

TWENTY ENDGAME STUDIES

1973 - 2003

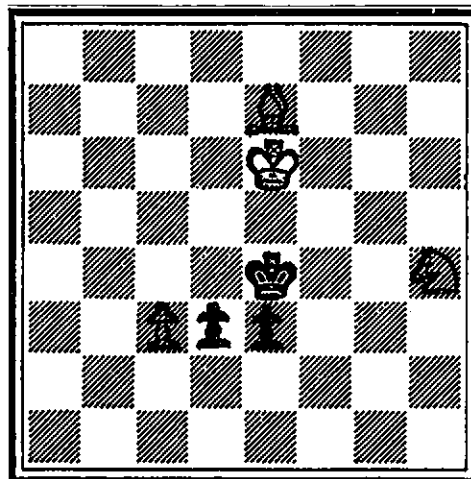


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Cambridge

2007

1 *New Statesman*, 14 xii 1973
 White to move and win



1 Ng2

After 1 Nf5 e2 2 Ng3+ Kf3 3 Nxe2 d2 4 Nd4+ Ke4, Black is off the hook.

1 ... e2

If 1 ... d2, then 2 Nxe3 Kxe3 3 Bg5+ Kd3 4 Bxd2 wins.

2 Bg5 e1Q

3 Nxe1 d2

4 Nd3

White steers clear of 4 Bxd2 stalemate – an ideal mirror stalemate.

4 ... d1Q

If 4 ... d1N, then 5 Nc5+ wins.

5 Nf2+ wins.

The following piece shows the same idea but in a different setting.

E. L. Pogonyants, Československý Šach, xii 1965

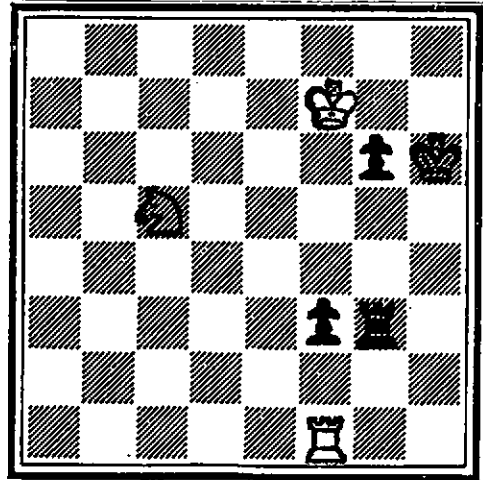
White: Kg6 Bh4 Ne6 Pe3 Black: Kh3 Pf3,g3 White to move and win

1 Ng5+ Kg4 2 Bxg3 f2 3 Nf3 f1Q 4 Nh2+ wins.

2 *EG, vii 1977*

Composed with W. H. M. Lemmey

White to move and win



1 Ne4

1 Rh1+ allows Black to escape with a draw: 1 ... Kg5 2 Ne4+ Kf4 3 Nxf3 Kxf3.

1 ... Rh3

The only reasonable move, given the threats to Black's rook and king.

2 Rg1

If White tries 2 Kf6, then 2 ... Kh5 3 Rg1 f2 draws.

2 ... Rh2

Or 2 ... f2 3 Rxf6+ Kh5 4 Nf6+ Kh4 5 Rg4 mate.

3 Rxf6+ Kh5

4 Nf3+ Kh4

5 Nf5+ Kh5

Or 5 ... Kh3 6 Rg3 mate, an echo of the mate shown in the previous note.

6 Kf6 Rg2

7 Rh6+

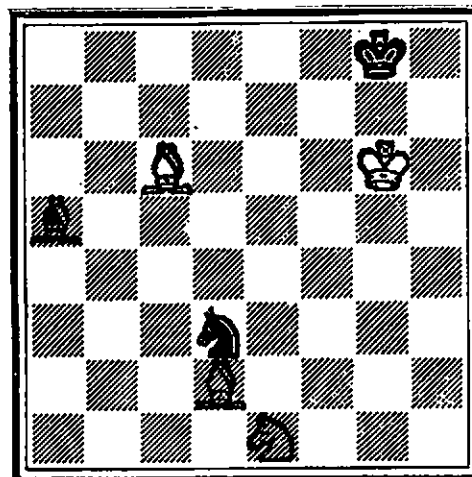
The moves 7 Nf3+ Kh4 8 Nf5+ Kh5 merely waste time.

