

GM Branko Tadić

KNIGHT ENDGAMES WORKBOOK



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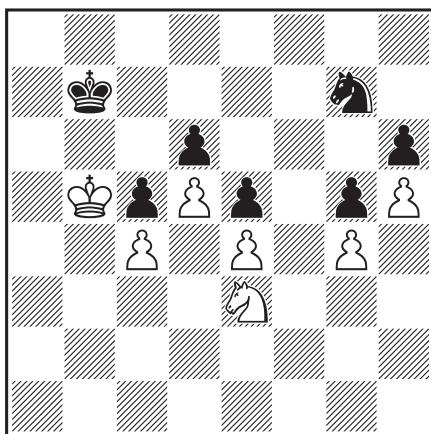
KEY TO SYMBOLS

$\pm$	White stands slightly better
$\mp$	Black stands slightly better
$\pm$	White is better
$\mp$	Black is better
$+-$	White has a decisive advantage
$-+$	Black has a decisive advantage
$=$	equality
∞	unclear
$\overline{\infty}$	with compensation
$\rightarrow$	with an attack
$\uparrow$	with initiative
$\rightleftharpoons$	with counterplay
$\odot$	zugzwang
$\#$	mate
$!$	a good move
$!!$	an excellent move
$?$	a weak move
$??$	a blunder
$!?$	an interesting move
$?!$	a dubious move
$\triangle$	with the idea
$\square$	only move
$\frown$	better is
$\oplus$	time
N	a novelty
(ch)	championship

INTRODUCTION

Second in the series of seven workbooks, this workbook contains **300 knight endings exercises** carefully selected by GM Branko Tadić. Just like the first workbook, it follows the division inspired by Grandmaster Vlado Kovačević's book on knight endgames.

Solving exercises in the workbook is crucial for practically applying your knowledge, as it reinforces theoretical concepts and hones your ability to strategize and make informed decisions in real-game scenarios.



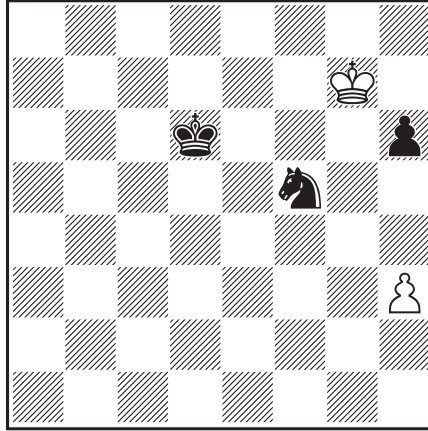
It is essential not to forget the rule that knight endings resemble pawn endings the most, which should imply that if a pawn ending is winning, so should be the knight ending! However, bear in mind that every rule has exceptions!

In order to understand the strategy and specificity of individual moves, it is necessary to familiarize oneself with the capabilities and tactical characteristics of knights in endgames. ***It should be understood from the start that – considering their much greater mobility, speed, and striking power – the knight's value is on average three times greater than that of a pawn.***

Knight's activity depends exclusively on the pawn structure, and it develops its greatest strength in restricted spaces and in blocked positions, thanks to its unique ability to leap over other pieces.

5. Knight and One Pawn versus One Pawn

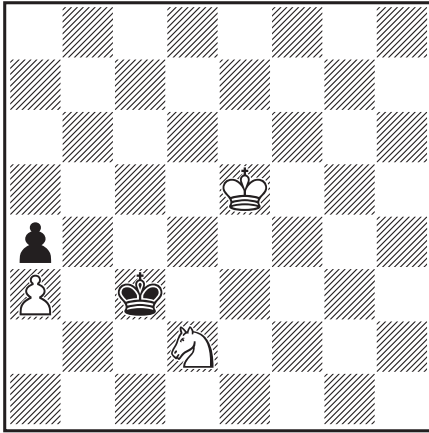
When the stronger side in addition to the knight also has one or more pawns, the win against one or more pawns is usually quite simple. However, there are many exceptional cases where the weaker side may avoid defeat in a study-like manner.



