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Preface



Emirates chess kids at the airport

A Bit of History

Since I was very young, and throughout my chess career, I have always been intrigued by the process that enables a player to grow in strength. Unconsciously I have memorized all my observations, both from chess geniuses, like Ivanchuk and Morozevich for example, and from other, more 'common' players. Over time, I came to realize that this was a special gift – a manifestation of my talent for coaching (and, probably, for chess writing).

I was always highly interested in books about chess development, which I found very useful both as a player and as a coach of other players.

For decades I have lived like this – immersed in self-study, combining achievements (and blunders!) as a chess player with coaching and literary activities.

Then, at certain key moments in life, it is time to take stock.

The present *Training* book is a new try (following up on my popular book *Revolutionize Your Chess, New In Chess 2009*) to offer original training material for the reader. The greater part of the content is derived from the author's long experience as a player, coach and author.

Tactics * Strategy * Endgames

I firmly believe that the idea of learning all the basic aspects of chess in one single book is totally feasible. It's also a brilliant idea! This approach does not break the connection between these basics, as does happen in books that deal with only one of these aspects at a time.



GM Vassily Ivanchuk (left) and the author

With my comprehensive approach, the reader will be able to experience a more complete journey through the fascinating maze of chess.

While Parts 1 (**Tactics**) and 2 (**Strategy**) are helpful to improve your knowledge and your personal chess skills, in Part 3 (**Endgame**) you can already put to

use all the resources you have gathered in the two previous parts.

Without the ability to calculate tactics, sitting at the board or looking at a diagram position, it will be hard for you to understand even which pawn will be the first to reach the promotion square. And without a good command of strategy, it is impossible to improve your technique.

Directions

As I tend to do in all my books with *New In Chess*, I have tried to make the contents and the book's structure – in a word, the whole manuscript, as easy to read and as enjoyable as possible.

I hope the reader will find *Training with Moska* to be the easiest and most interesting way to learn the basic chess concepts of Tactics, Strategy and Endgames. In each of the three Parts I have used the following structure:

- A brief thematic introduction to the topic
- commented examples (fragments and model games) with plenty of exercises
- useful conclusions and practical advice
- 3 Exams, with approximately 50 exercises each, at the end of each Part
- **In total, more than 500 instructive positions for players of different strengths!**

The author hopes that this book will become a trusted friend (and a really entertaining one!) for chess players all over the world, of all ages and levels, and also a helpful instructor for many trainers and their pupils.

Greetings to you all!
Grandmaster Viktor Moskalenko, Dubai 2016

Part 3

Chess Endgames – Concepts, Exercises, Studies



Introduction

‘The study of the endgame is not only relevant to the endgame, but to chess in general. In the endgame we can study each piece in its pure form and gain a more intimate understanding of their individual properties’ – José Raul Capablanca.

This understanding will benefit the active chess player in every part of the game.

There are many manuals on the theory and practice of the endgame. I recommend studying endgames chiefly with the aim to learn about the properties of pieces, pawns and squares. This will improve your technique. In modern chess, with its fast time-controls, most endings are handled badly when the players are in time-trouble. The study of endgames is a good investment, which will gain you extra points in tournaments.

To play the endgame well, you have to fulfill the following requirements. You should:

- Know many theoretical positions (their assessment as well as tactical tricks and methods of playing in these positions), and continuously increase this field of knowledge.
- Memorize typical positions, to be able to plan the right transition to the ending from the opening and the middlegame (liquidation / transpositions).
- Train: solve exercises, problems and studies.
- Study the best games of classical and modern players, to understand their skills.
- Study the endings from your own practice and identify and correct your errors.

Directions

This part of the book consists of a collection of the best studies by famous chess composers, fragments of practical endings, comments and exercises for each example.

- Trainings no. 18-26, with many examples and exercises
- Exam: 50 tests (some of the solutions are also presented partly in the form of exercises)

At its best, the endgame is a jewel in the crown of our game, and it was a great pleasure to prepare this exclusive material for you!



World Champion José Raul Capablanca (1888-1942) – hero of classical chess and king of the endgame.

18 Training: Dynamics between pieces, pawns and squares in the endgame

‘My favourite piece is the one that wins’ – Bobby Fischer.

The value of a piece changes during a game, as it always depends on its placement on the board. On the other hand, the level of any player always depends on his knowledge and understanding of the properties of pieces, pawns and squares. A good understanding of these properties is very useful in practice, during a game, or when solving (or even creating!) a study.

Directions

- 1) Pieces against pawns
- 2) Bishop and knight, two knights
- 3) Coordination between major pieces
- 4) Rook vs. bishop and/or knight
- 5) Queen vs. rook and/or other pieces
- 6) Building a fortress

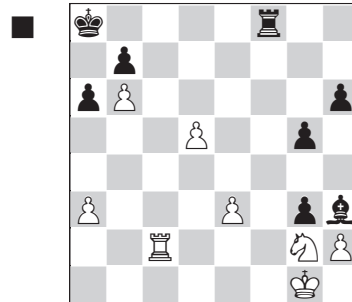
1) Pieces against pawns

A minor piece tends to be better than three pawns in the middlegame, but in the ending three pawns are often more powerful. They can be very dangerous and may even defeat a rook in certain circumstances. Here are a few instructive examples:

Promotion

The motif of promotion of a passed pawn is of influence in most endgames (see also Training no. 25, as well as Parts 1 and 2 of this book).

Promotion



EXERCISE: Black wins. With a little trick Black can promote his g-pawn.

1... ♖f1+!

