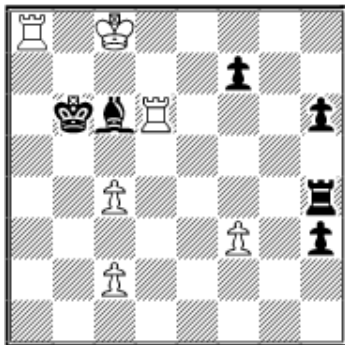
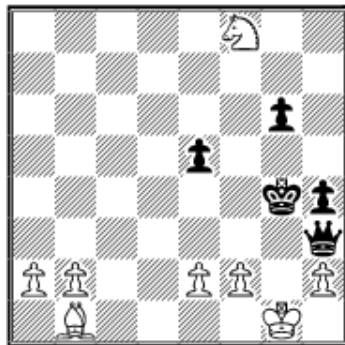




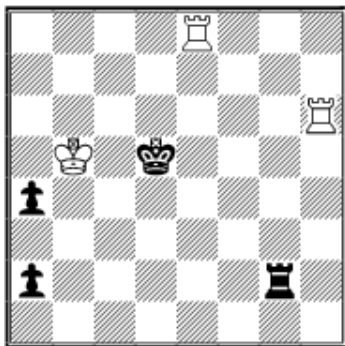
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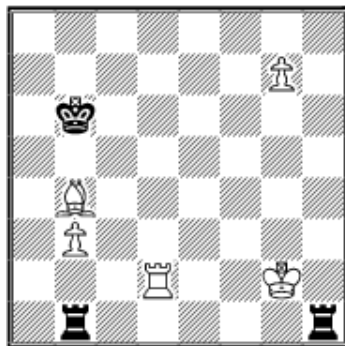
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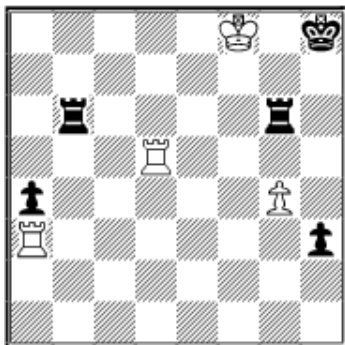
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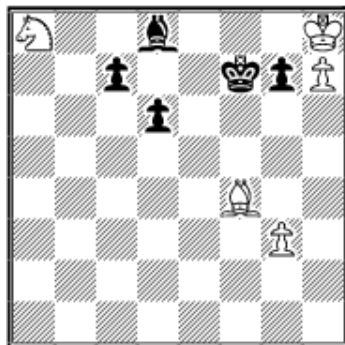
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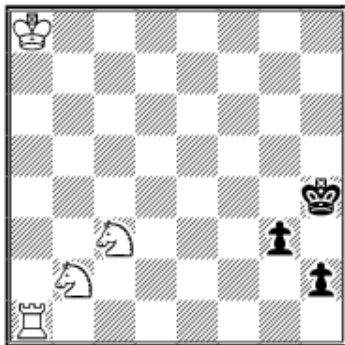
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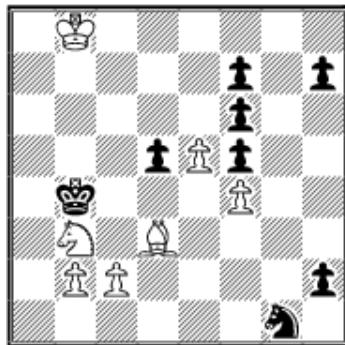
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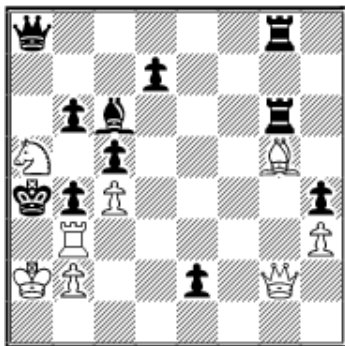
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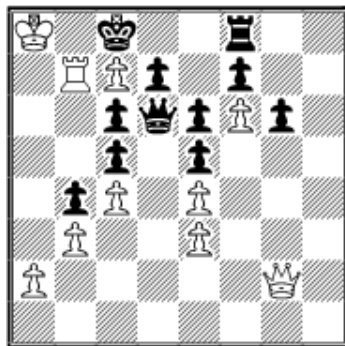
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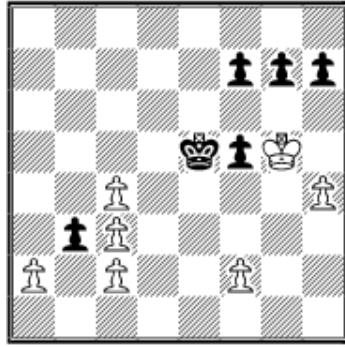


