



Checking Distances, Shelters and More

An active rook is a very strong piece on an open board. It can attack loose pawns and harass unprotected pieces easily. I want to deal in this column with another aspect of this strength:

A typical problematic arises, when a defending rook is far away from the enemy king and keeps pestering it with checks. In a pure rook and pawn endgame the attacker has three ways to deal with this problem:

- 1) He can approach the rook with his king.
- 2) He can use pawns (his own or the opponents') as shelter.
- 3) He interposes his rook. This is only interesting, if the pawn ending is won, of course.

I want to start with a typical example for the first technique. In this case the distance from the checking rook is obviously crucial. The following general guideline is valid here:

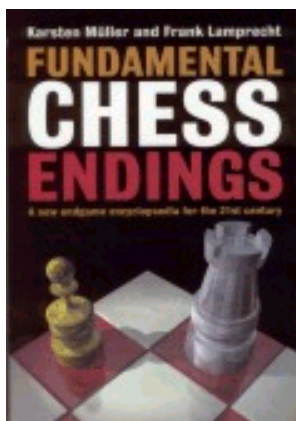
When there are at least 3 squares between the king and the rook then the checking distance is sufficiently long. If not then the king usually overcomes the problem successfully.

This rule helps in the following well known position:

COLUMNISTS

Endgame Corner

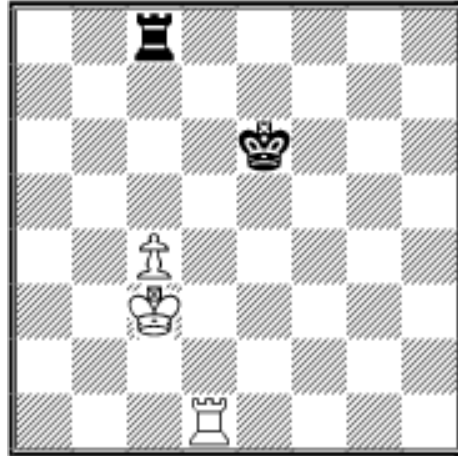
Karsten Müller



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by Karsten Müller &
Frank Lamprecht
The BCF Book of the
Year!

24.01 Educational Example



The checking distance is long enough and so Black can draw by precise play: **1.Kb4**

The waiting move 1.Rd2!? is interesting as well:

A) After 1...Rc7?? the checking distance is not long enough any more: 2.Kb4 Rb7+ 3.Ka5 Rc7

4.Kb5 Rb7+ 5.Kc6 Rb8 6.c5+-

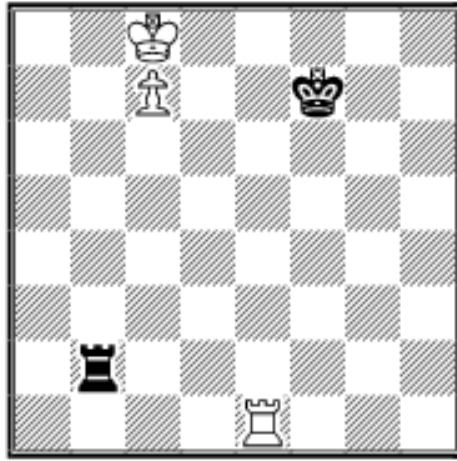
B) 1...Rb8 2.c5 Ke7 3.Kc4 Rd8 draws, e.g. 4.Rh2 Kd7 5.Rh7+ Kc6 6.Rh6+ Kc7 7.Kb5 Rb8+ 8.Kc4 Rb1= as Black's rook will give a barrage of checks.

C) 1...Ke7? is wrong: 2.Kb4 Rb8+ (2...Rd8 3.Rxd8 Kxd8 4.Kb5! Kc7 5.Kc5+-) 3.Ka5 Rc8 4.Kb5 Rb8+ 5.Ka6 Rc8 6.Rd4 and now Black doesn't have the resource Ke5 6...Ke6 7.Kb7 Rc5 8.Kb6 Rc8 9.c5+-

D) 1...Ke5 draws as well.

1...Rb8+ 2.Ka5 Rc8

2...Ra8+? is wrong as White's king can penetrate further 3.Kb6 Rc8 (3...Rb8+ 4.Kc7 Rb4 5.c5+-) 4.c5 the distance is now too short 4...Rb8+ 5.Kc7 Rb2 6.c6 Ke7 7.Re1+ Kf7 8.Kc8 Rb3 9.c7 Rb2



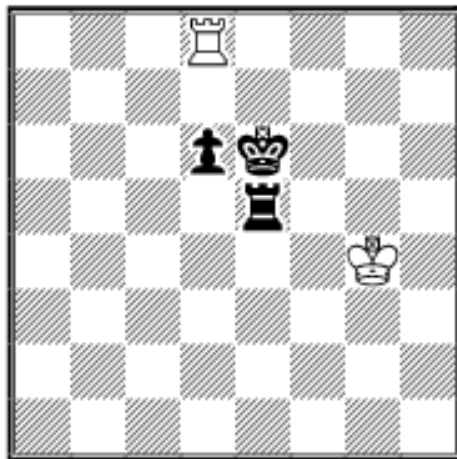
We have reached the Lucena position. White's rook has to build a bridge for the king as the checking distance is large enough to prevent a direct approach of White's king:
 10.Re4 (10.Kd7?! Rd2+ 11.Kc6 Rc2+ 12.Kb6 Rb2+ 13.Ka5 Rc2 14.Kb6 and White is not making progress.) 10...Rb1

11.Kd7 Rd1+ 12.Kc6 Rc1+ 13.Kd6 Rd1+ (13...Rc2 14.Re5 Rd2+ 15.Kc6 Rc2+ 16.Rc5+-) 14.Kc5 Rc1+ 15.Rc4+-

3.Kb5 Rb8+ 4.Ka6 Rc8! 5.Kb5 After 5.Rd4 Black has the important resource 5...Ke5! 6.Rd5+ Ke6 7.Rd4 Ke5 8.Rh4 Rb8 9.Rh5+ Kd6 10.Rb5 Rc8!= **5...Rb8+ 6.Ka5 Rc8 7.Kb4 Rb8+ 8.Kc3 Rc8** and we have reached the starting position of 24.01 again.

The next example shows an important method for the attacker to shorten the checking distance:

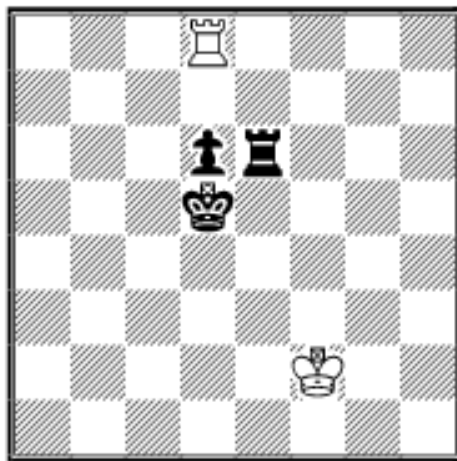
24.02 M.Borriss (2445) - M.Wahls (2580) German Bundesliga, Neukölln - HSK, 4th board, 28.04.2002



The position is drawn, but Black has to play very carefully: **48...Kd5 49.Kf4?**

49.Kf3! was called for to be able to answer 49...Re1 with 50.Kf2! Re6!? (after 50...Re5 White defends with 51.Kf3! Kc5 52.Rc8+! Kd4 53.Rc1!= as the checking distance is large

