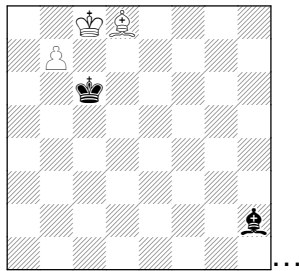
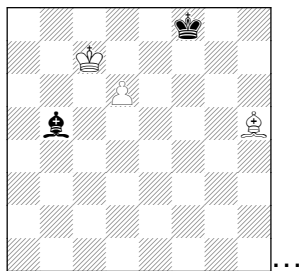


BISHOPS OF THE SAME COLOR



BISHOPS OF THE SAME COLOR

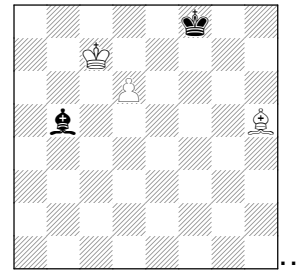
SEVERAL THEORETICAL POSITIONS



SEVERAL THEORETICAL POSITIONS

Every chessplayer must know the following typical positions.

Bishop and pawn against bishop

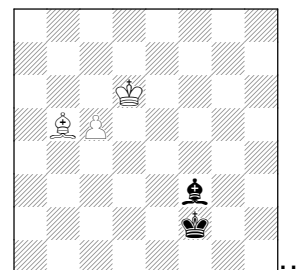


Bishop and pawn against bishop

If the weaker side's king occupies a square in front of the pawn and is invulnerable to the enemy bishop, a draw is apparent. If the defending king is a long way from the pawn, there are very few chances to escape. The closer is the pawn to a queening square, the less are these chances. A winning plan is typical: the stronger side's bishop drives away its counterpart from the diagonal on which it blockades the pawn, then the pawn advances and queens.

White transfers his bishop to c6 and queens his d-pawn.

Centurini L



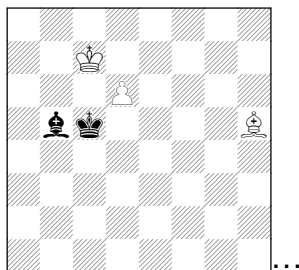
The black king is far away from the

c-pawn, and so White wins easily. 1. Bc6 Be2 2. Bd5 Bb5 3. Be6 Ke3 4. Bd7 Ba6 5. c6 Kd4 6. c7 Kc4 7. Bh3 Kb4

[Or 7... Bb7 8. Bg2 Bc8 9. Kc6 Kb4 10. Kb6 Kc4 11. Ka7 Kc5 12. Kb8 Be6 13. Bb7 Kb6 14. Bc8 Bc4 15. Bh3 Ba6 16. Bf1 Bb7 17. Bb5! , winning.]

8. Kc6 Ka5 9. Bg4 Kb4 10. Kb6 , and White wins.

Averbakh Yuri L (RUS) 8

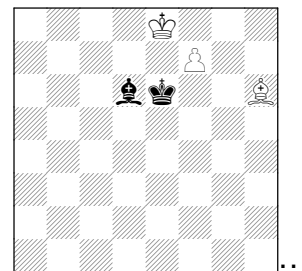


The weaker side draws only if both his pieces control a crucial square on which the opponent can block the bishop's diagonal.

White is unable to block the black bishop's diagonal on the crucial c6-square. There is no way to win, for example: 1. Bg4 Ba4 2. Bd7 Bd1 3. Bc6 Bg4 , with a draw.

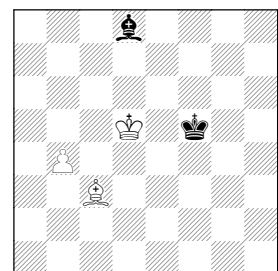
This method sometimes works even with a pawn on the 7th rank.

Example 30



1. Bf8 White is unable to block the black bishop's diagonal on the crucial e7-square. 1... Be5 2. Bc5 Bg7 3. Be3 (it seems that Black is losing, but...) 3... Kd6! 4. Bd4 Bh6 . Draw.

Capablanca J. - Janowski D., New York, 1916



In this position Janowski resigned, but if he had been familiar with the defensive method examined in the previous examples, he would have been able to draw. He should take his king round to the rear: 1... Kf4! 2. Bd4 Kf3! 3. b5

[Or 3. Bc5 Ke2! 4. Kc6 Kd3! 5. Kd7 Bg5 6. b5 Kc4 7. Kc6 Bd8! =]

3... Ke2 4. Kc6 Kd3 5. Bb6 Bg5 6. Kb7! The best chance.

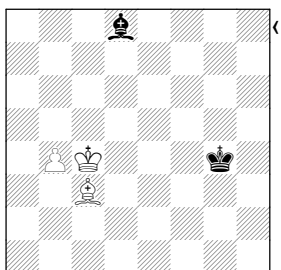
[Nothing is achieved by 6. Bc7 Be3 7. Bd6 (a tricky attempt 7. Kd5!? is parried by 7... Bd2! , and 8. b6 fails due to (if 8. Bd8 , then 8... Be3 9. Be7

Bb6 10. Kc6 Ba5=) 8... Ba5) 7... Kc4 ,
and Black controls the c5-square with
both of his pieces.]

