

Contents

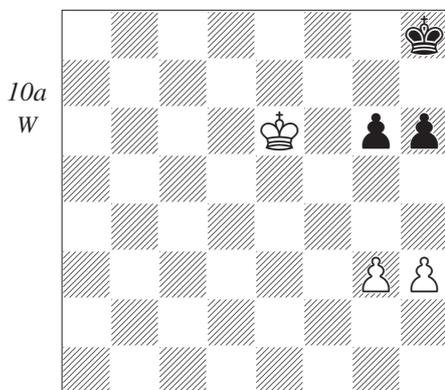
Symbols	6
Introduction	7
King and Pawn Endings	9
1 King and Pawn vs King (1)	10
2 King and Pawn vs King (2)	12
3 The Rook's Pawn	14
4 King and Two Pawns vs King	16
5 Shouldering Away	18
6 King Geometry	20
7 Extra Pawn	22
8 Outside Passed Pawn	24
9 Protected Passed Pawn	26
10 Active King	28
11 Breakthrough	30
12 Opposition	32
13 Distant Opposition	34
14 Triangulation	36
15 Reserve Tempi	38
16 Transformation to a Queen Ending (1)	40
17 Transformation to a Queen Ending (2)	42
18 Surprise Moves	44
Knight Endings	46
19 Knight vs Pawn	48
20 Knight vs More Pawns	50
21 Extra Piece	52
22 Extra Pawn	54
23 Positional Factors	56
24 Tactical Ideas	58
Same-Coloured Bishop Endings	60
25 Bishop vs Pawns	62
26 Rook's Pawn and Wrong Bishop	64
27 Bishop and Pawn vs Bishop (1)	66
28 Bishop and Pawn vs Bishop (2)	68
29 Extra Pawn	70
30 Bad Bishop	72

Opposite-Coloured Bishop Endings	74
31 Bishop and Two Pawns vs Bishop	76
32 Blockade	78
33 Passed Pawns	80
Bishop vs Knight Endings	82
34 Bishop and Pawn vs Knight	84
35 Knight and Pawn vs Bishop	86
36 The Dominant Bishop	88
37 Bishop or Knight?	90
38 Two Bishops vs Bishop and Knight	92
39 Two Bishops vs Two Knights	94
Rook Endings	96
40 Rook vs Pawn (1)	98
41 Rook vs Pawn (2)	100
42 Rook vs Two Connected Passed Pawns	102
43 Rook vs Two Isolated Passed Pawns	104
44 ♖+♗ vs ♖ – The Standard Draw	106
45 Lucena Position	108
46 ♖+♗ vs ♖ – Enemy King Cut Off (1)	110
47 ♖+♗ vs ♖ – Enemy King Cut Off (2)	112
48 ♖+♗ vs ♖ – Checking from the Side	114
49 ♖+♗ vs ♖ – Moving to the Short Side	116
50 Rook and Rook's Pawn vs Rook	118
51 Vančura Draw	120
52 Rook and Two Pawns vs Rook (1)	122
53 Rook and Two Pawns vs Rook (2)	124
54 ♖+f♗+h♗ vs ♖	126
55 Extra Pawn on One Side	128
56 Extra Passed Pawn – Rook in Front of the Pawn	130
57 Extra Passed Pawn – Rook Behind the Pawn	132
58 Connected Passed Pawns	134
59 Pawn Weaknesses	136
60 Active King	138
61 Rook on the Seventh	140
62 Tactical Tricks (1)	142
63 Tactical Tricks (2)	144
64 Manoeuvring in Rook Endings	146
65 Defence in Rook Endings	148
66 Double Rook Endings	150
Rook vs Minor Piece Endings	152
67 Rook vs Bishop	154
68 Rook vs Knight	156
69 Rook + Pawn vs Bishop	158

