

**365 ENDGAME
LESSONS
FOR NOVICES**

**Daily Bite-Sized Steps
to Endgame Mastery**

**Thinkers' Chess Academy with
Grandmaster Thomas Luther
Volume 4**

Heinz Brunthaler

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Key to Symbols

!	a good move
?	a weak move
!!	an excellent move
??	a blunder
!?	an interesting move
?!	a dubious move
□	only move
N	novelty
☉	lead in devElopment
⊙	zugzwang
=	equality
∞	unclear position
∞	with compensation for the sacrificed material
±	White stands slightly better
∓	Black stands slightly better
±	White has a serious advantage
∓	Black has a serious advantage
+−	White has a decisive advantage
−+	Black has a decisive advantage
→	with an attack
↑	with initiative
↔	with counterplay
Δ	with the idea of
▷	better is
≤	worse is
+	check
#	mate

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Introduction

Requirements for the work with this book:

You should have played chess for a year or longer and know the basics of tactics like double attack, skewer, discovered check and so forth. You will find these elements in the endgame as well as in all other parts of the game!

If you are a beginner and have only recently learned how to play chess it is better to wait a while and gain some experience before you start with this book.

You should know chess notation. Without this knowledge it is hard to follow our examples. If you are not sure about chess notation you will find a chapter about this at the end of the book. Please read it before you start with your first day of study!

You should know the elementary endgames King & Queen or Rook vs. King.

You should have a standard size chess set. The height of the king should be about 90+ mm and the squares about 5 x 5 cm. If your set is a bit smaller it is sufficient for the beginning but would be good to use a standard tournament set as soon as possible.

Funny or artful chess men like Mickey Mouse, Roman fighters, barbarians, or fantasy characters are not desirable. A normal chess set is inexpensive and can be used for a lifetime. You should not avoid this little investment as it will help you to become a better chess player in the long run.

Dear Reader!

Do you like chess and want to become a better player? The way to reach this goal is by beginning the learning process as there is much to know. One place where specific knowledge is needed is in the endgame. While it may sound like hundreds of hours of training are waiting for you do not be discouraged. We will show you a very practical way to learn this facet of chess.

You may not have the time or patience to study chess systematically. While that will probably prevent you from becoming a master but it will not stop you from improving your understanding and becoming a better player. A little lesson or task every day should improve your chess without much effort over the time of one year.

In this book we have collected typical positions and situations frequently seen on the board. If you know these you can avoid a lot of common mistakes or even better, you can exploit your opponent's mistake.

Look for a time during the day when you will be able to study one of our examples. We believe that 5-10 minutes should be sufficient for each task. What is important is to work a little bit on your chess every day. If you do this your brain will adapt to chess thinking making it easier for you to find the right plan or move. Our brains can adapt to every task we do on a regular basis be it math or finding chess moves.

Always have a good look at the diagram at the beginning of your training session. What can you find out about the position? Are there acute threats? Is there something you should keep in mind? Who has advantage or is the position about equal? After finding out as much as possible start with the given task of the example or try to find the answer to the question.

If you have the answer (or at least you think so) look at the solution. Follow the moves of the solution carefully on the diagram. If, especially after a few months when the exercises are more complicated, are not sure then set up the position on a real board and look again.

We start with mostly easy exercises. If you already have some practical experience you can solve the examples at the beginning quickly until you come to your level. But do not skip them. Sometimes there may be something you do not know.

And now let's start for a year of fun with chess!

Your authors Heinz Brunthaler and Thomas Luther

Some technical terms used in the endgame

Here are definitions to some terms related to the endgame you may not all or fully know. Usually we have explained such terms in the text of the solutions but just in case we have collected them here.

A term in the text in italic and bold, e.g., ***queening***, means we have used a different term for the same topic or the contrary meaning for the given topic.

Bad bishop - A bishop obstructed by his own pawns who can hardly move. Usually a permanent disadvantage.

Bishops of opposite colors - If each player has only one bishop which moves on squares of different color - one on the light, one on the black squares - we have ***opposite colored bishops***. These bishops can never attack each other or fight for the same square.

Blocked pawns - Pawns of different sides in each other's way thereby making advancement impossible, e.g. white pawn on a4, black pawn on a5.

Candidate - A pawn with no enemy pawn ahead likely to go on to promotion.

Connected passed pawns - Two pawns of the same color next to each other such as on the b & c files. They can protect each other and support the march ahead.

Down the exchange - If you have a bishop or knight against a rook you are down the exchange. Logically your opponent is ***up the exchange***.

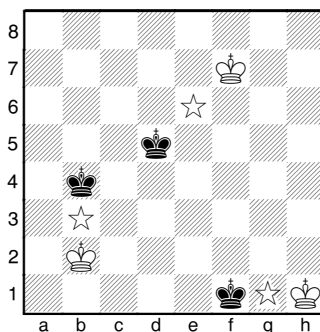
Draw by repetition - If the same or similar moves are repeated, be it check or moves of the same piece, because the players cannot or do not want to make other moves, we have a draw by repetition.

Light pieces - Means bishops and knights, also called ***minor pieces***.

Major pieces - means rooks and/or queen, also called ***heavy pieces***.

Maneuver - A series of moves, usually not involving a check or an exchange, to redeploy pieces or improve a position, e.g. to start an attack.

Opposition - If the kings stand in each other's way it is called opposition. Whoever is to move loses the opposition. Below are examples of opposition.



On the left side we see the **vertical opposition**, often decisive in the endgame. The player whose move it is has to move aside, allowing his opponent to pass. If it is White's move, every move aside or backwards makes it possible for his adversary to move forwards.

On the right side we see the **horizontal opposition**. At the edge of the board, as in this example, it can be used to prevent the enemy king from reaching any other part of the board, holding him on the rim.

In the middle we see **diagonal opposition**. If you have to move the opponent can reach a kind of opposition on his move, be it horizontal or vertical.

If the distance between the kings is three or five squares we call it the **distant opposition**. The side on move will lose the opposition.

Passed pawn - A pawn with no enemy pawn blocking or obstructing his way, free to run ahead for promotion.

Pawn majority - If one side has more pawns on one side of the board we call it a **majority**. E.g., White has pawns on the queenside on a2, b2 and c2 vs. Black's pawns on a7 and b7, White has a queenside pawn majority. As this means a passed pawn can be created it is important and may sometimes decide the outcome of the game. The opposite of this is the **pawn minority**.

Perpetual check - or short **perpetual**. A sequence of checks the king cannot or does not want to escape. After the same moves are repeated three times a draw can be claimed.

Promotion square - also called the **queening square**; the square on the last rank a pawn must reach to promote to a queen or other piece.

Simplify - Exchange pieces to reduce complications or transform into a winning or drawing position. The superior party can often win easier / faster; the inferior party can try to reach a draw by simplifying.

Tempo - A unit of time represented by one move. If you make an unnecessary move you give your opponent one tempo, meaning one extra move. As every move can be important in the endgame it is not advisable to give away a tempo.

Underpromotion - Sometimes promoting a pawn to a queen is not desirable as it may produce stalemate. In such a case you can promote to a rook or a minor piece.

Zugzwang - A word from German. If you have a stable position, which is spoiled by any move you make, you are in zugzwang.

A few words about Elo ratings

While not on our topic of the endgame it may be interesting to know.

In some month we show games of players with an "**Elo rating**". **Elo** is the international rating system, named after Prof. Arpad Elo of the university of Wisconsin. The Elo system starts with 1000 points and goes up over 2800.

You may find Elo ratings missing for players from older times. This is not a mistake or an omission of the authors. FIDE, the chess world organization, adopted the Elo system in September of 1970. It was first used only for top level players. Therefore, all games before 1970 and many afterwards were played by unrated players, notwithstanding how strong they were.

Thus, before you shower us with correspondence because we "forgot" dear Bobby Fischer's Elo in some of his games shown here, remember this. Even Bobby had his first Elo rating in 1970 and not before.

As the Elo ratings have undergone some rating inflation please keep in mind that ratings which do not look so impressive today represented a much higher level in the ranking lists. Twenty years ago, a 2600 rating reflected a playing strength of 2650 or more by modern standards. Today the top 100 starts with about 2650. Show some respect for the older masters and by saying they were "only" 2500 or 2600 - by the way, what's your rating?

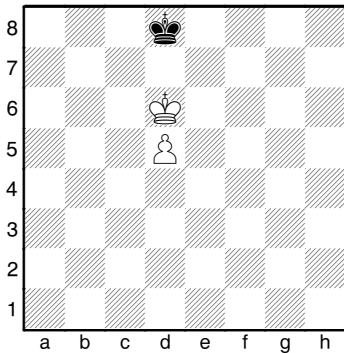
Month 1

Exercises 1 - 30

The King & pawn(s) are the main actors in these endgame dramas!

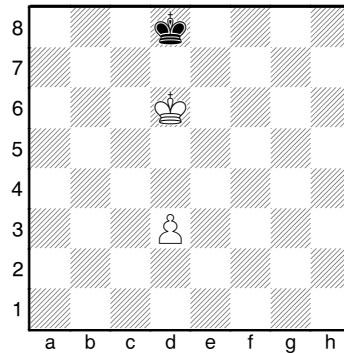
You may find it a bit simple or even boring but in the beginning we need to learn some basics. Please be patient!

Feel free to look at more than only one exercise a day. But do not overdo it. If you study only a few examples you usually remember them better. Your brain needs some time to "digest" the new knowledge.



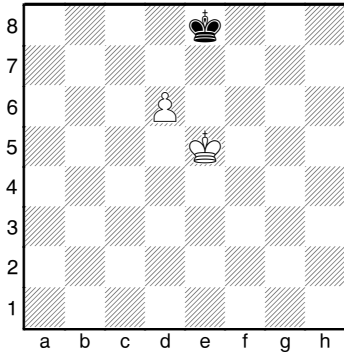
1. ♔ / ♙

Can White win?
Try to find out before you look at the
solution



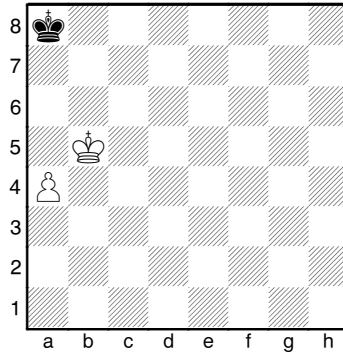
2. ♔ / ♙

Does it make a difference if the
pawn is far behind his king?



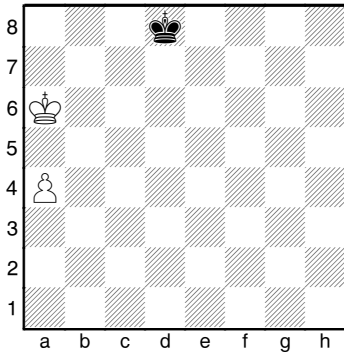
3. ○ / ●

Now the pawn has already advanced, and his king stands behind him. Can White still win?



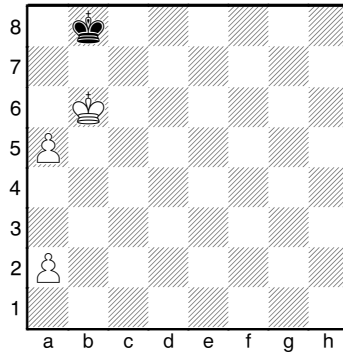
4. ○ / ●

Not all of your eight pawns are equal. Two of them are less valuable as the others. Why?



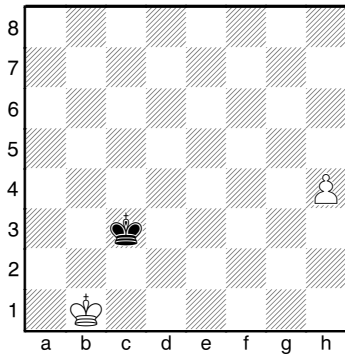
5. ○ / ●

What do you think about this position?



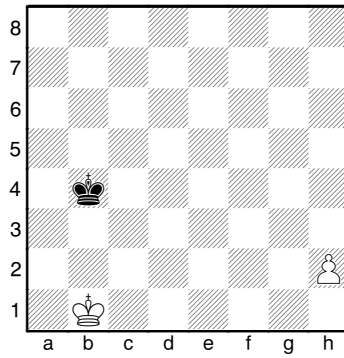
6. ○ / ●

Does a second pawn on the rim make a difference?



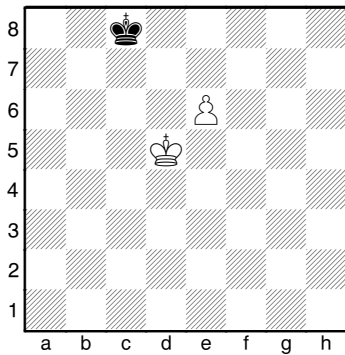
7. ○ / ●

Can the king catch the pawn?
How do you find out?



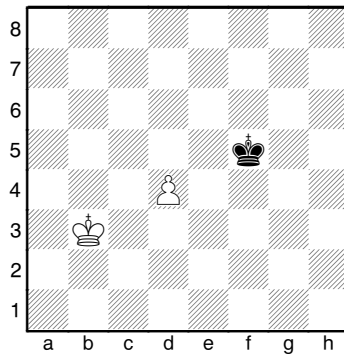
8. ○ / ●

What is the most important difference compared to #7?



