

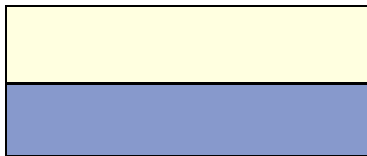


SKITTLES ROOM

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Opposition Clockwise Part 2

by Rainer Staudte

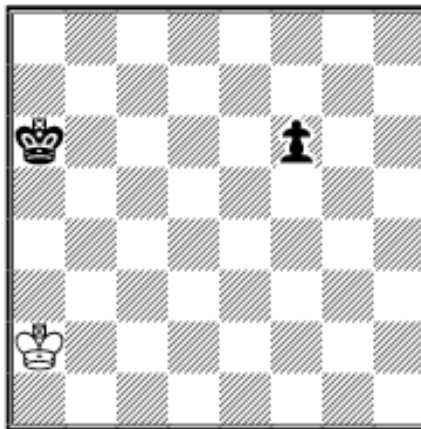
10. The Distant Opposition

Now there are exactly three squares between the kings. The distant opposition does not occur often and it is mainly a step in the process to reach the close opposition.

Exercise 10.1 (Distant Opposition): Analyse the diagrams 47-49 with both White and Black to move!

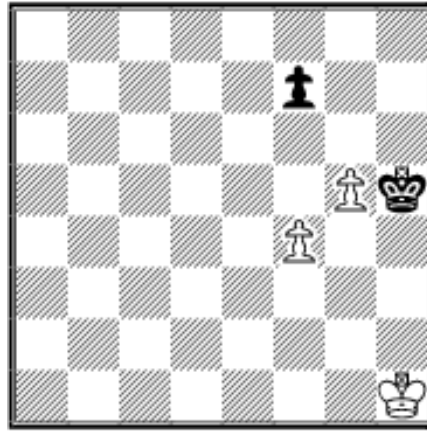
47. Artur Mandler

Tidskrift för Schack 1969



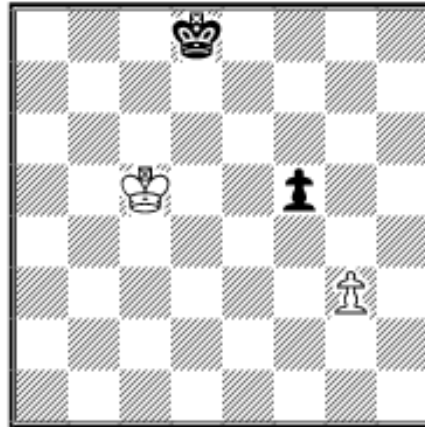
48. Hermann Mattison

Deutsches Wochenschach 1918



49. Nicolay Grigoriev

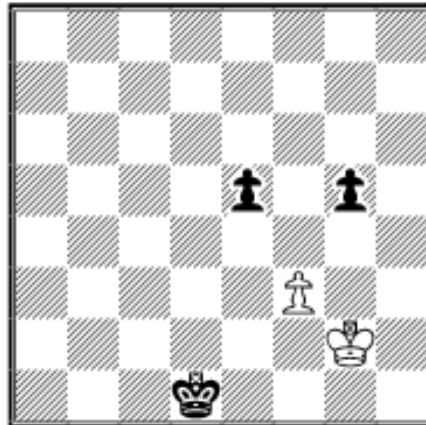
Source unknown 1933



Exercise 10.2: Solve the following positions!

50. Hermann Neustadtl

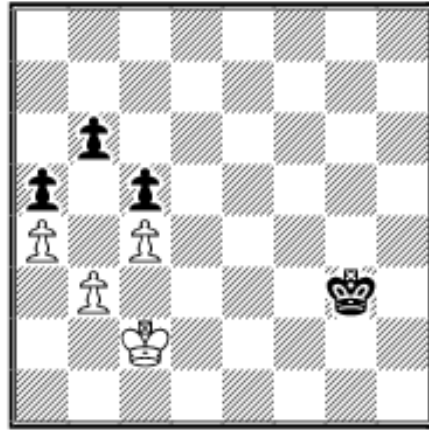
International Chess Magazine 1890



White to move

51. Kranki - Lange

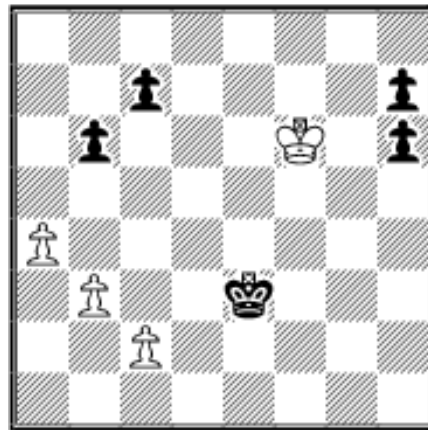
corr. 1940



Black to move

52. Hermann Mattison

Jaunakas Zinas, 1927

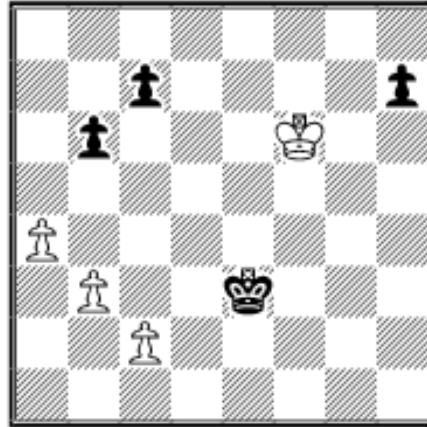


White to move

The author had planned the following solution:
1.b4 Kd4 2.Ke6! h5 3.c3+! Kc4 4.Kf5 Kd5
5.Kg5 Kc6 6.Kxh5 Kb7 7.Kh6 Ka6 8.Kxh7
c5 9.Kg6 cxb4 10.cxb4 Kb7 11.Kf6 Kc6
12.Ke6. But in this line Black can take the
distant opposition and force a draw with
4.Kf5 c5 5.b5 Kd5! 6.Kg5 c4 7.Kxh5 h6
8.Kxh6 Kd6. Is the study a draw or is there
another solution?

