Improve your Practical Play in the Endgame

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Alexey Dreev

Thinkers Publishing 2019



Key to Symbols

! a good move

? a weak move

!! an excellent move

?? a blunder

!? an interesting move

?! a dubious move

□ only move

N novelty

C' lead in development

zugzwang

= equality

∞ unclear position

with compensation for the

sacrificed material

= Black stands slightly better

± White has a serious advantage

H Black has a serious advantage

+- White has a decisive advantage

-+ Black has a decisive advantage

→ with an attack

↑ with initiative

 Δ with the idea of

△ better is

≤ worse is

+ check

mate

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Foreword

Dear chess partisan,

It is with great pleasure that I hereby present you with Russian Grandmaster Alexey Dreev's "Practical Play in the Endgame", a continuation of "Practical Play in the Middlegame" (released in 2018, by Thinkers Publishing). Dreev has for the past three decades been internationally regarded as one of the most tenacious and consistent chess players in the world. His results speak for themselves, including, but not limited to, the World Blitz Championship Title, Gold Medals at the Chess Olympiad with the Russian national team, World Championships Candidate Tournaments, and numerous 1st place finishes at internationally renowned tournaments at the elite level such as "Wijk aan Zee" and "Biel" - to only name a few. Even more importantly, with respect to this book, Dreev has been able to draw from his extensive and direct interaction as a pupil with the legendary and instructive chess genius Mark Dvoretsky.

The author's aim in this volume is to improve the tournament chess player and professional alike in their ability to evaluate and execute crucial and hard-fought practical endgames - either in converting a winning position or holding a draw. This book will also sharpen the player's overall cognitive competences in practical situations, where the normal laws of endgame theory have little or no value. Dreev accomplishes this by providing categorized and detailed examples with clear commentary from his own tournament games, as well as from other Grandmasters' at the elite level.

Throughout the translation of this book from Russian to English, I have attempted to adhere as strictly as possible to the author's original content, so as to provide the most authentic experience between the reader and the author. Therefore, certain passages in the examples might appear unduly mechanical or dry from a purely linguistic standpoint. However, I have purposely chosen this path, to avoid any excessive wording or phrasing, and provide the reader with the most unequivocal, clear-cut access to the material without attempting unnecessary augmentations.

In conclusion, I believe that the examples in this book are of very high value for both elite and aspiring chess players - even in the 21st century, a time of computer analysis and evaluation. The works themselves come from the highest level of tournament play, and many of the examples have an "etude" feel to them, where the solutions are often quite nonstandard, yet entirely practical from a critical over the board situation. The book before you engages the reader in useful calculations all the while expanding the player's perception and confidence in a phase of the game where computer theory and preparation are of little value.

Sincerely, Alexander Hart Berlin, August 2019



Particular Endgames

In this chapter, we will look at endings that contain a non-standard balance of material. Rare and uncommon endings will also be considered.

Obviously, it is quite difficult to get used to the unusual, since otherwise the unusual would become the habitual. However, it is necessary to improve a player's intuition in such unusual situations, as they frequently occur in practical games.

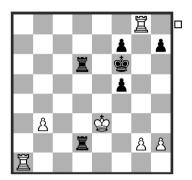
It can sometimes be a difficult task to assess the position in such an endgame, let alone find the correct moves.

Despite the active emasculation of our game, professionals, as well as amateurs, cannot get by without the use of figurative drugs (computers). Fortunately though, engines cannot completely cover all areas of the game.

The name of this chess Atlantis is the endgame, and its beautiful capital could certainly be located precisely in endgames with a non-standard material balance, of which we will see many examples.

Example 1

From Khismatullin – Inarkiev Satka 2018



The material is absolutely equal, but Black threatens mate in two moves.

44... h5

Black threatens to disturb the white rook with the h-pawn and White naturally tries to defend against this.

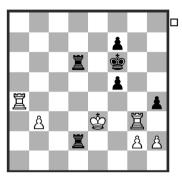
45. \(\beta\) a4??

It seems that White is well protected from the movement of the h-pawn...