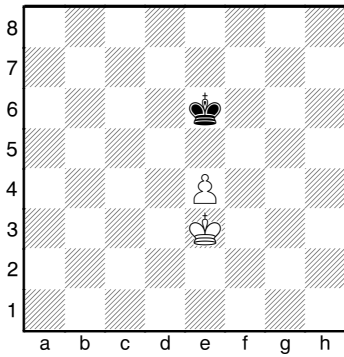
9.

Can White win? Remember:
First look and think, then move!



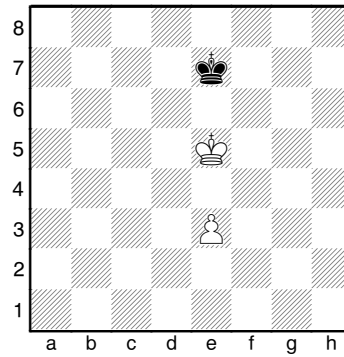
10. ●

Do not make a beginners error!
You are forewarned!



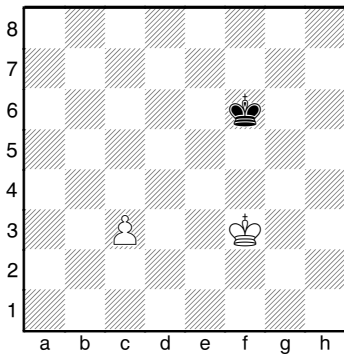
11. ○ / ●

In our previous examples the defender's king stood with his back to the edge.
Is this position better for him?



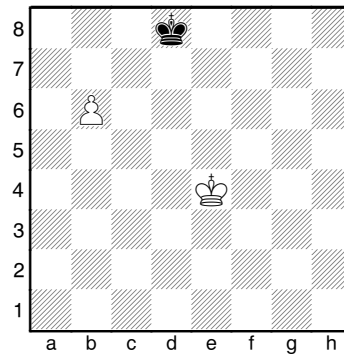
12. ○ / ●

This time White has an additional move with his pawn instead of moving his king. How can you utilize this difference?



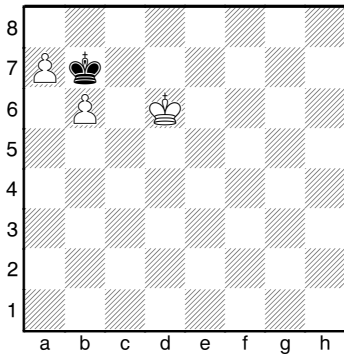
13.

To find the win you have to consider the opposition.



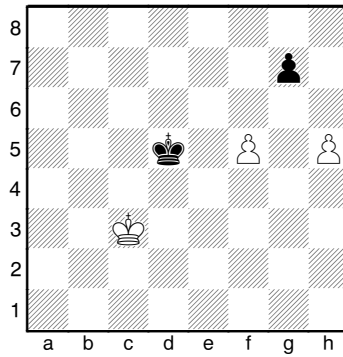
14.

Can Black secure a draw?



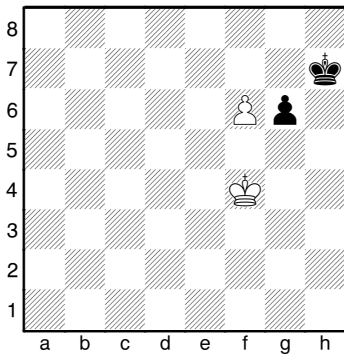
15.

With two pawns White should be assured of victory but you need to know how. Try to work it out!



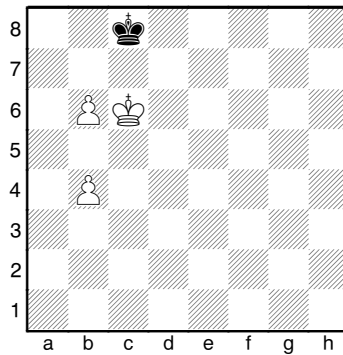
16.

White's pawns are within the reach of the black king, but a clever trick saves the day!



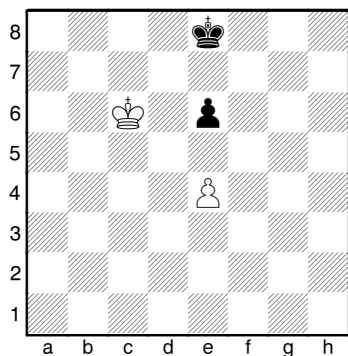
17.

Black cannot defend his pawn. Is it enough for White to win?



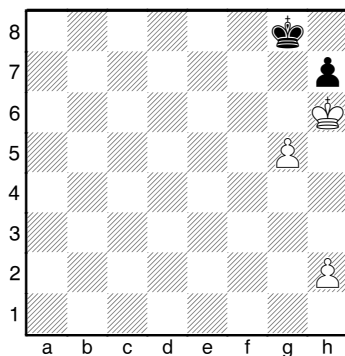
18.

Two or more pawns on the rim cannot win. Is it possible to win with a doubled pawn on another file?



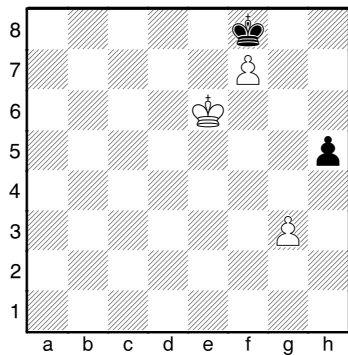
19.

Does winning the black pawn win the game?



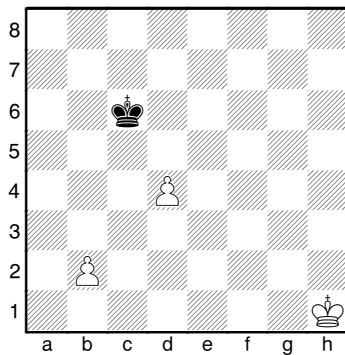
20.

With one of your pawns on the rim your calculations must be precise. Can you win?



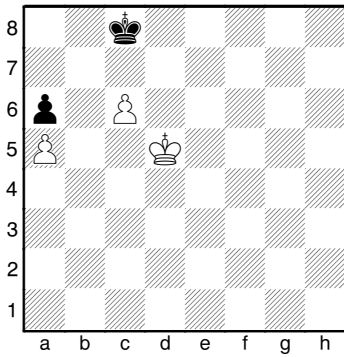
21.

Besides opposition, zugzwang is the next mighty weapon in the end-game. Use zugzwang to win this position!



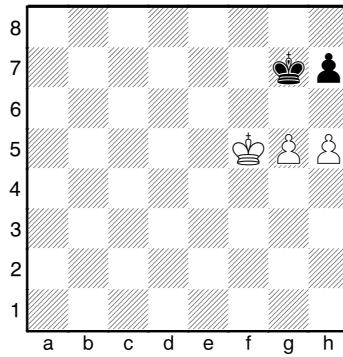
22.

It looks like the black king can catch both pawns. Should we shake hands on a draw?



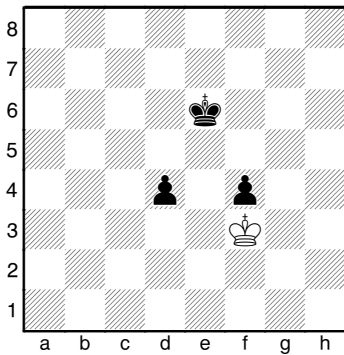
23.

The black king prevents the promotion as well as keeping the white king from b6. Can you find a way to make one of these happen?



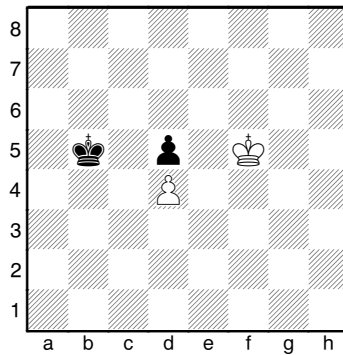
24.

Can the black king survive in the corner?



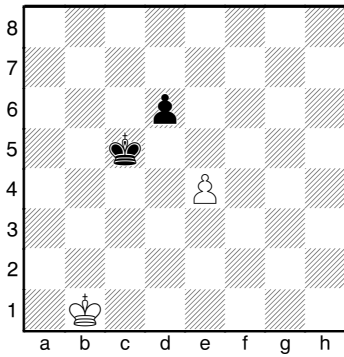
25.

Can White capture the pawn on f4?



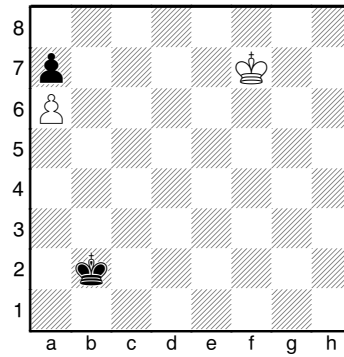
26.

Can White win the pawn and is it enough to win the game?



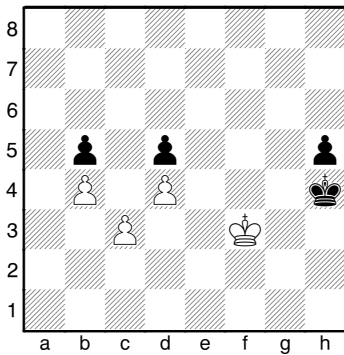
27.

Can White avoid defeat?



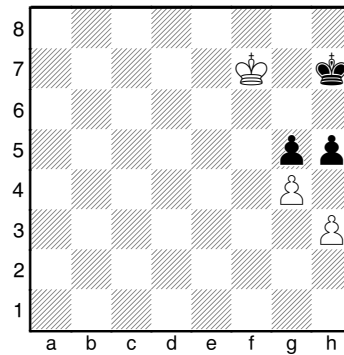
28. ●

White can win the pawn. But calculate carefully if you want to win!



29.

White has a draw for sure. But can you make more of the position?

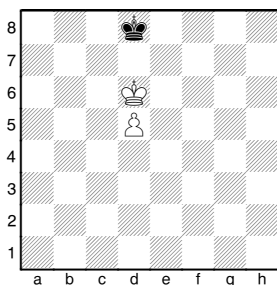


30.

With his last move ...h6-h5 Black was sure to have a draw. What did he miss?

First Month

Solutions for days 1 - 30



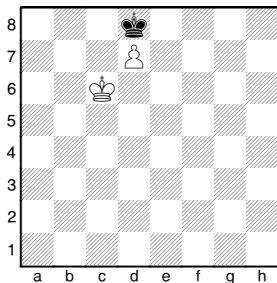
1.

Yes, White can win, and it does not even matter who is to move.

1. ♔d6-c6 ♔d8-c8

Or 1... ♔d8-e7 2. ♔c6-c7

2. d5-d6 ♔c8-d8 3. d6-d7 (D2) ♔d8-e7
4. ♔c6-c7 -- 5. d7-d8 ♚+



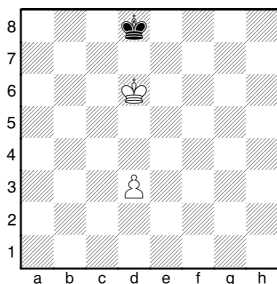
D2

If **Black** has to move the end comes even quicker.

1.-- ♔d8-e8 2. ♔d6-c7 ♔e8-e7 3. d5-d6+

We now learn our first rule for pawn endings.

If the king stands in front of his pawn on the 6th(3rd) rank, he always wins. It does not matter if he has the opposition or not.



2.

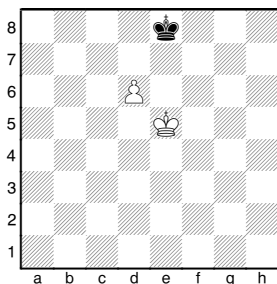
No, it does not make any difference:

1. d3-d4 ♔d8-e8 2. d4-d5 ♔e8-d8

And White has reached the position we already know; or

1... ♔d8-c8 2. ♔d6-e7 ♔c8-c7 3. d4-d5.

And nothing can stop the pawn on his way to promotion.



3.

Now it depends on whose move it is! If White moves first, he will win.

1. ♔e5-e6 Opposition! ♔e8-d8
2. d6-d7 ♔d8-c7
3. ♔e6-e7 --
4. d7-d8 ♚+

Black to move can hold a draw.

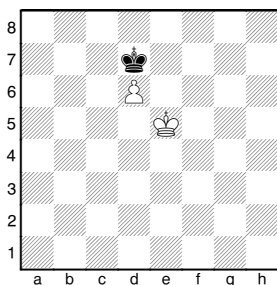
1. -- ♔e8-d7

Or 1... ♔e8-d8, try it out!

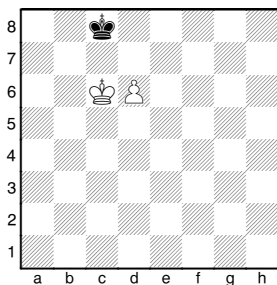
2. ♔e5-d5 (D2) ♔d7-d8

Be careful! One wrong move can ruin everything!

- 2... ♔d7-c8??
 3. ♔d5-c6 ♔c8-d8
 4. d6-d7
- Winning!



