Contents

Foreword by John Nunn 6
Preface 9
Introduction 10
Crash course 11
The Nunn Convention 12
Other Signs and Symbols 13

1 King and Pawn(s) vs King 15
Exercises 23
Solutions 26

2 King and Pawn vs King and Pawn 28
A) Pawns on the Same File 28
B) Pawns on Adjacent Files 32
Exercises 34
Solutions 36

3 Race of the Passed Pawns 38
A) Both Sides Queen a Pawn 38
B) Queen against Pawn(s) 40
C) Transition into a Pawn Ending 43
Exercises 44
Solutions 46

4 Small Number of Pawns 49
A) Blocked Pair of Pawns and a Passed Pawn 49
B) Protected Passed Pawn 51
C) Backward Pawn 52
D) Others 54
E) Doubled Pawns 56
Exercises 58
Solutions 61

5 Unique Features of the Rook's Pawn 65
A) Blocked Pair of Pawns and a Passed Pawn 65
A1) Bähr's Rule 66
A2) Bishop's Pawn and Rook's Pawn vs Rook's Pawn 69
B) Protected Passed Pawn 71
C) Others 71

D) Doubled Pawns 74
Exercises 75
Solutions 77

6 Fortresses, Stalemates and Underpromotion 79
A) Simple Fortresses 79
B) Direct Applications 81
C) Stalemates 82
D) Blockade 85
E) Underpromotion 85
Exercises 88
Solutions 91

7 Pawns on One Wing 94
A) Fixed Pawn-Structure 94
B) Flexible Pawn-Structure 96
C) Passive Defence 99
D) Active Defence / Counter-attack 102
E) Extra Pawn 104
Exercises 107
Solutions 110

8 Passed Pawns 114
A) Preliminary Considerations 114
B) Battle between Different Passed Pawns 116
B1) Several Passed Pawns on Both Sides 116
B2) Protected Passed Pawn vs Two Passed Pawns 118
B3) Protected Passed Pawn vs One Passed Pawn 120
B4) Outside Passed Pawn 122
C) Passed Pawn vs Candidate 123
Exercises 127
Solutions 130

9 Breakthrough 134
A) Far-Advanced Pawns 134
B) Breakthrough of the Majority 136
C) Creation of Two Passed Pawns 138
D) Breakthrough Possibilities for the Defence 138
Exercises 140
Solutions 142

10 Pawns on Both Wings 145
A) Extra Pawn 145
B) Majority vs Central Passed Pawn 149
C) Spread Majorities 150
D) Even Distribution of Pawns 155

Exercises 158
Solutions 160

11 Fight for Tempi and Manoeuvres 165
A) Typical Manoeuvres with an Even Distribution of Pawns 165
B) "Don't Touch Me!" 169
C) King-March and Fight for Tempi 171
Exercises 177
Solutions 180

12 Corresponding Squares 188
A) Corresponding Squares in Former Examples 188
B) Bishop's Pawn and Rook's Pawn vs Rook's Pawn 191
C) Complicated Cases 193
Exercises 196
Solutions 198

13 Thinking Methods to Find the Right Move 204
A) The Method of Exclusion 204
B) The Opponent's Possibilities 205
C) Fighting Methods 207
D) Balance of Risks 211
E) Rules of Thumb 212

14 Complicated Cases 213
A) Out of Life 213
B) At the Highest Level 217
C) C.D. Analyses 224
Exercises 230
Solutions 231

15 Simplifications 236
A) Correctly Assessing Various Endgames 236
B) Good Technique 241
C) Combination 242
Exercises 244
Solutions 248

16 Exercises 256
A) Easy Exercises 256
B) Difficult Exercises 258
C) Judge the Position 261
Solutions 263

Sources 280
Index 281

14 Complicated Cases

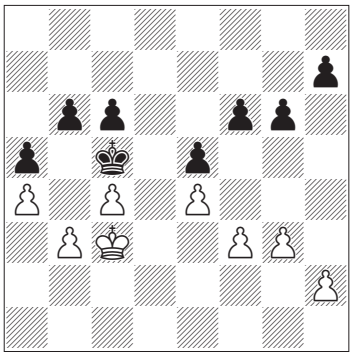
We now offer a few difficult practical examples. Therefore you should get out your board and set, if you haven't already done so. There are several ways to approach our analysis. The easiest way is just to replay it. But it is also beneficial to play the positions out (even if it has to be versus a computer) and then to compare the game and your thoughts with the analysis. Thereby it's quite possible that you soon get on other tracks than we do. The four exercises are also suitable for playing out.