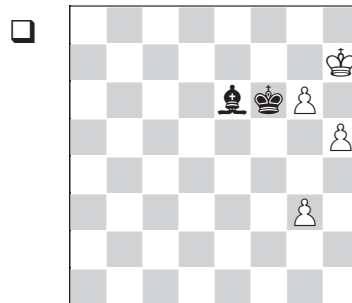
Applying the tactical motif of decoy.

2. ♔xf1 gxh2+–

There is no white piece that can defend the key square h1.

Study by Knud Harald Hannemann

1925



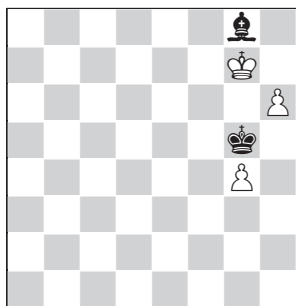
EXERCISE: A fight of three pawns versus one bishop. Give the winning variation.

1.g7!

Although White has two doubled pawns, he can win with accurate play:

1... ♔g5 2.h6 ♔d5 3.g4 ♔e6

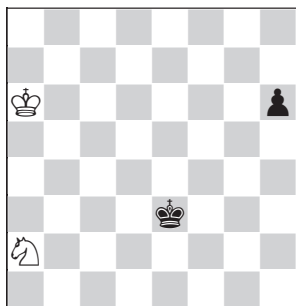
4.g8 ♖+ ♔xg8+ 5. ♔g7!!+–



It's zugzwang for Black's king and bishop!


Study by Ramon Rey Ardid

1926



EXERCISE: How to start: with 1.♖c3 or 1.♖b4? Such typical endings show the weakness of the knight against a rook's pawn.

1.♖b4

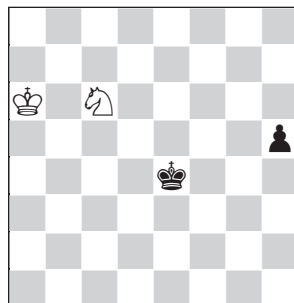
 PLAN: The defensive technique consists in the fact that the knight has to be removed at least two squares from the opponent's king: Insufficient would be 1.♖c3? h5 2.♖d5+ ♕f3! and the h-pawn cannot be stopped: 3.♖c7 h4 4.♖e6 ♕g4!-+.

1...h5 2.♖c6!

The key square: White prepares 3.♖e5. Again, 2.♖d5+? ♕f3! 3.♖c7 h4 4.♖e6 ♕g4!-+.

2...♕e4!

2...h4? allows the standard drawing line 3.♖e5 h3 4.♖g4+ ♕f3 5.♖h2+ ♕g2 6.♖g4 ♕g3 7.♖e3=.



On the other hand, the king is the piece with which Black should try to disturb the defence and help his passed pawn.

EXERCISE: How should White continue now?

3.♖a5!!

Another surprising manoeuvre, but it is the only way to get the knight to the desired square: 3.♖d8? h4 4.♖e6 ♕f5! 5.♖d4+ (5.♖c5 h3 6.♖d3 h2 7.♖f2 ♕f4-+) 5...♕g4 6.♖c2 ♕f3! 7.♖d4+ ♕f2!-+.

3...h4 4.♖c4!

The successful finish to a dynamic knight defence: Black cannot win now.

4...h3

4...♕f3 5.♖e5+ ♕g3 6.♖c4! is a draw.

5.♖d2+ ♕e3 6.♖f1+

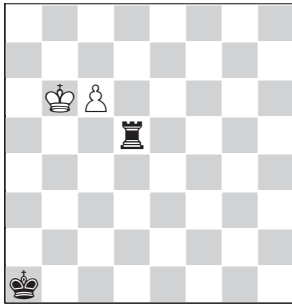
And the theoretical draw is reached.

SUMMARY:

In this type of ending, the dynamic knight combines checks with the attack on the passed pawn. We will see many more examples with the magic knight in this Part (here, and, especially, in Training no. 20).

Study by Fernando Saavedra

1895



EXERCISE: White wins! The solution is like a Russian doll, each trick covering up the next, but actually it all comes down to a good knowledge of chess properties.

1.c7

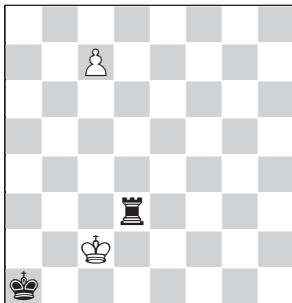
Forced, otherwise Black plays 1...♖d6 and draws.

1...♖d6+ 2.♔b5!

The white king goes to the magic square c2 to avoid the check from behind. For example: 2.♔c5? ♖d1, threatening 3...♗c1, with a draw.

2...♖d5+ 3.♔b4 ♖d4+ 4.♔b3 ♖d3+ 5.♔c2!

The moment of truth.



EXERCISE: Now the promotion of the c-pawn is inevitable, but there is still a defensive resource. What is it?

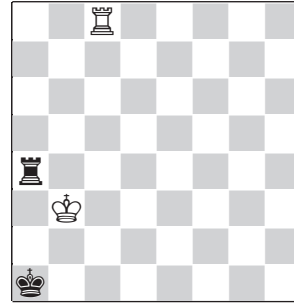
5...♖d4!

This is the great trick, but Saavedra saw further: why can't White play 6.c8♖?

6.c8♖!!

Threatening mate on a8. If 6.c8♖?? ♖c4+! 7.♖xc4 with stalemate.

6...♖a4 7.♔b3!



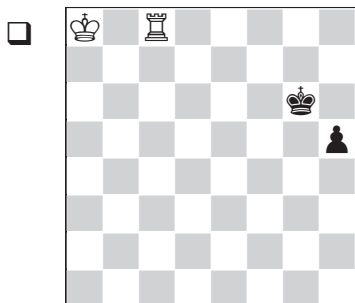
And finally White wins because of the double threat. And so the author of this study became immortal with this excellent play.

