

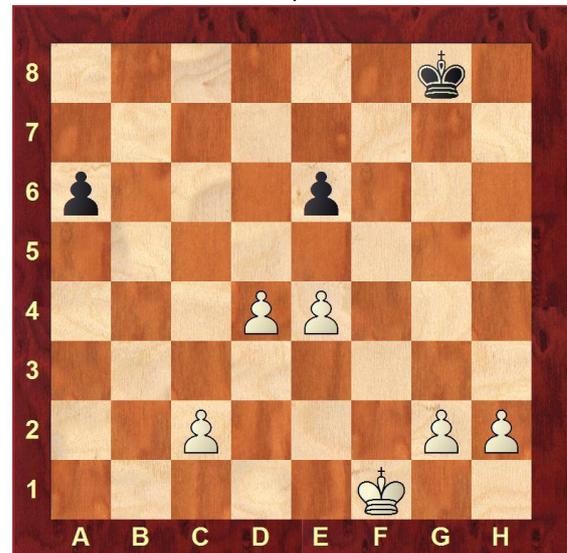
Problem Page 13 May 2013

The Endgame! (part 2)

ENDGAMES There are strong pawns and weak pawns. Pawns that have no opposing pawn in front or on either side are called 'passed pawns'. These can only be stopped by pieces. Passed pawns have the threat to go on and 'queen' at some stage. Passed pawns are very strong when there are two of them in adjacent files - they are then 'connected passed pawns'. In diagram (a) how many passed pawns are there and how many are connected passed pawns.

In endgames when there are only Kings and pawns left connected passed pawns are very strong and the King has to take the most backward (least advanced) pawn first and then the other pawn can race ahead and reach the end of the board and be 'promoted' (usually to a Q). Pawns that have no adjacent pawn are called isolated. In diagram (a) both of Black's pawns are isolated. These are usually weak as they can be easily captured. In diagram (b) each side has connected and isolated pawns. Which side is stronger?

a)



b)



Answers

(a) White has 3 passed pawns (on the c, g and h files). The ones on the g and h files are connected and passed.

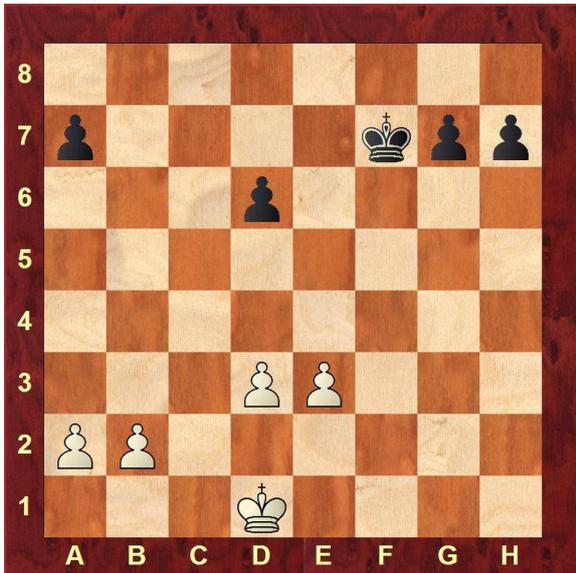
Black has just one passed pawn - on the a file.

(b) Although White has 2 sets of connected pawns neither of these are passed and one of each can be exchanged stopped by the black pawns on the a and d files. The pair of connected passed pawns for Black can

march up the board and do not need to be protected by the black King. So Black has the better position and should win.

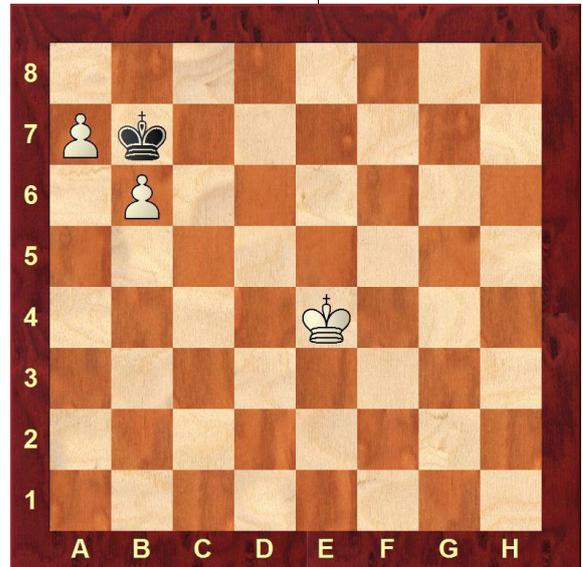
Endgame' Problems (answers are [HERE](#))

Problem E3



E3 This is the position in diagram (b) - show how Black (to play) can win

Problem E4



E2 a) White to play and win

This month's problems - Novice

Problem N25



N25 Black to play and give checkmate

Problem N26



N26 White to play and give

in 3 moves!

checkmate in 3 moves

This month's problems - Intermediate

Problem I25



I25 Black to play and give checkmate in 2 moves!

