# Improve your Practical Play in the Endgame 

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Alexey Dreev

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## Key to Symbols

! a good move
? a weak move
!! an excellent move
?? a blunder
!? an interesting move
?! a dubious move
ㅁ only move
N novelty
C lead in development
© zugzwang
= equality
$\infty$ unclear position
$\overline{\bar{\infty}} \quad$ with compensation for the sacrificed material
$\pm \quad$ White stands slightly better
$\overline{\overline{+}} \quad$ Black stands slightly better
$\pm \quad$ White has a serious advantage
$\mp \quad$ Black has a serious advantage
+- White has a decisive advantage
-+ Black has a decisive advantage
$\rightarrow \quad$ with an attack
$\uparrow$ with initiative
$\leftrightarrows \quad$ with counterplay
$\Delta$ with the idea of

- better is
$\leq$ 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 $1^{\text {st }}$ 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 $21^{\text {st }}$ 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．篂g3

At first sight，simpler appears to be 44.
筸 $4 \mathrm{~d} 3+46$ ．㚃h4＝］45．筸 $\mathrm{a} 4=$ but the text move is certainly not a mistake．

44．．．h5

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

## 45．筸 a 4 ？

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

B） $45 . \mathrm{h} 4=$
C） 45 ．筸 $\mathrm{f} 3=$

45．．．h4！！－＋


And now．．．

46．喳 $x h 4$
46．䈓f3 猡g5！－＋
46．．．猡e5

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

A）Almost any other move led to an in－ evitable draw：45．亶a5＝


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

## 51．f6？！

A）Winning easily was 51 ．筸h5！$\Delta 51 \ldots$筸xe4［51．．．夢a6 52．e5＋－；51．．．罗a4 52．苞b2＋罗a3 53．管c4＋＋－］52．f6＋瞽a653．f7＋－

B）51．喝h4 also wins，though not as quickly．

## 51．．．筸f7！52．喳h5＋

52．e5？宽e6 53．苞f4 嘗c7＋＝

## 52．．．猡a6



Position after：52．．．罗a6

53．e5

The best move，but even then，after a brilliant game by both sides，Black is saved．
 54．e5 宽e6 55．筸h8 筸c7＋56．猡b2


Position after：56．亭b2

 62．苞 $d 4$ 筸 $x=5=1 / 2-1 / 2(65)$ 。

53．．．寞e6 54．筸h2！萝b5！


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


## 57．．．筸f8！！

$\leq 57 \ldots$ b2 58．筸xb2 筸h7


Position after：58．．．喳h7



 White＇s problem is that his king can－ not support his passed pawns，and the rook ending that occurs after 62.
彚d5 64．㫜e2 樓e6＝

B）59．筸d2！！筸h3＋60．夢b2！［60．罗c2 睼e3＝］60．．．暍e3


Position after：60．．．亶e3
61．笪 c2！杩xd4［61．．．筸xe5 62．f7＋－］
62．笪 $x c 4+$＋


Position after：58．e6
58．．．量 c8！！
58．．．哭xf6？59．筸h5＋＋
59．e7
59．f7 息d5！［59．．．息xe6？60．f8＝槢 +昌xf8 61．気xe6＋］60．筸h5 韩d6＋61．


59．．．韩d6 60．罗b2
 b2 $=$

60．．．量 a ㅁ


Position after：60．．．筸a8ㅁ

58．e6

60．．．索e5？61．罩e2＋！＋－

## 61．${ }^{2} \times 3$

After 61．䐈C3 曽C8 White would have nothing better than 62 ．夢b2，repeating moves．

61．．．甞e8！！
A） $61 \ldots$ 鼻 f 7 ？ 62 ．筸e2！＋
B） 61 ．．．罗e6？62．勯f2！＋－
㫜d2＋

62．${ }^{4} \mathrm{~d} 2$


Position after：62．${ }^{\text {end }}$
62．．．韩e5！
The final subtlety．

B） $62 \ldots$ 鼻 f 7 ？ 63 ．䈓e2！＋－
63．量 f 2 宽 $\mathrm{f} 7=$

For example：
宣 h 6

A very instructive struggle，demonstrat－ ing the possibilities of defense！

Example 3
From Dreev－Balashov Odessa 1989


34．．．所 e 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．
 pieces are tightly packed，so it is im－ portant to seize as much space as possi－ ble．［To this purpose，also interesting is 35．．．包h5 36．鼻h2 f5＝］36．臬h2 気e8 37． g 4 f5 38． $\mathrm{gxf5}$ 気g7＝

## 35． $84!\pm$

Now Black is doomed to a passive de－ fense．

35．．．${ }^{2}$ e8 36．


Position after：37． V （1

White doesn＇t exchange queens him－ self！

37．．．胢 $x=2+38$ ．猡xe2 寞e7

38．．．${ }^{0} \mathrm{~d} 7$ ！？
39．笣d2 猡g7 40．息e3 h5

It was perhaps not worth trying to be active．

41．f3 hxg4 42．fxg4 ${ }^{2}$ d7 43．宽f4 宽f6 （see diagram next column）

44．${ }^{2}$ f3

It is important to take control of the e5－ square．


Position after：43．．．宽f6

Virtually the entire advantage would have been spoiled by the careless 44 ． Vde4？！宽e5．
 47．宽g5 猡f8 48．気g3 猡e8 49．宽h6宽 f 8 50．宽xf8！？猡xf8