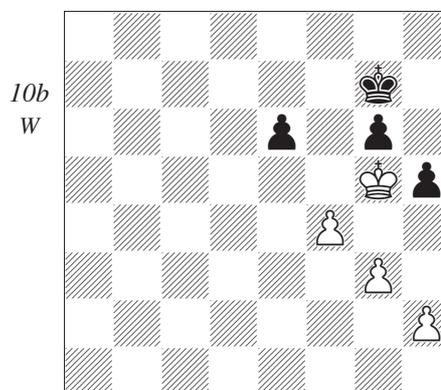
70	Rook + Pawn vs Knight	160
71	Rook + Pawn vs Bishop + Pawn	162
72	Rook + Pawn vs Knight + Pawn	164
73	Rook vs Bishop: Pawns on One Wing	166
74	Rook vs Bishop: Pawns on Both Wings	168
75	Rook vs Knight: More Pawns	170
Queen Endings		172
76	Queen vs Pawn (1)	174
77	Queen vs Pawn (2)	176
78	Queen and Pawn vs Queen (1)	178
79	Queen and Pawn vs Queen (2)	180
80	King Safety	182
81	Passed Pawns	184
82	Active King	186
83	Escaping the Checks	188
84	Extra Pawn on One Side	190
Other Material Combinations		192
85	Mating with Bishop and Knight	194
86	Queen vs Rook (1)	196
87	Queen vs Rook (2)	198
88	Rook and Minor Piece vs Rook	200
89	Rook vs Two Minor Pieces	202
90	Queen vs Rook and Minor Piece	204
91	Queen vs Two Rooks	206
92	Rook and Minor Piece Endings (1)	208
93	Rook and Minor Piece Endings (2)	210
94	Queen and Minor Piece Endings	212
95	Heavy-Piece Endings	214
Tactical Ideas		216
96	Mate	218
97	Stalemate	220
98	Pawn Promotion	222
99	Underpromotion	224
100	Imagination	226
Index of Players		228
Index of Composers and Analysts		231

10

Active King



L. Prokeš
Šach, 1944



Stein – Hartston
British Ch, Brighton 1972

An active king is an advantage in almost all types of endgame, but is particularly so in king and pawn endings. There are several reasons for this; if nothing else, an active king may more easily attack the enemy pawns, but it can also act to confine the enemy king. In the above position, the pawn-structure is symmetrical, and White's only advantage lies in his king position.

1 ♔f6!

The only winning move. After 1 ♔f7? (1 g4? g5 2 ♔f6 h5! is similar) 1...♔h7 2 g4 g5 3 ♔f6 h5! Black draws, because two h-pawns are no better than one, while after 4 ♔xg5 hxg4 5 hxg4 ♔g7 we have the draw of 2a.

1...♔h7

1...g5 2 ♔g6 wins both pawns.

2 g4 g5

Or 2...h5 3 g5 h4 4 ♔f7 and the pawns fall.

3 ♔f7 h5

Black tries the same trick of liquidating his h-pawn, but with the king on f7 it meets with a surprising refutation.

4 h4!

Whatever Black replies, White gains a passed g-pawn which proves decisive in view of the black king's vulnerable position.

4...gxh4

4...♔h6 loses to 5 ♔f6!.

5 g5 h3 6 g6+ ♔h6 7 g7 h2 8 g8 ♖ h1 ♖ 9 ♖g6#

In this typical practical position, White has three advantages: better king position, unbroken pawns, and the flexibility to advance the h-pawn by one square or two.

1 h3!

White needs to be able to support a later g4. After 1 h4? ♔f7 2 ♔h6 ♔f6 3 ♔h7 ♔f7 White cannot make progress.

1...♔f7

1...♔h7 2 ♔f6 and the e-pawn drops straight away.

2 ♔h6 ♔f6 3 g4

White must prevent ...♔f5, as then Black's king also becomes active.

3...h4

The best try, as after 3...hxg4 4 hxg4 ♔f7 5 g5 White wins comfortably.

4 g5+ ♔f5 5 ♔g7

An advanced king position often results in the attacker's king penetrating behind the enemy pawns.

5...♔xf4 6 ♔xg6 e5

Black now has his own passed pawn, so the result is not entirely clear, but White has it all worked out.

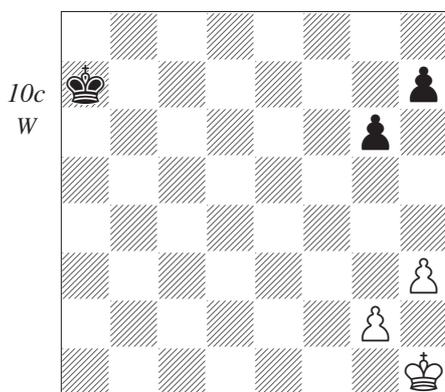
7 ♔f6

The simplest, although 7 ♔h5 also wins.

