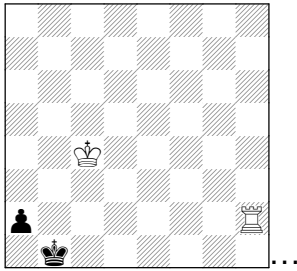


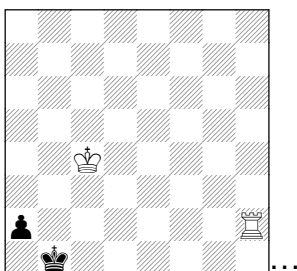
ROOK AGAINST PAWNS



ROOK AGAINST PAWNS

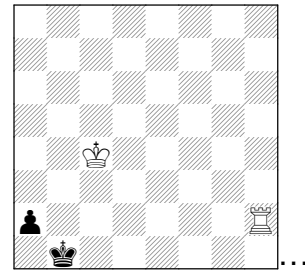
The struggle between rook and pawns is always sharp and dynamic; the result often depends on just one tempo, so the exact calculation is needed. Knowledge of typical methods, which are examined further, allows one to quicker find correct plans and moves.

ROOK AGAINST PAWN



ROOK AGAINST PAWN

Pawn on the 2nd rank

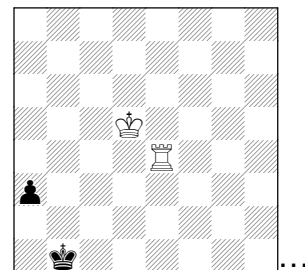


Pawn on the 2nd rank

In this case a draw is a usual result, but the exceptions do exist.

1. Kb3 a1=N+ 2. Kc3 Zugzwang. White wins the knight.

Stamma F



1. Kc4 a2 2. Kb3 a1=N+

[2... a1=Q 3. Re1#]

3. Kc3 Nc2

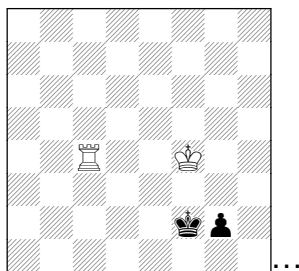
[Or 3... Ka2 4. Rb4 Ka3 5. Rb2□]

4. Re2 Na3

[4... Na1 5. Rh2□]

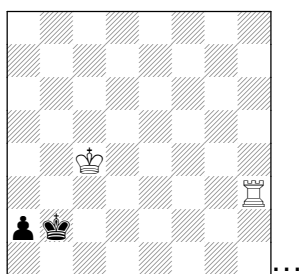
5. Kb3 , and White wins. Promotion to a knight does not save the defender only in the case of a rook's pawn; with all other pawns it secures a draw.

Example 47



1. Rc2+ Kf1
[Even simpler is 1... Kg1! 2. Kg3 Kh1! 3. Rxc2 - stalemate.]
2. Kf3 g1=N+ 3. Ke3
[3. Kg3 Ne2+=]
- 3... Nh3 4. Rh2 Ng1! with a draw.
[But not 4... Ng5? (Black should not take away the knight from the king) 5. Rh5 , and White wins (5. Rh6! is also winning)]

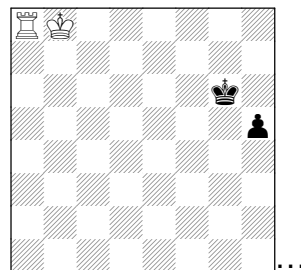
Example 48



1. Rh2+ Ka3!
[1... Kb1 2. Kb3□]
2. Rh3+ Kb2 with a draw, because an attempt [...]
- [3. Kb4 a1=Q 4. Rh2+ Kb1 5. Kb3 fails

due to 5... Qa8! , and it is Black who wins.]

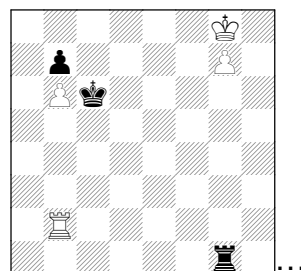
King is cut off beyond the 5th rank



King is cut off beyond the 5th rank

After 1. Ra5! Black loses. As soon as the pawn reaches h3, White wins it by la3.