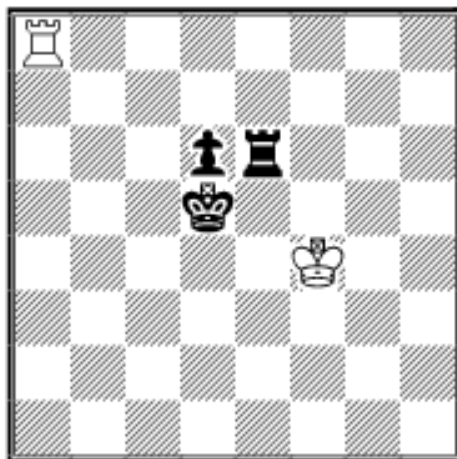
enough)



This position is a good exercise! Only 51.Rc8! draws. (51.Ra8? loses as the checking distance from that side is too short: 51...Kc4 52.Ra4+ Kb5 53.Rd4 Kc5 54.Rd1 d5 55.Rc1+ Kb4 56.Rd1 Kc4 57.Rc1+ Kb3 58.Rd1 Re5—+) 51...Kd4 52.Rc6!= (52.Kf3? Re3+ 53.Kf2 d5 54.Rc1 Re5—+

(compare 24.01, line 1...Ke7?))

49...Re6 50.Ra8



Now Black must shorten the checking distance with his own rook. An important technique to remember!

50...Kc4?

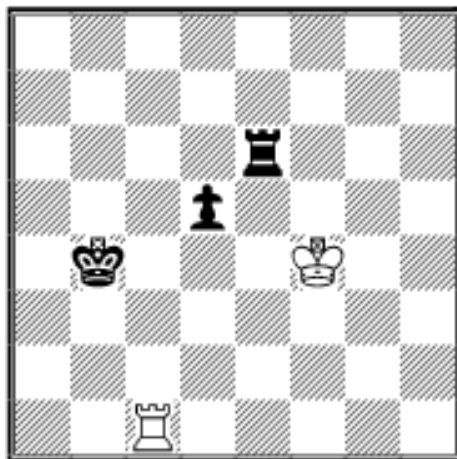
50...Re1! 51.Kf3 Kc4 52.Ra4+ Kb5

A) 53.Ra2 d5 54.Kf2 Re5 55.Ra1 Kc4 (55...d4?

56.Re1!=) 56.Rc1+ Kd3 57.Rd1+ Kc2 58.Rd4 Kc3—+

B) 53.Rd4 Kc5 54.Ra4 d5 55.Kf2 Re5 56.Kf1 Re3 (56...d4? 57.Ra5+ Kd6 58.Rxe5 Kxe5 59.Ke2=) 57.Ra5+ Kc4 58.Kf2 (58.Ra4+ Kb3 59.Rd4 Re5 60.Kf2 Kc3—+) 58...d4 59.Ra4+ Kc5 60.Ra5+ Kb4—+

51.Ra4+ (51.Ra1 d5 52.Rc1+ Kb3 53.Rd1= draws as well (compare 24.01)) **51...Kc5 52.Ra1 d5 53.Rc1+ Kb4**

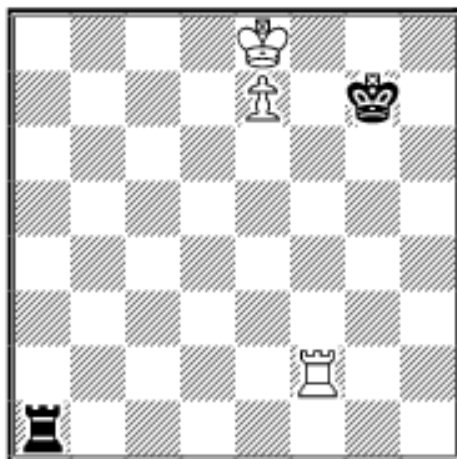


54.Rb1+?? White was too exhausted from the long fight and gives a very careless automatic check. After Black's answer he immediately realized, what he had done. **54.Rd1!=** was of course called for.

54...Kc3 55.Rc1+ Kd2 0-1 and White resigned due to **56.Ra1 d4 57.Ra2+ Kc3 58.Ra3+ Kc2 59.Ra2+ Kb3 60.Rd2 Kc3—+**

The checks can come from the side as well of course:

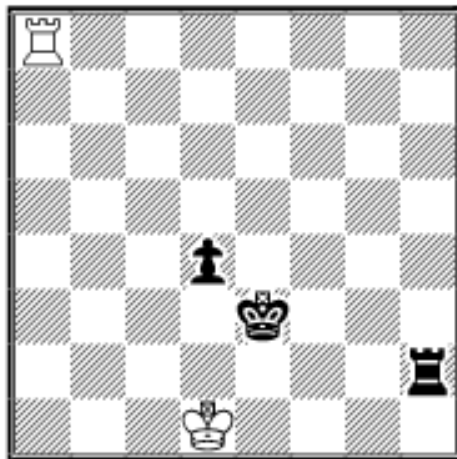
24.03 After Grigoriev



The distance is large enough:
1...Ra8+ 2.Kd7 Ra7+ 3.Kd6 Ra6+ 4.Kc7 (4.Kc5 Re6=)
4...Ra7+! (4...Ra8? is an instructive mistake: 5.Ra2! Rxa2 (5...Rh8 6.Kd7 Kf7 7.Rf2++-) 6.e8Q+-) **5.Kd8 Ra8+ =**

The next example is very important:

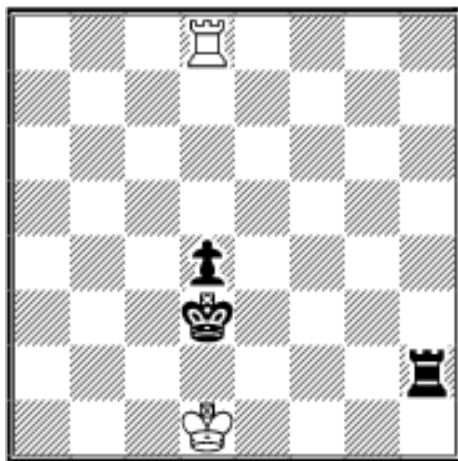
24.04 *R.Jamieson* (2430) - *P.van der Sterren* (2375) Wijk-B 1977



If White cannot use Philidor's defensive method (see e.g. 1.01 in Endgame Corner No.1 in the [ChessCafe Archives](#)) then he must defend very precisely:
86.Re8+?

I Only 86.Rd8 draws:
86...Kd3! (after 86...d3?!
87.Re8+ Black's king has no

shelter.)



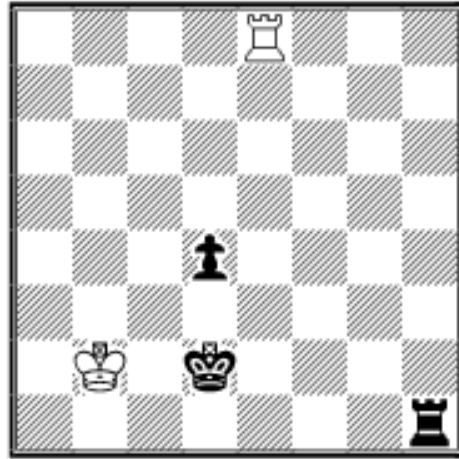
A) Against a center pawn it is also possible to go to long side:
87.Ke1?! Rh1+ 88.Kf2 Rd1
(88...Rc1 89.Rd7! Kc3
90.Ke2!=) 89.Ra8! the
checking distance is shorter
than 3 so the rule predicts that
White loses. But he has another
resource: 89...Kc2 90.Ra2+
Kb3 91.Ke2 and the pawn

ending after 91...Kxa2 92.Kxd1 Kb3 93.Kd2 is drawn.