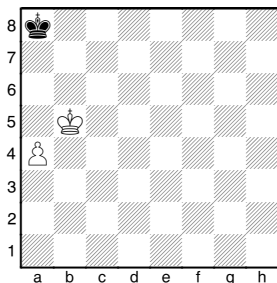
D2



D3

3. ♔d5-c6 ♔d8-c8 (D3)

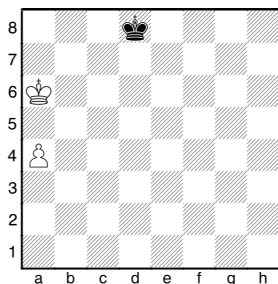
Black can always keep the opposition and so a draw!



4.

The pawns on the rim are less valuable as their colleagues because they often cannot win. If the opponent's king stands in the corner there no way to kick him out, draw!

1. ♔b5-b6 ♔a8-b8
2. a4-a5 ♔b8-a8
3. a5-a6 ♔a8-b8
4. a6-a7+ ♔b8-a8
5. ♔b6-a6 stalemate!



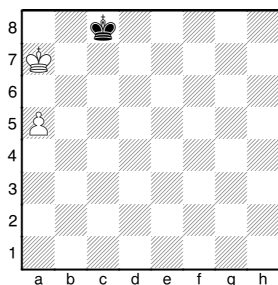
5.

1. ♔a6-b7

Keeps the enemy king at a distance and wins easily. A big mistake would be

1.a4-a5? ♔d8-c8 2. ♔a6-a7 (D2).

This prevents the king from going into the corner but he has another way to secure the draw:



D2

2... ♔c8-c7

3.a5-a6 ♔c7-c8

4. ♔a7-a8 ♔c8-c7

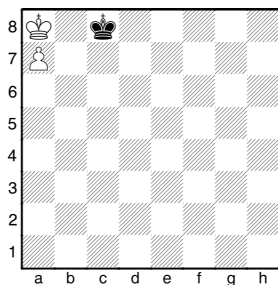
5.a6-a7 ♔c7-c8 (D3) stalemate!

Black to move can secure a draw in a similar way.

1.-- ♔d8-c7/c8 2. ♔a6-a7 ♔c8-c7

3.a4-a5 ♔c7-c8=

(Or even 3... ♔c7-c6 4. ♔a7-a6 ♔c6-c7=)

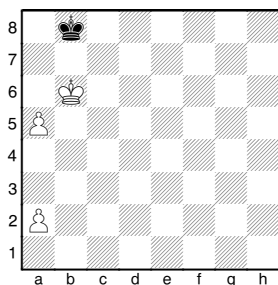


D3

You can prevent promotion by either standing in the corner or by locking in the opponent's king. It is often the last resort if your king is too far away to reach the corner.

For all endgames it is important to remember:

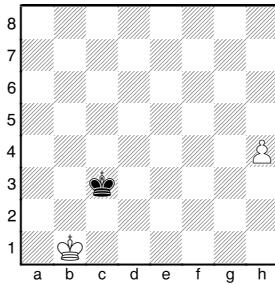
Do not make rush moves! Do not run ahead with your pawn without thinking!



6.

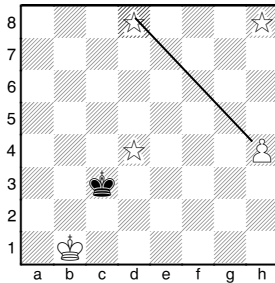
Sorry to say but no. You can have as many pawns on the a or h-file as you like but it never makes a difference. The two methods you have seen before always secure a draw thus zugzwang is of no importance.

As this was a very short lesson feel free to go to the next day. You can learn a very helpful rule!



7.

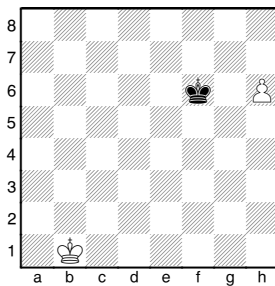
The pawn on the rim has at least one advantage, he is as far away from the enemy king as possible. In positions like this we have to find out if the pawn can run to promotion or not. Probably you have done this by counting the squares. "He goes there, I go here" or so. Or, more amateurish and not quite by the rules, by tapping with your finger on the board. The "rule of the square" shows us a better way.



D2

Draw a diagonal line from the square of the pawn to the back rank. Now you have three points of a square (D2) and can easily see the fourth point (here d4).

If the king stands inside the square of the pawn or can enter it next move, he will catch the pawn. If not – bad luck!

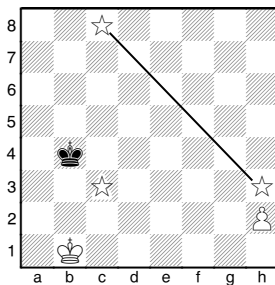


D3

Here if it is White's move the pawn can run through with **1.h4-h5**. The square is now reduced (e6 / e8) and the king cannot enter.

With **Black** to move the king can enter the square.

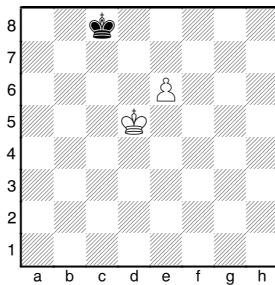
**1.-- ♔c3-d4 2.h4-h5 ♔d4-e5
3.h5-h6 ♔e5-f6(D3)
4.h6-h7 ♔f6-g7
5.h7-h8 ♚+ ♔g7xh8=**



8.

The difference is that the pawn, still on his starting square, can make the double step **1.h2-h4**. Before this the king was inside the square of the pawn, now he is outside and cannot enter it again.

In such a case make the square of the pawn not from h2 but from h3, just as if the pawn had already moved one step ahead.



9.

Yes, White can win, but many beginners make a mistake by going straight ahead with their king:

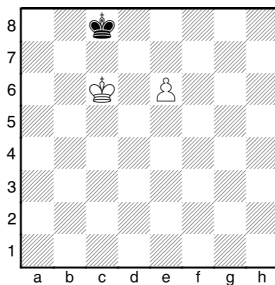
1. ♔d5-d6? ♔c8-d8 2. e6-e7+ ♔d8-e8
3. ♔d6-e6=

To win you have to gain the opposition.

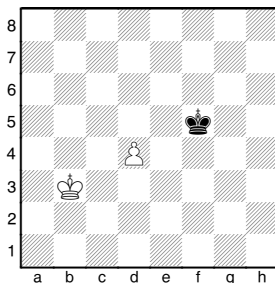
1. ♔d5-c6!(D2) ♔c8-d8
2. ♔c6-d6 ♔d8-e8
3. e6-e7 ♔e8-f7
4. ♔d6-d7 Winning.

From this we can deduce a helpful rule:

If the pawn enters the 7th (2nd) rank "loud" (with a check), it is a draw. If he enters "silent", he will win!



D2



10.

Beginners often go straight for the pawn:

- 1... ♔f5-e4?
2. ♔b3-c4 ♔e4-f5
3. ♔c4-d5 ♔f5-f6
4. ♔d5-d6

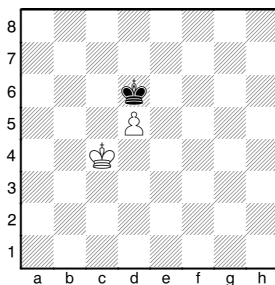
With the well-known winning position.

The right plan is

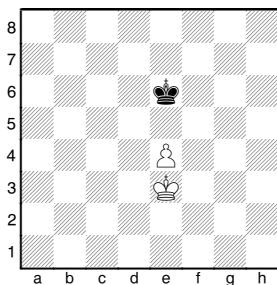
- 1... ♔f5-e6
2. ♔b3-c4 ♔e6-d6
3. d4-d5(D2) ♔d6-c7/d7

And a draw.

In the endgame the direct approach is often not the best; it can even be the way to lose!



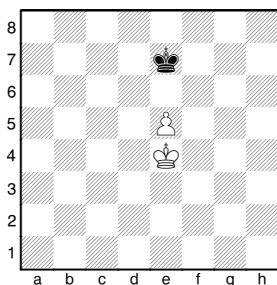
D2



It is an easy position, and the defender can secure a draw.

**1.♔e3-d4 ♚e6-d6 2.e4-e5+ ♔d6-e6
3.♔d4-e4 ♚e6-e7 (D2)**

As long as the king is in the open 3...♔e6-d7 or 3...♔e6-f7 4.♔e4-d5 ♚d7-e7 5.e5-e6 ♚e7-e8 will maintain a draw. But always use the backwards move otherwise you may get confused during time trouble or waning concentration.



D2

**4.♔e4-f5 ♚e7-f7 5.e5-e6+ ♔f7-e7
6.♔f5-e5 (D3) ♚e7-e8**

And not 6...♔e7-d8?? 7.♔e5-d6 ♚d8-e8 8.e6-e7+-.

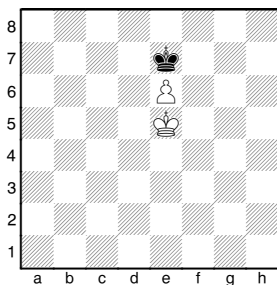
7.♔e5-d6 ♚e8-d8 8.e6-e7+

As we already know, to enter the 7th rank "loud" is always a draw!

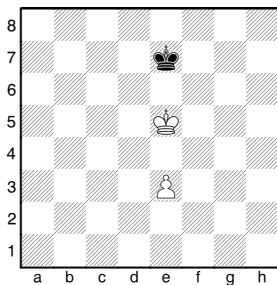
8...♔d8-e8 9.♔d6-e6 stalemate.

Black to move makes no difference:

**1.-- ♔e6-e5 2.♔e3-f3 ♚e5-e6
3.♔f3-f4 ♚e6-f6 4.e4-e5+ ♔f6-e6
5.♔f4-e4 ♚e6-e7** is a draw.



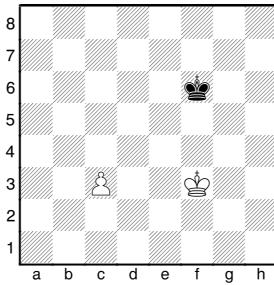
D3



12.

The pawn move gives White an extra tempo after which Black has to give up the opposition. White reaches the well-known position of King in front of his pawn on the 6th rank:

**1.e3-e4 ♚e7-d7 2.♔e5-f6 ♔d7-e8
3.♔f6-e6** winning.



13.

If White tries to get in front of his pawn he can only achieve a draw.

1. ♔f3-e4 ♔f6-e6
2. ♔e4-d4 ♔e6-d6
3. ♔d4-c4

If 3.c3-c4 ♔d6-c6=

3... ♔d6-c6= (D2)

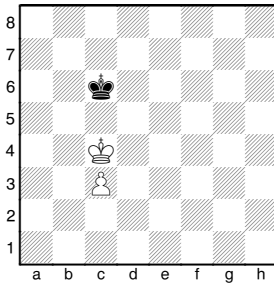
In the endgame the direct, obvious looking way is not the right one! To have the opposition at the right time is what counts!

1. ♔f3-f4

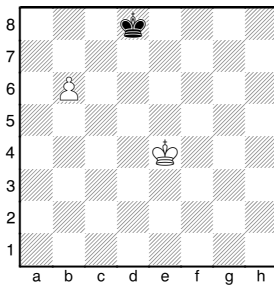
Taking the opposition is the winning way!

- 1... ♔f6-e6
2. ♔f4-e4 ♔e6-d6
3. ♔e4-d4 ♔d6-c6
4. ♔d4-c4

The same position as in D2, but with Black to move and give way.



D2



14.

No, Black is lost. The position of the pawn influences the opposition:

Obviously lost is

- 1... ♔d8-c8
2. ♔d5-c6 ♔c8-b8
3. b6-b7.

1. ♔e4-d5 ♔d8-d7

2. ♔d5-c5 (D2)

And now Black has a problem as he cannot hold the opposition because of the pawn. He can try one last "trick":

2... ♔d7-d8

3. ♔c5-d6

Hopefully, you remember not to play

3. ♔c5-c6?? ♔d8-c8

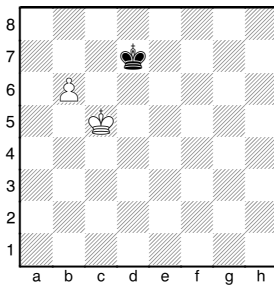
4. b6-b7+ ♔c8-b8

5. ♔c6-b6 stalemate.

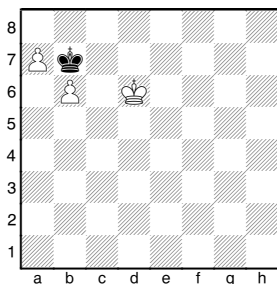
3... ♔d8-c8

4. ♔d6-c6 ♔c8-b8

5. b6-b7 winning.



D2

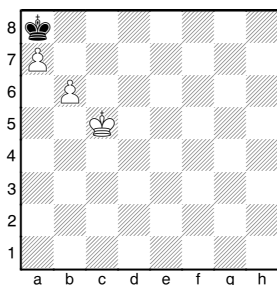


15.