Palatnik S. - Panchenko A., Moscow, 1982

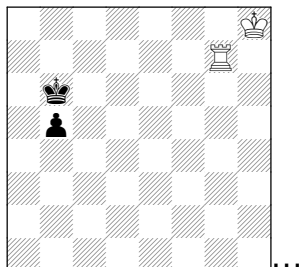


By cutting off the opponent's king beyond the 5th rank, White could have won in the following position.

1. Rf2! Kxb6 2. Rf5! Ka6
[After 2... Kc6 3. Kf7 b5 4. g8=Q Rxc8 5. Kxc8 the rook cuts off the king beyond the 5th rank.]
3. Kf7 (threatening 4. lf6 followed by 5.

!g6) 3... Rxg7+ 4. Kxg7 b5 5. Kf6 Ka5 6. Ke5 , and White wins.

Maizelis I

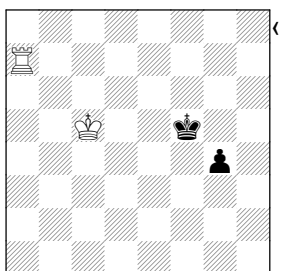


1. Rg5! (White's only chance) 1... Ka5 2. Kg7 Kb4! Only this move leads to a draw.

[The natural 2... Ka4 loses due to 3. Kf6□]

3. Kf6 Kc4 4. Ke5 b4 5. Ke4 b3 6. Ke3 b2 7. Rg1 Kc3! with a draw.

"Shoulder-charging"



"Shoulder-charging"

This important device is often employed in many types of endings: pawn, knight,

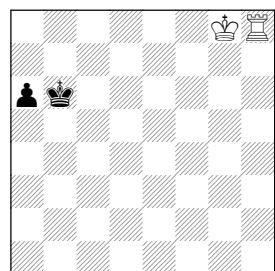
rook, and others.

Black draws by the only move 1... Ke4! , shoulder-charging the white king from the g4-pawn.

[Hopeless is 1... Kf4 2. Kd4 Kf3 3. Kd3 g3 4. Rf7+□]

2. Rg7 Kf3 3. Kd4 g3 4. Kd3 g2=

Maizelis I 2

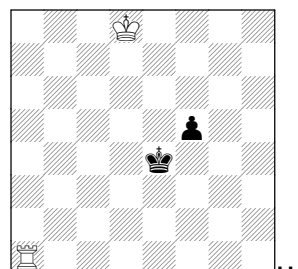


1... Kc5!

[Black loses after both 1... a5 2. Rh5; and 1... Kb5 2. Kf7 a5 3. Ke6 a4 4. Kd5 Kb4 5. Kd4]

2. Kf7 a5 3. Ke6 a4 , and White is deprived of 4. cxd5. Draw.

By-pass

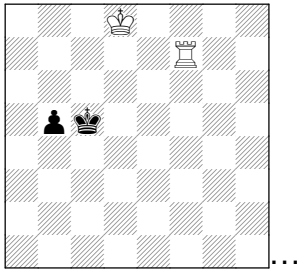


By-pass

White's winning plan involves a by-pass

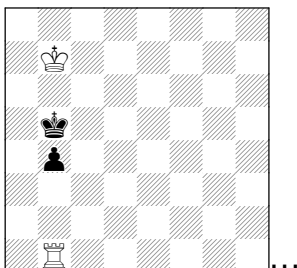
maneuver with the king. 1. Ke7!
 [Only a draw results from 1. Kd7 f4 2. Ke6 f3 , and so on.]
 1... f4 2. Kf6 f3 3. Kg5 Ke3 4. Kg4 , and White wins.

Botvinnik Mikhail (RUS)



1. Rb7! White's winning plan consists of two steps: the rook attacks the enemy pawn from the rear; the king makes a by-pass maneuver. 1... b4 2. Kc7! Kc4 3. Kb6 b3 4. Ka5 , and White wins.

