

# THE BEST BOOKS IN YOUR POCKET!


Jam-pack your Kindle, iPad, Android, Nook, or any device, full of amazing books with your own e-GO! Library. At your leisure pick your favorite titles from a wide array of categories for all tastes. Total speed, convenience & mobility are yours. Your e-GO! Library is an innovative way “to have & hold” a fresh and plentiful supply of great titles. It’s seemingly endless entertainment without the need for the internet or downloading! All in a preloaded, USB memory flash drive which puts a thousand of today's best books in your pocket!

## Enjoy Anywhere Anytime!

**TODAY'S TOP**


# 1,000 BOOKS

**+250 BONUS CLASSICS**








**e-GO!**  
Library

- ✓ Total Mobility & Convenience
- ✓ Pre-Loaded. Over 32 Categories
- ✓ No Internet / Wifi Needed
- ✓ Perfect for Travel
- ✓ Read Anywhere, Anytime



**EXTRA BONUS!**  
**+25 AUDIO BOOKS**  
at  
eGoLibrary.com/bonus

 Apple
  Windows
  android
  nook
  kindle

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>✓ <b>CONVENIENCE</b> of Preloaded USB flash drive</li> <li>✓ <b>FORMATS</b> for ALL eReaders &amp; Mobile Devices</li> <li>✓ <b>NO</b> need for Wi-Fi or Internet</li> <li>✓ <b>AVOID</b> Downloading</li> </ul> | <ul style="list-style-type: none"> <li>✓ <b>SAVE</b> Tons of Time &amp; Effort</li> <li>✓ <b>PERFECT</b> for Travel</li> <li>✓ <b>FUN</b> for the Whole Family</li> <li>✓ <b>MAKES</b> a Great Gift</li> </ul> |
|---|--|

CHECK IT OUT HERE

# **CHESS FOR ALL**

## **Chess Essentials and Chess: The Endgame**

**Two chess books for the price of one!**



**by Paul Wiseman**

# **CHESS FOR ALL**

**Copyright 2018 Paul Wiseman**

**\*\*\*~::~\*\*\***

## **Descriptive Notation Edition License Notes**

**This book is licensed for your personal enjoyment. If you're reading this book and it was not purchased for your school's use only, then please purchase your own copy. It may not be re-sold or given away to other people. If you would like to share this book with another person, please purchase an additional copy for each recipient. Thank you for respecting the hard work of this author.**

**\*\*\*~::~\*\*\***

# Table of Contents

Cover Page .....	1
CHESS FOR ALL .....	2
About Chess Essentials & The Endgame .....	5
Notation.....	6
Part 1 Chess Essentials.....	8
Chapter 1 .....	8
1.1 Basic Mates .....	9
1.2 A Starter ‘Tool Kit’ .....	24
1.3 Popular Openings .....	40
Chapter 2 .....	70
2.1 A Basic Repertoire.....	71
2.2 Gaining Advantage.....	91
Chapter 3 .....	105
3.1 Combinations & Sacrifices .....	106
3.2 Master Chess Games .....	134
Updates.....	150
Part 2 Chess: The Endgame .....	160
Chapter 4 The Opposition .....	162
4.1 The Opposition.....	163
4.2 The Opposition in Action .....	168
4.3 Pawn Ending Technique.....	180
Chapter 5 Rook and Pawn Endings.....	198
5.1 Winning with the Lucena .....	199
5.2 Defending against the Lucena.....	201
5.3 Defensive Methods.....	208
5.4 Rook and Pawn v. Rook Problems .....	220
5.5 Rook versus minor piece games.....	223
Chapter 6 Bishop & Pawn Endings.....	224

6.1 Same Colour Bishops and Pawn .....	226
6.2 Opposite Colour Bishops .....	231
Chapter 7 Knight and Pawn v. Knight .....	238
Chapter 8 Bishop & Knight Endings .....	241
Chapter 9 Queen and Pawn Endings .....	247
9.1 Queen v. a Pawn on the 7th rank .....	250
9.2 Queen + Pawn v. Queen Ending (1).....	261
Bibliography.....	263
Acknowledgements .....	264
About the Author.....	265

## About Chess Essentials & The Endgame

**'Chess For All' is in two parts: The basic skills you need to know in order to become a competent chess player - the Essentials - and then some basic Endgame skills so you don't spoil all your hard work with weak endgame play. *(There are already hundreds of books that give tips on mid-games in chess as well as countless monograms about openings etc. but the modest remit of this book is to get you off to a good start).***

**So you know how the pieces move - but what do you do next? The answers are to be found in this book which explains the important knowledge that all good players have at their fingertips.**

**Modern chess has evolved from 19th & 20th century pioneers. Their fresh ideas and discoveries are still relevant today; hence many of the examples in this book have been chosen to show this provenance.**

**This 'Chess for All' book is illustrative and informative rather than testing. You may get fuller benefit, however, from playing through some examples over the board.**

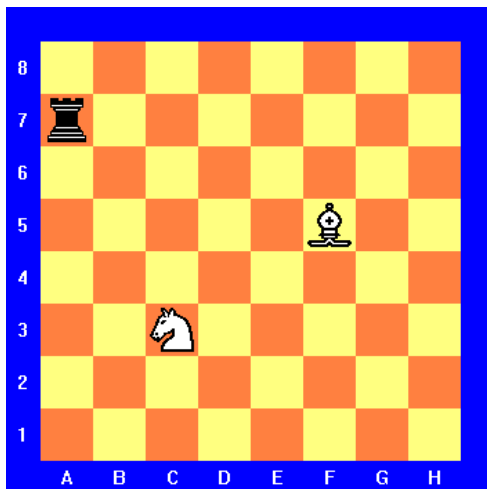
**These examples will also give you grounding in many chess basics and several established move sequences.**

**Enjoy!**

(Note: Ctrl+click to navigate between chapter headings and the contents page)

## Notation

When setting the board a white square is always bottom right (and top left). The Black R (Rook or Castle), in the diagram, is standing on a7, the White N on c3 and the White B is on f5.



Files = a to h

Ranks = 1 to 8

Squares = Rank & File coordinates  
(e.g. a1 = bottom-left square)

## Notation cont.

Each square on a chess board has a coordinate – a combination of a letter and a number. Every piece has a letter. **K = King; Q = Queen; R means Rook (Castle); B = Bishop; N=Knight. There is no symbol for a pawn.**

To show a piece move, the piece letter and the square it's moving to is indicated. For example, Rh7 means a Rook (Castle) moves to the h7 square; Ne4 means the Knight moves to e4.

To show a pawn move, you just name the square the pawn is going to; e.g. d5 means the pawn goes to that square. En passant is shown by "e.p." **Captures are shown with an "x".** Thus Qxg5 means a queen captures on g5 – especially if it is a pawn. **(This book's notation often indicates the name of the moving piece and the piece being taken so it is easier to visualize; e.g. QxB = Queen takes Bishop).**

Kingside castling is shown by 0-0 and Queenside castling is shown by 0-0-0. The symbol "+" means check and "++" means double check (i.e. two pieces threaten a king). Discovered check is indicated by the abbreviation "dis.ch."

! = good move. ? = poor move.



## Part 1 Chess Essentials

### Chapter 1

#### Basic Mates

The basic mates can, and should, be learnt as you must be able to win games quickly when the opportunity arises.

The Guéridon Mate; Smothered Mate; Blackburne's Mate; The Corridor Mate; Anastasia's Mate; Boden's Mate; Damiano's Mate; Pillsbury's Mate; Épaulettes' Mate; Morphy's Mate; Arabian Mate; Anderssen's Mate; Légal's Mate; King and Rook Mate; Mate with two Bishops.

#### A Starter 'Tool Kit'

The examples will teach you some of the important starting points about what to look for, or guard against, in your games.

Pawn Blockade; The Knight Dodge; Pawn Promotion (a)(b); The Fork; Discovered and Double Check; The Skewer; The Double Attack; En passant & Pawn play; The Pin; Overload; Decoy; Deflection; Interference; Destruction; Desperado.

#### Popular Openings

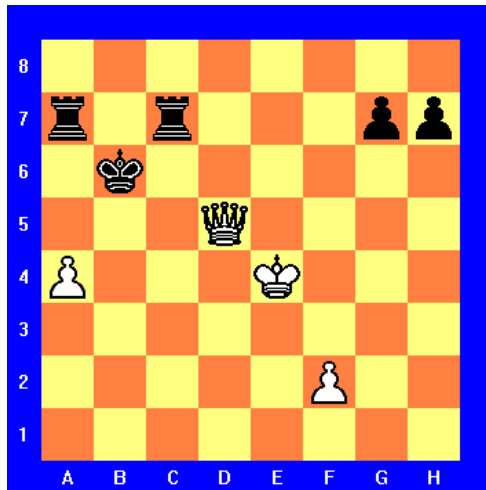
Many chess players like to build libraries on favourite openings. Chess Essentials, therefore, has selected examples of some popular openings. These will give you a flavour of the richness of chess and of its infinite possibilities. Beginners should start by studying one or two openings they feel comfortable with and then, later on, expand their repertoires.

Sicilian Dragon 1 and 2; The Modern Benoni (a); The Colle System; King's Indian Defence; The Ruy Lopez; The French Defence 1 and 2; Giuoco Piano 1 and 2; King's Gambit; The Queen's Gambit (The Minority Attack); The Queen's Gambit (Accepted); Two Knights Defence (a), The Dutch Defence.

## 1.1 Basic Mates

### **The Guéridon (Table Top) Mate**

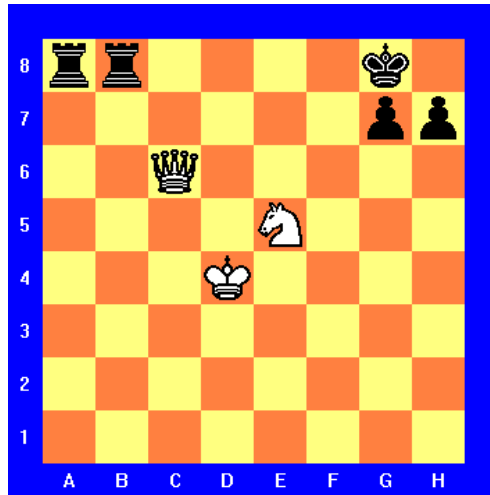
**This mate can befall an exposed king.  
White wins by?**



**1.Qb5 checkmate.**

## Smothered Mate

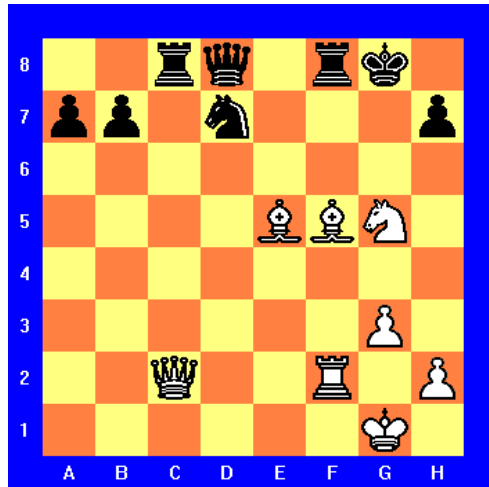
White, to play, wins in 5 moves.



**1.Qe6+ Kh8 2. Nf7+ Kg8 3. Nh6++ Kh8  
4.Qg8+ RxQ 5.Nf7 is mate. All forced moves.  
You should be on the lookout for this well worn  
K.O. punch.**

## Blackburne's Mate

White, to move, wins in one.

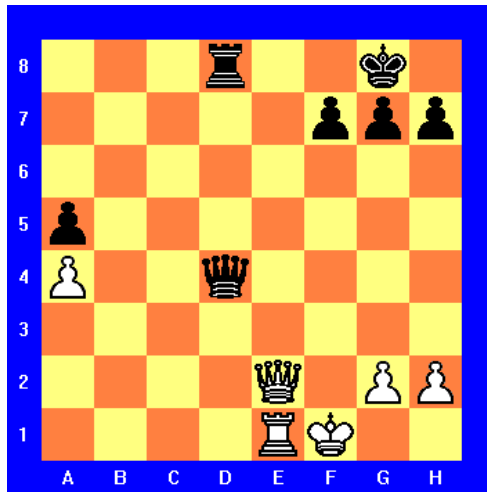


Answer 1.Bxh7 checkmate.

(Rarely successful but useful as a threat).

## The Corridor Mate

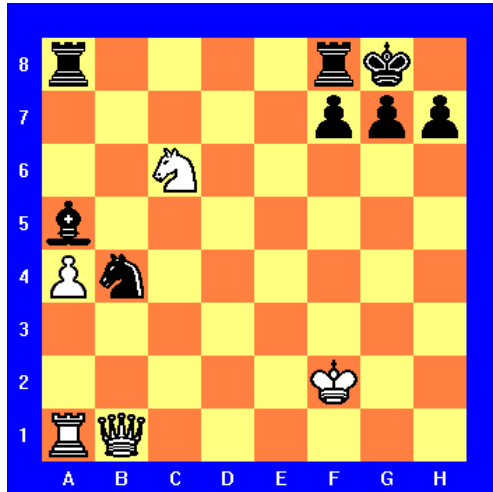
A basic mate that is often used as a threat in order to gain some positional advantage. Many simple mate threats are used in this way.



White wins by 1.Qe8+ RxQ 2.RxR checkmate!

## Anastasia's Mate

White, to move, wins in three. How?



By 1.Ne7+ Kh8 2.Qxh7+ KxQ 3.Rh1 mate.

## Boden's Mate

How does White, to move, win in two moves?

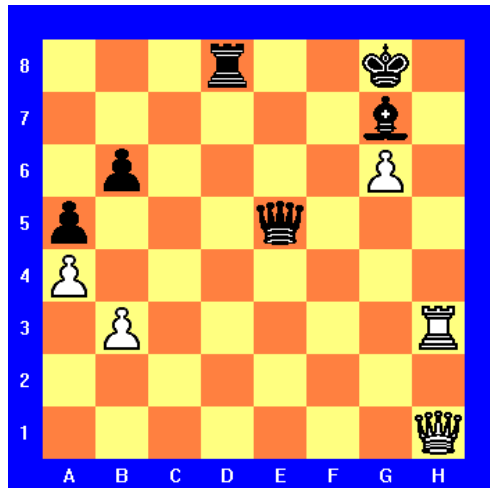


By 1.Qxc6+ b7xQ 2.Ba6 which is checkmate.

## Damiano's Mate

Will White play and win from this position?

(Hint: Similar to a Corridor Mate).



Yes, by 1.Rh8+ BxR 2.Qh7+ Kf8 3.Qf7 mate.



## Pillsbury's Mate

Can White, to move, win in five.

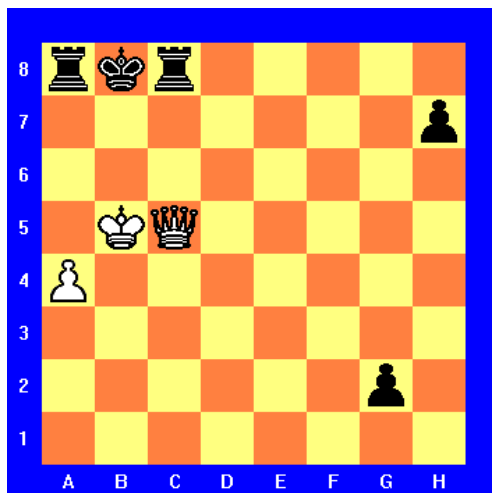


Yes. 1.Nxd5 e6xN 2.QxN g7xQ 3.Rg1+ Bg3 4.RxB+ Kh8 5.Bxf6 checkmate.

## The Épaulettes Mate

Like the Guéridon Mate, this mate can appear in several guises to a king denuded of cover.

White wins by?

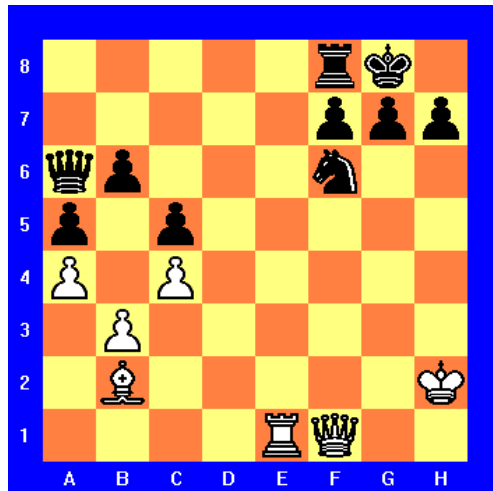


1.Qb6 checkmate.

## Morphy's Mate

How does White win this one?

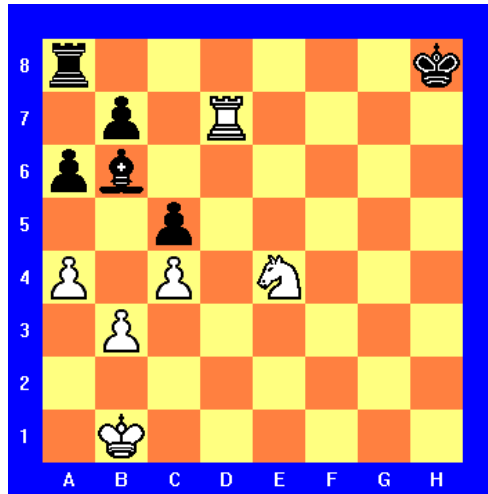
(Hint: Compare with Pillsbury's Mate).



By 1.QxN g7xQ 2.Rg1+ Kh8 3.Bxf6 mate.

## Arabian Mate

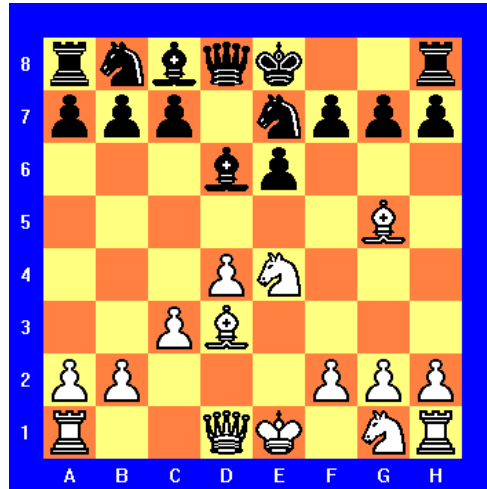
White can win in two moves!



1.Nf6 Any 2.Rh7 checkmate.

## Anderssen's Mate

If Black castles, how can White win?

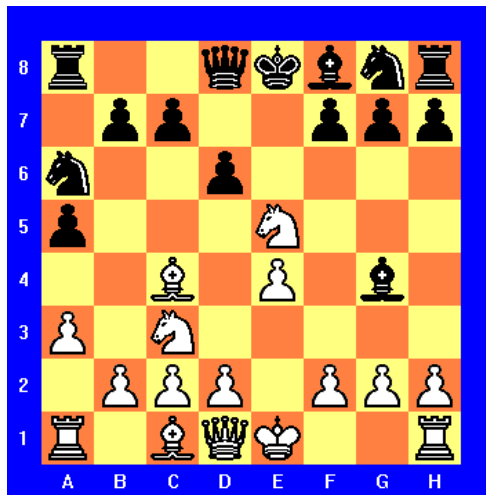


By 1..0-0 2.Nf6+ g7xN 3.Bxf6 Qd7 (intending Ng6) 4.Bxh7+ KxB 5.Qh5+ Kg8 6.Qh8 mate.

## Légall's Mate

This mate is possible in several openings but often appears only as a threat. Nevertheless, even good players can get caught out by it if they overlook the basics!

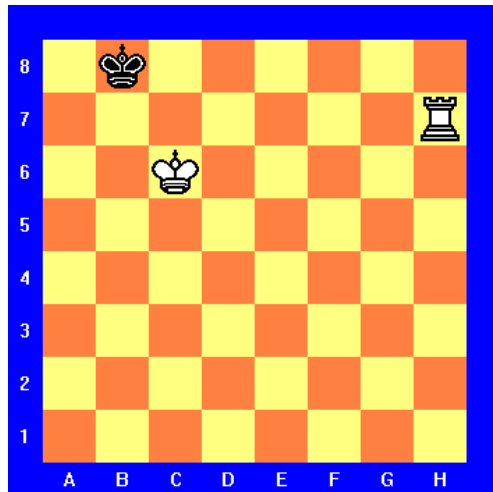
The trap has been set by: 1.Nxe5.



1..BxQ 2.Bxf7+ Ke7 3.Nd5 checkmate!

## Mate with King & Rook

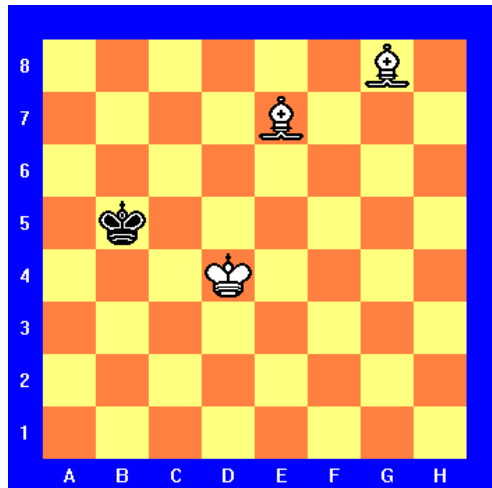
White wins whoever has the first move.  
When the kings are opposite, the rook mates on the 8<sup>th</sup> rank.



This elementary mate can be actioned on any back row or flank. Usually, however, players resign well before this stage is reached.

## Mate with two Bishops

The Bishops, like Rooks, form a barrier but on the diagonals. A useful technique to know well in rapid play endgames!



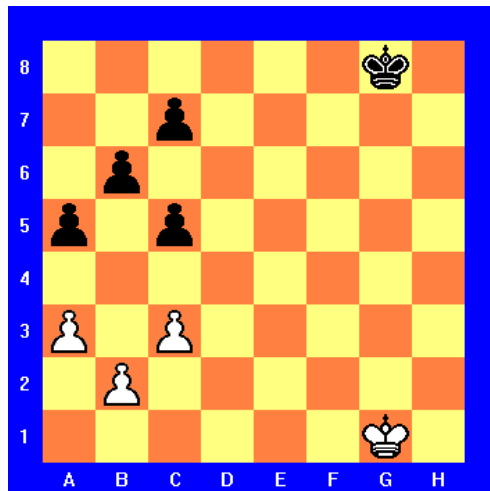
1. Be6 Kc6 2.Kc4 Kb6 3.Bd7 Kc7 4.Be8 Kb6  
5.Bd8+ Kb7 6.Kb5 Kb8 7.Ba5 Kb7 8.Bd7 Ka7  
9.Bc6 Kb8 10.Ka6 Kc8 11.Be8 Kb8 12.Bd7 Ka8  
13.Bb4 Kb8 14.Bd6+ Ka8 15.Bc6 checkmate.



## 1.2 A Starter 'Tool Kit'

### Pawn Blockade

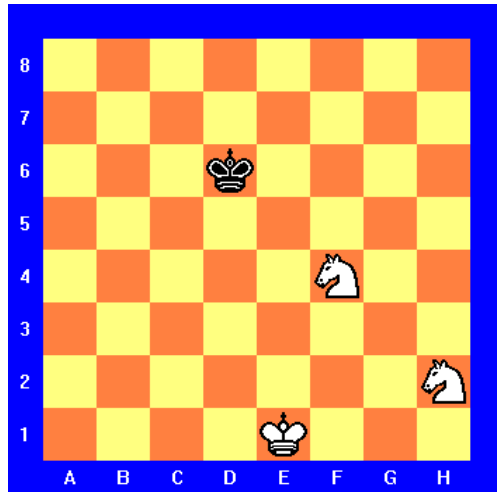
White is down a pawn. Should he now resign?



**No. The Black's pawns, *on their own*, are unable to break through this White pawn arrangement. (White merely retakes any Black pawn capture).  
A useful resource in endgames.**

## The Knight Dodge

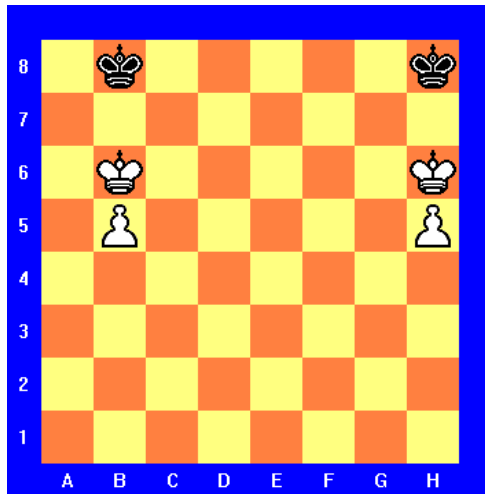
How can the King avoid Knight checks?



By moving to a diagonal, with one square (or three/five squares) apart, the Black King can avoid a Knight check for at least three moves!

## Pawn Promotion (a)

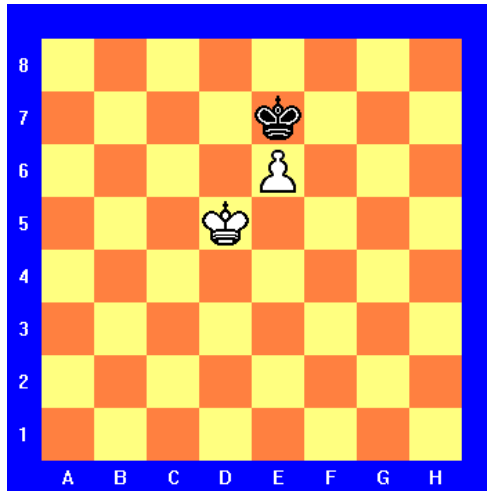
**Left: The ideal position. White will win whoever has the move. (i.e. 1.Ka6 Ka8 2.b6 Kb8 3.b7 or 1..Kc8 2.Ka7 Kc7 3.b6 and the pawn promotes).**



**Right: Black can stop the pawn on the a or h files, if he controls the promotion square, whoever has the move.☒**

## Pawn Promotion (b)

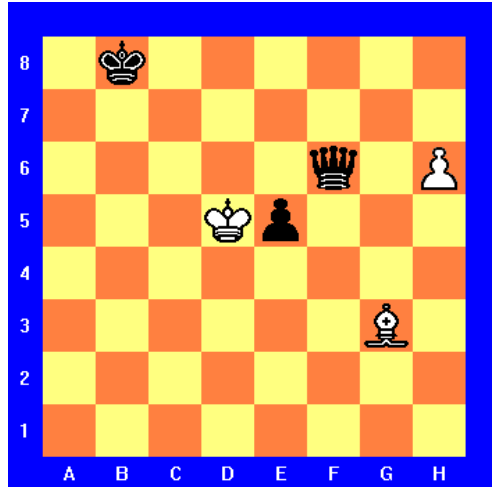
Is Black (*to move*) lost?



**Black must go straight back to save the game.  
The pawn cannot now progress to the 8<sup>th</sup> rank.  
(e.g. 1...Ke8 2.Kd6 Kd8 etc.)**

## The Fork

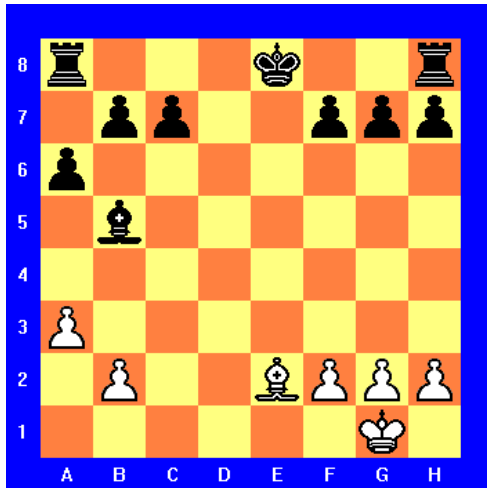
**White, to move, is down on material.  
How does he turn the tables on Black?**



**White takes the pawn with  
a check, forking the queen.**

## Discovered Check & Double Check

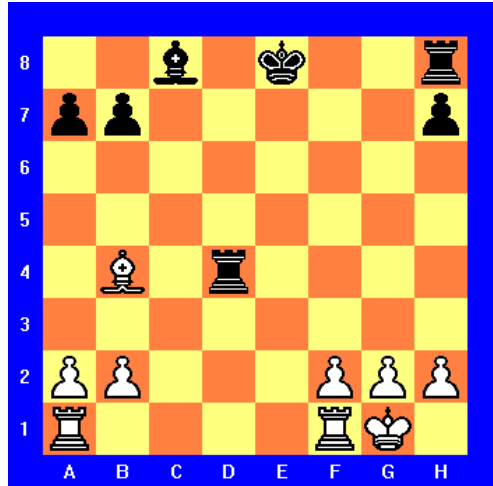
White, to move, is down on material.  
How does he improve his position?



**1.BxB ++ (and discovered check)  
wins Black's bishop.**

## The Skewer

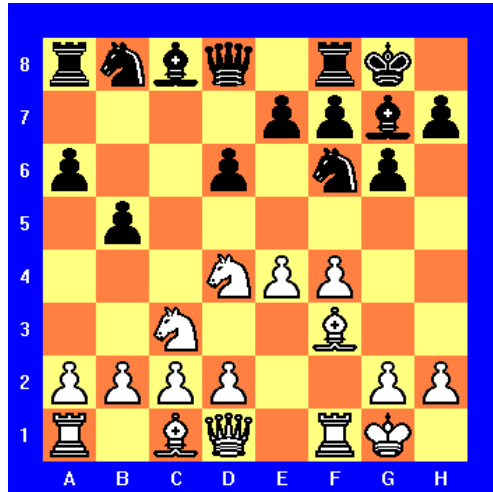
What can White play to win a piece?



White should play Bc3  
skewering Black's Rooks.

## The Double Attack

This position may arise from a Sicilian Dragon\* Defence. How can White now win a piece?

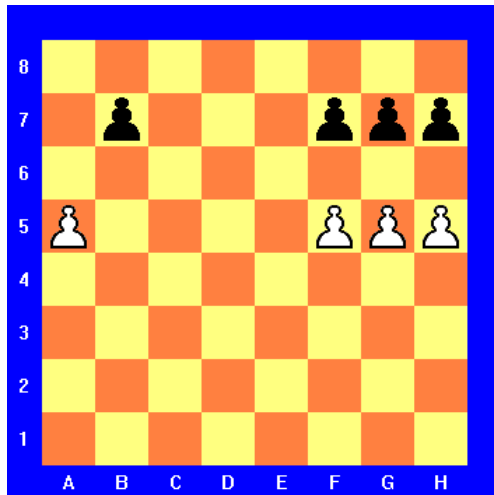


If White now plays e5, Black must lose a piece because of the double attack on his rook and knight.\* Black “fianchettoes” his bishop at g7.



## En passant & Pawn Play

**Left: Black, to move, uses his double move 1..b5 to get a passed pawn. White takes "en passant" and places his pawn on b6.**



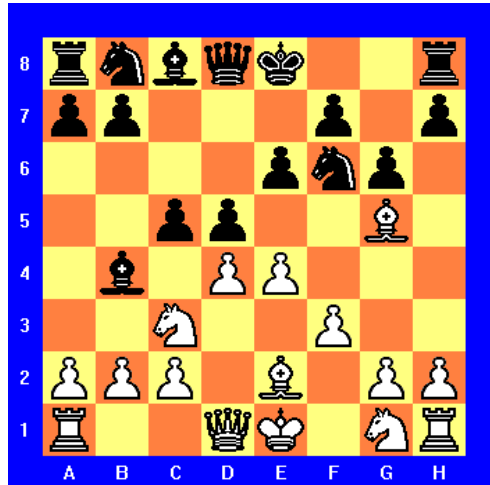
**Right: How does White, to move, win?  
Answer 1.g6 and a White pawn will promote.  
e.g. 1.g6 hxg6 2.f6 gxf6 3.h6! You need luck  
to get away with this!**

## The Pin

Both knights are pinned by respective bishops.

If White, to move, plays e5, he wins a knight.

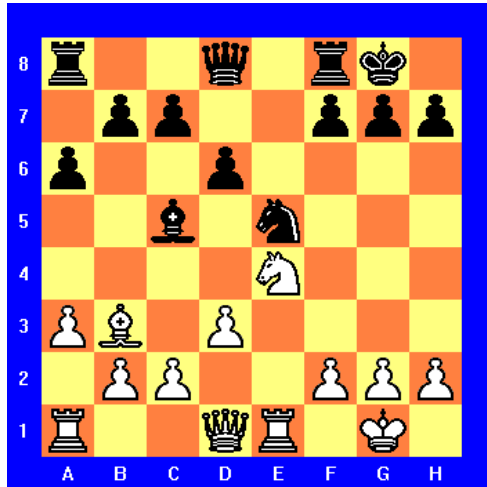
If it was Black's turn to move, what should he play?



He can try 1..h6. (If 2.Bh4 g5!)

## Overload

Black noticed his bishop is en prise\* and has essayed d6. How can White punish this error?

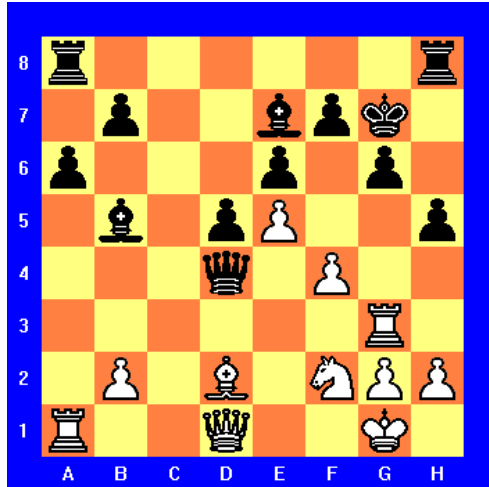


Black's d6 pawn is now protecting two pieces so White will play NxB winning a piece!

\* Can be taken for free!

## The Decoy

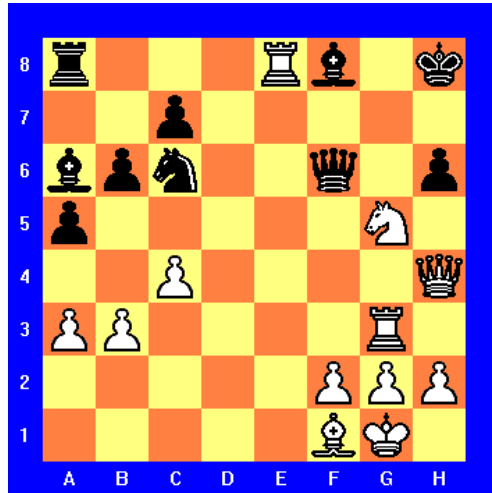
White plays 1.f5 and Black, fearing the pawn fork at f6, plays 1..e6xf5. Correct?



Black missed 2.Bh6+ losing his queen.  
(Black's best move is: 1..Qxe5).

## Deflection

Black has the h6 square covered, thus preventing checkmate. How can White find a way through?



1.Nf7+ (thus deflecting Black's queen away from h6). 1..QxN (if 1..Kh7 2.Bd3+!) 2.Qxh6+ Qh7 3.QxB+ and checkmating next move.

## Interference

Black's Ng4 is meant to harrass the Be3.  
Currently, the knight's protected by Bc8.  
White's best move?



