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Bobby Fischer

Fundamental Chess Endings

Karsten Müller and Frank Lamprecht

Foreword by John Nunn

GAMBIT

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Foreword by John Nunn

Everywhere one looks there are books about chess openings: 'Win with the ...', 'Beating the ...', 'The Complete ...'; the titles come one after another. One gains the impression that opening theory progresses at breakneck pace and that trying to master even part of it is practically a full-time job. In contrast, endgame theory advances at a more sedate pace and readers may wonder what a new endgame encyclopaedia has to offer that is not already in the classical works by Fine, Averbakh and others. To answer this question, I must first mention the three main influences driving endgame theory forwards.

The first is simply the inevitable expansion of any field of human knowledge with time, as each generation builds on the work of the last. Endgame theory as expounded by Averbakh was more accurate and comprehensive than that of Fine, just as Fine was an advance over his predecessors.

The second is of course the use of the computer. The construction of all 5-man and many 6-man databases has removed a large element of doubt from several areas of endgame theory. What was previously only guessed at can now be stated precisely.

Finally, changes in the way chess is played, especially the introduction of faster time-limits, has led to a greater emphasis on the practical side of endgame theory. It is not enough to know that a position is theoretically drawn; one also has to know the precise method of drawing it with limited time on the clock. Thus, there is an increased emphasis on concrete knowledge.

As an example of how endgame theory has evolved, Fine's *Basic Chess Endings* (1941) had this to say about the ending ♖+♗ vs ♚: "This is a draw unless White has a BP or centre P on the seventh rank supported by the King." Even before the days of the computer, Averbakh had cast doubt on this statement by showing that there were good winning chances even if the king was not supporting the pawn. He also showed that there were many winning chances with a knight's pawn on the seventh, and even in favourable cases with a rook's pawn. However, Averbakh only analysed a few positions with the pawn further back, so the result of most positions was still in doubt. Now the computer has shown that this ending is almost always a win with a bishop's pawn or centre pawn, except if the defending king is in front of the pawn or has a chance to get in front of the pawn (see p. 319).

As another example, Fine mentioned three points "so fundamental that they must always be borne in mind", and the first of these was that "without pawns one must be at least a Rook ahead in order to be able to mate". He claimed that the only exceptions to this rule were the endings with two rooks against two minor pieces and four minor pieces against a queen (he apparently forgot his claim that ♖ vs ♗+♘ is "won most of the time"). However, we now know of a host of other exceptions; for example, ♖ vs 2♗, 2♗ vs ♘, ♖+♗ vs 2♘, ♖+♗ vs ♗+♘ with opposite-coloured bishops, ♖+♗ vs 2♗, etc. (see pp. 400-6). Indeed, there are now so many exceptions that Fine's 'rule' is found wanting. However, there will probably be no simple replacement because the databases have revealed many paradoxes. For example, the only ending with two minor pieces vs one minor piece to be generally won is 2♗ vs ♘, which perhaps seems natural enough in view of the power of the two bishops on an almost empty board. But how does one then explain the fact that with ♖ vs two minor pieces, the only combination of minor pieces which generally draws is the two knights?

Karsten Müller and Frank Lamprecht have incorporated these new trends in endgame theory in their book. They have achieved an exceptional level of precision in their coverage of the most fundamental endgames by using computer databases. In more complex endings, they have not neglected general advice but there is an emphasis on the concrete analysis that is essential for the rigours of contemporary chess. Readers have a feast ahead of them, so it is time for me to finish and pass you over to Karsten, Frank and their silicon friends...

Preface

The fascinating world of chess endings has been explored in several complete works before: the five-volume Averbakh series, the five-volume *Encyclopaedia of Chess Endings*, Chéron's four-volume work, *Batsford Chess Endings* and Fine's *Basic Chess Endings*, to name just a few. There are also many books devoted to specific piece distributions. Our intention was therefore not to reinvent the wheel, but to connect the best from the past with the most suitable recent examples and research.

We both have many years of experience as chess trainers and we can assure you that your engagement in endgame theory will soon repay itself. There are various reasons for this. First, except for some new developments in computer technology, endgame theory is rather static, so what you learn will be useful throughout your chess career. Also, the number of precise positions that you need to know by heart is relatively small and in many cases the knowledge of the general assessment, win, draw or loss, is enough. Far more important is the understanding of some frequently-occurring themes and motifs that will guide you through the endgame jungle. These principles won't just help you to improve your endgame play, but they will also strongly affect your middle-game decisions and play, especially regarding the matter of pawn play and good or bad exchanges. You will also improve your calculating abilities since in many endgame positions it is necessary to look several moves ahead, while due to the limited material it is somewhat easier to stay on track than in a complex middlegame position.

Fundamental Chess Endings is primarily conceived as a textbook and is divided into 12 chapters with exercises. We start with the basic mates and continue with chapters on all endings where each side has at most one piece, plus sections on some of the most important endings with additional pieces. The statistics (see page 11) were only a rough guideline for the space we assigned to particular endings. For instance, we devoted a lot of space to rook endings as they occur most often in practice, and to pawn endings as they are fundamental for all other endings. Some endings with more pieces, such as double-rook endings or queen against two rooks, are also covered, and in Chapter 11 some general endgame principles are explained using endings with more material. At the end of each chapter or section, rules and principles for the specific ending are given. Study them carefully – you should know them by heart! A list of selected reference works is also given in the same place.

A few words about how to work with the book: it is certainly possible to study the chapters in another order than indicated, but the underlying endings should come first, since otherwise you might skip important rules or definitions. Don't try to read the book too fast, as many positions can't be understood just by a short look at the diagram and reading the text. You will get the most out of the material by playing through the variations on a board or with a computer. Also try hard to solve the exercises, and don't become despondent if you have problems; even masters usually can't solve them in seconds!

For the five-man and the pawn endings we used the Nunn Convention (page 13). Note that for these assessments we ignore the 50-move rule, but we emphasize it when it has profound influence on the play, as in the ending rook and bishop vs rook (without pawns). Throughout the book, we have used a player-centred approach, so a c-pawn on the seventh rank is on c7 if it is white and on c2 if it is black.

Writing this book was no easy task, but fortunately it wasn't a lonely one either. We would like to thank Georg von Bülow, Martin Voigt, Christian Wilhelmi and Werner Müller for advice and proof-reading, and Rafael B. Andrist, Tim Bogan, Thies Heinemann and Christopher Lutz for pointing out inaccuracies in the first printing of *Fundamental Chess Endings*. Some material from section A2d on pp. 201-4 and section A on pp. 304-5 originally appeared in a modified form in the Endgame Corner column on the Chess Cafe website; thanks are due to Hanon W. Russell for

allowing us to use this material. We would also like to thank Edward Winter and John Emms. Special thanks go to ChessBase (without the endgame tablebases and the calculating power of the latest programs like Fritz 6 and Nimzo 8 we wouldn't have dared to start this project!) and to Gambit Publications for the initial idea to write this book and a cooperative attitude throughout. Especially Graham Burgess and John Nunn did a marvellous job, just as with our first book *Secrets of Pawn Endings*.

While careful work has been done, some mistakes are unavoidable and we offer thanks in advance for any corrections by our readers.

Finally, we have this dream that at some moment you will show your friend the beautiful queen sacrifice from the first round, but immediately afterwards comes this splendid endgame performance where you outplayed your strong opponent from a completely level position!

Karsten Müller, Frank Lamprecht
Hamburg, August 2001

Statistics

You don't trust statistics? You are probably right, but these are based on a well-edited database that contains nearly 1.7 million games mainly from the last two decades. Our aim here is to see how often we can expect to get a particular type of ending in our chess career. There is no definite answer as we are talking about probabilities and the answer might also depend on your style and choice of openings. However, some endings are certainly more likely to arise than others.

We searched for endings that were on the board for at least two half-moves (a very short time: just one move by each player). If you search for longer-lasting endgames the numbers drop rapidly. Let's take all rook endings from the database as an example:

Half-moves	2	10	20	40
Quantity	142,488	111,534	80,990	34,693

Here are the results for several different types of ending. It is worth noting the high numbers for rook + minor piece vs rook + minor piece (more than 15 percent of all games) and rook endings.

	Ending	Quantity	Percentage
1.4	Bishop + Knight vs King	283 (62 draws)	0.02
2	Pawn Endings	48,465	2.87
	King + Pawn vs King	3,920	0.23
3.1	Knight vs Pawns	15,512	0.92
3.2	Knight vs Knight	26,263	1.56
4.1	Bishop vs Pawns	16,953	1.01
4.2	Bishop vs Bishop (Same Colour)	27,864 (11,351 draws)	1.65
4.3	Bishop vs Bishop (Opposite Colour)	18,653 (11,045 draws)	1.11
5	Bishop vs Knight	55,476 (19,670 draws)	3.29
6.1	Rook vs Pawns	12,723	0.75
6.2	Rook vs Rook	142,488 (55,974 draws)	8.45
6.2 A1	Rook + Pawn vs Rook	11,318	0.67
6.2 A2	Rook + Two Pawns vs Rook	9,398 (3,574 connected)	0.56
6.3	Two Rooks vs Two Rooks	58,211	3.45
7.1	Rook vs Knight	16,298	0.97
7.2	Rook vs Bishop	25,524	1.51

8.1	Rook + Knight vs Rook	23,910 (467 without pawns; 418 draws)	1.42
8.2	Rook + Bishop vs Rook	29,785 (736 without pawns; 401 draws)	1.77
8.3	Rook + Minor Piece vs Rook + Minor Piece	255,317	15.13
9.1	Queen vs Pawns	7,066	0.42
9.2	Queen vs Queen	30,834	1.83
9.3	Queen + Pawn vs Queen	1,575	0.09
10.1	Queen vs One Minor Piece	2,798	0.17
10.2	Queen vs Rook	6,769 (263 without pawns and 10 half-moves; 22 draws)	0.40
10.3	Queen vs Two Minor Pieces	1,276	0.08
10.4	Queen vs Rook + Minor Piece	11,637	0.69
10.5	Queen vs Two Rooks	5,257	0.31
10.6	Queen vs Three Minor Pieces	239	0.01
10.7	Queen and Minor Piece vs Queen	15,128	0.90
	Queen + Bishop vs Two Rooks	Only one without pawns!	0.00006

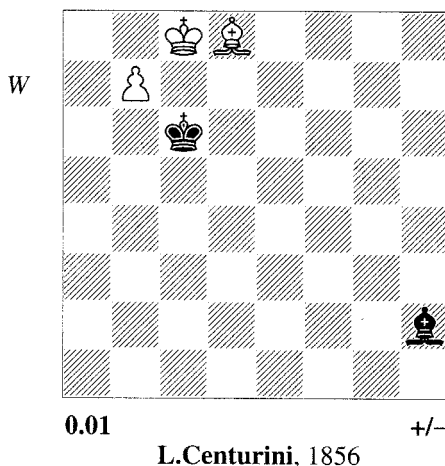
Source: ChessBase, Mega Database 2001, 1,687,182 games

Nunn Convention

John Nunn introduced the following system for move evaluations in his famous book *Secrets of Rook Endings*:

- ! The only move that doesn't change the evaluation of the position (if we ignore moves that lead to a repetition). Thus, every move that leads to a position that has to be reached if the defender plays appropriately gets an exclamation mark. The exception is that if there is only one legal move, it doesn't get an exclamation mark.
- !! A particularly beautiful or hard-to-see exclamation-mark move.
- ? A move that changes the result of the position. Of course, the result can only be changed in a negative way.
- ?? An obvious or very unfortunate question-mark move.
- !?! A move that makes one's task easier or creates problems for the opponent.
- ??! A move that makes it easy for the opponent or causes oneself unnecessary difficulties.

We demonstrate the convention with the following study:



1 ♖h4

No exclamation mark as 1 ♖g5 works in the same manner.

1... ♜b6 2 ♜f2+ ♜a6 3 ♜c5!

White has to bring about this position in any case, as ...♜d6 has to be prevented: 3 ♜d4?! ♜d6!?

4 ♜f6 ♜b6 5 ♜d8+ ♜c6 6 ♜e7 ♜h2!?

3... ♜g3 4 ♜e7! ♜b6 5 ♜d8+! ♜c6 6 ♜h4! ♜h2 7 ♜f2! ♜b5 8 ♜a7

8 ♜g1 can be played first, so no exclamation mark.

8... ♜c6 9 ♜b8! ♜g1 10 ♜e5 ♜a7 11 ♜d4 ♜xd4 12 b8♖! +/-

Promotion to a queen is unique, because 12 b8♖?? only reaches a drawn rook vs bishop ending (see Chapter 7).

Important Note

We have used the Nunn Convention throughout the analysis if the starting position of an example is a five-man endgame (which can be checked with tablebases) and in Chapter 2 (on pawn endings). If we apply it in other examples we give (NC) after the first move where we started to use it and it is valid for the whole variation from that point on.

Other Signs and Symbols

Move Assessments

When the Nunn Convention is not being used, the move-assessment symbols have the following, more standard, meanings:

!!	a very beautiful and strong move
!	a strong move
!?	an interesting move
?!	a dubious move
?	a bad move
??	a blunder

Other Symbols

+−	White is winning
±	White is clearly better and should win
±	White is a little bit better but his advantage shouldn't be enough for a win
=	The position is equal or drawn
∓	Black is a little bit better but his advantage shouldn't be enough for a win
∓	Black is clearly better and should win
−+	Black is winning

Next to the diagrams we use the following symbols:

<i>W</i>	The position is considered with White to move
<i>B</i>	The position is considered with Black to move
<i>W/B</i>	The position is considered both with White to move and with Black to move

In the diagrams there are the following symbols:

○	a critical square
★	a key square
□	marks, particularly in Chapter 2, the key squares so that numbers can still be read

Figures like 1 or 1a mark the corresponding squares

Below the diagrams you will find signs like $+/=$. The sign in front of the slash gives the evaluation from White's point of view with White to move, while the sign after the slash is the evaluation with Black to move from his point of view. Therefore:

$+/=$ means that White to move wins, while Black to move can draw.

$/-$ means that Black to move loses, and we do not discuss the position with White to move. It might be uninteresting for us or meaningless (e.g., Black's king might be in check).

With the exercises it is different. Stars replace the signs, and they are located next to the diagram. They mean:

*	easy
**	medium
***	difficult
****	very difficult
*****	extremely difficult

Thus:

***/
 means that White is to move in this difficult exercise.

**/*
 means that it is a two-part exercise: with White to play it is of medium difficulty, while the Black-to-play case is easy.

The following symbols are used in the move notation and the game references:

+	check
++	double check
x	captures
#	checkmate
Ch	championship
Cht	team championship
Wch	world championship
Wcht	world team championship
Ech	European championship
Echt	European team championship
ECC	European Clubs Cup
Ct	candidates event
IZ	interzonal event
Z	zonal event
OL	olympiad
jr	junior event
wom	women's event
mem	memorial event
rpd	rapidplay game
sim	game from simultaneous display
adv	Advanced chess (human + computer)
corr.	correspondence game
1-0	the game ends in a win for White
1/2-1/2	the game ends in a draw
0-1	the game ends in a win for Black
(<i>n</i>)	<i>n</i> th match game
(<i>D</i>)	see next diagram

Abbreviations

(NC)	Nunn Convention is used from this point onwards
(FL)	Frank Lamprecht
(KM)	Karsten Müller
ECE	Encyclopedia of Chess Endings (of the endgame type concerned)
BCE	Batsford Chess Endings
Av	Averbakh (of the endgame type concerned)
Inf 63	Informator 63 (etc.)
CBM	ChessBase Magazine
NiC	New in Chess Magazine

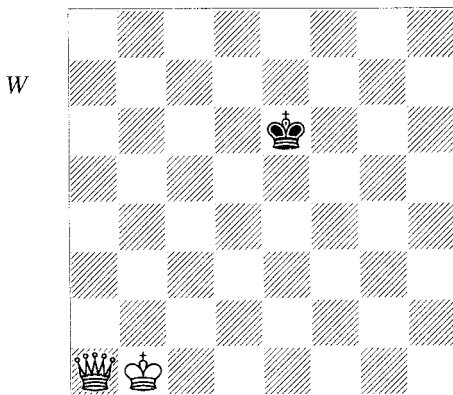
1 The Basic Mates

You must of course have learned to mate with queen or rook in one of your first chess lessons, so you might want to skip the first two sections of this chapter, but you might be able to mate more quickly if you study them.

The most important mate here is the one with knight and bishop, which might be unsolvable with limited time and knowledge (even grandmasters have failed in over-the-board situations). In this chapter we consider:

1.1: King and Queen vs King	16
1.2: King and Rook vs King	16
1.3: King and Two Bishops vs King	17
1.4: King, Bishop and Knight vs King	17
1.5: King and Two Knights vs King and Pawn	19

1.1 King and Queen vs King



1.01

+/-

1 ♔a5

At first the black king is cut off along the 5th rank.

1... ♚d6 2 ♕c2

Then White's king approaches his enemy counterpart.

2... ♚e6 3 ♕d3 ♚d6 4 ♕e4 ♚e6

Now as the white king has arrived, Black's king is driven further back. 4... ♚e6 5 ♕e5 ♚d7

6 ♖b6 ♚c8 7 ♖a7 (and not 7 ♚d6?? stalemate)
7... ♚d8 8 ♚d6 ♚e8 9 ♖e7#.

5 ♖b6+

5 ♖d8 is one move faster: 5... ♚f7 6 ♚f5 ♚g7 7 ♖e7+ ♚h6 8 ♖d7 (8 ♖f7?? stalemate)
8... ♚h5 9 ♖h7#.

5... ♚e7 6 ♚e5 ♚f7 7 ♚f5 ♚e7 8 ♖c7+

Forcing the king to the edge.

8... ♚f8 9 ♚f6 ♚e8 10 ♖e7#

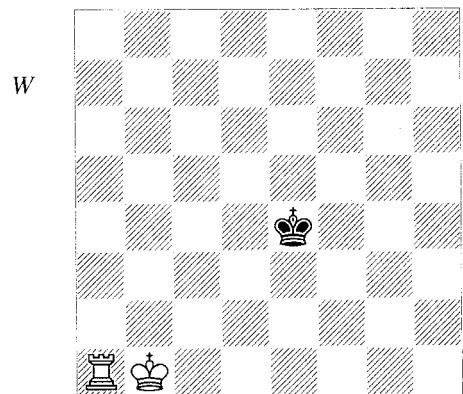
Or 10 ♖c8#.

The procedure is quite easy. One just has to be careful not to stalemate the opponent. The queen cuts the king off, then the attacking king approaches and the defender is forced back. The attacker could even win if it were possible to pass. This is different from king and rook vs king.

Longest win (the number of moves the attacker needs to mate from the worst position that is still winning): 10 moves (w♔a1, ♖b2; b♚f5).

1.2 King and Rook vs King

There are two completely different winning techniques for the attacker. The first is based on the opposition of the kings with the rook being far away:



1.02

+/-

1 ♖c2 ♜e5 2 ♚d3 ♜d5

Now Black's king can be driven further back.

3 ♜a5+ ♜c6 4 ♜d4 ♜b6

4...♜d6 5 ♜a6+ forces the king back.

5 ♜g5 ♜c6 6 ♜h5 ♜d6

6...♜b6 7 ♜c4 ♜c6 8 ♜h6+ is analogous.

7 ♜h6+ ♜e7 8 ♜d5 ♜f7 9 ♜e5 ♜g7 10 ♜b6
 ♜f7 11 ♜a6 ♜e7 12 ♜a7+ ♜d8 13 ♜e6 ♜c8
 14 ♜d6 ♜b8 15 ♜g7 ♜c8 16 ♜h7 ♜b8 17 ♜c6
 ♜a8 18 ♜b6 ♜b8 19 ♜h8#

In the second method, the attacking rook operates near its king and confines the defending king to rectangles, which become smaller and smaller:

1 ♖c2 ♜e5 2 ♚d3 ♜d5 3 ♜a4 ♜e5

After improving the king's position, we start the technique now:

4 ♜d4

The rectangle is d8-d4-h4.

4...♜f5 5 ♜e4

Now it is e8-e4-h4.

5...♜f6 6 ♜d4

If the rectangle can't be reduced immediately, the king comes closer.

6...♜f5 7 ♜d5 ♜f6

7...♜g5 8 ♜e6 ♜g6 9 ♜f4 ♜g5 10 ♜e5 ♜g6
 11 ♜f5 ♜g7 12 ♜f6 ♜g8 13 ♜f5 ♜g7 14 ♜g5
 ♜h7 15 ♜g6 ♜h8 16 ♜f6 ♜h7 17 ♜f7 ♜h8 18
 ♜h6#.

8 ♜e5

The king is more and more confined.

8...♜f7 9 ♜c6 ♜g7 10 ♜e5 ♜f7 11 ♜f5
 ♜g7 12 ♜f6 ♜h7 13 ♜g6 ♜h8 14 ♜f6 ♜h7 15
 ♜f7 ♜h8 16 ♜h6#

The fastest way to mate the king is a mixture of both techniques using the one appropriate for the given position.

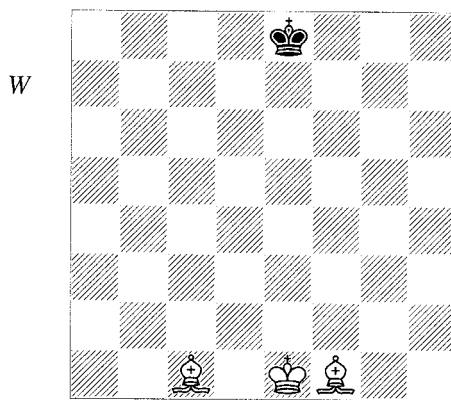
Longest win: 16 moves.

1.3 King and Two Bishops vs King

This is a bit more difficult than mating with the rook as there are two units to command, but it is much easier than mating with bishop and knight (*see following diagram*).

1 ♙h3 ♜e7 2 ♙f4

The bishops confine the king. Now White's king approaches to force Black into the corner.



1.03

+/-

2...♜f7 3 ♜f2 ♜e7 4 ♜e3 ♜f7 5 ♜e4 ♜e7 6
 ♜e5 ♜f7 7 ♜f5 ♜e7 8 ♜g6 ♜d8 9 ♜f6 ♜e8 10
 ♙c7 ♜f8 11 ♙d7 ♜g8 12 ♜g6 ♜f8 13 ♙d6+
 ♜g8 14 ♙e6+ ♜h8 15 ♙e5#

Longest win: 19 moves.

Two bishops of the same colour cannot, of course, mate a bare king.

Note that Ken Thompson's computer database proved in 1983 that two bishops even overcome king and knight. For this subject we refer the reader to *Secrets of Minor-Piece Endings*, where John Nunn deals with it extensively (pp. 265-81). Two bishops against one is on the other hand usually drawn; for example, if you add a black bishop on b2 in the position after 14...♜h8 above White can't make any progress (even an additional white pawn on h7 wouldn't help due to the wrong rook's pawn – see Chapter 4!).

1.4 King, Bishop and Knight vs King

This ending is quite tricky, especially as the 50-move rule can easily come to the defender's aid if the attacker makes a few slips. King, bishop and knight share the work in the following manner:

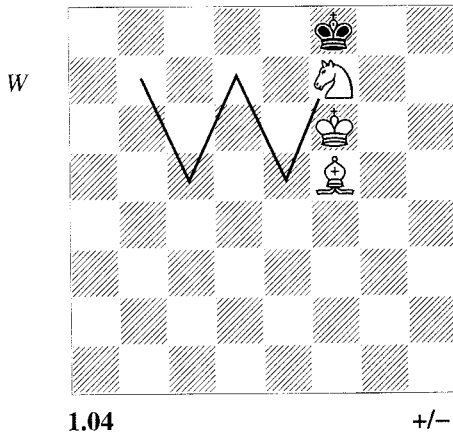
- The attacking king generally stays in opposition (see 2.07A, C) to, or a knight's move away from, the defending king. It normally stays on squares of opposite colour to the bishop.

- The knight stands near the kings because of its nature as a short-range piece, and covers flight-squares of the colour the bishop can't control.
- The bishop is very fast and can easily create zugzwang situations. Mate can only be forced in a corner which is controlled by the bishop; we call these corners the 'right' corner.

The winning procedure consists of the following steps:

- 1) Forcing the king to the edge of the board.
- 2) The defending king may have to be forced from the 'wrong' to the 'right' corner.
- 3) Mating the king in the 'right' corner.

The win is most often spoiled by wrong knight moves. It is essential to know the following pattern by heart:



We are at the beginning of phase 2. Black's king can't retreat to the h8-corner. We may assume that White is to move (otherwise 1...♖e8 2 ♜e6 ♖f8 3 ♜d7 ♗g8 4 ♜f5 ♖f8 reaches the position with White to move):

1 ♜h7

Forcing Black's king out of the 'wrong' corner.

1...♗e8 2 ♒e5

Black threatened to escape via d7 and furthermore White's knight has to go to d7 next in order to control f8.

2...♖d8

The real test of White's manoeuvre. The king manages to leave the edge for a short moment, but it is forced back again. You should know this by heart. If Black doesn't try to escape, the

starting position is just reached two files shifted to the left: 2...♖f8 3 ♒d7+ ♗e8 4 ♗e6 ♖d8 5 ♗d6, and now:

a) 5...♗c8 6 ♒c5 ♖d8 (6...♖b8 7 ♗c6 ♖c8 8 ♒b7 +-) 7 ♜g6 ♖c8 8 ♜f7 ♖d8 (8...♖b8 9 ♖d7 ♗a7 10 ♗c7 ♖a8 11 ♜c4 ♗a7 12 ♒d7 ♖a8 13 ♒b6+ ♗a7 14 ♒c8+ ♖a8 15 ♜d5#) 9 ♒b7+ transposes to line 'b'.

b) After 5...♗e8 6 ♜g6+ ♖d8 7 ♜f7 Black's king has been driven two files further in the direction of the dangerous corner. White now just repeats the pattern: 7...♗c8 8 ♒c5 ♖d8 9 ♒b7+ ♖c8 10 ♗c6 ♖b8 11 ♖b6 ♖c8 12 ♜e6+ ♖b8 13 ♒c5 ♖a8 14 ♜d7 ♖b8 15 ♒a6+ ♖a8 16 ♜c6#.

3 ♗e6 ♖c7 4 ♒d7 ♗c6

4...♖b7 5 ♜d3 ♖c6 6 ♜e2 ♖c7 7 ♜f3 ♖d8 8 ♖d6 ♗e8 9 ♜h5+ +- lasts one move longer.

5 ♜d3

Imprisoning Black's king again.

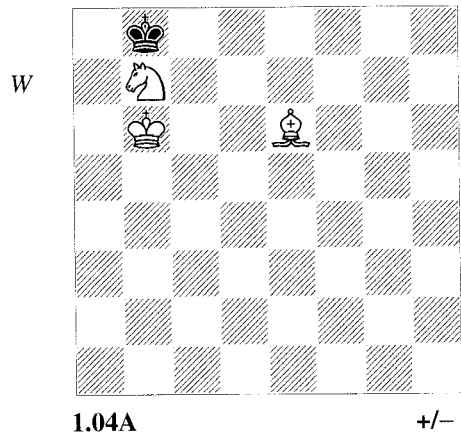
5...♖c7 6 ♜e4 ♖d8 7 ♖d6 ♗e8 8 ♜g6+

We have reached the shifted starting position again.

8...♖d8 9 ♜f7

This waiting move puts Black in zugzwang.

9...♖c8 10 ♒c5 ♖d8 11 ♒b7+ ♖c8 12 ♗c6 ♖b8 13 ♖b6 ♖c8 14 ♜e6+ ♖b8 (D)



Finally Black's king is confined in the 'right' corner and the third phase begins. We can choose between two ways to mate Black's king:

15 ♒c5

Or 15 ♒d8 ♖a8 16 ♜c8 ♖b8 17 ♜a6 ♖a8 18 ♜b7+ ♖b8 19 ♒c6#.

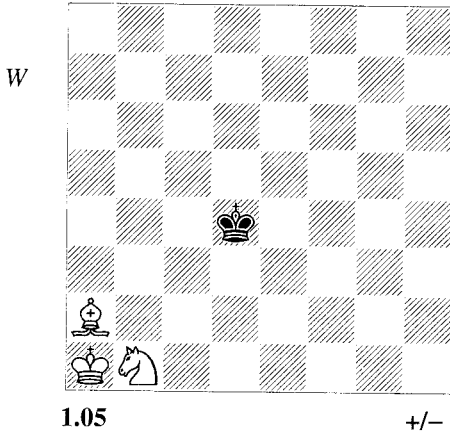
15...♗a8 16 ♜d7

Not 16 ♒a6?? stalemate.

16...♖b8 17 ♒a6+ ♖a8 18 ♜c6#

Especially important was the knight manoeuvre ♖f7-e5-d7-c5-b7. It looks like a 'W' and served the purpose of controlling the flight-squares h8, f8, d8, b6 and c5. This method should be practised several times (also at other edges and with bishops of the other colour!) to be able to master it over the board.

Now we proceed to phase 1:



In the diagram White's pieces occupy very passive positions and must first be brought into play:

1 ♖b2 ♗d3 2 ♜c3 ♗d4 3 ♗c2 ♖e3 4 ♖d5+ ♗d4 5 ♖b3 ♗e4 6 ♗c3 ♖e5 7 ♗d3 ♗f5 8 ♗d4 ♗e6 9 ♖e3+ ♗f6

9...♗d6 10 ♖d5 ♖e7 11 ♖e5 ♗d7 12 ♜c4 ♗e7 13 ♖b6 ♗f8 14 ♗f6 ♖e8 15 ♜c4 and now:

a) 15...♗d7 16 ♗f7 ♗d8 17 ♖c6 ♗c7 18 ♖b5 ♗d8 19 ♖e6 ♗c7 20 ♖e7 ♗c8 21 ♗d6 ♗c8 23 ♖d7+ ♗b8 24 ♗c6 ♗a7 25 ♖c8 ♗b8 26 ♗d7 ♗a8 (26...♗a7 27 ♗c7 ♗a8 28 ♖b7+ ♗a7 29 ♜c6#) 27 ♗c7 ♗a7 28 ♜c6+ ♗a8 29 ♖b7#.

b) 15...♗f8 16 ♖c6 ♗g8 17 ♖e5 ♗h7 18 ♖f7 ♗g8 19 ♖e4 ♗f8 20 ♖h7 +- (1.04).

10 ♖d5 ♗g7 11 ♖e5 ♗g6 12 ♖e6 ♗g7 12...♗g5 13 ♖f5 ♗h6 14 ♖g4+ ♗g7 (or 14...♗g5 15 ♖e4 ♗h5 16 ♗f4 ♗h4 17 ♖g6 +-) 15 ♖e6 ♗f8 16 ♖e5 ♗g7 17 ♖f7 ♗f8 18 ♗f6 +- (1.04).

13 ♗f5 ♗h6 14 ♖g4+ ♗g7
After 14...♗h5 15 ♖f7+ ♗h4 16 ♗f4 ♗h3 17 ♖e3 White wins much more quickly.

15 ♖e5

From this square the knight can reach f7 and g6, which is essential to be able to force Black's king out of the 'wrong' corner.

15...♗h6 16 ♗f6 ♗h7

For 16...♗h5 17 ♖g8 ♗h4 18 ♗f5 ♗g3 19 ♖g4 +- see the main line of 1.04.

17 ♖g6 +-

We have reached the starting position of the second phase (rotated clockwise by 90 degrees). Finally, one tip for the defender: he should play his moves quickly and head for a corner opposite to the bishop's colour if he is driven to the edge of the board.

Longest win: 33 moves.

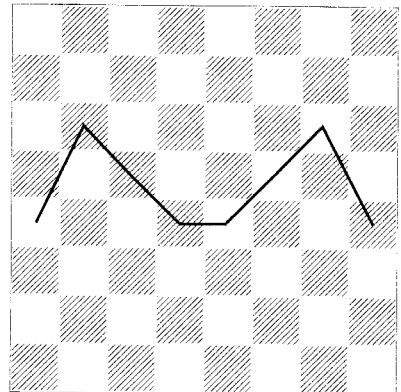
Reference works

Lehr- und Handbuch der Endspiele, Volume 2, 2nd edition, Chéron, Verlag 'Das Schach Archiv' 1964, pp. 10-13.

Essential Chess Endings, Howell, Batsford 1997, pp. 138-42.

1.5 King and Two Knights vs King and Pawn

At first sight it is a bit surprising, but king and two knights cannot mate a lone king by force because stalemate situations arise when the king is stuck near a corner. However, if the defender has a pawn, it can provide the desired tempi. The Russian theoretician Troitsky made a detailed study of this endgame and discovered the following rule:

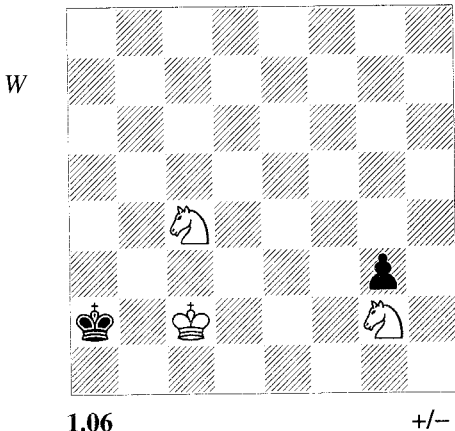


1.06

The Troitsky Line

If the pawn is securely blockaded by a white knight no further down than the line, then Black loses, no matter where the kings are. If the pawn has advanced beyond the line, there is usually a drawing and a losing zone for the defending king, which were also analysed by Troitsky.

To illustrate the mating technique, we give the following example where the black king is already caged:



1.06

A.Chéron, 1955

The pawn has advanced beyond Troitsky's line (with the pawn on g6 and the knights on g5 and h3 the position would be lost no matter where the kings are), but Black's king is inside the losing zone. Before White can release the blockading knight he has to imprison the black king on a1 and b1:

1 ♖c3! ♜b1

1...♜a1 2 ♜b3! (after 2 ♜a3?! ♜a2 3 ♜c2? ♜b1 White has surprisingly spoiled it) 2...♜b1 3 ♜b2! (3 ♜a3+?! ♜c1 4 ♜c3! ♜d1 5 ♜d3! ♜c1 6 ♜c4! +-) 3...♜c1 4 ♜c3! ♜b1 5 ♜d3! ♜a1 6 ♜b4 ♜a2 7 ♜a4! ♜a1 8 ♜a3! ♜b1 9 ♜b3! +-.

2 ♜d2! ♜a1 3 ♜c1 ♜a2 4 ♜c2! ♜a1 5 ♜b3! ♜b1 6 ♜b2! ♜c1 7 ♜c3! ♜b1 8 ♜d3! ♜a1 9 ♜b4 ♜a2 10 ♜a4! ♜a1 11 ♜a3! ♜b1 12 ♜b3! ♜a1 13 ♜e3 g2 14 ♜c2+! ♜b1 15 ♜a3+! ♜a1 16 ♜e1

Without the pawn Black would be stalemated, but now he can and must move.

16...g1♙ 17 ♜e2♜!

By the way, after 17 ♜d3? the position is drawn, while all other moves lose.

Longest win: 115 moves.

John Nunn points out the impressive number of 3,124 reciprocal zugzwang positions in the ending two knights vs pawn.

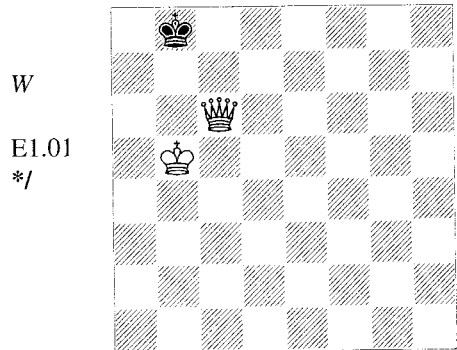
Reference works

Lehr- und Handbuch der Endspiele, Volume 2, 2nd edition, Chéron, Verlag 'Das Schach Archiv' 1964, pp. 220-50.

Batsford Chess Endings, Speelman, Tisdall, Wade, Batsford 1993, pp. 112-15.

Exercises

(Solutions on page 366)

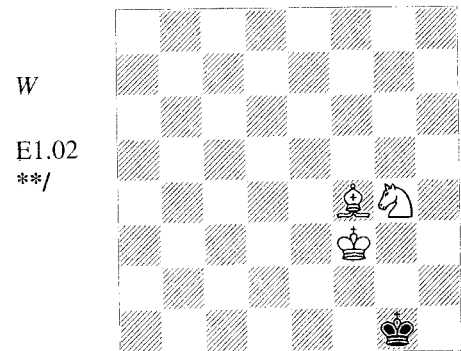


W

E1.01

*/

White to play and mate in three.



W

E1.02

**/

1 ♜f2 ♜f1 2 ♜h2 ♜e1 3 ♜e4 ♜d1 4 ♜e3 ♜c2 5 ♜d6 ♜b3 6 ♜d3 ♜a4 7 ♜c4 ♜a5 and the game was drawn 30 moves later. Where did White go wrong?

2 Pawn Endings

It is no exaggeration to say that pawn endings form the basis of endgame play in general. After all, it is always good to know if an exchange of the last pieces is a good idea. You might think that it is simple to master these innocent-looking endings, but in many cases this simplicity is deceptive. Even the easiest pawn endings require very careful play; it is not unusual at all for a sequence of 'only' moves to be required to achieve the desired result. Moreover, the second-best move in a winning position might even lose! To sharpen the reader's eye for this matter, the Nunn Convention is used throughout the chapter.

One final word before we start: it is certainly a pleasure to write this chapter if you have just recently written a book exclusively devoted to pawn endings, but it is also a curse. First you have so little space for all the beautiful studies, and second you want to present the necessary knowledge using fresh examples without any loss in quality. It is up to our 'old' readers to say whether we have succeeded.

This chapter is divided up as follows:

2.1: King + Pawn(s) vs King	21
2.2: Small Number of Pawns	27
2.3: Pawns on One Wing	37
2.4: Passed Pawns	40
2.5: Pawns on Both Wings	46
2.6: Corresponding Squares	51

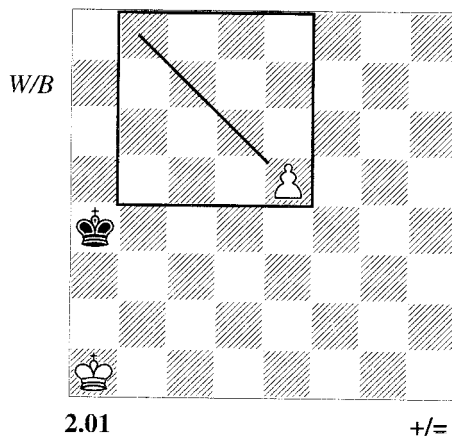
2.1 King + Pawn(s) vs King

We start with the king's pawn, but you can apply our results also for the queen's, the bishop's and the knight's pawns.

In the following diagram, White's king can't help its pawn, which can only queen if White is to move: **1 e6! ♖b5 2 e7! ♜c6 3 e8♚+ +-**.

If Black is to play, the pawn can't escape the black king: **1... ♜b5! (moving into the square) 2 e6 ♜c6! 3 e7 ♜d7! 4 e8♚+ ♜xe8! =**.

The square that encloses the diagonal leading from the pawn to the 8th rank helps you to



2.01 Rule of the Square

see more quickly whether the pawn will run through to queen.

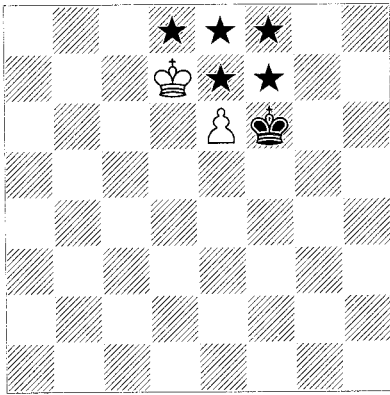
The Rule of the Square: *if the king can reach the square of the passed pawn, then it can capture the pawn; if not, the pawn can queen without the aid of its own king.* If the pawn is on its original square, the double step must be taken into consideration, so the square is the same as if the pawn has advanced one square. The square rule is also valid for the rook's pawn.

When there are more pawns on the board, one has to watch out for moves that block the king's way into the square of the enemy passed pawn.

If the king can support its pawn, it is of course different (*see following diagram*).

From d7 the king controls the pawn's path to e8, so White wins no matter where Black's king is. d7 is called a key square of the e6-pawn.

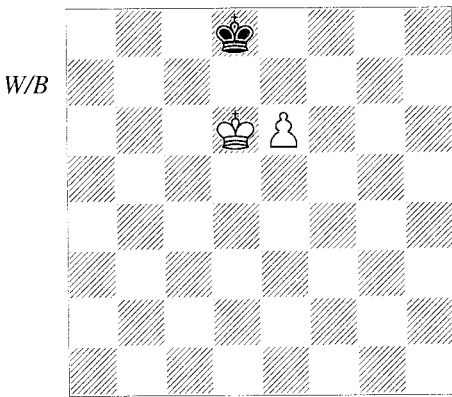
Definition: when the king occupies a **key square**, this secures the win, no matter where Black's king is. So for the e6-pawn, d8, d7, e8, e7, f8 and f7 are key squares. Of course, Black's king mustn't be able to capture the pawn at once. If the pawn is on e5, then d7, d6, e7, e6, f7 and f6 are key squares. For a pawn on e4, the key squares are d6, e6 and f6, while for a pawn



2.02 +/-

on e3 they are d5, e5 and f5. Finally, for a pawn on e2 they are d4, e4 and f4.

Before we explain why there are six key squares for a pawn on the 5th or 6th rank and only three for a pawn on the 2nd, 3rd or 4th rank, the following position should be studied:



2.03 =/-

Everything depends on the right to move. If White is to play, he can't make progress: **1 e7+** (with check; **1 ♖e5!? ♖e7 2 ♖f5 ♖e8! 3 ♖f6 ♖f8! =) 1... ♖e8! 2 ♖e6** stalemate.

If Black is to move, he loses because he can't prevent White from reaching the key square d7: **1... ♖e8 (1... ♖c8 2 e7 +-)** **2 e7!** (the pawn advances to the 7th rank without check and so its promotion can't be stopped) **2... ♖f7 3 ♖d7!** +-.

In 2.03 it would have been better for both sides to pass than to move.

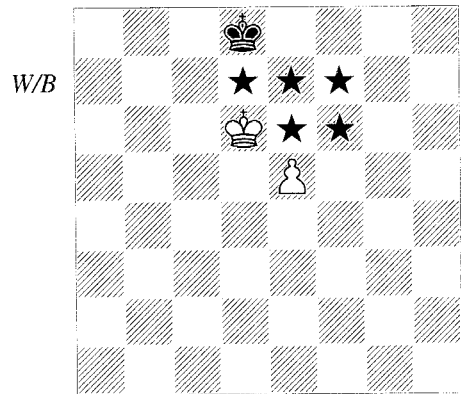
Definition: a position is called **zugzwang** when the mere fact that one side has to move is

disadvantageous; in other words, passing would be by far the best move, if the rules allowed such a thing.

In 2.03 whoever is to move is in zugzwang. This is known as **reciprocal zugzwang**. Zugzwang situations are important in nearly all types of endgame; they are often easier to detect with the question: "What would my opponent play if it were his move?". Naturally, that question helps to spot threats as well.

The following position demonstrates that the pawn on e5 has six key squares. In general, a pawn that has crossed into the opponent's half of the board has six key squares (but on e7 it has only five).

White can win this position whoever moves first.



2.04 +/-

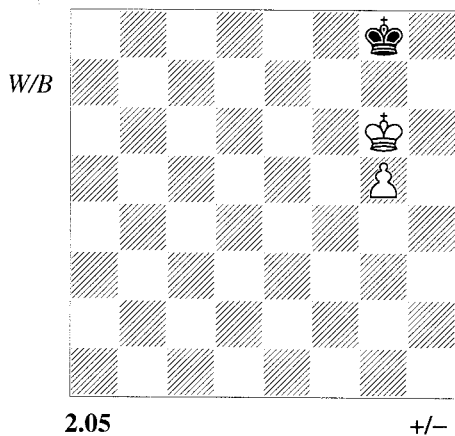
With White to move, the zugzwang known from the previous example applies: **1 e6 ♖e8 2 e7! ♖f7 3 ♖d7!** +-.

If Black is to move, White has the opposition and penetrates to the 7th rank: **1... ♖e8 2 ♖e6!** (but not **2 e6? ♖d8! 3 e7+ ♖e8! 4 ♖e6** stalemate) **2... ♖d8 3 ♖f7!** +-.

If the king doesn't occupy a key square, it is always drawn if the pawn advances with check.

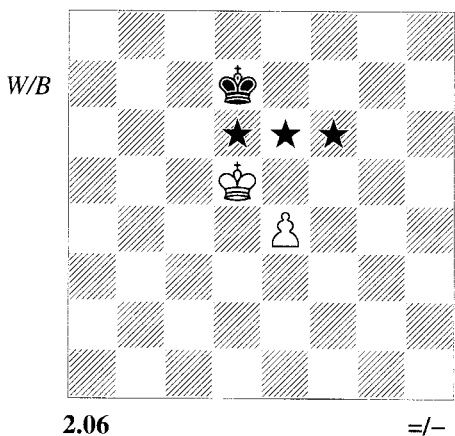
With a knight's pawn, more care is required because the edge is so near (*see following diagram*):

White to move wins only with **1 ♖h6!** (after **1 ♖f6?! Black has 1... ♖h7!?** forcing White to start again with **2 ♖f7! ♖h8 3 ♖g6! ♖g8 4 ♖h6! +- because 2 g6+? ♖h8! 3 ♖f7** is stalemate) **1... ♖h8 2 g6! ♖g8 3 g7! ♖f7 4 ♖h7!** +-.



With Black to move it is easier for White since there is no stalemate trap: **1...♙h8 2 ♖f7! ♙h7 3 g6+! +/-.**

If the pawn has not crossed the mid-point of the board, it has only three key squares:



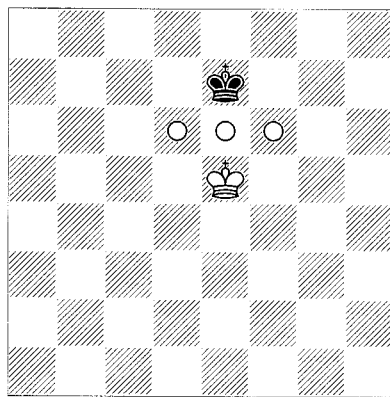
With White to move, 2.06 is only drawn, as Black's king can defend the key squares d6, e6 and f6: **1 ♖e5 ♙e7! 2 ♖f5 ♖f7! 3 e5 ♙e7! 4 e6 ♙e8! 5 ♖f6 ♖f8! = (2.03).**

With Black to move, he loses the fight for the key squares and the position: **1...♙e7 2 ♖e5! ♖d7 3 ♖f6! ♖d6 4 e5+! ♖d7 5 ♖f7 +/-.** The position of the kings on e5/e7 is called **opposition**.

Rule: *The opposition is the most important weapon in the fight for three adjacent key squares. Whoever loses the opposition also loses the fight for the key squares. However, if there are fewer than three adjacent key squares, then*

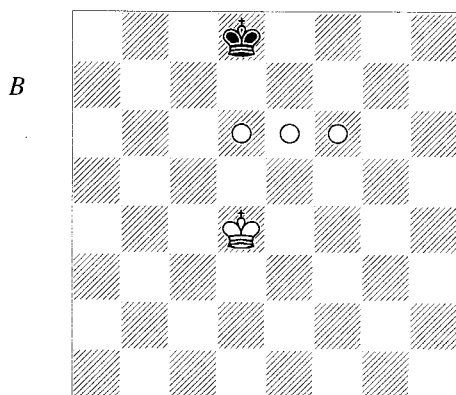
other factors determine whether it is important to have the opposition.

The opposition is so important that we should take a closer look at the most common forms:



The normal opposition

If we speak of opposition, most often this form is meant.



The distant opposition

White has the distant opposition on the d-file, as it is Black's move. If d6, e6 and f6 are the critical squares (i.e., if the e-file is the main file), then White first has to take the distant opposition on the e-file:

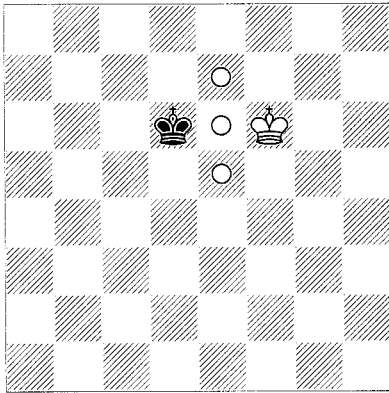
1...♙e8 2 ♖e4! ♖d8 3 ♖f5! ♙e7 4 ♖e5!

Reaching the normal opposition.

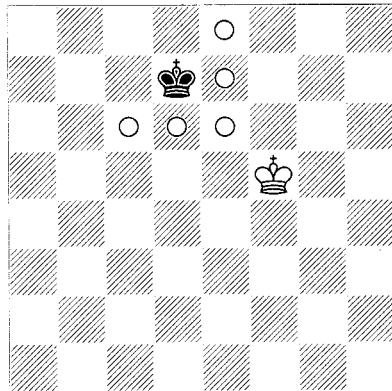
4...♖d7 5 ♖f6!

White successfully takes one of the critical squares.

The following forms of opposition will be of importance later:



2.07C
The side opposition



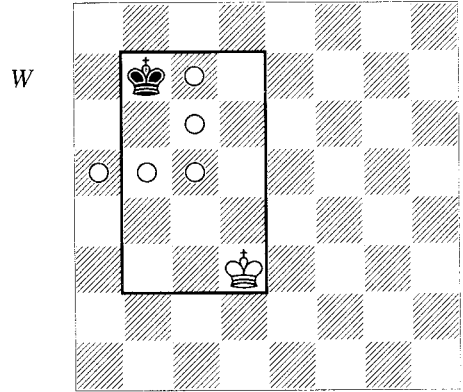
2.07D
The diagonal opposition

Black to move has to allow the normal or the side opposition:

- 1...♔e7
- 1...♔d6 2 ♕f6! ♔d7 3 ♕f7!.
- 2 ♕e5! ♔d7 3 ♔d5!

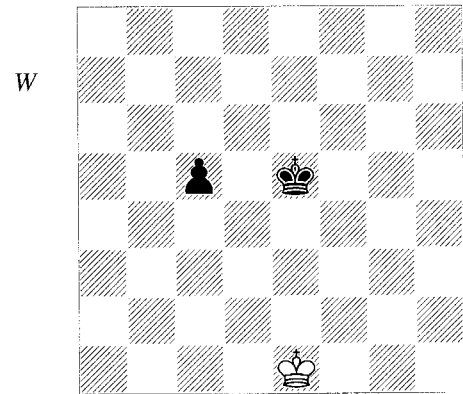
Finally, we use the term virtual opposition if all four corners of the rectangle around the kings have the same colour (see diagram at the top of the next column).

The next two examples demonstrate the fight for the key squares if the kings are further away. In the first White can successfully defend them



2.07E
The virtual opposition

with accurate play although Black has the distant opposition:



2.08
A.Csulits – H.Darius
Bundesliga 1991/2

1 ♔d1!

After both 1 ♔d2? ♔d4! and 1 ♔e2? ♔e4! Black secures the (normal) opposition and thus wins.

1...♔d5

1...♔d4 2 ♔d2! =; 1...♔e4 2 ♔e2 =.

2 ♔c1!

Black can't take the distant opposition on the c-file (the main file characterized by the central key square c3), because his own pawn is in the way.

2...♔e4

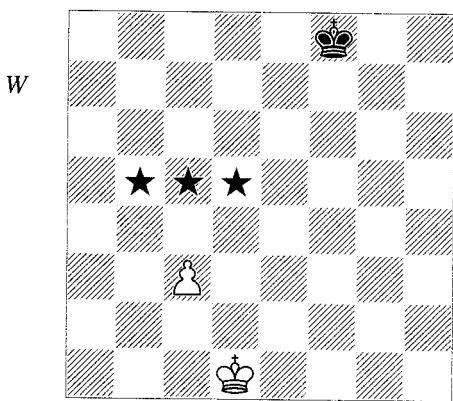
Black tries his last trick. If the key squares were c3, d3 and e3, Black would be winning now.

3 ♖c2!

However, White is alert. This move defends the key squares b3, c3 and d3.

3...♙d5 4 ♖d3 c4+ 5 ♖c3 ♖c5 6 ♖c2 ♖d4 7 ♖d2! c3+ 8 ♖c2 ♖c4 9 ♖c1! ♖d3 10 ♖d1! c2+ (with check) 11 ♖c1! ♖c3 (stalemate) 1/2-1/2

The second position is of great importance and should be studied closely, because it demonstrates how the attacker should proceed when his pawn is far back:



2.09

+/=

J.Drtina

Casopis Cesky Sahistu, 1908

White can occupy the fourth rank in three moves. However, he must walk to b4, since otherwise Black would gain the opposition (Black needs four moves to get to b6!).

1 ♖c2! ♙e7 2 ♖b3! ♖d6 3 ♖b4! ♖c6 4 ♖c4! ♖d6 5 ♖b5!

White has reached a key square and wins further space with his next moves before he can advance his pawn.

5...♖c7 6 ♖c5!

Not 6 c4??. Remember: every pawn move changes the key squares! 6...♙b7! 7 ♖c5 ♖c7! 8 ♖d5 ♖d7! 9 c5 ♖c7! 10 c6 ♖c8! 11 ♖d6 ♖d8! 12 c7+ ♖c8! 13 ♖c6 stalemate.

6...♖d7 7 ♖b6!

White has occupied a key square of a pawn on c4 (or c5) and can finally advance it:

7...♖d6 8 c4! ♖d7 9 c5! ♖c8 10 ♖c6! ♖d8 11 ♖b7! ♖d7 12 c6+! +-

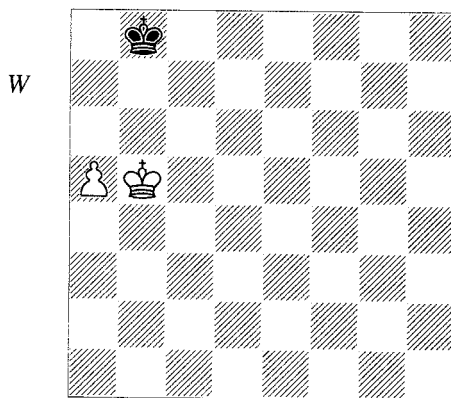
Before we discuss the different situation with a rook's pawn, we state two **rules** for the ending king and pawn vs king:

1) The position is drawn if the defender can occupy one of the two squares directly in front of the pawn (e.g., for a white pawn on e5, the e6- and e7-squares; the only exception is 2.03 with Black to move), because he can defend the key squares successfully.

2) From the attacker's point of view, the following rule is helpful: the position is won if at least two of the following three criteria are fulfilled:

- King in front of the pawn.
- Opposition.
- King on the 6th rank.

Having a rook's pawn reduces the winning prospects considerably:



2.10

=/=

With the defending king in the corner nothing can be done: 1 ♖a6 ♖a8 2 ♖b6 ♖b8 3 a6 ♖a8! 4 a7 stalemate.

Black also draws if he can block White's king at the edge (see following diagram):

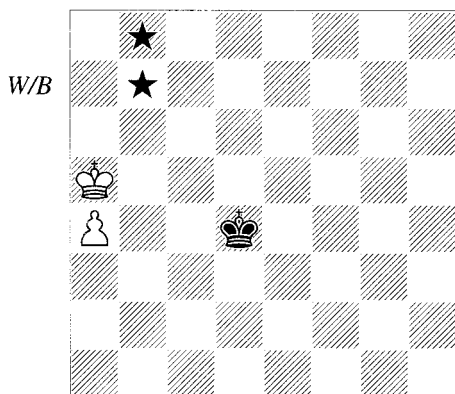
1...♖c5! 2 ♖a6 ♖c6!

Preventing the white king from reaching the key square b7.

3 ♖a7 ♖c7 4 a5 ♖c8 5 a6 ♖c7! 6 ♖a8 ♖c8 7 ♖a7 ♖c7! =

If White is to move, he wins by 1 ♖b6, after which the a-pawn runs through.

For a quick evaluation of the ending king and rook's pawn vs king the following **rule** is often helpful: *the position is always drawn if the defending king reaches c8 (or f8 for an h-pawn) or if it can block White's king at the edge.* It has only one (trivial) exception: White

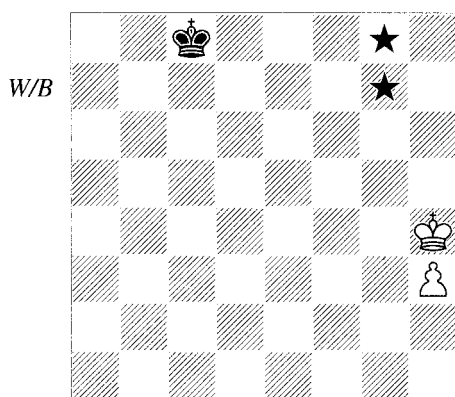


2.11

+/=

wins in the position $w\text{♔}b6/c6, \text{♕}a6; b\text{♗}c8$ with $1 a7! +/-$.

Now one example with the kings further away from the key squares:



2.12

+/=

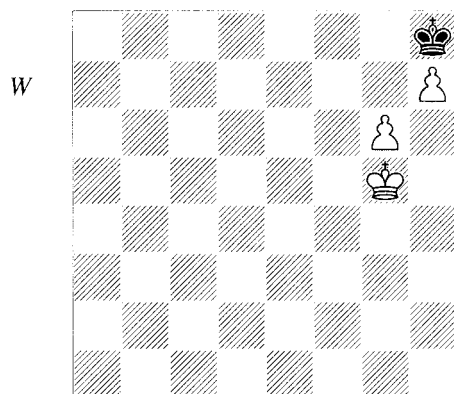
F.Sämisch – V.Soultanbéieff

Spa 1926

After $1 \text{♗}g5 \text{♕}d7 2 \text{♗}f6 \text{♗}e8 3 \text{♗}g7! +/-$ White has reached one key square and can now advance and queen his pawn without difficulties.

In the game it was Black to play: $1... \text{♕}d8 2 \text{♗}h5 \text{♗}e8 3 \text{♗}g6 \text{♗}f8! 4 \text{♗}h7 \text{♗}f7! 5 h4 \text{♗}f8$ (2.11) $1/2-1/2$.

If the attacker has more pawns, he usually wins easily. If they are connected passed pawns, he is always winning (if the opponent is not stalemated, of course, or one can be captured and the other stopped):



2.13

+/-

After **D.Ponziani, 1769**

1 ♗f5

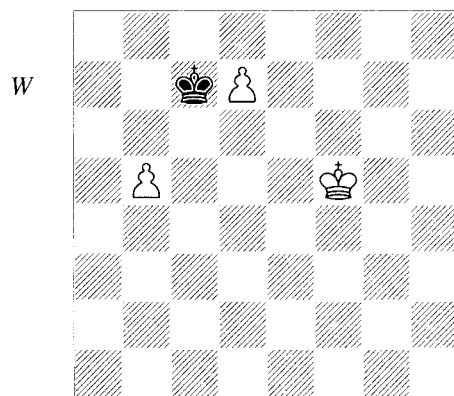
Certainly not $1 \text{♗}h6??$ stalemate.

1... ♗g7 2 h8♖+

This pawn is sacrificed to avoid stalemate.

2... ♗xh8 3 ♗f6! ♗g8 4 g7! ♗h7 5 ♗f7! +/-

Let's look at a somewhat similar example:



2.13A

+/=

E.Pogosiants, 1961

Two pawns up, your aim is clearly to win, but how to achieve it? We will explain the position while using a powerful weapon: the **method of exclusion**. First thought: Black's threat is to take on d7 and then run with the king to either b6 or b7. Obviously there is just one move to prevent this:

1 ♗e6!

Rule: *if every other candidate move fails, play the remaining one*. Black's answer is clear:

1... ♕d8

Now the same thinking process again: 2 b6 and 2 ♖d6 fail because of stalemate, and only 2 ♖d5 remains. Play it! The other king moves allow ...♙xd7 and ...♙c7-b7 with a draw.

2 ♖d5! ♙xd7

Now 3 ♙c5 allows ...♙c7 and ...♙b7, so:

3 b6!

This is the only try.

3...♙d8

With the knowledge of 2.03 the rest is easy.

4 ♖d6

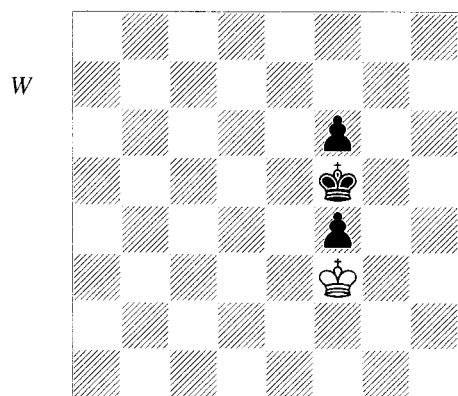
4 ♙c5 also wins, but not 4 ♙c6?? ♙c8! =.

4...♙c8 5 ♙c6! +- (2.03)

The method of exclusion is mainly used to save time: let your opponent think in his time if your move is clear. Certainly the method is valid in the middlegame and opening as well, but there are two points to worry about. First you have to be sure that your candidate list is complete and that you made no error in the calculation of the moves you exclude. Second: suppose you desperately want to win, you have only three moves, the first two draw and so using the method you quickly play the third – unfortunately that one loses!

Note: Averbakh ascribes the position to Pogossians, who probably followed Troitsky: w♙h2; b♙e4, ♠f2, h4. White to move draws by playing 1 ♙g2! (*Novoe Vremia*, 1898).

Even doubled pawns win very often:



2.14

-/+

J.Heral – M.Fleissig

Vienna 1873

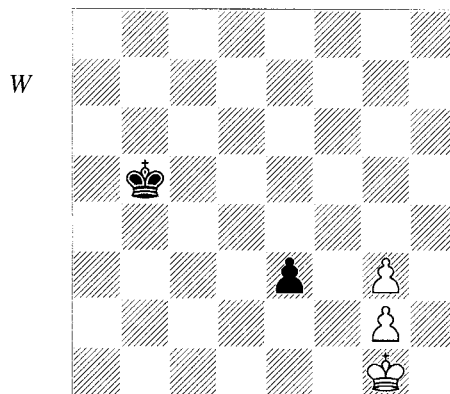
1 ♖f2 ♙e4 2 ♙e2 f3+ 3 ♖f2 ♖f4

3...f5?! 4 ♙e1 ♙e3 5 ♖f1 f2 +- (but not 5...f4?? 6 ♙e1! f2+ 7 ♖f1! =). Note that the

second pawn must be behind the half-way line to force a win.

4 ♖f1 ♙e3 5 ♙e1 f2+ 6 ♖f1 f5 0-1

Black's king reaches the key square e2.



2.14A

+/=

N.Grigoriev, 1935

Grigoriev illustrated the winning potential of doubled pawns as follows:

1 ♖f1!

1 g4? ♙c4! 2 ♖f1! ♙d3! 3 ♙e1! ♙e4! 4 g3 ♙e5 5 ♙e2 ♙e4! 6 ♖f1 ♙e5 7 ♙e1 ♖f6 =.

1...♙c4 2 ♙e2! ♙d4 3 g4! ♙e4 4 g3! ♙d4 5 g5! ♙e5 6 g4! ♙e6 7 ♙xe3 ♖f7 8 ♙e4

8 ♖f4?? ♙g6! =.

8...♙g6 9 ♖f4! ♙g7 10 ♖f5! ♖f7 11 g6+! ♖g7 12 ♖g5! ♖g8 13 ♖h6

13 ♖f6?! ♖f8 14 g7+ ♖g8 15 g5 ♖h7 16 g8 ♖+ ♖xg8 17 ♖g6! +- (2.05).

13...♖h8 14 g7+ ♖g8 15 g5 ♖f7 16 ♖h7 +-

2.2 Small Number of Pawns

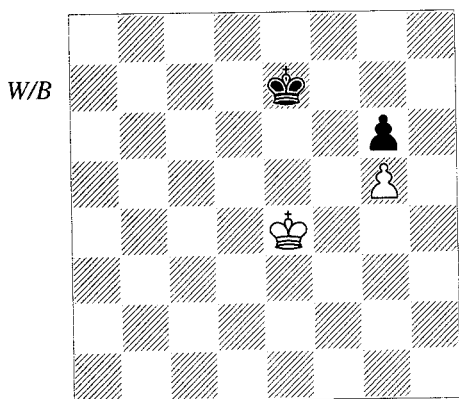
Our topics are now:

A:	Pawns on the Same File	27
B:	Pawns on Adjacent Files	28
C:	Both Sides Have Passed Pawns	30
D:	Geometry of the Board	30
E:	King + Two Pawns vs King + Pawn	31
F:	Bähr's Rule	34
G:	Fortresses	35

A) Pawns on the Same File

There are no passed pawns, so the winning plan consists of two steps:

- 1) The opponent's pawn has to be conquered and
 2) A key square has to be reached.
 The following position is critical:



2.15

+/=

J.Mudrak – V.Tichy

Brno 1994

Whoever has the move wins the opponent's pawn, but only for White is this sufficient to win the game, because in the act of capturing the g6-pawn, he conquers a key square of the g5-pawn:

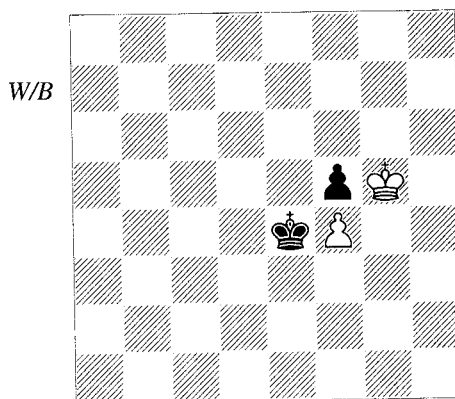
1 ♖e5! ♜f7 2 ♜d6! ♜f8 3 ♜e6! ♜e8
 3...♜g7 4 ♜e7! ♜g8 5 ♜f6! ♜h7 6 ♜f7!
 ♜h8 7 ♜xg6! ♜g8 8 ♜h6! +- (2.05).
 4 ♜f6! ♜f8 5 ♜xg6! ♜g8 6 ♜f6?! ♜f8?!
 6...♜h7!? 7 ♜f7! ♜h8 8 ♜g6! ♜g8 9 ♜h6!
 +-.

7 g6 ♜g8 1-0

The game shows that Black can't defend his pawn if the white king reaches d6. This means that the squares d6, e6 and f6 are critical squares of the g6-pawn (if the white king occupies one of them the pawn is lost). If the pawns are blocked, the three squares directly adjacent to the pawn are critical. For White, the critical squares of the g6-pawn are also key squares, because taking the pawn reaches a winning position.

With Black to move it is different. He can reach the critical squares (d5, e5 and f5) of the g5-pawn using the opposition (fight for three directly adjacent squares), but this is not sufficient to win the game because White's king can defend the key squares of the g6-pawn: 1...♜e6 2 ♜f4 ♜d5 3 ♜f3 ♜e5 4 ♜g4 ♜e4 5 ♜g3 ♜f5 6 ♜h4 ♜f4 7 ♜h3 ♜xg5 8 ♜g3! = (see 2.06).

If both kings occupy the critical squares directly adjacent to the pawn, an important situation of reciprocal zugzwang is reached:



2.16

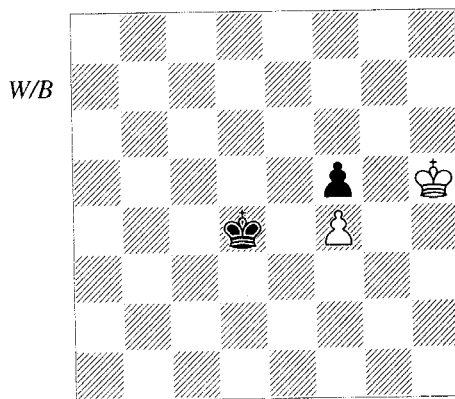
-/-

Whoever has to move loses.

White to play: 1 ♜h4 ♜xf4! 2 ♜h3 ♜f3 +-.

With Black to move: 1...♜d5 2 ♜xf5! ♜d6 3 ♜f6 +-.

If the kings are one square further away, it is the other way around:



2.17

+/+

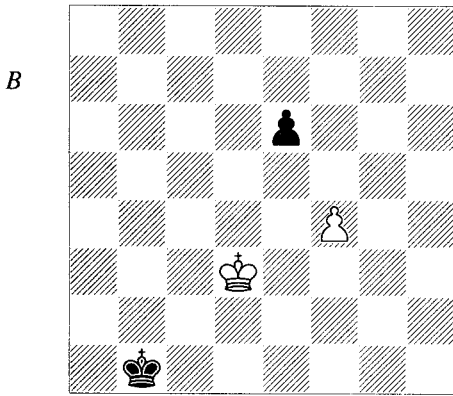
Whoever moves first wins:

White to play: 1 ♜g6! (not, of course, 1 ♜g5?? ♜e4! +-; see 2.16) 1...♜e4 2 ♜g5! +- (2.16).

Black to move: 1...♜e3! 2 ♜g5 ♜e4! +-.

B) Pawns on Adjacent Files

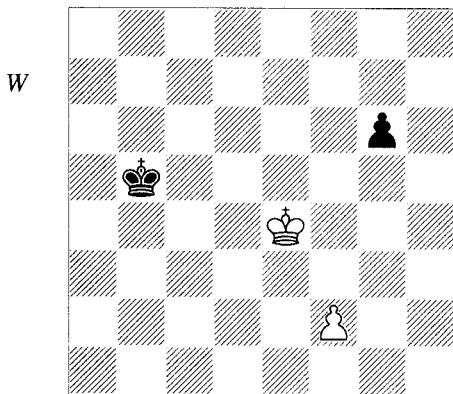
In this case the defender's drawing chances increase considerably:



2.18 +/=
A.Valdes Castillo – A.Delgado
Cienfuegos 1976

The position is drawn if Black can defend his own pawn or attack White's pawn: **1...♙c1!** (1...♙b2? 2 ♚d4 ♙c2 3 ♙e5! ♚d3 4 ♙xe6! +-) **2 ♙e4!?** (the game went 2 ♙e2 ♙c2 3 ♙e3 ♚d1 1/2-1/2) **2...♙d2! 3 ♙e5 ♙e3! =.**

Dobias illustrated this theme with the following masterpiece:



2.18A +/=
I.Dobias
Narodni Listy, 1926

1 ♙d4!!

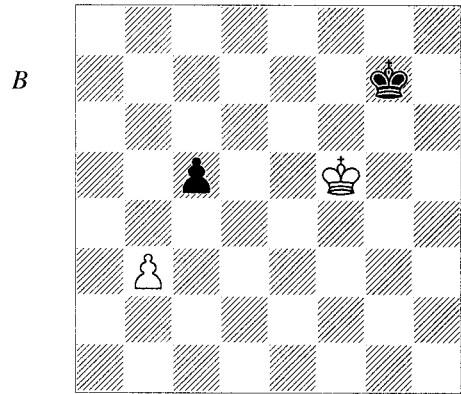
A very surprising bodycheck! Now f4 is a threat and Black can't improve the position of his king. Other moves don't work: 1 ♙e5? ♙c4! =; 1 ♙d5? ♙b4! 2 ♙d4 ♙b3! =; 1 f4? ♙c4! =.

1...♙c6 2 ♙e5! ♙c5

2...♙d7 3 ♙f6! +-.

3 f4! ♙c4 4 ♙f6! +-

Sometimes the sacrifice of the pawn is an effective defensive resource. In the first example it makes the defence of the key squares possible:



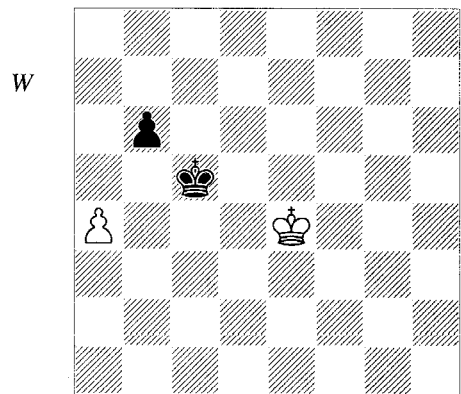
2.19 +/=
Yang Lin – Lin Weignang
Chinese Cht 1987

1...♙f7 2 ♙e5 c4!

2...♙e7? 3 ♙d5! c4 4 ♙xc4! ♙d6 5 ♙b5 +-.

3 bxc4 ♙e7! 4 ♙d5 ♙d7! 5 ♙c5 ♙c7! 6 ♙b5 ♙b7! 7 c5 ♙c7! 8 c6 ♙c8! 1/2-1/2

In the second case the sacrifice devalues Black's pawn:



2.20 =/+
I.Kanko – B.Thorsteinsson
Tel-Aviv OL 1964

1 a5!

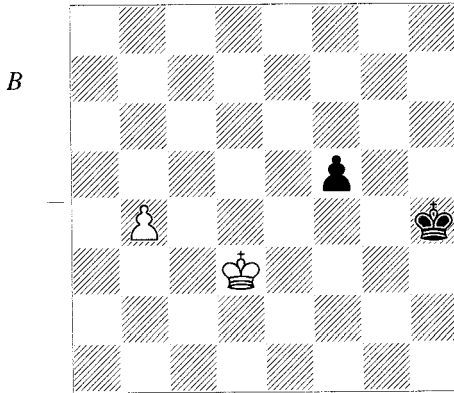
1 ♙d3? spoils it: 1...♙b4! 2 a5 ♙xa5! 3 ♙c3 ♙a4! +-.

1/2-1/2

Because of **1...bxa5 2 ♙d3 ♙b4 3 ♙c2.**

C) Both Sides Have Passed Pawns

In this case one must be alert to possibilities for either king to support its own pawn while stopping the advance of the enemy pawn. One of the key subtleties in the play is the idea of forcing the opponent's king to a square that allows one's own pawn to queen with check.



2.21

+/=

M.Najdorf – J.Vinuesa
Mar del Plata 1941

White threatens to stop Black's pawn by ♖e2 and promote his own pawn. Therefore Black must support his pawn. The b8-h2 diagonal is mined, as White would queen with check, so:

1...♙h3!

1...♙g3? 2 b5! f4 3 b6! f3 4 b7! f2 5 b8♙+! +-; 1...f4? 2 ♖e2! ♙g3 3 ♖f1! +- (3 b5? ♙g2! =).

2 b5

2 ♖e3 ♙g3! = and Black wins the tempo back with ...f4+.

2...f4! 3 ♖e4 ♙g3!

Black will now use the unfortunate position of White's king to make a draw with the f-pawn against the queen. Not 3...♙g4? 4 b6! f3 5 ♖e3! ♙g3 6 b7! f2 7 b8♙+! +-.

4 b6 f3! 5 b7 f2 6 b8♙+ ♙g2 = 1/2-1/2

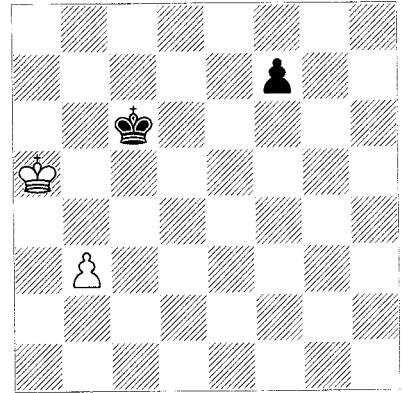
The game is drawn because White's king is outside the winning zone (see 9.03).

The following position features a multi-purpose king move aiming at both pawns:

1...♙d5!

In the game Browne missed this study-like win and after 1...f5? 2 ♖b4! f4 3 ♖c4 a draw was agreed.

B



2.22

=/+

L.Ljubojević – W.Browne
Amsterdam IBM 1972

2 ♖b4

2 b4 f5! 3 b5 f4! 4 b6 ♖c6! (now the king returns to force White's king to a6) 5 ♖a6 f3! 6 b7 f2! 7 b8♙ f1♙+! 8 ♖a5 (8 ♖a7 ♙a1#!) 8...♙a1+! 9 ♖b4 ♙b2+ +-.

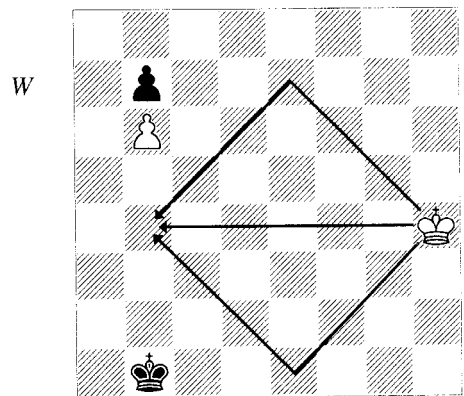
2...♙d4! 3 ♖a3

3 ♖a5 f5! 4 b4 f4 5 b5 ♖c5 6 b6 ♖c6! +-.

3...f5! 4 ♖b2 f4! 5 ♖c2 ♖e3! 6 ♖d1 ♖f2 7 b4 ♖g2 8 b5 f3! +-

D) Geometry of the Board

The following two classics show a very important theme:



W

2.23

=/+

End of a study by **N.Grigoriev**
Shakhmatny Listok, 1931

Pure counting shows that White loses if he tries to win the black pawn. The king reaches c7

in five moves (it can't go to c8, because the b6-pawn would fall), but Black would move to a6 and win. Therefore he should seek a draw by defending the key squares of the black b-pawn (a5, b5 and c5), so that after ...♙xb6, he can reply ♖b4. As every tempo counts (Black needs five moves to take the pawn; White needs six to reach b4, but he is to move), White has to be careful that Black's king doesn't shoulder him away.

1 ♖g3!!

White takes a curve to get to b4! Not 1 ♖g4? ♖c2!, and now:

a) 2 ♖f3 ♖d3! (shouldering away! It will now take White one more move to reach b4 and therefore he loses) 3 ♖f2 ♖c4 4 ♖e3 ♖c5 5 ♖d3 ♙xb6! 6 ♖c4 ♖a5! -+.

b) 2 ♖f4 ♖d3! 3 ♖e5 ♖c4! 4 ♖d6 ♖b5! 5 ♖c7 ♖a6! -+.

1...♖c2 2 ♖f2! ♖d2 3 ♖f1! ♖d1 4 ♖f2! ♖d2 5 ♖f1! ♖d3 6 ♖e1! ♖c4 7 ♖d2! ♖b5 8 ♖c3! ♖c5 9 ♖b3! ♖xb6 10 ♖b4! =

The study is: w♙h4, ♞c8, ♠b5; b♙a1, ♠b3, ♠b7, c5. White to move draws by 1 b6!! b2! 2 ♞a8+! ♖b1 3 ♞c8! ♖a2 4 ♞xc5! =.

Looking at this theme is worthwhile: the motif of **shouldering away** (the kings try to prevent each other from reaching a certain aim) is quite common in endgames. One should be aware of an important feature of the chessboard: its **special geometry**. From our schooldays we know that a straight line is the shortest route between two points. For the kings on the chessboard this is only valid for the diagonals. White obviously has only one possible way to get from h4 to e1 in three moves. However, if the king has to reach b4 in six moves as in 2.23, then it has 141 different ways to get there (if the black king is ignored). Only very seldom do all the routes have equal merit. Often it is the outside curve, sometimes only a zigzag course, that leads to success. You should therefore always carefully consider which route is best.

The masterpiece in the following diagram illustrates the geometry of the board very well.

It seems as if White is completely lost because he can't prevent the h-pawn from queening, but he has a saving resource:

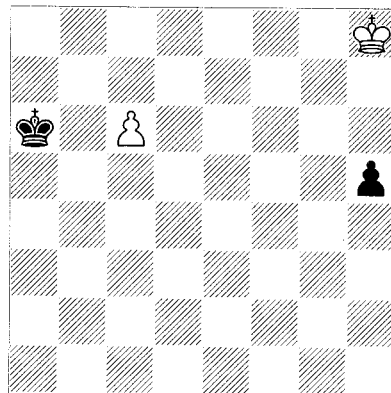
1 ♖g7! h4 2 ♖f6!

Now he threatens to support his own pawn.

2...♖b6

2...h3 3 ♖e7 h2 4 c7! ♖b7 5 ♖d7 =.

W



2.24

=/+

R.Réti

Kagans Neueste Schachnachrichten, 1921

3 ♖e5!!

The king is "hunting two hares" as the study composer Gurvich put it.

3...h3

After 3...♙xc6 White can enter the h-pawn's square with 4 ♖f4 =.

4 ♖d6! h2 5 c7! h1 ♗ 6 c8 ♗! =

This motif appears in several studies and games (see Av 95-103). We would just like to mention two studies:

1) de Feijter (1939, ECE 125, Av 102) w♙a8, ♠f4; b♙b5, ♠a6: 1 ♖b7! a5 2 ♖c7! ♖c5 3 ♖d7! ♖d5 4 ♖e7! ♖e4 5 ♖e6!! =.

2) Prokeš (1946, ECE 126, Av 99) w♙g8, ♠f3; b♙h4, ♠a6: 1 ♖f7! a5 2 f4! a4 3 f5! a3 4 f6! a2 5 ♖g8! = (9.03).

E) King + Two Pawns vs King + Pawn

If the attacker has a protected passed pawn, he usually wins (*see following diagram*):

1 ♖d2 ♖d6 2 ♖c3

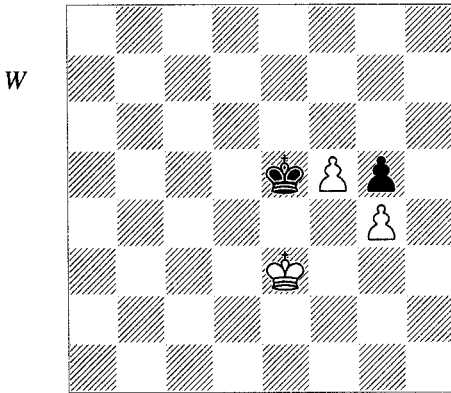
2 ♖e2 would use the fact that Black can't access e6 to win the fight for the distant opposition: 2...♖c5 3 ♖e3 ♖d5 4 ♖d3 ♖e5 5 ♖c4 +-.

2...♖c5 3 ♖b3 ♖d5

Black cannot play 3...♙b5 because the black king leaves the square of the f5-pawn: 4 f6 ♖c6 5 f7! +-.

4 ♖b4 ♖d6 5 ♖c4 1-0

Due to **5...♖c6 6 ♖d4 ♖d6 7 ♖e4 ♖e7 8 ♖e5 ♖f7 9 f6 ♖f8 10 ♖f5** (advancing the f-pawn immediately with 10 ♖e6?! ♖e8 11 f7+?



2.25

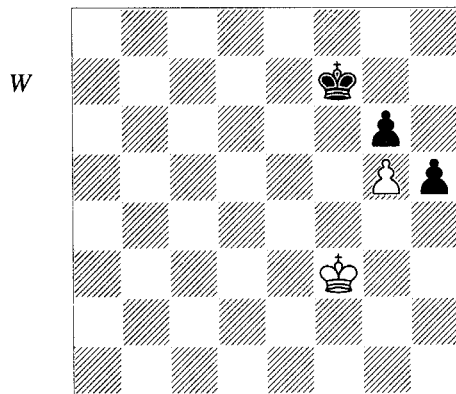
+/-

S.Gligorić – M.Udovčić
Rovinj/Zagreb 1970

is wrong: 11...♔f8! 12 ♔f5 ♔xf7! 13 ♔xg5 ♔g7! =; 2.06) 10...♔f7 11 ♔xg5! +/-.

An additional black pawn on a5 wouldn't save Black as it falls prey to White's king. However, adding a black pawn on b5 in 2.25 leads to a drawn position because Black's king can defend it from c6 (inside the square of the f5-pawn!).

However, no rule is without exception:



2.26

=/=

H.Staunton – E.Williams
London (4) 1851

All the critical squares of the g5-pawn are inside the square of the protected passed h5-pawn and White manages to hold the position by maintaining the appropriate form of opposition:

1 ♔e3 ♔e6 2 ♔e4!

Normal opposition.

2...♔d6 3 ♔d4! ♔c6 4 ♔e4!

Diagonal opposition.

In the game, White went wrong with 4 ♔e5? ♔c5! 5 ♔f6 (5 ♔e4 ♔c4! 6 ♔e5 ♔d3 7 ♔f4 ♔d4 8 ♔f3 ♔e5 -+) 5...h4! 6 ♔xg6 h3! 7 ♔f7 h2! 8 g6 h1♚! -+ (9.01) and Williams won the game after a few more moves.

4...♔b5 5 ♔d5! ♔b6 6 ♔d4! ♔a5 7 ♔e5!

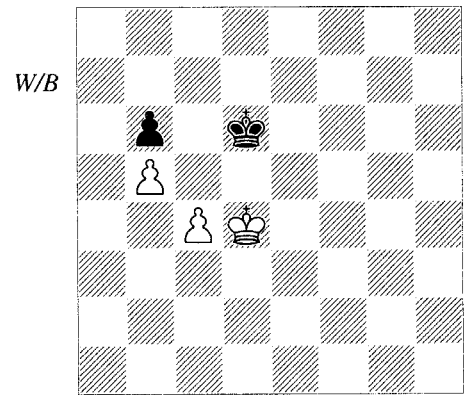
Distant opposition.

7...♔a6 8 ♔e4! =

Virtual opposition.

If the position is moved one rank further down, White is lost, because the critical square d4 would not be in the square of the protected passed h4-pawn.

If the attacker has a backward pawn, the result usually depends on having the opposition:



2.27

=/-

A.Philidor, 1747

Black has the opposition, so he can hold the draw:

1 ♔e3!? ♔e7

Or:

a) Not 1...♔c5? 2 ♔d3! ♔d6 3 ♔d4! ♔e6 4 c5! bxc5+ (4...♔d7 5 c6+! ♔d6 6 ♔e4 ♔e6 7 c7 ♔d7 8 ♔d5 ♔xc7 9 ♔e6! +-) 5 ♔xc5! ♔d7 6 ♔b6 ♔c8 7 ♔a7! +/-.

b) 1...♔d7 2 ♔d3 ♔e7! = also leads to a draw.

2 ♔e4 ♔e6 =

Or 2...♔e8 (distant opposition) and now:

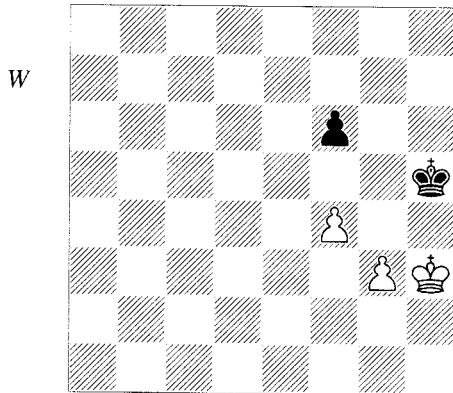
a) 3 ♔f5 ♔d7! = (diagonal opposition; but not 3...♔f7? 4 c5 +/-).

b) 3 ♔e5 ♔e7! 4 ♔d5 ♔d7! 5 c5 bxc5! 6 ♔xc5 ♔c7! =.

If Black is to move, he can't defend the critical squares c6, d6 and e6: **1...♖c7** (1...♖e6 2 c5! +-) **2 ♖e5!** (diagonal opposition) **2...♖d7 3 ♖d5! ♖c7 4 ♖e6!** +-.

2.27 moved one file to the left is completely drawn, because after 1...♖d6!, 2 b5 doesn't win due to the remaining rook's pawn.

If the pawns are not yet blocked, interesting play can arise:



2.27A =/=
 Variation from **Ed.Lasker – Ward,**
 1913

1 ♖g2!? ♖g4!

Not: 1...f5? 2 ♖f3! ♖g6 3 ♖e3! ♖f6 4 ♖d4 +-; 1...♖g6? 2 ♖f2! ♖h5 3 ♖f3! ♖h6 4 ♖c4 ♖g6 5 ♖d5 ♖f5 6 ♖d6! +-.

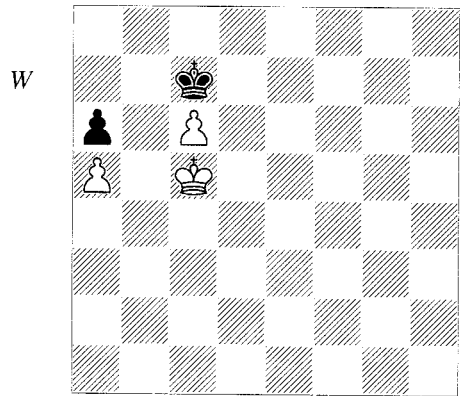
2 ♖h2 ♖f5! 3 ♖g1 ♖e6!

3...♖g6? 4 ♖f2! +-.

4 ♖f2 f5 =

If the attacker has an outside passed pawn, he usually wins. However, if the pawn is very near to the others or if blocked rook's pawns are involved, he often faces some problems. The first example shows both features (*see following diagram*).

If it were Black to move, he would lose immediately, because White's king could penetrate to b6. But at first sight it seems that White is also in zugzwang. A closer inspection shows that he has more space to manoeuvre: after ♖d5 Black has to play ...♖c8 and can only advance to c7 if White is on c5. So c4 and d4 and b8 (d8) are corresponding squares as well. So White wins as c4 and d4 are connected while b8 and d8 are not:



2.28 +/-
 H.Fahrni – S.Alapin

1 ♖d5! ♖c8 2 ♖d4 ♖d8 3 ♖c4 ♖c8 4 ♖d5! ♖c7

4...♖d8 5 ♖d6! ♖c8 6 c7! ♖b7 7 ♖d7! ♖a7 8 ♖c6 +- (not, of course, 8 c8♙?? stalemate).

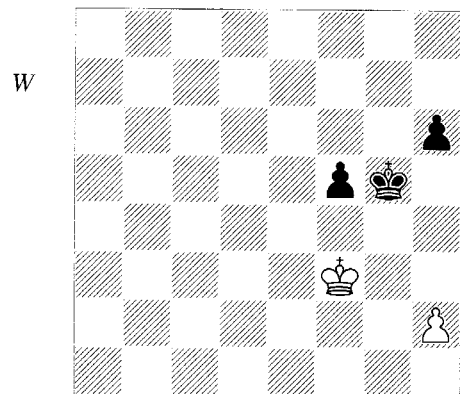
5 ♖c5!

Reaching the starting position with Black to move.

5...♖c8 6 ♖b6! 1-0

Alapin resigned due to **6...♖b8 7 ♖xa6! ♖c7 8 ♖b5! +-.**

If the attacker's rook's pawn has already moved, while the defender still has his on its original square, it is much more complicated:

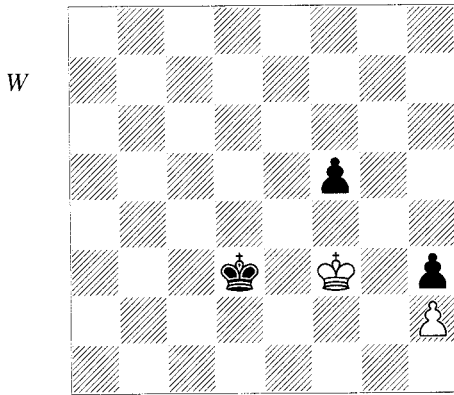


2.29 =/
 R.Vaganian – J.Sunye
 Rio de Janeiro IZ 1979

White can draw in a study-like way if he manages to prevent Black from achieving the opposition on f4:

1 ♖e2!!

The game in fact continued 1 ♖g3? h5! 2 ♜f3 h4! 3 ♜g2 ♜g4! 4 ♜f2 ♜f4! 5 ♜e2 ♜e4! 6 ♜f2 ♜d3! 7 ♜f3 h3!! (D) 0-1.



2.29A

-/=

The following manoeuvre was discovered by Maizelis:

a) 8 ♜f2 ♜d2! 9 ♜f3 (9 ♜f1 ♜e3! 10 ♜e1 f4 11 ♜f1 ♜f3! -+) 9...♜e1! 10 ♜e3 (10 ♜g3 ♜e2 11 ♜xh3 f4 -+) 10...♜f1! 11 ♜f3 ♜g1! 12 ♜g3 f4+! 13 ♜f3 ♜h1 -+.

b) 8 ♜f4 ♜e2! 9 ♜xf5 ♜f3! -+ as White cannot meet ...♜xh2 by ♜f2.

1...♜g4 2 ♜e3!

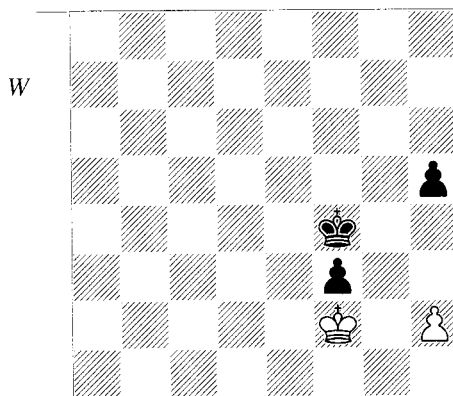
2 ♜f2? ♜f4! 3 ♜e2 ♜e4! 4 ♜f2 h5! 5 ♜e2 h4! 6 ♜f2 ♜d3! 7 ♜f3 h3! -+.

2...h5

Or:

a) 2...♜h3 3 ♜f4! =.

b) 2...f4+ 3 ♜f2 h5 4 ♜e2 ♜f5 5 ♜f3 ♜e5 6 ♜f2 ♜e4 7 ♜e2! f3+ 8 ♜f2 ♜f4 (D).



2.29B

=/=

If the h-pawn is on h6, h5 or h4 then White draws by moving his king to a square of the same colour as Black's h-pawn (with the pawn on h7 he loses in any case and against a pawn on h3 he draws): 9 ♜f1! ♜e3 10 ♜e1! f2+ 11 ♜f1! ♜f3 12 h3! =.

3 ♜f2! ♜f4 4 ♜e2! ♜e4 5 ♜f2! h4

5...♜d3 6 ♜f3! h4 7 h3 ♜d2 8 ♜f4 ♜e2 9 ♜xf5 ♜f3 10 ♜e5! =.

6 ♜e2! f4 7 ♜f2! f3

Black's h-pawn is on a dark square so...

8 ♜e1

Or 8 ♜g1, but not 8 ♜f1? ♜e3! -+.

8...♜e3 9 ♜f1! f2 10 h3! =

This position has already been deeply studied in various sources (e.g. *The Final Countdown*) and we also devoted a lot of space to it in SoPE.

F) Bähr's Rule

If two rook's pawns are blocked and the outside passed pawn is further away, Bähr's Rule helps to determine whether the position is winning (of course it is also possible to evaluate it by pure calculation, but note that simply counting the number of moves needed is very risky because of a possible bodycheck!).

Requirement: the attacking king stands next to its passed pawn, and the defending king in front of it.

1) If the attacker's blocked rook's pawn has crossed the middle of the board, he wins. Otherwise:

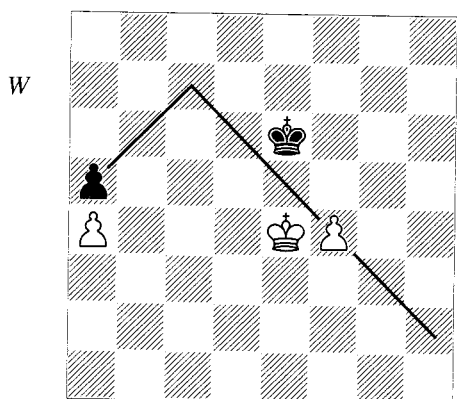
2) Draw the diagonal from the defender's pawn towards the defender's first rank. From the point of intersection of that diagonal with the c-file (or f-file, in case the blocked pawns are h-pawns), draw a diagonal (the 'border diagonal') towards the attacker's first rank. If the pawn is on or below that border diagonal, the attacker wins; if it is above, then the position is drawn.

We apologize if the description makes it sound complicated. Visually, the idea is readily grasped, as will become clear if we consider an actual example (see following diagram):

The diagonals go from a5 to c7 and from c7 to h2. The pawn is on the diagonal, so White wins:

1 ♜d4

After 1 f5+? White's pawn is above the border diagonal and the position is drawn: 1...♜f6



2.30 +/-
V.Chekhover – I.Bondarevsky
Leningrad 1938

2 ♖f4 ♕f7 3 ♖e5 ♖e7! 4 ♖d5 ♖f6! 5 ♖c5
 ♕xf5! 6 ♖b5 ♖e6! 7 ♖xa5 ♖d7! 8 ♖b6 ♖c8!
 = (2.11).

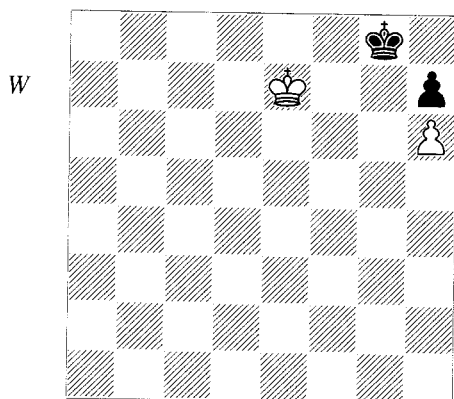
1-0

Bondarevsky resigned due to 1...♖f5 2 ♖c5
 ♕xf4 3 ♖b5 ♖e5 4 ♖xa5! ♖d6 5 ♖b6! ♖d7 6
 ♖b7! +/-.

If the attacker's king has advanced further, it is also possible to apply Bähr's Rule if the king can't reach a key square of its passed pawn. If the white pawn were on h3 instead of f4 and the white king on g4, the diagonals to consider would be a6-c8-h3.

There are exceptions to the rule if a successful counterattack is possible (see the list following Av 219).

G) Fortresses

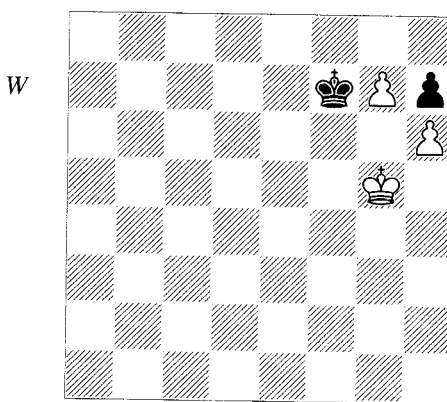


2.31A =/=

The presence of rook's pawns makes it more likely that the defender can hold on. In some cases even knight's pawns are too near the edge. We give several examples of such fortresses.

In 2.31A (see diagram at the foot of the previous column), 1 ♖e8 ♖h8 2 ♖f7 is stalemate.

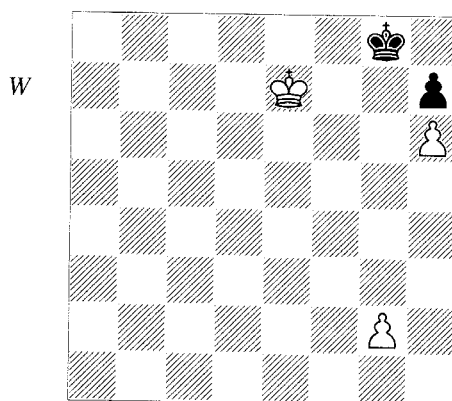
The position remains drawn if the blocked pawns are the base of a pawn-chain; e.g., add black pawns on g6 and f5 and white pawns on g5 and f4.



2.31B =/=

1 ♖f5 ♖g8! 2 ♖f6 stalemate

The sacrifice of the g-pawn would only lead to fortress 2.31A.

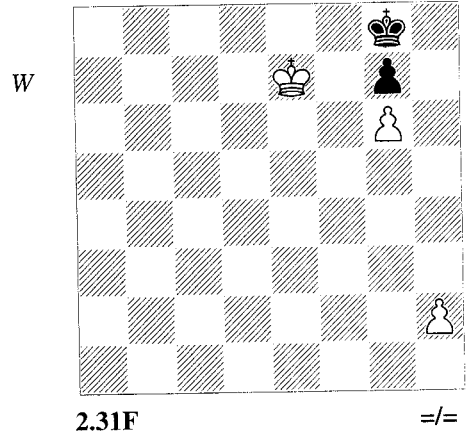
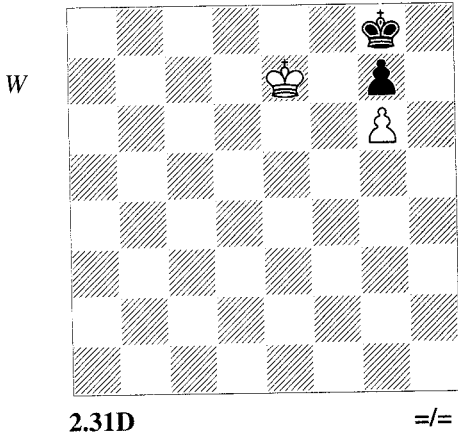


2.31C =/=

There are no tricks left:

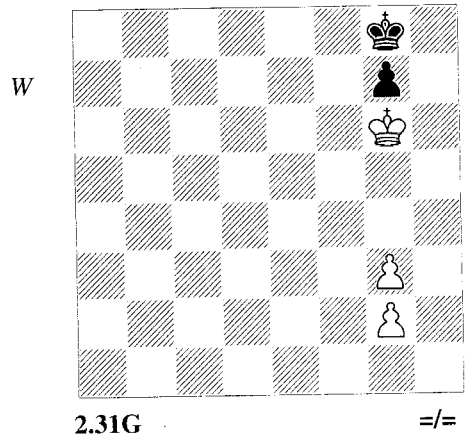
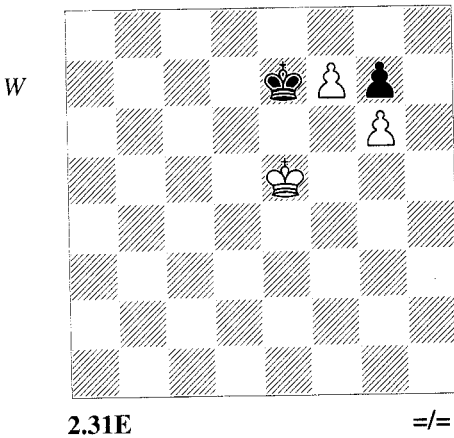
1 g4 ♖h8 2 g5 ♖g8 3 ♖f6 ♖h8 4 g6 ♖g8 =

The alternative 4...hxg6 is also sufficient for a draw.



1 ♔e8 ♕h8 2 ♔f7 stalemate

As in 2.31A, the blocked pawns could be the base of a pawn-chain.



If Black sticks to the corner, nothing can go wrong: 1 g4 ♕h8! (1... ♕f8? 2 ♕h7! ♕f7 3 g5! ♕f8 4 g6 +-) 2 ♕f7 ♕h7! 3 g5 ♕h8! 4 g6 stalemate.

The fact that the black g-pawn can't be attacked from the right provides the basis for this fortress.

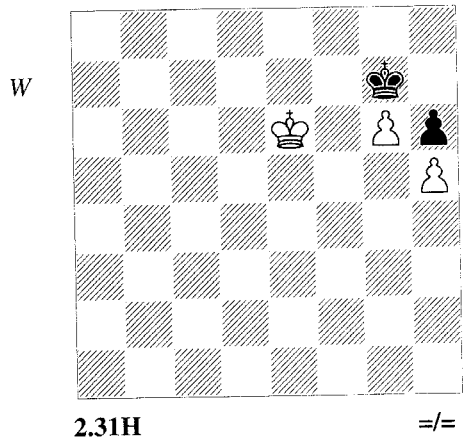
1 ♕d5

1 f8 ♖+ ♕xf8! 2 ♕d6 ♕e8 3 ♕e6 ♕f8! = (2.31D).

1... ♕f8! 2 ♕e6 stalemate

By the way, even an additional bishop on d5 wouldn't help White because sacrificing the f-pawn would only lead to fortress 4.10C (see page 97).

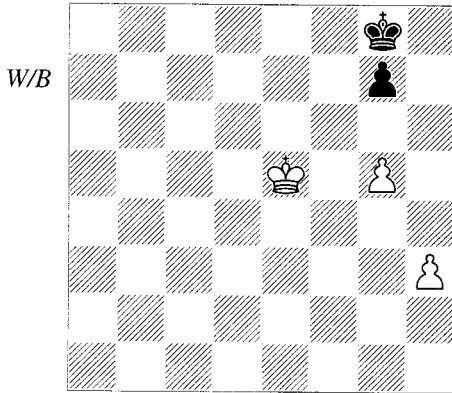
In 2.31F, Black need not fear the advance of White's h-pawn: 1 h3 ♕h8 2 h4 ♕g8 3 h5 ♕h8 4 h6 ♕g8! (4... gxh6?? 5 ♕f7 +-) 5 ♕e6 gxh6! =.



1 ♖e7 ♗g8 2 ♖f6 ♗h8 3 g7+ ♗g8 (3...♗h7 ⇒) 4 ♗g6 is stalemate.

Black is lost if the position is shifted one file to the left or one rank down.

The following position is no fortress, because the g-pawn is still on g5. Our discussion follows John Nunn's analysis:



2.32

+/=

Nunn, 'Brains of the Earth', Test 1, 1999

1 ♖f4!

Not: 1 ♖f5? ♗f7! 2 h4 g6+! 3 ♖e5 ♗e7! =; 1 ♗e6? ♗f8! 2 g6 ♗g8 =; 1 h4? ♗f7 =.

1...♗f8

1...♗f7 2 ♖f5! +-; 1...♗h7 2 ♖f5! +-.

2 ♖g4!

2 ♖g3? ♗f7 3 ♖f4 ♗e6 =.

2...♗g8

2...g6 3 ♖f4! ♗f7 4 ♖e5! ♗e7 5 h4! +-.

If Black were to move in this position he would be in zugzwang immediately. Therefore White must lose a tempo by a clever manoeuvre:

3 ♗h5! ♗h7

3...♗f7 4 h4! ♗f8 5 ♗g6! ♗g8 6 h5! +-.

4 ♗h4! ♗h8

4...♗g6 5 ♗g4! +-.

5 ♗g3!

Tiptoeing around g4!

5...♗h7

For 5...♗g8 6 ♗g4! +- see the main line.

6 ♖f4 ♗g8 7 ♗g4! g6 8 ♖f4! ♗f7 9 ♖e5! ♗e7 10 h4! +-

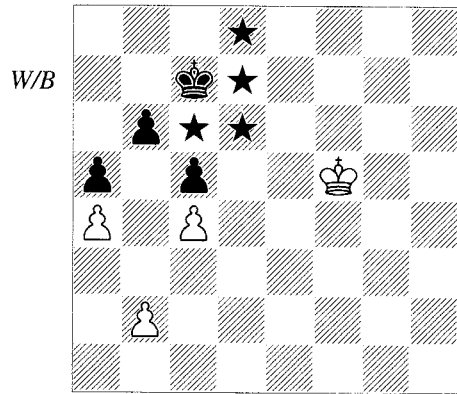
It is amazing that White's king, which was so well placed in the centre on e5, had to go to h4 in order to secure the win!

If Black is to move, he can hold on, but not by just hiding in the corner: 1...♗f8! (1...♗h7?

2 ♖f5 ♗h8 3 ♗g6 ♗g8 4 h4! +-) 2 ♖f4 (2 ♖f5 ♗f7! 3 h4 g6+! 4 ♗e5 ♗e7! =) 2...♗e7! 3 ♗g4 g6! 4 ♖f4 ♗d6 5 ♗e4 ♗e6! 6 h4 ♗d6! =.

2.3 Pawns on One Wing

If the pawns are blocked, the result depends on the activity of the kings.



2.33

+/=

H.Rasmussen – O.Buch
Lyngby 1974

White has to win the fight for the critical squares of the b6-pawn. He only succeeds in this endeavour thanks to the important spare tempo b2-b3. To have more spare tempi than the opponent is often a decisive element in pawn endings.

1 ♖e6

1 b3? uses White's spare tempo too early: 1...♗d7? 2 ♖f6 ♗d6! 3 ♖f5! =.

1...♗c6 2 b3 ♗c7 3 ♖e7!

Opposition.

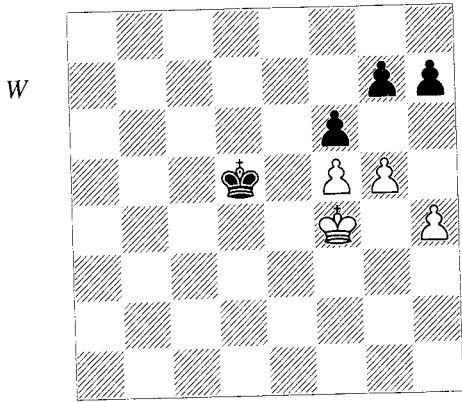
3...♗c6 4 ♗d8!

Surrounding Black's king to gain access to the key squares. This method occurs very often and is therefore worth remembering.

4...♗b7 5 ♗d7! ♗a6 6 ♖c6 ♗a7 7 ♖c7! ♗a6 8 ♖b8! 1-0

If Black is to move, he draws because of the possible counterattack against c4: 1...♗d6! (1...♗d7? 2 ♖f6! ♗d6 3 b3! ♗d7 4 ♖f7! ♗d6 5 ♗e8! {encircling Black or winning the race} 5...♗e5 6 ♗d7 ♗d4 7 ♖c6 ♖c3 8 ♗xb6! ♗xb3 9 ♗b5!! +-) 2 ♖f6 ♗d7! 3 ♖f7 ♗d6! 4 ♗e8 ♗e5! 5 ♗d7 ♗d4! 6 ♖c6 ♗xc4! 7 ♗xb6! ♖b4 8 b3 =.

The following construction of a stalemate cage is a very important defensive method:



2.34 — =/= **M.Chigorin – S.Tarrasch**
Ostend 1905

In spite of the very active black king, White can draw:

1 ♖g4!?

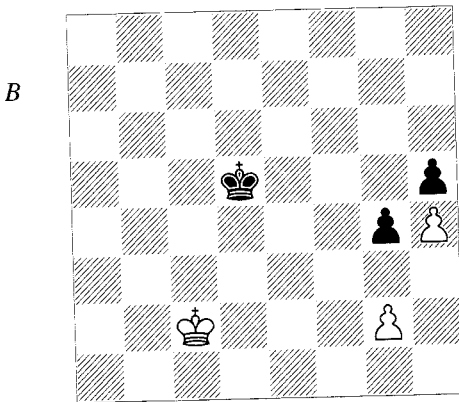
Not: 1 g6? h5! +-; 1 h5? h6! +-; 1 gxf6? gxf6! 2 ♖g4 ♖e5 3 ♖h5 (3 ♖h3 ♖f4 0-1 was the game) 3...♗xf5! 4 ♖h6 ♖g4! 5 ♖xh7 ♖h5! +-.

1...♗e4 2 g6! h6

2...hxg6 3 fxg6! f5+ 4 ♖g3 = also leads to a draw.

3 ♖h5!! ♗xf5 stalemate

In the next three examples, the active king is enough to secure the win.



2.35 =/+ **G.Tringov – L.Stein**
Amsterdam IZ 1964

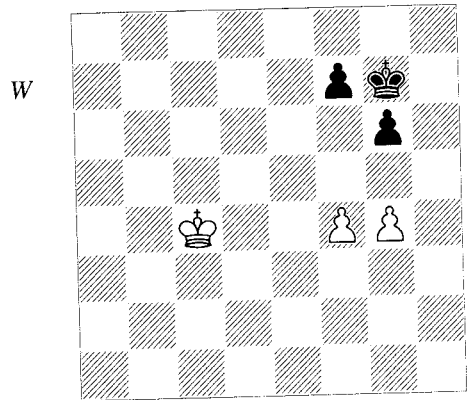
1...♗e4 2 ♖d2 ♖f4! 3 ♖e2 ♖g3! 4 ♖f1 ♖h2!

4...♗xh4? throws away the win after 5 ♖f2! ♖g5 6 g3 =.

0-1

Tringov resigned due to the following encirclement: **5 ♖f2 ♖h1! 6 ♖g3** (6 ♖f1 g3! +-)
6...♗g1 7 ♖f4 ♗g2 +-.

It is a bit surprising that the active king is enough to win in the following position:



2.36 =/+ **M.Botvinnik**
Shakhmaty v SSSR, 1952

The three-times world champion demonstrates how to encircle Black:

1 ♖d5!

1 ♖c5? ♖h6! 2 ♖d6 f5! 3 g5+ ♖h5! 4 ♖e6 ♖g4! 5 ♖f6 ♗xf4! 6 ♗xg6! ♖e4 =.

1...♗f8

1...♗h6 2 ♖e5! ♖g7 3 ♖d6! ♖f8 (3...f5 4 g5! +-; 3...g5 4 f5! ♖f6 5 ♖d7 +-) 4 ♖d7! ♖g7 5 ♖e8! ♖g8 6 ♖e7 ♖g7 7 f5! g5 8 ♖e8 +-.

2 ♖d6! ♖e8

2...♖g7 3 ♖d7 ♖f6 4 ♖d8 (4 ♖e8? ♖e6! 5 ♖f8 ♖f6! 6 ♖g8 ♖e7! 7 ♖g7 ♖e6 =) 4...♖g7 5 ♖e8! +-.

3 f5! g5

3...gxf5 4 gxf5! ♖d8 5 f6! +-.

4 ♖c7!

4 f6? ♖d8! 5 ♖e5 ♖d7 6 ♖f5 ♖d6! 7 ♖xg5! ♖e6 =.

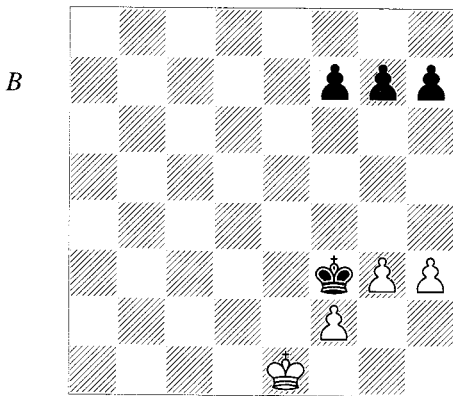
4...♖e7 5 ♖c8! ♖d6

5...♖e8 6 f6! +-.

6 ♖d8! ♖e5 7 ♖e7 f6 8 ♖f7! ♖f4 9 ♖xf6!

♗xg4 10 ♖g6 +-

Botvinnik took the idea for this study from his analysis of Troianescu-Botvinnik, Budapest 1952.



2.37

-/+

C.Kottnauer – G.Thomas

London tt 1947

White's h-pawn has already advanced to h3, so Black wins in any case. However, a certain amount of care is still required:

1...g5

1...g2!? is right against a pawn on h2 as well. After 2 h4 the following method wins: 2...f3 3 f1 h5 4 g1 f5 5 f1 f4 6 gxf4 fxf4 7 g2 g4! 8 f3+ fxh4! 9 h2 g5 (9...g5? 10 g2! g4 11 fxg4 hxg4 12 h2!) =) 10 g3 g6 -+.

2 f1 h5

2...f5 3 g1 f4 4 gxf4 gxf4! 5 f1 (5 h4 e2 6 g2 f3+ 7 g3 h5! -+) 5...h5 6 h4 g4! 7 g2 f3+! 8 h2 f5 9 h3 e5 10 g3 e4! 11 h3 d3 12 h2 d2! 13 h3 e1 14 g3 e2! -+.

3 g1 f6 4 f1 f5!

4...h4? allows White to escape with 5 g4! =.

5 h4!?

5 g1 h4 6 gxh4 gxh4! 7 f1 f4! 8 e1 (8 g1 e2! 9 g2 f3+! 10 g1 e1 -+) 8...g2! 9 e2 fxh3 10 f3 h2 11 fxh4 g2 -+.

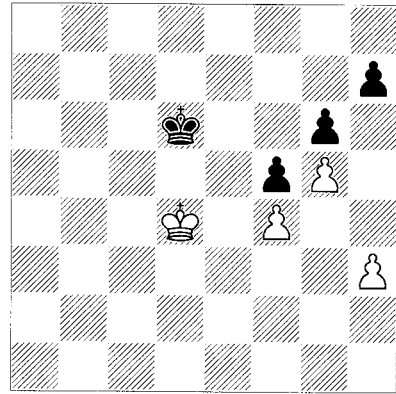
5...gxh4! 6 gxh4 g4 7 g2 fxh4 8 f3 h3!

The game continued 8...g5? 9 g3! f4+ 10 h3! 1/2-1/2.

9 f4 h4 10 g5 f4 -+

With the pawn still on h7, passive defence is often possible:

B



2.38

=/=

H.Pfleger – W.Hartston

Buenos Aires OL 1978

1...e6 2 c5 e7

Surprisingly, 2...h6 is also playable: 3 gxh6 (3 h4 hxg5 4 hxg5! e7! 5 d5 d7! =) 3...f7! 4 d5 g8! =.

3 d5 d7 4 e5 e7 5 h4 f8 6 f6

6 h5 e7 7 h6 leads to fortress 2.31A.

6...g8! 7 h5!?

7 e7 g7! 8 e8 g8! =.

7...gxh5! 8 fxh5! f7 9 e4 h6

9...g6 10 e5 h4! 11 f5+ xg5! 12 f6 g6! 13 e6 h3! 14 f7! h2! 15 f8! h1! 16 f5+ g6! =.

10 gxh6 g6!

Hartston defends accurately. After 10...g8? White manages to reach a winning queen ending: 11 f5! h7 12 f6 g6!? (12...fxh6 13 f5 h7 14 e6! g8 15 e7! +-) 13 e5! h4 14 e6! h3 15 f7! h2 16 f8! h1! 17 f6+ h5 18 h7 +- . Black's king is outside the drawing zone (see 9.11) and 18...e4+ is met by 19 e5+!

11 e5 fxh6 12 f5

12 e6 g7 13 e7 g6 14 e6! =.

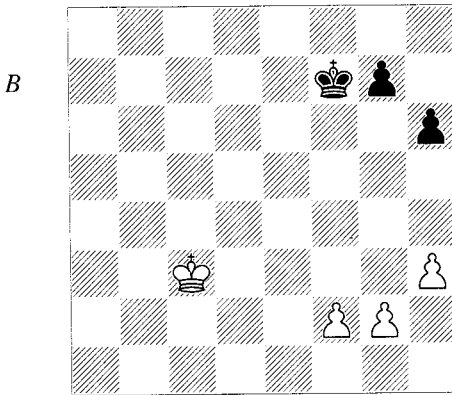
12...g7 13 f6+ f7 14 f5 h4 15 g4 h3 16 g3 1/2-1/2

In the next example Biolek shows how to convert an extra pawn into victory (*see following diagram*).

Black's h-pawn is already on h6, which renders it a bit easier. First the kings advance as far as possible:

1...f6 2 d4 f5 3 e3

White now wants to mobilize his pawns. He can find the right idea by using Nimzowitsch's



2.39 +/-
R.Biolek – L.Keitlinghaus
Ostrava 1993

rule: 'candidate in front'. **Definition:** a **candidate** is a pawn that has no opposite number on its file. Advancing it first serves the purpose of avoiding structures with backward pawns. Black in turn must decide if he just waits or if he advances his pawns to exchange more pawns. With the pawn still on h7 it would be best just to sit and wait, but as the pawn is on h6 Keitlinghaus decides to advance it further and set a trap:

3...h5

Or:

a) 3...g5 4 g3 h5 5 f4 g4 6 h4! ♖f6 7 ♖e4 +/-.

b) White can break the other strategy as follows: 3...♗e5 4 f4+ ♔d5 5 g4 ♔d6 6 ♖e4 ♖e6 7 h4 ♖f6, and now:

b1) 8 ♔d5? h5! 9 g5+ (9 g5 h5 ♖f5! =) 9...♖f5! 10 ♔d6 (10 g6 ♖xg6 11 ♖e6 ♖h7 12 f5 ♖g8 13 ♖e7 ♖h8 14 ♖f8 ♖h7! 15 ♖f7 ♖h8! 16 ♖g6 ♖g8 17 ♖xh5 ♖f7 =) 10...♖xf4! 11 ♖e6 ♖g4 12 ♖f7 ♖xh4! 13 g6! ♖g3! leads to a drawn queen vs h2-pawn ending (see 9.02).

b2) 8 g5+ hxg5 (8...♖g6 9 ♖e5 ♖h5 10 ♖f5 ♖xh4 11 g5! g6 12 ♖g6 +/-) 9 hxg5+! ♖g6 10 ♖e5! ♖f7 11 ♔d6 ♖g6 12 ♖e6 ♖h7 13 ♖f7 ♖h8 14 f5 +/-.

4 g3

The immediate 4 f4? is wrong since after 4...h4! the g-pawn becomes backward: 5 ♖f3 g6! 6 ♖e3 ♖f6 and White can't make progress.

4...♗e5 5 f4+ ♖f5 6 ♖f3! g6

6...♖f6 7 ♖e4 ♖e6 8 g4 hxg4 9 hxg4! ♖f6 10 ♔d5 ♖f7 11 ♖e5 ♖e7 12 ♖f5 ♖f7 13 ♖g5 ♖f8 14 ♖g6 ♖g8 15 f5 ♖h8 16 ♖f7 ♖h7 17 g5 ♖h8 18 ♖f8 ♖h7 19 f6 +/-.

7 ♖e3 ♖f6 8 ♖e4 ♖e6 9 g4
 9 h4 ♖f6 10 f5! gxf5+ 11 ♖f4! +/-.
 9...hxg4 10 hxg4! ♔d6 11 ♔d4! ♖e6 12
 ♖c5! ♔d7 13 ♔d5! ♖e7 14 ♖e5! 1-0
 Keitlinghaus resigned because of 14...♖f7
 15 ♔d6 ♖f6 16 g5+ ♖f5 17 ♖e7! ♖xf4 18
 ♖f6! +/-.

2.4 Passed Pawns

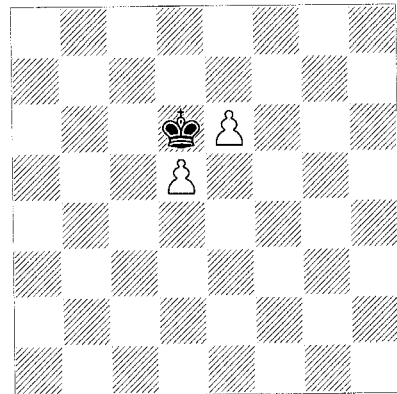
The handling of passed pawns plays an important role in endgame theory in general and in this respect pawn endings are no exception. It is clear that the king has to deal with any passed pawn personally and so even if it is impossible to queen a pawn directly, it will often lead to a decisive deflection, granting the attacker a free hand on the other wing.

Our topics are:

A:	King vs Passed Pawns	40
B:	Protected Passed Pawn vs Two Passed Pawns	42
C:	Protected Passed Pawn vs Passed Pawn	43
D:	Outside Passed Pawn	44
E:	Breakthrough	45

A) King vs Passed Pawns

We start with some preliminary observations regarding the battle of king against passed pawns:

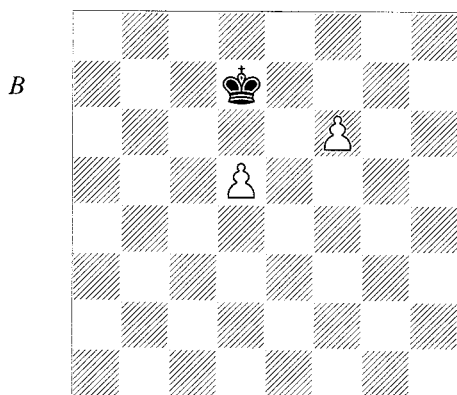


2.40A

The king can easily halt two connected passed pawns. However, he can't actually capture them, since taking the backward one would

mean leaving the square of the more advanced one. Obviously, the defending king has no chance if the enemy king can come to support its pawns. On the other hand, the pawns cannot advance by themselves and will be lost if they have to move due to zugzwang.

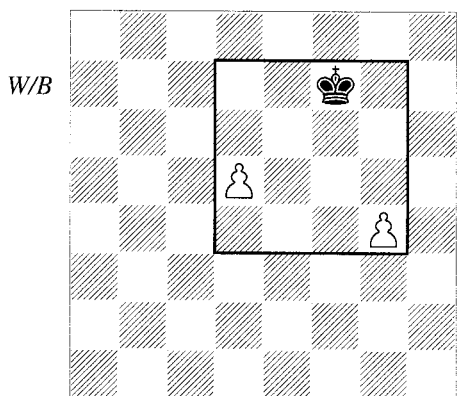
If the pawns are separated by one file, the situation is very similar:



2.40B

Black can stop the pawns easily by moving back and forth between d7 and d6. However, an attempt to win them is doomed to fail. If Black takes the d5-pawn he leaves the square of the f-pawn and if he tries to attack the f-pawn with **1...♙e8?**, then **2 d6!** puts him in zugzwang. If the pawns have to move, they are lost as in the previous example.

If the pawns are separated by two files, it is completely different:



2.40C

The pawns can't protect themselves. If Black is to move, he wins both of them: **1...♙f6! 2 d6 ♙e6! 3 g5 ♙xd6! 4 g6 ♙e6.**

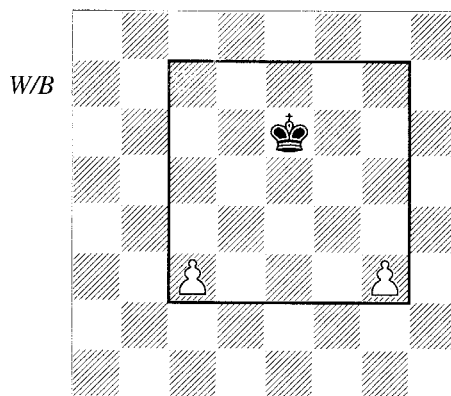
The **rule of the common square** can be used to evaluate such races. *Draw a line from the more backward pawn to the file of the other pawn and complete it to make a square. If this square reaches the eighth rank, then one of the pawns will queen.* This is the case with White to move:

1 g5!

The pawns' common square has reached the eighth rank, so Black's king can't stop them:

1...♙e7 2 g6! ♙f6 3 d6! ♙xg6 4 d7

If the pawns are separated by three files, they can defend themselves again. The following position is critical:



2.40D

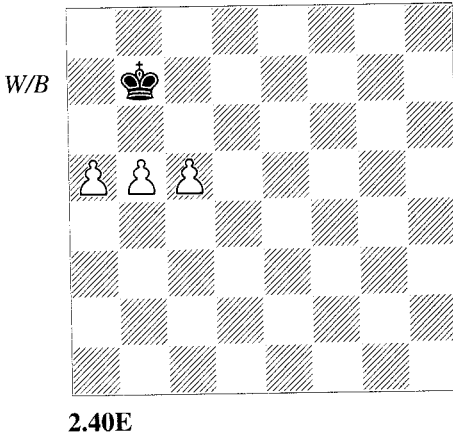
If Black is to move, he mustn't try to win one of the pawns, but should keep both options open by moving back and forth on the squares e5, e4 and e3. White loses the pawns only if he has to move them: **1...♙e5!** (not **1...♙d5? 2 g4! ♙e4 3 c4!**, when the common square has reached the eighth rank) **2 g4 ♙f4! 3 c4 ♙xg4! 4 c5 ♙f5!**

If White is to move, he queens one of the pawns: **1 g4 ♙e5 2 c4! ♙d4 3 g5! ♙xc4 4 g6.**

Passed pawns separated by four or more files usually cannot be stopped by the lone king.

The last important issue of this type is how the king fares against three connected passed pawns (*see following diagram*).

Normally three connected passed pawns are too much for the king. However, if they are not



2.40E

too far advanced, the king can set up a zugzwang situation:

1...♔b8!

Not 1...♔a8? 2 c6!, when the pawns are unstoppable. With the text-move, Black makes sure that he can put his king in front of whichever pawn White chooses to advance.

2 c6

2 b6 ♔b7! is reciprocal zugzwang.

2...♔c7! 3 a6 ♔b6!

If White has a spare move (e.g. with his king), the pawns queen. If not, they are all lost:

4 a7 ♔xa7! 5 c7 ♔b7! 6 b6 ♔c8! 7 b7+ ♔xb7 8 c8♙+ ♔xc8!

When White is to move, the pawns queen even without a spare tempo: **1 b6!** (zugzwang!) **1...♔b8 2 a6 ♔a8 3 a7 ♔b7 4 c6+! ♔a8 5 c7! ♔b7 6 a8♙+ ♔xa8 7 c8♙#.**

Averbakh discusses the situation of 2.40E in more detail (see Av 442-59).

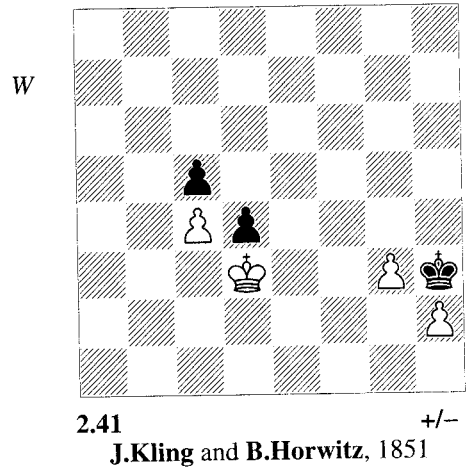
B) Protected Passed Pawn vs Two Passed Pawns

The square of the protected passed pawn plays the main role in evaluating such positions. If it is far-advanced or the square is very far away from the passed pawns, the position is usually drawn. Otherwise the attacker has good winning chances (see following diagram).

The d4-pawn limits White's king, but doesn't stop it leading its pawns to the 8th rank:

1 ♔e4 ♔g4 2 h4 ♔h5 3 ♔f4 ♔h6 4 g4 ♔g6 5 h5+ ♔h6 6 ♔e4

Note that White can manoeuvre freely inside the square of Black's protected passed pawn,



2.41

J.Kling and B.Horwitz, 1851

+/-

whereas Black has to oscillate between h6 and g5.

6...♔g5 7 ♔f3 ♔h6 8 ♔f4 ♔h7 9 g5 ♔g7 10 g6

10 h6+? ♔g6 11 ♔g4 ♔h7! =.

10...♔h6

10...♔f8 11 h6 ♔g8 12 ♔f5 d3 13 ♔f6 +-.

11 ♔g4 ♔g7 12 ♔g5!

White has to leave the square to make progress. Of course, before deciding on such a move, one has to make sure that it doesn't lose!

12...d3 13 h6+! ♔g8 14 ♔f6!

14 g7? ♔f7! -+.

14...d2 15 h7+! ♔h8 16 ♔f7 d1♙ 17 g7+! ♔xh7 18 g8♙+! ♔h6 19 ♙g6#

If the d4-pawn were on b4 in the starting position or if all the pieces are shifted to the left, then the position is only drawn, as the reader can verify.

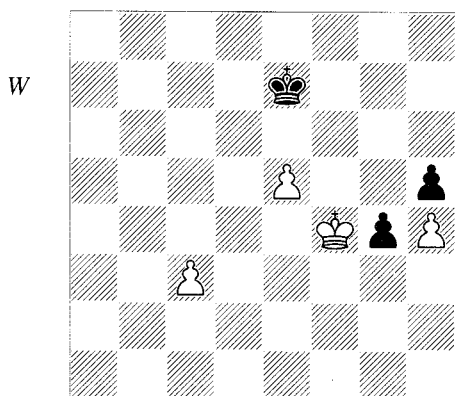
If the passed pawns are isolated, it is similar (see following diagram):

1 c4

1 ♔e3!? sets a trap as after 1...♔e6 2 ♔e4, 2...g3? is wrong: 3 ♔f3! ♔xe5 4 ♔xg3! ♔e4 5 c4! +- and it is Black's move in the position of reciprocal zugzwang. However, Black can hold on nevertheless; e.g., 2...♔d7 3 c4 ♔e6 4 ♔f4 ♔d7 5 c5 ♔d8 (5...♔c6? 6 e6! ♔c7 7 ♔e4 ♔c6 8 ♔e5 g3 9 e7! ♔d7 10 ♔f6! g2 11 c6+ ♔c7 12 e8♙! g1 ♙ 13 ♙d7+! ♔b6 14 c7 ♙f2+ 15 ♔g6 ♙g3+ 16 ♔xh5 +-) 6 ♔e3 (6 e6 ♔e7! 7 ♔e5 g3! 8 c6! g2! 9 c7! g1♙! 10 c8♙! ♙g3+ =) 6...♔d7 =.

1...♔e6 2 ♔e4

Now Black can surprisingly trade his protected passed pawn for the e-pawn:



2.42

=/=

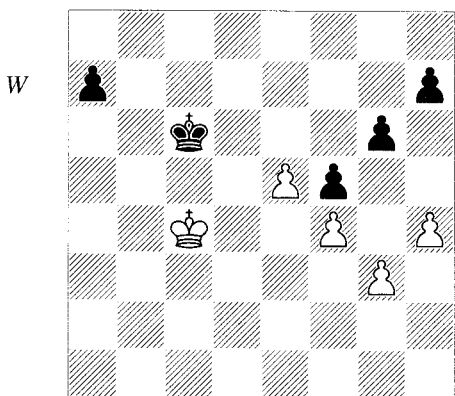
P.Motwani – J.Shaw

Scottish Ch (St Andrews) 1993

2...g3!? 3 ♖f3 ♗xe5! 4 ♗xg3 ♗e4!!
 4...♗d4? 5 ♗f4! ♗xc4 6 ♗g5! ♗d5 7 ♗xh5!
 ♗e6 8 ♗g6! +-.
 5 ♗h3
 5 c5 ♗d5 6 ♗f4 ♗xc5! 7 ♗g5 ♗d6! =.
 5...♗d4 6 ♗g3 ♗xc4 7 ♗f4 ♗d5 8 ♗g5 ♗e6
 9 ♗g6 ♗e7 10 ♗xh5 ½-½

C) Protected Passed Pawn vs Passed Pawn

The following position is typical for the battle between a protected and an outside passed pawn:



2.43

+/-

R.Fine

Basic Chess Endings, 1941

Fine wanted to demonstrate the superiority of a protected passed pawn with this position.

However, it is surprisingly difficult to realize this advantage:

1 ♗d4

1 ♗b4 ♗b6 2 ♗a4 a5 3 h5! gxh5 4 e6! ♗c6 5 ♗xa5! ♗d6 6 ♗b6 ♗xc6 7 ♗c6 +-.; see the main line.

1...♗c7

1...h5 2 ♗c4 ♗c7 3 ♗b5 ♗b7 4 ♗a5 a6 5 e6! ♗c6 6 ♗xa6! ♗d6 7 ♗b6 ♗xe6 8 ♗c6! +-. (see 2.33).

2 ♗c5 ♗d7 3 ♗d5 a6 4 ♗c5 ♗c7 5 ♗c4 ♗c8 6 ♗b4 ♗b8 7 ♗a5 ♗b7 8 h5! gxh5 9 e6!

A typical procedure: the protected passed pawn is exchanged so that the king can enter the position.

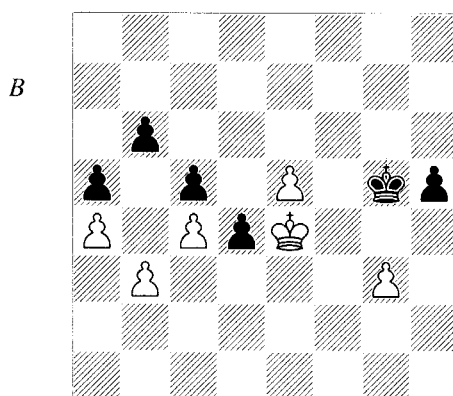
9...♗c6 10 ♗xa6! ♗d6 11 ♗b6 ♗xe6 12 ♗c6 ♗f6

12...♗f7 13 ♗d7 ♗f8 14 ♗d6! (14 ♗e6? ♗e8! 15 ♗xf5 h4! 16 gxh4 ♗e7! =) 14...♗g7 15 ♗e7 ♗g6 16 ♗e6 h6 17 ♗e5 ♗g7 18 ♗xf5! ♗f7 19 ♗e5 +-.
 13 ♗d6 h6 14 ♗d5! ♗f7 15 ♗e5! ♗g6 16 ♗e6! ♗g7 17 ♗xf5! ♗f7 18 ♗e5 ♗e7 19 f5 ♗f7 20 f6! ♗e8 21 ♗f4

21 ♗e6?! ♗f8 22 f7? h4! 23 gxh4! h5! =.
 21...♗f8 22 ♗e4 ♗e8 23 ♗e5! ♗f8 24 ♗e6! ♗e8 25 f7+! ♗f8 26 ♗f6! h4 27 gxh4! h5 28 ♗e6 +-

Averbakh gives the rich history of 2.43 in more detail.

The next example is easier:



2.44

-/+

T.Bakre – S.Husari

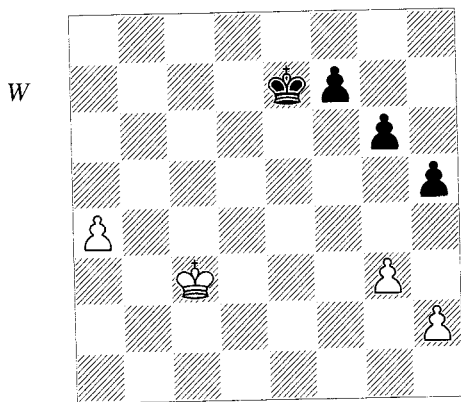
Paks 1998

White to move would lose immediately, so Black has to use his manoeuvring space to win

the fight for the corresponding squares (the pairs are e4/g5, f4/g6 and f3/h6):

- 1...♔h6 2 ♕f3
 2 e6 ♖g7 3 ♕e5 d3 4 e7 ♖f7! -+.
 2...♔h7 3 ♕e4 ♖g7 4 ♕f3 ♔h6! 5 g4
 5 ♕f4 ♖g6! 6 ♕e4 ♖g5! 7 ♖f3 ♖f5! -+.
 5...h4!
 5...♖g5? 6 gxh5! ♕xh5! 7 ♖f4! ♖g6 8 ♖g4!
 ♖f7 9 ♖f3 ♖e6 10 ♖e4 =.
 6 e6 ♖g6 7 g5 h3 8 ♖g3 d3 0-1

D) Outside Passed Pawn



R.Fischer – B.Larsen
 Denver Ct (5) 1971

White's a-pawn deflects Black's king to the queenside and then his kingside pawns fall prey to the white king:

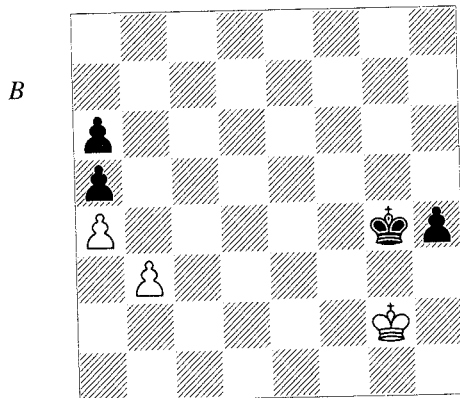
- 1 ♕d4 ♕d6 2 a5 f6 3 a6 ♖c6 4 a7
 4 h4 ♖b6 5 ♕d5! ♕xa6 6 ♖e6! g5 7 ♕xf6!
 gxh4 8 gxh4! ♖b6 9 ♖g5 ♖c6 10 ♕xh5! ♕d7
 11 ♖g6 ♖e7 12 ♖g7! +-.
 4...♖b7 5 ♕d5! h4!? 6 ♖e6
 6 gxh4 ♕xa7 7 ♖e6! f5 8 h5! f4 (8...gxh5 9
 ♕xf5! ♖b6 10 ♖g5! ♖c6 11 ♕xh5! ♕d7 12
 ♖g6 ♖e7 13 ♖g7! +-) 9 hxg6! f3 10 g7! f2 11
 g8♖! f1♗ 12 ♗f7+! +-.

1-0

Larsen resigned due to 6...f5 7 ♖f6 hxg3 8
 hxg3 +-.

If the defender has a backward pawn or can't create a passed pawn himself, the strategy seen in the following diagram is often very efficient.

White's b-pawn is the cause of his own downfall:



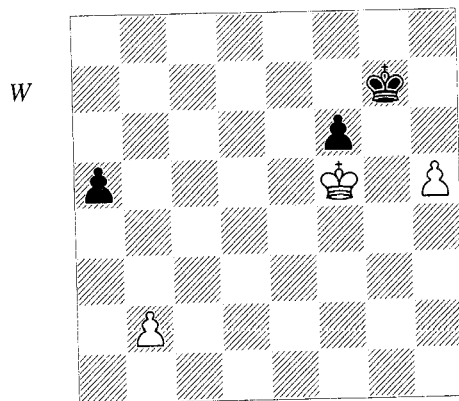
T.Oral – M.Röder
 Sydney 1999

- 1...h3+!
 1...♖f4?! 2 ♕h3 ♖e3? 3 ♕xh4! ♕d3 4 ♖g3
 ♕c3 5 ♖f3 ♖xb3 6 ♖e3 ♕xa4 7 ♕d2! ♖b3 8
 ♖c1! = (Hecht in CBM 70).

2 ♕h2 ♕h4! 0-1

Due to 3 ♕h1 ♖g3! 4 ♖g1 h2+! 5 ♕h1
 ♖h3! 6 b4 axb4! 7 a5 ♖g4 8 ♕xh2 b3 -+ and
 the b-pawn promotes.

If both sides have a passed pawn, possession of the more outside pawn is generally a decisive factor:



J.Krejčík – S.Takacs
 Vienna 1924

White exchanges his h-pawn for Black's f-pawn and wins because his king is then nearer to the queenside:

1 b3!?

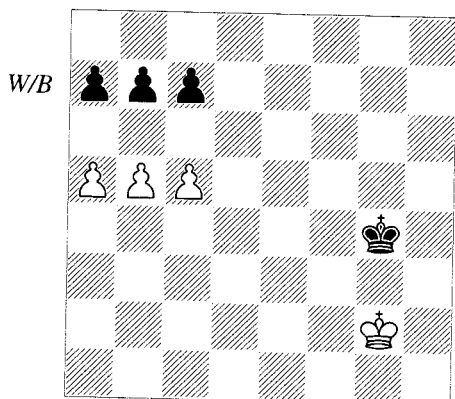
1 h6+ also wins: 1...♙xh6 2 ♖xf6! a4 3 ♖e5 ♗g7 4 ♖d4 ♗f7 5 ♖c5! a3 (5...♙e6 6 ♖b4! +-) 6 bxa3! ♗e7 7 ♖c6 ♖d8 8 ♖b7! +-.

1-0

Due to 1...♙h6 2 ♖xf6! ♗xh5 3 ♖e5 ♖g6 4 ♖d5 ♗f7 5 ♖c6 a4 6 bxa4! ♗e7 7 ♖c7 +-.

E) Breakthroughs

Some pawn breakthroughs have been known for a very long time. We start with a classic:



W/B

2.48

C.Cozio, 1766

+/+

White's pawns are very far advanced and the black king is outside their square. These are good signs that a breakthrough will be successful:

1 b6! cxb6

1...axb6 2 c6! bxc6 3 a6! +-.

2 a6! bxa6 3 c6! +-

If Black is to move, then he can win by entering the square of the c-pawn:

1...♗f5!

Instead, 1...b6? = draws, while all other moves lose (e.g. 1...a6?? 2 c6! +-).

2 b6 cxb6! 3 axb6 axb6! +-

In the next example, the pawns manage to break through despite the better position of the defender's king (*see following diagram*).

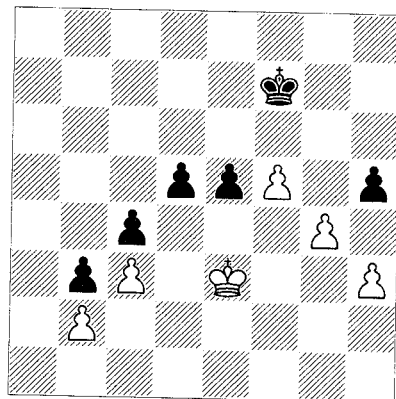
Black's very far advanced pawns can't be stopped:

1...d4+ 2 ♖d2

2 cxd4 c3 3 bxc3 (3 ♖d3 cxb2 +-) 3...b2 +-.

2...e4 3 cxd4 e3+ 4 ♖xe3 c3 5 bxc3

B



2.49

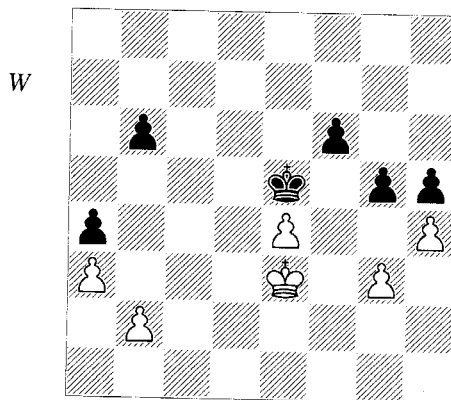
-/+

G.Marco – H.Pillsbury
Budapest 1896

5 ♖d3 cxb2 +-.

5...b2 +- 0-1

After the breakthrough of a pawn-majority that was already very far advanced, here is a very surprising one:



W

2.50

+/-

H.Ree – L.Ftačnik
Kiev 1978

Black's last move, ...g6-g5, was a serious mistake:

1 g4!! hxg4

1...gxh4?! 2 gxh5! h3 (2...f5 3 h6! ♖f6 4 exf5 +-) 3 ♖f2 +-.

2 h5! ♖e6 3 ♖f2! ♖f7 4 ♖g3 ♖g7 5 ♖xg4! ♖h6 6 ♖f5! ♖xh5

6...b5 7 ♖g4 ♖g7 8 e5 fxe5 9 ♖xg5! +-.

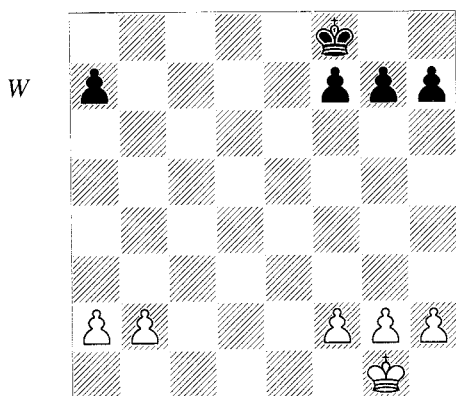
7 ♖xf6! g4 8 e5! g3 9 e6! g2 10 e7! g1 ♖ 11 e8 ♖+! ♖h4 12 ♖h8+! ♖g3 13 ♖g7+ ♖f2 14

♔xg1+! ♕xg1 15 ♖e5 ♗f2 16 ♘d5 ♙e3 17
 ♚c6! ♘d2 18 ♚xb6! ♙c2 19 ♙a5 ♚xb2
 19...♚b3 20 ♚b5! +-.
 20 ♚xa4 ♚c3 1-0

We hope these three examples have alerted you to watch out for possible breakthroughs. There are several factors that favour a breakthrough: flexible far-advanced pawns, weaknesses in the pawn-structure (e.g. doubled pawns) and a defending king that is too far away from the action (i.e. the square of a potential passed pawn). You may find additional material in the exercises (E2.05 and E2.06).

2.5 Pawns on Both Wings

First an easy example to warm up:



2.51

Y.Averbakh

The conversion of the extra pawn falls into three phases:

1) The king is activated:

1 ♖f1 ♗e7 2 ♖e2 ♘d6 3 ♘d3 ♘d5

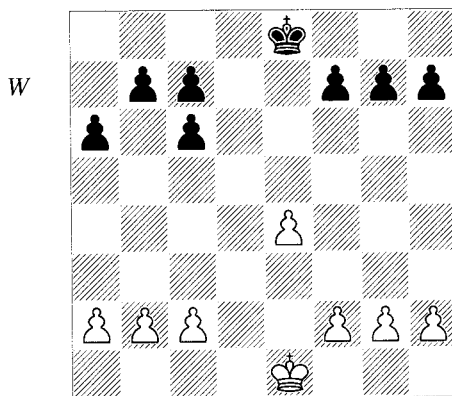
2) Mobilization of the majority:

4 b4 ♚c6 5 ♚c4 h5 6 a4 h4 7 b5+ ♚b6 8
 ♚b4 g5 9 a5+ ♚b7 10 ♚c5 ♚c7 11 b6+ axb6+
 12 axb6+ ♚b7

3) The king goes to the kingside to gobble up the black pawns (transformation of one advantage into another):

13 ♘d6 ♚xb6 14 ♖e7 f5 15 ♖f6 +-

The following pawn-structure can arise from the Exchange Spanish, so it is important to deal with it:



2.52

+/-

M.Euwe

Deutsche Schachzeitung, 1940

Because of the large number of pawns still on the board, White has to play very precisely to stop the position becoming completely closed:

1 ♖e2 ♗e7 2 ♖e3 ♗e6 3 f4 c5 4 c4 c6 5 a4
 b5 6 b3!

White has set up a pawn formation that prevents Black from creating a passed pawn. 6 cxb5? cxb5! = throws the whole advantage away.

6...f6 7 g4 g6

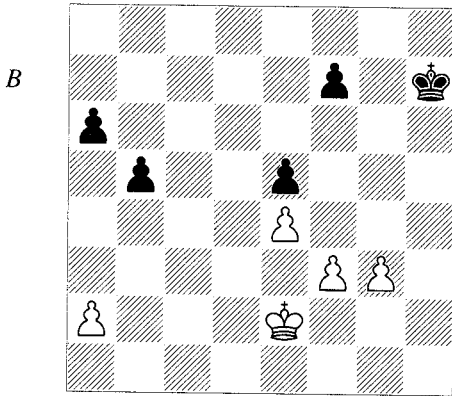
7...♘d6 8 f5 ♖e5 9 a5! +-.
 8 f5+ gxf5 9 exf5+

9 gxf5+ ♖e5 10 a5 h6 11 h3 h5 12 h4 b4 13
 ♚f3! ♘d4 14 ♚f4! ♚c3 15 e5! +-.
 9...♖e5 10 h3 bxa4 11 bxa4! a5 12 h4 h6 13
 ♚f3! h5

13...♘d4 14 g5 +-.
 14 gxh5 +-

If the two sides have a majority on different wings, the shorter majority often has the advantage. In particular, a 2-1 majority is beneficial, because after its mobilization there remains a protected passed pawn or else there is no enemy pawn left. A 3-2 or 4-3 majority may therefore be weaker, as the defender can often keep one pawn, which he can later make into a passed pawn by counterattacking on that side with his king. Thus the deflection value of the outside majority is reduced. But returning to a 2-1 majority, our first example is clear-cut (*see following diagram*).

Black wins easily, even though his king seems to be far away from the action. The winning plan falls into two phases. Firstly, Black activates his king:



2.53 /+
A.Liebstein – Ju.Bolbochan
Mar del Plata Z 1951

1...a5 2 ♖d3 ♔g7 3 ♚c2 ♕f8 4 ♚c3 ♖e7 5 ♚c2 ♖d6 6 ♖d3 ♚c5

The first aim is achieved, while White could do nothing without weakening himself. Now Black's king threatens to penetrate into the position, so White has to take active measures:

7 f4

7 ♖c3 b4+ 8 ♚b3 ♖b5! 9 f4 a4+ 10 ♚c2 ♚c4 11 fxe5 ♚d4! –+.

7...f6

Note that with the 3-2 majority White is unable to exchange both black kingside pawns!

8 ♚c3

8 fxe5 fxe5! –+. Now the white g-pawn is doomed, because White's king has to stay inside the square of the black pawns, while Black's king comes around to capture it.

8...♖d6

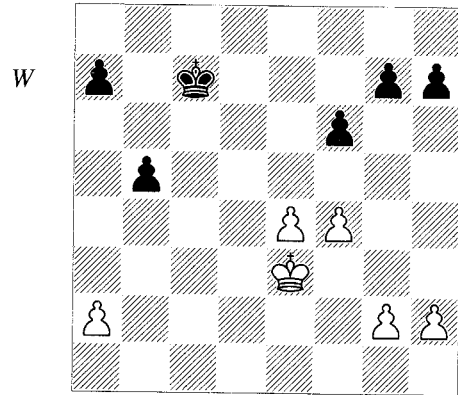
White has opened up a pathway on the kingside, so the black king can simply come back to enter White's camp.

9 ♖d2 ♖e7 10 ♖d3 ♖f7 11 ♖d2 ♖g6 12 ♚e3 ♖h5 13 ♖f3 b4 14 g4+ ♖g6 15 fxe5 fxe5 16 ♚e3 ♖g5 17 ♖d3 ♖xg4 18 ♚c4 ♖f3 19 ♚b5 ♖xe4 20 ♖xa5 ♖d3 21 ♚xb4 e4! 22 ♚b5 e3 23 a4 e2 0-1

However, a 2-1 majority doesn't win by itself (see following diagram).

White's actively placed king even gives him an edge:

1 ♖d4 ♖c6 2 e5 fxe5+ 3 fxe5 a6 4 e6 ♖d6 5 e7 ♖xe7 6 ♚c5! ♖e6 7 ♚b6 ♖d5 8 ♖xa6 ♚c5 9 ♚b7 b4 10 ♚c7 ♚b5 11 ♖d6 ♖a4 12 ♚c6 ♖a5 13 ♚c5 ♖a4 14 ♚b6



2.53A =/
H.Davidson – M.Judd
Philadelphia 1876

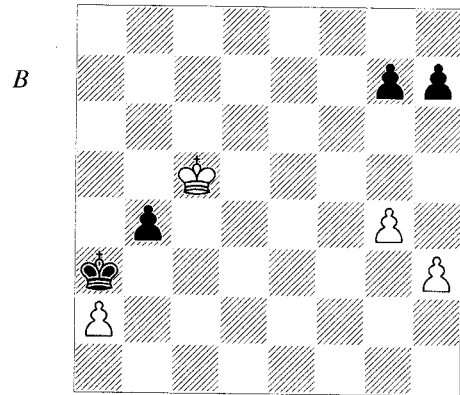
White can try to improve the situation on the kingside first, but with precise play, Black can hold on in any case:

a) 14 g3 h5 =.

b) 14 h4 h5! 15 ♚b6 b3 16 axb3+! ♚xb3! 17 ♚c5 ♚c3 18 ♖d5 ♖d3 19 ♖e6 ♖e3 20 ♖f7 ♖f2 21 ♖xg7 ♖g3! =.

c) 14 g4 ♖a3! 15 g5 ♖xa2! 16 ♚xb4 ♖b2 17 ♚c4 ♚c2 18 ♖d5 ♖d3 =.

d) 14 h3 ♖a3 15 g4 (D).



2.53B =/=

Now Black has to follow a very narrow path to reach the draw: 15...h6! (15...g6? 16 ♚b5 b3 17 axb3! ♚xb3 18 ♚c5 ♚c3 19 ♖d5 ♖d3 20 ♖e5 ♖e3 21 ♖f6! ♖f4 22 g5! ♖g3 23 ♖g7! ♖h4 24 ♚h6! +-) 16 ♚c4 ♖xa2! 17 ♚xb4 ♖b2 18 ♚c4 ♚c2 19 ♖d5 ♖d3 20 ♖e6 ♖e4 21 ♖f7 ♖f4! 22 ♖xg7 ♖g5! 23 ♚h7 h5! = securing the half-point.

14...b3 15 axb3+! ♖xb3! 16 ♖c5 ♖c3 17 ♖d6 ♖d4 18 ♖e6 ♖e3 19 ♖f7 ♖f2 20 ♖xg7 20 g4 ♖f3 (20...♖g2?! 21 ♖xg7 ♖h3! 22 g5 ♖h4! 23 ♖h6 ♖g4! 24 h3+ ♖h4! =) 21 g5 ♖g4 =.

20...♖xg2?

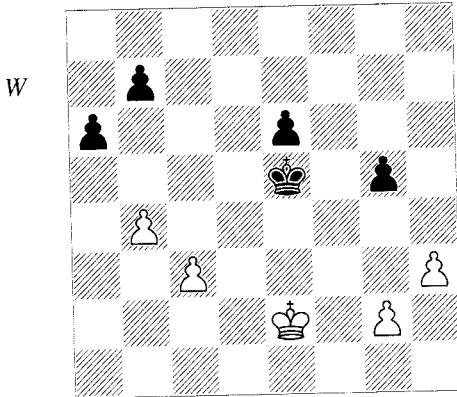
Automatically capturing the pawn is wrong. Black can save himself with 20...h5! 21 ♖g6 h4! 22 ♖g5 ♖xg2! 23 ♖xh4 ♖xh2! =.

21 h4! h5

21...♖g3 22 h5! ♖g4 23 h6! +-.

22 ♖g6 ♖g3 23 ♖xh5 ♖f4 24 ♖g6! 1-0

If both sides can create passed pawns, the play often becomes very sharp:



2.54

R.Seger – S.Agdestein
Bundesliga 2000/1

Black has just used two of his remaining three minutes to reach this terrible pawn ending. With seconds on both clocks it is impossible to avoid errors in such a mess.

1 g3!

Preparing to create an outside passed pawn. 1 ♖e3? loses an important tempo: 1...b6! 2 c4 (2 ♖d3 a5! 3 bxa5 bxa5! 4 g3 ♖f6 5 c4 a4 6 c5 a3 7 ♖c2 e5! +-) 2...a5 3 bxa5 bxa5! 4 g3 a4 5 ♖d2 ♖f6 +-.

1...b6!?

Agdestein prepares the creation of an outside passed a-pawn. 1...♖e4 loses without a fight; e.g., 2 c4 ♖d4 3 h4 gxh4 4 gxh4! ♖e4 5 b5!? (5 c5 ♖f4 6 ♖f2 ♖g4 7 ♖e3! ♖xh4 8 ♖f4 +-) 5...axb5 6 cxb5! b6 7 h5 ♖f5 8 ♖e3 +-.

2 c4!?

2 h4 +-.

2...a5 3 c5?

Correct is 3 bxa5! bxa5 4 ♖d3 (forcing Black to choose where to put his king; 4 h4 gxh4 5 gxh4! a4 6 ♖d2 a3 7 ♖c2 +- is also possible) 4...♖f6 (4...♖d6 5 h4 +-) 5 c5 a4 6 ♖c2 e5 7 c6 ♖e7 8 h4 +-.

3...axb4?

This is bad, because White's king is already in the square of the new b-pawn! In such positions every tempo counts. 3...a4! 4 ♖d2 (4 cxb6? ♖d6! 5 ♖d2 e5 6 h4 gxh4 7 gxh4 a3 8 ♖c2 a2 9 ♖b2 e4! +-) and now:

a) 4...a3? 5 ♖c2 bxc5 (5...♖d5 6 cxb6 ♖c6 7 ♖b3 +-) and then:

a1) 6 bxc5? ♖d5 7 h4 (7 ♖b3 ♖xc5 =) 7...gxh4 8 gxh4 e5 9 h5 e4 10 h6 a2! 11 ♖b2! e3 =.

a2) 6 b5! ♖d5 (6...♖d6 7 ♖b3! e5 8 ♖xa3! +-) 7 ♖b3 e5 8 b6! (8 ♖xa3? e4! 9 ♖b2 e3! 10 ♖c2 ♖e4! 11 b6! ♖f3! =) 8...♖c6 9 ♖xa3! e4 10 ♖b2 ♖xb6 11 h4! +-.

b) 4...♖d5 5 cxb6 ♖c6! =.

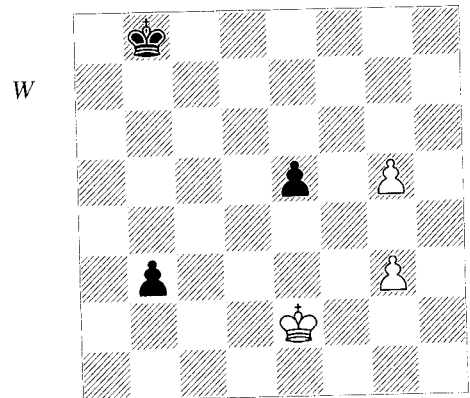
c) 4...bxc5 5 b5?! (5 bxc5 ♖d5 6 h4! gxh4 7 gxh4! a3 8 ♖c2 e5 9 h5 =) 5...♖d6 6 h4 gxh4 7 gxh4! a3 8 ♖c2 e5! 9 h5 a2 10 ♖b2! e4! 11 h6 =.

4 cxb6! ♖d6 5 h4

5 ♖d3 e5 6 ♖c4 +-.

5...b3!?

5...e5! 6 hxg5 (6 ♖d3 +-) 6...b3 7 b7 ♖c7 8 b8♖+ ♖xb8 (D).



2.54A

+/+

9 ♖d1!! (avoiding early checks! 9 ♖d2? e4 10 g6! e3+ 11 ♖xe3 b2! 12 g7! b1♖ 13 g8♖+! ♖c7! =; for 9 ♖d3?? e4+! 10 ♖c3 e3! +- see the game) 9...e4 10 g6! e3 11 g7! +-.

6 ♖d3 e5

The time-control had now been reached, but Seger was not sure of this and made a 'safety

move', which turned out to be a most unfortunate blunder:

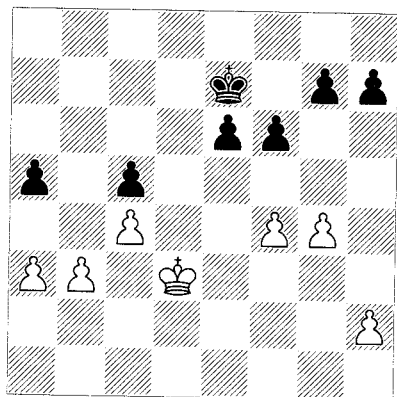
7 hxg5??

7 ♖c3 e4 8 ♗xb3 +-.

7...e4+! 8 ♖c3 e3! 9 b7 ♖c7! 10 b8♗+ ♗xb8! 11 g6 e2! 12 ♖d2 b2 0-1

Due to **13 g7 e1♗+! 14 ♗xe1 b1♗+! -+.**

The next example shows what happens if a majority can't be mobilized so easily:



2.55

V.Golod – Y.Kosashvili
Beersheba 1998

White has problems creating a passed pawn on the queenside.

1...♖d6 2 ♖c3 ♖c7

2...e5? 3 fxe5+! ♗xe5 (3...fxe5 4 ♖d3! ♖e6 5 ♗e4 =) 4 b4! cxb4+ 5 axb4! axb4+! 6 ♗xb4 g6 7 c5 f5 8 gxf5 gxf5! 9 ♗a5 f4 10 c6 f3 11 c7 f2! 12 c8♗ f1♗! = (Golod in CBM 68).

3 ♖d3

3 b4 cxb4+! 4 axb4 a4! -+.

3...g6 4 ♖c3 ♖d6 5 h3 f5 6 gxf5 gxf5! 7 b4 cxb4+! 8 axb4 a4! 9 b5

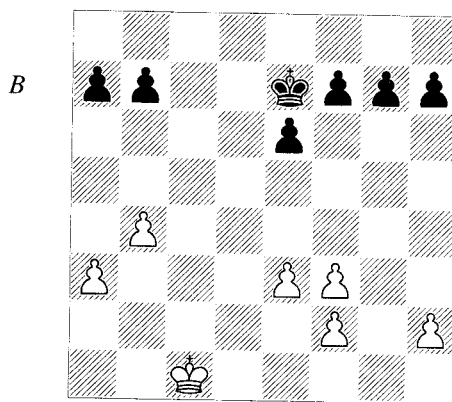
Or: **9 c5+ ♖d5! 10 ♖b2 e5! 11 fxe5 ♗xe5! -+; 9 ♖d4 e5+ 10 fxe5+ ♗e6! 11 b5 a3! 12 ♖c3 ♗xe5 13 b6 ♖d6 -+.**

9...e5!

9...a3?? 10 b6! ♖c6 11 c5! e5 12 fxe5! f4 13 e6! f3 14 e7! ♖d7 15 e8♗+ ♗xe8 16 b7! +- (Golod).

10 fxe5+ ♗xe5! 11 ♖b4 ♖d6 12 c5+ ♖c7 13 ♗xa4 f4! 0-1

We continue with positions without majorities. Here the question is whether the kings can penetrate.



2.56

E.Cohn – A.Rubinstein
St Petersburg 1909

White's doubled pawns and misplaced king offer a clear route for the black king:

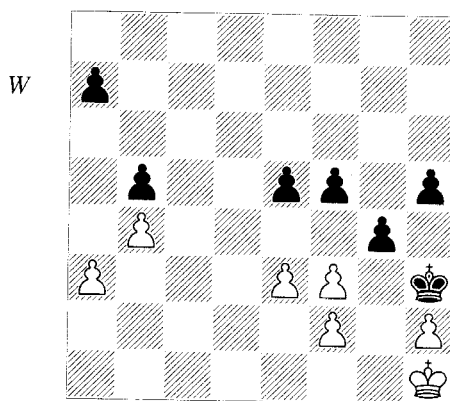
1...♖f6! 2 ♖d2 ♖g5! 3 ♖e2 ♗h4!

White would draw if he could only play **4 ♖g2** now!

4 ♖f1 ♗h3! 5 ♖g1 e5 6 ♗h1?!

This allows Black to create a spare tempo on the queenside. However, the position was lost in any case: **6 b5 f5 7 ♗h1 g5 8 ♖g1 h5 9 ♖h1 e4 10 fxe4 fxe4! 11 ♖g1 g4 12 ♗h1 h4 13 ♖g1 g3 14 hxg3 hxg3! 15 ♖f1 ♗h2 -+.**

6...b5!? 7 ♖g1 f5 8 ♗h1 g5 9 ♖g1 h5 10 ♖h1 g4 (D)



2.56A

-/+

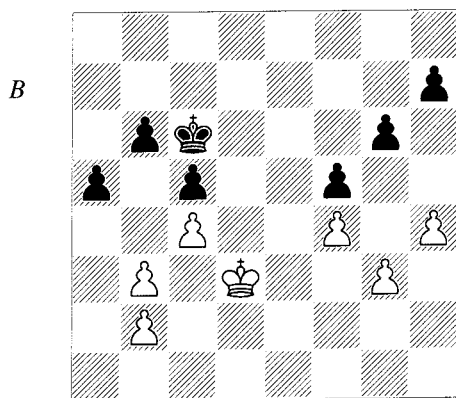
11 e4?!

11 fxg4 fxg4 12 ♖g1 h4 13 ♗h1 g3 14 hxg3 hxg3! 15 f3 g2+! 16 ♖g1 ♖g3! 17 f4 exf4! 18 exf4 ♗xf4! 19 ♖xg2 ♗e3 -+ (Nunn in *Tactical Chess Endings*). After the liquidation of all the

pawns on the kingside, the superior position of Black's king decides the outcome.

11...fxe4 12 fxe4 h4 13 ♖g1 g3 14 hxg3 hxg3! 0-1

Doubled pawns cause difficulties in the next position as well:



2.57

D.Ippolito – K.Müller
Bermuda 1998

White has to defend extremely carefully to avoid defeat as Black tries to open a way through for his king on the queenside:

1...b5!? 2 ♖c3?

2 ♖c2 ♖b6 and now:

a) 3 ♖c3? ♖a6! 4 ♖d3 bxc4+! 5 ♖xc4 ♖b6! 6 ♖d5 ♖b5! 7 h5!? gxh5 8 ♖e5 ♖b4! 9 ♖xf5 ♖xb3! ♯.

b) 3 h5 gxh5 (3...bxc4 4 bxc4! a4 5 hxg6 hxg6! 6 ♖d3 ♖a5 7 ♖c3! =; by playing h5 and hxg6, White has robbed Black of his spare moves) 4 ♖b1! =.

c) 3 ♖b1 bxc4 4 bxc4! a4 5 ♖a2! ♖a5 6 ♖a3! h5 7 b3! =.

If White's g3-pawn were instead on f3, then 2 ♖c2! ♖b6 3 ♖b1! would be White's only defence.

2...♖b6!

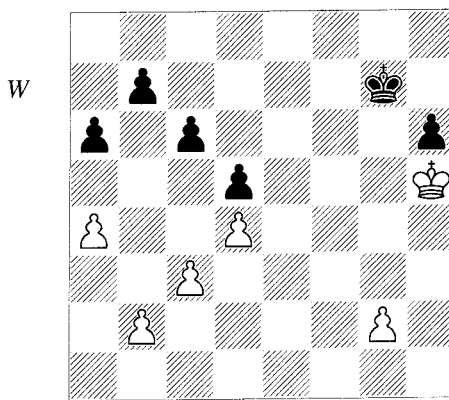
2...h6? 3 ♖d3 ♖b6 4 ♖e3 bxc4 5 bxc4! a4 6 ♖d2 ♖a5 7 g4! h5! 8 gxf5 gxf5! 9 ♖c3! = and White saves the game.

3 ♖c2

3 ♖d3 bxc4+! 4 ♖xc4 ♖c6! 5 ♖d3 ♖b5! 6 ♖c3 (6 h5 gxh5! 7 ♖c3 h6! 8 ♖d3 ♖b4 9 ♖c2 h4 10 gxh4 h5 --) 6...h6! 7 ♖d3 ♖b4! 8 ♖c2 (8 g4 h5! 9 gxh5 gxh5! 10 ♖c2 c4! --) 8...h5! --+.

3...bxc4! 4 bxc4 a4! 5 ♖d3 ♖a5 6 ♖c3 h5 7 b3 a3! 0-1

An important method to exploit the advantage of an active king is the liquidation of one wing:



2.58

S.Sulskis – V.Yandemirov
Linares open 2000

Sulskis first improves the situation on the queenside before he exchanges his g-pawn for Black's h-pawn: **1 a5!?** (freezing Black's pawns first) **1...♖h7 2 b3 ♖g7 3 c4 c5** (3...♖h7 4 cxd5 cxd5 5 g4 ♖g7 6 g5 hxg5 7 ♖xg5! +- – Hecht in CBM 75) **4 dxc5! dxc4 5 bxc4 ♖h7 6 g3 ♖g7 7 g4 ♖h7 8 g5 hxg5 9 ♖xg5 ♖g7 10 ♖f5 ♖f7 11 c6** (11 ♖e5 ♖e7 12 ♖d5 ♖d7 13 c6+ bxc6+ 14 ♖e5! ♖e7 15 c5! +-) **11...bxc6 12 ♖e5 ♖e7 13 c5! 1-0.**

If the kings occupy good positions and there are not many pawn moves left, both sides have to fight for tempi (*see following diagram*).

Black has the outside pawn-majority, but White's active king and central passed pawn are enough compensation:

1...♖d7 2 h4?

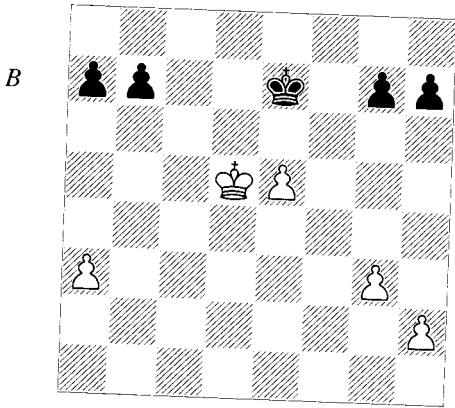
2 g4 g5 3 h3 h6 4 a4 ♖e7 5 e6! b6! 6 ♖c6! ♖xe6! 7 ♖b7! ♖d6 8 ♖xa7! ♖c7! = (Psakhis in CBM 74 Extra).

2...h5!

Now the spare tempo ...g6 decides the game.

3 a4

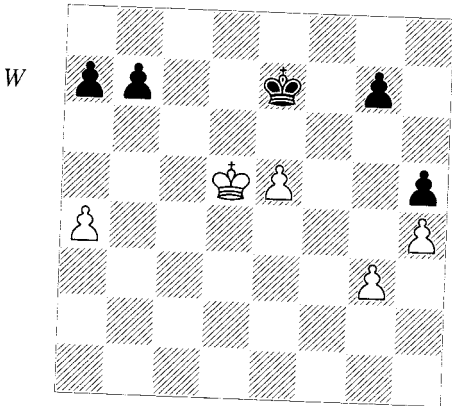
After 3 e6+ ♖e7! 4 ♖e5 b5! 5 ♖d5 a5! 6 ♖c5 b4! we see Black using the fact that White's pawn is already on a3 (with the pawn on a2, White would draw easily): 7 axb4 axb4! 8 ♖xb4 ♖xe6! 9 ♖c5 ♖f5 -- (Psakhis).



2.59 =/
A.Khuzman – L.Psakhis
Haifa rpd 2000

3...♔e7 (D)

Surprisingly, 3...b6 also wins: 4 e6+ ♔e7 5 ♔c6 ♔xe6! 6 ♔b7 ♔d7 7 ♔xa7 ♔c7! 8 ♔a8 (8 ♔a6 ♔c6! 9 ♔a7 b5! -+) 8...b5!! 9 axb5 ♔b6! 10 ♔b8 ♔xb5! 11 ♔c7 ♔c5 12 ♔d7 ♔d5 13 ♔e7 ♔e4! 14 ♔f7 ♔f3! 15 ♔g6 ♔g4! -+.



2.59A -/+

4 e6

4 ♔e4 ♔e6 5 ♔d4 b6 6 ♔e4 a6 7 ♔d4 b5 8 axb5 axb5! 9 ♔e4 b4 10 ♔d4 b3 11 ♔c3 ♔xe5 -+.

4...g6!? 5 ♔e5

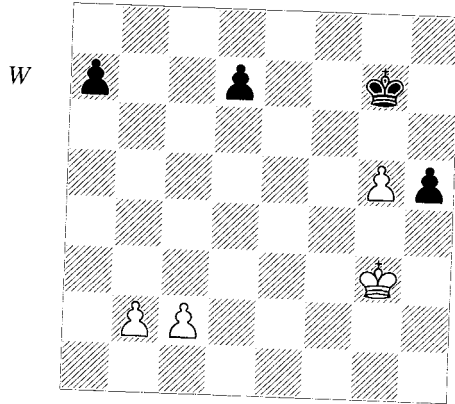
5 a5 b6 6 a6 b5! 7 ♔c5 ♔xe6! 8 ♔xb5 ♔d5 -+.

5...b6! 6 ♔d5 a6! 7 ♔e5 b5 8 a5 b4 9 ♔d4 ♔xe6 10 ♔c4 ♔e5 11 ♔xb4 ♔d4 0-1

If two pawns of opposite colour stand directly next to each other we have a so-called

‘don’t touch me’ situation. For this extreme form of a fight for tempi, the following rule is applicable:

If both sides have no or the same number of spare tempi then one should not move to the ‘don’t touch me’ square, but stay a short distance away. If the two sides have a different number of spare tempi, one should move to the ‘don’t touch me’ square as quickly as possible.



2.60 =/= After L.Maizelis, 1956

Both sides have an equal number of tempi in reserve, so...

1 ♔h3!?

This move is right. 1 ♔h4? ♔g6! 2 c3 a6 3 b3 d6 4 c4 a5! -+; 1 ♔f3?! ♔g6 2 ♔f4! h4 3 ♔g4! h3! 4 ♔xh3! ♔xg5 5 ♔g3 =.

1...♔f7

1...♔g6? 2 ♔h4! d5 3 b4 d4 4 b5! ♔f7 5 ♔xh5! ♔g7 6 ♔g4 ♔g6 7 ♔f4 +- . After 1...a5? the number of tempi in reserve isn’t equal any longer, so White immediately advances to the ‘don’t touch me’ square: 2 ♔h4! ♔g6 3 b3 d5 4 c3! +-.

2 ♔g3! ♔g7! 3 ♔h3 =

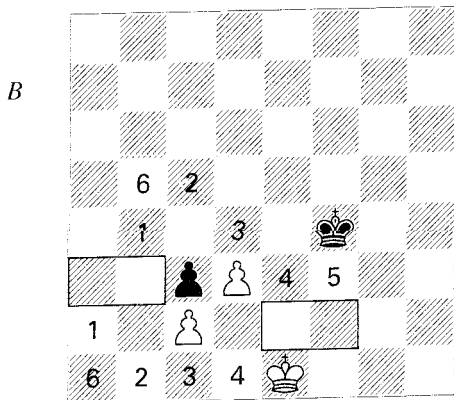
With Black’s pawns instead on b7 and c7, the number of spare tempi is equal as well, so the kings have to stay a short distance away from the ‘don’t touch me’ squares.

2.6 Corresponding Squares

The theory of corresponding squares is one of the most difficult topics in pawn endgames and so far we have only covered the most important special cases: opposition and triangulation.

However, the theory is more general: when correctly employed, it offers clear solutions to otherwise very difficult positions. The theory is mainly applicable to blocked positions, where king manoeuvres play the main role. It is also relevant to zugzwang positions. The ideal case is a system of squares where both kings are in reciprocal zugzwang. That means, for example, that if White moves to a particular square, then Black has to move to the corresponding square in order to draw; White should seek to move to squares in such a way that the black king is unable to keep moving to the corresponding squares, either because it is already there or because it can't fly.

Of course, not all cases where the theory can be successfully applied fit this ideal picture – pawn moves or counterattacks may disrupt the pattern. We will start with a famous example to illustrate what this is all about:



2.61 (e1 = 5)

+/=

N.Grigroriev

Izvestia, 1921

Naturally, the main question is how the kings should manoeuvre. Therefore, one should determine first the key squares, then the corresponding squares near the key squares, followed by the rest of the system. The key squares are e2, f2 and b3, a3. If the key squares are not connected, we should identify the shortest route between them. For White to get from b3 to e2, the route is a2-b1-c1-d1 and Black has to defend via b4-c5-d4-e3. As both sides have exactly one shortest route, the squares along the way correspond to each other. We number them from 1 to 4. Next we investigate the squares near the key squares: e1 gets a 5. From here

White threatens to reach a key square or move to a square marked 4, so f3 = 5 is the corresponding square (protects the key squares and is next to 4). If the white king is on f1, Black has to move to e3. However, f1 gets no number because after 1...♖e3?, 2 ♔f1?? would even lose due to the counterattack 2...♙d2!. Because of the edge of the board, White has only a1 = 6 for manoeuvring. It corresponds to b5. If Black is to move, he can secure a draw by using the theory:

1...♙f3!

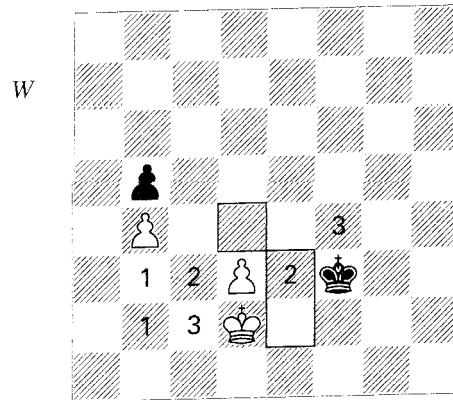
1...♙e3? 2 ♔d1! ♙f3 3 ♖c1! ♙e3 4 ♖b1! ♙d4 5 ♙a2! ♙c5 6 ♖b3 ♙d4 7 ♖b4 +–.

2 ♔d1

2 ♔f1 ♙e3! 3 ♙e1 ♔f3! =.

2...♙e3! 3 ♖c1 ♙d4! 4 ♖b1 ♙c5! 5 ♔a1 ♙b5! 6 ♙a2 ♙b4! 7 d4 ♙c4! 8 d5 ♙xd5 9 ♙b3 ♙d4 10 ♙b4 ♙d5! 11 ♙xc3 ♙c5! =

Applying the theory makes the path to victory clear in the next example. The winning manoeuvre is in fact a triangulation.



2.62 (d2 = 1 = f3)

+/-

N.Grigroriev

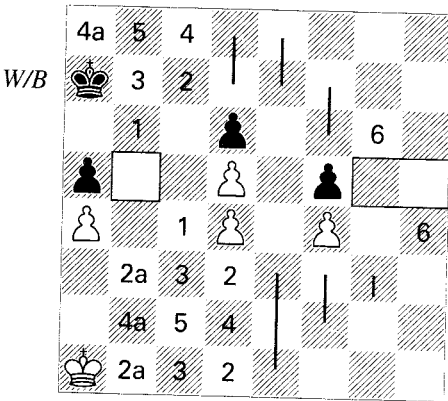
K Novoi Armii, 1920

The key squares are d4, e2 and e3. We start the numbering near the key squares: d2 = 1 corresponds to f3 = 1, because Black can't leave the square of the d-pawn. From c3 = 2 it is possible to go to d2, so Black has to go to e3 = 2. The squares on the first rank don't get numbers because a counterattack against the d-pawn would be possible, but on the c- and b-file there are further corresponding squares: from c2 = 3 White threatens to go to 1 or 2 so Black has to be on f4 = 3. Finally, from b2 or b3 White can reach the 2 or 3, but Black has only one square

from which he can go to 2 and 3: $f3 = 1$. So $b2$ and $b3$ get a 1 as well and White wins:

1 ♖c2 ♖f4 2 ♗b3 ♗f3 3 ♗b2 ♖f4 4 ♖c2!
 ♗f3 5 ♖d2! ♖f4 6 ♗e2! ♗e5 7 ♗e3! ♖d5 8
 d4! ♖c4 9 ♗e4! ♖xb4 10 d5! ♖c5 11 ♗e5! b4
 12 d6! b3 13 d7! b2 14 d8♚! b1♚ 15 ♚c7+
 ♖b4 16 ♚b6+ +-

Now we proceed to more complicated examples, where extensive manoeuvring of the kings is necessary:



2.63 (a7 = 2a)

+/=

Em.Lasker and G.Reichhelm
Chicago Tribune, 1901

The key squares are $b5$, $g5$ and $h5$. The shortest route between them for White is $c4-d3-(e2/e3)-(f2/f3)-g3-h4$ and for Black $b6-c7-(d7/d8)-(e7/e8)-(f7/f6)-g6$ (the vertical lines in the diagram indicate that the squares $e1-e3$ correspond to the squares $d7-d8$ and that $f2/f3$ corresponds to $e7/e8$ and $g3$ to $f6/f7$). On the kingside Black has more squares and we only number $h4 = 6 = g6$. If Black's king has arrived on the kingside he has the possibility of a counterattack against the white f-pawn, so White can't simply go back and try again. It is clear now that for the system on the queenside, the distance to the kingside is of interest. The squares on the d-file for White correspond to squares on the c-file for Black. It follows: $c4 = 1 = b6$, $d3 = 2 = c7$, $c3 = 3 = b7$, $d2 = 4 = c8$, $c2 = 5 = b8$. The remaining squares on the b-file and the first rank carry no new threats and so no new numbers have to be introduced. The squares on the b-file have an additional 'a', because Black can defend on the c-file and on the a-file accordingly. Furthermore we have $a7 = 2a$ and $a8$

$= 4a$ for Black. $a1-a3$ don't get numbers as $b7$ and $b8$ would correspond to them.

How does the play proceed in the system?

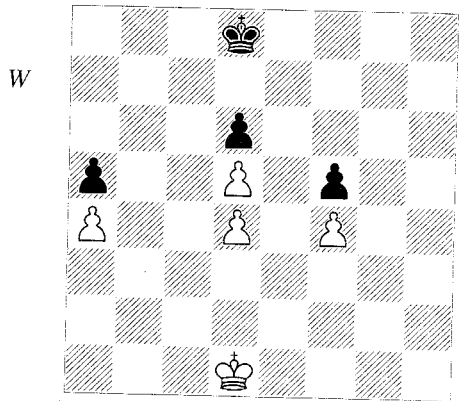
The defender (Black) has to move to the corresponding square. If this isn't possible, the threat (at the moment occupation of $b1 = 2$ or $b2 = 4$) has to be parried. If Black is to move, he achieves this with $1...♙b7$ or $1...♙b8$.

The attacker (White) has to occupy a corresponding square or move in such a way that the defender can't go to the corresponding square. The attacker should approach the key squares if possible. If not, he should not move further away. Thus, if it is White's turn to play, he should occupy the corresponding square to $a7$:

1 ♖b1!

Not: $1 ♙b2? ♗a8!! =$; $1 ♙a2? ♗b7 2 ♙b3 ♗c7 3 ♙c3 ♙b7! 4 ♖d3 ♖c7! 5 ♙e2 ♖d7 6 ♖f3 ♙e7 7 ♙g3 ♖f7 8 ♖h4 ♙g6! =$.

1...♙b7 2 ♖c1! ♖c7 3 ♖d1! ♖d8 (D)



2.63A

+/=

4 ♖c2!

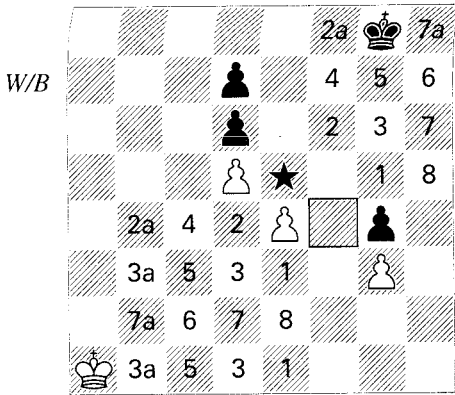
The corresponding square $b8$ is out of reach for Black, so White comes closer.

4...♗c8 5 ♖d2! ♖d7 6 ♖c3! ♖c7 7 ♖d3!
 ♖b6 8 ♖e3 +-

White penetrates on the kingside.

2.63 shows Reichhelm's version from the *Chicago Tribune* 1901, presumably constructed following analysis of a game between Reichhelm and Lasker, while Lasker had put the white king on $a3$ and the black king on $a8$ in the *Manchester Evening News* 1901 (the *British Chess Magazine* of November 1910 has the white f-pawn on $f5$ and the black one on $f6$). In 1944, Chéron placed the f-pawns in another way

(white pawns on f2, f4 and f5 and a black one on f6) in order to avoid Black's kingside counter-play.



2.64 (g8 = 3a) +/-
C.Locock
British Chess Magazine, 1892

There is the obvious key square f4 with the pair of corresponding squares e3 = 1 = g5. Additionally, the threat of White playing e5 gives us d4 = 2 = f6. (Note that we ignore the key squares d6 and d7 in the diagram; they induce the corresponding squares c7-e7 and c8-e8, but although White can use them by 1 ♖b2? ♜h8!! 2 ♜b3 ♜g8! 3 ♜b4 ♜f8! 4 ♜b5, it doesn't actually help him.) We proceed to label d3 = 3 = g6. Then we mark c4, c3, c2, d2 and e2 = 4-8, which correspond to f7, g7, h7, h6 and h5 respectively. For the other squares, no new numbers have to be introduced. Squares on the a-file are not numbered due to the possible counterattack against the e4-pawn. If White goes to the f-file, Black can oscillate between g6 and h6, so the correspondence is not one-to-one.

If Black is to move, he can draw with either 1...♜g7 or 1...♜h7.

White to play can win as follows:

1 ♜b1!

Not: 1 ♜b2? ♜h8!! 2 ♜b3 ♜g8! 3 ♜c3 ♜g7! 4 ♜d4 ♜f6! =; 1 ♜a2? ♜g7 2 ♜b3 ♜g6 = (2...♜f6? 3 ♜c2! +-).

1...♜g7 2 ♜c1! ♜g6 3 ♜d1! ♜g5

Now Black has no access to h7 and White can approach:

4 ♜c2!

4 ♜e1?! ♜g6 and White is not making progress.

4...♜h6 5 ♜d2! ♜h5 6 ♜c3!

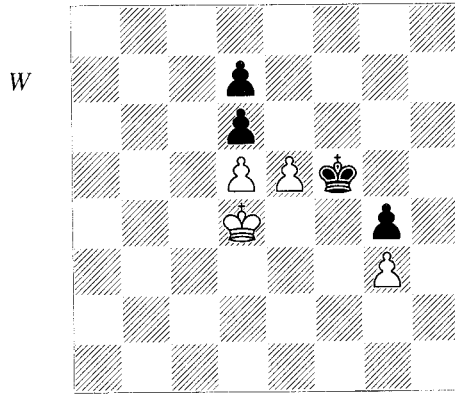
6 ♜e2?! ♜h6 and White has to go back and try again.

6...♜g6 7 ♜d3! ♜f6

7...♜g5 8 ♜e3! ♜g6 9 ♜f4! ♜h5 10 ♜f5 +-.

8 ♜d4! ♜g6 9 e5! ♜f5 (D)

9...dxe5+ 10 ♜xe5! ♜f7 11 ♜f5! ♜e7 12 ♜xg4! ♜d6 13 ♜f5! +-.



2.64A +/-

10 exd6! ♜f6 11 ♜e4! ♜g5 12 ♜e5! ♜g6 13 ♜f4! +-.

Chéron pointed out that the system of corresponding squares is symmetrical about the b8-h2 diagonal.

We close our discussion with the following exercise: determine the key and corresponding squares in 2.26, 2.29 and in 2.33 before and after 2 b3. Solutions can be found, e.g., in *The Final Countdown* (nos. 71, 31-33 and 114 – this does not fit exactly, but is very similar to the after 2 b3 case) or in *Secrets of Pawn Endings* (12.04, 12.08 and A12.11).

General Principles: Pawn Endings

These principles should be applied carefully as chess is a concrete game and each situation has its own features.

- 1) The king is a powerful unit. Activate it!
- 2) The material advantage of one pawn is often decisive.
- 3) A protected passed pawn is favourable.
- 4) An outside passed pawn deflects the opponent's king.
- 5) It is unfavourable to have many isolated pawns and pawn-islands.

By now you should be familiar with the following concepts and expressions: opposition (distant, diagonal, virtual), main file, key squares, passed pawn (outside, protected, connected), square rule, majority, breakthrough, zugzwang, reciprocal zugzwang, corresponding squares, triangulation, encirclement, king-march, fight for tempi, liquidation of one wing.

Always remember that in pawn endings, the difference between a win, loss or draw is often just one careless king or pawn move. Be alert!

Reference works

Encyclopaedia of Chess Endings (ECE), Pawn Endings volume, Belgrade 1982

Bauernendspiele (Av), Averbakh, Sportverlag Berlin 1988

The Final Countdown, Hajenius and Van Riemsdijk, Cadogan 1997

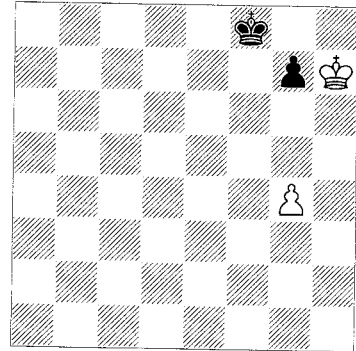
Secrets of Pawn Endings (SoPE), K.Müller and Lamprecht, Gambit/Everyman 2000.

Exercises

(Solutions on pages 366-8)

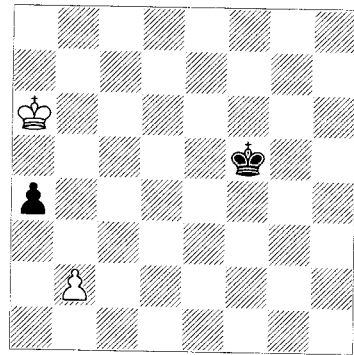
We offer a few words of advice before you start. There are many ways to work with exercises. It is probably best to play the positions out with a friend or a computer; take your time over this. Pawn endings are very suitable to train your calculating abilities, so at least try to solve the easier ones (one or two stars) in your head and analyse the others on the board. The method of exclusion (see 2.13A) might help you. Note that the main point of the exercise is not always the first move; there is often a later trick that needs to be detected! Anyway, before you read the solution, you should have reached an opinion about the final result and the expected main line. Most importantly, we hope that you find the exercises enjoyable and stimulating.

B
E2.01
/*



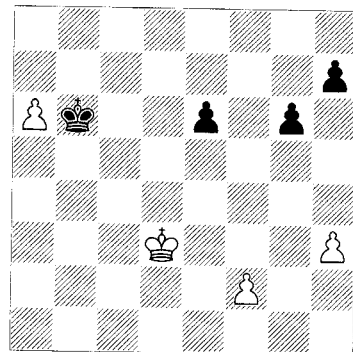
White's king has penetrated a long way up the board. Is Black lost?

B
E2.02
/**



It looks pretty grim for Black as his king is very far away from the action. Does Black have a way to defend?

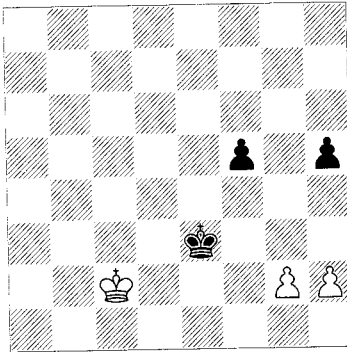
W
E2.03
****/



The grandmaster with Black in this example thought that he had found a good defence when he simplified into this pawn ending. However, one of his students later proved him wrong. Can you do the same?

W

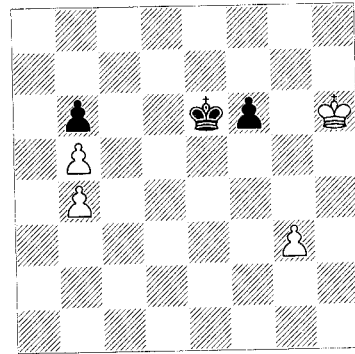
E2.04
**/



Is White lost?

W

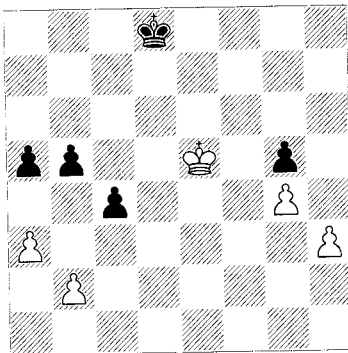
E2.07
***/



Can White's extra pawn and more active king be converted into victory?

B

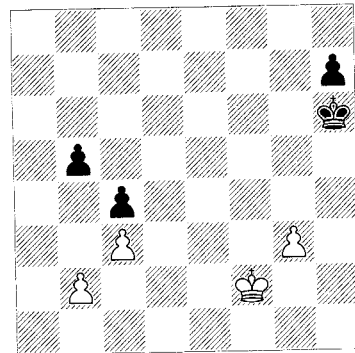
E2.05
/**



How do you assess this position?

B

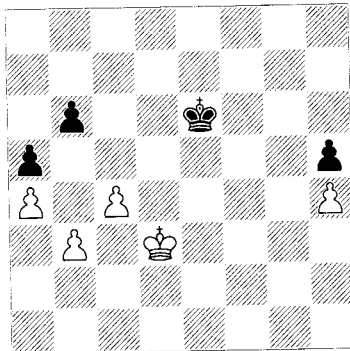
E2.08
/***



The position looks drawish, but Black has a way to break through. Can you spot it?

B

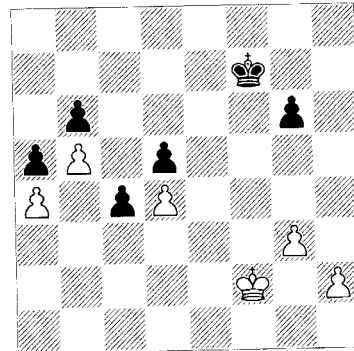
E2.06
/**



In this top-level game, Black found the way to defend. Can you do the same?

W

E2.09
**/

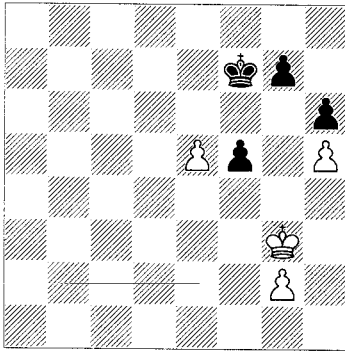


How should Black's protected passed c-pawn be neutralized?

W

E2.10

**/

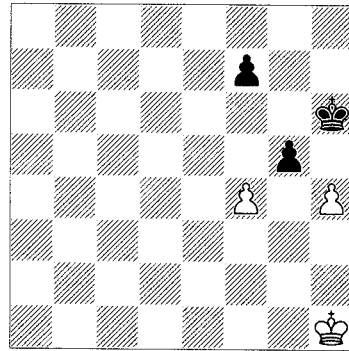


White to play and win.

W

E2.12

**/

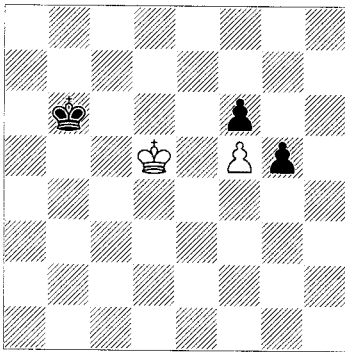


White to play and draw.

W

E2.11

***/



Which is the correct method for White to draw?

3 Knight Endings

Before we go into details, we should talk about some of the knight's characteristics. We all know that the knight is somewhat slow. Even on an open board, reaching a particular square from a corner can take up to six moves! Thus, the knight is not especially adept at fighting simultaneously on both flanks. On the other hand, the knight is tricky. From your earliest chess experiences you undoubtedly recall having lost your queen through a knight fork, while the knight often gains unexpected speed thanks to little checks along its way. Its influence ranges from eight squares when standing in the centre to a meagre two squares when in a corner. With every move, the knight changes its square colour and attacks a new set of squares, but it totally loses its direct influence on all the squares previously attacked: when forced to move, it can't maintain protection of a certain pawn or square. Also, it can't protect a pawn that in turn protects the knight. Finally, the knight is unable to lose a tempo, as it always needs an even number of moves to get from one light square to another.

Bearing these characteristics in mind, let's start. Our subchapters are:

- 3.1: Knight vs Pawns 58
- 3.2: Knight vs Knight 76

3.1 Knight vs Pawns

Now we discuss:

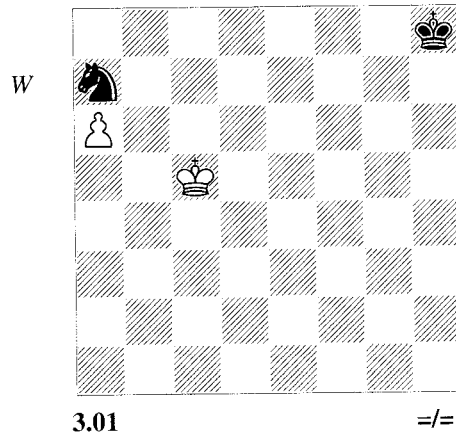
- A: Knight vs Pawn 58
- B: Knight vs Two or Three Pawns 61
- C: Knight and Pawn vs King 63
- D: Knight and Pawns vs Pawns 65

A) Knight vs Pawn

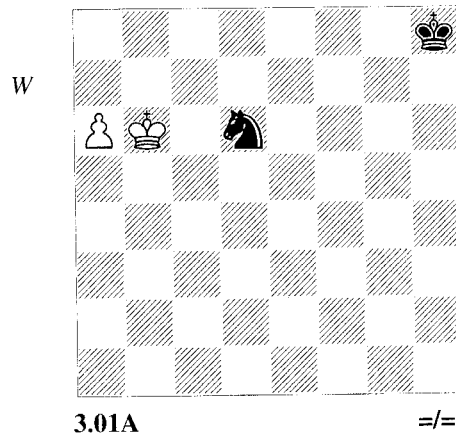
This material balance is usually a draw. The knight faces most problems dealing with a rook's pawn, because its mobility is restricted at the edge.

If the knight occupies the square directly in front of the pawn, the position is always drawn

(there is just one exception – see 3.02).



1 ♖b6 ♜c8+! 2 ♗b7 ♜d6+! 3 ♚c7 ♜b5+! 4 ♚b6 ♜d6! (D)

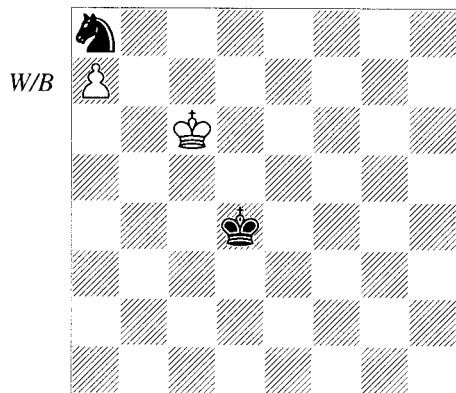


5 ♚c6
5 a7 ♜c8+! =.
5... ♜c8! 6 ♚c7 ♜a7! =

White has made no progress and the knight was busy all the time and could not sacrifice itself for the pawn, so even additional black pawns on g6 and h6 would not change the result.

Chéron ascribes this defensive method to Philidor (see Chéron 783).

The only exception is a rook's pawn on the seventh rank:

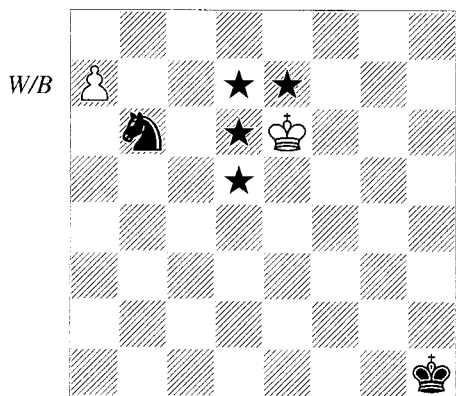


3.02 +/-

With White to move, Black's king arrives too late: **1 ♖b7! ♕c5 2 ♖xa8! ♕c6 3 ♖b8 +-.**

If Black is to move, he draws: **1... ♕e5! 2 ♖b7 ♕d6! 3 ♖xa8 ♕c7! stalemate.**

In some positions the knight is able to build a barrier:

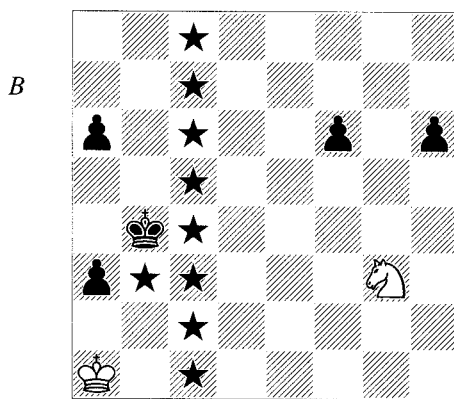


3.03 +/-

The position seems hopeless, but with Black to move, the barrier gains the tempo he needs: **1... ♕g2 2 ♕e5 (2 ♕f7 ♖a8 = and Black reaches c7 in time; 2 ♕e7 ♖c8+! =; 2 ♕d6 ♖c8+! =) 2... ♕f3 3 ♕d4 ♖a8 =.**

If White is to move, he wins with either **1 ♕f7** or **1 ♕e5**, stepping around the minefield.

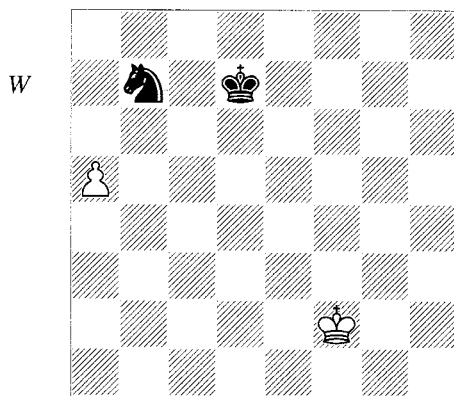
Chekhover realized this theme in an attractive study:



3.03A /=
Chekhover, 1938

Black's king can't approach the kingside pawns since the whole c-file and the b3-square are mined: **1... ♕b3 (NC; 1... ♕c5 2 ♖e4+ =; 1... ♕c4 2 ♖e4! f5 3 ♖d6+! =) 2 ♖e4 f5 3 ♖g3! f4 4 ♖e2! f3 5 ♖d4+! =** and Black loses his f-pawn.

You should always remember that the knight can get into severe trouble near the edge of the board:

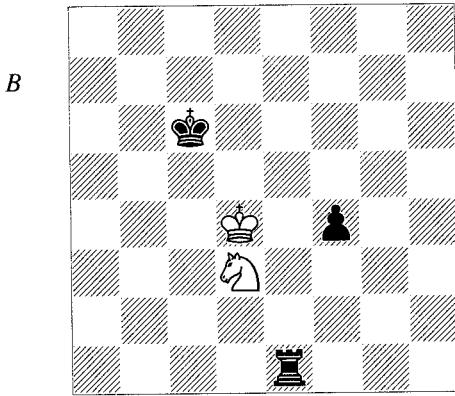


3.04 +/-

The knight is not only helpless itself, but even obstructs its own king: **1 a6! ♕c7 (1... ♖c5 2 a7! +-)** **2 a7! +-** and Black can't prevent the pawn from queening.

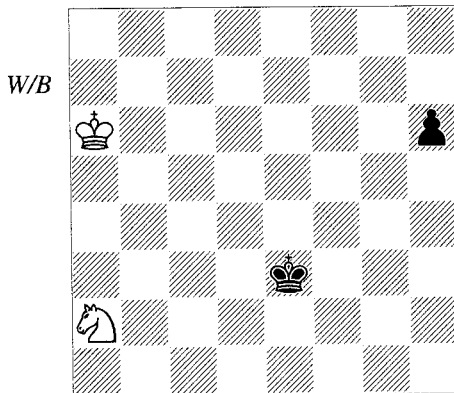
The following practical example also demonstrates this theme (see diagram on following page):

1...f3! 2 ♖xe1 f2! 3 ♖d3 f1♙! 0-1



3.04A =/+
— D. Bronstein – M. Podgaets
USSR Ch (Odessa) 1974

The next two studies from Grigoriev present a more agile picture of the knight.

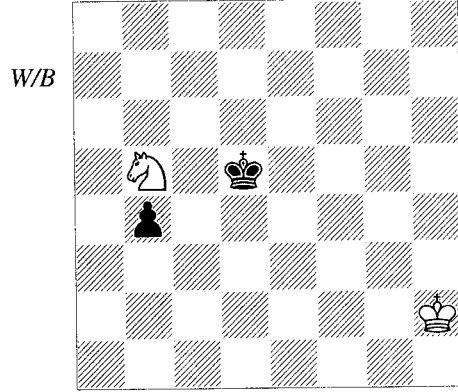


3.05 =/+
N. Grigoriev, 1932

- 1 ♖b4!
1 ♖c3? h5! 2 ♖d5+ ♕f3! 3 ♖c7 h4! 4 ♖e6 ♕g4! –+.
1...h5 2 ♖c6! ♕e4
2...h4 3 ♖e5! h3 4 ♖g4+ = (3.01).
3 ♖a5!! h4 4 ♖c4! h3
4...♕f3 5 ♖e5+! ♕g3 6 ♖c4! h3 (6...♕f2 7 ♖e5! =) 7 ♖e3! h2 8 ♖f1+! =.
5 ♖d2+! ♕e3 6 ♖f1+! ♕f2 7 ♖h2! = (3.01)

Note that it doesn't matter where Black's king starts in the original position; White always draws (exercise: prove it!). However, with the pawn on h5, White is very often lost.

For example, if Black is to move, he wins by pushing his pawn with 1...h5! –+.



3.06 =/+
N. Grigoriev, 1938

Black threatens ...♕c5, so the first move is forced:

1 ♖c7+! ♕c4 2 ♖e8!!

The knight takes one step back, so it can return with new speed via d6. Not 2 ♖e6? b3! –+. Note that the diagonal 'opposition' is often very dangerous for the knight. Though seemingly near, it needs at least three moves to give a check!

2...♕c5

2...b3 3 ♖d6+! ♕b4 4 ♖e4! b2 5 ♖d2! =.

3 ♖f6! ♕d4 4 ♖e8! ♕e5!? 5 ♖c7! ♕d6 6 ♖e8+!

6 ♖b5+? ♕c5! 7 ♖c7 b3! 8 ♖e6+ ♕c4 –+.

6...♕c5 7 ♖f6! ♕d4 8 ♖e8! b3 9 ♖d6! ♕c3

9...b2 10 ♖b5+! ♕d3 11 ♖a3! =.

10 ♖e4+! ♕c2 11 ♖d6! b2 12 ♖c4! b1 ♖ 13 ♖a3+!

Finally a fork secures the draw.

If Black is to move, he wins with 1...♕c5! –+.

Grigoriev composed White to play and win studies with this material as well; e.g., w♕d3, ♖g4; b♕a5, ♖a1 ('64', 1932): 1 g5! ♖b3 2 ♕e4! ♖c5+ 3 ♕f5! ♖b7 4 ♕e5! +–.

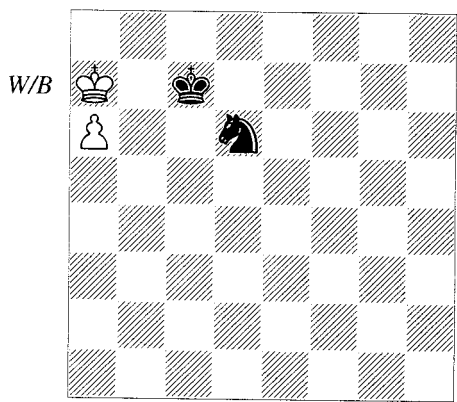
There is one important case where the knight wins (*see following diagram*):

White's king is poorly placed in front of its pawn, and has only two squares in which to breathe. After 1 ♕a8 ♖c8! White is forced to nail shut his own coffin: 2 a7 ♖b6#!

With Black to move it is a bit more difficult:

1...♖b5+!

Only this wins. After 1...♖c8+? 2 ♕a8 ♖b6+ 3 ♕a7 it is only a perpetual, which by the way



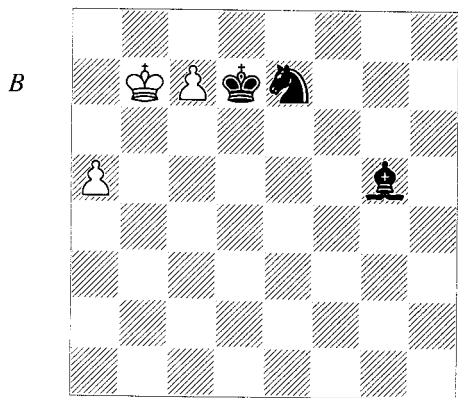
3.07 -/+
Stamma's Mate

might be the only way for Black to save the game if White had some more pawns.

2 ♖a8 ♜c8! 3 a7 ♞c7#!

Note that you can never force a mate if the pawn is still on the fourth rank. However, the same idea can also work with several pawns; see Salvio 1634 (Av 385; w♖f2, ♞e8; b♜h2, ♖g6, h3) or Mendheim 1832 (Av 402; w♖f1, ♞f6; b♜h1, ♖e6, f4, g5, h3).

The next example features Stamma's Mate:



3.07A =/+
H.Eng – A.Haik
Hamburg 1984

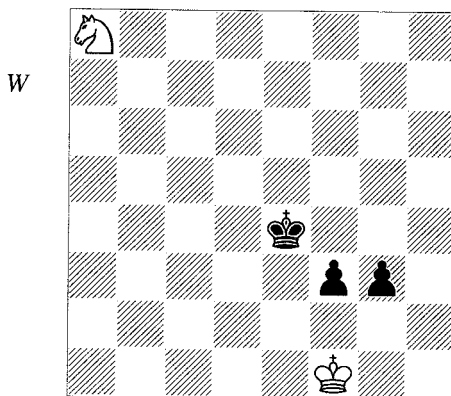
1...♞c8 2 a6 ♙e3! 3 ♜b8?! ♙d4 4 ♜b7?! ♙a7!?

Much easier than 4...♙b6 5 a7 ♙xa7! 6 ♜a8 ♙b6 7 ♜b7 ♙xc7 +- (see 1.06).

5 ♜a8 ♞d6 6 c8♙+ ♜xc8 7 ♜xa7 ♜c7 8 ♜a8 ♞c8! 9 a7 ♞b6#

B) Knight vs Two or Three Pawns

Against two pawns, the knight usually draws:



3.08 =/+
A.O'Kelly – G.Forintos
Bordeaux 1964

The knight is far away and the connected passed pawns look menacing, but it is nevertheless a draw:

1 ♞c7 ♙d4 2 ♙e1 ♙d3 3 ♞e6

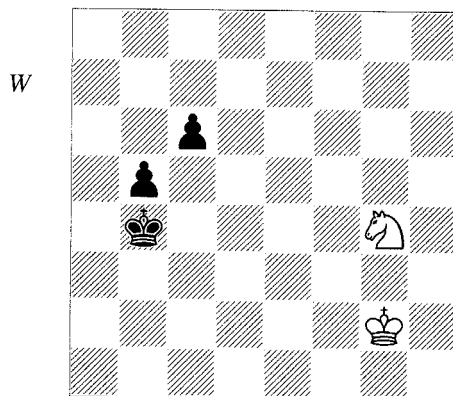
The game in fact ended 3 ♞d5? f2+! 4 ♜f1 ♙e4! 0-1.

3...♙e3 4 ♜f1!

4 ♞g5? g2 5 ♞h3 f2+! +-.

4...g2+ 5 ♜g1! ♙e2 6 ♞f4+ ♙e1 7 ♞xg2+ =

It is important that the knight is on the right track. With the knight on b8 or d8 White loses, but with the knight on h8 it is a draw again!

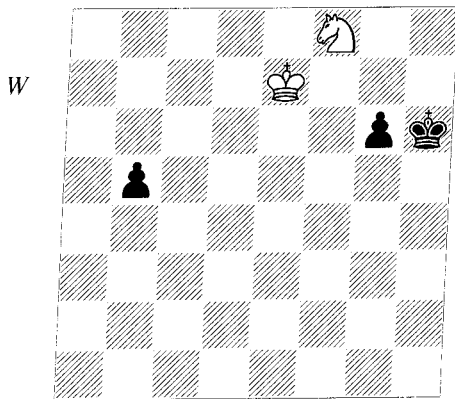


3.09 =/=
K.Aseev – V.Mikhalevski
St Petersburg tt 1999

If the pawns are not so far advanced, the cooperation between king and knight usually leads to a draw, as in the above diagram:

1 ♖f3 ♗c3 2 ♖e2 b4
 2...c5 3 ♗d1 ♗b2 4 ♖e3 c4 5 ♖c2 c3 6 ♖b4
 ♗b3 7 ♖c2 b4 8 ♖xb4 =.
 3 ♗d1 ♗b2 4 ♖e5 b3 5 ♖xc6
 5 ♗d2? ♗a1 -+.
 5...♗a1 6 ♖d4 b2 7 ♖b3+!
 Not 7 ♖c2+? ♗a2! 8 ♖b4+ ♗b3! -+ and
 Black wins.
 7...♗a2 1/2-1/2
 Due to 8 ♖d2 ♗a1 9 ♗c2 =.

Now we discuss the situation with isolated pawns:



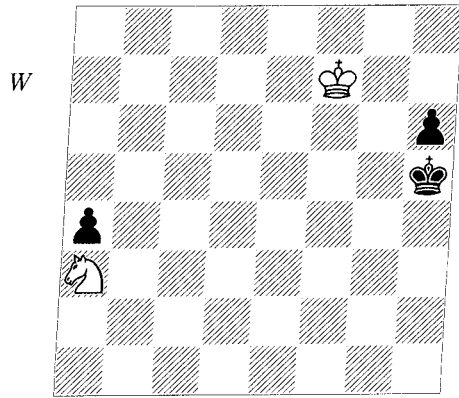
3.10 =/+
 T.Zoltek – W.Kruszynski
 Polish Ch (Zielona Gora) 1974

The b-pawn is very dangerous, so care is required:

1 ♖e6!
 Not: 1 ♗d6? b4! -+; 1 ♖f6? b4! 2 ♖xg6 b3!
 -+; 1 ♖d7? b4 2 ♖c5 g5! 3 ♖f6 g4! 4 ♖e5 g3!
 -+.
 1...b4 2 ♖d4! ♗g5
 2...g5 3 ♗d6 g4 4 ♗c5 g3 5 ♗xb4 g2 6 ♖e2
 =.
 3 ♖f7 ♗h5 4 ♖f6 g5 5 ♖f5 g4 6 ♖e4 ♗g5 7
 ♗e3 ♗h5 8 ♗f2 ♗h4 9 ♗g2 ♗h5 10 ♗g3 ♗g5
 11 ♖b3 ♗f5 12 ♖a5 ♗g5 13 ♖b3 ♗f5 14 ♖a5
 ♗e4 15 ♗xg4 ♗d4 16 ♖f3 ♗c5 17 ♖e3 ♗b5
 18 ♖b3 ♗c4 19 ♖d2+ ♗c3 20 ♖e2 b3 21
 ♖xb3 ♗xb3 1/2-1/2

Without Black's g-pawn, 1 ♖d7 and 1 ♖e6 followed by 2 ♖c5 draw, but all other moves lose.

The following grandmaster game features an interesting battle:



3.10A =/+
 J.Hector – J.Levitt
 Graested 1990

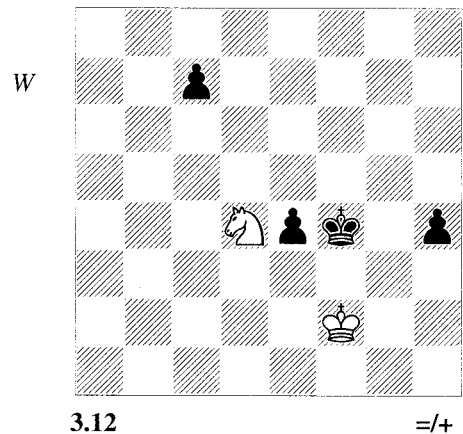
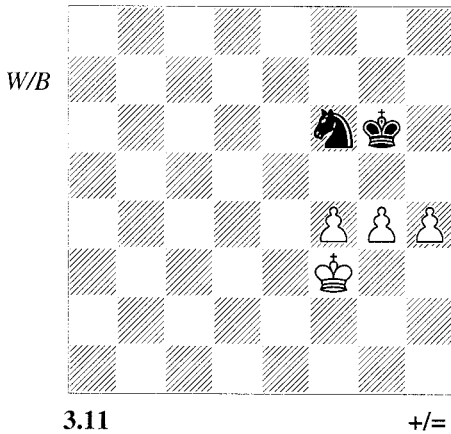
Hector managed to save himself by the skin of his teeth:

1 ♖f6 ♗g4 2 ♖e5
 To achieve the draw, the king and knight have to swap their duties.
 2...h5 3 ♗d4 h4 4 ♖c4!
 Now with White's king in the square of the a-pawn, his knight deals with the other rook's pawn.
 4...♗f3 5 ♖e5+! ♗g3 6 ♖c4!! ♗f2
 6...h3 7 ♖e3! h2 8 ♖f1+! =.
 7 ♖e5! ♗g3 8 ♖c4! a3 9 ♗c3! ♗f3 10
 ♖e5+! ♗g3 11 ♖c4! ♗f2 12 ♖e5! ♗g3 13
 ♖c4! a2 14 ♗b2! ♗f3 15 ♖e5+! ♗g3 16 ♖c4!
 ♗f3 17 ♖e5+! 1/2-1/2

Against three pawns, the knight has much more difficulty. We again start with connected passed pawns (*see following diagram*).

If the passed pawns have the support of the king and cross the middle of the board they usually win:

1 f5+ ♗g7 2 g5 ♖d5
 2...♖h5 3 ♗g4 +-.
 3 ♗e4 ♖b6
 3...♖c3+ 4 ♗e5 +-.
 4 f6+
 There is an alternative win by 4 h5 ♖d7 5
 ♗d5 ♗f7 6 h6 ♖f8 7 ♗d6 (7 g6+?? ♖xg6! =)
 7...♗g8 8 g6 +-.
 4...♗g6 5 ♗e5 ♖d7+ 6 ♗e6 ♖f8+ 7 ♗e7
 ♖h7 8 f7 ♗g7 9 h5 ♖f8 10 g6 +-



3.11 +/=

3.12 =/+

O.Panno – R.Vaganian
Buenos Aires 1978

If Black is to move, he can prevent the enemy pawns from advancing to the fifth rank in a broad front:

1...d5! 2 f5+

2 h5+ g6! (2...f6? 3 h6 g6 4 g5 d7 5 g4 f5 6 h7 +-) 3 e4 f6+ 4 f5 (4 f3 d5 5 g3 d3 6 e4 g2+ =) 4...d5 5 e5 d3 6 g5+ e5 =.

2...e6! 3 e4 d3+ 4 d3

Or: 4 f4 d5+ =; 4 e3 e5 5 h5 d4 =; 4 d4 d2+ =.

4...d1 5 e2 d3+ 6 f3 e5 7 h5 d4 8 e3 g5 = (D)

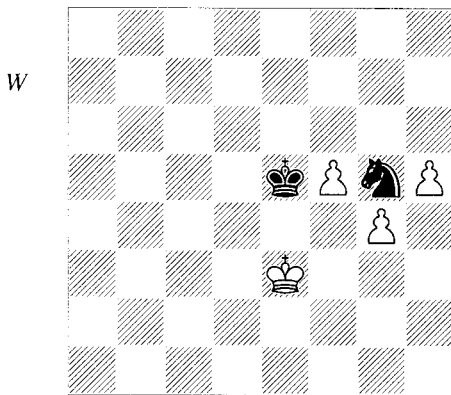
d3xh3 e3xh3 6 e3 =) 5 d3h3+ e5 6 e3 c5 7 f2 c4 8 d4xe4 =.

1...e5 2 d3 e4 3 d2+ e5

3...g4 4 d3 e5 5 e3 h3 6 d4xe4 h2 7 f2 c5 8 f3 c4 9 g2 e5 10 e2xh2 d4 11 d1! =.

4 g2 e5 5 e3 g5 6 d4 e3 7 f3+ e4 8 d1 e2 9 e2xh4 (NC) 9...c5 10 e3! c4 11 g2 e3 12 g3 c3 13 g2! d2 14 f2! d1 15 g2! 1/2-1/2

Due to 15...c2 16 d3e3+! d2 17 dxc2! e2 18 e2e2! =.



3.11A =/='

Against three isolated pawns, the knight has a tough job (see following diagram).

White draws with annoying checks, eventually winning one of the pawns:

1 d2+

1 d2e6+ e5 2 d2g5 (2 d2xc7? h3! 3 e3 e3! +-) 2...e6 3 d2h3 e4 4 d2g1 e4 (4...h3 5

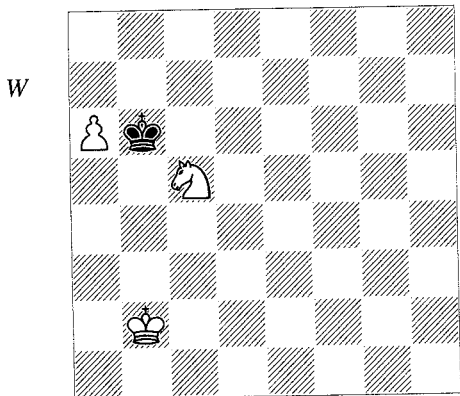
C) Knight and Pawn vs King

As the knight doesn't have enough horsepower to mate on his own, everything depends on the survival of the last pawn. If the king protects its pawn, there are no problems, since the pawn can advance to the seventh rank, whereupon the knight can, if necessary, make a waiting move to avoid stalemate. The exception is a rook's pawn; then the knight is needed to control the corner square. If the king is far away, the knight has to protect the pawn until its king can come into play. For these cases the following rule is useful: *the knight should protect the passed pawn from behind*. The diagram on the following page explains why.

Although the knight is attacked, it can't be captured (note: this wouldn't be the case with the knight on c7 or b8) and so there is plenty of time to activate the white king:

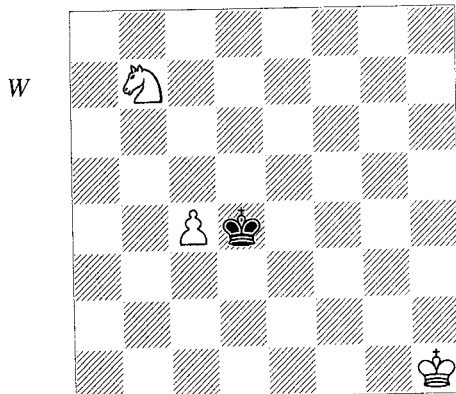
1 e3b3 e4

1...e4xc5 2 a7! +-.



3.13

+/-



3.15

+/=

M.Euwe

2 ♖b4 ♗b6 3 ♖c4 ♗a7 4 ♖b5 ♗a8 5 ♖b6 ♗b8 6 ♗e6 ♗a8 7 ♗c7+

The knight must control the queening square.

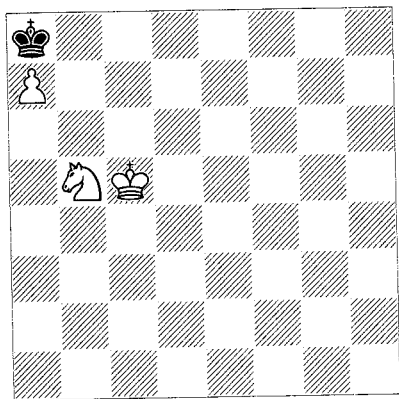
7...♗b8

White now mates in four moves:

8 a7+ ♖c8 9 a8♙+ ♖d7 10 ♙e8+ ♖d6 11 ♙e6#

You should memorize this mate, as it would also work with, for instance, a new-born black queen on f1.

The next diagram shows the only exception (the knight could also be on c6 or c8):



3.14

=/=

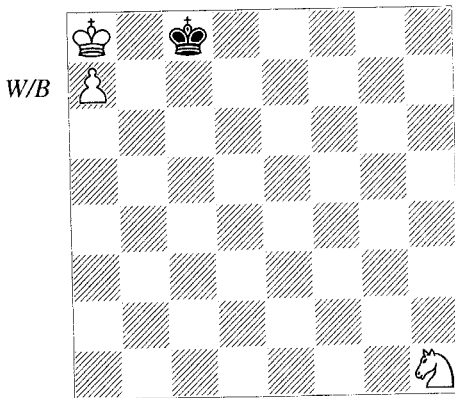
The knight protects the pawn from behind, but due to stalemate White can't win. Shift the position to the right (or down the board) and it would be an easy win.

Even if the knight protects the pawn from the front, the attacker might win the pawn ending:

1 ♖a5! ♖c5 2 ♖g2! ♗b4 3 ♖f3! ♗xa5 4 ♖e4! ♗b6 5 ♖d5! ♖c7 6 ♖c5! +/- (2.06) and White occupies a key square next move.

The chessboard's special geometry is the key to a study from Kuzmichev (ECE 2; w♗b2; b♖f6, ♗f1, ♗a6): 1 ♖c3! ♗e3 2 ♖d4! =. If Black is to move, he has a lot of winning options, including 1...♖e5, but 1...a5? 2 ♖b3 only leads to a draw.

There is one more position worth noting:



3.16

=/-

The white king is jammed in the corner, while Black's king must keep moving between c7 and c8. Since the knight can't lose a tempo, White can only win with Black to move: 1...♖c7 2 ♗g3 ♖c8 3 ♗f5 ♖c7 4 ♗d6 +/-.

If White is to move, he can achieve nothing: 1 ♗g3 ♖c7! 2 ♗f5 ♖c8! 3 ♗e7+ ♖c7! 4 ♗c6 ♖c8! =.

D) Knight and Pawns vs Pawns

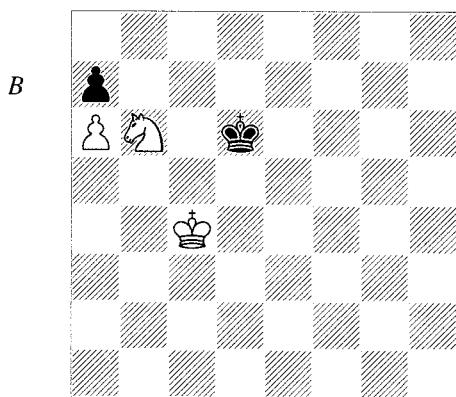
From one of our first chess lessons we know that the knight is worth three pawns. Unfortunately, this rule is not so useful here, as knight endings are all about concrete calculation. However, some key ideas occur again and again.

Our topics now are:

D1: No Passed Pawns	65
D2: Both Sides Have Passed Pawns	66
D3: Both Sides Have Several Pawns	67

D1) No Passed Pawns

With blocked pawns the attacker always wins when the king protects its pawn (except for some very unfortunate cases; John Nunn gives $w\text{c}8, \text{b}5; b\text{a}7, \text{a}8, \text{b}6$, when Black to move is even losing). There is just one important elementary fortress:



3.17 =/=

E.Lobron – P.Blatny
Erevan OL 1996

1... $\text{c}7$

Black ignores the knight and hides in the corner.

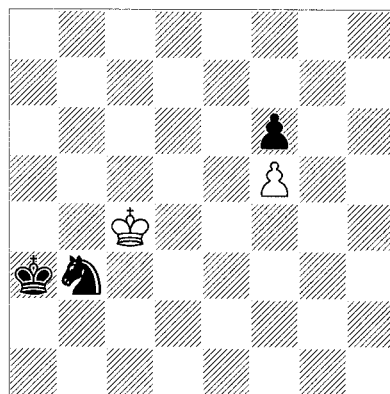
2 $\text{d}5+ \text{b}8 3 \text{c}5 \text{a}8 4 \text{c}6 \text{b}8 5 \text{b}6$

5 $\text{f}6 \text{c}8?? 6 \text{d}7! \text{d}8 7 \text{b}6! +-.$

5... $\text{axb}6 6 \text{xb}6 \text{a}8! 7 \text{a}7$ (stalemate) $1/2-1/2$

The typical win with a blocked pair of pawns is illustrated in the next example (see following diagram): 1... $\text{d}2+ 2 \text{d}5$ (2 $\text{d}3 \text{f}3 3 \text{e}4 \text{g}5+ +-)$ 2... $\text{b}4 3 \text{e}6 \text{d}4!$ (without his pawn White could draw with $\text{f}5$ now, but here everything is hopeless) 4 $\text{d}5 \text{g}5$ 0-1. With e6 protected, White recognizes that his last

B



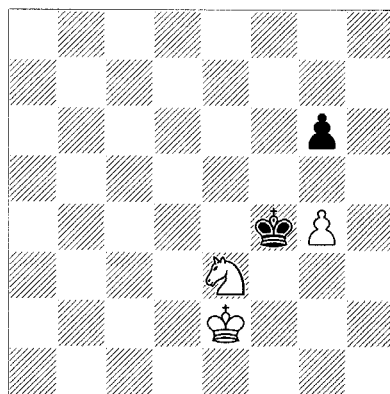
3.18 -/+

A.Lugovoi – P.Skatchkov
St Petersburg Chigorin mem 1999

chance for an honourable resignation has come. Note that with his king on a1 instead of b4 Black would also win, since the white king needs two moves each time it oscillates between e7 and d5, while the black knight swings to e4 and back to g5 in one move, thus gaining time for its king to approach. With blocked rook's pawns this swing would be impossible.

If the pawns are not yet blocked, the drawing chances increase:

W/B



3.19 +/-

J.Blackburne – J.Zukertort
London (13) 1881

If White is to move, he can put Black in zugzwang:

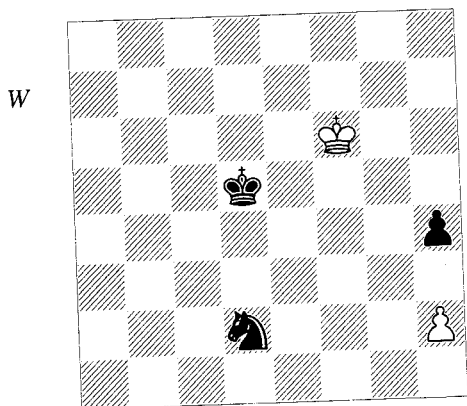
1 $\text{f}2! \text{g}5$

Blocking the pawns. After 1... $\text{e}4$ White's king reaches its pawn, winning shortly: 2 $\text{g}2$

g5 3 ♖g3 ♗d4 4 ♜e1 ♚e5 5 ♜f3+ +-.
 2 ♚e2! ♚e4 3 ♗d2
 3 ♜d1 ♚f4 4 ♜f2 ♖g3 5 ♚e3! ♖g2 6 ♚e4 +-.
 3...♗f4
 3...♗d4 4 ♜d1 ♚e4 5 ♚e2 ♚f4 6 ♜f2 ♖g3 7 ♚e3! +-.
 4 ♗d3 ♚f3 5 ♗d4! ♚f4 6 ♗d5! ♚xe3 7 ♚e5! +-

In the game it was Black's move, which changes things substantially: 1...♗g3! put White in zugzwang and drew: 2 ♚e1 ♚f3! 3 ♗d2 ♚f4 (3...♗f2 is also playable) 4 ♗d3 ♚f3! 5 ♗d4 ♚f4! and White couldn't improve his position: 6 ♗d5 ♚xe3! 7 ♚e5! ♚f3! 8 ♚f6! (8 g5?? even leads to a disaster: 8...♗g4! 9 ♚f6 ♚h5! +-) 8...♚f3 9 ♗d2 ♚f4 1/2-1/2.

Some positions are very difficult to win for the knight; e.g.:



3.19A -/+

Son – Khorovets
 Tashkent 1978

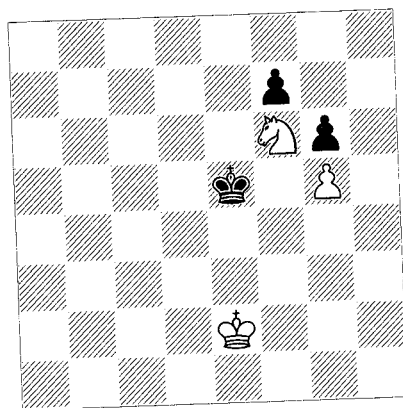
1 ♚f5!? ♜f3! 2 h3 ♗d4! 3 ♚f4 ♜e1! 4 ♖g4 ♗g2! 5 ♚f3 ♜e3! 6 ♚f4 ♗d3! 7 ♚f3 ♜f5?
 7...♗d2! was called for – see the game continuation.

8 ♚f4?

White returns the favour. After 8 ♖g4! Black can't release the knight: 8...♚e4 9 ♚g5! ♚e5 10 ♚g4! ♚f6 (10...♚e6 11 ♚g5! =) 11 ♚h5! =.

8...♜e3! 9 ♚f3 ♗d2! 10 ♚f2 ♜d5 11 ♚f3 ♜e7 12 ♚g4 ♜g6! 13 ♚g5 ♚e3! 14 ♚xg6 ♚f4! 0-1

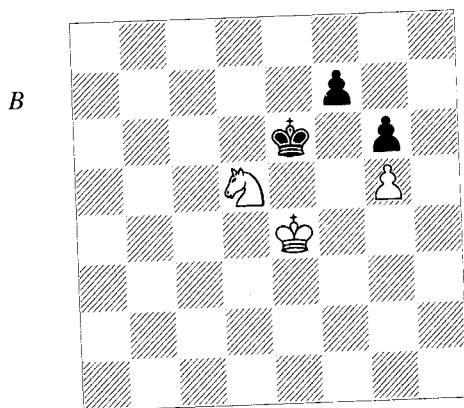
The next example shows a typical winning procedure for the knight:



3.20 +/-

A.Remon – R.Vera
 Havana Capablanca mem 1990

Black's pawns are safely blocked, which gives White all the time in the world: 1 ♚f3 ♚f5 2 ♜h7! (2 ♜e4?! ♚e5 3 ♚e3 ♚f5 4 ♗d4? {NC} 4...♚f4! 5 ♗d3 {5 ♗d5 ♚f5! =} 5...♚f5! 6 ♚e3 ♖g4! =) 2...♚e5 3 ♖g4 ♚e4 4 ♜f6+ ♚e5 5 ♜g8 ♚e6 (5...♚e4 6 ♜h6 +-) 6 ♚f4 ♗d5 7 ♜f6+ ♗d4 8 ♜g4 ♗d5 9 ♚e3 ♚e6 10 ♚e4 ♗d6 11 ♜f6 (11 ♜e5 ♚e6 12 ♜xf7 ♚xf7 13 ♗d5! +-) 11...♚e6 12 ♜d5 (D) 1-0.

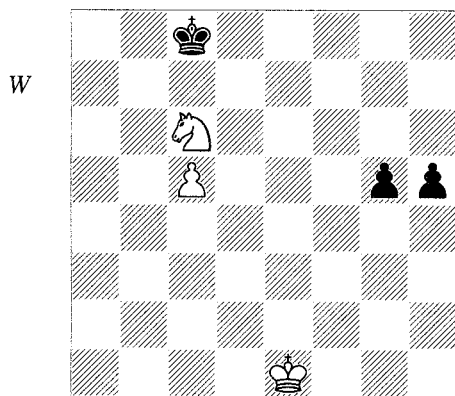


3.20A +/-

At this point Black resigned due to the continuation 12...♗d6 13 ♜f4 ♗d7 14 ♚e5 ♚e7 15 ♜d5+ ♚e8 16 ♚f6 ♚f8 17 ♜e7 ♚e8 18 ♜xg6 +-.

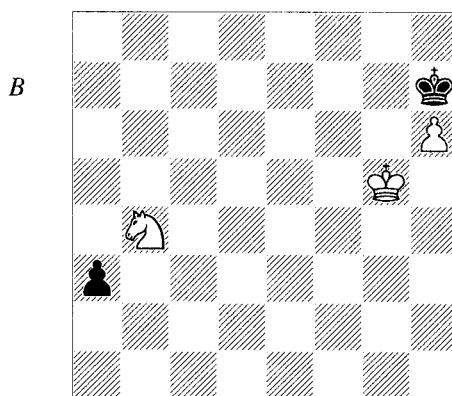
D2) Both Sides Have Passed Pawns

Usually the attacker's king should support its passed pawn:



3.21 +/-

A.Alekhine – F.Englund
Scheveningen 1913



3.22 =/=

A.Yermolinsky – N.Short
Tallinn/Pärnu Keres mem 1998

The king has to work with the c-pawn and the knight must stop the pawns and provide spare tempi. Alekhine starts the task-switching immediately:

1 ♖e2 ♗d7 2 ♕d4!

After 2 ♕e5+? ♗e6 White can't win; e.g., 3 c6 ♗d6 = or 3 ♕d3 h4 4 ♗f3 ♗d5! = (4...h3? 5 ♗e4! h2 6 ♕f2 g4 7 ♕h1 +-). White's king has to watch the passed pawns and the knight has to protect the c-pawn, so no progress can be made.

2...g4 3 ♗d3 h4 4 ♕f5 ♗e6

4...♗c6 5 ♗d4 h3 6 ♕g3 h2 7 ♗c4 +-.

5 ♗e4!

After 5 ♕xh4?? ♗d5 White's last pawn is lost.

5...h3 6 ♕g3 h2 7 ♗d4 ♗e7 8 ♗d5 1-0

Black is powerless against the advance of White's c-pawn: 8...♗d7 9 c6+ ♗c7 10 ♗c5 ♗c8 11 ♗d6 ♗d8 12 c7+ ♗c8 and now the knight acts as a source of a tempo: 13 ♕h1 +-.

If the passed pawns are very far advanced they sometimes secure the draw; e.g., 3.21A G.Hertneck – K.Müller, Bundesliga 1989/90: w♗e4, ♠g5, h7; b♗e6, ♕h8, ♠b5: 1 ♗d4 ♗d6 2 ♗e4 ♗e6 1/2-1/2.

By the way, the knight can't stop two connected passed pawns on their sixth rank unless it can capture one of them immediately. Two passed pawns on the fifth can be stopped; e.g., w♗b1, ♠g5, h5; b♗b3, ♕a5, ♠b5: 1...♕c6! 2 g6 ♕e7! 3 g7 ♕g8! +-.

If the defender has only one passed pawn, he usually loses. The next position is an exception:

The knight is too far away from the kingside:

1...♗g8!

After 1...♗h8? the knight arrives in time: 2 ♗g6! ♗g8 3 h7+ ♗h8 4 ♕d3 a2 5 ♕e5! a1 ♗6 ♕f7#!

2 ♗g6 ♗h8! 3 ♕a2 ♗g8 4 ♗g5!? ♗h7 5 ♕c3 ♗g8! 6 ♕a2 ♗h7 7 ♗h5!? ♗h8! 1/2-1/2

When the knight is on a2, only the retreat to h8 draws!

In 1933, Grigoriev composed a study with the same theme: w♗g5, ♕b4, ♠h6; b♗f7, ♠a3; White to play and win, Black to play and draw (ECE 55).

D3) Both Sides Have Several Pawns

If all the pawns are on the same wing, the knight usually wins. The next example is fairly typical (see following diagram):

Anand managed to win the game as follows:

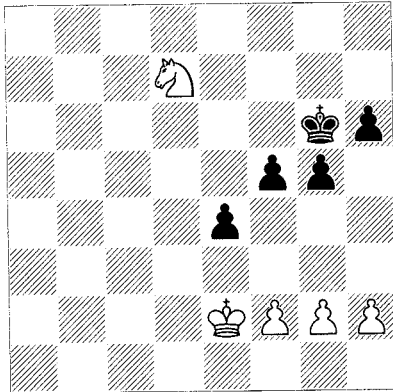
1...♗f7 2 ♗d2 ♗e6 3 ♕b6 h5

This allows White to make inroads, but Black is lost in any case; e.g., 3...♗e5 4 ♕c4+ ♗d4 5 ♕d6 ♗e5 6 ♕f7+ ♗f6 7 ♕xh6 ♗g6 8 ♕xf5 +- or 3...f4 4 g4 ♗e5 5 ♕c4+ ♗e6 6 ♗c2 ♗d5 7 ♗c3 +-.

4 h4!? f4

4...gxh4 5 ♗e3 ♗e5 6 ♕c4+ ♗d5 7 ♕a5 ♗e5 8 ♕c6+ ♗d5 (8...♗d6 9 ♕d4 ♗e5 10 ♕e2 +-) 9 ♕e7+ ♗e6 10 ♕g6 ♗f6 11 ♕xh4 ♗g5 12 g3 f4+ 13 ♗xe4 fxg3 14 fxg3 ♗g4 15 ♕f5 ♗g5 16 ♗e5 ♗g4 17 ♗f6 +-.

B



3.23

+/-

V.Anand – J.Polgar
Dos Hermanas 1997

5 hxg5 ♖f5 6 ♖c4 ♗xg5 7 ♖d6 e3+ 8 fxe3
 h4 9 ♖e4+

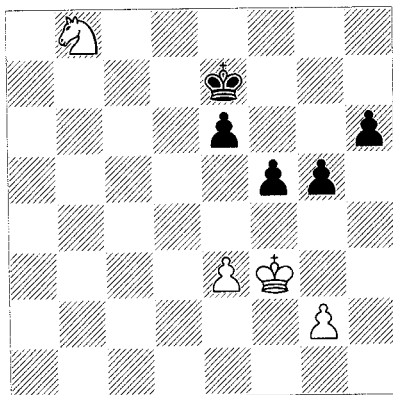
9 e4? f3 10 gxf3 h3 11 e5 ♖f4 12 ♖e4 ♗xf3
 13 ♖g5+ ♗f4 = (Khuzman in CBM 59).

9...♗g4 10 ♖e2 ♖f5

10...fxe3 11 ♗xe3 h3 12 ♖f2+! ♗g3 13
 gxh3 ♗h4 14 ♖f4 +-.
 11 ♖f2 1-0

If the defender has two pawns for the knight
 and a good structure, his drawing chances in-
 crease:

B



3.24

/=

S.Ivanov – S.Rublevsky
Russian Ch (Elista) 1997

White's knight is badly placed, which helps
 Black to secure the draw:

1...♗d6 2 ♖a6
 2 e4 and now:

a) 2...fxe4+? gives White the entry points he
 needs: 3 ♗xe4 h5 4 ♖a6 ♗e7 (4...h4 5 ♗f3
 ♗e5 6 ♗g4 ♗f6 7 ♖c5 +-) 5 ♖c5 ♗f6 6 ♖d3
 ♗g6 (6...h4 7 ♖f2 +-.; 6...g4 7 ♗f4 ♗g6 8
 ♖e5+ ♗f6 9 g3 +-) 7 ♗e5 h4 (7...♗f7 8 ♖e1
 g4 9 g3 ♗g6 10 ♖g2 +-.; 7...g4 8 ♖f4+ ♗g5 9
 ♖xe6+ ♗h4 10 ♗f4 g3 11 ♗e4 ♗g4 12 ♖f4
 +-) 8 ♖f2 ♗f7 (8...♗h5 9 ♗xe6 g4 10 ♗f5 h3
 11 g3 +-) 9 ♖g4 ♗e7 10 ♖h6 ♗d7 11 ♗f6 +-.
 b) 2...h5 3 exf5 exf5 4 ♗g3 g4 =.

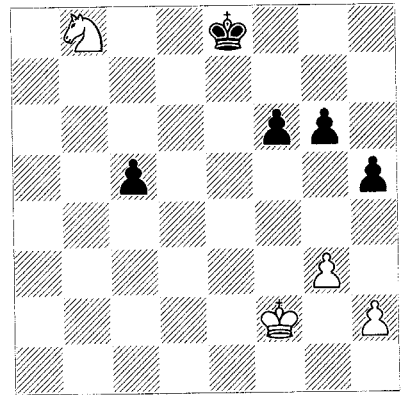
2...h5 3 ♖b4 h4 4 ♖d3 ♖d5 5 ♖f2 ♖e5 6
 ♖d3+ ♖d5 7 ♖e1 ♖e5

7...g4+ was possible immediately: 8 ♗f4
 ♖c4 9 ♖e5 ♖c3 10 ♗xe6 h3 11 gxh3 gxh3 12
 ♖f3 ♖d3 =.