Example 49



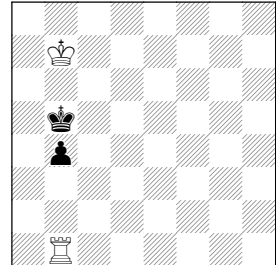
Position of mutual zugzwang

If it is White to move, he is unable to win.

1. Ka7
 [or 1. Kc7 Kc5! =]

1... Ka5!

Example 50

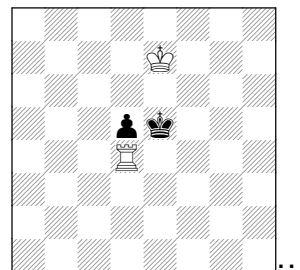


If it is Black to move, White wins by a by-pass. 1... Kc5

[or 1... Ka5 2. Kc6! □]

2. Ka6! □

Reti Richard 3



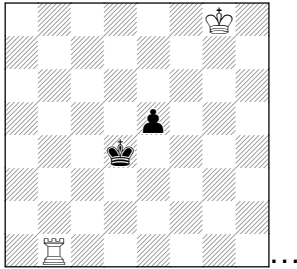
1. Rd2!

[Or 1. Rd3;

but not 1. Rd1? d4 2. Kd7 Kd5! with a draw.]

1... d4 2. Rd1! Now Black is in zugzwang, and White wins.

Intermediate check



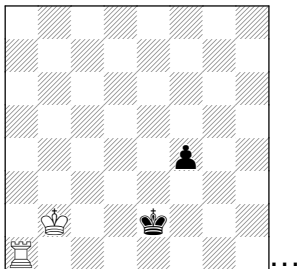
Intermediate check

Intermediate check is an important device in rook vs. pawns endings; it allows either to gain a tempo, or to determine the position of the opponent's king.

1. Rd1+! Ke3 2. Re1+ Kd4 3. Kf7

White has gained a tempo, and now his king succeeds in stopping the black pawn.

Example 51

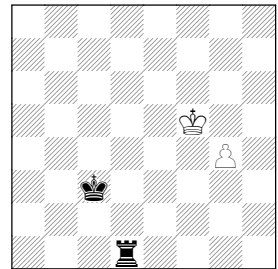


1. Kc1 f3 2. Ra2+! (intermediate check)
2... Ke1

[2... Ke3 would be met by 3. Kd1 f2 4. Ra3+ Kf4 5. Ke2□]

3. Ra8 , and White wins.

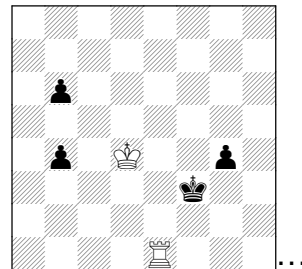
Trepp - Hecht H., Luzerne, 1985



1... Rf1+! 2. Ke5 Rg1 3. Kf5 Kd4 4. g5
Kd5 5. Kf6 Kd6 6. g6 Rf1+ 7. Kg7 Ke7 8.
Kh7 Kf6 9. g7 Rh1+ 10. Kg8 Kg6 11. Kf8
Rf1+ 12. Kg8 Rf3 White resigned. [...]

[13. Kh8 Rh3+ 14. Kg8 Rh7°]

Adams M. - Kramnik V., Moscow, 1994

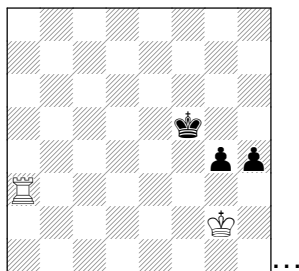


An intermediate check can also lead to a victory in endings, where the defender has many pawns. 1. Rf1+! Kg2

[Or 1... Ke2 2. Rg1! Kf3 3. Kd3 g3 4. Rf1+ Kg2 5. Ke2 b3 6. Rb1! Kh2 7. Kf3 , winning.]