Problem I26



I26 White to play and win

Solutions to last month's problems - Novice

Problem N23



N23 a) White to play and win

Problem N24



N24 a) Black to play and win

Answers

- 1. Qxh7+ Kxh7
- 2 Rh4#

b) If Black's move what would you do?

Answers

- 1..... Qc4+ and if White replies
- 2 Qc3 Qxc3+
- 3. bxc3 and the game is about equal

If white had replied

- 2 Kd2 Rad8+
- 3 Ke1 Qc1+ and White will be mated or lose a rook or queen

Answers

- 1. Rxd2
- 2 Kxg2 Qxh3+
- 3 Kg1 Qh2(or Qh1)#

b) If White's move what would you do?

Answers

- 1. Bc5 will allow the King to escape to f2 if Black tries
- 1. Rxd2
- 1. Kxg2 Qxh3+
- 1. Kf2

Note that

- 1. Rg1 Rxd2
- 2. Rxd3 Qxh3+
- 3. Kh1 Qh1#

Note also that

- 1. h4 Rg3
- 2. Bxg3 fxg3+
- 3. Kxg3 Qh4#

Solutions to last month's problems - Intermediate

Problem 123

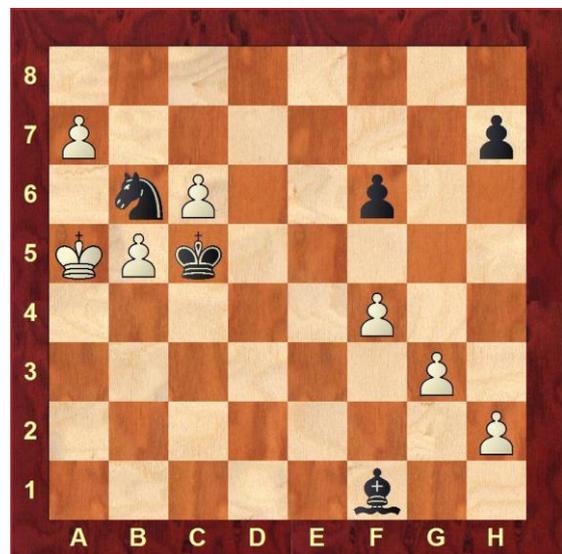


123 a) White to play and win

Answers

- 1. Rxg7+ Kxg7 (else the white Q is lost)
- 2 Qh6+ Kg8
- 2 Qh8#

Problem 124



124 a) You are Black - what would you play?

Answers

- 1. Bxb5
- 2 a8(=Q) Nc4#

b) If White's move what would you do?

Answers Best is

1. c7 and if
2. Bxb5
- 2 c8(=Q+) Nxc8
- 2 a8(=Q) and White should

win

But better for Black is

1. c7 Bh3

And the queening squares at c8 and h8 are then covered by the B and N

Answers to Endgame Questions (return to Problems

HERE)

Problem E3

There are many ways to win this for Black but here is an example

- 1..... g5
2. Ke2 h5
3. Kf3 Ke6

Note that the White K cannot easily approach the 2 pawns when they are side by side. So,

4. Ke2 g4
5. Kf2 h4

Again the pawns are difficult to approach. So White will try and create a passed pawn on the a or b files

6. b4 Kd5

Black moves the K over to stop White's attack - the Black connected passed pawns and do not need any protection

7. e5+ Kd4

Now the White K cannot protect the pawn at d3 and stop the g and h pawns. For example

8. Ke2 h3
9. Kf2 h2
10. Kg2 g3

Now if White plays Kxg3 then the

Problem E4

This like the previous position and you must be careful not allow any stalemate tricks by Black.

1. Kd5 Ka8
2. Kd6 Kb7
3. a8(=Q)+

This is the clever move

3. Kxa8
4. Kc6 Kb8
5. b7 Ka7

Note that all White's moves have been forced (the only one's playable)

6. Kc7 Ka6
7. b8(=Q) and White wins

Black replies h1(=Q) and wins. The White K has to stay by the pawns on g2 or h1. The Black King will go and win all the White pawns (or even create another Black passed pawn) and then come to help queen one the connected pawns.

If you answered these question correctly then you are on the way to becoming an ENDGAME EXPERT!