B) 87.Kc1!? moving to the short side is best. 87...Rh1+
88.Kb2 Re1 89.Rd7 Rd1 (89...Ke3 90.Kc2=) 90.Rh7 Re1
91.Rd7=

II 86.Ra3+? is even worse than the game continuation:
86...d3 87.Kc1 Rh1+ 88.Kb2 Ke2 89.Ra8 d2 90.Re8+ Kf3
91.Rf8+ Ke4—+

86...Kd3 87.Kc1 Rh1+ 88.Kb2 Kd2!



It is important that **Black's rook occupies the h-file**, so White can only check from the g-file, which is not far away enough. **89.Rg8 d3 90.Rg2+**

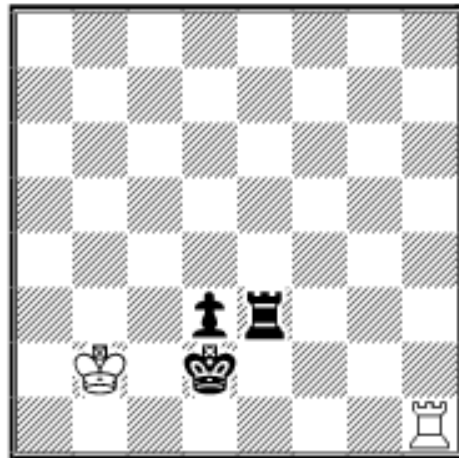
90.Re8 does not help as White reaches the Lucena position. Even 90...Re1?! is possible (90...Kd1!? is more precise.):

91.Rh8

A) of course not 91...Ke2?

A1) 92.Kc3 Rc1+ 93.Kd4 d2 94.Rh2+ Ke1 (94...Kd1 95.Kd3 Ke1 96.Re2+=) 95.Rh1+=

A2) 92.Rh2+ Ke3 93.Rh3+ Kd2 94.Rh2+ Re2 95.Rh1 Re3



and now only 96.Kb3! draws.

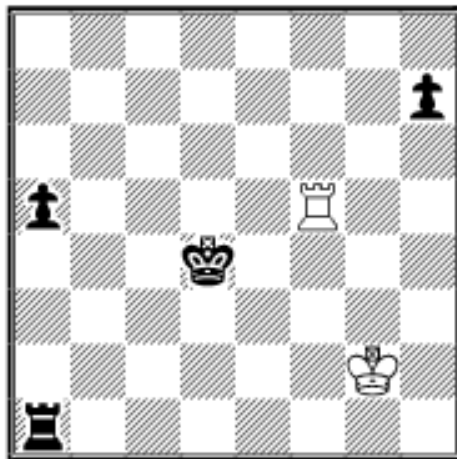
B) 91...Kd1! 92.Kc3 d2 93.Rh2 Re3+ 94.Kb2 Rd3 95.Rh1+ Ke2 96.Rh2+ Ke3 97.Rh3+ Ke4 98.Rh4+ Kf5—+

90...Ke3 91.Rg3+ Ke2 Black prepares to approach the rook with the usual technique.

92.Rg2+ Kf3 93.Rd2 Ke3 94.Kc3 Rc1+ 0–1

The following way to draw the rook ending against a and h pawns is old and instructive:

24.05 Defense against two rook's pawn's after Vancura



Black's rook has to defend the a-pawn on the a-file and Black's king has no shelter on the queenside, so the position is an easy draw. I want to emphasize the importance of keeping the checking distance here: **1.Kh2**

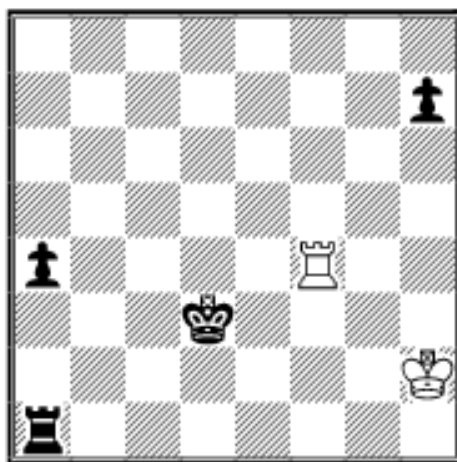
I 1.Rf4+?! is risky: 1...Ke3

2.Rf3+ (2.Rf5 draws as well)

2...Ke4 3.Rh3 (3.Rf7? Rc1—) 3...Kd4 (3...a4?! 4.Rxh7= as Black's rook can't leave the a-file due to Rh4+ winning the a-pawn.) 4.Rh5 (4.Rf3? Rc1 5.Rf4+ Kc5—) 4...a4 5.Rf5 Ke4 6.Rh5 Kd3 7.Rh4 (7.Rh3+? Kc2 8.Rh4 a3 9.Rh3 Kb2—) 7...a3 8.Rh3+ (8.Rf4? Ra2+ 9.Kf1 Ke3—) 8...Kc2 9.Rf3 a2 10.Rf2+ =

II 1.Rb5 draws as well: 1...a4 2.Rb4+ Kc3 3.Rf4=

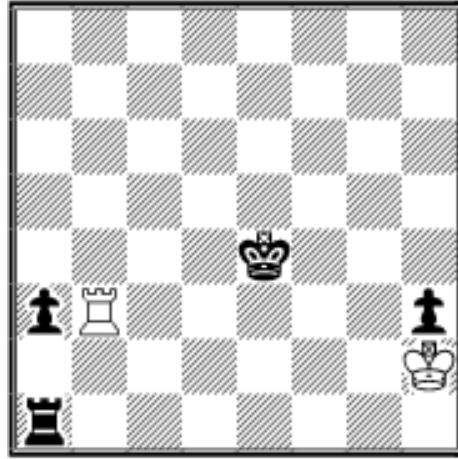
1...a4 2.Rf4+ Kd3



3.Kg2!? 3.Rb4?! is playable as well, but requires precision:

3...a3 4.Rb3+ Kc2 5.Rf3 a2 6.Rf2+ (6.Ra3? Kb2—) 6...Kd3 7.Rf3+ Kc4 8.Ra3 Kb4 9.Ra8= as Black's king has no shelter and the h-pawn does not help as White's king can't be forced to leave the squares g2 and h2.

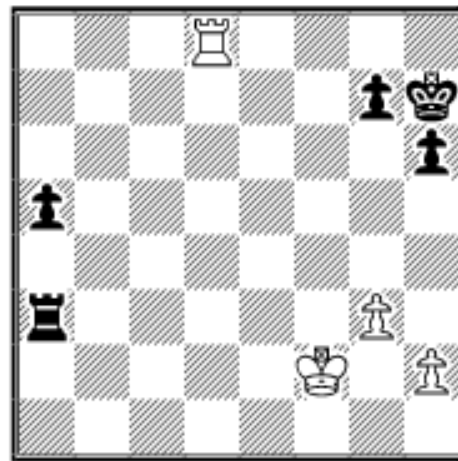
3...a3 4.Rf3+ Ke4 5.Rb3 h5 6.Kh2 h4 7.Kg2 Kd4 8.Rf3 h3+ 9.Kh2 Ke4 10.Rb3=



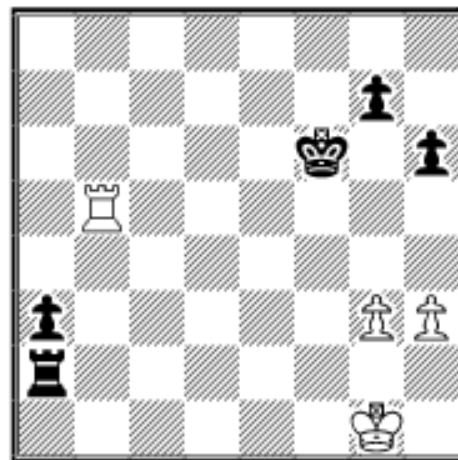
Black can't make meaningful progress.