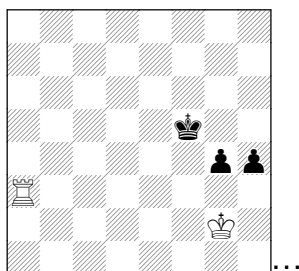
2. Rf4 g3 3. Ke3 Kh2 4. Rg4! b3 5. Kf3 b2
6. Rb4 , and White wins.

ROOK AGAINST TWO PAWNS



ROOK AGAINST TWO PAWNS

Pawns connected



Pawns connected

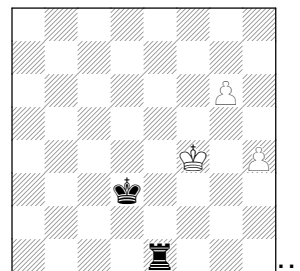
If the stronger side's king is in front of the pawns, a win is easy.

1. Ra4

[White wins even simpler by attacking the pawns from the rear: 1. Ra8 Kf4 2. Rf8+ Kg5 3. Rh8! , winning.]

1... Kg5 2. Kf2 Kh5 3. Ke3 h3 4. Kf2 Kh4 5. Rb4□ But if the pawns have advanced far, and the opposing king is far away from them, then, as a rule, the rook is powerless to stop the pawns.

Kozma - Demeter, Czechoslovakia, 1975



White wins, but exact play is demanded.

1. h5 Kd4

[Or 1... Rf1+ 2. Ke5 Rh1 3. g7! Rxd5+ 4. Kf4 Rh4+ 5. Kf3 Rh3+ 6. Kg2 , winning.]

2. h6

[Bad is 2. g7? because of 2... Rf1+ 3. Kg5 Ke5! 4. Kg6 Rg1+ 5. Kf7 Rf1+ 6. Ke7 (6. Kg8 Rh1; 6. Ke8 Rg1 7. h6 Kf6 8. Kf8 Ra1=) 6... Rg1 7. h6 Rg6! with a draw.]

2... Rf1+ 3. Kg4!

[The only way. If 3. Kg5? , then 3... Ke5 4. h7 Rg1+ 5. Kh6 Rh1+ 6. Kg7 Kf5=]

3... Ke4

[After 3... Rg1+ the win is achieved in a study-like way: 4. Kf5 Rf1+ 5. Ke6 Rh1 6. h7! (but not 6. g7? due to 6... Rxd6+ 7. Kf5 Rh5+ 8. Kf4 Rh1!) 6... Ke4 7. Kd6! (7. Kf7 Kf5) 7... Kd4 8. Kc6! (8. Kd7? Ke5 9. Ke7 Kf5=) 8... Kc4 9. Kd7 Kd5 10. Ke8 Ke6 11. g7□]

4. h7!

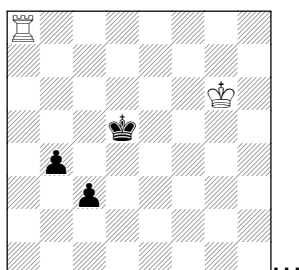
[It was not too late to miss the win: 4. g7? Rg1+ 5. Kh3 Kf3 6. Kh2 Rg6! 7. h7 Rh6+ 8. Kg1 Rg6+ 9. Kf1 Ra6 10. Ke1 Ke3 11. Kd1 Kd3 12. Kc1 Kc3 13. Kb1

Rb6+!=]

4... Rg1+ 5. Kh3 **Black resigned.**

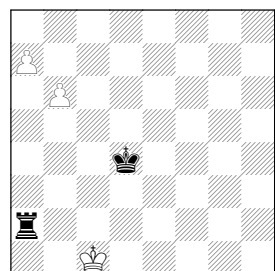
In the following ending Black could have won in a similar way, but... agreed to a draw.

