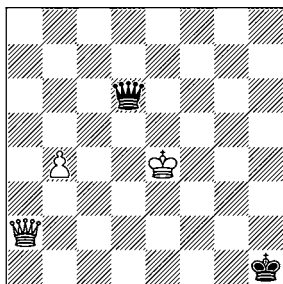
3rd variation: 1 ... Q-N7 2 Q-R3+ K-N4 3 Q-N2+ Q×Q 4 P-N8=Q-, and wins.

4th variation: 1 ... Q-B6 2 Q-R4+ K-N3 3 Q-N3- Q×Q 4 P-N8=Q+, etc.

5th variation: 1 ... Q-Q4 2 Q-R4+ K-N3 3 Q-N3+ Q×Q 4 P-N8=Q+, and White wins.

432

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**432. Neumann.** Because his pawn is not very far advanced, White can obtain winning chances only by launching an attack on the opposing king. For this purpose he sets up a discovered check so as to approach closer with his king.

1 Q-Q5! Q-KN3+ 2 K-B4+ K-R7 3 Q-K5! Q-B2+ 4 K-N4+ K-N7 5 Q-N3+ K-B8(R8) 6 Q-KB3+, and after the exchange of queens White wins.

1st variation: 3 ... Q-KR3+ 4 K-N4+ K-N7 5 Q-N3+ K-B8 6 Q-B4+, and wins.

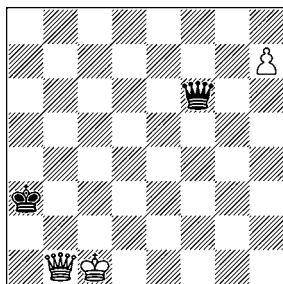
2nd variation: 3 ... Q-Q6 4 P-N5! Q-Q8 5 P-N6 K-R8 6 Q-K4+ K-R7 7 P-N7 Q-KB8+ 8 K-N5 Q-N4+ 9 K-R4 K-N8 10 K-N3 (10 Q-KN4+ K-R8 11 Q-R3+ K-N8 12 Q-KN3+ K-R8 13 P-N8=Q Q-KR4+ 14 K×Q stalemate) 10 ... Q-N6+ (10 ... Q-N4+ 11 Q-KN4 or 10 ... K-B8 11 Q-KB4+, and wins) 11 Q-B3 Q-N1+ 12 Q-N4, and White wins.

3rd variation: 1 ... Q-N6 2 K-B5+! K-N8 3 Q-Q1+ K-B7 4 Q-Q2+ K-B8 (N8) 5 Q-B4+ (N5), and wins.

4th variation: 1 ... Q×P+ 2 K-B3! K-R7 (2 ... Q-B6+ 3 K-B2+ K-R7 4 Q-N2 mate) 3 Q-KR5+ K-N8 4 Q-KN5+ K-B8 5 Q-N2+ K-K8 6 Q-K2 mate.

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**433. Fontana.** In the introduction to this chapter we mentioned that positions with a rook's pawn are generally drawn. The only reason why White can win here is that the black pieces are awkwardly placed.

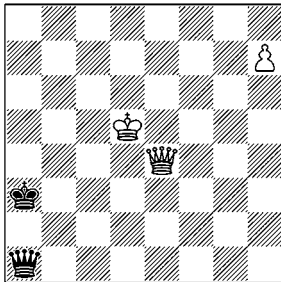
1 Q-K4! (threatening 2 Q-R8+) 1 ... Q-N7+ 2 K-Q1 Q-R1 (or 2 ... Q-N6+ 3 K-Q2 Q-QN1 4 Q-Q3+ K-R7 5 Q-B2+, and wins, while on 2 ... Q-R8+ there follows 3 K-Q2 Q-R1 4 K-K3! K-N6

5 Q-Q3+ K-R7 6K-Q2!, threatening 7 Q-B2+) 3 K-Q2 K-N6 4 K-K3! K-R7 5K-Q3! K-R6 (or 5 ... K-N8 6 Q-QN4+ K-R77 Q-QR4+ K-N8 8 Q-N3+ etc.) 6 Q-K7+ K-R5 (if 6 ... K-N7, then 7 Q-N4+ K-R7 8 Q-R4+ K-N8 9 Q-N3+, or 6 ... K-R7 7 Q-R7+ K-N8 8 Q-QN7+ K-B8 9 Q-QB7+ and 10 Q-B2+) 7 Q-Q7+ K-R4 8 Q-Q5+ K-R3 9 Q-N8!, and White wins.

1st variation: 1 ... Q-N4+ 2 K-Q1 Q-N8+ (2 ... Q-KR4+ is answered by 3 K-K1 Q-R4+ 4 K-K2, when there are no more checks) 3 K-K2 Q-R7+ 4 K-B1 Q-R6+ 5 K-N1 Q-KN6+ (5 ... Q-B1 6 Q-B3+ K-R5 7 Q-B4+ K-N6 8 Q-N3+ K-R7 9 Q-KN8+, or 6 ... K-R7 7 Q-N2+ K-N8 8 Q-N6+ K-B8 9 Q-KR6+ etc.) 6 Q-N2 Q-K8+ 7 K-R2 Q-K1 8 Q-R3+, and White wins.

2nd variation: 1 ... Q-KR3+ 2 K-Q1 Q-Q3+ 3 K-K2 Q-R7+ 4 K-B1 Q-R6+ 5 K-N1, and White wins as before.

434  
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**434. Fontana.** This position differs from the previous one in that Black has succeeded in driving the white king into the centre. But even here perpetual check is not possible.

1 ... Q-Q8+ 2 K-K6 Q-N6+ 3 K-K7 Q-QN1 4 Q-Q3+ K-R7 5 Q-B2+, and White wins.

1st variation: 1 ... Q-N2 2 K-K6! K-N6 (or 2 ... Q-R3+ 3 K-Q7 Q-R6+ 4 K-K7 Q-B1 5 Q-B3+, and the queen

moves onto the KR-file with check) 3 Q-B3+ K-B7 4 Q-R5! Q-R1 5 Q-N6+ followed by 6 Q-N8, and wins.

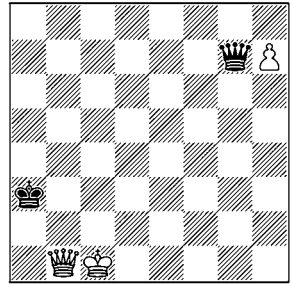
2nd variation: 1 ... Q-R1 2 Q-B3+ K-N5 3 Q-N4+ K-N4 4 Q-N8 Q-R8 5 Q-N8+, and wins.

3rd variation: 1 ... Q-B3 2 Q-K3+ K-R7 3 Q-R7+ K-N6 4 Q-N8+ etc.

4th variation: 1 ... Q-N7 2 Q-Q3+ K-R7 3 Q-R6+ K-N8 4 Q-KN6+ K-R8 5 Q-KN1+ K-R7 6 Q-N8!, and wins.

5th variation: 1 ... Q-R7+ 2 K-B6! Q-R7 3 Q-Q3+ K-R7 4 Q-Q5+ K-N8 5 Q-N3+, and White wins.

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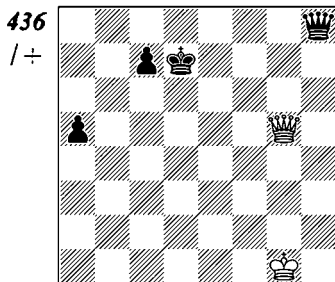


**435. Fontana.** Here the black queen is well positioned and White cannot win.

1 Q-K4 K-N6! (this move was not possible in example 433 because of the lack of control of ... QN7) 2 Q-K6- (2 Q-Q3+ K-N5, and White cannot make any progress) 2 ... K-N5! (the only square available for the king, such that White cannot now give check at K8 or KR3). Draw, because White cannot improve his position without exposing himself to perpetual check.

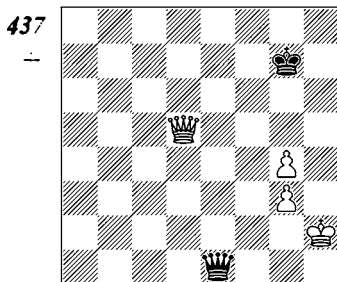
### III. QUEEN ENDINGS WITH SEVERAL PAWNS

**436. Morphy-Anderssen** (Paris. 1857). Black's unconnected pawns do not look



very promising, and promoting one of them calls for careful strategic preparation.

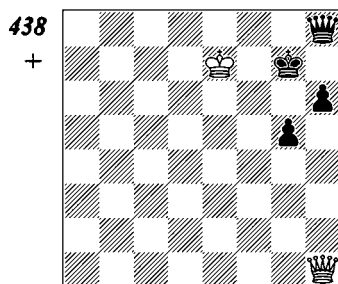
1 ... Q-Q5+ 2 K-B1 P-R5 3 Q-KB5+ K-B3 4 Q-QB8 K-N4! 5 K-K1 P-B4 6 Q-N7+ K-B5 7 Q-KB7+ K-B6 8 Q-B3+ Q-Q6 9 Q-KB6+ K-N6 10 Q-QN6+ K-B7! 11 Q-R7 Q-QB6+ 12 K-K2 P-R6 13 Q-R4+ K-N7 14 Q-N5+ Q-N6! 15 Q-R6 P-B5 16 Q-KB6+ P-B6 17 Q-N7 P-R7, and Black wins.



**437. Reshevsky-Geller (Sousse, 1967).** With one knight's pawn the win would be highly problematic, but two pawns, even if they are doubled, provide cover for the king.

1 K-R3! Q-K7 (1 ... Q-KB8+ 2 K-R4, and there are no more checks) 2 Q-Q7+ K-N3 3 Q-Q6+ K-N2 4 K-R4! (White has succeeded in taking another square under his control, and in the process has defended KN3 with his queen) 4 ... Q-K5 5 Q-Q7+ K-R3 6 Q-Q2+ K-R2 7 Q-B1! Q-Q4 8 P-N5 Q-K5+ 9 Q-KB4 Q-R8+ 10 K-N4 Q-Q8+ 11 Q-B3

Q-R5+ 12 K-R5 Q-K1+ 13 K-R4 K-N1 (13 ... Q-R5+ 14 Q-B4, and again there are no more checks) 14 P-N6! Q-K2+ (of course, the pawn cannot be taken, because 15 Q-N4 would force the exchange of the queens and gain White the opposition) 15 K-N4 Q-K3+ 16 Q-B5 Q-K7+ 17 K-R3!, and Black resigned since he has no more checks, and 17 ... Q-K1 leads to a lost pawn ending after 18 Q-B7+ Q×Q 19 P×Q+ K×P 20 K-R4!



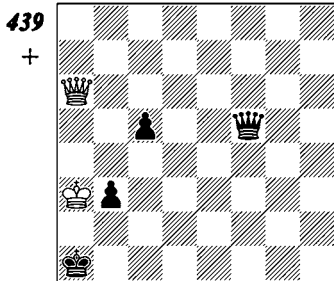
**438. Kling and Horwitz.** The following three examples show that material advantage is not always the decisive factor in queen endings, and that a spatial advantage is often more valuable. Here Black's king cannot leave its corner position, since his sole queen needs to be defended.

White's queen can approach the corner position unhindered, and there deliver the *coup de grâce*.

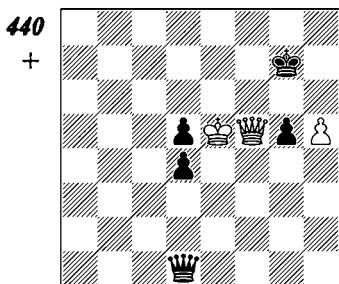
1 Q-R1+ K-N1 2 Q-R2+ K-N2 3 Q-QN2+ K-R2 4 Q-QB2+ K-N2 5 Q-B3+ K-N1 6 Q-B4+ K-N2 7 Q-Q4+ K-R2 8 Q-K4+ K-N2 9 Q-K5+ K-N1 10 Q-K6+ K-R2 11 Q-B5+ K-N2 12 Q-B7 mate.

**439. Berger.** A brief struggle concludes with Black in *zugzwang*.

1 Q-K2 Q-N8 2 Q-K5+ P-N7 3 Q-Q5 P-B5 4 Q×P, and White wins.



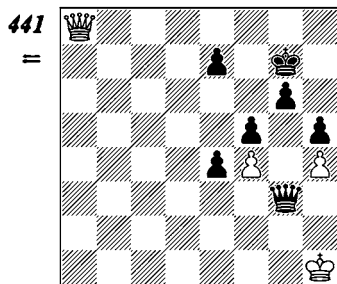
Variation: 1 ... Q-B7 2 Q-K1+ Q-N8  
3 Q-B3+ P-N7 4 Q-B4 etc.



**440. Havasi.** The power of White's centralized queen is considerably greater than that of its opposite number on the edge of the board. White creates a situation where Black cannot make any useful moves, and once he has used up the indifferent ones, he has no alternative but to walk into a checkmate.

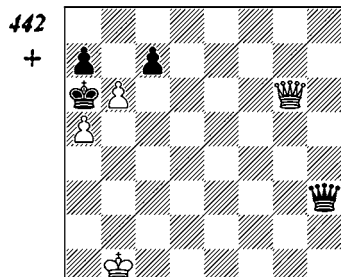
1 P-R6+ K×P (forced) 2 K-B6 Q-R4  
3 Q-Q3 Q-K1! 4 Q-KR3+ Q-R4 5  
Q-B5P-Q6 6 Q×P(Q3) Q-K1 7 Q-KR3+  
Q-R4 8 Q-B5 P-Q5 9 Q-Q3 Q-K1  
10 Q-KR3+ Q-R4 11 Q-B5 P-Q6  
12 Q×QP Q-K1 13 Q-KR3+ Q-R4  
14 Q-B5 (Black is in *zugzwang*) 14 ...  
P-N5 15 Q-B4+ K-R2 16 Q-B7+ K-R3  
17 Q-KN7 mate.

Variation: 3 ... P-N5 4 Q-Q2+ K-R2  
5 Q-QB2+ K-R3 6 Q-B1+ K-R2  
7 Q-B7+ K-N1 8 Q-KN7 mate.



**441. Csom-Tatai** (Palma de Mallorca, 1971). The queen is the most powerful piece, as we know, but the fact that it is sometimes too strong, we are inclined to forget. Example 428 showed an instance where White could win only if he refrained from promoting to a queen, and was content with a rook. In queen endings, the danger of stalemate is always very great.

In the above position Black was the victim of a typical stalemating combination, when on the previous move he captured his opponent's last mobile pawn by Q(KB7)×NP, presumably in anticipation of his opponent's resignation. His opponent's reply, 1 Q-KB8+!, must have come as a rude shock. Black is forced to take the queen either now or on his next move, when White is stalemated. The following stalemate positions are well worth remembering: K-QR1/... Q-QN6; K-KR1/... Q-KN6; K-KR8/... Q-KN3, and K-QR8/... Q-QN3.

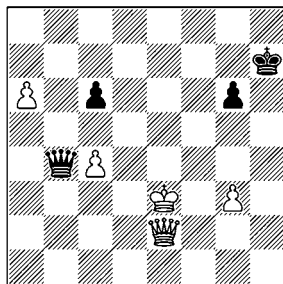


**442. Prokes.** Capturing the BP leads only to a draw, so White spares it and with a decoy sacrifice launches an attack on the black king.

1 P-N7-! K-NP 2 P-R6 K-N1 3 Q-K8- Q-B1 4 Q-N5- K-R1 5 Q-B6- K-N1 6 K-B1!, and Black, who is in *zugzwang*, can avoid mate on the move only by sacrificing his queen.

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**443. Barcza-Kluger** (10th Hungarian Championship). After White has parried the threat of perpetual check, the outcome of the game is decided by the strength of his rook's pawn.

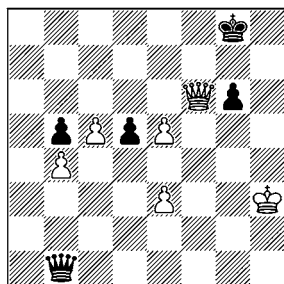
1 Q-KR2+! (driving the black king onto the knight's file; the point of this will be revealed ten moves later) 1 ... K-N2 2 Q-R2 Q-K8+ 3 K-B4! Q-KB5+ 4 K-K5! Q-K8- 5 K-Q6 QxP- 6 K-Q7! (Black's bishop pawn has to be spared, for it serves as a shield against perpetual check) 6 ... Q-N5+ 7 K-B7 Q-B5+ 8 K-N7 Q-B2+ 9 K-N6 Q-K2 10 Q-QN2- (had the king moved to ... N1 on the first move, the winning continuation here would have been 10 P-B5-) 10 ... K-R3 11 Q-Q2+ P-N4 12 P-R7 Q-B1 13 P-B5 K-R4 14 Q-KR2+ K-N5 15 Q-N8 Q-B4 16 Q-Q8 Q-N8+ 17 K-B7, and Black resigned.

Variation: 4 ... Q-B3+ 5 K-K4 Q-B4+ 6 K-K3 Q-K4+ 7 K-B3 Q-KR4+ (7 ... Q-KB4+ 8 K-N2 Q-K5+ 9 K-R2!, and there are no more

checks) 8 K-N2 Q-R1 9 P-R7 Q-R1 10 Q-N2+ K-R3 11 Q-N8, and White wins.

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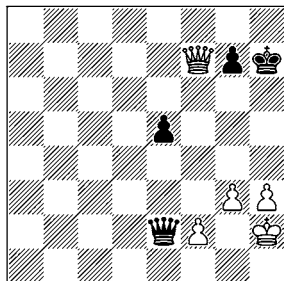
**444. Portisch-Filip** (Vršac, 1971). The greater the number of pawns, the easier it is for the stronger side to escape from checks. The pawns not only defend the king, but also restrict the mobility of the opposing queen. As we have seen in the previous example, the winning technique is for the king to seek shelter on the side where he has a passed pawn, or a pawn majority.

Here Black is not threatening perpetual check, so White may safely play: 1 P-B6! Q-KR8+ 2 K-N4 Q-N7+ 3 K-R4 Q-KR7+ 4 K-N5! (this forces the queen into a less active position, since 4 ... Q-N6+ fails to 5 K-R6 QxP(K6)+ 6 KxP, when there is no fear of stalemate, since Black's QP is still mobile) 4 ... Q-R4+ 5 K-B4 Q-R7+ 6 K-B3 Q-R8+ 7 K-B2 Q-R7+ 8 K-K1 Q-N8+ 9 K-Q2 Q-N7+ 10 K-B3! (there are no more checks, and now Black has only one move) 10 ... Q-K5 11 Q-Q8+ K-N2 (on 11 ... K-B2 there follows 12 Q-B7+ K-N1 13 Q-N8+ and then 14 Q-R7+) 12 Q-K7+ K-N1 13 Q-B5! QxP(K4)+ (Black has achieved material equality, but now White's BP is irresistible) 14 K-N3 Q-K5 (14 ... Q-B2 is, of course, hopeless because of 15 QxQP+ or 15 QxNP) 15 P-B7 Q-N8+ 16 K-B3

Q-QR8÷ (or 16 ... Q-QB8+ 17 K-Q4 etc.) 17 K-Q2!, and Black resigned, since after 17 ... Q-N7+ 18 Q-B2 Q×P+ 19 Q-B3 there are no more checks and White wins.

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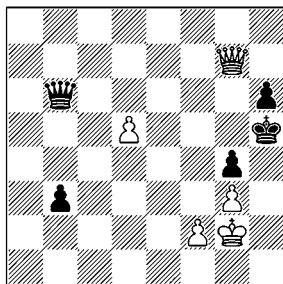


**445. Averbakh-Suetin** (Kiev, 1953). Although White has no passed pawn, as in the previous example, he can still realize his advantage in view of Black's weaknesses on the K-side. White's king is well defended by his line of pawns, and can even initiate the decisive attack.

1 P-N4 Q-Q7 2 K-N3 Q-B6+ 3 K-R4 Q-Q5 4 Q-B5÷ P-N3 5 Q-B7+ K-R3 6 Q-B6 K-R2 7 K-N5 Q-Q7+ 8 P-B4! P×P 9 Q-B7÷ K-R1 10 K-R6, and Black resigned, since after 10 ... P-B6+ 11 P-N5 he cannot parry the threatened mate.

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**446. Lichtenstein-Sternberg** (Vienna, 1923). In this and the following two positions, a win proves possible thanks to the weaker side's poor king position.

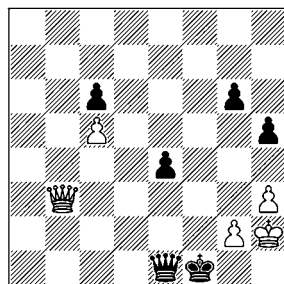
1 P-B3! Q-N3 2 Q-K5+ Q-N4 3

Q-K8÷ Q-N3 4 P×P+ K-N4 5 Q-K5+ K×P 6 Q-B4÷ K-R4 7 Q-KR4 mate.

Variation: 1 ... P×P+ 2 K-R3 Q-N3 3 P-N4÷ K-N4 4 Q-K5+ Q-B4 5 Q×Q mate.

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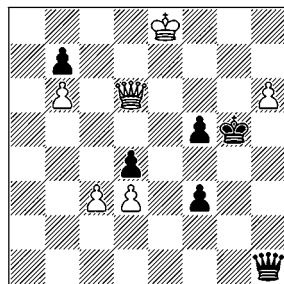
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**447. Szily-Ozsváth** (Hungarian Championship, 1954). Convinced that White would have perpetual check after 1 ... P-K6 2 Q-B4+ P-K7 3 Q-B4÷ Q-B7 4 Q-B1+ P-K8=Q 5 Q-QB4+, Black sealed 1 ... Q-B8?, and after 2 Q-B7+ K-K8 3 Q×P Q-KB5+ 4 K-N1 Q-KB8+ 5 K-R2 Q-QB5 6 Q×BP P-K6 7 Q-Q6 the game did indeed end in a draw. Nevertheless, this problem-like ending could have been won. The pawn advance was correct, only Black should promote his pawn to a knight instead of a queen. The game could then have continued 4 ... P-K8=N! 5 Q-QB4+ Q-K7 6 Q-KB4+ N-B6÷! 7 Q×N Q×Q 8 P×Q K-B7, and Black wins.

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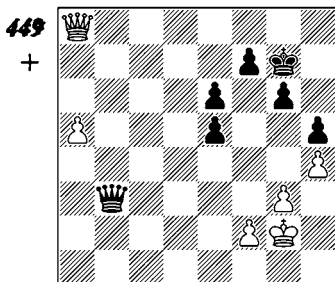


**448. Barbieri.** Black's queen in the corner is no match for his opponent's centralized queen. Black can avert the

mating threats only at the cost of his queen.

1 Q-N3+ K-B3 2 Q-N7+ K-K3 3 Q-K7+ K-Q4 4 P-B4+ K-B3 5 Q-QB7 mate.

Variation: 1 ... K×P 2 K-B7 Q-R4+ (if 2 ... K-R4, then 3 Q-N6+, winning the queen) 3 K-B6 Q-N5 4 Q-R2+ Q-R4 5 Q-B4+ K-R2 6 Q-B7+ K-R3 7 Q-N7 mate.



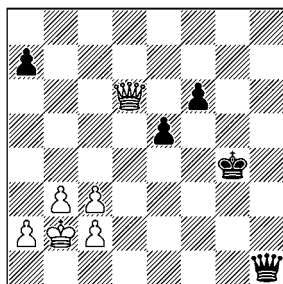
**449. Euwe-Reshevsky** (Nottingham, 1936). White is not threatened by perpetual check, so that he can safely advance his passed pawn. Black's counter-play is based on an attack on ... KB7, and although it does not appear dangerous, accurate play is required to repel it.

1 P-R6 Q-R6 2 P-R7 P-K5 3 Q-QN8 Q-KB6+ 4 K-N1 Q-Q8+ 5 K-R2 Q-K7 6 Q-K5+!, and Black resigned, since after 6 ... K-R2 (or 6 ... P-B3 7 Q-B7+ K-R3 8 Q-KB4+, and wins) 7 Q-B6 Q-R7 8 Q×BP+, White wins.

Variation: 1 ... Q-R7 2 P-R7 P-K5 3 Q-N7 P-K6 4 P-R8=Q Q×P+ 5 K-R3 Q-B8+ 6 K-R2! P-K7 (6 ... Q-B7+ 7 Q-KN2, and wins) 7 Q-QN2+ P-B3 8 Q-R7+ K-R3 9 Q-K3+, and White wins.

