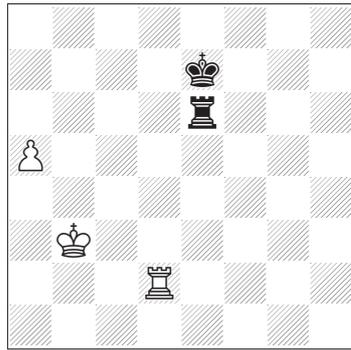


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1...♖a8-d8 is that 2 ♖a3 may be met by 2...♔d7 because the rook may move directly to a8) 2 ♔c6! ♖b1 3 a6! ♖c1+ 4 ♔b5! ♖b1+ 5 ♔a4! ♖b8 6 ♖a3 ♔d7 7 a7 and wins. With the white rook on d4, the winning line is similar and has already been given in the analysis of the previous diagram. The reason why the position is drawn with the rook on d1 or d2 was also mentioned above; in these cases (with the rook on a8) Black had a draw with 1...♖b8+ and 2...♖b1 (or 2...♖b2). The same method also works when Black's rook starts on a7.



89

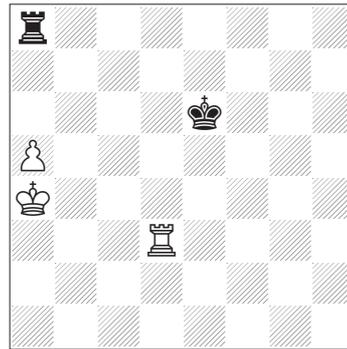
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Dvoiry – Kovaliov
Simferopol, 1988

(89): This position is drawn even with White to move, so Black should have had no trouble holding it. However, there is an unpleasant trap which Black fell into. The motif of offering the exchange of rooks is a standard one in such endings, but Black's move 1...♖d6? was in fact a losing blunder. After 2 ♖a2! Black found that he

couldn't play his king to the d-file because it blocks ...♖d8 and allows White to win by 3 a6. White finished the game accurately: 2...♖a6 3 ♔b4 ♔d7 (too late!) 4 ♔b5! ♖a8 5 a6! ♔c7 6 ♖c2+! ♔d7 7 ♖h2 ♖b8+ 8 ♔a5! ♖b1 9 a7! ♖a1+ 10 ♔b6! ♖b1+ 11 ♔c5 ♖c1+ 12 ♔b4 ♖c8 13 ♖d2+ 1-0. Black could have reached a draw by 1...♖a6 2 ♔b4 ♖a8 3 ♔b5 ♖d8!, as in diagram 87.

The results are very similar if the black king is on a slightly inferior square.

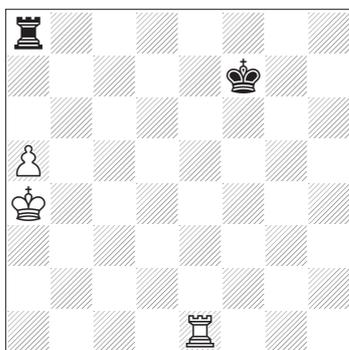


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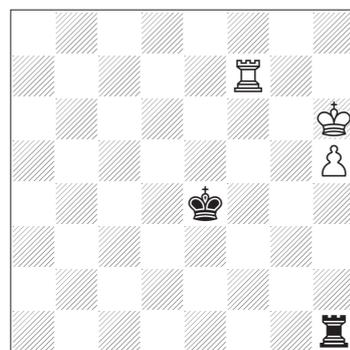
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Chéron, 1926

(90): White also wins with the rook on d4, but with the rook on d1 or d2 the position is a draw. There is no need to give the analysis because the logic is exactly the same as before. After 1 ♔b5 Black is deprived of his ...♖d8 defence, so he has to fall back on 1...♖b8+ 2 ♔c6 ♖c8+ 3 ♔b7 ♖c1, but then 4 a6 wins precisely when the rook can interpose on a3 or a4. Otherwise Black can draw.



91 +/-



92 =/

Cvetkov – Karaklaić

match Sofia-Belgrade, 1956

(91): The extra file makes all the difference. We take Black to play: 1...♗f6 (the king is too far away for ...♜e8) 2 ♖b5 ♜b8+ 3 ♗c6 ♜c8+ 4 ♗b7 ♜c2 5 ♜b1 (the simplest, although 5 a6 also wins by hiding the king on a8 and then playing the rook to b8) ♜e2 6 a6 ♜e7+ 7 ♗b6 ♜e6+ 8 ♗a5 ♜e5+ 9 ♜b5 ♜e7 10 ♜c5 followed by ♗b6 and a7, and White wins.