Two Spanish players are among the chess immortals. The best-known is Ruy Lopez, who was considered the unofficial World Champion in the second half of the sixteenth century. The other, Fernando de Saavedra, is the author of the most published study of all time. As certain works of musical or pictorial art, it is so beautiful that we never tire of looking at it.

A bit of theory: ♖+♔ vs. ♖+♔

However, when the passed pawn and/or the king are not sufficiently advanced, the rook can overcome the pawn in an elegant but ruthless way. It's like watching a turtle or a snail racing a car!

A bit of theory



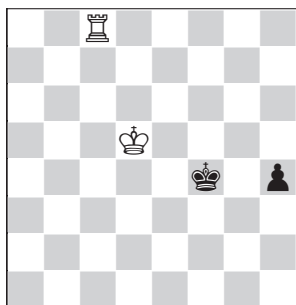
♠♔ vs. ♚♔

EXERCISE: With which of his pieces should White start: king or rook?

1. ♖c5!

PLAN: In this case, there is a well known technique: the white rook cuts off the black king on the fourth rank, not allowing any counterplay, and waiting for the advance of the passed pawn. In the meantime, the white king hardly does anything, watching the winning ploy from afar.

Slow is 1. ♔b7? ♔g5 2. ♔c6 h4 3. ♔d5 ♔f4!



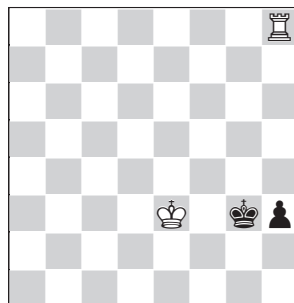
analysis diagram

This leads to a theoretical draw:

A) 4. ♖f8+ ♔g3 5. ♔e4 h3 6. ♔e3 ♔g2! =;

B) 4. ♔d4 h3 5. ♖h8 ♔g3 6. ♔e3 ♔g2! =;

C) 4. ♖h8 ♔g3 5. ♔e4 h3 6. ♔e3.



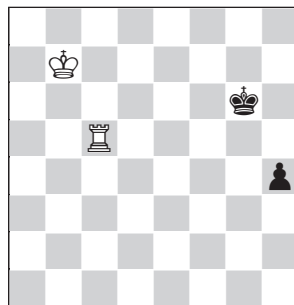
analysis diagram

EXERCISE: How should Black continue?

6... ♔g2! (here we learn more about properties and transpositions. A serious mistake would be 6... h2?? 7. ♖g8+ ♔h3 8. ♔f2 h1♁+□ 9. ♔f3 ♔h2 10. ♖g7, winning the knight on h1) 7. ♔e2 (7. ♖g8+ ♔f1=) 7... h2 8. ♖g8+ ♔h1! = 9. ♔f2 and stalemate.

1... h4 2. ♔b7

Still staying put for one more tempo: now it's zugzwang for the h-pawn.



2... h3 3. ♖c3

The moment has come. 3. ♔c6 h2 4. ♖c1 ♔g5 5. ♖h1 also wins.

3... h2 4. ♖h3+–

Further on, in Training no. 23, we will see many fantastic positions with rook against pawns, including a few theoretical studies.

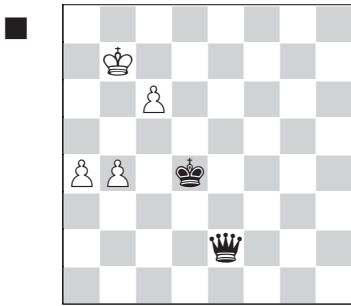
Ending: ♔ vs. ♚♚♚

Positions with queen against pawn(s) are easy to evaluate – you just have to know a few defensive tricks and attacking techniques. However, in practice many players make mistakes...

Zhu Chen

Zhao Xue

Ulaanbaatar W 2010 (3)

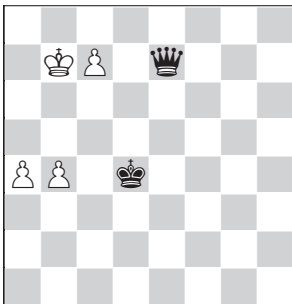


EXERCISE: The passed c-pawn is White's only hope. How should Black continue?

58... ♖e7+?

PLAN: 58... ♖e4!, exploiting the pin to bring his king closer and give checkmate, is the critical resource here: 59.b5 ♔c5 60.♗b8 ♖xa4 61.c7 ♖xb5+ 62.♗a8 ♗b6! 63.c8♖ ♖a5+ 64.♗b8 ♖a7#.

59.c7



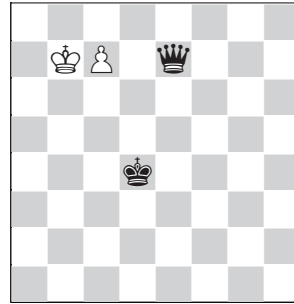
EXERCISE: Again, how should Black continue?

59... ♖xb4+?

Eating pawns is natural, but here it leads to a theoretical draw.

PLAN: Black should play 59... ♔d5! when the victory is not trivial, but it is possible: 60.b5 ♔c5 61.b6 ♖e4+ 62.♗b8 ♖e5! 63.♗a7 ♖e8 64.b7 ♖xa4+ 65.♗b8 ♗b6! and wins.

60.♗a7 ♖xa4+ 61.♗b7 ♖b4+ 62.♗a7 ♖f8 63.♗b7 ♖e7!?



EXERCISE: And how should Black continue here?

64. ♗b8??

It's amazing that two strong players commit such foolish mistakes! The drawing square is 64.♗a8! ♖xc7 stalemate.