**450. Maróczy-Marshall** (Karlsbad, 1907). When both sides have passed pawns, the one whose pawns advance faster has the advantage. Also important is which king is better defended. Here White could

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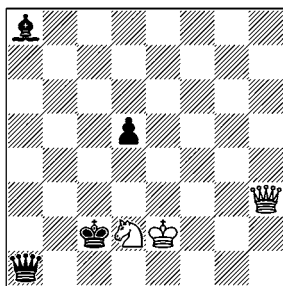
gain a big material advantage by playing 1 Q×BP, but after 1 ... Q-Q4! Black's other passed pawn, supported by his queen, would be strong. The Hungarian grandmaster, a great endgame artist, chose a safer line.

1 P-B4! P-K5 2 P-B5 P-B4 (Black is forced to lose time, since 2 ... P-K6 fails to 3 Q-Q4+. This tempo advantage enables White's pawn to advance more quickly) 3 P-B6 Q-R1+ (3 ... P-K6 is again met by 4 Q-Q4+, and after 4 ... Q-K5 5 Q×Q+ P×Q White queens with check) 4 P-B3 P-K6 5 Q-N6+ K-B5 6 P-B7 P-K7 7 Q-K6 K-B6 (what else?) 8 Q×BP+ K-N7 9 Q-N4+ K-B7 10 Q-KB4+ K-N7 11 Q-K3 K-B8 12 Q-B3+ K-K8 13 Q-B4 Q-QB1 14 Q-Q6 K-B7 (Lilienthal gives 14 ... K-B8! retaining good drawing chances) 15 Q-Q8 P-K8=Q (15 ... Q×Q 16 P×Q=Q P-K8=Q 17 Q-R4+, and White wins) 16 Q×Q Q-Q7+ 17 K-R3 Q-B8+ 18 K-R4 Q-B5+ 19 P-B4, and Black resigned.

#### IV. QUEEN AND MINOR PIECES

a) *Queen and Bishop (or Knight) v. Queen and Bishop (or Knight)*

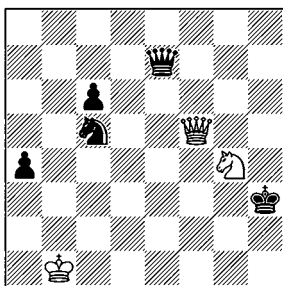
**451. Lewitt.** The plausible 1 Q-QN3+ K-B8 2 Q-Q1+ leads only to a draw,

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so therefore White must also mobilize his knight. As the black pawn prevents him from doing this, his first task is to eliminate the bishop which is defending the pawn, and then the pawn itself.

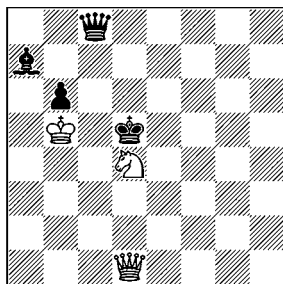
1 Q-R7+ K-N7 2 Q-R8+ K-R7 3 Q×B÷ K-N7 4 Q-N7÷ K-B7 5 Q-KR7÷ K-N7 6 Q-KN7÷ K-R7 7 Q-QR7÷ K-N7 8 Q-Q4+ K-R7 9 Q×P+ K-N7 10 Q-N3+ K-B8 11 Q-Q1+ K-N7 12 N-B4+ K-R7 13 Q-B2+ Q-N7 14 Q×Q mate. It is fortunate for White that the black king is hemmed in, otherwise his queen and knight could not win against the black queen.

Variation: 1 ... K-B6 2 Q-KN7+ P-Q5 3 Q-QB7+ K-N7 (or 3 ... K-N5 4 Q-QB4+, and wins) 4 Q-N6+ K-B7 5 Q-N3+, and White wins as from move 10 of the main variation.

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**452. Kubbel.** The flight of the black king brings him into close proximity with White's king, and a decoy sacrifice draws him into a mating net.

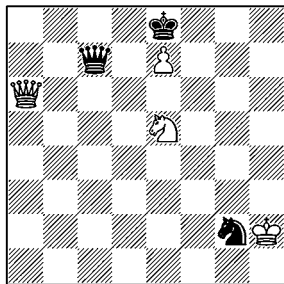
1 N-K3+ K-N6 2 Q-N4÷ K-B7 3 Q-KB4+ K-K7 4 Q-B1+ K-Q7 5 Q-Q1+ K-B6 6 Q-B2÷ K-N5 7 Q-N2+ N-N6 (7 ... K-R4 8 N-B4+, and mates) 8 Q-R3+! (a beautiful and lethal decoy sacrifice) 8 ... K×Q 9 N-B2 mate.

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**453. Prokes.** A sequence of white checks, which drive Black's king into an increasingly bad position, is followed by a quiet move, which provides a pretty ending.

1 N-K6+ K-K5 (1 ... K-K4 would shorten the struggle by two moves) 2 Q-K2+ K-Q4 3 Q-Q3+ K-K4 (if 3 ... K×N 4 Q-KR3+ wins) 4 Q-Q4÷ K-B4 5 Q-KB4+ K-N3 6 Q-N5+ K-B2 7 Q-N7+ K-K1 8 N-B7+ K-Q1 9 K-B6! Q-B4 10 Q-N8+ K-K2 11 N-Q5+, and White wins.

Variation: 2 ... K-B4 3 Q-B3+ K-N3 (3 ... K-K4 4 Q-B4+ K-Q4 5 Q-Q4+ K×N 6 Q-KN4+) 4 Q-N4+ K-B3 5 Q-N5+, transposing into the main variation.

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**454. Prokop.** At the cost of his doomed pawn, White drives the black queen into



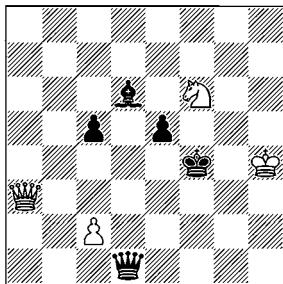
a position where it is no longer capable of participating in the battle. The game is then decided by a struggle for space, which results in the complex encirclement of Black's king.

1 Q-KB6 Q×P 2 Q-R8+ Q-B1 3 Q-R5+ K-Q1 4 Q-Q1+ K-B2! 5 Q-QB1+ (the check has to be given from a black square, since after 5 Q-B2+ ? K-Q3 Black's troubles would be over) 5 ... K-N2 6 Q-B6+ K-R2 7 Q-R4+ K-N2 8 Q-N5+, and White wins.

Variation: 5 ... K-Q1 6 Q-Q2+ K-B2 7 Q-R5+ K-N2 8 Q-N5+ K-R2 9 N-B6+ K-R1 10 Q-R6 mate.

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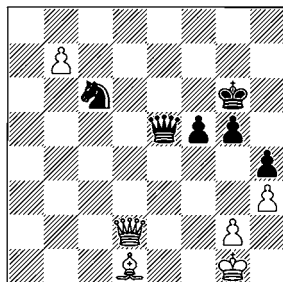


**455. Rinck.** Black's queen has no choice but to take the white knight, which is threatening a fork, but it ends up in a dangerous position where it is vulnerable to attack.

1 N-Q5+! Q×N! 2 Q-KN3+ K-B4 3 Q-N5+ K-K5 (3 ... K-K3 4 Q-N8+) 4 Q-N2+ K-Q5 5 P-B3+! K-B5 6 Q-QR2+, winning the queen and, of course, the game.

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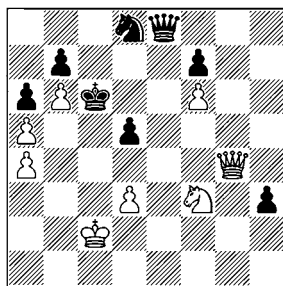


**456. Fischer-Keres (Bled, 1961).** When supported by its queen, a knight is an excellent blockading piece. While a passed pawn supported by a bishop will usually win in materially balanced positions without queens (as was demonstrated earlier), this is less likely with queens on the board. The knight is generally able to block the pawn, while the queen is active on the other wing, and a draw can frequently be secured by perpetual check, even at the cost of sacrificing the knight. White cannot win here even if Black chooses the passive continuation 1 ... N-N1, since Black's centralized queen allows him to defend his knight while at the same time preparing for perpetual check. But this is also possible if the knight is sacrificed.

1 ... N-Q1! 2 B-B3 (2 Q×N Q-K8+, with perpetual check) 2 ... N×P! 3 B×N Q-R8+ 4 K-R2 (the king cannot move to B2 because of the double attack 4 ... Q-R2+) 4 ... Q-K4+, and a draw was agreed, since after 5 P-N3? Q×P+ only Black can win.

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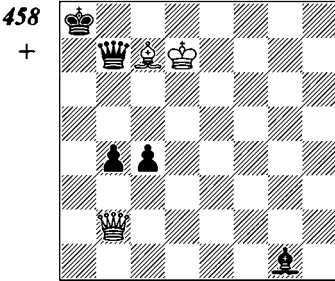


**457. Krejci.** The white pieces gradually drive Black's king into a position where he is either mated or loses his queen.

1 N-Q4+ K-B4 2 Q-B8+ K-N5 (2 ... K×N 3 Q-B3+ K-K6 4 Q-K1+, and wins) 3 Q-B3+ K×P 4 Q-R1+ K-N5 5 K-N2! (the only quiet move available threatens mate) 5 ... Q-R5

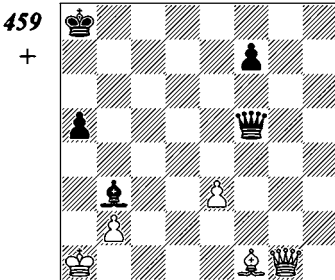
(or 5 ... K-B4 6 Q-R3+ K×N 7 Q-B3÷ K-K6 8 Q-K1+, and wins) 6 Q-K1+ K-B4 7 Q-B3+ K-Q3 8 Q-B7 mate.

Variation: 1 ... K-Q3 2 Q-B4+ Q-K4 (2 ... K-B4 3 N-N3÷) 3 N-B5+ K-K3 4 N-N7÷ K-Q3 5 N-K8÷ K-K3 6 Q-KN4+ Q-B4 7 N-N7+ etc.



**458. Lewitt.** White can win only with a mating attack, but first he needs to capture the black bishop and knight's pawn.

1 Q-R8+ K-R2 2 Q-QR1+ Q-R3 3 Q×B+ K-N2 (3 ... K-R1? 4 Q-N8+ K-N2 5 Q-N8 mate) 4 Q-N2+ K-R2 5 Q-KB2+ K-N2 6 Q-B3÷ K-R2 7 Q-K3+ K-N2 8 Q-K4+ K-R2 9 Q-Q4+ K-N2 10 Q-Q5+ K-R2 11 Q-QB5+ K-N2 12 Q×NP+ K-R2 13 Q-N8 mate. Victory with queen and bishop against queen is possible only under exceptionally favourable circumstances.



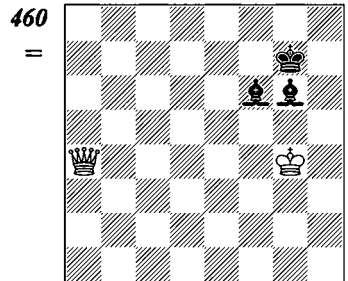
**459. Prokes.** Although Black is able to avert the threat to checkmate him or capture his queen, his bishop gets into trouble, and is pinned and captured.

1 B-N2+ B-Q4 (or 1 ... K-R2 2 P-K4+) 2 P-K4 B×P 3 Q-N1!, and White wins because the black bishop is pinned against both king and queen.

Variation: 1 ... K-N1 2 Q-R2÷ K-B1 (or 2 ... K-R2 3 Q-B7÷ etc.) 3 B-R3, and White wins.

### b) Queen v. Minor Pieces

The queen is, of course, stronger than two minor pieces, but in certain cases the minor pieces, particularly a pair of bishops, can achieve a draw and, less frequently and mostly in studies, can even win. On the other hand, three minor pieces are usually stronger than a queen.



**460. Lolli.** (Theoretical ending.) The essence of this drawn position is that the bishops should stay close to their king. In this way Black's king defends the bishops, which keep the white king at bay.

1 Q-Q7+ K-N1 2 Q-K6+ K-N2 3 K-B4 B-R2! (if the bishop is forced to move, it should stay close to the king and avoid being pinned) 4 Q-Q7+ K-N3 5 Q-K8+ K-N2 6 K-N4 B-N3, with a draw.

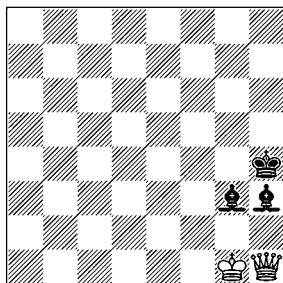
Variation: 5 K-N4 B-N1! 6 Q-K8+ (6 Q-B5+ K-N2 7 K-R5 B-B2+) 6 ... K-N2 7 K-B5 B-R2+ 8 K-B4 B-N3, with a draw.

A trap: 1 ... B-B2? 2 K-B5 B-B6

(the price for allowing the other bishop to be pinned is that this bishop has to leave the safety of the K-side) 3 Q-B7 B-R8 4 Q-R7 B-N7 5 Q-N6 B-R6 6 Q-Q4+ K-B1 7 Q-R8+ K-K2 8 Q-K5+ K-B1 9 K-B6 B-K1 10 Q-B7 B-R4 11 Q-KN7+ K-K1 12 Q-R8+ etc. There are other secondary variations, the solutions to which can be found without great difficulty.

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**461. Dedre.** (Theoretical ending.) Black's king is pushed to the edge of the board, and stalemated by the white queen, forcing a bishop move and allowing the penetration of the white king.

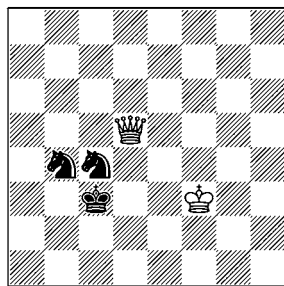
1 Q-K4+ K-R4! (avoiding a bishop move until it is forced) 2 Q-K8+ K-N4! 3 Q-K3+ K-R5! 4 Q-R6+ K-N5 5 Q-K6+ K-R5 6 Q-KN6! (White has achieved his aim: one of the bishops is forced to move to a worse square) 6 ... B-N5 7 Q-R6+ B-R4 8 K-N2! B-K4 9 Q-K3 B-N1 10 Q-Q4+, and White wins.

Variation: 6 ... B-B5 7 K-B2! B-N5 (or 7 ... B-N4 8 Q-R7+ K-N5 9 Q-K4+ K-R4 10 K-N3, and wins) 8 K-N2! B-R4 (8 ... B-R6+ 9 K-B3 B-N4 10 Q-R7+) 9 Q-B5 B-R3 (9 ... B-N4? 10 Q-R3 mate) 10 Q-B6+ B-N4 11 Q-B2+ K-N5 12 Q-B3+ K-R5 13 Q-KR3 mate.

**462. Lolli.** (Theoretical ending.) The defending pieces have a certain freedom

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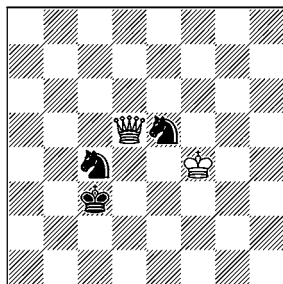


of movement; the king covers the knights, and the knights keep the enemy king away.

1 Q-Q1 N-Q7+ 2 K-K2 N-N6 3 Q-K1+ K-B5 4 Q-R4+ K-B6 5 Q-B6+ N-Q5+ 6 K-B2 N-Q4, with a draw, because White's king cannot attack the knights. Of course, White can keep up the assault, since the defender's job is always more difficult than that of the attacker.

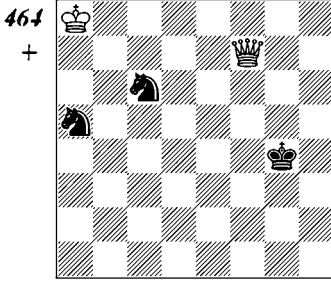
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**463. Lolli.** (Theoretical ending.) It is wrong for the knights to be in a position where they are defending each other, since it gives the white king an opportunity to penetrate.

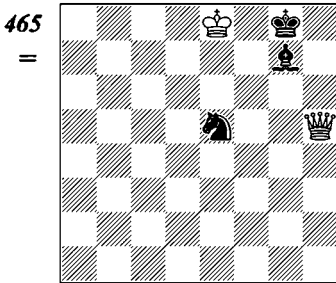
1 K-K4 K-N6 2 K-Q4 K-N7 3 Q-N7+ K-B7 4 Q-N5 K-Q8 5 Q-N3+ K-K7 6 Q-N3 K-B8 7 K-K4 N-B2 (forced) 8 K-Q5! N(B2)-K4 9 K-Q4 (and here Black finds himself in *zugzwang*) 9 ... K-K7 10 Q-N2+ K-Q8 11 Q-KB2 K-B8 12 K-B3 K-N8 13 Q-B2+ K-R8 14 Q-N3, and wins.



**464.** (Theoretical ending.) The defence looks strong, because White's king is stalemated. However, the black king can also be immobilized, and as a result one of the knights must move.

1 Q-B6 K-N6 2 Q-B5 K-N7 3 Q-B4 K-N8 4 Q-B3 K-R7 5 Q-N4 K-R8 6 Q-N3 N-Q1 7 Q-R4+ etc.

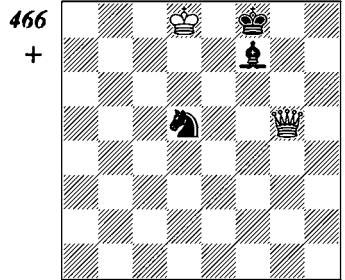
It is interesting that, if in the initial position Black's king is next to his knights, for example at ... QN3, it is not possible for the white queen to immobilize him, and so the game ends inevitably in a draw.



**465. Karstedt.** (Theoretical ending.) A queen nearly always wins against bishop and knight. This is the only position where the weaker side can manage to draw without any trouble. The essence of the position is that the bishop is defending the knight, and the opponent's king cannot attack the bishop. Black can always move without essentially altering the position, because his bishop can go to ... KR1 at

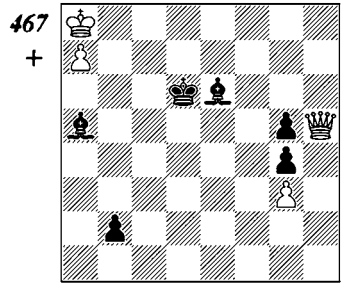
any time, or if it is pinned his king can move to ... KR2.

1 K-K7 B-R1 2 Q-K8+ K-R2 3 K-B8 B-N2+ 4 K-K7 B-R1 5 Q-R5+ K-N1 6 Q-N5+ B-N2 7 K-K6 K-R2 etc.



**466. Karstedt.** (Theoretical ending.) The position is the same as the previous one, except that all the pieces have been moved one file to the left. It is precisely this which allows White's queen to use the KR-file, and thus dislodge the knight.

1 Q-R6+ K-N1 2 K-Q7! N-N5(B6) 3 Q-N5+ K-B1(R1) 4 Q-QB5(K5)+, and wins.



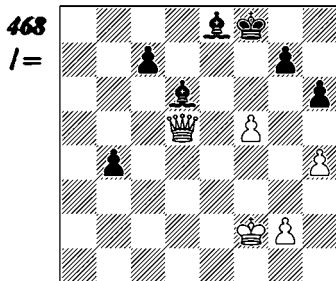
**467. Prokes.** It is not enough for the white king to vacate the queening square, since Black is not only threatening to queen his pawn, but also to give perpetual check. It is the queen's job to counter these dangers.

1 Q-N6! (threatening 2 K-N7 followed by the queening of the pawn) 1 ... P-N8=Q! 2 QxQ B-Q4+ 3 K-N8!! (3 Q-N7? fails to 3 ... B-N3!) 3 ...

B-B2+ 4 K-B8 B-K3+ 5 K-N7 B-Q4+ 6 K-R6 B-B5+ 7 Q-N5! (just in time, since the other bishop is now powerless) 7 ... B×Q+ 8 K×B, and White wins.

Variation: 1 ... K-Q2 2 Q-N7+ K-B1 3 Q-N7+ K-Q1 4 Q×P B-Q4+ 5 Q-N7!, and wins.

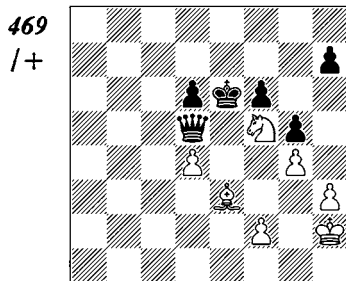
A trap: 1 Q-R7? B-QB2! 2 K-N7 B-Q4+ 3 K-R6(B8) B-B5(K3)+, with perpetual check.



**468. B. Larsen-Portisch** (Match game, Poreč, 1968). Because White's bishop's pawn is too far advanced, his pawn formation is inflexible, and the bishop pair can easily prevent the creation of a passed pawn. The black pawns cannot move, but they serve to prevent the penetration of the white king.

1 ... B-K2! 2 P-N3 P-B4 3 K-K3 B-B2 4 Q-N7 B-K1 5 K-Q3 B-KB3 6 Q-N8 B-K2 7 K-B4 K-B2 8 K-Q5 K-B1! 9 P-B6 (White cannot progress any other way, since if 9 K-K6, then 9 ... P-N6, with a draw) 9 ... B×P (the simplest; 9 ... P×P 10 Q-B4! would be dangerous) 10 K×P B-K2+ 11 K-Q5 K-B2 12 Q-B4+ K-N1 13 Q-N8 (after 13 K-K6 Black equalizes by 13 ... B-B1 14 P-N4 P-N6! 15 P-N5 P×P 16 P×P B-N3!) 13 ... K-B2 14 Q-N7 K-B1 15 K-K5 P-R4! 16 Q-N8 K-B2 17 Q-N7 K-B1 18 Q-N8 K-B2 19 Q-B8 P-N6! 20 Q-B4+ K-B1 21 Q×P B-Q2! 22 Q-KB3+ B-KB3+ 23 K-Q5

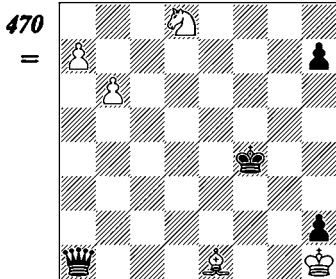
B-N5. Drawn, because both bishops are defended, and the white king cannot break across the Q-file. Black played ... P-R4 only when this achieved the immobilization of the pawn structure. This move would have been a great mistake before the exchange of White's KBP, in view of the possible breakthrough by P-N4, P-R5 and P-R6.



**469. Thomas-Reshevsky** (Nottingham, 1936). Although it appears that the white pieces control all the important squares, the invasion of the black king is decisive.

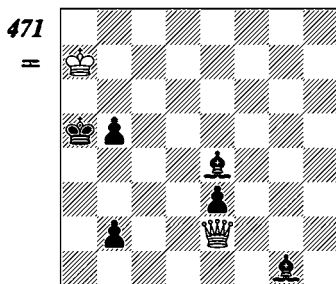
1 ... Q-B6! (tying White's king down to the defence of his RP, and at the same time opening the way for the black king) 2 N-R6 (the black king advances whatever White plays) 2 ... K-Q4 3 N-N8 K-B5 4 N-K7 P-Q4 5 N-N8 K-B6! (a subtle point: the immediate 5 ... K-Q6 is met by 6 N-K7 K-K7 7 N-B5 K-B8 8 N-N3+) 6 N-K7 K-Q6! 7 K-N1 (now 7 N-B5 fails to 7 ... P-R4, while other knight moves are met by 7 ... K-K7) 7 ... Q×RP, and White resigned.

**470. Grigoriev.** Only by the immediate promotion of his pawn can White avert the powerful threat of 1 ... Q×B+. But this enforced sacrifice has a deeper significance: the point of the combination is to paralyse White's last remaining mobile piece.



1 P-R8=Q Q×Q+ 2 P-N7 Q-R2  
3 B-B2 Q-N1 4 B-N3+ K×B 5 N-B6!  
Q×P stalemate.

Variation: 2 ... Q×N 3 P-N8=Q+  
Q×Q 4 B-N3+ K×B stalemate.



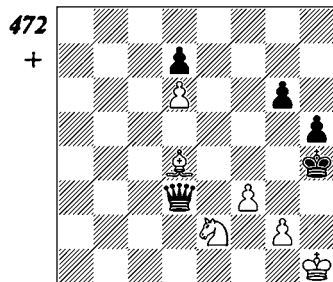
**471. Prokop.** The threat of a discovered check prevents White from stopping the promotion of his opponent's pawn, and his position looks hopeless. But a beautiful stalemating combination saves the game.

1 Q×P(N2) P-K7+ 2 K-N8 B-R7+  
3 K-B8 P-K8=Q 4 Q-Q2+ Q×Q  
stalemate.

1st variation: 3 ... B-B4+ 4 K-Q8  
P-K8=Q 5 Q×P+ K×Q stalemate.