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### Solutions

#### 1) 1938

The rook ending is difficult for White – as exemplified by the following variation: 1 Kg7? Re8 2 Rc1! h3! 3 Rxc5 h2 4 Rc1 Rxe3 5 Kf6 f4 6 Kf5 (6 Rh1 Re2 7 Kf5 f3 8 Kf4 f2 9 Kf3 Re1+ is no better) 6...f3 7 Kf4 Rc3! 8 Rb1 f2 9 Kg4 Rb3 10 Rf1 Kxb7+.

**1 e4!! fe 2 Kg7 Rh5** (2...Re8 3 Kf7 Re5 4 Kf6 Rh5 5 Kg6, etc.) **3 Kg6 Re5 4 Kf6 Re8 5 Kf7 Rh8 6 Kg7 =**

A rare picture: the rook, pursued by the king, circles the corners of the square e8-h8-h5-e5, unable to break out to freedom.

#### 2) 1952

Black's passed pawn is very strong. On 1 Rb1?, Black can win with either 1...Rd4 or 1...Rc4. On 1 Ng8+?, Black can retreat his king either to h5 or g6.

On 1 Rd3?, 1...Rh4+! 2 Kg2 Rd4 is decisive. As for why Black couldn't play 1...Rd4? immediately – that will become clear, once we discover the main line.

#### 1 Nf5+!! ef 2 Rd3

2 Rb1 is hopeless: 2...Rc4 (2...Rd4 would win as well, but not 2...Re4? 3 Ba5) 3 Rg1 Bxf2 or 3...Be3 4 fe Rc1.

**2...Rd4 3 Rxd2 Rxd2 4 Bg5+! Kxg5 5 f4+**, and White's king is stalemated.

#### 3) 1953

White loses after 1 Re2? Re4! (Black cuts White's king off from his pawns) 2 c7 Kb7 3 c8Q + Kxc8 4 Kxa6 Kc7 5 Kb5 Kd6. What else can he do?

#### 1 c7! Kb7 2 c8Q+! Rxc8

Here, too, 3 Re2? doesn't work: 3...Re8 4 Kb4 a5+! 5 Kc3 (5 Kxa5 Kc6 6 Kb4 Kd5 7 Kc3 Ke4+) 5...a4 6 Kd3 a3+.

#### 3 Rc4!! Rg8

The rook is taboo, because of stalemate. Black can't stop it from getting behind the pawns, either: 3...Re8 4 Re4! =. On 3...e2, White continues 4 Re4 Rc2 5 Kb4 a5+ 6 Kb3! (but not 6 Kxa5? Kc6 7 Kb4 Kd5 8 Re8 Rc4+ 9 Kb3 Re4+) 6...Rd2 7 Kc3 =.

#### 4 Re4 Rg3 5 Kb4!

5 Re6? is a mistake: 5...Kc7 6 Rxa6 Kd7! 7 Kb4 e2 8 Ra1 Re3 9 Re1 Kd6 10 Kc4 Ke5+.

**5...a5+** (5...Kc6 doesn't change anything: 6 Kc4 a5 7 Kd3) **6 Kc3! Kc6 7 Kd3 Kb5 8 Rxe3 =**.

#### 4) 1960

**1 f8Q! Rxf8 2 gh+** (2 Rxf8? is no problem: 2...Nf6+ 3 Ke6 b2 =) **2...Kf7**

Now the obvious course would be 3 Rxf8+ Kxf8 4 Rf1+ Kg8 5 h6 (5 Ke7 h6 =) 5 gh 6 Ke7, but Black escapes mate by 6...h5! 7 Rg1+ Kh8 8 Kf7 h6 9 Kg6 b2 =.

