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# **100 Endgames You Must Know**

**Vital Lessons for Every Chess Player**

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## 5. Rook vs. Pawn

This is one of the most important chapters in this book, and the most important in this section about a piece fighting against a single pawn. Experience shows that rook endings are the most common endings in practice, and also the most complex, and that is why the chapter on rook endings is the longest in the book. Besides, many rook endings end up in a Rook vs. Pawn(s) ending when one of the players is forced to give up the rook for a passed pawn.

On the other hand, this struggle is much more complex than Queen vs. Pawn or Knight vs. Pawn, because any complexities in those are restricted to positions where the pawn is on the 7th rank or, exceptionally, on the 6th. But in Rook vs. Pawn endings, the struggle can be complex regardless of which rank the pawn stands on.

An experienced player who knows the themes and has time on the clock can calculate every single line with accuracy; however, sometimes it is not that easy. In any case, if the player is not familiar with the subtleties hidden in this ending, the task is simply impossible.

### ENDING 21 Kings do not push. Just counting

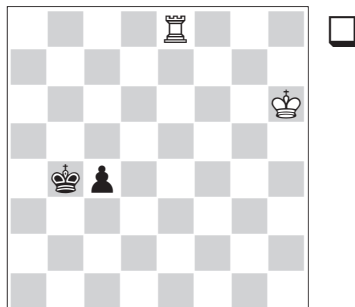
In order to solve these endings, the first approximate method is counting tempi: for the attacker, the tempi needed for both rook and king to control the promotion square; for the defender, the tempi needed for the king to secure promotion and for the pawn to reach its goal.

Unfortunately, this simple technique only works when no special circumstances alter the calculation, and that hardly ever happens in this ending.

A typical scenario where simply counting works occurs when the kings stand at different sides of the pawn; nevertheless, great care is needed even in those cases.

In the diagram position the kings will not meet, rook checks do not win tempi and there are no more special circumstances. That is why a simple count works. White needs 5 tempi to control the promotion square with both king and rook, whereas Black needs 5 tempi to promote. The conclusion is clear: if White is to move, he wins; if Black is to move, he draws.

Position 5.1



**1.♔g5!**

If he had the move, Black could draw by 1...c3 2.♔g5 c2 3.♚c8 ♖b3 4.♔f4 ♖b2=.  
**1...c3 2.♔f4 c2 3.♚c8 ♖b3 4.♔e3 ♖b2 5.♔d2** and White has arrived in time, as our simple counts had anticipated.

Everything looks easy but, even in this position, if White changes the move order and starts 1.♚c8?, Black can interfere with White's plan and draw thanks to a brilliant move: 1...♔c3! We will see the virtues of this move further on.

In practical play, things are hardly ever that easy. In the next examples we will discover the different resources both sides have at their disposal in order to 'interfere with the natural course of events'.

**Kings push... a bit**

This position is very easy to solve, on the basis of the same principles as the previous one. With this we can complete our view of the issue. Euwe studied these positions in the 1930s and stated that, in 5.2, White only draws when the king occupies one of the marked squares, and wins in any other case. For instance, in this diagram it takes the king 5 tempi to arrive on time to control promotion, whereas Black needs 4 to secure it. That means White arrives on time if he has the turn.

The study of this diagram makes us think that there is a large area where a simple count works. It can work even if the king is on the same file as the defender, unless his way is blocked, as here.

**1.♔e6 e3 2.♔d5 e2 3.♔d4 ♖f3 4.♔d3 ♖f2 5.♔d2 1-0**

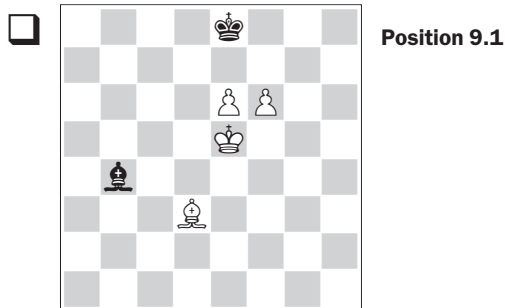
**ENDING 22 Defending king on the 3rd rank cut off along a rank**

When the king and his pawn are still further from promotion (in general, whenever they have not crossed the middle line of the board), cutting off the king is a very important resource: if it works, the rest does not matter.

Cutting the king off is very useful when the defender's king is on the third rank, and it wins straight away when we are dealing with a rook's pawn or when the king



**ENDING 41 Pawns on the 6th rank**



On the 6th rank, the pawns usually win. The winning procedure is quite easy, but it is worth noting in order to become familiar with the required technique.

The white pawns cannot advance: not to e7 because then Black would give up his bishop for the two pawns, and not to f7 because then both pawns would be blockaded on squares of the same colour as the white bishop. This blockade is impossible to lift and is one of the trademarks of opposite-coloured bishop endings. So White cannot think of advancing the pawns, and instead they have to stay on the 6th rank, until the right moment comes to move e6-e7.