1.Bb5+ (interfering with the protective bishop's diagonal). The Ng4 is now lost or Black runs into big trouble at c6. (e.g. 1..Nc6 2.NxN b7xN 3.Bxc6+).

## Destruction

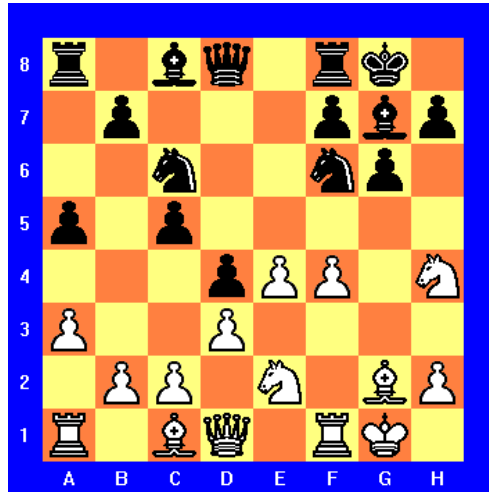
White would like to mate by 1.Ra8 but Black's 1..Be8 prevents this. What is White's best move?



1.QxB! and Black's cover at e8 is destroyed so that 2.Ra8 will checkmate if the queen is taken.

## Desperado

Black can play 1..Nxe4 so winning an important pawn (after 2.d3xN QxN).  
How should White respond?



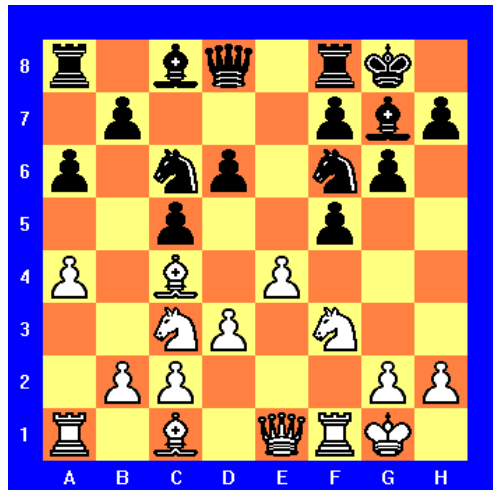
The Nh4 is lost, so decides to die as a “desperado” and regains the pawn by 2.Nxg6.



### 1.3 Popular Openings

#### **Sicilian Dragon 1(a) (Grand Prix Attack)**

Many players use this effective 3.f3 Grand Prix Attack against the Sicilian Dragon. 1.e4 c5 2.Nc3 Nc6 3.f4 d6 4.Bc4 e6 5.Nf3 a6 6.a4 Nf6 7.0-0 g7 8.d3 Bg7 9.Qe1 0-0 10.f5! e6xf5



P.Wiseman v. P.Atkinson 1986

11.Qh4 Nh5 12.Bg5 Qc7 13.Nd5 Qa5 14.c3!  
(threat: Nd2 & Nb3 winning the queen).

**Sicilian Dragon 1(b)**  
**(Grand Prix Attack)**

**14..f5xe4. See diagram**

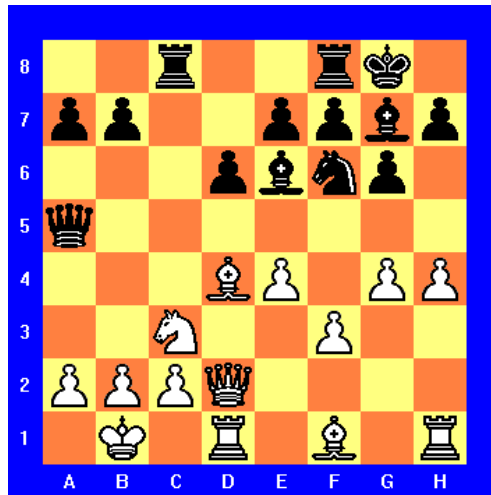
**White, eschewing his queen trap, now performs a typical Grand Prix execution.**



**From the diagram:- 15.dxe4 Kh8 16.Bf6 NxB  
17.NxN BxN 18.QxN+ Kg8 19.Ng5 Be6 then  
20.NxB f7xN 21.Bxe6+ and Black resigned.**

## Sicilian Dragon 2(a) (Rook Sacrifice)

Tactics abound in Sicilians. Black's play in this game, Smart v. Levy 1962, is typical. 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7\* 7.f3 Nc6 8.Qd2 0-0 9.0-0-0 Be6 10.Kb1 Rc8 11.g4 Qa5 12.h4 NxN 13.BxN. \* The Dragon Variation



This is an ideal position for Black as he control the c file and all his heavy pieces line up against White's defences. See Diagram 2.

## Sicilian Dragon 2(b) (Rook Sacrifice)

13..RxN! 14.QxR Qxa2+ 15.Kc1 Bxg4! 16.Bg2 Rc8. Reaching the diagram. (Note: 16.f3xB was impossible because of 16..Qa1+ 17.Kd2 Nxe4+ destroying White).

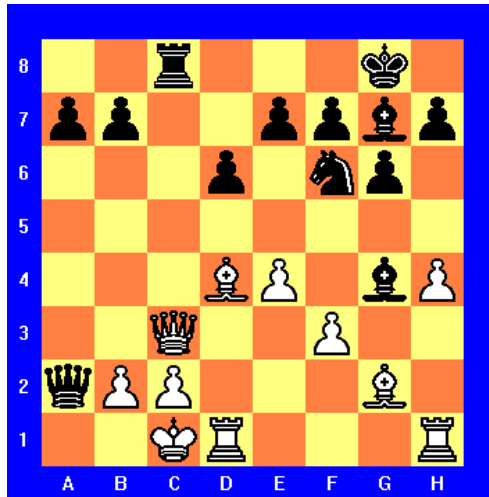


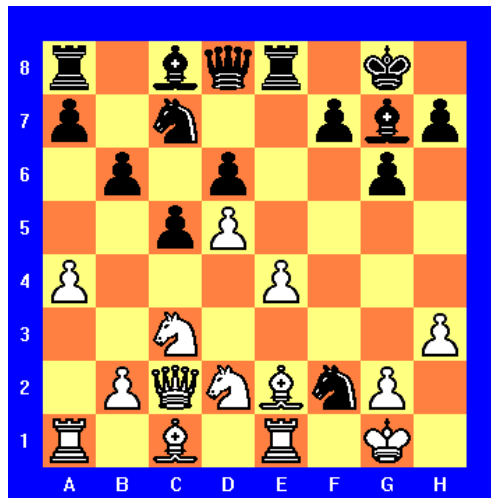
Diagram 2

The ending was:

17.Qd3 Be6 18.c3 Bb3 19.Rde1 Bh6+  
20.Be3 Qa1 21.Qb1 Rxc3+ 0-1.

## Opening – Modern Benoni (a)

Black's usual plan is to combine his Bg7 with a kingside pawn advance but Tal sacs a whole knight instead! 1.d4 Nf6 2.c4 c5 3.d5 e6 4.Nc3 exd 5.cxd d6 6.Nf3 g6 7.e4 Bg7 8.Be2 0-0 9.0-0 Re8 10.Nd2 Na6 11.Re1 Nc7 12.a4 b6 13.Qc2 Ng4 14.h3 Nxf2  
See diagram.



Gurgenidze v. Tal 1957

15.KxN Qh4+ 16.Kf1 Bd4 17.Nd1 Qxh3 18.Bf3  
(18.g2xQ Bxh3 checkmate) Qh2 19.Ne3 f5

## Opening – Modern Benoni (b)

20.Nc4 fx4 21.Bxe4 Ba6 22.Bf3 Re5 23.Ra3  
Rae8 24.Bd2. White's pieces are all offside.  
The Latvian is now at his most ruthless!

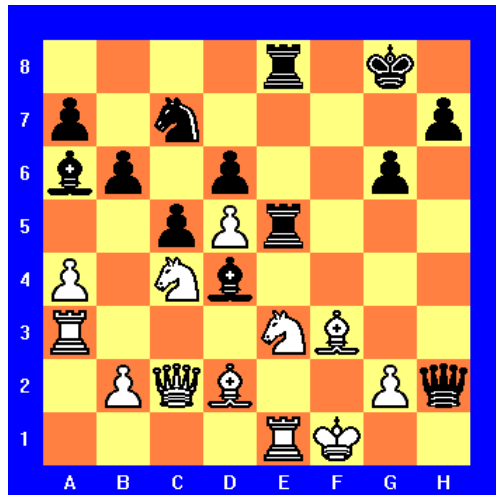


Diagram 2.

24..Nxd5! 25.BxN+ RxB  
26.Ke2 BdxN 27.RxB BxN+ 0-1

See also: A Basic Repertoire – Beat the Modern Benoni

## The Colle System (a)

1.d4 Nf6 2.Nf3 e6 3.e3 d5 4.Nbd2 c5 5.c3  
Nc6 6.Bd3 c5xd4 7.e3xd4 Bd6 8.0-0 Qc7  
9.Re1 0-0 10.Qe2 Re8 11.Ne5 Re7 12.Ndf3.  
A typical Colle set up. White is in control of e5  
and his pieces are poised to attack the Black king.

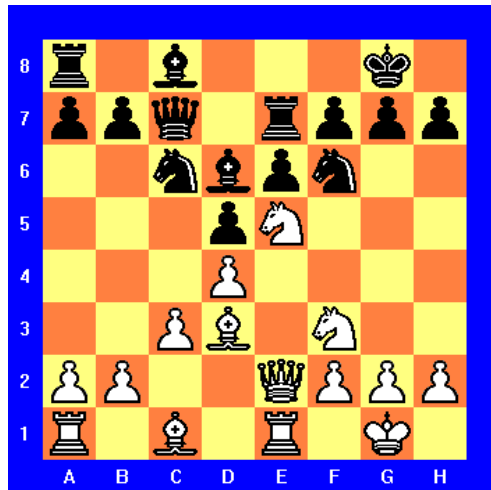


Diagram 1.

## The Colle System (b)

12..Nd7 13.Ng5 Nf8 14.Nxh7 NfxN 15.BxN+ KxB  
16.Qh5+ Kg8 17.Re3 Re8 18.Rh3 Kf8 19.Bg5.



Diagram 2

19..f6? 20.Bxf6! Resigns.

(As 20..g7xB 21.Ng6+ Kg8 22.Qh8+  
Kf7 and 23.Qh7 is checkmate!)



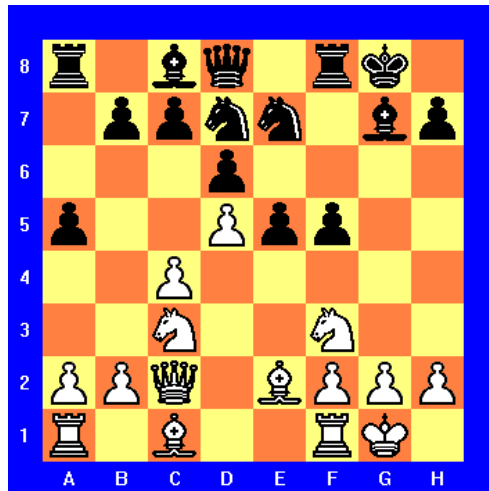
## King's Indian Defence (a)

1.d4 d6 2.c4 g6 3.e4 e5 4.d5 Nd7 5.Nc3 Bg7  
6.Be2 a5 7.Nf3 Ne7 8.0-0 0-0 9.Qc2 f5 10.exf5

“As every Russian schoolboy knows,” the g pawn retakes. Black is now primed for attack.

The final assault soon begins.

Diagram 1



Vickery v. J. Mestel 1974

11.Ng5 Nf6 12.f4 e4! 13.Be3 h6 14.Nh3 Ng4  
15.Nd1 NxB 16.NxN c6 17.Kh1 Qb6.

See Diagram 2.

## King's Indian Defence (b)

White's pieces are all passively placed.  
Black now threatens both Qxb2 and QxN.

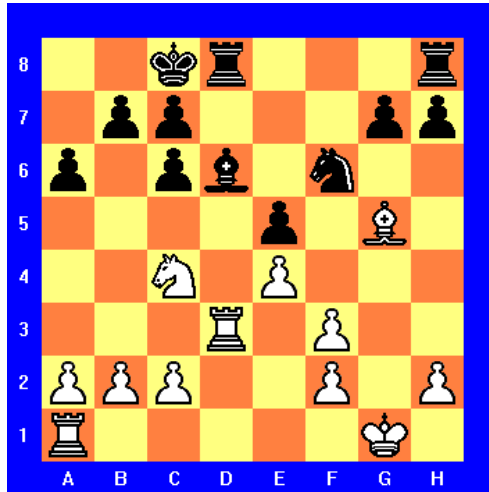


Diagram 2

18.Qd2 QxB 19.QxQ BxQ 20.Rad1 Ba3  
21.g4 Bc5 22.Nxf5 NxN 23.g4xN Bxf5  
24.Nf2 e3! 25.Nd3 Be4+ 26.Kg1 Kh8! 0-1.

## The Ruy Lopez (a)

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.BxN (aka The Exchange Variation) d7xB 5.0-0 f6 6.d4 Bg4 7.dxe5 QxQ 8.RxQ fxe5 9.Rd3 Bd6 10.Nbd2 Nf6 11.Nc4 BxN 12.g2xB 0-0-0 13.Bg5.



Adorjan v. Mukhin 1973

13..b5 14.Na5 c5 15.c4 Rdf8 16.cxb5  
axb5 17.a4 bxa4 18.Nc4 Ne8 19.Rxa4  
Kb7 20.f4 h6 21.fxe5.

See Diagram 2

## The Ruy Lopez (b)

Often, in the Exchange Variation, Black castles on the queenside, which White then attacks. Here the queenside has been breached and the end is near!

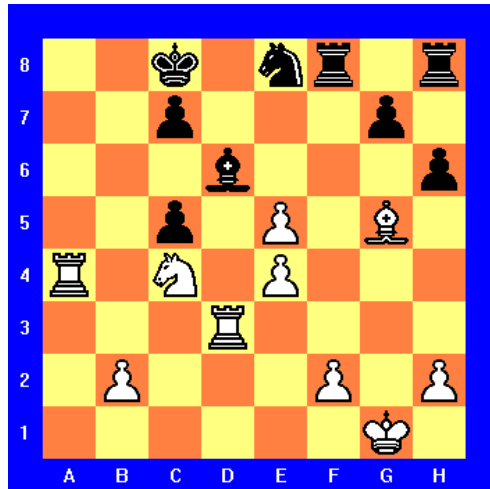
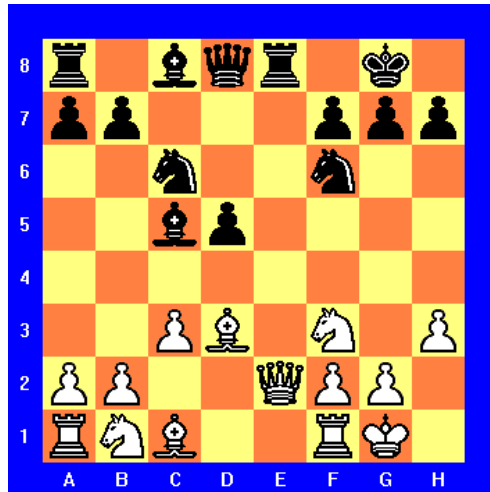


Diagram 2

21..h6xB 22.e5xB cxd6 23.Rb3+ Kc8  
24.Ra7 (Threatened is 25.R(3)b7 and  
26.Nb6+ ) 24..d5 25.exd5 1-0.

## The French Defence 1(a) (The Isolated Queen pawn)

In the French, Black often has a problem with his blocked in Bc8. In this game, however, it has been 'unblocked' in return for an isolated queen pawn. 1.e4 e6 2.d4 d5 3.exd exd 4.Bd3 c5 5.Nf3 Nc6 6.Qe2+ Be7 7.dxc Nf6 8.h3 0-0 9.0-0 Bxc5 10.c3 Re8. See diagram.



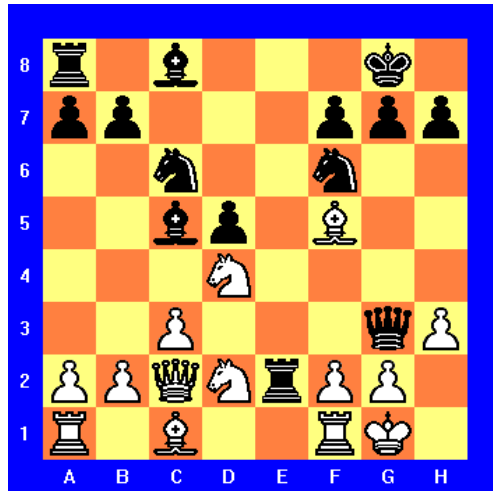
Tatai v. Korchnoi 1978.

**The French Defence 1(b)  
(The Isolated Queen pawn)**

**11.Qc2 Qd6 12.Nbd2 Qg3! 13.Bf5 Re2 14.Nd4.**

**Korchnoi has outmanoeuvred Tatai.**

See diagram



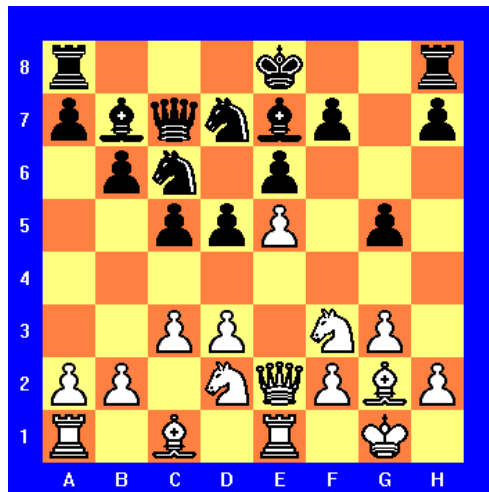
**14..NxN! 0-1.**

**(Because 15.c3xN Bxd4 16.BxB Rxf2  
and checkmate will soon follow).**

## The French Defence 2(a) (The King's Indian Attack)

The K.I.A. is popular against the French (and the Sicilian). A good Black counter is this g pawn 'bayonet' charge. 1.e4 e6 2.d3 d5 3.Nd2 Nf6 4.Ngf3 b6 5.g3 Bb7 6.e5 Nfd7 7.Bg2 c5 8.0-0 Nc6 9.Re1 Qc7 10.Qe2 Be7 11.c3 g5!

See diagram.



Ajanski v. Dontschev 1978.

**The French Defence 2(b)  
(v. The King's Indian Attack)**

**12.h3 h5 13.Nb3 g4 14.hxg4 hxg4 15.Nh2  
Qxe5 16.Nxg4 Qh5 17.Bf4 d4! A trap is set!**



**Ajanski fails to see the trap.**

**18.cxd4 Nxd4 19.NxN Qh1+ 0-1.**

**(Because of 20.BxQ RxB checkmate).**



## The Giuoco Piano 1(a) (Evans Gambit)

The Evans Gambit was a 19th century attempt to liven up the Giuoco Piano. Here, the great Paul Morphy shows how. 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5



P. Morphy v. H. Laroche 1859

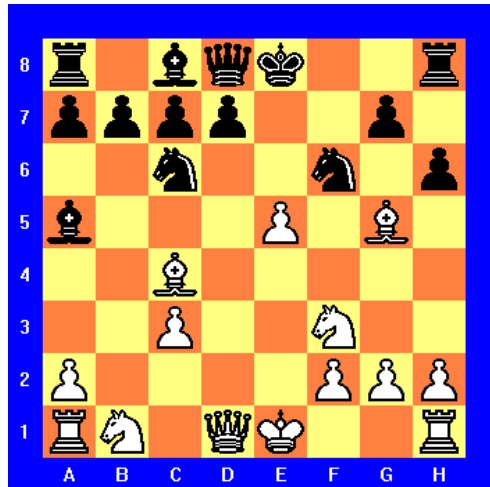
4...Bxb4 5.c3 Ba5 6.d4 Nf6 7.dxe5  
Ng4 8.Bg5 f6 9.exf6 Nxf6 10.e5 h6.

See next diagram.

## The Giuoco Piano 1(b) (Evans Gambit)

Play continued:

11.e5xN h6xB 12.fxg7 Qe7+ 13.Qe2 1-0.



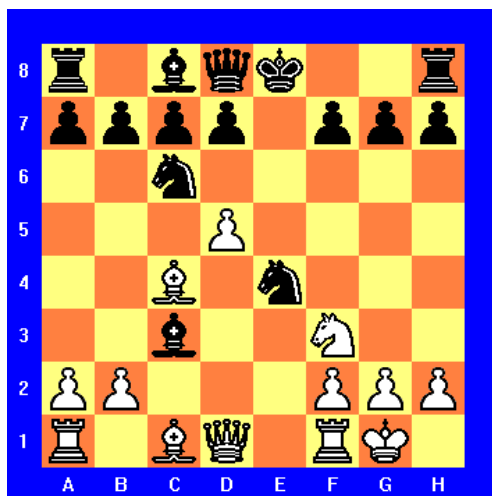
The Rh8 must perish or Black is soon mated.

## The Giuoco Piano 2(a) (Moller Attack)

The “Moller” is deadly to the unwary.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4  
6.cxd4 Bb4+ 7.Nc3 Nxe4 8.0-0 BxN 9.d5!

See diagram.

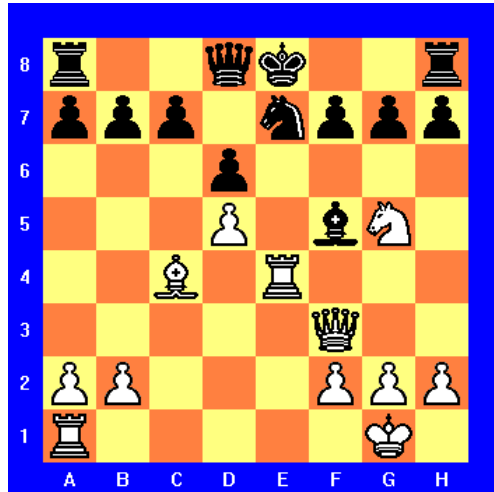


Tom Emery v. Vera Menchik 1939

9...Bf6 10.Re1 Ne7 11.RxN d6 12.Bg5  
BxB 13.NxB Bf5 14.Qf3! Next diagram.

## The Giuoco Piano 2(b) (Moller Attack)

The Women's World Chess Champion  
was now torn to shreds.



14...BxR 15.Qxf7+ Kd7 16.Qe6+ Ke8  
17.QxB Qd7 18.Re1 a6 19.Nxh7! Kd8  
20.Ng5 Re8 21.Ne6+ Kc8 22.Nxg7 1-0.

## The King's Gambit (a) (Accepted)

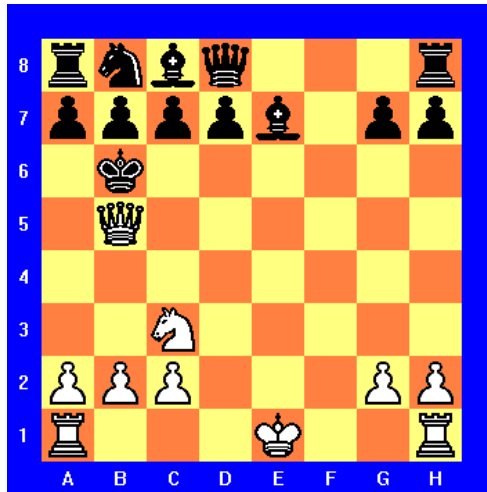
The King's Gambit is still a favourite even after two centuries. 1.e4 e5 2.f4 exf4 3.Nf3 Be7 4.Bc4 Nf6 5.Nc3 Nxe4 6.Bxf7+ (not 6.NxNd5 which equalises) KxB 7.Ne5+ Ke6 8.Qg4+ KxN 9.d4+ Kxd4.



After 10.Be3+, diagram 1, White wins in all variations.

## The King's Gambit (b) (Accepted)

Sample play from previous diagram:  
10..KxB 11.Qe2+ Kd4 12.QxN+ Kc5  
13.Qd5+ Kb6 14.Qb5 checkmate.



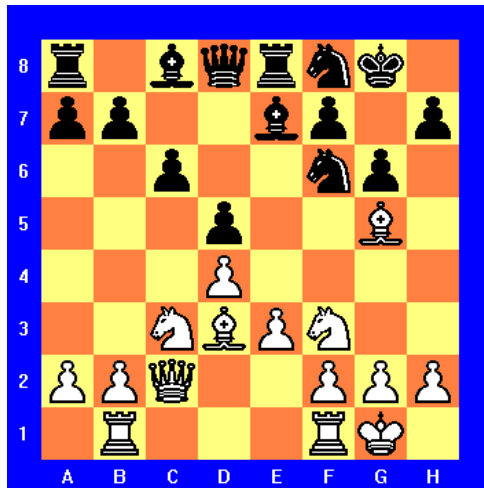
This is a very good opening for sharpening your tactical vision. From the diagram, try to finish the game if Black tries moves other than 10..KxB.

## The Queen's Gambit 1(a) (The Minority Attack)

White's plan is to attack Black's queenside pawn structure and command the c file.

1.d4 d5 2.c4 e6 3.cxd5 exd5 4.Nc3 Nf6  
5.Bg5 Be7 6.e3 c7 7.Qc2 0-0 8.Bd3 Nbd7  
9.Nf3 Re8 10. 0-0 Nf8 11.Rab1 g6.

See diagram.



12.b4 a6 13.a4 Ne6 14.Bh4 Ng7 15.b5  
axb5 16.axb5 Bf5 17.bxc6 bxc6 18.Ne5  
Rc8 19.Rb7 BxB 20.QxB Rc7.

See next diagram.

## The Queen's Gambit 1(b) (The Minority Attack)



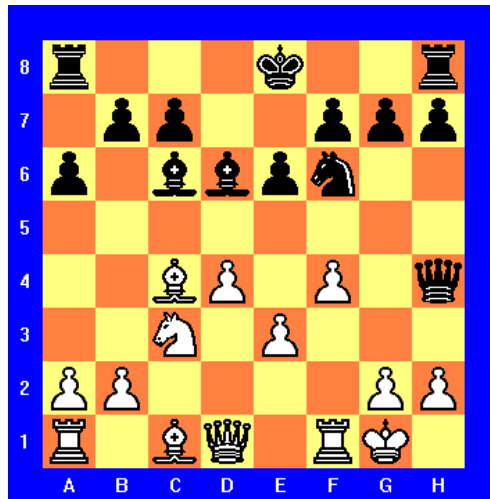
Van den Berg v. Kramer 1950

From the diagram: 21.RxR QxR 22.Rc1  
(The threat is: 23.BxN BxB and 24.Nxd5!)  
Qb7 23.Qb1! Qa6 24.Na2 and the c pawn  
must perish, leaving Van den Berg on top.



## The Queen's Gambit 2(a) (Accepted - Unorthodox)

In the Queen's Gambit Accepted, White usually plays for eventual control of the *c* file but here, unorthodox White play encourages a premature attack. 1.d4 d5 2.c4 e6 3.Nf3 dxc4 4.e3 a6 5.Ne5 Nd7 6.NxN BxN 7.Bxc4 Bc6 8.0-0 Bd6 9.Nc3 Qh4 10.f4 Nf6. Diagram.



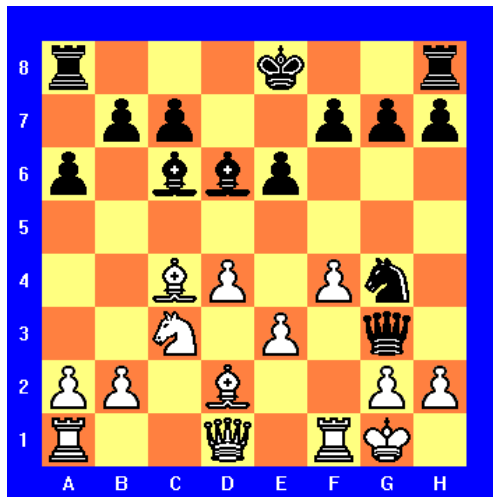
F.J.Marshall v. Dus-Chotimirsky 1911

11.Bd2 Ng4 12.h3 Qg3. Next diagram.

## The Queen's Gambit 2(b) (Accepted - Unorthodox)

Checkmate at g2 or h2!?

Dus-Chotimirsky got up and, in a side room, gloated; "Poor Marshall dead!"



13.QxN!

On returning, he exclaimed;

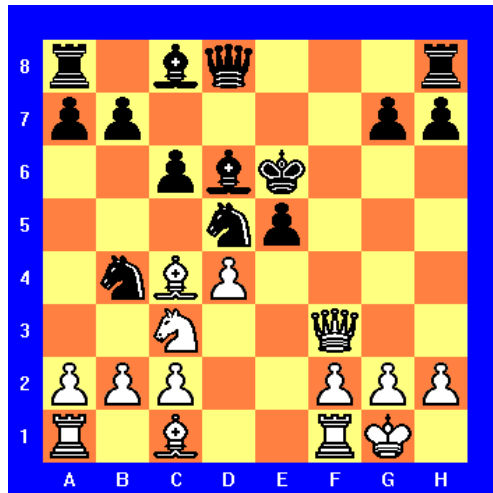
“Oh. Oh, Marshall not dead, I dead!”

## Opening: Two Knights Defence (a) (The 'Fried Liver')

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5  
5.exd5 Nxd5 6.Nxf7 KxN 7.Qf3+ Ke6  
8.Nc3 Nb4 9.0-0 c6 10.d4 Bd6

See Diagram.

The Black King now tosses and turns



P. Wiseman v. J. Rogers 1981  
Metropolitan Chess Club, London.

11.dxe5 Bxe5 12.Re1 Nxc2 13.RxB+ KxR  
14.Qe4+ Kd6 15.NxN Re8 16.Bf4+ Kd7

See Diagram 2

See also: A Basic Repertoire – Fried Liver

**Opening: Two Knights Defence (b)  
(The 'Fried Liver')**

**The end is nigh.**

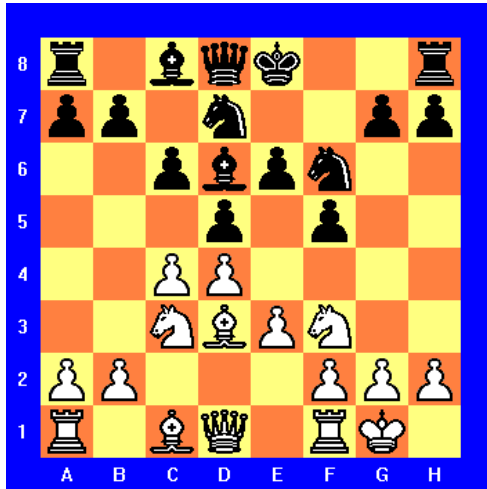


**17.Nb6+! A beautiful line-opening sacrifice.  
17...QxN 18.Rd1+ Nd4 19.RxN+ QxR 20.QxQ  
Ke7 21.Qd6 checkmate.**

**The Black King is now cooked**

## The Dutch Defence (a)

A simple, easily remembered Black set up!  
1.d4 f5 2.Nf3 Nf6 3.e3 e6 4.Bd3 d5 5.c4 c6  
6.Nc3 Nbd7 7.0-0 Bd6. See diagram.

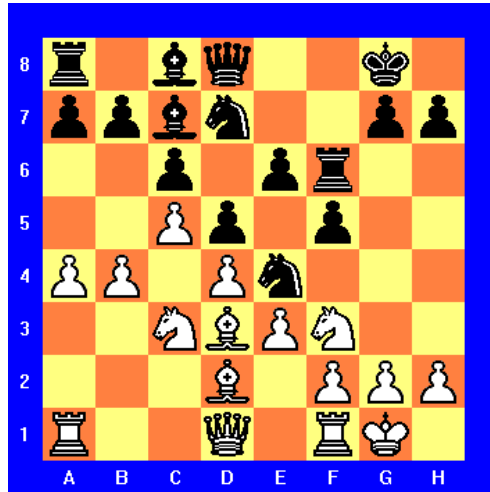


Black's white square pawn barrier now allows an attack on the dark squares.

## The Dutch Defence (b)

8.c5 Bc7 9.Bd2 0-0 10.b4 Ne4 11.a4 Rf6.

See next diagram.



12.b5 Rh6 13.a5 Bxh2+ 14.NxB Qh4 and wins.

**N.B.** White can also use a Dutch setup, known as the ‘Stonewall Attack.’

## Chapter 2

### A Basic Repertoire

The examples given in 'A Basic Repertoire' show the type of play that can emanate from various openings and will give you an idea of the sort of games you may wish to explore in more depth. These examples will also teach you many of the important techniques that you should have at your fingertips and look for, or guard against, in your own games.

Fried Liver, Giuoco Piano Traps 1 & 2; Isolated Queen Pawn 1(IQP1); IQP2; IQP3; The Maroczy Bind; Beat the Modern Benoni; The Minority Attack; Stonewall Attack; The Morra Gambit; Sicilian Defence 1 & 2. Draws by Perpetual Check; Philidor's Draw (1777), Stalemate 1, Stalemate 2, The 50 Move Rule, Zwischenzug and Zugzwang.

### Gaining Advantage

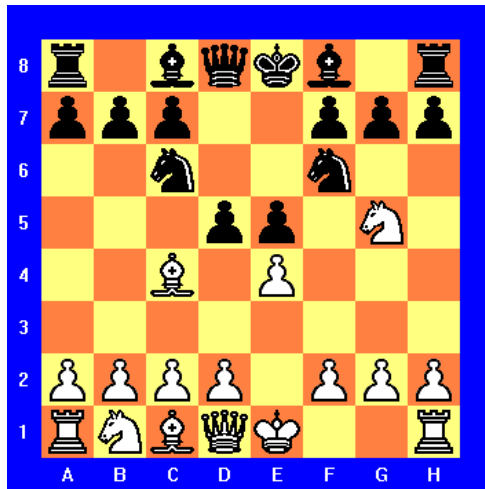
Quick checkmates are satisfying but you must also learn that, often, you need to work hard to gain an advantage against strong opponents. Sometimes the answers are clear and at other times are akin to very complicated puzzles. A tip is to have a plan and some examples in this section are worth noting. See also the examples given in the other sections above.

Ruy Lopez Pawn Grab 1 and 2; Unpinning the Pin 1 & 2; The Fork Trick; The Disguised Fork Trick; The Pawn Chain; Outpost Play; Power of Rooks on the 7th Rank; En Prise?; The Steinitz Knight; Endgame Classic, Nothing Fancy!; The Finesse.

## [2.1 A Basic Repertoire](#)

### Fried Liver

A Giuoco Piano - with cheek! Black has dutifully developed his knights and played d5 to prevent loss of his f pawn. Next?



1.e4d5 Nxd5 2.Nxf7 KxN 3.Qf3+ Ke6 4.Nc3 Nd4 (correct was 4..Nb4 – even then White has 5.Qe4 c6 6.a3 Na6 7.d4!) 5.BxN+ Ke7 6.Qf7+ Kd6 7.Ne4 mate.