6... Kc4 7. Ka6 Kb3! (in order to cover the
a5-square) 8. Bf2 Bd8 9. Be1 Ka4! The
black king has arrived in time. Draw
(analysis by Yury Averbakh).

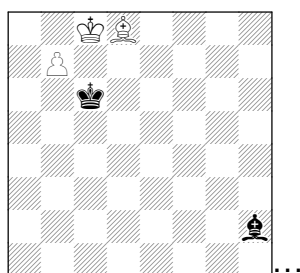
It is interesting to note that almost half a
century later the eleventh world champion
(at that time a 17-year-old talent)
managed to draw in a similar position.

Taimanov M. - Fischer R., Buenos Aires, 1960



1... Kf4 2. b5 Ke4 3. Bd4 Bc7 4. Kc5 Kd3!
(by-pass) 5. Kc6 Kc4! (a saving tempo) 6.
Bb6 Bg3 7. Ba7 Bc7! Draw.

Centurini L 2



It should be noted that the examined

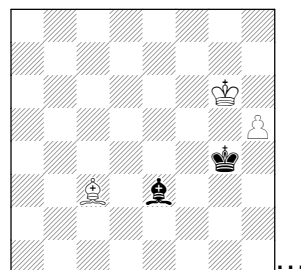
method allows to draw not always. Here
are two most illustrative examples.

Black controls the c7-square with both
pieces, but the a7-b8 diagonal is too short
(only two squares), and this destroys all
of Black's chances to survive. 1. Bh4
Kb5! (otherwise ♡f2-a7-b8 would follow)
2. Bf2 Ka6 3. Bc5! The only winning
move.

[If, for example 3. Be3 , then 3... Bd6
4. Bg5 Kb5 5. Bd8 Kc6 6. Be7 Bh2! ,
and White has gained nothing.]

3... Bf4 4. Be7 (threatening 4. ♡d8
followed by 5. ♡c7) 4... Kb5 5. Bd8 Kc6 6.
Bg5! (winning a decisive tempo for the
bishop's transfer to a7) 6... Bh2 7. Be3 ,
and White wins.

Centurini L 3



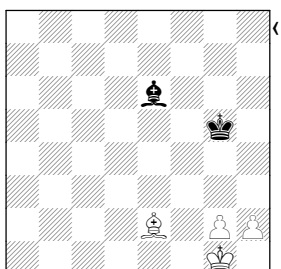
In this position too, White manages to
succeed, because the black bishop has
only one long diagonal from which it is
easily driven away. 1. Bg7 Bd2 2. Bh6
Bb4 The pawn ending is lost. 3. Be3
Bf8

[Or 3... Bc3 4. h6 Ba1 5. h7 Bb2 6. Bh6
Bc3 7. Bg7□]

4. Bd4 Kh4 5. Be5! Kg4 6. Bf6!
(zugzwang) 6... Kf4 7. Bg7 Ba3 8. h6 ,

and the pawn is queening.

Bishop and two pawns against bishop



Bishop and two pawns against bishop

Two extra pawns win easily only when they are connected or, if they are isolated, when they are not lateral, being separated by at least two or three files. In all other cases utilizing the advantage is very difficult, if possible at all.

These are the most "unfortunate" connected pawns, as the corner h8-square is the wrong color. If Black were able to give up his bishop for the g-pawn, this would be an elementary draw. Nevertheless, White wins easily.

1... Bh3 2. g3 Kh6 3. Bf1 Bg4 4. h4
White is gradually moving ahead. 4...
Bf5 5. Kf2 Bg4 6. Ke3 Be6 7. Kf4 Bd7 8.
Bd3 Bh3 9. Bf5 Bf1 10. g4 Be2 11. g5+
Kh5

[or 11... Kg7 12. Bg4 Bd3 13. h5□]

12. Kg3

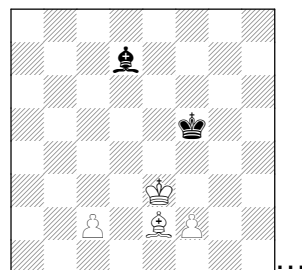
[But not 12. g6? due to 12... Kh6 13.
Ke5 Bh5 , with a draw]

12... Bd1 13. Be4 Bb3 14. Bf3+ Kg6 15.
Kf4 Bf7 16. h5+ Kg7 17. Ke5 Bb3

[If 17... Be8 , then 18. h6+ Kg6 19.
Bh5+!]

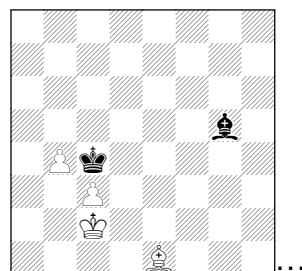
18. Be4 Bf7 19. h6+ Kh8 20. Kf6 Bh5 21.
Bd5 Kh7 22. Bf7 , and White wins.

Example 31



1. f4 Bc6 2. Bd3+ Kf6 3. Kd4 , and White
wins easily, transferring his king to b6 and
advancing the c-pawn.