The following example is analysed in detail in Tim Harding's excellent book *64 Great Chess Games* on page 174:

24.06 *H.Tiemann - A.Khasin corr. Finjub-20 1981-1984*



30...Ra2+ 31.Kg1 (31.Kf3?! Rxh2 32.Rd4 Rh5—+ is lost in the long run.) **31...Kg6 32.Rd5!** White uses the same technique as in the last example to keep Black's rook in front of his a-pawn. **32...Kf6 33.Rb5 a4 34.h3 a3!** (34...Rc2?! 35.Ra5 Rc4?! has the disadvantage that it frees White's king.)



35.Rb3! White must hinder Black's rook from leaving the a-file. 35.h4? is punished in typical manner: 35...Rb2 36.Ra5 a2 37.Kf1 Rb1+ 38.Kg2 a1Q—+

35...Ke5 (35...Ra1+? 36.Kg2 a2?? 37.Ra3 is completely drawn as Black's king has no shelter on the queenside.) **36.Kf1 Kd4 37.Kg1 Kc4 38.Re3 g5** takes the square f4 away from White's rook, which is

important to shorten the checking distance.

39.Kf1 Kb4!? "This is the start of a triangulation manoeuvre, typical of such endgames, where 'losing a move' and 'gaining a move' can be equivalent." (Tim Harding)

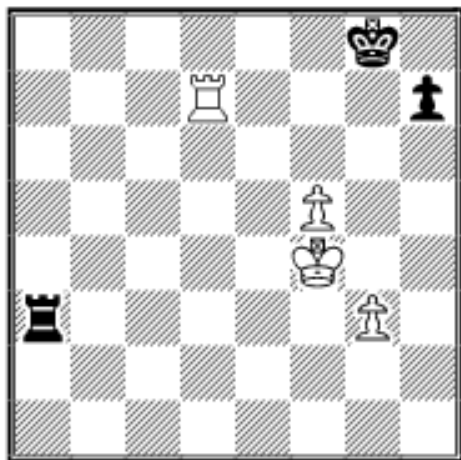
40.Re4+ Kc3 41.Re3+ Kc4 42.Kg1

After 42.g4 Black just repeats the manoeuvre: 42...Kb4 43.Re4+ Kc3 44.Re3+ Kc4 and White is in zugzwang and has to move the king anyway.

42...Kb4 43.Re4+ Kc3 44.Re3+ Kd2 45.Kf2 Ra1 threatening to simplify with Rf1+. **46.Re6 Rb1** finally Black's rook can leave its passive post on the a-file.
47.Re2+ Kc3 48.Kf3 Kb3 49.Re3+ Ka4 50.Re6 a2 0-1
 Good technique by Khasin!

Sometimes the attacking rook must have more space to give checks as well:

24.07 A.Baburin (2580) - H.Nakamura (2494) Imre Konig Memorial San Francisco USA, 5th round, 09.09.2002

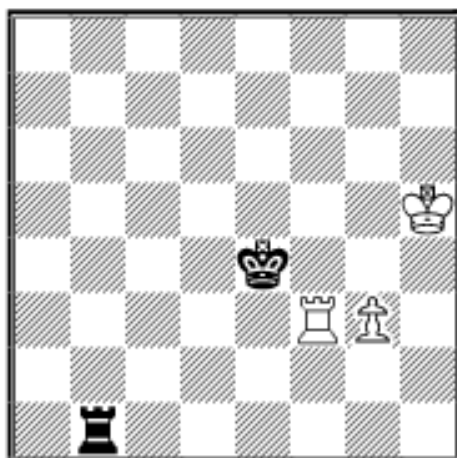


I start a bit earlier: **79...h5?**
 (79...h6 was called for.) **80.Re7 Rb3**

80...Ra4+ does not help:
 81.Re4 Ra2 (81...Ra7 82.Re6 Ra3 83.Rh6 Ra4+ 84.Kg5 Rg4+ 85.Kxh5 Rxg3 86.Rg6+-) 82.Re3 h4 (82...Kf7 83.Kg5 Rh2 84.Ra3 Rh3 85.f6+-) 83.g4

Rh2 84.Kg5+-

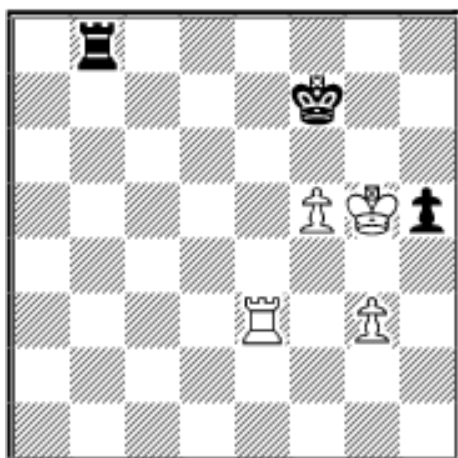
81.Re3 Rb8 (81...Rb5 82.Kg5 Kf7 83.Rf3 Rb1 84.Kxh5 Kf6 85.Ra3 Kxf5 86.Rf3+ Ke4



87.Rf8! an important move to shorten Black's checking distance from in front.

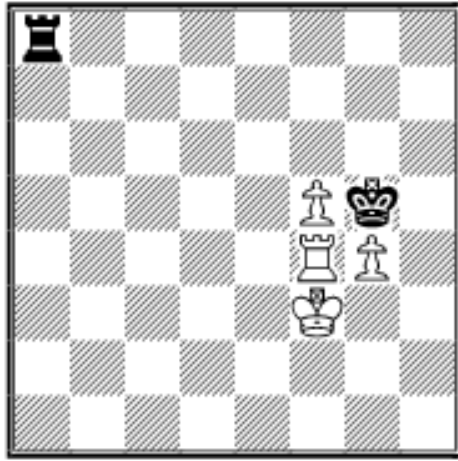
87...Rb5+ 88.Kh4+-

82.Kg5 Kf7 (82...Kg7 83.Ra3 Rf8 84.Ra7+ Kg8 85.Kg6+-)



The immediate capture **83.Kxh5?!** makes it very difficult as the checking distance of White's rook is not large enough. 83.Ra3! is easier: 83...Rg8+ 84.Kxh5 Kf6 85.Ra6+ Kxf5 86.g4+ Kf4 87.Rf6+ Ke5 88.g5+-

83...Kf6! 84.Rf3 Rg8 85.Kh4 Rh8+ (85...Rg7 86.Rf2 Rg8 87.g4 Rh8+ 88.Kg3 Ra8 89.Rh2 Ra3+ 90.Kh4 Ra7 91.Rb2 Rh7+ 92.Kg3 Kg5 93.Rh2+-) **86.Kg4 Ra8 87.Kh4?!** 87.Rb3 is much easier. **87...Rh8+ 88.Kg4 Ra8 89.Rf4?** now White can't prevent that Black's king settles comfortably on g5. **89...Rg8+! 90.Kf3** (90.Kh3 Ra8 91.g4 Kg5=) **90...Ra8 91.g4 Kg5**