## Giuoco Piano Trap 1

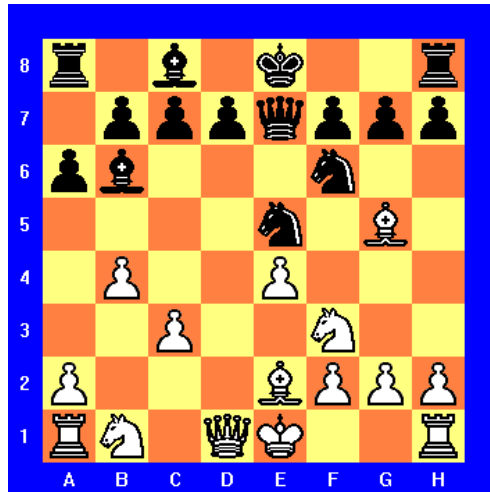
A Black knight is on the h file and White now chose to win a pawn with the time - honoured Nxe5 sacrifice. Correct?



White is expecting 1..dxN 2.Qxh5 to win a pawn. He misses 1..NxN! 2.Qxh5 Bg4! and White's queen is now doomed! Sacre bleu!

## Giuoco Piano Trap 2

Black has developed sensibly but now White, after chasing after the Black bishop, considers his Bg5 an effective pin. How should Black respond?

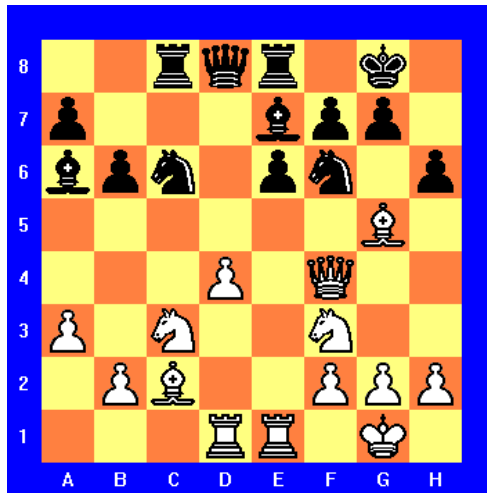


Answer 1..Bxf2+ 2.KxB Nxe4+ regaining the piece with a bonus of two pawns!

## The Isolated Queen Pawn 1

Often, the IQP is used to spearhead an attack but here White steadily exchanges down to a won pawn ending. From the diagram, begin with:

1.BxN BxB 2.d5! exd 3.RxR+ QxR. Next?



4.Qf5 BxN 5.Qh7+ Kf8 6.b2xB Ne5 7.Nd4  
Ng6 8.h4 h5 9.Bf5 Rxc3 10.Ne6+ f7xN 11.BxN.  
White's h pawn will now secure victory after  
Black loses his g and h pawns.

## The Isolated Queen Pawn 2

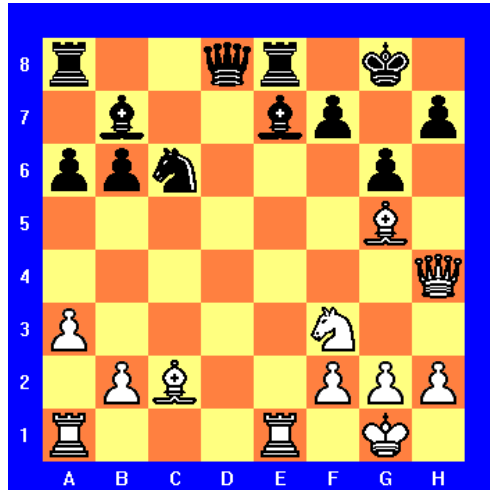
White is ready to detonate on h7. Black has just played 1..Re8? After 2.d5 (see diagram) exd5 3.Bg5, is 3..g6 okay for Black?



No. 4.RxB QxR 5.Nxd5 and White wins.

### The Isolated Queen Pawn 3

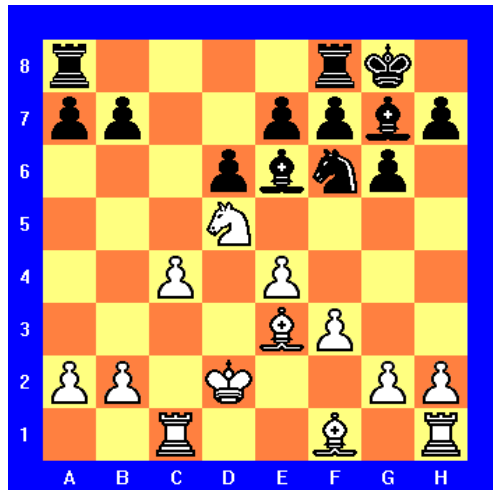
Black has managed to exchange off the d pawn  
(subsequent to White's earlier standard d5 push).  
Black is better. Yes or No?



No. White has exchanged the d pawn to obtain mating threats. e.g. 1..h5 Qc7 3.Bb3 (intending 4.Qe4) should win the game. (Or 1..Qc7 2.Bb3 h5 3.Qe4 Kg7 4.Bxf7 KxB 5.Bh6 threatening 7.Qe6 checkmate).

## The Maroczy Bind

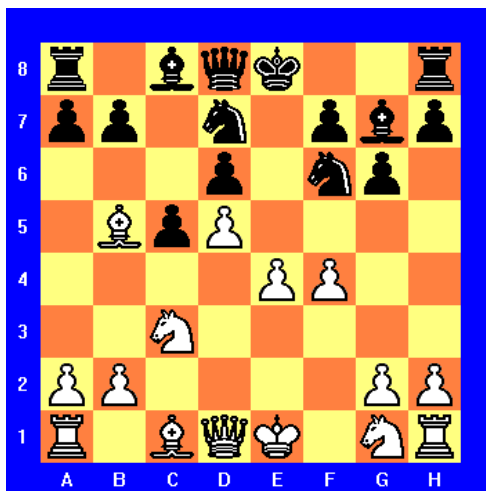
In the Maroczy Bind, White plays c4 and then aims to exchange down to an advantageous endgame. (queens have been exchanged on d2 following White's standard Nd5 move).



1..BxN (If 1..NxN 2.c4xN Bd7 3.Rc7!)  
2.c4xB R(f)c8 3.RxR RxR 4.g3! (intending Bh3) winning the c file and aiming to savage Black's queenside pawns with his bishops and king!

## Beat the Modern Benoni

Black has moved 1..N(8)d7? (1..Bd7 allows 2.e5 dxe 3.fxe Qe7 4.Nf3 suffocating Black).  
Correct is 1..N(6)d7 (to avoid the destructive 2.e5).  
So White's next move is?



1.e5! dxe 2.fxe Qe7 3.Qe2 Nh5 4.e6 fxe  
5.dxe Qh4+ 6.g3 Nxf3 7.e6xN++ wins. The  
Benoni was a potent weapon until White's Bb5+  
was discovered. Masters rarely play it now - but  
amateurs still love it!

See also: Openings – The Modern Benoni

## The Minority Attack

This still earns points even after 150 years or so.  
White's aim is to saddle Black with a very weak c pawn by attacking with his two queenside pawns.

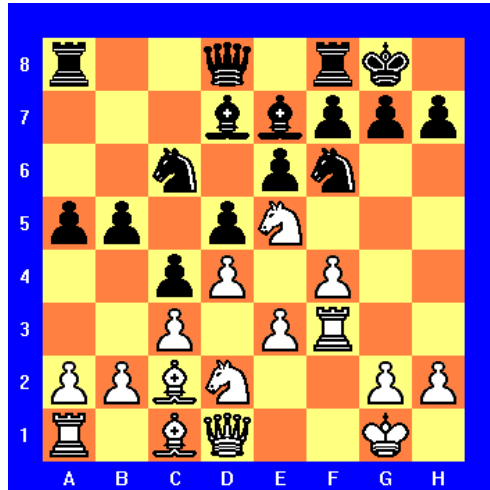


1.b5 axb 2.axb Bh3 3.g3 R(a)e8 4.bxc bxc,  
so creating an outpost on c5. The minority  
attack has done its job well. White is now on top.



## The Stonewall Attack

White sets up his pawns on the black squares, inviting Black's queenside pawn storm, while angling for a cheapo mating attack.

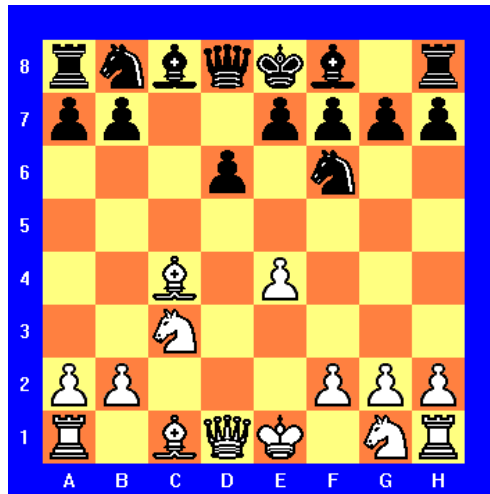


**1.Rh3 b4? 2.Bxh7+ NxB 3.Qh5!** threatens to checkmate at h7 or h8 (note also: 3..Re8, allows Qxf7+ and Ng6 checkmate!) White can also play positionally for a dangerous e4 pawn break.

c.f. 'Dutch Defence' in 'Popular Openings.'

## The Morra Gambit

This is a popular, trappy opening against the Sicilian. White sacs his c pawn to develop quickly and pressure the c and d files with his rooks later on. But Black can lose even earlier!



E.g. 1.e5 Qc7 (dxe5 2.Bxc7+ wins the queen)  
2.Bb5+ N(f)d7 3.Nd5 Qd8 (If 3..Qa5 4.b4  
Qxb5 5.Nc7+) 4.Qc2! savaging Black.  
(e.g. if 4..Nc6 5.Bxc6 b7xB 6.Qxc6!).

## The Sicilian Defence 1

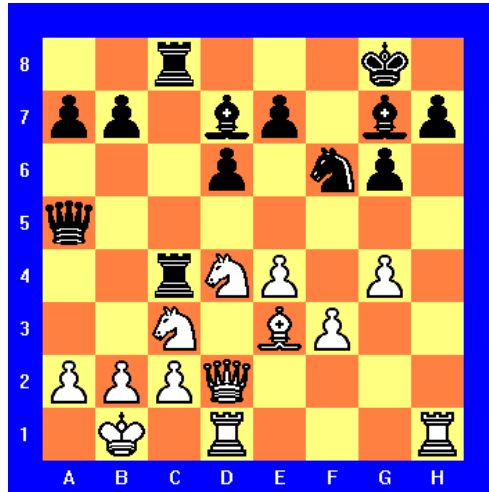
Sicilian devotees (1.e4 c5) usually prepare for a long pull after White's opening initiative has passed. There are reams of long analysis available but quick wins against inaccurate Black (or White) play are not unknown.



1..b5? 2.e5 dxe 3.fxe Nd7 4.Qg4 b4  
5.Rxf7 and game over. (e.g. 5..RxR 6.Qxe6  
Rf8 7.Rf1 Nf6 8.e5xN Bxf6 9.BxB g7xB  
10.QxBc6) 1-0.

## The Sicilian Defence 2

An example of White being crushed by a typical Sicilian sacrificial combination.



Thus: 1..Bxg4! (sac1) 2.f3xB Rxc3 (sac2)  
3.b2xR Nxe4 followed by 4..Nxc3 and it's  
all over. 0-1?

## Draws by Perpetual Check

How did Black, to move, draw this game?

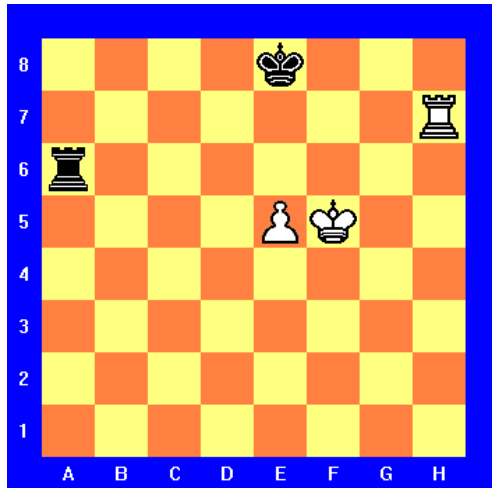


A.N.Other v. P.Wiseman - Internet 2007

**1..Rf1+ 2.Kh2 Bg1+. White is in perpetual check despite having an overwhelming position.**

## Philidor's Draw (1777)

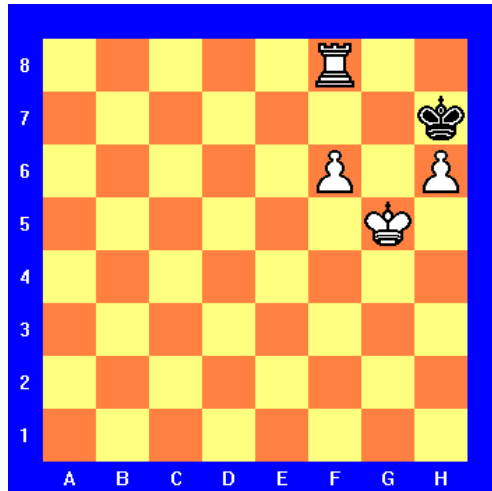
Black keeps his Rook on the sixth rank. If the pawn advances, the Rook goes to the first rank and keeps checking the White King.



E.g. 1.e6 Ra1 2.Kf6 Rf1 3.Ke5  
Re1+ 4.Kd6 Rd1+ Draw.

## Stalemate 1

**Black (to move) is stalemated  
as he has no legal move.**

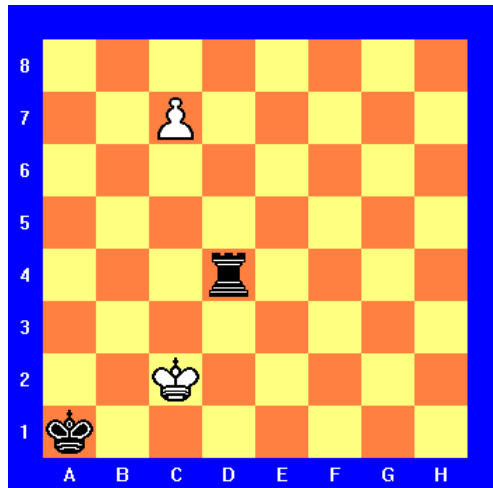


**Look for this sort of resource even when  
all seems lost - very useful in rapid play!  
"Hope springs eternal," with chess.**

## Stalemate 2

### Composed Position - Saavedra 1895

If the pawn queens, Black is Stalemated,  
(when the King takes the Black Rook after  
Black checks on c4). But White could win. How?

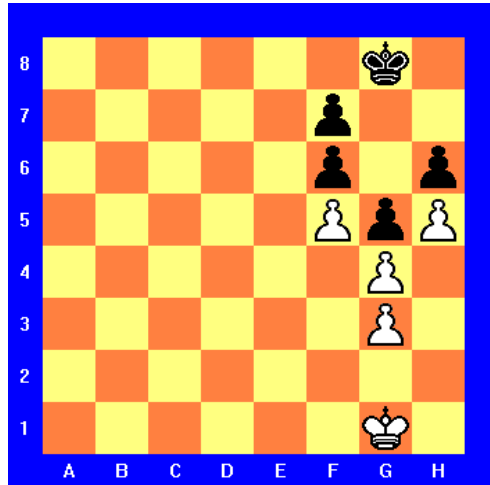


White's pawn under promotes to a Rook!  
Black is kaput!☹



## The 50 Move Rule (& 3-fold repetition rule)

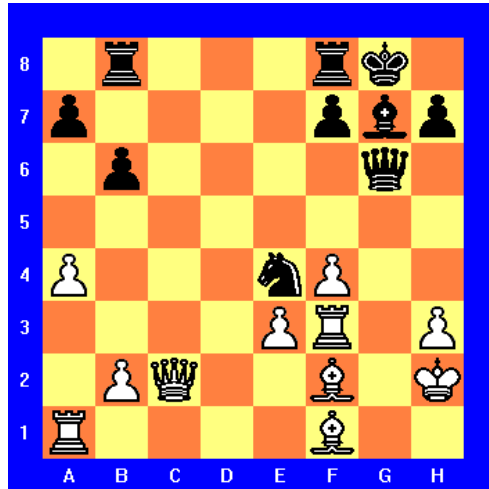
It is a draw if, after 50 moves, neither side has moved a pawn or taken anything.



**N.B.** When a position has been repeated three times (not necessarily consecutively), then the player to move may claim a draw. Alternatively, when a player intends to make a move that will bring about the third repetition, he must write it on the score sheet and, without actually making the move, claim a draw.

**Zwischenzug  
(in between move)**

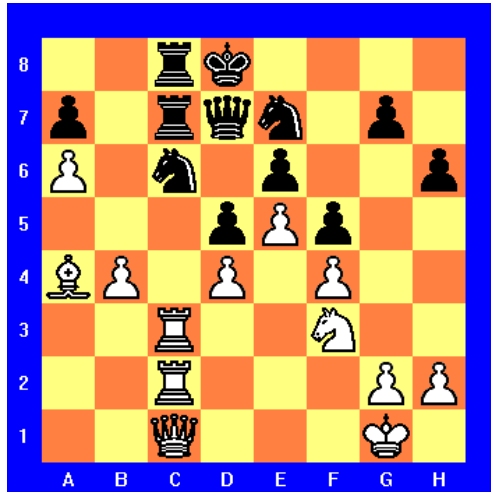
**After 1..Ng5, White takes the Black queen.  
Black delays taking the White queen. Why?**



**Black cleverly wins the exchange with an  
“in between” move by taking the rook with a  
check (2..NxR+) before taking the White queen.**

**Zugzwang**  
(move compulsion)

**Alekhine played 1.h4. Nimzowitsch promptly resigned. Why?**



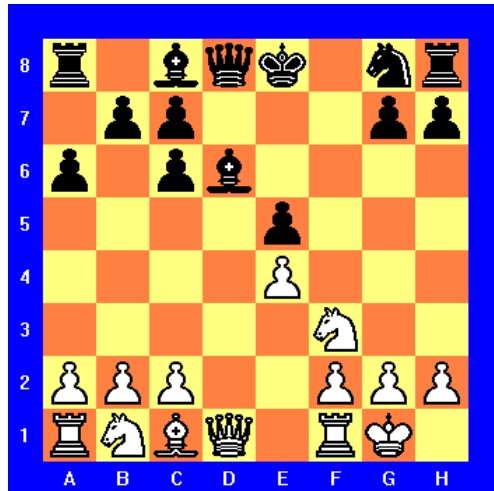
**Alekhine v Nimzowitsch. San Remo 1930**

**After some pointless pawn moves Black must lose. (e.g. Qe8 (or Ke8) allows b5 losing the c file, a piece and the game).**

## 2.2 Gaining Advantage

### Ruy Lopez Pawn Grab 1

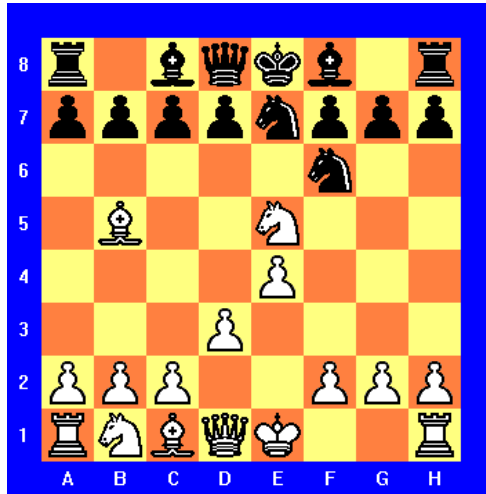
This position arises from the exchange variation but the pawn grab trap is very often overlooked. White's first move is?



1.Nxe5 BxN 2.Qh5+ (and 3.QxB) wins a pawn and deprives Black of the two bishops.

## Ruy Lopez Pawn Grab 2

White took Black's e5 pawn after 1..Ne7 in this Ruy Lopez opening. Was this wise?



Not really. After 2..c6 White must lose a knight or bishop to the queen check on a5!

## Unpinning the Pin 1

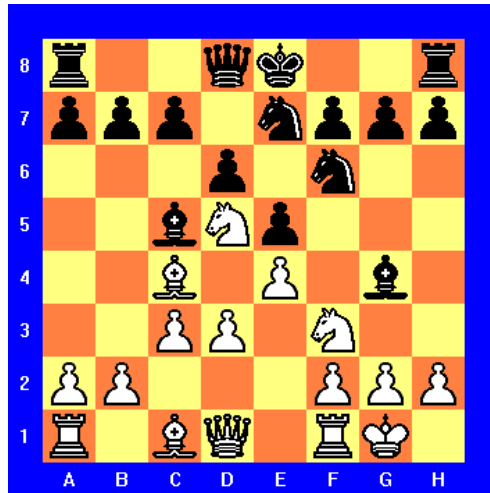
"Develop with a threat," is a chess mantra but Black's retreat Bh5 is an error. After the next White move Légal's mate is threatened and Black loses material. White now plays?



1.Nxe5 Nxe5 (not 1..BxQ as 2.Bxf7+ Ke7  
3.Nd5 and mate) 2.Qxh5 Nxc4 3.Qb5+ and  
4.QxN thus emerging a pawn to the good.

## Unpinning the Pin 2

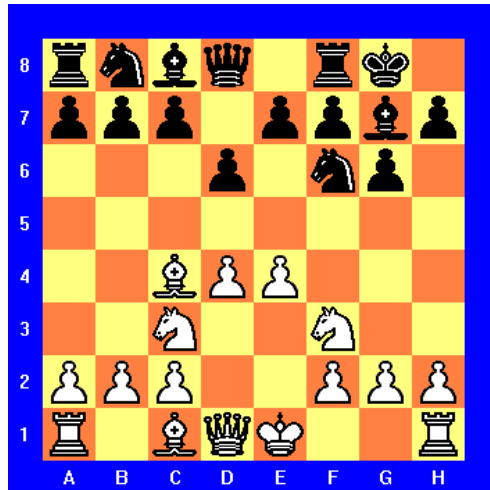
Another useful example of L egall's "unpin" manoeuvre. Tip = Memorize the standard mates! White's first move is?



1.Nxe5 dxN best. (If 1..BxQ? 2.Nxf6+ Kf8  
[or 2..g7xN 3.Bxf6+ & 4.Bh6 mate] 3.N(e)d7+  
QxN 4.NxQ+ Ke8 5.NxB dxN 6.RxB(d1)!)  
2.Nxf6+ gxf6 3.Qxg4 White is a pawn up and  
Black's kingside is compromised.

## The Fork Trick

Black will take White's e pawn with 1..Nxe4. Can you explain why?

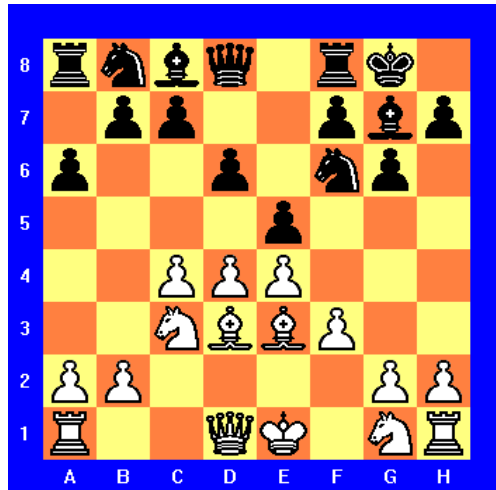


Black decides to ease the tension with this very well-known tactical device.  
1..Nxe4 2.NxN (Bxf7 cedes Black the two bishops) d5! The Fork Trick. Black equalizes very easily. For example: 3.Bd3 d5xN 4.Bxe4 Nd7 5.0-0 c5!



## The "Disguised" Fork Trick

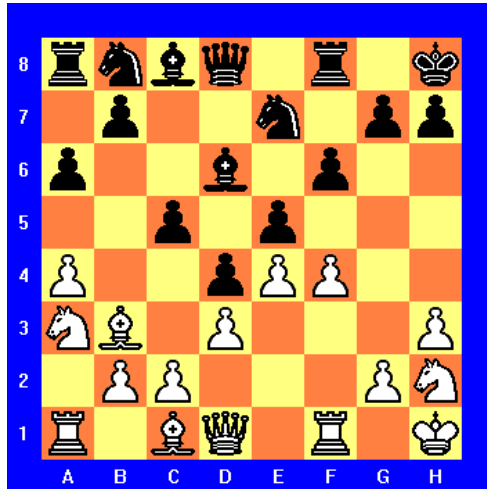
White has moved 1.Bd3 instead of the more usual 1.d5. Show how this was a mistake.



1..Ng4! and White will lose a pawn to 2.f3xN?  
exd 3.Bxd4 (or 3.Bd2 soon loses the pawn to  
a queen check on h4) 3..BxB 4.g3 Qf6!

## The Pawn Chain

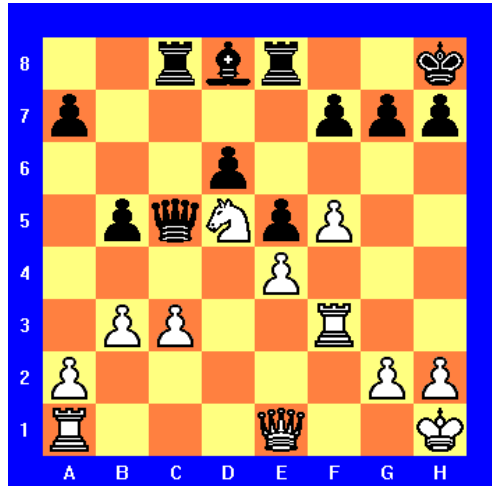
An advancing phalanx of pawns can be panic inducing. Frequently, it's best to attack the base of the chain. What should White play?



Black's e pawn is well defended so White should play 1.f5 and follow up by pushing his g pawn. This also releases his strong c1 bishop and White will then be in attack mode.

## Outpost Play

Outpost play by a future World Champion.  
The very strong Nd5 outpost enables a fine  
Smyslov combination.

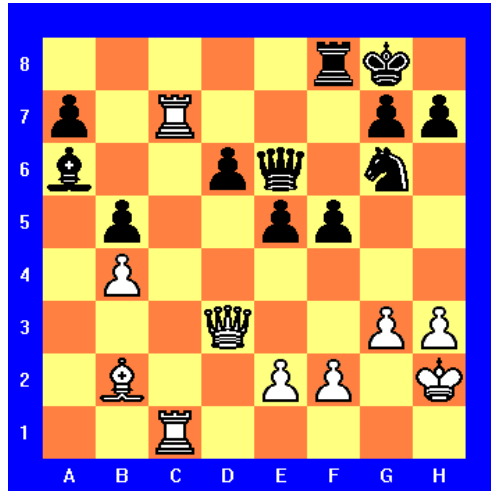


Smyslov v. I.Rudakovsky. Moscow 1945.

1.f6 gxf6 2.Qh4 Rg8 3.Nxf6 Rg7 4.Rg3 BxN  
5.QxB R(c)g8 6.Rd1 d5 7.RxR. Resigns.  
(Play over these moves and you'll see that  
Black is lost in all variations after 1.f6).

## Power of Rooks on the 7th. Rank

In this example, the c file has become a motorway for White's rooks.

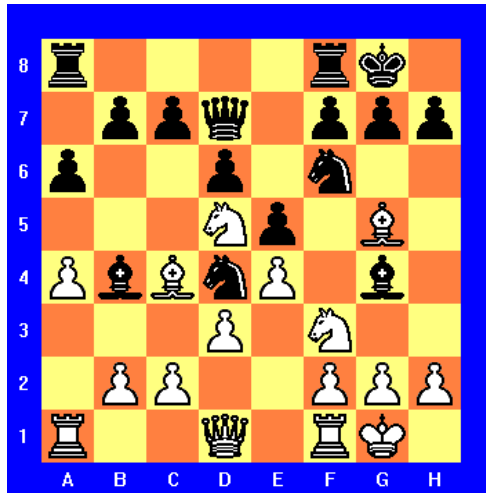


1.Rxa7 Bc8 2.R(1)c7 Qf6 3.Qxd6! Be6  
4.QxB+ Resigns as it's mate in three if 4..QxQ.

## En prise?

(En prise = a piece can be taken for free!)

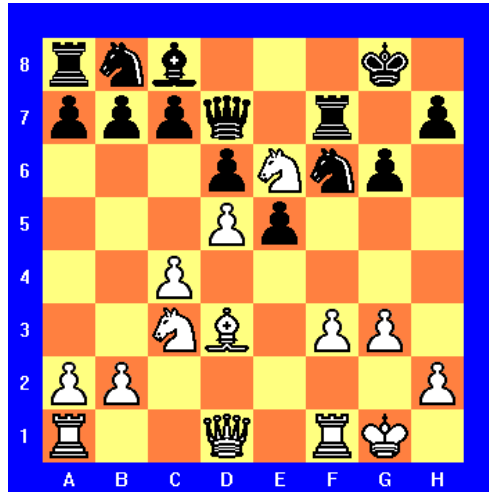
Is Black's Bb4 en prise?



Surprisingly no. 1.NxB BxN 2.g2xB Qh3!  
and threatening Nxf3? mating. White must  
sacrifice his queen to prevent this.  
(Notice Black's quiet Qd7 move, setting the trap).

## The Steinitz Knight

Tartakower claimed one could “go to sleep” if you planted a supported knight on d6 or e6 as it practically assured the win.

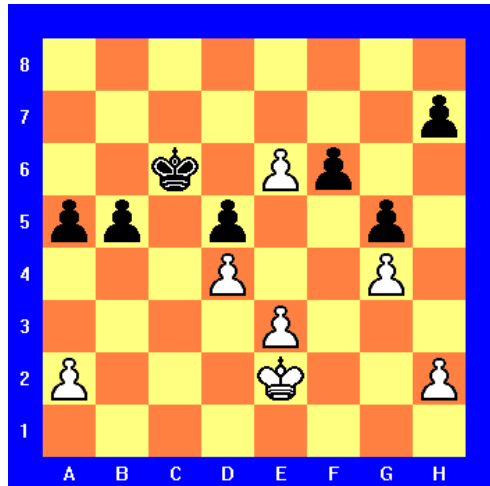


Petrosian v. Zaitsev – Moscow 1966

1.f4 exf4 (disallowing f5) 2.Qxf4 Nxd5  
3.QxR+ QxQ 4.RxQ BxN 5.NxN BxN  
6.Rxc7 Na6 7.Rd7 and White wins.

## Endgame Classic

Pillsbury conjures up a classic win from a seemingly sterile position. He amazed the chess world by winning this game, and thus the strongest tournament for over 40 years, with brilliant and accurate play.



Pillsbury v. Gunsberg – Hastings 1895

**1.e4 d5xe4 2.d5!** and the Black King cannot take the d pawn as the e pawn would promote! Gunsberg soon resigned as Pillsbury was able to cover Black's demonstrations on both wings.

## Nothing Fancy!

This test position often stumps players young and old! White's best plan is?



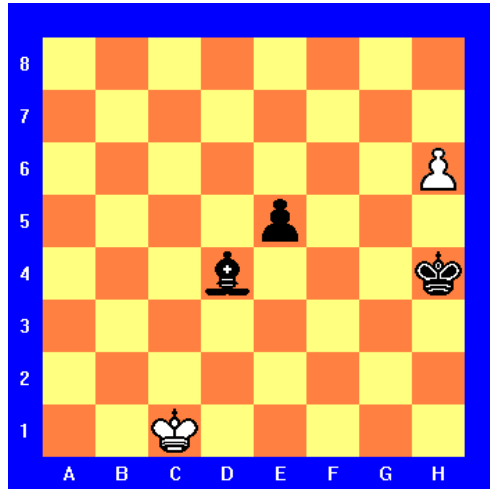
After R.G.Wade.

White should double rooks on the a file which he will then control after pawn exchanges. Motorway file "a" will then allow his rooks to combine for mate threats on the 7th rank.



## The Finesse

Subtle play is on show in this bishops and pawns ending. White to play and win.



After P. Heuaecker

**1.Ba7 Ba1 (1..BxB will allow the h6 pawn to promote.) 2.Kb1 Bc3 3.Kc2 Ba1 4.Bd4 BxB 5.Kd3 Bb2 (5..e4 loses the bishop and the pawn race!) 6.Ke4! The Black pawn is blockaded and so the h pawn can march on!**

## Chapter 3

### 1. Combinations & Sacrifices

These two sections are devoted to some very clever manoeuvres, made by great players, which are well documented in chess literature. Their imaginations, even cunning, exemplify what sets great players apart from mere mortal wood-pushers. There is no need to be dispirited, however, as everyone can learn from the masters and emulate their play in their own games.

Marshall v. Amos Burn; F.D.Yates v. A. Rubinstein, A.Alekhine v. M.Feldt; R.Spielmann v. Wahle; Dr.E.Lasker v. J.H.Bauer; Kuzmin v. Sveshnikov, Richard.Reti v. S.G.Tartakover; Hamlich versus A.N.Other; Fischer v. Reshevsky; Capablanca v. A. Becker; Amos Burn v. Dr.Emanuel Lasker; A.Brinckmann v. A.Preusse, A Triple Whammy; A.Anderssen versus E.Schallop; Imbaud v. Strumilo; Tarrasch v. Tchigorin; "The Black Death;" Casas v. Piazzini; Taimanov v. Kuzmin, Najdorf versus A.N.Other; R.Fischer v. B.Spasky; Szukszta v. M.Tal; Broer v. Laurentius; Opening Lines; Ever Been Fianchettoed?; T.Petrosian v. L.Pachman; The Velimirovic Attack; Assume Nothing.

### 2. Master Chess Games

Some of these games will make you gasp with disbelief. At times you may wonder how anyone can see so far ahead at the chessboard. In other games, you may be amazed at the vision involved in only one or two move sequences.

"The Immortal Game;" "The Evergreen;"

Li Yang Hsu v. John Nunn; Paul.Morphy versus The Duke of Brunswick & Count Isouard; R.Fischer v. Gadia, Magerramov v. Kasparov; Rodzynski v. Alekhine; Wade v. Lokvenc, Horowitz v. Pavey; Vidmar versus Teichmann; Max.Euwe v. A.Speyer; Bronstein v. Korchnoi; The Pillsbury System; Spasky v. Ghitescu, Kavalek v. Gheorghiu; Schulz v. Weigelt.