The black king has a stalemate defense if you try something like

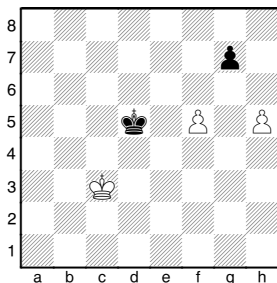
1. ♔d6-d7/c5 ♚b7-a8 (D2)
2. ♔c5-b5 (2. ♔c5-c6 stalemate) ♚a8-b7
3. ♔b5-a5? (3.a7-a8 ♚+!) ♚b7-a8 4. ♔a5-a6 stalemate.

You have to give up a pawn to reach the winning position.



D2

1. a7-a8 ♚+ ♚b7xa8 2. ♔d6-c6 ♚a8-b8
3. b6-b7 ♚b8-a7 4. ♔c6-c7 winning.



16.

Here there are two clever tricks.

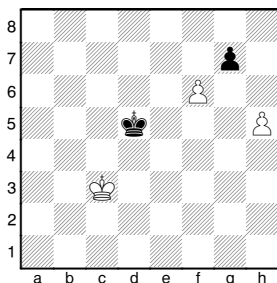
1. h5-h6

Forces the pawn on the rim and secures a draw (It may be a draw anyway but now it is clear and needs little thinking).

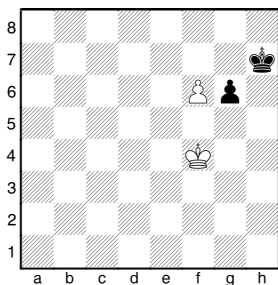
- 1...g7xh6 2. ♔c3-d3 ♚d5-e5
3. ♔d3-e3 ♚e5xf5 4. ♔e3-f3 --
5. ♔f3-g2 -- 6. ♔g2-h1=

However, you can do even better! The real trick is

1. f5-f6! (D2) g7xf6 2. h5-h6 winning.



D2



17.

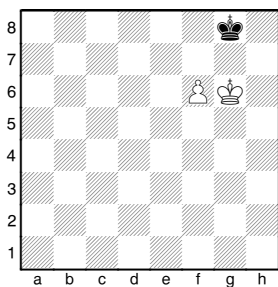
Yes, White wins but against a king in the corner you always have to look out for a stalemate:

1. ♖f4-g5 ♔h7-h8

1... ♔h7-g8? 2. ♖g5xg6 wins easily.

2... ♔g8-f8 3. f6-f7+-

(With 2... ♔g8-h8 Black may hope for a stalemate after f6-f7; but 3. ♖g6-f7 ♔h8-h7 4. ♖f7-e7 winning.)



D2

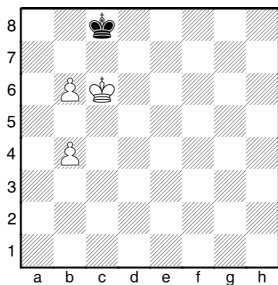
2. ♖g5-h6 ♔h8-g8

3. ♖h6xg6 (D2) ♔g8-f8

Again, do not fall for the stalemate. After 3... ♔g8-h8 4. ♖g6-f7+- White wins.

4. f6-f7 ♔f8-e7

5. ♖g6-g7 winning.



18.

Yes, it is possible. But you have to give up one pawn.

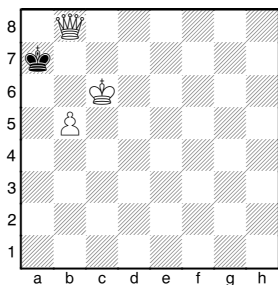
1. b6-b7+ ♔c8-b8

2. b4-b5

The reserve move of the second pawn.

2... ♔b8-a7

3. b7-b8 ♚+ (D2)



D2

But not the beginner's move 3. b5-b6+? ♔a7-b8 stalemate.

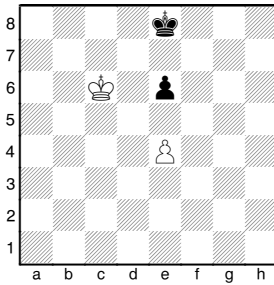
3... ♔a7xb8

4. ♔c6-b6 ♔b8-a8

5. ♔b6-c7 ♔a8-a7

6. b5-b6+

Followed by mate.



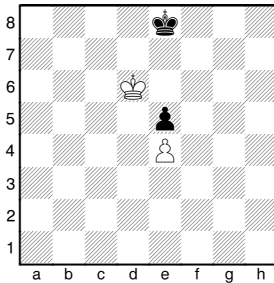
19.

Yes, but you have to do it right. Again, the opposition is decisive, even if it is not obvious.

1.e4-e5!

After **1.♔c6-d6?** Black exchanges his pawn for the opposition.

1...e6-e5! (D2) 2.♔d6xe5 ♔e8-e7=
(no better is 2...2.♔d6-e6 ♔e8-f8 3.♔e6xe5 ♔f8-e7=.)



D2

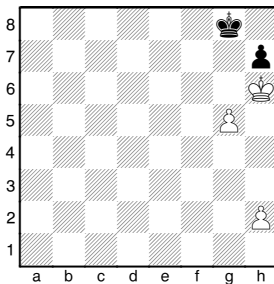
1...♔e8-d8

If 1...♔e8-f7? 2.♔c6-d7

2.♔c6-d6 ♔d8-e8

3.♔d6xe6

With the well-known winning position.



20.

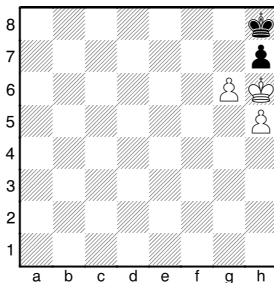
You should not run cluelessly ahead with your pawn. the first move is decisive for the result.

1.h2-h4? Is only a draw. You have to nail the king at the right moment!

1.h2-h3 ♔g8-h8 2.h3-h4 ♔h8-g8

3.h4-h5 ♔g8-h8 4.g5-g6 (D2) h7xg6

Or 4...♔h8-g8 5.g6-g7 ♔g8-f7 6.♔h6xh7+-

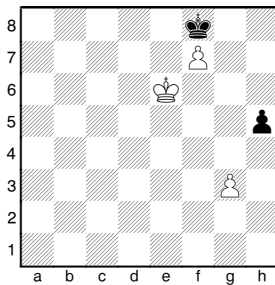


D2

5.h5xg6 ♔h8-g8 6.g6-g7

Now you see why it was necessary to start with only moving the h-pawn one square. If we moved it two square it would step "loud" on the 7th rank with only a draw.

6...♔g8-f7 7.♔h6-h7 winning.

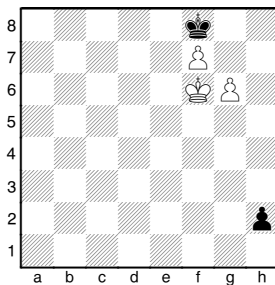


21.

In the previous examples we always had to avoid stalemate. Here we stalemate the king and make zugzwang our helper!

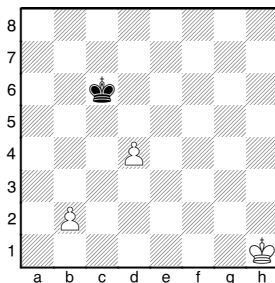
1. ♖e6-f6 h5-h4
2. g3-g4 h4-h3
3. g4-g5 h3-h2
4. g5-g6 (D2)h2-h1♔

Black has won the race of the pawns, but his king is trapped on the edge.



D2

5. g6-g7#

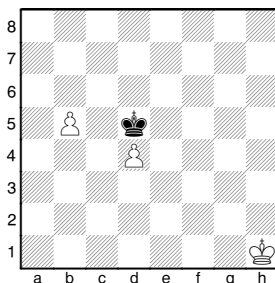


22.

Actually, Black can resign on the spot! At least, if you see

1. b2-b4 ♔c6-d5
2. b4-b5

And Black can only capture one pawn while the other runs to promotion. The white king moves to the middle and supports his pawn(s), an easy win.



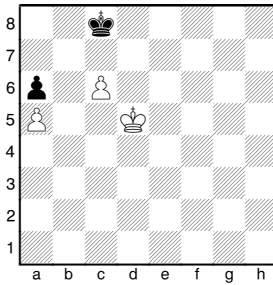
D2

- 2... ♔d5-d6
3. ♔h1-g2 ♔d6-d5

If 3... ♔d6-c7 4. d4-d5 ♔c7-b6 5. d5-d6
With the same problem again.

4. ♔g2-f3+-

Remember this "holding grip" of the pawns!

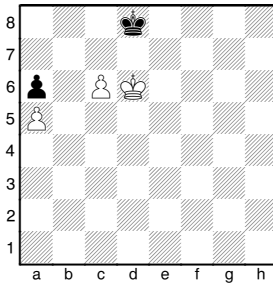


23.

1. ♖d5-c5 Only leads to a draw.

Just the same 1. ♖d5-d6 ♜c8-d8 2. c6-c7+=

- 1... ♜c8-c7
2. ♖c5-d5 ♜c7-c8
3. ♖d5-d6 ♜c8-d8 (D2)
4. c6-c7+ ♜d8-c8
5. ♖d6-c6 stalemate.

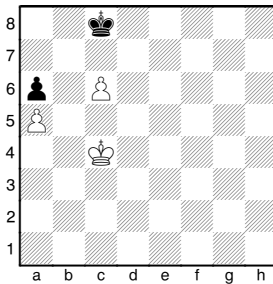


D2

The same position with Black to move would be a win. White has to get rid of a move. A step back brings White forward!

1. ♖d5-c4/d4 ♜c8-d8
2. ♖d4-c4 ♜d8-c8 (D3)
3. ♖c4-d5 ♜c8-c7
4. ♖d5-c5

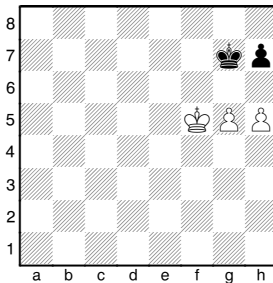
It is done! The same position as before but Black to move and lose!



D3

- 4... ♜c7-c8
5. ♖c5-b6 ♜c8-b8
6. ♖b6xa6 ♜b8-c7
7. ♖a6-b5 winning.

This maneuver is called **"Triangulation"** and often the only way to win. Set up the position on your board and try all the many variations to get a feeling for using triangulation.



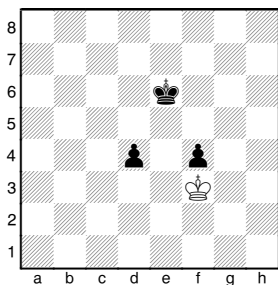
24.

Yes he can. White has no way to force the king out.

1. ♖f5-e6 ♜g7-f8

Or 1...h7-h6 2.g5-g6 ♜g7-h8 3. ♖e6-f6 ♜h8-g8 4.g6-g7 ♜g8-h7 5. ♖f6-f7 stalemate.

2. ♖e6-f6 ♜f8-g8 3.g5-g6 h7xg6 4.h5xg6=



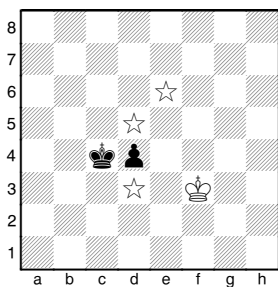
25.

Sure, can White take the pawn, but only if he wants to lose.

1. ♖f3xf4? ♜e6-d5 2. ♖f4-f3 ♜d5-c4(D2)

The king goes around the pawn (s. little stars), reaching the winning position.

**3. ♖f3-e2 ♜c4-c3 4. ♖e2-e1 d4-d3
(or 4... ♜c3-c2) 5. ♖e1-d1 d3-d2
6. ♖d1-e2 ♜c3-c2 7.-- d2-d1♚+**

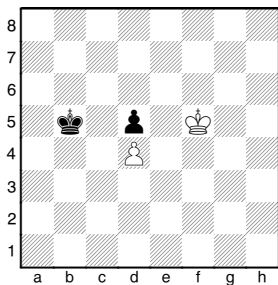


D2

A more patient approach wins.

1. ♖f3-e4! Now if one pawn moves he is taken by the king who can afterwards take care of the other one.

**1... f4-f3 2. ♖e4xf3 ♜e6-d5
3. ♖f3-e2 ♜d5-c4 4. ♖e2-d2 d4-d3
5. ♖d2-d1 ♜c4-d4 6. ♖d1-d2=**



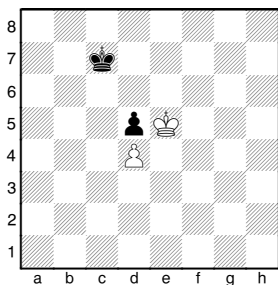
26.

Yes, White can win the pawn, but his opponent can reach a drawn position.

1. ♖f5-e6

After 1. ♖f5-e5?? ♜b5-c4 White cannot defend his pawn any longer; 2. ♖e5-f4 ♜c4xd4 winning.

1... ♜b5-c6

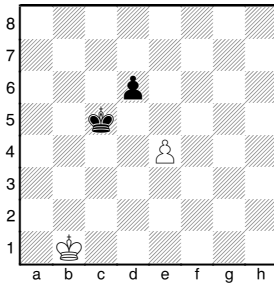


D2

If 1... ♜b5-c4?? 2. ♖e6-e5 Black is lost.