8 ♖c2 g4+ 9 ♗f2 ♖e4 10 ♖d4 e5 11 ♖e6 f4
 12 exf4 exf4 13 ♖c5+ ♖d4 14 ♖e6+ ♖e5 15
 ♖c5 ♗f5 16 ♖d3 h3 17 gxh3 gxh3 18 ♖f3
 1/2-1/2

An additional outside pawn can distract the
 knight:

W



3.25

+!

L.Brunner – M.Petursson
Lucerne Wch 1993

Against accurate play, the c-pawn does not
 provide enough compensation:

1 ♖a6 c4 2 ♖c7+

2 ♖e3 ♖e7 3 ♖c5 ♖d6 4 ♖d4 c3 5 ♖e4+
 ♖e6 6 ♗xc3 ♗f5 7 ♖f2 +- (Blatny in CBM
 38).

2...♗d7 3 ♖d5 ♖e6 4 ♖f4+ ♖f5 5 ♖e3?

Blatny proved that 5 ♗f3! wins: 5...g5 (5...c3
 6 ♖d5 +-.; 5...♗g5 6 ♖d5 h4 7 g4 f5 8 gxf5
 gxf5 9 h3 +-) 6 ♖hx5 c3 7 ♖e3 (this is more
 clear-cut than Blatny's 7 g4+) 7...♖e5 (7...♗g6
 8 g4 f5 9 ♖d3 fxg4 10 ♖g3 +-) 8 ♖d3 f5 9

♙xc3 ♗e4 10 ♗d2 ♖f3 11 ♖g7 f4 12 gxf4 gxf4 (12...♙xf4 13 ♗e2 ♗g4 14 ♖f2 ♗h3 15 ♗g1 g4 16 ♗f5 +-) 13 ♗f5 ♗g4 14 ♗d4 ♗h3 15 ♗f3 ♗g2 16 ♗e2 +-.

5...c3 6 ♗f3

6 ♗e2 and then:

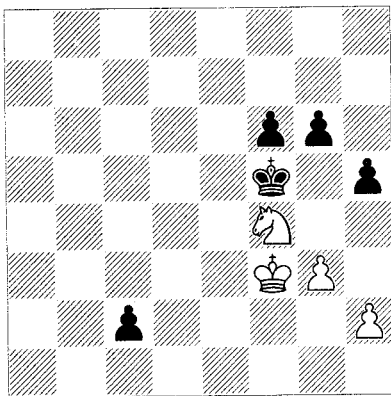
a) 6...♗g4? 7 ♗xc3 h4 (7...♗h3 8 ♗d5 ♗xh2 9 ♖f2 f5 10 ♗f4 g5 11 ♗xh5 ♗h3 12 ♖f3 +-) 8 ♖f2 and here:

a1) 8...♗h3 9 ♗d5 ♗xh2 10 g4 ♗h3 (10...f5 11 g5 ♗h3 12 ♖f3 ♗h2 13 ♗f4 +-) 11 ♗xf6 +-.

a2) 8...hxc3+ 9 hxc3 f5 10 ♗d5 ♗h5 11 ♖f3 +-.

b) 6...c2 7 ♗d4+ ♗g4 8 ♗xc2 ♗h3 =.

6...c2 (D)



3.25A

=/+

With the help of his passed pawn, Black now manages to deflect White's pieces from the kingside, exchange a pair of pawns and hold the draw:

7 ♗d3

7 ♗e2!? ♗e5 8 ♗e3 g5 and now:

a) 9 ♗d2 ♗e4 10 ♗g1 (10 ♗xc2 ♖f3 11 ♗d3 ♗g2 =) 10...h4 11 g4 (11 ♗xc2 hxc3 12 hxc3 ♗e3 =) 11...♖f4 12 ♗xc2 ♗xg4 13 ♗d3 ♖f4 14 ♗e2 g4 =.

b) 9 ♗c1 h4 10 g4 (10 ♗d3+ ♖f5 11 g4 ♗g4 12 hxc3 13 ♗f2 ♗h3 14 ♗g1 g4 =) 10...g4 11 ♗d3+ ♖f5 12 h3 ♗e6 13 ♖f4 (13 ♗d2 ♖f5 14 ♗xc2 ♗e4 15 ♗d2 ♖f3 16 ♗e1 ♗g2 17 ♗f2 f5 =) 13...♗e7 (13...f5? 14 ♗g5 ♗d5 15 ♗b4+ ♗e4 16 ♗xc2 f4 17 ♗xh4 f3 18 ♗g3 +-) 14 ♖f5 ♖f7 15 ♗g4 ♗e6 16 ♗xh4 ♖f5 17 ♗g3 ♗g5 18 h4+ ♗h5 19 ♗h3 f5 =.

7...♗g5 8 h3

8 h4+ ♖f5 9 ♗c1 g5 10 ♗d3 ♗g6 11 ♗e4 f5+ 12 ♖f3 f4 13 gxf4 gxh4 =.

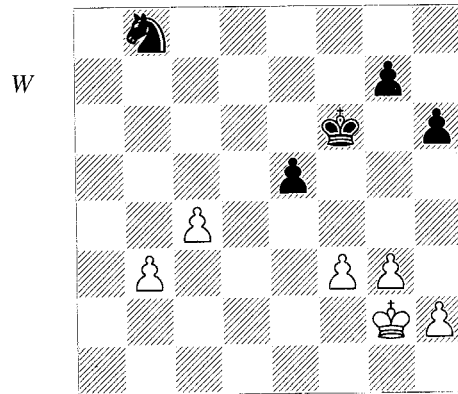
8...h4 9 g4 f5 10 gxf5 ♗xf5!

10...gxf5? 11 ♗e3 f4+ (11...♖f6 12 ♗d2 ♗g5 13 ♗xc2 f4 14 ♗d2 ♖f5 15 ♗e2 ♗e4 16 ♗f2+ +-) 12 ♗e4 f3 13 ♗xf3 ♖f5 14 ♗c1 ♗g5 (14...♗e5 15 ♗g4 +-) 15 ♗e4 +-.

11 ♗c1 g5 12 ♗e2 g4+ 13 hxc4+ ♗g5 1/2-1/2

Due to 14 ♗c1 h3 15 ♗g3 h2 16 ♗xh2 ♗xg4 =.

The next example is very complicated and we are still not completely sure of the correct outcome. However, it seems that White's connected passed pawns sufficiently distract Black so that White can hold on by the skin of his teeth:



3.26

=/

V.Salov – J.Timman

Sanghi Nagar FIDE Ct (1) 1994

1 b4 ♗c6 2 b5 ♗a5 3 c5 ♗e6 4 ♖f2 ♗b3 5 c6 ♗d6 6 ♗e3 ♗d4 7 b6! ♗xc6

After 7...♗xc6 8 ♗e4 ♗xb6 Black's king is too far away, since the knight can't protect the pawns efficiently: 9 ♗xe5 ♗xf3+ 10 ♖f5 ♗xh2 (10...g5 11 h4 g4 12 g4 ♗xh4+ 13 ♗g4 =) 11 ♗g6 ♗f1 12 ♗xg7 h5 13 ♗g6 ♗xg3 14 ♗g5 = (Salov in CBM 42).

8 ♗e4?

8 f4! draws according to Salov and Ribli, but Ftačnik states that Black has good winning chances. We think that White can draw, but it is very difficult to prove that. One sample continuation runs 8...♗d8 9 ♗e4 exf4 10 ♖xf4, and now:

a) 10...♗e6+ 11 ♖f5 ♗f8 12 b7 ♗c7 13 ♗e5 and then:

a1) 13...h5 14 b8♖+ ♖xb8 15 ♔d6 ♗c8 (15...♗g6 16 ♗e6 ♗h8 17 ♗e7 =) 16 ♗e7 ♗d7 17 ♗f7 =.

a2) 13...♖xb7 14 ♔d6 g5 15 h4 g4 16 ♗e5 =.

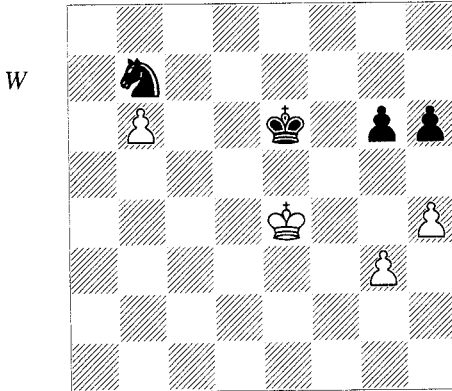
b) 10...g6 11 h4 and here:

b1) 11...♗e6+ 12 ♗g4 and now:

b11) 12...h5+ 13 ♗f3 ♗e5 14 b7 ♗d4+ 15 ♗e3 ♗c6 16 ♗f3 ♗f5 17 ♗e3 ♗g4 18 ♗e4 = (or 18 ♗f2 =).

b12) 12...♗g7 13 b7 ♗c7 14 ♗f4 ♖xb7 15 ♗e5 ♗h5 16 g4 =.

b2) 11...♗e6 12 ♗e4 ♗b7 (D).



3.26A

=/

White can again hold the draw, because the knight's scope is limited and it is impossible to win the b-pawn without exchanging the king-side pawns; e.g., 13 ♗d4 and then:

b21) 13...♗d6 14 ♗c5 h5 15 ♗d4 ♗b7 16 ♗e4 ♗a5 17 g4 hxg4 (17...♗b7 18 gxh5 gxh5 19 ♗f4 ♗f6 20 ♗e4 =) 18 ♗f4 g3 19 ♗xg3 ♗f5 20 ♗f3 ♗b7 21 ♗g3 =.

b22) 13...♗d6 14 ♗e4 ♗c5+ 15 ♗d4 ♗d7 (15...g5 16 hxg5 hxg5 17 ♗e3 ♗e5 18 ♗f3 ♗f5 19 ♗e3 ♗g4 20 ♗d4 ♗d7 21 b7 ♗xg3 22 ♗d5 =) 16 b7 ♗c6 17 b8♖ ♗xb8 18 ♗e5 ♗d7+ 19 ♗e6 h5 20 ♗f7 ♗e5+ 21 ♗e6! =.

8...♗e6 9 b7

9 f4 ♗b8! 10 fxe5 ♗d7 11 b7 ♗c5+ → (Salov).

9...♗b8!? 10 f4

10 h4 ♗d7 11 ♗e3 ♗d5 12 h5 ♗c6 13 f4 ♖xb7 (13...exf4+? 14 ♖xf4 ♖xb7 15 ♗f5 ♗f8 16 g4 ♗c6 17 g5 ♗d6 18 gxh6 gxh6 19 ♗f6 =) 14 fxe5 ♗f8 (14...♗xe5? 15 ♗f4 ♗f7 16 ♗f5 ♗h8 17 ♗e6 ♗c6 18 ♗e7 ♗d5 19 ♗f8 ♗e6 20 ♗xg7 ♗f7 21 ♗g6 =) 15 ♗e4 ♗c6 16 ♗f5 ♗d5 → (Voigt).

10...♗d7 11 ♗e3

11 fxe5 ♗c5+ 12 ♗f4 ♗xb7 13 ♗g4 g6 →.

11...e4 12 ♗d4

Or: 12 ♗xe4 ♗c5+ →; 12 g4 h5!? 13 h3 (13 gxh5 ♗f5 14 h3 ♗b8 →; 13 ♗xe4 ♗c5+ 14 ♗e3 ♗xb7 15 gxh5 ♗f5 →) 13...hxg4 14 hxg4 ♗d5 15 ♗e2 (15 g5 g6 16 ♗e2 ♗e6 17 ♗f2 ♗f5 18 ♗e3 ♗b8 →) 15...♗d4 16 g5 ♗b8 17 f5 ♗e5 18 f6 gxg6 19 g6 ♗e6 20 ♗e3 f5 →.

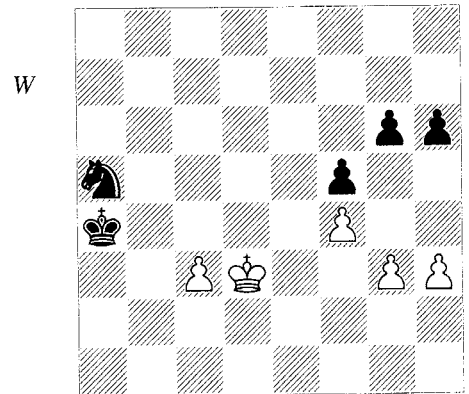
12...h5 13 h3 ♗f5 14 ♗e3 g6 15 g4+

15 ♗f2 h4 16 ♗g2 hxg3 17 ♗xg3 ♗b8 18 ♖h4 e3 19 ♗g3 ♗e4 20 h4 ♗d3 →.

15...hxg4 16 hxg4+ ♗xg4 17 ♗xe4 ♗c5+ 0-1

Salov resigned due to 18 ♗e5 ♗xb7 19 ♗f6 ♖h5 20 f5 g5 21 ♗e7 ♗c5 22 f6 ♗g6 23 f7 ♗d7 24 ♖xd7 ♗xf7 →.

If the attacker's king is on the other wing, a typical problem of the knight plays the main role: it can't protect pawns that in turn protect the knight:



3.27

=/

B.Damljanović – J.Hall

La Coruña 1993

Black cannot save his kingside pawns:

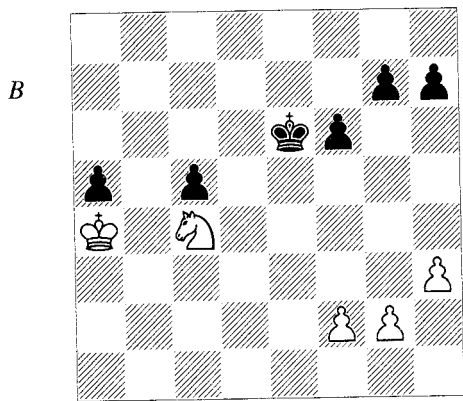
1 ♗d4! ♗b3+

Or: 1...♗c6+ 2 ♗d5 ♗b5 =; 1...♗b3 2 ♗e5 ♗xc3 3 ♗f6 ♗d4 4 ♗xg6 ♗e4 5 ♖xh6 ♗d5 (5...♗f3? 6 ♗g5 ♗xg3 7 h4 ♗c6 8 h5 ♗d8 9 ♗f6 +) 6 ♗g6 ♗e6 7 h4 (7 g4 fxg4 8 hxg4 ♗c6 9 f5+ ♗e7 10 ♗g7 ♗e5 11 g5 ♗e8 12 g6 ♗g4 13 f6 ♗xf6! =) 7...♗b7 8 h5 ♗d6 9 h6 ♗f7 10 h7 ♗h8+ 11 ♗g7 ♗e7! =.

2 ♗e5 ♗d2 3 ♗f6 ♗e4+ 4 ♗xg6 ♗xg3 5 ♖xh6 ♗b3 6 ♗g6 ♗xc3 7 h4 ♗d4 8 h5 ♗xh5 9 ♖xf5! 1/2-1/2

Avoiding the last trap: 9 ♖xh5?? ♕e3! 10 ♖g5 ♕e4 +=.

The next example is similar:



3.28 /=

A.Romero – M.Illescas
Spanish Ch (Palencia) 1999

White's king is too far away and the knight can't prevent Black's king from eating the king-side pawns:

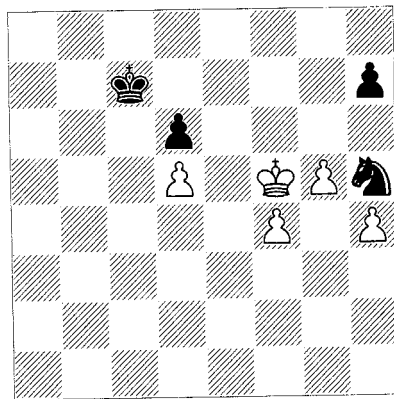
- 1...♖d5 2 ♖xa5 ♖d4 3 ♖b3+
- 3 ♖b5 ♖d3 4 ♖xc5 ♕e2 5 f4 ♖f2 =.
- 3...♖d3 4 ♖xc5+
- 4 ♖b5 c4 5 ♖c5+ ♕e2 6 ♖xc4 ♖xf2 7 g4 ♖g3 =.
- 4...♕e2 5 ♖e4 ♖f1 6 g4
- 6 g3 ♖g2 7 ♖b5 ♖f3 =.
- 6...♖g2 7 ♖b3 ♖xh3 8 g5
- 8 f3 ♖g2 9 ♖d2 g6 10 ♖c2 h5 11 gxh5 gxh5
- 12 ♖d1 h4 13 ♖e2 h3 14 ♖f1 h2 =.
- 8...fxg5 9 ♖xg5+ ♖g4
- 9...♖g2 10 f4 ♖g3 11 ♖e6 ♖g4 12 ♖c4 ♖f5
- 13 ♖d5 h5 =.
- 10 ♖xh7 ♖f3 11 ♖c2 1/2-1/2

If the attacker's king is closer to its pawns, great care is required (see following diagram).

White can draw this position with precise play:

- 1...♖d7 2 ♖g4 ♖g7 3 f5 ♖e8 4 f6
- 4 ♖h5 ♖g7+ 5 ♖h6 ♖xf5+ 6 ♖xh7 ♕e7
- (6...♖xh4? 7 g6 ♖xg6 8 ♖xg6 +-; see 2.15) 7 h5 ♖f7 =.
- 4...♖c7 5 g6?
- 5 ♖h5 ♖xd5 6 ♖h6 ♖e6 7 ♖g7 (7 ♖xh7 ♖f7 8 h5! ♖xf6+ =) 7...♖e3 8 f7 ♖f5+ 9 ♖g8 ♖e7+ 10 ♖g7 ♖f5+ =.

B

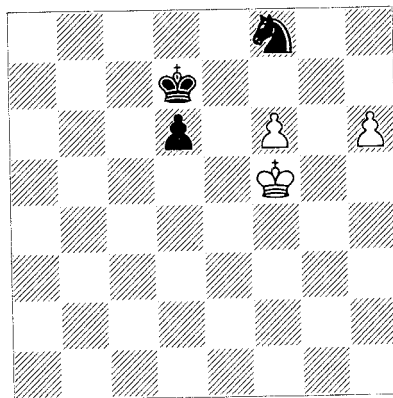


3.29 /=

P.Schlosser – A.Beliavsky
Bundesliga 1999/00

- 5...hxg6 6 ♖g5 ♖xd5 7 ♖xg6 ♖f4+ 8 ♖f5
- 8 ♖f7 d5 9 ♖g8 ♖e6 10 h5 ♕e8 11 h6 ♖f8
- +-.
- 8...♖e6 9 h5 ♖f8 10 h6 (D)

B



3.29A -/+

10...♖d8!

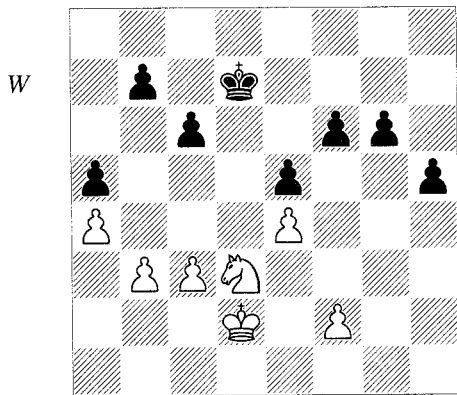
Schlosser had probably missed this resource, only counting on 10...♕e8?, when he draws easily: 11 h7! ♖xh7 12 ♖e6 =.

- 11 ♖e4
- 11 h7 ♖xh7 12 ♖e6 ♖c7 13 f7 ♖g5+ +-.
- 11...♕e8 0-1

With pawns on both wings, the result depends on the knight's possibilities (see following diagram).

White is winning, but it is not so easy to put the knight to good use:

- 1 c4 b6 2 c5 b5 3 ♖e3



3.30

+/-

S.Movsesian – P.Schlosser
Baden-Baden tt 1996

Not 3 axb5? cxb5 4 b4 a4 5 ♖e1 h4 6 ♕e2, and then:

a) 6...h3? 7 ♕f3 g5 (7...a3 8 ♖c2 a2 9 ♕g3 and both rook's pawns fall prey to White's king since the protected passed c-pawn prevents Black's king from playing an active role) 8 ♖c2 g4+ 9 ♕g3 ♕c7 10 ♖a3 ♕c6 11 f3 +-.

b) 6...a3 7 ♖c2 a2 8 ♕f3 g5 =.

3...g5 4 f3 ♕e6 5 ♕f2

The breakthrough 5 b4? is wrong as Black's king can defend the queenside and become active if necessary: 5...bxa4 6 bxa5 a3 7 ♖b4 ♕d7 8 ♕d2 (8 a6 ♕c7 9 ♕f2 h4 10 ♕g2 ♕c8 =) 8...h4 9 ♕c3 ♕c7 10 ♕b3 h3 11 ♖d3 h2 (not 11...f5? 12 exf5 g4 13 ♖f2 h2 14 ♖h1 gxf3 15 f6 +-) 12 ♖f2 ♕b7 13 ♕xa3 ♕a6 14 ♕b4 ♕b7 15 ♕c3 ♕a6 16 ♕d2 ♕xa5 17 ♕e2 ♕b4 18 ♕f1 ♕xc5 19 ♕g2 ♕d4 20 ♖g4! c5 21 ♖xf6 c4 22 ♖d5 g4 (22...c3? 23 ♖xc3 ♕xc3 24 ♕xh2 +-) 23 fxc4 ♕xe4 24 ♖c3+ ♕f4 =.

5...bxa4

5...f5 runs into 6 exf5+ ♕xf5 7 b4 ♕e6 (or 7...axb4 8 a5 +-) 8 bxa5 ♕d7 9 axb5 cxb5 10 ♖xe5+ ♕c7 11 ♖d3 +-.

6 bxa4 f5 7 ♕g3?

It was necessary to activate the knight by playing 7 ♖b2! g4 8 fxc4 hxc4 (8...fxe4 9 gxc5 +-; 8...fxg4 9 ♕g3 ♕f6 10 ♕h4 g3 11 ♕xcg3 ♕g5 12 ♖c4 +-) 9 ♖c4 fxe4 10 ♖e3 +-.

7...g4!

7...f4+? 8 ♕h3 ♕f6 9 ♖b2 +-.

8 ♖e1

Or:

a) 8 exf5+ ♕xf5 9 fxc4+ hxc4 10 ♖f2 ♕e6 11 ♕xcg4 ♕d5 = (Mowsziszian in CBM 55).

b) 8 ♖b2 gxf3 9 ♕xf3 fxe4+ 10 ♕xe4 h4 11 ♖d3 h3 12 ♖f2 h2 13 ♖h1 ♕f6 =.

8...h4+ 9 ♕f2

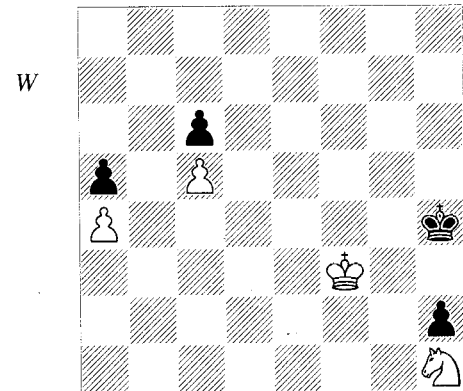
9 ♕xh4 gxf3 10 exf5+ ♕xf5 11 ♖xf3 ♕e4 =.

9...gxf3 10 ♕xf3 h3 11 ♖d3 ♕f6 12 ♖f2 h2 13 ♖h1 fxe4+

Black can also draw by 13...♕g5 14 ♖g3 fxe4+ 15 ♖xe4+ ♕f5 =.

14 ♕xe4 ♕e6?

Black should play 14...♕g5! 15 ♕xe5 ♕g4 16 ♕e4 ♕h3 17 ♕f3 ♕h4 (D).



3.30A

=/=

Mowsziszian stops here, giving an assessment of equality. We agree, but give more evidence: 18 ♖f2 ♕g5 19 ♕e4 (19 ♕g2 ♕f4 =), and now:

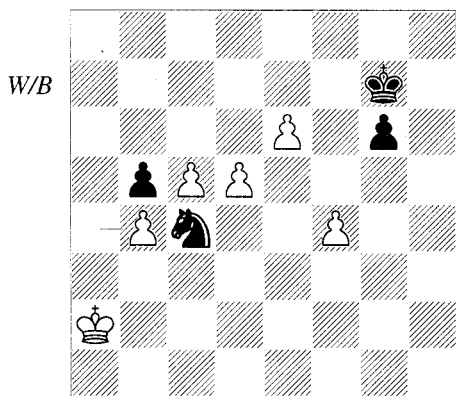
a) 19...♕h4? 20 ♕f4 ♕h5 21 ♖h1 ♕h4 22 ♖g3 ♕h3 23 ♕f3 ♕h4 24 ♕g2 ♕g4 (24...h1 ♖+ 25 ♖xh1 ♕g4 26 ♕f2 ♕f4 27 ♖g3 ♕e5 28 ♕e3 +-) 25 ♖e2 ♕f5 26 ♖d4+ ♕e4 27 ♖xc6 ♕d5 28 ♖xa5 ♕xc5 29 ♖b3+ ♕b4 30 a5 +- (see 3.13).

b) 19...♕g6 20 ♕e5 ♕g5 21 ♖h1 ♕g4 22 ♕d6 ♕f3 23 ♕xc6 ♕g2 24 ♕b6 ♕xh1 25 c6 and the resulting queen ending is drawn (see 9.10).

15 ♖f2 ♕f6 1-0

Schlosser didn't wait for 16 ♖g4+ and resigned. It was already too late for a counterattack anyway: 15...♕f7 16 ♕xe5 ♕g6 17 ♕d6 ♕f5 18 ♕xc6 ♕f4 19 ♕b6 ♕f3 20 ♖h1 ♕g2 21 c6 +- and White can exchange the new-born queens immediately.

At first sight it is astonishing that the knight prevails in the next example as well:



3.31 =/+

V.Tukmakov – Z.Klarić
Zadar 1997

White's passed pawns look menacing, but the decisive factor is that his king is out of play: **1...♟f6 2 c6 ♟e7 3 ♟b3** (3 c7 ♖b6 4 ♟b3 ♟d6 5 ♟c2 ♟xc7 6 e7 ♟d7 7 d6 ♖c4 +-) **3...♟d6 4 ♟c3 ♖b6 0-1**. All three passed pawns fall prey to Black's king and knight.

If White is to move, he can hold the draw, but that is all:

1 d6 ♟f6 2 e7

2 d7 ♟e7 3 c6 ♟d8 4 ♟b3 ♖e3 5 ♟c3 ♖d5+ 6 ♟d4 ♖c7! (6...♖xf4? 7 ♟e5 g5 8 ♟d6 +-) 7 ♟e5 (7 ♟c5 ♖xe6+ 8 ♟b6 ♖c7 =) 7...♟e7 8 f5 gxf5 9 ♟xf5 ♖xe6 10 d8 ♖+ ♖xd8 11 c7 ♟d7 =.

2...♟f7 3 ♟b3 ♖e3!

3...♟e8? 4 ♟c3 ♟d7 5 ♟d4 +-.

4 ♟c3

4 ♟b2 ♖d5 5 c6? runs into the fork 5...♖e3 6 c7 ♖c4+ +-.

4...♖d5+ 5 ♟d4 ♖xb4 6 ♟e5 ♖c6+ 7 ♟d5 ♖xe7+ =

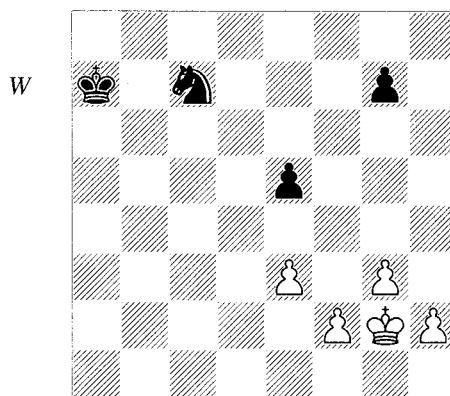
We conclude with an example favouring the pawns (see following diagram).

Black's king is too far away to stop White from creating winning passed pawns:

1 ♟f3 ♖e6

Or:

a) 1...♟b6 2 ♟e4 ♟c6 3 ♟xe5 ♟d7 4 f4 ♖e8 5 g4 ♖d6 6 h4 ♖c4+ 7 ♟d4 ♖d6 (7...♖d2 8 h5 ♟e6 9 e4 ♖f3+ 10 ♟e3 ♖h2 11 f5+! ♟e5 12 g5 ♖g4+ 13 ♟f3 ♖h2+ 14 ♟g2 ♖g4 15 ♟g3 ♖e3 16 f6! +-) 8 h5 ♟e6 9 e4 ♖b5+ 10 ♟e3 ♖d6 11 g5 ♖f7 12 f5+ ♟e5 13 h6! +- (Tsesarsky in CBM 65).



3.32 +/

V.Anand – M.Krasenkow
Madrid 1998

b) 1...♖e8 2 ♟e4 ♖f6+ and then:

b1) 3 ♟xe5? ♖g4+ 4 ♟f5 ♖hx2 (4...♖xf2? 5 ♟g6 ♖g4 6 h4 ♖xe3 7 h5 ♟b7 8 ♟xg7 ♖f5+ 9 ♟g6 ♖xg3 10 h6 +- Hecht) 5 e4 ♟b6 6 ♟g6 ♟c5 7 f4 ♖f1 8 g4 ♖e3 9 g5 ♟d4 10 e5 ♟e4 11 e6 ♖f5 =.

b2) 3 ♟f5! ♟b6 (3...e4 4 h4 ♟b6 5 ♟g6 ♖e8 6 ♟f7 +-) 4 ♟g6 ♖g4 5 h4 ♖xf2 6 ♟xg7 ♖g4 7 h5 ♖xe3 8 ♟g6 ♖g4 9 ♟f5 ♖h6+ 10 ♟xe5 ♟c7 11 ♟f6 ♟d6 12 ♟g6 ♖g4 13 h6 ♟e7 14 h7 ♖e5+ 15 ♟g7 ♖f7 16 g4 +-.

2 ♟e4 ♖g5+

2...♖c5+ 3 ♟f5 (3 ♟xe5? ♖d3+ 4 ♟f5 ♖xf2 5 ♟g6 ♖g4 =) 3...e4 (3...♖d3 4 f4 +-) 4 h4 ♖d3 5 ♟xe4 ♖xf2+ 6 ♟f5 +-.

3 ♟f5! ♖h3

3...♖f3 4 h4 ♟b6 5 ♟g6 +-.

4 f4 1-0

Krasenkow resigned due to **4...exf4 5 exf4 ♟b7 6 ♟g6 ♟c6 7 f5 ♟d6 8 ♟xg7 ♖g5 9 h4 +-.**

Rules and Principles: Knight vs Pawns

In summary, we can say that a knight can't lose a tempo (3.16), but can stop one passed pawn if it can reach a square in front of the pawn (a rook's pawn on the seventh is the only exception – see 3.02). A friendly passed pawn is best protected from behind (see 3.13). The knight has difficulties protecting friendly pawns (compare 3.26-3.28) and is not adept at fighting simultaneously on both wings (see, e.g., 3.28 and 3.30).

Reference works

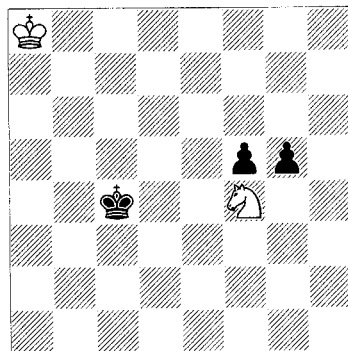
Encyclopaedia of Chess Endings (ECE),
Bishop and Knight Endings volume, Nicosia
1993, Nos. 1-123

Läufer- und Springerendspiele (Av), Aver-
bakh, Sportverlag Berlin 1987, pp. 208-62

Exercises

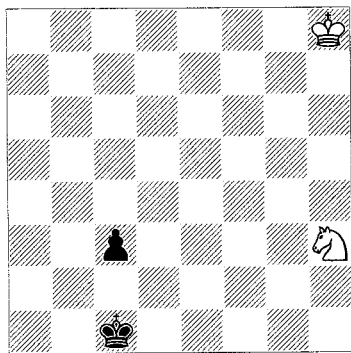
(Solutions on pages 368-9)

W

E3.03
***/

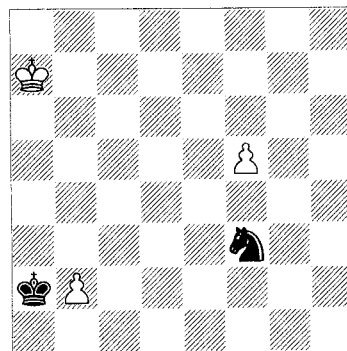
Will the passed pawns run through?

W

E3.01
**/

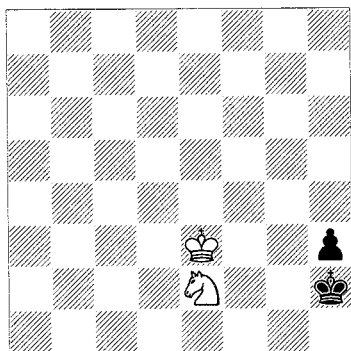
Can the knight stop Black's c-pawn?

W

E3.04
**/

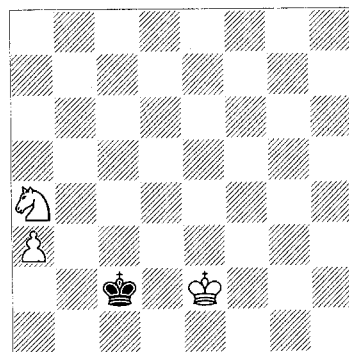
Is White winning?

W

E3.02
*/

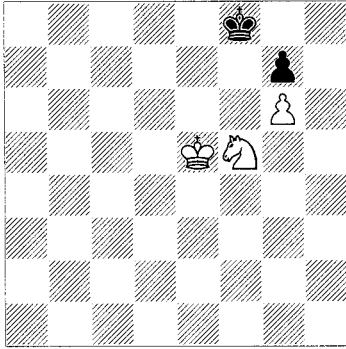
Black's king is short of breathing space. How can you exploit this?

W

E3.05
*/

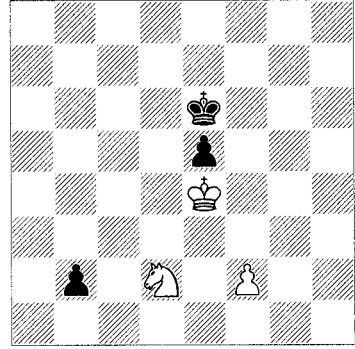
Black threatens to win your last pawn. How would you protect it?

W
E3.06
*/



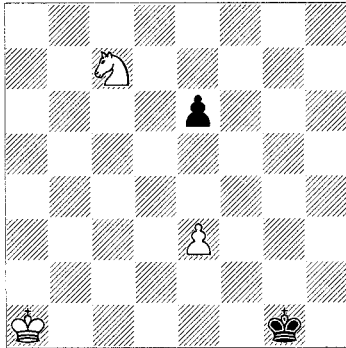
Can Black's fortress be taken?

W
E3.09
**/



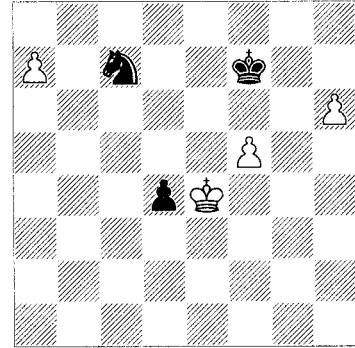
Black has just played ...♙e6, and the players agreed a draw. Was that correct?

W
E3.07
***/



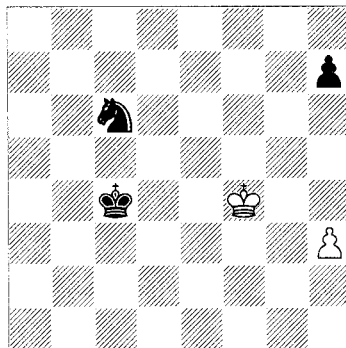
The position is more difficult than it seems at first glance. White's fourth move in the main line is especially hard to see.

W
E3.10
**/



A super-grandmaster game was agreed drawn here. Was that correct?

B
E3.08
/**



Annotate the following play: 1...♘e7 2 ♙e5 ♘g8 3 h4 ♔d3 4 h5 ♙e3 5 ♙f5 ♔d4 6 ♙e6 ♙e4 7 ♙f7 ♙f5 8 h6 ♙g5 9 ♙g7 ♘f6 10 ♙h8 ♙f5 11 ♙g7 ♙e6 12 ♙h8 ♙e7 13 ♙g7 ♘d7 14 ♙g8 ♙f6 15 ♙xh7 ♙f7 16 ♙h8 ♘f8 0-1.

3.2 Knight vs Knight

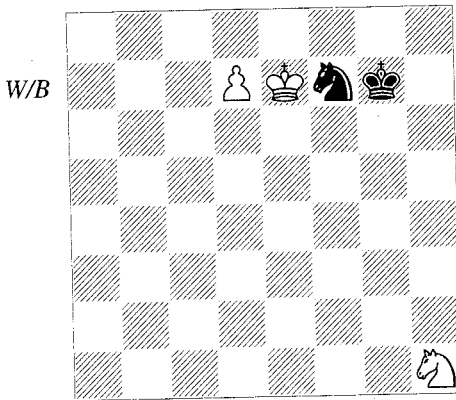
As we have already seen, mastering the knight is no easy task, but to foresee the intrigues of two knights is even more difficult. Our geometrical imagination is probably much better trained to think about rooks and bishops moving along ranks, files and diagonals. In this subchapter the reader should be especially alert to some similarities to pawn endings, the ever-present possibilities of knight sacrifices and the fact that small differences in the knights' positions often make all the difference. Still, at least you can't lose your knight due to a knight fork here!

We consider the following topics:

- A: Knight + Pawn(s) vs Knight 76
 B: Knight + Pawns vs Knight + Pawn(s) 79

A) Knight + Pawn(s) vs Knight

An escorted pawn on the seventh rank wins (Fine's rule) if there is no immediate draw and it is not a rook's pawn:



3.33

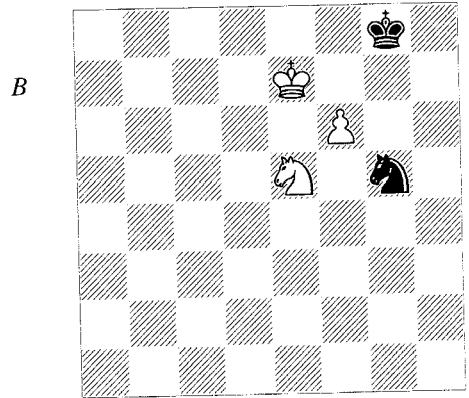
A.Chéron, 1955

If White is to move, he wins easily in spite of the bad position of his knight: **1 ♖e6 ♗d8+ 2 ♗d6 ♖f6 3 ♗f2 ♗f7+ 4 ♖c7! ♖f5** (4...♖e7 5 ♗e4 ♗d8 6 ♗c5 ♗f7 7 ♗b7 ♖f6 8 ♗d6 +-) **5 ♗d3 ♖e6 6 ♗b4 ♖e7 7 ♗c6+ ♖f6** (the ensuing manoeuvre is typical: the knight moves to d6 and deflects the defending knight) **8 ♗a5 ♖e9 ♗c4+ ♖e6 10 ♗d6 ♗xd6 11 d8♖! +-.**

If Black is to move, he draws immediately by **1...♗e5! 2 d8♖ ♗c6+! =.** This fork is a very

important defensive motif! If Black's king is on c7 and his knight on a7 he has another resource: **1...♗c8+! 2 ♖e8 ♗d6+! =.** Note that the position **w♖g5, ♗b7, ♗h7; b♖e6, ♗h8** is drawn, whoever moves first.

If the pawn is not so far advanced, the drawing chances increase a lot:



3.34

Y.Averbakh, 1955

1...♖h7!

After **1...♗h7?** the pawn can safely advance to the 7th rank: **2 f7+! ♖g7 3 ♗d7 ♖h6 4 ♗f6 +-.**

2 ♗c4

2 ♗f3 ♗xf3! 3 f7 and now the same fork as in the first example rescues Black: **3...♗e5 4 f8♖ ♗g6+! =.**

2...♖g6

2...♖h6 3 ♗d6 ♖g6 4 ♗e4 ♗f7! =.

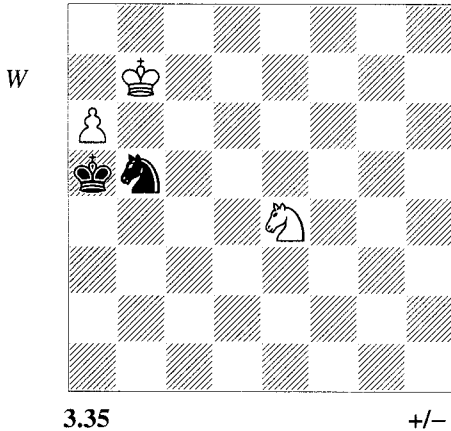
3 ♗d6 ♖h5!

3...♖h7? 4 ♗e4! ♗f3 5 f7 ♗e5 6 ♗g5+ (forcing the king either to walk into a promotion check or to occupy the square the knight needs) **6...♖g6 (6...♖h6 7 f8♖+! +-) 7 f8♖! +-.**

4 ♗e4 ♗f3! 5 f7 ♗e5! 6 ♗f6+ ♖h4 7 f8♖ ♗g6+! =

With the black knight on h6 instead of g5, 3.34 is still drawn (Averbakh 1955, ECE 275), but with the knight on h8 Black is lost, whoever moves first (Chéron 1952, ECE 273; White to move wins with **1 ♖e8! +-).**

The knight is notoriously bad against a rook's pawn, so this offers the attacker much better winning chances:



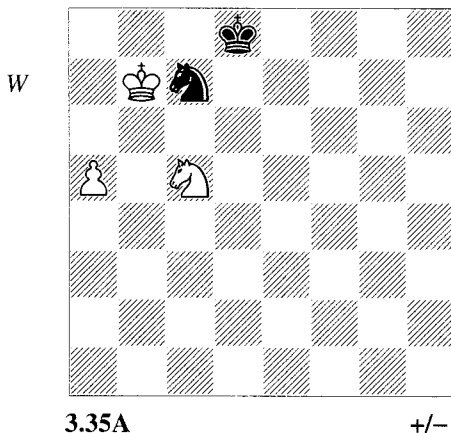
3.35
R.Réti
Shakhmaty, 1929

1 ♖c5! ♜b4 2 ♜d7 ♜a5
 2... ♜d6+ 3 ♜c7 ♜b5+ 4 ♜b6 ♜d6 5 ♜b8 ♜c8+ 6 ♜b7 ♜d6+ 7 ♜c7 ♜b5+ 8 ♜b6 ♜c4 9 ♜c6 ♜d6 10 ♜e7 ♜b5 11 ♜f5 ♜b4 12 ♜d4 ♜d6 13 ♜c7 ♜c5 14 a7 +-.
3 ♜b8 ♜d6+ 4 ♜c7 ♜b5+ 5 ♜c6 ♜a4 6 ♜b6 ♜b4 7 ♜c6+ ♜c4 8 ♜e7 ♜b4 9 ♜d5+ ♜c4 10 ♜c7 ♜d6 11 ♜c6 ♜c8 12 ♜b7 ♜d6+ 13 ♜b8 +-.

When Black is to move, White wins more easily:

1... ♜b4 2 ♜b6 ♜c4 3 ♜f6 ♜d6 (3... ♜b4 4 ♜d5+ ♜c4 5 ♜c7 +-)
4 ♜e8 ♜b5 5 ♜c7 ♜d6 6 ♜c6 ♜c8 7 ♜b7 ♜d6+ 8 ♜b8 +-.

The following deep study by Nunn shows that even with the pawn on the fifth rank there are winning positions:



3.35A
J.Nunn, 1995

Extraordinary accuracy is required to win. At first, White has to transfer the move to Black:

1 ♜b8! ♜d5 2 ♜d3! ♜c7 3 ♜e5! ♜a6+ 4 ♜a7! ♜c5 5 ♜b6! ♜a4+ 6 ♜b7! ♜c5+ 7 ♜c6! ♜a6 8 ♜b6! ♜c7 9 ♜b7! ♜e6 10 ♜d3! ♜c7 11 ♜c5!

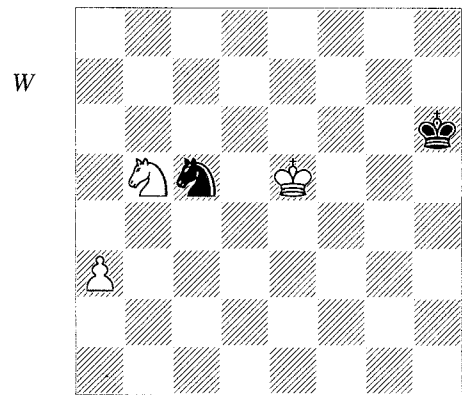
The first aim is achieved: Black is in zugzwang and has to make way for the pawn.

11... ♜b5 12 a6 ♜e7 13 ♜b6 ♜d6 14 ♜c6 ♜c8 15 ♜c7 ♜d6

15... ♜a7 16 ♜e4 ♜e6 17 ♜c3 ♜e7 18 ♜b7 +-.

16 ♜b7 ♜b5+ 17 ♜b6 ♜c3 18 a7 ♜d5+ 19 ♜c6 ♜b4+ 20 ♜c5 ♜a6+ 21 ♜b6 +-.

If the defending king is further away, the winning prospects are better.



3.36
G.Kasparov – M.Adams
Linares 1999

Kasparov managed to win this position:

1 ♜d4!

White must be accurate. 1 ♜c3? ♜g6 2 ♜d5 ♜b3 3 ♜c4 ♜d2+! = and 1 ♜d5? ♜a4! 2 ♜c4 ♜g6 3 ♜b4 ♜b6 4 ♜c5 ♜a4+ = are insufficient.

1... ♜a6

Or:

a) **1... ♜a4 2 ♜c3! ♜b2 3 ♜d1!! ♜xd1** (3... ♜a4 4 ♜c4 ♜b6+ 5 ♜b5 ♜c8 6 a4 ♜g7 7 a5 ♜f7 8 ♜c6 ♜e7 9 ♜c7 ♜d6 10 ♜c3 ♜e8+ 11 ♜c6 ♜d8 12 ♜d5 ♜c8 13 a6! ♜b8 14 ♜b6! +-)
4 a4! ♜b2 5 a5! ♜g7 6 a6 ♜a4 7 a7! ♜b6 8 ♜c5! ♜a8 9 ♜c6! +- (Blatny in CBM 70).

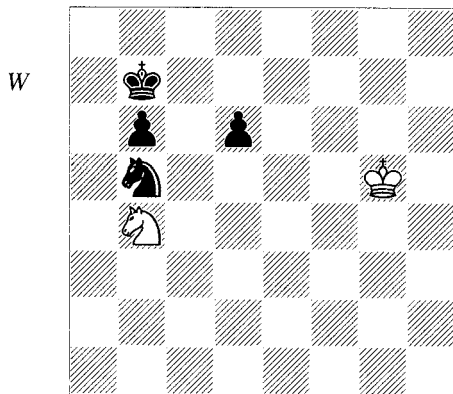
b) **1... ♜b3+!?** is the toughest defence; e.g.,
2 ♜c4 ♜a5+ 3 ♜b4 ♜c6+ 4 ♜c5! ♜a5 5 a4 ♜g6 6 ♜d4 ♜f6 7 ♜b5 ♜b7 8 ♜b3 ♜e5 9 ♜b6 ♜d6 10 ♜c6 ♜c4 11 ♜d2 ♜e3 12 a5 ♜d5 13

♖b3 ♖b4+ 14 ♗b5 ♖d5 15 ♗c5 ♖c7 16 ♖d4 ♗e4 17 ♖c6 ♗f5 18 ♖b4 ♖e6+ 19 ♗d6 ♖d4 20 ♖d5 ♖b5+ 21 ♗c5 ♖a7 22 ♖e7+ ♗e6 23 ♗b6 +-.
2 ♗d5 ♗g6 3 ♖d4 ♗f6 4 ♗d6 ♗f7
 4... ♖b8 5 ♖c6 ♖a6 6 ♖b4 ♖b8 7 ♗c7 +-.
5 ♖e6 1-0

Adams resigned due to **5... ♖b8** (5... ♗e8 6 ♖c7+ +-). **6 ♖c5 ♗e8 7 ♗c7!** +- (Blatny).

Nunn makes a much deeper investigation of knight and pawn vs knight in *Secrets of Minor-Piece Endings* (pp. 7-84). We end here, quoting the fact that there are 4,128 reciprocal zugzwang positions, the large total again underlining the knight's inability to lose a tempo.

With more than one extra pawn the attacker usually wins, but he has to be careful:



3.37 -/+

A. Vitoliņš – A. Kochiev
Frunze 1979

Black's forces form a team and advance together:

1 ♗f5 ♖c7 2 ♗e4 b5 3 ♗d4 ♗b6 4 ♗c3 ♖e6 5 ♖d5+ ♗a5 6 ♖e7 ♗a4?

6... b4+ 7 ♗c4 (7 ♗b3 ♗b5 8 ♖f5 d5 +-)
 7... ♗a4 8 ♖f5 (after 8 ♗d5 b3 the b-pawn is unstoppable) 8... b3 9 ♗c3 (9 ♖xd6 b2 10 ♖e4 ♗a3 11 ♖d2 ♗a2 +- according to Fine's rule; see 3.33) 9... d5 10 ♗b2 d4 +-.
7 ♗b2?

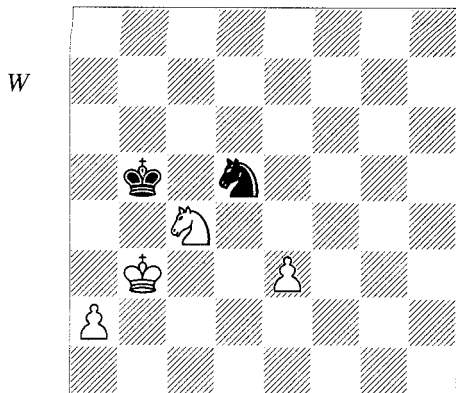
Overlooking 7 ♖c8!, when the d-pawn is lost due to the knight fork on b6: 7... b4+ (7... d5 8 ♖b6+ ♗a3 9 ♖xd5 =) 8 ♗b2 d5 9 ♖b6+ =.

7... ♗b4 8 ♖d5+ ♗c5 9 ♖f6 d5 10 ♗b3 ♖d4+ 11 ♗c3 b4+ 12 ♗d3 ♖c6 13 ♖d7+ ♗b5 14 ♖f6 ♖e7 15 ♖d7

15 ♗d4 ♗a4 +-.

15... ♗a4 16 ♖c5+ ♗a3 17 ♗c2 ♖f5 18 ♗b1 ♖e3 19 ♖e6 b3 20 ♖c7 ♖c4 21 ♖b5+ 21 ♖xd5 ♖d2+ 22 ♗c1 b2+ 23 ♗xd2 b1 ♗
 +-.

21... ♗b4 22 ♖c7 d4 0-1



3.38 +/-

D. Blagojević – B. Maksimović
Yugoslav Ch (Podgorica) 1996

White's pawns are further apart but the win is by no means trivial as they are not very far advanced:

1 e4 ♖f4 2 ♖b2 ♖e2

2... ♗c5 3 ♗c3 ♖e2+ 4 ♗d2! ♖g3 5 ♗e3 ♗b4 6 ♖d3+ ♗a3 7 ♖c1 ♗b4 (7... ♗b2 8 a4 +-)
 8 ♗d4 +-.

3 ♖d3 ♖d4+ 4 ♗c3 ♖e2+

After 4... ♖c6 5 e5 Black has to give way to the white king: 5... ♗a4 6 e6 ♗a3 (6... ♗b5 7 ♖e5 ♖e7 8 ♗d4 +-)
 7 ♗c4 ♖e7 (7... ♗xa2 8 ♖b4+ +-)
 8 ♖b4 ♖f5 9 ♗c5 +- as the e-pawn will promote.

5 ♗d2 ♖d4 6 ♗e3 ♖e6

6... ♖c2+ 7 ♗f4 ♗c4 8 ♖b2+ ♗b4 9 e5 ♖d4 10 ♗e4 +-.

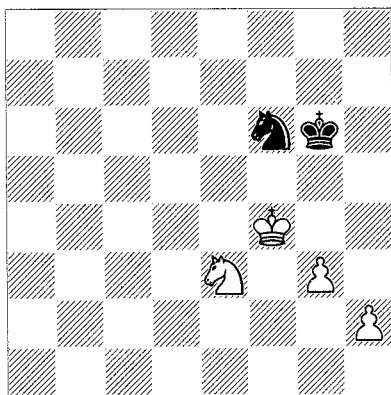
7 ♖f4 ♖g5 8 ♗d4 ♖f3+ 9 ♗d5 ♗b6 10 e5 ♗c7

After 10... ♖xe5 11 ♗xe5 ♗c5 White's knight can protect the a-pawn from behind: 12 ♖d3+ ♗b5 13 ♖b2 ♗b4 14 a4 +-.

11 ♖e6+ ♗b6 12 ♖d4 ♖h4 13 ♗d6 ♖g6 14 e6 ♗a5 15 ♖c2 1-0

Two connected passed pawns usually win, but they must be advanced with care so as not to allow the knight to sacrifice itself for them:

B



3.39 +/-

A.Serebrjanik – K.Müller
Berlin 1994

1...♖h5+ 2 ♗f3 ♕g5 3 h4+ ♗g6 4 g4 ♖g7 5 ♖d5!

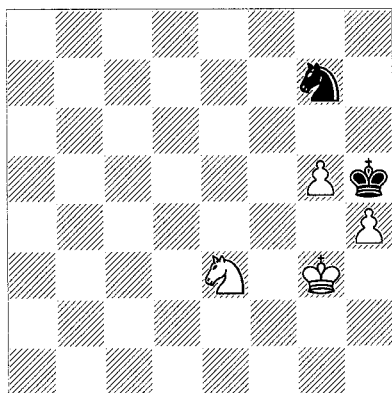
First White seeks control over the holes a pawn advance would make. Instead:

a) 5 h5+?? would of course be foolish due to 5...♖xh5 =.

b) 5 g5?! preserves the win. 5...♗h5 and now:

b1) 6 ♗g3? (D) is wrong:

B



3.39A +/-

The following motif is worth remembering:
6...♖e6! 7 ♖d5 ♖xg5! 8 ♖f4+ ♗h6 =.

b2) 6 ♖g2! ♖f5 (6...♖e6 7 ♖f4+ ♗xh4 8 ♖xe6 +-) 7 ♗f4 ♖e7 8 ♗e5 ♖g6+ (8...♗g6 9 ♖f4+ ♗f7 10 h5 +-) 9 ♗f6 ♖f8 10 ♗f5 +-.

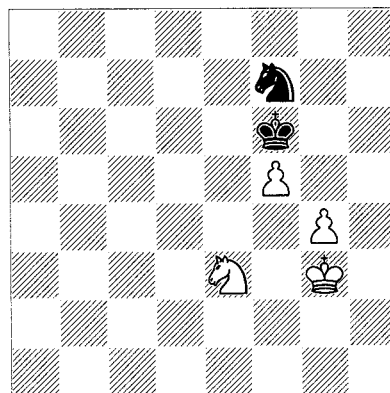
5...♖e8 6 ♗f4 ♖d6 7 h5+

This advance is strong now that White has g5 firmly under control and can follow up by bringing his knight to f5.

7...♗h6 8 ♖e3 ♖f7 9 ♖f5+ ♗h7 10 g5 ♖h8 11 ♖d6 1-0

To illustrate that holes make life not only more difficult but can even spoil the win, we give the following example of a blockade:

B



3.39B +/-

1...♗g5!

Not: 1...♗e5? 2 ♗h4 ♗e4 3 g5 ♗xe3 4 g6 ♖d6 5 f6 +--; 1...♖g5? 2 ♗h4 ♖e4 3 ♗h5 ♖g3+ 4 ♗h6 ♖e4 5 ♖d5+ ♗e5 6 f6 ♖c5 7 f7 ♖e6 8 g5 +-.

2 ♗f3

2 ♖d5 ♖e5 3 f6 ♖d7 4 f7 ♗g6 5 ♖b6 ♖f8 =.

2...♖d6 3 ♗g3 ♖e4+ 4 ♗f3 ♖f6 5 ♗g3 ♖xg4 6 ♖xg4 ♗xf5 =

B) Knight + Pawns vs Knight + Pawn(s)

Now:

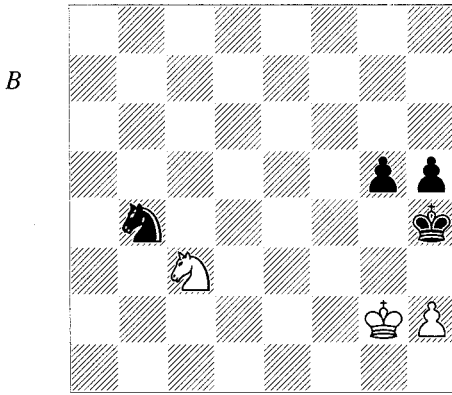
B1: Pawns on One Wing	79
B2: Pawn Races	83
B3: Outside Passed Pawn	85
B4: Positional Advantages	86

B1) Pawns on One Wing

An endgame with two against one is drawn if the attacker has no special advantages (see following diagram):

1...♗g4

1...g4 2 ♖e2 ♖d3 3 ♖g3 ♖f4+ 4 ♗g1 and now 4...♗g5 leads to a position similar to that in the game, while 4...♗h3 5 ♗h1 h4 6 ♖e2 ♖xe2 is stalemate.



3.40 =/=

C.Florescu – A.Floean

Romanian Ch (Bucharest) 1998

2 ♖e4

2 h3+ ♖f4 (2...♖h4 3 ♖e4 ♖d5 4 ♖g3 ♖f4+ 5 ♖h2 ♖xh3 6 ♖f5+ ♖g4 7 ♖h6+ =) 3 ♖e2+ ♖f5 (after 3...♖e3 even 4 h4 is possible, drawing immediately: 4...♖xe2 5 hxg5 ♖c2 6 ♖g3 ♖d4 7 ♖h4 =) 4 ♖g3+ ♖g6 5 ♖f3 = is another drawing line.

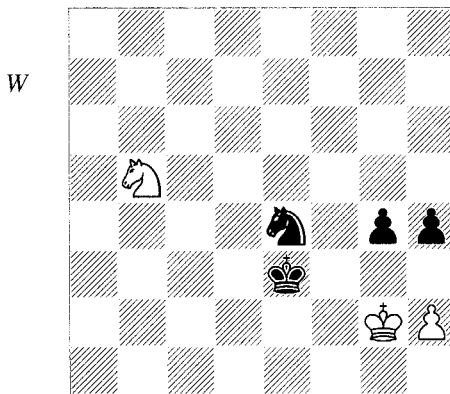
2...♖d5 3 ♖d2 ♖f4

3...♖f4+ 4 ♖g1 ♖h3 5 ♖e4 =.

4 ♖f2 g4 5 ♖b3 ♖f6 6 ♖d4

6 ♖d2 ♖e4+ 7 ♖xe4 ♖xe4 8 ♖g3 ♖f5 9 h3 = (Ftačnik in CBM 69).

6...h4 7 ♖e2+ ♖e4 8 ♖c3+ ♖d3 9 ♖b5 ♖e4+ 10 ♖g2 ♖e3 (D)



3.40A =/=

11 ♖c7

11 h3?! g3 12 ♖c7 ♖c3 13 ♖e6! ♖d5 14 ♖g1 ♖e4 (14...♖f4 15 ♖xf4! =; see 2.31H) 15 ♖g2 ♖e5 16 ♖g5 ♖f4 17 ♖e6+ =.

11...h3+ 12 ♖g1 ♖e2 13 ♖d5 ♖f3 14 ♖e7 ♖c3

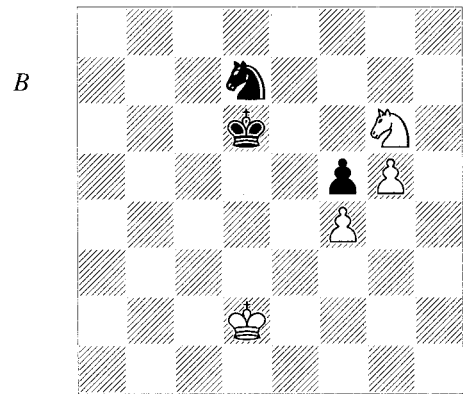
14...g3 15 ♖f5 g2 16 ♖h4+ ♖g4 17 ♖xg2 =.

15 ♖f5 ♖e2+

15...♖f4 16 ♖h6 ♖g5 17 ♖xg4 ♖xg4 = (3.17).

16 ♖h1 ♖e4 17 ♖h6 ♖f4 18 ♖xg4! 1/2-1/2

Even a protected passed pawn was not sufficient in the following world championship game:



3.40B =/=

G.Kasparov – A.Karpov

Moscow Wch (40) 1984/5

1...♖c5 2 ♖h4 ♖e6 3 ♖e3 ♖e4 4 ♖f3 ♖f7 5 ♖d4 ♖e6 6 ♖c4 ♖f2

6...♖g3? 7 ♖d4+ ♖f7 8 ♖d5 ♖g6 9 ♖e5 ♖e4 10 ♖f3 += (Karpov in ECE 335).

7 ♖d4 ♖e4 8 ♖e1 ♖d6 9 ♖c2 ♖c5 10 ♖e3 ♖e6 11 ♖d4 ♖g7 12 ♖d2 ♖c5 13 ♖d3 ♖d5 14 ♖e2 ♖h5 15 ♖e3 ♖g7 16 ♖g3 ♖d6 17 ♖f3 ♖e7 18 ♖e2 ♖e6 19 ♖g3 ♖g7 20 ♖f1 ♖f7 21 ♖e3 ♖g6 22 ♖d5 ♖e6 1/2-1/2

With three against two, the winning chances increase considerably although the general result should still be a draw (see following diagram):

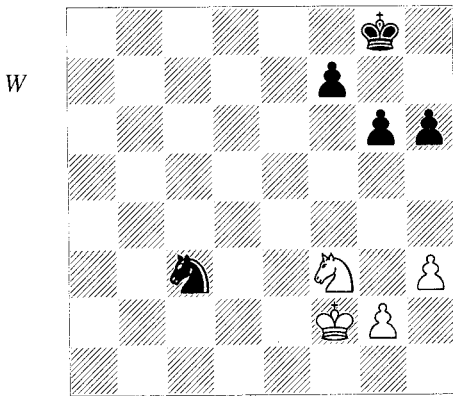
1 ♖d4 ♖g7 2 ♖f3 ♖f6 3 g3 ♖d5

3...♖g5 4 ♖c6 f5 5 h4+ ♖f6 6 ♖b4 =.

4 h4!

This formation makes it difficult for Black to advance his pawns without allowing pawn exchanges. Furthermore, White gets some more breathing space.

4...♖e7 5 ♖f4 ♖d5+ 6 ♖e4 ♖c3+ 7 ♖f4 ♖d5+ 8 ♖e4 ♖c7 9 ♖f3

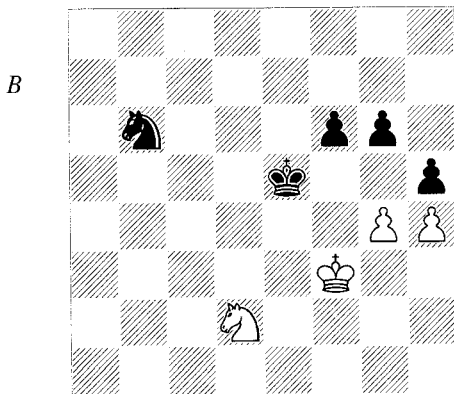


3.41 =/

T.Jugelt – R.Dautov
German Ch (Bremen) 1998

Not 9 ♖f4?? because the pawn ending after 9...♗e6+ is lost. However, 9 g4 is playable.

9...h5 10 ♗e5 ♖e6 11 ♗f3 ♗e8 12 ♗g5+ ♖e7 13 ♖f3 ♗f6 14 ♖f4 ♗g4 15 ♖e4 ♗h6 16 ♖f4 ♖d6 17 ♖e4 ♖e7 18 ♖f4 ♖f6 19 ♗e4+ ♖e6 20 ♗g5+ ♖d5 21 ♗e4 ♗g4 22 ♗c3+ ♖c4 23 ♗e4 ♖d5 24 ♗c3+ ♖e6 25 ♗e4 ♗e5 26 ♗g5+ ♖d5 27 ♖e3 f6 28 ♗e4 ♖e6 29 ♖f4 ♗d3+ 30 ♖e3 ♗b4 31 ♖f4 ♗d5+ 32 ♖f3 ♖e5 33 ♗d2 ♗b6 34 g4! (D)



3.41A =/=

This liquidation leads to more weaknesses in both camps, but Jugelt has calculated that he can hold the resulting position.

34...f5

34...hxg4+ 35 ♖xg4 ♗d7 36 h5 f5+ 37 ♖g5 gxh5 38 ♖xh5 =.

35 gxh5 gxh5 36 ♖e3 ♗d5+ 37 ♖f3 ♗e7 38 ♗c4+ ♖f6

38...♖e6 39 ♖f4 ♖f6 40 ♗d6 ♗g6+ 41 ♖g3 f4+ 42 ♖f3 ♖e5 43 ♗f7+ ♖f5 44 ♗d6+ = also leads to a draw.

39 ♗d6!

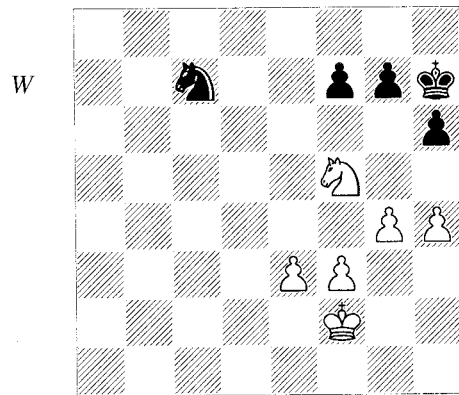
Defending passively by 39 ♗e3? is wrong: 39...♗g6 40 ♗g2 ♖e5 41 ♖e3 f4+ 42 ♖f3 ♖f5 –+.

39...♗g6 40 ♗e8+ ♖f7

40...♖e5 41 ♗g7 ♗xh4+ 42 ♖g3 ♗g6 43 ♗xh5 =.

41 ♗d6+ ♖e6 42 ♗e8 ♗xh4+ 43 ♖g3 ♖f7 44 ♖xh4 ♖xe8 45 ♖xh5 ♖e7 46 ♖g5 ♖e6 47 ♖f4 1/2-1/2

Fine tried to prove that four pawns always win against three on one wing. We will not go that far, but it is clear that the following quite favourable position is won:



3.42 +/

I.Tsesarsky – B.Alterman
Israeli open Ch (Tel-Aviv) 1997

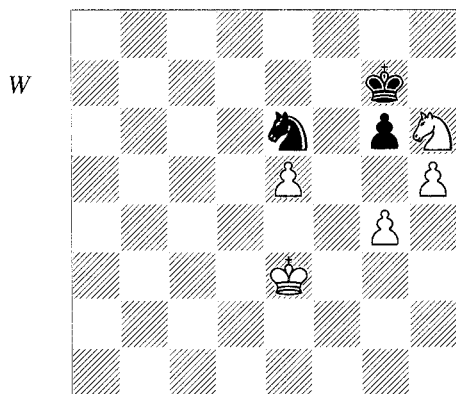
1 ♗d6 ♖g8 2 h5 ♖f8 3 ♗f5

3 e4!? ♗e6 4 ♖e3 ♖e7 5 e5 f6 6 ♗f5+ ♖f7 7 f4 fx e5 8 fx e5 g6 (if the knight is not expelled, White's king can enter the stage with devastating effect: 8...♗c5 9 ♖d4 ♗e6+ 10 ♖d5 ♗g5 11 ♖d6 ♗e4+ 12 ♖d7 ♗c5+ 13 ♖c6 ♗e6 14 ♖d6 ♗f8 15 ♗d4 ♗h7 16 e6+ ♖e8 17 ♗f5 +-) 9 ♗xh6+ ♖g7 (D).

10 ♗f5+! gxf5 11 gxf5 ♗c7 and then:

a) 12 f6+? ♖f7 13 ♖f4 (13 ♖e4 ♗e6 14 ♖f5 ♗d4+ 15 ♖f4 ♖e6 16 h6 ♗c6 17 h7 ♗xe5! = Tsesarsky in CBM 58) 13...♗e6+ 14 ♖e4 ♗g5+ 15 ♖f5 ♗e6 16 h6 ♗d4+! (16...♗f8? 17 e6+! ♗xe6 18 h7 +- Tsesarsky) 17 ♖g4 ♖g6 =.

b) 12 ♖f4 ♖h6 13 f6 ♖xh5 14 ♖f5 +-.

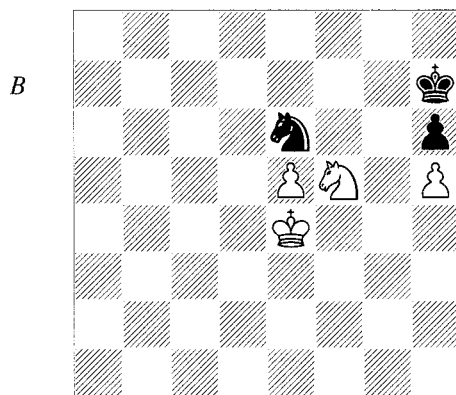


3.42A

+/-

3...♖e6 4 f4 f6 5 ♖f3 ♖c5 6 e4 ♖f7 7 ♖e3
♖e6

7...♗g6 8 ♖h4 gxf5 (8...♗g5 9 ♖f5 gxf4+ 10
♗xf4 ♖d3+ 11 ♖e3 +-; Black's h6-pawn is
doomed) 9 gxf5 ♗g7 10 ♖f5+ ♖h7 11 e5 fxe5
12 fxe5 ♖e6 13 ♖e4 (D).



3.42B

+/-

White has a winning advantage according to Tsesarsky. We give some further evidence: 13...♖c7 14 ♖d4, and now:

a) 14...♖e8 15 ♖f5 ♖g7+ 16 ♗g4 ♖e8 (16...♗g8 17 ♖f5 +-) 17 ♖e6 ♗g8 18 ♖f4 ♖f7 (18...♖h8 19 ♖f5 ♖h7 20 ♖f4 ♗g7 21 ♖e6 +-) 19 ♖f5 ♖e7 20 ♖d4 ♖f7 21 e6+ ♖e7 22 ♗g6 ♖c7 23 ♖xh6 ♖f6 24 ♖h7 ♖d5 and then:

a1) After 25 h6? ♖e7 26 ♖h8 ♗g6 27 h7 ♖f6 28 ♖e2 ♗g6 = White's knight is on a square of the wrong colour (Nunn introduced the term the "parity of White's knight is wrong" and coined the expression "the parity shoe is on

the wrong foot") and the position therefore drawn: White can't dislodge both defenders.

a2) 25 ♖e2 ♖e3 26 ♖f4 ♖f5 27 ♗g8 ♖e7 28 ♖h8 ♖f6 29 ♖h7 +-.

b) 14...♗g7 15 ♖f4 ♖f7 16 ♖f5 ♖d5 17 e6+ ♖e8 18 ♗g6 ♖e7 19 ♖xh6 ♖f6 20 ♖h7 ♖e3 21 ♗g8 ♖d5 22 ♖e2 ♗g5 23 ♖f7 ♖xh5 24 ♖f4+ +-.

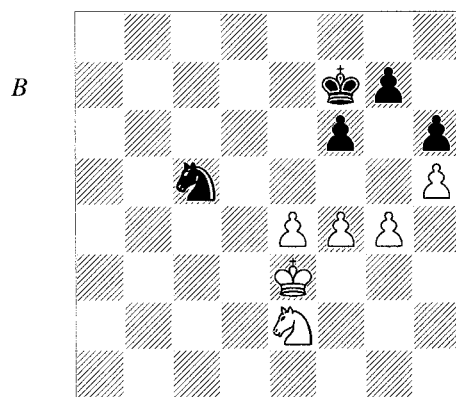
8 ♖d4

8 e5!? is simpler, using the powerful position of the knight on f5 (see 3 e4!?).

8...♖c5 9 ♖f5 ♖e6 10 ♖h4 ♖e7 11 ♖f5+

11 e5 was again possible.

11...♖f7 12 ♖d4 ♖c5 13 ♖e2?! (D)



3.42C

+/-

13...♖e6?!

Getting rid of the weakness on g7 and reducing the number of pawns with 13...g6! offers better resistance; e.g., 14 hxg6+ ♖xg6 15 ♖d4 ♖e6+ 16 ♖d5 ♖f7 17 ♖d6 ♖g7 18 ♖g3 ♖e6 19 ♖h5 ±.

14 ♖d3 ♖e7 15 e5 fxe5 16 fxe5 ♖f7 17 ♖e4 ♖g5+ 18 ♖f5 ♖f3 19 ♖f4 ♖d4+ 20 ♖e4 ♖b5 21 ♖d5 ♖e7

21...♖c3+ 22 ♖d4 ♖d1 (22...♖b5+ 23 ♖c4 ♖c7 24 ♖c5 ♖e8 25 ♖g6 ♖e6 26 ♖c6 +- traps the knight) 23 ♖e4 ♖e7 24 ♖d5+ ♖e6 25 ♖c7+ ♖d7 26 ♖b5 ♖e6 27 ♖d4+ ♖e7 28 ♖f5+ +-.

22 ♖g6+ ♖d7

22...♖e8 23 e6 ♖c3+ 24 ♖e5 ♖d1 25 ♖f4 ♖e3 26 ♖d5 ♖c4+ (26...♖xg4+ 27 ♖f5 ♖f2 28 ♖g6 +-) 27 ♖f4 ♖d6 28 ♖e3 ♖e7 29 ♖e5 ♖e8 30 ♖d5+ ♖f8 31 ♖f5 ♖d6+ 32 ♖g6 +-.

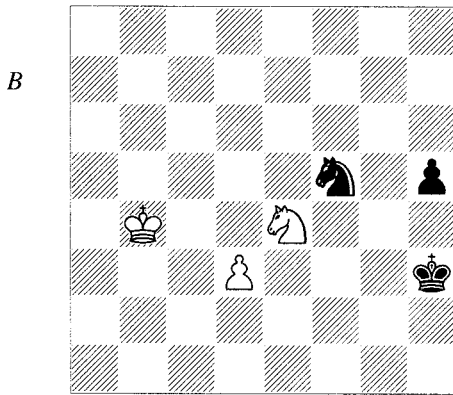
23 e6+ ♖e8 24 ♖h4 ♖e7

24...♖c7+ 25 ♖e5 ♖b5 26 ♖f5 ♖f8 27 e7+ ♖f7 28 ♖d6+ +-.

25 ♖f5+ ♜f6 26 e7 ♖c7+ 27 ♜d6 ♖e8+ 28 ♜d7 ♜f7 29 ♖d6+ ♖xd6 30 ♜xd6 ♜e8 31 ♜e6 g6 32 hxg6 1-0

B2) Pawn Races

If both sides have one passed pawn and one is much further advanced, there are some similarities to the one vs zero case. On the other hand zugzwang is not possible, because the pawn can move, and there are some extra defensive ideas, such as the following one:



3.43 =/=

S.Tatai – B.Abramović
Pamporovo 1982

Black has a dangerous h-pawn, which is more advanced than White's pawn, and he has the move, but the d-pawn saves the day for White:

1...♜g2 2 ♜c5 h4 3 ♖g5 ♖h6

After 3...♜g3!? White must use a totally different strategy to halt the passed h-pawn:

a) 4 d4? ♜g4 5 ♖e4 ♜f4 6 ♖f2 ♜e3 –+.

b) 4 ♖e4+? ♜f3 5 ♖g5+ ♜g4 6 ♖e4 ♖g3 7 ♖f2+ ♜f3 8 ♖h3 ♖e2 9 d4 (9 ♜d6 ♖f4 10 ♖g5+ ♜g4 11 ♖e4 ♖xd3 –+) 9...♜g3 10 ♖g5 ♜g4 11 ♖e4 ♖g3 12 ♖f2+ ♜f3 13 ♖h3 ♖e4+ 14 ♜c4 ♜g3 15 ♖g1 ♖g5 16 d5 ♜f2 17 d6 ♜xg1 18 d7 ♖f7 –+.

c) 4 ♜d5! ♜g4 5 ♖e4 ♖g3 6 ♖f2+ ♜f3 7 ♖h3 ♖e2 8 ♜e5 ♜g3 9 ♖g5 ♖g1 (9...♜g4 10 ♖e4 ♖g1 11 ♖f2+ ♜f3 12 ♖e4 ♜g2 13 ♖f6 h3 14 ♖g4 ♜g3 15 ♜f5 ♖f3 16 ♖e3 =) and now:

c1) 10 d4? ♜g4 11 ♖e4 (11 ♖f7 h3 12 d5 h2 13 d6 h1 ♖ 14 d7 ♖c6 15 d8 ♖ ♖f3#) 11...♖f3+ 12 ♜d5 ♖g5 13 ♖d2 h3 14 ♖f1 ♜f3 15 ♖h2+ ♜g3 16 ♖f1+ ♜f2 17 ♖h2 ♖f3 18 ♖g4+ ♜g3 19 ♖e3 ♖d2 20 ♜e6 h2 –+.

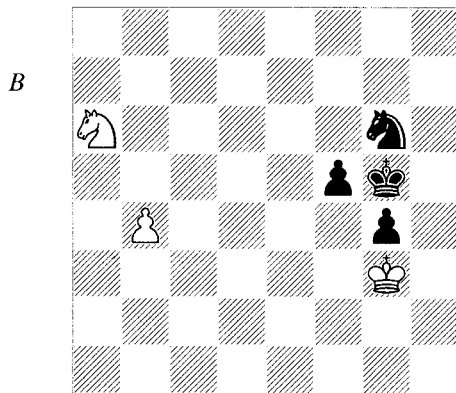
c2) 10 ♖e4+ ♜g2 11 ♖f6 h3 12 ♖g4 ♜g3 13 ♜f5 ♖f3 14 ♖e3 ♖d2 15 ♖g4 =.

4 d4 ♖f7!?

Deflecting the defending knight, but now White's pawn reaches the seventh rank and – together with the knight – draws against the queen. If Black's king tries to dislodge the knight, White can again successfully hold on: 4...♜g3 5 d5 ♜g4 6 ♖e4 ♖f7 7 ♖d2 (7 d6? ♜f3 8 ♖d2+ ♜e2 9 ♖e4 ♜e3 10 ♜d5 ♖xd6 –+) 7...h3 8 ♖f1 ♜f3 9 d6 ♜f2 10 ♖h2 ♜g3 11 ♖f1+ ♜g2 12 ♖e3+ ♜g1 13 ♖g4 =.

5 ♖xf7 h3 6 d5 h2 7 d6 h1 ♖ 8 d7 ♖h5+ 9 ♜d6 ♖g6+ 10 ♜e7 ♖e4+ 11 ♜d6 ♖b4+ 12 ♜e6 ♖c4+ 13 ♜d6 ♖a6+ 14 ♜e7 ♖b7 15 ♜d6 ♖b6+ 16 ♜e7 ♖c5+ 17 ♜e6 ♖c6+ 18 ♜e7 1/2-1/2

Two connected passed pawns usually have very good winning chances, as the next two examples demonstrate:



3.44 /+

A.Vydeslaver – I.Tsesarsky
Israeli Cht 1997

1...f4+ 2 ♜g2 ♜h4

Black has an alternative win by 2...♖h4+ 3 ♜f1 g3 4 b5 (4 ♖c5 ♜g4 5 ♖d3 g2+ 6 ♜f2 f3 7 b5 ♜h3 8 ♜g1 ♜g3 9 ♖f2 ♖f5 10 ♖e4+ ♜f4 11 ♖f2 ♖d4 12 ♜h2 ♖e2 –+) 4...g2+ 5 ♜f2 ♜g4 6 b6 ♜h3 7 b7 ♖f3 8 b8 ♖ g1 ♖+ 9 ♜xf3 ♖e3#.

3 ♖c5

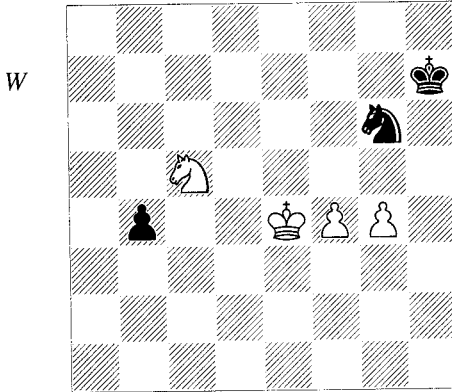
3 b5 f3+ 4 ♜f1 (4 ♜f2 ♖e5 5 ♜e3 g3 –+) 4...g3 5 b6 g2+ 6 ♜f2 ♖e5 7 b7 ♖g4+ 8 ♜xf3 g1 ♖ 9 b8 ♖ ♖e3+ 10 ♜g2 ♖f2+ 11 ♜h1 ♖f1# (Tsesarsky in CBM 58).

3...f3+ 4 ♜f2 ♖e5 5 b5

5 ♖e4 ♜d3+ 6 ♜e3 ♜xb4 7 ♜f2 ♜d3+ 8 ♜e3 f2 –+.

5...g3+ 6 ♜e3 g2 7 ♜f2 ♜g4+ 8 ♜g1 ♜h3 9 ♜e4 f2+ 0-1

—The defender’s chances are much better in the next example because White’s knight is distracted by the passed b-pawn:



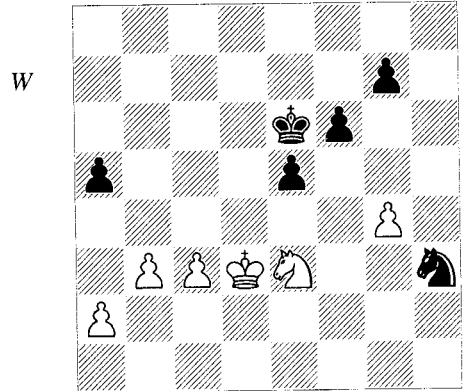
3.45 =/

R.Kholmov – V.Hort
Leningrad 1967

10...♜g2+ 11 ♜f3 ♜e1+ 12 ♜g4 ♜f7 13 g6+ ♜g7 14 ♜h5 b3 15 ♜d7 +–.

11 ♜g4! ♜g2 12 g6+ ♜f6 13 ♜d7+! ♜e7 13...♜g7 14 ♜g5 b3 15 f6+ ♜h8 16 f7 +–. 14 f6+ 1-0

In the next race White has an advantage because he is slightly faster, but Black should be able to hold on with exact play:



3.46 =/

E.Vasiukov – M.Usachyi
Biel seniors Wch 1994

White’s pawns look menacing, but we didn’t find a way to break the defence:

1 g5 ♜h4

After 1...♜f8? White’s king has enough time to capture the b-pawn: 2 f5 ♜g8 3 ♜d3 ♜f7 (3...♜h7?! 4 ♜e6 +– is absolutely fatal for Black) 4 ♜c4 ♜e7 5 ♜xb4 ♜h7 6 g6 ♜f6 (6...♜g5 7 ♜c4 ♜f6 8 ♜d5 ♜f3 9 ♜e4+ ♜g7 10 ♜e6 ♜d4+ 11 ♜e5 ♜c6+ 12 ♜f4 ♜h6 13 ♜f6 +–) 7 ♜c4 ♜g8 8 ♜e4 +–.

2 f5 ♜g7 3 ♜e6+ ♜f7 4 ♜d4 ♜g7 5 ♜f4 ♜g2+ 6 ♜e5 ♜h4 7 ♜e4

7 ♜e6 ♜g6! (7...b3? 8 ♜xb3 ♜f3 9 g6 ♜h4 10 f6+ ♜xg6 11 ♜d4 +–) and now:

- a) 8 fxg6 ♜xg6 9 ♜f3 b3 =.
- b) 8 ♜d5 ♜h4 9 ♜e5 ♜f7 ±.
- c) 8 f6+ ♜f8 9 ♜b3 ♜e8 ±.

7...♜g2?

7...♜f7! is called for, when 8 ♜e5 (8 ♜f4 ♜g2+ 9 ♜g4 ♜e3+ 10 ♜h5 b3 =) 8...♜g7 9 ♜e6 ± transposes to the note to White’s 7th move.

8 ♜e6+ ♜g8

White also wins after 8...♜f7 9 g6+ ♜f6 10 g7 ♜f7 11 f6 +–.

9 ♜c5 ♜h4 10 ♜f4 ♜f7

Black has to act very carefully:

1 a4 ♜f4+?

This mistake loses a lot of time. Black should create counterplay immediately with 1...g6! 2 b4 ♜f2+ 3 ♜c4 axb4 4 cxb4 f5 5 gxf5+ gxf6 a5 f4, and now:

a) 7 ♜f5 ♜d7 8 b5 f3 9 ♜d5 (9 a6 ♜c7 10 a7 ♜b7 11 b6 ♜e4 =) 9...♜d1 10 ♜xe5 f2 11 ♜g3 ♜e3 =.

b) 7 ♜d5 ♜d1! 8 a6 f3 9 ♜d3 ♜b2+ 10 ♜e4 ♜c4 11 ♜e3 (11 a7 f2 12 a8 ♜ ♜d6+ =) 11...f2 12 ♜f1 ♜d6 13 ♜d3 ♜b6 =.

2 ♜c4 g6 3 b4 axb4 4 cxb4 ♜d6

4...f5 5 gxf5+ gxf5 6 a5 ♜g6 7 a6 ♜e7 8 ♜c5 (8 a7? ♜c8 9 a8 ♜ is not exactly what White wants) 8...♜c8 9 b5 +–.

5 a5 e4

5...♜c6 6 b5+ ♜b7 7 ♜d5 +–.

6 b5 ♜e6

6...♜c7 7 ♜d4 ♜e2+ 8 ♜c5 ♜b7 9 ♜d5 +–.

7 a6 ♜c7 8 ♜b4 ♜a8 9 ♜c4+ ♜c7 10 ♜c5 f5 11 gxf5 gxf5 12 b6+ ♜xb6 13 ♜xb6 ♜b6 14 ♜d5!

White is winning easily; the knight stops the pawns, freeing the king to help its own pawn.

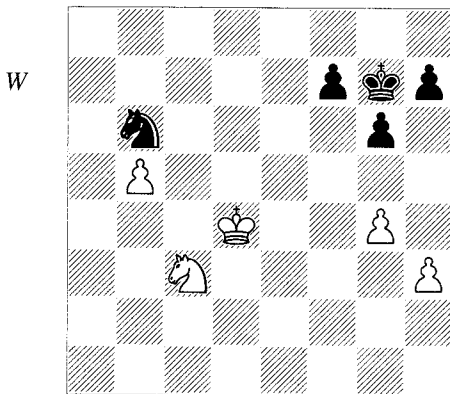
14...♖a7 15 ♖b5 f4 16 ♗xf4 e3 17 ♖a5
♜b8 18 ♖b6 1-0

12 ♖d7 ♔g7 13 ♖e7 ♖h8 14 ♗e8 ♔g8 15
♜f6 1-0

B3) Outside Passed Pawn

In pawn endings outside passed pawns are very strong and knight endings are similar in that respect. Botvinnik even stated the following important 'rule': *knight endings are really pawn endings*. A knight can't lose a tempo, an outside passed pawn is very favourable as it deflects the defending pieces and with an extra pawn one usually has quite good chances to win. Of course there are differences: the knight can sacrifice itself and there are tactical possibilities such as knight forks.

The following two examples are justly famous:



3.47 M.Chigorin – F.Marshall
Karlsbad 1907

1 ♗d5! ♗d7 2 g5! h6

Or:

a) 2...f6 3 ♗xf6 +–.

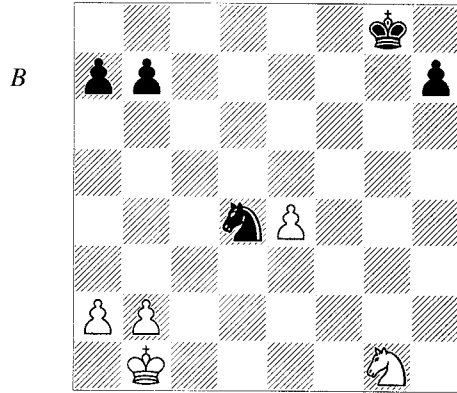
b) 2...f5 3 h4 (3 gxf6+ ♖f7 and now 4 h4 +– is correct, rather than 4 b6? ♗xb6 5 ♗xb6 ♖xf6 =) 3...♖f7 4 ♗f6 ♗f8 5 b6 ♗e6+ 6 ♖d5 ♗d8 7 ♗xh7 +–. For further details see Speelman in ECE 606.

3 ♗f6! ♗b6

After 3...♗xf6 4 gxf6+ ♖xf6 5 b6 +– Black's king is outside the square of the b-pawn.

4 h4 hxg5 5 hxg5 ♖f8 6 ♖c5 ♗a4+ 7 ♖d6!? ♖g7 8 ♖c6 ♖f8 9 b6 ♗xb6 10 ♖xb6 ♖e7 11 ♖c7 ♖f8

11...♖e6 12 ♖d8 ♖f5 13 ♗h7! f6 14 gxf6 ♖c6 15 ♖e8 +–.



3.48 Em.Lasker – A.Nimzowitsch
Zurich 1934

Black's h-pawn is a major force, but it is of course much more difficult to convert it into a win than in a pawn ending:

1...♖f7 2 ♖c1 ♖f6 3 ♖d2 ♖e5 4 ♖e3 h5 5 a3

The pawn ending after 5 ♗f3+? ♗xf3 6 ♖xf3 h4 +– is hopeless, but 5 ♗h3!? comes into consideration; e.g., 5...♗e6 6 ♗f2 ♗f4 7 ♖f3 a5 8 ♖e3 b5 9 ♖f3 ♗e6 10 ♖e3 ♗c5 ♣.

5...a5 6 ♗h3 ♗c2+ 7 ♖d3

7 ♖d2 ♗d4 8 ♖e3 ♗e6 ♣.

7...♗e1+ 8 ♖c2 ♗g2 9 ♖f3

9 ♖d3? ♗f4+ 10 ♗xf4 ♖xf4 11 ♖d4 h4 12 e5 ♖f5! 13 ♖d5 h3 +–.

9...♗h4+ 10 ♖e3 ♗g6 11 ♗g5 ♖f6 12 ♗h7+ ♖g7 13 ♗g5 ♖f6 14 ♗h7+ ♖e7! 15 ♗g5

After 15 ♖d4? Black is able to force the exchange of knights: 15...♗f8! 16 ♗g5 (16 ♗xf8 ♖xf8 17 ♖e5 ♖e7 18 ♖f5 h4 19 ♖g4 ♖e6 +–) 16...♗e6+! +–.

15...♗e5 16 ♖d4 ♖d6 17 ♗h3 a4 18 ♗f4 h4 19 ♗h3 b6!?

Keeping the spare tempo ...b5 in reserve.

20 ♗f4 b5 21 ♗h3

For 21 ♖c3 ♗f3 22 ♗h3 ♖c5 23 ♖d3 ♗e5+ 24 ♖c3 ♗c6 25 ♖d3 b4 see the game.

21...♗c6+

After 21...♗c4?! 22 ♖c3 ♖e5? White can defend himself: 23 b3! axb3 (23...♗xa3 24 ♖b2 ♗c4+ 25 bxc4 bxc4 26 ♖c3 a3 27 ♗f2 ♖f4 28

♙c2 =) 24 ♙xb3 ♙xe4 25 ♙b4 ♙d3 26 ♖g1 (26 ♙xb5? ♖xa3+ 27 ♙c5 ♙e4 →) 26...♙e3 27 a4 =.

22 ♙e3

22 ♙c3!? ♙e5 23 ♙d3 ♖a5 24 ♖g1 ♙f4 25 e5 ♖c6 26 e6 ♙f5 27 ♙e3 ♙f6! (Black must keep his h-pawn so he can use it to deflect White's forces later; not 27...♙xe6? 28 ♖f3 ♙d5 29 ♖xh4 ♙c4 30 ♙d2 ♙b3 31 ♙c1 ♖e5 32 ♙b1 ♖d3 33 ♖f3 ♖xb2 34 ♖d4+ ♙c4 35 ♖xb5 =) 28 ♙e4 (28 ♖f3 h3 29 ♙f2 ♙xe6 30 ♖g5+ ♙d5 31 ♖xh3 ♙c4 32 ♖f4 ♙b3 33 ♖d3 ♖a5 →) 28...♖d8 29 ♙d5 ♖xe6 30 ♙c6 ♙f5 31 ♙xb5 ♙g4 32 ♙xa4 ♙g3 →.

22...♙c5 23 ♙d3

23 ♙f4 ♙c4 24 ♖f2 ♙b3 25 ♖d3 (25 ♖d1 ♙c2 26 ♖c3 ♖d4 →) 25...♙c2 →.

23...b4! 24 axb4+

24 ♖f4 ♖e5+ 25 ♙e2 (25 ♙c2 bxa3 26 bxa3 ♙d4 →) 25...b3 26 ♖e6+ ♙c4 27 ♖f4 ♙d4 28 ♖e6+ ♙xe4 29 ♖c5+ ♙f4 →.

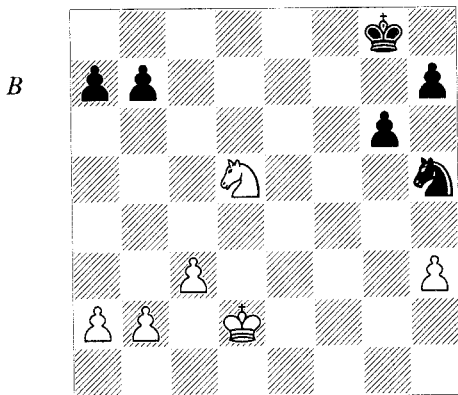
24...♙xb4 25 ♙c2 ♖d4+ 26 ♙b1 ♖e6! 27 ♙a2

Or 27 ♙c2 ♙c4 28 ♖f2 ♖g5 29 ♙d2 ♙d4 →.

27...♙c4 28 ♙a3 ♙d4 29 ♙xa4 ♙xe4 30 b4 ♙f3 31 b5 ♙g2 0-1

Lasker resigned due to 32 ♖f4+ ♖xf4 33 b6 ♖e6 34 ♙b5 ♖d8 → and 32 b6 ♙xh3 33 b7 ♖c5+ →.

An outside majority is also favourable, because the resulting passed pawn is further away and after the mobilization no enemy pawns are left:



3.49 =
B.Chatalbashev – M.Krasenkow
Cutro 1999

Despite Black's kingside pawn-majority, with accurate play White should be able to hold on because of his active king:

1...♙f7 2 ♙e3 g5!?

"Fixing the weakness on h3." (Lukacs in CBM 71).

3 c4

Activating the king further with 3 ♙e4!? is interesting as the pawn ending after 3...♖f6+ 4 ♖xf6 ♙xf6 is drawn: 5 a4 h5 6 b4 ♙e6 7 c4 g4 8 hxg4 hxg4 9 ♙f4 g3 10 ♙xg3 ♙e5 11 a5 ♙d4 12 a6 bxa6 13 c5 =.

3...♙e6 4 b4?! ♙e5!? 5 a4?

Now White can't exchange knights on f4 as the pawn ending that arises is lost. 5 b5!? ♖f4 (5...♖g7!?) 6 ♖xf4 gxf4+ 7 ♙f3 b6 (7...♙d4 8 ♙xf4 ♙xc4 9 ♙g5 =) 8 h4 ♙f5 9 a4 ♙e5 10 c5 bxc5 11 a5 c4 12 b6 axb6 13 axb6 ♙d6 14 ♙xf4 ♙c6 15 ♙e3 =.

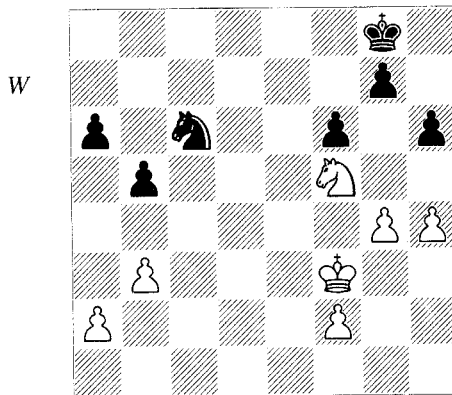
5...♖f4! 6 ♖c3

6 ♖xf4 gxf4+ 7 ♙d3 (7 ♙f3 ♙d4 8 ♙xf4 ♙xc4 →) 7...f3 8 ♙e3 (8 a5 ♙f4 →) 8...f2 9 ♙xf2 ♙d4 10 c5 ♙c4 11 a5 a6 →.

6...♖xh3 7 c5 ♖f4 8 ♙f3 ♖d5 9 ♖a2 ♙d4 0-1

B4) Positional Advantages

The active king is a very important theme in knight endings. In the first example White also has a space advantage, which can still be further increased, and a very powerful knight on f5 fixing Black's kingside pawns.



3.50 +/-
V.Hort – N.Ioseliani
Copenhagen (Ladies vs Veterans) 1997

1 ♙e4 ♙f7

1...g6!? 2 ♖xh6+ ♜g7 3 g5 f5+ 4 ♖xf5+ gxf5+ 5 ♜xf5 ±.

2 f4 ♖b4 3 a4 bxa4 4 bxa4 ♖c6 5 ♜d5 ♖b4+ 6 ♜c4 ♖c2 7 a5 ♜g6

Or: 7...g6 8 ♖xh6+ ♜g7 9 g5 f5 10 h5 ♖e3+ 11 ♜d4 +- (Hecht in CBM 61); 7...♖e1 8 ♜c5 ♖d3+ 9 ♜b6 ♖b4 10 ♖d4 g6 11 ♖c6 ♖d5+ 12 ♜xa6 ♖xf4 13 ♜b6 ♖d5+ 14 ♜b7 +-.

8 h5+

8 ♜c3 ♖a3 (8...♖e1 9 h5+ ♜f7 10 ♖h4 +-) 9 ♖d6 +-.

8...♜f7 9 ♜c5 g6

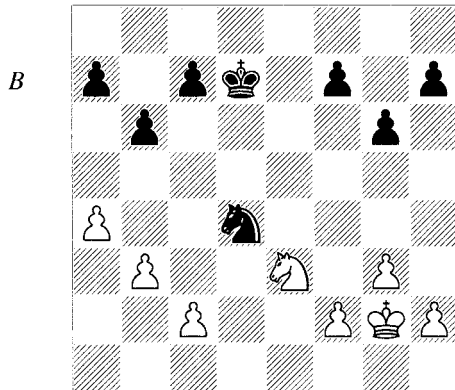
9...♜f8 10 ♖d4 ♖e3 11 ♜b6 +-.

10 ♖d6+ ♜g7 11 ♖e8+ ♜f7 12 ♖c7 f5 13 hxc6+ ♜f6

13...♜xg6 14 gxf5+ ♜xf5 15 ♖xa6 h5 16 ♖b4 h4 17 a6 +- (Hecht).

14 gxf5 h5 15 ♖e8+ ♜e7 16 g7 ♜f7 17 f6 1-0

At first glance the next position doesn't look that favourable, but Black's king can penetrate successfully:



3.51

V.Smyslov – G.Sax
Tilburg 1979

1...♜d6 2 h4 ♜c5 3 ♜f1 ♜b4 4 ♜e1 ♜c3 5 ♜d1 c6 6 ♜c1 ♖f3 7 ♖c4 f5 8 ♖b2 f4! 9 ♖c4 9 ♖d1+ ♜d4 10 ♖b2 ♜e4 11 ♜d1 fxc3 12 fxc3 ♖d4 ±.

9...♖d4 10 ♖e5 fxc3 11 fxc3 c5!

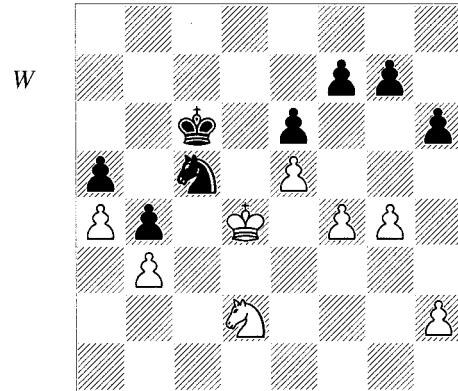
The c2-pawn isn't going to run away, so Black secures his own pawns first.

12 a5 ♖xc2!? 13 axb6 axb6 14 ♖d7 ♖d4 15 ♖xb6 ♖e2+ 16 ♜d1 ♖xc3 17 ♖d7 ♜b4 18 ♜c2 ♖f5 19 ♖f8 ♖xh4 20 ♖xh7 ♖f5 21 ♖f6 ♖d4+ 22 ♜d3

22 ♜b2 ♖xb3 23 ♖d5+ ♜c4 24 ♖b6+ ♜b5 25 ♖d7 ♖d4 +-.

22...♜xb3 23 ♖d7 ♖e6 24 ♖e5 g5 0-1

In the next position White has a clear space advantage on the kingside:



3.52

M.Kamyshev – E.Zagoriansky
Leningrad 1938

1 h4 ♖b7

1...g6 2 h5 (fixing the weakness on h6) 2...gxf6 3 gxf6 ♖b7 4 ♖e4 ♜b6 5 ♖f6 ♖c5 6 ♜c4 ♜c6 7 ♖g8 ♖e4 8 ♖xh6 ♖g3 9 ♖xf7 ♖xh5 10 ♖d8+ ♜d7 11 ♖b7 +-.

2 h5 ♖c5 3 g5 ♖b7 4 ♖e4 ♜b6 5 ♜c4 ♜c6 6 ♖f6 ♖c5

6...gxf6 7 gxf6 fxe5 8 fxe5 f6 9 h7 +-.

7 ♖e8

7 gxf6 gxf6 8 ♖g8 also wins for White (see 1...g6).

7...hxc5 8 fxc5 ♖e4 9 h6 gxf6 10 gxf6 ♖g5 11 ♖f6 ♖f3 12 ♖g4 ♖g5 13 ♜d4 f5

White also wins after 13...♖h7 14 ♖f6 ♖f8 15 h7 ♖g6 16 ♖e4 ♖h8 17 ♖d2 ♜b6 18 ♖c4+ ♜a6 19 ♜c5 +-.

14 exf6 ♜d6 15 ♖e5 ♖h7 16 ♖c4+ ♜d7 17 f7 ♜e7 18 ♖xa5 ♜xf7 19 ♖c6 ♜g6 20 a5

20 ♖e5+ ♜xh6 21 ♖d7 ♖g5 22 a5 ♖f7 23 ♜c5 +-.

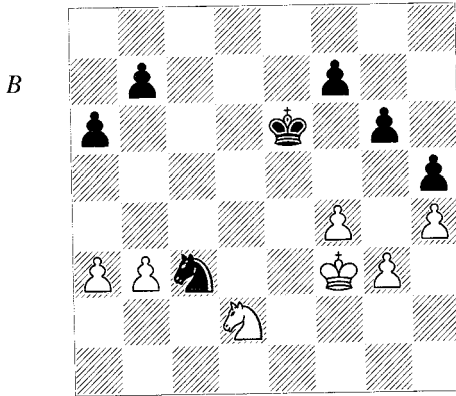
20...♖f6 21 a6 ♖d5 22 a7 ♖c7 23 ♖xb4

23 ♜c5 ♜xh6 (23...♖a8 24 ♖xb4 e5 25 ♜c6 +-) 24 ♜b6 ♖a8+ 25 ♜b7 +-.

23...♖b5+ 24 ♜c5 ♖xa7 25 ♖c6 ♖c8 26 b4 ♜xh6 27 b5 e5 28 ♖xe5 ♜g7 29 ♖c6 ♜f7 30 ♖a7! ♖e7

30...♖xa7 31 b6 ♖c8 32 b7 +-.

31 b6 ♖g6 32 ♜d6 1-0



3.53

/=

J.Eslon – M.Wahls
Saragossa 1996

Black is slightly better due to his more active pieces and the weaknesses on b3 and especially g3. However, White's space advantage on the kingside should give him enough resources to draw:

1...♖b5

1...f5!?

2 a4 ♖d4+ 3 ♖e4 ♗f5 4 ♖f3

4 ♗f1?! ♖d6 5 b4? (5 a5 ♖) 5...b5 6 axb5 (6 a5 f6 7 ♖d3 ♖d5 8 ♖c3 ♖e4 9 ♗d2+ ♖e3 10 ♖b3 ♗xg3 11 ♗c5 ♗e2+ 12 ♖b3 ♗xf4 13 ♗xa6 ♗d5 14 ♗c5 g5 --) 6...axb5 7 ♖f3 (7 ♗e3? ♗xe3 8 ♖xe3 ♖d5 9 ♖d3 f5 --) 7...♖d5 8 g4 ♗d4+ 9 ♖g3 hxg4 10 ♖xg4 ♖c4 ♖.

4...♖d5 5 g4 ♗d6

5...♗d4+ 6 ♖g3 and then:

a) 6...♖c5 7 f5 ♖b4 (7...hxg4 8 fxg6 fxg6 9 ♖xg4 ♗e6 10 ♗c4 =) 8 fxg6 fxg6 9 gxh5 gxh5 10 ♖f4 ♗xb3 11 ♗xb3 ♖xb3 12 ♖g5 =.

b) 6...f5 7 gxh5 (7 g5? ♖c5 8 ♗c4 ♗c6 9 ♖f2 ♖b4 --) 7...gxh5 8 ♖f2 ♗e6 (8...♖c5 9 ♗f1) 9 ♖e3 ♖c5 10 ♗f1 ♖b4 11 ♗g3 ♗g7 12 ♖d4 gives White counterplay that should be sufficient to draw.

6 ♗f1 hxg4+ 7 ♖xg4 ♖d4 8 ♗g3?

After this mistake White's king can't become active. 8 a5! is called for:

a) 8...♖c3 9 ♗e3 ♖xb3 10 f5 ♗e4 (after 10...♖b4?! White can play 11 fxg6 fxg6 12 ♖g5) 11 ♖f4 ♗d2 12 ♖g5 ♗f3+ 13 ♖g4 ♗e5+ 14 ♖f4 =.

b) 8...f6 9 ♗g3 f5+? 10 ♖g5 ♗e4+ (10...♖e3 11 ♗f1+ ♖f3 12 ♖xg6 ♖xf4 13 h5 ♗e4 14 h6 ♗g5 15 ♗g3 --) 11 ♖xg6 ♗xg3 12 h5 ♗xh5 13 ♖xh5 -- (due to the spare tempo b3-b4).

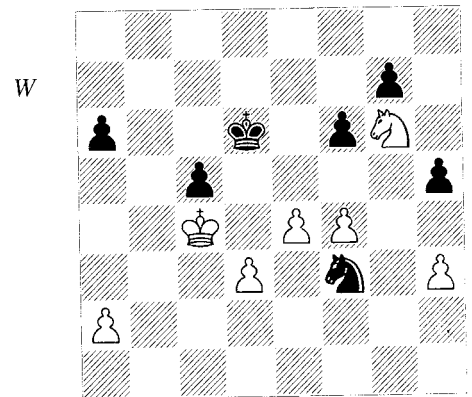
c) 8...♖d3 9 ♖g5 ♗e4+ 10 ♖h6 ♖c3 11 ♖g7 ♗d6 12 ♖f6 ♖xb3 13 ♗h2 ♖b4 14 ♗f3 ♖xa5 15 ♖e7 and White is fast enough to hold the position; e.g., 15...♖b4 16 ♖xd6 a5 17 ♖e7 a4 18 ♗d4 a3 19 ♗c2+ ♖b3 20 ♗xa3 ♖xa3 21 ♖xf7 b5 22 ♖xg6 =.

8...f5+! 9 ♖f3

9 ♖g5 ♗e4+ 10 ♗xe4 fx4 11 f5 gx5 12 h5 e3 13 h6 e2 14 h7 e1 ♖ 15 h8 ♖+ ♖e5 --.

9...♖c3 10 a5 ♖xb3 11 ♖e3 ♖c4 12 ♗f1 ♖c5 13 ♖d3 ♗c4 14 ♗g3 ♗xa5 0-1

The next two examples deal with the conversion of a material advantage into victory:



3.54

+/

V.Korchnoi – E.Torre
Bad Homburg 1998

The material is still equal, but Korchnoi wins one pawn by force:

1 h4!

Fixing the pawn on h5 with the plan of f5 followed by ♗f4xh5xg7.

1...♗d2+ 2 ♖c3 ♗f3 3 f5 ♖c6 4 ♗f4 ♗xh4 5 ♗xh5 g6 6 fxg6 ♗xg6 7 ♗xf6

The first step is completed, but the conversion of the extra pawn isn't easy.

7...♗e5 8 ♗d5 ♗f3 9 ♗e3 ♗d4 10 ♗c4 ♖b5 11 ♗a3+ ♖c6 12 ♖d2 ♖d6 13 ♗c4+ ♖c6 14 ♗a5+ ♖b5 15 ♗b3 ♗e6

15...♗xb3+? 16 axb3 ♖b4 17 e5 is of course completely hopeless for Black.

16 ♖c3 ♗d8 17 a4+! ♖c6

17...♖xa4?! 18 ♖c4 ♗e6 (or 18...♗b7 19 ♗xc5+ --) 19 ♗xc5+ -- (Ribli in CBM 66).

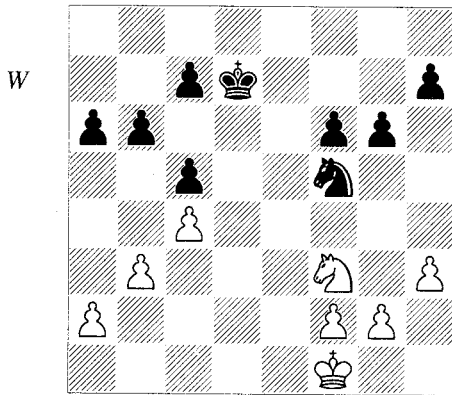
18 ♖c4 ♗b7

After 18...♗e6 19 e5 +- Black loses another pawn due to zugzwang (Ribli).

19 e5 a5 20 d4 cxd4 21 ♖xd4+ ♜b6 22 ♜e6!?

Immobilizing Black's knight.

22...♜c6 23 ♜d4 ♜b6 24 ♜d5 ♜a7 25 ♜c5 1-0



3.55 -/+

J. Benjamin – P. Leko
Horgen 1994

Black's c-pawns are doubled, which causes serious difficulties:

1 ♜e2 ♜d4+ 2 ♜e3

2 ♜xd4? cxd4 3 ♜d3 c5 --.

2...♜c2+

2...♜xf3? 3 ♜xf3 b5 4 ♜e4 = (Leko in CBM 43).

3 ♜d2 ♜b4!

Provoking a weakness on b3. This is important because the knight will attack it from its strong outpost on d4.

4 a3 ♜c6 5 ♜d3 ♜e6 6 ♜e4 f5+ 7 ♜e3 ♜f6 8 g3?!

With 8 h4!? White intends to ease his task by exchanging the h-pawns, but Black's advantage is still quite large; e.g., 8...h6 9 g3 g5 10 hxg5+ hxg5 11 ♜d2 ♜d4 12 ♜d3 g4 13 ♜c3 ♜e5 14 ♜f1 ♜e6 ♣.

8...g5! 9 ♜d2 ♜d4 10 a4 ♜e5 11 ♜d3

11 f4+ gxf4+ 12 gxf4+ ♜f6 13 ♜f2 ♜g6 14 ♜g3 ♜h5 15 ♜h2 ♜h4 16 ♜g2 h6 17 ♜h2 ♜e2 -- (Leko).

11...h5 12 ♜e3 f4+ 13 ♜d3

13 gxf4+ gxf4+ 14 ♜d3 ♜f5 15 b4 ♜e6 16 b5 axb5 17 cxb5 ♜g5 18 h4 ♜f7 19 ♜c4 (19 f3 ♜e5+ 20 ♜e2 ♜g6 --) 19...♜e6 20 ♜d3 ♜d5 21 ♜e2 ♜e5 --.

13...g4?!

13...fxg3!? 14 fxg3 h4 15 gxh4 gxh4 16 ♜e3 ♜f5 -- (Leko).

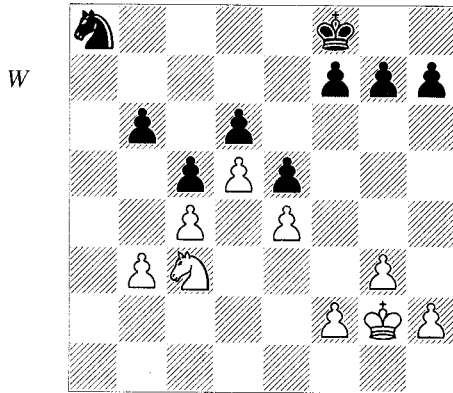
14 hxg4 hxg4 15 gxf4+ ♜xf4 16 ♜c3 ♜f3 17 ♜f1 ♜e5 18 ♜h2?!

18 ♜d2!? c6 (18...♜f3 19 ♜f1 ♜g5 20 ♜d3 ♜e4 21 ♜e2 g3? 22 fxg3+ ♜xg3+? 23 ♜xg3 ♜xg3 24 ♜e3! +-) 19 ♜c2 b5 20 axb5 cxb5 21 cxb5 axb5 22 ♜c3 b4+ 23 ♜c2 ♜f5 24 ♜d1 ♜f3 25 ♜c4 ♜e4 26 ♜d6+ ♜d3 27 ♜b7 c4 28 bxc4 b3 29 ♜c5+ ♜xc4 --.

18...♜e4 19 ♜c2 ♜d4 0-1

White is in zugzwang: 20 ♜d2 ♜f3+ 21 ♜xf3+ gxf3 22 ♜c2 c6 23 ♜d2 b5 -- (Leko).

The next example was analysed in detail by Hübner in CBM 67 and we have drawn extensively from his annotations:



3.56 =/

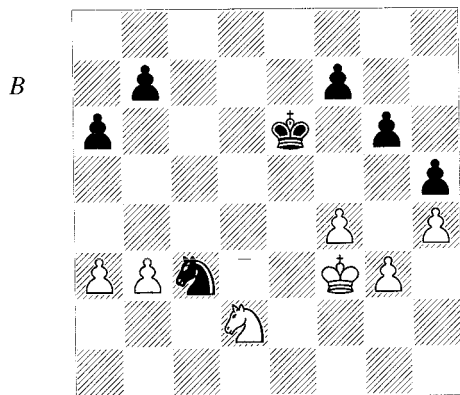
G. Kasparov – R. Hübner
Hamburg (4) 1985

1 f4 f6 2 ♜a4 g6?!

2...g5 (Spassky) is much better. Black threatens to close the kingside with ...h5, and there's nothing White can do to prevent it:

a) 3 fxg5 fxg5 4 g4 (in the game continuation White's pawn was on h5 and Black's on h6 so White's knight could enter f5 with devastating effect) 4...♜f7 5 ♜g3 (5 ♜c3 ♜c7 6 ♜d1 b5 7 ♜e3 b4 8 ♜f5 ♜e8 =; 5 ♜f3 ♜g6 6 ♜e3 h5 7 h3 hxg4 8 hxg4 ♜f7 9 ♜d3 ♜e7 10 ♜c2 ♜d7 11 b4 ♜c8 12 ♜b3 ♜b7 13 bxc5 bxc5 14 ♜c3 ♜c7 15 ♜a4 ♜b6 16 ♜d1 ♜e8 =) 5...♜g6 6 h4 gxh4+ 7 ♜xh4 h6 8 ♜c3 ♜c7 9 ♜b5 ♜xb5 10 cxb5 ♜g7 11 ♜h5 (11 g5 ♜g6 =) 11...♜h7 12 g5 hxg5 13 ♜xg5 ♜g7 =.

b) 3 ♜f3 h5 4 fxg5 fxg5 5 ♜e3 ♜e7 6 ♜d3 ♜d7 7 ♜c2 ♜c8 8 b4 ♜b7 9 bxc5 bxc5 10 ♜c3



3.53

=

J. Eslon – M. Wahls
Saragossa 1996

Black is slightly better due to his more active pieces and the weaknesses on b3 and especially g3. However, White's space advantage on the kingside should give him enough resources to draw:

1...♖b5

1...f5!?

2 a4 ♖d4+ 3 ♗e4 ♖f5 4 ♗f3

4 ♖f1?! ♗d6 5 b4? (5 a5 ♣) 5...b5 6 axb5 (6 a5 f6 7 ♗d3 ♗d5 8 ♗c3 ♗e4 9 ♖d2+ ♗e3 10 ♖b3 ♖xg3 11 ♖c5 ♖e2+ 12 ♗b3 ♖xf4 13 ♖xa6 ♖d5 14 ♖c5 g5 +-) 6...axb5 7 ♗f3 (7 ♖e3? ♖xe3 8 ♗xe3 ♗d5 9 ♗d3 f5 +-) 7...♗d5 8 g4 ♖d4+ 9 ♗g3 hxg4 10 ♗xg4 ♗c4 ♣.

4...♗d5 5 g4 ♖d6

5...♖d4+ 6 ♗g3 and then:

a) 6...♗c5 7 f5 ♗b4 (7...hxg4 8 fxg6 fxg6 9 ♗xg4 ♖e6 10 ♖c4 =) 8 fxg6 fxg6 9 gxh5 gxh5 10 ♗f4 ♖xb3 11 ♖xb3 ♗xb3 12 ♗g5 =.

b) 6...f5 7 gxh5 (7 g5? ♗c5 8 ♖c4 ♖c6 9 ♗f2 ♗b4 +-) 7...gxh5 8 ♗f2 ♖e6 (8...♗c5 9 ♖f1) 9 ♗e3 ♗c5 10 ♖f1 ♗b4 11 ♖g3 ♖g7 12 ♗d4 gives White counterplay that should be sufficient to draw.

6 ♖f1 hxg4+ 7 ♗xg4 ♗d4 8 ♖g3?

After this mistake White's king can't become active. 8 a5! is called for:

a) 8...♗c3 9 ♖e3 ♗xb3 10 f5 ♖e4 (after 10...♗b4?! White can play 11 fxg6 fxg6 12 ♗g5) 11 ♗f4 ♖d2 12 ♗g5 ♖f3+ 13 ♗g4 ♖e5+ 14 ♗f4 =.

b) 8...f6 9 ♖g3 f5+? 10 ♗g5 ♖e4+ (10...♗e3 11 ♖f1+ ♗f3 12 ♗xg6 ♗xf4 13 h5 ♖e4 14 h6 ♖g5 15 ♖g3 +-) 11 ♗xg6 ♖xg3 12 h5 ♖xh5 13 ♗xh5 +- (due to the spare tempo b3-b4).

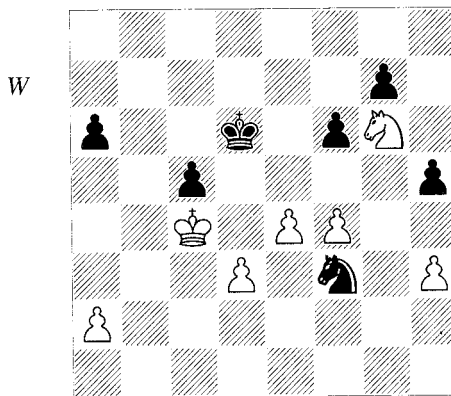
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8...f5+! 9 ♗f3

9 ♗g5 ♖e4+ 10 ♖xe4 fxe4 11 f5 gxf5 12 h5 e3 13 h6 e2 14 h7 e1 ♣ 15 h8 ♣+ ♗e5 +-.

9...♗c3 10 a5 ♗xb3 11 ♗e3 ♗c4 12 ♖f1 ♗c5 13 ♗d3 ♖c4 14 ♖g3 ♖xa5 0-1

The next two examples deal with the conversion of a material advantage into victory:



3.54

+ /

V. Korchnoi – E. Torre
Bad Homburg 1998

The material is still equal, but Korchnoi wins one pawn by force:

1 h4!

Fixing the pawn on h5 with the plan of f5 followed by ♖f4xh5xg7.

1...♖d2+ 2 ♗c3 ♖f3 3 f5 ♗c6 4 ♖f4 ♖xh4 5 ♖xh5 g6 6 fxg6 ♖xg6 7 ♖xf6

The first step is completed, but the conversion of the extra pawn isn't easy.

7...♖e5 8 ♖d5 ♖f3 9 ♖e3 ♖d4 10 ♖c4 ♗b5 11 ♖a3+ ♗c6 12 ♗d2 ♗d6 13 ♖c4+ ♗c6 14 ♖a5+ ♗b5 15 ♖b3 ♖e6

15...♖xb3+? 16 axb3 ♗b4 17 e5 is of course completely hopeless for Black.

16 ♗c3 ♖d8 17 a4+! ♗c6

17...♗xa4?! 18 ♗c4 ♖e6 (or 18...♖b7 19 ♖xc5+ +-) 19 ♖xc5+ +- (Ribli in CBM 66).

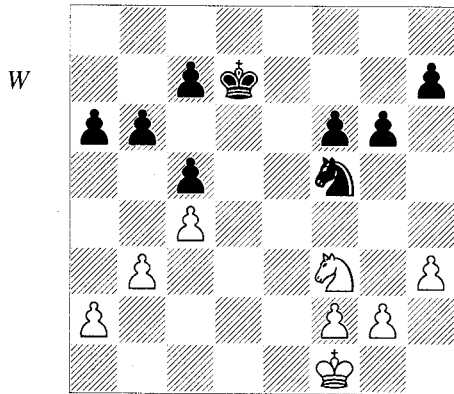
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Immobilizing Black's knight.

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3.55 -/+
J. Benjamin – P. Leko
Horgen 1994

Black's c-pawns are doubled, which causes serious difficulties:

1 ♙e2 ♜d4+ 2 ♙e3

2 ♜xd4? cxd4 3 ♗d3 c5 --.

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8...g5! 9 ♜d2 ♜d4 10 a4 ♙e5 11 ♗d3

11 f4+ gxf4+ 12 gxf4+ ♙f6 13 ♙f2 ♙g6 14 ♙g3 ♙h5 15 ♙h2 ♙h4 16 ♙g2 h6 17 ♙h2 ♜e2 -- (Leko).

11...h5 12 ♙e3 f4+ 13 ♗d3

13 gxf4+ gxf4+ 14 ♗d3 ♙f5 15 b4 ♜e6 16 b5 axb5 17 cxb5 ♜g5 18 h4 ♜f7 19 ♙c4 (19 f3 ♜e5+ 20 ♙e2 ♜g6 --) 19...♙e6 20 ♗d3 ♗d5 21 ♙e2 ♜e5 --.

13...g4?!

13...fxg3!? 14 fxg3 h4 15 gxh4 gxh4 16 ♙e3 ♙f5 -- (Leko).

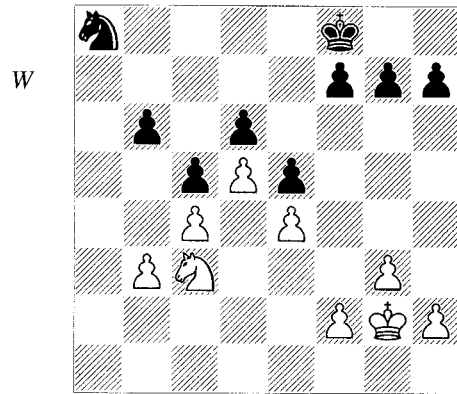
14 hxg4 hxg4 15 gxf4+ ♙xf4 16 ♙c3 ♜f3 17 ♜f1 ♜e5 18 ♜h2?!

18 ♜d2!? c6 (18...♜f3 19 ♜f1 ♜g5 20 ♗d3 ♜e4 21 ♙e2 g3? 22 fxg3+ ♜xg3+? 23 ♜xg3 ♙xg3 24 ♙e3! +-) 19 ♙c2 b5 20 axb5 cxb5 21 cxb5 axb5 22 ♙c3 b4+ 23 ♙c2 ♙f5 24 ♗d1 ♜f3 25 ♜c4 ♙e4 26 ♜d6+ ♗d3 27 ♜b7 c4 28 bxc4 b3 29 ♜c5+ ♙xc4 --.

18...♙e4 19 ♙c2 ♗d4 0-1

White is in zugzwang: 20 ♗d2 ♜f3+ 21 ♜xf3+ gxf3 22 ♙c2 c6 23 ♗d2 b5 -- (Leko).

The next example was analysed in detail by Hübner in CBM 67 and we have drawn extensively from his annotations:



3.56 =/
G. Kasparov – R. Hübner
Hamburg (4) 1985

1 f4 f6 2 ♜a4 g6?!

2...g5 (Spassky) is much better. Black threatens to close the kingside with ...h5, and there's nothing White can do to prevent it:

a) 3 fxg5 fxg5 4 g4 (in the game continuation White's pawn was on h5 and Black's on h6 so White's knight could enter f5 with devastating effect) 4...♙f7 5 ♙g3 (5 ♜c3 ♜c7 6 ♜d1 b5 7 ♜e3 b4 8 ♜f5 ♜e8 =; 5 ♙f3 ♙g6 6 ♙e3 h5 7 h3 hxg4 8 hxg4 ♙f7 9 ♗d3 ♙e7 10 ♙c2 ♗d7 11 b4 ♙c8 12 ♙b3 ♙b7 13 bxc5 bxc5 14 ♜c3 ♜c7 15 ♙a4 ♙b6 16 ♜d1 ♜e8 =) 5...♙g6 6 h4 gxh4+ 7 ♙xh4 h6 8 ♜c3 ♜c7 9 ♜b5 ♜xb5 10 cxb5 ♙g7 11 ♙h5 (11 g5 ♙g6 =) 11...♙h7 12 g5 hxg5 13 ♙xg5 ♙g7 =.

b) 3 ♙f3 h5 4 fxg5 fxg5 5 ♙e3 ♙e7 6 ♗d3 ♗d7 7 ♙c2 ♙c8 8 b4 ♙b7 9 bxc5 bxc5 10 ♜c3

♭c7 11 ♭d1 ♭e8 12 ♭e3 ♭f6 13 ♭f5 ♭c7 14 ♭d3 ♭d7 =.

3 ♭f3 ♭f7 4 h4 h6 5 g4 g5?

Black should play 5...♭g7!:

a) 6 h5 ♭f7 7 fxe5 fxe5 8 ♭g3 ♭f6 9 hxg6 and then:

al) 9...♭g7 10 ♭c3 ♭c7 11 ♭d1 b5 12 ♭e3 bxc4 13 bxc4 ♭xg6 14 ♭f5 ♭e8 15 ♭h4 ♭h7 16 g5 hxg5+ 17 ♭xg5 ♭g8 18 ♭e7+ (18 ♭g6 ♭f8 =) 18...♭f7 19 ♭c8 ♭g7 =.

a2) 9...♭xg6 10 ♭h4 ♭h7 11 ♭h5 ♭g7 12 g5 hxg5 13 ♭xg5 ♭f7 14 ♭f5 ♭e7 15 ♭g6 ♭c7 16 ♭xb6 ♭a6 17 ♭c8+ (17 ♭a4 ♭b4 18 ♭c3 ♭d3 19 ♭a2 ♭d7 ±) 17...♭d7 18 ♭a7 ♭b4 19 ♭f6 (the pawn ending arising after 19 ♭c6 ♭xc6 20 dxc6+ ♭xc6 is drawn because Black has the distant opposition: 21 ♭f6 ♭b6! 22 ♭f5 ♭b7 =) 19...♭d3 20 ♭c6 ♭c1 21 b4 cxb4 22 ♭xb4 ♭b3 23 ♭f5 (23 ♭d3 ♭d2 =) 23...♭c5 =.

b) 6 g5 hxg5 7 hxg5 ♭f7 8 ♭g4 exf4 (8...♭g7 9 f5 ♭f7 10 fxf6+ ♭xg6 11 gxf6 ♭xf6 12 ♭h5 ♭e7 13 ♭g6 ♭c7 14 ♭xb6 ♭a6 ±) 9 ♭xf4 ♭e7 10 ♭b2 ♭c7 11 ♭d3 ♭e8 (11...b5 12 gxf6+ ♭xf6 13 e5+ dxe5+ 14 ♭xe5 bxc4 15 bxc4 g5+ 16 ♭e4 ♭e7 17 ♭f5 ♭a8 18 ♭xg5 ♭b6 19 ♭f4 ♭d6 =) 12 ♭f2 (12 gxf6+ ♭xf6 13 e5+? dxe5+ 14 ♭xe5? g5+ 15 ♭e4 ♭d6+ +-) 12...♭g7 13 gxf6+ ♭xf6 14 ♭g4+ ♭e7 15 ♭g5 ♭h5 16 ♭xg6 ♭g3 17 ♭f2 (17 e5 dxe5 18 ♭xe5 ♭e2 ±) 17...♭e2 18 ♭d3 ♭g3 and Black should hold the position.

6 fxf5 fxf5 7 h5 ♭e7

7...♭f6!? sets a trap since 8 ♭c3? allows the defence 8...♭c7 9 ♭d1 b5 10 ♭e3 b4 11 ♭f5 ♭e8! =. Instead White's king should head for the queenside first; then he wins in similar fashion to the game continuation.

8 ♭c3 ♭c7 9 ♭d1 ♭e8

Now the defence 9...b5 isn't sufficient any more: 10 ♭e3 b4 11 ♭f5+ ♭d7 (11...♭f6 12 ♭xd6 ♭g7 {12...♭a6 13 ♭f5 +-} 13 ♭b7 ♭a6 14 d6 +-) 12 ♭xh6 ♭e7 (12...♭e8 13 ♭g8 +-) 13 ♭f5+ +-.

10 ♭e3 ♭g7 11 ♭e2 ♭d7 12 ♭d3 ♭c7 13 ♭c2 ♭c8 14 b4 ♭c7 15 ♭b3 ♭b7 16 ♭a4 ♭b8

Or:

a) 16...♭a6 17 ♭f5 ♭xf5 18 gxf5 g4 19 f6 g3 20 f7 g2 21 f8♞ g1♞ 22 ♞a8♞.

b) 16...cxb4 17 ♭xb4 ♭b8 18 ♭b5 ♭b7 19 ♭f5 ♭xf5 20 exf5 e4 (20...♭c7 21 f6 ♭d7 22 ♭xb6 e4 23 c5 dxc5 24 f7 ♭e7 25 d6+ +-) 21

f6 e3 22 f7 e2 23 f8♞ e1♞ 24 ♞f7+ followed by ♭c6 and mate.

17 bxc5 bxc5 18 ♭a5 ♭b7

18...♭a7 19 ♭f5 ♭xf5 20 gxf5 g4 21 f6 g3 22 f7 g2 23 f8♞ g1♞ 24 ♞e7+ ♭a8 25 ♭b6 ♞b1+ 26 ♭c6 +-.

19 ♭b5 ♭c7 20 ♭a6 ♭c8 21 ♭b6 ♭d7 22 ♭b7 ♭e8

22...♭e8 23 ♭c7 ♭e7 24 ♭c6 +-.

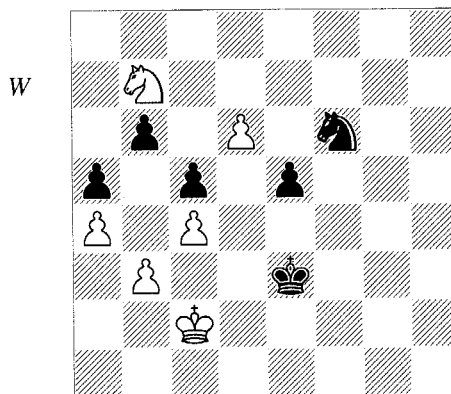
23 ♭f5 ♭f6 24 ♭xh6 ♭xe4 25 ♭f5 ♭f6 26 h6 e4

26...♭h7 27 ♭g3 ♭f6 28 ♭e4 ♭h7 (28...♭e7 29 ♭c6 ♭f7 30 ♭xd6+ ♭g6 31 ♭f5 ♭xg4 32 d6 +-) 29 ♭b6 ♭f8 30 ♭xg5 +-.

27 ♭b6 ♭h7 28 ♭b5 1-0

Black resigned due to 28...♭f6 29 ♭a4 ♭e8 (29...♭h7 30 ♭b3 ♭f6 31 ♭c2 ♭h7 32 ♭d2 ♭f6 33 ♭e2 ♭h7 34 ♭g3 ♭f6 35 ♭xe4 +-) 30 ♭xd6+ ♭f8 31 ♭f5 ♭f7 32 d6 +-.

Sometimes the attacking side can even sacrifice the knight, as in the following very famous example:



3.57

+/-

L. Alburtt - K. Lerner

Kiev 1978

Black threatens to advance his dangerous e-pawn, but White strikes first:

1 ♭xc5!! bxc5 2 b4! axb4

Or:

a) 2...cxb4 3 c5 ♭e4 4 d7 b3+ 5 ♭b2 +- as the pawn promotes.

b) 2...♭d7 3 bxa5 ♭f2 4 a6 e4 5 a7 e3 6 a8♞ e2 7 ♞e4 e1♞ 8 ♞xe1+ ♭xe1 9 a5 ♭b8 10 ♭c3 +-.

c) 2...e4 3 bxc5 ♭f3 4 c6 e3 5 d7 ♭xd7 6 cxd7 e2 7 d8♞ e1♞ 8 ♞d3+ ♭g4 9 ♞d1+ +-.

3 a5 e4 4 a6 ♖f2 5 a7 e3 6 a8 ♖ e2 7 ♖f8 e1 ♖ 8 ♖xf6+ ♔g3 9 ♖g5+ ♔h3

9... ♖f3 10 ♖d5+ ♔g3 11 ♖d3+ ♔h4 12 d7 ♖f2+ 13 ♔b3 +-.

10 ♖d2 ♖a1

10...b3+ 11 ♔c3 ♖a1+ 12 ♔xb3 ♖b1+ 13 ♔a4 +-.

11 d7 ♖a2+ 12 ♔d1 ♖b3+ 13 ♔c1 ♖a3+ 14 ♔d1 ♖b3+ 15 ♔e2! ♔g4 16 ♖d1!

Not 16 d8 ♖? ♖f3+ 17 ♔e1 ♖h1+ with perpetual check.

16... ♖xc4+ 17 ♔e3+ 1-0

Rules and Principles: Knight vs Knight

In summary, we would like to stress the following points:

1) Botvinnik's principle: knight endings are really pawn endings. The knight is unable to lose a tempo and an extra pawn usually means a lot (see, e.g., 3.47, 3.48 and E3.04).

2) Keep the knight as flexible as possible. If it is stuck on one circuit it can find it extremely difficult to reach certain squares (study 3.46 and 3.53).

3) The side with the advantage sacrifices the minor piece more often than in any other type of ending (compare E3.07, 3.52 and 3.57).

4) Rook's pawns are extremely dangerous since the knight has great difficulties stopping them (see, e.g., 3.02, 3.04, 3.36 and 3.48).

Reference works

Encyclopaedia of Chess Endings (ECE), Bishop and Knight Endings volume, Nicosia 1993

Läufer- und Springerendspiele (Av), Averbakh, Sportverlag Berlin 1987

Secrets of Minor-Piece Endings, Nunn, Batsford 1995

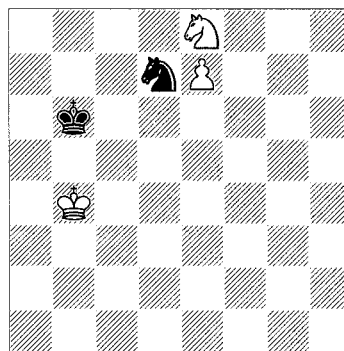
Exercises

(Solutions on pages 369-71)

W

E3.11

*****/

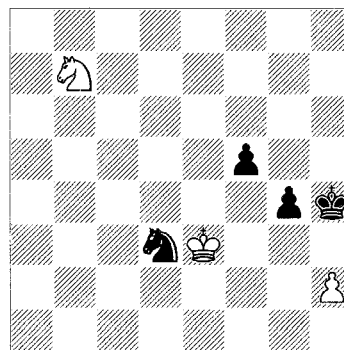


The position looks simple, but the solution is incredibly difficult!

B

E3.12

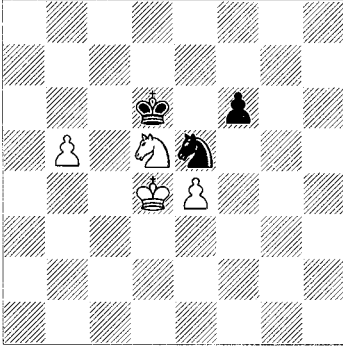
/**



The material is very reduced, which greatly increases White's drawing chances. However, his knight is a long way from the action. How should Black continue?

B

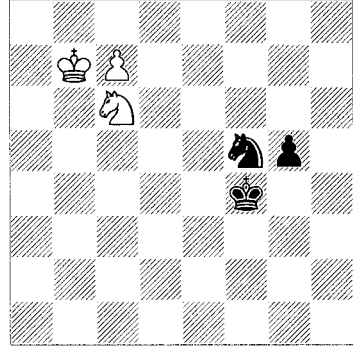
E3.13
/**



It looks pretty grim for Black. Can you find a defence?

W

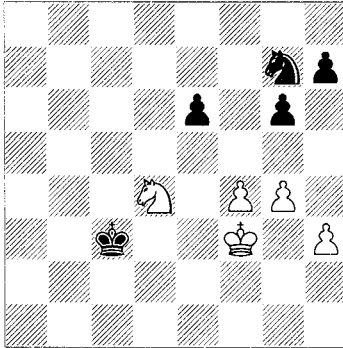
E3.16
****/



White to play and win.

W

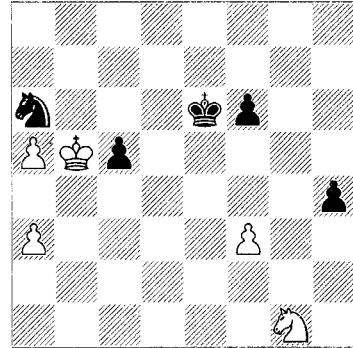
E3.14
**/



This position arose a few moves after adjournment. White had prepared the winning plan. What was it?

B

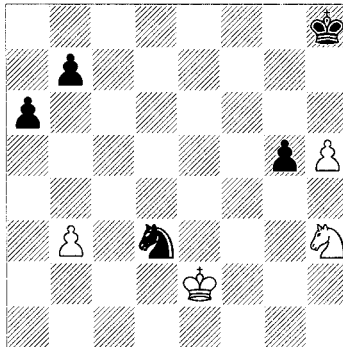
E3.17
/***



Both sides possess dangerous passed rook's pawns. Who will prevail?

B

E3.15
/*



It looks drawish, doesn't it?

4 Bishop Endings

The bishop is a long-range piece and can fight on both sides of the board at the same time, but can only visit half of the squares of the board. When it moves, it retains control over one of the diagonals on which it stood; therefore, if the bishop's important tasks all lie on one diagonal, it can fulfil them without falling into zugzwang.

Our chapter divides naturally into:

- 4.1: Bishop vs Pawns 93
- 4.2: Same-Coloured Bishop Endings 107
- 4.3: Opposite-Coloured Bishop Endings 118

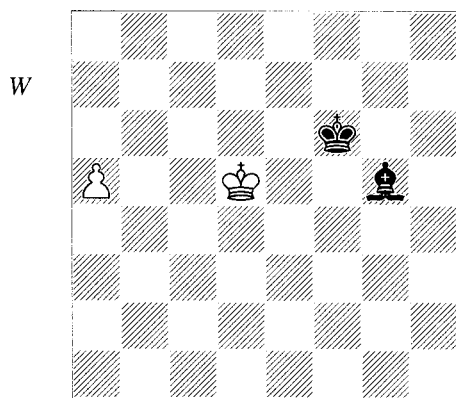
4.1 Bishop vs Pawns

Our topics are:

- A: Bishop vs Pawn(s) 93
- B: Fortresses 96
- C: Wrong Rook's Pawn 98
- D: Pawns on One Wing 100
- E: The Principle of One Diagonal 102
- F: Complicated Cases 103

A) Bishop vs Pawn(s)

There is usually no problem for the bishop to reach a certain diagonal and stop a single pawn, but trouble may arise if the bishop is obstructed:



4.01 +/=

H.Otten (end of a study)
The Boy's Own Paper, 1892

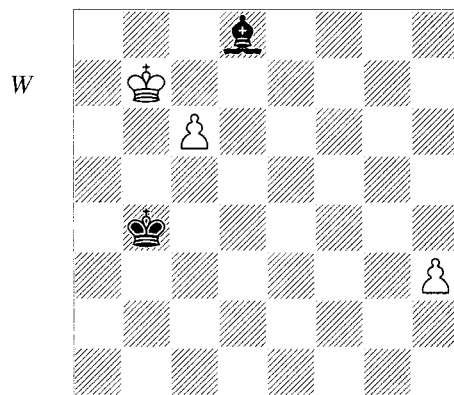
1 ♖e4! ♜h4 2 ♖f3! +-

Due to the terrible position of Black's king, the bishop is unable to reach the g1-a7 diagonal.

By the way, the original study is w♖e4, ♠a4, g4; b♖f6, ♜g7 (Av 18, ECE 141): 1 a5! ♜f8 2 ♖d5! ♜h6 3 g5+! and after 3...♜xg5 we have reached 4.01.

When facing two pawns, the bishop needs the help of its king to achieve the draw. In most cases a simple division of the tasks is sufficient. The bishop stops one pawn (often the more advanced one), while the king takes care of the other one.

The following position is critical:

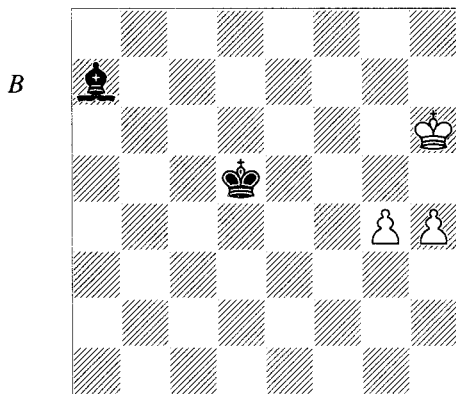


4.02 +/=

L.van Wely – Z.Almasi
Groningen 1995

Black to move would walk into the h-pawn's square, drawing. But in the game it was White to play: 1 h4! 1-0. The bishop is torn in two. It is very important to remember this deflection theme: 'last stop'. Rule: if the bishop has a vital task on one diagonal (last stop c7) it loses all power on the other diagonal – here control of h4. Of course 1 c7?? ♜xc7! = and 1 ♖c8? ♜a5! 2 h4 ♖c5 (the attack on c6 wins the missing tempo!) 3 ♖d7 ♖d5 4 h5 ♖e5! = are insufficient to win.

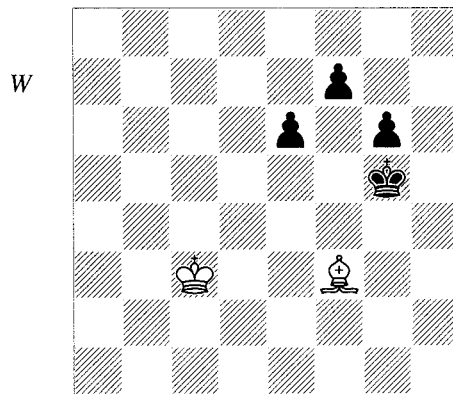
The outcome against two connected passed pawns depends on the ability of the defending king to help its bishop:



4.03

+/=

G.Sax – G.Ligterink
Amsterdam OHRA 1984



4.04

=/
=

B.Gelfand – R.Hübner
Munich 1992

The white pawns supported by their king look menacing, but with Black to move his king is just close enough:

1...♖e6

1...♙f2 2 h5 ♙e3+ 3 ♖g6 ♖e6 4 h6 ♙d2 5 h7 ♙c3! =.

2 g5

2 ♖g6 ♖e7 3 g5 ♙f2! 4 h5 ♙e3 5 h6 ♙xg5 =.

2...♙e3?

A pointless move. There were in fact three ways to draw:

a) The surprising 2...♙c5 3 g6 ♙f8+! 4 g7 ♖f7! =.

b) The standard method: 2...♖f5 3 g6 ♙d4! 4 h5 ♖g4! (in perfect harmony, the bishop stops the more advanced pawn, and the king the more backward one; we find this principle again in the ending rook vs two connected pawns) 5 g7 ♙xg7+! =.

c) 2...♙d4 3 h5 ♙e3 (or 3...♖f5 = as above) 4 ♖g6 ♙xg5 (an additional possibility with a rook's pawn; 4...♖e7 5 h6 ♖f8 6 h7 ♙d4! =) 5 ♖xg5 ♖f7 =.

3 ♖h7! ♖f5 4 g6! ♙d4 5 h5! 1-0

Black can't prevent the pawns from advancing by h6 and g7.

If White is to move, he wins with **1 g5! ♖e6** (1...♙f2 2 g6! ♙xh4 3 g7! +-; 1...♙e3 2 ♖h7 +-) **2 ♖h7 ♙d4 3 g6 +-**, when Black's king arrives too late.

With three pawns the winning chances increase of course, but if the defending king is in front of the pawns it is usually drawn:

Hübner made a deep analysis in CBM 30, from which we have drawn extensively:

1 ♙c6

Offering the chance to attack the pawns from behind.

1...e5

For 1...f5 2 ♙e8 ♖f6 3 ♖d4 e5+ 4 ♖e3 see the main line. 1...♖f4? makes it easy: 2 ♙e8 =.

2 ♖d3 f5 3 ♖e3 ♖f6 4 ♙e8 e4

4...g5 5 ♙d7 g4 6 ♖f2 (6 ♙c8 =) 6...♖g5 7 ♙c8 and now:

a) 7...f4 8 ♙b7 ♖f6 (8...♖f5 9 ♙c8+ =; 8...♖h4 9 ♖g2 f3+ 10 ♙xf3 =) 9 ♙e4 ♖e6 10 ♖e2 ♖d6 11 ♙f5 g3 12 ♖f3 ♖d5 13 ♙h3 =. White has a perfect blockade and as the bishop controls the g-pawn, 13...e4+ can be met by 14 ♖xf4.

b) 7...e4 8 ♙b7 ♖h4 (8...♖f4 9 ♙c8 =) 9 ♖g2 and here:

b1) 9...e3 10 ♙a6 ♖g5 (10...f4 11 ♙e2 =) 11 ♙e2 (11 ♙d3 ♖f4 12 ♙e2 ♖e4 13 ♖g3 =) 11...♖f4 12 ♙d3 ♖e5 13 ♖g3 =.

b2) 9...g3 10 ♙c6 ♖g4 11 ♙d7 e3 (11...♖f4 12 ♙xf5 ♖xf5 13 ♖xg3 =) 12 ♙b5 (12 ♙xf5+?? ♖xf5 13 ♖f3 g2 14 ♖xg2 ♖e4 15 ♖f1 ♖f3 +-; see 2.03) 12...f4 13 ♙e2+ ♖f5 14 ♖f3 ♖e5 15 ♙f1 ♖d4 16 ♖e2 =.

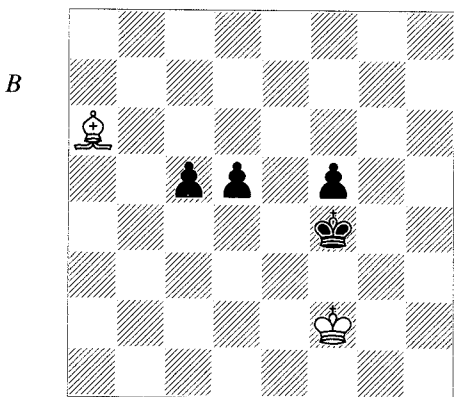
5 ♖d4 g5 6 ♙b5 g4 7 ♙f1 ♖g5 8 ♖e3!

Naturally, White couldn't allow ...♖f4. With careful play he has finally robbed the pawns of their flexibility.

8...♖h4
 8...g3 9 ♜h3 =.
 9 ♜f4 e3 10 ♜xe3 (NC) 10...♜g3 11 ♜b5
 f4+ 12 ♜e2 ♜g2 13 ♜c6+! f3+ 14 ♜e3! ♜g3
 15 ♜d5 f2 16 ♜e2! 1/2-1/2

Averbakh discusses bishop vs three connected passed pawns in great detail (see Av 23-38).

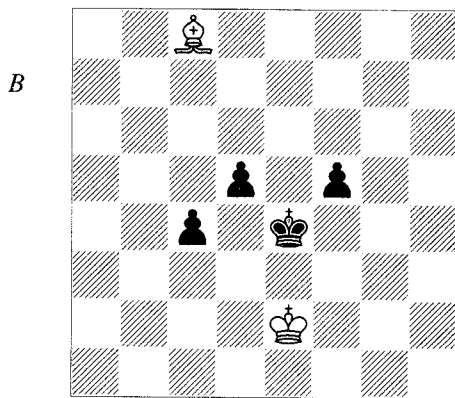
If the three pawns are not connected, the defending pieces must occupy good positions in order to reach a draw:



4.05 =/= **S.Skembris – A.Vragoteris**
Greek Ch 1993

We see again that the bishop is very useful in attacking from behind, thus limiting the actions of the black king:

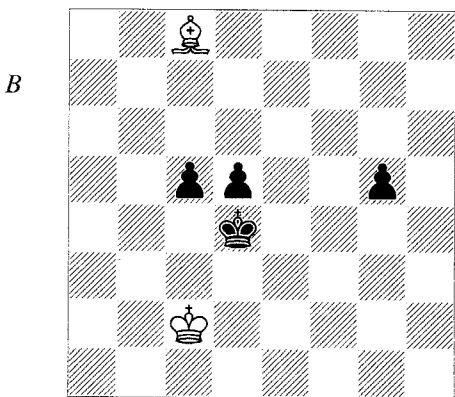
1...c4 2 ♜e2?
 2 ♜c8! was necessary immediately. 2...♜e4
 3 ♜e2 transposes to the game.
 2...♜e4?
 Black misses his chance: 2...♜g3! 3 ♜b7 d4
 4 ♜d5 c3 5 ♜c4 f4 6 ♜d3 (6 ♜d3 f3 7 ♜xd4 c2
 -+) 6...f3+ 7 ♜f1 f2 8 ♜e4 ♜f4 -+.
 3 ♜c8! ♜e5 4 ♜d7
 4 ♜f3 d4 (4...c3 5 ♜e3 d4+ 6 ♜d3 ♜f4 7
 ♜d7 =) 5 ♜a6 ♜d5 6 ♜c8 d3 7 ♜xf5 ♜d4
 (NC) 8 ♜f2! c3 9 ♜e1! ♜e3 10 ♜d1 =.
 4...♜e4 5 ♜c8 (D)
 5...♜e5
 5...f4 6 ♜g4! d4 7 ♜f3+ ♜e5 8 ♜d2! ♜d6 9
 ♜c2 ♜c5 10 ♜d2 (easier is 10 ♜h5 ♜b4 11
 ♜e2 =) 10...♜b4 11 ♜c2 d3+ (11...c3 12 ♜d3
 ♜b3 13 ♜d1+ ♜b2 14 ♜xd4 =) 12 ♜d2 ♜b3
 13 ♜d5 (13 ♜e4 =) 13...f3 14 ♜e3! (14 ♜xf3?
 c3+ 15 ♜xd3 c2 -+) 14...♜b4 15 ♜xf3 = (15



4.05A =/=

♜xf3? c3 16 ♜e3 ♜a3! 17 ♜xd3 ♜b2 -+).
 6 ♜d7 ♜f4 1/2-1/2

A small change in the position might change the result as well:



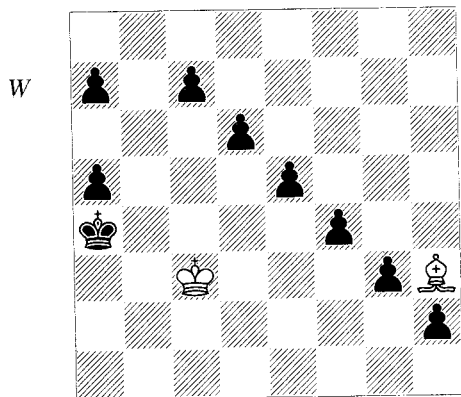
4.06 /+ **G.Lukasiewicz – D.Gurevich**
Geneva 1997

1...♜e3 0-1

Black's active king prevents the necessary communication between the white pieces, but the resignation, while objectively justified, is premature. Here are some sample variations:

a) 2 ♜e6 d4 3 ♜b3 ♜f4 4 ♜c4 g4 5 ♜d3 (5
 ♜xc5 g3 6 ♜d5 d3 -+) 5...♜f3! -+.
 b) 2 ♜c3 d4+ 3 ♜c4 ♜f4 4 ♜d3 (4 ♜xc5 d3
 5 ♜a6 d2 6 ♜e2 g4 -+) 4...g4 5 ♜e2 c4 6 ♜b7
 ♜g3 7 ♜c8 c3 8 ♜d7 (8 ♜d3 ♜f3 -+) 8...♜f4
 9 ♜c8 c2 10 ♜d2 d3 11 ♜b7 g3 12 ♜g2 ♜e5
 13 ♜b7 ♜d4 14 ♜c6 ♜c4 15 ♜e4 ♜b3 16 ♜c1
 ♜c3 17 ♜xd3 g2 -+.

We end this section with an amusing position. Against four or more healthy pawns the bishop is usually helpless, but what about eight pawns?



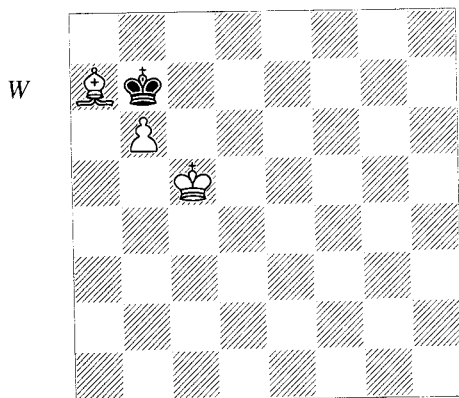
4.07 S.Loyd, 1868 =/+

1 ♖d7+! ♔a3 2 ♜c6! ♔a2 3 ♜c2! =

The black king is safely caught at the edge and the bishop is king of the long diagonal.

B) Fortresses

As the bishop can only visit half of the squares on the board, it is more likely that the defender can construct a fortress when fighting against a bishop than when facing a knight. We start with a real exception:

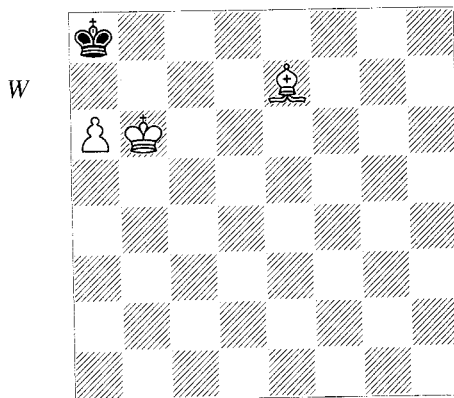


4.08 D.Ponziani, 1782 =/=

The unfortunate position of White's bishop makes progress impossible: 1 ♜b5 (1 ♜b8

♜xb8! 2 ♜c6 ♜c8 =; see 2.03) 1...♔a8! 2 ♜c6 stalemate!

The most important case is with a wrong rook's pawn:



4.09 wrong rook's pawn =/=

With a light-squared bishop White would give check and queen the pawn. However, the dark-squared bishop can't control the queening square. Thus it's a positional draw as Black's king can't be driven out of the corner: 1 ♜c5 ♜b8 2 ♜c6 ♜a8! (just stay in the corner!) 3 ♜b6 ♜b8 4 ♜d6+ ♜a8! =.

Rule: with the defending king on the queening square, king, bishop and rook's pawn only win if the bishop controls the corner square. Or shorter: bishop and wrong rook's pawn only draw. This rule is the foundation of the play in many other positions and is therefore of crucial importance. We deal with the resulting problems in various ways throughout the book.

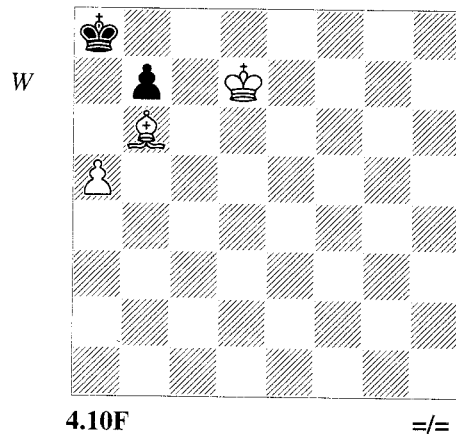
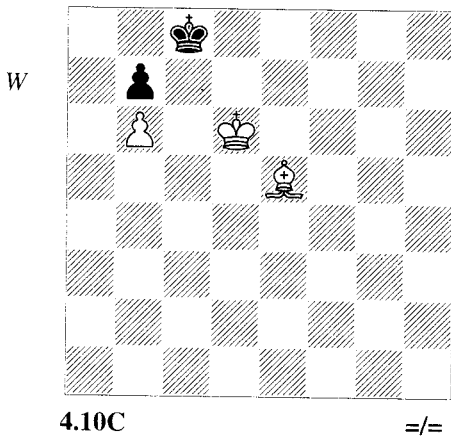
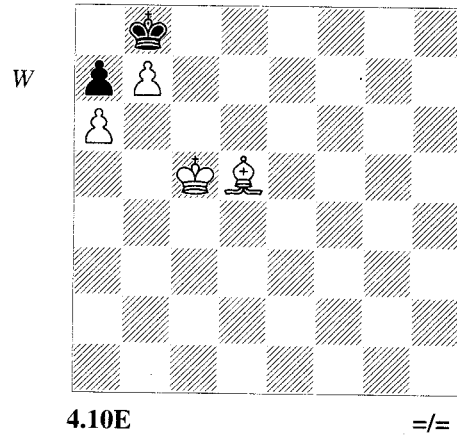
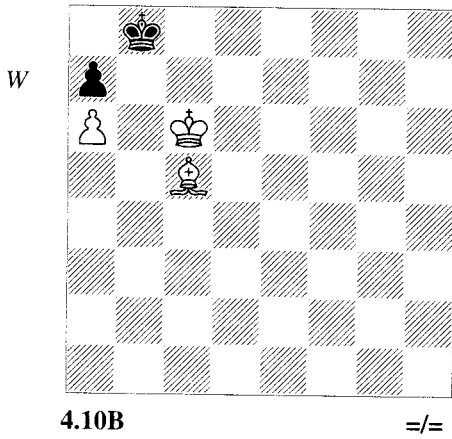
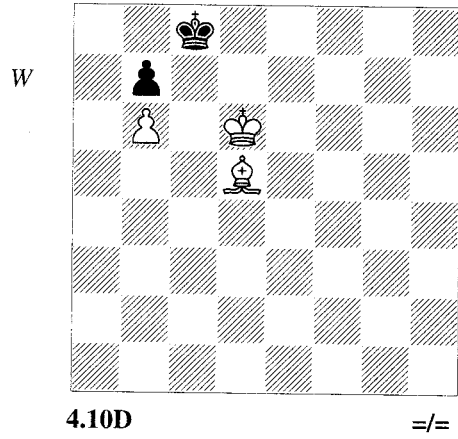
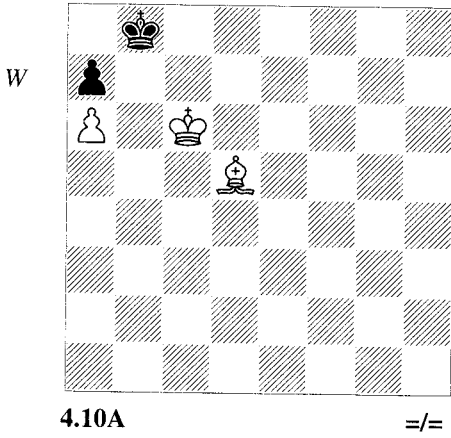
The following fortresses are worth remembering (diagrams 4.10A-4.10F):

Diagram 4.10A: Nothing would be changed if the blocked pawns were the base of a longer pawn-chain; e.g., add white pawns on b5 and c4 and black pawns on b6 and c5.

Diagram 4.10C: The pawns could be the base of a longer pawn-chain; e.g., add white pawns on c5 and d4 and black pawns on c6 and d5.

Diagram 4.10D: 1 ♜c6!? ♜b8! 2 ♜d7 bxc6! =. The initial position is also drawn with ♜a5 and ♜a6 added due to 2.31H.

Diagram 4.10F: 1 ♜c7 ♜a7! 2 ♜c8 ♜a8! 3 ♜b8 b5 4 axb6 stalemate.

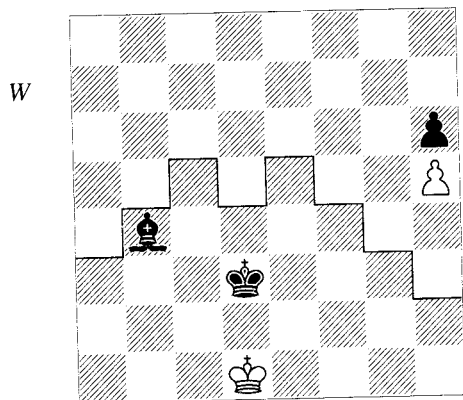


C) Wrong Rook's Pawn

We shall now discuss the problems caused by the presence of a wrong rook's pawn (remember 4.09) in more detail.

Rauzer's drawing zone

With a pair of blocked rook's pawns there is one very special situation, analysed by Rauzer in 1928:



4.11 =/=
 N.Short – A.Yermolinsky
 Wijk aan Zee 1997

It is easy to see that the position is drawn if White's king reaches the h1-corner and stays there. If White's king can't manage to get there it is much more difficult. The area below the line in the above diagram is called 'Rauzer's drawing zone'.

Averbakh gave the following guidelines:

- 1) It is not enough for White to be inside the zone – he has to reach the corner in time.
- 2) With the bishop controlling the a7-g1 diagonal, White has to be able to answer ...♗g4 with ♖e2.

Sometimes it is possible for the defender to leave the zone if he can make sure that he will return to it (see the game after 20...♗c3).

The game went:

1 ♖c1 ♖e2 2 ♗c2 ♗d2 3 ♗b3 ♗d1 4 ♗b2 ♗a5 5 ♗b3 ♗d2 6 ♗b2 ♗c3+ 7 ♗b3 ♗g7 8 ♗a3 ♗c2 9 ♗a2

If White leaves the drawing zone here then he loses: 9 ♗a4? ♗f8! 10 ♗a5 ♗b3 11 ♗b5 ♗b4 (a key manoeuvre to drive the king back) 12 ♗c6 ♗c4! 13 ♗b6 ♗d2 14 ♗c6 ♗c3 15 ♗d6 ♗g7! and now:

a) 16 ♖e6 ♗d4 17 ♗f5 ♗e5 18 ♗g4 ♖e4 19 ♗h3 ♗f3! 20 ♗h4 ♗g3+ 21 ♗h3 ♗c7 22 ♗h4 ♗g2 23 ♗g4 ♗g3 24 ♗f5 ♗f3! 25 ♗g6 ♗f4! 26 ♗f5 ♗e3 27 ♗e5 ♗g4 28 ♖e4 ♗a7 29 ♗d3 ♗xh5! 30 ♗e2 ♗g4 31 ♗f1 ♗h3 –+.

b) 16 ♗c6 ♗f8 17 ♗b6 ♗b4 18 ♗c6 ♗c5 19 ♗b7 ♗b5 20 ♗c7 ♗f8 21 ♗d7 ♗c5 22 ♗e6 (22 ♗c7 ♗d6+ 23 ♗b7 ♗b5 24 ♗a7 ♗c5+ 25 ♗b7 ♗b6 26 ♗c8 ♗c6 27 ♗b8 ♗g1 28 ♗a8 ♗d5 29 ♗b7 ♖e4 30 ♗c6 ♗f5 31 ♗d5 ♗g4 32 ♗e4 ♗a7 –+) 22...♗d4 23 ♗f5 ♗d6! 24 ♗g6 ♗f4! 25 ♗f5 ♗e3 26 ♗g4 ♗c7 27 ♗f5 ♗f3 28 ♗g6 ♗f4! 29 ♗f5 ♗e3 30 ♖e5 ♗g4 31 ♖e4 ♗b6 –+.

9...♗h8 10 ♖a3 ♗b1 11 ♗b3 ♗b2 12 ♗c4 ♗c2 13 ♗b4 ♗c1 14 ♗c4 ♗e3 15 ♗b4 ♗c1 16 ♗c4 ♗g5 17 ♗b4 ♗e7+ 18 ♗c4! ♗f6 19 ♗b4 ♗b2 20 ♗c4 ♗c3 21 ♗b5

Short leaves the zone for a short moment. He can return to it very soon. He could also play 21 ♗c5 ♗d3, when now he must be accurate:

a) 22 ♗d5? loses to 22...♗d4! as Rauzer proved in 1928 (ECE 166): 23 ♗c6 ♗c4! 24 ♗d6 ♗g7! –+; see the note to White's 9th move (after 15...♗g7!).

b) 22 ♗b5! =.

21...♗d3 22 ♖a4 ♗d4 23 ♗b4

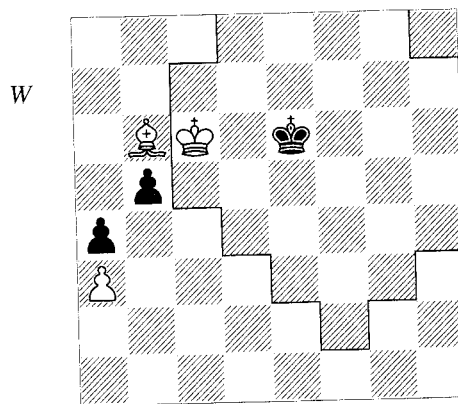
Back again!

23...♗f2 24 ♗b3 ♗c5 25 ♗b2!

Not, of course, 25 ♗a2??, when Black wins by 25...♖e4 –+.

1/2-1/2

With an additional knight's pawn, the drawing zone changes considerably:

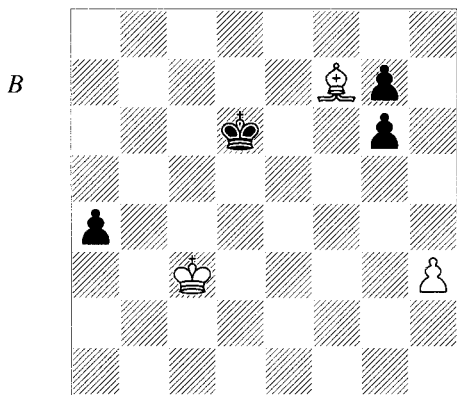


4.11A =/=
 M.Euwe – Baay
 Amsterdam 1921

Averbakh gave the zone (ECE 176, Av 93, including h8, but if White's king can move to f6 Black loses if the bishop can control f8 or h6 on the next move) in 1978. Black loses if he can't get back inside the zone. He has always to be careful not to allow White's bishop to cage him; e.g., w♟e6, ♟e7; b♟e8 and Black to move, which can also happen on h7 or h5. White, on the other hand, has to watch out for ...b4, especially if Black's king is near b5.

1 ♟c5 ♟e5 2 ♟d6+ ♟e6 3 ♟g3 ♟e7!
 3...b4? 4 axb4 a3 5 ♟e1 a2 6 ♟c3 +-.
 4 ♟d5 ♟d7 5 ♟d6 ♟c8 6 ♟e6 ♟b7 7 ♟d7
 7 ♟d5 ♟c8 8 ♟c6 ♟d8 9 ♟e5 ♟e7 = (not
 9...♟c8?? 10 ♟c7 +-).
 7...♟a6?
 7...b4! is correct: 8 ♟xb4 ♟a8 = or 8 axb4
 ♟b6 =.
 8 ♟c6 ♟a7 9 ♟c7 1-0
 Due to 9...♟a8 10 ♟b6 b4 11 axb4 a3 12
 ♟e5 a2 13 b5 a1 ♟ 14 ♟xa1 +-.

The next position is a little bit easier:



4.12 +/-

R.Dautov – D.Sermek
 Dresden Z 1998

White has a wrong rook's pawn so care is required. However, the doubled g-pawns allow the following winning plan:

- 1) Pick up the a-pawn.
- 2) Stalemate Black's king in the h8-corner, which forces ...g5.
- 3) Stalemate the king again, forcing ...g6.
- 4) The same procedure ultimately forces the transformation of the rook's pawn into a winning knight's pawn.

1...♟c5 2 ♟e8

2 ♟xg6?? is only drawn due to the fortress of 4.10F.

2...a3 3 ♟b3 ♟d4 4 ♟xa3 ♟e5 5 ♟b3 ♟f6 6
 ♟c4 ♟g5 7 ♟d5 ♟h6 8 ♟e6 ♟h7 9 ♟f7 ♟h8
 10 ♟f8 ♟h7 11 ♟f7 ♟h8

11...♟h6 loses normally since Black's king doesn't get back into the corner: 12 ♟g8 ♟g5 13 ♟xg7 ♟h4 14 ♟e6 +-.

12 ♟g8 1-0

Sermek resigned, not waiting for the procedure to be finished:

12...g5 13 ♟e6

13 ♟f7?? is the wrong way to do it: 13...g4! 14 hxg4 g5 15 ♟f6 ♟xg8 16 ♟xg5 ♟g7! = (see 2.06).

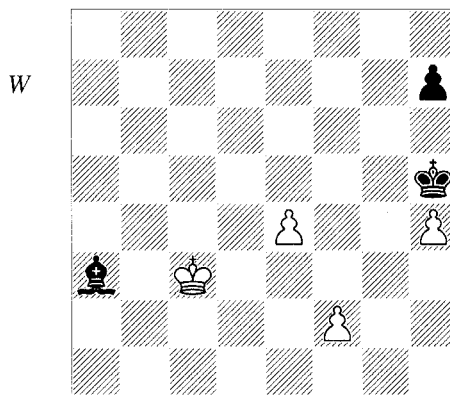
13...♟h7 14 ♟f7 ♟h8

14...♟h6 15 ♟g8 +-.

15 ♟g8 g6 16 ♟f7 ♟h7 17 ♟e6 ♟h8 18
 ♟g8 g4 19 hxg4 g5 20 ♟e6 +-

A similar ending occurred in 4.12A N.Short-G.Kasparov, *Belgrade 1989*: w♟d2, ♠b2, b4; b♟g1, ♟b5, ♠a6. 1 ♟e1 ♟g2 2 ♟d1 ♟f3 3
 ♟d2 ♟e4 4 ♟c3 ♟e3 5 ♟c2 ♟e2 6 ♟c1 ♟d3 7
 b3 ♟e1 8 ♟b2 ♟d2 9 ♟a1 ♟c2 10 ♟a2 ♟c1
 11 ♟a1 ♟b1 0-1.

In the next example Black's king is just in time to prevent White's from reaching the saving corner:



4.13 -/+

I.Ibragimov – S.Rublevsky
 Elista 1998

1 ♟d3

1 f4 ♟xh4 2 f5 h5 3 f6 ♟g5 4 ♟d3 ♟f4 5
 ♟e2 (5 e5 ♟b2 6 ♟e2 ♟g3 7 ♟f1 ♟h2 8 f7
 ♟a3 9 ♟f2 h4 10 ♟f1 ♟c5 -+) 5...♟g3 6 ♟f1

♖h2 7 e5 ♙b2! 8 f7 ♙a3 9 ♖f2 h4 10 ♖f3 h3
11 ♖f2 ♙f8 12 ♖f1 ♙c5 13 e6 ♖h1 +-.

1...♖xh4 2 ♖e2 ♖h3 3 ♖f1 ♖h2!

Black has won the battle between the kings. In the next step Black advances his h-pawn, while the bishop easily stops the connected passed pawns:

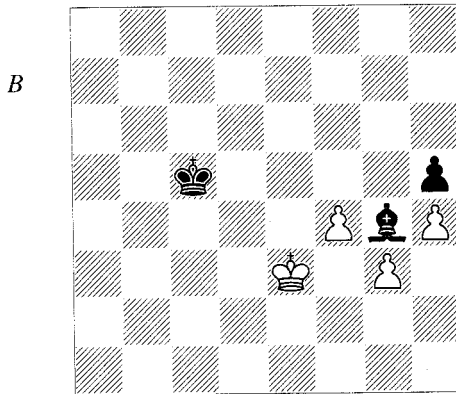
4 e5 h5 5 f4 h4 6 f5 ♙b2 7 e6

7 f6 ♙xe5 8 f7 ♙d6 9 ♖f2 h3 10 ♖f1 ♙c5
+- (Hecht in CBM 65).

7...♙f6 8 ♖f2 h3 9 ♖f1 ♙h4 0-1

D) Pawns on One Wing

In general there are no problems winning if the attacker can preserve at least one pawn from the defender's attempts to exchange all the pawns:



4.14 -/+
MChess Pro 3.85 – A.Yermolinsky
Boston Harvard Cup 1994

With the right rook's pawn and the defender's pawns safely blockaded, there are no real problems:

1...♖d5 2 ♖d3 ♙e6 3 ♖e3 ♙f5 4 ♖f3 ♖d4
5 ♖f2 ♙g4 6 ♖f1 ♖e3 7 ♖g2 ♖e2 8 f5

8 ♖g1 ♖f3 9 ♖h2 ♖f2 10 ♖h1 ♖xg3 +-.

8...♙xf5 9 g4!?

The computer sets a last desperate trap.

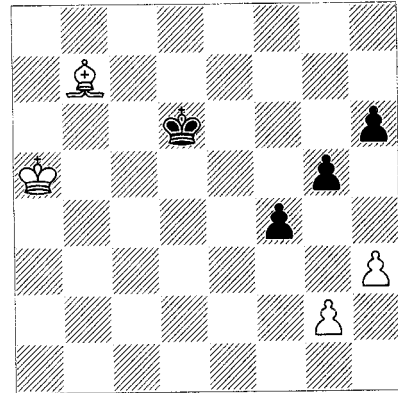
9...♙xg4

9...hxg4? 10 ♖g3 ♖e3 11 h5 ♖e4 12 h6 =.

10 ♖g3 ♖e3 11 ♖g2 ♖f4 12 ♖f2 ♙f3 13
♖f1 ♖g3 14 ♖e1 ♖xh4 15 ♖f2 ♖g4 16 ♖e3
♖g3 17 ♖d4 h4 0-1

In the next example a bit of care is required as White has a wrong rook's pawn and his king is far away:

B



4.15

+/-

I.Sokolov – R.Dautov
Ter Apel 1995

1...♖c5

1...h5 2 ♙f3 h4 3 ♖b6 ♖e5 4 ♖c5 +-.

2 ♙f3 ♖d4 3 ♖b5 ♖e3 4 ♖c4 ♖f2 5 ♖d4
h5 6 ♖e4

6 ♙xh5?? ♖xg2 7 ♙g4 f3 =.

6...♖g3

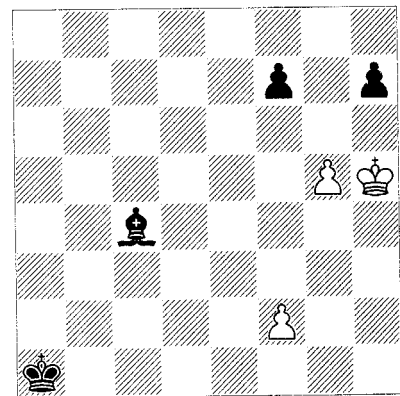
6...g4 7 hxg4 hxg4 8 ♖xf4 +- (Dautov in
CBM 47).

7 ♖e5 g4 8 hxg4 hxg4 9 ♖e4! 1-0

Dautov resigned as he is in a fatal zugzwang
after 9...gxf3 10 gxf3 +-.

The following example serves as a warning:
when you sacrifice your bishop, you have to be
sure that it works.

W



4.16

+/-

V.Loginov – O.Loskutov
St Petersburg 1996

1 ♖h6 ♙d3 2 ♖g7 ♙g6 3 f4 ♖b2 4 ♖f6

4 f5 ♖xf5 5 ♖xf7 ♖c3 and Black wins without difficulty as he has the right rook's pawn.

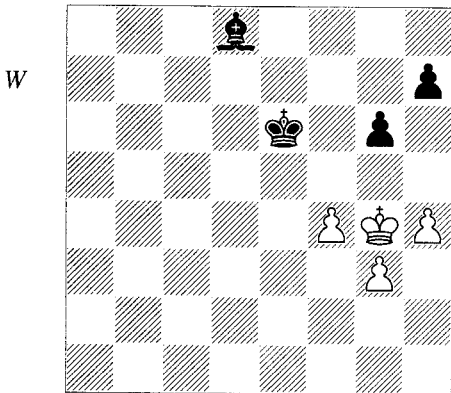
4...♖c3 5 f5 ♖d4??

5...♙h5! was called for: 6 ♖g7 (6 g6 ♙xg6 7 fxg6 hxg6 -+) 6...♖d4! (6...♙g4? 7 g6 fxg6 8 fxg6 h5 9 ♖f6! ♙d1 10 ♖g5 =) 7 ♖xh7 ♖e5 8 ♖h6 (8 g6 f6 9 ♖h6 ♙d1 10 g7 ♙b3 11 ♖g6 ♙g8 -+) 8...♙e2 9 ♖g7 ♙c4 10 f6 ♖f5 11 ♖h6 ♙b3 (zugzwang – these little waiting moves occur quite often; not, of course, 11...♙d3?? 12 g6! +-) 12 ♖h5 ♙c2 13 ♖h6 (now after 13 g6, 13...fxg6+ is check!) 13...♖g4 14 ♖g7 ♙g6 -+.

6 fxg6 fxg6 7 ♖g7 1-0

Loskutov resigned due to **7...♖e5 8 ♖xh7 ♖f5 9 ♖h6 +- (2.16).**

A wrong rook's pawn again causes a lot of trouble in the next example:



4.17 -/+

**N.Tolstikh – I.Zakharevich
Ekaterinburg 1997**

1 ♖f3

1 h5 ♙e7 2 ♖f3 ♖d5 3 ♖e3 ♙f6 4 g4 ♙b2 5 hxg6 hxg6 6 ♖f3 ♙d4 -+.

1...♖d5!

1...♖f5? 2 g4+! ♖e6 3 f5+ ♖f6 4 fxg6 hxg6 5 g5+! (first blocking the g-pawn) 5...♖f5 6 h5! = (and subsequently luring it to the rook's file!).

2 f5!?

2 ♖e3 ♙e7 3 ♖d3 ♙c5 4 g4 ♙e7 5 h5 (5 g5 ♖e6 6 ♖e4 ♙d6 -+) 5...♙a3 6 hxg6 hxg6 7 ♖e3 ♙c1+ 8 ♖f3 ♙d2 (waiting) 9 f5 g5 -+.

2...♖e5

2...gxh5?? 3 g4! =.

3 fxg6 hxg6 4 ♖g4

4 h5 g5 -+.

4...♖f6!!

Brilliantly dealing with White's threat of ♖h3 (protecting h4), g3-g4-g5 and h5, resulting in the wrong rook's pawn. 4...♖e4? allows White to draw by 5 h5 g5 6 h6 = or 5 ♖h3 ♖f3 6 g4 ♙c7 7 g5 ♙d8 8 h5 =.

5 ♖h3 ♖g7! 6 g4

6 ♖g4 ♖h6 7 ♖h3 ♖h5 8 g4+ ♖h6 transposes to the game.

6...♖h6! 7 ♖g3

Now 7 g5+ can be answered with 7...♖h5 8 ♖g3 ♙c7+ (8...♙xg5 9 hxg5 ♖xg5 -+ also wins) 9 ♖h3 ♙d6 -+.

7...♙e7 8 ♖h3

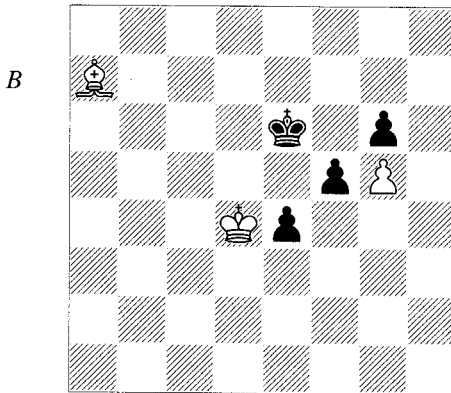
8 h5 g5! 9 ♖f3 ♖g7 10 ♖e4 ♖f6 11 ♖d5 ♙f8 12 ♖e4 ♖e6 13 ♖d4 ♙h6 14 ♖e4 ♙g7 -+.

8...♙b4 0-1

Due to **9 ♖g3 ♙e1+ 10 ♖h3 ♙f2** (zugzwang) **11 h5 g5 -+.**

Similar problems occurred in Portisch-Stein and Shirov-Mascariñas (ECE 222 and 234 respectively).

With very few pawns left, one has to watch out carefully for possibilities to reach a fortress:



4.18 +/-

**G.Tunik – S.Daniliuk
St Petersburg 1993**

The pawns are blockaded, but there is still a trick:

1...e3!?

1...♖d6 2 ♙b8+ ♖e6 (2...♖c6 3 ♙f4 ♖b5 4 ♖e5 +-) 3 ♙f4 ♖d7 4 ♖d5 ♖e7 5 ♖e5 ♖f7 6 ♖d6 +-.

2 ♖xe3?

After this mistake, Black's active king secures the draw. White should play 2 ♖c5! e2 3 ♗b4, and now:

a) 3...f4 4 ♖e4 f3 5 ♗e1! +- (5 ♖xf3?? ♖f5 6 ♗d2 e1 ♞ =).

b) 3...♗d7 4 ♖e5 ♖c6 5 ♖f6 ♗d5 6 ♖xg6 ♖e4 7 ♖h5 f4 8 ♖g4 f3 9 ♗e1 ♖e3 (9...♖e5 10 ♗f2 ♖e6 11 ♖h5 +-) 10 ♖g3 +- wins by one tempo.

2...♗d5 3 ♗b8 ♖c4 4 ♗e5
4 ♖f4 ♗d4 5 ♗c7 ♗d5 6 ♗b6 ♖d6 =.

4...♗d5 5 ♗b2 ♖c4 6 ♗d4 ♗d5
Not 6...f4+? 7 ♖e4 f3 8 ♗e3 +- and the pawns fall.

7 ♗d3 ♖e6 8 ♖c4 f4!

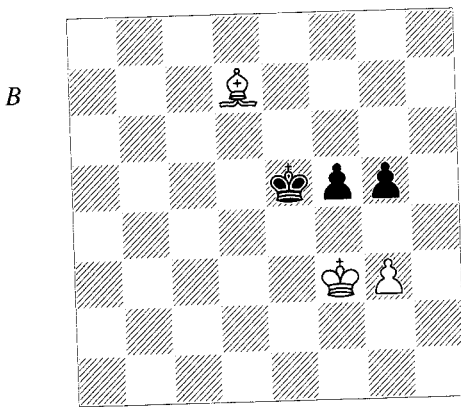
The point: Black's king can't stay on c4 or d5 any longer, but for a moment White has left the kingside open and the bishop has to protect his pawn from the f6-d8 diagonal, and so is unable to deal with the f-pawn as well. 8...♗d6? is bad due to 9 ♗c3 ♖e6 10 ♗d4 ♗d6 11 ♗b4+ ♖e6 12 ♗c5 +-.

9 ♗f6 ♖f5 10 ♗d3 ♖g4 11 ♖e2 ♖g3 12 ♖f1 ♖f3 13 ♗d8 ♖g3 14 ♖g1 f3 15 ♗a5 f2+ 16 ♖f1 ♖f3 17 ♗b6

17 ♗d2 ♖g3 18 ♗e3 ♖f3 19 ♗xf2 ♖f4! 20 ♗h4 ♖g4 =.

17...♖f4 18 ♗d8 ♖f3 19 ♗a5 ♖f4 1/2-1/2

There follow two examples on the theme 'Averbakh's Barrier' (Av 85):

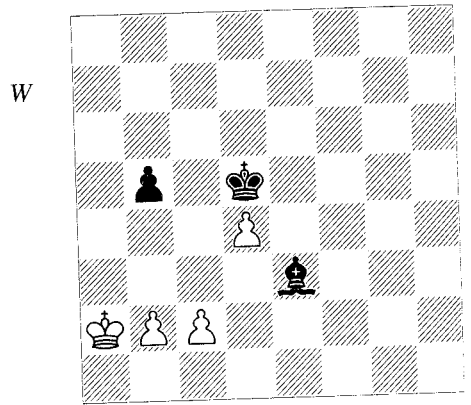


4.18A =/=

Y.Averbakh, 1969

1...f4! 2 g4 ♗d4 3 ♖e2 ♖c3 4 ♗c6 ♗d4 5 ♗d2 ♖c4 6 ♗e4 ♗d4 7 ♗d3 ♖e5 8 ♖c3 f3 9 ♗d2 ♖f4 10 ♗f5 ♖g3 11 ♖e3 f2 12 ♗d3 ♖xg4 =

This drawing idea is also interesting for studies:



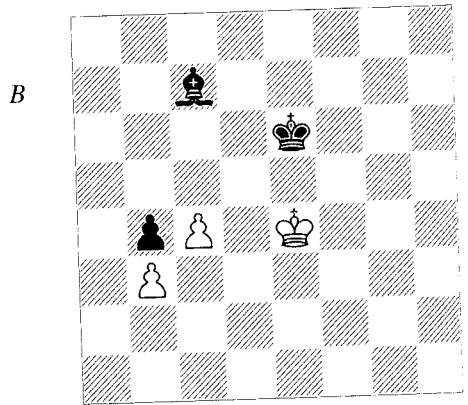
4.18B =/+

J.Timman, 1980

1 ♖b3! ♗xd4 2 ♖b4 ♖c6 3 c4! ♗c5+ 4 ♖c3 b4+ 5 ♗d3 ♖d6 6 ♖e4! ♖e6

6...b3 7 ♗d3 ♗b4 8 ♗d4 ♖c6 9 c5 ♖b5 10 c6 ♗a5 11 ♗d3 ♖b4 12 ♗d2 = (4.10D).

7 b3 ♗b6 8 ♖f4 ♗c7+ 9 ♖e4 (D)



4.18C =/=

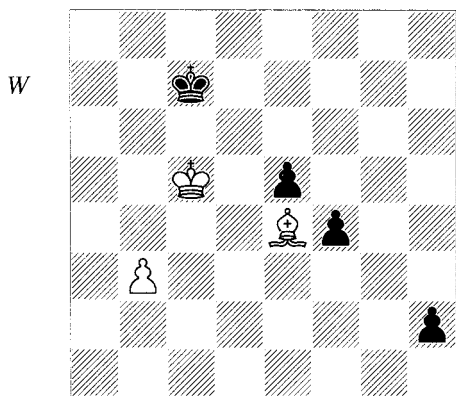
9...♗e5 10 ♗d3 ♖f5 11 c5 ♖e6 12 ♖c4 ♗c3 13 c6 ♗d6 14 ♖b5 ♗d2

14...♖c7 15 ♖c5 =

15 ♖b6 ♗f4 16 ♖b5 =

E) The Principle of One Diagonal

Rule: a bishop that can do all its tasks along a single diagonal is very strong, because it can't be diverted and he doesn't fall into zugzwang. The next example is typical:



4.19 +/-

R.Zelčić – M.Maras
Pula open 1997

Black's pawns are harmless, while White's b-pawn is a hero:

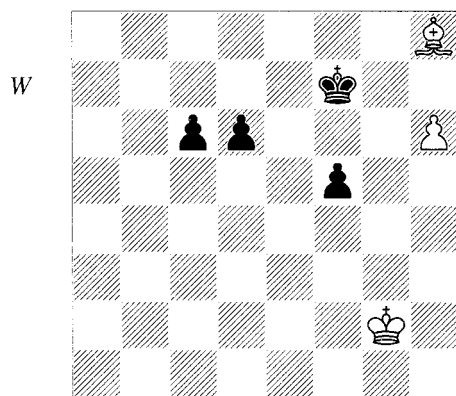
1 b4 ♖d7

1...♗b8 2 ♖c6 ♖c8 3 b5 ♖b8 4 b6 ♖c8 5 b7+ ♖b8 6 ♙h1 +--.

2 b5 ♖e6 3 b6 f3 4 ♙xf3 ♖f5 5 b7 e4 6 ♙xe4+ ♖xe4 7 b8♗ 1-0

Due to 7...h1♗ 8 ♗a8+ +--.

Sometimes one has to choose the right diagonal first:



4.20 +/-

A.Pugachov – M.Notkin
Russian Cht (Podolsk) 1993

Black's king has to stay in the square of White's h-pawn and can't support its pawns, but in order to eliminate the pawns White's king needs the bishop's help. It is already the last chance to activate the bishop:

1 ♙d4!

1 ♖f3?? ♗g6 2 ♙g7 c5 =. The bishop is badly placed on g7. It cannot protect the h-pawn while also dealing with Black's pawns.

1...♗g6

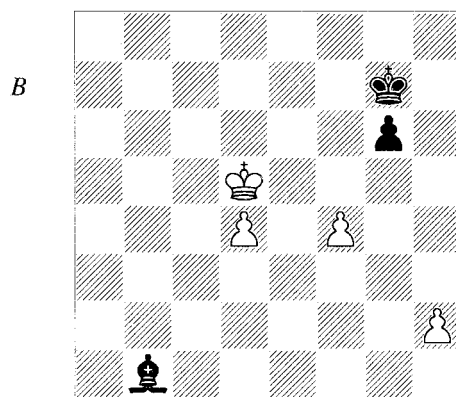
1...f4 2 h7 +--.

2 ♙e3 d5 3 ♖f3 d4 4 ♙f4 c5 5 ♖e2 c4 6 ♖d2 ♖f7 7 ♖c2 ♖f6 8 ♖b2 1-0

In view of ♗a3-b4; e.g., 8...♗g6 9 ♖a3 c3 10 ♖b3 ♖h7 11 ♖c4 c2 12 ♖xd4 +--.

F) Complicated Cases

We end the discussion of bishop + pawns vs pawns with four complicated battles:



4.21 =/+

R.Djurhuus – A.Gipslis
Gausdal 1993

Black has to act very precisely in order to win. His main weapons are waiting moves with the bishop, which step by step force Black's king back or provoke a fatal pawn move:

1...♖f6 2 ♖d6 ♙e4 3 ♖d7 ♙g2

3...♖f5 wins as in the note to White's 7th move. Gipslis probably wanted to gain some time on the clock.

4 ♖d6 ♙f3 5 ♖d7 ♙d5 6 ♖d6 ♙e4 7 d5

The first step: White has been forced to move his d-pawn. 7 ♖d7 is no better: 7...♖f5! 8 ♖d6 ♖xf4 9 ♖e6 g5 10 d5 g4 11 d6 ♙f5+! 12 ♖f6 ♙c8 +--.

7...♙g2 8 ♖c5 ♖e7!? 9 h4

9 ♖c6 ♙f3 10 ♖c5 ♖d7 11 ♖d4 ♖d6 +--.

9...♙f3 10 ♖c6 ♖f6 11 ♖c5

11 ♖d6 ♖f5 12 ♖c5 ♖xf4 13 d6 ♙g4 +--.

11...♖f5 12 ♖d6

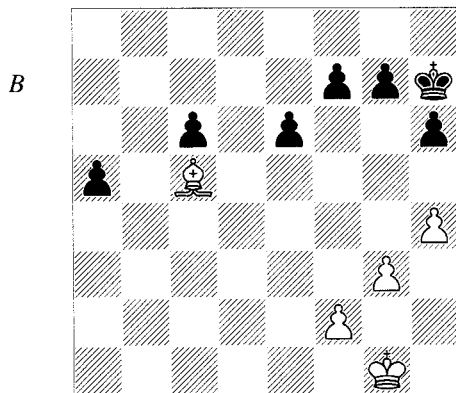
12 d6 ♖e6 13 f5+ gxf5 +--.

12...♙g2 13 ♖c5 ♗xf4 0-1

Djurhuus resigned due to 14 d6 ♙h3 15 ♖c6 ♗g3 16 d7 ♙xd7+ 17 ♗xd7 ♗xh4 -+.

If White were to move, he could draw with 1 ♗e6! ♙f5+ 2 ♗e7 ♙e4 3 ♗e6 ♗h6 (3...♗f8 4 ♗f6 =) 4 d5 ♙f5+ 5 ♗e7 ♗h5 6 d6 ♗g4 7 ♗f6 =.

We don't give too many variations in the next example as there are a lot of pawns left on the board:



4.22

/=

I.Sokolov – M.Suba
Antwerp 1996

In the game continuation Suba left his king too passive, but Black can draw this position by denying White's king an entry.

1...h5 2 ♖g2 ♗g6 3 ♙f8 f6 4 ♗f3 ♗f7 5 ♙a3 g5?

The desire to exchange pawns is understandable, but it is now more difficult to keep the position closed. 5...e5 followed by ...♗e6 was called for; e.g., 6 ♗e4 ♗e6 7 f4 exf4 8 gxf4 (8 ♗xf4 a4 =) 8...g6 9 ♙c5 a4 10 ♙a3 g5 11 fxg5 fxg5 12 hxg5 h4 13 ♗f4 h3 14 ♗g3 ♗f5 15 ♙e7 a3 =.

6 ♗e4 ♗g6?!

6...g4!? is tougher.

7 f4! a4

Or:

a) 7...g4 8 f5+ ♗f7 10 ♙c5 exf5+ (10...e5 11 ♗d3 +-) 11 ♗xf5 ♗g7 12 ♗e6 ♗g6 13 ♙c7 +-.

b) 7...g4 8 f5+ ♗f7 (8...exf5+ 9 ♗f4 a4 10 ♙c5 ♗g7 11 ♗xf5 ♗f7 12 ♙a3 ♗g7 13 ♙e7 +-) 9 ♙c5 a4 10 ♙a3 e5 11 ♗d3 ♗e8 12 ♗c4 ♗d7 13 ♙c5 +-.

8 fxg5 fxg5 9 ♗e5 gxh4 10 gxh4 1-0

Suba resigned as his kingside pawns are doomed:

10...♗f7 11 ♙c5 ♗g6

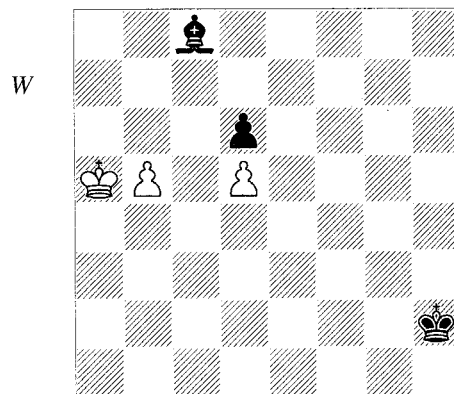
11...♗e8 12 ♗xe6 ♗d8 13 ♗d6 ♗e8 14 ♗xc6 ♗f7 15 ♗b5 ♗e6 16 ♗xa4 ♗f5 17 ♙e7 +-.

12 ♗xe6 ♗g7 13 ♗f5

13 ♗d6? ♗f6 14 ♗xc6 ♗f5 15 ♗b5 ♗g4 16 ♙e7 a3 =.

13...♗f7 14 ♙a3 ♗g7 15 ♗g5 +-

The next two games were won by the side with the pawns. The first is almost an endgame study:



4.23

+/=

A.Gershon – A.Rotshtein
Tel-Aviv 1997

Note how severely the pawns on b5 and d5 hamper the bishop.

1 ♗b6! (NC) 1...♙d7 2 ♗a6! ♙c8+ 3 ♗a7! ♗g3 4 ♗b8!!

Not 4 b6? ♗f4 5 ♗b8 (5 b7?? ♙xb7! 6 ♗xb7 ♗e4! 7 ♗c6 ♗e5! -+) 5...♙a6! 6 ♗a7! ♙c8! =.

4...♙g4 5 ♗c7

5 b6? ♙f3! 6 ♗c7 ♙xd5! 7 b7 ♙xb7! 8 ♗xd6! =.

5...♙e2 6 b6! ♙a6 7 b7

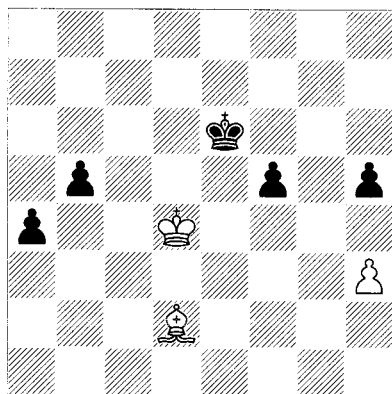
White could also have won by 7 ♗xd6 ♗f4 8 ♗c7 +-.

7...♙xb7 8 ♗xb7! ♗f4 (2.17) 9 ♗c7! 1-0

Due to 9...♗e5 10 ♗c6! +-.

The last example in this chapter should be drawn, but it is so difficult to play over the board that even a super-grandmaster such as Kamsky blundered.

B



4.24 =/=

G.Kamsky – P. van der Sterren
Wijk aan Zee FIDE Ct (2) 1994

The black pawns look threatening, but with careful play it would have been possible to deny Black's king access:

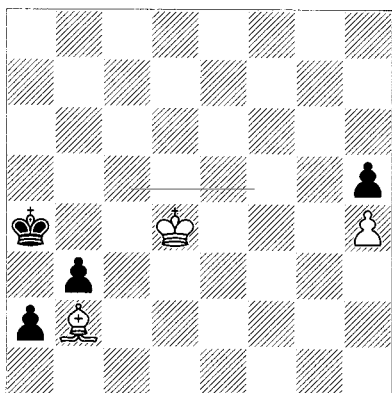
1...a3 2 ♖b4 a2 3 ♙c3 b4 4 ♙a1 ♔d6 5 ♙c4?

White should play 5 h4! (Van der Sterren):

a) 5...b3 6 ♙c4 and now:

a1) After 6...f4? it is suddenly White who wins: 7 ♙d4! (7 ♙xb3? f3 --+) 7...f3 8 ♙e3 ♙d5 9 ♙xf3 ♙e6 10 ♙e4 ♙d6! 11 ♙b2 ♙c5 (11...♙e6 12 ♙e5! +-) 12 ♙d3 ♙b4 13 ♙d4 ♙a4 (D).

W



4.24A +/-

White wins the pawns by carefully swapping over his pieces.

a11) Not 14 ♙c4? a1♙ 15 ♙xa1 ♙a3 16 ♙d5 (16 ♙c3 ♙a2 17 ♙b2 ♙b1 18 ♙xb3 is stalemate) 16...b2 17 ♙xb2+ ♙xb2 = as Black is in time.

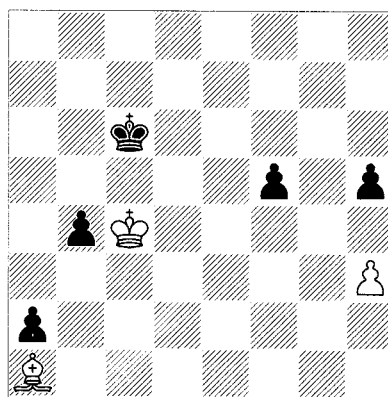
a12) 14 ♙a1 ♙a3 15 ♙c3 ♙a4 16 ♙b2 ♙b4 17 ♙c1 ♙c4 18 ♙g7 ♙d3 (18...♙b5 19 ♙b2 ♙b4 20 ♙h8 ♙a4 21 ♙c3 +-) 19 ♙b2 (now Black cannot avoid the loss of his queenside pawns) 19...♙c4 20 ♙a3 +-.

a2) 6...♙e6 7 ♙d4 ♙d6 =.

b) 5...♙e6 6 ♙b2! ♙d6 7 ♙a1 =.

5...♙c6! (D)

W



4.24B -/+

6 ♙b3

Wolff showed in CBM 39 that the alternatives also lose:

a) 6 ♙d4 ♙b5 7 ♙d3 ♙a4 8 ♙c2 f4 --+.

b) 6 ♙d4 f4 7 ♙b3 ♙d5 --+.

c) 6 h4 f4 7 ♙d3 ♙d5 8 ♙h8 f3 9 ♙e3 ♙c4 --+.

d) 6 ♙xb4 ♙d5 7 ♙c3 (7 ♙b3 f4 --+) 7...♙e4 8 ♙d2 ♙f3 9 ♙c2 ♙g2 10 ♙b3 f4 11 ♙xa2 f3 12 ♙d4 f2 13 ♙xf2 ♙xf2 14 ♙b2 ♙g3 15 ♙c2 ♙xh3 16 ♙d2 ♙g2 --+.

6...♙d5 7 ♙xa2 f4 8 ♙f6 f3 9 ♙h4 ♙d4 10 ♙b3 ♙e3 11 ♙xb4 f2 12 ♙xf2+ ♙xf2 0-1

The white king doesn't reach the saving square f1 in time.

Rules and Principles: Bishop vs Pawns

1) The principle of one diagonal (4.19, 4.20).

2) The bishop is a long-range piece and can fight on both wings. Loyd's position 4.08 demonstrates this in a superb way.

3) Be aware of the important draw with bishop and wrong rook's pawn vs king (4.09, 4.11, 4.12).

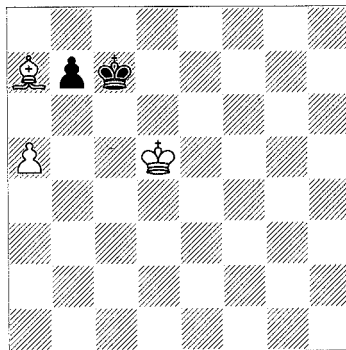
Reference works

Encyclopaedia of Chess Endings (ECE), Bishop and Knight Endings volume, Nicosia 1993

Läufer- und Springerendspiele (Av), Averbakh, Sportverlag Berlin 1987

W

E4.03
***/
***/



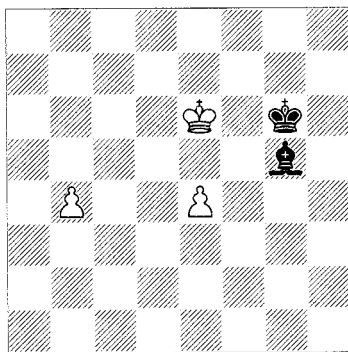
Exercises

(Solutions on pages 371-3)

How can White avoid the known fortresses?

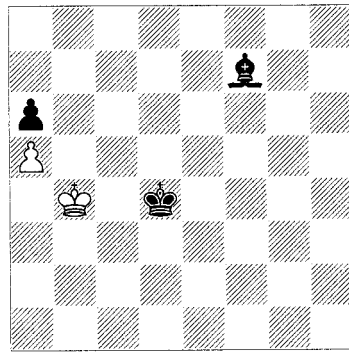
B

E4.01
/**



B

E4.04
/**

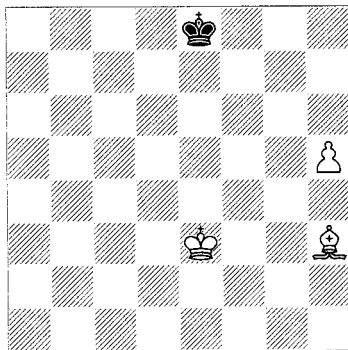


In the game Black didn't manage to coordinate his pieces and soon resigned. Can you do better?

With you as the shepherd and the bishop as your dog, let's drive the sheep out of the corner! Give some sample variations.

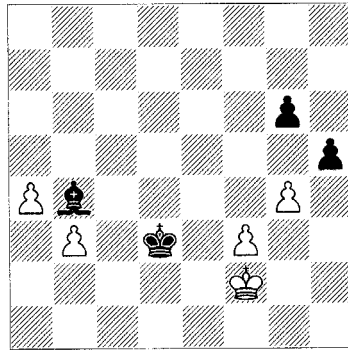
W

E4.02
**/
**/



B

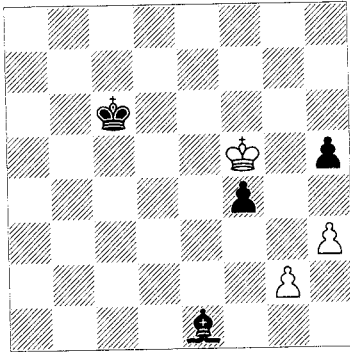
E4.05
/***



True, you have the wrong rook's pawn, but nobody said that you have to let the black king into the saving corner!

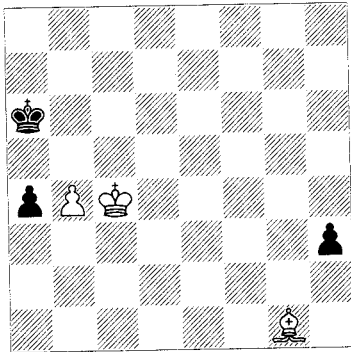
White has just played g4, threatening to leave you with the wrong rook's pawn! How do you react, ...hxg4 or ...h4?

W
E4.06
***/



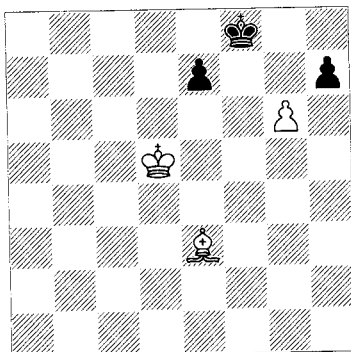
It looks pretty grim for White. Is there any defence?

W
E4.07
*/



If Black were to move, he would lose at once. Can White make any use of this fact?

W
E4.08
**/



It looks drawish as White has only one pawn left. What should White do?

We now move on to positions where both sides have a bishop. Endings with same- or opposite-coloured bishops are so different in evaluation and play that a strict separation is useful. We start with...

4.2 Same-Coloured Bishop Endings

A few thoughts first. As the bishops have the same colour, they often fight for the same squares. The stronger side can usually offer a bishop exchange to gain control over certain diagonals. The fight on the 32 uncontrolled squares is left to the kings and pawns. It is important to know that it can be very difficult to drive a defending king away from an uncontrolled square, especially if a check with a pawn isn't available and the defending bishop is free, so that zugzwang is unlikely.

Let us think about the pawn-structure. There are pros and cons and a general rule could easily be misunderstood, but in most cases your pawn-chains are clearly better placed on the opposite colour to your bishop. This has the obvious advantage that they can't be attacked by the opponent's bishop and that they restrict the opponent's king. You can then protect the 'holes' in between with your bishop or (in closed structures) attack the opponent's pawn-chain yourself. A pawn-chain on your bishop's colour can be protected by your bishop and sometimes severely restricts the opponent's bishop in its actions, but there is a big disadvantage. The pawns are open to attack from both the opponent's bishop and king, which can invade through the holes unprotected by the bishop and the pawns. You can then only deny the entrance with your own king, which often leads to zugzwang positions.

The topic is discussed as follows, as always starting with the most basic positions:

A:	Bishop + Pawn(s) vs Bishop	107
B:	Pawns on One Wing	110
C:	Pawns on Both Wings	111
D:	Important Motifs and Resources	114

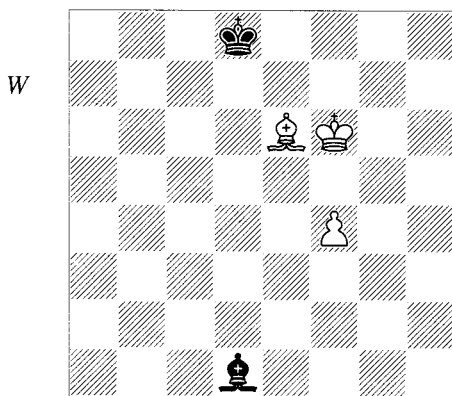
A) Bishop + Pawn(s) vs Bishop

There are two basic defensive resources as the bishop can sacrifice itself for the pawn:

1) If the defending king reaches a square in front of the pawn opposite to the bishop's colour, it is an ironclad draw.

2) If the defender's king gets to the rear of the pawn as in 4.26, he can draw according to Centurini's Rule.

We start with the case when the defender tries to get in front of the pawn:



4.25 =/=

V.Ivanchuk – B.Gelfand

— Novgorod 1996

1 ♖g7

After 1 ♖g6 ♗e7 2 ♙c4 ♖f8 = Black's king gets in front of the pawn and no progress can be made whatsoever.

1...♙c2!?

1...♗e7?? runs into 2 f5! ♙g4 (2...♙h5 3 ♙b3 ♙e8 4 f6+ ♗d6 5 ♙c2 ♗e5 6 ♙g6 +-) 3 f6+! ♗xc6 4 f7! +-.

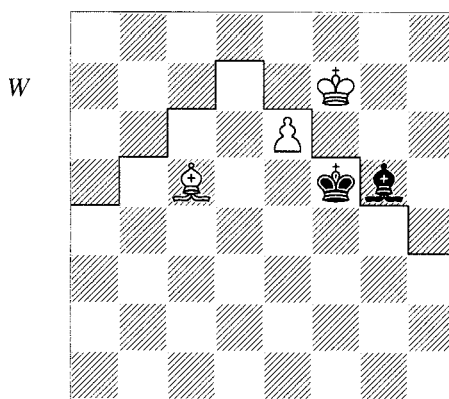
2 ♙f7 ♙f5!

From f5 the bishop can escape on both diagonals if it is challenged. Not 2...♙e4? 3 ♙g6! ♙d5 4 f5! +-.

3 ♙g6 ♙g4 4 ♖f7 ♙h3 5 ♙c2 ♙g4 6 ♙b3 ♙f5 1/2-1/2

If the defending king can't get in front of the pawn, the other principal method of defence is to go to the rear of the pawn. We deal with dark-squared bishops but Centurini's Rule is valid analogously for light-squared bishops.

The next position illustrates Centurini's Rule with the kings in vertical opposition. The black king controls the important f6-square and Black can't fall into zugzwang as both the diagonals from e7 are long enough (at least four squares).



4.26

=/=

L.Centurini, 1856

1 ♙e7

Blocking the pawn, so Black has time to change the bishop's diagonal. This is why Black's control of f6 is so important – if White were able to play ♙f6 then he would win.

1...♙e3 2 ♙f6 ♙c5! =

Centurini's Rule: if the passed pawn has advanced beyond the line, the attacker is winning as one of the diagonals is shorter than four squares and therefore not long enough to avoid a zugzwang position.

There are two exceptions to this rule, both given by Centurini in 1856: ♗e8, ♙h6, ♗f7; ♗e6, ♙d6 and ♗g8, ♙e3, ♗h7; ♗g6, ♙e5 are drawn whoever moves first (Av 169, Av 167). If the edge is near, the attacker has problems winning (see, e.g., Centurini's position 0.01).

Halberstadt illustrated the fight of the kings to reach the opposition as in 4.26 with the following masterpiece (see next diagram):

1 ♙e4!!

1 ♗d6? ♗d3 2 ♖c7 ♖c4 3 ♖c8 ♗d5 4 ♙g5 ♙a5! 5 ♙f4 ♖c6! = draws by Centurini's Rule.

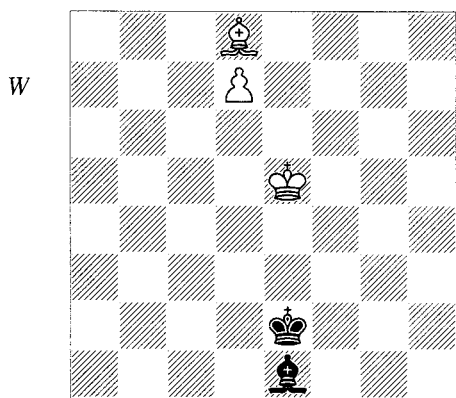
1...♙b4

Or: 1...♙f2 2 ♗d5! ♗d3 3 ♖c6! +-; 1...♙d2 2 ♖f5! ♙e1 3 ♖g5! ♙b4 4 ♖g6 ♗d3 5 ♖f7 ♙e1 6 ♙c7 +-.

2 ♗d4!

White gains several tempi by using the route c4-b5-b6-b7, because Black's bishop always needs access to the a5-d8 diagonal to parry White's threat to free the queening square.

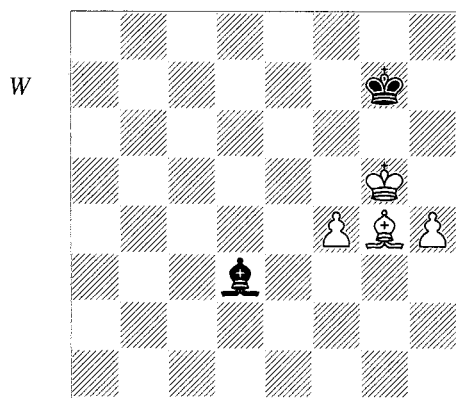
2...♖f3 3 ♖c4! ♙e1 4 ♖b5! ♙g3 5 ♖c6 ♙e1 6 ♖b6 ♙f2+ 7 ♖b7 ♙e1 8 ♙e7 ♙a5 9 ♖c8 ♖e4 10 ♙d6 ♗d5 11 ♙c7! +-



4.26A +/= **V.Halberstadt, 1939**

Nunn deals with the subject of bishop and pawn vs bishop in much more detail in *Secrets of Minor-Piece Endings* (pp. 151-205).

With two extra pawns, the winning chances are very high. In the following two examples the presence of wrong rook's pawns causes difficulties:



4.27 +/- **R.Fischer – P.Keres**
Zurich 1959

1 h5 ♖e4 2 h6+ ♗h8 3 ♜f5

First White forces the black bishop to the h3-c8 diagonal.

3...♗d5 4 ♜g6 ♗e6 5 ♖f6

Not, of course, 5 f5?? ♗xf5! 6 ♗xf5 = (4.09).

5...♗c4 6 ♖g5 ♗e6 7 ♗h5 ♗h7 8 ♜g4

That's it: Black can't stop f5!

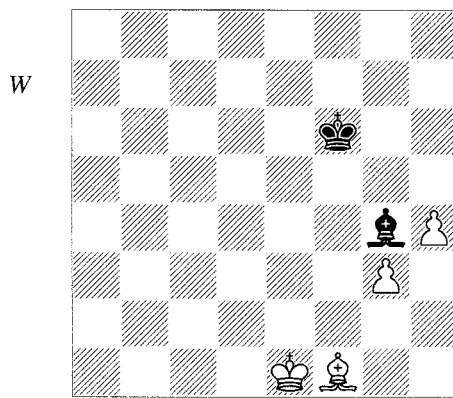
8...♗c4

8...♗xg4 9 ♗xg4 ♗xh6 10 ♖f5! +/-.
9 f5 ♗f7 10 ♗h5 ♗c4 11 ♗g6+ ♖g8 12 f6 1-0

In view of, e.g., 12...♗b3 13 ♖f4 ♗c4 14 ♗e5 ♗b3 15 ♗d6 ♗c4 16 ♗e7 ♗b3 17 ♗f7+ ♗xf7 18 h7+ ♗xh7 19 ♗xf7 +/-.

Averbakh gives more details with bishop and two isolated pawns vs bishop (see Av 197-210).

A wrong rook's pawn also complicates the win with connected passed pawns:



4.28 +/- **Z.Gyimesi – M.Ruf**
Lenk 1993

With careful manoeuvring Gyimesi doesn't allow Ruf to sacrifice his bishop for the g-pawn until he has advanced far enough:

1 ♖f2 ♗e5 2 ♗e3 ♗e6 3 ♜g2 ♜g4 4 ♜f3 ♗h3 5 ♗h5

5 g4?? ♗xg4! 6 ♗xg4 ♖f6 = (4.09).

5...♗d7 6 ♖f3 ♗e6

6...♗a4 7 ♖g4 ♖f6 8 ♖f4 ♗d7 9 ♜g4 ♗a4 10 h5 ♖g7 11 ♖g5 ♗h7 12 ♗f5+ ♖g7 13 h6+ ♗h8 14 ♖f6 ♗d1 15 ♗e4 ♖g8 16 ♖g5 ♗e2 17 ♖f4 ♖f7 (17...♗h8 18 ♗f3 +/-) 18 ♗h7 +/-.

7 ♜g4 ♗d5+ 8 ♗e3 ♗b3 9 ♗h5 ♗e6 10 ♗f3 ♗d7 11 ♗e4 ♜g4 12 ♗d3 ♗e6

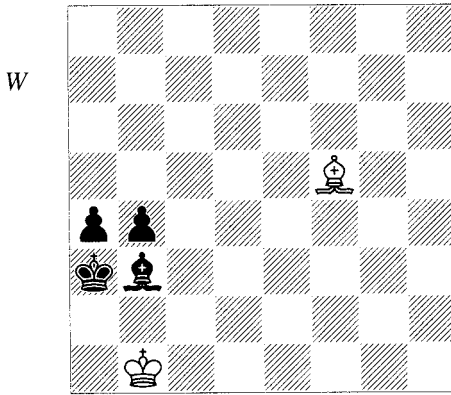
12...♗d1 13 ♗e2 ♗b3 14 g4 ♗e6 15 g5 ♖f5 16 ♖f3 ♗d5+ 17 ♖g3 ♗e4 18 ♜g4+ ♖e5 19 h5 ♗d3 20 h6 ♗c2 21 ♖h4 ♗d3 (21...♖d6 22 g6 ♗xg6 23 ♖g5 ♗h7 24 ♗f5 ♗g8 25 ♖f6 +/-) 22 ♖h5 +/-.

13 h5 ♜g4 14 h6 ♖f6 15 ♖f4 ♗d1 16 g4 ♖f7

16...♗xg4 17 ♖xg4 ♖f7 18 ♗h7! +/-.

17 ♗h7 ♗e2 18 g5 ♗c4 19 ♖e5 ♖e7 20 ♗c4 ♖f8 1-0

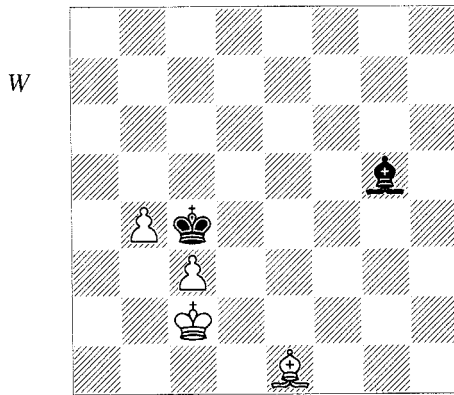
We should note two exceptions to the rule that two connected passed pawns win. The first shows a nice bishop-hunt:



4.28A =/+
J.Moravec, 1927

1 ♖a1! (NC) 1...♙d5 2 ♙e4! ♙e6 3 ♙f5!
♙f7 4 ♙g6! ♙g8 5 ♙h7! ♙a2 6 ♙c2! b3 7
♙xb3! axb3 stalemate

The second is a fortress:



4.28B =/=
R.Fine, 1941

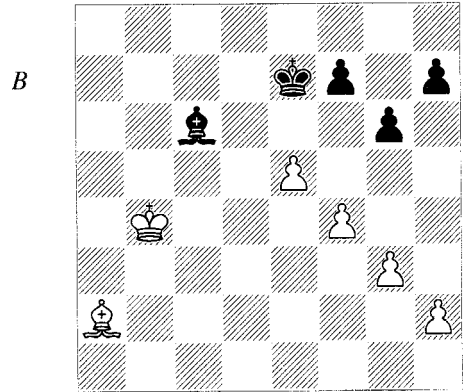
The pawns are blockaded on squares opposite to the bishop's colour and there is no chance of zugzwang. Therefore, White can't make real progress:

1 ♖b2 ♙f4 2 ♖a3 ♙g5 3 ♖a4 ♙d8! 4 b5
♙c7 =

This diagram is an example of the following **general rule for bishop endings**: *connected passed pawns should be on squares opposite to your bishop's colour to avoid a blockade.*

B) Pawns on One Wing

With pawns only on one wing the drawish tendency is very high as it is very difficult to dislodge a defending king from a square opposite to the bishop's colour. Therefore, most positions with two pawns vs one pawn and three pawns vs two pawns are drawn. Even with four vs three, a draw is a very likely outcome:



4.29 /=
G.Ståhlberg – R.Fine
Kemerli 1937

1...f6!? 2 ♖c5 ♙d7 3 ♙g8 h6 4 ♖d5 ♙a4 5
♖d4 ♙d7 6 ♙c4 ♙a4 7 ♙d3 ♙e8 8 h4 g5

The game was soon agreed drawn. Black has put all his pawns on dark squares and the bishop will be able to prevent any penetration by the white king.

The next example is very complicated (*see following diagram*).

White has to sacrifice two pawns in order to win:

1 f5+! gxf5

1...♙xe5 2 fxg6 fxg6 3 ♙xg6! +-.

2 ♖f4 ♙g4 3 ♙c4+

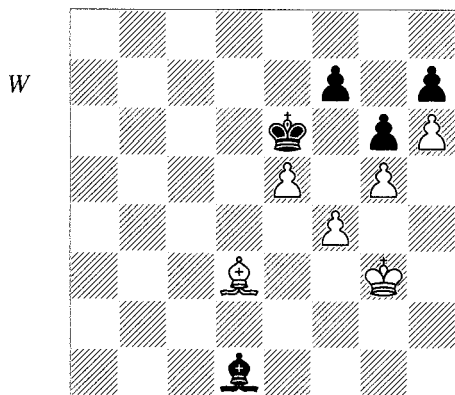
3 ♙c2 ♖d7 (3...♙h3?! 4 ♙b3+ ♖e7 5 ♙xf7 +-)

4 ♙xf5+? is no good as the pawn ending is drawn: 4...♙xf5 5 ♖xf5 ♖e7 =.

3...♖e7 4 ♙xf7?

4 g6!! fxg6 5 ♙g8 ♖f8 6 ♙xh7 ♙d1 7 ♙xg6 ♙b3 8 ♖xf5 ♖g8 9 ♖f6 ♖h8 10 ♙f7 ♙a4 11 e6 ♖h7 12 ♖g5 ♙b3 13 ♙g6+ ♖g8 14 e7 ♙a4 15 ♖f6 and White brings his king to d8 and finishes with ♙f5-d7 +- (B.Rosen in *Fit im Endspiel*).

4...♖xf7 5 e6+ ♖xe6?

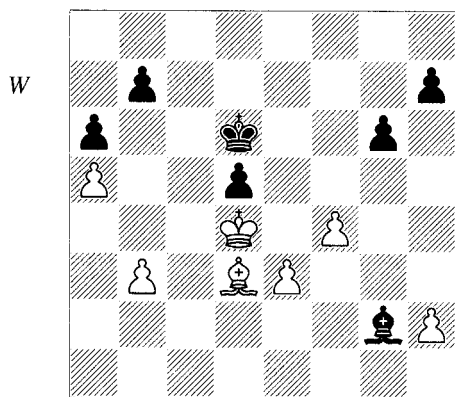


4.30 +/-
G. Timoshchenko – M. Stephenson
Hastings 1966/7

5... ♖g8! 6 g6 ♗h5 7 g7 ♗g6 8 e7 ♗e8
(8... ♖f7?? 9 e8 ♖+ +) 9 ♖xf5 ♗h5 = (Rosen).
6 g6 1-0

C) Pawns on Both Wings

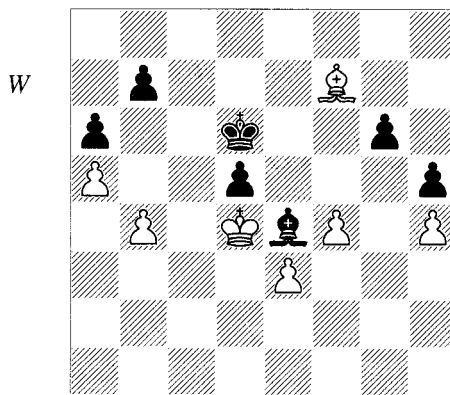
We start with an isolated central pawn:



4.31 +/-
L. Polugaevsky – H. Mecking
Mar del Plata 1971

Black's pawns on the queenside have already been frozen on the wrong colour. White's next step is to fix Black's kingside pawns on light squares as well:

1 h4 ♗f3 2 b4 ♗h1
2... ♗g4 3 ♗f1 ♗f5 4 ♗g2 ♗e6 5 e4 dxe4
(5... ♗f7 6 e5+ ♖c6 7 h5 ♗e6 8 h6 ♗g8 9 ♗h3 +-)
6 ♗xe4 ♗c8 7 ♗f3 ♖c7 8 ♖e5 ♗f5 9 ♗d5 b6 10 h5 +-.
3 ♗e2 ♗g2 4 ♗g4 ♗e4 5 ♗c8
In order to gain access to g8.
5... ♖c7 6 ♗e6 ♖d6 7 ♗g8 h6 8 ♗f7
Zugzwang.
8... h5
8... ♖c6?! 9 ♖e5 +-.
9 ♗e8 ♗c2 10 ♗f7 ♗e4 (D)



4.31A +/-

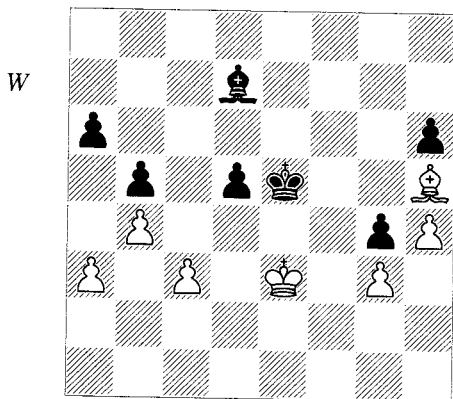
How can White make progress now? Polugaevsky finds a convincing solution:

11 f5! ♗xf5
11... gxf5 12 ♗xh5 ♖e6 13 ♗d1 ♗g2 14 ♗b3 ♗f3 15 h5 ♗xh5 16 ♗xd5+ ♖d6 17 ♗xb7 ♗e2 18 ♗c8 +-.
12 ♗xd5 ♗c8 13 e4 ♖e7
13... ♖d7 14 ♖c5 ♖c7 (14... ♖e7 15 e5 ♖d7 16 ♖b6 +-)
15 ♗f7 g5 16 hxg5 h4 17 g6 +-.
14 ♖e5 g5 15 hxg5 h4 16 g6 h3 17 g7 h2 18 g8 ♖h1 ♖f7+ ♖d8 20 ♖f8+ 1-0

The next two examples are very similar. In both cases the attacker uses his bishop to bring about a decisive zugzwang situation.

In the following diagram, Black has a lot of weak pawns on light squares and d4 must be constantly guarded by the black king. Pytel's bishop manoeuvres are very instructive and should be studied in detail:

1 ♗g6 ♖f6 2 ♗c2 ♖e5 3 ♗d3 ♗e8 4 ♗e2 ♗d7 5 ♗d1
Thanks to zugzwang, White manages to play a4 and thereby creates a new weakness on b5.
5... ♗e6 6 a4 ♗d7
6... bxa4 7 ♗xa4 ♗f5 8 ♗d1 ♗d7 9 ♗e2 ♗c8 10 h5 ♗f5 11 ♖d4 ♗b7 12 ♗f1 ♖g5 13 ♖e5 +-.
7 axb5 axb5 8 ♗e2



4.32

+/-

B. Pytel – E. Hojdarova
Hungary 1969

Zugzwang again. Black has to play ...h5 with a further weakness.

8...h5 9 ♖f1 ♗c6 10 ♗d3 ♗e8 11 ♗c2 ♗f7 12 ♗h7! ♗e8 13 ♗d3

The third decisive zugzwang. Since Black doesn't want to lose the b-pawn or allow ♗g6, the king has to retreat.

13...♗e6

13...d4+ 14 cxd4+ ♖d5 15 ♗f1 ♗d7 16 ♖d3 ♗f5+ 17 ♖c3 ♗d7 18 ♗g2+ ♗e6 19 ♗e4 +-.

14 ♖d4 ♖d6 15 ♗f5 ♗f7 16 ♗h7

The final zugzwang; again Black retreats:

16...♗e8

16...♗e6 17 ♖c5 ♗e5 18 ♗d3 +-.

17 ♗g8 1-0

Shabalov's bishop manoeuvres in the next example are even more impressive (see following diagram).

When looking at this position you should ask yourself the important question: "What would Black do if it were his turn to move?" Shabalov certainly did, and the first ten moves were his answer:

1 ♗d2 ♗d8 2 ♗e1 ♗b6 3 ♗h4 ♗e3

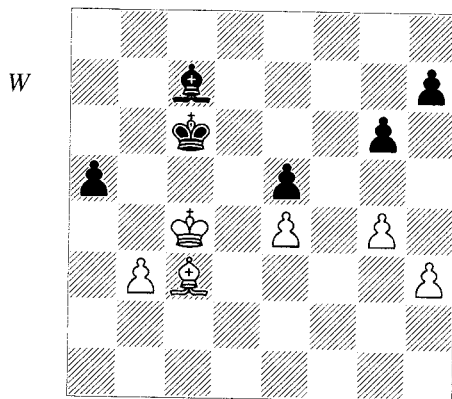
3...♗c7 4 ♗g3 ♗d6 5 ♗e1 ♗c7 6 ♗c3 +-.

4 ♗g3 ♗d4

4...♗f4 5 ♗e1 ♖b6 6 ♗c3 g5 7 ♖d5 ♖b5 8 ♗xe5 ♖b4 9 ♗f6 ♖xb3 10 e5 +-.

5 ♗h2 ♗b2 6 ♗g1 ♗a3 7 ♗f2 ♗e7 8 ♗g3 ♗d6 9 ♗e1 ♗c7 10 ♗c3

Now Shabalov has reached the starting position with Black to move and Varavin has to make a concession and move a pawn. After that the same idea starts again:



4.33

+/-

A. Shabalov – V. Varavin
USSR 1986

10...h5

10...g5?! 11 ♗d2 ♗d8 (11...h6 12 ♗c3 +– puts Black in zugzwang immediately) 12 ♗e3 ♗f6 (12...♗e7 13 ♗c1 ♗f6 14 ♗b2 +–) 13 ♗c5 ♗d8 14 ♗a3 ♗b6 (14...♗c7 15 ♗e7 +–) 15 ♗b2 ♗c7 16 ♗c3 +–.

11 ♗d2 hxg4 12 hxg4 ♗d8 13 ♗e1 ♗b6 14 ♗h4 ♗e3 15 ♗g3 ♗d4 16 ♗h2 ♗b2 17 ♗g1 ♗a3 18 ♗f2 ♗e7 19 ♗g3 ♗f6 20 ♗h2 ♗g7 21 g5!

Restricting the bishop's space.

21...♗f8

21...♗h8 22 ♗g1 ♗g7 23 ♗c5 ♗h8 24 ♗f8 +-.

22 ♗xe5 ♗e7

White has won a pawn, but the reduced material still poses severe technical difficulties.

23 ♗f6 ♗b4 24 ♗c3 ♗e7 25 ♗xa5 ♗xg5 26 b4 ♗f4 27 b5+ ♖d6 28 ♗c3 g5 29 e5+ ♖c7 29...♗xe5 30 ♗xe5+ ♖xe5 31 b6! ♖d6 32 ♖b5! g4 33 ♖a6! +-.

30 ♗a5+ ♖c8

Or 30...♖d7 31 ♖d5 g4 32 b6 ♖c8, and now:

a) 33 e6? g3 34 ♗b4 g2 35 ♗c5 ♖d8 36 b7 ♗c7 37 ♗b6 ♖e7 38 ♗xc7 g1 ♖ 39 ♗d6+ ♖f6 40 b8 ♖ ♖g2+ but since the king has problems finding shelter and the e6-pawn is doomed, the result is a draw (see Chapter 10).

b) 33 ♗c3 is correct:

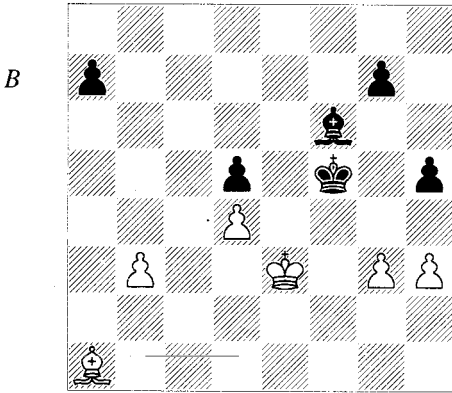
b1) 33...♖b7 34 ♗d4 g3 (34...♗g5 35 ♖e6 ♗d8 36 ♖d7 ♗xb6 37 e6 ♗xd4 38 e7 +–) 35 e6 ♗g5 36 ♖d6 +-.

b2) 33...g3 34 ♖c6 g2 35 b7+ ♖b8 36 ♗d4 g1 ♖ 37 ♗xg1 ♗xe5 38 ♗b6 ♗f4 39 ♗d8 ♗g3 40 ♖b6 ♗f2+ 41 ♖a6 ♗g1 42 ♗f6 ♗h2 43

♙d4 ♖c7 44 ♗a7 ♜c6 45 ♗a8 ♙g3 46 ♙a7 +-.

31 ♙d5 g4 32 e6 g3 33 ♜c6 ♙g5 34 b6 1-0

In the last three examples the defending king was already busy defending entry squares. Even if you have played through the difficult bishop manoeuvres, you will find Kramnik's king-march in the next example very exciting:



4.34 /+
L.van Wely – V.Kramnik
Arnhem jr Ech 1990/1

If it were White's move, he would draw with ♜f3 and g4, so Kramnik first fixes the kingside to penetrate successfully on the other wing:

1...g5 2 ♜f3 g4+ 3 hxg4+ hxg4+ 4 ♜e3 ♙e7 5 ♙c3 ♙d6 6 ♙e1 ♜e6 7 ♙d3

7 b4?! a6 8 ♙d3 ♙d7 9 ♜c3 ♜c6 10 ♜c2 ♜b5 11 ♜b3 ♙c7 12 ♙f2 ♙b8 13 ♙e1 ♙d6 +-.

The idea of bringing the bishop to f4 also loses: 7 ♙f2 ♙c7 (winning a tempo) 8 ♜e2 ♙d7 9 ♙f2 ♜c6 10 ♙d2 ♜b5 11 ♙f4 ♙b6 +-.

7...♙d7 8 ♜e2 ♜c6 9 ♙d3 ♜b5 10 ♜c2 a5 11 ♙d3 a4 12 bxa4+

12 ♜c2 a3 13 ♜b1 (13 ♙f2 ♜a5 14 ♜b1 ♜b4 15 ♜c2 a2 16 ♜b2 a1 ♖+ 17 ♜xa1 ♜xb3 +-) 13...♙b4 14 ♙f2 (14 ♙xb4 ♜xb4 15 ♜a2 ♜c3 16 ♜xa3 ♜xd4 17 ♜b2 ♙d3 18 b4 ♜c4 +-) 14...♙d2 15 ♜a1 ♜b4 16 ♜a2 ♜c3 17 ♜xa3 ♙d3 18 b4 ♜e2 19 ♙g1 ♜f1 +-.

12...♜xa4 13 ♙f2

For 13 ♜c2 ♜a3 14 ♙f2 ♜b4 15 ♙d3 ♜b3 see the game after 13...♜b3.

13...♜b3 14 ♙e1 ♜b2 15 ♙f2 ♜c1 16 ♙e3+ 16 ♜e2 ♜c2 17 ♙c1 ♙c7 18 ♙f2 (18 ♜e3 ♙d1 19 ♙f2 ♙d6 20 ♙d3 ♙a3 21 ♜e3 ♙c1+

22 ♙d3 ♙d2 +-) 18...♙a5 19 ♙e3 ♙c3 20 ♙f2 ♙d2 21 ♙g1 ♜c3 22 ♙f2 ♙g5 23 ♙g1 ♙f6 +-.

16...♙d1 17 ♙f2

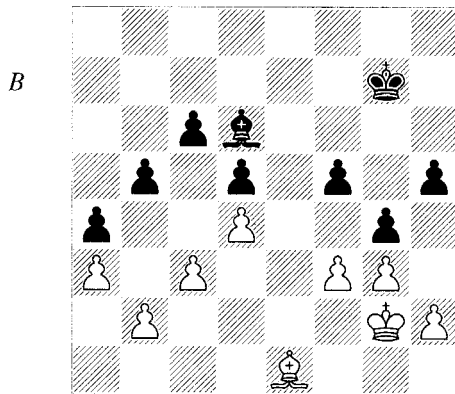
17 ♙f4 ♙a3 18 ♙d2 ♙e7 19 ♙h6 ♜e1 20 ♜e3 ♙d6 21 ♙f4 ♙a3 +-.

17...♙a3 18 ♜e3 ♙c1+ 19 ♙d3 ♙d2 20 ♙e3

20 ♙g1 ♙e1 21 ♙h2 ♙f2 +-.

20...♙e1 21 ♙f4 ♙f2 22 ♙e5 ♜e1 23 ♜c3 ♜e2 24 ♜b4 ♜f3 25 ♜c5 ♜e4 0-1

Amazing stuff! e4 was a key square right from the start, but who would have thought that Kramnik's king would eventually come from f3 to get there?



4.35 =/=
M.Adams – V.Kramnik
Linares 1999

The position is too closed, so Black's advantage (the pawns are blocked on the right colour from his viewpoint) is only symbolic.

1...f4!?

Otherwise White would play f4 himself, closing everything.

2 ♙d2!

2 gxh4? ♙xf4 3 fxg4 hxg4 4 ♙g3 ♙c1 +.

2...fxg3 3 hxg3 ♜g6 4 fxg4 hxg4 5 ♙f4 ♙e7

5...♙xf4 6 gxh4 ♜f6 7 ♜f2 = (Tsesarsky in CBM 70).

6 ♜f2 c5 7 dxc5

Or 7 ♜e3, and then:

a) After 7...b4 8 axb4 cxb4 9 cxb4 ♙xb4 10 ♙d3 ♜f5 the white bishop is more active than in the next example (the pawn formation on the queenside is slightly different as well), which should be sufficient to reach the draw.

b) 7...c4 8 ♖e2 ♜f5 9 ♜e3 ♘d8 10 ♘h6 ♘c7 11 ♘f4 ♘xf4+ 12 gxf4 g3 13 ♜f3 g2 14 ♜xg2 ♜xf4 15 ♜f2 = (Hecht).

7...♘xc5+ 8 ♘e3 ♘d6

8...♘xe3+? 9 ♖xe3 ♜f5 10 ♖d4 ♖e6 11 ♖c5 ±.

9 ♘f4 ♘c5+

9...♘xf4 10 gxf4 ♜f6 11 ♖g2 =.

10 ♘e3 ♘f8 11 ♘f4 ♜f5 12 ♖e3 ♘g7 13 ♖d3 ♘f6 14 ♘b8 ♖e6 15 ♘f4 ♘g7 16 ♘b8

As he hasn't made progress by normal means, Kramnik makes a final winning attempt:

16...d4!? 17 cxd4

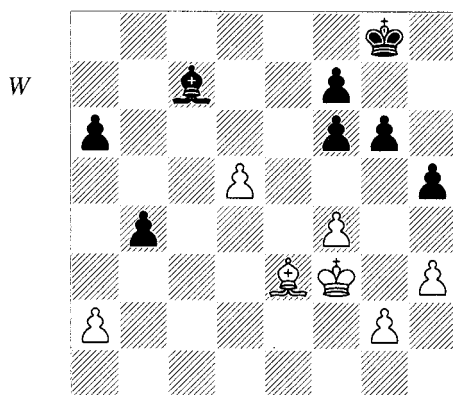
17 c4? bxc4+ 18 ♜xc4 d3 19 ♜xd3 ♘xb2 --.

17...♖d5 18 ♘a7

18 ♘e5 ♘xe5 19 dxe5 ♖xe5 20 ♖e3 ♖d5 21 ♖d3! ♖c5 22 ♖c3 b4+ 23 axb4+ ♖b5 24 ♖c2 ♖xb4 25 ♖b1 ♖b3 26 ♖a1 a3 27 ♖b1! axb2 is stalemate.

18...♘h6 19 ♘b8 ♘g7 20 ♘a7 ♘f8 21 ♘b8 b4 22 axb4 ♘xb4 23 ♘f4 ♘e1 24 ♘e5 ♘f2 25 ♖c3 ♘e1+ 1/2-1/2

We end this section with two examples involving different pawn-majorities. Both show that the general rule 'the king must be activated' is certainly valid in bishop endings.



4.36

S.Ivanov – B.Avruch
St Petersburg tt 1999

Black's king is too passive:

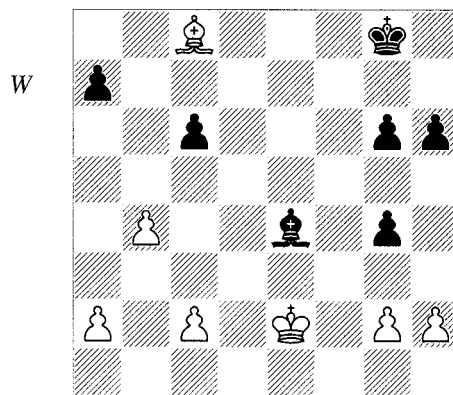
1 ♘c5! f5 2 d6 ♘d8 3 ♖e3 ♜f8

3...a5 4 ♖d4 f6 5 ♖d5 ♜f7 6 h4 g5 7 g3 g4 8 ♖c6 ♖e6 9 d7 +--.

4 d7+ ♖g7 5 ♖d4 ♜f6 6 ♖d5 a5 7 h4 1-0

Avruch resigned as he is completely tied down: 7...♖g7 (7...♘c7 8 ♖c6 ♘d8 9 ♖d6

♖g7 10 g3 +--) 8 ♖d6 ♖g8 9 ♖c6 ♘xh4 10 ♖c7 +--.



4.37

+/-

K.Müller – E.Abel

German Individual Cup 2000

White temporarily sacrifices a pawn to bring his king to a dominant position:

1 g3!? ♘xc2 2 ♖e3 ♜f7

2...♘d1 3 ♖d4 ♜f7 4 ♘d7 ♘f3 5 ♖c5 +--.

3 ♖d4 ♖e7 4 ♖c5 ♘a4 5 ♘xg4 g5 6 ♘f5 h5

6...♘b5 7 ♘c2 ♖d7 8 a4 ♘a6 9 ♘e4 ♘b7 10 b5 +--.

7 ♘e4 ♖d7 8 h4!

Fixing Black's h-pawn on the vulnerable colour.

8...gxh4 9 gxh4 ♖e6 10 ♘f3 ♜f5 1-0

Black loses two pawns: 11 ♘xh5 ♜f4 12 ♘f7 ♖g4 13 h5 ♖g5 14 ♘b3 ♘b5 15 ♘d1 ♖h6 16 a4 +--.

D) Important Motifs and Resources

The following examples demonstrate motifs and methods that are worth knowing.

In the diagram on the following page, it looks pretty grim for White, but a well-known motif saves him:

1...hxg4

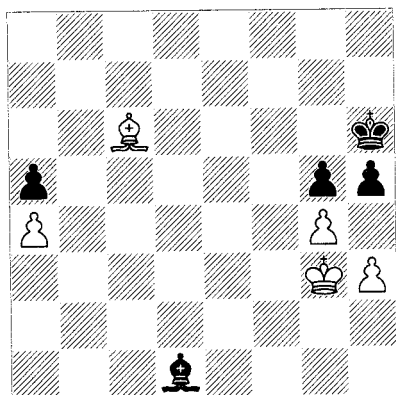
1...h4+ 2 ♜f2 ♖g6 3 ♖e3 ♜f6 4 ♖d2 ♘b3 5 ♖c3 and now:

a) 5...♘e6 6 ♖d4 ♘c8 7 ♖d5 (7 ♖c5? ♖e5 8 ♖b6 ♖f4 9 ♘g2 ♖g3 10 ♘f1 ♜f2 ♣) 7...♘a6 8 ♘b5 ♘b7+ 9 ♘c6 =.

b) 5...♘a2 6 ♖d4 ♖e6 and then:

b1) 7 ♖c5? ♖e5 8 ♖b6 ♜f4 9 ♖xa5 ♘c4 ♣ (not 9...♖g3? 10 ♖b4 +--).

B

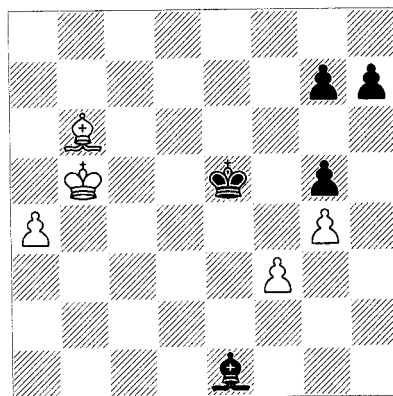


4.38

=/=

K.Müller – Z.Hraček
Lippstadt 2000

W



4.39

+/-

D.Gurevich – G.Franzoni
Lucerne Wcht 1989

b2) 7 ♖b5 ♜d6 8 ♜c4 ♙b1 9 ♙f1 ♙g6 (9...♙c2 10 ♙b5 ♙d1 11 ♜e4 =) 10 ♙c4 ♙e8 11 ♙b5 =.

2 h4!