Considering the essentially different strategy in different types of position, we may divide these endings into four basic groups:

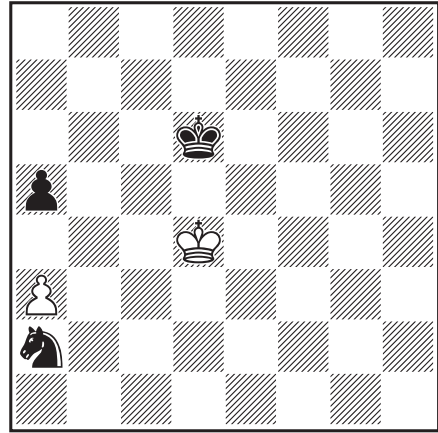
- 1. Knight and One Pawn vs. One Pawn***
- 2. Knight and One Pawn vs. Two Pawns***
- 3. Knight and One Pawn vs. Three Pawns***
- 4. Knight and Two or Three Pawns vs. More Pawns.***

37.



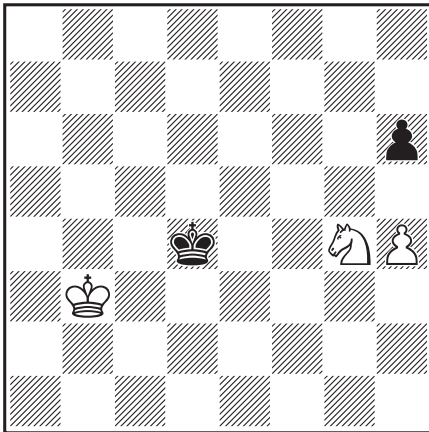
1. ? +-

38.



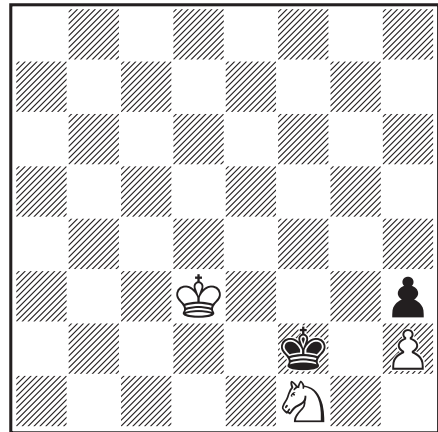
1. ? =

39.



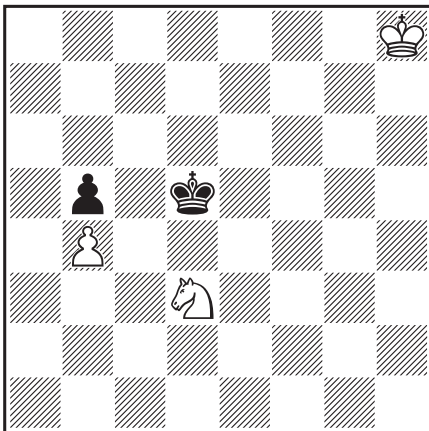
1... ? =

40.



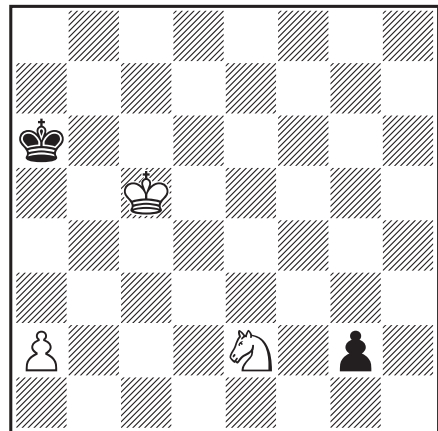
1. ? +-

41.



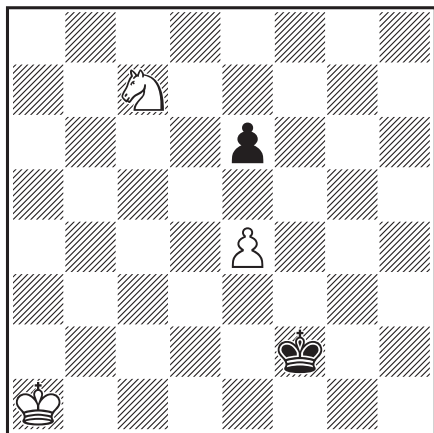
1. ? +-

42.