**53. Nicolay Grigoriev
after Hermann Mattison**

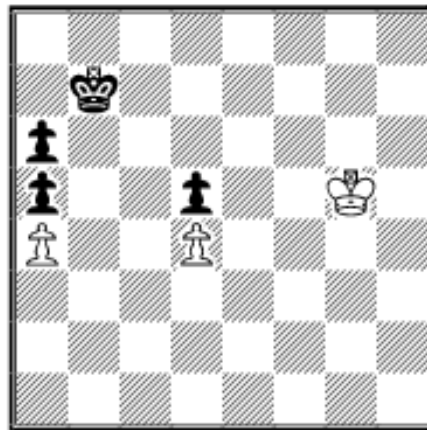
1934



White to move

54. Mikhail Botvinnik

Shakhmaty v SSSR 1934



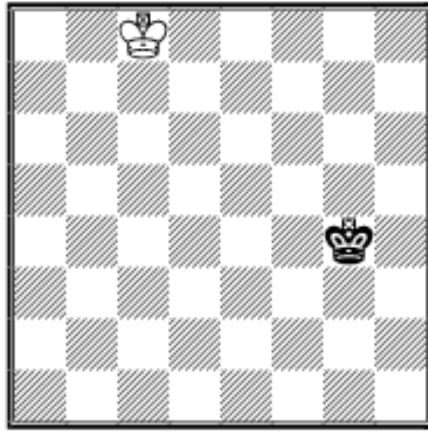
White to move

11. The very Distant Opposition

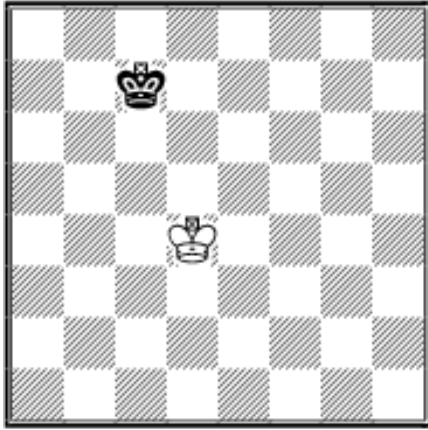
Now exactly five squares are between the kings. The aim is still to convert it into the close opposition with the distant opposition as an intermediate state. The very distant opposition occurs only very seldom.

Exercise 11.1: Look at the diagrams 55-60, answer the questions: Is this the opposition? If yes, which type of opposition? Explain your answer.

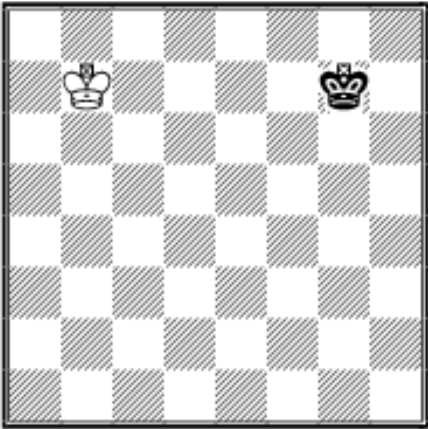
55



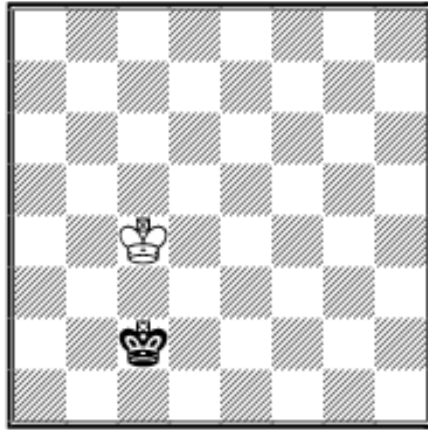
56



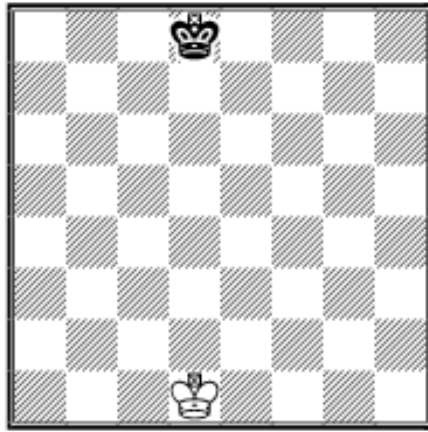
57



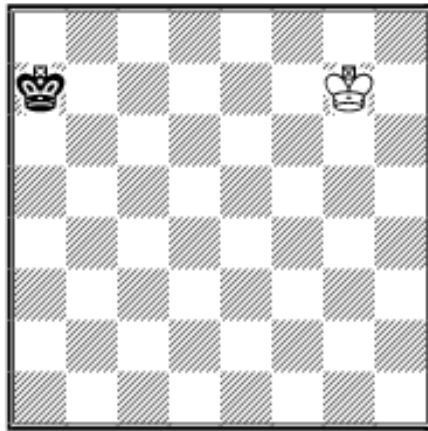
58



59

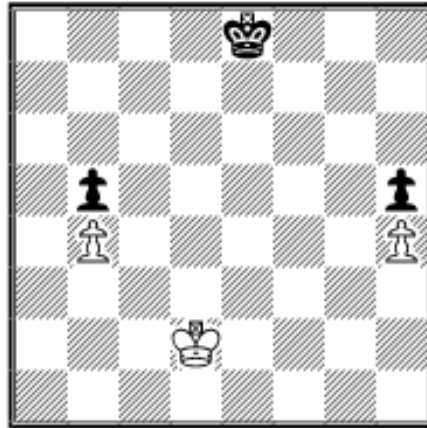


60



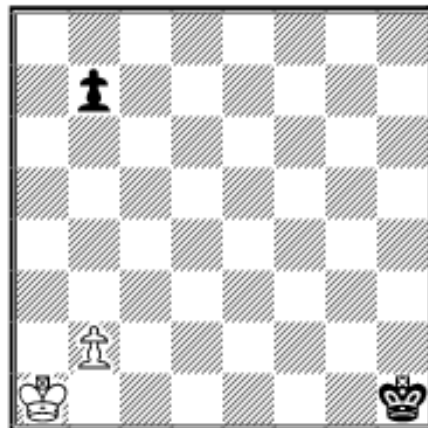
Exercise 11.2:
Solve the following positions