**3 Rh8!!** (a fantastic move!) **3...Rxb8 4 Rf1+ Kg8 5 h6! gh 6 Ke7 b2 7 Rg1#.**

**5) 1938**

1 Re7? fails to 1...Qh4+-. Mate is achieved by sacrificing all White's pieces!

**1 Ra5! ba 2 Re7! Bxc7 3 f8Q! Bxf8 4 Bc6 Qh4 5 Bxa4+! Kxa4 6 Ka2 Qe1 7 b3#**

Unfortunately, the study is cooked – I was able to find a second solution, which is also pretty interesting: 1 Ra6!? b5 2 Rb6 b4 3 ab cb 4 c5! Qh4 (4...a3 5 cd) 5 Rxb4+! Kxb4 6 Rxd4+ Kxc5 7 Rd5+ Kb4 8 Rxd6 Qh8 9 Re6 Qf8 10 Bd5 Bxg4 11 Re8+–.

**6) 1941**

This study implements a theme that is comparatively rare for Wotawa: constructing a fortress.

**1 Bb6!** (1 b6? Qa5–+) **1...Qxb6** (1...Qb8 2 Rxc8 Qxc8 3 c7 =) **2 Rxc8+ Ka7 3 c7 Qc5** (3...Qe6 meets the same reply) **4 Ra8+!! Kxa8 5 b6 =**

Black's king is sealed into the corner, and the queen alone can do nothing about it.

**7) 1953**

On 1 Ra1? Kc5 2 Rf6 h2 3 Rh1 Rh3 4 Rxf7 Bxf3 5 Rxf3 Rxf3, the position levels out.

**1 Ra4!**

The rook has set up an ambush: 1...h2 now loses to 2 c5+ Kxc5 3 Rxc6+ Kxc6 4 Rxh4. And 1...Rh5 2 Rxc6+ Kxc6 3 Ra6+ Kc5 4 Ra5+ is no help. Only one move remains, but it seems sufficient.

**1...Kc5**

Could it have been easy, in this natural-looking position, to find a way to play for mate – especially a way involving the immediate sacrifice of one of the rooks?!

**2 Rxc6+! Kxc6 3 c3!! h2** (3...Kb6 (3...Kd6) 4 c5+; 3...Kc5 4 Kc7) **4 Ra6+ Kc5 5 Kc7 h1Q** (5...Rxc4 6 Ra5#; 5...Kxc4 6 Ra4+ and 7 Rxh4) **6 Rc6#.**

**8) 1937**

1 Nxc6? Kh5 2 Nxe5 Qe8 is good for Black.

**1 Ne6! Kh5**

After 1...g5 2 Bg6 e4, White has several ways to win; for instance, 3 e3 Qf3 4 h3+! Qxh3 5 Nd4+–; or 3 Nd4 Kf4 4 Bf5 g4 5 e3+ Ke5 6 a4+–; or 3 Bxe4 Kh5 4 Bf5 Qxf5 5 Ng7+.

**2 Bf5!! gf** (2...Qxf5 3 Ng7+) **3 Nf4+! ef 4 f3**

Black's queen is trapped, and the a-pawn advances unhindered to the queening square.

**4...Kg5 5 a4 Kf6 6 a5 Ke5 7 a6 Kd4 8 a7 Ke3 9 a8Q Kxe2 10 Qa6+!**

On 10...Kxf3, 11 Qd3+ Kg4 12 Qxh3+ Kxh3 13 b4 decides. And 10...Kd2 is hopeless: 11 Qd6+ Kc2 (11...Ke2 12 Qe5+ and 13 Qxf4) 12 Qxf4 (12 Qa3+–) 12...Kxb2 13 Qd2+ Kb3 14 Qg2+–.