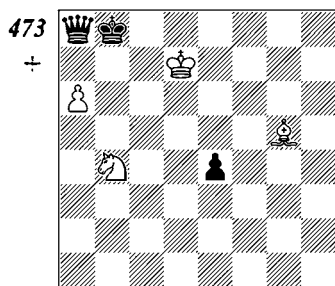
2nd variation: 2 ... P-K8=Q 3 Q-B3+  
Q×Q stalemate.

**472. Rinck.** As we have seen in the preceding example, the queen can sometimes be at a disadvantage against two minor pieces. Of course, there are only rare examples of this in actual play, mostly as a result of carelessness on the part of



the stronger side. But if the king moves forward to assist his queen without due care and attention, he can get into uncomfortable situations as is shown in this artistic ending. This study's beauty and interest lie in the repeated *zugzwang* positions that precede checkmate.

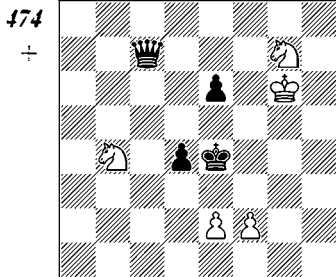
1 B-B6+ P-N4 2 K-R2! Q×N 3 B-B3  
(the first *zugzwang*) 3 ... Q-KB7 4 B-K5!  
(this second *zugzwang* is lethal) 4 ...  
Q-K8 5 P-N3+ Q×P+ 6 B×P mate.



**473. Prokes.** A less likely position than the previous one. What is the queen doing in the corner? Under the circumstances it is not surprising that White can easily win the queen by 1 N-B6+, but then he only draws because of the "wrong" rook's pawn. In the variation 1 B-K3 Q-R2 Black is saved by his king's pawn, but this pawn also restricts the queen, and White exploits this to force Black into *zugzwang*.

1 B-B4+ K-R2 2 B-K3+ K-N1  
3 K-Q8! (here is the *zugzwang*!) 3 ...

Q-R2 4 N-B6+ K-R1 5 N×Q!, and wins (but not 5 B×Q P-K6! etc.).

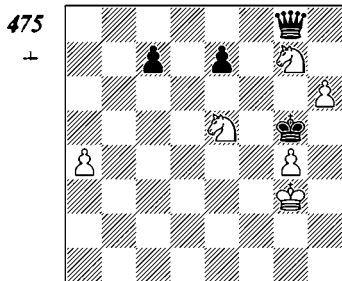


**474. Troitsky.** Black's king is again in the worst possible position, so that, despite the queen's great mobility, she is unable to find refuge.

1 N-K8! Q-R7 2 N-KB6+ K-K4 (2 ... K-B5 3 N-Q3 mate) 3 N-N4+, and wins.

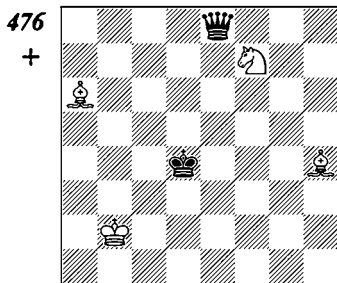
1st variation: 1 ... Q-N1(Q1) 2 N-KB6+ K-K4 3 N-B6+ etc.

2nd variation: 1 ... Q-B6 2 N-KB6+ K-K4 3 N-Q3+ K-Q3 4 N-K4+ etc. The win is even easier in other variations.



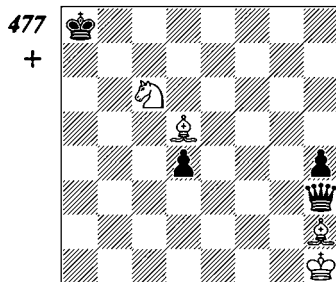
**475. Schwes.** The concerted action of the knights quickly simplifies the position, and White's passed pawn then wins.

1 P-R7! Q×P (1 ... Q×N 2 P-R8=Q!) 2 N-K6+ K-R3! (2 ... K-B3 3 N-Q7+, and wins) 3 P-N5+ K-R4 4 N-N6! (threatening 5 N(N6)-B4 mate) 4 ... Q×N 5 N-B4+ K×P 6 N×Q P-B4 7 P-R5 P-B5 8 N-B4, and White wins.



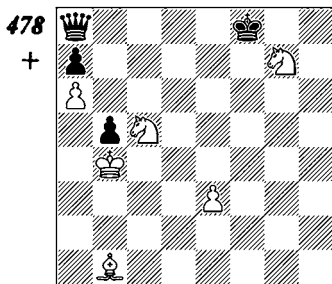
**476. Rinck.** The concerted play of the three minor pieces is too much for the queen. The bishops chase the king until the knight can make a decisive double attack.

1 B-B2+ K-Q4 2 B-B4+ K-B3 3 B-N5+ K×B 4 N-Q6+, and White wins.



**477. Rinck.** The theme of this ending is the capture of the queen by means of discovered check. The favourable position for the knight's fork is prepared by the two bishops.

1 B-N2 (parrying the threat of perpetual check at ... KB8 and ... KR6) 1 ... Q-K6! (the queen would be lost immediately on any other square, for example 1 ... Q-R6(QB6) 2 N×P+ K-R2 3 N-N5+) 2 N×P+ K-R2 3 B-N1! (there are now 22 squares available to the queen, but on none of them can she find refuge) 3 ... Q-K1 (comparatively best, since 3 ... Q-Q6 is met by 4 N-B6+ and 5 N-N4+) 4 N-N5+ K-N1 5 B-R7(R2)+ K-B1 6 N-Q6+, and White wins.



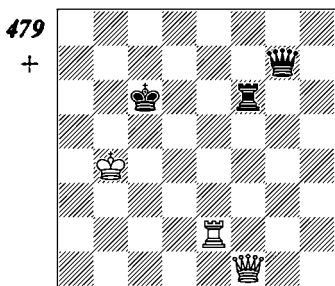
**478. Troitsky.** Here one gains the impression of a shoot-out, the queen being unable to break out of the ring of minor pieces, and being gunned down.

1 B-K4 Q-B1 2 N-B5! Q-K1 (there is nothing better) 3 B-Q5 Q-N3 (comparatively best, since after 3 ... Q-R4 4 N-Q7+ the queen is lost) 4 N-Q7+ K-K1 5 B-B7+! K(Q)×B 6 N-K5(Q6)+, and White wins.

Variation: 3 ... Q-B1 4 N-K6+ K-B2 5 N-Q6+ etc.

## V. QUEENS AND ROOKS

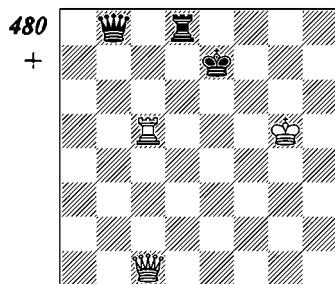
### a) Queen and Rook v. Queen and Rook



**479. Troitsky.** In practice, endings with queen and rook against queen and rook, without pawns, usually develop from rook endings where both sides queen a pawn. The side which begins checking normally has a decisive advantage. Here the surprising opening sacrifice forces the block-

ing of a square, and at the same time opens a vitally important diagonal for the white queen.

1 R-K6+! (a decoy sacrifice, which also opens a diagonal) 1 ... R×R 2 Q-R6+ K-Q4 (the second rank is taboo for Black, due to the geometrical relationship) 3 Q-B4+ K-Q3 (3 ... K-K4 would produce a diagonal geometrical relationship) 4 Q-B5+ K-Q2 (the rook deprives the king of an important square) 5 Q-R7+, and White wins.



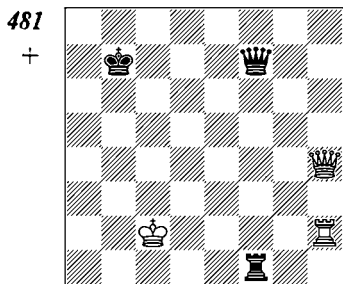
**480. Rinck.** The line 1 Q-K3+ K-B2 2 R-B5+ K-N2 3 Q-K7+ is ineffective, since 3 ... K-N1 is a satisfactory defence. For this reason White builds up his attack so as to bring about a *zugzwang* situation.

1 R-B7+ R-Q2 (moving the king allows mate in a few moves) 2 Q-B5+ K-Q1 (on 2 ... K-K3(K1) 3 Q-B5(K5)+ is decisive. But now, if it were Black to play, his only good move would be ... R-Q4+. White's aim, therefore, is to eliminate this possibility, while at the same time preserving the character of the position) 3 K-R6!, and White wins, because Black is in *zugzwang*.

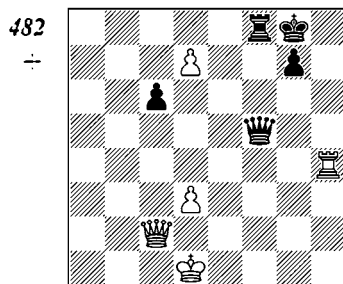
**481. Rinck.** White threatens mate, but his real aim is to pin Black's rook and thus gain a decisive material advantage.

1 Q-K4+ K-R3! 2 R-R6+ R-B3 3 Q-B5! R×R 4 Q×Q R-QB3 5 K-B3, and White wins.





Variation: 2 ... K-R4 3 Q-K5- K-N5 4 R-QN6+ K-R5 5 R-QR6- K-N5 6 Q-QR5 mate.



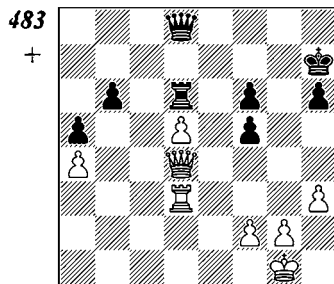
**482. Prokes.** In the examples given above the rook came under a double pin, and this led either to the loss of the rook or to the queen being undefended. In this example the roles are reversed, in that it is the queen that is pinned, and the rook that turns out to be undefended.

1 Q-B4÷ Q-Q4! (1 ... Q-B2 2 Q×Q+ K×Q 3 R-KB4+) 2 P-Q8=Q! R×Q (or 2 ... Q×Q 3 Q×R+, and wins) 3 R-Q4! Q×Q 4 R×R+ etc.

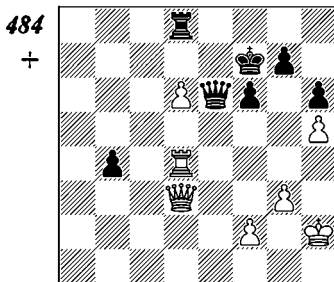
A trap: 1 P-Q8=Q? Q-B8÷ 2 K-Q2 Q-B7+ 3 K-B1 Q×Q+ 4 K×Q R×Q, and Black has the better position.

**483. Alekhine-Colle** (Baden-Baden, 1925). With major pieces on the board, a blockaded passed pawn can be realized only if there is some other weakness in the opponent's position.

1 Q-QB4 Q-Q2 2 R-Q4 K-N2 3 Q-Q3!



(an instructive re-grouping: White's queen is now attacking the black BP, and also supporting his rook's activity) 3 ... K-B2 (Black has no good move) 4 P-N4! K-B1 (the pawn sacrifice is forced, since White wins easily after 4 ... P×P 5 Q-R7+ K-B1 6 Q-R8+ and 7 R×P) 5 P×P Q-K1 6 R-K4 Q-R4 7 R-KN4 Q-B2 8 Q-K3 Q-KR2 9 R-N6, and Black abandoned the hopeless struggle.



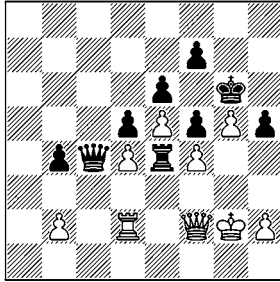
**484. Alekhine-Keres** (AVRO Tournament, 1938). In view of the weakness of Black's king position and his second rank, White could have won by force.

1 R×P! Q×P (1 ... R×P fails, of course, to 2 Q-N6+) 2 Q-B4+ K-B1 (2 ... Q-Q4 3 R-N7+ and 4 Q-B7) 3 R-N7 R-Q2 4 Q-B8+ K-K2 5 R-N3! P-B4 (if 5 ... K-B2 6 R-N8!, or 5 ... R-Q1 6 Q-N4 K-B1 7 R-N7, and wins) 6 Q-KN8 K-B3 7 Q-K8! R-KB2 (7 ... K-N4 is met by 8 R-Q3! Q-N3 9 P-B4+) 8 P-B4!, and Black is helpless against the threat of 9 R-N6 and 10 Q-K5 mate.

A false trail: Alekhine played the weaker 1 Q-N6+, and after 1 ... K-B1 2 Q-R7 K-B2 the players agreed a draw. 2 R-N4 is insufficient, in view of 2 ... Q-B2 3 R×P Q×Q 4 P×Q R×P 5 R-N8+ K-K2 6 R-N8 P-B4 7 R×P+ K-B3 8 R-N8 R-Q2 9 K-R3 R-KN2 etc.

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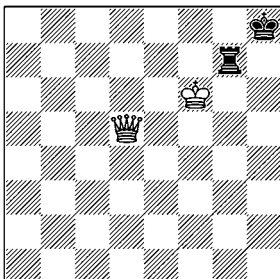
**485. Nimzowitsch-Capablanca** (New York, 1927). There is an immense disparity between the effectiveness of the two players' pieces. Furthermore, White has to concern himself over the safety of not only his pawns, but also his king.

1 ... Q-QB8! 2 K-N3 (White's other pieces cannot move, and any pawn move would result in a further weakening of his position) 2 ... Q-KR8! 3 R-Q3 R-K8 4 R-KB3 R-Q8 5 P-N3 R-QB8! 6 R-K3 (White is in *zugzwang*; he cannot move his rook's pawn in view of 6 ... R-KN8+) 6 ... R-B8, and White resigned, since if 7 Q-N2, then 7 ... R-KN8, while 7 Q-K2 is met by 7 ... Q-N8+ 8 K-R3 R-B7.

b) *Queen v. Rook*

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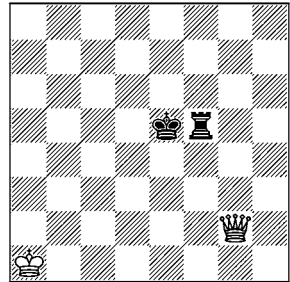


**486.** (Theoretical ending.) To capture the rook, White has to force it away from the king.

1 Q-R1+ K-N1 2 Q-R5! (2 Q-R6 R-KB5+ 3 K-N6? R-B3÷ draw) 2 ... R-QR2 (2 ... R-KR2? 3 Q-K8 mate) 3 Q-Q5÷ K-R2(R1) 4 Q-R1+ K-N1 5 Q-KN1+, and White wins. The rook would also be lost in other variations.

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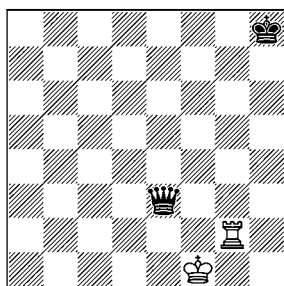
**487.** (Theoretical ending.) To capture the rook, White first has to push back the opposing forces, and then to separate the rook from the king.

1 K-N2 R-B5 2 K-B3 R-K5 3 K-Q3 R-Q5÷ 4 K-K3 R-Q4 5 Q-N3+ K-B4 6 Q-B4÷ K-K3 7 K-K4 R-Q3 8 Q-B5+ K-K2 9 K-K5 R-Q2 10 Q-B6÷ K-K1 11 Q-R8÷ (11 K-K6? R-Q3-- draw) 11 ... K-B2 12 Q-R7+ K-K1 13 Q-N5+ K-K2 14 Q-QB8! R-Q8 (the queen has achieved her aim: the rook has left the king) 15 Q-QB5÷ K-Q1 16 Q-R5+ K-K2 17 Q-N4+ K-Q1 18 K-K6! (at last White's king can move again; now he cannot be checked) 18 ... K-B2 19 Q-KB4+ K-B1! 20 Q-B4+ K-Q1 21 Q-N3! R-K8 22 K-Q6 K-B1 23 Q-QB3+, and White wins.

**488. Ponziani.** (Theoretical ending.) Black cannot avoid perpetual check, since his king cannot approach close enough to the white king in view of the stalemate danger, and he cannot step onto the K-file as this would lose his queen.

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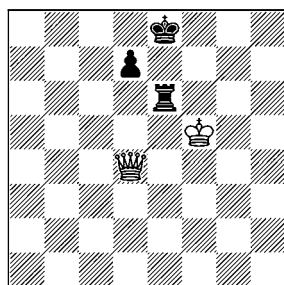
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1 R-KR2+ K-N2 2 R-KN2+ K-B3  
3 R-KB2+ K-N4 (3 ... K-K4? 4 R-K2,  
draw) 4 R-KN2+ K-B5 5 R-KB2+  
K-N6 6 R-KN2+ K-R6 (6 ... K-B6  
7 R-N3+ K×R stalemate) 7 R-KR2+  
K-N6 (7 ... K×R stalemate) 8 R-R3+  
K×R stalemate.

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489. (Theoretical ending.) The queen cannot win against a rook and a NP, BP, QP or KP if the latter is on its original square. There is insufficient room behind the pawn for White to force a way in for his king, and without this he cannot win.

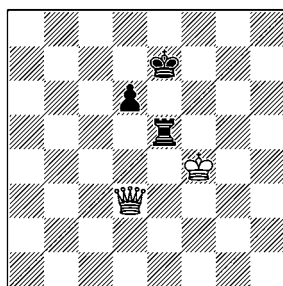
1 Q-N7 K-Q1 2 Q-B8+ K-B2 3 Q-KN8 R-QB3 4 K-K5 R-K3+ 5 K-Q5 R-QB3 etc., with a draw.

It should also be mentioned that the queen similarly cannot win if the pawn has reached the sixth rank under the protection of the rook.

490. Guretzky-Cornitz. (After Philidor; theoretical ending.) White's king must break across the fifth rank and attack the

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black pawn from the rear. The king's advance is prepared by the queen.

1 Q-R7+ K-K3 2 Q-QB7 R-QB4  
3 Q-Q8 R-K4 4 Q-K8+ K-Q4 5 Q-QB8!  
R-K5+ 6 K-B5 R-K4+ 7 K-B6 R-K5  
8 Q-B3 (Philidor gave 8 Q-KB5+, but then the win takes slightly longer) 8 ... R-K3+ 9 K-B7 R-K4 10 K-B8! R-K5  
11 Q-Q3+ R-Q5 12 Q-B5+ K-B5  
13 Q-QB2+ K-Q4 14 K-K7 K-K4  
15 Q-K2+ K-B5 16 K-Q7 R-Q4 17 K-B7 R-Q5 18 K-B6 K-B4 19 Q-K3, and White wins.

1st variation: 5 ... K-Q5 6 Q-B6 R-Q4 7 K-B3 K-K4 8 Q-B3+ K-B4 9 Q-B4 R-K4! 10 Q-KB7+ K-N4 11 Q-Q7 R-KB4+ 12 K-N3 R-Q4 (or 12 ... R-B3 13 Q-N4+ K-R3 14 K-R4, and wins) 13 Q-K6 R-Q6+ 14 K-B2 R-Q7+ 15 K-B3 R-Q6+ 16 K-K4, and wins.

2nd variation: 4 ... K-B3 5 Q-Q7 R-K3 6 K-N4 K-K4 7 K-N5 K-Q4 8 Q-KB7!, and wins.

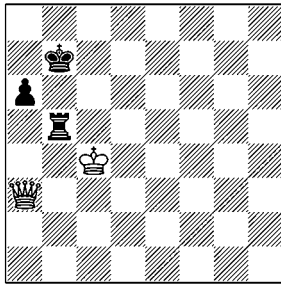
3rd variation: 1 ... K-Q1 2 Q-KB7 K-B1 3 Q-QR7 K-Q1 4 Q-N8+ K-Q2 5 Q-N7+ K-Q1 6 Q-B6 K-K2 7 Q-B7+ K-K3 8 Q-Q8 R-KB4+ 9 K-N4 R-K4 10 Q-K8+ K-B3 (10 ... K-Q4 11 Q-QB8! leads to the position after the fifth move of the main variation) 11 Q-Q7 R-Q4 (if 11 ... R-K3, 12 K-B4 wins) 12 K-B4 R-Q5+ 13 K-K3 R-Q8 14 Q-Q8+ K-B2! 15 Q-R4!, and White

wins, because the black rook is forced to abandon the Q-file. This line is the most straightforward one.!

The queen's manoeuvre is not quite so effective against a bishop's pawn, but it is still difficult to find the correct defence. A knight's pawn secures a draw on any rank, since there is insufficient room on the edge of the board for the queen to force a way round for the king.

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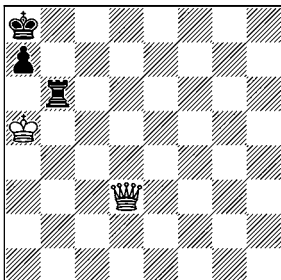
**491. Guretzky-Cornitz.** (Theoretical ending.) The black king has sufficient freedom, while White's queen is unable to get behind the pawn, and thus help his king to cross the QN-file. Consequently the pawn cannot be captured.

1 Q-K7+ K-N1 2 Q-K8+ K-N2 3 Q-Q8 K-R2 4 Q-QB8 R-N2! 5 Q-QB5+ K-N1 6 Q-Q6+ K-R2 7 Q-Q4+ K-R1 8 K-B5 K-R2 9 K-B6+ K-R1 10 Q-Q8+ R-N1! 11 Q-Q5 R-N2, with a draw.

A trap: 4 ... K-N3? 5 Q-QN8+ K-B3 6 Q-R7 R-N3 7 K-Q4 K-N4 8 K-Q5 K-R4 9 Q-QB7 K-N4 10 Q-B5+, and White wins.

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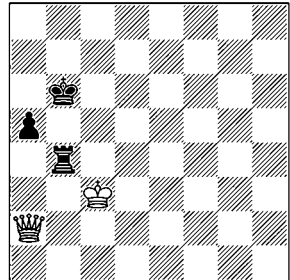


**492.** (Theoretical ending.) The rook's pawn on its original position limits the movement of the king to such an extent that the latter is unable to ward off the threats from White's queen, unlike in the previous example.

1 Q-Q7! K-N1 2 Q-K7! K-R1 3 Q-QB7! R-N2 4 Q-B8+ R-N1 5 Q-B6+, and White wins.

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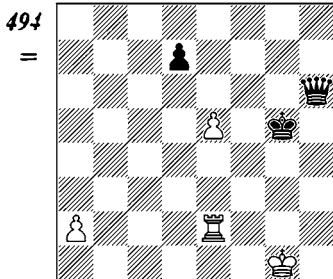


**493. Guretzky-Cornitz.** (Theoretical ending.) White can win only by attacking the opponent's pawn with his king. In this position the queen can open up a passage for the king, since it has sufficient manoeuvring room on the eighth rank.

1 Q-Q5 K-R3 2 Q-B6+ K-R2 3 K-Q3 R-N3 4 Q-B7+ K-R3 5 Q-B8+ K-R2 6 K-B4 R-N2 7 Q-Q8 K-R3 8 Q-QR8+ K-N3 9 K-N3 R-QR2 10 Q-QN8+ K-R3 11 K-R4 R-QN2 12 Q-QR8+, and White wins.

1st variation: 2 ... R-N3 3 Q-R8+ K-N4 4 K-N3 R-QR3 5 Q-Q5+ K-N3 6 K-R4 R-R2 7 Q-Q6+ K-N2 8 K-N5 K-B1 9 Q-B8+ K-N2 10 Q-K7+ K-N1 11 Q-Q8+ K-N2 12 Q-N6+ K-R1 13 K-B6, and wins.

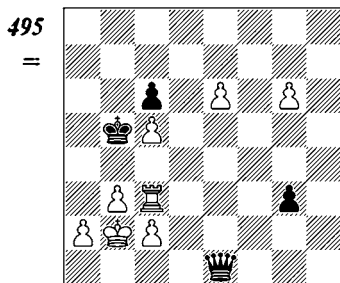
2nd variation: 1 ... R-N4 2 Q-Q6+ K-N2 3 K-B4 R-N3 4 Q-Q5+, and White wins. The black pawn is lost, since 4 ... R-QB3+ is answered by 5 K-N5, which wins the rook, while on 4 ... K-R3 there follows 5 Q-R8 mate.



**494. Troitsky.** White restricts the queen's mobility with a decoy sacrifice, which enables him to draw by perpetual check. The acceptance of the sacrifice is not obligatory for Black, but its refusal leads to material equality being re-established.