7 ... Kg4

8 Rh4 mate.

The mates themselves are familiar enough; it is their combination that makes the study.

3 *British Chess Magazine*, x 1977
White to move and win



1 **Bd5+**

If White starts with 1 Bxa5, then 1 ... Ne5+ 2 K~ Nxc6 gives Black a draw. Standing on d5, White's bishop is still vulnerable to a fork, but there is a difference.

1 . . . **Kh8**

After 1 ... Kf8 2 Bh6+ K~ 3 Nxd3, White is well ahead.

2 **Bxa5** **Nf4+**

3 **Kf7** **Nxd5**

4 **Ng2** **Kh7**

5 **Ke6** wins.

The following study produces the same finish from more elaborate play.

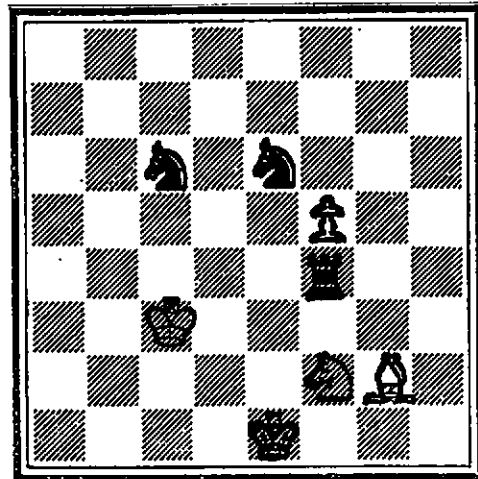
J. Fritz, Suomen Shakki, v 1952

White: Kh3 Ba2,g3 Ng8 Black: Kh1 Ba5 Nf5 Pc5,g5 White to move and win

1 **Bf2 c4** 2 **Bxc4 g4+** 3 **Kxg4 Be1** 4 **Bd5+ Kh2** 5 **Bxe1 Ne3+** 6 **Kf3 Nxd5** 7 **Ba5 ~**
 8 **Ke4** wins.

4 EG, x 1978

White to move and win



1 Nd3+

As White must play to win material, this is clearly the way to start.

1 ... Ke2

The alternative, 1 ... Kd1, offers little resistance: 2 fxe6 Rf8 3 Bxc6 Rc8 4 Ne5 wins.

2 fxe6

White avoids the line 2 Nxf4+ Nxf4 3 Bxc6, for it leads only to a draw: 3 ... Ke3 4 f6 Ne6 5 f7 Kf4 6 Kc4 Ke5 7 Bd5 Nf8 8 Kc5 Kf6 9 Kd6 Ng6.

2 ... Rd4

After other moves, White wins easily enough: 2 ... Rf3 3 Bxf3+ Kxf3 4 Ne5+, or 2 ... Rf6 3 Bxc6 Rxe6 4 Nf4+, or 2 ... Ra4 3 Bxc6 Ra3+ 4 Kb4 Rxd3 5 Bb5. As it is, White is compelled to save his knight before making another capture.

3 Nc1+ Kd1

4 Bxc6

White may be making progress, but Black is not yet finished.

4 ... Rd6

5 Bd7 Rxe6!

The move 5 ... Kxc1 loses to 6 e7.