Closing the kingside with 2 hxg4? is fatal: 2...♙g6 3 ♙d7 ♙f6 4 ♙f2 ♙e7 5 ♙e1 ♙b3 6 ♙b5 ♙d6 7 ♙d2 ♙f7! 8 ♙d3 (8 ♙e2 ♙e8 9 ♙d1 ♙c5 10 ♙c3 ♙d7 -+) 8...♙e8 9 ♙c2 ♙d5 10 ♙c3 ♙d7 11 ♙b3+ ♙e4 12 ♙d1 ♙f4 13 ♙d4 ♙xg4 14 ♙b3 ♙f3 15 ♙c5 (15 ♙e6 ♙c6 -+) 15...g4 16 ♙e6 g3 17 ♙h3 ♙e3 18 ♙b6 ♙f2 19 ♙xa5 ♙g4 -+.

2...gxf4+

2...♙g6 3 ♙d7 ♙h5 4 ♙e8+ =.

3 ♙xh4 ♙g6 4 ♙d7 ♙f6 5 ♙xg4 ♙xa4 6 ♙g3 ♙e5 7 ♙f2 ♙d4 8 ♙e1 ♙c3 9 ♙f5 ♙b5 10 ♙d1 ♙b2 11 ♙c2 1/2-1/2

If there are only a few pawns left on the board, one has to be very careful not to allow a bishop sacrifice (see following diagram):

1 ♙e3?

White chooses the wrong plan. He had to pin his hopes on the advance of his a-pawn: 1 ♙a5! ♙f2 2 ♙b4 ♙f4 (2...♙d5 3 a5 g6 4 a6 ♙a7 5 ♙a5 h5 6 ♙b6 ♙b8 7 ♙g1 h4 8 ♙b6 +-) 3 a5 ♙xf3 4 a6 ♙a7 5 ♙c5 ♙b8 6 ♙c6 ♙xg4 7 ♙b7 +-.

1...g6! 2 ♙xg5

2 a5 ♙xa5 3 ♙xa5 h5 4 ♙xg5 hxg4 5 fxg4 ♙e4 6 ♙d8 g5 7 ♙xg5 ♙f3 =.

2...h5 3 a5

3 f4+ and then:

a) Not 3...♙e6? 4 f5+ gxf5 (4...♙f7 5 gxf5 gxf5 6 a5 h4 7 a6 ♙f2 8 ♙xh4 +-) 5 gxf5 ♙d7

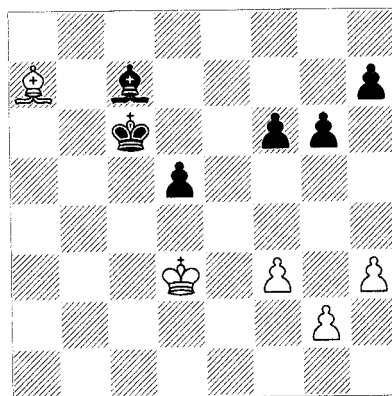
(5...♙g3 6 h6 ♙f7 7 a5 f4 8 h7 ♙g7 9 a6 f3 10 h8 ♙+ +-) 6 a5 ♙c7 7 ♙f4+ ♙b7 8 h6 ♙c3 9 a6+ ♙a8 10 ♙c4 +-.

b) 3...♙d5 4 gxf5 gxf5 5 f5 h4 6 a5 ♙xa5 7 ♙xa5 ♙e5! 8 f6 h3 9 f7 h2 10 ♙f4+ ♙e6! 11 f8 ♙h1 ♙ =.

3...♙xa5 1/2-1/2

If the pawns are on squares opposite to the bishop's colour, a fortress can sometimes be created:

B



4.40

=/=

D.Navara – L.Klima
Olomouc 1999

There is no way for Black's king to enter into the white position:

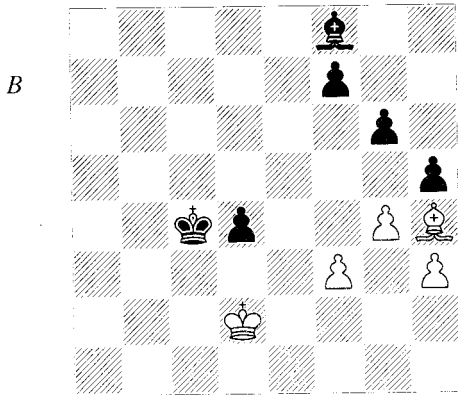
1...♙b6 2 ♙b8 ♙d7 3 ♙f4 ♙e6 4 g4 ♙c5 5 ♙g3 ♙d6 6 ♙f2 ♙e5 7 ♙c5 ♙h2 8 ♙a7 f5 9 ♙b6 ♙e5 10 ♙c5 ♙f6 11 ♙e3 h5 12 ♙d2 f4

12...hxg4 13 hxg4 fxg4 14 fxg4 ♖g3 15 ♜c3+ ♜g5 16 ♜d4 ♜xg4 17 ♜xd5 =.

13 ♜e1 ♜g5 14 ♜f2 ♜c7 15 ♜c3 ♜a5+ 16 ♜d3 ♜f6 17 ♜d4+ ♜e6 18 ♜c5 ♜e1 19 ♜e2 ♜c3 20 ♜d3

A draw was soon agreed.

With Black's king on c4 it is different:



4.40A /+
J.Donner – V.Smyslov
Havana 1964

Black's control of d3 is of major importance and so White is lost:

1...♜h6+ 2 ♜c2 d3+ 3 ♜d1 ♜d4 4 ♜f2+ ♜c3 5 ♜b6 d2 6 ♜f2 ♜d3 7 ♜b6 ♜f4 8 ♜f2 ♜e5 9 ♜g1 h4 10 ♜f2 ♜c3 11 ♜g1 ♜d4 12 ♜xd4

12 ♜h2 ♜e3 13 ♜g1+ ♜xf3 14 ♜xd4 ♜g3 15 ♜xd2 ♜xh3 16 g5 ♜g2 –+.

12...♜xd4 13 ♜xd2 ♜e5 14 ♜e3 g5 0-1

There follows a good example of the fact that piece activity and positional considerations can be more important than material (see following diagram):

1 ♜d2?

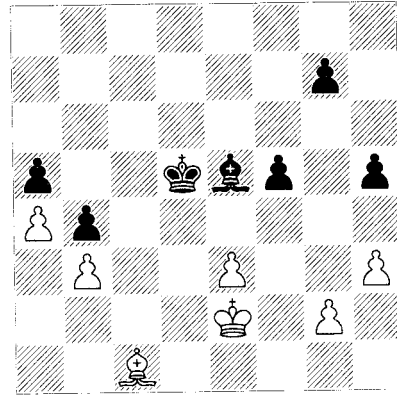
Ivanov could have saved himself by sacrificing the e-pawn to block the black king's path: 1 ♜d3! ♜c3 2 e4+! (2 ♜d2? ♜xd2 3 ♜xd2 h4 4 ♜d3 g5 5 ♜e2 ♜e4 6 ♜d2 f4 –+) 2...fxe4+ 3 ♜e2 ♣ (Soltis in *Grandmaster Secrets: Endings*).

1...♜e4 2 ♜e1 g5 3 h4

After 3 ♜f2 Black restricts the bishop further: 3...h4 4 ♜e1 ♜c7 and now:

a) 5 ♜d2 ♜g3 6 ♜c1 ♜e5 7 ♜d2 ♜c3 8 ♜c1 g4 –+.

W



4.41 =/+
I.Ivanov – L.Christiansen
US Open 1983

b) 5 ♜f2 ♜b6 6 ♜g1 g4 7 hxg4 fxg4 8 ♜f2 h3 9 gxh3 gxh3 10 ♜g1 ♜xe3 –+.

3...g4 4 g3

After the more desirable 4 ♜f2 Black can restrict White's bishop so much that White falls inevitably into zugzwang: 4...g3 5 ♜e1 ♜b8 6 ♜d2 ♜c7 7 ♜e1 ♜e5 8 ♜d2 ♜c3 9 ♜c1 ♜f6 10 ♜d2 ♜xh4 11 ♜e1 f4 12 exf4 ♜xf4 13 ♜d3 ♜d8 –+.

4...♜d6 5 ♜f2 ♜c5 6 ♜g1 f4 7 gxf4 g3 8 f5 ♜e7! 9 ♜f1 ♜f3 10 e4 g2+ 11 ♜e1 ♜xh4+ 12 ♜d2 ♜xe4 13 ♜e2 ♜f6 14 ♜f2 ♜d4+ 0-1

Rules and Principles: Same-Coloured Bishop Endings

The following rules are worth memorizing:

- 1) Centurini's Rule (4.26).
 - 2) Fix the pawns on the opposite colour to your bishop (Capablanca's Rule) or shut your opponent's bishop out (see Black's strategy in 4.41 or solve E4.02).
 - 3) As defender, watch out for blocking squares for your king (4.28B and 4.40) and don't let your opponent penetrate as in 4.31-4.34.
 - 4) A two-pawn advantage is in most cases decisive, but one extra pawn might not be sufficient, especially if all the pawns are on one wing and there are no further weaknesses.
 - 5) Subtle bishop manoeuvres may be needed to win once you have fixed your opponent's pawns on the right colour (4.31-4.33 again).
- Study the important motifs and resources carefully!

Reference works

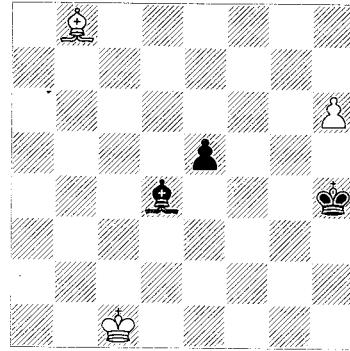
Encyclopaedia of Chess Endings (ECE), Bishop and Knight Endings volume, Nicosia 1993

Läufer- und Springerendspiele (Av), Averbakh, Sportverlag Berlin 1987

Grandmaster Secrets: Endings, Soltis, Thinkers' Press 1997

Exercises

(Solutions on pages 373-4)



W

E4.11

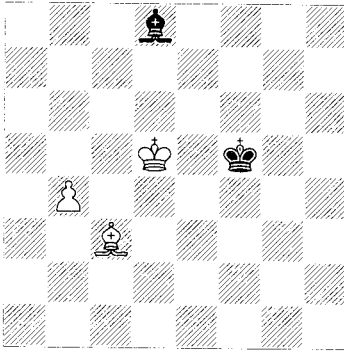
***/*

White has an astonishing way to push his h-pawn through. Can you find it?

B

E4.09

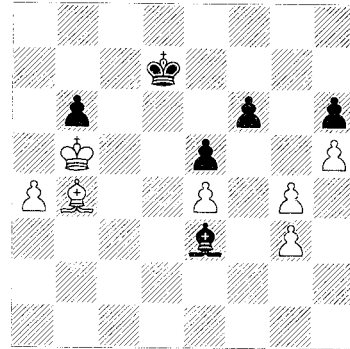
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W

E4.12

*/



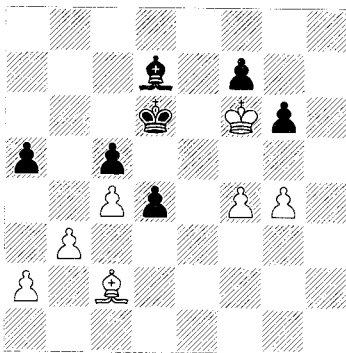
Black resigned here in a well-known game. Can you find the drawing manoeuvre that Averbakh later discovered?

Kasparov found an easy way to break down Black's defence. Can you spot it?

W

E4.10

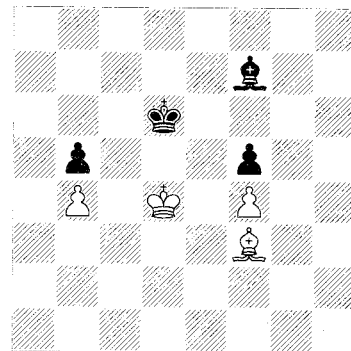
***/*



B

E4.13

/****



With only a few minutes left for the 40th move, White made the wrong choice. Can you do better?

Black has only one move to secure the draw. Which one?

4.3 Opposite-Coloured Bishop Endings

Opposite-coloured bishop endings are totally different from same-coloured bishop endings, so before we start, some general thoughts are very useful. First, endgame theory suggests that this type of ending is rather drawish and our database statistics underline this. Most positions with equal material are clear draws and even positions with two extra pawns might offer no chance to play for a win at all. The reason for this is the big influence both sides have on the squares their bishop moves on, which very often allows a blockade. Therefore the fortress theme is always of crucial importance. This leads to general advice that is somewhat different from that stated earlier for same-coloured bishops:

Rule 1: *the defender should place his pawns on his own bishop's colour and force the attacker's pawns to the opposite colour.*

Rule 2: *the attacker should, as always, place his pawns on the opposite colour to his own bishop.*

By following this Rule 1, the defender can easily protect the pawns with his bishop, unhindered by the opponent's pawns. The second rule is especially important to prevent a blockade of connected passed pawns. Also, the principle of one diagonal is again very important, since the opponent can't challenge our bishop with his counterpart. Finally, we will learn that positional considerations, especially dangerous passed pawns, often outweigh material deficits. Therefore, we should bear in mind the possibility of breakthroughs by the attacker or freeing pawn sacrifices by the defender.

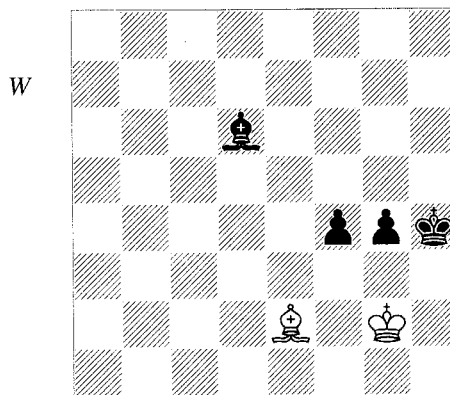
In this section we discuss the following topics:

A:	Bishop + Pawns vs Bishop	118
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A) Bishop + Pawns vs Bishop

The defender's drawing chances increase dramatically with opposite-coloured bishops. With only one pawn it is essentially trivial: if the bishop can permanently guard one square in front of the pawn it is an ironclad draw. If the passed pawn is very far advanced, a fight similar

to bishop vs pawn arises; e.g., Berger 1922 (ECE 1328): $w\text{♟}f2, \text{♙}h2, \text{♖}a5; b\text{♟}e6, \text{♜}g4: 1 a6 \text{♜}f5! 2 \text{♟}f3 \text{♜}d3 3 a7 \text{♜}c4! 4 a8\text{♞} \text{♜}d5+! =$. Even two connected passed pawns don't assure the win. The following defensive set-up is very important:



4.42

H. Wolf – P. Leonhardt
Barmen 1905

The bishop ties Black's king down to the defence of the g4-pawn and prevents ...f3+, so Black can't make any progress:

1 ♜d1!

$1 \text{♟}f2? \text{♟}h3 2 \text{♟}g1 f3 3 \text{♜}f1+ \text{♟}g3 4 \text{♜}c4 \text{♜}c5+ 5 \text{♟}f1 \text{♟}f4 6 \text{♜}e6 g3 7 \text{♜}h3 \text{♜}b6 \text{--}+$.

1...♟g5 2 ♜e2 1/2-1/2

If the pawns have already advanced to the sixth rank, they win with the exception of $w\text{♟}f1, \text{♙}a8$ (or even $w\text{♟}h1, \text{♙}f1$); $b\text{♟}f4, \text{♙}a7, \text{♖}g3, h3$, when White will always be able to take the pawn after ...g2+.

The next example shows what happens if the defender can't reach the above defensive set-up (see following diagram):

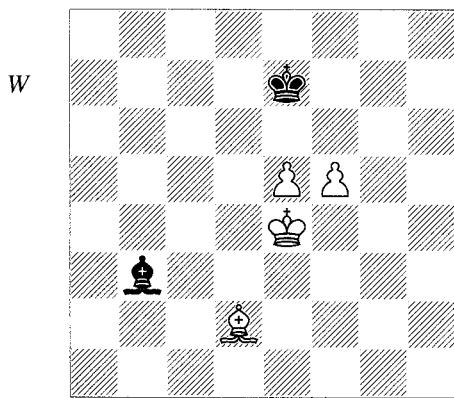
1 ♜g5+!

Not: $1 e6? \text{♜}xe6 =; 1 f6+? \text{♟}f7 =; 1 \text{♜}b4+?! \text{♟}f7 2 \text{♜}e1! \text{--} (2 \text{♟}d4? \text{♜}c2 3 e6+ \text{♟}f6 4 e7 \text{♜}a4 5 \text{♟}e4 \text{♟}f7 =)$.

1...♟d7

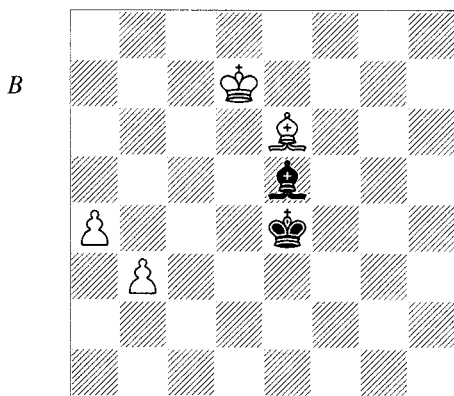
After $1...♟f7$ White's king penetrates on the queenside: $2 \text{♟}d4 \text{♙}a2 3 \text{♟}c5 \text{♜}b3 (3...♜b1 4 e6+ \text{♟}f8 5 f6 \text{--}) 4 \text{♟}d6 \text{♜}c2 5 e6+ \text{♟}e8 6 f6 \text{♜}g6 7 \text{♜}h6 \text{♜}h5 8 \text{♟}e5 \text{--}$.

2 ♜h4 ♜c4 3 ♟f4 ♟f7 4 ♟g5 ♟e7 5 ♟h6+ ♟d7 6 ♟g7 ♜c4 7 ♟f6 \text{--}



4.43 M.Henneberger, 1916 +/-

Let us now see what happens if the defending king can't get in front of the pawns:

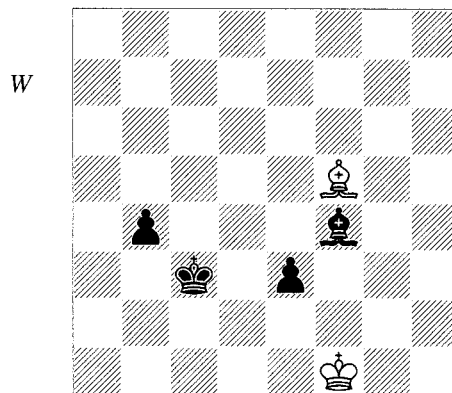


4.44 A.Shirov – V.Kramnik
Cazorla WCC (4) 1998 +/-

- 1...♗c3 2 ♖c6 ♖e5 3 ♗g8 ♗e1 4 ♖b6!
 4 ♖b5? ♗d6 5 ♖b6 ♗f2+ 6 ♖b5 (6 ♖a6 ♗c5 7 a5 ♖b4 =) 6...♗c7 7 a5 ♗e1 8 b4 ♗d2 9 ♖a4 ♗e1 10 b5 ♗f2 =.
 4...♗f2+ 5 ♖a6! ♗d6 6 a5 ♖c7
 6...♗e1 7 ♖b6 ♗d7 8 a6 ♖c8 9 a7 +-.
 7 b4 ♖c6 8 b5+ ♖c5
 8...♖c7 9 b6+ ♖b8 10 ♖b5 ♗e3 11 a6 +-.
 9 b6 ♖b4
 9...♗e3 10 ♗h7 (not 10 ♖b7? ♖b5 =; 10 b7 ♗f4 11 b8 ♗xb8 12 ♖b7 ♖b5 13 a6 ♖a5 14 ♗c4 +-) 10...♖b4 11 b7 ♗f4 12 ♖b6 +-.
 10 b7 ♗g3 11 ♖b6 ♗f2+ 12 ♖c6 ♗a7
 12...♗g3 13 a6 ♗b8 14 ♖b6 +-.
 13 a6 ♖a5 14 ♗c4

- 14 b8 ♗xb8 15 ♖b7 +-.
 14...♗b8 15 ♗f1 1-0
 Black is in zugzwang.

Now we deal with isolated pawns. The first example is well known:



4.45 Berger – Kotlerman
Arkhangelsk 1948 =/+

- 1 ♖e2 b3 2 ♖d1 ♖b4 3 ♗h7 ♖a3 4 ♗g6 ♖b2 5 ♗f7!

Black threatened ...♖a1, which White prevents by binding the king to the defence of the b-pawn. This is an often-recurring motif and worth remembering!

- Not 5 ♗f5? ♖a1! 6 ♗c4 b2 --.
 5...♖a2 6 ♗e6 ♖a3
 Again threatening ...b2.
 7 ♗f5! 1/2-1/2

White's fortress is impregnable after 7...b2 8 ♗b1 ♖b3 9 ♖e2 =.

The next example shows a case where the pawns win although there are only two files separating them (see following diagram).

White's pawns are already very far advanced. The black bishop has to stop the c-pawn on c7, so it can be diverted by the f-pawn:

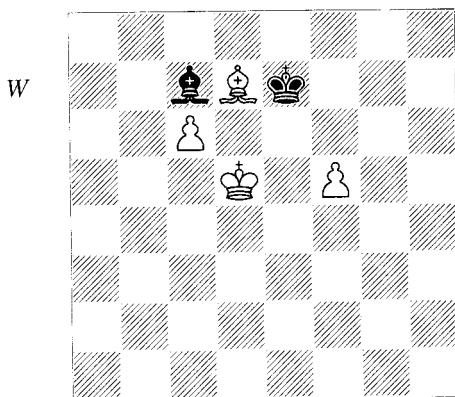
- 1 ♖c5

Right now it's impossible to support the f-pawn. After 1 ♖e4 ♗f6 2 ♖f3 ♖g5 White has to return.

- 1...♗d8 2 ♗c8!

Thanks to this tempo move, the white king gains access to b7. 2 ♖b5 ♗d6 3 ♖a6 ♖c7 is a return ticket again.

- 2...♗c7 3 ♖b5 ♗d8



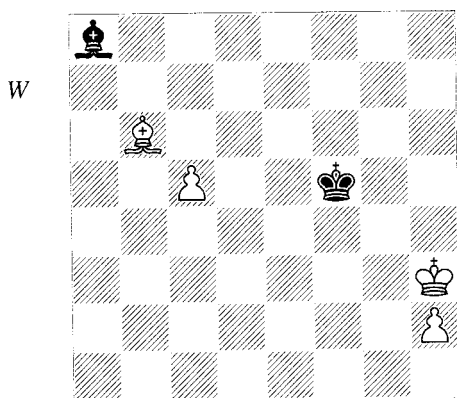
4.46

+/-

3...♖d6 4 f6 ♘d8 5 f7 ♖e7 6 ♙e6 +-.
 4 ♘d7 ♖e7 5 ♗a6 ♙e5 6 ♗b7 ♘d8 7 f6! +-

The win with Black's king on c7 and the bishop on e7 was shown by Salvioli back in 1887 (ECE 1340): White's king easily pushes the f-pawn to f7 and then the king marches to g8. It is this ability to penetrate from both sides with the king that means that the two bishop's pawns win – if they can't be stopped on one and the same diagonal of course: w♖e4, ♘d7, ♖c6, f3; b♗g5, ♙c7 is drawn whoever moves first (Averbakh 1950, ECE 1342).

If there are more than two files separating the pawns, they usually win:



4.47

+/-

D.Sadvakasov – R.Ponomariov
 Lausanne jr 1999

1 ♖g3 ♙c6 2 ♘d8 ♘d7 3 h4 ♙e8 4 ♘c7
 ♙h5 5 ♙f4
 5 c6?? ♙e8! =.

5...♙e8 6 ♖f3 ♙a4 7 ♖e3 ♙e8 8 ♙g3 ♙c6
 9 ♙c7

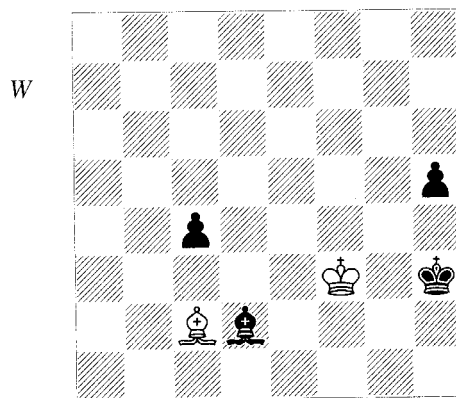
Now the winning plan involves walking with the king to b6: 9 ♖d4 ♙f3 10 ♖c4 ♙e6 11 ♖b5 ♖d7 12 ♖b6 +-. After some moving around, White returns to this plan.

9...♙b5 10 ♖d4 ♙c6 11 ♘d8 ♙f3 12 ♙a5
 ♙c6 13 ♙e1 ♙f3 14 ♘d2 ♖g4 15 ♙g5 ♖f5 16
 ♘d8 ♖f4

16...♖e6 17 ♖e3 ♙c6 18 ♖f4 ♙e8 19 ♖g5
 +-. 16...♙c6 17 h5 ♙f3 18 h6 ♖g6 19 ♙g5 +-.
 17 ♖c4 ♖e5

17...♙c6 18 h5 ♖f5 19 h6 ♖g6 20 ♙g5 ♖h7
 21 ♖d4 +-.
 18 ♖b5 ♖e6 19 c6 ♖d6 20 c7 ♖d7 21 ♖c5
 ♙g4 22 ♖d5 ♖e8 23 ♖e5 ♖f7 24 h5 ♙c8 25
 ♙g5 ♙g4 26 h6 ♙c8 27 ♖d6 ♙f5 28 ♖c6 ♖e8
 1-0

In view of 29 h7 +-.
 There are of course exceptions involving a wrong rook's pawn:



4.47A

=/=

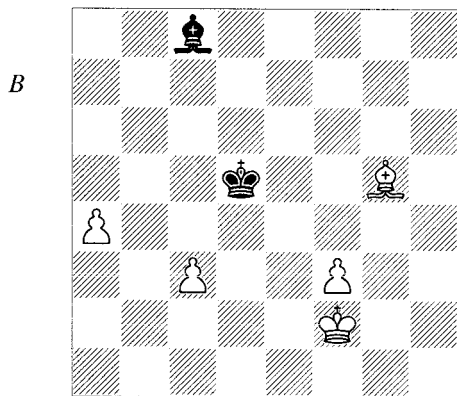
L.Paulsen – A.Anderssen
 London (2) 1862

1 ♙f5+ ♖h2 2 ♙c2 h4 3 ♙e4 ½-½
 Black can't make progress; e.g., 3...h3 4 ♖g4
 c3 5 ♙c2 ♖g2 6 ♙e4+.

The next example shows how difficult it can be to win even when three pawns ahead (see following diagram):

1...♖c4 2 ♘d2 ♘d7 3 a5 ♖b5 4 ♖e3 ♖xa5
 5 ♖d4 ♖b5 6 f4?

This is a big mistake, as now Black can coordinate his pieces and eventually defend according to the one diagonal (a2-g8) principle. After



4.48 +/-

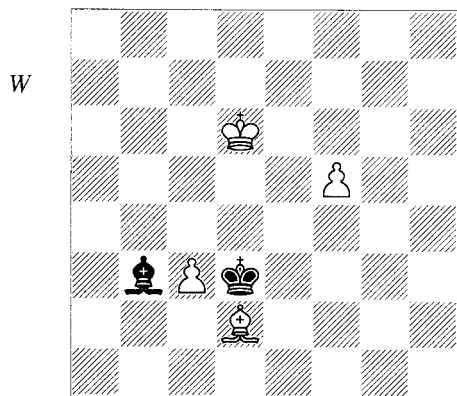
M.Womacka – J.Maiwald
Munich 1993

6 c4+! one sample line runs 6...c6 7 c5 f5 8 f4 c2 9 e3 b1 10 e5 d7 11 f5 a2 12 f6 b1 13 g5 e4 14 d4 e7 15 f6+ e6 16 c3 f7 17 f4 +-.
6...e6! 7 e5 b3 8 d6

8 f5 c6 9 d4 b5 10 e5 c6 11 f6 d7 12 g7 e8 13 f6 f7 =.
8...c4?

8...c2! 9 e6 (9 e5 b3 10 f5 c6 =)
9...b3+ 10 f6 c6 11 e7 c2 12 e3 d5 13 f6 h7 =.

9 f5 d3 (D)



4.48A +/-

Black thought he could win a tempo with ...d3, but both players overlooked a beautiful bishop sacrifice!

10 e1?

10 e5!! c4 (10...xd2 {NC} 11 d4! e2 12 c4! e2 13 f6 g6 14 c5 +-)

a) 11 f6? c5 12 f5 f7! =. Black will now play ...e8 when White threatens f7, and ...b5 when White threatens c4. Later in the game Black fulfils this task from g6 and d3 respectively.

b) 11 f6? d3 12 e1 e2 13 e5 f3 14 f6 g4 and now:

b1) 15 d6? f5 16 e7 g6 =.

b2) 15 f2 g5 16 b6 g6 17 d8 f7 18 e7 e8 19 d4 f7 20 c4 d7 21 c5 +-.

10...e4! 11 f6 f5!

This drawing formation was given by Chéron in 1954 (ECE 1341, Av 310).

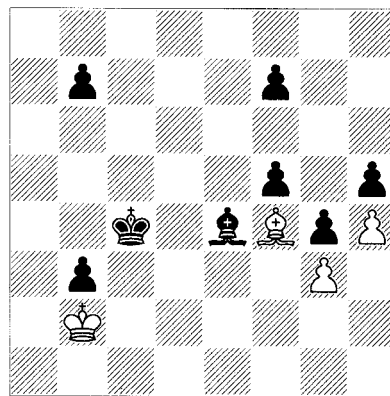
12 h4 g8

But not 12...a2? 13 c5 and 14 c4 +-.

13 e7 g6 14 f2 f7 15 b6 a2 16 d8 g8 17 d7 f5 18 d6 f7 19 c5 e4 20 c6 g8 21 e7 d3 22 b4 e4! 23 f8 d3 24 g7 e4! 25 c5 f7 1/2-1/2

B) Fortresses

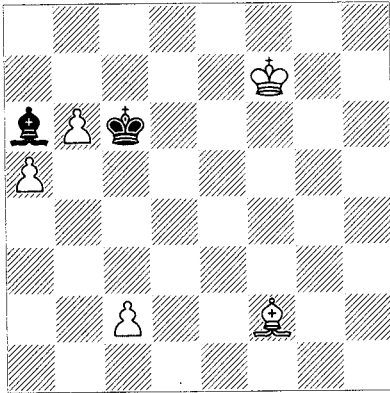
The main theme of opposite-coloured bishop endings is the fortress. In most cases the weaker side tries to put all his pawns on the same colour as his bishop and to use his king to block enemy passed pawns. It is also possible for the bishop to stop the passed pawns, while the king keeps its enemy counterpart out. In this case the principle of one diagonal is usually crucially important for the defender in order to avoid zugzwang or deflection of the bishop. If this strategy succeeds, then usually nothing can be done.



4.49A =/=

There is nothing to say: White oscillates between f4 and b8 or d6 and Black cannot make progress.

B

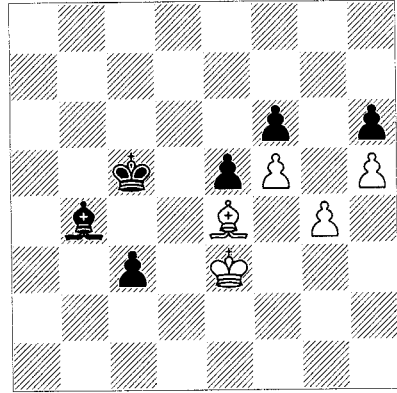


4.49B =/=

A.Nemec – J.Listiak
Slovakian Cht 1998

1...♙c8 2 ♖e7 ♗a6 3 ♚d8 ♙b7 4 c4 ♗a6 5
♙e3 ♙b7 1/2-1/2

B



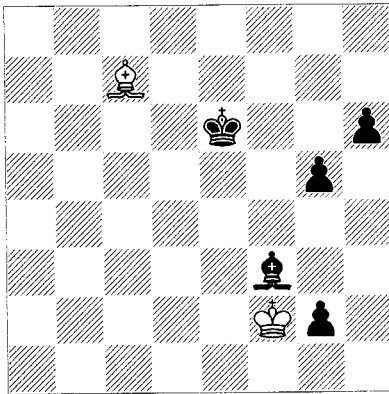
4.49D =/=

D.Tyomkin – Z.Ilinčić
Belgrade ECC 1999

This pawn offer breaks the fortress, but White soon forms a new one.

21 ♙xc2+ ♚c3 22 ♗a4 ♙d3 23 ♚e1 ♙e3 24
♙d1 e4 25 ♚f1 1/2-1/2

W



4.49C =/=

S.Smagin – M.Sorokin
Norilsk 1987

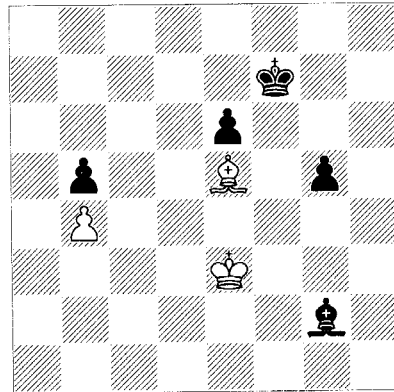
1 ♚g1 h5 2 ♙b8 h4 3 ♙c7 1/2-1/2

White will simply take the g-pawn if it advances to g3, leading to stalemate.

The following diagram is basically a one-diagonal draw. White's king supports his bishop from f3 or d1:

1...♗a5 2 ♙c2 ♚b4 3 ♙f3 ♚a3 4 ♗e2 ♚b2
5 ♚d1 ♙b6 6 ♙e4 ♚b3 7 ♙c2+ ♙c4 8 ♚e2
♙c5 9 ♙e4 ♚b3 10 ♚d1 ♙e3 11 ♙c2+ ♚b2
12 ♙e4 ♙f4 13 ♙c2 ♙g5 14 ♙e4 ♚b3 15
♙c2+ ♙c4 16 ♚e2 ♚d4 17 ♙f3 ♙c4 18 ♚e2
♚b4 19 ♙e4 ♚b3 20 ♚d1 c2+!?

B



4.49E =/=

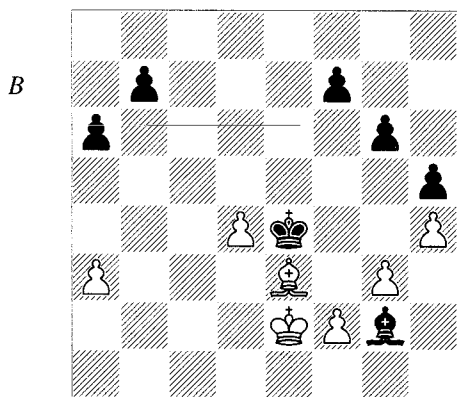
V.Kramnik – G.Kasparov
London BGN Wch (8) 2000

The game was drawn now as Kramnik's fortress is impregnable; e.g., 1...♙g6 2 ♙c7 ♙f5 3
♙d4 ♙g4 4 ♚e3 ♙d5 5 ♙b8 ♚h3 6 ♙f2 =.

The following example from *Technique for the Tournament Player* shows another important defensive method (see diagram on following page):

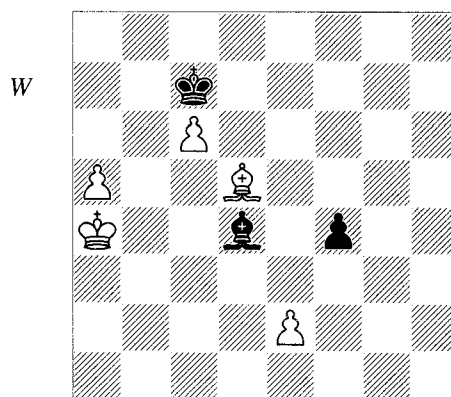
1...f6 2 ♙d2

The immediate 2 d5!? comes strongly into consideration: 2...♙xd5 3 ♙b6 ♙e4 4 ♙d8 ♙f5



4.49F =/=

R.Fuchs – R.Kholmov
Dresden 1956



4.50 =/=

A.Aleksandrov – E.Gleizerov
Voskresensk 1993

5 ♖d2, when the bishop eyes the f6-pawn and ties Black's king to its defence.

2... ♖f5 3 ♖f4?!

Dvoretsky gives two possibilities to hold on much more easily: 3 ♖h6 g5 4 ♖g7 = and 3 d5 ♖xd5 4 ♖d4 =. In both variations the bishop alone hinders Black's efforts to create a passed pawn on the kingside and White's king is free to stop advances on the queenside.

3...g5 4 ♖c7 ♖g4 5 ♖d8 gxh4 6 gxh4 ♖xh4 7 ♖xf6+ ♖g4 8 ♖e3?

Active defence with 8 ♖c3! was called for now; e.g., 8...h4 9 ♖c4 h3 10 ♖e5 ♖f3 11 d5 ♖xf2 12 ♖c5 ♖f3 13 d6 ♖c6 14 ♖b6 ♖g2 15 d7 =.

8...♖d5 9 ♖e7 b5 0-1

A possible finish is 10 ♖d8 h4 11 ♖c7 (Black also wins after 11 f3+ ♖g3 +-) 11...h3 12 f3+ ♖xf3 13 ♖f2 a5 14 ♖d6 b4 15 axb4 axb4 +-.

C) Siege Techniques

The rest of the chapter deals with the question of whether it is possible to storm a fortress. In sharp contrast to other endings, material considerations often play a minor role compared to positional factors. The main weapons are zugzwang, the creation of two passed pawns on different wings and breaking through with the king to support a passed pawn or attack the enemy pawns. The principle of one diagonal is very important again – for both the attacker and the defender, as we will see. We will start with zugzwang:

1 ♖b4 ♖e3 2 ♖c3 ♖d6 3 ♖d3 ♖c1?

3...♖xd5? also loses, to 4 c7 +-. However, there is a study-like defence: 3...♖a7! 4 ♖e4 ♖b8! 5 a6 ♖c7 6 ♖xf4 ♖b6+ 7 ♖f5 ♖xa6 8 e4 (8 ♖e6 ♖b6 9 ♖d7 ♖g3 =) 8...♖b6 9 e5 ♖c7 10 e6 (10 ♖f3 ♖d8 =) 10...♖d8 11 ♖g6 ♖c7 12 ♖f7 ♖d6 =.

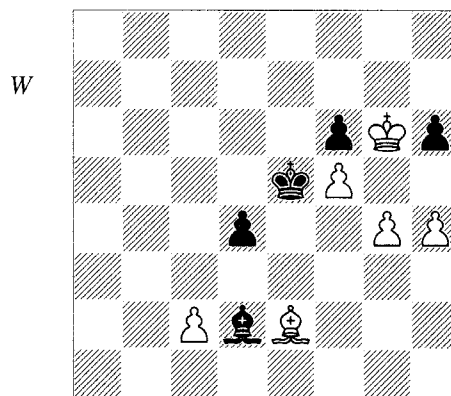
4 ♖e4 ♖d2 5 a6 ♖e3 6 ♖f5 ♖c7 7 ♖e5!

Putting Black in a fatal zugzwang.

7...♖g1 8 ♖xf4 ♖b6 9 ♖f5 ♖h2 10 ♖c4

10 e4 ♖xa6 11 e5 ♖b6 12 e6 ♖d6 13 ♖f6 +- wins even more quickly.

10...♖xc6 11 e4 ♖g1 12 ♖f6 ♖d4+ 13 e5 ♖c7 14 ♖e6 ♖c3 15 ♖d5 ♖b4 16 ♖b5 ♖b6 17 ♖e6! ♖c5 18 ♖d3 ♖d4 19 ♖d6 ♖c5+ 20 ♖d7 1-0



4.51 +/-

G.von Bülow – D.Ortmann
Pardubice 2000

Some twenty moves ago this ending had been a simple draw. Black could have had his king on either e7 or g7 (with the white king on h5) with a typical fortress. Maybe it was Black's careless play or my own (Frank Lamprecht) long fight some boards away which motivated my friend and team-mate Georg von Bülow to make some more 'fruitless' moves. The result was astonishing and the reward (beer) afterwards well deserved. After the typical breakthrough to create a passed pawn, Black's seemingly active king will soon become his main problem:

1 g5! fxc5

1...hxg5? 2 h5 +-.

2 h5 g4!

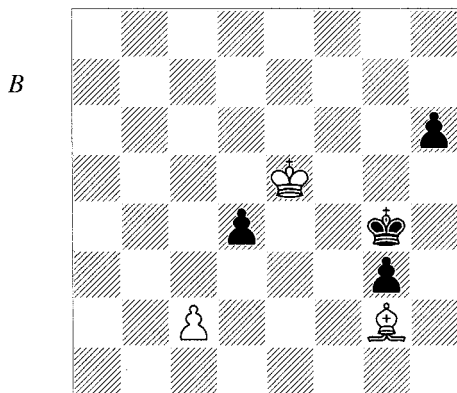
Otherwise the bishop is useless:

a) 2...cxf4 3 f6 g4 4 xg4 (4 xh6 g3 5 f1 f3+ 6 g7 g2 7 xg2+ xg2 8 f7 b4 9 h6 +- von Bülow) 4...xg4 5 f7 b4 6 xh6 +-.

b) 2...b4 also doesn't help as the f8-h6 diagonal is too short: 3 f6 f8 4 f7 d6 5 g7 f5 6 f7 g4 7 xg4+! (7 f8+? xf8+ 8 xf8 g3 9 f3 f4 10 g2 g4 =) 7...xg4 8 xh6 f5 9 g7 e5+ 10 g8 d6 11 h6 +-.

3 xg4

Not 3 f6? g3 4 f1 g5 (4...b4 5 h3 f8 6 f7 b4 7 g7 d6 8 f7 b4 9 f8 xf8+ 10 xxf8 f6 leads to similar positions) 5 f7 e7 6 g2 (6 g7 f5 =) 6...f8 7 h7 f4 8 g8 b4 9 f8+ xf8 10 xxf8 g4 11 f7 xh5 12 f6 g4 13 e5 (D).



4.51A

/=

Now:

a) 13...h5? 14 xxd4 h4 15 e3 h3 16 f3+ f5 17 b7 (17 c4? e5 18 c5 g2 19 f2 e6 =) 17...e5 18 c8 g2 (18...h2 19 b7 +-) 19 f2 d4 20 xh3 +-.

b) 13...d3!! Black's d-pawn is lost anyway, but this draws White's passed pawn closer to Black's king and that will soon make the difference! 14 cxd3 h5 15 e4 h4 16 e3 h3 17 f3+ f5 18 b7 g2 19 c8+ e5 20 f2 d4 21 f5 c3! =. Here is the point: White's bishop is bound to defend the last pawn!

3...g5 4 e2 d4 5 c4 g5 6 a6

Or 6 d3 immediately.

6...h4 7 c8 g5 8 a6

But not 8 f6? xf6 9 xh6 d6 10 h7 e7 11 g8 g5! 12 g7 f6+! 13 g6 e5 14 h6 f8 =.

8...h4 9 c4 g5

9...d8 10 e6 g5 11 c8 wins the h6-pawn too.

10 d3

After some time-gaining moves with the bishop, White forces Black to give up the h-pawn, as f6 certainly can't be allowed.

10...h4 11 xh6 f6

Suddenly there is a new problem. How to get out of the corner?

12 h7 g5 13 g8 h6 14 e4

That's it: Black is in zugzwang again!

14...g5?!

Or:

a) 14...e5 15 h7 f8 16 d3 f6 17 h6 e5 (17...f7 18 c4+ f6 19 e6 g5 20 g8 xh6 21 f7 f4 22 g6 f8 23 c4 e4 24 f6 e5 25 b3 e4 26 e6 f4 27 d5 d6 28 c4 g4 29 f7 +-) 18 g8 xh6 19 f7 f4 20 g6 f8 21 f6 e5 22 c4 d6 23 f7 h6 24 e8 +- von Bülow.

b) 14...g7 15 h7 f8 16 h6 g5 17 g8 xh6 18 f7 f4 19 d3 +- is a similar line.

15 f8 h6+ 16 e8 g5

One might at first think that 16...f4 17 d7 e5 draws, but 18 e7!! (18 d3? f6 19 c6 e5 is nothing) 18...xe4 19 f6 g5 20 e6 e3 21 f7 h6 22 f6 d2 23 g6 f8 24 h6 +- wins.

17 d7 f4

17...e5 18 d3 f6 19 d6 +-; compare note 'b1' to Black's 18th move.

18 d3 (D)

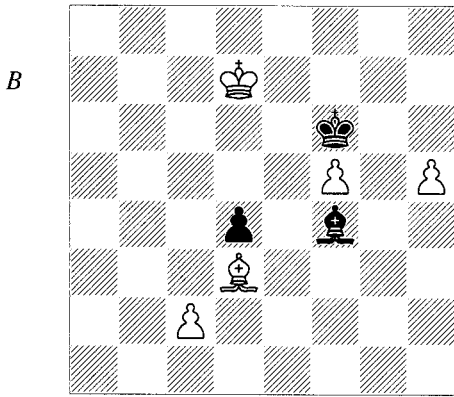
Zugzwang!

18...e5?!

Or:

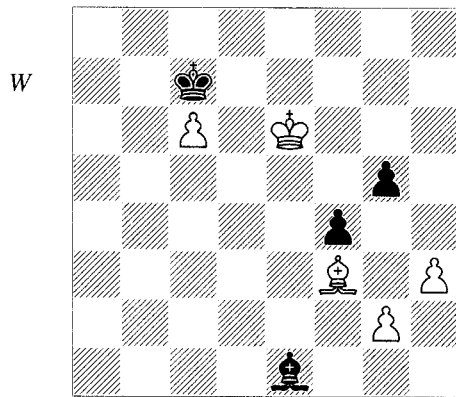
a) 18...g5?! and now:

a1) 19 e6 xh5 20 f6 h6 21 f7 g7 22 e7 +-.



4.51B

/-



4.52

+/-

J.Nunn

Secrets of Practical Chess, 1998

a2) More subtle is 19 h6 ♖xh6 20 f6 ♔d2 21 ♖e8! ♔b4 22 ♖f7! (22 f7?? ♖g7 =) 22...♔a3 (22...♖g5 23 ♖g7 +-) 23 ♖g8 +-.

b) 18...♖f7!? 19 ♖c6! and then:

b1) 19...♖f6 20 ♖d5 ♔e3 (20...♖g5 21 ♖xd4 ♖xh5 22 ♖d5 +- will lead to 4.46) 21 ♖e4! ♖g5 22 c4! ♖xh5 23 c5 +-.

b2) 19...♔h6 20 ♖d5 ♖g7 21 h6 ♔xh6 (or 21...♖f6 22 ♖d6 ♔e7+ 23 ♖d7 ♖f8 24 h7 ♖g7 25 ♔c4+ ♖f6 26 ♖e8 +-) 22 ♖xd4 and White will soon reach 4.46 again; e.g., 22...♖e7 23 ♖d5 ♔f4 24 c4 ♖g3 25 c5 +-.

19 h6! ♖f7 20 ♔c4+! ♖f6

20...♖f8 21 ♖e6 ♔h8 22 f6 ♖e8 23 f7+ ♖f8 24 ♔d3 ♖f6 25 c4! +-.

21 ♖e8

Or 21 h7 ♖g7 (21...♖xf5 22 ♔d3+! ♖g5 23 ♖e6 ♔h8 24 ♖f7 +-) 22 ♖e6 ♔f6 23 h8♖+ +-.

21...♔d6

21...♖xf5 22 ♖f7 +- and 21...♖g5 22 h7 ♖h6 23 f6! ♖xf6 24 ♖f7 +- are both winning for White.

22 ♔d3 ♔e5

22...♔b4 23 h7 ♖g7 24 f6+ ♖h8 25 f7 ♔c5 26 ♔c4 (never be careless! It is still possible to spoil the win with 26 f8♖+?? ♖xf8 27 ♖xf8 stalemate!) 26...♖g7 27 h8♖+ +-.

23 ♖f8 ♖g5 24 h7 1-0

In the next example, zugzwang is used to create a second passed pawn (*see following diagram*):

1 ♖f6 ♔h4 2 ♖f5 ♖d6 3 g3!! fxg3

3...♖xg3 4 ♖xg5 ♔e1 5 h4 ♔a5 6 h5 ♖e7 7 ♖g6 ♖f8 8 ♔d5 (...♖g8 must of course be prevented) 8...f3 9 h6 f2 10 h7 f1♖ 11 h8♖+ ♖e7

12 ♖e5+ ♖f8 13 ♖g7+ ♖e8 14 ♔f7+ ♖d8 15 c7+ ♔xc7 (15...♖xc7 16 ♔c4+ +-) 16 ♖f8+ ♖d7 17 ♔e8+ +-.

4 ♔g2 g4

4...♖c7 5 ♖e5 g4 6 hxg4 +-.

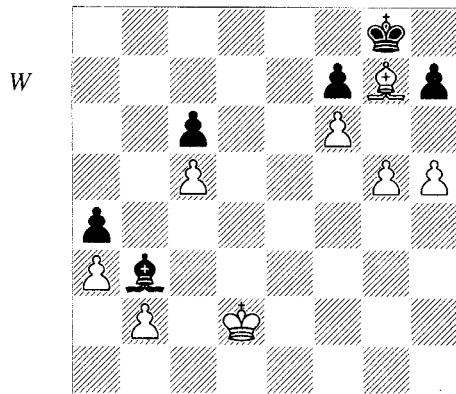
5 hxg4

5 ♖xg4? ♔d8 6 h4 ♖e6 7 h5 ♖f6 8 ♖xg3 ♖g7 leads to a draw due to the wrong rook's pawn.

5...♔d8 6 g5 ♔a5 7 ♖f6 +-

Nunn based the position on a game he played in a simultaneous display in 1977.

The following position is a bit unusual, but the winning motif is very similar:



4.52A

+/-

E.Sutovsky – B.Alterman

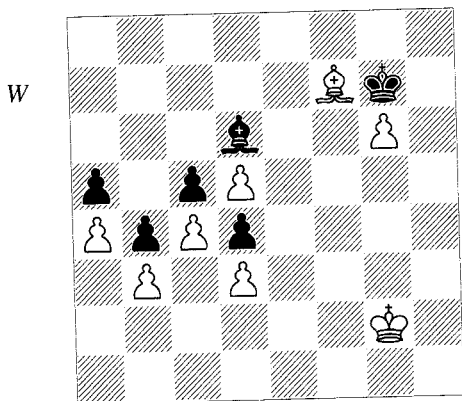
Tel-Aviv 1999

1 h6 ♔c4 2 b4! axb3

2...♖b5 3 ♖e3 ♗f1 4 ♖d4 ♗e2 5 ♖e5 ♗f3
(5...♗c4 6 ♖d6 ♗b5 7 ♖c7 +- was given by
Lukacs in CBM 71) 6 ♖d6 ♗e4 7 ♖c7 ♗f3 8
♖b6 ♗e4 9 ♖a5 ♗c2 10 b5 cxb5 11 ♖xb5 ♗e4
12 ♖xa4 (12 c6?? ♗xc6+ =) 12...♗c6+ 13 ♖a5
♗d5 14 ♖b6 ♗e4 15 ♗h8 +-.

3 ♖c3 ♗e6 4 a4 ♗d5 5 a5 ♗c4 6 ♖b2 1-0

Now one example where the king penetrates
using zugzwang:



4.53

L.van Wely – R.Janssen
Dutch Ch (Rotterdam) 1999

1 ♖f3 ♖f6 2 ♖e4

Black must now give up his fortress due to
zugzwang:

2...♗f8

2...♖g7 3 ♖f5 ♗g3 4 ♖e6 +-.

3 d6!

Opening a path for the king.

3...♗xd6 4 ♖d5 1-0

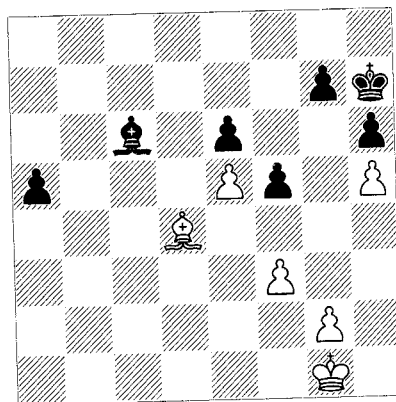
White's king will penetrate with devastating
effect: 4...♗f8 5 ♖c6 ♖e5 (5...♗e7 6 ♖b6 +-)
6 ♖b6 ♖f4 (6...♖d6 7 ♖xa5 ♖c6 8 ♗d5+ ♖c7
9 ♖b5 +-) 7 ♖xa5 ♖e3 8 ♖b5 ♖xd3 9 a5 ♖c2
10 ♗d5 +-.

The next three examples deal with the **creation of passed pawns**.

In the next diagram, Karpov fixes White's
kingside pawns on squares of his bishop's colour
in order to win the h5-pawn. After that, he
can create a second passed pawn on the king-
side:

1...f4! 2 ♗b2 ♗e8 3 ♗c1 a4 4 ♗xf4 a3 5
♗e3 ♗xh5 6 ♖f2 ♗e8 7 ♗d4 ♗c6 8 ♗c3 a2 9
g3?!

B



4.54

V.Anand – A.Karpov
Lausanne FIDE Wch (4) 1998

Accelerating the decline, as now Black will
be able to create a passed h-pawn. A policy of
'sit and wait' was more stubborn, but Black
should win by moving the king to the queenside.
Then the white king has to prevent an invasion,
when ...♗f1 forces the g-pawn to move anyway.

9...h5 10 g4

Or:

a) 10 ♖g2 g5 11 ♖f2 ♖g6 12 g4 (or 12 ♖e3
♖f5 13 ♗b2 h4 +-) 12...h4 13 ♖g2 h3+
(13...♗xf3+! +- is cruel) 14 ♖xh3 ♗xf3 15
♖g3 ♗d1 16 ♗b2 ♖f7 +-.

b) 10 f4 ♖g6 11 ♖e3 ♖f5 12 ♗b2 ♖g4 13
♖f2 h4 14 gxh4 ♖xf4 +- (Solozhenkin).

10...h4 0-1

Anand had seen enough. A possible finish is
11 f4 g5! (Karpov surely would have played
11...♗e4 12 ♗d4 g5) **12 f5** (12 fxg5 ♖g6 13
♗a1 ♖xg5 +-) **12...exf5 13 gxf5 g4** +- (Solo-
zhenkin).

In the following diagram, it looks as if White
has everything under control, but a typical break
shatters him:

1...b4!! 2 ♗f8!

Very inventive! 2 cxb4 ♖d3 3 ♗g7 c3+ 4
♗xc3 a3+ 5 ♖b3 ♗e6+ +-.

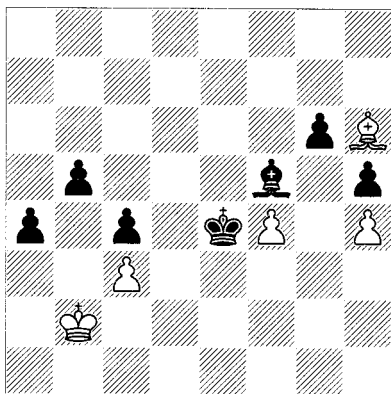
2...bxc3+?

2...a3+! (Ljubojević) 3 ♖a2 (3 ♖c1 a2 4 ♖b2
b3 5 ♗d6 ♖d3 and the threat of ...a1♖+ de-
cides) 3...bxc3 4 ♗xa3 ♖xf4 5 ♗b4 g5 +-.

3 ♖xc3 ♗e6 4 ♗d6 ♗f7

4...g5! is a much better attempt to play for a
win. 5 fxg5 (5 hxg5? h4 +-) 5...♖f3 6 g6 ♖g4 7
♗e7 a3 and then:

B



4.55 /+
Z.Azmaiparashvili – L.Ljubojević
Leon 1994

a) 8 g7? a2 9 ♖b2 c3+ 10 ♔a1 c2! (now the white king can never get further than b2) 11 ♙g5 and Black wins as follows: pick up the g-pawn with the king; march with the king to d1; remove the bishop from the a2-g8 diagonal, so that ...c1♞ will win a piece. For example: 11...♙f5 12 ♖b2 ♙g6 13 ♔a1 ♙xg7 14 ♖b2 ♙g6 15 ♔a1 ♙f5 16 ♖b2 ♙e4 17 ♔a1 ♙d3 18 ♖b2 ♙e2 19 ♔a1 ♙d1 20 ♖b2 ♙g4 21 ♙xa2 c1♞ 22 ♙xc1 ♙xc1 +-.

b) 8 ♙xa3! ♙xh4 9 ♙d2 ♙g3 10 ♙d6+ ♙g4 11 g7 h4 12 ♙e2 and White should still hold the position (von Bülow).

5 ♙e7 ♙xf4?!

Black should backtrack with 5...♙e6:

a) 6 ♖b4? ♙d3 7 ♙xa4 c3 (without the pawn on f4 this would be a draw; see the game) 8 f5 gxf5 +-.

b) 6 ♙d6 transposes to the position after White's 4th move, so Black has 6...g5!.

6 ♖b4 ♙e4 7 ♙xa4 c3 8 ♖b4 ♙d3 9 ♙f6 c2 10 ♙g5 ♙e6 11 ♙h6 ♙f7 12 ♙g5 ♙e6 13 ♙h6 ♙d5 14 ♙g5 ♙g8 15 ♙h6 1/2-1/2

In the following diagram, White is three pawns up, but to win he has to sacrifice a lot of them:

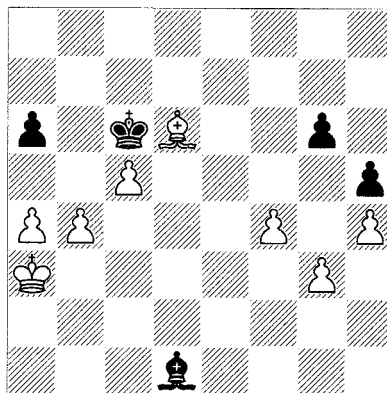
1 h5+ axb5 2 a5 ♖b7 3 ♖b4 ♙e2 4 ♙e5 ♙c4 5 g4! hxg4 6 f5 gxf5

Now the material is equal, but White's h-pawn decides, while his bishop stops Black's connected passed pawns on one diagonal:

7 h5 f4 8 ♙xf4 ♙d3 9 h6 ♖c6 10 a6 ♙e4 11 a7 ♖b7 12 ♙xb5

12 ♙b8 g3 13 c6+ ♙a8 14 c7 ♙f5 15 c8♞ +-.

W

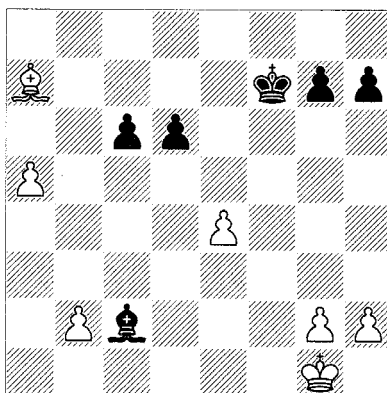


4.56 +/
J.Ehlvest – V.Kupreichik
Moscow 1987

12...♙d3+ 13 ♔a5 ♙xa7 14 c6 ♔a8 15 ♖b6
White won after a few more moves.

We end the discussion with four classics. You should study them carefully as they are very instructive:

W



4.57 =/=
M.Euwe – D.Yanofsky
Groningen 1946

1 ♙c5! ♙d3

Not 1...dxc5?? 2 a6 +-.

2 ♙xd6 ♙xe4 3 a6 c5 4 ♙xc5 h5 5 ♙f2 ♙d3!

An important technique: the bishop forces the pawn to a dark square, where it is easier to erect a blockade.

6 a7 ♙e4 7 g3 ♖e6 8 ♙e3 ♙g2?

It looks unlikely, but this innocent-looking move is a decisive mistake. 8...♙f5! was called

for; e.g., 9 ♖f8 g6 10 ♖d4 ♖a8 11 ♖c5 ♖e6 12 ♖b6 ♖d7 = (Averbakh). You see the big difference to the game. Black flexibly supports his bishop on the d7-f5 diagonal, preventing the invasion of White's king. In the game White is able to prevent this defence with the beautiful 17 ♖f6! and 18 h5!.

9 ♖f4! g6 10 g4! hxg4 11 ♖xg4 ♖h1 12 ♖g5 ♖f7

12... ♖e4 13 a8 ♖ ♖xa8 14 ♖xg6 +-.

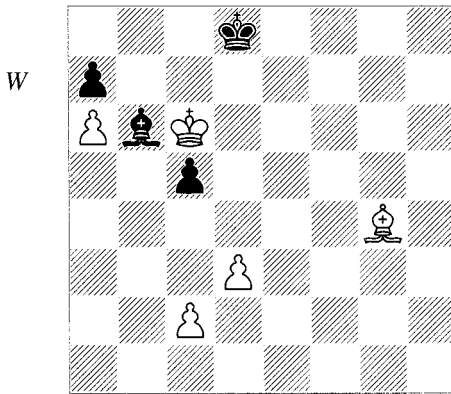
13 ♖d4 ♖g2 14 h4 ♖h1 15 b4 ♖g2 16 b5 ♖h1 17 ♖f6! ♖g2

17... ♖e4 18 ♖f4 ♖b7 19 ♖e5 +-.

18 h5! gxh5 19 ♖f5! 1-0

Nothing can stop the white king-march to the queenside.

Before studying the next example you should recall fortress 4.10A and 4.42.



4.58

=/=

Vorotnikov – Kaminsky
Leningrad 1973

1 c4!

Otherwise Black can play ...c4 himself to free his bishop.

1... ♖e7?!

Vorotnikov showed that 1... ♖a5!! leads to a draw: 2 ♖xc5 ♖b6+ 3 ♖c6 ♖e3 4 c5 ♖f2 5 ♖d6 ♖g3+ 6 ♖d5 ♖c7 7 ♖c4 ♖e5 8 d4 ♖f6 9 d5 ♖e7 and Black has established a defensive set-up analogous to 4.42. White can't break through as 10 d6+ ♖xd6 11 cxd6+ ♖xd6 only leads to fortress 4.10A.

2 ♖h3

2 d4 cxd4 3 c5 ♖a5 4 ♖b7 ♖d8 5 ♖f5 d3! = (but not 5... ♖b4? 6 c6 ♖a5 7 ♖d3!, which leads to the game).

2... ♖d8 3 ♖f5 ♖e7?

3... ♖a5 was called for.

4 d4! cxd4

4... ♖d8 5 dxc5 ♖a5 6 ♖b7 ♖b4 7 c6 ♖d6 8 c7+ ♖xc7 9 ♖xa7 +-.

5 c5 ♖a5 6 ♖b7 ♖d8 7 ♖d3! ♖d7

After 7... ♖b4 8 c6 ♖a5 9 c7+! ♖xc7 10 ♖xa7 it becomes clear that the d4-pawn is just an obstacle for Black: 10... ♖d6 11 ♖b6 ♖b8 12 ♖b7 +-.

8 c6+ ♖d6

8... ♖d8 9 c7+! +-.

9 ♖b5?!

Otherwise:

a) 9 c7? is premature: 9... ♖xc7 10 ♖xa7 ♖c6! 11 ♖e4+ ♖b5 12 ♖b7 ♖b6 13 ♖d3+ ♖a5 =.

b) 9 ♖e4! is the right way to guard the c6-square:

b1) 9...d3 10 ♖xd3 ♖b6 11 ♖e4 ♖a5 12 c7 +-.

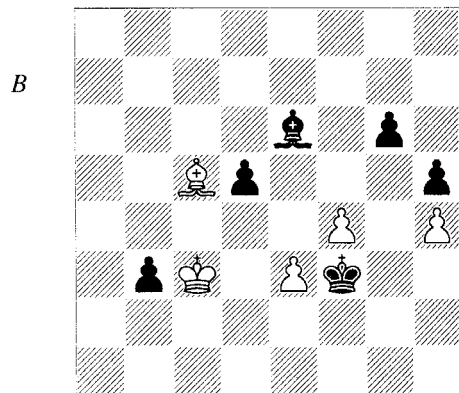
b2) 9... ♖d8 10 c7 ♖xc7 11 ♖xa7 +-.

b3) 9... ♖e5 10 ♖f3 ♖d6 11 c7 ♖xc7 12 ♖xa7 ♖c5 13 ♖b7 ♖b6 14 ♖e2 +-.

9... ♖b6?!

9... ♖c5!? 10 ♖d3 (10 ♖xa7? ♖xb5 11 ♖b7 d3 =) 10... ♖d6 11 ♖e4! +-.

10 c7! ♖xc7 11 ♖xa7 ♖c5 12 ♖b7 ♖b6 13 ♖d3 1-0



4.59

/+

A. Kotov – M. Botvinnik
USSR Ch (Moscow) 1955

It looks like an ironclad fortress as White's king blocks the passed b-pawn and his bishop defends the other pawns.

1... g5!!

However, after this blow the creation of a second black passed pawn can't be prevented.

2 fxg5

Or:

a) 2 ♖xb3 gxh4 3 f5 ♙xf5 4 ♙d6 h3 –+.

b) 2 hxg5 h4 3 ♙d6 (3 f5 ♙xf5 4 ♖xb3 h3 5 ♙d6 ♖xe3 –+) 3...♙f5 4 g6 ♙xg6 5 f5 ♙xf5 6 ♖xb3 ♖g2 –+.

2...d4+!

Keeping the b-pawn is of crucial importance as 2...♖g3? 3 ♖xb3 ♖xh4 4 ♖c3 ♖xg5 5 ♖d4 ♖f5 6 ♙e7 = only leads to a draw.

3 exd4 ♖g3

Not 3...♖g4? 4 d5 ♙xd5 5 ♙f2 =; the e1-h4 diagonal is long enough.

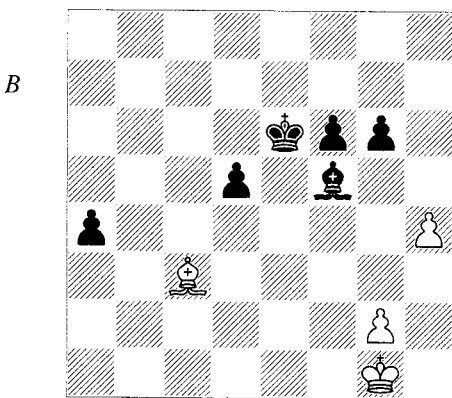
4 ♙a3

4 ♙e7 ♖xh4 5 g6+ ♖g4 –+; Black's bishop can stop both passed pawns on one diagonal, while Black's advancing h-pawn will cost White his bishop.

4...♖xh4 5 ♖d3 ♖xg5 6 ♖e4 h4 7 ♖f3 ♙d5+ 0-1

A possible finish is 8 ♖f2 ♖f4 9 ♖g1 h3 10 ♖h2 ♙e6 11 d5 ♙d7 12 ♙b2 ♖e4 –+.

The final example inspired the *British Chess Magazine* to start a search for the 'Most Amazing Move' of all time and the panel of judges voted for Shirov's 47...♙h3!:



4.60

V. Topalov – A. Shirov
Linares 1998

Black has only one move to win:

1...♙h3!!

“Shirov's Geniestreich' they call it in the April issue of *Schach*. It's a very sharp way of highlighting the bishop's relative value in

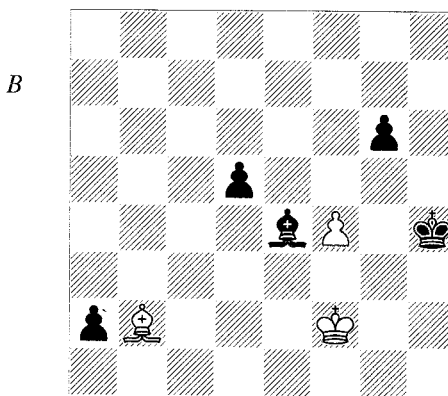
endgames with opposite-coloured bishops.” (Timman in *NiC Magazine* 4/98). Black frees the route for his king via f5-e4 without loss of time. Other moves do not win:

a) 1...♖d6? 2 ♖f2 ♖c5 3 ♖e3 =.

b) 1...♙e4? allows White an unbreakable defensive set-up: 2 g3 ♖f5 (2...f5 3 ♖f2 f4 4 gxf4 ♖f5 5 ♖e3 ♖g4 6 ♙f6 ♖g3 7 ♙e7 ♖g2 8 ♙d6 ♖f1 9 ♙b4 =) 3 ♖f2 a3, and now:

b1) 4 ♙a1 ♙h1 5 ♖e3 ♖g4 and then:

b11) Not 6 ♖f2? f5 7 ♙e5 a2 8 ♙b2 f4 9 gxf4 ♖xh4 10 ♖e3 ♙e4 11 ♖f2 (D).



4.60A

–/+

Black's king can then creep slowly but surely into the position: 11...♖g4 12 ♖e3 (12 ♙e5 ♖f5 13 ♖e3 g5 –+) 12...♖g3 13 ♙a1 ♖g2 14 ♙e5 (14 ♖e2 ♙f5 15 ♙d4 ♙g4+ 16 ♖e3 ♖f1 17 ♖d2 ♙e2 18 ♖c1 ♖g2 19 ♖b2 ♙c4 –+) 14...♖f1 15 ♙c3 ♙f5 16 ♖d2 (16 ♖f3 d4 17 ♙xd4 ♖e1 18 ♖e3 ♖d1 –+) 16...♖f2 17 ♙b2 ♖f3 18 ♙e5 ♙b1 19 ♖c1 ♖e4 20 ♖b2 g5 –+.

b12) 6 ♙xf6 ♖xg3 7 ♖e2 a2 (7...d4 8 ♙xd4 ♖xh4 9 ♙f6+ g5 10 ♖d2 =; White can simply sacrifice his bishop for the g-pawn when his king has reached the a1-corner) 8 ♖e3 ♖g4 9 ♖e2 ♖f5 10 ♙a1 ♖e4 11 ♖d2 d4 12 ♙b2 ♙f3 13 ♙a1 d3 14 ♙f6 ♙g4 15 ♙a1 ♙f5 16 ♙b2 ♖f4 17 ♙c3 ♖g4 18 ♙f6 a1 ♖ 19 ♙xa1 ♖xh4 20 ♙f6+ g5 21 ♖e3 =.

b2) 4 ♖e3 ♖g4 5 ♙xf6 ♖xg3 6 ♖e2 d4 (6...a2 7 ♖e3 ♙f3 8 ♖d2 d4 9 ♙xd4 ♖xh4 10 ♖c1 =) 7 ♙xd4 ♖xh4 8 ♖d2 g5 9 ♖c3 =.

2 gxh3

Refusing the gift with 2 ♖f2 doesn't help as the bishop offers itself again after 2...♖f5 3 ♖f3 ♙xg2+ 4 ♖xg2 ♖e4 –+, as Shirov points out in *Inf* 72/(415).

2...♖f5!

Not 2...f5? 3 ♖f2 ♘d6 4 ♖e3 ♘c5:

a) 5 ♗d4+? ♘c4 6 ♗b2 d4+ 7 ♗xd4 (7 ♖f4 d3 →) 7...f4+ 8 ♘e4 f3 9 ♗e3 a3 10 ♖xf3 a2 →.

b) 5 ♘d3 a3 6 ♗f6 a2 7 ♗e5 f4 8 ♗a1 ♘b4 9 ♘e2 ♘c4 10 ♘f3 d4 11 ♖xf4 ♘d5 =.

3 ♖f2 ♘e4! 4 ♗xf6

4 ♘e2 f5 → (Shirov).

4...d4! 5 ♗e7

Or: 5 ♘e2?! a3 → (Ftačnik in CBM 64); 5 ♗g5 ♘d3 6 ♘e1 ♘c2 →.

5...♘d3! 6 ♗c5 ♘c4!

6...♘c3? 7 ♘e2 =.

7 ♗e7

Until now all of Black's moves were unique, which adds considerably to the value of the combination. Now he has a choice:

7...♘b3

7...♘c3 also wins.

0-1

Topalov resigned due to **8 ♗c5 d3 9 ♘e3 ♘c2 10 ♗b4 a3 →** (Ftačnik).

Rules and Principles: Opposite-Coloured Bishops

1) Most of the time, material is not as important as positional considerations (4.59).

2) The defender's aim is to construct an impregnable fortress of one of the following types:

Type 1: the king stops the passed pawn while the bishop protects the other pawns (see 4.49A and B).

Type 2: the bishop stops the passed pawns while the king assists it and stops the attacking king breaking through (see 4.49E).

3) If a fortress of the second type can be broken, then the attacker usually creates two passed pawns on different wings and his king helps one pawn to advance, eventually winning the bishop (compare, e.g., 4.53 and 4.58).

4) If the attacker sacrifices material himself to create passed pawns, his bishop must be able to halt the resulting enemy passed pawns on one diagonal. The principle of one diagonal is important for the attacker and the defender as a method to avoid falling into zugzwang or being diverted (see 4.46).

5) As defender, attack your opponent's pawns with your bishop to force them onto squares of the opposite colour to your bishop. It is then easier to create a safe blockade.

Reference works

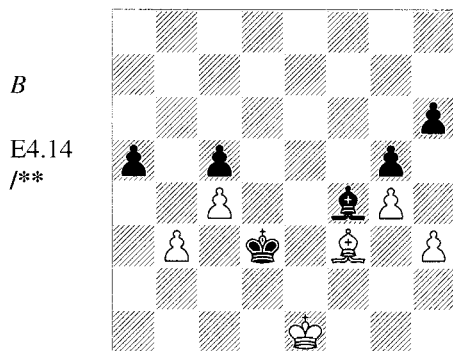
Encyclopaedia of Chess Endings (ECE), Bishop and Knight Endings volume, Nicosia 1993

Läufer- und Springerendspiele (Av), Averbakh, Sportverlag Berlin 1987

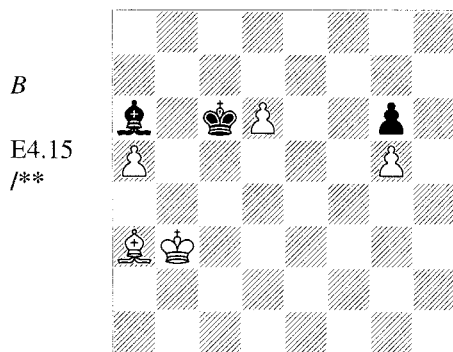
Technique for the Tournament Player, Dvorstky and Yusupov, Batsford 1995

Exercises

(Solutions on pages 374-5)



Black has a convincing way to win.

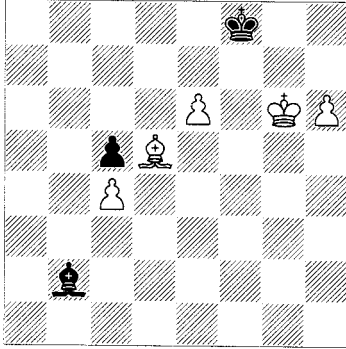


Can Black construct a fortress?

B

E4.16

/**

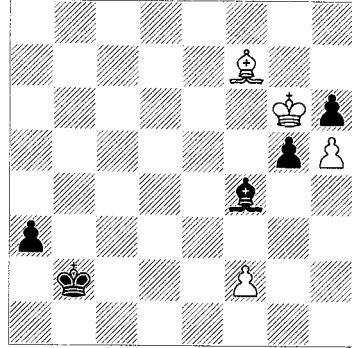


Can Black hold the position?

B

E4.17

/***



White's counterplay on the kingside appears to be fast enough. Can you do something about that?

5 Bishop vs Knight

The question of whether a bishop is stronger than a knight is very old. Although the two pieces move in completely different ways, their value seems to be almost equal on an 8 x 8 board. However, each piece has its advantages and disadvantages.

The bishop tends to be better when the position is open and there is play on both wings. It is also much more difficult to put the side with a bishop in zugzwang as it can usually lose a tempo much more easily than a knight. On the other hand, the bishop's main weakness is of course that it can only visit half of the squares on the board. Therefore, if a firm blockade can be created on squares of the other colour, this is usually the end of the matter. Also, if a lot of pawns are blocked on squares of the bishop's colour, its possibilities can be very restricted and in extreme cases it can even start to look like an overgrown pawn.

We have divided the material in this chapter into positions favourable for either the bishop or the knight, and conclude with a brief section on situations with more minor pieces:

5.1: The Side with the Bishop	has the Advantage	132
5.2: The Side with the Knight	has the Advantage	144
5.3: The Bishop-Pair		156

5.1 The Side with the Bishop has the Advantage

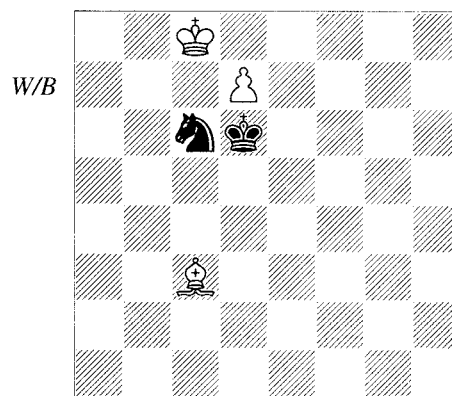
We focus on the following topics:

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A) Bishop + Pawn(s) vs Knight

If the defender's king can't get in front of the pawn it is usually quite tricky to stop the pawn,

because the knight can easily fall into zugzwang:

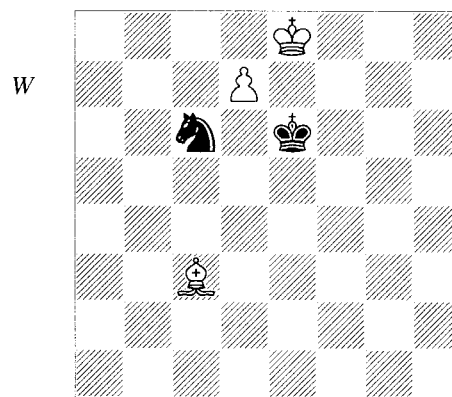


5.01 Y.Averbakh +/-

White wins as follows: 1 ♖b4+! ♔e6 2 ♙c5 ♚d5 3 ♙a3 ♜a7+ 4 ♚b7 (losing a tempo to put Black in a fatal zugzwang) 4... ♜c6 5 ♚c7 +/-.

If Black is to move, he can reach a fundamental defensive position:

1... ♜e7+ 2 ♚d8 ♜c6+ 3 ♚e8 ♚e6 (D)

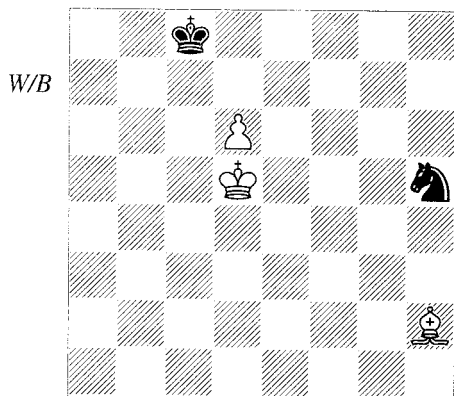


5.01A =/=

4 ♙b4 ♚d5

The king will return to e6 next move because 5 ♚f7 allows 5... ♜e5+ 6 ♚e8 ♜xd7 =.

If the defending king gets in front of the pawn, this usually secures the draw. Only a very unfavourable position of the knight leads to disaster:



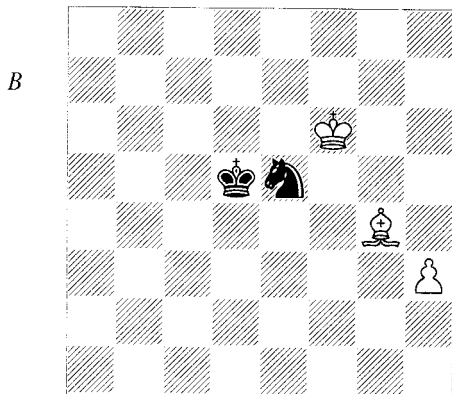
5.02

+/=

The reader should memorize the following corralling motif as it is important not only in the endgame: **1 ♖e5!** (the bishop completely dominates the knight) **1... ♖d7 2 ♜c5! ♜e6 3 ♜c6! ♜xe5 4 d7! +-.**

If Black is to move, he draws easily by bringing the knight back home: **1... ♖f6+ 2 ♜e6 ♖d7! 3 ♜e7 ♖c5 4 ♜e8 ♖d7 =.**

The next example is very famous:



5.02A

+/=

R.Fischer – M.Taimanov
Vancouver Ct (2) 1971

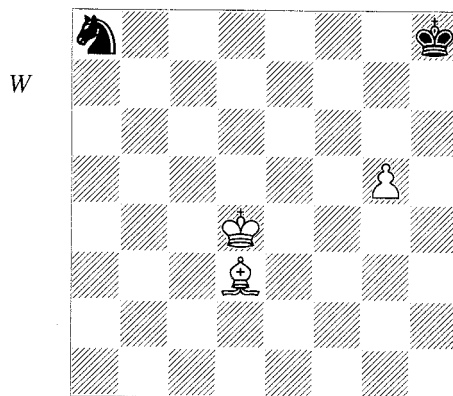
1... ♜e4?

1... ♖d3 2 h4 ♖f4! 3 ♜f5 (3 ♜g5 ♜d6 4 ♜f6 ♖d5+ 5 ♜f7 ♖f4! =) 3... ♖e6 4 ♖d1 ♜d6! 5

♙b3 ♖f8! 6 ♜f6 ♖d7+! 7 ♜g7 ♜e7! 8 h5 ♖f6! 9 h6 ♖h5+ 10 ♜g6 ♖f6! 11 ♙f7 ♜f8 =.

2 ♙c8! ♜f4 3 h4! ♖f3 4 h5! ♖g5 5 ♙f5 ♖f3 6 h6 ♖g5 7 ♜g6 ♖f3 8 h7 ♖e5+ 9 ♜f6 1-0

Normally it is good to separate the knight from its king, so the following study is paradoxical and shows marvellous flow in the play:



5.02B

+/

G.Zakhodiakin
1st Pr. '64', 1931

1 ♜c5! ♖c7 2 ♜d6! ♖e8+ 3 ♜e7! ♖g7 4 ♙g6! ♜g8 5 ♙f7+! ♜h7 6 ♜f6! ♜h8 7 ♜e5! ♜h7 8 ♜e4! ♜h8 9 ♜f4! ♜h7 10 ♙g4! ♜h8 11 ♙g6! +-

A real masterpiece!

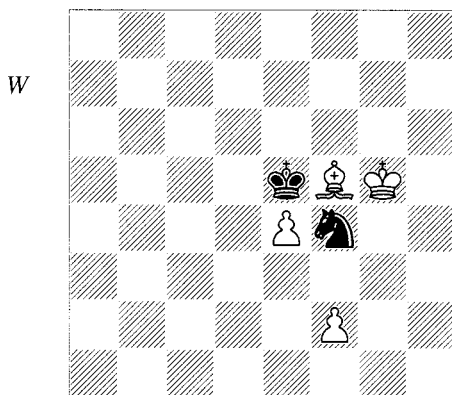
John Nunn deals with the subject of bishop + pawn vs knight much more extensively in his book *Secrets of Minor-Piece Endings* (pp. 206-64).

With two connected passed pawns, there are two different cases. If the knight has managed to set up a blockade on squares opposite to the bishop's colour, the position is drawn (*see following diagram*).

King and bishop can't take all seven squares away from Black's knight:

1 ♜g4 ♖d3 2 ♜f3 ♖f4

Not, of course, **2... ♜f6?? 3 ♜e3 ♖b4** (or **3... ♖e1 4 ♙h3 ♖c2+ 5 ♜d2 ♖d4 6 f4 +-)** **4 f4 ♖c2+ 5 ♜d2 ♖d4 6 ♙g4**, when the blockade is broken. A possible follow-up would be **6... ♖c6 7 ♜e3 ♖e7 8 e5+ ♜f7 9 ♜e4 ♖g8 10 f5 ♜e7 11 ♙e2 ♖h6 12 ♙c4 +-.**

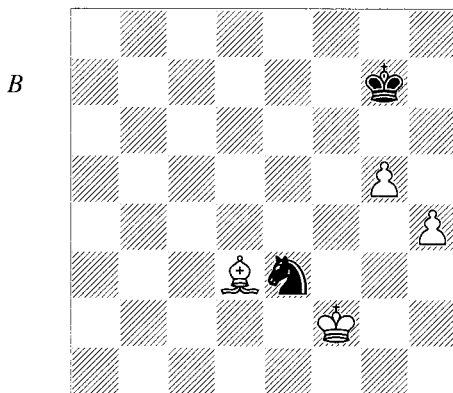


5.03 =/=

Ki.Georgiev – L.van Wely
Groningen FIDE 1997

3 ♖c8 ♜d3 4 ♙b7 ♜f4 5 ♖g4 ♜d3 6 f3
♜f4 7 ♙a6 ♜g6 8 ♙c4 ♜f4 9 ♖g3 ♜h5+ 10
♜f2 ♜f4 1/2-1/2

If the pawns are not blocked, they usually win:



5.04 +/-

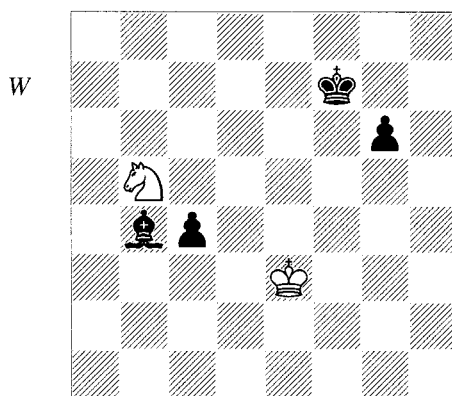
A.Mikhalevski – Av.Bykhovsky
Beersheba 1996

Even the wrong rook's pawn doesn't spoil it, but White has to be careful:

1...♜g4+ 2 ♖g3 ♜h6
2...♜f6 3 ♖f4 ♜h5+ 4 ♖g4 ♜f6+ 5 ♖f5
♜h7 (5...♜g8 6 ♙c4 ♜e7+ 7 ♖g4 ♜g6 8 ♙d5
♜e5+ 9 ♖f5 ♜g6 10 h5 ♜e7+ 11 ♖e5 +-;
5...♜e8 6 ♖e5 ♖f7 7 h5 ♜g7 8 ♙g6+ ♖e7 9 h6
♜e6 10 h7 ♜f8 11 ♙f5 +-) 6 ♖e6 ♜f8+ 7 ♖e7
♖g8 8 h5 ♖g7 9 h6+ ♖g8 10 ♙f5 ♖h8 11 ♖f7
+- and White uses zugzwang to win (Hecht in
CBM 53).

3 ♖f4
3 ♖xh6+?? ♖xh6 = (4.09).
3...♜f7 4 ♙c4 ♜h6 5 ♙e6
Corralling the knight.
5...♖g6 6 ♖e5 ♖g7
6...♖h5 7 ♖f6 +- (Hecht).
7 h5 ♖h8 8 ♖f6 ♖h7 9 ♖g+ ♖h8 10 ♖g5
♖g7 11 ♙d5 ♖h8 12 ♙c4 ♖g7 13 ♙e6 1-0
In anticipation of 13...♖h8 14 ♖f6 ♜f7 15
♖xf7 +-.

Two isolated pawns also offer good winning chances, but care is required:



5.05 -/+

N.Kelečević – H.Fioramonti
Swiss Cht 1999

1 ♙d4 c3 2 ♙d3

The pawn endgame arising after 2 ♜xc3?!
♙xc3+ 3 ♖xc3 is lost: 3...♖f6 4 ♙d4 ♖f5 5
♖e3 ♖g4 +-.

2...♖e6?

This runs into a nasty check. The immediate
2...g5 was called for:

a) 3 ♜c7 g4 4 ♙d5 g3 5 ♜f4 ♖e7 6 ♜g2
♖d6 7 ♜h4 ♖e5 8 ♜g2 c2 9 ♖xc2 ♖e4 10
♖d1 ♖f3 11 ♜h4+ ♖f2 +-.

b) 3 ♜d4 ♙d6 4 ♜c2 (4 ♖xc3 ♙e5 5 ♙d3
♙xd4 6 ♖xd4 ♖g6 7 ♖e3 ♖h5 8 ♖f3 ♖h4 +-)
4...♙e5 5 ♜e3 ♖e6 6 ♖e4 g4 7 ♙d3 g3 8 ♖e2
♙d4 9 ♜g2 ♖f5 10 ♜e1 ♖e4 +-.

3 ♜d4+! ♖f6

Or 3...♙d5 4 ♜f3, and now:

a) 4...♙a5 5 ♜h4! (this nice tactical trick
saves the day) 5...g5 6 ♜f3 g4 7 ♜h2 g3 8 ♜f1
g2 9 ♜e3+ =.

b) 4...♙d6 5 ♜d4 g5 6 ♖c4 ♙a5 7 ♙d3 g4 8
♖e4 ♖c5 9 ♜e2 c2 10 ♙d3 =.

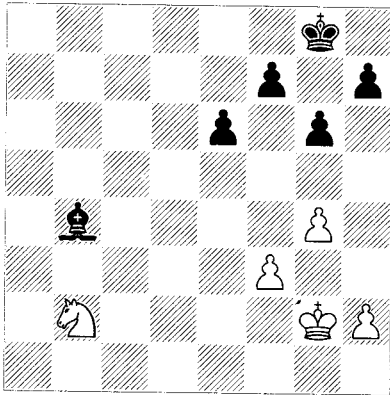
4 ♖c6 ♗c5 5 ♜xc3 g5 6 ♜c4 ♗b6 7 ♜d3 g4
8 ♜e4 ♜g5 9 ♜e5 g3 10 ♜f3!

Blocking the pawn with the king secures the draw. Not 10 ♜f3+? ♜g4 11 ♜e1 ♗a5 12 ♜g2 ♗d2 –+.

10...♜h4 11 ♜g2 ♗c7 1/2-1/2

B) Extra Pawn for the Bishop

We start with pawns on one wing. The knight has good chances to defend even with four against three pawns:



5.06 =/= **V.Korchnoi – Y.Averbakh**
USSR Ch (Moscow) 1955

1...♗d6 2 ♜d3 f6 3 h3

A typical strategy: Korchnoi puts all his pawns on squares opposite to the bishop's colour.

3...♜f7 4 ♜f2 e5 5 ♜e3 ♜e6 6 ♜e2 f5

After 6...♜d5 7 ♜e3 ♗c5+ 8 ♜e2 ♜d4 9 ♜f2 ♗e7 10 ♜e4 Black can't make real progress without playing ...f5.

7 gxf5+ gxf5

After 7...♜xf5 White draws fairly comfortably: 8 ♜f2 ♜g5 (8...e4 9 fxe4+ ♜xe4 10 ♜e1 ♜f4 11 ♜g2 h6 12 ♜f3 =) 9 ♜g2 ♜h4 10 ♜f2 =.

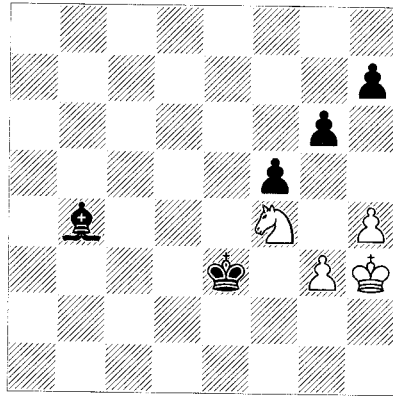
8 ♜f2 ♜d5 9 ♜e3 ♗c5+ 10 ♜e2 ♜d4 11 ♜e1 e4 12 ♜g2 ♜e5 13 fxe4 fxe4

13...♜xe4 14 ♜h4 (threatening ♜xf5, when Black would only have a wrong rook's pawn left) 14...f4 15 ♜f3 =.

14 ♜d2 ♗e7 15 ♜e2 ♗g5 16 ♜f2 ♜d4 17 ♜e2 1/2-1/2

The knight can draw even the following quite unfavourable position. Again the presence of a wrong rook's pawn plays a key role:

B



5.06A =/=
A.Nimzowitsch – J.Davidson
Semmering 1926

1...♗d6 2 ♜d5+?

2 ♜e6! (Speelman and Tisdall in BCE)
2...♜f2 3 ♜g5 h6 4 ♜f7 ♗xg3 5 ♜hx6 f4 (or 5...♗c7 6 h5 ♗f4 7 ♜g8 g5 8 ♜h6 ♜f3 9 ♜xf5 =) 6 h5 gxh5 7 ♜f5 h4 8 ♜d4 ♜e3 9 ♜f3 ♗f2 10 ♜g5 ♗e1 11 ♜g4 =.

2...♜f3 3 ♜f6 h5?

Missing 3...h6! (Kmochn) 4 ♜g8 (4 g4 f4 5 ♜h2 ♜e2 –+) 4...g5 5 ♜hx6 g4+ 6 ♜h2 f4 7 ♜xg4 fxg3+ 8 ♜h3 g2 9 ♜h2+ ♗xh2 10 ♜hx2 ♜f2 –+.

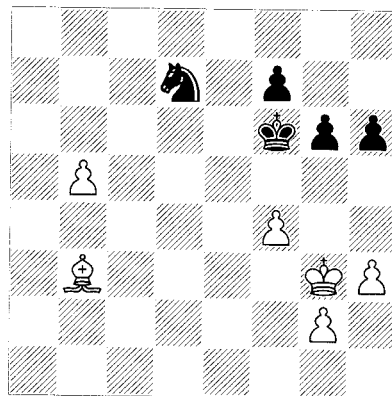
4 ♜d5 ♜f2

4...♗xg3 5 ♜e7 ♗f2 6 ♜xg6 ♗c5 7 ♜h8 =.

5 ♜f6 ♗xg3 6 ♜e4+ fxe4 (stalemate) 1/2-1/2

With pawns on both wings, an extra outside passed pawn is usually enough to win:

W



5.07 +/
A.Nimzowitsch – D.Janowski
Karlsbad 1907

First White improves the position of his king:

1 ♖f3 ♗e7 2 ♗e3 ♜6 3 ♖d4 ♖d6

Then the position of his bishop:

4 ♖d1 ♖b6 5 ♖f3 ♖c8

Next he prepares to break open an entry for his king on the kingside, so he can create threats on both wings:

6 h4! ♖e7

After 6...♖b6 the blockade is broken by 7 ♖e4 g5 (7...f5 8 ♖c6 +-) 8 fxc5 fxc5:

a) 9 hxg5? makes things unnecessarily difficult for White; e.g., 9...hxg5 10 ♖f3 ♖a4 11 ♖g4 ♖b6 (11...♗c7? 12 ♖d1 ♖b6 13 ♗e4 ♖d6 14 ♗f5 +-) 12 ♗e4 ♖d5! ±.

b) 9 h5! ♖d7 10 ♖f3 ♖b6 11 ♗e4 ♗e6 12 ♖g4+ ♗f6 13 ♖d4 +- (Averbakh).

7 ♖e4! g5

7...f5 8 ♖c6 ♖c8 9 ♖e8 ♖e7 10 b6 +-.

8 fxc5 fxc5 9 hxg5

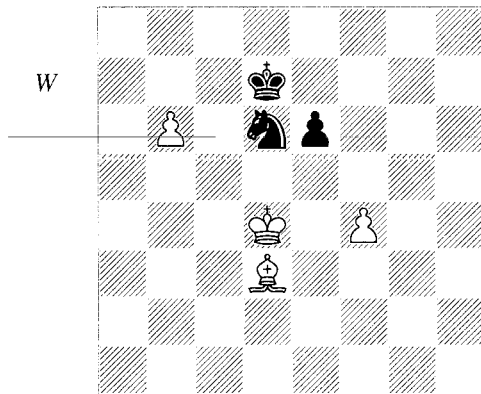
9 h5 also wins (compare 6...♖b6), but this time it is more difficult than taking on g5: 9...♖g8 10 b6 ♖f6 11 b7 ♗c7 (11...♖d7 12 ♖f3 ♗c7 13 ♗e4 ♗xb7 14 ♗f5+ ♗c7 15 ♗g6 ♖d6 16 ♗xh6 ♗e7 17 ♗g7 +-) 12 ♖f3 g4 13 ♖c6 ♖xh5 14 ♗e5 ♗b8 15 ♗f5 g3 16 ♖f3 ♖g7+ 17 ♗f6 ♖e8+ 18 ♗g6 +-.

9...hxg5

Now that a path on the kingside is open, the pawn finally advances:

10 b6 g4 11 b7 ♗c7 12 ♗e5 g3 13 ♗f4 ♖g8 14 ♗xg3 ♖f6 15 ♖f3 ♖d7 16 ♗f4 ♖d6 17 ♗f5 ♗e7 18 ♖c6 ♖b8 19 ♖b5 1-0

In the next example White has to be careful because of the limited number of pawns:



5.08 +/

E.Eliskases – M.Euwe
Buenos Aires 1947

1 ♗c5 ♖b7+ 2 ♗b5 ♖d8

Or 2...♗c8 3 ♖f1:

a) 3...♖d6+ 4 ♗c6 ♖f5 5 ♖h3 ♖d4+ (or 5...♖g7 6 b7+ ♗b8 7 ♖g4 ♗a7 8 ♗c7 ♖e8+ 9 ♖d7 ♖f6+ 10 ♗c8 +-) 6 ♗c5 +-.

b) 3...♗b8 4 ♖h3 ♖d8 5 ♗c5 ♖b7+ (5...♗b7 6 ♖g2+ ♗b8 7 ♖d6 ♗c8 8 ♗e7 +-) 6 ♗c6 ♖a5+ 7 ♖d7 ♗b7 8 ♖xe6 ♗xb6 9 ♖d5 +-.

3 ♗a6 ♗c6 4 ♖e4+ ♗c5 5 ♖h1

The careless 5 b7? wins the knight but leaves White without pawns: 5...♖xb7 6 ♗xb7 ♖d4 7 ♖c2 ♗e3 =.

5...♖d4 6 ♗a7! e5

6...♗e3 7 ♗b8 ♗xf4 8 ♗c7 +- (Averbakh).

7 f5! e4 8 ♗b8

8 f6 also wins.

8...e3 9 ♖f3 ♖c6+!?

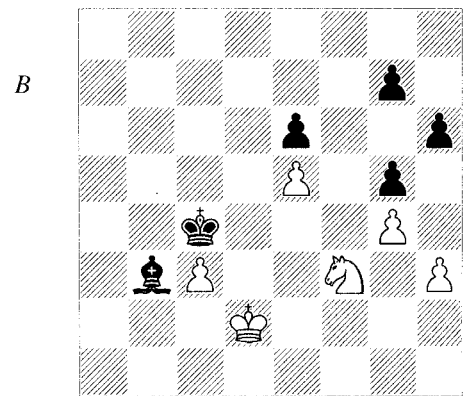
A last desperate trick.

10 ♗c7

Certainly not 10 ♖xc6?? e2 11 b7 e1 ♖12 ♖c8 ♖c3 =.

10...♖b4 11 ♖d6 1-0

In the next two examples the attacker doesn't yet have an extra pawn, but his advantages are so clear that he will soon win one.



5.09 +/

A.Onishchuk – V.Salov
Elista 1998

The e5-pawn is weak, the kingside pawns are blocked on light squares and the knight has problems finding an anchor square. This all adds up to very good winning prospects for Black.

1...♖d5 2 ♗e3 ♖c4 3 h4

Or:

a) 3 ♗f2 ♗e4 4 ♖d2+ ♗d3 ♢ (Ribli in CBM 65).

b) 3 ♞d2 ♙a6 4 ♞f3 ♙f1 5 h4 (5 ♞f2 ♙d3 6 ♞e3 ♙b5 \mp and White has to give way due to zugzwang – Hecht) 5... gxf4 6 ♞xh4 ♞xe5 \mp ; see the game.

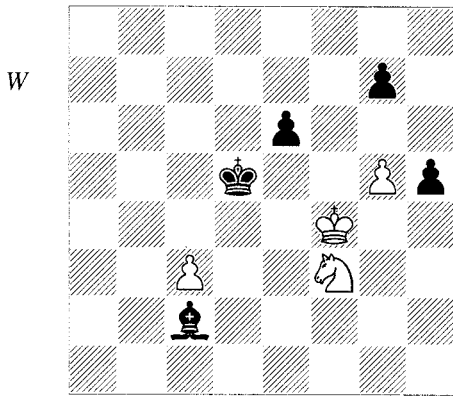
3...gxf4 4 ♞xh4 ♞xe5 5 ♞f3+ ♞d5 6 ♞d2 ♙b5 7 ♞f3 ♙a4 8 g5?!

White should try 8 $\text{♞d3!?$ ♙d1 9 ♞h2 \mp (9 c4+?! ♙d6 10 ♞h2 ♞c5 11 ♞e4 ♙c2 12 ♞e5 ♙xc4 13 ♞f3 ♞c6 14 ♞d2 ♙d5 15 ♞f1 ♙d7 16 ♞e3 ♞e7 \rightarrow).

8...h5!

Black keeps his h-pawn on the board. The pawn exchange would reduce his winning potential.

9 ♞f4 ♙c2 (D)



5.09A -/+

10 ♞e5

After 10 ♞h4 ♙e4 the knight is temporarily corralled so that Black can improve his position and win:

a) 11 c4+ ♙d4 \rightarrow .

b) 11 ♞e3 ♞e5 12 c4 ♙b7 13 c5 ♙e4 14 c6 ♙xc6 15 ♞g6+ ♙d6 \rightarrow .

c) 11 g6 e5+ 12 ♞g5 (12 ♞e3 ♙b1 13 ♞d2 ♞e4 \rightarrow) 12... ♞c4 13 ♞xh5 ♞xc3 14 ♞g4 ♙d4 15 ♞g3 ♙d5 16 ♞f2 ♞e6 17 ♞e3 ♙b7 \rightarrow .

10...♙f5 11 ♞f3

Black also wins after 11 g6 h4 12 ♞f3 h3 13 ♞g3 ♞c4 \rightarrow .

11...♞c4 12 ♞h4 ♙g4

12... ♞xc3? 13 ♞xf5 exf5 14 ♞xf5 ♙d4 15 g6! = (Ribli).

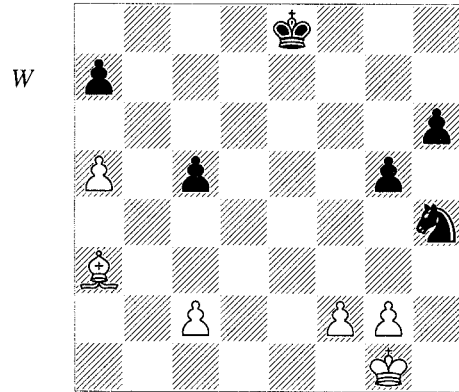
13 g6 ♞xc3 14 ♞e5

14 ♞g2 ♙d4 15 ♞e3?! e5+ \rightarrow (Ribli).

14...♙d3 15 ♙d6 ♞e4 16 ♞e7 ♞f4 0-1

White's counterattack comes too late: 17 ♞f8 ♞g5 18 ♞xg7 (18 ♞g2 ♞xg6 \rightarrow) 18... ♞xh4

19 ♞f7 (19 ♞h8 e5 20 g7 ♙e6 \rightarrow) **19...♙f5 20 g7 ♙h7 \rightarrow** (Ribli).



5.10 +!
M.Adams – Z.Almasi
Las Vegas FIDE 1999

Before capturing the a-pawn, White has to make one important move first:

1 a6!

After 1 ♙xc5?! a6 Black's a-pawn is safe and he has much better chances to defend.

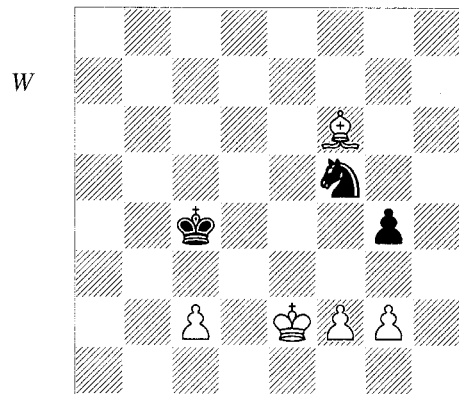
1...♙d7

1... c4 2 ♙c5 ♙d7 3 ♙xa7 ♞c6 4 ♙c5 \rightarrow .

2 ♙xc5 ♞c6 3 ♙xa7 ♞b5 4 ♙c5 ♞xa6 5 ♙f8 g4

5... h5 6 ♙e7 \rightarrow (Wedberg in CBM 72).

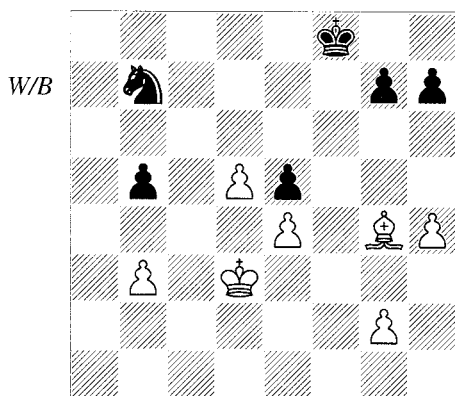
6 ♙xh6 ♞f5 7 ♙g5 ♞b5 8 ♙f6 ♞c4 9 ♞f1 ♙d5 10 ♞e2 ♞c4 (D)



5.10A +/-

11 f3 gxf3+ 12 ♞xf3 ♙d5 13 g4 ♞d6 14 ♞f4 ♞e6 15 ♙d4 1-0

In the following example the extra pawn is not so easy to convert into victory, since Black almost has a fortress:



5.11

+/=

K.Aseev – K.Müller
Munich 1991

White's king uses the route c3-b4-c5 to invade Black's camp:

1 ♖c3 ♜d6 2 ♙f3 ♜e7 3 ♖b4 ♜d7 4 ♖c5 ♜c7 5 ♚h4 g6

Or: 5...♜d7 6 ♖b6 +-; 5...h6 6 h5 ♜d7 7 ♙g4+ ♜c7 (or 7...♜e7 8 ♙f5 +-) 8 ♙f5 +-.

6 g4 h6 7 g5 hxg5 8 hxg5 ♜d7 9 ♙g2 ♖c7 10 ♙h1 ♜f7 11 ♖xb5 ♜xg5 12 ♖c5 ♜f7 13 b5

♜d6 14 ♚b6+ ♜d7 15 ♙f3 ♜b7+ 16 ♖b5 ♜d6+ 16...♜c8 17 ♙g4+ ♖b8 18 ♖c6 ♜a5+ 19 ♜d6 ♜c4+ 20 ♖c5 ♜d2 21 ♖c6 ♜xe4 22 d6 ♜xd6 23 ♖xd6 ♖b7 24 ♖c5 +-.

17 ♖a6 ♖c8 18 ♖a7 ♜b5+ 19 ♖a8 1-0

With the b-pawn on b6 or with Black to move he would have been able to defend successfully:

1...♜c5+ 2 ♖c3

2 ♖c2 b4 3 ♙f3 ♜e7 and Black's fortress is impregnable.

2...♜xe4+ 3 ♖b4 ♜d6 4 ♖c5 ♜e7 5 ♚h4 e4 6 ♙e2 e3 7 ♖c6

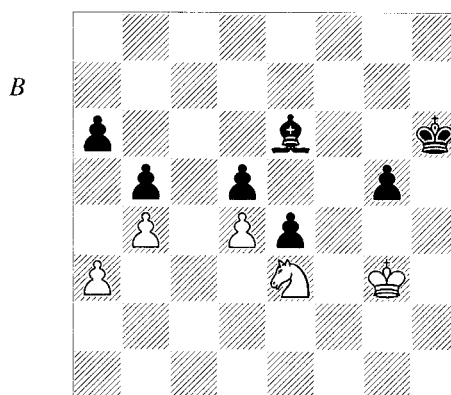
Or: 7 ♜d4 ♜f5+ 8 ♖e4 ♜g3+ 9 ♖xe3 ♜xe2 10 ♖xe2 ♜d6 11 ♜d3 ♖xd5 12 h5 =; 7 g4 ♜e4+ 8 ♜d4 ♜g3 9 ♖xe3 ♜xe2 10 ♖xe2 ♜d6 11 ♖e3 ♖xd5 12 ♜d3 =.

7...♜f5 8 ♖c7 ♜d6 =

The e-pawn gives Black enough counterplay; e.g., 9 g4 h6 10 ♖c6 ♜e4 11 ♙xb5 ♜c3 12 ♙d3 e2 13 ♙xe2 ♜xe2 14 ♖c7 ♜f4 15 d6+ ♖e6 16 d7 ♜d5+ 17 ♖c6 ♜xb4+ 18 ♖c7 ♜d5+ =.

C) Fortresses

As with opposite-coloured bishops, fortresses are possible for the knight, especially if the pawns are blocked on squares of opposite colour to the bishop. In most cases it is important that the king has no entry route and that the fortress can't be destroyed by zugzwang (remember that it is more likely that a knight will fall into zugzwang than a bishop). The classic example is the following:



5.12

=/=

Y.Averbakh – G.Fridshtein
Moscow 1957

The players agreed a draw in this position and Averbakh proved that this result was correct:

1...g4 2 ♖h4!

After 2 ♜g2? Black opens a route for his king: 2...e3 3 ♜xe3 ♖g5 (zugzwang) 4 ♜g2 ♖f5 → and wins as the king enters White's camp.

2...♖g6 3 ♖g3 ♖h5 4 ♜g2 ♖g5

4...e3? 5 ♜f4+ ♖g5 6 ♜xe6+ ♖f6 (6...♖f5 7 ♜c5 +-) 7 ♜f4 ♖f5 8 ♜xd5 +-.

5 ♜e3 ♖g6 6 ♖h4 ♖f6 7 ♖g3 ♖g5 8 ♜g2

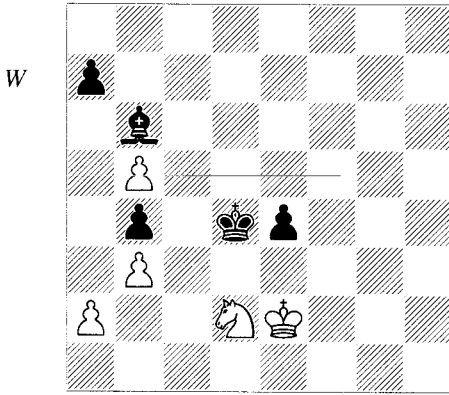
Averbakh stops here, claiming equality. We analyse a bit further:

8...e3 9 ♜xe3 ♙d7 10 ♜xd5 ♖f5 11 ♜b6 ♙e8 12 ♜d5 ♙d7 13 ♜b6 ♙c6 14 d5 ♙e8 15 d6 ♖e6 16 d7 ♙xd7 17 ♖xg4 ♙c6 18 ♖f4 ♖d6 19 a4 bxa4 20 ♖e3 ♖c7 21 ♜xa4 =

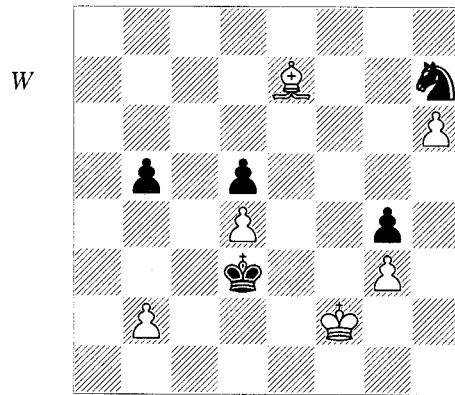
Due to the wrong rook's pawn.

We continue with another classic (see following diagram).

At first sight Black's king seems able to penetrate on the queenside successfully. However,



5.13 =/
B. Spassky – M. Botvinnik
USSR Cht (Moscow) 1966



5.14 +/=
J. Tompa – K. Müller
Hamburg 1990

with precise play White can blockade the e-pawn with the knight and defend with the king on the queenside.

1 ♖c4?

1 ♗b1? allows 1...e3 2 a3 ♙c5 →, corralling the knight.

1 ♖f1! was the right move to swap the roles of king and knight, as Averbakh demonstrated: 1...♙c7 (1...♙c3 2 ♗g3 e3 3 ♖d1 ♗b2 4 ♗e2 ♗xa2 5 ♗c2 =) 2 ♗e3 ♙f4 3 ♗g4 ♙g5 (3...♗c3 4 ♗f6 ♗b2 5 ♗d5 ♙d6 6 ♖d1 ♗xa2 7 ♗c2 ♗a3 8 ♗e3 ♙f4 9 ♗f5 e3 10 ♗d4 =) 4 ♗f2 ♗e5 5 ♗g4+ ♗f5 6 ♗f2 ♙c1 7 ♗h3 ♙b2 8 ♗e3 ♗e5 9 ♗e2 ♙d4 10 ♗g5 ♗f5 11 ♗f7 =.

1...♙c3 2 ♖d1

2 ♗d2 e3 3 ♗c4 ♙d4 → (zugzwang).

2...♙d4 3 ♗e2 e3 4 ♗a5 ♗b2 5 ♗c6 ♙c5 6 ♗e5 ♗xa2 7 ♗d3 ♙e7 0-1

The b-pawn costs White his knight: 8 ♗xe3 ♗xb3 9 ♖d2 ♙g5+ 10 ♖d1 ♗c3 11 ♗c5 ♙e3 12 ♗e4+ ♖d3 →.

The next game will most probably not become a classic (see following diagram).

All Black's pieces are on light squares, but the knight is very restricted. It is true that White's king is almost imprisoned as well, but he still has a pathway on the queenside.

1 ♙e1?

Correct is 1 ♙c5! ♖d2 2 ♙b4+ ♖d3 3 ♙c3 ♗g5 4 ♙e1 ♗h7 5 ♖d1 ♗g5 6 ♙c1 ♗h7 7 ♙b1 ♙e3 (7...♗g5 8 ♗a2 ♗c4 9 ♙d2 ♗h7 10 ♗a3 ♖xd4 11 ♗b4 →) 8 ♖c2 ♗f2 9 ♗b3 ♗xg3 10 ♙e1+ ♗f3 11 ♗b4, and now:

a) 11...♙e3 12 ♙c5 ♙e4 13 b4 →.

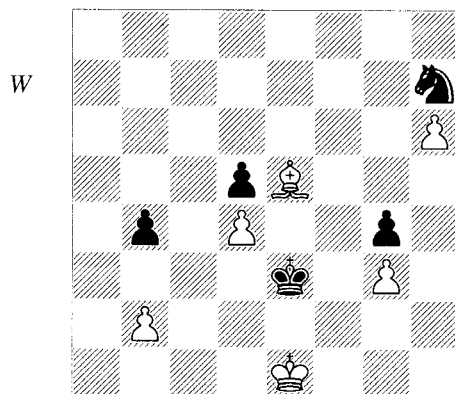
b) 11...g3 12 ♙xg3 ♗xg3 13 ♗xb5 →.
 c) 11...♙e4 12 ♙c5 b4 13 b3 ♗g5 14 ♙h4 ♗h7 15 ♗xb4 ♖xd4 16 ♙f2+ ♙e4 17 ♙c5 ♗f8 18 b4 ♗d7+ 19 ♖d6 ♗f6 20 b5 d4 21 ♙xd4 ♖xd4 22 b6 →.

1...♙e3?

Both players disregard the fact that the d4-pawn is crucially important.

2 ♖d1?

2 ♙c5! ♗f3 3 ♙d6 (3 ♖d2? ♗xg3 4 ♙e3 ♗h3 5 ♙b4 g3 6 ♙e1 ♗g4 =) 3...♙e3 4 ♙e5 b4 (D).



5.14A +/=

Now:

a) 5 ♖d1? b3 = completes Black's fortress. There is absolutely no way out for White's king and Black doesn't fall into zugzwang because the knight has the squares f8, f6 and g5 and the king d2, d3 and e3. White can't deprive him of them all.

b) 5 b3! ♖d3 6 ♙d6 ♗c3 7 ♕e2 ♗xb3 8 ♖d3! (8 ♗e3? ♗c3 9 ♗f4 b3 10 ♙a3 ♗xd4! 11 ♗f5 ♗e3 12 ♗g6 d4 13 ♗xh7 d3 14 ♗g6 d2 15 h7 d1 ♗ 16 h8 ♗ ♗d3+ =) 8... ♗f6 9 ♙f8 ♗h7 10 ♙e7 ♗a4 11 ♗c2 ♗a3 12 ♙c5 ♗g5 13 ♙f8 ♗h7 14 ♙c7 ♗a4 15 ♗b2 and it looks like White's king can penetrate successfully using zugzwang but it is still interesting: 15... ♗b5 16 ♗b3 ♗c6 17 ♗xb4 ♖d7 18 ♙c5 ♗c6 19 ♗a5 ♗g5 20 ♗a6 ♗h7 21 ♗a7 ♗c7 22 ♙a3 ♗g5 23 ♙c1 ♗h7 24 ♙f4+ ♗c6 25 ♗b8 ♖d7 26 ♗b7 ♗f6 27 ♗b6 ♗h7 28 ♗c5 ♗e6 29 ♗c6 ♗f6 30 ♗c7 ♗h7 31 ♖d8 ♗f7 32 ♖d7 ♗f6+ 33 ♖d6 ♗g6 34 ♙e5 +-.

2... ♖d3? 3 ♗c1?

3 ♙c5 ♗g5 4 ♗c1 ♗h7 5 ♗b1 ♗g5 (5... b4 6 ♙xb4 ♗xd4 7 ♗c2 +-) 6 ♗a2 ♗c4 7 ♗a3 ♗h7 8 b3+ ♗c3 9 ♙e7 ♗xd4 10 ♗b4 ♖d3 11 ♗xb5 d4 12 ♙c5 ♗c3 13 b4 d3 14 ♙e3 d2 15 ♙xd2+ ♗xd2 16 ♗c6 +-.

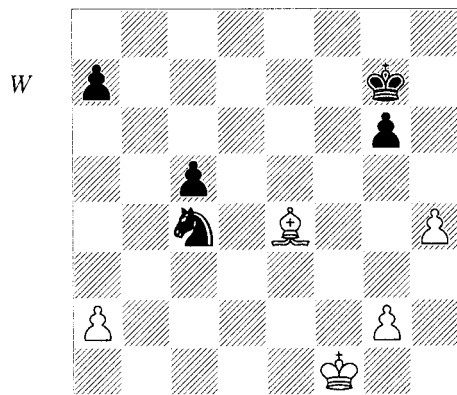
3... ♗xd4 4 ♖d2 ♗e4 5 ♗c3 d4+ 6 ♖d2 d3 7 ♙c5 ♗f6 8 ♙b4 ♗h7

8... ♖d4?? 9 ♙c3+ +-.

9 ♙e7 ♖d4 10 b3 ♗e4 11 ♙d6 ♖d4 12 ♙f4 ♗f6 13 ♙e3+ ♗e4 1/2-1/2

D) Open Positions

In open positions with pawns on both wings, the bishop is usually superior to the knight.



5.15

B. Spassky – R. Fischer
Santa Monica 1966

White's winning potential consists of his powerful bishop, kingside majority and a-pawn together with the vulnerability of Black's pawns (especially the g- and a-pawns). Averbakh's

evaluation that White is winning was commonly accepted until very recently, when Dvoretzky cast doubt on it by pointing out a hole in an important line which was discovered by Zviagintsev.

1 ♗e2?!

1 ♗f2 is more precise according to Averbakh.

1... ♗e5

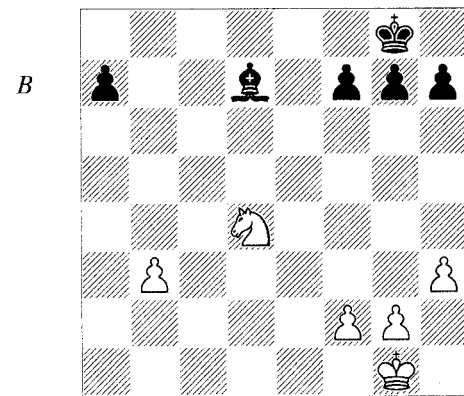
1... ♗h6!?.

2 ♗e3 ♗f6 3 ♗f4 ♗f7 4 ♗e3 g5?

4... ♗h6! 5 ♖d3 ♗f5 6 ♗c4 ♗xh4 7 ♗xc5 ♗e5 8 ♙b7 ♗f5! (Zviagintsev; 8... ♗f4? 9 ♗b5 ♗g3 10 ♗a6 ♗xg2 11 ♗xa7 and Averbakh stops here with +-) 9 ♗b5 ♖d6 10 ♗a6 ♗c5 11 ♗xa7 ♗b4 =.

5 h5 ♗h6 6 ♖d3 ♗e5 7 ♙a8 ♖d6 8 ♗c4 g4 9 a4 ♗g8 10 a5 ♗h6 11 ♙e4 g3 12 ♗b5 ♗g8 13 ♙b1 ♗h6 14 ♗a6 ♗c6 15 ♙a2 1-0

The next example is very difficult to assess. Averbakh (Av 295) says that Black is winning, but we think that although White's task is very hard, he should be able to hold on.



5.16

G. Stoltz – I. Kashdan
The Hague 1928

1... ♗f8 2 ♗f1 ♗e7 3 ♗e2 ♖d6 4 ♖d3 ♖d5 5 h4 ♙c8

Black plans to check with the bishop, forcing White's king away from d3 so that he can penetrate on the other wing with his own king.

6 ♗f3

6 f3 ♙a6+ 7 ♗e3 ♗c5 8 ♗c2 ♙f1 9 g3 ♙a6 10 ♗d4 ♙b7 11 ♖d3 ♗b4 12 ♗c2 ♙d5 13 ♗b2 g6 14 ♗c2 a6 15 ♗b2 and Black is still far away from victory (Averbakh). We even believe

that White has enough resources to hold the position.

6...♙a6+ 7 ♖c3 h6 8 ♜d4 g6 9 ♜c2?

After 9 f3! ♜e5 10 g3 we can't see a way to break through.

9...♜e4 10 ♜e3 f5 11 ♜d2

11 ♜c4?! ♙xc4 12 ♙xc4 (12 bxc4 a5 →) 12...f4 13 b4 g5 14 hxg5 hxg5 15 ♙b5 ♜d4 16 f3 ♖c3 17 ♙a5 ♖c4 18 ♙a4 a6 19 ♙a5 ♖c3 20 ♙a4 ♙b2 21 ♙a5 ♙b3 →.

11...f4 12 ♜g4 h5 13 ♜f6+

Black also wins after 13 f3+ ♙f5 14 ♜f2 g5! 15 hxg5 ♙f1 →.

13...♙f5 14 ♜d7?!

14 ♜h7!? ♙g4 (14...♙f1? can be met by 15 f3! with the idea of meeting 15...♙xg2?! with 16 ♜e2) 15 ♜f8 ♙xh4 16 ♜xg6+ ♙g5 17 ♜e5 ♙f5 (17...♙b7? 18 g3 ♙f5 19 ♜d3 fxg3 20 fxg3 ♙g4 21 ♜f4 h4 22 gxh4 =) and now:

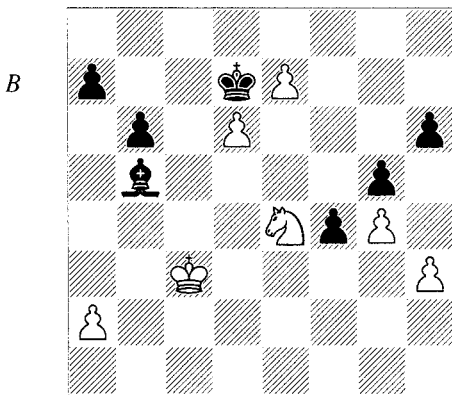
a) The pawn endgame after 18 ♜d3 ♙xd3 19 ♙xd3 is surprisingly difficult to win: 19...♙g4 20 ♜e2 h4! (20...a5? 21 ♜d3 h4 22 ♜e4 =; 20...f3+? 21 gxf3+ ♙f4 22 b4! =) 21 b4 a6 22 ♙f1 ♙f5 23 ♜e1 ♜e5! →.

b) 18 ♜f3 ♙b7 19 ♜e2 (19 ♜e1 ♙g4 20 ♜e2 ♙xg2 →) 19...a5 20 ♜d4+ ♜e4 21 ♜f3 ♙d5 ≠.

14...♙c8 15 ♜f8 g5 16 g3

Or 16 hxg5 ♙xg5 17 ♜e2 ♙g4+ 18 f3 ♙f5 →.

16...gxh4 17 gxh4 ♙g4 18 ♜g6 ♙f5 19 ♜e7 ♙e6 20 b4 ♙xh4 21 ♜d3 ♙g4 22 ♜e4 h4 23 ♜c6 ♙f5+ 24 ♜d5 f3 25 b5 h3 26 ♜xa7 h2 27 b6 h1♙ 28 ♜c6 ♙b1 29 ♖c5 ♙e4 0-1



5.17 /+
D.Sadvakasov – V.Permiakov
Omsk 1996

At first sight White's connected passed pawns look very menacing, but at second glance it becomes clear that they are actually very weak.

1...♜e6 2 ♜d4 ♙c6 3 a3 ♙d7

Now White loses the pride of his position due to zugzwang.

4 ♜f2

4 ♖c3 ♜e5 5 ♜d3 ♙b5+ →.

4...♙xd6 5 h4 ♙xe7 6 hxg5 hxg5 7 ♜e5

7 ♜e4 ♙xg4 8 ♜xg5 ♙f6 9 ♜e4+ ♜e6 →.

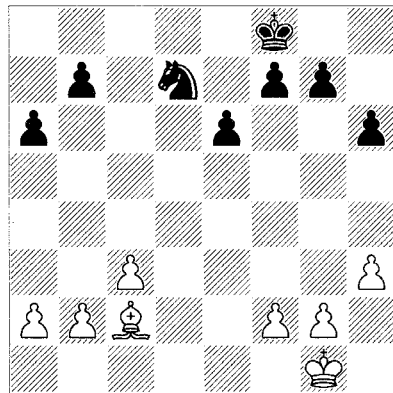
7...♙e6 8 ♜e4 ♙xg4 9 ♜xg5 f3 10 ♜e4 ♙h5 11 ♙f4 ♙e6 12 ♙e3

12 ♜g3 f2 13 ♜e3 ♜d5 14 ♙xf2 ♙g4 15 ♜f1 ♜d4 16 ♜e3 ♙d7 17 ♜e2 ♖c3 →.

12...♜e5 13 ♜c3 a6 14 ♜a4 b5 15 ♜c5 a5 16 ♜d7+ ♜e6 17 ♜c5+ ♜d5 18 ♜b3 a4 19 ♜d2 ♜c5 20 ♜e4+ ♜d5 21 ♜d2 b4 22 axb4 ♙g6 23 ♜xf3

23 ♙xf3 a3 24 b5 ♙c2 25 b6 ♖c6 →.

23...a3 24 ♜d2 ♙c2 25 ♜f1 a2 26 ♜d2 ♙g6 27 ♜e3+ ♜e6 0-1



5.18 =/=
K.Müller – F.Lamprecht
Hamburg 1986

White is slightly better but with precise play Black should be able to hold on:

1 ♙f1 ♜e7 2 ♜e2 ♜d6 3 ♜d2 ♜e5

Grabbing space on the kingside with 3...f5 or 3...g5 was better.

4 b3 ♜d7 5 c4 a5 6 a3 b6 7 b4 axb4 8 axb4 ♜f6 9 ♜e3 ♜e5 10 f4+ ♜d6 11 ♜d4 ♜h5

11...♜d7?! 12 ♙a4 f6? 13 ♙xd7 ♙xd7 14 c5 →.

12 c5+ bxc5+ 13 bxc5+ ♜c7 14 f5 exf5 15 ♙xf5 ♜f4 16 ♙e4 ♜e6+ 17 ♖c4 ♜f4 18 ♙f3 ♜d7?

Missing the last chance to seize space on the kingside with 18...g5 19 ♖d4 f6 20 ♖e4 ♗c6 21 ♗f5+ ♗xc5 22 ♗xf6 ♗d6 23 ♖b7 ♗d7 24 ♗g7 ♗e7 25 ♗xh6 ♗f6 =.

19 g3 ♖g6

Or:

a) 19...♗xh3? 20 ♖g4+ +-.

b) 19...♗e6 20 ♖g4 and White wins by simplifying into a won pawn ending; for example, 20...g6 21 ♖xe6+ ♗xe6 22 ♗b5 ♗d7 23 ♗b6 ♗c8 24 ♗c6 h5 25 h4 f6 26 ♗d6 g5 27 ♗e6 +-.

20 ♖h5 ♗e5+ 21 ♗d5 f6 22 ♖e2 ♗f7 23 ♖g4+ ♗c7 24 ♗e6 ♗g5+

24...♗e5 25 ♗d5 ♗f7 (25...♗xg4 26 hxg4 ♗d7 27 c6+ ♗c7 28 ♗c5 +-)

25 ♗d5

Not 25 ♗f5? ♗c6 26 ♗g6 (26 h4 ♗f7 27 ♖f3+ ♗xc5 28 ♗g6 ♗e5+ =) 26...♗xc5 27 ♖f5 ♗d4 28 ♗xg7 ♗e5 29 ♗g6 ♗e4 30 g4 ♗f2 31 h4 ♗f4 32 ♗h5 ♗g3 =.

25...♗f7 26 h4 ♗e5 27 ♖e2 g6

27...♗c6 28 h5 ♗d8 (28...♗e5 29 ♖b5 ♗f3 30 ♗e4 ♗e5 31 ♗f5 ♗c8 32 ♗e6 +-)

29 ♖b5 ♗b7 30 ♖e8 ♗a5 31 ♗e6 ♗b3 32 ♖g6 ♗xc5+ 33 ♗f7 ♗d6 34 ♗xg7 ♗e7 35 ♗xh6 ♗f8 36 ♖b1 +-.

28 ♗e6 ♗d7 29 ♗f7 g5 30 h5 ♗xc5 31 ♗g6 ♗d6

31...♗e4 32 g4 +-.

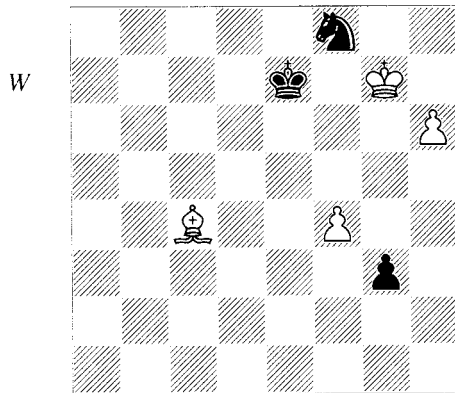
32 ♗xh6 ♗e5

32...♗e7 33 ♗g7 ♗e6+ 34 ♗g8 f5 35 h6

♗f8 and now we mention two false paths for White to avoid:

a) 36 h7? ♗xh7 37 ♗xh7 ♗f6 38 ♗h6 g4 39 ♗h5 f4 40 gxf4 ♗f5 =.

b) 36 ♗g7? g4! 37 ♖c4 f4 38 gxf4 g3 (D).



5.18A

=/+

It seems that White can't win here – although that sounds unbelievable.

c) 36 ♖d3 does the trick: 36...f4 37 g4 f3 38 h7 ♗xh7 39 ♗xh7 ♗f6 40 ♗h6 +-.

33 ♗g6 g4

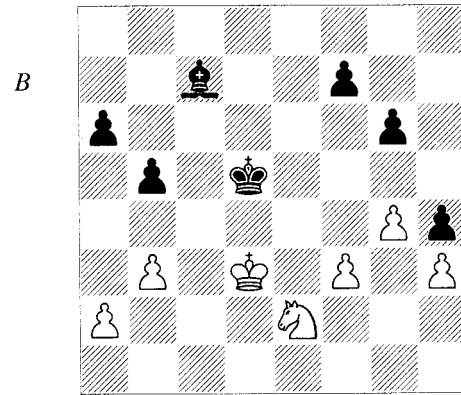
33...f5 34 h6 ♗d7 35 ♖d3 g4 (35...f4 36 ♗xg5 fxg3 37 h7 g2 38 h8♖+ +-)

36 ♖xf5 ♗f8+ 37 ♗g5 +-.

34 ♖xg4 ♗e4 35 h6 ♗g5 36 h7 ♗xh7 37 ♗xh7 f5 38 ♖f3 1-0

Karsten's play and analysis were quite instructive, but to be honest this is clearly not my

(FL) favourite example!



5.19

+/

A.Lesiege – U.Andersson

Elista OL 1998

Black's king is more active and White is always in danger of falling into zugzwang:

1...♖e5 2 ♗e3 a5 3 ♗d3 ♗c5 4 ♗e4 ♖g7 5 ♗d3

Active defence with 5 g5 ♗b4 6 ♗d5 also fails: 6...♗a3 7 ♗c5 b4 8 ♗b5 ♗xa2 9 ♗a4 ♗b2 10 ♗f4 ♗c3 11 ♗g2 ♖d4 12 ♗xh4 ♖e3 13 f4 ♖xf4 14 ♗f3 ♖c7 –+ (Tsesarsky in CBM 66 Extra).

5...♗b4 6 ♗c2 ♗a3 7 ♗b1 a4 8 bxa4 bxa4 9 ♗f4 ♗b4 10 ♗c2

After 10 ♗g2 Black must choose carefully:

a) Not 10...♗c3? 11 ♗xh4 ♗d2 12 f4 ♗e3 13 f5 g5 14 f6 ♖xf6 15 ♗f5+ ♗f3 16 ♗d6 ♗g2 17 ♗xf7 ♗xh3 18 ♗xg5+ ♖xg5 19 ♗b2 ♖e7 20 g5 =.

b) 10...g5! 11 f4 f6 12 ♗c2 ♖f8 13 fxg5 fxg5 14 ♗e3 ♖g7 15 ♗f5 ♖f6 16 ♗d6 ♖e7 17 ♗f5 ♖c5 18 ♗b2 ♗c4 19 ♗c2 ♖f8 20 ♗d2 ♖b4+ 21 ♗c2 ♖a3 22 ♗d2 ♗d5 23 ♗d3 ♗e5

24 ♖c4 ♙f8 25 ♖b5 (25 ♖d4 ♖e4 26 ♖e6 ♙e7 27 ♖d4 ♙f6 28 ♖f5 ♖f3 29 ♖b4 ♖g2 +-) 25...a3 26 ♖c4 ♖f4 27 ♖d5 ♖f3 28 ♖e5 ♙b4 29 ♖f6 ♙d2 30 ♖d6 ♖g2 31 ♖e4 ♖xh3 32 ♖xd2 ♖g2 +- (Tsesarsky).

10...♖c4 11 ♖e2 ♙e5 12 ♖d2 ♙c7 13 ♖c2 ♙a5

Putting White in zugzwang.

14 f4 ♙b4 15 ♖g1 ♖d4 16 ♖f3+ ♖e4 17 ♖g5+

Or:

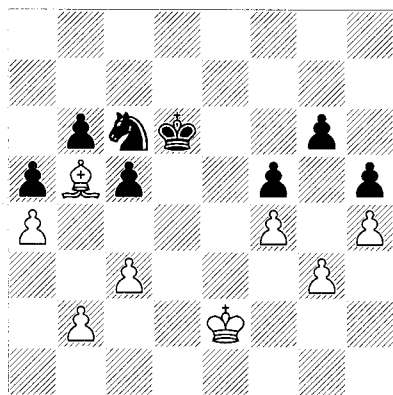
a) 17 ♖xh4 ♖xf4 18 ♖g2+ ♖f3 19 a3 ♙a5 20 ♖h4+ ♖g3 +-.

b) 17 ♖e5 ♙e7 (17...♖xf4 18 ♖d3+ ♖g3 19 ♖xb4 ♖xh3 +- Tsesarsky) 18 ♖xf7 ♖xf4 19 ♖h8 g5 20 ♖g6+ ♖g3 21 ♖xe7 ♖xh3 22 ♖d2 ♖g2 +-.

17...♖xf4 18 ♖xf7 ♖g3 0-1

E) Space Advantage / Active King

A closed or semi-closed position does not automatically favour the knight, especially if the bishop has weak pawns to target and the king can become active:



5.20

+/

R.Fischer – M.Taimanov
Vancouver Ct (4) 1971

1 ♖d3 ♖e7

After 1...♖c7 White can win immediately by simplifying into a pawn endgame: 2 ♙xc6 ♖xc6 3 ♖c4 ♖d6 4 ♖b5 ♖c7 5 ♖a6 ♖c6 6 c4 ♖c7 7 ♖a7 ♖c6 8 ♖b8 +-.

2 ♙e8!

Tying the knight down to passive defence.

2...♖d5 3 ♙f7+ ♖d6 4 ♖c4 ♖c6 5 ♙e8+ ♖b7 6 ♖b5 ♖c8 7 ♙c6+

7 ♙xg6?? ♖d6#.

7...♖c7 8 ♙d5 ♖e7

8...♖d6+ 9 ♖a6 ♖e4 10 ♙f7 ♖xg3 11 ♙xg6 ♖c6 12 ♙e8+ ♖c7 13 ♖a7 ♖e2 14 ♙xh5 ♖xf4 15 ♙f7 +- (Averbakh).

9 ♙f7 ♖b7 10 ♙b3 ♖a7 11 ♙d1 ♖b7 12 ♙f3+ ♖c7

12...♖a7 13 ♙g2 ♖g8 14 ♖c6 ♖f6 15 ♙d5 ♖e4 16 ♙f7 ♖xg3 17 ♙xg6 ♖e2 18 ♙xh5 ♖xf4 19 ♙e8 +-.

13 ♖a6 ♖g8 14 ♙d5 ♖e7 15 ♙c4 ♖c6 16 ♙f7 ♖e7 17 ♙e8

This move puts Black in a decisive zugzwang.

17...♖d8 18 ♙xg6!

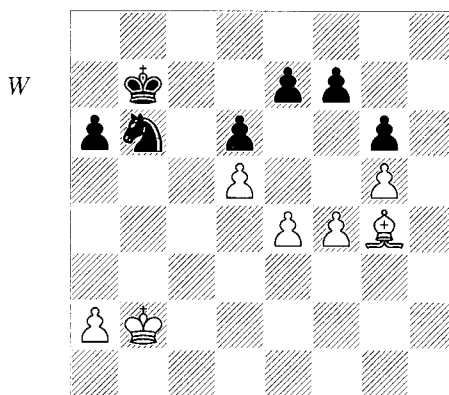
This has now become possible.

18...♖xg6 19 ♖xb6 ♖d7 20 ♖xc5 ♖e7 21 b4 axb4

21...♖c7 22 bxa5 ♖g8 23 ♖d5 +-.

22 cxb4 ♖c8 23 a5 ♖d6 24 b5 ♖e4+ 25 ♖b6 ♖c8 26 ♖c6 ♖b8 27 b6 1-0

The next example was analysed in detail by Christopher Lutz in *Endgame Secrets* and we have drawn extensively from his analysis.



5.21

+/

C.Lutz – P.Schlosser
Dresden 1995

Black's knight is on a bad circuit. If it were on c5, Black's prospects would be much improved. As it is, White's space advantage on the kingside is decisive:

1 ♖b3 ♖a8

Other moves are not better:

a) 1...♖c7 2 ♖b4 ♖b7 3 a4 ♖a7 (3...♖c7 4 ♙e2 ♖b7 5 ♖a5 +-) 4 f5 gxf5 5 ♙xf5 ♖b7 6 a5 ♖a8 (6...♖c8 7 ♙e6 +-) 7 ♙e6 +-.

b) 1...a5 2 ♖e2 ♘c7 (2...♗d7 3 ♖b5 ♗c5+ 4 ♘c4 ♗xe4 5 ♖e8 ♗g3 6 ♖xf7 ♗e2 7 f5 +-) 3 ♖b5 ♗d8 4 ♘c3 e6 (4...f6 5 f5 +-; 4...♗c8 5 f5 ♗b6 6 ♖c6 +- and White wins thanks to zugzwang) 5 dxe6 fxe6 6 ♗d4 ♘e7 (6...♗d7 7 ♖xd7 ♗xd7 8 ♘c4 ♘c6 9 f5 +-) 7 ♖c6 ♗c8 8 e5 d5 9 ♖b5 ♗d8 10 ♖d3 ♗e7 11 ♘c5 ♘c7 12 a4 ♗d7 13 ♘b5 ♗d4 ♗c4 +-.

2 ♖d7 ♗c7 3 f5 ♘b6

3...gxf5?! 4 ♖c6+ ♘b6 5 exf5 +-.

4 ♘c4 ♘b7 5 a4 ♘b6 6 ♖c6 ♘a7

6...♘a5 7 ♘b3 ♘b6 8 ♘b4 ♘a7 9 ♘a5 ♘b8 10 ♘b6 +-.

7 ♘c3!?

With the following triangulation White provokes ...a5 so that Black's king can't become active via a5.

7...♘b6 8 ♘b4 a5+ 9 ♘c4 ♘a6 10 ♗d4 ♘b6 11 ♖d7 ♘b7

11...♘a6 12 fxxg6 fxxg6 13 e5 ♘b7 14 exd6 exd6 15 ♖e6 ♗xe6+ 16 dxe6 ♘c8 17 ♗d5 ♘c7 18 e7 ♗d7 19 e8♙+ ♘xe8 20 ♗xd6 +-.

12 fxxg6 fxxg6 13 e5 dxe5+ 14 ♘xe5 ♘b6 15 ♖e6 1-0

5.2 The Side with the Knight has the Advantage

We consider the following advantageous situations for the knight:

- | | | |
|----|----------------------------|-----|
| A: | Knight + Pawn(s) vs Bishop | 144 |
| B: | Extra Pawn for the Knight | 147 |
| C: | Closed Positions | 149 |

A) Knight + Pawn(s) vs Bishop

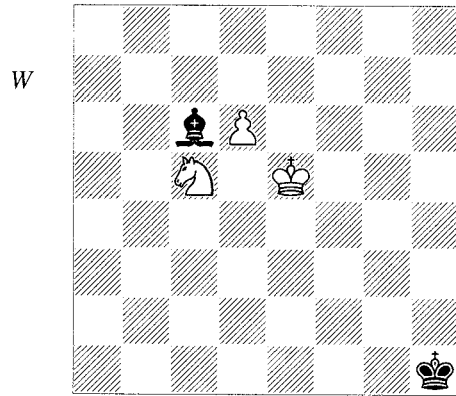
If both stopping diagonals consist of more than four squares, the bishop can halt the pawn all on its own. The defending king is only needed to avoid zugzwang. Therefore Black can draw in the following diagram:

1 ♘e6 ♖b5 2 ♘e7 ♖c6 3 ♗d8 ♖b5 4 ♘c7 ♖e8 5 ♗d3 ♖b5 6 ♗e5 ♖e8!

6...♘g1? 7 ♗c6! +-.

7 ♘b7 ♘g1 8 ♘b6 ♗h1 9 ♘c7 ♘g1 10 ♗d8 ♖b5 =

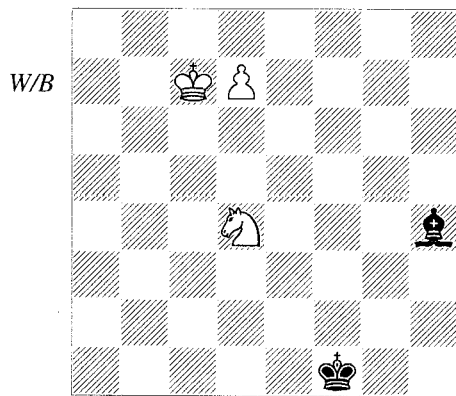
If one of the stopping diagonals is shorter than five squares, the king must help the bishop. Therefore drawing zones arise, which were investigated in great depth by Averbakh and later



5.22

Y.Averbakh, 1979

by Nunn, who found some inaccuracies using a computer database.



5.23

R.Fine, 1941

With White to play, Black's king is just too far away: 1 ♗c6 ♘f2 2 ♗d6! (threatening to block the diagonal with ♗e7) 2...♖g3+ 3 ♘c5 ♖c7 4 ♘b5! ♘e3 5 ♘a6! ♘e4 6 ♘b7! +-.

White controls all four squares of the stopping diagonal, so Black's bishop has to relinquish control of d8.

If Black is to move, he can enter the drawing zone with his king:

1...♘f2!

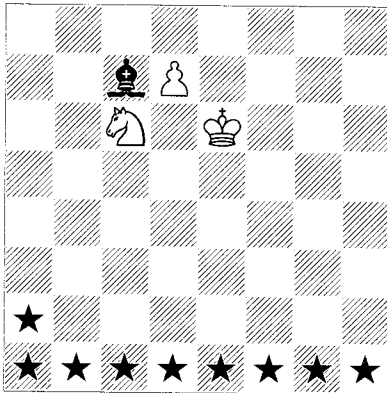
Not 1...♘g2? 2 ♗c6 ♘f3 3 ♗d6! ♖g3+ 4 ♗e5+ +-.

2 ♗d6

2 ♗c6 ♘e3! 3 ♗d6 ♖g3+! 4 ♘c5 ♖c7! =.

2...♖d8! 3 ♗e6 ♖f6 4 ♗d4 ♖d8! 5 ♗c6 ♖b6! 6 ♗d5 ♘e3 7 ♘c4 ♖e4 8 ♘b5 ♖c7! 9 ♘a6 ♗d5! 10 ♘b7 ♗d6! =

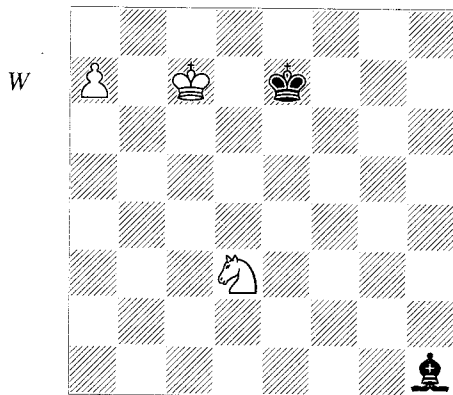
Averbakh's drawing zone shows that Fine had put up an interesting position:



5.23A
Drawing Zone

Black only loses if his king starts on one of the marked squares and White is to move.

With a rook's pawn, matters are different because there is only one stopping diagonal:



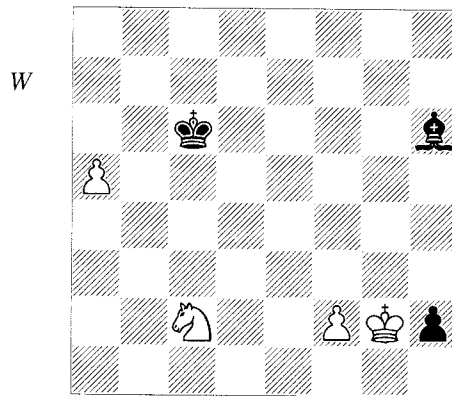
5.24
B.Horwitz, 1885 (version by J.Nunn)

The so-called 'Horwitz win' can easily be overlooked over the board:

- 1 ♖c5
Threatening to block the diagonal with ♖b7.
1... ♗a8 2 ♖b7 ♗e8 3 ♖a5
3 ♗b8? spoils the win as Black's king is in time and the knight in the wrong parity: 3... ♗d7!
4 ♗xa8 ♗c8! =.
3... ♗e7 4 ♗c8! ♗e8 5 ♖c4! ♗e7 6 ♗b8!
♗d8

- Or:
a) 6... ♗d7?! is not possible now (this is the point of White's manoeuvre) due to 7 ♖b6+! ♗d8 8 ♖xa8! +-.
b) 6... ♗g2 7 ♖a5 +-.
7 ♖a5 ♗d7 8 ♖b7! ♗c6 9 ♗xa8! ♗c7 10 ♖d6 +-

The next study shows an unusual zugzwang, where the knight paradoxically dominates the bishop on an open board:

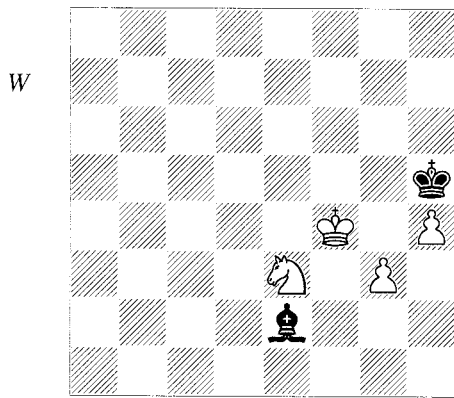


5.24A
R.Réti, 1922

- 1 ♖d4+! ♗c5
1... ♗b7 2 ♗xh2 ♗a6 3 ♖b3 +-.
2 ♗h1!!
2 ♖b3+? ♗b5 3 ♗xh2 ♗f4+ 4 ♗h3 ♗b4 5 a6 ♗b8 6 ♖d4 ♗c5 =.
The amazing text-move puts Black in zugzwang:
2... ♗xd4
2... ♗c1 and 2... ♗d2 lose to 3 ♖b3+, while 2... ♗f4, 2... ♗g5, 2... ♗g7 and 2... ♗f8 would all be met by 3 ♖e6+ +-.
3 a6
Followed by a7 and a8♖ +-.
Two extra pawns usually win, but there are important exceptional cases. If two connected passed pawns are blockaded, the win may be very difficult and sometimes even impossible. Chéron and Averbakh made deep investigations of the subject.

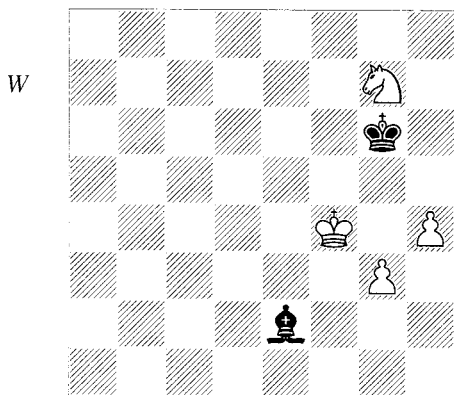
In the following diagram, Chéron proved that White wins even if the bishop tries to stick to the d1-h5 diagonal:

- 1 ♖d5 ♗d1



5.25 +/-
A.Chéron (correcting Y.Averbakh), 1964

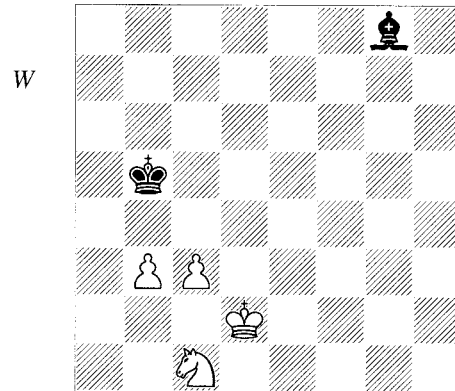
1...♔a6 2 ♖f5 (2 ♖f6+ ♗g6 3 ♘e8 ♗h5 4 ♘g7+ ♗g6 5 ♖f5 +/- Averbakh) 2...♔c8+ 3 ♗e5 ♗h6 (3...♗g4 4 ♖f6+ ♗xg3 5 h5 +/-) 4 ♖f6 ♗h5 5 ♖f4+ +/- (see 10...♔g4+).
2 ♖f6+ ♗g6 3 ♗e5 ♔f3 4 ♘d5 ♗h5 5 ♘e3 ♔e2 6 ♖f4 ♔b5 7 ♖f5 ♔e2 8 ♘g7+ ♗g6 (D)



5.25A +/-

9 ♘e6 ♗h5 10 ♖f5 ♔d3+
10...♔g4+ 11 ♖f6 ♗h6 12 ♖f4 ♔d7 13 ♗e5 ♔g4 14 ♗e4 ♔c8 15 ♘d5 ♗h5 16 ♗e5 and now:
a) 16...♗g4 17 ♖f6+ ♗xg3 18 h5 ♔a6 19 h6 ♔d3 20 ♖e4+ +/-.
b) 16...♗h6 17 ♖f4 ♗h5 18 ♘e3 ♔a6 (or 18...♔e6 19 ♖f5 +/-) 19 g4+ ♗xh4 20 ♖f5+! ♗h3 21 g5 +/-.
11 ♖f6 ♗g4
11...♔c2 12 ♖f4+ ♗h6 13 g4 +/-.
12 ♖f4 ♗xg3 13 ♗g5 ♔h7 14 h5 ♖f3 15 ♘g6 ♗g3 16 h6 ♔g8 17 ♖f6 ♗g4 18 ♗g7 ♗g5 19 ♘e7 +/-

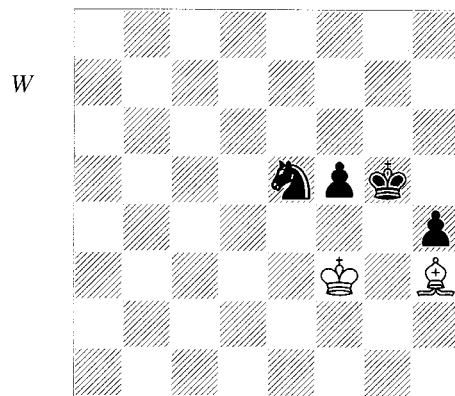
The next example shows how to advance connected passed pawns.



5.26 +/-
Y.Averbakh

1 ♖c2 ♔e6 2 ♘d3 ♔g8 3 ♗b2 ♔e6 4 ♖a3 ♔g8 5 ♘b2 ♔f7 6 b4 ♔c8
6...♔g8 7 c4+ ♔xc4 8 ♘xc4 ♖xc4 9 ♖a4 +/-.
7 c4+ ♖a6 8 ♗b3 ♗b6 9 ♖c3 ♔d7 10 ♖d4 ♔c6 11 ♘d1 ♔e8 12 ♘c3 ♖c6 13 c5 ♔d7 14 b5+ ♗b7 15 ♖c4 ♖c7 16 ♘d5+ ♗b7 17 ♗b4 ♔e8 18 ♖a5 ♔d7 19 ♘b4 ♔e8 20 b6 ♔h5 21 c6+ +/- (Averbakh)

If the pawns are separated, the drawing prospects increase. The battle with f- and h-pawns was analysed in great depth by Beliavsky and Mikhalchishin in their book *Winning Endgame Technique*.



5.27 =/
H.Olafsson – V.Ivanchuk
Reykjavik tt 1990

If the bishop controls the queening square and the attacking king hasn't penetrated too far, the defender can hold:

1 ♖e3
 1 ♖f2? ♖f4 2 ♙f1 ♗g4+ 3 ♖g1 ♖g3 --.
 1...♗g6 2 ♖f3 ♖f6 3 ♙f1 ♖e5 4 ♙b5 ♗f4 5 ♙d7 ♗e6 6 ♙c8 ♗g5+ 7 ♖e3 ♗e4 8 ♖f3 ♗g5+ 9 ♖e3 h3 10 ♙b7 f4+
 10...♗e4 11 ♖f3 ♖d4 12 ♙c8 ♗d6 13 ♙d7 ♖e5 14 ♖g3 =.

11 ♖f2 ♖d4 12 ♙a8?

White voluntarily gives up access to the c8-h3 diagonal. 12 ♙c6! is correct; e.g., 12...h2 (12...♗e4+ 13 ♖f3 ♖e5 14 ♙d7! ♗g5+ 15 ♖f2 ♖e4 16 ♙c6+ =) 13 ♖g2 f3+ and even 14 ♙xf3 is possible: 14...♗xf3 15 ♖h1 = (3.14).

12...♗e4+ 13 ♖f3 ♖e5

Now the bishop would like to attack the h3-pawn but it's impossible!

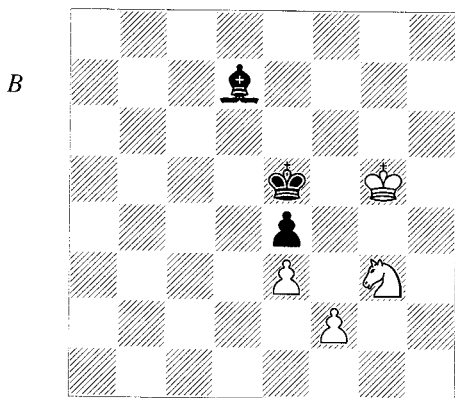
14 ♙b7

14 ♙xe4 h2 15 ♖g2 ♖xe4 16 ♖xh2 ♖e3 --.

14...♗g3 0-1

B) Extra Pawn for the Knight

With pawns on one wing, the knight has better chances to convert an extra pawn against the bishop than the other way round, especially if one of the defender's pawns is blocked on the bishop's colour. Even the following position, which was analysed deeply by Yusupov in *Technique for the Tournament Player*, is won:



5.28

A.Yusupov – Li Zunian
Lucerne Wcht 1985

White has to act very precisely because of the many reciprocal zugzwangs lurking around:

1...♙c6

Or 1...♙h3 2 ♖h4:

a) 2...♙g2 3 ♖g4 ♙f3+ 4 ♖g5 ♙g2 5 ♗f5 ♖d5 6 ♗h4 ♙f1 7 ♖f5 ♙e2 8 ♗g6 ♙f3 9 ♖f4 ♙g2 (9...♙e2 10 ♗e5 ♙d3 11 ♗d7 ♖e6 12 ♗c5+ ♖d5 13 ♗a4 ♖c4 14 ♗b6+ ♖c5 15 ♗d7+ ♖d6 16 ♗f6 +-) 10 ♗h4 ♙f1 11 ♗f5 ♙g2 12 ♗g3 (reciprocal zugzwang with Black to move) 12...♙f3 13 ♗f1 ♙d1 14 ♗h2 ♙c2 15 ♖f5 ♖c4 16 ♗f1 ♖d5 17 ♗g3 ♙d3 18 ♗h5 ♙c2 19 ♗f6+ +-.

b) 2...♙c8 3 ♖h5 ♙d7 4 ♖g6 ♙g4 (4...♙c8 5 ♗h5 ♙h3 6 ♗f4 ♙c8 7 ♖g5 ♙a6 8 ♗g6+ ♖d5 9 ♖f4 ♙f1 10 ♗e7+ ♖e6 11 ♗c8 ♙d3 12 ♗b6 ♙c2 13 ♗c4 ♖d5 14 ♗d2 ♙d3 15 ♖f5 +-) 5 ♗h5 ♙f3 6 ♗f4 ♙h1 7 ♖g5 ♙f3 8 ♗g6+ ♖d5 9 ♖f4 ♙h1 10 ♗h4 ♖c4 11 ♖g3 +-.

2 ♗f5 ♙a8 3 ♗e7 ♖d6

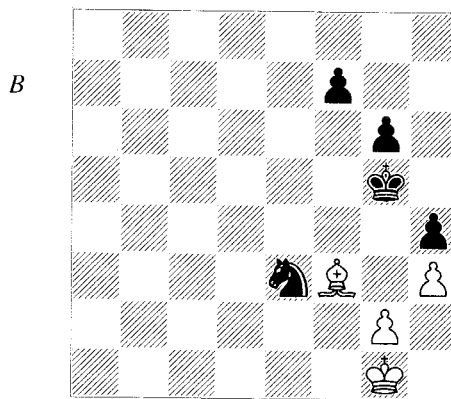
3...♙b7 4 ♗g6+ ♖d5 5 ♖f5! (5 ♖f4? ♖c4 6 ♗e5+ ♖c3 7 ♗d7 ♖c4 =) 5...♖c4 6 ♗e5+ ♖c3 7 ♖f4 +- is reciprocal zugzwang with Black to move.

4 ♗g6 ♖d5 5 ♖f4 ♖c5

5...♖c4 6 ♗e5+ ♖c3 7 ♗d7 ♖d2 8 ♗c5 ♖e2 9 ♗xe4 +-.

6 ♗e5 ♙b7 7 ♗f7 1-0

With all the pawns on one wing, the knight is the stronger piece:



5.29

I.Lyskov – M.Beilin
Moscow 1949

The defender's pawns are fixed on squares of the bishop's colour and Black's king has an entry route, so he is winning:

1...♖f4 2 ♖f2 ♗f5 3 ♙b7 ♗d6 4 ♙d5 ♗e4+ 5 ♖g1

5 ♖e2? runs into the fork 5...♟c3+ --.
5...f6 6 ♖c6 ♖e3 7 ♙e8 g5

Now White can neither attack nor exchange pawns. He must simply sit and await his fate.

8 ♙d7

8 ♖f1 ♖f4 9 ♙c6 ♟c5 10 ♖f2 ♟d3+ 11 ♖e2 ♟e5 12 ♙b7 ♖g3 13 ♙e4 f5 14 ♙xf5 (14 ♙b7 f4 15 ♙d5 f3+ 16 gxf3 ♟g6 --) 14...♖xg2 15 ♖e3 ♖g3 16 ♖e2 (16 ♖e4 ♟f3 17 ♙g4 ♟g1 --) 16...♟c6 17 ♖e3 ♟e7 18 ♙e6 ♟g6 --+.

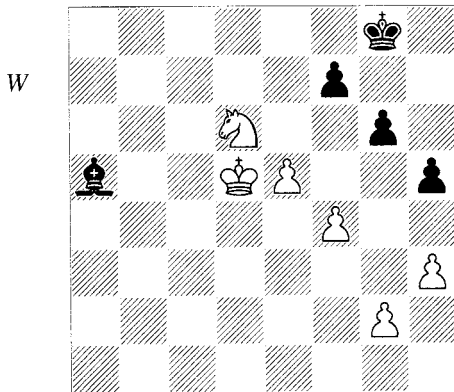
8...♖e2 9 ♙c8 ♟g3 10 ♙d7 ♖e1 11 ♙c8 ♟e2+ 12 ♖h2 ♖f2

After bringing his king to the optimum square, Black now uses his f-pawn as a battering-ram – a typical procedure.

13 ♙d7 ♟d4 14 ♖h1 f5 15 ♙e8 f4 16 ♙d7 f3 17 gxf3 ♟xf3 18 ♙g4 ♖g3

White can't prevent the knight from reaching f4, so he is lost.

19 ♙f5 ♟d4 20 ♙g4 ♟c2 21 ♖g1 ♟e1 22 ♙e2 ♟g2 0-1



5.30

L.Yurtaev – G.Serper
 USSR 1988

=/=

White's pieces are excellently placed and he can play against the h5-pawn, but on the other hand Black's position is quite solid and his pawns are on squares of opposite colour to the bishop, thus complementing it. So it is no wonder that the evaluation of the position differs: Beliavsky and Mikhalchishin in *Winning Endgame Technique* and Serper (ECE 1051) claim that White wins, while Lutz cast doubt on this in his book *Endgame Secrets*.

1 ♟e4 ♙b6 2 f5!? gxf5

Black can't afford to ignore the threat of f6: 2...♖g7? is wrong due to 3 f6+ ♖f8 4 e6 fxe6+ 5 ♖xe6 --.

3 ♟f6+ ♖g7 4 ♟xh5+ ♖g6 5 ♟f6 ♖g5 6 ♟e8 ♙f2 7 ♟d6 ♖g6 8 ♖c6

Or 8 e6 fxe6+ 9 ♖xe6 f4 10 ♖e5, and now:

a) 10...♙g3? 11 ♟f5 ♙h2 12 ♟h4+ ♖h5 13 ♟f3 ♙g3 14 ♖f5 -- (Beliavsky and Mikhalchishin).

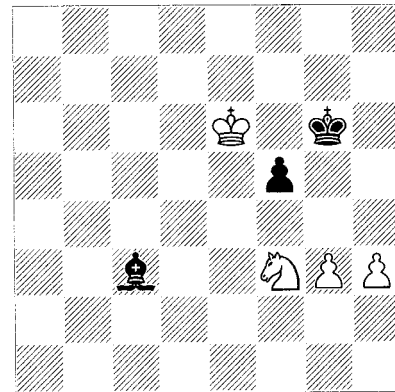
b) 10...♙e3 11 ♟f5 ♖g5 12 ♖e4 ♙c1 13 ♟d4 ♖h4 is given by Serper as ±, while Lutz assesses the position as =.

8...♙d4 9 ♟c4 ♙c3 10 ♖d5 ♖g5 11 ♟d6 ♖g6 12 ♟b5 ♙b2 13 ♟d4 ♖g5 14 g3

Putting the pawn on a dark square prevents ...f4 (see the line 8 e6) but also makes it more vulnerable to attack from the bishop.

14...♙c3 15 ♟f3+ ♖g6 16 ♟d6 ♙b4+ 17 ♖d7 ♙c3 18 ♖e7 ♖g7 19 ♖d7 ♖g6 20 e6 fxe6 21 ♖xe6 (D)

B



5.30A

+/=

21...♙f6?

21...♙a5 is better:

a) 22 ♟h4+ ♖g5 23 ♟xf5 ♙e1 24 g4 ♙c3 and then:

al) 25 ♖f7 ♙e1 (25...♙b2 26 h4+ ♖xg4 27 ♖g6 =) 26 ♟d4 ♖h4 27 ♟f3+ ♖xh3 28 g5 ♖g4 29 g6 ♙c3 =.

a2) 25 ♖d5 ♖f4 26 ♖c4 ♙f6 was given by Serper without evaluation. He probably didn't see a way for White to win; neither did Lutz and nor do we.

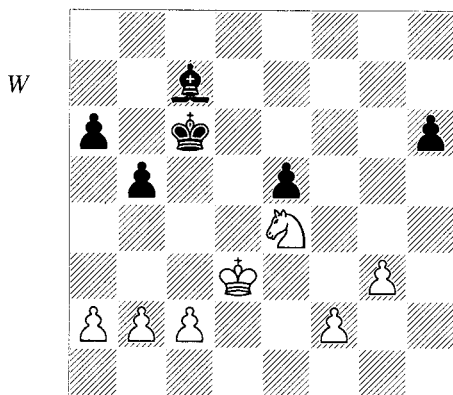
b) 22 ♟e5+ ♖g5 23 h4+ ♖h5 24 ♖xf5 ♙c7! = (Lutz).

22 ♟e5+ ♙xe5

22...♖g5 23 h4+ --.

23 ♖xe5 ♖g5 24 h4+ ♖g4 25 h5 1-0

The next example with pawns on both wings is much easier:



5.31 +/-

K.Müller – A.Ziegler
Bundesliga 1998/9

White's powerful knight controls the game.

1 g4!?

Fixing the vulnerable h6-pawn on a dark square.

1...♙d8

1...♙d5 2 ♖f6+ ♗e6 3 ♖g8 ♙d5 4 f3 +/-.

2 c4 ♙e7

2...bxc4+ 3 ♗xc4 a5 4 a3 ♙e7 5 b4 axb4 6 axb4 ♙d8 7 b5+ ♗b6 8 ♖c3 ♙h4 9 f3 ♙f2 10 ♖d5+ ♗b7 11 ♙d3 +/-.

3 f3 ♙h4 4 ♖c3 ♗c5 5 cxb5 axb5 6 ♗e4 ♙g3 7 ♖e2 ♙h2 8 ♖c1 1-0

White creates an outside passed pawn; e.g., **8...♙g3 9 ♖d3+ ♗d6 10 b3 ♙h2 11 a4 bxa4 12 bxa4 ♙g3 13 a5 ♙h2 14 ♖xe5 +/-.**

C) Closed Positions

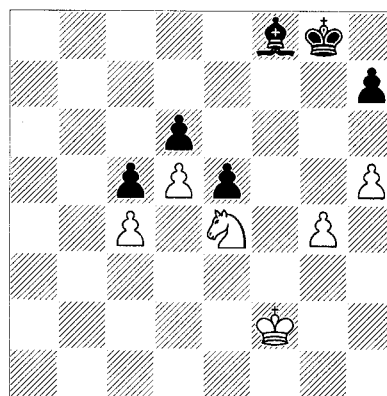
The knight's superiority in positions with many pawns is well-known. However, the presence of many pawns doesn't automatically favour the knight. It is especially important that many pawns are blocked on the bishop's colour and that the bishop can't become active, i.e. that that it has no real targets. The following position is typical (*see next diagram*).

The protected passed pawn on e5 is in fact a disadvantage, because the blockading e4-knight is so powerful. This situation is typical of a King's Indian gone wrong for Black.

1 g5!

Creating an entry road for the king.

W



5.32 +/-

Y.Averbakh – V.Panov
Moscow 1950

1...♗g7 2 ♗f3 ♗f7 3 ♗g4 ♙e7 4 ♗f5 ♙f8 5 ♖f6 h6

5...♗g7 6 h6+ ♗h8 7 ♗e6 +/-.

6 gxf6

6 g6+ ♗e7 7 ♖e4 ♙e4 ♙g7 8 ♖g3 ♙f8 (8...♗f8 9 ♗e6 +/-) 9 ♗e4 ♗f6 10 ♖f5 +/-.

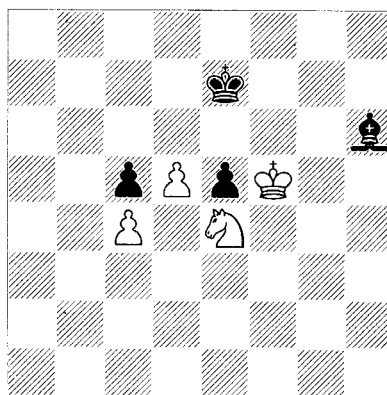
6...♙xh6 7 ♖e4 ♙f8 8 h6 ♙xh6

8...♗g8 9 ♗g6 ♙e7 10 h7+ ♗h8 11 ♗f7 ♙d8 12 ♖xd6 +/-.

9 ♖xd6+ ♗e7 10 ♖e4 (D)

10 ♗xe5?? ♙g7+ +/-.

B



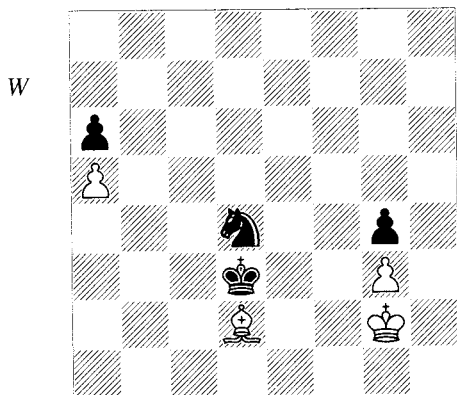
5.32A +/-

10...♙e3 11 d6+!

Freeing the d5-square for the king.

11...♗d7 12 ♗xe5 1-0

In the second example there are not so many pawns, but the bishop again has no targets and the king can't become active:

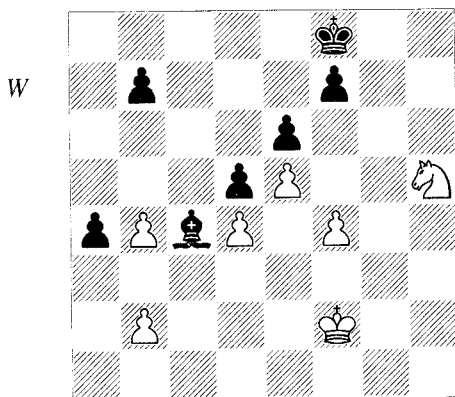


5.33 -/+

E.Geller – M.Suba
Moscow 1986

1 ♖f4 ♗e2 2 ♙e5 ♜c2 3 ♖f4 ♜e3+ 0-1

White probably did not want to see the following typical procedure: 4 ♖g1 ♗f3 5 ♙e5 ♜f5 6 ♗h2 ♗f2 7 ♙c7 (7 ♙f6 ♜e3 8 ♙h4 ♜f1+ 9 ♗h1 ♗f3 --) 7...♜e3 8 ♙b6 ♗f3 9 ♖g1 ♜f5 --.



5.34 +/

K.Müller – M.Bus
Arnhem jr 1988

White wins because Black can't exploit the weak doubled b-pawns whereas the black pawns are fixed on light squares.

1 ♖g3 ♙e2

Or:

a) 1...♗e7 and now:

a1) 2 ♗h4?! allows Black to launch a counterattack: 2...♜d7 3 ♖g5 ♗c6 (3...♙d3? 4 ♗f6 ♙g6 5 ♜g7 ♗c6 6 ♜xe6 --) 4 ♗f6 ♗b5 5

♗xf7 ♗xb4 6 ♗xe6 ♗b3 7 f5 ♗xb2 8 f6 a3 9 f7 a2 10 f8 ♖a1 ♖±.

a2) 2 ♜f6! ♜d8 3 ♗h4 ♗c7 4 ♜e8+! ♗c6 5 ♜d6 f5 6 ♖g5 b6 7 ♗f6 ♜d7 8 ♜f7 +.

b) 1...f5 2 ♗h4 (2 exf6? ♗f7 spoils the win) 2...♗f7 3 ♖g5 ♙e2 4 ♜f6 ♙b5 (4...♗g7 5 ♜e8+ ♗f8 6 ♜d6 --) 5 ♗h6 ♙c6 6 ♜h7 ♙b5 7 ♜g5+ ♗e7 8 ♖g7 ♙e2 9 ♜h7 and now:

b1) 9...♙d1 10 ♜f8 ♙h5 11 ♜g6+ ♜d7 12 ♗f6 ♗c6 13 ♜f8 ♗b5 14 ♜xe6 ♗xb4 15 ♗xf5 ♗b3?! 16 ♜c5+ +.

b2) 9...b6 10 ♜f8 ♙h5 11 ♜g6+ ♜d7 (or 11...♗e8 12 ♗f6 b5 13 ♜h8 ♗f8 14 ♗xe6 ♖g7 15 ♗xd5 ♗xh8 16 ♗e6 --) 12 ♗f6 ♗c6 13 ♜f8 ♗b5 14 ♗xe6 ♗xb4 15 ♜d7 ♗b3 16 ♜xb6 ♙e8 17 ♗xd5 ♗xb2 18 ♜xa4+ ♙xa4 19 e6 --.

2 ♗h4 ♗e7

The pawn endgame after 2...♙xh5 is lost due to White's king penetrating successfully: 3 ♗xh5 ♗e8 4 ♖g5 ♜d7 (4...♗e7 5 b5 b6 6 f5 exf5 7 ♗xf5 ♜d7 8 ♗f6 ♗e8 9 e6 --) 5 ♗f6 ♗e8 6 f5 exf5 7 ♗xf5 ♗e7 8 b5 b6 9 ♖g4 ♜d7 10 ♗f4 ♗e6 11 ♖g5 ♗e7 12 ♗f5 ♜d7 13 ♗f6 ♗e8 14 e6 --.

3 ♜f6 ♙d3 4 ♖g5 b5?!

This fixes another pawn on a light square and stops the possibility of a counterattack by Black.

4...♙c2!?! comes strongly into consideration, but White wins in any case: 5 ♗h6 ♗f8 6 b5 ♙d3 (6...b6 7 ♜d7+ ♗e7 8 ♜xb6 ♜d8 9 ♖g7 ♗c7 10 ♜xd5+ exd5 11 ♗xf7 --) 7 b6 ♙b5 8 ♗h7 ♙c6 9 ♗h8 ♙b5 10 ♜h7+ ♗e7 11 ♖g7 ♙d3 12 ♜f6 ♙c2 13 ♜g8+ ♗e8 14 ♗f6 ♙g6 15 ♜e7 ♙h5 16 ♜c8 --.

5 ♗h6

Here the game was adjourned and in joint analysis with Frank Holzke the win was found:

5...♗f8 6 ♜d7+ ♖g8

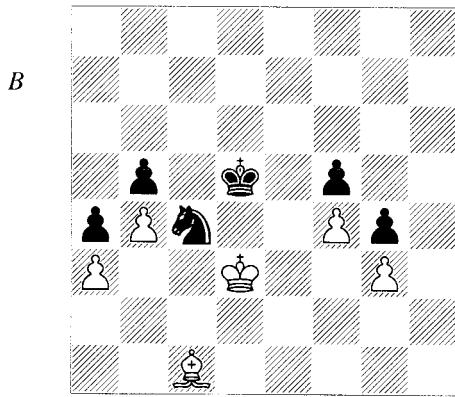
Waiting passively also loses: 6...♗e7 7 ♜c5 ♙c4 8 ♖g7 ♙f1 9 ♜b7 ♙e2 10 ♜d6 f5 11 exf6+ --.

7 ♜c5 ♙c2 8 ♖g5 ♖g7 9 ♜a6 ♙d3 10 ♜c7 ♙c4 11 f5! exf5 12 ♗xf5 ♙d3+ 13 ♗f4 ♙c4 14 ♖g5 1-0

Black is in zugzwang, so White's king finally reaches f6: 14...♗g8 15 ♗f6 ♗f8 16 e6 fxe6 17 ♗xe6 ♖g7 18 ♜xd5 +.

Jan Timman held a very instructive lecture at Tilburg University about knight vs 'bad' bishop, which was published in *New in Chess Magazine* 8/96. However, the choice of his opening

example wasn't very fortunate. With the following position he wanted to demonstrate that the strength of the knight in closed positions is sometimes overestimated:



5.35 -/+

J. Timman

New in Chess Magazine, 1996

But in fact it shows the knight in its best shape. If White were to move, he would lose immediately but there is no obvious way to transfer the move to him. 1...d6 2 d2 e4 3 e1 only mirrors the problem. However, in a letter to NiC, Luc Compagnie pointed out that a triangulation leads to success:

1...d6 2 d4

2 c3 c7 3 d3 d7 4 d4 c6 -+ and 2 c2 c6 3 c3 d6 -+ reach the main line, while 2 e2?! e6 3 d3 d5 -+ is the initial position with White to move.

2...c6 3 c3 d6 4 d4 e4 5 e5 dxg3 6 e3 e2 7 xf5 g3 8 e6

Or:

a) 8 e5 g2 9 f5 g1 10 xg1 dxg1 11 e6 df3 12 f6 dg5+ -+.

b) 8 e4 g2 9 f3 g1 10 xg1 dxg1+ 11 f2 dh3+ 12 c3 dx4! -+.

c) 8 g5 was Timman's suggestion to save his example, but in the next issue of NiC a number of readers pointed out that Black wins nevertheless:

c1) 8...g2?! makes it unnecessarily complicated. 9 f5 and now:

c11) 9...g1+? 10 xg1 dxg1 11 f6 dh3+ (11...d6?? even loses due to 12 h6! +-) 12 g4 df2+ 13 c3 d3 14 e4 =.

c12) 9...d5 10 f6 (10 f6 e4 11 e2 d4 -+) 10...e6 (10...e4? 11 e2 c3 12

xc5 xe4 13 e2 =) 11 g6 df4+ 12 g5 d5! (12...dh3+ 13 g6 g1+? 14 xg1 df4+ 15 g5 dh3+ =) 13 e4 and now:

c121) Not 13...dx4? 14 axb4 a3 15 g6 a2 16 f7 a1 17 f8 xd4 18 e8+ d6 19 d8+ e5 20 g5+ e6 21 xg2 xb4 =.

c122) 13...dx6 14 f4 d5+ 15 c3 dx4 16 xg2 (16 axb4 d5 -+) 16...c2 -+.

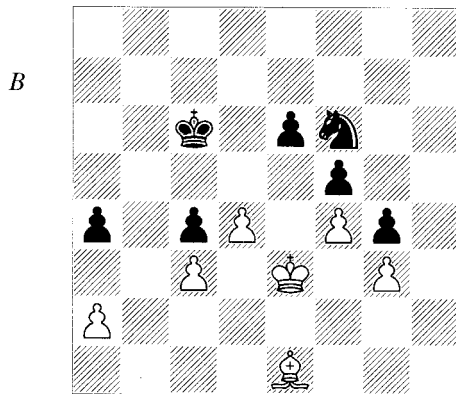
c2) 8...d5! 9 f5 e4! 10 e5 (10 f6 xe3 11 f7 g2 -+) 10...d4 -+.

8...g2 9 f5 g1 10 xg1 dxg1 11 f6 df3 12 cf5

12 f7 dg5+ 13 e7 dx7 14 xf7 d5 -+.

12...d6 13 cf4 d2 14 cf5 dc4 -+

The next position is even more closed, but Nimzowitsch found a way to break through:



5.36 /+

M. Henneberger - A. Nimzowitsch

Winterthur 1931

1...e4 2 e2

2 a3?! d6 3 d2 db5 -+.

2...d5 3 e3

At first a triangulation transfers the move to White:

3...d6 4 e2 c6 5 e3 d5 6 e2

Now the knight heads for b1(!) in order to imprison the bishop in the a1-corner:

6...d6 7 e3 db5 8 d2 a3! 9 c1 db1 10 b2 a3 11 e1

Next the move has to be transferred to White again, which is again accomplished by a triangulation:

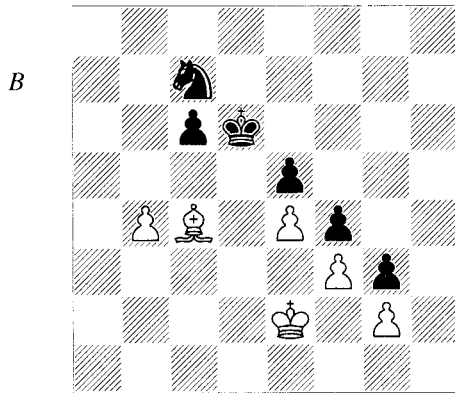
11...d6 12 e2 c6 13 d1!?

13 e3?! loses without a fight to 13...d5 14 e2 e4 -+.

13...d5 14 c2

14 ♖e1 ♜e4 15 ♜e2 ♔d2 16 ♜xd2 ♜f3 –+.
14...♜e4 15 ♜xb1 ♜f3 16 ♚b2!?
 16 ♜c2 ♜xg3 17 ♔d2 ♜f2 –+.
16...axb2 17 a4 ♜xg3 18 a5 ♜h2 19 a6 g3
20 a7 g2 21 a8♖ g1♗+ 22 ♜xb2 ♗g2+
 and Black won after a few more moves.

Sometimes only extremely complicated manoeuvring leads to success:



5.37

/+

E.Torre – O.Jakobsen
Amsterdam IBM 1973

1...♔d7 2 ♔d3 ♜c8 3 ♜c3 ♜b7 4 ♜b3 ♜b6
5 ♜c3 ♔e8 6 ♚e2 ♔f6

6...♔d6 7 ♚f1 c5? is wrong as Black can't make progress after 8 ♚e2 cxb4+ 9 ♜xb4 ♔f7 10 ♜c4 ♜c6 11 ♚d1 = because White's pieces are too active. This was pointed out by Timman in his lecture.

7 ♚d3 ♔h7 8 ♚f1 ♔g5 9 ♜c4 ♔e6 10 ♜c3
♔d4

Black has achieved his first aim: the bishop can't move due to ...♔xf3 and the king must guard c2 to keep the knight out of e3.

11 ♜d2 c5 12 bxc5+

12 ♜c3?! cxb4+ 13 ♜xb4 ♔c2+ 14 ♜c3 ♔e3 –+.

12...♜xc5 13 ♜c3 ♜b6 14 ♜d2 ♜a5?!

The black king heads in the wrong direction. Completing the triangulation was of course better, especially to avoid problems with the fifty-move rule.

15 ♜c3 ♜b6

15...♜a4? allows a counterattack: 16 ♜c4! ♔c2 17 ♔d5 ♔e3+ 18 ♜xe5 ♔xf1 19 ♜xf4 =.

16 ♜d2 ♜c6 17 ♚e2 ♜c5 18 ♚d1 ♜c4 19 ♚e2+ ♜b3 20 ♚d1+ ♜b2

Next White's king has to be driven to g1.

21 ♜e1

21 ♚e2?! ♔c2 –+.

21...♜c3 22 ♚a4 ♔d3 23 ♚d1 ♜e3 24 ♜f1

Bishop moves allow the decisive blow on f3.

24...♜d2 25 ♚a4 ♔e2 26 ♚d1!?

A nice stalemate joke.

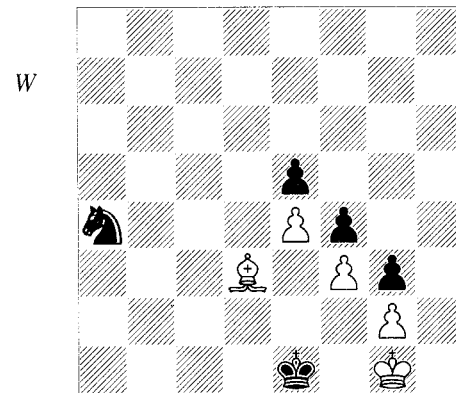
26...♔c3 27 ♚e2

The motif repeats itself.

27...♔b1 28 ♚c4 ♔a3 29 ♚b3 ♜c3 30 ♚a4
♔c4 31 ♚b5 ♔e3+ 32 ♜g1 ♜d2 33 ♚a6 ♜e1

In the next step the knight is transferred to d2 to free Black's king, which marches to e3 afterwards.

34 ♚d3 ♔d1 35 ♚a6 ♔c3 36 ♚d3 ♔a4 (D)



5.37A

-/+

37 ♚b5

37 ♚c4!? was more stubborn according to Jakobsen: 37...♔b6 (37...♔c5?! 38 ♚d5) 38 ♚a6 ♔a8 39 ♚b5 ♔c7 40 ♚c4 ♔e8 41 ♚b5 ♔d6 42 ♚a6 ♔f7 43 ♚b7 ♔g5 44 ♚c8 ♜e2 45 ♚g4 ♔f7 46 ♚c8 ♔d6 47 ♚a6+ ♜e1 48 ♚d3 ♔b7; see the game.

37...♔c5 38 ♚c4 ♔b7 39 ♚b5

39 ♚g8 ♔a5 40 ♚d5 ♜e2 41 ♚e6 ♔c6 42 ♚c4+ ♜e1 43 ♚d5 ♔d4 44 ♚c4 ♜d2 45 ♜f1 ♜e3 46 ♜g1 ♔xf3+ –+.

39...♔a5 40 ♚a4 ♔c4 41 ♚b5 ♔d2 42 ♚a4

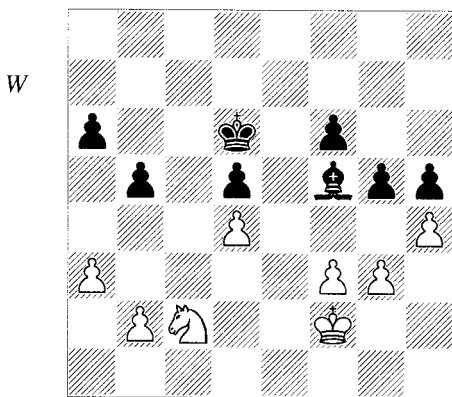
Or:

a) 42 ♚a6 ♜d1 43 ♚d3 ♜c1 44 ♚b5 ♜c2 45 ♚a6 ♜c3 46 ♚b5 ♜d4 47 ♚a6 ♜e3 –+.

b) 42 ♚d7 ♜e2 43 ♚g4 ♔f1 44 ♚h5 ♔h2 45 ♜h1 (45 ♚g4 ♜d2 46 ♚e6 ♜e3 47 ♚g4 ♔xg4 48 fxg4 ♜xe4 –+) 45...♜f2 46 ♚g4 ♔xg4 47 fxg4 f3 –+.

42...♜e2 43 ♚b5+ ♜e3 44 ♚a4 ♔xf3+ 45 gxf3 ♜xf3 46 ♚c6 g2 0-1

The next three examples are very famous. In the 1984/5 World Championship Karpov found a very surprising refutation of a normal-looking capture by Kasparov:



5.38 =/
A.Karpov – G.Kasparov
Moscow Wch (9) 1984/5

1 ♖e3 ♙b1 2 ♜b4 g4xh4?

2...♗e6 was correct as Timman pointed out in NiC Magazine 1/97. He gives 3 g4 hxg4 4 hxg5 gxf3 5 gxf6 ♙e4 6 ♖g4 ♗f7 7 ♗g3 ♗e6 8 ♗f4 ♗f7 =.

3 ♖g2!!

A magnificent blow! Instead of simply recapturing, Karpov opens a path for his king.

3...hxg3+

3...h3 4 ♖f4 ♙f5 5 ♗g1 +-.

4 ♗xg3 ♗e6

After 4...♙g6 5 ♖f4 ♙f7 6 ♗h4 Black can't keep the white pieces out.

5 ♖f4+ ♗f5 6 ♖xh5 ♗e6 7 ♖f4+ ♗d6 8 ♗g4 ♙c2 9 ♗h5 ♙d1 10 ♗g6!

Penetrating with the king is more important than keeping the f-pawns on the board.

10...♗e7 11 ♖xd5+?

How can taking a pawn with check be wrong? The answer is that this opens a path for Black's king, and this path must now be kept constantly guarded.

11 ♖h5 wins; e.g., 11...♙xf3 12 ♖xf6 ♗e6 13 ♖e8 ♗d7 14 ♖g7 ♗e7 15 ♗f5 ♗d6 (15...♗f7 16 ♖e6 ♗e7 17 ♖c7 +-) 16 ♗f6 ♙g2 17 ♖f5+ ♗d7 18 ♗e5 ♙e4 19 ♖e3 ♗c6 20 ♗e6 ♙h7 21 ♖f5 ♙g8+ 22 ♗e5 ♗d7 23 ♖e3 ♗c6 24 ♖g4 ♙f7 25 ♖f6 a5 26 bxa5 ♗b7 27 ♖xd5 ♗a6 28 ♖b4+ ♗xa5 29 d5 ♗a4 30 d6 ♙e8 31 ♗e6 ♗xa3 32 ♗e7 +-.

So strangely enough, the same theme arose twice in this game: first the missing pawn on h4 opened a route for the white king to gain a winning position, and now the missing pawn on d5 should give Black sufficient counterplay to draw!

11...♗e6

11...♗d6!?! 12 ♖c3 ♙xf3 13 ♗xf6 ♙g4 14 ♗g5 ♙h3 15 ♗f4 ♙c8 16 ♗e3 ♙h3 17 ♖e4+ ♗d5 18 ♖c5 ♙c8 = (Timman).

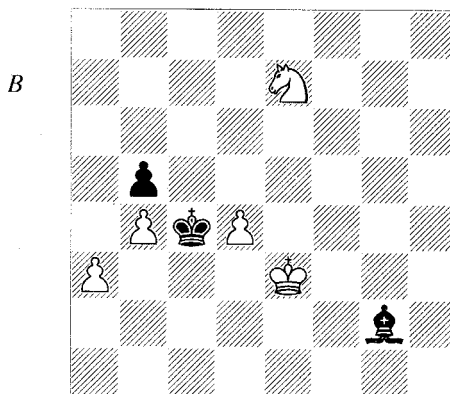
12 ♖c7+ ♗d7?

The more active 12...♗d6 is the correct defence, as it avoids losing the a-pawn without compensation: 13 ♖e8+ (13 ♖xa6 ♙xf3 14 ♗xf6 ♗d5 15 ♖c7+ ♗xd4 16 ♖xb5+ ♗c4 17 ♖d6+ ♗b3 =) 13...♗e7 14 ♖xf6 ♙xf3 15 ♗f5 ♗d6 16 ♗f4 ♙g2 17 ♗e3 ♙h3 ±.

13 ♖xa6 ♙xf3 14 ♗xf6 ♗d6 15 ♗f5 ♗d5 16 ♗f4 ♙h1 17 ♗e3 ♗c4 18 ♖c5 ♙c6 19 ♖d3 ♙g2 20 ♖e5+ ♗c3

20...♗b3?! 21 ♗d3 ♙f1+ 22 ♗d2 ♙g2 23 ♖g4 ♗xa3 24 ♗c3 ♙d5 25 ♖f6 +-.

21 ♖g6 ♗c4 22 ♖e7 (D)



5.38A

22...♙b7?!

After 22...♙h1!? matters are much more delicate. We give only some sample lines: 23 ♖f5 (Timman; 23 ♖c8!?) was suggested by Averbakh and Taimanov), and now:

a) 23...♙c6 24 ♗f4 ♗b3 (24...♙d7 25 ♗e5 ♗b3 26 ♖e3 ♗xa3 27 ♗d6 +-) 25 ♗e5 ♗xa3 26 ♗d6 ♙e4 27 ♖g3 ♙f3 28 ♗c5 +-.

b) 23...♗d5 24 ♖g3 ♙g2 25 ♗d3 and then:
b1) 25...♙h3 26 ♖h5 ♙f5+ 27 ♗c3 ♗c6 28 ♖f4 ♗d6 29 ♖d3 ♙e4 30 ♖c5 ♙c6 31 ♗d3 ♗d5 32 ♖e4 ♗e6 33 ♖c3 ♙e8 34 ♗e4 ♙g6+ 35 ♗f4 ♙d3 36 d5+ ♗d6 37 ♗e3 +-.

b2) 25...♙f3 26 ♖f1 ♙e4+ 27 ♗c3 ♙f3 28 ♖e3+ and here:

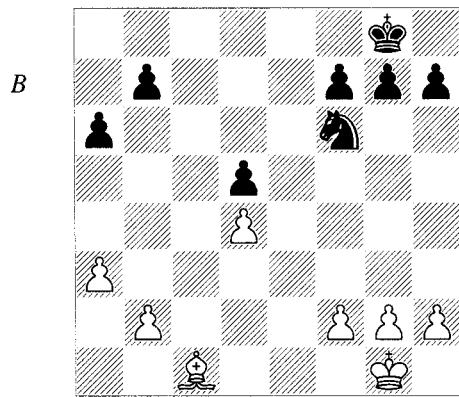
b21) 28...♙e4 29 ♖c4! ♙d5 30 ♖b2 ♗c6 31 a4 +–.

b22) von Bülow's suggestion 28...♙d6! is tougher. It is even not quite clear if White can win now; e.g., 29 ♗b3 ♙c6 30 ♖d1 ♙d5 31 ♗c3 ♙e4 ±.

23 ♖f5

Not, of course, 23 d5? ♙xd5 24 ♖xd5 ♗xd5 25 ♙d3 ♙e5 =.

23...♙g2 24 ♖d6+ ♗b3 25 ♖xb5 ♙a4 26 ♖d6 1-0



5.39

/=

A.Saidy – R.Fischer
USA Ch (New York) 1963/4

Of course it is much easier to play the position with Black. However, his advantage should not be sufficient to win.

1...♖d7 2 ♗f1 ♖f8 3 ♙e2

3 g4 ♖e6 4 ♙e3 is better, as it prevents Black from building up a broad pawn-front (Timman, Beliavsky and Mikhalchishin).

3...♖e6 4 ♙d3 h5!? 5 ♙e3 ♗h7 6 f3 ♗g6 7 a4 ♗f5 8 ♙e2 g5 9 ♙f2 ♖d8 10 ♙d2 ♗g6 11 ♙e3 ♖e6 12 ♙d3 ♗f5 13 ♙e3 f6 14 ♙e2 ♗g6 15 ♙d3 f5 16 ♙e2

16 g3!? f4 17 gxf4 g4 18 fxg4 hxg4 19 ♙f2 ♖xf4+ 20 ♙e3 ♗f5 21 ♙g3 = (Beliavsky and Mikhalchishin).

16...f4 17 ♙f2 ♖g7!?

The knight is heading for the better outpost f5.

18 h3

Now 18 g3? is bad as Black can open an entry road: 18...fxg3 19 hxg3 g4 ♣ (Timman).

18...♖f5 19 ♙d3 g4 20 hxg4 hxg4 21 fxg4 21 ♙e2? g3 22 ♙g1 ♖h4 23 ♗f1 leads to a “tragicomical zugzwang situation” (Timman).

21...♖h6 22 ♙e1?

This allows Black's king to penetrate on the kingside. 22 ♙e2 was called for: 22...♖xg4 23 ♙g1 ♗f5 24 ♗f3 ♖f6 25 ♙h2 ♖h5 26 a5 ♗g5 27 g4 fxg3 28 ♙xg3 = (Timman; this line is given in several sources).

22...♖xg4 23 ♙d2 ♗f5 24 ♙e1 ♖f6 25 ♙h4 ♖h5 26 ♙e1 ♗g4 27 ♙e2

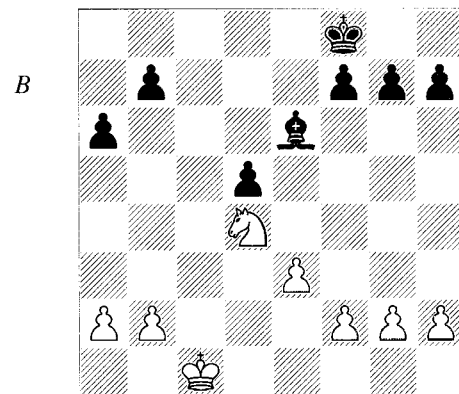
27 b3 ♖g3 28 a5 ♖f5 29 ♙f2 ♖h4 is similar to the game.

27...♖g3+ 28 ♙d3 ♖f5 29 ♙f2 ♖h4 30 a5

30 ♙xh4 ♗xh4 31 ♙e2 ♗g3 32 ♗f1 f3 +–.

30...♖xg2 31 ♗c3 ♗f3 32 ♙g1 ♙e2 33 ♙h2 f3 34 ♙g3 ♖e3 0-1

Now after ...♖f5 the f-pawn will finally promote.



5.40

/=

S.Flohr – J.Capablanca
Moscow 1935

White has a lot of positional trumps, but against Capablanca's defence there was no way to break through:

1...♙e7 2 ♙d2 ♙d6 3 ♗c3 b6

Capablanca starts putting his pawns on squares opposite to the bishop's colour.

4 f4 ♙d7 5 ♖f3

Flohr regroupes to exert more pressure on the isolani.

5...f6 6 ♙d4 a5 7 ♖d2 ♙c8 8 ♖b1 ♙e6 9 ♖c3 ♗c6 10 a3 h6 11 g3 h5?!

There was no good reason to put the h-pawn on a light square.

12 b4 axb4 13 axb4 ♙d6 14 b5 g6

This is necessary now – a consequence of 11...h5. 14...♙f7? is wrong: 15 f5 ♙g8 16 ♖e2 ♙f7 17 ♖f4 ±.

15 f5 gxf5

Not 15...♙xf5? 16 ♖xd5 ♙d7 17 ♖xf6 ♙xb5 18 ♖d5 ± with the idea of meeting 18...♙c6? with 19 ♖e7+.

16 ♖e2 ♙d7 17 ♖f4 ♙e8 18 ♖xd5 ♙xb5 19 ♖xb6 ♙c6 20 ♖c4+ ♙e6 21 ♖b2 ♙b5 22 ♖d1 ♙e2 23 ♖f2 ♙f1 24 ♖d3 ♙xd3 25 ♙xd3 ♙e5

25...♙d5? 26 ♙d2! ♙e5 27 ♙e1! (27 ♙e2? ♙e4 28 ♙f2 h4 29 gxh4 f4 30 h5 fxe3+ = Bondarevsky) 27...♙d5 28 ♙f2 ♙e4 29 ♙e2 ♙d5 (29...h4 30 gxh4 f4 31 h5 ♙f5 32 exf4 +-)

30 ♙f3 ♙e5 31 h3 +-.

26 ♙e2 ♙e4 27 h3

27 ♙f2 h4 28 gxh4 f4 =.

27...♙d5 28 ♙f3 ♙e5 1/2-1/2

Knight vs Bishop: a brief summary

The **bishop** is a long-range piece and likes play on both wings and open positions. Its main disadvantage is that it can only visit half the squares on the board. The side with the bishop should therefore generally place his pawns on the opposite colour squares. When fighting against a knight, the bishop can use zugzwang and the corralling motif (5.02).

The **knight** can visit every square of the board and so in inferior positions the player with the knight can try to construct a fortress on squares opposite to the bishop's colour. However, the player has to be careful not to fall into zugzwang. The knight is a short-range piece and likes play on one wing. If in closed positions many enemy pawns are blocked on the same colour as the bishop, the knight can, together with its king, use the weak colour complex to infiltrate the enemy position. In some favourable positions it might be useful to place mobile pawn-chains on the enemy bishop's colour, so as to restrict its movement. In unfavourable positions this is unlikely to be correct, as these pawn-chains can be attacked.

Reference works

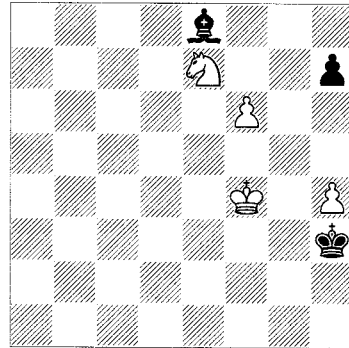
Encyclopaedia of Chess Endings (ECE), Bishop and Knight Endings volume, Nicosia 1993

Läufer gegen Springer und Turm gegen Leichtfigurendspiele (Av), Averbakh, Sportverlag Berlin 1987

Articles by Timman in *New in Chess Magazine* 8/96 and 1/97

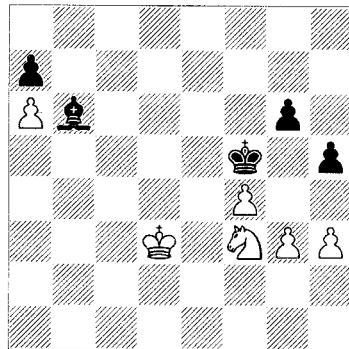
**Exercises
(Solutions on pages 375-6)**

W
E5.01
**/



White's far-advanced f-pawn should give him an easy win, don't you think?

B
E5.02
/****

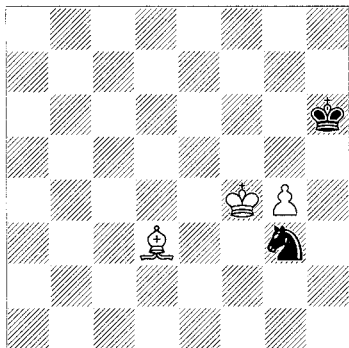


Amazingly, Black has a way to save himself. Can you find it?

B

E5.03

/*

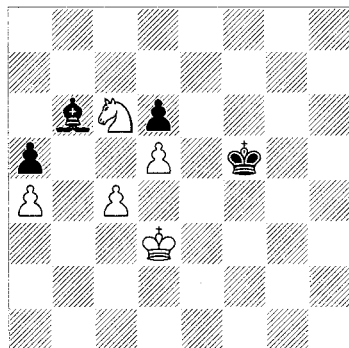


Can Black save himself in this grim-looking situation?

W

E5.04

**/

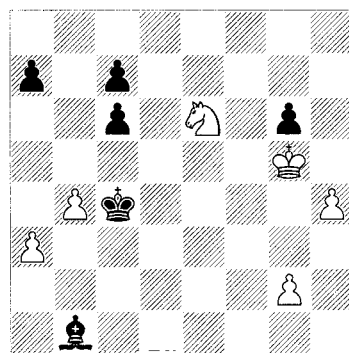


How should White's extra pawn be converted into victory?

B

E5.05

/***



White's kingside majority will soon crash through. Can you do something about it?

5.3 The Bishop-Pair

Two bishops are in most cases better than other combinations of minor pieces, since the main disadvantage of the bishop, its inability to control squares of a particular colour, is nullified by the presence of the other one.

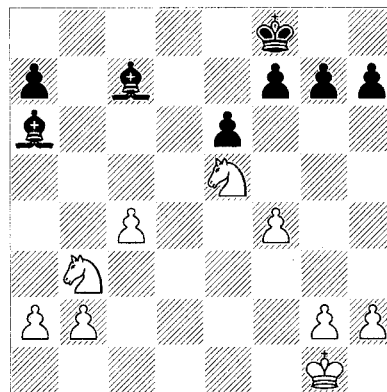
The subject divides naturally into two cases:

- A: Two Bishops vs Two Knights 156
 B: Two Bishops vs Bishop and Knight 159

A) Two Bishops vs Two Knights

In blocked positions, the knights can offer tough resistance, especially if they have secure anchor squares, but the first example shows how difficult it is to fight against the bishops in an open position:

W



5.41

=/

J.Polgar – A.Shirov

Prague (6) 1999

1 c5!?

1 ♖d4 also comes into consideration; e.g.,
 1... ♙xe5 2 ♜xe5 ♙xc4 3 b3 ♙d5 ♞.

1...g5 2 ♜c6?

2 g3 is called for as after 2...gxf4 3 gxf4 f6 White has the tricky 4 ♜d4!, when Black is to say the least not better.

2...gxf4 3 a4?

This allows Black's bishops to dominate the knights. After 3 ♜bd4 the position isn't easy to evaluate.

3... ♙c4! 4 ♜d2 ♙d5 5 ♜xa7 ♙a5 6 ♜b1
 ♙b4 7 ♜b5 ♙xc5+ 8 ♜f1 f3 9 gxf3 ♙xf3 10
 ♜d2 ♙d5 11 ♜e2 ♜e7 12 ♜d3 f5 13 ♜c3
 ♙b7 14 ♜c4 ♙e3 15 ♜d3 ♙g1 16 b4?

It is a mistake to give Black a passed h-pawn. 16 h3 was a better chance to offer resistance; e.g., 16...e5 17 b4 e4+ 18 ♖e2 ♙d4 19 ♘d1 f4 20 ♗b3 ♙f6 ♢.

16...♙xh2 17 b5 h5 18 a5 h4 19 ♖e2

19 a6 ♙g2 20 b6 h3 +-.

19...h3 20 a6 ♙g2 21 ♖f2 ♙d6 22 ♗f3 ♙c5+ 23 ♖g3 f4+ 24 ♖g4?!

Black wins even after 24 ♖xf4!: 24...♙d6+ 25 ♖e3 h2 26 ♗xh2 ♙xh2 27 ♖f2 ♙h1 28 b6 ♙d6 +-.

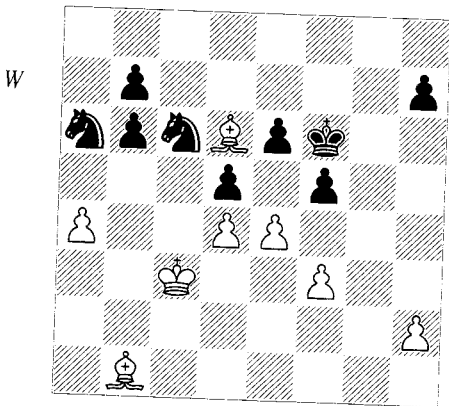
24...♙g1 25 b6

Or: 25 ♖xf4 h2 26 ♗xh2 ♙xh2+ 27 ♖g4 ♙g1 +-; 25 ♗xg1 h2 +-.

25...♙xf3+ 26 ♖xf3 h2 27 ♖g2 f3+ 0-1

Polgar resigned as 28 ♖h1 loses to 28...f2 29 a7 f1 ♖ 30 a8 ♖ ♙e3+ 31 ♖xh2 ♙f4#.

Bronstein was a point ahead in the world championship match when in the penultimate game Botvinnik's bishops stopped him:



5.42
M.Botvinnik – D.Bronstein
Moscow Wch (23) 1951

1 ♙g3!

This puts Black in zugzwang. After 1 ♙f4?!, 1...♗e7! is possible.

1...fxe4

Or:

a) 1...♖g6 2 exf5+ exf5 3 ♙a2 ♗ab4 4 ♙b3 +- (♙d6 is threatened).

b) 1...♗ab4 2 ♙e5+ (2 ♙c7? dxe4 3 fxe4 fxe4 4 ♙xe4 ♗d5+ =) 2...♖g6 3 ♙d6 ♗a6 4 exd5 exd5 5 ♙a2 +-.

c) 1...♖g5 2 exd5 exd5 3 ♙a2 ♗cb4 4 ♙b3 f4 and now 5 ♙e1 with the idea ♙d2-c1-a3 gives White a clear advantage.

d) 1...♗e7 2 ♙h4+ ♖f7 3 ♙xe7 ♖xe7 4 exd5 exd5 5 ♙xf5 h6 6 ♙c8 ±.

2 fxe4 h6 3 ♙f4 h5

3...♖g7 4 exd5 exd5 5 ♙a2 ♗ab4 6 ♙b3 ♖g6 7 ♙d6 +-.

4 exd5 exd5 5 h4 ♗ab8 6 ♙g5+ ♖f7 7 ♙f5 ♗a7

7...♗e7 8 ♙xe7 ♖xe7 9 ♙g6 ♗c6 10 ♙xh5 ♗a7 11 ♖b4 +-.

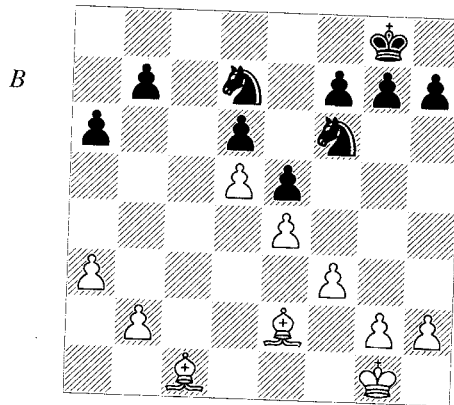
8 ♙f4 ♗bc6 9 ♙d3 ♗c8 10 ♙e2 ♖g6 11 ♙d3+ ♖f6 12 ♙e2 ♖g6 13 ♙f3 ♗6e7?!

13...♗8e7 14 ♙g5 ♗f5 15 ♙xd5 ♗fxd4 16 ♙e4+ ♖f7 17 ♖c4 ± poses more difficulties for White as there are only the two rooks' pawns left (but they are notoriously dangerous for the knights of course).

14 ♙g5 1-0

A possible finish is 14...♗c6 15 ♙xd5 ♗d6 16 ♙f3 ♖f5 17 ♙c1 (Smyslov) 17...b5 18 ♙xc6 bxc6 19 a5 +-.

The next example is also very well known. While Botvinnik believed that Black could defend, Flohr was of the opinion that White wins nevertheless. Many theoreticians have analysed it since then, but it still remains unclear whether White's advantage is sufficient.



5.43
S.Flohr – M.Botvinnik
Moscow/Leningrad (6) 1933

1...♖f8 2 ♖f2 ♖e7 3 ♙e3 ♗d8 4 ♖e1 ♖c7 5 ♗d2 ♗c5 6 b4

6 ♙xc5? dxc5 followed by ...♗e8-d6 even favours Black.

6...♗d7

6...♗a4 7 ♙d1 b5? is lost for Black according to Euwe, who gave the following variation:

8 ♖xa4 bxa4 9 ♖c3 ♗b7 10 ♖c4 ♖d7 11 b5 a5
12 b6 ♗a6 (12... ♖xb6+ 13 ♗b5 +-) 13 b7 ♖b8
14 f4 f6 15 f5 ♖d7 16 g4 h6 17 h4 ♖b8 18 h5
♖d7 19 ♖g1 ♖b8 20 ♖f2 ♖d7 21 ♖e3 ♖b8 22
g5 fxg5 23 ♖xg5 ♗xb7 24 f6 gxf6 25 ♖xh6
+-.

7 g3

7 a4!? (Shereshevsky).

7... ♖b6 8 ♖c2 ♖bd7

8... ♖a4!? 9 ♗b3 b5 ± (Botvinnik).

9 a4!

Gaining more space on the queenside to limit the scope of the knights.

9... ♖b6 10 a5 ♖bd7

White's next aim is to play f4 and to advance the pawns on the kingside. Flohr takes his time carrying this out.

11 ♖c1 ♖d8 12 ♖b2 ♖e8 13 ♖d2 ♖c7 14 ♖e3 ♖e7 15 ♖f1 ♖b5 16 h4 ♖c7 17 ♖h3

Immobilizing the d7-knight due to ♖c8.

17... ♖e8 18 f4 f6 19 ♖f5 g6 20 ♖h3

Now f5 followed by fxg6 is threatened.

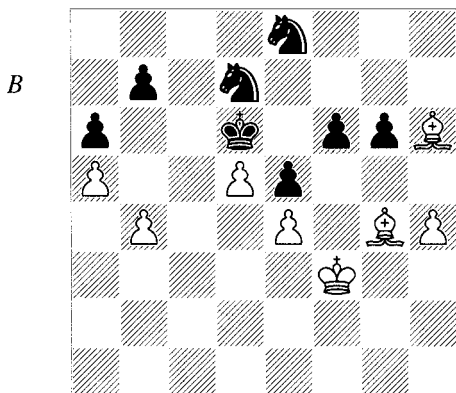
20... h6

20... ♖g7 21 f5 g5 22 hxg5 fxg5 23 f6+ ± (Botvinnik).

21 ♖c1! ♖g7 22 fxe5 dxe5

Not: 22... ♖xe5? 23 ♖c8 +-; 22... fxe5? 23 ♖f3 h5 24 ♖g5+ ♗e8 25 ♖h6 +-.

23 ♖f3 h5 24 ♖e3 ♖d6 25 ♖h6 ♖e8 26 g4 hxg4+ 27 ♖xg4 (D)



5.43A

27... ♖c7?

27... ♖e7! ± (Botvinnik); e.g., 28 h5 (28 ♖e3 ♖d6 29 ♖c5 ♖xc5 30 bxc5 ♖c4 and it seems that White can't win) 28... gxh5 29 ♖xh5 ♖d6 ±.

28 ♖e3 ♖b5 29 ♖e2 ♖c7

White wins after 29... ♖c3+?! 30 ♖d3 ♖xe4? 31 ♖xd7 +-.

30 ♖d3 f5

Now White's h-pawn decides the outcome. 30... ♖b5 doesn't help either; e.g., 31 ♖e6 ♖e7 32 ♖c5+, and now:

a) 32... ♖xc5+ 33 bxc5 ♖d4 34 ♖c8 ♖b3 35 ♖c4 ♖d8 36 ♖xb3 +-. White's king goes to g4 and a path is opened with h5.

b) 32... ♖e8 33 d6 ±.

31 exf5 gxf5 32 ♖xf5 ♖xd5 33 ♖d2 ♖7f6 34 ♖c4 ♖c6 35 ♖g6 b5+ 36 ♖d3 ♖e7 37 ♖e4+ ♖ed5 38 ♖g5 ♖h5 39 ♖f3 ♖g3 40 ♖d2 ♖d6 41 ♖g4 ♖f6 42 ♖c8 ♖c6 43 ♖e1?!

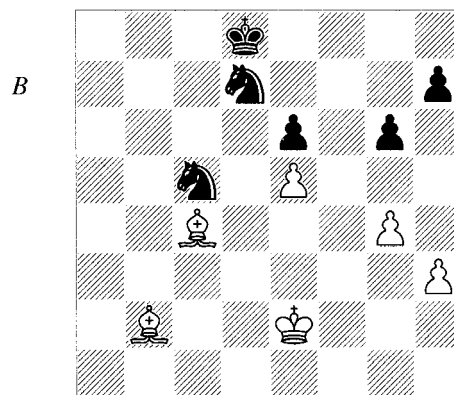
43 ♖xa6 wins: 43... ♖f5 44 ♖c8! e4+ 45 ♖e2 ♖xh4 46 a6 +-.

43... e4+?

This makes it very easy. 43... ♖ge4 was called for: 44 ♖f5 ♖d6 45 ♖g6 ♖d5 ±.

44 ♖d4 ♖gh5 45 ♖f5 ♖d6 46 ♖d2 1-0

It is different when the knights have strong outposts. In the next position the defence is easier as there are pawns only on one wing:



5.44

/=

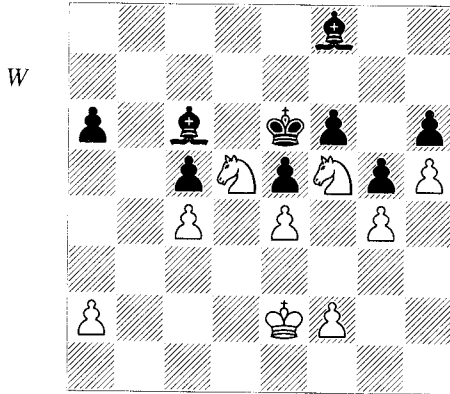
T.Nalbandian – G.Sargisian
Armenian Ch (Erevan) 1999

1... ♖b6! 2 ♖a2 ♖d5 3 ♖f3 ♖d3 4 ♖d4 g5!

Black creates a second secure outpost to complete his fortress.

5 ♖c4 ♖3f4 6 ♖f1 ♖e7 7 ♖e4 ♖f7 8 ♖f2 ♖g6 9 ♖e1 h6 10 ♖d2 ♖df4 11 ♖e1 ♖d5 12 ♖d2 1/2-1/2

The knights can even be superior in blocked positions where they have outposts and the bishops' scope is limited.



5.45 +/-
E. Geller – B. Ivkov
Budva 1967

Black's dark-squared bishop resembles an overgrown pawn and his king has to defend the f6-pawn. White's king can penetrate successfully using zugzwang:

1 ♖d2 ♙a4 2 f3

Not, of course, 2 ♜c7+?! ♖d7 3 ♜xa6? ♖c6 -+.

2... ♙c6 3 ♜c3 ♙d7 4 ♖c2 ♙e8 5 ♖b3 ♙d7 6 ♜d5 ♙c6 7 ♖a3!

Zugzwang.

7...a5

Or:

a) 7... ♖f7 8 ♜c7 a5 9 ♜b5 ♖e6 10 ♖a4 ♙e8 11 ♖xa5 ♖d7 12 ♖b6 ♙f7 13 ♜e3 +-.

b) 7... ♙b7 8 ♖a4 ♙c8 9 ♖a5 ♙b7 10 ♖b6 ♙c8 11 ♜c7+ +-.

8 ♖b3 ♖d7

8...a4+ 9 ♖a3 ♙d7 10 ♜c7+ ♖f7 11 ♜b5 ♙xb5 12 cxb5 c4+ 13 ♖xa4 ♙c5 14 ♜xh6+ +-.

9 ♜xf6+ ♖e6 10 ♜d5 ♖d7 11 ♜c3 1-0

B) Two Bishops vs Bishop and Knight

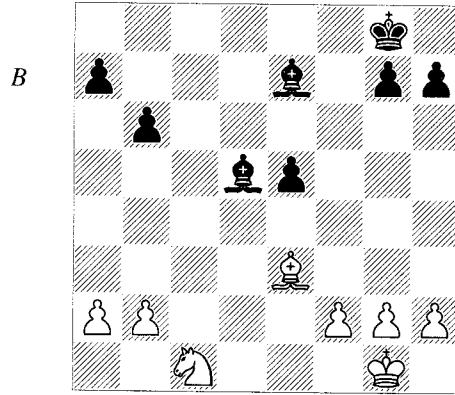
Bishop and knight have better chances, but even they face a very tough task. The following example is quite typical (see next diagram).

It is not clear whether Black is already winning, but he has great chances of course:

1... ♙c4 2 b3 ♙a6 3 f3

3 f4? exf4 4 ♙xf4 ♙c5+ ♖.

3... ♖f7 4 ♖f2 ♙b4 5 ♜e2 ♙d3 6 ♙c1 ♙c5+ 7 ♙e3 ♙b4 8 ♙c1 ♖e6 9 ♙b2 ♙c5+ 10 ♖e1 g6 11 ♖d2 ♙a6 12 ♙c3 h5 13 ♖d1



5.46
T. Heinemann – C. Wilhelm
Hamburg 1996

13 ♜c1? ♙f1 14 ♜d3 (14 g3 ♙g1 15 ♖e1 ♙h3 16 ♜d3 ♙xh2 17 ♖f2 g5 -+) 14... ♙g1 15 ♜xe5 g5 ♖.

13... ♙f2 14 ♙e1 ♙c5 15 h4?! ♙e7 16 ♙f2 ♙b7 17 ♜c3 ♖f5 18 ♖e2 ♙c6 19 g3 ♙b4 20 ♙e1 a6 21 ♙d2 ♙d6 22 ♜d1 ♙b5+ 23 ♖f2

23 ♖e3?? ♙c5#.

23... ♙d3 24 b4?!

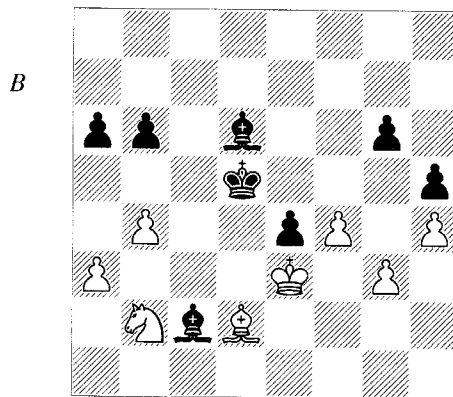
24 ♜e3+ ♖e6 25 ♜c4 ♙c7 doesn't really release the pressure.

24... ♖e6 25 a3 ♖d5 26 ♖e3 ♙c2 27 ♜b2

27 ♜f2 ♖c4 28 ♙c1 ♙f8 ♖.

27...e4! 28 f4 (D)

28 fxe4+ ♙xe4 29 ♜a4 ♙f5 30 ♜xb6+ ♖c6 31 ♜c4 ♙xg3 -+.



5.46A -/+

28...b5!

Incarcerating White's knight.

29 ♙c1 ♙c7 30 ♖d2 ♙a4 31 ♖e2

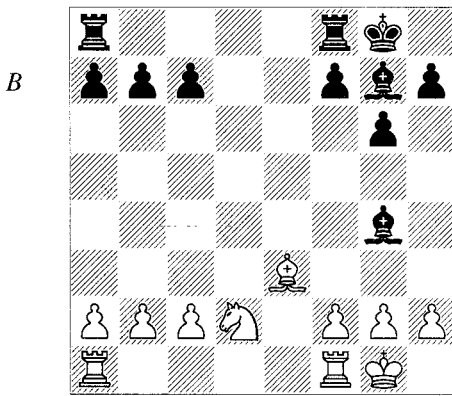
31 ♖xa4 bxa4 32 ♖c3 ♙b6 33 f5 gxf5 34 ♙f4 ♙d4+ 35 ♖c2 ♙e5 –+.

31...♙d8 32 ♙e3 ♙f6 33 ♖xa4 bxa4 34 ♖d2 ♖c4 35 ♙c5

Black also wins after 35 ♖c2 ♙d4 36 ♙xd4 ♖xd4 37 ♖d2 e3+ 38 ♖e1 ♖d3 39 g4 hxg4 40 f5 g3 –+.

35...♙b2 36 ♖e3 ♙xa3 37 ♖xe4 ♙b2 0-1

We end the discussion of the bishop-pair with the following classic:



5.47

B.Englisch – W.Steinitz

London 1883

1...♖ad8 2 c3 ♜fe8 3 ♖b3 b6!

Black restricts the knight and begins the strategy of putting his pawns on dark squares to strengthen his light-squared bishop, which has no counterpart.

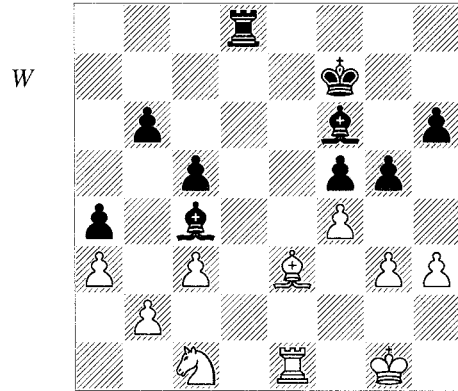
4 h3 ♙e6 5 ♜fd1 c5 6 ♙g5 f6 7 ♙f4 ♖f7 8 f3 g5 9 ♜xd8 ♜xd8 10 ♙e3 h6

Finally all the black pawns are on dark squares!

11 ♜e1 f5 12 f4 ♙f6 13 g3 a5

Threatening to push the pawn to a3 to destroy White's pawn-structure on the queenside.

14 ♖c1 a4 15 a3 ♙c4! (D)



5.47A

-/+

Corralling the knight.

16 ♖f2 gxf4 17 ♙xf4 ♙g5!

Steinitz decides to exchange White's strong defender. The transformation of one advantage into another is a typical strategy with the two bishops. White faces major difficulties stopping Black's rook from penetrating on the d-file.

18 ♙xg5

18 ♖e3 ♖g6 ♣ (Tartakover; 18...♜e8+ 19 ♖f2 ♜xe1? is wrong as Black can't penetrate after 20 ♖xe1 ♙xf4 21 gxf4 ♖e6 22 ♖f2 ♖d5 23 ♖e3 ♙f1 24 h4 ♖c4 25 ♖d2 =).

18...hgx5 19 ♖e3 ♖f6 20 h4?! gxh4 21 gxh4 ♜e8+! 22 ♖f2 ♜xe1 23 ♖xe1 ♖e5 24 ♖e2 ♙xe2 25 ♖xe2

Despite White's outside passed pawn, Black wins easily due to his active king:

25...♖f4 26 c4 ♙g4 27 ♖e3 f4+ 28 ♖e4 f3 29 ♖e3 ♖g3 0-1

6 Rook Endings

You should study rook endings extremely carefully as they occur very frequently in practice.

The rook is a powerful long-range piece and should generally be used actively. The rook is not adept in passive defence and the blockade of enemy passed pawns. For this reason, the game may still be unclear even when one side has to sacrifice his rook, which leads us to the first of the three topics of this chapter, which are:

6.1: Rook vs Pawns	161
6.2: Rook vs Rook	177
6.3: Double-Rook Endings	249

6.1 Rook vs Pawns

The statistics show that this type of ending occurs less often than the similar cases with a minor piece, but due to its special importance in rook endings with passed pawns, a careful study of the themes and motifs is called for.

Our topics are:

A: Rook vs One Pawn	161
B: Rook vs Two Pawns	164
C: Rook vs Three Pawns	169
D: Rook and Pawns vs Pawns	172

A) Rook vs One Pawn

The rook's winning chances depend very much on how close the attacking king is. Sometimes it is winning even when it is very far away (*see following diagram*):

1 ♖g5!

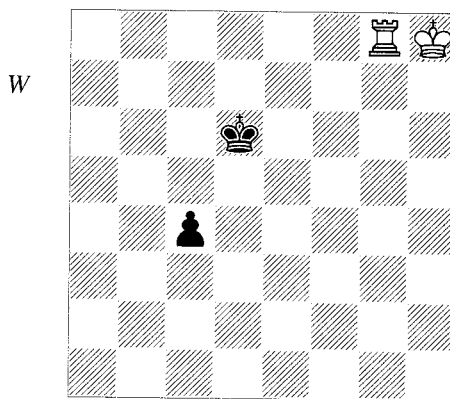
The rook cuts off Black's king, which is now unable to support the pawn. Black now has a choice between losing his pawn or allowing the white king to approach, with fatal consequences in either case.

1...c3

1...♙c6 2 ♖g7 +/- . By cutting off the black king, White has bought himself unlimited time to bring his king into battle.

2 ♖g3

2 ♙g7 c2 3 ♖g1! ♙d5 4 ♖c1! +/- also wins.



6.01

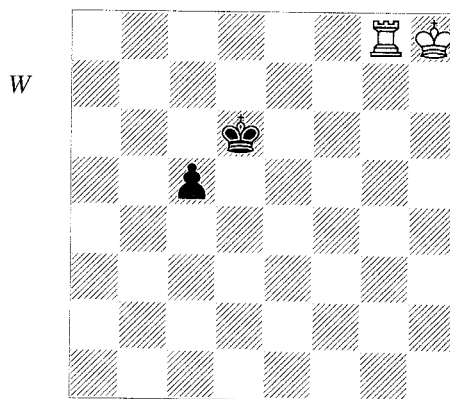
cutting off

+/=

2...c2 3 ♖c3 +/-

'Cutting off' is a very important fighting method in various rook endings. The last chance for the cutting-off idea is on the rook's 5th rank; if the pawn is further advanced it doesn't work. If we move all the pieces a rank down the board, then you will see that Black could simply advance his pawn without losing it.

Note that the initial position is also won with the pawn still on c5:



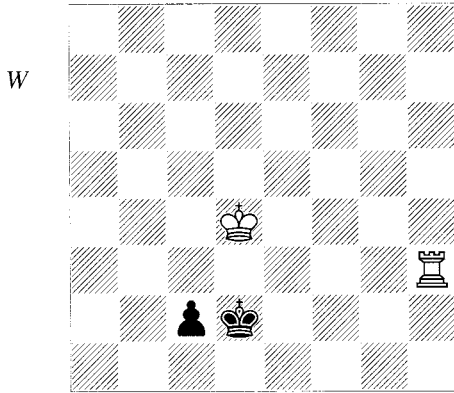
6.01A

+/=

Then **1 ♖g5!** (1 ♙g7? allows the bodycheck 1...♙e5!! =) is again the only winning move, as

it will take Black too much time to bring his king up via the b-file: **1...♖c6 2 ♖g7 ♖b5 3 ♖f6 ♖b4 4 ♖e5 +-.**

An important resource in this type of ending is underpromotion to a knight:

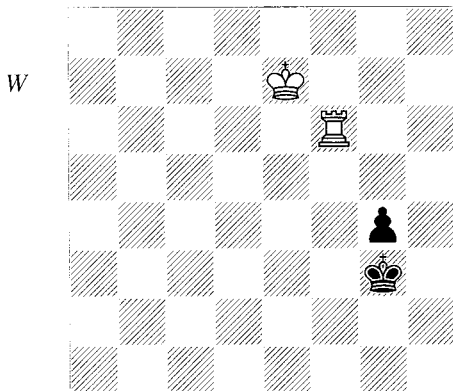


6.02 =/=
underpromotion

- 1 ♜h2+ ♖d1! 2 ♖d3 c1♗+!**
- 2...c1♗?? 3 ♜h1#!**
- 3 ♖e3**
- 3 ♖c3 ♖e2+! =.**
- 3...♗b3! 4 ♜b2 ♖c1! =**

Note that the underpromotion motif doesn't work with a rook's pawn, because the knight is immediately lost.

The next example shows an interesting fight against the knight's pawn:



6.03 +/=

A.Vaulin – V.Gashimov
Swidnica 1999

White has to act very carefully:

- 1 ♖e6 ♖h2 2 ♜h6+?!
2 ♖f5 g3 3 ♖g4 g2 4 ♜h6+! ♖g1 5 ♖g3 ♖f1 6 ♜f6+! ♖g1 7 ♜f8 (7 ♜f2? blows it as 7...♖h1 8 ♜xg2! is stalemate) 7...♖h1 8 ♜h8+! ♖g1 9 ♜h2! +-.**

2...♖g2 3 ♖f5?

You should always have the courage to take a bad move back: **3 ♜f6!! g3 4 ♖e5! (4 ♖f5? ♖f3! 5 ♖g5+ ♖e2 =) 4...♖h2 5 ♖f4! +- (5 ♜h6+? ♖g1! 6 ♖f4 ♖f2! =).**

3...♖f3!

Blocking White's king.

- 4 ♜a6 g3! 5 ♜a3+ ♖f2! 6 ♖g4 g2! 7 ♜a2+ ♖g1!?**

The best way to draw, although a defence using underpromotion is also sufficient: **7...♖f1 8 ♖f3 g1♗+! 9 ♖e3 ♖h3! 10 ♜h2 ♖g1! =.**

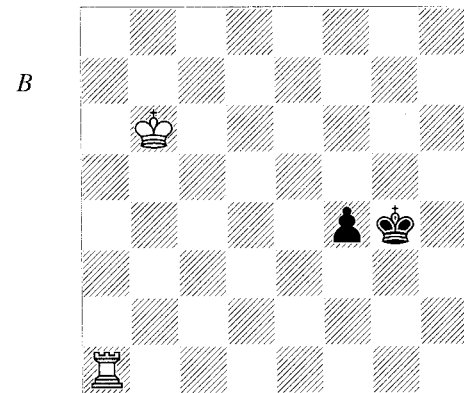
8 ♜a6

8 ♖g3 ♖h1! 9 ♜xg2 is stalemate.

- 8...♖f2 9 ♜a2+ ♖g1 10 ♖h3 ♖h1! 11 ♜a1+ g1♗ 12 ♜xg1+! 1/2-1/2**

6.03A K.Lerner – Y.Dorfman, Tashkent 1980 (w♖a8, ♜h2; b♖g7, ♖g5) features the same theme. Lerner found the amazing **1 ♜f2!!** – hindering Black's king from making a body-check is the only way to win! **1...♖h6 2 ♖b7 g4 3 ♖c6 ♖g5 4 ♖d5 g3 5 ♜f8 ♖g4 6 ♖e4! 1-0.**

The following example is very important for the understanding of many rook vs pawn(s) endings:



6.04 +/=

shouldering away

White's rook is excellently placed on the first rank, controlling the pawn's queening square

from a distance. If Black plays ...f3-f2 and ...g3-g2, White's king will arrive at e2 just in time, winning the game. Black can do much better by shouldering away White's king, even though this involves blocking his own pawn:

1...g3!!

We also refer to this motif as a bodycheck.
 1...f3? 2 g3c5! f2 3 d4 d4 g3 4 d3! g2 5 e2! +-.

2 g3c5 g3e3!!

Not: 2...g2? 3 d4! +-; 2...g4? 3 c4 e3 4 c3! e2 (4...f3 5 e1+! f2 6 d2 +-) 5 d4 f3 6 a2+! e1 7 e3 +-.

3 a3+!?

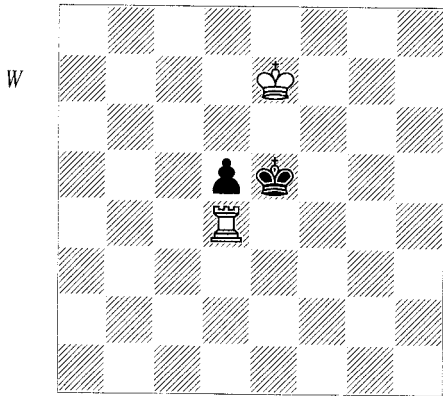
The rook doesn't feel at home on the third rank, but it is worth a try. After 3 d5 f3! 4 a3+ e2! 5 e4 f2! 6 a2+ e1! 7 e3, the underpromotion 7...f1d+! = saves Black (see 6.02).

3...g4!

Not 3...g2??, when White wins by 4 d4! f3 5 a2+ +-.

4 g4 f3! 5 a8 f2 =

The next classic shows the battle of the kings from another angle:



6.05

R.Réti

Münchener Neueste Nachrichten, 1928

1 d2(!)

1 d3(!) also wins. However, the natural continuation 1 d1? d4! leaves White in zugzwang: 2 d7 (after 2 d2 e4 3 d6 d3 4 c5 e3! = the attack on the rook secures the draw) 2...d5! (2...g4? 3 d6 d3 4 c5! e3 5 c4! +-) 3 c7 (3 h1 d3! =) 3...c5!! 4 b7 c4 =.

1...d4

1...g4 2 d6 d4 3 c5 is hopeless for Black.

2 d1!

The real point: Black finds himself to move in a decisive zugzwang.

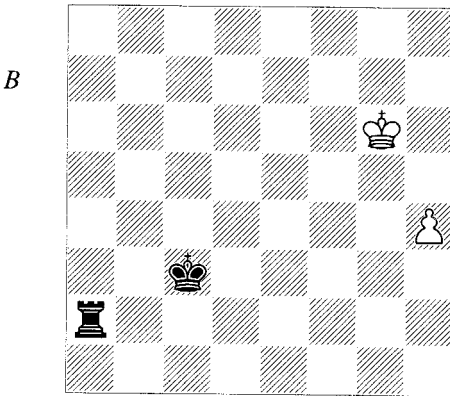
2...g5 3 d7!

Not 3 g6? g4! =.

After the text-move, Black is forced to choose one side; in reply White will choose the other side, so as to avoid a bodycheck.

3...c4 4 d6 d3 5 e5! c3 6 e4! d2 7 e3 +-

Now we show one important attacking technique to avoid the bodycheck:



6.06

H.Hamdouchi – V.Topalov

Cap d'Agde 1994

1...d4?

A grave error. Black has to win a tempo by forcing White's king back to g5 first: 1...g2+! 2 f5 h2! 3 g5 d4 4 h5 e5 5 g6 e6 6 h6 g2+ 7 h7 f7 8 h8 a2 9 h7 a6 10 h8 xh6#.

2 h5! e5 3 h6! e6 4 g7!

4 h7?? g2+! 5 h6 f7! 6 h8d+ g6! 7 h7 g1 -+.

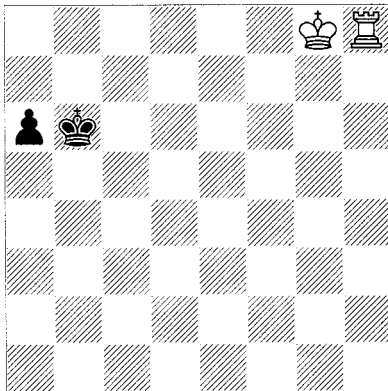
4...g2+

The alternative 4...g7 also leads to a draw after 5 h7! g2+ 6 h8! =.

5 f8! f2+ 6 g7 g2+ 1/2-1/2

We end our discussion of the case where the rook has the advantage with an example by the famous Russian trainer Mark Dvoretsky where very deep thought is required:

B



6.07

+/=

M.Dvoretsky

*Technique for the Tournament Player, 1995***1...♙c5!!**

Black has to think in terms of 'shouldering away' right from the start. Instead:

a) 1...a5?? 2 ♖h5! +- wins by cutting off Black's king; this is analogous to 6.01.

b) 1...♙b5? 2 ♙f7! a5 3 ♙e6! ♙c4 (3...a4 4 ♙d5! +-) 4 ♖a8 (this is the correct moment to improve the rook's position; Black has to protect the pawn, but can't get nearer to the queening square) 4...♙b4 5 ♙d5 a4 6 ♙d4 ♙b3 7 ♙d3 a3 8 ♖b8+ +-.

2 ♙f7

2 ♖h5+ ♙b4! 3 ♙f7 a5! 4 ♙e6 a4! 5 ♙d5 and now:

a) 5...♙b3? 6 ♙c5 a3 7 ♖h3+! ♙b2 8 ♙b4! (8 ♙c4? a2! 9 ♖h2+ ♙a3!! =) 8...a2 9 ♖h2+! ♙b1 10 ♙b3! a1♔+ (10...a1♖ 11 ♖h1#!) 11 ♙c3 +-.

b) 5...a3! 6 ♙d4 a2 7 ♖h1! ♙b3! 8 ♙d3 ♙b2! 9 ♖h2+ ♙b1 10 ♖xa2 = (not 10 ♙c3?? a1♖+! 11 ♙b3 ♖a8! -+; that trick works only with a queen!).

2...a5! 3 ♙e6 a4! 4 ♙e5 a3 5 ♖a8 ♙b4! 6 ♙d4 ♙b3! 7 ♙d3 ♙b2!

Remember that with the rook's pawn, 7...a2?? doesn't work due to 8 ♖b8+! ♙a3 9 ♙c2! +-.

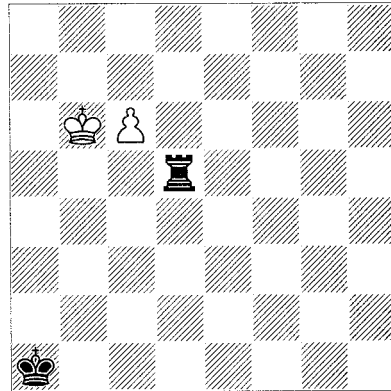
8 ♖b8+ ♙c1! =

Not 8...♙a1? 9 ♙c3 a2 10 ♖h8 ♙b1 11 ♖h1#.

The last example sees the pawn winning. You can find it in nearly every endgame book (*see following diagram*).

Surprisingly, Black's rook can't stop the pawn. However, he has one resource left, which has made the position very famous:

W



6.08

+/=

F.Saavedra (correcting J.Barbier)

*Glasgow Weekly Citizen, 1895***1 c7! ♖d6+ 2 ♙b5! ♖d5+ 3 ♙b4! ♖d4+ 4 ♙c3 ♖d1 5 ♙c2! ♖d4!?**

Setting a devilish trap. From a practical point of view, 5...♖f1 comes strongly into consideration as White has to win the tricky ending of queen vs rook after 6 c8♖! +- (see 10.03).

6 c8♖!!

The only way to win. 6 c8♖? ♖c4+!! 7 ♖xc4! is stalemate.

6...♖a4 7 ♙b3! ♖h4 8 ♖c1#!**B) Rook vs Two Pawns**

Of course the rook again has very good chances to win and we will encounter several familiar motifs from the previous section. However, there are also many new possibilities. We consider the following cases:

B1: Connected Pawns 164

B2: Isolated Pawns 168

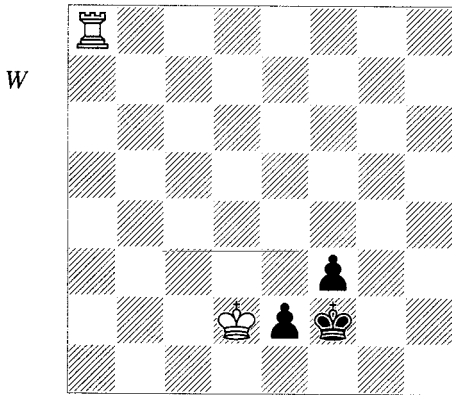
B1) Connected Pawns

In the following diagram, if Black had only one pawn then the position would be winning easily for White due to his excellent king position. To win both pawns, White has to choose the right way to use his rook:

1 ♖a1!

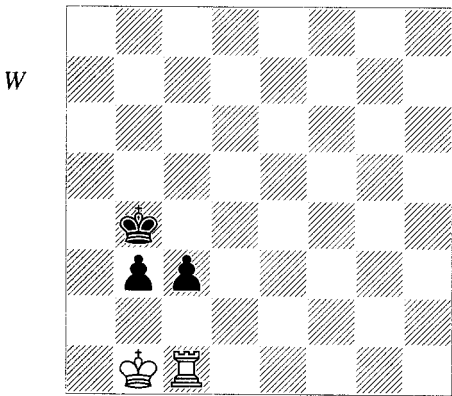
Only this move enables White's king to approach successfully. After 1 ♖e8? this is not possible: 1...♙g2 2 ♖f8 (not 2 ♙e1?? f2+! -+) 2...♙f2! 3 ♖e8 =.

1...♙g3 2 ♙e3 ♙g2 3 ♖b1 ♙g3 4 ♖g1+! ♙h2 5 ♙f2! +-



6.09 +/

Two connected passed pawns can be very dangerous. However, despite this the rook wins if the attacker's king is in front of the pawns:



6.10 +/-

After I.Maizelis, 1950

1 ♖h1 ♔a3

1...♔c4 2 ♖h8 ♔d4 3 ♖b8 ♔d3 4 ♔c1 (beware the trap 4 ♖xb3?? ♔d2! = and Black draws) 4...♔c4 5 ♖b7 b2+ 6 ♔c2 ♔d4 7 ♖b4 +-.

2 ♖h8

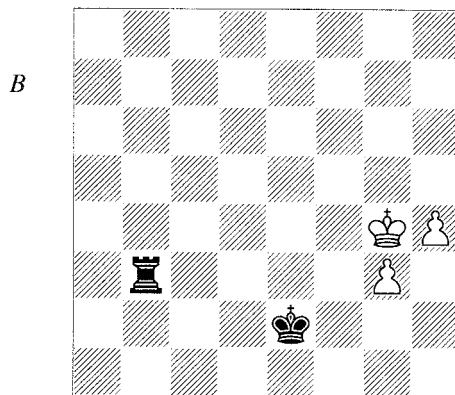
2 ♖g1? c2+! 3 ♔c1! ♔a2! 4 ♖h1 ♔a1! 5 ♔d2+ ♔a2 6 ♔c3 c1♖+ 7 ♖xc1! b2! 8 ♖c2 ♔a1! 9 ♖xb2 is stalemate.

2...c2+

2...♔b4 3 ♖c8 +/-.

3 ♔c1 ♔b4 4 ♔b2 +-.

The fight against two passed pawns with the attacking king very near is similar to that with just one pawn:



6.11 =/+

T.Thorhallsson – M.Sadler

Gausdal International 1994

1...♖b4+!

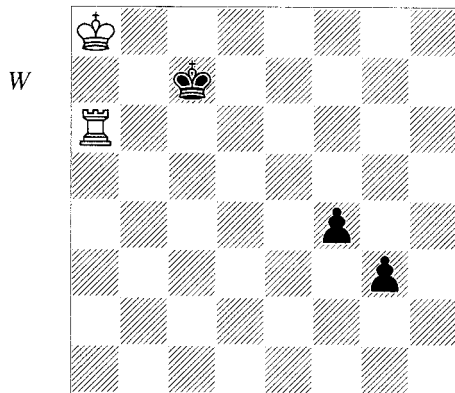
White escapes with a draw after 1...♔f2? 2 h5! ♖xg3+ 3 ♔f5 =.

2 ♔f5 ♔f3! 3 h5 ♖b5+ 4 ♔g6 ♔g4!

The trailing pawn on g3 is not as important as king activity: 4...♔xg3?? 5 h6! =.

5 h6 ♖b6+! 6 ♔g7 ♔g5 7 h7 ♖b7+! 8 ♔g8 ♔g6! 9 h8♖+ ♔f6! 10 g4 ♖b5 11 ♔h7 ♖g5 12 ♔h6 ♖xg4 13 ♔h5 0-1

The following diagram shows the rook's last chance to stop two connected passed pawns:



6.12 +/-

After V.Sozin

White's king is out of play and if Black were to move, he would win with either 1...f3 or 1...g2. But if the rook is allowed to start, it shows its strength:

1 ♖g6!

Generally the rook has to deal with the more advanced pawn first.

1...♖d7

The black king is cut off by the rook controlling the sixth rank, and so it can't support its pawns. 1...g2 2 ♜xg2! ♔d6 3 ♜g5! +- (6.01).

2 ♜g4!

2 ♔b7? is not good enough to win. 2...♔e7! and now:

a) 3 ♜g4 g2 4 ♜xg2 ♔f6! (g5 had to be protected) 5 ♔c6 ♔e5! 6 ♔c5 ♔e4 7 ♔c4 f3 =.

b) 3 ♔c6 ♔f7! 4 ♜g4 ♔f6! 5 ♔d5 (5 ♜xf4+ ♔g5! 6 ♜f8 ♔g4 7 ♔d5 g2! 8 ♔e4 ♔g3! 9 ♜g8+ ♔f2 =) 5...♔f5! 6 ♜g8 f3! 7 ♔d4 (7 ♜xg3 ♔f4! 8 ♜g8 f2 9 ♔d4 ♔f3! =; 7 ♜f8+ ♔g4! 8 ♔e4 f2! 9 ♔e3 ♔h3! 10 ♔e2 ♔g2 =) 7...f2! 8 ♔e3 f1♔+=! =.