1 P-K6 P×P 2 R-R2! Q-B3 3 R-KN2+, with a draw.

Variation: 1 ... K-B3 2 P-K7! Q-N3+ 3 K-B2 Q-K1 4 P-R4! Q×P! (forced, since after 4 ... P-Q4? 5 P-R5 P-Q5 6 K-K1! P-Q6 7 R-K3 K-B2 8 K-Q2! K-B3 9 P-R6 K-N2 10 P-R7 K-B2 11 R-K4! K-B3 12 P-R8=Q White wins. No better is ... P-Q7+, since after 8 K×P Q-Q2+ 9 K-K1 K-B2 10 P-K8=Q— the black king is outside the square of the QRP) 5 R×Q K×R 6 K-K3 K-Q3 7 K-Q4, with a draw.



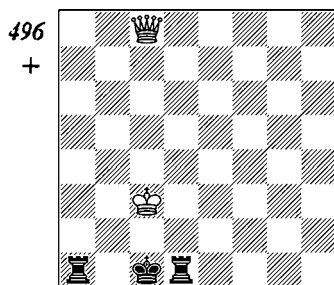
**495. Selezniev.** Black's strong passed pawn has to be countered by White's pawns on the sixth rank. These pawns are duly exchanged, but then the rook is subjected to a dangerous pin. But White

escapes from this by a stalemating combination, and the result is a draw, because Black's king cannot cross the fifth rank and his queen is powerless on its own.

1 P-N7! Q×P 2 R×P Q-K4+ 3 R-QB3 Q×NP 4 K-R3! Q-N4 (4 ... Q×R stalemate) 5 K-N2 K-N5 6 R-B4+, with a draw.

A trap: 1 P-K7? Q×P (after 1 ... P-N7? 2 P-R4+ K-R4 3 R-N3 Q×R 4 P-K8=Q White's artful manoeuvre would have succeeded) 2 R×P Q-K4+ 3 R-QB3 Q-N2! 4 P-R3 Q-B3 5 P-N4 K-R5 6 P-N5 P×P 7 P-B6 P-N5 8 P×P K×P, and Black wins.

### c) *Queen v. Two Rooks*

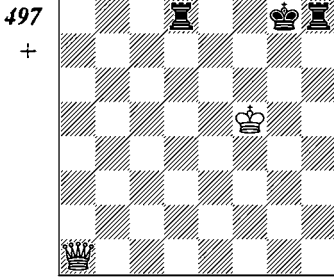


**496. Salvioli.** Two rooks are normally stronger than a queen, so that the latter can win only in fortunate circumstances. Here the rooks cannot carry out their defensive functions effectively, since their own king prevents them from working together.

1 Q-B4! R-R6+ 2 K-N4+ (there was no defence against this discovered attack) 2 ... K-N7 3 Q-K2+, and White wins.

**497. Rinck.** Here again Black's rooks cannot combine together properly, but it is considerably more difficult for White to exploit this than in the previous example.

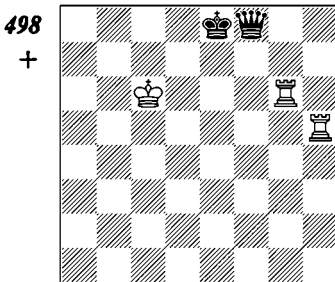
1 Q-KN1+ K-B1! 2 Q-B5+ K-N1!



(2 ... K-K1 3 Q-B6+) 3 Q-K7 R-Q6  
4 Q-K8+ K-N2 5 Q-K5+ K-R2! 6  
Q-K4!, mating or winning a rook.

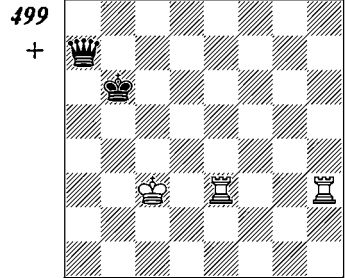
1st variation: 3 ... R-Q8 4 Q-K8+  
K-N2 5 Q-K5+ K-N1 6 Q-N3+ K-B1  
7 Q-QN8+ K-N2 8 Q-N2+ K-R2 9  
Q-QB2! R-KB8+ 10 K-K6+ K-R3 11  
Q-KR2+ K-N2 12 Q-KN2+, and wins.  
There is a blemish to this variation, in that  
White also wins after 6 Q-N8+ K-N2  
7 Q-N7+ K-R3(B1) 8 Q-B6(B8)+ K-N2  
9 Q-QB3+ K-R2 10 Q-KR3+ K-N2  
11 Q-N4+.

2nd variation: 3 ... R-R1 4 Q-K6+  
K-N2 5 Q-KN6+ K-B1 6 Q-KB6+  
K-N1 7 K-N6 R-KR2 8 Q-K6+ K-R1  
9 Q-K5+ K-N1 10 Q-Q5+, and wins.



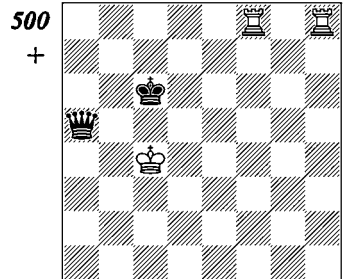
**498. Prokes.** (Theoretical ending.) The  
position of Black's king is so bad that he  
can counter the opponent's mating threats  
only by giving up his queen.

1 R-K6+ K-Q1 (1 ... K-B2 2 R-KB5+)  
2 R-R5! Q-B6+ 3 R-Q5+, and White  
wins.



**499. Rinck.** The queen is badly placed  
on the edge of the board, and she can do  
nothing to hinder the rooks. Black tries  
to find cover behind the white king, but  
unsuccessfully.

1 R-K6+ K-N4 2 R-K5+ K-R5  
3 R-K4+ K-R6 4 K-B4+ K-R5 5  
K-Q5+ K-N4 6 R-QN3+ K-R4 7  
R-QR3+, etc.



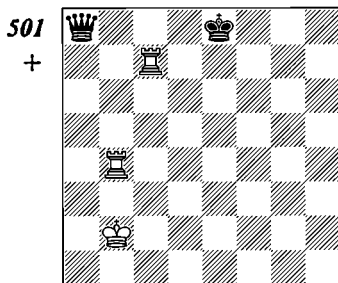
**500. Lommer.** Victory is achieved by  
a skewer, set up by a decoy sacrifice.

1 R-R6+ K-Q2! 2 R-B7+ K-K1 3  
R-QR7! Q-K4 4 R-KR8+ Q×R 5  
R-R8+, and White wins.

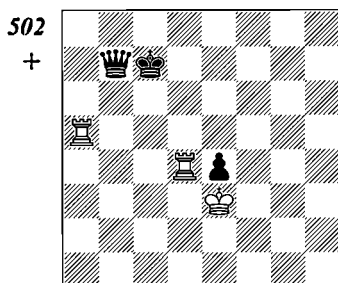
Variation: 3 ... Q×R 4 R-R8+ K-B2  
5 R-R7+ etc.

**501. Feijter.** Black's king must be driven  
away from his queen, otherwise the cost  
of capturing will be too high for White.

1 R-KN7! K-B1 (the queen has no  
good move) 2 R(7)-N7 Q-R4 3 R(7)-N5!  
Q-R3 4 R-N8+ K-K2 5 R(4)-N7+  
K-Q3 6 R-N6+, and White wins.



A trap: 1 R(7)-QN7? Q-R4 2 R(7)-N5 Q-R3 3 R-N8+ K-Q2 4 R(4)-N7+ K-B3, with a draw, since Black wins both rooks for the queen.

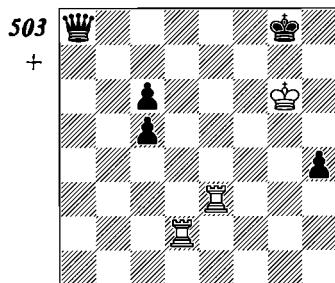


**502. Prokes.** No danger threatens Black from the fact that his queen cannot move along the second rank. The important thing is for it to be free to move diagonally and along the file. The black pawn is already blocking the diagonal, so White must force the black king to block the other important approach.

1 R-QB5+ K-N1 2 R-Q8+ K-R2 3 R-QR5+ K-N3 4 R(8)-QR8!, and the queen is lost.

**503. Prokes.** Black's queen is restricted by his own pawns, which prevents him from defending against the white rooks' attack.

1 R-Q7! (threatening 2 R(3)-K7) 1 ... Q-N1! 2 R-K5! (with the threat of 3 R-KN7+ K-B1 4 R-B5+) 2 ... Q-N8+ 3 R-B5 Q-N8+ 4 R-N5 Q-N8+

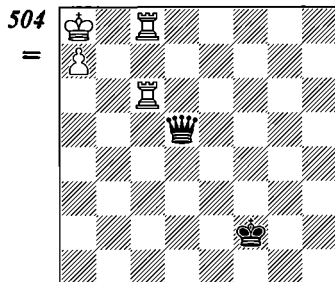


5 K-B6+ K-R1 6 R-Q8+ K-R2 7 R-R5 mate.

1st variation: 3 ... Q-N1 4 R-KN7+ K-R1 5 R-R5 mate.

2nd variation: 2 ... Q-KB1 3 R(5)-K7 P-R6 4 R-KN7+ K-R1 5 R-KR7+ K-N1 6 R(Q7)-KN7+ etc.

3rd variation: 1 ... K-B1 2 R-KB7+ K-N1 3 R(3)-K7 Q-QB1 4 R-KN7+ K-R1 5 R-KR7+ K-N1 6 R(K7)-KN7+ K-B1 7 R-R8 mate.

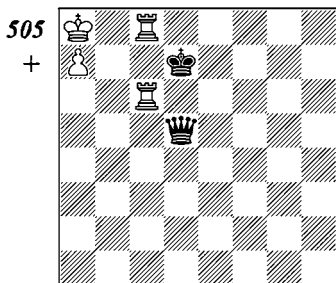


**504. Henkin.** If White's king leaves the corner square, there is no defence against the queen's checks.

1 K-N7 Q-QN4+ 2 R-QN6 Q-Q4+ 3 R(8)-B6 Q-B2+ 4 K-N8 Q-K1+ 5 R-B8 Q-K4+ 6 R-B7 Q-K1+ 7 K-N7 Q-K5+ 8 R(6)-QB6 Q-QN5+ 9 K-R8 Q-K5 10 K-N8 Q-QN5+ 11 R-QN7 Q-B1+ 12 R-B8 Q-Q3+ 13 K-R8 Q-Q4, with a draw.

Black was able to draw only because his king was far away and did not hinder his queen. If the king cannot be in front of

the pawn, the defending side has the best chance for a draw when his king is as far away as possible.



**505. Henkin.** 1 R(8)-B7+ K-Q1 2 K-N7 Q-QN4+ 3 R-QN6 Q-Q4+ 4 R(7)-B6 Q-B2+ 5 K-N8 Q-KB5+ 6 R-Q6+, and White wins.

If the black king were at ... K4, with the positions of the other pieces unchanged, there would follow:

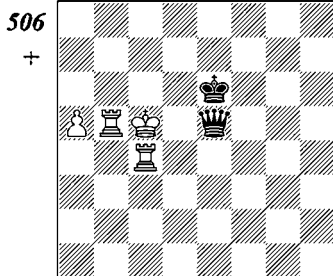
1 K-N7 Q-N4+ 2 R-QN6 Q-Q4+ 3 R(8)-B6 Q-B2+ (3 ... Q-Q2+ 4 K-R6 Q-Q1 5 R-N8 Q-Q6+ 6 R-N5+ etc.) 4 K-N8 Q-K1+ 5 R-B8, and wins.

Or with the Black king at ... K5: 1 K-N7 Q-QN4+ 2 R-QN6 Q-Q4+ 3 K-N8 Q-K4+ 4 R-B7 Q-K1+ 5 K-N7, and again Black's king is in the way, so that White wins.

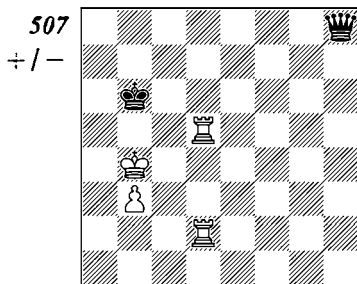
Of course, in practice the rook's pawn seldom reaches the seventh rank. If his king is in front of the pawn, the defending side can always sacrifice his queen for the two rooks. If the rook squeezes the king away from the square in front of the pawn, the king must flee into the "drawing zone", to avoid hindering the queen.

**506. Osnos-Simagin** (Moscow-Leningrad Match, 1960. With colours reversed). Black has defended badly, and his king is "stuck" in the danger zone.

1 K-B6 Q-Q3+ 2 K-N7 Q-Q2+ 3 K-R6 Q-Q6 4 R(4)-B5 Q-KB6 5 R-N6+



K-Q2 6 K-R7 Q-K6 7 R(5)-B6 Q-K5 8 P-R6 Q-B6 9 K-N7 K-Q1 10 P-R7 Q-B2+ 11 K-N8, and Black resigned, since after 11 ... Q-KB5+ the counter-check 12 R-Q6+ wins.



**507. Henkin.** Supported by a king and two rooks, a knight's pawn wins even if it has only reached the third rank. But it is important that the rooks should be doubled on the correct file, this being two files away from the pawn. In this position Black cannot prevent his king from being forced back onto the first rank.

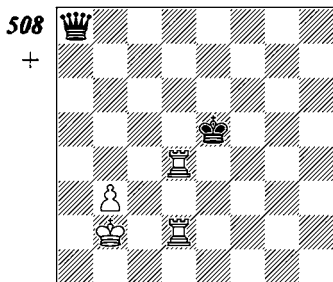
With White to move: 1 R-Q6+ K-B2 2 R-Q7! forces the exchange of the rooks for the queen, since Black's king cannot return to the third rank because of the danger of mate.

With Black to move, he must first attempt to parry the above threat: 1 ... Q-KB1+ 2 R-Q6+ K-B2 3 K-N5 Q-QN1+ 4 K-B5 Q-KB1 (4 ... Q×P loses the queen after 5 R-Q7+ K-N7 6 R-Q8+ K-R2 7 R(2)-Q7+, while if



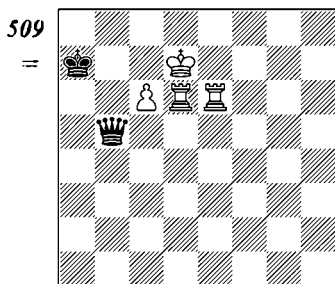
4 ... Q-R2+ then 5 K-B4) 5 R-Q5! Q-K2 (5 ... Q-B7+ 6 K-N5 Q-K7+ 7 R-Q3 merely transposes) 6 K-N5 Q-K7+ 7 R-Q3 Q-K4+ 8 R(6)-Q5 Q-K1+ 9 R-Q7+ K-B1 10 K-N6 Q-N3+ 11 R(7)-Q6 Q-N8+ 12 R(3)-Q4 followed by 13 R-Q8+, and White wins.

Variation: 3 ... Q-B8+ 4 R(2)-Q3 Q-B4+ 5 R(6)-Q5 leads to the main variation.



508. Henkin. The weaker side has no hope of a draw if his king is cut off from the pawn.

1 P-N4 Q-R5 2 K-B3 Q-R3 3 R-Q5+ K-K5 4 P-N5 Q-R4+ 5 K-B4 Q-R8 6 P-N6 Q-QB8+ 7 K-N5 Q-B1 8 R-Q7 Q-B6 9 P-N7 Q-QN6+ 10 K-B6 Q-B5+ 11 K-N6 Q-N5+ 12 K-R7 Q-R5+ 13 K-N8 Q-R4 14 R-K7+ K-B6 15 R-Q6 K-B5 16 R(7)-K6! (doubling rooks on the sixth rank provides the safest defence against checks by the queen) 16 ... K-B6 17 R-QR6 Q-Q1- 18 K-R7 Q-Q5- 19 K-R8 Q-Q4 20 R(K6)-QB6!, and White wins.



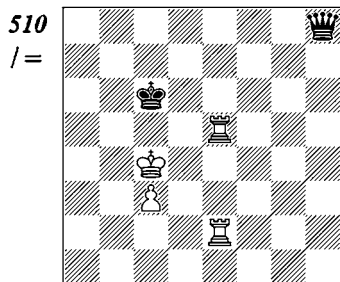
509. Henkin. A bishop's pawn does not ensure a win even when it has reached the seventh rank, but the defending side has to defend very accurately, even when the pawn has only reached the sixth rank.

1 R-Q4! (1 R-K7 does not get White anywhere after 1 ... K-N3 2 K-Q8 Q-QB4!) 1 ... K-R3! 2 R-B6 K-N3! (a position of mutual zugzwang) 3 R-Q2 Q-R5 4 R-QN2+ K-R2 (4 ... K-R3? loses to 5 R-QR2! Q×R 6 P-B7+) 5 K-B7 Q-R4+ 6 K-B8 Q-R3+ 7 R-N7+ K-R1 8 K-Q8 Q-R4+ 9 R-QB7 (the simplest answer to 9 K-K8 is 9 ... Q-Q1+!) 9 ... K-N1 10 R-B7 Q-Q4+ 11 K-K8 Q-K3+, with a draw.

Variation: 3 R-QN4 Q×R 4 P-B7+ K-R2! 5 P-B8=Q Q-K2+ 6 K×Q stalemate.

1st trap: 1 ... K-N1? 2 R-B6! K-R2 3 R(B6)-B4, and White wins.

2nd trap: 1 ... K-N3? 2 R-B6! Q-QB4 (or 2 ... Q-K4 3 P-B7+ Q×R 4 R-Q6+) 3 P-B7+ K-N2 4 R-QN4+ etc.



510. Henkin. White can push back the black king using the same method as with the knight's pawn (example 507), but since Black can also manoeuvre on the QR-file he is able to draw.

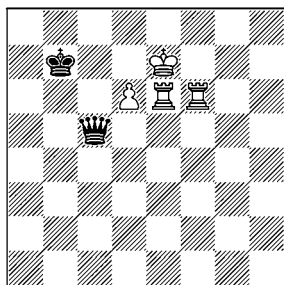
1 ... Q-KN1+ 2 R-K6+ K-Q2 3 K-B5 Q-QB1+ 4 K-Q4 Q-KR1+ 5 R(2)-K5 Q-R5+ 6 R-K4 Q-B7+ 7 R-K3 Q-Q7+ 8 K-B5 Q-KB7 9 P-B4 Q-N8 10 R-K7+ K-B1 11 K-B6 Q-N7+

12 R(3)-K4 K-N1! 13 P-B5 Q-B6 14 R-K8+ K-R2 15 K-B7 Q-QR6! 16 P-B6 Q-R4+ 17 K-B8 Q-KB4+ 18 R(4)-K6 Q-Q4 19 R(8)-K7+ K-R1 20 P-B7 K-R2 21 R-K5 Q-N1+ 22 K-Q7 Q-N5+ 23 K-Q8 Q-Q5+ 24 R-Q7 Q-KR5+ 25 R(5)-K7 Q-R1+, with a draw by perpetual check, even though the pawn has reached the seventh rank.

The queen's mobility asserts itself against a centre pawn, and the checks given from either side cannot be avoided. A win is possible only if the pawn has reached at least the sixth rank.

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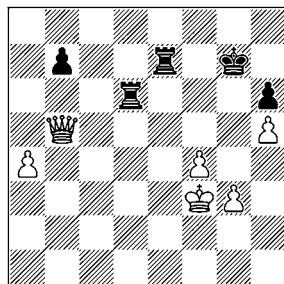
**511. Henkin.** 1 R-K4! Q-KN4 (1 ... K-N3 2 R-N6 K-B3 is ineffective here, since after 3 R-QB4 Q×R 4 P-Q7+ and the promotion of the pawn Black cannot play for stalemate) 2 R-QN4+ K-R2 3 P-Q7! Q-QB4+ 4 K-B7 Q-Q4+ (or 4 ... Q-KR4+ 5 K-K6 Q-K7+ 6 K-Q6 Q-Q7+ 7 K-B7 Q-B6+ 8 R-B6, and wins) 5 R-K6! Q-KR4+ 6 K-K7 Q-QB4+ (6 ... Q-KN4+ 7 K-Q6 Q-N6+ 8 R-K5 Q-Q6+ 9 K-B6 Q-QB6+ 10 R-B5, and the king hides from the diagonal checks at QB8) 7 K-K8 Q-KR4+ 8 K-Q8 Q-R4+ 9 R(4)-N6 Q-KN4+ 10 K-B8! Q-QB4+ 11 R(K6)-QB6, and White wins.

Variation! 1 ... Q-KR4 2 P-Q7 Q-R2+ (or 2 ... Q-QB4+ 3 K-K8 Q-KR4+ 4 R-B7 Q-R1+ 5 K-K7, and there are no more checks) 3 K-Q6 Q-R7+

4 R-K5 Q-Q7+ 5 K-K7 Q-N5+ 6 K-K8, and White wins.

512

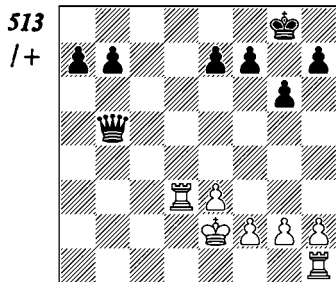
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**512. Petrosian-Geller** (21st USSR Championship). In endings with a material advantage, a queen is particularly strong if its pawns are connected. Such positions often occur in practice, and the only chance for the defending side is to activate his rooks. In this example the black king is also badly placed, and so his rooks cannot leave the second and third ranks. The advance of the white pawns decides the issue.

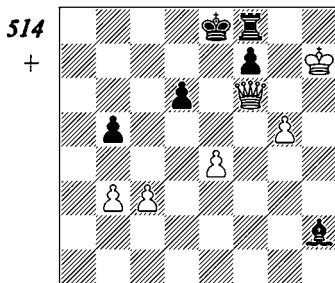
1 P-N4! R-KB3 (this only temporarily delays the creation of a passed pawn) 2 P-R5! (this fixes the weak QNP, and at the same time forces Black to show his hand) 2 ... R(3)-K3 (2 ... R(2)-KB2 is met by 3 Q-K5) 3 Q-N2+ K-N1 4 Q-N3 K-R2 5 Q-Q3+ K-N1 6 P-N5 P×P 7 P×P R-K4 8 K-B4 R(4)-K3 (the rooks cannot go behind the pawns, as Black would be mated) 9 P-N6 P-N3 10 P-QR6!, and Black resigned.

**513. Tolush-Botvinnik** (11th USSR Championship). In contrast to the previous example, here White's king is somewhat better placed. If he had time to connect his rooks behind Black's passed pawns, he would have chances of a draw. But he first has to escape from the annoying pin, and the swift advance of the pawns settles the issue.



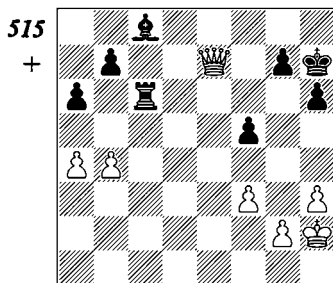
1 ... P-QR4 2 R(1)-Q1 Q-B5 (making room for the QNP, and ensuring that the pawns advance together, not separately) 3 K-B3 P-QN4 4 R-Q7 P-N5 (time is more important than anything else: Black's KP is of no consequence, and 5 ... P-N6 would win if it were taken) 5 R-R7 P-R5! 6 R-Q8+ (not, of course, 6 R×RP Q-B3+) 6 ... K-N2 7 R(8)-R8 P-R6 8 P-N3 Q-N4!, and White resigned because the QNP cannot be stopped.

#### VI. QUEEN V. ROOK AND MINOR PIECE



514. Réti. As a result of the white king's endangered position, a position of mutual *zugzwang* is reached. The win for White demands great care, since Black threatens mate after ... B-K4 and ... R-R1. White has no chance of winning after 1 Q-B1 B-K4 2 Q×NP+ K-K2 3 Q-N7+, when he has to give perpetual check. The king therefore has to move towards KR5 and out of the danger zone.

1 K-R6! (1 P-N6? B-K4 2 P×P+ R×P+ would be catastrophic for White) 1 ... B-K4 2 K-N7! B-R7 (after 2 ... B×Q+? 3 P×B Black would lose his rook and the game because of *zugzwang*) 3 P-B4! P×P (or 3 ... P-N5 4 P-B5!, and wins) 4 P-K5! B×P 5 P×P R-R1 (5 ... B-R7 6 P-B5!) 6 K×R K-Q2 7 K-N8! B×Q 8 P×B K-K3 9 K-N7, and White wins.