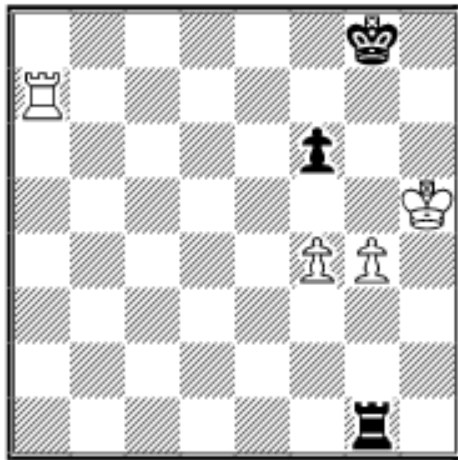


White can't win any more as Black's king can't be driven away comfortably. **92.Re4 Ra3+ 93.Ke2 Rb3 94.Kf2 Ra3 95.Kg2 Rb3 96.Kf2 Ra3 97.Ke2 Rb3 98.Rd4 Ra3 99.Rb4 Rc3 100.Re4 Ra3 101.Kf2 Rb3 102.Re3 Rb2+ 103.Kf3 Rb4 104.Re8 Rf4+ 105.Ke3 Rxd4 106.Rg8+ Kxf5**

107.Rxd4 Kxd4 1/2-1/2

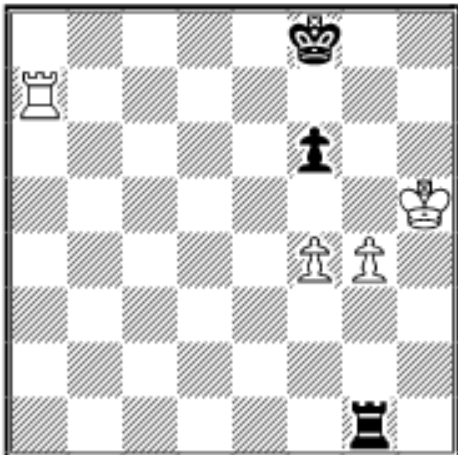
Another important motif in rook endings is the creation of a shelter for the king:

24.08A Example of a Shelter



White wins easily by **1.g5 fxg5 2.f5! Rb1 3.Kg6 Rb8 4.f6 g4 5.Rg7+ Kf8 (5...Kh8 6.Rh7+ Kg8 7.f7+ Kf8 8.Rh8+-) 6.Rh7 Kg8 7.f7+-**

With the king on f8 it is much more difficult:



24.08B

1.g5 Rf1!

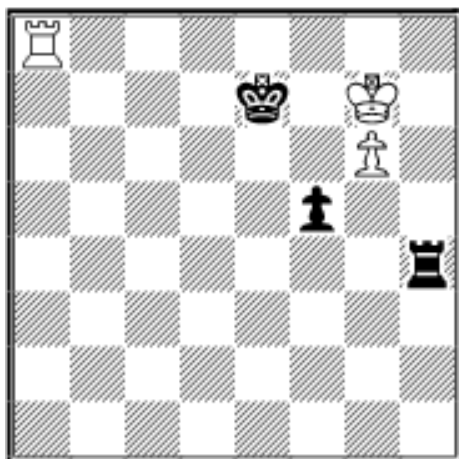
1...fxg5?!

A) 2.fxg5 wins as well: 2...Rb1 (2...Rg2 3.Kg6 Rg1 4.Ra8+ Ke7 5.Rg8+-) 3.Kg6 Rb6+

4.Kh7 Rb1 5.Ra8+ Ke7 6.g6+-

B) 2.f5 g4 3.Kg6 g3 4.f6 Re1 5.Rh7 Ke8 6.f7+ Ke7 7.Kg7 Rf1 8.Kg8 Ke6 9.Rg7+-

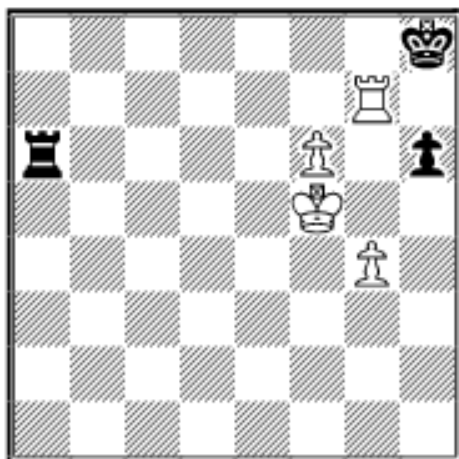
2.Kh6 Rxf4 3.Ra8+ Ke7 4.g6 Rh4+ 5.Kg7 f5



6.Ra5! an important move to cut Black's king off **6...Ke6** (6...f4 7.Re5+ Kd6 8.Kf6 f3 9.Rf5 Rh3 10.g7+-) **7.Kg8 f4** (7...Kf6 8.g7 Rb4 9.Ra6+ Kg5 10.Ra8 Kf6 11.Kf8 Rg4 12.g8Q Rxg8+ 13.Kxg8 Kg5 14.Kf7 f4 15.Ke6 f3 16.Rf8 Kg4 17.Ke5 Kg3 18.Ke4 f2 19.Ke3+-) **8.g7 f3** (8...Ke7 9.Rg5 Rh1 10.Rg4

f3 11.Rf4 Rh3 12.Re4+ Kf6 13.Kf8 Rg3 14.Re3+-) **9.Ra3 Rf4 10.Kh7 Rh4+ 11.Kg6 Rg4+ 12.Kh6 f2 13.Rf3 Rg2 14.Rxf2 Rxf2 15.g8Q++-**

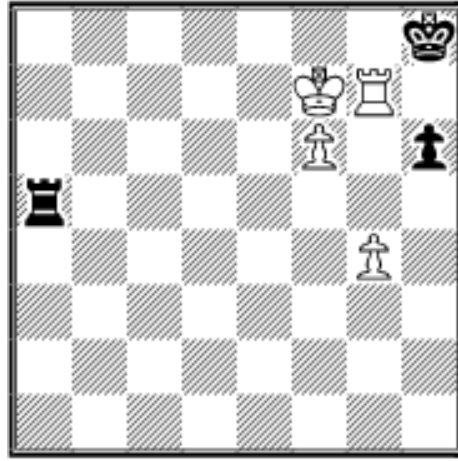
One practical example, in which shelters play an important role:



24.09 G.Barcza - J.Smejkal
Lugano Olympiad 1968

71...Ra4

I 71...Ra5+ 72.Kg6 Rg5+ 73.Kf7 Ra5



and now 74.g5!+- works.