6 Nd3!

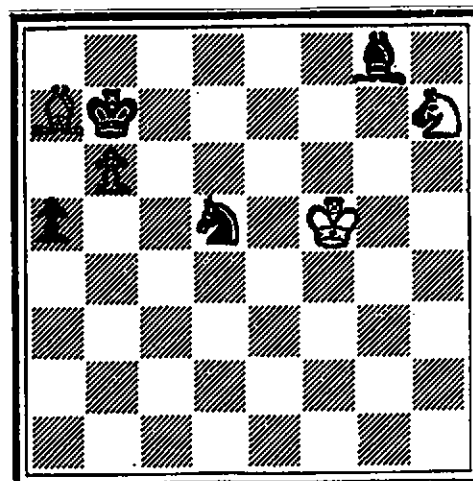
A good riposte. If Black plays 6 ... Re4 to guard g4, then 7 Nf2+ wins, and we see the same result after 6 ... Re3 7 Bg4+ Re2 8 Nf4, or 6 ... Re2 7 Ba4+ Rc2+ 8 Bxc2+. Black has one other option, but it turns out to be no better than the others.

6 ... Rg6

7 Ba4+ Ke2

8 Nf4+ wins.

5 *EG, vii 1979*
Judge's Choice
Roycroft Jubilee Tourney, 1978
Composed with W. H. M. Lemmey
White to move and draw



1 Nf8

White sets out to deal with Black's dangerous pawn. Other moves allow Black to gain a decisive advantage: for example, 1 Ng5 a4 2 Ke5 (2 Nf3 a3 3 Nd4 a2 4 Nb3 Ne3(e7)+) 2 ... a3 3 Ne4 Ka8 4 Nc5 Nb4 5 Kd6 Bd5 wins, or 1 Ke4 a4 2 Nf8 a3 3 Nd7 (3 Bb8 Nc3+ 4 Kd3 a2) 3 ... a2 4 Nc5+ Ka8 5 Nb3 Nc3(f6)+ wins.

1 . . . a4

2 Bb8

If White tries 2 Nd7, then 2 ... a3 3 Bb8 Ne7+ 4 Ke4 Nc6 wins.

2 . . . Kxb8

Or 2 ... Bh7+ 3 Ke6 Kxb8 4 Kxd5 a3 5 Kc4 a2 6 Nd7+ Kc8 7 b7+ Kxb7 8 Nc5+ Kc6 9 Nb3 Bg8+ 10 Kc3 Bxb3 11 Kb2 draws.

3 Nd7+ Kc8

4 b7+ Kxb7

5 Nc5+ Kc6

If 5 ... Kb6, then 6 Nxa4+ Kb5 7 Nb2 draws.

6 Nxa4 Bh7+

7 Kg4!

Otherwise 7 ... Bc2 is good for Black: for example, 7 Ke6 Bc2 8 Nb2 Kc5 9 Ke5 Nb4 10 Kf4 Kd4 wins.

7 . . . Ne3+

If 7 ... Bc2, then 8 Nb2 Kc5 9 Kf3 Kd4 10 Ke2 draws.

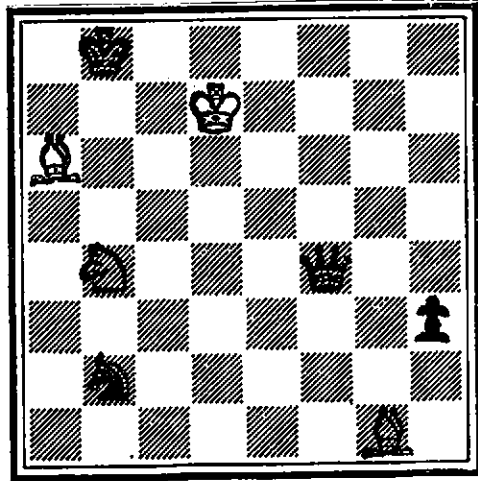
8 Kf3 Nd1

9 Ke2 Bc2

10 Nc3 Nxc3+

11 Kd2 draws.

6 *British Chess Magazine*, x 1979
 Composed with W. H. M. Lemmey
 White to move and win



1 Bh2

White must pull the queen away from its dominating position.

1 . . . Qxh2

If 1 ... Nd3, then 2 Bxf4+ Nxf4 3 Nc6+ leads to mate in two more moves.

2 Nc6+ Ka8

3 Kc8

Now Black has no choice but to sacrifice the queen.