A) Almost any other move led to an inevitable draw: 45. \square a5=.

- **B)** 45. h4=
- **C)** 45. 罩f3=

45... h4!!-+



Position after: 45... h4!!-+

And now...

46. **≅**xh4

46. 뵐f3 貸g5!-+

46... **⊈e**5

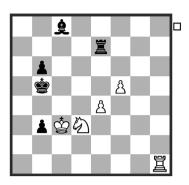
Thanks to the diversion of the a4-rook, White has no saving check on a5 and there is no defense against mate.

0-1

Example 2

From Martinez Duany – Demchenko Rochefort 2018

(see diagram next page)



In the game, White hurried to set his passed pawns in motion.

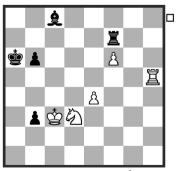
51. f6?!

- A) Winning easily was 51. \(\bar{B}\) h5! \(\Delta\) 51... \(\bar{B}\) a6 52. e5+-; 51... \(\bar{B}\) a4 52. \(\Delta\) b2+ \(\bar{B}\) a3 53. \(\Delta\) c4++-] 52. f6+ \(\bar{B}\) a6 53. f7+-.
- **B)** 51. **當**h4 also wins, though not as quickly.

51... ቯf7! 52. ቯh5+

52. e5? 臭e6 53. 勾f4 罩c7+=

52... **⊈**a6



Position after: 52... \$\diangle a6

53. e5

The best move, but even then, after a brilliant game by both sides, Black is saved.

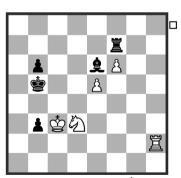
The game continued 53. **②**b4+?! **\$**b7 54. e5 **\$**e6 55. **\$**h8 **\$**c7+ 56. **\$**b2



Position after: 56. \$\precep\$b2

 Image: Bord of the control of the

53... 臭e6 54. 罩h2! 挚b5!



Position after: 54... \$\displays b5!

Without the king's help, one can only dream of salvation.

55. 🗗 f4 🎍 c4 56. 🗗 e2 🕏 c5 57. 🖾 d4

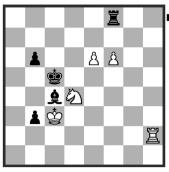
57... 罩f8!!



Position after: 58... 罩h7

A) \leq 59. 볼f2 볼h3+60. \triangle f3 [60. 볼f3 \triangle xf3+61. \triangle xf3 \bigcirc g8!=] 60... 볼h561. \triangle e1 볼h8!! [61... 볼h3+?62. \bigcirc d2 \triangle h8 63. \bigcirc e3 \bigcirc d5 64. \bigcirc f3+—] White's problem is that his king cannot support his passed pawns, and the rook ending that occurs after 62. \bigcirc d3+ \bigcirc xd3 63. \bigcirc xd3 is drawn: 63... \bigcirc d5 64. \triangle e2 \bigcirc e6=.





Position after: 58, e6

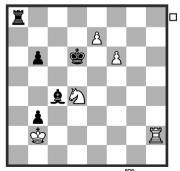
58... **罩c**8‼

58... 罩xf6? 59. 罩h5++-

59. e7

59... \$\delta d6 60. \$\delta b2

60... **፭a8**□



Position after: 60... 罩a8口

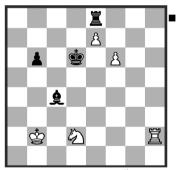
60... 掌e5? 61. 罩e2+!+-

61. (a) xb3

After 61. 堂c3 罩c8 White would have nothing better than 62. 堂b2, repeating moves.

- A) 61... 身f7? 62. 罩e2!+-
- **B)** 61... 堂e6? 62. 罩f2!+-

62. 🖄 d2



Position after: 62. 4 d2

62... **∳e5!**

The final subtlety.