61. Eduard Lasker
Chess Strategy 1915



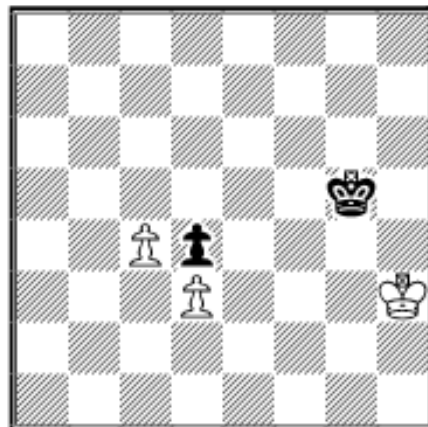
White to move

62. Josef Moravec
Ceské Slovo 1940

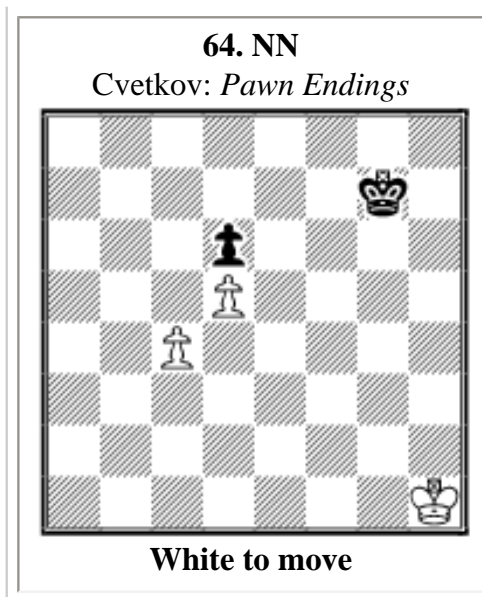


White to move

63. George Walker
Source and year unknown

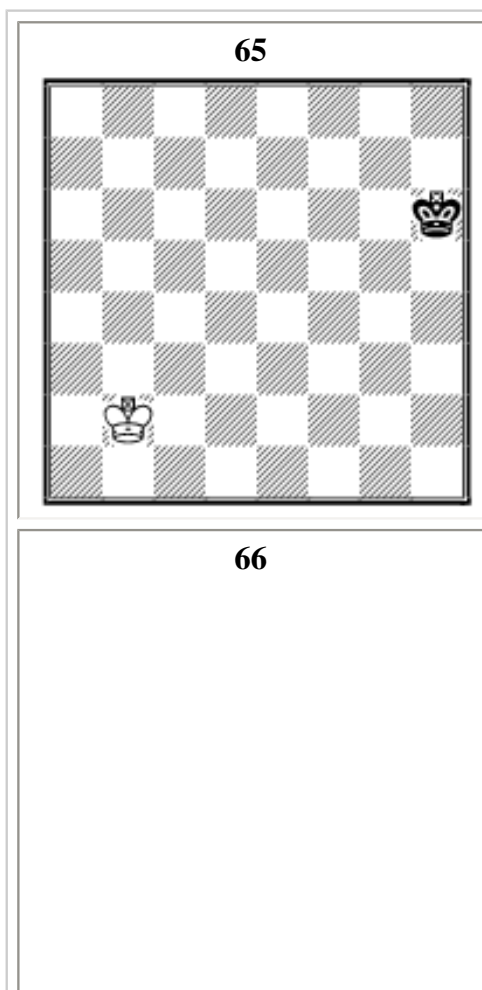


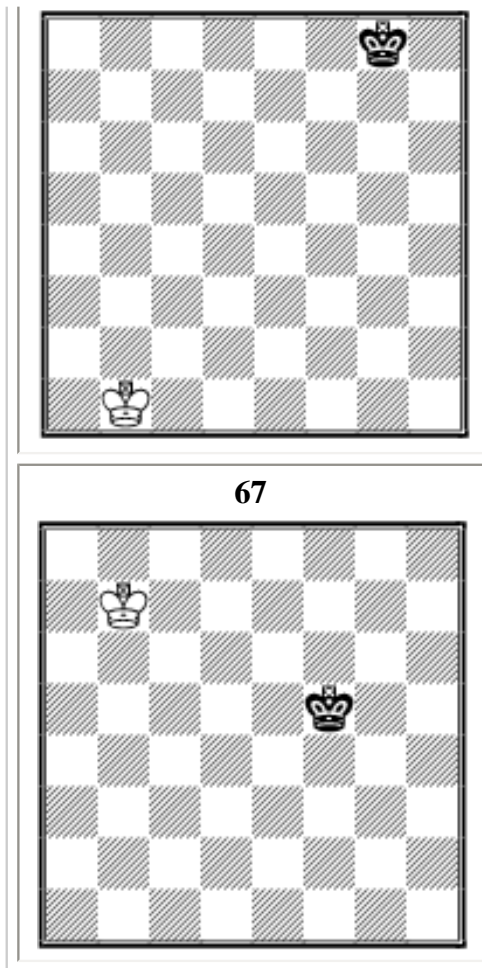
Black to move



12. Generalised Opposition

The close opposition with its two main aims: winning space or gaining the opposition again on another pair of squares can also be forced from positions, which we have not called opposition yet. So the term opposition has to be generalised. The knowledge of this concept makes it much easier to understand many positions. Look at the following positions:





In all cases the positions of the kings define a rectangle. The lower border is on the rank of the lower king and the upper on the rank of the upper king. In other words: the rectangle is defined by the position of his kings in the two corners and they are not connected. If all four corners of this rectangle are of the same colour, then we can speak of opposition.

Exercise 12.1 (generalised opposition): Which position in diagrams 65-67 is the opposition?

Exercise 12.2 (special case): Explain, why the other cases of opposition, we have defined above, are only special cases of this generalised opposition!

Exercise 12.3 (positions of the kings): What can be said about the colour of the squares on which both kings stand when they are in opposition?

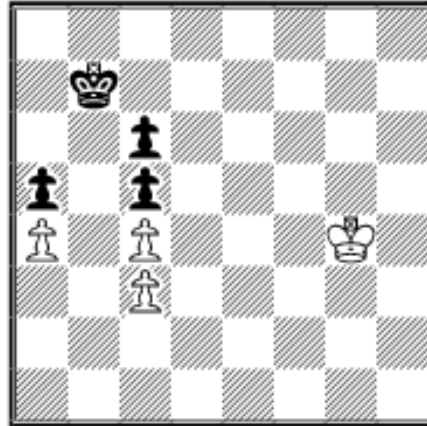
Exercise 12.4 (kings on squares of different colour): Is the following right: Kings on squares of different colour are not in opposition. Explain your answer.

Exercise 12.5 (Kings on squares of the same colour): Is the following correct: kings on squares of the same colour are in opposition. Explain your answer.

Further exercises:

68. Wilhelm Leick

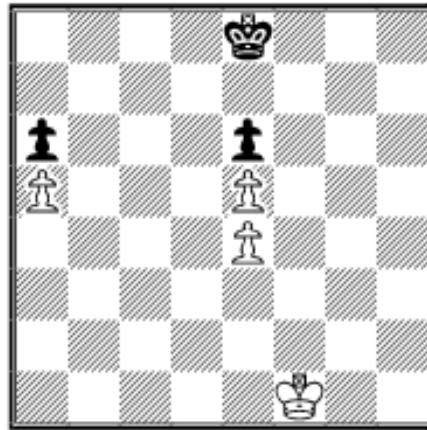
Deutsche Schachblätter 1937



Can White to move win?

