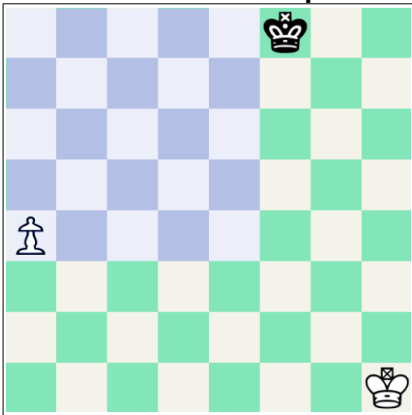


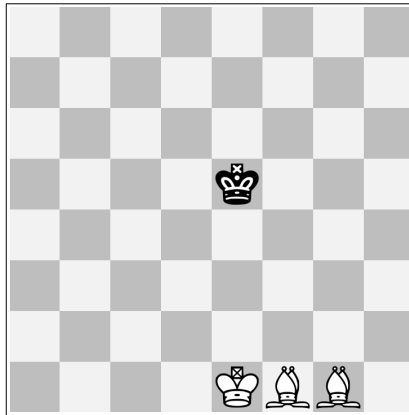
Endgame Cheat Sheet

K + P : K - Pawn Square



If the stronger side's king cannot support its pawn, the result depends on how close the defending king is. The shaded area is known as the Square of the pawn. Here, if it's Black's move he plays 1...Ke8, enters the Square, and catches White's pawn. White to move advances the pawn 1.a5!, Black is kept out of the Square, and the pawn queens. Be careful with pawns on their second rank as they can move *two* squares!

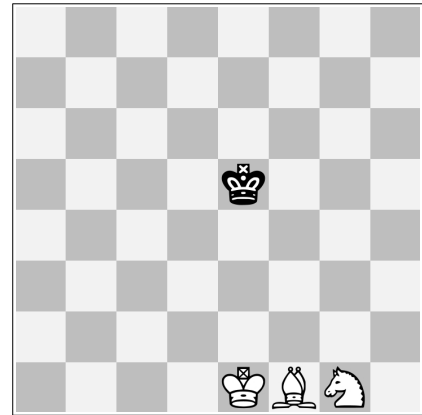
K + 2B : K



While rare in actual play, this ending provides excellent practice in coordinating the two bishops.

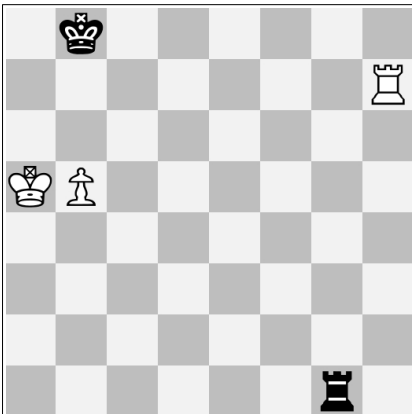
1.Bg2 Kf4 2.Ke2 Ke5 3.Ke3 Kf5
4.Bh2 Ke6 5.Ke4 Kd7 6.Kd5 Ke7
7.Be5 Kf7 8.Be4 Ke7 9.Bf5 Kf7
10.Kd6 Ke8 11.Be6 Kf8 12.Bf6
Ke8 13.Ke5 Kf8 14.Kf5 Ke8
15.Kg6 Kf8 16.Bd7 Kg8 17.Be5!
(tempo move) Kf8 18.Bd6+ Kg8
19.Be6+ Kh8 20.Be5#

K + B + N : K



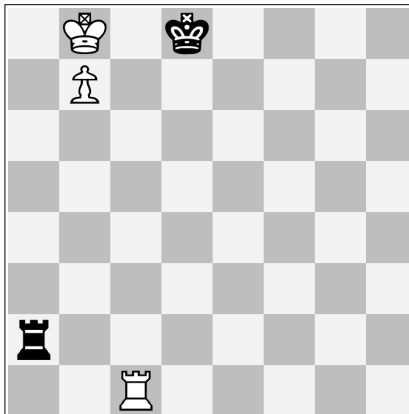
This rare mate occurs in a corner the same color as the Bishop's square. Black will try to head for the opposite-color corner. 1.Kf2 Kd4 2.Nf3+ Kc3 3.Ke3 Kc2 4.Bd3+ Kc3 5.Ne1 Kb2! 6.Kd2 Ka1 7.Kc3 Ka2 8.Nc2 Kb1 9.Bc4 Kc1 10.Ba2 Kd1 11.Nd4 Ke1 12.Kd3 Kf2 13.Ne2 Kf3 14.Be6 Kf2 15.Bg4 Ke1 16.Nf4 Kf2 17.Nh5 Ke1 18.Ke3 Kf1 19.Nf4 Ke1 20.Bh5 Kf1 21.Be2+ Kg1 22.Kf3 Kh2 23.Kf2 Kh1 24.Kg3 Kg1 25.Nh3+ Kh1 26.Bf3#

K + R + P : K + R - Philidor



Philidor's drawing rule: when the defender's king blocks the pawn, Black's rook stays on its 3rd rank until the pawn gets to its 6th. The rook then goes to its 8th rank for checks. 1...Rg6 2.Rf7 Rh6 3.b6 Rh1 4.Ka6 Ra1+ 5.Kb5 Rb1+ 6.Kc6 Rc1+ etc. If White's king tries to approach the rook, ...Rb1+ and the pawn falls.

K + R + P : K + R - Lucena



White wins. The Lucena position is the most important position in rook and pawn endgames. White queens his pawn by the technique called "building a bridge:" 1.Rd1+ Ke7 2.Rd4 Ke6 3.Kc7 Rc2+ 4.Kb6 Rb2+ 5.Kc6! (5.Kc5?? Rxb7=) Rc2+ 6.Kb5 Rb2+ 7.Rb4 and the pawn queens.

10 Endgame Tips:

1. Passed pawns must be pushed.
2. The king is strong - use it!
3. Trade pieces, not pawns, when ahead in material.
4. The further away a passed pawn is from the rest of the action, the more powerful it is.
5. Two connected passed pawns on the sixth rank defeat a rook.
6. Bishops are better than knights in open positions.
7. A bishop can capture pawns only on his color; a knight can snare them anywhere.
8. An active rook vs. a passive rook is worth at least a pawn.
9. The fewer pieces on the board, the less room for error.
10. Reduce your opponent's counterplay before executing your own plans.