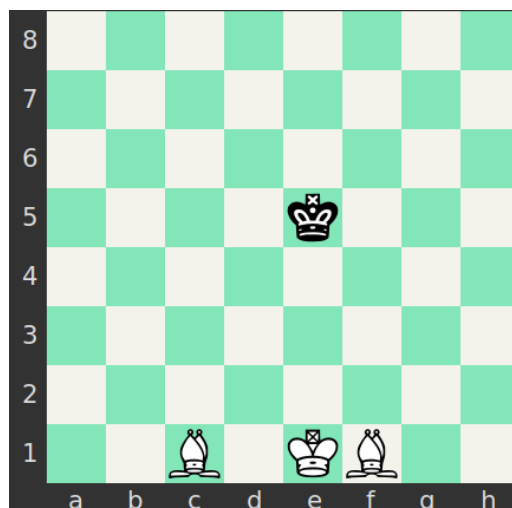


# King and Two Bishops vs. King

*White to move*

This ending is rare in actual play but should be practiced in order to get better at using the two bishops together. With best play by Black, White must drive Black's king to a corner square where White will then checkmate. The ending is not too difficult but as they say, "practice makes perfect."

To save space, I will give this ending in horizontal format. Comments are in parenthesis.



**1. Ke2** (first White activates his king) **Ke4 2. Bd2 Kd4 3. Bg2 Kc4 4. Ke3 Kc5 5. Ke4 Kc4 6. Bf1+ Kc5 7. Bd3 Kd6 8. Bc3 Kc5 9. Ke5 Kc6** (see how White is using his king and both bishops to drive back Black's king) **10. Bb4 Kb6 11. Bc4 Kc6 12. Ke6 Kb6 13. Kd6 Kb7 14. Ba5 Ka7 15. Bb5 Kb7 16. Kd7 Kb8 17. Kc6 Ka7 18. Bd3 Kb8 19. Bb6 Kc8 20. Bf5+ Kb8** (White's king needs to be on a6) **21. Bd7 Ka8 22. Kb5 Kb7** (The king reaches the second rank, but only for a moment) **23. Be6!** (the waiting move with this bishop covers c8 and the other bishop forces Black's king back) **Kb8 24. Ka6** (Now the king has reached a6 and mate follows) **Ka8 25. Bd4** (this tempo move by the Bishop forces mate) **Kb8 26. Be5+ Ka8 27. Bd5#**

As with the king and rook endgame, it is possible that this mate can be accomplished in less moves. But I want you to see and apply the pattern of coordinating your king and bishops to confine and then checkmate the opposing king.