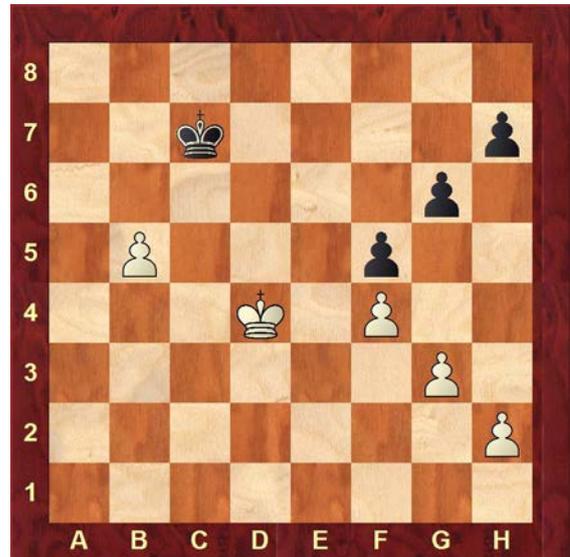


Winning the endgame with extra pawn on one side of the board

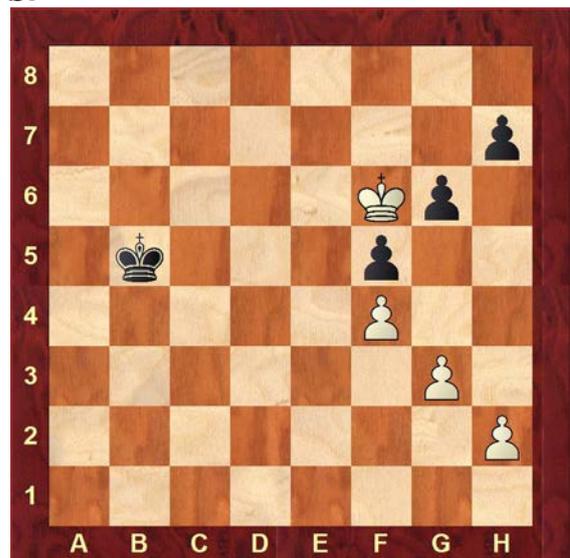
Towards the end of the game you may find yourself with an extra pawn on one side of the board. Here is how to make sure you win with this advantage. Look at position (a) with White to move. In this case do not be tempted to try and protect the b pawn - Black need so stay close to that pawn. So White needs to move towards the kingside and try and attack the base of the pawn chain (the pawns on h7, g6 and f5). Black cannot try and move to protect these pawns, else the b pawn will romp up the board and be promoted (probably to a Queen)

a.



After 2 moves (b) White is approaching the base of the chain (the pawn on h7) while Black has removed the dangerous b pawn.

b.



c.

After 2 more moves (c) the Black pawn at the base of the chain is removed and the next at g6 will fall next.



You can now see (d) that the h file is now clear for the White pawn at h2 to move up the board and promote to a strong piece (Rook or Queen)

d.



e.

To stop the Black King from stopping the White h pawn then the White King has moved to g7 to block the Black King. In just 4 more moves White will have a new Queen (or Rook) on the board and should win easily.



Now try Novice problems below and use what you have learned here to answer the questions.

This month's problems - Novice
Problem N57



N57. White has just checked the Black King with the pawn on b4. If Black plays 1. Nxb4 how does White win?

Problem N58



N58. White to play and mate in 2 moves

This month's problems - Intermediate

Problem 155



155. Black to play and win

Problem 156



156. (a) Black to play what is the likely result?
 (b) If White to play what is the probable result?

Last month's problems - Beginners

The 4 problems set before Christmas were set up to allow whoever had the move to win. So you had two answers for each diagram