The author continued: **10...Ke3 11 Qb6+ Ke2 12 Qf2+ Kd3 13 Kh1!** (an accurate waiting move, forcing the king away from the f3-pawn) **13...Kc4 14 Qg2+–.** I believe White also has other ways, such as 11 Qe6+, aiming to bring his queen to e5 and then capture the f4-pawn.

**9) 1948**

On 1 Rh1?, there follows 1...Rb2+ and 2...Rb1. And 1 Rh5+? Kd6 is pointless.

## **1 Rd8+! Ke5** (1...Ke4? 2 Rh4+ and 3 Rxa4+–) **2 Rh1 Rb2+ 3 Kc5! Rb1**

Trying to drive the white king away from the center first doesn't work: 3...Rc2+ 4 Kb4 Rb2 + 5 Ka3 Rb1 6 Rh5+ and 7 Kxa2+–.

## **4 Rf1!!** (4 Re1+? Kf6)

Black's king has unexpectedly stumbled into a mid-board mating net. 4...a1Q fails to 5 Re8#, and 4...Rxf1 is also bad: 5 Re8+, followed by 6 Rf8+ and 7 Rxf1.

## **4...Kc6 5 Re8+ Kd7 6 Rfe1! a1Q 7 R1e7#.**

## **10) 1954**

White can't queen the pawn yet, owing to the check from g1. How does he prepare for the queening?

## **1 Kg3!**

By threatening 2 g8Q Rg1+ 3 Rg2, White forces Black to remove the pawn at b3, which is only getting in the way. 1 Kf3?!, with the same idea, is inaccurate, in view of 1...Rh3+ 2 Kg4? (better to return the king to g2 now) 2...Rh7! =.

## **1...Rxb3+ 2 Kg2! Rbb1! 3 Ba5+!**

Here's the point! This was the idea behind luring the enemy rook to the first rank, as shown by the sample line 3...Kxa5 4 Ra2+ Kb6 5 Rb2+!.

**3...Ka6 4 Bb6!!** (from here, the bishop controls the vital g1-square – so Black must take it) **4...Kxb6 5 Rb2+! Rxb2+ 6 Kxh1 Rb1+ 7 Kg2 Rb2+ 8 Kf3 Rb3+ 9 Kf4 Rb4+ 10 Kf5 Rb5+ 11 Kf6+–.**

## **11) 1955**

White must check on the h-file and trade off a pair of rooks. Any “normal” player would prefer to remove the dangerous passed pawn at h3 with tempo; this, however, would let slip the win.

1 Rxh3+? Rh6 2 Rxh6+ Rxh6 3 Rf5 a3 4 Rf1 a2 5 g5 Rh2 6 g6 a1Q+! 7 Rxa1 Rf2+; or 3 g5 Ra6 4 g6 (4 Rd4 Ra8+ 5 Kf7 Ra7+ 6 Kg6 Ra6+) 4...Rf6+ (4...Ra8+ 5 Kf7 Ra7+).

## **1 Rh5+!! Rh6 2 Rxh6+!** (2 Raxh3? Rbf6+) **2...Rxh6 3 g5 Rh5**

3...h2 would be bad: 4 g6! Rh7 5 Rh3! and 6 g7#. 3...Rh4 would be no better: 4 Rf3 Kh7 (4...h2 5 g6 Rh7 6 Rh3! +–) 5 Rf6! (but not 5 Kf7? h2 6 g6+ Kh6) 5...h2 6 g6+ Kh6 7 g7+ Kg5 8 Rf7+–.

## **4 Rf3! Kh7** (on 4...a3, or 4...h2, 5 g6 wins) **5 Kf7 h2 6 g6+ Kh6 7 g7+–**

If 7...h1Q, then 8 Rf6+!, and the pawn queens with check.

White's task is complicated somewhat by 7...Rf5+ 8 Rxf5 h1Q. On 9 g8Q?! Qb7+ 10 Kf6 Qb2+ 11 Re5 Qf2+ 12 Ke7 Qa7+, the king has a hard time escaping the checks. However, according to the endgame tablebase, the position is still won: 13 Kf8 Qb8+ 14 Re8 Qd6+ 15 Kf7 Qf4+ 16 Ke6, and the king, after traversing practically the entire board, at last finds shelter (mate in twenty-seven!).