Fine Reuben (USA) 2



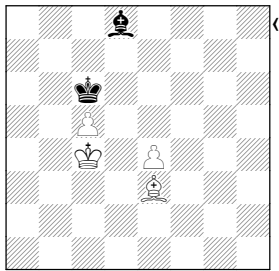
Now let us deal with several positions in
which two extra pawns are unable to win.

Black draws by blockading the white
pawns, for example: 1. Kd1

[Or 1. Kb2 Bf4 2. Ka3 Bg5 3. Ka4 Bd8!
4. b5 Bb6=]

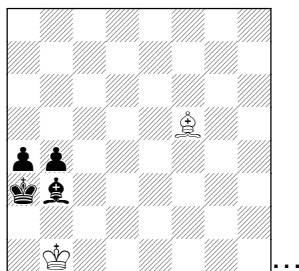
1... Kd3 2. b5 Bd8 3. Bd2 Kc4=

Example 32



After 1... Be7! White is unable to reinforce his position, for example: 2. e5 Bf8 3. e6 Be7, with a draw.

Moravec Jaroslav (CZE) 3



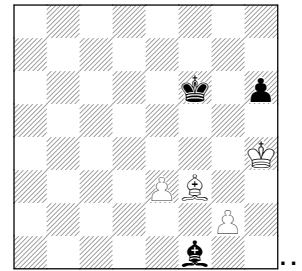
White saves himself thanks to stalemate - his bishop becomes a "desperado". 1. Ka1! Ba2

[1... Bc4 would be met by 2. Bd3!, and the black bishop cannot escape from the perpetual attack of his "furious" white counterpart;

1... Bd1 2. Bc2=]

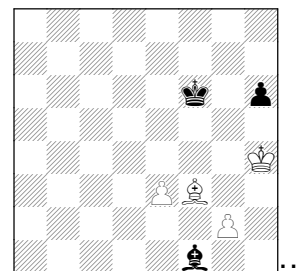
2. Bc2 b3 3. Bxb3!= . Draw.

MOST IMPORTANT FEATURES OF ENDINGS WITH BISHOPS OF THE SAME COLOR



MOST IMPORTANT FEATURES OF ENDINGS WITH BISHOPS OF THE SAME COLOR

Utilizing a material advantage



Utilizing a material advantage

As we have already seen, realization of a material advantage in endings with bishops of the same color is rather difficult and requires a sophisticated technique especially when the material on the board is limited. If one of the stronger side's pawns is rook's, and its queening square is of the opposite color to that of the bishop, sometimes the defender manages to save himself by sacrificing his bishop and transferring his king to the

corner inaccessible for the enemy bishop, reaching a theoretically drawn position.

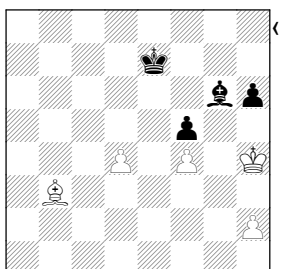
All White's attempts lead to nowhere - there is too little material on the board.

1. Kh5 Kg7 2. e4 Bd3 3. e5 Bg6+ 4. Kg4 Kf7 5. Bd5+ Ke7 6. Kf4 Bh7 7. g3 Kf8

[Or 7... Kd7 8. Be4 Bg8 9. Bf5+ Ke7 10. Bc8 Bh7=]

8. Be4 Bg8 9. Bf3 Ke7 10. Kg4 Ke6 11. Kf4 Ke7 12. Bg4 Bb3 13. Bc8 Kf7 . Draw.

Keres P. - Lilienthal A., Tallinn, 1945



White is unable to drive off the black king from e7, while the g6-bishop prevents the white king's breakthrough to the h6-pawn. Black has good drawing chances, but he must play precisely. 1... Kd6! 2. Bd1! (the only chance) 2... Ke7!

[2... Kd5? loses after 3. Bh5 Bh7 4. Bf7+ Kxd4 5. Kh5 Ke4 6. Kxh6 Kxf4 7. h4! Kg4 8. h5 f4 9. Kxh7 f3 10. h6 f2 11. Bc4□]

3. Bh5 Bh7 4. d5

[There is no other way, because 4. Be8!? Kxe8 5. Kh5 leads to a draw in view of 5... Kf7 6. Kxh6 Bg8 7. Kg5 Ke6 8. h4 Bf7 9. h5 Bg8! 10. h6 Bh7 11. d5+ Kxd5 12. Kf6 Kd6 13. Kg7 Ke7 14. Kxh7 Kf7=]

4... Kd6! The only move.

