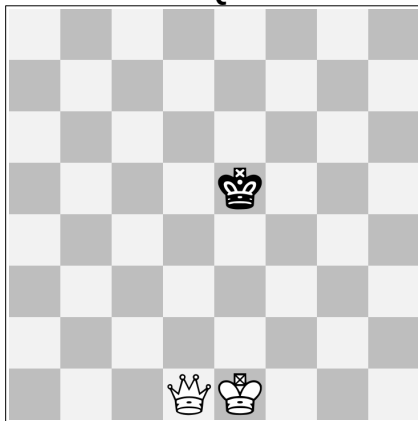


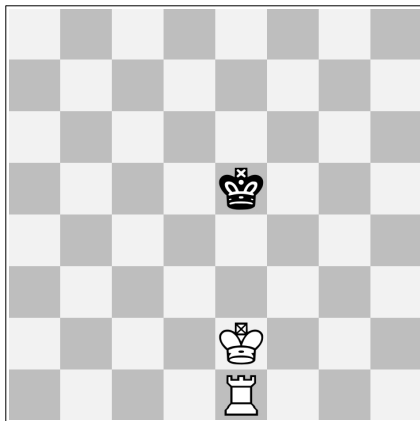
Endgame Cheat Sheet

K + Q : K



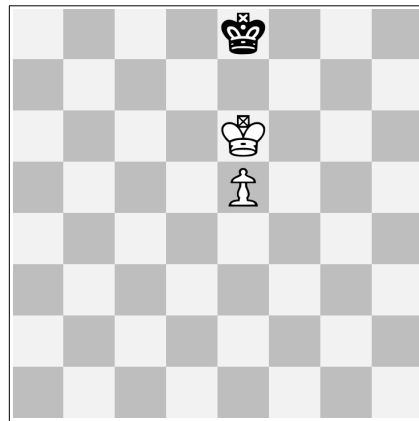
1.Qa4 Kd5 2.Kd2 Ke5 3.Ke3 Kd5
4.Qd4+ Ke6 5.Ke4 Ke7 6.Qb6
Kd7 7.Ke5 Ke7 8.Qe6+ Kd8
9.Qf7! (9.Kd6?? stalemate) Kc8
10.Kd6 Kb8 11.Kc6 Ka8 12.Qb7#

K + R : K



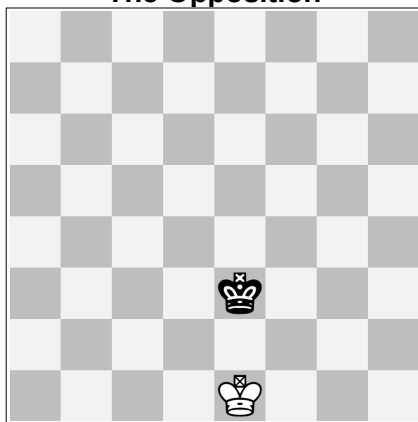
1.Ke3 Kd5 2.Rc1 Ke5 3.Rc5+
Kd6 4.Kd4 Ke6 5.Ra5 Kf6 6.Ke4
Kg6 7.Kf4 Kf6 8.Ra6+ Ke7 9.Ke5
Kd7 10.Rh6 Kc7 11.Kd5 Kd7
12.Rh7+ Ke8 13.Ke6 Kd8
14.Rg7 Kc8 15.Kd6 Kb8 16.Kc6
Ka8 17.Kb6 Kb8 18.Rg8#

K + P : K - Fundamental



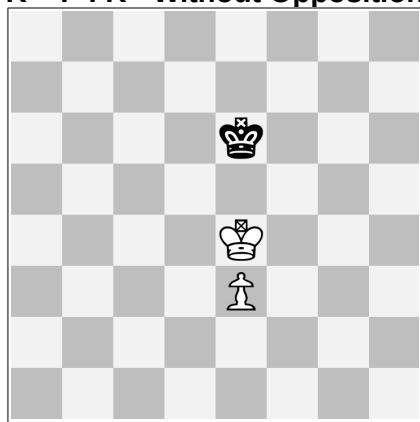
This position with the king on the sixth ahead of the pawn is the fundamental position of all K+P:K endgames. It is won in all cases except if the pawn is a rook's pawn, regardless of whose move it is. 1.Kd6 Kd8 2.e6 Ke8 3.e7 Kf7 4.Kd7 and the pawn queens.

The Opposition



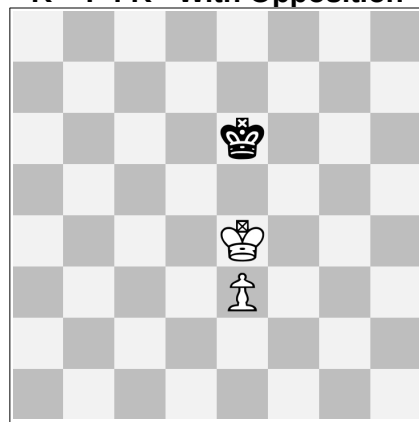
When two kings are opposed, the side that does NOT have the move is said to have the Opposition. Here, it's Black's move and thus White has the opposition. White can force his way forward to the 8th rank as follows: 1...Kd3 2.Kf2 Ke4 3.Ke2 Kf4 4.Kd3 Ke5 5.Kc4 Kd6 6.Kd4 Kc6 7.Ke5 Kd7 8.Kd5 Ke7 9.Kc6 Kd8 10.Kd6 Kc8 11.Ke7.

K + P : K - Without Opposition



White to move draws because he cannot make progress and keep his king in front of the pawn. Black's king then occupies the square immediately in front of the pawn, which draws. 1.Kd4 Kd6 2.e4 Ke6 3.e5 Ke7 4.Kd5 Kd7 5.e6+ Ke7 6.Ke5 Ke8 7.Kd6 Kd8 8.e7+ Ke8 9.Ke6. Black must always move the king straight back: 6...Kd8? loses - work it out!

K + P : K - With Opposition



Black to move loses because White keeps his king in front of the pawn, and obtains the fundamental winning position (see above). 1...Kd6 2.Kf5 Ke7 3.Ke5 Kf7 4.Kd6 Ke8 5.Ke6 Kd8 6.e4 Ke8 7.e5 and the position above is reached.

Remember however in all of these examples a rook's pawn draws provided Black's king can reach the queening square.