### 3.1 Combinations & Sacrifices

**F. J. Marshall v. A. Burn Paris 1900**

**From a Queen's Gambit, Black ends up by being mated after he eventually fianchettoes his King's bishop. Instructive!**



**1.h4 g6 2.h5 Re8 3.hxg6 hxg6 4.Qc2 Bg7  
5.Bxg6 fxB 6.Qxg6 Nd7 7.Ng5 Qf6 8.Rh8+  
KxR 9.Qh7 checkmate.**

**F.D. Yates v. A. Rubinstein  
Budapest 1926**

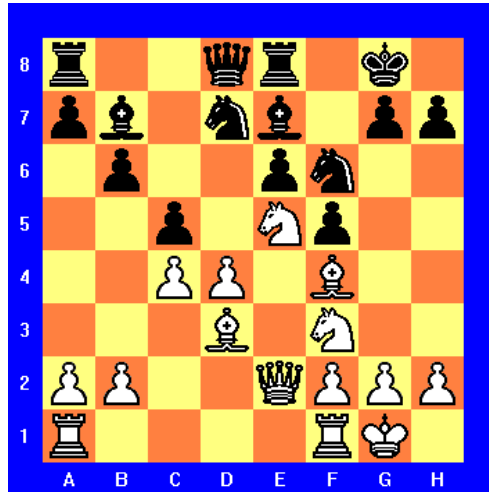
**Those are nasty Black knights and must be destroyed.**



**1.BxNf6 g7xB 2.BxNf6xB 3.Qg4+ Qg6  
4.Ne7+ winning Black's Queen and the game.  
One of the few times Yates beat Rubinstein.**

**A. Alekhine v. M. Feldt  
Tarnapol 1916**

**This is one you can try for yourself.**



**1.Nf7 KxN 2.Qxe6+ KxQ 3.Ng5 mate.  
(If 2..Kg6 3.g4 and mate next move or  
if 2..Kf8 3.Ng5 followed by mate).**

## R. Spielmann v. Wahle Vienna 1930

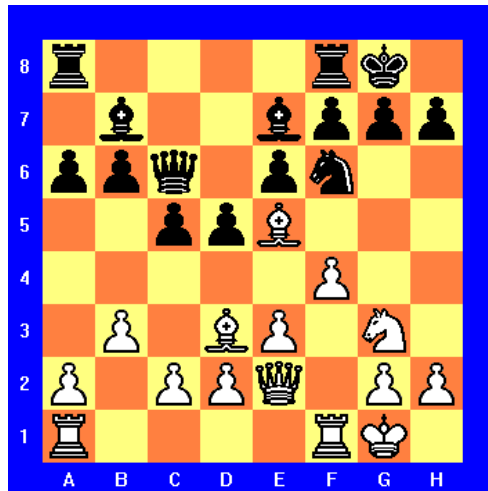
Be careful before moving a pawn protecting  
your king. Here the Nf6 is doomed.



1.RxB! QxR 2.Qf3 Kg7 3.N(g)e4 d5xN  
4.Nxe4 and wins. (e.g. 4..Kg8 5.BxN Qb4  
6.c3 [preventing ..Re8 and ..Qf8] 6..Qxb2  
7.Qe3 followed by 8.Qh6 and it's all over).

**Dr. E. Lasker v. J. H. Bauer  
Amsterdam 1889**

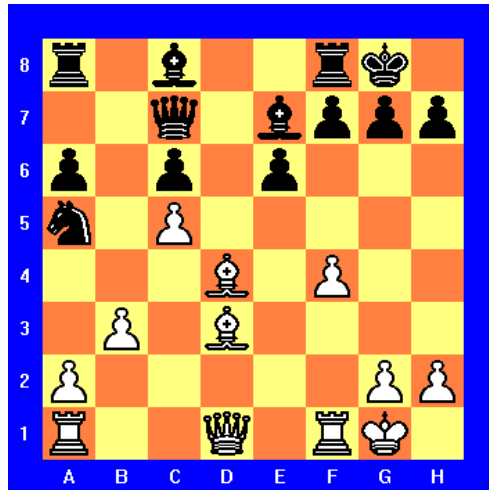
**The classic double bishop sacrifice.  
This game established Lasker's fame.**



**1.Nh5 NxN 2.Bxh7+ (kerpow!) KxB 3.QxN+  
(whazam!) Kg8 (splat!) KxB 5.Qg4+ (Holy  
Mackerel!) Kh7 6.Rf3 and wins.**

**Kuzmin v. Sveshnikov  
USSR Championship 1973**

**Another double Bishop sacrifice played, in a top tournament, 84 years after Lasker v. Bauer.**

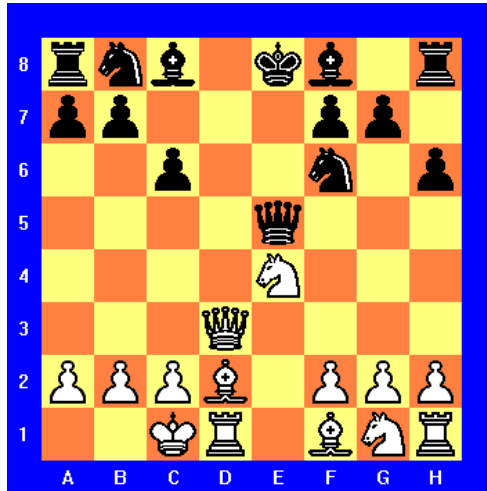


**1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7  
Kxg7 4.Qg4+ Kh7 5.Rf3 1-0**



**R. Reti v. S. G. Tartakover  
Vienna 1919**

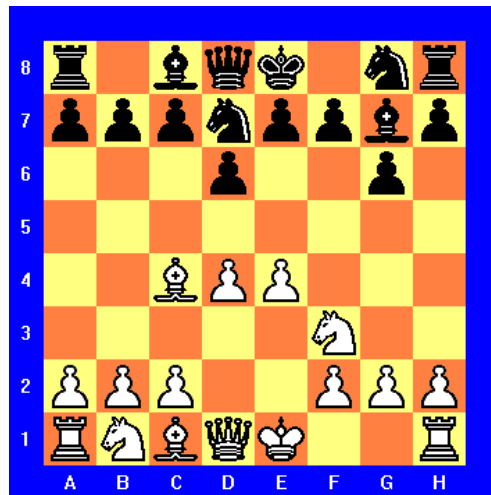
**Can Black take the White knight?**



**No. 1..NxN?? 2.Qd8+ KxQ 3.Bg5 double check.  
Black resigns! It is mate with rook or bishop at d8.**

## Hamlich v. A. N. Other Vienna 1899

If you like flank openings as Black, take care if you play Nd7 too early! White to play and win.



1.Bxf7+ KxB 2.Ng5+ Black resigned at once. (Either 2..Kf6 3.Qf3 is checkmate or 2..Ke8 [or Kf8?] 3.Ne6 wins the queen!).

## Fischer v. Reshevsky US Championship 1973

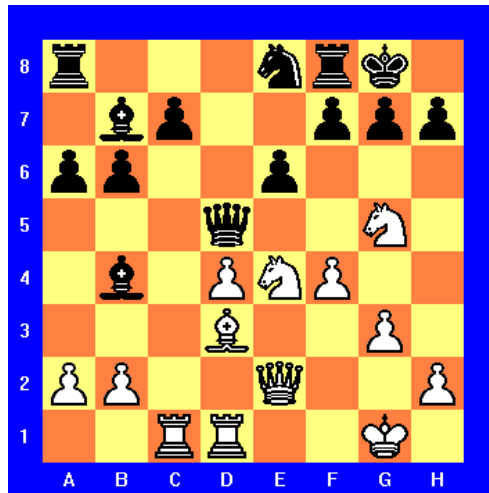
If you like to play the Sicilian as Black,  
take care with the move order.



1.Bb3 (avoiding the Fork Trick) Na5  
(1..Ng4 is better) 2.e5 Ne8 3.Bxf7+ KxB  
4.Ne6 and Black loses both his queen and the game.

**J. R. Capablanca v. A. Becker  
Carlsbad 1929**

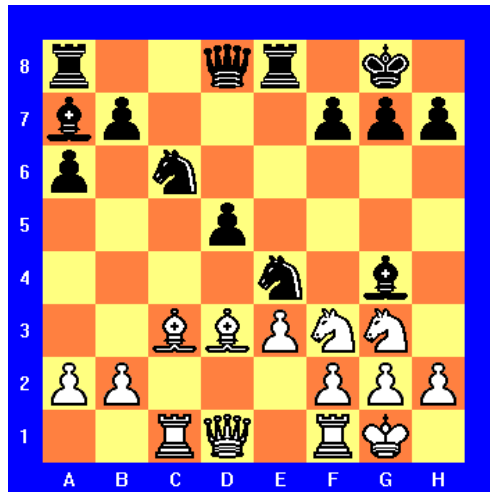
**Black threatens mate or mayhem by Qg2  
(or Qh1) if the Ne4 moves. You have to be  
a Capablanca to win from this position!**



**1.Nxh7 f5 2.N(7)g5 and Black resigns.**

## A. Burn v. Dr. E. Lasker Hastings 1895

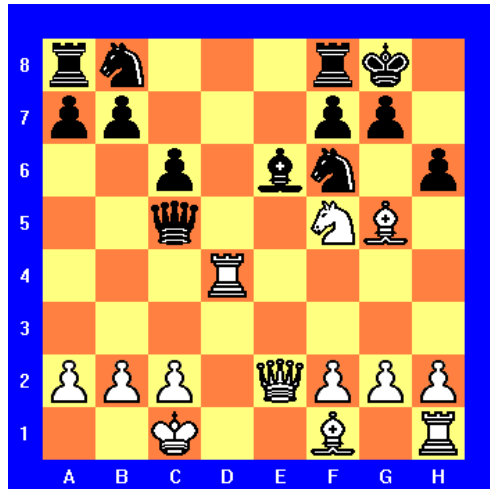
White looks solid but the great Emanuel Lasker shows how to smash a way through.



1..Nxf2 2.RxN Rxe3 3.Nf5? (Be2 is better,  
but Black still has Qb6 which is hard to meet)  
3..RxN 4.g2xR BxN 5.BxB Qg5+ 6.Bg4 h5  
7.Qd2 Be3 8.Resigns.

## A.Brinckmann v. A.Preusse Magdeburg 1927

Black seems to have everything covered  
but can you see a way for White to win?

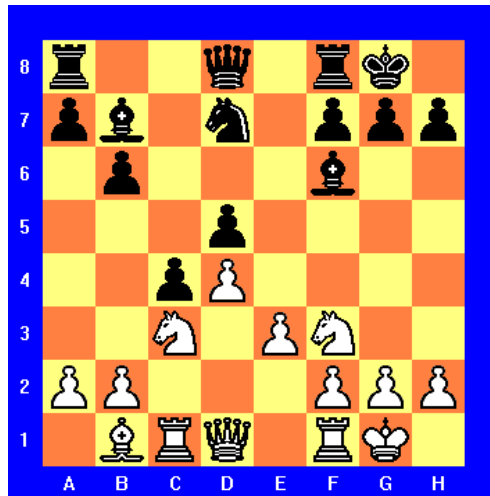


**1.Nxh6+ g7xN 2.BxN Qf5 3.Qf3 wins.**

(White offers an exchange of Qs on f3 enabling the Rh1 to decisively enter the battle at g1. Note also that Bd3 and Rh4 are in the offing).

## Triple Whammy Frankfurt 1887

Blackburne, in the same tournament, overcame  
Zukertort, Tarrasch as well as Mackenzie with  
this manoeuvre!



1.Nd2 Re8 (intending to play 2..Nf8  
protecting both the h and d pawns if 2.Qh5)  
2.Qf3 Nf8 3.Nxc4! And White will win.

**A. Anderssen v. E. Schallop  
Berlin 1864**

**Anderssen stops Black from castling before he administers the knockout. Can you see his plan?**



**1.Bc5 N(8)d7? 2.Qxe4+ NxQ 3.Bxf7 mate.  
A fine example of line opening.**



## Imbaud v. Strumilo Correspondence 1922

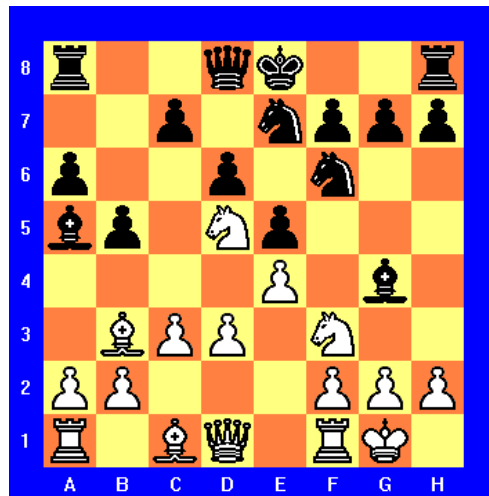
A Légal type mate from a bishop's opening.  
Black's king is frog marched haplessly to its end!



1.Nxe5 BxQ? 2.Bxf7+ Ke7 3.Bg5+ Kd6  
4.Ne4+ KxN 5.f4+ Kd4 6.RxB Ke3 7.0-0  
Nd4 8.R(d)e1+ Ne2+ 9.RxN+ KxR 10.Bh5+  
Ke3 11.Rf3+ Kd4 12.Bf7 and mate in two!

## Tarrasch v. Tchigorin St. Petersburg 1893

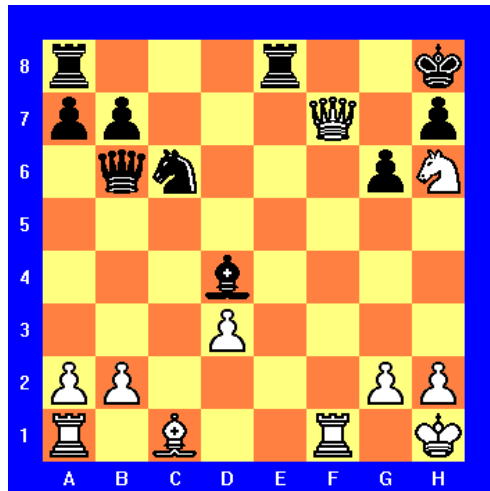
That vulnerable Black e pawn often has a sad end. Tarrasch mates or gains material.



1.Nxe5! BxQ 2.NxN+ and then if 2..g7xN  
3.Bxf7+ followed by 4.Bh6 mate. (Or 1..d6xN  
2.NxN+ gxN 3.QxB. Or if 1..N(e7)xN 2.NxB  
NxN 3.QxN).

## "The Black Death" Blackburne v. Steinkuhler

Blackburne was known and feared  
in Europe as the "Black Death."



Manchester, 1863.

1.Qg8+ RxQ 2.Nf7+ Kg7 3.Bh6 checkmate.  
How modern!

**Casas v. Piazzini  
Buenos Aires 1952**

**White is in check but sacrifices his queen. Can you see how and why?**



**1.b4 cxb4 2.Qxh7+ KxQ 3.h4xB+ Kg6 4.Ne7  
mate. That h pawn causes trouble yet again!**

**Taimanov v. Kuzmin  
USSR 1950**

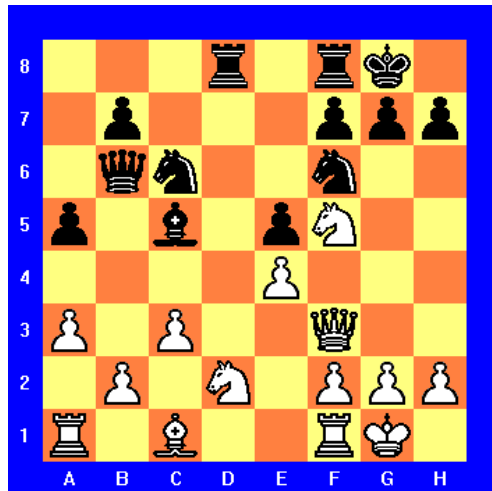
**If you can win for White  
(to move) in four, you are gifted!**



**Taimanov played 1.Ng6 Nh7  
(If 1..Nh5 2.BxB and White gains a piece)  
2.RxB f7xR 3.QxR+!! QxQ 4.Bxe6 checkmate.**

## Najdorf v. A.N.Other unknown tournament

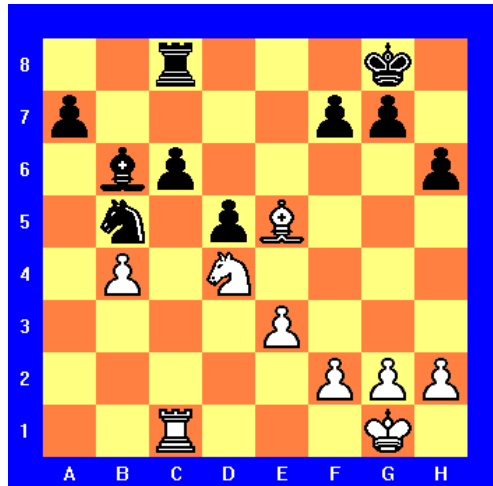
Even in quiet looking positions,  
beware of the masters!



Najdorf won nicely by 1.Nxg7 KxN 2.Nc4  
Qc7 3.Bh6+ KxB 4.QxN+ Kh5 5.g4+ Kxg4  
6.Kh1. One-nil.

## Fischer v. Spassky 14th Game, Reykjavik 1972

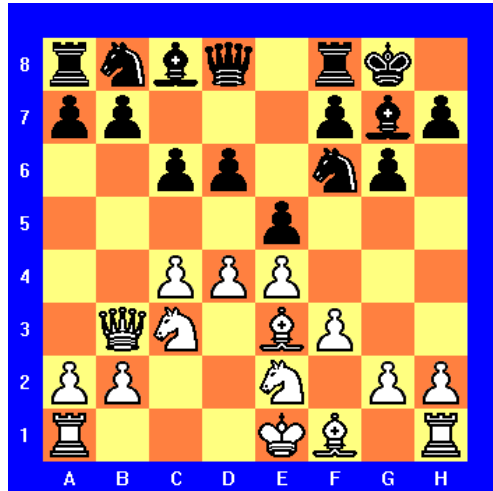
Fischer constructs a “Desperado” type move  
in this world title match. (Black wants to  
exchange his knight for the bishop).



**1..f6 2.Bxf6! (and 3.NxN) the only good move!**  
**(Either 2.NxN f6xB or 2.Nxc6 RxN 3.RxR f6xB**  
**are good for Black).**

**Szukszta v. M. Tal  
(Uppsala 1956)**

**A Tal (5 minute skittles) masterpiece!**

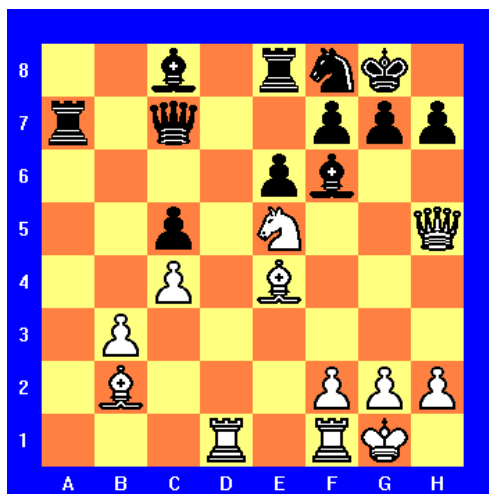


**1..e5xd4 2.Nxd4 d5 3.c4xd5 c6xd5  
(a pawn sac.) 4.e4xd5 Nc6 (now a knight  
sacrifice) 5.d5xN Re8 6.Kf2 RxB 7.Rd1  
Ng4+ 8.f3xN BxN 9.RxB QxR 10.Qd5 Re2+  
11.KxR Bxg4+ 12.Ke1 Re8+ 13.Be2 RxB+.  
Get out of that! 0-1**



## Broer v. Laurentius 1935

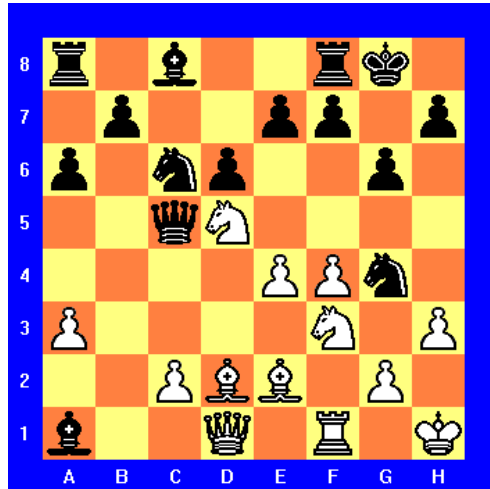
You are never truly safe even  
when everything seems covered.



1.Rd7 BxR 2.Bxh7+ NxB 3.Qxf7+ Kh8  
4.Ng6! checkmate! The rook had no entry  
squares on the d file but sacrificed itself  
for a greater cause!

## Opening Lines

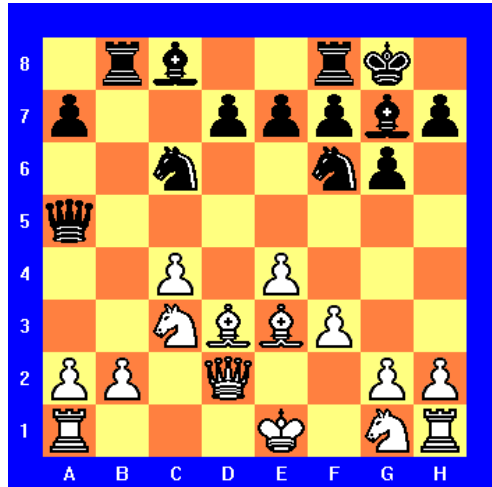
Black has just played BxR and will win the exchange by Nf2+. Black overlooked what?



Black is soon lost after 1.QxB Nf2+ 2.RxN QxR 3.Nxe7+ NxN 4.Qf6! The dual threats of f5 and Bc3 are decisive. (Try this against the Pirc or the K.I.D).

## Ever Been Fianchettoed ?

Black has lost his b pawn and now sacrifices a whole rook!



1..Rxb2 2.QxR Nxe4! (releasing the Bg7)  
3.N(1)e2 NxN 4.Bd2 Nb4. White is about  
to be savaged as he cannot cover all the threats  
from the Black knights, queen and bishop.

**T. Petrosian v. L. Pachman  
Bled 1961**

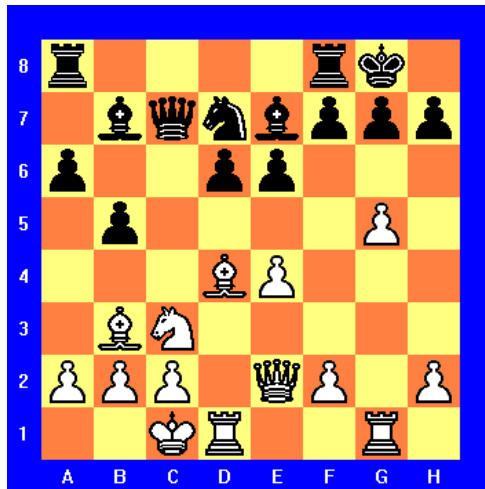
**You knew it was over if Petrosian sacrificed  
his queen. What does he play after Black replies  
1.QxB KxQ?**



**Answer 1.QxB+ KxQ 2.Be5+ Kg5  
(as good as any) 3.Bg7! Resigns.  
(If 3..e5 4.h4+ Kh5 5.Bf3+ Bg4 6.BxB is mate).**

## The Velimirovic Attack

Black can lose quickly with this small centre Sicilian. E.g. 1.Qh5 Rfe8 2.g6 hxg 3.Rxg6 f7xR 4.Bxe6+ Kf8 and 5.Qh8 checkmate!



Even if Black avoids this, he is in trouble by e.g. Rg3 and then Rh3. Velimirovic's g4/g5 bayonet attack is a potent weapon at all levels.

## Assume Nothing

A queen is only worth 3 pawns.



1.Qxh7+ NxQ 2.Nxf7+ Kg8 3.Ne5 dis.ch. Kh8  
3.Nxg6 and it's checkmate. A nice variation of smothered mate.

Cool!

### 3.2 Master Chess Games

#### "The Immortal Game"

##### A. Anderssen v. L. Kieseritzky

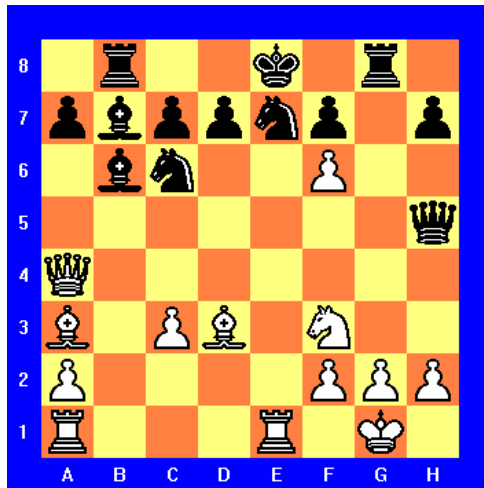
White is about to lose both rooks and, seemingly, the game. What followed, in London 1851, made Anderssen eternally famous.



1.Bd6 QxR+ 2.Ke2 BxR 3.e5 Na6 (Ba6 is better but still loses eventually) 4.Nxg7+ Kd8 5.Qf6+ NxQ 6..Be7 checkmate!

## "The Evergreen" A. Anderssen v. J. Dufresne

Anderssen, Berlin 1863, exhibits the  
great value of open files for rooks.

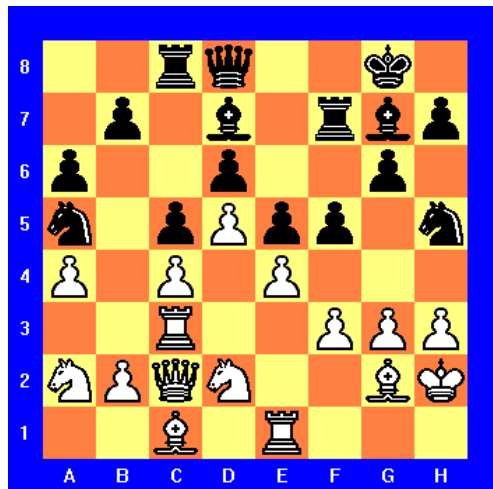


1.R(a)d1 QxN (threatening mate on the move!) 2.RxN+ NxR (if 2..Kd8 3.Rxd7+ Kc8 4.Rd8+! NxR [ 4..RxB 5.g2xQ ] 5.Qd7+ KxQ?? 6.Bf5++) 3.Qxd7+ KxQ 4.Bf5 double check Ke8 5.Bd7+ King moves 6.BxN mate.



## Li Yang Hsu v. John Nunn Manila 1992

A King's Indian Defence disaster for White, showing how masters are so inventive and dangerous in these sorts of position. Black's next move effectively ends the contest.



1..Nxb3! 2.KxN Qh4+ 3.Kh2 (not 3.KxQ f4!  
and 5..Bf6 mate) QxR! with a winning advantage.

**P. Morphy v. Duke of Brunswick  
& Count Isouard. Paris 1858.**

**Paul Morphy, a true chess genius,  
taught the world the value of open  
files and excellent tactical vision.**

**Find his next move?**



**Answer: 1.Nxb5 c6xN 2.Bxb5+ N(b)d7  
3.0-0-0 Rd8 4.RxN RxR 5.Rd1 Qe6 6.BxR+  
NxB 7.Qb8+ NxQ 8.Rd8 1-0.**

(Played during an interval at the opera!)

## R.Fischer v. Gadia Mar del Plata 1960

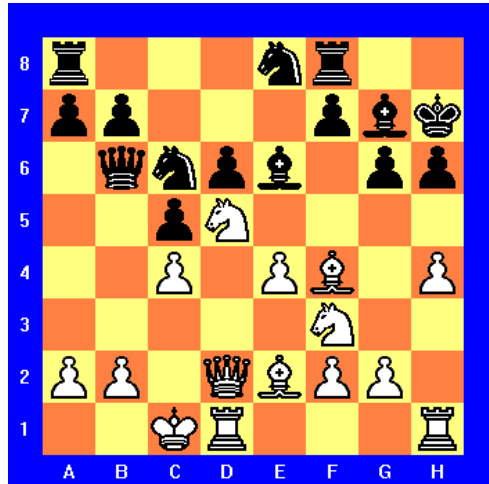
Fischer's strong Knight outpost dominates the board. (Only a Rook can get at it). Black can undertake nothing! After 1.NxB QxN Fischer played?



2.Qd5+ winning a rook.

## Magerramov v. Kasparov USSR 1982

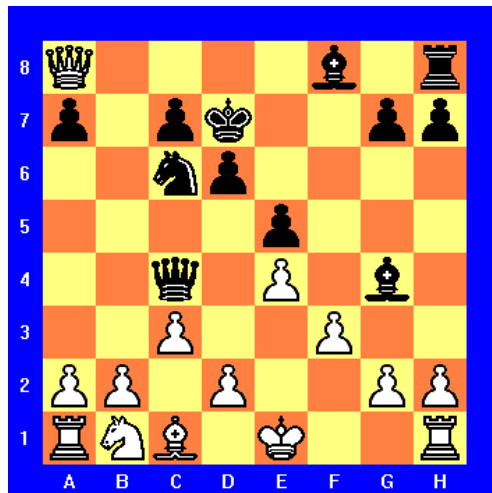
The King's Indian Defence is deadly if you know its nuances. Kasparov's next move wins!



1..Bxd5 2..exd5 Nb4 3..Kb1 (If 3..a3 Na2+  
4..Kb1 Nc3+ or 3..b3 Bc3) 3..Nf6 and it's all over.  
(The threat is: 4..Ne4! e.g. 4..Be3 Ne4! 5..Qc1 Nc3+  
or 4..Ng5+ Kg8 and 5..hxg5) - Pure genius!

## Rodzynski v. Alekhine Paris 1913

White has just played f3 to prevent mate.  
The ever dangerous Alekhine now played?



1..Bxf3! Either mates or regains lost material with a won game. 2.g2xB Nd4 3.d3 (c3xN will lose everything) 3..Qxd3 4.c3xN Be7! 5.QxR Bh4 checkmate.

**Wade v. Lokvenc  
England - Austria 1959**

**In these sorts of positions masters excel.  
What did Wade play next?**



**Answer 1.RxN! e6xR 2.Bxd5+ Resigns, as  
Black must lose a piece. (i.e. If 2..Ke8 3.R8+  
Kd7 4.BxN or 2..Kf8 3.R8+)**

**Horowitz v. Pavey  
U.S.Championship 1951**

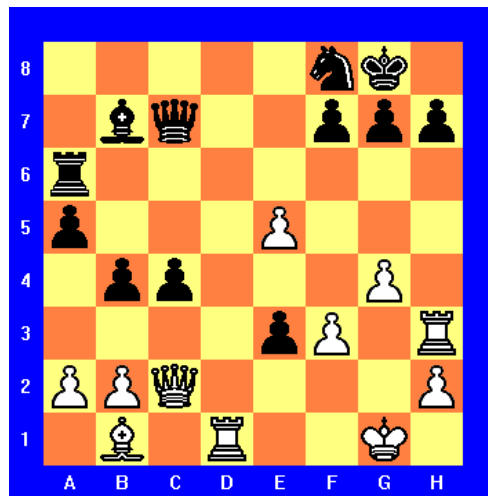
White is being massacred. Black now goes in for the quick kill and plays 1..QxB+ expecting (after 2.QxQ) to next play 2..Ra3 and soon promoting the pawn on b4. Correct?



No. After 2.QxQ Ra3, 3.Kh4! Black must now play 3..RxQ forcing stalemate! Sometimes it is hard to win a "won" game!

## Vidmar v. Teichmann Carlsbad 1907

Tarrasch scorned Teichmann's chosen move, 1..Rg6, instead he recommended 1..Qxe5. Had Teichmann, who was blind in one eye, made a serious error of judgement?

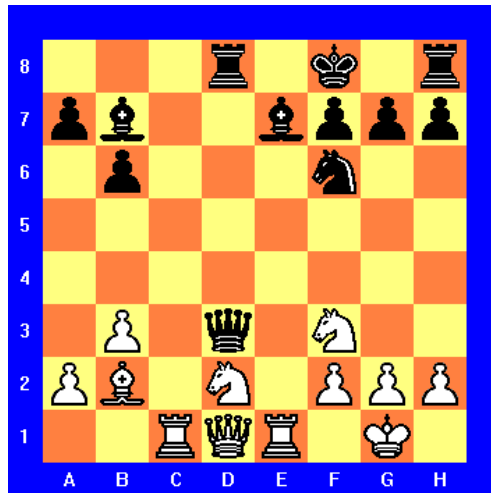


No! Teichmann had avoided checkmate in five.  
1..Qxe5 2.Qxh7+ NxQ 3.Rd8+ Qe8 4.RxQ+  
Nf8 5.Rh8+ KxR 6.RxN checkmate.



## M. Euwe v. A. Speyer Dutch Championship 1924

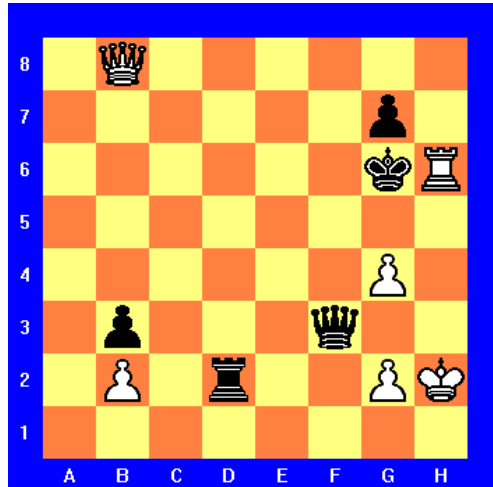
Max Euwe analysed the possibilities  
and played **1.RxB**. Was this correct?  
(Brief analysis below).



**Yes, e.g. 1..BxN** (If 1..KxR 2.Ba3+ Ke8  
3.Qe1+Ne4 4.Rc7 Rd7 5.RxB RxR 6.NxN  
winning) **2.Ba3 Qa6** (if 2..BxQ 3.Re3 dis.ch.  
leaves White a piece ahead). **3.R(c1)c7 QxB**  
**4.Rxf7+ Ke8 5.Qe1+ Resigns.**

## Bronstein v. Korchnoi

Bronstein described 1.Rh6+ as "one of the best combinations in my life, if not the best."  
Why did Korchnoi now resign?



Moscow v. Leningrad 1962.

Answer.

(Variation A) 1..Kf7 2.Qc7+ Kg8 3.Qc8+ Kf7  
4.Qe6+ Kf8 5.Rh8 checkmate.

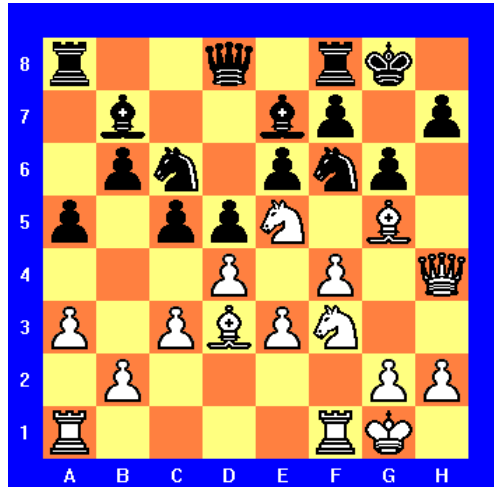
(Variation B) 1..Kg2.Qe5+ Kxg4  
3.Rg6+ Kh4 4.Qg5 checkmate.

(Variation C) 1..gxR 2.Qg8+ Kf6 3.Qf8+!

(Variation D) 1..KxR 2.Qh8+ Kg6 3.Qh5+  
3..Kf6 4.g5+!

## The Pillsbury System

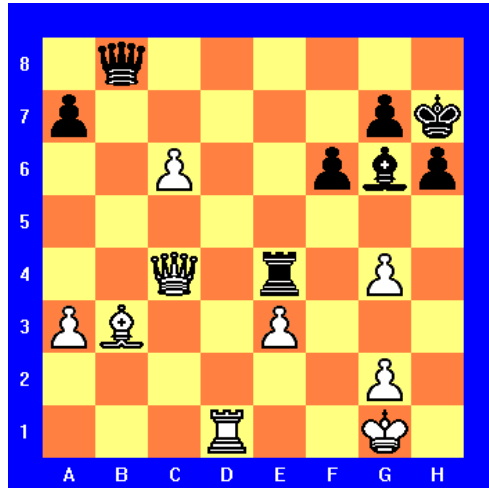
Harry Nelson Pillsbury died aged only 34 in 1906 but left us with a potent attacking system. Below, all White roads are leading to Rome!