2...g2

2...♔e6?! 3 ♜xf4! +-.

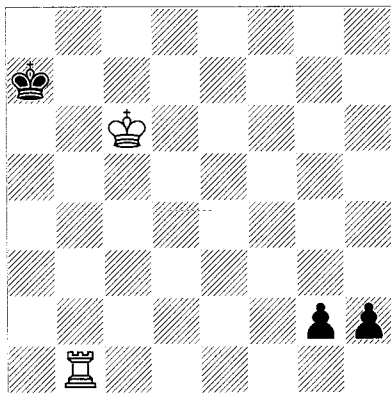
3 ♜xg2! ♔e6 4 ♜g5!

Black's king is cut off again!

4...♔f6 5 ♜a5 +-

Sozin had White's king on a7 (ECE 89, Av 80) and Rabinovich put Black's king on d7 and White's on a7, so that White to move only draws with 1 ♜g6! (ECE 90).

If the pawns are further advanced, the rook usually loses if the king can't help stop the pawns. Occasionally, though, the game can be saved thanks to mating ideas:



6.13

J.Moravec, 1924

1 ♜a1+! ♔b8 2 ♜b1+! ♔c8 3 ♜a1!

Threatening mate.

3...♔d8 4 ♔d6! ♔e8 5 ♔e6! ♔f8 6 ♔f6! ♔g8 7 ♜a8+! ♔h7 8 ♜a7+! ♔h6 9 ♜a8!

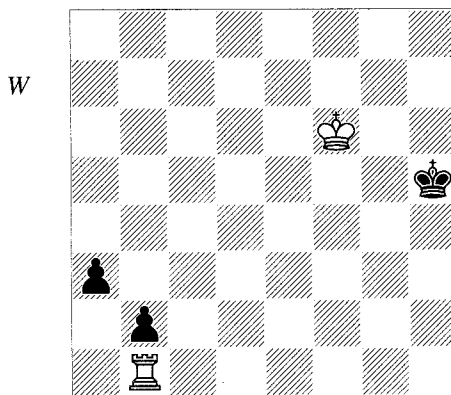
Again the mating threat.

9...♔h5 10 ♔f5! ♔h4 11 ♔f4!

Black now has to return.

11...♔h5! 12 ♔f5! =

The next example is similar:



6.13A

=

J.Kling and B.Horwitz, 1851

1 ♔f5! ♔h4

1...♔h6 2 ♔f6! =.

2 ♔f4! ♔h3 3 ♔f3! ♔h2 4 ♔e3

White makes use of the fact that ...a2 is impossible at the moment. Otherwise:

a) 4 ♔e4? ♔g3! 5 ♜g1+ (5 ♔d3 a2! +-) 5...♔f2! 6 ♜b1 ♔e2! +-.

b) 4 ♔f4 also works: 4...♔g2 5 ♔e3! ♔g3 6 ♜g1+! ♔h2 7 ♜b1! ♔g2 8 ♔d3 ♔g3 9 ♔c2 a2! 10 ♔xb2 =.

4...♔g3

White also draws after 4...♔g2 5 ♔d3 ♔f3 6 ♔c2 a2! 7 ♔xb2 =.

5 ♜g1+! ♔h4 6 ♔f4! ♔h3 7 ♔f3! ♔h4! =

Not 7...♔h2?? 8 ♜b1! +-.

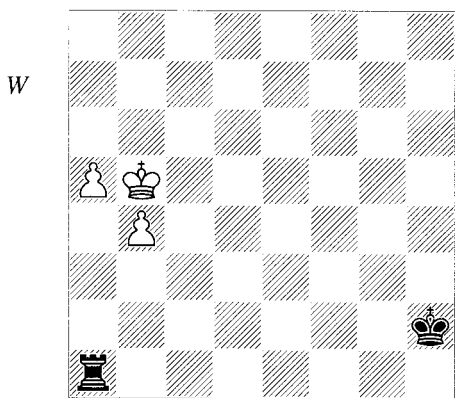
There are many studies (and even some games) involving these mating tricks. See, for example, ECE 109-16.

If the king is far away, the rook has a tough job fighting against the pawns (see following diagram).

With precise play White can promote his pawns:

1 ♔a6!!

1 a6? (1 ♔b6? ♔g3! 2 a6 comes to the same thing) 1...♔g3! 2 ♔b6 ♔f4! 3 b5 ♔e5! 4 a7 ♔d6 5 ♔b7! ♔c5 (the typical drawing technique: the rook is sacrificed for the more advanced pawn



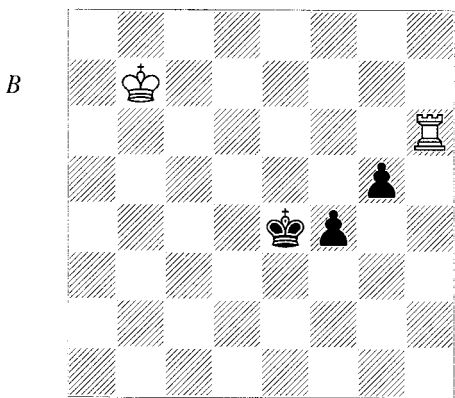
6.14 +/=

Variation from G.Maroczy – S.Tarrasch,
San Sebastian 1911

and the king keeps an eye on the backward one)
6 b6 ♖b5 7 ♖c7 ♜a6 =.

1...♖g3 2 b5! ♖f4 3 b6! ♖e5 4 b7! ♜b1 5
♖a7! ♖d6 6 b8♙+! +-

In the next example the pawns are successful
again:



6.15 =/+

A.Berelovich – M.Turov
Azov 1995

1...f3!

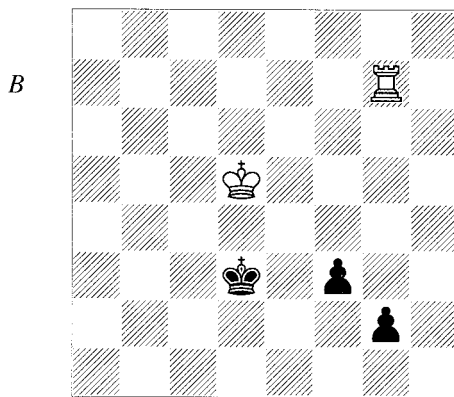
Not 1...g4? 2 ♜g6! (2 ♖c6? f3! -+), and
now:

a) 2...g3 3 ♖c6 f3 4 ♜g4+! (4 ♜xg3? f2! -+)
4...♖e3 5 ♜xg3! =.

b) 2...♖f5 and then:

b1) 3 ♜g7?? (the second question mark is
given not because this is an obvious blunder,
but because there is no reason not to go as far

away as possible!) 3...f3! 4 ♖c6 ♖f4 5 ♖d5 g3!
6 ♜f7+ (6 ♖d4 g2! 7 ♜f7+ ♖g5! 8 ♜g7+ ♖f6!
-+ attacks the rook) 6...♖e3! 7 ♜g7 g2! 8 ♖e5
♖d3! (8...♖e2?? 9 ♖f4 f2 10 ♜xg2! =) 9 ♖d5
(D).



6.15A =/+

Now if it were White's turn to move he
would draw with ♜g3!, but with Black to move,
there is a subtle winning manoeuvre: 9...♖c3!
10 ♖c5 ♖d2! 11 ♖d4 ♖e1!! 12 ♖e3 f2! 13 ♜a7
(13 ♜xg2 f1♙! 14 ♜b2 ♙h3+ -+) 13...f1♙+!!
14 ♖f3 g1♙! -+.

b2) 3 ♜g8!. This position is a good example
of the following **rule**: if your aim is a simple re-
treat or to give some checks, the rook should
move as far away as possible to avoid coming
under attack from the king. You should strictly
follow this rule. Even for a grandmaster it would
be nearly impossible to foresee that the rook on
g7 will later be subject to attack in a subvaria-
tion. 3...f3 4 ♖c6 ♖f4 5 ♖d5 g3 6 ♖d4! g2
(6...f2 7 ♜f8+! ♖g4 8 ♖e3! ♖h3! =) 7 ♜f8+!
♖g5 (7...♖g4 8 ♜g8+! ♖f5?? 9 ♖e3! +-) 8
♜g8+! ♖f4! 9 ♜f8+! ♖g3 10 ♜g8+! ♖h2 11
♖e3! =.

2 ♜e6+

2 ♖c6 g4 3 ♜g6 f2 4 ♜xg4+ ♖e5! 5 ♜g5+
♖e6 6 ♜g6+ ♖f7 -+.

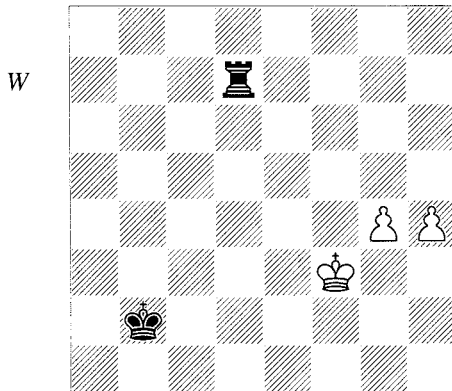
2...♖d3?! 3 ♜d6+ ♖e4 4 ♜e6+ ♖f4 5 ♜f6+
♖e3 6 ♜e6+ ♖d4!

6...♖f2? 7 ♜g6! =.

7 ♖c6 f2 8 ♜f6 ♖e3! 9 ♜e6+ ♖d2 10 ♜f6
♖e2 11 ♜e6+ ♖f3 12 ♜f6+ ♖g2 13 ♜g6

13 ♖d5 g4! (13...f1♙? 14 ♜xf1! ♖xf1! 15
♖e4 =) 14 ♖e4 g3! -+.

13...f1♙ 14 ♜xg5+ ♖h3 15 ♜e5 ♖g4 16
♖d5 ♙d3+ 17 ♖c5 ♖f4 0-1



6.16 =/= **E.Kovalevskaya – I.Manakov**
St Petersburg Chigorin mem 1999

White's pawns are extremely dangerous but Black could have saved the game nevertheless:

1 g5 ♖c3 2 g6 ♔d4! 3 ♕f4! ♔d8 4 ♕f5 ♔f8+ 5 ♕e6 ♕e4?

So far Black has defended well, but now he strays from the correct path. 5...♔g8 6 h5 (6 ♕f7 ♔a8 7 h5 ♕e5 8 g7 ♕f5! 9 h6 ♔a7+! =) 6...♕e4! 7 ♕f6 ♔f8+!! 8 ♕g5 (8 ♕e6 ♔g8 =; 8 ♕g7 ♔a8 9 h6 ♕f5 10 h7 ♕g5 =) 8...♕e5 and now:

a) 9 h6 ♔f5+ (9...♔f1 is the only alternative: 10 h7 ♔g1+! 11 ♕h4 ♔h1+! 12 ♕g5! =) 10 ♕g4! ♔f4+! 11 ♕g5! = (11 ♕g3?? ♔f6! -+).

b) 9 g7 ♔f1 10 ♕g6 ♔g1+! 11 ♕f7 ♔f1+! 12 ♕e7 ♔g1! 13 h6 ♔g6!! 14 ♕f7 ♔f6+! 15 ♕e8 ♔e6+! 16 ♕d8 ♔d6+! 17 ♕c8 ♔c6+! 18 ♕d7 (18 ♕b7? ♔g6! -+) 18...♔g6 =.

6 g7! ♔a8 7 h5! ♔a6+ 8 ♕e7!

Not 8 ♕f7? ♕f5! 9 g8 ♔a7+! 10 ♕f8 ♔a8+! =.

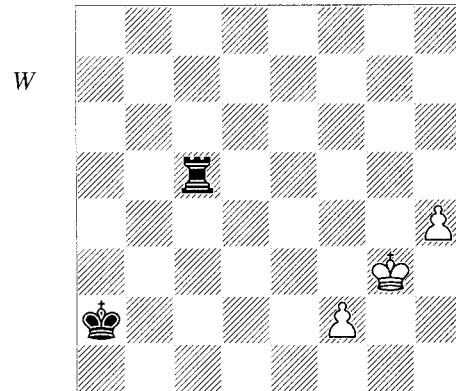
8...♔a7+ 9 ♕f6! ♔a6+ 10 ♕g5! ♔a5+ 11 ♕g6 ♔a6+ 12 ♕h7! ♔a7 13 ♕h8 ♔a5 14 h6! 1-0

B2) Isolated Pawns

In the following diagram, White has to put all his hopes on the h-pawn:

1 ♕g4!

If you are fighting for a draw, concentrate mainly on one pawn! Black wins after 1 f4? ♕b3! 2 ♕g4 ♕c4 3 h5 ♕d5! 4 ♕f5 ♔c1 5 h6 ♔h1 6 ♕g6 ♕e6 7 ♕g7 (7 f5+ ♕e7! 8 f6+ ♕f8! 9 h7 ♔h2 10 f7 ♔h1 -+) 7...♕e7! 8 h7 ♔g1+! 9 ♕h6 ♕f7! -+.



6.17 =/+ **J.Piket – V.Salov**
Dos Hermanas 1995

1...♔c1

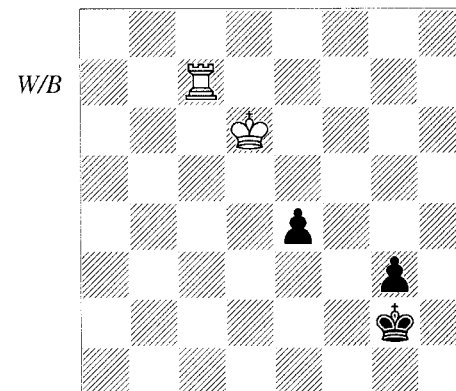
1...♕b3 2 h5! ♕c4 3 h6! ♕d5 4 h7 (4 ♕g5? ♕e6+! 5 ♕g6 ♔c1 6 ♕g7 ♕e7 7 h7 ♔g1+! -+) 4...♔c8 5 ♕f5 =.

2 h5 ♕b3 3 h6 ♕c4 4 ♕f5 ♕d5 5 h7 ♔h1 6 ♕g6! ♕e6 7 ♕g7! ♔g1+ 8 ♕f8!

Not: 8 ♕h6? ♕f7! -+; 8 ♕h8?? ♕f7 9 f4 ♔a1 10 f5 ♔a8#.

½-½

If the pawns are very far advanced they can sometimes beat the rook:



6.18 =/+ **M.Senff – Bu Xiangzhi**
Budapest 1999

1...e3! 2 ♔e7

2 ♔c2+ ♕f3 3 ♕d5 e2 4 ♔c1 g2 5 ♕d4 ♕f2 6 ♕d3 e1 ♔ -+.

2...♕f2! 3 ♔f7+ ♕e1!

3...♔g1 4 ♖e7 g2? 5 ♔d5!! ♔f2 6 ♜f7+!
♔e1 7 ♜g7! =.

4 ♜g7 e2! 5 ♜xg3

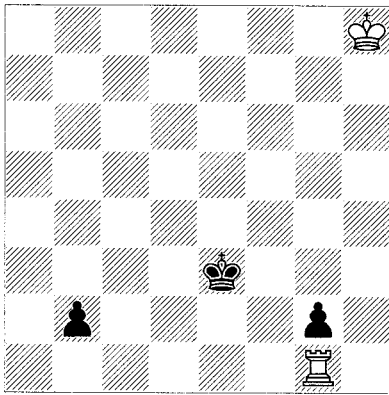
5 ♔c5 ♔d2 6 ♜d7+ ♔c3 7 ♜c7 g2 -+.

5...♔f2! 6 ♜g8 e1♚! -+

Black won some twenty moves later.

If White were to move, he would have many ways to draw. 1 ♜e7 ♔f3 2 ♜f7+ ♔g4 3 ♜g7+ is probably the easiest way.

However, there are situations where the rook draws even without the help of the king:



6.19 =/+
R.Réti (end of a study), 1929

1 ♜b1! ♔d3 2 ♜g1! =

Note that Black wins if there are fewer files between the pawns. You will find the original study under 6.26.

C) Rook vs Three Pawns

With three pawns, there are drawing positions when the pawns form a chain (see following diagram):

1...♔d7!

1...♔f7? 2 ♔e5! ♔g7 (2...♔e7 3 ♜e6+ ♔f7 4 ♜f6+ ♔e7 5 ♜f4 +-) 3 ♜a1! e3 (3...f2 4 ♔d4 +-; 3...♔g6 4 ♔xd5 ♔f5 5 ♔d4 ♔f4 6 ♜a8 f2 7 ♜f8+! ♔g3 8 ♔e3! +-) 4 ♔f4 +-.

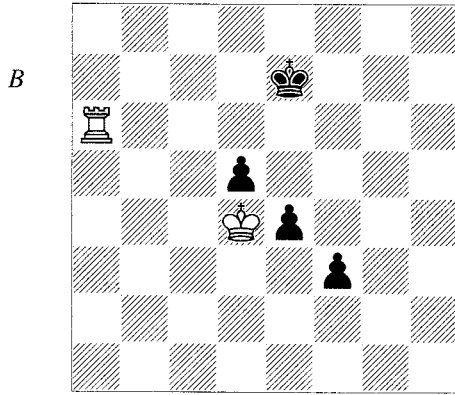
2 ♜f6

2 ♔xd5?! is risky but still drawn; it is analogous to 6.13: 2...f2 3 ♜a7+! ♔e8 4 ♜a1 e3 5 ♔e6 =.

2...♔e7! 3 ♜f5 ♔e6! 4 ♜e5+ ♔f6! 5 ♜e8 ♔f7 6 ♜a8

6 ♜d8?? f2! -+.

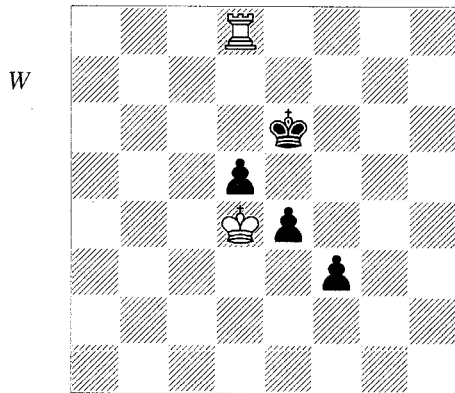
6...♔e7! 7 ♜a6 ♔d7! =



6.20 =/=
Main drawing position

This method also works when 6.20 is shifted to the left (see 6.24 and 6.25).

If the attacking rook gets behind the base of the pawn-chain he wins by very subtle manoeuvring:



6.21 +/-
N.Kopaev, 1966

White has to transfer the move to Black several times in the following play to overcome his resistance:

1 ♔e3 ♔e5 2 ♜e8+ ♔f5

Or:

a) 2...♔d6 3 ♔d4 ♔d7 4 ♜e5 ♔c6 5 ♜f5 +-.

b) 2...♔f6 3 ♔f2 ♔f5 4 ♔g3 ♔f6 (4...d4 5 ♜e7 d3 6 ♜e8 d2 7 ♜d8 +-) 5 ♔h2 ♔f5 6 ♜d8 ♔e6 7 ♔h3 ♔e5 8 ♔g3 ♔e6 9 ♔f2 ♔e5 10 ♔e3 ♔e6 11 ♔d4 ♔f5 12 ♜xd5+ ♔f4 13 ♜d8 +-.

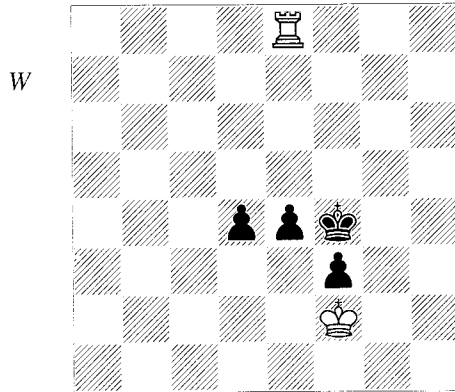
3 ♔f2 ♔f6

3...♙f4 4 ♜e6 d4 (4...♙f5 5 ♜e7 ♙f4 6 ♜f7+ ♙e5 7 ♜d7 ♙e6 8 ♜d8 ♙e5 9 ♙e3 +-) 5 ♜f6+ ♙e5 6 ♜f8 d3 7 ♙e3 +-.

4 ♙g1 ♙f5 5 ♙f1 ♙f4 6 ♙f2 ♙f5

For 6...d4 see 6.22.

7 ♙g3 ♙f6 8 ♙h2 ♙f5 9 ♜d8 ♙e6 10 ♙h3 ♙e5 11 ♙g3 ♙e6 12 ♙f2 ♙e5 13 ♙e3 ♙e6 14 ♙d4 ♙f6 15 ♜d6+ +-



6.22

+/=

White wins although Black's pawns are far-advanced:

1 ♜f8+ ♙e5

1...♙g4 2 ♜d8 e3+ 3 ♙f1 +-.

2 ♜d8 d3 3 ♙e3 ♙f5 4 ♜e8 ♙g4 5 ♜xc4+ ♙g3 6 ♜f4 d2 7 ♜xf3+ ♙g2 8 ♜f2+ +-

The conclusion is that a chain with all the pawns on different ranks (as in 6.20) is the best defensive set-up for the pawns.

The next two examples show that in practice it is difficult to solve all the problems correctly. In the following diagram, White should win with correct play:

1...f4

Or:

a) 1...d4 2 ♜d8 d3 3 ♙e3 +-.

b) 1...♙d4 2 ♜f8 ♙e5 3 ♙g3 d4 4 ♜e8+ ♙d5 5 ♙f4 ♙c4 (5...d3 6 ♜d8+ ♙c4 7 ♙e3 +-) 6 ♙xf5 e3 7 ♙e4 e2 (7...♙c3 8 ♙f3! ♙d2 9 ♜a8 +-) 8 ♜c8+ ♙b3 9 ♙c1 ♙b2 10 ♜e1 +-.

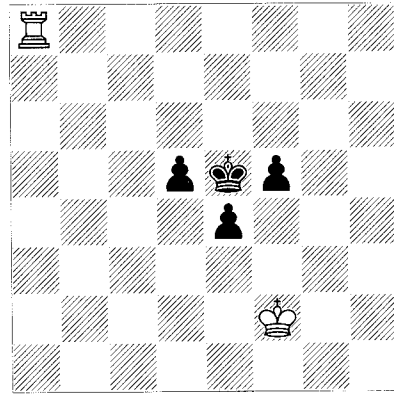
2 ♜f8 f3

2...d4 3 ♜e8+ ♙d5 4 ♙e1 d3 (4...e3 5 ♙e2! +-; 4...f3 5 ♙f2 +-) 5 ♜f8 f3 6 ♙d2 ♙d4 7 ♜d8+ ♙e5 8 ♙e3 ♙f5 9 ♜e8 +-.

3 ♜a8?!

3 ♙e3 ♙e6 4 ♜d8! +- (6.21).

B



6.23

+/-

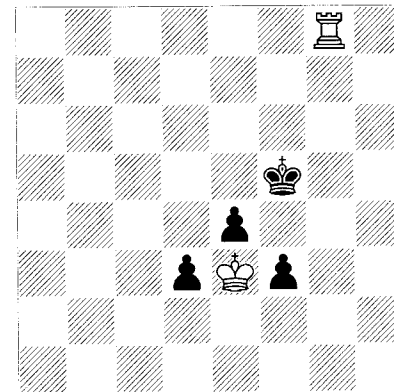
G.Fischdick – P.Schlosser
Passau 1994

3...d4?! 4 ♜d8!

Forcing the total blockade.

4...d3 5 ♙e3 ♙f5 6 ♜f8+ ♙g4 7 ♜g8+ ♙f5
(D) 1/2-1/2

W



6.23A

+/-

Here, with very little time left for both players, a draw was agreed, but White is winning:

8 ♜e8 ♙g4 9 ♜xc4+ ♙g3 10 ♜f4 d2 11 ♜xf3+ ♙g2 12 ♜f2+ +-

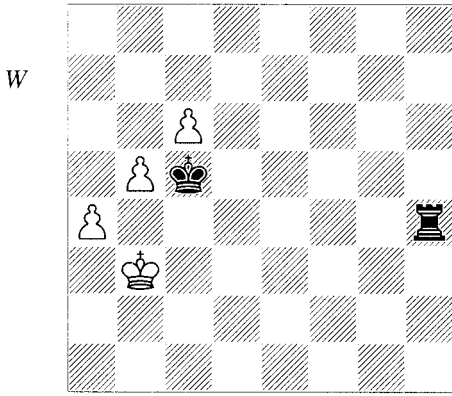
White's pawns are well-placed in the following diagram and he should be able to draw:

1 ♙a3! ♙h3+ 2 ♙b2 ♙b6 3 ♙a2!

3 ♙c2?? ♜a3! +-.

3...♙a5 4 ♙b2! ♜g3 5 ♙c2?

The only move was 5 ♙a2! ♙b4 6 c7 ♜a3+ 7 ♙b2 ♜b3+ 8 ♙a2 =. In view of the threats of c8♜ and b6, Black has nothing better than a perpetual.



6.24 =/=

C.Crouch – L.McShane
British League (4NCL) 1998/9

5...♖g4?

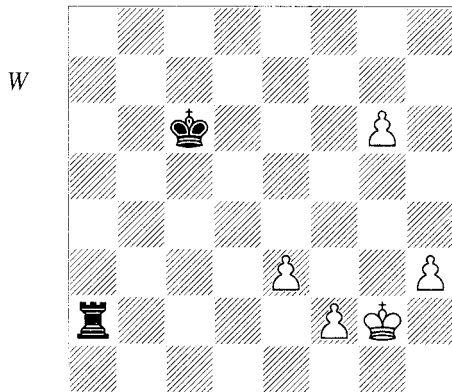
Returning the favour. Instead, Black could use White's unfortunate placement on the c-file by 5...♖b4! 6 ♔d2 (6 c7 ♖c3+ -+; 6 ♖b2 ♖g8 7 c7 ♖c5 -+) 6...♖g8! 7 ♔d3 (7 b6 ♖c5 -+) 7...♖xa4 8 ♖c4 ♖a5 9 ♖c5 ♖g5+ -+.

6 ♖b3 ♖b4+ 7 ♖c3! ♖b1 8 ♖c2 ♖f1 9 ♖b3? 9 ♖b2! = (6.20).

9...♖a1! 10 ♖c4 10 ♖c3 ♖a3+! -+.

10...♖xa4+ 11 ♖c5 ♖a1 12 c7 ♖c1+! 13 ♖d6 ♖b6! 0-1

We conclude the discussion of three connected pawns vs rook with one example where White managed to use the main drawing idea from 6.20:



6.25 =/

A.Volzhin – T.Fogarasi
Budapest 1996

1 h4

After 1 g7? ♖a8 -+ White's g-pawn is lost.

1...♖d6 2 ♖g3 ♖e6 3 h5 ♖f6 4 f4 ♖a3 5 ♖f2 ♖a5

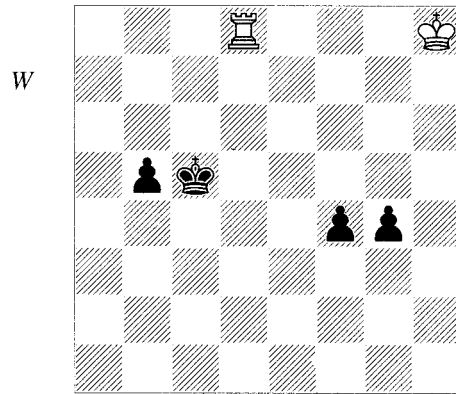
5...♖f5 6 e4+ ♖xf4 7 g7 ♖a2+ =.

6 e4 ♖xh5 7 f5 ♖h3

7...♖e5 8 ♖f3 ♖g5 9 ♖e3 ♖g3+ 10 ♖f2 ♖f4 11 e5! =.

8 ♖e2! (NC) 8...♖a3 9 ♖f2! ♖e5 10 ♖e2! ♖b3 11 ♖f2! ♖c3 12 ♖e2! ♖g3 13 ♖f2! ♖d3 14 ♖e2! 1/2-1/2

We now consider split pawns. The following classic shows the rook at its best:



6.26 =/+

R.Réti, 1929

1 ♖g8!

After 1 ♖f8? Black emerges with b- and f-pawns: 1...f3 2 ♖f4 b4 3 ♖xg4 b3 4 ♖g1 (4 ♖f4 b2 -+) 4...b2 5 ♖g7 f2 6 ♖d1 ♖c4 7 ♖f6 ♖c3 8 ♖f1 ♖d3 -+.

1...g3 2 ♖g4 b4

2...♖d4 3 ♖xf4+ ♖e3 4 ♖g4 ♖f2 5 ♖b4 g2 6 ♖b2+ =.

3 ♖xf4 b3 4 ♖f1 b2 5 ♖g7 g2 6 ♖g1 ♖d4 7 ♖f6 ♖e3 8 ♖b1! ♖d3 9 ♖g1! =

Fighting against the rook isn't easy, as the following example from practice shows:

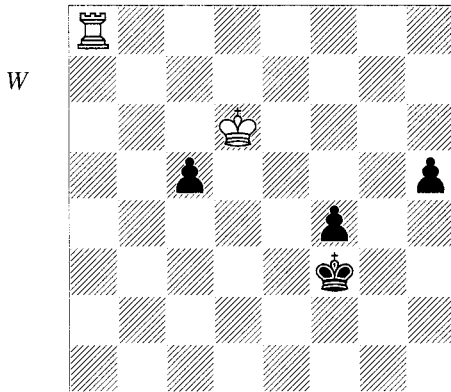
1 ♖e5 c4?!

1...h4 (this move would even draw without the c-pawn!) 2 ♖a3+ ♖g4! 3 ♖e4 h3 4 ♖a8 h2 =.

2 ♖a3+ ♖g4!

2...♖e2? 3 ♖e4 (3 ♖xf4? ♖d2! 4 ♖e4 c3 =) 3...♖d2 4 ♖h3 c3 5 ♖d3+ ♖c2 6 ♖d4 +-.

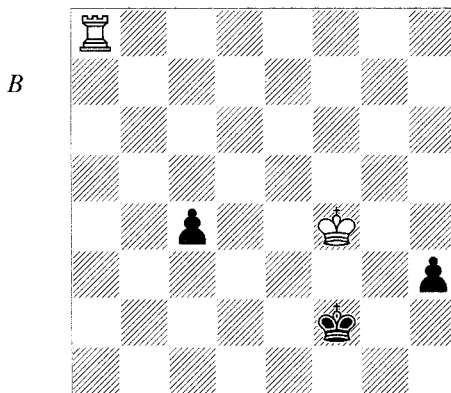
3 ♖e4 h4 4 ♖a8



6.27 =/=

P.Leko – T.Markowski
Polanica Zdroj 1998

4 ♖a1 ♔g3! 5 ♔g1+ ♕f2 6 ♖c1 ♔g3 =.
4... ♕g3 5 ♔g8+ ♕f2 6 ♕xf4 h3! (NC) 7 ♖a8
(D)



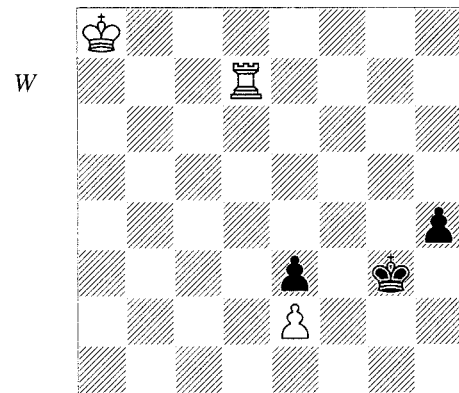
6.27A +/-

7... ♕e2!
7... h2? 8 ♖a2+! ♕g1 9 ♕g3! h1 ♖+ 10 ♕f3!
c3 11 ♖c2 +-.
8 ♕e4 ♕f2! 9 ♕f4 ♕e2! 10 ♖c8 ♔d3
Black could also draw by 10... h2 11 ♖h8 c3
12 ♖xh2+ ♔d3! =.
11 ♕f3 h2! 12 ♖d8+ ♕c2! 13 ♖h8 ♔d3?
13... c3! 14 ♕e3 ♕b1! 15 ♔d3 c2! 16 ♖b8+!
♕a2 17 ♖a8+! ♕b3 18 ♖b8+! ♕a4 19 ♖a8+!
♕b3! = (19... ♕b4?? 20 ♖a1! +-).
14 ♕f2!! ♔d2
14... c3 15 ♕e1! c2 16 ♖h3+! ♕c4 17 ♔d2!
+-.
15 ♖xh2 c3 16 ♕f1+! ♔d1 17 ♖h8 c2 18
♖d8+! ♔c1 19 ♕e2 1-0

Markowski threw in the towel due to the continuation 19... ♕b2 20 ♖b8+! ♔c1 21 ♖c8! ♕b2 22 ♔d2! +-. .

D) Rook and Pawns vs Pawns

Naturally, the presence of a friendly pawn greatly increases the rook's chances. One of the new winning motifs is simplification into a pawn ending:



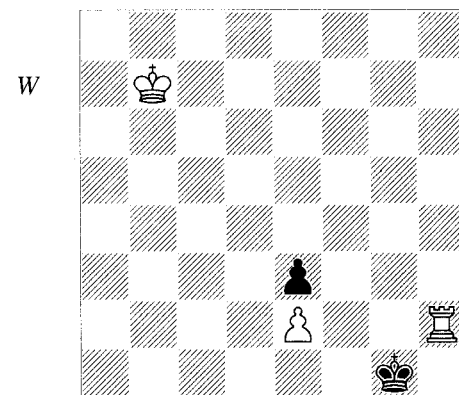
6.28 +/-

D.Arsenić, 1961

1 ♖f7! (NC)

White has to preserve the e2-pawn, so he cuts off Black's king along the f-file.

1... h3 2 ♕b7! h2 3 ♖h7! h1 ♖+
3... ♕g2 4 ♕c6 h1 ♖+ 5 ♖xh1! ♕xh1 6 ♔d5
♕g2 7 ♕e4 ♕f2 8 ♔d3! +-.
4 ♖xh1! ♕f2 5 ♖h2+! ♕g1 (D)

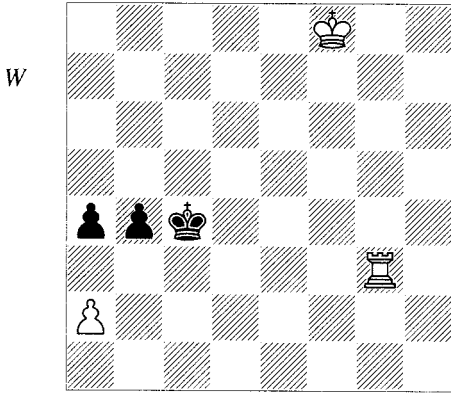


6.28A +/-

6 ♕c6! ♕xh2 7 ♔d5! ♕g3 8 ♕e4!

8 ♖d4? ♜f4! 9 ♖d3 ♜f5! =.
8...♜f2 9 ♖d3! +-

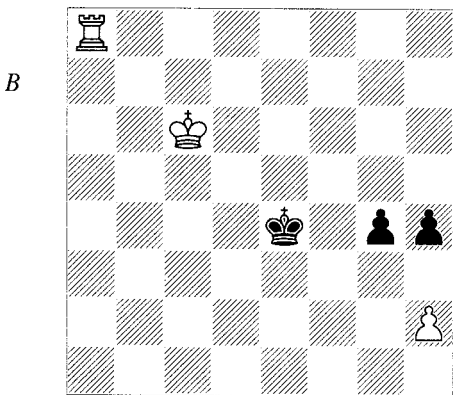
Another important resource is the following:



6.29 +/-

G.Vescovi – C.Høi
Copenhagen 1995

1 ♖e7 (NC) 1...b3 2 ♖g4+! ♜c3
 2...♜c5 3 a3! b2 4 ♖b4! +-.
3 ♖xa4! b2 4 ♖a3+! 1-0
 ♖b3 comes next.



6.29A +/-

N.Kopaev

1...♜f3 (NC)
 1...g3 2 ♖a4+ ♜f3 (2...♜f5 3 h3! +-) 3 ♖xh4! g2 4 ♖h3+! ♜f2 5 ♖g3! +-.
2 ♜d5!
 2 ♖a4? h3! 3 ♖a3+ ♜g2! 4 ♖a2+ ♜f3! 5 ♖a3+ ♜g2! 6 ♖g3+ ♜xh2 7 ♖xg4! ♜h1 8 ♜d5 h2! =.
2...g3

2...h3 3 ♖g8 ♜g2 4 ♖xg4+ ♜xh2 5 ♖e4 ♜h1 6 ♜f3 h2 7 ♖a4 ♜g1 8 ♖a1#.

2...♜g2 3 ♖a2+ and then:

a) 3...♜h3 4 ♖e4! g3 5 hxg3! (5 ♜f3? g2! =) 5...♜xg3 6 ♜f5 h3 7 ♖a3+! ♜g2 8 ♜g4! h2 9 ♖a2+! ♜g1 10 ♜g3! h1 ♖+ 11 ♜f3 +-.

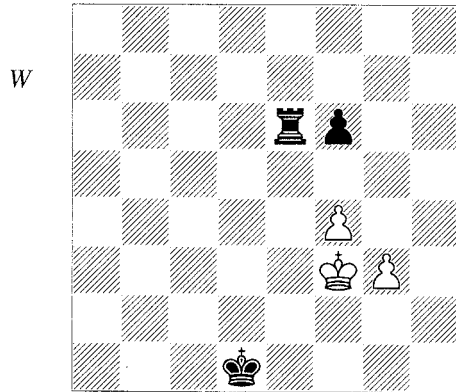
b) 3...♜f3 4 ♖a4 (4 ♜e5 g3 5 h3 g2 6 ♖a3+! ♜e2 7 ♖e4! ♜f2 8 ♜f4 g1 ♖ 9 ♖a2+! ♜f1 10 ♖a1+! +-) 4...h3 5 ♖e5 g3 6 ♖a3+! ♜g2 7 ♖xg3+ ♜xh2 8 ♜f4 +-.

3 h3! g2 4 ♖g8! ♜f2 5 ♖e4! g1 ♖ 6 ♖xg1! ♜xg1 7 ♜f3!

7 ♜f4? ♜f2! 8 ♜g4 ♜e3! 9 ♜xh4 ♜f4! =.

7...♜h2 8 ♜g4! ♜g2 9 ♜xh4! ♜f3 10 ♜g5!
 +-

The next example is astonishingly difficult:



6.30 -/+

L.Comas Fabrego – J.Piket
Escaldes Z 1998

1 ♜g4!?

1 g4 ♜d2 2 g5 (2 f5 ♖e3+ 3 ♜f4 ♜d3 4 g5 ♖e4+ +-) 2...f5 +- (Ribli).

1...♜e2

Or:

a) 1...♖e3? 2 ♜f5 ♖xg3 3 ♜xf6 =.

b) The immediate 1...♖e8 also wins, as Curt Hansen proved in CBM 68: 2 ♜f5 ♖f8 3 ♜g6 f5 4 ♜g7 ♜e2! 5 ♜xf8 (5 g4 ♜f3!! +-) 5...♜f3 6 ♜f7 ♜xg3 +-.

2 ♜f5 ♖a6?

2...♖e8! 3 ♜xf6 ♜f3 4 f5 (4 ♜f7 ♖a8 5 f5 ♜e4 6 f6 ♜e5 7 g4 ♖a7+ 8 ♜g6 ♜e6 9 g5 ♖b7 10 ♜h6 ♜f5 +-) 4...♖f8+ 5 ♜g6 ♜e4! 6 g4 ♜e5 7 ♜g7 ♖f6 +- (Hansen).

3 g4! ♜f3 4 g5 ♖a5+

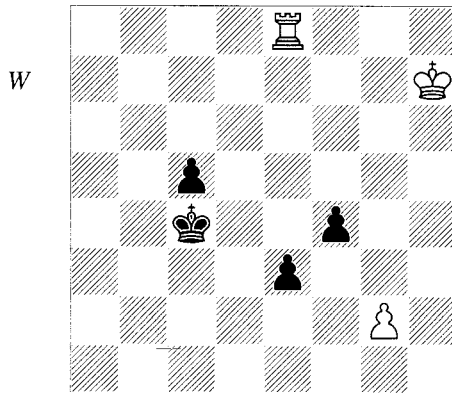
4...fxg5 5 fxg5 ♖a5+ 6 ♜f6 =.

5 ♖xf6 ♖xf4 6 g6 ♖a6+ 7 ♖f7 ♖f5 8 g7
♖a7+ 9 ♖g8!?

Easier than 9 ♖f8 ♖f6 10 g8♘+! =.

9...♖g6 10 ♖h8 ♖xg7 (stalemate) 1/2-1/2

We end our discussion of rook vs pawns with two very complicated struggles:



6.31

R.Zelčić – Z.Bogut
Kastel Stari 1997

+/-

1 ♖g6 ♖d3

1...f3!? 2 gxf3 (2 ♖xe3? fxg2 3 ♖g3 ♖d4! =)
2...♖d3 and now:

a) 3 ♖f5? e2 4 ♖f4 ♖d2 =.

b) 3 ♖g5? e2 4 f4 ♖d2 5 f5 c4 6 f6 e1♗ 7
♖xe1 ♖xe1 8 f7 c3 9 f8♗ c2 =; see 9.04.

c) 3 f4! is correct: 3...c4 4 ♖f5 e2 (4...c3 5
♖g4 c2 6 ♖f3 c1♗ 7 ♖d8+ +-) 5 ♖g4! ♖d2
(5...c3 6 ♖f3 c2 7 ♖d8+ ♖c3 8 ♖xe2 c1♗ 9
♖c8+ +-) 6 ♖f3 e1♗ 7 ♖xe1 ♖xe1 8 ♖e3!
♖d1 9 ♖d4! +-.

2 ♖f5 f3!? 3 ♖f4!! fxg2

Or: 3...e2 4 ♖xf3 +-; 3...f2 4 ♖xe3+ ♖d2 5
♖f3 ♖e2 6 g4 c4 7 ♖e4 c3 8 ♖xf2+ ♖xf2 9
♖d3 +-.

4 ♖xe3+ ♖d4

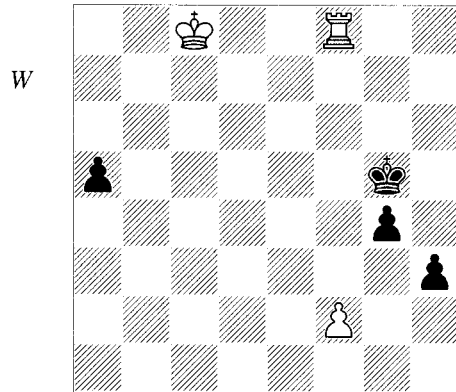
4...♖d2 5 ♖g3! c4 6 ♖e4 c3 7 ♖xg2+! ♖d1 8
♖d3 +-.

5 ♖e1 ♖d3 6 ♖f3 c4 7 ♖d1+

A typical strategy: White concentrates on the more dangerous pawn, which is here the c-pawn. Not 7 ♖xg2? c3 =.

7...♖c2 8 ♖e2 c3 1-0

The last example is from a battle between the youth teams of Hamburger Schachklub and Königsspringer Hamburg, the authors' clubs:



6.32

=/+

P.Mandelbaum – F.Ketelaar
Germany jr tt 1998

White could have reached a draw with precise play:

1 ♖d7!

1 ♖g8+? ♖f4 2 ♖f8+ ♖e4 3 ♖d7 a4 4 ♖c6
a3 5 ♖a8 h2 6 ♖a4+ ♖f3 7 ♖xa3+ ♖xf2 8 ♖a2+
♖g3 9 ♖a1 ♖f4 -+ (9...♖h3? 10 ♖f5 g3 11 ♖g5
=).

1...a4! 2 ♖e6!

a) In the game White missed this move, and continued 2 ♖g8+? ♖f4 3 ♖f8+ ♖e4:

a1) 4 ♖g8 ♖f3 5 ♖f8+ ♖g2 6 ♖f4 h2 7
♖xg4+ ♖xf2 8 ♖h4 ♖g2! (8...♖g3? 9 ♖h8 a3
10 ♖g8+! ♖f3 11 ♖f8+! ♖e3 12 ♖f1 =) 9 ♖g4+
♖h3! -+.

a2) 4 ♖a8 (the game continuation) 4...♖f3 5
♖f8+ ♖g2 6 ♖f4 h2 7 ♖xg4+ ♖xf2 8 ♖h4 ♖g2
9 ♖xa4 (9 ♖g4+ ♖h3 10 ♖xa4 h1♗ -+) 9...h1♗
-+ and Ketelaar later won the game.

b) 2 ♖a8?! ♖f4 and then:

b1) 3 ♖e6? ♖f3 4 ♖xa4 (4 ♖f5 h2 -+; 4
♖f8+ ♖g2 5 ♖g8 h2 6 ♖xg4+ ♖xf2 7 ♖h4 ♖g2
8 ♖g4+ ♖h3 -+) 4...h2 5 ♖a1 ♖xf2 6 ♖a2+
♖g3 7 ♖a1 ♖f4 -+.

b2) 3 ♖xa4+ ♖f3 4 ♖a8 ♖xf2 5 ♖h8! ♖g2
6 ♖e6! ♖h2 7 ♖f5! g3 8 ♖g4! =.

2...a3 3 ♖f5+!?

White could also have drawn by 3 ♖e5 a2 4
♖g8+! (4 ♖a8? h2! 5 ♖g8+ ♖h6 -+) 4...♖h6 5
♖a8! h2! 6 ♖f6! ♖h7! 7 ♖a7+! ♖h6 8 ♖a8!
♖h7! 9 ♖a7+! =.

3...♖h4

3...♖g6 4 ♖c5 (4 ♖f6+ ♖g5 =) 4...h2 5 ♖c1
♖g5 6 ♖h1 a2 7 ♖e5 g3 8 fxg3 ♖g4 9 ♖e4
♖xg3 10 ♖a1 =.

4 ♖f7

Not 4 ♖f8? a2 -+, but White can also draw by 4 ♖f6 a2 5 ♖f5! ♔h5! 6 ♖a6! h2! 7 ♖a8! ♖h6! 8 ♖f6! ♖h7! 9 ♖a7+! ♖g8 10 ♖a8+! =. 4...♔g5 5 ♖f5+ =

Rules and Principles: Rook vs Pawns

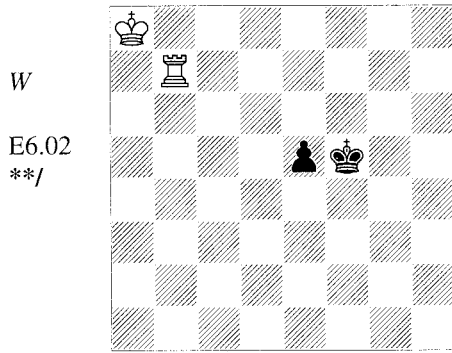
The following rules and motifs are very important:

- Cutting the king off (6.01)
- Shouldering away (6.03 and 6.04)
- Intermediate rook check to avoid the body-check (6.06)
- Underpromotion to a knight (6.02)

Also remember that when fighting against two connected pawns, the best position for the rook is usually behind the more advanced pawn (6.12).

Reference works

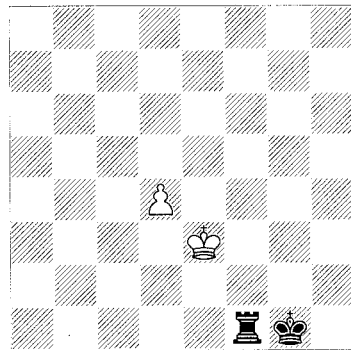
Encyclopaedia of Chess Endings (ECE), Rook Endings Volume 2, Belgrade 1986
The Survival Guide to Rook Endings, Emms, Gambit/Everyman 1999
Technique for the Tournament Player, Dvorjetsky and Yusupov, Batsford 1995, pp. 11-17



W

E6.02
**/

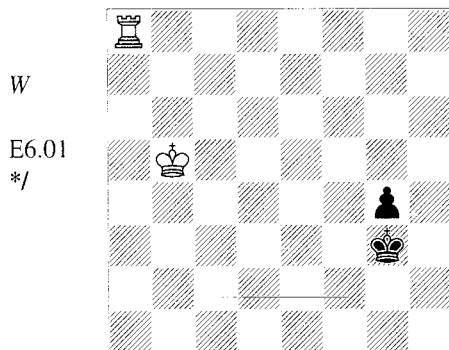
Which piece do you improve first, king or rook?



B

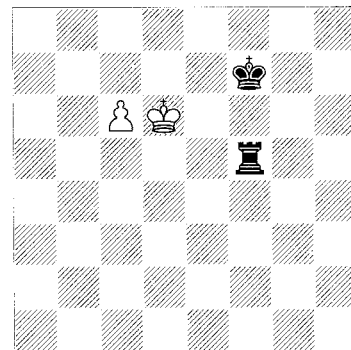
E6.03
/***

Exercises (Solutions on pages 376-8)



W

E6.01
*/



W

E6.04
*/

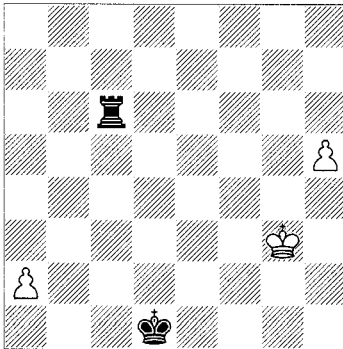
What thoughts do you have on the following play? 1...♖e1+ 2 ♖f3 ♖e8 3 d5 ♖e5 0-1.

After 1 ♖c4 Black resigned. Was that correct?

1 c7 is clearly the first move, but how does White proceed after the forced 1...♖f6+ ?

B

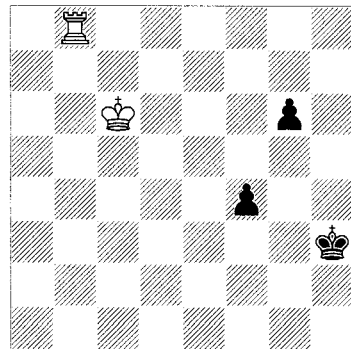
E6.05
/*



This shouldn't be too difficult. How do you eliminate White's split pawns?

W

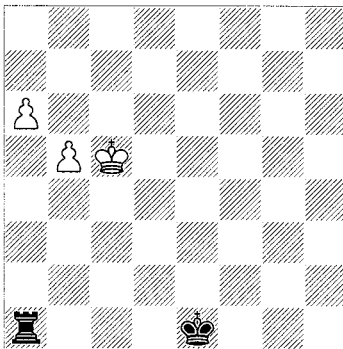
E6.08
**/



What do you think about the following play?
1 ♖f8 g5 2 ♔d5 g4 3 ♕e4 f3 4 ♕e3 ♗g2 5 ♜f4 ♗g3 6 ♜a4 1-0.

W

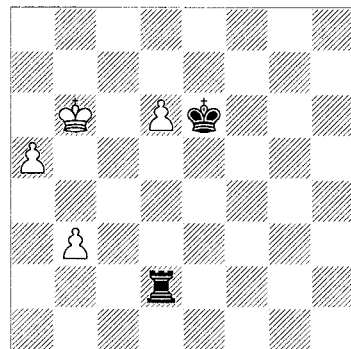
E6.06
***/



It's easy to draw, but how might White win?

B

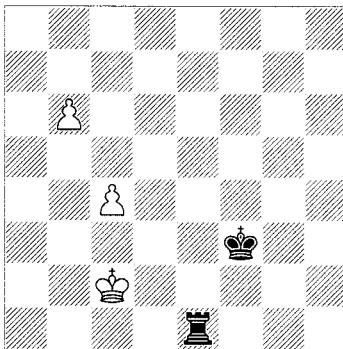
E6.09
/**



It's clearly time to take the d-pawn, but which piece should make the capture?

B

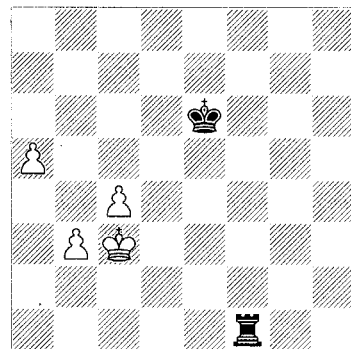
E6.07
/***



King or rook – that is the question!

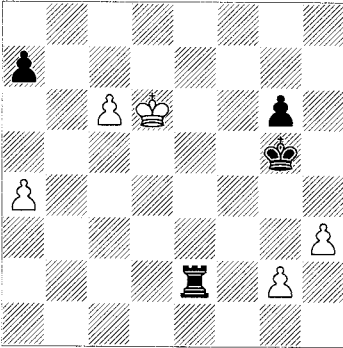
B

E6.10
/***



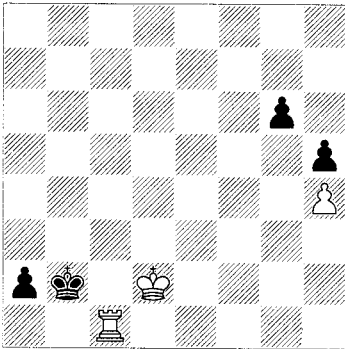
Can you spot the mistakes in the following play? 1...♔d6 2 b4 ♕c6 3 ♔d4 ♕d6 4 a6 ♜a1 0-1.

B
E6.11
/**



Play proceeded 1...♖xg2 2 c7 ♖c2 3 ♔d7 ♔h4 4 a5 ♔xh3 5 a6 g5 6 c8 ♗ ♖xc8 7 ♔xc8 and the resulting queen ending was drawn. Can you find the errors?

W
E6.12
**/



Can you solve this 16th-century classic?

6.2 Rook vs Rook

This subchapter on endings with rook + pawn(s) vs rook (+ pawns) is by far the largest of the whole book, since rook endings occur very frequently in practice. One possible explanation for this is that it usually takes a long time for the rooks to enter the game, since they start in the corners, and can only really become active once there are some open files. Therefore it is very likely that two of them will remain until the end-game. You should study this section carefully and you should know the basic positions, especially the Philidor and Lucena positions, by heart.

We divide the material as follows:

A: Rook and Pawn(s) vs Rook 177

B: Pawns on One Wing (no Passed Pawns) 205
 C: Pawn Races 216
 D: One Side has a Passed Pawn 223
 E: Pawns on Both Wings 233
 F: Principles of Rook Endings 245

A) Rook and Pawn(s) vs Rook

We consider the following cases:

A1: Rook and Pawn vs Rook 177
 A2: Rook and Two Pawns vs Rook 192

A1) Rook and Pawn vs Rook

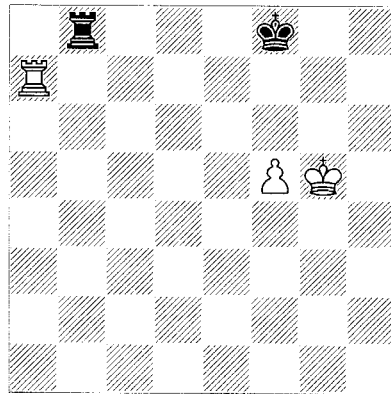
Our topics are now:

A1a: Basics: Philidor and Lucena Position 177
 A1b: The Defending King is Cut Off Along a File 182
 A1c: The Defending King is Cut Off Along a Rank 184
 A1d: Rook's Pawn 187

A1a) Basics: Philidor and Lucena Position

We begin with **the most important position in the whole book**, because the motif can be applied to the other pawns on the fifth or fourth rank as well:

W/B



6.33 +/-

Philidor position, 1777

1...♖b6(!)

In fact any rook move on the b-file (except for 1...♖b5? and 1...♖b7??) draws, but 1...♖b6

is clearly best, as the drawing method is completely clear-cut. For $1... \text{♖b1}?!$ see 6.37.

2 f6

There is no other try. A rook exchange results in a drawn pawn ending and other ideas are answered by $... \text{♕f7}$ or waiting moves by the rook on the third rank.

2... ♖b1(!)

Once the pawn has advanced, White lacks a shield against checks from behind, and Black immediately exploits this. As a rule: if you want to give annoying checks, keep as much distance from the opponent's king as possible!

3 ♖g6 ♖g1+! 4 ♕f5 ♖f1+ 5 ♕e6 ♖e1+! =

With White to move, Black is lost:

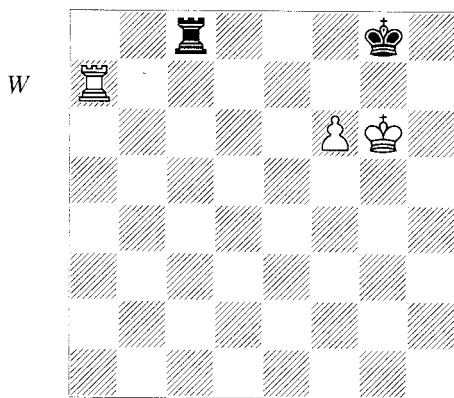
1 ♖g6!

Not: $1 \text{ ♖f6? ♖b6+!} =$; $1 \text{ f6? ♖b1} =$.

1... ♖c8

It is also too late for activity: $1... \text{♖b1}$ 2 ♖a8+! ♕e7 3 f6+! ♕e6 4 ♖e8+ ♕d7 5 f7 +- .

2 f6 ♖g8!? (D)



6.33A

+/-

3 ♖g7+

In order to play ♖h7 with tempo! 3 ♖h7?! ♖c6 forces White to return.

3... ♕f8

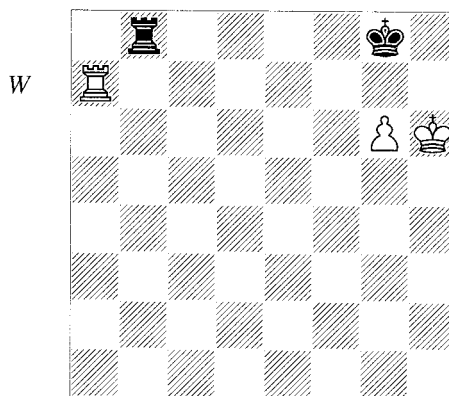
$3... \text{♕h8}$ 4 ♖h7+! ♕g8 5 f7+! +- .

4 ♖h7! ♕g8 5 f7+! +-

It is important to know that a back-rank defence is only possible with a knight's or a rook's pawn (see following diagram):

1 ♖g7+ ♕h8!

$1... \text{♕f8?}$ 2 ♕h7! ♖b1 3 ♖f7+ ♕e8 4 ♕g8 +- reaches a Lucena-type position (see diagram 6.35).



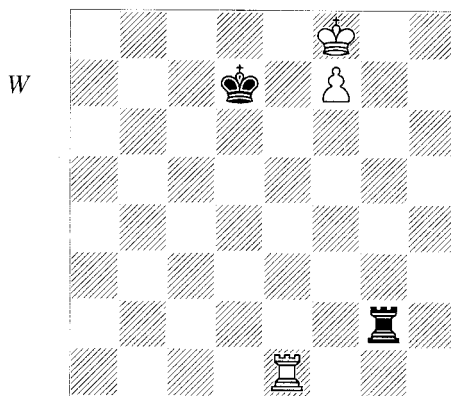
6.34

=/=

2 ♖h7+ ♕g8 =

In order to win, White would now need there to be an i-file.

If the attacker manages to cut the defending king off, the following **basic winning motif**, which has been known for a very long time, plays a crucial role:



6.35

+/-

'Lucena Position'

1 ♖d1+

Bringing the rook to g8 (via h1 and h8) is the alternative win, but for obvious reasons this method is not possible with a knight's pawn and is therefore of less general importance: 1 ♖h1 ♖g3 2 ♖h8 ♖g1 3 ♖g8 ♖f1 4 ♕g7 ♖g1+ 5 ♕h6 ♖h1+ 6 ♕g5 ♖g1+ 7 ♕h4 ♖h1+ 8 ♕g3 ♖g1+ 9 ♕f2 +- .

1... ♕c7

Or: $1... \text{♕e6}$ 2 ♕e8 +- ; $1... \text{♕c6}$ 2 ♕e7 (or 2 ♖d4 ♕c5 3 ♖d7 ♕c6 4 ♕e8 ♖f2 5 ♖e7 +-)

2...♞e2+ 3 ♔d8 ♞f2 4 ♞d7 ♞f1 5 ♔e8 ♞f2 6 ♞e7 +-.
 2 ♞d4

This manoeuvre is known as 'building a bridge', and it provides a successful exit for the white king. 2 ♔e7?! ♞e2+ 3 ♔f6 ♞f2+ 4 ♔g6 ♞g2+ 5 ♔h5 ♞f2 gets White nowhere.

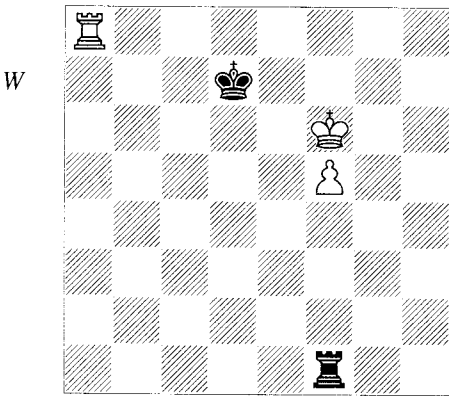
2...♞g1 3 ♔e7 ♞e1+ 4 ♔f6 ♞f1+ 5 ♔e6 ♞e1+

5...♞f2 6 ♞d5 ♞f1 7 ♞f5 +-.
 6 ♔f5 ♞f1+ 7 ♞f4 +-

The point of 2 ♞d4!

In the Chess Cafe Holiday Quiz 2000 by Russell and Kingston the second question was "True or False: The Lucena position is so named because it first appeared in Lucena's 1497 work on chess. Answer: False. The 1497 book by Lucena does not include the position that bears his name. The position first appears in Salvio's *Il puttino* (1634)."

It is also worth knowing how to reach a Lucena-type position:



6.36 +/-

Reaching Lucena

1 ♞f8!?

The only way to make progress: 1 ♔g6?? ♔e7! =; 1 ♞a5 (threatening ♔f7) 1...♔e8 2 ♔g7 ♞g1+ and White has to return.

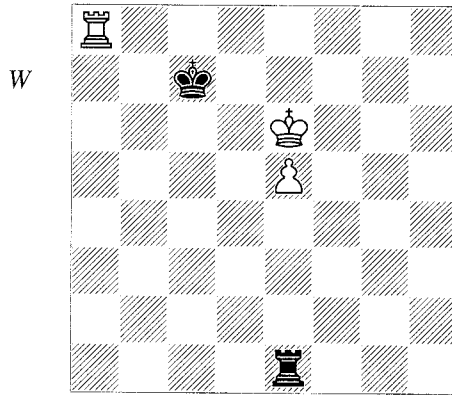
1...♞f2

1...♞h1 2 ♔g7 ♞g1+ 3 ♔f7 ♞h1 4 f6 ♞h7+ 5 ♔g6 ♞h1 6 ♞a8 ♞g1+ 7 ♔f7! +-.
 2 ♔g7 ♞g2+

2...♔e7 3 f6+ ♔e6 4 ♞e8+! ♔d7 (4...♔f5 5 f7 ♞g2+ 6 ♔f8 ♔f6 7 ♞a8 ♞b2 8 ♞a6+ +-) 5 f7 +-.
 3 ♔f7 ♞f2 4 f6 ♞f1 5 ♞a8 ♞f2 6 ♔g7 ♞g2+ 7 ♔f8 ♞f2 8 f7 ♞g2 9 ♞a4 ♞g1 10 ♞d4+ +-

3 ♔f7 ♞f2 4 f6 ♞f1 5 ♞a8 ♞f2 6 ♔g7 ♞g2+ 7 ♔f8 ♞f2 8 f7 ♞g2 9 ♞a4 ♞g1 10 ♞d4+ +-

Note that 6.36 shifted to the left is only a draw:



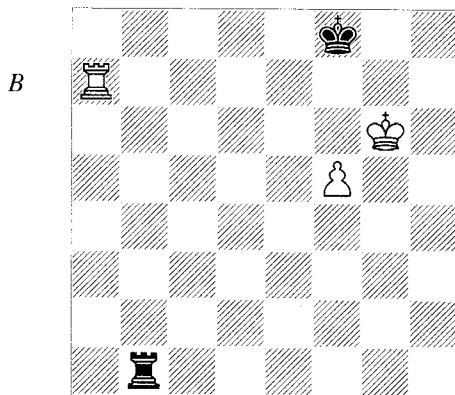
6.36A =/=

1 ♞e8!? ♞h1! 2 ♔f7

2 ♞e7+ ♔d8! 3 ♞f7 ♔e8 =.

2...♞h7+ 3 ♔g6 ♔d7 4 ♔xh7 ♔xe8! 5 ♔g6 ♔e7! = (2.06)

If the defending king manages to get to the short side of the pawn, the position is drawn since a Lucena-type position is out of reach:



6.37 +/-

M.Karstedt

1...♞f1

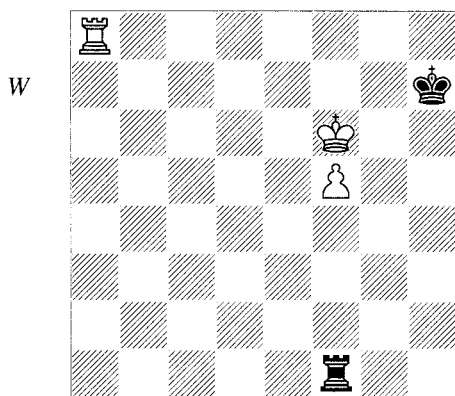
1...♞g1+?! is less accurate as White can penetrate further with 2 ♔f6 ♔g8! 3 ♞a8+ ♔h7 4 ♔f7, although this still isn't sufficient to win.
 2 ♔f6

2 ♖a8+ ♕e7 and the f-pawn is stopped.

2... ♖g8!

Always move the king to the short side, so that the rook has more checking space on the long side. 2... ♕e8? loses: 3 ♖a8+ ♖d7 4 ♖f8 +- (6.36).

3 ♖a8+ ♖h7 (D)



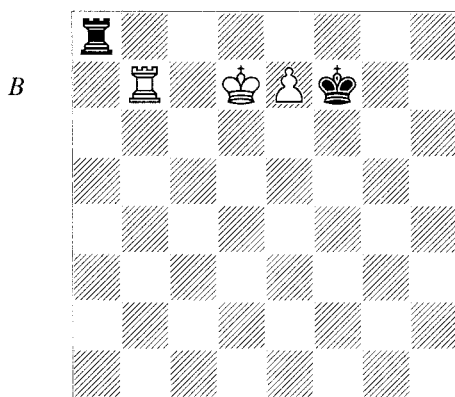
6.37A =/=
The short-side defence

4 ♖f8

4 ♕e6 ♖g7 =.

4... ♖a1(!) 5 ♖e8 ♖f1 6 ♖e5 ♖g8 =

If the defender misses (or can't reach) the Philidor position (6.33) or the short side-defence (6.37A), his last hope is the following set-up:



6.38 =/=
The back-rank defence

1... ♖e8!

1... ♖h8?? 2 ♖b1 +-.

2 ♖d6 ♖a8! =

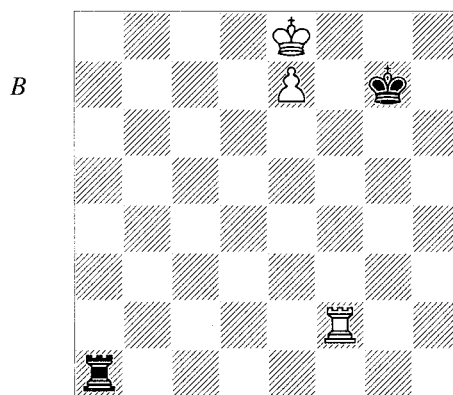
Preparing side-checks is essential, as we can see from considering the alternatives:

a) After 2... ♖g8? the plan of regrouping the rook with 3 ♖b4 decides: 3... ♖a8 4 ♖f4+! ♖g7 5 ♖a4! ♖xa4 6 e8 ♖+! +-.

b) 2... ♖h8? allows even 3 e8 ♖++ ♖xe8 4 ♖b8+! +-.

c) 2... ♖f6? 3 ♖b3 ♖a8 (3... ♖xe7 4 ♖f3+! +-) 4 ♖f3+ ♖g7 5 ♖a3! +-.

Another drawing resource is the following, which again demonstrates the importance of the checking distance:



6.39 +/=

The black rook's checking distance is large enough:

1... ♖a8+!

1... ♖d1? 2 ♖g2+ +-.

2 ♖d7 ♖a7+! 3 ♖d6 ♖a6+!

3... ♖a8? 4 ♖a2! +-.

4 ♖d5 ♖a5+! 5 ♖c6 ♖a6+! 6 ♖b7 ♖e6! =

The next position could also serve as an example of Tarrasch's aphorism "All rook endings are drawn" (see following diagram):

1 ♖d6

1 ♖b7 and now:

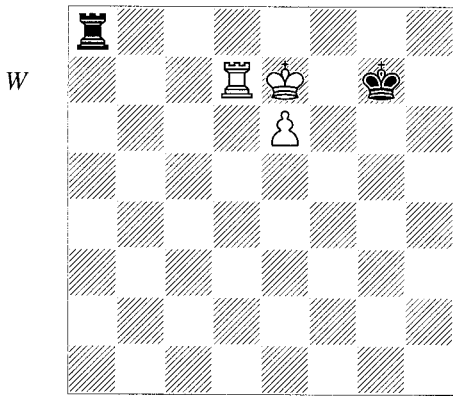
a) 1... ♖g8? 2 ♖f6 ♖f8+ 3 ♖f7 ♖a8 4 ♖g7+ ♖h8 5 ♖g4 +- is a Lucena-type position.

b) 1... ♖a1 2 ♖d7 ♖a8! 3 e7 ♖f7! = (6.38).

c) 1... ♖g6 2 ♖d6 ♖f6 3 e7 (3 ♖f7+ ♖g6! 4 ♖f1 ♖a6+ =) 3... ♖f7! 4 ♖d7 ♖e8! =, and Black sets up a back-rank defence (6.38).

1... ♖g6!!

Not: 1... ♖a7+? 2 ♖e8! ♖a8+ 3 ♖d8! ♖a6 4 e7 ♖a7 5 ♖c8 ♖f6 6 ♖c6+! ♖g7 7 ♖d8 ♖a8+ 8 ♖c8! +-; 1... ♖a1? 2 ♖e8! +- is similar.



6.40 =/=

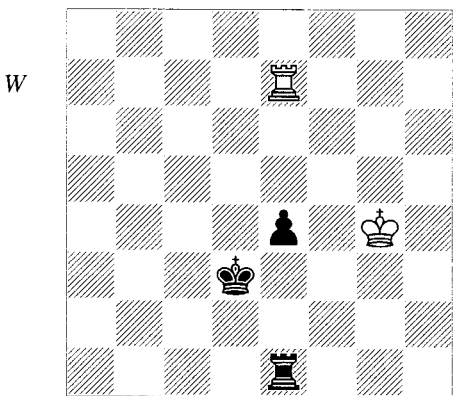
S.Tarrasch, 1906

2 ♖c6 ♗g7! 3 ♜c7 ♗g6 4 ♞b7 ♗g7 5 ♞d7 ♗g6 =

Not 5...♞b8? 6 ♞d8 (6 ♞a7 ♗g6 7 ♞a1 ♞b7+ 8 ♗d6 ♞b6+ 9 ♗d7! ♞b7+ 10 ♗c6 ♞b8 11 ♗c7 ♞b2 12 ♞e1 ♞c2+ 13 ♗d7 ♞d2+ 14 ♗e8 ♞a2 15 e7 +-) 6...♞b7+ 7 ♗d6 ♞b6+ (7...♗f6 8 ♞f8+! ♗g7 9 e7 +-) 8 ♗d7 ♞b7+ 9 ♗c6 ♞e7 10 ♗d6! +-.

Surprisingly, 5...♞a1 6 ♗e8+ ♗f6! 7 e7 ♗e6! is also possible: 8 ♗f8 (8 ♗d8 ♞a8+! 9 ♗c7 ♞e8 =) 8...♞f1+! =.

We end this section with a complicated practical example:



6.41 =/+

R.Cifuentes – L.van Wely
Dutch Ch (Rotterdam) 1999

1 ♗g3?

1 ♞a7 ♗e3 (1...e3 2 ♞a3+! ♗e2 3 ♞a2+ ♗f1 4 ♗f3 e2 5 ♞b2 ♞a1 6 ♞xe2! =) 2 ♞a3+ (2 ♞a4

♗f2 3 ♗f4 e3 4 ♞a3 =) 2...♗f2 3 ♗f4 e3 4 ♞b3 e2 5 ♞f3+! ♗g2 6 ♞g3+! (6 ♗e3? ♞f1! +-) 6...♗h2 7 ♗f3! ♞a1 (7...♞f1+ 8 ♗xe2! =) 8 ♞g2+! ♗h3 9 ♞xe2! =.

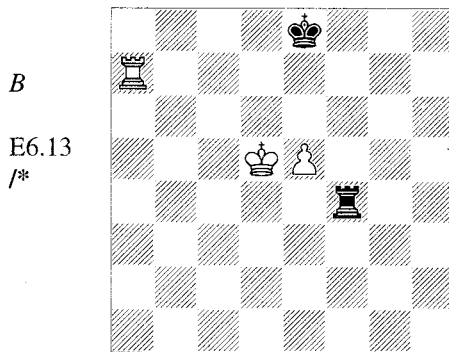
1...e3! 2 ♗g2

2 ♞a7 ♞g1+! 3 ♗f3 ♞f1+! 4 ♗g2 e2! +-.

2...♞a1 3 ♞d7+ ♗e2! 4 ♞b7 ♗d1 5 ♞d7+ ♗e1 6 ♞h7 ♞a2+ 7 ♗g1 ♞a8 8 ♗g2 e2 9 ♗f3 ♞a3+ 0-1

Exercises

(Solutions on pages 378-9)

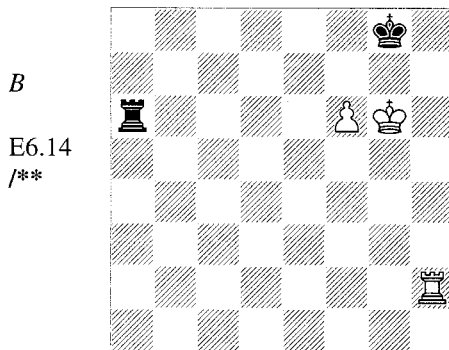


B

E6.13

/*

How would you defend Black's position?



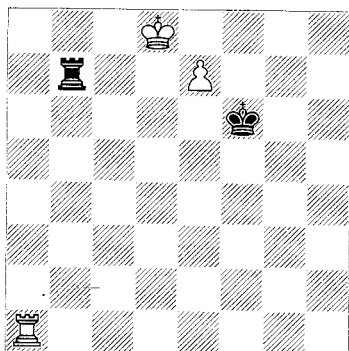
B

E6.14

/**

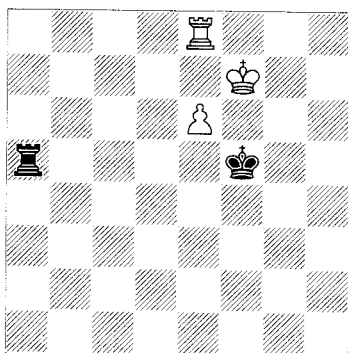
Is there anything better than passive defence?

B

E6.15
/**

Can Black draw?

B

E6.16
/**

Can Black draw?

A1b) The Defending King is Cut Off Along a File

If the defending king can't get in front of the pawn, and the attacker can't directly reach a Lucena Position, matters become much more complicated. In this section we consider the case where the king is cut off along a file, while the next section deals with positions where it is cut off along a rank. Note that these two sections only cover centre, bishop's and knight's pawns; in these three cases there are plenty of thematic similarities in the play, though some important differences too. Totally different principles apply to rook's pawns, which are therefore discussed separately, in section A1d.

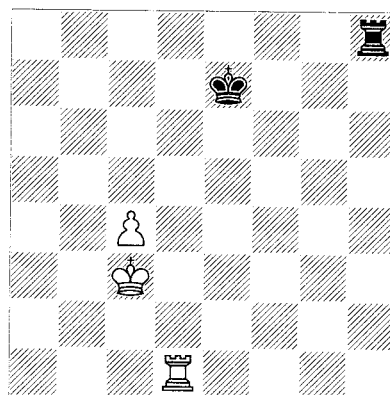
Two points are worth noting to start with:

1) *The rook defends best from in front, so that the attacking king can't use its pawn as a shield.*

2) *As checking distance is crucial, it is of great importance whether the pawn can cross the middle of the board.*

We start with a bishop's pawn:

W/B



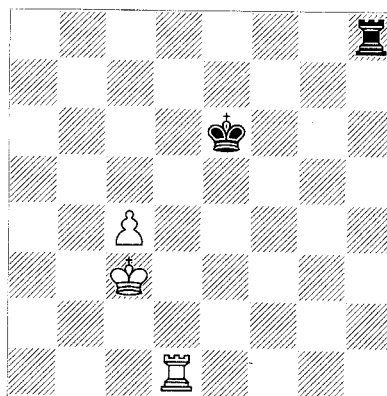
6.42A

+/=

If it is White's move, he can use the a-file and the possibility of ♖d4 to win: 1 ♖b4! ♜b8+ 2 ♜a5 ♜c8 3 ♜b5 ♜b8+ 4 ♜a6 ♜c8 5 ♜d4 ♜e6 6 ♜b7 ♜c5 (6...♜e5 7 ♜d5+ +-) 7 ♜b6! ♜c8 8 c5 +-.

If Black is to move, he can even exchange rooks to reach the draw: 1...♜d8 (1...♜e6 =) 2 ♜xd8 ♜xd8! 3 ♜d4 ♜c8! =.

W



6.43

=/=

With Black's king perfectly placed, White can't win as the checking distance of Black's rook is large enough:

1 ♖b4

1 c5 ♖e7 2 ♖c4 ♜d8! =.

1...♜b8+! 2 ♖a5 ♜c8!

Not 2...♜a8+? 3 ♖b6! ♜b8+ 4 ♖c7! and White manages to advance his pawn to c5.

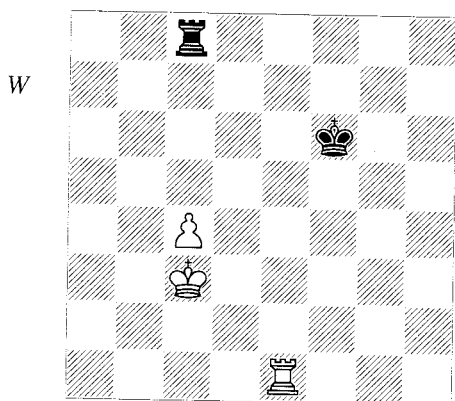
3 ♖b5 ♜b8+! 4 ♖a6 ♜c8! 5 ♜d4 ♖e5! 6 ♜d5+

6 ♖b7 ♖xd4 7 ♖xc8! ♖xc4 =.

6...♖e6! 7 ♖b5 ♜b8+! 8 ♖c5 ♜c8+! 9 ♖d4 ♜h8 =

Or 9...♜c7 10 ♜d8 ♖e7! 11 ♜h8 ♜c6!! =.

If the defending king is cut off by two files, White wins regardless of whether the defending king is on f6 or f7:



6.44

+/-

1 ♖b4 ♜b8+ 2 ♖a5 ♜c8

2...♜a8+ loses more quickly: 3 ♖b6 ♜b8+ 4 ♖c7.

3 ♖b5 ♜b8+ 4 ♖a6 ♜c8 5 ♜c1

5 ♜e4 ♖f5 6 ♜h4! ♖e6 7 ♖b7 ♜c5 8 ♖b6! +/-.

5...♖e7 6 ♖b7 ♜c5 7 ♖b6! ♜h5

7...♜c8 8 c5 +/-.

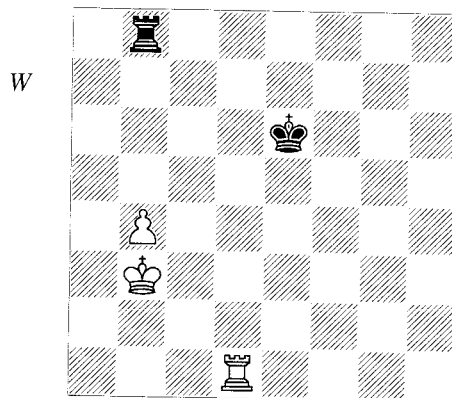
8 c5 ♖d8 9 ♜d1+ ♖c8 10 ♜g1 ♜h8 11 c6 +/- (6.33A)

With a knight's pawn it is different as the attacking king doesn't have enough space to penetrate (see following diagram).

Even if the king is cut off by two files, it is still drawn with a pawn on the fourth rank and Black's king on e6:

1 ♜d2 ♖e5!

Not: 1...♜a8? 2 b5! +/-; 1...♜b7? 2 ♖c4 ♜c7+ 3 ♖b5 ♜b7+ 4 ♖c5 ♜c7+ 5 ♖b6 +/-; 1...♖e7? 2 ♜d4! ♖e6 3 ♖c4! (3 ♖a4? ♖e5! =) 3...♜c8+



6.45

=/=

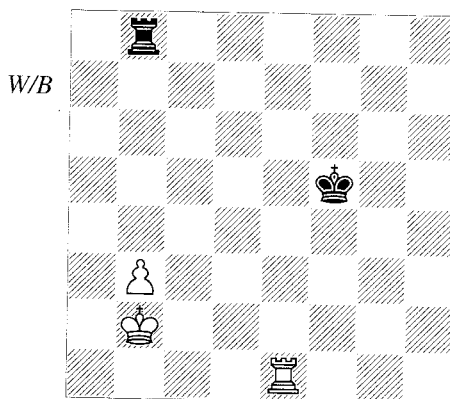
4 ♖b5! ♜b8+ 5 ♖c6 ♜c8+ 6 ♖b7 ♖e5 7 ♜d7 ♜c4 8 b5! +/-.

2 ♜d7

2 ♜d3 ♖e6! =.

2...♖e6! 3 ♜d1 ♖e5! 4 ♖c4 ♜c8+! 5 ♖b5 ♜b8+! 6 ♖c5 ♜c8+! 7 ♖b6 ♜b8+! 8 ♖a5 ♜a8+! 9 ♖b5 ♜b8+! 10 ♖a4 ♜a8+! 11 ♖b3 ♜b8! =

If the defending king is cut off by three files, White wins even with the pawn on b3:



6.45A

+/-

N.Grignoriev, 1937

With White to move it is relatively easy: 1 ♖c3 ♜c8+ 2 ♖d4 ♜d8+ 3 ♖c5 ♜c8+ 4 ♖d6 ♜d8+ 5 ♖c6 ♜b8 (5...♜c8+ 6 ♖b7 ♜c5 7 ♖b6 ♜c8 8 b4 ♜b8+ 9 ♖c5 ♜c8+ 10 ♖d6 ♜b8 11 ♜b1 +/-) 6 ♜b1! ♜b4 7 ♖c5 ♜b8 8 b4 ♖e6 9 ♖c6 +/-.

With Black to move, matters are much more complicated:

1...♖f6 2 ♜e2!?

Putting Black in zugzwang.

2...♖b7

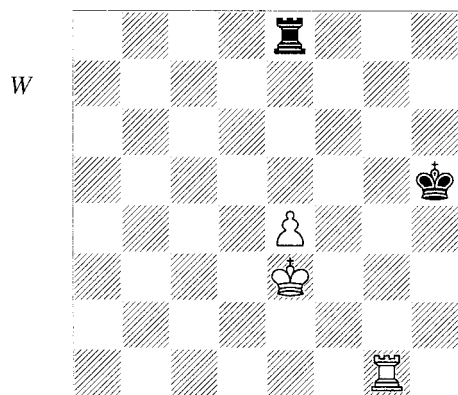
Or:

a) 2...♖f7 3 ♜e4 ♖f6 4 ♖c3 ♜c8+ 5 ♖d4 ♜b8 6 ♖c4 ♖f5 7 ♜e1 ♜c8+ 8 ♖d5 ♜d8+ 9 ♖c6 ♜b8 10 ♜b1! +-.

b) 2...♖f5 3 ♖c3 +- wins in similar fashion to the White-to-play case.

3 ♖c3 ♜c7+ 4 ♖d4 ♜b7 5 ♜e3 ♜b8 6 ♖c5 ♜c8+ 7 ♖d6 ♜b8 8 ♜f3+ ♖g6 9 ♖c5 ♜c8+ 10 ♖d4 ♜b8 11 ♖c3 ♜c8+ 12 ♖b2 ♜b8 13 ♜f1 ♖g5 14 ♖c3 ♜c8+ 15 ♖d4 ♜b8 16 ♖c4 ♜c8+ 17 ♖d5 ♜b8 18 ♜b1 +-.

The situation with a central pawn is similar to a bishop's pawn. The following position demonstrates how to overcome a defence based on checking from the long side (here the queen-side), which isn't possible with a bishop's pawn:



6.46

+/-

A.Chéron, 1926

With the king cut off on the h-file, White can use mating motifs:

1 ♜g2!?

First White transfers the move to Black as the black pieces occupy ideal squares and have no good move. A plan analogous to the one we saw in 6.42 doesn't work here: 1 ♖d4 ♜d8+ 2 ♖c5 ♜e8 3 ♖d5 ♜d8+ 4 ♖c6 ♜e8 5 ♜e1? (5 ♖d5! +-) 5...♖g6 6 ♖d7 ♜a8 7 e5 ♜a7+ =.

1...♖h4 2 ♜g7 ♖h5 3 ♜g1

Now Black is in zugzwang.

3...♜a8

3...♖h4 4 e5 ♜xe5+ 5 ♖f4! +-.

4 e5 ♜a4 5 e6 ♖h6

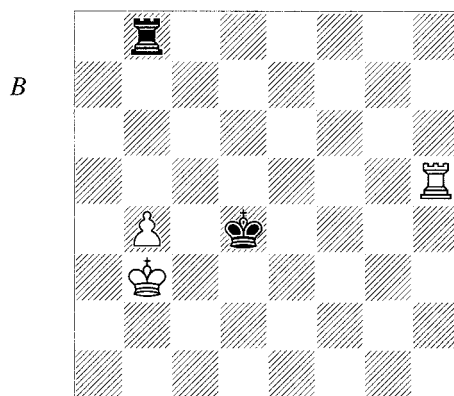
5...♜a6 6 ♖f4 ♜xe6 7 ♖f5! +-.

6 e7 ♜a8 7 ♖f4 ♜e8 8 ♖f5 ♜xe7 9 ♖f6! +-.

A1c) The Defending King is Cut Off Along a Rank

The winning chances are even higher if the king is cut off along a rank as the rook can help the advance of the pawn and shield the king better.

With the defending king cut off along the fifth rank, the b-pawn is winning:



6.47

+/-

S.Tarrasch

Deutsche Schachzeitung, 1908

1...♜c8

1...♜a8 2 b5 ♜a1 3 ♖b4 ♜b1+ 4 ♖a5! ♜a1+ 5 ♖b6! +-.

2 b5

2 ♜g5 ♜c7 3 ♖a4 +-.

2...♜c5 3 ♜h4+! ♖d5 4 ♖b4 ♜c8

4...♖d6?! 5 ♜h6+ +-.

5 ♜h6 ♜c1 6 ♖a5 ♜a1+ 7 ♖b6! ♜b1 8 ♖a6 ♜a1+ 9 ♖b7 ♜g1 10 b6 ♖c5 11 ♖a7 +-.

With the king cut off on the sixth rank it is different. White only wins if he moves first (*see following diagram*):

1 ♖a4

Or 1 ♜a6 +-.

1...♜a8+

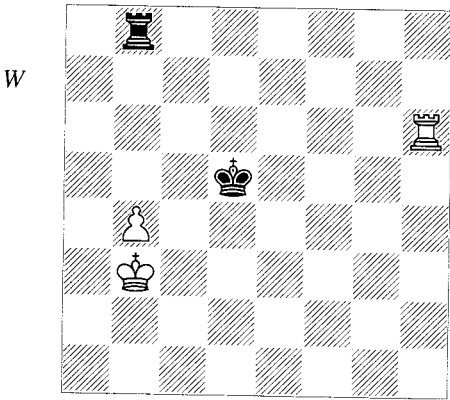
1...♖c4 and then:

a) 2 ♜h4+? ♖c3! 3 ♜h3+ (with a bishop's pawn, c5 would win easily now, but here 3 b5?? ♜a8#! is unfortunate!) 3...♖c4! =.

b) 2 ♜c6+ ♖d5 3 b5 +-.

2 ♖b5! ♜b8+ 3 ♖a5 ♜a8+ 4 ♜a6 ♜b8 5 b5 +-.

If Black is to move, he can, surprisingly, save himself: 1...♜a8!! (eliminating both winning



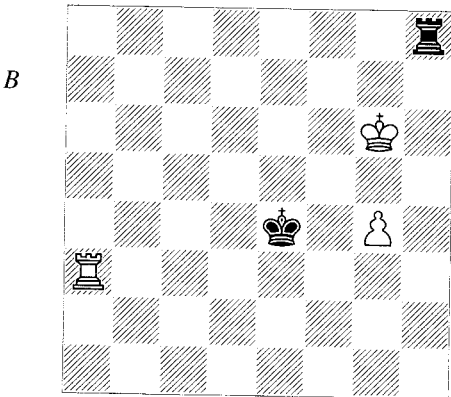
6.48 +/=

J.Nunn

Secrets of Rook Endings, 1992

moves!) 2 ♖g6 ♜a1 3 b5 ♚c5! 4 b6 ♜b1+ = picking up the pawn.

Even top players have difficulties in these endings:



6.49 +/=

M.Taimanov – B.Larsen

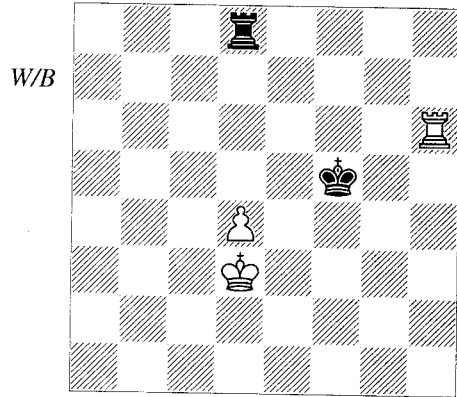
Palma de Mallorca IZ 1970

1...♜g8+! 2 ♚h5 ♜h8+! 3 ♚g5 ♜g8+! 4 ♚h4 ♚e5?

We already know from the previous example that this continuation is mistaken. Instead there were two ways for Black to draw: 4...♜h8+ 5 ♚g3 ♚e5 6 ♜a6 ♜h1 = (6.48) and 4...♚f4 5 ♜a4+ ♚f3! =.

5 ♜a6! ♚f4 6 ♜f6+ ♚e5 7 g5 1-0

We now consider the situation with a centre pawn.



6.50 =/=

It is clear that if Black is to move, he draws with 1...♜c8.

But with a centre pawn White can't win even with the move:

1 ♚c4 ♜c8+! 2 ♚d5

2 ♚b5 ♚e4 =.

2...♜a8!

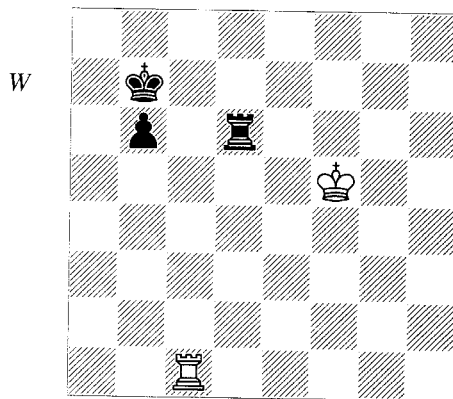
Here is the difference: Black's rook has sufficient space for annoying checks.

3 ♚c5 ♜a5+! 4 ♚c4

4 ♚c6?? ♜a6+! –+.

4...♜a4+! =

We finish this section with two practical examples:



6.51 =/

P.Laverty – U.Andersson

Katrineholm 1999

1 ♜b1?

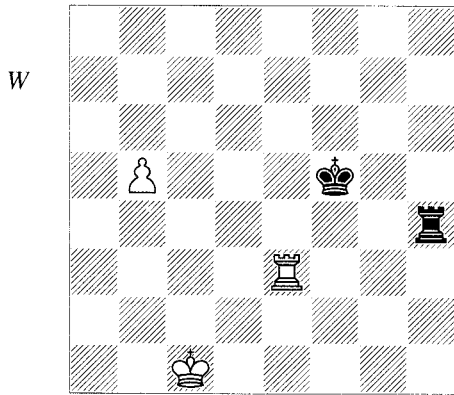
You get only one chance! 1 ♚e5? also loses, to 1...♜c6! 2 ♜a1 (2 ♚b1 ♜c4! 3 ♚d5 ♜a4! –+)

2...♖c4! 3 ♔d5 b5! +, but White can save the game with 1 ♔e4! b5 2 ♖b1 ♔b6 3 ♔e3! ♔c5 (3...♗d5 4 ♔e4! =) 4 ♖c1+! =.

1...♗d4!!

It is with good reason that Andersson is famous for his precise endgame play!

2 ♔e5 ♗a4 3 ♔d5 ♔a6! 4 ♔c6 ♖c4+! 5 ♔d5 b5 6 ♗a1+ ♔b6 7 ♗a2 ♗h4 8 ♗a8 b4 9 ♗b8+ ♔a5 10 ♔c5 ♔a4! 11 ♗g8 ♔a3 12 ♗a8+ ♔b2 13 ♗a4 ♔c3 0-1



6.52 +/
A.Mikhalchishin – D.Losev
Moscow 1974

1 ♔c2

Surprisingly, 1 ♔b2 (as played in the game) also wins: 1...♔f4 (1...♖b4+ 2 ♖b3! ♗h4 3 b6 ♗h8 4 b7 ♖b8 5 ♔a3 +-) and now:

a) 2 ♖c3? (the game continuation) 2...♔e5! 3 ♔a3 ♔d6! 4 b6 ♔d7! 5 ♖c7+ ♔d8! 6 ♖c6 ♔d7! 7 ♖c7+ ♔d8! 8 ♖c5 ♔d7 1/2-1/2.

b) 2 ♖e6?! ♔f5 3 ♖e3! +-.

c) 2 ♗d3!! ♔e4 3 ♔c3! ♔e5 4 ♗d8 ♔e6 5 b6 +-.

1...♔f4 2 ♖e7

Or 2 ♔d3 +-.

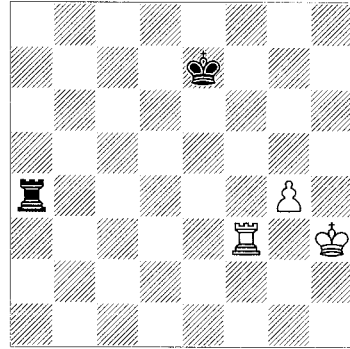
2...♗h5 3 b6 ♖b5 4 b7 ♔f5 5 ♔c3 ♔f6 6 ♔c4! ♖b1 7 ♗h7 ♔e6 8 ♔c5! +-

Exercises
(Solutions on page 379)

The following positions will test your knowledge of ♖+♔ vs ♗, one of the most important fundamental endings from the practical point of view.

B

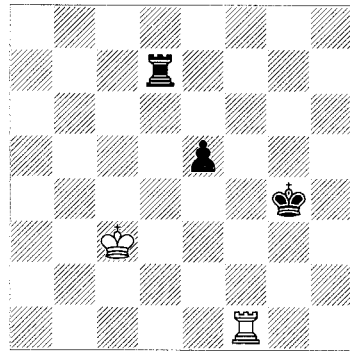
E6.17
/**



1...♖a8 or 1...♔e6 – that is the question. Can you tell us which draws and why the other one loses?

W

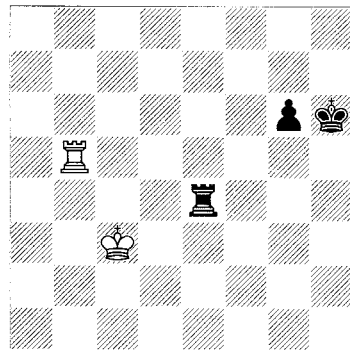
E6.18
**/



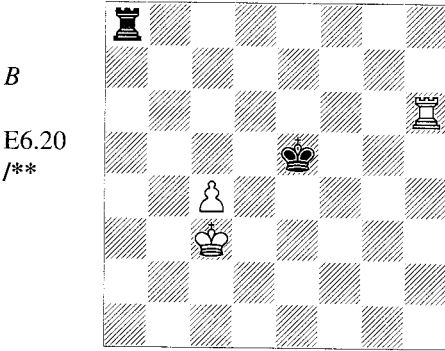
Analyse the following play: 1 ♖e1 ♔f5 2 ♖f1+ ♔e6 3 ♖e1 ♗d8 4 ♔c2 ♔f5 5 ♖f1+ ♔g4 6 ♖e1 ♔f4 7 ♖f1+ ♔g3 8 ♖e1 ♗d5 9 ♖g1+ ♔f3 10 ♖g5 ♔f4 11 ♗h5 ♔g4 12 ♗h8 e4 13 ♔c3 e3 0-1.

W

E6.19
****/



White's pieces are not on their best squares yet, but maybe he can still save himself, as the black pawn is far away from the queening square. Can you see a way?



You know how to draw this position, don't you?

With other pawns this would be a Lucena win, but here White can't do anything. There is simply no escape for the king on the left-hand side of the pawn. Note that such positions are also drawn if the pawn hasn't yet advanced to the seventh rank.

1 ♖h7+
1 ♜g8 ♜c2 =.
1... ♙c8! =

After 1... ♙c6? White's king escapes from the cage: 2 ♙b8! ♜b1+ 3 ♙c8! ♜a1 4 ♖h6+ ♙c5 5 ♙b7 ♜b1+ 6 ♙c7 ♜a1 7 ♖h5+! +-.
+/-

In such situations *the defending king must be cut off by four files* (along the e-file in the case of an a-pawn) in order to force a win:

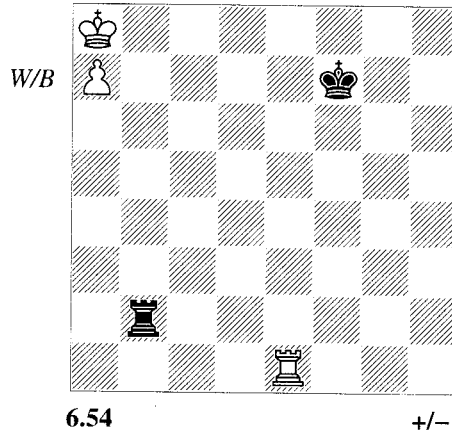
A1d) Rook's Pawn

In rook endings a pawn at the edge is usually weaker than other pawns. There are two reasons for this:

- 1) Whilst a rook's pawn may protect the king against vertical checks, it offers no protection against checks from the side.
- 2) The attacking king can easily get caged in front of the pawn, making its promotion impossible.

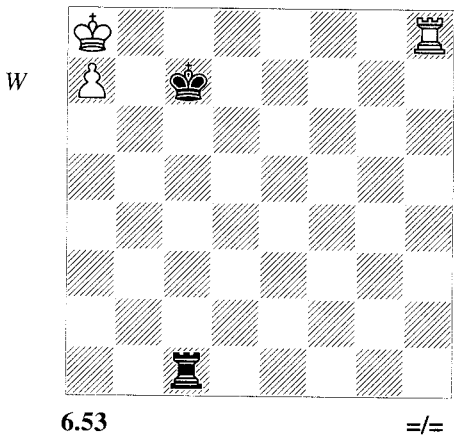
We consider the following situations:

A1d1: King in Front of its Pawn	187
A1d2: Rook in Front of its Pawn	188
A1d3: Other Situations	189



A1d1) King in Front of its Pawn

The first position is a prime example of the king trapped in front of its pawn:



1 ♜c1 ♙e7 2 ♜c8! ♙d6!?
More tenacious than 2... ♙d7 3 ♜b8! ♜a2 4 ♙b7! ♜b2+ 5 ♙a6! ♜a2+ 6 ♙b6! ♜b2+ 7 ♙c5! +-.

3 ♜b8! ♜a2 4 ♙b7! ♜b2+ 5 ♙c8!
After 5 ♙a6?! ♜a2+ 6 ♙b6 ♜b2+ White has to return.

5... ♜c2+ 6 ♙d8! ♖h2
6... ♜g2?! 7 ♙e8 ♙e6 8 ♙f8 +-.
7 ♜b6+!
7 ♙e8?? ♜h8+! 8 ♙f7 ♖h7+! =.
7... ♙c5 8 ♜c6+!? ♙b5
8... ♙d5 9 ♜a6 ♜h8+ 10 ♙c7 ♜h7+ 11 ♙b6! +-.

If Black takes the rook, he will immediately lose his own: 8... ♙xc6 9 a8♖+! ♙c5 10 ♜c8+ ♙d4 11 ♖g4+!? ♙d5 12 ♖f5+ ♙c6 13 ♖e6+ ♙b7 14 ♜c8+ ♙a7 15 ♜c7+ +-.

9 ♜c8 ♜h8+ 10 ♙c7! ♖h7+ 11 ♙b8! ♙b6 12 a8♖ +-

In chess training groups 12 a8♖?? ♜b7#! is a popular joke.

Note that if Black is to move, he can play:

1...♜b3!? 2 ♜e2!? ♕f8!?

This forces White to win queen against rook.

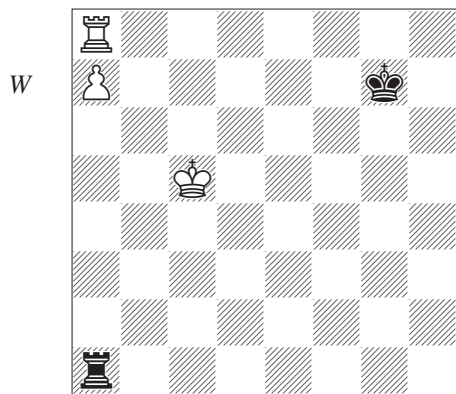
3 ♜c2 ♕e7 4 ♜c8! ♕d6 5 ♜b8! ♜a3 6 ♕b7! ♜b3+ 7 ♕c8! ♜c3+ 8 ♕d8! ♜h3 9 ♜b6+! ♕c5 10 ♜c6+ ♕xc6 11 a8♖+! ♕d6!?

Now White can't win the rook by just delivering checks and has to win the ending queen vs rook (see 10.03). This is the best practical chance to save the game. 11...♕c5?! 12 ♜c8+ ♕d4 13 ♜xh3 is not very tenacious of course.

12 ♜b8+ ♕d5 13 ♜b7+ ♕e5 14 ♜g7+ ♕f4 15 ♜d4+ +-

A1d2) Rook in Front of its Pawn

The following diagram shows the general draw with the pawn already on the seventh rank:



6.55

/=

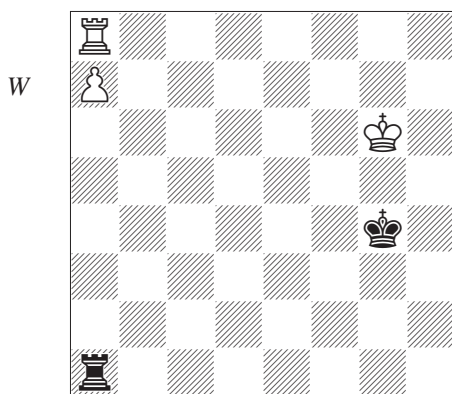
Black only needs to give a check when White threatens to free his rook:

1 ♕b6

1 ♕b4 ♜b1+ 2 ♕c3 ♜a1! (2...♜c1+? 3 ♕b2! ♜c7 4 ♜g8+ +-) 3 ♕b3 ♕h7 = (moving the king closer to the pawn with 3...♕f7?? is fatal: 4 ♜h8 ♜xa7 5 ♜h7+! +-; this skewer is an important motif, and so Black's king has to wait on g7 and h7).

1...♜b1+! 2 ♕a6 ♜a1+! 3 ♕b7 ♜b1+! 4 ♕c6 ♜a1 =

The defender can sometimes hide his king behind the opponent's king. The following position is critical:



6.56

+/=

1 ♕f6! ♕f4 2 ♕e6! ♕e4 3 ♕d6! ♕d4 4 ♕c6!

But not 4 ♕c7? ♕c5! 5 ♜c8 ♜xa7+! 6 ♕b8+ ♕b6! =.

4...♕c4

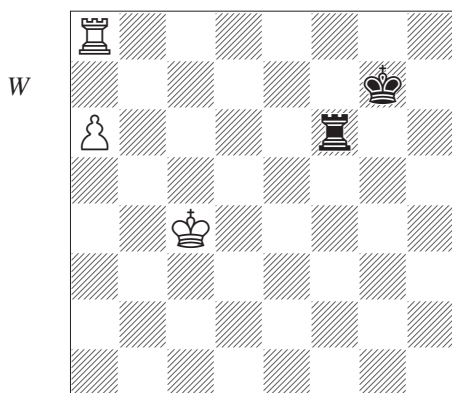
4...♜c1+ 5 ♕b5 ♜b1+ 6 ♕a4 ♜a1+ 7 ♕b3 ♕c5 8 ♜c8+ +-.

5 ♜c8 ♜xa7 6 ♕b6+! +-

If Black is to move, he draws with **1...♜a6+!**

2 ♕f7 ♕f5 3 ♕e7 ♕e5 4 ♕d7 ♕d5 5 ♕c7 ♕c5! 6 ♕b7 ♜b6+! =.

The situation is more complex when the pawn is further back. The next position is of great practical and theoretical importance:



6.57

/=

J. Vančura

28 Rijen, 1924

With the pawn still on the sixth rank, White's king has a possible shelter on a7. Black's rook is therefore much better placed to the side, from where it can deliver annoying checks, than

behind the pawn. The rook has to be on the same rank as White's pawn, since this forces White's rook to stay on the a-file. With the rook on the f-file, there is also the chance to give a defensive rook check on f7 if necessary. Thus with Black's rook on g6 or h6 White (to move) would win with ♖b5-b6-b7 and ♜c8. Black's king is happy on g7 since an advance of the pawn to a7 could be met by shifting the rook to the a-file (White has no ♜h8 tricks). Note that a set-up with the black king on h7 and the rook on g6 is equally successful.

1 ♖b5

White protects the pawn and threatens to win by ♜c8.

1...♜f5+! 2 ♖b6 ♜f6+! 3 ♖c5

3 ♖b7 ♜f7+! =.

3...♜f5+

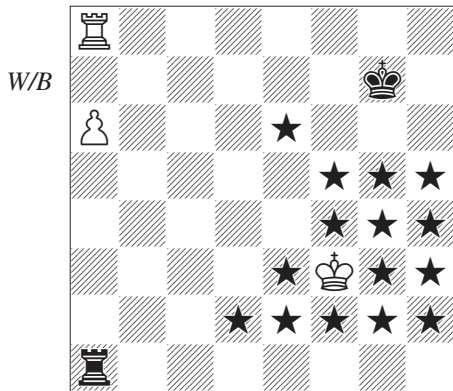
3...♖h7 = and 3...♜e6 = also hold the draw. However, Black must avoid 3...♜g6? 4 ♖b5! ♜g5+ 5 ♖b6 ♜g6+ 6 ♖b7 (Black's king is in the way of his own rook, so the white king is now able to support the pawn) 6...♖h7 7 ♜c8 +-.

4 ♖d4 ♜f6!!

4...♜f4+? 5 ♖e5! ♜a4 (5...♜f6 6 ♜g8+ +-) 6 ♖d5 +- is analysed in 6.58.

5 ♜a7+ ♖g6 6 ♖e5 ♜b6 7 ♜a8 ♖g7 8 ♖d5 ♜f6 9 a7 ♜a6 =

If the defender's rook is behind the pawn, he should immediately try to reach the Vančura set-up (6.57):



6.58 (f3 is also marked) +/-
After **P.Romanovsky**
Shakhmaty v SSSR, 1950

If Black is to move, he can only draw when the white king is on one of the marked squares.

Here **1...♜f1+ 2 ♖e4 ♜f6!** is sufficient to reach the Vančura draw.

When White is to move, he can leave the drawing zone:

1 ♖e4!

Not:

a) 1 ♖e2? ♜c1 (1...♜a5? 2 ♖d3! ♜d5+ 3 ♖c4! ♜d6 4 ♖b5 ♜d5+ 5 ♖c6 ♜a5 6 ♖b6 +-)
2 ♜a7+ ♖g6! 3 ♜b7 ♜a1 4 a7 ♜a3 5 ♖d2 ♖f6 =.

b) 1 ♖f4? ♜a5 (1...♜f1+? 2 ♖e5! +-)
2 ♖e4 ♜c5 3 ♜a7+ and now Black has to find 3...♖g6!! = as 3...♖g8? 4 ♜b7 +-, 3...♖f6? 4 ♖d4 ♜c6 (4...♜a5 5 ♜a8! +-)
5 ♜h7 +- and 3...♖h6? 4 ♜b7 ♜a5 5 a7 +- all fail.

1...♜a5

Or:

a) 1...♜f1 2 ♖e5 ♜a1 3 ♖d5 +-.

b) 1...♜h1 2 ♜a7+! ♖f6 3 ♖d5 ♜d1+ 4 ♖c6 ♜c1+ 5 ♖d7 ♜d1+ 6 ♖c8 ♜a1 (6...♜d6 7 ♜h7 +-)
7 ♜a8 ♖e7 8 ♖b7 ♜b1+ 9 ♖c6 (9 ♖a7? ♖d7 =)
9...♜c1+ 10 ♖d5 ♜d1+ 11 ♖e4 ♜e1+ 12 ♖f3 ♜a1 13 a7! ♖f7 (13...♖f6 14 ♜f8+! +-)
14 ♜h8! +-.

2 ♖d4 ♜b5

2...♜f5 3 ♜a7+ ♖g6 4 ♜b7 ♜a5 5 a7 +-.

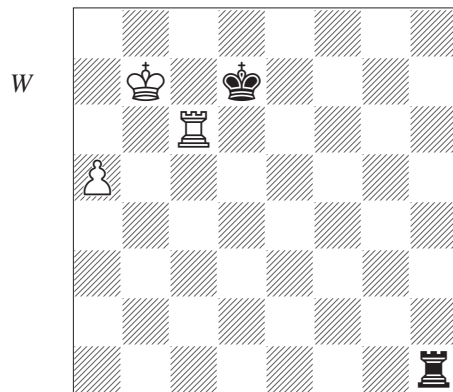
3 ♜a7+ ♖f6 4 ♜h7 ♜a5 5 a7 ♖e6 6 ♜h6+

Or 6 ♖c4 +-.

6...♖d7 7 ♜h8 ♜xa7 8 ♜h7+! +-

A1d3) Other Situations

With the king and rook supporting the pawn, new motifs arise:



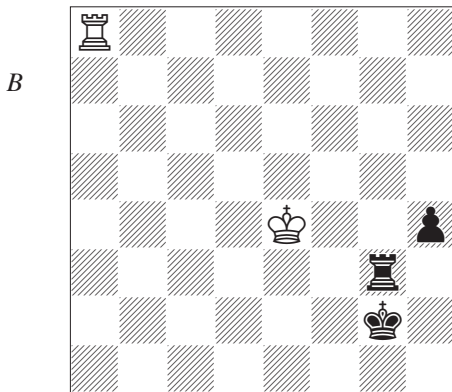
6.59 +/-

With White to move, he can use his well-placed rook as a shield to block Black's checks:

1 a6 ♖b1+ 2 ♗b6! ♜c1 3 a7 ♜c7+ 4 ♕a6! ♜c8 5 ♗b8 +-.

On the other hand, if Black is to move he has saving checks on the c-file: 1...♗b1+! 2 ♗b6! ♜c1! 3 a6 ♜c7+! 4 ♕b8 ♜c8+! 5 ♕a7 ♜c1 6 ♗b2 ♕c7 =.

Salov demonstrates the right way to handle the attacking rook with the defending king cut off vertically:



6.60 =/+

J.Lautier – V.Salov
Madrid 1993

1...♗f3!!

Now the rook can shield Black's king against checks from the side and from behind. Not 1...h3? 2 ♗a2+! ♕g1 3 ♕f4 ♗g2 4 ♗a1+ ♕h2 5 ♕f3 =.

2 ♗g8+ ♕f2! 3 ♗a8 h3! 4 ♗a7 ♕g2
4...h2?? 5 ♗a2+ ♕g3 6 ♗xh2! =.
5 ♗h7 ♗g3 0-1

We end the discussion of the rook's pawn with two very complicated cases:

In the following diagram, Black can save the draw with extremely accurate play.

1...♜c1+! 2 ♕d7

Or:

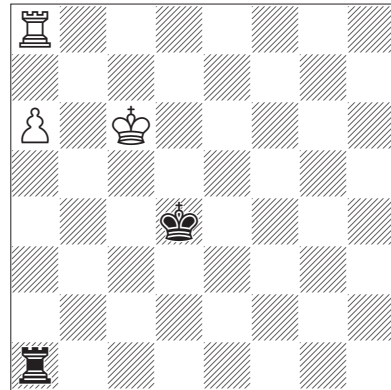
a) 2 ♕b5 ♗b1+! 3 ♕a4 ♕c5 4 ♜c8+ ♕d6 5 ♕a5 ♕d7 6 ♜c4 ♗a1+! =.

b) 2 ♕b7 ♗b1+! 3 ♕a7 ♕c5 4 ♗b8 ♗h1 5 ♕b7 ♗h7+ (5...♗b1+ 6 ♕c7 ♗h1 =) 6 ♕a8! ♕c6 7 a7 ♗h1 8 ♜c8+ ♕d7 =.

c) 2 ♕d6 ♗a1! 3 ♗a7 and now:

c1) 3...♗a3? 4 ♕c6! ♜c3+ 5 ♕b5! ♗b3+ 6 ♕a4! ♗b1 7 ♜c7 ♕d5 8 a7! ♕d6 (8...♗a1+ 9 ♕b5! ♕d6 10 ♗h7 ♗b1+ 11 ♕a6! ♗a1+ 12

B



6.61 =/+

A.Chéron, 1955

♕b7! ♗b1+ 13 ♕c8! ♗a1 14 ♕b8 ♗b1+ 15 ♗b7 +-) 9 ♜c3 ♗a1+ 10 ♗a3! +-.

c2) 3...♗a2!! 4 ♗a8 ♗a1! 5 a7 ♗a6+! =.

2...♗a1! 3 ♕d6!? ♗a2!! 4 ♕c6 ♜c2+! 5 ♕b5 ♗b2+! 6 ♕a4 ♕c4!!

Not 6...♗a2+?, when White wins by 7 ♕b3! ♗a1 8 a7 +-.

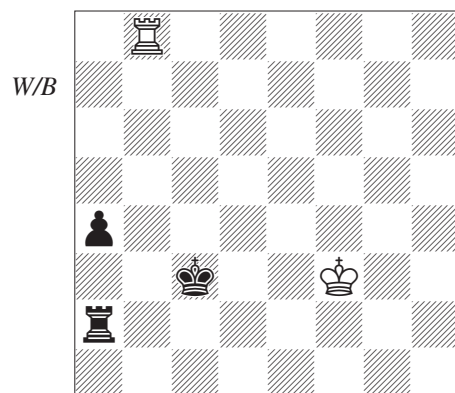
7 ♕a3

7 ♜c8+ ♕d5! 8 ♜c3 ♗a2+! 9 ♕b5 ♕d6! = (9...♗b2+? 10 ♕a5! ♗a2+ 11 ♕b6! ♗b2+ 12 ♕c7! ♗a2 13 ♜c6 +-).

7...♗b3+ 8 ♕a2 ♗b6 9 a7 ♗c6! 10 ♕a3 ♕c5 10...♜c7? 11 ♕a4! ♕c5 12 ♕a5! ♕c6 13 ♕a6! +-.

11 ♕a4 ♕b6 =

Even world champions are not immune to errors in such difficult endings:



6.62 -/+

M.Euwe – A.Alekhine
's Hertogenbosch Wch (16) 1935

If Black were to move, he would win quite easily with 1...♖b2 2 ♖a8 ♗b4 3 ♕e2 ♕b2 4 ♕d2 a3 -+.

In the game it was Euwe's move, and this enabled him to create more serious problems for his opponent:

1 ♕e3!?

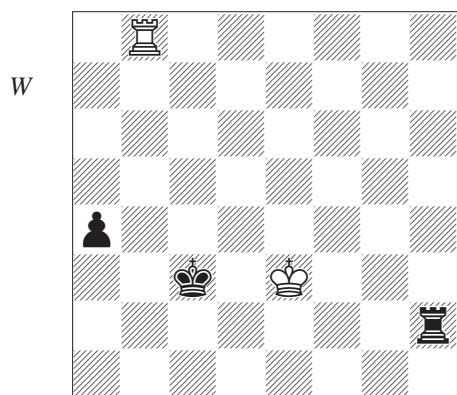
Black's task is easier after other moves: 1 ♖a8 a3 -+; 1 ♖c8+ ♕d2 2 ♗d8+ ♕c2 3 ♖c8+ ♕d1 4 ♖a8 a3 5 ♕e3 ♗h2 -+.

1...♗h2? (D)

A year after the match Grigoriev showed the correct winning method: 1...a3, and now:

a) 2 ♖c8+ ♕b2! 3 ♕d2 ♕b1+! 4 ♕d1 ♗h2 5 ♗b8+ ♗b2! 6 ♖c8 ♗b4 7 ♖c1+ ♕b2! 8 ♖c2+ ♕b3! -+.

b) 2 ♖a8 ♖a1 3 ♖c8+ (3 ♕f2 ♕b2 4 ♗b8+ ♕a2 5 ♕e2 ♗b1! 6 ♖a8 ♗b4 7 ♕d2 ♕b2 -+) 3...♕b4 4 ♗b8+ ♕c5 5 ♖c8+ ♕b6 6 ♖a8 a2 7 ♕f2 ♗h1 -+.



6.62A =/+

2 ♖c8+?

Returning the favour. Instead 2 ♖a8! ♗h4 3 ♖c8+ ♕b3 4 ♕d3 ♗b4 (4...a3 5 ♗b8+! ♗b4 6 ♗xb4+! =) 5 ♕d2 a3 6 ♖c3+! ♕a4 7 ♕c2 ♗b2+ 8 ♕c1! ♗b5 9 ♖c2! ♕b3 10 ♕b1! draws for White.

2...♕b2!

Euwe gets no second chance.

3 ♗b8+ ♕c1 4 ♖c8+

4 ♖a8 a3 -+.

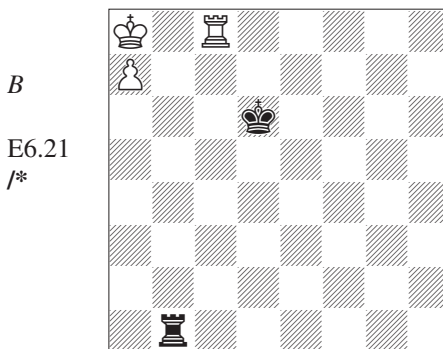
4...♕b1 5 ♗b8+ ♗b2 6 ♖a8 ♗b3+ 7 ♕d4 a3 8 ♕c4 ♕b2 9 ♗h8 ♖c3+ 0-1

Reference work

Secrets of Rook Endings, Nunn, Batsford 1992 (second edition, Gambit 1999)

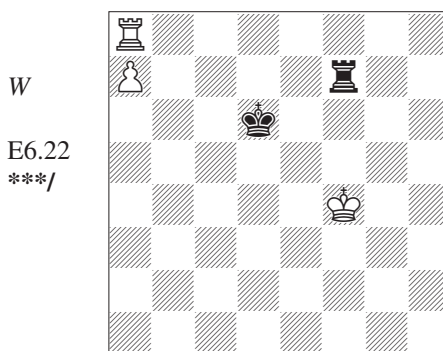
Exercises

(Solutions on pages 379-80)



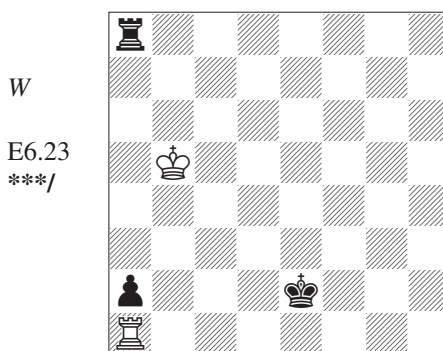
E6.21 /*

Can Black draw?



E6.22 ***/*

White to play and win.

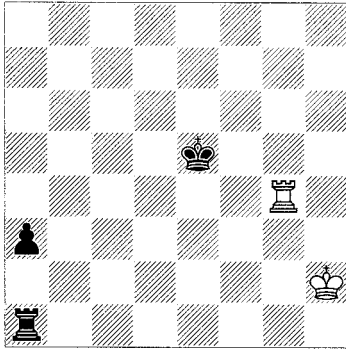


E6.23 ***/*

White to play and draw.

B

E6.24
/***



Can you find a way for Black to win?

A2) Rook and Two Pawns vs Rook

Our topics are:

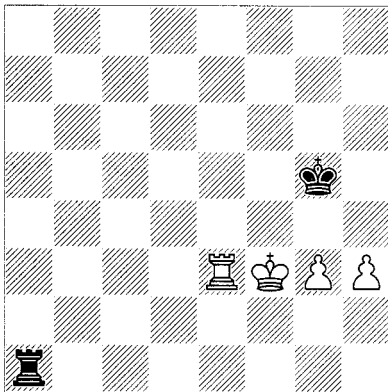
A2a: Connected Pawns	192
A2b: Isolated Pawns	196
A2c: Two Rooks' Pawns	200
A2d: Rook's and Bishop's Pawns	201
A2e: Doubled Pawns	204

A2a) Connected Pawns

Naturally, two connected extra pawns are generally sufficient to win. However, there are quite a few exceptions and it is often easy to go astray, especially when a rook's pawn comes into play. Therefore nearly all of our positions are with g- and h-pawns.

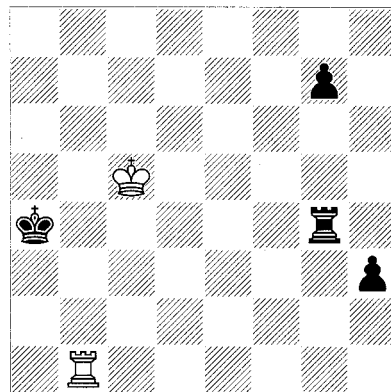
The first example shows the way to win:

W



6.63 +/-
H.Hunt – M.Makropoulou
Pula wom Echt 1997

B



6.64 -/+
W.von Holzhausen – A.Nimzowitsch
Hanover 1926

1 h4!

Yes, the rook's pawn has to go ahead first. White's king can now hide both in front of, and to the right of, the g-pawn.

1...♔g6 2 ♖e4

White proceeds with circumspection. There is no prize for the quickest win in such endings. 2 ♜e6+ ♔f5 is not the way to make progress.

2...♜f1+

2...♔h5 3 ♜e5+ +-.

3 ♔g4 ♜a1 4 ♜b4 ♜a3 5 h5+ ♔h6 6 ♜b6+ ♔h7 7 ♔h4 ♜c3 8 g4 ♜c5 9 ♜f6 ♔g7 10 ♜f5 ♜c4 11 ♔g5 ♜a4 12 ♜b5 ♜c4 13 h6+ ♔h7 14 ♜b7+ ♔g8 15 ♔h5 ♜c5+ 16 g5 ♜a5

So far everything has been easy, but now special care is required to avoid any tricks.

17 ♜e7!

Preparing a shelter for the king. 17 h7+?? is met by 17...♔h8, when White faces various stalemate ideas and suddenly has to give up the h-pawn, resulting in a draw: 18 ♔h6 (18 ♜b8+ ♔xh7 19 ♜b7+ ♔g8 20 ♔h6 ♜a8 =) 18...♜a6+ 19 g6 (19 ♔h5 ♜h6+ =) 19...♜xg6+! =.

17...♜b5

17...♜a6 18 ♜e8+ ♔h7 19 g6+ +-.

18 ♔g6 ♜b6+ 19 ♔f5 ♜b5+ 20 ♔f6 ♜b6+ 21 ♜e6 ♜b1?!

21...♜b8 22 g6 ♜a8 23 h7+ ♔h8 24 ♔g5 ♔g7 25 ♜e7+ ♔h8 26 ♔h6 +-.

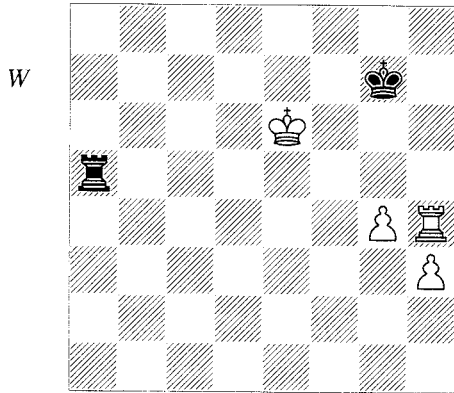
22 ♜e8+ 1-0

If the defender can't get his king in front of the pawns, the attacker can often win by **shuffling** his pawns forward in unison with the rook, even if his own king is cut off from the action.

Black's king isn't needed as White can't stop the pawns anyway.

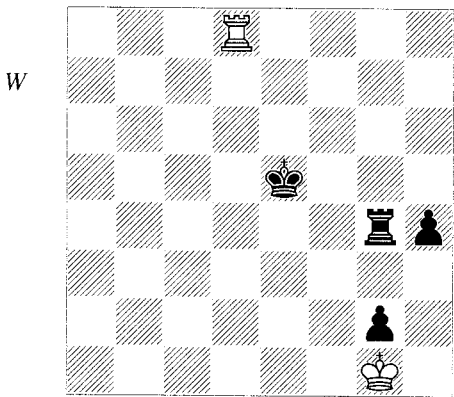
1...g5 2 ♖h1
 2 ♖d5 ♜g2 3 ♜b8 g4 4 ♜h8 h2 5 ♖e4 g3 6 ♖f3 ♜g1 -+.
 2...♜g3 3 ♖d4 g4 4 ♖e4 ♜g2 5 ♖f4 h2 0-1

However, there are some fortresses worth knowing:



6.65 =/= **G.Flear – G.Lawton**
British Ch (Brighton) 1984

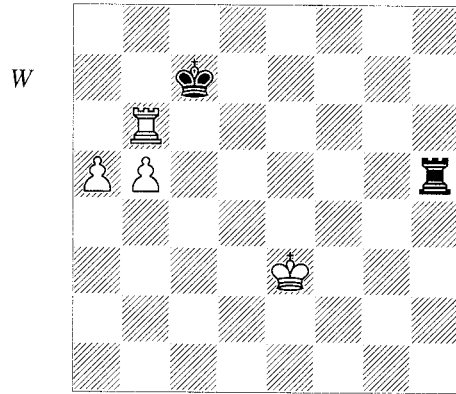
There is nothing at all that White can do if Black just keeps his king on g7 and his rook on the fourth rank.



6.66 =/+ **V.Liberzon – L.Gutman**
Beersheba 1982

After 1 ♜d3 the only thing left to do is to shake hands: 1/2-1/2. 1 ♜e8+ would also draw:

1...♖f4 2 ♜f8+ ♖g3 3 ♜f2! h3 4 ♜xg2+! hxg2 is stalemate.

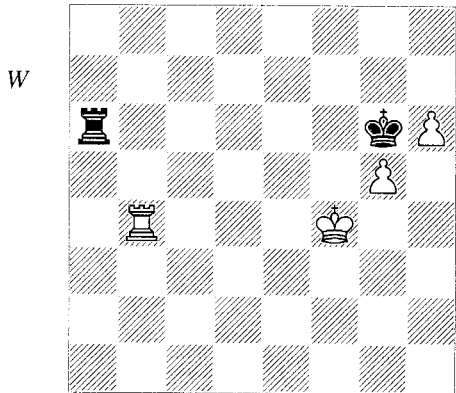


6.67 =/= **J.van der Wiel – P.Boersma**
Dutch Ch (Hilversum) 1986

Such positions were analysed in great detail by Kasparian some fifty years ago. He called them "triangular positions" in view of White's piece configuration. The rook is tied to the defence of the b-pawn, while the white king can't help. Thus Van der Wiel's winning attempts are easily parried:

1 ♖e4 ♜h4+ 2 ♖f5 ♜h5+ 3 ♖g6 ♜c5 4 ♖f7 ♜h5 5 ♜c6+ ♖d7 6 a6
 What else?
 6...♜xb5 7 a7 ♜a5 8 ♜e6 ♖c7 1/2-1/2

The next fortress has been known for a very long time:



6.68 =/= **J.Kling and B.Horwitz, 1851**

1 ♖d4 ♜b6 2 ♖d8 ♜b4+ 3 ♜e5 ♜b7!

Not: 3... ♜xg5?? 4 h7! +-; 3... ♜g4? 4 ♜g8+ ♜h7 5 ♜f5 +-.

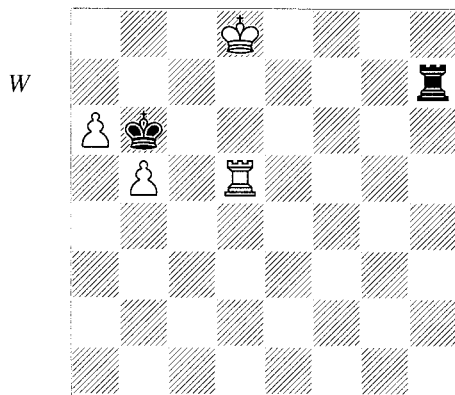
4 ♜g8+ ♜h7 5 ♖d8 ♜g6!

5... ♜a7? 6 ♖d6 +-.

6 ♜f4 ♜b4+ =

White hasn't made progress.

Even the following position is drawn:



6.69

=/=

A.Chéron, 1926

Black's king is well placed in the hole of the pawns and White's king is cut off:

1 ♜c8 ♜g7 2 ♖d7 ♜g8+! 3 ♖d8 ♜g7

3... ♜g6 4 ♜b8 ♜g7! 5 ♖d6+ ♜c5! =; see the main line.

4 ♜b8 ♜h7 5 ♖d6+

5 ♜e8 ♜g7 6 ♜c6+ ♜xb5 7 a7 ♜g8+! 8 ♜c7 ♜g7+! =.

5... ♜c5!!

5... ♜xb5? 6 a7! ♜h8+ 7 ♜c7! ♜h7+ 8 ♖d7! +-.

6 a7

Or: 6 ♖d1 ♜b6! =; 6 b6 ♜xd6 7 ♜a8 ♜h8+! 8 ♜a7 ♜c6 9 b7 ♜c7 =.

6... ♜xd6 7 b6 ♜c5

Not 7... ♜c6?!, when White wins by 8 a8 ♜+! ♜xb6 9 ♜a1! +-.

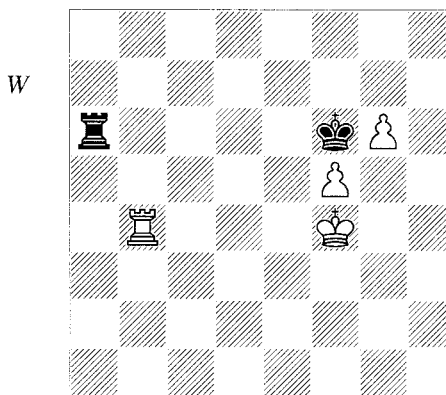
8 a8 ♜

8 b7 ♜b6! 9 ♜a8! ♜xb7! =.

8... ♜h8+! =

However, not all positions with the king in the hole of the pawns are drawn (see following diagram):

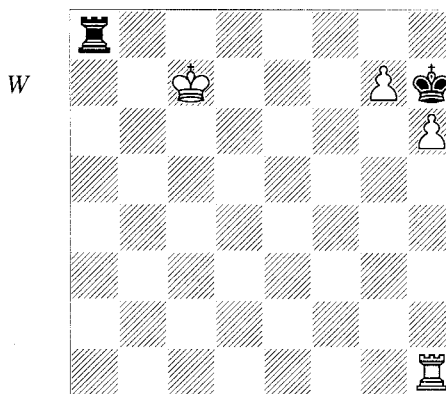
The blockade is easily broken: 1 ♜e4 ♜b6 2 ♜e6+! ♜xe6 3 fxe6 ♜xe6 4 ♜g5! +-.



6.70

+/-

In the next example it is more difficult to break through:



6.71

+/-

Y.Averbakh

1 ♜h4

After 1 ♜g1?! ♜g8 White is not making any progress.

1... ♜g8 2 ♜d7 ♜a8 3 ♜g4! ♜a7+

3... ♜g8 4 ♜e6 ♜xh6?! 5 ♜f6 +-.

4 ♜e6 ♜a6+ 5 ♜f5 ♜a5+ 6 ♜f4 ♜a8 7 ♜g5! ♜g8 8 ♜f5 ♜a8

8... ♜xh6 9 ♜g1 +-.

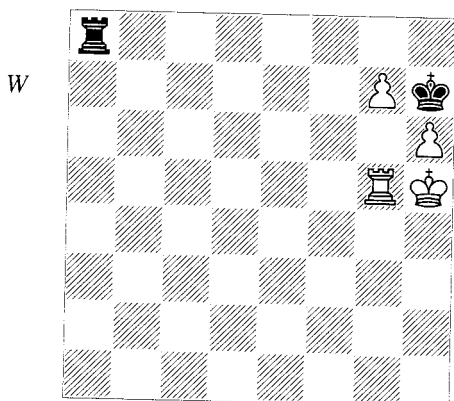
9 ♜g4 ♜b8 10 ♜h5 ♜a8 (D)

This position had been solved by Kling and Horwitz in 1851:

11 ♜g6!

11 ♜f5?? would throw the win away after 11... ♜a6! =.

11... ♜a5+ 12 ♜g4 ♜a4+ 13 ♜f5 ♜a5+ 14 ♜e4 ♜a4+ 15 ♜d3 ♜a3+ 16 ♜c4 ♜a4+ 17 ♜b5 ♜a8 18 ♜f6 ♜g8



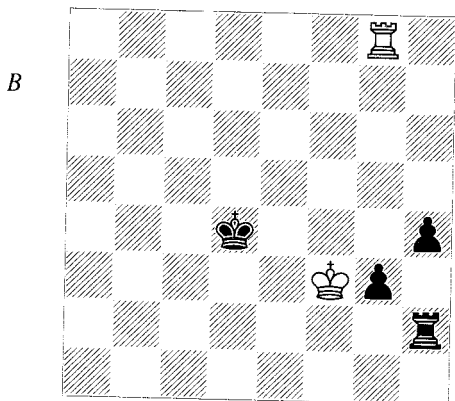
6.71A

+/-

Now White wins either by returning his king to g6 or by exchanging rooks.

19 ♖b6 ♜c8 20 ♚b7 ♜e8 21 ♜c6 ♖h7 22 ♜c8 +/-

We end this section with two practical examples:

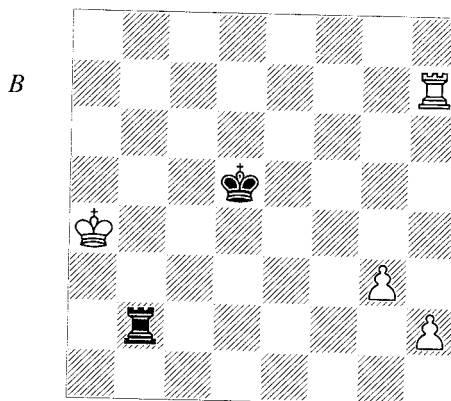


6.72

-/+

G.Thomas – A.Alekhine
Hastings 1922

1...♖d3
1...♜f2+ 2 ♖g4 ♜f1! 3 ♖h3 (3 ♖xh4 ♜h1+!
-+) 3...♙e3 -+ is quicker.
2 ♜d8+ ♙c3 3 ♜g8 ♙d2 4 ♜a8
4 ♜d8+ ♙e1 -+.
4...♜f2+ 5 ♖g4 g2 6 ♜a1 ♙e3!
Not 6...♜f1?!, when White wins the g-pawn
by 7 ♜a2+ =.
7 ♖h3 ♜e2 8 ♜g1
8 ♖h2 ♖f2 9 ♜g1 h3 -+.
8...♖f3 9 ♖h2 h3 0-1



6.73

+/-

V.Anand – A.Shirov
Teheran FIDE Wch (2) 2000

White's king is very far away, which makes the win extremely complicated:

1...♙e5 2 ♖a3 ♜b8
2...♜g2?! 3 ♜h4 ♖f5 4 ♖b3 only helps White.

3 ♜h5+ ♖f6 4 ♜h4 ♖g5
4...♖f5 5 ♜f4+ ♙e5 6 ♜b4 ♜h8 7 h4 ♜g8 8 g4 ♜h8 9 h5 ♖f6 10 ♜b6+ ♖g5?! 11 ♜g6+ +- and White wins by shuffling his pawns up to the eighth rank.

5 ♜b4 ♜h8 6 h4+ ♖h5 7 ♜b5+ ♖h6
After 7...♖g4? 8 ♜g5+ White uses shuffling again: 8...♖f3 9 h5 ♜h6 10 g4 ♖f4 11 ♜g6 ♜h8 12 h6 ♜h7 13 g5 ♖f5 14 ♜g7 ♜h8 15 h7 ♜a8+ 16 ♖b4 ♜b8+ 17 ♖c5 ♜c8+ 18 ♖d6 ♜h8 19 g6 ♖f6 20 ♜g8 +-.

8 g4 ♜e8
Not, of course, 8...♜g8?? 9 ♜h5+ ♖g6 10 ♜g5+ +-.

9 ♜b4 ♖g6
9...♜e3+ 10 ♙a4 ♜h3 11 ♜b6+ ♖g7 12 h5 ±.
10 ♜b6+ ♖f7 11 ♜b7+ ♖e6?!

11...♖g6 is tougher; e.g., 12 h5+ ♖h6 (12...♖g5 13 ♜g7+ ♖h6 14 ♜g6+ ♖h7 15 ♖b4 ♜c8 16 g5 ♜e8 17 ♜c6 ♜e5 18 g6+ ♖h6 19 ♜c5 ±) 13 ♜b6+ ♖h7 (13...♖g7 14 ♜g6+ ♖f7 15 ♖b4 ♜c8 16 g5 ♜e8 17 ♜c6 ±) and now:

a) Not 14 g5? ♜e5 15 ♜b7+ ♖g8 16 ♜b8+ ♖g7 17 h6+ ♖g6 18 ♜g8+ ♖h7 19 ♜g7+ ♖h8 20 g6 ♜a5+ 21 ♖b4 ♜b5+ =.

b) 14 ♜g6 ♜b8 15 ♙a4 ♜b1 16 g5 ♜h1 17 ♜h6+ ♖g7 18 ♖b5 ♜h2 19 ♖c6 ♜h1 20 ♖d7 ♜h2 21 ♖e7 ♜h1 22 ♜g6+ ♖h7 23 ♖f8 ♜xh5 24 ♜g7+ ♖h8 25 g6 ♖f5+ 26 ♜f7 +-.

12 ♜h7 ♜b8?!

12...♔f6!? was the last chance to stay in front of the pawns.

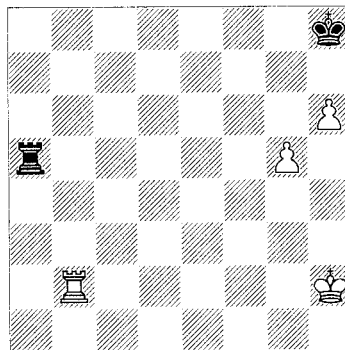
13 g5! ♕f5 14 ♖h6 ♖e5 15 h5 ♕f5 16 g6 ♕f6 17 ♖h7 ♖g8 18 ♕b3 1-0

Shirov resigned. A possible finish is 18...♖b8+ (18...♖c8 19 g7 ♕f7 20 ♖h8 +-) 19 ♕c4 ♖g8 20 ♕d5 ♖d8+ 21 ♕e4 ♖e8+ 22 ♕f4 ♖e1 23 ♖f7+ ♕e6 24 ♕g5 +-.

W

E6.27

**/



Exercises

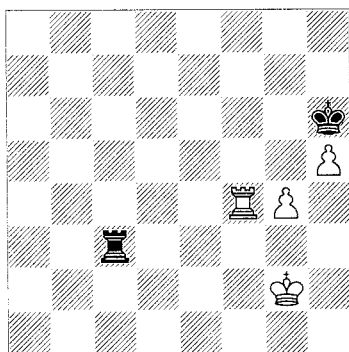
(Solutions on pages 380-1)

Does White prevail, or can Black achieve a blockade?

W

E6.25

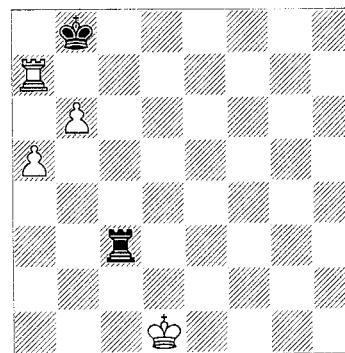
*/



B

E6.28

/****



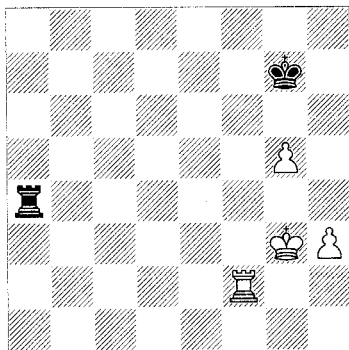
Can you find the blunder in the following play? 1 ♖f3 ♖c5 2 ♕g3 ♕g5 3 ♖a3 ♖b5 1/2-1/2.

Can you find the only way to draw? Hint: there is a hidden reciprocal zugzwang!

B

E6.26

/***



Where did White miss the win in the following play? 1...♕g6 2 ♖f4 ♖a5 3 h4 ♕h5 4 ♖f8 ♖a3+ 5 ♕f4 ♖a4+ 6 ♕f5 ♖a5+ 7 ♕f6 ♕xh4 8 g6 ♖a6+ 9 ♕f5 ♖a5+ 10 ♕e6 ♖a6+ 11 ♕f7 1/2-1/2.

A2b) Isolated Pawns

The winning chances decrease when the pawns are not connected, but only with rook's and bishop's pawns on the same wing (a+c or f+h) is the general result a draw. We start with e- and g-pawns (*see following diagram*):

1...♖g1! 2 ♕f3

2 ♖e6+ ♕h5 3 ♖xe5+ ♕g4! -+.

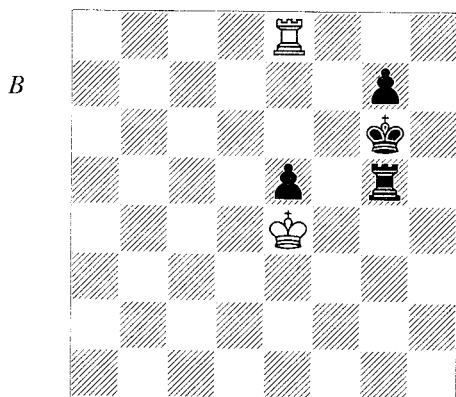
2...♖f1+ 3 ♕g3 ♖f5 4 ♖b8

4 ♕g4 ♖f4+ 5 ♕g3 ♕f5 6 ♖f8+ ♕e4 7 ♖g8 ♖f3+ 8 ♕g2 (8 ♕g4 ♖f1 -+) 8...♖f7 -+.

4...♕g5 5 ♖e8 ♕f6 6 ♖f8+ ♕e6 7 ♖e8+ ♕f6 8 ♖f8+ ♕e6 9 ♖e8+ ♕d5 10 ♖a8 ♖f7 11 ♕g4 ♖e7 12 ♖a5+ ♕e6 13 ♖a6+ ♕f7 14 ♕f3 ♖e6

Not 14...e4+? 15 ♕e3 ♖e6 (15...g5 16 ♖b6 g4 17 ♖b1 ♕f6 18 ♕f4 =) 16 ♖xe6 ♕xe6 17 ♕xe4 = with a draw.

15 ♖a8



6.74 /+

R.Fischer – E.Geller
Curaçao Ct 1962

15 ♖a7+ ♔f6 16 ♔e4 ♚d6 17 ♖a8 ♚d4+ 18 ♔f3 ♚b4 19 ♖f8+ ♔g5 20 ♚g8 ♚b7 21 ♚e8 ♚b3+ 22 ♔e4 ♔g4 23 ♖xe5 g5 –+ (Speelman in BCE).

15...e4+ 16 ♔e3 g5 17 ♖a1 ♔g6 18 ♚b1 ♚e5 19 ♔d4 ♔f6 20 ♚e1

Or:

a) 20 ♖f1+ ♖f5 21 ♚g1 ♚f4 22 ♔e3 ♔f5 23 ♖a1 ♚f3+ 24 ♔e2 g4 –+.

b) 20 ♔e3 ♔f5 21 ♖f1+ ♔g4 22 ♔d4 ♚a5 23 ♔xe4 ♔g3 24 ♖f3+ ♔g2 25 ♖f5 ♚a4+ 26 ♔e3 g4 –+.

20...♚a5! 21 ♚xe4

21 ♔xe4 ♚e5+ –+.

21...♔f5!

Exchanging rooks only draws: 21...♚a4+?? 22 ♔e3 ♚xe4+ 23 ♔xe4 ♔g6 24 ♔f3 ♔h5 25 ♔g3 =.

22 ♚e8 ♔g4 23 ♔e3 ♔g3 0-1

When a rook's pawn is involved, it is much more difficult (see following diagram):

1 ♖f3 ♔g4 2 ♖f8 h4 3 ♚g8+ ♔h3 4 ♚g1 ♚e4!

Immediately advancing the h-pawn with 4...♔h2?! 5 ♚g4 h3? is not the correct plan: 6 ♚g8 ♔h1 7 ♚g3 h2 8 ♚g8 ♖f7 9 ♔xe3 ♖f1 10 ♚h8 = (Gelfand in CBM 47; not 10 ♔e2? ♚g1! –+).

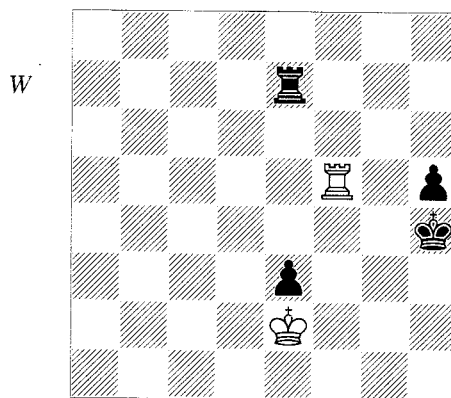
5 ♔f3

5 ♚g8 ♚g4 6 ♖f8 ♔g2 7 ♔xe3 h3 8 ♖f2+ ♔g1 –+.

5...♔h2 6 ♚g2+ ♔h1 7 ♚e2 ♚e8 8 ♔g4

8 ♚xe3 ♚xe3+ 9 ♔xe3 ♔g2 –+.

8...♔g1 9 ♔f3 ♚g8



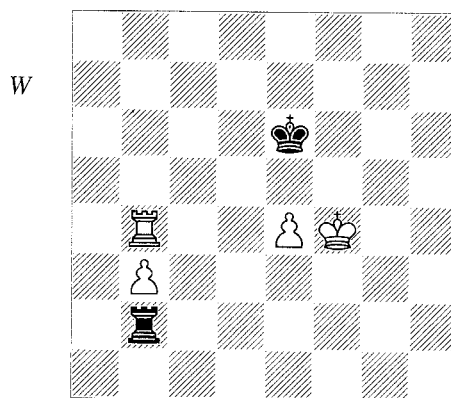
6.75 –/+

J.Lautier – B.Gelfand
Dos Hermanas 1995

9...h3? spoils it due to 10 ♚e1+ ♔h2 11 ♚e2+ = (Dautov) but 9...♖f8+ 10 ♔g4 h3 –+ works as well.

10 ♚e1+ ♔h2 11 ♚e2+ ♔h1 12 ♔f4 ♚g3 13 ♚b2 ♔g1 14 ♚a2 ♔f1 0-1

With b- and e-pawns the win is usually easier:



6.76 +/-

J.Speelman – B.Gulko
Hastings 1988/9

White wins by threatening to use his king to support whichever pawn Black's king is cut off from.

1 ♚b6+ ♔d7 2 ♔e5 ♚h2 3 ♚d6+ ♔e7

3...♔c7 4 ♚d4 ♔c6 5 b4 ♚h5+ 6 ♔f6 ♚h4 7 ♔g5 ♚h8 8 e5 –+.

4 ♚d5 ♚b2 5 ♚b5 ♔d7 6 ♚b7+ ♔c6 7 ♚b4 ♔d7

After 7...♖b1 even 8 ♜d4 ♝xb3 9 ♚e6 is possible.

8 ♜d4+ ♚e7 9 b4 ♝b1 10 ♚d5 ♚d7

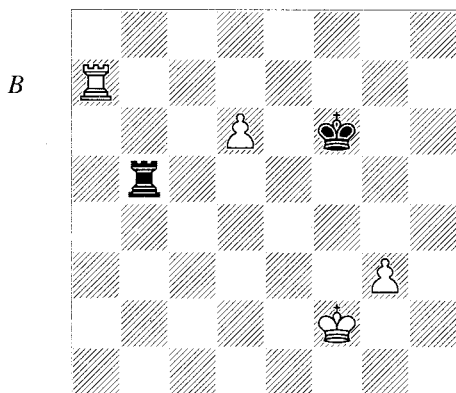
10...♖b2 11 ♚c6 ♜c2+ 12 ♚b6 ♚e6 13 b5 +-.

11 e5 ♚e1 12 b5 ♜e2 13 ♚c5+ ♚c7

13...♚e6 14 b6 ♜xe5+ 15 ♚c6 +-.

14 b6+ ♚c8 15 ♚d6 1-0

If one pawn is much further advanced than the other, difficulties can easily arise:



6.77

+/-

I.Cosma – B.Itkis

Romanian Ch (Bucharest) 1998

Great care is required because White's king can't readily support the d-pawn:

1...♖b3 2 ♚g2 ♜d3 3 d7?

White should play 3 ♜d7! (Tisdall in CBM 69) 3...♚f5 (3...♚g5 4 ♚h3 ♜d1 5 ♜d8 ♚f6 6 ♚g4 ♜d4+ 7 ♚f3 ♚e5 8 d7 ♚e6 9 ♜e8+ ♚xd7 10 ♜e5 +-), and now:

a) After 4 ♚h3?! ♜d1 White has to go back with 5 ♚g2 as 5 g4+? ♚g5 6 ♜d8 ♜d3+ 7 ♚g2 ♚f6 8 ♚f2 ♚e6 9 ♜e8+ ♚f7 10 ♜e7+ ♚f6 11 ♜h7 ♚g5 = and 5 ♜d8? ♜h1+ 6 ♚g2 ♜h7 (6...♜d1? 7 d7 ♚e6 8 ♜e8+ ♚xd7 9 ♜e3! +-) 7 ♚f3 ♚e5 8 ♚g4 ♚g7+ 9 ♚h3 ♜h7+ 10 ♚g2 ♜g7 = both fail.

b) 4 ♜d8 ♜d2+ 5 ♚h3 ♚g6 6 ♚g4 ♜d4+ 7 ♚f3 +-.

3...♚f5 4 ♚f2 ♚e4 5 ♚e2 ♜d6 6 ♜a4+ ♚f5 7 ♜a5+ ♚e4 8 ♜a7 ♚f5 9 ♚e3 ♜d1 10 ♖b7

10 g4+ ♚e5 11 ♖b7 ♚f6 (11...♚e6? 12 ♚e4 ♚f6 13 g5+ +-) 12 ♚e4 ♜e1+ 13 ♚f3 ♜d1 14 ♚f4 ♜f1+ 15 ♚e3 ♜d1 16 ♚e4 ♜e1+ 17 ♚d5 ♜d1+ 18 ♚c6 ♚e7 =.

10...♚e5 11 ♚e2 ♜d4 12 g4 ♜e4+ 13 ♚f3 ♜d4 14 ♚e3

14 ♚g3 ♜d3+ 15 ♚h4 ♚f6 =.

14...♜e4+ 15 ♚d3 ♜d4+ 16 ♚c3 ♜d1 17 ♚c4

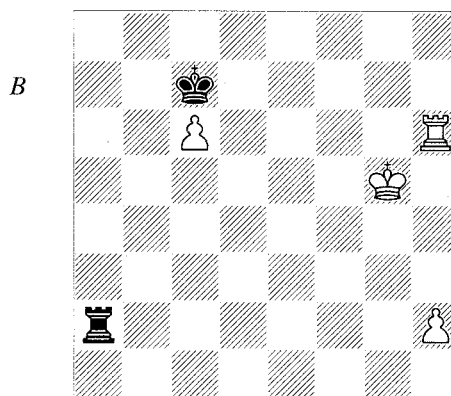
17 g5 ♚f5 18 ♚c4 ♚xg5 19 ♖b5+ ♚f6 20 ♜d5 ♜xd5 21 ♚xd5 ♚e7 22 ♚c6 ♚d8 23 ♚d6 is stalemate.

17...♚e6 18 ♜a7 ♚e7!

Not, of course, 18...♜xd7?? 19 ♜xd7 ♚xd7 20 ♚d5 +-.

19 ♚c5 ♜d2 20 ♚c6 ♜d6+ 21 ♚c5 ♜d1 22 ♜b7 ♜d2 23 g5 ♜xd7! 1/2-1/2

Now we deal with positions involving rook's pawns. We based our analysis on work by Yusupov and Hecht in CBM 50:



6.78

+/-

V.Ivanchuk – A.Yusupov

Horgen 1995

The defender is well placed, but the position is lost nevertheless:

1...♜a5+

White also wins after 1...♜g2+ 2 ♚f4 ♜f2+ 3 ♚e3 ♜c2 4 h4 +-.

2 ♚f4 ♜a4+ 3 ♚e5 ♜a5+ 4 ♚d4 ♜a4+ 5 ♚c5 ♜a5+ 6 ♚c4 ♜g5

6...♜a4+ 7 ♚b5 +-.

7 h4 ♜e5 8 h5 ♜g5 9 ♚d4 ♚b6

Or:

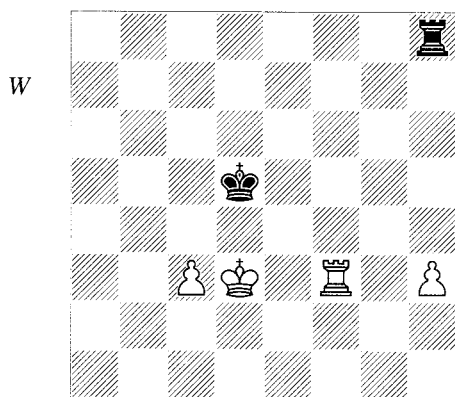
a) 9...♜g4+ 10 ♚e5 ♜g5+ 11 ♚f6 ♜c5 12 ♜h8 +-.

b) 9...♜a5 10 ♚e4 ♜c5! 11 ♜h8 (11 ♚f4 is not the right plan as 11...♜c4+ 12 ♚f5 ♜c5+ 13 ♚g6? only leads to a draw: 13...♜xc6+ 14 ♚g7 ♜c5 15 ♜h8 ♚b7 =) 11...♜xc6 12 ♚f5 ♜c5+ 13 ♚g6 ♜c1 14 ♜g8 +-.

10 ♚e4 ♜c5 11 ♚f4 ♚c7 12 ♜h7+ ♚xc6 13 h6 ♜h5 14 ♜h8 ♜h1

Or: 14...♔d7 15 h7 ♖c7 16 ♖a8 +--; 14...♖c7
15 ♖g4 ♖h1 16 ♖g5 ♖g1+ 17 ♖f6 ♖f1+ 18
♖g7 ♖g1+ 19 ♖h7 ♖d7 20 ♖g8! +-.
15 ♖g5 ♖h3 16 ♖d8 1-0

The following position is also won:



6.79 +/–

N.Short – A.Yusupov
Thessaloniki OL 1984

1 ♖e3

1 c4+? ♖c5 2 ♖c3 ♖h4 =.

1...♖c5 2 ♖f4 ♖d5 3 ♖d3+ ♖c5 4 ♖g3
♖g8+ 5 ♖h2 ♖c4 6 ♖f3

6 ♖d4+!? ♖c5 (6...♖xc3 7 ♖g4 ♖h8 8 ♖g3
♖d3 9 h4 ♖e3 10 ♖g5 +-) 7 h4 ♖e8 8 ♖g3
♖e3+ 9 ♖f4 ♖xc3 10 ♖d8 +-.

6...♖h8 7 ♖g3 ♖g8+ 8 ♖f4 ♖h8 9 ♖g5
♖g8+ 10 ♖h6 ♖d5 11 h4 ♖e4 12 ♖h3?

This is an exception to Tarrasch's rule that
the rook should always be placed behind a
passed pawn, as White's king is stuck in front
of it. It was necessary to keep more control with
12 ♖f7!; e.g., 12...♖h8+ 13 ♖g5 ♖g8+ 14 ♖f6
♖h8 15 ♖a7 ♖f3 16 ♖a4 ♖g3 17 h5 ♖xh5 18
c4 ♖f4 19 ♖e6 ♖e4 20 c5+ +-.

12...♖f5! 13 h5 ♖c8 14 ♖g7 ♖g4 15 ♖h1
♖g5 16 ♖h3 ♖c7+ 17 ♖f8 ♖g4 18 ♖h1 ♖g5
1/2-1/2

White can't win with 19 h6 ♖f6 20 ♖e8
♖xc3 21 h7 ♖c8+ 22 ♖d7 ♖h8 =.

With b- and h-pawn it is similar (see follow-
ing diagram):

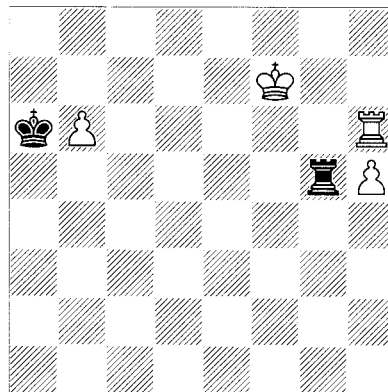
1...♖c5 2 ♖h8!

2 ♖g6? ♖xb6 3 ♖h8 ♖c6+ =.

2...♖xb6

2...♖b7 3 h6 ♖c6 4 h7 ♖h6 5 ♖g7 +-.

B

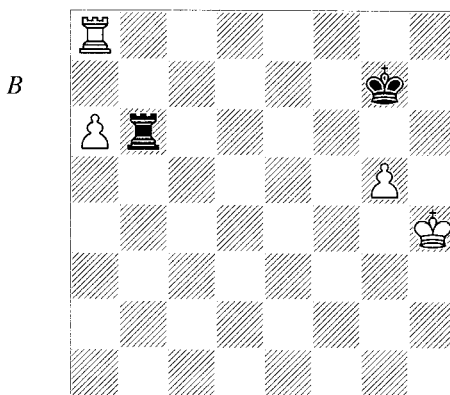


6.80 +/–

R.Ponomarev – R.Hübner
Istanbul OL 2000

3 h6! ♖c7+ 4 ♖g6 ♖c6+ 5 ♖g5 ♖c5+ 6 ♖f4
♖c4+ 7 ♖e5 ♖c5+ 8 ♖d4 ♖h5 9 ♖e4 ♖b7 10
♖f4 ♖c7 11 ♖g4 ♖h1 12 ♖g5 ♖g1+ 13 ♖f6
♖f1+ 14 ♖g7 ♖g1+ 15 ♖h7 ♖d7 16 ♖g8! ♖f1
17 ♖g7 ♖g1+ 18 ♖h8 1-0

Two notes need to be added. Firstly, the fol-
lowing position is also won:



6.80A +/–

M.Dvoretsky

Technique for the Tournament Player, 1995

1...♖h7 2 ♖h5 ♖h6+ 3 ♖g4

3 gxf6? is stalemate.

3...♖b6 4 ♖f5 ♖b5+ 5 ♖f6 ♖b6+ 6 ♖e5
♖c6 7 ♖d5 ♖b6 8 ♖c5 ♖e6

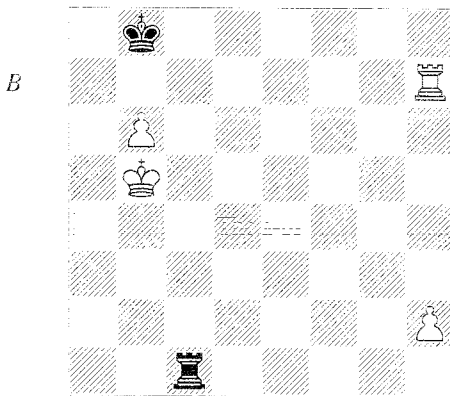
8...♖g6 9 ♖a7+ ♖g8 10 ♖d4 +-.

9 ♖a7+ ♖g6

9...♖g8 10 ♖d5 ♖g6 11 ♖e4 ♖xg5 12 ♖b7
+-.

10 ♖b5 ♜c5+ 11 ♖c6 ♜e6+ 12 ♖c5 ♜e5+
13 ♖d6 ♜xg5 14 ♚b7 +-

Secondly, the following position demonstrates an exception as White's b-pawn has advanced too far:



6.80B =/

E.Sveshnikov – V.Filippov
Russian Ch (Elista) 1995

1...♚b1+ 2 ♖c5 ♜c1+ 3 ♖d4 ♜c6 4 b7
4 h4 ♜xb6 5 ♖c5 ♜a6 6 ♜g7 ♜h6 7 ♜g4 ♖c7
8 ♜d4 ♜c6+ 9 ♖b5 ♜d6 =.

4...♜a6 5 h4 ♜a4+ 6 ♖c5 ♜f4 7 ♖c6 ♜c4+ 8
♖d6 ♜d4+ 9 ♖e6 ♜a4 10 h5 ♜a5 11 ♖f6 ♜c5
12 ♖e6 ♜b5 13 ♖d6 ♜f5 14 ♖e7 ♜e5+ 15 ♖f8
♜f5+ 16 ♖g7 ♜c5 17 h6 ♜c7+ 18 ♖g6 ♜c6+
19 ♖f5 ♜c5+ 20 ♖e6 ♜c6+ 21 ♖e5 ♜b6 22
♖f4 ♜c6 23 ♖f5 ♜c5+ 24 ♖e4 ♜c6 25 ♖f4
♜c4+ 26 ♖f5 ♜c5+ 27 ♖f6 ♜c6+ 28 ♖e5 ♜b6
29 ♖f5 ♜c6 30 ♖g5 ♜c5+ 31 ♖g6 ♜c6+ 32
♖g7 ♜c7+ 33 ♖h8 ♜c6 34 ♖g8 ♜g6+ 35 ♖f8
♜c6 36 ♖e8 ♜b6 37 ♜h8 ♖xb7 38 ♖d7 ♜f6 39
♜h7 ♖b8 40 ♖e7 ♜c6 1/2-1/2

A2c) Two Rooks' Pawns

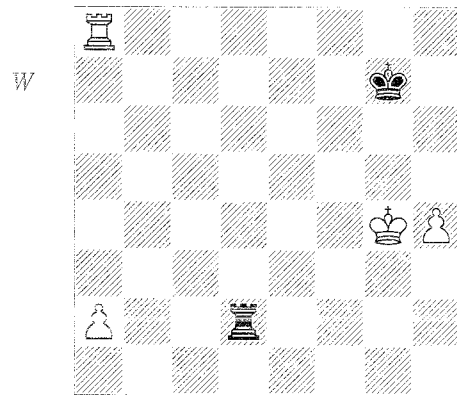
Here the defender has good drawing chances. If he can use the following defensive technique, then he can generally count on a draw (see following diagram):

1 ♜a4 ♖f6 2 ♜a6+ ♖g7 3 h5 ♜d4+ 4 ♖f3
♜h4?!

4...♜d2 keeps an eye on White's a-pawn and hinders the rook from leaving the a-file.

5 h6+ ♖h7

Not, of course, 5...♜xh6? 6 ♜xh6 ♖xh6 7 a4 +-.



6.81 =/=

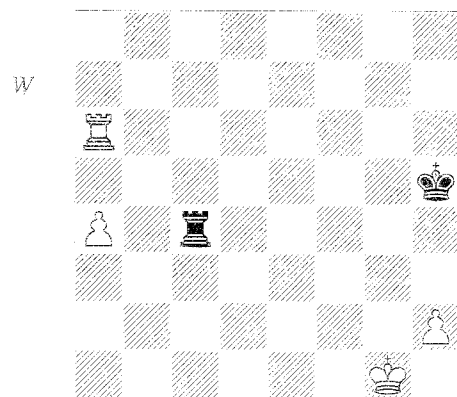
V.Smyslov – I.Bondarevsky
USSR Ch (Moscow) 1940

6 a4

6 ♜c6!? ♜a4 7 ♜c2 ♖xh6 8 ♜g2 is drawn, but White can still torture Black.

6...♚b4 7 ♖e3 ♜c4 8 ♖d3 ♚b4 9 ♖c3 ♜f4
10 ♖b3 ♜f3+ 11 ♖c4 ♜f4+ 12 ♖d5 ♚b4 13
♖c6 ♜f4 14 ♖d7 ♜d4+ 15 ♖c7 ♜f4 16 a5 ♜f5
17 ♖d7 ♜d5+ 18 ♖e7 ♜e5+ 19 ♖f6 ♜c5 20
♜a8 ♚b5 21 a6 ♚b6+! 22 ♖e7 ♜xh6 23 ♖f7
♚b6 24 ♜a7 ♖h6 25 ♖f8 ♚b8+ 26 ♖e7 ♚b6
27 ♖e8 ♖g6 28 ♖d8 ♜f6 29 ♖c8 1/2-1/2

If the defending king is cut off from the saving squares g7 and h7 it is different. Our analysis is based on Curt Hansen's in CBM 73.



6.82 +/

K.Lerner – Z.Gyimesi
Koszalin 1999

Black's king is prevented from getting back by White's rook, so he is defenceless.

1 ♖f2 ♖g5

1...♙c2+ 2 ♖e3 ♙xh2 3 a5 ♙a2 4 ♖d4 +-.

2 ♖e3 ♙h4

Attacking the a-pawn from the side doesn't help since the king is too far away from g7: 2...♖h5 3 a5 ♙c5 4 ♖d4 ♙f5 5 ♙a8 ♖h6 6 a6 ♙f6 7 a7 +-.

3 a5 ♖f5

3...♙xh2 4 ♖d4 ♙a2 5 ♙a8 ♖f6 6 a6 ♙a5 7 ♖c4 ♖c7 8 a7 ♖d7 9 ♙h8 +-.

4 ♙a8 ♙xh2 5 a6 ♙h7 6 ♖d4

♖ a7! is premature as White's king has no shelter after 6...♙f7 7 ♖d4 ♖f4 =.

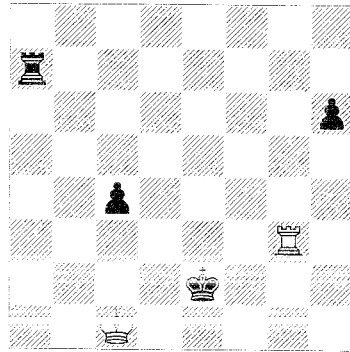
6...♙f7 7 ♖c5 ♙f6 8 ♖b5 ♖f4 1-0

The a-pawn costs Black his rook: 9 ♙c8 ♙f7 10 ♖b6 ♙f6+ 11 ♙c6 +-.

W

E6.31

**/



Can White defend the position?

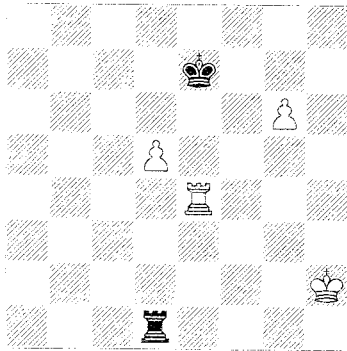
Exercises

(Solutions on page 381)

B

E6.29

/***

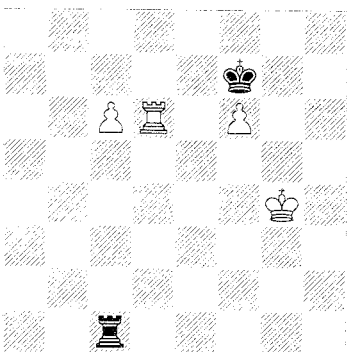


Can Black save the position?

B

E6.30

/***

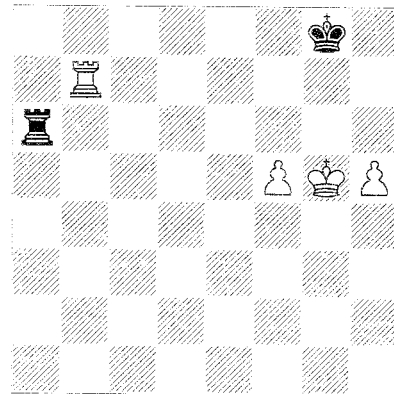


Black has an ingenious defence. Can you find it?

A2d) Rook's and Bishop's Pawns

Much depends on how far advanced the white pawns are. With h- and f-pawns, a third-rank defence like Philidor's in 6.33 is not enough to reach a draw:

W/B



6.83

+/-

I.Maizelis
Shakhmaty, 1939

If White is to move, he wins relatively easily: 1 f6 ♙a1 2 ♙g7+ ♖h8 (2...♖f8 3 h6 and the h-pawn runs through) 3 ♖g6 ♙g1+ 4 ♖f7 ♙a1 5 ♙g8+ ♖h7 6 ♙e8 ♙a7+ 7 ♖f8 +- followed by f7 and White wins the resulting Lucena-type position.

With Black to move, much more care is required:

1...♙a1!? 2 h6 ♙g1+

2...♙a6 3 f6 ♙a1 4 h7+ ♖h8 5 ♙a8+ ♖xh7 6 f7 +-.

3 ♖f6 ♙a1

Or:

a) 3...♖h1 4 ♖g7+ ♕f8 (4...♕h8 5 ♖e7 ♖xh6+ 6 ♕f7! ♖a6 7 f6! ♕h7 8 ♕f8+! ♕g6 9 f7! ♖a8+ 10 ♖e8 ♖a7 11 ♖e6+! +-) 5 ♕g6 ♖g1+ 6 ♕h7 ♖f1 7 ♖a7 ♖g1 (7...♖xf5 8 ♕g6! +-) 8 f6 ♖g2 9 ♖g7 ♖f2 10 ♕g6 ♖f1 11 h7 ♖g1+ 12 ♕f5 ♖h1 and now:

a1) 13 ♖g8+ ♕f7 14 ♖a8 +- (but not 14 h8♖?? ♖xh8 15 ♖g7+ {15 ♖xh8 is stalemate}). when Black draws by 15...♕f8! 16 ♕g6 ♖h1 -).

a2) 13 ♕e5 +- is easier.

b) 3...♖f1 4 ♖g7+ ♕h8 (4...♕f8 5 ♖g5 ♖h1 6 ♕g6 ♕g8 7 f6 ♖h2 8 f7+ ♕f8 9 h7 +-) 5 ♖e7 ♕g8 6 ♖e8+ ♕h7 7 ♕e6 ♖a1 (7...♕xh6 8 f6! ♖e1+ 9 ♕f7 ♖a1 10 ♖h8+ ♕g5 11 ♕g7! +-) 8 f6 ♖a6+ 9 ♕f5 ♖a5+ 10 ♖e5 +-.

4 ♖e7 ♖a2

4...♖h1 5 ♕e6 ♖xh6+ 6 f6! +-.

5 ♕e5 ♖e2+ 6 ♕d6 ♖d2+

6...♖f2 7 ♖e8+ ♕h7 8 ♕e6 +-.

7 ♕e6 ♖e2+ 8 ♕d7 ♖d2+

8...♖f2 9 ♖e8+ ♕h7 (9...♕f7 10 h7 +-) 10 ♕e6 +-.

9 ♕e8 ♖f2 10 ♖e5 ♕h7

10...♖f1 11 ♕e7 +-.

11 ♕f7

11 ♕e7? ♕xh6! 12 ♕f7 ♖a2 13 f6 ♖a8 14 ♖e6 ♕h7 =.

11...♕xh6 12 ♖e6+! ♕h7 13 f6! ♖a2 14 ♕f8! +-

However, if he starts from a normal position, the attacker usually cannot confine the defending king to the back rank. The following defensive effort by endgame virtuoso Vasily Smyslov is so impressive that Mark Dvoretzky thinks that for a practical player it is enough to study it to understand the whole ending with h- and f-pawns and rook vs rook (see following diagram).

Black's rook occupies a good position on b5 as it hinders the advance of White's king:

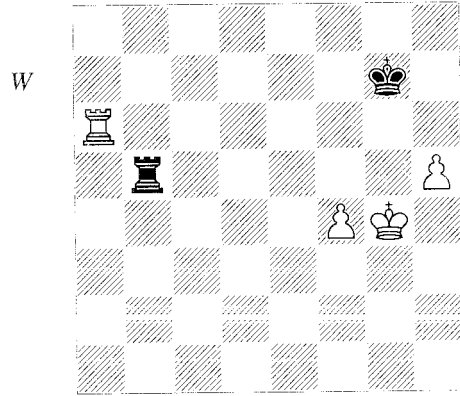
1 ♖g6+

After 1 f5 Black can give checks from behind: 1...♖b1 2 h6+ ♕h7 3 ♕g5 ♖g1+ 4 ♕f4 ♖f1+ 5 ♕e5 ♖e1+ 6 ♕f6, and then:

a) The immediate 6...♕xh6? runs into 7 ♕f7+! ♕h7 8 ♖a2 ♖h1 (8...♕h6 9 f6 ♖b1 10 ♖h2+! ♕g5 11 ♕g7 +-) 9 f6 +-.

b) 6...♖b1! is correct: Black draws after 7 ♖e6 ♕xh6 =.

1...♕f7 2 ♖g5



6.84

S.Gligorić – V.Smyslov
Moscow 1947

In *Batsford Chess Endings*, Speelman draws attention to Kopaev's idea (see ECE 582) 2 ♕h4!? with the plan of ♖g3 to cut Black's king off from the h-pawn (he argues that therefore 1...♕h7 might even be preferable to Smyslov's 1...♕f7). Black must now find 2...♖b1! (2...♖a5? 3 ♖g3 ♖a1 4 h6 ♖h1+ 5 ♕g5 ♖a1 6 f5 ♖b1 7 ♖g4 ♖a1 8 ♖h4 ♖g1+ 9 ♕f4 ♖f1+ 10 ♕g4 ♖g1+ 11 ♕f3 ♖g8 12 h7 +-) 3 ♕g5 ♖g1+ 4 ♕h6 ♖f1 5 ♖g7+ ♕f6 6 ♖g8 ♕f7 7 ♖g4 ♖h1 = in order to draw.

2...♖b1!

The south-west corner is the right place for the rook. It can give check from the side or behind depending on White's winning attempts.

3 ♖c5

3 h6 ♖a1! (3...♖g1+? 4 ♕f5 ♖h1 5 ♖g7+ +-) 4 h7 (4 ♖h5 ♕g8 5 h7+ ♕h8 6 f5 ♖a4+ 7 ♕g5 ♖a6 =) 4...♖g1+ 5 ♕f3 ♖h1 6 ♖a5 ♕g6 7 ♖a7 ♕f5 =.

3...♕f6 4 ♖c6+ ♕g7!

This decision is of crucial importance. After 4...♕f7? Black's king is driven to the back rank: 5 ♕g5 ♖g1+ 6 ♕f5 ♖h1 7 ♖c7+ +-.

5 ♕g5 ♖g1+ 6 ♕f5 ♖a1 7 ♖c7+ ♕h6 8 ♖e7 ♖b1 9 ♖e8 ♕g7 10 ♖e5 ♖a1 11 ♖d5 ♖f1

11...♖b1 =.

12 ♖d4 ♖a1 13 ♖d6 ♖a5+ 14 ♕g4 ♖a1

14...♖b5!? 15 ♖g6+ brings us to the same position that arose after 1 ♖g6+.

15 ♖e6 ♖g1+ 16 ♕f5 ♖a1 17 h6+ ♕h7!

Now Black's king has to go to the h-file so that it can take the h-pawn when necessary.

18 ♖d6 ♖a2 19 ♕g5 ♖g2+ 20 ♕f6 ♕xh6! 21 ♕e7+ ♕h7

Or 21...♔g7 22 f5 ♖e2+ 23 ♖e6 ♗f2! 24 f6+ ♔g6! (24...♔g8? 25 ♖e5 +-) 25 ♗d6 (25 f7+ ♔g7! =; 25 ♖e1 ♗a2 26 ♗g1+ ♔h7 27 f7 ♗a7+! =) 25...♗f1 =.

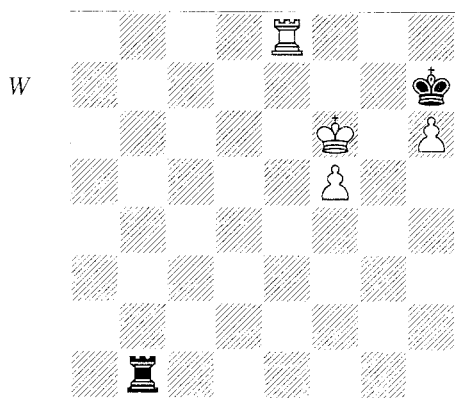
22 f5 ♖e2+ 23 ♖e6 ♗a2 24 f6 ♗a8! 25 ♔f7 ♔h6 26 ♖e1 ♗a7+! 27 ♗e7 ♗a8

27...♗a1 28 ♔f8 ♔g6! 29 f7 ♔f6! 30 ♔g8 ♗g1+! =.

28 ♗d7 ♔h7 29 ♗d1 ♗a7+! 30 ♔e6 ♗a6+ 31 ♗d6 ♗a8 32 ♗d4 ♔g8 33 ♗g4+ ♔f8 1/2-1/2

You should study the role of Black's king in detail. It must avoid being confined to its back rank and can stay on g7 until White plays ♗g6+ or h6+. After ♗g6+ both ...♔f7 and ...♔h7 draw, but h6+ forces it to go to h7.

In the next position White has managed to penetrate one step further, but with accurate play it is still drawn.



6.85 =/=

A.V.Ivanov – A.Vitolinš
Frunze 1979

1 ♔e6!?

1 ♔f7 ♔xh6 2 ♖e2 ♗b7+ 3 ♖e7 ♗b8 4 f6 ♔h7 =.

1...♗b6+?

This allows White's king to penetrate to f7 with decisive effect. 1...♖e1+? also loses, to 2 ♔f7 ♗f1 3 f6 ♔xh6 4 ♖e2 ♔g5 5 ♔g7 +-.
1...♔xh6! was called for: 2 f6 ♗b6+! 3 ♔f7 (3 ♔e7 ♗b7+ =) 3...♔h7 =.

2 ♔f7 ♗a6

White also wins after 2...♔xh6 3 ♖e6+! +-, 2...♗xh6 3 f6 +- and 2...♗b7+ 3 ♔f8 ♔xh6 4 ♖e6+! +-.

3 ♖e1 ♗a8

3...♗a7+ 4 ♔f8! (Maizelis) 4...♔xh6 5 ♖e6+! ♔g5 (5...♔h7 6 ♖e7+ +-) 6 f6! ♔f5 7 ♗d6 ♔e5 8 ♗b6 +-.

4 f6 ♗a7+ 5 ♖e7 ♗a8 6 ♖e8 ♗a7+

Or 6...♗a6 7 ♔e7, and then:

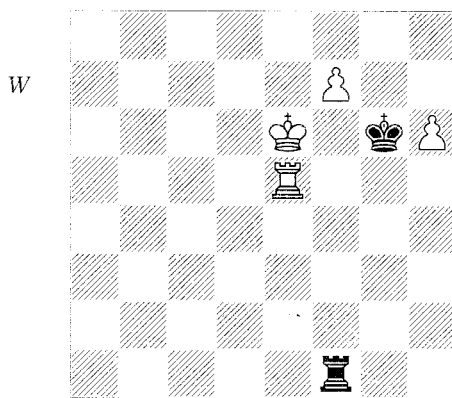
a) 7...♔g6 and now:

a1) 8 ♗g8+?! ♔f5 9 h7 (not 9 f7? ♗a7+ 10 ♔e8 ♗a8+ =) 9...♗a7+ 10 ♔f8 ♗xh7 11 ♗g7! ♗h8+ 12 ♔e7! ♗a8 13 f7! ♗a7+ 14 ♔d6! ♗a6+ 15 ♔c5 ♗f6 16 ♔d5! ♔f4 17 ♗g1 ♔e3 18 ♖e1+ ♔d2 19 ♖e7! +-.

a2) 8 h7 ♗a7+ 9 ♔e6 ♗a6+ 10 ♔d5 ♔xh7 11 f7! +-.

b) 7...♗a7+ 8 ♔e6 transposes to the position that arises in the game after 7 ♔e6.

7 ♔e6 ♗a6+ 8 ♔f5 ♗a5+ 9 ♖e5 ♗a1 10 f7 ♗f1+ 11 ♔e6 ♔g6 (D)



6.85A =/=

At first sight it seems that Black can hold on, but the strike **12 ♗g5+!!** clarifies the situation:

12...♔xg5 13 h7 ♖e1+

13...♗f6+ 14 ♔e7 ♔g6 15 h8 ♗xh7+ 16 ♔e6 +-.

14 ♔d7 ♗d1+ 15 ♔e8 ♖e1+ 16 ♔f8 ♗h1 17 ♔g7 1-0

If Black's king is cut off, the defensive method is different (see following diagram):

1 ♗f4

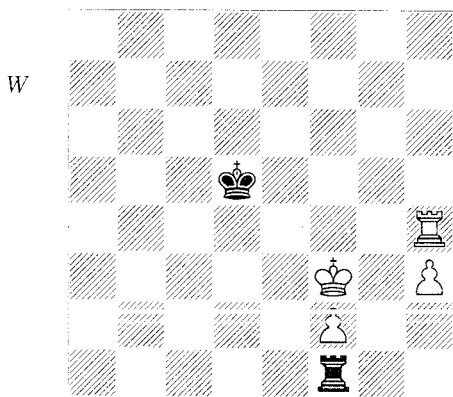
1 ♖e4?! ♗xf2+ =.

1...♔e5 2 ♔g2 ♗a1 3 ♗f8 ♔e6 4 h4 ♔e7 5 ♗f4 ♗a8 6 ♔h3 ♗h8 7 ♔g4 ♗g8+ 8 ♔h5 ♔e6 9 ♔h6

9 f3!?

9...♔e5 10 ♗a4

10 ♗f3 ♗h8+ 11 ♔g5 ♗g8+ 12 ♔h5 ♗h8+ and White can't make progress.



6.86

=/=

J. Timman – N. Short
El Escorial Ct (11) 1993

10...♞g2?

10...♞f6 11 ♖a6+ (11 ♜f4+ ♞e5 12 ♜f7 ♞e6 13 ♜f3 ♜h8+ 14 ♞g5 ♜g8+ 15 ♞h5 ♜h8+ 16 ♞g4 ♜g8+ 17 ♞h3 ♜h8 =) and then:

a) Not 11...♞f5? 12 h5 ♜h8+ 13 ♞g7 ♜xh5 14 ♜a5+! ♞g4 15 f3+! ♞h4 16 ♜xh5+! ♞xh5 17 ♞f6! +-.

b) 11...♞f7 12 ♜a3 ♜g6+! (12...♞f6 13 ♜f3+ +-; 12...♜b8 13 ♞h7 +-; 12...♜g2 13 ♜f3+ +-; 12...♜h8+ 13 ♞g5 ♜g8+ 14 ♞f5 ♜g2 15 ♜a7+ ♞g8 16 f4 +-) 13 ♞h5 ♜f6 14 f3 ♜f5+ 15 ♞g4 ♜b5 = (Ftačnik in MegaBase 99).

11 f3 ♜g3 12 ♞e4+ ♞f5 13 ♜e8 ♜g6+ 14 ♞h7 ♜f6 15 ♞g7 ♜g6+ 16 ♞h7 ♜f6 17 ♜e7! ♜a6

17...♞f4 18 ♞g7 +-.

18 ♜f7+ ♞e6 19 ♞g7 ♜a1 20 ♜f6+ 1-0

White wins with his h-pawn for a change.

A2e) Doubled Pawns-

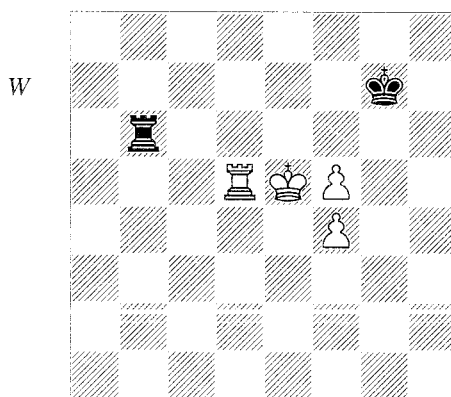
The general result is a draw if the defending king can get in front of the pawns (*see following diagram*):

1 ♜d7+ ♞f8

Black can also defend using the following method: 1...♞g8 2 ♜d6 ♜b4! (attacking the backward pawn to discourage the advance of the white king) 3 ♜d8+ ♞f7 4 ♜d7+ ♞g8 5 ♞f6 ♜xf4 6 ♜d8+ ♞h7 7 ♜f8 ♜a4 8 ♜e8 ♜f4 =.

2 ♜d6 ♜b7!

Not: 2...♜b4? 3 ♞f6 ♞g8 4 ♞g6 +-; 2...♜b1? 3 ♞f6 ♞g8 4 ♜d8+ ♞h7 5 ♞e7 ♜b7+ (5...♜e1+ 6 ♞f8 ♜e4 7 ♜d1 +-) 6 ♜d7 ♜b8 7 f6 ♞g6 8 f7 ♞g7 9 f5 +-.



6.87

=/=

A. Suetin – R. Kholmov
USSR Ch (Kiev) 1954

3 ♞f6 ♜f7+ 4 ♞g5 ♜g7+ 5 ♜g6 ♜a7 6 ♜f6+ ♞g7 7 ♜b6 ♜c7 8 ♜b8 ♜a7 9 ♜e8 ♞f7!

9...♜b7? 10 ♜e7+ ♜xe7 11 f6+ +-.

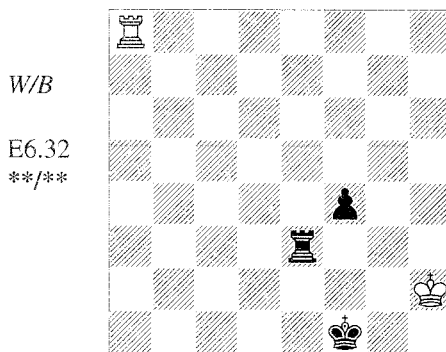
10 ♜h8 ♞g7 11 ♜h6 ♞f8

11...♜b7 also defends due to 12 f6+ ♞g8! 13 ♞g6 ♜g7+! =.

12 f6 ♜a1 13 ♜h8+ ♞f7 14 ♜h7+ ♞f8 15 ♞f5 ♜b1 16 ♜d7 ♜a1 17 f7 ♜a6 18 ♞g5 ♜g6+ 1/2-1/2

Exercises

(Solutions on pages 381-2)



W/B

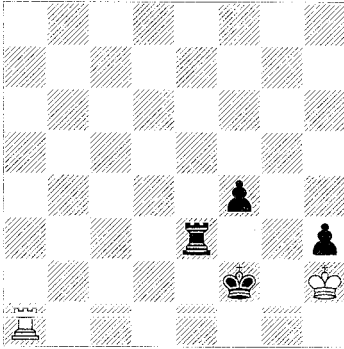
E6.32

/

Can White save the position if he is to move?
 What about if Black is to move?

B

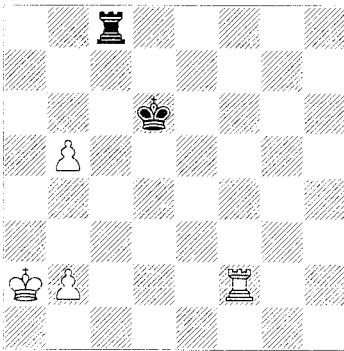
E6.33
/***



How do you assess this position with Black to move?

B

E6.34
/**



Analyse the game continuation: 1...♖a8+ 2 ♔b3 ♕c5 3 ♜f5+ ♔b6 4 ♔b4 ♜a2 5 ♜f6+ ♔b7 6 ♕c5 ♜xb2 7 ♜f7+ ♕c8 8 ♔b6 ♜b1 9 ♜f8+ ♕d7 10 ♜b8 and White went on to win.

B) Pawns on One Wing (no Passed Pawns)

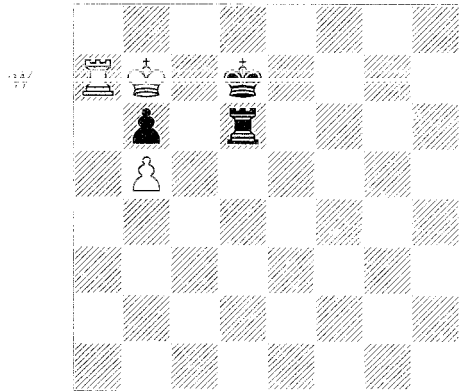
We divide the material as follows:

- B1: Rook and Pawn vs Rook and Pawn 205
- B2: Rook and Two Pawns vs Rook and Pawn 206
- B3: Rook and Three Pawns vs Rook and Two Pawns 211
- B4: Rook and Four Pawns vs Rook and Three Pawns 212

Theoretically, all these endings are thought to be generally drawn, but the practical chances, especially with 4 vs 3, can be quite good.

B1) Rook and Pawn vs Rook and Pawn

The general result is a draw. We deal mainly with positions that often arise when the attacker sacrifices his extra pawn in a 2 vs 1 situation:



6.88 +/-

A.Ozsvath – B.Malich
Budapest 1965

White's king is too active:

1 ♖a6

1 ♕a6+?! ♕c8 2 ♜b7 also wins, but is more complicated.

1...♜h6 2 ♜xb6

White now wins despite the clumsy position of his forces.

2...♜h5!?

2...♜xb6+?! 3 ♕xb6 ♕c8 4 ♕a7 +-.

3 ♕a6 ♕c8 4 ♜g6 ♜h8 5 ♕a7! ♜h7+ 6 ♕a8 ♜h5 7 ♕c6+

Not, of course, 7 b6?? ♜a5#.

7...♕d7 8 ♜b6 ♕c8 9 ♜b8+ ♕c7 10 ♕a7 ♜h1 11 b6+ ♕d7 12 ♜g8 ♜a1+ 13 ♔b7 ♜b1 14 ♜g6 ♜e1 15 ♕a7 ♜a1+ 16 ♔b8 ♜a2 17 b7 ♜a1 18 ♜g4 ♕d1!? 19 ♜g7+?! 19 ♜a4 is much faster.

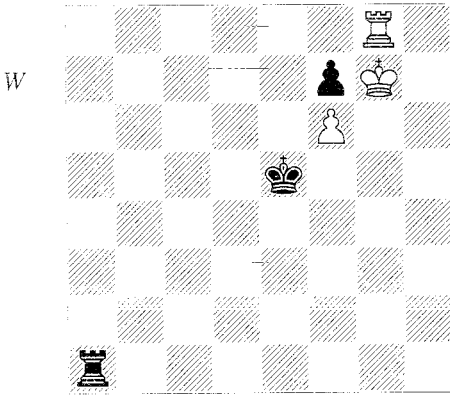
19...♕d8 20 ♜g6 ♜a1 21 ♜d6+ ♕e7 22 ♜d4

Finally White wins by building a bridge. Or 22 ♕c7 +-. 22...♕e6 23 ♕c7 ♜c1+ 24 ♔b6 ♜b1+ 25 ♕c6 ♕e5

25...♜c1+ 26 ♔b5 ♜b1+ 27 ♜b4 +-. 26 ♜d5+ 1-0

26 ♜d5+ 1-0

The next position occurs quite frequently in practice:



6.89 =/=
 F.Olafsson – G.Sigurjonsson
 Reykjavik 1968

White can win the f7-pawn but surprisingly he can't win the game:

1 ♖e8+

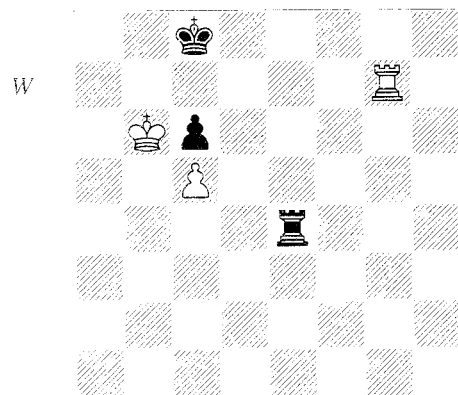
1 ♜xf7 ♚f5! (1...♙a7+? 2 ♜g6 ♜a6 3 ♙e8+ +-) 2 ♙e8 (2 ♜f8 ♙a7+ 3 ♜g8 ♜g6 4 f7 ♙b7 =) 2...♙a7+ 3 ♙e7 ♙a6 =.

1...♚f5 2 ♙e7 ♙a6 3 ♙e2

3 ♜xf7 ♚g5! 4 ♜f8 ♙b6 5 f7 ♙g6+ 6 ♚h7 ♙h6+ with perpetual check.

3...♙a7 4 ♙e7 ♙a6 5 ♙b7 ♙c6 6 ♙b2 1/2-1/2

White can't make any progress; e.g., 6...♚e6 7 ♙e2+ ♚f5 =.



6.90 =/=
 A.Burn – R.Spielmann
 San Sebastian 1911

Black has to be careful that he is not forced into a passive position:

1 ♙g6!?

A clever try, 1 ♜xc6?! makes it easy for Black as 1...♙e6+ reaches Philidor's defensive set-up.

1...♙e7?

This allows Black's king to be forced to the long side of the c-pawn. Instead 1...♙e1 and 1...♙b4+ 2 ♜xc6 ♚b8! draw, but 1...♙e8? is also wrong: 2 ♜xc6 ♚b8 3 ♚b6 +-.

2 ♜xc6+?

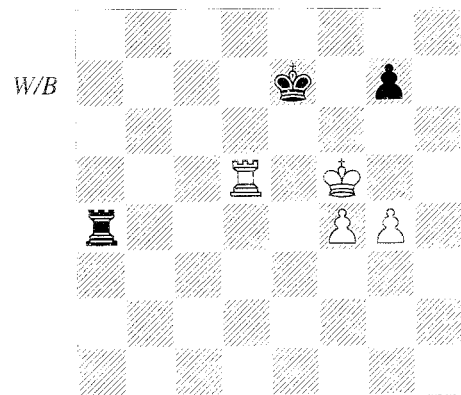
White misses his chance: 2 ♙g8+! ♚d7 3 ♚b7 ♙e1 4 ♙g7+ ♚d8 5 ♜xc6 ♙c1! 6 ♙g8+ ♚e7 7 ♙c8 +-.

2...♚b8! 3 ♙h6 ♙b7+! 4 ♚c6 ♙c7+ 5 ♚d6 ♚b7 6 ♙h8 ♙c6+! 7 ♚d5 ♙g6 8 ♙h7+ ♚c8 1/2-1/2

Black has finally reached Philidor's defensive set-up.

B2) Rook and Two Pawns vs Rook and Pawn

We start with positions without passed pawns. Normally the defender's drawing chances are very high, but it is different if the attacking king manages to penetrate:



6.91 +/-
 V.Hort – M.Chiburdanidze
 Marbella (Veterans vs Ladies) 1999

Black to move could draw with 1...♙a6. However, it was White's move in the game:

1 ♜g6! ♙xf4

1...♚f8 2 ♙d8+ ♚e7 3 ♙g8 ♙xf4 4 g5 +-.

2 ♙g5 ♚f8 3 ♙d8+ ♚e7 4 ♙d5 ♚f8 5 ♙d8+ ♚e7 6 ♙g8! ♙g4 7 ♙xg7+ ♚f8 8 ♙f7+ ♚g8 9 ♙a7 ♚f8 10 ♙a8+ ♚e7 11 ♙g8 ♙g1 12 ♚h7! ♙h1+ 13 ♚g7 ♙g1 14 g6 ♙g2 15 ♙a8 ♙h2 16

♖a1 ♗g2 17 ♖e1+ ♔d7 18 ♕f7 ♗f2+ 19 ♕g8 ♗g2 20 g7

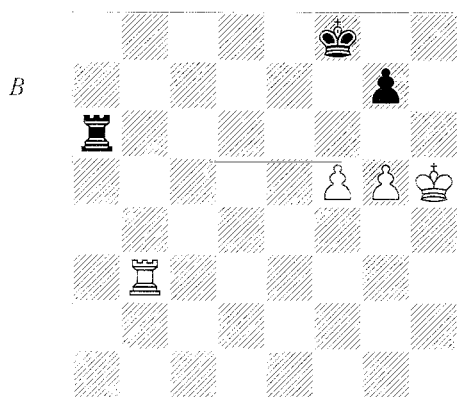
White has reached a Lucena position.

20...♗g3

After 20...♗h2, 21 ♖e4 +- builds a bridge.

21 ♗h1 1-0

The next example shows that matters can be very complicated. Claus Dieter Meyer analysed it in detail (drawing upon Levenfish's, Smyslov's and Avorhakh's work) and we in turn have found his annotations a valuable source.



6.92

J.Heissler – E.Pezerović
Bundesliga 1999/00

+/-

1...g6+

1...♕f7! is refuted by 2 ♖b7+! (2 f6? gxf6 3 g6+ ♕g7 4 ♖b7+ ♕g8 5 ♕h6 ♖a8 =) 2...♕f8, and now:

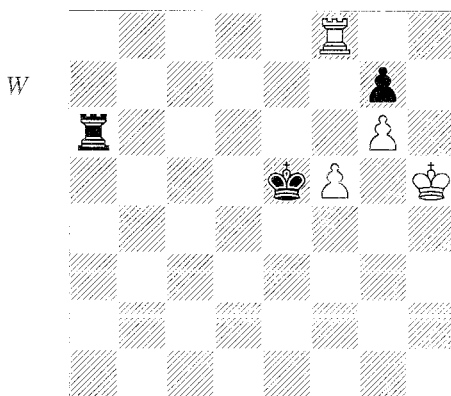
a) 3 g6? ♖a1! 4 ♖b8+ ♕e7 5 ♗g8 ♕f6 6 ♖f8+ ♕e5 7 f6 (7 ♖f7? ♕f4 8 ♖xg7 ♗h1#) 7...♗h1+ =.

b) 3 ♖b8+ ♕f7 (3...♕e7 4 f6+! gxf6 5 g6 ♖a1 6 g7 ♗h1+ 7 ♕g6 ♗g1+ 8 ♕h7 ♗h1+ 9 ♕g8 f5 10 ♖b7+ ♕e6 11 ♕f8 ♗g1 12 g8♖+ ♖xg8+ 13 ♕xg8 f4 14 ♖f7 +-) 4 g6+ ♕e7 5 ♗g8 ♕f6 6 ♖f8+ ♕e5 (D).

Now White has a beautiful way to win that is worth committing to memory: 7 f6!! (7 ♖f7? ♖a1 =) 7...♖xf6 8 ♖f7! ♖f5+ (8...♕e6 9 ♖xg7 +-) 9 ♕g4 ♖f6 10 ♕g5 ♖a6 11 ♖xg7 +-.

2 ♕h6!

After 2 fxc6?, Black can draw by 2...♖a1! =, but 2...♕g7? loses because of 3 ♖b7+ ♕g8 4 ♕h6 ♖a8 5 ♖b6 (5 ♗g7+ ♕h8 6 ♖f7 ♕g8 7 ♖f6?! ♖a1 8 g7 ♗h1+ 9 ♕g6 ♖h6+ 10 ♕f5 ♗h1 11 ♖e6 ♕xg7 12 ♖e7+ ♕f8 13 ♖a7 also wins,



6.92A

+/=

but is much more complicated) 5...♖e8 6 g7 ♖a8 7 ♖f6 ♖e8 8 ♖f8+ ♖xf8 9 gxf8♖+ ♕xf8 10 ♕h7 +-.

2...gxf5+ 3 g6 ♖a1

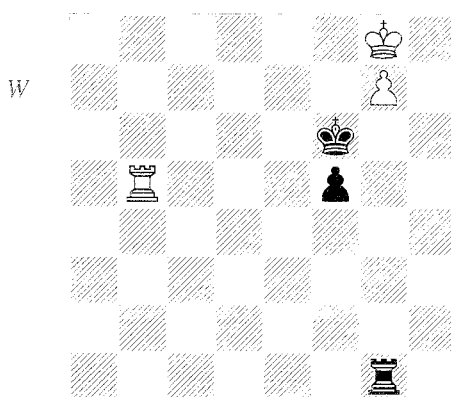
3...♖a8 4 ♕h7 ♖a7+ 5 ♕h8 +-.

4 ♖b8+ ♕e7 5 g7 ♗h1+ 6 ♕g6 ♗g1+ 7 ♕h7 ♗h1+ 8 ♕g8 ♗g1

Or 8...f4 9 ♖b7+! ♕e6 (9...♕e8 10 ♖b4 f3 11 ♖e4+ ♕d7 12 ♖f4 +-) 10 ♕f8 ♗g1 11 ♖b5 +-.

9 ♖b5 ♕f6 (D)

9...f4 10 ♖f5 ♗g4 11 ♕h7 ♗h4+ 12 ♕g6 ♗g4+ 13 ♕h6 ♖h4+ (13...♕e6 14 ♖xf4 ♖xf4 15 g8♖+ +-) 14 ♕g5 ♗h1 15 ♖xf4 +-.



6.92B

+/

10 ♕f8?

In time-trouble, White misses 10 ♖b6+! ♕g5 (10...♕e7 11 ♕h7 +-; 10...♕e5 11 ♕f7 f4 12 ♗g6 +-) 11 ♕f7 ♕h5 12 ♖b1 ♗g2 13 g8♖ ♖xg8 14 ♕xg8 f4 15 ♕f7 ♕g4 16 ♕e6 +-.

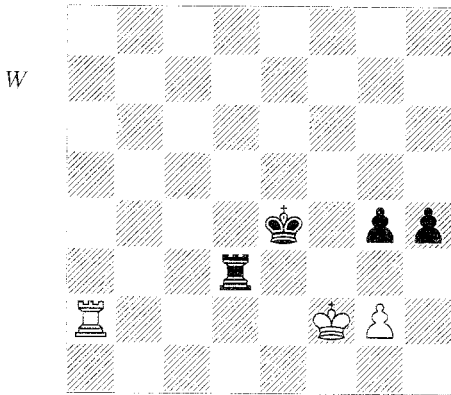
10...♗g2?

Black returns the favour. 10...♙xg7! was called for: 11 ♖b6+ ♔g5! 12 ♗xg7 f4! =.

Also bad are 10...f4? 11 g8♗ ♖xg8+ 12 ♗xg8 +- and 10...♙a1? 11 ♖b8 ♚g1 12 g8♗ ♖xg8+ 13 ♗xg8 ♔g5 14 ♗f7 +-.

11 g8♗ ♖xg8+ 12 ♗xg8 ♔g5 13 ♗f7 ♔g4 14 ♗e6 1-0

The following example is worth studying as it is easy to go wrong:



6.93

=/+

R.Kuczynski – C.Bauer
Saint Vincent Ech 2000

White has to be careful because of Black's far-advanced pawns:

1 ♖a4+ ♜d4 2 ♚a2

It is also possible to go into a pawn ending: 2 ♜xd4+ ♗xd4 3 ♗e2 ♗e4 4 ♗f2 ♗d3 (4...♗f4 5 g3+ hxg3+ 6 ♗g2 =) 5 ♗e1 ♗e3 6 ♗f1 ♗d2 7 ♗f2 ♗d1 8 ♗f1 g3 9 ♗g1 ♗e2 10 ♗h1 h3 11 ♗g1! =.

2...g3+ 3 ♗e2 ♖b4 4 ♚a8?

This is one of the few cases where active defence is wrong, while passively waiting with 4 ♚a1! ♖b2+ 5 ♗f1 gives White an impregnable fortress.

4...♖b2+ 5 ♗f1 ♖f2+?

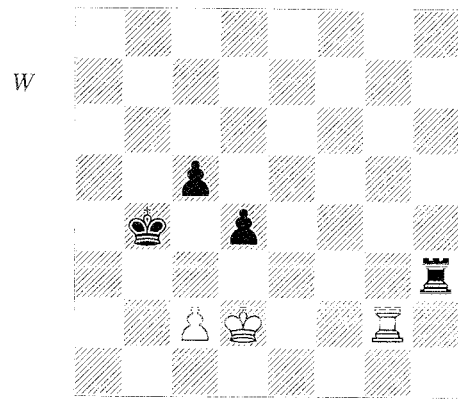
Bauer misses his chance at first. 5...♖b1+ 6 ♗e2 h3 +-.

6 ♗g1 ♖b2 7 ♗f1?

Again allowing Black to break through. Passive defence with 7 ♚a1 leads to a draw.

7...♖b1+ 8 ♗e2 h3 9 ♚a4+ ♗e5 10 ♚a5+ ♗d6 11 ♚a6+ ♗c7 0-1

We now consider the situation with c- and d-pawns:



6.94

=/+

G.Levenfish – P.Johner
Karlsbad 1911

White has to defend extremely accurately to hold this position.

1 ♖g8

Or 1 ♖g4!? ♗a3 (1...c4 2 ♜xd4 ♚h2+ 3 ♗c1 ♗c3 4 ♜d8! =) 2 ♖g8 ♚h2+ 3 ♗c1 c4 4 ♖b8 c3 5 ♗d1 ♖h1+ 6 ♗e2 ♖c1 7 ♗d3 ♜d1+ 8 ♗c4 ♗a2 9 ♖b7, and now:

a) 9...♖b1 10 ♖h7 ♗b2 11 ♗xd4 ♜d1+ 12 ♗c4 ♜d2 13 ♖h3 ♖xc2 14 ♗b4! =.

b) 9...♜d2 10 ♖b4! ♖xc2 11 ♗xd4 ♖b2 12 ♗xc3 =.

1...♖h2+

1...♖h1 allows the typical resource 2 c3+! dxc3+ 3 ♗c2 =.

2 ♗c1

2 ♗d1? c4 3 ♖g3 ♖h1+ 4 ♗d2 c3+ 5 ♗d3 ♜d1+ 6 ♗e4 ♗a3 +-.

2...c4 3 ♖g3?

3 ♚a8! ♖h1+ 4 ♗d2 (4 ♗b2? c3+ 5 ♗a2 d3 +-) 4...c3+ 5 ♗e2 ♖c1 6 ♖b8+ ♗c5 7 ♖c8+ ♗d5 8 ♜d8+ ♗e4 9 ♖c8+ ♗f5 10 ♗d3 ♜d1+ 11 ♗c4 ♗f4 12 ♖e7 ♗f3 13 ♖c8 ♜d2 14 ♖e7 ♖e2 15 ♜d7 ♖xc2 16 ♜xd4 ♗e2 17 ♜d3 =.

3...♖h1+

3...♖e2 4 ♗d1 (4 c3+ ♗b3 5 cxd4+ c3 +-) 4...♖e3 5 ♖g8 ♗c3 6 ♚a8 d3 7 cxd3 ♗xd3 8 ♜d8+ ♗c3 +-.

4 ♗b2 c3+

4...d3 5 cxd3 c3+ 6 ♗c2 ♖h2+ 7 ♗b1 ♗b3 +-.

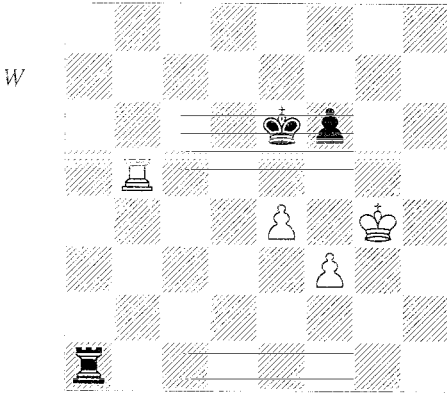
5 ♗a2 ♖c1?

5...♖h2 6 ♗b1 ♗a3 7 ♖g1 d3 8 cxd3 ♗b3 +-.

6 ♖g2 ♗c4 7 ♖h2 ♜d1

7...♖xc2+ 8 ♖xc2 d3 9 ♗b1 d2 10 ♜xd2 cxd2 11 ♗c2 =.

8 ♖h8 ♕d5 9 ♗d8+ ♜e4 10 ♞e8+ ♙f3 11 ♜b3 ♗d2 12 ♜c4 ♗d1 13 ♞e7 ♗d2 14 ♞e8 ♞e2 15 ♗d8 1/2-1/2



6.95 =/=

L.Szabo – J.Kapu
Hungarian Ch (Budapest) 1951

With precise play, Black can keep White's king out:

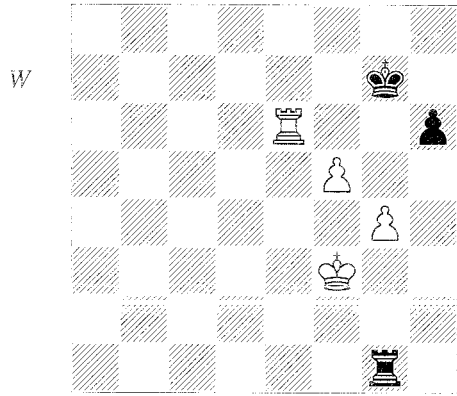
- 1 ♖b6+ ♕f7 2 f4 ♞a5
- 2...♞a4 is also possible: 3 ♖b7+ ♕g6 4 f5+ (4 ♞e7 ♞xe4 =) 4...♕h6 5 ♕f4 ♞a3 6 ♞f7 ♞a6 =.
- 3 ♖b7+ ♕f8 4 ♗d7
- 4 f5 ♞a4 5 ♕h5 ♞xe4 6 ♕g6 ♞g4+ 7 ♕xf6 ♕g8! =.
- 4...♖b5 5 ♗d5!?

This sets a devilish trap into which Black falls.

- 5...♖b6?
- After 5...♖b7! 6 ♕f5 ♕f7 White can't make progress.
- 6 ♕f5 ♕f7
- 6...♕e7 7 ♞a5 ♖b7 8 ♞a6 ♖b5+ 9 ♕g6 ♖b4 10 ♞a7+ ♕e8 11 ♕xf6 +-.
- 7 ♗d7+ ♕f8 8 ♗a7 ♞c6 9 ♕g6 ♞e6 10 ♞a4 10 f5? spoils it: Black draws by 10...♞xe4 11 ♕xf6 ♕g8! =.
- 10...♖b6 11 f5 ♕e7 12 ♕g7 ♞b7
- 12...♞c6 13 ♞a7+ ♕e8 14 e5 fxe5 15 f6 +-.
- 13 ♞a6 ♖b4 14 ♞e6+ 1-0

If the attacker has a passed pawn his winning chances increase, but theoretically g- + f-pawn vs h-pawn is most often drawn (see following diagram).

Fischer demonstrates one defensive strategy:



6.96 =/=

S.Gligorić – R.Fischer
Stockholm IZ 1962

1 ♕f4 ♞a1 2 ♞g6+ ♕h7 3 ♗d6 ♕g7 4 ♕e5 ♞e1+ 5 ♕f4

5 ♕d5 leads immediately to a draw after 5...♗d1+ 6 ♕e6 ♗xd6+ 7 ♕xd6 ♕f6 8 ♕d5 h5 =.

5...♞a1

Not 5...♞e2? 6 ♗d7+ ♕f8 (6...♕f6 7 ♞h7 ♞h2 8 ♞xh6+ ♞xh6 9 g5+ +-) 7 f6 ♕g8 8 ♕f5 ♞g2 9 ♞g7+ ♕h8 (9...♕f8 10 ♞h7 +-) 10 g5 hxg5 11 ♕g6 +-.

6 ♞g6+ ♕h7 7 ♞c6 ♕g7 8 ♕e5 ♞e1+ 9 ♕d5 ♗d1+ 10 ♕e6 ♞e1+ 11 ♕d7 ♞c4!

Fischer's point.

12 ♞g6+ ♕f7 13 ♕d6 ♗d4+ 14 ♕e5 ♞a4 15 ♞xh6

Otherwise White can't make progress as his rook is tied to the defence of the g-pawn.

15...♞xg4 16 ♞h7+ ♕g8 17 ♞e7 ♞g1 18 ♕f6 ♞f1 19 ♞g7+ ♕f8 20 ♗d7 ♕g8!

Going to the short side is essential because 20...♕e8? loses: 21 ♞a7 ♞f2 22 ♞a8+ ♕d7 23 ♞f8 +-.

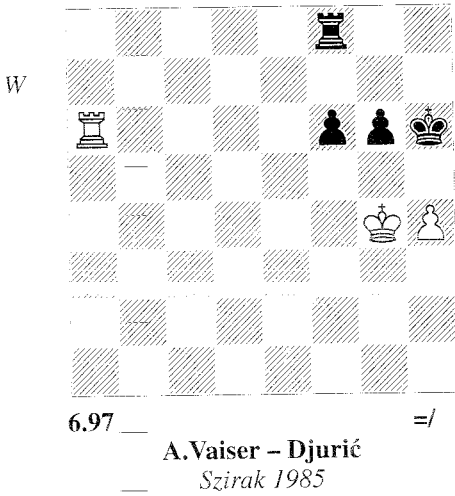
21 ♗d8+ ♕h7 22 ♞f8 ♞a1 23 ♞e8 ♞f1 24 ♞e4 ♕g8 25 ♗d4 ♞f2 26 ♗d1 ♞f3 27 ♗d8+ ♕h7 1/2-1/2

If the defender's pawn is on its fourth rank, it is more vulnerable, and so there are greater winning chances. However, Vaisier found a strong defensive method to save a position of the following type (see next diagram):

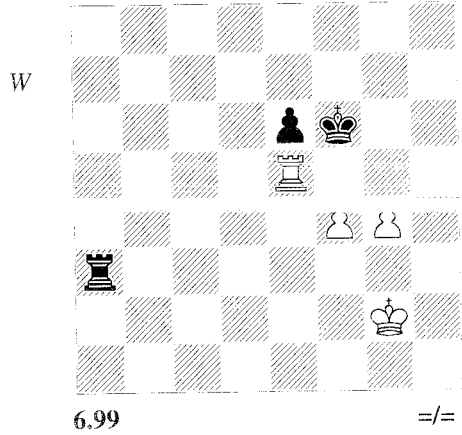
1 ♕h3 f5 2 ♞a3 ♞f7 3 ♖b3 ♞e7 4 ♞g3!

Attacking the g6-pawn saves the day:

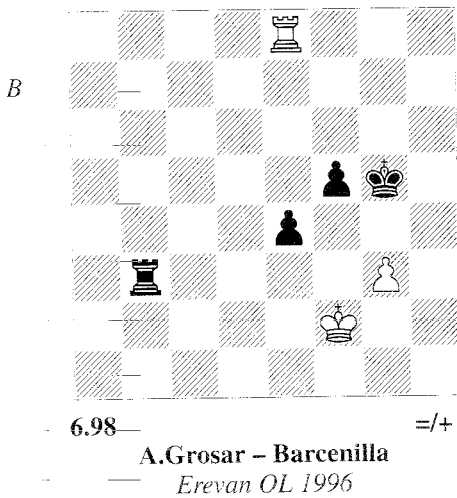
4...♞e8 5 ♞g1 ♞e3+ 6 ♕h2 ♗d3 7 ♞g2 ♗d6 8 ♕h3 ♞f6 9 ♞g5 1/2-1/2



With f- and g-pawns vs e-pawn, the situation is similar:



The attacker's chances increase with e- and f- vs g-pawn.



Very accurate defence is required to save the position:

1 ♖f2 ♜b3 2 g5+ ♔f7 3 ♜e3 ♜b1 4 ♖f3 ♜a1 5 ♔g4 ♜a4

5...♜f1, as given by Hecht in CBM 78, is also playable. He analyses 6 ♜e2 ♔e7 7 ♜h2 ♜g1+ (7...♔f7? 8 ♜h7+ ♔f8 9 g6 ♜g1+ 10 ♔h5 e5 11 ♜f7+ +-) 8 ♔f3 ♔f7 9 ♜h7+ ♔g6 10 ♜e7 ♜e1 11 ♔f2 ♜e4 12 ♔g3 ♜e1 13 ♔f3 ♜f1+ 14 ♔e4 ♜e1+ 15 ♔d4 ♜e2 and it seems that White can't break through.

6 ♜e5 ♜b4 7 ♜a5 ♜c4 8 ♜a7+ ♔f8!

8...♔g6? 9 ♜e7 ♜e4 10 ♜xe6+ ♜xe6 11 f5+ ♔f7 12 fxe6+ ♔xe6 13 ♔h5 ♔f7 14 ♔h6 ♔g8 15 ♔g6 +-.

9 ♔f3 ♜b4?

9...♜c1! 10 ♔g4 (10 ♔e4 ♜c1+ 11 ♔d4 ♜e2 ±; 10 ♜h7 ♜f1+ 11 ♔g4 ♜g1+ 12 ♔h5 ♜f1 =) 10...♜c4 ±.

10 g6! ♜b5

White also wins after the alternative 10...♜c4 11 ♜f7+ ♔e8 (11...♔g8 12 ♜c7 +-) 12 ♔g4 e5 13 ♔g5 ♜xf4 (13...exf4 14 ♜f5 +-) 14 ♜xf4 exf4 15 ♔h6 +-.

11 ♜f7+ ♔g8

11...♔e8 12 ♔g4 ♜a5 13 f5 exf5+ 14 ♜xf5 ♜a1 15 ♔g5 +-.

12 ♜e7 ♜b6 13 ♔g4 1-0

Black resigned due to 13...♔f8 14 ♜f7+ (14 g7+? ♔g8 15 ♔g5 ♔h7 16 ♔f6 ♜b4 17 ♔e5 ♜a4 =) 14...♔g8 15 ♔g5 ♜b5+ 16 ♔h6 ♜b1 17 ♜e7 +-.

If White is to move, he can draw starting with 1 ♜g8+, but if it is Black's turn to move, he wins in an instructive way:

1...♜b2+ 2 ♔e3

2 ♔f1 ♔g4 3 ♜f8 ♜b3 4 ♜g8+ (4 ♔f2 ♜f3+-) 4...♔f3 5 ♔g1 ♜b1+ 6 ♔h2 e3 +-.

2...♔g4 3 ♜g8+ ♔h3 4 ♜g5 ♜b3+ 5 ♔e2 ♜f3 6 ♔e1

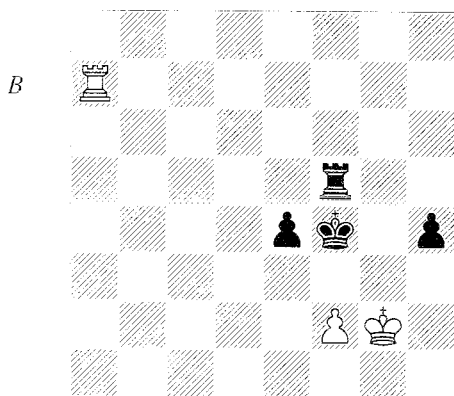
6 ♔d2 ♔g2 7 ♔e2 would transpose to the game.

6...♔g2 7 ♔e2 ♜f2+ 8 ♔e3

8 ♔e1 e3 9 ♜g8 ♔f3 10 ♜g5 f4 11 gxf4 ♜a2 +-.

8...♔f1! 9 g4 ♜f3+ 10 ♔d4 e3 0-1

We shall end our discussion of two pawns vs one pawn with an example where the attacker has split pawns:



6.100 =/= **V.Khomiakov – A.Miles**
Alushta 1999

Miles tried:

1...h3+!? 2 ♖xh3

2 ♜h2? is too passive; e.g., 2...♜f3 3 ♖a2 ♜g5 4 ♖a8 ♜xf2 5 ♜f8+ ♜e2 →.

2...♜f3!?

This threatens ...♜h5#, but miraculously there is still a defence.

3 ♜h2?

3 ♖a3+! ♜xf2 4 ♜g4! would have saved the day.

3...♜xf2 4 ♖a2+ ♜f3! 5 ♖a3+

5 ♜g1 ♜d5 (not 5...e3? allowing 6 ♜f1! ♖b5 7 ♜f2+! =) 6 ♜f2+ ♜e3 7 ♜f8 ♖a5 8 ♜g2 ♖a2+ 9 ♜g3 ♖a1 10 ♜g2 ♜d3 11 ♜d8+ ♜e2! 12 ♖b8 e3 →.

5...e3 6 ♖a2 e2 0-1

B3) Rook and Three Pawns vs Rook and Two Pawns

Usually such positions are drawn, but in practice they still have to be defended. In the first example Black's rook is very active and the h-pawn has already advanced to h5, so the draw is clear (see following diagram):

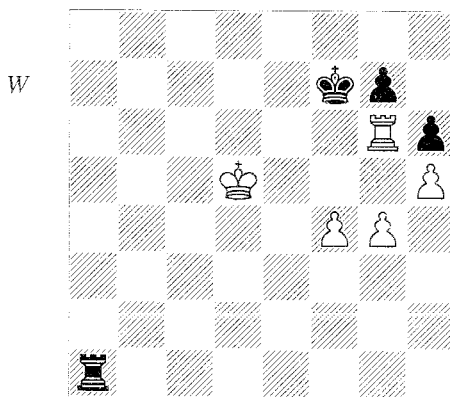
1 f5

1 ♜d6 ♜g1 2 ♜d7+ ♜f6 =.

1...♖a4! 2 ♜e5 ♖b4 3 f6

3 g5 hxg5 4 ♜xg5 ♖b5+ =.

3...♖b5+

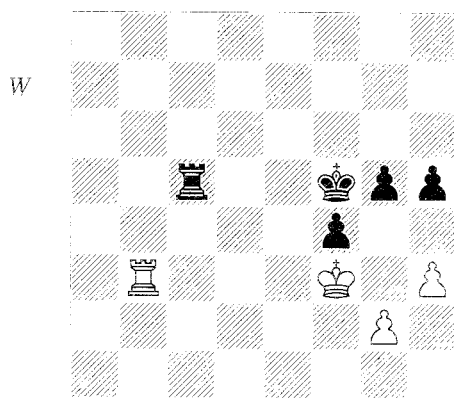


6.101 =/= **J.Lautier – M.Godena**
Escaldes Z 1998

The immediate 3...gxf6+ is also playable: 4 ♜xf6+ ♜g7 =.

4 ♜f4 gxf6 5 ♜xb6 ♜g7 6 ♜g6+ ♜f7 1/2-1/2

The next example is much more complicated as the attacker has a better position:



6.102 =/+ **A.Lutikov – M.Taimanov**
Moscow 1955

1 ♖a3?

This waiting move is a decisive mistake. 1 ♖b8 is called for; e.g., 1...g4+ 2 hxg4+ hxg4+ 3 ♜e2 ♜c2+ 4 ♜f1 ♜c1+ 5 ♜e2 ♜g5 6 ♖h8! =.

1...g4+ 2 hxg4+ hxg4+ 3 ♜f2 ♜c2+ 4 ♜f1 ♜c1+ 5 ♜e2

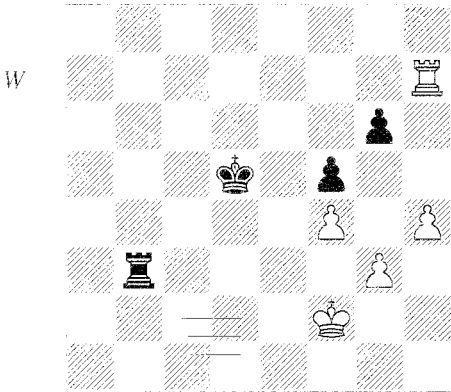
After 5 ♜f2 it looks like an easy win, but White has a last trick: 5...g3+ 6 ♜e2 ♜g1 7 ♖a2!? as 7...♜xg2+? 8 ♜f3 ♖xa2 is stalemate. However, 7...♜g4! 8 ♜d3 f3 wins.

5...♖g5 6 ♜b3 ♖h4 7 ♖f2 g3+ 8 ♖f3 ♜f1+ 9 ♖e4 f3!! 10 ♜xf3 ♜f2! 11 ♖e3 ♜xg2

White can't prevent Black from reaching a Lucena-type winning position.

12 ♜f8 ♜a2 13 ♜h8+ ♖g4 14 ♜h7 g2 15 ♜g7+ ♖h3 16 ♖f3 ♖h2 17 ♜h7+ ♖g1 18 ♜b7 ♜a3+ 19 ♖g4 ♖e3 20 ♜f7 ♜e8 21 ♖f3 ♜h8 0-1

In our final example, the defender's king is away from the base of his pawn-chain:



6.103 =/= D.Vigorito – H.Multhopp Philadelphia 2000

1 ♜h6

1 ♜e7 ♜b2+ 2 ♜e2 ♜xe2+ 3 ♖xe2 ♖e6 leads to a drawn pawn ending.

1...♜b6 2 ♖g2 ♖e4 3 ♖h3 ♖f3?!

The immediate 3...♜b1! is a much easier way to draw.

4 h5 ♜b1 5 ♖h4 ♜h1+?

This move gives away a valuable tempo, and so allows White's king to penetrate. 5...gxf5! was called for: 6 ♜xh5 (6 ♖xh5 ♖xg3 7 ♖g5 ♜b4 =) 6...♖e4 7 ♜h6 ♜b8 8 ♜e6+ (8 ♜a6 ♜g8 9 ♜a3 ♜g7 =) 8...♖f3 9 ♖g5 ♖xg3 10 ♜e3+ ♖f2 11 ♜e5 ♜g8+ 12 ♖xf5 ♖f3 =.

6 ♖g5 gxf5 7 ♜xh5 ♖g1

7...♜xh5+ 8 ♖xh5 ♖xg3 9 ♖g5 +–.

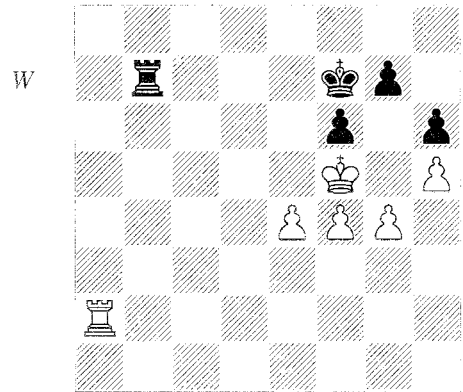
8 ♖xf5 ♜xg3 9 ♖e5?

9 ♜h8! is necessary, so as not to allow Black's rook the full checking distance from the front of the pawn: 9...♜g1 (9...♜g4 10 ♜h3+! +–; 9...♖e3 10 ♖e5 ♖d3 11 f5 +–) 10 ♜h3+ ♖f2 11 ♖f6 +–.

9...♜g8! 10 f5 ♖g4! 11 ♜h1 ♜a8 12 ♜g1+ ♖h5! 13 f6 ♖h6 14 ♖d1 ♖g6 15 ♜d6 ♜a1 ½-½

B4) Rook and Four Pawns vs Rook and Three Pawns

This is one of the best-known problems in end-game theory: is the attacker winning? Theoretically the answer is no, but in practice it is not at all easy to defend. First of all it must be stressed that just waiting passively is not sufficient:



6.104 +/- M.Botvinnik – M.Najdorf Moscow Alekhine mem 1956

White has built up a powerful position and can now proceed by creating a passed pawn on the e-file:

1 ♜a5 ♜c7 2 ♜d5 ♜a7 3 e5 fxe5 4 fxe5 ♖e7

After 4...♜b7, 5 ♜d7+! forces a transition into an easily won pawn ending: 5...♜xd7 6 e6+ ♖e7 7 exd7 ♖xd7 8 ♖g6 +–.

5 e6

Threatening ♜d7+.

5...♜a4

5...♜a6 6 ♜d7+ ♖f8 7 ♖g6 ♜xe6+ 8 ♖h7 ♜e4 9 ♜xg7 +–.

6 g5!

The g-pawn is sacrificed to create shelter for White's king.

6...hxg5

6...♜a7 and now:

a) Not 7 ♜d7+? ♜xd7 8 exd7 ♖xd7 9 ♖g6 hxg5 =.

b) Even 7 gxf6? gxf6 8 ♜b5 ♜c7 9 ♜b6 ♜c5+ 10 ♖g6 ♜e5 11 ♖xh6 ♖f6 12 ♜a6 ♜f5 (Kopaev) spoils the win.

c) 7 ♜e5! hxg5 8 ♖xg5 ♖d6 9 ♖f5 (9 ♜e4? ♜a5+ 10 ♖g6 ♖e7 =) 9...♖e7 10 ♖g6 ♜a1 11

♖xg7 ♖g1+ 12 ♖h6 ♖g2 13 ♖g5 ♖f2 14 ♖g7 ♖xe6 15 h6 ♖f7+ 16 ♖g8 +-.

7 ♖d7+ ♖f8 8 ♖f7+ ♖g8 9 ♖g6 g4 10 h6

10 ♖xg7+ ♖f8 8 ♖f7+ ♖g8 9 ♖g6 g4 10 h6 ♖h4 14 ♖f6 ♖h6+ 15 ♖g6 also wins.

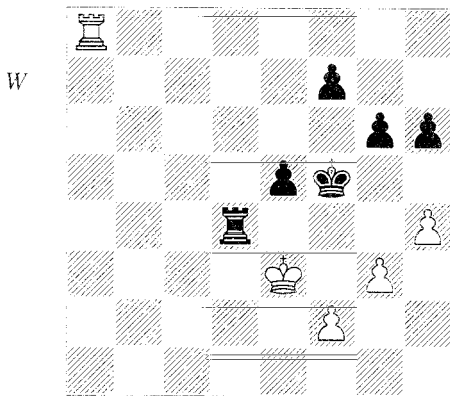
10...gxh6

10...♖a8 11 hxg7 g3 12 e7 ♖a6+ 13 ♖f6 +-.

11 e7 ♖a8 12 ♖f6 1-0

Black gets mated after 12...g3 13 ♖d6 ♖e8 14 ♖d8 +-.

With the defender's h-pawn on its fourth rank, the attacker's success rate drops a lot:



6.105 =/=

I.Sokolov – A.Chernin
Wijk aan Zee 1991

1 ♖a7 f6 2 ♖h7!?

Forcing Black's h-pawn to h5 is useful as it is more likely that after exchanges he will be left with a rook's pawn and not with, e.g., e- and f-pawn.

2...h5 3 ♖g7 ♖g4 4 ♖h7 ♖b4 5 ♖f3?!

Eyeing the f-pawn with 5 ♖f7 is more accurate.

5...e4+ 6 ♖e2

6 ♖g2 is also playable. After 6...e3 7 fxe3 ♖g4 White can defend with 8 ♖h6!: 8...♖b2+ 9 ♖g1 g5 10 ♖xf6 =.

6...♖b2+ 7 ♖e3 ♖b3+ 8 ♖e2 ♖b2+ 9 ♖e3 ♖b3+ 10 ♖e2 ♖g4!

This king-march is aimed at White's base pawn on f2. Therefore Sokolov starts immediate countermeasures:

11 ♖h6! ♖h3 12 ♖xg6 ♖f3 13 ♖h6?

Now the f-pawn is lost under unfavourable circumstances. There were two ways to organize the defence:

a) 13 ♖f1 e3 14 ♖e2 exf2 15 ♖f1 f5 16 ♖g5 ♖h2 17 ♖xh5 ♖xg3 18 ♖g5+ ♖xh4 19 ♖g8 ♖f4 20 ♖g2 =.

b) 13 ♖g7 f5 (13...♖g2 14 g4 ♖xf2+ 15 ♖e3 =) 14 ♖f1! e3 15 ♖e2 exf2 16 ♖f1 ♖xg3 17 ♖g5! f4 18 ♖xh5 ♖g4 19 ♖a5 =.

13...♖g2 14 ♖xh5 ♖xf2+ 15 ♖e3 f5 16 ♖g5 ♖f1 17 g4

Or:

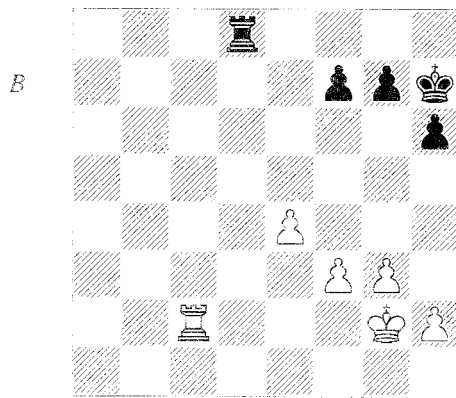
a) 17 ♖xf5 ♖xf5 18 g4 ♖f3+ 19 ♖xe4 ♖g2! 20 g3 ♖g3! 21 ♖f5 ♖h3 22 h3 ♖h4+ 23 h4 ♖h3 24 ♖f6 ♖f3+ 25 ♖g7 ♖d3 26 h7 ♖d7+ 27 ♖g8 ♖g6 28 h8 ♖+ ♖xg5 29 ♖f7+ ♖f6 +-.

b) 17 h5 ♖f3+ 18 ♖d4 e3 19 h6 e2 20 ♖h5 ♖g2 21 h7 e1 ♖ 22 h8 ♖ ♖c3+ 23 ♖d5 ♖d3+ 24 ♖e6 ♖c6+ 25 ♖xf5 ♖d5+ +-.

17...♖f3+ 18 ♖d4 e3 19 ♖xf5 ♖xf5 20 ♖xe3 ♖f8 0-1

Sokolov resigned as his pawns are lost after 21 g5 ♖g2 22 g6 ♖g3 23 h5 ♖g4 24 h6 ♖g5 25 g7 ♖e8+ +-.

The difficulty of these endings is emphasized by the following loss by Garry Kasparov:



6.106 =

J.Piket – G.Kasparov
Internet rpd 2000

1...h5! 2 f4 g6 3 e5 ♖d3 4 ♖h3!

Advancing with the king like this is a dangerous plan forcing the defender to play very accurately.

4...♖e3 5 ♖h4 ♖g7 6 ♖g5 ♖e1?

Staying behind the e-pawn is wrong as White can break through with e6 anyway. It was necessary to play 6...♖a3 7 ♖e7 ♖a6! 8 ♖e7 ♖a5, when White can't break through; e.g., 9 h3 (9 f5 gxf5 10 e6 f4+ 11 ♖xf4 ♖f6 12 ♖xf7+ ♖xc6 =

Emms) 9...♖a3 10 g4 hxg4 11 hxg4 ♖a5 12 f5 ♖xe5! =.

7 ♖c7 ♖e2 8 ♖e7! ♖a2

Now it is too late to improve the position of the rook. However, Black was lost in any case:

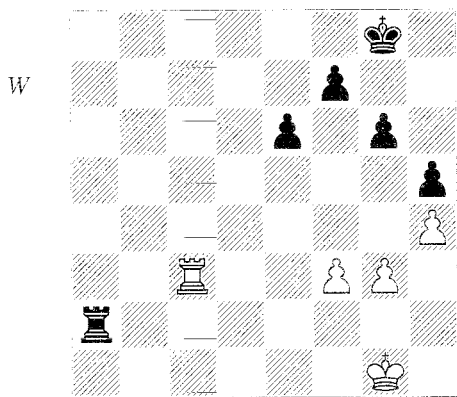
a) 8...h4 9 e6 hxg3 10 ♖xf7+ ♖g8 11 hxg3 ♖xe6 12 ♖f6 +-.

b) 8...♖e4 9 e6! ♖xe6 10 ♖xe6 fxe6 11 h3 ♖f7 12 ♖h6 ♖f6 13 g4 h4 (13...hxg4 14 hxg4 ♖f7 15 g5 +-) 14 g5+ ♖f5 15 ♖g7 ♖xf4 16 ♖xg6 e5 17 ♖h5 e4 18 g6 e3 19 g7 e2 20 g8 ♖e1 ♖21 ♖g5+ ♖f3 22 ♖g4+ ♖e3 23 ♖e6+ +- (Ribli in CBM 76).

9 f5! gxf5 10 e6 h4

10...♖xh2 11 ♖xf7+ ♖g8 12 ♖f6 ♖a2 13 ♖g7+ ♖h8 14 e7 ♖a6+ 15 ♖f7 ♖a7 16 ♖g5 +-.

11 ♖xf7+ ♖g8 12 ♖f6 1-0



6.107 =/=

V.Kramnik – G.Kasparov
London BGN Wch (14) 2000

1 ♖c7

1 f4!? (or playing f4 on one of the next few moves) is a simpler way to draw; e.g., 1...♖g7 2 ♖c7 ♖f6 3 ♖b7 ♖f5 4 ♖xf7+ ♖g4 5 ♖f6 =.

1...♖f8 2 ♖b7 ♖e8 3 ♖b8+ ♖e7 4 ♖b7+ ♖f6 5 ♖f1?!
5 f4!?

5...e5! 6 ♖b6+ ♖f5 7 ♖b7 f6 8 ♖g7 g5

Black can't make progress without exchanging pawns.

9 hxg5 fxe5 10 ♖g8 g4!? 11 ♖f8+ ♖e6 12 ♖e8+ ♖f5

Kasparov claimed shortly after the game on www.KasparovChess.com that 12...♖f6 would have won. 13 fxg4 hxg4 14 ♖g8 ♖f5 15 ♖g1 ♖d2 16 ♖g7 ♖e4 17 ♖xg4+ ♖f3 and now:

a) Kasparov's variation continued 18 ♖g8? e4 19 ♖f8+ ♖e2 20 ♖g2 e3 21 g4 (Illescas added 21 ♖f1 ♖d1 22 ♖f8 ♖d2 23 ♖d8+ ♖e1 24 ♖e8 ♖d2+ 25 ♖f3 ♖f2+ 26 ♖g4 c2 27 ♖h5 ♖f3 28 g4 ♖f2 29 ♖xe2+ ♖xe2 30 g5 ♖e3 31 g6 ♖f4 +- in NiC 8/2000) 21...♖d4 22 ♖g3 ♖d2 23 ♖e8 e2 24 ♖h4 e1 ♖25+ 25 ♖xe1 ♖xe1 +-.

b) However, Mathias Feist using *Deep Fritz* found the amazing resource 18 ♖g6!! which draws; e.g., 18...e4 19 ♖f6+ ♖e2 20 g4 e3 21 g5 ♖d5 22 g6 ♖d2 23 ♖e6 ♖g5+ (23...e2 24 g7 ♖g5+ 25 ♖f2 =) 24 ♖h2 e2 25 ♖d6+ ♖e1 26 ♖e6 ♖f2 27 ♖f6+ ♖e3 28 ♖e6+ = and Black's king lacks shelter.

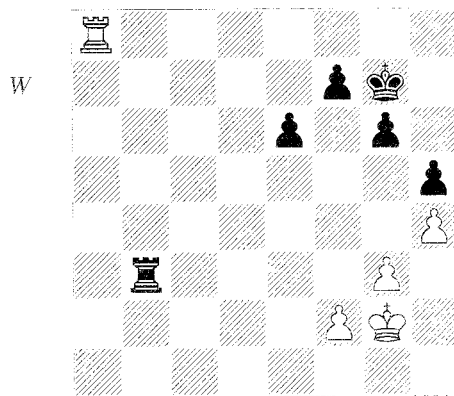
13 ♖f8+ ♖g6 14 ♖g8+ ♖f5

Black could also draw by playing 14...♖f7 15 ♖g5 ♖f6 16 f4 exf4 17 gxf4 ♖h2 18 ♖g1 ♖h3 19 ♖g2 =.

15 ♖f8+ 1/2-1/2

Kramnik claimed the draw by threefold repetition, which brought him a huge step closer to victory over Kasparov.

Hübner used the defensive method based on f4 in the following game:

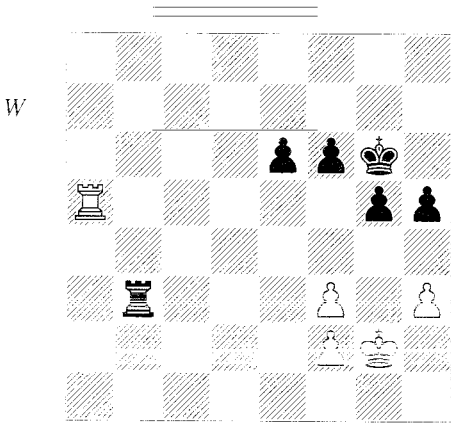


6.108 =/=

R.Hübner – V.Topalov
Polanica Zdroj 1995

1 f4 ♖b7 2 ♖a5 ♖f6 3 ♖f2 ♖d7 4 ♖e3 ♖d5 5 ♖a7 ♖b5 6 ♖f3 ♖b3+ 7 ♖f2 ♖c3 8 ♖b7 ♖c5 9 ♖f3 e5 10 fxe5+ ♖xe5 11 ♖a7 ♖e6 12 ♖a6+ ♖f5 13 ♖a7 f6 14 ♖a4 g5 15 hxg5 fxe5 1/2-1/2

With doubled f-pawns, the defender can also draw as it is difficult to make progress without exchanging pawns:



6.109 =/=
 E.Eliskases – E.Bogoljubow
 Germany (13) 1939

1 ♖c5 e5 2 ♚c6 ♕f5 3 ♜a6 ♚b4 4 ♚c6 ♜f4 5 ♜a6

Since the black king can't penetrate into White's position, Bogoljubow decides to swap two pawns to play on with just e- and f- vs f-pawn:

5...g4 6 hxg4+ hxg4 7 fxg4+ ♙xg4+ 8 ♕f3 ♚b4 9 ♜a3 ♕g5 10 ♚e3 ♚d4 11 ♕g2 e4 12 ♚e2

Trying to exchange pawns with 12...f3? leads to disaster after 12...♕f4!: 13 ♚b3 (13 ♙xe4+ ♙xe4 14 fxe4 ♕xe4 15 ♕f2 ♕f4 --) 13...♚d2+ 14 ♕f1 ♚d3 --.

12...♕f4 13 ♜a2 f5

After 13...e3 14 fxe3+ ♕xe3 White draws by 15 ♜a3+ =.

14 ♜a8 ♚d2 15 ♚e8 ♚e2 16 ♜a8 ♚d2

16...e3 17 ♜a4+ ♕g5 18 ♕f3 ♙xf2+ 19 ♕xe3 =.

17 ♚e8 ♚d7 18 ♜a8 ♚d5 19 ♚e8 ♚d2 20 ♚e7 ♚d8 21 ♜a7 ♕g5 22 ♜a5 ♕f6 23 ♕f1 f4 24 ♕e2 ♚b8 25 ♜a6+ ♕f5 26 ♜a5+ ♕g4 27 f3+!?

Doubling Black's pawns is a good solution to the problems. 27 ♜a3? is wrong: 27...f3+ 28 ♕e3 ♚b2 --.

27...exf3+ 28 ♕f2 ♚b2+ 29 ♕e1 ♚h2

29...f2+ 30 ♕f1 ♕g3 31 ♜a3+ f3 32 ♙xf3+ ♕xf3 is stalemate.

30 ♚b5 ♚h5 31 ♙xh5 ♕xh5 32 ♕f2 ♕g4 33 ♕g1?

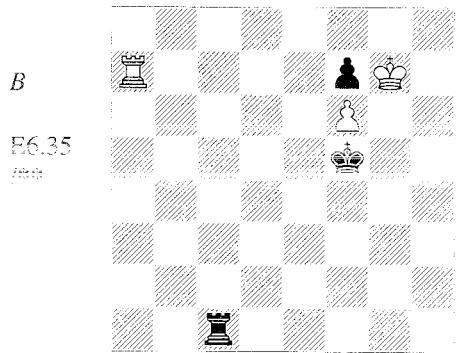
33 ♕f1! ♕g3 34 ♕g1! f2+ 35 ♕f1 f3 is stalemate.

33...♕f5?

33...♕g3 34 ♕h1 ♕f2 --.

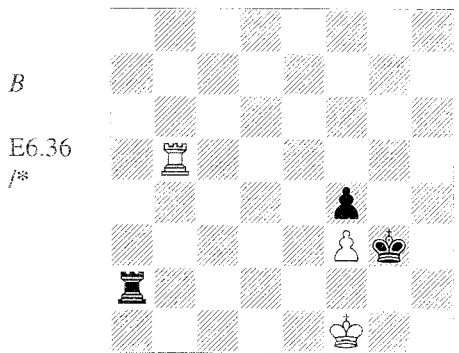
34 ♕f2 ♕e4 35 ♕f1 ♕e3 36 ♕e1 ½-½

Exercises
(Solutions on pages 382-3)



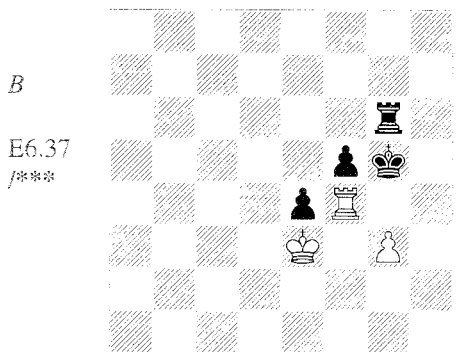
E6.35

Can Black (to move) hold on?