- A) 62... 堂e6? 63. 罩f2+-
- **B)** 62... 臭f7? 63. 罩e2!+-
- 63. ቯf2 臭f7=

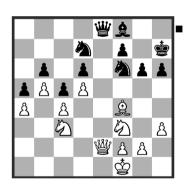
For example:

64. ஓc3 ẵh8 65. 幻c4+ ஓe6 66. 幻xb6 ਯ

A very instructive struggle, demonstrating the possibilities of defense!

Example 3

From Dreev – Balashov Odessa 1989



34... **≝e7**?!

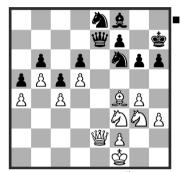
Seeing that the exchange of queens is almost inevitable, Black does a bit of "flirting"... Surprisingly, the fate of the entire battle was largely decided over this move.

34... 当xe2+ 35. 常xe2 g5 The black pieces are tightly packed, so it is important to seize as much space as possible. [To this purpose, also interesting is 35... 心h5 36. 急h2 f5=] 36. 急h2 心e8 37. g4 f5 38. gxf5 心g7=

35. g4!±

Now Black is doomed to a passive defense.

35... ②e8 36. ②e4 ②df6 37. ②g3!



Position after: 37. 2 g3!

White doesn't exchange queens himself!

38... 🖒 d7!?

39. �d2 ♚g7 40. Ձe3 h5

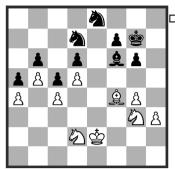
It was perhaps not worth trying to be active.

41. f3 hxg4 42. fxg4 🖄 d7 43. 💄 f4 💄 f6

(see diagram next column)

44. 🖏 f3

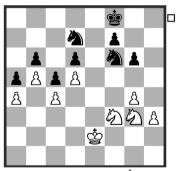
It is important to take control of the essquare.



Position after: 43... \$6

Virtually the entire advantage would have been spoiled by the careless 44.

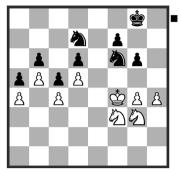
44... ≗e7 45. ≗d2 ਊg8 46. ②e4 ②ef6 47. 皇g5 貸f8 48. ②g3 貸e8 49. 皇h6 皇f8 50. 皇xf8!? 貸xf8



Position after: 50... \$\dispxf8\$

White exchanged the bishops since the pawn structure had already changed for the better and it is now important for him to activate the king in order to push the h-pawn, which was much more difficult in the presence of the bishops.

51. 🕸 e3 🕸 g7 52. 🅸 f4 🕸 g8 53. h4



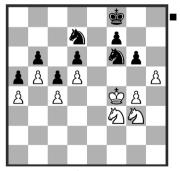
Position after: 53, h4

Until now, Black patiently waged an unpleasant defense, but as practice often shows, even very strong defenders in such cases sooner or later make an irreparable mistake...

53... ⊈f8?

△ 53... ②e8 Δ 54. h5 �h7!±

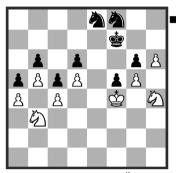
54. h5!+-



Position after: 54, h5!+-

The white pawn gets to h6 unhindered. Black cannot tolerate this by any means. White clinically converts the advantage, leaving no hope for Black.

54... \$\diggr 55. h6+ \$\diggr 98 56. g5 \$\diggr e8 57. \$\diggr e4 \$\diggr h7 58. \$\diggr h2 f5 59. \$\diggr d2! \$\diggr g8 60. \$\diggr hf3 \$\diggr f7 61. \$\diggr h5 b3 \$\diggr f8 62. \$\diggr h4\$



Position after: 62. 4 h4

62... 5 h7

Stronger was 62... ②c7. Then White could return to the plan of sacrificing the knight on f5, for example: 63. ②d2 ②e8 64. ②df3 ②c7 65. ②g2 ②e8 66. ③fh4 ③c7 67. ②e3 ②e8



Position after: 67... 2e8

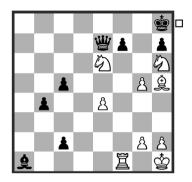
68. ②exf5+−

63. 🖄 xa5 bxa5 64. b6 🖄 f8 65. b7 🖄 d7 66. h7 🌣 g7 67. 🖏 xg6 🌣 xh7 68. 🖄 f8+

1-0

Example 4

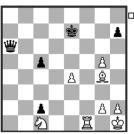
From Fier – Bologan Moscow 2011



In this very non-standard ending, the opponents both made several mistakes, which is not surprising. In these types of situations, it is quite easy to lose one's way.