1..Ra7? 2.Bh6! Nh5 3.Ng5 NxN 4.f4xN  
Bc8 5.g4 Ng7 6.Rf6 Ne8 (or 6..BxR 7.e5xB  
Qxf6 8.Rf1) 7.BxR BxR 8.e5xB Qxf6 9.Rf1  
Qh8 10.Nxf7 Resigns. This sort of demolition  
is still met nowadays, even in club games.

## Spassky v. Ghitescu USSR - Rumania 1958

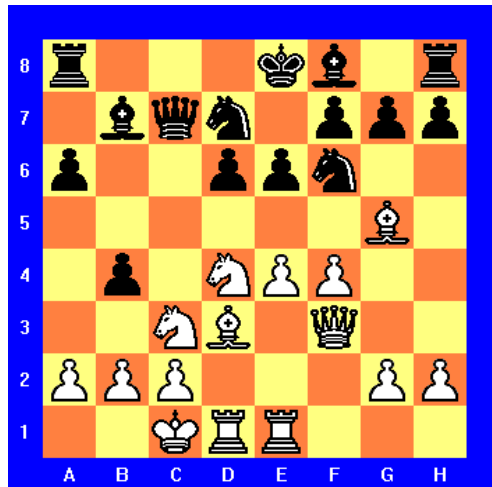
White's objective is to promote his c pawn.  
This is one that most good players should get.



1.Qg8+ QxQ 2.BxQ+ KxB 3.c7 Resigns.  
White will play Rd8 next.

## Kavalek v. Gheorghiu Skopje 1972

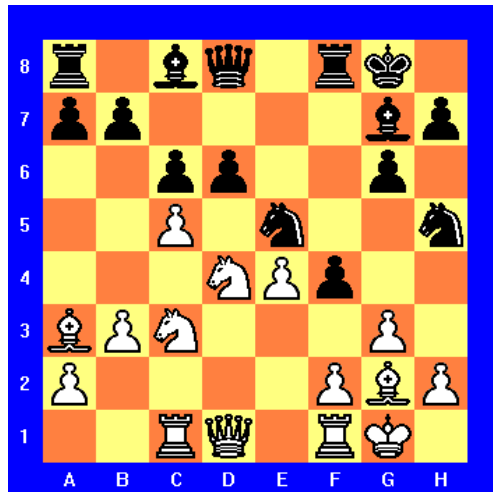
A Velimirovic type sacrifice, against Black's uncastled king in this Sicilian, does terminal damage to Gheorghiu.



1.Nd5 e6xN 2.exd5 disc.check Kd8  
3.Bf5 Be7 4.Be6! Rf8 (if 4..f7xB 5.Nxe6+  
wins the queen) 5.Bxf7 RxB 6.Ne6+ Kc8  
7.NxQ wins.

## Schulz v. Weigelt East Germany 1978

King's Indian Defence aficionados hope to play an early f file pawn push as in this successful example.



1..f3 2.Bh1 Nf4! 3.Bxf3 NxB+ 4.NxN  
Nh3+ (If 5.Kg2 or Kh1 then 5..Bg4).  
0-1.

## Updates

**These updates are late additions to  
this book and are not in colour.**

*Tarrasch's Trap.*

*The Greek Gift.*

*Scholar's Mate.*

*The Nimzo-Indian Defence.*

*Draws by Perpetual Check.*

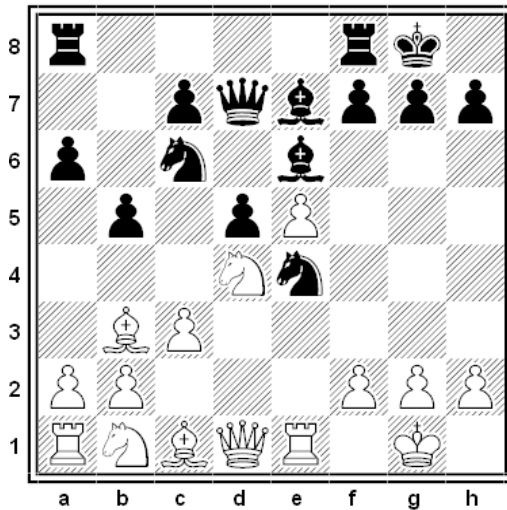
*The Cambridge Springs.*

*Kill the Dragon!*

*Edward Lasker v. Sir George Thomas.*

## Tarrasch's Trap

This is a known trap in the Ruy Lopez engineered by Tarrasch. Black has just played Qd7. What is White's best reply?



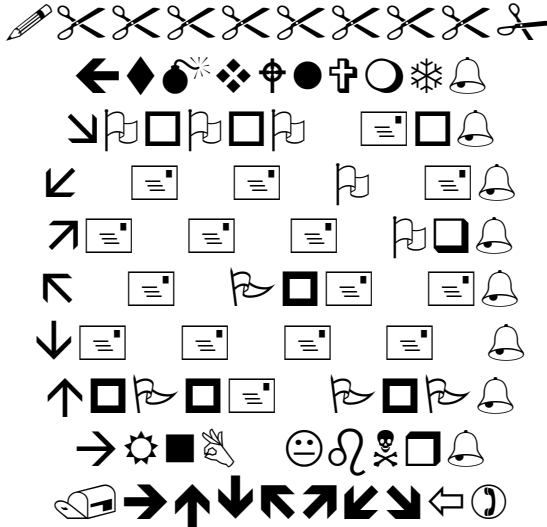
**Answer: 1.NxB and Black can resign. Whichever way Black takes the N he can't retake after White plays 2.RxN d5xR as the queen is then en prise!**





## Scholar's Mate

**Black commits beginner's suicide.**



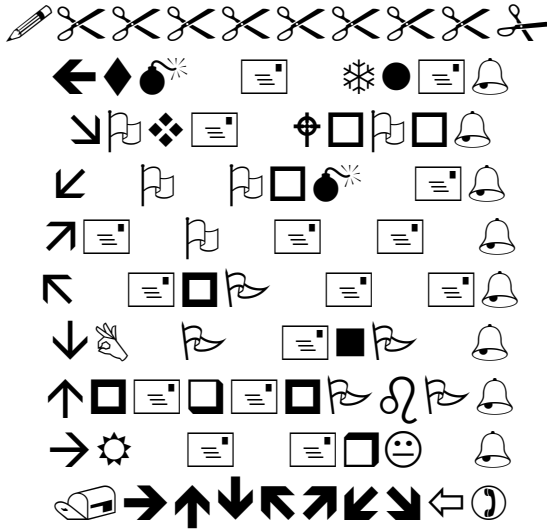
**Only novices succumb to this.**

(With colours reversed, it is called Fool's Mate)

## Nimzo-Indian Defence (a)

**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 BxN+\***  
**5.b2xB d6 6.Qc2 Qe7 7.Ba3 c5 8.g3 b6 9.Bg2**  
**Bb7 10.0-0 0-0. Nimzowitsch plays his own defence.**

Diagram.

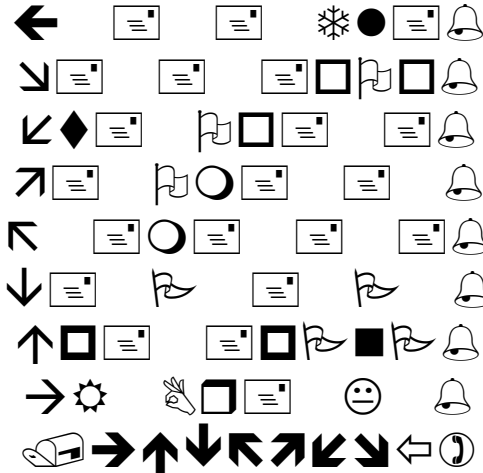


**11.Nh4 BxB 12.KxB Qb7+ 13.Kg1 Qa6**  
**14.Qb3 15.Rfd1 Na5 16.Qb5 QxQ 17.c4xQ**  
**Nc4 18.Bc1 a6 19.bxa6 Rxa6 20.dxc bxc**  
**21.Ng2 Nd5.**

*\*The idea after 4...BxN+ is to play against White's two c file pawns.*

## Nimzo-Indian Defence (b)

After 19..Rxa6, see diagram, the a file belongs to Black and White's pieces are tied to futile defence.



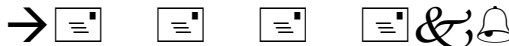
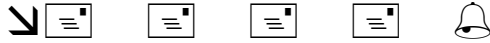
Mattison v. Nimzowitsch 1929

22.Rd3 Rfa8 23.e4? Ne5! 0-1.

The Rd3 and the pawn on c3 are now under threat and White's walls will soon tumble.

## Draws by Perpetual Check

How did Black, to move, draw this game?

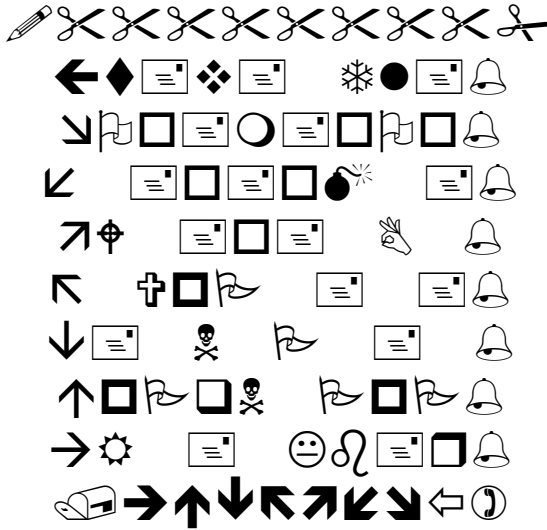


A.N.Other v. P.Wiseman - Internet 2007

**By 1...Rf1+ 2.Kh2 Bg1+ White is in perpetual check despite having an overwhelming position.**

## The Cambridge Springs

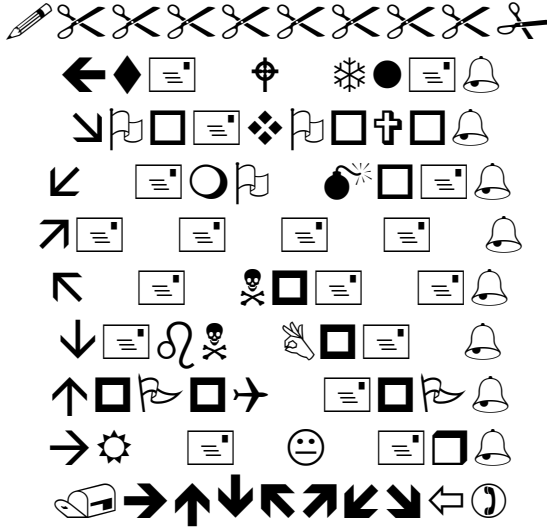
This QGD trap is named after the USA venue of this 1904 tournament. 1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 c6 6.Nf3 Qa5 7.Nd2 Bb4 8.Qc2 0-0, see diagram below, 9.Bd3?? A crucial error!



Next: 9..dxc4! Black now wins the bishop with 10.Nxc4 QxB (on g5) or 10.BxN cxd3 attacking the queen.

## Kill the Dragon

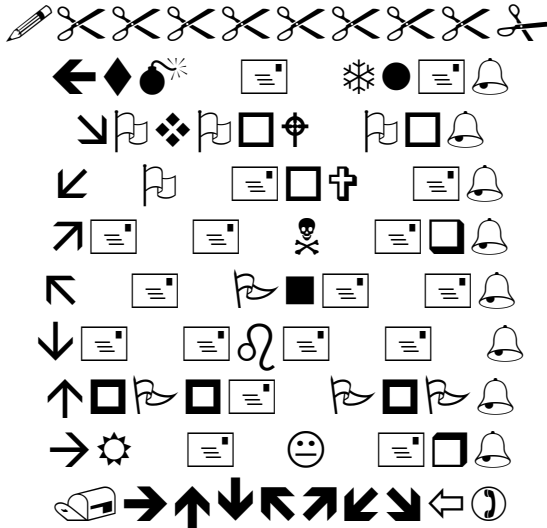
**This direct attack (with similar variations) was a favourite of R. Fischer, and is still very effective against even good players!**



E.g. 1..Qc7 2.h4 Ne5 3.Bh6 Nc4 4.BxN QxB  
 5.BxB KxB 6.h5 Nxh5 7.g4 Nf6 8.Qh6+ Kg8  
 9.Nd5 Rfe8 10.g5 Nh5 11.RxN g6xR 12.Nf6+  
 e7xN 13.g5xf6 1-0.

## Edward Lasker v. Sir G. Thomas London 1912

**Put this king chase in your repertoire.  
What should be White's first move?**



**It was: 1.Qxh7+ KxQ 2.NxB++ Kh6 3.N(e5)g4+ Kg5 4.h4+ Kf4 5.g3+ Kf3 6.Be2+ Kg2 7.Rh2+ Kg1 8.Kd2 discovered check and checkmate!  
(Or 0-0-0 checkmate).**



## [Part 2 Chess: The Endgame](#)



## Note Well

### This endgame section is not in colour.

Do not overlook the importance of endgame knowledge as this often determines if you win your games. When you get to be a good player one option is to play for an advantage in the endgame. The ex-world champion, Anatole Karpov, went so far as to suggest you spend more time studying the endgame rather than openings. Indeed, some openings, such as the Queen's Gambit, are very often played to gain a win in the endgame.

## **Chapter 4 The Opposition**

**In the endgame, having the opposition (or not) is often the difference between winning, losing or, of course, getting the vital draw.**

**In team matches where there are four or more boards, knowing how to earn that vital extra point or half point for your side often comes down to basic chess expertise in endings.**

**The better players have these techniques at their fingertips and, when time on their clocks is at a premium, they can switch their play to automatic mode.**

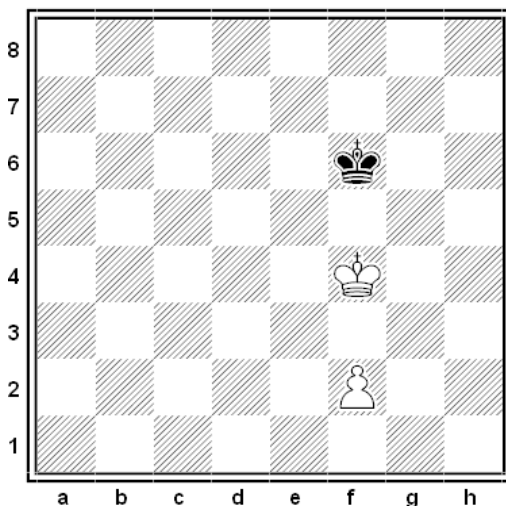
**For many players the endgame is the most vital area of chess tactics and they try to steer games to positions that they can easily win from. When players are of equal strength, the endgame is always in their thoughts.**

**Knowing about the Opposition is the first port of call in this process!**

## 4.1 The Opposition

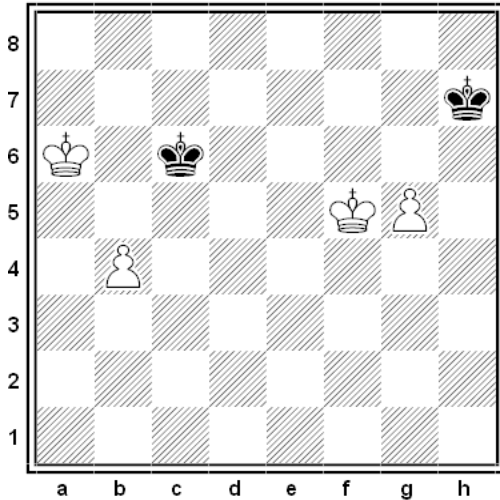
### 1. Vertical Opposition

With one square between Kings, whoever has the move must give way. The other side thus has the opposition. However, because of the pawn, White maintains the opposition and eventually promotes.



e.g. 1.f3 Ke6 2.Kg5 Kf7 3.Kf5  
(retaining opposition) Kg7 4.Ke6 Kf8  
5.f4 Ke8 6.f5 Kf8 7.Kf6 Ke8 8.Kg7  
and wins.

**1. Horizontal Opposition**  
**2. Diagonal Opposition**

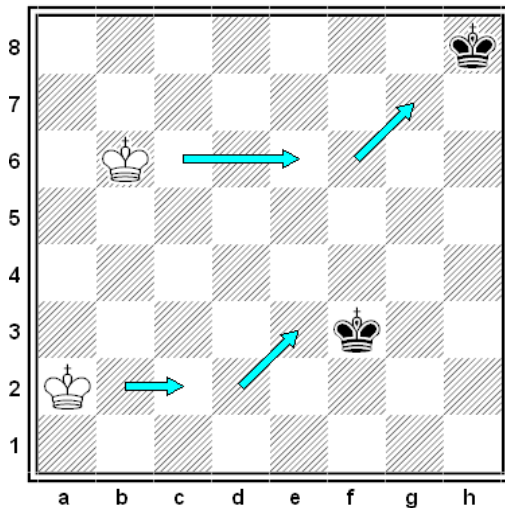


**Left: White wins easily: 1.b5+ Kc7 2.Ka7 Kc8 3.b6 and the pawn promotes.**

**Right: 1.Kf6 Kh8 2.Kf7 easing the pawn's way to g8. (If Kf6 Kg8 then 2.Kg6 thus seizing the opposition and next 3.Kf7 or Kh7 depending on Black's next move).**

## Oblique Opposition

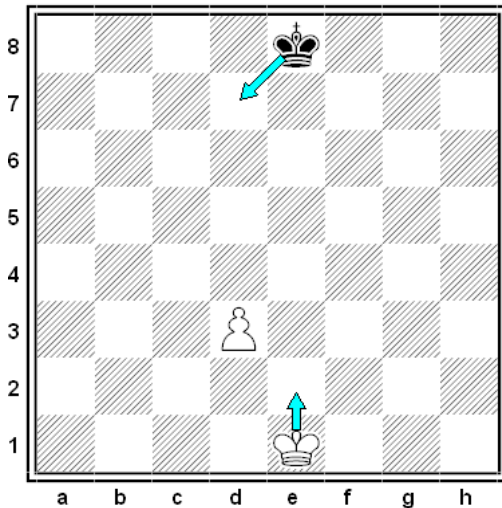
**When both Kings are on same colour squares at the corners of a rectangle, they are in Oblique Opposition.**



***If it is your turn, and there is an even number of squares between Kings, you have the opposition! If it's odd – you don't!***

## Distant Opposition 1

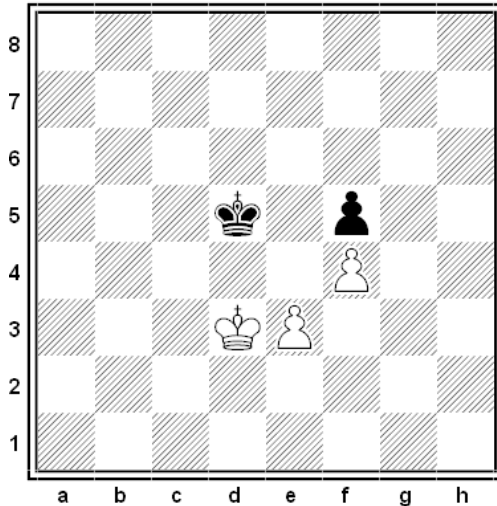
**Black to move draws by e.g.: 1..Kd7 (five squares away, taking the opposition) 2.Kd2 Kd6 Ke3 Ke5 and thus Black denies White the opposition.**



*Above: White, to move, plays 1.Ke2 (5 squares away - taking distant opposition) 1..Ke7 2.Ke3 Ke6 3.Ke4 Kd6 4.d4 reaching the Vertical opposition position and wins.*

## Distant Opposition 2

White, to move, is up one pawn but Black uses distant opposition to save the game?



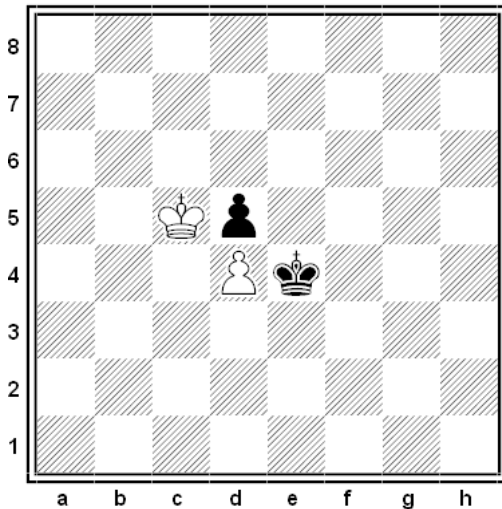
E.g. 1.Kc2 Kc6 2.Kd2 Kd6 taking the “distant opposition” (with three [i.e. odd no.] squares between Kings) and White is not able to progress and promote a pawn.



## [4.2 The Opposition in Action](#)

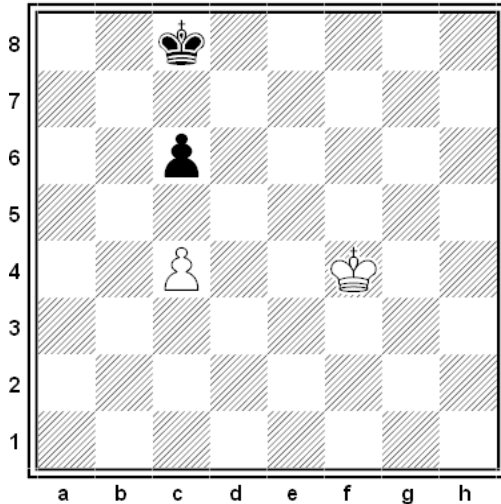
### **The Trébuchet (1)**

**The Trébuchet (1) is an unusual example of opposition.**



**In this particular position (*the trébuchet*), both players are also in zugzwang. (*Zugzwang = whoever has the move will weaken their position*).**

## The Trébuchet (2)

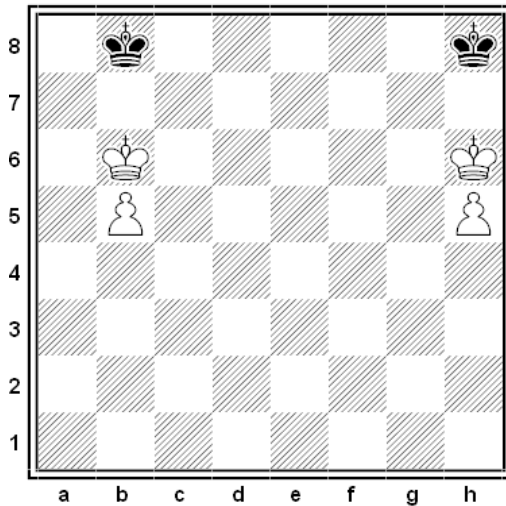


**White wins by: 1.c5 Kb7 2.Ke5 Ka6 3.Ke6 Ka5 4.Kd7 Kb5 5.Kd6 activating the trébuchet.**  
**White may also win with: 1.c5 Kd8 2.Kf5 Ke7 3.Ke5 (seizing the Vertical Opposition) Kd7 4.Kf6 Kd1 5.Ke6 Kc7 6.Ke7 Kc8 7.Kd6 Kb7 8.Kd7 Kb8 9.Kxc6 1-0.**

**Note the relevance of the Opposition in these manoeuvres!**

## Pawn Promotion

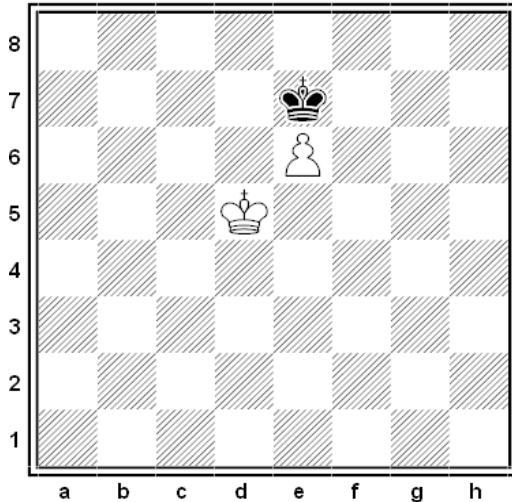
**Left: The ideal position. White will win whoever has the move. i.e. 1..Ka8 2.Kc7 or 1.Ka6 or Kc6 and the pawn promotes.**



**Right: Black can stop a pawn on the a or h files, if he controls the promotion square, whoever has the move.**

## Pawn Promotion

Is Black (*to move*) lost?



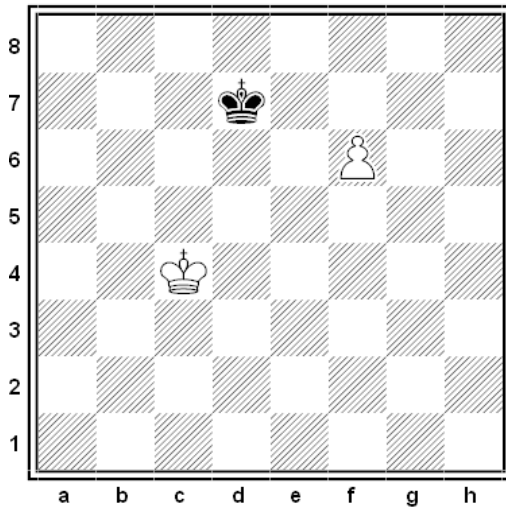
**Black must go straight back to save the game.**

**The pawn cannot now progress to the 8th rank.**

**E.g. 1..Ke8 2.Kd6 Kd8 3.e7+ Ke8! The Rule is that, with the pawn on the 6th rank and the opposing King on the 7th rank in front of a pawn, the game is drawn whoever has the move.**

## Pawn Promotion

Here, the vital f7 square is denied to the Black King and White wins by taking the Opposition.

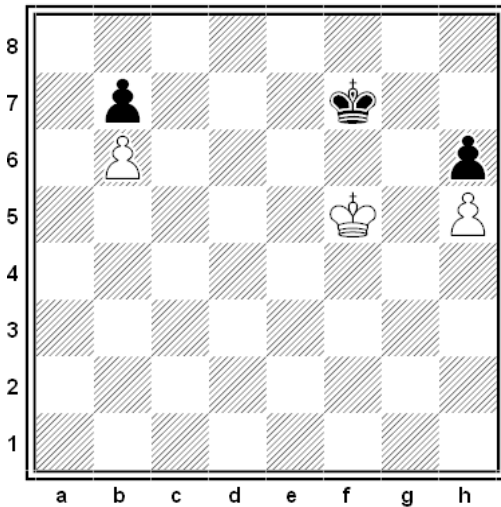


For example:

1.Kd5 Kd8 2.Kd6 Ke8 3.Ke6 Kf8 4.f7 1-0.

## Multiple Pawns

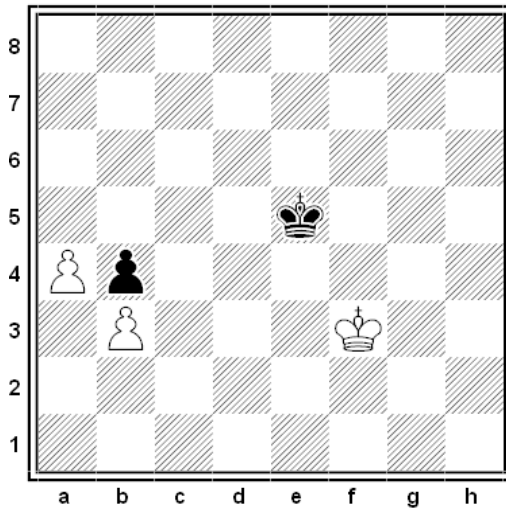
With (1) White or (2) Black to move first, what will be the result?



- (1) Black draws as he is able to keep the opposition (*i.e.* White to move first).
- (2) If Black moves first, he loses as White can snap up a pawn and promote.

## Multiple Pawns

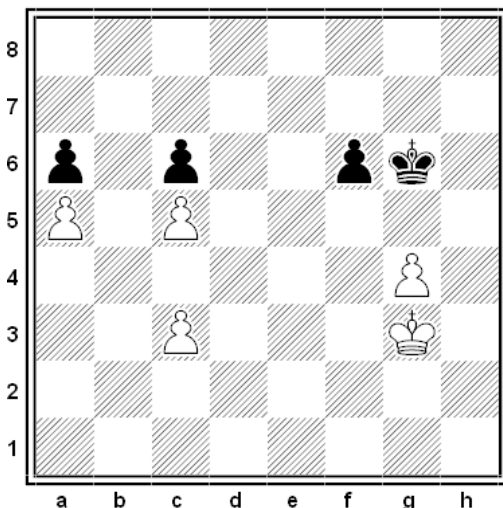
**Black draws by keeping the Opposition (*diagonal or direct*). White to move wins.**



**1.Ke3 Kd5 2.Kd3 Kc5  
3.Ke4 Kc6 4.Kd4 1-0.**

## Multiple Pawns

1.Kf4 Kf7 2.Kf5(a) Ke7 3.Kg6 Ke6  
4.c4 Ke 5.Kg7(b) Ke6 6.Kf8(c) 1-0.



Blackburne v. Teichmann, Berlin 1897

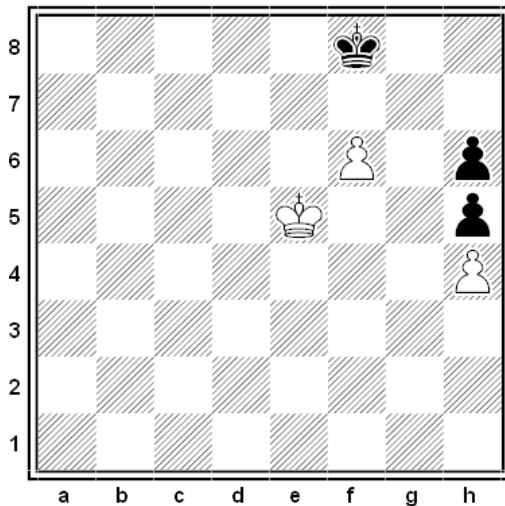
(a) taking opposition (b) again taking the opposition  
(c) Black resigned as all is lost. (If 1.Kf4 Kg7 then  
2.Kf5 Kf7 3.c4, taking the opposition, Ke7 4.Kg6 Ke6  
and Black takes back opposition! 5.Kh6 Kd7 (best?)  
6.Kh7 and Black must give way!)

**Proof that pawn endings need careful handling!**



## Triangulation (a)

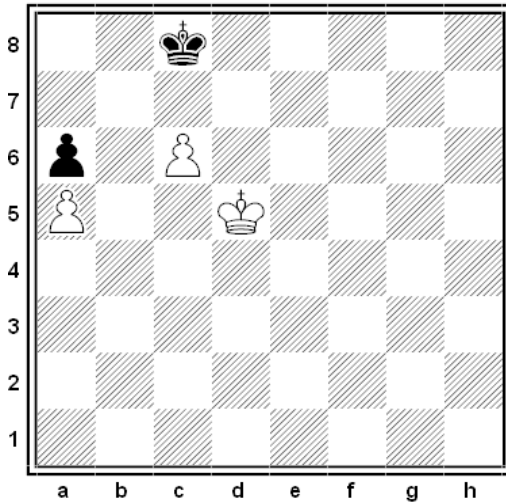
Triangulation is a technique for *losing a move* so that the *same position* is reached but with the *other player now on the move*. Essentially, the manoeuvre is used to gain the Opposition with a view to promoting a pawn.



White wins by triangulating:  
e.g. 1.Kf4 Kg8 2.Ke4 Kf8 3.Ke5 (*forcing vertical or diagonal Opposition*) and now Black has only losing moves.

## Triangulation (b)

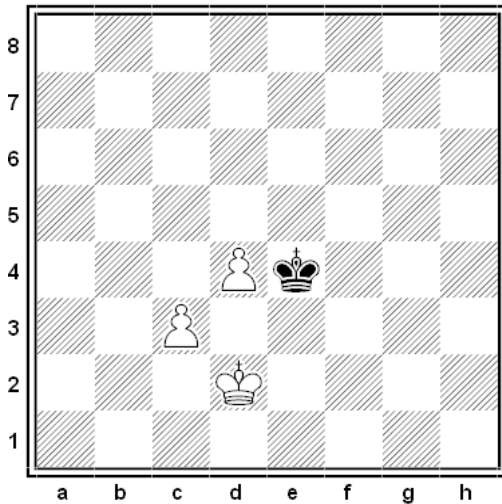
The White King is behind his c pawn.  
(In front of a pawn is the ideal position).  
How can White promote the pawn?



By triangulation. i.e. 1.Kc4 Kb8 2.Kd4 Kc8 3.Kd5 and the c pawn cannot now be stopped.

## Triangulation (c)

The King is behind the d pawn - not ideal!  
What can White do?



White wins whoever has the move.

E.g. 1..Kf4 2.Kc2 going round via the a file  
or triangulating by 1.Kd1 Kd5 2.Ke2 Ke4  
3.Kd2 and Black must give way. (Black's  
King dares not enter the 3<sup>rd</sup> rank as the pawn  
promotes).

## Summary

### Opposition and Triangulation

**All is not lost if you are a pawn down in The ending as there are several saving techniques you can try such as ensuring that the opposing pawn is on the a or h file, and your King is able to control the promotion square, as shown earlier.**

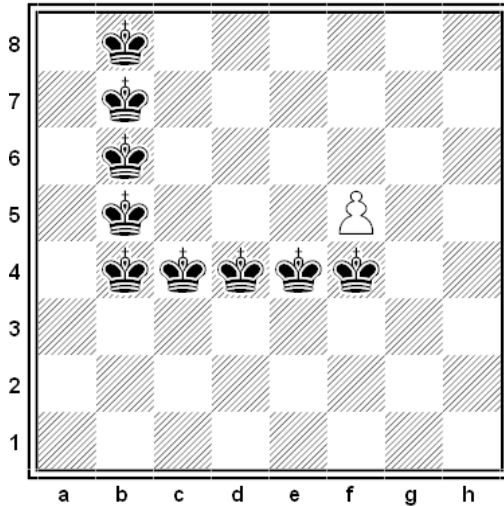
**However, sound knowledge of the above techniques are essential for anyone who wishes to become a formidable player. Even so, be assured that even very good players often find the winning moves hard to see. Indeed, endgame technique may well be the most difficult of arts in chess.**

**The following section involves pawns versus pawns endings. Knowledge of Opposition, Triangulation, and other endgame skills, will enable you to understand and “see” the possibilities in similar positions over-the-board.**

### 4.3 Pawn Ending Technique

#### Promotion Square Races

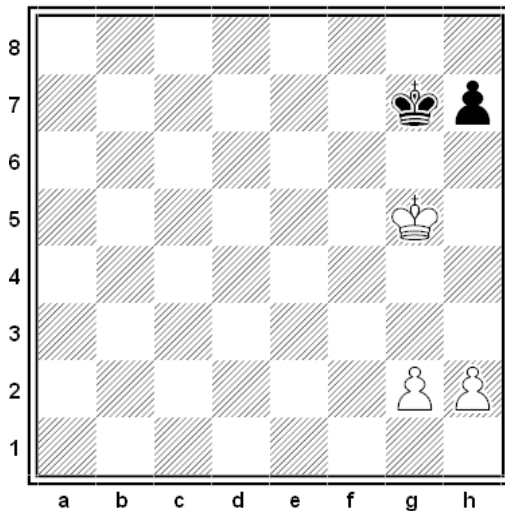
Count the squares from the pawn to the f8 promotion square, then make an imaginary square from that number. Place opposing Kings on the long sides outside the square. See diagram.