E6.36

Black played 1...♜a3 and White resigned. Was that justified?

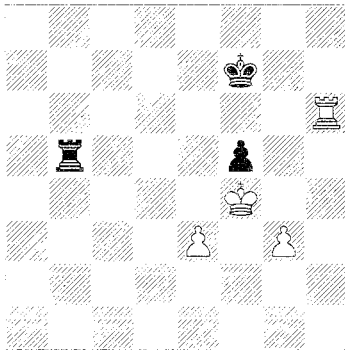


E6.37

Is Black (to move) winning?

B

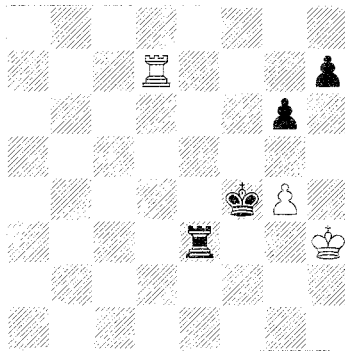
E6.38
/***



Can you spot the right defence for Black?

W

E6.39
***/



Can White (to move) survive?

C) Pawn Races

While there are winning chances if the attacker has more dangerous passed pawns or if the defending king is passively placed, the drawish tendency of rook endings is also seen when it comes to races, since the defending rook can sacrifice itself for the passed pawn.

In the following diagram, despite Black's obvious advantages Korchnoi could still have saved himself:

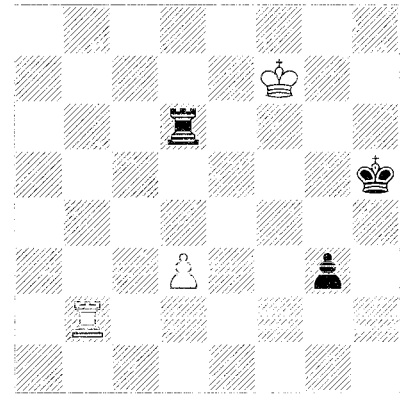
1 ♖d2 ♗g4 2 d4 ♕f5 3 ♕e7 ♗d5

3... ♗g6 4 ♗g2 ♕e4 (4... ♗g7+ 5 ♕d6 ♕e4 6 d5 ♗g6+ 7 ♕c5! =) 5 ♕f7! ♗g4 6 ♕e6 ♕f3 7 ♗xg3+ ♗xg3 8 d5 ♕c4 9 d6 =.

4 ♗d3! ♕f4 5 ♕e6 ♗g5 6 d5?

Probably Korchnoi missed the following *zwischenzschach*. Otherwise he would doubtless have found 6 ♗d1! ♕e4 (6... ♗g6+ 7 ♕f7 ♗h6 {7... ♗d6 8 ♕e7 ♗d5 9 ♕e6 =} 8 d5 ♕e5 9 ♗g1 ♗h3 10 d6 ♕xd6 11 ♕f6 =) 7 d5 ♗g6+ 8 ♕e7

W



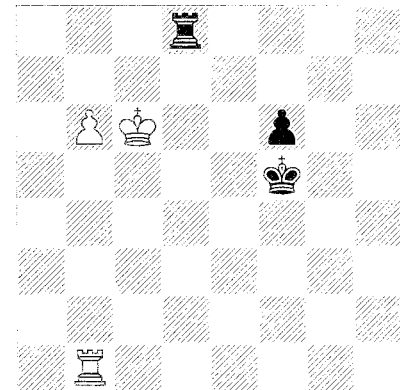
6.110 =/
V.Korchnoi – G.Kasparov
London C1 (6) 1983

♕e5 9 d6 ♗g7+ 10 ♕d8 g2 11 d7 ♕e6 12 ♕c8 ♗xd7 13 ♗e1+, drawing.

6... ♗g6+! 7 ♕e7 g2 8 ♗d1 ♕e5 9 d6 ♗e6+ 10 ♕d7 ♗xd6+ 11 ♗xd6 g1 ♗
...and Kasparov soon won.

The familiar shouldering-off motif also applies here:

B



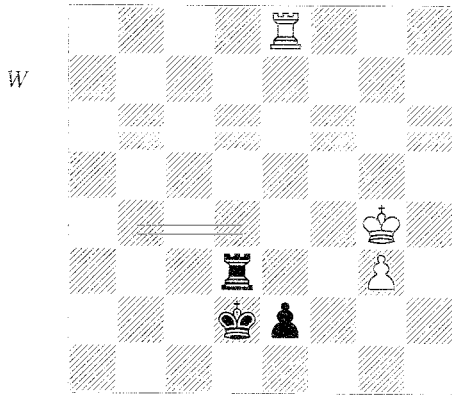
6.111 !=
A.Alekhine – E.Bogoljubow
The Hague Wch (19) 1929

1... ♗g4?

Black chooses the wrong side of the pawn. 1... ♕e4 is necessary in view of the coming rook vs pawn battle: 2 ♗e1+ (2 b7 f5 3 b8 ♗xb8 4 ♗xb8 f4 =) 2... ♕f4 3 ♗f1+ ♕e5 4 b7 f5 5 ♗e1+ ♕f4 6 ♗b1 (6 ♕c7 ♗f8 7 b8 ♗xb8 8 ♕xb8 ♕g3 =) 6... ♕c3 7 ♗b3+ ♕e4 8 b8 ♗xb8 9 ♗xb8 f4 10 ♗e8+ ♕d4 =.

2 b7 f5 3 b8♖ ♖xb8 4 ♖xb8 f4 5 ♔d5 f3 6 ♔e4 f2 7 ♖f8 ♔g3 8 ♔e3 1-0

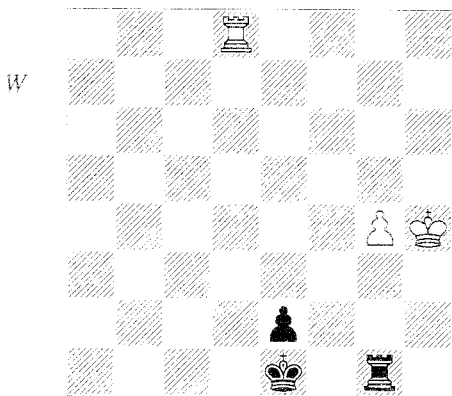
The motif is so characteristic that we give another example:



6.112 =/
J.Lautier – S.Movsesian
Malmö 1999

1 ♔f4!
1 ♔h4? ♖e3 (1...e1♖ also wins) 2 ♖d8+ ♔c3 3 ♖c8+ ♔d4 --.
1...♖d4+ 2 ♔f5! ♖d5+ 3 ♔f4 e1♖ 4 ♖xe1 ♔xe1 5 g4! ♔e2 6 g5! ♖d6 7 ♔f5 ♔e3 8 g6 ♖d8 9 g7 ♖a8 10 ♔f6 ♔f4 11 ♔f7 ♔f5 12 g8♖ ♖xg8 13 ♔xg8 1/2-1/2

However, sometimes it is not possible for the defender to shoulder the attacking king away:



6.113 -/+
J.Nunn – J.Smejkal
Lucerne OL 1982

1 g5

1 ♔g5 ♔f2 2 ♖e8 e1♖ (2...♖g3? 3 ♖xe2+ ♔xe2 4 ♔f5 =) 3 ♖xe1 ♔xe1! (3...♖xe1? 4 ♔f6! =) 4 ♔f4 (4 ♔f5 ♔f2 5 g5 ♔g3 6 g6 ♔h4 --) 4...♔f2 5 g5 ♖g2! --.

1...♔f2 2 ♖f8+ ♔e3

2...♔g2?! 3 ♖c8 e1♖+? 4 ♖xe1 ♖xe1 5 g6 ♔f3 6 ♔g5 =.

3 ♖e8+ ♔d3 4 ♔h5 e1♖!

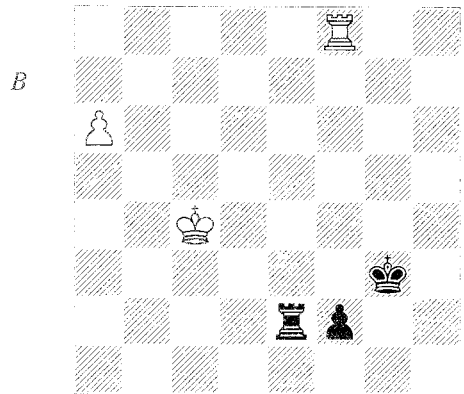
4...♖g3? 5 ♖xe2 ♔xe2 6 ♔g6! ♔f3 7 ♔f5! =.

5 ♖xe1 ♖xe1 6 ♔g6

6 g6 ♖g1 7 ♔h6 ♔e4 8 g7 ♔f5 9 ♔h7 ♖h1+! (9...♔f6? 10 g8♔+ =) 10 ♔g8 ♔g6 11 ♔f8 ♖f1+ 12 ♔g8 ♖a1 (12...♖f7?? 13 ♔h8 =) 13 ♔h8 ♖h1+ 14 ♔g8 ♖h7 --.

6...♖f1!! 7 ♔h7 ♔e4 8 g6 ♔f5 9 g7 ♖h1+ 10 ♔g8 ♔g6 11 ♔f8 ♖f1+ 12 ♔g8 ♖a1 0-1

The next procedure is also very typical:



6.114 =/
D.Pavasović – V.Zviagintsev
Portorož 1999

White can only save himself because his pawn is very far advanced:

1...♖e4+

1...♖e8 2 ♖xf2 ♔xf2 3 ♔b5 =.

2 ♔c5

Or:

a) After 2 ♔b5? Black can successfully interpose his rook: 2...♖f4! 3 ♖xf4 ♔xf4 4 a7 f1♖+ -- (Ribii in CBM 72).

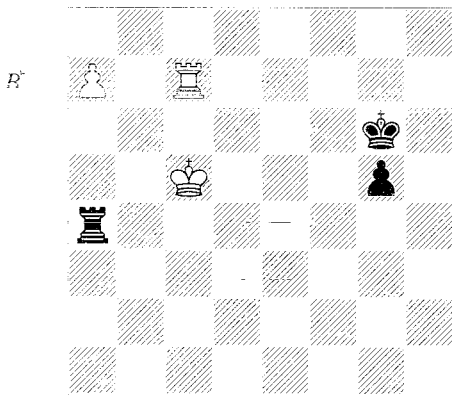
b) 2 ♔d3 ♖a4 (2...♖f4?? 3 ♖xf4 ♔xf4 4 ♔e2! --) 3 ♔e3 ♖a3+ 4 ♔e2 ♖a2+ 5 ♔f1 ♖a1+ 6 ♔e2 ♖e1+ 7 ♔d3 f1♖+ 8 ♔xf1 ♖xf1 9 ♔c4! ♖f5 10 ♔b4! =.

2...♖a4



2...♖f4 3 ♜xf4 ♘xf4 4 a7 f1♖ 5 a8♖ =.
3 ♘b6 ½-½

The next example combines this motif with techniques familiar to us from the rook vs pawn material:



6.115 /=

M.Dvorětsky

Secrets of Chess Training, 1991

1...♙a1!

Other moves fail:

a) 1...♙f5? 2 ♘b5! ♙a1 3 ♜c5+! ♙f4 (3...♙f6 4 ♜c6+ +-) 4 ♜c4+! ♙f3 5 ♙a4! +-.

b) 1...♙h5? 2 ♘b6! and then:

b1) 2...♙h4 3 ♘b5! (3 ♜c4+? ♙xc4 4 a8♖ ♙f4! =; see Chapter 10) 3...♙a1 4 ♜c4+ +-.

b2) 2...♙a1 3 ♜c8! ♙xa7 4 ♙xa7 g4 (4...♙g4 5 ♘b6 ♙f3 6 ♙f8+! ♙e3 7 ♙g8! ♙f4 8 ♙c5 +-) 5 ♘b6 and here:

b21) 5...g3 6 ♙g8! (6 ♙c5? ♙g4! =; body-check!) 6...♙h4 7 ♙c5 ♙h3 8 ♙d4 g2 9 ♙e3 ♙h2 10 ♙f2 +- and White's king arrives just in time.

b22) 5...♙h4 6 ♙c5 ♙g3 7 ♙d4 ♙f2 8 ♙f8+! (not 8 ♙d3? g3 9 ♙f8+ ♙e1! =; 8 ♙e4 +-) 8...♙e2 9 ♙g8! ♙f3 10 ♙d3 g3 11 ♙f8+ +-.

2 ♘b6 ♙b1+! 3 ♙c6 ♙a1 4 ♘b7 ♙b1+

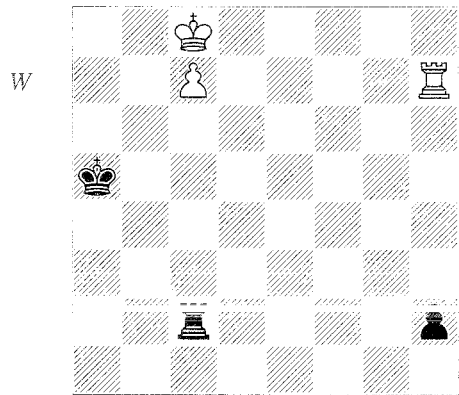
4...♙xa7+ 5 ♙xa7 ♙f5 6 ♘b6 g4 7 ♙c5 ♙e4! =.

5 ♙c8 ♙a1 6 ♘b8 ♙f5!

6...g4? 7 ♜c5! +-.

7 a8♖ ♙xa8+ 8 ♙xa8 g4 =

If one of the kings can't support its passed pawn this is usually a large disadvantage. The following very famous study is actually quite typical:



6.116

+!

Em.Lasker

Deutsches Wochenschach, 1890

1 ♘b7 ♙b2+

Forced, as c8♖ was threatened.

2 ♙a7 ♙c2 3 ♙h5+

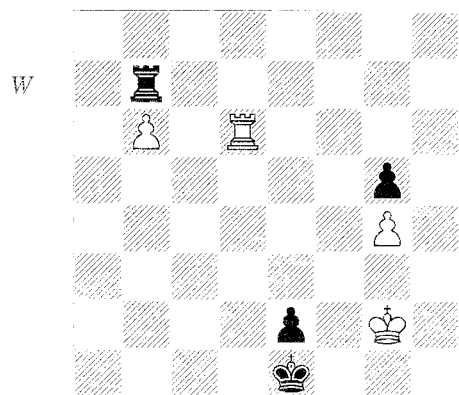
Driving the king back.

3...♙a4 4 ♘b7 ♙b2+ 5 ♙a6 ♙c2 6 ♙h4+

The pattern repeats itself.

6...♙a3 7 ♘b6 ♙b2+ 8 ♙a5 ♙c2 9 ♙h3+ ♙a2

Finally Black's king is so far down the board that 10 ♙xh2! +- becomes possible, leading to the won endgame queen vs rook (see Chapter 10).



6.117

=!

T.Wedberg – H.Danielsen

Munkebo Z 1998

The additional pawns save White but he has to act very precisely:

1 ♙e6?

White should choose between:

a) 1 ♖g1 ♜f7 2 ♞d8! ♜f4 3 b7 ♞xg4+ 4 ♖h2 ♖f2 5 ♜f8+ ♜f4 =.

b) 1 ♜g6 and now:

b1) 1... ♞e7 2 ♞d6! (2 b7? ♞xb7 3 ♞xg5 ♞b1 4 ♞e5 ♖d2 -+) 2... ♞e4 3 b7 ♞xg4+ 4 ♖h2 ♞b4 5 ♞d7 =.

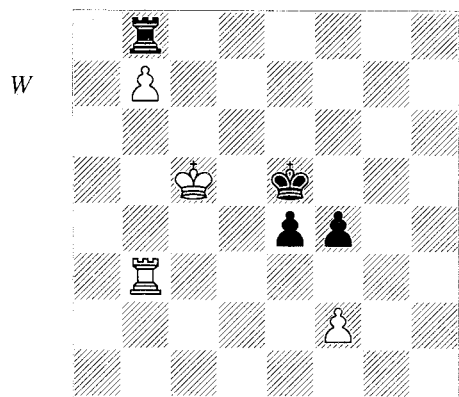
b2) 1... ♞d7 2 ♞xg5 ♖d1 3 ♞e5 e1 ♜ 4 ♞xe1+ ♖xe1 5 ♖f3 ♖d2 6 ♖e4 ♞b7 7 g5 = (H.Olafsson in CBM 67).

1... ♞d7! 2 b7

2 ♞e5 ♖d2 3 b7 ♞xb7 4 ♞d5+ ♖e3 5 ♞e5+ ♖d3 6 ♞d5+ ♖e4 7 ♞d8 ♞b1 8 ♞e8+ ♖d3 9 ♞d8+ ♖c4 -+.

2... ♞xb7 3 ♞d6 ♞b4 0-1

In the next example the extra pawns allow a win, but White has to be careful:



6.118 +/
V.Golod – J.Willemze
Vlissingen 1998

1 ♞b4?

The correct way is 1 ♖c6! ♖d4 2 ♖c7 ♞g8 3 b8 ♜ ♞xb8 4 ♖xb8 e3 5 ♞b4+!! ♖d3 (5... ♖e5 6 f3 ♖f5 7 ♞b5+ ♖f6 8 ♖c7 e2 9 ♞b1 ♖g5 10 ♞h1 +-) 6 ♞xf4 e2 7 ♜f3+ ♖d2 8 ♞e3 +- (Golod in CBM 66).

1... ♖f5

1... e3!? 2 f3 ♖f5 3 ♖b6 ♖g5 4 ♖a7 (4 ♞b1 ♖h4 5 ♞g1 e2 6 ♖c7 ♞xb7+ 7 ♖xb7 ♖h3 8 ♖c6 ♖h2 9 ♞e1 ♖g3 10 ♞xe2 ♖xf3 11 ♞e8 ♖g2 12 ♞g8+ ♖f2 13 ♖d5 f3 14 ♖e4 ♖e2! =) 4... ♞xb7+ 5 ♞xb7 ♖h4 6 ♞g7 e2 7 ♞g1 ♖h3 = (Golod).

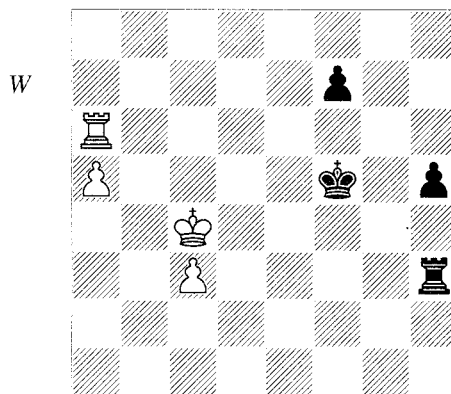
2 ♖c6

Or: 2 ♞b3 e3 3 fxe3 fxe3 4 ♖c6 ♖e4 =; 2 ♞b5 ♖g4 3 ♖d4 e3 4 fxe3 f3 =.

2... e3! 3 f3 ♖g5 4 ♞b1

4 ♖c7 ♞xb7+ 5 ♖xb7 (5 ♞xb7 ♖h4 6 ♖d6 ♖g3 7 ♖e5 e2 8 ♞b1 ♖xf3 =) 5... ♖h4 6 ♞xf4+ ♖g3 7 ♜f8 e2 8 ♞e8 ♖xf3 =.

4... ♖h4 5 ♞g1 ♖h3 6 ♖c7 ♞xb7+ 7 ♖xb7 ♖h2 8 ♞g8 e2 9 ♞e8 ♖g2 10 ♞xe2+ ♖xf3 11 ♞a2 ♖e3 12 ♖c6 f3 13 ♖d5 f2 14 ♞a1 ♖e2 15 ♖e4 f1 ♜ 16 ♞a2+ ♖e1 17 ♞a1+ ♖f2 1/2-1/2



6.119 =/=
P.Svidler – E.Lobron
Erevan OL 1996

The position is almost symmetrical, but White has already advanced to a5 and c3 and it is his turn. Nevertheless, with very accurate defence Black can hold on:

1 ♞c6 ♞h1 2 a6 ♞a1 3 ♖b4

After 3 ♖b5 one sample line runs 3... h4 4 ♞c4 h3 5 ♞h4 ♞b1+ 6 ♖c6 ♞a1 7 ♖b7 ♞b1+ 8 ♖a8 ♞h1 9 a7 h2 10 c4 ♖e5 11 c5 ♖d5 12 ♖b7 ♞b1+ 13 ♖c7 ♞a1 14 ♖b7 ♞b1+ 15 ♖a6 ♞a1+ 16 ♖b6 ♞b1+ 17 ♖a5 ♞a1+ 18 ♞a4 h1 ♜ 19 a8 ♜+ ♖e6 ±.

3... ♖g4

3... h4? 4 ♞c5+ ♖g4 5 ♞a5 ♞b1+ 6 ♖c5 ♞b8 (6... h3 7 a7 h2 8 a8 ♜ h1 ♜ 9 ♞a4+ ♖g5 10 ♜g8+ ♖h5 11 ♜xf7+ ♖g5 12 ♜f4+ +-) 7 a7 ♞a8 8 ♖b6 h3 9 ♖b7 h2 10 ♞a1 +- (Makarychev in MegaBase 2000).

4 ♞c4+ ♖g3 5 ♖b5 h4 6 ♞a4 ♞b1+ 7 ♖c5 ♞b8 8 a7 ♞a8 9 ♖b6 h3 10 ♖b7 h2 11 ♞a1

11 ♖xa8 h1 ♜+ 12 ♖b8 ♜h8+ 13 ♖b7 ♜h1+ =.

11... ♞xa7+ 12 ♖xa7 f5

12... ♖g2 13 c4 h1 ♜ 14 ♞xh1 ♖xh1 15 ♖b6 f5 16 ♖c5?! f4 17 ♖b6!! =.

13 ♖b6

13 c4 f4 14 c5 f3 15 c6 ♖g2 16 c7 h1♚ 17 ♜xh1 (17 ♜a2+ f2 18 c8♚ ♜h7+ 19 ♖a8 ♜e4+ =) 17...♖xh1 18 c8♚ f2 =.

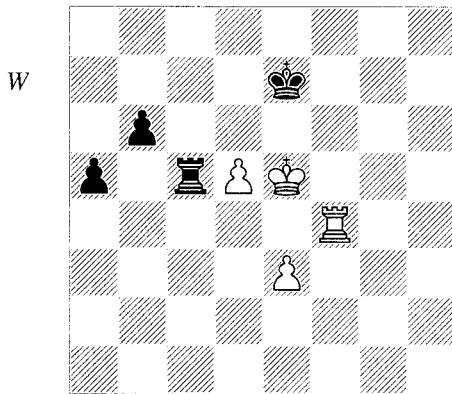
Lobron resigned here, but the position is drawn:

13...♖g2

13...f4? 14 ♖c5 f3 (14...♖g2 15 ♖d4 h1♚ 16 ♜xh1 ♖xh1 17 ♖e4 +-) 15 ♖d4 f2 16 ♖e3 ♖g2 17 ♖e2 +-.

14 ♖c5 h1♚ 15 ♜xh1 ♖xh1 16 ♖d4 ♖g2 17 ♖e5 ♖f3 18 ♖xf5 ♖e3 19 ♖e5 ♖d3 20 ♖d5 ♖xc3 =

Two connected passed pawns are extremely strong, especially when they are far-advanced and well-supported:



6.120

S.Flohr – G.Thomas
Nottingham 1936

White's attack crashes through:

1 ♜h4 b5 2 ♜h7+ ♖f8 3 e4 a4 4 ♜a7!

Halting Black's pawns, whereas White's can't be stopped in the long run, which makes all the difference.

4...b4!?

Black makes an interesting pawn sacrifice to enable the b-pawn to run. The alternatives are very grim: 4...♜c4 5 d6 ♖e8 6 ♖d5 ♖d8 7 e5 +- or 4...♜c8 5 d6 ♜b8 6 ♖f6 b4 7 e5 b3 8 e6 b2 9 e7+ ♖g8 10 ♜b7 +-.

5 ♜xa4 ♖b5 6 ♜a8+ ♖e7 7 ♜a7+ ♖f8 8 ♜a8+ ♖e7 9 ♜a7+ ♖f8 10 ♖e6 b3 11 ♜f7+ ♖g8

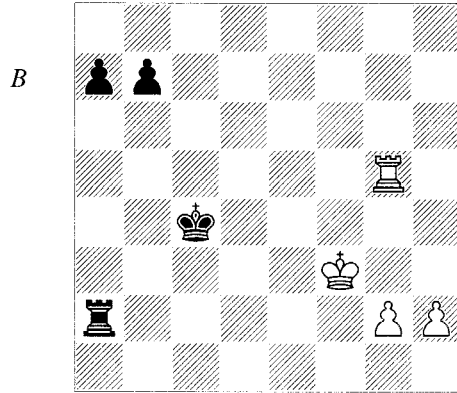
11...♖e8 12 ♜h7 (12 d6? ♜e5+ 13 ♖f6 ♜xe4 14 ♜b7 =) 12...♖f8 13 d6 ♜b6 14 e5 b2 15 ♖f6 ♖g8 16 ♜h1 +-.

12 ♜f1 b2 13 ♜b1 ♖f8 14 d6 ♜b4 15 e5 ♜b7 16 ♖d5 ♜b3 17 e6 ♖e8 18 ♜h1 ♜d3+

18...b1♚ 19 ♜h8#.

19 ♖c5 ♜c3+ 20 ♖d4 ♜f3 21 ♜h8+ 1-0

If both kings support their pawns, the race is usually more interesting:



6.121

P.Wells – J.Hector
Oxford 1998

Black has a slight advantage but White's counterplay is fast enough:

1...b5 2 ♜g8 b4 3 ♜c8+ ♖d3 4 ♜b8 ♖c3 5 h4 b3 6 h5 ♜a6 7 g4 ♜f6+

7...b2 8 ♜xb2 ♖xb2 9 g5 ♜a1 10 g6 ♜g1 11 ♖f4 a5 12 ♖f5 a4 13 h6 =.

8 ♖g3 b2 9 ♖xb2

9 g5? ♜b6 10 ♜c8+ ♖b3 +-.

9...♖xb2 10 g5 ♜f1

10...♜f8 11 g6 ♜g8 12 ♖g4 a5 13 ♖g5 a4 14 h6 a3 15 h7 ♜xg6+ 16 ♖xg6 a2 =.

11 g6 a5 12 ♖g4 ♜h1 13 ♖g5?

13 ♖f4!! ♜g1 (13...♜xh5?! 14 g7 a4 15 g8♚ a3! =) 14 ♖f5 a4 15 h6 =.

13...a4 14 h6

14 g7 a3 15 ♖f6 ♜f1+ 16 ♖e6 ♜g1 17 h6 a2 18 h7 a1♚ 19 h8♚ ♜a6+ +-.

14...a3 15 g7 a2 16 h7 a1♚ 17 g8♚

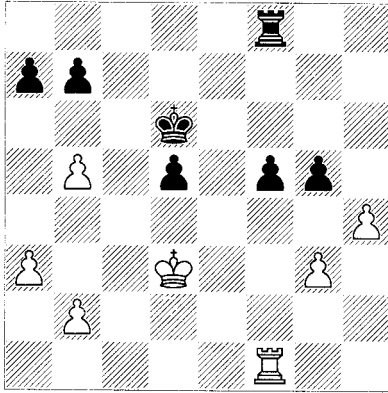
17 h8♚ ♜g1+ 18 ♖f5 ♜c5+ 19 ♖g6 ♜d6+ 20 ♖f7 ♜f1+ 21 ♖e8 ♜e1+ 22 ♖f7 ♜e6+ 23 ♖f8 ♜e8#.

17...♜c1+ 0-1

It is mate in 9: **18 ♖g4 ♜g1+ 19 ♖f5 ♜c5+ 20 ♖e4 ♜e1+ 21 ♖f3 ♜f1+ 22 ♖g2 ♜f2+ 23 ♖h3 ♜h1+ 24 ♖g4 ♜g1+ 25 ♖h3 ♜f3+ 26 ♖h2 ♜h1#.**

We end with three examples where the dangerous passed pawns have to be created first:

B



6.122 /=
E.Vorobiov – S.Ivanov
Russian Clubs Cup (Maikop) 1998

Black's f-pawn is surprisingly strong, but White should have just enough resources to hold on:

1...f4! 2 hxg5

2 gxh4? ♖xf4 3 ♖g1 (3 ♖xf4 gxf4 4 h5 ♖e5 –+) 3...gxh4 4 ♖g7 b6 5 ♖xa7 ♖c5 ♯.

2...fxg3! 3 ♖g1

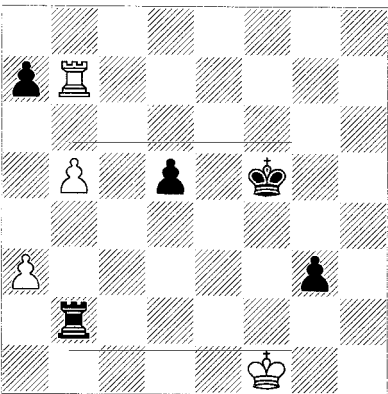
3 ♖xf8? g2 –+ is the point of Black's combination.

3...♖f3+ 4 ♖e2

4 ♖d4? ♖f4+ 5 ♖e3 ♖g4 6 ♖f3 ♖xg5 7 ♖xg3?! ♖xg3+ 8 ♖xg3 ♖c5 –+ (Hecht in CBM 66).

4...♖b3 5 g6 ♖e6 6 ♖c1 ♖xb2+ 7 ♖f1 ♖f6 8 ♖c7 ♖xg6 9 ♖xb7 ♖f5 (D)

W



6.122A =/+

10 ♖xa7

10 a4? d4 11 ♖d7 ♖e4 12 ♖e7+ ♖d5 13 ♖d7+ ♖c4 14 ♖c7+ ♖b3 ♯.

10...d4

10...♖xb5 11 ♖g2 ♖b3 12 a4 d4 13 a5 ♖a3 14 a6 d3 15 ♖d7 ♖f4 16 a7 ♖a2+ 17 ♖g1 ♖e3 18 ♖e7+ ♖f3 19 ♖f7+ ♖e2 20 ♖e7+ ♖d1 21 ♖f1 d2 (21...g2+ 22 ♖g1 d2 23 ♖c7 ♖e2 24 ♖e7+ =) 22 ♖c7 ♖a3 23 ♖g2 =.

11 ♖g7?

Otherwise:

a) 11 ♖f7+? also loses: 11...♖e6 12 ♖f3 g2+ 13 ♖g1 ♖e5 14 a4 ♖e4 15 ♖f8 d3 –+.

b) 11 ♖d7! is correct: 11...g2+ (11...♖e4 12 ♖c7+ ♖f3 13 ♖f7+ ♖e3 14 ♖e7+ ♖d3 15 a4 =) 12 ♖g1 ♖e4 13 ♖e7+ ♖f3 14 ♖f7+ ♖e3 15 ♖e7+ ♖d2 16 ♖b7 d3 17 b6 ♖c1 18 ♖c7+ ♖b1 19 b7 d2 20 ♖d7 ♖c2 21 ♖c7+ ♖d3 22 ♖d7+ ♖e3 23 ♖e7+ ♖f4 24 ♖d7 =.

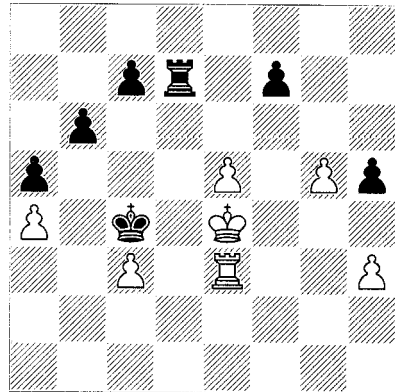
11...d3 12 ♖e1

12 ♖xg3 ♖b1+ 13 ♖f2 d2 –+.

12...g2 0-1

The next example is easier:

W



6.123 +/-

K.Müller – G.Gross
Germany Cup 1991

White can create a passed e-pawn which will decide the issue:

1 g6! fxg6

1...b5 2 g7 ♖d8 3 ♖g3 bxa4 (3...♖g8 4 ♖f5 bxa4 5 ♖f6 –+) 4 g8 ♖xg8 5 ♖xg8 a3 6 ♖f5 a2 7 ♖g1 ♖xc3 8 ♖f6 –+.

2 e6 ♖d8 3 ♖e5 b5 4 axb5 a4 5 e7 ♖e8 6 ♖e6 a3 7 ♖d7 a2

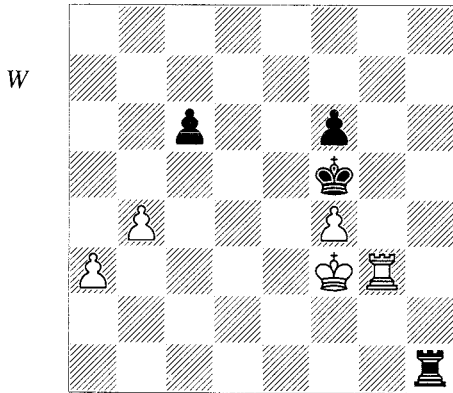
7...♖xe7+ 8 ♖xe7 ♖xb5 9 h4 ♖c4 10 ♖xc7 ♖xc3 11 ♖e2 +–.

8 ♖e1

8 ♖xe8 a1 ♖ 9 ♖f7 ♖f1+ 10 ♖g7 +–.

8...♖a8 9 e8 ♖ ♖xe8 10 ♖xe8 ♖xb5

10... ♖xc3 11 ♔d7 ♖c4 12 ♖xc7 ♖xb5 13 ♜a1 +-.
 11 ♜a1 ♖c4 12 ♜xa2 ♖xc3 13 ♜g2 c5 14 ♜xg6 1-0



6.124 =/
 Y.Yakovich – A.Abdulla
 Cairo 1999

1 ♖e3 ♜e1+?!

This only drives White's king to a better position. 1...♜a1 doesn't waste precious time: 2 ♖d4 ♖xf4 3 ♜c3 f5 4 ♖c5 ♖e4 5 ♖xc6 f4 6 b5 f3 =.

2 ♖d4 ♖xf4 3 ♜c3 ♜e6?

Too passive. 3...f5! still saves Black; e.g., 4 a4 (4 ♖c5 ♜e3 =; 4 ♖xc6 ♜d1+ 5 ♖c5 ♜c1+ 6 ♖b5 ♖xc6 7 ♖xc6 ♖g4 =) 4...♖g4 and now:

a) 5 a5 f4 6 ♖xc6 ♜d1+ 7 ♖e4 ♜e1+ 8 ♖d3 (8 ♖d5 ♜d1+ 9 ♖e6 f3 =) 8...f3 9 ♖f6 ♖g3 10 b5 ♜a1 11 a6 f2 12 ♖c4 ♜a4+ 13 ♖c5 ♜f4 14 ♜xf4 ♖xf4 15 a7 f1 ♖ 16 a8 ♖ ♖f2+ =.

b) 5 ♖xc6 ♜d1+ 6 ♖e5 ♜e1+ 7 ♖d6 ♜d1+ 8 ♖c7 ♜d4 9 ♜g6+ ♖h3 10 ♜b6 f4 11 a5 f3 12 a6 ♜c4+ 13 ♖d7 ♜d4+ 14 ♖e7 ♜e4+ =.

4 a4 f5 5 a5 ♖g4 6 ♜a3 f4 7 a6 ♜e8

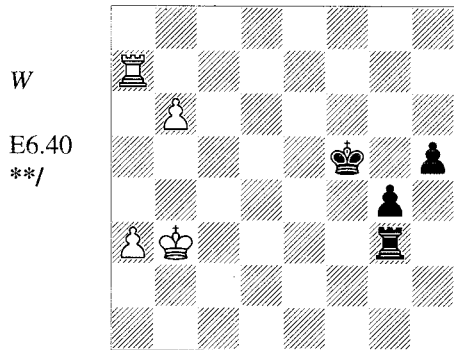
After 7...f3 8 a7 f2 9 a8 ♖ f1 ♖ White has the all-important first check: 10 ♖g8+ ♖f5 11 ♜a5+ ♖f4 12 ♖f7+ +-.
 8 a7 ♜a8 9 ♖c5 f3 10 ♖b6 f2 11 ♜a1 ♜e8

11...♖g3 12 ♖b7 ♜e8 13 a8 ♖ ♜xa8 14 ♖xa8 +-.
 12 ♖xc6 ♜e6+ 13 ♖c5 ♜e1

White also wins after 13...♜e5+ 14 ♖d4 ♜e1 (14...♜e8 15 b5 +-) 15 a8 ♖ f1 ♖ 16 ♜xe1 ♖xe1 17 ♖e4+ +-.
 14 a8 ♖ f1 ♖ 15 ♖e4+! 1-0

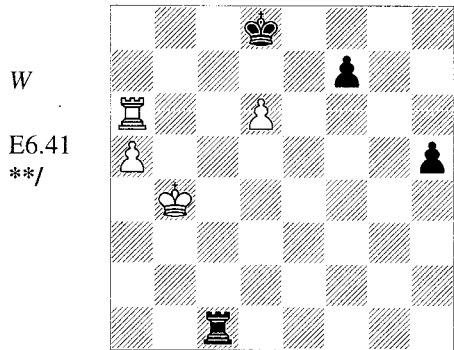
A nice way to finish Black off.

Exercises
 (Solutions on pages 383-4)



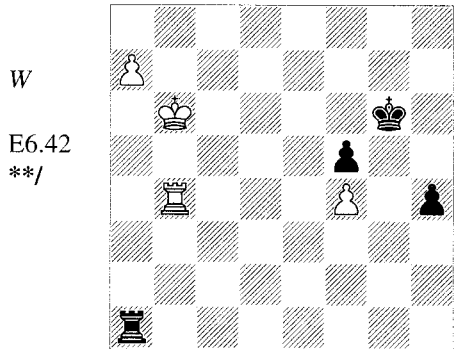
W
 E6.40
 **/

Black has just captured the g3-pawn with check and it seems that he isn't far behind in the race. What had White prepared?



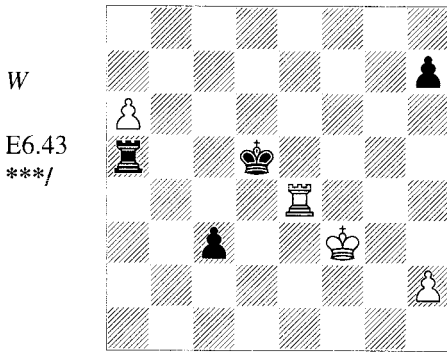
W
 E6.41
 **/

White to play and win.

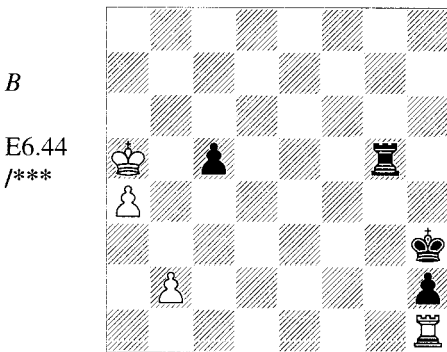


W
 E6.42
 **/

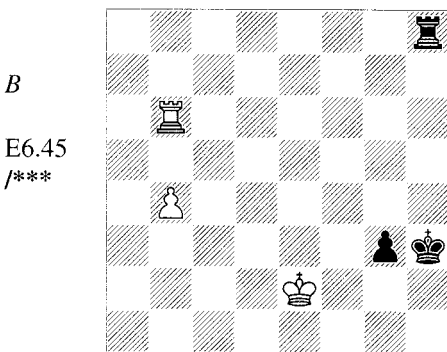
Find the right way to win Black's rook.



White played 1 ♖e3? c2 2 ♖c3. How did Black refute this idea? And what should White have done instead?



Is Black winning?



White hopes to create counterplay with his b-pawn. Can Black stop him?

D) One Side Has a Passed Pawn

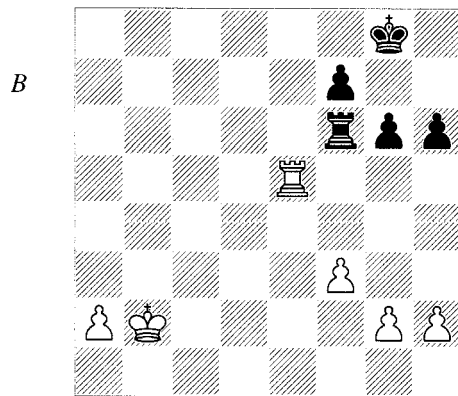
In most other types of ending, an extra outside passed pawn would be a decisive advantage but the rook is such a strong counterattacking unit that it may not be possible to convert the material advantage into victory. In practice, these endings are particularly important since they often arise after one side manages to win a pawn in the middlegame, and the opponent seeks drawing chances by exchanging pawns and heading for a rook ending.

The material divides into the following three cases, but note that general issues of relevance to all cases are mostly discussed in the context of the rook's pawn case.

D1: Rook's Pawn	223
D2: Knight's Pawn	228
D3: Bishop's or Centre Pawn	231

D1) Rook's Pawn

If the attacking king is near the passed pawn and the defending king badly placed, the win is usually within reach:



6.125 +/–
V.Korchnoi – J.van der Wiel
Wijk aan Zee 1984

White can regroup his pieces successfully:

1... ♖b6+ 2 ♔a1 ♕g7 3 a3 ♕f6?!

After 3... ♖b3!? 4 ♔a2 ♖d3 5 ♖e2 h5 6 a4 h4 7 ♕b1 h3 8 g3 9 ♖xf3 9 ♖a2 White's rook finally gets behind the passed a-pawn. In *Praxis des Turmendspiels*, Korchnoi stops here. We take it a bit further: 9... ♖f6 10 a5 ♖a6 11 ♕c2 ♕f6 (11... ♖f5 12 ♕c3 g5 13 ♕b4 ♕f6 14 ♕b5 ♖a8 15 a6 f4 16 gxf4 gxf4 17 ♖a3 ♕e5 18 ♖xh3 +-) 12

♔c3 ♕e5 13 ♖b4 ♔d6 14 ♖b5 ♜a8 15 a6 ♞b8+ (15...♕c7 16 ♞c2+ ♔d7 17 ♞c4 ♔d6 18 ♞c6+ ♔d7 19 g4 ±) 16 ♖a5 ♜a8 17 ♞b2 ±.

4 ♜e2 h5 5 ♖a2 h4 6 a4 ♞d6 7 ♖b3 h3 8 g3 ♞d3+ 9 ♖b4 ♞xf3 10 a5 ♞f1 11 ♖a2 ♞b1+ 12 ♖a4 ♖g5 13 a6 ♞b8 14 a7 ♞a8 15 ♖b5 ♖g4 16 ♖b6 f5 17 ♖b7 ♞e8 18 a8♞ ♞xa8 19 ♖xa8 1-0

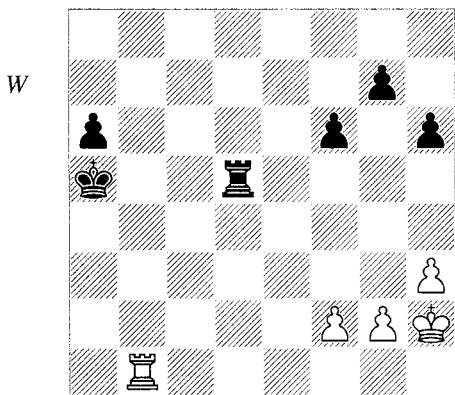
The rook stops the pawns:

19...g5

19...♕f3 20 ♖b7 g5 21 ♕c6 ♖e4 (21...f4 22 gxf4 gxf4 23 ♔d5 ♕e3 24 ♞a3+ ♕e2 25 ♕e4 +-) 22 ♞a3 f4 23 gxf4 gxf4 24 ♞xh3 f3 25 ♞h7 +-.

20 ♖b7 f4 21 gxf4 gxf4 22 ♕c6 +-.

The next example provides another illustration of the winning procedure.



6.126

-/+

S.Kudrin – A.Onishchuk

Beijing 1998

The role of Black's rook is especially interesting.

1 ♞b7 g5

1...♞g5? 2 g4 = with the idea f4 (Hecht in CBM 66) gives White enough counterplay.

–2 ♞h7 ♞f5! 3 ♞xh6

Or: 3 ♖g3 ♖b4 4 ♞b7+ ♞b5 –+; 3 f3 ♖b4 4 ♞xh6 a5 5 h4 gxf4 6 ♞xh4+ ♖b3 7 ♞e4 (7 g4 ♞xf3 8 ♞h6 a4 9 ♖g2 ♞c3 10 ♞xf6 a3 –+) 7...a4 8 ♞e3+ ♕c2 9 ♞e2+ ♔d3 10 ♞a2 ♞a5 11 g4 a3 12 ♖g3 ♕c3 13 f4 ♖b3 14 ♞a1 ♖b2 –+.

3...♞xf2 4 ♖g1

4 ♖g3 ♞f5 5 ♞h7 ♖b4 6 ♞b7+ ♞b5 干.

4...♞f5 5 g4 ♞f4 6 ♖g2 ♖b4 7 ♖g3 a5 8 h4 a4 9 hxg5

9 h5 a3 10 ♞h8 a2 11 ♞a8 ♖b3 12 h6 f5 and now:

a) 13 gxf5 ♞a4 14 ♞xa4 (14 ♞b8+ ♖a3 15 h7 a1 ♞ 16 h8♞ ♞g1+ –+) 14...♕xa4 15 h7 a1 ♞ –+.

b) 13 h7 ♞xg4+ 14 ♖f3 ♞h4 15 ♞b8+ ♖c4 16 ♞a8 ♞xh7 17 ♞xa2 ♞h3+ 18 ♖g2 ♞d3 –+ (Hecht).

9...fxg5 10 ♞b6+ ♖c3 11 ♞b5 a3 12 ♞xg5 ♞a4 13 ♞c5+ ♖b3 14 ♞b5+ ♞b4 15 ♞f5

15 ♞a5 a2 16 ♞xa2 ♖xa2 17 ♖h4 ♖b3 –+ (Atlas).

15...a2 16 ♞f1 ♞a4 17 g5 ♖b2!

Black must be precise since 17...a1♞? 18 ♞xa1 ♞a1 19 ♖f4 ♕c4 20 ♕e5! only leads to a draw.

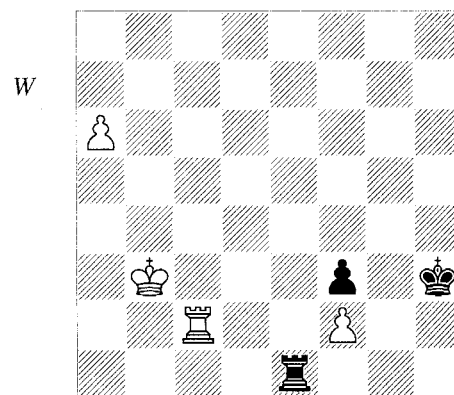
18 ♞f2+

18 g6 a1♞ 19 ♞xa1 ♖xa1 20 g7 ♞a8 –+.

18...♕c3 0-1

Black's king is in time to stop the g-pawn: 19 ♞xa2 (19 ♞f3+ ♖b4 20 ♞f4+ ♖b5 –+; 19 ♞f1 a1♞ 20 ♞xa1 ♞xa1 21 ♖f4 ♔d4! –+) 19...♞xa2 20 ♖f4 ♔d4! 21 ♖f5 ♔d5! 22 ♖f6 ♔d6 23 g6 ♞f2+ –+.

If the number of pawns is reduced, the drawing chances are not bad, especially if the defender has counterplay:



6.127

+/-

V.Alatortsev – V.Chekhov

USSR Ch (Tbilisi) 1937

White's rook gets behind the a-pawn and with extremely precise play he can win:

1 a7 ♞c8 2 ♞a2 ♞a8

2...♖g2 3 a8♞ ♞xa8 4 ♞xa8 ♖xf2 5 ♕c2! ♖e2 6 ♞e8+! ♖f1 7 ♔d2 +-.

3 ♖c4 ♖g2 4 ♕c5!

White has calculated that ...♞xa7 draws if his king is on the b-file or the sixth rank.

4...♖c8+
 4...♔f1 5 ♖b6 ♖e8 6 ♖c6 +-.
 5 ♖b6 ♖e8!? 6 ♖c6!!

This move puts Black in zugzwang. Other-
 wise:

a) 6 a8♖? ♖xa8 7 ♖xa8 ♔xf2 8 ♖c5 ♖g2 =.
 b) 6 ♖b7 ♖e7+ and White is making no
 progress.

c) 6 ♖c2 ♖e6+!? 7 ♔b7? (7 ♖c6 ♖e8 8 ♖c2
 ♖e6+ 9 ♔c7 ♖e8 10 ♖a2 +-.; see the main line)
 7...♖e2!! and then:

c1) 8 ♖xe2? fxe2 9 a8♖ (without check!)
 9...e1♖ 10 f4 ♖g3 =.

c2) 8 a8♖ ♖xc2 9 ♖g8+ ♔xf2 10 ♖d5 ♖c3
 11 ♖d2+ ♖g1 12 ♖xc3 f2 =.

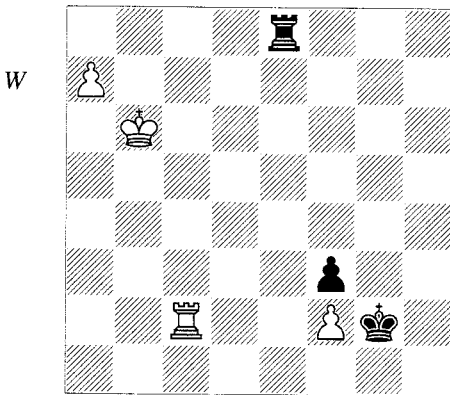
c3) 8 ♖c6 ♖e7+ 9 ♖c7 ♖e8 10 ♖c8 ♖e7+ 11
 ♖c7 ♖e8 12 ♖c2 ♖e2 =.

6...♔f1

White has forced Black's king to the first
 rank, so the defence ...♖e2 becomes impossible
 due to ♖c1+. For 6...♖h8 7 ♔b7! ♖h7+ 8 ♖b6!
 ♖h8 (8...♖h6+?! 9 ♔c5! ♖h8 10 a8♖ +-) 9 ♖c2!
 ♖e8 10 ♔c7!! +-. (10 ♔b7? would allow the
 defensive resource 10...♖e2!! =), see the game.

7 ♔b7 ♖e7+ 8 ♖b6 ♖e8

8...♖e6+ 9 ♔c5 ♖e8 10 a8♖ +-.
 9 ♖c2! ♔g2 (D)



6.127A

+/-

10 ♔c7!!

Putting Black in zugzwang again.

10...♖e7+

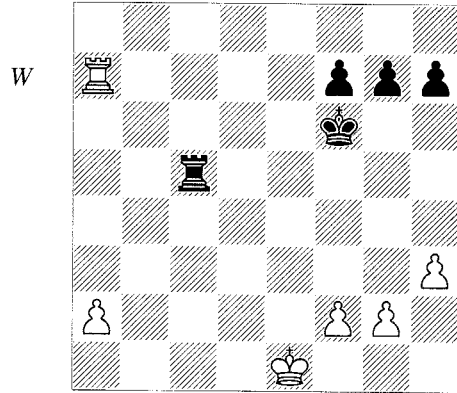
Or: 10...♔h2 11 ♔b7 ♖e2 12 ♖c6 +-;
 10...♔f1 11 ♔b7 ♖e2 12 ♖c1+ +-.

11 ♔b8 ♖e8+

11...♖e2 12 ♖xe2 fxe2 13 a8♖+ ♔xf2 14
 ♖a2 +-.

12 ♖c8 1-0

In view of 12...♖xc8+ 13 ♔xc8 ♔xf2 14 a8♖
 ♔g3 15 ♖e4 f2 (otherwise White just brings up
 his king) 16 ♖h1! ♔f4 17 ♔d7 ♔e3 18 ♖f1
 +-.



6.128

+/

A.Karpov – R.Knaak

Baden-Baden 1992

Karpov manages to shepherd his a-pawn up
 the board without giving Knaak any counter-
 play:

1 ♖a3 g5

1...♖c1+ 2 ♔d2 ♖a1 3 ♔c2 +-. (Karpov in
 Inf 56/485).

2 ♔d2 ♔g6 3 ♖c3 ♖a5 4 a3 h5 5 ♔c2 ♖a8 6
 ♖b3 ♖b8+ 7 ♔a2 ♖a8

7...♖d8 8 ♖c2 ♖d3 9 a4 f6 10 ♔b2 h4 11 a5
 +-.

8 ♖c4 f5 9 a4 ♔f6 10 ♔a3 ♔e5 11 ♖c5+
 ♔e4 12 a5 h4 13 ♔a4 ♔f4

13...g4?! 14 hxg4 fxg4 15 ♖h5! +-. (Kar-
 pov).

14 ♖c4+ ♔e5 15 ♖b4 ♔d5 16 ♖b5+ ♔e4 17
 ♖b6 ♔f4 18 a6 g4 19 ♔a5 g3

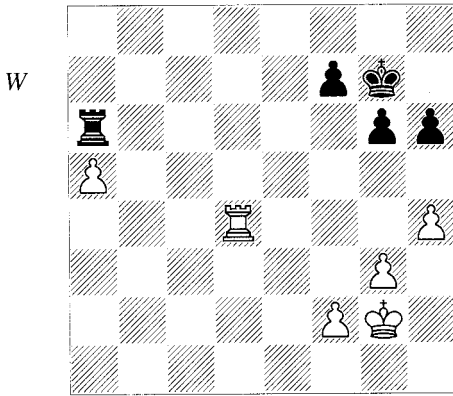
19...gxh3 20 ♖b4+ ♔g5 21 gxh3 +-.

20 ♖b4+! ♔e5 21 f3 f4 22 ♖e4+ ♔f5 23 ♖e2
 ♔f6 24 ♔b6 1-0

If both kings are still far away from the
 passed pawn, the drawing chances increase
 greatly. The following classic is only won due
 to the very passive position of Black's rook (*see
 next diagram*).

First the rook moves behind the passed a-
 pawn, forcing Black's rook to stay at a6:

1 ♖a4! ♔f6 2 ♔f3 ♔e5 3 ♔e3 h5 4 ♔d3
 ♔d5 5 ♔c3 ♔c5 6 ♖a2 ♔b5 7 ♔b3 ♔c5



6.129 +/
A.Alekhine – J.Capablanca
Buenos Aires Wch (34) 1927

7...♞xa5 8 ♞xa5+ ♔xa5 9 ♔c4 ♖b6 10 ♔d5
♙c7 11 ♙e5 ♔d7 12 ♙f6 ♙e8 13 f4 ♙f8 14 f5
+-.

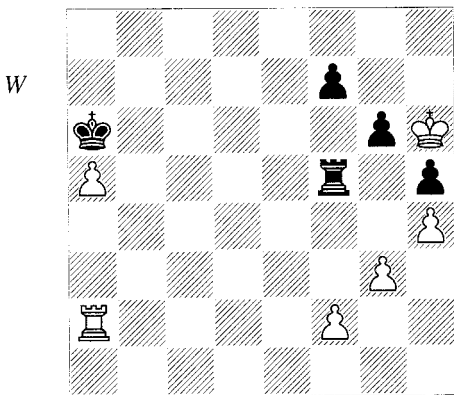
8 ♙c3 ♙b5 9 ♙d4 ♞d6+

9...♙b4 10 ♞a1 ♙b3 11 ♙c5 ♙b2 12 ♙b5
+-.

10 ♙e5 ♞e6+ 11 ♙f4 ♙a6

After 11...f6 White can win by 12 a6 ♞xa6
(12...♞e8 13 a7 ♞a8 14 f3 ♙b6 15 g4 +-) 13
♞xa6 ♙xa6 14 ♙e4 +-.

12 ♙g5 ♞e5+ 13 ♙h6 ♞f5 (D)



6.129A +/-

14 f4?!

14 ♙g7 ♞f3 15 ♙g8 f5 (15...♞f5 16 f4 ♞f6
17 ♙f8 ♞f5 18 ♙g7 +- Alekhine) 16 ♙g7 f4
17 ♙xg6 fxg3 18 fxg3 ♞xg3+ 19 ♙xh5 ♞c3 20
♞a4 ♙b5 21 ♞f4 ♙xa5 22 ♙g5 +- (Nunn in
Secrets of Practical Chess).

14...♞c5 15 ♞a3 ♞c7 16 ♙g7 ♞d7 17 f5

17 ♙f6 ♞c7 18 ♞f3 ♙xa5 19 f5 +- (Aver-
bakh).

17...gxf5 18 ♙h6 f4 19 gxf4 ♞d5 20 ♙g7
♞f5 21 ♞a4 ♙b5 22 ♞e4 ♙a6 23 ♙h6

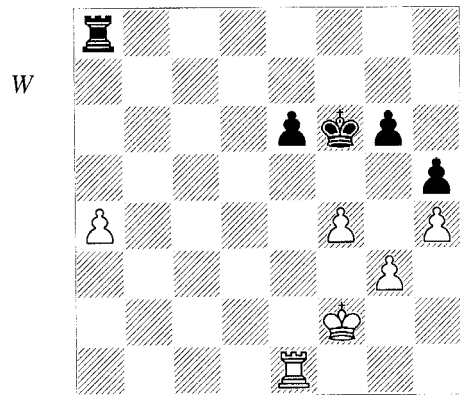
23 ♙g8 ♞f6 24 ♙f8 ♙xa5 (24...♞f5 25 ♙g7
+-; 24...♞g6 25 ♙xf7 ♞g4 26 ♞e6+ ♙xa5 27
f5 ♞xh4 28 f6 +-) 25 ♙e7 +-.

23...♞xa5

After 23...♙b7!? it is harder, but White can
reach the previous note with 24 ♙g7 ♙a6 25
♙g8 +-.

24 ♞e5 ♞a1 25 ♙xh5 ♞g1 26 ♞g5 ♞h1 27
♞f5 ♙b6 28 ♞xf7 ♙c6 29 ♞e7 1-0

The rook is most often best placed behind the
passed pawn, but there are exceptions:



6.130 +/
A.Yusupov – J.Timman
Linares 1992

1 ♞a1?

This automatic move is wrong as Black can
get rid of his weak e-pawn. 1 ♞e4 was called for:
1...♞a5 (1...♙f5 2 ♞e5+ ♙f6 3 a5 +-) 2 ♙e2
♞c5 3 ♞e5 and now:

a) 3...♞c3 4 ♞g5 ♞a3 5 a5 +-.

b) 3...♞xe5+ 4 fxe5+ ♙xe5 5 ♙e3 ♙d5 6 a5
+-.

c) 3...♞c2+ 4 ♙d3 ♞a2 5 a5 ♞a3+ 6 ♙c4
♞xg3 7 a6 ♞a3 8 ♙b5 ♙e7 9 ♙b6 +-.

1...♞a5 2 ♙e3 e5 3 ♙e4

3 fxe5+ ♙xe5 4 ♙d3 ♙d5 5 ♙c3 ♙c6 6 ♙b4
♞e5 = (Beliavsky and Mikhalchishin).

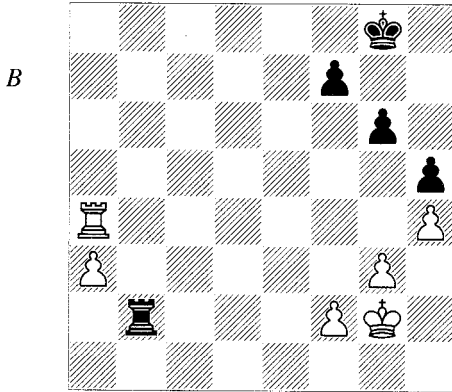
3...exf4 4 ♙xf4 ♙e6 5 ♙e4

5 ♞e1+ ♙f6 6 ♞e4 ±.

5...g5 6 hxg5 ♞xg5 7 ♙f3 ♞a5 8 ♞e1+ ♙f5
9 ♞e4 ♞c5! 10 ♞e3 ♞a5 11 ♞a3 ♙e5 12 ♙e3
♙e6 13 ♙e2 ♙d6 14 ♙f2 ♙e6 15 ♞e3+ ♙d5

16 ♖a3 ♕e6 17 ♕e3 h4 18 g4 ♕f6 19 ♕f4 ♕g6
20 ♕f3 ♕g5 21 ♖a2 h3 1/2-1/2

If the attacking rook is in front of the pawn and the defending rook behind it, the position is usually drawn. However, the defender has to create active counterplay if the attacking king approaches the passed pawn.



6.131 =
V.Akopian – Ki.Georgiev
Las Vegas FIDE 1999

1...♖a2 2 ♕f3 ♕g7 3 ♕e3 ♖a1

3...♕f6 gives Black enough counterplay after both 4 ♖f4+ ♕g7 5 a4 f6 6 ♖b4 g5 and 4 ♖a6+ ♕f5 5 f3 ♖b2.

4 ♖a6 ♖a2 5 ♖a4 ♖a1 6 ♖a6 ♖a2 7 a4 ♖a3+?!

7...f6! 8 a5 g5 9 ♖a8 gxh4 10 gxh4 ♖a4 11 f4 ♕g6 = (Cu.Hansen in CBM 72).

8 ♕d4 f6?

8...♖a2! was called for (8...♖f3 is also possible) according to Hansen, who analysed:

a) 9 f3 ♖g2 =.

b) 9 f4 ♖a3 10 a5 ♖xg3 11 ♖b6 ♖f3 12 ♕e4 ♖a3 13 a6 ♖a5 =.

c) 9 a5 ♖xf2 10 ♖c6 ♖g2 11 a6 (11 ♖c3 ♖a2 12 ♖c5 ♖a3 =) 11...♖xg3 12 ♕c5 ♖a3 13 ♕b6 g5! 14 hxg5 h4 15 a7 h3 and here:

c1) 16 ♖h6 ♖b3+ 17 ♕c7 ♖c3+ 18 ♕b7 ♖b3+ 19 ♖b6 h2 20 ♖xb3 h1 ♖+ 21 ♕b8 ♖h2+ =.

c2) 16 ♖c3 ♖xc3 17 a8 ♖ ♖g3 18 ♖c6 ♖xg5 19 ♖c3+ ♕g8 20 ♖xh3 ♖g6+ =.

9 ♖a7+ ♕h6 10 a5 g5

10...♖f3 11 a6 ♖xf2 12 ♖c7 ♖a2 13 a7 g5 14 ♕c5 gxh4 15 gxh4 ♕g6 16 ♕b6 +-.

11 ♕c5 gxh4

11...♕g6 12 ♕b4 ±.

12 gxh4 ♖a4 13 a6 ♖a2

After 13...♖xh4 it is Black's undoing that the rook is placed on his fifth rank: 14 ♖a8 ♖a4 15 a7 ♕h7 16 ♕b6 h4 (16...♖b4+ 17 ♕a5 +-) 17 ♖d8 +-.

14 ♖a8 ♕g6 15 ♕b6 ♖b2+ 16 ♕a7

A typical procedure: White's king seeks shelter behind the a-pawn, which would be impossible if the pawn had already advanced to a7.

16...♖xf2 17 ♖b8 ♖f4 18 ♖b5 ♖xh4

18...♖e4 19 ♕b7 ♖e7+ 20 ♕a8 f5 (20...♖e8+ 21 ♖b8 ♖e7 22 a7 ♕f5 23 ♖b4 ♕e5 24 ♕b8 +-) 21 ♖b6+ ♕f7 22 a7 f4 23 ♕b8 ♖e8+ 24 ♕b7 ♖e7+ 25 ♕a6 ♖e8 26 ♖b8 +-.

19 ♕b6 ♖e4 20 a7 ♖e8 21 ♖a5 h4 22 a8 ♖xa8 23 ♖xa8 ♕g5 24 ♕c5 h3 25 ♖h8 ♕g4 26 ♕d4 ♕g3 27 ♕e3 ♕g2 28 ♕e2 h2

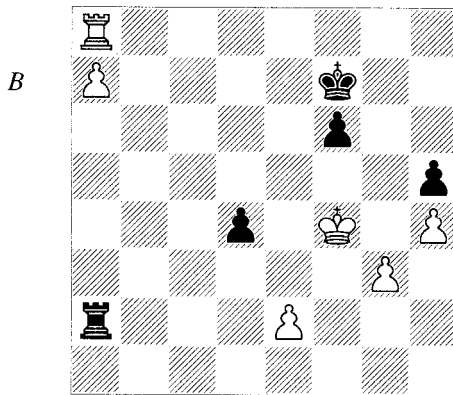
28...♕g3 29 ♖g8+ +-.

29 ♖g8+! ♕h3 30 ♕f2! h1 ♖+

30...h1 ♖ 31 ♖h8+ ♕g4 32 ♖xh1 +-.

31 ♕f3! ♕h2 32 ♖g2+ ♕h3 33 ♖g6 ♕h2 34 ♖xf6 ♕g1 35 ♖g6+ 1-0

Advancing the pawn to the seventh rank normally eases the defender's task as the attacking king then has no shelter in front of the pawn. However, if the defender's pawn-structure is weakened, he might fall into zugzwang.



6.132 +/-
V.Kramnik – J.Timman
Wijk aan Zee 1999

1...♕g7!?

Or: 1...♖xe2 2 ♖d8 +-; 1...♖a4 2 ♖h8 d3+ 3 ♕e3 dxe2 4 ♕xe2 ♖xa7 5 ♖h7+ +-.

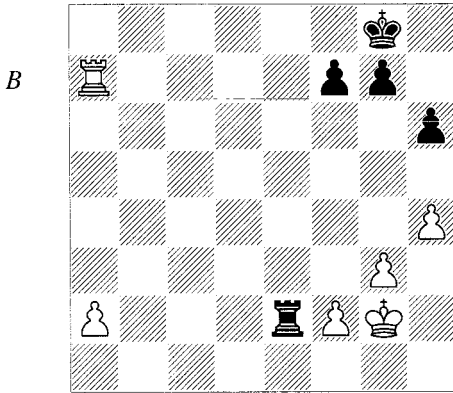
2 ♕f5 ♖a5+ 3 ♕e4 ♖a4 4 ♕d5! ♖a1

4...♕h7 5 ♕c5 ♕g7 6 ♕b6 ♖b4+ 7 ♕a5 ♖b7 (7...♖b3 8 ♖b8 +-) 8 ♕a6 +- (Ribli in CBM 69).

5 ♖xd4 1-0

Without the pawns on d4, f6 and e2, 6.132 is drawn, because White's king has no shelter.

The next example shows good defence:



6.133 /=
A.Chernin – A.Mikhalchishin
USSR Ch (Lvov) 1984

1...g5! 2 ♖f3

2 h5 g4 3 ♖a4 ♖f8 4 a3 ♖a2 5 ♖a6 ♖g7 =.

2...♖c2 3 hxg5 hxg5 4 ♖a5 ♖h7 5 a4 ♖a2 6 ♖g4 ♖xf2 7 ♖f5

Or: 7 ♖xg5 ♖g7 8 ♖c5 f6+ 9 ♖h5 ♖h2+ 10 ♖g4 ♖a2 11 a5 ♖g6 =; 7 ♖xg5 ♖a2 8 a5 f6 9 ♖c5 ♖g6 =.

7...♖a2 8 ♖xf7+ ♖g6 9 ♖a7 ♖a3! 10 ♖a6+ ♖g7 11 ♖a7+ ♖g6 12 ♖a6+ ♖g7 13 a5 ♖f7 14 ♖a8 ♖g6 15 a6 ♖a4+ 16 ♖f3

16 ♖h3 ♖f6 17 a7 ♖g7 18 g4 ♖a3+ 19 ♖g2 ♖h7 =.

16...♖a3+ 17 ♖e4 ♖h5 18 ♖d5 1/2-1/2

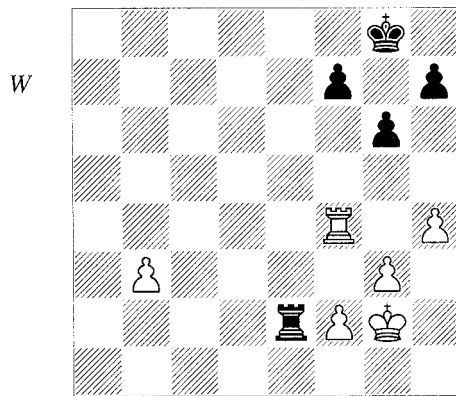
A possible continuation is **18...♖g4 19 ♖c6 ♖xg3 20 ♖b7 ♖b3+ 21 ♖a7 g4 22 ♖b8 ♖a3 23 ♖b5 ♖f2 24 ♖b6 g3 =.**

D2) Knight's Pawn

Now we come to the knight's pawn, which is more favourable for the attacker, as it is nearer to the kingside, so that the king saves tempi approaching it and the a-file gives him additional manoeuvring space. If the defending rook gets behind the passed pawn, the ending should nevertheless be drawn (*see following diagram*):

1 ♖f3

1 b4 is met by 1...♖b2 2 ♖f3 h6 ± with the idea ...g5 to force the rook away from its ideal



6.134 /=
I.Novikov – L.Oil
Lvov Z 1990

post on f4, where it defends the pawns on b4 and f2 (Belavsky and Mikhalchishin in *Winning Endgame Technique*).

1...h6 2 ♖d3 ♖g7 3 ♖f3 ♖b2 4 ♖e3 g5?

This is the wrong way to create counterplay. Otherwise:

a) 4...f5?! 5 ♖d7+ ♖f6 6 ♖d6+ ♖g7 7 ♖b6 g5 8 h5 is also problematic for Black.

b) 4...h5! 5 f3 f6 6 ♖f4 ♖h6 7 ♖e4 ♖g7 8 ♖d4 g5 gives Black enough play; e.g., 9 hxg5 fxg5 10 ♖e5 h4 11 gxh4 gxh4 12 f4 ♖g6 and now:

b1) 13 f5+ ♖g5 14 ♖f3 ♖e2+ 15 ♖d4 (15 ♖d6 ♖f6 16 b4 ♖b2 17 ♖c5 ♖c2+ 18 ♖b6 ♖c8 19 b5 ♖h8 =) 15...♖f6 16 b4 ♖e5 =.

b2) 13 ♖e3 ♖b1 14 ♖e4 ♖g1 =.

5 hxg5 hxg5 6 g4?

After 6 f4! White's rook on d3 covers everything:

a) 6...gxf4+ 7 ♖xf4 ♖f6 8 ♖e4 ♖g5 9 ♖d4 ♖g4 10 ♖c3 ♖b1 11 b4 f5 12 ♖c4 ♖c1+ and then:

a1) 13 ♖c3? ♖xc3+ 14 ♖xc3 ♖xg3 15 b5 f4 16 b6 f3 17 b7 f2 18 b8 ♖+ ♖g2 =; White's king is just outside the winning zone.

a2) 13 ♖b3 ♖b1+ 14 ♖c3 ♖h3 (14...♖c1+ 15 ♖b2 ♖c8 16 b5 ♖b8 17 ♖b3 ♖a8 18 b6 ♖b8 19 b7 ♖h3 20 ♖a3 +-) 15 ♖f3 ♖g4 16 ♖f4+ ♖g5 17 ♖d4 ♖g1 18 ♖d3 ♖b1 19 ♖c4 ♖c1+ 20 ♖c3 +-.

b) 6...♖f6 7 fxg5+ ♖xg5 8 ♖d4 ♖g4 9 ♖c3 ♖g2 10 b4 +- (Belavsky and Mikhalchishin).

6...♖f6?

Black should play 6...f5! 7 gxf5 ♖f6, and now:

a) 8 ♖e4 ♙xf2 9 ♜d6+ ♕f7 10 ♞g6 (10 ♞c6 g4 11 ♖e5 ♞e2+ 12 ♖f4 g3 13 ♖xg3 ♞c3+ =) 10...♞f4+ 11 ♖e5 ♞b4 =.

b) 8 f3 ♖xf5 9 ♖d4 (9 ♞d5+ ♖f6 10 ♞b5 ♞c2 =) 9...♖f4 10 ♖c3 ♞f2 = and Black is fast enough (Beliavsky and Mikhalchishin).

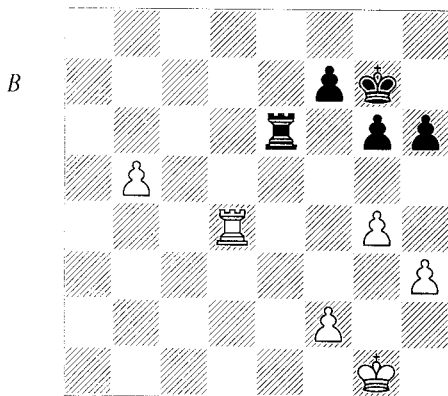
7 ♜d6+ ♖e5 8 ♞b6 ♖d5 9 f3 ♞b1 10 ♖d3 ♖c5

10...♖e5 11 ♞b5+ ♖e6 12 ♖c2 ♞f1 13 ♞f5 f6 14 b4 and White wins because his rook occupies an excellent secure outpost on f5.

11 ♞f6 ♙xb3+ 12 ♖e4 1-0

Black's kingside pawns are too vulnerable: 12...♞b8 (after 12...♞b7 Black will lose all his pawns: 13 ♖f5 ♖d5 14 ♖xg5 ♖e5 15 f4+ ♖e4 16 ♖h6 ♖f3 17 g5 ♖g4 18 ♖g7 +-) 13 ♞xf7 ♖d6 14 ♖f5 ♞g8 15 ♞f6+ ♖e7 16 ♞a6 ♞f8+ 17 ♖xg5 ♞xf3 18 ♖g6 +-.

In the next example White's pawn is further advanced, which makes the defender's task very difficult.



6.135 /=
A.Shariyazdanov – V.Genba
Moscow 1995

1...♞e1+!

1...♞b6? is wrong due to the passive position of Black's rook: 2 ♞b4 +- (compare 6.129).

2 ♖g2 ♞b1 3 ♞d5 g5?

3...♖f6! 4 ♞c5 ♖e6, as recommended by Hecht in CBM 46, is called for. Black should be able to defend, but it is certainly not easy.

4 ♖f3 ♞b3+

After 4...♖f6 5 ♖e4 ♖e6 6 ♞e5+ ♖d6 7 ♞f5 ♖e6 8 ♖d4 the strong outpost on f5 gives White a winning advantage.

5 ♖e4! ♞xh3 6 ♞d3

6 b6!? ♞b3 7 ♞d6 ♞b2 (7...♞b4+ 8 ♖d5 ♞xg4 9 b7 ♞b4 10 ♖c6 h5 11 ♞d5 +-) 8 ♖d5 ♞xf2 9 b7 ♞b2 10 ♖c6 h5 11 ♞d5 +-.

6...♞h4 7 f3 ♞h1

7...h5!? 8 ♖f5 (8 ♞b3? hxg4 9 fxg4 ♞xg4+ 10 ♖d5 ♞a4 11 b6 ♞a8 12 b7 ♞b8 13 ♖c6 ♖f6 14 ♖c7 ♞xb7+ 15 ♖xb7 ♖f5 =) 8...hxg4 9 ♖xg5 and now:

a) 9...♞h1 10 ♖xg4 ♞b1 11 ♞d5 ♖f6 12 f4 ♖e6 13 ♞e5+ and then:

a1) 13...♖d6 14 ♖g5 ♞b4 (14...♞f1 15 ♖f5 ♞f2 16 b6 ♞b2 17 ♖f6 ♞xb6 18 ♖xf7 ♞b4 19 ♞e6+ +-) 15 ♖f5 ♞a4 16 ♞e4 ♞a7 17 b6 ♞b7 18 ♖f6 ♞xb6 19 ♖xf7 +-.

a2) 13...♖f6 14 ♖f3 ♞b3+ 15 ♖e4 ♞b4+ 16 ♖e3 ♞b3+ 17 ♖d4 ♞b4+ 18 ♖c5 ♞xf4 19 b6 ♞f1 20 ♞e4 +-.

b) 9...♞h6 10 ♖xg4 ♞b6 11 ♞d5 ♖f6 12 ♖f4 ♖e6 13 ♖e4 followed by f4-f5 and White wins with his passed b-pawn.

8 ♞b3!

Now the rook occupies an ideal position, supporting the passed b-pawn from behind and protecting the base pawn on f3. Nevertheless, White has to play precisely in order to win.

8...♞e1+

After 8...♞d1 9 b6 ♞d8 10 b7 ♞b8 11 ♖d5 +- White is much too fast.

9 ♖d5 ♞d1+ 10 ♖c6 ♞c1+ 11 ♖d7 ♞d1+ 12 ♖c8 ♞c1+ 13 ♖b8 f5 14 b6 fxg4 15 fxg4 h5

15...♞c4 16 b7 ♞xg4 17 ♖a7 ♞a4+ 18 ♖b6 +-.

16 gxf5 ♖h6 17 b7 ♖xh5 18 ♖a7 ♞c7 (NC) 19 ♖a6! ♞xb7 20 ♞xb7!

20 ♖xb7? ♖g4 21 ♖c6 ♖f4! =.

20...♖g4

20...g4 21 ♖b5 g3 22 ♞g7! +-.

21 ♖b5 ♖f3 22 ♖c4 g4 23 ♖d3 g3 24 ♞f7+! ♖g2 25 ♖e2 ♖g1 26 ♞g7 g2 27 ♖f3 ♖h1 28 ♖f2

Not, of course, 28 ♞xg2?? stalemate.

1-0

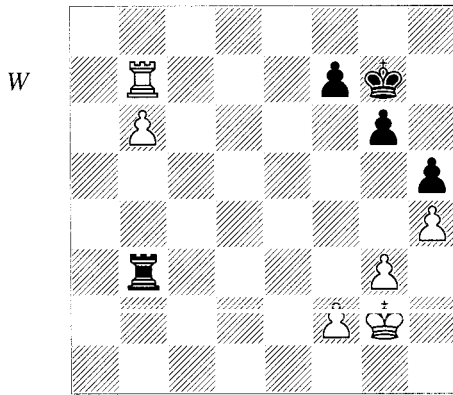
Our analysis of the following example relies heavily on Speelman's notes in *Batsford Chess Endings* (see next diagram).

White's king isn't very active at the moment so Black could have saved the position by the skin of his teeth.

1 ♖f1 ♞b2 2 ♖e1 ♖f6 3 f3 ♞b3 4 ♖d2 ♞xf3 5 ♖c2

The critical moment is reached.

5...♞f5?



6.136

=/=

A.Hollis – T.Florian

corr. 1979

Paradoxically, this move is wrong.

a) 5...♞xg3?! is very risky:

a1) 6 ♞xf7+? only leads to a draw since after 6...♞xf7 7 b7 ♞f3 8 b8♞ ♖g7 = Black will put his rook on f5 and “can safely pass with his king forever” – Speelman.

a2) 6 ♞c7! ♞g2+ 7 ♖b3 ♞g1 8 ♖b2 ♞g4 9 ♞c3 ♞xh4 10 b7 (10 ♖a3 ♞e4 11 b7 ♞e8 12 ♞c8 ♞e3+ 13 ♖b2 ♞e2+ 14 ♖c3 ♞e3+ 15 ♖c4 ♞e4+ 16 ♖c5 ♞e5+ 17 ♖b6 ♞e1 18 ♞c6+ ♖g7 and Black is still holding on) 10...♞b4+ 11 ♞b3 ♞xb7 12 ♞xb7 and it seems that Black can survive.

b) The seemingly passive 5...♞e3! is right: 6 ♞c7 ♞e8 7 b7 ♞b8 8 ♖d3 ♖f5 9 ♞xf7+ ♖g4 10 ♞f4+ ♖xg3 11 ♞b4 g5! (11...♖h3?! 12 ♖e2 ♖g3 13 ♖e3 ♖h3? 14 ♖f3 ♖h2 15 ♖e4 ♖g3 16 ♖d5 +-) 12 hxg5 h4 13 g6 h3 14 g7 h2 15 ♞b1 ♖g2 16 ♖e4 h1♞ 17 ♞xh1 ♖xh1 18 ♖d5 ♖g2 19 ♖c6 ♞g8 =.

6 ♞c7! ♞b5 7 b7 ♖e6 8 ♖c3 f6 9 ♖c4 ♞b1 10 ♖c5 ♖f5 11 ♞d7 ♞c1+ 12 ♖d6 ♞b1 13 ♖c7 ♞c1+ 14 ♖d8 ♞b1 15 ♖c8 ♖g4 16 ♞d6!

16 b8♞? ♞xb8+ 17 ♖xb8 ♖xg3 =.

16...g5 17 ♞xf6 gxh4 18 gxh4 ♖xh4 19 ♞g6!

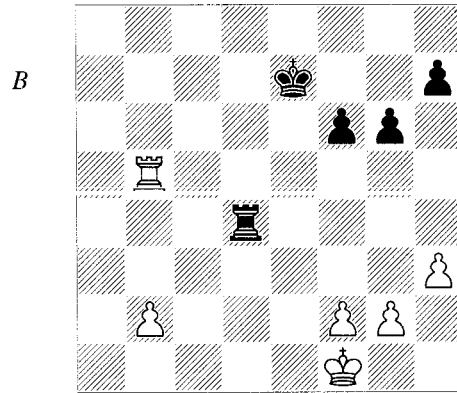
Hollis plays very precisely to the end.

19...♖h3 20 ♖c7 1-0

As ♞b6 is threatened, Black has to play 20...♞xb7+, which loses to 21 ♖xb7 h4 22 ♖c6 ♖h2 23 ♖d5 h3 24 ♖e4 ♖h1 25 ♖f3 h2 26 ♞a6 ♖g1 27 ♞a1#.

The pawn-structure f6-g5-h6 vs f3-g4-h3 is very favourable for the attacker as it is not so

easy to exchange pawns and the pawns on f6 and h6 are weak. Therefore, Black has to act carefully in the next example.



6.136A

=/'

R.Khasangatin – S.Vokarev

Russian Clubs Cup (Maikop) 1998

1...♞d2?

1...h5! is necessary to prevent White from playing g4.

2 g4! g5?! 3 ♖g2 ♖e6

3...♖f7 4 ♞b8 ♖g6 5 b4 ♞b2 6 b5 h5 7 b6 hxg4 8 hxg4 ♞b4 9 ♖f3 ♖g7 10 ♖g3 ♞b3+ 11 ♖g2 ♞b4 12 f3 ♞b2+ 13 ♖f1 ♞b3 14 ♖e2 ♖h7 15 ♖d2 ♞xf3 16 ♞f8! (16 ♞d8? ♞b3 17 ♞d6 f5! 18 gxf5 g4 19 ♖e2 g3 20 ♖f1 ♞b2 =) 16...♞b3 17 ♞xf6 ♖g7 18 ♞c6 +-.

4 ♞b7! h6 5 b3 ♞d3 6 b4 ♞b3 7 ♞b8 ♖f7 8 b5 ♖g6 9 b6 ♖g7 10 ♖h2 ♞f3 11 ♖g2 ♞b3 12 f3 ♞b2+ 13 ♖f1 ♞b1+

If Black just waits then White’s king creeps along the first rank:

a) 13...♖h7 14 ♖e1 ♖g7 15 ♖d1 ♖h7 16 ♖c1 ♞b3 17 ♖c2 +-.

b) 13...h5 14 gxh5 ♖h7 15 ♖e1 f5 16 b7 +-.

Now this is possible as White will win the black pawns and the f-pawn will advance decisively up the board.

14 ♖e2 ♞b3 15 ♖d2 ♞xf3 16 ♖c2

16 b7? is wrong since White’s king no longer has any shelter: 16...♞b3! =.

16...♞f2+ 17 ♖c3 ♞f1

17...♞f3+ 18 ♖c4 ♞xh3?! makes White’s task very easy: 19 b7 +-.

18 ♞d8!

The rook goes to d6 to attack Black’s weak pawns and to shelter the king.

18...♞b1 19 ♞d6 ♖f7

19...f5!? 20 gxf5 h5 21 ♖g6+ ♕f7 22 ♖d4 g4 23 hxg4 hxg4 24 ♕c5 ♖c1+ 25 ♖d6 ♖b1 26 ♕c7 ♖c1+ 27 ♖b8 ♖g1 28 b7 g3 29 ♖b6! and now:

a) 29...♖c1 30 ♖b2 ♕f6 31 ♕a7 ♖c7 32 ♖g2 +.

b) 29...g2 30 ♖b2 ♕f6 31 ♖a2 ♕xf5 32 ♕a7 +.

c) 29...♖f1 30 ♖b2 ♖f2 31 ♖b1 g2 32 ♕c7 ♖f1 33 b8♖ g1♖ 34 ♖b3+ +-. White will soon pick up Black's rook.

20 ♕c4 ♕e7

20...♕g6 21 ♕c5 ♖b3 22 ♕c6 ♖xh3 23 b7 ♖b3 24 ♕c7 ♖xb7+ 25 ♕xb7 h5 26 gxh5+ ♕xh5 27 ♕c6! g4 28 ♕d5! g3 29 ♕e4 ♕g4 30 ♖xf6 g2 31 ♖g6+! ♕h3 32 ♕f3 +.

21 ♖c6!

Not 21 ♕c5?? ♖c1+ 22 ♕d5 ♖d1+ -+.

21...♖b2 22 ♕c5 ♖b3 23 ♖c7+ ♕e6

23...♕d8 24 ♖h7 ♕c8 (24...♖xh3 25 ♖h8+ ♕d7 26 b7 +-) 25 ♖xh6 ♕b7 26 ♖xf6 ♖c3+ (26...♖xh3 27 ♖f7+ ♕b8 28 ♖f5 +-) 27 ♕d4 ♖xh3 28 ♕e4 ♖b3 29 ♕f5 ♖b5+ 30 ♕g6 ♖c5 31 ♖f5 +.

24 b7 ♕e5 25 ♖f7 ♕e6 26 ♖h7 ♕e5 27 ♕c6 f5 28 gxh5 ♖c3+ 29 ♕d7 ♖d3+ 30 ♕c8 ♖c3+ 31 ♖c7 ♖b3 32 ♖c6

32 b8♖ is possible immediately: 32...♖xb8+ 33 ♕xb8 ♕xf5 34 ♖c4 h5 35 ♕c7 g4 36 ♖c5+ ♕f4 37 ♖xh5 g3 38 ♖h8 ♕g5 39 ♕d6 +-.

1-0

D3) Bishop's or Centre Pawn

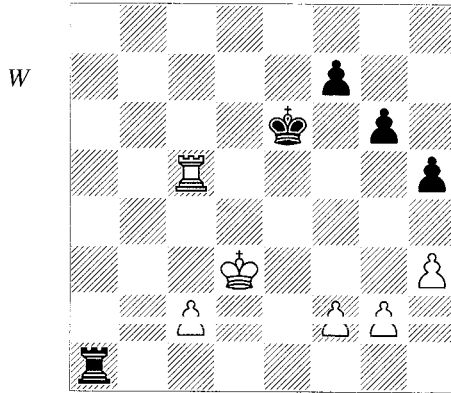
While the chances to convert a b-pawn are the best of all the queenside pawns, with the c-pawn there are still a lot of winning positions. However, in the next example the defender manages to create counterplay quickly enough in a typical way (see following diagram).

1 h4 ♖g1 2 g3 f6!

Preparing ...g5 to create counterplay, which is the standard procedure in the given pawn-structure. If White plays hxg5 Black can create a passed h-pawn, while if White allows ...gxh4 his remaining pawns are weaker and Black's king will find it easier to penetrate.

3 ♖c4

3 c4 ♖f1 4 ♕e3 ♖c1 5 ♖c8 ♕f5 6 c5 (6 ♕d4 ♖c2 7 c5 ♖xf2 8 c6 ♖c2 9 ♕d5 ♕g4 10 ♖g8 ♕xg3 11 ♖xg6+ ♕xh4 12 ♖xf6 ♕g5 =) 6...g5 7 hxg5 fxg5 8 c6 h4 9 gxh4 gxh4 10 c7 ♕e6 11 ♕f3 ♕d7 =.



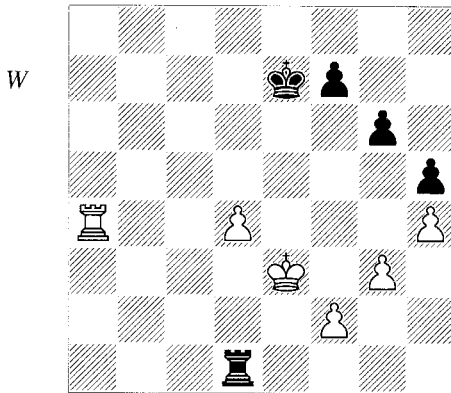
6.137 =/= E.Rozentalis – F.Nijboer Groningen 1992

3...♕f5 4 ♖f4+ ♕e5 5 ♕c4 g5 6 ♖d4

6 hxg5 fxg5 7 ♖f8 h4 8 gxh4 gxh4 9 ♕d3 h3 10 ♖h8 ♖h1 11 ♕e3 h2 12 ♕f3 (12 ♕d2 ♕d4 =) 12...♖c1 =.

6...♖f1 7 ♖d2 gxh4 8 gxh4 f5 9 ♕c5 ♖h1 10 ♖d4 f4 11 ♖d5+ ♕e4 12 ♖xh5 ♕f3 13 c4 ♕xf2 14 ♕d6 f3 15 c5 ♕g3 1/2-1/2

With a d-pawn, the winning chances definitely decrease, but it is nevertheless not easy to defend.



6.138 =/= T.Ghiteșcu – D.Rajković Skopje 1984

This example is controversial as Ghiteșcu claimed in ECE that White is winning, while Emms cast doubt on this assumption:

1 ♖a2 ♕e6 2 ♖d2 ♖a1 3 ♕f4 ♖a5? 3...f6 was called for.

4 ♖e2+?

4 d5+! is correct:

a) The pawn endgame arising after 4...♗xd5 5 ♗xd5 ♕xd5 is lost for Black: 6 ♖g5 ♕e5 7 f3 ♕e6 (White also wins after 7...♕d4 8 ♖f6 ♕e3 9 ♕xf7 ♕xf3 10 ♕xg6 ♖g4 11 ♕h6 ♕xg3 12 ♕xh5 ♖f4 13 ♕g6 +-) 8 f4 ♕e7 9 f5 gxf5 10 ♕xf5 +-.

b) 4...♕f6 5 ♗d4 ♕e7 6 ♖g5 ♕d6 7 ♖f6 ♗a7 8 ♗d3 ♗b7 9 f4 ♗a7 10 f5 gxf5 11 ♕xf5 +-.

4...♕d6 5 ♗b2 ♕e6 6 ♕e4 ♗a1 7 d5+ ♕f6?!

Black should have played 7...♕d6! 8 ♗b6+ ♕e7 9 ♗b7+ ♕f6 10 ♕d4 ♗a2 11 f4 ♗a3 12 ♕c5 ♗c3+! 13 ♕d6 ♗xg3 14 ♗b4 ♗h3 15 ♕c7 ♗xh4 16 d6 ♗h1 17 ♗c4 ♗d1 18 d7 ♕f5 19 d8 ♗xh4 20 ♕xd8 h4 = (Emms in *The Survival Guide to Rook Endings*).

8 ♗d2 ♕e7?

8...♗a8 is correct:

a) 9 d6 ♕e6 10 d7 (10 ♕f4 f6 =) 10...♗d8 11 ♕f4 f6 =.

b) 9 ♗b2 ♗a4+ 10 ♕e3 (10 ♕f3 ♗d4 =) 10...♕e5 11 ♗b7 ♕xd5 12 ♗xf7 ♕e6 =.

c) 9 ♕d4 ♕e7 10 ♕e5 (10 ♕c5 ♗c8+ =) 10...f6+ 11 ♕d4 ♗a4+ (11...♕d6? 12 ♗c2 ♗a4+ 13 ♗c4 ♗a6 14 ♗b4 is probably too passive) 12 ♕c5 ♗a5+ 13 ♕b6 (13 ♕b4 ♗a8 14 ♗e2+ ♕d6 15 ♗e6+ ♕xd5 16 ♗xf6 ♗g8 17 ♕c3 ♕e5 18 ♗a6 ♗f8 =) 13...♗a4 14 ♗e2+ ♕d6 15 ♗e6+ ♕xd5 16 ♗xf6 ♗g4 =.

9 ♕e5?

9 d6+! ♕d7 10 ♕e5 ♗a5+ 11 ♕f6 ♗f5+ 12 ♕g7 ♗f3 13 ♕h6 ♗f6 14 f4 ♗xd6 (14...♗e6 15 ♗d3 f5 16 ♕g7 ♕d8 17 ♕f7 ♕d7 18 ♗d1 ♗e3 19 ♕xg6 ♗xg3+ 20 ♕xh5 ♗g4 21 ♗d4 +-) 15 ♗xd6+ ♕xd6 16 f5 gxf5 17 ♕xh5 +- (Ghitescu in ECE).

9...♗e1+ 10 ♕f4 f6! 11 ♗a2 ♗e5! 12 ♗a7+ ♕d6 13 ♗a6+

13 ♗g7 ♗f5+ 14 ♕e4 ♗e5+ 15 ♕f3 ♗f5+ 16 ♕g2 g5 =.

13...♕e7 14 ♗a7+ ♕d6 15 ♗a6+ ♕e7 16 d6+ ♕d7 1/2-1/2

Reference works:

Winning Endgame Technique, Beliavsky and Mikhailchishin, Batsford 1995

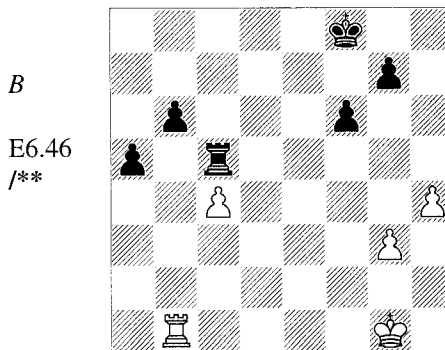
Praxis des Turmendspiels, Korchnoi, Olms 1995

The Survival Guide to Rook Endings, Emms, Gambit/Everyman 1999

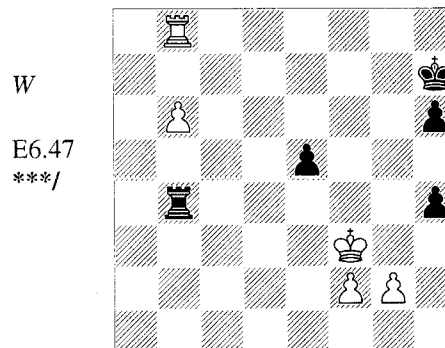
Essential Chess Endings, Howell, Batsford 1997

Exercises

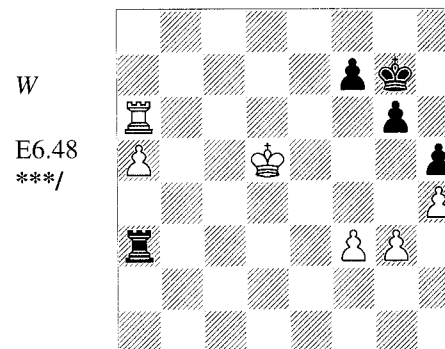
(Solutions on pages 384-5)



How can Black most smoothly convert his advantage into victory?



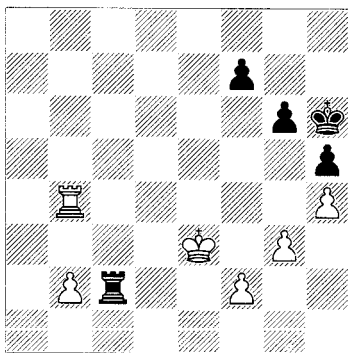
Should White bring his king to the queenside or advance the b-pawn immediately?



The f3-pawn is attacked. What should White do?

W

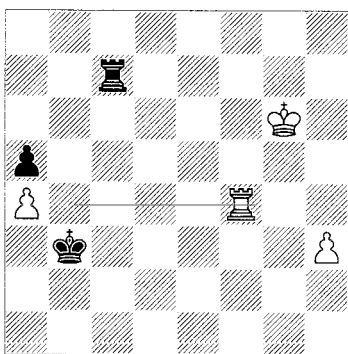
E6.49
**/



What should White's first move be?

B

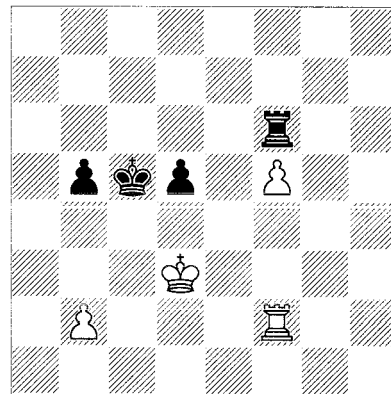
E6.50
/**



It looks fairly grim for Black, but he has a defence. Can you find it?

pawns. In the first example it is especially important that Black's rook is placed very passively in front of the pawn:

W



6.139 +/
Em.Lasker – A.Rubinstein
St Petersburg 1914

1 ♖f4!

The rook uses its manoeuvring space to stop counterplay.

1...b4 2 b3 ♙f7

After 2...♙d6, 3 ♙d4 puts Black in zugzwang; e.g., 3...♙c6 (for 3...♙f8 4 f6 ♙f7 5 ♙f2 +- see the game) 4 ♙e5 ♙f8 5 f6 ♙e8+ 6 ♙d4 ♙d6 7 f7 ♙f8 8 ♙f6+ ♙e7 9 ♙e5 d4 10 ♙e6+ ♙d7 11 ♙f6 d3 12 ♙e3 +-.

3 f6 ♙d6 4 ♙d4 ♙e6 5 ♙f2 (D)

E) Pawns on Both Wings

We divide the material as follows:

- E1: Positional Advantage 233
- E2: Material Advantage 241

E1) Positional Advantage

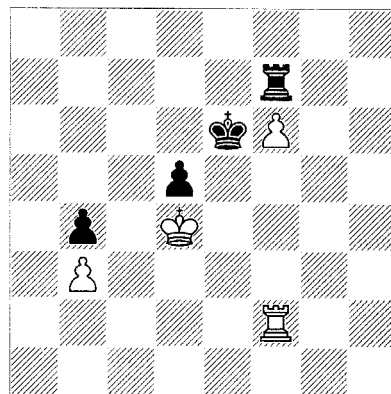
The topics now are:

- E1a: Outside Passed Pawn 233
- E1b: Seventh Rank 234
- E1c: Active King 234
- E1d: Space Advantage 236
- E1e: Better Pawn-Structure 238

E1a) Outside Passed Pawn

The outside passed pawn can often be a valuable advantage, because the defender's pieces are distracted further away from the other

B



6.139A +/-

5...♙d6

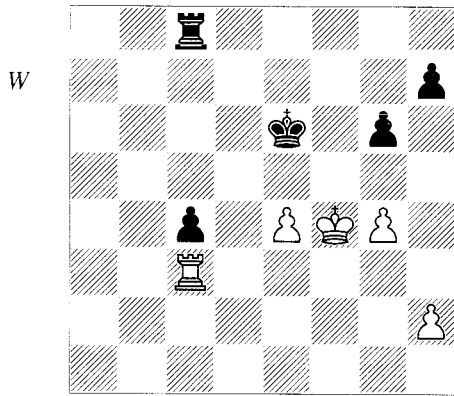
5...♙xf6 6 ♙xf6+ ♙xf6 7 ♙xd5 ♙e7 8 ♙c5 ♙d7 9 ♙xb4 ♙c6 10 ♙a5 +-.
6 ♙a2!? ♙c7 7 ♙a6+ ♙d7 8 ♙b6!?

8 ♖xd5?! also wins since after 8...♞c3?!, 9 ♞a8 ♞f3 10 f7 is decisive.

1-0

If Black's king blocks the pawn on f6 and the rook is on e4 in the initial position of 6.139, then it is drawn.

The next example is as famous as the first:



6.140

=/

M.Botvinnik – M.Euwe
Groningen 1946

1 h4 h6

1...♞c5 2 e5 ♖d5 3 ♞e3 c3 4 e6 c2 5 e7 g5+!? 6 ♖xg5 ♖d4+ 7 ♖f4 ♞c8 (7...♞c5 8 ♞xe5 c1♙+ 9 ♖g3! = Timman) 8 ♞e1 ♞e8 9 ♞c1 ♖c3 10 ♖g5 = (Navara in NiC Magazine 1/02).

2 g5 h5 3 ♖e3 ♖e5 4 ♞c2 c3 5 ♖d3 ♞d8+

The pawn ending arising after 5...♖f4 6 ♞xc3 ♞xc3+ 7 ♖xc3 is drawn: 7...♖xe4 8 ♖c4! ♖f4 9 ♖d5 ♖g4 10 ♖e6 ♖xh4 11 ♖f6 =.

6 ♖e3

Not 6 ♖xc3?! ♖xe4 and White's king is cut off because 7 ♞d2?? loses to 7...♞xd2 8 ♖xd2 ♖f3.

6...♞d4 7 ♞xc3 ♞xe4+ 8 ♖f3 ♞xh4 9 ♞c6! ♞f4+

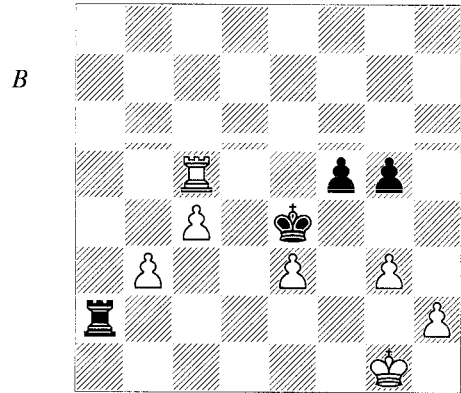
9...♖f5 10 ♞c5+ ♖e6 11 ♞c6+ =.

10 ♖e3 ♞e4+ 11 ♖f3 ♖f5 12 ♞f6+ ♖xg5 13 ♞xg6+! 1/2-1/2

E1b) Seventh Rank

A rook on the seventh rank is notoriously strong. This is especially so if the enemy king is on the back rank or if there are a lot of pawns on their initial squares and the defending king and rook are forced into passive positions to defend them

(e.g. w♖g2, ♞d1, ♠a5, b5, f2, g3, h2; b♖g8, ♞a8, ♠a7, b7, f7, g7, h6: after 1 ♞d7 White is clearly better due to his more active rook). We start with a position where the strong rook saved half a point:



6.141

/=

A.Lilienthal – V.Smyslov
Leningrad/Moscow 1941

White is at the moment three pawns up, but his rook is unfortunately placed:

1...f4!

This move creates a shelter for the king.

2 exf4

After 2 ♞xg5?! White is even in danger of losing: 2...♖f3 3 h4 ♞a1+ 4 ♖h2 fxe3 (4...♞a2+ 5 ♖h3 ♞a1 6 ♖h2 ♞a2+ leads to an immediate draw) 5 ♞f5+ ♖e4 6 ♞f4+ ♖d3 7 ♞f3 ♖d2 8 h5 e2 9 ♞f2 ♖e3 10 ♞xe2+ ♖xe2 11 ♖h3 ♖f3 12 ♖h4 =.

2...♖f3

White can't prevent perpetual check:

3 h3 ♞a1+ 1/2-1/2

In the following diagram, both black pawns are hanging but Smyslov ignored them:

1 ♞h7+!? ♖b8 2 ♖b6

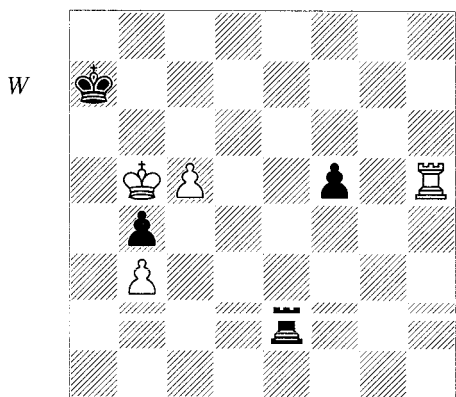
The b-pawn provides shelter for White's king, preventing the usual defence with rook checks from behind.

2...♞e8 3 c6 f4 4 ♞b7+ ♖c8 5 ♞a7 1-0

Due to 5...♖b8 6 c7+ ♖c8 7 ♞a8+ ♖d7 8 ♞xe8 ♖xe8 9 c8♙+ +=.

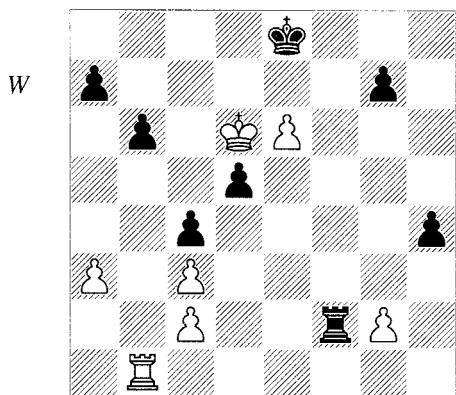
E1c) Active King

We have already seen that activity is crucially important in rook endings, so active pieces



6.142 +/
V.Smyslov – A.Konstantinopolsky
Leningrad/Moscow 1939

might even compensate for material deficits. In the following we focus on the king:



6.143 +/
K.Landa – V.Potkin
Moscow 1999

White's king has already successfully penetrated and the question is how to activate the rook.

1 ♖h1! g5

1... ♞f4 2 g3! ♞g4 3 ♞xh4 ♞xh4 4 gxh4 +-.

2 g3 ♞d2

2... hxg3 3 ♞h8+ ♞f8 4 ♞h7! ♞f6 (4... ♞f3 5 ♞xa7 ♞f8 6 ♞a8+ ♞g7 7 e7 +-) 5 ♞xa7 ♞f8 6 ♞d7 ♞xe6 7 ♞xe6 g2 8 ♞f6! ♞e8 (8... ♞g8 9 ♞g7+ +-) 9 ♞e7+ +- (Psakhis in CBM 70).

3 gxh4 d4

3... g4 4 h5 g3 5 h6 ♞h2 6 ♞g1 g2 7 h7 ♞xh7 8 ♞xg2 ♞f8 (8... ♞h8 9 ♞g7 +-) 9 a4 (9 ♞f2+ ♞e8 10 ♞f7 is also possible: 10... ♞xf7 11 exf7+

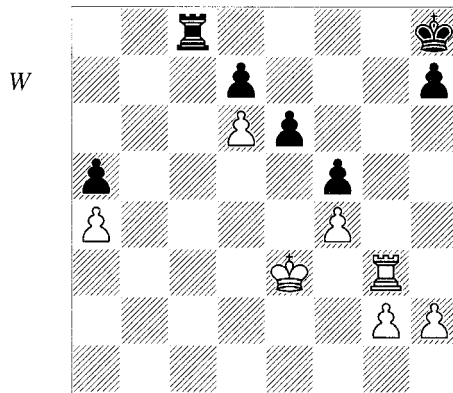
♞xf7 12 ♞xd5 +-) 9... a6 10 ♞f2+ ♞e8 11 ♞f1 ♞h3 12 ♞f7 +- (Psakhis).

4 h5! dxc3+ 5 ♞e5 ♞e7

5... ♞f8 6 h6 ♞g8 7 h7+ ♞h8 8 e7 ♞e2+ 9 ♞f6 ♞f2+ 10 ♞g6 ♞e2 11 ♞f1 ♞e6+ 12 ♞f6 +-.

6 h6 ♞d8 7 h7 ♞h8 8 ♞d1! 1-0

Due to **8...g4** (8... ♞xh7 loses the rook: 9 ♞d7+ ♞e8 10 ♞xh7+-) **9 ♞d7+ ♞e8 10 ♞xa7 +-.**



6.144 =/
D.Evseev – A.Fominykh
Nizhny Novgorod 1998

Black's king is in a very unfortunate position. In the game Evseev even managed to weave a mating-net:

1 ♞d4 ♞c2

After 1... ♞g8? White wins easily by 2 ♞xg8+ ♞xg8 3 ♞c5 +-.

2 ♞e5 ♞d2 3 ♞f6 ♞xd6 4 ♞b3 h6

4... h5!? (Hecht in CBM 66).

5 ♞b5 ♞d2?

5... ♞a6 6 ♞g6 e5+ 7 ♞xf5 exf4 8 ♞d5 ± is certainly better for White, but Black should be able to defend.

6 g4!! ♞h7

After 6... fxcg4 7 ♞g6, Black will be mated on his back rank.

7 g5 hxg5

7... ♞g2 8 ♞b7 hxg5 9 fxg5 ♞d2 10 g6+ ♞h6 11 ♞b8 ♞h5 12 g7 +-.

8 fxg5 e5 9 ♞xe5 f4?!

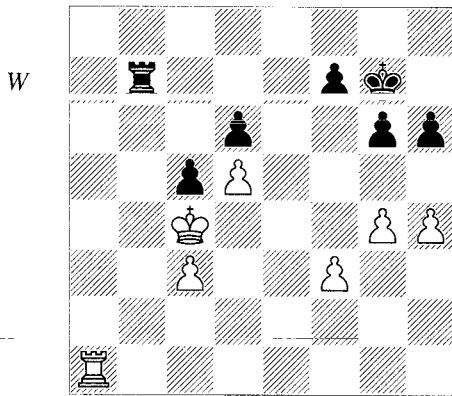
9... ♞d6+ 10 ♞xf5 ♞d4 11 ♞xa5 ♞h4 12 ♞a7 +-.

10 ♞e7+ 1-0

It is mate in three more moves.

E1d) Space Advantage

Possessing more space is advantageous because pawn breakthroughs become easier and pawn races are often won. However, piece activity is again crucially important.



6.145 +/
H.Stefansson – R.Djurhuus
Reykjavik 1997

The d6-pawn is weak and Black's king is further away from the action than its white counterpart. Together with the right to move, this adds up to a winning advantage for White:

1 ♖a6 ♜d7 2 ♖b5 ♖f6

2...♞b7+ 3 ♖c6 ♞b3 4 ♖xd6 ♞xc3 5 ♖c7 ♞d3 6 d6 ♖f6 7 ♞a4 ♞xf3 8 d7 ♞d3 9 d8♙+ ♞xd8 10 ♖xd8 +–.

3 ♖c6 ♞d8

After the extremely passive 3...♖e7, 4 ♞a8! (Hecht in CBM 62) puts Black in a fatal zugzwang; e.g., 4...g5 (4...c4 5 g5 hxg5 6 hxg5 f5 7 gxf6+ ♖xf6 8 ♖xd7 +–) 5 hxg5 hxg5 6 c4 f6 7 ♞h8 +–.

4 ♞a7 c4

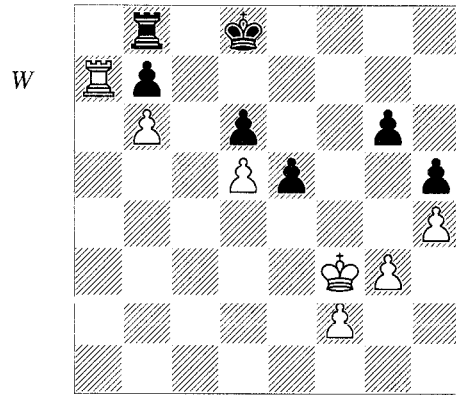
Trying to activate the rook with 4...♞b8 fails as the d-pawn becomes too strong: 5 ♖xd6 ♞b3 6 ♖c7 ♞xc3 7 d6 +–.

5 f4 ♞b8

5...h5 6 g5+ ♖f5 7 ♞xf7+ ♖g4 8 ♞g7 (the immediate breakthrough by 8 f5 also wins) 8...♖xh4 9 ♞xg6 ♖g4 10 ♞xd6 +–.

6 g5+ hxg5 7 hxg5+ ♖f5 8 ♞xf7+ ♖e4 9 ♖xd6 ♞b3 10 ♖e6 ♞xc3 11 d6 ♞d3 12 f5 gxf5 13 g6 ♞g3 14 ♖f6 ♞d3 15 d7 c3 16 g7 1-0

The first check after both sides promote is decisive: **16...c2 17 g8♙ c1♙ 18 ♙g2+ ♞f3 19 ♞e7+ +–** (Meulders).



6.146 =/=
A.Vaulin – A.Riazantsev
Moscow 1998

At first sight it looks very good for White, but because of the very closed nature of the position Black can hold on by passive defence, which is unusual for rook endings:

1 g4 ♖e7

1...hxg4+? 2 ♖xg4 ♖e7 3 ♖g5 ♖f7 4 ♞a3 ♞h8 (4...♞c8 5 ♞f3+ ♖g7 6 ♞f6 +–) 5 ♞c3 ♞h5+ 6 ♖g4 ♞f5 7 ♞c7+± (Stohl in CBM 63).

2 g5 ♖d7 3 ♖e4 ♖e7 4 f4 exf4 5 ♖xf4 ♖d7 6 ♖e4 ♖e7 7 ♖d4 ♖d7 8 ♖c4 ♞c8+ 9 ♖b4!? ♞b8 10 ♖b5

10 ♞a1 ♞e8 11 ♞f1 ♖e7 12 ♞f6 (12 ♞c1 ♖d8 13 ♞c7 ♞e7 =) 12...♞g8 13 ♞e6+ ♖d7 14 ♖b5 ♞g7 and White can't make further progress.

10...♖e7?

Black should defend his fortress passively by 10...♖d8. He probably missed White's next shot:

11 ♞xb7+!! ♞xb7 12 ♖a6 ♞b8

12...♞d7 13 b7 ♞d8 14 ♖a7 ♞d7 15 ♖a8 +–.

13 ♖a7 ♞c8 14 b7 ♞c1 15 b8♙ ♞a1+ 16 ♖b7 ♞b1+ 17 ♖c8 ♞c1+ 18 ♙c7+ 1-0

In the next example a space advantage, together with more active pieces, proves sufficient to win (*see following diagram*).

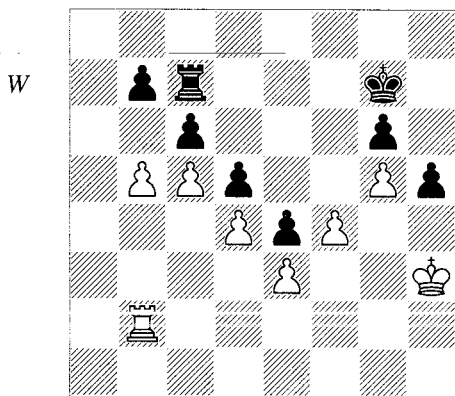
White can open up more lines on both wings. In particular, the f5 thrust at the right moment breaks down the defence:

1 ♖h4 ♖f7

1...cxb5 2 ♞xb5 ♞d7 3 ♞b6 ♖f7 (3...♞f7 4 ♞d6 ♞f5 5 ♞d7+ ♞f7 6 ♞xd5 +–) 4 ♞f6+ ♖g7 5 ♞d6 ♞xd6 6 cxd6 ♖f7 7 f5 gxf5 8 g6+ +–.

2 bxc6 bxc6 3 ♞b8 ♞e7

Or:

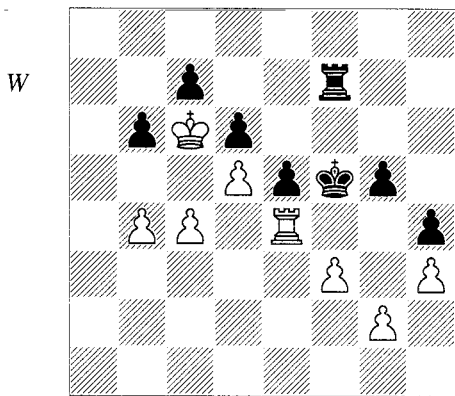


6.147 +/-
J.Capablanca – R.Michell
Ramsgate 1929

- a) 3...♙e6 4 ♜f8 ♜g7 5 ♜f6+ ♙d7 6 f5 gxf5 7 ♜xf5 +–.
- b) 3...♙g7 4 f5 gxf5 5 ♙xh5 ♜e7 6 g6 f4 (6...♙f6 7 ♙h6 f4 8 ♜f8+ +–; 6...♜e6 7 ♜b7+ ♙g8 8 ♙h6 ♜e8 9 ♜g7+ ♙h8 10 ♜f7 +–) 7 exf4 e3 8 ♙g5 e2 9 f5 and White wins as 9...e1 ♙ 10 f6# is mate.

4 ♜c8 ♜e6 5 ♜c7+ ♙g8 6 ♙g3 ♙f8 7 f5 gxf5 8 ♙f4 ♜e7 9 ♜xc6 h4 10 ♜h6 ♜g7 11 ♜xh4 1-0

In the next position the advantage isn't large enough:



6.148 =/= **A.Miles – A.Ziegler**
Malmö 1996

White's king occupies a very good position, but with accurate defence Ziegler could have drawn:

1 ♙b7

1 c5 bxc5 2 bxc5 dxc5 3 ♜c4 ♜e7 4 ♜xc5 (4 ♙xc5 e4 =) 4...♙f4 5 ♜c4+ e4 6 ♙b7 ♜e5 7 fxe4 ♜xe4 8 ♜c5 (8 ♜xc7 ♙e5 9 ♜g7 ♙xd5 10 ♜xg5+ ♙d6 =) 8...♙e5 9 ♙xc7 ♜a4 10 d6+ ♙e6 =.

1...♜h7

1...c5+? 2 ♙c6 cxb4 3 ♙xd6 ♙f6 4 ♜e3 +–.

2 ♙c8 ♜f7 3 c5!? bxc5 4 bxc5 dxc5

4...♙f6? is wrong as c7 becomes too weak after 5 c6 +–.

5 ♜c4 e4?!

5...c6!! 6 dxc6 ♙e6 7 ♜xc5 ♙d6 and now:

a) 8 ♜c2 ♜c7+ 9 ♙d8 ♜h7 (9...♜xc6? 10 ♜xc6+ ♙xc6 11 ♙e7 is lost for Black) 10 ♙e8 ♙e6 11 ♙f8 ♙f6 12 ♙g8 ♜g7+ 13 ♙h8 ♜c7 =.

b) 8 ♜c4 ♜c7+ 9 ♙b8 ♜xc6 10 ♜g4 ♜b6+ 11 ♙a7 ♜b2 12 ♜xg5 ♙e6 =.

6 ♜xe4 c4?

6...♙f6 7 ♙b7 ♜d7 8 ♙c6 ♜d6+ 9 ♙xc5 ♜a6 and Black seems to be holding on; e.g., 10 f4 ♜a5+ 11 ♙c6 ♙f5 12 ♜e7 gxf4 13 ♜xc7 ♜a6+ 14 ♙c5 ♜a5+ 15 ♙d4 ♜a4+ 16 ♜c4 ♜a2 =.

7 ♜xc4 ♙e5 8 ♜xc7 ♜f8+

8...♜xc7+ 9 ♙xc7 ♙xd5 10 ♙d7 ♙e5 11 ♙e7 ♙f5 12 ♙f7 +–.

9 ♙d7 ♙xd5 10 ♙e7 ♜a8

Or: 10...♜f4 11 ♜a7 +–; 10...♜f5 11 ♜d7+ ♙e5 12 ♜d6 ♜f4 13 ♜e6+ ♙d4 (13...♙f5 14 ♙f7 ♜a4 15 ♜f6+ ♙e5 16 ♙g6 +–) 14 ♜g6 ♜f5 15 ♙e6 ♜a5 16 ♙f6 +–.

11 ♙f6 ♜f8+

11...♜a2 12 ♜g7 ♜xg2 13 ♜xg5+ +– (Hecht in CBM 54).

12 ♜f7 1-0

An anchor square for the rook is another important theme (see following diagram):

1...♜b2! 2 ♙e3 ♙g6 3 ♜f2!?

3 ♙d3?! and then:

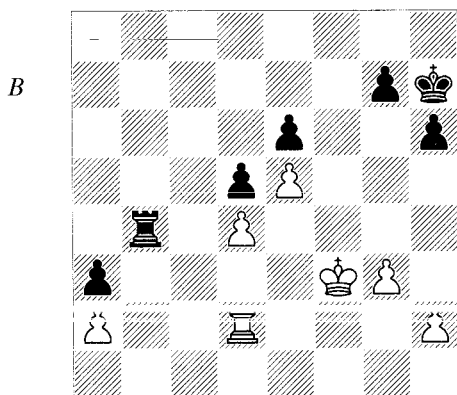
a) 3...♜xd2+? 4 ♙xd2 ♙f5 5 ♙d3!! (5 ♙e3? ♙g4 6 ♙f2 ♙h3 7 ♙g1 h5 8 ♙h1 g5 9 ♙g1 h4 10 gxf4 gxf4 11 ♙h1 ♙g4 12 ♙g2 h3+ 13 ♙f2 ♙f4 +–) 5...♙g4 6 ♙c3 h5 7 ♙b4 ♙h3 8 ♙c5 ♙xh2 9 ♙d6 =.

b) 3...♙f5 4 ♜xb2 axb2 5 ♙c2 ♙e4 6 ♙xb2 (6 a4 ♙xd4 7 a5 ♙c5 8 ♙xb2 ♙b5 +–) 6...♙xd4 7 a4 ♙xe5 +–.

3...h5?

3...♙g5! 4 h3 (4 ♙f3 h5 +–) 4...h5 gives Black good winning chances; e.g., 5 ♜f7 and here:

a) 5...g6? 6 ♙f3 ♜d2 (after 6...♜xa2?? 7 ♜h7 +– Black's king is caught in a mating-net) 7 h4+ ♙h6 8 ♜c7 ♚.



6.149 /+

A.Kosten – D.Garcia Ilundain

Escaldes Z 1998

b) 5...h4! 6 gxh4+ ♖xh4 7 ♜xg7 ♜xa2 ♚.

4 h3?

4 h4 ♜xf2 (4...♖h7 5 ♜d2 ♖h6 6 ♜e2 ♖g6 7 ♜f2 =) 5 ♖xf2 ♖f5 6 ♖f3 g6 7 ♖e3 ♖g4 8 ♖f2 g5 9 hxg5 ♖xg5 10 ♖f3 ♖f5 11 ♖e3 ♖g4 12 ♖f2 =.

4...h4! 5 ♜f3

Or: 5 g4 ♖g5 6 ♜f7 g6 7 ♜e7 ♜xa2 8 ♜xe6 ♜a1 +-; 5 gxh4 ♜xf2 6 ♖xf2 ♖h5 7 ♖g3 g6 8 ♖g2 (8 ♖f3 ♖xh4 9 ♖f4 g5+ -+) 8...♖xh4 9 ♖h2 g5 10 ♖g2 g4 +-.

5...♜xa2 6 gxh4

6 ♖f4 ♜a1 7 ♖g4 ♜d1 8 ♜xa3 ♜xd4+ 9 ♖f3 hxg3 +-.

6...♜b2

6...♜a1!? 7 ♖f4 a2 8 ♜f2 ♖h5 9 ♖f3 ♖xh4 +-.

7 ♜g3+ ♖h6 8 ♖f4 a2 9 ♜a3 ♜d2 10 ♖e3 ♜b2 11 ♜a8 ♜b3+ 12 ♖f4 ♜d3 13 ♜h8+

Black also wins after 13 ♜xa2 ♜xd4+ 14 ♖f3 ♜e4 +-.

13...♖g6 14 h5+ ♖f7 15 ♜a8 ♜xd4+ 16 ♖g5 ♜d2 17 ♜a7+ ♖g8 18 ♜a8+ ♖h7 19 h6 ♜g2+ 20 ♖h5 a1 ♚ 0-1

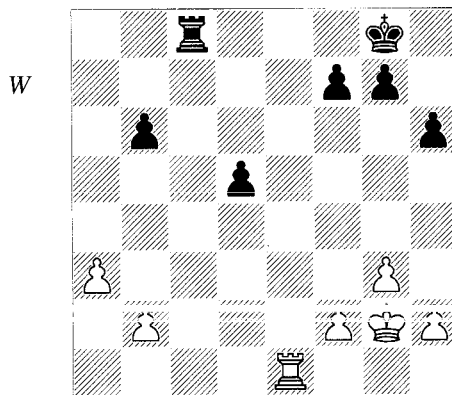
White will be mated: 21 ♜xa1 g6+ 22 ♖h4 ♖xh6 23 ♜a8 g5#.

E1e) Better Pawn-Structure

We start with an isolated pawn (*see following diagram*).

Black should be able to hold on despite his pawn weaknesses on b6 and d5 but it is certainly not easy.

1 ♖f3 ♖f8



6.150 =/

Z.Kožul – B.Kurajica

Sarajevo 1998

1...♜c2?! just wastes time as the pawn ending after 2 ♜e2 ♜xe2? is lost due to the outside majority: 3 ♖xe2 ♖f8 4 ♖d3 ♖c7 5 ♖d4 ♖d6 6 a4 h5 7 b4 g6 8 a5 bxa5 9 bxa5 +-.

2 ♜e3!?

Planning ♜b3-b5 followed by ♖e3-d4 with maximum pressure against the weak pawns.

2...♜c6 3 ♜d3 ♜d6

3...♜c2? 4 ♜b3! ♜c6 5 ♜b5! ♜d6 6 ♖e3 ♖e7 7 ♖d4 ♖e6 8 a4 +- (V.Mikhalevski in CBM 66).

4 ♖f4 ♜e6 5 ♖f3

White returns to prevent Black's active counterplay. 5 ♜xd5 ♜e2 6 ♜b5 ♜xf2+ 7 ♖e5 ♜f6 = (Ribli in CBM 66).

5...♜d6 6 ♖e3 ♖e7 7 ♖d4 ♜f6 8 f3 ♖d6 9 ♜e3 g5 10 a4!?

Fixing Black's weak pawn on b6 and mobilizing the pawn-majority. Now Black faces an extremely awkward problem.

10...♜e6?

This is wrong, as White could now have simplified into a won pawn ending. 10...g4? is also bad, due to 11 f4 ♜f5 12 ♜e5 +- , but after 10...h5!? 11 ♜e5 ♜xf3 12 ♜xd5+ ♖c6 13 ♜xg5 h4 Black should be able to hold on, but it will be an uphill struggle.

11 b4

11 ♜xe6+ fxe6 12 f4 should win:

a) 12...gxf4 13 gxf4 h5 14 h4 ♖c6 15 b4 ♖d6 16 b5! (16 a5? bxa5 17 bxa5 ♖c6 18 ♖e5 ♖b5 19 ♖xe6 d4! =) 16...♖d7 17 f5 ♖d6 18 f6 +-.

b) 12...g4!? 13 b4 h5 14 a5 bxa5!? (14...b5 15 a6 ♖c6 16 ♖e5 ♖b6 17 f5 exf5 18 ♖xf5

♙xa6 19 ♖e5 +-) 15 bxa5 ♖c6 16 ♖e5 (16 a6? ♖b6 17 f5? exf5 18 ♖xd5 f4! 19 gxf4 h4 20 ♖e4 h3!! +-) 16... ♖b5 17 f5 exf5 18 ♖xf5 d4 (18... ♖xa5 19 ♖e5 +-) 19 a6 d3 20 a7 d2 21 a8 ♖ d1 ♖ 22 ♖e8+ ±.

11... ♖c6 12 ♖c3+?

Both 12 ♖xe6+ and Mikhalevski's suggestion 12 ♖e5! offer very good winning chances: 12... ♖f6 13 b5+ ♖c7 14 ♖e7+ ♖d8 (14... ♖d6 15 ♖b7 +-) 15 ♖e3 ♖f5 16 ♖c3! ±.

12 ♖b7! 13 ♖c3

13 ♖xd5 ♖e2 14 h4 gxh4 15 gxh4 ♖a2 = (Ribli).

13... ♖f6 14 ♖f2 ♖f5 15 b5 h5 16 ♖f1 h4 17 ♖f2 hgx3 18 hgx3 ♖b8 19 g4!? ♖f4+ 20 ♖xd5 ♖xa4 21 ♖c6 ♖a7 22 ♖c2

22 ♖e2 ♖c4+ 23 ♖d6 ♖f4 24 ♖e3 ♖b7 ±.

22... ♖a3 23 f4!?

A very dangerous sacrifice to activate the rook. In the end White tries to win with his g-pawn!

23... gxf4 24 ♖c4 f3! 25 ♖f4 ♖c3+?

25... ♖e3! 26 ♖xf7+ ♖b8 27 ♖xb6 (27 ♖d5 looks more critical, but Black should be able to hold on: 27... ♖b3 28 ♖e4 ♖xb5 29 ♖xf3 ♖c5 30 ♖f4 ♖c7 ±) 27... ♖e6+ 28 ♖a5 ♖g6 29 ♖xf3 ♖xg4 = (V.Mikhalevski).

26 ♖d6 ♖b8 27 ♖e7 ♖c7 28 g5 ♖c5 29 ♖xf7 f2

Or:

a) 29... ♖xg5 30 ♖f6+ +-.

b) 29... ♖e5+ 30 ♖f6+ ♖d6 31 ♖g6 ♖xb5 (31... ♖c5 32 ♖xf3 ♖xb5?! 33 ♖f5 +-) 32 ♖xf3 ♖e7 33 ♖h6 ♖b1 34 g6 b5 35 g7 ♖h1+ 36 ♖g6 ♖g1+ 37 ♖h7 ♖h1+ 38 ♖g8 b4 39 ♖f7+ ♖e8 40 ♖b7 ♖h4 41 ♖b8+ ♖e7 42 ♖b6 ♖e8 43 ♖e6+ ♖d7 44 ♖f7 +-.

c) 29... ♖xb5 30 g6 ♖c5+ 31 ♖f6+ (not 31 ♖f8+? ♖d6 32 ♖xf3 ♖g5 33 g7 b5 34 g8 ♖xg8+ 35 ♖xg8 ♖c5 =) 31... ♖d6 32 g7 and then:

c1) 32... f2 33 ♖g6 ♖e1 34 ♖xf2 ♖g1+ 35 ♖f6 +-.

c2) 32... ♖e8 33 ♖g6 b5 34 ♖f8 f2 35 ♖xf2 ♖g8 36 ♖f5 +-.

c3) 32... ♖e6+ 33 ♖g5 ♖e2 34 ♖xf3 ♖e7 35 ♖g6 ♖g2+ 36 ♖h7 ♖h2+ 37 ♖g8 b5 38 ♖f7+ ♖d6 (38... ♖e6 39 ♖b7 ♖b2 40 ♖b6+ ♖e7 41 ♖h7 +-) 39 ♖f5 b4 (39... ♖c6 40 ♖f7 ♖h7 41 ♖f8 +-) 40 ♖f7 +-.

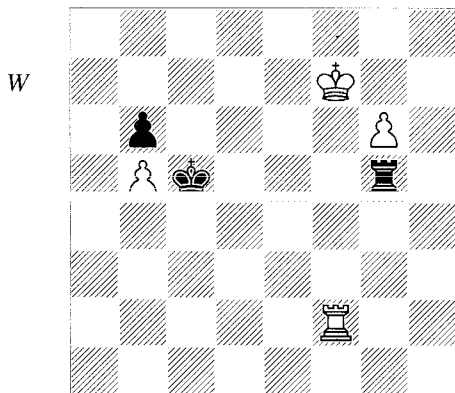
30 g6 ♖e5+

30... ♖xb5 31 g7 f1 ♖ 32 ♖xf1 ♖g5 33 ♖f7 b5 34 g8 ♖ +-.

31 ♖f8+! ♖d6 32 ♖xf2 ♖g5

32... ♖xb5 33 ♖f6+ ♖e5 34 ♖f7 +-.

33 ♖f7 ♖c5 (D)



6.150A

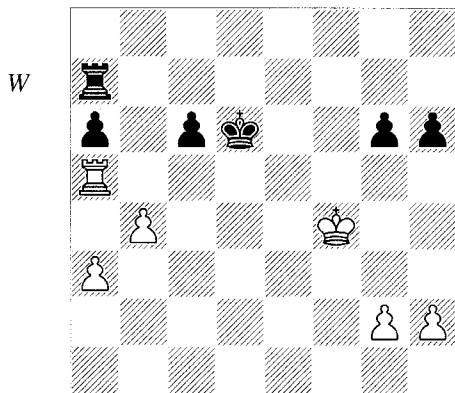
+/-

34 ♖f4 ♖xb5 35 ♖f6 ♖xg6+

35... ♖g1 36 g7 ♖c6 37 ♖f5 +-.

36 ♖xg6 ♖c5 1-0

Having two weak isolated pawns is generally very unfavourable:



6.151

+/-

S.Flohr – M.Vidmar

Nottingham 1936

Black is lost because his rook is extremely passive and his pawns are not far advanced:

1 h4!? ♖e6 2 ♖g4 ♖a8 3 h5

A typical procedure: White creates another weakness on the kingside.

3... g5

3... gxf4 4 ♖xh5 ♖g8 5 g4 ♖d6 6 ♖xa6 ♖g5+ 7 ♖h4 +-.

4 g3 ♖a7 5 ♔f3 ♖a8 6 ♔e4 ♖a7 7 ♖e5+ ♔d6

7...♔f6 8 ♖c5 ♖c7 9 ♖a5 ♖a7 10 ♔d4 ♖d7+ 11 ♔c5 ♖d3 (11...♖d5+?! 12 ♔xc6 ♖xa5 13 bxa5 ♔f5 14 ♔b6 +-) 12 ♖xa6 ♖xg3 13 ♖xc6+ ♔f5 14 b5 (14 a4? ♖c3+ 15 ♔b6 ♖xc6+ 16 ♔xc6 g4 =) 14...♖xa3 (14...♖c3+ 15 ♔b4 ♖xc6 16 bxc6 ♔e6 17 ♔b5 +-) 15 b6 ♖b3 16 ♖xh6 g4 17 ♖g6 +-.

8 ♖e8 c5

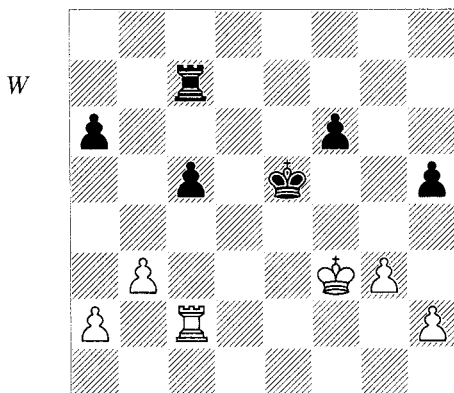
Or, 8...♖f7 9 ♖a6 +-; 8...♖c7+?! 9 ♖xc7 ♔xe7 10 ♔f5 ♔f7 11 g4 +-; 8...a5 9 ♖h8 ♖e7+ 10 ♔d4 ♖e6 11 bxa5 c5+ 12 ♔c4 ♔c6 13 a6 ♔b6 14 ♔d5 ♖f6 15 ♖g8 +-.

9 ♖d8+ ♔c6

9...♔c7 10 ♖h8 cxb4 11 ♖h7+ ♔b6 12 ♖xa7 ♔xa7 13 axb4 ♔b6 14 ♔f5 +-.

10 ♖c8+ ♔b6 11 ♖xc5 ♖h7 12 ♖e5 ♔c6 13 ♖e6+ ♔b5 14 ♔f5 ♖f7+ 15 ♖f6 1-0

If the isolated pawns are further advanced, the drawing chances increase because the counterplay is faster:



6.152

=/=

K.Müller – F.Roeborg
Göttingen 1996

1 ♖c4 a5 2 ♔g2 f5 3 ♔h3 ♔d5 4 ♖a4 ♖a7 5 ♔h4 ♔e5 6 ♖c4

6 ♔xh5?! ♔f6 7 ♔h6 ♖a8 8 ♔h7 ♖a7+ =.

6...♔d5 7 ♖c2

7 ♔xh5 ♖h7+ 8 ♔g5 ♖xh2 9 ♖a4 ♖f2 10 ♖xa5 ♖f3 11 b4 (11 ♔h4 f4 =) 11...♖xg3+ 12 ♔xf5 ♔c4 13 bxc5 ♔b4 =.

7...a4 8 ♔xh5 axb3 9 axb3 ♖b7 10 ♔g5

10 ♖c3 ♖h7+ 11 ♔g5 ♖xh2 12 ♖f3 ♖h8 13 ♖xf5+ ♔d4 ±.

10...♖xb3 11 ♔xf5 ♔d4 12 g4 c4?

12...♖f3+! is correct:

a) 13 ♔e6 ♖e3+ 14 ♔d6 c4 15 g5 ♔d3 16 ♖g2 c3 17 g6 c2 18 ♖g1 ♔d2 19 g7 ♖e8 20 ♖g2+ ♔d3 =.

b) 13 ♔g6 c4 14 h4 ♔d3 15 ♖a2 c3 16 h5 c2 17 ♖a1 ♖f4 18 g5 ♖c4 19 h6 c1 ♖ 20 ♖xc1 ♖xc1 21 h7 ♖h1! 22 ♔g7 ♔e4 23 g6 ♔f5 =.

13 g5 ♔d3 14 ♖c1 ♖b5+ 15 ♔f4 c3 16 g6 ♖b4+ 17 ♔g5 ♖b2

17...c2 18 g7 ♖b1 19 ♖xc2 ♔xc2 20 h4 ♖g1+ 21 ♔h6 ♔d3 22 h5 ♔c4 23 ♔h7 ♔f5 24 h6 ♔f6 25 g8 ♖ +-.

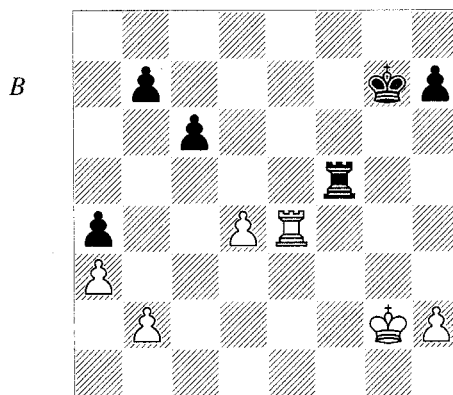
18 h4 ♖g2+ 19 ♔h6 ♔d2 20 ♖a1 c2 21 g7 ♖g4 22 h5 ♖a4 23 ♖g1

23 g8 ♖ ♖xa1 24 ♖g5+ ♔d3 25 ♖d5+ ♔c3 26 ♖e5+, picking up the rook, is also possible.

1-0

Due to 23...♖g4 24 ♖xg4 c1 ♖ 25 g8 ♖ +-.

If the defender has several weaknesses and is passively placed, he usually perishes:



6.153

/+

V.Smyslov – P.Keres
Leningrad/Moscow 1941

First Black's rook moves to the strong outpost b3, and then the advance of the king proves decisive:

1...♖b5 2 ♖e2 ♖b3 3 ♔f2 ♔f6 4 ♔e1 h6 5 ♖g2

5 ♔d1 ♖d3+ 6 ♖d2 ♖xd2+ 7 ♔xd2 ♔e6 8 ♔e3 ♔d5 9 ♔d3 h5 10 h4 b5 11 ♔e3 ♔c4 12 ♔e4 ♔b3 +-.

5...♔e6 6 ♔d1

6 ♖g6+ ♔d5 7 ♖xh6 ♖xb2 ♢.

6...♔d5 7 ♔c2 ♖h3

Not, of course, 7...♔xd4? 8 ♖g4+ ♔c5 9 ♖h4 =.

8 ♖d2 ♜c4 9 ♜b1 h5 10 ♜a2 ♜h4 11 ♜f2
 ♜xd4 12 ♜f7 b5 13 ♜f2 ♜h3 14 ♜d2+ ♜d3

14...♜c5, followed by ...♜b6 and ...c5 saves several moves compared to the game.

15 ♜f2 ♜c4 16 ♜c2+ ♜d5 17 ♜g2 ♜h3 18 ♜d2+ ♜c5 19 ♜c2+ ♜b6 20 ♜f2 c5 21 ♜f6+ ♜a5 22 ♜f2 c4?

22...b4 23 axb4+ ♜xb4 was correct, followed by ...c4, ...h4 and ...a3, winning as in the game.

23 ♜g2 c3 24 b4+?

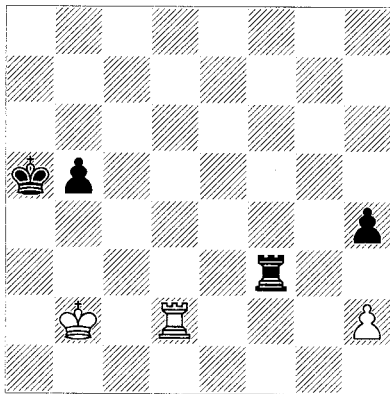
24 bxc3! ♜xc3 25 ♜b2 ♜b3+ 26 ♜a2 h4 27 ♜f2 h3 28 ♜f6 ♜e3 29 ♜c6 ♜e2+ 30 ♜b1 ♜xh2 31 ♜c3 ♜b6 32 ♜a1 b4 33 axb4 ♜b5 34 ♜f3 ♜xb4 35 ♜g3 = (see 6.81).

24...axb3+ 25 ♜xb3 c2+!

25...h4? spoils it: 26 ♜c2 ♜b6 27 ♜b4 =.

26 ♜xc2 ♜xa3 27 ♜b2 ♜f3 28 ♜e2 h4 29 ♜d2 (D)

B



6.153A

-/+

29...h3?!

A slight inaccuracy. It was easier to advance on the queenside first: 29...♜h3 30 ♜e2 ♜a4 31 ♜d2 b4 32 ♜f2 ♜e3 followed by ...h3 and then ...♜e1-g1-g2.

30 ♜e2

30 ♜d4! is more tenacious: 30...♜f2+ 31 ♜b3 ♜xh2 32 ♜d3 +- (6.80A).

30...♜a4 31 ♜b1 ♜f1+ 32 ♜c2 b4 33 ♜d3 ♜d1+ 34 ♜c2 ♜g1 0-1

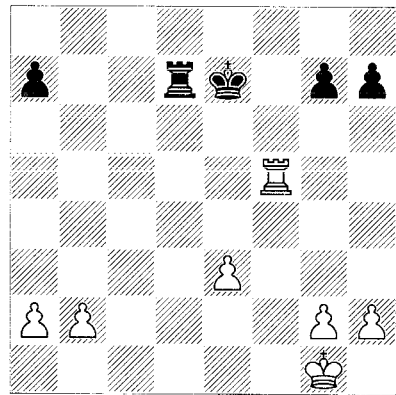
Due to 35 ♜e3 ♜g2+ 36 ♜b1 ♜xh2 37 ♜g3 b3 38 ♜g8 ♜g2 followed by ...h2 and ...♜g1+.

E2) Material Advantage

With pawns on both wings the probability that an extra pawn can be converted into victory is higher than in the one-wing case. However,

even in won positions accuracy is usually required due to the drawish tendency of rook endings. The following classic demonstrates that activity is again crucially important:

B



6.154

+/-

A.Rubinstein – Em.Lasker

St Petersburg 1909

1...♜d1+ 2 ♜f2!

White gives one pawn back to achieve maximum activity. After 2 ♜f2? ♜d2 3 ♜b1 ♜d6 (3...♜e2?! 4 ♜f1 ♜xe3? 5 ♜e1 +-) it would be very difficult to make progress.

2...♜d2+ 3 ♜f3 ♜xb2 4 ♜a5

Forcing Black's rook back to a very passive position.

4...♜b7 5 ♜a6

Cutting off the king along the 6th rank.

5...♜f8 6 e4 ♜c7 7 h4

7 ♜f4?! ♜c2 8 ♜f3 ♜c3+! would make the win more troublesome according to Speelman in *Batsford Chess Endings*.

7...♜f7 8 g4 ♜f8 9 ♜f4 ♜e7 10 h5 h6

Keeping the pawns on their initial squares also loses: 10...♜f7 11 ♜f5 ♜e7 12 g5 ♜f7 13 e5 ♜e7 14 g6 and then:

a) 14...hxg6+ 15 ♜xg6 ♜f8 16 a4 and here:

a1) 16...♜b7 17 ♜c6 ♜b8 18 a5 +-.

a2) 16...♜e7 17 ♜c6 ♜xe5 (17...♜e8 18 ♜c8+ ♜d7 19 ♜g8 +-) 18 ♜c8+ ♜e7 19 ♜c7+ ♜f8 20 ♜f7+ +-.

a3) 16...♜e8 17 ♜d6 ♜b7 18 e6 ♜b4 19 ♜xg7 ♜xa4 20 h6 ♜g4+ 21 ♜f6 ♜h4 22 ♜g5 ♜h1 23 ♜d4 +-.

b) 14...h6 15 a4 ♜e8 (15...♜b7 16 ♜e6+ ♜d7 17 ♜f6 ♜e8 18 ♜f7 ♜xf7+ 19 gxf7+ ♜xf7 20 e6+ ♜e7 21 ♜e5 +-) 16 ♜a5 ♜e7 17 ♜b5 ♜d7 18 ♜b8 ♜d1 (18...♜c7 19 ♜g8 +-) 19 ♜b7+ +-.

11 ♖f5 ♗f7 12 e5 ♜b7 13 ♜d6 ♖e7 14 ♜a6
 ♗f7 15 ♜d6 ♗f8 16 ♜c6 ♗f7 17 a3! 1-0

A nice way to conclude the game. Rubinstein prevents ...♜b4 and puts Black in zugzwang. Several variations from Averbakh and Speelman illustrate that:

a) 17...♖e7 18 ♗g6 ♗f8 19 ♜c8+ ♖e7 20 ♗xg7 +-.
 b) 17...♜e7 18 e6+ ♗g8 19 ♗g6 ♜e8 20 e7 +-.

c) 17...a5 18 ♜a6 ♜b5 19 ♜a7+ ♗g8 20 a4 ♜c5 21 ♖e6 +-.
 d) 17...♗f8 18 ♗g6 ♜b3 19 ♜c8+ ♖e7 20 ♗xg7 ♜a3 21 ♗xh6 +--

Now we deal with an important practical question: how to exploit the extra pawn of a majority on a wing. Fine gave some guidelines in *Basic Chess Endings*:

If the defender's king is on the side where the pawns are balanced then the following plan should be adapted:

- 1) Place the king and rook on the best possible squares;
- 2) Advance the pawns on the other wing as far as convenient, without actually setting up a passed pawn;
- 3) Reach a won ending with an outside passed pawn.

Thus, creating an outside passed pawn as quickly as possible is sometimes not the right plan as some positions are drawn. It is better to manoeuvre first and to try to create a passed pawn under favourable circumstances. If the defender's king is on the side with the potential passed pawn, then the decisive manoeuvre is the penetration of the attacking king on the opposite wing. Nunn used the following example in *Secrets of Practical Chess* to illustrate the procedure (see next diagram).

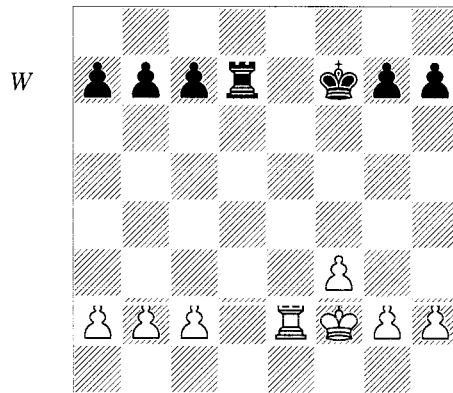
The black king is ready to halt the majority so we are in the second of the cases mentioned above. According to the rule it is systematic now to transfer the king to the queenside and to try to create inroads there. However, at the moment there are no avenues and so Nunn decides to gain space on the kingside first:

1 h4 b5

Fritz immediately gains space, but opens pathways for White's pieces at the same time.

2 g4 a5 3 ♗g3 a4

With the idea ...b4 and ...♜d1 to attack the pawns, so Nunn puts a stop to that:



6.155

+/-

J. Nunn – Fritz 5

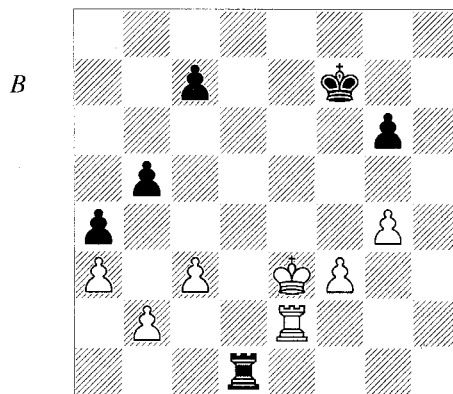
Secrets of Practical Chess, 1998

4 a3! ♜d1 5 h5 ♜b1 6 c3

Nunn has arranged all his pawns in chains, so he only has to defend the bases on b2 and f3.

6...g5 7 hxg6+ hxg6 8 ♗f4 ♜d1 9 ♖e3?! (D)

Now Nunn follows Fine's guideline and tries to penetrate on the queenside with his king. However, the immediate 9 ♖e5 is better: 9...c6 10 ♜c5 ♜d2 (10...♜d6 11 c4 bxc4 12 ♜xc4 ♜d2 13 ♜xc6 ♜xb2 14 ♜a6 +--) 11 ♜xc6 ♜xb2 12 ♗g5 transposes to the game (at move 15).



6.155A

+/-

9...♗f6?!

This allows the execution of White's plan. 9...♖e6! (Nunn) was necessary because after 10 ♜d2 ♜e1+ 11 ♗d4 ♗d6 the white king is denied access to c5. Therefore, it is probably best to retreat with 10 ♗f4+.

10 ♜d2 ♜f1 11 ♜d5 c6 12 ♜c5 ♜b1 13 ♜xc6+ ♗f7 14 ♗f4 ♜xb2 15 ♗g5 ♜b3 16 f4!

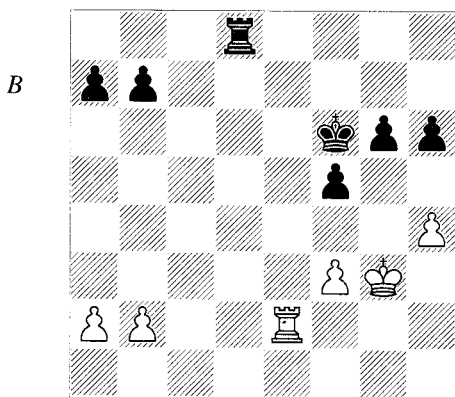
16 ♖c7+? ♜e6 17 ♜xg6 allows Black to mix things up with 17...♜d6.

16...♞xa3 17 ♞c7+ ♜e6 18 ♜xg6 ♜d6 19 ♞c8 ♜d7 20 ♞c5 ♞b3 21 f5 a3 22 f6 ♞b1

22...a2 23 f7 a1 ♞ 24 f8 ♞ ♞a6+ (24...♞b1+ 25 ♜g7 +-) 25 ♜h5 ♞d6 26 ♞f7+ ♜d8 27 ♞d5 +-.

23 f7 ♞f1 24 ♞xb5 a2 25 ♞a5 ♜e7 26 ♞xa2 ♞f6+ 27 ♜g5 1-0

In the next example Paulsen uses a nice trick to break through:



6.156 /+
J.Metger – L.Paulsen
Leipzig 1877

1...g5 2 ♞c2?!

After 2 hxg5+!? hxg5 3 ♞c2 Black's task is much more difficult.

2...f4+ 3 ♜g4

3 ♜h3 ♜d1 4 ♞c7 ♞g1 5 hxg5+ hxg5 6 ♞xb7 ♞g3+ 7 ♜h2 ♞xf3 8 ♜g1 (8 ♞xa7 ♞f2+ 9 ♜h3 ♞xb2 -+) 8...♞d3 9 ♞xa7 g4 -+.

3...h5+! 4 ♜h3

4 ♜xh5? ♞h8+ 5 ♜g4 ♞xh4#.

4...g4+ 5 ♜g2

5 fxg4 ♞d3+ 6 ♜g2 hxg4 -+ and the connected passed pawns are decisive.

5...♞d3 6 ♞c5 ♞d2+ 7 ♜f1 ♞xb2 8 ♞xh5 gxf3

8...g3 also wins.

9 ♞a5 a6 10 ♜g1 ♞e2 11 ♜f1 ♜g6 12 ♜g1 ♞g2+ 13 ♜f1 ♞h2 14 ♞a3 ♞xh4 15 ♞xf3 ♜f5

16 ♞b3 ♞h7 17 ♜g2 ♜g4 18 a4

18 ♞b4 ♞c7 19 a4 ♞c2+ 20 ♜f1 ♜g3 -+.

18...f3+ 19 ♜f2

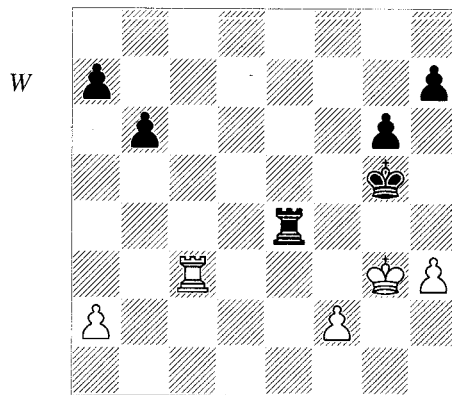
19 ♞xf3?! ♞h2+ 20 ♜xh2 ♜xf3 -+.

19...♞h2+ 20 ♜g1

20 ♜e1 ♜g3 21 ♞xb7 ♞h1+ 22 ♜d2 f2 23 ♞g7+ ♜h2 24 ♞h7+ ♜g2 25 ♞g7+ ♜f1 26 ♞g6 ♞g1 27 ♞xa6 ♜g2 -+.

20...♜g3 21 a5 ♞a2 22 ♞b1 ♞g2+ 23 ♜h1 ♞h2+ 24 ♜g1 f2+ 0-1

We conclude this section with two examples showing the drawish tendency of rook endings. The first is very famous:



6.157 =/
M.Botvinnik – R.Fischer
Varna OL 1962

1 ♞a3?

1 ♞c7! was necessary as after 1...♞a4 2 ♞xh7 ♞a3+!? 3 f3 ♞xa2 a position similar to the game arises.

1...♞e7?

The faster 1...a5! is called for as the pawn ending after 2 ♞b3 ♞b4 3 ♞xb4 axb4 is won: 4 f4+ ♜f5 5 ♜f3 ♜e6 6 ♜e4 (6 ♜g4 h6 -+) 6...♜d6 7 ♜d4 b5 8 ♜d3 ♜d5 -+ (Botvinnik).

2 ♞f3 ♞c7 3 a4

The game was adjourned here, and the whole Soviet team helped Botvinnik to find the saving path.

3...♞c5

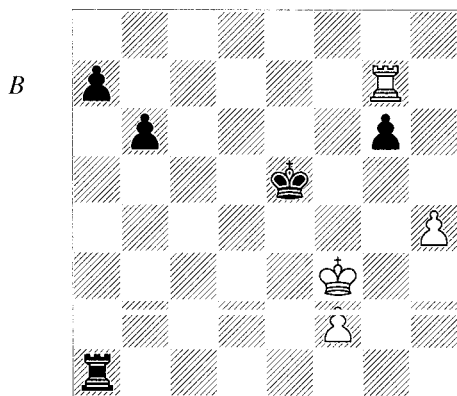
Botvinnik's analysis of the alternatives runs: 3...♞c4 4 a5 bxa5 = (4...b5 5 ♞f7 a6 6 h4+ ♜h6 7 ♞d7 =); 3...♜h6 4 ♞d3! ♞c5 5 h4 ♞a5 6 ♞d4 =.

4 ♞f7 ♞a5 5 ♞xh7 ♞xa4 6 h4+! ♜f5

6...♜f6 7 ♞b7! ♞a5 8 ♜g4 b5 9 f4 a6 10 ♞b6+ ♜g7 11 ♞b7+ = (Botvinnik).

7 ♞f7+ ♜e5 8 ♞g7 ♞a1 9 ♜f3 (D)

There was a disagreement about the assessment of this position between Fischer and Botvinnik. Eventually Botvinnik succeeded in



6.157A

/=

proving the draw even after Black's best try (9...♔d4):

9...b5?!

9...♔d4!? 10 ♖xg6 b5 11 h5 b4 12 h6 and now:

a) 12...♖h1 13 ♔g2! ♖h5 14 ♖a6 b3 15 ♖xa7 ♖xh6 16 ♖b7 ♔c4 17 ♔f3 = (Botvinnik); e.g., 17...♖c6 18 ♔e4 ♔c3 19 f4 ♖c4+ 20 ♔e5 ♖b4 21 ♖c7+ (21 ♖h7? b2 22 ♖h1 ♖b5+ 23 ♔e6 ♔d4 24 f5 ♖b6+ 25 ♔e7 ♔e5 26 f6 ♖b7+ -+) 21...♔d3 22 ♖d7+ ♔e2 (22...♔e3 23 f5 b2 24 ♖d1 =) 23 ♖h7 b2 24 ♖h1 =.

b) 12...b3 and then:

b1) 13 h7? ♖h1 14 ♖g7 a5 15 ♔g2 ♖h6 16 ♖g3 a4 17 ♖h3 (17 ♖g4+ ♔c5 18 ♖xa4 b2 19 ♖a5+ ♔b6 20 ♖a8 ♖xh7 -+) 17...♖xh7 18 ♖xh7 a3 19 ♖h3 ♔c4! -+.

b2) 13 ♖g4+ ♔c5!? (13...♔c3 14 ♖h4! ♖e1 15 h7 ♖e8 16 h8 ♖+ ♖xh8 17 ♖xh8 b2 18 ♖c8+ =; 13...♔d3 14 ♖b4 ♔c2 15 ♖c4+ =) 14 ♖g5+ and here:

b21) 14...♔b4 15 ♖g7! b2 (15...a5? 16 ♔g2! +-) 16 h7 ♖h1! 17 ♖xa7 ♔b3 18 ♖b7+ ♔c2 19 ♖c7+ ♔d2 20 ♖b7 = (Fischer).

b22) 14...♔c6 15 ♖g6+ ♔b7 16 ♖g7+ ♔a6!? 17 ♖g6+ (17 ♔g2? b2 18 h7 b1 ♖ 19 h8 ♖ ♖e4+ -+) 17...♔a5 18 ♖g5+ ♔a4 19 ♖g4+ ♔a3 and White has finally run out of checks. However, it is not over yet: 20 ♖h4 b2 21 h7 b1 ♖ 22 h8 ♖. Botvinnik had assessed this position as drawn in his initial analysis. Fischer continued with 22...♖b3+!? 23 ♔e2! (23 ♔f4? ♖f7+ -+; 23 ♔g2? ♖d5+ 24 f3 ♖g5+ 25 ♖g4 ♖d2+ 26 ♔g3 ♖g1+ 27 ♔h4 ♖h1+ -+) 23...♖d1+ 24 ♔e3 ♖b1!? but there is still a defence. In fact there are two: one given by Botvinnik himself and one found by the 13-year-old Garry Kasparov in Botvinnik's chess school:

b221) 25 ♖c3+? ♖b3 -+.
b222) 25 ♖h3? ♔a2! 26 ♖c8 (26 ♖g8+ ♖b3+ -+) 26...♖b3+ 27 ♔f4 ♖d4+ 28 ♔g5 ♖e5+ 29 ♔g4 ♖e4+ 30 ♔g5 ♖b5+ 31 ♔h6 ♖b6+ 32 ♔g5 ♖g6+ 33 ♔f4 ♖f7+ -+.
b223) 25 ♖c4! (Kasparov) 25...♖b3+ 26 ♖c3 ♖e1+ 27 ♔d3 ♖f1+ 28 ♔d2 ♖xf2+ 29 ♔d3 = is also drawn.

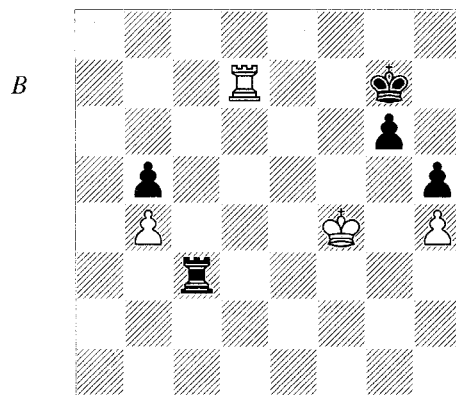
b224) 25 ♖f8+ ♔a2 and Fischer thought that White was defenceless. However, Botvinnik had the last word. 26 ♖c5! and Black can't make progress.

10 h5!?

After this nice trick Botvinnik had no particular difficulties saving the draw:

10...♖a3+ 11 ♔g2 gxf5 12 ♖g5+ ♔d6 13 ♖xb5 h4 14 f4 ♔c6 15 ♖b8 h3+ 16 ♔h2 a5 17 f5 ♔c7 18 ♖b5 ♔d6 19 f6 ♔e6 20 ♖b6+ ♔f7 21 ♖a6 ♔g6 22 ♖c6 a4 23 ♖a6 ♔f7 24 ♖c6 ♔d3 25 ♖a6 a3 26 ♔g1 1/2-1/2

In the second, White again managed to turn the game into a drawn pawn race:



6.158

/=

J.Murray – A.Beliavsky

Graz 1996

1...♔h6

1...♔f6 2 ♖d6+ ♔f7 3 ♔g5 and now:

a) 3...♖c4 4 ♖xg6 ♖xb4 (4...♖g4+ 5 ♔xh5 ♖xg6 is stalemate) 5 ♔xh5 ♖xh4+ 6 ♔g5 ♖b4 (6...♖g4+ 7 ♔xg4 ♔xg6 8 ♔f4 =) 7 ♔f5 =.

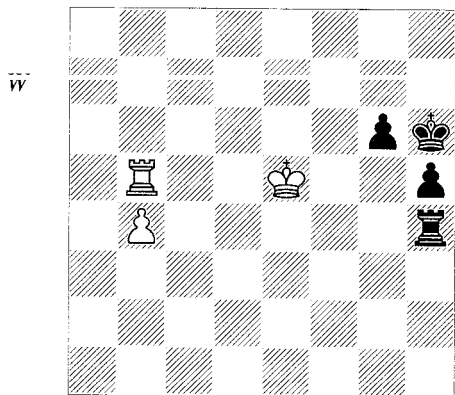
b) 3...♖g3+ 4 ♔h6 ♖g4 5 ♖b6 ♖xh4 (or 5...♖xb4 6 ♖b7+ ♔f6 7 ♖b6+ ♔f5 8 ♖xg6 =) 6 ♖xb5 (6 ♖xg6? ♔f4 7 ♔xh5 ♖f5+ 8 ♔h6 ♖f6 -+) 6...♖g4 7 ♖c5 h4 (7...♖xb4 8 ♖c7+ ♔f6 9 ♖c6+ ♔f5 10 ♖xg6 h4 11 ♔h5 h3 12 ♖g1 =) 8 ♖c2 h3 (8...♖xb4 9 ♖f2+ ♔e6 10 ♔xg6 =) 9

♖h2 g5 10 ♕h5 ♖g3 11 b5 ♕e6 12 b6 ♖d7 13 ♖c2 ♖g2 14 ♖c1 h2 15 b7 ♖b2 16 ♖xg5 =.

2 ♖d4 ♖h3

2...♖c4?? leads to a lost pawn ending due to the bad position of Black's king: 3 ♖xc4 bxc4 4 b5 c3 5 ♕e3! +-.

3 ♕e5 ♖g3 4 ♖d5 ♖g4 5 ♖xb5 ♖xh4 (D)



6.158A

=/

6 ♖b8! ♕g5

6...♖g4!? is a very dangerous try, but White can nevertheless hold on:

a) 7 ♕f6? ♖f4+ 8 ♕e5 ♕g5 9 b5 h4 10 b6 ♖b4 and now:

a1) 11 ♕d6 h3 12 ♕c5 (12 ♕c7 h2 13 ♖h8 ♖h4 +-) 12...♖b2 13 ♖h8 ♕g4 +-.

a2) 11 b7 h3 12 ♕d5 h2 +-.

b) 7 b5 h4 8 b6 ♖b4 9 b7! (moving the king loses; e.g., 9 ♕f6? ♕h5 10 b7 ♕g4 11 ♕xg6 h3 12 ♕f6 h2 13 ♖h8 ♕g3 14 ♖g8+ ♕f4 15 ♖h8 ♖b6+ +-; 9 ♕d6? g5 10 ♕c7 g4 11 ♖g8 ♕h5 12 b7 h3 13 b8 ♖xb8 14 ♕xb8 ♕h4 15 ♕c7 g3 16 ♕d6 g2 17 ♕e5 h2 18 ♕f4 ♕h5 19 ♕f5 ♕h6 20 ♕f6 ♕h7 21 ♖g7+ ♕h8 +-) 9...♕g7 10 ♖a8 ♖xb7 11 ♕f4 and Black's pieces are so unfortunately placed that the connected passed pawns can be stopped:

b1) 11...♖b5 12 ♕g4 g5 (12...♖h5 13 ♖a7+ =) 13 ♖a6 =.

b2) 11...♕h6 12 ♖h8+ ♖h7 13 ♖a8 h3 14 ♕g3 ♕g5 15 ♖a5+ ♕f6 16 ♖a6+ =.

b3) 11...h3 12 ♖a2 ♖b3 13 ♕g4 =.

7 ♕d5 ♖h1 8 b5 ♖b1 9 b6 h4 10 b7 h3 11 ♕c6 ♕g4 12 ♖h8 g5 13 b8 ♖xb8 14 ♖xb8 h2 15 ♖h8!

15 ♖b1? ♕f3 16 ♖b3+ ♕g2 17 ♖b2+ ♕h3 18 ♖b3+ ♕h4 19 ♖b1 g4 20 ♕d5 g3 21 ♖h1 ♕h3 -+.

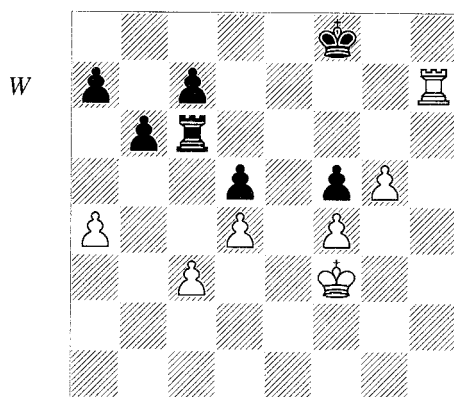
15...♕g3 16 ♕d5 g4

16...♕g2 17 ♕e4 h1 ♖ 18 ♖xh1 ♕xh1 19 ♕f5 =.

17 ♕e4 ♕g2 18 ♕f4 g3 19 ♕g4 1/2-1/2

F) Principles of Rook Endings

In rook endings, activity is a crucial factor. Sometimes it is even possible to sacrifice material in order to bring the pieces to better positions. We start with a famous classic:



6.159

+/

J.Capablanca – S.Tartakower

New York 1924

White's king has to be activated to support the g-pawn:

1 ♕g3 ♖xc3+ 2 ♕h4 ♖f3

Or: 2...♖c1 3 ♕h5 c5 (3...♖h1+ 4 ♕g6 +-) 4 ♖d7 cxd4 5 ♖xd5 ♖d1 6 ♕g6 d3 7 ♕f6 +-; 2...♖c4 3 g6 ♖xd4 4 ♕g5 ♖c4 5 ♕xf5 d4 6 ♖d7 ♖c5+?! 7 ♕f6 ♖c6+ 8 ♕g5 ♖d6?! 9 g7+ ♕g8 10 ♖xd6 cxd6 11 ♕g6 +-.

3 g6 ♖xf4+ 4 ♕g5 ♖e4

4...♖xd4 5 ♕f6 ♖e8 6 ♖xc7 ♖xa4 7 g7 ♖g4 8 ♖e7+ ♕d8 9 ♖xa7 +-.

5 ♕f6 ♕g8 6 ♖g7+ ♕h8

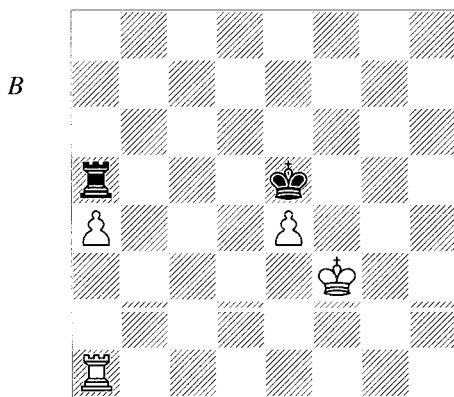
6...♕f8 7 ♖xc7 ♖e8 8 ♕xf5 ♖e4 9 ♕f6 ♖f4+ 10 ♕e5 ♖g4 11 g7+ +-.

7 ♖xc7 ♖e8 8 ♕xf5 ♖e4 9 ♕f6 ♖f4+ 10 ♕e5 ♖g4 11 g7+ ♕g8

11...♖xg7 12 ♖xg7 ♕xg7 13 ♕xd5 ♕f7 14 ♕c6 ♕e7 15 ♕b7 ♕d6 16 ♕xa7 ♕c7 17 d5 +-.

12 ♖xa7 ♖g1 13 ♕xd5 ♖c1 14 ♕d6 ♖c2 15 d5 ♖c1 16 ♖c7 ♖a1 17 ♕c6 ♖xa4 18 d6 1-0

Rook activity is very important in almost all rook endings as the rook is such a powerful unit:



6.160 /=
G.Kasparov – N.Short
London PCA Wch (9) 1993

Short missed the possibility to activate his rook and remained passive:

1...♖c6?

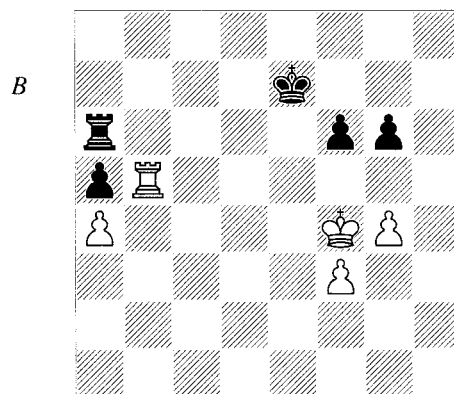
1...♖c5! was called for: 2 a5 (2 ♖e3 ♖c4 3 a5 ♖xe4+ 4 ♖d3 ♖d5! 5 a6 ♖e8! = is also safe for Black) 2...♖c3+ 3 ♖g4 ♖xe4 4 a6 ♖c8 5 a7 ♖g8+ followed by 6...♖a8 is a straightforward draw.

2 ♖e3 ♖d6

2...♖e5 3 ♖d3 and Black has to give way with his king or rook.

3 ♖d4 ♖d7 4 ♖c4 ♖c6 5 ♖b4 ♖e5 6 ♖c1+ ♖b6 7 ♖c4 1-0

Short threw in the towel as he can't stop White's king-march into the centre to support the e-pawn.



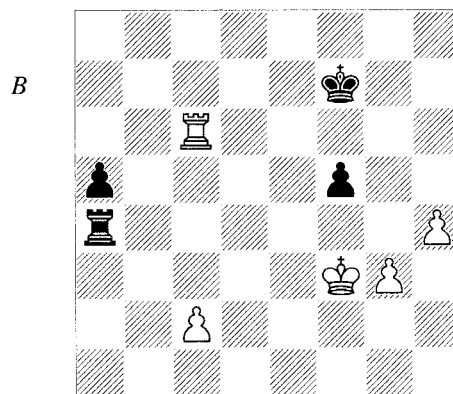
6.161 /=
St Petersburg – London
Telegraph match 1886-7

The London team conceded the game but Smyslov and Levenfish proved that Black could still have drawn by activating the rook:

1...♖c6!

Waiting passively is wrong: 1...♖a7? 2 ♖e4 ♖a6 3 ♖d4 ♖a7 4 f4 ♖a6 (4...♖d6 5 ♖b6+ ♖e7 6 ♖c5 ♖c7+ 7 ♖b5 ♖c1 8 g5 f5 9 ♖xg6 ♖f1 10 ♖xa5 ♖xf4 11 ♖f6 ♖f1 12 ♖b6 f4 13 a5 ♖g1 14 ♖xf4 ♖xg5 15 a6 ♖g6+ 16 ♖b7 ♖g1 17 ♖b4 +-) 5 f5 gxf5 6 gxf5 ±.

2 ♖xa5 ♖c4+ 3 ♖e3 ♖f7 4 ♖a6 ♖g7 5 a5 ♖a4 6 a6 ♖h6 7 f4 g5 8 f5 ♖g7 =



6.162 /=
C.Schlechter – Em.Lasker
Vienna Wch (1) 1910

The great defender Lasker managed to save a valuable half-point by activating his rook:

1...♖e4!

Otherwise:

a) 1...♖g7? 2 c4 ♖a3+ 3 ♖f4 ♖c3 4 ♖xf5 ♖xg3 5 ♖e5 ♖g4 6 c5 ♖xh4 7 ♖a6 and now:

a1) 7...♖f7 8 ♖a7+ ♖e8 9 ♖d6 ♖d4+ (or 9...♖h6+ 10 ♖c7 ♖h7+ 11 ♖b6 +-) 10 ♖c6 a4 11 ♖b6 ♖b4+ 12 ♖c7 ♖e7 13 c6 ♖e6 14 ♖c8 +-.

a2) 7...♖f8 8 ♖d5 ♖e8 9 ♖c6 a4 10 ♖a8+ ♖e7 11 ♖c7 ♖e6 12 c6 ♖d5 13 ♖a5+ +-.

b) 1...♖a1? and then:

b1) 2 ♖a6? and here:

b11) 2...a4? 3 ♖f4 ♖f1+ 4 ♖e5 ♖f3 5 ♖xa4 ♖xg3 6 c4 (6 ♖xf5? ♖c3! ±) 6...♖g4 7 h5 ♖h4 8 ♖a7+ ♖e8 9 ♖e6 ♖d8 10 ♖d7+ ♖c8 (10...♖e8 11 ♖h7 ♖e4+ 12 ♖d5 ♖e1 13 h6 ♖f8 14 c5 +-) 11 ♖h7 f4 (11...♖xc4 12 ♖f7 f4 13 ♖d5 +-) 12 c5 f3 13 ♖d6 f2 14 ♖c6 ♖b8 15 ♖f7 ♖xh5 16 ♖b6! +-.

b12) 2...♖a4! 3 h5 and then:

b121) 3...♔g7? 4 ♖g6+ ♔h7 (4...♔f7 5 ♖g5 ♔f6 6 h6 +-) 5 ♖f6 ♖a1 6 ♖a6 ♖a4 7 c4 ♔g7 8 ♖g6+ ♔h7 9 ♖c6 ±.

b122) 3...♖c4! 4 ♖xa5 ♔f6 5 h6 ♖xc2 6 ♖a6+ ♔g5 7 h7 ♖h2 =.

b2) 2 ♔f4 ♖f1+ 3 ♔e5 ♖f3 4 c4 ±. A possible continuation would be 4...♖xg3 5 ♔xf5 ♖f3+ 6 ♔e5 ♖h3 7 ♖h6 ♔g7 8 ♖a6 ♖xh4 9 c5 ♔f7 10 ♖a7+ ♔e8 11 ♔d6 ♖d4+ 12 ♔c7 a4 13 c6 +-.

2 ♖c5

2 c4 a4 3 c5 ♖c4 4 ♖a6 ♖xc5 5 ♖xa4 ♔g6 6 ♖a6+ ♔h5 7 ♖f6 ♖a5 8 ♔f4 ♖a4+ 9 ♔xf5 ♖a3 10 ♔f4 ♖f3+ 11 ♔xf3 is stalemate.

2...♔f6 3 ♖xa5 ♖c4! 4 ♖a6+ ♔e5 5 ♖a5+ ♔f6 6 ♖a6+ ♔e5 7 ♖a5+ ♔f6 8 ♖a2

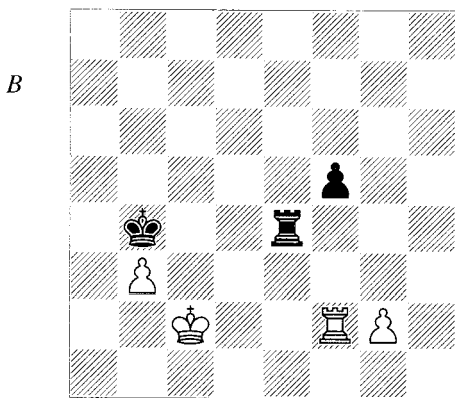
By his active play Lasker has forced his opponent's pieces into passive positions and now he manages to draw:

8...♔e5 9 ♖b2 ♖c3+ 10 ♔g2 ♔f6 11 ♔h3 ♖c6

11...f4? 12 ♖b3! ♖xc2 13 ♖f3 +-.

12 ♖b8 ♖xc2 13 ♖b6+ ♔g7 14 h5 ♖c4 15 h6+ ♔h7 16 ♖f6 ♖a4 1/2-1/2

Lasker's handling of the following game was not so accurate:



6.162A
Em.Lasker – W.Steinitz
Moscow 1896

1...♖g4! 2 ♔b2 ♖e4?

Keeping an eye on the g-pawn with 2...♖g5 was called for; for example, 3 ♔c2 ♖g4 4 ♔d3 ♔xb3 =.

3 g3 ♖e5 4 ♖f4+ ♔b5 5 ♔a3?! ♖d5 6 ♖f3 ♔a5 7 b4+?

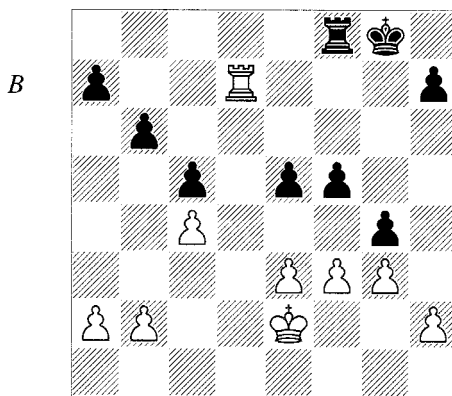
7 ♔b2 ♖c5 (7...♖e5 8 ♔c3 ♖c5+ 9 ♔d4 ♔b4 10 ♔e3 ♔xb3 11 ♔d4+ ♔b4 12 ♖b3+ +-) 8 ♖c3 ♖e5 9 ♔c2 ±.

7...♔b5 8 ♔b3 ♔b6?

8...f4!! 9 gxf4 ♖d4 10 f5 ♖xb4+ 11 ♔c3 ♔c5 12 f6 ♖b8 =.

9 ♔c4 ♔c6 10 ♖b3 ♖e5 11 b5+ ♔b6 12 ♔d4 ♖e4+ 13 ♔d5 ♖e8 14 ♔d6 ♖e1 15 ♖f3 ♔xb5 16 ♖xf5+ ♔c4 17 g4 1-0

The next example shows again that rook activity is very often crucial:



6.163
A.Shneider – D.Komarov
Donetsk Z 1998

1...♖f7

Seeking activity with 1...♖f6!? was also possible; e.g., 2 fxg4 fxg4 3 ♖xa7 ♖h6 4 ♔d3 ♖xh2 5 ♔e4 ♖g2 with counterplay.

2 ♖d5 ♖e7?

This lands Black in a very passive position. Now 2...♖f6!? was essential: 3 fxg4 fxg4 4 ♖xe5 ♖h6 5 ♖g5+ ♔f7 6 ♖f5+ ♔e6 7 ♖f2 ♔e5, when Black's active pieces compensate for the material deficit.

3 e4!

Fixing the e5 weakness and trying to open a path for the king.

3...h5

Or:

a) 3...fxe4? 4 fxg4 leaves Black tied down.

b) 3...gxf3+!? 4 ♔xf3 fxe4+ 5 ♔xe4 ♖f7! 6 ♖d8+ ♔g7 7 ♔xe5 ♖f2 gives Black some play, but White's advantage is still very clear.

4 exf5 gxf3+ 5 ♔xf3 e4+ 6 ♔e3 ♔f7 7 ♖d6

7 f6!? is also good: 7...♔xf6 8 ♖xh5 ♖d7 9 ♖d5 ♖h7 10 h4 ♖g7 11 ♔f4 +-.

7...♙e5 8 ♜e6?!

8 ♜f4! is much more precise:

a) 8...e3 9 ♜e6 +-.

b) 8...♜e7 9 ♜h6 ♜e8 10 ♜e3 +-.

c) 8...♜e8 9 ♜d7+ ♜f8 (9...♜f6 10 h3 e3 11 g4 hxg4 12 hxg4 ♜e4+ 13 ♜xe4 e2 14 ♜f4 e1 ♜15 g5#) 10 ♜e3 +-.

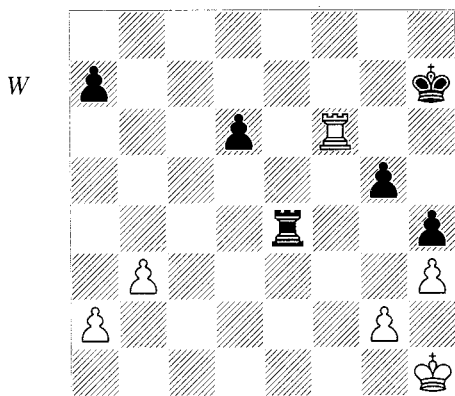
8...♜xf5 9 ♜xe4 ♜g6 10 ♜f4 ♜e5+ 11 ♜e4 ♜f5 12 ♜e7 ♜g5 13 ♜g7+!

Preventing Black's counterplay on the king-side.

13...♜f6 14 ♜xa7 ♜e5+ 15 ♜d3 ♜e6 16 a4 ♜d6+ 17 ♜c3 ♜e6 18 ♜a6 ♜f5 19 a5 ♜e3+ 20 ♜d2 ♜e4 21 ♜d3 bxa5 22 ♜f6+ 1-0

Since the pawn endgame is lost: 22...♜xf6 23 ♜xe4 ♜g5 24 h3 a4 25 ♜d5 +-.

We have just seen that rook activity is crucial. Therefore, preventing counterplay usually has a high priority in rook endings:



6.164

+/

A.Karpov – G.Kasparov

New York/Lyons Wch (7) 1990

1 ♜xd6!

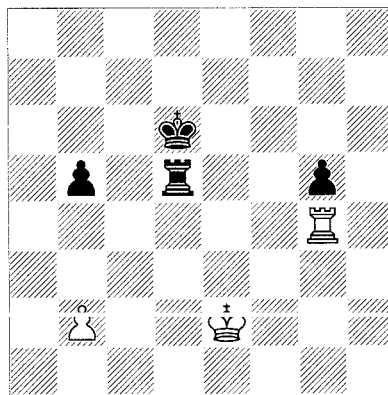
Karpov wisely decides to take the d-pawn. After 1 ♜f7+? ♜g6 2 ♜xa7 ♜e2 Black has some counterchances.

1...♜e7 2 ♜a6 ♜g7 3 ♜g1 1-0

Black is completely tied down and can only wait. A possible continuation is 3...♜f7 4 b4 ♜b7 5 a3 ♜f7 6 b5 ♜b7 7 a4 ♜f7 8 g3 ♜c7 9 gxh4 gxh4 10 ♜g2 ♜c2+ 11 ♜f3 ♜c3+ 12 ♜g4 ♜c4+ 13 ♜g5 +-.

In the next example the black rook does a marvellous job: it simply protects everything, making counterattacks useless.

B



6.165

/+

L.Ljubojević – Xu Jun

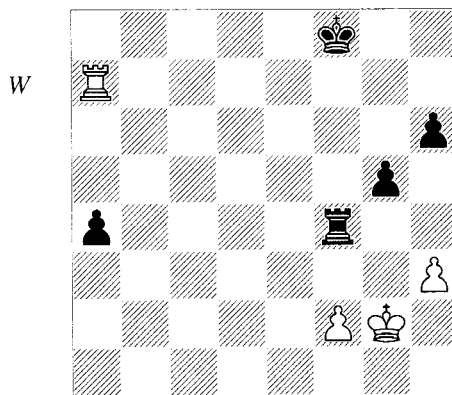
Novi Sad OL 1990

1...♜f5 2 ♜e3 ♜e5 3 b3 ♜f6 4 ♜e4 ♜g6 5 ♜g1

Black also wins after 5 b4 ♜f1 6 ♜e5 ♜h5 7 ♜g2 g4 --.

5...♜f4+ 6 ♜e5 ♜b4 7 ♜g3 g4 8 ♜d5 ♜f4 9 ♜c5 b4 10 ♜b5 ♜g5 11 ♜g1 ♜h4 12 ♜h1+ ♜g3 13 ♜c5 ♜g2 0-1

However, sometimes the anchor square for the rook is not really safe:



6.166

=/

A.Alekhine – E.Lundin

Munich 1941

1 ♜g3 ♜h4

From here the black rook protects everything, but White still has the break f2-f4:

2 ♜h7 ♜e8 3 f4! ♜xf4 4 ♜xh6 ♜d7

4...♜f7 5 ♜a6 ♜g7 6 ♜g2 =.

5 ♜g6 ♜f1 6 ♜a6 1/2-1/2

Black can't make much progress without losing his extra pawn; e.g., 6...♖a1 (6...♖f4 7 ♖g6 =) 7 ♖g4 a3 8 ♖xg5 a2 9 ♖h5 =.

Rules and Principles: Rook Endings

We conclude the very large section on pure rook endings with some remarks and principles:

- 1) Study Philidor's (6.33) and Lucena's position (6.35) very carefully! They occur quite often in practice.
- 2) Make yourself familiar with the checking distance (see, e.g., 6.43).
- 3) Tarrasch's aphorism "All rook endings are drawn" is not really a rule, but it contains a great deal of truth as a drawish tendency is inherent in many rook endings. So be careful when you exchange your last rook in an inferior position!
- 4) Play actively! It might even be justified to sacrifice a pawn in order to activate the rook or the king (see, e.g., 6.161).
- 5) The rook is a bad blockader. It is better placed behind a passed pawn (regardless of whether the pawn is friendly or not).

Reference works

Rook Endings, Levenfish and Smyslov, Batsford 1971
Comprehensive Chess Endings, Volume 5, Averbakh and Kopaev, Pergamon 1987
Encyclopaedia of Chess Endings, Rook Endings Volume 1, Belgrade 1985
Secrets of Rook Endings, Nunn, Batsford 1992 (second edition, Gambit 1999)
Praxis des Turmendspiels, Korchnoi, Olms 1995
Lehr- und Handbuch der Endspiele, Volume 1, 2nd edition, Chéron, Engelhardt Verlag, Berlin 1960
Technique for the Tournament Player, Dvoretzky and Yusupov, Batsford 1995
The Survival Guide to Rook Endings, Emms, Gambit/Everyman 1999
Batsford Chess Endings, Speelman, Tisdall and Wade, Batsford 1993

6.3 Double-Rook Endings

Naturally, double-rook endings have many similarities to endgames with just one pair of rooks, but as two rooks form a powerful attacking

force all on their own, some differences come into play (our treatment is based in part upon that by Emms in *The Survival Guide to Rook Endings*):

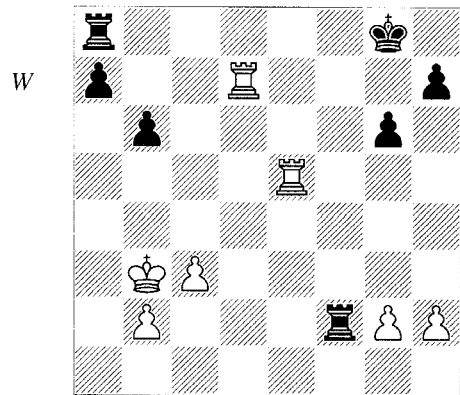
- 1) A small material advantage can more often prove decisive than in a single-rook endgame. One of the reasons is that the extra pawn may provide shelter for the king.
- 2) Lone pawns are more vulnerable to attack due to the increased firepower on the board.
- 3) Most importantly, the safety of the kings plays a more crucial role as mating attacks and perpetual check become themes. The increased value of the 7th rank is of great relevance.

Thus our material divides into the following topics:

A:	Positional Advantage/ Seventh Heaven	249
B:	Material Advantage	251
C:	Defensive Resources	253

A) Positional Advantage/ Seventh Heaven

Two rooks on the seventh rank can cause havoc, especially if the enemy king is trapped on the back rank. They can weave a mating-net or quickly wipe out pawns that are still on their initial squares. Our first few examples demonstrate this:



6.167 +/

J.van der Wiel – S.Ernst
Dutch Ch (Rotterdam) 1998

1 ♖ee7 ♗xg2

1...h5 2 ♖g7+ ♖f8 3 ♖xg6 +- (V.Mikhalevski in CBM 66).

2 ♖g7+ ♘h8

2...♙f8? 3 ♜df7+ ♙e8 4 ♜f4 ♜d8 5 ♜g8+ ♙e7 6 ♜e4+ ♙d7 7 ♜d4+ +-.

3 ♜xh7+ ♙g8 4 h4!

The h-pawn is coming to support the attack – an important motif.

4...♜g4 5 ♜dg7+ ♙f8 6 ♜b7 ♙g8 7 ♜bg7+ ♙f8 8 h5!

Threatening h6 followed by ♜h8#.

8...♜h4

8 ♜gxh5 9 ♜xg4 hxg4 10 ♜h8+ +- (Hecht).

9 ♜xg6

9 h6? ♜xh6! =.

9...♜e8 10 h6

Renewing the threat of ♜h8#.

10...♜e5 11 ♜c6 ♜b5+ 12 ♙c2 ♜h2+ 13 ♙d3 ♜c5

13...♜bxb2? 14 ♜c8#.

14 ♜xc5 bxc5 15 ♜xa7 ♜xh6

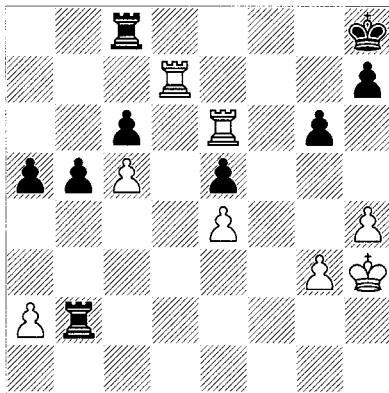
15...♜xb2 16 ♜a8+ ♙f7 17 h7 +-.

16 ♙c4 1-0

Black resigned due to 16...♜h5 17 ♜c7 ♜h2 18 b3 +-.

Note that with Black's pawn still on g7, he would have had ...♜xg2 as a defence against ♜ee7. This kind of defence is acceptable because on g2 the rook remains active.

If the king supports the attack, the rooks can often weave a mating-net:



6.166

+/-

Ju.Gonzalez – Pa.Nielsen
Helsinki OL 1952

1 ♜ee7! ♜xa2

Instead:

a) 1...♙f8?? allows an important mating pattern: 2 ♜xh7+ ♙g8 3 ♜dg7#.

b) 1...h5!? is better as White's king can't join the attack so easily. White is nevertheless winning; e.g., 2 ♜h7+ ♙g8 3 ♜dg7+ ♙f8 4 ♜xg6 ♜xa2 5 ♜g5 ♜d8 6 ♜gxh5 ♜ad2 7 ♜a7 +-.

2 ♜xh7+ ♙g8 3 ♙g4! g5

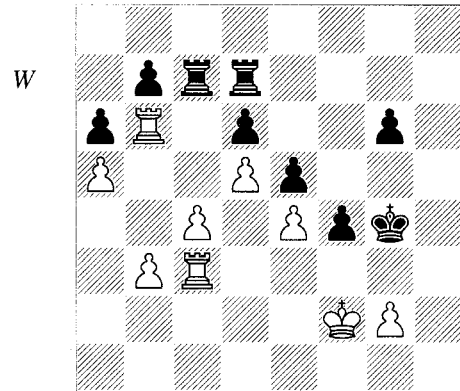
Now the h-pawn can assist the rooks, but Black has no good defence anyway:

a) 3...♜e8 4 ♜hg7+ ♙h8 (4...♙f8 5 ♜df7#) 5 ♙g5 ♜c6 6 ♙h6 g5+ 7 ♜g6 +-.

b) 3...♙f2 4 ♜dg7+ ♙f8 5 ♙g5 ♜d8 6 ♙xg6 ♙e8 7 ♜e/+ ♙f8 8 ♜xe5 ♙g8 9 ♜eh5 +-.

4 h5 1-0

Black resigned due to 4...♜h2 (4...♙f2 5 h6 ♜f6 6 ♜dg7+ ♙f8 7 ♜h8#) 5 ♜dg7+ ♙f8 6 ♜xg5 ♜d8 7 ♜h8+ ♙e7 8 ♜g7+ ♙f6 9 ♜hh7 +-.



6.169

+/-

D.Barua – A.Khalifman
Las Vegas FIDE 1999

White uses his queenside pawn-majority to break through:

1 c5! g5

Or: 1...♜xc5 2 ♜xc5 dxc5 3 ♜xg6+ ♙h4 4 ♜e6 +-; 1...dxc5 2 ♜xg6+ ♙h5 3 ♜e6 ♙g4 4 ♜h3 ♜g7 5 ♜eh6 ♙g5 6 ♙f3 ♜g6 7 ♜3h5+ ♙f6 8 ♜xg6+ ♙xg6 9 ♜xe5 +- (Tsesarsky in CBM 72).

2 c6 ♜h7

After 2...bxc6 3 dxc6 White wins the a6-pawn.

3 b4!? ♜cf7

After 3...bxc6 Tsesarsky analysed 4 ♜cxc6:

a) 4...♜xc6 5 dxc6 and then:

a1) 5...♜h1 6 ♜xa6 ♜c1 7 b5 ♜c2+ 8 ♙e1 f3 9 gxf3+ ♙xf3 10 b6 ♜xc6 11 b7 ♜xa6 12 b8♖

♖xa5 13 ♖b3+ ♕f4 (13...♖g4 14 ♖d1+ ♕h4 15 ♖xd6 +-) 14 ♕f2 +-.

a2) 5...♖a7 6 ♖b7 ♖a8 7 c7 ♖c8 8 b5 axb5 9 a6 +-.

b) 4...♖cf7 5 ♖xd6 ♖h1 (5...f3 6 ♖f6 ♖xf6 7 ♖xf6 fxg2 8 ♕xg2 ♖b7 9 ♖b6 ♖a7 10 d6 ♕f4 11 ♖c6 ♕xe4 12 ♖c7 ♖a8 13 d7 ♖d8 14 b5 axb5 15 a6 +-) 6 ♖xa6 ♖b1 7 ♖f6 ♖h7 8 ♖h6 ♖b2+ 9 ♕f1 ♖xh6 10 ♖xh6 f3 11 gxf3+ ♕xf3 12 ♖h3+ ♕xe4 13 d6 ♖xb4 14 a6 ♖b8 15 a7 ♖f8+ 16 ♕e2 +-.

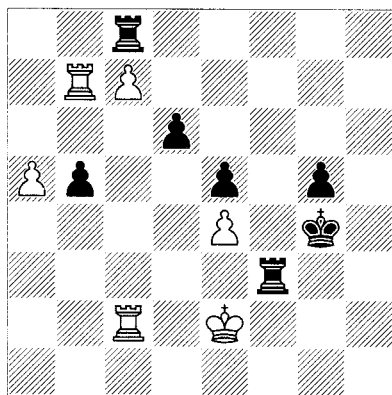
4 ♖f3 ♖c7 5 ♖b3 bxc6 6 dxc6 ♖h1

6...♖a7 7 ♖d3 ♖h6 8 ♖b7 ♖a8 9 c7 ♖c8 10 b5 axb5 11 a6 +-.

7 ♖c3

7 ♖xa6 is also possible, but Barua prepares a breakthrough to create another passed pawn on the a-file.

7...♖b1 8 ♖c2 ♖b3 9 b5! axb5 10 ♖b7 ♖c8 11 c7 f3 12 gxf3+ ♖xf3+ 13 ♕e2 (D)



6.169A +/-

13...♖h3

13...♕g3 14 ♖b8 ♖f2+ 15 ♕e1! ♖ff8 (or 15...♖xc2 16 ♖xc8 b4 17 a6 b3 18 a7 b2 19 ♖b8 +-) 16 ♖xc8 ♖xc8 17 a6 +-.

14 a6 b4

14...♖h2+ 15 ♕d3 ♖h3+ 16 ♕d2 ♖h2+ 17 ♕c1 +- (Tsesarsky).

15 ♖b8 ♖h2+

15...b3 16 ♖c6 b2 17 ♕d2 +-.

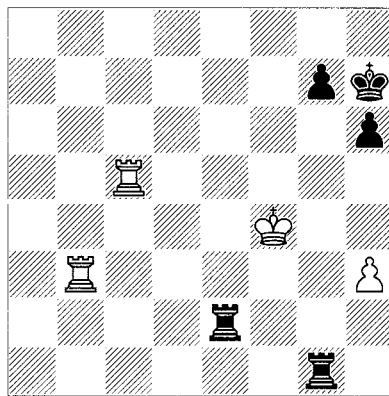
16 ♕f1 ♖h1+

16...♖xc2 17 ♖xc8 b3 18 a7 b2 19 ♖b8 ♖xc7 20 a8 ♖c1+ 21 ♕e2 b1 ♖ 22 ♖xb1 ♖xb1 23 ♖a3 +- (Tsesarsky).

17 ♕g2 b3 18 ♖c3 1-0

Black's counterplay on the kingside wasn't fast enough.

B) Material Advantage



6.170 /+
M.Ivanka – N.Gaprindashvili
Thessaloniki wom OL 1984

With one pair of rooks removed, the position would be drawn. As it is, White's situation is just hopeless:

1...♖e8 2 h4

After 2 ♖c7 Black can drive White's king to the queenside and then exchange a pair of rooks: 2...♖f8+ 3 ♕e5 ♖e1+ 4 ♕d6 ♖d8+ 5 ♕c6 ♖c1+ 6 ♕b7 ♖xc7+ 7 ♕xc7 ♖d1 -+.

2...♖f8+ 3 ♕e5 ♖g4 4 ♖h3 ♖e8+ 5 ♕d5

Or 5 ♕f5 ♖ee4 6 ♖e5 ♖ef4+ 7 ♕e6 ♖xh4 -+.

5...h5 6 ♕d6 ♕h6 7 ♖c1 ♖d8+ 8 ♕e5 ♖dd4 9 ♖ch1 ♕g6

9...♖ge4+ 10 ♕f5 ♖e8 11 ♖g1 ♖de4 12 ♖g6+ ♕h7 -+.

10 ♖g3 ♖de4+ 11 ♕d5 ♕f5 12 ♖gh3

12 ♖f3+ ♖ef4 13 ♖xf4+ ♖xf4 14 ♖g1 ♖xh4 15 ♖xg7 ♖a4 -+.

12...♖a4 13 ♖f3+ ♕g6 14 ♖fh3 ♕h6 15 ♕e5 ♖ad4 16 ♕e6 ♕g6 0-1

The h-pawn is lost owing to the threat of ...♖ge4#.

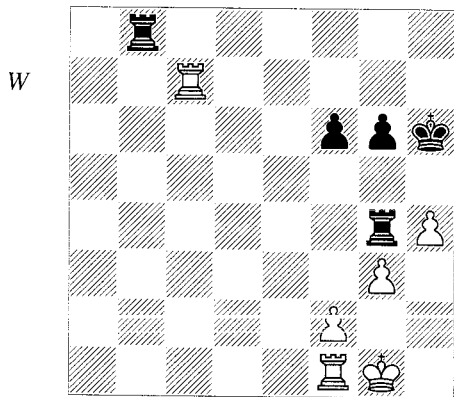
Finkel claims in CBM 63 that the endgame in the following diagram is definitely drawn, although Emms's remark that it is an ordeal to defend certainly stands:

1 ♖d1 g5 2 hxg5+ ♖xg5

2...fxg5?? 3 ♖d6+ ♕h5 4 ♖h7#.

3 ♖dd7 ♖b2

3...♖bg8!?! (Finkel).



6.171

=/

O.Korneev – D.Lima
Elgoibar 1997

4 ♖g2 ♜g5 5 ♞h7+ ♖g6 6 ♞h4 ♞b5 7 f4
♞a8 8 ♞hh7 ♞b3?

8...♞b2+!? comes strongly into consideration: 9 ♖h3 f5 10 ♞cg7+ (10 ♞hg7+ ♖f6 11 ♞cf7+ ♖e6 12 ♖h4 ♜g2 =) 10...♖f6 11 ♞f7+ ♖g6 12 ♞hg7+ ♖h6 13 ♜g5 ♞h2+ 14 ♖xh2 ♞a2+ 15 ♖g1 ♜g2+=. White can't escape the desperado rook.

9 ♞cg7+ ♖f5 10 ♞h5+ ♖e6 11 ♞c5 ♖d6?!
12 ♞c2 ♞aa3

12...f5 should also lose. One sample line runs 13 ♞e2 ♞a5 14 ♜g6+ ♖d7 15 ♜g5 ♞b4 16 ♖h3 ♞b1 17 ♜g7+, and now:

a) After 17...♖d8 18 ♖h4 ♞b3 19 ♞f7 ♞c3 20 ♞e5 ♞xe5 21 fxe5 ♞f3 White can win by using the f-pawn as a shield: 22 ♖g5 ♞xg3+ 23 ♖f6 f4 24 e6 ♞e3 25 ♞d7+ ♖c8 26 ♞d2 f3 27 e7 ♞e4 28 ♖f7 ♞f4+ 29 ♖c6 ♞e4+ 30 ♖d6 ♞e1 31 ♞c2+ ♖b7 32 ♞f2 +-.

b) 17...♖d6 18 ♖h4 ♞b3 19 ♜g6+ ♖d7 20 ♞f6 ♞c3 21 ♞f7+ ♖d6 22 ♞fe7 ±.

13 ♖h3 ♖e6

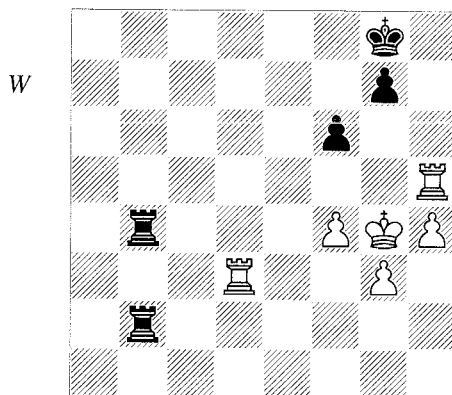
Now it is too late for 13...♞c3: 14 ♞xc3 ♞xc3 15 ♖g4 ♞c5 (15...♖e6 16 f5+ ♖d6 17 ♞f7 ♞c4+ 18 ♖h5 ♖e5 19 g4 +-) 16 f5 ♞b5 17 ♞f7 ♞b4+ (17...♖e5 18 ♞e7+ +-) 18 ♖h5 ♖e5 19 g4 ♞b8 20 ♖g6 ♖f4 21 ♞a7 (White must avoid 21 ♞xf6? ♜g8+ = and 21 ♖xf6? ♞b6+ 22 ♖g7 ♖xg4 23 ♞f6 ♞b8 24 ♞f7 ♖g5 25 f6 ♞b6! =) 21...♞b6 22 ♞a4+ ♖e5 23 g5 fxg5+ 24 ♖xg5 ♞b1 25 ♞a5+ ♖d6 26 ♖g6 +-.

14 ♖h4 ♞f3?!

14...♖f5!? is much more stubborn as it keeps both rooks on the board: 15 ♞c4 ♖e6 (15...♞c3?! 16 g4+ ♖e6 17 f5+ ♖d6 18 ♞xc3 ♞xc3 19 ♖h5

+-) 16 ♞c6+ ♖f5 17 g4+ ♖xf4 18 ♞xf6+ ♖e5 19 ♖g5 ± (Finkel).

15 ♞c6+ ♖f5 16 g4+ ♖xf4 17 ♞xf6+ ♖e5 18 ♞xf3 ♞xf3 19 g5 ♖e6 20 ♖h5 ♞a3 21 ♖g6 ♞a8 1-0



6.172

+/

T.Petrosian – B.Larsen
Biel IZ 1976

With one pair of rooks removed it would be an easy draw, but now the black king comes under fire:

1 ♞d8+ ♖f7 2 ♞hh8 ♞b7

2...♞4b3 3 ♞d7+ ♖e6 4 ♞xg7 ♜g2 5 ♞c8+ ♖d6 6 ♖h3 +-.

3 ♞hf8+ ♖e7

3...♖g6? 4 f5+ ♖h7 5 ♞h8#.

4 ♖f5!

White's king joins the attack as it is quite safe near the pawns.

4...♞2h3 5 g4 ♜g3 6 ♞de8+ ♖d6 7 g5 fxg5 8 hxg5 ♞b5+

8...♞a3 9 ♖g6 ♞aa7 10 ♞e1 ♞b4 11 ♞f7 +-.

9 ♖g6 1-0

Larsen resigned since his g-pawn is doomed:
9...♞b7 10 ♞f7 ♞xf7 11 ♖xf7 ♖d7 12 ♞e4 +-.

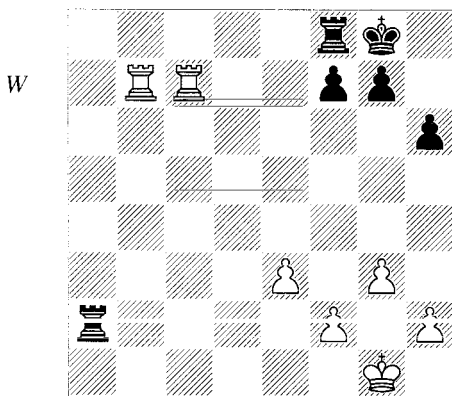
The defending king is safer in the next example but the 4 vs 3 majority nevertheless gives White excellent winning chances (*see following diagram*):

1 g4!

Grabbing space on the kingside and preventing a defensive set-up with ...g6 and ...h5.

1...♞a4 2 h3 h5?

2...g5! offers better chances to hold on according to Emms.



6.173 +/-
V.Tukmakov – A.Wojtkiewicz
Berne 1993

3 g5! g6 4 ♖g2 ♚a8!?

Setting a trap.

5 ♜c6!

After 5 ♖g3? ♚ac8 6 ♜d7 ♜cd8 White is forced to exchange one pair of rooks.

5... ♚ab8 6 ♜bc7 ♜b5 7 h4 ♜b4 8 f3 ♜fb8

8... ♜xh4? 9 e4 ♚a8 10 ♜f6 ♚a2+ (10... ♚a5 loses to 11 ♖g3 ♚h1 12 ♜xf7, whereupon 12... ♜xg5+? is refuted by 13 ♖f4 ♚a5 14 ♜f8+ ♖g7 15 ♜6f7+ ♖h6 16 ♜h8#) 11 ♖g3 ♚hh2 12 ♜xf7 +/- gives White ‘Seventh Heaven’.

9 ♜f6 ♜b7

This gives away the vital f-pawn, but 9... ♜f8 10 e4 ♜b5 11 ♖g3 ♚a5 12 ♜e7 “with the plan of e5-e6 was no better for Black” (Emms).

10 ♜xf7 ♜xc7 11 ♜xc7 ♜xh4 12 e4

Finally a single-rook endgame has arisen but now the structure is winning for White.

12... ♖f8 13 ♜c8+ ♖g7 14 ♜c7+ ♖f8 15 ♜c1

Threatening to trap the rook.

15... ♜f4 16 ♜c8+ ♖g7 17 ♜c7+ ♖g8

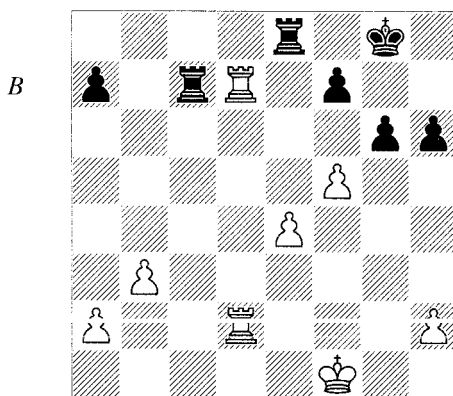
17... ♜f7 18 ♜xf7+ ♖xf7 19 f4 ♖e6 20 ♖g3 ♖f7 21 f5 ♖g7 22 fxg6 ♖xg6 23 ♖h4 +/-.

18 ♜c6 ♖g7 19 ♜c7+ ♖g8 20 ♖g3 ♜f8 21 f4 ♜e8 22 ♜c4 ♜f8 23 ♜c5 ♜e8 24 ♖f3 ♚a8 25 f5 ♚a3+ 26 ♖f4 h4 27 ♜c8+ ♖g7 28 f6+ ♖f7 29 ♜c7+ ♖f8 30 ♜g7 1-0

C) Defensive Resources

In this section we illustrate the following three motifs:

- attacking lone passed pawns
- perpetual check
- stalemate themes involving a desperado rook



6.174 /=
V.Ivanchuk – V.Zviagintsev
Elista 1998

Black is a pawn down and White’s rook on d7 is quite active. However, Zviagintsev managed to secure the draw quite easily:

1... ♜c1+!

1... ♜xd7? 2 ♜xd7 ♜xe4 3 fxg6 fxg6 4 ♚xa7 ± (Ribli in CBM 65).

2 ♖f2

2 ♜d1 ♜xd1+ 3 ♜d1 gxf5 (3... ♜xe4 is also possible: 4 fxg6 fxg6 5 ♜d7 ♜f4+ 6 ♖e2 ♜f7 7 ♜xf7 ♖xf7 8 ♖d3 ♖e6 9 ♖e4 ♖d6 =, but the pawn ending has to be calculated precisely) 4 exf5 ♜e5 5 f6 ♜f5+ 6 ♖e2 ♜xf6 7 ♜d7 a6 =.

2... gxf5 3 exf5 a5 4 ♜7d5

4 ♜d8 ♜xd8 5 ♜xd8+ ♖g7 = (Ribli).

4... a4!

Zviagintsev creates more weaknesses for his rooks to attack.

5 bxa4 ♜e4 6 a5

6 ♜5d4 ♜xd4 7 ♜xd4 ♜c2+ 8 ♖g3 ♚xa2 ± (Ribli).

6... ♚a4 7 ♖e2 ♚a3 8 ♖f2 ½-½

White can’t make real progress; e.g., 8... ♜c4 9 ♜e2 ♖g7 ±.

The next example shows a battle where both kings can easily come under fire (*see following diagram*).

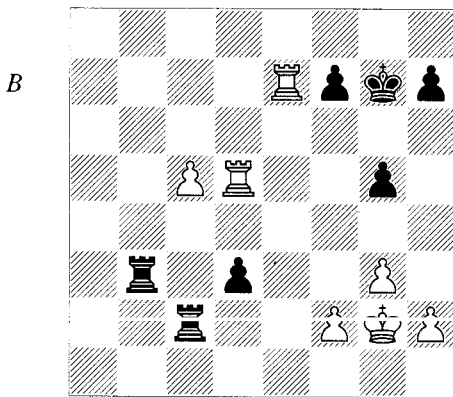
Black’s far-advanced passed d-pawn counterbalances White’s attack:

1... d2

1... ♖g6 2 ♜d6+ f6 3 ♜e6 ♜xc5 4 ♜xf6+ ♖g7 5 ♜f3 =.

2 ♜dd7 ♜xc5?!

2... ♚b1! 3 ♜xf7+ ♖g6 4 ♜g7+ ♖f6 5 ♜gf7+ ♖g6 =.



6.175 /=

R.Grau – L.Piazzini

Argentine Ch (Buenos Aires) 1935

3 ♖xf7+ ♔g6! 4 ♜f7 ♔f6

4...♞c2 5 ♜g7+ (5 ♜d6+ ♔f5 6 ♜d5+ ♔f6 7 ♜ed7 ♞bb2 =) 5...♔f6 6 ♜xh7 ♞bb2 7 ♜h6+ ♔e5 8 ♜hd6 g4 9 f4+ gx f3+ (9...♔f5?? 10 ♜f7+ ♔e4 11 ♜e7+ ♔f5 12 ♜e5#) 10 ♔xf3 d1 ♖+ 11 ♜xd1 ♜xh2 ±.

5 ♜xh7

5 ♜e2 ♞b2 6 ♜exd2 ♜xd2 7 ♜xd2 ± is a drawn ending.

5...♞c2 6 ♜hf7+

6 ♜h6+!? ♔e5 7 ♜hd6 ♞bb2 8 ♜d5+ ♔f6 9 ♜7d6+ ♔e7 10 ♔f3 d1 ♖+ 11 ♜xd1 ♜xf2+ 12 ♔g4 ±.

6...♔g6 7 ♜g7+ ♔f5 8 ♜gf7+ ♔e6 9 ♜fe7+ ♔f6 10 ♜e4 ♞bb2 11 ♜d6+

11 ♔f3!? was worth trying, since the double-rook ending arising after 11...d1 ♖+ 12 ♜xd1 ♜xf2+ 13 ♔g4 ♜xh2 14 ♜d6+ ♔f7 15 ♜d5 ♞b6 ± offers some winning chances.

11...♔f7 12 ♜e5

12 h4 d1 ♖ 13 ♜xd1 ♜xf2+ 14 ♔h3 ♜h2+ 15 ♔g4 gxh4 16 ♜d7+ ♔f6 17 ♜de7 (17 ♜d6+ ♔f7 18 gxh4 ♜hd2 =) 17...♞b4 =.

12...g4 13 ♜ed5 ♔e7 14 ♜d7+ ♔e8 15 ♜d8+ ♔e7 16 ♜5d7+ ♔e6 17 ♜d4 ♔e5

17...d1 ♖? 18 ♜e4+ ♔f5 19 ♜f4+ ♔g5 20 ♜xd1 +.

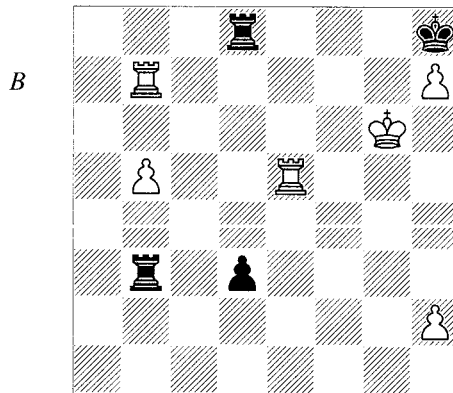
18 ♜4d5+ ♔e6 19 ♜5d6+ ♔e7 20 ♜8d7+ ♔e8 21 ♜h7 ♞b1

21...d1 ♖?! 22 ♜xd1 ♜xf2+ 23 ♔g1 and now the rook protects h2 so that Black can't force an immediate draw.

22 ♜hd7 ½-½

White's perpetual check saves the day after 22...♞cc1.

We finish with two examples where a stalemate motif saved the defender:



6.176 /=

V.Kramnik – P.Leko

Tilburg 1997

1...♞xb5!!

Otherwise:

a) 1...d2? 2 ♜d5 +.

b) 1...♜d6+? 2 ♔f7 ♔xh7 3 ♜h5+ ♜h6 4 ♜g5 ♜d6 5 h4!! ♔h6 (5...d2 6 ♜h5+ ♜h6 7 ♔f8+ ♔g6 8 ♜g5+ ♔f6 9 ♞b6#) 6 ♞b8 ♜d7+ 7 ♔f6 ♜d6+ 8 ♔e7 +.

c) 1...♞b2!? 2 h4 ♜g2+ 3 ♔h6 ♜g4 (3...♜d6+ 4 ♔h5 ♜g7 =) 4 ♜e1 ♜xh4+ (4...d2 5 ♜d7 ♜xh4+ 6 ♔g6 ♜g4+ 7 ♔h6 =) 5 ♔g6 ♜hd4 6 ♜d1 =.

2 ♞xb5

2 ♞exb5 d2 3 ♜d5 d1 ♖ 4 ♜xd1 ♜d6+! =.

2...d2

2...♜d6+? 3 ♔f7 d2 4 ♞b8+ ♔xh7 5 ♜h5+ ♜h6 6 ♜h8+ ♔xh8 7 ♜xh6# (Stohl in CBM 61).

3 ♞bd5 d1 ♖

3...♜xd5?? 4 ♜e8#.

4 ♜xd1 ♜d6+! 5 ♜xd6 (stalemate) ½-½

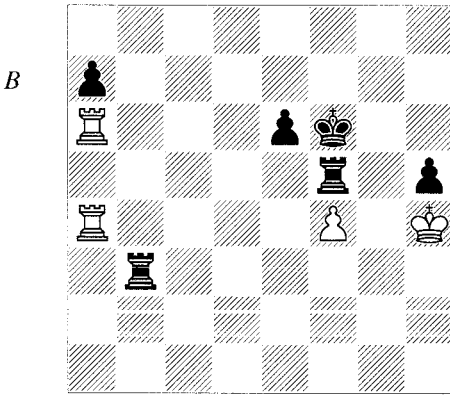
One year later another stalemate resource played a crucial role in a game between the same players (see following diagram):

1...♞b7?

Or:

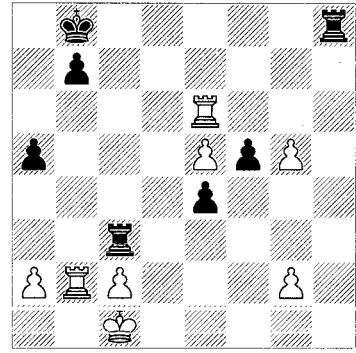
a) 1...♞f3? 2 ♜xe6+!! ♔xe6 3 ♜a6+ ♔d5 4 ♜a5+ ♔e4 5 ♜a4+ ♔e3 6 ♜a3+ ♔f2 7 ♜a2+ ♔g1 8 ♜g2+ ♔f1 9 ♜g1+ ♔e2 10 ♜e1+ ♔d3 11 ♜d1+ ♔c3 12 ♜d3+ ♔b4 13 ♜d4+ = (Leko in CBM 66).

b) 1...♜e3 is Leko's suggestion to prevent the stalemate defence but after 2 ♜xa7 ♞f3 3



6.177 /+

V.Kramnik – P.Leko
Dortmund 1998



B
E6.52
/**

Black can create huge problems for White. How?

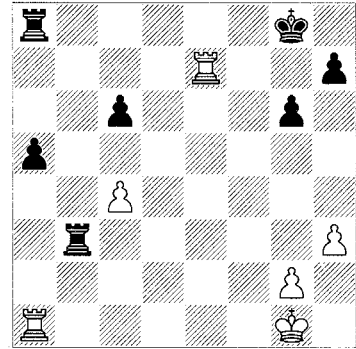
♖e4 it is difficult to make progress as 3...♗5xf4+ 4 ♜xf4+ ♜xf4+ 5 ♕xh5 e5 6 ♖a1 e4 7 ♖a6+ ♕e5 8 ♖a5+ ♕d4 9 ♕g5! only leads to a draw.

c) 1...♗d5!? seems best: 2 ♖e4 ♗b6 3 ♖xa7 ♗d3 4 ♖a2 (4 ♖e1 ♗f3 5 ♖a4 ♗bb3 6 ♗h1 ♕f5 ♚) 4...♗b1 5 ♗h2 ♗g1 6 ♖ee2 ♗f3 7 ♗eg2 ♗xg2 8 ♗xg2 ♕f5 ♚.

2 ♖e4 ♖e7 3 ♖ea4 ♗b5?!

Now the game peters out very quickly. Leko thinks that it was now drawn anyway, but he could have made life more difficult for his opponent.

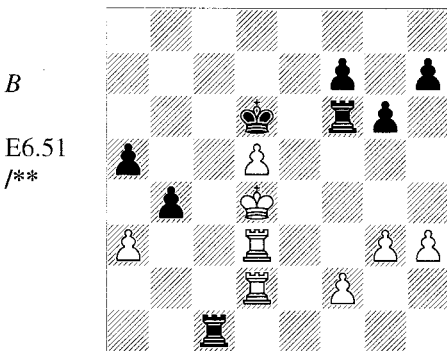
4 ♖xa7 ♖xa7 5 ♖xa7 ♗b4 6 ♕g3 ♗b3+ 7 ♕g2 ♕f5 8 ♖a5+ ♕xf4 9 ♖xh5 1/2-1/2



B
E6.53
/**

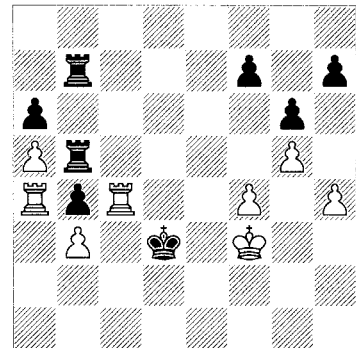
White threatens to activate his second rook. Can you do something about that?

Exercises
(Solutions on pages 385-6)



B
E6.51
/**

Can Black exploit the weakness of White's d-pawn?



W
E6.54
**/

Black's king seems very active...

7 Rook vs Minor Piece(s)

One of the great topics of debate in chess is how much the advantage of an exchange is worth. In certain types of middlegame positions, it can be no advantage at all, but in most endgame situations there are enough open files for the rook to overpower a minor piece unless there are compensating factors, such as one or more healthy extra pawns for the side with the minor piece.

Of course, a rook still struggles against bishop and knight unless it is supported by some useful extra pawns, or can make good use of its long-range abilities or a lack of coordination between the two minor pieces.

This chapter is divided into the following topics:

7.1: Rook vs Knight	256
7.2: Rook vs Bishop	269
7.3: Bishop and Knight vs Rook	292

7.1 Rook vs Knight

Rook and knight move in completely different ways. The rook is a long-range piece, which is usually very strong when there is play on both wings. It is worth approximately a knight and two pawns. When the play is only on one wing, the knight, as a short-range piece, has better chances to organize a defence.

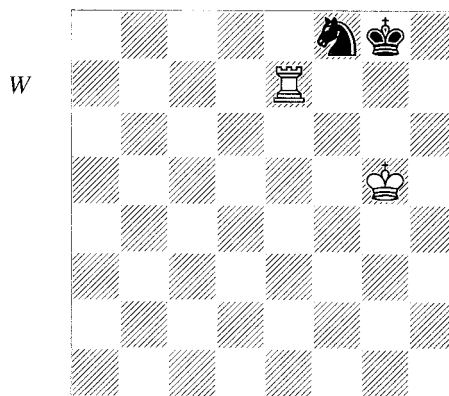
Our subjects are:

A: Rook (+ Pawns) vs Knight	256
B: Knight + Pawns vs Rook	259
C: Rook + Pawn vs Knight + Pawn	260
D: Several Pawns on One Wing	264
E: Pawns on Both Wings	268

A) Rook (+ Pawns) vs Knight

The lone rook usually can't win against a knight. However, there is considerable danger for the defender when the knight can be separated from the king, or when the king is near a corner. The general outcome is nevertheless a draw (see following diagram).

Although the king seems to be in great danger, White's attack doesn't crash through:



7.01

=/=

J.Kling and B.Horwitz

1 ♖f6 ♗h7+!

1...♔h8? 2 ♜e8 ♖g8 3 ♜d8 +-.

2 ♖g6 ♗f8+! 3 ♖h6 ♖h8! 4 ♜f7 ♖g8!

4...♗e6? 5 ♜f6 +-.

5 ♜g7+ ♖h8 6 ♜g1 ♗d7!

After 6...♗h7? 7 ♖g6 ♖g8 8 ♜g2 ♗f8+ 9 ♖f6+! ♖h7 10 ♜d2 +- Black is in zugzwang and loses his knight.

7 ♜d1 ♗f8! =

Here is one example to demonstrate what happens if the knight can be separated from its king (see following diagram).

Surprisingly, White wins even with Black to move because the knight is on a bad circuit:

1...♗f2+ 2 ♖f3 ♗d3 3 ♜a4 ♗c5

3...♖h2 4 ♜h4+ ♖g1 5 ♜d4 ♗c5 (5...♗f2 6 ♜d5 ♗h3 (6...♖f1 7 ♜d2 +-)) 7 ♜a5 ♖h2 8 ♜h5 +-) 6 ♜d5 ♗e6 7 ♖g3 ♖f1 8 ♜f5+ ♖g1 9 ♜e5 +-.

4 ♜a1+ ♖h2 5 ♜d1 ♗e6 6 ♜d2+ ♖g1

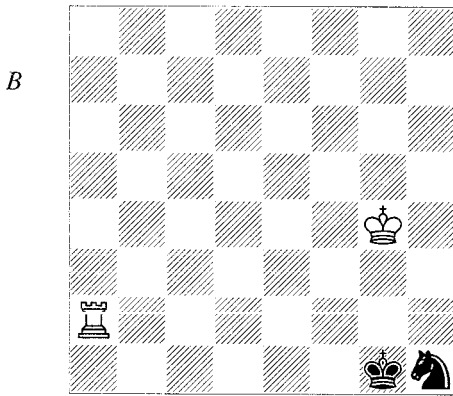
6...♖h3 is met by 7 ♜d6! ♗g5+ 8 ♖f4! ♗f7 9 ♜d7, winning the knight.

7 ♖g3 ♖f1 8 ♜d5

Taking away five of the knight's possible eight squares. It can't come back to the king.

8...♗c7 9 ♜e5 ♗a8

The movement of the knight from h1 to the opposite corner a8 is a nice feature of the

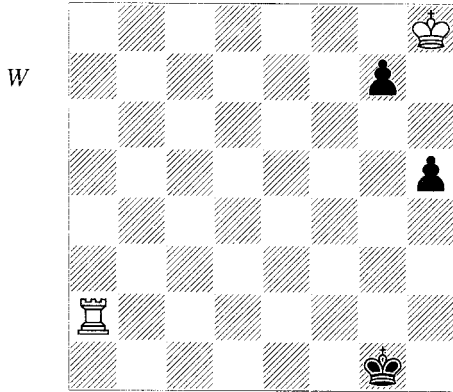


7.02 +/-
J.Moravec (end of a study)
La Stratégie, 1913

Moravec study, 9...♖a6 doesn't save the knight either: 10 ♜f3! ♜g1 11 ♜g5+ ♜h2 12 ♜g2+ ♜h3 13 ♜g6 +/-.

10 ♜f3 ♜g1 11 ♜g5+ ♜h2 12 ♜g2+ ♜h3 13 ♜g8 +/-

The original position of the Moravec study is:



7.02A +/-
J.Moravec
La Stratégie, 1913

1 ♜h7! h4

After 1...g5 2 ♜g6 g4 White again refuses to take the pawn. This is a nice echo of the motif of avoiding the capture of a black pawn on move one! 3 ♜g5 g3 4 ♜h4 g2 5 ♜h3! ♜h1 6 ♜xg2! +/-.

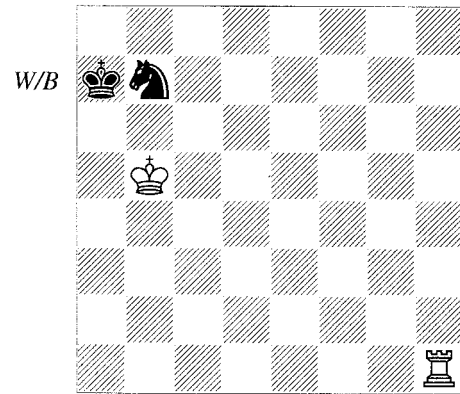
2 ♜g6! h3 3 ♜g5 h2 4 ♜g4 g5

4...h1♖ 5 ♜g3! +/- is the reason why the g-pawn had to be preserved. If White had instead

played 1 ♜xg7?, then Black would now have 5...♖h8 -+.

5 ♜g3! h1♖+ 6 ♜f3! g4+ 7 ♜xg4! +/-
 We have reached diagram 7.02.

The rules of chess have changed since 1140. However, some of the old Arabic compositions remain valid in modern endgame theory because rook, knight and king still move in the same ways. One of the greatest achievements is the following study, which shows that the knight is poorly placed on b7:



7.03 +/-
Arabic Manuscript, 1140

1 ♜d1

Taking away all the knight's squares.

1...♜b8 2 ♜a6

Not 2 ♜b6?, when Black draws by 2...♜c8! 3 ♜c1+ ♜b8! 4 ♜h1 ♖d8 =.

2...♖c5+

2...♜c7 3 ♜c1+! ♜b8 4 ♜b1 ♜a8 5 ♜b6 ♜b8 6 ♜c6 ♜a8 7 ♜c7 ♖a5 8 ♜a1 +/-.

3 ♜b6 ♖a4+ 4 ♜c6 ♖c3 5 ♜e1 ♜a7 6 ♜e3 ♖d1 7 ♜d3 ♖f2 8 ♜d7+ ♜b8 9 ♜b7+ ♜c8

9...♜a8 10 ♜b6 ♖e4 11 ♜h7 +/-.

10 ♜f7 +/-

With Black to move, the win presents greater difficulties:

1...♜b8 2 ♜c6! ♖a5+ 3 ♜b6! ♖c4+ 4 ♜b5! ♖e5

Or:

a) 4...♖d6+ 5 ♜c6! ♖c4 6 ♜h8+ ♜a7 7 ♜h4 ♖a5+ 8 ♜b5 ♖b7 9 ♜d4 ♜b8 10 ♜a6! ♖c5+ 11 ♜b6 ♖e6 12 ♜d6! +/-.

b) 4...♖d2 5 ♜c6 ♖f3 6 ♜d5 (this configuration of pieces is typical: the knight can't

escape) 6...♙c7 7 ♖h3 ♘d2 (after 7...♘g1 8 ♖e3 +- the rook controls all the knight's squares) 8 ♖d3 ♘f1 9 ♙e4 ♙c6 10 ♙f4 ♙c5 11 ♖d1 ♘h2 12 ♙g3 +-.

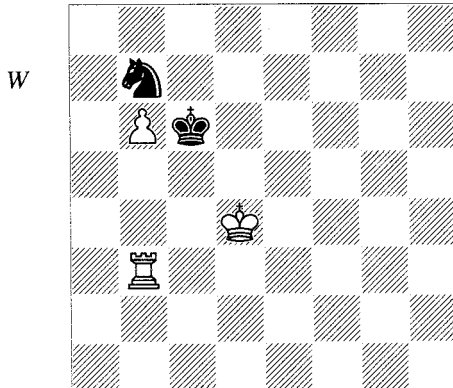
5 ♖e1! ♘f3 6 ♖e3 ♘g5 7 ♙c6 ♙a7 8 ♙d5 ♙b6 9 ♖b3+ ♙a5

9...♙c7 10 ♖g3! ♘f7 11 ♖g7! +-.

10 ♖g3 ♘h7 11 ♙c5 ♙a4 12 ♙c4 ♙a5 13 ♖g7 ♘f8 14 ♖a7+ ♙b6 15 ♖f7! +-

For further details on the endgame rook vs knight see Nunn's *Secrets of Pawnless Endings* (pp. 7-28).

Rook and pawn against a knight can be quite tricky if the pawn is blocked and the attacking king can't easily protect the pawn. Then the drawing chances are not bad.



7.04

J.Berger, 1922

=/=

Berger correctly evaluated the position as drawn, but he didn't give the right method of defence. It was found by Frink in 1927.

1 ♖b4!? ♘a5!

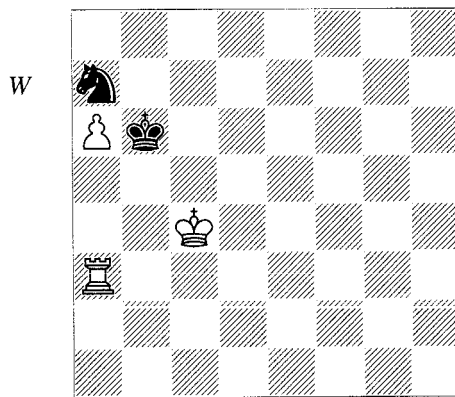
1...♘d6? 2 ♙e5! ♘b7 3 ♙e6 ♘c5+ 4 ♙e7! ♘b7 5 ♖b1 ♘a5 6 ♙d8 ♙b7 7 ♙d7 ♘c4 was given by Berger, but Chéron continued 8 ♖b4! ♘xb6+ 9 ♙d6! ♙a7 10 ♙c6 ♘c8 11 ♙c7 winning the knight.

2 ♙e4

2 ♙e5 ♙c5! 3 ♖b1 (3 ♖b7 ♘c6+! 4 ♙e4 ♙xb4 =) 3...♘c4+! 4 ♙e6 ♘xb6! =.

2...♘b7! 3 ♙e5 ♘c5! 4 ♙f5 ♘d7 5 ♖b7 ♙c7 6 ♖b1 ♘b8! 7 ♙e5 ♘c6+ 8 ♙d5 ♘b8! =

The position is won if it is shifted one file to the left:



7.04A

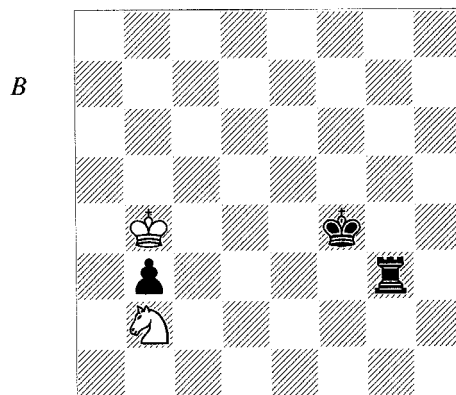
+/-

L.de Labourdonnais – A.McDonnell

London (55) 1834

1 ♖a4 (in the game, 1 ♙d5? allowed a tactical rescue: 1...♘b5! 2 ♖b3 ♙xa6! 3 ♙c5 ♘a7! 4 ♖b8 ♙a5! 1/2-1/2) 1...♘c6 2 ♙d5 (now the king can start its journey to a8) 2...♘a7 3 ♙d6 ♙b5 4 ♖a1 ♙b6 5 ♙d7 ♘b5 6 ♙c8 ♙a7 (6...♘a7+ 7 ♙b8 ♘c6+ 8 ♙a8 ♘a7 9 ♖b1+ ♘b5 10 ♖xb5+ +-) 7 ♖a5 ♘d4 (7...♙b6 8 ♖xb5+! ♙xb5 9 a7 +-) 8 ♙c7 ♘b3 9 ♖a3 ♘d4 10 ♖a4 ♘f5 11 ♙d7 ♘e3 12 ♙c6 ♘f5 13 ♖e4 ♘g3 14 ♖e5 ♘f1 15 ♙b5 ♘d2 16 ♖e7+ ♙a8 17 a7 ♘c4 18 ♖e8+ +-

If the rook protects the pawn from the side there are again fortresses, as in the next classic:



7.05

=/=

Em.Lasker – Ed.Lasker

New York 1924

1...♙e4 2 ♘a4 ♙d4 3 ♘b2! ♖f3 4 ♘a4! ♖e3 5 ♘b2! ♙e4 6 ♘a4 ♙f3 7 ♙a3!

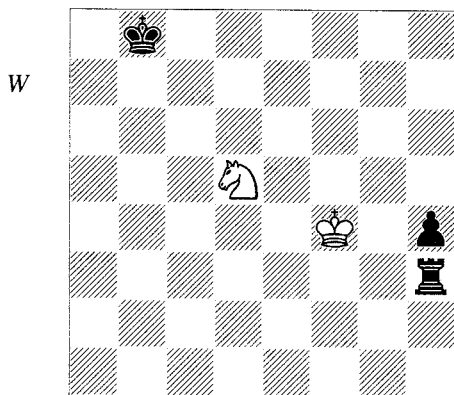
The 'automatic' 7 ♖b2? is a serious mistake due to 7... ♖e2! 8 ♜c4 ♜h3 9 ♖a3 ♜c3! 10 ♖a5 (10 ♜e5 ♖e3 11 ♖b2 ♜d4 12 ♜f7 ♜e3 -+) 10... ♜d3! 11 ♖b2 ♜e5! 12 ♜xb3 ♜b5! 13 ♖a2 ♜c3 14 ♜c1 ♜c2 -+.

7... ♖e4

7... ♖e2 8 ♜c5 ♜d2 9 ♖b2 =.

8 ♖b4 ♜d4 9 ♖b2! ♜h3 10 ♖a4! ♜d3 11 ♖xb3! ♜d4+ 1/2-1/2

Naturally, there are drawn positions if the attacking king is far away from the action:



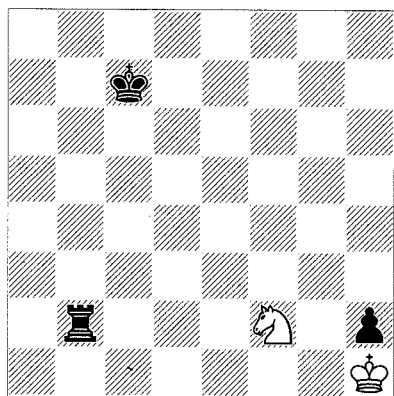
7.05A

=/

G.Kasparian, 1947

1 ♜e3! ♜h2 2 ♖g4! h3 3 ♖g3! ♜b2 4 ♜g4! ♜b3+ 5 ♖h2! ♜c7 6 ♜f2! ♜b2 7 ♖g1! h2+ 8 ♖h1! (D)

B



7.05B

=/=

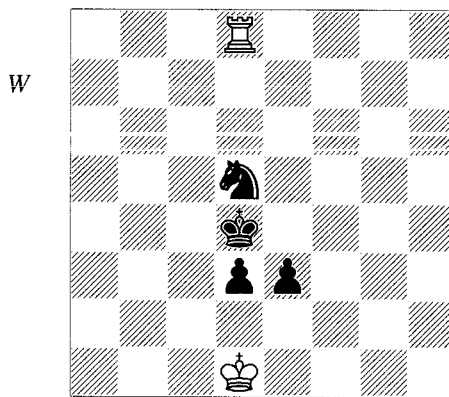
8... ♜d6

8... ♜xf2 is stalemate.

9 ♜g4! ♜d5 10 ♜xh2 ♖e4 11 ♖g1! =

B) Knight + Pawns vs Rook

Winning against a rook is not so easy. Even two connected passed pawns on their sixth rank fail to win in the following old position:



7.06

=/=

T.von der Lasa, 1843

The king stops the pawns from the front and the rook keeps Black busy from behind:

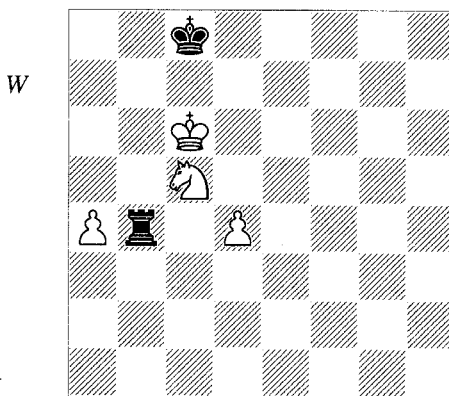
1 ♖e1 ♖e4

1...d2+ 2 ♖e2 ♜c4 3 ♜c8+ ♖b3 4 ♜d8 ♜c3+ 5 ♖xe3 =.

2 ♜e8+ ♖f3 3 ♜f8+ ♜f4 4 ♜f7 =

Black can't strengthen his position further.

With separated pawns it is similar:



7.07

=/=

F.Meyer - A.Bigot

Germany 1994/5

Although White's pieces occupy very strong positions, Black is able to defend:

1 d5 ♖h4 2 d6 ♖h6! 3 ♘d7 ♖h7 4 ♖b6+ ♖b8

4... ♘d8 5 a5 ♖a7 6 ♖b5 and now:

a) 6... ♖g7? 7 a6 and then:

a1) 7... ♖f7 8 ♘c4 ♖c8 9 ♖b6 ♖b8 10 ♘e5 ♖b7+ 11 ♖c5 ♖g7 12 ♘c6+ ♖a8 (12... ♖c8 13 ♖b6 ♘d7 14 a7 ♖g8 15 ♖b8+ +-) 13 ♘e7 ♖g5+ 14 ♘d5 ♖g8 15 d7 ♖a7 16 ♖b4 +-.

a2) 7... ♖a7 8 ♘c4 ♖a8 9 ♘e5 ♖b8+ 10 ♖c6 ♖c8+ 11 ♖b7 ♖c1 12 a7 ♖b1+ 13 ♖c6 ♖c1+ 14 ♘d5 ♖a1 15 ♖e6 +-.

b) 6... ♖b7 7 a6 ♖g7 and here:

b1) 8 d7 ♖c7 9 a7 ♖g8 10 ♘c8 ♖g5+ 11 ♖a6 ♖g1 (11... ♖g6+? 12 ♖b6! ♖g8 13 ♘d5+ +-) 12 a8 ♘+ ♘d7 =.

b2) 8 ♘c4 ♖c8 9 ♖b6 ♖b8 10 ♘e5 ♖a8 11 ♖b5 (11 d7 ♖xd7 12 ♘d7 stalemate) 11... ♖g2 12 d7 ♖d2 13 ♖c4 ♖d6 14 ♖c5 ♖d1 =.

5 a5 ♖h6 6 ♘d7+ ♖a7 7 ♘c5 ♖b8 8 ♖a6+ ♖c8 9 ♘c7 ♖h7?

The threat of ... ♖xc7+ backfires. For 9... ♖b8! 10 ♘b5 ♖c8 11 a6 ♖h1 12 a7 ♖c1+ = see the game.

10 ♖b6?

White misses 10 ♘e6! ♖a7 11 ♘c5 ♖c7+ 12 ♖b6 ♖f7 13 d7+ ♘d8 14 a6 +-.

10... ♖h6

10... ♘d7 11 ♘b5 ♖h8 12 a6 ♖b8+ 13 ♖c5 ♖c8+ 14 ♘d5 ♖b8 15 ♘c7 ♖h8 16 a7 ♖h5+ 17 ♖c4 ♖a5 =.

11 ♘b5 ♖h1 12 a6 ♖b1 13 a7 ♖a1 14 ♘c7 ♖b1+ 15 ♖c5 ♖c1+ 16 ♘d5 ♖d1+ 17 ♖e5 ♖e1+ 18 ♖f6 ♖f1+ 19 ♖e7 ♖e1+ 20 ♖f6

20 ♘e6 ♖b7 21 d7 ♖d1 =.

20... ♖f1+ 21 ♖e5 ♖e1+ 22 ♘d5

22 ♖f4 ♖f1+ 23 ♖e3 ♖a1 24 a8 ♖+ ♖xa8 25 ♘xa8 ♘d7 =.

22... ♖d1+ 23 ♖c6 ♖c1+ 24 ♖b6 ♖b1+ 25 ♘b5 ♖a1 1/2-1/2

C) Rook + Pawn vs Knight + Pawn

There are three cases to consider:

C1: Pawns on the Same File 260

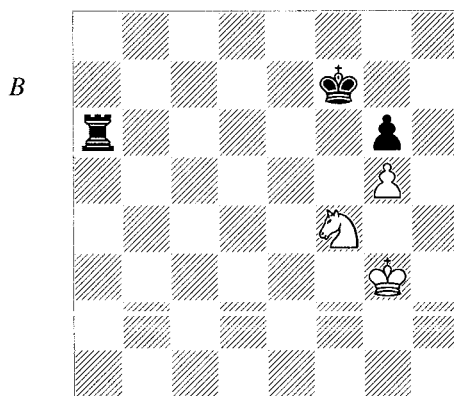
C2: Pawns on Adjacent Files 262

C3: Passed Pawns 263

C1) Pawns on the Same File

If the defender's pieces occupy good positions he can hold the draw (see following diagram).

One of the two black pieces is obliged to defend the pawn, which stops him launching any successful attack.



7.08

=/=

J.Smejkal – H.Ree

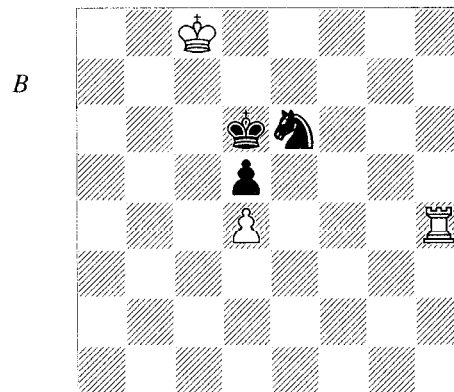
Wijk aan Zee 1972

1... ♖a5

1... ♖a8 2 ♖g4 ♖g8 3 ♘g2 ♖e6 4 ♘h4 ♖e5 5 ♖g3 =.

2 ♖g4 ♖a6 3 ♖f3 ♖b6 4 ♖g4 ♖e8 5 ♖f3 1/2-1/2

One rank further up the board (from the rook's viewpoint), it is a similar story:



7.09

=/=

Z.Kožul – D.Glavas

Bihac 1999

Black already has a fortress, so he should simply stay put.

1... ♘xd4?

This knight sacrifice is misguided. After 1... ♖e7!? 2 ♖b7 ♘d7 3 ♖h5 ♘d6 4 ♖h6 ♘d7 = White can't make any progress.

2 ♘xd4 ♖c5

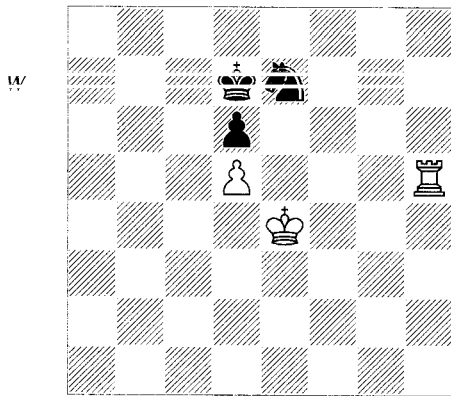
2... ♖c6 3 ♖d1 ♘d6 4 ♘d8 ♖e5 5 ♖c7 +-.

3 ♖d1! d4 4 ♕c7!!

Not 4 ♕d7? ♕d5! 5 ♕e7 ♕e5! =.

1-0

If the defender's pawn is further back, the rook can win because simplification into a pawn ending becomes possible.