69. Wilhelm Leick

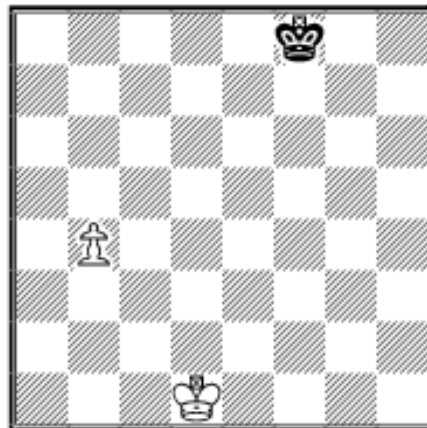
Deutsche Schachblätter 1937



White to move

70. Theoretical Position

after Nicolay Grigoriev 1931



White to move and win

13. The Face of a Clock as Model

In pawn endings the kings get close to each quite often, as they fight for

important squares. Typical techniques are encirclement and body checks and the opposition often plays an important role. Here are rules for the movement of the kings in such cases:

Exercise 13.1 (Surrounding a King): How many moves does a king need to surround the other completely (the other does not move and is in the centre)?

For the quickest possible solution, note that there are 12 positions of the kings. They play a key role in encirclements and body checks. So it is a good idea to describe the relative positions of the king as if they were on a face of a clock. The position of Black's king is in the middle of the clock. But which square in the middle is not important. The only thing that is important is the relative position of the kings. In endgame studies it is mainly White who has an active position, so we set Black's king in the middle of the face and White's king gives the position of the hour hand of the clock. When both kings are so close to each other, then we can describe all situations in clock-time: horizontal close opposition is at 3 and 9 o'clock, vertical opposition is at 6 and 12 o'clock etc.

Exercise 13.2 (close opposition with one surrounding): Why is the diagonal opposition of lesser importance than the vertical and horizontal, when one king surrounds the other?

We can now make the following observations/rules:

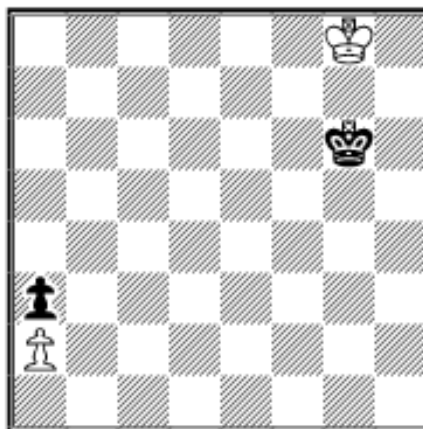
1. If one king moves and stays in close touch, then the clock-time changes by one hour (plus or minus).
2. If both kings move in the same direction then the clock-time does not change. This corresponds to the shift of the opposition. Sometimes the defending king can take another direction, of course.
3. If both kings move more or less in the same direction, then the time changes by at least one hour (plus or minus).
4. It is less interesting for us at the moment of course, when the kings move in different directions as they then lose this relationship. There is just no encirclement or body check then.

These four observations are rules for such situations. They are not new, see Paul Winkler: *Über die Springerstellung der Könige im Bauernendspiel, Schach*, 1962, Hefte 3-5 and 8, pages 77-79, 110-111, 140-142, 250. Winkler has also formulated the most important consequences. Now they will be applied to our model: the face of a clock.

With the model such situations can easily be explained, which makes the calculation much easier.

71. Franz Sackmann

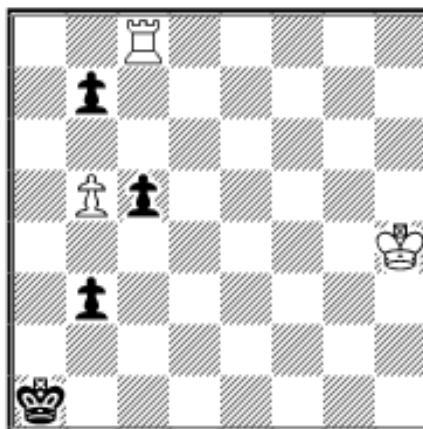
Deutsche Schachblätter 1924



White to move

72. Nicolay Grigoriev

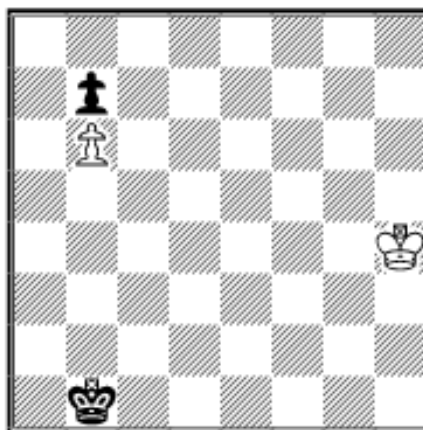
Shakhmatny Listok 1931



White to move

73. Nicolay Grigoriev

Shakhmatny Listok 1931



In diagram 71 it is 12 o'clock (midnight?) and White's pawn is lost. White can save the draw if he manages to imprison Black's king with Kc2 or Kc1 when it takes on a2 (3 or 4 o'clock). On the way to a2, Black has to move westwards

twice so White can win 2 hours according to rule no.3 as he can move southwestwards. He can win the missing third hour with his first move (rule 1), so everything is in order as per rule 2; no other moves change the time. So White achieves his aim with 1.Kh8! At the same time it is clear why 1. Kf8? loses: After 1...Kf5? both lost hours can be won by rule no.3, but after 1...Kf6! 2.Kg8 both kings are already one step further westwards then in diagram 71 after the key move 1.Kh8!. So White can't win two tempi (only one) during Black's march to take on a2 by rule no.3.

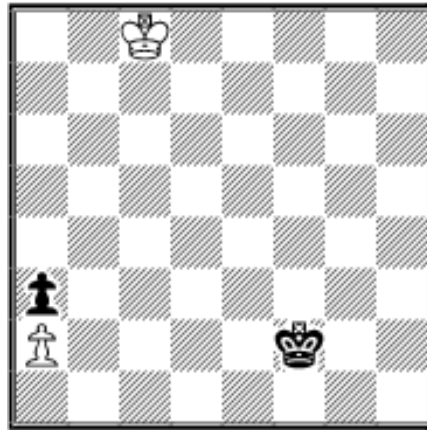
Diagram 73 arises after from diagram 72. The sequence 8.Kg4? Kc2 9.Kf4 Kd3 10.Ke5 Kc4 11.Kd6 Kb5 12.Kc7 Ka6 loses. White has to abandon the pawn and must be able to answer Kxb6 with Kb4 (6 o'clock). When White tries to encircle from southeast with 8.Kg3! Kc2 9.Kf2 Kd3 10.Ke1! then it is already 5 o'clock. As Black has to move north once, White can win the missing hour and draw (at 6 o'clock).

Exercise 13.3 (Encirclement): How does White save the draw in diagram 72? Prove using the model of the face of a clock; why in diagram 73 after 8.Kg4? Kc2, does the try to encircle with 9.Kf3 come too late?