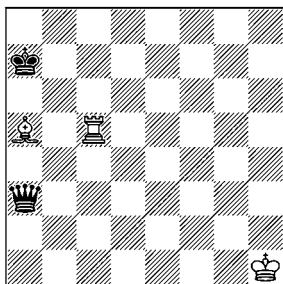
515. Fine-Stahlberg (Match game, 1937). A classic example of the queen's superiority when the pawn position is balanced. Black's defence appears sound in every respect, yet he still loses because he cannot control the dark squares, and White's king penetrates his position.

1 P-N5! (depriving the rook of the defended ... QB3 square) 1 ... P×P 2 P×P R-B5 3 P-R4! R-B7 4 P-R5 R-B5 5 K-N3! R-B6 6 Q-Q6 R-B7 7 Q-KN6+ K-R1. 8 Q-K8+ K-R2 9 K-B4! R-B8 10 Q-N6+ K-R1 11 K-K5 B-Q2 12 Q-N6! B-B1 13 K-Q6 K-N1 14 Q-K3!, and Black resigned, because his rook is forced off the vitally important QB-file.

516. Halberstadt. Were White to move his rook, he would lose one of his pieces, and his bishop similarly cannot protect his rook. But there is one possible bishop move that gives him an escape route: if the rook is taken, White can force stale-

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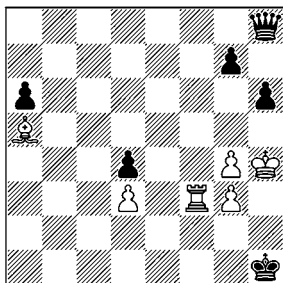


mate, while if the bishop is captured he can give perpetual check.

1 B-K1! Q-K6 (1 ... Q×R 2 B-B2 Q×B stalemate) 2 B-N3 K-N3 (2 ... Q×B 3 R-QR5+, with perpetual check on the QR-file) 3 R-B2! Q×B 4 R-QN2+, with perpetual check on the second rank, since Black's king cannot reach ... KR6 without losing his queen.

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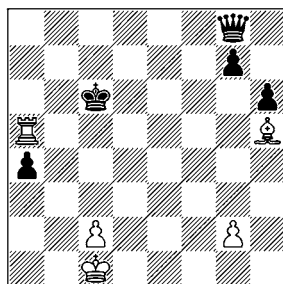
**517. Troitsky.** White can only make up for his considerable material disadvantage by an attack against the black king, but he must hurry before the queen escapes from the corner. Black has to ward off mating threats, and finally has no choice but to give stalemate.

1K-R3 K-N8 2 B-N6! P-N4 (2 ... P-N3? loses to 3 R-B4!) 2 R-B6! Q×R 4 B×P+ Q×B stalemate.

**518. Rinck.** The successful co-ordination of rook and minor piece can occasionally prove stronger than a queen. Here, Black's queen has only two squares, but even there

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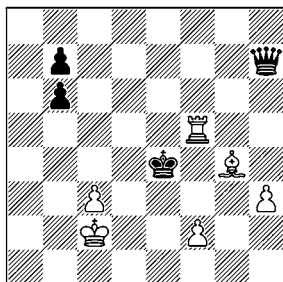


she can only find temporary refuge, because the concerted manoeuvring of White's pieces forces her into a geometrical relation with her king.

1 R-R8! Q-R7 (the queen is safe only on the ... KN1-QR7 diagonal) 2 R×P! (now the "safe" position disappears like a mirage) 2 ... Q-N1 3 R-R8 Q-R2 (up till here the rook has been playing a supporting role to the bishop, but now they change roles) 4 B-N6! Q×B 5 R-R6÷, and wins.

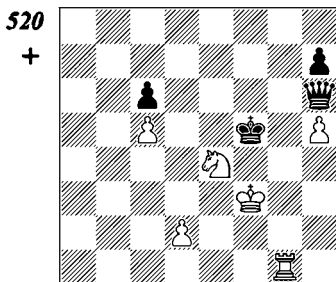
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**519. Schwes.** Rook, minor piece and pawn are generally considered equivalent to a queen. But here, the poor position of Black's king allows White the chance to simplify.

1 B-K2! (threatening 2 B-Q3 mate) 1 ... Q×P (or 1 ... Q-Q2 2 B-B3+ ♞, and wins) 2 B-N5! (now Black is in zugzwang) 2 ... Q×R 3 B-Q3+ K-B5 4 B×Q K×B 5 K-Q3, and winning is a straightforward technical task for White.



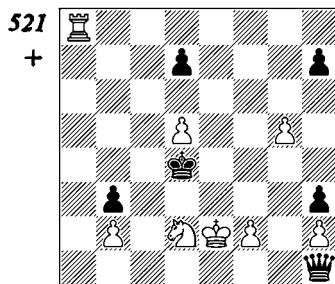
**520. Schwes.** White's pieces achieve decisive simplification by a splendid example of team-work. The preparation of the *zugzwang* which leads to the exchange of pieces is particularly fine, and pushing home the pawn advantage becomes an easy task.

1 N-Q6+ K-B3 2 R-N5! K-K3 3 R-K5+ K-B3 (3 ... K-Q2 4 R-K7+, and wins) 4 K-K2! (Black is in *zugzwang*) 4 ... Q-B5 5 R-B5+ Q×R 6 N×Q K×N 7cK-K3 K-N4 8 P-Q4 K×P 9 P-Q5 etl.

1st variation: 2 ... K×R 3 N-B7+ K×P 4 N×Q K×N 5 P-Q4 K-N3 6 P-Q5 K-B3 7 P-Q6, and wins.

2nd variation: 1 ... K-K3 2 R-K1+ K-B3(Q4) 3 R-K5!, and again Black is in *zugzwang*.

**521. Kubbel.** Rook, minor piece and two pawns are normally stronger than a

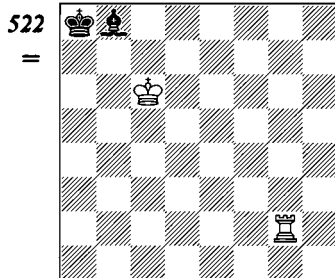


queen. Of course, much depends on the pawn structure and on the position of the kings. White can hardly exploit his material superiority here by technique alone, but he can take advantage of the black king's poor position, the latter having strayed from his own camp. The solution demonstrates the well-known knight chase, but first a difficult preparatory move has to be found to ensure the efficient operation of White's rook.

1 P-N6! (this opens up the fifth rank for the rook) 1 ... P×P 2 R-R1! Q-N7! (the queen is trapped even more quickly after 2 ... Q×QP 3 R-R4+ K-K4 4 R-R5!) 3 R-KN1! Q×QP 4 R-N4+ K-B4 (now the point of White's first move becomes clear; the rook can also attack on the K-side on the fifth rank) 5 R-N5! Q×R 6 N-K4+, and White wins.

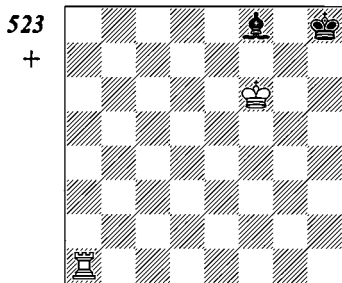
## Miscellaneous Endings (Rooks and Minor Pieces)

### 1. THE ADVANTAGE OF THE EXCHANGE



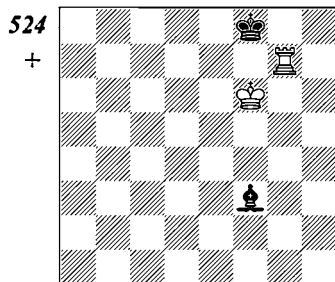
**522.** (Theoretical ending.) The capture of the cornered knight was demonstrated in some of the earlier examples (Nos. 294 and 304), but the bishop is able to achieve a draw even in a cornered position, provided that it is a corner of the correct colour. If the king has been driven into the corner, the bishop must take up position alongside it.

1 K-N6 B-R2+ 2 K-R6 B-N1 3 R-QR2 (3 R-N8 stalemate) 3 ... B-R2 4 K-N5 K-N2 5 R-R2 K-R1, the game ends with a draw.



**523.** (Theoretical ending.) Black's king has fled into the wrong corner, so that his bishop is separated from him by one square.

1 K-N6 K-N1 2 R-R8 K-R1 3 R×B mate.



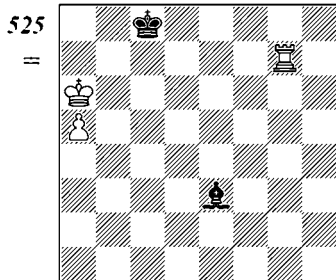
**524.** Kling and Horwitz. (Theoretical ending.) Black's king cannot reach ... KR1, because the KN-file is under attack. Black loses because the mating threats prevent his bishop from finding safety anywhere. White must act quickly to force the bishop off the K-file, as well as the adjoining files.

1 R-N3 B-K5 2 R-K3 B-N7 3 R-K2! B-B6 4 R-KB2! B-K5(N5) 5 K-K5(N5)+, and wins.

1st variation: 1 ... B-R4 2 R-KR3 B-B2 3 R-R8+ B-N1 4 K-N6 etc.

2nd variation: 1 ... B-B3 2 R-QB3 B-Q2 3 R-QN3! K-N1 4 R-N8+ K-R2 5 R-N7, and White wins.

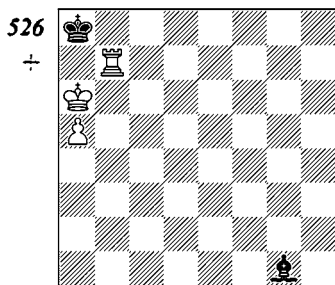
**525.** Euwe. (Theoretical ending.) It follows from the preceding three examples



that the weaker side can hope for a draw even against a rook and rook's pawn, if the colour of the queening square is different from that of the bishop. The king controls ... QN2, while the pawn guards ... QR2, so that the pawn cannot reach the seventh rank.

1 R-N7 B-Q5 2 R-N4 B-K6 3 R-K4 B-B7 4 R-K8— K-B2 (not 4 ... K-Q2? 5 R-KB8 B-B4 6 R-B5 B-N8 7 K-N7, and wins) 5 R-K2 B-Q5 6 R-QB2÷ K-N1, with a draw.

Variation: 2 R-N6 B-B7! (taking the rook would lose the game) 3 K-N5 B-R!. Now this leads to a draw.



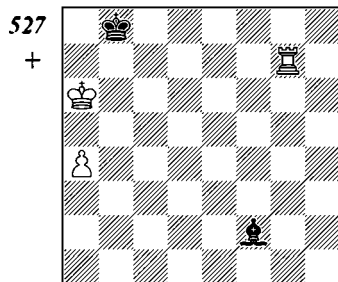
**526. Euwe.** (Theoretical ending.) In order to win, White must advance his pawn to R7. Although Black's king is in the favourable corner, he still loses, because his bishop is immobilized by the threat of mate.

1 R-N7 B-R7 2 R-N8÷ B-N1 3 K-N5 K-N2 4 R-N7+ K-R1 5 K-N6! (the pawn advance would be premature: 5

P-R6? B-R2, draw) 5 ... B-K4 6 R-QR7÷! K-N1 7 R-Q7! (threatening mate, and preventing the check by the bishop) 7 ... K-R1 8 P-R6 B-R7 9 P-R7, and White wins.

Variation: 7 ... K-B1 8 K-B6 B-B5 9 P-R6 K-N1 10 P-R7+ K-R1 11 K-N6 etc.

If the black king stands initially at ... QN1, and has to choose which way to get out of check, only 1 ... K-B1! leads to a draw, as demonstrated in the previous example, whereas the immediate occupation of the corner square is fatal.



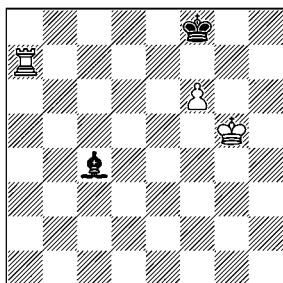
**527. Guretzky-Cornitz.** (Theoretical ending.) The reason why Black succeeded in drawing in example 525 was that White had incautiously advanced his pawn too soon. By keeping the square QR5 for his king until the black king is forced out of the corner, White wins.

1 R-N7+! K-B1 (on 1 ... K-R1?, as we know, White wins by 2 P-R5) 2 R-N3! K-B2 (after 2 ... B-Q5 3 K-N5! Black's king cannot move onto the QN-file in view of the loss of his bishop, and 4 K-B6 wins. If the bishop leaves the ... QR2-KN8 diagonal, White's king reaches QR8 with an easy win, while 2 ... B-N8 3 R-N5 leads to the main variation) 3 R-QB3+! (this line, found by grand-master Barcza, is simpler and clearer than the original 3 K-R5) 3 ... K-N1 4 R-B3 B-N8 (the only square for the

bishop, because after 4 ... B-Q5 5 R-QN3+ K-B2 6 K-N5 White wins, while 4 ... B-R5 is met by 5 R-B8+ K-B2 6 K-R7) 5 R-QN3+ K-B2 6 R-N7+ K-B1 (or 6 ... K-B3 7 R-N1 followed by check on the QB-file, driving the king away) 7 R-N5! B-K6 8 K-R5 B-Q7+ 9 K-N6 K-N1 (otherwise 10 K-B6 or 10 K-R7) 10 R-K5! K-B1 11 P-R5, and White wins.

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**528. Szabó-Botvinnik** (Theoretical ending, Budapest, 1952). More than 200 years ago del Rio demonstrated that a bishop can achieve a draw against a bishop's pawn which has advanced too quickly to the sixth rank, if the bishop moves on squares of a different colour to that of the queening square. White cannot move his king alongside his pawn, since the bishop would chase it away instantly. And the ... QR7-KN1 diagonal is too long for the bishop to be forced off it, with the result that White cannot realize his pawn.

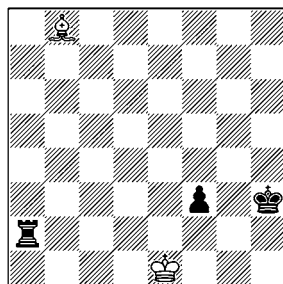
1 R-QB7 B-R7 (when attacked by the rook, the bishop takes up a position from which it can give check in reply to K-N6) 2 R-B1 B-Q4 3 K-B5 K-B2 4 K-K5 B-N6 5 R-B7+ K-B1 6 R-QN7 B-B5 7 R-N4 B-R7 8 K-B5 B-Q4! (Black's defence must be accurate. Here 8 ... K-B2?, which would temporarily avert the threat of K-N6, would lose to 9 R-N7+) 9 K-N6 B-B2+ 10 K-N5 B-Q4 11

R-KR4 B-N6 12 R-R8+ K-B2 13 R-R7+ K-B1 14 P-B7 K-K2! 15 K-N6 B-B5! 16 R-N7 B-N6 17 P-B8=Q-K×Q 18 K-B6 K-K1 19 R-K7+ K-Q1, with a draw.

A trap: 1 ... B-N4? 2 P-B7! K-N2 3 K-B5 B-R5 4 R-N7 B-Q8 (4 ... B-B3 loses to 5 K-K6 B×R 6 K-K7) 5 K-K6 B-R4 6 R-B7 B-N3 7 P-B8=Q+! K×Q 8 K-B6 B-R4 9 R-B8+ B-K1 10 R-R8, winning the bishop.

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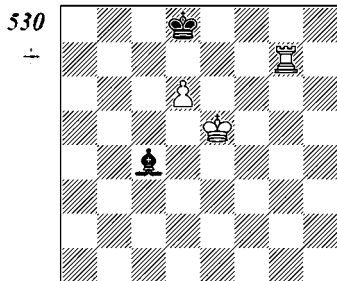
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**529. Benkő.** Compared with the previous example, White has a much more difficult task here, yet a stalemating combination still saves the game.

1 B-B7! (the only move. Black was threatening to move his rook to the KB-file by attacking the bishop. Thus if 1 B-K5? or 1 B-Q6?, then correspondingly 1 ... R-R4! or 1 ... R-R3) 1 ... R-N7 (or 1 ... R-R2 2 B-N6!) 2 B-Q6! R-B7 (2 ... R-N3 3 B-B5) 3 B-K5 R-Q7 4 B-B4 R-K7! (the rook cannot be taken, of course, and the bishop must move, but where to?) 5 B-N8! (the only correct square. After 5 B-B7? R-R7!, or 5 B-Q6? R-N7! 6 B-K5 R-N4 7 B-Q4 K-N6! 8 B×P+ K-B6, White loses his bishop) 5 ... R-K1 6 B-N3! (6 B-R7? K-N6 7 B×P+ K-B6 and wins, as before) 6 ... K-N5 (or 7 ... K×B stalemate) 7 K×P, with a draw.

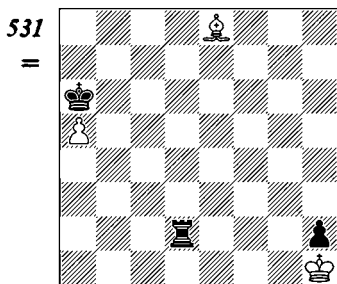




**530. Guretzky-Cornitz.** (Theoretical ending.) The basic difference here is that one of the diagonals adjacent to the pawn is shorter, and so the bishop can be driven off. White queens his pawn or gains a decisive positional advantage.

1 R-N4 B-R3 2 R-N8÷ K-Q2 3 R-N7÷ K-Q1 4 K-Q5 B-N4 5 K-B5 B-Q6 6 P-Q7 K-B2 7 R-K7! B-B4 8 P-Q8=Q÷! K×Q 9 K-Q6 K-B1 10 R-QB7÷ K-N1 (the king has been chased into the bad corner) 11 K-B6 B-K5÷ 12 K-N6 B-N8! 13 R-B1 B-R7 14 R-B2 B-N6 15 R-QN2! B-Q4 (or 15 ... B-R5 (B5) 16 K-R5(B5)÷) 16 R-Q2 B-K3 17 R-Q8÷, and mate in two moves.

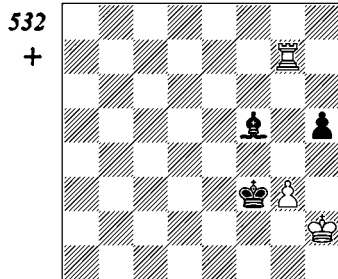
Variation: 1 ... B-B2 2 R-N4 B-R7 3 R-N8÷ K-Q2 4 R-N7÷ K-Q1 5 P-Q7 K-K2 6 R-N2! B-B5 7 R-Q2, and wins.



**531. Holzhausen.** White cannot wait while Black's king advances and defends his pawn, and therefore he must separate the black rook from the pawn. But this is

no simple matter, since the hasty 1 B-B6? fails to ... R-Q3 and 2 ... R-R3, when Black's pawn is securely defended and the approach of his king is decisive.

1 B-B7! K×P (1 ... R-Q2? 2 B-B4+, and the black pawn is lost) 2 B-K6! R-Q3 3 B-R3! (preventing the rook from moving to ... KR3) 3 ... R-Q7 4 B-N2 with a draw, since Black's king is too far away, and the white king has plenty of time to move out of the dangerous corner.



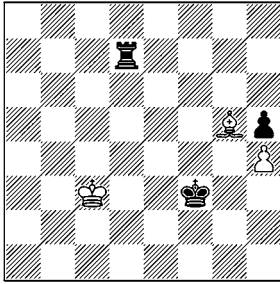
**532. Korchnoi-Tal** (32nd USSR Championship). White's problem is that his king is hemmed in. Korchnoi succeeded in extricating it with a beautiful manoeuvre.

1 R-N5 B-N5 2 R-K5 K-B7 3 R-K8 B-K7 4 R-KB8+ B-B6 5 R-B7 K-K6 6 K-N1 (one step) 6 ... B-K5 7 R-B8 B-Q6 8 R-QR8 B-B4 9 R-R5 B-N5 10 K-N2 B-B6+ 11 K-B1 B-K7+ 12 K-K1 (another step) 12 ... B-N5 13 R-R3+ (he now starts to force Black back) 13 ... K-K5 14 K-B2 B-Q8 15 R-R5 B-N5 16 R-R8 K-B4 17 R-QN8 K-K5 18 R-KB8! B-R6 19 K-K2 B-N5+ 20 K-Q2 B-B4 21 R-B7 B-N5 22 R-B4+ K-K4 23 K-K3 B-K3 24 R-B8 B-R6 25 R-QR8 K-B4 26 R-R5+ K-N3 (26 ... K-N5 is answered by 27 K-B2!) 27 K-B4 P-R5 (it does not matter now, the pawn cannot survive for long in any case) 28 R-R6+ K-N2 (if 28 ... K-R4, then 29 P-N4+, winning the bishop) 29 P×P B-B8 30 R-QN6 B-K7 31 K-N5

B-Q8 32 R-N7+ K-N1 33 K-R6!  
 B-B6 34 R-N3 B-K5 35 R-N3+ K-B2  
 36 K-N5 B-B7 37 K-B4 B-N3 38 R-N5  
 K-B3 39 P-R5 B-K5 40 P-R6 B-N3  
 41 R-N3 B-N8 42 R-N7 B-N3 43 R-QR7,  
 and Black resigned.

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**533. Maizelis.** (Theoretical ending.) The only way that Black would win would be by giving up the exchange for the white pawn, in such a way as to prevent the white king from getting back in time.

1 K-B4 K-K5 2 K-B3! R-Q6÷ 3 K-B2! R-Q2 4 K-B3 K-K6 5 K-B2 K-K7 6 K-B3 R-Q6÷ 7 K-B4! (7 K-B2? fails to 7 ... R-KN6! 8 K-N2 K-Q8 9 B-B4 R-N5 10 B-N5 R-QB5; cf. the trap) 7 ... R-KN6 8 K-Q4 R-N5+ 9 K-B3! R-K5 10 B-B6 R-K3 11 B-N5, with a draw.

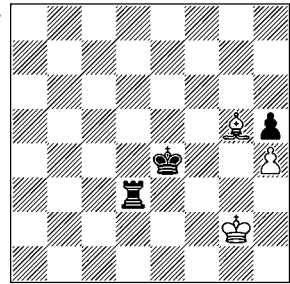
A trap: 3 K-B4? R-KN6! 4 B-B6 R-N3 5 B-N5 R-QB3÷ 6 K-N3 K-B6 7 K-N2 K-N6 8 K-N3 R-B1 9 B-B6 R-B8 10 B-N5 R-KR8 11 K-B2 R×P 12 B×R÷ K×B, and Black wins, because he is able to occupy ... KN7 with his king.

Thus Black would have won if he could have cut off the white king beyond the QB-file, but as we saw, White found a satisfactory defence in diagonal opposition.

**534. Salwe-Rubinstein** (Prague, 1909). The preceding example would suggest

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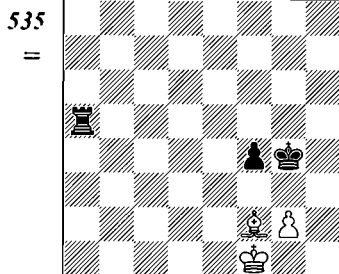


that this position is definitely drawn, since Black's pressure on the white king is in vain. Neither would anything come of forcing the white king away, but in fact the king is in a worse position near to his pawn than far away from it!

1 ... R-KB6! (cutting off the white king's access to the centre) 2 B-R6 R-B2 3 B-N5 K-Q6 4 K-N3 K-K7 5 K-N2 R-B7÷ 6 K-N3 R-B6÷ 7 K-N2 R-QR6! (the rook is aiming for ... KN5) 8 B-K7 (8 B-B4 R-R5 9 B-N5 R-KN5-10 K-R3 K-B6 11 K-R2 R-N7÷ 12 K-R3 R-N6÷ 13 K-R2 K-N5 14 B-B6 R-KB6 15 B-N5 R-B7÷ 16 K-N1 K-N6, and Black wins) 8 ... R-R5 9 B-Q8 R-KN5-10 K-R3 K-B6 11 B-B7 R-N8 12 B-R2 R-KB8 13 B-B7 R-KR8-14 B-R2, and as Maizelis has demonstrated, it no longer matters that White's bishop can return to N5 after 14 ... K-K5! 15 K-N2 R-Q8!, since after 16 B-N1 (16 B-B7 R-Q2 17 B-N8 K-B4 18 K-B3 R-Q6-19 K-N2 K-N5, or 16 B-N3 K-B4 17 K-B3 R-Q6-18 K-N2 K-N5 19 B-K! R-QN6 20 B-B2 R-N7 21 K-B1 K-B6, and wins) 16 ... K-B5 17 B-B5 K-N5 18 B-K7 R-K8! 19 B-N5 R-K7÷ 20 K-N1 K-N6 21 K-B1 R-K1! White loses his pawn and also the game.

