

Here is Part Seven of your 11 part email course "Openings and End Game Strategies."

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The next few lessons will discuss the end game in detail. As I discussed in the last lesson, the middle game must be played with a view to the end-game which ensues, unless there be a chance of mating the opponent before. The student should have, therefore, a knowledge of the end-game before he can hope to be able to conduct the middle game efficiently.

JUST as it is difficult to state the exact point at which an opening ends, so is it equally difficult to say where the end-game may be said to commence. One of the main characteristics of end-games is the active part taken by the King. Clearly the King cannot venture out into the field of operations until there has been an exchange of the majority of the pieces, so that there can be no danger of his being mated. As soon as a player has attained some advantage in material which ensures the victory in the end-game, he will try to bring about the end-game by exchanging pieces, for there the lines on which to push home his advantage are clearly set out.

It is first necessary to know what surplus of forces is the minimum required in order to force a mate. The positions in which the mate can be forced may be shown by a few typical examples. But I shall lay stress mainly on one point. That is the ability to judge whether an end-game which could be brought about by exchanges is won or not; in other words, whether it can be reduced to one of the typical positions referred to above.

It is obvious that the end-game is the particular demesne of pawn strategy. Nearly always one or more pawns survive the exchange of pieces, and the knowledge of the end-game will be invaluable for gauging the consequences of pawn moves in the course of the middle game. The latter represents probably the most difficult aspect of the strategy of chess.

In order to enable beginners to grasp the following chapters, I must again point out a few elementary considerations.

Simple end-games, that is, end-games without pawns, are comparatively easy to understand. Let us first consider the case of a King denuded of all his troops. In order to force the mate it is necessary to obtain command of four squares, namely, those four squares which he controls after he has been driven into a corner. Supposing the Black King has been driven to QR1, the White King can prevent him from reaching two squares of different colour, namely, QR2 and QKt2. Therefore it is necessary for White still to have such forces as can command two more squares of different colour, namely, QR1 and QKt1. As can readily be seen, it will be essential to have at least the Queen or a Rook or two Bishops, or a Knight and Bishop, or two Knights. [Footnote: How the King can be driven into a corner will be shown subsequently.]

We shall see that in the latter case it is impossible to drive

the King into a corner without bringing about a stalemate. The mates by a Queen or Rook are so simple that I only give an example of each for the sake of completeness.

Position 1.--White: K at QR1, Q-KR1
Black: K at K4

1. K-Kt2, K-Q5; 2. K-Kt3, K-K4; 3. K-B4, K-Q3; 4. Q-K4, K-Q2; 5. K-B5, K-B1; 6. K-B6, K-Kt1; 7. Q-QR4, or Kt4ch, or K7, or R7 and mate next move.

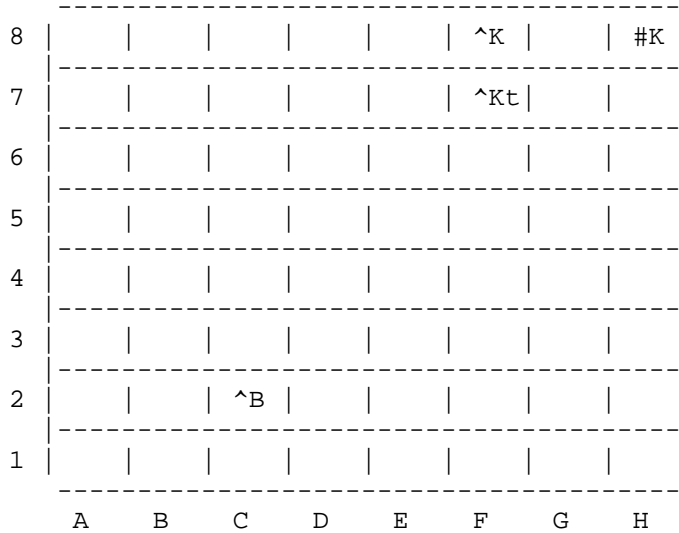
Position 2.--White: K at QKt3, RKR2
Black: K at K4

1. K-B4, K-Q3; 2. R-K2, K-B3; 3. R-K6ch, K-Q2; 4. K-Q5, K-B2; 5. K-B5, K-Q2; 6. R-K1, K-B2; 7. R-K7ch, K-Q1; 8. K-Q6, K-B1; 9. K-B6, K-Kt1; 10. R-K1, K-R7; 11. R-K8, K-R3; 12. R-R8 mate.

