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I would like to extend my appreciation to Alex Baburin for his work in his online newspaper *Chess Today*. After seeing some fascinating pawn endings appear in CT's 'Endgame Kaleidoscope' I was inspired to flesh out his excellent analysis and seek out more endgames, which led to the production of this book.

I would also like to thank my students, John Michael Burke and Praveen Balakrishnan, for providing games for the book.

I used the chess engine Fritz 13 (with some help from Rybka 2.3.2a 32-bit) and the online Shredder endgame database. Chess engines have grown tremendously in strength to the point where all works of analysis rely heavily on their input. Fritzzy uncovered a host of hidden possibilities missed by players, analysts, and myself. These discoveries made the book a whole lot richer. Readers, however, should be aware of the limitations chess engines have in the endgame. Fritz 13 was adept at finding conclusive continuations – forced Zugzwangs, pawn breakthroughs, and the like. But in positions where the key question is how to make progress, it often faltered, producing winning evaluations without any apparent winning plan. Players should be especially conscious of that when scrutinizing their own games.

Endgame tablebases provide a true assessment for all positions with six or fewer pieces. All such positions in this book thus have that extra quality assurance. Tablebases are most often cited here in queen & pawn v. queen endings, partly because proper play in such endings is difficult to explain as well as lengthy and beyond the scope of the agenda here. As I have said in the chapters, tablebase wins and draws are very difficult to execute properly for humans. In the pure pawn endings, tablebase analysis is quite enlightening and understandable, though most of these positions have been worked out by humans.

Finally, I would like to dedicate this book to past and potentially future Olympians, my wife Deborah and my children Aidan and Amy.

*Joel Benjamin,
Waldwick NJ, December 2014*

Chapter 3

Bishop Endings

Color complex is the most important feature of bishop endings. Almost invariably, the pawns are better off placed on the opposite color of the bishops (opposite colored bishops have their own dynamic). That factor can often provide opportunities for favorable pawn endings.

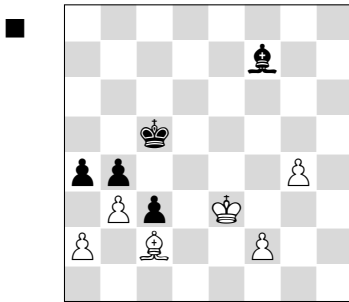
Technical Liquidations

Game 3.1

Alexey Alexandrov

Oleg Maiorov

Krasnodar 1998



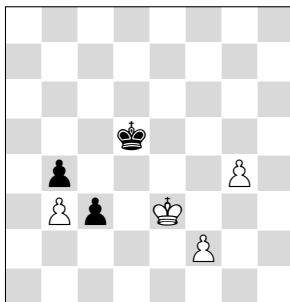
48... ♗xb3!

On 48...axb3 49.axb3 White will push through his kingside pawns.

49. ♗xb3

49.axb3 a3 50. ♗b1 c2.

49...axb3 50.axb3 ♖d5 1/2-1/2



We have a typical positional draw here.

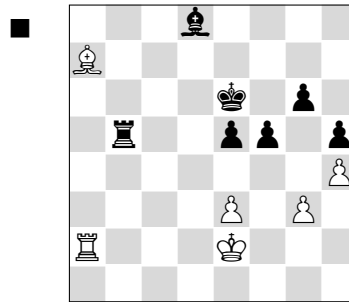
The white king cannot support his pawns without allowing the c3-pawn to queen.

Game 3.2

Gerard Martinez

Eldis Cobo Arteaga

Havana ol 1966



34... ♖a5!

An unconventional trade. The defender can normally hold a four-on-three bishop ending with the pawns all on the same side. But here the pawns being fixed on the same color as the bishops proves fatal. Thus Black avoids potential counterplay by simplifying.

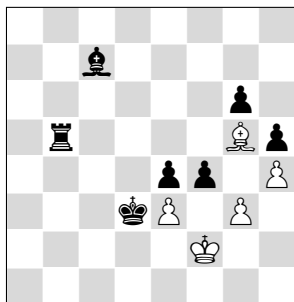
35. ♖xa5 ♗xa5 36. ♗c5 ♖d5 37. ♗e7 e4

38. ♗g5 ♗c7 39. ♖f2 ♖c4 40. ♗h6 ♖d3

The vulnerability of the g3-pawn enabled Black to take a dominant king position, and now breakthrough tactics come into play.

41. ♗g5 f4!

The first, but not last time we will see this move.



42.gxf4

42. ♖xf4 ♗xf4 43.gxf4 ♔d2—+.

42...♗b6 43.f5 gxf5 44.♖f4 ♗d8 45.♗g5

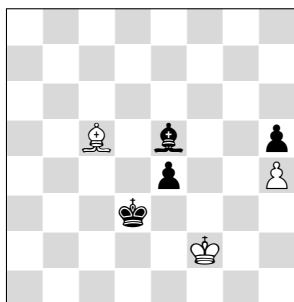
White meets with Zugzwang after 45. ♗g3 ♗e7 or 45. ♗g3 ♗e2. The latter line might continue 46. ♗d6 (46. ♗g5 ♗c7+ 47. ♗f4 ♗b6) 46... ♗xe3 47. ♗c5+ ♗e2 48. ♗f4 ♗xh4 49. ♗xf5 ♗f3, etc.