Of course, it would be a great deal simpler to begin with 9 Rf6+!, in order to obtain the comfortable square g7 for his king: 9...Kh5 10 g8Q Qd5+ 11 Re6 (11 Kg7?! Qg5+) 11...Qb7+ 12 Kf6 Qf3+ 13 Kg7 Qc3+ 14 Rf6, etc.

## **12) 1936**

White's king is locked in the corner, and risks being mated by the hostile bishop. For example, 1 g4? g5 would lose right away.

Nor does the deflecting sacrifice of the knight by 1 Nxc7? Bxc7 2 g4 solve White's problems. Black responds 2...g6! 3 g5 Bb6, threatening mate again. The attempt to play for stalemate falls short: 4 Be3 (4 Be5 d5–+) 4...Bd8 5 Bb6 Bxg5 6 Bd8 Bh6 (6...Bf4 7 Bf6 g5 is also strong) 7 Bf6 Kxf6 8 Kg8 Bg7–+; or 5 Bf4 d5 6 Be3 Ba5! 7 Bd2 (7 Bd4 Bd2 8

Bf6 Be3+ 7...Bb6 8 Be3 d4+.

The desperate sacrifice of two pieces by 1 Be5? de 2 Nb6 would also have little effect. Black has no reason to study the consequences of the variation 2...cb 3 g4 e4 4 g5 e3 5 g6+ Kxg6 6 Kg8 e2 7 h8Q e1Q – not when 2...Be7! 3 Nd7 Bd6! 4 g4 g5, or 4 Nb6 e4 reaches the goal so much more efficiently.

### 1 Nb6!! cb

After 1...Bf6 2 Nd5 (2 Nd7 is also possible), 2...Bd4! 3 Be3! Be5 (3...Bb2? would even lose: 4 Bd2! c6 5 Bc3) 4 Bf4! forces a repetition.

And after 1...g5 2 Nd7! gf 3 gf, the advance of the f-pawn leads inexorably to stalemate: 3...c5 4 f5 c4 (4...Ba5 5 Ne5+ de 6 f6 =) 5 f6 c3 6 Ne5+.

### 2 Bg5!

Wrong would be 2 g4? b5! (the bishop is free at last) 3 Bxd6 (3 g5 g6+ 3...Bf6+.

### 2...Bc7

If 2...Bxg5, then 3 g4 Bf6 4 g5, with stalemate after either 4...Bxg5 or 4...Ba1 5 g6+ Kf8.

### 3 Bd8!

A pretty picture: Black's bishop, trapped by its own pawns, cannot hide from the suddenly berserk white bishop, and will eventually be forced to capture it.

**3...Bb8 4 Bc7!** (4 g4? b5! 5 Bc7 b4!+ ) **4...Ba7 5 Bb8!** (5 g4? b5 6 Bb6 Bb8! 7 Bc5 g6+ )  
**5...Bxb8 6 g4 d5 7 g5 Be5 8 g6+ Kf8** – stalemate.

## 13) 1960

### 1 Rh1! Kh3

1...g2 loses: 2 Rxh2+ Kg3 3 Rh8 g1Q 4 Ne2+, as does 1...Kg4 2 Ne2 Kf3 3 Nxg3 Kxg3 4 Nd3 (4 Nd1) 4...Kg2 5 Nf2.

But now White needs to defend against not only 2...g2, but also 2...Kg2. And 2 Ne2? g2! 3 Nf4+ Kg3 = would cost White the win.

### 2 Nd3! Kg2

The threat of 2...g2 is now removed: 3 Nf4+ Kg3 4 Nce2+ Kf3 5 Rxh2+. But what has White got against the other threat?

**3 Nf4+!** (or he could transpose moves: 3 Ne2! Kxh1 4 Ndf4) **3...Kxh1 4 Nce2! g2 5 Ng3+ Kg1 6 Nh3#.**

## 14) 1958

Once again, White has nothing but to try weaving a mating net, with few pieces, around the hostile king.