Diagram 1

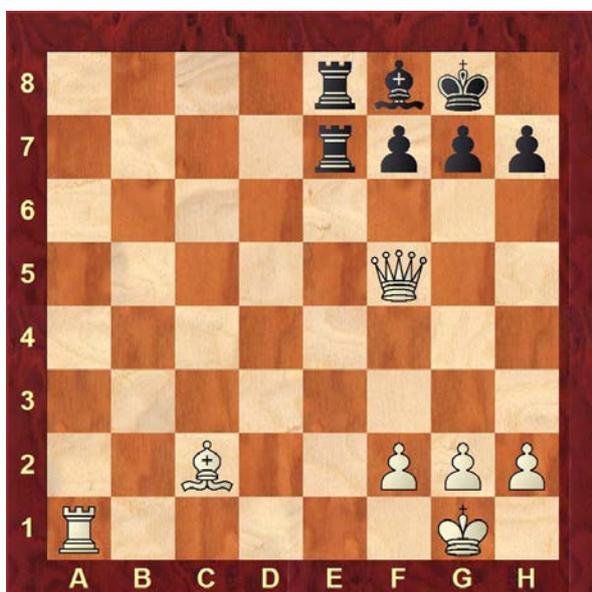


Diagram 2



White to move first

1. Qxh7#

Black to move first

1..... Re1+

2. Rxe1 Rxe1#

Diagram 3



White to move first

1. f8(=N)# this one was tricky!

Black to move first

1..... Bf1#

Note that both checkmates were by minor pieces (Knight or Bishop)

White to move first

1. Qg8+ Rxc8

2. Nf7#

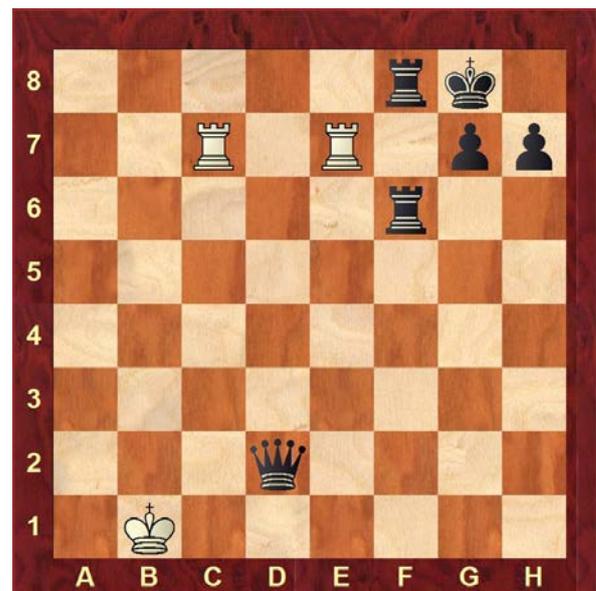
Black to move first

1. Qg1+ Rxc1

2. Nf2#

Both these are examples of a 'smothered mate' as the Kings cannot move at the end as they are 'smothered' (blocked) by their own pieces when the checkmate is delivered.