45...♗c7

One mustn't be too anxious to simplify: 45... ♗xg5? 46.hxg5 f4 47.g6 ♔d2 48.g7 fxe3+ 49. ♗g2 e2 50.g8 ♖ e1 ♖ is not a complicated queen ending, because Black cannot escape checks after 51. ♖d5+.

46.♗e1

46. ♗e7 would resist better, but simply 46...f4 is good enough to win, as long as Black is mindful of the bishop and wrong rook pawn combination: 47.exf4 ♗xf4 48. ♗c5 ♗e5



analysis diagram

49. ♗g2 (White has to avoid the pawn ending: 49. ♗b6 ♗d4+ 50. ♗xd4 ♗xd4 51. ♗e2 e3 52. ♗e1 ♗e4 53. ♗e2 ♗f4 54. ♗e1 ♗g4 55. ♗e2 ♗xh4 56. ♗xe3 ♗g3 escorts the h-pawn home) 49... ♗d4 50. ♗d6 e3 51. ♗f3 ♗c3 52. ♗f4 e2 53. ♗g3 ♗d2 54. ♗e4 ♗d1 55. ♗f3 ♗e1 56. ♗d6 ♗xh4 57. ♗b4 ♗g5 and 58... ♗d2 will force a queen.

46...♗d6

A cute Zugzwang, though 46... ♗g3+ 47. ♗f1 f4 would work as well.

47.♗f2

47. ♗d1 ♗c5; 47. ♗h6 ♗g3+.

47...f4

White resigned. In the end White cannot hide from the pawn ending, for example: 48. ♗h6 fxe3+ 49. ♗xe3 ♗g3+! etc.

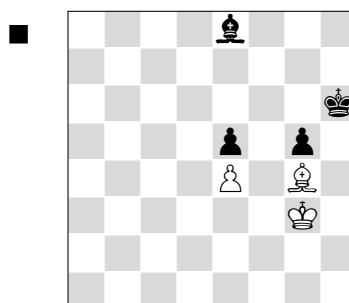
Forcing liquidation from a bishop ending may be more difficult than from a queen ending, but offering the trade is an easy and important tool for making progress.

Game 3.3

Ali Alaca

Serkan Soysal

Turkish League 2013



Black has two trumps here: a solid passed pawn and a fixed target on e4 to prey on.

66...♙h5 67.♙f5? ♚d1

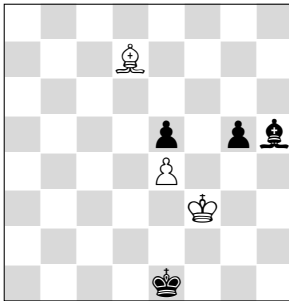
White's 67th move gets a '?' because it allows immediate liquidation: 67...♙g6! 68.♖g4 (68.♙xg6 ♜xg6 69.♖g4 ♜h6! 70.♖f5 ♜h5 leads to the same finish) 68...♙xf5+ 69.♖xf5 (on 69.exf5 e4 Black's pawns defend each other so he wins easily) 69...♜h5 70.♖xe5 g4 71.♖f4 ♜h4 72.e5 g3 73.e6 g2 74.e7 g1 ♚ ♙f2+, winning the opposing queen.

68.♙c8 ♖g6 69.♙d7 ♖f6 70.♙f5 ♙e2 71.♖f2 ♙h5 72.♙c8 ♖e7 73.♖g3 ♖d6 74.♙g4 ♙g6 75.♖f3 ♖c5 76.♖e3 ♖c4 77.♙e6+ ♖c3 78.♙g4 ♙f7 79.♙d7 ♙h5 80.♙f5 ♖c2 81.♙d7 ♖d1 82.♖d3 ♙f7 82...♙e2+ 83.♖e3 ♖e1 would save a bit of time.

83.♖e3 ♖e1 84.♖f3

Or 84.♙g4 ♙b3 followed by ...♙d1.

84...♙h5+



85.♙g4?!

White enters the pawn ending through ignorance, miscalculation, or desperation. While 85.♖e3 g4 is just as hopeless, 85.♖g3 would force Black to exercise further technique. 85...♖e2 and now:

A) 86.♙e6 ♖e3 87.♙f5 ♙e2 88.♙g6 ♙f3 89.♙e8 g4 wins the e4-pawn;

B) 86.♙c6 ♖e3 87.♙b7 ♙f3 88.♙c8 g4! (88...♙e2 89.♙f5 ♙h5! 90.♙h7 ♙f3 wins the pawn, but

89.♙b7 89...♙d1 90.♙c6 continues resistance) 89.♙f5. Now the bishop has to stay put to prevent either black piece from taking on e4. Black wins by triangulating: 89...♖d3 90.♖f2 ♖d4 91.♖g3 ♖e3 and the pawn drops again thanks to Zugzwang.