3 . . . Qb8+

4 Nxb8 Ka7

4 ... h2 allows a mate in two moves, and 4 ... Na4 allows a mate in three.

5 Kc7 h2

Or 5 ... Nc4(d3) 6 Bxc4(d3) h2 7 Nc6+ Ka8 8 Ba6 with mate next move.

6 Bb7 h1Q

Black has to sacrifice another queen to avert immediate disaster.

7 Bxh1 Nd3

If 7 ... Nc4, then 8 Bb7 Na5 9 Bd5 Nb7 10 Nc6+ Ka8 11 Na5(d8) Ka7 12 Nxb7 wins.

8 Nc6+

Moves by the bishop are ineffective: 8 Bb7 Nb4 9 Nd7 Na6+ 10 Kc8 Nb4 11 Bg2 Ka6 draws, or 8 Bg2 Nb4 9 Bb7(f1) Nd5+ draws.

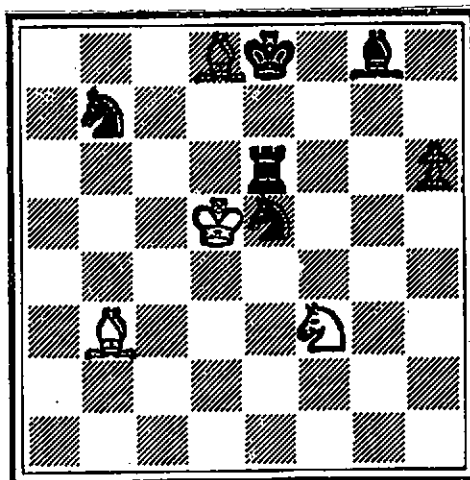
8 . . . Ka6

9 Bg2! Kb5

10 Bf1 Kc4

11 Ne5+ wins.

7 *British Chess Magazine, viii 1980*
White to move and draw



1 h7

Other moves are easily refuted: for example, 1 Nxe5 Rxh6+ 2 Kd4 Bxb3 wins, or 1 Bg5 Nxf3 2 h7 Rd6+ wins.

1 ... Bxh7

After 1 ... Rd6+ 2 Kxe5 Bxh7, there is a straightforward draw.

2 Kxe6

Otherwise Black quickly gains the upper hand: 2 Nxe5 Rd6+ 3 Kc4 Rxd8 wins, or 2 Ng5 Rh6 3 Kxe5 Nxd8 wins, or 2 Ba4+ Kxd8 3 Kxe6 Nxf3 4 Bc6 Nd4+ wins, or 2 Bc7 Nxf3 3 Kxe6 (3 Ba4+ Ke7) 3 ... Bg8+ wins.

2 ... Nxf3

Now Black is going to win one of the bishops, but White has something up his sleeve.

3 Kf6!

▶ 3 ... Nxd8

3 ... Kxd8 4 Bd5 draws.

4 Ba4+ Kf8

5 Bc2 Bg8

6 Bh7 Bf7

7 Bg6 Be6

8 Bf5 Ba2

9 Bb1 draws.

▶ 3 ... Nd2

3 ... Nc5 can be met by 4 Bf7+ or 4 Bd5(d1).

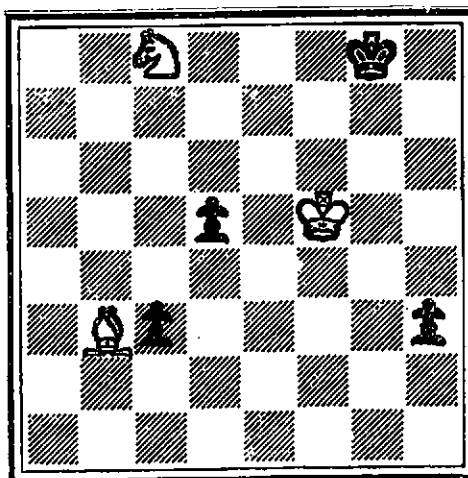
4 Bf7+ Kxd8

5 Bg6 Bg8

6 Bf7 draws.

8 *EG, v 1982*

White to move and win



1 **Ne7+**

The line 1 **Kf4 c2** 2 **Bxc2 h2** is obviously hopeless for White. To deal with Black's advanced pawns, White needs to make use of all his pieces.