Petrosian A. - Tseshkovsky V.,URS,1976



1. Kf5 Here the players agreed a draw. Still, Black could have won by 1... b3! 2. Rd8+ Kc5! 3. Rc8+ Kd4 4. Rd8+ Ke3 5. Rb8 b2 6. Ke5 Kf3! 7. Kf5 Ke2 8. Ke4 Kd1 9. Kd3 c2 10. Rh8 c1=N+! By the way, the same position with colors reversed occurred in the game Tarrasch - Janowski (Ostende 1907), which was won by Tarrasch. In endings of this type the defender succeeds to save only if the opponent's king is poorly placed on the edge of the board.

Keres P. - Eliskases E.,Nordwijk,1938



1... Kc3! 2. Kb1

[Or 2. Kd1 Kd3=]

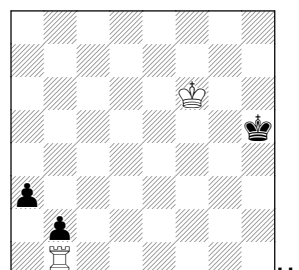
2... Ra6

[Also possible is 2... Ra5=]

3. b7 Rb6+ 4. Kc1 Rh6! A draw was agreed in view of [...]

[5. Kd1 Kd3 6. Ke1 Ke4 7. Kf1 Kf3 8. Kg1 Rg6+ 9. Kf1 Rh6!=]

Horvits B, Kling I 2



1. Kf5 Kh4

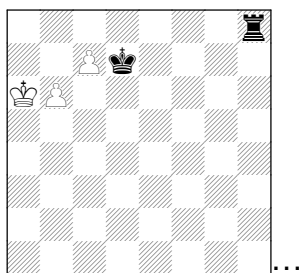
[Useless is 1... Kh6 2. Kf6]

2. Kf4 Kh3 3. Kf3 Kh2 4. Ke3! Kg2

[4... Kg3 5. Rg1+ Kh2 6. Rb1=]

5. Kd3 Kf3 6. Kc3 **Draw.**

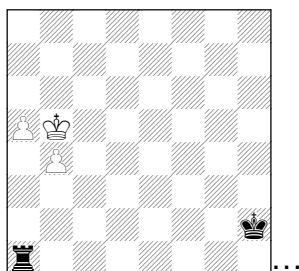
Example 52



Several interesting positions

1. Ka7 Kc6 2. c8=Q+ Rxc8 3. b7 Rc7 4. Ka8 Rxb7 **Stalemate.**

Maroczy G. - Tarrasch S., San Sebastian, 1911



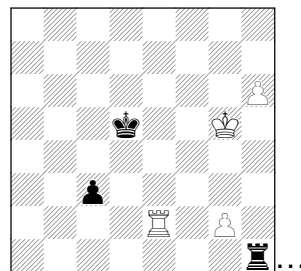
Variation from the game

1. Ka6!

[White fails to win after 1. a6? Kg3 2. Kb6 Kf4 3. b5 Ke5 4. a7 (no better is 4. Ka7 Kd6 5. b6) 4... Kd6 5. Kb7 Kc5 , with a draw.]

1... Kg3 2. b5 Kf4 3. b6 Ke5 4. b7 Rb1
Black is forced to lose a tempo. 5. Ka7 Kd6 6. b8=Q+ Rxb8 7. Kxb8 , and the a-pawn promotes. In the following ending White could have won by using this typical device.

Rivas P. - Gelfand B., Dos Hermanas, 1994

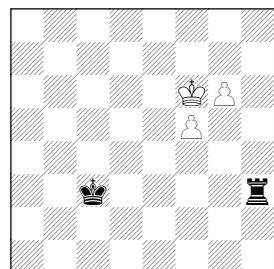


White could have won by 1. g4

[Instead, he played 1. Kg6 , which has led to a draw.]

1... Kd4 2. Kg6 Kd3 3. Rg2 c2 4. Rxc2 Kxc2 5. g5 Kd3 6. Kh7! □

Example 53



Theoretical position

1... Rf3! The only move.

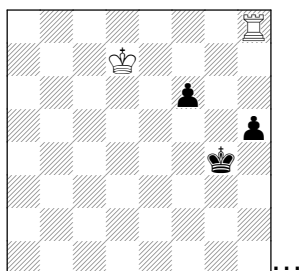
[Black loses after 1... Kd4 because of 2. Kg7! Ke5 3. f6 Ke6 4. f7 □]

2. Ke5

[Or 2. g7 Rg3 3. Kf7 Kd4 4. f6 Ke5 with a draw.]