85...♙xg4+ 86.♖xg4 ♖e2 87.♖xg5 ♖e3 0-1

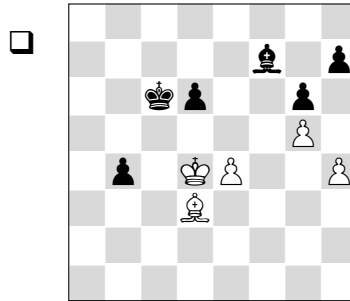
Tempo Games

In bishop endings, an extra pawn with pawns spread over the board will usually be good for a win. The following is a surprising exception.

Game 3.4

**Aleksander Sznepik
Waldemar Swic**

Lodz 1978



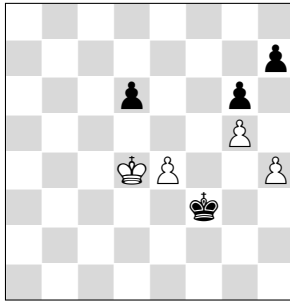
With his extra, outside passed pawn, Black looks forward to diverting White's king and penetrating on the other side.

55.♙c4!!

The b-pawn will drop straight off in the pawn ending, but a decisive march to the kingside for Black's king seems inevitable.

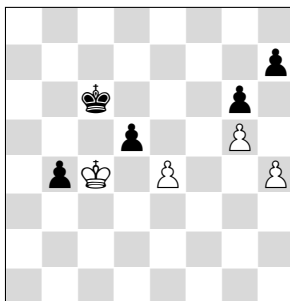
55...♙xc4 56.♖xc4 d5+

56...♖d7 would require accurate defense for a bit longer but would not change the outcome: 57.♖xb4 ♖e6 58.♖c4 ♖e5 59.♖d3 ♖f4 60.♖d4 ♖f3



analysis diagram

61.♔d3!! (not 61.♔d5 ♕e3 62.e5 dxe5 63.♖xe5 ♔f3 64.♔f6 ♔g4 65.♔g7 ♖xh4 66.♖xh7 ♔xg5-+; White has to keep the black king from heading for the h4-pawn) 61...♖f2 (61...♔g3 62.♔d4 ♖xh4 63.♔d5 ♖xg5 64.♔xd6 h5 65.e5 h4 66.e6 h3 67.e7 h2 68.e8♖ h1♖ 69.♖e5+ and Black cannot avoid a perpetual) 62.♔d4 (62.♔d2 ♔g3) 62...♕e2 63.♖c4! ♕e3 64.♔d5 and Black cannot make progress because 64...♔d3?? 65.e5! dxe5 66.♖xe5 gives White an extra tempo to clean out Black's pawns and win.



57.♖xb4!

Only in this way can the white king ward off its counterpart. If 57.exd5+?? ♔d6 58.♖xb4 ♖xd5-+.

57...dxe4

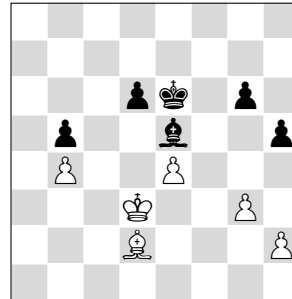
57...♔d6 58.♖c3! (58.exd5 ♖xd5-+) 58...dxe4 59.♔d4 e3 60.♖xe3 ♕e5

61.♖f3 ♕f5 62.♔g3 with a draw. The players agreed to a draw because 58.♖c4 draws as in the previous note.

Game 3.5

Oliver Renet
Ulf Andersson

Clermont-Ferrand 1989



White is getting squeezed a bit here, with a few pawns stuck on dark squares. Should White make a break for it in the pawn ending?

39.♙c3?

You have to be pretty sure to play such a move. A waiting move like 39.♙e3 looks awfully tough to break down.

39...g5?

One of the premier endgame players of our time miscalculates, probably on the cusp of making the time control. 39...♙xc3! 40.♖xc3 ♕e5 41.♔d3 g5! (not 41...d5 42.exd5 ♖xd5 43.h4=) wins easily, as all White tries fail: 42.h4 (42.h3 d5 43.exd5 ♖xd5 44.h4 g4-+ 42.♕e3 g4 43.♔d3 d5 44.exd5 ♖xd5-+) 42...gxh4 43.gxh4 d5 44.exd5 ♖xd5 45.♖c3 ♕e4 46.♖c2 and Black can win by going after either pawn.

40.♙d4!

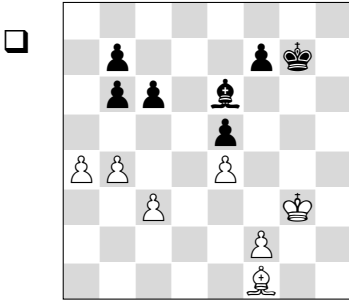
Renet redeems his previous blunder, and the win has vanished.

40...d5

40...g4 41. ♖xe5 ♜xe5 42. ♜e3=.
41. ♖xe5 ♜xe5 42. exd5 ♜xd5 43. h3 ½-½
 After 43...g4 44.h4 or 43...h4 44.g4
 White holds the opposition.