Position 3.--White: K at QRsq, B at KKtsq, BatKKt2
Black: K at KRsq

1. K-Kt2, K-Kt2; 2. K-B3, K-B3; 3. K-Q4, K-K3; 4. B-R2, K-B3; 5. K-Q5, K-B4; 6. B-K5, K-Kt4; 7. K-K6, K-Kt5; 8. B-QR8, K-Kt4; 9. B-B3, K-Kt3; 10. B-KB6, K-R3; 11. K-B7, K-R2; 12. B-Kt5, K-R1; 13. B-Q1, K-R2; 14. B-B2ch, K-R1; B-B6 mate.

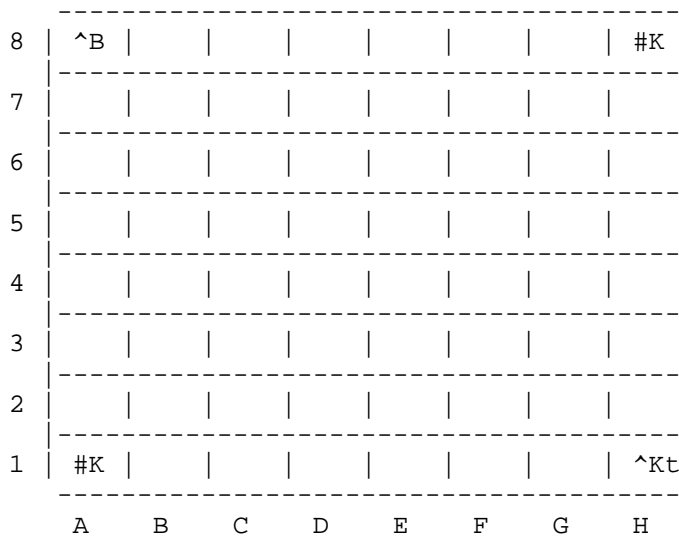
It is more difficult to mate with KNIGHT AND BISHOP. It is only possible to mate on a corner square commanded by the Bishop, as the following argument shows clearly. A mating position in the corner which the Bishop does not command would have to be of the type set out in Diagram 42. Here the Bishop plays on White squares, and the Knight in order to checkmate must move on to a White square; in other words, he must come from a Black one. Therefore, when the Bishop checked on the previous move and drove the King away, the King had the option of two black squares, and had no need to go into the corner one. He is only mated in consequence of a wrong move.



Diag. 42

As stated above, however, it is possible in all cases to mate in the corner square which is of the same colour as the Bishop. The King is driven into the corner in this way: the Knight cuts him off such squares as the Bishop does not command. Diagram 43 will serve as an illustration.