Zhu Chen

64...♔c5!

Now the white king is caught in a mating net.

65.♕a8

Too late. Queening does not save the game: 65.c8♖+ ♕b6 and mate is inevitable.

65...♖d7 66.♕b8

66.♕b7 ♕b5, etc.

66...♕b6

0-1



Keep in Mind

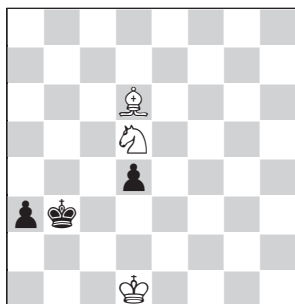
We begin our study with several instructional examples. But remember that in endgames, pawns are always fighting pieces! We will find these themes in almost all the training sections below, also in positions with mixed material.

2) Bishop and knight, two knights

Bishop and knight against lone king can only give mate in the corner of the bishop's colour (squares a1 or h8 for the dark-squared bishop, and h1 or a8 for the light-squared bishop).

Study by Ladislav Prokes

Prague 1940



EXERCISE: White wins – if he has a good knowledge of the properties of the pieces.

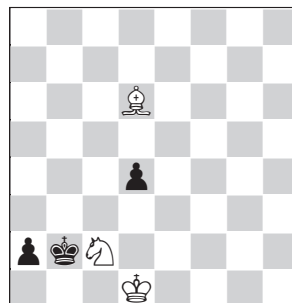
1.♗b4

1.♗e5? allows Black to escape: 1...a2
2.♗xd4 ♕c4 with a double attack.

1...a2

1...d3 2.♗xd3 a2 3.♗e5+–.

2.♗c2 ♕b2



EXERCISE: How should White continue?

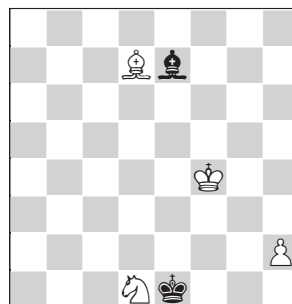
3.♗a1!!

This planned sacrifice helps White to lock in the black king on the key square a1.

3...♕xa1 4.♕c1 d3 5.♗e5#

Study by Enrico Paoli

Third prize La Scacchiera, 1950



Mate ♗+♗ vs. ♗

EXERCISE: White to play and win.

1.♗b2!

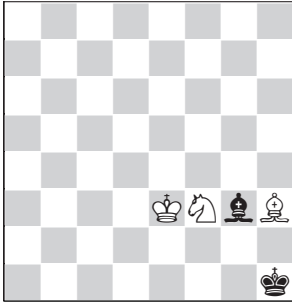
White cannot save his only pawn, but he takes advantage of the tempo to optimize the placement of his pieces – and to attack!

1...♔d6+ 2.♖e3 ♕xh2 3.♗d3+ ♖f1
3...♖d1 4.♕a4#.

4.♕h3+ ♖g1 5.♗e1!

The white knight + bishop have caught the black king.

5...♕g3 6.♗f3+ ♖h1

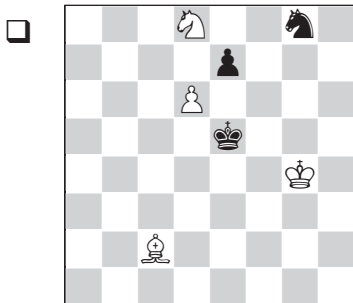


In this case, this is the perfect placement of the white pieces: the black king can no longer leave its corner and will be mated in a few moves. Importantly, the black bishop is useless and only annoying for its own army – with a lone king the position would be stalemate.

7.♖e2 ♕f4 8.♖f1 ♕g3 9.♕g2#

Study by Harald Lommer

Basler Nationalzeitung 1935



EXERCISE: White wins.

1.♗f7+!

Defending his last pawn.

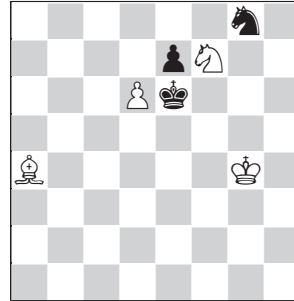
1...♖e6

A) 1...♖f6? 2.d7;

B) 1...♖d4 2.♕h7! ♗f6+ 3.♖f5;

C) 1...♖d5 2.♕h7! ♗f6+ 3.♖f5,
winning in all cases.

2.♕b3+ ♖d7 3.♕a4+ ♖e6□



EXERCISE: How can White make progress?

4.d7!!

Threatening to promote the pawn.

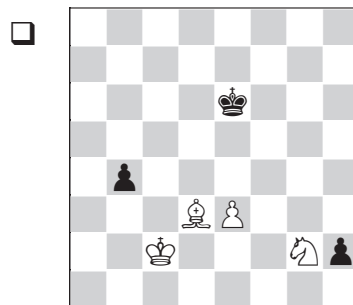
4...♗f6+ 5.♖g5!

The white king helps its army in the attack.

5...♗xd7 6.♕b3#

Study by Hermann Mattison

1923



White to play and win. In this beautiful example, the properties of the bishop and knight work together perfectly.

1.♗f4+!

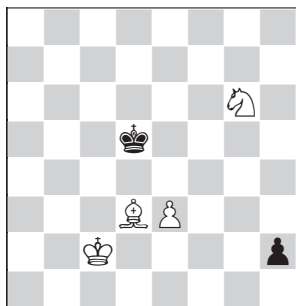
The knight starts a kind of windmill roundabout, taking advantage of the fact that the black king has to keep controlling the e4-square.

1. ♖e4? ♜e5!+-.

1... ♜e5 2. ♘g6+ ♔d5 3. ♘e7+!