A trap for both players: In the actual game Black allowed the king to escape by playing 1 ... K-B4?, and after 2 K-B2! K-N5 3 K-K2 R-KB6 4 B-R6 K-N6

5 B-N5 R-B1 6 K-K3 R-K1+ 7 K-Q3 K-B6 8 K-Q4 R-K3 9 K-Q3! R-Q3+ 10 K-B3, White could have drawn by the method demonstrated in the preceding example. But White too was unacquainted with all the subtleties of this ending, and after 9 K-Q5? (instead of 9 K-Q3!) 9 ... R-K5! 10 B-B6 K-B5 11 B-Q8 K-B4 12 B-N5 R-KN5 13 B-K7 R-N2 14 B-B8 R-Q2+ 15 K-B6 R-Q5 16 B-K7 K-K3 17 K-B5 R-Q4+ 18 K-B4 R-KB4 19 B-Q8 K-Q2! 20 B-N6 (or 20 B-N5 R-A-B, and wins) 20 ... R-B5+ Black won.

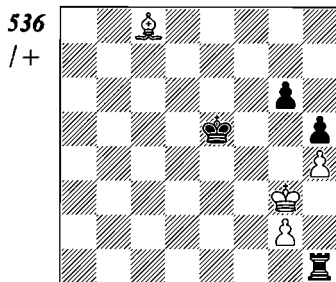


**535. Barcza.** (From an analysis of the Donner-Barcza game, Havana, 1967.) White cannot in the long run save his pawn, but he has to lose it in such a way that the black pawn is forced to advance.

1 K-K1! R-R8+ 2 K-K2 R-QB8 3 K-Q2! R-KR8 4 K-K2 R-R7 5 K-B1 P-B6 6 K-N1! (White loses his bishop after 6 P×P+?) 6 ... R×P+ 7 K-B1, with a draw.

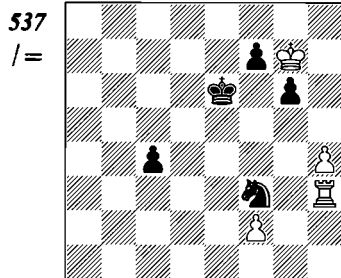
Variation: 2 ... R-R8 3 B-K1! R-R7 4 K-B1 P-B6 5 P×P+ K×P 6 K-N1 R-KN7+ 7 K-R1, with a draw.

A trap: 1 B-K1? R-R8 2 K-B2 R-B8! 3 B-N4 (or 3 K-B1 P-B6 4 P-N3 R×B+!, and wins) 3 ... R-B7+ 4 K-N1 R-K7! 5 K-B1 R-N7 6 B-R5 K-N6 7 B-K1+ K-R7 8 B-B3 R×P 9 B-K5 K-N6! 10 B×P+ K-B6 11 B-K5 R-N4 12 B-B6 R-KB4 13 B-K7 R-B2 14 B-N5 K-N5+, and Black wins.



**536. Moiseev-Botvinnik** (20th USSR Championship). White would have managed a draw if he had been able to set up the KN3-KR4 defensive position, keeping his bishop on the long diagonal. But as it is, Black plays the highly powerful move ... P-N4, fixing the white pawn at N2.

1 ... K-B3 2 B-Q7 P-N4 3 P×P+ K×P 4 B-B8 P-R5+! 5 K-B3 R-QB8 6 B-Q7 R-B7 7 B-K6 R-B2! (Black's tempo play is aimed at reaching ... KN6. The immediate 7 ... R-B6+ would not bring him any nearer to this goal, because of 8 K-K4) 8 P-N4 (White is in *zugzwang*. If the bishop leaves the QB8-KR3 diagonal, Black wins by 8 ... R-B6+, followed by 9 ... K-N5 or 9 ... K-B5, while if 8 B-R3, then 8 ... R-B6+ 9 K-K4 R-KN6! 10 K-K5 R-K6+ followed by 11 ... K-B5) 8 ... R-B6+ 9 K-N2 P-R6+ 10 K-R2 K-R5 11 P-N5 R-B7+, and White resigned.



**537. Korchnoi-Karpov** (Final Candidates' Match, Moscow, 1974). In spite of

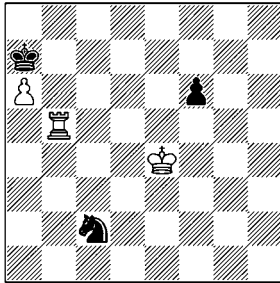
the penetration of Black's K-side by the white king, his strong passed pawn and centralized knight assure him of a draw.

1 ... N-K4! 2 R-R3 K-B4 3 R-QB3 K-K5 4 R-B1 K-Q5 5 P-B4 N-Q6 6 R-B1 K-K5 7 P-B5! N-K4 (7 ... *P*×*P* would, of course, be a serious error, in view of 8 *P*-R5) 8 K-B6 N-N5+ 9 K-N5 (or 9 *K*×*P* *P*×*P* with an easy draw, since the knight can stop the rook's pawn) 9 ... N-K6 10 *P*×*P* *P*×*P* 11 R-B1 K-Q6 12 *K*×*P* N-N7!, and the players agreed a draw, since Black can sacrifice his knight for the white pawn, and easily draw with his remaining pawn.

Variation: 2 R-QB3 K-B4 3 R-B1 K-K3 4 P-B4 N-B6 5 R×*P* N×*P* 6 R-B6+ K-B4 7 R-B6+ K-N5 8 *K*×*P* P-N4, with a draw (Botvinnik).

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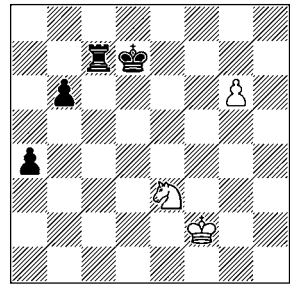
**538. Havasi.** The knight, separated from its king, can gallop to either side of the board, but its stride is not long enough to save it.

1 R-N2 P-B4÷ 2 K-Q3! N-K8+ (or 2 ... N-R6 3 R-N3, and wins) 3 K-K3 P-B5+ 4 K-K4 P-B6 (4 ... *K*×*P* loses to 5 *R*-K2!) 5 R-QR2! N-N7 6 *K*×*P* N-R5+ 7 K-K4 N-N3 8 R-KN2 N-B1 (8 ... N-R5 9 *R*-N4) 9 R-N7+ *K*×*P* 10 K-B5 K-N3 11 R-KB7, and White wins.

**539. Boros.** Even though the knight is engaged all over the board, it still arrives

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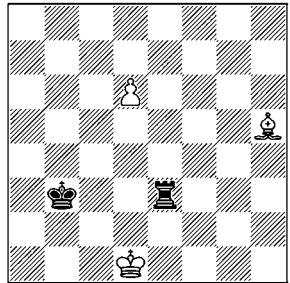


in time to thwart the promotion of the black pawn.

1 P-N7 R-B1 2 N-Q5 K-K3 (comparatively best) 3 N×*P* P-R6! (after 3 ... *R*-KN1 4 *N*×*P* *R*×*P* the knight would comfortably trot back to its king) 4 N×*R* K-B2 5 N-K7! (if 5 *N*-Q6÷, then 5 ... *K*-N1, and wins) 5 ... *K*×*P* 6 N-B5+ K-B3 7 N-K3 P-R7 8 N-B2, with a draw.

540

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**540. Troitsky.** A pawn often compensates for the lack of the exchange, and in some cases may even outweigh it. Here White's passed pawn is very far advanced and, due to the black king's bad position, he can prevent the rook from holding up the pawn. White is faced with a twofold task: he has to keep the rook off the Q-file, and he must also cut off its approach to ... Q1 along the back rank.

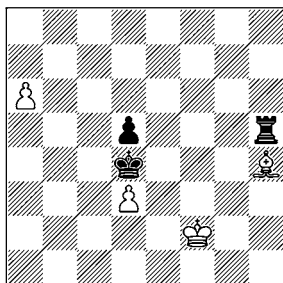
1 B-N6! R-R6 (1 ... *R*-K4? 2 B-B7-- *K*-N5 3 *P*-Q7 and wins, therefore the rook aims to attack the queening square from the back rank) 2 P-Q7 R-R1 3 B-K8! (a decisive blocking of the rank) 3 ...

R-R8— 4 K-K2 R-R7÷ 5 K-K3! (the rook must be denied the Q-file) 5 ... R-R6÷ 6 K-K4 R-R5÷ 7 K-K5, and White wins, because the rook can do nothing to prevent the pawn from queen-ing.

A trap: 1 K-Q2? R-K5! (the rook now has a free passage) 2 K-Q3 R-QN5! 3 P-Q7 R-N1 4 K-Q4 R-Q1, with a simple draw.

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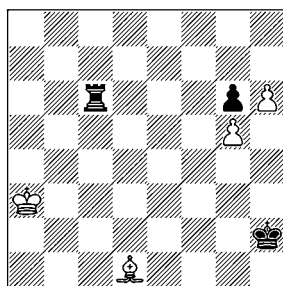


**541. Kubbel.** A violent fight precedes the decisive closing of the rank, the hero in this case being the bishop.

1 P-R7 R-B4÷ 2 K-K2 R-K4÷ (2 ... R-B1 3 B-B6÷ K-B4 4 B-K7+, and wins) 3 K-Q2 R-K1 4 B-B2÷ K-K4 5 B-N3÷ K-K3 6 B-N8, and White wins.

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**542. Neustadt.** We know that two connected pawns, if they have reached the sixth rank, win against a rook. White must therefore immediately free his blockaded NP.

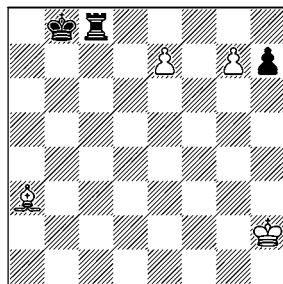
1 B-R5 K-N6 (1 ... P×B? 2 P-R7 R-B1 3 P-N6, and wins) 2 P-R7 R-B1

3 B×P K-B5 4 B-K8! (opening the way for the NP, and blocking the rook's access to ... KR1) 4 ... R×B 5 P-N6, and White wins.

A trap: 4 B-B7? K×P 5 B-N8 R-B6+ 6 K-N4 R-KR6, with a draw.

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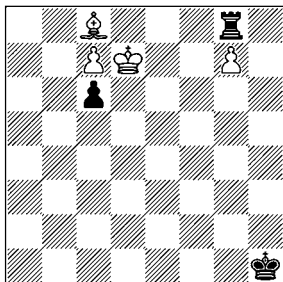
**543. Vancura.** The struggle starts with a tactical surprise, which leaves no time for the black king to take up an advantageous position. The rest of the battle, in which the bishop distinguishes itself, is a beautiful and instructive example of interference.

1 P-K8=Q! R×Q 2 B-B8 R-K7+ 3 K-R3 (3 K-N1? R-K3, with a draw) 3 ... R-K6+ 4 K-R4 R-K5+ 5 K-R5 R-K4+ 6 K-R6 R-K8! 7 B-B5! (controlling the square KN1) 7 ... R-K1 8 K×P (threatening 9 B-B8) 8 ... R-Q1! 9 B-K7! R-QB1 10 B-B8 R-B2 11 B-Q6, and White wins.

Variation: 5 ... R-K8 6 B-K7! R-KR8+ 7 B-R4 R-KN8 8 B-N5 R-KR8+ 9 K-N4 R-KN8+ 10 K-B5 R-KB8+ 11 B-B4+ etc.

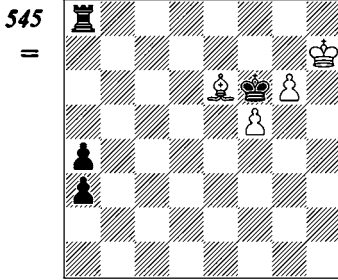
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**544. Prokes.** 1 K×P? does not win, since after 1 ... R×P 2 B-Q7 R-N1 Black secures a draw. White must therefore drive the rook off the back rank.

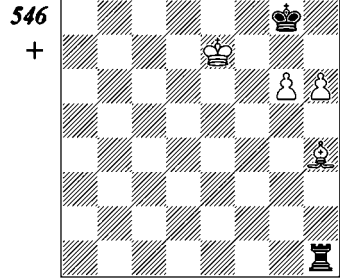
1 K-K6! (in order to prevent the rook from taking the pawn with check, and to give room to the bishop) 1 ... R×P (or 1 ... R×B 2 K-Q7, and wins) 2 B-Q7 (blocking the rank, and clearing the way for the pawn) 2 ... R-N1 3 K-B7 R-KR1 4 K-N7 R-R1 5 B×P+, and White wins.



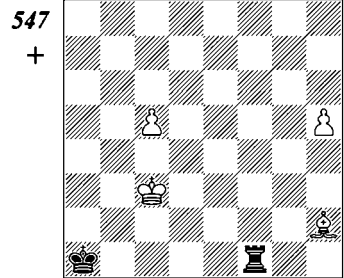
**545. Selezniev.** The point underlying White's first move, which at the first glance looks like a mistake, is revealed by his second and third moves. Black must reconcile himself to a draw by stalemate, since a forceful attempt to win can come to grief.

1 P-N7! R-R2 2 B-B7! R×B 3 K-R8! P-R7 (not 3 ... K-K2? 4 P-N8=Q R-B! 5 P-B6+ K-K1 6 P-B7+ K-K2 7 K-N7!, and wins) 4 P-N8=Q P-R8=Q 5 Q-N7+! R×Q stalemate.

**546. Steinitz.** Supported by a bishop, two connected pawns win against a rook if they reach the sixth rank. If the rook is badly positioned, they may even win if only on the fifth rank. But the situation is different with RP and NP, where a win is possible only if the attacking king succeeds in taking up an advantageous position. Here White achieves his aim by attacking the black king.



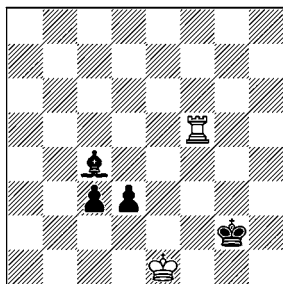
1 P-R7+ (after 1 B-N5? the rook could put up a successful defence on the KR-file) 1 ... K-N2 2 P-R8=Q+! (preparing a decisive threat) 2 ... K×Q 3 K-B7! (threatening mate, or, after 3 ... R×B, the promotion of the pawn) 3 ... R-KB8+ (the only move, but it does not help) 4 B-B6+ R×B+ 5 K×R K-N1 6 P-N7, and White wins.



**547. V. Platov and M. Platov.** One of the pawns is lost, but in return White gains two tempi, quite sufficient to reach a theoretically won position after a decoy sacrifice.

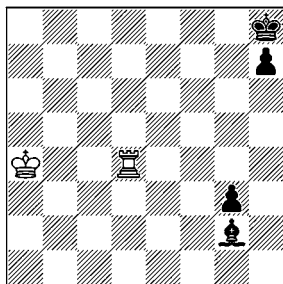
1 K-N4 R-B4 2 P-B6 R×P 3 P-B7 R-R5+ 4 K-N5 R-R4+ 5 K-N6 R-R3+ 6 B-Q6! R×B+ 7 K-N5 R-Q4+ 8 K-N4 R-Q5+ 9 K-B3 R-Q8 10 K-B2 R-Q5 11 P-B8=R! (11 P-B8=Q? R-QB5+ 12 Q×R stalemate) 11 ... R-QR5 12 K-N3, and White wins.

**548. Dehler.** The pawns have reached the sixth rank, but even a hopeless looking

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position may conceal a saving combination: 1 R-B2+ K-N6(N8) 2 R-B2 P×R stalemate.

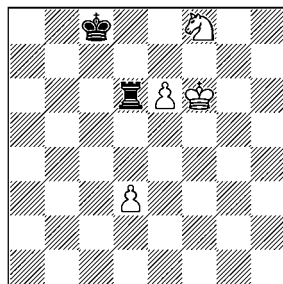
Variation: 1 ... K-R6 2 K-Q1 K-N6 3 R-B2 B-N6 4 K-B1 B(P)×R stalemate.

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**549. Korteling.** Though White's king seems hopelessly far away from the black pawns, it can still reach the refuge at KN1. The journey is made possible by an interesting and instructive tempo-gaining manoeuvre.

1 R-Q8÷ (in order to enable the rook to occupy the KN-file with check) 1 ... K-N2 2 R-Q3 B-B3+ 3 K-N4 P-N7 4 R-KN3÷ K-B3 5 K-B5! (gaining another tempo, so that the RP still cannot advance) 5 ... B-N2 6 K-Q4 P-R4 7 K-K3 P-R5 8 K-B2 P×R÷ 9 K-N1, with a draw, because releasing the stalemate involves the loss of both the pawns.

**550. Réti.** Two connected pawns and a knight cannot win against a rook if the defending king is in front of the pawns

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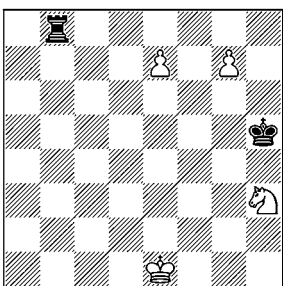
and his rook behind them. But a passive rook position can often lead to disaster. Here the rook can easily capture one of the pawns, but it cannot get at the other one because the K-file and the K-side of the eighth rank are shut off by the knight, while the black king shuts off the Q-side. The lack of room results in a *zugzwang*.

1 P-Q4 R×QP 2 P-K7 R-Q3+ 3 K-N7! R-Q1 4 K-B7, and wins.

1st variation: 2 ... R-K5 3 N-K6 K-Q2 4 N-B5÷, and wins.

2nd variation: 1 ... K-Q1 2 K-B7 K-B1 3 P-K7 R-Q1 4 P-Q5, and wins.

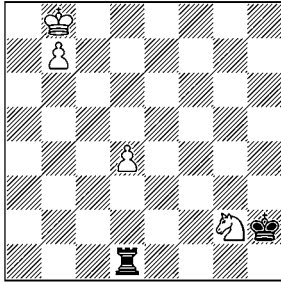
3rd variation: 1 ... K-B2 2 P-Q5 R×P 3 P-K7 R-Q1 4 N-K6+ etc.

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**551. Lazard.** The previous position showed an example of a knight closing a rank. Even in the least expected situations, line-closures can ensure the advance of a pawn. In this position White's king is remote, yet his knight can still execute a winning line-closure by sacrificing one of the pawns.

1 N-B4+ K-R3 (the king makes for the second rank) 2 N-K6! R-K1 (otherwise 3 N-Q8 wins) 3 P-N8=Q! R×Q 4 N-B8 R-N4! (a clever trick, since after 5 P-K8=Q? R-K4+ 6 Q×R Black would be stalemated) 5 N-N6!, and White wins.

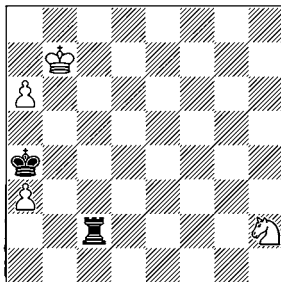
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**552. Tacu.** White cannot allow the rook to capture his QP, since then his other pawn would also be lost. He therefore sacrifices his knight, in order to draw the rook away from the Q-file, thus gaining a decisive tempo.

1 N-K1 R×N (otherwise 2 N-B2 wins) 2 P-Q5 R-Q8 3 P-Q6! K-N6 (or 3 ... R×P 4 K-B7, and wins) 4 K-B7 R-QB8+ 5 K-N6 R-QN8+ 6 K-B6 R-QB8+ 7 K-Q5! R-QN8 8 P-Q7 K-B5 9 K-B4! R-QB8+ 10 K-N3, and White wins.

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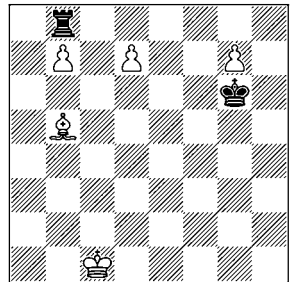


**553. Bernhardt.** The rook can give perpetual check from the seventh rank, therefore if White wants to promote his pawn it has to be lured onto the fifth rank.

1 P-R7 R-QN7+ 2 K-B7 (2 K-R6?

R-N4 draw) 2 ... R-QB7+ 3 K-Q7 (the rook must not be allowed onto the back rank) 3 ... R-Q7+ 4 K-K7 R-K7+ 5 K-B7 R-KB7+ 6 K-N7 R-KN7+ 7 N-N4! (this sacrifice is decisive, because the fifth rank is bad for Black) 7 ... R×N+ 8 K-B7 R-KB5+ 9 K-K7 R-K5+ 10 K-Q7 R-Q5+ 11 K-B7 R-QB5+ 12 K-N7, and White wins.

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**554. Prokes.** Three pawns for the exchange is a considerable advantage, but White's king is very remote here, and therefore swift action is called for. 1 B-B4? would be wrong because after 1 ... K×P 2 B-K6 (threatening 3 P-Q8=Q and then the interference 4 B-B8) 2 ... R-Q1! White's plans are spoiled and the game ends in a draw. White therefore has to find a solution to the problem of where to put his bishop.

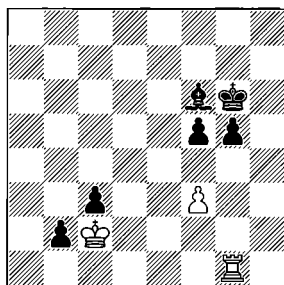
1 P-Q8=Q! (opening the way for his bishop and drawing the rook into a bad position) 1 ... R×Q 2 B-Q7! (threatening to close the rank with 3 B-B8) 2 ... R-QN1! 3 P-N8=Q+ R×Q 4 B-B8, and White wins.

**555. Fine-Keres** (AVRO Tournament, 1938). Black has to fight for victory on the K-side, since his Q-side pawns are effectively blocked by the white king. But these pawns still play an important role, because they tie down the king, and the rook on its own is powerless. Black



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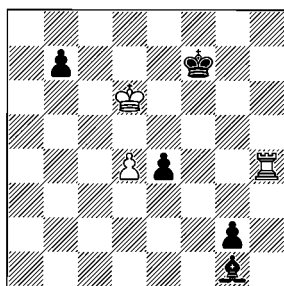


sacrifices in order to gain another passed pawn.

1 ... P-N5! 2 P×P P-B5 3 P-N5 (otherwise 3 ... K-N4 and 4 ... P-B6 wins easily) 3 ... B-Q5 4 R-Q1 B-K6! 5 K×P B-B8 6 R-Q6+ K×P 7 R-QN6 (the advance of the KBP wins after 7 K-B2) 7 ... P-B6 8 K-Q3 K-B5 9 R-N8 K-N6, and White resigned. A possible continuation might have been: 10 R-N8+ K-B7 11 K-B2 K-K7 12 R-K8+ K-B8 13 R-KB8 P-B7 14 R-B7 K-K7 15 R-K7+ K-B6 16 R-KB7+ B-B5, and wins.

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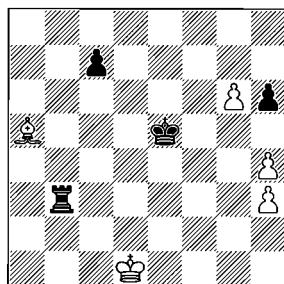
**556. Kubbel.** It would be a grave error to play for the capture of the KNP, because after 1 R-N4? B-R7+ 2 K-Q5 P-N8=Q 3 R×Q B×R 4 K×P K-K3, Black would have an easy win. The way to avoid impending disaster lies in a stalemating combination.

1 R-B4+ K-K1! 2 R×P+ K-Q1 3 R-R4! B×P! (3 ... K-K1 leads to a repetition of moves, and the threat of mate has to be parried) 4 R-N4! P-N8=Q

(5 R×B secures a draw if the pawn is promoted to a rook) 5 R-N8+! Q×R stalemate.

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**557. Selezniev.** Black's rook can never capture the passed KNP, since his king is posted at the intersection of the worst possible diagonals.

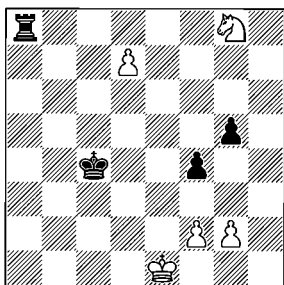
1 P-N7 R-N8+ (after 1 ... R-N1(N6), 2 B×P+ wins) 2 K-K2 R-N8 3 K-B2 R-N3 4 P-R5 R-N4 5 B-Q2! R×NP 6 B-B3+, and White wins.

1st variation: 2 ... R-N7+ 3 K-B3 R-N6+ 4 K-N4 R-N8 5 B×P+ K-B3 6 P-N8=Q R-N8+ 7 B-N3 etc.

2nd variation: 1 ... R-Q6+ 2 K-K2 R-Q1 3 B×P+ etc.