Now some exercises:

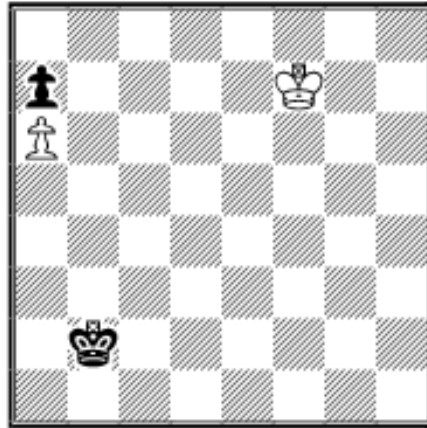
**74. Paul Winkler
after Sackmann and Grigoriev**

Schach 1962



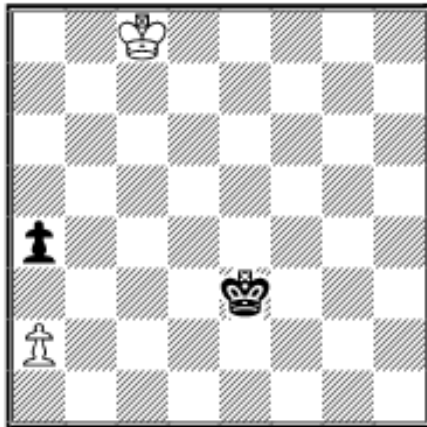
White to move

75. Schlage - Ahues
Berlin 1921



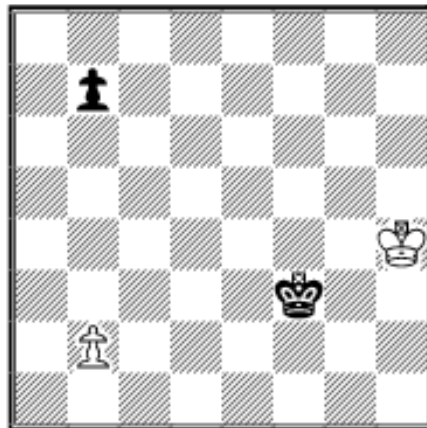
White to move

76. NN - NN
from an article of Grigoriev 1925



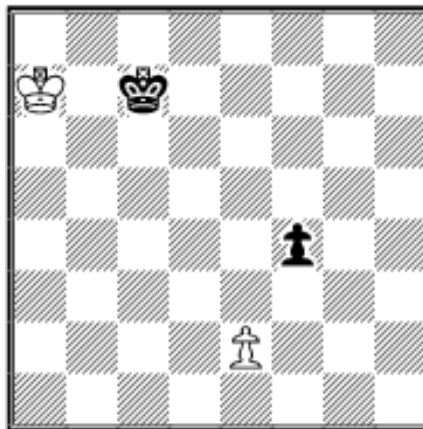
White to move

77. Nicolay Grigoriev
64, 1938



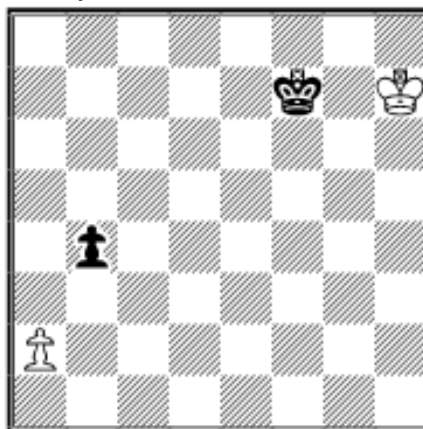
White to move

78. Orrin Frink
The Chess Amateur 1927



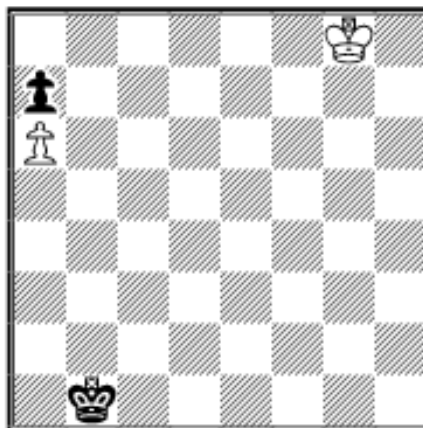
White to move

79. Milenko Dukic
Sinfonie Scacchistica 1973



White to move

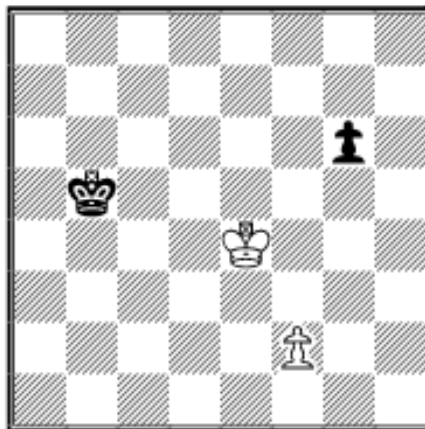
80. Ilham Aliev
eg 1999



White to move

81. Josef Dobias

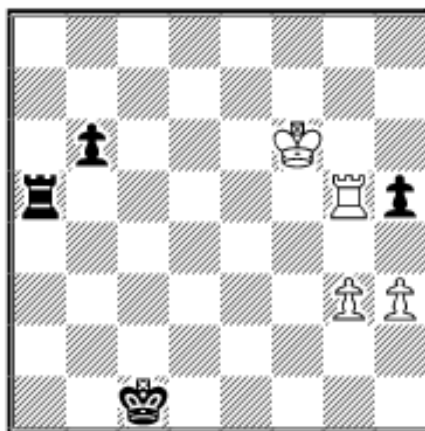
Narodny Listy 1926



White to move

82. Krejciak - Schenkein

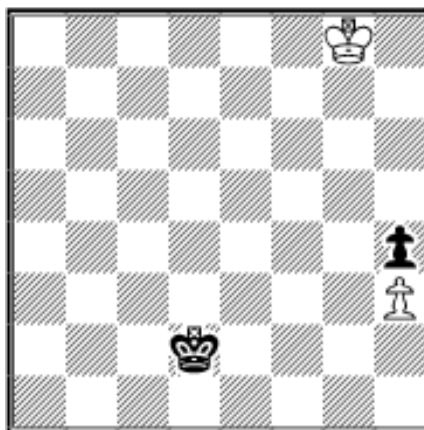
Vienna 1908



White to move

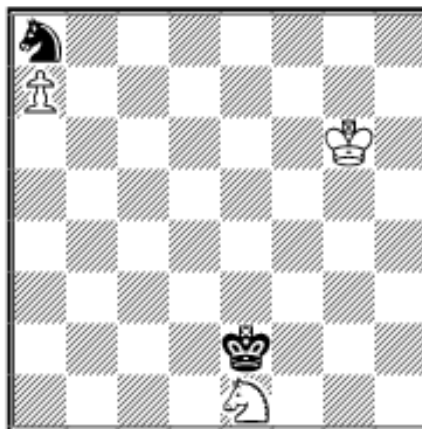
83. Krejciak - Schenkein

Vienna 1908



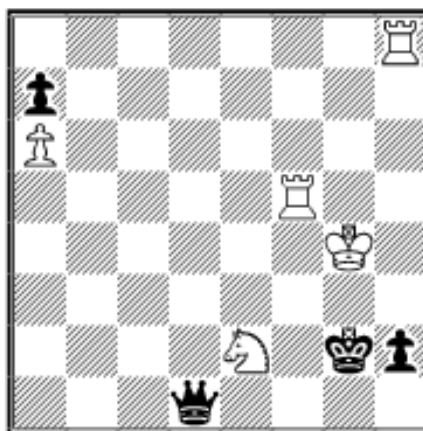
White to move

84. Vitaly Halberstadt
Centurini Memorial 1951



White to move

85. Rainer Staudte
Schach 2002



White to move

Solutions

47 White to move draws with 1. Kb2! Black can keep the distant opposition after 1...Kb7 until wKe2/bKe6, but after 5.Kf2! Black has to abandon the opposition. As White is then able to win the fight for the close opposition, he can defend the key squares successfully.

Black to move can't win of course as White has the opposition and is inside the square of the f-pawn, e.g., 1...Ka5 2.Ka3! Kb5 3.Kb3 etc.

48 After 1.Kg2? Kg4 2.Kf2 Kxf4 3.Kg2 Kxg5 4.Kg3 Kf5 5.Kf3 f6 White loses. 1.g6! fxg6 2.f5! gxf5 3.Kg1! Kg5 4.Kf1! Kf4 5.Kf2 = is called for, but not 4.Kg2? Kg4 or 4.Kf2? Kf4!. Insufficient is also 2.Kg2? Kg4 3.Kf1 (or 3.f5 gxf5) Kxf4 4.Kf2 g5 or 2.Kg1? Kg4 3.f5 Kxf5 4.Kf2 Kf4. Black to move wins with 1...Kg4! as his king reaches a key square (g5 or f4).

49 White wins with 1. Kd6! as he can occupy the key square f5. Wrong is

1.Kd4? f4! 2.gxf4 Ke8! 3.Ke4 (shifting of the distant opposition) 3...Kf8! = and
 1.Kd5 f4! 2.gxf4 Kd7 3. Ke5 Ke7 (shifting of the close opposition) 4.Kf5 Kf7
 5.Kg5 Kg7 =.

Black can reach the opposition with 1...Kc7 or 1...Ke7 and defends the squares
 f5, g5 and h5. Even 1...f4 and 1...Ke8 lead to a draw. But 1...Kd7? is wrong:
 2.Kd5!

50 Black to move wins relatively easily by taking the opposition and forcing
 White's king away from the key square f3: 1...Ke2! 2.Kg3 Ke3 3.Kg4 Kf2
 4.Kxg5 (or Ke5) Kxf3+-. With White to move 1.Kg3? loses: 1...Ke1 (diagonal
 opposition) 2.Kg2 Ke2 (transposition to the horizontal opposition) 3.Kg3 Kf1