Clearly, the White pawn promotes if it moves first. If a King enters the square first, however, it will stop (or take) the pawn. With both sides having a pawn, the game need not be so straight forward.

## Pawn Ending Technique (1)

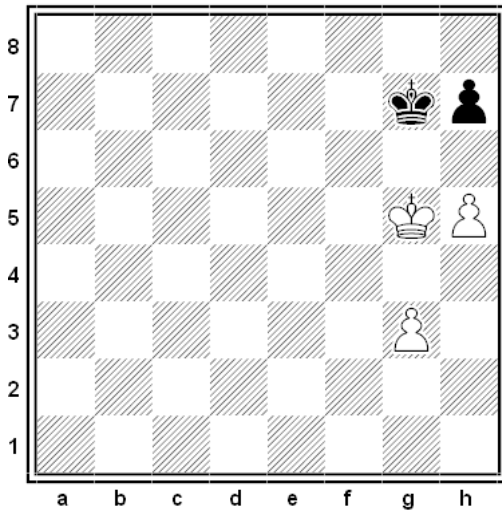
It is obvious that White has control of the Opposition due to his spare pawn moves. However, Black appears to control the promotion squares. How does White win?



Clearly, if Black checks then White plays 1..Kf5 followed by blocking with the h pawn and is soon two pawns up! Otherwise, White merely plays Kh6 and ensures that a pawn reaches g7 without giving check there. (A pawn exchange is immaterial).

## Pawn Ending Technique (2)

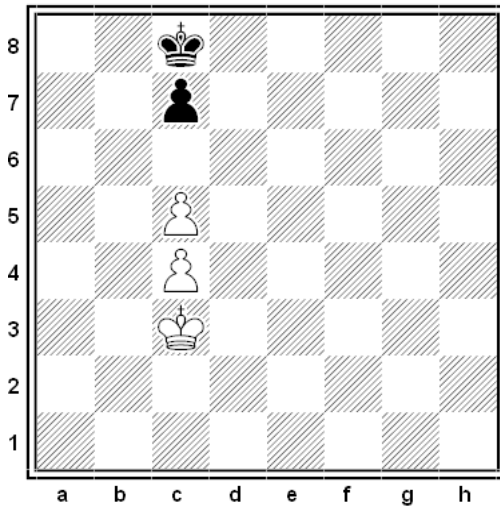
Although optically similar to the previous diagram, White's reserve pawn move is not sufficient in this case.



E.g. 1..Kf7 2.Kh6 Kg8 is drawn. Also 1..Kf7 2.Kf4 Kg7  
3.Kf5 Kf7 4.g4 h6 and the h pawns are blocked plus  
Black has the Opposition; any pawn exchange cedes the  
promotion square to Black. Draw! However, 1..Kg8  
2.Kh6 would lose for Black as per previous page.  
*(A simple pawn count is all that is needed to see this as  
the Black King can only shuffle between g8 and h8).*

### Pawn Ending Technique (3)

As we have seen, having the move or not, or even simply the location of pieces, can be vital. Here White, to move, wins by first blocking the c7 pawn. **1.c6 Kd8 2.Kb4 Kc8 3.Kb5 Kb8 4.Kc5!** (*Enabling Triangulation to ensure the Kings are not on the same file*). **4..Ka7 5.Kd4 Ka6 6.Ke5 Kb6 7.Kd5 winning.** (*White used his blockading pawn move to ensure access to the vulnerable c7 pawn and win*).

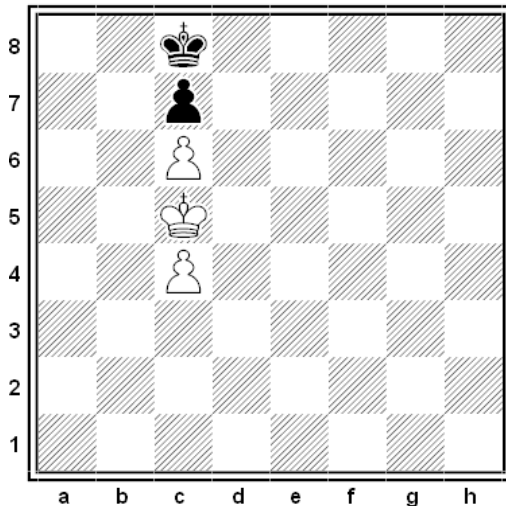


Naturally, with Black to move, he plays either Kb7 or Kd7 forcing a draw.



## Pawn Ending Technique (4)

This is the previous diagram after 4.Kc5 but Black has played the “safer” 4..Kc8 (instead of 4..Ka7). White still wins.

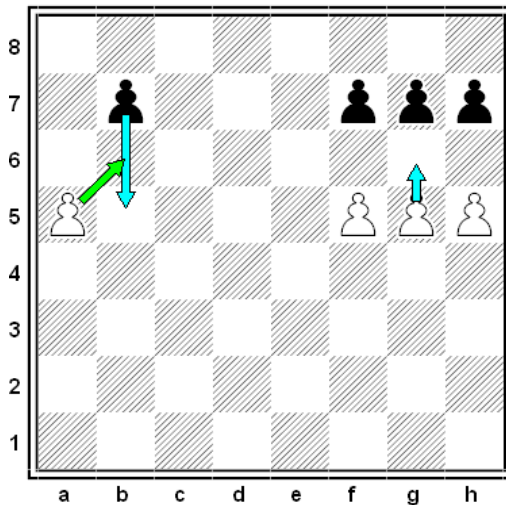


To exemplify: 1.Kd5 Kd8 2.Ke6 Ke8 3.c5 Kd8 4.Kf7! and Black must give way. The opposition has been used, in combination with reserve pawn moves, to severely limit the Black King's defensive options.

## Pawn Ending Technique (5)

### En passant & Pawn Play

Left: Black, to move, uses his double move 1..b5 to get a passed pawn. White takes e.p. "*en passant*" and places his pawn on b6. (A good example of zugzwang!)

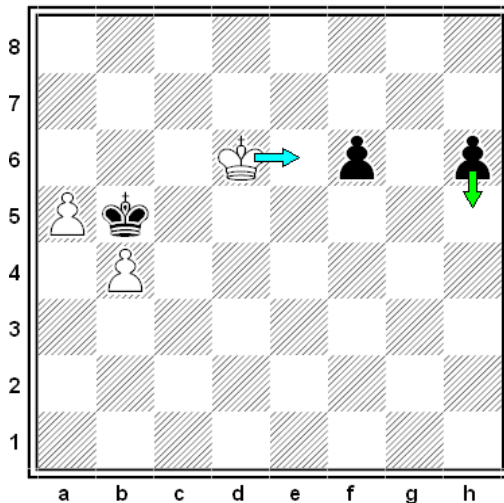


Right: How does White, to move, win? Answer 1.g6 and now a White pawn will promote. e.g. 1.g6 hxg6 2.f6 gxf6 3.h6! You need luck to get away with this!

## Pawn Ending Technique (6)

### Self-supporting Pawns

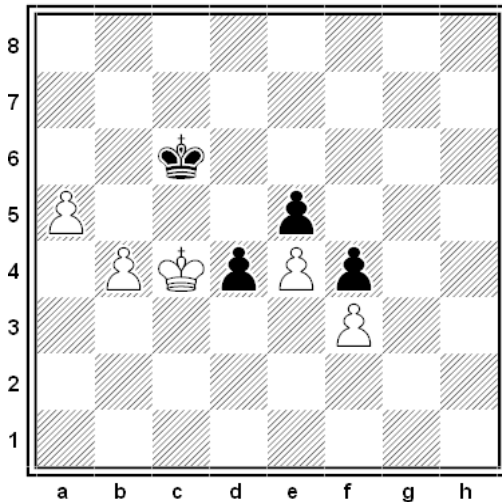
White's pawns are self-supporting. Black cannot take the *b* pawn as the *a* pawn will promote.  
Are Black's pawns doomed?



No. They are also self-supporting but must not move until one of the pawns is attacked. E.g. 1.Ke6 h5 (moving the unattacked pawn) 2.Kf5 Ka6 3.Kf4 Kb5 4.Kg3? (*Kf5* draws) 4..f5 5.Kh4 f4 etc. Position drawn!

## Pawn Ending Technique (7)

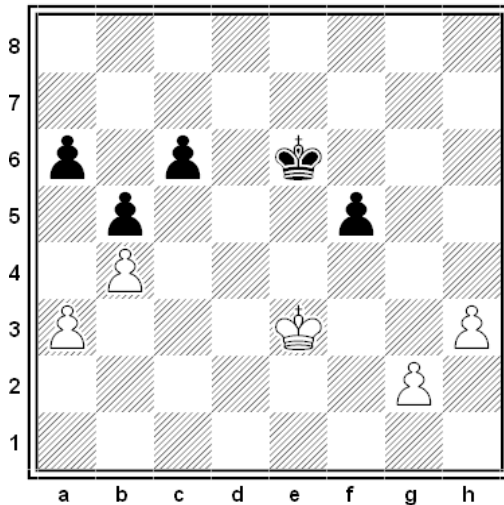
A draw was agreed after 1.b5+ Kb7 2.a6 Kb6  
3.Kb4 Ke7 as neither King wanted to give way.  
A fair result?



Amazingly, White cleverly wins by letting Black promote. i.e. 4.Kc5 d3 5.b6+ Kb8 6.Kc6 d2 7.a7+ Ka8 8.Kc7 d1(Q) 9.b7+ Kxa7 10.b8(Q)+ Ka6 11.Qb6 checkmate.

## Pawn Ending Technique (8)

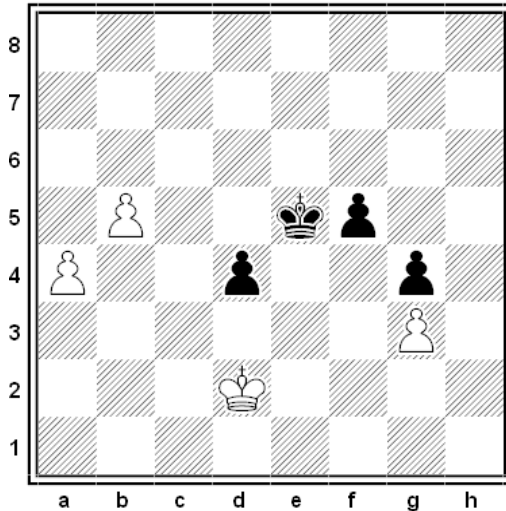
Most players of Black will resign at this juncture.  
Explain why?



Material is even but White has a passed pawn which is used to decoy the Black King away from defending his Queenside pawns.  
i.e. 1.g4 fxg4 2.hxg4 1-0.

## Pawn Ending Technique (9)

White could win after 1.b6 f4? 2.gxf4+ Kxf4  
as the pawn Queens first with a check.

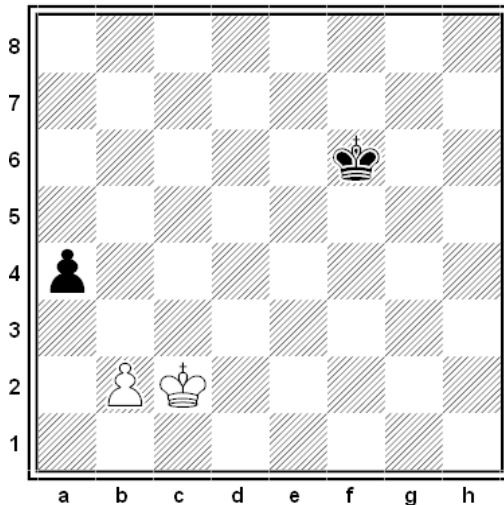


**Black to move wins:**

**1..f4 2.g3xf4+ Kd6! (2..Kd5 3.f5 draws as  
both sides will Queen) 3.a5 g3 4.a6 Kc7  
5.Ke2 d3+ 6.Kxd3 g2 0-1.**

## Pawn Ending Technique (10)

White may win but can never play PxP for, as we know, Rook file pawns cannot promote when the opposing King can cover the queening square, as here. Additionally, any time White takes to mop up the a4 pawn allows Black time to blockade.

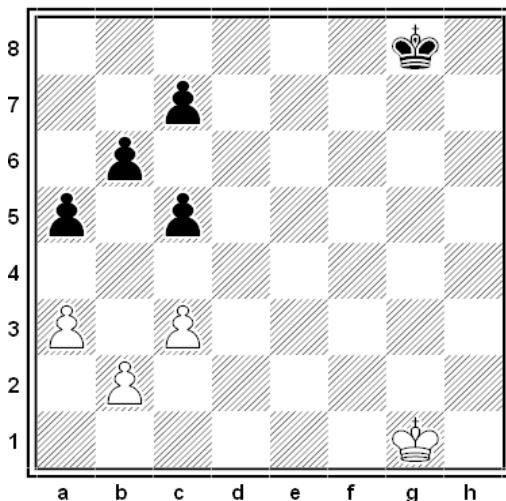


The win is tricky! 1.Kb1 a3 2.b3 Ke5 3.Ka2 Kd5 4.Kxa3 Kc5 (the diagonal opposition but futile!) 5.Ka4 and the pawn is chaperoned to b8.  
[1.Kc3 (only draws) 1..a3 2.b4 Ke5 3.Kb3 Kd5 4.Kxa3 Kc6!]

## Pawn Ending Technique (11)

### Pawn Blockade 1

White is down a pawn. Should he now resign?



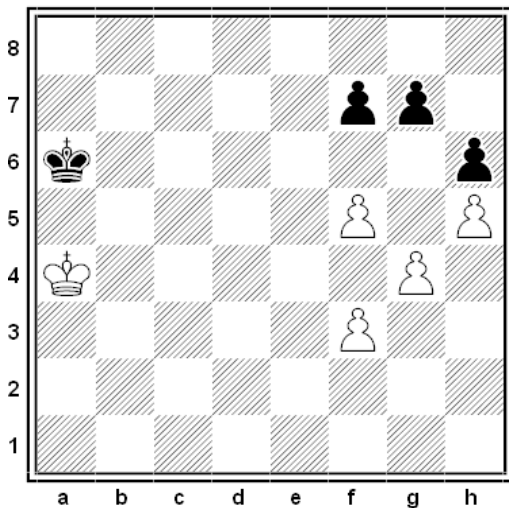
**No. The Black pawns, *on their own*, cannot break through this White pawn arrangement. (White merely retakes any Black pawn capture). A useful resource in endgames when you realise that you are a pawn down and the ending is imminent!**



## Pawn Ending Technique (12)

### Pawn Blockade 2

With Black to move he will play f6 and achieve the draw as White, as we have seen, cannot now force a passed pawn.

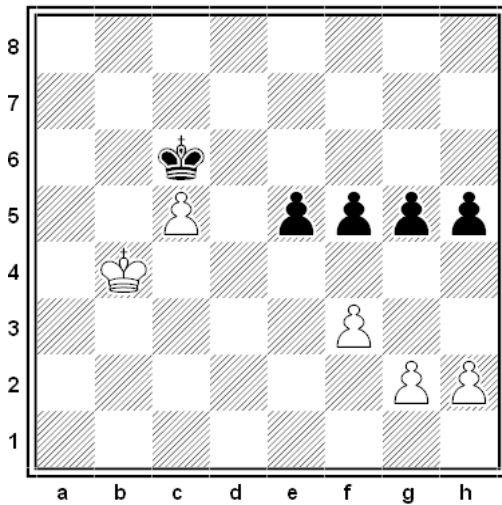


With White to move, he wins by: 1.f6 g7xf6  
2.f4 and then 3.g5 exchanging twice on g5 if needed.

## Pawn Ending Technique (13)

### Pawn Blockade 3

Here, Black uses his kingside majority to break through. 1..f4 2.h4 g5xh4 3.Kc4 e4!  
4.f3xe4 f3 5.g2xf3 h3 and wins.

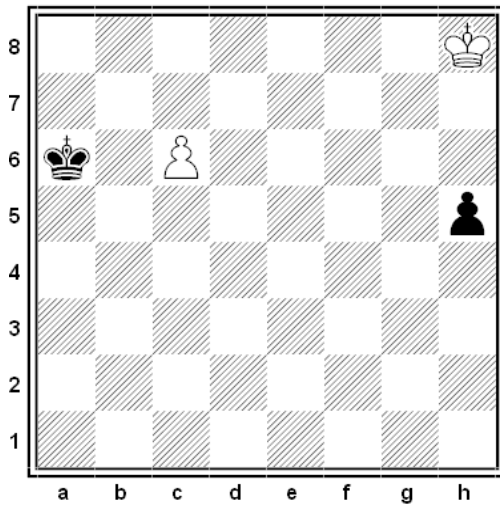


(Note: if 1..f4 2.Kc4 g4 3.Kb4 e4 4.fxe4 (or fxg4) f3 and wins).

## Pawn Ending Technique (14)

### The Réti Manoeuvre

This is an example of not conceding too early. White appears lost but note: Black must waste tempos to gobble up the pawn.



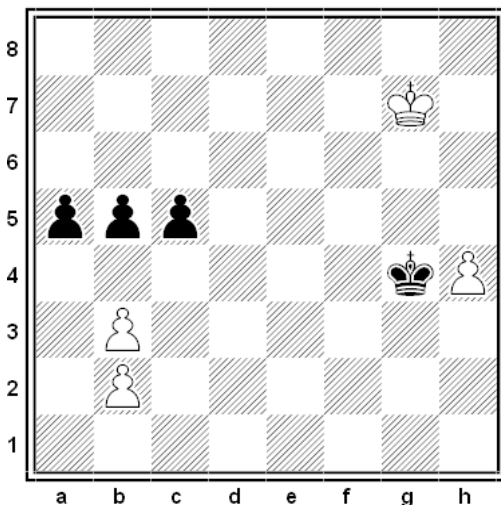
1.Kg7 h4 2.Kf6 Kb6 (2..h3 draws as both pawns promote) 3.Ke5 Kxc6 4.Kf4 Draw! This idea is not new as Lasker *et al* had used this “feint” idea earlier.

*See next page.*

## Pawn Ending Technique (15)

### The Feint

How did Lasker draw the game?



Dr. Lasker v. Tarrasch (St Petersburg 1914)

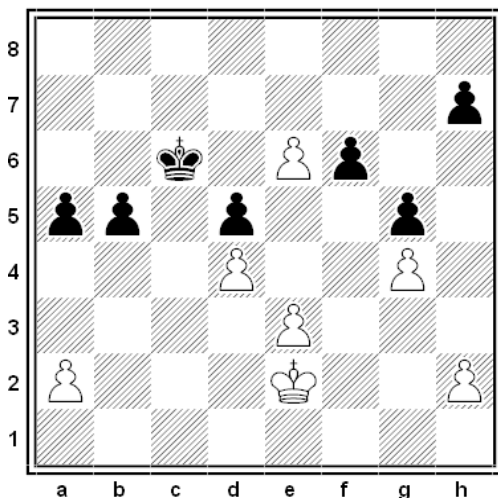
Lasker played 1.Kg6 threatening to shepherd the *a* pawn to queen at square h8. 1..Kxh4 (forced).

White's King now has a clear run to the queenside pawns. The game ended as follows: 2.Kf5 Kg3 3.Ke4 Kf2 4.Kd5 Ke3 5.Kxc5 Kd3 6.Kxb5 Kc2 7.Kxa5 Kxb3.

## Pawn Ending Technique (16)

### Endgame Classic

Pillsbury conjured up this win from a seemingly sterile position. He amazed everyone and also won the strongest tournament for over 40 years with brilliant play.

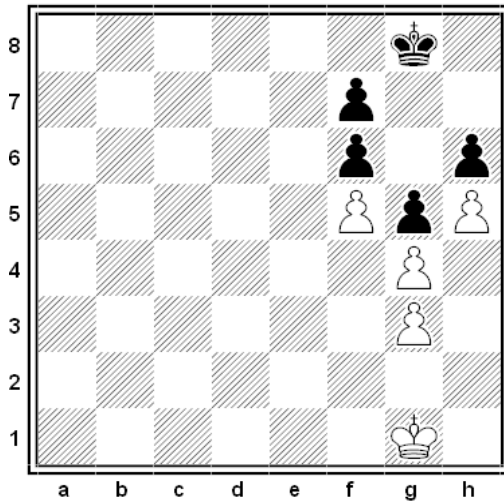


Pillsbury v. Gunsberg (Hastings 1895).

1.e4 dxe4 2.d5+! Kd6 (if Kxd5 the pawn queens.)  
3.Ke3 b4 4.Kxe4 and Gunsberg soon resigned as Pillsbury was able to cover Black's counter play on both wings.

## The 50 Move Rule (and 3-fold repetition rule)

**It is a draw if, after 50 moves, neither side has moved a pawn or taken anything.**



**N.B.** When a position has been repeated three times (*not necessarily consecutively*), then the player to move may claim a draw. Alternatively, when a player intends to make a move that will bring about the third repetition, he must write it on the score sheet and, without actually making the move, claim a draw.

## **Chapter 5 Rook and Pawn Endings**

**These endings can be very difficult to handle even by very good players. The following examples are restricted to single pawn and Rook ending techniques as many games still require expertise in this area. It is also counter-productive, as well as impossible, to attempt to cover every eventuality.**

**The Rook and Pawn techniques that follow, and that you can learn, will stand you in good stead, especially when clock-time is short and you have to come up with correct responses quickly.**

**The section is divided into *Winning and Defensive methods* that are established and well documented. There is a short problem section at the end that gives a flavour of the complexity of Rook and Pawn play and also advice on Rook versus minor piece endgames.**

**This section labels diagrams for easier reference. (e.g. Figure 8)**

## 5.1 Winning with the Lucena

**The Lucena Win (1497)\***  
White wins by "building a bridge."

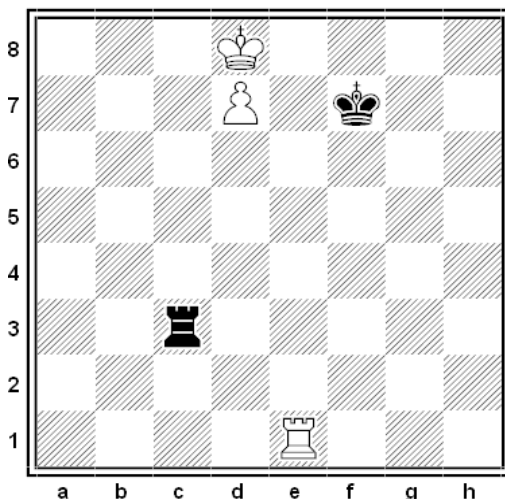


Figure 1.

e.g. 1.Re4 Rc1 2.Rf4+ Kg7 3.Ke7 Re1+ 4.Kd6  
Rd1+ 5.Kc6 Kg6 6.Rc4 (thus preventing more  
checks) Kf7 7.Kc7 Ke7 8.d8(Q)+ RxQ 9.Re4+ wins.  
\*The Lucena win was first published in 1634 by Salvio.

**Take note of this fundamental position!**



## The Ersatz Lucena Win

The Lucena position wins if the pawn is not a Rook's pawn. There is another way of winning if the pawn is a Bishop's pawn or a central pawn, however.

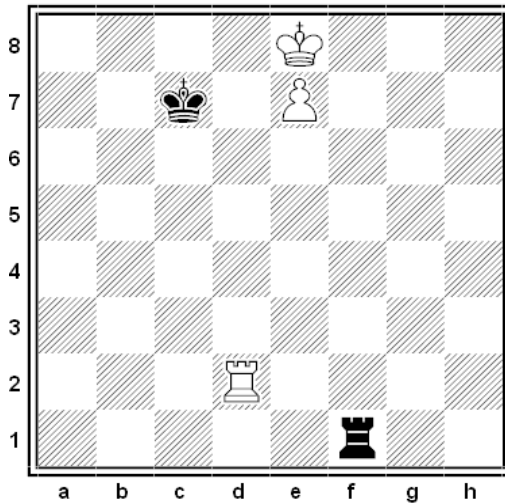


Figure 2.

In the diagram, White wins by: 1.Rh2 Rf3 2.Rh8 Rf1 3.Rf8 Re1 4.Kf7 Rf1+ (4..Kd7 5.e8 = Q+ wins). 5.Kg6 Rg1+ 6.Kf5 Rf1+ 7.Kg4 Rg1+ 8.Kf3 Rf1+ 9.Ke2 and the Rook can no longer attack the pawn promotes.

## 5.2 Defending against the Lucena

### Short side defence - advanced pawn

The Rules are: (A) There must be at least three files between Black's Rook and the pawn on the "long side" for the defence to work (the "check distance"). (B) Also the defending King needs to be on the "short side" so it will not block checks by its own Rook. (As per Figure 3, below) (C) Much depends on the position of the Rook and King (relative to the attacker's pawn), and which side is to move.

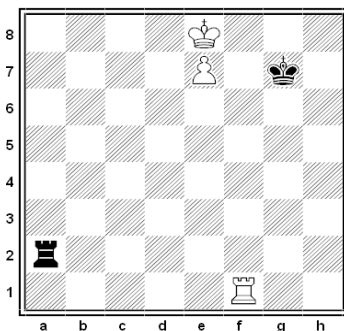


Figure 3.

Black to move draws in Figure 3.

1..Ra8+ 2.Kd7 Ra7+ 3.Kd6 Ra6+ 4.Kd5 Ra5+ 5.Kc6 Ra6+ 6.Kb7 Re6 with a draw after winning the pawn, which cannot any longer be defended by its King.

(White to move wins as per the Lucena manoeuvre 1.Rg1+ etc.).

## Defending against the Lucena (2)

### Short side defence - less advanced pawn

Black's defence is shown at Figure 4. He has his Rook on f1 *behind the pawn* – as per Tarrasch's Rule.

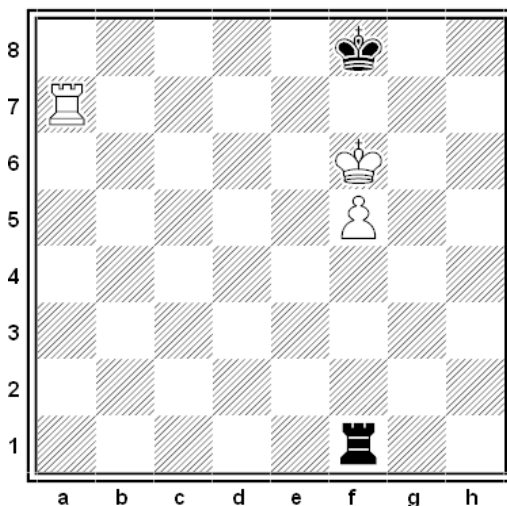
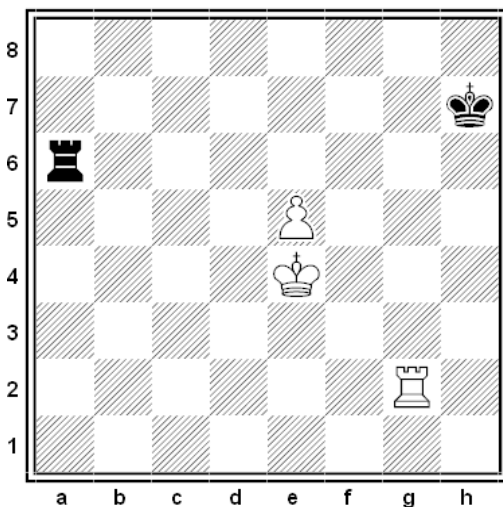


Figure 4.

Sample play goes: 1.Kg8 (*using the short side*)  
2.Ra8+ Kh7 3.Rf8 Ra1! Black now threatens  
to check from the side. So 4.Re8 (*blocking checks  
from the side*) 4..Rf1! Black moves behind the  
pawn again, so 5..Ke6 is answered by 5..Kg7  
*Note: There must be at least three files between  
Black's Rook and the pawn, else White's King  
can protect his pawn and attack Black's Rook  
and gain the time necessary to advance the pawn.*

## The king is cut off along 2 or more files

If the opposing King is cut off from the pawn by two files or more, he will lose - except in the case of a very backward pawn. Figure 5 ↓



White gets his pawn to e7 before promoting.  
I.e. 1.Kf5 Rb6 2.e6 Rb1 3.Kf6 Rf1+ 4.Ke7 Re1  
5.Kf7 Rf1+ 6.Ke8 Re1 7.e7 (*mission accomplished*)  
Rd1 8.Rg4 Rd2 9.Kf7 Rf2+ 10.Ke6 Re2+ 11.Kf6  
Rf2+ 12.Ke5 Re2+ 13.Re4 1-0.

## The king is cut off along a rank

If the defending King (*Black in this case*) is cut off from the pawn along a rank (*as in the diagram*), White wins easily if the King is behind the pawn.

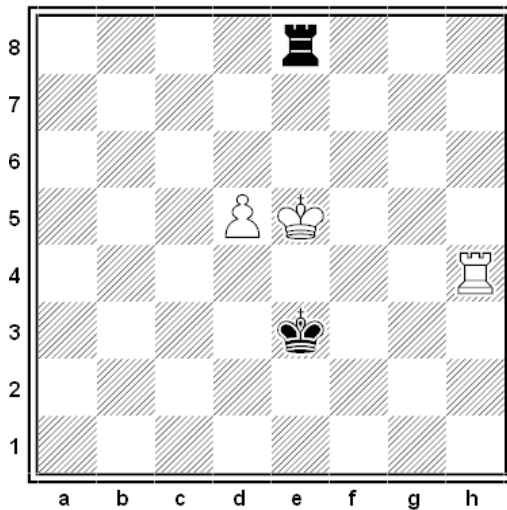


Figure 6.

Thus: 1.Kd6 Rd8+ 2.Ke6 Re8+ 3.Kd7 triangulating? Rg8 (Checks from the front or side do not help Black.)  
4.d6 Rg7+ 5.Kc8 Rg8+ 6.Kc7 Rg7+ 7.d7 and the pawn will soon Queen. (The Rook is used to inch the position forward if the pawn and Kings are further back.)

## The king is cut off along a file

If the defending King is cut off on a file, on the long side of the pawn, then this sort of position is always won with a Bishop pawn or Knight pawn on any rank. (A central pawn wins if it is on the 4th rank or beyond.)

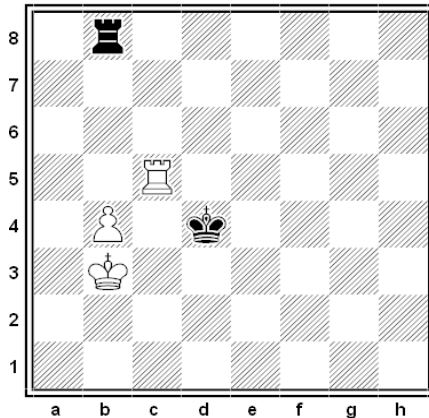


Figure 7.

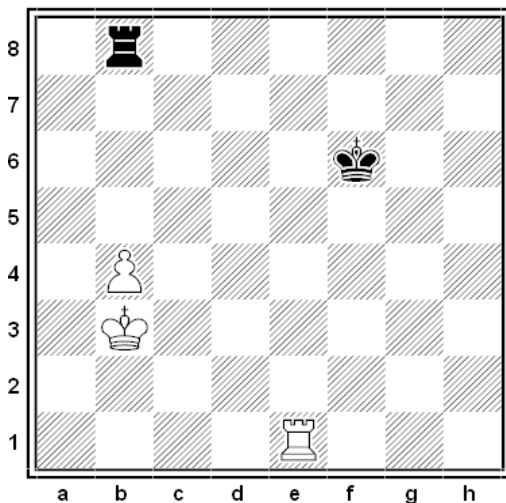
In Fig.7, White utilises the short side & wins.

1..Ra8 2.Rc6 Rb8 3.Ra6 Kd5 4.Ka4! Kc4 5.Rc6+ Kd5 6.b5 Ra8+ 7.Kb4. This is the same position but advanced one rank. Now the process is repeated: 7..Rb8 8.Rc7 Kd6 9.Ra7 Kd5 10.Ka5 Kc5 11.Rc7+ Kd6 12.b6 Ra8+ 13.Kb5 Ra1 White threatened Rh7, b7, and Kb6 so Black tries checks from the rear. However, play soon leads to a Lucena position with the King on b8 and the pawn on b7.

(Also see Figure 1 which wins for White.)

## The Rule of Seven (A)

The Lucena has a pawn on the 7<sup>th</sup> rank but it need not be on the 7<sup>th</sup> to win. The rule for other ranks is the Rule of Seven which states that a King must be cut off by a total of seven\* when added to the rank of the pawn. (\*Or six for the 4 central files, with a pawn on the 4<sup>th</sup> rank. The White pawn, below, is on the 4<sup>th</sup> rank and there are three files between the pawn and the Black King ) Figure 8 ↓



White wins - e.g. 1..Kf5 2.Kc4 Rc8+ 3.Kd5 (takes the opposition!) Rb8 4.Rb1 Kf6 5.b5 Ke7 6.Kc6 Kd8 7.b6 Kc8 8.Rh1 1-0. Or: 1..Kf7 2.Re5 Kf6 3.Rc5 Ke6 4.b5 Kd7 5.Kb4 Rc8 6.b6 also wins.

## The Rule of Seven (B)

In this position by Capablanca, White wins as the White pawn can reach its fourth rank before the Black Rook can check along files. *If the Black Rook were already at h8 and it were Black's move, Black would draw by checking the King and by playing 1..Rf8 when the King moves to f1.*

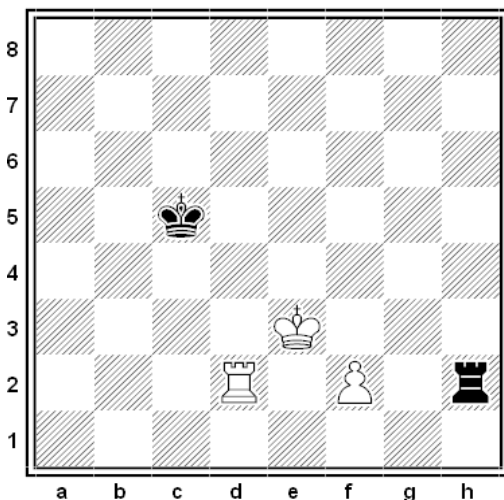


Figure 9.

With White to move in the diagrammed position:-

**1.Rd1 Rh8 2.f4\* Re8+ 3.Kf3 Rf8 4.Kg4 Rg8+ 5.Kh5 Rh8+ 6.Kg6, etc. and White will win.**

**With Black to move, 1..Kc6 2.Rd8 Rh7 3.f3 (3..f4 draws after 3..Rd7 or 3..Kc7) 3..Re7+ 4.Kf2 Rf7 5.Kg3 etc. and White still wins.**

(\* As per the Rule of Seven.)