The plan consists of two clear stages:

**1) A bishop check to force the enemy king to define his position...**

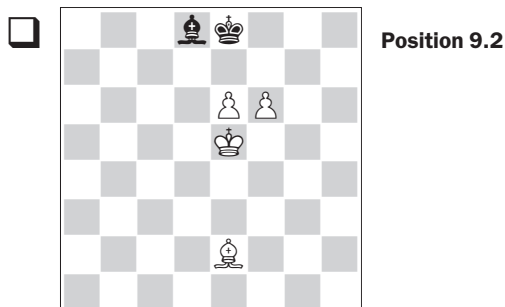
**1. ♖b5+ ♔d8** (if 1... ♖f8, White carries out the same plan on the other flank: 2. ♖d5 ♙a3 3. ♖c6 ♙b4 4. ♖d7 ♙c5 5. e7+) **2. ♖f5**, and:

**2) The attacking king outflanks his opponent.**

This plan would not be possible with the black king on f8 and the black bishop on d8, but then White could lose one tempo and Black would be in zugzwang. We will see this in our next example.

**2... ♙c5 3. ♖g6 ♙b4 4. ♖f7 ♙c5 5. e7+ 1-0**

**The bishop in front of the pawns**

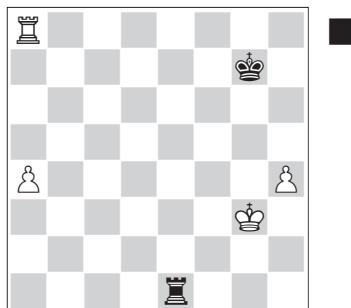


## Fifth scenario

**ENDING 76** Vancura Defence against 2 pawns

This is probably the least-known scenario, though the most common in practice.

Position 11.14



There are some drawing positions involving a- and h-pawns, the most important one being an extension of the Vancura Defence.

**1...♖e4!**

The only move to draw. This move is very important: Black adopts a Vancura defensive set-up and prevents the white rook from coming out of its passive position in front of the pawn.

From now onwards, defence is quite easy, as White cannot really make further progress. On the other hand, if Black adopts a wrong defensive set-up, White wins rather comfortably. If you quickly check your database, you will see that the latter is the most frequent scenario in practice.

1...♖a1? 2.♗f4 ♕h7 3.♗e5 ♗g7 4.a5 ♕h7 5.a6 and, as we know from **Ending 66**, White wins even without the h-pawn.

**2.a5**

Or 2.h5 ♕h7 3.♗f3 ♖h4 4.♗e3 ♖xh5 (Black captures the pawn and has time to set up the correct defence) 5.♗d4 ♖g5 6.♗c4 ♖g4+! (only move!) 7.♗b5 ♖g5+ 8.♗b4 ♖g4+ 9.♗c5 ♖f4 – Vancura.

**2...♗e5!**

Keeping the Vancura Position.

**3.♗f3 ♖h5 4.♗g3 ♖c5 5.a6 ♖c6! 6.♗f4**

As soon as White pushes the a-pawn one step further, the black rook will be transferred to the rear of the pawn and we will reach **Ending 75**.

**6...♗h7 7.♗e5 ♖b6 8.♗d5 ♖g6 9.♗c5 ♖f6 10.♗b5 ♖f5+! 11.♗b6 ♖f6+!**

When the white king moves far from the a-pawn, the series of checks may end. There is no way to make progress.

**ENDING 96** Second-rank defence

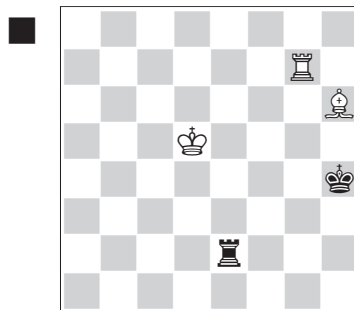
As we have stated, the Cochrane Defence works extremely well on the central files, and it is rather easy to achieve from a normal position.

When the starting position of the king is more delicate, or when a careless defence makes it impossible to use the main defensive method, it is sometimes still possible to adopt the so-called second-rank defence.

This is a simple and unbreakable defensive set-up, despite its somewhat worrying appearance.

**The second-rank defence consists in placing both rook and king on the second rank. When a check forces the king to the first rank, an immediate rook-swap offer emerges on the board, which allows the king to come back to the 2nd rank on the following move. The king may also be forced to the first rank by means of zugzwang, but then the defending side can hold thanks to stalemate resources.**

In the following position, the black king is already locked on the edge of the board. Though no concrete threats can be seen, he may end up in the Philidor Position if he is not careful. It is time to use the second-rank defence.



**Position 13.16**  
**García González -**  
**Balashov**  
Leningrad 1977

**1...♔h3!**

Instead of playing neutral moves which may lead to dangerous positions, Black immediately seeks a defensive procedure. The idea is ...♖g2.

**2.♙f4 ♖g2 3.♗h7+ ♕g4 4.♕e4**

This is one of the basic positions of the second-rank defence. Although Black has apparently fallen into zugzwang, he has a simple way to hold. The fact that the situation is extreme can help us find our way, but even experienced players may go astray in this ending.