Position after：50．．．喜xf8

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 dif－ ficult in the presence of the bishops．



Position after：53．h4

Until now，Black patiently waged an un－ pleasant defense，but as practice often shows，even very strong defenders in such cases sooner or later make an ir－ reparable mistake．．．

53．．．真f8？
－53．．．苞e8 $\Delta 54$ ．h5 罗h7！$\pm$

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．

 60．苞hf3 索f761．苞b3


## 62．．．苞h7

Stronger was 62．．． could return to the plan of sacrificing the knight on f5，for example：63．${ }^{3} \mathrm{~d} 2$




Position after：67．．．

68．${ }^{2}$ exf5＋

 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．喳 xa1

43．苞xf7＋？夢g8 44．荧h6＋夢h8 45 。
 46．${ }^{2} \mathrm{~b}$ h $6+=$

43．．． $\mathrm{c} 1=$ 还 + ？

A）Probably not saving Black，but would have allowed for practical chances of

苞d8！！b3 48．苞df7＋真g7 49．苞f5＋瞽f8 50．




Position after：54．．．新 a a6

It is not easy to win such an endgame，a player needs quite refined technique to be able to convert this．55．宽e2！$[\leq 55$ ．

宽d3士

B）Also leading to the same result was
㯖h8 as White has nothing better than
 46．．．孳管e7．

44．営 xc1 fxe6


45．筸a1？

45．筸f1！b3 46．宽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 vic－ tory，for example：47．．．烈c5 48．重h2
偂 C5 52．宽f3 b2 53．寞e4＋

## 45．．．剪 88 ？

Black was saved by a series of only moves：45．．．罗g7！46．h4［46．筸a8？
 49．宽d1 㯖f4－＋］46．．．学学b7！it is impos－ sible to allow the rook to break through to the rear 47．筸d1 陌 c7！


Position after：47．．．新 C 7！
帚e850．筸f4＋＋－］

A）Obtaining nothing was 48． $\mathrm{f} 5+$

A1）48．．．exf5？49．exf5 b3 50．f6＋

哭 $\mathrm{C} 8+$
宽f7＋猡f851．寞xe6 b2 52．
烈 a 5 ！53．夢h2口 Threatening 53．．．


䈓 $\mathrm{d} 4 \underline{\underline{ \pm}}$

A3）In view of the accurate re－ sponse of $48 . .$. 罗h 8 ！$=$ ．

B）48．宽 g 4 崉g3！

筸g8＋葸xh6 52．䈓xg5 声xg5 53.

 b2 59．夡c2 c3＝

Back to 45．．． 3 管 f8．


Position after：45．．．洋f f

46．苞 $f 7+$ ？
The seemingly modest 46．宽e2！＋－led to the winning plan previously dis－ cussed．

46．．．曽g7 47．䈓a7 b3 48．苞h6＋

White has no choice but to force a draw．
48．昆b7？烈 $\mathrm{a} 8-+$
猡h8 $1 / 2-1 / 2$

## 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．．．鄑b8＋？！

The only saving move was the＂quiet＂ 36．．．胢e2！！37．㯖a4［White cannot re－ organize his pieces as 37 ．宽d7 leads to a draw： $37 \ldots$ 随b5＋38．㯖c3 d4＋ 39 ．


还 $\mathrm{e} 2+41$ ．喜 b 6


Position after：41．夢b6
41．．．断 i f2＋Only in this manner can the white king＂cross the line＂and head to
筸xf6 楼xf6＝and Black pushes his d－ pawn and draws．

37．壱c2 顔h2＋
 just a different move order．

38．声d3


Position after：38．．
38．．．管g $3+$
In the game，Black did not react in time and immediately lost the opportunity for a draw：38．．．烈 e 5 ？39．宽f7 嘫f5＋

 45．喜d5＋－1－0（57）．




40．葸 $x d 5$


 45．䈓b6


Position after：45．䍖b6

## 45．．．㴊 d 8 ！

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

 ${ }^{2} d 7+$

46．喳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．


㯖a6 傹， $\mathrm{a} 1+=$
塑 ar b7＋

48．．．新 a a7＋49．猡d8＋－

49．憲d8 新 $\mathrm{a} 8+50$ ．猡 e 7


Position after：50．噚e7
50．．．烈 $\mathrm{a} 3+$


 56．筸 c7 烈a2 57．

## 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 mo－ ment，White can create serious practi－ cal problems，if not obtain a serious ad－ vantage．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．㴊b6 喳d7


Position after：32．．．茴d7

A） 33. 写 $\mathrm{f} 2 \mathrm{~h} 5=1-0(101)$ ．

B）Here，the plan with the g－pawn ad－ vance is no longer as effective as be－ fore，as there are no pins along the seventh rank and the knight can easily retreat to e8：33．g4 h6！？［33．．．h5！？ 34．g5 苋e8 35．e4！苞d6 36．䅠a7