7...e4 8 g6 e3 9 g7 e2 10 g8 ♖ e1 ♖ 11 ♖g4+

White can force the exchange of queens, leading to an easy win after the h-pawn falls.

11...♔e3 12 ♖e6+ 1-0



Amirkiaee – Klein
US Open, Concord 1995

As always, there is plenty of scope for things to go wrong over the board. This position is winning for White because his king can reach a very active position, but the win still requires accuracy.

1 ♖h2 ♖b6 2 ♖g3 ♖c5 3 ♖f4!

From this square the king threatens to go to both g5 and e5. 3 ♖g4? is wrong as 3...h6 4 ♖f4 ♖d5 gives Black an easy draw.

3...♖d4

3...h6 4 ♖e5 followed by ♖f6 is an easy win.

4 ♖g5 ♖e3 5 h4?

White pushes the wrong pawn. 5 g4! (5 ♖h6! also wins) 5...♖f3 6 ♖h6 ♖g3 7 ♖xh7 ♖xh3 8 g5 followed by ♖xg6 was correct.

5...♖f2

Now Black's king also occupies an active position behind the white pawns, which should have been enough to draw.

6 g4 ♖g3 7 h5 ♖f3?

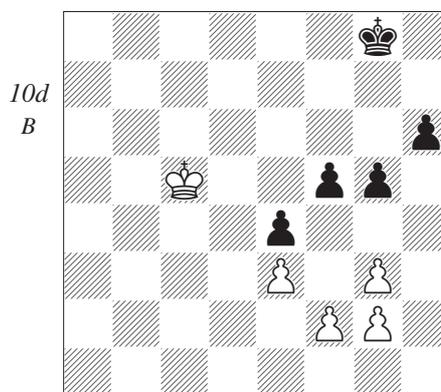
Throwing the draw away. 7...gxh5! 8 gxh5 ♖f3 is correct; after 9 h6 ♖e4 10 ♖f6 ♖d5 11 ♖g7 ♖e6 12 ♖xh7 ♖f7 Black's king arrives back just in time to draw.

8 h6!

Fixing the weak pawn on h7.

8...♖g3 9 ♖f6 1-0

After 9...♖xg4 10 ♖g7 g5 11 ♖xh7 ♖f3 12 ♖g6 g4 13 h7 g3 14 h8 ♖g2 White has a technical win (see 76a). One possible line runs 15 ♖h2 ♖f2 16 ♖f5 ♖f1 17 ♖f4+ ♖e2 18 ♖g3 ♖f1 19 ♖f3+ ♖g1 20 ♖f4 ♖h2 21 ♖h5+ ♖g1 22 ♖g3 ♖f1 23 ♖d1#.



Pomar – Cuadras
Olot 1974

A word of caution is in order here. If your king has advanced up the board to occupy an active position, you must be sure that your opponent cannot create a passed pawn, because your king may be too far away to stop it.

This position is a draw despite White's active king position, the reason being that the doubled pawns weaken White's pawn-structure and allow Black a chance for a breakthrough. Had the pawn been on h3 rather than g3 then White would indeed have a winning position.

1...h5

Black rightly seeks counterplay by pushing his pawns.

2 ♖d5 ♖f7 3 ♖e5 ♖g6 4 ♖e6 g4 5 ♖d5

5 ♖e5 ♖g5 6 ♖d6 ♖f6 also leads to a draw.

5...♖f6 6 ♖d6?

Instead of choosing the safe 6 ♖d4, White advances his king in the hope of playing it behind the pawns after something like 6...♖g6 7 ♖e6 ♖g5 8 ♖f7 (although in fact even this would not be enough to win). But he has forgotten an important point.

6...f4!

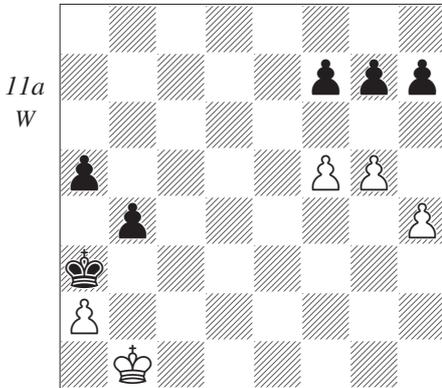
Now 7 gxf4 h4 and 7 exf4 h4 8 gxh4 g3 both force an unstoppable passed pawn, so White retreats his king, but too late.