The knight first takes the b-pawn and then returns to g6:

3... ♜e5 4. ♘c6+ ♔d5 5. ♘xb4+ ♜e5
6. ♘c6+ ♔d5 7. ♘e7+ ♜e5 8. ♘g6+ ♔d5

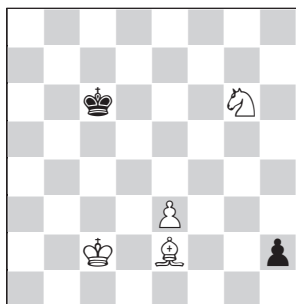


EXERCISE: Now you have to find new resources. We have the same position now, only without the black pawn on b4.

9. ♖a6!! ♜c6

9... ♜e4 10. ♔d2+-.

10. ♖e2!



Preparing the final combination: attraction and double attack.

10...h1 ♚ 11. ♖f3+! ♚xf3 12. ♘e5+
Winning the queen.

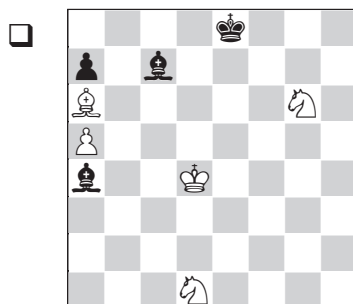
12... ♔d5 13. ♘xf3 ♜e4 14. ♔d2!
♘xf3 15. ♔d3+-

While the mate with two bishops is clear and forced, checkmate with two knights is only possible when the opponent has one or more pawns to avoid stalemate.

According to endgame theory, ♘♘♜ vs. ♔♜ is winning if the opponent's pawn has not passed the diameter on the board (the 4th resp. 5th rank), and it has to be blocked by a knight.

Study by Sergei Tkachenko and Anatoly Kuznetsov

1996



White to play and win. According to the authors, White can force a theoretically winning position: mate with two knights, with a blocked pawn.

1. ♘b2!

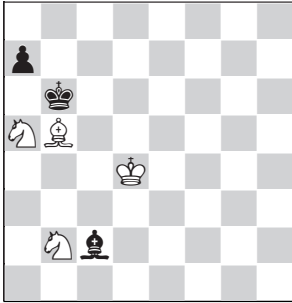
Worse would be 1. ♘c3?! ♖d7! (1... ♖c2? 2. ♖b5+ ♔d8 3. ♘e5!+-) 2. ♘b5! ♖xa5 3. ♘d6+ ♔d8 4. ♘b7+ ♔c7 5. ♘xa5 ♔b6 6. ♘b3! ♔xa6 7. ♘c5+ ♔b5 8. ♘xd7 a5!= when White cannot prevent 9...a4 and 10...a3 with a theoretical draw.

1... ♖c2! 2. ♖b5+ ♔d8!

Black prefers to remove the opponent's last pawn. If 2... ♔f7

3.♘e5+ ♔f6 4.♘c6 White has an extra piece and wins.

3.♘e5! ♙xa5 4.♘c6+ ♔c7 5.♘xa5 ♔b6



EXERCISE: How should White continue?

6.♙a4!!

The only move that allows White to fight for a win. 6.♘ac4+? ♔xb5 7.♘a3+ ♔b4 8.♘xc2+ ♔b3=.

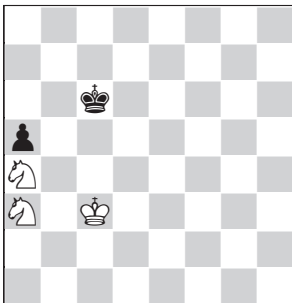
6...♙xa4 7.♘ac4+ ♔b5 8.♔c3!

Zugzwang: Black cannot protect his bishop on a4.

8...a5

8...a6 9.♘a3+ ♔a5 10.♘bc4#.

9.♘a3+ ♔c6 10.♘xa4



If endgame theory does not lie, this position is winning: ♘♘♔ vs. ♔♔, and the black pawn cannot pass the middle line.



PLAN: While one of the knights keeps blocking the

pawn, the other knight and the king have to trap the opponent's king in the corner (with two free squares, not allowing stalemate), and then release the other knight to give checkmate. The plan is quite simple, but the implementation phase is hard work – good luck!

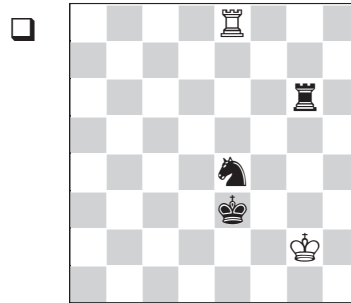
3) Coordination between major pieces

As a general rule, rook and bishop coordinate better than rook and knight, but in practice everything depends on the position.

♖♘♔ vs. ♖♔ is a theoretical draw, if there is not a tactic or an immediate checkmate.

Vassily Ivanchuk
Anatoly Karpov

Cap d'Agde rapid 2012 (2)



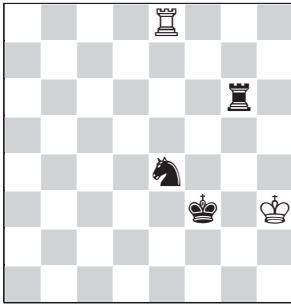
EXERCISE: How should White continue?

64.♔h3??

The losing move. After 64.♔f1 the position is a theoretical draw: on 64...♖g7, 65.♖e6, maintaining the pin on the black knight, would be enough.

64...♔f3

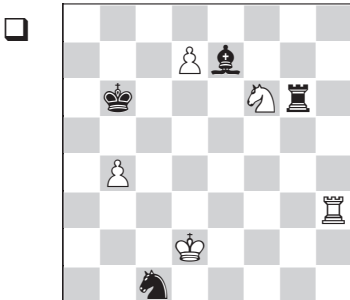
From this side the white rook becomes useless as a defender.