This time our structuring doesn't depend on the content. Nevertheless you should start with the first three examples. Afterwards we look at the top world class and conclude with a very detailed analysis by Claus Dieter ('CD') Meyer.

A) Out of Life

We start with a rapid chess game. After a knight exchange both players only had 5 minutes left for the pawn ending (*see following diagram*):

What is White to do? Obviously he is worse. On the kingside the tempi are distributed evenly and on the queenside Black threatens to advance to the weaknesses b4 or d4; then ...c6-c5 could give the decisive spare tempo. However, White can save the game if he offers a temporary pawn sacrifice by b4 at the right time, though in order to do that, White shouldn't have a disadvantage of tempi on the kingside and he has to keep the base f3. In this sense White's first move is logical:



14.01 **=/**

F.Lamprecht – F.Kaye

Eimsbüttel rpd 1995

1 g4!?

1 f4 and now:

a) 1...exf4 2 gxf4! ♔d6 (2...h6?! 3 e5!? fxe5! 4 fxe5! b5! 5 ♔d3 bxa4 6 bxa4! ♔b6! 7 ♔d4 ♔c7! 8 ♔c5 g5! 9 e6! h5 10 e7 ♔d7! 11 e8♕+ ♔xe8! 12 ♔xc6! g4 13 ♔d5! =) 3 b4 c5! 4 bxa5 bxa5! 5 ♔d3 =.

b) 1...g5 2 fxg5 fxg5! 3 g4! h6 4 h3 b5 5 axb5 cxb5! 6 cxb5! ♔xb5! 7 ♔d3 =.

1...h5?!

This is not clever because the balance of tempi on the kingside gets much worse.

1...b5 2 cxb5 cxb5! 3 axb5! ♔xb5 4 h4 is a draw.

1...g5!?:

a) 2 ♔d3? ♔b4! 3 ♔c2 ♔a3! 4 ♔c3 (4 c5 bxc5! 5 ♔c3 ♔a2 −+) 4...c5 −+.

b) 2 ♔c2? ♔d4! 3 ♔d2 c5 4 h3 h6! −+.

c) 2 h3?! b5 (2...h6 3 b4+! =) 3 cxb5 cxb5! 4 axb5! ♔xb5 5 ♔c2! = (5 ♔d3?

♔b4! 6 ♔c2 ♔a3! 7 ♔c3 h6! 8 ♔c2 ♔a2! 9 ♔c3 ♔b1! −+).

d) 2 b4+ axb4+! 3 ♔b3! b5 =.

2 gxh5 gxh5! 3 b4+!? axb4+!

After 3...♔d6? 4 c5+! ♔c7 (4...bxc5 5 bxa5! +−) 5 cxb6+ ♔xb6 6 ♔c4 +− the outside passed a-pawn wins.

4 ♔b3! h4

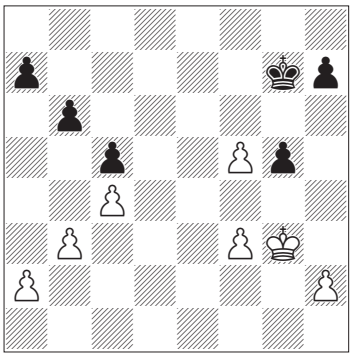
4...♔d4? (without the f-pawns this counter-attack would win) 5 ♔xb4! h4 6 h3! ♔e3 7 c5! +−.

5 h3! ♔d6?