 4.Kh3 Kf2 5.Kg4 Kg2 (taking the vertical opposition) 6.Kxg5 Kxf3 or 2.Kg4
 Kf2 etc. The horizontal opposition does not save White either: 1.Kf1? Kd2
 2.Kf2 (shifting the opposition by a rank) 2...Kd3 and Whit's own pawn hinders
 him, so he loses the fight for the opposition and Black reaches the key square f3:
 3.Kg3 Ke3 4.Kg2 Ke2 5.Kg3 Kf1 etc. But White can withstand Black's attempt
 to force him away by 1.Kh1! Kd2 2.Kh2! Kd3 3.Kh3 Ke3 4.Kg3 Ke2 5.Kg2
 Kd1 6.Kh1!. This variation shows the transformation of one form of opposition
 into another. 1... g4 is answered by 2.Kg2 Kd2 3.fxg4 =

51 1...Kg2! 2.Kc3 Kf1 3.Kd3 Ke1 4.Ke4 Kd2 5.Kd5 Kc3 6.Kc6 Kxb3 7.Kb5
 Kc3 8.Kxb6 Kb4! 0-1

52 The study is really refuted by 1.b4 Kd4 2.Ke6! h5 3.c3+! Kc4 4.Kf5 c5 5.b5
 Kd5! 6.Kg5 c4 7.Kxh5 h6 8.Kxh6 Kd6 =

53 1.b4 Kd4 2.Ke6! h6 3.c3+! Kc4 4.Ke5! h5 5.Kf5! Kd5 6.Kg5 c6 7.Kh4! c5
 8.b5 c4

9.Kxh5 Kd6 10.Kh6! Kd7 11.Kg5 +- 10...Kd5 11.Kg7 +-; 10...Ke6 11.Kg6 Kd6
 12.Kf6 +-; 7.Kh5: c5 8.b5 c4 +-; 4...c5 5.b5 +-; 4...c6 5.Ke4 +- ; 2...c5 3.a5 +-

54 1.Kf5! Kb6 2.Kf6! distant opposition 2...Kb7 3.Kf7! shifting of the distant
 opposition 3...Kb8 4.Ke6 Kc7 5.Ke7! transformation to a close opposition
 5...Kc6 6.Kd8 Kd6 and now Black has the opposition. Without the pawn a6 this
 would be a draw. 7.Kc8 Kc6 8.Kb8 Kb6 9.Ka8 due to the pawn a6 the
 opposition and the game are lost. 7...Ke6 8.Kb7 Kf5 9.Kc6 Ke4 10.Kc5 +-.
 After 4...Kc8 White wins by 5.Kd6 Kd8 as both a-pawns are lost or 5...Kb7
 6.Kxd5 and Black can't go into the opposition. If Black tries to keep the distant
 opposition with 3...Kb6 then White encircles him as in the main line: 4.Ke8 Kc6
 5.Kd8 Kd6 6.Kc8 +-. Other tries like 1...Kc6 2.Ke6 and 1...Kc7 2.Ke5 lose as
 well as White takes the opposition then.

55 Distant diagonal opposition

56 No opposition

57 No opposition, as there are 4 squares between the kings

58 Vertical close opposition

59 No opposition, as between the kings are 6 squares

60 Horizontal distant opposition

61 1.Ke3? Ke7! 2.Kd4 Kd6 3.Ke4 Ke6 4.Kf4 Kf6 5.Ke4 Ke6 forces the draw, but 1.Ke2! (vertical very distant opposition) Ke7 2.Ke3 (distant opposition) 2...Ke6 3.Ke4 (close opposition) 3...Kf6 4.Kf4 +-

62 1.Ka2? Kg2 2.Kb3 Kf3 3.Kc4 Ke4 4.Kc5 Ke5! 5.b4 Ke6 6.Kb6 Kd5 draw or 5.Kb6 Kd5 6.Kxb7 Kc4 draw 1.Kb1! Kg2 2.Kc2 Kf3 3.Kd3 Kf4 4.Kd4 Kf5 5.Kd5 Kf6 6.Kd6 Kf7 7.b4! Ke8 8.Kc7 b5 9.Kc6 Kd8 10.Kxb5 Kc7 12.Ka6 +-

The generalised notion of opposition says that both kings define a rectangle in which the four corner squares have the same colour. Now we determine the rectangle of the types of oppositions we already know (one square = one unit).