### [5.3 Defensive Methods](#)

Often, the attacking side will not be able to utilize one of the winning methods. The defenders will then have several methods available, depending very much on the position of the pawn and the King.

If the defending King is in front of the pawn and the attacking King and pawn have not yet reached their sixth rank, the *Philidor position* easily secures a draw.

If the defending King cannot get in front of the pawn but is not cut off, the *short side defence* can be used.

If the pawn is a Rook pawn or Knight pawn, the *back rank defence* can be used. The back rank defence can also be used when the pawn is on other files if the attacking King has not reached the sixth rank.

If the King is cut off along a file, the *frontal defence* may work, depending on the file of the pawn and how far advanced it is.



## Philidor's Draw (1777)

Black keeps his Rook on the 6th rank. If the pawn advances, the Rook goes to the first rank and keeps checking the White King.

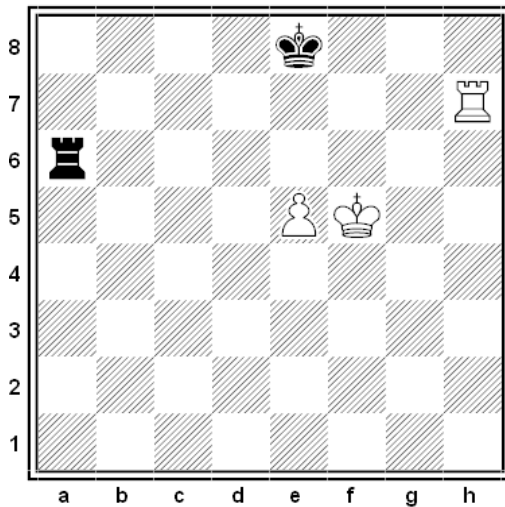


Figure 10.

E.g. 1.e6 Ra1 2.Kf6 Rf1+ 3.Ke5  
Re1+ 4.Kd6 Rd1+ Draw!

Take note of this fundamental position!

## Short side defence

The defending King cannot get in front of the pawn but is not cut off. The defending King, however, is also on the short side.

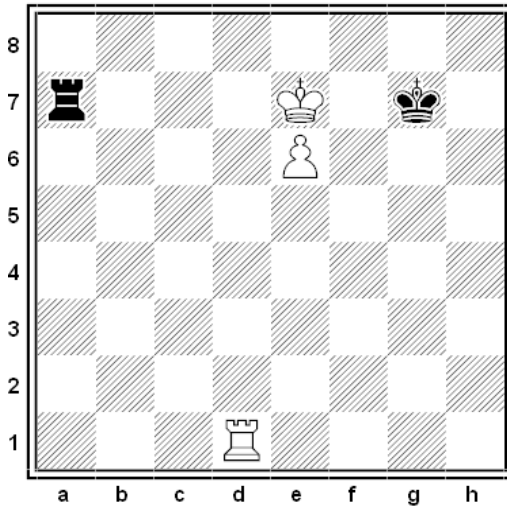


Figure 11.

Sample play illustrates the defending technique:  
1.Rd7 Ra8 2.Rd8 Ra7+ 3.Kd6 Ra6+ 4.Ke5 Ra5+  
5.Rd5 Ra8 6.Rd7+ Kg6 and White is unable to gain an advantage. The short side defence is a tricky one to handle as differences in the position often determine the game's result. The following examples show how careful one must be.

## Short side defence examples.

(A) In Figure 12, Black draws:

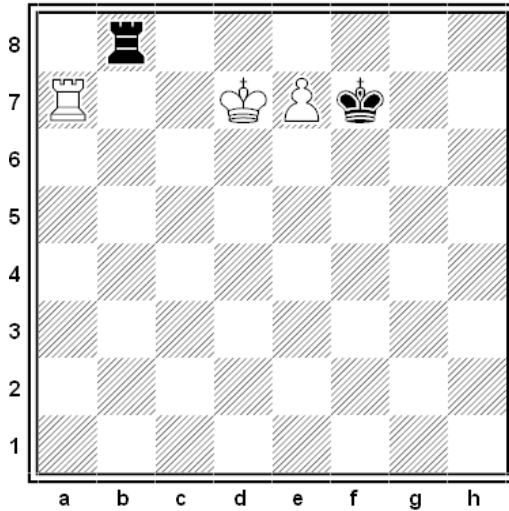


Figure 12.

**1..Re8! 2.Kd6 Rb8! 3.Kd7 Re8 and  
White cannot make any progress.**

## Short side defence examples.

(B) In Figure 13, White wins:

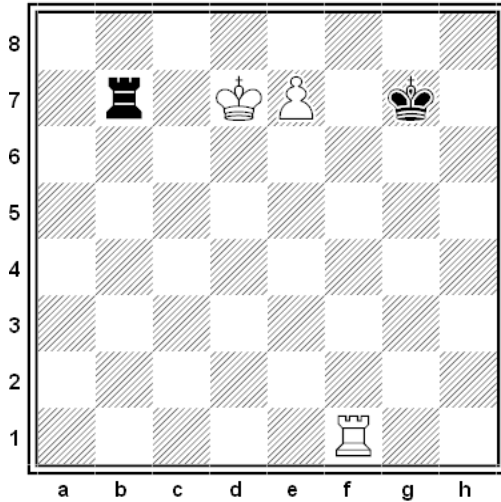


Figure 13.

**1.Kd6 Rb8 2.Kc7 Ra8 3.Ra1! Re8 4.Kd7 1-0.**  
The long side was too short! However, if Black's Rook was on a7 the game would be drawn.

## Short side defence examples.

(C) In Figure 14, White wins:

Again, the result can be determined by very small differences in the position. Here, the Rook is on the recommended file but still loses.

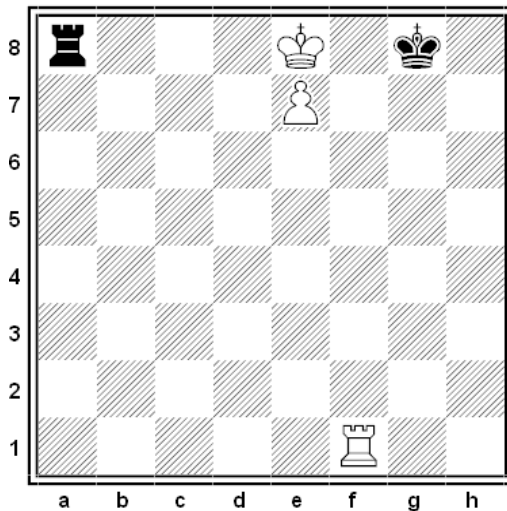


Figure 14.

1.Kd7 Ra7+ 2.Kd6 Ra6+ 3.Kc5 Ra8 4.Kc6  
(Zugzwang! If 4.Ra6+ 5.Kb7 Re6 6.Rf8+ and  
the pawn Queens.) Kg7 5.Ra1 Rb8 6.Kc7.

If you put everything one file to  
the right, it is a drawn game!

## Back-rank defence (A)

The back-rank defence always works if (1) the pawn is a Rook pawn or Knight pawn and if the defending King is in front of the pawn.

*(The defending King blocks the pawn and his Rook, on the first rank, prevents checks by the opponent's Rook).* In the diagram, Black draws. I.e. If 1.g7 then 1..Rb6+ or if 1.Rg7+ then 1..Kh8.

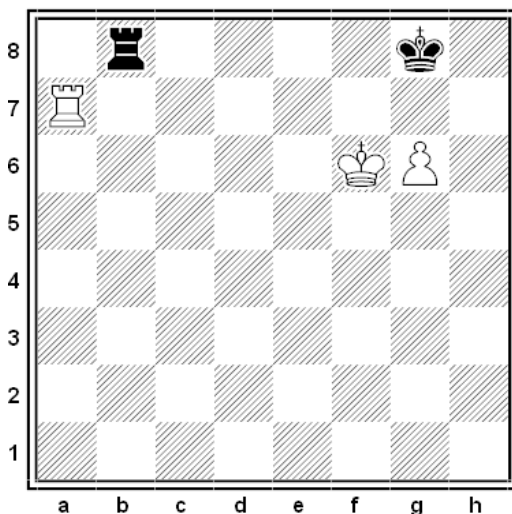


Figure 15.

If, however, neither a pawn nor the King have reached the 6th rank, the back-rank defence works for any pawn. I.e. The defending side would normally draw by reaching a Philidor position - with his Rook on the 6th. rank!  
e.g. See Figure 8.



## Back-rank defence (B)

This example illustrates how the defence fails for Bishop's pawns or central pawns. In the diagram, White, to move, wins by getting his King to the sixth rank. *The Black Rook cannot leave the back rank because of the threat of checkmate.*

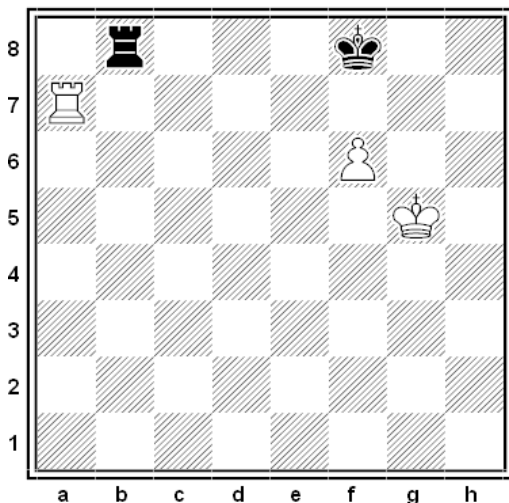


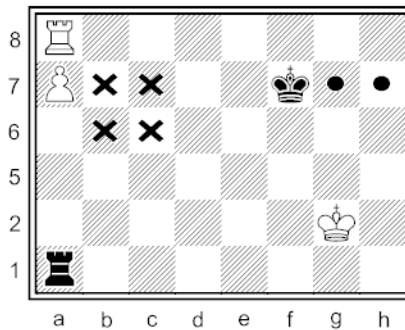
Figure 16.

Win with the pawn on the 6<sup>th</sup> rank.

1.Kg6 Rd8 2.Rh7 Kg8 3.f7+ Kf8 4.Rh8+ Ke7  
5.Rxd8 and wins. If Black is to move, he draws: 1..Rb1!  
neutralizes the threat of Kg6, because Black checks from  
behind and there is no immediate threat of checkmate.

## Attacking Rook in front of pawn

In this position, if the Black King gets to an "x" marked square, the Rook will be able to capture the pawn for a draw. Otherwise, the King needs to stay on the squares marked with dots: g7 and h7.



Truncated Board - Figure 17.

For example, if the Black King were on the 6<sup>th</sup> rank then 1.Rf8+ followed by 2.a8 (= Q) wins. Also, the Black King needs to prevent, in the diagram, the move 1.Rh8 Rxa7 2.Rh7+ skewering the Rook. Additionally, if White's King approaches the pawn, the Black Rook will check from behind. Draw.

## Rook in front of pawn - Vančura position

Here, the pawn (a) is *not* beyond its *sixth rank*, and the White's Rook is (b) in *front of the pawn*. This was studied by Josef Vancura (1898-1921) and published in 1924. *Black's King must be on the opposite side of his Rook* to avoid blocking the checks. Also, *Black's King must be near a corner on the opposite side* of the board to stop White skewering Black's King and Rook on the 7th rank.

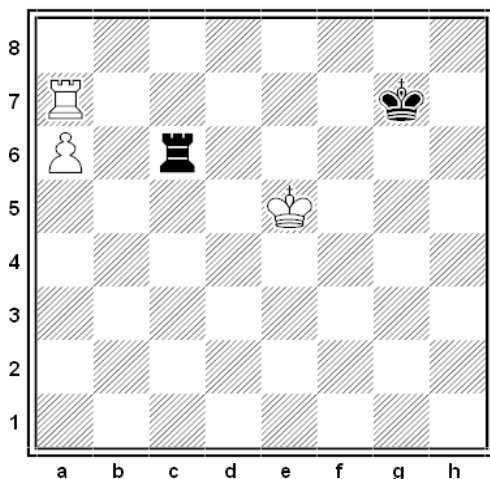


Figure 18.

1..Kg6 2.Kd5 Rf6 3.Kc5 Kh6 4.Kb5 Rf5+  
5.Kb6 Rf6+ 6.Kb7 Rf7+ 7.Kb8 Rf6 etc. and  
White cannot win. The White King cannot  
avoid checks and the pawn cannot advance  
because Black's Rook is able to take the pawn  
if left unattended.

## Attacking King in front of pawn

If White has a Rook's pawn, Black draws. In this diagram, the only way for White to make progress is to get his Rook to b8, but this allows the Black King to get to the c file and draw.

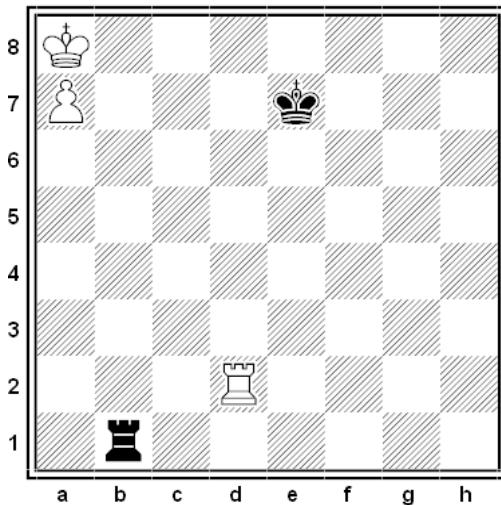
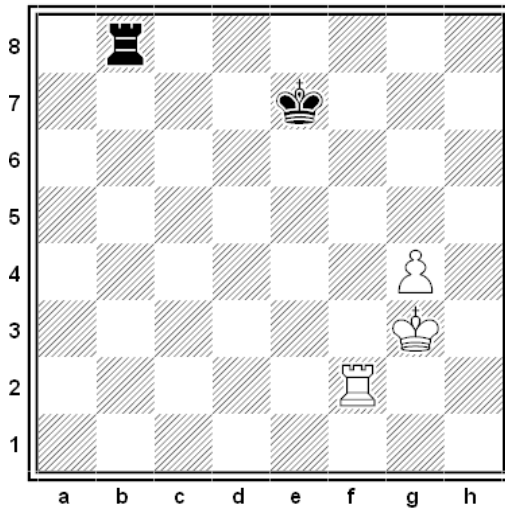


Figure 19.

I.e. 1.Rh2 Kd7 2.Rh8 Kc7! 3.Rb8 Rc1 4.Rb2 Rc3! This is the simplest way for Black. Now there is no way to force the Black King away from the file. 5.Rb7+ Kc8 6.Rg7 Rc1 and Black draws.

## The Frontal defence

If White is on the move, Black can draw using the frontal defence. For example: 1.Kh4 Rh8+! 2.Kg5 Rg8+ 3.Kh5 Rh8+ 4.Kg6 Rg8+ 5.Kh5 Rh8+ and White can make no progress. Figure 20 ↓



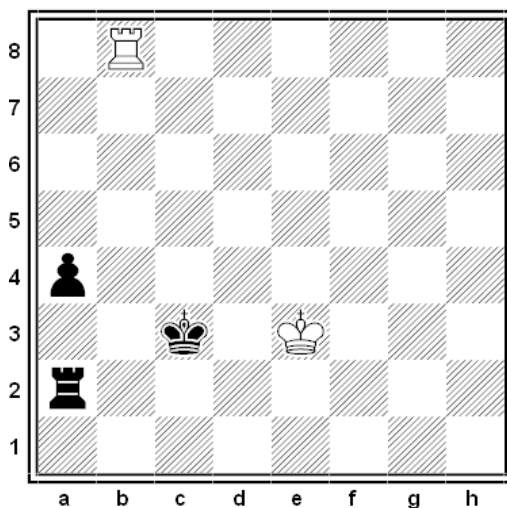
Black, to move, uses knowledge of the opposition and King and pawn endgames. 1..Rf8 to help bring the King over to the pawn. If 2.RxR KxR then 3.Kf4 Kg8! avoids losing the opposition. (Or 3.Kh4 is met the same way). 4.Kf5 Kf7 or 4.Kg5 Kg7 and the position is a draw.

## 5.4 Rook and Pawn v. Rook Problems

### Problem 1

Can you solve this win for Black?

Even Grandmasters have found  
this one difficult to win!



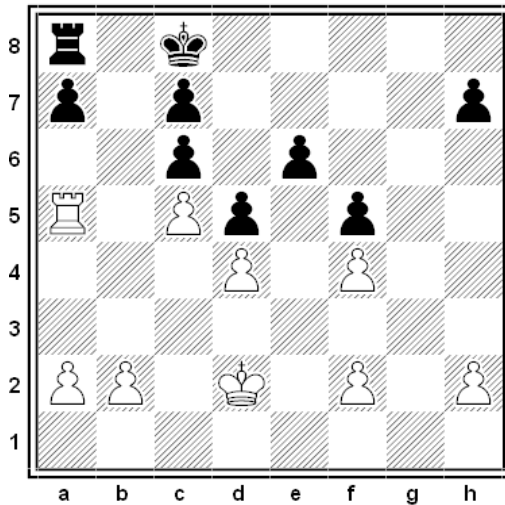
Black, to play, wins by 1..a3 2.Rc8+ Kb2  
3.Kd2 Kb1 discovered check 4.Kd1 Rh2  
5.Rb8+ Rb2 6.Rc8 Rb4!

This now keeps a1 free for the pawn.

## Problem 2

### Wing Play

Black to move draws.  
(True or false?)

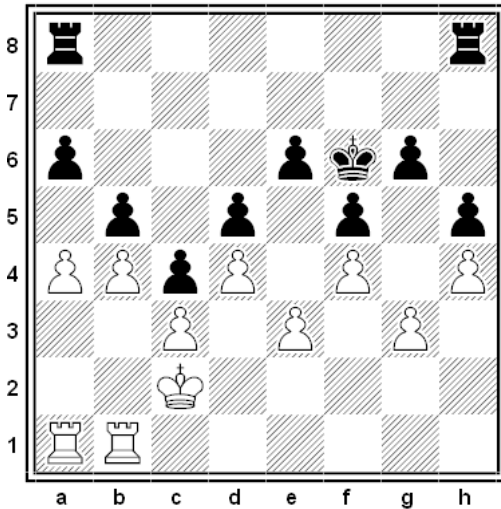


**True.** Black should play 1..Rb8 forcing White to block his 3rd rank: e.g. (a) 2.b3 Kb7 *or* (b) 2.Kc2 Rb4 3.Kc3 Rc4+ *or* (c) 2.Kc3 Kb7 *or* (d) 1..Kb7 2.Ra3 Rg8 3.Rh3 Rg1 attacking the White queenside pawns. (White must play Ra3 and Rh3 to hold).

### Problem 3

#### Nothing Fancy!

This test position often stumps players young and old! What is White's best plan?



After R.G.Wade.

White should double his Rooks on the a file which he will then control after the pawn exchanges. Motorway file “a” then allows his Rooks to combine for mate threats on the 7<sup>th</sup> rank.



## 5.5 Rook versus minor piece games

Current theory on these games is listed below but much depends on your skill.

### Rook versus a minor piece

A Rook versus a minor piece: normally a draw but in some cases the Rook wins.

### Rook and pawn versus a minor piece

Normally a win for the Rook but there are some draws. In particular, if the pawn is on its sixth rank, is a Bishop's pawn or Rook's pawn and the Bishop does not control the pawn's promotion square, the position is a draw.

### Rook versus a minor piece and pawn

Usually a draw but the Rook may win.

### Rook versus a minor piece

Normally drawn but in some cases the Rook wins.

### Rook versus a minor piece and 2 pawns

Usually a draw but the minor piece may win.

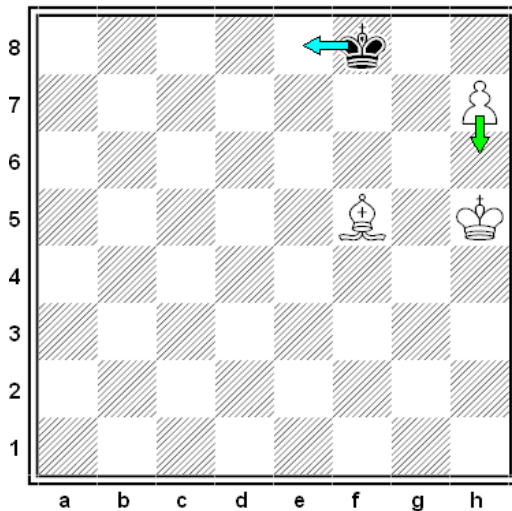
### Rook versus a minor piece and 3 pawns

A win for the minor piece.

## Chapter 6 Bishop & Pawn Endings

### Wrong Colour Bishop

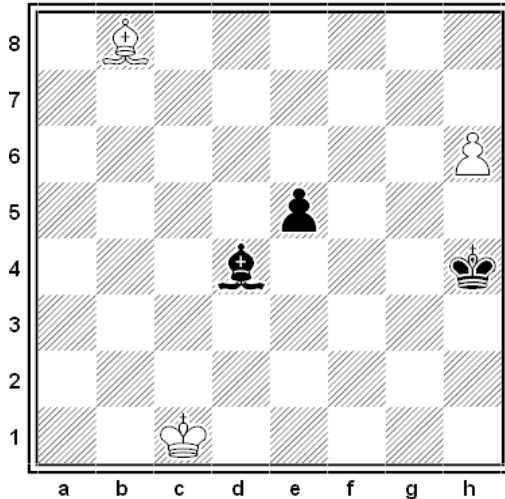
Black plays 1..Kg7 and White's h pawn is stopped as he controls the queening square. Now place the Black King on e8 and the White pawn on h6. With White to move, find the win?



**Answer 1.Be6!** The King cannot now cover h8. (*e.g. 1..Kf8 2.Kg6*).

## The Finesse

The exception proves the rule in this apparently wrong colour Bishop ending. White to play and win.



After P. Heuaecker

1.Ba7 Ba1 2.Kb1 Bc3 3.Kc2 Ba1 4.Bd4 BxB  
5.Kd3! Bb2 (to save the Bishop if e4 is played)  
6.Ke4! The Black pawn is blockaded and so  
the pawn can march on!

## 6.1 Same Colour Bishops and Pawn

### Same Colour Bishops and Pawn (1)

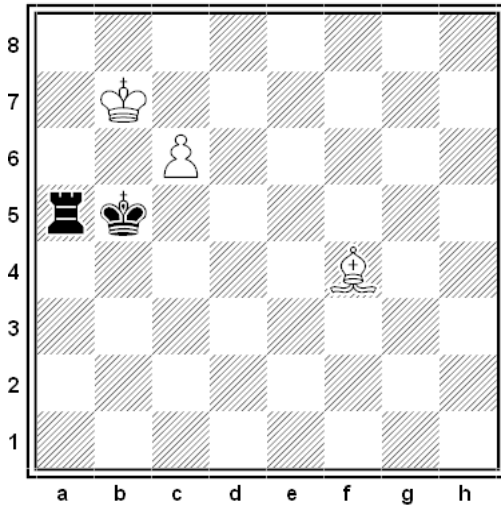
Luigi Centurini in the 19<sup>th</sup> Century came to two conclusions on such endings.

- (a) The game is drawn if the defending King can reach any square in front of the pawn that is opposite in colour to the squares the Bishops travel on.
- (b) If the defending King is behind the pawn and the attacking King is near the pawn, the defender can draw only if his King is attacking the pawn; he has a *direct opposition*; and his Bishop can move on two diagonals that each have at least *two squares available* other than the square it is on.

This can be complicated, so illustrative examples follow.

## Same Colour Bishops and Pawn (2)

Black is *attacking* the pawn from *behind*; has *horizontal opposition*; has at least *two* squares available on the diagonals. The game is drawn.



After Centurini

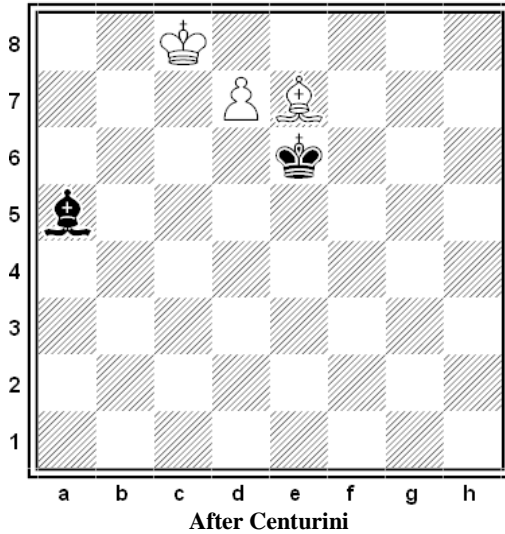
Sample play may go as follows:

1.Bc7(a) Be1 2.Bb6 Bg3 3.Ba7 Bf4 4.Bb8 BxB.

(a) If 1.Bg5 Bb6 or 1.Bd6 Bd8

### Same Colour Bishops and Pawn (3)

Here Black loses as he has diagonal rather than direct\* opposition.



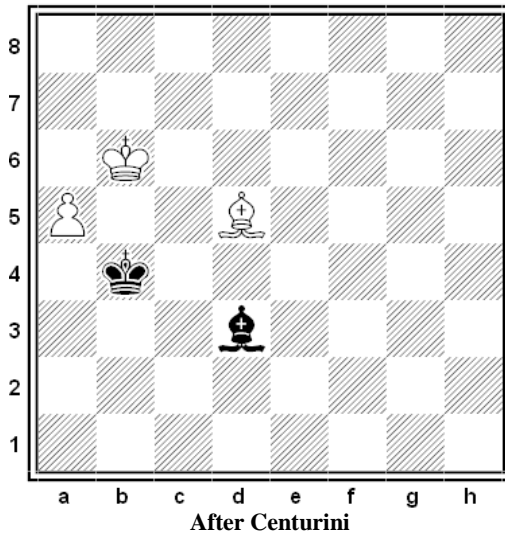
Sample play may go as follows:

1.Bd8 Be1 2.Bg5 Ba5 3.Bf4 Ke7 4.Bc7 1-0

*Horizontal or vertical opposition is direct opposition.*

## Same Colour Bishops and Pawn (4)

Here Black loses because the Bishop's diagonal is too short.

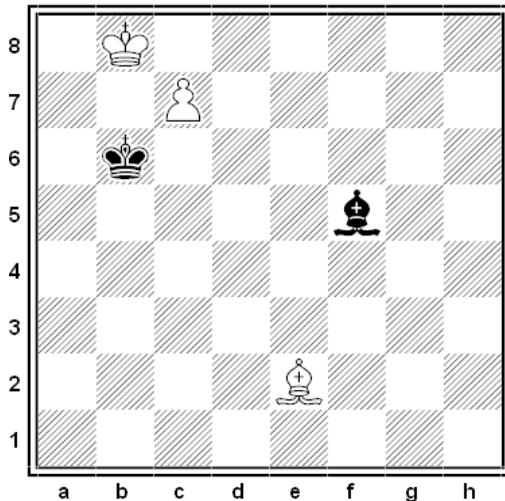


Winning play might go as follows:

1.Bb7 Bb5 2.Bc8! Bd3 3.Ba6 Be4 4.Bb5 Bb7 5.Bd7  
Be4 6.a6 1-0. Had the Black King been on d6 the  
game would be drawn for White's Bb5 or Ba6  
moves would be answered by BxB and then Kc7!  
(The Pawn is a Rook's file Pawn, remember!)

## Same Colour Bishops and Pawn (5)

Again, Black loses because the Bishop's a6/c8 diagonal is too short.



1.Bf3 Bh3 2.Bb7 Bg4 3.Bc8 Be2 4.Bh3 Ba6  
5.Bf1 Bb7 6.Be2 Kc6 7.Bf3+ 1-0. As soon as  
White had control of the long diagonal it was  
all over. In sum, one can say that (*in these examples*)  
Black's best chances to draw are with the central  
files and fewer with a Knight's pawn followed  
by a Rook's pawn then a Bishop's pawn.



## 6.2 Opposite Colour Bishops

### Opposite Colour Bishops versus a Pawn

Basically, these ending are drawn in 99% of cases as a Bishop can always get the pawn. With two or more pawns, however, a win is more likely.

#### Opposite Colour Bishops v. two Pawns

(a) *Doubled Pawns.* If the defending King is on a square in front of the pawns and not on the opposing Bishop's colour, it is a draw.

(b) *Isolated pawns.* With exceptions, the more widely separated, the easier the win. With *one* file apart it's usually a draw.

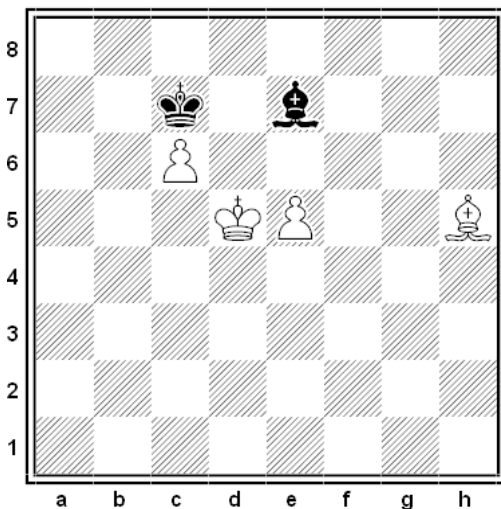
(c) *Wrong Rook Pawn.* If the defending King can reach the queening square and it is the opposite colour to the opposing Bishop the game is drawn.

(d) *Connected Pawns.* Complicated! Much depends on the location of the pieces. As a rule, if both pawns can reach the sixth rank, they win. (*With the exception of (c) above.*)

## Opposite Colour Bishops v. two Pawns (1)

Isolated pawns (a)

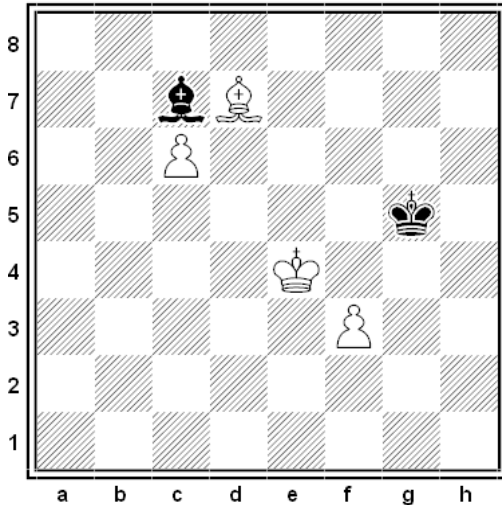
**Black draws as there is no way  
White can force a pawn through.**



**Note that White would win had  
the e5 pawn been on f5 instead.**

## Opposite Colour Bishops v. two Pawns (2)

### Isolated pawns (b)

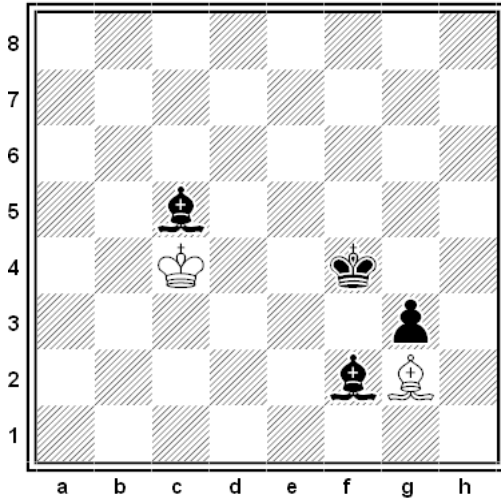


**In this example, Black can draw as he is able to attack both pawns on the diagonal with the help of his King.**

**1.Kd5 Kf6 (disallowing 2.Ke6) 2.Kc5 Ke7 3.Kb5 Bf4 4.Kb6 Kd8. Draw.**

## Opposite Colour Bishops v. two Pawns (3)

### Isolated pawns (c)

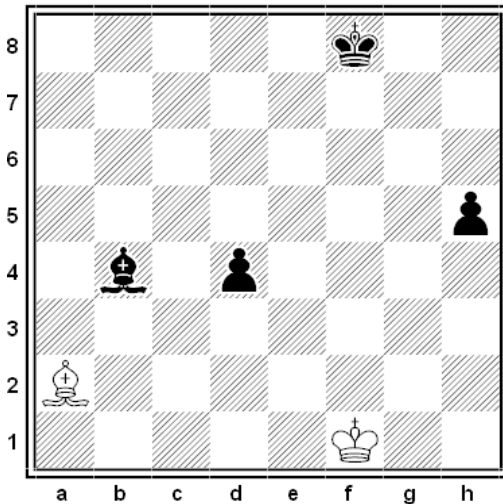


Note here that the Bg2 is quite safe and Black's King can foil attempts to promote a pawn. 1.Kd3 Ke5 2.Kc4 etcetera.

## Opposite Colour Bishops v. two Pawns (4)

### Wrong Rook Pawn (d)

Clearly, White's King can make it to h1 to block the pawn as Black's Bishop is the "wrong" colour.



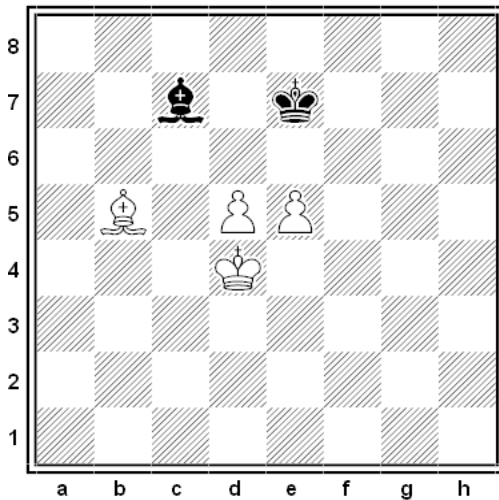
Alekhine vs. Ed. Lasker, 1924

Alekhine played 1.Bb1 and  
a draw was soon agreed.

## Opposite Colour Bishops v. two Pawns (5)

### Connected Pawns (e)

This is a tough one for the defence! The best advice is to try for a set up like the one below. Black's pieces stay two ranks in front of the pawns with *both* defending a pawn advance. The White King must *not* be allowed to advance!

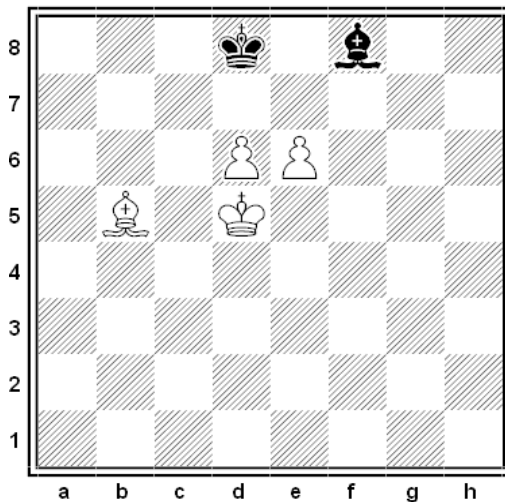


e.g. 1..Bb8 2.Ke4 Bc7 3.Kf5 Bb8 etc.

## Opposite Colour Bishops v. two Pawns (6)

### Connected Pawns (f)

This is curtains for Black as his Bishop cannot manoeuvre and the pawns are ideally positioned on the sixth rank.