5...b5! 6 cxb5! cxb5! 7 a5! ♔d6! 8 ♔xb4 ♔c6! 9 a6 ♔b6! 10 a7! ♔xa7! 11 ♔xb5 ♔b7! =.

6 ♔xb4! ♔c7 7 c5! ♔b7 8 cxb6 ♔xb6 9 a5+ ♔a6 10 ♔c5 ♔xa5 11 ♔xc6! ♔b4 12 ♔d5 ♔c3 13 ♔e6! ♔d4 14 ♔xf6! ♔e3 15 ♔xe5! ♔xf3 16 ♔f5 ♔g3 17 e5! ♔xh3 18 e6 ♔g2 19 e7 h3 20 e8♕ h2 21 ♕e2+ ♔g1 22 ♔g4 h1♕ 23 ♔g3! +− 1-0

The next example was analysed in detail by Yuri Yakovich in *Informator 43*.



14.02 **/=**

Y.Yakovich – B.Kantsler

Uzhgorod 1987

The first moves are obvious:

1...h5!

1...♔f6? 2 ♔g4! h5+ 3 ♔xh5! ♔xf5 4 a3 a6 5 a4 +−.

2 f4!?

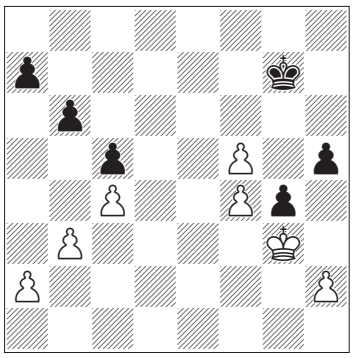
After 2 h4?? gxh4+ 3 ♔xh4 ♔f6! 4 ♔xh5 ♔xf5! −+ the white king is suddenly cut off.

Time for a stocktaking. Plausible candidates are 2...g4 and 2...♔f6. Their value can only be determined by concrete calculation. If one doesn't have much time, one has to become general. After 2...g4 3 ♔h4 ♔f6 4 ♔xh5 ♔xf5 5 ♔h6 Black can't take at f4 at once because of ♔g6. With a pawn less, he should therefore be lost. Let's now look at 2...♔f6. At first sight the clear-cut 3 fxg5+ ♔xg5 4 f6 ♔xf6 5 ♔f4 doesn't look good. On the other hand, White also has to consider the counterplay against the h-pawn after 5...♔g6. If possible one should continue the calculations, but without further calculation (time) 2...♔f6 is preferable.

2...g4? *(D)*

2...♔f6! 3 fxg5+ ♔xg5! 4 f6 ♔xf6! 5 ♔f4 ♔g6! 6 h3 (6 h4 ♔f6! 7 a3 a6! 8 b4 cxb4! 9 axb4! ♔e6 =) 6...♔f6 7 a3!? (7 h4 a6! 8 a3 b5! 9 cxb5 axb5! 10 ♔e4 ♔e6! 11 a4 c4 =) 7...a6! 8 a4 ♔g6! 9 a5 bxa5! 10 ♔e5 ♔g5 11 ♔d5 ♔h4 12 ♔xc5 ♔xh3 13 ♔b6 a4 14 bxa4! h4 15 c5 ♔g3! = and the resulting queen ending with the a-pawn can't be won, especially since the black king is already in the corner diagonally opposite the queening square.

W



3 ♔h4! ♔f6 4 ♔xh5 ♔xf5 5 ♔h6 a6 6 a4! ♔f6 7 ♔h5 ♔f5 8 ♔h6 ♔f6 9 ♔h7 ♔f7

9...♔f5 10 ♔g7 ♔xf4 11 ♔f6 +−.

10 f5

The f-pawn is sacrificed in order to encircle Black.

10...♔f6

10...a5 11 f6 ♔xf6 12 ♔h6! ♔f5 13 ♔h5 ♔f4 14 ♔g6 g3 15 hxg3+! ♔xg3 16 ♔f5 +− (A7.09).

11 ♔g8 ♔xf5 12 ♔f7 a5

12...♔g5 13 ♔e6 ♔g6 14 ♔e5 ♔g5 15 ♔e4 a5 16 ♔e5 ♔h5 17 ♔f5 ♔h4 18 ♔g6! +−.