65. ♖h2
 Or 65. ♖f8+ ♜f6 66. ♖h2 (66. ♖h4 ♖g2!) 66... ♖f2 67. ♖h8 ♖g2+ 68. ♖h3 ♖g3+ 69. ♖h4 ♖g2!-+, threatening 70. ... ♖g4 mate.
65... ♖g2+ 66. ♖h3 ♜g5+ 67. ♖h4 ♜f7 68. ♖h5 ♖g5+ 69. ♖h4 ♖g6 70. ♖h8 ♜xh8 0-1

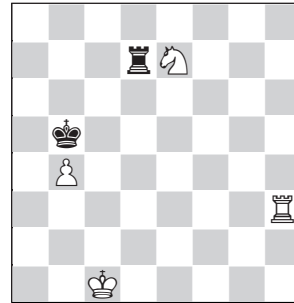


Study by Enrico Paoli
 Second prize Joseph JT EG 1965



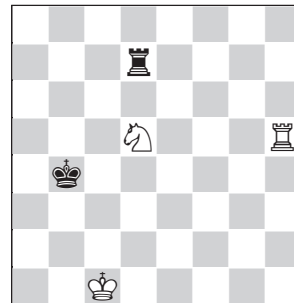
White to play and win. The situation is quite chaotic. First White needs to coordinate his resources. Then he should use his turn and gain the initiative.

1. ♜d5+ ♖b5
 To attack the b-pawn.
2. ♜xe7 ♖d6+ 3. ♖xc1 ♖xd7



EXERCISE: How should White continue? After a massive removal of material, White loses his last pawn, which normally means a draw. However, the position of the black rook on d7 is still vulnerable...

4. ♖h5+! ♖xb4 5. ♜d5+!



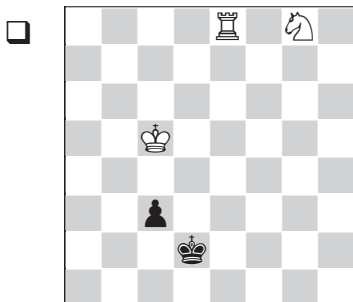
Domination by the white pieces, and now a miracle mate is possible since the black king has no good square:

5... ♖b3
 Going down to the third (and then the second) rank, as otherwise Black loses his rook with ♜b6+.

6. ♖h3+ ♖a2 7. ♜b4+ ♖a1 8. ♖a3#

Study by David Gurgenidze

1975



Coordination: ♖♗♘ vs ♔♙

White to play and win. The black c-pawn has the green light, but White has time to coordinate his pieces and attack.

1. ♗f6 c2 2. ♘e4+ ♔d3

If 2... ♙d1 3. ♗c3+ and 4. ♗a2+-.

3. ♗f2+

Now all white pieces enter the play.

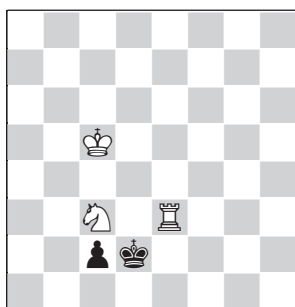
3... ♔c3

3... ♙d2? 4. ♖d8+ ♙e2 5. ♗d3+-.

4. ♖e3+ ♔d2 5. ♖d3+ ♙e2 6. ♖c3

♔d2 7. ♗e4+ ♔d1 8. ♖d3+ ♙e1

9. ♖e3+ ♔d1 10. ♗c3+ ♔d2



EXERCISE: How should White continue?

11. ♔d4! c1 ♖ 12. ♖e2#

Finishing with a nice mate with three pieces.



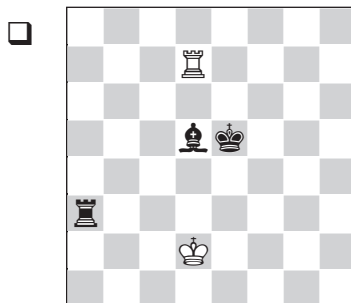
David Gurgenidze, Georgian grandmaster composer and two-time World Champion (1998 and 2002), concocted a captivating battle of pieces against pawn(s).

♖♗♘ vs. ♖♙ is also a draw, but in practice there is more reason to play for a win, as there are positions with mating constructions, such as the Philidor position.

Jan Christian Schröder

Viktor Moskalenko

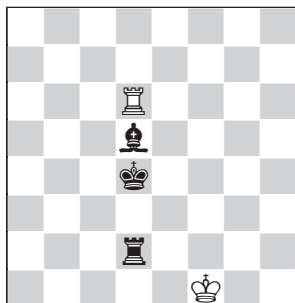
Hoogeveen 2013 (3)



If White's rook were on b2 or f2, then he could use the 'second-rank defence'. Here the defender has to rely on the so-called Cochrane

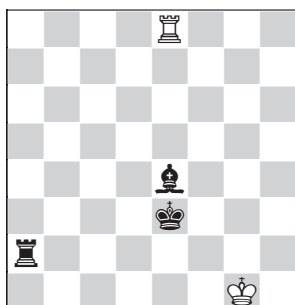
Defence, which involves pinning the bishop.

66. ♖e2 ♘d4 67. ♖f2 ♜f3+ 68. ♗e2 ♜g3 69. ♞d6 ♜g2+ 70. ♖f1 ♞d2!



EXERCISE: How should White continue?