2. ♖e6-e5 ♜c6-c7 (D2) 3. ♖e5xd5 ♜c7-d7

And Black has the opposition maintaining a draw! If you cannot defend your pawn do not try to do so, instead look for a position that may be a draw or at least offers the most resistance.



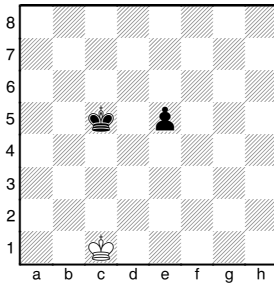
27.

It should be clear that White's only hope is to give up the pawn and try to reach a defensive position with his king.

1.e4-e5! d6xe5

1...d6-d5 2.e5-e6 ♔c5-d6 3.e6-e7 ♔d6xe7
4.♔b1-c2 ♔e7-e6 5.♔c2-d3=

2.♔b1-c1! (D2)



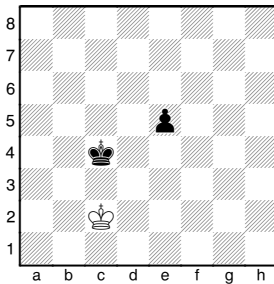
D2

Distant opposition. The only move to keep a draw!

If 2.♔b1-c2? ♔c5-c4 3.♔c2-d2 ♔c4-d4
4.♔d2-e2 ♔d4-e4 Black has a winning position.

2...e5-e4

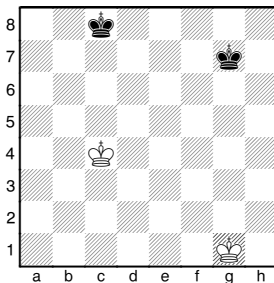
Or 2...♔c5-d4 3.♔c1-d2 ♔d4-e4 4.♔d2-e2
And White has the opposition, draw.



D3

3.♔c1-d2 ♔c5-d4 4.♔d2-e2=

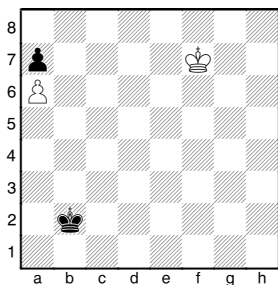
A position of the kings, as seen in D2, is called "**distant opposition**". If there are three or five squares between the kings (D4), the player who has the opposition can hold the opposition. For example, see D22...♔c5-c4 3.♔c1-c2.



D4

Try it with five squares! Let the kings not only go straight toward each other but also to the sides, trying to confuse the opponent and letting him accidentally give up the opposition!

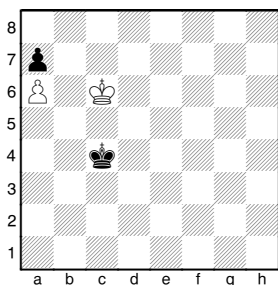
Look out for the distant opposition if the kings are far away. It can be decisive for the result of the game!



28.

If White goes directly for the pawn it is only a draw. 1.♔f7-e7 ♔b2-b3 2.♔e7-d7 ♔b3-b4 3.♔d7-c7 ♔b4-c5 (3...♔b4-b5 4.♔c7-b7+-) 4.♔c7-b7 ♔c5-d6 5.♔b7xa7?? ♔d6-c7=

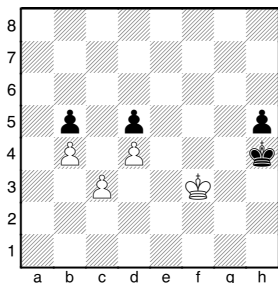
- 1.♔f7-e6! ♔b2-c3
- 2.♔e6-d5 ♔c3-b4
- 3.♔d5-c6 ♔b4-c4 (D2)
- 4.♔c6-b7 ♔c4-c5
- 5.♔b7xa7 ♔c5-c6
- 6.♔a7-b8+-



D2

Black arrives too late. Winning one move by keeping the king at a distance made all the difference! Other than in nature, a diagonal on the chess board is no longer than a straight line.

You can often use this to keep the opponent's king away or force him to make a detour; not only in pawn endings but in others too.



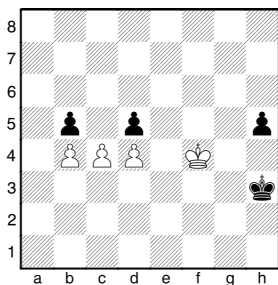
29.

You can sacrifice your pawn on c3 and open a file for one of your other pawns. But first make sure the black king cannot interfere:

- 1.♔f3-f4 ♔h4-h3
- 2.c3-c4 (D2)d5xc4

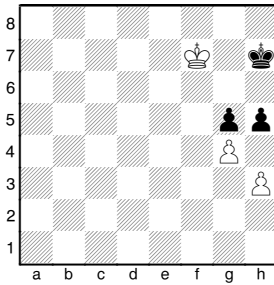
Just the same is 2...b5xc4 3.b4-b5 c4-c3 4.♔f4-e3+-.

- 3.d4-d5 c4-c3
- 4.♔f4-e3 Winning.



D2

Do not be afraid to sacrifice a pawn (and sometimes even more) to create a "passed pawn". This is what we call a pawn that can run unopposed by enemy pawns to promotion. A passed pawn is often worth a much bigger sacrifice as we will see later.



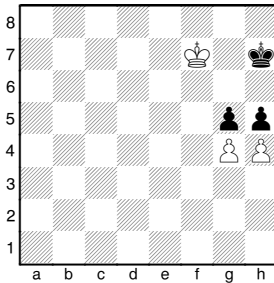
30.

With his last move ...h6-h5 Black was pretty sure he had a draw. What did he miss?

After 1.g4xh5 ♔h7-h6 2.♕f7-f6 ♕h6xh5
3.♕f6-f5 ♕h5-h4 4.♕f5-g6 ♕h4xh3
5.♕g6xg5= It is as much a draw as it can be.
But black missed a pawn breakthrough.

1.h3-h4! (D2)

1...g5xh4



D2

Not better is 1...h5xg4 2.h4xg5 g4-g3 3.g5-g6+ winning.

Or 1...♕h7-h6 2.♕f7-f6 ♕h6-h7
3.h4xg5 h5xg4 4.♕f6-f7.

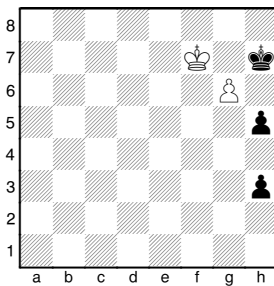
2.g4-g5 h4-h3

3.g5-g6+ (D3) ♕h7-h6

4.g6-g7 h3-h2

5.g7-g8 ♕h2-h1

6.♕g8-g7#



D3

That was a real baffler, was it not? We will see more breakthroughs in latter months. It is an interesting topic that can be a real game changer.

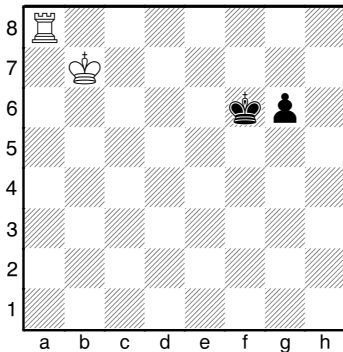
That was a lot of endgame knowledge, sometimes hard and challenging. I hope you did not find it too demanding or, even worse, boring. But it is necessary to give you the basics you need for the understanding of the next 336 endgames. If you are not sure you have understood everything, please work through the first month again, or at least through the positions which gave you a hard time. It is really important to know this stuff!

In the following months we will show you endgames of all types. Now take a moment to relax as next month will not contain any pawn endings.

Month 6

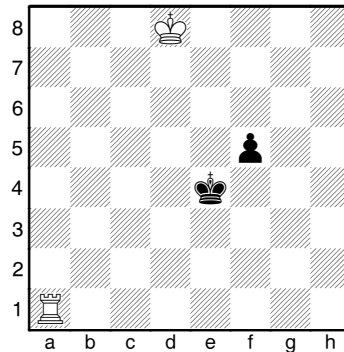
Days 151 – 180

The rooks are eager to show you more of their tricks. As rook endgames together with pawn endings are the most frequent you should be very focused during this month of rooks!



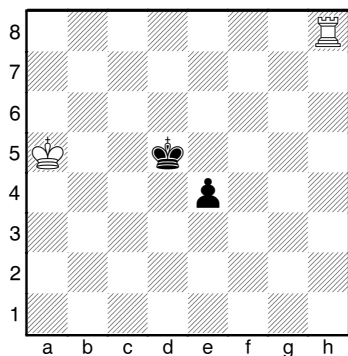
151.

Find the easiest way to win the advancing pawn!



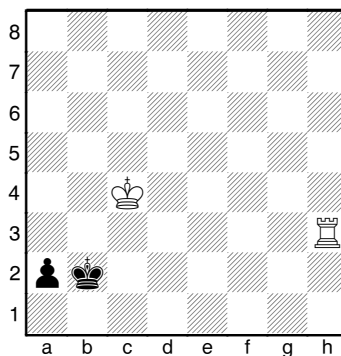
152.

Can White stop the pawn early enough? Even if his king is far behind the pawn?



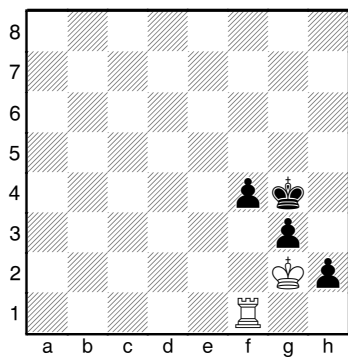
153.

The first move is decisive for the outcome of the game!



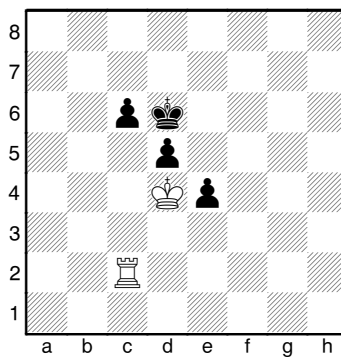
154.

Can the pawn on the rim hold a draw?



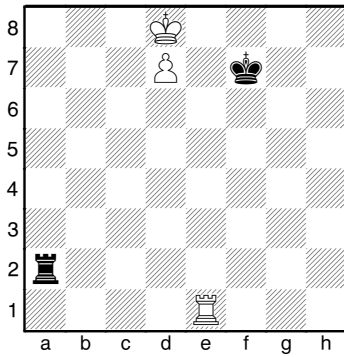
155.

Can the black pawns steamroll the rook?



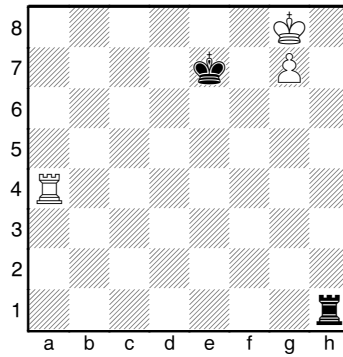
156.

The pawns are not as far advanced as in yesterday's position. Find out what makes the difference!



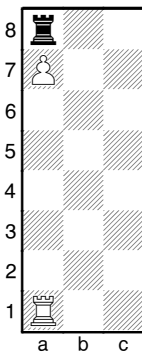
157. ●

Can Black prevent the promotion?



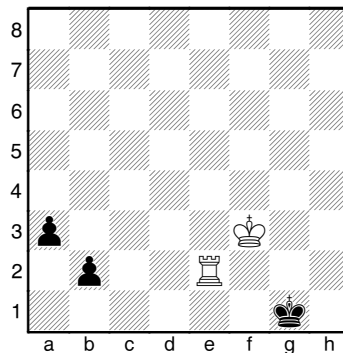
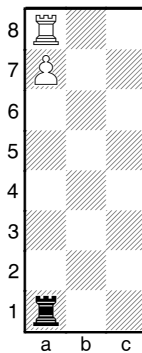
158.

Today we see one of the oldest endgames shown in the first ever printed chess book by **Lucena in 1497**.
White wins! How?



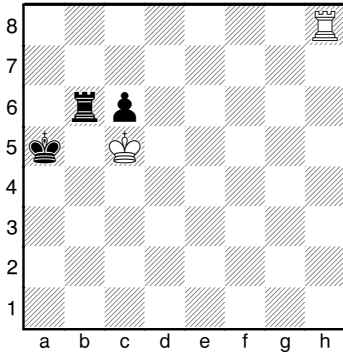
159.

Is the rook better behind the pawn or in front?

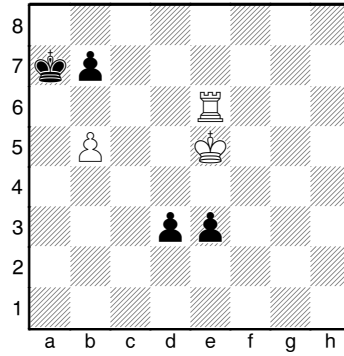


160.

Two far advanced pawns normally win against the rook. Can White avoid this?