Horizontal or vertical opposition: The shorter side of the rectangle has the length of one unit, the longer side of the rectangle has the length of an odd number of units.

Each king stands in two corners simultaneously. Diagonal opposition The rectangle is a quadrat and its side has the length of an odd number of units. The kings stand

63 1...Kf5 2.Kg3 Kg5 3. Kf2 Kf6 4.Ke1 Ke7 (or Ke5) 5.Kd1 Kd7 (or Kd6) 6.Kc2 Kc6 7.Kb3 Kc5 (b5 is not accessible) 8.Ka4 Kc6 9.Kb4 Kb6 10. c5+ +- 2.Kh4 is wrong due to 2...Kf4! 3.Kh5 Kf5 4.Kh6 Kf6 5.Kh7 Kf7 6.c5 Ke6 7.Kg6 Kd5 8.Kf5 Kc5: 9.Ke5 Kc6! 10.Kd4 Kd6 =

64 1.Kg2? is insufficient 1...Kg6(8)! 2.Kf3 Kf7! 3.Kg4 Kg6(8)! 4.Kf4 Kf6! 5.Ke4 Ke7! 6.Kd4 Kd7(8)! 7.Kc3 Kc7(8)! 8.Kb4 Kb6(8)! and White can't make progress.

Exercise 13.1: White has to take the very distant opposition: 1.Kg1! Kf7 2.Kf1! Ke7 3.Kg2 Kf6 4.Kf2! Ke7 5.Kg3 Kf7 6.Kf3! Ke7 7.Kg4 Kf5 8.Kf4! Kg6 9.Ke3 Kf6 10.Kd4 Ke7 11.Kc3! Kd7 12.Kb4 Kc7 13.Ka5 Kb7 14.Kb5! Kc7 15.Ka6 Kc8 16.Kb6 Kd7 17.Kb7 Kd8 18.Kc6 Ke7 19.Kc7 +- After 6...Kf8 7.Kf4 Kg8 8.Ke4 Kf8 9.Kd4 Ke7 10.Kc3! play reaches the main line. 5.Ke3? Ke8 is wrong as White can't access the square e5 after 6.Ke6 Ke7! and after 7.Kf5 Kf7! Black reaches the opposition and draws. (Source of the diagram: Cvetkov, Alexander: *Pawn Endings*, Corapolis, Pennsylvania, 1985, Chess Enterprises)

65 b2 and h6 are dark, b6 and h2 are dark as well. So the kings are in

opposition.

66 b1 and g8 are light, b8 and g1 are dark. So the kings are not in opposition.

67 b7 and f5 are light, b5 and f7 are light as well. The kings are in opposition.

Exercise 12.2 The generalised notion of opposition says that both kings define a rectangle in which the four corner squares have the same colour. Now we determine the rectangle of the types of oppositions we already know (one square = one unit).

Horizontal or vertical opposition: The shorter side of the rectangle has the length of one unit, the longer side of the rectangle has the length of an odd number of units. Each king stands in two corners simultaneously.

Diagonal opposition: The rectangle is a quadrant and its side has the length of an odd number of units. The kings stand in two corners on the same diagonal.

Exercise 12.3 Kings in opposition stand on squares of the same colour.

Exercise 12.4 That is true. If the kings stand on squares of different colours then all corners of the rectangle defined by both of the kings cannot have the same colour.

Exercise 12.5 This does not hold. Both kings can stay on squares of the same colour, but the other two corners of their rectangle may have another colour. In this case the rectangle defined by the kings has sides with an even number of units.

68 1.Kh5 Ka7! 2.Kg5 Kb7! 3.Kf5 Ka7! 4.Ke5 Kb7! 5.Ke6 Ka6! 6.Ke7 Ka7!
7.Ke8 Ka8! 8.Kf8 Kb8! 9.Kf7 Kb7! 10.Kf6 Kb6! 11.Ke6 Ka6! 12.Kf7 Kb7!
13.Kg8 Ka8! Only the very distant opposition saves the game! 14.Kf7 Kb7!
15.Ke7 Ka7! 16.Kd8 Kb8! 17.Kd7 Kb7! =; 15...Kc7? Black can't keep the close
opposition due to the pawn c6 16.Ke6 Kb8 17.Kd6 Kb7 18.Kd7 etc. +-;
13...Kc8? 14.Kg7! Kc7 15.Kg6! Kb8 16.Kf6! Generalised opposition 16...Kb7
17.Kf7 distant opposition 17...Kb6 18.Ke8! Ka7 19.Ke7! Ka6 20.Kd8! Kb7
21.Kd7 Kb6 22.Kc8! Ka7 23.Kc7 +-; 2.Kg6? Ka6! and 2.Kh6? Kb6! only lead
to draws. 1...Kb6? 2.Kh6! Kb7 3.Kh7! Kb6 4.Kg8! Ka7 (4...Kc7 5.Kg7! Kd7
6.Kf7! Kd6 7.Ke8! Kc7 8.Ke7! Kc8 9.Kd6!+- etc. after 6...Kd8 White answers
7.Ke6) 5.Kg7! Ka8 6.Kf6! Kb8 7.Ke6! Kc7 8.Ke7! Kc8 9.Kd6! Kb7 10.Kd7!
Kb6 11.Kc8! Ka6 12.Kc7 +-; 1...Ka6? 2.Kg6! +-; 1...Kc8? 2.Kg6! Kb8 3.Kf6!
Kb7 4.Kf7! Kb6 5.Ke8! Ka7 6.Ke7! +-; 1...Kc7? 2.Kg6! Kd6 3.Kf6! Kd7 4.Kf7!
Kd6 5.Ke8! Ke6 6.Kd8! Kd6 7.Kc8! +-; 1.Kg5 Ka7! or 1.Kf5 Ka7! 2.Ke5 Kb7!
3.Ke6 Ka6! both lead to draws.