71. ♔g1 ♗e3 72. ♞a6 ♘f3 73. ♞a3+ ♖f4 74. ♞a7 ♖g3 75. ♜g7+ ♘g4 76. ♜f7 ♞d8 77. ♜f2 ♞d1+ 77... ♘f3 78. ♜g2+! ♘xg2 is stalemate. 78. ♜f1 ♞d2 79. ♜f8 ♞e2 80. ♜f7 ♞a2 81. ♜f8 ♘f3 82. ♜g8+ ♖f4!? 83. ♜f8+ ♖e3 84. ♜e8+ ♘e4



EXERCISE: How should White continue?

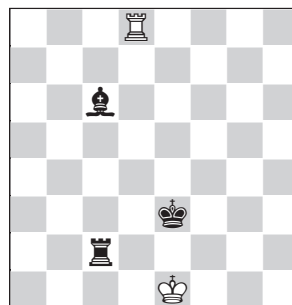
85. ♜f8?

Only 85. ♜c8!! would have held the draw.

85... ♞a7?



PLAN: 85... ♜g2+! 86. ♖f1 ♜h2 87. ♖e1 ♜c2 88. ♞d8 ♘c6!



analysis diagram

89. ♞d6!? (89. ♖d1 ♜c5 90. ♖e1 ♜h5 91. ♜f8 ♘b5 92. ♖d1 ♜c5!-+) 89... ♘f3 90. ♞e6+ ♘e4 91. ♞d6 ♞e2+ 92. ♖d1 (92. ♖f1? ♜h2) 92... ♜h2 93. ♖c1 ♜c2+ 94. ♖d1 ♜c5 95. ♞e6 ♜b5-+.

86. ♜f6?

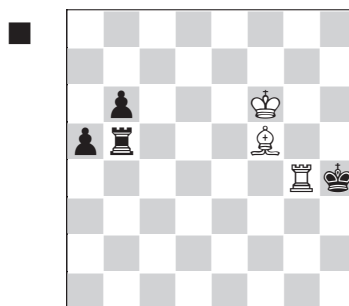
86. ♜b8=; 86. ♖h2=.

86... ♜h7

STATISTICS: Throughout my chess career I won all my ♜♘ vs. ♜ endings (5-7 games in total). Fortunately, I was never on the defending side!

Thi Nhu Y Hoang Ebru Kaplan

Mardin tt W 2011 (6)



The Dragon's Eye (♜+♘) is a formidable combination, even in the endgame. The defender often has to be very careful.

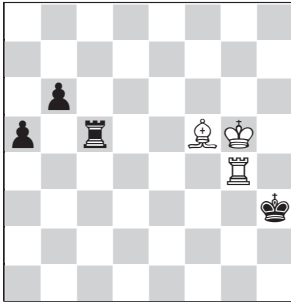
EXERCISE: Which square is safer for the black king: h5 or h3?

98...♔h5?

The king had to run into the minefield: 98...♔h3!!, taking advantage of a tactic: 99.♕g5 (99.♖b4+? ♗xf5+!) and now:

A) After 99...♔h2? 100.♕f4 the black king cannot escape: 100...a4 101.♕e4 a3 102.♖h4+ ♕g1 103.♕e3! ♖b3+ 104.♕e2 ♖b2+ 105.♕e1, winning;

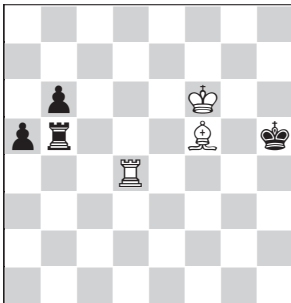
B) 99...♖c5!.



analysis diagram

The king is still in the eye of the dragon! 100.♖a4+ ♕g3 101.♖a3+ ♕f2 102.♕f4 ♖c4+ 103.♕e4 ♕e2 104.♖a2+ ♕d1 105.♕e3 ♕c1 106.♕d3 ♕b1 107.♖e2 b5=.

99.♖d4!



A winning Philidor position. Black loses even with two extra pawns.

99...♖c5

99...♖b4 100.♕g6+ ♕h6 101.♖d7 ♖f4+ 102.♕f5+–.

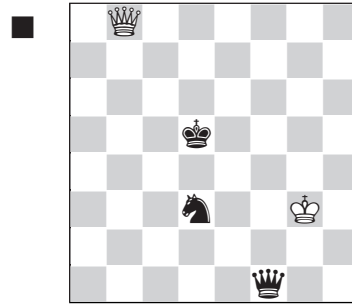
100.♕g6+ ♕h6 101.♖h4+ 1-0

Generally, the queen combines better with a knight than with a bishop, as long as the knight is centrally placed, or near the object of attack.

Zdenko Kozul

Alexei Shirov

Sarajevo 2004 (2)



Coordination: ♕+♞

EXERCISE: Black to play and win. Normally such endings are drawn, but in certain positions the ♕+♞+♔ can force checkmate to the opponent's king or win the enemy queen.

66...♖f2+ 67.♔h3

If 67.♕g4 ♖e5+ and mate in five moves.

67...♗f4+ 68.♔g4 ♖g2+ 69.♔f5

The white king starts its journey across the board. The black knight is untouchable: 69.♕xf4 ♖h2+ and White loses the queen.

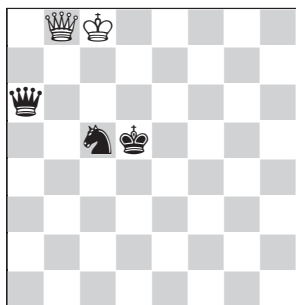
69...♖h3+ 70.♔f6 ♖h4+ 71.♔f5 ♖h5+ 72.♔f6 ♖g6+ 73.♔e7 ♖g7+ 74.♔d8 ♖e6+

The knight helps in the decisive attack, the goal is nearly reached.