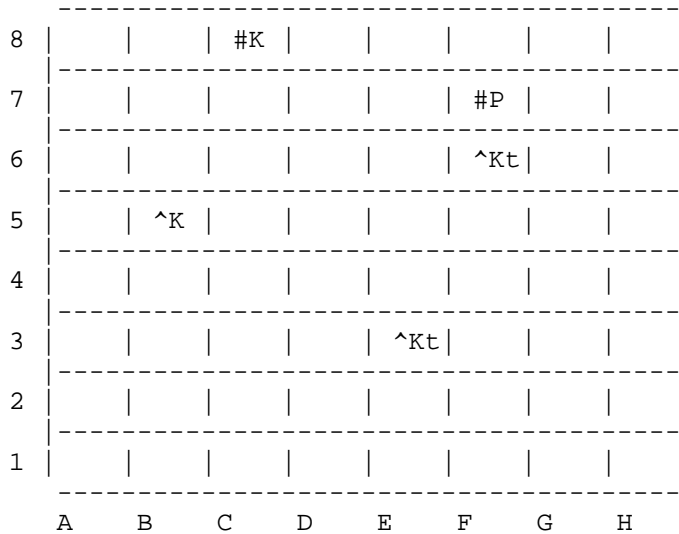
1. K-Kt2, K-Kt2; 2. K-B3, K-B3; 3. K-Q4, K-K3; 4. Kt-Kt3, K-B3;
5. B-B3, K-Kt4; 6. K-K5, K-Kt3; 7. Kt-K4, K-Kt2; 8. K-B5, K-R1;
9. K-B6, K-Kt1; 10. Kt-Kt5, K-R1; 11. Kt-B7ch, K-Kt1; 12. B-K4, K-B1;
13. B-R7, K-K1; 14. Kt-K5, K-Q1; 15. Kt-B4, K-B2; 16. B-K4, K-Q2;
17. K-B7, K-B2; 18. K-K7, K-B1; 19. K-Q6, K-Q1; 20. B-Kt6, K-B1;
21. Kt-R5, K-Q1; 22. Kt-Kt7ch, K-B1; 23. K-B6, K-Kt1; 24. K-Kt6, K-B1;
25. B-B5ch, K-Kt1; 26. Kt-B5, K-R1; 27. B-K6, K-Kt1;
28. Kt-R6ch, K-R1; 29. B-Q5 mate.



Diag. 43.

It is impossible to force a mate with the KING AND TWO KNIGHTS.

On the same grounds as given with respect to Diagram 42, the mate can only be attained through the opponent making a bad move. But a mate can be forced if the weaker side has a spare move which prevents the stalemate, e.g. Diagram 44.

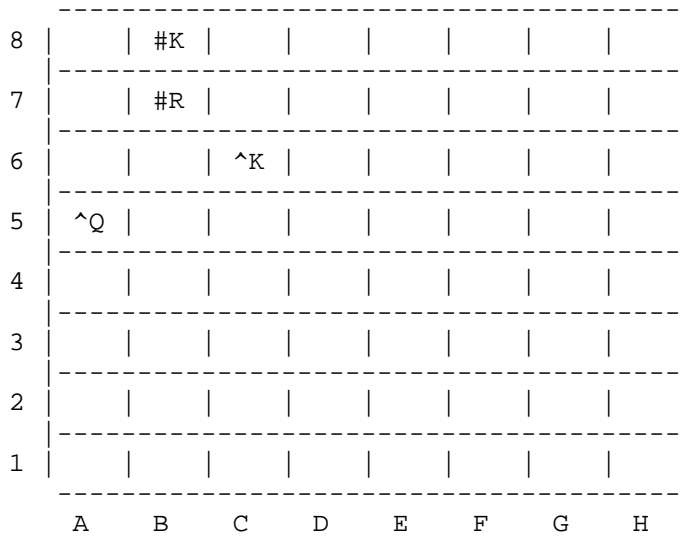


Diag. 44

1. Kt(K3)-Q5, K-Kt2; 2. K-B5, K-R3; 3. K-Kt4, K-Kt2; 4. K-Kt5, K-R2; 5. Kt-B7, K-Kt2; 6. Kt(B7)-K8, K-R2; 7. Kt-Q6, K-Kt1; 8. K-Kt6, K-R1; 9. Kt-Q7, P-B4; 10. Kt-Kt5, P-B5; 11. Kt-B7 mate.