Game 3.6

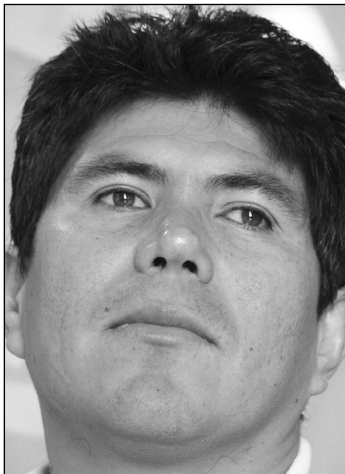
Peter Leko
Julio Granda Zuniga
 Tromsø 2013



There isn't much going on in the position, so Leko looks to squeeze something out of his slightly better king position in the pawn ending.

35. ♖h3 ♜xh3

Black doesn't have to trade. He is unlikely to lose after 35...♖b3 36.a5



Julio Granda Zuniga

bxa5 37.bxa5 ♖c4 but his b7-pawn is a target in that case.

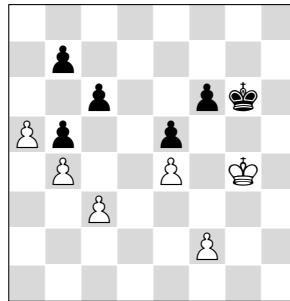
36. ♜xh3 b5

Granda forces White to use up reserve moves on the queenside to eliminate potential Zugzwangs.

37. a5

White dreams of snacking on b7 and liberating this pawn. 37.axb5 comes into consideration, to try to free up the d5-square, but 37...cxb5 38. ♜g4 ♜g6 39.f4 f6= blocks off White from ever getting there.

37... ♜g6 38. ♜g4 f6



39. f3

This allows an immediate draw. White can poke around a bit with 39.f4 but accurate play holds the balance: 39...exf4 40. ♜xf4 ♜f7 41. ♜e3 (41. ♜f5 ♜e7 42.e5 fxe5 43. ♜xe5 ♜d7=) 41...♜e6 42. ♜d4 ♜d6 43.c4 bxc4 44. ♜xc4 ♜d7 (44...♜e5 45. ♜c5 ♜xe4 46. ♜b6 f5 47. ♜xb7 f4 48.a6 f3 49.a7 f2 50.a8 ♖ f1 ♖ 51. ♖e8+ ♜d4 52. ♖xc6 is technically a tablebase draw, but in human terms it would be a serious error to allow! For example, after 52...♖c4 53.b5 ♖f7+ 54. ♜b6 Black can draw with 54...♖f8, 54...♖f5, or 54...♜e3, but 54...♖g8 loses in 90!) 45. ♜c5 ♜c7 46.b5 cxb5 47. ♜xb5 ♜d7=.

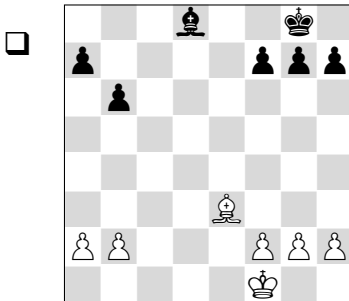
39...f5+ 40. ♜h4

40. exf5+ ♖f6 is a dead end.
40...fxe4 41.fxe4 ♖h6 42.♔g4 ♔g6 ½-½

Game 3.7

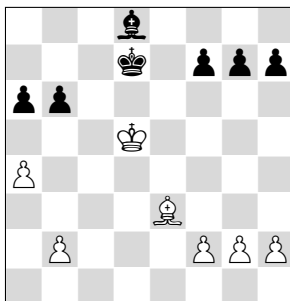
Igor Yagupov
Vladimir Paleologu

Cappelle-la-Grande 2014



The symmetrical pawn structure does not mean an easy draw for Black. His queenside pawns are potential targets for the bishop, and their weakness allows White's king to grab a dominant position in the center.

27.♔e2 ♔f8 28.♔d3 ♔e8 29.♔c4 a6
30.♔d5 ♔d7 31.a4



31...a5

This may be the wrong rook pawn. Black probably wanted to avoid b4-b5, permanently targeting the b6-pawn and taking away the c6-square, which may be important in the pawn ending. It would have been desirable to get in 31...h5. The idea,

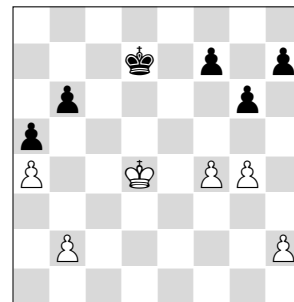
which we often see in rook endings, is to shorten the board so that the h-pawn doesn't end up vulnerable to attack. It would also take away reserve tempo moves from White. These factors actually decide the game in the end.

32.g4! ♔c7 33.♗f4+ ♔d7 34.♗d6 ♗h4
35.f4 g6

Black was not having any part of putting his bishop on f6 and inviting the pawn ending.