75.♔c8 ♖c3+ 76.♔b7

If 76.♔d7 ♖c5+ wins.

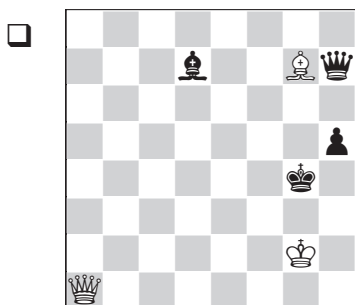
76...♖c6+ 77.♔a7 ♖a4+ 78.♔b6 ♖b4+ 79.♔a7 ♖a5+ 80.♔b7 ♖c5+ 81.♔c8 ♖a6+



White resigned due to mate in 7.

Study by Alexey Troitzky

Chess Amateur 1916



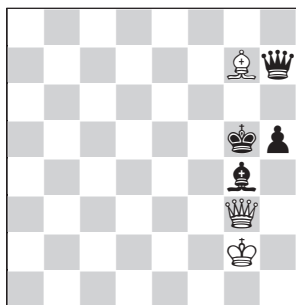
♔♕ vs. ♖♗♘, opposite-coloured bishops

EXERCISE: Queen + bishop can also do terrible things. White to play and win.

1. ♖d4+! ♔g5

If 1... ♕f5 2. ♖d3+, winning the queen on h7.

2. ♖f6+ ♔g4 3. ♖f3+ ♔g5 4. ♖g3+! ♕g4



EXERCISE: How should White continue? It seems that Black has defended all the squares, but there is still a nice hole for the white queen.

5. ♖h4+!!

Attraction of the king.

5... ♕f5

5... ♕xh4 6. ♕f6# – how nice!

6. ♖f6+ ♔e4 7. ♖d4+ ♕f5 8. ♖e5+ ♕g6 9. ♖f6#

A beautiful study by the most famous chess composer of the Soviet era.



Keep in Mind

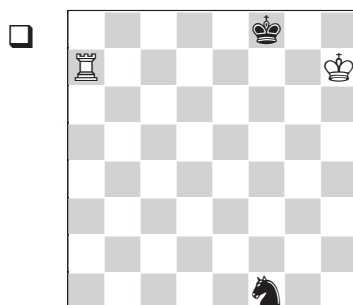
As we have seen, the key to dynamic chess is the activity of the pieces and pawns, and the initiative, which allows you to find hidden resources on the board.

4) Rook vs. bishop and/or knight

Rook against knight without pawns is a theoretical draw. The defending side always has to keep the ♖ + ♗ close to each other. In practice there are many positions where the knight and/or the king is poorly placed...

Study by V. Pevit

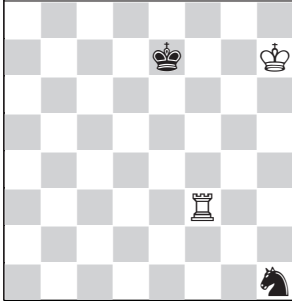
London 1862



EXERCISE: White to play and win. The two black men are positioned on opposite sides of the board. This

allows the white rook to use its properties to the maximum.

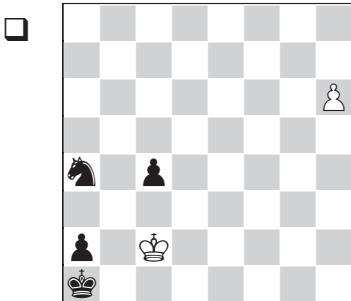
1. ♖a2! ♜e7
- 1... ♗g3 amounts to the same. And if 1... ♗e3 2. ♖f2+ ♜e7 3. ♖e2+- – the winning pin.
2. ♖f2 ♗g3 3. ♖f3! ♗h1□



This square is the deadlock for all knights!

4. ♗g6 ♜e6 5. ♗g5 ♜e5 6. ♗g4 ♜e4
 7. ♖f1+-
- And the black king has to continue on its own.

Promotion – a study

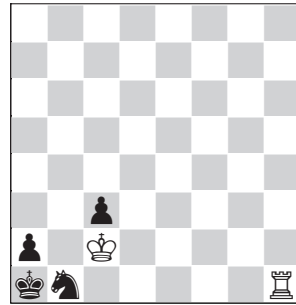


♖♜ vs. ♗♗♗♜

EXERCISE: White to play and win.

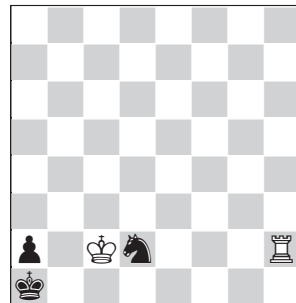
1. h7
- White will queen on the next move, but there are still defensive resources:
- 1... ♗c3! 2. h8♖!

2. h8♗? is stalemate. 2. ♜xc3?? ♜b1+-.
- 2... ♗b1 3. ♖h1 c3



EXERCISE: White still needs to play precisely. How should he continue?

4. ♖h4!!
- In fact, this is the only winning square.
- 4... ♗a3+
 - 4... ♗d2 5. ♜xc3 ♗b1+ is the same.
 5. ♜xc3 ♗b1+
- If 5... ♗b5+ 6. ♜b3! and the white rook on h4 cuts off the knight.
6. ♜c2 ♗d2
 - 6... ♗a3+ 7. ♜b3 ♗b1 8. ♖h2 zugzwang.
 7. ♖h1+ ♗b1 8. ♖h2! ♗d2!?



EXERCISE: How should White continue?

9. ♖f2!
- Zugzwang: White forces the knight back to b1. But not 9. ♜xd2? ♜b1=.
- 9... ♗b1 10. ♜b3
- And mate in two moves.