43. ②xf7+? 鸷g8 44. ②h6+ 鸷h8 45. ②f7+ [45. 冨xa1?? 營xe6-+] 45... 鸷g8 46. ⑤h6+=

A) Probably not saving Black, but would have allowed for practical chances of salvation was 43... 曾a7! 44. ②xf7+ 曾g8 45. ②h6+ 曾h8 46. 墨f1 曾e7 47. ②d8!! b3 48. ②df7+ 曾g7 49. ②f5+ 曾f8 50. ②xe7 b2 [50... 曾xe7 51. ②e5] 51. ②e5+ 曾xe7 52. ②d3 b1=曾 53. ②c1 曾a1 54. 皇g4 曾a6.

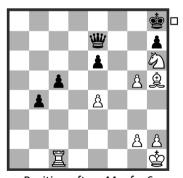


Position after: 54... \alpha a6

It is not easy to win such an endgame, a player needs quite refined technique to be able to convert this. 55. **Qe2!** [≤ 55. **Qg1 Qg6** 56. **Qf5 Qxg5** 57. **Qxh7 Qe6=**] 55... **Qg6** 56. **Qf5 Qd6** 57. **Qd3**+

B) Also leading to the same result was 43... 營b7! 44. ②xf7+ 堂g8 45. ②h6+ 堂h8 as White has nothing better than 46. 罩f1, transposing to 43... 營a7 after 46... 營e7.

44. \\ \(\text{\Z}\) xc1 fxe6



Position after: 44... fxe6

45. **፭a1**?

45. 罩f1! b3 46. 臭d1 c4 47. h4+-



Position after: 47. h4+-

The black pawns are halted and the queen is restricted to the protection of the king in the "box". White gradually strengthens his position and attains victory, for example: 47... 曾c5 48. 會h2 曾e7 49. 會h3 曾c5 50. 量f7 曾d6 51. e5 曾c5 52. 急f3 b2 53. 急e4+-

45... ₩f8?

Black was saved by a series of only moves: 45... 當g7! 46. h4 [46. 逼a8? 營xg5 47. 逼g8+ 含xh6 48. 邑xg5 含xg5 49. 总d1 含f4-+] 46... 營b7! it is impossible to allow the rook to break through to the rear 47. 邑d1 營c7!



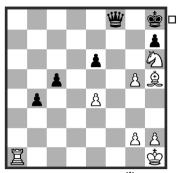
[47... 營xe4?? 48. 冨d7+ 貸f8 49. 冨f7+ 全e8 50. 冨f4++-]

- A) Obtaining nothing was 48. 45+
- B) 48. 臭g4 營g3!



Position after: 48... \bigwedge g3!

Back to 45... ₩f8.



Position after: 45... 營f8?

46. ፟∅f7+?

The seemingly modest 46. 2e2!+- led to the winning plan previously discussed.

White has no choice but to force a draw.

48. 罩b7? 豐a8-+

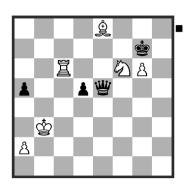
48... \$\delta\$h8 49. \$\delta\$f7+ \$\delta\$g7 50. \$\delta\$h6+ \$\delta\$h8 1/2-1/4

Example 5

From Dreev – Savchenko Apatity 2011

(see diagram next column)

Black has a way to draw, but he needs to understand the position in order to find it, and be rather resourceful.



36... [₩]b8+?!