Having decided as to the smallest amount of material advantage with which it is possible to force a mate, we will now turn our attention to simple game endings (still without pawns). To judge such endings correctly, it will only be necessary to find out whether it is possible to obtain the minimum advantage mentioned. It is sufficient to discuss cases in which a piece on the one side plays against a stronger one on the other, because in endings where several pieces are left on either side, fortuitous circumstances are generally the deciding factors, and it would be impossible to characterise and classify positions of that kind, by giving typical illustrations. Besides, they are reduced sooner or later by exchanges to such end-games as have been treated already, or are going to be shown now.

The Queen wins against any other piece; the Rook alone may give trouble. In Diagram 45 we illustrate a position which is one of the most favourable to the weaker side.



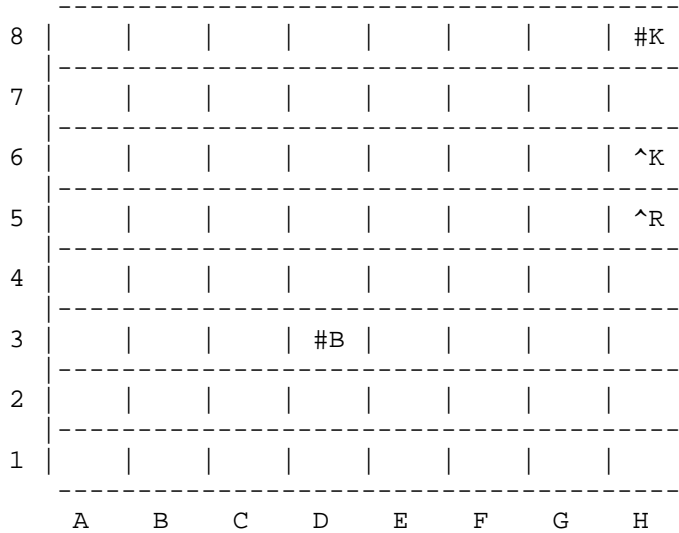
Diag. 45

1. Q-R6 leads to nothing, as R-B2ch follows, and after 2. K-Kt6 Black forces a stalemate with R-B3ch.

It is necessary for White to gain a move in this position; in other words, White must try to transfer to the other side the onus of having to move. If then the Rook moves away from the King, it gets lost after a few checks, or if Black's King plays to B1, the Rook is equally lost through Q-R6.

White plays therefore: 1. Q-K5ch, K-R1; 2. Q-R1ch, K-Kt1; 3. Q-R5, and wins. For example, 3. ... R-B2; 4. Q-K5ch, K-R2; 5. Q-K3ch, K-R1; 6. Q-K8ch, and so on.

The Rook can win against a minor piece in exceptional cases only. In endings of ROOK AGAINST BISHOP the weaker King must take refuge in a corner square of different colour from that of his Bishop. For instance, Diagram 46:



Diag. 46.

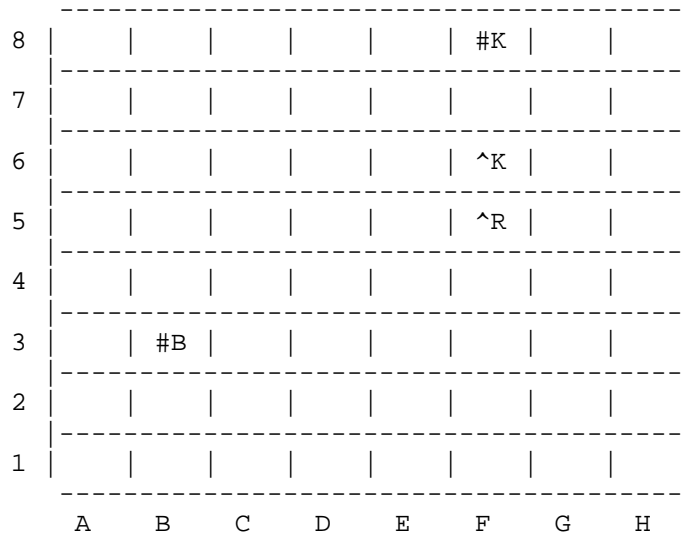
1. R-Q5, B-B5 (or R2); 2. R-Q8ch, B-Kt1, and Black is stalemate unless the Rook leaves the eighth Rank. Any outside square which is not of the same colour as that of the Bishop is dangerous for the King. Imagine the pieces in Diagram 46 shifted two squares towards the centre of the board, as in Diagram 47, and White wins with