36.♗e5 ♗e7

Black is understandably hesitant to allow the pawn ending after 36...♗f2 37.♗d4 ♗xd4 38.♔xd4.



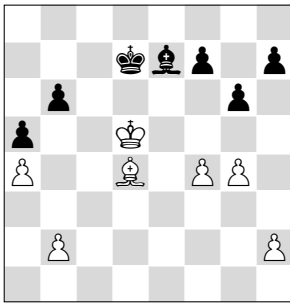
analysis diagram

After all, here White has a better king position and more reserve tempo moves:

A) 38...♔e6 39.♔c4 ♔d6 40.g5 ♔c6 41.b4! axb4 42.♔xb4 ♔c7 43.♔b5 ♔b7 White has two reserve tempi with his h-pawn and will win after two Zugzwangs: 44.h3! ♔a7 (44...♔c7 45.♔a6 ♔c6 46.♔a7 ♔c7 47.h4 ♔c6 48.♔b8+-) 45.♔c6 ♔a6 46.h4 ♔a5 (46...♔a7 47.♔c7 ♔a6 48.♔b8) 47.♔b7 b5 48.axb5 ♔xb5 49.♔c7 ♔c5 50.♔d7 ♔d5 51.♔e7 ♔e4 52.♔xf7 ♔xf4 53.♔g7, etc.;

B) 38...♔d6 39.g5 ♔e6 White can win as in A) with 40.♔c4 because on 40...♔f5 41.♔b5 ♔xf4 42.h4! ♔e5 43.♔xb6 f5 44.gxf6 ♔xf6 45.♔xa5 h6

46.♔b5 g5 47.hxg5+ hxg5 48.♔c4!
wins easily. There is another approach
with 40.♔e4 ♔d6 (40...f5+ 41.gxf6
♔xf6 42.♔d5 ♔f5 43.♔c6 ♔xf4
44.♔xb6 g5 45.♔xa5+-) 41.f5 ♔c5
42.♔e5, which can lead to various win-
ning queen endings, for example 42...
b5 43.axb5 ♔xb5 44.f6 ♔c5 45.h3 a4
46.h4 ♔c6 47.♔d4 ♔b5 48.♔d5 ♔b4
49.♔d6 ♔b3 50.♔e7 ♔xb2 51.♔xf7
a3 52.♔g8 a2 53.f7 a1 ♔ 54.f8 ♔, etc.
37.♔d4



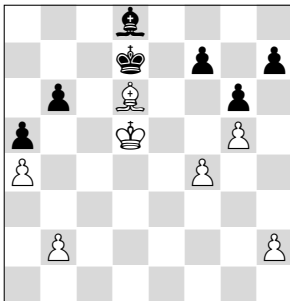
37...♔d8??

After 37...♔c7 White's position looks beautiful but I don't see a plan to penetrate.

38.g5!

This move shows why one has to be flexible in placing their pawns in a bishop ending. Normally one places pawns on the safe color, but here the pawns help to dominate the opposing bishop.

38...♔c7 39.♔e5 ♔d8 40.♔d6



Zugzwang! Black cannot avoid the pawn ending. 40...f6 41.h4 f5 42.b3 would induce collapse.

40...♔c7 41.♔xc7 ♔xc7 42.h3 ♔d7 43.h4 ♔c7 44.♔e5 ♔d7 45.♔f6 ♔e8 46.♔g7 ♔e7 47.♔xh7 ♔e6 48.♔g8 ♔e7 49.♔g7 ♔e6 50.♔f8 f6 51.♔g7 fxg5 52.fxg5 ♔f5 53.♔f7

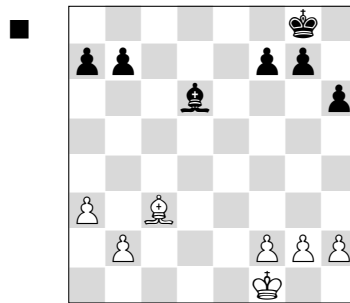
Black resigned.

King Activity

Game 3.8

Nigel Short
Rafael Vaganian

Hastings 1983



The position looks completely routine, but Vaganian finds a way to test his teenage opponent.

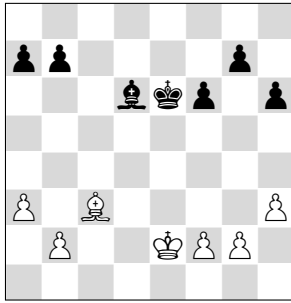
32...f6!

It's not ideal to put this pawn on the same color as the bishops, but Black opens a fast track to the center for the king.

33.♔e2 ♔f7 34.h3

White could adjust his queenside pawns without delay, eliminating any possible pawn endings: 34.a4 ♔e6 35.b3 ♔d5 36.h3 ♔e4 37.f3+ ♔f4 38.♔e1. Without targets to attack I don't see what Black can do.