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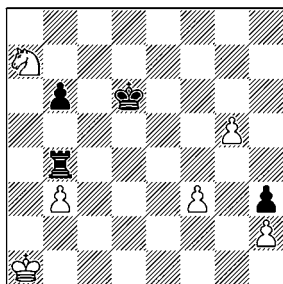
**558. Kubbel.** White develops his attack in such a way that his knight is able to control not only Q7, but also Q8. The execution of this demanding task displays an excellent example of cavalry virtuosity.

1 N-R6! K-Q6! (1 ... R-Q1? is met by 2 N-B7 R×P 3 N-K5+, but now White has to meet the threat of mate) 2 P-B3 K-K6 3 N-B5+ K-Q6 4 N-K7! K-K6! 5

N-Q5+ K-Q6 (if 5 ... K-Q5 then 6 N-B7! followed by 7 N-K6+ wins) 6 N-B7! R-Q1 7 N-K6!, and White wins.

A trap: 1 N-K7? K-B4! (after 1 ... R-Q1? 2 N-B6! wins) 2 N-B8! R-R8+ 3 K-K2 R-R7+, with a draw. Black gives perpetual check or attacks the pawn from the rear.

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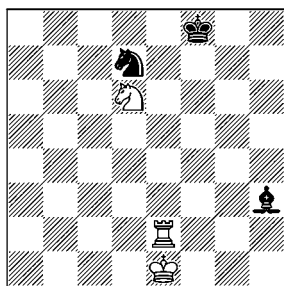


**559. Selezniev.** There is insufficient space on the fifth rank for Black's rook, and the QN-file is too short, since the vacant squares on them can be controlled by the knight.

1 P-N6 K-K3 (there is no other defence) 2 N-B6! R-KB5 3 N-Q8+ K-B3 4 P-N7 K×P 5 N-K6+, and White wins.

Variation: 2 ... R-KR5 3 P-N7 K-B2 4 N-K7! K×P 5 N-B5+ K-B3 6 N×R K-N4 7 K-N2 K×N 8 K-B2 K-N4 9 K-Q2 K-B5 10 K-K2, and wins.

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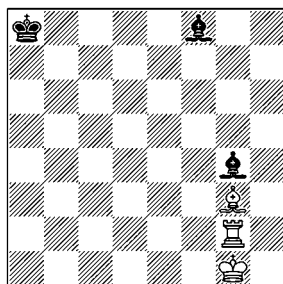


**560. Herbstman.** With no pawns on the board, a rook and minor piece can win against two minor pieces only if the latter are badly placed, and attacking them

results in material gain. White attacks and wins a piece here, because Black's bishop has no good retreat squares.

1 R-K8+ (forcing the black king onto an unfavourable square) 1 ... K-N2 2 R-K3 B-N5 3 R-N3 N-B3 (after 3 ... N-K4, 4 N-B4! would attack the defending piece) 4 N-K4! N×N 5 R×B+, and wins.

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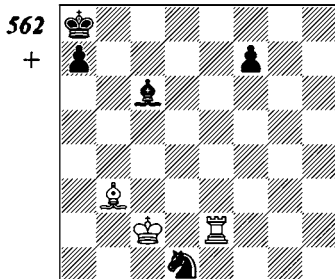
**561. Havel.** The winning line leading to the capture of a bishop consists of a fine sequence of carefully worked-out moves. The ease of the technical solution, and the way the rook chases the black bishops into the worst possible positions lends considerable theoretical value to this ending.

1 B-B2! B-K3 (... KN1 has to be defended) 2 R-N6 B-Q4 3 R-N5 B-B5 4 R-N4 B-N6 5 R-N3 B-R7 (this bishop has escaped further pursuit, but as a consequence it cannot move. Now the other bishop comes under fire) 6 R-KB3 B-K2 (... QR6 has to be defended) 7 R-K3 B-Q3 8 R-Q3 B-N5 (8 ... B-K2 9 R-Q7, and wins) 9 R-Q4! B-B4 (Black is lost whatever he plays) 10 R-Q8+, and White wins.

1st variation: 4 ... B-K3 5 R-K4 B-Q2 6 R-Q4, and wins.

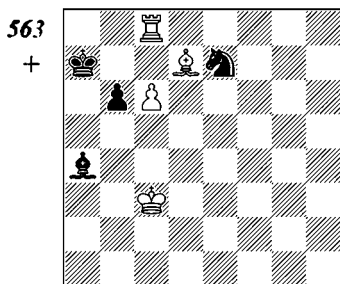
2nd variation (alternative win): 4 ... B-N6 5 R-N3 B-B5 6 R-QB3! B-QR3 (6 ... B-K3 is answered by 7 R-K3, as in the 1st variation) 7 R-B6 B-N2 8 R-K6! and, in view of the threat of R-K8+, White again captures one of the black

bishops. (This variation was published by grandmaster Adorján in the June 1974 issue of *Magyar Sakkelet*.)



**562. Fritz.** White captures the black bishop after a short preliminary skirmish, but does not enjoy a material advantage for long, because Black's counter-play soon restores the material balance. But White renews his attack and forces the black knight to occupy a fatal square.

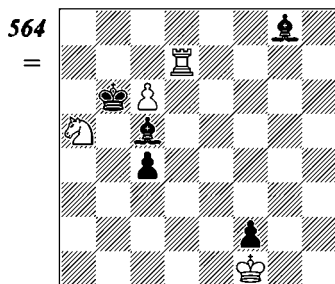
1 K-B1! N-B6 2 R-QB2 N-N4 3 R×B N-Q5! 4 R-B4! N×B+ 5 K-B2 N-R4 6 R-B5 N-N2 7 R-B8 mate. A pretty finish, but the true value of this ending lies in the neat first move.



**563. Liburkin.** The material on the board appears to be insufficient for a win, since White cannot prevent the exchange of the last remaining pawns. But the beauty of this ending lies in the fact that White forces the issue by dint of this seemingly unfavourable exchange. Black puts up an artistic defence, but the simplification resulting after the close skirmish-

ing still gives White a won position.

1 R-B7+ K-N1 (1 ... K-R1? 2 K-Q4, and the advance of White's king is decisive) 2 R-N7+ K-R1 3 B-K8 N×P! 4 R×P N-N5! (or 4 ... K-R2? 5 R-N1 K-R3 6 R-QR1, and wins; but now the capture of either black piece leads to a draw) 5 B-B7! B-K1 (the previous position, but in a different form) 6 K×N B×B 7 R-KR6! (threatening 8 R-R8+, and then the capture of the bishop) 7 ... B-Q4 (there is no other square available) 8 K-B5 (this now threatens mate, because the black king is in the wrong corner) 8 ... B-N2 9 K-N6, and White wins.



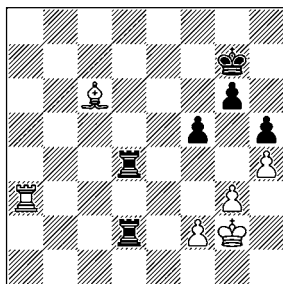
**564. Prokes.** A pair of bishops frequently compensates for the lack of the exchange. Bishops supporting passed pawns are particularly strong. In view of the threat of ... B-K3, White has to fight for a draw, and only by virtue of his pawn can he manage it.

1 P-B7 B-K3 2 R-Q6+ (this sacrifice not only diverts the bishop from a good position, but puts it into a positively bad one) 2 ... B×R 3 P-B8=Q+ B×Q 4 N×P+ K-R3 5 N×B, with a draw.

A trap: 1 N-N7? P-B6 2 N×B P-B7 3 N-Q3 B-B5 4 K×P B×N, and Black wins.

**565. Filip-Gligoric** (Moscow, 1967). It is generally easier to cope when the exchange

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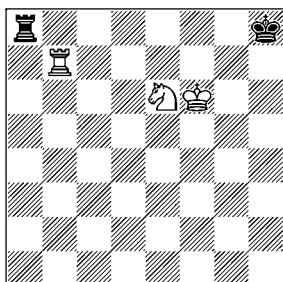


down, if there is only one rook on the board. Here Black's rooks are very active, and he wins for the very reason that he avoids exchanging a pair of rooks.

1 ... P-B5! 2 K-B3 P×P 3 P×P R-Q3 (we already know that, after the exchange of rooks, Black is unable to win because the bishop, moving on the long diagonal, controls the invasion squares) 4 B-K4 R-KB3+ 5 K-K3 R-QN7 6 R-R7+ K-R3 7 R-Q7 R-N6+ 8 R-Q3 R-N8! 9 R-Q2 R(8)-KB8 10 R-QB2 R-K3 11 R-B4 P-N4! (this break-through would also fail without the second rook) 12 K-K2 R-B1 13 P×P+ K×P 14 K-Q3 R-Q1+ 15 K-B2 R-KB3 16 R-B7 R-B7+ 17 K-B3 R-K7 18 R-KN7+ K-B3 19 R-N6+ K-B2 20 B-N1 R-K6+ 21 K-B4 R-K8 22 B-B5 R-QB8+, and White resigned, because he can escape from the mating net only by giving up material.

## II. ROOK AND MINOR PIECE V. ROOK

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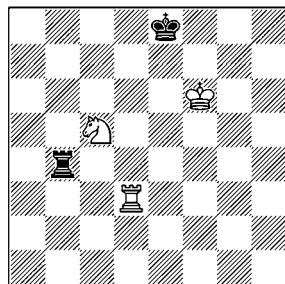
### 566. Centurini. (Theoretical ending.)

A rook and knight can force a win against a rook only in favourable corner positions. Of course, attempts to win can also be made in other positions, since the correct defence is not always easy to find. White's pieces are well placed here, and the black king is stuck in the corner, so that a winning continuation can be found.

1 R-QB7 K-N1 2 K-N6 R-K1 3 R-B6 R-R1 4 N-N5 K-R1 (4 ... K-B1? 5 R-K6!, and wins) 5 N-R7! R-KN1+ 6 K-R6 R-R1 (6 ... R-N8? 7 N-N5!, and wins) 7 N-B6 R-KB1 8 K-N6 R-R1 9 R-B7, and White wins.

With Black to move: 1 ... R-R3 2 R-K7! (a tempo-gaining move) 2 ... R-R1 3 K-N6 R-QB1 4 R-Q7 R-KN1+ 5 K-R6 R-N5 (if 5 ... R-R1, 6 N-B4 wins) 6 N-N5, and wins.

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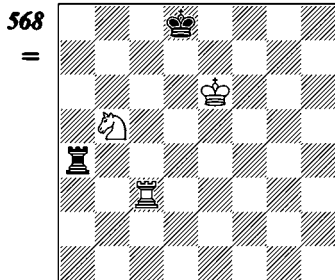


567. Salvioli. (Theoretical ending.) Black's rook is badly placed, because it cannot harass the white king, and is also unable to pin the knight effectively.

1 N-K6 R-N1 2 R-Q1! (a waiting move, which forces the black rook onto a bad square) 2 ... R-B1 3 N-N7+ K-B1 4 R-KN1! R-B3+ 5 N-K6+ K-K1 6 R-N8+ K-Q2 7 R-Q8 mate.

Variation: 4 ... K-N1 5 N-K6+ K-R2 6 K-B7 K-R3 7 R-KR1 mate.

568. Salvioli. (Theoretical ending.) The position is the same as the previous one,

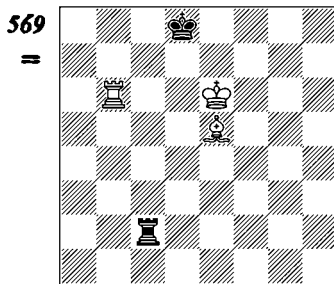


except that the pieces have been shifted one file to the left. Here there is no chance of victory, because the black king cannot be driven into the corner. At the critical moment, when the kings face each other on the same file, the rook pins the enemy knight.

1 N-Q6 R-R1 2 R-B1 R-N1 3 N-B7+ K-K1 4 R-B1 K-B1! 5 N-Q6+ K-N2, with a draw, because the black king has enough room to escape.

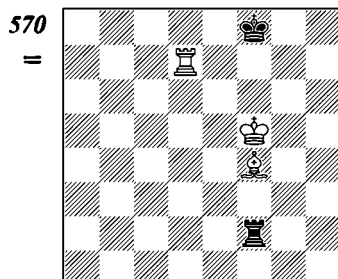
1st variation: 2 R-B6 R-N1 3 N-B7+ K-K1 4 R-R6 K-B1 5 K-B6 K-K1! 6 N-K5 R-Q1! (other moves lose) 7 R-K6+ K-R1 8 N-N6+ K-N1 9 N-K7+ K-R2 10 K-B7 R-Q8 11 R-K5 R-KB8+ 12 N-B5 R-B7 (the first effective pin) 13 K-B6 R-B8 14 R-R5 K-N1! 15 R-R8+ K-R2 16 R-R3 K-N1 17 R-KN3+ K-B1, with a draw. The pin is again effective, because the kings and the black rook are all on the same file.

2nd variation: 2 R-B6 R-N1 3 N-B7+ K-K1 4 R-B7 R-N3+ 5 N-Q6+ K-B1 6 R-Q7 K-N1 7 K-B6 R-R3 8 K-N6 K-B1 9 R-KB7+ K-N1 10 R-B6 R-R8 11 N-K4 R-KN8+ 12 N-N5 R-N7 (the third effective pin) 13 R-B1 R-N5 14 K-B6 R-N7 15 N-K6 R-N6 16 R-B2 R-N8! 17 N-B4 R-QR8 18 R-QN2 R-R3+ 19 N-K6, with a draw, because, with correct defence, Black is always saved by a pin.



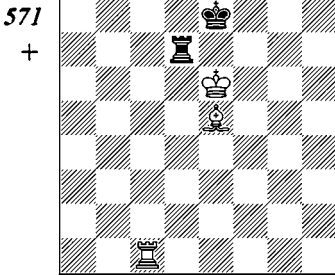
**569. Szén.** (Theoretical ending.) The defending side has a much more difficult task against a rook supported by a bishop. Such positions provide scores of practical winning opportunities, even though, according to the present state of endgame theory, the defending side should be able to draw. When the defending side's king is caught on the first rank, sometimes the result is a win, sometimes a draw. The placing of the kings is very important: the essence of the drawn position is that the kings are in knight's opposition, with the black king standing on a square of the same colour as White's bishop, and with the rooks on the wider side of the board, as seen from the kings' position.

1 R-N8+ R-B1 2 R-N7 R-B7 3 R-KR7 K-B1, and Black defends successfully. It should be borne in mind that, in the event of knight's opposition of the kings the rook can then effectively pin the bishop only if it can move to at least three squares. The defence is more difficult if the kings oppose each other vertically, although even then a draw is possible.



# 570. Cochrane. (Theoretical ending.)

The kings stand in opposition, but are separated by two squares, and the bishop is pinned. The only winning attempt, 1 K-K5 R-B8 2 B-N5 R-K8+ 3 K-B6 R-KB8+ 4 K-N6 R-K8, leads to the previous example, with the difference that the pieces have moved two files to the right. Black can put up an effective defence.

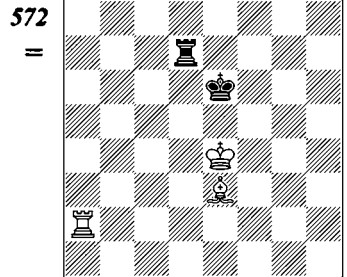


**571. Philidor.** (Theoretical ending.) This is the so-called Philidor winning position. It is important to remember that it is a win on all files, except when the kings are on one of the knight's files, or, if the kings oppose each other along a rank, on all ranks except the second and seventh. The winning line is not easy to find; it is a question of knowing the technique. The heavy pressure on Black would be relieved after the seemingly strong 1 B-B6?, by 1 ... R-K2+!. White therefore has to force Black's rook off the second rank.

1 R-B8+ R-Q1 2 R-B7 R-Q7! 3 R-QN7 R-Q8 4 R-N7 R-KB8 5 B-N3 R-B6! (relatively best, but, as will be seen, Black's rook cannot deal with the mating threats from the sixth rank) 6 B-Q6 R-K6+ 7 B-K5 R-KB6 8 R-K7+! K-B1 (8 ... K-Q1 loses to 9 R-QN7, because Black's rook cannot move to ... QB6) 9 R-QB7 K-N1 10 R-KN7+ K-B1 11 R-N4 K-K1 (11 ... R-K6 is answered by 12 R-KR4!, when Black's rook cannot move to ... KN6) 12 B-B4!

K-B1 13 B-Q6+ K-K1 14 R-N8+ R-B1 15 R×R mate.

Variation: 4 ... K-B1 5 R-KR7 R-KN8 6 R-QB7 K-N1 7 R-B8+ K-R2 8 R-KR8+, and White wins.

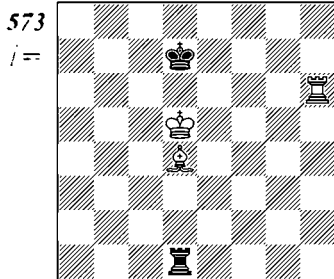


**572. Philidor.** (Theoretical ending.) This example illustrates how to force back the king. But the mere fact that the king is forced back does not guarantee a win, since the weaker side can reach a theoretically drawn position, even on the edge of the board.

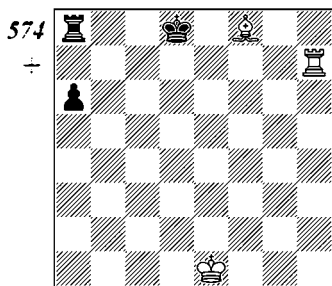
1 B-B4 R-K2 2 R-R6+ K-B2+ 3 K-B5 R-Q2 4 B-K5 R-N2 5 R-R6 R-N4! (if the rook has more than three squares available, the pin is also effective along the rank) 6 R-R7+ K-B1! (the weaker side's king opposes the enemy king with two squares separating them) 7 R-Q7 K-K1! 8 R-QR7 K-B1 9 K-K6 R-N3+ 10 B-Q6+ K-N1 (the kings are now on the same diagonal) 11 R-Q7!, R-N8! 12 K-B6 R-KB8+, and Black has a satisfactory defence. The battle of rook plus bishop against rook produces situations where even forcing back the defending side fails to bring results.

**573. Flohr-Reshevsky** (Semmering-Baden, 1937). The correct defence against being forced back was demonstrated in practice by the American grandmaster.

1 ... K-Q1! (the drawn position of example 570; the kings are opposing



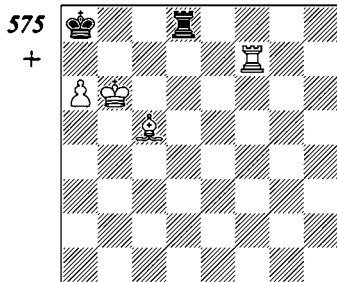
each other, but are separated by two squares) 2 R-R7 R-Q7 3 K-K5 K-B1! (the defending king always moves in the opposite direction to his opponent) 4 B-B5 R-Q2 5 B-K7 K-N2 6 K-K6 K-B3 7 R-R1 R-Q7 8 R-QB1+ K-N4 9 B-Q6 R-K7+ 10 K-Q7 R-K5 11 R-B5-K-R5 12 K-B6 K-N6 13 K-Q5 R-K1 14 R-N5+ K-B7 15 B-B5 K-Q6 16 R-N3+ K-K7 17 B-Q4 R-Q1+ 18 K-K4 R-K1+ 19 B-K5 K-K8! 20 R-N2 R-K2. and a theoretically drawn position was again reached.



**574. Kubbel.** White's bishop advantage is not decisive, since his king is remote from the action. Yet the bishop is good enough to produce *zugzwang* by taking advantage of the limited mobility of Black's king and rook.

1 B-B5! R-B1 (1 ... R-N1? is met by 2 R-R8+ K-B2 3 B-Q6+ and wins, while 1 ... K-B1 2 B-R7! P-R4 3 K-Q1 leads to a *zugzwang* similar to that in the main variation) 2 B-N6+ K-K1 3 B-B7!

P-R4 (the rook is lost after any other move) 4 K-Q1 P-R5 5 K-B1 P-R6 6 K-N1 P-R7+ 7 K-R1!, and Black is in *zugzwang*. Of course, 7 K×P? would not do, because after 7 ... R-R1+ the black rook would leave the first rank.



**575.** (Theoretical ending.) We know that the bishop ending cannot be won if the colour of the rook pawn's promotion square is different from that of the bishop. But this is not the case if both sides also have a rook. The weaker side cannot force the exchange of rooks, and he gradually becomes enmeshed in a mating net.

1 B-K3 R-QN1+ 2 R-QN7 R-KB1 (otherwise 3 R-R7+ followed by 4 B-B4+ wins) 3 R-QB7 R-QN1+ (3 ... R-B3+ 4 K-N5 R-B1 5 B-B5 leads to the main variation) 4 K-B6 R-KB1 5 B-B5 R-KN1 6 B-Q6 R-Q1 (or 6 ... R-R1 7 K-N6 R-QN1+ 8 R-QN7, and wins) 7 R-KR7 R-QB1+ 8 B-B7! (but not 8 K-N6? R-B3+!) 8 ... R-KN1 9 R-Q7! (the point of White's manoeuvres up to now was to take possession of the Q-file) 9 ... K-R2 (9 ... R-K1 10 B-Q6 R-QB1+ 11 K-N5! R-KN1 12 K-N6, or 11 ... R-QB8 12 R-Q8+, and wins) 10 K-N5 K-R1 (or 10 ... R-N4+ 11 B-K5+ K-R1 12 K-N6, and wins) 11 K-N6 R-QB1 12 R-R7! R-KN1 13 B-Q6, and White wins.

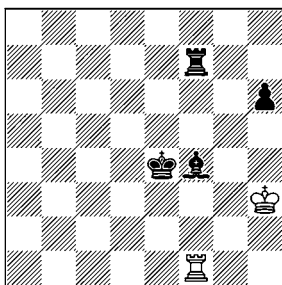
1st variation: 8 ... K-R2 9 K-N5

R-KN1 (9 ... K-R1 10 K-N6 R-K1 11 B-Q6 etc.) 10 B-Q6+ K-R1 11 K-N6, and wins.

2nd variation: 5 ... R-B3+ 6 B-Q6 R-R3 7 R-B8+ K-R2 8 R-Q8 R-N3 9 K-N5, and White wins.

3rd variation: 4 ... R-N8 5 B-N6 R-QB8+ 6 B-B5 R-QN8 7 R-QN7! R-QB8 (7 ... R-QR8 8 K-B7, or 7 ... R-KR8 8 R-QR7+ K-N1 9 R-Q7, and wins) 8 R-R7+ K-N1 9 R-R7, and White wins.

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**576. Tapasztó-Tipary** (Hungarian Championship, 1954). The material and conditions for a win are the same as in the preceding example, but the decision is reached sooner because of White's weaker resistance.

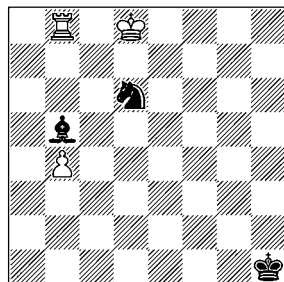
1 ... R-KN2 2 K-R4 R-N7 3 R-KR1 K-B4 4 K-R5 R-KB7 5 R-R3 R-B8 6 R-R4 B-N6! 7 R-R3 R-QR8! (White is in *zugzwang*) 8 K×P K-N5!, and Black wins.

### III. TWO MINOR PIECES V. ROOK

If the opposing pawns are well balanced, two minor pieces are generally stronger than a rook. Sometimes the minor pieces are superior to a rook even if the latter is assisted by a pawn superiority. It does not often happen that the rook is superior, only when the minor pieces are badly

positioned, or when they are up against really dangerous pawns. The first few examples in this chapter deal with rook superiority.

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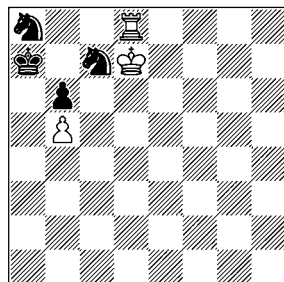
**577. Havel.** The minor pieces need each other's protection, and White exploits this nicely here by constantly attacking the defending piece. The team-work of the pieces which is in evidence right up to the decisive simplification lends particular interest to this ending.

1 R-N6 N-B2+ 2 K-K7 B-B5 3 R-QB6 N-K4 4 R-B5 N-N3+ 5 K-B6 B-Q6 6 R-Q5 N-B5 7 R-Q4 N-R4+ 8 K-N5 B-K7 9 R-R4+ K-N7 10 R N B×R 11 K×B, and White wins.

1st variation: 6 ... B-K5 7 R-Q4 B-B7 8 R-Q2 B-K5 9 R-K2 B-Q6 10 R-K3 B-B7 11 R-K1+, and wins.