2... Rg3 3. f6 Rg5+!=

Pawns separated

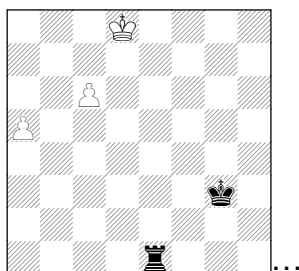


Pawns separated

When the pawns are separated, the result depends to a great extent on the placing of the opposing king.

The h-pawn is White's main enemy, while the f-pawn is not dangerous. 1. Ke6 h4 2. Kd5! (this is the point) 2... Kg3 3. Kd4 h3 4. Ke3 Kg2 5. Ke2 h2 6. Rg8+ Black resigned.

Berger I



White wins if he manages to advance both his pawns to the 7th rank. 1. a6! Rd1+

[Or 1... Ra1 2. c7 Rd1+ 3. Ke7 Rc1 4. Kd7! Rd1+ 5. Ke6 Re1+ 6. Kf6 Rf1+ 7. Kg6 Rc1 8. a7 , and White wins.]

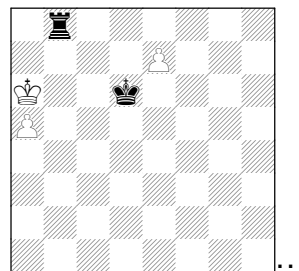
2. Kc8 Ra1 3. Kb7! Rb1+ 4. Ka8 Rc1 5.

a7! Kf4

[5... Rxc6 6. Kb7]

6. Kb7 Rb1+ 7. Ka6 Ra1+ 8. Kb6 Rb1+ 9. Kc5 Ra1 10. c7 Ke5 11. Kc4 Ke4 12. Kc3 followed by 13. cxb2, and White wins.

Ermeni A. - Tsvetkovic, Skopje, 1991



A draw could have been obtained by 1. Ka7!

[In the game White played 1. e8=Q? Rxe8 2. Kb7 Kc5 3. a6 Re7+ , and Black have won.]

1... Re8 2. Kb6!

[But not 2. a6? Kc5 3. Kb7 Rxe7+°]

2... Rxe7 3. a6 Re1 4. Kb7! The only move.

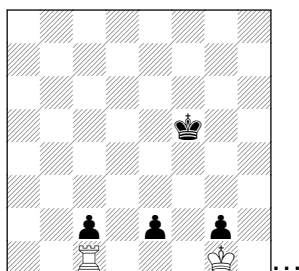
[Bad is 4. a7? Rb1+ 5. Ka6 Kc7 6. a8=N+ Kc6 7. Ka7 Rb2°]

4... Kd7

[Or 4... Kc5 5. a7 Re7+ 6. Ka6! =; 4... Rb1+ 5. Kc8!]

5. a7 Rb1+ 6. Ka8 with a draw.

ROOK AGAINST THREE OR FOUR PAWNS



ROOK AGAINST THREE OR FOUR PAWNS

In such endings the side with the rook wins extremely rarely. Let us examine several theoretical and practical examples.

1. Kf2!

[Erroneous is 1. Kxg2? Ke4 2. Kf2 e1=Q+! , and Black draws: 3. Kxe1 (or 3. Rxe1+ Kd3 followed by 4... cxd2=) 3... Kd3 (White is in zugzwang) 4. Ra1 Kc3=]

1... Ke4 2. Kxe2 Kd4 3. Rg1

[Nothing is achieved by 3. Kd2 Ke4=]

3... Ke4

[Or 3... Kc3 4. Re1 Kb2 5. Kd2 Kb3 6. Rc1□]

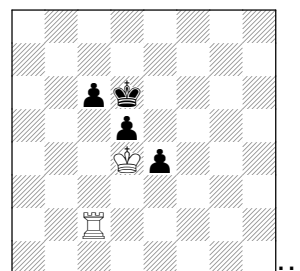
4. Re1! , and White wins in all cases, for example: [...]