### 1 e6!!

This move, which seems senseless at first, has the point of blocking the sixth rank and the e6-square. Black would answer an immediate 1 Kc7? with 1...fe! (both 1...h1Q? 2 Nd4! and 1...Nf3? 2 e6! would be bad for Black, as will become clear later) 2 Kb6 h1Q and 3...Qh6+, or 2 fe Nf3!+.

### 1...fe (1...h1Q 2 e7!+ ) 2 Kc7!

On 2...h1Q, 3 Nd4! is decisive (threatening 4 c3+ Ka5 5 Nb3+ Ka4 6 Nc5+ Ka5 7 b4#) 3...Qe4 (3...Ne2 4 Bxe2) 4 c3+ Ka5 5 Nb3+ Ka4 6 Nc5+ Ka5 7 Bxe4 de (7...Kb5 8 Bd3+ Kxc5 9 b4#) 8 Kc6, and 9 b4# cannot be prevented. 2...Ne2 also loses: 3 Bxe2 h1Q 4 Nd4 and 5 c3+.



## 2...Nf3

But what now? The d4-square is controlled, and 3 Kb6? allows 3...Ne1!-+.

**3 Nc5!!** (threatening 4 c3+ and 5 b4#) **3...Kxc5** (3...d4 4 Kb6 h1Q 5 Na6+ or 5 Bb5) **4 c3 d4 5 b4+ Kd5 6 c4#**

Black's king no longer has the e6-square – the consequence of that far-seeing pawn sacrifice on move one!

## 15) 1959

1 Bd2? (threatening 2 Ra3+) is refuted by 1...Rg3!-+ or 1...Kxa5 2 Ra3+ Ba4-+; 1 Qf3? Kxa5! 2 Ra3+ Ba4-+ (or 2...ba 3 Qxa3+ Ba4-+) doesn't work; 1 Qxe2? Kxa5! -+ isn't dangerous; and 1 Nxc6? Qxc6 2 Bd2, threatening 3 Ra3+ ba 4 b3# is parried by 2...Rg3! -+.

These variations present all White's main attacking ideas. All that remains is to mold them cleverly together, so that Black has no saving loophole.

## 1 Nb7!! Qxb7

On 1...Rxc5, simply 2 Qxe2 Rg3 3 Qc2(d1) decides, or if 2...Qxb7 3 Ra3+ (3 Qc2 Ka5 4 Ra3+ works, too) 3...ba 4 Qc2+ Ka5 5 Qc3+.

And if 1...Bxb7, then 2 Qf3!! (threatening 3 Ra3+) 2...Bxf3 3 Bd2! e1Q 4 Ra3+ ba 5 b3#.

## 2 Qf3!! (but not 2 Qxe2? b5-+ or 2...Ka5-+) 2...Bxf3

Another quick loss comes after 2...Ka5 3 Ra3+ Ba4 4 Qxb7 (4 Rxa4+ Kxa4 5 b3+ Ka5 6 Qxb7+- is just as good) 4...b3+ 5 Rxb3 Bxb3+ 6 Kxb3.

## 3 Bd2! e1Q 4 Ra3+ ba 5 b3#.

## 16) 1937

Black wants to play 1...Qxc7 2 Rxc7+ Kxc7+ 3 Ka7 Rb8, setting up a perpetual harassment of the white king. The only way to break up Black's plan is:

## 1 Ka7! Qxc7! 2 Rxc7+ Kxc7 3 Qd2!!

3 Qh2? Rb8! 4 Qxe5+ d6 = would let slip the win. Now on 3...Rb8, White has prepared 4 Qd6+!! Kxd6 5 Kxb8 g5 6 Kb7 g4 7 Kb6 g3 8 a3 g2 (8...ba 9 b4) 9 ab g1Q 10 bc#.

## 3...g5 4 a4! (4 a3 Rb8! =) 4...Rb8

After 4...ba 5 Qa5+, Black loses quickly: 5...Kd6 6 Kb7 or 6 b4; 5...Kc8 6 Kb6 d5 7 Kxc6 or 7 Qa8+.