1 . . . **Kh7**

Other moves give White an easier time: 1 ... **Kg7** 2 **Ke5 h2** 3 **Nf5+** wins, or 1 ... **Kf7** 2 **Nxd5 h2** 3 **Nxc3+** wins, or 1 ... **Kf8(h8)** 2 **Ng6+** **Kg7** 3 **Nf4** wins.

2 **Kf6!**

Otherwise Black will soon be in a position to promote a pawn: 2 **Kf4 h2** 3 **Bxd5 c2**, or 2 **Nxd5 h2** 3 **Nf6+** **Kh8**, or 2 **Bc2 h2** 3 **Ke5+** **Kh8**.

2 . . . **h2**

2 ... **Kh8(h6)** 3 **Ng6(f5)+** wins.

3 **Bxd5 c2**

3 ... **h1Q** 4 **Bxh1 c2** 5 **Be4+** **Kh8** 6 **Ng6+** wins, or 3 ... **Kh6** 4 **Nf5+** **Kh7** 5 **Ne3** wins.

4 **Bg8+**

White avoids 4 **Be4+** because of the sequel 4 ... **Kh8** 5 **Ng6+** **Kg8**.

4 . . . **Kh6**

Or 4 ... **Kh8** 5 **Kf7** ~ 6 **Ng6** mate.

5 **Nf5+** **Kh5**

6 **Bd5** **Kg4**

7 **Ne3+** **Kg3**

8 **Nxc2** **Kf2**

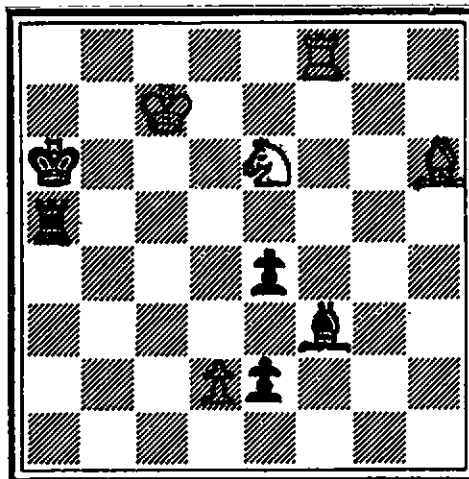
9 **Nd4** wins.

If play were to continue, the concluding moves might be 9 ... **Kg1** 10 **Nf3+** **Kg2** 11 **Ng5+** **Kg1** 12 **Nh3+**.

9 EG, v 1982

Composed with J. S. Speelman

White to move and win



1 Kc6

Threatening immediate mate. Anything else leaves White with only a draw at best: for example, 1 Nd4 Rc5+, or 1 Be3 e1Q 2 Kc6 Qc1+ 3 Nc5+ Rxc5+ 4 Bxc5 e3+ 5 Rxf3 Qh1, or 1 Rb8 e1Q 2 Rb6+ Ka7 3 Be3 (3 Rb7+ Ka6) 3 ... Qg3+, or 1 Ra8+ Kb5 2 Rb8+ Kc4 3 Rb1, after which Black can (at least) win back a piece by 3 ... Ra6 4 Rc1+ Kb3 5 Kd7 Bg4.

1 ... e3+

2 Rxf3

The pressure on Black's king is now somewhat reduced, but an immediate promotion of the pawn is still fatal for Black: 2 ... e1Q 3 Nc7+ Ka7 4 Bxe3+ wins. So Black's best option is to move his rook.

2 ... Re5

If 2 ... Ra1, then 3 Rxe3 e1Q 4 Rxe1 Rxe1 gives White a decisive advantage.

3 Rxe3 Rxe3

Now the capture 4 Bxe3 leads to 4 ... e1Q 5 Nc5+ Ka5, and the alternative capture 4 dxe3 leads to 4 ... e1Q 5 Nc5+ Ka7. So White checks first and captures afterwards.