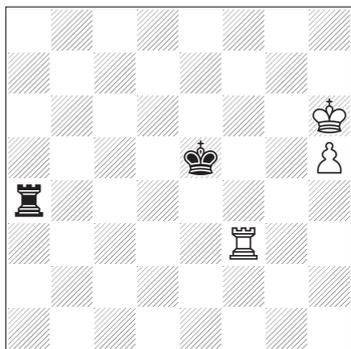
In the following example Black's rook is operating from behind the pawn. As we mentioned in the case of the pawn on the sixth, it tends to make little difference which rank the pawn is on, because White can always end up with the pawn on h7 and the king on h8. This position is a special case because of the poor black king position.

(92): If Black's king were on e7 and White's rook on f2 then the position would be a draw even with the king on h8 and pawn on h7. Therefore White must make an effort to prevent Black's king returning down the e-file. The game proceeded 1 ♗g6 (attempting to

cut the king off along a rank leads to nothing after 1 ♜f6 ♗e5 2 ♜a6 ♗f5) ♜g1+! (1...♗e5? 2 ♜f5+! wins after 2...♗e6 3 ♜g5! ♜f1 4 h6! ♜f6+ 5 ♗g7! ♜f7+ 6 ♗g8! or 2...♗e4 3 ♜g5 ♜a1 4 h6 ♜a6+ 5 ♗h5! ♜a7 6 ♜g7) 2 ♗f6 ♜f1+! (not 2...♜h1? 3 ♜e7+! ♗f4 4 ♜e5! ♜h2 5 ♜f5+! ♗g4 6 ♗g6 ♜h1 7 ♜g5+ followed by h6 and wins) 3 ♗e6 and now:

1) **3...♜h1?** (the game continuation) 4 ♜f5! (with the plan of ♗f6-g6) ♜a1 5 ♗f6! ♜a8 (or 5...♜a6+ 6 ♗g5! ♜a1 7 ♗g6) 6 ♜e5+ ♗f4 7 h6 ♜h8 8 ♜h5! ♜a8 9 h7 1-0.

2) **3...♜a1** 4 ♜f6 (4 ♜f2 ♜a6+ 5 ♗f7 ♜h6! 6 ♜h2 ♗f5 7 ♗g7 ♜a6 draws) ♜a7 5 h6 (5 ♜f1 ♜a6+ followed by ...♜h6) ♜b7 (but not the tempting 5...♜h7? 6 ♜g6! ♗f4 7 ♗f6! reaching the reciprocal zugzwang of diagram 75 with Black to move) 6 ♜g6 ♗f4! 7 ♗f6 and now Black may draw by 7...♜h7, but 7...♜b6+ is even simpler.



93

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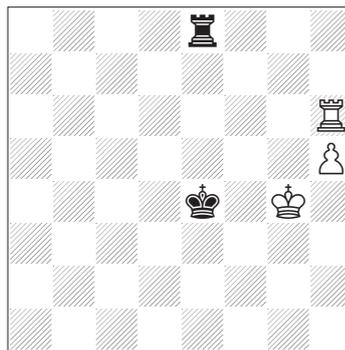
Chigorin – Salwe
Carlsbad, 1907

(93): This resembles the previous diagram, but Black is handicapped by the miserable position of his rook. There are two possibilities for White, since he may either advance or retreat with his king. The right choice is not obvious:

1) **1 ♔g7?** (the game continuation) ♖g4+! (1...♙e6? 2 ♜f6+! followed by h6 wins and Black cannot wait as 2 h6 is a threat) 2 ♙f7 ♜h4 3 ♜a3 (threat 4 ♜a6) ♜f4+! (not 3...♙f5? 4 ♜a5+! ♙g4 5 ♙g6! with an easy win) 4 ♙e7 ♙f5 (*ECE* gives this as losing, but it is actually the simplest draw) 5 ♜a5+ ♙g4! 6 h6 ♜f1 7 ♜a6 ♙g5! followed by ...♜h1 winning the pawn.

2) **1 ♔g5!** (the correct method, which exploits Black's rook position by denying him a check on the g-file; if Black's rook had started on a1 or a2 the position would be a draw) ♜a1 (or 1...♙e6 2 h6!) 2 h6 ♜g1+ 3 ♙h5! ♜h1+ 4 ♙g6! ♜g1+ 5 ♙f7! ♜h1 6 ♜f6 and wins.