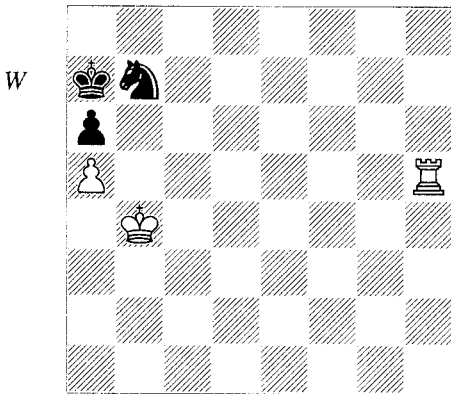
7.10

Y.Averbakh, 1948

+/-

1 ♕d4 ♕d8 2 ♕c4 ♕d7 3 ♖h7 ♕d8 4 ♖xe7 ♕xe7 5 ♖b5 ♕f6 6 ♖b6! +/-

With blocked rook's pawns, the plan has to be changed.



7.10A

Y.Averbakh, 1948

+/-

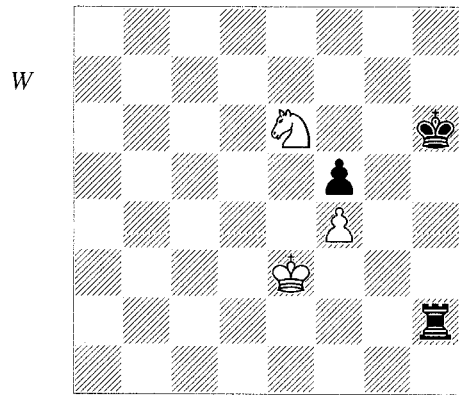
In this situation White can even sacrifice his pawn thanks to the miserable position of Black's knight on b7:

1 ♖h6 ♕d8 2 ♕c5 ♖b7+ 3 ♕c6! ♖xa5+ 4 ♕c7! ♕c4

4...♖b3 5 ♖b6 ♕c5 (5...♕d2 6 ♖b7+ ♕a8 7 ♖b2 ♕e4 8 ♕c6 ♕c3 9 ♖b7 ♖b5 10 ♕d7 ♖b8 11 ♖b6 ♕c8 12 ♕d3 ♕c7 13 ♖c3 +/-) 6 ♕c6 ♕e4 7 ♖b7+ ♕a8 8 ♖e7 ♕c3 9 ♖e3 ♖b5 10 ♖b6 ♕d6 11 ♖e6 ♕c4+ 12 ♕c5 ♕d2 13 ♖e2 ♕f3 14 ♖b6 +/-.

5 ♖h4 ♕d2 6 ♕d4 ♕f3 7 ♕d5 ♕e1 8 ♕c6 ♕f3 9 ♕d7+ ♖b8 10 ♕d5 ♕e1 11 ♖e7 ♕d3 12 ♖e3 ♖b4+ 13 ♕c5! a5 14 ♖e7! ♕c8 15 ♖a7 ♕d3+ 16 ♕d6 ♕f2 17 ♖xa5 ♖b7 18 ♖a4 ♕d3 19 ♖a3 ♕f4 20 ♖f3 ♕e2 21 ♕e5 ♖b6 22 ♖e3 ♕c1 23 ♕d4! ♖b5 24 ♕c3! ♖a2+ 25 ♖b3! ♕c1+ 26 ♖b2 +/-

The next example emphasizes the importance of the fact that the defending pieces must occupy ideal positions. If they can't reach them, the attacker prevails:



7.11

A.Shirov - A.Fishbein

Kerteminde 1991

-/+

1 ♕d4 ♖h3+?

Surprisingly, this is wrong due to the unfortunate position of the rook. The immediate 1...♕g6 is called for. Only after 2 ♕f3 ♖h8 3 ♕d4 should Black play 3...♖h3+, since now the king is protecting the f5-pawn: 4 ♕f2 ♕d3 5 ♕e2 ♕h5 +/-.

2 ♕f2 ♕g6 3 ♕e2?

Missing the chance to regroup with 3 ♕f3!:

a) 3...♕h5 4 ♕g2 ♕g4 5 ♕e5+ ♕h4 6 ♕g6+

=.

b) 3...♖h8 4 ♕e1 ♕h5 5 ♕f3 ♖a8 6 ♕g2 ♖a3+ 7 ♕e3 =.

c) 3...♖h1 4 ♕g3 ♕h5 5 ♕d4 ♖g1+ 6 ♕f2 ♖g4 7 ♕f3 ♕g6 8 ♕c2 =; the knight will finally reach the desired e3 post.

3...♞a3 4 ♖c2

Or: 4 ♖d2 ♞a5 5 ♖f3 ♖h5 6 ♗e5 ♖h4 -+; 4 ♗c6 ♖h5 5 ♗e5 ♞b3 (5...♖h4? 6 ♗c4! ♞a4 7 ♗e3 =) 6 ♖f2 ♖h4 -+.

4...♞a2 5 ♖d3 ♞a4!

A nice point: if the king protects the pawn, the e3-square is blocked.

6 ♖e3

6 ♗d4 allows Black's king to penetrate: 6...♞a5 7 ♗c2 (7 ♖c4 ♞a3 -+) 7...♖h5 8 ♗e3 ♖h4 -+.

6...♞c4 7 ♗d4 ♞c3+ 8 ♖e2

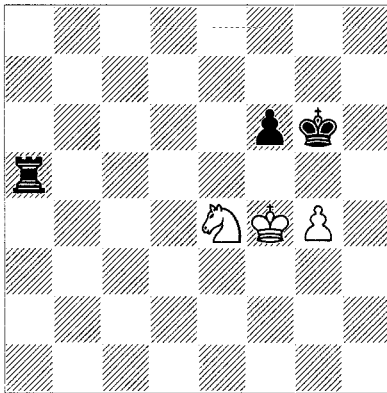
8 ♖f2 ♞d3 9 ♗f3 ♖h5 10 ♖g3 ♞a3 -+.

8...♞c5 9 ♗f3 ♖h5 10 ♗e5 ♞c3 11 ♖f2 ♖h4 12 ♖g2 ♞b3 0-1

Shirov resigned due to 13 ♖f2 (13 ♖h2 ♞b2+ 14 ♖g1 ♖g3 15 ♖f1 ♞f2+ -+) 13...♖h3 14 ♖e2 ♖g3 15 ♗d3 ♞xd3 16 ♖xd3 ♖xf4 -+.

C2) Pawns on Adjacent Files

If the pawns are on adjacent files it is similar. To form a drawing formation the defending pieces have to be on good squares:



7.12

B.Larsen – M.Tal
Bled Ct (7) 1965

1 ♖f3 ♖f7 2 ♗g3 ♖e6 3 ♖f4 ♞a4+ 4 ♖f3 ♖e5 5 ♗h5! (D)

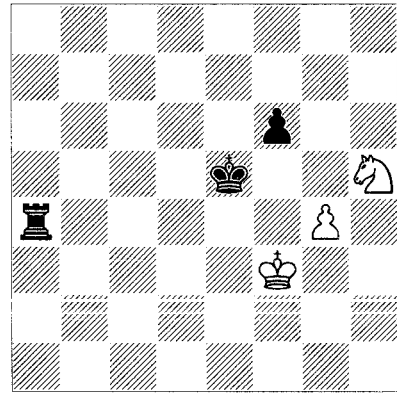
This drawing formation given by Averbakh is worth memorizing.

5...♞a8 6 ♖e3 ♞b8 7 ♖f3 ♞e8

White also draws after 7...♞h8 8 ♗g3 ♞h4 9 ♗f5 (9 ♗h5? f5 -+) 9...♞h3+ 10 ♗g3 ♞h8 11 ♖e3 ♞a8 12 ♗h5 =.

8 ♗f4 ♖d4 9 ♗h5 ♞e1 10 ♖f2 ♞e4 11 ♖f3 ♖e5 12 ♖g3 ♞e3+ 13 ♖f2 ♞b3 14 ♖g2 ♞b7

B



7.12A

=/>

15 ♖f3 ♞b8 16 ♖e3 ♞g8 17 ♖f3 ♞h8 18 ♗g3 ♞h7 19 ♖e3 ♞h8 20 ♖f3 ♞h2 21 ♖e3 ♞b2 22 ♗h5 ♞b3+ 23 ♖f2!

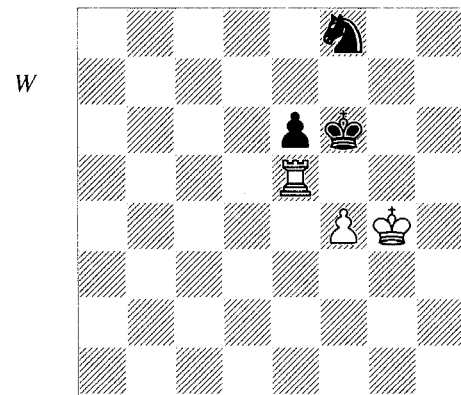
23 ♖e2? ♞h3! 24 ♖f2 f5 -+.

23...♞d3 24 ♖g2 ♖e4

Tal acknowledges that he can't make progress and makes a final attempt, sacrificing the pawn in the hope of cutting off the knight.

25 ♗xf6+ (NC) 25...♖f4 26 ♖f2 ♞d2+ 27 ♖e1 ♞d6 28 g5! ♖f3 29 ♗h7! ♖e3 30 ♗f6 ♖f3 31 ♗h7! ♞d5 32 g6! ♞d7 33 ♗g5+ ♖e3 34 ♗e6 ♞d2 35 ♗f4 ♞h2 36 ♗d5+! ♖f3 37 ♖d1 ♞g2 38 g7 1/2-1/2

If the defending pieces are not well placed, the attacker can often hinder the knight in its aim of getting on the right circuit:



7.12B

=/>

A.Alekhine – M.Fox
Bradley Beach 1929

1 ♞h5!?

After 1 ♖a5?! ♗g6 2 ♖a6 ♗e7 = Black has reached a drawing formation.

1... ♗g6 2 ♖a5 ♗d7 3 ♗f3 ♗f6 4 ♖a7 ♗f8 5 ♗g4 ♗g6?

Kasparov found the saving move 5... ♗g6! =.

6 ♖h7 ♗f8 7 ♖h6+ ♗e7 8 ♗g5 ♗d7 9 ♖h7+ ♗d6 10 ♖h1 ♗e7

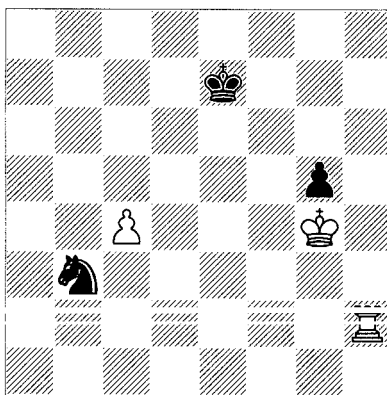
10... ♗b6 11 ♖h6 ♗d5 12 f5 ♗c7 13 f6 +-.

11 ♗g6 ♗b6

11... ♗c5 12 ♖e1 ♗d3 13 ♖e4 ♗c5 14 ♖e3 ♗d7 15 ♗f6 ♗d6 16 ♖c2 ; .

12 ♖e1 ♗d7 13 ♗f7 ♗d5 14 ♖e4 ♗c7 15 ♖d4+ ♗c8 16 ♖c4 1-0

The following pawn formation allows no draw due to the proximity of the edge:



7.14 +/

O.Schuls – R.Cheutshenko
Estonian Ch (Tallinn) 1999

1 ♖b2?!

This is good enough to win, but White must follow up very accurately. Otherwise:

a) 1 ♗xg5? allows Black to draw: 1... ♗d6! 2 ♖b2 ♗a5 3 ♖b4 ♗c6! 4 ♖b5 ♗e5! 5 ♖d5+ ♗e6! 6 ♖c5 ♗d6! 7 ♖c8 ♗d7 =.

b) 1 ♖h6! is much easier: 1... ♗a5 (1... ♗d7 2 ♗f5 ♗d2 3 c5 ♗f3 4 ♗e4 g4 5 c6+ ♗c7 6 ♗d5 +-) 2 c5 ♗d7 (2... ♗b3 3 c6 ♗a5 4 c7 ♗d7 5 ♖a6 ♗b3 6 ♖a3 +-) and now Black's passed pawn has little influence, so White should put all his resources into supporting the c-pawn:

b1) Not 3 ♗xg5? ♗b3 4 c6+ ♗c7 5 ♗f5 ♗d4+ =.

b2) 3 ♗f5! ♗b3 4 c6+ ♗c7 5 ♗e5 g4 6 ♗d5 +-.

1... ♗a5 2 ♖b4!

2 c5? ♗d7 3 ♖c2 ♗c6 4 ♗f5 g4 5 ♗e4 g3 6 ♗d4 ♗b3+ 7 ♗c4 ♗a5+ 8 ♗b4 ♗b7! 9 ♖c4 g2 10 ♖c1 ♗d5 11 c6 g1 ♖ =.

2... ♗d6

2... ♗c6 3 ♖b5 ♗d6 4 ♖d5+ ♗e6 5 ♗g3 ♗e5 6 ♖d4 ♗d7 7 ♗f3 ♗e5+ 8 ♗e3 ♗f5 9 c5 and now:

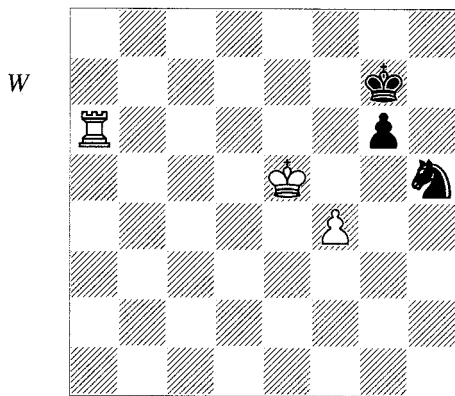
a) 9... g4 10 ♖d5 ♗e6 11 ♗d4 ♗c6+ 12 ♗e4 +-.

b) 9... ♗c6 10 ♖d5+ ♗g4 11 ♖d6 ♗e7 (or 11... ♗e5 12 ♗d4 ♗f3+ 13 ♗d5 +-) 12 ♗e4 +-.

3 ♗xg5?

It is never very easy to play against a knight since tactical considerations are quite often important. 3 ♗g3!! is correct; if the white king just plays around the g-pawn Black has problems improving his position:

a) 3... g4 4 ♗f4 +-.



7.13 +/-

M.Taimanov – D.Bronstein
Leningrad 1946

1 ♖a7+ ♗f8 2 f5?

...and the game was drawn. Bronstein and Averbakh found later that Taimanov could have won by 2 ♖d7! ♗g8 3 ♗e6!!, and now:

a) 3... ♗f8 4 ♖f7+ ♗g8 (4... ♗e8 5 ♖f6 ♗d8 6 ♗e5 +-) 5 ♗e7 ♗h8 6 ♗f8 ♗g3 7 ♖g7 ♗h5 8 ♖xg6 +-.

b) 3... ♗xf4+ 4 ♗f6 ♗h5+ 5 ♗xg6 ♗f4+ 6 ♗g5 ♗e6+ 7 ♗f6 ♗f4 8 ♖d4 ♗e2 9 ♖g4+ ♗f8 10 ♖a4 ♗g8 11 ♗g6 ♗f8 12 ♖c4 ♗g3 13 ♖c3 ♗e2 14 ♗f3+ ♗g8 15 ♖f6 ♗c3 (15... ♗g3 16 ♖f4 ♗h1 17 ♖f3 +-) 16 ♖c6 +-.

C3) Passed Pawns

If both sides have passed pawns, the rook is usually much stronger than the knight (see following diagram):

b) 3...♖c6 4 ♗b5 ♘e5 5 ♙d5+ ♚e6 6 ♙d4 +-.

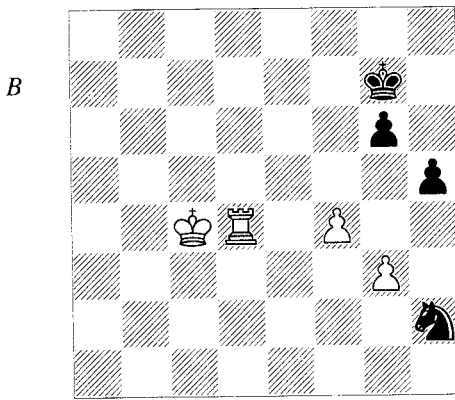
c) 3...♙c6 4 ♙f3 g4+ 5 ♚e3 ♘b7 6 ♙d4 ♘d6 7 ♗b8 ♘f5+ 8 ♚e4 ♘d6+ 9 ♘d3 ♙c5 10 ♙d8 g3 11 ♙g8 +-.

d) 3...♙c7 4 ♙f2 ♘b7 5 ♚e3 g4 6 ♙d4 ♘d6 7 c5 ♘f7 8 ♘d5 ♘h6 9 ♗b6 ♘f5 10 ♙f6 +-.

3...♖c6 4 ♗b5 ♘e5! 5 ♙d5+ ♚e6! 6 ♙c5 ♘d6! 7 ♙f5 ♙xc5 8 ♙xe5 1/2-1/2

D) Several Pawns on One Wing

With an equal number of pawns, the rook usually wins.



7.15

+/=

H.Reddmann – K.Müller
Hamburg 1988

Black can save himself due to the fact that White's king needs time to come back:

1...♙f6?

1...g5? also loses: 2 ♘d3 gxf4 3 gxf4 h4 4 ♙d5 ♙h6 5 ♚e4 ♘g4 6 ♙g5 ♘f6+ 7 ♙f5 +-.

Black can draw by 1...♘f1! 2 ♙d3, and then:

a) 2...g5? 3 ♘d4 (3 fxf5? ♙g6 4 ♘d4 ♙xg5 5 ♙f3 ♘h2 6 ♙f2 ♘g4 7 ♙f8 ♘h6 8 ♚e3 h4 =) 3...h4 4 gxf4 gxf4 5 ♚e4 +-.

b) 2...♙f6 3 ♘d4 ♙f5 4 ♙f3 (4 ♙a3 ♙g4 5 ♙e5 ♘xg3 6 ♙a6 h4 7 ♙xg6+ ♙f3 8 ♙h6 ♙g4 9 ♙b6 h3 10 ♙b2 ♘f5 =) 4...♘h2 5 ♙f2 h4 6 gxf4 (6 ♙xh2 hxf3 7 ♙h1 ♙xf4 8 ♙f1+ ♙g4 9 ♙e3 g2 10 ♙b1 ♙g3 11 ♙a1 g5 =) 6...♘g4 7 ♙f1 ♘h2 8 ♙h1 ♘g4 9 ♙g1 ♙xf4 10 ♘d3 ♘e5+ 11 ♙e2 ♘g4 12 ♙g2 ♘e5 13 ♙f1 ♘f3 =.

2 ♙d6+?

2 ♙d5 ♘f1 3 ♙g5 ♘e3+ 4 ♘d3 ♘f5 5 ♙e4 ♘d6+ 6 ♙e3 ♘f5+ 7 ♙f3 ♙f7 8 ♙e4 ♙f6 9 ♙xf5+ gxf5+ 10 ♘d5 +-.

2...♙f5 3 ♙d5+ ♙f6?

The active 3...♙e4! was called for: 4 ♙d6 (4 ♙g5 ♘f3 5 ♙xg6 h4 6 gxf4 ♘xh4 7 ♙f6 ♘f5 =) 4...♘f3 5 ♙e6+ ♙f5 6 ♙e3 ♙g4 7 ♘d3 h4 8 gxf4 ♙xf4 9 ♙e4+ ♙g3 =.

4 ♘d3 ♘g4

4...♘f1 5 ♙g5 ♘h2 6 ♙e3 ♘g4+ 7 ♙e4 +-.

5 ♙e4 ♘f2+ 6 ♙f3 ♘g4 7 ♙a5 ♘h6 8 ♙e4 ♙e6

8...♘f5?! 9 ♙xf5+ gxf5+ 10 ♘d5 +-.

9 ♙a6+ ♙f7 10 ♙c6 ♘f5 11 ♙e5 ♘xg3 12 ♙c7+ ♙g8

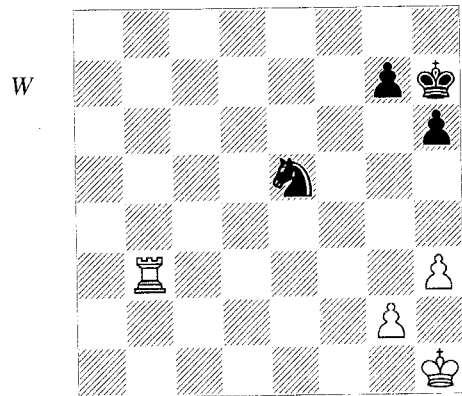
12...♙e8 13 ♙g7 ♘e2 14 ♙xg6 ♙f7 15 ♙g2 +-.

13 ♙f6 ♘e2 14 ♙c8+

14 ♙xg6 ♘xf4+ 15 ♙f5 also wins, but is more complicated.

14...♙h7 15 ♙g5 h4 16 ♙c2 ♘d4 17 ♙c7+ ♙g8 18 ♙xg6 ♘e6 19 ♙c8+ ♘f8+ 20 ♙f6 h3 21 ♙c3 ♘h7+ 22 ♙g6 h2 23 ♙h3 ♘f8+ 24 ♙f5 h1 ♙ 25 ♙xh1 ♙f7 26 ♙a1 ♘g6 27 ♙a7+ ♘e7+ 28 ♙xe7+ ♙xe7 1-0

The superiority of the rook is also demonstrated in the next example:



7.16

+/-

W.Steinitz – A.Anderssen
London (14) 1866

1 ♙b6 ♘g6 2 ♙h2 ♘e5 3 ♙g3 ♘d7

After 3...g5 White wins by 4 h4 gxf4+ (or 4...♙g7 5 h5 ♙h7 6 ♙e6 ♘d3 7 ♙e7+ ♙g8 8 ♙g4 ♘f4 9 g3 ♘d5 10 ♙e5 ♘f6+ 11 ♙f5 +-) 5 ♙xh4 ♘g6+ 6 ♙g4 ♙g7 7 ♙b7+ ♙f6 8 ♙h7 ♘e5+ 9 ♙h5 +-.

4 ♙d6 ♘f6 5 ♙f4 ♘g8 6 g4 ♘e7 7 h4 ♘g6+ 8 ♙g3 ♘e7 9 ♙e6 ♘g6 10 h5 ♘h8 11 ♙e7 ♙g8 12 ♙f4

12 ♖e8+ ♖h7 13 g5 g6 (13...hxg5 14 ♖f8 g6 15 h6 +-) 14 gxh6 gxh5 15 ♖h4 ♖g6+ 16 ♖g5 +-.

12...♖f7 13 ♖f5 ♖f8 14 ♖a7 ♖g8 15 ♖c7 ♖g5 16 ♖g6 ♖e6 17 ♖c8+ ♖f8+ 18 ♖f5 ♖f7 19 ♖a8 ♖g8 20 ♖e5 ♖f7 21 ♖a7+ ♖g8 22 ♖d6 ♖h7 23 ♖e6 ♖f6 24 ♖f5 ♖h7

24...♖h7 25 ♖e6 ♖g5+ (25...♖f6 26 g5 ♖xh5 27 g6 +-) 26 ♖e7 ♖e4 27 ♖a8+ ♖h7 28 ♖f8 ♖g5 29 ♖a6 ♖h8 30 ♖g6 ♖h7+ 31 ♖f7 ♖g5+ 32 ♖xg5 hxg5 33 ♖g6 +-.

25 ♖e7 ♖d5 26 ♖e6 ♖c7 27 ♖e5 ♖a6 28 ♖e6 ♖b4 29 ♖f7 ♖d3 30 ♖e8 ♖f4 31 ♖f8 ♖d5 32 ♖e5 ♖f4 33 ♖f7 ♖h3

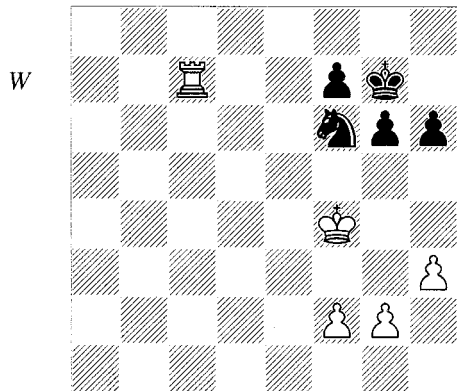
Or 33...g6 34 ♖e4 g5 35 ♖e3 ♖g2 36 ♖e7 +-.

34 ♖e3 ♖g5+

34...♖f2 35 ♖f8 ♖xg4 36 ♖g3 ♖e5 37 ♖xg7+ ♖h8 38 ♖e7 ♖f3 39 ♖f7 +-.

35 ♖f8 ♖h8 36 ♖e7 ♖h7+ 37 ♖f7 ♖f6 38 ♖g6 ♖g8 39 ♖xg7 ♖f6 40 ♖a7 ♖g8 41 ♖h7# (1-0)

With three pawns for each side, it is no different:



7.17

L.Szabo – P.Trifunović
Saltsjöbaden IZ 1948

1 ♖e5 ♖h7 2 ♖c6 ♖f8 3 f4 ♖g7 4 ♖d6 ♖f8 5 g4 ♖h7 6 h4 ♖f8 7 f5!

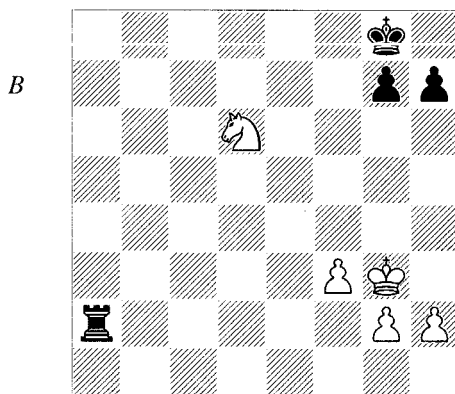
This opens the g-file for the rook because of the threat of f6(+).

7...gxf5

7...g5 8 f6+ ♖h7 9 h5 ♖g8 10 ♖d8 ♖h7 11 ♖d6 ♖e6 12 ♖e7 +-.

8 gxf5 h5 9 ♖d1 ♖h7 10 ♖g1+ ♖h8 11 ♖d6 1-0

If the knight has an extra pawn, there are good drawing chances if a fortress can be created. It is especially important that the knight should have an outpost or that it is on a good circuit, able to defend its own pawns and to attack the opponent's if appropriate. Leykin demonstrates that it is possible to hold the following position by using this technique (see Averbakh):



7.18

M.Vidmar – A.Alekhine
San Remo 1930

1...♖f8 2 h4 ♖e7 3 ♖e4 h6 4 ♖f2?

The key mistake. 4 ♖h3 ♖e6 (4...♖a3 5 ♖g4 ♖e6 6 ♖f4 g6 7 g4 =) 5 g4 ♖e5 6 ♖g3 g6 (6...♖d4 7 h5 ♖e3 8 ♖d6 ♖a7 9 ♖f5+ =) 7 ♖f2 ♖a3 8 ♖h3 ♖a4 9 ♖f2 h5 10 gxh5 gxh5 11 ♖g3 = (Leykin).

4...♖e6 5 ♖d3 ♖f5 6 ♖f4 ♖a4 7 ♖d3 ♖c4 8 ♖f2 ♖c6 9 ♖h3 ♖e5 10 h5

Averbakh demonstrates the following win if White simply waits passively: 10 ♖f4 ♖c2 11 ♖h3 ♖d2 12 ♖f4 ♖a2 13 ♖h3 ♖d4 14 ♖f4 ♖e3 15 ♖e6 ♖a7 16 ♖f4 ♖a6 17 ♖h3 ♖e2 18 ♖f4+ ♖f1 19 h5 (19 ♖h3 ♖a2 20 ♖f4 g5 21 hxg5 hxg5 22 ♖e6 ♖xg2+ 23 ♖h3 ♖f2 +-) 19...♖a5 20 ♖h2 ♖f2 21 ♖h3 ♖b5 22 ♖h4 ♖e3 -+.

10...♖c2 11 ♖f4 ♖d2 12 ♖h3 ♖d4 13 ♖f4 ♖e3 14 ♖e6 ♖d5 15 f4

15 ♖h4 ♖e5 16 ♖xg7 ♖f4 17 ♖h3 ♖e1 18 ♖h2 ♖e7 19 g3+ ♖g5 -+.

15...♖f5 16 ♖g4 ♖f6 17 f5

17 ♖xg7 ♖xf4+ 18 ♖g3 ♖f7 19 ♖e6 ♖e7 20 ♖f4 ♖e5 21 ♖h3 ♖xh5 -+.

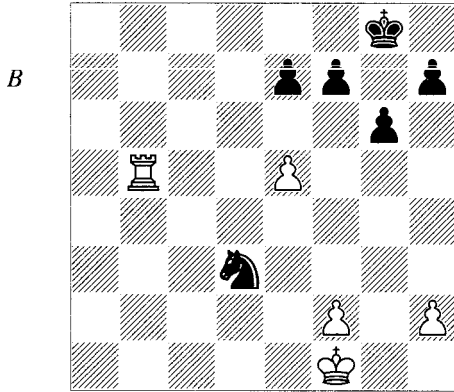
17...♖f7 18 g3?!

18 ♖d8 ♖f6 19 ♖e6 ♖e4 20 ♖xg7 ♖f7 21 ♖e6 ♖xf5 22 ♖h4 ♖e5 23 ♖d8 ♖g5 24 ♖f7

$\mathbb{K}xg2$ 25 $\mathfrak{c}h3$ $\mathbb{K}g7$ 26 $\mathfrak{d}xh6$ $\mathfrak{c}f4$ 27 $\mathfrak{c}h4$ $\mathbb{K}g1$
 28 $\mathfrak{c}h3$ $\mathbb{K}g3+$ 29 $\mathfrak{c}h4$ $\mathbb{K}g7$ 30 $\mathfrak{c}h3$ $\mathbb{K}h7$ —+.

18... $\mathfrak{c}e4$ 19 $\mathfrak{d}c5+$ $\mathfrak{c}d4$ 20 $\mathfrak{d}b3+$ $\mathfrak{c}e5$ 0-1

We now present a selection of fortresses to sharpen the reader's eye for this important subject:

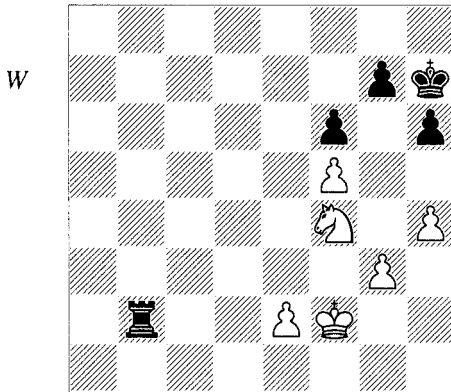


7.19

/=

L.van Wely – A.Shirov
Wijk aan Zee 1999

1... $\mathfrak{d}f4$ 2 $f3$ $\mathfrak{c}g7$ 3 $\mathfrak{c}f2$ $g5$ 4 $\mathfrak{c}e3$ $e6$ 5 $\mathfrak{c}e4$
 $\mathfrak{d}g6$ 6 $\mathbb{A}b8$ $h6$ 7 $\mathbb{A}a8$ $\mathfrak{d}f4$ 8 $h4$ $\mathfrak{d}g6$ 9 $hgx5$
 $hgx5$ 10 $\mathbb{A}a1$ $\mathfrak{d}f4$ $\frac{1}{2}$ - $\frac{1}{2}$

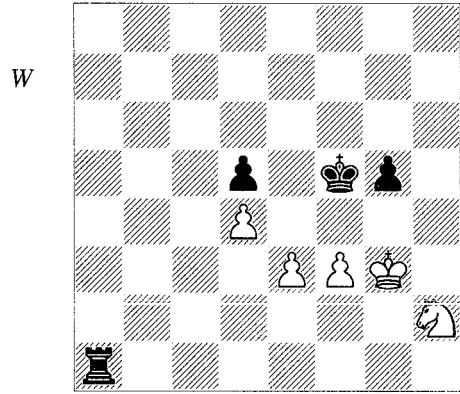


7.20

/=

J.Timman – J.Lautier
Malmö 1999

1 $\mathfrak{d}h5$ $\mathbb{B}b5$ 2 $g4$ $\mathfrak{c}g8$ 3 $\mathfrak{c}f3$ $\mathfrak{c}f7$ 4 $\mathfrak{d}g3$
 $\mathbb{B}b4$ 5 $\mathfrak{d}h5$ $\mathbb{B}b3+$ 6 $e3$ $\mathbb{B}b2$ 7 $\mathfrak{d}f4$ $\mathbb{H}h2$ 8 $\mathfrak{c}g3$
 $\mathbb{H}h1$ 9 $\mathfrak{d}h5$ $\mathfrak{c}f8$ 10 $\mathfrak{d}f4$ $\mathfrak{c}f7$ 11 $\mathfrak{d}h5$ $g6$ 12
 $fxg6+$ $\mathfrak{c}xg6$ 13 $\mathfrak{d}f4+$ $\mathfrak{c}f7$ 14 $h5$ $\mathbb{K}g1+$ $\frac{1}{2}$ - $\frac{1}{2}$



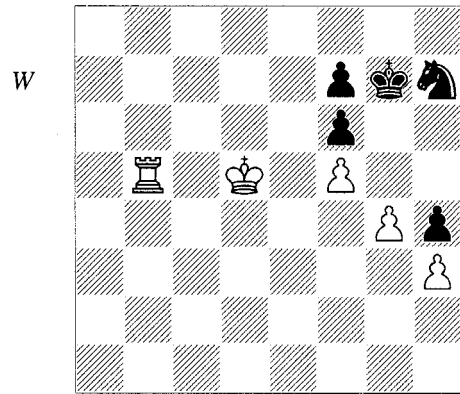
7.21

=!

P.H.Nielsen – J.Polgar
Las Vegas FIDE 1999

1 $\mathfrak{d}g4$ $\mathbb{K}g1+$ 2 $\mathfrak{c}f2!$ $\mathbb{K}xg4$ 3 $fxg4+$ $\mathfrak{c}e4$
 3... $\mathfrak{c}xg4$ 4 $e4$ $dxe4$ 5 $\mathfrak{c}e3$ $\mathfrak{c}f5$ 6 $d5$ $g4$ 7 $d6$
 = (Ribli in CBM 72).
 4 $\mathfrak{c}e2$ (stalemate) $\frac{1}{2}$ - $\frac{1}{2}$

The following pseudo-fortress can easily be broken using zugzwang:



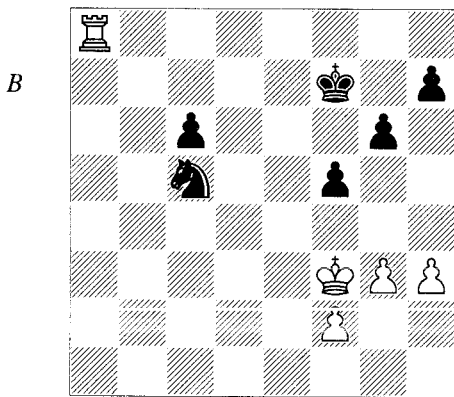
7.22

+!

S.Voitsekhovsky – V.Yandemirov
Sochi 1997

1 $\mathfrak{c}d6$ $\mathfrak{d}g5$ 2 $\mathbb{B}b3$ $\mathfrak{c}f8$ 3 $\mathbb{K}e3$ $\mathfrak{d}h7$ 4 $\mathfrak{c}d7$
 $\mathfrak{d}g5$ 5 $\mathfrak{c}d8$ $\mathfrak{c}g7$ (5... $\mathfrak{d}h7$ 6 $\mathbb{K}e8+$ $\mathfrak{c}g7$ 7 $\mathfrak{c}e7$
 $\mathfrak{d}g5$ 8 $\mathbb{K}f8$ $\mathfrak{d}xh3$ 9 $\mathbb{K}xf7+$ +-) 6 $\mathfrak{c}e7$ $\mathfrak{d}h7$ 7
 $\mathbb{K}a3$ $\mathfrak{d}g5$ 8 $\mathbb{K}c3$ $\mathfrak{d}e4$ 9 $\mathbb{K}c6$ $\mathfrak{d}g5$ 10 $\mathbb{K}xf6$
 $\mathfrak{d}xh3$ 11 $\mathbb{K}xf7+$ $\mathfrak{c}h6$ 12 $\mathbb{K}f6+$ $\mathfrak{c}h7$ 13 $\mathbb{K}g6$
 $\mathfrak{d}f4$ 14 $\mathfrak{c}f7$ 1-0

The rook's superiority is also demonstrated in the next example:



7.23

/-

J.Stoček – V.Babula
Lazne Bohdanec 1996

The extra c-pawn doesn't save the game for Black:

1...d6 2 e3

Certainly not 2 a7+ e6 3 xh7?? losing to 3...d5+ +.

2...e6 3 a7 h6 4 h7 h5 5 f4 c5 6 d3

After 6 h4? c4 7 a7 d5 8 d4 e4 9 xc4 d3 10 d5 e4! 11 a6+ g7 12 e5 f7 13 a7+ g8 = Black's fortress is impregnable.

6...h4!?

Or:

a) 6...g5 7 h6+ f7 8 xe6 xe6 9 fxg5 e5 10 h4 d5 11 c3 c4 12 g6 +.

b) 6...f8 7 a7 h4 (7...d6 8 h4 d4 9 c4 e2 10 a3 +-) 8 gxh4 e6 9 e3 d4 10 c7 e6 11 d7 f8 (11...d4 12 xxd4 cxd4+ 13 xd4 e6 14 c5 +-) 12 d6+ e6 13 d5 f7 14 h5 +-.

7 xh4 g7 8 e3

8 c4 d4 9 xc5 and then:

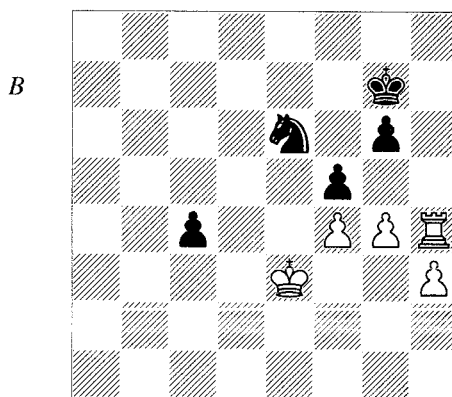
a) 9...d3 10 d5 g1 (10...d4 11 gxh4 f6 12 d6 f7 13 e5 g7 14 h5 +-) 11 d6 f3 12 e7 d4 13 g4 f3 14 gxf5 gxf5 15 h5 g6 16 h8 g7 17 d8 +-.

b) 9...e2 10 g4 f6! (10...d4 11 gxf5 g5 12 g4 d3 13 d4 f6 14 g3 g4 15 e4 g5 16 a3 +-) 11 g5+ g7 12 c4 d3 13 d5 e2 14 e5 d1 (14...d1 15 d4 e2+ 16 e3 d3 17 h6 e4 18 h4 d3 19 f3 h5 20 xh5 +-) 15 h6 f3+ 16 d6 e1 17 h4 d3 18 h5 gxh5 19 e6 +-.

8...c4 9 g4 (D)

9...g5

9...c3!? and now:



7.23A

+/-

a) Not 10 g5? d4 11 h6 e6 12 d3 dxf4+ 13 xc3 e6 14 h4 (14 h4 d8 15 h5 gxh5 16 d4 f7 17 xh5 g6 =) 14...d3 =.

b) 10 gxf5 c2 11 d2 (11 f6+? xf6 12 d2 f5 13 xc2 dxf4 =) 11...gxf5 12 xc2 d8 13 h5 e6 14 d2 dxf4 15 h4 d6 16 a4 h6 17 e3 g5 18 f3 e5+ 19 g3 d6 20 h4+ h5 21 a7 f4+ 22 h3 +-.

10 gxf5

10 fxg5? f4+ 11 d2 f3 12 h6 c3+ 13 xc3 (13 c2 d3 14 h5 e4 15 f5 f2 =) 13...d3 14 a6 (14 h5 e4+ 15 d3 d3 =) 14...f2 15 a1 e4+ 16 d3 d3 = (Hecht in CBM 51).

10...dxf4

10...gxf4+ 11 e4 d5+ 12 xf4 c3 13 g5 +-.

11 g4 f6

11...d3 12 g3 g4 13 xg4+ f6 14 g3 d3 15 f4 +-.

12 h4 d5+ 13 e4 d3+ 14 f3

14 d4 and then:

a) 14...b5+ 15 xc4 d6+ 16 d5 dxf5 (16...d7 17 hxg5+ xf5 18 g6 +-) 17 hxg5+ g6 18 e4 +-.

b) 14...e2+ 15 e3 d3 16 xc4 +- (16 hxg5+?! xf5 17 g6 xg4 18 d4! b5+ 19 e5! +-).

14...gxh4 15 xc4 d5 16 e4?

16 c5! e7 17 g4 h3 18 c2! d5 19 c6+ g7 20 g6+ f7 (20...h7 21 g5 +-) 21 h6 +-.

16...e7 17 c3 g5!

17...d3? 18 f3 g5 19 xf5+ g4 20 f8 +-.

18 f3 h3 19 f2

19 f6 ♖g6 20 f7 h2 21 ♚f1 ♗g4 22 ♘d5 ♘g3 23 ♗e6 ♘g2 24 ♚f6 ♘f8+ 25 ♗e7 h1 ♚ ♘xf8 = (Hecht).

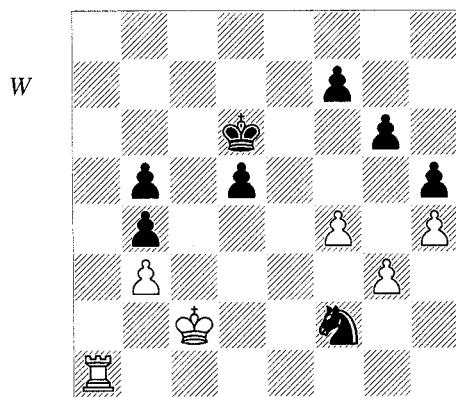
19... ♘xf5 20 ♚xf5+ ♗g4 21 ♚f1

21 ♚f8 h2 22 ♚h8 ♘g3 23 ♗e3 ♘g2 24 ♚g8+ ♗h1 =.

21... h2 22 ♚a1 ♘g3 23 ♗e3 ♘g2 24 ♚h1 ♘xh1 25 ♗f2 1/2-1/2

E) Pawns on Both Wings

The rook is much stronger when the fight is on both wings as the knight is a short-range piece. If a passed pawn can be created, the knight usually faces insurmountable problems:



7.24

R. Tischbierek – I. Donev
Bundesliga 1996/7

Black has two pawns for the exchange, but White's rook is too strong:

1 ♚a6+ ♗e7

White also wins after 1... ♗c5 2 f5 gxf5 3 ♚h6 ♘e4 4 ♚hx5 ♘xg3 5 ♚g5 f4 6 h5 +- (Donev in MegaBase 2000).

2 ♚b6 ♘e4 3 ♚xb5 ♘d6

3... ♘xg3 4 ♚xd5 ♘f5?! 5 ♚xf5 gxf5 6 ♘d3 +-.

4 ♚xb4 ♘xg3 5 ♚b6+ ♗e7

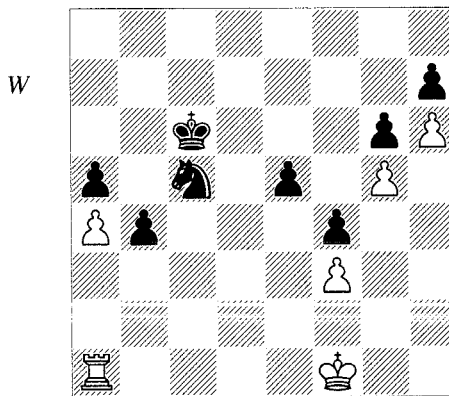
5... ♗c5 6 ♚f6 ♘f5 7 ♚xf7 ♘xh4 8 ♗c3 ± (Donev).

6 b4 ♘e2

6... ♘f5 7 b5 ♘xh4 8 ♚c6 ± (Donev).

7 ♘d3 ♘xf4+ 8 ♘d4 f6 9 b5 g5 10 ♚c6 g4 11 b6 g3 12 ♗e3 g2 13 ♚c1 ♘h3 14 b7 1-0

In our final example, the side with the knight has the upper hand:



7.25

V. Korchnoi – N. Short
Wijk aan Zee 1997

-/+

In spite of Black's huge advantage, he has to be careful not to spoil the win.

1 ♗e2 ♘b3 2 ♚b1 ♘d4+ 3 ♘d3 ♘d5 4 ♚c1 ♘xf3 5 ♚c7 e4+ 6 ♗e2 ♘xg5 7 ♚a7

“White has managed to activate his rook and even though Black has strong passed pawns in the centre, he now has to play very accurately because the rook is much stronger in this kind of endgame than the knight.” (Cu.Hansen in CBM 57).

7... ♘d4 8 ♚xa5 f3+ 9 ♗e1 ♘e6?

9... ♘f7! 10 ♚b5 ♗c4 11 ♚b7 ♘xh6 12 a5 e3 13 a6 ♘f5 14 ♚f7 b3! +- (Cu.Hansen).

10 ♚a7 ♘c5 11 ♚xh7 ♘d3+ 12 ♘d1 e3??

After 12... b3! 13 ♚e7 (13 a5 e3 14 ♚d7+ ♗c3 15 ♚c7+ ♗b4 16 ♚e7 b2 +-) 13... ♗e3 14 h7 f2 15 ♚f7 ♘f4 16 ♚xf4 ♘xf4 17 ♗e2 b2 18 h8 ♚f1 ♚+ 19 ♘xf1 b1 ♚+ 20 ♗e2 “Black is of course better but it is not clear to me whether he can win” (Cu.Hansen).

13 ♚e7!

Surprisingly, White's h-pawn now decides the outcome in his favour.

13... f2 14 ♗e2 ♘f4+ 15 ♗f1 ♘h5

15... g5 16 h7 ♘g6 17 ♚g7 ♘h8 18 ♚g8 ♘f7 19 ♚f8 +-.

16 ♚f7! 1-0

Rules and Principles: Rook vs Knight

1) The pawnless ending ♗+♚ vs ♗+♘ is drawn if the knight can't be separated from its king and the king is not trapped in the corner.

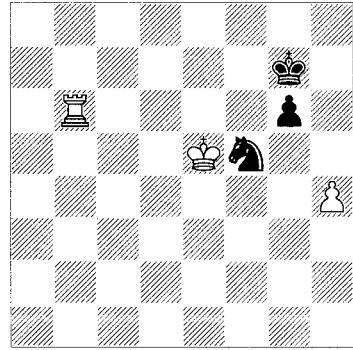
2) With pawns only on one wing, the player with the knight can sometimes construct a fortress, but he has to be careful not to fall into zugzwang, which is, as we already know, a typical fighting method against a knight.

3) The rook is very strong with pawns on both wings, especially if it can create and support a passed pawn (see 7.24 and 7.25).

Reference works:

Springer gegen Läufer und Turm gegen Leichtfigur, Averbakh, Sportverlag 1989

Encyclopaedia of Chess Endings, Rook Endings Volume 2, Belgrade 1986

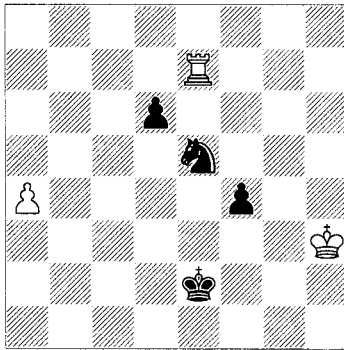


W
E7.03
*/

Is Black's position a fortress?

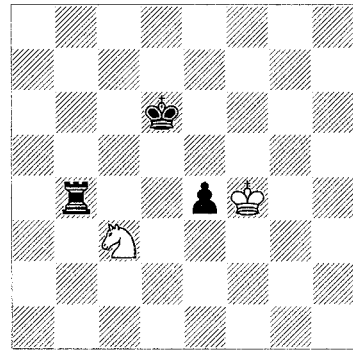
Exercises

(Solutions on pages 386-7)



W
E7.01
**/

White's a-pawn is a major force, but how should he deal with Black's counterplay?



W
E7.04
**/

White to play and draw.

7.2 Rook vs Bishop

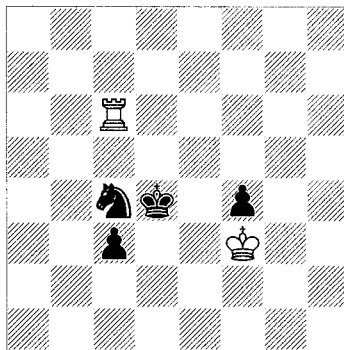
Rook and bishop are both long-range pieces but the rook is nevertheless much stronger as it can visit all the squares on the board and it can cut off the enemy king all on its own. Our material is divided into:

A:	Rook (+ Pawns) vs Bishop	269
B:	Bishop + Pawns vs Rook	273
C:	Rook + Pawn vs Bishop + Pawn	274
D:	Several Pawns on One Wing	281
E:	Pawns on Both Wings	286

A) Rook (+ Pawns) vs Bishop

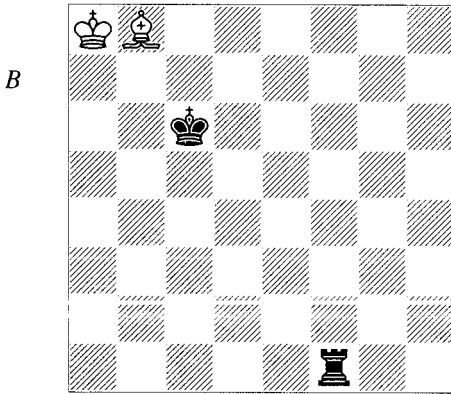
A lone rook normally cannot win against a bishop, especially if the defending king is in a corner opposite to the bishop's colour (see following diagram).

At first sight it looks dangerous for Black but stalemate saves him in all variations:



W
E7.02
**/

How can Black's c-pawn be stopped?



7.26 =/=
 R.Dworzynski – G.Szilagyi
 Warsaw 1956

1...♖b6

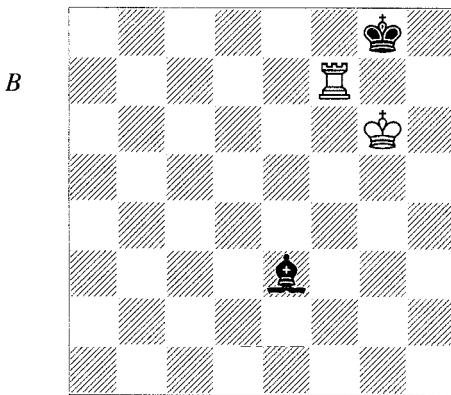
1...♞a1+ 2 ♔a7 ♖c7 stalemate.

2 ♔a7+

2 ♔e5 ♞f7 3 ♔b8 (not 3 ♔d6? ♞a7+! 4 ♖b8 ♞d7! –+, but 3 ♔g3 ♞a7+ 4 ♖b8 ♞g7 5 ♔f2+! = is also OK) 3...♞f8 stalemate.

2...♖a6 3 ♔b8 1/2-1/2

Dangers arise if the defending king is near the ‘wrong’ corner. The following position is also worth memorizing:



7.27 +/-
 G.Breyer – S.Tarrasch
 Berlin 1920

White wins no matter where Black’s bishop is (as long as it is on a dark square, of course!).

1...♔g1 2 ♔f1 ♔h2 3 ♞h1 ♔g3 4 ♞h3 .

Forcing the bishop out of the safe zone behind the kings.

4...♔d6

4...♔f4 5 ♞c3 ♖f8 6 ♞f3! +/-.

5 ♞d3 ♔e7

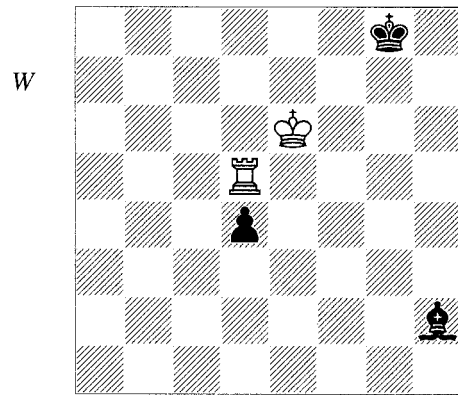
5...♔c7 6 ♞c3 ♔d8 7 ♞c8 +/-.

6 ♞c3 1-0

Tarrasch resigned as he loses his bishop after 6...♖f8 7 ♞c8+! ♔d8 8 ♞xd8+! +/-.

Kling and Horwitz discovered the winning formation 7.27 in 1851 (see, e.g., Av 321).

Sometimes a ‘friendly’ pawn can hinder the defending bishop:



7.27A +/-
 S.Birnow, 1946

1 ♞g5+! ♖f8 2 ♞h5! ♔c7 3 ♖d7! ♔b6 4 ♞b5 ♔a7 5 ♞a5!

5 ♞b7? ♔c5! 6 ♞b5 ♔a3! =.

5...♔b6 6 ♞a8+ ♖f7 7 ♖c6! +/-

Rook and pawn usually win against a bishop, but it is worth noting that the king and rook should be activated before the pawn advances too far. In most cases the position remains won, but there are some exceptions, especially with a rook’s pawn and a queening square of the opposite colour to the bishop.

The following diagram shows the standard winning technique:

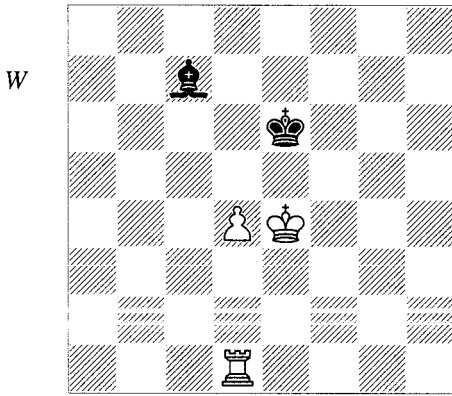
1 ♞c1

1 d5+?! preserves the win but slows the process down considerably, since White’s king finds it more difficult to approach (see 7.28A).

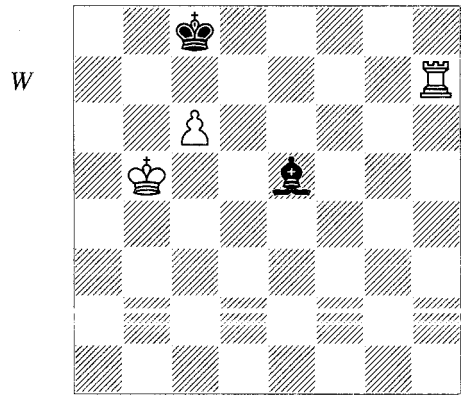
1...♔g3 2 ♞c6+ ♔d6

After 2...♖d7 3 ♖d5 ♖e7 4 ♞g6 ♔f4 5 ♖c6 White can safely advance his pawn.

3 ♞a6 ♖e7 4 ♖d5 ♔f4 5 ♖c6 ♔e3 6 d5 ♔f4 7 ♞a7+ +/-



7.28 A.Philidor, 1777 +/-



7.29 E.del Rio, 1750 =/=

White also wins with the pawn on d5, but it is harder:

♙d6 ♜b7 18 ♞f7 ♚b6 19 c8♙+ ♜xc8 20 ♜c6! +-.

3 ♜c5 ♚f4 4 c7!?

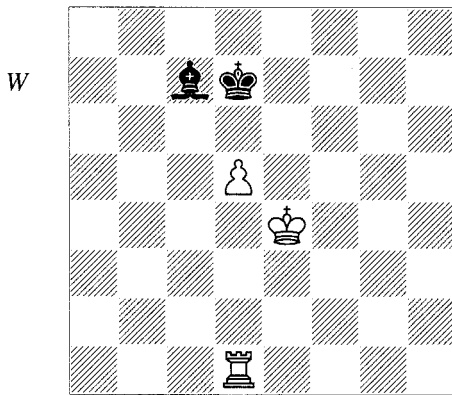
This tricky pawn sacrifice doesn't lead to victory because of the proximity of the 'right' corner (i.e. the right corner from Black's perspective).

4...♜b7! 5 c8♙+

5 ♜b5 ♚g3 =.

5...♜xc8 6 ♜c6 ♜b8 7 ♜b6 ♜a8 = (7.26)

With the 'wrong' (from the attacker's viewpoint) rook's pawn, it is more or less the same:



7.28A B.Guretzky-Cornitz, 1860 +/-

1 ♞a1 ♚b6 2 ♞a2 ♚c5 3 ♜e5 ♚d6+ 4 ♜d4 ♚b8 5 ♞a3 ♚f4 6 ♞f3 ♚h2 7 ♞f6 ♚g1+ 8 ♜e4 ♚h2 9 ♞f7+ ♜d6 10 ♞g7

White was aiming for this zugzwang.

10...♜c5 11 ♞g6 ♚d6 12 ♞e6 ♚h2 13 ♞c6+ +-

The next position is even drawn (see following diagram):

The pawn has advanced too far, taking the c6-square away from its own king:

1 ♜b6 ♚d4+! 2 ♜b5 ♚e5!

2...♜b8? 3 ♞h5 ♚f2 4 ♞g5 ♚e3 5 ♞g8+ ♜c7 6 ♞g4 ♜c8 7 ♜c4 ♜c7 8 ♜d5 ♚h6 9 ♞b4 ♚e3 10 ♞h4 ♚f2 11 ♞h3 ♚e1 12 ♞f3 ♚b4 13 ♞f7+ ♜c8 14 c7 ♜b7 15 ♜e6! ♜c8 16 ♞h7 ♚a5 17

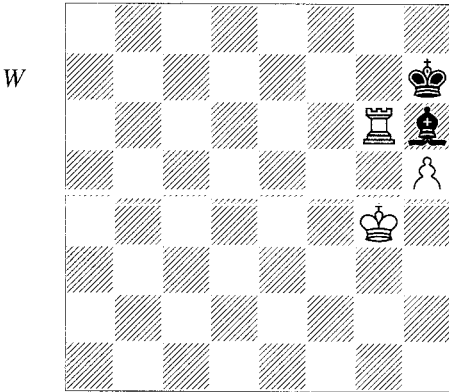


7.29A =/=

1 ♜b5 ♚d4 2 a7 ♚xa7! 3 ♜a6 ♚b8 4 ♜b6 ♚e5 5 ♞e7 ♚g3 = (7.26)

In the case of a rook's pawn, it again depends on whether the bishop controls the queening square. If it does, it follows that the defending

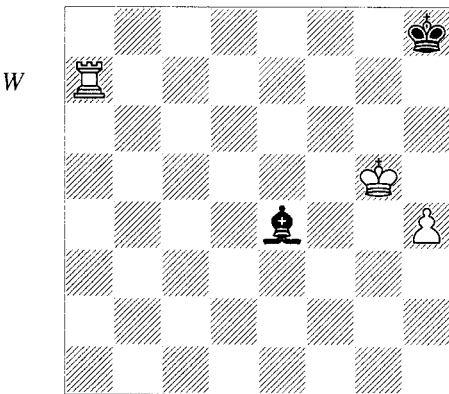
king is in the wrong corner and the pawn can be sacrificed in order to reach the winning formation 7.27:



7.30 +/-
After B.Guretzki-Cornitz, 1863

- 1 ♖f5 ♔d2 2 h6 ♔c1
- 2... ♔c3 3 ♖g5 ♔d2+ 4 ♖h5 ♔c3 5 ♖c6 ♔d4 6 ♖c7+ ♖g8 7 ♖g6 +-.
- 3 ♖g7+ ♖xh6 4 ♖g6+ ♖h7
- 4... ♖h5 5 ♖g1 +-.
- 5 ♖f6! ♔c3 6 ♖f7 +- (7.27)

With the other rook's pawn, much more care is required since sacrificing the pawn would just lead to a draw. It is especially important not to advance the pawn too early, because White's king has to use the route via h5-g4:



7.31 +/-
After B.Guretzki-Cornitz, 1863

1 ♖h6

Not 1 h5?, when Black draws by 1... ♔d3 2 ♖h6 ♖g8! 3 ♖a8+ ♖f7 4 ♖b8 ♔c2 5 ♖g5 ♖g7 6 h6+ ♖h7 = (7.29A).

1... ♖g8 2 ♖g7+ ♖f8

2... ♖h8 3 ♖c7 and now:

a) 3... ♔d5 4 ♖g6 ♔c4 5 ♖h7+ ♖g8 6 ♖d7 ♖h8 7 h5 ♔a2 8 ♖b7 ♔d5 9 ♖h7+ ♖g8 10 ♖e7! ♖h8 11 h6 ♔c4 12 h7 ♔d3+ 13 ♖h6! ♔g6 14 ♖d7 ♔e8 15 ♖b7 +-.

b) 3... ♔c6 4 h5 ♔b5 5 ♖c7 ♖g8 6 ♖c3 ♔a4 7 ♖e5 ♔b5 8 h6 ♖h8 9 ♖c8! ♖h7 10 ♖c7! ♖h8 11 h7 +-.

3 ♖g5 ♖f7 4 ♖g3 ♔c2 5 ♖h5 ♔b1

Or:

a) 5... ♖f6 6 ♖c3 ♔b1 (6... ♔d1+ 7 ♖h6! ♖f7 8 ♖g5 ♖g7 9 h5 +-) 7 ♖c7 ♔d3 8 ♖h6 ♔b1 9 h5 ♔d3 10 ♖c3 ♔e4 11 ♖c4 ♔d3 12 ♖f4+ +-.

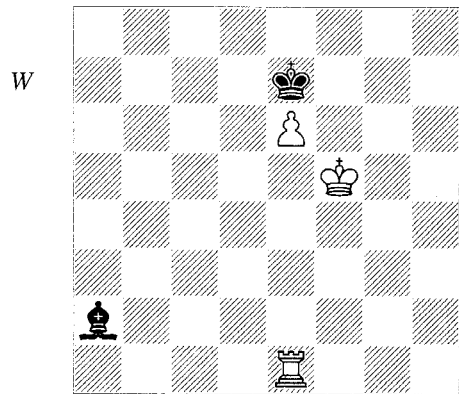
b) After 5... ♔d1+ 6 ♖g5 ♖g7 7 ♖c3 the bishop can't return to the b1-h7 diagonal in time: 7... ♔e2 8 h5 ♖h7 9 h6 ♔f1 10 ♖c7+ ♖h8 11 h7 +-.

6 ♖g5 ♔c2 7 ♖g4! ♔b1 8 ♖f4 ♖f6

8... ♔c2 9 ♖e5 ♔d3 10 h5 ♔c2 11 h6 ♔g6 12 ♖g3 ♔c2 13 ♖g7+ ♖f8 14 ♖f6 +-.

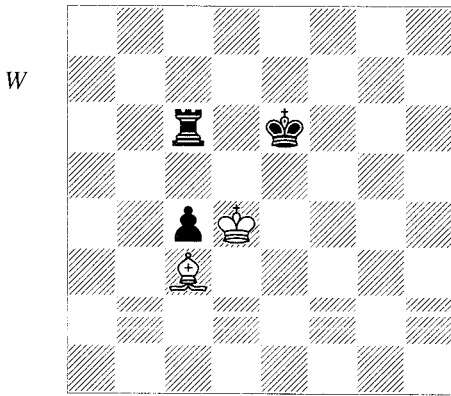
9 h5 ♔c2 10 h6 ♔b1 11 ♖g7 ♔c2 12 ♖c7 ♔d3 13 h7 +-.

We end this section with two positional draws:



7.32 =/=
Y.Averbakh, 1978

Both White's pieces must defend the pawn and there is no way to release them from this duty. The same motif can work if the pawn is protected from the side. In 1978, Averbakh gave the following example: w♖e5, ♖g6, ♔d6; b♖c6, ♔b4.

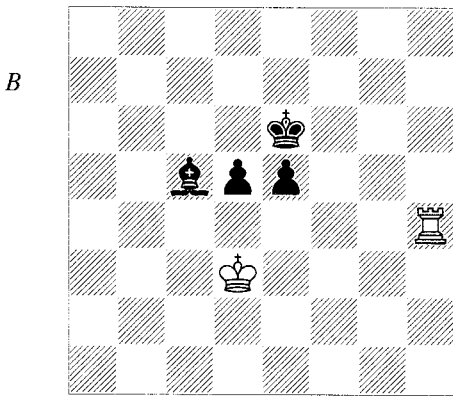


7.33 =/= D.Elekes (end of a study), 1936

White's king can keep its opposite number at bay, while the rook has to protect the pawn: 1 ♖e1 ♘d6 2 ♙d2 ♚c7 3 ♚c3! ♘b6 4 ♘b4! =.

B) Bishop + Pawns vs Rook

The case with one pawn is usually uninteresting as the rook can simply sacrifice itself in order to draw. Thus we start with two connected pawns:



7.34 =/= R.Fine, 1941

In order to draw White has to play actively with his rook:

1...♙e7

1...e4+?! makes it easy as 2 ♖xe4+ draws immediately.

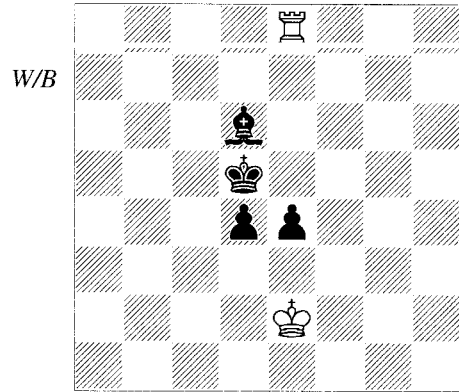
1...♙f5 2 ♖h5+ ♙f4 3 ♖h4+ ♙f3 4 ♖h5 e4+ 5 ♚c2 e3 6 ♖xd5 e2 7 ♖d1 (7 ♖e5? ♙c3 8 ♖f5+ ♙e4 -+) 7...♙f2 8 ♖b1 =.

2 ♖h1 e4+

2...♙f5 3 ♖f1+ ♙g4 4 ♖f7 ♙c5 5 ♖d7 e4+ 6 ♙e2 d4 7 ♖d5 ♙b6 8 ♖d6 =.

3 ♙d4 ♙f6+ 4 ♙e3 ♙d8 5 ♖h6+ ♙e5 6 ♖h5+ ♙d6 7 ♖h6+ ♙c5 8 ♙e6 ♙g5+ 9 ♙e2 ♙f4 10 ♙f2 ♙d4 11 ♙e2 =

This line was given by Averbakh. The rook is now strongly placed behind the pawns. This is also an essential point in the next example:



7.35 =/+ Y.Averbakh (after A.Chéron, 1926)

White has to act precisely to save himself: 1 ♖d8! ♙c6 (1...d3+?! 2 ♙e3 ♙e6 3 ♖h8 ♙f5 4 ♖h5+ ♙g4 5 ♙xe4=) 2 ♙d2 ♙b4+ 3 ♙e2 ♙c5 4 ♙d2 ♙b5. Black threatens to improve his position decisively by ...♙c4 so White has to play 5 ♖e8! e3+ 6 ♙d3 =.

With Black to move, the pawns go through:

1...d3+! 2 ♙e3

2 ♙e1 ♙c5 3 ♖d8+ ♙c4 4 ♖h8 e3 5 ♖h2 ♙c3 6 ♙d1 ♙d6 7 ♖g2 ♙d4 8 ♙e1 ♙e4 9 ♙f1 ♙f3 10 ♖f2+ ♙g4 11 ♖a2 ♙g3 12 ♖g2 ♙f3 13 ♖f2+ ♙e4 14 ♖g2 ♙f2 15 ♖g8 ♙d4 16 ♖a8 ♙g3 17 ♖a2 ♙c3 18 ♖a3+ ♙c2 19 ♖a2+ ♙c1 20 ♖a1+ ♙b2 -+.

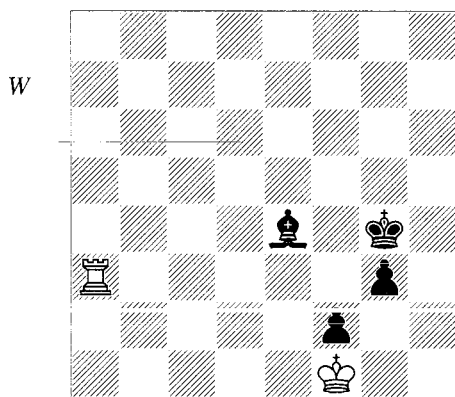
2...♙c5+ 3 ♙d2

3 ♙f4?! d2 4 ♖d8+ ♙d6+ -+.

3...♙d4 4 ♖d8+ ♙c4 5 ♖e8 e3+ 6 ♙d1 ♙d5 7 ♙e1 ♙d4 8 ♖d8+ ♙e4 9 ♖e8+ ♙e5 10 ♙d1

Now Black wins by transferring the bishop to b4, thereby supporting the pawns and shielding the king by protecting f8; e.g.: 10...♙f4 11 ♖e7 (11 ♙e1 ♙c3+ 12 ♙f1 ♙b4 13 ♖e6 ♙f3 14 ♖f6+ ♙e4 15 ♖e6+ ♙f4 -+) 11...♙d6 12 ♖e6 ♙b4 13 ♖f6+ ♙e5 -+.

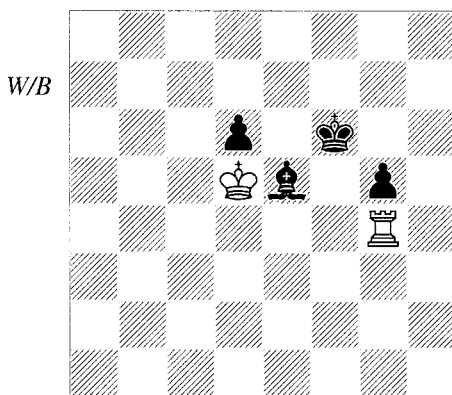
There is some hope even if the pawns are further advanced:



7.35A =/+
A.Beliavsky – B.Gelfand
Belgrade 1995

1 ♖f3! g2+ (1...♙xf3 is stalemate) 2 ♙xg2
♙xf3+ ½-½

If the pawns are isolated, it depends on the coordination of the defence but in most cases the rook is able to hold the draw:



7.36 =/=
M.Borriss – W.Watson
Bundesliga 1996/7

If White were to move, he could draw quite comfortably with 1 ♙e4.

In the game it was Black's turn to move, enabling him to create more problems:

1...♙f5 2 ♖g1 g4 3 ♖f1+ ♙f4 4 ♙d4 g3 5 ♙d3 ♙g4

5...d5?! loses the d-pawn after 6 ♙d4 =.

6 ♖g1 ♙e5 7 ♙e3

7 ♙e4!?! doesn't allow the immediate advance of the d-pawn.

7...d5 8 ♖d1?

This move is met by a neat tactical refutation. If White doesn't concede ground he is still drawing; e.g., 8 ♖g2 ♙h3 (8...♙f5 9 ♙f3 ♙f4 10 ♖a2 =) 9 ♙f3! d4 10 ♖e2 ♙f6 11 ♖g2 =.

8...g2! 9 ♙e2

9 ♙f2 ♙h3 10 ♖xd5 ♙g3+ 11 ♙g1 ♙h2+ 12 ♙f2 g1 ♖+ -+.

9...♙h2 10 ♖d4+ ♙h3 11 ♖d3+ ♙g3 12 ♖d1 0-1

Borriss resigned due to 12...d4 13 ♙f3 ♙h2 14 ♙e4 g1 ♖ ♙xg1 ♙xg1 -+.

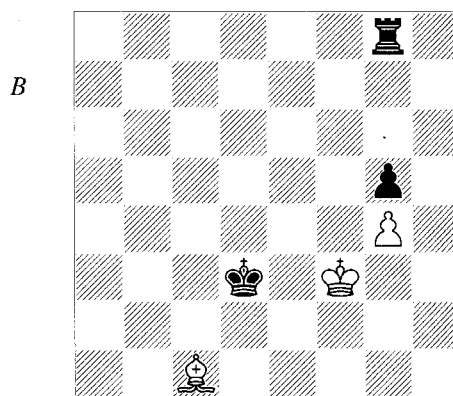
C) Rook + Pawn vs Bishop + Pawn

This is an important topic. We consider the same three distinct cases as with rook vs knight:

C1: Pawns on the Same File	274
C2: Pawns on Adjacent Files	278
C3: Passed Pawns	279

C1) Pawns on the Same File

If the pawns are blocked, it depends on the colour squares they are on. If the bishop can attack the enemy pawn, it has good chances to draw, as the following classical example shows:



7.37 =/=
A.Rubinstein – S.Tartakower
Vienna 1922

The rook or the king has to defend the g5-pawn so no real progress is possible:

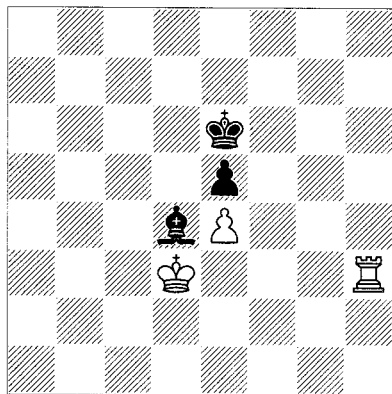
1...♖g7

1...♙d4 2 ♙d2 ♙e5 3 ♙e3 ♙f6 4 ♙d4+ ♙g6 5 ♙e3 (5 ♙e5 ♖c8 6 ♙g3 =) 5...♖b8 6 ♙d2

♖b5 7 ♖e4 ♖f6 8 ♙c3+ ♖e6 9 ♙d2 ♖d6 10 ♙e3 ♖c6 11 ♙d2 ♖b6 12 ♙e3+ ♖a5 13 ♙d2+ ♖a4 14 ♙e3 ♖b3 15 ♙c1 ♖c2 16 ♙xg5 ♖xg5 17 ♖f4 = (Averbakh).

2 ♖f2 ♖c2 3 ♙e3 ♖g8 4 ♖f3 ♖d3 5 ♙c1 1/2-1/2

If the pawns are blocked the other way round (i.e. the bishop cannot attack the enemy pawn), the rook usually wins:



7.38 +/-

R.Fine, 1941

1 ♖h6+ ♖d7 2 ♖c4 ♖e7 3 ♖d5 ♙c3 4 ♖h7+

Forcing the king further away from the pawns as 4 ♖e6+ ♖d7 5 ♖xe5? is premature: 5...♙xe5 6 ♖xe5 ♖e7! =.

4...♖f6

4...♖f8 5 ♖e6 ♙d4 6 ♖h8+ ♖g7 7 ♖h5 ♖f8 8 ♖d7 ♖f7 9 ♖f5+ ♖g6 10 ♖e6 ♙c3 11 ♖xe5 +-.

5 ♖d6 ♙b4+ 6 ♖d7 ♖g6 7 ♖h1 ♙d2 8 ♖e6 ♙f4 9 ♖g1+ ♖h6 10 ♖f5 ♖h7 11 ♖g6 ♖h8 12 ♖e6 ♖g7 13 ♖xe5 +-.

If the pawns are further advanced (from the bishop's viewpoint), the rook still wins but by a slightly different manoeuvre (see following diagram):

1...♖a2+ 2 ♖g1 ♖c2

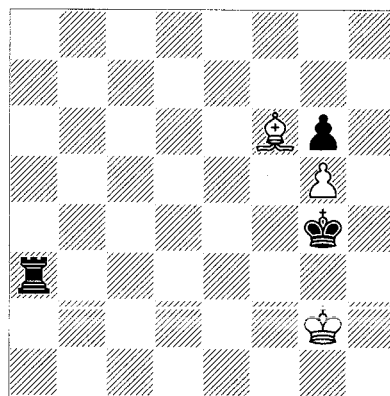
2...♖a5?! is a step in the wrong direction: White draws by 3 ♖g2 ♖xg5? 4 ♙xg5 ♖xg5 5 ♖g3! =.

3 ♙d8

3 ♙e7 ♖e2 and now:

a) 4 ♙d8 ♖g3 5 ♙c7+ ♖f3 6 ♙d8 ♖g2+ 7 ♖h1 (7 ♖f1 ♖d2 -+) 7...♖g3 8 ♙f6 ♖h3 9 ♙e7 ♖e2 10 ♙b4 ♖b2 -+ (Hecht in CBM 67).

B



7.39 -/+

T.Todorov – M.Kaminski

Krynica 1998

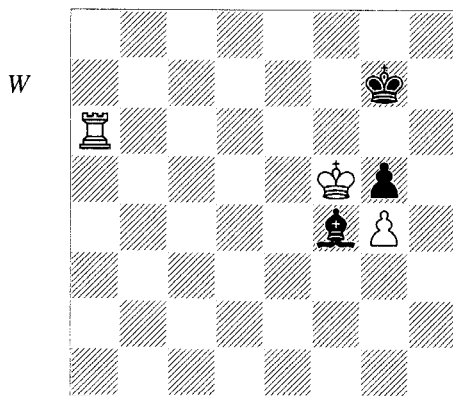
b) 4 ♙f6 ♖g3 5 ♖f1 ♖d2 6 ♙e7 (6 ♙e5+ ♖f3 -+; 6 ♖e1 ♖f2 -+) 6...♖f2+ 7 ♖g1 ♖e2 8 ♙d6+ ♖g4 -+.

3...♖g3 4 ♖f1 ♖f2+ 5 ♖g1 ♖d2!

Winning the pawn. The rest is easy:

6 ♙c7+ ♖g4 7 ♙b6 ♖d1+ 8 ♖g2 ♖xg5 9 ♖g3 ♖d3+ 10 ♖g2 ♖g4 11 ♙c7 ♖d2+ 12 ♖g1 ♖c2 13 ♙b8 ♖f3 14 ♙a7 g5 0-1

If the pawns are blocked one square further up the g-file (from the rook's viewpoint) the attacker wins by a completely different technique:



7.39A +/-

I.Sotnikov – V.Filippov

Russian jr Ch (Moscow) 1995

1 ♖a7+ ♖h6

1...♖f8 2 ♖f6 ♖g8 (2...♖e8 3 ♖a8+ ♖d7 4 ♖g8 +-) 3 ♖a8+ ♖h7 4 ♖f7 +-; Black will shortly be mated as his bishop is overworked.

2 ♖f6 ♙e3 3 ♖a3

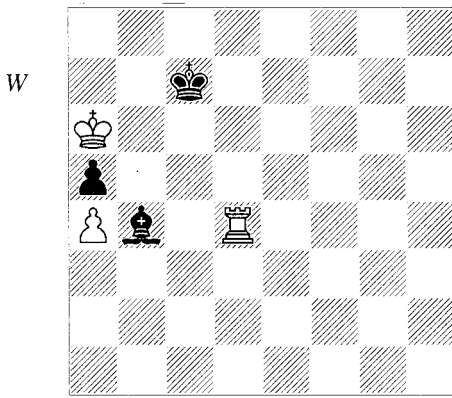
Or 3 ♖a2 ♙f4 4 ♖a3 ♙h7 5 ♖f7 +-.

3... ♙d4+ 4 ♖f7 ♙f2 5 ♖h3+

5 ♖g8 mates in short order, and is far more efficient.

5... ♙h4 6 ♖h1 ♙h7 7 ♖xh4+ gxh4 8 g5 1-0

With rooks' pawns, matters are much more delicate as the simplification into a pawn ending only works when the defending king is cut off far away. In the next example it is even wrong to drive the defending king away from its pawn. The correct method is to bring about a decisive zugzwang situation:



7.40 +/

J.Gallagher – O.Lehner
Mitropa Cup (Baden) 1999

1 ♖c4+?

After 1 ♖b5! Black falls into zugzwang very soon:

a) 1... ♖b7 2 ♖d7+ ♖c8 3 ♖c6 ♙c3 (3... ♖b8 4 ♖b6 ♖c8 5 ♖d1 +-) 4 ♖d5 ♙b4 5 ♖b6 ♙e1 6 ♖d3 ♙b4 7 ♖d1 +-.

b) 1... ♙e1 2 ♖d3 ♙b4 3 ♖d1 ♖b7 (3... ♙c3 4 ♖c1 +-) 4 ♖d7+ ♖c8 5 ♖c6 ♙c3 6 ♖d5 ♙b4 7 ♖b6 ♙e1 8 ♖d3 ♙b4 9 ♖d1 +-.

This way to win was discovered by Maizelis (see Av 436).
1... ♙d6 2 ♖b6 ♙d5 3 ♖c6 ♙e1 4 ♖b5 ♙b4 5 ♖g6 ♙d2 6 ♖g8 ♙b4 7 ♖d8+ ♖e6 8 ♖c6 ♖e7 9 ♖d3 ♖e8 10 ♖c7 ♖e7 11 ♖e3+ ♖f7 12 ♖c6

After 12 ♖d7 ♖f6! 13 ♖e6+ ♖f5! Black is saved by the fact that his bishop controls d6 and can't be put into zugzwang. White's king can't come around to d5 without letting Black's back to f7.

12... ♖f6 13 ♖d7 ♖f5 14 ♖e6 ♙c3?

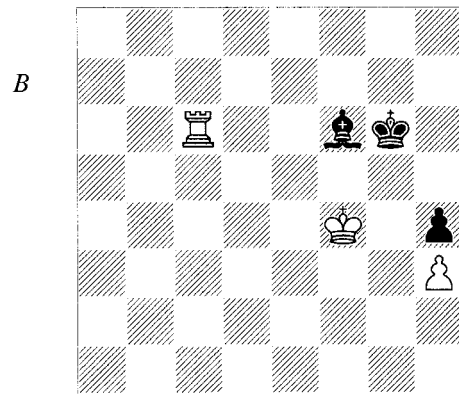
Allowing White's king to reach d5 is a decisive mistake. After 14... ♙f8 15 ♖e2 ♙b4 16 ♖c6 ♖f6 17 ♖d5 ♖f7 = White can't make further progress according to Baranov (see Av 436).

15 ♖d6! ♙b4+ 16 ♖d5 ♙c3 17 ♖e3 ♙b4 18 ♖f3+ ♖g6 19 ♖c6 ♖g7 20 ♖b6 ♖g6 21 ♖b5 ♖g7 22 ♖a6 ♖g6 23 ♖b6 ♖g5 24 ♖f7 ♙c3 25 ♖b5 1-0

White didn't fall into 25 ♖a7?? ♙d4+ =. Lehner resigned due to 25... ♖g6 26 ♖a7 ♖f6 27 ♖xa5 ♙xa5 28 ♖xa5 ♖e7 29 ♖b6 ♖d7 30 ♖b7! +-.

With pawns on a5 and a6 (i.e. the attacker's pawn on its fifth rank) and a light-squared bishop, the method applied by Gallagher would lead to success.

The situation with the attacker's pawn blocked further back (on its third rank or on its initial square) is extremely difficult. Again it is crucially important whether the defending king can be confined to the right areas of the board.



7.41 +/-

We will need this position later, which is why we have chosen a quite favourable set-up for the attacker.

1... ♖h5!?

Trying a stalemate trick, but White now just continues according to plan:

2 ♖c5+ ♖g6 3 ♖g4 ♙d4

Or:

a) 3... ♖f7 4 ♖f5 ♙d8 5 ♖d5 ♙e7 (5... ♖e7 6 ♖d4 ♖e8 7 ♖e6 +-) 6 ♖d7 ♖f8 7 ♖e6 +-.

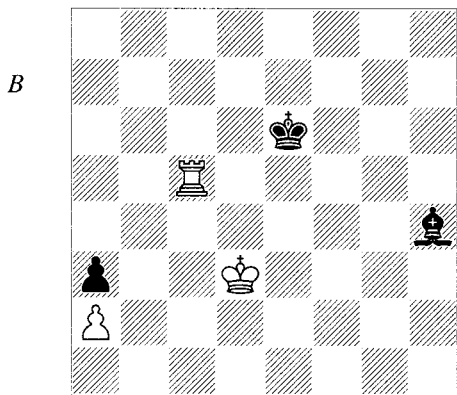
b) 3... ♖g7 4 ♖f5 ♙d4 5 ♖c4 ♙f2 6 ♖g5 ♙g3 7 ♖d4 ♖f8 8 ♖e4 ♖f7 9 ♖e2 ♖g7 10 ♖e7+ ♖f8 11 ♖f6 ♙f2 12 ♖e4 ♙g3 13 ♖g6 +-. This zugzwang is one of the main winning weapons.

4 ♖c6+ ♕f6 5 ♜d6 ♖f7

5...♗g7 6 ♖f5 ♕c3 7 ♖g5 ♕e1 8 ♜e6 ♕f2 9 ♜e2 ♕g3 10 ♜e7+ ♖f8 11 ♖f6 ♕f2 12 ♜e4 ♕b6 13 ♖e6 ♕d8 14 ♜g4 ♕e7 15 ♜f4+ ♖e8 16 ♜a4 +-.
6 ♖f5 ♕c3
 6...♕e7 7 ♜d7 ♖f8 8 ♖e6 and now:

a) 8...♜g5 9 ♜d5 ♕e3 (9...♕e7 10 ♜h5 +-) 10 ♖f6 ♖g8 (10...♕b6 11 ♖g5 +-) 11 ♖g6 ♖f8 12 ♜h5 +-.
 b) 8...♕b4 9 ♜f7+ ♖g8 10 ♖f6 ♕e1 11 ♖g6 ♕g3 12 ♜e7 ♖f8 13 ♜c4 +-.
7 ♜d7+ ♖e8
 7...♖f8 8 ♜d3 ♕e1 9 ♖f6 ♕a5 10 ♜d5 ♕c3+ 11 ♖g6 ♖e7 12 ♜h5 ♕f6 13 ♖f5 ♖f7 14 ♜h7+ ♖g8 15 ♖g6 ♕d8 16 ♜d7 ♕b6 17 ♜b7 +-.
8 ♜d3 ♕b4 9 ♜d4 ♕e7 10 ♖e6 ♖f8 11 ♜d7 ♕g5 12 ♜d5 ♕e7 13 ♜h5 +-.

The situation when the rook's pawn is blocked on its initial square is extremely complicated and was analysed by Chéron in great depth.



7.42 J.Timman – D.Velimirović Rio de Janeiro IZ 1979

If his king isn't confined to the edge, Black can defend himself, but Velimirović soon crumbles under the pressure. We follow Nunn's treatment in *Tactical Chess Endings*:

1...♕f6 2 ♖c6+ ♖e7 3 ♖e4 ♕b2 4 ♖d5 ♖f7 5 ♜e6 ♖g7?

After 5...♕a1 6 ♜e3 ♕b2 7 ♖d6 ♖f6 8 ♜f3+ ♖g5 9 ♖d5 ♖g4 10 ♖e4 ♖g5! = it is not possible to restrict Black's king to the edge.

6 ♖e4 ♖f7 7 ♖f5 ♖f8

7...♕c1 8 ♜c6 ♕b2 9 ♜c7+ +-.
8 ♖g6 ♕c3 9 ♜a6 ♕b2 10 ♜a7

Chéron had proved that White could win this position, but thought that he needed more than fifty moves. Andersson and Timman were able to refine the process, and Timman managed to win the game within the fifty-move rule.

10...♖e8 11 ♖f5 ♖f8

11...♖d8?! 12 ♖e6 ♖c8 13 ♖d6 ♖b8 14 ♜d7 ♖c8 15 ♖c6 ♕c1 16 ♜d3 ♕b2 17 ♖b6 +— puts Black in zugzwang.

12 ♖e6 ♖g8 13 ♜f7 ♕c3 14 ♜f3 ♕b2

14...♕b4 15 ♜g3+ ♖f8 (15...♖h7 16 ♖f6 ♕c5 17 ♜g6 ♕d4+ 18 ♖f7 ♕b2 19 ♜c6 ♕d4 20 ♜c4 ♕f2 21 ♜c2 ♕g1 22 ♜c1 +-) 16 ♜b3 ♕c5 17 ♜c3 ♕b4 18 ♜c7 ♕d2 19 ♜f7+ ♖g8 (19...♖e8 20 ♜a7 +-) 20 ♖f6 ♕c3+ 21 ♖g6 ♕b2 22 ♜f3 ♕c1 23 ♜c3 +-.
15 ♖e7 ♖h7 16 ♜g3 ♖h6 17 ♖d6 ♖h5 18 ♖c5 ♖h4 19 ♜g8 ♕e5

19...♖h3 20 ♖b4 ♖h4 21 ♖b3 ♖h3 (21...♖h5 22 ♜g2 ♕c1 23 ♜c2 ♕b2 24 ♖xb2 axb2 25 ♖xb2 ♖g6 26 a4 +-) 22 ♜g6 ♕c1 23 ♜c6 ♕b2 24 ♜c4 ♖g3 25 ♜a4 ♖f3 26 ♜xa3 ♕xa3 27 ♖xa3 ♖e4 28 ♖b4 +-.
20 ♖d5 ♕b2 21 ♖c4 ♕f6

21...♕e5 22 ♖b3 ♕d6 23 ♜g6 ♕f8 24 ♖c4 ♖h5 25 ♜g8 ♕e7 26 ♜g2 ♕d6 (26...♖h6 27 ♖d5 ♕f6 28 ♜g3 ♕b2 29 ♖c4 ♖h5 30 ♖b4 ♖h4 31 ♜xa3 +-) 27 ♖d5 ♕b4 28 ♜g3 ♖h4 29 ♜b3 ♕f8 30 ♜f3 ♕e7 31 ♖e6 ♕c5 (31...♖g4 32 ♜c3 ♕f8 33 ♜c8 ♕h6 34 ♜c4+ ♖h5 35 ♖f5 +-) 32 ♜d3! ♕f8 (32...♖g4 33 ♜c3 ♕f8 34 ♜c8 ♕h6 35 ♜c4+ ♖g5 36 ♖f7 ♖f5 37 ♜c3 +-) 33 ♖f6 ♕c5 34 ♖f7 ♖g4 35 ♜c3 ♕d6 36 ♖e6 ♕f8 37 ♜c8 ♕h6 38 ♜c4+ +-.
22 ♜g6 ♕g5 23 ♖d5 ♕c1

23...♖h5 24 ♜c6 ♕d2 25 ♖e6 ♖g5 26 ♜c4 ♖h6 27 ♜c2 ♕e1 28 ♜h2+ ♖g5 29 ♜h3 ♕b4 30 ♜f3 ♖h5 31 ♖f5 ♖h6 32 ♜g3 ♕c5 33 ♜g4! ♖h5 34 ♜c4 ♕d6 35 ♜c8 ♖h4 36 ♖e6 +-.
24 ♖e4 ♕b2 25 ♖f5 ♖h5 26 ♜d6 ♖h4 27 ♜d3 ♕c1 28 ♜c3 ♕b2 29 ♖e3 ♕e1 ♕d2

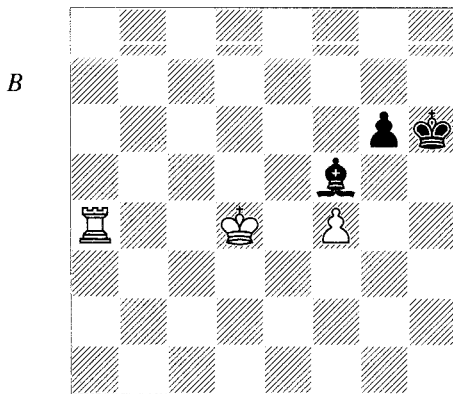
30...♕b2 31 ♜g1 ♖h3 32 ♖f4 ♖h2 33 ♜g4 ♖h3 34 ♖f3 ♖h2 35 ♖f2 ♕f6 (35...♖h3 36 ♜a4 +-) 36 ♜e4 ♕d8 (36...♖h1 37 ♖g3 ♕c3 38 ♜a4 ♕b2 39 ♖f2 +-) 37 ♜e6 ♕h4+ 38 ♖f3 ♕g5 39 ♖g4 ♕d8 (39...♕c1 40 ♜e2+ ♖g1 41 ♜e1+ +-) 40 ♜e3 +-.
31 ♜h1+ ♖g3 32 ♜d1 ♕b4 33 ♜d3+ ♖f2 34 ♖e4 ♖e2 35 ♖d4 ♕c5+ 36 ♖c4 ♕e7 37 ♜h3 ♕d6 38 ♖b3 ♕f8 39 ♜h8 ♕d6 40 ♜a8 1-0

Velimirović resigned because he loses his bishop after 40...♖d3 (or 40...♖d2) 41 ♜d8 and

otherwise White can take on a3. A splendid achievement by Timman!

C2) Pawns on Adjacent Files

If the pawns are situated on adjacent files, the correct assessment of the position is very difficult:



7.43 +/-
H.Danielsen – T.Hillarp Persson
Copenhagen 1997

Black can hold on if he activates his king immediately:

1...♔h5!

Not:

a) 1...g5? allows White to create a passed pawn: 2 ♖e5 ♙g4 3 f5 +–.

b) 1...♔g7? 2 ♖e5 ♙c2 (2...♔h6 3 ♖f6 ♔h5 4 ♞a5 ♖g4 5 ♞xf5 gxf5 6 ♖e5 +–) 3 ♞a7+ ♔h6 (3...♖f8 4 ♖f6 ♙f5 5 ♞g7 ♙d3 6 ♞xg6 +–) 4 ♞a2 ♙b1 5 ♞b2 ♙d3 6 ♖f6 ♔h5 7 ♞g2 ♙b1 8 ♞g5+ ♔h6 9 ♞g4 ♖h5 10 ♞g3 ♙e4 11 ♖g7 ♙c2 12 ♞g5+ ♔h4 13 ♞xg6 +–.

2 ♞a1 ♖g4 3 ♖e3 ♙e6 4 ♖e4

4 ♞g1+!? ♖f5! 5 ♞g5+ ♖f6 6 ♞a5 ♙d7 =. It is not possible to drive Black's king to a passive position (Hecht and Stohl in CBM 59).

4...♙f5+ 5 ♖e5 ♖f3 6 ♞c1 ♖g3 7 ♞g1+ ♖f3!

7...♔h4? 8 ♖f6 +– (Stohl and Hecht).

8 ♞a1 ♖g3 9 ♞a3+ ♖g4 10 ♞a4 ♙c2 11 ♞b4 ♙f5 12 ♖f6 ♔h4?

This sad error spoils a good defensive effort. Otherwise:

a) 12...♙c2? is also bad since 13 f5+ ♔h5 14 fxg6 ♙xg6 15 ♞b5+ ♔h6 16 ♞b2 +– wins the bishop (Stohl).

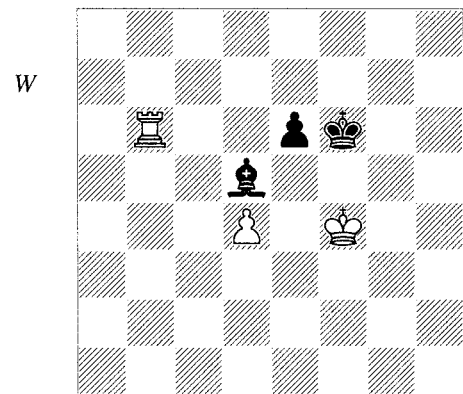
b) 12...♔g3 survives: 13 ♔g5 ♖f3 14 ♞b3+ ♖g2 (14...♖e4? 15 ♞b5 +–) 15 ♞b5 ♙e4 (not 15...♙d3? 16 ♞b6 ♖f3 17 ♞b3 +–) 16 ♞b6 ♖f3 = (Stohl).

c) 12...♖f3! is another way to hold on: 13 ♔g5 ♖e3 14 ♞b5 ♙c2 15 ♞e5+ ♖f3 16 ♞c5 ♙b1 17 ♞c1 ♙e4 18 ♞c3+ ♖f2 19 ♞b3 ♙f5 20 ♞b5 ♙e4! 21 ♞b6 (21 ♔g4 ♙f3+ =) 21...♖f3 = (Hecht).

13 ♞b5 1-0

After 13...♖g4 14 ♞xf5 gxf5 15 ♖e5 +– it is all over.

With central pawns it is different. The rook only wins if the king can advance to the square directly in front of the defender's pawn.



7.44 +/-
M.Palac – A.Lysenko
Vinkovci 1993

Here White can force the king's advance, as Lysenko showed in CBM 39:

1 ♞b2?

This lets the chance pass by. 1 ♞b8! is necessary:

a) 1...♙c4 2 ♞f8+ ♖e7 (2...♔g7 3 ♞c8 ♙d5 4 ♖e5 +–) 3 ♞c8 ♙a2 4 ♖e5 ♖d7 5 ♞a8 ♙d5 6 ♞a7+ ♖c6 7 ♞e7 +–.

b) 1...♔g2 2 ♞h8 ♙d5 3 ♞h6+ ♖g7 4 ♔g5 ♙c4 5 ♞h3 ♖f7 6 ♞c3 ♙d5 7 ♞c7+ ♖e8 8 ♖f6 +–.

1...♙c4! 2 ♞h2

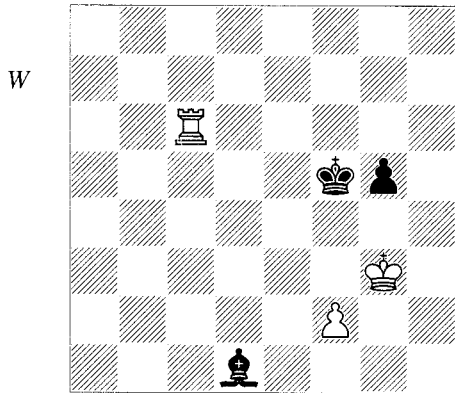
2 ♞b8 ♙d3 =.

2...♙d3 3 ♞h6+ ♙g6 4 ♔g4 ♖f7 5 ♔g5 ♙f5 6 ♞h8

More direct moves also fail to impress: 6 d5 ♖e7 7 ♖f4 ♖d6 = or 6 ♞f6+ ♖e7 7 ♞xf5 exf5 8 ♖xf5 ♖d6 =.

6...♖e7 7 ♜b8 ♘d6 8 ♜b5 ♙d3 9 ♜a5 ♙c4
10 ♙f6 ♙b3 11 ♜a3 ♙c4 12 ♜a5 ♙b3 13 ♙g7
♙c4 14 ♙f8 ♙b3 15 ♙e8 ♙c4 16 ♙d8 ♙b3 17
♙c8 ♙c4 18 ♙b7 ♙d5+ 19 ♙a7 ♙c6 20 ♜a3
♙e4 21 ♜a5 ♙d5 22 ♙b8 ♙f3 23 ♙c8 ♙d6 24
♙d8 ♙e4 25 ♙e8 ♙d3 26 ♙f7 ♙c2 27 ♙f6
1/2-1/2

If the defender has a knight's pawn against a bishop's pawn, he can't hide from the rook checks and so the following position is lost, but White's king has to make a very long march to prove this:



7.45 +/-
P.Genov – S.Löffler
Berlin 1992

1 ♜c5+ ♙g6?!
1...♙f6?! makes it much easier. White can now take a short-cut: 2 f3 ♙b3 3 ♙g4 ♙e6+ 4 ♙h5 ♙b3 5 ♜c8 ♙f7+ 6 ♙h6 ♙d5 7 ♜f8+ ♙f7 8 ♜xf7+ ♙xf7 9 ♙xg5 +-.
2 ♙g2

The first step on a long journey is backward. 2 f3? ♙a4 = makes the pawn more vulnerable to bishop attacks or a pawn exchange by ...g4.

2...♙e2 3 ♜e5 ♙d1 4 ♙f1 ♙f6 5 ♜c5 ♙f3 6 ♙e1 ♙g4 7 ♙d2 ♙f5 8 ♙e3 ♙g6 9 ♙d4 ♙f7 10 ♜e5 ♙b3 11 ♙e4

Threatening ♜f5+, so Black must allow the king to penetrate further:

11...♙c2+ 12 ♙d5 ♙d1 13 ♙d6 ♙g4 14 ♜b5 ♙e2 15 ♜c5 ♙g4 16 ♙c7

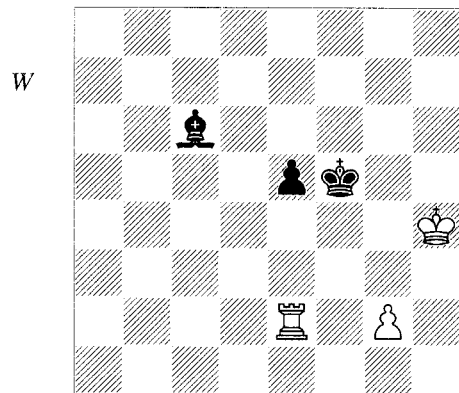
White uses the entire board and Black is unable to stop him. It is astonishing how difficult it is for Black to launch a counterattack, especially given that White's king is so far away.

16...♙d1 17 ♙d7 ♙a4+ 18 ♙d8 ♙d1

18...g4 19 ♜c4 ♙d1 20 ♙e8 ♙f5 21 ♙e7 ♙f3 22 ♜c5+ ♙f4 23 ♙f6 ♙e4 24 ♜c3 ♙f5 25 ♙g7 +-.
19 ♙e8 ♙h5+ 20 ♙f8 ♙e2 21 ♜a5 ♙d3 22 ♙g8 ♙g6 23 ♜c5 ♙e4 24 ♜b5 ♙d3 25 ♜b6+ ♙f5 26 ♙g7 ♙e2 27 ♜b4 ♙f3 28 ♜b5+ ♙f4 29 ♙f6 g4 30 ♜f5+ ♙e4 31 ♙g5 ♙g2 32 ♜f4+ ♙d3 33 ♙xg4 ♙e2 34 ♙g3 1-0

C3) Passed Pawns

When there are passed pawns, the rook has even better chances to show its superiority.



7.46 +/-
E.Bacrot – Y.Pelletier
Lausanne jr rpd 1999

1 ♜f2+ ♙g6
1...♙e4 2 g4 ♙d3 3 g5 e4 4 ♜f6 ♙e8 (or 4...♙d5 5 ♜d6 ♙c4 6 g6 e3 7 ♜xd5 ♙xd5 8 g7 +-)
5 ♜d6+ ♙e3 6 ♙g3 ♙h5 7 g6 ♙e2 8 g7 ♙f7 9 ♜d7 ♙b3 10 ♙f4 +- (Hecht in CBM 71).

2 g4 ♙d5
2...e4 3 ♙g3 ♙b5 4 ♙f4 ♙d3 5 ♜b2 ♙f6 6 ♜b6+ ♙f7 7 g5 ♙g7 8 ♜c6 ♙b1 9 g6 and then:

a) 9...e3 10 ♙g5! e2 11 ♜c7+ ♙g8 (11...♙f8 12 g7+ ♙g8 13 ♙f6 +-)
12 ♙f6 ♙xg6 13 ♙xg6 e1 ♜ 14 ♜c8+ ♜e8+ 15 ♜xe8#.

b) 9...♙h6 10 ♜c1 ♙d3 11 ♙f5 e3+ 12 ♙f6 ♙xg6 13 ♜h1+ ♙h5 14 ♙h4 e2 15 ♜h1 +-.
3 g5?!

3 ♜f5 wins more easily as the e-pawn can't be protected.

3...♙f7 4 ♜f6+
4 ♜e2 ♙f5 5 ♜b2 and now:

a) 5...♙g6 6 ♜b5 ♙f5 (6...e4 7 ♜c5 +-)
7 ♜b6 ♙d5 8 ♜f6+ ♙e4 9 g6 +-.
3 g5?!
3 ♜f5 wins more easily as the e-pawn can't be protected.

b) 5...e4 6 ♖b6 ♙e8 7 ♖f6+ ♙e5 8 ♙g3 ♙h5 9 ♖h6 ♙e8 10 ♖a6 ♙f5 11 ♖a5+ ♙c6 12 ♙f4 ♙g6 13 ♖a7 ♙d5 14 ♖a6 ♙f7 15 g6 +-.
 4...♙g7 5 ♖f5 e4 6 ♖e5 ♙g6 7 ♖e7+ ♙f8 8 ♖a7?

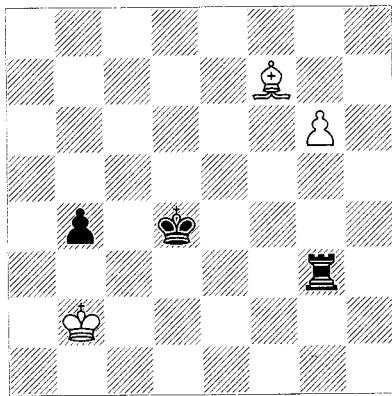
This allows Black's pawn to advance further. White should play 8 ♖e5 ♙f7 9 ♙g4 ♙g7 10 ♙f4 ♙f7 11 ♖a5 ♙g7 12 ♖a7+ ♙f8 13 ♙e5 e3 14 ♙f6 e2 15 ♖e7 ♙d3 16 g6 ♙xg6 17 ♖xe2 ♙h5 18 ♖h2 ♙f7 19 ♖h8+ ♙g8 20 ♙g6 +-.

8...♙g8? and 1-0

Black returns the favour. He could seize his chance with 8...e3! 9 ♖a3 e2 10 ♖e3 ♙d3 11 ♙h5 ♙g7 12 ♖e7+ ♙f8 13 ♖e6 ♙f7 14 ♖e5 ♙g7 ± (Hecht).

After the text-move, Black resigned without waiting for White's reply. The finish could be 9 ♙g4 ♙f8 10 ♙f4 ♙g8 11 ♙e5 e3 12 ♙f6 ♙d3 (12...e2 13 ♙xg6 e1 ♖ 14 ♖a8+ mates) 13 g6 +-.

Sometimes a well-placed bishop can save the game:



7.47

=/

A.Onishchuk – J.Timman
 Groningen 1996

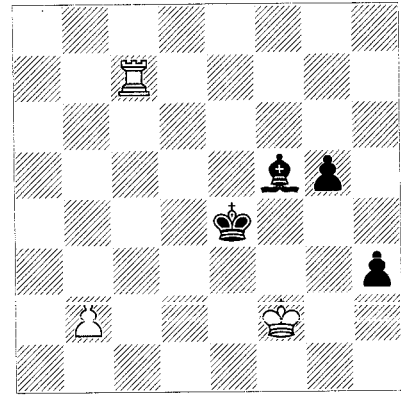
White's far-advanced g-pawn is a very important factor but nevertheless White has to defend extremely precisely:

1...b3?!

This eases White's task as the game now peters out into a drawn rook vs bishop ending. 1...♖g2+!? is a better try, although White manages to hold on: 2 ♙b3 ♙c5 3 ♙e8! ♖g3+ 4 ♙b2 b3 5 ♙f7! (5 ♙a3? ♙c4 6 ♙f7+ ♙c3 7 ♙xb3 ♖xg6 -+) 5...♙b4 6 ♙d5! ♖xg6 7 ♙xb3 ♖g2+ 8 ♙c2 ♙h2 9 ♙b1! =.

2 ♙xb3 ♖xg6 3 ♙a2 ♖b6+ 4 ♙c2 1/2-1/2

B



7.48

+/-

K.Sakaev – A.Vaulin
 Kstovo 1997

Although Black's pawns are far advanced, he is powerless against White's b-pawn.

1...♙f4 2 ♖c4+ ♙e4 3 ♙g1! g4 4 ♙h2 ♙e5

4...♙f3 5 ♖c3+! and now:

a) 5...♙f2 6 b4 ♙f3 7 ♖c2+ ♙e2 8 b5 +- (Khuzman in CBM 59).

b) 5...♙e2 6 b4 ♙d3 7 ♙g3 ♙d2 8 ♖c5 ♙e3 9 ♖g5 +-.

c) 5...♙f4 6 b4 ♙e5 7 b5 ♙d6 8 b6 ♙d7 +-; compare the game.

5 b4 ♙d5 6 ♖c8 ♙d3 7 ♙g3 ♙e2 8 ♖c5+ ♙d6 9 ♖c2

A typical procedure: the bishop is forced out of its good position.

9...♙f3 10 b5 ♙d7 11 b6 ♙d8 12 ♖c7

Black now has to abandon his g-pawn due to zugzwang.

12...♙g2 13 ♖h7 ♙c8!

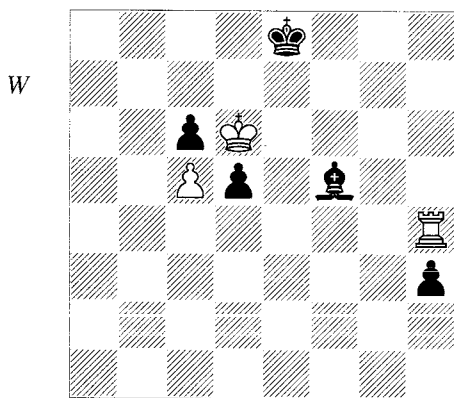
13...♙f3?! 14 b7 +-.

14 ♙xg4 1-0

Black will inevitably fall into zugzwang:

14...♙b8 15 ♙f4 ♙f1 16 ♙e5 ♙g2 17 ♙d6 ♙c8 18 ♖h8+! (this simple win was pointed out by Burgess; 18 ♙c5?! ♙b8! 19 b7? is the wrong way to do it due to 19...♙a7! {not 19...♙xb7? 20 ♙b6 +-} 20 ♙b5 ♙xb7 21 ♖xh3 ♙e4 22 ♖e3 ♙g2 23 ♖e7+ ♙b8! 24 ♙b6 ♙c8! =) 18...♙b7 19 ♙c5 and Black is in a fatal zugzwang; for example, 19...♙f1 20 ♖h7+ ♙b8 21 b7 ♙a7 22 ♙c6 ♙g2+ 23 ♙c7 ♙xb7 24 ♖xh3 +-.

The following position contains more material, but includes an interesting fight with rook and c-pawn vs bishop and d-pawn:



7.48A +/

Petrov – Yarovitsyn
Sverdlovsk 1948

Averbakh showed the winning procedure:

1 ♖h5!

In the game, White took the pawn immediately, which allowed Black to save himself with a nice trick: 1 ♖xc6? d4 2 ♗xd4 h2 3 ♖h4 h1♖+ 4 ♗xh1 ♖e4+ 1/2-1/2.

1...♗g4 2 ♖g5 ♖d1

Or: 2...h2 3 ♖g8+ ♖f7 4 ♖h8 +-; 2...♖d7 3 ♖e5+ ♖d8 4 ♖h5 +-.

3 ♖g3 h2 4 ♖h3 ♖a4 5 ♖xh2 ♖b5 6 ♖h4 ♖f7 7 ♖b4 ♖c4

7...♖e8 8 ♖f4 +-.

8 ♖xc6 ♖e7 9 ♖b7 ♖d3 10 c6 ♖d6 11 c7 ♖f5 12 ♖f4

12 c8♖? ♖xc8+ 13 ♖xc8 ♖c5! =.

12...♖d7 13 ♖f7 ♖g4 14 c8♖ ♖xc8+ 15 ♖xc8 ♖c5 16 ♖d7 d4 17 ♖e6! +-

D) Several Pawns on One Wing

The rook has usually good chances to win, but there are some fortresses (see following diagram).

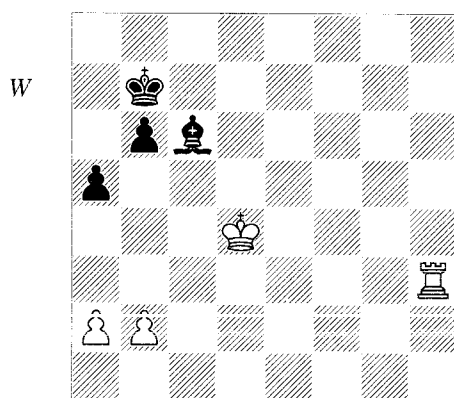
It is important that Black has already played ...a5 so that White can't gain space without exchanging one pair of pawns.

1 ♖e5 ♖c7 2 ♖h7+ ♖b8 3 ♖d6

3 a3 ♖f3 4 b4 axb4 5 axb4 ♖g2 6 ♖d6 ♖f3 =.

3...♖f3 4 a4!?

Now a critical moment arises and it is easy to go wrong. Black must not allow b4 axb4, ♖xb4 with his king still on the back rank. Fortunately for him, the long diagonal has just enough squares:



7.49 =/=

Y.Averbakh

4...♖g2!

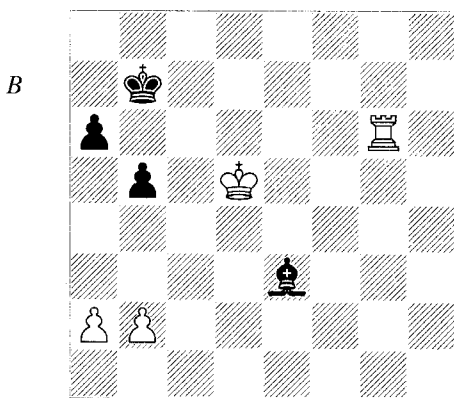
Not 4...♖e4? 5 ♖h4 ♖f3 6 ♖f4 (6 b4? axb4 7 ♖xb4 ♖a7! 8 ♖c7 ♖a6! 9 ♖xb6+ ♖a5 10 ♖f6 ♖d1! =), and now:

a) 6...♖d1 7 ♖c6 ♖a7 8 ♖d4 ♖e2 (8...♖f3+ 9 ♖c7 ♖e2 10 ♖d5 ♖f1 11 ♖b5 +-) 9 ♖d7+ ♖a6 10 ♖d8 ♖a7 11 ♖e8 ♖d3 12 ♖e3 ♖c4 13 b3 ♖f1 14 ♖e7+ ♖a6 15 ♖e5 ♖g2+ 16 ♖c7 ♖f1 17 ♖e6 +-.

b) 6...♖g2 7 b4 axb4 8 ♖xb4 ♖a7 9 ♖c7 ♖a6 10 ♖xb6+ ♖a5 11 ♖b2! ♖f3 12 ♖a2! ♖d1 13 ♖c6 +-.

5 ♖h4 ♖b7 6 b4 axb4 7 ♖xb4 ♖a6 8 ♖c7 ♖a5 9 ♖xb6 ♖xa4 =

If the bishop doesn't protect the corner square, the next fortress is applicable:



7.50 =/=

Y.Averbakh

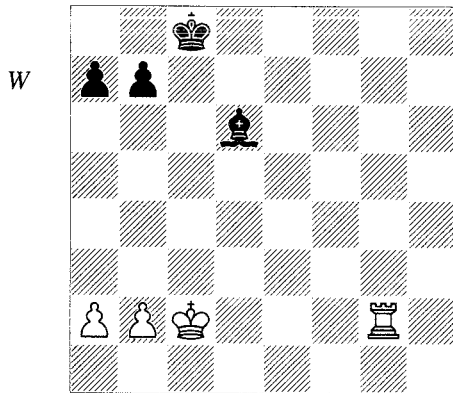
Black has to keep White's king out of c6:

1...♔f2

Not: 1...♔a7? 2 ♖g7+ ♕b6 3 ♖xa7 ♕xa7 4 ♕c6 b4 5 b3 +-; 1...♔b6? 2 ♖g7+ ♕b8 3 b3 ♔f2 4 ♕c6 ♔e3 5 b4 ♔d4 6 ♖g3 ♔f2 7 ♖f3 ♔d4 8 a4 bxa4 9 ♖a3 ♕a7 10 ♖xa4 +- (Averbakh).

2 ♖g7+ ♕b6! 3 ♖g6+ ♕b7 =

If the defender can't construct a fortress, he usually perishes:



7.51

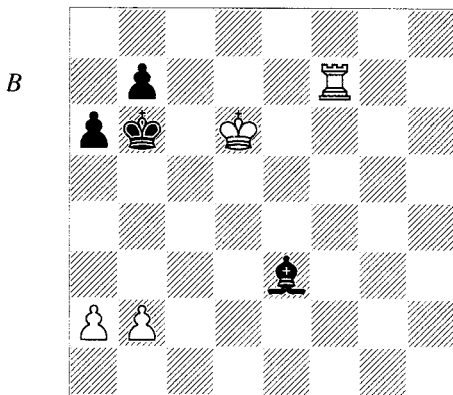
+/-

R.Fine, 1941

1 ♕c3 ♕c7 2 ♕c4 a6

2...♕c6 3 ♖g6 b5+ 4 ♕d4 a6 5 ♖h6 a5 6 a3 a4 7 ♖f6 ♕c7 8 ♕d5 ♔g3 9 ♕c5 +-.

3 ♕d5 ♔f4 4 ♖f2 ♔e3 5 ♖f7+ ♕b6 6 ♕d6 (D)



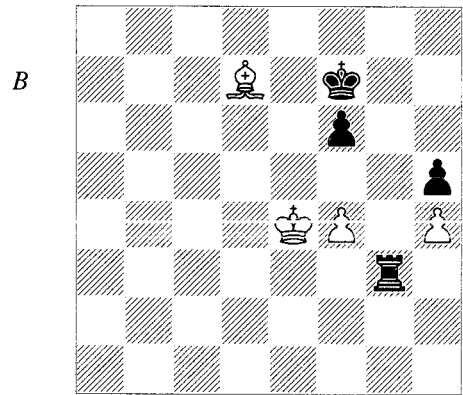
7.51A

+/-

Heading for c8.

6...♔d4 7 b3 ♔c5+ 8 ♕d7 ♕b5 9 ♕c7 b6 10 ♖f4 ♔e3 11 ♖e4 ♔c5 12 ♕b7 ♔g1 13 a3 ♕c5 14 ♕xa6 +- (Averbakh)

If simplification into a pawn ending is possible, matters are easier:



7.52

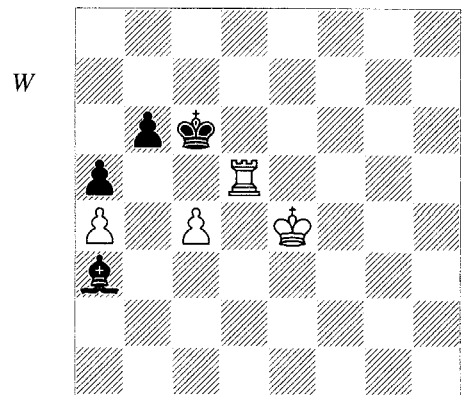
/+

A.Mikhalchishin – E.Bareev

Lvov 1987

1...♕g7 2 ♔e8 ♕h6 3 ♔d7 (3 ♕f5 ♖g4 4 ♔d7 ♖hx4 5 ♔c6 ♕g7 +-) 3...♖g4! 4 ♕f3 (or 4 ♔xg4 hxg4 5 ♕e3 ♕h5 6 ♕f2 ♕hx4 +-) 4...♖hx4 5 ♕g3 ♖h1 6 ♔h3 ♖hx3+ 7 ♕hx3 ♕g6 0-1

The next example shows that such endings can be very tricky:



7.53

=!

R.Kholmov – V.Neverov

Moscow 1998

White wants to win by marching his king to a6, but Black could have stopped him. Knowledge of example 7.40 is crucial as the position with blocked a-pawns arises in several critical variations.

1 ♖e5

1 ♗d4 is answered by 1...♙b2+ = (and not 1...♙c5+? 2 ♜xc5+ bxc5+ 3 ♖e5+ --).

1...♙b2+ 2 ♖e6 ♙a3 3 ♖f7 ♙d6 4 ♖e8 ♙g3?

4...♗c7! 5 ♜g5 (5 ♜d1 ♙b4 6 ♜d7+ ♖c6 7 ♗d8 ♖c5 8 ♗c7 ♙c3 9 ♗d1 ♗xc4 10 ♗xb6 ♖b4 =) 5...♙f4 6 ♜g6 ♙d6 7 ♖f7 (7 ♜g7+ ♖c6 8 ♗d8 ♖c5 9 ♗d7 ♙f4 10 ♜e7 ♙h2 11 ♜e1 ♗xc4 12 ♜b1 ♙g3 13 ♜xb6 ♙e1 14 ♜b1 ♙b4 15 ♖c6 ♗d4 16 ♜d1+ ♖e5 =; see 7.40) 7...♗c6 8 ♖e6 and now Black must choose carefully:

a) 8...♗c5? 9 ♜g5+ ♖c6 10 ♜g8 ♙h2 11 ♜c8+ ♙c7 12 ♖e7 ♖b7 13 ♗d7 ♙h2 14 ♜h8 ♙c7 15 ♜h3 ♙b8 (15...♙e5 16 ♖e6 ♙f4 17 ♗d5 --) 16 ♜b3 --.

b) 8...♙a3 9 ♜g5 ♙c1 10 ♜f5 ♙a3 =.

5 ♗d8 ♙h4+ 6 ♖c8 ♙g3 7 ♜g5 ♙f2

Black can't maintain the barrier although it is not at all easy to break the defence down: 7...♙h2 8 ♜g2, and then:

a) 8...♙e5 9 ♜g6+ ♖c5 10 ♜g5 ♗d4 11 ♖b7 ♙f6 12 ♜g6 ♙e7 13 ♗xb6 ♖xc4 14 ♖xa5 --.

b) 8...♙f4 9 ♜g6+ ♖c5 10 ♖b7 ♙e3 (or 10...♗xc4 11 ♜g4 --) 11 ♜xb6 ♖xc4 12 ♜b1! (12 ♜b5? ♙d2 =; see 7.38) 12...♙c5 (12...♙d2 13 ♖b6 ♙b4 14 ♗d1 ♖c3 15 ♖b5 ♖c2 16 ♜d7 ♖c3 17 ♜d8 ♖b3 18 ♜a8 --) 13 ♜d1 ♖b4 (13...♙e3 14 ♖c6 ♙d4 15 ♜c1+ ♖b4 16 ♜h1 ♙f6 17 ♜f1 ♙g5 18 ♜g1 ♙d2 19 ♜g4+ ♖c3 20 ♜g2 ♙e1 21 ♜e2 ♙h4 22 ♜e5 ♙d8 23 ♜d5 --) 14 ♖c6! ♙f2 15 ♙f1 ♙g3 16 ♜g1 ♙f2 17 ♜g4+ ♖b3 18 ♖b5 ♙e1 19 ♜g8 --.

c) 8...♙d6 9 ♜g6 ♖c5 10 ♖b7 ♙f4 (10...♙e7 11 ♜e6 ♙d8 12 ♜e8 ♙h4 13 ♜c8+ ♖b4 14 ♖xb6 ♙f2+ 15 ♖a6 ♖xa4 16 c5 ♖b4 17 c6 ♙g3 18 ♜g8 ♙h2 19 ♜g4+ ♖c5 20 ♖b7 ♖b5 21 ♜g2 ♙d6 22 ♜d2 ♙g3 23 ♜d5+ ♖b4 24 ♖b6 ♙f2+ 25 ♖a6 ♙g3 26 ♜b5+ --) 11 ♜c6+ ♖b4 12 ♖xb6 ♙e3+ 13 c5 ♙g1 14 ♜g6 ♙xc5+ 15 ♖c6 ♙f8 16 ♜g8 ♙e7 17 ♙e8 ♙f6 18 ♜e4+ ♖c3 19 ♖b5 ♗d3 20 ♜f4 ♙c3 21 ♜f3+ ♗d2 22 ♜xc3 ♖xc3 23 ♖xa5 --.

8 ♖b8 ♙e3 9 ♜b5 ♙f2 10 ♖a7 ♙e3 11 ♖a6

11 ♜e5 ♙d4 12 ♜d5 ♙g1 13 ♖a6+ --.

11...♙c5 12 ♜b3?

12 ♖a7 is necessary.

12...♙d4?

Black should play 12...♙b4! 13 ♜g3 ♖c5:

a) 14 ♜g4 ♙d2 15 ♜g6 ♖xc4 16 ♜xb6 (16 ♖xb6 ♗d5 =) 16...♙b4 =.

b) 14 ♜g5+ ♖xc4 15 ♖xb6 = (7.40).

13 ♜b1 ♙e3 14 ♜e1 ♙d4 15 ♜e6+ ♖c5

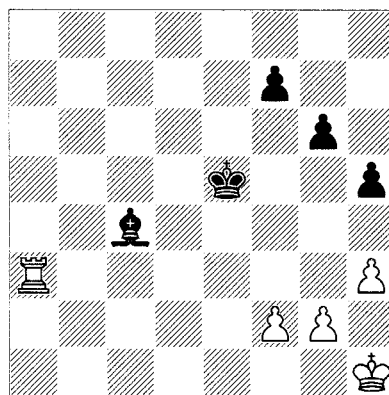
15...♖c7 16 ♖b5 ♖b7 (16...♙f2 17 ♜e7+ ♗d6 18 ♜b7 --) 17 ♜e7+ ♖b8 18 ♖c6 ♖a8 19 ♜b7 -- (Hecht in CBM 63).

16 ♜xb6 ♖xc4

16...♙c3 17 ♜b8 --.

17 ♖xa5 1-0

With three pawns each, the rook is usually victorious:



7.54

+/-

A.Khalifman – S.Dvoirys
Russia Cup (Samara) 1998

The bishop doesn't cover the a1-h8 diagonal so it is relatively easy:

1 ♖h2 ♙d5 2 ♖g3 ♖f6

2...h4+ 3 ♖xh4 ♙xg2 4 ♖g5 ♙e4 5 ♜e3 ♗d4 6 ♖f6 ♙d5 7 ♜e7+ (Hecht in CBM 67).

3 ♜a6+ ♖g7

3...♖e5 4 ♜a5 f6 5 f3 g5 (5...♖e6 6 h4 ♖e5 7 ♜b5 ♖e6 8 ♖f4 ♗d6 9 g4 hxg4 10 fxg4 --) 6 h4 ♖e6 7 hxg5 fxg5 8 ♖f2 h4 (8...♖d6 9 ♖e3 ♖e5 10 ♜b5 h4 11 ♜a5 --) 9 ♖e3 g4 10 ♜a4 -- (Khalifman).

4 h4 ♙c4 5 ♜d6 ♙b3 6 ♖f4 ♙c4

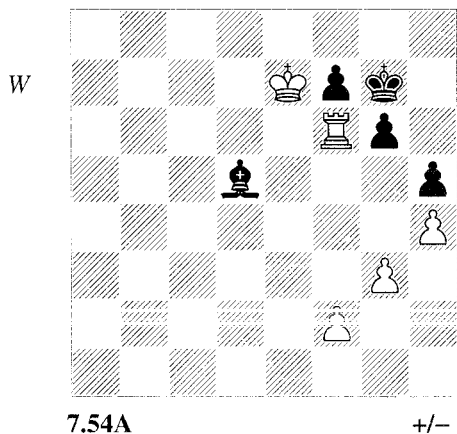
6...f6 7 f3 ♖f7 8 g4 hxg4 9 fxg4 ♖g7 10 g5 -- (Khalifman).

7 ♖e5 ♙f1 8 g3 ♙e2 9 ♜d4 ♙f1 10 ♖d6 ♖f8 11 ♜b4 ♙h3 12 ♜b8+ ♖g7 13 ♖e7 ♙e6 14 ♜b6 ♙c4 15 ♜f6 ♙d5 (D)

White's pieces have reached their optimum squares, and now storm the barricades:

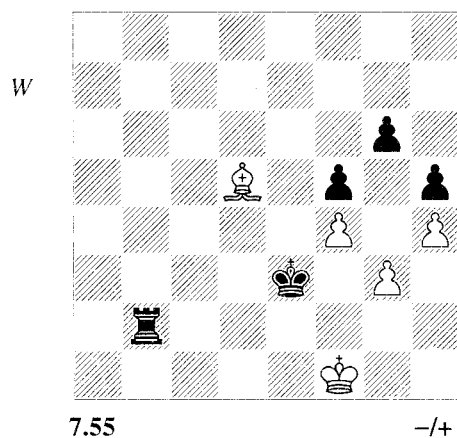
16 f4 1-0

Dvoirys resigned as he can't stop f5(-f6): 16...♙b3 (16...♙e6 17 ♜xe6 fxe6 18 ♖xe6 --) 17 f5 gxf5 (17...♙c4 18 ♜c6 ♙d5 19 f6+ --)



18 ♖xf5 ♜g6 19 ♖g5+ ♜h6 20 ♜f6 ♙c4 21 ♖g7 +/- (Hecht).

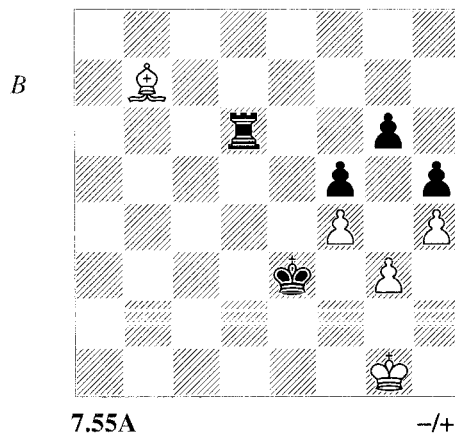
If the bishop covers the diagonal and the pawns are blocked, it is extremely hard to break the defence down:



R.Kholmov, 1973

Kholmov did the groundbreaking work in this position (see Av 481). Speelman in *End-game Preparation* and Hübner in *25 Annotated Games* also analysed it in great detail. Speelman provides some valuable insights regarding positions where the attacker's pieces are not yet placed optimally, while Hübner gives a good overview and corrects several minor errors by earlier analysts. We provide a less detailed coverage but hope the following analysis proves that Black wins, and reveals the main steps to achieve this.

1 ♙c6 ♜d2 2 ♜g1 ♜d6 3 ♙b7 (D)



3...g5!! 4 fxg5

4 hxg5 h4 and now:

a) 5 ♜g2 hxg3 6 ♜xg3 ♜d4 7 ♙g2 ♖xf4 8 ♙h3 ♖f3+ 9 ♜h4 ♜f4 10 g6 ♖e3 11 g7 ♖g3 12 ♙xf5 ♖xg7 13 ♙d3 ♜d7 14 ♙g6 ♜d8 -+ (Hübner).

b) 5 gxh4 ♜xf4 6 ♜g2 ♜g4 7 ♙c8 ♖g6!? 8 ♜h2 (8 ♙d7 ♜xh4 -+; 8 ♜f2 ♖g8 9 ♙e6 ♖g7 10 ♙c8 ♜xh4 11 g6 ♜g4 -+) 8...♖c6 9 ♙d7 (9 ♙b7 ♖c3 10 g6 ♜xh4 11 ♙d5 ♖h3+ -+) 9...♖c2+ 10 ♜gl ♜g3 11 ♜f1 f4 12 ♜el f3 13 ♙b5 f2+ 14 ♜d1 ♖b2 15 ♙d3 ♖b1+ -+.

4...f4 5 gxf4 ♜xf4 6 ♜f2 ♜d2+ 7 ♜f1

7 ♜el ♖h2 8 g6 ♜xh4 9 ♙c8 ♜f3 10 ♜d2 ♜d4+ 11 ♜c3 ♜d1 -+ (Kholmov).

7...♜g3 8 g6 ♜d4 9 ♙c8 ♖f4+ 10 ♜gl

10 ♜e2 ♖f6 11 g7 ♖g6 -+.

10...♖c4 11 ♙a6 ♖c1+ 12 ♙f1 ♖c7 13 ♙b5

13 ♙d3 ♜d7 14 ♙c2 ♜xh4 15 ♙f5 ♖b7 and now:

a) 16 ♜f2 ♜g5 17 ♙e4 ♖b2+ 18 ♜e3 (18 ♜gl ♜f6 19 ♜f1 ♖b4 20 ♙c2 ♖g4 21 ♜f2 h4 22 ♜f3 ♖b4 23 ♙e4 h3 24 ♙d5 ♜d4 25 ♙f7 ♖h4 -+) 18...♜f6 19 ♜f4 h4 20 ♜f3 ♖b4 21 ♙c2 h3 22 ♜g3 h2 -+.

b) 16 ♜g2 ♜g5 17 ♙e4 ♖b2+ 18 ♜h3 ♜f6 19 ♜g3 ♖b3+ 20 ♜g2 h4 21 ♜h2 ♖b4 22 ♙d3 ♖b2+ 23 ♜gl ♜d2 24 ♙e4 ♖e2 25 ♙d3 ♖e3 26 ♙c2 h3 -+.

13...♖g7!

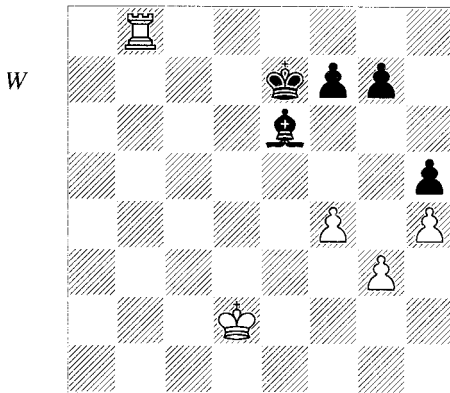
This was given by Hübner. 13...♜xh4?! allows 14 ♜f2 ♜g5 15 ♙e8.

14 ♙e8 ♖e7 15 ♙b5 ♜xh4 16 ♜f2

Or: 16 ♙c4 ♜g3 17 ♜f1 h4 18 ♙f7 h3 -+; 16 ♜g2 ♜g5 17 ♙d3 ♜d7 18 ♙b1 ♜g4 19 ♙e4 ♜f4 20 ♙c6 ♜d8 21 ♜f2 ♖g8 22 ♙f3 h4 23 ♙h5 ♜g5 -+.

16...♔g5 17 ♖d3 ♗d7 18 ♖b1
 18 ♖e3 h4 19 ♖e4 ♖g4 20 ♖f3+ ♖g3 21
 ♖c6 ♗g7 22 ♖e4 h3 --+.
 18...♖f4 19 ♖g2
 19 ♖e2 h4 --+.
 19...♗d2+ 20 ♖h3 ♗b2 21 g7 ♗b3+ 22 ♖h2
 22 ♖h4 ♗xb1 23 ♖xh5 ♖f5 --+.
 22...♗g3 --+

However, not all positions with three against three are won:



7.56 =/=

A.Khasin – A.Filipenko
 Moscow 1985

Here White's pawns are crippled and Black's bishop is well placed to restrain them.

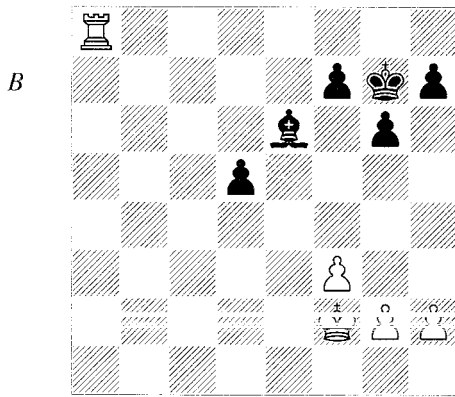
1 ♖b5 g6 2 ♖e3 f6 3 ♖d4 ♖h3 4 ♖b6 ♖g4 5
 ♖c5 ♖h3 6 ♗d6 ♖g4 7 ♖c6 ♖f3+ 8 ♖c7 ♖g4
 9 ♖b6 ♖h3 10 ♗d6 ♖g4 11 ♗d3 ♖h3 12 ♗e3+
 ♖f7 13 ♖d6 ♖g4 14 ♗e7+ ♖f8 15 ♗a7 ♖h3
 1/2-1/2

A draw was agreed as the following attempt to storm the fortress doesn't succeed: 16 ♗a5 ♖f7 17 f5 ♖xf5 18 ♗xf5 gxf5 19 ♖d7 ♖g6 20 ♖e6 ♖g7 21 ♖xf5 ♖f7 =.

However, the above example is an exception. In general, the bishop has at least difficult problems to solve, even with an extra pawn (*see following diagram*):

1...h5!?
 1...♖f6 2 g4 ± (Stohl in CBM 68).
 2 ♖e3 ♖f6 3 ♖d4 ♖f5!?
 3...h4!? (Stohl).
 4 g3 ♖f6

Alternatively, 4...h4!? 5 gxh4 ♖f4 6 ♗a3 ♖c8 and then:



7.57 +/-

R.Dautov – T.Heinemann
 German Ch (Bremen) 1998

a) 7 ♖xd5? ♖b7+ 8 ♖d6 ♖xf3 9 ♗a4+ (9 ♖e7 f5 10 ♖f6 ♖h5 =) 9...♖e3 10 ♖e5 f5 11 ♗a3+ ♖e2 12 ♖f4 ♖h5 13 ♗g3 ♖d2 14 ♗g5 ♖d3 =.

b) 7 ♗b3! ♖h3 (7...♖e6 8 ♗c3 +-) 8 ♗e3! ♖d7 (White also wins after 8...♖g2 9 ♗e7 ♖xf3 10 ♗xf7+ ♖g4 11 ♗f8 ♖e4 12 ♗h8 +-) 9 ♗e5 ♖xf3 10 h5 gxh5 11 ♗xh5 ♖e6 12 ♗g5 ♖f4 13 h4 +- (Dautov).

5 ♗a3 ♖f5 6 ♗e3 ♖f6 7 ♗e5 ♖e7 8 ♖c5 ♖d7 9 ♗e3 ♖e7 10 ♗d3 ♖f6 11 ♖d6 ♖f5 12 ♗d4 g5

12...♖f6 13 ♗f4+ ♖g7 14 ♖e5 g5 15 ♗d4 +- (Dautov).

13 h4!

Creating further weaknesses on the dark squares.

13...♖f6

13...f6? 14 g4+ +-.

14 hxg5+ ♖xg5 15 ♖e5 ♖g6 16 ♗b4 ♖g7 17 ♗b8 d4

17...♖g6 18 ♗g8+ ♖h7 19 ♗g5 ♖h6 20 f4 +- (Stohl).

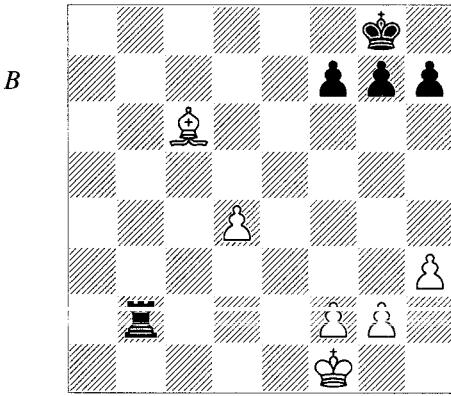
18 ♖xd4 ♖a2 19 ♖e5 ♖c4 20 ♖f5 ♖d5 21 f4 ♖f3 22 ♗b6 ♖g4+ 23 ♖g5 ♖f3 24 f5 ♖g4 25 f6+ ♖h7 26 ♗b7 ♖e6

Or 26...♖g8 27 ♖h6 followed by ♗b8 and mate.

27 ♖xh5 ♖d5 1-0

There could follow: 28 ♗b5 ♖f3+ 29 g4 ♖g2 (29...♖e4 30 ♗g5 ♖g6+ 31 ♗xg6 fxg6+ 32 ♖g5 +-) 30 ♗g5 ♖h8 31 ♖h6 +-.

The next example again shows the rook's superiority:



7.58

-/+

F.Handke – V.Chuchelov
Fürth 1999

1...♞d2 2 d5 ♖f8 3 h4 ♖e7 4 g3 ♗d6 5 ♙e8
5 f4 ♘c5 6 ♗g1 f6 7 ♖f1 ♗d4 8 ♖e1 ♖e3 9
h5 ♞b2 10 ♗d1 ♖f3 11 d6+ ♗xg3 12 d7 ♞b8
-+.

5...f5 6 ♙f7 f4!

A typical procedure to create weaknesses.

7 ♖g2

7 gxf4 ♞d4 8 ♙g8 h6 9 ♖g2 ♞xf4 10 ♖g3
♖e5 – see the game.

7...fxg3 8 ♗xg3 ♖e5 9 ♙g8 h6 10 ♙f7 ♞d3+
11 f3 ♗d4 12 ♙g8 ♞f4 13 ♙e6 ♞f6 14 h5

14 ♙g8 ♞g6+ 15 ♖f2 ♖f4 16 ♙e6 ♞f6 ♢.

14...♞f4 15 ♙g4 ♞b4 16 ♙e6 ♞d4 17 ♙g8
♖f5 18 ♙e6+ ♖g5 19 ♙f7 ♞d3

This zugzwang forces White to retreat.

20 ♖f2 ♖f4 21 ♖e2 ♞d4

21...♙e3+!? 22 ♗d2 ♞e7 23 ♙e6 ♖xf3 24
♗d3 ♖f4 25 ♗d4 ♞e8 –+ (Chuchelov in Mega-
Base 2000).

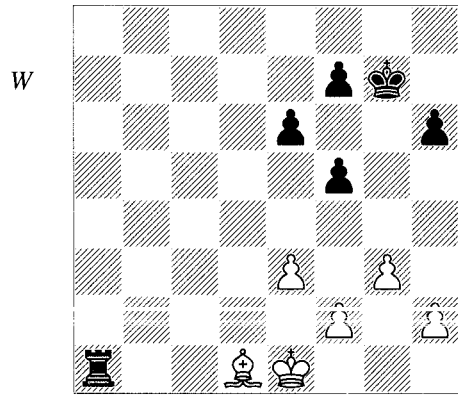
22 ♙e6 ♖e5 23 ♖e3 ♞h4 24 ♙f7 ♞f4 25
♙g6 ♞a4 26 ♙e4 ♞a3+ 27 ♖e2 ♞b3 28 ♖f2
♖f4 29 ♖e2

29 d6 ♞b2+ 30 ♖e1 ♞b8 31 d7 ♞d8 32 ♙c6
♖g5 33 ♖f2 ♖xh5 34 ♖g3 ♖g5 35 f4+ ♖f5 36
♙b5 ♖e6 37 ♖g4 ♖e7 38 ♖h5 ♞b8 39 ♙d3
♞b6 –+.

29...♞a3 30 ♗d2 ♖g5 31 ♙g6 ♞xf3 32 ♙e8
♞f8 33 ♙g6 ♖f4 34 ♗d3 ♖e5 35 ♙e4 ♞f4 36
♙g2 ♞f5 0-1

With four pawns each, the winning prospects
are of course even greater than with three (*see
following diagram*).

Despite his clumsy pawn-structure, Black is
winning:



7.59

-/+

A.Miles – L.Polugaevsky
Riga IZ 1979

1 ♗d2 ♖f6 2 ♙f3 ♖e5 3 ♙g2 ♞a2+ 4 ♖e1
♗d6 5 ♙f3 ♖c5 6 ♙g2 ♞b2 7 ♖f1 ♞b1+ 8
♖e2 ♖c4 9 ♙g2 ♞b2+ 10 ♖e1 ♖c3 11 ♙f1 e5!
12 ♙g2 f6 13 ♙h3 f4!

Black has to open a pathway for his king to
enter White's position.

14 exf4 exf4 15 ♙g4 ♗d3 16 ♙f5+

16 ♙d1?! fxg3 17 hxg3 ♞b1 –+.

16...♗d4 17 gxf4 ♗d5 18 ♖f1 ♞b4 19 ♖g2
♞xf4 20 ♙d3 ♞b4 21 ♖f3 ♖e5 22 ♙f1 h5 23
♙a6 ♞b3+ 24 ♖g2 h4 25 ♙c8

25 h3 f5 26 ♙c4 ♞c3 27 ♙a6 f4 28 ♙b7
♗d4 29 ♙a8 ♖c4 30 ♙b7 ♖b3 31 ♙e4 ♖b2 32
♙d5 ♖c2 33 ♙e4+ ♗d2 34 ♙d5 ♖e1 35 ♙b7
♞c2 36 ♖f3 ♞xf2+ 37 ♖g4 ♖e2 38 ♖xh4 f3 39
♖g4 ♖e3 40 h4 ♞g2+ 41 ♖f5 ♞b2 –+.

25...f5 26 ♙d7 ♞c3 27 ♙e8 ♖e4 28 ♙h5 f4
29 ♖f1 ♗d3

Or 29...f3 30 ♖e1 ♞c1+ 31 ♗d2 ♞f1 –+.

0-1

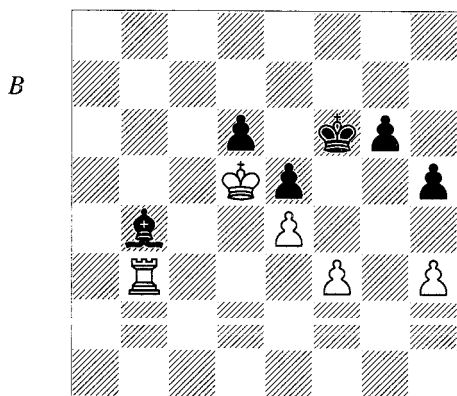
E) Pawns on Both Wings

The superiority of the rook is usually even
greater with pawns on both sides of the board
(though if the side with the bishop has danger-
ous passed pawns, matters are not so clear).

Yusupov analysed the following position in
detail in CBM 24. Black can stay passive or try
a counterattack with his king; in both cases
White is victorious.

1...♙c5

The counterattacking option is 1...♙d2!? 2
♞b6 ♖g5 3 ♞xd6 ♙f4 4 ♞e6 ♖h4 5 ♞xe5! (5
♞xg6? ♖xh3 6 ♖e6 h4 7 ♞g4 ♙g3 8 ♖f5 ♖g2



7.60

+/-

A. Yusupov – H. Wegner
Hamburg 1991

9 ♖xh4 =) 5...♔xh3 (5...♙xe5 6 ♖xe5 ♔xh3 7 ♕f4 h4 8 e5 ♖g2 9 e6 h3 10 e7 h2 11 e8 ♖h1 ♖12 ♖xg6+ ♕f2 13 ♖c2+ +-), and now White must choose carefully:

a) 6 ♖e7? h4 7 e5 allows Black to emerge unscathed:

a1) 7...♖g2? 8 e6 h3 (8...♙g5 9 ♖g7 ♕xf3 10 ♖xg6 ♙e7 11 ♖g7 ♙d8 12 ♕c6 +-) 9 ♖h7 ♙g5 10 f4 ♙f6 (10...♙d8 11 ♕d6 ♖g3 12 ♕d7 ♙f6 13 ♖h6 ♕xf4 14 ♖xh3 +-) 11 ♕d6 and now:

a11) 11...♖g3 12 ♖h6 ♕xf4 13 ♖xh3 g5 14 ♖h7 g4 15 ♖f7 +-.

a12) 11...♙c3 12 e7 ♙b4+ 13 ♕d7 ♙xe7 14 ♕xe7 ♖g3 15 ♕f6 ♕xf4 16 ♖xh3 g5 17 ♖h1 g4 18 ♖f1+ ♕e3 19 ♖g1 ♕f4 20 ♖g6 +-.

a13) 11...h2 12 e7 ♙xe7+ 13 ♕xe7 h1 ♖13...♖g3 14 ♕f6 ♕xf4 15 ♖xh2 g5 16 ♖f2+ ♖g3 17 ♖f5 g4 18 ♖g5 ♕h3 19 ♕f4 +-) 14 ♖xh1 ♕xh1 15 ♕f6 +-.

a2) 7...♖g3 8 e6 h3 9 ♖h7 ♙g5 10 f4 ♙h4 =.

b) 6 ♖e6 g5 7 e5 g4 (7...h4 8 ♖g6 ♖g3 9 e6 +-) 8 ♕e4 ♙d2 9 fxg4 hxg4 10 ♖g6 ♙b4 11 e6 ♙d6 12 ♖g7 +-.

2 f4!

Undermining the bishop's post.

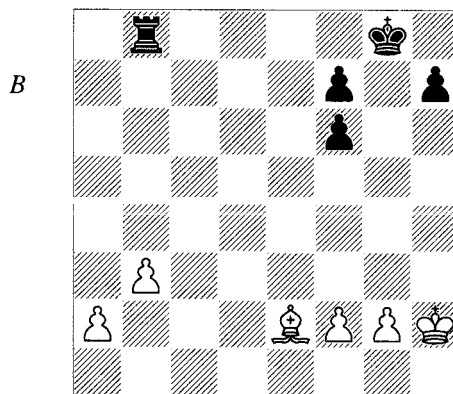
2...exf4 3 e5+ dxe5

3...♕f5 4 e6 ♕f6 5 ♖b7 +-.

4 ♕xc5 g5 5 ♕d5 g4 6 h4 1-0

Black resigned due to **6...♕f5** (6...f3 7 ♕e4 +-; 6...g3 7 ♕e4 +-) **7 ♖b8 g3 8 ♖g8 f3 9 ♖xg3 e4** (9...♕f4 10 ♖g8 e4 11 ♕d4 f2 12 ♖f8+ ♖g3 13 ♕xe4 ♖g2 14 ♖xf2+ ♕xf2 15 ♕f4 +-) **10 ♕d4 f2 11 ♖g8!** +-.

Even in the next position White has to be careful not to lose despite his apparently dangerous connected passed pawns:



7.61

/=

B. Spassky – R. Fischer
Reykjavik Wch (21) 1972

1...♖d8 2 a4 ♖d2 3 ♙c4 ♖a2

3...♖xf2 4 a5 ♕f8 5 a6 (5 b4? ♖f4 6 a6? ♖h4+! 7 ♖g3 ♖xc4 8 b5 ♖a4 +-) 5...♖b2 (5...♖a2 6 b4 ♖a4 7 b5 ♖xc4 8 a7 ♖a4 9 b6 ♖g7 10 b7 ♖xa7 11 b8 ♖a5 =) 6 ♙d5 ♖a2 7 ♙c4 =.

4 ♖g3 ♕f8 5 ♖f3 ♕e7 6 g4?

6 g3 is much better as then Black can't easily create a passed pawn.

6...f5! 7 gxf5 f6 8 ♙g8 h6 9 ♖g3 ♕d6 10 ♖f3 ♖a1 11 ♖g2

11 ♙c4?! ♖g1 12 ♙f7 (12 a5 h5 13 a6 ♕c7 14 ♕e4 h4 +-) 12...♕e7 13 ♙d5 h5 14 a5 ♕d6 +-.

11...♕e5 12 ♙e6 ♕f4 13 ♙d7 ♖b1 14 ♙e6 ♖b2 15 ♙c4 ♖a2 16 ♙e6 h5?!

16...♖g4 was more precise, since it prevents White's counterplay on the kingside (Gligorić in *Fischer-Spassky Schachmatch des Jahrhunderts*, Knaur 1972).

17 ♙d7?! 0-1

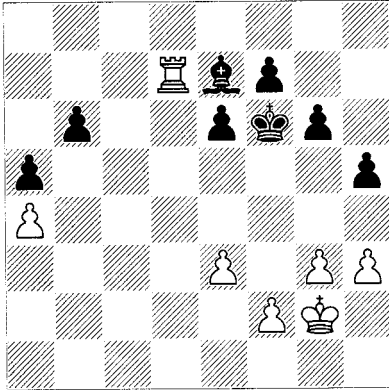
This was Spassky's sealed move; he resigned without resuming, so Fischer won the match 12½-8½ and became World Champion. Gligorić suggests that Spassky may have lost interest in the match, and gives 17 ♕h3!? as a better try: 17...♖g5 (17...♖xf2 18 a5 ♖a2 19 a6 ♖g5! 20 ♙c4 ♖a3 21 ♖g2 ♕xf5 22 b4 ♕e5! +-) 18 f3 ♕f4 19 ♙d5 ♕xf5 20 ♖g3 "and White can still fight".

After the sealed move, Black could have won as follows:

17...♔g4 18 b4

18 ♖c6 h4 19 ♕f3+ ♗xf5 20 ♖c6 ♔g4 21 ♕f3+ ♗f4 22 ♖c6 ♖c2 23 ♕d5 ♖c3 and Black wins (Gligorić). We continue the line a bit further: 24 ♕c4 h3+ 25 ♗h2 ♔g4 26 a5 ♖c2 27 ♔g1 h2+ 28 ♗xh2 ♖xf2+ 29 ♔g1 ♔g3 30 a6 (30 b4 ♖f4 -+) 30...f5 31 ♖b5 f4 32 a7 ♖a2 -+.

18...h4 19 ♖c6 h3+ 20 ♔g1 ♖a1+ 21 ♔h2 ♖f1 22 f3+ ♗h4 23 a5 ♖f2+ 24 ♔g1 ♔g3 -+



7.62

L.Ftačnik – A.Vaišser
Pula Echt 1997

The additional pawns on the queenside make White's task easier despite Black's extra material (Ribli in CBM 57 Extra):

1 f4 ♖c5 2 ♔f3 ♔g7

2...e5 3 fxe5+ ♗e6 4 ♖b7 g5 5 ♗e4 +- (Ftačnik).

3 e4 ♔f8 4 e5 ♔g7 5 ♗e4 ♔f8 6 g4 hxg4 7 hxg4 ♗e8

7...g5 8 f5! ♗e8 9 ♖b7 ♔f8 10 f6 ♔g8 11 ♖b8+ ♗h7 12 ♔d3 ♕f2 13 ♖f8 ♔g6 14 ♖g8+ ♗h6 15 ♖g7 +- (Ftačnik).

8 ♖b7! ♔f8 9 f5 gxf5+ 10 gxf5 exf5+

10...♗e8 11 f6 ♕f2 12 ♖b8+ ♔d7 13 ♖f8 +-.

11 ♗xf5 ♕f2!

11...♗e8 12 ♔f6 ♕d4 13 ♖e7+ +-.

12 ♖a7

12 ♔f6 ♕h4+ 13 ♔f5 ♕f2 and White hasn't made progress.

12...♕e1 13 ♖a8+ ♔g7 14 ♖a7 ♔f8 15 ♖a6!

Finally White hits upon the right idea.

15...♕f2 16 ♖a8+ ♗e7

16...♔g7 17 ♖b8 ♕c5 (17...♗h7 18 ♔f6 +-)
18 ♖b7 ♔f8 19 ♔f6 +- (Ftačnik).

17 ♖b8!

Zugzwang.

17...♔d7 18 ♔f6 ♕d4

18...♔c7 19 ♖e8 +-.

19 ♖b7+ ♔c6 20 ♖xf7 b5 21 axb5+ ♗xb5 22 ♖d7! ♕c3

Or: 22...♕f2 23 ♖d5+ ♗b4 24 e6 ♕h4+ 25 ♖g5 +-; 22...♕c5 23 ♖d5 a4 24 e6 +-.

23 ♔f5 ♖b4

23...a4 24 e6 ♖b4 25 ♖b7+ +-.

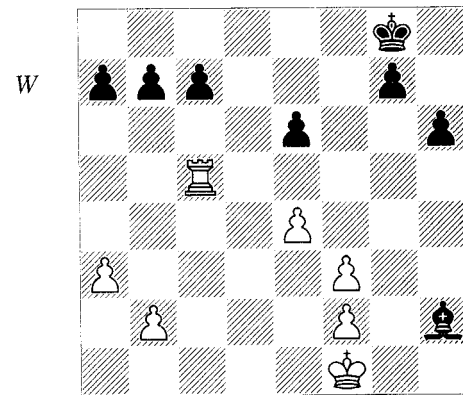
24 e6 ♕f8

24...♔c6 25 ♖c7 ♗b6 26 e7 +- (Ftačnik).

25 e7 ♕xe7 26 ♖xe7 a4 27 ♖a7 ♗b4 28 ♗e4

1-0

The next example is not so easy:



7.63

A.Hauchard – R.Lev
Herzliya 1998

White's rook has no obvious route into the black position. Hauchard managed to win nevertheless:

1 ♔g2 ♕f4

1...♕d6 2 ♖a5 a6 3 ♔h3 ± with the idea ♔g4 and f4 (Khuzman in MegaBase 2000).

2 ♔h3 c6 3 ♔g4 e5

3...g5 4 ♔h5 ♔g7 5 ♖c3 +- followed by ♖d3-d7 (Khuzman).

4 ♖c3 ♔f7

White's next aim is to open a file for the rook on the queenside. The way he achieves this is quite instructive:

5 ♖b3 b6

White wins easily after 5...b5 6 ♖c3 a5 7 ♖xc6 b4 8 a4 +-.

6 ♖c3 c5 7 b4! cxb4 8 axb4 b5

Or:

a) 8...a5 9 ♖c7+ ♔f8 10 b5 +- (Khuzman).

b) 8...♙d2 9 ♖c7+ ♗f6 10 b5 g6 11 ♖xa7 h5+ 12 ♗g3 ♙c3 (12...♙b4 13 ♖c7 ♗g5 14 ♖c6 ♙a5 15 ♖e6 +-) 13 f4 exf4+ 14 ♗xf4 ♙d4 15 ♖d7 ♙xf2 16 e5+ ♗e6 17 ♖g7 +-.

9 ♖c7+ ♗g6 10 ♖c6+! ♗h7 11 ♖a6 ♙d2 12 ♖xa7 ♙xb4 13 ♖b7 ♙d2

13...♙c3 14 ♖xb5 ♗g6 15 ♖b6+ ♗f7 16 ♗f5 ♙d4 17 ♖b7+ +-.

14 ♖xb5 ♙f4 15 ♗f5 h5

15...g6+ 16 ♗f6 h5 17 ♖xe5 ♙xe5+ (17...h4 18 ♖a5 h3 19 e5 h2 20 ♖a1 +-) 18 ♗xe5 ♗g7 19 ♗f4 ♗f6 20 ♗g3 ♗e5 21 ♗h3! ♗f4 22 ♗h4 ♗e5 23 ♗g5 ♗d4 24 ♗f4 ♗c4 25 ♗e3 ♗c5 26 f4 +-.

16 ♖xe5! ♙xe5 17 ♗xe5 ♗g6

Or:

a) 17...h4 18 ♗f4 g5+ 19 ♗g4 ♗g6 20 f4 +- (Khuzman).

b) 17...g5 18 ♗f5 (18 f4?? h4 +-) 18...♗h6 19 f4 g4 20 e5 +-.

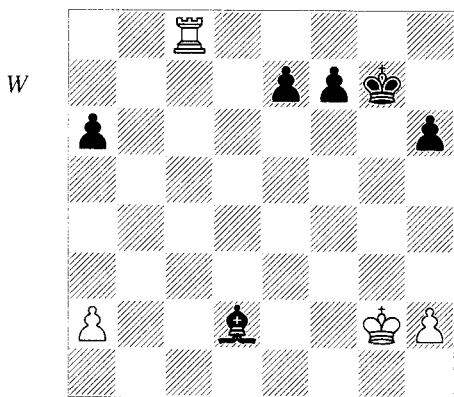
18 ♗f4 ♗f6 19 ♗g3 ♗e5 20 ♗h4 g6 21 ♗g5 ♗d4

21...♗e6 22 f4 ♗e7 23 f5 h4 24 ♗xh4 gxf5 25 e5 f4 26 ♗g4 +- (Hecht in MegaBase 2000).

22 ♗f4! h4 23 ♗g4 g5 24 f4! gxf4 25 f3!

1-0

Spasov in *Informator 23* and Speelman in *Endgame Preparation* delved deeply into the next position.



7.64

+/-

L.Spasov – S.Bonchev
Stara Zagora 1977

Black's connected passed pawns are not sufficiently advanced to match White's main trump (the a-pawn):

1 a3!

This lays the ground to force the bishop away from the a5-e1 diagonal.

1...a5 2 ♗f3 f5 3 ♖c2 ♙g5

3...♙e1 4 ♗e2 ♙h4 5 ♖c5 ±.

4 ♖c5 a4

4...♗f6 5 ♖xa5 e5 6 ♖a6+ gives White very good winning chances due to his a-pawn.

5 ♖a5

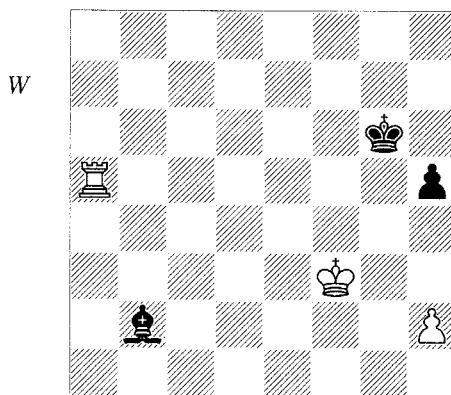
After 5...♗xf5? ♙c1 6 ♖a5 ♙xa3 7 ♖xa4 ♙d6 it is not clear to us whether White can win.

5 e5 6 ♖xa4

Less effective is 6 ♖xe5?! ♙c1 7 ♖xf5 ♙xa3 8 ♖a5, and now:

a) After 8...♙d6 the extra a-pawn doesn't save Black as White's rook is agile enough: 9 h3 a3 10 ♖a6 ♙b4 11 ♗g4 ♙f8 12 ♗h5 ♗f7 13 h4 ♙e7 14 ♗g4 ♙f8 15 ♗f5 ♙e7 16 h5 ♙f8 17 ♖a7+ ♙e7 18 ♗e5 ♗f8 19 ♗e6 ♙c5 20 ♖a5 ♙b4 21 ♖a4 ♙c5 22 ♖c4 (forcing the bishop to leave the a3-f8 diagonal and winning the a-pawn) 22...♙e3 23 ♖c3 a2 24 ♖a3 +-.

b) 8...♙b2 9 ♖xa4 ♗g6 10 ♖a5 h5 (D) (otherwise White plays ♗g4 and h4-h5 sooner or later himself).



7.64A

+/-

The following manoeuvring is not easy to understand but quite typical for the battle between rook and bishop. If White's king reaches f5 or Black is forced to play ...h4, then White has made a step towards victory. 11 ♗e4 ♙c3 12 ♖b5 and now:

b1) 12...♙f6 13 ♗f4 ♙d8 (13...♙d4 14 ♖g5+ ♗h6 15 ♗f5 +-) 14 ♖c5 ♙f6 15 ♖c6 h4 16 h3 +- (7.39).

b2) 12...♙g7 13 ♖b3 ♗g5 14 ♖g3+ ♗f6 15 ♖g2 ♙h8 (15...♙h6 16 h4 ♙c1 17 ♖a2 +-) 16 ♗f4 ♙g7 17 ♖c2 ♙h6+ 18 ♗g3 and then:

b21) 18...♔g5 19 h4 ♕h6 20 ♖f3 ♕f8 21 ♖g2 ♕h6 (21...♕e7 22 ♖g5 +-) 22 ♖e4 +-.

b22) 18...♕g7 19 ♖h4 ♖g6 20 ♖c6+ ♕f6+ 21 ♖g3 ♖f5 22 ♖c5+ ♖g6 23 ♖f4 +-.

b3) 12...♕d2 13 ♖d5 ♕c1 (13...♕b4 14 ♖f4 ♕e7 15 h3 +-) 14 h4 (after playing h4 it is important to hinder the bishop from reaching the d8-h4 diagonal) 14...♕a3 15 ♖g5+ ♖h6 16 ♖e5 (not letting the bishop back to e7) 16...♖g6 17 ♖e6+ ♖g7 18 ♖f5 ♕c1 19 ♖e7+ ♖h6 20 ♖c7 ♕a3 21 ♖c3 ♕d2 22 ♖c2 ♕c3 23 ♖e4 (chasing Black's bishop away from the c1-h6 diagonal) 23...♕g1 (23...♕b6 24 ♖c6+ +-) 24 ♖c6+ ♖g7 25 ♖f4 +-.

6...e4+ 7 ♖e2 ♕e7

7...♖f6 8 ♖a5! (cutting Black's king off, which is vitally important) 8...f4 9 a4 f3+ 10 ♖f2 ♕h4+ 11 ♖e3 ♕g5+ 12 ♖xe4 +- (12 ♖xg5 also wins).

8 ♖a5 ♕d6

White is also victorious after 8...♖f6 9 a4 f4 10 ♖b5 ♖e6 11 a5 +-.

9 a4

9 ♖xf5?! ♕xa3 10 ♖e3 ♖g6 11 ♖d5 ♕b2 12 ♖xe4 +-; for the complicated winning procedure see the note to White's 6th move.

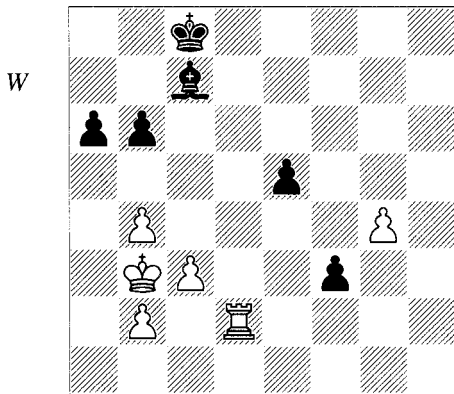
9...♖f6 10 ♖b5 ♕xh2

Bonchev decides to sacrifice the bishop, but the three pawns are no match for the rook.

11 a5 ♕g1 12 a6 f4 13 ♖f1 ♕e3 14 ♖b7 ♖f5 15 a7 ♕xa7 16 ♖xa7 h5 17 ♖f2 h4 18 ♖g7

Black loses his pawns one after the other as a result of zugzwang.

18...♖f6 19 ♖g4 1-0



7.65 +/
A.Alekhine – S.Tartakower
Vienna 1922

Black's passed pawns look menacing but Alekhine found a brilliant way to neutralize them:

1 ♖d5!

1 g5?! should also win, but is much more complicated: 1...e4 2 g6 ♕e5 3 ♖f2! ♖d7 4 ♖f1 ♖e6 5 ♖c2, and now:

a) 5...♖f6 6 ♖g1 ♖g7 (6...f2 7 ♖f1 e3 8 ♖d3 ♕f4 9 ♖e2 ♖xg6 10 ♖a1 +-) 7 ♖d2 ♕f4+ 8 ♖e1 ♕c1 (8...e3 9 ♖g4 ♕e5 10 ♖f1 ♕f6 11 ♖f4 +-) 9 b3 e3 10 ♖g3 ♕d2+ 11 ♖d1 f2 (11...♕xc3 12 ♖xf3 ♕xb4 13 ♖xc3 !) 12 ♖e2 ♖xc3 13 b5 axb5 14 ♖xe3 b4 15 ♖e7+ ♖xg6 16 ♖xf2 +-.

b) 5...♖f5 6 ♖g1 ♖g7 (6...f2 7 ♖f1 e3 8 ♖d3 ♖f4 9 ♖e2 +-) 7 ♖d2 ♖f4 8 ♖h1 e3+ 9 ♖e1 ♖g3 10 ♖h5 ±. One sample line runs 10...♖g2 11 ♖g5+ ♖h3 12 ♖f1 ♖h4 13 ♖d5 ♖g3 14 ♖f5 ♖g4 15 ♖f7 e2+ 16 ♖e1 ♕e5 17 ♖e7 ♕g3+ 18 ♖d2 ♕f4+ 19 ♖d3 ♕h6 20 g7 +-.

1...e4

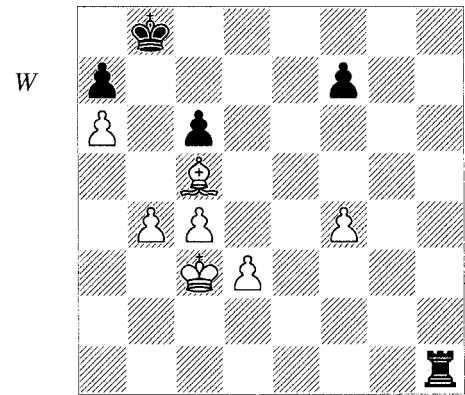
After 1...f2 White's king gets to e2 to block the pawns firmly: 2 ♖d1 e4 3 ♖c2 ♕f4 4 ♖h1 e3 5 ♖d1 +-.

2 ♖f5 ♕g3 3 g5 ♖d7 4 g6 ♖e6 5 g7 ♖xf5 6 g8 ♖ ♕f4

6...f2 7 ♖c2 ♖f4 8 ♖c4 b5 9 ♖e2 ♕h4 10 ♖d2 +-.

7 ♖f7+ ♖g4 8 ♖g6+ ♕g5 9 ♖xe4+ ♖g3 10 ♖g6 ♖g4 11 ♖xb6 1-0

However, the rook is not always stronger than bishop and pawns:



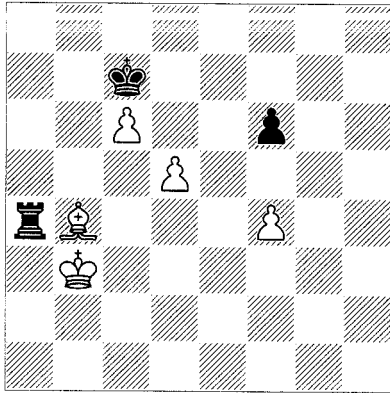
7.66 =/
A.Karpov – A.Pomar
Madrid 1973

White has more space and Black's weak a-pawn is a liability. Nevertheless, he could have saved himself:

1 b5 ♖b1?

After this mistake, Karpov shows how to convert his advantages into victory. 1...cxb5! 2 cxb5 ♖f1! was called for: 3 d4 (3 ♙e3 ♖f3 4 ♗d4 f5 =) 3...f5 4 ♗c4 ♖xf4 5 ♙d6+ ♗a8 6 b6 (6 ♙xf4 is stalemate) 6...♖xd4+ 7 ♗xd4 axb6 =.

2 bxc6 ♗c7 3 d4 ♗xc6 4 ♙xa7 ♖a1 5 d5+ ♗d7 6 ♙b8 ♖xa6 7 c5 ♖a4 8 c6+ ♗c8 9 ♙d6 f6 10 ♙b4 ♗c7 11 ♗b3 (D)



7.66A

/-

11...♖a1

11...♖a8 12 ♗c4 ♗b6 13 ♙c5+ ♗c7 14 ♙e7 ♗b6 15 ♙xf6 ♖a4+ 16 ♗d3 ♗c5 (16...♖xf4 17 ♙d8+ ♗b5 18 c7 ♖c4 19 d6 +-) 17 c7 ♖a8 18 ♗e4 ♗d6 19 ♙e5+ ♗d7 20 f5 +-.

12 ♗c4 ♗b6 13 ♙c5+ ♗c7 14 ♗b5 ♖b1+ 15 ♙b4 1-0

A possible continuation is 15...f5 16 d6+ ♗d8 17 ♗c4 ♖c1+ 18 ♗d5 ♖a1 19 ♙c3 ♖d1+ 20 ♗e6 +-.

**Rules and Principles:
Rook vs Bishop**

1) The pawnless ending king + rook vs king + bishop is drawn. The defender's king must head for a corner opposite to the bishop's colour.

2) With pawns on one wing, the fortresses 7.49 and 7.50 are worth knowing as they occur quite often in practice.

3) Study 7.54-7.58 in detail as the examples show how the attacker can (or can't) storm fortresses.

4) In 7.65 Alekhine demonstrates how to create and play on a weak colour complex opposite to the bishop's colour.

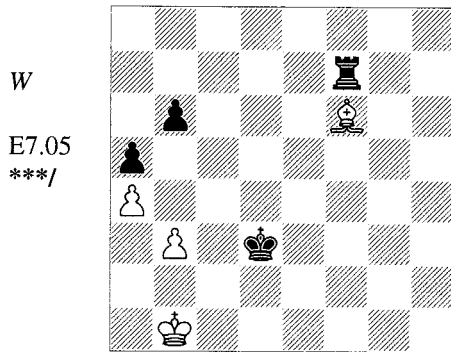
Reference works:

Springer gegen Läufer und Turm gegen Leichtfigur, Averbakh, Sportverlag 1989

Encyclopaedia of Chess Endings, Rook Endings Volume 2, Belgrade 1986

Exercises

(Solutions on pages 387-8)

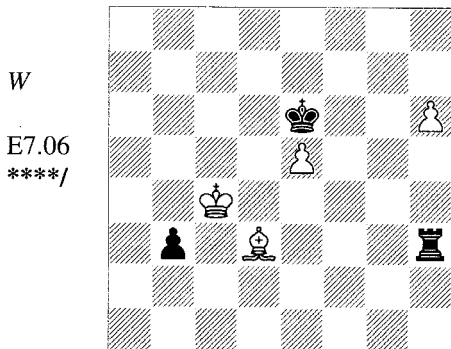


W

E7.05

*** /

We know that White's position is a fortress. Does it matter to which square White's bishop goes?

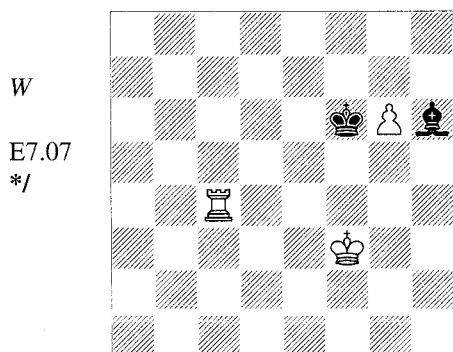


W

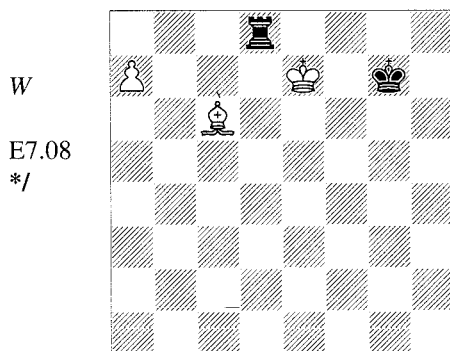
E7.06

**** /

It looks pretty grim for White, but he does have a way to survive. Can you find it?



How to protect the g6-pawn?



Can Black save himself?

7.3 Bishop and Knight vs Rook

In this short section, we aim only to show some important specific cases and to illustrate some typical themes in the battle between the rook and the two pieces.

With three against three on one wing the defender is usually able to hold on (*see following diagram*).

White should just sit and wait in his fortress. However, he decided to start some misguided activity:

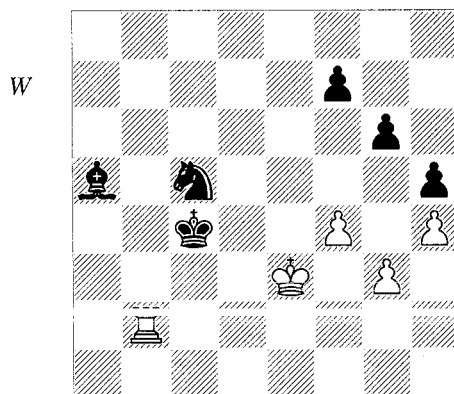
1 f5?

1 ♖b8 =.

1... ♗c3!

1... gxf5? 2 ♖f2 =.

2 ♔g2 gxf5 3 ♗f4 ♔d5 4 ♗xf5 ♖e4 5 g4 ♔d6+ 6 ♗f4 ♗e5+ 7 ♗f3 hxg4+ 8 ♖xg4 ♗e6 9



7.67

=/

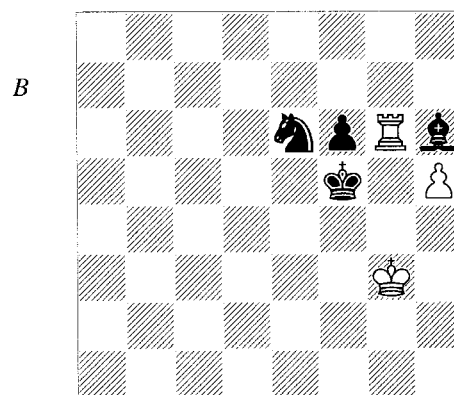
K.Müller – A.Yusupov
Hamburg 1991

h5 ♖f5 10 ♖g1 ♗f6 11 ♖g8 ♖h6 12 ♖g1 ♗f5
13 ♖g2 ♗f4 14 ♖g1 ♗g5 15 ♖g2

15 ♗g3!? ♗e3 16 ♖g2 f6 17 ♗h4 ♣.

15... ♗f4 16 ♖g1 f6 17 ♖g7 ♗g5 18 ♗g3
♖g4 19 ♖g8 ♖e5 20 ♖g7 ♗h6 21 ♖g8 ♖d3 22
♗h4 ♖f4 23 ♖h8 ♗g5+ 24 ♗g3 ♖e6 25 ♖g8
♗h6 26 ♖g6 (D)

26 ♗h4? ♖g7 27 ♖h8 ♗f4!! → (Yusupov in
Inf 52/269).



7.67A

/=

26... ♗f4+ 27 ♗f2?

After 27 ♗f3! ♖g5+ 28 ♗g2 (28 ♗f2? ♗g4
29 h6 ♗f5 →) it seems that Black can't break
White's defence; e.g., 28... ♖f7 29 ♖g7 ♖e5 30
♖g8 ♗g5 31 ♗g3 ♗h6 32 ♗h3 ♗f4 33 ♗g2
♗g5 34 ♗h3 ♖g4 35 ♖g6 f5 36 ♗g2 ♖h6 37
♗h3 ♣.

27... ♗g5 28 ♖g8 ♖f4 29 ♖h8 ♗g4 30 h6
♗h5 31 h7 ♗h6 32 ♗f3 ♖g6

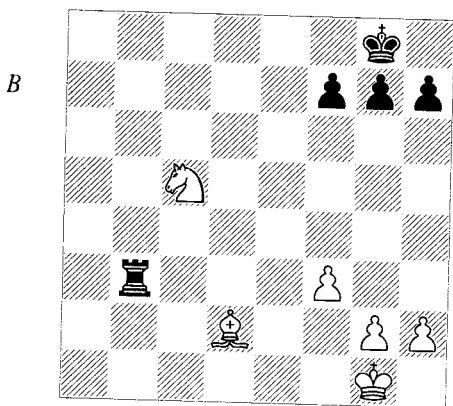
Or 32...♗g7 33 ♜f8 ♖g6 → (not 33...♗xh7? 34 ♜xf6 =).

33 ♜a8 ♗xh7 34 ♗g4 ♖e7 35 ♗h5

35 ♜a7 is met by 35...♗g6 36 ♜xe7 f5+ →.

35...♗g7 36 ♜a5 ♖f4 37 ♜a6 ♖e5 38 ♜b6 ♗f7 39 ♜a6 ♖c8 40 ♜c6 ♖d6 41 ♜a6 ♖e4 42 ♗g4 ♗g6 43 ♜c6 ♖d6 44 ♜a6 f5+ 45 ♗f3 ♗f6 46 ♗e3 ♗g5 47 ♗f3 ♖d2+ 48 ♗e2 ♖f4 49 ♜a4 ♗g4 50 ♗f2 ♖e4+ 51 ♗g2 ♖d2 52 ♜d4 ♖c3 53 ♜d8 f4 54 ♜d3 ♖d2 55 ♜a3 ♖c3 56 ♗e4 ♖e3 57 ♗e5 ♖d7 57 ♜a4 ♗e5 60 ♜xb4 ♖d2+ 0-1

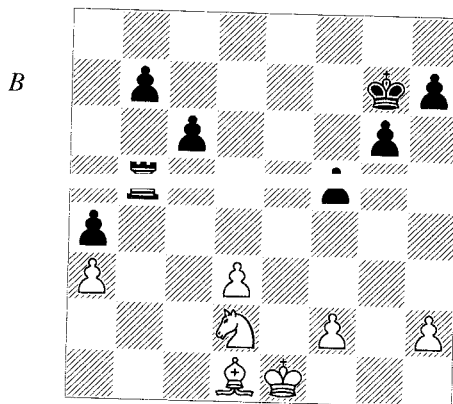
In the following classic, Lasker shows how to defend:



7.67B +/=
J.Capablanca – Em.Lasker
St Petersburg 1914

1...♜b2 2 ♖e3 ♖e2 3 ♖f2 f6 4 ♗f1 ♜a2 5 g4 ♗f7 6 ♖e4 h6 7 ♗g2 ♜a3 8 f4 ♜b3 9 ♖g3 ♜a3 10 ♖f1 ♜d3 11 ♖e3 ♜c3 12 ♗f3 ♜a3 13 f5 ♜a2 14 ♖d5 ♜b2 15 ♖f4 ♜a2 16 h4 ♜a5 17 ♖d4 ♜a3+ 18 ♖e3 ♜a5 19 ♖h5 ♜a4 20 ♖g3 ♗g8 21 ♖e4 ♗f7 22 ♖d2 ♜a1 23 ♖c3 ♖f1+ 24 ♖f2 ♜c1 25 ♖d4 ♖e1 26 ♖e4 ♖f1+ 27 ♖f2 ♜a1 28 ♗f4 ♜a4 29 ♖c5 ♜c4 30 ♗f3 ♜c1 31 ♖f2 ♜a1 32 ♗f4 ♜a4 33 ♗f3 ♜a3+ 34 ♖e3 ♜a5 35 ♖c5 ♜a1 36 ♖e6 ♜a3 37 ♗e4 ♜a4+ 38 ♖d4 ♜b4 39 ♗d3 ♜b3+ 40 ♗e4 ♜b4 41 ♖d5 ♜b1 42 g5 hxg5 43 hxg5 fxc5 44 ♖xg5+ ♗g8 45 ♖e6 ♜d1 46 ♗e4 ♗f7 47 ♖g5+ ♗g8 48 ♖e5 ♖e1+ 49 ♗f4 ♖f1+ 50 ♗g4 ♜d1 51 ♖f3 ♖f1 52 ♖e5 ♗f7 53 ♗f4 ♗g8 54 ♗e4 ♜d1 55 ♖g5 ♖e1+ 56 ♖d5 ♜d1+ 57 ♗e6 ♖e1 58 ♖h3 ♜b1 59 ♖f4 ♜b6+ 60 ♗e7 ♜b5 61 ♖g6 ♜b6 62 ♖d6 ♜a6 63 ♗e6 ♜b6 64 ♖e7+ ♗h7 65 ♖c8 ♜a6 66 ♖e7 ♜b6 67 ♖d5 ♜a6 68 ♖c3 ♗g8 69 ♖e4 ♜b6 1/2-1/2

With pawns on both wings, rook and two pawns are usually worth slightly more than bishop and knight:



7.68 /+
L.van Wely – G.Kasparov
Tilburg 1997

White has four pawn-islands, and Black only two, although he has two pawns more. Furthermore, Black's pieces are much better coordinated.

1...♖e5+ 2 ♖e2 b5 3 ♗d1 ♜d5 4 ♗c2 g5 5 ♖f3 ♜d6 6 h3 ♗g6 7 ♖b1 h5 8 ♖c3 g4 9 ♖g2 ♗f6 10 hxg4 hxg4 11 d4 ♗g5

Not, of course, 11...♜xd4? 12 ♖xc6 ♜f4?? 13 ♖d5+ →.

12 ♗d3

12 d5 cxd5 13 ♖xd5 ♜b6 14 ♖a2 (14 ♗b2 b4 15 axb4 ♜xb4+ 16 ♗a3 ♜d4 →) 14...♜h6 15 ♗d2 ♜h2 16 ♗e1 ♜h3 →.

12...♜h6 13 ♗e2

13 ♖d1 ♜h3+ 14 ♖e3 (14 ♖xh3 gxh3 15 f3 h2 16 ♖f2 ♗f4 17 ♗e2 b4 →) 14...b4 15 axb4 a3 16 ♗c2 ♜h2 →.

13...f4 14 ♖e4 ♜h3 15 ♗d2 ♜h2 16 ♗e1

16 ♖xc6 ♜xf2+ 17 ♗d3 ♜b2 18 d5 f3 19 d6 f2 20 ♖e4+ (20 ♖g2 ♗f6 →) 20...♗h4 21 ♖xf2 ♜xf2 22 d7 ♜f8 23 ♗c3 g3 24 ♗b4 ♜d8 25 ♗xb5 ♜xd7 26 ♗xa4 ♜d2 27 ♗b5 ♜b2+! 28 ♗a5 ♗h3 29 a4 g2 30 ♖xg2+ ♗xg2 31 ♗a6 ♗f3 32 a5 ♗e4 33 ♗a7 ♗d5 34 a6 ♗c6 35 ♗a8 ♜a2 36 a7 ♜d2 37 ♗b8 ♜d8# (Winants in CBM 61).

16...g3 17 fxc3 fxc3 18 ♗f1

Black wins after 18 ♖xc6 ♜c2 19 ♖e4+ ♗f4 20 ♖c5 g2 →.

18...♖f2+ 19 ♗g1 b4! 20 axb4 a3 21 d5 ♗f4 22 ♖g6

Or:

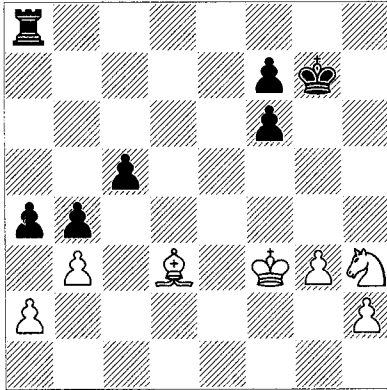
a) 22 dxc6 a2 23 ♖xa2 ♕xe4! 24 ♖c3+ (24 c7 ♜c2 –+) 24...♕f3 –+ (Winants).

b) 22 ♖g2 ♜c2 23 dxc6 ♜c1+ 24 ♖f1 ♜xc3 –+ (Winants).

22...cxd5 23 ♖xd5+ ♕g5 0-1

Dvoretzky illustrated the strength of the rook in *Secrets of Chess Training* with the following example:

B



7.68A

+/=

A. Beliavsky – S. Dolmatov
USSR Ch (Minsk) 1979

1...c4!! 2 ♖xc4

2 bxc4 b3 (2...♜b8!?) 3 axb3 a3 4 ♖b1 ♜e8 5 ♕f2 ♜h8 6 ♖f4 (6 ♕g2? ♜b8 7 ♖a2 ♜d8 –+) 6...♜xh2+ 7 ♖g2 ♜h1 8 ♖e1 ♜h2+ 9 ♖g2 =.

2...♜c8! 3 ♖d3

3 ♖f4? ♜xc4 4 bxc4 b3 5 axb3 a3 –+.

3...a3

Now the game was adjourned and Beliavsky sealed...

4 ♕e3?!

4 ♖f2 was the best defence according to Dolmatov and Dvoretzky as it leads to a fortress after 4...♜c1 5 h4 ♜a1 6 ♖c4 ♜xa2 7 ♖d3 ♜f2+ 8 ♕xf2 a2 9 ♖xb4 a1 ♖ 10 ♖d3 =.

4...♜c1 5 ♖f4 ♜a1 6 ♖d5 ♜xa2 7 ♖xb4 ♜xh2 8 ♖e2 ♜h3! 9 ♕f2 f5 10 ♖a2 f4 11 gxf4 ♜xb3 12 ♖c4 ♜h3 13 ♖f1?

13 ♕e2 ♕g6 14 ♖d5 is better, when Dvoretzky states that White should be able to hold on.

13...♜h2+ 14 ♖g2 ♕f6 15 ♕g3 ♜h5 16 ♖f1?!

16 ♖e4 ♕e6 17 ♕g4 ♜h2 18 ♖c3 ♕e7 19 ♖d5 ♜d2 ♯.

16...♜c5 17 ♖d3 ♜d5 18 ♖a6 ♜d2 19 ♖c4 ♜d4 0-1

White resigned as Black's king enters the stage; e.g., 20 ♖a6 ♕f5 21 ♖c8+ ♕e4 22 ♖a6 ♕e3 23 f5 ♜f4 24 ♖c8 ♜f2 –+.

8 Rook and Minor Piece vs Rook (and Minor Piece)

This chapter is divided into two main parts. First we discuss the pawnless endings rook + knight vs rook, and rook + bishop vs rook. Sooner or later you are very likely to face one of these endings over the board and especially in the second case it is very important to memorize the defensive techniques as the ending is extremely difficult to defend without knowing them. These sections are rounded off with a few positions with added pawns, and as expected the extra piece scores heavily (statistically more than 70% wins and about 19% draws).

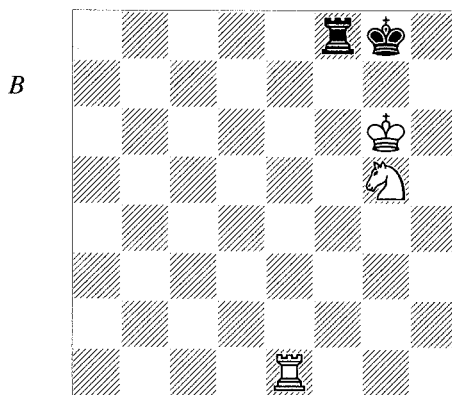
The ending rook + minor piece vs rook + minor piece occurs extremely frequently in practice. In the framework of this book it would be impractical to include hundreds of examples, so we have concentrated on a few instructive ones, with the emphasis on plans, themes and motifs. While these are sufficient for an overview, you might be interested in taking a look at one of the reference works that are mentioned at the end of this chapter.

The subchapters are therefore:

8.1: Rook and Knight vs Rook	295
8.2: Rook and Bishop vs Rook	299
8.3: Rook and Minor Piece vs Rook and Minor Piece	304

8.1 Rook and Knight vs Rook

The pawnless ending has a much greater drawish tendency than rook and bishop vs rook. In many games the draw was immediately agreed until Kasparov created some upset by defeating Judit Polgar in 1996 (see 8.03). In our view, this ending is worth playing on if the defending king is confined near the edge. Indeed, if it should happen to be in the corner, the winning chances are high:



8.01

+/-

L. Centurini
La Régence, 1887

1...♖f2

Or:

a) 1...♖a8 2 ♖h7 ♖c8 3 ♖e7 +/-.

b) After 1...♖f4? 2 ♖a1 +/-, 2...♗f8 is impossible due to the fork 3 ♖e6+.

2 ♖e4

White forces Black's rook to the unfortunate square f4 using zugzwang.

Not: 2 ♖e7? ♗f8! =; 2 ♖a1? ♗f8! =.

2...♖f1 3 ♖e2 ♖f4 4 ♖a2

Now the desirable ...♗f8 isn't possible due to the knight fork on e6. This is the reason why f4 is so unfortunate: it is too close to the knight's sphere of influence.

4...♖f1

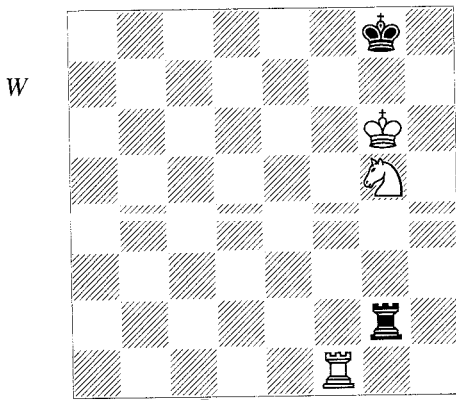
4...♖f8 5 ♖h7 ♖c8 6 ♖f6+ ♗f8 7 ♖a7 ♖c7 8 ♖h7+ +/-.

5 ♖a8+ ♖f8 6 ♖a1 ♖f2

6...♖f4 7 ♖e6 ♖g4+ 8 ♗f6! ♗h8 9 ♖a8+ ♗h7 10 ♖g5+ +/-.

7 ♖e4 ♖g2+ 8 ♗f6! ♗h8 9 ♖b1 ♖g4 10 ♖g5 ♖f4+ 11 ♗g6! ♗g8 12 ♖e6 ♖g4+ 13 ♗f6! ♗h8 14 ♖b8+ ♖g8 15 ♖f8 ♖g1 16 ♖g6+ ♗h7 17 ♖h8#!

However, White can't win if Black's rook is more actively placed:



8.02

=/=

1 ♖f6 ♖a2

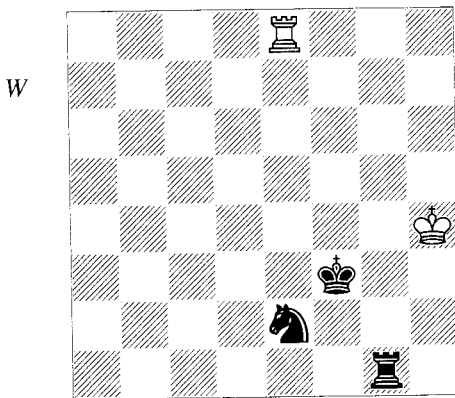
Not: 1... ♖g3? 2 ♖a1 +-; 1... ♖g4? 2 ♖a1 ♖f4+ 3 ♖g6! +-.

2 ♖e6 ♖g2

2... ♖a6 =.

3 ♖d4 ♖a2 4 ♖g1+ ♖f8 5 ♖e6+ ♖e8 6 ♖d1 ♖f2+! =

The following practical example has become famous because Kasparov managed to win the ending:



8.03

=/=

J. Polgar – G. Kasparov
Dos Hermanas 1996

1 ♖h5?!

After this move, Black can force White's king into the corner. The following trick to prevent this is worth knowing: 1 ♖f8+!? ♖f4 2 ♖g8!

♖h1+ (2... ♖xg8 is stalemate) 3 ♖g5 ♖g1+ 4 ♖h4! =.

1... ♖g3+ 2 ♖h6

2 ♖h4? loses to 2... ♖f5+! 3 ♖h5 (3 ♖h3 ♖h1#) 3... ♖g7+! +-.

2 ♖g6!? is preferable because the knight is better placed on f5 than on e4. Then 2... ♖e4+ is met by 3 ♖h6! = (rather than 3 ♖h7? ♖f6+! +- or 3 ♖f7? ♖d6+! +-).

2... ♖f5+ 3 ♖h7! ♖f4 4 ♖b8

4 ♖g8 ♖h1! 5 ♖g6 ♖e7! =.

4... ♖g7+ 5 ♖h8 ♖d7 6 ♖e8

6 ♖f8? allows a long win: 6... ♖g5! 7 ♖a8 ♖g6! 8 ♖g8+ (8 ♖b8 ♖h7+ 9 ♖g8 ♖e7+ 10 ♖f8 ♖h8+ +-) 8... ♖h6 9 ♖g1 ♖d8+! 10 ♖g8 ♖d3 11 ♖g1 ♖f3 12 ♖g4 (12 ♖g8?! ♖e7+! 13 ♖h8 ♖f8+ 14 ♖g8 ♖g6#) 12... ♖e7 13 ♖h4+ ♖g6! (13... ♖g5?? 14 ♖h6!! =) 14 ♖g4+ (14 ♖h6+ ♖f7! 15 ♖h7+ ♖f8 16 ♖h6 ♖g8 17 ♖h5 ♖f6 18 ♖h6 ♖f7 +-) 14... ♖f7 15 ♖g7+ ♖f8 +-.

6... ♖g5 7 ♖e6 ♖d4 8 ♖e1

8 ♖b6 ♖e7 (8... ♖f5 9 ♖g8 ♖e6 10 ♖b1 ♖g6 11 ♖g1+! ♖g5 12 ♖f8! =) 9 ♖g8 ♖e6 10 ♖b1 ♖g6 11 ♖g1+! ♖g5 12 ♖f8! =.

8... ♖f6 9 ♖d1?!

9 ♖f1+ ♖f5 (9... ♖e7 10 ♖g7 =) 10 ♖g8 ♖g7+ 11 ♖f8! ♖a7 12 ♖e8 =.

9... ♖d5!?

Threatening ... ♖h5+. Now Polgar misses the only defence, but over the board it is of course awkward to play with the king confined to the corner.

10 ♖a1?

10 ♖h1? also loses: 10... ♖f3! 11 ♖h6+ ♖f7! 12 ♖h7+ ♖g6! (12... ♖f8? 13 ♖a7 =) 13 ♖g7+ ♖f6! 14 ♖g4 (14 ♖g8?! ♖h5#) 14... ♖g5! 15 ♖f4+ ♖g6! 16 ♖g8 ♖e6 17 ♖g4+ ♖f6! 18 ♖h7 ♖g5+ 19 ♖h6 ♖f7+! 20 ♖h7 ♖h5+! 21 ♖g8 ♖h8#.

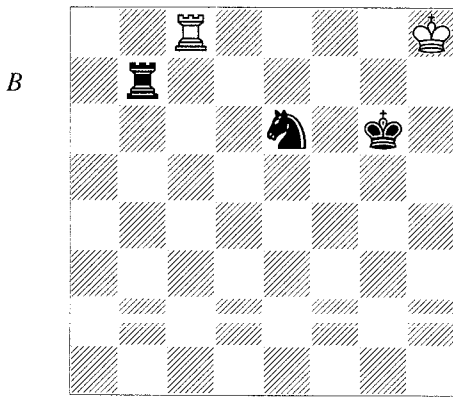
After 10 ♖f1+! it is not possible to break through because Black can't manage to transfer the knight to f6: 10... ♖f5 11 ♖f2 ♖d4 (11... ♖g6 12 ♖g2+! ♖f7 13 ♖f2! ♖d8+ 14 ♖h7 ♖f6 15 ♖f1 =) 12 ♖g8! =.

10... ♖e6! 11 ♖a6 ♖f7 12 ♖a7+ ♖g6 13 ♖a8 ♖d7 14 ♖b8 ♖c7 15 ♖g8 ♖c5 16 ♖a8 ♖b5 17 ♖h8 ♖b7 18 ♖c8 (D)

Now we have reached another study by Centurini, *La Régence*, 1850.

18... ♖c7?!

18... ♖b6 is the winning idea. ... ♖f7 is threatened and the knight is freed as the rook now



8.03A

-/+

shelters the king. 19 ♖g8 ♘g5 20 ♖f8 ♜e6! 21 ♖g8 (21 ♜c7 ♘h7+! -+) 21... ♘h7 22 ♜a8 ♜b6 23 ♜c8 ♜b7 24 ♖h8 ♘f6 25 ♜c7 ♜b8+ 26 ♜c8 ♜xc8#.

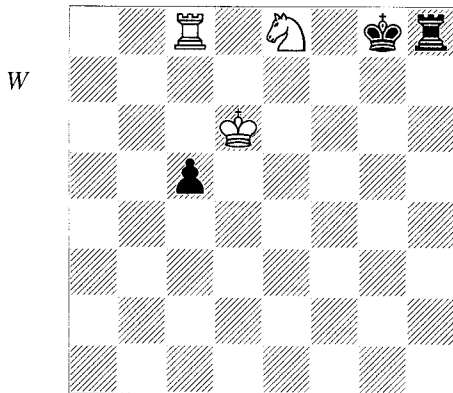
19 ♜g8+ ♖h6! 20 ♜g1?!

This allows Kasparov to win in another way. After 20 ♜f8 he would have had to find the right plan with ... ♜b6 followed by transferring the knight to f6.

20... ♜b8+! 21 ♜g8 ♘e8 0-1

Polgar resigned due to the mating continuation 22 ♜f8 ♖g6 23 ♜g8+ ♖f7 24 ♜g1 ♘f6+ 25 ♜g8 ♜xg8#.

If the defender has an additional pawn it can actually be his undoing since a stalemate defence might become impossible, as in the main line of the following study:



8.04A

+/-

A.Mandler, 1927

1 ♖e7!

Not: 1 ♜c7? ♜h1 2 ♘f6+ ♖f8 =; 1 ♖e6? ♖h7! (1... ♖f8? 2 ♜b8 +-) 2 ♖f7 ♖h6 3 ♜xc5 ♜h7+! =.

1...c4

Or: 1... ♖h7 2 ♜c6 +-; 1... ♜h4 2 ♘f6++ ♖g7 3 ♜g8+ ♖h6 4 ♖f7 +-; 1... ♜h7+ 2 ♖e6 ♜h8 3 ♜c7 ♜h1 4 ♘f6+ ♖h8 5 ♜c8+ ♖g7 6 ♜g8++-.

2 ♖e6!! ♖f8

2... ♖h7 3 ♜xc4 ♜f8 (3... ♜xe8+ 4 ♖f7! +-) 4 ♘f6+! ♖h6 5 ♜h4+! ♖g7 6 ♜g4+! ♖h8 7 ♖f5 ♖a8 8 ♜h4+ ♖g7 9 ♜h7+ ♖h8 10 ♜h8+! +- (10 ♖g6? ♜a7! =).

3 ♘d6+ ♖g7 4 ♘f5+ ♖h7 5 ♜c7+ ♖g6

5... ♖g8 6 ♜g7+ ♖f8 7 ♜f7+ ♖e8 8 ♘d6+ ♖d8 9 ♜d7#.

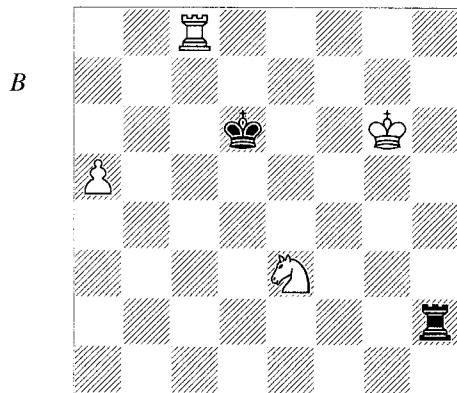
6 ♜g7+ ♖h5 7 ♖e5

Without the c-pawn, Black could now defend by 7... ♜e8+ 8 ♖f4 ♜e4+ 9 ♖xe4 stalemate.

7...c3 8 ♖f4 c2 9 ♜g5#

By the way, without the pawn on c5, 8.04A is won for White as well: 1 ♖e6! ♖h7 2 ♜c1 ♜xe8+ 3 ♖f7! +-.

If the attacker has a pawn he usually wins:



8.05

+/-

R.Hübner – A.Beliavsky
Groningen PCA 1993

1... ♖d7!?

1... ♜a2 2 ♘c4+ ♖d7 3 ♜c5 +- (Hübner in CBM 39).

2 ♜c5 ♖d6 3 ♜c2 ♜h1

Or 3... ♜xc2 4 ♘xc2 ♖c5 5 a6 ♖b6 6 ♘b4 +-.

4 ♖f5 ♜h4

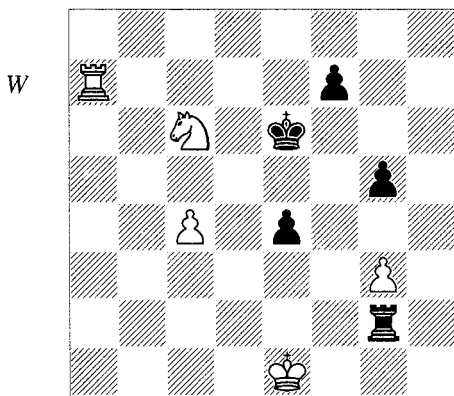
4... ♜a1 5 ♖e4 ♜a4+ (5... ♖d7 6 ♜c5 ♖d6 7 ♜h5 +-) 6 ♖d3 ♜a3+ 7 ♖d4 +- (Hübner).

5 ♜a2 ♖c6 6 ♖e5 ♜h8

6...♖b5 7 a6 ♖h5+ 8 ♜f5 ♖h8 9 a7 ♖a8 10 ♜d6 ♖b6 11 ♖b2+ ♖xa7 12 ♜c7! +-.
 7 ♜d4 ♖b5 8 a6 ♖b6 9 ♜d5+ ♖a7 10 ♜b4 ♖h6 11 ♖g2 ♖h5 12 ♖g7+ ♖a8 13 ♜d5 1-0

A possible finish is 13...♖h6 14 ♜c5 ♖h5 15 ♖f7 ♖b8 16 ♖b6 ♖h6+ 17 ♜f6 ♖h8 18 ♜d7+ ♖a8 19 ♜e5 ♖b8+ (19...♖h6+ 20 ♜c6 +-) 20 ♖b7 ♖h8 (20...♖c8 21 ♖a7+ ♖b8 22 ♜d7#) 21 ♜c6 ♖c8 22 ♖a7#.

Sometimes, though, it can be astonishingly complicated:



8.06

+/-

J.Bosch – T.Heinemann

Bundesliga 1999/00

1 ♜d8+ ♜e5 2 ♜xf7+ ♜d4 3 ♜d6?!

3 ♖a3!? e3 (3...♖c2 4 ♜xg5 ♖xc4 5 ♜d2 ♖b4 6 ♖a2 ♖c4 7 ♜e2 ♖b4 8 ♜f2 e3+ 9 ♜f3 ♖b3 10 ♖e2 +-) 4 ♜d6 and then:

a) 4...♜e5 5 ♖d3 ♖c2 (5...♖xg3 6 ♖d5+ ♜e6 7 ♜e2 ♖g4 8 ♖d1 +-) 6 ♖d5+ ♜e6 7 ♜f5 ♖xc4 8 ♖a5 +- (8 ♜xe3? ♖c3 =).

b) 4...♖g1+ 5 ♜e2 ♖g2+ 6 ♜f1 ♖f2+ 7 ♜e1 ♖f6 8 c5 ♖e6 9 ♜e2 ♜xc5 10 ♜f5 +-.
 3...♜e5

3...e3 4 ♖a5 ♖g1+ 5 ♜e2 ♖g2+ 6 ♜f1 e2+ 7 ♜e1 ♜e3 8 ♖a3+ ♜d4 9 ♖f3 ♜c5 10 ♖d3 g4 11 ♜f5 +-.
 4 c5 ♖xg3

4...♜d5 5 ♖a3 ♖c2 6 ♖a4 e3 7 ♖c4 +-.
 5 ♖e7+?

5 ♖f7! is best:

a) 5...♖c3 6 ♖f5+ ♜e6 7 ♖xg5 +-.

b) 5...♖f3 6 ♖g7 (6 ♖xf3? exf3 7 ♜e4 g4 8 c6 ♜e6 9 ♜f2 ♜e7 10 ♜e3 ♜e6 11 ♜d4 f2! =) 6...♖g3 7 ♜f2 ♖f3+ 8 ♜g2 ♖c3 9 ♖xg5+ ♜f4 10 ♖f5+ ♜e3 11 ♖d5 +-.

c) 5...g4 6 ♖f5+ ♜e6 7 ♜e2 ♖c3 8 ♖g5 e3 9 ♜e4 ♖a3 10 c6 ♖a2+ 11 ♜xe3 ♖c2 12 ♖g6+ ♜d5 13 ♖d6+ ♜e5 14 ♜d3 ♖c1 15 ♖g6 ♜d5 16 ♜c3+ +-.

d) 5...♖g2 6 ♖f5+ ♜e6 (6...♜d4 7 c6 ♖c2 8 c7 ♜e3 9 c8 ♖ +-) 7 ♖f2 ♖g1+ 8 ♜e2 ♖c1 9 ♜xe4 ♜d5 10 ♜d3 g4 (10...♖d1+ 11 ♜e3 ♖e1+ 12 ♖e2 ♖xe2+ 13 ♜xe2 ♜xe4 14 c6 +-) 11 ♖f5+ ♜c6 12 ♖g5 +-.

5...♜d5 6 ♜xe4

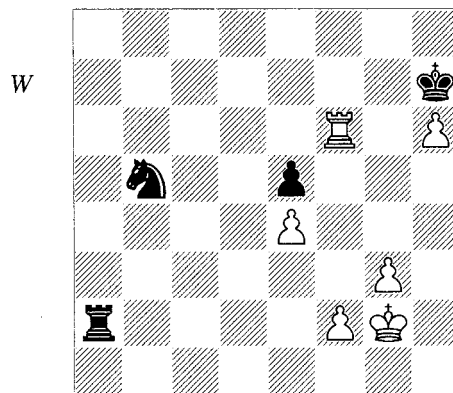
6 ♜f2 ♖f3+ 7 ♜g2 g4 8 ♜xe4 ♖a3 -.

6...♖g2 7 ♜f1 ♖h2 8 ♖e8 g4 9 ♜g1 ♖c2 10 ♖e7 ♖b2 11 ♖e8 ♖c2 12 ♜f6+ ♜c6

Not, of course, 12...♜xc5?? when White wins by 13 ♖c8+ +-.

13 ♜e4 ♜d5 1/2-1/2

In our final example, rook and knight must fight for a draw:



8.07

=/=

A.Karpov – V.Anand

Lausanne FIDE Wch rpd (7) 1998

1 g4

The alternative 1 ♖e6 also comes into consideration.

1...♜c3 2 g5 ♜xe4 3 ♖f7+ ♜g6?

Passive defence was necessary in order to stop White's pawns: 3...♜g8! 4 g6 ♖a8 5 h7+ (5 ♖e7 ♜f6 6 ♖xe5 ♜g4 7 ♖h5 ♜xh6 8 ♖xh6 ♜g7 =) 5...♜h8 6 g7+ ♜xh7 7 ♖f8 ♜xg7 8 ♖xa8 ♜g6 = (Ftačnik in CBM 63).

4 ♖g7+ ♜f5 5 h7 ♖xf2+

Or: 5...♖a8 6 ♖g8 +-; 5...♜xf2 6 h8 ♖ ♜e4+ 7 ♜h3 +-.

6 ♜g1 ♜g4 7 h8 ♖ ♜g3 8 ♖e7 ♖g2+

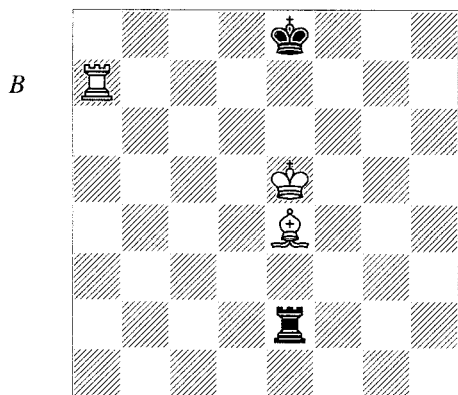
8...♜d2 9 ♖xe5+ +-.

9 ♜f1 ♜d2+ 10 ♜e1 1-0

8.2 Rook and Bishop vs Rook

The pawnless ending occurs relatively often in practice. It is generally drawn, but there are some positions that require more than 50 moves to win. This caused FIDE to expand the 50-move rule and to give the attacker 75 moves. Naturally, this increased the number of decisive games even more, but only because it gave the attacker more time to probe for an error. Although this decision was reversed, it is still very important to study the main defensive strategies: the venerable Cochrane Defence and the more recently discovered Second-Rank Defence.

The Cochrane Defence



8.08 =/=

A. Budnikov – M. Novik
USSR Ch (Moscow) 1991

The Cochrane Defence has been known for a long time and is based on the fact that White has problems unpinning his bishop.

1... ♖e1

Black waits to see which side White's king chooses. 1... ♖d8? 2 ♖d6! ♖e8 3 ♖d5! +- would be fatal, while 1... ♖f8 is still playable.

2 ♖d5 ♖f8

This is the principle of the defence: *move your king in the opposite direction to the attacker's king!*

3 ♖f5 ♖e7

Liberating the king from the edge of the board.

4 ♖a8+ ♖f7 5 ♖a1

...and White decides to start again:

5... ♖f6 6 ♖c8 ♖e5+ 7 ♖d6 ♖e2 8 ♖f1+ ♖g5
9 ♖b7 ♖e3 10 ♖d5 ♖e2 11 ♖d4 ♖e7 12 ♖d5
♖e8 13 ♖f7 ♖b8

Preparing the Cochrane Defence.

14 ♖e5 ♖b5 15 ♖f1 ♖a5 16 ♖g1+ ♖h5

Reaching the starting position, rotated by 90 degrees.

17 ♖h1+ ♖g5 18 ♖b1 ♖h5 19 ♖g1 ♖b5 20
♖d4 ♖h6 21 ♖e4 ♖g5 22 ♖f1 ♖g7 23 ♖f5 ♖f6
24 ♖e4 ♖e7 25 ♖d1 ♖g2 26 ♖d7+ ♖f6 27
♖d6 ♖e7 28 ♖c6+ ♖f7 29 ♖a6 ♖e2+ 30 ♖d5
♖e7 31 ♖e4 ♖d2+ 32 ♖e5 ♖e2 33 ♖e6+ ♖d7
34 ♖h6 ♖e7 35 ♖h7+ ♖e8 36 ♖a7

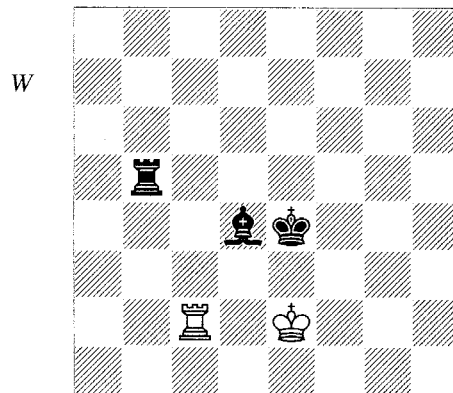
Reaching the starting position again.

36... ♖e1 37 ♖d5 ♖f8 38 ♖f5 ♖e7 1/2-1/2

The Cochrane Defence works well on the central files. On the b- and g-files it requires great care because of the proximity of the corner, and on the a-file it does not work at all (w ♖a5, ♖a4, ♖h7; b ♖a8, ♖a2: 1 ♖b6! ♖b2+ 2 ♖b5! +-).

The Second-Rank Defence

This is the main alternative defensive method. For a long time it was relatively unknown, but it was recently vindicated by the database.



8.09 =/=

J. Norri – S. Atalik
Pula Echt 1997

The situation looks pretty grim for White, because all the black pieces occupy active positions. However, he can still hold on, because he can prevent his king from becoming tied to the edge. The idea, based on a nice stalemate resource, is to keep the rook on the second rank.

1 ♖d2 ♖h5 2 ♖c2 ♖h2+ 3 ♖d1!

The rook has to leave White's second rank again.

3...♖h1+ 4 ♕e2 ♗h2+ 5 ♔d1! ♗h3 6 ♕e2 ♘c3

Isn't White in zugzwang now? No, he isn't: 7 ♕d1 ♗h1+

Or:

a) 7...♗e3?! 8 ♗e2 =.

b) 7...♕d3 8 ♗d2+! (this key tactical point lies at the heart of the Second-Rank Defence) 8...♘xd2 stalemate.

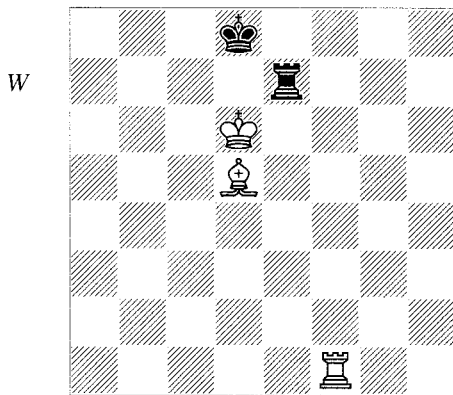
c) 7...♗g3 8 ♕e2 ♗e3+ 9 ♕f2 (9 ♕d1?? ♗d1#) 9...♕f4 10 ♗e2 =.

8 ♕e2 ♕d4 9 ♕f3! ♗f1+ 10 ♗f2 ♗a1 11 ♕g4 ♗a8 12 ♗g2 1/2-1/2

Philidor's Winning Method

If the attacker reaches a very favourable setup, a win can be forced, but it is by no means easy. Note that from a normal starting position, such a situation can't be forced, especially if the defender uses one of the two basic defensive methods described above and plays according to the rules we have just discussed.

Philidor discovered the basic winning method long ago:



8.10 A.Philidor, 1792 +/=

1 ♗f8+!

Black threatened to establish a second-rank defence with ...♗d7+. Therefore, White must first of all control the seventh rank.

1...♗e8 2 ♗f7! ♗e2

This is the best square for the rook. Alternatives:

a) 2...♗e1 3 ♕f3 and White wins as in the main line.

b) 2...♗e3 3 ♗d7+ ♕e8 4 ♗a7 ♕f8 5 ♗f7+ ♕e8 6 ♗f4 ♕d8 7 ♕e4 +-.

c) 2...♕c8 3 ♗a7 ♗d8+ 4 ♕c6 ♕b8 5 ♗b7+ ♕a8 6 ♗b1 ♕a7 7 ♕c7 +-.

3 ♗h7

Now the black rook is forced by zugzwang to abandon its seventh rank.

3...♗e1 4 ♗b7

The rook has to be on b7 or f7 to make the procedure work. The side-to-side oscillation of White's rook is typical for this ending. Not 4 ♕f3? ♕e8! 5 ♕h5+ ♕f8! =.

4...♗e1

4...♕c8 5 ♗b4 ♗d1 6 ♗h4 ♕b8 7 ♗a4 +-.

5 ♕b3

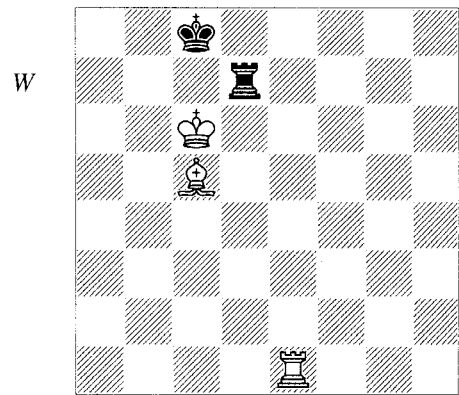
This is the point of the whole strategy. Black's rook had to be forced to its eighth rank, so that the bishop could prevent a rook check. Black is now in zugzwang:

5...♗c3

5...♕c8 6 ♗b4 ♕d8 7 ♗h4 ♗e1 (7...♕c8 8 ♕d5 ♕b8 9 ♗a4 +-) 8 ♕a4 ♕c8 9 ♕c6 ♗d1+ 10 ♕d5! ♕b8 11 ♗a4 +-.

6 ♕e6 ♗d3+ 7 ♕d5! ♗c3 8 ♗d7+ ♕c8 9 ♗h7 ♕b8 10 ♗b7+ ♕c8 11 ♗b4 ♕d8 12 ♕c4 ♕c8 13 ♕e6+ ♕d8 14 ♗b8+ ♗c8 15 ♗xc8#

If the position is shifted one file to the left, it remains won, but the procedure is slightly different:



8.11 G.Lolli, 1763 +/=

1 ♗e8+! ♗d8 2 ♗e7! ♗d2

Or:

a) 2...♗h8 3 ♕d6 ♕d8 4 ♗a7 +-.

b) 2...♗d3 3 ♗a7 ♗b3 4 ♗c7+ ♕b8 5 ♗h7 ♕a8 6 ♗h4 +-.

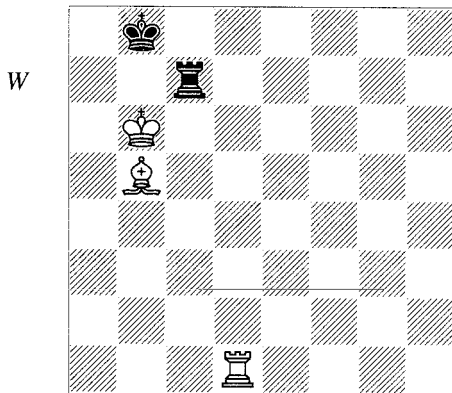
c) 2...♗g8 (this defence was not possible before) and now:

c1) 3 ♖a7 ♜b8 4 ♚a4 ♛c8+ 5 ♜b6 ♚d8 6 ♚g4 ♜a8 (6...♜c8 7 ♚e7 ♚h8 8 ♜c6! ♜b8 9 ♚d6+ ♜c8 10 ♚a4 +-) 7 ♚a3 ♜b8 8 ♚e7 ♚h8 9 ♚d6+ ♜c8 10 ♜c6! +-.

c2) 3 ♚d6 ♜d8 4 ♚e6! (4 ♚e1? ♚g6 =) 4...♚h8 (4...♜c8 5 ♚e1 ♜d8 6 ♚c7+ ♜c8 7 ♚a1 ♚g6+ 8 ♚d6! +-) 5 ♚e5 ♚f8 6 ♚g7 ♚g8 7 ♚f6+ ♜c8 8 ♚e1 ♚f8 9 ♚g7 ♚g8 (9...♚d8 10 ♚a1 +-) 10 ♚a1 +-.

3 ♚h7 ♚d1 4 ♚a7! ♚b1 5 ♚a3! ♚b3 6 ♚d6! ♚c3+ 7 ♚c5! ♚b3 8 ♚c7+! ♜b8 9 ♚h7 ♜a8 10 ♚h4 ♚b7 11 ♚b6 +-

If the Philidor position is shifted another file to the left it becomes drawn, but Black has to defend extremely accurately:



8.12 G.Lolli, 1763 =/=

1 ♚d8+ ♚c8 2 ♚d7 ♚c2
 2...♚f8? is too passive: 3 ♚c6 ♜c8 4 ♚d6! ♚f7 5 ♚e4 ♚f8 6 ♚d3 ♜b8 7 ♚f5 ♜a8 (7...♚g8 8 ♚f6 ♜a8 9 ♚e4+ ♜b8 10 ♚f1 ♜c8 11 ♚d1 ♚h8 12 ♚b7+ ♜b8 13 ♚a1 +-) 8 ♚d7 ♚b8+ 9 ♜a6! ♚b4 10 ♚b5 ♜b8 11 ♜b6! ♜c8 12 ♚c6+ ♜d8 13 ♚e6! +-.

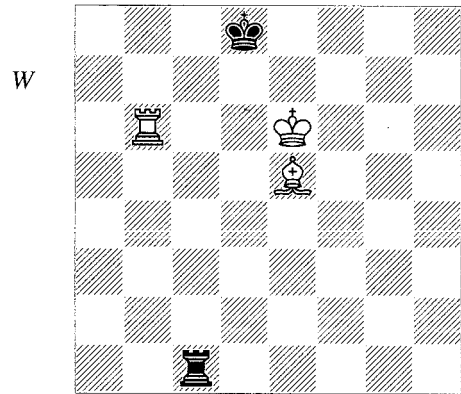
3 ♚f7 ♚c3 4 ♚a4

Now Black must make a whole series of 'only' moves to prevent from White reaching the Philidor position:

4...♚c1! 5 ♚c6 ♚b1+! 6 ♜c5 ♚b2! 7 ♚d5 ♚h2! 8 ♚b7+ ♜c8! 9 ♚e7 ♜b8! 10 ♚b6
 10 ♜c6 ♚h6+! 11 ♚e6 ♚h1! 12 ♚b7+ ♜a8! 13 ♚b4 ♚c1+ 14 ♚c4 ♚h1 =.

10...♚c2! 11 ♚b3 ♚c1! 12 ♚d7 ♜c8! 13 ♚d2 ♚b1! 14 ♚d3 ♚b2! 15 ♜c6 ♚b1! 16 ♚e6+ ♜b8! 17 ♚d8+ ♜a7! 18 ♚d7+ ♜b8! 19 ♚d5 ♚c1+! 20 ♜d6 ♚c7! =

For the practical player the following drawing method is also important:

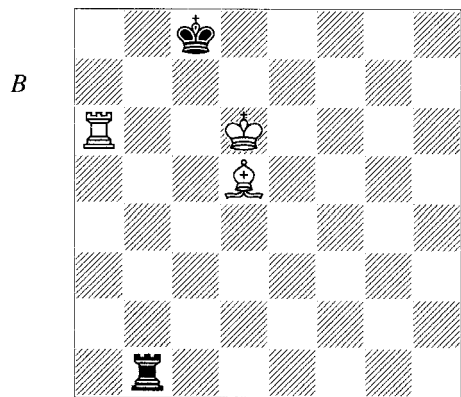


8.13 J.Szen, 1837 =/=

It looks similar to the Philidor position, but surprisingly White can't make progress:

1 ♚b8+ ♚c8 2 ♚b1 ♚c2 3 ♜d6
 3 ♚h1 ♜c8 4 ♚b1 ♜d8 =.
3...♚d2+ 4 ♜e6 ♚c2! 5 ♚b6
 5 ♚b7 ♚c1 =.
5...♚c1
 5...♚c5? 6 ♜d6! ♚c8 7 ♚b7! ♜e8 8 ♚h7! +-.
6 ♚b4 ♚c6+ 7 ♚d6 ♚c1 =

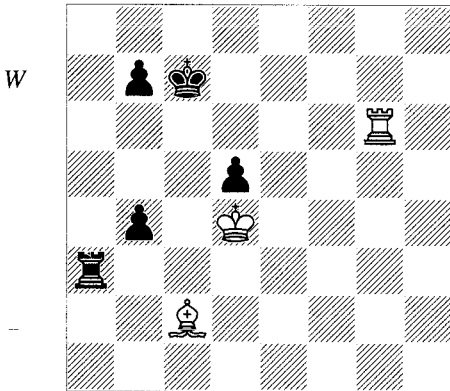
Szen's position remains drawn if it is shifted to the right, but if it is shifted to the left, White wins whoever moves first:



8.14 +/-

For example, with Black to move: **1...♚b4 2 ♚a1 ♚b6+ 3 ♚c6! ♚b4 4 ♚h1 ♜b8 5 ♚h8+ ♜a7 6 ♜c5! ♚b8 7 ♚h7+ ♜a6 8 ♚h4 +-.**

If the defender has one additional pawn it can often be won, but there are exceptions, e.g., L.van Wely-Z.Almasi, Polanica Zdroj Rubinstein mem 2000 saw White try unsuccessfully to win Black's last pawn in the position $w\text{f}2$, $\text{f}6$, $\text{c}7$; $b\text{f}5$, $\text{d}5$, $\text{g}5$. In the next example even three pawns didn't help in the end, though it should be mentioned that Black was very short of time:



8.14A =/
J.Hector – W.Unzicker
Bundesliga 1999/00

1 $\text{cxd}5$ $\text{f}3$

1... $b3$ 2 $\text{b}1$ $\text{a}1$ 3 $\text{g}1$ $b2$ 4 $\text{c}4$ $\text{a}3$ 5 $\text{g}2$ and the b2-pawn falls.

2 $\text{e}4$ $\text{f}6$

2... $b5$ 3 $\text{d}4$ $\text{c}4+$ 4 $\text{e}3$ $b3$ 5 $\text{g}2$ $\text{f}3+$ 6 $\text{d}3$ $\text{b}6$ 7 $\text{d}4$ $b4$ 8 $\text{c}4$ $\text{f}2$ 9 $\text{g}6+$ and the b3-pawn falls.

3 $\text{g}7+$ $\text{b}6$ 4 $\text{d}4$ $\text{f}7$ 5 $\text{g}5$ $\text{f}7$ 6 $\text{c}4$ $\text{f}4$ 7 $\text{e}5$ $\text{c}7$ 8 $\text{c}5$ $b6+$ 9 $\text{d}5!$?

9 $\text{xb}4$ $\text{d}6$ 10 $\text{f}8$ $\text{d}7$ 11 $\text{e}5$ $\text{d}6$ 12 $\text{d}5+$ $\text{e}6$ 13 $\text{d}4$ $\text{e}5$ =.

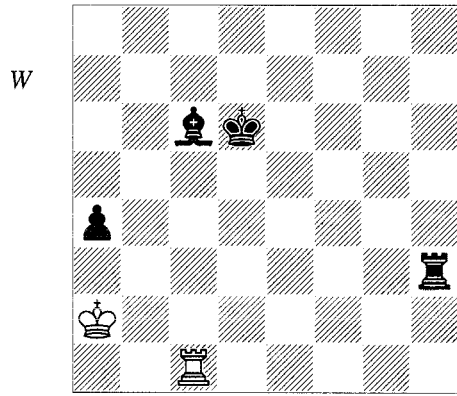
9... $b3$ 10 $\text{e}7+$ $\text{d}8$ 11 $\text{b}7$ $\text{f}6$ 12 $\text{e}5$ $\text{h}6$ 13 $\text{f}5$ $b2$ 14 $\text{d}7+$ $\text{e}8$ 15 $\text{d}2$ $\text{f}6$ 16 $\text{xb}2$

A second pawn falls.

16... $\text{e}7$ 17 $\text{e}4$ $\text{e}6+$ 18 $\text{d}4$ $\text{h}6$ 19 $\text{g}2$ $\text{d}6$ 20 $\text{g}7$ $b5$ 21 $\text{b}7$ $\text{h}5$ 22 $\text{b}6+$ $\text{c}7$ 23 $\text{g}6$ $\text{h}4$ 24 $\text{f}6+$ $\text{d}7$ 25 $\text{b}6$ $\text{c}7$ 26 $\text{xb}5$

and Hector has won all three pawns. He later even won the game although this position is of course drawn.

If the attacker has a pawn, he usually wins very comfortably. The only case of theoretical interest is the wrong rook's pawn:

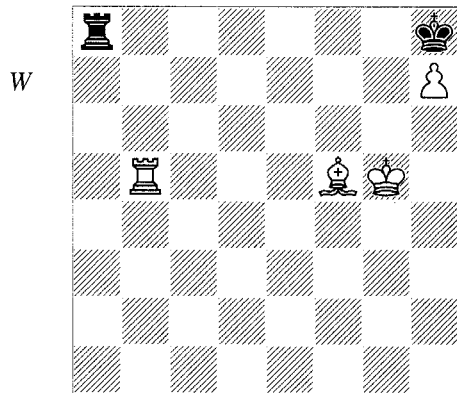


8.15 -/+
J.Capablanca – S.Tarrasch
St Petersburg 1914

If it hasn't advanced to the seventh rank, matters are fairly easy:

1 $\text{d}1+$ $\text{d}5+$ 2 $\text{b}2$ $\text{a}3+$ 3 $\text{a}1$ $\text{c}5$ 4 $\text{c}1+$ $\text{c}4$ 5 $\text{g}1$ $\text{h}2$ 6 $\text{g}5+$ $\text{b}4$ 7 $\text{g}1$ $\text{a}2+$ 8 $\text{b}1$ $\text{d}2$ 9 $\text{a}1$ (9 $\text{c}1$ $\text{f}2$ 10 $\text{b}1$ $\text{d}3+$ 11 $\text{a}1$ $\text{b}3$ 12 $\text{d}1$ $\text{a}2\#$) and Capablanca resigned (0-1) due to 9... $\text{d}3$ 10 $\text{g}4+$ $\text{c}3$ 11 $\text{g}3$ (11 $\text{c}4+$ $\text{xc}4$ 12 $\text{b}1$ $\text{d}1\#$) 11... $\text{b}3$ 12 $\text{g}1$ $\text{a}2\#$.

With the pawn already on the seventh rank, it is much more complicated to win:



8.16 +/-
J.Speelman
Batsford Chess Endings, 1993

1 $\text{f}5$

Forcing Black's rook to leave the a-file, which is of crucial importance.

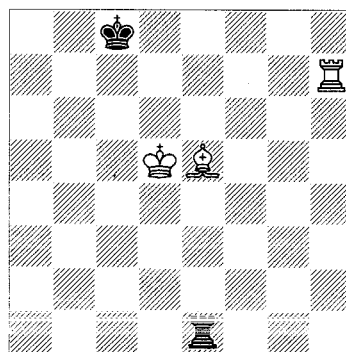
1... $\text{f}8$

1...♔g7 2 h8♖+ ♕xh8 3 ♖e6 ♔g7 4 ♖c7+!
 ♕f8 5 ♕f6 +-.
 2 ♖a5! ♖e8 3 ♕f6 ♖f8+ 4 ♔g6 ♖f6+ 5 ♔g5
 ♖f8 6 ♖e6 ♖e8

6...♕xh7 7 ♖a7+ ♕h8 8 ♖f7 ♔g7 9 ♖g6+
 ♕h8 10 ♖h7+ ♕g8 11 ♖e7! ♖d8 12 ♖f5 ♕f8
 13 ♕f6! +-.
 7 ♕f6 ♖f8+ 8 ♕e7 ♖f1 9 ♖f5 ♖e1+ 10 ♔d7
 ♖d1+ 11 ♕c7 ♖c1+ 12 ♕b7 ♔g7 13 ♖a8 +-
 W

W

E8.02
 ****/
 ****/



Rules and Principles:

Rook + Minor Piece vs Rook

1) The pawnless endings rook + bishop vs rook and rook + knight vs rook are both drawn, but with a bishop the defender has to play accurately. The best way is to follow one of the defensive techniques: the Cochrane Defence (8.08) or the Second-Rank Defence (8.09).

2) Rook + bishop + wrong rook's pawn win against a lone rook.

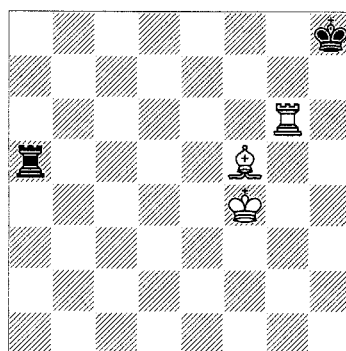
White to play and win.

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 171-232

B

E8.03
 /**



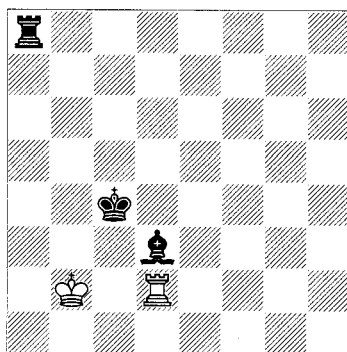
Exercises

(Solutions on pages 388-9)

It looks pretty grim for Black. Is there a defence?

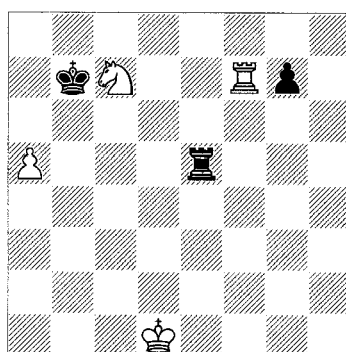
W

E8.01
 */



W

E8.04
 ***/
 ***/



The white king is very near the corner. Does the Second-Rank Defence hold anyway?

In this world championship game, White missed the win. Can you do better?

8.3 Rook and Minor Piece vs Rook and Minor Piece

More than 15% of all games (based on Mega Database 2001; see the statistics on pages 11-12) reach an ending of rook + minor piece vs rook + minor piece, so you might expect to get it about once or twice in every longer tournament! Naturally there are four different piece configurations to investigate (with relative percentage frequencies in brackets):

- 1) ♖ + ♘ vs ♖ + ♘ (20.4%).
- 2) ♖ + ♘ vs ♖ + ♘ with same-coloured bishops (22.2%).
- 3) ♖ + ♘ vs ♖ + ♘ with opposite-coloured bishops (12.7%).
- 4) ♖ + ♘ vs ♖ + ♘ (44.7%).

Basically, we have a minor-piece ending with the additional firepower of the rook. Fortunately, the principles from the minor-piece chapters can in general also be applied to the above piece arrangements. However, there are some very important new facets.

Of course it is still highly important to activate your king, but two pieces can in connection with certain pawn-structures (or their king) create mating threats or at least cause a lot of trouble. The combination of rook and bishop is especially dangerous in this respect (see for example 8.21, 8.22 or E8.08).

The drawbacks of the minor pieces are somewhat compensated by the rook, which attacks squares denied to the bishop, or saves time for the slower knight. Especially for the knight, a safe anchor square is important, since otherwise it is constantly exposed to possible attacks from the rook. This also applies to the bishop if it has duties on both flanks. Finally, be prepared for simplifications and don't forget about a possible exchange sacrifice.

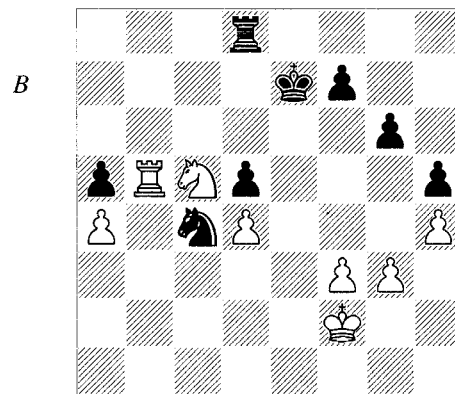
We consider the topics as follows:

- | | | |
|----|--|-----|
| A: | Rook and Knight vs Rook and Knight | 304 |
| B: | Same-Coloured Bishops with One Pair of Rooks | 307 |
| C: | Opposite-Coloured Bishops with One Pair of Rooks | 308 |
| D: | Rook and Bishop vs Rook and Knight | 309 |

Case D is especially interesting, and has sometimes been dubbed the 'Fischer Endgame' in view of a number of instructive wins by Fischer.

A) Rook and Knight vs Rook and Knight

With knights, matters are usually very tactical since rook and knight working together represent a considerable attacking force. In the following example, the king joins in as well:



8.17

J.Emms – K.Müller
Bundesliga 2000/1

The position is almost symmetrical, but Black is nevertheless on the brink of disaster as White's rook is much more active. Therefore, I decided to activate my rook at the cost of two pawns to obtain counterplay:

1...♖d6

After 1...♖c8 I didn't like 2 g4.

2 ♘d3 ♖b6 3 ♗xd5 ♖b3 4 ♘e5! ♖b2+ 5 ♖e1 ♘e3 6 ♗xa5

I was worried about 6 ♘xg6+ fxg6 7 ♖e5+ ♖d6 8 ♖xe3, when it is not completely clear if Black can save the draw.

6...♘f5 7 ♖a7+?

This allows Black's king to play a very active role. 7 d5! was John Emms's proposal. It seems to be very strong; e.g., 7...♖g2 8 ♘c4 ♖xg3 9 ♖a7+ ♖f6 10 d6 ♖xf3 11 d7 ♖e7 12 ♘b6 ♖d3 13 a5 +–.

7...♖e6 8 ♘xf7

Not, of course, 8 ♖xf7? ♘xd4 9 f4 ♘f3+ (9...♖e2+ 10 ♖f1 ♖xe5 11 ♖g7 ♖f6 12 ♖xg6+ ♖xg6 13 fxe5 =) 10 ♘xf3 ♖xf7 ♖.

8...♘xg3

Dorfman's suggestion 8...♘xd4 is also interesting; e.g., 9 ♘g5+ ♖d5 10 a5 ♖c4 11 a6 ♖a2 12 ♖c7+ ♖d3 13 a7 ♘c2+ and White's king

can't escape from the checks since after 14 ♖f1 ♕e3+ 15 ♖g1 ♖a1+ 16 ♖h2 ♖a2+, 17 ♖h3? leads to disaster: 17...♗f1 18 ♖d7+ ♖c4 19 ♖c7+ ♖b5 20 ♖b7+ ♖c5 21 ♗e4+ ♖c4 22 ♖c7+ ♖d3 23 ♖d7+ ♖e3 --.

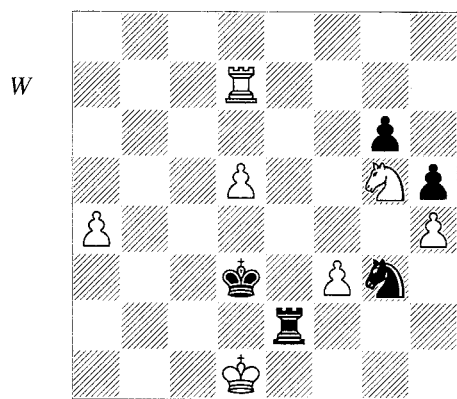
9 ♗g5+ ♖d5 10 ♖d7+ ♖c4

Now Black's king is coming to assist in the attack.

11 d5 ♖e2+?

As Ftačnik pointed out, the immediate 11...♖d3! was called for: 12 ♖c7 (12 ♖e7? ♗f5 13 ♖e4 ♗e3 --) 12...♗f5! 13 ♗e4 (13 ♖c1? ♗e3 --) 13...♗xh4 14 ♖c3+ ♖d4 15 d6 ♗xf3+ 16 ♖xf3 ♖xe4 17 ♖g3 ♖b4 =.

12 ♖d1 ♖d3 (D)



8.17A

+/-

This is certainly not an easy position to play. Emms had to win – Hamburg was leading 3½-2½ – and he was already running short of time.

13 ♖c1

13 ♖c7! is also interesting:

a) 13...♖a2? 14 d6 ♖a1+ 15 ♖c1 ♖a2 16 ♗e4! ♗xe4 17 fxe4 ♖xa4 18 d7 ♖d4 19 ♖e1 +-.

b) 13...♖h2? 14 ♖c1 ♖xh4 15 ♖b2 (15 ♗e6!?) 15...♖xa4 16 d6 ♖b4+ 17 ♖a3 ♖b8 18 ♗f7 h4 19 d7 h3 20 ♖c8 ♖xc8 21 dxc8 ♖h2 22 ♗e5+ ♖d4 23 ♖b4 ♖xe5 24 ♖h8+ +-.

c) 13...♖d2+! 14 ♖c1 ♗e2+ 15 ♖b1 and now:

c1) 15...♗c3+? 16 ♖xc3+ ♖xc3 17 ♗e4+ +- is the main point behind 13 ♖c7.

c2) 15...♖e3 and Black is still fighting.

13...♖a2 14 ♖b1 ♖xa4 15 d6 ♗e2

15...♖b4+ doesn't really help Black: 16 ♖a2 ♗f5 17 ♗d8! ♖xh4 18 d7 ♖a4+ 19 ♖b2 ♖a7 20 ♗e6 +-.

16 ♗e4?

16 ♖b7! wins; e.g., 16...♗c3+ (16...♖d4 17 d7 ♗c3+ 18 ♖c1 ♗e2+ 19 ♖b2 ♗f4 20 ♗f7 ♗e6 21 ♖b8 ♖d2 22 ♗e5 ♖d5 23 f4 ♖e3 24 ♖e8 +-) 17 ♖b2 ♖a2+ 18 ♖b3 ♖a1 19 d7 ♖b1+ 20 ♖a3 ♖xb7 21 d8 ♖+ ♖c2 22 ♖g8 +-.

16...♗c3+ 17 ♗xc3 ♖xc3

I had read John Emms's excellent book *The Survival Guide to Rook Endings* and therefore managed to survive:

18 ♖c7+

18 ♖d8 ♖d4 19 d7 ♖d3 20 ♖h2 ♖d6 21 ♖b3 ♖d4 =.

18...♖b3 19 ♖b7+

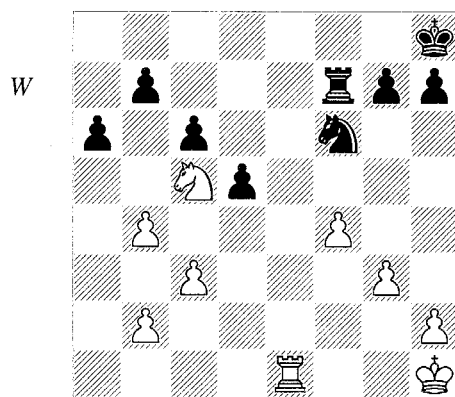
19 ♖e7 ♖c3 (19...♖d4? 20 ♖e3+ ♖c4 21 ♖e4 +-) 20 d7 ♖d4 =.

19...♖c3 20 ♖c7+ ♖b3 21 d7 ♖d4 22 ♖c1 ♖d6 23 f4 ♖d5 24 ♖b7+ ♖c3 25 ♖c7+ ♖b3 26 ♖c6 ♖xd7 27 ♖xg6 ♖f7 28 ♖g5 ♖xf4 29 ♖xh5 ♖c3 30 ♖c5+

30 ♖d1 ♖d3 31 ♖d5+ ♖d4 32 ♖xd4+ ♖xd4 =.

30...♖b4 31 ♖c8 ♖xh4 32 ♖d2 ½-½

The next position was analysed by Mikhal-evski and Hecht in CBM 67:



8.18

R.Åkesson – E.Gausel

Munkebo Z 1998

Compare the piece positions: White's knight blocks Black's queenside majority and ties the rook down to the defence of b7. The rook is also well placed on the only open file, so that Black's knight has to protect the entry square e8. Nevertheless, Black has a regrouping plan involving the moves ...♖c7, ...♖g8-f7 and ...♗d7. White counters this by bringing his king and pawn-majority into play:

1 ♖e6 ♜g8 2 ♜g2 h5?

This move was played to slow down White's majority, but it weakens g5 and the h-pawn might become weak itself. It is better to play 2...♙c7 at once.

3 ♜f3 ♙c7 4 h3 ♜f7 5 f5 ♘d7 6 ♜f4!

White doesn't fear the exchange of knights as Black's queenside would still be fixed and Black's wrecked kingside would be an easy target.

6...♘f6

It is hard to find a better move. For instance: 6...d4 7 cxd4 ♘f6 8 ♜g5 +- or 6...♘xc5 7 bxc5 ♙d7 8 ♙d6 ♙e7 9 ♜g5 ♙e3 10 ♙d7+ +-.

7 g4 hxg4 8 hxg4 d4

A desperate attempt to create counterplay.

9 c4! +-

White certainly shouldn't give Black's knight access to d5!

9...b6 10 ♘d3

10 ♘xa6 leads to unnecessary complications: 10...♙e7 11 ♙xc6 ♙e4+ 12 ♜f3 ♙e3+ 13 ♜g2 ♘xg4 ±.

10...♘d7

Protecting e5.

11 ♙d6

11 c5!? (V.Mikhalevski).

11...♜e7

11...c5 12 bxc5 bxc5 (12...♘xc5 13 ♘e5+! ♜e7 14 ♙xb6 +-) 13 ♙xa6 +-.

12 ♙xd4 c5 13 bxc5 ♘xc5 14 ♘e5 ♘b3 15 ♙d3 ♘a5 16 b3 b5 17 cxb5 axb5 18 ♜g5

The penetration of White's king finally decides the outcome.

18...♘b7 19 ♜g6 ♜f8 20 g5 b4 21 f6 gxf6 22 gxf6 1-0

Our analysis in the following example is based on Illescas's work in CBM 63 (*see next diagram*).

Black is clearly better for several reasons. His pieces are more active, his king is safer than its white counterpart (and can possibly be further advanced) and White has to guard his weak a-pawn.

1 bxa5

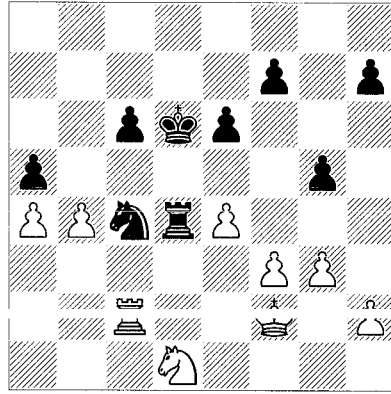
1 b5? cxb5 2 ♘c3 ♜c5 3 ♘xb5 ♙d2+ 4 ♙xd2 ♘xd2 ♯ (Hecht in CBM 63).

1...♘xa5 2 ♘c3 ♙c4 3 ♜e3 e5 4 h4 gxh4 5 gxh4 h5?!

Activating the king immediately with 5...♜c5 is more to the point.