II 71...Ra1 can be answered by
 72.g5 Ra5+ 73.Kg4 hxg5
 (73...Rxg5+ 74.Rxg5 hxg5
 75.Kxg5 Kh7 76.Kf5 Kg8
 77.Ke6 Kf8 78.f7 Kg7 79.Ke7+-
) 74.Re7 Kg8 75.Kh5 Ra1
 76.Kg6+-

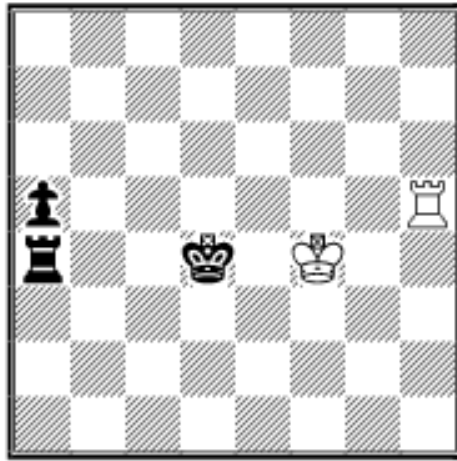
72.Re7 Kg8 73.Re4 1-0

Now 73.g5?? would be a mistake: 73...Ra5+ 74.Kg6
 Rxg5+ 75.Kxh6 Rg1 76.Rg7+ Kh8!=

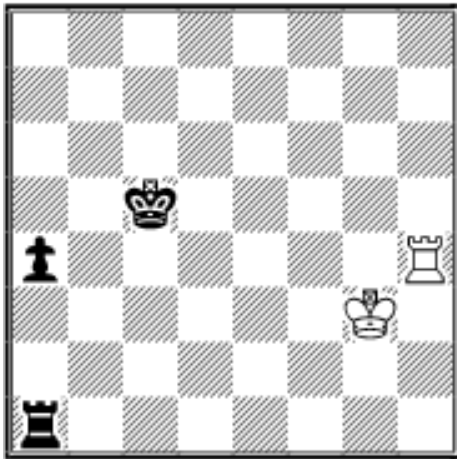
Addendum

The 2002 German Championship has just finished, with the following result: 1.GM Thomas Luther 7/9, 2.GM Alexander Graf 6.5/9 (some readers know him under his former name Nenashev), 3. IM Florian Handke 6.5/9, 4.GM Arkadij Naiditsch 6/9. The young players Naiditsch and Handke played very strongly with Florian managing to make his final GM norm. His endgame technique played an important part:

***F.Handke (2504) - K.Schulz (2321) 74th ch-GER
 Saarbrücken 24.11.2002***

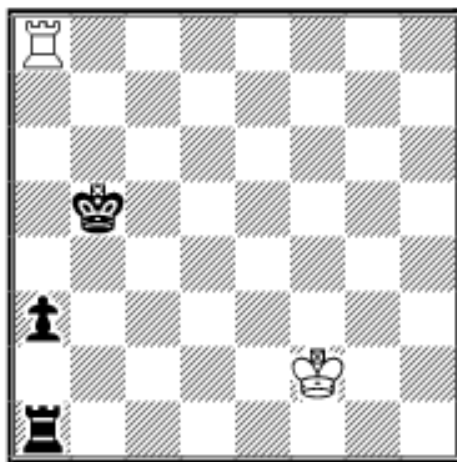


Black has to play very precisely to prevent White from reaching Vancura's draw: **68...Ra2?** throws the win away. 68...Ra1! was the way to proceed:
69.Kg3 a4 70.Rh4+ Kc5



and now White can't reach the Vancura set up as his king is still on g3: 71.Rf4 (71.Kg2 a3 72.Rh3 Kb4--+) 71...a3 72.Rf5+ (72.Rf3 a2 73.Ra3 with White's king on g2 or h2 this position would be drawn, but now it's over: 73...Rg1+--+) 72...Kb6 73.Rf6+ Kc7 74.Ra6 (74.Rf7+ Kd6 75.Rf6+ Ke5 76.Ra6 Kd4

77.Kf2 Kc3 78.Ke2 a2 79.Ra8 Rh1--+) 74...Kb7 75.Ra4 Kb6 76.Kf2 Kb5 77.Ra8



77...Kb4 (77...a2?? would be a fatal error as Black's king has no shelter anymore. 78.Kg2=) 78.Rb8+ Kc3 79.Rc8+ Kb2 80.Rb8+ Ka2 81.Ke2 Rb1 82.Ra8 Rb4 83.Kd2 Kb3 84.Kc1 (84.Rc8 a2 85.Rc3+ Ka4 86.Rc8 Ka3 87.Rc3+ Rb3 88.Rc1 Rb1--+) 84...a2 85.Ra7 Rc4+ 86.Kd2 Ra4--+

69.Kg3! Florian doesn't give White another chance: **69...a4 70.Rh4+ Ke3 71.Rb4 a3 72.Rb3+ Ke4 73.Rc3 Kd4**

**74.Rf3 Ra1 75.Kg2 Ke4 76.Rb3 Ra2+ 77.Kh1 Kd4
78.Rg3 Ke5 79.Rb3 Kf4 80.Rc3 Ke5 81.Rb3 Kd5 82.Rg3
Ra1+ 83.Kh2 Kd4 84.Rg4+ Ke3 85.Rg3+ Kf4 86.Rc3 a2
87.Ra3 Kg4 88.Kg2 Kf5 89.Ra8 Ke4 $\frac{1}{2}$ - $\frac{1}{2}$**

Sources:

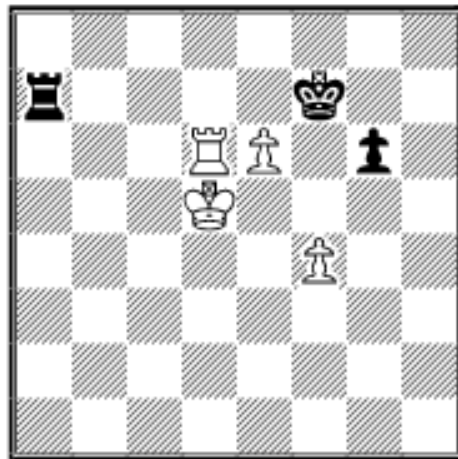
Fundamental Chess Endings, Karsten Müller and Frank Lamprecht, GAMBIT 2001

64 Great Chess Games, Tim Harding, Chess Mail 2002

Chess Mail MEGACorr 2001

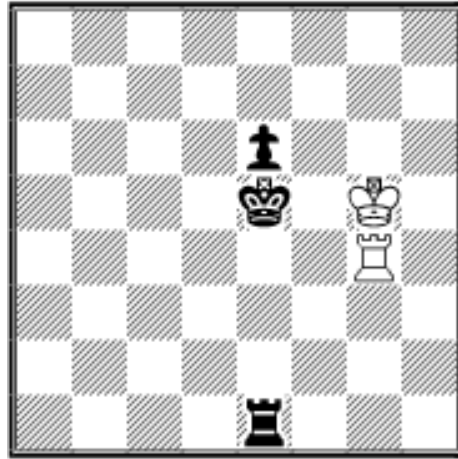
ChessBase MEGABASE 2002

Exercises (Solutions next month)



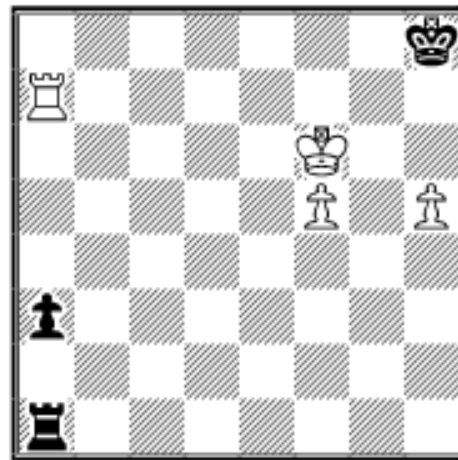
E24.01 P.Balogh (2285) - A.Ooms (2170) EU-chJM Tallinn, 2nd round, 11.09.1997

Where shall Black's king go?