1.3.2 Black's king is cut off along a rank



94

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Najdorf – Trifunović
Opatja match (5), 1949

(94): This is a typical position with Black's king cut off along a rank. We first of all consider the situation with White to play. He can win by 1 ♜g6 (1 ♜a6 also wins, as we shall see below) ♜f8 (other moves are also met by h6) 2 h6 (there is an immediate threat of h7) ♜f1 (2...♜f4+ 3 ♙h5) 3 ♜e6+ (White now switches to cutting off Black's king along a file) ♙d5 4 ♜e3 (4 h7 also wins, but White might prefer to avoid having to play ♙ v ♜) ♜g1+ 5 ♜g3 ♜h1 6 ♜h3 and wins. Now move the black rook from e8 to e7. What is the result? Here is the analysis:

1) **1 ♜g6?** and now:

1a) **1...♜f7?** 2 ♜e6+! (2 h6? ♙e5! draws because 3 ♜g7 may be met by ...♙f6) ♙d5 3 ♜e3 ♙d4 (3...♜f1 4 h6 and the rook interposes) 4 ♜h3 followed by h6 and ♙g5 with an easy win.

1b) 1...♔e5! 2 ♖g5 (2 h6 is also met by 2...♗f7!) ♗f7! 3 ♖g8 ♗f5+! 4 ♖g6 ♗f6+! 5 ♖g7 ♖f5! 6 h6 ♖g6+! 7 ♖h7 ♗a6 draws.

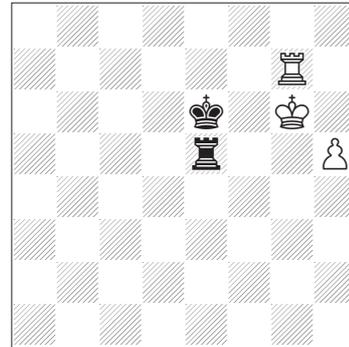
2) 1 ♗a6 ♖g7+ (1...♔e5 2 h6 ♗f7 3 ♖g5 wins easily when the rook is not blocking g6) 2 ♖g6! ♗f7 and White wins as in line 1a.

The method with 1 ♗a6 also works when Black's rook is on e8, but 1 ♖g6 is quicker in this case.

In the game Black was to move and the extra tempo enabled him to set up a defence: 1...♔e5! (not 1...♗e7? 2 ♗a6 as above, while 1...♗f8 2 ♗e6+ wins) 2 ♖g5 ♗a8 (now there is no check on e6, so Black can move his rook away from e8) 3 ♗b6 ♖g8+! (4 h6 was a threat and switching the rook to the other side loses after 3...♗a1? 4 ♖g6! ♖g1+ 5 ♖f7! ♗f1+ 6 ♖g7 and so on) 4 ♖g6 (4 ♖h6 ♖f5 5 ♖h7 ♖g1 6 h6 ♖g2 is a draw after 7 ♖h8 ♖g6 or 7 ♗b8 ♖f6 8 ♗f8+ ♖e7 9 ♖g8 ♗h2) ♗f8! (the same defensive idea as in line 1b above) 5 ♖g7 (5 h6 ♗f5+!) ♖e6 6 h6 ♗f1 7 ♖g6 ♖g1+ 8 ♖h7 ♗h1 9 ♖g2 ♖f7 10 ♗a2 ♗f1 1/2-1/2.

This analysis shows two important defensive ideas for Black. Firstly, lateral checks from a rook on the f-file can be very awkward and secondly a check forcing White to interpose his rook can leave the rook on a bad square blocking the king.

(95): This position would normally be a draw, but here Black's rook is on just about the worst possible square. If the rook were on d5 (or any other square on the fifth rank) Black would draw by meeting 1 h6, 1 ♖g8 or 1 ♗a7



95

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Ksieski – Adamski
Polish Ch, 1979

with 1...♗d1. The game continued 1 ♖g8! (preventing ...♗e1; 1 h6? and 1 ♗a7? both allow 1...♗e1 with a draw) ♗f5 (1...♔e7 2 h6 ♗e6+ 3 ♖g7 wins) 2 h6 (*ECE* incorrectly gives this move as leading to a draw, but it is true that White had a simpler win by 2 ♗e8+ ♖d7 3 ♗e4 ♗f1 4 h6 ♖g1+ 5 ♖h5 and the pawn promotes) ♗f6+ 3 ♖g5 (the game finished 3 ♖g7 ♗f7+ 4 ♖h8? ♗f1 5 ♖g7 ♗a1 6 ♖h7 ♖f6 1/2-1/2) ♗f5+ 4 ♖g4! ♗f7 (4...♗f1 5 h7) 5 ♗a8 (*ECE* only gives 5 ♖g6+? which does lead to a draw after 5...♔e5! 6 ♗a6 ♗f1) ♖f6 (otherwise ♖g5 wins) 6 ♗a6+! ♔e5 (6...♔e7 7 h7) 7 ♖g5 with an easy win.

We finish this section with a position which is analogous to diagrams 72 and 73.

(96): If Black to play moves his king then White's king escapes and advances to b5. Therefore he must try 1...♗a8 2 a6! ♗a7, but 3 ♗a5 ♖c3 4 ♗a4 leads to diagram 72 with Black to