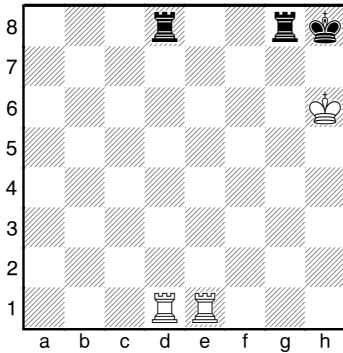
161.



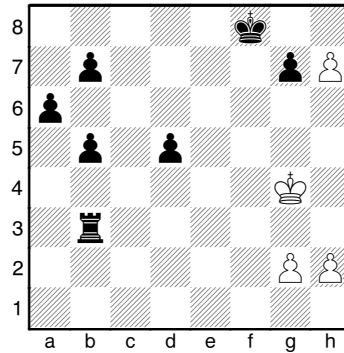
162.

The king on the rim is Black's problem – if you find the way to tackle it!

When you cannot stop the pawns look for other options! I will give you a clue. the black king is in a critical position!



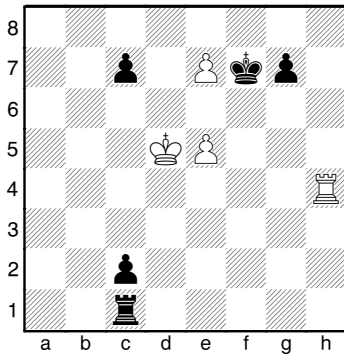
163.



164. ●

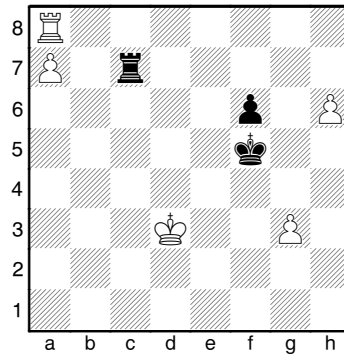
Look out for possible mates and use logic!

The white pawn is ready for promotion and cannot be stopped or can it? Creativity is needed!



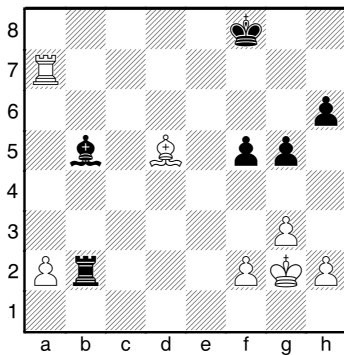
165.

A pawn ready for promotion, the white king in the open, only imagination and creativity can save the day!



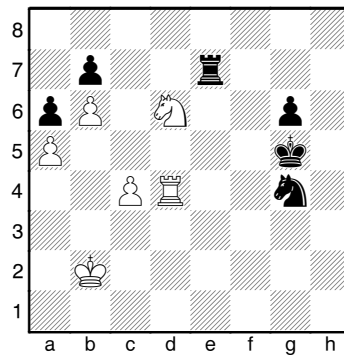
166.

Remember a standard maneuver and use it for a quick win!



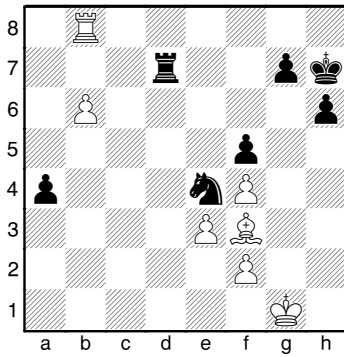
167.

Surely you see that the black bishop can be pinned. But be careful, it is not as easy as you may think!



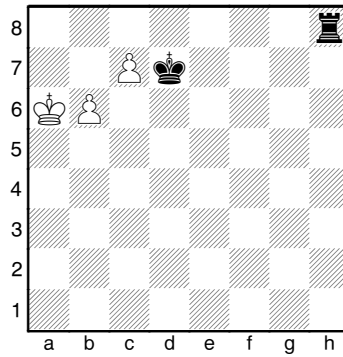
168.

When clearing the path for your pawns do not worry about material!



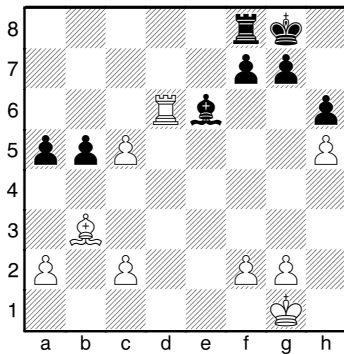
169.

The first step should be no problem for you. Afterwards look out for tactical opportunities!



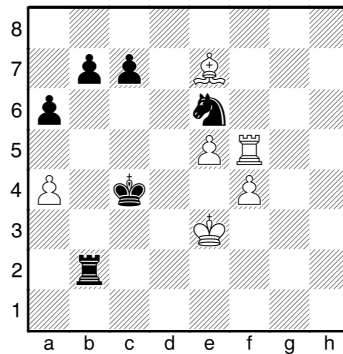
170. ○ / ●

Can you win
a) with White? b) with black?
to move?



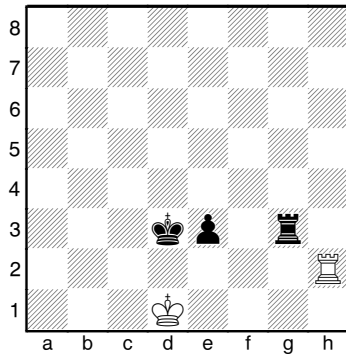
171.

White can exchange and win at least a pawn and sooner or later the game. But he found a way to shorten the endgame considerably.



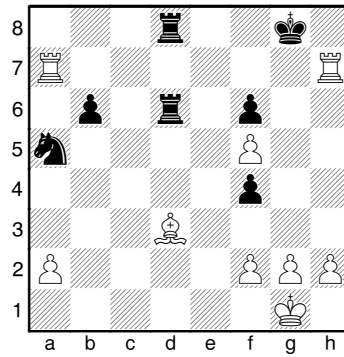
172. ●

An amateur caught an international master on the wrong foot. He even had two tactical opportunities!
Can you see how?



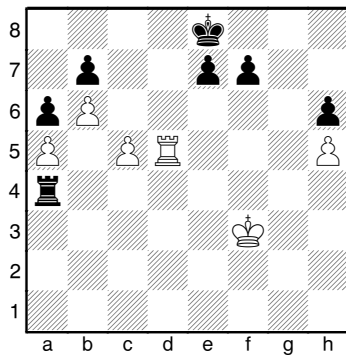
173.

The obvious defense 1.♖h2-h1, after 1...♗g3-g2, is not good enough. Can you find a better one?



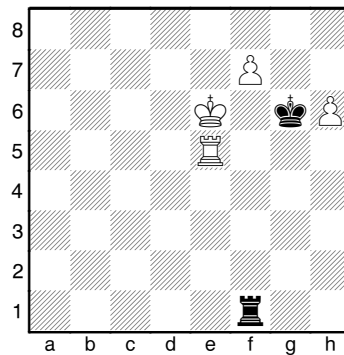
174.

We can argue if this is already an endgame or only a late middle game. Anyway, with two rooks on the 7th rank it is near the end. How?



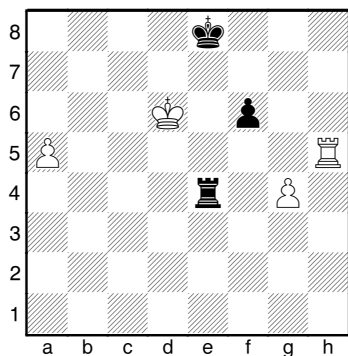
175.

It does not look good for White. Either a miracle or a strong maneuver is needed to avoid the loss.



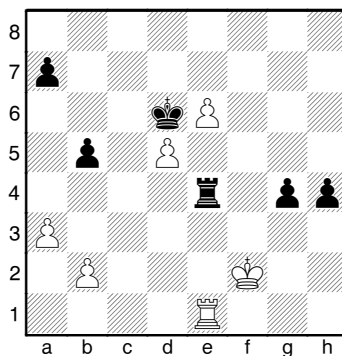
176.

The black king has both pawns under control. Is this enough for a draw?



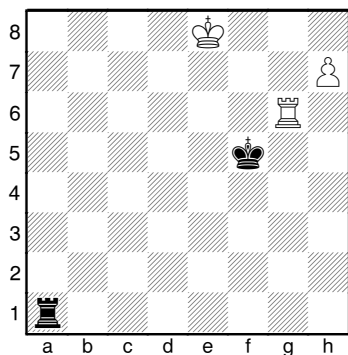
177. ●

Can Black capture the pawn? The German wunderkind Vincent Keymer thought so. Do you agree?



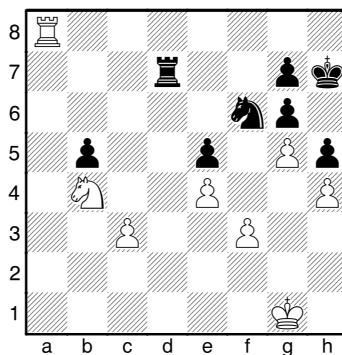
178. ●

Is the endgame a draw after exchanging the rooks? Or can Black do better?



179.

Do you remember the Tarrasch rule?
Is it the right way here?

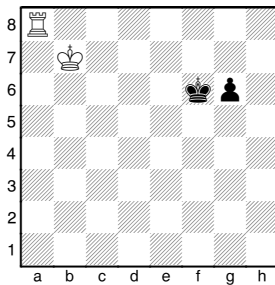


180. ●

Black's last move g4–g5 left the knight little choice. After Nf6–g8 White has free reign on the board. What can Black do?

Solutions for days

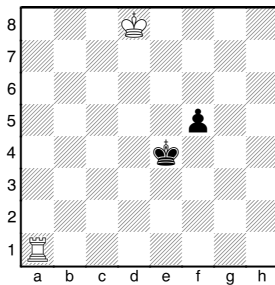
151 - 180



151.

If king and pawn are far behind it is easy. Cut off the king, wait till the pawn is advanced, then go behind the pawn and capture it.

1. ♖a8-a5 g6-g5
2. ♔b7-c6 g5-g4
3. ♔c6-d6 g4-g3
4. ♖a5-a3 g3-g2
5. ♖a3-g3 winning.



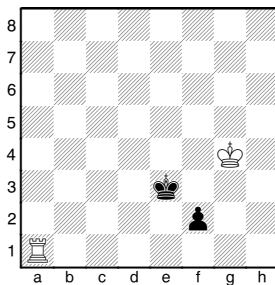
152.

Yes, but one has to be careful, every move counts! The king has to go around the pawn.

1. ♔d8-e7

1. ♔d8-d7? f5-f4 2. ♔d7-e6 f4-f3= Do not make a beginner's mistake; always take the shortest possible way (exception. opposition)!

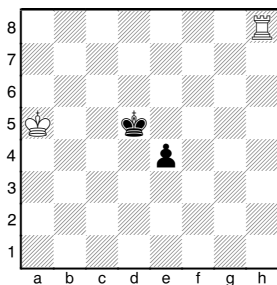
- 1...f5-f4 2. ♔e7-f6!



D2

The only move. Inexperienced player often give checks with the rook. That is absolutely wrong because the black king can sooner or later attack the rook thereby gaining an additional move.

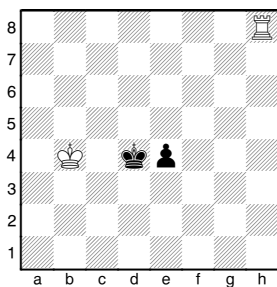
- 2...f4-f3 3. ♔f6-g5 ♔e4-e3
4. ♔g5-g4 f3-f2 (D2) 5. ♔g4-g3 ♔e3-e2
6. ♔g3-g2+-



153.

Inexperienced players would keep king and pawn close together. It is a bit of a herd instinct. But this is exactly what loses!

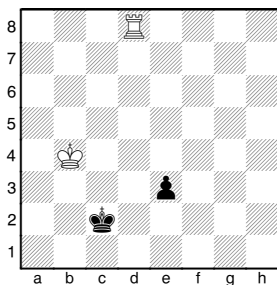
1...♔d5-d4 2.♔a5-b4 (D2) ♔d4-d3
 (2...e4-e3 3.♖h8-d8+ ♔d4-e4 4.♔b4-c3+-)
 3.♔b4-b3 e4-e3 4.♖h8-d8+ ♔d3-e2
 5.♔b3-c2 ♔e2-f2 6.♖d8-e8 e3-e2
 7.♔c2-d2+-



D2

We have to keep the opponent's king at a distance!

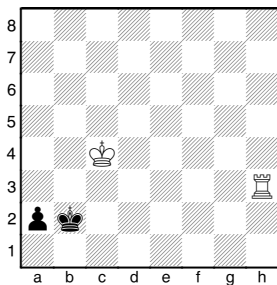
1...♔d5-c4!
 2.♖h8-c8+ ♔c4-d3
 3.♔a5-b4 e4-e3
 4.♖c8-d8+ ♔d3-c2 (D3)
 5.♖d8-e8 ♔c2-d2
 6.♔b4-c4 e3-e2



D3

With a draw. Either move repetition or White must give the rook for the pawn. The move away from the pawn and against the enemy king is an important maneuver not only here but also in other types of endgames. To keep the other king at a distance gives you one more needed move. In the solution we cannot give you all of the lines as there are too many.