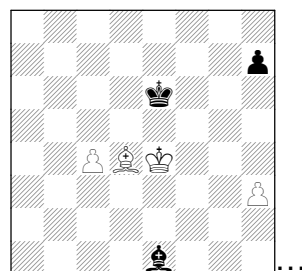
[The game went 4... Bg8? , and after 5. Bg6 Bxd5 6. Kh5 Kf6 7. Kxh6 Be6 8. Kh7! White won: 8... Bd5 9. h4 Bc4 10. h5 Bd5 11. Be8! (11. h6? Bf7=) 11... Be6 12. h6 Bf7 13. Bd7 Bc4 14. Bxf5! Kf7 15. Bd7 Bd3+ 16. f5 Kf8 17. Be6!□ , etc. (but not 17. Kg6 Bxf5+! 18. Bxf5 Kg8=)]

5. Be8

[Or 5. Bf7 Ke7 6. Kh5 (6. Be6 Bg6 7. Kg3 Kd6 8. Kf2 Bh5!)=) 6... Kxf7 7. Kxh6 Bg8 8. d6 Kf6!!=]

5... Ke7 6. Kh5 Kxe8 7. Kxh6 Bg8 8. d6 Kd7 9. h4 Bf7! , with a draw (analysis by Yury Averbakh).

Ernesto I. - Eruslanova I., Tbilisi, 1982



Sometimes a win is possible even despite very limited material.

1. Kf4! The first step of the winning plan is to advance the pawn to h5. 1... Ba5

[1... Bd2+ 2. Kg4 followed by h4-h5]

2. h4 Bd8 3. h5 Be7 4. Ke4 Bd8 5. c5 Be7 6. c6 Bd6

[6... Kd6 7. Bc5+□]

7. Be3 Bc7 8. Bf4 Ba5

[The pawn ending is hopeless: 8... Bxf4 9. Kxf4 Kd6 10. Kg5 Kxc6 11. Kh6 Kd6 12. Kxh7 Ke6 13. Kg7□]

9. Kd4!

[9. c7 Kd7 10. Kf5 Bxc7 11. Bxc7 Kxc7=]

9... Kf5 10. Bd2! Bc7 11. Kd5 Kg4

[Or 11... Bb6 12. Kd6□]

12. Ke6 Bb6

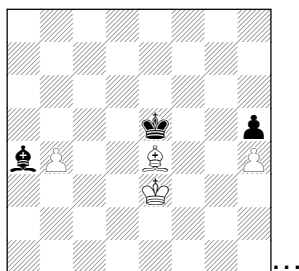
[12... Kxh5 loses after 13. Kd7 Bb6 , and White transfers his bishop to d8: 14. Bb4! Kg6 15. Be7 h5 16. Bd8 Bxd8 17. Kxd8 h4 18. c7 h3 19. c8=Q□]

13. Kd7 Kf5 14. Bc3 Ke4 15. Bf6 Kd5!

Without the pawns on the h-file the position would be a theoretical draw.

16. Be7 Ba5 17. Bd6! Black resigned.

Averbakh Y. - Veresov G., Moscow, 1947



The weakness of the h5-pawn kills Black.

1. Bg6 Bd1 2. b5 Kd6 (otherwise White plays 3. b6 followed by 4. ♔e4) 3. Kf4 Kc5 4. Kg5 Be2! The best chance.

[Worse is 4... Kxb5 5. Bxh5 Bc2 in view of 6. Be8+ Kc5 7. h5 Kd6 8. Kf6!□]

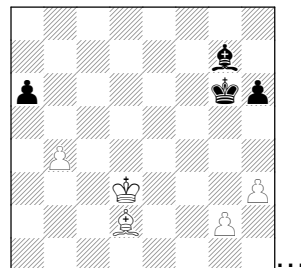
5. Be8!

[The immediate 5. Bxh5 leads only to a draw after 5... Bxb5 6. Bg4 Be8 7. Bf5 Kd6 8. Bg6 Ke7!= . By playing 5. ♔e8!, White gains a decisive tempo.]

5... Kb6 6. Bxh5 Bxb5 7. Bg4 Be8 8. Bf5

Kc7 9. Bg6 Kd8 10. Kf6! Black resigned.

Smirin I. - Alterman B., Israel, 1994



In this position White's win is rather difficult due to the weak pawn on b4.

1. Ke4!

[1. g4 leads to an immediate draw after 1... Bf6! threatening 2... h5]

1... h5 2. Be3

[2. Kd5 Kf5]

2... Bc3 3. Bc5 Be1

[3... a5 4. b5□]

4. Bd6! White improves his position to maximum extent. 4... h4 5. Kd5 Kf5 6. Kc6 Ke4 7. Kb6 Ke3 8. Kxa6 Bxb4

[All the previous moves were forced. If 8... Ke2 , then 9. b5 Bf2 10. b6 , winning easily]

9. Bxb4 Kf2 10. g4! This move should have been foreseen long before. 10... hxg3 11. h4 Ke3!

[11... g2 12. Bc5+ Kg3 13. h5□]

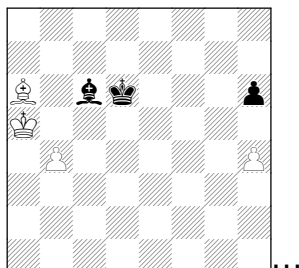
12. h5 Kd4! 13. Bd6! Black resigned.

[Running after two hares, White manages to catch both. Erroneous is 13. h6 , because after 13... g2 14. Kb5 Ke5 15. Bc5 Kf6!= the black king steps into the "square" of the h-pawn and catches it.]

[...]