69 1.Ke2? keeps the opposition for the moment, but after 1...Ke7 2.Ke3 Ke8!
Black gains it, when White approaches. 3.Kf4 Kf8 4.Kg5 Kg7! Draw. 1.Kf2?
Kf8(7)! doesn't win either. 1.Kg2! very distant opposition Kf7 2.Kh3! Kg7

3.Kg3 distant opposition 3...Kf7 4.Kh4 Kg6 5.Kg4 close opposition 5...Kh6 protects the squares, on which White wants to penetrate, but goes too far away from the other wing: 6.Kf3(4) Kg5 7.Ke3! Kg4 8.Kd4 Kf4 9.Kc5 Kxe5 10.Kb6 Kxe4 11.Kxa6 e5 12.Kb5 Kd3 13.a6 e4 14.a7 e3 15.a8Q e2 16.Qa5 +-; 9...Kxe4 10.Kb6 Kxe5 11.Kxa6 Kd6 12.Kb6 e5 13.a6 e4 14.a7 e3 15.a8Q +-. Also 10...Kd5 11.Kxa6 Kc6 12.Ka7 Kc7 13.a6 Kc8 14.Kb6 +-; 1...Kf8 2.Kh3! wins as in the main line. 1...Kd7 2.Kg3 Kc6 3.Kg4 Kb5 4.Kg5 Kxa5 5.Kf6 Kb4 6.Kxe6 a5 7.Kd5 a4 8.e6 a3 9.e7 a2 10.e8Q a1Q 11.Qb8+ +-

70 Taking the generalised opposition with 1.Kd2? forces the transposition into the close opposition by 1...Ke7 2.Ke3 Kd6 3.Kd4, but Black can defend easily with 3...Kc6. But the direct march on the other wing to the key square a6 wins: 1.Kc2! Ke7 2.Kb3 Kd6 3.Ka4 Kc6 4.Ka5 Kb7 5.Kb5 +-. White did not take the opposition with his first move. Black could take it with 4...Kc7, but then he actually loses faster as White reaches the key square a6 directly then.

Exercise 13.1 12 (This answer was already given in the text.)

Exercise 13.2 Kings in diagonal opposition are not in close touch, and there is no diagonal opposition when a king surrounds its counterpart.

71 1.Kh8!

72 1.b6 b2 2.Ta8 Kb1 3.Tc8 Ka2 4.Txc5 b1Q 5.Ra5+ Kb3 6.Rb5+ Kc2 7.Rxb1 Kxb1 and we have reached diagram 73.

73 8.Kg3! Kc2 9.Kf2 Kd2 10.Kf1! Kd3 11.Ke1 Kc4 12.Kd2 Kb5 13.Kc3 Kxb6 14.Kb4 =. After 8.Kg4? Kc2 9.Kf3 Kd3 10.Kf2 it is 4 o'clock. As Black only moves north once, White can reach not more than 5 o'clock. The position is lost.

74 1.Kd7 Ke3 2.Ke6 Kd4 3.Kf5 Kc3 4.Ke4 Kb2 5.Kd3 Kxa2 6.Kc2 draw 2...Ke4 3.Kf6 Kd4 4.Kf5 etc.

75 1.Ke6 Kc3 The game continuation was 2.Kd6? Kd4 3.Kc6 Ke5 4.Kb7 Kd6 5.Kxa7 Kc7 draw. But 2.Kd5! wins.

76 The game went: 1. Kc7? Kd3? 2.Kb6? (2.Kc6 or Kd6 saves the game) Kc3 3.Kb5 a3 4.Ka4 Kb2 5.Kb4 Kxa2 0-1 Correct was 1.Kd7 Kd4 2.Ke6 Kc3 3.Ke5 or 3.Kd5 Kb2 4.Kc4 resp. 4.Kd4 Kxa2: 5.Kc3 =.

77 1.Kg5, but why? 1...Ke4 2.Kf6 Kd5 3.Ke7 Kc6 4.Ke6! b6 5.Ke5 Kc5 6.Ke4 Kc4 7.Ke3 b5 8.Kd2 Kb3 9.Kc1 Ka2 10.b4! = after 4.Kd8 Black wins with 4...b5 5.Kc8 b4 and after 3... b5 White draws with 4.Kd7 b4 5.Kc7 Kc5 6.Kb7 b3 7.Ka6 Kb4 8.Kb6 Kc4 9.Ka5 =.

78 1.Ka6? Kc6 2.Ka5 Kc5 3.Ka4 Kd4 4.Kb4 Ke3 -+; 1.Ka8! Kc6 2.Kb8 Kd5 3.Kc7 Ke4 4.Kd6 Ke3 5.Ke5 =

79 1.Kh8

80 If the black pawn a7 is captured then Black's king has to move to c7 (or c8). So the target position is 9 o'clock (or 8 o'clock). After 1.Kf7 Kc2 2.Ke6! Kd3 3.Kd5! Ke3 it is 11 o'clock. On their way the kings move only once in the same direction, so only one hour can be won and 9 o'clock is not reached. So the position is lost.

81 1.Kd4! Kc6 2.Ke5 Kc5 3.f4 Kc4 4.Kf6 Kd3 5.Kxg6; 1.Kd5 Kb4 2.Kd4 Kb3 3.f4 Kc2

82 1.Rxa5? bxa5 2.g4 a4? (2...hxg4 wins without problems) 3.g5 a3 4.g6 a2 5.g7 a1Q+ 6.Kg6 Qa8 7.Kh7 Qe4+ 8.Kh8 Qe5 9.Kh7 Qe7 10.Kh8 Qf6 11.Kh7 Qf7 12.Kh8 h4 13.g8Q Qg8:+ 14.Kg8 Kd2.

83 White lost by 15.Kg7? Ke3 16.Kg6 Kf4 17.Kh5 Kg3, but could have saved the position with 15.Kf7! Ke3 16.Ke6 Ke4 (16...Kf4 17.Kd5 etc.) 17.Kd6 Kf3 18.Ke5 Kg3 19.Ke4 Kxh3 20.Kf3=.

84 1.Kf5 Ke3 2.Ke6 Nb6 3.Ke5 and the king breaks through to his pawn. 2.Ke5 Nb6 3.Kd4 wins as well. After 1...Kxe1 follows 2.Ke4 Nc7 3.Kd3

85 After the simplification 1.Rxh2+ Kxh2 2.Rf2+ Kh1 3.Rf1+ Qxf1 4.Ng3+ Kg1 5.Nxf1 Kxf1 Black loses the pawn a7. But White has to avoid that Black's king reaches c7 (or c8) in time. So 9 o'clock (or earlier) has to be prevented (is too early...). After 6.Kf3! Kg1 it is 11 o'clock. As White's king has to move westwards only once on its way to a7, its college can win at least one hour and 9 o'clock is not reached. So White wins. But note that 6.Kf4? is wrong as it is 11 o'clock after Kg2, but White's king has to move westwards twice. So Black's king can win two hours on the way and arrives at 9 o'clock on a7 in time. Even 6...Kf2 draws. Then it is 12 o'clock, but Black's king can move not in the same way/direction three times (once north, when its college moves northwest, once north and once northwest, when its college moves west). But 6...Ke2? goes too far as White uncorks the body check 7.Ke4!, as in the solution of the study.



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