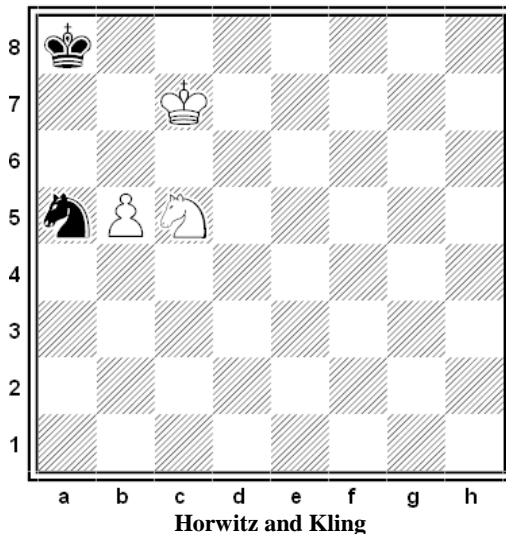


Either side moves first:  
1..Bxd6 2.KxB or 1.Kc6 Ke8 2.Kc7 checkmate.  
There is no escape!

## Chapter 7 Knight and Pawn v. Knight

### **Knight and Pawn versus Knight**

Except for special cases (see below), if the defending King and Knight control the queening squares, it is a draw. Bear in mind that a Knight can always sacrifice itself for the Pawn. (Tip: The Rook and Knight file pawns are most difficult to draw against – centre pawns are more drawish.)

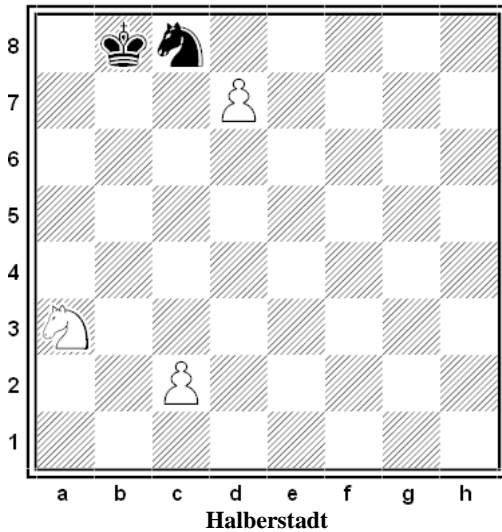


Here's a much quoted example of the winning technique. 1.b6 Nb7 2.Ne6 Nc5 3.Kc8 Na6 4.Nc7+ NxN 5 b7+ and mate in four follows.



## Knight and Pawn versus Knight (1)

Here the pawn is a Bishop's pawn and White can win but it is not a done deal as he can easily go wrong!

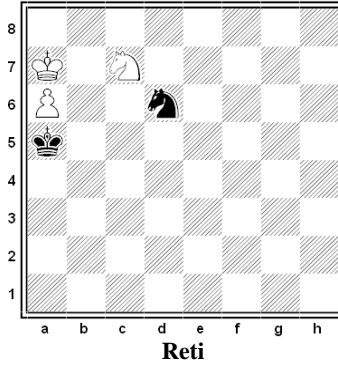


1.Nc4 Na7 (1..Kb7 2.Nd6+ wins at once) 2.Nd6 Ka8  
3.c3\* Kb8 4.c4 Ka8 5.Kc7 Nb5+ 6.c4xN mating.  
[\* 3.c4? Kb8 4.c5 Ka8 5.Kc7 Nb5+ draws.]  
(E.g. 6.NxN would be stalemate!)

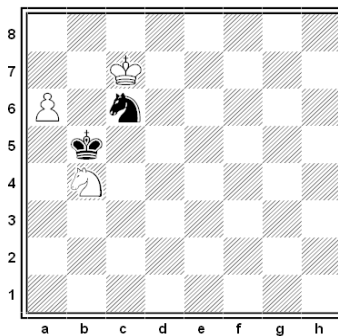
The next example is *really* tough chess!

## Knight and Pawn versus Knight (2)

The King is behind the pawn but Black can draw.



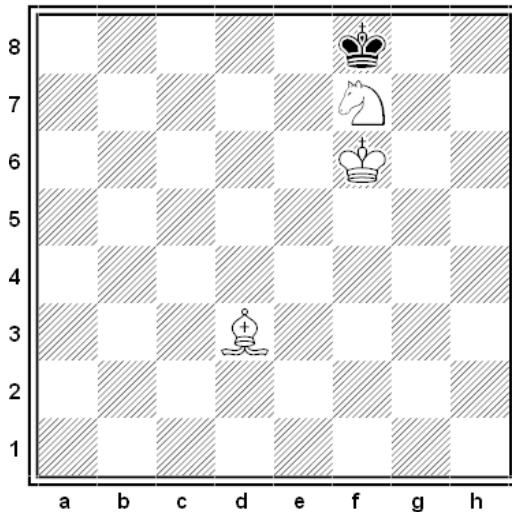
1.Kb8 Nb5 2.Kb7 Nd6+ 3.Ka7 Nf7 4.Ne6 Kb5 5.Nd4+  
Ka5 6.Nc6+ Kb5 7.Nb4 Nd8 8.Kb8 Nc6+ 9.Kb7 Na5+  
10.Kc7 Nc6. Final position below.



## Chapter 8 Bishop & Knight Endings

### Mate with Bishop and Knight

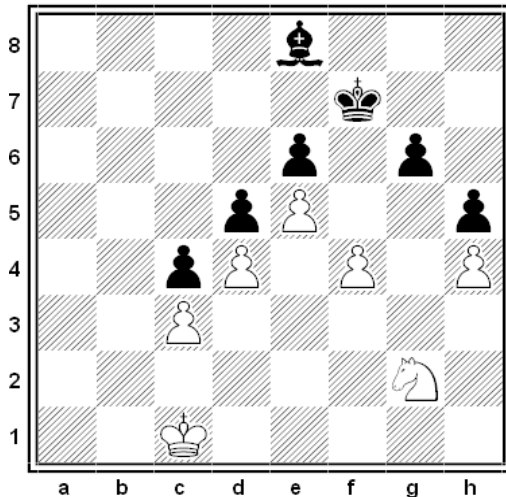
**Tip: Use the Knight in a “W” sequence while the King and Bishop shepherd the Black King to a8 and mating.**



**Example: 1.Bh7 Ke8 2.Ne5 Kf8 3.Nd7+ Ke8  
4.Kc6 Kd8 5.Kd6 Ke8 6.Bg6+ Kd8 7.Nc5 Kc8  
8.Bf7 Kd8 9.Nb7+ Kc8 10.Kc6 Kb8 11.Kb6 Kc8  
12.Be6+ Kb8 13.Bf5 Ka8 14.Nc5 Kb8 15.Na6+  
Ka8 16.Be4 checkmate.**

## The Good Knight v. A Bad Bishop

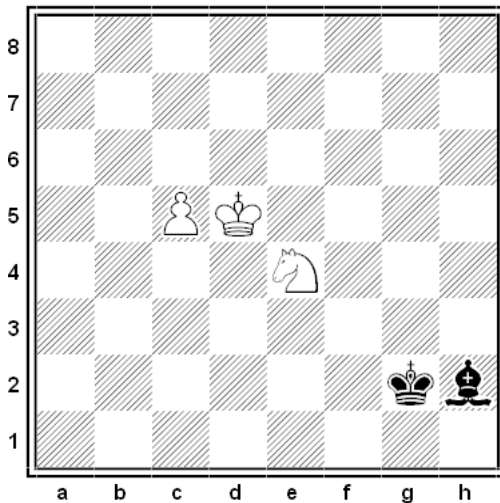
A Bishop on the same coloured square as its pawns usually spells disaster.



White wins by: 1.Kb2 Ba4 2.Ne3 Ke7  
3.Ka3 Bc6 4.Kb4 Kd7 5.Ka5 Kc7  
6.Nc2 Kb7 7.Nb4 Bd7 8.Na6 now if 8..Bc8  
9.Nc5+ Kc6 (Black's Bishop cannot now move).  
10.Ka4 Kb6 11.Kb4 (taking the opposition)  
Kc7 12.Kb5. Zugzwang! 12..Kd8 13.Kc6  
Ke7 14. Kc7! One nil!

## Knight and Pawn versus Bishop (1)

This is usually drawn as the Bishop merely takes off the pawn - unless the defending King is far away and the pawn is advanced.



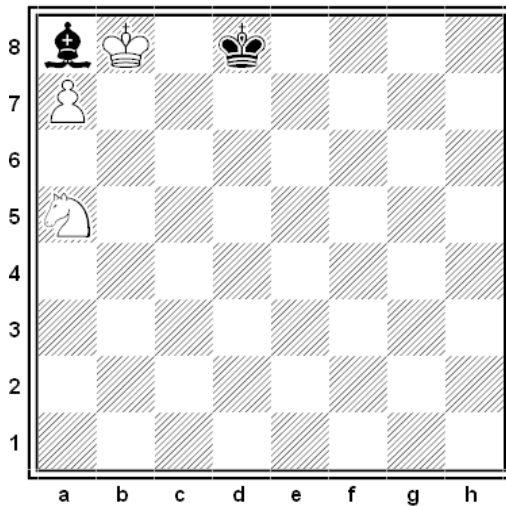
Kosek

E.g. 1.Nd6 Bg1 2.c6 Bb6 3.Ke6 Bc7 4.Kd7 Bb8  
5.Ne8 Kf2 6.Nc7 Ba7 7.Na6\* Bb6 8.Nc5 Ke3  
9.Na4 Ba5 10.Nb2 Kd4 thus stopping the deadly  
Nc4. Draw.

(\*If 7.Kc8 Bd4 8.Nb5 Be5 9.Kd7 Bb8  
10.Nc7 Ba7 etc. or 7.Nb5 Bb8).

## Knight and Pawn versus Bishop (2)

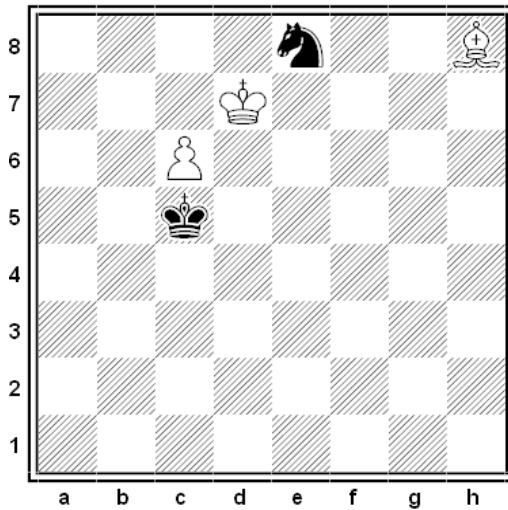
This could almost be one of Sam Loyd's chess problems. Black to play loses and White to play draws!



**1.Nb7+ Kd7 2.KxB Kc8 3.Nd6+ Kc7**  
and the King cannot escape from a8.  
*After 2.Nd6 or 2.Na5 Black will play Ba8!*  
**If 1.Nc4 Bh1 2.Nb6 Bg2 3.Na4 (or c4) Bh1.**  
**If 1...Kd7 2.Nb7 Kc6 3.KxB Kc7 4.Nd6**  
and White wins.

## Bishop and Pawn versus Knight (1)

If the defending King is in front of the pawn, (if it's not a centre pawn), it is a draw. Here White wins. His King can attack the Knight and is also in front of the 6th rank pawn.

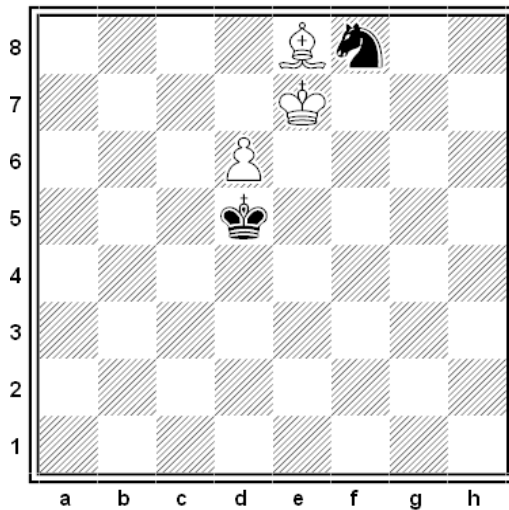


Chess Player's Chronicle 1856

Thus:- 1.Bc3 Kb6 2.Ba5+ Kb5 3.Bd8 Kc5 4.Bh4 Kb5 5.Bg5 Kc5 6.Be3+ Kd5 7.Bd4! Nd6 8.c7 1-0. (Note that:- 1.Be5 Kb6 2.Bd4+ Kb5 draws as White has no waiting move. Also, if 1...Kd5 (or Kb5) 2.Bd4 wins).

## Bishop and Pawn versus Knight (2)

With a centre pawn, the Bishop's diagonal, (h5 to e8), is not long enough to gain a move as in the above example.



**Thus:- If 1.Bh5 Kc5.  
If 1.Bf7+ Kc6 2.Be8 Kd5 etc.**

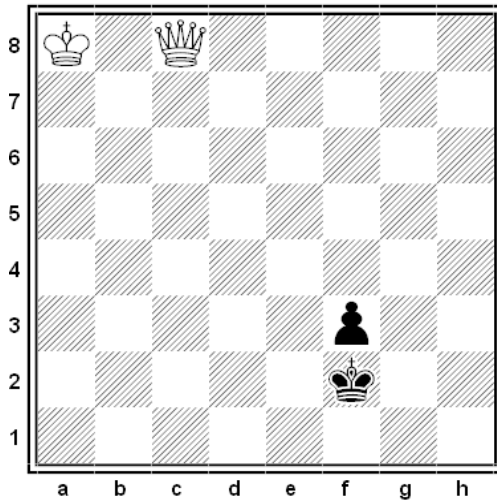
**If the Bishop leaves the diagonal,  
Black plays Ng6+ with an easy draw.**



## Chapter 9 Queen and Pawn Endings

### Queen versus a pawn on the 6th rank

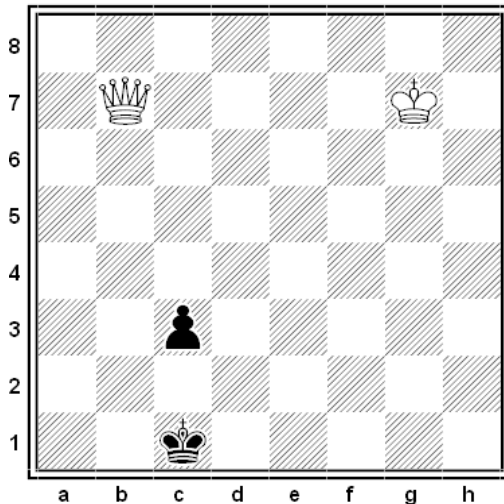
The Queen usually wins easily if the pawn is on the sixth rank. In the first position, Black is to move, but White wins.



1..Kg2 2.Qg4+ Kf2 3.Kb7 Ke3 4.Kc6 f2 5.Qd1 Kf4 6.Qf1 and White will win.

## Exceptions (1)

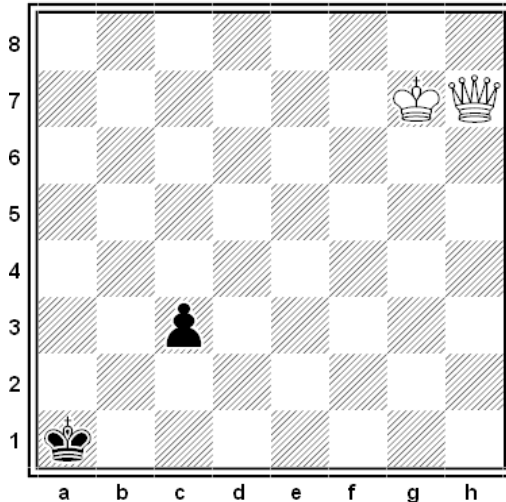
Exceptions can occur when the King blocks the Queen on a file or diagonal.



**1.Qh1+ Kb2!** (*White needs to pin the pawn by 2.Qh8 but the King blocks this*). **2.Qb7+**  
The only check which prevents the pawn from advancing. Black responds with **2..Kc1**, and so repeating the position. (*If the white King is anywhere else, the Queen can pin the pawn and allow for the Queen and then the King to approach*).

## Exceptions (2)

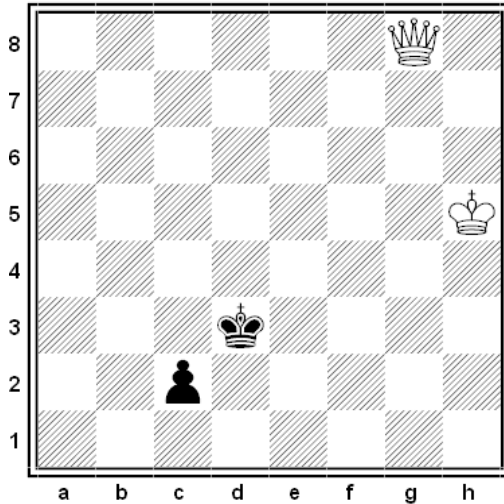
Again, the White King prevents the Queen from getting on the a1 to h8 diagonal but the draw is still difficult:



**1.Qh6.** (Now if 1..c2 then 2.Qc1+ wins. If 1.Qh1+ a draw results with correct play but there are many chances for losing moves). **1..Kb2!** (1..Ka2 loses quickly.) **2.Qb7+** (otherwise 2..c2 draws.) **2..Kc1!** **3.Kf6** (White's best chance.) **3..c2** **4.Ke5 Kd2** **5.Qd5+!** **Black has five replies. Four of them lose but 5..Ke1! draws.** **6.Qa5+ Kd1** (6..Ke2 loses to 7.Qa2.) **7.Qa4 Kd2** (7..Kc1 loses to 8.Qa2.) **8.Qa2 Kc3!** and White can make no progress.

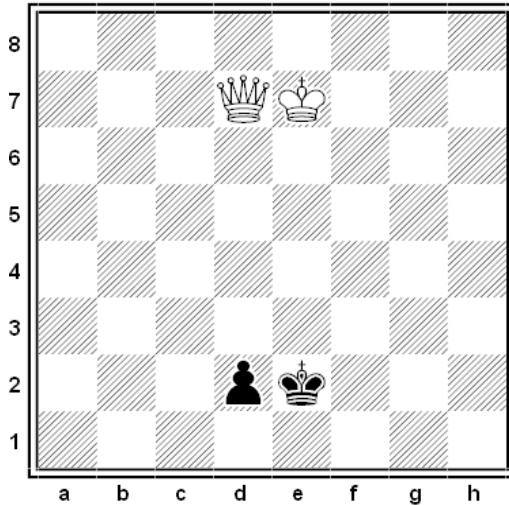
## 9.1 Queen v. a Pawn on the 7th rank

First note that the attacker may win easily, depending on the location of the kings.



In this position, White wins by 1.Qg5! followed by 2.Qc1, and then the White King is brought nearer to win the pawn. If the Black King is on any other square around the pawn, the position is a draw.

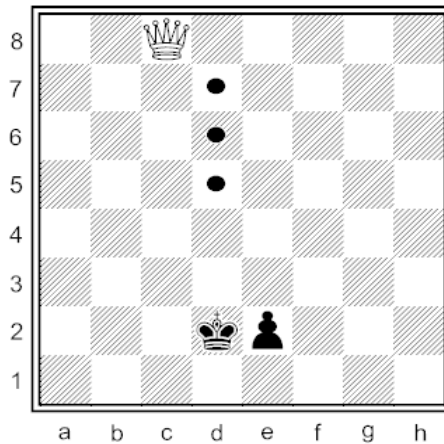
## Central pawn or Knight pawn (1)



The Queen keeps on checking in order to approach the 3rd rank. Each time the King takes refuge at d1, the White King approaches the pawn until it can be safely taken. Try this for yourself. The Queen wins easily, except for unusual positions.

## Central pawn or Knight pawn (2)

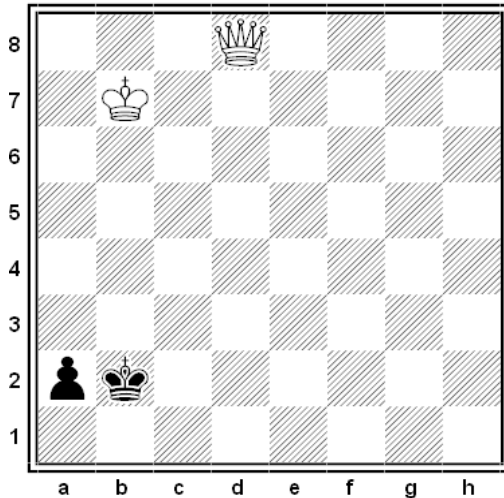
In some cases, the attacking King can block its own Queen, as in this diagram. If the White King is on any of the squares marked with dots, the Queen cannot approach the pawn, and the result is a draw.



**The Black pawn will promote!**

## Rook pawn (1)

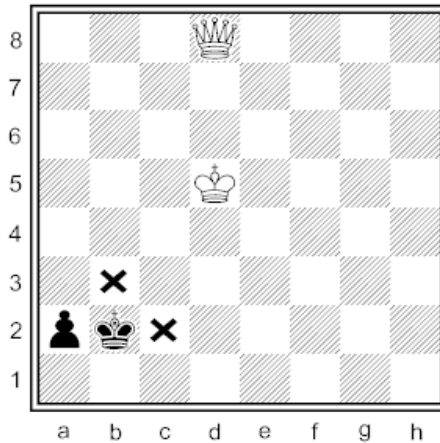
The winning central pawn or Knight's pawn process doesn't work against a Rook's pawn. (The reason is that when the King was forced in front of his pawn, he could move out the other side on the next move. With a Rook's pawn, this file is not available, and there can be a stalemate).



In this position, if the procedure above is tried:  
1.Qd4+ Kb1 2.Qb4+ Kc2 3.Qa3 Kb1 4.Qb3+  
Ka1! and now the position is a stalemate unless  
White lets the black King back to the b file.  
White can make no progress.

## Rook pawn (2)

**White can win similar positions if his King is close enough to the pawn. (White's King is close enough to win – by allowing the pawn to promote but then mating the King). White wins if the King is close enough to move to one of the squares marked with a cross in two moves.**



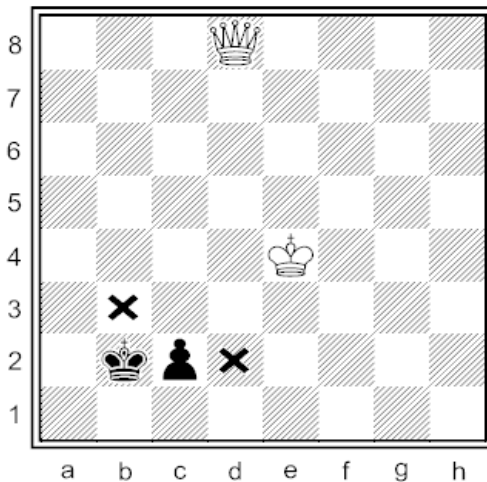
**1.Qf6+ Kb1** (if 1..Kc2 then 2.Qa1 wins) **2.Qf1+ Kb2** **3.Qe2+ Kb1** (3..Kb3 allows 4.Qe5 followed by 5.Qa1) **4.Kc4! a1(=Q)** **5.Kb3 and White mates.**  
(If the White King was on e3 the win is simple:  
1.Qd2+ Kb1 2.Kd3 a1(=Q) 3.Qc2 mate.)



## Bishop's pawn (1)

A Bishop's pawn (like a Rook's pawn) may also draw but using a different stalemate position.

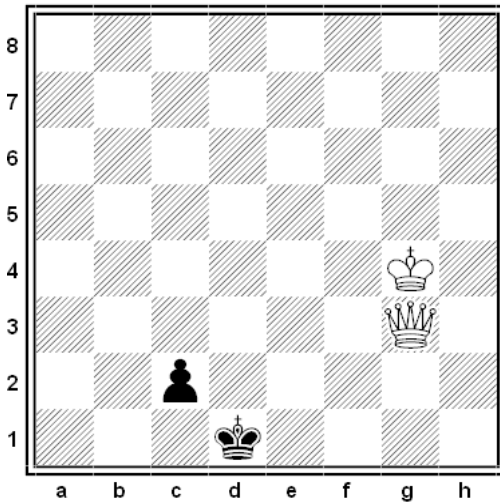
1.Qb6+ Ka1! 2.Qd4+ Kb1 3.Qb4+ Ka1 4.Qc3+ Kb1 5.Qb3+ Ka1! and White now cannot capture the pawn as stalemate would result.



The rule is that White wins if his King is close enough to reach b3 or d2 in one move because it can assist in checkmate.

## Bishop pawn (2)

The Black King must be prevented from getting to the other side of his pawn, otherwise he can employ the stalemate defence.

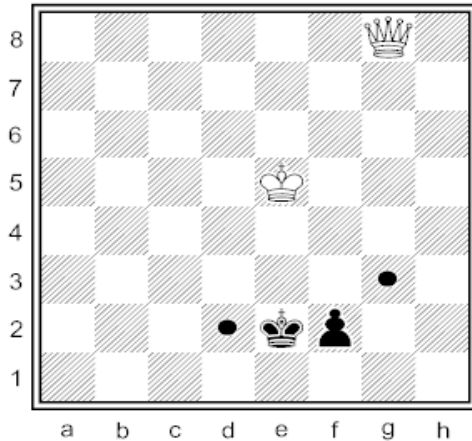


Giambattista Lolli. 1763

**1.Qb3! Kd2 2.Qb2 Kd1 3.Kf3! Kd2**  
*(3..c1(=Q) 4.Qe2 mate, or 3..c1(=N)*  
*and White mates in three moves: 4.Ke3*  
*Nb3 5.Qc3 and mate on the next move.)*  
**4.Kf2 Kd1 5.Qd4+ Kc1 6.Qb4! Black is**  
**in zugzwang. 6..Kd1 7.Qe1 mate.**

### Bishop pawn (3)

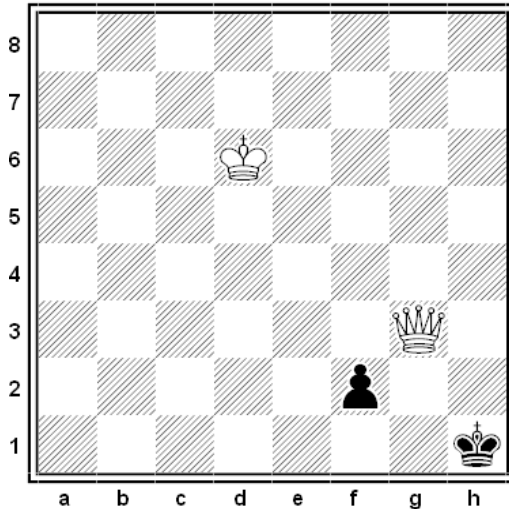
This next position shows another win for the attacker, since his King is close and the defending King is not (yet) near the corner.



**1.Qc4+ Ke1 2.Qe4+ Kf1 3.Kf4 Kg1** (the Black King gets to the corner, but White has moved his King close enough to mate.) **4.Qd4 Kh1 5.Kg3** (obviously not 5.Qxf2 stalemate.) **5..f1=Q6. Qh8+ and White mates in two more moves.** (It is possible to win against a Bishop's pawn on the 7th.rank and the King in the corner if the attacking King and Queen are in the proper position. I.e. if the King is close enough to move to one of the dotted squares in two moves.)

## Stalemate Example (1)

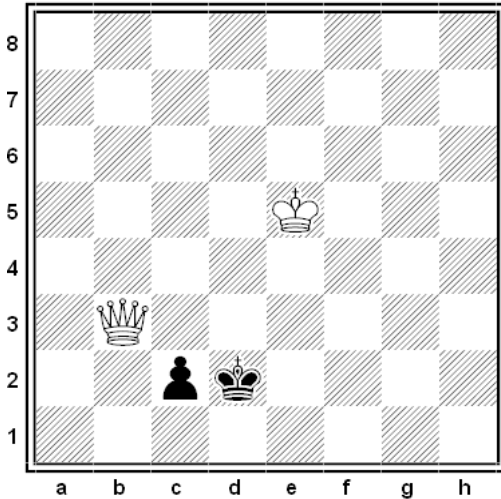
**White cannot win as the pawn is untouchable.**



**Black will take the half point with relief.  
White will tear out his hair in frustration.**

## Stalemate Example (2)

The same manoeuvre can work with the King on the other side of the pawn. The White King is not close enough to force a win in this position, but the defence is difficult.

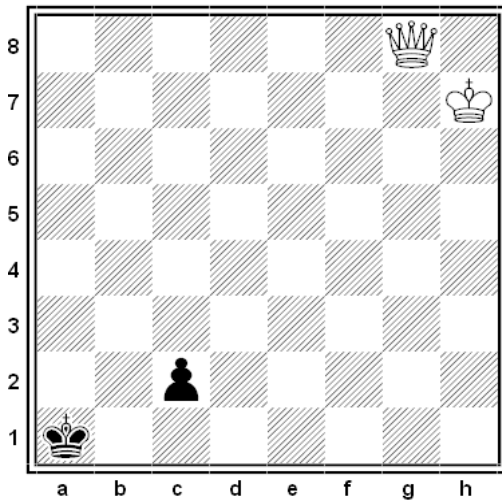


1.Qb2 Kd1 2.Qb3 Kd2 3.Qa2!? setting a trap.  
3..Kc3! *the only move to draw.* 4.Qa1+ Kd2 draw.

(If 3..Kd1? 4.Kd4! c1=Q 5.Kd3 wins)

## Stalemate Test

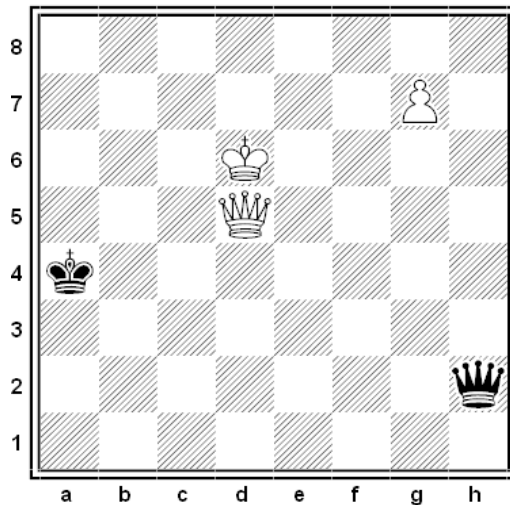
**This position, from a 1996 game between Loek van Wely and Peter Leko, was drawn because of the Bishop's pawn.**



**The reader should work out the draw after studying the examples above.**

## 9.2 Queen + Pawn v. Queen Ending (1)

Much depends on the position of the pieces - but only the side with the pawn has winning chances. Before this game was played, it was thought the ending was always drawn.

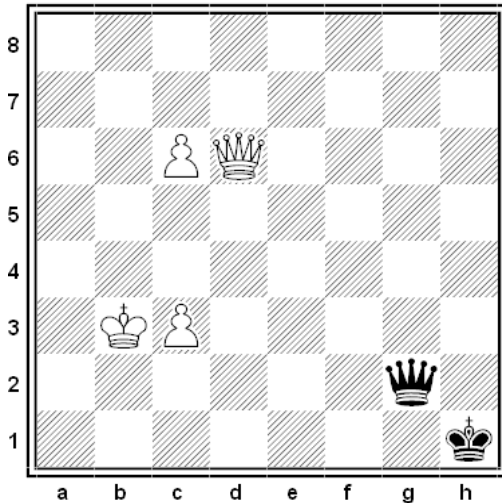


Botvinnik v. Minev - Amsterdam 1954

The technique is for the Queen to centralise and the King to position himself close to the opponent's King to force a Queen swap. Thus 1. Kc5 wins.

## Queen + Pawn v. Queen Ending (2)

Black has placed his King on h1 looking for a stalemate which White fails to see.



Bilek v. Heidenfeld Lugano 1968

1..Qg8+ 2.c4?? (Kb4 wins) Qg3+  
3.QxQ. Draw by stalemate.



## **Bibliography**

**A.R.B. Thomas Chess Techniques**

Routledge & Kegan Paul 1975

Leonard Barden **How to Play the Endgame in**

**Chess** Batsford 1982

James Mason **The Art of Chess**

Horace Cox 1905

David Anderton **Chess**

A&C Black 1987

David Hooper **Practical chess endgames**

Routledge & Kegan Paul 1980

Dr Max Euwe and David Hooper **A Guide to Chess Endings**

Dover Publications, Inc.

Edmar Mednis **From the Opening into the Endgame**

Pergamon Press 1983

Wikipedia, **Chess endgame** - the free encyclopedia

## [Acknowledgements](#)

All the examples in this publication, apart from my own games, are well known in chess literature. My special thanks go to those players whose celebrity in chess books must surely be unwanted – the losers.

Over fifty years I have amassed a large chess library and have selected from it some of the games that have given me the most pleasure. I would also like to thank those great players, the many great chess authors and my opponents for making me happy.

**Paul Wiseman  
Brixham  
Devon  
2018**

## About the Author

**Paul Wiseman was born and raised in Walsall, Staffordshire. After working in the printing industry he entered Edinburgh University as a mature student, gaining an MA honours degree in Social Anthropology. After graduating, he moved to Dulwich and worked in Education and for the Home Office. A keen chess player since boyhood, he played for the Metropolitan Chess Club of London and was a member of a team that won a national title in 1985. Although now retired, he still plays chess for his local club in Devon. He has published books on Chess and how to win at Football (Soccer).**



# THE BEST BOOKS IN YOUR POCKET!


Jam-pack your Kindle, iPad, Android, Nook, or any device, full of amazing books with your own e-GO! Library. At your leisure pick your favorite titles from a wide array of categories for all tastes. Total speed, convenience & mobility are yours. Your e-GO! Library is an innovative way “to have & hold” a fresh and plentiful supply of great titles. It’s seemingly endless entertainment without the need for the internet or downloading! All in a preloaded, USB memory flash drive which puts a thousand of today's best books in your pocket!

## Enjoy Anywhere Anytime!

**TODAY'S TOP**


# 1,000 BOOKS

**+250 BONUS CLASSICS**



**e-GO!**  
Library

- ✓ Total Mobility & Convenience
- ✓ Pre-Loaded. Over 32 Categories
- ✓ No Internet / Wifi Needed
- ✓ Perfect for Travel
- ✓ Read Anywhere, Anytime



**EXTRA BONUS!**  
**+25 AUDIO BOOKS**  
at  
[eGoLibrary.com/bonus](http://eGoLibrary.com/bonus)

Apple
 Windows
 android
 nook
 kindle

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>✓ <b>CONVENIENCE</b> of Preloaded USB flash drive</li> <li>✓ <b>FORMATS</b> for ALL eReaders &amp; Mobile Devices</li> <li>✓ <b>NO</b> need for Wi-Fi or Internet</li> <li>✓ <b>AVOID</b> Downloading</li> </ul> | <ul style="list-style-type: none"> <li>✓ <b>SAVE</b> Tons of Time &amp; Effort</li> <li>✓ <b>PERFECT</b> for Travel</li> <li>✓ <b>FUN</b> for the Whole Family</li> <li>✓ <b>MAKES</b> a Great Gift</li> </ul> |
|---|--|

CHECK IT OUT HERE