[4... Kf4 5. Kf2;

4... Kd4 5. Kd2;

4... Ke5 5. Ke3!]

Cheron A 4



In this position the black pawns have not advanced far, and so White is able to win. 1. Rc3 Kd7

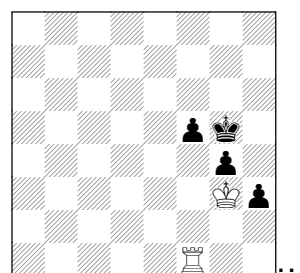
[Or 1... Kc7 2. Rb3 Kd6 3. Rb6 Kd7 4. Ke5 Kc7 5. Rb3 , and the rest is clear.]

2. Ke5 Kc7 3. Rb3 Kd7 4. Rb7+ Kc8!

[4... Kd8 5. Kd6□]

5. Rg7 Kb8 6. Kd6 , and White wins. But moving this position one rank down the board changes the assessment: White is unable to win, no matter on which files the pawns are.

Laza G 2



Black must defend precisely. 1. Rf2 Kg6 2. Kf4 Kf6 3. Ra2 Kf7 4. Ra5

[White cannot take the f5-pawn, since 4. Kxf5 would be met by 4... g3 . Now he threatens to capture the pawn with check.]

4... Kg6 5. Ra6+

[Again, the pawn is immune from capture: 5. Rxf5? h2 6. Rg5+ Kh6 , and Black wins.]

5... Kg7!

[Black loses after both 5... Kh5 6. Rb6 followed by 7. lb8; and 5... Kh7? 6. Kg5 Kg7 7. Rg6+ Kh7 8. Rh6+ Kg7 9. Rh5□]

6. Rb6

[6. Kg5 h2]

6... Kf7 7. Rh6 Kg7 8. Rh5

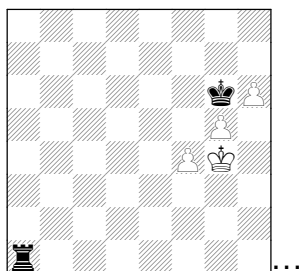
[On 8. Kg5 Black has a strong objection: 8... f4! 9. Kxg4 (9. Rh4? even loses due to 9... f3) 9... Kxh6 10. Kxh3 , with a draw.]

8... Kg6 9. Rg5+

[9. Rh4 Kf6]

9... Kh6 10. Rg8 Kh7 11. Ra8 Kg6 12. Ra6+ Kf7 , and White has achieved nothing. Lack of knowledge of these theoretical positions leads to a defeat.

Kovalevskaya E. - Chen Z.,Moscow,1994



Here White played 1. f5+?

[A draw could have been achieved by 1. Kg3 Rg1+ 2. Kh3 Kf5 3. Kh2 Ra1 4. Kg2!= , as it was shown in the previous example (but not 4. Kg3? Rf1! , and

Black wins)]

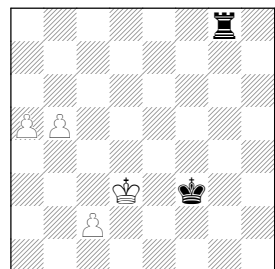
1... Kh7 White resigned in view of the following lines: 2. Kf3

[2. Kh5 Rh1+ 3. Kg4 Rf1;

2. Kg3 Rf1 3. Kg4 Rf2°]

2... Rg1 3. Kf4 Rg2 4. f6 Kg6 5. h7 Rh2 , and all White's pawns perish.

Polgar J. - Short N.,Novgorod,1996



In the game Black played 1... Kf4? and lost.

[After the game Short pointed out a way to a draw: 1... Rd8+! 2. Kc4 Ke4 3. b6 Rc8+ 4. Kb5 Kd5 5. b7 Rxc2 6. Kb6 Rb2+ 7. Kc7 Rc2+ 8. Kd7 Rb2 9. a6 Rb6! 10. Kc7 Rc6+! 11. Kd8 Rd6+ 12. Ke8 Re6+ 13. Kd7 Rb6! , and Black draws.]