[13... g2 14. Bh2□]

Eliskases E. - Capablanca J., Semmering, 1937



The following ending is very interesting, though not free from mistakes.

White's win is rather complicated: in order to draw, Black has just to sacrifice his bishop for the b-pawn and to bring his king to h8. Unlike the Averbakh - Veresov game examined above, where the black pawn was placed on h5, here it is on h6, which is much better for Black.

1. Bb5 First of all White should advance his pawn to b6. 1... Bf3 2. Bd3 Bc6 3. Bc2 Kc7

[Or 3... h5 4. Bg6 Bf3 5. b5 followed by 6. b6□]

4. Ba4 Bf3

[The pawn ending after 4... Bxa4 5. Kxa4 Kb6 (5... h5 6. Ka5!□) is lost, because White secures necessary space by 6. h5!]

5. b5 Kb7 6. b6 White has achieved his first aim. Now, if he were able to seize c5 with the king, he would win. 6... Be2 7. Bc2 Bf3 8. Bd3 Bg2 9. Ba6+ Kc6? This loses.

[The draw could have been obtained by 9... Kb8! 10. Kb4 Bb7! for example: 11. Bxb7 (or 11. Be2 Bg2 12. Kc5 Kb7, and White is unable to improve his position) 11... Kxb7 12. Kc5 h5!]

10. Bc8! Bf1 (11. ♖a6 was threatened) 11. Bg4 Bd3 12. Bf3+ Kd6 13. Bb7! Be2

[13... Kc5 does not save either due to 14. Ba6 Be4 15. Bc8! threatening 16. ♜a6]

14. Ba6 Bf3 15. Bf1 (again, 16. ♜a6 is threatened) 15... Bb7 16. Bh3

[Also possible is 16. Kb5]

16... Ke7

[After 16... Kc5 17. Bg4 too, Black ends up in zugzwang]

17. Kb5 Kd6 18. Bg4 Ke7 19. Kc5 Bg2 20. Bc8 Kd8 21. Ba6 Bf3

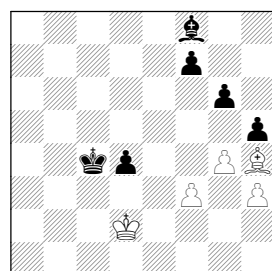
[Or 21... Ke7 22. Bc4□]

22. Kd6 It's all over now. 22... Bg2 23. Bc4 Kc8 24. Bd5 Bf1

[Also losing is 24... Bxd5 25. Kxd5 Kb7 26. Ke6! (but not 26. Kc5? h5!, with a draw)]

25. Ke6 Be2 26. Kf6 Kd7 27. Kg6 h5 28. Kg5 Kd6 29. Bf7 Kc6 30. Bxh5 Black resigned. An instructive ending!

Donner J. - Smyslov V., Havana, 1964



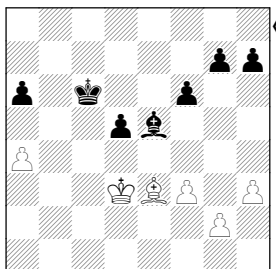
Quite often in order to win, the stronger

side gives back his extra pawn, breaking through to the opponent's pawns with his king.

1... Bh6+ 2. Kc2 d3+ 3. Kd1 Kd4 4. Bf2+ Kc3 Up until now everything is forced. 5. Bb6 d2 (otherwise Black cannot win) 6. Bf2 Kd3 7. Bb6 Bf4 8. Bf2 Be5 9. Bg1 h4! (preparing for the coming pawn ending) 10. Bf2 Bc3 11. Bg1 Bd4! 12. Bxd4

[12. Bh2 does not save either: 12... Ke3 13. Bg1+ Kxf3! 14. Bxd4 Kg2 15. Kxd2 Kxh3 16. g5 Kg2 17. Ke3 h3°] 12... Kxd4 13. Kxd2 Ke5 14. Ke3 g5 White resigned.

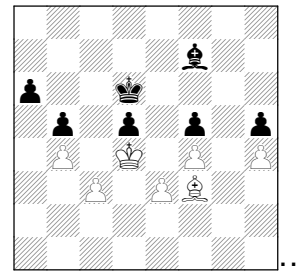
Botvinnik M. - Bondarevsky I., 1941



As Botvinnik pointed out, Black could have won with 1... Bd6

[In the game Bondarevsky played 1... f5, and in the end White managed to hold his ground.] 2. Bf2 Bc5 3. Be1 Kb6 4. Bd2 Bd6 5. Kd4 Kc6! 6. Be1 Be5+ 7. Kd3 Kc5 8. Bd2 White's moves are forced. 8... Ba1! 9. Be1 d4 10. Bd2 Bc3! (transposing into a won pawn ending) 11. Bxc3 dxc3 12. Kxc3 a5, and Black wins easily.

Opponent's pawns are placed on squares of the color of his bishop



Opponent's pawns are placed on squares of the color of his bishop

This kind of positional advantage is, perhaps, the most significant in endings with bishops of the same color. The stronger side's bishop can attack the weak pawns; at the same time, the opponent's bishop's mobility is restricted. Rather often, sooner or later, the defending side ends up in zugzwang and either has to allow an enemy king invasion, or suffers decisive material losses.