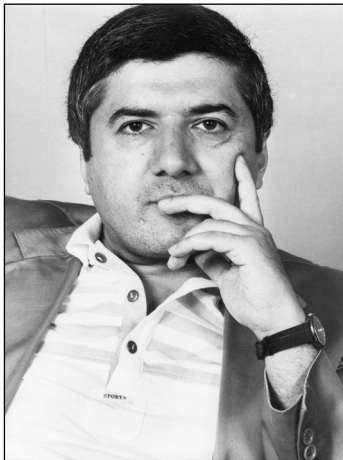
34...♔e6



35.a4?!

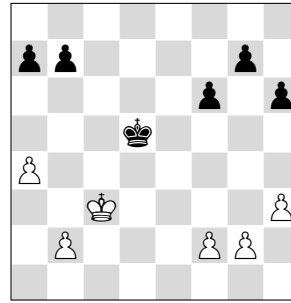
This move is better never than late. White could still avoid the upcoming trade with 35.♔d2 ♕d5 36.♕d3 b5 37.g4. White's queenside pawns are not fixed on dark squares, nor are Black's kingside pawns ideal either. Beliavsky and Mikhalchishin recommended 35.♕d3 ♗e5 36.♗xe5 ♕xe5 37.♕c4 ♖e4 38.a4 in order to create counterplay on the queenside. It looks like quite a gamble, but at least White could conceivably win in some lines. The easiest route to a draw for White is to avoid all the pawn endings.

35...♗e5 36.♕d3 ♗xc3 37.♕xc3 ♕d5



Rafael Vaganian

JORIS VAN VELZEN



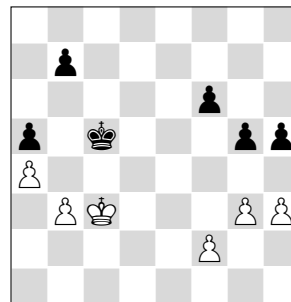
38.♕d3

The aforementioned grandmasters suggested 38.b4 as White's last chance, but I don't think it's completely gotten away yet.

38...♕c5 39.♕c3 a5 40.b3

It seems more sensible to hold this one back. White can apparently hold by setting up a wall with 40.f4 f5 41.h4 h5 42.g3 ♕d5 43.♕d3 g6 44.b3 b6 45.♕e3 ♖c5 46.♕d3 ♖b4 47.♕c2.

40...h5 41.g3 g5



42.g4?

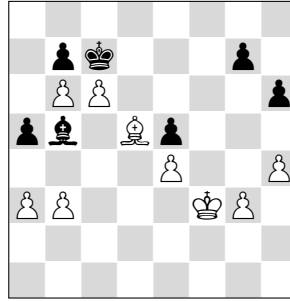
This mistake clearly decides the game. 42.f4 still seems to hold, for example 42...g4 43.h4 f5 44.♕d3 ♖b4 45.♕c2.

42...h4 43.f3 ♕d5 44.b4

After 44.♕d3 ♖e5 45.♕e3 f5 White is in Zugzwang and Black still has a pawn move in reserve – a fatal combination.

44...♔e5 45.bxa5 ♖f4 46.♔d4 ♖xf3
 47.♔c5 ♖g3 48.♔b6 ♖xh3 49.♔xb7
 ♖xg4 50.a6 h3 51.a7 h2 52.a8♚ h1♚+
 53.♔b8 ♚xa8+ 54.♔xa8 f5

And White resigned.



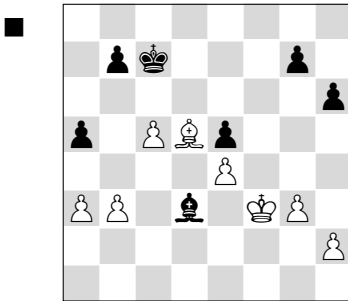
The Race

The pawn ending from the following game is quite well-known, but it is instructive to see how the players got there.

Game 3.9

Lev Polugaevsky
Karen Grigorian

Leningrad ch-URS 1971



35...b6!?

Black can certainly wait with this move. 35...♙b5 keeps the white king from invading (36.♖g4 ♙d7+ 37.♖h5 ♙e8+), offering excellent chances for a fortress. White has a plan to advance his b-pawn to b6, but in that case a timely ...b7-b6 from Black should suffice.

36.c6!?

This is the introduction to a diabolical trap. Instead, White would be hard-pressed to make progress if he had played 36.b4 axb4 37.axb4 bxc5 38.bxc5 ♙b5.

36...♙b5 37.h4

37...♙xc6?

This is a botched calculation (possibly under time pressure). When a player of Polugaevsky's caliber allows the pawn ending, it might be wise to look a little more carefully. In some variations Black can go into the pawn ending, but generally he does not need to.