The only saving move was the "quiet" 36... 營e2!! 37. 含a4 [White cannot reorganize his pieces as 37. 总d7 leads to a draw: 37... 營b5+ 38. 含c3 d4+ 39. 含xd4 營b4+ 40. 含d5 營b5+ 41. 含e6 營e2+ 42. 含f5 營f2+表.] 37... 營xa2+ 38. 含b5 營b1+ 39. 含xa5 營a2+ 40. 含b5 營e2+ 41. 含b6



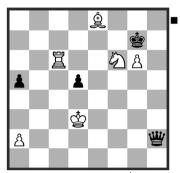
Position after: 41. \$\displaystyle{\Phi}\$b6

41... 營f2+ Only in this manner can the white king "cross the line" and head to the seventh rank. 42. 堂b7 營xf6! 43. 墨xf6 登xf6= and Black pushes his dpawn and draws.

37. **ਊc2** ∰h2+

37... 營e5 38. 含d3 營g3+ 39. 含d4 is just a different move order.

38. **⊈d3**



38... **₩g3+**

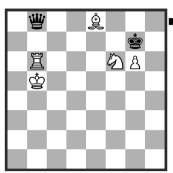
In the game, Black did not react in time and immediately lost the opportunity for a draw: 38... 曾e5? 39. 息f7 曾f5+40. 曾d4 曾f4+41. 曾xd5 曾f5+42. 曾c4 曾f4+43. 曾b5 曾b8+44. 曾c5 曾a7+45. 曾d5+—1-0 (57).

39. 掌d4 **掣f2+**

40. ⊈xd5

Or 40. 堂e5 豐e2+ 41. 堂xd5 豐xa2+

40... 營xa2+ 41. 含c5 營a3+ 42. 含b5 營d3+ 43. 含xa5 營d8+ 44. 含b5 營b8+ 45. 罩b6



Position after: 45. 罩b6

45... ₩d8!

It is extremely important for Black not to allow the king to a6.

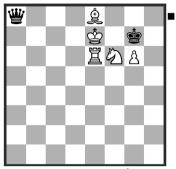
45... 当h2 46. \$\dot{\phi}a6!! 当e2+ 47. \$\dot{\phi}b7 = 48. 国c6 当b2+ 49. \$\dot{\phi}c8 = 250. \$\dot{\phi}d7+-\$

46. \\ \(\bar{\pi}\) e6!!

And yet, it appears as though the white king can make his way to the pieces with the aid of this fine rook move

- **A)** 46. **4**h5+ **4**f8 47. g7+ **4**g8=
- B) 46. 掌a6 খa8+ 47. 掌b5 খd8
- **C)** 46. 息f7 營d3+ 47. 息c4 營b1+ 48. 含a6 營a1+=
- 46... 当d3+ 47. 含c6 当a6+ 48. 含d7 当b7+

49. \$\d8 \paraller{4}\alpha 8+ 50. \$\dagger{2}\eq 67



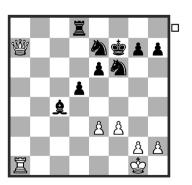
Position after: 50. \$\div e7\$

50... **≌**a3+

50... 習a5 51. 罩c6!+-

Example 6

From Dreev – Rausis Luzern 1993



At first glance, in this position White cannot count on any advantage, since Black has enough material in return for the queen and does not have any real weaknesses. However, at this very moment, White can create serious practical problems, if not obtain a serious advantage. How is this possible?!

32. g4!

Of course, after this move, White may not win, but at the very least he will firmly seize the initiative. The resulting defensive task for Black is not easy — now the game can only end in two ways...

The game continued 32. 學b6 罩d7



Position after: 32... 罩d7

- **A)** 33. **\$\display\$** f2 h5= 1-0 (101).
- B) Here, the plan with the g-pawn advance is no longer as effective as before, as there are no pins along the seventh rank and the knight can easily retreat to e8: 33. g4 h6!? [33... h5!? 34. g5 ②e8 35. e4! ②d6 36. 罩a7 罩xa7 37. 營xa7 Threatening g5-g6. 37... g6! 38. 營c7 ②e8=; 33... g5 34.