Diagram 4



White to move first

1. Rxg7+ Kh8

2. Rh7+ Kg8

3. Rcg7#

Note the first 2 checks were by one rook but the mate is delivered by the other

Black to move first

1..... Rf1+

2. Rc1 Rxc1#

There was an alternative win

1. R3b6+

2. Ka1 Qb2# (or Qa5#)

Last month's problems - Novice

Problem N53



N53. Black to play and win a piece in 3 moves

White plays

1. Qxc2 Qxc2
2. Ne3+ K moves
3. Nxc2

So black has used a Knight FORK to trade Q for Q+N

Problem N54



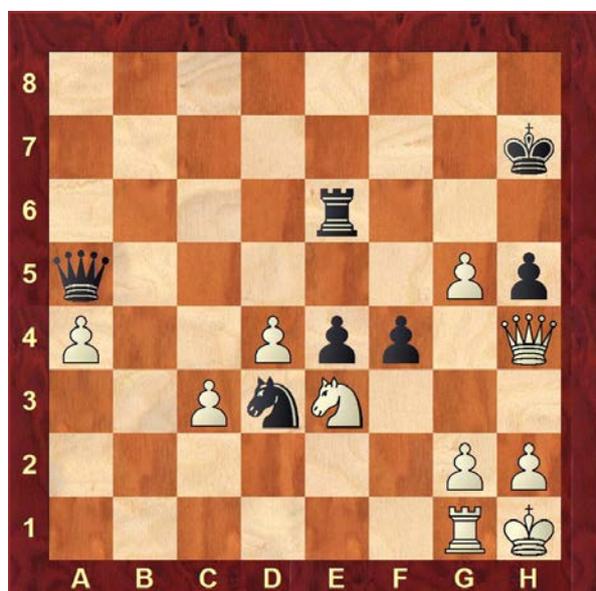
N54. White to play and mate in 2 moves

(i) White plays

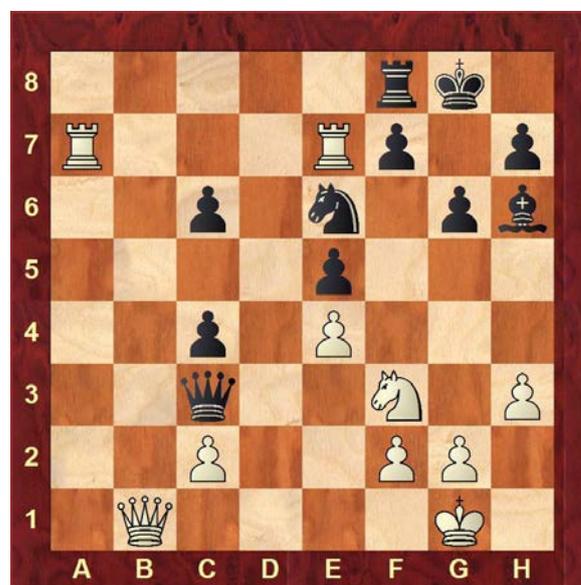
1. Rxf8+ Rxf8
2. Qxh7#

The first move by White removes the N which was protecting h7

Problem N55



Problem N56



N55. Black to play and win a piece in 3 moves

Black has a potential **SMOTHERED MATE** on f2 (Nf2) but the square is protected by the White Q. So Black plays

1. Qxg5

if White now takes the Black Q then Black plays Nf2#

so White has to play

2. g3 Qxh4

3. gxh4 fxe3

and Black has won Q+N+P for Q+P

N56. White to play and win a piece or create unstoppable mate

White's attack is along the 7th rank with the 2 rooks but Black has a good blockade and this needs to be broken

1. Rxe6

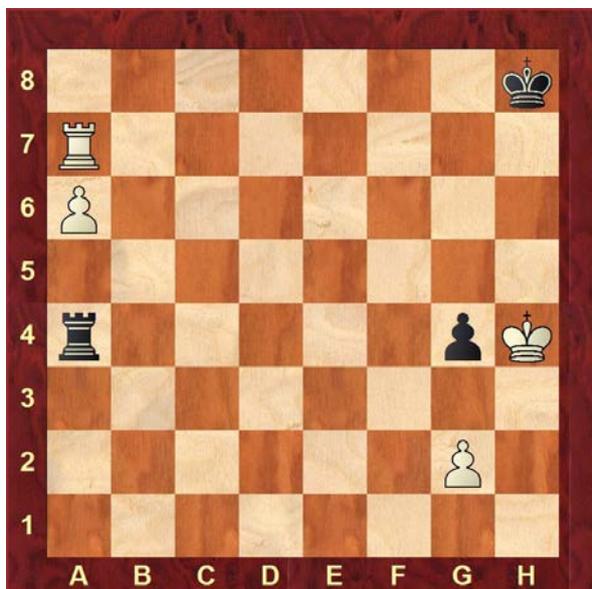
if Black replies

1. fxe6

2. Qb7 with unstoppable mate threats along the 7th ranks (see example N54)

Last month's problems - Intermediate

Problem 153



153. White to play - what is the best move (this one is subtle)?

1. g3! this clever move almost leaves Black without a good move as if the Black K moves to g8 then White will play Kg5 and start to create a mate attack with K and R.

If Black moves the R along the a file then White will take the g pawn. If instead the R moves along the 4th rank then White can move the Rook along the 7th and then advance the a pawn closer to promotion

Problem 154



153. Black to play, what is the quickest way to win?

1. e8(=Q)+

if

2. Kxe1 Qg3#

Problem 155



I55. White to play - find the winning line

White plays

1. Bb2 with dual threats

If Black replies

1. Qxe4

2. Rh8#

And if Black replies

1. f6

2. Nf6+ Kg7

3. Nh7+ (or Nd7+) and the discovered check wins the Black Q.

Problem 156



I56. Can Black win this - if so what is the correct sequence of moves?

Yes! Black starts with

1. Ke3 Threatens mate if

2. Re7 Kd3

3. Re5 (else H pawn is lost)

3. f3

4. Rf5 Ke4 and wins