7 ♖d5 h4! 8 ♖xe4 f3 9 gxf3 h3 10 fxg4 h2 11 f3 h1 ♖

The queen makes mincemeat of the white pawns.

12 ♖f4 ♖h6+ 13 ♖e4 ♖g5 14 ♖d4 ♖e5+ 0-1

11 Breakthrough



Schaefer – Tunc
Kranenburg girls 2007

In a king and pawn ending, there are no pieces around to stop a passed pawn, and if the king is too far away, a passed pawn will automatically become a queen. Thus it is often worthwhile to sacrifice some pawns in order to create a passed pawn. We have already seen an example of this in 10d, and it is worth looking at some further cases because they frequently arise in practice.

The above example features a classic breakthrough idea. Black is a pawn up and has a winning position, but White has one trick left.

1 h5 b3?

Black could have prevented the breakthrough by 1...g6, with an easy win after 2 hxg6 hxg6 3 fxg6 fxg6 4 ♖a1 b3 5 axb3 ♖xb3.

2 axb3?

Black has no serious threat, so 2 g6! would have won here (2...fxg6 3 h6 or 2...hxg6 3 f6).

2...♖xb3?

It's a little more complicated now, but 2...g6 would still have won: 3 hxg6 hxg6 4 fxg6 fxg6 5 ♖c2 ♖a2 6 ♖c3 ♖b1 7 ♖d4 ♖b2 8 ♖c4 (8 ♖e5 ♖xb3 9 ♖f6 a4 10 ♖xg6 a3 11 ♖f7 a2 12 g6 a1 ♔ wins for Black – see 76a) 8...♖c2 9 b4 axb4 10 ♖xb4 ♖d3 11 ♖b3 ♖e4 and wins.

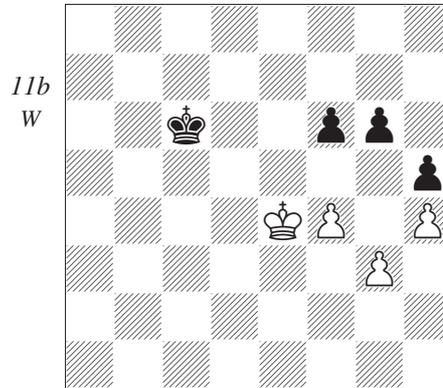
3 g6!

This time White has the right idea.

3...hxg6

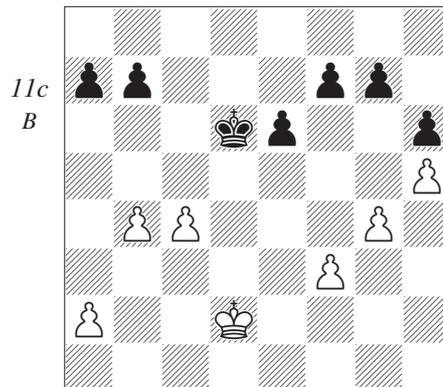
3...fxg6 4 h6 is the same.

4 f6 1-0



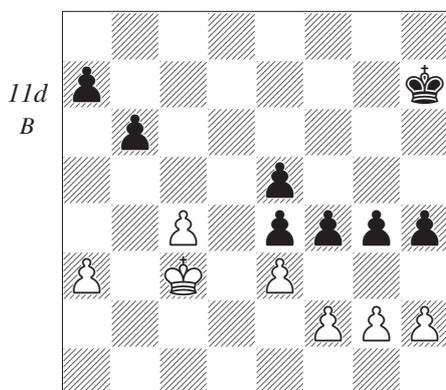
Ki. Georgiev – Milanović
Bar 2008

White won with a typical breakthrough in which four pawns form a square: **1 f5 g5 2 g4!** (here it is) **2...♖d6** (2...hxg4 3 h5 promotes) **3 gxh5 1-0**. After 3...♖e7 4 hxg5 fxg5 5 ♖f3 ♖f7 6 ♖g4 ♖f6 7 h6 White wins Black's last pawn.