6 ♜d3 ♙d4+ 7 ♜e2 ♙c4

W



8.19

U.Andersson – M.Illescas

Pamplona 1997/8

Illescas repeats moves to reach the time-control.

8 ♜d3 ♙d4+ 9 ♜e2 ♙b4! 10 ♙d2+

10 ♜d3 ♙b3 11 ♜e2 ♘c4 ♯.

10...♜c5 11 ♙d7 ♙b2+ 12 ♜d1!

Or:

a) 12 ♜d3? ♘c4 --.

b) 12 ♙d2? ♙xd2+ 13 ♜xd2 ♜b4 and now White's counterattack against the weak h-pawn is too slow: 14 ♘e2 c5 15 ♘g3 c4 16 ♘h5 c3+ 17 ♜c2 ♘c6 18 a5 ♘d4+ 19 ♜c1 ♜b3 --.

12...♙h2 13 ♙xf7 ♙xh4 14 ♘e2 ♙h1+ 15 ♜c2 ♘c4 16 ♙h7?!

16 f4! ♙e1 17 ♘c3 ♘d6 18 ♙h7 exf4 19 ♙xh5+ ♜d4 20 ♙h6 ♘xe4 21 ♙xc6 f3 22 ♘xe4 ♙xe4 23 ♜d2 =.

16...♙h2 17 ♜d1

17 ♜d3?! ♙f2!? 18 ♙xh5 ♙xf3+ 19 ♜c2 ♙e3 20 ♘c3 ♜d4 ♯ (Hecht).

17...♙h1+ 18 ♜c2 ♙h2 19 ♜d1 ♘b2+ 20 ♜e1 ♘d3+!

This check is very annoying for White. After 20...♘xa4 Black's knight is far away from the action on the kingside: 21 ♘g3 h4 22 ♘f5 h3 23 ♜f1 and White should be able to hold on.

21 ♜d1

Not: 21 ♜f1? ♙f2+ --; 21 ♜d2? ♘f4 --.

21...♘b2+ 22 ♜e1 ♘d3+ 23 ♜d1 h4!

After the repetition of moves, Illescas plays his trump card.

24 a5 ♜b5 25 ♙d7

25 ♙h6? h3 26 a6 ♜b6 27 ♘c3 ♜xa6 28 ♙xc6+ ♜a5 29 ♙h6 ♙g2 --.

25...♘f2+

25...♘b2+!? also comes into consideration.

26 ♖e1 ♗xa5 27 ♖f1 h3 28 ♖d2?

28 ♖g1? is also wrong: 28...c5 29 ♖d2 ♖h1 30 ♖xf2 ♖h2+ 31 ♖e3 ♖xd2 32 ♖xh3 (32 ♖xd2 h2 -+) 32...♖d7 -+.

Illescas gives the resource 28 ♖g3!, which leads to a fortress-like position with rook and knight vs queen:

a) 28...c5 29 ♖f5 c4 30 ♖e3 c3 31 ♖g1 c2 32 ♖c7 (not 32 ♖xc2? ♖g2+ 33 ♖f1 ♖h1 -+) 32...♖h1+ 33 ♖xf2 c1 ♖ 34 ♖xc1 ♖xc1 35 ♖g3 =.

b) 28...♖g2 29 ♖f5 h2 30 ♖xg2 h1 ♖+ 31 ♖xf2 ♖.

28...♖g2

The surprising 28...♖d1 also wins: 29 ♖xd1 ♖h1+ 30 ♖g1 h2 31 ♖g2 ♖xg1+ 32 ♖xg1 hxg1 ♖+ 33 ♖xg1 c5 -+.

29 ♖c3

29 ♖g1? h2 30 ♖xg2 h1 ♖+ 31 ♖xf2 ♖h2+ -+.

29...♖g4!

Not: 29...♖b4? 30 ♖a2+ ♖a3 31 ♖xf2 ♖xf2+ 32 ♖xf2 ♖xa2 33 f4 =; 29...h2? 30 ♖xg2 h1 ♖+ 31 ♖xf2 ♖b4 (31...♖c1 32 ♖d3 ♖c2+ 33 ♖e3 ♖b4 34 ♖e2 ♖c5+ 35 ♖d2 ♖f2 36 ♖c3 c5 37 ♖d1 c4 38 ♖d2 =) 32 ♖d1 c5 33 ♖e3 =.

30 ♖xg2

30 ♖d3 ♖h2+ 31 ♖e1 ♖xf3+ 32 ♖xf3 h2 -+.

30...♖e3+ 31 ♖g1 ♖xg2!

The knight has to take, since Black's passed pawn is now much more dangerous. 31...hxg2? spoils the win: 32 ♖e2 c5 33 f4 exf4 34 ♖xf4 c4 35 ♖e2 ♖b4 36 ♖f2 =.

32 ♖d1 ♖b4 33 ♖f2 ♖f4 34 ♖g4 ♖d3!

34...c5?! 35 ♖xe5 c4 36 ♖g4 c3 37 ♖e3 ♖b3 38 e5! (38 ♖h2 ♖g2! 39 ♖f5 ♖c4 40 ♖xh3 c2 41 ♖xg2 c1 ♖ -+) and now:

a) After 38...♖g2? White has the surprising 39 ♖c2!! (Illescas) with good chances to get a draw; e.g., 39...♖xc2 40 e6 ♖d3 41 e7 c2 42 e8 ♖c1 ♖+ 43 ♖h2.

b) 38...♖d5 39 e6 ♖xe3 40 e7 c2 41 e8 ♖c1 ♖+ 42 ♖h2 ♖d2+ -+.

35 ♖h2 c5 36 ♖xh3 c4 37 ♖e3 c3 38 ♖g4

38 ♖g2 ♖b3 39 ♖f1 c2 -+.

38...♖b3 39 ♖f5 ♖b2

39...c2?? 40 ♖xc2 ♖xc2 41 f4! exf4 42 ♖g4! ♖c3 43 e5 =.

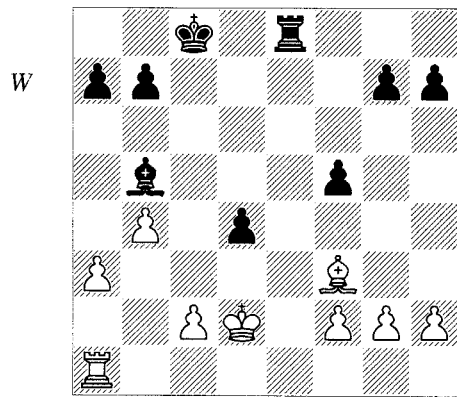
0-1

Andersson resigned due to 40 ♖xe5 ♖c4+ 41 ♖d4 ♖xe3 42 ♖xe3 c2 43 ♖d2 ♖b2 -+.

For another example see 11.10, V.Kramnik-C.Lutz.

B) Same-Coloured Bishops with One Pair of Rooks

Rook and bishop usually form a powerful duo if they get attacking chances in an open or semi-open position, which tends to favour the attacking or more active side. The king usually tries to join their attack on squares opposite to the bishop's colour. The following classic also shows that the defender's rook is a strong counterattacking unit:



8.20

=/=

R.Fischer – Ja.Bolbochan

Mar del Plata 1959

White is slightly better as his king is more active and his bishop has a fine base on f3, protecting the weak square e2 and controlling the long diagonal. Nevertheless, with careful defence, the position is still drawn:

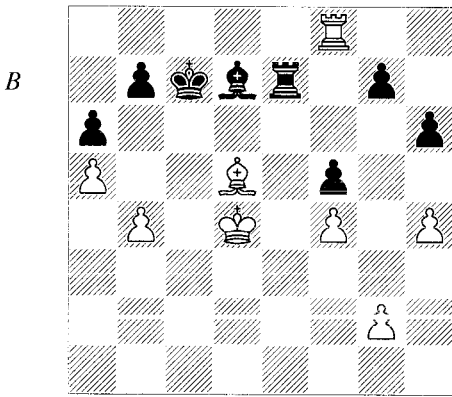
1 a4 ♖c4 2 ♖c1 ♖b8 3 c3 dxc3+

After 3...d3? 4 ♖e1 ♖xe1 5 ♖xe1 Black's d-pawn is very weak.

4 ♖xc3 ♖f7 5 a5 ♖e7 6 ♖e3 ♖d7+ 7 ♖d3 ♖e7 8 ♖d8+ ♖c7 9 ♖h8 h6 10 ♖c3 a6 11 ♖d4 ♖e8 12 ♖f8 ♖d7 13 h4 ♖c8 14 ♖d5 ♖d7 15 f4 (D)

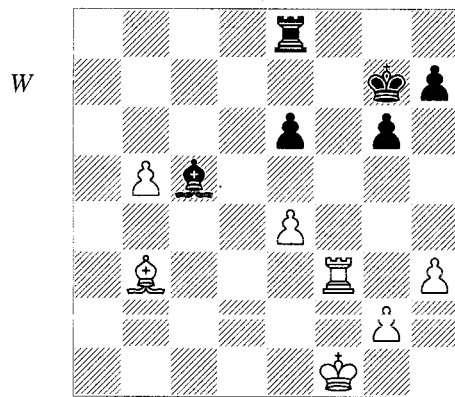
15...g6?

This fatally weakens the dark-square complex on Black's kingside. The counterattacking 15...♖e1! was necessary. In *Endgame Secrets* Lutz showed that Black obtains very good chances to hold on as the pawn endgame arising after 16 ♖f7 ♖d1+ 17 ♖c5 ♖c1+ 18 ♖c4 ♖d8



8.20A

/=



8.21

+!

K.Müller – T.Heinemann

German Ch (Altenkirchen) 1999

19 ♖d5 ♜xc4 20 ♜xd7+ ♖xd7 21 ♖xc4 is drawn: 21...♖c6! 22 h5 b6 23 axb6 ♖xb6 24 ♖c3 ♖c6 =.

16 ♜f6 ♙e8 17 ♙e6 ♙c6 18 g3

18 ♜xg6 ♙xg2 19 ♙xf5 also wins.

18...♜g7 19 ♖e5 ♙e8 20 ♙d5 h5 21 ♜b6 ♖c8 22 ♙e6+ ♖c7 23 ♖f6 ♜h7 24 ♙d5 ♖c8 25 ♜e6 ♖d8 26 ♜d6+ ♖c7 27 ♜b6 ♖c8 28 ♙g8 ♜c7 29 ♙e6+ ♖b8 30 ♜d6 1-0

C) Opposite-Coloured Bishops with One Pair of Rooks

The new motifs, such as sacrificing the exchange or playing for mate, which are also possible with same-coloured bishops, are even more important here and reduce the drawing tendency inherent in opposite-coloured bishop endings. The following position (with Black to move) will be dead drawn without rooks.

1 ♜c3 ♜f8+ 2 ♖e2 ♙d4 3 ♜c7+ ♜f7 4 ♜c6 ♜b7 5 ♙c4

Not 5 ♖d3? ♜xb5 6 ♖xd4 (6 ♙c4 ♜c5 =) 6...♜b3 7 ♖e5 ♜g3 =.

5...e5 6 ♖d3 ♖h6 7 ♜d6!? ♙f2

After 7...♖g5 8 ♜xd4 exd4 9 ♖xd4 the white pawns can't be stopped; e.g., 9...♖f4 (9...♖f6 10 e5+ ♖e7 11 ♖c5 ♜c7+ 12 ♖d5 ♜d7+ 13 ♖c6 ♜d2 14 b6 ♜c2 15 ♖c5 ♜b2 16 ♙d5 +-) 10 e5 ♜b8 11 e6 ♖f5 12 b6 ♖f6 13 ♖c5 ♖e7 14 ♙a6 ♖xe6 15 ♖c6 +-.

8 ♜d5 ♜e7 9 ♜d8 ♜b7 10 ♖e2 ♙a7 11 ♜d5 ♜e7 12 ♜d6 ♜b7 13 ♙a6 ♙d4 14 ♜d6 ♙a7 15 g3!

First White plays against Black's king to restrict his counterplay.

15...♖g5 16 ♖f3 ♖h6 17 h4 ♖h5 18 ♖g2 ♙c5

More resilient than 18...♖g4?? 19 ♙c2# or 18...g5? 19 ♙c2+ g4 20 ♙c4 ♙d4 21 ♜f6 +.

19 ♜c6 ♙d4 20 ♖h3 ♖h6 21 g4 ♖g7 22 g5 ♙e3 23 ♙d5 ♜b8

Or:

a) 23...h5 24 ♜xg6+ ♖xg6 25 ♙xb7 ♙c5 26 ♙c8 ♙b6 27 ♙f5+ ♖f7 28 ♖g3 +-.

b) 23...♜b5 24 ♜c7+ ♖f8 (24...♖h8? 25 ♜c8+ ♖g7 26 ♜g8#) 25 ♜f7+ ♖e8 26 ♜f3 ♙xd5 27 exd5 ♙c5 28 ♜f6 +-.

24 ♜c7+ ♖h8 25 ♙c6 ♜f8 26 ♜e7 ♙d4 27 ♙d5 ♜f3+ 28 ♖g2 ♜f2+ 29 ♖g3 h6

29...♜f8 30 ♙c6 ♜b8 31 ♖g4 ♖g7 32 ♜e7+ ♖h8 33 h5 ♜f8 34 ♜e6 ♜b8 35 hxg6 hxg6 36 ♜xg6 ♜xb5 37 ♜g8+ ♖h7 38 g6+ ♖h6 39 ♖f5 +-.

30 gxf6

Missing the beautiful 30 h5.

30...♜f4 31 ♙e6 ♖h7 32 b6 ♜f8 33 b7 ♙a7 34 h5 gxf6 35 ♖h4 ♜f1 36 ♖xh5 ♜g1 37 ♜e7+ ♖h8 38 ♜xe5 1-0

The next example shows a typical mating attack (*see following diagram*):

1...hxg4+ 2 ♖xg4 f5+!

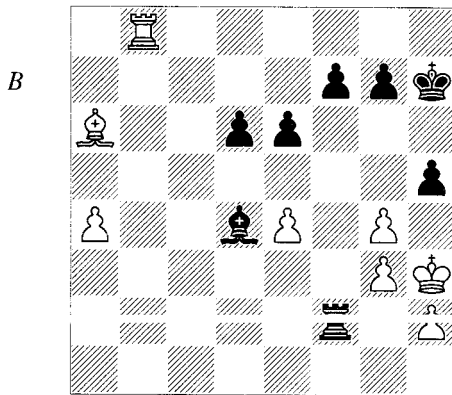
Pelletier seizes his chance to play against White's king.

3 exf5 exf5+ 4 ♖h3 g5! 5 g4 f4

The simple plan of ...♙e5 followed by ...f3 completely ties White down.

6 ♜b1 ♙e5 7 ♜c1 ♖g7

7...f3? runs into 8 ♜c2! = (Pelletier in CBM 71).



8.22 /+
J.Olivier – Y.Pelletier
Mitropa Cup (Baden) 1999

8 ♖f1?!
8 ♗b7 ♖a2 9 ♗c6 ♗f6 10 ♖f1 ♗e7 11 ♗d1 ♗d8 12 ♖c1 f3 13 ♖h1 ♖f2! 14 a5 (otherwise Black's king marches to a5, setting up a zugzwang) 14...♗c7 15 ♗d5 ♗b8 16 a6 ♗a7 17 ♗b7 ♗f4 –+ (Pelletier).
8...♖a2 9 ♖f3 ♖xa4 10 ♗f1 ♖a2 11 ♗g2 ♗d2 12 ♖f1 ♗f6 13 ♗f3 ♗e7 14 ♗d1 ♖f2 15 ♗d3 d5 16 ♗g2 d4 17 ♖f3 ♗d2 18 ♗f1 ♗d6 19 ♗d3 ♗d5 20 ♗e6
20 ♗c4+ ♗e4 21 ♖a3 f3 –+.
20...♗d6 21 ♗f5 ♗b4 22 ♖b3 ♗c4 23 ♗e6+ ♗c5 24 ♗f5 ♖f2 25 ♗g6 ♗c3 26 ♖b8?! d3 27 ♖c8+ ♗b4 28 ♖b8+ ♗a3 29 ♗xd3?! ♖f3+ 30 ♗g2 ♖xd3 31 ♖b5 f3+ 32 ♗f2 ♗d4+ 33 ♗g3 f2+ 34 ♗g2 ♗d1 35 ♖f5 ♖g1+ 0-1

D) Rook and Bishop vs Rook and Knight

In open positions, rook and bishop are usually stronger than rook and knight (*see following diagram*).

Fischer played...

1 ♗e4!?

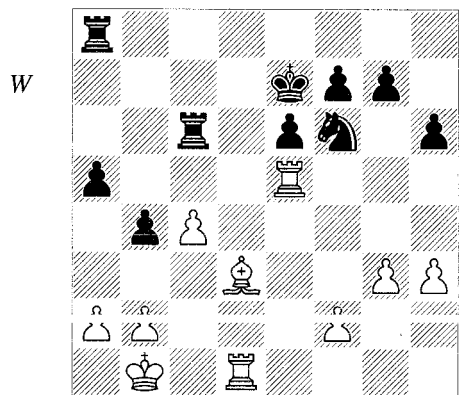
...giving Petrosian the choice between a double-rook ending and an ending with rook and bishop vs rook and knight:

1...♗d6?

The double-rook ending after 1...♗xe4! 2 ♖xe4 should be roughly equal.

2 ♗xa8!

The pure ending bishop vs knight that arises after 2 ♖xd6? ♗xd6 3 ♗xe6+ fxe6 4 ♗xa8 ♗c5



8.23 =/
R.Fischer – T.Petrosian
Bled 1961

5 b3 ♗d7 6 ♗c2 ♗d4 is only drawn thanks to Black's active pieces.

2...♖xd1+ 3 ♗c2 ♖f1 4 ♖xa5 ♖xf2+ 5 ♗b3 ♖h2 6 c5 ♗d8

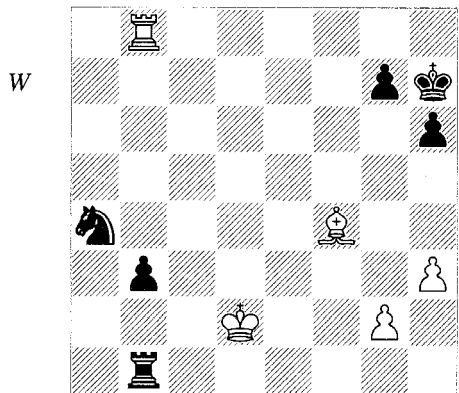
6...♖xh3 7 ♖a7+ ♗e8 8 ♗xb4 ♖xg3 9 a4 +-.
7 ♖b5!

7 ♖a7?! ♗d7! 8 c6 ♗b6 ±.

7...♖xh3 8 ♖b8+ ♗c7 9 ♖b7+ ♗c6

9...♗c8 10 ♖xf7 ♖xg3+ 11 ♗xb4 +-.
10 ♗c4! 1-0

A knight does not usually feel at home in an open position with action on both wings:



8.24 =/
I.Ibragimov – S.Ionov
Russian Ch (St Petersburg) 1998

Black's passed pawn looks dangerous, but the knight finds no base and so White draws:

1 ♗e5!

Combining attack (on g7) and defence (b2)!

1...♖c5

1...♖b2 2 ♖c3 ♖d1 (2...♖c4+ 3 ♖d3 ♖d6 4 ♖e5 ♖f7 5 ♖c3 ♖g1 6 ♖b7 ♖g6 7 ♖b6+ =) 3 ♖d4 b2 4 ♖b7 =.

2 ♖b5 ♖e4+ 3 ♖d3 ♖f6

The tricky 3...♖e1!? also comes into consideration; e.g., 4 h4 (4 ♖xb3?? ♖c5+ 5 ♖d2 ♖xe5 -) 4...♖f2+ 5 ♖d2 ♖g1 6 ♖b7 ♖xg2 7 ♖e3 ♖.

4 ♖c4 ♖g1 5 g4 ♖d1 6 ♖xb3?

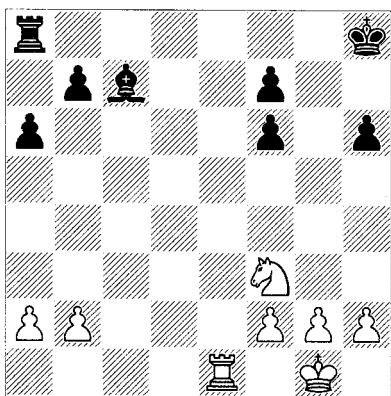
6 ♖xf6 gxf6 7 ♖xb3 ♖g6 8 ♖f3 = was called for.

6...♖h1?

The rook ending after 6...♖d3+ 7 ♖c4 ♖xh3 8 ♖xf6 gxf6 is also drawn, but much more uncomfortable for White.

7 ♖xf6 gxf6 8 ♖h5 1/2-1/2

If the knight has a strong outpost and there are weak colour complexes, the knight can be very strong:



8.25

/=

A.Karpov – V.Kramnik
Vienna 1996

The diagram shows the position after Karpov's 24th move. Kramnik's problems were aggravated by the fact that he was already short of time, following a misunderstanding over the time the game was due to start. Nevertheless, he forced Karpov to give of his best:

1...♖d8 2 g3 ♖d7 3 ♖e2 ♖g7 4 ♖h4 ♖d5 5 ♖e7 ♖c5 6 ♖d7 b5?

6...♖f8! is better; e.g., 7 b4 ♖c1+ 8 ♖g2 ♖e8 ±.

7 b4 ♖c2 8 ♖f5+ ♖g6 9 ♖e3 ♖c1+ 10 ♖g2 ♖e5

10...f5 11 ♖d5 ♖b8 12 ♖b7 ♖e5 13 ♖a7 ±.

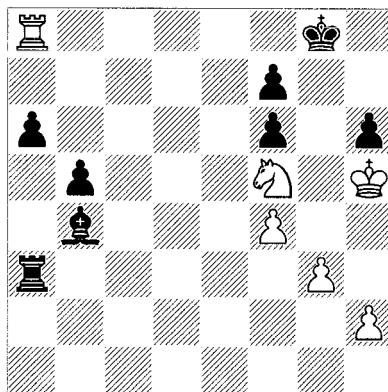
11 ♖a7 ♖c6 12 ♖d5 ♖d6 13 a3 ♖f5 14 ♖e3+ ♖g6

14...♖e6 15 g4 ♖f4 16 ♖f5 ♖e5 17 ♖e7+ ♖e6 18 ♖c7 ±.

15 ♖f3 ♖e5 16 ♖d5 ♖g7 17 ♖e7 ♖c3+ 18 ♖g4 ♖xa3 19 f4 ♖c3 20 ♖h5!

White's king joins the attack.

20...♖xb4 21 ♖f5+ ♖g8 22 ♖a8+ (D)



8.25A

+/-

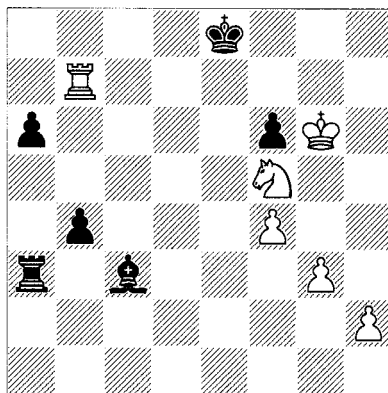
22...♖h7

22...♖f8 23 ♖xh6+ ♖g7 24 ♖a7 ♖h8 (or 24...♖h7 25 ♖xf7+ ♖g7 26 ♖g4 +-) 25 ♖xf7 ♖xh6 26 ♖xh6 ♖g8 27 ♖g6 +-.

23 ♖a7 ♖g8

23...♖f8 24 ♖xf7+ ♖g8 25 ♖a7 +-.

24 ♖xh6+ ♖f8 25 ♖xf7+ ♖e8 26 ♖g6 ♖c3 27 ♖f5 b4 28 ♖b7 (D)



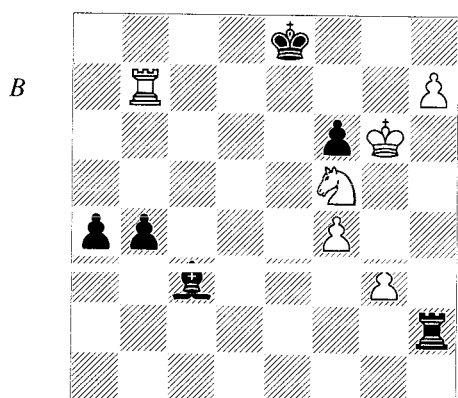
8.25B

+/-

28...♖a2

28...b3 29 ♖d6+ ♖d8 (29...♖f8 30 ♖h7 ♖d4 31 ♖f7#) 30 ♖f5 +-.

29 h4 a5 30 h5 a4 31 h6 ♖h2 32 h7 (D)



8.25C

+/-

32...♖d8

Or: 32...a3 33 ♖h4 f5 34 ♖g7 +/-; 32...b3 33 ♖h4 f5 34 ♖g7 ♕xg7 35 ♖xg7 ♖d7 36 h8 ♖b2 37 ♖b8 a3 38 ♖f3 +/-.

33 ♖h4 f5 34 ♖xb4

34 ♖g7!? also wins.

34...♖h3 35 ♖xa4 ♖xg3+ 36 ♖xf5 1-0

Kramnik had seen enough.

You will find some additional positions relevant to this chapter in Chapter 11.

Reference works

Secrets of Pawnless Endings, Nunn, Batsford 1994

Endgame Secrets, Lutz, Batsford 1999

Secrets of Chess Training, Dvoretsky, Batsford 1991

Technique for the Tournament Player, Dvoretsky and Yusupov, Batsford 1995

Gewinne das Endspiel!, Mednis, Olms 1996

Winning Endgame Technique, Beliavsky and Mikhailchishin, Batsford 1995

Comments:

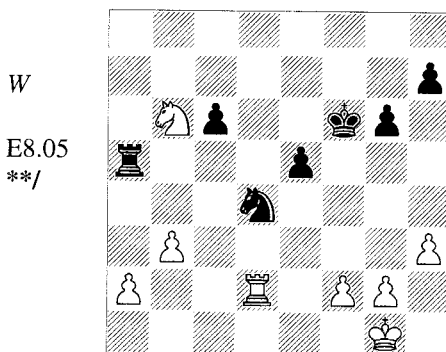
For further information on 8.1 and 8.2 you can take a look at Nunn's famous book *Secrets of Pawnless Endings*.

To our knowledge there are only a few books that deal extensively with the important subject of rook and minor piece vs rook and minor piece. Lutz's excellent but difficult book *Endgame Secrets* is one of the few that does; you will also find some good examples in Dvoretsky's works and in *Gewinne das Endspiel!*. In

Winning Endgame Technique you find a chapter devoted to ♖+♘+4 ♖s vs ♖+♘+3 ♖s on one wing.

Exercises

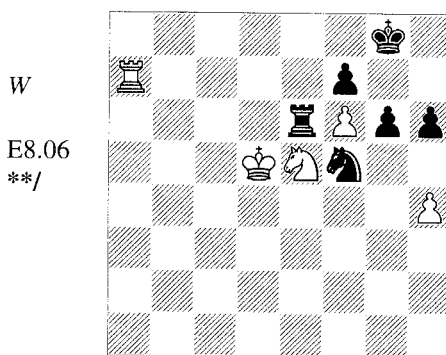
(Solutions on pages 389-90)



E8.05

**/

The extra pawn should be enough for White to win anyway, but you can save a lot of energy if you find the immediate winning blow!



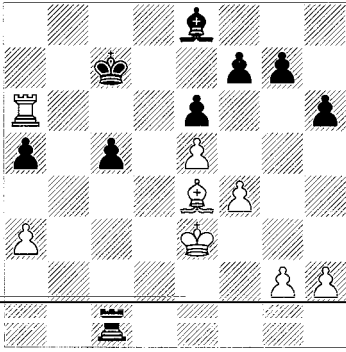
E8.06

**/

Can you find the best way for White to draw?

B

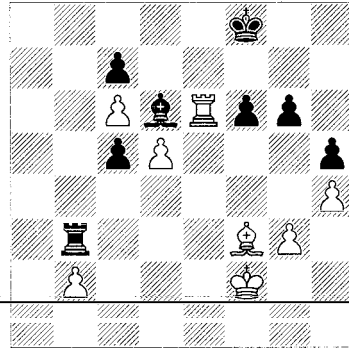
E8.07
/**



In the game Black found an elegant way to convert his extra pawn into victory. Can you do the same?

B

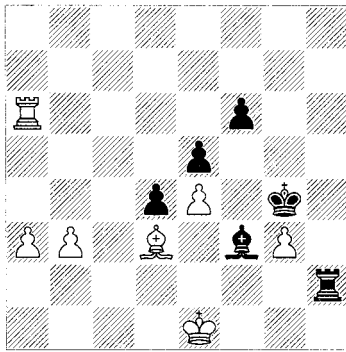
E8.10
/***



Which of the following statements is true?
A) Black is clearly on top and the only real question is whether he is winning.
B) Black has only one move to draw.
C) The position is a dead draw.

B

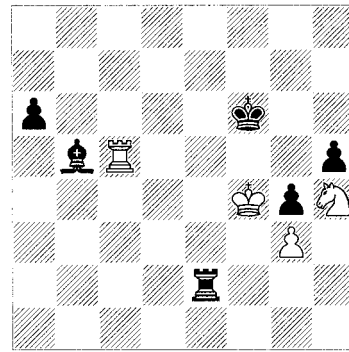
E8.08
/***



Should Black be content with a draw?

B

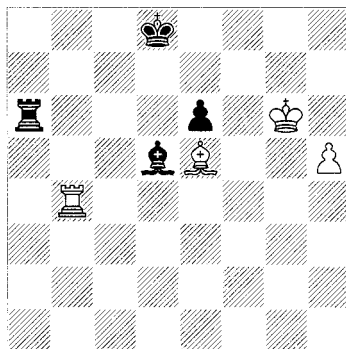
E8.11
/*



Can you find the easiest way for Black to win?

B

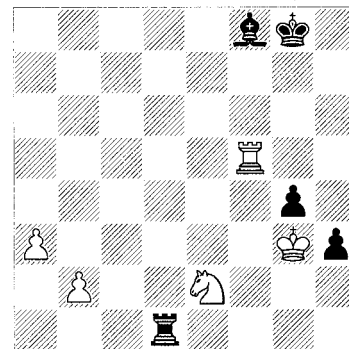
E8.09
/**



There are two lines which promise a draw for Black in the long run. Find one of them.

B

E8.12
/**



Can you find a straightforward finish?

9 Queen Endings

Queen endings are different from the endings we have discussed so far since the presence of such a powerful piece as the queen adds new dimensions to the play, with king safety in particular being a higher priority. This makes matters more complicated at first sight, but on closer inspection it is not such a difficult topic since the number of basic techniques to apply (see 'Rules and Principles' at the end of this chapter on page 328) is quite small.

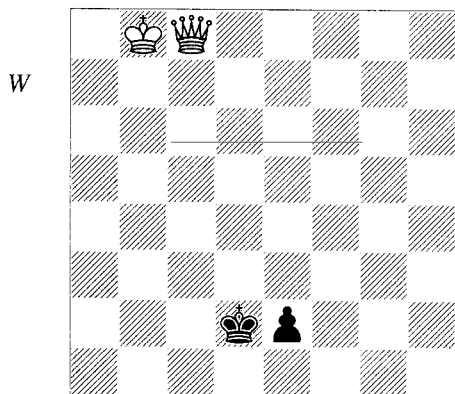
Our discussion is divided into the following sections:

- 9.1: Queen vs Pawn(s) 313
- 9.2: Queen vs Queen 315

9.1 Queen vs Pawn(s)

The queen normally wins against one or even several pawns. Only if the pawns are very far advanced do they have a chance.

We start with a single pawn. If it has advanced to the seventh rank and is threatening to promote, everything depends on whether the attacking king can assist the queen. With a central pawn, this is almost always possible, no matter how far away the king is.



9.01 Queen vs e-pawn +/-

1 ♕d7+

At first the queen has to approach.

1... ♖c2 2 ♕a4+ ♖d2

2... ♖d3 is met by 3 ♕b4 followed by ♕e1. If the queen manages to get in front of the pawn, the win is trivial.

3 ♕d4+ ♖c2 4 ♕e3! ♖d1 5 ♕d3+!

The decisive moment. White forces the black king in front of the pawn, so that he can bring his own king closer.

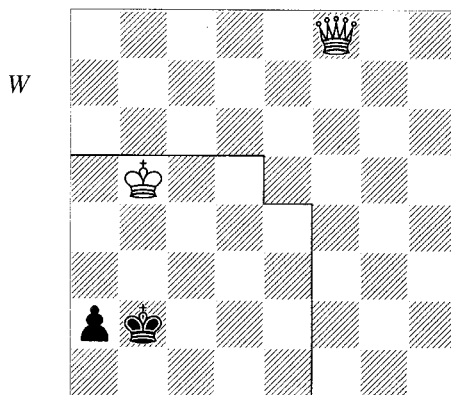
5... ♖e1 6 ♖b7 ♖f2 7 ♕d4+ ♖f1 8 ♕f4+ ♖g2 9 ♕e3! ♖f1 10 ♕f3+!

The pattern repeats itself.

10... ♖e1 11 ♖c6 ♖d2 12 ♕f4+ ♖d1 13 ♕d4+ ♖c2 14 ♕e3! ♖d1 15 ♕d3+! ♖e1 16 ♖d5 ♖f2 17 ♕d4+ ♖f1 18 ♕f4+ ♖g2 19 ♕e3! ♖f1 20 ♕f3+! ♖e1 21 ♖e4 ♖d2 22 ♕d3+ ♖e1 23 ♖f3 +/-

The distance of the white king from the pawn was irrelevant. However, the position would have been drawn with the king on d5, d6 or d7, because the white queen would be obstructed. The same winning procedure works against a knight's pawn.

With a rook's or bishop's pawn, there are difficulties because of possible stalemate defences.



9.02 Queen vs a-pawn +/-

White always wins if his king is inside the zone and it is his turn to move.

1 ♖b4+

1 ♖f2+ ♜b1 (1... ♜b3 2 ♜d4 +-) 2 ♜b4 wins more quickly.

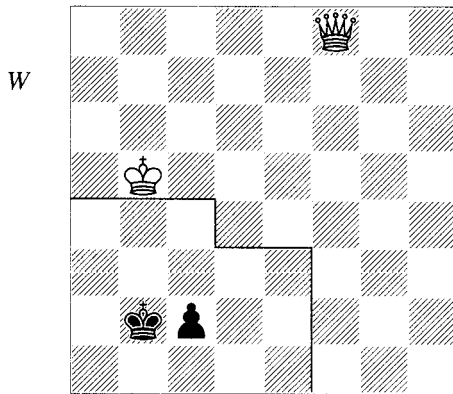
1... ♜c2 2 ♜a3 ♜b1 3 ♜b3+ ♜a1

White has managed to force Black's king in front of the pawn, but cannot move his king in as usual due to stalemate. However, White can mate the black king instead:

4 ♜d1+ ♜b2 5 ♜b4 a1 ♜ 6 ♜d2+! ♜b1 7 ♜b3! +-

If you study the zone carefully, you will see that if White's king is inside, it can either reach b3 in two moves, or d3 or d2 in one move, to give mate by ♜c2#.

The bishop's pawn also makes a stalemate defence possible:



9.03

Queen vs c-pawn

=/=

1 ♖b4+ ♜a2 2 ♜c3 ♜b1! 3 ♜b3+ ♜a1! 4 ♜c3+

4 ♜xc2 is stalemate.

4... ♜b1! 5 ♜d3 ♜b2 6 ♜e2!? ♜a1! =

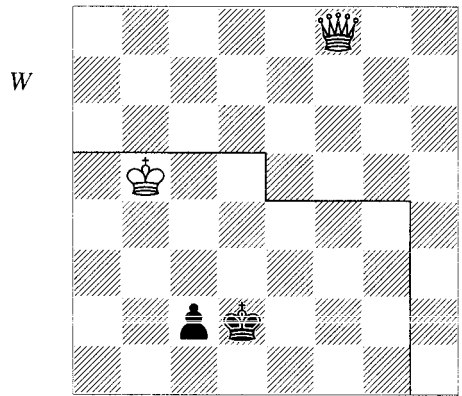
Not, however, 6... ♜b1? 7 ♜b4 c1 ♜ 8 ♜b3! +-.

The zone is based on the logic that White wins only if his king can reach b3 or d2 in one move. If Black's king is on the other side of the c-pawn, the winning zone is much larger. This is because White can win a tempo when Black's king blocks the c-pawn and because there exist additional mating patterns on the other side of the pawn (*see following diagram*).

1 ♖f4+ ♜d1

1... ♜c3 2 ♜c1 +-.

2 ♜d4+ ♜e2 3 ♜c3! ♜d1 4 ♜d3+! ♜c1 5 ♜c4 ♜b2 6 ♜d2 ♜b1 7 ♜b3! c1 ♜ 8 ♜a2#!



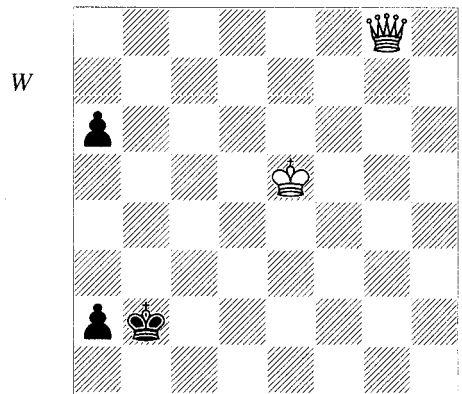
9.04

Queen vs c-pawn

+/-

With his king on g4, White would win as follows: 1 ♖f4+ ♜d1 2 ♜d4+ ♜c1 3 ♜a1+ ♜d2 4 ♜b2! ♜d1 5 ♜f3! c1 ♜ 6 ♜e2#!.

If the defender has additional pawns, the stalemate defence may become impossible:



9.05

I.Fuss - A.Becker

Vienna Trebitsch mem 1934

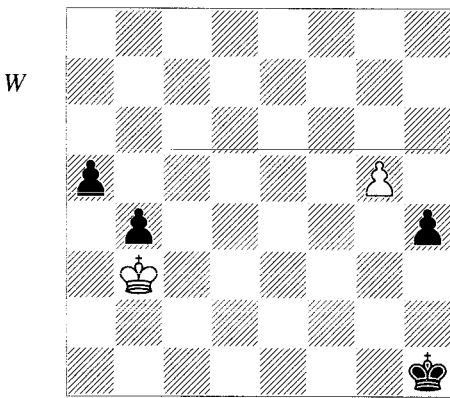
+/-

1 ♖g2+ ♜b1 2 ♖f1+ ♜b2 3 ♜e2+ ♜b1 4 ♜d1+ ♜b2 5 ♜d2+ ♜b1 6 ♜b4+ ♜c2 7 ♜a3! ♜b1 8 ♜b3+! ♜a1 9 ♜c2 1-0

♜c1# follows.

Note that with the rear pawn on a5 or a4, the position would have been a draw, because the queen checks on b4 and b3 are essential for the winning process.

The following study also illustrates this motif:



9.05A +/

P.Farago

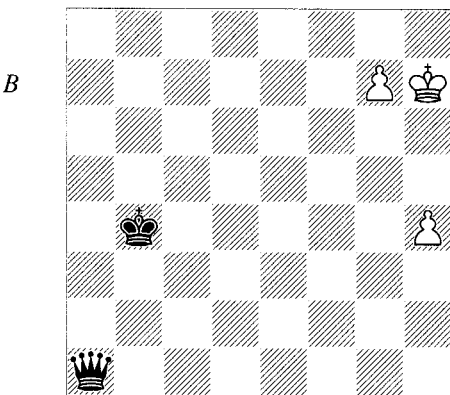
Československy Šach, 1937

1 ♖a4! (NC)

After 1 g6? a4+! 2 ♖xa4 (2 ♖a2 b3+! 3 ♖a3 b2 4 ♖xb2 a3+! 5 ♖a2 h3! =) 2...b3! 3 ♖xb3 h3! 4 g7 h2! 5 ♖c3 ♖g2 6 g8♙+ = White's king is just outside the winning zone.

1...b3 2 ♖xb3! a4+ 3 ♖a3! h3 4 g6! h2 5 g7! ♖g2 6 g8♙+! ♖f2 7 ♙d5 ♖g1 8 ♙d1+ ♖g2 9 ♙g4+ ♖f2 10 ♙h3! ♖g1 11 ♙g3+! ♖h1 12 ♖b4! a3 13 ♙f2! a2 14 ♙f1#!

Sometimes an additional pawn makes a successful defence possible by denying essential squares to the enemy queen. In the following position Black can't force the white king to g8:



9.06 /=

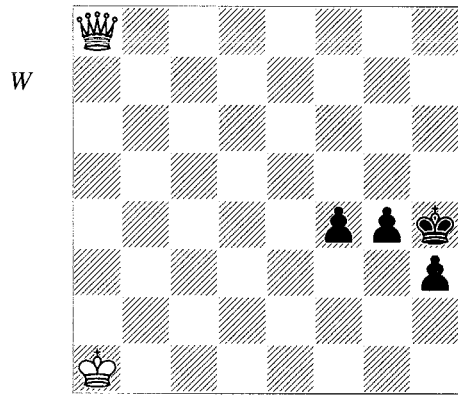
G.van Doesburgh – G.Maroczy

Zandvoort 1936

1...♙a7 2 ♖h8 ♙d4 3 h5! ♙f6 4 ♖h7! ♙f5+ 5 ♖h6! ♙f6+

5...♙f7 6 g8♙! ♙xg8 stalemate.
6 ♖h7 ♙f5+ 7 ♖h6! ♙e6+ 8 ♖h7! ♙f7 9 h6 ♖c5 10 ♖h8 ♙g6 11 g8♙ ♙xh6+ 12 ♙h7 ♙xh7+ 13 ♖xh7 1/2-1/2

Usually the queen wins easily against several pawns if they haven't advanced to the seventh rank:



9.07 +/

J.Berger, 1914

1 ♖b1 ♖g3

Or: 1...f3 2 ♙b8 f2 3 ♙f4 +-; 1...g3 2 ♙h8+ ♖g4 3 ♙c8+ ♖h4 4 ♙f5 h2 5 ♙xf4+ ♖h3 6 ♙f3 +-.

2 ♙h1 h2 3 ♖c2 f3 4 ♖d2 ♖h3 5 ♙f1+ ♖g3 6 ♖e3 +-

9.2 Queen vs Queen

Our topics are as follows:

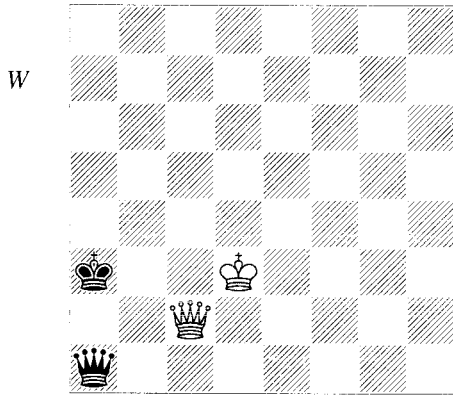
A:	Queen vs Queen (no pawns)	315
B:	Queen + Pawn(s) vs Queen	316
C:	Queen + Pawn(s) vs Queen + Pawn(s)	321

A) Queen vs Queen (no pawns)

This endgame arises most often from a pawn ending after both sides queen. It is usually a draw, but if the defending king is stuck near the corner, mating possibilities arise (see following diagram):

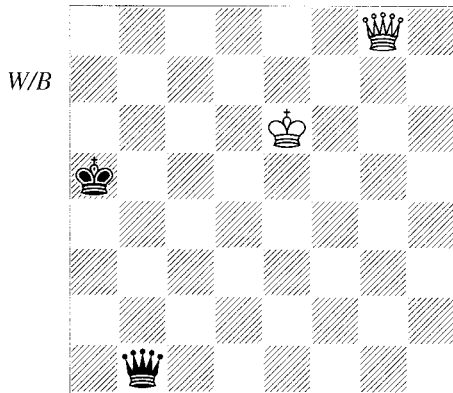
1 ♙c5+! ♖a2 2 ♙c4+! ♖a3 3 ♙a6+! ♖b2 4 ♙b6+ ♖c1 5 ♙c5+ ♖b2 6 ♙b4+! 1-0

Black is mated after 6...♖c1 (6...♖a2 7 ♖c2! +-) 7 ♙d2+! ♖b1 8 ♙c2#!



9.08 +/
V.Anand – P.Thipsay
Coimbatore 1987

With such strong pieces as queens on the board, one also has to watch out for tactical possibilities such as skewers:



9.09 +/+

With White to play: 1 ♕a8+! ♔b6 2 ♕b8+!
 +-.

If Black is to move, he wins the white queen with 1... ♗b3+ or 1... ♗a2+.

B) Queen + Pawn(s) vs Queen

These endings occur quite frequently in practice and are very difficult to play over the board. Pre-computer analysts faced great difficulties in handling them, while even with access to the computer tablebases, which can say for certain whether a position is won or lost, it is very difficult to see the underlying logic of the ending. However, we can certainly state that if the

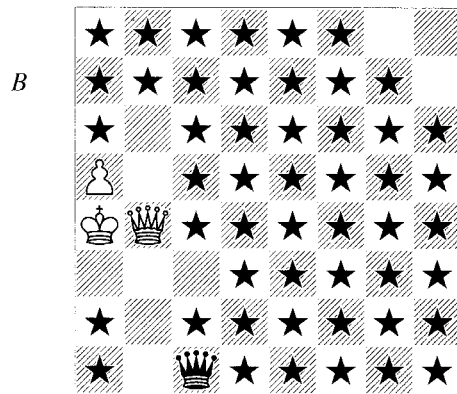
defending king doesn't manage to get in front of the pawn he usually faces unpleasant problems.

We discuss the following important topics:

- B1: Drawing Zones 316
- B2: Exchange of Queens, Stalemate and Underpromotion 320

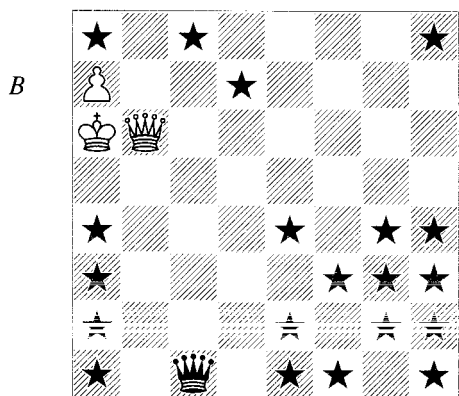
B1) Drawing Zones

The position of the defending king is especially important. Ideally, it should be placed so that its queen can give checks or pin the pawn without being obstructed. With a rook's or a knight's pawn, the theoretical result is a draw if the defending king is in front of or near the pawn or if it is in the corner which is furthest away. However, it should be stressed that the practical winning chances are much greater with a knight's pawn (especially if it is far advanced) because it provides better shelter for the attacking king than a rook's pawn. With a bishop's pawn or a central pawn, the theoretical result is a win if the defending king is not in front of the pawn. With a bishop's pawn the winning chances are especially great, as we shall see. Our treatment is inspired by John Nunn's exposition in *Secrets of Practical Chess* (pp. 147-52) and we start with the rook's pawn:



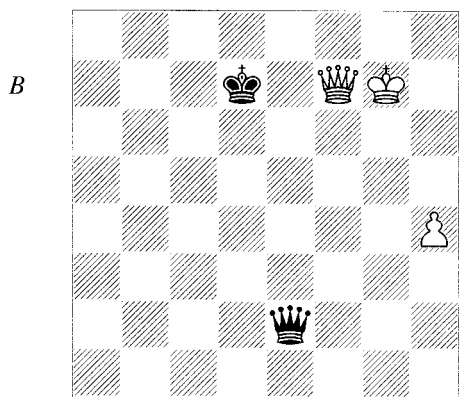
9.10 ♕ + a5-pawn vs ♔

In all these ♕+♠ vs ♕ zone diagrams Black is to move. He draws if his king is on the marked squares. The drawing zone is very large here; we can gain more insights from examining the situation with the pawn two squares further advanced:



9.11 ♔ + a7-pawn vs ♚

The drawing zone has reduced considerably. As a guideline the king should be near the pawn, on the a-file or in the south-east corner. Note that h8 is a draw for specific tactical reasons, and does not constitute a drawing zone in the normal sense. The position $w\text{c}a5, \text{w}b6, \text{w}a6; b\text{c}h8, \text{w}c1$ is lost even if Black moves first (with White to move, $1\ a7?$ would throw the win away!). But it is of course worth knowing that if you are stuck near the north-east corner, h8 is the square to head for. The next example illustrates this (see note 'b' to Black's 1st move), and the winning procedure if the defending king is stuck in the wrong corner:



9.12 /=
A. Shirov – I. Sokolov
Groningen 1996

1... ♔c6!

Black's king has to leave the danger zone immediately and must head for the south-west

corner. The fact that Sokolov did not choose this move suggests that he may have been afraid of counterchecks on f6 or g6, but as White's pawn is not very far advanced, he has time to bring his king into the drawing zone.

1... ♔c8? was the game continuation, when Shirov demonstrated good technique: $2\ h5 \text{w}g2+ 3\ \text{c}f8 \text{w}h3 4\ \text{w}e8+ \text{c}b7 5\ \text{w}g6 \text{w}c8+ 6\ \text{c}g7 \text{w}c3+ 7\ \text{c}h7$, and now:

a) $7... \text{w}h3?!$ (the move played in the game) $8\ h6 \text{c}a7$ and then:

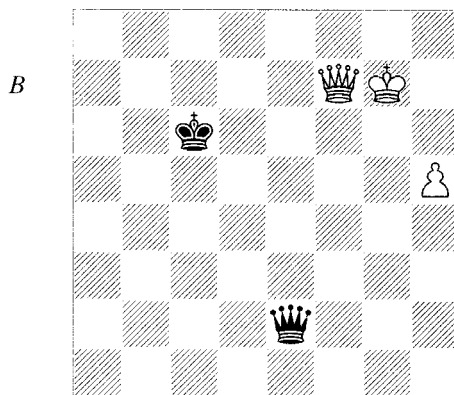
a1) The game concluded $9\ \text{w}f6?! \text{w}d3+?!$ ($9... \text{w}b3!?$ is tougher, because it is not so easy for White's king to hide from the checks) $10\ \text{c}h8$ ($10\ \text{c}g8 \text{c}a8 11\ \text{w}f8+ \text{c}b7 12\ h7 +-$) $10... \text{w}h3 11\ h7 \text{w}c8+ 12\ \text{c}g7! \text{w}g4+ 13\ \text{c}f8 \text{w}c8+ 14\ \text{c}f7 \text{w}c4+ 15\ \text{w}e6 \text{w}f4+ 16\ \text{c}g7 \text{w}g3+ 17\ \text{c}f8 \text{w}b8+ 18\ \text{w}e8$ (the checks have run out) $18... \text{w}b2 19\ \text{w}e3+ \text{c}a8 20\ \text{w}f3+$ (covering g2) $20... \text{c}a7 21\ \text{c}g8 \text{w}b8+ 22\ \text{w}f8 1-0$.

a2) $9\ \text{w}f7+!?$ is more accurate and leads to a quick win for White: $9... \text{c}b6$ ($9... \text{c}a8 10\ \text{w}f8+ \text{c}a7 11\ \text{c}g8 +-$) $10\ \text{c}g7 \text{c}a5 11\ h7 \text{w}g4+ 12\ \text{c}h6 +-$.

b) $7... \text{w}c7+!?$ is based on a neat stalemate trick. After $8\ \text{w}g7 \text{c}a8!?$ $9\ h6 \text{w}c2+ 10\ \text{c}h8 \text{w}f2$ it is still not easy to break down Black's defence as $11\ h7?$ would let the win slip: $11... \text{w}f3!$ (reciprocal zugzwang) $12\ \text{c}g8 \text{w}b3+! 13\ \text{w}f7 \text{w}g3+! 14\ \text{c}f8 \text{w}d6+ 15\ \text{w}e7 \text{w}f4+! 16\ \text{c}e8 \text{w}a4+! 17\ \text{w}d7 \text{w}e4+! 18\ \text{c}d8 \text{w}h4+! 19\ \text{c}c8 \text{w}c4+! =$.

2 h5 (D)

The otherwise desirable $2\ \text{w}f5$ is easily parried by $2... \text{w}e7+!$, winning the h-pawn.



9.12A +/=

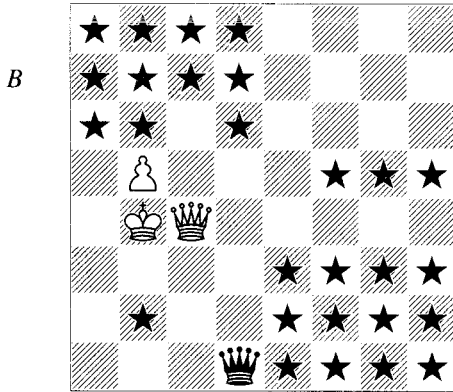
2... ♔b5!

This is the only move that gives Black sufficient checks as ♖f6 and ♖g6 are not counter-checks any more.

3 h6 ♖g4+! 4 ♖g6 ♖d4+!

4...♖d7+? is wrong since after 5 ♖f8! there is no check: 5...♖b4 6 ♖e4+! (6 h7? ♖d8+ =) 6...♖b3 7 h7! +- and White mates in 44 moves.

5 ♖h7 ♖b4 =

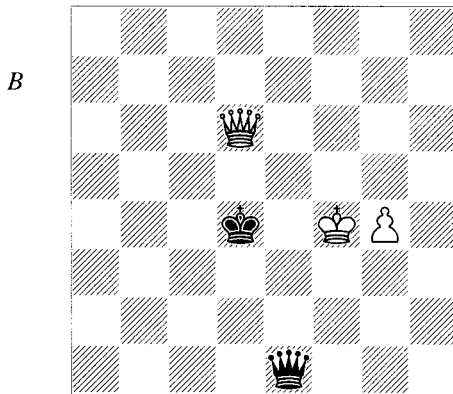


9.13

♖ + b-pawn vs ♖

The situation is similar to the rook's pawn, as the defending king should move into the direction of the south-east corner if it can't get in front of or at least very near the pawn.

The defensive strategy applied by König in the next example is very good:



9.14

E.Bogoljubow – I.König
Vienna 1922

1...♖c4!

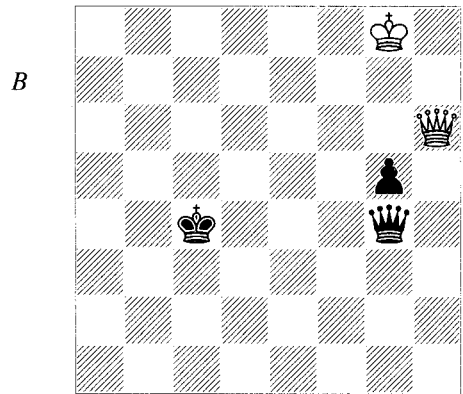
Not, of course, 1...♖c3? 2 ♖e5+ +- , when White simplifies into a won pawn ending.

2 g5 ♖f2+ 3 ♖g4 ♖g2+ 4 ♖f5 ♖c2+ 5 ♖f6 ♖f2+ 6 ♖e7 ♖a7+ 7 ♖d7 ♖a3+ 8 ♖f6 ♖f3+ 9 ♖g7 ♖c3+ 10 ♖h7 ♖b3 11 g6 ♖c2 12 ♖e6+ ♖b2 13 ♖g8 ♖d3 14 g7 ♖d8+ 15 ♖f7 ♖c7+! 16 ♖f6 ♖f4+! 17 ♖g6 ♖g3+! 18 ♖h7 ♖h4+ 19 ♖h6 ♖e4+! 20 ♖h8 ♖e5 21 ♖h4 ♖b1 22 ♖h1+ ♖b2 23 ♖g2+ ♖b1 24 ♖g6+ ♖a1 25 ♖h7 ♖h2+! 26 ♖h6 ♖c2+! 27 ♖h8 ♖c3! 28 ♖h1+ ♖b2 29 ♖g2+ ♖a1! 30 ♖h7 ♖d3+

The stalemate trick 30...♖c2+ is also possible, but after 31 ♖g6 ♖h2+! 32 ♖h6 White can play on.

31 ♖h6 ♖d6+ 32 ♖h5 ♖e5+ 33 ♖h4 ♖f4+ 34 ♖g4 ♖h6+ 35 ♖g3 ♖e3+ 36 ♖g2 ♖d2+! 37 ♖f3 ♖d3+ 38 ♖f2 ♖d2+ 39 ♖f1 ♖c1+ 40 ♖e2 ♖c2+ 41 ♖e3 ♖c3+ 42 ♖e4 ♖c4+ 43 ♖f5 ♖f7+ 44 ♖e5 ♖e7+ 45 ♖d5 ♖f7+ 46 ♖c6 ♖f6+! 47 ♖b5 ♖b2+! 48 ♖c4 ♖a2+ 49 ♖c3 ♖b2+ 50 ♖d3 ♖b1+ 51 ♖d2 ♖b2+ 52 ♖e1 ♖c3+ 53 ♖f2 ♖d2+ 54 ♖f3 ♖d3+ 55 ♖f4 ♖d4+ 1/2-1/2

If the pawn is not very far advanced and the defending king behind it, there is another defensive method:



9.15

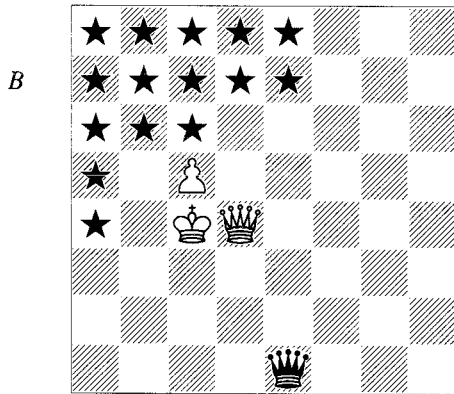
=/=

H.Mudrochova – M.Holoubkova
Czechoslovak girls Ch 1990

1...♖d5 2 ♖g7 ♖f5 3 ♖h1+ ♖e5 4 ♖e1+ ♖f4 5 ♖f2+ ♖g4 6 ♖g2+ ♖h4 7 ♖h2+ ♖h3 8 ♖f2+ ♖g3

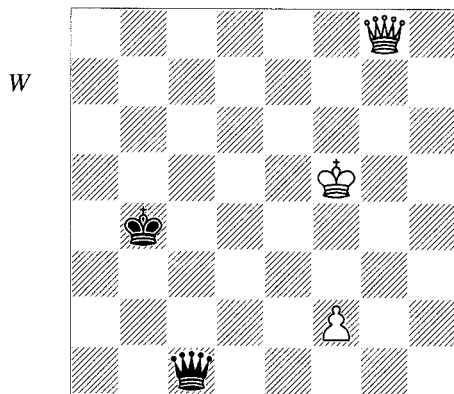
8...♖h5 9 ♖c2+ g4 10 ♖d2 ♖h4 11 ♖e1+ ♖g3 (11...g3 12 ♖e7+! =) 12 ♖h1+ ♖g5 13 ♖d5+ ♖f4 14 ♖g6 ♖e3 15 ♖h5 ♖e8+ 16 ♖h6! ♖e5 17 ♖c4+! ♖f3 18 ♖f1+ ♖g3 19 ♖g6 ♖h2 20 ♖f2+ ♖h3 21 ♖f1+ =.

9 ♖f6 ♗f4 10 ♗d8 ♖e5+ 11 ♔h6 ♗e6+ 12 ♔g7 ♔h5 13 ♗h8+ ♔g4 14 ♗h1 ♗e5+ 15 ♔g6 ♗f5+ 16 ♔g7 ♗f3 17 ♗g1+ ♔h4 1/2-1/2
 With an f-pawn, this position would be a win.



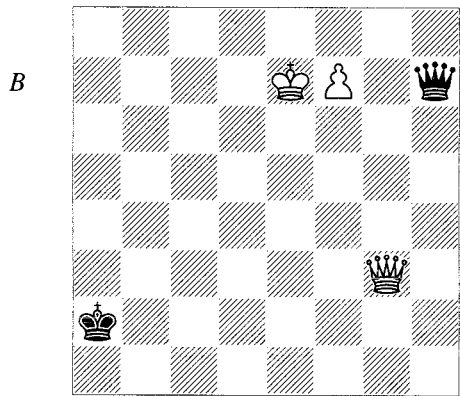
9.16 ♖ + c5-pawn vs ♗

With a bishop's pawn it is completely different. The defender is only able to draw if his king gets in front of the pawn. The following example illustrates the winning process:



9.17 +/= A.Kharitonov – S.Iskusnykh Russian Cht (Kazan) 1995

1 ♗b8+ ♔a3!? 2 ♗d6+ ♔b3 3 f4 ♗h1 4 ♔g5 ♗g1+ 5 ♔f6 ♗h2 6 ♗e6+ ♔a3?!
 6...♔b2!? is more stubborn.
 7 f5 ♗h4+ 8 ♔f7 ♗h5+ 9 ♔e7 ♔b2 10 f6 ♗c5+ 11 ♗d6 ♗g5 12 ♗d4+ ♔b1 13 ♗e4+ ♔a1 14 ♔e6 ♗h6 15 ♗f5 ♔a2 16 ♗f2+ ♔a1 17 ♗g3 ♔a2 18 ♔e7 ♗h7+ 19 f7 (D)



9.17A +/-

The first phase is completed. Now the f-pawn has to be promoted.

19...♗e4+ 20 ♔f6 ♗c6+ 21 ♔g7 ♗b7 22 ♗g6 ♔a3 23 ♗d6+ ♔a2 24 ♗d2+ ♔a1 25 ♔g8 ♗b3 26 ♗f4 ♗d5 27 ♔h8

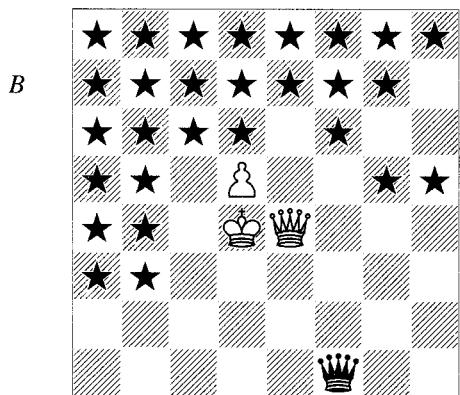
White can also win by 27 ♔h7!? ♗b7 28 ♗f6+ ♔a2 29 ♗f2+ ♔a1 30 ♔g7 ♔b1 31 ♔g6 ♗c6+ 32 ♗f6 ♗g2+ 33 ♔h7 ♗h3+ 34 ♔g7 ♗d7 35 ♗b6+ ♔a1 (35...♔a2 36 ♔f6 +-) 36 ♔f6 ♗c8 37 ♔e7 +-.

27...♗h1+ 28 ♔g7 ♗g2+ 29 ♔h7 ♗h1+?!

29...♗c2+!? 30 ♔h6 ♗c6+ 31 ♔g5 ♗g2+ 32 ♗g4 ♗d5+ 33 ♗f5 ♗g2+ 34 ♔h6 ♗h1+ 35 ♔g7 ♗b7 36 ♗f2 ♔b1 37 ♔g6 ♗c6+ 38 ♗f6 ♗g2+ 39 ♗g5 ♗c6+ 40 ♔h7 ♗f3 41 ♗g7 ♗h1+ 42 ♔g8 ♗d5 43 ♔h8 +-.

30 ♗h6 ♗e4+ 31 ♔h8 1-0

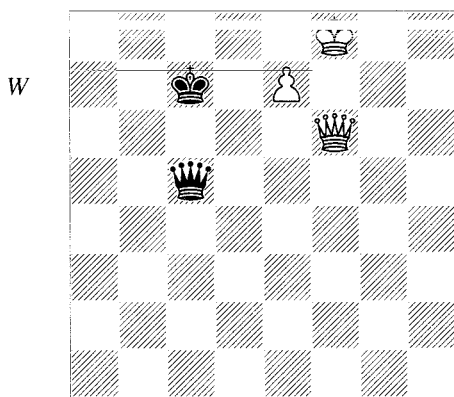
A similar situation arises in the case of a central pawn:



9.18 ♖ + d5-pawn vs ♗

With the king on b3, for example, Black can only save himself by retreating immediately: **1...♖b4! 2 ♜e7+** (2 d6?! ♜d1+! 3 ♖e5+ ♖c5! =) **2...♖b5** (or 2...♖a5) **3 ♜c5+ ♖a6!** =.

However, the winning method with a central pawn is more complex. One reason is the following diagonal pin, although it must be emphasized that the defender usually can't reach this position unless the attacker makes a mistake.



9.19

Y.Averbakh, 1962

1 ♜f4+ ♖d7 2 ♜g4+ ♖c7! 3 ♜g3+ ♖d7 4 ♜h3+ ♖c7! 5 ♜g4 ♖f2+! 6 ♖e8 ♜c5! 7 ♜f4+ ♖c8 8 ♖f7 ♜h5+!

Averbakh missed this and concluded erroneously that 9.19 is lost for Black. He analysed lines such as **8...♜d5+? 9 ♖f6! ♜c6+ 10 ♖g7! ♖d7 11 ♜f7! ♜c3+ 12 ♖g8 ♜g3+ 13 ♖f8! ♜d6** (13...♜a3 14 ♜d5+ ♖c7 15 ♖f7 +-) **14 ♜f5+ ♖c6 15 ♖f7 +-.**

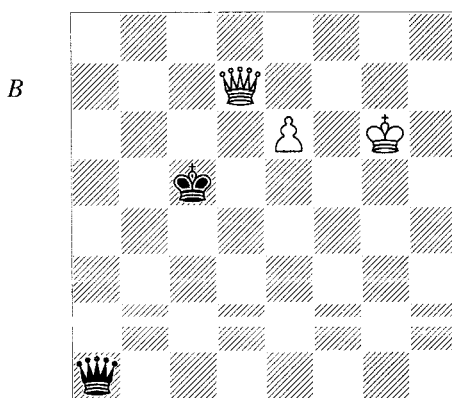
9 ♖f6**9 ♖g7 ♖d7! =.****9...♜h8+! 10 ♖e6 ♜h3+ 11 ♖d5****11 ♜f5 ♜xf5+! =.****11...♜g2+ 12 ♖d6 ♜c6+ =**

If Black were to move, he could draw with **1...♖d7! =.**

In the following diagram, Black's king is very near the pawn and with precise play he could have drawn:

1...♜g1+?

Black should play **1...♜e5!** (Alekhine), centralizing the queen and setting up the following perpetual check: **2 e7 ♜g3+! 3 ♖f7 ♜f4+ 4 ♖e8 ♜b8+! 5 ♜d8 ♜b5+! 6 ♖f8 ♜f1+! =.**

2 ♖f7 ♜h1?!

9.20

+/=

A.Alekhine – G.Stoltz
Salzburg 1942

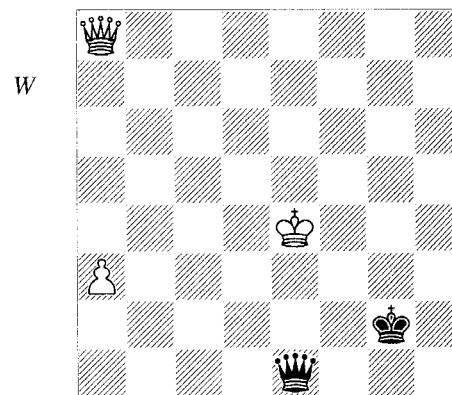
2...♜h2 is better, to prevent ♜c7+.

3 ♜c7+ ♖b5 4 ♜e5+ ♖a4 5 ♜d4+ ♖a3 6 ♜d3+ ♖b4 7 ♜f5 ♜c6 8 e7 ♜c7 9 ♜e4+ ♖a3 10 ♜d4 ♜h2 11 ♜c5+ ♖a2 12 e8 ♜ ♜f4+ 13 ♖g7 ♜g3+ 14 ♖f8 1-0

9.20 shifted one file to the right would be lost for Black whoever moves first.

B2) Exchange of Queens, Stalemate and Underpromotion

If the defending king is not in the square of the pawn or the attacking king can conquer the pawn's key squares, one has to watch out for possibilities of exchanging the queens. The following study shows a combined attack against the black king that forces the exchange:



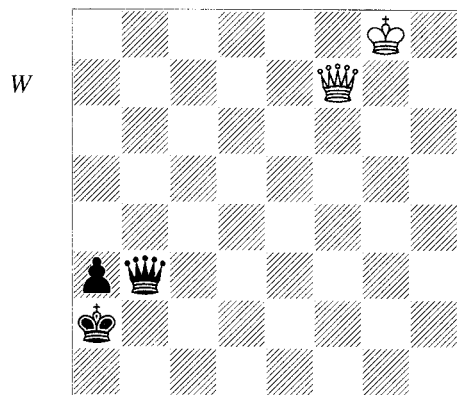
9.21

+/'

R.Cifuentes, 1996

- 1 ♖f4+! ♖h2
 1... ♖g1 2 ♖g8+ ♖h2 3 ♖h7+! ♖g1 4 ♖g6+!
 +-.
 2 ♖h8+! ♖g2
 2... ♖g1 3 ♖d4+ ♖h2 4 ♖e5! +-.
 3 ♖g8+! ♖h2 4 ♖h7+! ♖g1 5 ♖g6+! ♖h2
 6 ♖h5+ ♖g1 7 ♖c5+! ♖g2 8 ♖d5+! ♖h3 9
 ♖f5+! ♖h2 10 ♖e5! ♖d1 11 ♖e3+! ♖h1 12
 ♖e4+ ♖g1 13 ♖d4 ♖h5 14 ♖d2+ ♖h2 15
 ♖f2+ ♖h3
 15... ♖h1 16 ♖f1+ ♖h2 17 ♖e2+ +-.
 16 ♖e3+ ♖h4 17 ♖e1+ +-

The following stalemate idea is quite important and has often been used to save a valuable half-point:



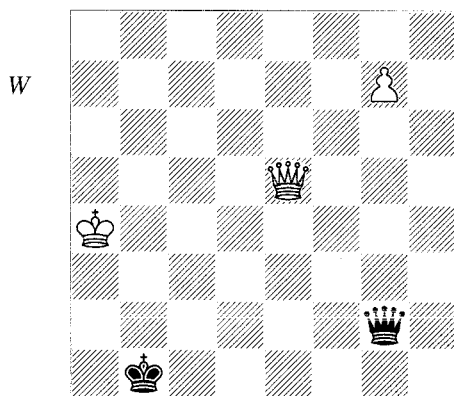
9.22 =/+

B.Belotti – R.Vaganian
 Reggio Emilia 1994/5

- 1 ♖h8!! ♖b2 2 ♖f2+ ♖a1 3 ♖f1+ 1/2-1/2
 With the white queen on b6 and the king on b7, 1 ♖a8!! would be the only way to save the game.

Sometimes promotion to a queen leads to stalemate (see following diagram):

- 1 ♖b8+ ♖a1 2 g8♖
 2 g8♖? ♖e4+ 3 ♖b4 ♖c6+ 4 ♖b5 ♖c2+! 5
 ♖a5 ♖c7+! 6 ♖b6 ♖c3+! 7 ♖a4 (7 ♖b5
 ♖b3+! =) 7... ♖a3+ (7... ♖c4+ 8 ♖a3 ♖a4+ =)
 8 ♖b5 ♖a4+ 9 ♖c5 ♖d4+! 10 ♖c6 ♖d7+ 11
 ♖xd7 stalemate.
 2... ♖a2+ 3 ♖b4 ♖b2+ 4 ♖c4 ♖c2+ 5 ♖d4
 ♖d2+ 6 ♖e4 ♖e2+ 7 ♖f4 ♖f2+ 8 ♖g4 ♖e2+ 9
 ♖h3 ♖f3+
 9... ♖h5+ 10 ♖g3 +-.
 10 ♖h2 ♖e2+ 11 ♖h1 ♖f3+ 12 ♖g2 +-



9.23 +/-

J.Roycroft, 1957

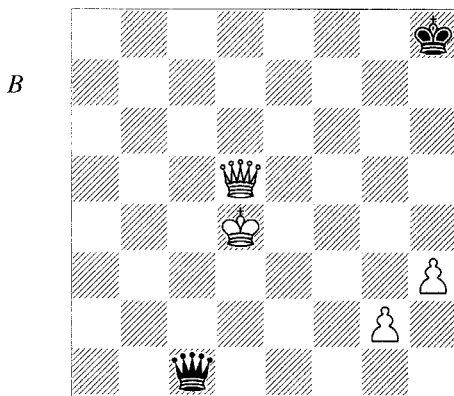
C) Queen + Pawn(s) vs Queen + Pawn(s)

The topics covered in this section are as follows:

C1:	Perpetual Check	321
C2:	Far-Advanced Passed Pawn/ Active King	323
C3:	Extra Pawn	324
C4:	Pawn Races	327

C1) Perpetual Check

One of the most important defensive motifs is perpetual check, which can sometimes be used to save otherwise hopeless positions. The following wheel check is very well known:

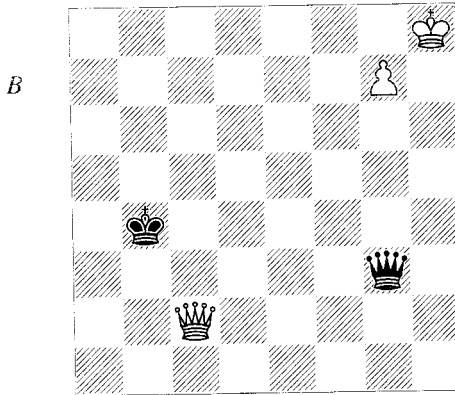


9.24 +/-

Wheel checks

1...♖d2+! (NC) 2 ♖c4 ♗a2+! 3 ♖c5 ♗a5+!
4 ♖c6 ♗a8+! 5 ♖d6 ♗d8+! 6 ♖e6 ♗g8+! 7
♖e5 ♗g5+! 8 ♖d4 ♗d2+! =

Sometimes it is even possible to draw against two queens:



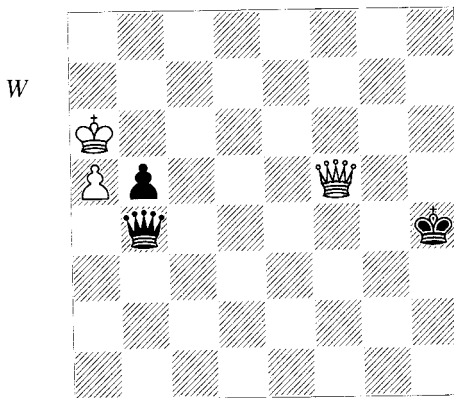
9.25

+/=

G.Lolli, 1763

1...♗h4+ 2 ♗h7
2 ♖g8 ♗d8+! 3 ♖f7 ♗d7+ 4 ♖f6 ♗d6+ 5
♖g5 ♗g3+ =.
2...♗d8+! 3 g8 ♗ ♗f6+ 4 ♗hg7 ♗h4+! 5
♗8h7 ♗d8+! 6 ♗gg8 ♗f6+ =

With more pawns on the board, the attacker often uses them as shields against checks:



9.26

+!

1 ♗f6+
1 ♗xb5? = would be wrong as Black's king is near the south-east corner and is inside the drawing zone.

1...♔g4

1...♔h5 2 ♗e5+ ♔h4 3 ♖b6 +-.

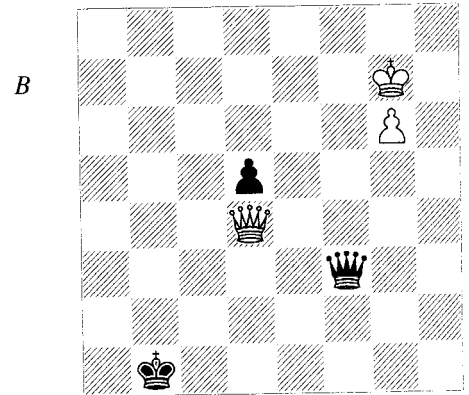
2 ♖b6

The b5-pawn shields the white king, so the a-pawn is unstoppable.

2...♗e4 3 a6 b4

3...♗e3+ 4 ♖b7 ♗e4+ 5 ♗c6 ♗e7+ 6 ♖b8 ♔h4 7 a7 ♗d8+ 8 ♖b7! +-.

4 a7 ♗e3+ 5 ♖b7 ♗e4+ 6 ♗c6 ♗e7+ 7 ♖b8 ♗e5+ 8 ♖c8 ♗h8+ 9 ♖b7 ♗g7+ 10 ♗c7 +-.



9.27

+/-

G.Kasparov – The World
Internet 1999

Without the d5-pawn the position would be drawn.

1...♗e4?!

1...♗f5!? “was the last chance, although Kasparov published 24 KB of analysis to prove he is winning anyway.” (Stohl in MegaBase 2000).

2 ♗g1+ ♔b2 3 ♗f2+ ♔c1 4 ♖f6 d4 5 g7 1-0

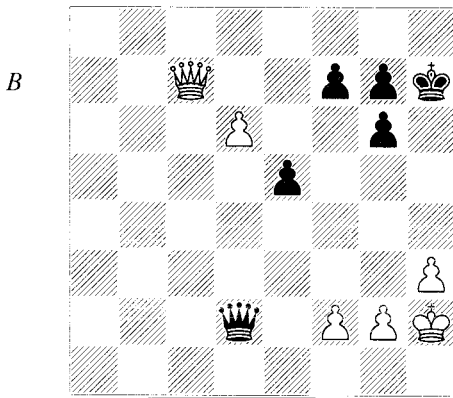
After Kasparov announced mate in over 20 moves, the World team voted to resign; for example, 5...♗c6+ 6 ♖g5! ♗d5+ 7 ♗f5! ♗d8+ (7...♗g2+ 8 ♔h6 ♗h2+ 9 ♖g6 ♗d6+ 10 ♗f6 +-) 8 ♖g4 (8 ♔h6 ♗g8 9 ♗c5+ ♔b1 10 ♗xd4 +- Stohl) 8...d3 9 ♗c5+! ♔d1 10 ♗f8! ♗d4+ 11 ♖f3! ♗d5+ 12 ♖f2! ♗d4+ 13 ♖f1! +-.

The following pattern is very important. It should be studied closely (see following diagram):

1...♗f4+!

1...♗xf2? 2 d7 ♗f4+ 3 ♖g1 ♗e3+ 4 ♔h1! +- (Hecht).

2 ♖g1



9.28 /=

V.Korchnoi – A.Miles
Horgen 1994

2 ♖h1 e4! 3 ♖c6 ♖xf2 4 ♖xe4 ♖d2 5 ♖h4+ ♖g8 6 ♖e7 ♖c1+ 7 ♖h2 ♖f4+ 8 ♖g1 ♖c1+ 9 ♖f2 ♖d2+ 10 ♖g3 g5 11 ♖e8+ ♖h7 12 ♖xf7 (12 d7?? ♖f4#) 12... ♖xd6+ 13 ♖g4 ♖d4+ 14 ♖xg5 ♖d2+ =.

2...e4! 3 ♖c6

3 ♖c5 ♖d2 4 ♖e5 f6 = (Hecht).

3...e3 4 fxe3 ♖xe3+ 5 ♖f1 ♖d2 6 d7 f5 7 ♖c7 ♖d1+ 8 ♖f2 ♖d2+ 9 ♖g1 f4! 1/2-1/2

A draw was agreed because the typical perpetual pattern 10 d8 ♖ ♖e1+ 11 ♖h2 ♖g3+ 12 ♖g1 ♖e1+ saves Black.

C2) Far-Advanced Passed Pawn/ Active King

A far-advanced passed pawn can easily outweigh several pawns because the lone queen can't stop it (see following diagram):

1... ♖d1!?

The pawn ending after 1... ♖xe3 2 fxe3 ♖h7 is also drawn, but is not easy to calculate over the board due to White's queenside majority.

2 ♖xa7

2 ♖e8+ ♖h7 3 ♖xf7 d4 =.

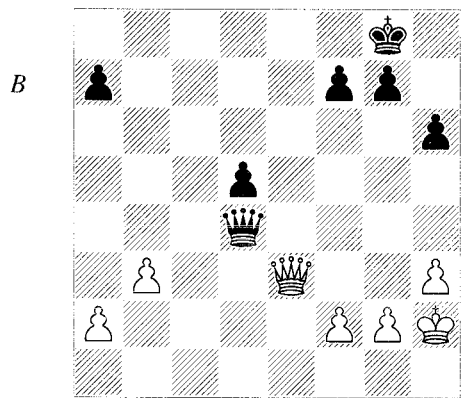
2...d4 3 ♖a8+

3 b4!?! d3 4 b5 ♖e1 5 b6 ♖xf2 6 ♖a8+ ♖h7 7 ♖e4+ g6 8 ♖xd3 (8 b7 d2 9 b8 ♖? d1 ♖ 10 h4 ♖dg1+ 11 ♖h3 ♖xa2 ♢) 8... ♖xb6 =.

3... ♖h7 4 ♖e4+ g6 5 ♖f4

5 b4 d3 6 b5 d2 7 b6 ♖e1 8 ♖f4 d1 ♖ 9 b7? (9 ♖xf7+ is necessary, with perpetual check) 9... ♖g1+ 10 ♖g3 ♖d5! -+.

5...d3! 6 ♖xf7+ ♖h8 7 ♖f8+



9.29 /=

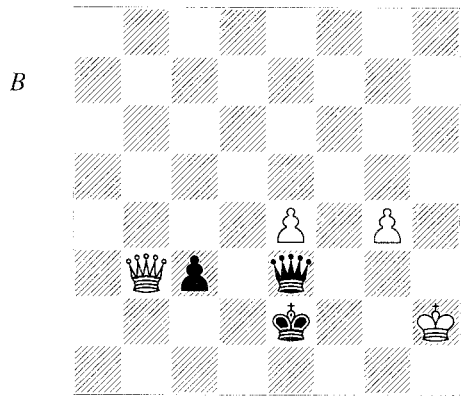
K.Müller – A.Lauber
Hamburg 1997

After 7 ♖xg6 d2 8 ♖xh6+ White can't win in spite of his four extra pawns.

7... ♖h7 8 ♖e7+ ♖g8 9 ♖e6+ ♖h7 10 ♖d7+ ♖g8 11 ♖d5+ ♖g7 12 ♖e5+ ♖f7 13 ♖c7+ ♖f6 14 ♖d6+ ♖f7 15 b4 d2

White tried to win for a few more moves, but the far-advanced d-pawn secured the draw.

In the next position the far-advanced passed pawn, aided by an active king, ensures the win:



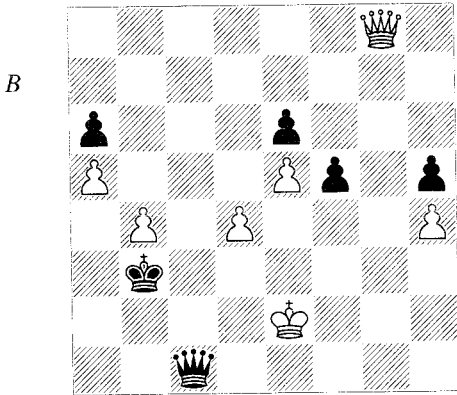
9.30 /+

L.Gostiša – U.Bönsch
Lippstadt 1994

1... ♖f3 0-1

White resigned because the immediate mate can only be stopped by exchanging queens. It is interesting to see how the e4-pawn hinders the white queen: 2 ♖f7+ (2 ♖d1+ ♖e2+ 3 ♖xe2+ ♖xe2 -+) 2... ♖f4+ 3 ♖xf4+ ♖xf4 -+.

It is harder to see that positional factors outweigh the pawn deficit in the next example:



9.31 /+
V.Topalov – G.Kasparov
Linares 1999

1...♖c4+ 2 ♖e3 ♖c3 3 ♗d8?!

“The last desperate chance to create some confusion with 3 b5 is best parried by 3...axb5!? 4 a6 ♗xd4+ (4...b4!?) 5 ♖f3 ♗d5+ and Black takes on e5 with check” – Stohl in *Instructive Modern Chess Masterpieces*.

3...♗d3+ 4 ♖f4

4 ♖f2 f4! and the passed pawn proves too much for White to handle: 5 ♗g5 (5 ♗c8+ ♖d2 6 ♗xe6 ♗e2+ 7 ♖g1 f3 8 ♗a2+ ♖e3 9 ♗b3+ ♖xd4 →) 5...♗xd3+ 6 ♖e2 ♗d2+ 7 ♖f1 ♗e3 → (Stohl).

4...♗d2+

4...♖d2 5 ♖g5 f4! (Stohl) 6 ♗f6 (6 ♖xf4?! ♗e3#; 6 d5 f3 →) 6...f3 7 ♖xh5 ♖e1 →.

5 ♖f3 ♗d1+ 6 ♖e3?!

This allows Kasparov to finish the game in great style. 6 ♖f2 f4! 7 ♗c8+ ♖d2 8 ♗xa6 (8 ♗xe6 ♗e2+ 9 ♖g1 f3 10 ♗a2+ ♖e3 11 ♗b3+ ♖xd4 →) 8...♗e1+ 9 ♖g2 ♗g3+ 10 ♖h1 f3 11 ♗f1 ♗xh4+ 12 ♖g1 ♗g3+ 13 ♖h1 ♗e1! 14 ♖g1 h4 15 a6 f2+ 16 ♖g2 h3+ → (Stohl, Hecht in CBM70).

6...♗g1+ 7 ♖e2

7 ♖f3 ♗f1+ 8 ♖g3 (8 ♖e3 f4+ 9 ♖e4 ♖d2 →) 8...f4+ 9 ♖h2 ♗f2+ 10 ♖h1 f3 11 ♗g5 ♗e1+ 12 ♖h2 f2 →.

7...♗g2+ 8 ♖e3

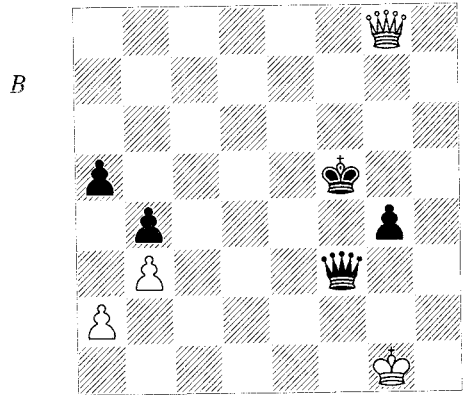
8 ♖e1 ♖d3 9 ♗g5 ♗e2#.

8...f4+!! 0-1

Topalov resigned due to 9 ♖xf4 ♖d3! 10 ♗g5 (10 d5 ♗g4#) 10...♗f2#.

C3) Extra Pawn

Dunnington called the following method, which is a typical way to convert an outside extra pawn, ‘Head for the Hills’ in *101 Winning Chess Strategies*:



9.32 /+
A.Sherzer – I.Almasi
Hungarian Cht 1995

1...g3 2 ♗c8+ ♖e4 3 ♗e6+ ♖d3 4 ♗c4+ ♖d2 5 ♗d4+ ♖c2 6 ♗c5+ ♖b2 7 ♗e5+ ♗c3 8 ♗e2+

8 ♗xa5 ♗e1+ 9 ♖g2 ♗f2+ 10 ♖h3 ♗h2+ 11 ♖g4 g2 →.

8...♗a3

The king has arrived and is now sheltered by White’s pawns.

9 ♗e6 ♗a1+ 10 ♖g2 ♗xa2+ 11 ♖h3

11 ♖xg3 ♗xb3+ 12 ♗xb3+ ♖xb3 →.

11...♗h2+ 12 ♖g4 g2 13 ♖f3 g1♯+

A little joke. White can’t avoid the exchange of queens.

14 ♖e4 ♗e2+ 15 ♖f5 ♗xe6+ 0-1

In the following diagram, White captures Black’s a-pawn and wins easily because of his well-sheltered king:

1 ♗d7+!?

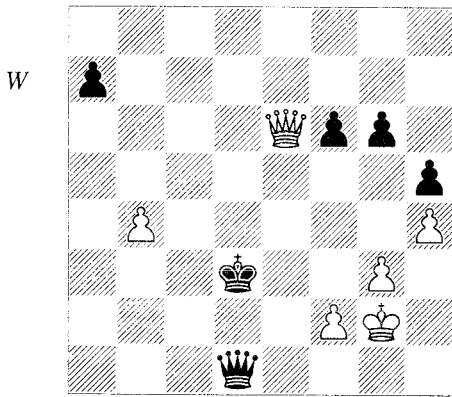
1 ♗xf6 ♖c4 2 ♗xg6 ♗d5+ gives Black more counterplay.

1...♖e2

1...♖c2 2 ♗a4+ ♖c1 3 ♗xa7 →.

2 ♗e7+ ♖d3 3 ♗xa7 ♗g4 4 ♗e3+ ♖c4 5 ♗c5+ ♖d3 6 ♗e3+ ♖c4 7 ♗c5+ ♖d3 8 b5 ♗e4+ 9 ♖h2 ♗a8 10 ♗c6 ♗a2 11 ♖g2

This situation is typical. There is no way to attack White’s king successfully.



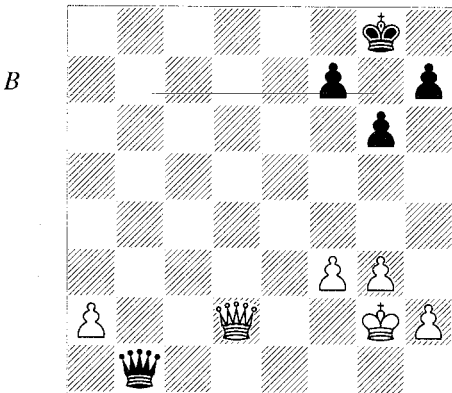
W

9.33 +/

P.Keres – L.Aronin
USSR Ch (Moscow) 1951

11...g5 12 b6 gxh4 13 ♖f3+ 1-0

A small change can make a big difference:



B

9.34 =/=

U.Andersson – R.Lau
Bundesliga 1999/00

White has already played f3 so his king is much more exposed to checks.

1...h5 2 a4 ♖a1 3 a5 ♖h7 4 f4 ♖a3 5 ♖d5 ♖g8 6 f5

6 ♖h3!?

6...♖e3 7 ♖b5

7 fxf6?! allows a typical perpetual check:

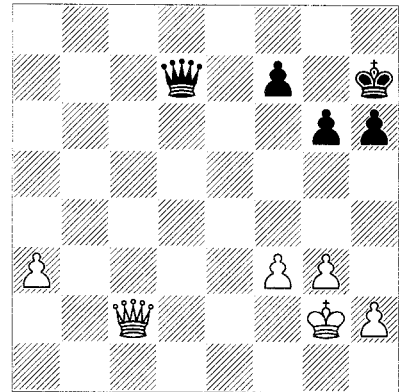
7...♖e2+ 8 ♖g1 ♖e1+ 9 ♖g2 ♖e2+ 10 ♖h3 ♖g4+ =.

7...g5 8 a6 g4 9 ♖f1 ♖h7 10 f6 ♖g6 11 ♖c4 ♖f3+ 12 ♖e1 ♖xf6

12...♖e3+ 13 ♖d1 ♖g1+ 14 ♖c2 ♖xh2+ 15 ♖c3 ♖g1 also comes into consideration.

13 ♖d2 ♖b6 14 ♖d3 ♖d6+ 15 ♖c2 ♖b6 16 ♖c3 ♖a5+ 17 ♖b3 f6 18 ♖e4+ ♖g5 19 ♖e3+ ♖g6 20 a7 ♖b5+ 21 ♖c3 ♖a5+ 22 ♖c4 ♖a4+ 23 ♖d3 ♖a3+ 24 ♖e2 ♖a2+ 25 ♖f1 ♖a1+ 26 ♖g2 ♖a2+ 27 ♖f2 ♖d5+ 28 ♖f1 ♖d3+ 29 ♖e2 ♖b1+ 30 ♖f2 ♖f5+ 31 ♖g2 ♖d5+ 32 ♖f1 ♖f5+ 1/2-1/2

The comparable classic is the following game:



W

9.34A =/

A.Alekhine – S.Reshevsky
Amsterdam AVRO 1938

1 ♖a2 ♖g8 2 a4 ♖c6 3 a5 ♖a6 4 g4 g5 5 ♖f2 ♖d6 6 ♖f1 ♖a6+ 7 ♖g2 ♖g7 8 ♖b2+ ♖g8 9 ♖b8+ ♖g7 10 ♖e5+ ♖g8 11 ♖f2 ♖a7+ 12 ♖e2 ♖a6+ 13 ♖d2 ♖c4 14 ♖f5 ♖d4+ 15 ♖e2 ♖b2+ 16 ♖d3 ♖b3+ 17 ♖e2 ♖b2+ 1/2-1/2

Even with all the pawns on one wing, an extra pawn provides winning chances. The following very well known example demonstrates this (see next diagram):

1...♖f6 2 ♖d8+ ♖e6 3 ♖e8+ ♖f5 4 ♖d7+ ♖e4 5 ♖e7+ ♖d3 6 ♖a3+ ♖c2 7 ♖e7 ♖d1 8 ♖d8+ ♖e2 9 ♖e7+ ♖e6 10 ♖b7 ♖f2 11 ♖g2+ ♖e1 12 ♖g1+ ♖e2 13 ♖g2+ ♖d3 14 ♖f3+ ♖d2 15 ♖f4+ ♖e2 16 ♖c7

16 ♖g2!?

16...f5 17 ♖c2+ ♖f3 18 ♖g2+

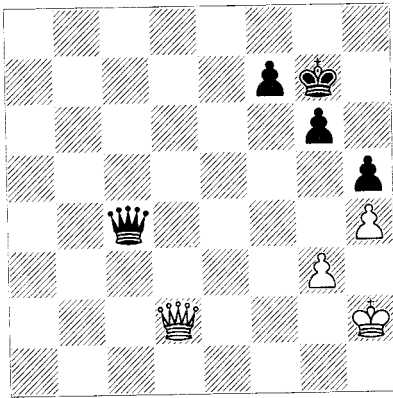
18 ♖d3+ ♖e3 19 ♖d5+ ♖e4 20 ♖b3+ ♖e2 21 ♖b6 (21 ♖b5+ ♖e1 22 ♖b3 ♖f1 23 ♖d1+ ♖e1 →) 21...f4 22 ♖b2+ ♖f3 23 ♖c3+ ♖e3 24 ♖c6+ ♖f2 25 ♖g2+ ♖e1 26 gxf4 ♖f2 →.

18...♖e3 19 ♖b2 ♖c4 20 ♖a3+

20 ♖e5+ ♖f3 21 ♖b2 ♖e2+ →.

20...♖d3 21 ♖c5+

B

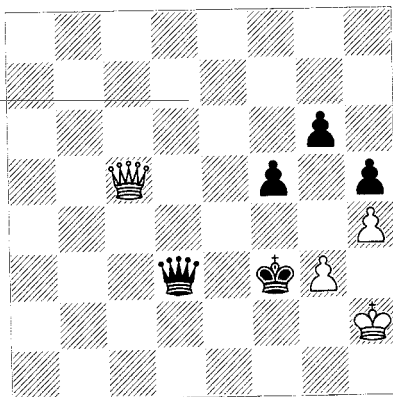


9.35 /+
V.Cioaltea – W.Unzicker
Moscow 1956

21 ♖a1!? ♕f3 22 ♖h1+ (22 ♖h3 f4 23 ♖h1+ ♕e2 24 ♖g2+ ♕e1 +-) 22...♕e2 23 ♖c6 (23 ♖g2+ ♕e1 24 ♖h1+ ♕d2 25 ♖c6 f4 26 gxf4 ♖e2+ +-) 23...♖e4 24 ♖c1 ♖e3 25 ♖c6 ♕f1 26 ♖g2+ ♕e1 27 ♖h1+ ♕e2 28 ♖c6 ♖f3 29 ♖a6+ (29 ♖xg6 ♕f1 30 ♖a6+ ♖e2+ +-) 29...♕e1 30 ♖a1+ ♕f2 31 ♖g1+ ♕e2 32 ♖a1 ♖f2+ 33 ♕h3 ♖f1+ -+.

21...♕f3 (D)

W



9.35A -/+

22 ♖c6+
22 ♖g1 f4 23 ♕h3 (23 gxf4 ♖c2+ 24 ♕h1 ♖e4 25 ♖g5 ♖b1+ 26 ♕h2 ♖c2+ 27 ♕h1 ♖c1+ 28 ♕h2 ♖xf4+ +-) 23...♕e2 -+.
22...♖e4 23 ♖c3+ ♕f2 24 ♖c5+ ♖e3 25 ♖c2+ ♖e2 26 ♖c6 ♕f1+ 27 ♕h3
27 ♕h1 ♖c4+ -+.
27...♕g1! 28 ♖c5+ ♖f2 29 ♖e3!?
29 ♖c1+ ♖f1+ -+.

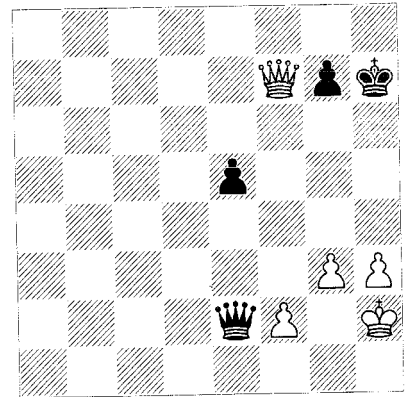
29...f4!

Not 29...♖xe3?? stalemate.

0-1

The next example is easier to understand:

W



9.36 +/-
R.Kholmov – E.Geller
USSR Ch (Kiev) 1954

1 g4!

Opening a path for the king to g5 to take part in the attack.

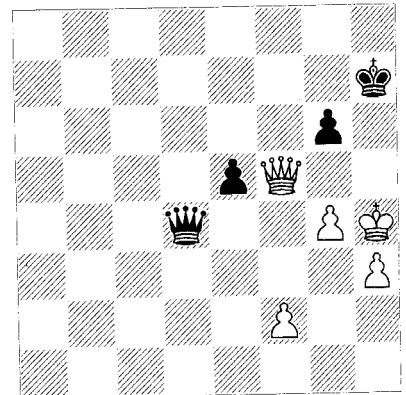
1...♖d2

1...e4 2 ♕g3 e3?! 3 ♖h5+ ♕g8 4 ♖e8+ ♕h7 5 ♖xe3 +-.

2 ♕g3 ♖c3+ 3 ♕h4 ♖d4 4 ♖f5+ g6 (D)

4...♕g8 5 ♕h5 e4 (5...♖d6 6 g5 +-) 6 g5 ♖d1+ 7 ♕h4 ♖d4 8 g6 ♖d8+ 9 ♕g3 ♖d6+ 10 ♕g2 ♖d8 11 ♖e6+ ♕h8 12 ♖xe4 +-.

W



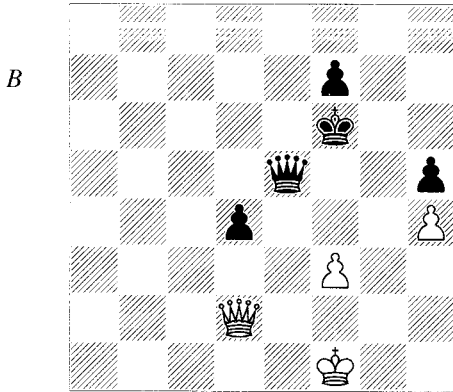
9.36A +/

5 ♖f7+ ♕h6 6 ♖f6 ♕h7 7 ♕g5 ♖d2+ 8 f4! exf4

8... ♖xf4+ 9 ♗xf4 exf4 10 ♖xf4 ♖h6 11 ♖e5 ♖g5 12 ♖e6 +-.
 9 ♗f7+ ♖h8 10 ♖h6 1-0

“If 10...f3+, then 11 g5 +- closes the tent door and shuts out the wild elements.” (Wade in *Batsford Chess Endings*).

Sometimes the easiest way to convert an extra pawn is to exchange queens:

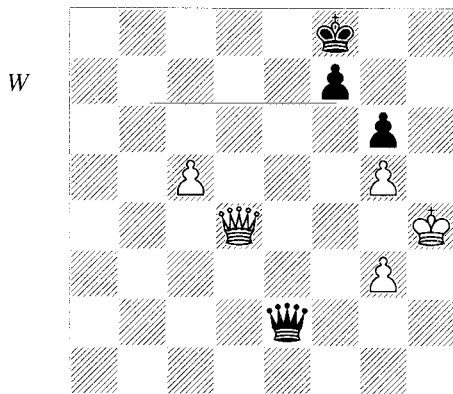


9.37 /+

B.Horberg – O.Bernstein
Montevideo 1954

1... ♗e3!? 2 ♗xe3
 2 ♗d1 ♖e5 3 ♖g2 ♖f4 4 ♗f1 d3 —+.
 2...dxe3 3 ♖e2 ♖f5 4 ♖xe3 ♖e5 5 ♖e2 ♖f4
 6 ♖f2 f6 7 ♖g2 ♖e3 8 ♖g3 f5! 0-1

However, the queen is so powerful that care is required not to be unpleasantly surprised:



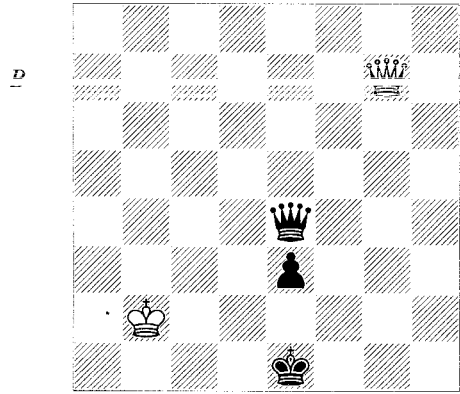
9.38 =/+

G.Borisenko – V.Simagin
USSR Ch (Moscow) 1955

1 ♖h3 ♗f1+ 2 ♖g4??
 2 ♖h2 ♗e2+ 3 ♖g1 ♗e1+ 4 ♖g2 ♗e2+ 5 ♗f2 ♗e4+ 6 ♖h2 ♖e8 ±.

2...f5+! 0-1

Borisenko resigned due to 3 gxf6 (3 ♖h4 ♗h1#!) 3... ♗f5+! 4 ♖h4 ♗h5#.



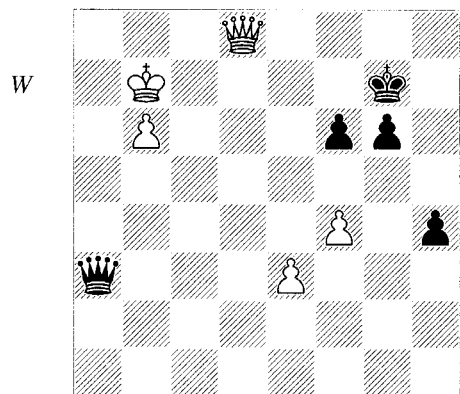
9.38A -/+

A.Batuev – V.Simagin
USSR Ch (Riga) 1954

One year earlier Simagin was on the receiving end: 1...e2?? 2 ♗g1+! ♖d2 3 ♗c1+! ♖d3 4 ♗c3#! (1-0).

C4) Pawn Races

These cases require extremely precise calculation and the position of the kings is of course very important:



9.39 =/

M.Ashley – N.de Firmian
New York 1996

White should have contented himself with a draw:

1 ♖b8?!

1 ♖d7+ ♕h6 2 ♖d8 =.

1... ♖xe3 2 b7 h3

2... ♖xf4+?? 3 ♖c7+ +-.

3 ♖d7+ ♕h6 4 ♕c8?

4 ♖d6! f5 5 ♕a8 ♖e4 (5...h2 6 ♖f8+ =) 6 ♕a7 ♖a4+ 7 ♕b6 ♖b3+ 8 ♕a7 =.

4...h2 5 b8 ♖h1 ♖

King safety plays a crucial role when four queens are on the board.

6 ♕d8

Or: 6 ♖bc7 ♖a8+ 7 ♖b8 ♖c5+ -+; 6 ♖dd6 ♖e8+ 7 ♕c7 ♖c1+ -+.

6... ♖he4 7 f5 ♖xf5 8 ♖h2+ ♖h5 9 ♖hc7 ♖he5 10 ♖b7 ♖5e4 11 ♖bc7 ♖a8+ 12 ♖dc8

12 ♖cc8 ♖aa3 13 ♖c4 ♖f8+ 14 ♕c7 ♖a7+ 15 ♕c6 ♖aa8+ 16 ♕b6 (16 ♖b7 ♖fc8+ -+)

16... ♖fb8+ 17 ♕c5 ♖a5+ 18 ♕d4 ♖f4+ 19 ♕d3 ♖ad2#.

12... ♖d5+ 13 ♖7d7 ♖g8+ 14 ♕c7 ♖c5+ 0-1

Rules and Principles: Queen Endings

1) A rook's or a bishop's pawn on the seventh rank draws against a queen if the attacking king is outside the winning zone.

2) In an endgame queen + rook's or knight's pawn vs queen, the defending king should be near the pawn or in the corner furthest away (e.g., against a pawn on a4 or b4 Black's king should be on the queenside in front of the pawn or in the south-east corner; compare 9.10 and 9.13).

3) Using enemy pawns as shields and 'Head for the Hills' are strategies worth remembering.

4) It is generally favourable to advance a passed pawn, but watch out for possibilities to improve the position of your pieces first. In particular, a centralized queen can be extremely strong.

5) A well-supported far-advanced passed pawn can outweigh several pawns.

6) With such powerful pieces as queens still on the board, king safety plays an important role, so watch out for stalemate, mate and perpetual check.

Reference works

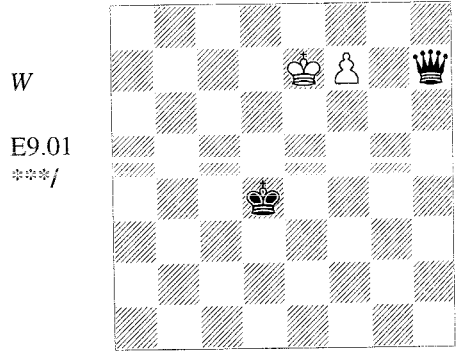
Damenendspiele, Averbakh, Sportverlag 1990

Secrets of Practical Chess, Nunn, Gambit

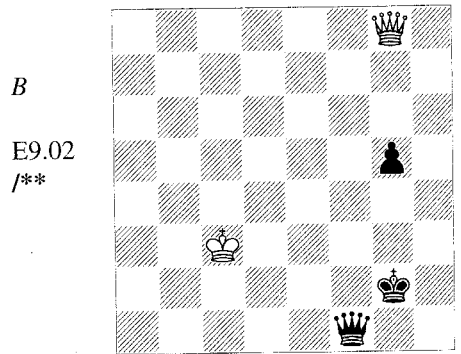
1998

Exercises

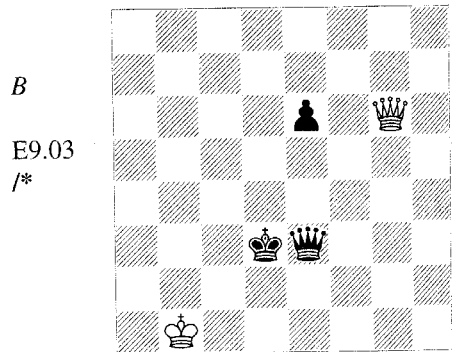
(Solutions on pages 390-1)



Black's king is outside the winning zone, but how should White continue?



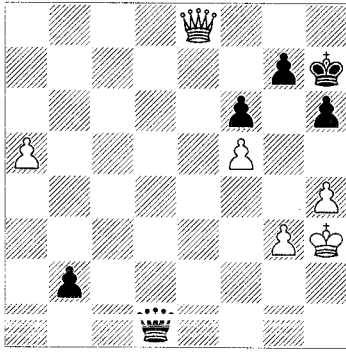
White's king is in a dangerous area. How should Black make use of that?



How should Black parry the check?

B

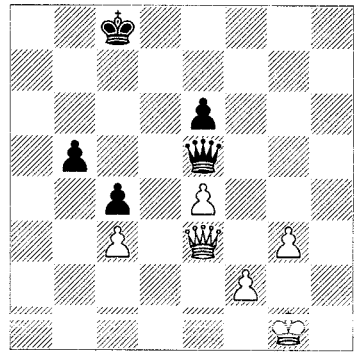
E9.04
/**



White has set up a typical pattern to give perpetual check. Can Black avoid it?

B

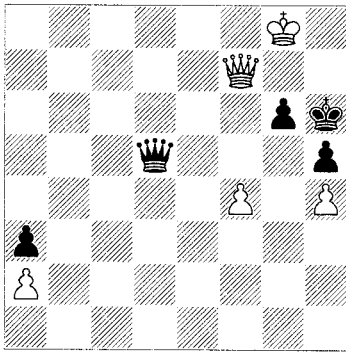
E9.06
/**



White has an extra pawn. Is he winning?

B

E9.05
/**



It looks pretty grim for Black. Does he have a way out?

10 Further Queen Endings

In this chapter we discuss a variety of endings with at least one queen on the board together with rooks and/or minor pieces. The most important endings of this type for the practical player are queen vs rook + minor piece and queen vs two rooks, while some positions with queen vs rook and pawns are also of considerable interest.

Our subchapters are:

10.1: Queen vs One Minor Piece	330
10.2: Queen vs Rook	331
10.3: Queen vs Two Minor Pieces	339
10.4: Queen vs Rook and Minor Piece	341
10.5: Queen vs Two Rooks	343
10.6: Queen vs Three Minor Pieces	346
10.7: Queen and Minor Piece vs Queen	347
10.8: Queen and Minor Piece vs Queen and Minor Piece	349

10.1 Queen vs One Minor Piece

In the traditional material count the pawn is worth 1, bishop and knight 3, a rook 5 and the queen 9 points. Therefore, a single minor piece normally has no chance against the queen. Even with several pawns, the queen proves too strong. The following position illustrates this (*see next diagram*).

The knight protects the pawn, shelters the king and creates a kind of barrier against the white king. However, there is a way to penetrate:

1 ♖g3! ♔d3

1...♔f1?! loses the knight immediately to 2 ♖f3+ +-.

2 ♖f2 ♔e4 3 ♔b5?!

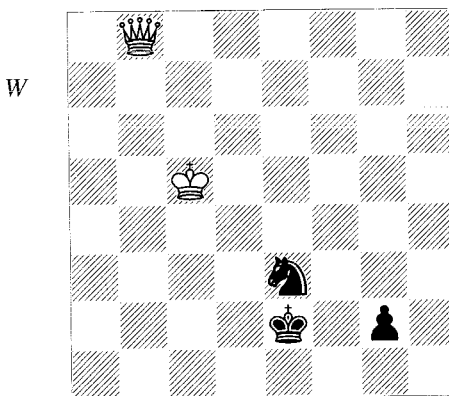
3 ♔d6 is the right direction and wins much more quickly.

3...♔d4 4 ♔a4 ♔d3 5 ♔b3 ♔e4 6 ♔a2 ♔d4 7 ♔b2 ♔e4!?

7...♔d3?! 8 ♔c1 puts Black in zugzwang.

8 ♔b1

Not, of course, 8 ♔c3?? ♔d1+! +-.



10.01 +/
L.Rellstab – S.Holm Pedersen
Randers 1973

8...♔d4 9 ♔c1 ♔d3

Now it is White's move and it seems at first sight that he can't penetrate that way, and so he turns back:

10 ♔b1

However, it was possible to break through with the following manoeuvre: 10 ♖e1 ♔f1 11 ♖d1+ ♔e3 12 ♖g4 ♔f2 13 ♖d4+ ♔e2 (13...♔f3 14 ♖g1 ♔g3 15 ♔d2! ♔e4+ 16 ♔e1 ♔g3 17 ♔e2 ♔c3+ 18 ♔e3 ♔d5+ 19 ♔d2 ♔f3 20 ♔e1 +-) 14 ♖c5 ♔e3 15 ♖g5 and now:

a) 15...♔f3 16 ♔d2 ♔g4 17 ♖c5 ♔g3 18 ♔e2 ♔h2 19 ♖c7+ ♔h1 20 ♖h7+ ♔g1 21 ♖h4 ♔h2 22 ♖g5 ♔f1 23 ♔f3 ♔h2+ 24 ♔g3 ♔f1+ 25 ♔h3 +-.

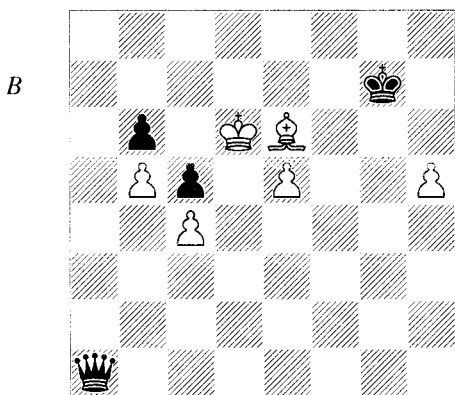
b) 15...♔f2 16 ♖f4+ ♔e2 17 ♖g3 ♔d3 18 ♖f2 +-.

10...♔e4 11 ♔a2 ♔d3 12 ♔b3 ♔e4 13 ♔a4 ♔d3 14 ♔b5 ♔d4 15 ♔c6 ♔e4 16 ♔d7 ♔d3 17 ♔e6 ♔e4 18 ♔f7 ♔d3 19 ♔g6 ♔d4 20 ♔h5 1-0

The white king finally arrives: **20...♔d3** (or 20...♔e4 21 ♔g5 ♔d3 22 ♔f4 +-) **21 ♔h4 ♔d4 22 ♔g3 ♔e4 23 ♖f3+ ♔d4 24 ♔f2 +-.**

10.01 is drawn if shifted one file to the left or the right, because of the possible stalemate defence with a bishop's pawn or a rook's pawn (see 9.02 and 9.03).

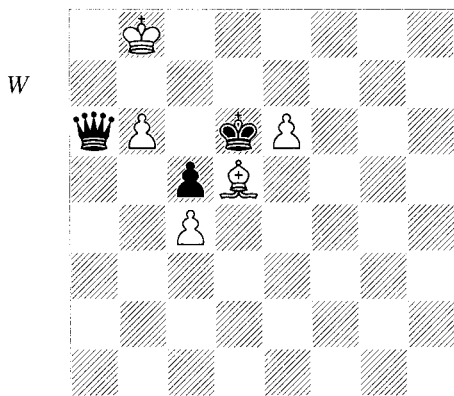
A bishop usually loses as well:



10.02 /+
S.Agdestein – N.de Firmian
Reykjavik tt 1998

White can try to build a fortress, but Black can break it down using zugzwang:

- 1... ♖a7 2 ♕c6
- 2 ♔d7 ♜b8+ 3 ♕c6 (3 ♕e6 ♜g8+ 4 ♕d6 ♜xc4 -+)
- 3... ♜xe5 4 ♕xb6 ♜d4 5 ♕c6 ♜xc4 6 b6 ♜a4+ 7 ♕c7 ♜a5 8 ♕c6 c4 9 b7 ♜e5 10 ♔g4 c3 11 ♔d1 ♜e4+ 12 ♕b6 ♜b1+ 13 ♕c7 c2 -+.
- 2... ♕f8 3 h6
- 3 ♔d7 ♕e7 4 e6 ♕d8 5 ♕d6 ♜c7+ 6 ♕d5 ♕e7 7 h6 ♜d6+ 8 ♕e4 ♜d4+ -+.
- 3... ♜h7 4 ♔d5
- 4 ♕xb6?! ♜xh6 5 ♕xc5 ♜xe6 -+.
- 4... ♜xh6+ 5 e6 ♕e7 6 ♕xb6 ♕d6 7 ♕a6 ♜g7 8 b6 ♜a1+ 9 ♕b7 ♜a4 10 ♕b8 ♜a6 (D)



10.02A -/+

11 b7 ♜b6

11... ♜a1 wins more quickly: 12 e7 ♜h8+ 13 ♕a7 ♕c7 14 ♕a6 ♜a1+ 15 ♕b5 ♜b2+ 16 ♕xc5 ♜b6#.

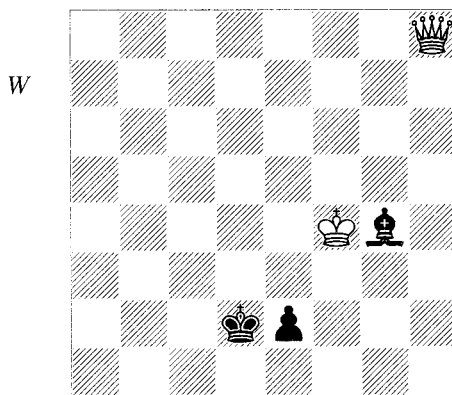
12 ♔e4 ♕xe6 13 ♕c8 ♜a6 14 ♔f3 ♕e7 15 ♔d5 ♜d6 16 b8 ♔

16 b8 ♜ ♜d7#.

16... ♜b6 0-1

In view of the threat of ... ♕d6.

No rule is without exception:



10.02B =/=
T.Heinemann – E.Lobron
German Ch (Bremen) 1998

Black's bishop protects the pawn, and this secures the draw:

- 1 ♜d4+ ♕c1 2 ♜g1+ ♕d2! 3 ♜g2 ♕c1!
 - 3... ♕d1? 4 ♜xg4! +-; 3... ♕e6? 4 ♜f2 ♔c4 5 ♜e3+ ♕c2 6 ♜g3 ♔d3 7 ♜f2 ♕c3 8 ♕e1 +-.
 - 4 ♜f2 ♕d1! 5 ♜xg4 e1 ♜! 6 ♜xe1+ ♕e1!
- 1/2-1/2

10.2 Queen vs Rook

The material divides naturally into the following topics:

A:	Queen vs Rook (no pawns)	331
B:	Queen vs Rook + Pawn(s)	333
C:	Queen + Pawn(s) vs Rook + Pawn(s)	337

A) Queen vs Rook (no pawns)

The queen always wins against a lone rook unless there is an immediate draw such as perpetual check or stalemate. The winning nature of the ending has been known for a long time and

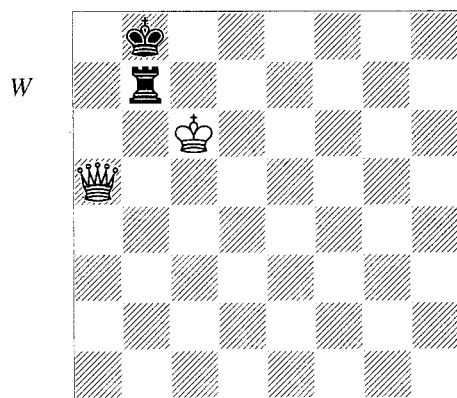
it was believed to be quite easy to force a win. However, the appearance of computer databases in 1978 caused the ending to be seen in a new light. While they confirmed that the queen should win from all normal starting positions, they also showed that it was quite difficult to win if the defender played precisely. Therefore, it is well worth studying the winning process, which falls into three steps:

1) Forcing the rook back into a third-rank defence and breaking that down (this is the stage where computers have had the greatest impact, by showing how tough the third-rank defence is).

2) Reaching the Philidor position from a second-rank defence, which is most often applied in practice.

3) Winning the rook from Philidor's position.

We will work backwards through this process, and thus start with the third step:



10.03

A.Philidor, 1777

The easiest winning method is to transfer the move to Black:

1 ♖e5+

1 ♜d5 is as good.

1... ♖a8 2 ♖a1+ ♖b8

2... ♜a7?! 3 ♖h8#.

3 ♖a5

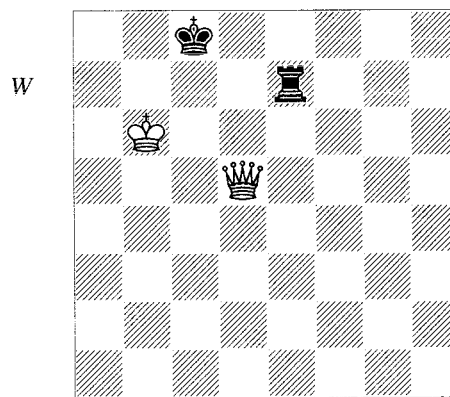
Now Black is in zugzwang and loses his rook.

3... ♜b1

Or: **3... ♜e7?! 4 ♖b4+ +-; 3... ♜b2?! 4 ♖e5+ +-; 3... ♜g7 4 ♖e5+ +-; 3... ♜h7 4 ♖e5+ ♖a8 5 ♖a1+ ♖b8 6 ♖b1+ +-; 3... ♜f7 4 ♖b4+ ♖c8 (4... ♖a8 5 ♖a3+ ♖b8 6 ♖b3+ +-) 5 ♖d6 +-; 3... ♜b3 4 ♖e5+ ♖a7 5 ♖g7+ ♖a8 6 ♖g8+ +-.**

4 ♖d8+ ♖a7 5 ♖d4+ ♖a8 6 ♖h8+ ♖a7
6... ♜b8 7 ♖a1#.
7 ♖h7+ ♖b8 8 ♖xb1+ ♖c8 9 ♖b7+ ♖d8
10 ♖d7#

We now move on to the second-rank defence:



10.04

M.Euwe, 1958

1 ♖f5+

For 1 ♖d6 see E10.01.

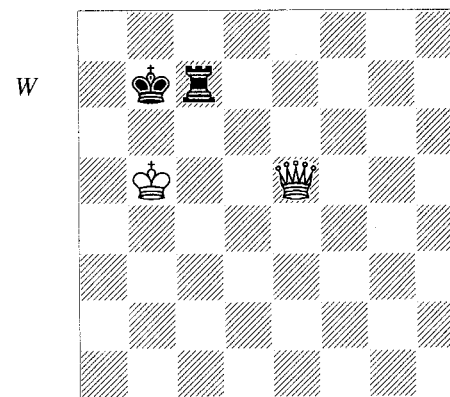
1... ♖d8 2 ♖c5 ♖c7

Or:

a) **2... ♖e8 3 ♖c8+ ♖f7 4 ♖d6 ♜a7 5 ♖c4+ ♖f8 6 ♖e6 ♜f7 7 ♖c5+ ♖g8 8 ♖d5 ♜g7 9 ♖f6+ ♖h8 10 ♖e5 ♖g8 11 ♖h5 +- (10.03).**

b) **2... ♜e1 3 ♖d3+ ♖e7 4 ♖d5 ♖f7 5 ♖f3+ ♖e7 6 ♖g4 ♖f7 7 ♖f4+ ♖e8 8 ♖d6 ♜d1+ 9 ♖e6 ♜e1+ 10 ♖f6** wins the rook.

3 ♖d5 ♜d7 4 ♖e5+ ♖b7 5 ♖b5 ♜c7 (D)



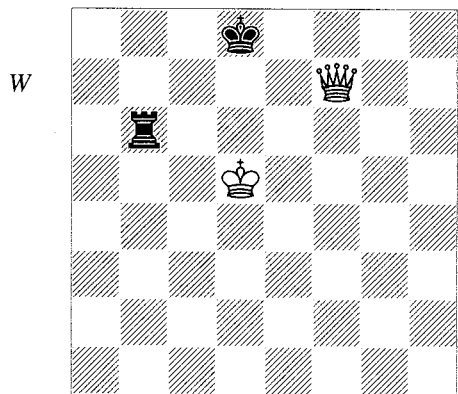
10.04A

6 ♖e8 ♖a7

6...♖c1 7 ♗e4+ ♕c8 8 ♖b6 ♕d7 9 ♗d3+ ♕c8 10 ♗f5+ ♕d8 (10...♖b8 11 ♗e5+ ♕c8 12 ♗e8#) 11 ♗g5+ +-.

7 ♗e4 ♖b7+ 8 ♕c6 ♖a8 9 ♗d5 ♖a7 10 ♗d8 +- (10.03)

The third-rank defence is very difficult to break down if you don't know how, because it requires at least one counter-intuitive move to achieve that:



10.05 Third-rank defence +/-

1 ♗f4!?

(Nunn). Black's rook now has no safe square on his third rank, so the king moves:

1...♕d7 2 ♗a4+ ♕c7

2...♕d8?! 3 ♗a5 ♕c7 4 ♕c5 +-.

3 ♗a7+

Forcing Black into the second-rank defence.

3...♖b7 4 ♗c5+ ♖b8 5 ♕d6 ♖g7 6 ♗b4+ ♖b7 7 ♗e4 ♖b6+ 8 ♕c5 ♖a7 9 ♗d4 ♖b7 10 ♕c6+ ♖a8 11 ♗d5 ♖b8 12 ♗a5 +-

We have reached Philidor's position (10.03).

The rook can only draw if there is an immediate perpetual check or stalemate available. The most famous has been known for quite a long time (see following diagram):

1...♖h7+! 2 ♕g2 ♖g7+! 3 ♕f3 ♖f7+! 4 ♕g4 4 ♕e4 ♖e7! =.

4...♖g7+! 5 ♕f5 ♖f7+! 6 ♕g6

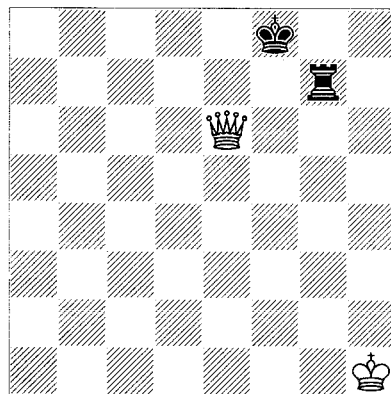
6 ♕g5 ♖g7+! 7 ♕f6 ♖g6+! =.

6...♖g7+! 7 ♕h6 ♖h7+! 8 ♕xh7 stalemate

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 47-67

B

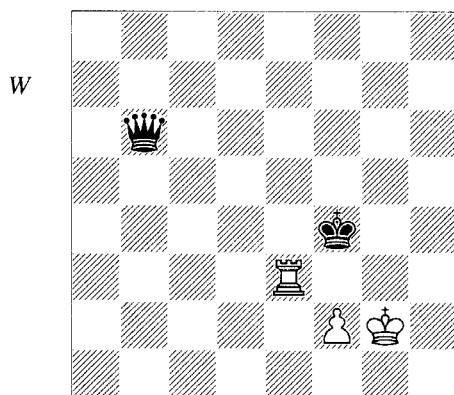


10.06 D.Ponziani, 1782 +/-

B) Queen vs Rook + Pawn(s)

Although the material-count is highly favourable for the queen, there are a lot of fortresses worth knowing and, even in the situations where the queen wins, it can be quite complicated.

A pawn on its second rank draws if it is not a rook's pawn and the defending king and rook are next to it, because no encirclement by the attacking king is possible.



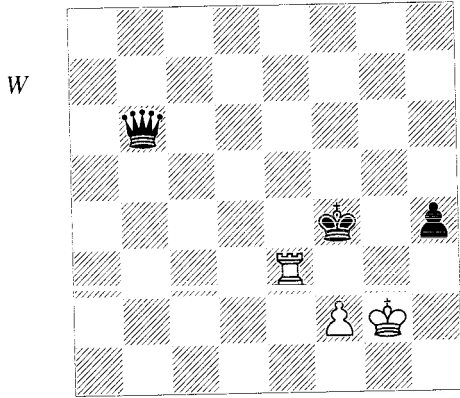
10.07 =/=

1 ♖g3 ♕e4 2 ♖e3+

The rook just moves back and forth between the two squares protected by the pawn.

2...♕f4 3 ♖g3 ♗c6+ 4 ♕g1

The king stays near the pawn. Black can't make progress. Even an additional pawn on g4 or h4 wouldn't help Black:



10.08 =/= N.Grigoriev, 1917

1 ♖f3+ ♔g4 2 ♜h3 ♜c6+ 3 ♔h2!
 3 f3+? ♔g5 4 ♔f1 ♜e6 5 ♔g2 ♜e1 +-.
 3...♜d6+ 4 ♔g2 ♜d2 5 ♜e3 =

A study by Genrikh Kasparian was unsound due to position 10.08. We quote from page 67 of *The Complete Studies of Genrikh Kasparian*: "So the study's defect indirectly contributed a position new to endgame theory. It was not long before the position occurred in practical play – for example, Averbakh-Bondarevsky, USSR Ch (Moscow) 1948 and Flohr-Lilienthal, Budapest Ct 1950. Both Averbakh and Lilienthal succeeded in drawing because they were familiar with my analysis. The story does not end there. Nine years later G.Lisitsyn, in his book *Zakliuchitel'naya Chast Shakhmatnoi Partii* (Leningrad 1956), published the position attributing it to "N.D.Grigoriev 1917", which caused me much surprise. The priority of the position was determined, apparently, not by date of publication but by the discovery of some draft notes penned by Grigoriev (d. 1938) with first actual publication in 1956..."

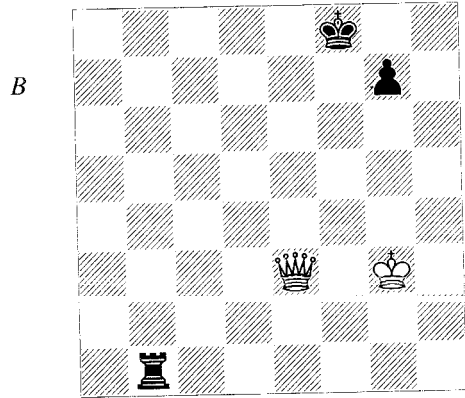
If the rook is not yet in the right position, great difficulties might arise (see following diagram):

1...♜f1!

Not:

a) 1...♜h1?? 2 ♜f3+ +- wins the rook.

b) 1...♜a1? 2 ♜d4! (White now mates in 74 moves according to the tablebase) 2...♜a3+ 3 ♔f2! ♔g8 4 ♜d5+ ♔h8 5 ♜h5+! ♔g8 6 ♔e1 ♜a1+ 7 ♔d2! ♜a3 8 ♔c2 ♜e3 9 ♔b2 ♜e6 10 ♜d5! ♔f7 11 ♔c3 ♔e7 12 ♜b7+ ♔f8 13 ♜c8+! ♔f7 14 ♜d7+! ♔f6 15 ♔d4 +-.



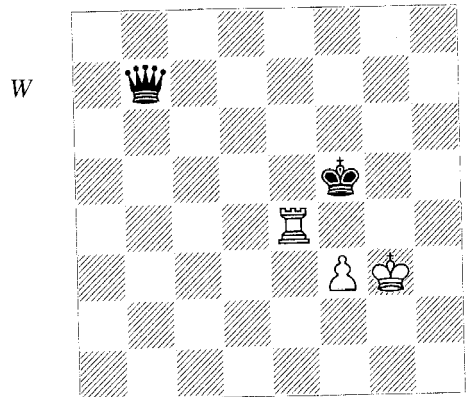
10.09 After K.A.L.Kubbel +/=

c) 1...g6? 2 ♜d3 ♜e1 3 ♔f4 ♜e6 4 ♜d7 ♜e7 5 ♜d6 ♔f7 6 ♔g5 ♜e6 7 ♜d7+ ♜e7 8 ♜d5+ ♜e6 9 ♜b7+ ♜e7 (9...♔e8 10 ♜c7 ♔f8 11 ♜d7 ♜e7 12 ♜d6 +-) 10 ♜f3+ ♔g8 11 ♜c6 ♔f8 12 ♜d6 +-.

2 ♜c5+ ♔g8! 3 ♜d5+ ♜f7! 4 ♔g4 g6! 5 ♔g5 ♔g7! 6 ♜d4+ ♔h7! 7 ♜h4+ ♔g7! 8 ♜h6+ ♔g8 9 ♔g4 ♜h7! 10 ♜f4 ♜h5 11 ♜f6 ♜h7! =

Averbakh and BCE give Kubbel's study with White's queen on d4 (instead of e3). In that case Black is lost: 1...♜f1 2 ♜d6+ ♔f7 3 ♜d7+! ♔g8 4 ♜e6+! ♜f7 5 ♔g4 g6 (5...♔f8 6 ♜c8+! ♔e7 7 ♔g5 ♜f6 8 ♜g8! +-) 6 ♔g5! ♔f8 7 ♔h6 +-.

If the pawn is further advanced, it is no fortress any longer, because Black's king can successfully encircle White:



10.10 -/+

The winning process falls into three phases and zugzwang is the main weapon to achieve

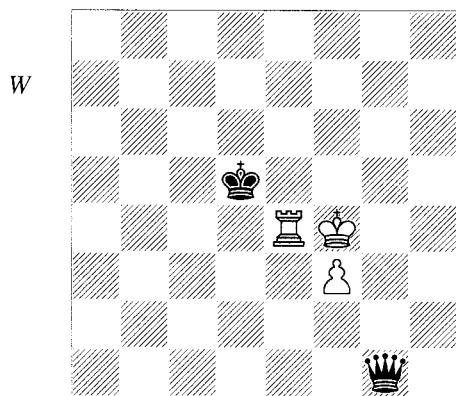
each step. In the first phase the king has to cross the e-file:

1 ♔f2 ♚c7 2 ♔g2 ♚c2+ 3 ♔g1
3 ♔g3 ♚d2 4 ♚g4 ♔e5 5 ♚e4+ ♔d5 and the first aim is achieved.

3... ♚d2 4 ♔f1 ♚h2 5 ♚e2 ♚g3 6 ♚g2 ♚h3
7 ♔f2 ♔e5 8 ♚g4 ♔d5

Next the king needs to cross the fifth rank.

9 ♔e2 ♚h6 10 ♔f2 ♚d2+ 11 ♔f1 ♚e3 12 ♔g2 ♚e2+ 13 ♔g3 ♚f1 14 ♚e4 ♚g1+ 15 ♔f4
16 ♚g4 ♚g2+ 17 ♔e4 ♚g1 (D)



10.10A -/+

White is again in zugzwang and has to make a concession.

18 ♚e5+

The winning method after 18 ♚a4 is different. The tablebase provides the following line:
18... ♔e6 19 ♚a2 (19 ♚e4+ ♔f6 20 ♚e2 ♚g5+ 21 ♔e4 ♚c1 22 ♚g2 ♚e1+ 23 ♔d3 ♚f1+ -+)
19... ♔f6 20 ♚a6+ ♔f7 and now:

a) 21 ♚a4 ♔g6 22 ♚a6+ ♔h5 23 ♚e6 ♚g5+ 24 ♔e4 ♚h4+ 25 f4 ♚e1+ 26 ♔f5 ♚b1+ 27 ♔e5 ♔g4 28 ♚f6 ♚e1+ 29 ♔d6 ♚e8 30 ♔d5 ♚d7+ 31 ♚d6 ♚f7+ -+.

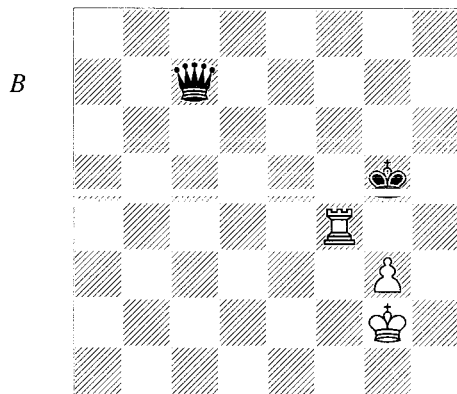
b) 21 ♚c6 ♚f2 22 ♔g4 ♚g2+ 23 ♔f4 ♚h3 24 ♔e3 ♚h4 25 ♚c7+ ♔e6 26 ♚c8 ♚e1+ 27 ♔f4 ♚e5+ 28 ♔g4 ♔d5 29 ♚a8 ♚c7 30 ♔h3 ♚c6 31 ♚a7 ♔e5 32 ♔g3 ♚g6+ 33 ♔h3 ♔f4 34 ♚a4+ ♔xf3 -+.

18... ♔d4 19 ♚e4+ ♔d3

The king's next aim is f2, when the pawn is forced to advance and Black can win it afterwards.

20 ♚e8 ♚d4+ 21 ♚e4 ♚g7 22 ♚e3+ ♔d2 23 ♚e4 ♚g6 24 ♚e5 ♚f6+ 25 ♚f5 ♚d4+ 26 ♔g5 ♚g7+ 27 ♔f4 ♔e2 28 ♔e4 ♔f2 29 f4 ♚e7+ 30 ♚e5 ♚b4+ 31 ♔f5 ♔f3 -+

With a knight's pawn, the same procedure is impossible as the queen does not have enough room on the shorter side:



10.10B =/=

1... ♚h7 2 ♚f2!?

Otherwise:

a) Not 2 ♔f2? ♚h2+! 3 ♔f3 ♚g1! -+.

b) 2 ♔g1 ♚h3 3 ♚f2! =.

c) 2 ♚h4 ♚c2+ 3 ♔g1 ♚d1+ 4 ♔g2 (4 ♔f2 ♚d2+ 5 ♔f1 ♚e3 6 ♔g2! ♚e2+ 7 ♔g1! =)
4... ♚e2+ 5 ♔g1! ♚f3 6 ♚h2! ♔g4 7 ♚h4+! ♔xg3 (7... ♔g5 8 ♚h2! =) 8 ♚h3+! ♔xh3 stalemate.

2... ♚b7+ 3 ♔h2 =

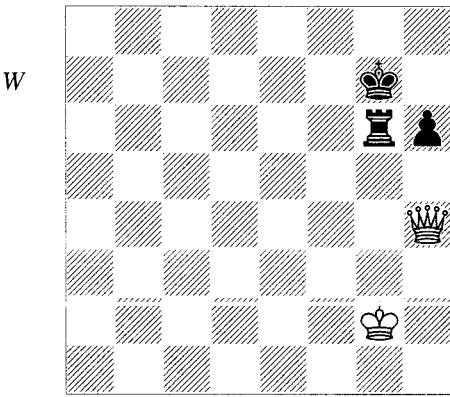
To summarize the results we state the following rule for rook and pawn (not a rook's pawn!) against the queen in positions such as 10.10: if the pawn is on its original square or if it is a knight's pawn the position is drawn, as long as the attacking king is cut off and can't get behind the pawn.

Against a rook's pawn on the third rank, the attacking king must approach along the rook's file (see following diagram):

1 ♔f3?

Surprisingly, this natural move throws away the win. To put Black in zugzwang it is necessary to advance from directly in front of the pawn: 1 ♔h3 ♚g5 2 ♚e4 ♚h5+ 3 ♔g4 ♚g5+ 4 ♔h4! ♔g8 (4... ♔f6 5 ♚h7 ♚g6 6 ♔h5 ♚g5+ 7 ♔xh6 +-) 5 ♚e7 ♔h8 6 ♚f7 ♚g7 7 ♚e8+ ♔h7 (7... ♚g8 8 ♚e5+ ♔h7 9 ♚e4+ ♔h8?! 10 ♔h5 +-) 8 ♚e4+ ♔g8 9 ♔h5 ♚h7?! 10 ♚e6+ ♔g7 11 ♚g6+ ♔h8 12 ♚f6+ ♔g8 13 ♔g6 +-.

1... ♚g5 2 ♚e4 ♚g6 3 ♚e7+ ♔g8 4 ♔f4 ♚g5 5 ♚f6 ♔h7! 6 ♚f7+ ♚g7 7 ♚f5+ ♔g8 8 ♚e6+



10.11 +/-

T.Ghiteanu – B.Badea
Bucharest 1991

♔h7! 9 ♖e4+ ♔h8 10 ♕f5 ♔h7 11 ♕f6+ ♔h8
 12 ♖e8+ ♖g8 13 ♖e6 ♔h7?

When the queen controls g8 it is necessary to keep the king out: 13...♖g7! 14 ♖c4 ♔h7! 15 ♖b3 ♔h8! 16 ♖d5 ♔h7 =.

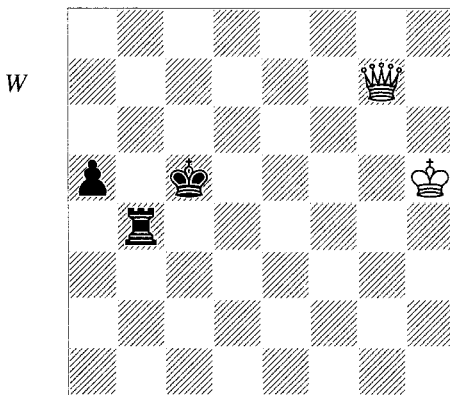
14 ♖e5?

14 ♔f7 ♖g5 15 ♔f8 h5 (15...♖g6?! 16 ♖f7+ +-) 16 ♖f6 ♖g6 17 ♖e5 ♔h6 18 ♔f7 h4 19 ♖e4 +-.

14...♖g7 15 ♖d5 ♔h8 16 ♖e4 ♔g8 1/2-1/2

With Black's pawn on h5 White's king can advance on either side of the g-file; he wins in both cases. However, with the pawn on h7 the king also has to move to the h-file in order to win.

If the pawn is further advanced, the defender can try to push it but in most cases he loses:



10.12 +/-

K.Lerner – F.Portisch
Bratislava 1983

1 ♖a7+ ♔b5 2 ♔g5 a4 3 ♔f5 ♔c4 4 ♔e4
 ♔c3+ 5 ♔d5 ♔b3 6 ♖e3+

6 ♔c5 is faster: 6...♖c4+ 7 ♔b5! (7 ♔d5? a3! =) 7...♖b4+ 8 ♔a5 ♖c4 9 ♖e3+ ♖c3 (9...♔b2 10 ♔b5 ♖c3 11 ♖d4+-) 10 ♖e6+ ♔a3 11 ♖b6 ♖c4 12 ♖b5 ♖h4 13 ♖c5+ ♔b3 14 ♖e3+ +-.

6...♔a2 7 ♔c5 ♖b3 8 ♖e2+!

8 ♖d2+? ♖b2! 9 ♖d5+ ♖b3! 10 ♔c4 a3! =.

8...♖b2 9 ♖e6+ ♖b3 10 ♖e2+! ♖b2 11 ♖c4+! ♔a3 12 ♖d4 ♖b1 13 ♖d2 ♖b8 14 ♖d6 ♖b1 15 ♖a6 ♖b4 16 ♖a5 ♖b1 17 ♖c4 ♖b5 18 ♖a7 ♖b1 19 ♖c3 ♖c1+ 20 ♔d2 ♖b1 21 ♔c2 ♖b2+ 22 ♔c1 ♖b3 23 ♖d4 ♖b5 24 ♔c2 ♖b3 25 ♖c5+ ♔a2 26 ♖c4 ♔a3 27 ♖d4

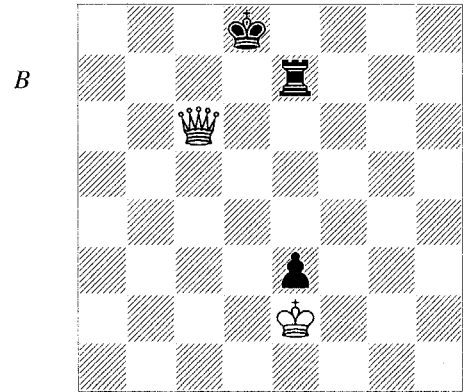
Black is now in a fatal zugzwang.

27...♖h3

Or: 27...♖b7 28 ♖a1+ ♔b4 29 ♖b2+ +-; 27...♖b5 28 ♖a1+ ♔b4 29 ♖c3#.

28 ♖b2# (1-0)

If the rook supports the pawn from behind, the queen also has very good winning chances, even if the pawn has reached its sixth rank:



10.13 =/-

J.Kling and B.Horwitz, 1851

This is a reciprocal zugzwang. If it is White to move, he can't lose a tempo. However, with Black to move, a triangulation with the king serves the purpose:

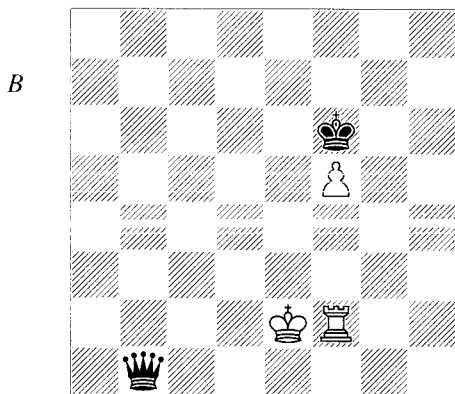
1...♖e8 2 ♖d6+!

2 ♖d5+? ♔c7! 3 ♖f7+ ♔d8! 4 ♖b7 ♖e6! 5 ♖b5 (5 ♖d5+ ♔e7! =) 5...♖e8 6 ♖c6 ♖e7! (now White is to play in the initial position and he can't transfer the move to Black) 7 ♔f1 e2+! 8 ♔e1! ♖e8! 9 ♖d6+ ♔c8 =.

2...♔c8 3 ♔f1! e2+ 4 ♔e1! +-

Black has to abandon his pawn.

The zugzwang motif also plays a crucial role in the winning process in the next example:



10.14 -/+
I.Yandemirov – V.Polovodin
St Petersburg 2000

1...♖e4?!

This lets the king get on the short side of the pawn, where stalemate motifs lurk and the win is much more complicated. The right procedure to win on the long side of the pawn was shown by Hecht in CBM 76: 1...♖b5+ 2 ♔e3 ♖e5+ 3 ♔d2 (3 ♔d3 ♖e1 4 ♖f3 ♖d1+ 5 ♔e4 ♖e2+ 6 ♔f4 ♖e1 7 ♔g4 ♔e5 8 f6 ♖g1+ 9 ♔h4 ♖g2 10 ♖g3 ♖f2 +-) 3...♖e4 (forcing the rook back) 4 ♖f1 ♖d4+ 5 ♔e2 ♖c4+ 6 ♔e1 ♖d3 (zugzwang no. 1) 7 ♖f2 ♔g7 8 f6+ (8 ♖g2+ ♔f7 9 ♖e2 ♖b1+ +-) 8...♔f7! (this is zugzwang no. 2) 9 ♖f1 ♖e3+! 10 ♔d1 ♔g8! 11 f7+ ♔f8! +- and finally zugzwang no. 3 decides.

2 ♔f1 ♖d3+?!

Setting the clock back by 32 moves, as the tablebase informs us.

3 ♔g2 ♖d5+ 4 ♔g1 ♖a8 5 ♔h2 ♖g8 6 ♖f3?!

6 ♔h1 ♖g3 7 ♖f1 is much more stubborn.

6...♖g5?! 7 ♖f1 ♖h4+ 8 ♔g2 ♖g4+ 9 ♔h2 ♖e2+

9...♖h4+ 10 ♔g1?! ♖h3! (10...♖g3+ 11 ♔h1 ♔e7? 12 f6+! ♔f7 13 ♖f2!! = Hecht) 11 ♖f2 ♖g3+! 12 ♔f1 ♖g4! +- forces the king to the long side of the f-pawn.

10 ♔g1 ♔g5 11 f6?! ♔g4?

11...♖g4+! is necessary: 12 ♔h2 (12 ♔f2 ♔xf6 +-; 12 ♔h1 ♖h3+ 13 ♔g1 ♖g3+ 14 ♔h1 ♔h4 15 f7 ♔h3! +-) 12...♔h4 13 f7 ♖e2+ 14 ♔g1 ♔g3 +-.

12 ♖f2!

This defence on the second rank draws.

12...♖d1+ 13 ♔g2 ♖d5+ 14 ♔h2! ♖d4 15 ♔g2! ♖e4+ 16 ♔h2! ♖e3 17 ♔g2! ♖e4+ 18 ♔h2! ♖h7+ 19 ♔g2 ♖f7 20 ♔h2! ♖c7+

Both players must have been in severe time-trouble, since the following moves can't be explained otherwise (except by a data error).

21 ♔g1?

21 ♔g2! =.

21...♖g3+??

21...♔g1? 22 ♖g2 ♔h2 23 ♖f2 ♖h1 24 ♖f1 ♖c5+ +-.

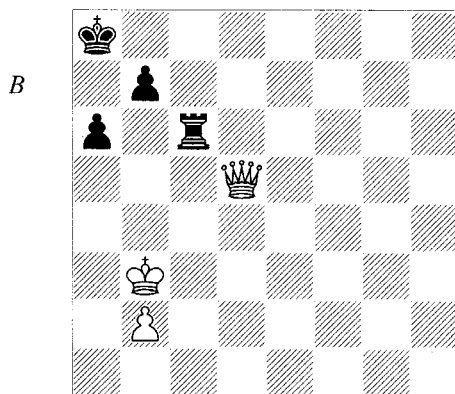
22 ♔f1?

22 ♖g2! +- would have turned the tables completely.

22...♔h3 23 f7! ♖d3+ 1/2-1/2

C) Queen + Pawn(s) vs Rook + Pawn(s)

If the pawns are all on one wing and the rook has secure outposts, there are good chances of building a fortress. The following example is typical:



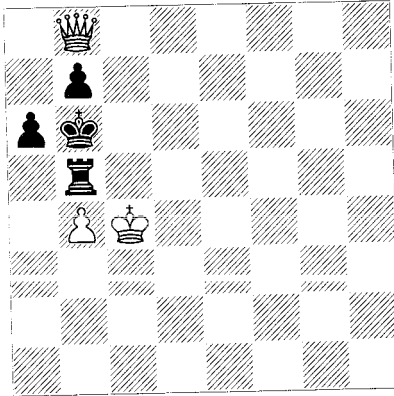
10.15 /=
Ki.Georgiev – V.Anand
Las Palmas 1993

1...♖b6+ 2 ♔a3 ♖b5 3 ♖d4 ♔b8 4 b3 ♔a8 5 ♔b2 ♔b8 6 ♔c3 ♔a8 7 ♔c4 ♔b8 8 b4 ♔c7 9 ♖f4+ ♔b6

Staying passive with 9...♔c8? leads to a disaster: 10 ♖d6! (zugzwang) 10...b6 (10...♖g5 11 ♖f8+ ♔d7 12 ♖f7+ ♔c8 13 ♖e8+ ♔c7 14 ♖e7+ +-) 11 ♖c6+ ♔b8 12 ♖d7 ♔a8 13 ♖c7 +-.

10 ♖b8 (D)

B



10.15A

/=

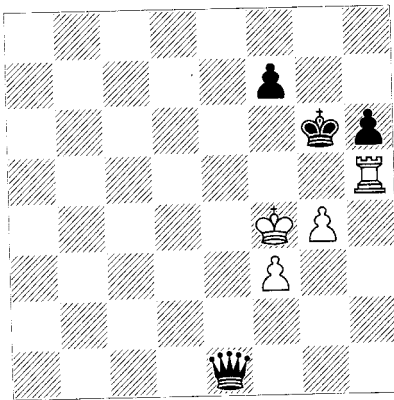
10...♖h5

Or 10...♗f5 =, but not 10...♗c6? 11 ♖d8 b6 (11...♗e5 12 ♗f6+ +-; 11...♗f5 12 ♗c8+ +-; 11...♗h5 12 ♗e8+ +-) 12 ♗c8+ ♗d6 13 ♗xa6 +-.

11 ♗b3 ♗b5 12 ♗a4 ♗d5 1/2-1/2

If the rook has two secure outposts, the defender might even hold on when the number of pawns is equal.

W



10.16

/=

V.Salov – V.Korchnoi
Wijk aan Zee 1997

Salov managed to maintain his fortress intact:

1 ♗d5 ♗c1+ 2 ♗g3 ♗c7+ 3 ♗g2 ♗f4 4 ♗h5 ♗f6 5 ♗d5

Not, of course, 5 ♗f5+?? ♗xf5 6 gxf5 ♗xf5 +-+. One always has to watch out for possibilities of giving back the material in order to simplify into a won pawn endgame.

5...♗e6 6 ♗h5 ♗d2+ 7 ♗g3 f6 8 ♗f5 ♗c1 9 ♗h5 ♗g1+ 10 ♗f4 ♗e1 11 ♗b5

11 ♗xh6?? ♗e5#.

11...♗c1+ 12 ♗g3 ♗g1+ 13 ♗f4 ♗h2+ 14 ♗e3 ♗f7 15 ♗h5 ♗g1+

15...♗xh5?! 16 gxh5 f5! =.

16 ♗f4 ♗g6 17 ♗d5 ♗h2+ 18 ♗e3

18 ♗e4? ♗e2+ 19 ♗f4 ♗c4+ +-.

18...♗f7 19 ♗h5 ♗g1+ 20 ♗f4 ♗e6 21 ♗b5 ♗h7+ ?? ♗e3 ♗d6 23 ♗f5 ♗b2 24 ♗h5 ♗e6

25 ♗f4 ♗c3 26 ♗g3 ♗c7+ 27 ♗g2 ♗f7!?

This move sets a last nasty trap.

28 ♗b5!

Staying in position is more important than grabbing material! Otherwise:

a) 28 ♗g3? is bad in view of 28...♗xh5! 29 gxh5 ♗f5 +-.

b) 28 ♗xh6? ♗e5 29 ♗g3 (29 ♗h5+ ♗f4 30 ♗a5 ♗b7 31 ♗f5+ ♗e3 32 ♗g3 ♗c7+ 33 ♗g2 ♗d6 -+) 29...♗d4 and now:

b1) 30 ♗f2 f5 -+.

b2) 30 ♗h8 ♗c7+ 31 ♗f2 f5 -+.

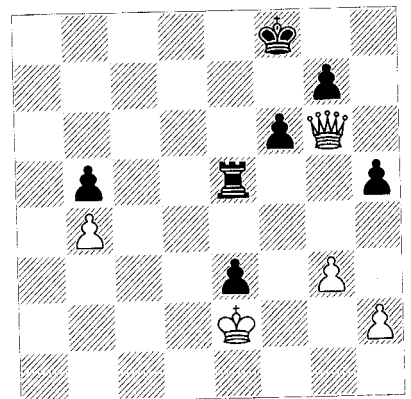
b3) 30 ♗h1 ♗c7+ 31 ♗f2 f5 32 gxf5 ♗c2+ +-.

b4) 30 ♗h5 ♗c7+ 31 ♗g2 ♗e3 32 ♗f5 ♗d6 33 ♗h5?! ♗d2+ 34 ♗h3 ♗f2 -+.

28...♗e8 29 ♗f5 ♗g6 30 ♗b5 1/2-1/2

If there are pawns on both wings, the queen's chances increase considerably. Dunnington used the next example in his book *101 Winning Chess Strategies* to demonstrate how to unhinge a defending rook and to destroy its outpost:

W



10.17

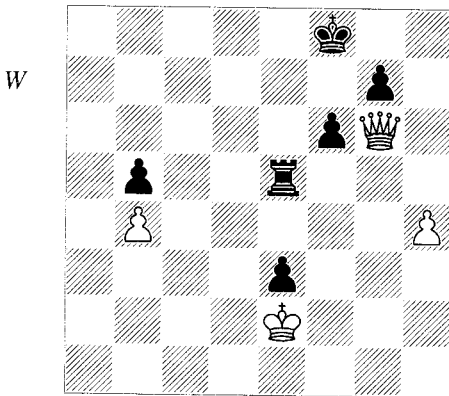
+/

S.Rublevsky – I.Zakharevich
Russian Clubs Cup (Maikop) 1998

1 g4! hxg4

Or:

a) 1...h4 2 ♖h7 g5 3 ♗g6 ♕e7 4 ♗g7+ ♕e6 5 h3 +-.
 b) 1...♙g5 2 ♗xg5 fxg5 3 ♕xe3 hxg4 (3...♕e7 4 ♕d4 ♕d6 5 gxh5 g4 6 ♕e4 ♕e6 7 ♕f4 ♕d5 8 ♕f5 ♕c4 9 ♕g6 +- Dunnington) 4 ♕d4 ♕e7 5 ♕c5 ♕d8 (5...♕e6 6 ♕xb5 ♕e5 7 ♕c6 +-) 6 ♕xb5 ♕c7 7 ♕a6 +-.
 2 ♗xg4 ♕f7 3 h4 ♕g8 4 ♗g6 ♕f8 (D)
 4...♕h8 5 h5 ♙g5 6 ♗f7 ♕h7 7 ♗e8 ♙e5 8 ♗g6 ♕h8 ♕h6 +- (Dunnington).

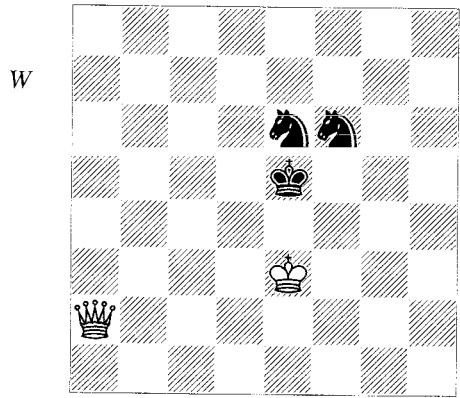


10.17A

+/-

5 h5 ♙g5 6 ♗h7 ♙e5 7 ♕f1! e2+
 7...♙e6 8 h6 gxh6 9 ♗f5 +-.
 8 ♕e1 ♙e6 9 h6 gxh6 10 ♗f5 1-0

Black resigned because his b-pawn drops and White's queen will shepherd the b-pawn to promotion: 10...♕e7 11 ♗xb5 ♙e5 12 ♗c6 h5 13 b5 ♙e6 14 ♗c7+ ♕e8 15 b6 +-.
 drawn if the defending king isn't separated from the knights and they occupy reasonable positions. The following position shows what the defender should aim for:



10.18

=/=

The knights are standing next to each other and the king is between them and the attacking king. However, even with this optimal piece set-up Black still has to play accurately to secure the draw:

1 ♗a5+ ♕d6! 2 ♕d3 ♕c5+
 2...♕d5? loses, but this is by no means trivial: 3 ♗a3+ ♕e5 4 ♗b2+ ♕f5 5 ♗f2+ ♕e5 6 ♗e1+ ♕f5 7 ♗a5 ♕e5 8 ♕c4 ♕ef4 9 ♗e1+ ♕d6 10 ♗g3 ♕e5 11 ♕c5 ♕e4 12 ♗h4 ♕f5 13 ♕d4 ♕f6 14 ♗f2! +-.
 3 ♕c4 ♕e6

After 3...♕d6? the knights get stuck to each other and immobilized: 4 ♗d2+ ♕e7 5 ♗b4 ♕e6 6 ♕b5 ♕d5 7 ♗d2+ ♕e5 8 ♕c6 ♕e4 9 ♕d6 ♕f5 10 ♗e3 ♕g4 11 ♕d5 ♕f5 12 ♗f3+ ♕g5 13 ♕d6 ♕h4 14 ♗g2 ♕h5 15 ♗g7 ♕h4 16 ♗g6 ♕h3 17 ♕d5 (17 ♗g5?? ♕e4+! =) 17...♕h4 18 ♗f5 ♕g3 19 ♕d4 ♕h4 20 ♕e3 ♕g3 21 ♗g5+ ♕h3 22 ♕f3 +-.
 4 ♗b5
 4 ♗a3+ ♕e5! =.
 4...♕e7! 5 ♗b8 ♕f7 6 ♕b5 ♕g6 7 ♗e5 ♕f7
 8 ♕c6 ♕f8!

Aiming at g6.
 9 ♗f5 ♕g6 10 ♕d6 ♕g7! 11 ♕e6 ♕f8+! 12 ♕e7 ♕g6+ =
 Even 12...♕g8+ is playable.

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 298-308

10.3 Queen vs Two Minor Pieces

We focus mainly on the pawnless endings. There are three cases to consider:

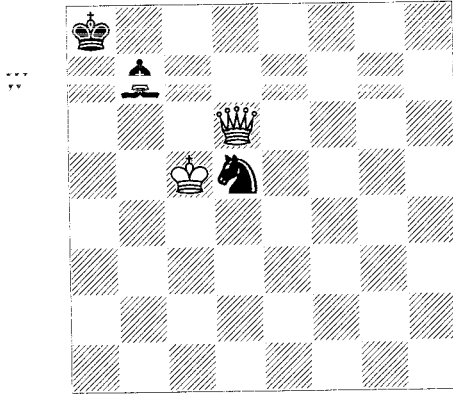
- A: Queen vs Two Knights 339
- B: Queen vs Bishop and Knight 340
- C: Queen vs Two Bishops 340

A) Queen vs Two Knights

Of the combinations of two minor pieces, it is surprising that two knights offer the best prospects for resistance. In fact, the computer database results show that the ending is generally

B) Queen vs Bishop and Knight

The queen normally wins against bishop and knight, but there is exactly one fortress (which can be set up in both corners that the bishop controls, of course):



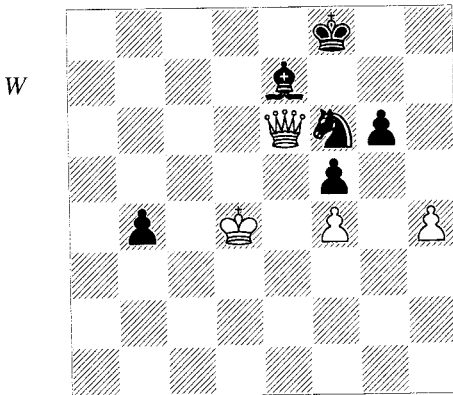
10.19 M.Karstedt, 1903 =/=

Black's bishop and knight control a6, b6, c6, c7 and c8 creating a barrier against White's king, which can't be broken by zugzwang: 1 ♖b5 ♗a7 2 ♚d8 ♘a8 3 ♗a5 ♙b7 =.

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 282-7

With additional pawns, one also has to watch out for possible fortresses:



10.19A V.Anand – J.Costa Biel 1988 +/

1 h5?

White plays this advance at an inappropriate moment, since no white passed pawn is created. Better is 1 ♖e5!? ♗g4+ 2 ♘d5 ♗f6+ 3 ♖c6 ♗e8 4 h5 gxh5 5 ♚xf5 ±.

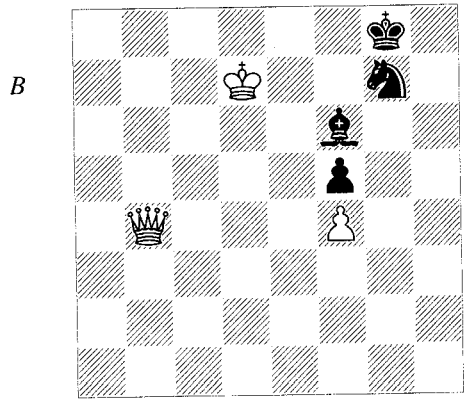
1... ♗xh5 2 ♚xg6 ♗g7 3 ♘d5 ♙h4 4 ♖c6 ♙e1 5 ♚d6+ ♖f7 6 ♚d5+ ♖f8 7 ♘d6 ♙c3 8 ♘d7

Now Black is in zugzwang and so the b-pawn is lost. However, this is not important.

8... ♙f6

Not 8... ♙e1?! 9 ♚c5+ ♖g8 10 ♚e3 ♙c3? (10... ♙h4! 11 ♚b3+ ♖f8 =) 11 ♖e7 +.

9 ♚c5+ ♖g8 10 ♚xb4 (D)



10.19B =/=

Without the f-pawns Black would be lost (with the black king on f7 and the white queen on g3 Black to move would have to abandon his fortress-like set-up).

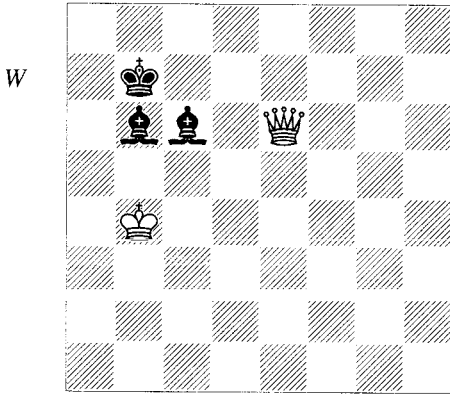
10... ♖f7 11 ♚b3+ ♖g6 12 ♚g8 ♙h4 13 ♘d6 ♙f6 14 ♚b3 ♙h4 15 ♚h3 ♙f6 16 ♚g2+ ♖f7 17 ♘d7 ♙h4 18 ♚d5+ ♖g6 19 ♚g8 ♙f6 20 ♘d6 ♙h4 21 ♚f8 ♙f6 22 ♘d5 ♙c3 23 ♚c5 ♙f6 24 ♘d6 ♗e8+ 25 ♘d7 ♗g7 26 ♚g1+ ♖f7 27 ♚g3 ♙d4 28 ♚b3+ ♖g6!

Not 28... ♖f6? 29 ♚b4 ♙a7 30 ♚a3 ♙g1 31 ♚a1+ +-.

29 ♚g8 ♙f6 30 ♘d6 ♙h4 31 ♚a8 ♙f6 32 ♚c6 ♖f7 33 ♚g2 ♙e7+ 34 ♘d7 ♙h4 35 ♚h3 ♙f6 36 ♚g3 ♙d4 37 ♘d6 ♙f6 38 ♘d5 ♙e7 39 ♚xg7+ 1/2-1/2

C) Queen vs Two Bishops

The situation is very similar to the bishop-and-knight case: there is exactly one fortress, which can be set up near all four corners.



10.20 =/= G.Lolli, 1763

1 ♖e7+ ♔c8 2 ♜e6+
 2 ♘c4 ♙b8! 3 ♙b4 ♘c8 4 ♚d6 ♙b7! 5 ♘c4 ♙a7! 6 ♜e7+ ♙b8 = and Black's fortress remains in place.

2...♙b7 3 ♚d6 ♙a7 4 ♜e7+ ♙b6!
 4...♙b8? 5 ♘a5! ♙b7 6 ♚d8+ ♘c8 7 ♙b5 ♙g1 8 ♘c6 ♙h2 9 ♚b6+ ♘a8 10 ♚a5+ ♙b8 11 ♚b4+ +-.

5 ♚d8+ ♙b7! 6 ♘a5 ♙c5! =

White can't prevent ...♙b6(+), which sets up Lolli's fortress again.

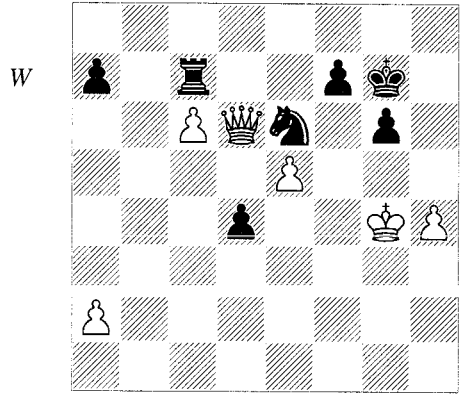
Apart from Lolli's fortress, all other positions are lost. However, it should be noted that in several quite normal-looking positions, especially those similar to Lolli's fortress, it requires more than fifty moves to win a bishop and so they are drawn with respect to the fifty-move rule. In absolute terms though, the fortress only holds near the corner.

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 288-97

10.4 Queen vs Rook and Minor Piece

Normally a queen is worth more than a rook and minor piece, but if the material is very reduced it can be difficult to prove that, especially if the pieces have safe outposts and can't be forced into zugzwang. To sharpen the reader's eye for this important subject, we give some fortresses:



10.21A =/= M.Marin – V.Anand Oakham 1986

Black's powerful knight on e6 is the heart of Anand's fortress, since it helps blockade both c- and e-pawns.

1 h5!? gxh5+ 2 ♙xh5 ♙h7
 2...d3!? 3 ♘g4 (3 ♚xd3?? ♙f4+ --) 3...d2 4 ♚xd2 ♚xc6 =.

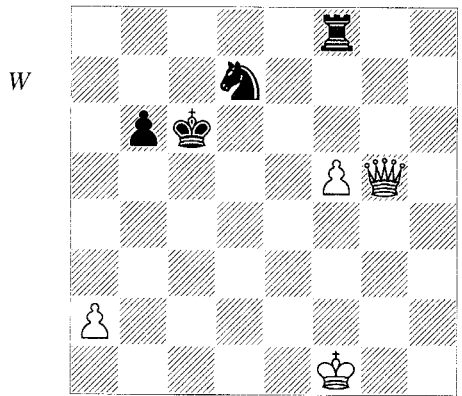
3 ♘g4 ♙g6 4 ♚d5 ♚e7 5 ♜e4+ ♙g7 6 ♚f3 ♚c7 7 ♙f5 ♙f8 8 ♚d5

Black also draws after 8 ♙f6 ♙d8 9 ♚d5 ♚xc6+ 10 ♙f5 ♙e8 =.

8...♙g7 9 ♚g2+ ♙f8 10 ♙f6 d3 11 ♜e4 ♙d8 12 ♚d4 ♚xc6+ 13 ♙f5 ♙e6 14 ♚xd3 a6 15 ♚a3+ ♙e8 16 ♚a4 ♙d8 17 ♙e4

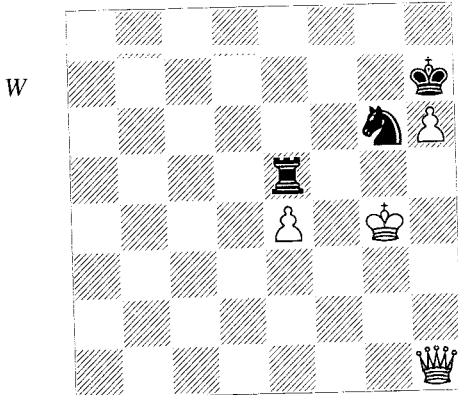
17 e6 fxe6+ 18 ♙f6 ♙d7 19 ♚d4+ ♙c7 20 ♙e7 ♙b7 21 ♚d7+ ♙b6 =.

17...♙e7 18 ♙d5 ♚c6 19 ♚h4+ ♙d7 1/2-1/2



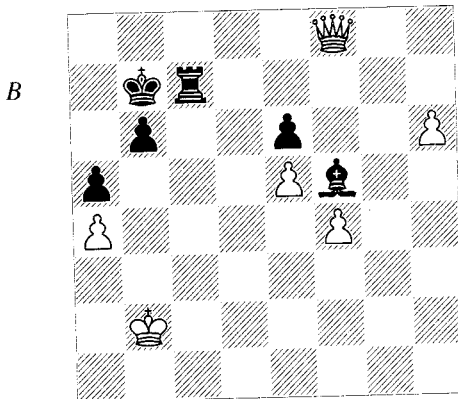
10.21B =/= S.Kalygin – E.Gasanov Alushta 2000

1 ♖e2 ♔d6 2 ♖e3 ♜e8+ 3 ♔d4 ♜f8 4 ♜f4+ ♖e7 5 ♖c4 ♜f6 6 ♖b5 ♔d8 7 ♖a6 ♘c5+ 8 ♖a7 ♘d7 9 a4 ♖c8 10 ♜c4+ ♔d8 11 ♜d5 ♖c7 12 ♖a6 ♘c5+ 13 ♖b5 ♘d7 14 ♜e4 ♔d6 15 ♖c4 ♖c7 16 ♔d4 ♔d6 17 ♖e3 ♜f8 1/2-1/2



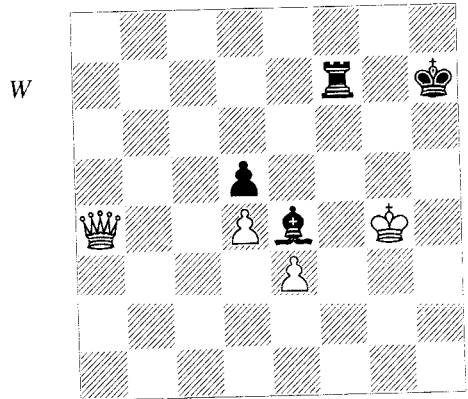
10.21C =/= **E.Danielian – S.Lputian**
—Armenian Ch (Erevan) 2000

1 ♖e1 ♜b5 2 ♜d1 ♜c5 3 ♜d4 ♜e5 4 ♜d2 ♜c5 5 ♜d6 ♜e5 6 ♜d2 ♜c5 7 ♜d1 1/2-1/2



10.21D =/= **M.Crosa – H.Spangenberg**
Buenos Aires Z 2000

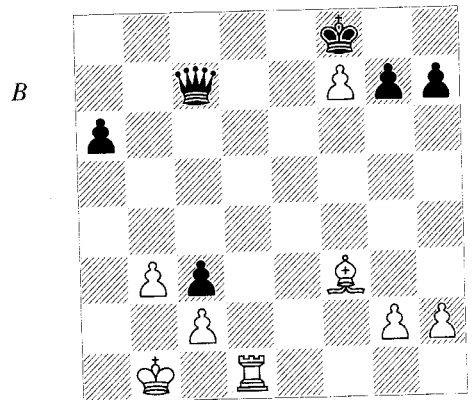
1... ♖a7 2 ♖b3 ♖b7 3 ♜g8 ♘c2+ 4 ♖b2 ♘f5 5 ♜g2+ ♖a7 6 ♖b3 ♖b8 7 ♜g8+ ♖b7 8 ♜e8 ♘c2+ 9 ♖a2 ♘f5 10 ♖b2 ♜c2+ 11 ♖b3 ♜c7 12 ♜g8 ♘c2+ 13 ♖b2 ♘f5 14 ♜g2+ ♖a7 1/2-1/2



10.21E =/= **B.Carlier – D.de Vreugt**
Dutch Ch qual (Rotterdam) 2000

1 ♜c6 ♖g7 2 ♜c8 ♜f8 ♘xf5 +-.
3 ♜d7+ ♜f7 4 ♖e6 ♜f6 1/2-1/2

The next two examples show that it is not always possible to construct a fortress:

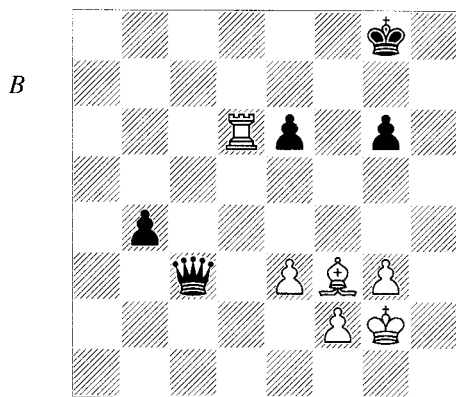


10.22 /+ **V.Anand – J.Plaskett**
British Ch (Blackpool) 1988

Here the position of White's king isn't safe enough, and Black is eventually able to break through:

1... ♜a5 2 ♜d3 ♖xf7 3 h3 ♖f6 4 ♘a8 h5 5 ♘f3 g6 6 ♘a8 g5 7 ♘f3 h4 8 ♘a8 ♖e6 9 ♘f3 ♖e5 10 ♘a8
The pawn ending after 10 ♜d5+ ♜xd5 11 ♘xd5 ♘xd5 is hopeless: 12 ♖a2 ♖e4 13 b4 ♖e3 14 ♖a3 ♖f2 -+.

10... ♖c5 11 ♙f3 ♗a5 12 ♙a8 ♜b4 13 ♙a2
 ♗a5+ 14 ♙b1 ♗c5 15 ♙a2 ♙e6 16 ♙f3 a5 17
 ♙h5 a4 18 ♙g4+ ♙e5 19 ♙f3
 19 bxa4? ♗b4 -+.
 19... ♙f4 20 ♙d5 a3 21 ♙f3 ♙g3 22 ♙a8+
 22 ♙d5 ♗f2 23 ♙xg5+ ♙h2 24 ♙xa3 ♗xc2
 -+.
 22... ♙f2 23 ♙f3 ♗f5 24 ♙d1
 24 ♙b1 ♗xd3 25 cxd3 ♙e1 26 d4 a2+ 27
 ♙xa2 c2 -+.
 24 ♙a1 25 ♙d8 ♗f6 26 ♙d5
 26 ♙d3 ♗f1 27 ♙d8 ♗xg2 -+.
 26... ♗f2 27 ♙d3 ♗xg2 28 ♙xa3 ♗e4 29
 ♙d7 ♗a8+ 30 ♙b4 ♗f8+ 31 ♙a4 ♗f5 0-1



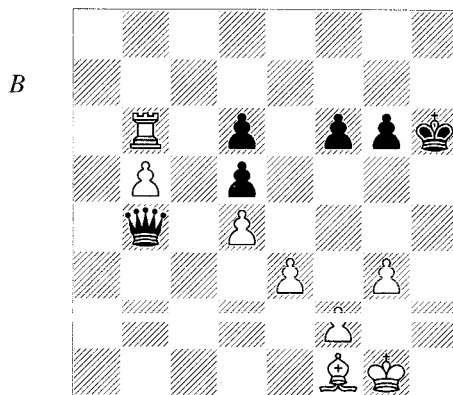
10.23 /+
 L.van Wely – A.Yusupov
 Istanbul OL 2000

In this position Black's passed b-pawn proves too strong:

1... ♙f7 2 ♙e4 b3 3 ♙b6 ♗c4 4 ♙f3 ♗f1 5
 ♙b4 b2 6 ♙c2
 6 ♙xb2!? also comes into consideration although after 6... ♗h1+ 7 ♙e2 (7 ♙f4? e5+ 8 ♙xe5 ♗h8+ -+) 7... ♗xe4 8 ♙d2 ♢ White should be lost in the long run.
 6... ♗c1 7 ♙d3 ♗d1+ 8 ♙e4 ♗g4+ 9 f4 ♗f5+ 10 ♙d4 ♗d5+ 11 ♙c3 ♗c5+ 12 ♙c4?!

Black also wins after 12 ♙b3?! ♗c1 13 ♙a4 ♗d1+ 14 ♙b3 ♗xd3 -+ or 12 ♙c4!? ♗a3+ 13 ♙d4 ♗xd3+ 14 ♙xd3 b1 ♗+ -+ (Hecht in MegaBase 2001).
 12... ♗xb4+ 0-1

We would like to end the discussion of queen vs rook and minor piece with one example where the queen is defeated:



10.24 +/-
 K.Sashikiran – A.Simutowe
 New Delhi FIDE 2000

1...f5 2 ♙b8 ♗a5 3 ♙c8 ♜b4 4 ♙c6 g5 5 b6
 f4 6 gxf4 gxf4 7 exf4 ♙h5
 7... ♗xd4 8 ♙xd6+ ♙g7 9 b7 ♗a7 10 ♙d7+
 ♙f6 11 ♙g2 ♗b8 12 ♙xd5 +- (Hecht in CBM 80).
 8 ♙e2+ ♙h4
 8... ♙h6 9 ♙g2 ♗xd4 10 ♙xd6+ ♙g7 11 b7
 ♗b4 12 ♙d7+ +-.
 9 ♙c8 ♗e1+ 10 ♙f1 ♗b1 11 ♙g8 ♗xb6?!
 11... ♙h5 12 f5 ♗xb6 13 f6 ♗a7 14 ♙d3
 ♗f7 15 ♙g6+ +- (Hecht).
 12 ♙e2 ♗b1+ 13 ♙h2 ♗b8!?
 A last desperate trick.
 14 ♙g5
 Not 14 ♙xb8?? stalemate.
 14... ♗e8 15 ♙h5+ 1-0

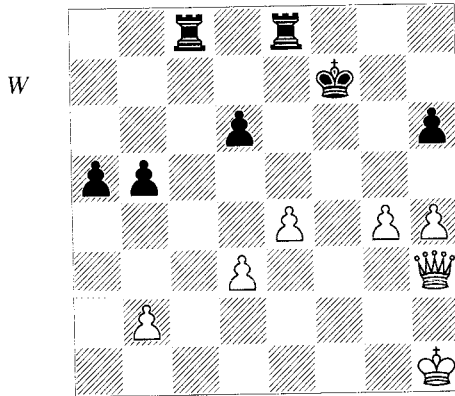
10.5 Queen vs Two Rooks

Two rooks usually match a queen and a pawn but the specific features of the given position are very important. A crucial role in the evaluation is played by king safety and pawn-structure – especially (connected) passed pawns and outposts for the rooks.

First we consider situations where the queen feels at home (see following diagram).

Black has many weak pawns and an exposed king, while his e8-rook is not so easily brought into an attack on White's king:

1 g5 hxg5
 1... ♙c1+ frees White's king at once: 2 ♙g2 ♙c2+ 3 ♙g3 ♙e7 4 ♗f5 hxg5 5 hxg5 ♙f8 6 ♗xb5 ♙c5 (6... ♙ff2 7 ♗xa5 ♙g2+ 8 ♙h4 ♙xb2



10.25

+/-

M. Botvinnik - I. Boleslavsky
Sverdlovsk 1943

9 ♖c7+ ♜e6 10 ♜d8 and the threat of ♜e8# gives White a clear advantage) 7 ♜b7+ ♜e8 8 ♜g7 ±.

2 ♜f5+ ♜g7 3 ♜xg5+ ♜h7 4 ♜xb5 ♜f8 5 ♜d7+ ♜g8 6 ♜e6+

White should take on d6 sooner or later, although the win is by no means easy because White's king is cut off: 6 ♜xd6 ♜c2 7 ♜g1 ♜xb2 (7...♜f3!?) 8 ♜g6+ ♜h8 9 ♜h5+ ♜g8 10 ♜xa5 ±.

6...♜g7 7 ♜d7+ ♜g8 8 ♜g2? ♜c2+ 9 ♜g3 ♜cf2?

The greedy 9...♜b2! gives Black very good drawing chances; e.g., 10 ♜xd6 ♜bf2 11 ♜g6+ ♜h8 12 ♜h5+ ♜g7 13 ♜xa5 ♜2f3+ 14 ♜g4 ♜xd3 ±.

10 ♜xd6

Now White's connected passed pawns decide the outcome.

10...♜2f7

10...♜xb2 11 ♜g6+ ♜h8 12 ♜h5+ ♜g8 13 ♜xa5 ♜bf2 14 ♜d5+ ♜g7 15 e5 +-.

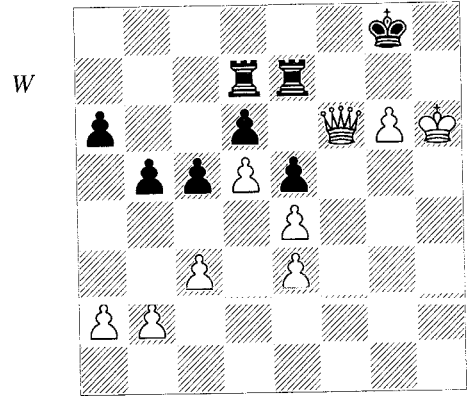
11 ♜d5 ♜h8 12 e5 ♜g7+ 13 ♜h3 ♜g6 14 d4 ♜f1 15 ♜e4 ♜gg1 16 d5 ♜h1+

16...♜e1 17 ♜f5 ♜g7 18 ♜f8+ ♜h7 19 ♜f3 ♜gg1 (after 19...♜xe5 Black loses a rook: 20 d6 ♜d7 21 ♜f4 ♜b5 22 ♜e4+ ♜g7 23 ♜g4+ +-) 20 d6 ♜h1+ (20...♜xe5 21 d7 +-) 21 ♜g4 ♜hg1+ 22 ♜f5 ♜gf1 23 ♜xf1 ♜xf1+ 24 ♜e6 +-.

17 ♜g4 ♜hg1+ 18 ♜h5 ♜f7 19 e6 1-0

Black resigned due to 19...♜h7+ 20 ♜xh7+ ♜xh7 21 e7 ♜e1 22 d6 +-.

In the next example Black is even more tied down:



10.26

+/-

A. Shirov - N. Short
Erevan OL 1996

The only question is how to make progress for White. Shirov answered it convincingly by creating an inroad on the queenside:

1 c4! b4

Or:

a) 1...♜g7 2 b4! cxb4 3 c5 dxc5 4 ♜xe5 +-.

b) 1...bxc4 "would still require some accuracy; e.g., 2 ♜f1 ♜h7+ 3 ♜g5! (3 gxf7+?? ♜xh7+ =) 3...♜h2 4 ♜f5! ♜e7 5 ♜f6 ♜e8 6 ♜d7 ♜f8+ 7 ♜e6 ♜h6 8 ♜xd6 ♜xg6+ 9 ♜xe5 and White wins because he simply has too many passed pawns." (Shirov in MegaBase 99).

2 ♜f3 ♜b7

2...♜h7+ 3 ♜g5 +-.

3 ♜d1 ♜b8 4 ♜a4 ♜b6 5 b3!

5 g7? is premature: 5...♜b8 6 ♜xa6 ♜xg7 7 ♜xd6 ♜h7+ 8 ♜g5 ♜g7+ 9 ♜h4 ♜f8! = (Shirov).

5...♜f8 6 a3!

"Finally breaking through on the queenside." (Shirov). The win is now straightforward.

6...bxa3 7 ♜xa3 ♜a7

7...♜g8 8 ♜a5 ♜eb7 9 b4 cxb4 10 c5 dxc5 11 ♜xc5 ♜h7+ 12 ♜g5 ♜hb7 13 d6 +-.

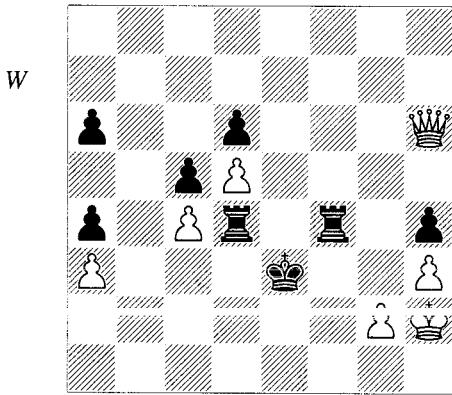
8 ♜a1 ♜g8

8...a5 9 ♜f1+ ♜g8 10 ♜f6 ♜d7 11 ♜e6+ +-.

9 ♜f1 ♜bb7 10 ♜f6 ♜d7 11 b4 cxb4 12 c5 dxc5 13 ♜xe5 1-0

Black resigned because of the continuation 13...♜d8 14 ♜e6+ ♜f8 15 ♜f6+ ♜e8 16 ♜h8+ ♜d7 17 ♜g7+ +-.

Against single passed pawns, the rooks have better chances:



10.27 +/
R.Letelier – G.Ståhlberg
Mar del Plata 1946

White's king is very safe and the d-pawn further advanced than Black's c-pawn, and this is enough to give White the advantage. However, it is very difficult to convert it into victory.

1 ♖xd6 ♜xc4

Or:

a) 1...♜d2 2 ♖xc5+ ♔d3 3 d6 ♜xc4 4 ♖b6 ♔c2 5 ♖xa6 ♜cd4 6 ♖b5 ±.

b) 1...♜d1!? 2 ♖xc5+ ♔d3 3 ♖a7 ♜ff1 (or 3...♜xc4 4 d6 ♜d4 5 ♖xa6+ ♔c2 6 ♖b5 ±) 4 ♖h7+ ♔xc4 5 ♖xh4+ ♜d4 6 ♖h6 ♜fd1 7 ♖xa6+ ♔b3 8 ♖d6 ♔a2 is not totally clear as Black's a-pawn gives him some hope.

2 ♖e7+ ♜fe4 3 ♖g5+ ♔d3

3...♔e2 4 d6 ♜cd4 5 ♖h5+ ♔d2 6 ♖xc5 ♜d3 7 ♖a5+ ♔c1 8 ♖xa6 ♜ed4 9 ♖b5 ±.

4 d6 ♜cd4!

4...♜ed4 5 d7 ♜xd7 6 ♖f5+ +-.

5 ♖xc5 ♜f4 6 ♖g5 ♔e3?

6...♜f2! 7 d7 ♜xd7 8 ♖xh4 ♜d2 9 ♖xa4 ♜d6 10 h4 ±.

7 ♖e5+?

7 ♖h6! ♔e2 8 d7 ♜f2 9 ♖g7 ♜d2 10 ♖g4+ ♔e1 11 ♖e4+ ♔d1 12 ♔g1 +-.

7...♜fe4 8 ♖g5+ ♔d3?

8...♔e2! is necessary, so as not to lose a rook for the d-pawn.

9 ♖h5 ♔d2 10 ♖f5 ♜f4 11 ♖e6?

11 ♖g5 ♔e3 12 ♖h6 +-.

11...♜f1 12 d7 ♜d1! 13 ♖g4

13 ♖xa6 ♔c3 14 d8♖ ♜xd8 15 ♖xa4 ♜8d4 16 ♖b5 ♜a1 ±.

13...♔c3

13...♜xg4?? 14 d8♖+ ♔e1 15 ♖e7+ +-.

14 d8♖ ♜xd8 15 ♖b4+

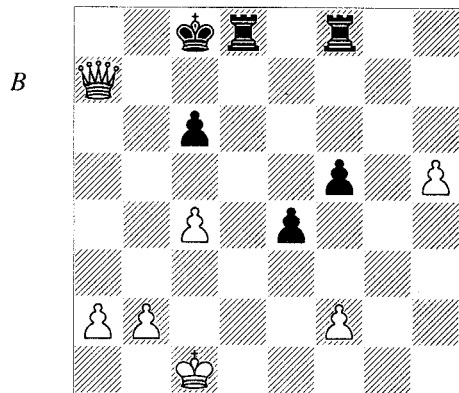
15 ♖xh4 ♜8d4 16 ♖e7 ♔b3 17 h4 ♜d6 ±.
15...♔c2 16 ♖xa4+ ♔b2 17 ♖xa6 ♜1d4
17...♜8d6!?.

18 a4 ♔a3 19 a5 ♔a4 20 ♖b6 ♜8d6 21 ♖c5 ♜6d5 22 ♖b6 ♜d6 23 ♖c5 ♜6d5 24 ♖c3 ♔b5 25 ♔g1

25 ♖c7 ♜d6 26 g4 hxg3+ 27 ♔xg3 ♜4d5 ±.

25...♜d6 26 ♔f2 ♜f6+ 27 ♔e3 ♜dd6 28 ♖b3+ ♔xa5 29 ♔e4 ♜b6 30 ♖a3+ ♔b5 31 ♔e5 ♜h6 32 ♖b3+ ♔a6 33 ♖a4+ ♔b7 34 ♖b7+ ♔c6 35 ♖a4+ ♔b7 36 ♖a7+ ♔c6 37 ♔e4

If the rooks support a dangerous passed pawn, their chances are improved. The following position is hard to assess, even though Black's king is open and White has two extra pawns.



10.28 +/-
A.Yusupov – Y.Dokhoian
Bundesliga 1993/4

1...f4 2 ♖a6+ ♔c7 3 ♖a7+?

3 c5! is better. Stohl analysed 3...e3 4 ♖b6+ ♔c8!? 5 ♖xc6+ ♔b8, when "White gets the game position with an extra tempo, but his win still isn't so clear; e.g., 6 ♖b6+ ♔c8 7 c6 ♜f7 with the idea ...♜e8."

3...♔c8 4 ♖c5 e3 5 ♖xc6+ ♔b8 6 ♖f3

6 h6 e2 7 ♖b6+ ♔a8 = (Yusupov in CBM 40).

6...♜de8 7 ♔d1 exf2?

7...e2+! 8 ♔e1 ♜g8! 9 ♖xf4+ ♔a8 =.

8 ♖xf2 f3 9 h6 ♜f6 10 h7 ♜h8

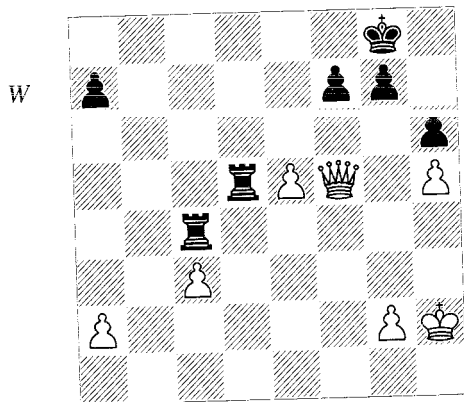
10...♜d8+ 11 ♔c2 ♜h8 12 ♖g3+ ♔c8 13 ♖g4+ ♔b8 14 ♖g7 ♜ff8 15 c5 ♜c8 (15...f2 16 c6 +-) 16 ♔d2 ♜hf8 17 c6 +-.

11 ♖g3+ ♔c8 12 ♖g4+ ♔d8

12...♔b8 13 ♖g7 ♜d8+ 14 ♔c2 ♜ff8 15 h8♖ ♜xh8 16 ♖g3+ +- (Yusupov).

13 ♖g5! 1-0

If there are no passed pawns, the rooks very often have the advantage, especially if they have secure outposts and are well coordinated.

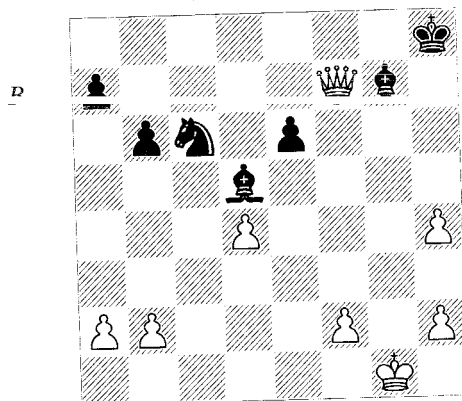


10.29

A. Shirov – V. Anand
Linares 1998

10.6 Queen vs Three Minor Pieces

Outposts, king security and passed pawns again play a major role.



10.30

M. Krasenkow – F. Vallejo Pons
Pamplona 1998/9

“The endgame is won for Black’ (Anand). Nevertheless, it demands tedious manoeuvring and gradual improvement of the position of Black’s rooks in order to be able to exploit the numerous white pawn weaknesses and win.” (Hecht in CBM 64).

1 ♖b1!?

Shirov indirectly defends both pawns by threatening ♖b8+ followed by ♖b1+. However, this cannot save him in the long run.

1...♗d8 2 ♖b7 ♗xc3 3 ♖xa7

White has created a passed a-pawn, but it is not very dangerous. It will fall if Black manages to double rooks on the a-file.

3...♗cc8 4 a4 ♗a8 5 ♖c7 ♗dc8 6 ♖b7 ♗e8 7 ♖c6

7 e6 fxe6 8 ♖c6 e5 9 ♖e4 ♗a5 ♣.

7...♗ac8 8 ♖d7 ♗cd8 9 ♖c7 ♗d5 10 a5 ♗dx5 11 a6 ♗5e7 12 ♖c6 ♗f8!

“Now the doubling of the rooks on the a-file can no longer be prevented. The a-pawn falls. Afterwards, the kingside pawns will be wiped out.” (Hecht).

13 ♖h3

13 ♖c5 ♗d7 14 ♖b6 ♗a8 +-.

13...♗a7 14 g4 ♗fa8 15 ♖h4 ♗xa6 16 ♖b7 ♗a5 17 ♖c6 ♗f8 18 ♖b6 ♗g5 19 ♖b3 ♖h8 20 ♖b4 ♗e8 21 ♗a4 ♗d8 22 ♖e4 f5 23 gxf5 ♗f8 0-1

White has queen and three pawns against the minor pieces, but Black’s pieces seem to have secure outposts. However, Black’s queenside and his king are not safe enough:

1...a5

1...♗xd4 2 h5 ♗xb2 (2...♗g7 3 ♖e8+ ♖h7 4 ♖g6+ ♖h8 5 h6 ♗xb2 6 ♖f7 +-) 3 h6 with the idea h7 +- (Khuzman in CBM 69).

2 h5 ♗xd4 3 ♖c7 b5

3...♗f3+ 4 ♖f1 ♗d4 5 b3 ±.

4 ♖xa5 ♗f3+ 5 ♖g2 ♗xb2 6 ♖h3! ♗d4 7 ♖xb5 ♖g7

7...♗xa2? 8 ♖b8+ ♖h7 9 ♖b7+ +-.

8 ♖e8 ♗g5+

8...♗xf2 9 ♖g6+ ♖h8 10 h6 ♗d4 11 a4 +- (Khuzman).

9 ♖g4 ♗f7

9...♗e4 10 ♖g6+ ♖h8 (10...♖f8 11 f3 ♗f6+ 12 ♖h4 ♗xa2? 13 ♖h6+ ♖f7 14 ♖d2 +- Khuzman) 11 f3 ♗f6+ 12 ♖g3 ♗xa2? 13 ♖h6+ ♖g8 14 ♖d2 +-.

10 ♖g3 ♗e5+ 11 f4 ♗c3 12 ♖d7 ♗e1+

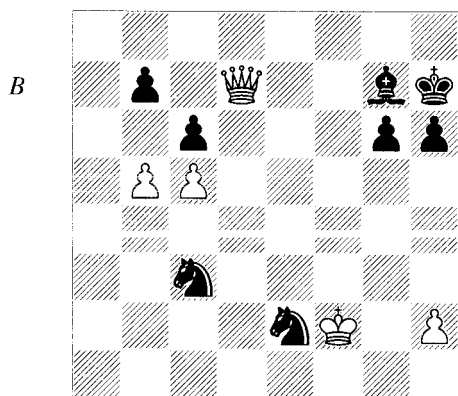
12...♗xa2 13 ♖d3 ♗e1+ 14 ♖h3 ♗d5 15 ♖e3 ♗a5 16 ♖g1+ ♖f8 17 ♖c5+ +-.

13 ♖h3 ♗xa2?

13...♖f6 is better, but after 14 a4 +- (Khuzman) Black is lost in the long run.

14 ♖d1 1-0

The next example shows a very favourable situation for the minor pieces:



10.31 /+
J.Lautier – M.Gurevich
Munich 1993

Black's king is safe and the pieces have strong outposts. The queen on the other hand has no real targets.

- 1...♖d4! 2 bxc6
 2 b6?! ♖e4+ 3 ♖e3 ♖xc5 4 ♖e8 ♖f5+ 5 ♖f4 ♖d6 6 ♖e7 ♖ce4 –+.
- 2...bxc6 3 ♖g2 ♖d5 4 h4?! h5
 Fixing h4 as a target.
- 5 ♖h3 ♖f4+ 6 ♖h2 ♖fe6 7 ♖e7 ♖h6 8 ♖h1 ♖f8 9 ♖f6 ♖g7
 9...♖xc5?? 10 ♖h8#.
- 10 ♖e7 ♖f8 11 ♖e3+ ♖h7 12 ♖e8 ♖g8 13 ♖g2 ♖f6 14 ♖h3 ♖de6 15 ♖xc6 ♖d4 16 ♖d5 ♖xc5 17 ♖b7 ♖d4 18 ♖d5 ♖h7 19 ♖f3 ♖g7 20 ♖f7 ♖d4 21 ♖g2 ♖fe6 22 ♖h3 ♖c5 23 ♖e7 ♖d3 24 ♖e3 ♖e6
- The knights defend each other thanks to the fork on f4.
- 25 ♖g3 ♖e5 26 ♖b6 ♖f8 27 ♖d6 ♖f7 28 ♖e7 ♖e5+ 29 ♖h3 ♖g7 30 ♖g2 ♖h7 31 ♖h3 ♖f6 32 ♖e6 ♖g8 0-1
- Lautier resigned as his h-pawn is doomed:
 33 ♖d7 ♖gh6 34 ♖e6 ♖f5 35 ♖d7 ♖f6 –+.

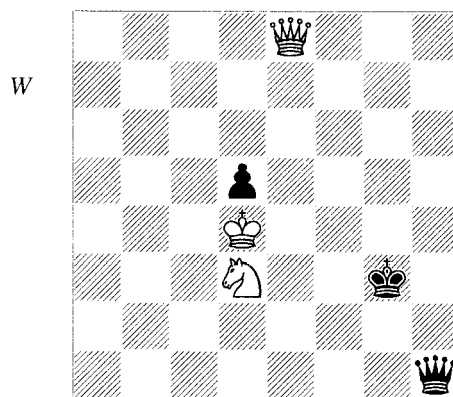
10.7 Queen and Minor Piece vs Queen

Obviously, there are two cases:

- A: Queen and Knight vs Queen 347
 B: Queen and Bishop vs Queen 349

A) Queen and Knight vs Queen

The famous saying that queen and knight form a strong duo is attributed to Capablanca. Indeed, the knight's L-shape movement ideally fits together with the queen. Nevertheless, the theoretical result of this endgame is a draw. However, if the defending king is badly placed near the edge or the queen is on an unfortunate square, there are a lot of winning motifs. These have been illustrated in many studies. When practical games are won by the queen and knight, it is most often by a series of checks forcing the king to the edge.



10.32 +/
J.van der Wiel – Z.Azmaiparashvili
Groningen 1994

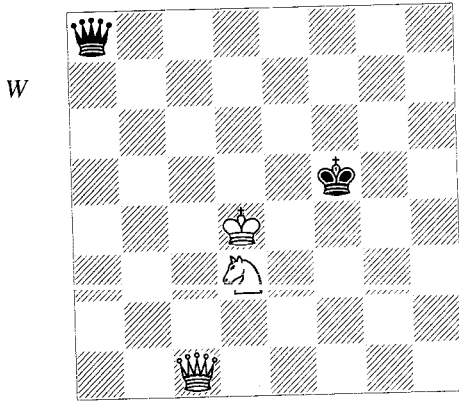
- 1 ♖e5+ ♖g2 2 ♖e2+?! ♖g3 3 ♖e5+ ♖g2 4 ♖g5+ ♖f1
 4...♖h2 5 ♖h4+ ♖g2 6 ♖f4+ ♖g1 7 ♖e1+ ♖h2 8 ♖f2+ ♖g2 9 ♖xg2#.
- 5 ♖f4+ ♖g2
 5...♖e2 6 ♖e3+ ♖d1 7 ♖c1+ –+.
- 6 ♖g4+ ♖f1 7 ♖d1+ ♖g2 8 ♖f4+ ♖h2 9 ♖h5+ ♖g1 10 ♖e2+ ♖g2 11 ♖xd5+ ♖h2 12 ♖e5+ ♖g2 13 ♖e4+ ♖h2 14 ♖h4+ ♖g2 15 ♖f4+ ♖g1 16 ♖e1+ 1-0

The next position is more difficult (see following diagram).

Although Black's king is near the centre, he is lost:

- 1 ♖f4+! ♖e6 2 ♖h6+?

The knight has to enter the attack with check: 2 ♖c5+! ♖e7 3 ♖h4+! ♖f7 (3...♖d6 4 ♖g3+ ♖e7 5 ♖g7+ ♖e8 6 ♖d7+ ♖f8 7 ♖e6+! ♖g8 8 ♖g7#!) 4 ♖h7+! ♖f6 5 ♖e4+! ♖e6 6



10.33 +/
D.Levy – L.Lengyel (colours reversed)
Cienfuegos 1972

♖g6+ ♕e7 7 ♖f6+ ♔d7 8 ♖f7+ ♕c8 9 ♖g8+ ♕b7 10 ♔c5+ ♕a7 11 ♖a2+ ♕b8 12 ♖h2+ ♕c8 13 ♖h8+ +-.
2...♔d7?

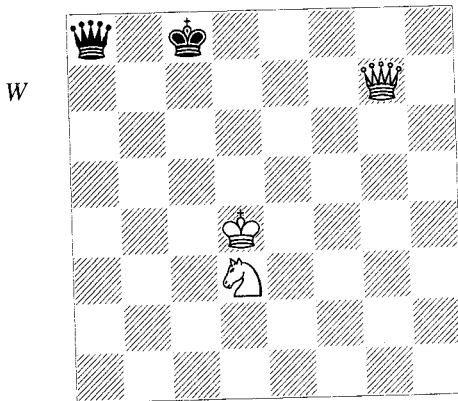
Immediately returning the compliment. After 2...♔e7! 3 ♖g7+ ♕e6! 4 ♔c5+ ♕f5! = Black's king escapes.

3 ♖g7+?

Half a point is going back and forth. Again it was necessary that the knight comes in with check: 3 ♔c5+ ♕c7 4 ♖h2+ ♕b6 5 ♔d7+ ♕b7 6 ♖g2+! ♕a7 7 ♖a2+! ♕b7 8 ♔c5+ ♕b8 9 ♖h2+ ♕c8 10 ♖h8+ +-. 3 ♔e5+ also wins, but much more slowly.

3...♕c8? (D)

Black is wrong to stay in the danger zone. 3...♔e6! is essential.



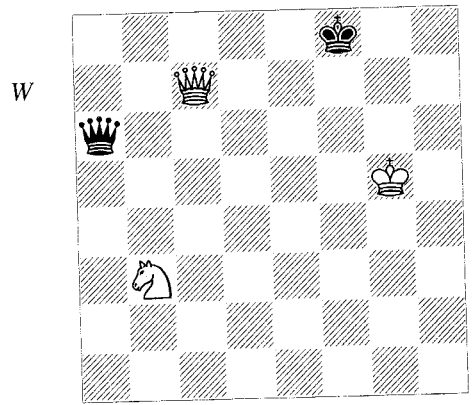
10.33A +/+

4 ♖f8+ ♕b7 5 ♔c5+! ♕a7 6 ♖e7+?!

6 ♖f7+ ♕b6 7 ♖b3+ ♕c7 8 ♖g3+! ♕b6 9 ♔d7+! ♕b7 10 ♖f3+ ♕a7 11 ♖a3+! ♕b7 12 ♔c5+! ♕b8 13 ♖g3+! +-.
6...♕b6 7 ♔d7+! ♕c7 8 ♔e5+! ♕b8 9 ♖d8+ ♕b7 10 ♖d7+ ♕b6 11 ♔c4+ ♕a6 12 ♖d6+ ♕b7 13 ♖d7+ ♕b8?!

13...♕a6 14 ♖a4+ ♕b7 15 ♔d6+ ♕b8 16 ♖e8+ ♕a7 17 ♔b5+ ♕b7 18 ♖e7+ ♕b6 19 ♖c5+! ♕b7 20 ♔d6+ ♕a6 21 ♖a3+ +-.
14 ♖d8+ ♕b7 15 ♔d6+ ♕a7 16 ♖a5+ ♕b8 17 ♖b6+ 1-0

However, not all the moves have to be checks. Rinck achieved three quiet moves in the following masterpiece:



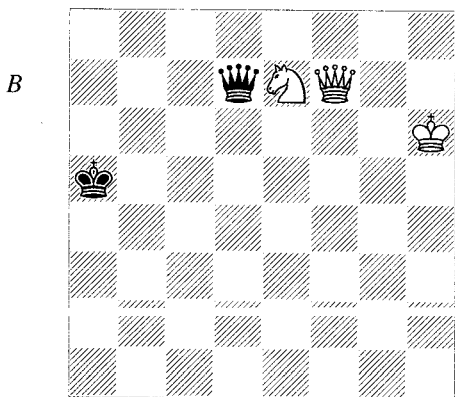
10.34 +/
H.Rinck
Deutsche Schachzeitung, 1914

1 ♔c5! ♖a2

1...♖a8 2 ♔d7+! ♕e8 3 ♔f6+! ♕f8 4 ♖d6+! ♕f7 5 ♖d7+! ♕f8 6 ♔d5! ♖e8 7 ♖d6+! ♕g7 8 ♖h6+ ♕f7 9 ♖f6+! ♕g8 10 ♔e7+! +-.
2 ♔d7+! ♕g7 3 ♔e5+! ♕g8 4 ♖c8+ ♕g7 5 ♖b7+! ♕g8 6 ♕f6! ♖f2+ 7 ♔f3! ♖g3 8 ♖c8+ ♕h7 9 ♔g5+! +-

The following game shows that the defender has to play carefully, even when the position is drawn (see next diagram):

1...♖h3+ 2 ♕g6 ♖g4+ 3 ♕f6 ♖f3+ 4 ♔f5 ♖c6+ 5 ♕g7 ♖c3+ 6 ♕g8 ♖c8+ 7 ♕h7 ♖c2 8 ♖d5+ ♕b6 9 ♖d4+ ♕b7 10 ♕g6 ♖c6+ 11 ♕g5 ♖g2+ 12 ♕f6 ♖g8 13 ♖b4+ ♕a6 14 ♔d6 ♖d8+ 15 ♕e6 ♖g8+ 16 ♔d7 ♖g7+ 17 ♕c8 ♖f8+ 18 ♕c7 ♖g7+! 19 ♕c6 ♖g2+! 20 ♕c5 ♖f2+ 21 ♔d5 ♖f3+ 22 ♕c5 ♖e3+ 23 ♕c6 ♖c1+! 24 ♔d7 ♖f1?



10.35 =/= **F.Lamprecht – St.Giehring**
Hamburg 1986

Now Black loses. He could have held the draw by 24...♞c5!! 25 ♞a4+ ♚b6! 26 ♞b3+ ♚a6! =.

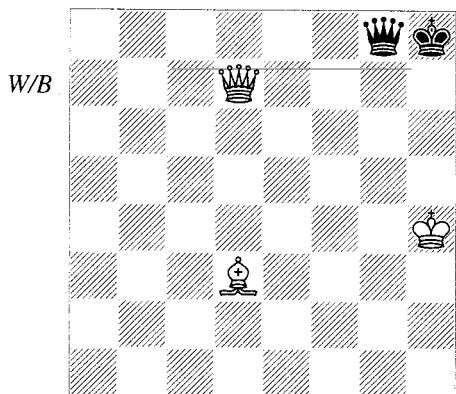
- 25 ♞a4+ ♚b6 26 ♘c4+ ♚b7
 26...♞c5 27 ♞a7+! ♚b4 (27...♞d5 28 ♘e3+! +-)
 28 ♞a5+ ♚b3 (28...♞xc4 29 ♞a6+! +-)
 29 ♘d2+ +-.
 27 ♞b5+ ♚a7 28 ♞b6+ ♚a8 29 ♞c6+ ♚b8
 30 ♞c7+ 1-0

Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 68-120

B) Queen and Bishop vs Queen

In this endgame there are fewer winning prospects, but nevertheless some are left:

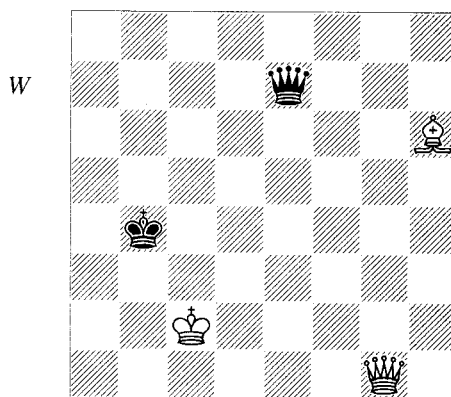


10.36 +/- **J.Kling and B.Horwitz**, 1851

White can make use of the fact that Black's king and queen are stuck in the corner with the following manoeuvre:

- 1 ♚h3!
 Freeing h4 for the queen.
 1...♞g7
 1...♞f7 2 ♞d4+! ♞g7 (2...♞g8 3 ♚c4! +-)
 3 ♞h4+! +-.
 2 ♞d8+! ♞g8 3 ♞f6+ ♞g7 4 ♞h4+! ♞g8 5 ♚c4+! ♞f8 6 ♞d8#!
 If Black is to play, he draws only with the stalemate trick 1...♞f7!.

The next study shows further winning motifs:



10.37 +/- **Burget**
Deutsche Schachblätter, 1941

- 1 ♞b6+! ♚c4
 1...♞a4 2 ♞a6+ ♚b4 3 ♘d2+ ♚c5 4 ♞a3+!
 +-.
 2 ♞b3+! ♘d4 3 ♞d3+! ♚e5 4 ♞e3+! ♘d6
 4...♞f6 5 ♘g5+! +-.
 5 ♘f8! ♞xf8 6 ♞a3+! +-

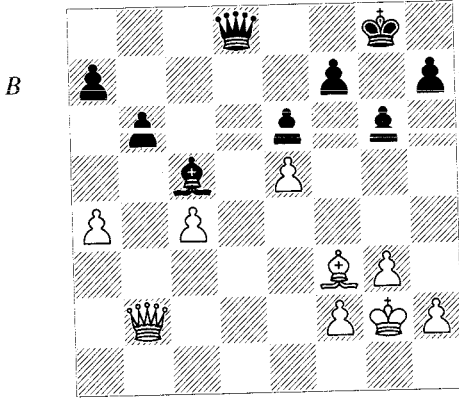
Reference work

Secrets of Pawnless Endings, Nunn, Batsford 1994, pp. 121-52

10.8 Queen and Minor Piece vs Queen and Minor Piece

We only deal with opposite-coloured bishops and bishop vs knight. In both these cases, the

addition of the queens completely changes the nature of the play in comparison to the pure minor-piece endings, especially if there are attacking chances against the king.



10.38 =/=
P.van der Sterren – J.Polgar
Istanbul OL 2000

White's position is very difficult to defend.
1... ♖d3 2 ♗e2 ♖d7 3 ♗c2 ♕f8 4 ♙d1?! ♖d4 5 ♗e2 h5 6 h4 ♙g8 7 ♙c2 ♗c3 8 ♙d3 ♙g9 9 ♙c2 ♙d4 10 f4 ♙c5 11 ♙d3?

This mistake allows Black's queen to penetrate successfully. **11 ♖d3 ♗e1 12 ♗d1 ♖f2+ 13 ♙h3 ♚** is better.

11... ♗a1 12 ♙c2 ♗g1+ 13 ♙f3?

13 ♙h3 ♗h1+ 14 ♙h2 ♖f1+ 15 ♗g2 ♗xc4 ♚ (Hecht in MegaBase 2001).

13... a5!

Zugzwang.

14 ♙b3

14 ♙e4 ♗h1+ 15 ♗g2 ♗d1+ 16 ♗e2 ♗xa4 +-.

14... ♗h1+ 15 ♗g2 ♗e1 0-1

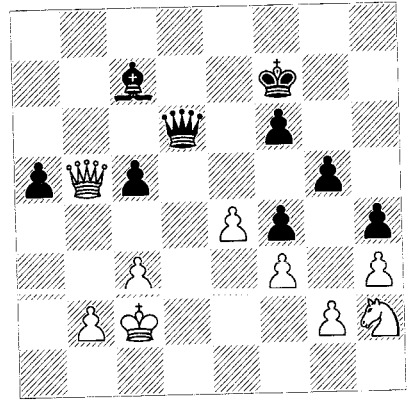
Is Capablanca's theorem that queen and knight are better than queen and bishop true? John Watson cast some doubt on this in his excellent book *Secrets of Modern Chess Strategy* and came to the following conclusions:

"a) an unusually large proportion of ♗ + ♞ vs ♗ + ♙ games are drawn;

"b) most games which are won by either side ... are characterized by that side having one or more rather obvious other advantages."

However, in closed positions with the bishop hemmed in by its own pawns, the knight certainly is superior:

B



10.39 +/-
D.Johansen – F.Elsness
Istanbul OL 2000

The light squares in Black's camp are very weak, and this allows White's pieces to infiltrate:

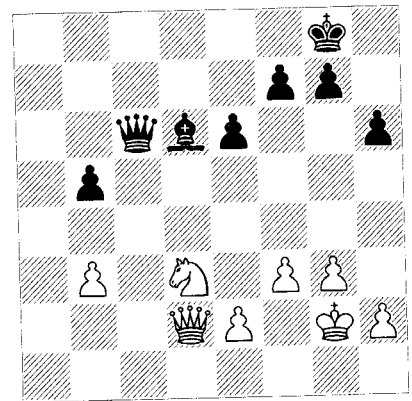
1... ♙e7 2 ♞g4 ♙d8 3 ♞h6 ♗c7 4 ♗c4 ♙d7 5 ♗d5+ ♙c8 6 ♞f5 ♙b8 7 ♞d6 ♗b6

7... a4 8 ♞b5 ♗b6 9 ♙d7 ♙c7 10 ♞xc7 ♗xc7 11 ♗xa4 +-.

8 ♞c4 ♗c7 9 ♙b3 ♙a7 10 ♙a4 ♙b8 11 ♙b5 ♗e7 12 ♗c6 ♖f7 13 ♞d6 ♗c7 14 ♗xc5 ♗xc5+ 15 ♙xc5 ♙c7 16 ♞c4 1-0

The next position is more balanced, but Black strays from the right track:

B



10.40 =/=
L.B.Hansen – E.Arlandi
Istanbul OL 2000

1... ♖f5 2 ♞f2 ♙c5 3 ♗c3 ♗d5 4 ♞d3 ♙d4?

Now White gets very serious attacking possibilities. **4... ♙d6** is better.

5 ♖c8+ ♔h7
 5...♔f7 6 ♖f4 ♖e5 (6...♖d6 7 ♖b7+ ±) 7 ♖d7+ ♔f6 8 ♖h5+ ♔g6 9 ♖e8+ ♔h7 10 ♖f4 ±.

6 ♖f4 ♖xb3 7 ♖xe6 ♖c3?!

Hecht's suggestion in CBM 80, 7...♔f6!?, is more tenacious.

8 ♖d7! ♔e5

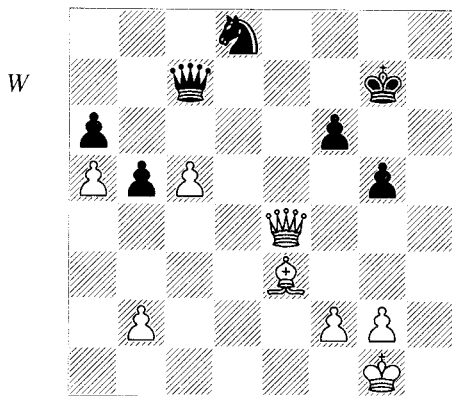
8...♔e3 9 ♖xb5 ♖f6 10 ♖b3 ±.

9 ♖f8+ ♔g8 10 ♖g6 ♔f6 11 ♖e8+ ♔h7 12 ♖g8 16 ♖f4 ♔g5 17 ♖d5+ ♔h7 18 ♖e6 ♖c2 19 ♖d4

19 ♖e5 is even better: 19...♔f6 20 ♖f8+ ♔g8 21 ♖e8 +.

19...♖d2 20 ♖xf5+ ♔h8 21 ♖c8+ ♔h7 22 ♖c2+ 1-0

In the following example, queen and knight managed to save a draw, although the initial position should be winning for White:



10.41 +/
 V.Kramnik – G.Kasparov
 London BGN Wch (6) 2000

1 ♖a8?

This pawn-hunting move is not in the spirit of the position. Centralizing the queen with 1 ♖d5!? ♖c6 2 ♖e6 ± is much better.

1...♖d7! 2 ♔h2

Or:

a) 2 ♖xa6 ♖d1+ 3 ♔h2 ♖h5+ leads to a draw.

b) 2 f3!? was Kramnik's suggestion in *New in Chess Magazine* 1/2001. He gives 2...♖d1+ 3 ♔f2 ♖c2+ 4 ♔g3 ♖c4 5 ♖e4 ♖xe4 6 fxe4 ♖c6, when it is unclear to him if White can win the resulting ending.

2...♖d3 3 g3?!

3 ♖xa6!? ♖h7+ 4 ♔g3 ♖h4+ 5 ♔f3 ♖h5+ (5...f5!? Kramnik) 6 g4 (6 ♔e4 ♖g6+ 7 ♖d4 ♖c2 8 b3 ♖xb3 9 ♔e4 f5+ 10 ♔xf5 ♖d5+ 11 ♔g4 ♖xg2+ =) 6...♖h3+ 7 ♔e2 ♖xg4+ 8 f3 ♖c4+ 9 ♔f2 ♖c2+ 10 ♔g3 ♖xb2 11 ♖a7+ and it is still not clear if Black can survive.

3...♖f7! 4 ♖b7

4 ♖xa6 now leads to an immediate draw: 4...♖h7+ 5 ♔g2 ♖e4+ 6 ♔f1 ♖d3+ = and white cannot evade the checks.

4...♔g6 5 ♖xa6 ♖e5 6 ♖a8 ♖g4+ 7 ♔h3

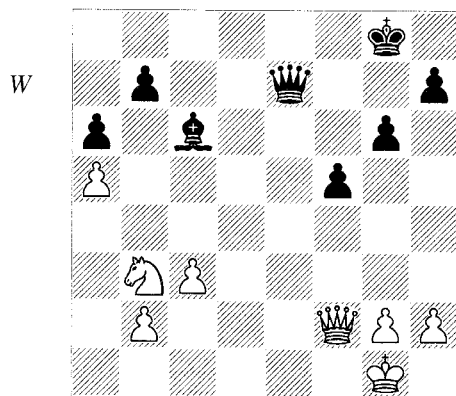
7 ♔g1 ♖d1+ 8 ♔g2 ♖xe3+ 9 fxe3 ♖e2+ and White's king can't escape since 10 ♔h3?? leads to a disaster: 10...g4+ 11 ♔h4 ♖h2+ 12 ♔xg4 ♖h5+ 13 ♔f4 ♖f5#.

7...♖f5!

Due to the threats against his own king, Kramnik now decided to force the draw himself:

8 ♖g8+ ♔h6 9 ♖h8+ ♔g6 10 ♖e8+ ♔h6 11 ♖h8+ 1/2-1/2

However, the bishop isn't always worse:



10.42 =/
 M.Solleveid – S.Dvoiry
 Dieren 2000

1 ♖d4 ♖e5 2 b4 ♔d5 3 ♖d2 f4 4 ♖e2 g5 5 ♖d3 ♔g7 6 h4 h6 7 hxg5 hxg5 8 ♔f2 ♔f6 9 c4 ♔c6 10 ♖d4?

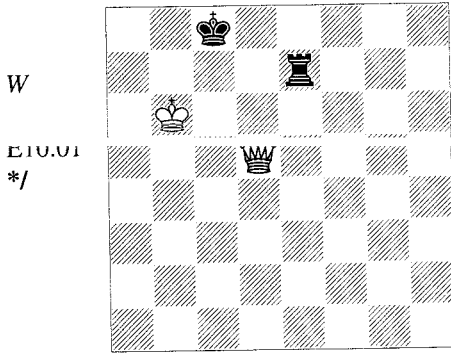
After 10 ♖c3 it is not clear if Black can break White's defence.

10...♔e4 11 ♖c3 g4 12 b5 g3+ 13 ♔f1 ♔g6 14 bxa6

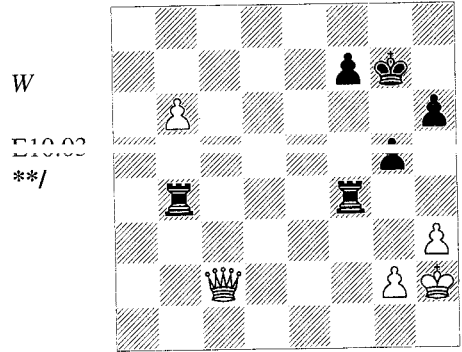
14 ♖d2 ♖h5 15 ♖f3 ♔xf3 +.

14...♖h5! 15 ♔e1 ♖h1+ 16 ♖d2 ♖xg2+ 17 ♖e2 f3 0-1

Exercises
(Solutions on pages 391-2)

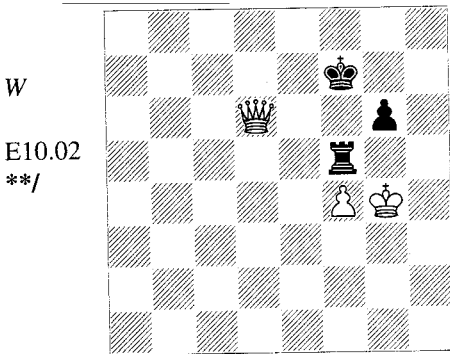


Why doesn't White start with 1 ♔d6 ?

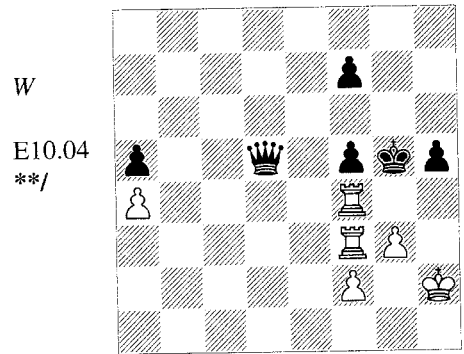


Which of the following is true?

- A) White has a dangerous passed b-pawn, which will cost Black a rook. Then it is questionable if Black can construct a fortress.
- B) White's b-pawn is doomed and therefore he is lost in the long run.
- C) White has just enough resources to draw.



Can the fortress be taken?



White's advantage is obvious. Do you see a way to convert it smoothly into victory?

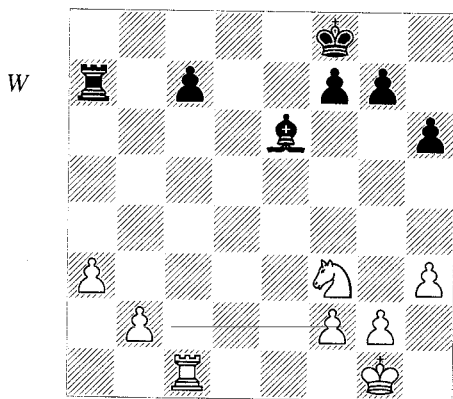
11 Endgame Strategy

In this chapter we discuss a number of general concepts that are important in many types of endings:

A: Do Not Rush	353
B: Passed Pawns Must Be Pushed	354
C: King Activity	354
D: Mismatches	355
E: The Principle of Two Weaknesses	356
F: Fight to the End	356
G: Space Advantage	357
H: General Endgame Principles	358

A) Do Not Rush

An endgame is different from a middlegame in many respects. When the power of the queens has disappeared from the board, the king can become more active and in most cases it is more important to activate all the forces and make all other useful moves before advancing pawns (this is not valid in race situations of course!). Capablanca demonstrates this in the following classic:



11.01 +/-

J. Capablanca – V. Ragozin
Moscow 1936

1 ♖d4

Before advancing his queenside pawns, White wants to establish control over the fifth rank with ♖c3, b4, f4 and ♕e3.

1... ♞b7 2 b4 ♙d7 3 f4 ♕e7 4 ♕f2 ♞a7 5 ♜c3 ♜d6 6 ♞d3 ♕e7 7 ♕e3 ♞a4 8 ♜c3

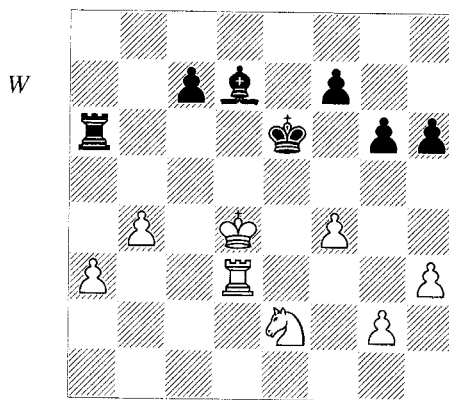
8 ♕e4? c5! 9 bxc5 ♙c6+ 10 ♕e5 f6+ 11 ♕f5 ♙g2 gives Black unnecessary counterplay.

8... ♜d6 9 ♞d3 ♕e7 10 ♜c3 ♜d6 11 ♖e2 g6 12 ♞d3+ ♕e6 13 ♖d4?!

The tactical shot 13 f5+ is more precise: 13... ♕e7 (13... gxf5?! 14 ♖f4+ ♕e7 15 ♖d5+ ♕f8 16 ♜c3 +-) 14 ♖c3 +- 14 ♖c3 ♞a6 15 fxg6 fxg6 16 b5 ♞e6+ 17 ♖d4 ±.

13... ♞a6?! (D)

13... ♙b5!? is better, since the position after 14 ♖c3 (14 ♞e3+? ♕d6 15 ♖c3 c5+ 16 ♕e4 ♙c6+ 17 ♖d3 ♞xa3 =) 14... ♙xd3 15 ♖xa4 ♙f1 16 g3 ♙xh3 ±/± is not so easy to win for White. Now it is a race situation, where the principle 'do not rush' does not apply.



11.01A +/-

14 ♞e3+ ♜d6 15 ♖c3 f5 16 b5 ♞a8

16... ♞xa3 17 ♖e4+ fxe4 18 ♞xa3 ♙xb5 19 ♕xe4 ♙c6+ 20 ♖d4 ♙xg2 21 ♞g3 c5+ 22 ♕e3 +-.

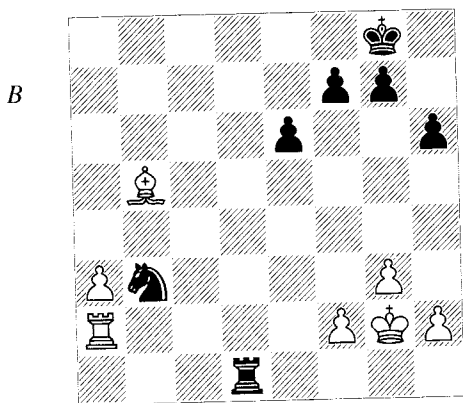
17 ♕c4 ♙e6+ 18 ♕b4 c5+ 19 bxc6 ♙g8 20 ♖b5+ ♕xc6 21 ♞d3! g5 22 ♞d6+ ♕b7 23 fxg5 hxg5 24 ♞g6 ♞f8 25 ♞xg5 f4 26 ♖d4 ♜c8 27 ♞g7+ ♕b6 28 ♞g6+ ♕b7 29 ♖b5 ♞f8 30 ♖d6+ ♕b8 31 h4 1-0

'Do not rush' might also be interpreted in the following way: if you have one main winning try, prepare it as carefully as possible. If there

are less good winning attempts that don't get in the way of the 'real' one, try them first. Your opponent might make a mistake or get into time-trouble.

B) Passed Pawns Must Be Pushed

The next example shows the conversion of an outside passed pawn:



11.02

+/-

G.Meins – I.Donev
Bundesliga 1996/7

White's bishop is stronger than the knight and his rook is well placed behind the pawn to support it.

1...♖d4

1...♖a5 2 ♖c2 ♖f8 3 ♖c7 ±.

2 ♖f1!

The hasty 2 a4? spoils it: 2...♖xb5 3 axb5 ♖b1 =.

2...♖f8 3 a4 ♖e7 4 a5 ♖c6 5 a6 ♖a7 6 h4?!

The immediate 6 ♖b2 is more precise.

6...h5?!

6...♖b1 offers better resistance.

7 ♖e2 ♖d5

7...♖b1 8 ♖xh5 +.

8 ♖f3 ♖b5 9 ♖e2 ♖d5 10 ♖b2 g6 11 ♖f3 ♖d7 12 ♖e4 ♖c7 13 ♖b7

The anchor square on the seventh rank is very strong as the rook completely ties Black down.

13...♖d7 14 ♖e5

The rook ending arising after 14 ♖b5 ♖xb5 15 ♖xb5 is won, but it is more difficult to assess due to the notorious drawish tendency of rook endings.

14...♖c6+

14...f6+ 15 ♖e4 ♖c6 16 ♖b5 ♖xb7 17 axb7 ♖b8 18 ♖d4 ♖d8 19 f4 ♖c7 (19...f5 20 ♖e5 ♖e7 21 ♖a4 ♖a6 22 ♖c6 ♖b8 23 ♖b5 +-) 20 ♖e8 +.

15 ♖f4 ♖a7 16 ♖g5!

Forcing Black to exchange rooks.

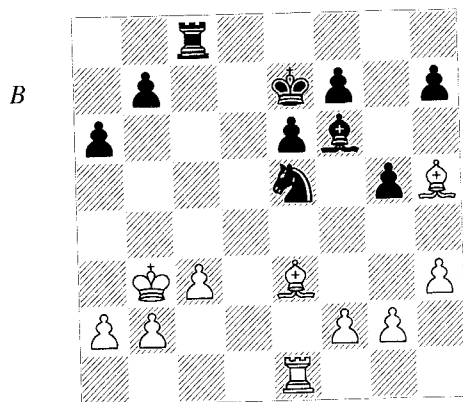
16...♖xb7 17 axb7 ♖c6 18 ♖b5!

Corralling the knight decides the game.

18...♖b8 19 f4 ♖d6 20 ♖f6 ♖c5 21 ♖f1 ♖d4 22 ♖xf7 ♖e3 23 ♖xe6 ♖f2 24 ♖b5 ♖xg3 25 ♖d6 1-0

C) King Activity

It can't be said often enough: *in the endgame the king is an attacking unit; activate it!* Don't miss the point where a middlegame (king safety is important) changes into an endgame (king activity is important).



B

11.03

/=

E.Sveshnikov – W.Browne
Wijk aan Zee 1981

Browne now applied a middlegame strategy and lured White's king into his position, only to realize that it is very safe there:

1...♖d3?

After 1...♖c4! 2 ♖c1 White certainly has an advantage, but it is probably not sufficient to win.

2 ♖d1 ♖c5+ 3 ♖b4 ♖e4

After 3...b6!? 4 a4 ♖e8 5 a5 bxa5+ 6 ♖xa5 ♖d8+ 7 ♖b4 ♖e7 White is better, but it is not so easy to win.

4 ♖a5 ♖d6 5 ♖b6 ♖c6+ 6 ♖a7 ♖c7 7 ♖b6 ♖c6?!

7...♖d7 8 ♖c5 (8 ♖f3?? ♖c8+ +-; 8 ♖a8!?) 8...♖e5 9 ♖e1 ±.

8 ♖a5 ♙e5 9 ♙f3 ♜c5 10 ♙b4

The bishops show their power.

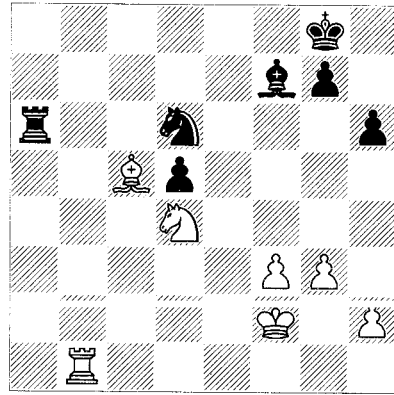
10...♞c7 11 ♙b6!

White is in no hurry and improves his position on the queenside before cashing in on b7.

11...♞d7 12 ♞e1 f6 13 a4 ♙d8 14 ♙xd6 ♞xd6+ 15 ♙xb7 ♞d2 16 ♞d1!

Exchanging the rooks gives White an elementary won endgame.

16...♞xd1 17 ♙xd1 a5 18 ♙b6 ♙c7+ 19 ♙c6 ♙f4 20 ♙b7 ♙c5 21 ♙c2 ♙d6 22 g3 f5 23 ♙c6 ♙b8 24 ♙c4 e5 25 b4 ♙a7 26 ♙b7 ♙xf2 27 bxa5 ♙xg3 28 a6 ♙f2 29 ♙e6 f4 30 ♙d5 h5 31 ♙f3 1-0



11.05 =/

G.Kasparov – T.Petrosian

Nikišić 1983

1 ♞b8+

This was Kasparov's sealed move, and he followed it up very aggressively.

1...♙h7 2 g4! ♞a4 3 ♙e3 ♙c4+ 4 ♙f4 g5+?!

This opens up Black's king position.

5 ♙g3

Certainly not 5 ♙f5?? ♞a6! and White's king is caught in a mating-net: 6 ♞b7 (6 ♙e7 ♙g6#) 6...♙g7 –+.

5...♞a2 6 ♞b7 ♙g6?

6...♙e3! 7 ♙d6 (7 ♙xf7+? ♙g6 –+) 7...♙g6 (7...♙f1+? 8 ♙h3 ♙g6 9 ♙c6 –+) 8 h4 gxh4+ 9 ♙xh4 ±/±.

7 ♙f5 ♞a6?

7...♙d2 is tougher, but White should still win; e.g., 8 ♞b6+ ♙h7 9 ♞xh6+ ♙g8 10 ♙g1 ♙f1+ 11 ♙h3 ♞e2 12 ♞d6 ♙h7 13 ♞d7 ♙g6 14 ♙e7+ +–.

8 h4! gxh4+ 9 ♙xh4+ ♙g7

White also wins after 9...♙f6 10 ♙d4+ ♙e6 11 ♙f5 +–.

10 ♙f5+ ♙g6

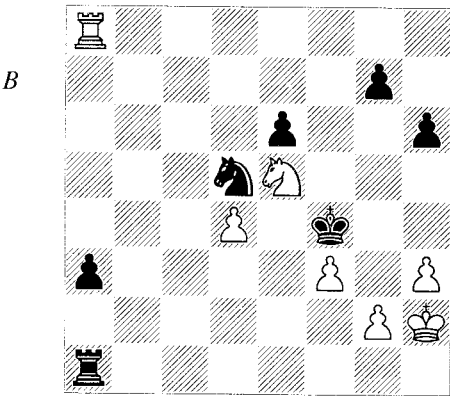
10...♙g8 11 ♞b8+ ♙h7 12 ♙d4 +–.

11 ♙d4 1-0

Petrosian resigned due to 11...♙d6 12 ♙xd6 ♞xd6 13 f4 ♞a6 14 ♙h4 +–.

D) Mismatches

A mismatch arises when one side has more forces in a particular region of the board. This happens particularly often when one king is active while the other is still at home. Andrew Soltis explained this principle in *Grandmaster Secrets: Endings* with the following example:



11.04

/+

Szapiel – P.Keres

Szczawno Zdroj 1950

Keres found in adjournment analysis that his active king is more dangerous than the passed a-pawn:

1...♙e3!!

1...a2? 2 ♞a3 ♙c3 3 g3+ ♙e3 4 ♞xc3+ ♙xd4 5 ♞a3 ♙xe5 6 ♙g2 =.

2 ♞xa3+

2 ♙c4+ ♙f2 3 ♙xa3? ♙e3 4 h4 ♞g1 5 h5 ♞xg2+ 6 ♙h3 ♞g3+ 7 ♙h2 ♙f1+ 8 ♙h1 ♞g1#.

2...♞xa3 3 ♙c4+ ♙f2 4 ♙xa3 ♙e3 5 f4

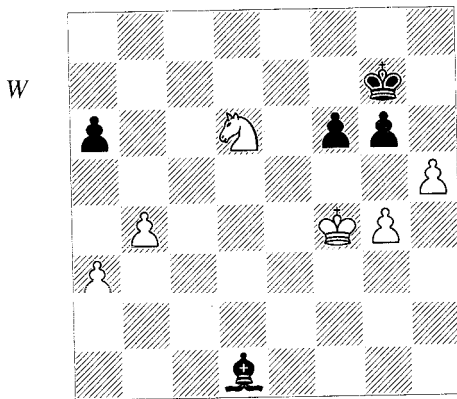
Or: 5 g4 ♙xf3 6 ♙b5 ♙c2 –+; 5 ♙b5 ♙xg2 6 ♙c7 ♙f4 7 ♙e8 g5 –+.

5...♙xg2 6 f5 exf5 7 d5 ♙f4 8 d6 g5 9 ♙c2

9 d7 g4 10 hxg4 fxg4 11 d8 ♞g3+ 12 ♙h1 g2+ 13 ♙h2 g1 ♞#.

9...g4 10 hxg4 fxg4 11 ♙e1 g3+ 0-1

The following game shows that mating attacks can sometimes occur even in the endgame:



11.06

+/-

G.Kasparov – J.Timman
Linares 1992

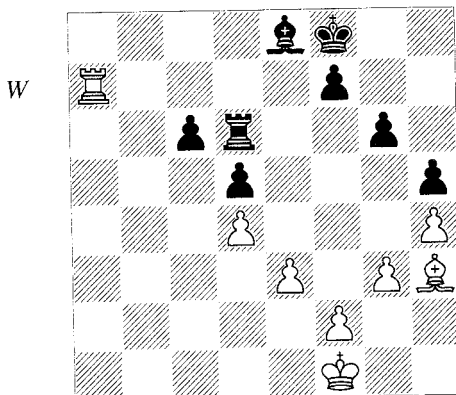
Kasparov found a very elegant way to finish the game:

1 ♖e8+ ♜f7 2 ♘xf6! ♜xf6 3 g5+ ♜f7 4 h6 1-0

White's king will move to the queenside, create a passed pawn and win the bishop. Then it will return to the kingside and win the g6-pawn.

E) The Principle of Two Weaknesses

This is a very important principle in endgames. It is often possible to defend a position with only one weakness. However, when the attacker succeeds in creating a second one, his greater mobility decides the issue in many cases.



11.07

=

A.Volzhin – A.Panikarovskiy
Moscow 1999

White's pieces are much more active and the c6-pawn is very weak, but where is the second weakness?

1 ♖c7

1 ♙c8 c5! 2 dxc5 ♜c6 3 ♚a8 ♜e7 ±.

1...f5!

Now the second weakness is clear: the g6-pawn. Another disadvantage of ...f5 is that it makes the dark squares in Black's camp extremely weak. However, it is necessary since otherwise ♙c8 will follow, e.g., 1...♙c8: 2 ♙c8 ♙d6 3 ♜e2 ♙f6 4 f4 ♙d6 5 ♜d2 ♜g7 6 ♜c3 ♜f6 7 ♜b4 ♙d8 8 ♜c5 ♜g7 9 ♙h3 ♜f6 10 ♙c8 ♜e7 11 ♙xd8 ♜xd8 12 ♙d6 f5 13 ♙f1 +-.
2 ♜e2 ♙d7?

Too passive. Active counterplay with 2...♙d8! was essential. 3 ♜f3 ♚a8 and now:

a) 4 ♜f4 ♚a2 5 ♜e5 (5 f3 ♙f2 =) 5...♙f2 6 ♜f6 ♙e2 7 ♙h7 ♜g8 8 ♙e7 ♜f8 =.

b) 4 ♙f1 ♚a1 5 ♙d3 ♚a3 6 ♜e2 ♚a2+ 7 ♜e1 ♜g8 (7...♙b2? 8 ♙a6 ♚a2 9 ♙c8 ♙c2 10 ♙e6 ♙b2 11 ♜f1 ♚a2 12 ♜g2 ♙b2 13 ♜f3 ♚a2 14 ♜f4 ♙xf2+ 15 ♜e5 +-.) 8 ♜f1 ♜f8 9 ♜g2 ♚a3 10 ♙e2 ♚a2 11 ♜f3 ♚a3 ±.

3 ♜f3 ♜e7 4 ♜f4 ♜f6 5 ♙f1 ♙e8 6 ♙d3 ♙e6 7 ♙c2 ♙d6 8 ♙a4 ♙d7 9 ♙a7 ♙e8 10 ♜f3 ♜e6 11 ♖c7 ♙d7 12 ♜e2!

The king heads for the queenside to increase the pressure against the c6-pawn.

12...♙e8

12...♜e7 13 ♜d2 ♜d8 14 ♚a7 ♜e7 15 ♜c3 ♙f6 16 ♜b4 ♜d6 17 ♚a8 ♙e6 18 ♜a5 ♙e8 19 ♙xe8 ♙xe8 20 ♜b6 ♙d7 21 ♜b7 ♙e8 22 ♜c8 ♙d7+ 23 ♜d8 +-.

White's king will reach c7 or e8, when one of the weak pawns will fall.
13 ♜d3 ♙d8
Waiting passively with 13...♙d7 is also not enough: e.g., 14 ♜c3 ♜e7 15 ♜b4 ♜d8 16 ♚a7 ♜c8 17 ♜c5 ♙f6 18 ♜b6 ♙e8 19 ♚a8+ ♜d7 20 ♜b7 ♙f7 21 ♙c8 ♜d6+ 22 ♜b6 ♙d7 23 ♙d8 ♜e7 24 ♜c7 ♙e8 25 ♙d6 ♜f8+ 26 ♜b6 +-.

14 ♙xc6! ♜d6 15 ♙xe8 ♜xc7

15...♙xe8 16 ♙g7 ♙e6 17 ♚a7 +-.

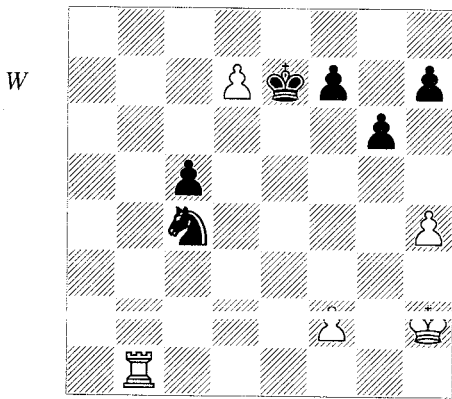
16 ♙xg6

Now Black even has three weak pawns!

16...♙f8 17 ♜e2 ♜d6 18 ♜f3 ♜e6 19 ♜f4 ♙f6 20 ♙xh5 ♙h6 21 ♜g5 ♙h8 22 ♙g6 1-0

F) Fight to the End

Even in equal positions it sometimes pays to play on and to pose problems for the opponent, as Viktor Korchnoi does so often:



W

11.08 =/

V.Korchnoi – A.Karpov
Moscow Ct (5) 1974

1 ♖d1!?

1 ♖c1 ♗d6 2 ♜xc5 ♖xd7 3 h5 ♗f5 =.

1...♖d8

Not, of course, 1...♗d6?!, which is met by 2 ♜xd6 +-..

2 ♖g3 ♗e5 3 ♖f4 ♗xd7!

3...f6? opens a pathway for White's king: 4 ♖e4 ♗xd7 5 ♖d5 ♖e7 6 ♜a1 ±.

4 ♖g5 ♖e7 5 ♖h6 ♗e5 6 ♖xh7 ♗f3 7 ♜h1

7 ♜d5 ♗xh4 8 ♜xc5 ♖f6 9 ♖g8 ♗f5 ±.

7...♖e6 8 ♖g7 c4 9 ♜h3 ♗e5 10 ♜a3 ♖f5

11 ♜c3 ♖e4 12 ♜c1 ♖d4 13 f4

13 ♖f6 c3 14 ♜xc3 ♗g4+ 15 ♖xf7 (15 ♖g5 ♖xc3 16 ♖xg4 ♖d4 =) 15...♖xc3 16 f4 ♖d4 17 ♖xg6 ♖e4 18 ♖g5 ♗e3 =.

13...♗d3 14 ♜f1 ♖e4 15 f5!?

15...gxf5? 16 h5 ♗e5 17 h6 ♗g6 18 ♖xf7 ♗h8+ 19 ♖g7 +-.

16 ♖f6 ♗g4+!