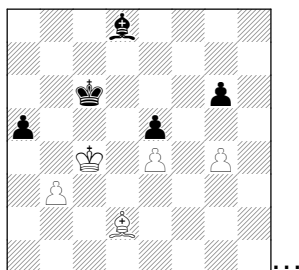
In order to win, White should give Black the move. 1. Be2 Be8! The best defense.

[After 1... Bg6 White puts his opponent in zugzwang by 2. Bd3 Bh7 3. Bf1!, and Black loses, for example 3... Bg6 (on 3... Bg8 there follows 4. Be2 Bf7 5. Bf3) 4. Bg2 Bf7 5. Bf3] 2. Bd3 Bg6 [Or 2... Bd7 3. Bc2 Be6 4. Bd1 Bf7 5. Bf3] 3. Bc2 Bh7 4. Bb3! Bg8 5. Bd1 Bf7 6. Bf3

, and White wins.

A similar, though more complicated way led White to a win in the next example.

Shabalov A. - Varavin V., Moscow, 1986



1. Be1 Bb6 The only way.
[If 1... Bc7, then 2. Bc3!±]
2. Bh4 Be3
[in response to 2... Bc7, 3. Bg3! decides the game: 3... Bb8 4. Be1 Bc7 5. Bc3□; and if 2... Bd4, then 3. Bd8]
3. Bg3 Bd4 4. Bh2! Bb2
[No better is 4... Ba1 due to 5. Bg1 Bb2 6. Bf2 followed by 7. ♣e1]
5. Bg1 Ba3 6. Bf2 Be7
[6... Bd6 7. Be1 Bc7 8. Bc3□]
7. Bg3! Bf6 8. Bh2! Bg7 9. g5! Bf8
[After 9... Bh8 10. Bg3 Bg7 11. Be1 the a5-pawn is lost.]
10. Bxe5 After White has won the pawn, the win is simple. 10... Be7 11. Bf6 Bb4 12. Bc3
[Also possible is 12. e5 with the idea of e6-e7]
- 12... Be7 13. Bxa5 Bxg5 14. b4 Bf4 15. b5+ Kd6 16. Bc3! (the simplest) 16... g5 17. e5+ Kc7

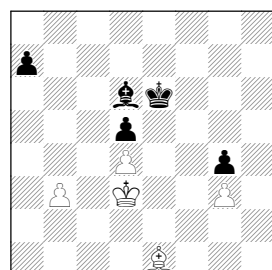
[If 17... Bxe5 18. Bxe5+ Kxe5, then 19. b6! Kd6 20. Kb5□]

18. Ba5+ Kc8 19. Kd5 g4 20. e6 g3 21. Kc6! Bg5

[21... g2 22. e7□]

22. b6 . Black resigned.

Van Wely L. - Kramnik V., Anken, 1990



In this position Black wins in a very instructive way, exploiting the weakness of the white pawns on d4 and g3. 1... Kd7! The king goes to the Q-side, intending to penetrate into the opponent's camp with the help of zugzwang. 2. Ke2

White can only wait to see what Black will do. 2... Kc6 3. Kd3 Kb5 4. Kc2 a5 5. Kd3 a4 6. bxa4+

[If 6. Kc2, then 6... Bb4! 7. Bxb4 (or 7. Bf2 a3! 8. Be3 Kc6 followed by the king's transfer to e4) 7... Kxb4 8. bxa4 Kxa4 9. Kd3 Kb3°]

6... Kxa4 7. Bf2

[7. Kc2 does not help either in view of 7... Ka3! (zugzwang) 8. Bf2 Kb4 9. Kd3 Kb3°]

7... Kb3 8. Be1 Kb2 9. Bf2 Kc1 (heading for the g3-pawn) 10. Be3+

[Or 10. Ke2 Kc2 11. Be1 Bc7 12. Bf2 Ba5! 13. Be3 Bc3 14. Bf2 Bd2 15. Bg1

Kc3]

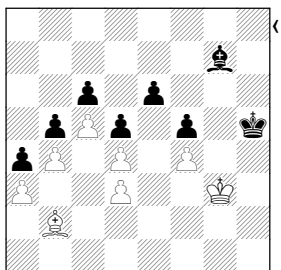
10... Kd1 11. Bf2

[11. Bf4 would be met 11... Bb4 12. Bd2! Be7 13. Bf4 Ke1 14. Ke3 Bb4! 15. Be5 Bd2+ 16. Kd3 Bg5 , winning.]

11... Ba3! 12. Ke3 Bc1+ 13. Kd3 Bd2! 14. Be3 Be1 15. Bf4 Bf2! 16. Be5 Ke1 17. Kc3 Ke2 18. Kb4 Kf3 19. Kc5 Ke4! Zugzwang. White resigned.