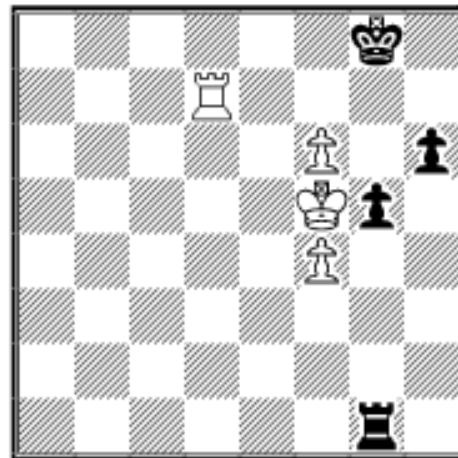
E24.02 R.Kasimdzhanov (2704) - E.Sutovsky (2651)
EUR-ASIA rapid match
Batumi (4th round),
17.09.2001

It looks pretty grim for White, doesn't it? (White is to move.)



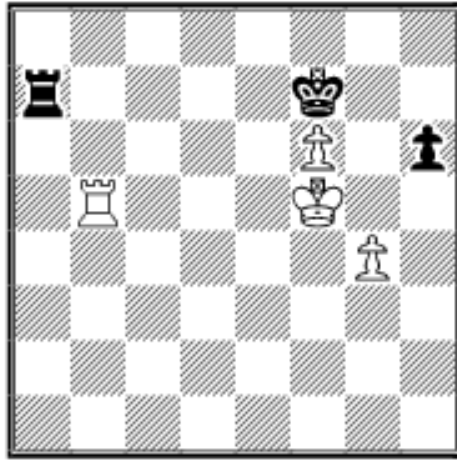
E24.03 J.Votava (2510) - J.Smejkal (2515) CZE-chT
season 2000/2001

How to evaluate the position with White to move?



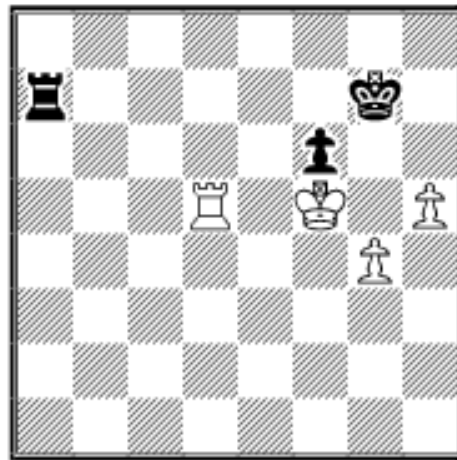
E24.04 Educational Example

Can White to move win?



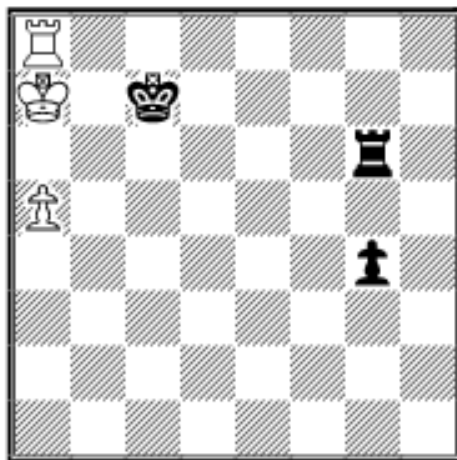
E24.05 Educational Example

Can White to move win?



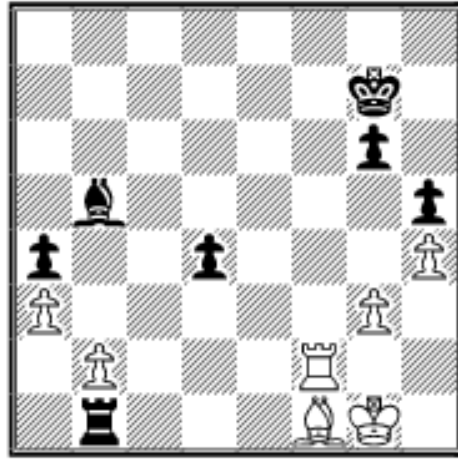
E24.06 *J.Polgar* (2595) - *N.Short* (2655) Monaco blind 1993

The game ended **61...Re7 62.h6+ Kf7 63.g5 fxg5 64.Rd8 Re1 65.h7 Rf1+ 66.Kxg5 Rg1+ 67.Kf4** 1–0. But the diagram position is drawn. Can you see why?



E24.07 *Y.Afek* (2369) - *D.Baramidze* (2335) Groningen SO-ON Groningen (4th round), 26.12.2001

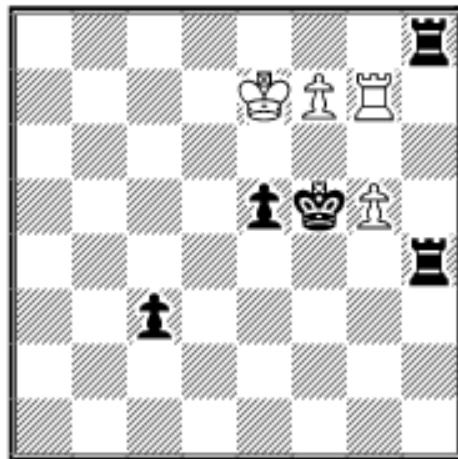
White to move and draw.



E24.08 P. Schmidt (2392) - O. Reeh (2399) German Bundesliga 1999/2000 (8th round), 29.01.2000

Black to move and win.

Solutions to last month exercises

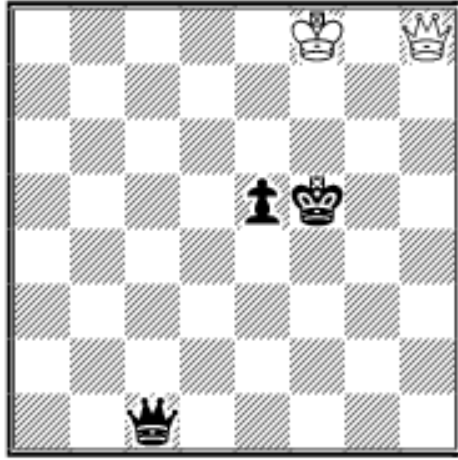


E23.01 P. Morphy - C. Maurian New Orleans match 1869

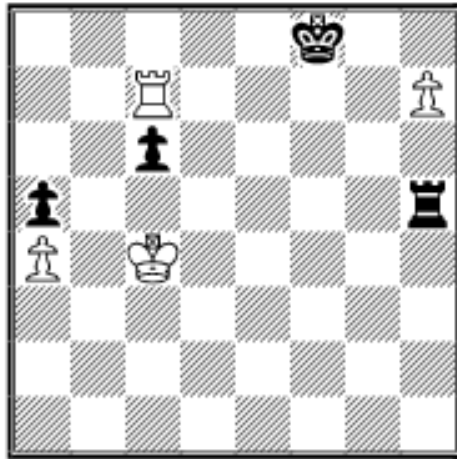
The only, narrow path runs **68.Rg8!**

The game ended 68.g6? c2 69.Rh7 (69.Rg8 Rxc8 70.fxg8Q c1Q 71.Qe6+ Kg5 72.Qf6+ Kh5 73.g7 Qc7+ 74.Ke6 Qc6+ 75.Ke7 Qxf6+ 76.Kxf6 Rg4+) 69...Kxg6 0-1