A) Here 37...a4 is interesting but also incorrect: 38.b4 (38.bxa4? ♙xa4 39.♖g4 g6=) 38...♖d6 39.♖g4 g6 40.♖f3! (after 40.♙f7? ♙e2+ 41.♖h3 g5 White is stymied on the kingside) 40...♔e7 (40...♙xc6 loses as in the game: 41.♙xc6 ♖xc6 42.♖g4 ♖b5 43.h5 gxh5+ 44.♖f5! ♖c4 45.♖xe5 ♖b3 46.♔d4 ♖xa3 47.♖c3 ♖a2 48.♖c2) 41.c7 ♖d7 42.♙f7 and White wins a pawn cleanly;

B) 37...♖d6! however, seems to hold. The pawn ending after 38.a4 ♙xc6 39.♙xc6 ♖xc6 40.♖g4 ♖d6 (40...♖c5 41.♖f5 ♖d4 42.h5) 41.♖f5 h5 42.g4! wins for White: 42...g6+ (42...hxg4 43.♖xg4 ♖c5 44.♖f5 ♖d4 45.h5) 43.♖g5 hxg4 44.♖xg4 ♖e6 45.♖g5 ♖f7 46.h5, etc.

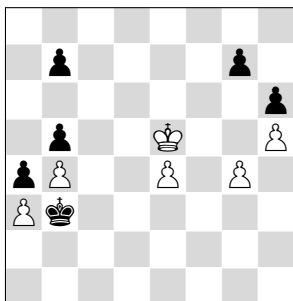
However, Black need not take the pawn; after 38...♙a6 White has the same problems penetrating, but with his queenside fixed on the wrong color now: 39.♖g4 g6 40.♖f3 ♙c8 produces an easy draw. On 38.♖g4 g6 39.♖f3, the

pawn is no longer taboo: 39...♙xc6!
40.♙xc6 ♖xc6 41.♔g4 ♖c5 42.h5
gxh5+ 43.♕f5 ♖d4 44.a4 h4 45.gxh4
h5 leaves White in fatal Zugzwang.

**38.♙xc6 ♖xc6 39.♕g4 ♖c5 40.♕f5
♖d4 41.h5 b5 42.b4 a4**

After 42...axb4 43.axb4 ♖c4 44.♕xe5
♖xb4 45.♖d5 White will force a queen
trade after both sides promote.

43.g4 ♖c4 44.♕xe5 ♖b3



45.♖d4! ♕xa3 46.♖c3 ♕a2 47.♖c2! 1-0

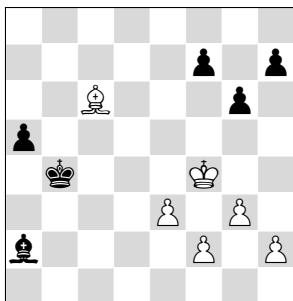
But not 47.e5?? ♖b1 and Black is the
new favorite!

Sacrifices and Countersacrifices

Game 3.10

Nikita Maiorov
Kadir Guseinov

Litohoro jr 1999

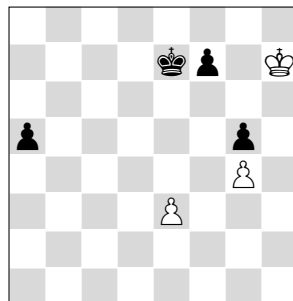


Black has a critical choice to make at the
outset.

43...a4!?

Black banks on having enough time to
bring the king back before White
manages to eliminate his kingside
pawns. While this seems sufficient for
victory, I would have felt more comfor-
table trying to queen the a-pawn out-
right. In this type of situation a rook
pawn is particularly useful because
the defender cannot count on sacrific-
ing the bishop for it. 43...♙c4 44.e4
(44.♕e5 ♙b5 45.♙d5 ♖c3 46.♖d6
a4 47.♖c5 ♙e2 48.♙xf7 ♙d1 49.e4
♙b3) 44...♙b5 45.♙d5 a4 46.♕e3
(46.♙xf7 ♙c4 47.♙xc4 ♖xc4 48.e5
♖d5-+) 46...♖c3 (46...♙c4 also wins
easily, for example: 47.♖d4 (47.♙xc4
♖xc4 48.♖d2 ♖d4 49.f3 a3 50.♖c2
♕e3 and Black cleans up the kingside)
47...♙d5 48.exd5 a3 and Black will
queen with check) 47.♙xf7 a3 48.e5
♙c4 49.♙xc4 ♖xc4 50.e6 a2 51.e7
a1♙ 52.e8♙ ♙e1+-+. Of course
that would have ruined the game for
our purposes.

**44.♙xa4 ♕xa4 45.♕g5 h5 46.f3 ♖b5
47.h4 ♖c6 48.g4 hxg4 49.fxg4 ♖d7
50.♕f6 ♖e8 51.♕g7 ♙b1 52.h5 ♕e7
53.h6 g5 54.h7 ♙xh7 55.♕xh7**



55...f5

This wins easily, of course. When I showed
this in one of my classes, one of my young
students, Alexis Hedvat, suggested the move

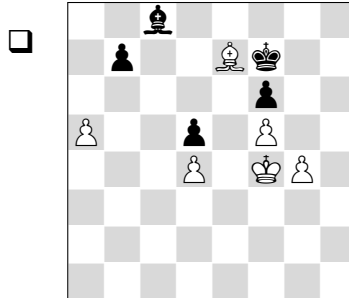
Game 3.11

Evgeny Tomashevsky
Alejandro Franco Alonso

Eilat tt 2012



Evgeny Tomashevsky



55...f6, for which I am grateful because it led me to discover great hidden nuances in this ending: 56.♔g6 (56.♔g7 ♕e6 57.♔g6 ♕e5—+) 56...♕e6 57.♔h6! (57.♔g7 f5—+ 57.♔h5 ♔d5!!—+) 57...♔d5 58.♔g7! ♕e5 59.♔g6=. This led to the further discovery that 55...♕e6 wins because 56.♔h6 f6 puts White in Zugzwang.