16...♗f3? 17 ♖xf7 gxf5 18 h5 ♗e5+ 19 ♖f6 ♗g4+ 20 ♖g5 c3 21 ♜xf5 ♗e5 22 ♜f2 ♖e3 (22...♗f3+ 23 ♖f6 ♗d2 24 ♜e2+ ♖d3 25 ♜e1 c2 26 h6 ♗e4+ 27 ♖g6 +-) 23 ♜g2 ♖d3 24 ♖f6 +-.

17 ♖g5

17 ♖xf7 gxf5 18 ♖g6 c3 19 ♜c1 ♖d3 20 ♖xf5 ♗h6+ =.

17...♗e3 18 fxg6 fxxg6 19 ♜c1 ♖d3 20 ♖xg6 ♗g2!

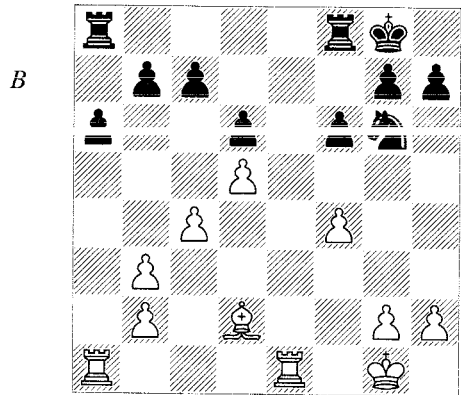
It wasn't too late to blunder, as 20...♖d2? 21 ♜g1 c3 (21...♗d5 22 ♖g5 +-) 22 h5 c2 23 h6 ♗d1 24 ♜g2+ ♖d3 25 ♜xc2 +- shows.

1/2-1/2

The players agreed a draw due to 21 h5 ♗f4+ 22 ♖g5 ♗xh5 23 ♖xh5 c3 =.

G) Space Advantage

Just as in the middlegame, a space advantage plays a role in certain endgames. The following is quite typical:



B

11.09 /=

A.Shirov – I.Sokolov
Las Vegas FIDE rpd 1999

White's queenside pawns are further advanced and his bishop is better than the black knight.

1...♜fe8 2 ♖f2 ♖f7 3 g3

White is in no hurry. He calmly plays against the knight first.

3...♜xe1 4 ♖xe1 ♖e7 5 ♖f3 ♖d7 6 g4

White's strategy is to advance the pawns on both wings without giving Black's knight an anchor square. At the right moment Shirov is going to open lines for his pieces.

6...♜h8 7 ♖c3 h6?!

Just waiting passively is a risky strategy. The immediate 7...h5! is better; e.g., 8 gxxh5 (8 g5 fxxg5 9 fxxg5 ♜f8+ =; 8 h3 hxxg4+ 9 hxxg4 ♜h3+ 10 ♖e4 ♜g3 =) 8...♜xh5 9 ♜g1 ♗h4+ 10 ♖g4 ♜h6 11 ♜g3 ♗g6 =.

8 ♜h1 ♗e7 9 ♜g1 ♖e8 10 h3 ♖f7 11 f5!

Fixing Black's kingside pawns on dark squares and thereby further restricting Black's knight.

11...♗c8 12 ♖d4 a5 13 ♖c3 b6 14 b4 axb4 15 ♖xb4 ♗e7 16 ♜a1 h5 17 ♜a7 hxxg4+ 18 hxxg4 ♜c8 19 ♖c3 ♖e8 20 ♖d4 ♖f8 21 ♖e4 ♖f7 22 b4 ♖e8 23 ♖e3 ♖f7 24 c5 bxc5 25 bxc5 dxc5 26 ♖xc5 g6?

26...♖e8! is correct:

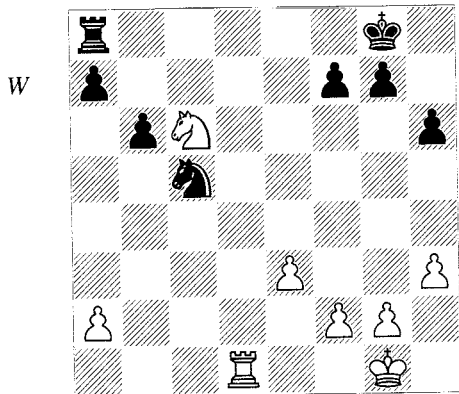
a) 27 ♖d4 ♖d7 (27...♗g8!?) 28 ♖xe7 ♖xe7 29 ♖c5 ♖e8! (29...♖d7? 30 d6 ♖d8 31 ♖d5

cx d6 32 ♖xg7 +-) 30 ♖c6 ♖d8 31 d6 cxd6+ 32 ♖xd6 ♖e8 33 ♖xg7 ♖f8 =.

b) 27 ♖f2 ♖d8 28 ♖xc7 ♖xd5 29 ♖xg7 ♖f8 ±.

27 d6! gxf5+ 28 gxf5 cxd6 29 ♖xd6 ♖e8 30 ♖d4 ♖f8 31 ♖xe7 ♖xe7 32 ♖d5! ♖f7 33 ♖xe7 ♖xe7 1-0

The next example shows how to exploit a 4 vs 3 majority in a rook and knight ending:



11.10

=/=

V.Kramnik – C.Lutz
Bundesliga 1993/4

This example was analysed in detail by Christopher Lutz in *Endgame Secrets*. White's powerful knight on c6 plays a key role:

1 g4!? g6?

Now the h6-pawn becomes really weak. 1...♖f8 ± (Kramnik in Inf 60/444) was necessary.

2 ♖g2 ♖g7 3 ♖d2!

This is a prophylactic measure to stop ...♖c8.

3...a6 4 ♖d6 ♖c8 5 ♖d4 b5 6 h4!

White gains more space on the kingside and plans h5 to attack the weak h6-pawn.

6...b4

6...a5 7 ♖xb5 ♖b8 8 ♖c3 ♖b4 9 ♖d4 ♖b2 10 ♖d5 ±.

7 ♖b6 a5 8 ♖b5 ♖d3 9 ♖xa5 ♖e1+ 10 ♖g3 ♖c2 11 ♖b3?!

11 ♖f3! ♖c3 12 ♖e5 ♖f6 (12...♖a3 13 ♖xa3 bxa3 14 ♖d3! +-) 13 ♖f4 g5+ 14 hxg5+ hxg5+ 15 ♖e4 +- (Kramnik).

11...♖a3 12 ♖a4 ♖c4 13 ♖d4 ♖c2 14 ♖f3 ♖c5 15 ♖a7 g5?!

15...♖a3, to meet 16 g5 with 16...h5 (Kramnik), offers better resistance.

16 h5 ♖g8 17 ♖d2 ♖a3 18 ♖e4 ♖c2 19 ♖b7 ♖xa2 20 ♖xb4 ♖c2 21 ♖b6 ♖h7 22 ♖b7 22 ♖f6+ ♖g7 23 ♖e8+ ♖h7 (23...♖f8 24 ♖d6 +-) 24 ♖f6 +-.

22...♖g8 23 ♖d6 ♖c6 24 ♖xf7 ♖c4 25 ♖d7 ♖f6 26 ♖d4 1-0

Lutz resigned due to 26...♖xc3 27 ♖xb6+ +-.

H) General Endgame Principles

- 1) An endgame is not a middlegame!
- 2) When up on material, exchange pieces; when down on material, exchange pawns.
- 3) Do not rush (if it is not a race situation, of course!).
- 4) The role of the king changes completely compared to the middlegame: in the endgame it is a strong fighting unit and is especially good at supporting friendly passed pawns.
- 5) Wing pawns are often more valuable than centre pawns as they are easier to queen. Rook's pawns are especially strong against knights; however, in other endings they might be less valuable.

6) Don't forget about the bishop and wrong rook's pawn draw!

7) The rook is a very strong counterattacking unit. It is not so strong in blocking enemy passed pawns.

8) Rook endings occur very often in practice. Study them carefully!

9) No rule can replace concrete calculation – all 'rules' have exceptions. Calculation in the endgame is at least as important as in the middlegame.

10) The art is to find the exceptions, but you are already a very strong player when you know how and where to apply the rules!

Reference works

Endgame Strategy, Shereshevsky, Pergamon 1985

Grandmaster Secrets: Endings, Soltis, Thinkers' Press 1997

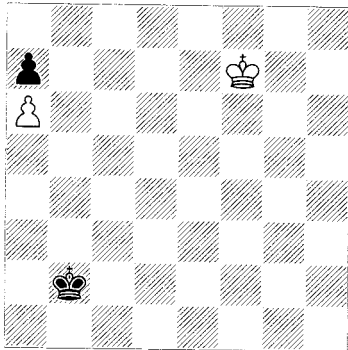
12 Further Exercises

In this final chapter we offer 40 further exercises. The first six are of key importance, so study them especially carefully.

The solutions are on pages 392-9.

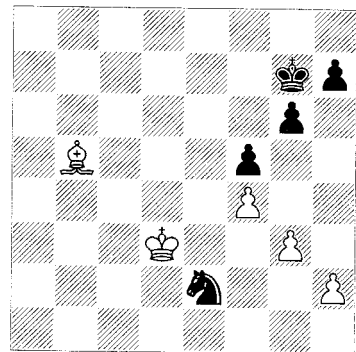
W

E12.01
**/



B

E12.03
/**

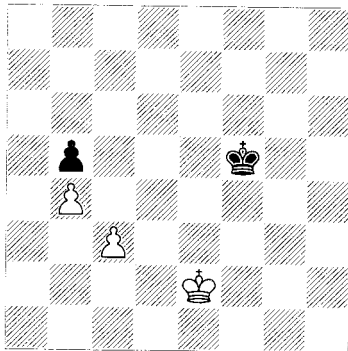


How do you evaluate the position? What happens if Black's king starts on h2 instead of b2?

What hope is there for Black?

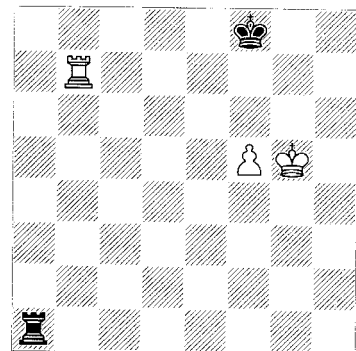
B

E12.02
/**



W/B

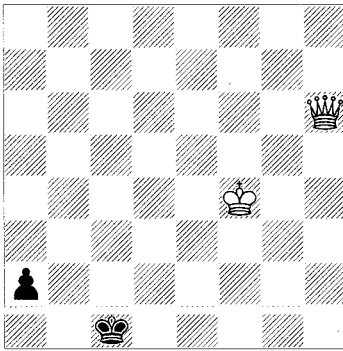
E12.04
**/*



Can Black hold the position?

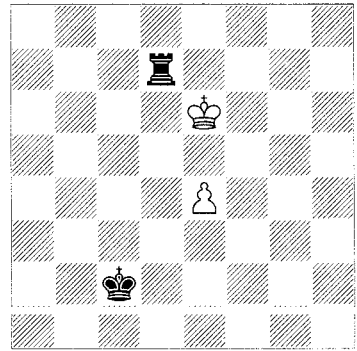
How do you defend with Black (to move)?
What if White is to move and he plays **1 ♖g6**?

W
E12.05
*/



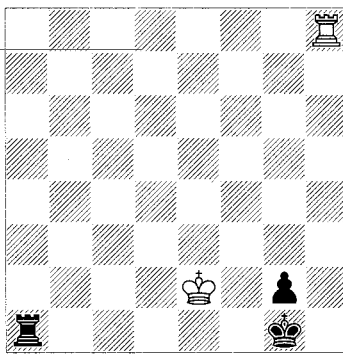
Is White's king too far away?

B
E12.08
/****



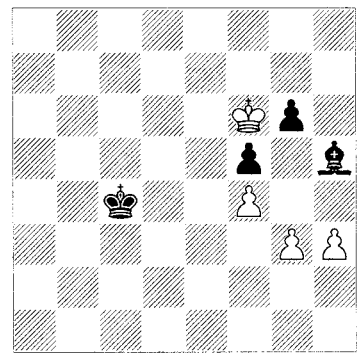
White's last move was ♔d5-e6, blocking his own pawn. Instead, any move to the c-file would have drawn. How did Black accurately exploit White's mistake?

B
E12.06
/*



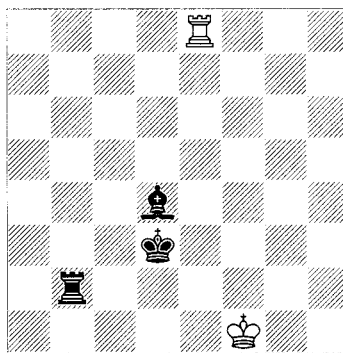
Black's king blocks his pawn. Can Black nevertheless win?

W
E12.09
****/



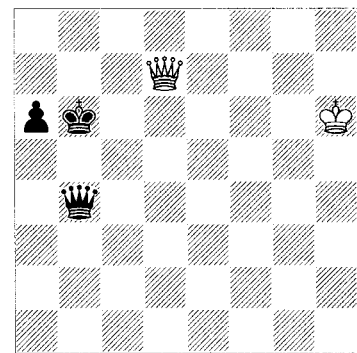
In the game Black scored a clear win after four moves. Was this the correct outcome?

W
E12.07
****/



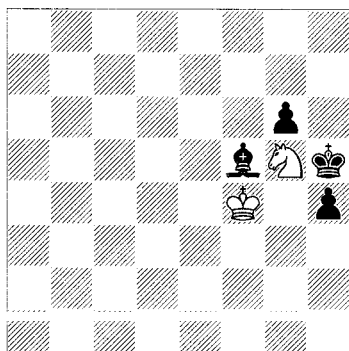
Analyse the game continuation: 1 ♖e7 ♗f2+ 2 ♕e1 ♗f8 3 ♗d7 ♗e8+ 4 ♕d1 ♗a8 5 ♖c7 ♗a1+ 6 ♖c1 ♗a2 7 ♖c8 ♗b6 8 ♖c1 ♗g2 9 ♕b1 ♗d4 10 ♖c7 ♗b2+ 11 ♕c1 ♗a2 12 ♖b7 ♗g2 0-1.

W
E12.10
****/



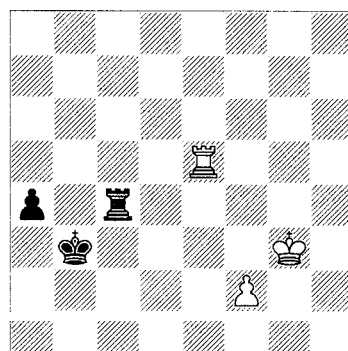
Analyse the following play, especially with respect to the role of White's king: 1 ♗d8+ ♕a7 2 ♗g5 a5 3 ♗c7+ ♕a6 4 ♗c6+ ♗b6 5 ♗c8+ ♕b5 6 ♗f4 a4 7 ♕e4 ♗d6 8 ♗b7+ ♕c4 9 ♗f7+ ♕c3 10 ♗b7 ♕c2 0-1.

W
E12.11
**/



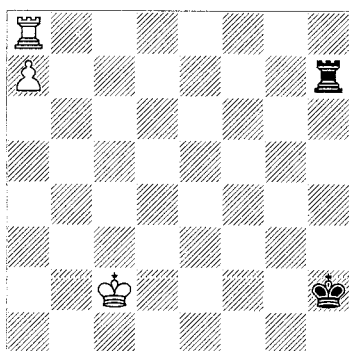
How can White maintain the blockade?

W
E12.14
****/



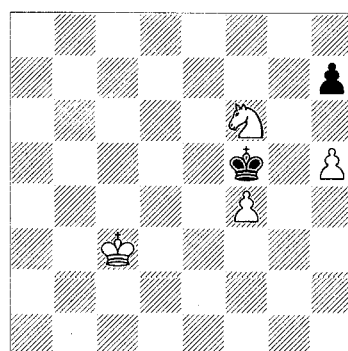
Black's rook is very well placed on c4, but there is still a way for White to save the position. Can you spot it?

W
E12.12
***/



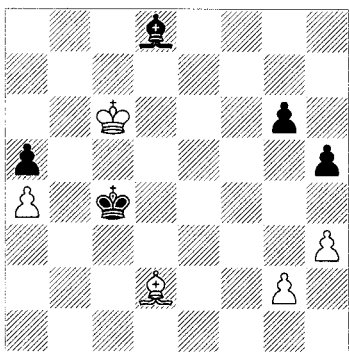
White to play and win.

B
E12.15
/****



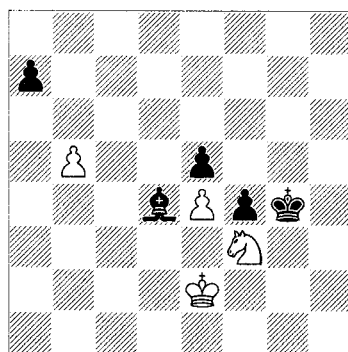
Black could take the pawn or the knight. What should he do?

W
E12.13
***/



Black seems to be almost in zugzwang. What should White do?

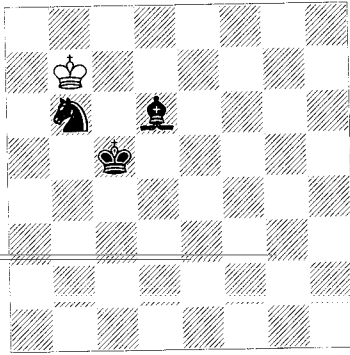
B
E12.16
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Can White's fortress be taken?

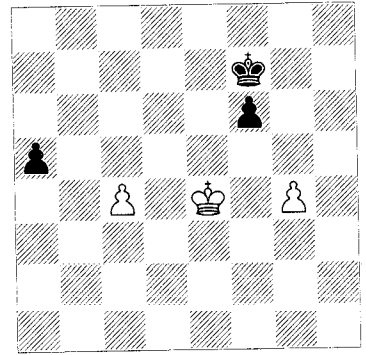
B

E12.17
/**



W

E12.20
***/

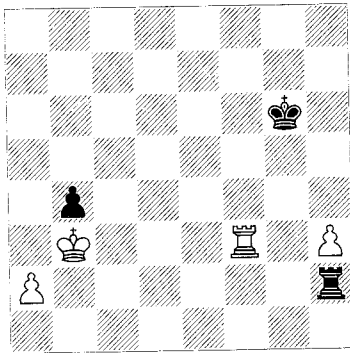


What improvements can you suggest for Black in the following play? 1...♖b5 2 ♖a7 ♖c6 3 ♖a6 ♜b8 4 ♖a5 ♜d5 5 ♖a6 ♜c7 6 ♖a7 ♜b6+ 7 ♖b8 ♜c5 8 ♖a8 ♜c7+ 9 ♖b8 ♜b5 10 ♖a8 ♖b6 11 ♖b8 ♜a7.

Black has the more outside passed pawn. Is he winning?

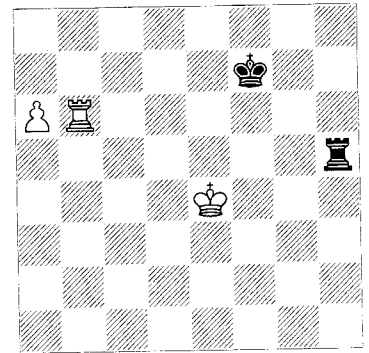
W

E12.18
***/



B

E12.21
/***

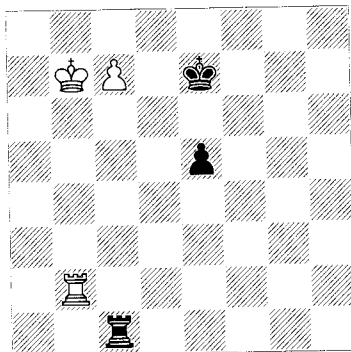


Analyse the play: 1 ♖f4 ♖g5 2 ♜d4 ♜xh3+ 3 ♖xb4 ♖f5 4 a4 ♖e5 5 ♜d2 ♜h1 6 a5 ♜a1 7 ♖b5 ♜b1+ 8 ♖c6 ♜a1 9 ♖b6 ♜b1+ 10 ♖a7 ♖e6 11 ♜d8 ♖e7 12 ♜b8 ♜c1 13 a6 ♖d7 14 ♜h8 ♖c7 15 ♜h7+ ♖c8 1/2-1/2.

In the game Speelman (playing Black) missed the opportunity to draw. Can you do better?

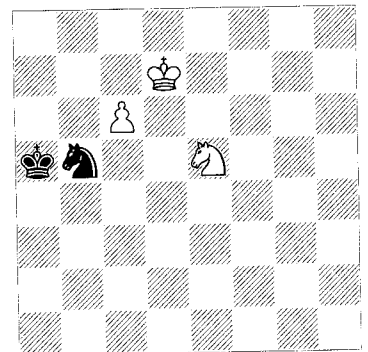
B

E12.19
/****



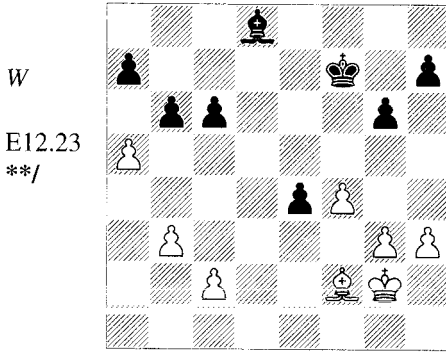
B

E12.22
/***

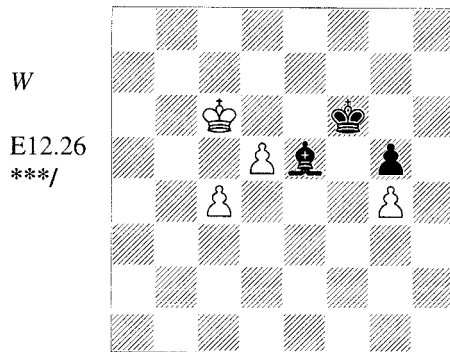


White can win after 1...e4, 1...♖d6 and 1...♖e6. Can you spot the three winning lines?

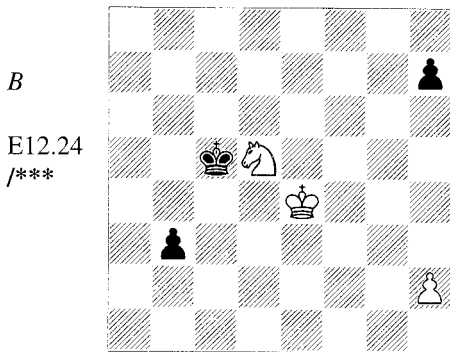
White wants to dislodge the knight from b5. Can Black do something about that?



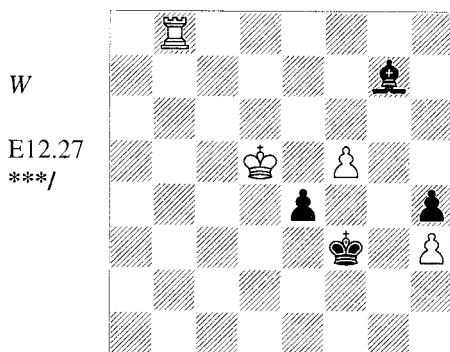
White to play and win.



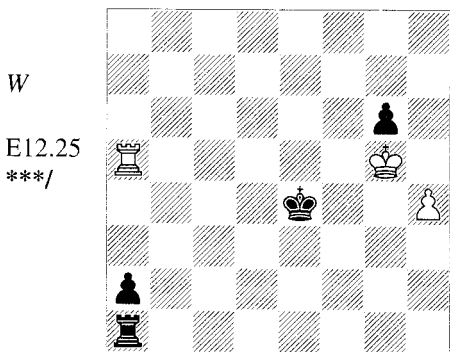
What should White play, how should Black react, and what is the correct result?



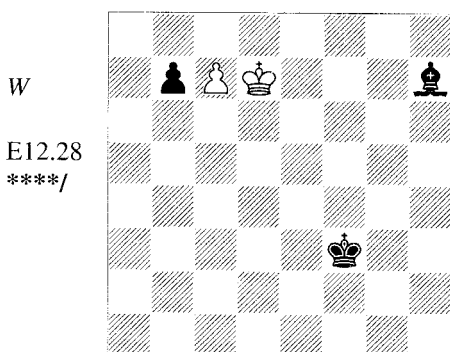
Find the mistakes in the following play:
1...b2 2 ♖c3 ♗c4 3 ♜b1 ♖c5 4 h4 h5 5 ♜d2 ♗b5 6 ♗d5 ♗b4 7 ♗d4 ♗a3 8 ♗c3 ♗a2 9 ♗c2 ♗a1 10 ♜b1 ♗a2 11 ♜c3+ ♗a1 1/2-1/2.



Analyse the following play: 1 f6 ♗xf6 2 ♜f8 e3 3 ♜xf6+ ♗g3 4 ♜e6 ♗xh3 5 ♗e4 ♗g2 6 ♗f4 h3 7 ♜xe3 h2 8 ♜e2+ ♗h3 1/2-1/2.



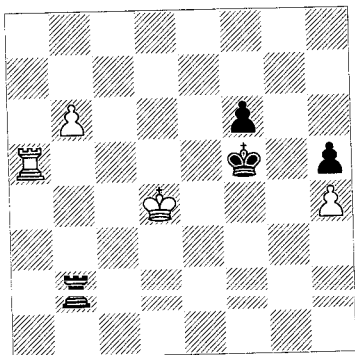
Where should Black's king hide from the checks? How is 1 ♗h6 refuted?



It looks like only a miracle can save White. Is there one?

B

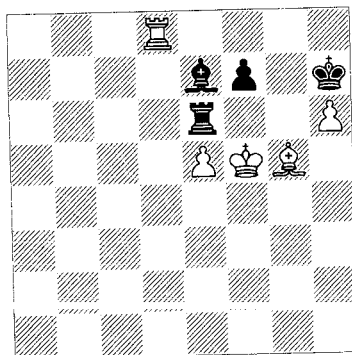
E12.29
/***



Where should Black's king go? After 1...♔g4, 2 ♖a4 looks effective.

W

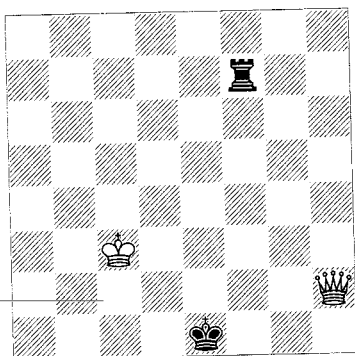
E12.32
***/



White to play and win.

W

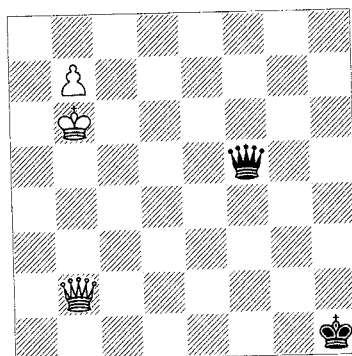
E12.30
*/



Black wants to establish a third-rank defence with ...♗f3+. Can you stop him?

B

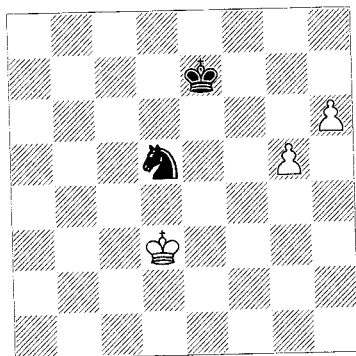
E12.33
/*



How to stop White's pawn?

W

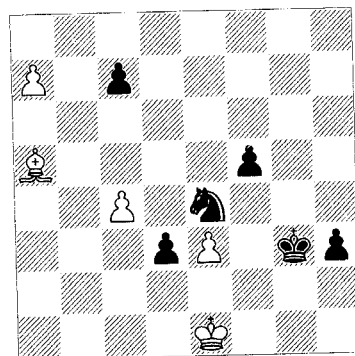
E12.31
***/



How do you assess this position?

B

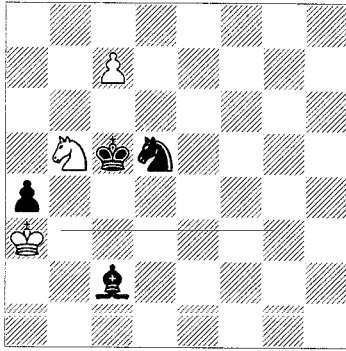
E12.34
/****



It looks pretty grim for Black, but there is a defence. Can you find it?

B

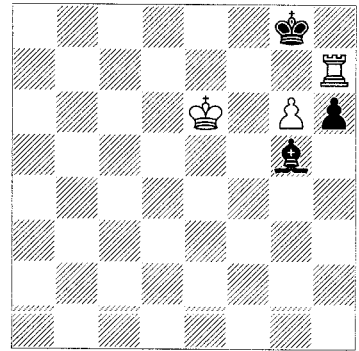
E12.35
/**



Can you find the beautiful way for Black to win?

W

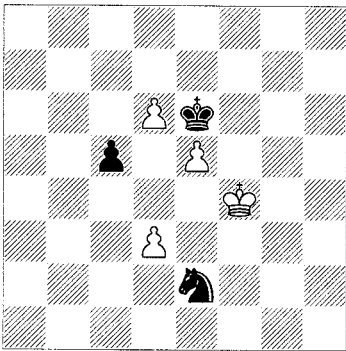
E12.38
**/



Is White winning? Note that he has 1 g7 at his disposal.

W

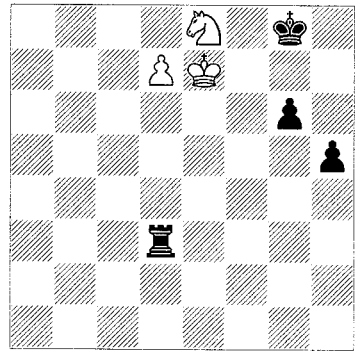
E12.36
**/



Which is the right square for White's king?

B

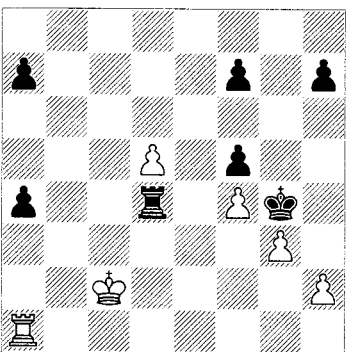
E12.39
/***



Can Black convert his material advantage into victory?

W

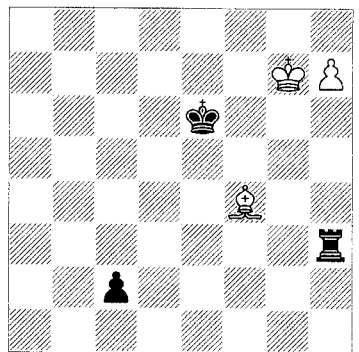
E12.37
***/



How do you assess this position?

B

E12.40
/***



'Both pieces have to be sacrificed for the passed pawns and the game will soon be drawn.' True or false?

Solutions to Exercises

Chapter 1

E1.01

This was an easy start:

1 ♖d7 (but not 1 ♖b6?? stalemate) 1...♙a8
2 ♖b6 ♖b8 3 ♗b7# (or 3 ♗d8#).

E1.02

S.Siebrecht – J.Howell

Hamburg 1995

5 ♘d2!?

Continuing the knight's 'W' manoeuvre is far more accurate than 5 ♘d6!?. After 5...♗c3 6 ♘d6 Black's king is caught in the 'right' corner. A possible finish is 6...♗c2 7 ♘e5 ♗d1 8 ♗d3 ♗e1 9 ♘g3+ ♗d1 10 ♘c4 ♗c1 11 ♘f2 ♗d1 12 ♘b2+ ♗c1 13 ♗c3 ♗b1 14 ♗b3 ♗c1 15 ♘e3+ ♗b1 16 ♘c4 ♗a1 17 ♘d2 ♗b1 18 ♘a3+ ♗a1 19 ♘c3#.

Compare the main line of 1.04.

Chapter 2

E2.01

V.Sanduleac – A.Cioara

Calimanesti 1999

No, only the pawn is lost: 1...g5! (1...♗f7? 2 g5! g6 3 ♖h6! +-) 2 ♖g6 1/2-1/2. Black can defend the key squares of the g4-pawn: 2...♗g8! 3 ♖xg5 ♖g7! = (2.06) and the white king can't force its way to f6, g6 or h6.

E2.02

V.Tukmakov – E.Ubilava

USSR Cht (Moscow) 1972

The solution is to transform White's good knight's pawn into a bad rook's pawn, but the right timing is necessary: 1...♗e6! (1...a3? 2 bxa3! ♗e6 3 ♗b7 ♗d5 4 a4 +-) 2 ♗b5 a3! (not 2...♗d5? 3 ♖xa4 ♗c6 4 ♗a5 +-) 3 bxa3! ♗d7! 1/2-1/2. Black's king reaches c8 in time. See 2.11 and 2.20. A useful guideline: *if a piece or pawn is doomed anyway, seek a favourable way to lose it.*

E2.03

A.Abdulla – J.Emms

British Ch (Scarborough) 1999

It was the second move which had to be detected:

1 ♖d4

The game went instead 1 ♖e4? ♖xa6! 2 ♖e5 (2 h4 ♖b5 3 ♖e5 ♗c4 4 ♖xe6 ♗d3 =) 2...♗b5! 3 ♖f6 ♗c4 4 ♖g7 ♗d3 5 ♖xh7 ♖e2 6 ♖xg6 ♖xf2 7 h4 e5! 8 ♖f5 ♖f3!! 9 ♖xe5 ♖g4! 10 h5 ♖xh5 1/2-1/2.

1...♖xa6 2 ♖c5!!

This amazing blow, found by Nick Frost, prepares h4 before going to the kingside. Black is lost:

2...e5

2...♖a5 3 h4! ♖a4 4 ♗d6! ♖b4 5 ♖xe6! ♗c4 6 ♖f6 ♗d4 7 ♖g7 ♖e5 8 ♖xh7 ♖f6 9 ♖g8 ♖f5 (9...g5 10 h5! +-) 10 ♖g7 ♖g4 11 ♖xg6 ♖xh4 12 f4 +-.

3 f3!

3 h4? e4! 4 ♗d4 ♖b5! 5 ♖xe4 ♗c4! 6 f3 ♗c3! 7 h5 ♗c4 8 f4 ♗c3! 9 h6 ♗c4 10 ♖e5 ♗c5! 11 ♖f6 ♗d6 12 ♖g7 ♖e7 13 ♖xh7 ♖f7! =.

3...♖a5 4 ♖c4!?

4 h4?! h5 5 ♗d6 g5 6 hxg5! h4 7 g6! h3 8 g7! h2 9 g8♗! h1♗ 10 ♗d5+ ♖b4 11 ♖xe5 +- and the queen ending with the bishop's pawn is won (compare 9.17).

4...♖a4 5 h4! h5 6 ♗d3!? +-

E2.04

D.Ellison – S.Collins

Port Erin 1999

White isn't lost; you needed to foresee the third moves in both the solution and the game:

1 g3!

The game continuation was 1 ♗d1? ♖f2! 2 g3 ♖g2! 3 ♖e2 h4!! (3...♖xh2? 4 ♖f2! ♖h1 5 ♖f1! =) 4 ♖e3 (4 gxxh4 f4! +-) 4...hxg3! 5 hxg3 ♖xg3! 6 ♖e2 f4! 7 ♖f1 ♖f3! 8 ♖g1 ♖e2! 0-1.

1...♖f3 2 ♗d3 ♖g2 3 ♖e3! ♖h3 4 ♖f3 ♖xh2 5 ♖f2! =

(Hecht in CBM 74).

E2.05

W.Rocha – G.Vescovi

São Paulo 1999

Black wins by means of a typical breakthrough: **1...b4!** (1...c7? 2 d5 b6 3 d4 c6 4 a4! =) **2 axb4** (2 d4 c3! 3 bxc3 bxa3! –+ Hidemburg in MegaBase 2000) **2...c3!!** (but not 2...axb4? 3 d4 e3! 4 bxc3! bxc3! =) **0-1**. White resigned due to **3 bxc3 a4!**, when the a-pawn runs through.

E2.06

M.Adams – J.Lautier

*Tilburg 1996***1...d7!**

Distant opposition! The key squares are e5 and d5, while Black also has to deal with a possible c5 break. The greedy 1...f5? allows a breakthrough: 2 b4 axb4 3 c5! bxc5 4 a5! +-; 1...d6? also fails: 2 d4! c6 3 c5! bxc5+ 4 c4! +-.

2 c3 c7!

2...c6? 3 b4! axb4+ 4 xb4! c7 5 b5 b7 6 c5 +-.

3 b4 axb4+! 4 xb4 c6! 5 b3 d6 6 c2 c6 7 d3 d6 8 c3 c5 9 b3 d6! 10 b4 c6! 11 c5 bxc5+! 12 c4 b6! 13 d5 a5 14 xc5 xa4! 15 c4 1/2-1/2

E2.07

M.Magomedov – R.Scherbakov

Koszalin 1999

The road to victory is tricky. After either g4 from White or ...f5 from Black, White needs the side opposition for a winning encirclement, so he has to calculate those tempo moves:

1 g4?

1 c6? f5 2 g7 e7! 3 g8 e8! =.

1 g7 (anti-opposition to get the opposition after the following pawn move!) 1...f5 (1...e7 2 g4 e6 3 f8! +-; 1...e5 2 f7 f5 3 e7 e4 4 e6 +-; 1...f5 2 g4+ e6 3 f8! +-) 2 g6 e5 3 f7 +-.

1...d6! 2 h7 d7! 3 g8

3 h8 d8! =.

3...e8! 1/2-1/2

E2.08

J.Nogueiras – J.Hjartarson

Biel IZ 1993

Surprisingly, Black can win if he saves all his spare tempi:

1...h5!!

Chess can be so beautiful! 1...g5? 2 f3! f5 3 g4+! g5 4 g3! h6 allows White to draw by 5 f3! =, but not 5 h3? f4! 6 h4 f3 7 h5 (7 h3 e3 8 h4 d3 9 h5 c2! 10 xh6 xb2 11 g5 b4! –+) 7...g3! –+.

2 f3 g5! 3 f2

Or: 3 g4 h4! 4 f4 h6 5 f3 h3! 6 f4 g2! 7 g5 hxg5+! 8 xg5 f3 –+; 3 g2 g4! 4 h2 f3 5 h3 e3 6 g4 d2 –+.

3...g4! 4 g2 h6!

One tempo is used to enter the white position...

5 f2 h3! 6 f3 h5 0-1

...and one for the encirclement, which Nogueiras didn't want to be shown:

7 f2 h2! 8 f3 g1! 9 f4 f2 10 g4 hxg4! –+

E2.09

V.Topalov – J.Timman

Wijk aan Zee blitz 1999

Did you find the way to close the kingside?

1 g4!

Not: 1 h4? g5! 2 h5 g4! –+; 1 f3? f6! 2 h3 c3 3 e3 c2 4 d2 f5! 5 xxc2 e4! 6 d2 f3! –+.

1/2-1/2

White's fortress is impregnable after **1...f6 2 h4!**

E2.10

A.Ilyin Zhenevsky – M.Botvinnik

USSR 1938

White has the spare tempo g3 and decided to move to the 'don't touch me' square f4 immediately, in accordance with the rule given in 2.60. However, the rule doesn't apply here as Black has the additional option ...g6:

1 f3!

In the game, 1 f4? allowed Botvinnik to save himself: 1...g6! 2 hxg6+ xg6! 3 g3 h5! (3...h5? 4 e6! (4 xf5? stalemate) 4...g6 5 e5 +-) 4 e6 f6 5 e7 xe7 6 xf5 h4! 7 gxh4 f7 1/2-1/2.

1...e7

Or: 1...e6 2 f4! +-; 1...g6 2 hxg6+! xg6 3 f4! h5 4 g3 +-.

2 f4 e6 3 g3! –+

E2.11

A.Albin – R.Charousek

Berlin 1897

1 ♖e6?

This counter-attack is premature, as Black's king is inside the winning zone (see 9.04). Correct is 1 ♖d4! ♖b5 2 ♖d5! = and White draws by maintaining the opposition (see 2.26).

1...g4! 2 ♖xf6 g3! 3 ♖e7 g2! 4 f6 g1 ♖! 5 f7 ♖g7 6 ♖e8 ♖c6 7 ♖e7

Or: 7 f8 ♖ ♖d7#!; 7 f8 ♖ ♖d6 --.

7...♖c7 8 ♖e8 ♖e5+ 9 ♖f8 ♖h8+

9...♖g5! 10 ♖e8 ♖d8#.

10 ♖c7 ♖d8; 0-1

E2.12

H.Mattison, 1918

The position looks hopeless, but when you have seen the solution everything seems so easy:

1 hxg5+!

Not: 1 fxg5+? ♖h5! 2 g6 fxg6! --; 1 ♖g2? gxh4 2 ♖f3 ♖h5! --.

1...♖h5 2 g6! fxg6

2...♖xg6 3 ♖g2 ♖f5 4 ♖f3 =.

3 f5! gx f5 4 ♖g1! ♖g5 5 ♖f1! = (compare 2.08)

Chapter 3**E3.01**

A.Chéron 1924, version by J.Fischer 1941

No problem:

1 ♖f4!

Not: 1 ♖g1? ♖d1! --; 1 ♖g5? c2! 2 ♖e4 ♖b2! --; 1 ♖g7? c2 2 ♖f2 ♖d2! --; 1 ♖f2? c2! 2 ♖d3+ (2 ♖e4 ♖b2! 3 ♖c5 ♖c3! --) 2...♖d2 3 ♖c5 ♖c3! 4 ♖e4+ ♖d3 5 ♖c5+ ♖c4 --.

1...c2

Or: 1...♖d1 2 ♖d5! c2 3 ♖e3+ =; 1...♖d2 2 ♖e6! c2 (2...♖d3 3 ♖f4+! ♖e4 4 ♖e2 c2 5 ♖c1 =) 3 ♖d4! c1 ♖ 4 ♖b3+ =.

2 ♖e2+!

2 ♖d3+? ♖d2 3 ♖c5 ♖c3! --.

2...♖d1 3 ♖c3+! ♖d2 4 ♖a2! =

Note that this method of defence would not be possible against a knight's pawn.

E3.02

A.Troitsky

White can deliver Stamma's mate (3.07):

1 ♖f3!

1 ♖f2? ♖h1 2 ♖g3+ ♖h2 3 ♖f1+ ♖h1 =.

1...♖h1 2 ♖f2! ♖h2 3 ♖d4 ♖h1 4 ♖f5 ♖h2 5 ♖e3 ♖h1 6 ♖f1! h2 7 ♖g3#!

E3.03

V.Chekhover, 1955

Attack, attack and then a check!

1 ♖e6!

1 ♖h3? g4! 2 ♖f4 ♖d4 3 ♖b7 ♖e4 4 ♖e2 f4 --.

1...g4 2 ♖g7! f4

2...g3 3 ♖xf5! g2 4 ♖e3+! =.

3 ♖h5! f3 4 ♖f6! g3

4...f2 5 ♖xg4 f1 ♖ 6 ♖e3+! =.

5 ♖e4! g2

5...f2 6 ♖xg3! ♖d3 7 ♖f1 ♖e2 8 ♖h2 =.

6 ♖d2+! ♖d3 7 ♖xf3! ♖e3 8 ♖g1! ♖f2 9 ♖h3+! ♖g3 10 ♖g1! =

Chekhover's original study is: w♖a8, ♖f4; b♖a2, ♖e3, f5, g7, White to play and draw (Chéron 813): 1 ♖d5! e2 2 ♖c3+! ♖b3 3 ♖xe2! ♖c4 4 ♖f4! and after 4...g5, E3.03 is reached.

E3.04

E.Asaba, 1986

Yes, passed pawns must be pushed, but did you choose the right one?

1 b4!

1 f6? ♖e5! 2 b4 ♖b3! 3 b5 ♖c4! 4 b6 ♖d5! 5 b7 ♖e6! 6 ♖b6 (6 ♖b8 ♖d7! =) 6...♖d7+! 7 ♖c7 ♖c5! 8 b8 ♖ ♖a6+! =.

1...♖b3

1...♖d4 2 f6! ♖b3 3 f7! ♖e6 4 b5! +-.

2 b5! ♖c4

White also wins after 2...♖d4 3 b6 ♖xf5 4 b7 ♖e7 5 b8 ♖+ +-.

3 b6! ♖e5 4 b7! ♖d5 5 ♖b8!! ♖d7+ 6 ♖c8! ♖d6 7 f6! ♖b6+ 8 ♖d8! ♖d7 9 f7! +-

E3.05

After **Y.Averbakh**

Hopefully you remembered the rule that the knight should protect the passed pawn from behind:

1 ♖b2!!

Not:

a) 1 ♖b6? ♖b3! (1...♖c3? 2 ♖e3! ♖b3 3 a4! ♖b4 4 ♖d4! ♖a5 5 ♖c5! +-) 2 a4 ♖b4! 3 ♖d3 ♖a5! =.

b) 1 ♖c5? ♖c3! 2 a4 (2 ♖e3 ♖c4! 3 ♖d3 ♖b3! =) 2...♖b4! = (2...♖c4?? 3 ♖b3 +-).

1...♖b3

1...♖xb2 2 a4! +- and the passed pawn runs through.

2 a4! +-

Averbakh has White's king on e1 instead of e2 (Av 406).

E3.06

An easy one again:

1 ♖e6 ♗g8 2 ♖e7 ♗h8 3 ♘h6!? gxf6 4 ♗f7 +-

Note that with a bishop of either colour instead of a knight, E3.06 is drawn (see 4.10C and D).

E3.07

L.Prokeš, 1946

This is really a nice little study:

1 e4!

1 ♘xe6? ♗f2! 2 e4 ♖e3! 3 ♘g5 ♗f4! =.

1...♗f2 2 ♘d5! ♗f3 3 ♘c3!

3 ♘f6? ♗f4! =.

3...♖e3 4 ♗a2!!

4 ♗b2? ♗d2 5 ♗b3 ♗d3! 6 ♗b4 ♗d4! =.

4...♗d4

White now wins in similar fashion to Blackburne-Zukertort (3.19):

5 ♗b2! ♗d3

5...♗c4 6 ♗c2! ♗d4 7 ♗d2! ♗c4 8 ♘e2 +-.

6 ♗b3! ♗d4 7 ♗b4! e5

7...♗d3 8 ♗c5! +-.

8 ♗b5 ♗xc3 9 ♗c5! +-

E3.08

A.Dohr – R.Wildner

Graz 1991

This was a difficult but, we hope, rewarding task.

1...♘e7! 2 ♖e5 ♘g8! 3 h4

3 ♖e6 ♗d4! 4 ♗f7 ♖e5!! 5 ♗xg8 h5! 6 ♗f7 h4! +- (6...♗f5?? 7 ♖e7! =).

3...♗d3 4 h5 ♖e3 5 ♗f5 ♗d4 6 ♖e6 ♖e4?

6...h6! 7 ♗f7 ♖e5! 8 ♗xg8 ♗f6! +-.

7 ♗f7! ♗f5-8 h6??

8 ♗xg8! h6 9 ♗f7! ♗g5 10 ♖e6! ♗xh5 11 ♗f5! =.

8...♗g5 9 ♗g7 ♘f6 10 ♗h8!? ♗f5

10...♗xh6?? is stalemate.

11 ♗g7 ♖e6 12 ♗h8 ♖e7 13 ♗g7 ♘d7

The pawn sacrifice is the only way to win!

14 ♗g8 ♗f6 15 ♗xh7

15 ♗h8 ♗g6 +-.

15...♗f7! 16 ♗h8 ♘f8! 0-1

E3.09

V.Neverov – V.Malaniuk

Minsk 1997

Yes! The following variations prove that Black can build a fortress while White is winning the b-pawn:

1 f3

1 ♗d3 ♖f5 2 ♖e3 e4 =.

1...♗f6!

1...♗d6?? 2 ♘c4+ +-.

2 ♗d3 ♗f5 3 ♗c2

3 ♖e3 ♗g5 4 ♖e4 ♗f6 =.

3...♗f4 4 ♗xb2 (NC) 4...♖e3! 5 ♗c3 ♖e2! 6 ♗c2 ♖e3! 7 ♗d1 ♗f2! =

E3.10

P.Svidler – V.Anand

Dos Hermanas 1999

Svidler missed that the knight will be out of play on a7 and cannot come back easily:

1 ♗xd4 ♘b5+ 2 ♗c5! ♘xa7 3 ♗b6! (NC)

3...♘c8+ 4 ♗c7! ♘a7

4...♘e7 5 h7! ♗g7 (5...♘d5+ 6 ♗d6 ♗g7 7 ♗xd5 +-) 6 f6! +-.

5 ♗d7!!

5 h7? ♗g7! =.

5...♘b5

5...♗f6 6 h7! ♗g7 7 f6+! ♗xh7 8 f7! ♗g7 9 ♗e8! +-.

6 h7! ♗g7 7 f6+! ♗xh7 8 f7! ♗g7 9 ♖e7! +-

E3.11

V.Halberstadt

=1st/2nd Pr., Gros, 1938

Did you use the method of exclusion? Otherwise the study was probably unsolvable as the winning line is very far from obvious.

1 ♗a3!!

The only move to win. Other moves lead to a draw: 1 ♘d6? ♘f6! 2 ♘e4 ♘d5+ =; 1 ♗c3? ♗c5! 2 ♘d6 ♘f6! 3 ♘e4+ ♘xe4+! =; 1 ♗c4? ♘e5+ 2 ♗d5 ♘c6 =; 1 ♗a4? ♘c5+ 2 ♗a3 ♘e4 =; 1 ♗b3? ♘c5+! 2 ♗c4 ♘e6! 3 ♘d6 ♘c7 4 ♘b5 ♘xb5 =.

1...♗c6 2 ♗a2!! ♗b6

2...♗c5 3 ♘d6! ♘f6 4 ♘e4+! +-.

3 ♘c7 ♘f6 4 ♘d5+! +-

E3.12

E.Bacrot – S.Agdestein

Havana Capablanca mem 1998

The offside position of White's knight proves to be disastrous:

1...f4+!

1...♘e5? 2 ♗f4 ♘f3 3 ♘d6 =.

2 ♗xd3 g3 0-1

Bacrot resigned in view of 3 hxg3+ fxg3! (NC) 4 ♖e2 ♗h3! 5 ♗f1 ♗h2! +-.

E3.13

S.Arkipov – S.Erendzenov*Russian Club Cup (Maikop) 1998*

As is so often the case, active defence is best:

1...f3+!

In the actual game, the passive 1...d7?? ran into 2 xf6 (there are not only knight forks!) 2...f8 (2...xf6 3 e5+ +-) 3 e5+ c7 4 d5+ d7 5 f4 h7 6 c5 g5 7 e6+ c7 8 d5+ b7 9 e7 e4+ 10 d4 d6 11 e5 e8 12 e6 c8 13 b6 1-0.

2 e3

2 c4 e5+ 3 d4 (3 b4 f5 =) 3...f3+ =.

2...e3 3 f4

3 xf6 c5 4 f4 f7 =.

3...c4 4 f5 d2 5 b6 c6 =

(Tsesarsky in CBM 66)

E3.14

K.Müller – O.Koeller*Münster 1990*

White shouldn't allow Black's king to attack his pawns from behind:

1 e3!

1 e4? d2 (the difference) 2 e5 (2 h4 h5 3 g5 f5 4 xf5 xf5+ 5 e5 e3 =) 2...e3 3 g5 (3 b5 e8 4 e6 xf4 =) 3...f2 4 xe6 h5 5 f8 g3 6 hxh7 xf4 =.

1...h5

Or: 1...h6 2 f3 c4 3 e4 h5 4 h4 +-; 1...c4 2 e4 e8 3 e5 d3 4 xe6 c3 5 f5 gxf5 6 gxf5 f3 7 c7 xc7 8 f6 +-.

2 f3 hxg4 3 hxg4 e8 4 e5 f6 5 g5 d5+ 6 e4 e7 7 d7 1-0

Black resigned in view of 7...d2 8 f8 e2 9 xe6 f2 10 e5 f5 11 f6 h4 12 f8 +-.

E3.15

V.Topalov – V.Anand*Linares 1999*

The obvious is best:

1...g4!

"A nice intermezzo" (Anand in CBM 70).
Not: 1...f4+?? 2 xf4 gxf4 3 f3 =, nor 1...c1+? 2 f3! xb3 3 xg5 a5 4 f7+ g7 5 d6 a4 6 b5 h6 7 e4 xh5 8 d3 a5 9 c3 c6 10 b2 =.

2 g5

2 f2 xf2 3 xf2 a5 +-; 2 xd3 gxh3 +-.

2...c1+

2...f4+ followed by ...hxh5 also yields very good winning chances.

3 e3 xb3 4 h6 a5 5 f4

5 e4 g3! +-.

5...d4! 6 xg4 a4 7 h5

7 e4 a3 8 c3 b5 +- (Anand); e.g., 9 a2 c2 10 f4 b4 11 c1 d4 12 e4 b3 13 xd4 b2.

7...c6

7...a3?? 8 g6! +-.

0-1

Topalov resigned in view of 8 g6 e5+ 9 f5 a3! 10 xe5 a2 +-.

E3.16

D.Yanofsky – H.Golombek*Hastings 1951***1 b8?**

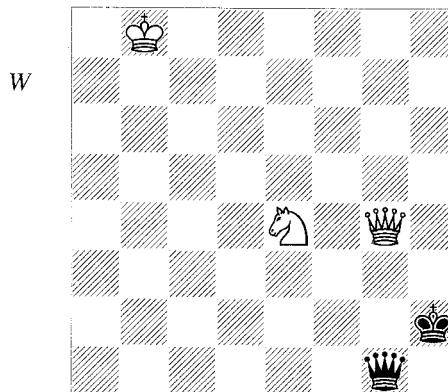
After this mistake Black could have saved himself in the ensuing ending with queen vs queen and knight, but it is true the correct variation was very difficult to spot: 1 c8! d6+ 2 d7 c4 3 e7 e5 (3...g4 4 d5+ e4 5 c8 +-) 4 f5!! b6+ (4...xf5 5 c6 +-) 5 c6 c8 6 b7 +-.

1...d6 2 d4 g4 3 b5 g3! 4 xd6 g2 5 c8 g1 g6 f5+ g3

6...e3? 7 c5+ +-.

7 e4+ g2 8 g4+ h2?? (D)

8...f1! =.



E3.16A

+/-

The following scenario is very famous:

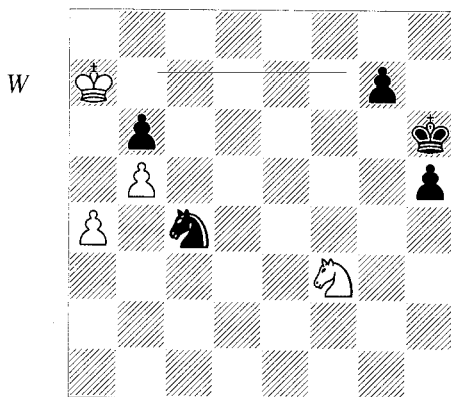
9 h4+ g2 10 g3+ h1

10...f1 11 d2+ +-.

11 h3+ h2+ 12 g3+ 1-0

The following game shows a similar motif (see next diagram):

1 d2!! xd2 2 a5



E3.16B +/
L.Szabo – A.Groszpeter
Budapest 1984

After this move the game was adjudicated as won for White due to **2...bxa5 3 b6 ♖c4 4 b7 ♜e5 5 ♖b8!! ♜c6+ 6 ♖c7 ♜b4 7 ♖b6 ♜d5+ 8 ♖xa5 ♜e7 9 ♖b5 +-.**

E3.17

Cu.Hansen – R.Djurhuus
Munkebo Z 1998

White's knight is unable to deal with both passed pawns and Djurhuus beautifully exploits this fact:

1...♖d5!! 2 ♖xa6

2 ♜h3 c4 3 ♜f4+ ♖e5 4 ♖xa6 (4 ♜g6+ ♖d4 5 ♜xh4 c3 --; 4 ♜e2 h3 5 ♖xc4 h2 6 ♜g3 ♖f4 7 ♜h1 ♖xf3 8 ♖d3 f5 9 ♖d2 f4 10 ♖e1 ♖g2 11 ♜f2 f3 12 ♜h1 ♜c5 --) 4...♖xf4 5 ♖b5 c3 6 a6 c2 7 a7 c1 ♖8 a8♖ and because of the very far advanced h-pawn the queen endgame should be winning.

2...♖c6!

Now White's king is out of play for some time. Not 2...c4?? 3 ♖b6 c3 4 a6 c2 5 ♜e2! +-.

3 a4

Black also wins after 3 ♜e2 h3 -- or 3 ♖a7 c4 4 ♖b8 ♖b5 --.

3...c4 4 ♜e2

4 ♖a7 ♖c7 5 ♜e2 h3 --.

4...h3 5 ♜d4+ ♖c5 6 ♜e6+ ♖d6 0-1

Chapter 4

E4.01

M.Suba – G.Crawley
Oakham 1989

White's threat is e5 followed by ♖d7 and e6, with a 'last-stop' position. There are two solutions to avoid this:

1...♙e3?

This, the game continuation, is not one of them! Also wrong are 1...♖g7? 2 e5! ♖f8 3 ♖d7! ♙e7 4 b5! ♙c5 5 e6! +- (the bishop is overloaded), and 1...♙f4? 2 e5! ♙d2 3 b5! ♙a5 4 ♖d7 +-.

The correct methods are 1...♙d2 2 b5 ♙a5! 3 e5 ♙c7! = and 1...♙d8-2 ♖d7 ♙f6! =.

2 e5! ♙d4

In principle it is correct to bind the king to the defence of the e-pawn, but White will soon gain a tempo with ♖d5.

3 b5! 1-0

Due to **3...♖g7 (3...♙f2 4 ♖d7 +-)** **4 ♖d5!! ♙f2 5 ♖d6 ♖f7 6 ♖d7! +-.**

E4.02

A.Troitsky, 1896

The fine play of this classic study is truly instructive:

1 ♙e6!

Protecting f7 and g8. Not 1 h6? ♖f7! 2 ♙f5 ♖g8! = (4.09).

1...♖e7

1...♖f8 2 h6! +-.

2 h6! ♖f6 3 ♙f5!

Protecting g6.

3...♖f7 4 ♙h7!

Protecting g8.

4...♖f6 5 ♖f4! +-

and finally protecting g5!

E4.03

L.Paulsen – J.Metger
Nuremberg 1888

This position is once again best solved with the thinking method of exclusion. However, it is no disgrace if you didn't succeed:

1 ♖d4!!

Other moves don't work: 1 ♙b6+? ♖b8! = (4.10F); 1 ♖c5? b6+! 2 axb6+ ♖b7! = (4.08); the game in fact ended 1 ♖c4? b5+! 1/2-1/2 (in view of 2 ♖xb5 ♖b7! =; see 4.09).

1...♖c6

Or: 1...b6 2 a6! ♖c6 3 ♖c4! ♖d6 4 ♙xb6 ♖c6 5 ♙a5 +-; 1...b5 2 a6! ♖c6 3 ♖c3! ♖c7 4 ♖b4 ♖c6 5 ♙a5! +-.

2 ♙b6!

2 ♖c4? b5+! =; 2 ♖c3? b6! 3 a6 ♖b5! =.

2...♖d6

2...♖b5 3 ♗d5 ♖a6 4 ♗d6 ♖b5 5 ♗c7 ♖a6
6 ♗c8 ♖b5 7 ♗xb7 +-.

3 ♗c4 ♖c6 4 ♗b4 ♗d6 5 ♖b5 ♗d7 6 ♗c5
♗c8 7 ♗a7! ♗c7 8 ♖b5! ♗d7 9 ♗b8 ♗c8 10
♗h2 ♗d7 11 ♖b6 ♗c8 12 ♗c7 +-.

E4.04

D.Saulin – G.Tunik

Russian Ch (Elista) 1995

Tunik won the game as follows:

1 ♗c4? ♖a3

2 ♖a4 ♗c3 3 ♖a3 ♗f7 4 ♖a4 ♖b2 5 ♖b4
♗b3 transposes to the position after Black's 4th
move.

2...♗c3! 3 ♖a4 ♖b2 4 ♖b4 ♗b3 5 ♗c5
♗c3! 6 ♖b6 ♗c4! 7 ♗c5 ♗d3 8 ♗d5 ♖b4 9
♗d4 ♗g6 10 ♗d5

10 ♗e3 ♖xa5! 11 ♗d2 ♖b4 12 ♗c1 ♖b3 +-.

10...♖xa5 0-1

Due to 11 ♗c4 ♖a4! 12 ♗c3 ♖a3! +-.

E4.05

B.Alterman – A.Raetsky

Rostov 1993

In the game Raetsky missed Alterman's response and played...

1...hxf4?

After the correct 1...h4! White is totally
helpless; e.g.:

a) 2 g5 ♗d2 (waiting) 3 ♗g2 ♗e3 4 ♗h3
♗f4 5 ♖xh4 ♗xf3 6 ♖h3 ♗xg5 +-.

b) 2 f4 ♖c4 3 f5 g5! 4 ♗g2 (4 f6 ♖e5 +-)
4...♗f4 5 ♖h3 ♗c3 (zugzwang) 6 f6 ♗xf6 7 a5
♗d8 8 a6 ♗b6 +-.

2 ♗g3!!

Oops! A surprising resource, which one can
easily overlook. 2 fxf4? g5 3 ♗f3 ♗a5 4 ♗f2
♗e4 5 ♗e2 ♗b4 6 ♗f2 ♗f4 +- is probably
what Raetsky expected.

2...gxf3 3 ♗xf3 ♗d4 4 ♗g4 ♗d2 5 a5!

Not 5 b4? ♗e5! 6 a5 (6 b5 ♖f6 7 b6 g5 8 b7
♗f4 9 a5 ♗b8 10 a6 ♗a7 11 ♗f3 ♗f5 +-)
6...♖f6 7 a6 ♗e3 8 ♗f3 ♗a7 9 ♖e4 g5 10 b5
♖e6 +-.

1/2-1/2

Black can't make progress: 5...♖e5 (5...♖c5
6 b4+ ♖b5 7 ♖h4 =) 6 a6 ♗e3 7 a7 ♗xa7 8
♗g5 =.

E4.06

V.Ganshin, 1951

We wouldn't ask if this study had no solu-
tion, would we?

1 h4!!

After 1 ♗xf4? h4! 2 ♗f3 (2 g4 hxf3 3 ♗f3
♗d5 4 h4 ♖e5 +-) 2...♗g3 the h3-pawn proves
White's undoing since it prevents stalemate: 3
♗e2 ♗d5 4 ♗f1 ♖e4 5 ♗g1 ♖e3 6 ♖h1 ♖e2 7
♗g1 ♗f2+ 8 ♖h1 ♗f1 9 ♖h2 ♗g3+ 10 ♖h1
♗f4 11 g4 hxf3 12 h4 g2#.

1...♗g3

Or: 1...♗d2 2 ♖e4 ♗d6 3 ♗f3 ♖e5 4 g3 =;
1...♗xh4 2 ♖xf4 ♗d8 (2...♗e1 3 g3 ♗d2+ 4
♗f5 -) 3 g4 h4 4 g5 ♗xg5! 5 ♗f3 = (4.09).

2 ♗g5 ♗d5 3 ♖xh5

Now White has a fortress. The play is similar
to 4.18, as Black can't win a pawn without ex-
changing or losing his own.

3...♗e1

3...♖e5 4 ♖g4 ♖f6 5 h5 ♖g7 6 ♖g5 ♖h7 7
h6 ♗h2 8 ♖h5! ♗g1 9 ♖g5 ♗e3 10 ♖g4 ♖xh6
11 g3 =.

4 ♖g4 ♖e4 5 h5 ♗b4 6 h6 ♗e7 7 h7 ♗f6 8
♖h5! ♖f5 9 ♖h6! ♖g4 10 ♖g6 ♗e5 11 ♖h6
♗g3 12 ♖g5 ♖xg2

12...♗c3 13 ♖f5! =.

13 h8♖ =

E4.07

Sike (end of a study)

Yes, you can lose a tempo! As your king has
to stay on c4, the bishop has to do the work. The
g1-h2 diagonal is too short, but the h2-b8 diag-
onal is clearly long enough:

1 ♗h2!

Not: 1 b5+? ♖a5 2 ♗h2 a3 3 ♗c7+ ♖a4 4 b6
a2 5 ♗e5 h2 =; 1 ♖c3? ♖b5 2 ♗h2 a3 3 ♖b3 a2
=.

1...♖b6 2 ♗f4 ♖a6 3 ♗g3

The tempo move!

3...♖b6 4 ♗h2! ♖a6 5 ♗g1

Here we are: the bishop has returned and now
Black is to move!

5...♖b7 6 ♖c3 ♖a6 7 ♖b2 ♖b5 8 ♖a3 +-.

E4.08

A.Troitsky, 1895

Astonishingly, White has to sacrifice his only
remaining pawn to deliver mate:

1 ♗h6+!

1 gxf7? ♖g7 =.

1...♖g8 2 g7! ♖f7

2...e6+ 3 ♗d6 ♖f7 (3...e5 4 ♖e6 e4 5 ♖f6
+-) 4 ♖e5! ♖g8 5 ♖f6 e5 6 ♖e6 e4 7 ♖f6 e3 8
♗xe3 h5 9 ♗g5 +-.

Now it looks like a fortress, but...

3 g8♖+!!

Not 3 ♖e5?, when Black draws by 3...e6 4 ♖e4 e5 5 ♖xe5 ♖g8 =.

3...♗xg8 4 ♖e6 ♖h8 5 ♖f7 e5 6 ♖g7#

Just once I (FL) want to deliver mate like this!

E4.09

J.Capablanca – D.Janowski

New York 1916

Black has no time to lose:

1...♖i4:

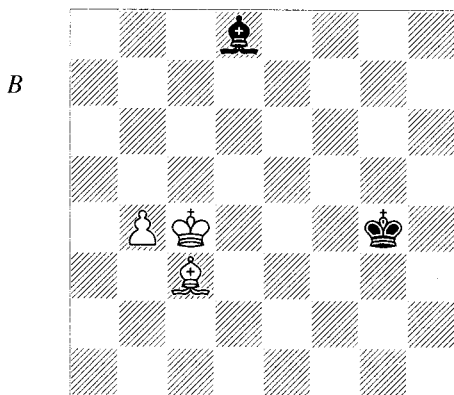
1...♖g4? 2 b5 ♖f3 3 ♖e5 ♖e3 4 ♖c6! ♖d3 5 ♖c7! +–.

2 ♖d4 ♖f3!! 3 b5 ♖e2! 4 ♖c6 ♖d3! 5 ♖b6 ♖f6 6 ♖c7 ♖d4! 7 ♖d6

7 ♖d5!? ♖c3!! (7...♖e3? 8 ♖d6! ♖b6 9 ♖c6! ♖a5 10 ♖c7! +–) 8 b6 ♖a5! =.

7...♖c4! =

There is a famous example of the correct defence being applied in practice:



E4.09A

/=

M.Taimanov – R.Fischer

Buenos Aires 1960

Fischer most probably knew the Capablanca-Janowski game and drew easily: 1...♖f4 2 b5 ♖e4 3 ♖d4 ♖c7 4 ♖c5 ♖d3 5 ♖c6 ♖c4 6 ♖b6 ♖g3 7 ♖a7 ♖c7 1/2-1/2.

E4.10

K.Müller – O.Romanishin

Lippstadt 1999

It is tempting to win the pawn immediately, but in the following forced sequence White loses the advantage of the more active king and has suddenly to deal with Black's dangerous d-pawn:

1 ♖xf7?

1 f5! is correct. Then the material will be equal for some time, but Black's pieces are terribly placed:

a) 1...♖e8 2 a4 ♖d7 3 ♖e5 ♖c6 (3...♖c7 4 ♖d5 ♖b6 5 ♖d6 +–) 4 ♖d3 g5 5 ♖e4+ ♖c7 6 ♖f6 ♖d6 7 ♖d3 ♖d7 8 ♗xg5 ♖e7 9 ♖h6 f6 10 ♖g7 ♖f7 11 ♖c2 ♖e8 12 ♖e4 ♖f7 13 g5 fxg5 14 f6+ +–.

b) 1...gxf5 2 gxf5 ♖e8 3 a4 ♖d7 4 ♖e5 ♖c6 5 ♖d3 (zugzwang) 5...♖c7 6 ♖d5 ♖b6 7 ♖d6 ♖c6 8 ♖c7 ♖c7 9 10 ♖d3 10 ♖x1 +–.

1...♗xg4 2 ♖xg6 ♖e2 3 f5 d3 4 f6 d2 5 ♖c2 ♖e5!

5...d1? ♖6 ♖xd1 ♖xd1 7 ♖g6! (7 ♖g7? ♖h5 8 f7 ♖xf7 9 ♖xf7 ♖e5! 10 ♖e7 ♖d4! 11 ♖d6 a4! 12 ♖c6 a3! =) 7...♖e6 8 f7 ♖h5+ 9 ♖xh5 ♖xf7 10 ♖g5 ♖e6 11 ♖f4 ♖f6 12 ♖e4 ♖e6 13 a4 ♖d6 14 ♖f5 +–.

6 ♖e7 ♖d4 7 f7 ♖c3 8 f8♖ ♖xc2 9 ♖f5+ ♖d3 10 ♖f2 ♖c1 11 ♖xc5 d1♖ 12 ♖xa5 ♖b1 13 c5 ♖e2+ 14 ♖d8 ♖b5 15 a4 ♖e8+ 16 ♖c7 ♖c6+ 17 ♖b8 ♖e8+ 18 ♖c7

18 ♖b7? ♖c6+ 19 ♖b6 ♖d8+ 20 ♖xc6 (20 ♖a6 ♖a8+ 21 ♖b6 ♖b7#) 20...♖xa5 –+.

18...♖c6+ 19 ♖b8 ♖e8+ 20 ♖c7 1/2-1/2

E4.11

P.Heuäcker

Neue Presse, 1930

This classic exercise is well known, but too nice to leave out:

1 ♖a7!!

Not 1 h7? e4 =, when Black has a comfortable draw.

1...♖a1

1...♖xa7 2 h7 +–.

2 ♖b1 ♖c3 3 ♖c2 ♖a1 4 ♖d4!! ♖xd4 (NC)

4...exd4 5 ♖d3! +–.

5 ♖d3! ♖g5 6 h7! ♖a1

6...♖f4 7 h8♖ e4+ 8 ♖xd4! +–.

7 ♖e4! +–

E4.12

G.Kasparov – N.de Firmian

New York Intel rpd 1995

Black's bishop has to protect the b-pawn, which allows a pretty pawn sacrifice:

1 g5! fxg5

Or: 1...hxg5 2 h6 +–; 1...♖xg5 2 ♖xb6 ♖c8 3 ♖c6 +–.

2 g4!

Sealing Black's fate. It is now impossible to protect the h-pawn from the front.

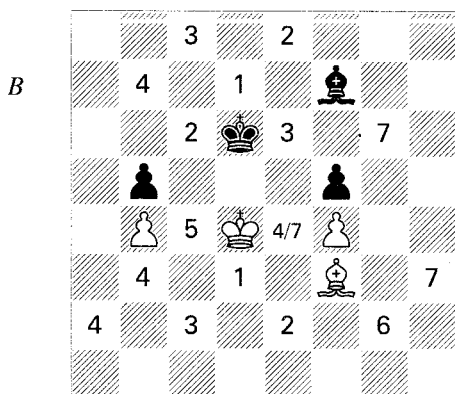
2...♖e6 3 ♗c6 ♘d4 4 ♘d6 1-0
Black's b-pawn is doomed.

E4.13

J.Pinter – B.Alterman

Beersheba 1991

This innocent-looking position is quite tricky. The numbers in the following diagram should help you to understand the bishop moves.



f3=5; f7=6

We didn't want to mess things up with bishop moves into the opponent's camp, so after, e.g., ♖b7 you have to find the correct answer ♖e6 yourself.

You will certainly have recognized that we have a reciprocal zugzwang with bishops on d3 and d7. It is much more difficult to see that White always wins when the bishop gets to the central d5-square! You can then find two other reciprocal zugzwang situations: g2-f7 and f3-c4. By saying this, we have already told you the solution:

1...♗e8?

1...♗g6? 2 ♘d5 +- and 1...♗e6?? 2 ♗e2 +- are also bad.

Correct is 1...♗c4! 2 ♘b7 ♗e6 3 ♗g2 ♗f7 4 ♗h3 ♗g6 5 ♗c3 ♗c7 (Black generally keeps the distant opposition if White's king steps back) 6 ♗f1 ♗e8 7 ♗d3 ♗d7 8 ♗d4 ♗d6 =.

2 ♘b7 ♗d7

Or:

a) 2...♗c7 3 ♗d5 ♗d6 4 ♘b3! +-.

b) 2...♗f7 3 ♗c8 ♗g6 4 ♗e3! ♗d5 5 ♗d3 ♗c6 6 ♗e6 ♗d6 7 ♗b3 ♗h5 8 ♗d4 ♗e8 9 ♗c2 ♗d7 10 ♗d3 +-.

c) 2...♗h5 3 ♗d5 ♗d1 (White now transfers the move to Black) 4 ♗a2 ♗c2 (4...♗e2 5

♗b1 ♗e6 6 ♗c5 +-) 5 ♗f7 ♗d1 6 ♗d5 (zugzwang) 6...♗h5 7 ♗b3 ♗e8 8 ♗c2 ♗d7 9 ♗d3 +-.

3 ♗d5 ♗e8 4 ♗b3 ♗d7 5 ♗d1 ♗e6 1-0

Due to 6 ♗e2 ♗d7 7 ♗d3 +-.

E4.14

G.Kaidanov – A.Shabalov

USA Ch (Key West) 1994

White quickly loses his b-pawn:

1...♗c2!

1...♗g3+? 2 ♗d1 ♗c3 3 ♗c1 ♗xb3 4 ♗e2 ♭.

2 ♗d1+ ♗c1 3 ♗e2

3 ♗f3 ♗g3+ 4 ♗e2 ♗c2 ♭.

3...♗d2!

Zugzwang.

4 ♖b4 ♗5 ♗a4 ♗f4 6 ♗f3 ♗b2 7 ♗e4 ♗c3 8 ♗d5 ♗c3 0-1

Note that the starting position with the bishop on a4 would be a 'Type 1' fortress.

E4.15

Y.Averbakh, 1954

The first edition of Averbakh's work claimed that White is winning, but Yusupov found the defence in a training session with Dvoretsky. Averbakh corrected the error himself in the next edition:

1...♗d7 2 ♗c3 ♗e6 3 ♗d4 ♗b7 4 ♗c5 ♗d7 5 ♗b6 ♗f3 6 ♖6 ♗c8 7 ♗a7 ♗g4!

7...♗c6? 8 ♗b2 ♗b5 (8...♗f3 9 d7+ ♗xd7 10 ♗b8 +-) 9 ♗b6 ♗e2 10 d7+ ♗xd7 11 ♗b7 +-.

8 ♗b6 ♗f3! 9 ♗c5 ♗d7 10 ♗d4 ♗e6 =

E4.16

S.Cvetković – D.Stanković

Yugoslav Cht (Vrnjačka Banja) 1999

The position looks similar to the previous exercise, but the unfortunate pawn on c5 hampers Black's bishop:

1...♗c3

1...♗e5 2 ♗h7 ♗d6 3 ♗e4 (zugzwang) 3...♗e7 4 ♗g6 ♗d6 5 e7+ ♗xe7 6 ♗g7 ♗e5+ 7 ♗g8 +-.

2 ♗h7 ♗d2

2...♗f6 3 ♗e4 ♗h4 4 ♗g6 ♗f2 5 e7+ ♗xe7 6 ♗g7 +-.

3 e7+! ♗xe7 4 ♗g7 ♗c3+ 5 ♗g8 1-0

E4.17

O.Hindle – G.Möhring

Tel-Aviv OL 1964

We all love chess for the beauty of such unexpected solutions:

1...♙e3!!

Preparing a free ride for the knight's pawn!

2 ♖xh6

Or: 2 fxe3 g4 -+; 2 f3 a2 3 ♙xa2 ♖xa2 4 ♖xh6 g4+ -+.

2...g4+ 3 fxe3 g3 4 ♖h7 g2 5 h6 g1 ♗6 ♖h8 a2 7 ♙xa2 ♖xa2

Without the e-pawn it is drawn. Now Black wins easily:

8 h7 ♗g6 9 e4 ♗f7 0-1

8 ♖c7 ♖e7 9 ♖b7 ♖d7 10 ♖xa7 ♖c7 11 h5 gxh5 12 h4 ♖c8 13 ♖b6 ♖b8 14 ♖c6 ♖a7 15 ♖d6 ♖xa6 16 ♖e6 ♖b7 17 ♖f6 ♖c7 18 ♖g6 ♖d7 19 ♖xh5 ♖e7 20 ♖g6 ♖f8 = (K.Müller in CBM 64).

3 g4 hxg4 4 hxg4 ♖e7

4...g5 5 f5 ♖e5 6 ♖e6 +-.

5 ♖e4 ♖d6 6 ♖f3 ♖e6 7 ♖e5 ♖f6 8 ♖d5 ♖g1 9 ♖c6 ♖e3 10 ♖d3 ♖e6 11 ♖b7 ♖d6 12 ♖e5 ♖xf4 13 ♖c6 ♖e3 14 ♖xa7 1-0

Due to 14 ♖xa7 (14 ♖c5 15 ♖c8 ♖b5 16 g5 ♖f2 17 ♖e7 +-) **15 ♖xa7 ♖c7 16 g5 ♖c8 17 ♖b6 +-.**

Chapter 5

E5.01

A.Brustman – I.Radziewicz

Suwalki 1999

White has to sacrifice his rook's pawn under favourable circumstances:

1 ♖f5! (NC)

1 ♖g5? h6+! 2 ♖xh6 ♖xh4! 3 ♖f5+ ♖g4! 4 ♖d6 ♖h5! =.

1...h6

After 1...♙g6 White wins by 2 ♖g5! ♙e8 3 ♖h6 +-.

2 ♖xh6! ♖xh4 3 ♖f5+! ♖h3

3...♖h5 4 ♖g7+! ♖g6 5 ♖xe8! ♖f7 6 ♖f5 ♖xe8 7 ♖e6 +-.

4 ♖d6! 1-0

Black resigned due to **4...♙h5 5 ♖g5! +-**, when all four squares of the stopping diagonal are controlled.

E5.02

B.Gulko – R.Delaune

New York Open 1998

Black must force matters immediately:

1...♙f2!

Waiting moves lose; e.g., 1...♙c5? 2 ♖h4+ ♖f6 3 ♖e4 ♙f2 4 ♖f3 +- and White will soon regroup the knight.

2 ♖d4+

2 ♖e2 ♙xg3 3 ♖d4+ ♖xf4 4 ♖c6 ♙h4 5 ♖xa7 ♙e7 6 ♖d3 ♙c5 7 ♖c8 g5 8 ♖c4 ♙f2 9 ♖b5 g4 10 hxg4 hxg4 11 ♖b6 ♙xb6 12 ♖xb6 g3 =.

2...♖f6?

Black strays from the correct path, viz. 2...♙xd4! 3 ♖xd4 h4 4 gxh4 ♖xf4 5 ♖d5 ♖f5!! (the point: Black uses Bähr's rule {see 2.30} to draw the pawn ending) 6 ♖d6 ♖f6 7 ♖d7 ♖f7

E5.03

S.Siebrecht – R.Webb

Highgate 1997

In fact, it is quite simple:

1...♖h5+!

1...♖h1? 2 g5+ ♖h5 (2...♖g7 3 ♖f3 +-) 3 g6 ♖h6 4 ♖f3! +-.

2 ♖f5 ♖g7+ 3 ♖f6 ♖h5+ 4 ♖e5 ♖g5 5 ♙e2 ♖f6 6 ♖e6 ♖xg4 7 ♙xg4 ♖xg4 1/2-1/2

E5.04

M.Tratar – W.Hug

Mitropa Cup (Baden) 1999

1 c5!

White opens up a route for his king. 1 ♖b8, with the idea ♖d7 and c5, also wins but is more complicated.

1...dxc5

1...♙xc5 2 ♖xa5 ♖e5 3 ♖c4 +- followed by ♖c6, a5, a6 and a7 (Ribli in CBM 71).

2 ♖c4 ♖f6

Or: 2...♖e4 3 d6 +-; 2...♙c7 3 ♖xc5 ♙g3 4 ♖xa5 ♙f4 5 ♖c6 +-.

3 ♖b5

3 d6 ♖e6 4 ♖b5, winning the bishop, is also nice.

3...c4

3...♙c7 4 ♖xc5 +- (Ribli).

4 ♖xb6 c3 5 ♖xa5 1-0

E5.05

A.Karpatchev – D.Frolov

Tomsk 1998

1...a5!

Rapid counterplay is essential since White's h-pawn is very dangerous. 1...♖b3? 2 ♖f4 ♖xa3 3 ♖xg6 ♖xb4 4 h5 ♙a2 5 h6 ♙g8 6 ♖f6 +- (Atlas in CBM 67).

2 bxa5 ♖b5 3 ♖d4+

3 ♖f4 c5 4 ♗xg6 ♕xg6 5 ♖xg6 c4 and the resulting queen endgame is drawn.

3... ♖xa5 4 ♗xc6+ ♖b5 5 ♗d4+

5 ♗e5 c5 6 ♗xg6 ♕xg6 7 ♖xg6 c4 = is also a draw.

5... ♖a4 6 ♗e6 c6! 7 g4 ♖xa3 1/2-1/2

Chapter 6

E6.01

V.Korchnoi – E.Kengis

Berne Cup 1996

After 1 ♖c4 Black's position is clearly lost, but it was certainly worth trying 1... ♖f2!? (after 1... ♖f3?! 2 ♗d3 g3 3 ♖f8+! +- White does not have any difficulties), which forces White to find a unique winning move. However, Kengis can be forgiven if he assumed that Korchnoi would have found it!

2 ♖f8+!

2 ♗d3? g3! 3 ♖f8+ ♖e1! 4 ♖g8 ♖f2! 5 ♗d2 g2! 6 ♖f8+ ♖g3! =.

2... ♖e2 3 ♖g8! ♖f3 4 ♗d3 g3 5 ♖f8+ ♖g2 6 ♖e2 +-

E6.02

E.Liss – B.Lalić

Isle of Man 1997

This time the king moves in first to avoid a bodycheck:

1 ♖a7!

Not:

a) 1 ♖b1? e4 2 ♖b7 e3 3 ♖c6 ♖e4! (shouldering away) 4 ♖c5 ♗d3! =.

b) 1 ♖e7?:

b1) 1...e4? 2 ♖b7! ♖f4 3 ♖c6! (3 ♖b6? ♖e3! is again a bodycheck) 3...e3 4 ♗d5 ♖f3 5 ♗d4 e2 6 ♗d3 +-.

b2) 1...♖e4!! (Black is preparing a bodycheck!) 2 ♖b7 ♗d4! 3 ♖c6 e4! 4 ♖b5 (4 ♗d6 e3! =) 4...e3 5 ♖b4 ♗d3! 6 ♖b3 (6 ♖d7+ ♖c2! =) 6...e2 =.

1... ♖e4

White also wins after 1...e4 2 ♖b6 ♖f4 (or 2...e3 3 ♖e7 ♖f4 4 ♖c5 +-) 3 ♖c5 ♖e3 4 ♖b3+ ♗d2 5 ♗d4 +-.

2 ♖b6 ♗d4

2...♗d3 3 ♖c5 (3 ♖d7+ ♖c3 4 ♖e7! ♗d4 5 ♖b5 e4 6 ♖b4 ♗d3 7 ♖b3 e3 8 ♖d7+ +-) 3...e4 4 ♖b3+! ♗d2 5 ♗d4 +-.

3 ♖b5 e4 4 ♖b4! ♗d3 5 ♖b3 e3 6 ♖d7+! 1-0

E6.03

V.Kraft – P.Vavra

Germany 1998/9

Four mistakes in a row is certainly a record for our game exercises. We don't know if the players were in serious time-trouble, if the ChessBase file is incorrect, or if it was simply too hot to play chess that day. Anyway, this is a good example of how carefully you should play your endgames.

1... ♖c1?

Both black pieces need to be activated, but this move merely invites White to improve his king position. Instead Black could have won by either 1... ♖d1 (controlling the queening square from behind) 2 ♖e4 ♖f2 3 d5 ♖e2! 4 ♖e5 ♗d3! (taking the other side) 5 d6 ♖c4! 6 ♖e6 ♖c5 +- or 1... ♖g2 (bringing the king into play) 2 d5 ♖g3 (2... ♖d1? 3 ♖e4! =) 3 ♖e4 ♖g4 4 ♖e5 ♖g5! 5 ♖e6 ♖g6 6 d6 ♖e1+! +-.

2 ♖f3?

Returning the compliment. From f3, White shoulders Black's king away, but loses the tempo he needs to support the pawn. Instead 2 ♖f4! ♖f2 3 d5! ♖d1 4 ♖e5! ♖e3 5 d6! ♖d2 6 ♖e6! ♗d4 7 d7 ♖c5 8 ♖e7! = draws.

2... ♖e8?

The third half-point is handed across the board. 2... ♖d1 +- wins as above.

3 d5??

The final mistake. 3 ♖f4! ♖f2 4 d5! ♖e2 5 ♖f5! ♗d3 6 d6! = draws.

3... ♖e5! 0-1

The pawn is lost and the errors are over.

E6.04

A.Troitsky (end of a study), 1895

1 c7! ♖f6+ 2 ♗d5!

Did you use the method of exclusion? (2 ♖e5?? ♖c6! +-; 2 ♖c5? ♖f1 =; 2 ♗d7? ♖f1 3 c8 ♖ ♖d1+! =).

2... ♖f5+ 3 ♗d4! ♖f4+ 4 ♗d3 ♖f3+ 5 ♖c2 ♖f2+ 6 ♖b3! ♖f3+ 7 ♖b4! ♖f4+ 8 ♖b5! ♖f5+ 9 ♖b6! ♖f6+ 10 ♖b7! +-

After a long journey White has finally escaped the checks!

E6.05

A.Volokitin – S.Krivoshei

Polanica Zdroj 1999

The a-pawn is not important and so Black wins by cutting off White's king: 1... ♖c4! (not 1... ♖e2? 2 ♖f4 =) 0-1 (see 6.01).

E6.06**V.Topalov – A.Beliavsky***Linares 1995*

If White tries to queen the a-pawn, Black's king will arrive just in time to deal with the b-pawn, but this doesn't work the other way round:

1 ♖b6!

Not:

a) 1 b6? ♖a5+! = (1...♞xa6? 2 b7! ♖a5+ 3 ♖c4! ♖a4+ 4 ♖c3 ♖a3+ 5 ♖b2 +-).

b) 1 ♖c6? ♖d2? 2 ♖b7 ♖c2 3 b6 ♖c4 4 c7 ♖b5 =.

1...♗d2 2 ♖a7!

2 a7? ♗d3 3 ♖b7 ♖c4 4 b6 ♖c5 = (Stohl in CBM 46).

1-0

b6-b7-b8♚ follows.

E6.07**Variation from R.Ferry – A.Villeneuve***French Ch 1985*

When I (FL) first solved this instructive example from Dvoretsky's famous book *Secrets of Chess Training*, it made a big impression on me.

1...♗f4!

1...♞e8? 2 ♖c3 ♖e4 3 ♖b4! ♖e5 4 ♖c5! (4 c5? ♖d5 5 ♖b5 ♞e1 +-) 4...♖e6 5 b7 ♖d7 6 ♖b6! =.

2 c5 ♞e8!

Not: 2...♖e5?? 3 b7! +-; 2...♞e5? 3 ♖c3 ♞xc5+ 4 ♖b4! ♞c1 5 ♖b5! ♖e5 6 b7! ♞b1+ 7 ♖c6! =.

3 ♖d3

3 c6 ♖e5! 4 c7 ♖d6! +-.

3...♖e5 4 ♖c4 ♖e6! 5 ♖b5

Or: 5 c6 ♖d6! 6 ♖b5 ♞e5+ +-; 5 b7 ♖d7 6 ♖b5 ♖c7! 7 c6 ♞e6 +-.

5...♖d7! 6 c6+ ♖c8!

6...♖d6? 7 c7! ♖d7 8 ♖a6! ♖c6 9 ♖a7! ♞h8 10 c8♚+ ♞xc8! 11 b7! ♞c7 12 ♖a8! ♞xb7 is stalemate.

7 ♖a6 ♞e1 8 ♖b5 ♞c1 9 ♖a6 ♖b8

9...♞xc6?? 10 ♖a7! =.

10 ♖b5 ♞c2 11 c7+ ♖b7 12 ♖a5 ♞b2 -+**E6.08****R.Ovetchkin – O.Selin***Russia Cup (Tula) 1999*

The position is difficult and, as the exclamation marks show, White's first three moves were very accurate:

1 ♞f8! g5

1...♗g3 2 ♖d5 g5 3 ♖e4 ♖f2 4 ♞f5 +-.

2 ♖d5! g4 3 ♖e4!

3 ♞xf4? g3! 4 ♖e4 g2! =.

3...f3 4 ♖e3?

This looks natural, but now the f-pawn can be sacrificed under favourable circumstances. Instead, 4 ♞f4! f2 (4...♗g3 5 ♖e3! +-; 4...♖h4 5 ♖e3 +-) 5 ♞xf2! g3 6 ♞f8 g2 7 ♖f3! g1♗+ (7...♖h2 8 ♞h8+! ♖g1 9 ♞g8 ♖h1 10 ♖f2 +-) 8 ♖f2! ♖h2 9 ♞h8+! ♗h3+ 10 ♖f3! +- wins.

4...♖g1! 5 ♞f4 ♖g2?

5...g3!! 6 ♞xf3 (6 ♞f8 f2! 7 ♖e2! ♖g1 8 ♞f3 ♖h2 9 ♞f8 =) 6...♖h2! 7 ♞f8 g2! 8 ♞h8+ ♖g1! 9 ♖f3 ♖f1 10 ♞a8 g1♗+! =.

6 ♞a4 1-0

Black resigned due to 6...♖h3 (6...f2 7 ♞f4 +-) 7 ♖f2 ♖h4 8 ♞a8 +-.

E6.09**V.Tukmakov – A.Shneider***Donetsk Z 1998***1...♖xd6? (NC)**

After this move we soon reach the main line from 6.06. Therefore 1...♖xd6+! 2 ♖b7 ♞d7+! was correct:

a) 3 ♖b6 ♞d3! and then:

a1) 4 a6 ♖d7! (4...♞xb3+? 5 ♖c7 ♞a3 6 ♖b7! ♖d7 7 a7! ♞b3+ 8 ♖a8! =) 5 b4 ♖c8 -+.

a2) 4 b4 ♖d7 5 ♖b7 ♞b3 6 a6 ♞xb4+! 7 ♖a8 ♖c6 8 a7 (8 ♖a7 ♞a4 -+) 8...♞h4 9 ♖b8 ♞h8#.

b) 3 ♖c8 ♖d6 4 b4 ♞h7 5 b5 ♖c5 6 b6 ♖c6 7 ♖b8 ♞g7 8 ♖a8 ♞g5 9 b7 ♞xa5+! 10 ♖b8 ♞b5 11 ♖a8 ♖c7 -+.

c) 3 ♖c6 ♖e7! 4 b4 (4 a6 ♖d8! -+) 4...♖d8 5 b5 ♖c8 6 a6 ♞d1 7 a7 (7 b6 ♞c1+ 8 ♖b5 ♞a1 9 a7 ♖b7 10 ♖c5 ♞a5+ 11 ♖b4 ♖xb6 -+) 7...♞c1+ 8 ♖b6 ♞a1! -+.

2 a6!

Staking everything on the a-pawn. Not 2 b4? ♖d7 3 ♖b7 (3 b5 ♖c8 -+) 3...♞b2 -+ (Ribli in CBM 68).

2...♞b2 3 a7??

3 ♖b7! ♞xb3+ 4 ♖c8! =.

3...♞xb3+! 4 ♖a6 ♖c7! 5 a8♗+ ♖c6! 6 ♖a7 ♞b1 0-1**E6.10****I.Yagupov – O.Korneev***Moscow 1996*

6.20 and 6.21 form the basis of this difficult exercise.

1...♖d6 2 b4

2 ♖b4 ♜b1 –+.

2... ♖c6?

2... ♜b1! 3 a6 ♖c6 –+.

3 ♖d4?

After 3 ♖b2 = Black can't prevent b5 and a6.

3... ♖d6

3... ♜d1+ 4 ♖c3 ♜b1 5 a6 ♖b6 6 b5 ♖c5 –+.

4 a6 ♜a1?!

Good enough, but 4... ♜b1 5 b5 (5 ♖c3 ♖c6 6 b5+ ♖c5 7 ♖c2 ♜b4! –+) 5... ♜b4! –+ and 4 ♜d1+ 5 ♖c3 ♜b1! –+ are more straightforward.

0-1

White resigned due to:

5 b5 ♖c7!

Not:

a) 5... ♜d1+? 6 ♖c3! ♖c5 7 ♖b2 =.

b) 5... ♖d7? 6 ♖c5! ♖c8 (6... ♖c7 7 b6+! =) 7 ♖b6 ♖b8 8 c5! =.

c) 5... ♜a4? 6 ♖c3 ♖c5 7 ♖b3! ♜a1 (not 7... ♜xc4?? 8 a7! +-; 7... ♜b4+ 8 ♖a3! ♜b1 9 ♖a2! =) 8 ♖b2! = (6.20).

6 ♖c5 ♜b1! –+ (compare 6.21)

E6.11

W.Benischek – S.Grimm

Germany 1998/9

1... ♜xg2

1... ♜d2+ is no improvement: 2 ♖e6 ♜xg2 3 a5! =.

2 c7?

2 a5! =.

2... ♖c2?

2... ♜d2+! 3 ♖c6 ♜c2+ 4 ♖b7 a5! –+.

3 ♖d7?

3 a5! ♖h4 4 ♖d7 ♖xh3 5 c8 ♜ ♜xc8 6 ♖xc8 6 ♖b7 g4 8 ♖xa7 g3 9 ♖b7 g2 10 a6 g1 ♜ 11 a7 = (9.02).

3... ♖h4?

3... a5! 4 c8 ♜ ♜xc8 5 ♖xc8 ♖h4 6 ♖c7 ♖xh3 7 ♖b6 g5 8 ♖xa5 g4 9 ♖b6 g3 10 a5 g2 11 a6 g1 ♜+ –+. The pawn is still on the sixth rank, so White is lost.

4 a5!

4 c8 ♜? ♜xc8 5 ♖xc8 a5! –+.

4... ♖xh3 5 a6 g5 6 c8 ♜ ♜xc8 7 ♖xc8 g4 8 ♖b7 g3 9 ♖xa7 g2 10 ♖b7 g1 ♜ 11 a7 ♜g2+ 12 ♖b8 ♜g8+ 13 ♖b7 ♜d5+ 14 ♖b8 1/2-1/2

E6.12

G.Polerio, 1585

1 ♜a1!! (NC)

1 ♜g1? a1 ♜ 2 ♜xa1! ♖xa1! 3 ♖e3 ♖b2 =.

1... ♖xa1 2 ♖c2! g5 3 hxg5! h4 4 g6! h3 5 g7! h2 6 g8 ♜! h1 ♜ 7 ♜g7#!

E6.13

Black should try to set up a Philidor position! Please go back and study 6.33 again if you haven't solved this exercise, since it is extremely important.

1... ♜b4!?

There are four weaker drawing moves which all lead to a *Kerstedt Manoeuvre*: 1... ♜b4?! 2 ♖d6 ♜e4! =; 1... ♜g4?! 2 ♖d6 ♜e4! =; 1... ♖f8?! 2 ♖e6 ♜e4 =; 1... ♖d8?! 2 ♖d6 ♜d4+! 3 ♖e6 ♜e4 =. Not, however, 1... ♜f1? 2 ♖e6! ♖f8 3 ♜a8+! ♖g7 4 ♖e7 ♜b1 5 e6 +-.

2 ♖c5

2 ♜a6 ♖e7 =.

2... ♜b1 3 ♖d6 ♜b6+ =

with a Philidor position.

E6.14

Here an important stalemate trick secures the draw:

1... ♜a7!

Not: 1... ♜a8? 2 f7+ +-; 1... ♜b6? 2 ♜a2 ♜b8 3 ♜a7 +- (6.33A).

2 ♜b2 ♜g7+!! 3 fxg7 stalemate

Or 3 ♖f5 ♜g1 =, reaching a Philidor position.

E6.15

No, he can't:

1... ♜b8+

After 1... ♜xe7 White wins the rook by 2 ♜f1+! ♖e6 3 ♜e1+! +-.

2 ♖c7 ♜e8 3 ♖d6! ♜b8

3... ♜xe7 costs Black's rook just as before: 4 ♜f1+! +-.

4 ♜f1+ ♖g7 5 ♖c7 ♜a8 6 ♜a1! +-

E6.16

J.Kling and B.Horwitz, 1851

1... ♜a6!

1... ♜a7+? 2 e7! ♜a6 3 ♜f8 +-.

2 e7

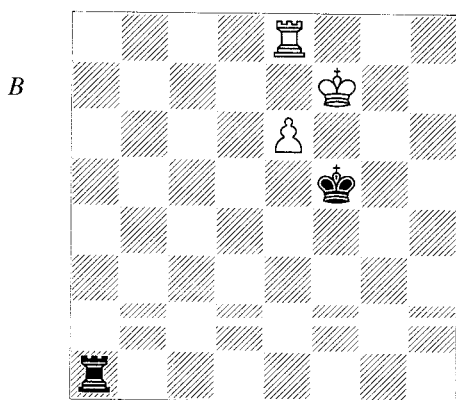
With all the pieces shifted to the left, 2 ♜h8 would win, but here there is 2... ♜xe6! 3 ♜h5+ ♖g4! =.

2... ♜f6+! 3 ♖g7 ♜g6+!

3... ♖e6? 4 ♜f8! +-.

4 ♖h7 ♖f6! 5 ♜f8+ ♖xe7! =

Note: Black would also draw if he could move the rook to the h-file; e.g.:



E6.16A

+/=

1...♖h1 2 ♜f8

Or: 2 ♜e7 ♜e5 =; 2 e7 ♜h7+! 3 ♜g8 ♜g6! =.

2...♜e5! 3 e7 ♜h7+! 4 ♜e8 ♜e6! =

E6.17

R.Fischer – J.Sherwin

Portorož IZ 1958

1...♜e6?

This was Sherwin's unfortunate choice in the game, which the young Fischer exploited mercilessly. Instead 1...♜a8! 2 ♜h4 (2 g5 ♜f8 =) 2...♜h8+! 3 ♜g3 (3 ♜g5 ♜g8+! 4 ♜h5 ♜h8+! =) 3...♜f8 is an easy draw.

2 ♜h4! ♜a8 3 g5! ♜h8+ 4 ♜g4 ♜e7

4...♜g8 5 ♜h5 ♜h8+ 6 ♜g6 ♜g8+ 7 ♜h6 ♜h8+ 8 ♜g7 +.

5 g6 ♜f8 6 ♜f5!

Fischer won after a few more moves. Note the point 6...♜xf5 7 ♜xf5! ♜e8 8 ♜e6 +.

E6.18

V.Filippov – I.Novikov

Koszalin 1999

Did you find where the problem was?

1 ♜e1! ♜f5 2 ♜f1+! ♜e6 3 ♜e1 ♜d8 4 ♜c2?

White can hold the draw with, e.g., 4 ♜c4 or 4 ♜a1 e4 5 ♜c2 ♜e5 6 ♜d1! =.

4...♜f5! 5 ♜f1+ ♜g4 6 ♜e1 ♜f4 7 ♜f1+ ♜g3 8 ♜e1 ♜d5 9 ♜g1+ ♜f3 10 ♜g5 ♜f4 11 ♜h5 ♜g4 12 ♜h8 e4 13 ♜c3 e3 0-1

Black will reach a Lucena-type position.

E6.19

M.Tal – I.Zaitsev

USSR Cht (Riga) 1968

Don't get too distressed if you didn't find the solution, since even the former world champion

miscalculated this ending. The game concluded 1 ♜d3? ♜e1!! 0-1. A possible continuation is 2 ♜d2 ♜e6 3 ♜b1 g5! 4 ♜g1 ♜h5! 5 ♜h1+ ♜g6 6 ♜g1 ♜e5! 7 ♜d3 ♜f5! 8 ♜d4 ♜e4+ 9 ♜d3 g4 10 ♜f1+ ♜f4! (10...♜e5? 11 ♜f2! =) 11 ♜g1 ♜f3+ 12 ♜e2 ♜f4 +.

The right way was:

1 ♜b1!! g5 2 ♜d3! ♜e8 3 ♜g1 ♜h5 4 ♜h1+! ♜g6 5 ♜g1! ♜e5 6 ♜d4! ♜e2 7 ♜d3! ♜e8 8 ♜d4! ♜f5 9 ♜f1+! = (6.45)

E6.20

1...♜b8!

Now White cannot make any progress. Instead, 1...♜c8?? loses to 2 ♜b4 (2 ♜b6 +-) 2...♜b8+ 3 ♜c5! ♜c8+ 4 ♜b5 ♜b8+ 5 ♜b6 ♜c8 6 c5 ♜d5 7 ♜d6+! +.

2 ♜g6

After this little side-step, Black simply holds on to the b-file:

2...♜b1

Not 2...♜f5?? 3 ♜d6! ♜e5 4 c5! +.

3 c5 ♜d5! =

E6.21

1...♜a1

1...♜h1 = also draws, but he must avoid both 1...♜b2? 2 ♜b8! +- (6.54) and 1...♜d7? 2 ♜b8! ♜a1 3 ♜b7! ♜b1+ 4 ♜a6! ♜a1+ 5 ♜b6! ♜b1+ 6 ♜c5! +.

2 ♜b7

2 ♜b8 ♜c7 =.

2...♜b1+! 3 ♜a6 ♜a1+! 4 ♜b6 ♜b1+! 5 ♜a5 ♜a1+! =

E6.22

N.Grigoriev (end of a study), 1934

1 ♜e3!!

Not: 1 ♜e4? ♜d7! 2 ♜d4 ♜c6+ 3 ♜c4 ♜b7 =; 1 ♜g5? ♜d7! 2 ♜f4 ♜d5! 3 ♜e3 ♜e7+! 4 ♜d3 ♜d7! 5 ♜c3 ♜c7+! 6 ♜b4 ♜c6! =.

1...♜d7 2 ♜e4!!

Reciprocal zugzwang!

2...♜e7+ 3 ♜d4 ♜e6

After 3...♜d7 White wins by supporting the pawn with his king: 4 ♜c4! ♜c7+ 5 ♜b5! ♜d7 6 ♜b6 +.

4 ♜c4 ♜e5 5 ♜c5

Attacking both b6 (protecting the pawn) and d6 (driving the rook away), so Black is in zugzwang again.

5...♜e6

5...♜e4 6 ♜d6! +.

6 ♖b6! +-

As a general rule, the above defensive set-up (after 1...♞d7) is safe on the c-, f-, g- and h-files if the attacker can't drive the rook away. However, there are exceptions for the c- and h-file (see, e.g., E12.12). On the d- and e-files, the defender tries to regroup his pieces to a safe file. If the attacker can prevent this, he is winning. See SoRE 12-20 for more details.

♞ ♞ ♞

H.Seyboth, 1899

1 ♖c4!

Not 1 ♖b4? ♖d3! 2 ♖b3 ♞b8+! 3 ♖a3 ♖c2! 4 ♞xa2+ ♖c3! +-.

1...♖d2 2 ♖b3! ♞b8+ 3 ♖c4!

3 ♖xa2? ♖c2! +-.

3...♞b2 4 ♞h1

4 ♖d4? ♞b4+! 5 ♖c5 ♞a4 6 ♖b5 ♞a8 7 ♖b4 ♖c2 +-.

4...♖c2 5 ♞a1

Nunn points out that this position is again a reciprocal zugzwang. Not 5 ♖g1? ♞b8 +- , but 5 ♞h2+ is another way to draw.

5...♖d2 6 ♞h1 =**E6.24**

V.Smyslov – J.Donner

Palma de Mallorca 1967

1...♞a2+!!

1...♞b1? 2 ♞a4! ♞b3 3 ♖g2 ♖d5 4 ♖f2 ♖c5 5 ♖e2 ♖b5 6 ♞a8 ♖b4 7 ♖d2 =.

2 ♖h3

2 ♖g3 obstructs White's own rook: 2...♖d5 3 ♞a4 ♞a1 4 ♖g2 ♖c5 5 ♞a8 ♖b4 +- . Black hides at a2 freeing his rook, while the white king can't help due to the possibility of ...a2.

2...♞b2

2...♖d5? 3 ♞g3 = (6.57).

3 ♞a4 a2 4 ♖g3 ♖d5 5 ♖f3 ♖c5 6 ♖e3 ♖b5 7 ♞a8 ♖c4 0-1

E6.25

G.Marković – M.Rendon

Thessaloniki wom OL 1984

1 ♞f3 ♞c5!? 2 ♖g3?

This allows Black to set up an ironclad fortress. White must prevent Black from achieving a set-up with the king safe on g5: 2 ♞f6+ ♖g7 (alternatively, 2...♖g5 3 ♞g6+ ♖f4 4 h6 ♞c2+ 5 ♖h3 ♞c1 6 g5 +-) 3 ♞f5 ♞c3 4 ♞f3 ♞c5 5 ♖g3 +-.

2...♖g5 3 ♞a3 ♞b5 1/2-1/2

E6.26

M.Solmundarson – J.Polgar

Reykjavik 1988

It was quite difficult to find the mistake, as the young Judit Polgar put up strong resistance.

1...♖g6!? 2 ♞f4! ♞a5 3 h4 ♖h5 4 ♞f8?

This lets the win slip. After 4 ♞f6! +- (Burgess), White's king can hide from the checks on g7, leaving Black defenceless.

4...♞a3+! 5 ♖f4 ♞a4+! 6 ♖f5 ♞a5+! 7 ♖f6 ♖h4!

7...♞a6+? 8 ♖g7 ♖xh4 9 ♞f5 +-.

8 g6 ♞a6+! 9 ♖f5 ♞a5+! 10 ♖e6 ♞a6+! 11 ♖f7 1/2-1/2

Due to **11...♖g5! 12 g7 ♞a7+! 13 ♖g8 ♖g6!** =.

E6.27

D.Gurevich – J.Hjartarson

Brighton 1982

With careful play it is possible to win:

1 ♞g2!

1 ♞b8+? ♖h7 2 ♞b7+ ♖h8 3 ♞g7 ♞f5 4 ♞g6 ♖h7! 5 ♞g7+ ♖h8 6 ♖g3 ♞f3+! 7 ♖g4 ♞f4+! 8 ♖h5 ♞h4+! 9 ♖g6 ♞xh6+!! 10 ♖xh6 is stalemate.

1...♖h7 2 g6+! ♖g8!

2...♖h8 3 g7+ ♖g8 4 h7+ +-.

3 ♞g3!!

The game continued 3 g7?? 1/2-1/2.

3...♞h5+ 4 ♞h3 ♞g5 5 g7! ♖h7 6 ♞g3 ♞h5+ 7 ♖g2 ♖g8 8 ♞g6 +- (6.71A)

E6.28

F.Leville – J.Desforges

Quebec 1990

In the game Black was wide awake and found the only way to draw. White's intention is to bring his rook back to the fifth rank. As long as White's king is not on the a- or b-file, Black can only prevent this by posting his own rook on one of those files. Once we have understood that, we find that with b♞a3 and w♖c2 we have a reciprocal zugzwang. Thus b♞b3 and w♖d2 is also a reciprocal zugzwang, and so on. This idea was discovered by Kasparian back in 1946: w♖a1, ♞h7, ♖g6, h5; b♖g8, ♞g3: 1 ♖a2!! +- . But back to our game.

1...♞d3+!!

Not: 1...♞b3? 2 ♖d2!! +-; 1...♞a3? 2 ♖c2!! +-; 1...♞h3? 2 ♞g7! ♞a3 (2...♞h5 3 a6 +-) 3 ♞g5 ♖b7 4 ♞b5 +-.

2 ♖e1 ♞e3+! 3 ♖f1 ♞f3+! 4 ♖g2 ♞a3!

4...♖b3? 5 ♖f2! +-.
 5 ♖f2 ♖b3! 6 ♖e2 ♖a3! 7 ♖d2 ♖b3! 8 ♖c2
 8 ♖h7 ♖b5! =.
 8...♖a3! 9 ♖b2 ♖g3 10 ♖c2
 10 ♖h7 ♖g5! 11 a6 ♖b5+ =.
 1/2-1/2

White reconciles himself to the draw. Splendid defence!

E6.29

V.Karpovich - S.Solov

Minsk 1996

1...♖f8

1...♖f6 also works: 2 ♖e6+ (2 ♖g4 ♖g7 3 ♖g5 transposes to the game) 2...♖g7 3 d6 (3 ♖d6 ♖d3 4 ♖g2 ♖h6 5 ♖f2 ♖g7 6 ♖e2 ♖g3 =) 3...♖f1 4 ♖g2 ♖f5 5 ♖g3 ♖f1 6 ♖g4 ♖h6! = (but not 6...♖f2? 7 ♖g5 ♖g2+ 8 ♖f5 +-).

2 ♖e5 ♖g7 3 ♖g5

3 ♖g3 ♖xg6 4 ♖f4 ♖f7 = (Hecht in CBM 54; not 4...♖f6? 5 ♖e6+ ♖f7 6 ♖e5 +-).

3...♖f1 4 ♖h3 ♖f6 5 ♖g4 ♖f1

The greedy 5...♖xg6? is punished by 6 d6! ♖xg5+ 7 ♖xg5 ♖f7 8 ♖f5 ♖f8 9 ♖f6 ♖e8 10 ♖e6 +-.

6 ♖f5 ♖g1+

Black can also draw by 6...♖d1 7 ♖g5 ♖g1+ 8 ♖f4 ♖xg6 = (Hecht).

7 ♖f4 ♖xg6 8 ♖e5 ♖f7

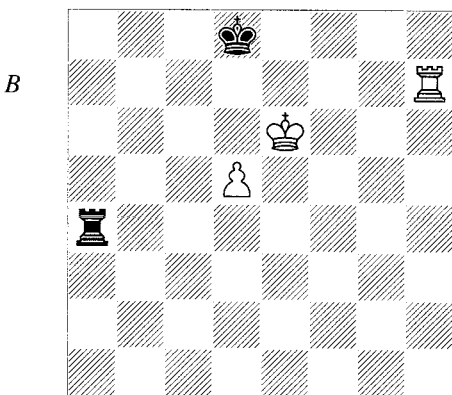
8...♖f1+? 9 ♖e4 ♖d1 10 ♖e6+ ♖f7 11 ♖e5 ♖a1 12 ♖d4 ♖c1 13 ♖e2 ♖c8 14 d6 ♖e8 15 ♖e5 +-.

9 ♖e6 ♖a1

9...♖g8 10 ♖e5 ♖a8 = also draws.

10 ♖e5 ♖a4 11 ♖h6 ♖e7 12 ♖h7+ ♖d8 13 ♖e6 (D)

13 ♖d6 ♖a6+ =.



E6.29A

+/=

13...♖e4+?

This unfortunate error spoils a good defensive effort. 13...♖d4! was necessary: 14 d6 (14 ♖d6 ♖c8 15 ♖h8+ ♖b7 16 ♖e6 ♖c7! =) 14...♖e4+ 15 ♖d5 ♖e1 =.

14 ♖d6 ♖c8

14...♖e8 15 ♖a7 +-.

15 ♖h8+ ♖b7 16 ♖d7 ♖g4 17 d6 ♖g7+ 18 ♖e6 ♖g6+ 19 ♖e7 1-0

E6.30

B.Larsen - E.Torre

Leningrad IZ 1973

1...♖g6!! 2 ♖f3 ♖e1!

White's king can't break through to support one of its pawns, so the game is drawn:

3 ♖f4

3 c7 ♖c1 4 ♖e4 (4 ♖d7 ♖xf6 =) 4...♖xc7 5 ♖e5 ♖c1 =.

3...♖e2 4 ♖d5 ♖c2! 5 ♖d6 ♖e2 6 f7+ ♖xf7 7 ♖f5 ♖e7 8 ♖d7+ ♖e8 9 ♖f6 ♖e1 10 ♖d5 ♖c1 11 ♖d6 ♖f1+ 12 ♖e6 ♖e1+ 13 ♖d5 ♖d1+ 14 ♖c5 ♖xd6 15 ♖xd6 ♖d8 1/2-1/2

E6.31

J.Tikhonov - Y.Shulman

Belarussian Ch (Minsk) 1998

No, there is no way to save the day:

1 ♖g4

1 ♖h3 ♖a6 (1...♖h7 2 ♖h5 ♖f3 3 ♖d2 ♖g4 4 ♖c5 ♖d7+ 5 ♖e3 ♖e7+ 6 ♖f2 ♖e4 --) 2 ♖c2 and now:

a) 2...♖c6? 3 ♖c3 ♖f2 4 ♖h5 ♖g3 5 ♖h1 ♖g4 6 ♖g1+ ♖f5 7 ♖f1+ ♖g6 8 ♖g1+ ♖h7 9 ♖h1 ♖c5 10 ♖d4 = (or 10 ♖h4 =).

b) 2...♖f2 and then:

b1) 3 ♖h4 ♖g3 4 ♖h1 (4 ♖xc4 h5 5 ♖c3+ ♖g2 6 ♖c4 ♖h6 --) 4...♖a2+ 5 ♖c3 ♖h2 --.

b2) 3 ♖h5 ♖g3 4 ♖c3 ♖g4 5 ♖h1 ♖a3+ 6 ♖xc4 h5 --.

1...c3

1...h5 2 ♖xc4 ♖h7 also wins.

2 ♖g8

2 ♖c2 ♖c7 3 ♖g6 h5 4 ♖g5 h4 5 ♖g4 ♖h7 --.

2...♖c7 3 ♖h8 ♖c6 4 ♖c2 ♖f3 5 ♖f8+ ♖g4 6 ♖g8+ ♖h4 7 ♖d8 h5 8 ♖d4+ ♖g3 9 ♖d3+ ♖g2 10 ♖d4 ♖c5 11 ♖e4 ♖g3 12 ♖e3+ ♖f4 13 ♖e8 h4

Black won after a few more moves.

E6.32

I.Bondarevsky - I.Kan

USSR Ch (Leningrad) 1939

In the game it was White to play: **1 ♖a1+!** **♙e1 2 ♖a3!** (...f3 has to be prevented) **2... ♗e2+ 3 ♖h1! ♗e3 4 ♖a1+! ♖f2 5 ♖h2 ♗e1 6 ♖a4 f3 7 ♖a2+ ♗e2 8 ♖a1** (White has set up a back-rank defence) **8... ♗e3 9 ♖b1 ♗e7 10 ♖b2+! ♗e2 11 ♖b1 ♗e1 12 ♖b2+ ♖e3 13 ♖b3+! ♖f4 14 ♖b4+! ♗e4 15 ♖b8 ♗e2+ 16 ♖g1 1/2-1/2.**

If Black is to move, he wins: **1... ♗f3!** (1... ♗e2+ 2 ♖h3 ♗e3+! 3 ♖h2 f3! →) **2 ♖a1+ (2 ♖a7 f2 3 ♖a2 ♗f3 →) 2... ♗e1! 3 ♖a3 f2 →.**

E6.33

A. Kotov – S. Flohr

USSR Ch (Moscow) 1951

Flohr won the game as follows:

1... ♗e1 2 ♖a2+

2 ♖a3 and now:

a) **2... ♗f3? 3 ♖xh3! ♗e3 (3... ♗e8 4 ♖a2+! ♖f1 5 ♖g3! =) 4 ♖a1! =.**

b) **2... ♗e8 3 ♖a2+ ♖f1 4 ♖a1+ ♗e1 5 ♖a3 ♗e2+ 6 ♖h1 ♗e3 7 ♖a1+ ♗e1 8 ♖a3 f3 →.**

2... ♖f1 3 ♖xh3

3 ♖a3 ♗e2+ 4 ♖h1 ♗e3 5 ♖a1+ ♗e1 6 ♖a3 f3 7 ♖xf3+ ♖e2+ →.

3... ♗e3+! 4 ♖g4 f3! 5 ♖g3 f2+! 6 ♖h2 ♗e8 7 ♖a1+ ♖e2 8 ♖a2+ ♖f3 0-1

E6.34

S. Tiviakov – M. Ashley

Wijk aan Zee 2000

With precise play Ashley could have drawn:

1... ♖a8+ 2 ♖b3 ♖c5 3 ♖f5+ ♖b6 4 ♖b4 ♖a2?

This very unfortunate move allows White's king to penetrate. **4... ♖a1 5 ♖f6+ ♖b7 6 ♖c5 ♖c1+ or 4... ♖b7 5 ♖f7+ ♖b6 6 ♖f6+ ♖b7 7 ♖c5 ♖c8+ 8 ♖c6 ♖h8** leads to a draw.

5 ♖f6+ ♖b7 6 ♖c5! ♖xb2 7 ♖f7+! ♖c8 8 ♖b6 ♖b1 9 ♖f8+ ♖d7 10 ♖b8

and White went on to win.

E6.35

E. Grivas – A. Naumann

Corfu tt 1999

Yes, he can:

1... ♖h1?

1... ♖e6? also loses, to **2 ♖a6+ ♖f5 3 ♖xf7 ♖c7+ 4 ♖g8 ♖g6 5 f7+ →** (Hecht in CBM 74).

1... ♖c6! is the correct defence: **2 ♖xf7 (2 ♖a1 ♖c7 =; 2 ♖a5+ ♖e6 3 ♖a7 ♖f5 =) 2... ♖g5 3 ♖f8 ♖a6** and White can't make progress as **4 f7** allows **4... ♖g6+ 5 ♖h7 ♖h6+** with perpetual check.

2 ♖a5+ ♖e6 3 ♖a6+ ♖f5 4 ♖xf7 ♖h7+ 5 ♖g8 ♖h6 6 ♖g7 ♖g6+ 7 ♖f7 ♖g5 8 ♖e7 ♖h6 9 ♖e6 1-0

E6.36

J. Kaufeld – M. Wiertzema

Bad Wildbad 2000

No. White can draw in several ways; e.g., **1... ♖a3 2 ♖g5+** (2 ♖e2 ♗e3+ 3 ♖f1 ♖xf3+ 4 ♖g1! ♖a3 5 ♖g5+! =) **2... ♖xf3 3 ♖g1! ♖a1+ 4 ♖n2 ♖l2 5 ♖u5 =.**

E6.37

K. Müller – M. Thesing

Bundesliga 1998/9

No; with accurate defence White can hang on:

1... ♖g7

1... ♖f6 is met by **2 g4! ♖xg4 3 ♖xg4 fxg4 4 ♖f4!! =.**

2 ♖h4 ♖f6 3 ♖f2

3 ♖f4 ♖g6 4 ♖h3 (4 g4? ♖xg4+ 5 ♖xg4 fxg4 →) **4... ♖g4+ 5 ♖e3 ♖e5 6 ♖f2 =.**

3... ♖a7 4 ♖h8 ♖a2+ 5 ♖e3 ♖a3+ 6 ♖f2 ♖f3+ 7 ♖g2 ♖e5 8 ♖a8 ♖d3 9 ♖f2 ♖d5 10 ♖e3 ♖b5 11 ♖e8+ ♖d5 12 ♖f4 ♖b3 13 ♖xf5 ♖f3+ 14 ♖g4 ♖d4 15 ♖a8 ♖c3 16 ♖f4 ♖f3+ 17 ♖g4 ♖f7 18 ♖a4+ ♖d3 19 ♖a3+ ♖e2 20 ♖a2+ ♖f1 21 ♖a1+ ♖g2 22 ♖e1 ♖g7+ 1/2-1/2

E6.38

R. Dautov – V. Milov

Essen 2000

1... ♖b3? was the game continuation: **2 ♖h5 ♖e6 3 ♖xf5 ♖xe3 4 g4 ♖h3 5 ♖g5 ♖h8 6 ♖f6+ ♖e7 7 ♖f5 ♖a8 8 g5 ♖g8 9 g6 ♖g7 10 ♖g5 ♖g8 11 ♖f7+ ♖e6 12 ♖a7 1-0.**

After the game, Milov immediately demonstrated the correct method:

1... ♖d5! 2 ♖h5 ♖e6 3 ♖h6+

3 ♖g5 ♖d1 4 ♖g6+ ♖f7 5 ♖xf5 ♖f1+ 6 ♖g5 ♖f3 =.

3... ♖f7 4 ♖b6 ♖a5 5 ♖h6

5 ♖g5 ♖e5 =.

5... ♖d5 = (Dautov in CBM 77)

E6.39

P.H. Nielsen – J. Emms

Esbjerg 2000

Hecht showed in CBM 78 that White could have survived:

1 ♖g2!

Certainly not **1 ♖h4?? g5+ 2 ♖h5 ♖h3#.**

1 ♖h2? was played in the game: 1...♙xg4 2 ♖xh7 ♖e2+ 3 ♗g1 ♗g3 4 ♗f1 ♖f2+ 5 ♗e1 g5 0-1.

1...h6

Or:

a) 1...♙xg4 2 ♖xh7 ♖e2+ 3 ♗f1 ♖a2 4 ♖b7 ♗g3 5 ♖g7 ♖a1+ 6 ♗e2 ♖a6 7 ♗f1! =.

b) 1...♖g3+ 2 ♗h2 h6 3 ♖d4+ (3 ♖h7? ♖xg4 4 ♖xh6 ♗g5 5 ♖h3 ♖h4 6 ♗g3 ♖xh3+ 7 ♗xh3 ♗f4 -+) 3...♗e5 4 ♖a4 ♖f3 5 ♖a6 ♖f6 6 ♖a4 ♖f4 7 ♖a5: ♗c4 ♗c2 ♖f3: ♗c2 .

2 ♖d4+ ♖e4 3 ♖d6 ♗g5 4 ♗h3 ♖e3+

4...♖f4 5 ♖d5+ =.

5 ♗g2 =

E6.40

Z.Ribli – M.Wahls

Bundesliga 1998/9

1 ♗a4!?

The white king hides away from the checks. Now the b-pawn is unstopppable.

a) 1 ♗b4? ♖g1 2 ♖a5+ ♗f6 3 ♖b5 (3 ♖xh5 ♖b1+ 4 ♗c5 g3 5 ♖h3 g2 6 ♖g3 g1 ♖+ 7 ♖xg1 ♖xg1 8 b7 ♖b1 9 ♗c6 ♗e7 =) 3...♖b1+ 4 ♗a5 ♖xb5+ 5 ♗xb5 g3 =.

b) 1 ♗c4?! ♖g1 2 ♖a5+ and then:

b1) 2...♗e4 3 b7 ♖c1+ 4 ♗b5 ♖b1+ 5 ♗a6 ♖xb7 (5...g3 6 ♖xh5 g2 7 ♖g5 ♗f3 8 ♖xg2 ♗xg2 9 a4 +-) 6 ♗xb7 h4 7 ♖h5 h3 8 a4 +-.

b2) 2...♗f6 3 ♖b5 ♖c1+ 4 ♗d3 ♖c8 5 b7 ♖b8 6 a4 +-.

b3) 2...♗g6 3 ♖b5 (not 3 b7? ♖c1+ 4 ♗b5 ♖b1+ 5 ♗c6 ♖xb7 6 ♗xb7 g3 =) 3...♖c1+ and now:

b31) 4 ♗d5? ♖c8 5 b7 ♖b8 6 ♗e4 (6 ♗c6 g3 and Black is fast enough) 6...h4 7 ♗f4 g3 8 ♗f3 ♖f8+ 9 ♗g2 ♖f2+ 10 ♗h3 ♖h2+ 11 ♗g4 g2 12 ♖b1 g1 ♖+ 13 ♖xg1 ♖b2 =.

b32) 4 ♗d3! ♖c8 5 b7 ♖b8 6 a4 g3 7 ♗e2 h4 8 ♗f1 h3 9 ♗g1 ♖h8 10 ♖b1 +-.

1...♖e3 2 b7 ♖e4+ 3 ♗b3 ♖e1

3...♖e8 4 ♖a8 +-.

4 ♖a5+ ♗g6 5 ♗c2 ♖e2+ 6 ♗c3 ♖e3+ 7 ♗c4 1-0

The b-pawn queens after **7...♖e4+ 8 ♗d3 ♖e8 9 ♖a8 +-.**

E6.41

G.Kasparov – A.Morozevich

Sarajevo 1999

1 ♖a8+!

1 ♖a7? ♖d1 2 ♗c5 (2 ♖xf7 ♖xd6 3 ♗b5 ♗c8 =) 2...♖a1 3 a6 (3 ♗c6 ♖c1+ 4 ♗d5 ♖d1+

5 ♗e5 ♖e1+ 6 ♗f4 ♖f1+ 7 ♗g5 ♖d1 8 ♖a8+ ♗d7 9 a6 ♗c6 10 ♖d8 ♖a1 11 ♗f6 ♖xa6 12 ♗e7 ♗d5 13 d7 ♖e6+ 14 ♗xf7 ♖d6 =) 3...h4 4 ♖a8+ ♗d7 5 a7 h3 6 ♖f8 h2 7 ♖xf7+ ♗d8 8 ♖h7 ♖xa7 =.

1...♗d7 2 a6 1-0

Black threw in the towel as his rook is lost:

2...♖a1 3 a7 h4 4 ♖f8 ♗xd6 5 a8 ♖ ♖xa8 6 ♖xa8 ♗e5 7 ♖h8 f5 8 ♖xh4 f4 9 ♗c3 ♗e4 10 ♗d2 +-.

E6.42

D.Sadvakasov – E.Bacrot

Lausanne jr 1999

1 ♖b5!

1 ♗b7? ♗h5 2 a8 ♖ ♖xa8 3 ♗xa8 ♗g4 =.

1...h3

1...♖xa7 2 ♗xa7 h3 3 ♖b3 ♗h5 4 ♖xh3+ ♗g4 5 ♖h8 ♗xf4 6 ♗b6 ♗e3 7 ♖e8+! ♗d4 8 ♖f8! ♗e4 9 ♗c5 +-.

2 ♖a5 ♖b1+ 3 ♗c5 1-0

Bacrot resigned due to **3...♖c1+** (3...h2 4 a8 ♖ h1 ♖ 5 ♖g8+ +-) 4 ♗d4 ♖d1+ 5 ♗e3 ♖c1+ 6 ♗f2 h2 7 a8 ♖ h1 ♖ and the first check is decisive: **8 ♖a6+ ♗f7 9 ♖a7+ ♗e6 10 ♖c8+ ♗d5 11 ♖d7+ ♗e6 12 ♖e8+ ♗f6 13 ♖f7#.**

E6.43

V.Topalov – G.Kasparov

Las Palmas 1996

1 ♖e3?

After 1 ♖e7! White can save the position (using the old aphorism by Tarrasch: "rook endings are always drawn"): 1...♖xa6 (1...♗d6 2 ♖c3 c2 3 ♖e1 ♖xa6 4 ♖c1 ♖c6 5 ♗e4 ♗e6 6 ♗d3 ♗f5 7 ♖xc2 =) 2 ♗e2, and then:

a) 2...♖c6 3 ♗d1 h6 4 ♗c2 =.

b) 2...♖h6 3 ♗d3 ♖h3+ 4 ♗c2 ♗d4 (4...h5 5 ♖c7 ♗d4 6 ♗b3 =) 5 ♖d7+ ♗e4 6 ♖c7 ♗f4 7 ♖xc3 =.

c) 2...♗c4 3 ♖xh7 ♖d6 (3...♗b3 4 h4 c2 5 ♖b7+ ♗c3 6 ♖c7+ ♗b2 7 ♖b7+ ♗c1 8 h5 ♖e6+ 9 ♗f3 ♖h6 10 ♗g4 ♖c6 11 ♖f7 =) 4 ♖c7+ ♗b3 5 h4 c2 6 ♗e3 ♖f6 7 h5 ♗b2 8 ♖b7+ ♗c1 9 ♖c7 ♖h6 10 ♗d3 ♖d6+ 11 ♗e4 ♖f6 12 ♗e3 =.

1...c2 2 ♖c3

This was met by a very nice refutation:

2...♖c5!

Nunn's suggestion 2...♖a3 also wins, but is much more complicated; e.g., 3 ♖xa3 c1 ♖ 4 ♖a5+ ♗e6 5 ♖a2 ♖c6+ 6 ♗f2 ♖c5+ 7 ♗f1 ♖c4+ 8 ♖e2+ ♗f5 9 a7 ♖a6 +-.

0-1

Topalov resigned because he loses his newborn queen immediately: 3 ♖xc5+ (3 a7 loses to 3...♖xc3+, as it is check) 3...♗xc5 4 a7 c1 ♖5 a8 ♗h1+ --.

E6.44

V.Kramnik – I.Smirin

Moscow rpd 1995

Yes, he is winning.

1 ♗e2?

But not this way! Black's rook has to be activated with 1...♖g1!: 2 ♖xh2+ ♗xh2 3 ♗b5 ♖c1 4 a5 (4 b3 ♗g3 5 a5 ♗f4 6 a6 ♗e5 --) 4...c4 5 a6 ♖c2 --.

2 ♖xh2+ ♗xh2 3 ♗b5 ♗g3

3...c4+ 4 ♗xc4 ♗g3 5 b4 ♗f4 6 a5 ♗e5 7 ♗c5! ♖g8 8 b5 ♖c8+ 9 ♗b6! ♗d6 10 ♗b7 ♖c5 11 ♗b6 =.

4 a5 c4+ 5 ♗xc4 ♖xa5 6 b4! (NC) 6...♖h5

6...♖a1!!? 7 b5! ♗f4 and now 8 ♗d5!! = (but not 8 ♗c5? ♗e5! 9 ♗c6 ♗e6! 10 b6 ♖c1+! --).

7 b5! ♗f4 8 b6! ♗e5 9 b7 ♖h8 10 ♗c5! ♗e6 11 ♗c6! 1/2-1/2

E6.45

N.McDonald – A.J.Mestel

London 1994

1...g2?

This immediate advance of the pawn is wrong due to the bad position of Black's king. 1...♗h2? is also bad in view of 2 ♖g6 ♖b8 3 ♗f3 =. 1...♗g2! would have won: 2 ♗d3 (2 ♖g6 ♖b8 3 ♖g4 ♗h3 --) 2...♗h2 3 ♖g6 ♖h4 --.

2 ♖g6 ♗h2 3 ♗f2

3 ♗d3? ♖h4! 4 ♗c3 g1 ♖5 ♖xg1 ♗xg1 6 ♗b3 ♗f2 7 ♗a4 ♗e3 --.

3...♗h1

3...♖f8+ 4 ♗e3 ♖d8 (4...g1 ♖+ 5 ♖xg1 ♗xg1 6 ♗d4 =) 5 ♖h6+ ♗g1 6 b5 ♖e8+ 7 ♗d4 ♖g8 8 ♖a6 ♗f2 9 ♖a2+ ♗f3 10 ♖xg2 ♖xg2 11 b6 =.

4 ♖xg2

4 b5? ♖h5 5 b6 ♖f5+ --.

4...♖f8+ 5 ♗e3! (NC) 5...♗xg2 6 ♗d4! ♗f3 7 b5! ♖f5 8 ♗c4! ♗e4 9 b6! ♖f1 10 ♗c5! ♗e5 11 b7 ♖b1 12 ♗c6! ♖xb7 1/2-1/2

E6.46

A.Belozerov – Se.Ivanov

St Petersburg 1994

1...a4!

Preparing to put the rook behind the passed a-pawn to force White's rook to a very passive position. The immediate 1...♖xc4? is bad since

White's rook becomes too active: 2 ♖xb6 ♖c2 3 ♖a6 ♖a2 4 ♖a7 ♖.

2 ♖xb6 ♖a5! 3 ♗f2

3 ♖b1 ♗e7 4 ♗f2 ♗d6 5 ♗e3 ♗c5 6 ♗d3 a3 7 h5 a2 8 ♖a1 ♖a3+ 9 ♗e4 ♗xc4 10 ♗f5 ♗b3 11 ♗g6 ♖a7 12 ♖e1 ♖c7 13 g4 ♗b2 14 ♖e2+ ♗b1 --.

3...a3 4 ♖b1 a2 5 ♖a1 ♖a3 6 g4

6 ♗e1 ♗e7 7 ♗d1 ♗d6 8 ♗c2 ♗c5 9 ♗b2 ♖xg3 10 ♗xa2 ♗xc4 --.

6...♗e7 7 ♗e2 ♖a6 8 ♗d2 ♗c5 9 ♗c2 ♗xc4 10 ♗b2 ♗b4 11 g5

11 ♖e1 a1 ♖+ 12 ♖xa1 ♖xa1 13 ♗xa1 ♗c3 --.

11...fxg5 12 hxg5 g6

12...♖b3+ 13 ♗c2 ♗a3 14 ♖h1 ♖b2+ 15 ♗d3 ♖b1 --.

13 ♗c2 ♖g3 0-1

The pawn endgame arising after 14 ♖xa2 ♖g2+ 15 ♗b1 ♖xa2 16 ♗xa2 -- is hopeless.

E6.47

L.Polugaevsky – E.Vasiukov

USSR Ch (Tbilisi) 1966/7

1 b7!

Now the e-pawn will fall prey to White's king due to zugzwang, after which the f-pawn will march down the board.

1 ♗e3?! is less effective:

a) 1...♗g6 2 b7 ♗h5 3 g4+! hxg3 4 fxg3 ♖b3+ 5 ♗e4 ♖b4+ 6 ♗xe5 ♖b5+ 7 ♗d6 ♖b1 8 g4+ ♗h4 9 g5 --.

b) 1...h3 2 gxh3 ♗g6 3 b7 ♗h5 4 ♗d3 ♗h4 5 ♗c3 ♖b1 6 ♗c4 should be winning for White, but it is certainly not easy to calculate to the end.

c) 1...♖b2 2 ♗d3? (White can still win by reverting to the correct plan with 2 b7 --) is wrong because it gives up the valuable f-pawn: 2...♖xf2 3 ♗c3 ♖f1 4 ♗c2 ♖f4 5 ♗c3 ♖f1 6 ♗c4 ♖b1 7 ♗d5 ♖b2 =.

1...♗g7 2 ♗e3 e4 3 ♗f4 ♗h7 4 ♗e5 ♗g7 5 ♗d5 ♖b2 6 ♗xe4 ♖b4+ 7 ♗d3 ♖b3+ 8 ♗c4 ♖b1 9 f4 ♖c1+ 10 ♗d3 ♖b1 11 f5 ♖b6 12 f6+ 1-0

Due to 12...♗f7 13 ♖h8 ♖xb7 14 ♖h7+ --.

E6.48

R.Dautov – B.Alterman

Bundesliga 1997/8

1 ♗c6!?

1 ♗e4? wastes valuable time. Black's counterattack will be faster after 1...f6 2 ♖a7+ ♗h6.

1 f4!? is also possible, however: 1...♙g3 2 ♖c6 ♗g4 (2...♙a3 3 a6 ♙a4 4 ♖c5 ♗xf4 5 a7 ♙a4 6 ♖b6 f6 7 ♖c5 ♗xa7 8 ♖xa7 +-) 3 a6 ♗xf4 4 ♖c4 ♗f1 5 ♙a4 ♗d1+ 6 ♖c6 ♗d8 (6...♗c1+ 7 ♖b6 ♗b1+ 8 ♖a5 ♗b8 9 a7 ♙a8 10 ♖b6 g5 11 ♖b7 ♗xa7+ 12 ♖xa7 +-) 7 a7 ♙a8 8 ♖b7 ♗xa7+ 9 ♖xa7 and now:

- a) 9...♖f6 10 ♙a5 ♖e6 11 ♗g5 +-.
 b) 9...f6 10 ♖b6 g5 11 hxg5 fxg5 12 ♖c5 ♖f6 13 ♖d4 ♖f5 14 ♖e3 +-.
 c) 9...g5 10 hxg5 ♖g6 11 ♖b6 ♖xg5 12 ♖c5 +-.

1...♖c3+

Or:

a) 1...♗xf3 2 ♗b6 ♗xg3 3 a6 ♙a3 4 ♖b7 f6 5 a7 ♗xa7+ 6 ♖xa7 g5 7 ♗b4! (7 hxg5? fxg5 =) 7...gxf4 8 ♗xh4 ♖g6 9 ♖b6 ♖g5 10 ♗h1! h4 11 ♖c5 ♖g4 12 ♖d4 h3 13 ♖e3 ♖g3 14 ♗g1+ +-.

b) 1...♖h6 2 ♖b5 ♗xf3 (2...♗b3+ 3 ♖a4 ♗xf3 4 ♗b6 ♗xg3 5 a6 ♗g1 6 ♖b5 ♗a1 7 ♖c6 f6 8 ♖b7 ♖g7 9 a7 ♗xa7+ 10 ♖xa7 g5 11 ♗b4! +-) 3 ♗b6 ♗xg3 4 a6 ♙a3 5 ♖c6 ♙a4 6 ♖b7 ♗xh4 7 a7 ♙a4 8 ♙a6 ♗b4+ 9 ♖c7 +-.

2 ♖b7 ♙a3

2...♗xf3 3 ♗b6 ♗xg3 4 a6 ♙a3 5 a7 ♗xa7+ 6 ♖xa7 f6 7 ♗b4 g5 8 ♖b6 +-.

3 f4 ♙a1 4 ♙a8 ♖f6 5 a6 ♖f5

5...♗h1+ 6 ♖a7 ♗b3 (6...♖f5 7 ♗b8 ♗e1 8 ♗b3 +-) 7 ♗b8 ♗xg3 and then:

a) 8 ♗b6+? ♖f5 9 ♖b7 ♙a3 10 a7 ♗xa7+ 11 ♖xa7 ♖xf4 (11...♖g4? 12 ♗f6 ♖xh4 13 ♗xf7 ♖g3 14 ♖b6 h4 15 ♖c5 h3 16 ♗h7 ♖g2 17 ♗h6 +-) 12 ♗b1 (12 ♗b4+ ♖g3 13 ♖b6 f6 14 ♖c5 g5 =) and now Black can hold with 12...♖g3! = (but not 12...f6? 13 ♗f1+ ♖g4 14 ♗g1+ ♖f5 15 ♖b6 g5 16 ♖c5 gxf4 17 ♖d4 ♖f4 18 ♗f1+ ♖g3 19 ♖e3 h3 20 ♗g1+ +-).

b) 8 ♗b5 ♗e3 9 ♖b6 ♗e6+ 10 ♖a5 ♗c7 11 ♗c5 +-.

6 ♗f8 ♗b1+ 7 ♖a7 f6

7...♖g4 8 ♗b8 ♗e1 9 ♗b3 +-.

8 ♗b8 ♗e1 9 ♗b3 ♖g4 10 ♖b6 ♗e6+ 11 ♖a5 ♗e7 12 ♙a3 g5

12...♖h3 13 ♖b6 ♗e6+ 14 ♖b5 ♗e8 15 a7 ♙a8 16 ♖b6 ♗e8 17 ♖c3 +-.

13 fxg5 fxg5 14 hxg5 ♗e5+

14...♖xg5 15 ♖b5 ♖g4 16 a7 ♗xa7 17 ♗xa7 ♖xg3 18 ♗g7+ ♖f3 19 ♗h7 ♖g4 20 ♖c4 +-.

15 ♖b6 ♗xg5 16 a7 ♗g8 17 ♖c3

17 a8 ♗xa8 18 ♗xa8 ♖xg3 19 ♗g8+! ♖f3 20 ♗h8! ♖g4 21 ♖c5 +-.

17...♗g6+ 18 ♖b7 ♗g7+ 19 ♖b8 1-0

E6.49

V.Ivanchuk – A.Karpov

Monaco Amber blindfold 2000

1 ♗b6!

Making space for the advance of the pawn and restricting Black's counterplay at the same time. After 1 ♗b8? Black's typical play on the kingside develops much more quickly: 1...f6 2 b4 ♗b2 3 b5 g5 4 b6 gxf4 5 gxf4 ♖g6.

1...♖g7 2 b4 ♗c3+

A sample line after 2...♗b2 runs 3 b5 f6 4 ♗b7+ ♖h6 5 ♖d4 ♗xf2 6 ♖c7 ♗b2 7 ♖c5 ♗c2+ 8 ♖d6 ♗b2 9 ♖c6 ♗c2+ 10 ♖b7 ♗g2 11 ♗c3 g5 12 b6 gxf4 13 gxf4 ♖g6 14 ♖c7 +-.

3 ♖d4! ♗f3 4 ♖c6 ♗xf2 5 b5 ♗b2 6 b6 f6 7 ♖c5 g5 8 ♖d6 ♖g6 9 ♖c7 ♗b4

9...gxf4 10 gxf4 ♖f5 11 b7 ♗xb7+ (11...♖g4 12 ♗b6 +-) 12 ♖xb7 ♖g4 13 ♖c4+ ♖g3 14 ♖c6 f5 15 ♖d5 f4 16 ♖e4 +- (Ribli in CBM 76).

10 b7 1-0

E6.50

F.Marshall – J.Capablanca

New York (9) 1909

1...♗b7!

This is best. Others:

a) 1...♗c4? 2 ♗xc4 ♖xc4 3 h4 +-.

b) 1...♗c6+?! 2 ♖g5 ♗c8 (2...♗b6? 3 h4 ♗b4 4 h5 ♖xa4 5 h6 ♖a3 6 ♗xb4 axb4 7 h7 +-) 3 h4 ♗g8+ 4 ♖f5 (4 ♖h6 ♗g1 5 h5 ♗g2 6 ♖h7 ♗g1 =) and now:

b1) 4...♗h8?! 5 ♖g6 ♗g8+ 6 ♖f7 ♗h8 7 ♖g7 ♗h5 8 ♖g6 ♗h8 9 h5 ♗g8+ 10 ♖f7 ♗h8 11 ♗h4 ♗h6! 12 ♖g7 ♗xh5 13 ♗xh5 ♖xa4 =.

b2) 4...♗f8+ 5 ♖g5 ♗g8+ 6 ♖h6 ♗g2 7 h5 ♗g1 8 ♖h7 ♗g2 9 h6 ♗g1 10 ♖h8 ♗g2 11 h7 ♗g1 12 ♗f7 ♖xa4 13 ♗g7 ♗h1 =.

2 h4 ♗b4 3 ♖g5

3 ♗xb4+ axb4! 4 a5 ♖c3 =.

3...♖xa4

3...♗xf4? 4 ♖xf4 ♖xa4 5 h5 +-.

4 h5 ♖a3!

4...♖b3? 5 ♗xb4+ +-.

5 h6 ♗b8 6 h7 a4 7 ♗h4 ♗h8 8 ♖g6 ♖b3 9 ♖g7 ♗xh7+ 10 ♖xh7 a3 1/2-1/2

E6.51

E.Bacrot – V.Tkachev

Enghien les Bains 1999

1...♗f5!

1...♗c5? 2 axb4 axb4 3 ♖e4 ♗f5 4 f4 =.

2 axb4 axb4 0-1

The resignation may be a bit premature, but White's king will be cut off from the d-pawn: **3 ♖e4 ♜e5+ 4 ♜f3 ♜c5 5 ♜b3 ♜b5 6 ♜db2** (6 ♜d4 ♜c5 7 ♜bd3 b3 -+) **6...♜c5 7 d6 ♜c4 8 ♜e3** (8 d7 ♜ed5 9 ♜e3 b3 10 ♜e7 ♜d3+ 11 ♜e2 ♜bd5 -+) **8...♜xe3+ 9 ♜xe3 ♜e5+ 10 ♜f3 ♜d5 -+.**

E6.52

J.Klovans – I.Glek

2nd Bundesliga 1997/8

1...e3?

Black should play **1...♜h1+!** 2 ♜d2 e3+ 3 ♜e2 ♜g1 ♣; see the game.

2 ♜d1?

2 ♜h6! ♜xh6 3 gxf6 ♜c6 = (Glek in CBM 63).

2...♜h1+ 3 ♜e2 ♜g1 4 ♜e8+

Or: 4 ♜e7 ♜xg2+ 5 ♜e1 ♜c7 ♣ (Glek); 4 g6 ♜xg2+ 5 ♜e1 f4 6 ♜f6 e2 7 g7 ♜c7 8 g8 ♜ ♜xg8 9 ♜xe2 ♜g2+ 10 ♜f1 ♜cxc2 11 ♜xc2+ ♜xc2 ♣.

4...♜c7 5 ♜e7+ ♜c6 6 ♜exb7 ♜xg2+ 7 ♜e1 ♜d5 8 ♜7b3 ♜xb3 9 ♜xb3 f4 0-1

E6.53

M.Rõtšagov – M.Sadler

Pula Echt 1997

1...♜b4! (not 1...a4?, after which White takes control over the 7th rank: 2 ♜d1! a3 3 ♜dd7 =) **2 ♜d1** (2 ♜e4 a4 3 ♜a3 ♜b3 -+) **2...♜xc4 3 ♜dd7 ♜h4! 4 ♜c7 a4 5 ♜xc6 a3 6 ♜ec7 ♜ha4 7 ♜c1 a2 8 ♜a1 ♜b4 9 ♜cc1 ♜b2 0-1**

E6.54

U.Bönsch – K.Müller

Bundesliga 1992

1 ♜a1!

1 ♜c6? ♜e7 2 ♜xa6 ♜c2 =.

1...♜d2 2 ♜a2+ ♜d3

2...♜d1 3 ♜h2 ♜d7 (3...♜e7 4 ♜cc2 ♜d5 5 ♜a2 ♜d3+ 6 ♜g4 ♜c3 7 ♜a1+ ♜c1 8 ♜h1+ ♜e1 9 ♜xe1 +-+) 4 ♜h1+ ♜d2 5 ♜cc1 ♜d3+ 6 ♜f2 +-+. Black cannot prevent ♜hd1#.

3 ♜e2 ♜xa5 4 ♜cc2 1-0

Black resigned because ♜ed2# follows.

Chapter 7

E7.01

N.Borge – E.Mortensen

Danish Ch (Århus) 1999

In the game, White first missed the win, and then the way to draw:

1 a5?

1 ♜e6? is also bad: **1...f3 2 ♜xd6 f2 3 ♜f6 ♜f3** (3...f1 ♜+ =) **4 ♜e6+ ♜f1 5 ♜f6 ♜e2 =** (Hecht).

White should play **1 ♜c7!** (Ribli in CBM 71) **1...f3** (1...♜d3 2 a5 ♜c5 3 ♜g4 f3 4 ♜e7+ ♜f2 5 ♜f7 +-+) **2 ♜g3 f2 3 ♜c2+ ♜d3 4 ♜xf2 ♜c4 5 ♜b2**, and now:

a) **5...d5 6 a5 d4 7 a6 ♜c6 8 ♜b7 d3 9 ♜c7 ♜b5** (9...d2 10 ♜xc6+ ♜d5 11 ♜c8 +-+) **10 a7 ♜xa7 11 ♜xa7 ♜c4 12 ♜f2 +-.**

b) **5...♜c6 6 ♜c2+ ♜d5 7 ♜g4 ♜e5+ 8 ♜f5 ♜c4 9 ♜c3** and then:

b1) **9...♜d4 10 ♜b3 d5** (10...♜c5 11 ♜e6 +-+) **11 ♜e6 ♜e4 12 ♜b4 ♜d4 13 ♜b5 +-.**

b2) **9...♜a5 10 ♜c2 ♜c4 11 ♜f6 ♜c5** (or **11...♜d4 12 ♜e6 d5 13 ♜c1 ♜c5 14 ♜b1 ♜c6 15 ♜b8 ♜c7 16 ♜b5 ♜e3 17 a5 +-)** **12 a5 d5 13 ♜a2 ♜c6 14 a6 ♜b6 15 ♜b2 +-.**

b3) **9...♜c5 10 ♜b3 d5 11 ♜e6 ♜d6 12 ♜b8 d4 13 ♜d8 ♜b7 14 ♜d7 ♜a5 15 ♜d5+ +-.**

1...f3 2 ♜c7

2 ♜e8 is also possible, as Hecht showed in CBM 71: **2...f2 3 ♜f8** and now:

a) **3...f1 ♜+ 4 ♜xf1 ♜xf1 5 a6 ♜c6** (5...♜d7 6 a7 ♜b6 7 ♜g4 ♜e2 8 ♜f5 d5 9 ♜e5 ♜e3 10 a8 ♜ =) **6 ♜g4 d5 7 ♜f5 d4 8 ♜e4 ♜e2 9 a7 =.**

b) **3...♜f3 4 ♜e8+ ♜f1 5 ♜f8 ♜e2 =.**

2...f2 3 ♜c2+ ♜f3 4 ♜c3+??

Now White loses. Otherwise:

a) 4 ♜xf2+? also fails, to **4...♜xf2 5 a6 ♜c6 6 ♜g4 ♜e3! 7 ♜f5 d5 -+** (Ribli).

b) White can survive by playing **4 ♜c1! ♜d3**, and here:

b1) Not **5 ♜b1?** ♜e1 6 ♜b3+ ♜f4 7 ♜b4+ ♜e5 8 ♜b5+ d5 -+ (Hecht).

b2) **5 ♜f1 ♜e2 6 ♜xf2+ ♜xf2** (6...♜xf2+ 7 ♜h4 d5! =) **7 a6 ♜f4+ 8 ♜g4 ♜e6 9 a7 ♜c7 10 ♜f5 ♜e3 11 a8 ♜ ♜xa8 12 ♜e6 =.**

b3) **5 ♜h1 ♜b4** (5...♜c5 6 ♜c1 =) **6 ♜a1 d5 7 a6 ♜xa6 8 ♜a3+ ♜e2 9 ♜a2+ =** (Ribli).

4...♜d3! 0-1

After **5 ♜xd3+ ♜e2 6 ♜xd6 f1 ♜+ 7 ♜g4 ♜f3+ -+** White loses his rook at once (Hecht).

E7.02

P.Adamek – B.Hala

Czech Ch (Prague) 1994

1 ♜c8?

1 ♜a6? is also bad: **1...c2 2 ♜a1 ♜d2+ 3 ♜xf4 ♜b1 4 ♜a4+ ♜d3 -+.**

1 ♖h6! is correct: 1...c2 2 ♖h1 ♗e3 3 ♖c1 ♗e5 4 ♗e1 ♗f5 5 ♖c1 =.

1...c2 2 ♗d8+ ♗c3 0-1

E7.03

M.Bezold – C.Lingnau

Budapest 1994

1 h5! (NC) 1...♗h4

Or 1...♗e7 2 ♗b7 ♗f8 3 ♖xe7 ♗xe7 4 hxg6 +-.

2 ♗b4! ♗f3+

2...g5 3 ♗b6! ♗h7 4 h6 g4 5 ♗f4! g3 6 ♗xg3! ♗f5+ 7 ♗f4 ♗hx6 8 ♗g5! ♗f7+ 9 ♗f6! ♗h6 10 ♗b7+! +-.

3 ♗f4! ♗e1 4 ♗e4 gxh5 5 ♗b2 1-0

E7.04

A.P.Santos – L.Reis

Portuguese Ch (Lisbon) 1999

1 ♗d1! ♖c4

After 1...♗d5 2 ♗e3+! ♗d4 the fork 3 ♗c2+! = saves the day.

2 ♗e3 ♖a4 3 ♗f5 ♗b4 4 ♗g4 ♗c6 5 ♗e5 ♗b5 6 ♗e3! ♗c5 7 ♗g4 ♖a4 8 ♗e3! ♗d4 9 ♗f5 ♗b4 10 ♗e3 ♗b5 11 ♗g4 ♗a4 12 ♗e3! ♗b3 13 ♗f4 ♖a4 14 ♗f5 ♗c3 15 ♗e3! ♗b4 16 ♗d6 ♗b8

Black acknowledges that he can't make any progress and gives up his pawn.

17 ♗xe4 ♗d8 18 ♗e5 ♗d3 19 ♗d5 ♗h8 20 ♗e5 ♗h6 21 ♗f5 ♗h5 22 ♗f4 ♗h8 23 ♗e5 ♗e8+ 24 ♗d5 ♗e4 25 ♗d6 ♖a4 26 ♗b5 ♗h4 27 ♗c5 ♗h5+ 28 ♗b4 ♗g5 29 ♗d6 ♗d5 30 ♗b5 ♗h5 31 ♗d6 ♗h6 32 ♗c5 ♗h7 33 ♗d5 ♗h5+ 34 ♗e6 ♗d4 35 ♗f5+ ♗d3 36 ♗e5 ♗xf5+ 37 ♗xf5! 1/2-1/2

E7.05

R.Tischbierek – L.Gutman

Bad Endbach 1995

It certainly does!

1 ♗e5?

1 ♗b2? is also bad: 1...♖f1+ 2 ♗a2 ♗c2 3 ♗d4 ♗b1 4 ♗xb6?! ♗b2+ +-.

1 ♗h8! is necessary, because 1...b5 doesn't work now: 2 axb5 ♗b7 3 ♗b2 ♖xb5 4 ♗a3 ♗c2 5 ♗a4 = (Hecht in CBM 47).

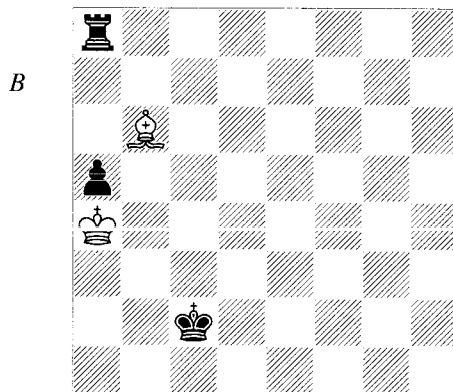
1...♖f5! 2 ♗g7

2 ♗c7 b5 3 axb5 (3 ♗xa5 bxa4 4 b4 ♗c4 +-; 3 ♗b2 ♖f2+ 4 ♗b1 ♗c3 +-) 3...♖xb5 4 ♗a2 ♗c3 5 ♗a3 ♖xb3+ 6 ♗a4 ♗b7! +-.

2...b5 3 axb5

3 ♗a2 bxa4 4 bxa4 ♗c4 +-.

3...♖xb5 4 ♗a2 ♗c2 5 ♗a3 ♖xb3+ 6 ♗a4 ♗b7! 7 ♗f8 ♖a7 8 ♗c5 ♖a8 9 ♗b6 (D)



E7.05A

/+

9...♗c3 10 ♗c7

10 ♗xa5+ ♗c4! +-.

10...♗c4 11 ♗b6?!

11 ♗d6!?! is tougher.

11...♖a6?!

11...♖e8 is better.

12 ♗e3 ♖e6 13 ♗g5?!

“This is not a good place for the bishop. White prevents himself from playing ♗xa5 because of the possibility of ...♖e5+.” (Hecht).

13 ♗f4!?! ♖f6 14 ♗c7 ♖f7 15 ♗d6 ♗d5 16 ♗a3 ♖a7 17 ♗b2 ♗c5 18 ♗c1 ♗c6 19 ♗h6 ♗h7 20 ♗d2 ♗d7 21 ♗c3 ♖a7! 22 ♗d2 ♗d7! 23 ♗c3 ♗c5! 24 ♗e1 ♖f7! 25 ♗d2 ♖e7 26 ♗g5 ♖e1 27 ♗f6 ♗b6 +-.

13...♖e2 14 ♗a3 ♗b5 15 ♗f4 ♖f2 16 ♗e5 ♖f3+ 17 ♗b2 ♗a4 18 ♗d4 ♗b3+ 19 ♗a2 ♗d3 0-1

E7.06

D.Tyomkin – A.Greenfeld

Israeli Ch (Ramat Aviv) 1998

1 ♗d4!

Not: 1 ♗c3? b2 2 ♗xb2 ♖xd3 +-; 1 h7? b2! 2 ♗b1 ♗xe5 3 ♗b4 (3 ♗d3 ♗f6 4 ♗c3 ♖xd3+ +-) 3...♗f6 4 ♗c4 ♗g7 5 ♗b4 ♗h1 +- (Tyomkin in CBM 68).

1...b2 2 ♗b1! ♗f7

2...♗h1 3 ♗a2+ ♗f5 (3...♗e7 4 h7 ♖xh7 5 ♗c3 ♗h2 6 ♗b1 ♗e6 7 ♗c2 =) 4 h7 = (Tyomkin).

3 h7 ♗g7 4 e6! ♗f6 5 ♗d5! ♗e7 6 ♗e5 ♗h1 7 ♗g6 ♗h6 8 ♗b1 ♗h5+

8...♖xe6+ 9 ♗d4 ♗h6 10 ♗c3 =.

9 ♖d4 ♖h3 10 ♖e5 ♖h4 11 ♙g6 ♖h1 12 ♙c2 ♖h4 13 ♙g6 ♖h5+ 14 ♙d4
14 ♙xh5? b1 ♖ 15 ♙g6 (15 h8 ♖ ♖b2+ --)
15... ♖b8+ --.
14... ♖h3 15 ♖e5 ♖h1 16 ♙c2 ½-½

E7.07

Y.Averbakh, 1978

1 ♖g4! (1 ♖c6+? ♖g5 2 ♖e4 ♙g7 3 ♖d5 ♙f6 4 ♖e6 ♖xg6! 5 ♖c2 ♙d4 =) 1... ♖g7 (or: 1... ♙g5 2 ♖xg5 ♖xg5 3 g7! +-; 1... ♙g7 2 ♖g3 ♖f5 3 ♖h4 ♙f6+ 4 ♖h5 --) 2 ♖g3 ♙e3 3 ♖h4 ♙d2 4 ♖h5 +-.

E7.08

J.Lechtynsky – P.Miličević

Kragujevac 1984

1... ♖h8? (1... ♖c8! 2 ♙b7 ♖f8 3 ♙d5 ♖c8 4 ♖d7 ♖f8 =) 2 ♙e8! 1-0

Chapter 8

E8.01

H.Olafsson – M.Petursson

Akureyri 1988

1 ♖f2!.

Not:

a) 1 ♖g2? ♖b8+! 2 ♖a1 (2 ♖c1 ♖b1+! 3 ♖d2 ♖b2+! --) 2... ♖b1+ 3 ♖a2 ♖c3 --.

b) The game featured 1 ♖c1?:

b1) 1... ♖d4? 2 ♖f2 occurred in the game, which was drawn later.

b2) 1... ♖a1+! 2 ♖b2 ♖h1 3 ♖g2 (3 ♖a3 ♖c3 --) 3... ♖b1+! 4 ♖a2 ♖c3 --.

1... ♖b8+ 2 ♖c1! ♖b1+ 3 ♖d2 ♖d4 4 ♖f4+ ♙e4 5 ♖f2 =

E8.02

J.Nunn, 1995

The following win is often overlooked in practice:

1 ♖c7+!

Not: 1 ♖d6? ♖c1 =; 1 ♖c6? ♖c1+ 2 ♖d6 ♖c2 =; 1 ♖e6? ♖c1! 2 ♖g7 ♖c2 3 ♙f4 ♖c4 =.

1... ♖d8 2 ♖d6!! ♖h1

Or: 2... ♖xe5 3 ♖a7! +-; 2... ♖e2 3 ♖c1 ♖d2+ 4 ♖e6! +-; 2... ♖d1+ 3 ♖e6! ♖d2 4 ♖c4 ♖e8 5 ♖h4 ♖f2 6 ♖h7 +-.

3 ♙f6+! ♖e8 4 ♖e6! ♖e1+ 5 ♙e5! ♖d1

Or 5... ♖d8 6 ♖c2 ♖e4 7 ♖h2 ♖c8 8 ♖b2! +-.

6 ♙c3 +-.

E8.03

I.Novikov – J.Polgar

Pamplona 1990/1

In spite of the bad position of the black king, it was still possible to reach a second-rank defence:

1... ♖a7

1... ♖b5? was the game continuation: 2 ♖g5! ♖b2?! (2... ♖b8 3 ♖h6+ ♖g7 4 ♖h7+! ♖g8 5 ♖e7! ♖h8 6 ♙e6 ♖b7 7 ♖e8+ ♖g7 8 ♖g8+! ♖h7 9 ♖f6! +-) 3 ♖f6 ♖h2 4 ♖g3 ♖f2 5 ♖h3+ 1-0.

2 ♖e5 ♖g7 3 ♖a6

3 ♖h6+ ♖g8! 4 ♙e6+ ♖f8! 5 ♖f6 ♖f7+! =.

3... ♖g8 4 ♙g6

4 ♖e6 ♖f7 =.

4... ♖f8! =

E8.04

V.Kramnik – G.Kasparov

London BGN Wch (4) 2000

1 a6+?

1 ♖d5+! is correct: 1... ♖a6 2 ♖b4+ ♖b5 (2... ♖xa5? 3 ♖c6+ +-) 3 ♖f4 ♖h5 (3... g5 4 ♖g4 ♖e3 5 a6 ♖b3 6 ♖c2 ♖h3 7 ♖d4 ♖b6 8 ♖d7 +-) 4 a6 ♖h1+ 5 ♖e2 ♖a1 6 ♖d2 ♖a3 7 ♖c2 g5 8 ♖d4 ♖c5 9 ♖e4 ♖b5 10 ♖b2 ♖h3 11 ♖e8 ♖h7 (11... ♖h2+ 12 ♖c3 ♖h3+ 13 ♖d4 ♖h4+ 14 ♖d5 +-) 12 ♖b8+ ♖c5 13 ♖b7 ♖h8 14 a7 ♖a8 15 ♖c3 g4 16 ♖d2 g3 17 ♖e2 g2 (17... ♖f8 18 ♖b8 +-) 18 ♖f2 ♖g8 19 ♖g1 +-.

1... ♖b6 2 ♖xg7 ♖a5!

2... ♖c5? 3 a7 ♖xa7 4 ♖e6+ +-.

3 ♖d2 ♖a1 4 ♖c2 ♖h1?

It was necessary to stay on the a-file; e.g., 4... ♖a5 5 ♖d3 ♖a1 6 ♖d4 ♖c1 =.

5 ♖b2?

Kramnik misses his chance. 5 ♖g8! wins for White:

a) 5... ♖h7 6 ♖b8+ ♖a7 7 ♖b7#.

b) 5... ♖xc7 6 a7 +-.

c) 5... ♖a1 6 ♖d5+ ♖a7 7 ♖b4 +-.

d) 5... ♖h2+ 6 ♖d3 ♖h3+ 7 ♖e2 ♖h2+ 8 ♖f3 ♖h3+ 9 ♖g2! (van Os in CBM 79; 9 ♖g4? ♖a3! =) 9... ♖a3 10 ♖d5+ ♖c5 (10... ♖a7 11 ♖b4 +-; 10... ♖xa6 11 ♖a8+ +-) 11 ♖g5 ♖b5 12 ♖g6 ♖c5 13 ♖c7 +-.

5... ♖h8 6 ♖b3 ♖c8 7 a7

7 ♖b4 ♖xc7 8 ♖xc7 ♖xc7 9 ♖c5 ♖b8 =.

7... ♖xa7 8 ♖b4 ♖b6 9 ♖d5+ ♖a6! 10 ♖g6+ ♖b7 11 ♖b5 ♖c1 12 ♖g2 ♖c8 13 ♖g7 ♖d8 14 ♖f6 ♖c7 15 ♖g5

15 ♖g8+ ♖e7 16 ♖d5+ ♖f7! =.

15...♙f7 16 ♖d5 ♗d7 17 ♖g6 ♙f1 18 ♗c5
♙c1+ 19 ♗d4 ♙d1+ 20 ♗e5 1/2-1/2

E8.05

A.Morozevich – Y.Yakovich

Russia Cup (Samara) 1998

In the game Morozevich undermined Black's centralized knight with great effect:

1 f4!

1 ♖c4?! ♙d5 is less clear.

1...♗e6

Note the possible forks on d7 or c4 after other moves! 1...♙a7 2 ♖c4! +.

2 fxe5 ♙b5 3 ♖c4 ♖f5 4 g4 ♖h6 5 ♙d6+ ♗e7 6 ♙xc6 1-0

E8.06

S.Movsesian – V.Ivanchuk

Polanica Zdroj 2000

1 ♙a8+!

Weaker are 1 ♖d7 ♙e8 2 ♖e5 ♙f8 ♖ and 1 ♖xf7 ♙xf6 2 ♖e5 h5 ♖ (2...♖xh4 3 ♖g4 =), when the fight is lost not over. Certainly not 1 ♙xf7?? ♙xe5+ +- or 1 ♖xg6?? ♖e3+! 2 ♗c5 fxg6 3 ♙g7+ ♗f8 4 ♙xg6 ♖f5 +-.

1...♗h7 2 ♙h8+!!

2 ♖xf7 ♙xf6 ♖.

2...♗xh8 3 ♖xf7+ ♗g8

3...♗h7 4 ♗xe6 ♖xh4 and now:

a) Even 5 ♖xh6?! is possible: 5...♗xh6 (NC) 6 f7! ♗g7! 7 f8 ♙+ ♗xf8! 8 ♗f6! ♗g8 9 ♗g5! =.

b) 5 ♖d6!? g5 (freeing g6 for the knight) 6 f7 ♖g6! (6...♗g7?? 7 ♗e7 ♖g6+ 8 ♗e8 ♗f6 9 ♖c8 ♗e6 10 ♖e7! +-) 7 ♗f6 h5! =.

4 ♗xe6 ♗f8 5 ♖e5 ♖d4+ 6 ♗d5 ♖e2 7 ♖xg6+ ♗f7 8 ♖e5+ ♗xf6 9 ♖g4+ ♗g6 1/2-1/2

E8.07

W.Beckemeier – J.Blauert

Dortmund 1995

1...♙e1+!

Less clear is 1...♙c3+?! 2 ♗d2:

a) 2...♙xa3? 3 ♙a7+! ♗c8 (3...♗b6 4 ♙b7+ ♗a6 5 ♙e7 ♗b5 6 ♙xf7 is unclear) 4 ♙a8+ ♗d7 5 ♙a7+ ♗d8 6 ♙a8+ ♗e7 7 ♙a7+ ♗f8 8 ♙a8 =.

b) 2...♙c4! 3 ♙a7+ ♗b6 4 ♙b7+ ♗a6 5 ♖d3 ♗xb7 6 ♖xc4 ♖.

2 ♗f3 ♙xe4!!

The point of the previous check! Using the restricted space of White's rook, Black simplifies into a pawn ending.

3 ♗xe4 ♖c6+ 4 ♙xc6+

4 ♗e3 ♗b7! 5 ♙xa5 ♗b6! +- traps the rook!

4...♗xc6

The extra pawn now guarantees an easy win.

5 a4 f6 6 exf6

6 g4 fxe5 7 ♗xe5 (7 fxe5 g5 8 h3 c4 9 ♗d4 c3 10 ♗xc3 ♗c5 +-) 7...♗d7 8 f5 exf5 9 gxf5 ♗c6 10 h3 c4 11 ♗d4 c3 12 ♗xc3 ♗c5 -+.

6...gxf6 7 g4 ♗d6 8 h4 e5 9 f5 c4 10 h5 c3 11 ♗d3 e4+ 12 ♗xc3 ♗e5 13 ♗c4 ♗f4 14 ♗d4 ♗xg4 0-1

E8.08

Xu Jun – N.Short

Shenyang FIDE WCup 2000

Not yet! Short found an excellent risk-free way to sharpen the fight:

1...f5!! 2 ♙g6+!

After 2 exf5?, Black wins by 2...e4; e.g., 3 ♖xe4 ♖xe4 4 ♙a4 (4 ♙d6 d3 5 f6 ♗f3 6 f7 d2+ +-) 4...♗f3! 5 ♙xd4 ♗e3 -+.

2...♗h5 3 exf6

3 ♙g8 ♙h1+ 4 ♗f2 fxe4 -+.

3...e4 4 ♙g8?

4 g4+? is also bad, due to 4...♖xg4 5 ♖xe4 ♙e2+ +-.

4 ♖xe4! is essential: 4...♙e2+ 5 ♗d1 ♙xe4+ 6 ♗d2 ♖g4 7 ♙d6 ♖xf5 8 ♙d5 with drawing chances.

4...♙a2 5 ♖xe4

The only move. After 5 ♖c4? e3 6 ♖f7+ ♗h6 7 ♙g6+ ♗h7 8 ♖g8+ ♗h8 White runs out of checks.

5...♖xe4 6 g4+ ♗h4 7 ♙d8

7 ♙e8 ♖f3! 8 ♙d8 ♙e2+ 9 ♗f1 ♗g3 10 ♙xd4 ♙e3!! (threatening ...♖g2+) 11 ♙d2 ♙xb3 and Black mates.

7...d3

Not 7...♖f3? 8 ♙xd4 ♙e2+ 9 ♗f1 ♗g3 10 ♙d3 =.

8 ♙d4?

White could still fight with 8 f6 ♙e2+ 9 ♗d1 (9 ♗f1? ♗g3 again mates) 9...♙f2 10 ♙d4 ♖.

8...♙e2+ 9 ♗d1 ♗g5 0-1

The threat of ...♗f4 followed by ...♗e3 is too strong.

E8.09

S.Ovseevich – V.Neverov

Ordzhonikidze Z 2000

1...♙c6?

This is wrong. Otherwise:

a) 1...♙a2? is also bad: 2 h6 ♙g2+ 3 ♗f6 ♙g1 4 h7 ♙h1 5 ♙b8+ +-.

b) 1...♖a3 is one of the viable options: 2 h6 ♖b3 3 ♖f7 (3 ♖d4+ ♖e8 4 ♖d2 ♖d5 5 ♖d4 ♖b3 =) 3...♗a7+ 4 ♖f6 ♖c2 5 ♖xe6 ♗e7+ ±.

c) 1...♖g2 is clearer: 2 h6 ♖h3 3 ♖f4 ♖f5+ 4 ♖xf5 exf5+ 5 ♖f6+ ♖d7 6 h7 ♗a8 =.

2 h6 ♖c4 3 h7

Not, of course, 3 ♖xc4?? ♖xc4 4 h7 ♖d3+ =.

3...♗xb4

3...♖e4+ 4 ♖f7 ♖xh7 5 ♖xc4 +-.

1 ♖g2 ♖f7 5 ♖xc4 ♖d4 6 ♖e5 ♖f7 ♖d6+ ♖c8 8 ♖b6 ♖d7 9 ♖g5 ♖c1 10 ♖a7+ 1-0

E8.10

A.Fominykh – A.Korotylev

Moscow 1999

Answer 'B' is correct as only 1...♖b8! saves the draw.

1...♗xb2+?

1...♖b8! 2 ♖xf6+ (2 b3 ♖f7 3 ♖c2 ♖e8 =) 2...♖g7 3 ♖e6 ♖f8 4 b3 ♖f6 ± and Black should be able to hold on. Not 1...♖e5? 2 d6 ♖b8 3 d7 +-.

2 ♖e2 ♖e5

Or: 2...♖b8 3 ♖xd6 cxd6 4 ♖a6 +-; 2...c4 3 ♖xd6 c3 4 ♖xf6+ ♖g7 5 ♖f3 +-; 2...♖e7 3 d6 ♖d8 4 ♖xf6+ ♖g7 5 ♖e6 ♖f7 6 ♖e7+ +-.

3 d6! ♖b8

3...♖xd6 4 ♖xd6 cxd6 5 c7 +-.

4 d7 ♖d8 5 ♖d3 ♖d4+ 6 ♖f3 f5

6...♖f7 7 ♖e8 ♖xe8 8 ♖xg6+ +-.

7 ♖xg6 ♖e7 8 ♖xf5 ♖f6 9 ♖d3 ♖h8 10 ♖c4 ♖f8 11 ♖e4 ♖h8 12 ♖g8 1-0

E8.11

J.Timman – G.Kasparov

Sarajevo 1999

After 1...♖d3 Timman resigned immediately. The mating threat on e4 would have forced him to exchange the rooks, leaving no hope of stopping Kasparov's outside passed pawn; e.g., 2 ♖c6+ (2 ♖xh5 ♖e4#) 2...♖e6 3 ♖xe6+ ♖xe6 4 ♖g5 ♖e4 5 ♖xh5 a5 6 ♖xg4 a4 +-.

1...♖e8?! should win in the long run, but is much less convincing!

E8.12

D.Sadvakasov – A.Morozevich

Astana 2001

1...♖d6+!

Morozevich gives his opponent no chance to sacrifice the knight for the pawns. 1...♖e7?

is bad in view of 2 ♖h5! ♖d6+ 3 ♖f4 ♖g1+ 4 ♖f2 ♖b1 5 ♖xh3 =.

2 ♖f4

2 ♖xg4 h2 +-.

2...♖g1+! 3 ♖h2

3 ♖f2 h2 +-.

3...♖f1

3...♖g2+ also leads to victory: 4 ♖h1 ♖f2! 5 ♖g5+ ♖f7 6 ♖f5+ ♖e8! 7 ♖h5 ♖xb2 +-.

4 ♖g5+ ♖f7 5 ♖xg4 ♖f3!!

Simple but beautiful: there is no hurry to take the knight. Such intermediate moves can easily be missed. Not 5...♖xf4+?? 6 ♖xh3 =.

6 a4

6 ♖g3 ♖xf4 +-.

6...♖xf4+ 7 ♖g1 h2+ 8 ♖g2 ♖f1 0-1

Chapter 9

E9.01

Black's king is very near to the winning zone, so a certain amount of precision is required to save the draw:

1 ♖f6! ♖h8+

1...♖h4+ 2 ♖g7! =.

2 ♖e7! ♖g7 3 ♖e8! ♖e5

3...♖g6 4 ♖e7! ♖g5+ 5 ♖e8 =.

4 f8♖! =

E9.02

Y.Zeziulkin – Y.Yakovich

Swidnica 1999

Black must hinder White's king from escaping into the drawing zone in the upper left-hand corner:

1...♖f4!?

1...♖f3+? was played in the game, and after 2 ♖b4 g4 (2...♖f5 3 ♖a2+ ♖h3 4 ♖b3+ ♖h4 5 ♖b2 g4 6 ♖h8+! ♖g3 7 ♖c3+ ♖h2 8 ♖d2+! ♖h3 9 ♖h6+! =) 3 ♖a2+ ♖f2 4 ♖d5+ a draw was agreed – somewhat prematurely as Black has practical chances because White's king is still in a dangerous area.

2 ♖a2+ ♖f3 3 ♖d5+ ♖g3 4 ♖e6 ♖f3+ 5 ♖c2

5 ♖b4?! ♖g4+! +-.

5...g4 6 ♖d2 ♖g2 7 ♖g8 g3 8 ♖g7 ♖g1 9 ♖a1+ ♖f1 10 ♖e5 g2 +-

The pawn has advanced to its seventh rank and the tablebase informs us that it takes another 40 moves to mate White with optimal play.

E9.03

E.Mortensen – Cu.Hansen*Copenhagen 1996*

Black wins surprisingly quickly due to his threats against White's king:

1... ♖e4! 2 ♖g3+

Or: 2 ♖e8 ♖c3+ 3 ♖a1 ♖h1+ 4 ♖a2 ♖h2+ –+; 2 ♖g7 ♖d2+ 3 ♖a1 ♖a4+ 4 ♖b2 ♖c2+ –+; 2 ♖f6 ♖b4+ 3 ♖a2 ♖c4+ 4 ♖b1 ♖c2+ –+.

2... ♖d2+ 3 ♖a1

Or: 3 ♖a2 ♖c2+ –+; 3 ♖b2 ♖c2+ –+.

3... ♖e1+

3... ♖e2?! is winning in 59 moves according to the tablebase.

4 ♖xe1+ ♖xe1! 0-1

E9.04

P.Witt – K.Müller*Hamburg 1983*

Black could have avoided the perpetual:

1... ♖f1!

1... ♖d6? was played in the game, and after 2 ♖g6+! ♖g8 3 ♖e8+! ♖f8 4 ♖b5 ♖a3 5 ♖e8+ a draw was agreed.

2 ♖g4

2 ♖h2 ♖xf5 –+.

2... ♖c4+! 3 ♖h5 b1 ♖ 4 ♖g6+ ♖h8! 5 ♖e8+ ♖g8! –+

E9.05

L.van Wely – P.van der Sterren*Dutch Ch (Rotterdam) 1999*

A stalemate trick saves the day:

1... ♖e6!!

1... ♖xf7+? 2 ♖xf7! ♖h7 3 ♖f6 ♖h6 4 ♖e6 (now Black can't maintain the opposition because of the edge of the board; 4 f5? gxf5! 5 ♖xf5! ♖g7 6 ♖g5 ♖h7 7 ♖xh5 would be drawn due to Bähr's Rule) 4... ♖g7 (4... ♖h7 5 ♖f7! +-) 5 ♖e7! ♖g8 6 ♖f6! ♖h7 7 ♖f7! ♖h6 8 ♖g8! +- (Hecht in CBM 72).

2 ♖xe6 stalemate

Or 2 ♖f8 ♖d6+ 3 ♖g8 ♖e6! =.

E9.06

O.Romanishin – M.Krasenkow*Lvov 2000*

The creation of a far-advanced passed c-pawn secures the draw:

1... b4! 2 cxb4 c3 3 f4

3 ♖d3?! ♖c7 4 ♖c2 ♖c4 5 b5 ♖b4 is only dangerous for White.

3... ♖c7 4 ♖f2 ♖c4 5 f5 c2 1/2-1/2

A possible continuation is **6 ♖c1! ♖d4+ 7 ♖e2 ♖xe4+ 8 ♖d2 ♖xb4+ 9 ♖xc2 ♖c4+ 10 ♖d1 ♖xc1+ 11 ♖xc1 exf5 =.**

Chapter 10

E10.01

M.Euwe, 1958

1 ♖d6? blowe it: 1 ♖b7+! 2 ♖c6 ♖b6+! 3 ♖xb6 stalemate (see 10.06)

E10.02

K.Arakhamia – L.Portisch*Roquebrune (Ladies vs Veterans) 1998*

Yes. By putting Black in zugzwang, Arakhamia managed to penetrate with her king using the fact that several of the arising pawn endings are won:

1 ♖d8 ♖g7

For 1... ♖h5 2 ♖d7+ ♖f8 3 ♖e6 ♖g7 4 ♖e7+ ♖g8 5 ♖f6 +–, see the game.

2 ♖e7+ ♖g8

2... ♖f7 3 ♖e5+ ♖g8 (3... ♖h6 4 ♖h8+ ♖h7 5 ♖f8+ ♖g7 6 f5 +–) 4 ♖g5! ♖f5+ (4... ♖h7 5 ♖e6 ♖f5+ 6 ♖xf5 +–) 5 ♖xg6 +–.

3 ♖d7 ♖h5

3... ♖f8 4 ♖h7 ♖f6 5 ♖g5 +–.

4 ♖e6+ ♖g7 5 ♖e7+ ♖g8 6 ♖f6 ♖h6

6... ♖h7 7 ♖f7+ ♖h8 8 ♖xg6 ♖h4+ 9 ♖g5 ♖g4+ 10 ♖f6 (10 ♖xg4?? delivers stalemate) 10... ♖xf4+ 11 ♖e6 +–.

7 ♖g5 ♖h5+ 8 ♖xg6 ♖h6+ 9 ♖g5 1-0

E10.03

E.Sutovsky – M.Illescas*Pamplona 1998/9*

Answer 'C' is correct:

1 ♖c3+!

Not: 1 ♖c5? ♖b3 2 ♖c7 ♖f5 ♢; 1 ♖c7? ♖b3 2 b7 (2 ♖g1 ♖f5 3 ♖d7 ♖f6 4 b7 ♖f4 5 ♖d5 ♖fb4 ♢) 2... ♖fb4 3 ♖e5+ ♖g6 4 ♖d6+ ♖h7 ♢ (Illescas in CBM 69).

1... ♖h7

1... ♖g6 2 b7 ♖b6! 3 ♖c2+ ♖g7 4 ♖c3+ ♖g6 =.

2 ♖c7 ♖f6 3 b7 ♖fb6 4 ♖xf7+ ♖h8 5 ♖f8+ ♖h7 6 ♖f7+ 1/2-1/2

E10.04

Z.Varga – T.Fogarasi*Hungarian Ch (Budapest) 1996*

1 ♖c3!

White intends ♖c8-b8-b5.

1... ♗d6

Or:

a) 1... ♗d2 2 ♖c5 +–.

b) 1... f6 2 ♖c1 h4 (2... ♗d2 3 ♖c5 +–; 2... ♗e5 3 ♖b1 h4 4 ♖xh4 ♗e2 5 ♖f4 +–) 3 ♖xh4 ♗d2 4 ♖f1 ♗e2 5 ♖g1 ♗c2 6 ♖f4 ♖g6 7 ♖e1 ♖g5 8 ♖e7 ♗d1+ 9 ♖h2 ♗b3 10 ♖g7+ ♖h6 11 ♖c7 ♗b6 12 ♖d7 ♗e6 (12... ♗c6 13 ♖h4+ ♖g6 14 ♖h7 +–) 13 ♖b7 ♖g6 14 ♖b5 +–.

2 ♖b3 1-0

Chapter 12

E12.01

W.Schlage – C.Ahues

Berlin 1921

Black defensive strategy is known to us: it is based on hindering the white king from escaping from the edge after he has captured the a-pawn. However, White can prevent Black from imprisoning him if he uses the geometry of the chessboard to shoulder the black king away:

1 ♖e6! ♖c3 2 ♖d5!

Maizelis indicated this move. The game itself continued 2 ♖d6? ♖d4! 3 ♖c6 ♖e5! 4 ♖b7 ♖d6! 5 ♖xa7 ♖c7! = 1/2-1/2.

2... ♖d3

2... ♖b4 3 ♖c6! ♖a5 4 ♖b7! +–.

3 ♖c6! ♖e4 4 ♖b7! ♖d5 5 ♖xa7! ♖c6 6 ♖b8! +–

If the black king starts on h2 instead of b2, it can't be shouldered away, and so the position is drawn.

E12.02

Zo.Varga – F.Bellini

Budapest 1999

1... ♖e6!

Distant opposition! 1... ♖e4? 2 ♖d2! ♖e5 3 ♖e3! ♖d5 4 ♖d3! ♖e5 5 c4! +–.

2 ♖d2 ♖d6! 3 ♖c2 ♖c6 4 ♖d3 ♖d5 5 c4+ 1/2-1/2

Compare 2.27.

E12.03

S.Reshevsky – S.Tatai

Netanya 1973

1... ♗xf4+!

Black utilizes the fact that White's bishop doesn't control the queening square of Black's

h-pawn. 1... ♗g1 is also playable: 2 ♖e3 g5 3 fxg5 (3 ♖f2 ♗h3+ 4 ♖g2 ♗xf4+ =) 3... ♗h3 4 ♗d3 ♖g6 5 g4 ♖xg5 6 gxf5 ♗f4 7 h4+ ♖g4 8 f6 ♗d5+ =. Not 1... ♗c1+? 2 ♖c2 ♗a2 3 ♖b3! ♗c1+ 4 ♖b2 +–.

2 gxf4 g5 3 fxg5 h6! 1/2-1/2

In view of **4 gxf4** (4 h4 hxg5 5 hxg5 ♖g6 =) **4... ♖xh6 =**.

E12.04

A.Rum – H.Dillibarry

Vienna 1898

Black played **1... ♖a6!?** and the game was drawn after some further moves. Remember that **2 f6** is answered by **2... ♖a1 3 ♖g6 ♖g1+** and White's king lacks shelter.

After **1 ♖g6** in the White-to-move case, the easiest defence is **1... ♖f1!? 2 ♖f6 ♖g8! 3 ♖b8+ ♖h7 4 ♖f8 ♖a1 5 ♖e8 ♖f1 =**.

E12.05

White's king enters the winning zone with the help of a discovered check:

1 ♖e4+!

1 ♖f3+? ♖b1 =.

1... ♖b2 2 ♗d2+ ♖b1 3 ♖d3 a1 ♗

3... a1 ♗ 4 ♖c3 +–.

4 ♗c2#!

E12.06

H.von Gottschall – J.Mieses

Hanover 1902

Of course he can! Black wins by building a bridge: **1... ♖a5! 2 ♖h7 ♖e5+ 3 ♖d2 ♖f2 4 ♖f7+ ♖g3 5 ♖g7+ ♖f3 6 ♖d1** (6 ♖f7+ ♖g4 7 ♖g7+ ♖g5 –+) **6... ♖e4 0-1**.

E12.07

J.Jackova – Zhu Chen

Istanbul wom OL 2000

1 ♖e7?

This allows Black to reach Philidor's win.

1 ♖e2!? ♖b1+ (1... ♖b8 2 ♖a2 and White has a second-rank defence; 1... ♖xe2?! is stalemate) 2 ♖e1! ♖b8 3 ♖g2 (3 ♖d1+ ♖e3 4 ♖e1+ ♖f3 5 ♖e2 is also possible, as it reaches a second-rank-defence) 3... ♖e3 4 ♖a1 ♖g8+ 5 ♖f3 ♖f8+ 6 ♖g4 ♖e4 7 ♖a4+ ♖d4 8 ♖b4 ♖g8+ 9 ♖h4 and White has a Cochrane defence. 1 ♖f8 also draws.

1... ♖f2+! 2 ♖e1 ♖f8 3 ♖d7?!

After 3 ♖d1 Black has to apply Philidor's winning technique.

3...♞e8+?!

3...♞a8 4 ♖f1 ♜g8! –+ is much easier.

4 ♖d1 ♞a8 5 ♞c7 ♞a1+ 6 ♞c1 ♞a2 7 ♞c8?!

7 ♞c7 is tougher.

7...♙b6?!

7...♞f2 8 ♞e8 ♙f6 is the correct method (see 8.10).

8 ♖c1 ♜g2?!

This slip sets the clock back by 24 moves.

8...♙d4!? 9 ♖d1 ♞f2 reaches Philidor's win.

9 ♖h1?!

After 9 ♞f8!? Black would have to play extremely accurately in order to win. The table-base gives 9...♞g1+! 10 ♖b2 ♙d4+! 11 ♖b3 ♞b1+! 12 ♖a2 ♞b2+! 13 ♖a3 ♞b5! 14 ♜g8 ♖c3! 15 ♖a2 ♞b2+! 16 ♖a1 ♞h2 17 ♜g3+ ♖c2+! 18 ♖a2 ♙c5! 19 ♜g4 ♖c3+! 20 ♖b1 ♞h1+ 21 ♖a2 ♙d4 22 ♜g8 ♞h2+ 23 ♖b1 ♙e5 24 ♞c8+ ♖d3! 25 ♞c2!? ♞h8 26 ♞c1 ♞a8! 27 ♞d1+ ♖c3! 28 ♞d7 ♞b8+ 29 ♖c1 ♙d4! 30 ♖d1 ♖d3 reaching Philidor's win (8.10).

9...♙d4! 10 ♞c7 ♞b2+ 11 ♖c1 ♞a2 12 ♞b7?!

This makes it easy. After 12 ♖d1 Black has to apply Philidor's method (see 8.10).

12...♞g2 0-1

E12.08

K.Volke – A.Kovaliov

Minsk 1994

1...♞d4!!

A brilliant move. Black transfers his rook behind the pawn, but makes sure that when he plays ...♖d3, the rook's influence along the d-file is not blocked. Other moves only lead to a draw:

a) 1...♞a7? 2 e5 ♖d3 3 ♖d6 ♖e4 4 e6 ♞a6+ 5 ♖d7! ♖d5 6 e7! ♞a7+ 7 ♖d8! ♖d6 8 e8♘+! =.

b) After 1...♞d1? 2 e5!, 2...♖d3 (D) unfortunately blocks the rook.

Now:

b1) 3 ♖f7? ♞f1+! (winning a tempo) 4 ♖g6 ♞e1! 5 ♖f6 ♖d4 –+.

b2) Only the fearless bodycheck 3 ♖d5!!, allowing a discovered check, saves the draw: 3...♖e3+ 4 ♖c6! ♖f4 5 e6! ♞e1 6 ♖d7! =.

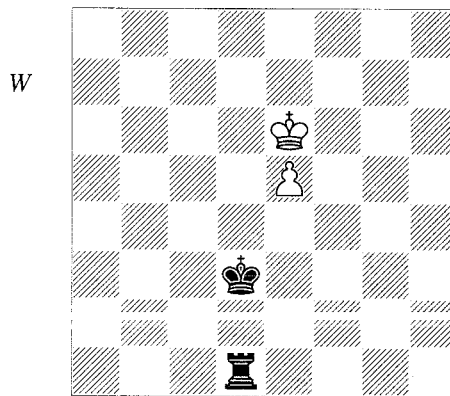
2 e5

2 ♖f5 ♖d3 3 e5 ♖c4 4 e6 ♖d5! 5 e7 ♞e4! –+.

2...♖d3! 3 ♖f7

3 ♖f6 ♞f4+! is similar.

3...♞f4+!



E12.08A

=/+

After this tempo-winning check, Black places his rook behind the pawn.

4 ♖g6 ♞e4! 0-1

Due to 5 ♖f6 ♖d4 6 e6 ♖d5 7 e7 ♖d6 –+.

E12.09

V.Okhotnik – S.Conquest

French Cht 1996

It is a bit surprising, but White can save the draw:

1 ♖g5!

Not 1 g4?? ♙xg4! –+.

1...♖d4 2 ♖h4?

2 g4! ♙xg4 3 hxg4 ♖e4 4 ♖xg6! (4 gxf5?? gxf5 –+) 4...fxg4 5 f5 g3 6 f6 g2 7 f7 g1 ♞+ 8 ♖h7 = (9.03).

2...♖e3 3 ♖g5 ♖f3 4 ♖h4 0-1

Black's king has come too close: 4...♖g2 (4...♙g4 5 hxg4 fxg4 6 ♖g5 ♖xg3 7 ♖xg6 ♖xf4 –+) 5 g4 ♙xg4 6 hxg4 ♖f3 7 gxf5 gxf5 8 ♖g5 ♖e4 –+.

E12.10

M.Cebalo – V.Kovačević

Solin 1999

It is always difficult to play such a position over the board as the queen has so many moves. Nevertheless, it is important to know where to place the defending king.

1 ♞d8+ ♖a7 2 ♖g5?!

White's king is heading in the wrong direction.

2...a5 3 ♞c7+ ♖a6 4 ♞c6+ ♞b6 5 ♞c8+ ♖b5 6 ♖f4?

Now the position is lost, although Black must play very accurately to win. 6 ♞d7+ ♞c6 7 ♞d3+ ♞c4 8 ♞d7+ ♖b4 9 ♖h6 =.

6...a4?

After 6...♖d4+! 7 ♖g3 a4 → White's king is confined to the losing zone.

7 ♖e4 ♗d6 8 ♗b7+ ♘c4 9 ♗f7+ ♘c3 10 ♗b7??

10 ♗g7+, 10 ♗a2 and even 10 ♖f5 are playable.

10...♘c2?

It was probably time-trouble or the notation is wrong. Otherwise Kovačević certainly would have seen 10...♗b4! 11 ♗b4! ♘b4! 12 ♖d2 ♘b3! → (Hecht in CBM 75).

Black actually went on to win the game after the text-move, although the position is drawn after 11 ♗c8+; e.g., 11...♖d2 12 ♗c4 a3 13 ♗a2+! ♘c3 14 ♖f5 ♗b4 15 ♖g6 ♗b2 16 ♗d5 a2 17 ♗e5+ =.

E12.11

J.Šefc – Y.Averbakh

Dresden 1956

There is only one way to keep the blockade:

1 ♖h7! (Averbakh)

Not:

a) 1 ♖f3? ♙c8 2 ♖e3 g5 3 ♖d4 (3 ♖d2 g4 4 ♖f4 g3 5 ♖f3 g2 6 ♖g1 ♙g4 →) 3...g4 4 ♖f4 g3 5 ♖e2 g2 6 ♖f3 ♙g4+ →.

b) 1 ♖f7? ♙e6 2 ♖e5 (2 ♖g5 h3 3 ♖f3 ♙d5 4 ♖h2 ♖h4 5 ♖f1 g5+ →) 2...g5+ 3 ♖f3 ♙d5+ 4 ♖f2 g4 5 ♖g1 g3 6 ♖d7 ♖g5 →.

1...h3 2 ♖g3 1/2-1/2

Black can't break through; e.g., 2...g5 3 ♖f6+ ♖g6 4 ♖d5 ♖f7 5 ♖e3 ♖e6 6 ♖h2 (6 ♖xf5? ♖xf5 7 ♖xh3 ♖f4! →) 6...♖e5 7 ♖f1 ♖f4 8 ♖g3 =.

E12.12

S.Clausen

Arbetet (end of a study), 1925

If Black were to move, he would draw by simply advancing his king to h6, but White can use a mating threat to win:

1 ♖d3! ♖h3 2 ♖e4! ♖h4 3 ♖f5! ♖h5 4 ♗f8!

4 ♗b8?? ♗f7+! =.

4...♗xa7 5 ♗h8+! ♗h7 6 ♗xh7#!

E12.13

W.Browne – H.Mecking

Mar del Plata 1971

1 ♙e1!

After this Black is in zugzwang and is forced to make a concession. 1 ♖d7? gives Black too

much counterplay: 1...♖d3 2 ♙h6 ♙h4 3 ♖e6 ♖e2 4 ♖f7 ♖f2 5 g4 ♖g3 6 ♖xg6 hxg4 7 hxg4 ♖xg4 =.

1...h4

Or: 1...♖d3 2 ♖b5 →; 1...g5 2 g4 h4 (2...hxg4 3 hxg4 ♖d3 4 ♖b5 →) 3 ♖d7 ♙b6 4 ♙d2 ♖b3 5 ♖c6 ♙d8 6 ♖b5 →.

2 ♖d7 ♙b6 3 ♙xh4 ♖b4 4 ♖e6 ♖xa4 5 ♖f7 ♖b3 6 ♖xg6 a4

6...♙d4 7 ♙e7 a4 8 h4 a3 9 ♙xa3 ♖xa3 10 h5 ♖b4 11 h6 ♖c5 12 ♖f7 ♖d5 13 g4! =.

7 ♙e7 a3 8 ♙xa3 ♖xa3 9 g4 ♖b4 10 g5 ♖c4 11 ♖f7 ♖d5 12 g6 ♙d4 13 g7 ♙xg7 14 ♖xg7 ♖e6 15 h4 ♖f5 16 h5 1-0

E12.14

F.Levin – J.Hector

Berlin 1995

1 f4?

Surprisingly, this immediate advance is wrong. White should first disrupt the coordination of Black's forces by 1 ♗b5+!:

a) 1...♖c3 2 f4 a3 3 ♗a5 ♖b3 4 f5 a2 5 f6 ♗c6 6 f7 ♗f6 (6...♗c8 7 ♗a7 ♗f8 8 ♗b7+ =) 7 ♗b5+ ♖a4 8 ♗b7 =.

b) 1...♗b4 2 ♗e5 a3 3 ♗e3+ ♖b2 (3...♖a4 4 ♗e2 ♗c4 5 f4 ♖b3 6 ♖g4 a2 7 ♗xa2 ♖xa2 8 ♖f5 ♖b3 9 ♖e5! =) 4 ♗e2+ ♖a1 5 f4 a2 6 ♖g4 ♖b1 7 ♗e1+ ♖b2 8 ♖g5 =.

1...a3 2 ♖g4

2 ♗b5+ ♗b4 3 ♗e5 a2 4 ♗e3+ (4 ♗e1 ♗a4 →) 4...♖c4 5 ♗a3 ♗b3+ →.

2...a2 3 ♗e3+

3 ♗e1 ♗a4 4 ♗a1 ♖b2 5 ♗h1 a1 ♗ 6 ♗xa1 ♗xa1! →.

3...♖b2 4 ♗e1 ♗c1 5 ♗e2+ ♖b3 6 ♗xa2 ♖xa2! (NC) 7 ♖f5

7 f5 ♖b3 (7...♗f1? 8 ♖g5! ♖b3 9 ♖f6!! ♖c4 10 ♖e6! =) 8 f6 ♖c4 9 ♖f5 ♖d5! 10 f7 ♗f1+ 11 ♖g6 ♖e6 →.

7...♖b3 8 ♖e6 ♗e1+! 0-1

Due to 9 ♖d6 ♗f1! 10 ♖e5 ♖c4 11 f5 ♖c5 12 ♖e6 ♖c6 13 f6 ♗e1+ →.

E12.15

V.Eingorn – R.Slobodjan

Koszalin 1999

1...♖xf6! (NC)

The pawn ending is drawn as Black's h-pawn is still on its initial square (see 2.29). 1...♖xf4? loses, but White has to play very precisely: 2 ♖d4! (2 ♖xh7? ♖g4! 3 ♖f6+ ♖g5! =) 2...h6 3 ♖d5! ♖f5 4 ♖e8! ♖g5 5 ♖g7! ♖f6 6 ♖e6!

♙f5 7 ♗d6! ♙f6 8 ♗d7! ♙f7 (8...♙f5 9 ♙e7!
♙g4 10 ♗g7! ♙g5 11 ♙f7 +-) 9 ♗c5 ♙f6 10
♗e4+ ♙f5 11 ♗g3+! ♙g4 12 ♙e6! ♙xg3 13
♙f5! +- (Hecht in CBM 73).

**2 ♗d4 ♙f5 3 ♙e3 ♙f6 4 ♙e4 ♙e6! 5 ♙f3
♙f5 6 ♙g3 ♙e6! 7 ♙f2 ♙f5 8 ♙f3 ♙e6! 9 ♙e4
♙f6! 10 f5 ♙f7 11 ♙e5 ♙e7! 12 f6+ ♙f7 13
♙f5 ♙e8**

Not: 13...♙f8? 14 ♙e6! +-; 13...h6? 14 ♙e5!
♙f8 15 ♙f4 ♙e8 16 ♙e4 ♙f8 17 ♙e5! +-.

14 ♙f4 ♙f7 15 ♙g5 ♙c6 1/2-1/2

E12.16

J.Corzo – J.Capablanca

Havana (4) 1901

Capablanca found a way to storm White's position: **1...♙g3 2 ♗e1** (2 ♗xd4?! exd4 3 e5 f3+ 4 ♙f1 d3 +-) **2...♗a1 3 ♗f3 ♗c3! 4 ♗g5 f3+!!** (Black has to sacrifice his protected passed pawn to open a path for his king) **5 ♗xf3 ♙f4 6 ♙f2** (6 ♙d3 ♙xf3 7 ♙xc3 ♙xe4 +-) **6...♙xe4 7 ♗g5+** (7 ♙e2 ♙d5 8 ♙d3 e4+ +-) **7...♙d3 8 ♙f3 ♙c4 9 ♗e4 ♗d4 10 ♗d6+ ♙c5 11 ♗c8 ♙xb5 12 ♙e4 a5 13 ♗d6+ ♙b4 0-1.**

E12.17

R.Kempinski – V.Epishin

Bundesliga 2000/1

1...♙b5 2 ♙a7 ♙c6 3 ♙a6 ♗b8 4 ♙a5 ♗d5 5 ♙a6

So far so good, but now Epishin strays from the right track.

5...♗c7?!

5...♗b4+ 6 ♙a5 ♙c5 7 ♙a4 ♙c4 8 ♙a5 ♗c7+ 9 ♙a4 ♗d3 10 ♙a3 ♗d8 11 ♙a4 ♗b2+ 12 ♙a3 ♙c3 13 ♙a2 ♙c2 14 ♙a3 ♗e7+ 15 ♙a2 ♗d3 16 ♙a1 ♗b4 17 ♙a2 ♗c1+ 18 ♙a1 ♗c3# was the right method.

6 ♙a7 ♗b6+ 7 ♙b8 ♗c5 8 ♙a8 ♗c7+ 9 ♙b8 ♗b5?!

9...♗d4 10 ♙c8 ♗a7 11 ♙d8 ♗d5 and so on was the way to proceed.

10 ♙a8 ♙b6 11 ♙b8 ♗a7?!

The game was drawn 17 moves later. Fortunately for Epishin, a draw was enough for his team to win the match.

E12.18

C.Ward – K.Müller

Hamburg 1992

1 ♗f4!

1 ♙xb4? ♗xa2 is of course drawn.

1...♙g5 2 ♗d4

2 ♗xb4? ♗xh3+ 3 ♙a4 ♙f5 =.

2...♗xh3+

2...♗e2 3 h4+ ♙h5 4 ♗xb4 ♗e3+ 5 ♙a4 ♗e2 6 a3 ♗e3 7 ♗c4 +-.

3 ♙xb4 ♙f6 4 a4!?

4 ♗e4 also wins: 4...♗h7 5 ♙b5 ♗h5+ 6 ♙c6 ♗h6 7 a4 ♙f5+ 8 ♙d5 ♗a6 9 ♗b4 ♙f6 10 ♙c5 ♗a8 11 ♙c6 +-.

4...♙e5 5 ♗d2?

5 ♗d8! ♗h1 6 a5! ♗a1 7 ♙b5! ♗b1+ 8 ♙c6 ♗c1: ♙c6 ♗b1: 10 ♙a7 ♙c6 11 a6: ♗a1 12 ♙b7 ♗b1+ 13 ♙a8 ♙e7 14 ♗b8! ♗c1 15 a7 ♙d6 16 ♙b7! +-.

5...♗h1 6 a5 ♗a1 7 ♙b5 ♗b1+ 8 ♙c6 ♗a1?

This is the wrong moment to stop checking as White's king is very active. 8...♗c1+! = was correct.

9 ♙b6?

White returns the favour. 9 ♗d5+ ♙e6 10 ♗c5! ♗a2 11 ♙c7 ♙e7 12 ♗e5+ ♙f6 13 ♗b5 ♙e7 14 ♙b7 +-.

9...♗b1+! 10 ♙a7 ♙e6! 11 ♗d8

11 a6 ♙e7! 12 ♗h2 ♙d7 13 ♗h7+ ♙c8 14 ♗b7 ♗h1 15 ♗b6 ♗c1 =.

11...♙e7 12 ♗b8 ♗c1 13 a6

13 ♗b5 ♙d7 14 ♙b7 ♗c7+ =.

13...♙d7 14 ♗h8

14 ♙b7 ♗b1+! 15 ♙a8 ♗a1 16 a7 ♙c7 =.

14...♙c7 15 ♗h7+ ♙c8 1/2-1/2

E12.19

P.Leko – V.Kramnik

Budapest rpd (2) 2001

1...♙d6

This was Kramnik's choice in the game. Otherwise:

a) 1...♙d7?! is weaker, as it practically forces White to find the hidden win: 2 ♗d2+ ♙e6 3 ♗d1! +-.

b) After 1...e4?! 2 c8♗ ♗xc8 3 ♙xc8 ♙d6 White can cut off Black's king horizontally along the 5th rank with 4 ♗b5! +-.

c) 1...♙e6!? 2 ♗b5! ♙f5 (after 2...♙d6 3 c8♗ ♗xc8 4 ♙xc8 e4 Black's king is cut off: 5 ♙b7 e3 6 ♗b3 +-; for 2...♙d7 3 ♗d5+! ♙e6 4 ♗d1! +-; see below) and then:

c1) 3 c8♗+?? ♗xc8 4 ♙xc8 ♙f4! = is only a draw.

c2) 3 ♙b6?! ♙e6! 4 ♙b7! +- (4 ♗b2? ♗xc7 5 ♙xc7 ♙d5! =; 4 ♗c5? ♗xc5 5 ♙xc5 ♙d7! 6 ♙b6 ♙c8! =).

c3) 3 ♗b6! e4 (3...♗xc7+ 4 ♙xc7 e4 5 ♙d6 e3 6 ♙d5 +-) 4 ♗c6! +-.

2 c8♖?

In time-trouble, Leko misses the correct continuation. With the beautiful strike 2 ♖d2+! ♖e6 3 ♖d1!! (Yusupov) White wins the decisive tempo for the battle between rook and pawn that is shortly to arise. Then:

a) 3... ♖xd1 4 c8♖+ ♖f6 (4... ♖e7 5 ♖f5 ♖d7+ 6 ♖c6 ♖d6+ 7 ♖c5 ♖e6 8 ♖d5 +-) 5 ♖h8+ ♖e6 6 ♖h3+ ♖e7 7 ♖h4+ and White wins the rook.

b) 3... ♖c2 4 c8♖+ ♖xc8 5 ♖xc8 e4 (4... ♖c7 ♖e5 7 ♖c6 e3 8 ♖c5 ♖e4 9 ♖c4! e2 10 ♖e1 ♖e3 11 ♖c3! +-).

2... ♖xc8 3 ♖xc8 ♖d5! (NC) 4 ♖d7 e4! 5 ♖b5+ ♖d4 6 ♖e6 e3! 7 ♖f5 e2 8 ♖e5 ♖d3! 9 ♖f4 ♖d2! 1/2-1/2

E12.20

R.Rey Ardid (dedicated to H.Rinck), 1938

Astonishingly, White's active king is worth more than Black's outside passed pawn.

1 ♖d4!

Not: 1 c5?? ♖e6 2 ♖d4 ♖d7 3 ♖d5 a4 4 ♖c4 ♖c6 +-; 1 ♖d5? a4! 2 ♖d4! ♖e6! 3 ♖c3! ♖e5! 4 ♖b4! ♖d4! =.

1... ♖e6

1... a4 2 ♖c3! ♖e6 3 ♖b4! ♖e5 4 ♖xa4! ♖f4 5 c5 +-.

2 ♖c5! ♖e5 3 ♖b5! ♖d4

3... ♖d6 4 c5+! ♖d5 5 c6 ♖d6 6 ♖b6 +-.

4 g5

4 c5?! a4 5 g5!! a3 6 gxf6! a2 7 f7! a1 ♖8 f8♖! also wins according to the endgame table-base.

4... ffg5

4... f5 5 g6 f4 6 g7 f3 7 g8♖ +-.

5 c5! g4

5... a4 6 c6! a3 7 c7! a2 8 c8♖! a1 ♖9 ♖h8+! +-.

6 c6! g3 7 c7! g2 8 c8♖! g1 ♖9 ♖c5+! +-

E12.21

M.Hebden – J.Speelman

Southend 2000

Even simple-looking rook endings can be very tricky:

1... ♖e7?

Black should have played 1... ♖a5! 2 ♖d4 (2 ♖h6 ♖g7 3 ♖b6 ♖f7 =) 2... ♖e7 3 ♖c4 ♖d7 4 ♖b4 ♖a1 =.

2 a7! ♖a5 3 ♖h6! 1-0

Speelman resigned due to 3... ♖d7 4 ♖h8! ♖xa7 5 ♖h7+! +-.

E12.22

L.Psakhis – D.Sermek

Groningen open 1993

Black's king must come around to c5 and he has to choose the right way:

1... ♖b4!

1... ♖a7? 2 c7! ♖b6 3 ♖c6 +-.

The game itself concluded 1... ♖b6? 2 ♖c4+! ♖a7 (2... ♖c5 3 ♖a3! ♖xa3 4 c7! ♖c4 5 c8♖+! +-) 3 ♖d6! ♖c3 4 c7 ♖d5 5 ♖b5+! 1-0.

2 ♖b7 ♖c5 3 ♖g3 ♖u3 =

E12.23

E.Solozhenkin – V.Anceschi

Reggio Emilia 1998/9

1 ♖xb6!!

Did you see this beautiful strike?

1... ♖xb6

1... axb6 2 a6 +-.

2 axb6 axb6 3 ♖f2 ♖e6 4 ♖e3 ♖d5

4... ♖f5 5 g4+ ♖e6 6 ♖xe4 +-.

5 c4+ ♖c5 6 g4 b5

6... ♖b4 7 f5 gxf5 8 gxf5 +-.

7 f5 gxf5 8 gxf5 ♖d6 9 ♖xe4 bxc4 10 bxc4 ♖e7 11 ♖e5 h5 12 c5 1-0

E12.24

I.Radulov – D.Delithanasis

Xanthi 1990

The position is drawn, but Black has to defend very precisely.

1... b2

1... ♖c4 2 ♖e3+ ♖c3 3 h4 b2 4 ♖d1+ ♖c2 5 ♖xb2 ♖xb2 6 h5 ♖c3 =.

2 ♖c3 ♖c4 3 ♖b1 ♖c5 4 h4 h5 5 ♖d2 ♖b5 6 ♖d5 ♖b4 7 ♖d4 ♖a3?

7... ♖b5! 8 ♖b1 (8 ♖c3 ♖c5 9 ♖xb2 ♖d4 10 ♖c2 ♖e3 11 ♖d1 ♖f2 12 ♖e4+ ♖f3 13 ♖f6 ♖g3 =) 8... ♖c6 9 ♖e4 ♖d6 10 ♖f5 ♖d5 11 ♖g5 ♖c4 =.

8 ♖c3?

8 ♖d3!! is winning:

a) 8... ♖a2 9 ♖e4 ♖a3 (9... b1♖+ 10 ♖xb1 ♖xb1 11 ♖f5 +-) 10 ♖c4+ +-.

b) 8... ♖b4 9 ♖c2 ♖c5 10 ♖e4+ ♖d5 11 ♖f6+ ♖e5 12 ♖xh5 ♖f5 13 ♖g3+ ♖g4 14 h5 +-.

8... ♖a2 9 ♖c2 ♖a1 10 ♖b1 ♖a2 11 ♖c3+ ♖a1 1/2-1/2

E12.25

W.Steinitz – I.Gunsberg

New York Wch (9) 1890

1 ♖a4+

Or:

a) 1 ♖xg6 ♖g1+ 2 ♖f6 a1♖+ 3 ♖xa1 ♖xa1 4 h5 ♖f4 5 h6 ♖a6+ 6 ♖g7 ♖g5 7 h7 ♖a7+ 8 ♖g8 ♖g6 –+.

b) 1 ♖h6 is refuted by the typical 1...g5! 2 ♖a4+ (2 h5 g4 –+; 2 hxg5 ♖h1+ –+) 2...♖d5 3 ♖a5+ ♖c6 4 h5 g4 5 ♖a3 g3 6 ♖c3+ (6 ♖xg3 ♖d1 7 ♖a3 a1♖ 8 ♖xa1 ♖xa1 9 ♖g7 ♖g1+! –+) 6...♖d5 7 ♖c2 ♖e4 8 ♖g6 ♖f3 9 ♖c3+ ♖f2 10 ♖c2! ♖f1 –+.

1...♖d5

The game in fact continued 1...♖f3? 2 ♖a3+? (2 ♖f6 ♖e3 3 ♖xg6 ♖g1+ 4 ♖f5!! =) 2...♖f2? (2...♖e4 –+) 3 ♖xg6 ♖g1+ 4 ♖f7 a1♖ 5 ♖xa1 ♖xa1 6 h5 ♖h1 7 ♖g6 ♖g1+ 8 ♖f6 1/2-1/2.

2 ♖a5+ ♖c6 3 ♖xg6

Or 3 ♖a6+ ♖b7 4 ♖a3 ♖g1+ 5 ♖h6 a1♖ 6 ♖xa1 ♖xa1 7 ♖xg6 ♖g1+ 8 ♖f6 ♖h1 9 ♖g5 ♖c7 –+.

3...♖g1+ 4 ♖f7 a1♖ 5 ♖xa1 ♖xa1 6 h5 ♖h1! 7 ♖g6 ♖d6 8 h6 ♖e7!

8...♖e6? 9 ♖g7! =.

9 ♖g7

9 h7 ♖f8 –+.

9...♖g1+ 10 ♖h8 ♖f6 11 h7 ♖a1 12 ♖g8 ♖a8#

E12.26

I.Gurevich – Socrates Exp

Boston Harvard Cup 1993

1 d6?

1 c5? is also bad: 1...♖f4 2 ♖d7 ♖e5 3 d6 ♖d5 4 ♖e7 ♖xc5 5 d7 ♖c7 6 d8♖ ♖xd8+ 7 ♖xd8 ♖d6 –+.

The correct line is 1 ♖d7! ♖b8! (1...♖d4? 2 d6 ♖c5 3 ♖c7 –+) 2 c5 ♖e5 3 d6 (3 ♖c6 ♖f6! 4 ♖b7 ♖e5 5 ♖c6 =) 3...♖d5 4 ♖e7 ♖xc5 5 ♖f6 =.

1...♖e6 2 c5

2 d7 ♖e7 3 ♖d5 ♖g3 –+.

2...♖f4 3 ♖b7

3 ♖c7 ♖d5 –+.

3...♖xd6 4 cxd6 ♖xd6 5 ♖b6 ♖e5 6 ♖c5 ♖f4 7 ♖d4 ♖xg4 8 ♖e4 ♖g3 9 ♖f5 g4 10 ♖e4 ♖f2 11 ♖f4 g3 0-1

E12.27

C.Gabriel – N.Michaelsen

Bundesliga 1998/9

1 f6

1 ♖g8!? also comes into consideration:

a) 1...♖a1 2 ♖e8 e3 3 ♖c4 and now:

a1) 3...♖e2? 4 ♖e6 ♖g7 5 f6 ♖xf6 (5...♖h6 6 f7 ♖g7 7 ♖e8 ♖d2 8 ♖d8+ ♖e2 9 ♖g8 ♖h6 10 ♖h8 ♖g7 11 ♖xh4 +–) 6 ♖xf6 ♖d2 7 ♖d6+ ♖c2 8 ♖a6 e2 9 ♖a2+ ♖d1 10 ♖d3 e1♖+ 11 ♖e3 +–.

a2) 3...♖f4 4 ♖d3 ♖xf5 5 ♖xe3 ±.

b) 1...♖b2 2 ♖e8 (2 ♖g4 e3 3 ♖xh4 e2 4 ♖e4 ♖f6 5 ♖e8 ♖f2 6 ♖xe2+ ♖xe2 7 ♖e6 ♖g5 8 f6 ♖f3 9 f7 ♖h6 =) 2...e3 3 ♖c4 ♖f4 4 ♖d3 ♖xf5 5 ♖xe3 ±.

1...♖a6

1...♖h6? 2 ♖h8 e3 3 ♖xh6 e2 4 f7 +–.

2 ♖f8 e3 3 ♖xf6+ ♖g3?

3...♖g2! =.

4 ♖e6?

4 ♖e4! e2 5 ♖f3+! ♖g2 6 ♖e3! ♖f2 7 ♖f4! +–.

4...♖xh3 5 ♖e4 ♖g2! 6 ♖f4 h3! 7 ♖xe3 h2! 8 ♖e2+ ♖h3! 1/2-1/2

E12.28

A.Sarychev and K.Sarychev

Shakhmatny Listok, 1928

1 ♖c8!!

Only this paradoxical move saves White as Black's b-pawn has to move and the king gets back in time. But not 1 ♖e6? ♖e4 2 ♖d6 ♖f5! 3 ♖c5 ♖c5 4 ♖b6 ♖c8! 5 ♖a7 ♖d6 6 ♖b8 ♖d7! –+ or 1 c8♖? ♖f5+! 2 ♖c7 ♖xc8! –+.

1...b5 2 ♖d7! b4 3 ♖d6! ♖f5! 4 ♖e5! ♖c8 5 ♖d4! ♖a6 6 c8♖ ♖xc8! 7 ♖c4! =

E12.29

L.Portisch – T.Petrosian

Palma de Mallorca Ct (12) 1974

1...♖g4!

Maybe the question was a bit unfair, as this move is right. The game itself continued with the losing 1...♖e6? 2 ♖c5:

a) 2...♖d7 3 ♖a7+ (3 ♖b5? ♖xb5+ 4 ♖xb5 ♖c8 =) 3...♖c8 (3...♖e6 4 b7 ♖f5 5 ♖a5 ♖xb7 6 ♖c6+ ♖g4 7 ♖a4+! +–) 4 ♖h7 ♖c2+ 5 ♖d6 ♖b2 6 ♖xh5 ♖xb6+ 7 ♖e7 +–.

b) The game concluded 2...♖c2+ 3 ♖b5 ♖d6 4 ♖a6 ♖c6 5 ♖a1 ♖c4 6 b7 ♖b4 7 ♖c1+ ♖d7 8 ♖c8 1-0.

2 ♖a4 ♖h3!!

The reason why this surprising move is necessary will become apparent in a few moves' time. Black must avoid 2...♖xb6?? 3 ♖c5+ +– and 2...♖g3? 3 ♖c5 f5 4 ♖b4 ♖c2+ 5 ♖d6 ♖c8 6 b7 ♖b8 7 ♖c7 ♖h8 (7...♖xb7+ 8 ♖xb7! f4 9 ♖d6 +–) 8 b8♖ ♖xb8 9 ♖xb8 f4 (9...♖xh4 10

♔d6 ♖g3 11 ♔e5 h4 12 ♖xf5 +-) 10 ♔d6 f3
11 ♔e5 f2 12 ♜f8 ♖g2 13 ♜xf2+ ♖xf2 14 ♖f4
+-.

3 ♔c5 f5 4 ♜b4 ♜xb4! 5 ♖xb4 f4 6 b7 f3 7
b8♖

This is not check thanks to Black choosing
2...♖h3!!.

7...f2±

White can't win as Black controls g4. The
queen ending with the rook's pawn is theoretic-
ally drawn.

E12.30

A.Mikhailchishin – S.Krivoshei

Bled 1999

1 ♖h4+!? 1-0

Black resigned due to 1...♜f2 (after 1...♔e2
2 ♜c4+ or 1...♔d1 2 ♖h5+ White picks up the
rook) 2 ♔d3 ♖f1 3 ♖h1#.

E12.31

C.Daly – S.Siebrecht

Cardiff 1997

With precise play White is winning:

1 ♔e4!

1 h7? ♖f4+! 2 ♔e4 ♖g6! =.

1...♖c3+

1...♖f6+ 2 ♖f5! ♖h7 (2...♖g8 3 h7! +-) 3
g6! ♖f8 4 h7! +-.

2 ♔d4! ♖b5+ 3 ♔c5!

Not 3 ♔c4? when Black draws by 3...♖d6+!
4 ♔d5 ♖f7! 5 h7 ♖h8 =.

3...♖d6 4 h7 ♖e4+

4...♖f7 5 g6! ♖f6 6 gxf7! +-.

5 ♖b6 ♖xg5 6 h8♖! ♖e6 7 ♖e5 ♔d7 8
♖h2 ♔e7 9 ♔c6 ♖d8+ 10 ♔d5 ♖f7 11 ♖h4+
♔d7 12 ♖f6 ♔e8 13 ♖f1 1-0

E12.32

V.Topalov – Cu.Hansen

Istanbul OL 2000

1 ♔xe7!

Not: 1 ♜e8? ♜xe5+ 2 ♔xe5 ♔xg5 =; 1 ♜d7?
♜xe5+ 2 ♔xe5 ♔xg5 3 ♜xf7+ ♖xh6 4 ♖f5
♔h4 =.

1...♜xe7 2 ♜f8 ♖xh6

2...♜a7 3 ♖f6 ♜a6+ 4 ♖xf7 ♜a7+ 5 ♖f6 ♜a1
6 ♜f7+ ♖xh6 7 e6 +-.

3 ♖f6 ♜e6+ 4 ♖xf7 ♜xe5 5 ♖f6 1-0

E12.33

J.Borges – R.Cifuentes

Matanzas Capablanca mem 1995

The well-known stalemate defence saves
Black immediately:

1...♖f2+ 1/2-1/2

1...♖e6+ is the only other move to draw: 2
♖a7 ♖e3+ 3 ♔a8 ♖e4 =. All other moves lose;
e.g., 1...♖f4? 2 ♖h8+ ♖g1 3 b8♖ +-; 1...♖f8?
2 ♖c1+ ♖g2 3 ♖c6+ ♖g3 4 ♖c7+ +-;
1...♖g6+? 2 ♔a5 ♖g5+ 3 ♔a4 ♖f4+ 4 ♖b4!
♖b8 5 ♖b3 ♖g8+ 6 ♖b2 ♖h8+ 7 ♔a2 ♖g8+ 8
♖b3 ♖b8 9 ♖b1 ♖g1 10 ♖b2 ♖f1 11 ♖c1+
♔e2 12 ♖c3 ; .

E12.34

R.Hegde – V.Anand

New Delhi 1987

Anand managed to hold on as follows:

1...♖f3!!

Not: 1...♖g2? 2 ♔xc7 +-; 1...h2? 2 ♔xc7+
♖f3 3 ♔xh2 d2+ 4 ♔d1 ♖xe3 5 ♔f4+ ♖xf4 6
♖e2 +-.

2 a8♖ h2 3 ♖h8 d2+ 4 ♔xd2

After 4 ♔d1!? ♖f2+ 5 ♔xd2 h1♖ 6 ♖xh1+
♖xh1 7 ♔xc7 ♖f2 8 ♔f4 ♔e4 9 ♖c3 ♖d1+ 10
♖c2 ♖f2 (but not 10...♖xe3+? 11 ♔xe3 ♖xe3
12 c5 f4 13 ♔d1! +-) White can't break the de-
fence either.

4...♖g2 5 ♔a5 c5 6 ♖g7+ 1/2-1/2

Due to 6...♖g3 7 ♖xg3+ ♖xg3 8 ♔c7+ ♖f3
(8...♖g2? 9 ♔xh2 ♖xh2 10 ♖f2 +-) 9 ♔xh2
♖xe3 =.

E12.35

V.Anand – G.Kasparov

Linares 1999

1...♔f5!

1...♔e7? and 1...♖b6? are both met by 2
♖a7 =.

0-1

The position has a study-like character: 2
♖xa4 (2 ♖a7 ♖xc7 3 ♖xa4 ♖b6 -+) 2...♖b6+
3 ♔a5 ♖c4+ 4 ♖a6 (4 ♖a4 ♔c2#) 4...♔c8+ 5
♖a7 ♖xb5 6 ♖b8 ♖d6 -+.

E12.36

J.Polgar – I.Stohl

Brno 1993

1 ♔e4?

This obvious move is wrong. Instead:

a) 1 ♔g5? also loses: 1...♖d4 2 d7 ♖xd7
(2...♖xe5? 3 d8♖! =) 3 ♖f6 ♖c6 -+.

b) 1 ♔e3! (or 1 ♖f3) was called for: 1...♖d4
(1...♖c3 2 ♖f4 ♖b5 3 ♔e3! =) 2 ♔e4 ♖c6 3
d7! = (Stohl in CBM 37).

- 1...♖d4! 2 ♗f4 ♕c6**
 2...♗d5? 3 d7 ♗c6 (3...♗e6+ 4 ♗f5 =) 4 d8 ♗+ = (Stohl).
3 ♗e4 ♖d4
 Stohl repeats moves to gain time on the clock before he comes up with ...♗b4.
4 ♗f4 ♕c6 5 ♗e4 ♗b4! 6 d4 c4 7 d5+
 7 ♗e3 ♗d5 8 ♗d2 ♕c6 9 d7 ♖d8 10 ♗c3 ♗e6 +-.
7...♖xd5 8 ♗d4 ♗b6!
 8...c3? 9 ♗d3 = (Stohl).
9 ♗c3 ♗d5 10 ♗b4 ♗c6
 10...♗d4?? 11 e6 ♖d5+ 12 ♗a3 +-.
11 ♗c3 ♗c5! 12 ♗c2 ♗d5 13 ♗c3 ♖a4+ 14 ♗b4 ♕c5 15 ♗c3 ♗e6 16 d7 ♗c5 0-1

E12.37**D.Dahlmann – I.Glek***Zurich 1995*

White is winning as Black's king plays a very unfortunate role and the passed d-pawn becomes a powerful force:

1 ♖d1! ♖c4+

Or:

a) After 1...♖xd1?! 2 ♗xd1 the d-pawn is unstoppable.

b) 1...♖b4 2 d6 ♖b8 3 d7 ♖d8 4 ♗b2 h5 5 ♗a3 ♗h3 (5...h4 6 ♖d3 +-) 6 ♖d2 h4 7 ♖d3 hxg3 8 hxg3 ♗g2 9 ♗xa4 ♗f2 10 ♗b5 ♗e2 11 ♖d5 ♗f3 12 ♗c6 ♗xg3 13 ♖d4 +-.

2 ♗d3

2 ♗b2!? ♖c8 3 d6 ♗h3 4 ♖d2 h5 5 ♗a3 h4 6 ♖d3 +-.

2...♖b4 3 d6?

3 ♗c3 ♖b8 4 ♗c4 a3 5 ♖a1 ♗f3 6 ♖xa3+ ♗e4 7 d6 ♖d8 8 ♗c5 ♖c8+ 9 ♗b5 ♗d5 10 ♖d3+ ♗e6 11 d7 ♖d8 12 ♗c6 +-.

3...a3 4 ♗c3

After 4 d7 ♖b8 5 ♖d2 ♖d8 6 ♗c3 h5 7 ♗b3 ♗f3 8 ♗xa3 h4 Black's counterplay seems to be fast enough.

4...♖b8 5 ♗d4 ♗h3?

5...a2! 6 ♖a1 ♖b2 7 ♗d5 ♖d2+ 8 ♗c6 ♖c2+ 9 ♗b7 ♖d2 =.

6 ♖a1 ♗xh2 7 ♖xa3 a5 8 ♗d5 a4 9 d7 h5 10 ♗d6 ♖a8 11 ♗e7 1-0

E12.38**A.Khalifman – P.Leko***Budapest (3) 2000*

Khalifman couldn't break Leko's defence:

1 g7 (NC)

1 ♖b7 ♗h4 2 ♗f5 ♗g5 3 g7 ♗h7! 4 g8 ♖++ ♗xg8! 5 ♗g6 ♗f8! =.

1...h5!

1...♗h4? 2 ♖xh6! ♗e1 3 ♗f6 ♗c3+ 4 ♗g6! ♗xg7 5 ♖h7 ♗d4 6 ♖d7 +-.

2 ♖xh5 ♗f6!! 3 ♖h3

3 ♗xf6 stalemate.

3...♗xg7! 4 ♗e7 ♗b2 5 ♖b3 ♗d4 6 ♖d3 ♗b2 7 ♖g3+ ♗h7! 8 ♗e6

8 ♗f7 (threatening ♖g6) can only be parried by 8...♗h6! =.

8...♗h6 9 ♗f5 ♗h7 10 ♖g6 ♗c3 11 ♗g5 ♗b2 12 ♗h5 ♗c3 13 ♖g2 ♗d4 14 ♖d2 ♗c3 15 ♖c2 ♗a1 16 ♖c7+ ♗g8! 17 ♖d7 1/2-1/2

E12.39**S.Garcia Martinez – H.Westerinen***Buenos Aires OL 1978*

Westerinen won as follows:

1...♖xd7+! (NC)

1...♖e3+? 2 ♗f6! ♖d3 3 ♗e6! ♖xd7 4 ♗f6+! ♗g7 5 ♗xd7! h4 6 ♗c5 (6 ♗e5? h3! -+) 6...h3 7 ♗e4 h2 8 ♗f2 =.

2 ♗xd7 ♗f7!

2...h4? 3 ♗e6 h3 4 ♗f6+! ♗g7 5 ♗g4 =.

3 ♗d6+ ♗f6! 4 ♗c6 ♗e5 5 ♗c4+ ♗f4 6 ♗d5 h4 7 ♗d2 h3 8 ♗f1 g5! 9 ♗d4 g4 10 ♗d3 g3 11 ♗e2 h2!

Not 11...g2? 12 ♗f2! gxf1 ♖+ 13 ♗xf1 ♗g3 14 ♗g1! =.

0-1**E12.40****J.Berkvens – L.van Beek***Dieren 2000*

False! Van Beek found a way to win:

1...♖g3+!!

1...♗f5? 2 ♗c1 =.

2 ♗h6

Or:

a) 2 ♗f8 ♖f3 3 h8 ♖ ♖xf4+ 4 ♗e8 c1 ♖ -+.

b) 2 ♗xg3 c1 ♖ 3 h8 ♖ ♖g5+ 4 ♗h7 (4 ♗f8 ♖e7+ 5 ♗g8 ♖f7#) 4...♗f7 -+.

2...♗f7

2...♗f5 3 ♗c1 ♖g6+! 4 ♗h5 ♖g1 -+.

3 ♗c1





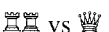





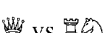









3 h8 ♗+ ♗f6 4 ♗xg3 c1 ♖+ -+.

3...♖h3+ 0-1

Table of Computer Database Results for Pawnless Endings

Material	General result	Longest win	Longest reciprocal zugzwang	Comments
♔ vs ♚	Win	w♔a1, ♖b2 b♗f5 White to play 10 moves	None	See 1.01.
♚ vs ♚	Win	w♔a1, ♖b2 b♗c3 White to play 16 moves	None	See 1.02 and 1.03.
♔ vs ♔	Draw	w♗e8, ♖g8 b♗b8, ♖a8 White to play 10 moves	None	See 9.08.
♔ vs ♚	Win	w♗c8, ♖d8 b♗e4, ♚h2 White to play 31 moves	None	See 10.03-10.06.
♚ vs ♚	Draw	w♔a4, ♚c3 b♗a7, ♚a6 White to play 18 moves	w♗d3, ♖f5 b♗c1, ♚b6 14 moves	See 7.26, 7.27.
♚ vs ♘	Draw	w♗d1, ♚h1 b♗b1, ♘g4 White to play 27 moves	w♗d4, ♚e3 b♗d2, ♘g5 10 moves	See 7.01-7.03.
♚♚ vs ♚	Win	w♗h8, ♚d2, d7 b♗d3 White to play 19 moves	None	See 1.04.
♚♘ vs ♚	Win	w♗a8, ♚e8, ♘h2 b♗c8 White to play 33 moves	None	See 1.05, 1.06.
♔♔ vs ♔	Win	w♗c8, ♖g7, h7 b♗e6, ♖a7 Black to play 25 moves	None	



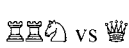



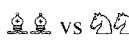
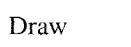
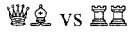
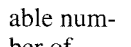
♔♚ vs ♔	Win	w♔a8, ♚h8, ♚b8 b♚g6, ♚d8 Black to play 60 moves	w♔b1, ♚e1, ♚b4 b♔a3, ♚f3 11 moves	The reciprocal zugzwang is unique.
♔♙ vs ♔	Draw	w♔d6, ♚a6, ♙a7 b♔c8, ♚h3 Black to play 30 moves	w♔d7, ♚d3, ♙d6 b♔a4, ♚c1 9 moves	See 10.36 and 10.37.
♔♘ vs ♔	Draw	w♔d6, ♚a4, ♘c6 b♔d8, ♚g1 Black to play 35 moves	w♔d7, ♚b3, ♘d3 b♔a5, ♚d2 24 moves	See 10.32-10.35.
♔ vs ♙♙	Win, but one fortress exists (see 10.20)	w♔a8, ♚a1 b♔d7, ♙c5, d5 White to play 71 moves	w♔d8, ♚a5 b♔b7, ♙c6, d6 5 moves	This overturned pre-database theory. The 50-move rule has a profound influence on the play.
♔ vs ♙♘	Win, but one fortress exists (see 10.19)	w♔a8, ♚b6 b♔d7, ♙d5, ♘e7 White to play 42 moves	w♔h1, ♚c1 b♔e4, ♙h3, ♘f3 33 moves	There is only one reciprocal zugzwang.
♔ vs ♘♘	Draw, although there are a lot of won positions	w♔d8, ♚h1 b♔d6, ♘c5, h8 White to play 63 moves	w♔e1, ♚b6 b♔d3, ♘e4, g3 53 moves	This overturned pre-database theory.
♚♙ vs ♚	Draw	w♔d6, ♚e2, ♙c8 b♔a8, ♚h7 White to play 59 moves	w♔c4, ♚h6, ♙b6 b♔a3, ♚b7 49 moves	See 8.08-8.14.
♚♘ vs ♚	Draw	w♔d5, ♚a6, ♘a5 b♔c8, ♚e8 White to play 33 moves	w♔d6, ♚d7, ♘e6 b♔c8, ♚e8 22 moves	See 8.01-8.03.
♙♙ vs ♘	Win	w♔a8, ♙h1, h6 b♔f3, ♘g2 White to play 66 moves	w♔c2, ♙b1, h2 b♔a1, ♘g3 2 moves	In 1983 the computer overturned pre-database theory, which held this ending to be a draw.

 vs 	Draw	w♔c1, ♕e5, d7 b♗a1, ♕e1 Black to play 6 moves	None	
 vs 	Draw	w♔c1, ♕h2, ♖e1 b♗h1, ♖b2 White to play 77 moves	w♔d2, ♕c6, ♖a4 b♗b1, ♖f6 67 moves	
 vs 	Draw	w♔f1, ♖a7, b1 b♗h8, ♖c8 White to play 15 moves	w♔b2, ♖g4, g8 b♗h2, ♖h3 7 moves	
 vs 	Draw	w♔d2, ♖h6 b♗d6, ♖g1, a7 Black to play 20 moves	None	
 vs 	Draw	w♔c1, ♖g1 b♗h3, ♖c4, ♕a5 White to play 42 moves	w♔a4, ♖b8 b♗b1, ♕b6, ♖f6 38 moves	
 vs 	Draw	w♔c8, ♖e8 b♗e3, ♖b2, ♖b8 Black to play 46 moves	w♔c1, ♖g7 b♗c8, ♖b6, ♖b1 42 moves	There are 455 reciprocal zugzwangs.
 vs 	Win	w♔c8, ♕b5, f2, ♖h8 b♗g8, ♖g5 Black to play 13 moves	None with the two white bishops on opposite-coloured squares	There are longer wins when the two white bishops are of the same colour.
 vs 	Draw	w♔b8, ♖f3 b♗e5, ♕a2, b2, ♖d8 Black to play 51 moves	w♔c8, ♖g6 b♗b6, ♕g8, g7, ♖e6 45 moves	There are longer wins when the two black bishops are of the same colour.
 vs 	Draw	w♔c7, ♕c4, c3, ♖g8 b♗a8, ♖d1 White to play 11 moves	w♔d6, ♕c5, d5, ♖h5 b♗f8, ♖b5 3 moves	
 vs 	Draw	w♔d7, ♖c1 b♗c3, ♕g7, ♖g8, h7 Black to play 49 moves	w♔d6, ♖h4 b♗f5, ♕a6, ♖b8, c6 36 moves	

♙♙♗ vs ♚	Win	w♙a8, ♗h6, g2, ♖a1 b♗d7, ♚b7 Black to play 68 moves	w♙a8, ♗a7, f3, ♖h4 b♗c7, ♚b3 53 moves	
♙♗♗ vs ♗ same-colour bishops	Win	w♙a8, ♗h3, ♖g4, a1 b♗e4, ♗h7 Black to play 38 moves	w♙a8, ♗h2, ♖b8, g3 b♗c7, ♗d6 26 moves	
♙♗♗ vs ♗ opposite- colour bishops	Win	w♙b8, ♗c1, ♖d3, f1 b♗d6, ♗e8 Black to play 32 moves	w♙b8, ♗a8, ♖b7, h1 b♗d7, ♗b6 24 moves	
♙♗♗ vs ♗	Win	w♙a8, ♗c8, ♖d6, h1 b♗d8, ♖b3 Black to play 27 moves	w♙a8, ♗g8, ♖h8, e6 b♗f6, ♖c6 21 moves	
♙♗♗ vs ♚	Draw	w♙d6, ♗d1, ♖e6, e5 b♗a8, ♚c3 White to play 48 moves	w♙d6, ♗d3, ♖a6, e5 b♗c8, ♚a7 36 moves	
♗♗♗ vs ♗	Win	w♙a8, ♖h8, b6, h1 b♗c7, ♗g1 White to play 91 moves	w♙a8, ♖f6, e3, b1 b♗c6, ♗b4 65 moves	
♗♗♗ vs ♗	Win	w♙c7, ♖b8, a2, h1 b♗b4, ♖e7 Black to play 86 moves	w♙d6, ♖h8, g3, h1 b♗f4, ♖e5 77 moves	
♚♗ vs ♚♗ same-colour bishops	Win	w♙a8, ♚b7, ♗f8 b♗f4, ♚f2, ♗d4 Black to play 22 moves	w♙d6, ♚a3, ♗a6 b♗b6, ♚a8, ♗b7 9 moves	
♚♗ vs ♚♗ opposite- colour bishops	Win	w♙d7, ♚c8, ♗h1 b♗f6, ♚f7, ♗e5 White to play 41 moves	w♙a8, ♚e7, ♗a7 b♗c6, ♚b5, ♗g2 11 moves	
♚♗ vs ♚♗	Win	w♙b8, ♚g8, ♗d4 b♗d6, ♚a3, ♖d5 Black to play 27 moves	w♙a8, ♚b7, ♗c8 b♗d6, ♚d8, ♖c6 14 moves	
♚♗ vs ♚♗	Win	w♙d7, ♚g4, ♖a8 b♗b7, ♚a2, ♗d5 Black to play 26 moves	w♙c8, ♚d1, ♖b1 b♗d6, ♚b3, ♗d5 17 moves	

$\text{♖♗} \text{ vs } \text{♜♝}$	Win	w♔c8, ♖a8, ♘h1 b♗d6, ♜b6, ♚f8 Black to play 40 moves	w♔d8, ♖f1, ♘g2 b♗g3, ♜e4, ♚f3 19 moves	
$\text{♖♗} \text{ vs } \text{♜♝}$	Draw, but there are many winning positions	w♔d7, ♖b8, ♘g8 b♗a3, ♜a1, g1 Black to play 153 moves	w♔d6, ♖g8, ♘c2 b♗f6, ♜f5, e4 136 moves	
$\text{♖♗♘} \text{ vs } \text{♖}$	Win	w♔d8, ♖g8, ♘c1, f1 b♗e6, ♖a6 Black to play 72 moves	w♔b7, ♖a8, ♘g3, h1 b♗d5, ♖e5 56 moves	
$\text{♖♗} \text{ vs } \text{♖♜}$	Win	w♔d6, ♖d8, d7 b♗h1, ♖a7, ♜a6 White to play 47 moves	w♔d5, ♖f4, e3 b♗b7, ♖a8, ♜h1 14 moves	
$\text{♖♜} \text{ vs } \text{♖♝}$	Draw	w♔b8, ♖g8, ♜a1 b♗a4, ♖d5, ♘a8 Black to play 73 moves	w♔b8, ♖b7, ♜c7 b♗d4, ♖a5, ♘b5 55 moves	
$\text{♖♜} \text{ vs } \text{♖♘}$	Draw	w♔d8, ♖e6, ♜g4 b♗a2, ♖f2, ♘e2 Black to play 71 moves	w♔d8, ♖c8, ♜d5 b♗d2, ♖d3, ♘d4 47 moves	
$\text{♖♜} \text{ vs } \text{♜♝}$	Win	w♔c8, ♖g5, ♜g8 b♗a7, ♜b7, a1 Black to play 34 moves	w♔b8, ♖a8, ♜c8 b♗b3, ♜d4, e3 10 moves	
$\text{♜♝} \text{ vs } \text{♜♝}$	Draw	w♔d6, ♜e2, ♘h2 b♗h1, ♘g6, h6 White to play 74 moves	w♔d8, ♜b2, ♘d4 b♗h1, ♘d6, a4 67 moves	There are longer wins when the two black bishops are of the same colour.
$\text{♜♝} \text{ vs } \text{♘♗}$ same-colour bishops	Draw	w♔d5, ♜b7, ♘d3 b♗d7, ♘f1, ♘e2 Black to play 64 moves	w♔d8, ♜e7, ♘g5 b♗f8, ♘g7, ♘c5 49 moves	
$\text{♜♝} \text{ vs } \text{♘♗}$ opposite- colour bishops	Win	w♔a8, ♜b6, ♘a1 b♗d7, ♘b1, ♘e7 Black to play 98 move	w♔a8, ♜d2, ♘c5 b♗c7, ♘d3, ♘e5 78 moves	
$\text{♜♝} \text{ vs } \text{♘♗}$	Win	w♔b8, ♜g7, ♘f7 b♗f5, ♘c5, c6 White to play 222 moves	w♔a8, ♜e7, ♘h8 b♗c6, ♘b5, c5 212 moves	This result is astonishing, given that ♖ vs ♘ is a draw

$\text{♙♚♛} \text{ vs } \text{♜}$	Draw	w♙c8, ♜e5, ♚e2, f6 b♗a6, ♞a3 Black to play 44 moves	w♙c7, ♜e7, ♚d8, c6 b♗a7, ♞h6 35 moves	
$\text{♙♚♛} \text{ vs } \text{♜}$	Draw	w♙d6, ♜a1, ♚e1, ♜b4 b♗b8, ♞g8 White to play 98 moves	w♙c8, ♜f1, ♚d5, ♜c4 b♗e8, ♞e5 91 moves	
$\text{♙♚} \text{ vs } \text{♙♚}$	Draw	w♙f5, ♜h2, ♜e5 b♗c1, ♚e1, g8 White to play 51 moves	w♙d6, ♜g4, ♜a4 b♗b7, ♚a2, d2 41 moves	There are longer wins when the black bishops are of the same colour.
$\text{♙♚} \text{ vs } \text{♙♚}$	Draw	w♙c8, ♜c1, ♜a1 b♗f8, ♚b1, ♜a3 White to play 189 moves	w♙d8, ♜e6, ♜h3 b♗f8, ♚a2, ♜c4 179 moves	
$\text{♙♚} \text{ vs } \text{♙♚}$	Draw	w♙c7, ♜b7, ♜b8 b♗g1, ♜f6, f2 White to play 242 moves	w♙d5, ♜e6, ♜c8 b♗g7, ♜g4, h4 225 moves	
$\text{♙♚♛} \text{ vs } \text{♜}$	Draw	w♙c7, ♜h2, ♜b3, a2 b♗a6, ♞d1 White to play 27 moves	w♙c7, ♜d2, ♜d4, d3 b♗a1, ♞b1 13 moves	
$\text{♙♙} \text{ vs } \text{♙♚}$	Win	w♙a8, ♜h8, e5 b♗f7, ♚e3, a2 Black to play 37 moves	w♙d8, ♜a7, a5 b♗b6, ♚c5, e2 17 moves	There is a longer reciprocal zugzwang with bishops of the same colour.
$\text{♙♙} \text{ vs } \text{♙♚}$	Win	w♙c7, ♜g7, c3 b♗b1, ♚c5, ♜e8 White to play 25 moves	w♙a8, ♜e7, g7 b♗f6, ♚e8, ♜a6 16 moves	
$\text{♙♙} \text{ vs } \text{♙♚}$	Win	w♙d7, ♜f7, e3 b♗e5, ♜h6, f2 Black to play 33 moves	w♙d8, ♜c3, e3 b♗d4, ♜d6, e1 21 moves	
$\text{♙♙} \text{ vs } \text{♙♚}$	Draw	w♙c7, ♜h5, f1 b♗b5, ♜d8, ♚a8 Black to play 54 moves	w♙d5, ♜f5, f1 b♗h8, ♜h2, ♚g3 40 moves	
$\text{♙♙} \text{ vs } \text{♙♚}$	Draw	w♙c8, ♜d7, e7 b♗a7, ♜a1, ♜g4 Black to play 73 moves	w♙c7, ♜c4, c1 b♗d3, ♜h6, ♜a1 49 moves	

 vs 	Win	w♔c8, ♖b8, b7, ♕h2 b♗a4, ♖b5 Black to play 82 moves	w♔c7, ♖c8, b1, ♕b8 b♗a4, ♖e3 55 moves	
 vs 	Win	w♔c8, ♖h3, f1, ♖h1 b♗h7, ♖e4 Black to play 101 moves	w♔c8, ♖e5, f5, ♖a1 b♗a6, ♖b6 85 moves	
 vs 	Win	w♔a8, ♕a5, h1, ♖g2 b♗d6, ♕a2 Black to play 29 moves	w♔c8, ♕a8, b8, ♖b7 b♗b6, ♕a6 17 moves	There are longer wins when the two white bishops are of the same colour.
 vs 	Draw	w♔d5, ♕f4, ♕h3 b♗c7, ♖a8, ♖h8 Black to play 38 moves	w♔d6, ♕d4, e4 b♗b8, ♖a6, g4 24 moves	
 vs 	Win, but there are a considerable number of drawn positions	w♔c7, ♖g2, ♕f3 b♗f6, ♖d1, ♖d7 White to play 84 moves	w♔c8, ♖c7, ♕e7 b♗e6, ♖d4, d5 69 moves	This overturns pre-database theory, which held this ending to be a draw.

In cases where one side possesses two bishops, we have not considered the situation in which the two bishops are of the same colour, since these are of no practical importance. If taking this situation into account affects the results then there is a note to that effect. Only in the examples with three knights or two queens is it necessary that a pawn has promoted.

There are two possible methods for counting the number of moves to a win in a pawnless ending. The first is by number of moves to mate and the second by number of moves to conversion to a simpler ending (as a result of a capture). Depending on which method is chosen, both the number of moves and the maximal position itself can change. The above table uses number of moves to conversion (or mate) throughout. All the entries in the table ignore the 50-move rule.

Many sources of database results quote the 'percentage of winning positions'. Please note that these figures can be very misleading and the entries under the column 'general result' were not derived from these statistics. Instead they were obtained by grandmasters (KM, John Nunn) systematically examining each ending using the Ken Thompson databases.

Many thanks to Ken Thompson for allowing us to include his results for the 6-man endings and to John Nunn for supplying a lot of data.

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Most of the instructive examples have been known for a long time. They are either elementary or can't be clearly ascribed to an author.