2nd variation: 3 ... B-N6 4 R-B3 B-Q4 5 R-B5 B-N6 6 R-B5 K-N7 7 R×N etc.

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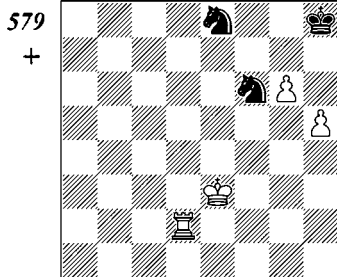


**578. Em. Lasker-Capablanca** (Lightning game, 1913). Black's material strength



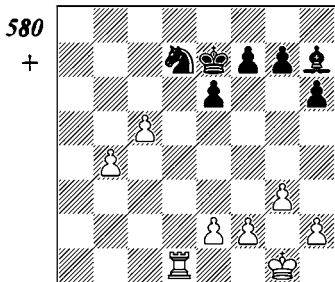
would be sufficient for a draw, were his king not situated on the edge of the board. As it is, he founders because of *zugzwang*. White sacrifices the exchange and recoups it with interest.

1 R-N4+! N×R (1 ... K-N2 2 R-R7+) 2 K-B8 (it would be good for Black if White had to move now) 2 ... N-B2 3 K×N K-R1 4 K×P K-N1 5 K-B6 K-B1 6 P-N6 K-N1 7 P-N7, and White wins.



**579. Zakhodyakin.** A rook and two passed pawns have the edge over two minor pieces. Although here White cannot save his rook's pawn, he is able to activate his king. Black's knight has to flee after the capture of the pawn, but it has only one available square, and if it moves there it causes a fatal blockage.

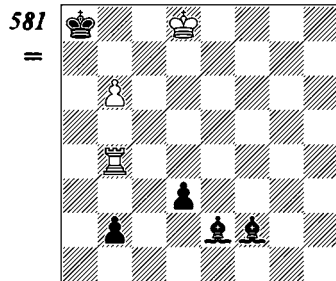
1 P-R6! N-N5+ 2 K-B4 N×P 3 K-N5! N-N1 (3 ... K-N2 4 R-Q7+) 4 R-KR2+ K-N2 5 R-R7+ K-B1 6 R-KB7 mate.



**580. Capablanca-Lilienthal (Moscow, 1936).** A typical example of the superiority

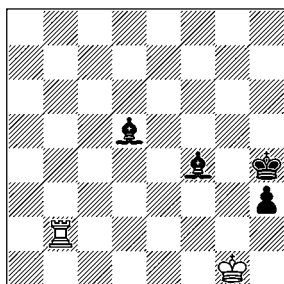
of a rook and two connected passed pawns over two minor pieces. Black's only chance is to block the pawns, but this fails on account of the poor position of his bishop.

1 P-B6 N-N3 2 P-B7 B-B4 (the only move, otherwise Black has to give up one of his pieces for the pawn) 3 R-Q8 P-K4 4 R-QN8! N-B1 5 P-N5 K-Q3 6 P-N6 N-K2 (the knight is forced to open the eighth rank, in view of the threat of 7 P-N7) 7 R-KB8! B-B1 (forced, in view of the threat of 8 P-N7) 8 R×P N-Q4 (by this move Black wins the passed pawns, but also loses his own. 8 ... P-N3 would have held out longer, but the outcome of the game would not have been in doubt after 9 R-B6+ and the entry of White's king into the battle) 9 R×P N×NP 10 R-R7 N-Q4 11 R×P+ K×P 12 P-K4 N-K2 13 P-B3 K-Q2 14 P-R4 K-K1 15 R-KB6! (cutting off Black's king and threatening the advance of the king to QB5) 15 ... N-N1 16 R-B6!, and Black resigned, since after 17 R-B5 he loses his last pawn.



**581. Liburkin.** A stalemating combination saves the game for White: 1 K-B8 B×P 2 R×B P-Q7 3 R×P B-R3+ 4 K-B7 P-Q8=Q 5 R-N8+ K-R2 6 R-N7+, with stalemate or perpetual check.

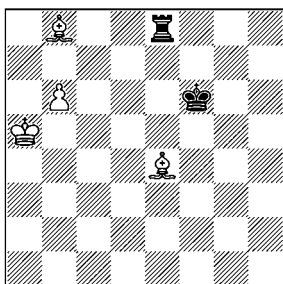
Variation: 1 ... B-N5+ 2 R×B B×P 3 R-QR4+ B-R2 4 R-QN4 P-Q7 5 R×P P-Q8=Q 6 R-N8+ B×R stalemate.

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**582. Kling and Horwitz.** Against a rook, a pair of bishops is stronger than two knights or a bishop and knight. Even so, it is not easy for Black to press home his advantage here, because the advance of the pawn requires careful preparation, in the course of which Black has not only to prevent the exchange of the rook for his white-squared bishop, but also has to force the rook off the second rank.

1 ... K-N6 2 R-N2+ K-B6 3 R-QB2 K-K5 4 R-K2+ K-Q6 5 R-QN2 K-B6 6 R-K2 K-N6!, Black wins, because White is in *zugzwang*.

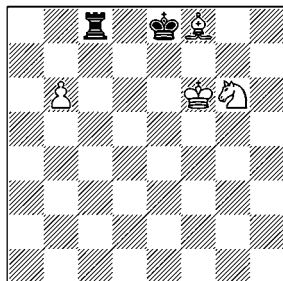
Variation: 3 R-K2 B-K6+ 4 K-B1 B-QB5 5 K-K1 B-N8 6 R-K7 P-R7 7 R-KR7 B-B7+ 8 K-Q2 K-N7 9 K-B3 B-B8 10 R-KN7+ B-N6, and Black wins.

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**583. Prokes.** One of White's bishops is bound to be lost, but the other assists the promotion of the pawn by means of interference.

1 B-B7 R×B 2 B-Q8+ (White first closes the back rank to the rook) 2 ...

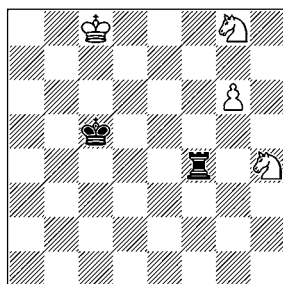
K-B2 3 P-N7 R-K8 4 K-R6! R-QR8+ 5 B-R5 R-QN8 6 B-N6 R-QR8+ 7 K-N5 R-QN8+ 8 K-B5 R-QB8+ 9 K-Q4 R-Q8+ 10 K-B3 R-QB8+ 11 K-N2, and White wins.

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**584. Prokes.** Supported by bishop and knight, only a BP, QP or KP offer a sure win against a rook. The danger of stalemate is considerable in the case of RP and NP. In this position only promotion of the pawn can ensure victory, but first Black's rook must be forced off the back rank.

1 N-K5! K×B (1 ... R-N1 loses to 2 B-B5 because the rook and king are badly placed) 2 P-N7 R-Q1 3 N-Q7+ K-K1 (if 3 ... K-N1 4 K-K7 wins) 4 K-K6 (Black is in *zugzwang*) 4 ... R×N 5 P-N8=Q+ etc.

Variation: 2 ... R-K1 3 N-N6+ K-N1 4 N-K7+ K-B1 5 N-B8 etc.

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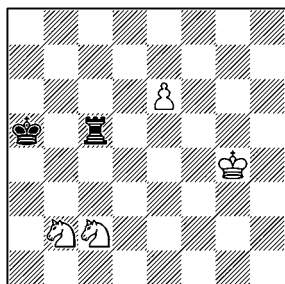
**585. Schwes.** The most dangerous threat from Black's rook is directed not so much against a knight as against the

pawn. The manoeuvre which thwarts this effort is both interesting and instructive.

1 N-B6! R-B8! 2 N-B3! (this second sacrifice cannot be refused) 2 ... R×N 3 P-N7 R-KN6 4 N-K4+, and White wins. Two knights and a pawn can win against a rook only if the exchange of the rook for the pawn can be prevented.

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**586. Zakhodyakin.** The rook would like to take White's pawn, and thus salvage a draw. White's problem is how to save and make use of his pawn.

1 P-K7 R-B1 2 N-B4+ (a diverting sacrifice) 2 ... R×N+ 3 N-Q4! (a second diverting sacrifice) 3 ... R×N+ 4 K-B3! R-Q6+ 5 K-K2, and White wins.

1st variation: 3 ... R-B1 4 N-B6+ K-N3 (Black cannot accept this sacrifice, but now line-closure follows) 5 N-Q8 etc.

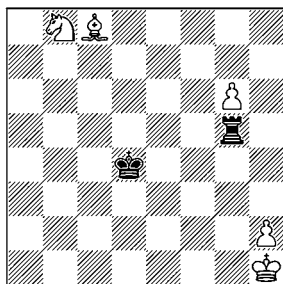
2nd variation: 2 ... K-R3 3 N-N4+ K-R2 4 N-B6+ K-R3 5 N-Q8 R×N (B5)+ 6 K-B3 R-B6+ 7 K-K2 R-B7+ 8 K-Q1 etc.

**587. Troitsky.** Black plans to capture the NP, occupy ... KR8 with his king, and then give up his rook for the knight. White needs to be very much on the alert if he is going to win.

1 N-B6+ K-K6! 2 P-R4! R×P 3 N-K7! (the rook has a choice of 14 squares, but not one of them is safe) 3 ... R-N6 4 N-B5+ K-B5 5 N×R K×N 6 P-R5, and White wins.

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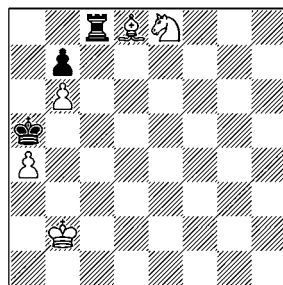


Variation: 1 ... K-Q4 2 N-K7+ K-K4 3 P-R4 R-N6 4 K-R2 R-QB6 5 P-N7 etc.

A trap: 2 N-K7? K-B7! 3 P-R4 R-N8+, with a draw by perpetual check.

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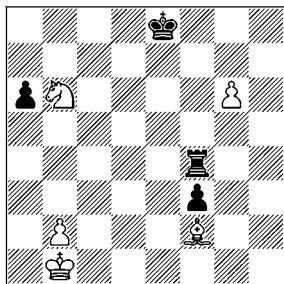


**588. Richter.** It is easy for White to acquire a passed pawn, but the danger of stalemate prevents him from promoting to a queen. With the minimum of material, the solution demonstrates two types of under-promotion.

1 N-Q6! R-B3 2 N×P+ K-R3 3 N-R5! K×N 4 P-N7+ R-N3+! 5 B×R÷ K-R3! 6 P-N8=N+!, and wins. If White promotes to a queen or rook, Black is stalemated, but promoting to a bishop would not have won either, since the colour of the RP's promotion square is wrong.

Variation: 2 ... K×RP 3 B-B7 K-N4 4 N-Q6+ R×N 5 P-N7 R-Q1! 6 B×R K-R3 7 P-N8=R!, and White wins.

589  
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**589. Rinck.** A knight fork brings victory, but what makes it possible is the decoy role played by the passed pawn.

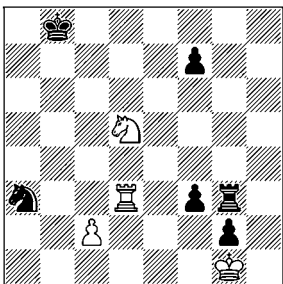
1 N-Q5 R-B5! 2 P-N7 K-B2 3 P-N8=Q+! K×Q 4 P-N3!, and White wins, since the rook is lost wherever it moves to.

1st variation: 1 ... R-B4 2 P-N7 R-KN4 3 P-N8=Q+ R×Q 4 N-B6+ etc., and White wins.

2nd variation: 1 ... R-QR5 2 B-B5 P-B7 3 N-B6+ K-Q1 4 B×P K-K2 5 P-N7 etc.

#### IV. ROOK AND BISHOP (OR KNIGHT) AGAINST ROOK AND BISHOP (OR KNIGHT)

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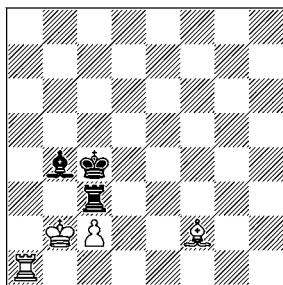


**590. Troitsky.** Black threatens ... P-B7+, and 1 R-Q1 would be unsatisfactory as Black acquires an overwhelming material advantage after 1 ... R-R6 2 K-B2 R-R8 3 R-KN1 (3 N-K3 N×P!) 3 ... N×P. But White manages to restore material equality by the following manoeuvre.

1 R-N3+! (driving the black king onto an unfavourable square) 1 ... K-B1 2 R×P! (this sacrifice produces a radical change in the position) 2 ... R×R 3 K×P R-B4 (the only free square for the rook, and even this is no good) 4 N-K7+, with a draw. White's rook did the menial work, while his knight did the real damage.

Variation: 1 ... K-R2 2 R×N+ K-N2 3 R-R1 R-R6 4 K-B2 R-R8 5 R-KN1 K-B3 6 N-B4 K-B4 7 N-Q3+ K-B5 8 N-K1 K-B6 9 N×BP, with a draw.

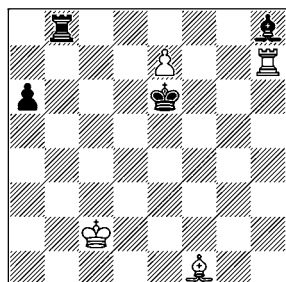
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**591. Kubbel.** White threatens to win a piece, creates *zugzwang* and then simplifies into a winning position.

1 R-R4! (threatening 2 R×B+ and 3 B-K1) 1 ... R-QR6! 2 R×B+! (2 R×R? B×R+ 3 K×B K-B6 draw) 2 ... K×R 3 B-K1+ (3 B-B5+? K×B 4 K×R K-B5 draw) 3 ... K-R5 4 B-B3! (Black is in *zugzwang*) 4 ... R×B 5 K×R, and White wins.

592  
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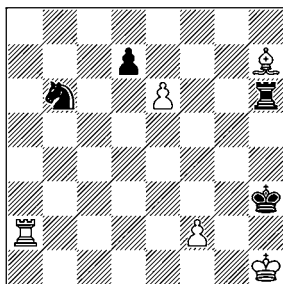
**592. Kling and Horwitz.** By ingenious sacrifices White forces the black king onto the fatal back rank.

1 B-R3+ K-Q3 2 B-Q7! K×B 3 P-K8=Q+! K×Q 4 R×B+, and White wins.

Variation: 2 ... R-N7+ 3 K-B1! K×B 4 P-K8=Q+ K×Q 5 R×B+ etc.

593

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**593. Rinck.** There is no chance of victory if the pawns are exchanged, and after 1 P-K7 the pawn is in danger.

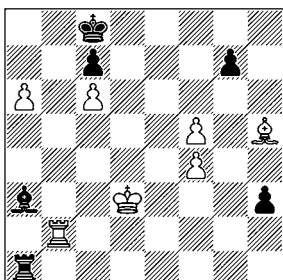
However, this latter move is still the solution, because the pawn can be promoted by the exploitation of tactical possibilities.

1 P-K7! K-N5+! 2 K-N2 R-K3 3 R-K2! (decoying the black rook, in order to set up an interference and later a pawn fork) 3 ... R×R 4 B-K4! R×B 5 P-B3+, and wins.

A trap: 1 B-B5÷? K-R5 2 P-K7 (2 P×P K-N4+ 3 K-N2 R-Q3, with a draw) 2 ... R-R1 3 B-N6 K-N4+ 4 K-N2 K×B 5 R-R6 K-B2, with a draw.

594

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**594. Lindner.** When both sides have a rook, the chances of realizing material superiority increase, even if the bishops are of opposite colour. Promotion of the passed pawn is secured by means of attractive tactical manoeuvres.

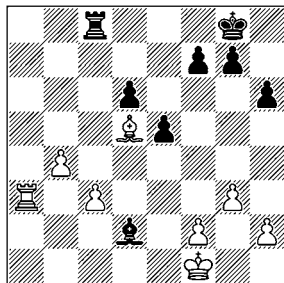
1 R-N1! (forcing Black's rook off the QR-file, otherwise promotion is impossible) 1 ... R×R (or 1 ... R-R7 2 P-R7 B-N7 3 R×B) 2 P-R7 R-N6+ 3 K-K2! R-N7+ 4 K-B1 R-N8+ 5 B-Q1! R-N1 (5 ... R×B+? fails to 6 K-K2!) 6 P-B6! (a decisive line-opening) 6 ... P×P 7 B-N4+, and White wins.

Variation: 4 ... R-KB7+ 5 K-N1 R-KN7+ 6 K-R1 R-N8+ 7 K-R2 R-N7+ 8 K×P etc.

A trap: 3 K-B2? R-N7+ 4 K-B3? R-N1 5 P-B6 B-N7+ 6 K-B2 R-R1, and Black wins.

595

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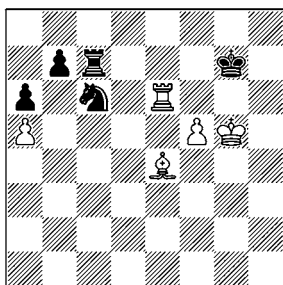
**595. Geller-Stein** (Interzonal, Stockholm, 1962). There is a world of difference between the two bishops. White's centralized bishop not only blocks the black pawns, but also attacks the important squares QN7 and KB7. White's more active rook and passed pawn also weigh heavily in his favour.

1 P-N5! R-N1 (Black cannot capture the QBP: 1 ... R×P 2 R-R8+ K-R2 3 P-N6 and 4 P-N7, or 1 ... B×P 2 P-N6 R-N1 3 P-N7 and 4 R-R8) 2 P-B4 B-N5 (Black cannot defend his second rank, because of White's control of QN7)

3 R-R7 B-B4 (the loss of the pawn is unavoidable) 4 R×P K-R2 5 B-K4+ K-N1 6 B-Q5 K-R2 7 K-K2! (Black is powerless to prevent the centralization of White's king) 7 ... P-R4 8 K-Q3 K-R3 9 K-K4 P-N3 10 P-R4! R-KR1 11 P-B3 R-R2 12 R×R+ (the rook has done its duty, and can be exchanged. The ending is easily won with the pawn advantage, despite the opposite-coloured bishops) 12 ... K×R 13 B-B7! (opening the way for his king, and at the same time limiting the mobility of the black king) 13 ... K-N2 14 B-K8 B-B7 15 K-Q5 B×P (15 ... K-B1 is also hopeless, because of 16 B×P K-K2 17 B×P B×P 18 P-N6 K-Q1 19 K-B6 K-B1 20 B-N4+ and 21 P-R5) 16 P-N6 B-B7 17 P-N7 B-R2 18 K×P B-N1+ 19 K-Q7 P-N4 20 B×P P×P 21 B-N4, and Black resigned, since White can win either by advancing his QBP or by capturing the bishop after 22 K-B8.

596

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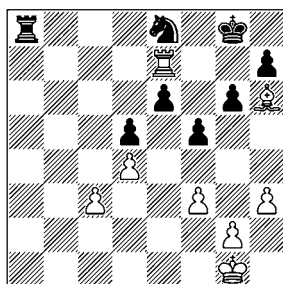
**596. Smyslov-Bouwmeester** (Olympiad, Leipzig, 1960). We have already seen that a bishop with a passed pawn is substantially more powerful than a knight. This superiority is even more pronounced if each player also has a rook. Here, in spite of the limited material, White succeeds in giving mate.

1 R-R6! K-B1 2 P-B6 N-K2 (mate in two moves was threatened. Black would gladly give up his knight for the passed

pawn, but acceptance of the sacrifice is not forced) 3 R-R8+! N-N1 (after 3 ... K-B2 4 R-R7+ K-K3 5 R×N+—this time it can be accepted—5 ... R×R 6 P×R K×P 7 B×P K-Q3 8 B×P White wins, because the corner square is of the right colour) 4 B-Q5, and Black resigned.

597

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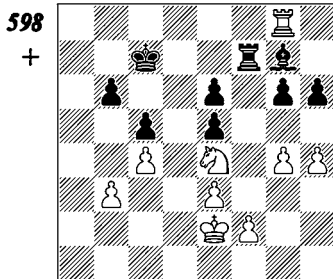


**597. Tarrasch-Réti** (Vienna, 1922). Even though White has no passed pawn, his control of the seventh rank and the dark squares gives him a positional advantage. He can easily penetrate Black's position, and there is no effective defence against the attack.

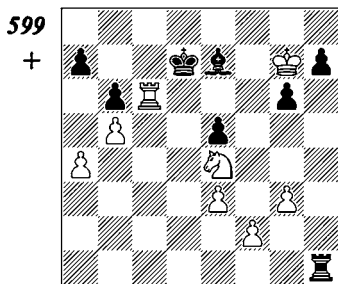
1 K-R2! (White avoids winning a pawn, in fact he sacrifices one, but he does not for one moment let up with his relentless attack) 1 ... N-Q3 2 R-KN7+ K-R1 3 R-Q7 N-N4 4 K-N3 N×BP 5 K-B4 N-N4 6 K-K5 R-K1 7 K-B6, and Black resigned, since 7 ... K-N1 is met by 8 R-KN7+ K-R1 9 R-QN7 N-Q3 10 R-Q7 N-N4 11 K-B7 R-KN1 12 R-Q8! R×R 13 B-N7 mate.

**598. Alekhine-Enge** (London, 1922). Here, on the other hand, the advantage of a centralized knight over a bishop blocked in behind its own pawns is obvious. White's more active rook and the weakness of the black pawns are also factors counting in White's favour.

1 N-B3! (it is interesting that the strong



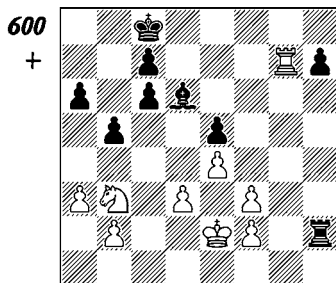
knight searches for new hunting grounds, while vacating its position for the king. Black could now open a way for his bishop at the cost of a pawn, but it still would not be able to move in view of the weakness of his KNP. White's victory is in any event beyond doubt) 1 ... R-K2 2 P-N5! (completely immobilizing the black bishop) 2 ... P×P 3 P×P K-B3 4 K-Q3 R-Q2+ 5 K-K4 R-QB2 6 N-N5 R-K2 7 P-B3 K-Q2 8 R-N8 K-B3 9 R-QB8+ K-Q2 (after 9 ... K-N2 10 N-Q6+ K-R2 11 R-KN8! R-Q2 12 N-K8 the bishop is lost) 10 R-B7+ K-Q1 11 R-B6! R-N2 12 R×KP, and Black abandoned the hopeless resistance.



**599. Petrosian-Botvinnik** (World Championship Match, 1963). Compared with the previous position, Black's rook is more active here, but the white king has already infiltrated Black's lines. The concerted play of White's pieces, supported by their king, decides the outcome.

1 K-B7! R-R8 (1 ... R-R4 is met by

2 P-N4 and 3 R-K6) 2 R-K6 B-Q1 (a poor square for the bishop, but if 2 ... B-N5, then 3 N-B6+, while after 2 ... B-B4, either 3 R×KP and 4 N×B+ or 3 N-B6+ is decisive) 3 R-Q6+ K-B1 4 K-K8 B-B2 5 R-QB6 R-Q8 (5 ... R×P 6 N-B3, and wins) 6 N-N5! R-Q1+ 7 K-B7 R-Q2+ 8 K-N8!, and Black resigned, since he not only loses his KRP, but also has no chance of effective counter-play. After 8 ... K-N2 9 N×P R-Q7 10 N-N5! the KBP cannot be taken because of 11 N-K6 B-N1 12 N-Q8+ and 13 R-B8, and after any other move White again plays 11 N-K4, and then wins the KNP.



**600. Fischer-Rubineti** (Buenos Aires, 1970). Both sides have pawn weaknesses, but White eliminates his with a sacrifice.

1 P-B4! P×P (declining the sacrifice is no better—1 ... R-R5 2 R-N8+ K-Q2 3 P×P B×KP 4 P-Q4, and 4 ... R×P+ fails to 5 K-Q3) 2 P-Q4 (by his pawn sacrifice White has acquired a protected passed pawn, and has also put the bishop in an uncomfortable position) 2 ... K-Q1 (the only defence against the threat of 3 P-K5) 3 N-R5! P-B4 4 P-K5 B-B1 5 N-B6+ K-K1 (5 ... K-B1 6 R-B7 B-R3 7 P-K6, and wins) 6 R×BP, and Black resigned, since after 6 ... P×P 7 P-K6 he has no satisfactory defence against the threatened mate.

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