56.gxf5 ♕f6!

0-1

Bishops of opposite colors

Liquidation happens far less frequently with opposite colored bishops because they aren't traded in the conventional way. So temporary sacrifices become a particularly useful tool for a successful liquidation.

66. ♖xf6 ♗xf6 67.g5+ ♖f7 68.♕e5 ♖d7 69.f6

Some subtlety is required: 69.♔d6? ♖xf5 70.♕c7 ♖d3 71.♕xb7 ♔g6 72.a6 ♖xa6+ 73.♕xa6 ♔xg5 74.♕b6 ♕f6 75.♕c6 ♕e6 76.♕c5 ♕e7 77.♕xd5 ♔d7=.

69...♖g4 70.♕xd5 ♖f3+ 71.♕e5 ♖e2

With three passed pawns White has a surplus to use to deflect Black's king. If 71...♖g4 72.d5 ♖h3 73.♔d6 ♖g2 74.♕c5 ♖e4 75.d6 ♕e6 76.f7 ♕xf7 77.♕b6+—.

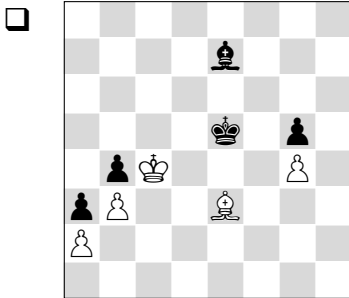
72.g6+ ♔xg6 73.♕e6 ♖c4+ 74.d5 ♖b3 75.f7 ♖xd5+ 76.♕xd5 ♕xf7 77.♔d6

Black resigned.

The white king scoops up the b-pawn and escorts home the a-pawn.

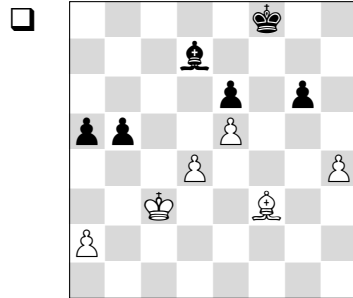
Exercises (Hints on page 83)

Exercise 3.1



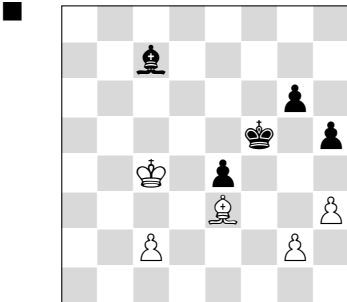
How does White win?

Exercise 3.2



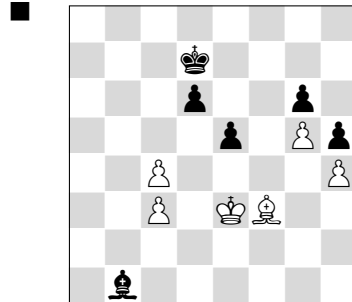
Should White play 35.d5 or should he prepare it with 35.a3 ?

Exercise 3.3



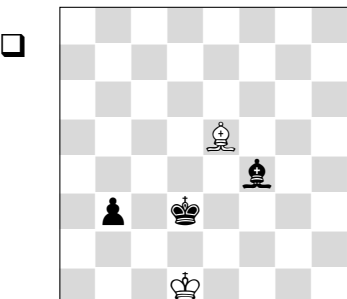
Evaluate 1... ♖f4.

Exercise 3.4



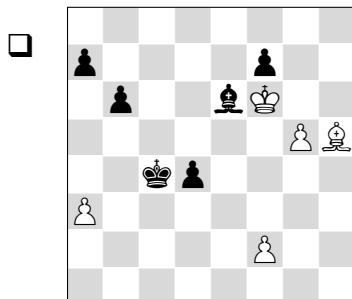
Evaluate the pawn endings after 43... ♔e6 44. ♙e4 and 43... ♔c7 44. ♙e4.

Exercise 3.5



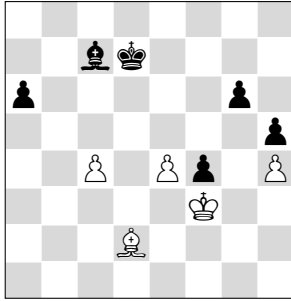
Does it matter where White's bishop goes on the long diagonal?

Exercise 3.6



Should White test the pawn ending with 39. ♙xf7 ?

Exercise 3.7



If White takes the f4-pawn, should Black trade bishops?

Hints for Exercises Chapter 3

1. Choose your ending
2. How much to trade?
3. Need for speed
4. Tempo, tempo
5. Zugzwang
6. Queen ending?
7. Can't be everywhere