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|------------|------|
| 1. R-QKt5 | B-R5 |
| 2. R-Kt8ch | B-K1 |
| 3. R-R8 | |

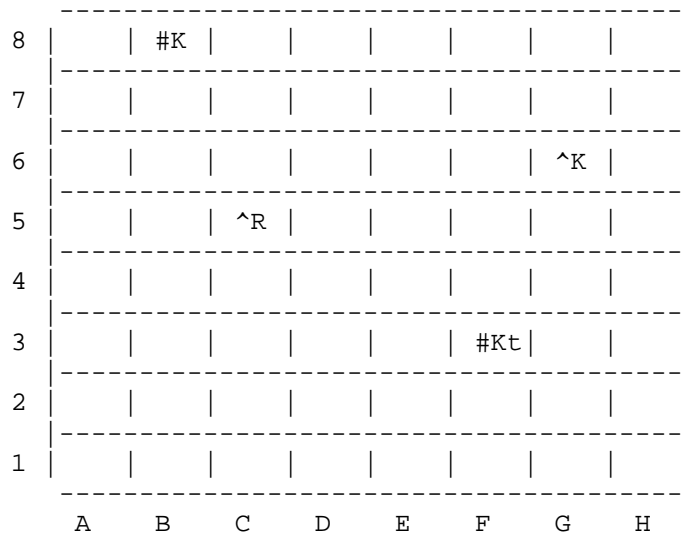
The Bishop is lost, as it is Black's move.

In endings of ROOK AGAINST KNIGHT, the weaker side loses, where the Knight is cut off from his King.

For instance, in Diagram 48, 1. R-Q5! In this "oblique opposition" the Rook takes four of the Knight's squares: 1. ... Kt-K8; 2. K-B5, Kt-B7; 3. K-K4, Kt-R6 (Kt-Kt5?; 4. R-Kt5ch! wins the Knight). In this ending there is always a fatal check at some point, and the position in the diagram is not in any way a chance win. 4. K-Q3, K-B2; 5. R-QR5, Kt-Kt8; 6. R-R1, and wins.



Diag. 47



Diag. 48

As soon as the Knight can obtain the King's support the game is drawn even when the King is already forced on to the edge of the board.

Position--White: K at K6, R at K5
 Black: K at K1, Kt at QR2

1. R-QB5, K-Q1; 2. K-Q6, Kt-B1ch; 3. K-B6, Kt-K2ch, draw. In this case the King must avoid the corners, as the Knight would be bereft of his efficiency.

Position--White: K at KR6, R at KR4

Black: K at KR1, Kt at K2

1. R-K4, Kt-Kt1ch; 2. K-Kt6 and wins.

Thanks for reading! Stay tuned for the next lesson where I discuss the more interesting part of end-game play: PAWN ENDINGS.

To your chess success!
Chad Kimball

P.S. This is an excerpt from my 14 Volume Chess Training Book Set guaranteed to dramatically improve your game! It contains 2,213 pages of tested and proven chess tactics.

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go to <http://www.arborgroup.org/chess>

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Bio: Chad Kimball has been playing chess since he was a young boy, and is now an editor and publisher, publishing chess instruction books and courses on the Internet. He is responsible for bringing an exciting resource to the Internet: "The Grandmaster Strategy Training Library."

This 14 Volume Set of Training Books contains 2,213 Pages of Winning Chess Strategies for the price of a single chess tips book at the bookstore. These 14 books enable you to confidently sit down at the chessboard, knowing that you are prepared with years of tested strategies to DEFEAT your opponent. Click here for more information about this exciting resource:
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