On 4...g4, both 5 Qh2!? Rb8 (5...d6 6 a5+-) 6 Qxe5+ d6 7 Qh5!+- and 5 a5 g3 6 a6 Rg8 (6...d6!? 7 Qg2 Rg8 8 Qh3 g2 9 Qh7+-) 7 Qa2 g2 8 Qa5+ Kc8 (8...Kd6 9 Kb7) 9 Qb6+- win.

## 5 Qxd7+! Kxd7 6 Kxb8 g4 7 a5 g3 8 a6 g2 9 a7 g1Q 10 a8Q Qg8+ 11 Kb7 Qxa8+ 12 Kxa8 Kc8

Now it's a pawn endgame, where White still has to prove the win.

## 13 Ka7 Kc7 14 Ka6 Kd7 15 Kb7 Kd6 16 Kb6 Kd7 17 Kxc5 Kc7 18 Kxb4 Kb6 19 Ka4

The immediate 19 c5+ Kb7 20 Ka5 Ka7 21 b4 Kb7 22 b5 cb 23 Kxb5 Kc7 24 Ka4 (but not 24 c6? Kd6! 25 Kb6 – stalemate) 24...Kc6 25 Kb4 works just as well.

## 19...c5 20 b4 cb 21 Kxb4 Kc6 22 c5 Kc7

22...Kb7 runs into 23 Ka5! Kc6 24 Ka6 Kxc5 (24...Kc7 25 Ka7) 25 Kb7 Kc4 26 Kc6 Kd3 27 Kd6 Kxe4 28 Ke7+-.

## 23 Kb5 Kb7 24 c6+ Kc8!

A well-known situation in pawn endgame theory: White triangulates, to reach the same position with his opponent to move.

**25 Kc4** (25 Kb4) **25...Kd8** (25...Kc7 26 Kc5 Kc8 27 Kd6 Kd8 28 c7+) **26 Kb4! Kc8 27 Kb5! Kb8 28 Kb6 Kc8 29 c7 Kd7 30 Kb7 Kd6 31 Kb8+–** (or 31 c8R, avoiding 31 c8Q? – stalemate).

### 17) 1963

A counter must be found against Black's main threat, which is ...h7-h6+, followed by king to h7 and g7-g6#. Black easily carries out this plan after 1 f4+? Ke6 2 ab h6+ 3 Kh5 Ke7! 4 c5 Kf8 5 c6 Kg8 6 c7 Kh7 7 c8Q g6#.

1 cb? is no help: 1...h6+ 2 Kh5 Kd6! 3 c5+ (otherwise 4...Ke7) 3...Kxc5 4 b4+ Kd6 5 b5 Ke7 6 b6 Kf8 7 b7 Kg8 8 b8Q+ Kh7–+, forcing mate.

### 1 ab! h6+ 2 Kh5 Kd6!

2...Ke6? doesn't work: 3 c5 Ke7 4 c6 Kd6 5 c4 Kxc6 6 b4+–.

**3 c5+!** (3 b4? Ke7!–+) **3...Kxc5 4 c4 Kd6 5 c5+!** (White gets rid of all his pawns, playing for stalemate) **5...Kxc5 6 c4 Kd6 7 c5+! Kxc5 8 b4+ Kd6** (8...Kxb4 9 f4=) **9 b5 Ke7 10 b6 Kf8 11 b7 Kg8 12 b8Q+ Kh7 13 Qh8+! Kxh8 14 f4**

The only way for Black to avoid stalemate is to give up one of his two extra pawns, after which he can no longer win.

**14...f6** (14...g6+ 15 Kxh6 Kg8 16 h5=) **15 Kg6 Kg8 16 Kxf5 Kf7 17 h5 g6+** (17...Ke8 18 Kg6 Kf8 19 f5 Kg8 – stalemate) **18 hg+ Kg7 19 Kg4! Kxg6 20 f5+ Kf7 21 Kh5 =.**



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