68...R4h7 (68...R8h7?! 69.g6 c2 70.gxh7 Rxh7 71.Rc8=) **69.g6 Rxc8 70.gxh7 Rh8 71.f8Q+ Rxf8 72.Kxf8 c2 73.h8Q c1Q**



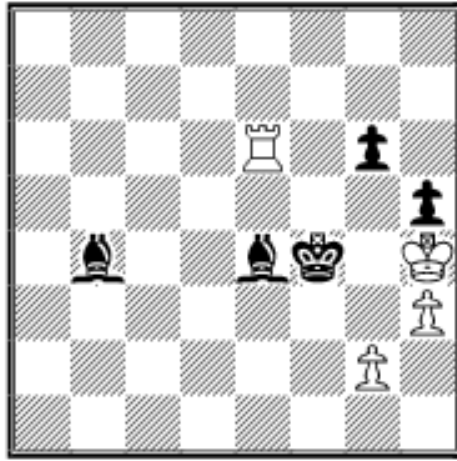
This queen endgame would normally be lost, but White can draw by giving the right series of checks **74.Qh3+! Ke4 75.Qh7+! Kd5** (75...Ke3?? even loses 76.Qh6++-) **76.Qd7+ Ke4 77.Qh7+! Kd4 78.Qd7+ Ke3** (78...Kc3 79.Qc7+ Kd2 80.Qxe5=) **79.Qh3+** as Black can't make any progress, e.g. **79...Kd2 80.Qh2+ Kd3 81.Qxe5=**



E23.02 P.Morphy - W.Thomas Philadelphia match 1859

White wins easily using the sharp weapon zugzwang:

48.Ra7!? The immediate 48.h8Q+? is insufficient:
 48...Rxh8 49.Rc8+ Kg7
 50.Rxh8 Kxh8 51.Kc5 Kg7
 52.Kxc6 Kf7 53.Kb6 Ke7
 54.Kxa5 Kd7 55.Kb6 Kc8= **48...Rh4+ 49.Kc5 Rh5+ 50.Kxc6 Rh6+ 51.Kb5 Rh5+ 52.Kb6 Rh6+ 53.Kxa5 1-0**
 and Black resigned due to **53...Rh5+ 54.Kb6 Rh6+ 55.Kc5 Rh5+ 56.Kd6 Rh6+ 57.Ke5 Rh5+ 58.Kf6 Rh6+ 59.Kg5 Rh1 60.h8Q+ Rxh8 61.Ra8++-**

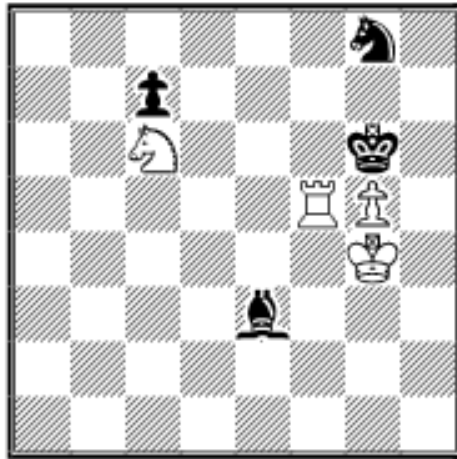


E23.03 *P.Morphy - W.Thomas* Philadelphia match 1859

Morphy found the way to do it:

45.g3+ (45.Rxe4+? Kxe4
46.Kg5 Be7+ 47.Kxg6 h4
48.Kh5 Kf4—+; 45.Rf6+? Bf5
46.g3+ Ke5 47.Rf7 Ke6 48.Ra7
Be7+—+) **45...Kf5 46.Rxe4**
Kxe4 47.Kg5 Kf3 48.Kxg6

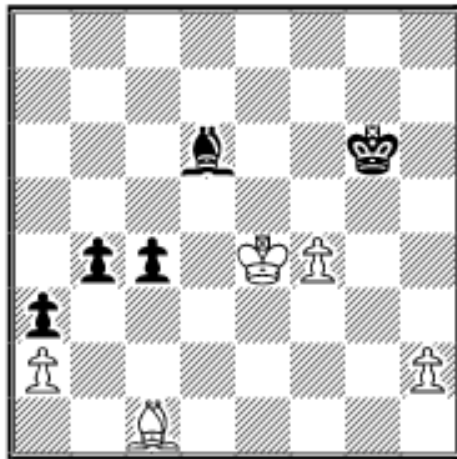
Kxg3 49.Kxh5 Kxh3 1/2–1/2



E23.04 *P.Morphy - H.Richardson* New York simul 1859

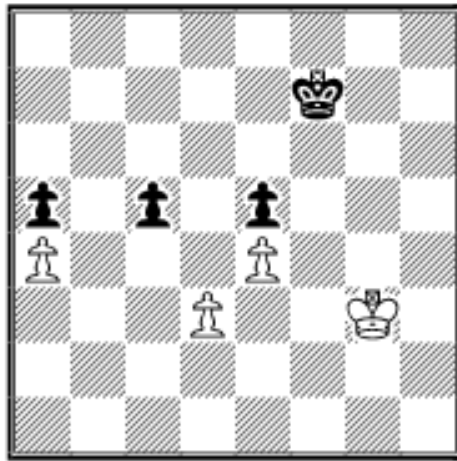
You certainly found the mate in 3 moves, but I just had to include this exercise:

41.Ne5+
Kg7 42.Rf7+ Kh8 43.Ng6#
1–0



E23.05 *P.Morphy - J.Löwenthal* London match 1859

Morphy drew easily: **40.Bxa3**
bxa3 41.Kd4 Bxf4 42.Kxc4
Bxh2 43.Kb3 Bd6 44.Kc2
1/2–1/2 and White has reached an impregnable fortress.



**E23.06 P.Morphy -
J.Löwenthal London match
8th game 30.07.1858**

Black has to take the distant
opposition: **49...Kg7!**

After 49...Kf6? White wins by
the typical procedure: 50.Kh4
Kg6 51.Kg4 Kf6 52.Kh5 Kf7

53.Kg5 Ke6 54.Kg6 Ke7 55.Kf5 Kd6+-

50.Kf2 (50.Kg4 Kg6 51.Kh4 Kh6=) **50...Kf6 51.Kg1??**
Morphy goes too far.

51.Ke3 was one way to lure Black into 51...Kg5? (51...Ke7
52.Kd2 Kd6 53.Kc3 Kc7 54.Kc4 Kc6=) 52.Kd2 Kf4
(52...Kf6 53.Kc3 Ke6 54.Kc4 Kd6 55.Kb5+-) 53.Kc3 Ke3
54.Kc4 Kd2 55.Kxc5 Kxd3 56.Kd5+-

51...Kg5—+ 52.Kg2 (52.Kf2 does not help: 52...Kf4 53.Ke2
c4! (53...Kg3?? 54.Kd2+-) 54.Kd2 cxd3 55.Kxd3 Kf3
56.Kd2 Kxe4 57.Ke2 Kd4 58.Kd2 Kc4 59.Ke3 Kb4
60.Ke4 Kxa4 61.Kxe5 Kb3—+) **52...Kf4 53.Kf2 c4 54.dxc4
Kxe4 55.Ke2 Kd4 56.Kf3 Kxc4 57.Ke4 Kb4 58.Kxe5
Kxa4 59.Kd4 Kb3 0–1**

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