4 Nc5+ Ka5

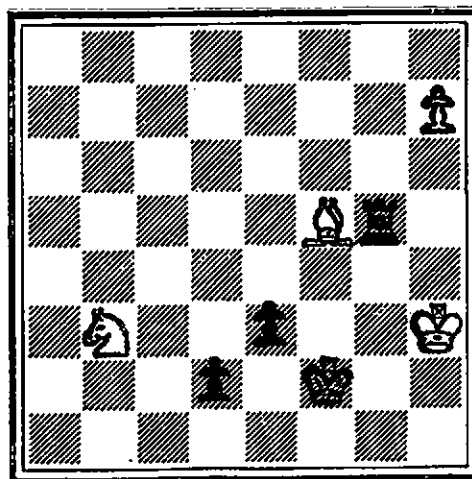
If 4 ... Ka7, then 5 Bxe3 e1Q 6 Nd3+ wins.

5 dxe3 e1Q

6 e4! wins.

The last move opens one diagonal (h6-d2) and closes another (h1-c6), leaving Black with no defence.

10 *British Chess Magazine*, vi 1986
White to move and draw



1 Bg4

1 h8Q is met by 1 ... Rg3+, after which 2 Kh4 d1Q 3 Qb2+ (3 Qf6 Qf3) 3 ... e2 4 Bg4 Qh1+ 5 Kg5 Qf3 wins, and 1 Nxd2 is met by 1 ... Rh5+, after which 2 Kg4 exd2 3 Kxh5 (3 Bc2 Rxh7) 3 ... d1Q+ 4 Kg6 Qd4 wins.

1 . . . Rgx4

2 Nxd2

White still refrains from promoting the pawn, since 2 h8Q d1Q 3 Qb2+ Kf1 4 Qf6+ Kg1 wins for Black.

2 . . . exd2

If 2 ... Rg1, then 3 Ne4+ Kf3 4 Ng5+ Kf4 5 Kh2 draws. If 2 ... Rg3+, then 3 Kh2 leads to a draw in one way or another: 3 ... exd2 4 h8Q d1Q 5 Qb2+ Kf3 6 Qf2+, or 3 ... Rg2+ 4 Kh3 exd2 5 h8Q d1Q 6 Qd4+, or 3 ... e2 4 h8Q e1Q 5 Ne4+ Qxe4 6 Qb2+ Kf3 7 Qf2+.

3 h8Q d1Q

4 Qb2+

4 Qf6+ loses to 4 ... Qf3+.

4 . . . Kf1

5 Qf6+

That 5 Qb5+ fails is shown by the sequel 5 ... Kg1 6 Qb7 Rg5 7 Qb6+ Kh1.

5 . . . Kg1

6 Qc3!

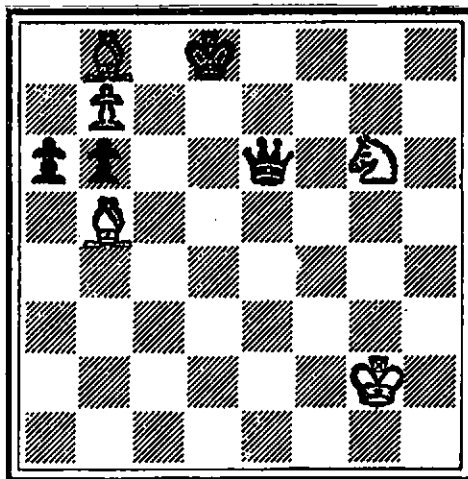
If White tries 6 Qc6, Black wins with 6 ... Kf2 or 6 ... Rg5. As it is, with White's queen on c3, Black is in zugzwang. Ken Thompson of Bell Laboratories, New Jersey, wrote a computer program at the suggestion of John Roycroft to discover all reciprocal zugzwangs with this force. The position we have now reached was the one and only position that was found.