Set up the position on your board and go through the different possibilities!



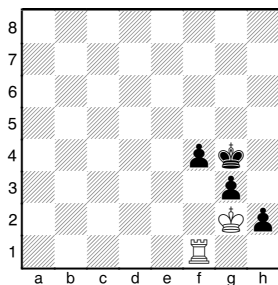
154.

The rook pawn, normally less valuable, has no problem holding a draw.

1.♖h3-h2+ ♔b2-a3!

If 1...♔b2-b1? 2.♔c4-b3 a2-a1♗+
 Underpromotion avoids mate but the knight is lost after 3.♔b3-c3+-.

2.♖h2-h1 ♔a3-b2=

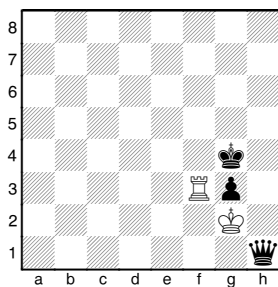


155.

Against three far advanced pawns it is a lost cause.

1...f4-f3+ 2.♖f1xf3

2.♔g2-h1 sets a trap. 2...g3-g2+ 3.♔h1xh2
And if Black without thinking promotes to a queen it is a draw. But the underpromotion 3...g2xf1♘+ wins.



D2

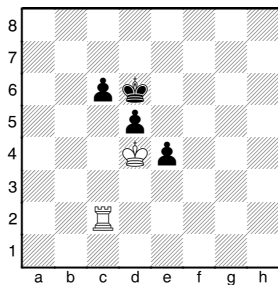
2...h2-h1♚+ (D2)

3.♔g2xh1 ♔g4xf3

4.♔h1-g1 g3-g2

5.♔g1-h2 ♔f3-f2 winning..

It is a very old position, shown in his book by **Salvio** in 1634.



156.

The tactical motifs we have seen in no.155 are not a threat here. Rook and king have room to go back. White can wait thereby forcing Black to weaken his position. It helps too that the rook can give check from the side. If you are patient black's position will soon crumble!

1.♖c2-c3 ♔d6-d7

2.♔d4-e5 ♔d7-c7

3.♖c3-b3 ♔c7-d7

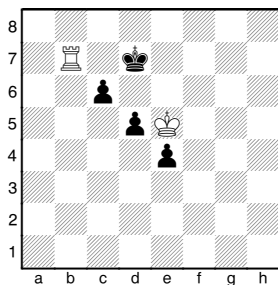
4.♖b3-b7+ (D2) ♔d7-c8

5.♖b7-g7 ♔c8-d8

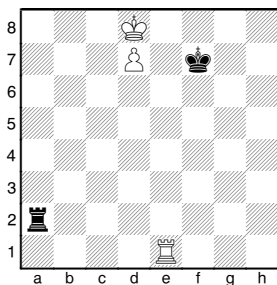
6.♔e5-d6 winning.

If 5...♔c8-b8 6.♔e5-d6 e4-e3

7.♔d6xc6 d5-d4 8.♖g7-e7+-.



D2



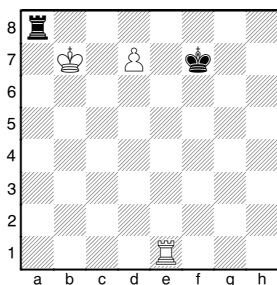
157.

No, the rook cannot prevent the promotion.

1...♖a2-a8+

1...♖a2-c2 2.♖e1-f1+ ♔f7-g6 3.♖f1-f4 Leads to the "**Lucena position**" (we will show it to you tomorrow) White wins.

2.♔d8-c7 ♖a8-a7+ 3.♔c7-c8 ♖a7-a8+
4.♔c8-b7 (D2) ♖a8-d8 5.♔b7-c7

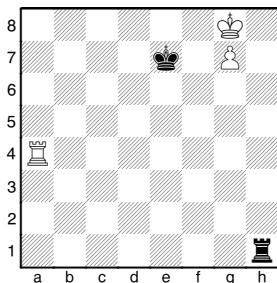


D2

Winning.. This is only possible if the distance between white king and pawn is two squares. With a distance of three squares the rook can give perpetual check as the king does not stray from his pawn, draw!

Keep in Mind.

Only if the distance between the rook and pawn is two squares is promotion possible.



158.

1. ♖a4-e4+ ♔e7-d7

If 1...♔e7-f6? 2.♔g8-f8 ♖h1-g1
3.g7-g8♖ ♖g1xg8+ 4.♔f8xg8+-.

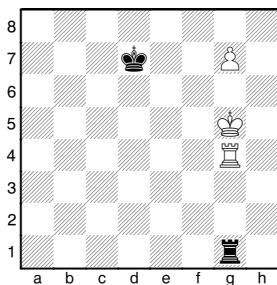
2.♔g8-f7 ♖h1-f1+

3.♔f7-g6 ♖f1-g1+

4.♔g6-f6 ♖g1-f1+

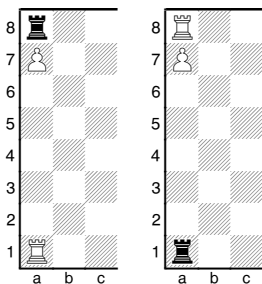
5.♔f6-g5 ♖f1-g1+

6.♖e4-g4 (D2) winning..



D2

This is called the "**Lucena position**". It is the first rook endgame position in most textbooks. It is called sometimes "bridging". The rook must stand on the 4th rank. Otherwise, the maneuver is not possible, try it out!



159.

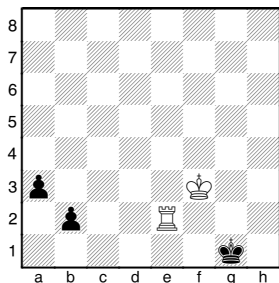
Yesterday's rule was invented by Dr. Tarrasch (1862–1934). He was one of the greatest players of his times and a theoretician in the opening and endgame. His most important legacy is the rule.

The rooks always belong behind the pawn. Behind the own pawn as well as behind the opponent's pawns.

This rule is nearly always right. If you look at the diagrams you will see that there is good reason for bringing the rook behind the pawn.

While the rook in front of the pawn (*D right*) it is immobilized, the rook behind (*D left*) can move along the file. This means no zugzwang and also the opponent's king cannot successfully attack or trap him in the corner as he can always move along the file.

If you place your rook behind the pawn you probably made the right decision.



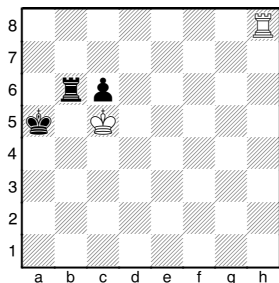
160.

In rook endings mate threats are often decisive and lead to surprising outcomes.

1. ♖e2-e1+ ♔g1-h2 2. ♖e1-b1

Black is in zugzwang! 2... ♔h2-h3? 3. ♖b1-h1#

2... a3-a2 3. ♖b1xb2+ ♔h2-h3 4. ♖b2xa2
Winning. Do you see the quickest mate?

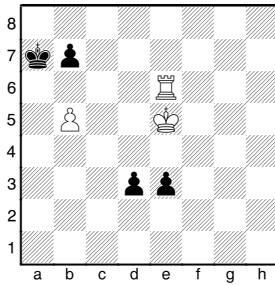


161.

Most players would exchange the rooks and accept a draw. Some maneuvering wins.

1. ♖h8-a8+ ♖b6-a6 2. ♖a8-b8! ♔a5-a4
3. ♖b8-b1 ♖a6-a5+ 4. ♔c5-c4

And Black has a choice between giving the rook or 4...-- 5. ♖b1-a1#.



162.

We can create a mating net, but it is not easy to see.

1. ♔e5-d6 d3-d2

If 1... ♔a7-b6 2. ♖e6xe3 ♔b6xb5 3. ♖e3xd3+-.

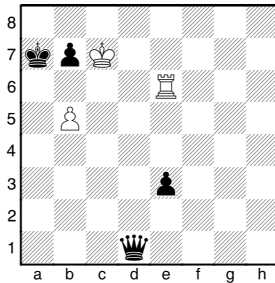
2. ♔d6-c7 d2-d1♚ (D2)

3. ♜e6-a6+! b7xa6

4. b5-b6+ ♔a7-a8

5. b6-b7+ ♔a8-a7

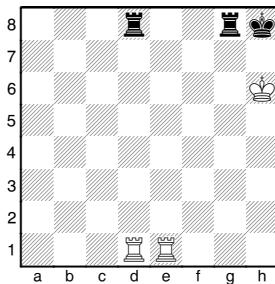
6. b7-b8♚#



D2

We have seen this maneuver in a breakthrough in pawn endings, do you remember? Always keep these patterns in your mind.

If a problem cannot be solved, look for other options and opportunities; do not brood long over the impossible!



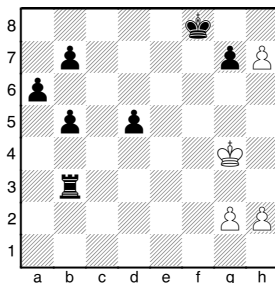
163.

A rook on the 7th (2nd) rank is dangerous, two rooks even more!

1. ♜e1-e7 ♜g8-e8 2. ♜d1-d7 ♜e8xe7

Or 2... ♜d8-a8 3. ♜e7-h7+ ♔h8-g8 4. ♜d7-g7+ ♔g8-f8 5. ♜h7-h8#.

3. ♜d7xd8+ ♜e7-e8 4. ♜d8xe8#



164.

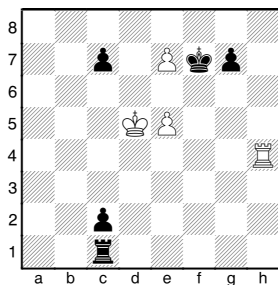
To remove the g-pawn (clearance) is the key.

1... ♜b3-b4+ 2. ♔g4-g5

(2. ♔g4-g3 ♜b4-h4 is the same)

2... ♜b4-h4! 3. ♔g5xh4 g7-g5+

4. ♔h4xg5 ♔f8-g7 And Black wins.

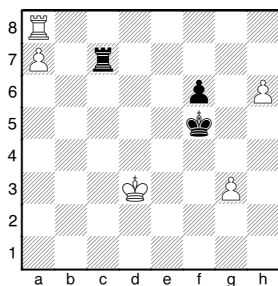


165.

1.e7-e8♚+ ♔f7xe8
2.♔d5-e6! ♖c1-f1

2...-- 3.♖h4-h8# Is an empty threat as the black rook can always cover his king. Sufficient for the draw is a repetition of the rooks.

3.♖h4-a4 ♖f1-d1 4.♖a4-h4=



166.

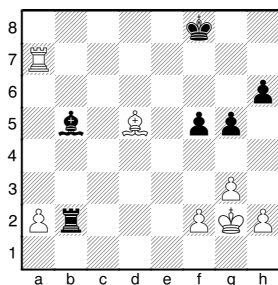
If you can force the black king out in the open a check frees the a8 square for the pawn.

1.g3-g4+ ♔f5-f4

If 1...♔f5xg4 2.♖a8-g8+ ♔g4-f4 3.a7-a8♚.

2.g4-g5 f6-f5 3.g5-g6

Or 2...f6xg5 and again 3.♖a8-f8+.



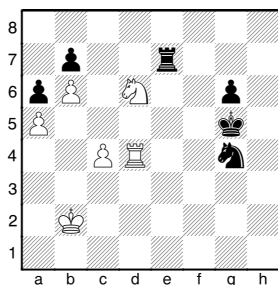
167.

The pin wins. But you have to make the right use. A mistake is 1.♖a7-b7? ♖b2-b1 and Black can wiggle out, or worse. 2.♔d5-c4?? ♔b5-c6+ winning.

1.♖a7-f7+ ♔f8-e8 2.♖f7-b7 ♖b2-b1

Idea 3.-- ♔b5-d3. If 2...♔e8-d8 3.a2-a4

3.♖b7xb5 ♖b1xb5 4.♔d5-c6+ winning.

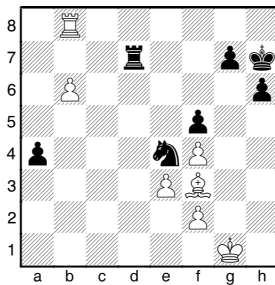


168.

White trusted the strength of his pawns and invested big material.

1.♔d6xb7 ♖e7xb7
2.♖d4xg4+ ♔g5xg4
3.c4-c5 ♖b7-b8/f7
4.c5-c6 winning.

Played by GM Lev Psakhis vs. Vyzhmanavin, Moscow 1991.



169.

In a complex position we find the practical use (or at least threat) of well-known methods.

1. b6-b7 ♔h7-g6

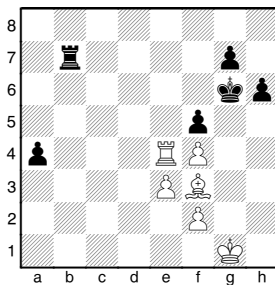
Otherwise, 1...-- 2. ♖b8-h8+ ♔h7xh8
3. b7-b8♚+.