[19... Bxg3 20. Kxd5]

Feldi J. - Lukacs P., Hungary, 1975



Here too, Black manages to break through to the white camp. 1... Bf8 2. Bc1

[More stubborn is 2. Bc3]

2... Be7 3. Bd2 Bh4+ 4. Kf3

[If 4. Kh3 , then 4... Bf2 5. Bc3 Be3 6. Kg3 Bc1°]

4... Bf6 5. Be3 Kh4 6. Bf2+ Kh3 7. Be3 Bh4! 8. Bd2 Kh2 9. Bc3 Kg1 Now the outcome of the game is clear. 10. Bd2 Bf2 11. Bc1

[11. Bc3 does not save White: 11... Kf1 12. Bb2 Bh4 13. Bc3 Be1°]

11... Kf1! 12. Bb2 Be1

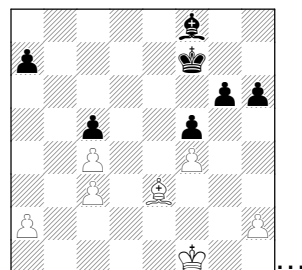
[Also possible is 12... Bh4 13. Bc3 Be1°]

13. Ba1

[13. Ke3 Kg2°]

13... Bd2 14. Kg3 Ke2 15. Kh4 Bxf4 16. Kh5 Bd2 17. Kg6 f4 . White resigned.

Ivanka-Budinsky M. - Ioseliani N., Tbilisi, 1984



The following ending proves that there is no a rule without exceptions.

1. h4! It is strange, but only this move, violating positional principles, raises White's hopes of a draw; otherwise Black would have good winning chances after 1... ♞e7 followed by g5-g4. 1... Be7 2. Bf2 Ke6 3. Ke2 Kd6 Black intends to break through on the Q-side, but does not succeed. 4. Kd3 Kc6 5. Kc2 Kb6 6. Kb3 Ka5 7. Be1 g5 This is the only chance, but now Black is unable to win due to limited material. 8. hxg5 hxg5 9. fxc5 Bxc5 10. Bf2 Kb6 11. Kc2 Bf4 12. Kd3 Bd6 13. Kc2 (13... ♞a5, followed by 14... ♞a4, was threatened) 13... Ka5 14. Kb3 f4

Without this advance Black is unable to improve his position. 15. Be1 f3 16. Bf2 Be7 17. Be1 Bg5 18. Bf2 a6

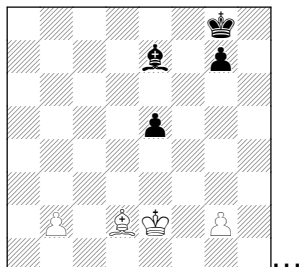
[If 18... Kb6 , then 19. Kc2 , but now the draw is simple.]

19. Bg3!

[19. Bxc5? Bh4°]

19... Kb6 20. Bf2 Be7 21. Kc2 Ka5 22. Kb3 **Draw.**

Passed pawn



Passed pawn

In bishop endings, as well as in many other endings, a passed pawn, especially an outside one, is a certain advantage that sometimes even turns out to be decisive.

1. Bc3 Bd6 2. Ke3 Kf7 3. Ke4 Ke6 4. b4 Bc7 5. b5 Kf6 6. g4! White improves his position.

[Worse is 6. Kd5 Kf5 7. Kc6 Bd8]

6... Ke6 7. g5 g6 8. Bb2! (zugzwang) 8... Bd6

[Or 8... Bd8 9. Bxe5 Bxg5 10. b6 , and the pawn is queening]

9. b6 Bb8 10. b7 Bd6 11. Ba3 Bc7 12. Bb4 Kd7

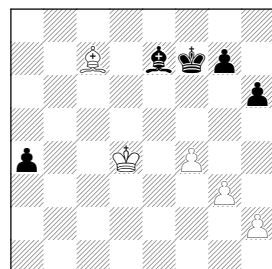
[12... Bb8 13. Bc5! , and zugzwang again]

13. Kd5 Bb8 14. Bc5 e4 15. Be3 Kc7

[15... Bc7 16. Ba7]

16. Bf4+ , and White wins easily in the pawn ending.

Flohr S. - Levenfish G., Moscow, 1936



Black's plan is clear: the passed pawn's advance diverts the white king, after which the black king attacks the opponent's K-side pawns. 1... Ke6 2. Kc4 Kf5 3. h3 Ke4 4. g4 Kf3 5. f5 Kg2 6. Be5!

[6. h4 Bxh4 7. Be5 Bf6 8. Bxf6 gxf6°]

6... Bf8!

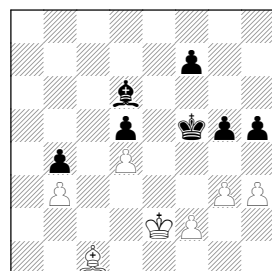
[Losing is 6... Bf6 7. Bxf6 gxf6 8. h4 Kh3 9. g5□]

7. h4 Kh3 8. Bxg7! The best chance.

[If 8. g5 , then 8... Kxh4 9. gxh6 gxh6 10. Bh8 Kg5 11. f6 Kg6! , winning.]

8... Bxg7 9. g5 h5! 10. f6 Bh8 , and Black wins.