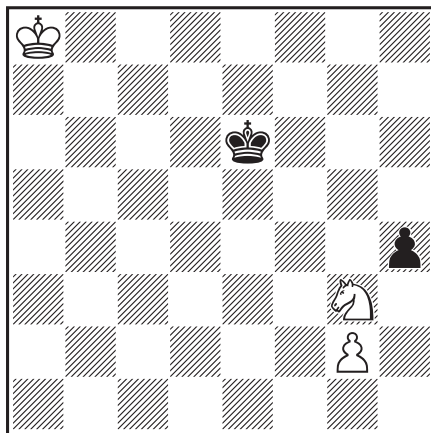
1. ? +-

43.



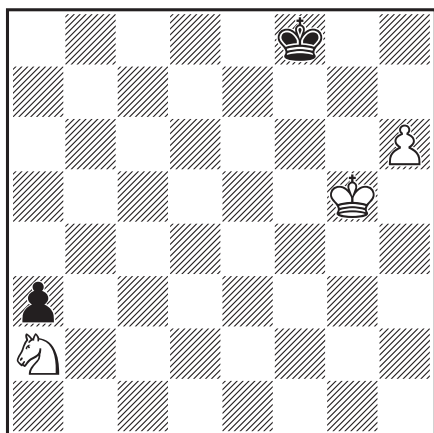
1. ? +-

44.



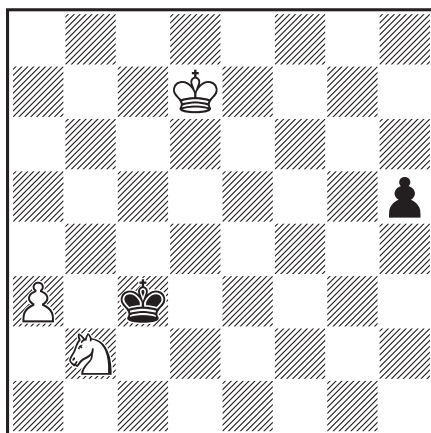
1. ? +-

45.



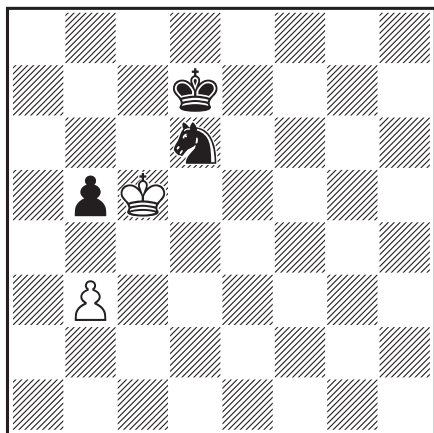
1. ? +-

46.



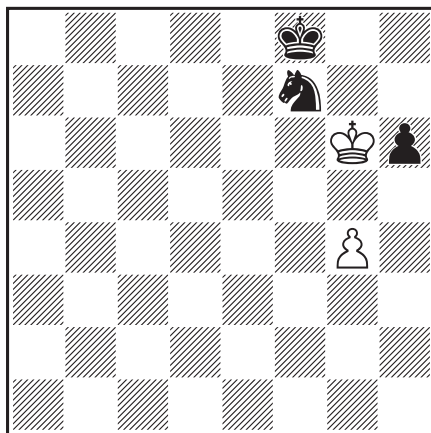
1. ? +-

47.



1... ? -+

48.



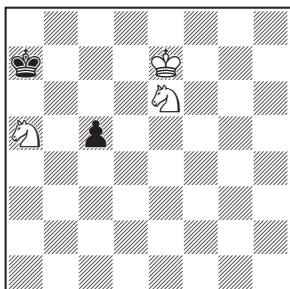
1. ? =

SOLUTIONS

♔h2 ♕e2 11. ♔h1 ♕f3 12. g5 ♖g3#



33.



1. ♖c4! ♔a6 2. ♖c7+ ♔b7 3. ♔d7
♕b8 4. ♔c6 ♕c8

4... ♔a7 5. ♖b5+ ♔a6 6. ♖bd6 ♔a7
7. ♔b5 ♕b8 8. ♔b6 ♔a8 9. ♖e5 c4
10. ♖d7 c3 11. ♖b5 c2 12. ♖c7#

