

King, Bishop, and Knight vs. King

White to move

In chess if no pawn is advanced or pieces captured in 50 moves the game is a draw. The king, bishop, and knight ending is very rare in actual play. Even strong players falter and do not complete the checkmate within the required 50 moves.

The opposing king must head for a corner square which is *opposite* to that of the opposing bishop. The king must then be driven from there to a corner of the same color on which the bishop moves so that checkmate can occur. This is a difficult endgame but the technique should be practiced to improve your skill at handling bishops and knights, and so that you can see the relative strength of each piece.

When playing through this ending notice how the bishop and knight coordinate, with the knight covering squares the bishop cannot reach.

To save space the moves are provided in horizontal format with notes in parentheses.

1. Kf2 Kd4 2. Nf3+ Kc3 (the king heads for a1, opposite color from the bishop) **3. Ke3 Kc2 4. Bd3+ Kc3 5. Ne1 Kb2!** (trying to get to a1) **6. Kd2 Ka1 7. Kc3 Ka2 8. Nc2** (now White drives the king out of the corner) **Kb1 9. Bc4** (by this move White signals that Black will be mated on h1!) **Kc1 10. Ba2 Kd1 11. Nd4 Ke1 12. Kd3 Kf2 13. Ne2 Kf3 14. Be6** (to prevent ...Kg4) **Kf2 15. Bg4 Ke1 16. Nf4 Kf2 17. Nh5 Ke1** (Black always tries to run back to a1) **18. Ke3 Kf1 19. Nf4 Ke1 20. Bh5** (tempo move) **Kf1 21. Be2+ Kg1** (...Ke1? Nd3 mates!) **22. Kf3 Kh2 23. Kf2 Kh1 24. Kg3 Kg1 25. Nh3+ Kh1 26. Bf3#**