2. ♜b8-e8! ♞d7xb7 3. ♜e8xe4 (D2)

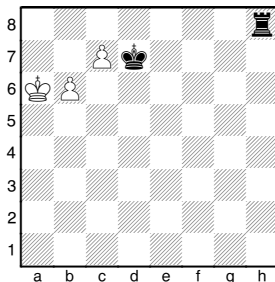
Winning the bishop as 3...f5xe4 allows the bishop fork 4. ♙f3xe4+.

3... ♜b7-b1+ 4. ♔g1-g2 ♜b1-a1
5. ♜e4-e6+ ♔g6-f7 6. ♜e6-a6

Bearing in mind Dr. Tarrasch's rule to bring the rook behind the pawn.



D2



170.

The white king is safe in his corner. It does not matter whose move it is.

Black can try

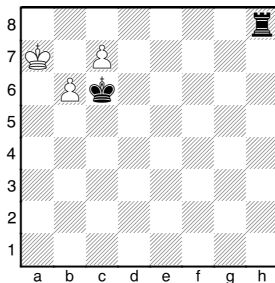
1.-- ♔d7-c8
2. ♔a6-a7 ♜h8-g8
3. ♔a7-a8 ♜g8-h8
4. ♔a8-a7=

White's way to the draw is more complicated.

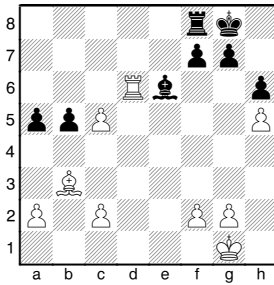
1. ♔a6-a7 ♔d7-c6 (D2)

1... ♔d7-c8 Is just the same as we have seen for Black.

2. c7-c8♚+ ♜h8xc8
3. b6-b7 ♜c8-c7 4. ♔a7-a8 ♜c7xb7
stalemate!



D2



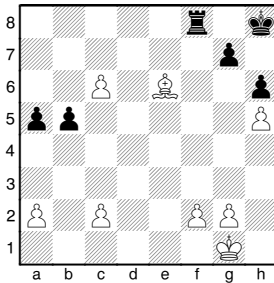
171.

White gives the exchange for control of the promotion square. It is not easy to see but the bishop and passed pawn reach a winning position.

1. **Rd6xe6! f7xe6**

1...a5-a4 2. **Bb3-d5** changes nothing.

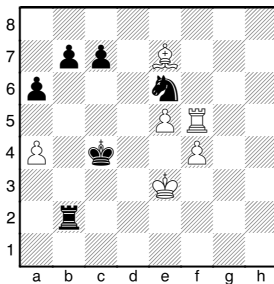
2. **Bb3xe6+ Kg8-h8 3.c5-c6 (D2)**



D2

And Black has to give up the rook when White promotes the pawn.

This is a configuration where the rook is helpless. If he attacks the bishop the pawn runs through. Even if the rook could go to the 7th rank (lets set him on f7) the bishop can shield his pawn with Be6-d7 and promote or (with a rook on a7) at least tie down the rook.



172.

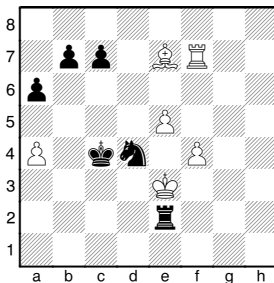
Rook and knight can sometimes win a game singlehanded. One threat is the deflection into a knight fork.

1... **Rb2-e2+ 2. Ke3xe2 Nd6-d4+**

3. **Ke2-f2 Nd4xf5** probably securing a draw.

But that is only the second-best Black can do.

1... **Nd6-d4! 2. Rf5-f7 Rb2-e2# (D2)**

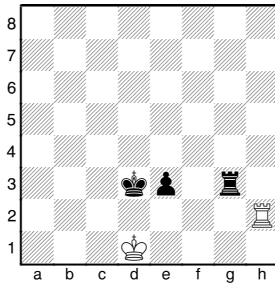


D2

Nothing changes 2. **Ke3-e4**

With the help of other (sometimes the opponent's) pieces the knight and rook can give the Arabian checkmate even in the middle of the board! A king at the rim or in a cramped position is in far greater danger.

Bamrbold (2270) – IM Sobolevsky (2465), IM tournament Cuxhaven (GER) 2001.



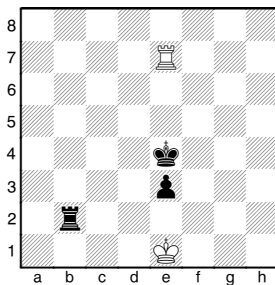
173.

You have to see the stalemate position which is not easy as we normally dismiss "stupid moves" out of hand.

1. ♖h2-d2+! ♔d3-e4

1...e3xd2 stalemate.

1...♔d3-c3 2. ♖d2-c2+ ♔c3-b3 3. ♖c2-c8= The king is cut off.



D2

Now White has driven the enemy king away and keeps him under control from behind.

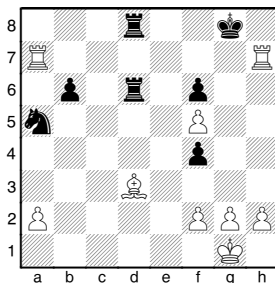
2. ♖d2-d7 ♖g3-g1+

3. ♔d1-e2 ♖g1-g2+

4. ♔e2-e1 ♖g2-b2

5. ♖d7-e7+ (D2)

The rook can always give check from behind and deny Black a chance to construct a mating position.



174.

Currently the two rooks can only secure a draw by perpetual check. But if we can defend one of them, mate is possible.

1. h2-h4

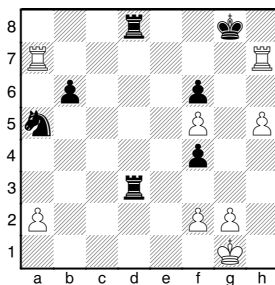
An air hole for the king and an attacking move combined! 1. ♖a7-g7+ ♔g8-f8 2. h2-h4 Is the same.

1... ♖d6xd3 2. h4-h5 (D2) ♖a5-c6

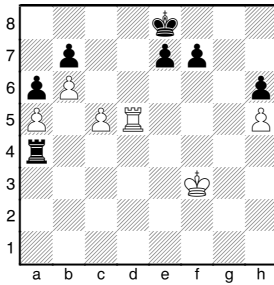
Only 2... ♖d3-d7 3. ♖h7xd7 ♖d8xd7 4. ♖a7xd7 can avoid mate, but it is clearly hopeless.

3. ♖a7-g7+ ♔g8-f8

4. h5-h6 -- 5. ♖h7-h8#



D2



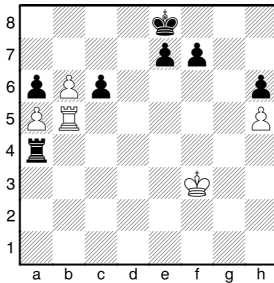
175.

A breakthrough maneuver can do the trick.

1. c5-c6 b7xc6

At first this does not seem to be a good idea as Black can defend his c6 pawn with Ke8-d7 and stop White's passed pawn with the rook from behind. But White uses a nice "trick".

2. ♖d5-b5! (D2) a6xb5 / c6xb5

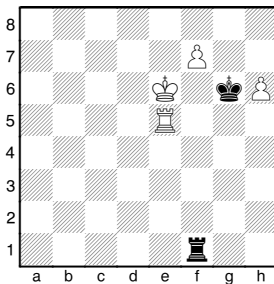


D2

It does not matter which one, the pawn is always shielded and can promote undisturbed!

3. b6-b7 winning.

Closing a line by sacrifice is an important tool but often not easy to see. Our brain has a kind of hurdle against looking at "stupid" moves and it is difficult to overcome.



176.

No, it is not. With a sacrifice White can distract Black and then maneuver towards promotion.

1. ♖e5-g5+

Only a draw is 1. h6-h7 ♖f1-f6+ 2. ♔e6-d5 ♔g6xh7

1... ♔g6xg5

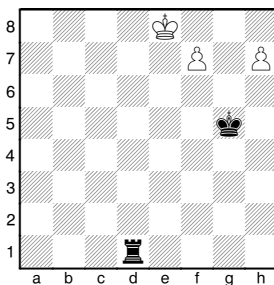
2. h6-h7 ♖f1-e1+

3. ♔e6-d7 ♖e1-d1+

4. ♔d7-e8 (D2) ♖d1-e1+

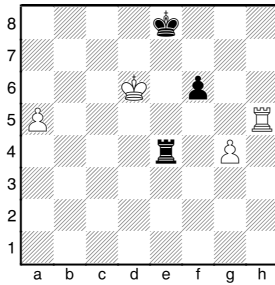
5. ♔e8-f8 ♖e1-h1

6. ♔f8-g7



D2

Hiding, protecting and winning., the king has it all!

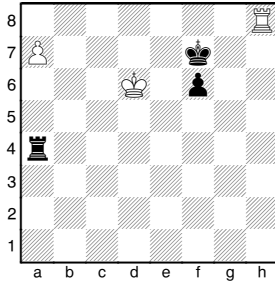


177.

In time trouble 14-year-old Vincent overlooked that capturing the pawn leads to a standard maneuver.

39...♖e4xg4?
40.a5-a6 ♖g4-a4
41.♗h5-h8+ ♔e8-f7
42.a6-a7! (D2)

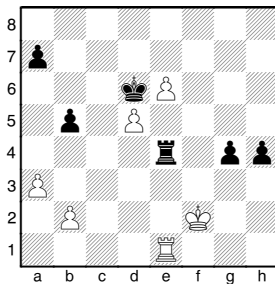
And Vincent resigned. He had probably only seen 42.♗h8-h7+ ♔f7-g6 43.♗h7-a7 f6-f5 44.♔d6-c6=.



D2

42...♖a4xa7 43.♗h8-h7+
 Winning the rook and the game.

Hammer, JL(2631) – Keymer, V (2466)
 Xtracon Open Helsingor DEN 2018.

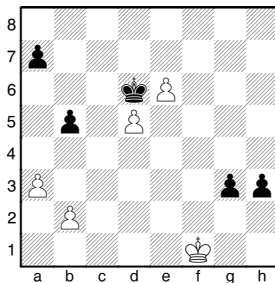


178.

Yes, exchanging leads to a textbook like drawn position.

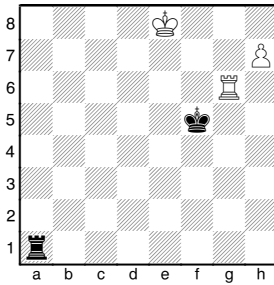
1...♖e4xe1
2.♔f2xe1 g4-g3
3.♔e1-f1 h4-h3 (D2)

And both kings are stopped by the respective connected passed pawns thus a draw. But White overlooked a deflection.



D2

1...g4-g3+!
2.♔f2-f1 g3-g2+
3.♔f1-f2 ♖e4xe1
4.♔f2xe1 g2-g1♚+!

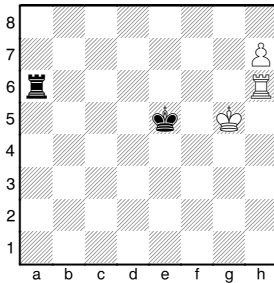


179.

One of the rare cases where the Tarrasch rule is not the best! The game continued 1. ♖g6-h6 ♜a1-a8+ and later ended in a draw. But White can win with a surprising move.

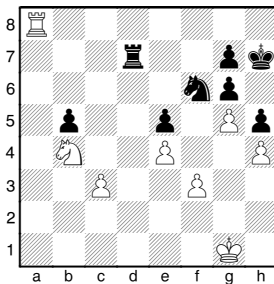
1. ♖g6-f6+! ♔f5-e5

If 1... ♔f5xf6 the skewer wins after 2. h7-h8 ♖++-; Or 1... ♔f5-g5 2. ♖f6-f8 ♜a1-a8+ 3. ♔e8-f7 ♜a8-a7+ 4. ♔f7-g8+-.



D2

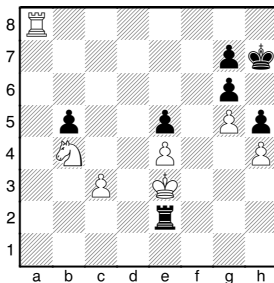
2. ♖f6-h6 ♜a1-a8+
3. ♔e8-f7 ♜a8-a7+
4. ♔f7-g6 ♜a7-a6+
5. ♔g6-g5+ (D2)



180.

Black has a surprising escape. It is based on the fact that only the black rook and knight can move as all of the other pieces are blocked. This allows for a stalemate.

1... ♖f6xe4!
2. f3xe4 ♜d7-d1+
3. ♔g1-f2 ♜d1-d2+
4. ♔f2-e3 ♜d2-e2+ (D2)
5. ♔e3-f3 ♜e2-f2+



D2

With a perpetual or 6. ♔f3xf2 stalemate!

Okay, half a year is over. If you worked with our book until now you have done a lot of work, congratulations!

Do not be disappointed if you did not solve many of the examples. Always keep in mind that the aim is not to solve as many examples as possible! The aim is to learn and improve your chess brain!