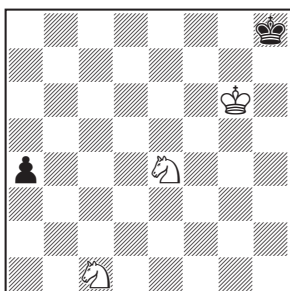
5. ♖e6 ♔b8 6. ♖d6 c4

6... ♔a7 7. ♔b5 c4 8. ♖d8 c3 9. ♖c6+
♔a8 10. ♔b6 c2 11. ♖b5 c1 ♖ 12.
♖c7#

7. ♔b6 c3 8. ♖d8 c2 9. ♖c6+ ♔a8
10. ♖b5 c1 ♖ 11. ♖c7#

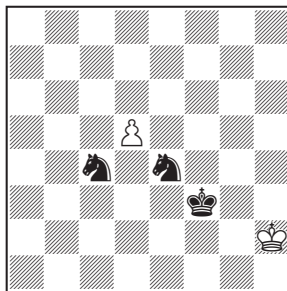


34.



1. ♖f6! a3 2. ♖d3 a2 3. ♖e5 a1 ♖ 4.
♖f7#

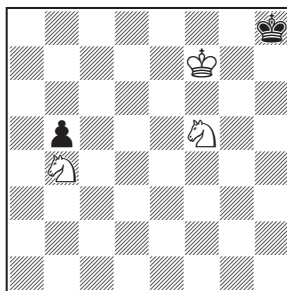
35.



1. d6! =



36.



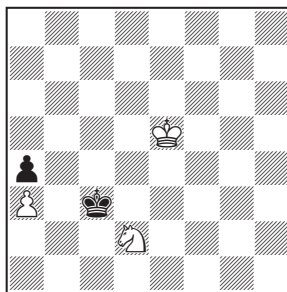
1. ♖d5! ♔h7

1... b4 2. ♖f6 b3 3. ♖e7 b2 4. ♖g6#

2. ♖f6+ ♔h8 3. ♖e7 b4 4. ♖g6#



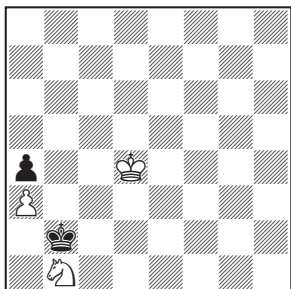
37.



1. ♖b1+!

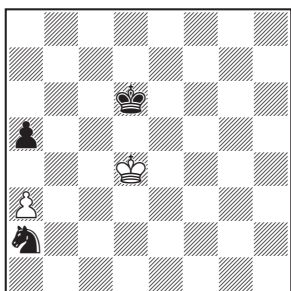
1. ♖d5? ♙xd2 2. ♖c4 ♜e3 3. ♖b4
 ♙d4 4. ♖xa4 ♙c5=

1... ♖b2 2. ♖d4!



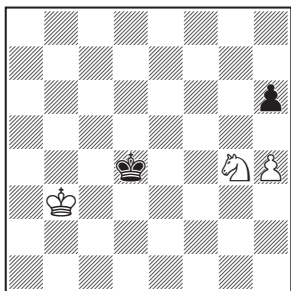
2... ♙xb1 3. ♖c3 ♜a2 4. ♖b4 ♜b2 5.
 ♖xa4 ♙c3 6. ♖b5+-

◆
38.



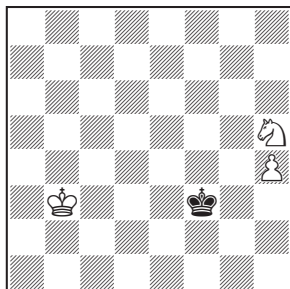
1. ♖c4! ♙c6 2. ♖b3 ♜c1+ 3. ♖a4!
 ♙b6=

◆
39.



1... ♖e4!

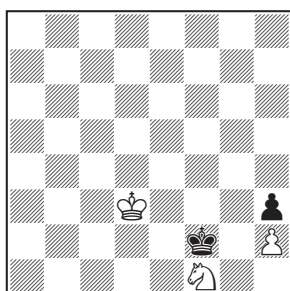
1... h5? 2. ♜f6 ♜e3 3. ♜xh5 ♙f3



4. ♜g3!+- (4. ♜g7? ♖g4 5. h5 ♖g5
 6. ♖c4 ♖h6=)

2. ♜xh6 ♙f4 3. ♖c4 ♖g3 4. h5 ♖h4=

◆
40.



1. ♜d2! ♖g2 2. ♖e2 ♖xh2 3. ♖f2
 ♙h1 4. ♜f1 h2 5. ♜g3#

◆
41.