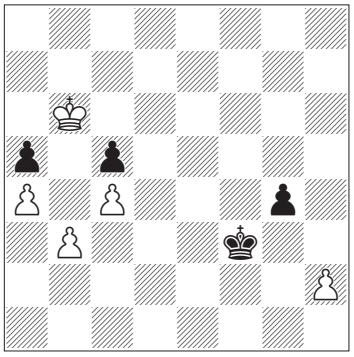
13 ♔e7 ♔e5!?

Black at least achieves the transition into a (lost) queen ending.

13...♔e4 14 ♔d6 ♔f3 15 ♔e5 ♔e3 16 ♔f5 ♔f3 17 ♔g5! g3 18 hxg3! ♔xg3 19 ♔f5 +−.

14 ♔d7 ♔d4 15 ♔c6 ♔e4 16 ♔xb6! ♔f3 *(D)*

W



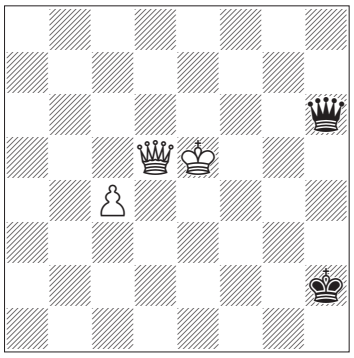
17 ♔xa5!?

In the ending ♕+♙ vs ♕ with a cut-off king the following general rule is valid: the bishop's pawn offers the greatest winning chances, followed by central pawns and knight's pawns. Positions with a rook's pawn are usually drawn. Therefore here it's much more favourable to go through with the a-pawn.

17 ♔xc5?! ♔g2 18 ♔b5! (not 18 b4?? ♔xh2! −+ because the g-pawn queens with check) 18...♔xh2 19 c5! g3 20 c6! g2 21 c7! g1♕ 22 c8♕! ±, e.g.: 22...♕g5+ (22...♕e1 23 ♔a6 ♕e5 24 ♕c4 ♔g2 25 ♕c2+ ♔f3 26 ♕d3+ ♔g2 27 ♕d2+ ♔f3 28 ♕xa5 +−; 22...♕a7 23 ♕c2+ ♔h1 24 ♕c3 ♔g2 25 ♕xa5 +−) 23 ♔a6 ♕d5 24 ♕b7 ♕c5 25 ♕h7+ ♔g2 26 ♕g6+ ♔h2 27 ♕d3 ♔g2 (27...♕c6+ 28 ♔xa5! ♕c5+ 29 ♕b5! ♕a7+ 30 ♔b4! ♕d4+ 31 ♕c4! +−) 28 ♕b5 ♕c3 29 ♕c4 ♕e5 30 ♕c2+ ♔f3 31 ♕d3+ ♔g4 32 ♕b5 ♕e1 33 ♕xa5 +−.

17...♔g2 18 ♔b5 ♔xh2 19 a5! g3 20 a6! g2 21 a7! g1♕ 22 a8♕! ♕e3 23 ♕d5 ♕xb3+ 24 ♔xc5 ♕a3+ 25 ♔b6 ♕b4+ 26 ♔c6 ♕a4+ 27 ♔d6 ♕a6+ 28 ♔e5 ♕h6 *(D)*

W



29 ♕d6

Not 29 c5? immediately, allowing a well-known circling perpetual check: 29...♕g5+! 30 ♔d6 ♕d8+! 31 ♔c6 ♕a8+! 32 ♔d6 ♕d8+! 33 ♔e6 ♕g8+! 34 ♔e5 ♕g5+! 35 ♔e4 ♕g2+! 36 ♔d4 ♕d2+! 37 ♔c4 ♕a2+! =.

29...♕g5+?!

29...♕e3+!? +−.

30 ♔e6+ ♔g1 31 ♕d4+ +− 1-0

Kantsler resigned because it is impossible for Black to avoid the exchange of queens.