Khalifman A. - Salov V., Wijk aan Zee, 1994



By force Black creates a passed h-pawn,

after which White is defenseless. 1... g4! 2. hxg4+

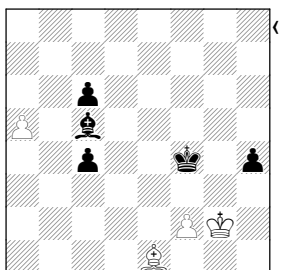
[Even worse is 2. h4 Ke4°]

2... Kxg4!

[2... hxg4 3. Kd3]

3. Bd2 f5 4. Be1 Be7 5. Bd2 Bd6 6. Be1 f4! 7. f3+ Kh3 8. gxf4 Kg2! 9. f5 Be7! 10. f6 Bxf6 11. Bxb4 h4 12. Bd6 h3 13. b4 (otherwise Black plays 13... ♣h4 followed by 14... ♣g3°) 13... Be7! White resigned.

Superior king position



Superior king position

A more active king, as a rule, secures a clear advantage in the endgame.

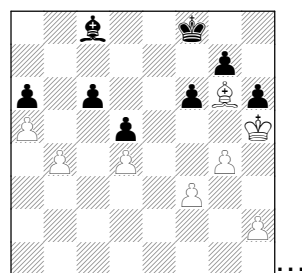
Despite limited material, Black has good winning chances thanks to his active king. 1... h3+! 2. Kxh3 Kf3 3. a6 Ke2 4. Bb4 Bxf2 5. Kg4 Kd3 6. Kf5 c3 7. Ke6 c2 8. Ba3 Kc4! The black king comes in time everywhere - first it captures the a6-pawn, then helps to queen the c-pawn. 9. Kd7 Kb5 10. Kc7

[More stubborn is 10. Bc1! , but in this case too, Black wins after 10... Kxa6 11. Kxc6 Ka5 12. Kd5 Kb4 13. Ke4

Kb3 14. Kd3 Bh4 15. Bf4 Kb2 16. Bh6 Kb1 17. Kc3 Bf6+ 18. Kb3 Bb2 19. Bg5 Bc1 20. Bf6 Bh6 21. Bb2 Bf8° zugzwang]

10... Kxa6 11. Kxc6 Ka5 12. Kd5 Ka4 13. Bc1 Kb3 14. Ke4 Ka2° 15. Kd3 Kb1 16. Bh6 Bc5 17. Kc3 Ba3 18. Kb3 Bc1 19. Bf8 Bg5 20. Ba3 Bf6! White resigned.

Averbakh Y. - Furman S., 1960



Due to the weak pawn on a6 Black is forced to allow the enemy king into his camp through g6 and h7, after which he is in trouble. 1. Bd3 Kf7 2. h3

(zugzwang) 2... Kf8

[2... Bb7 3. Bf5□]

3. Kg6 Kg8 4. Bf1! (gaining a tempo) 4... Kf8

[Or 4... Bb7 5. Be2 Bc8 6. Bd3]

5. Be2 Kg8 6. Bd3 Kf8 7. Kh7 Kf7 8. Bg6+ Kf8 9. Kh8 Preparing a piece sacrifice, White should improve his position to maximum extent. 9... Bd7 10. f4 Bc8 11. f5 Bd7 12. Bh5! Bc8 13. Be8! This striking move decides the game. 13... Kxe8

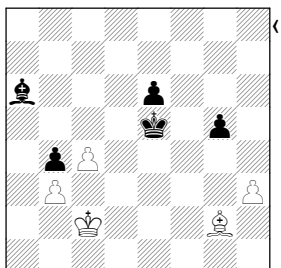
[13... Bb7 14. Bd7]

14. Kxg7 h5

[14... Ke7 15. h4 Bd7 16. g5!□]

15. Kxf6 hxg4 16. hxg4 Kf8 17. g5 Kg8
 18. g6 Kf8 19. Kg5 Bd7 20. f6 Be8 21.
 Kf5 Kg8 22. g7 Bf7 23. Ke5 Bg6 24. Kd6
 Bd3 25. Kxc6 Kf7 26. Kd6 Bf5 27. b5
 Black resigned.

Kamsky G. - Shirov A., Buenos Aires, 1994



The active black king has decided the following game, despite the white protected pawn on c4.

1... Kd4 Black's task is to break through to the b3-pawn, and so he diverts the white king with his e-pawn. 2. Kd2 e5 3. Bf3 Bc8 The bishop is transferred to a more active square. 4. Bg4 Bb7 5. Bd7 Be4 6. Bg4 Bg6 7. Be2 e4 8. Bg4 e3+ 9. Ke1 Bc2 10. Bd1 Be4 11. Bg4 Kc3 12. Ke2 Kxb3 13. Kxe3 Bg2 14. Be6 Kc3 15. Kf2

[15. Bd5 Bxh3°]

15... Bc6 16. c5

[16. Bd5 Bd7]

16... Kd4! (a precisely calculated maneuver) 17. Kg3 Kxc5 18. Kg4 Bd5 19. Bf5 b3 20. Kxg5 Kd4 21. h4 Be4 22. Be6 b2 23. Ba2 Kc3 24. Kf4

[24. h5 Kb4°]

24... Bh7 25. h5 Kb4 26. h6 Ka3 . White resigned.