Sarkar – Nur
USA U-18 Ch, Washington 1996

While this breakthrough can occur as a result of accurate play, as in 11b, it also often arises thanks to a blunder. In this position Black would have no trouble drawing after the safe 1...♖e5 2 ♖e3 g5 3 a4 b6 4 b5. Instead he played **1...g6?** but lost after **2 g5! ♖e7** (Black can just about stop the h-pawn, but then White wins by making a passed pawn on the queenside) **3 gxh6 ♖f6 4 h7 ♖g7 5 hxg6 fxg6 6 c5 ♖xh7 7 b5 ♖g7 8 c6 bxc6 9 bxc6 1-0**.



Catta Preta – De Andrade
Brasilia 1999

A breakthrough may be effective even if the resulting passed pawn can be stopped by the enemy king. In this example, Black is a pawn up, but he should not be complacent. If he cannot break through with his advanced kingside pawns, then he will face problems on the queen-side.

1...♔g6?

Missing his chance to win by 1...g3! 2 fxg3 hxg3 (2...h3? doesn't work here as the white king can stop the f-pawn after 3 gxh3) 3 hxg3 f3 4 gxf3 exf3 (Black's f-pawn cannot promote, but it ties White down and gives Black time to advance his king to an active position) 5 ♖d2 ♔g6 (creating a protected passed pawn by 5...e4 also wins) 6 e4 ♔g5 7 ♖e3 ♔g4 8 ♖f2 a6! (reserve tempo) 9 a4 a5 and White loses his g-pawn and the game.

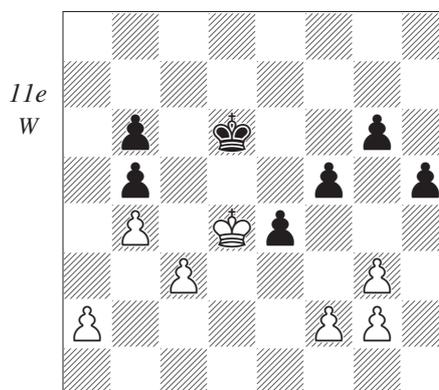
2 h3?

White could even have won here by 2 g3! (definitely ruling out any kingside breakthrough by Black) 2...♖f6 3 c5! (opening a path for the white king) 3...hxg3 4 hxg3 ♔e6 5 ♔c4 fxg3 6 fxg3 bxc5 (6...♔d7 7 cxb6 axb6 8 ♔d5 picks up the e-pawns) 7 ♔xc5 a5 8 a4 ♔e7 9 ♔d5 ♖f6 10 ♔d6! (a key point; 10 ♔xe4? ♔e6 only draws, but this way White wins **all** Black's kingside pawns) 10...♖f5 11 ♔e7 ♔g5 12 ♔e6 and the enemy pawns fall one by one.

The move played falls victim to another breakthrough.

2...f3! 0-1

Black will promote a pawn.



N. Weinstein – Rohde
Lone Pine 1977

It's easy to overlook a breakthrough that doesn't fall into one of the standard patterns. At first sight, White is doing well here in view of Black's doubled queenside pawns, but in fact Black has a winning position. If White does not play c4 at once, Black's b-pawns effectively restrain White's queenside pawns, while the doubled g-pawns give Black the possibility of a kingside breakthrough (see 10d for a similar situation).

1 c4

The only chance, as after 1 ♖e3 g5 2 f3 exf3 3 gxf3 ♖e5 Black will make an outside passed h-pawn.

1...bxc4 2 a4

After 2 ♖xc4 g5 White has nothing better than to transpose with 3 a4.

2...g5 3 ♖xc4 h4?

Reversing the result of the game. Black could have executed a breakthrough by 3...f4 4 gxf4 (4 a5 bxa5 5 bxa5 h4 wins for Black) 4...gxf4 5 ♖d4 e3! (but not 5...f3?, when 6 g3 blocks the kingside and wins for White) 6 fxe3 f3! 7 gxf3 h4 and the passed h-pawn promotes.

4 gxh4 gxh4 5 ♖d4

Now everything has turned against Black. He can no longer make a passed pawn on the kingside, while White can create an outside passed pawn on the other side of the board.

5...♔e6 6 a5 bxa5 7 bxa5 ♔d6 8 a6 ♖c6 9 ♖e5

Closing in for a hearty meal.

9...♖b6 10 ♖xf5 ♖xa6 11 ♖xe4 1-0