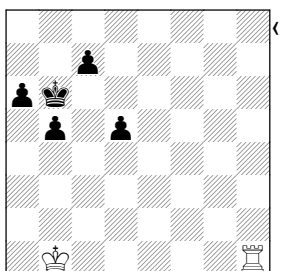
2. Kd4 Kf5 3. Kd5 Rd8+ 4. Kc6 Ke6

[4... Rc8+ loses also in view of 5. Kb7 Rxc2 6. a6 Ke6 7. a7□]

5. a6 Rd6+ 6. Kb7 Rd7+ 7. Kb6 Rd6+ 8. Ka5 Rd7 9. c4! Ke7 10. b6 Rd1 1:0 [...]

[11. b7 Kd7 12. a7□]

Maizelis I 3



As a rule, king and rook are weaker than king with four pawns, and so a draw is good result for the side with the rook.

When the pawns have not advanced far, and the opposing king is in front of them, the draw is usually possible.

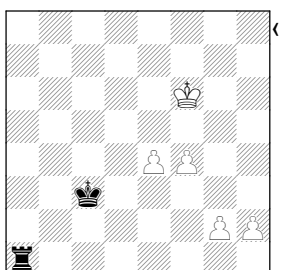
1... b4 2. Kb2 c5

[2... b3]

3. Rh8! , and White draws by checking from the rear and attacking the pawns that are not defended by the king.

[But not 3. Kb3? Kb5]

Euwe M. - Capablanca J.,Karlovi Vary,1929



The white pawns are not advanced far, and so Black manages to save the game.

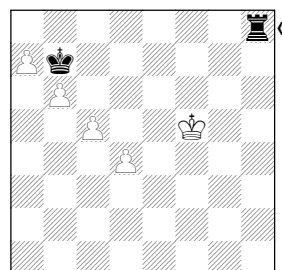
1... Ra6+ 2. Kf5 Kd4 3. e5 Kd5 4. g3

[Or 4. g4 Ra8! 5. h4 Rf8+ 6. Kg5 Rg8+ with a draw.]

4... Ra8 5. Kf6 Ra6+ 6. Kf5 Ra8 The players agreed a draw. [...]

[Tartakower gives the following line: 7. h4 Rg8 8. Kf6 Rxc3 9. e6 Rg4 10. f5 Rxh4 11. e7 Re4 12. Kf7 Kd6 13. f6 Kd7 with a draw; 7. g4 Rf8+=]

Kremenietzky A. - Minasian A.,1992



In this ending Black draws by stalemate.

1... Ka8!

[1... Re8? loses due to 2. Kf6! Ka8 3. d5 (but not 3. c6? Re6+=) 3... Rc8 4. d6 Rxc5 5. d7 Rd5 6. Ke7□]

2. Ke5

[Bad is 2. d5? Rc8 3. c6 (or 3. d6 Rxc5+ 4. Ke6 Rc1=) 3... Rf8+ 4. Ke6 Rf6+!=]

2... Rh5+

[2... Re8+ does not save Black in view of 3. Kd6 Rd8+ 4. Kc7 Rc8+ 5. Kd7 Rc6 (5... Kb7 6. c6+□) 6. b7+□]

3. Kd6 Rh6+ 4. Kc7 Rh7+ 5. Kc6 Rh6+ 6. Kb5 Rh5! 7. Kb4! The only opportunity to play for a win.

[A draw results from 7. Ka6 Rh6 8. d5

Rxb6+]

7... Rh4 8. Kc4 Rg4 9. Kd3 Rg3+ 10. Ke4
Rc3! 11. Ke5 Rc4! 12. Kd5 Ra4 13. Ke4
Rc4 Black prevents the opponent's
pawns from being advanced. 14. Ke5
Kb7! 15. Kd5 Ra4 16. Ke4 Rc4 17. Ke5
Ka8! White is powerless to improve his
position. Draw.