6 . . . Rd4(a4)

Other moves by the rook give White no trouble: for example, 6 ... Re4 leads to 7 Qg3+ Kf1 8 Qg2+, and 6 ... Rg2 can be met by 7 Qe1+ or 7 Qd4+. Moves by the king prove to be no better: 6 ... Kh1 7 Qc6+ Kg1 8 Qh1+ draws, and there is another draw after 6 ... Kf2 7 Qb2+ Ke3(f3) 8 Qc3+ Ke4 (8 ... Kf4 9 Qd2+) 9 Qc4+ Kf5 10 Qc2+. The only reasonable move for the queen is 6 ... Qe2, but this allows White to draw yet again: 7 Qc1+ Kf2 8 Qc5+ Kf3 9 Qc3+ Ke4(f4) 10 Qe5(d2)+.

7 Qe1+ Qxe1
Stalemate.

- 11 *The Problemist*, ix 1987
2nd Commendation
Tourney of 1986-1987
White to move and draw



1 Bg3

1 Bxa6 loses to 1 ... Qa2+.

1 ... Qd5(e4)+

2 Kh3

To guard h4, as required in the finale.

2 ... Qxb7

3 Bh4+ Kc7

If 3 ... Kc8, then 4 Ne7+ Kc7 5 Bg3+ Kd8 6 Nc6+ leads back to the main line.

4 Bg3+ Kc8

5 Ne7+ Qxe7

Or 5 ... Kd8 6 Nc6+ Kc8 7 Ne7+. By taking the knight Black prevents this perpetual check – but opens the way to another.

6 Bxa6+ Kd7

7 Bb5+ Ke6

8 Bc4+ Kf5

9 Bd3+ draws.

This idea goes back a long way. Compare the following presentation of the theme.

J. Schwers, Endspielstudien, 1922

White: Ka6 Ba5,g6 Nf5 Black: Ke2 Bf2 Pg2 White to move and draw

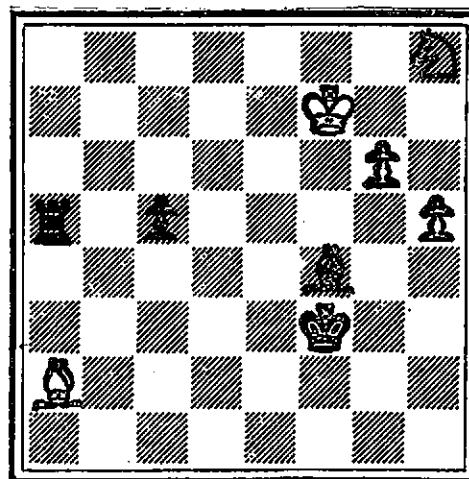
1 Ng3+ Bxg3 2 Bh5+ Kf1 3 Bg4 g1Q 4 Bh3+ Ke2 5 Bg4+ Kd3 6 Bf5+ Kc4
7 Be6+ draws.

12 *New Statesman & Society, 22 ix 1989*

1st-2nd Prize

Assiac Memorial Tourney, 1987

White to move and win



1 g7

Otherwise White's winning prospects soon disappear: 1 Kf6 Rxa2 2 g7 (2 Nf7 Kg4)

2 ... Ra8 3 Ng6 Bh6, or 1 Bd5+ Kg4 2 g7 Ra7+, or 1 Be6 Be5.

1 ... Ra7+

2 Kf6

Not 2 Kg6 on account of the reply 2 ... Rxa2.

2 ... Be5+

If 2 ... Bg5+, then 3 Kg6 wins.

3 Kxe5 Rxc7

Black is now threatening to pick up the other white pawn by 4 ... Rg5+ or 4 ... Rh7.

4 Nf7

Nothing else will do, as the following lines show. 4 h6 Rh7 5 Nf7 Kg4 6 Bb3

(6 Kf6 Kh5) 6 ... Kh5 7 Bd1+ Kg6 8 Bc2+ Kxf7 9 Bxh7 c4 draws. 4 Bd5+ Kg4

5 h6 Rh7 6 Nf7 Kh5 draws as in the previous line. 4 Bb3 Rg5+ 5 Kd6 Rxc5

6 Bd1+ Ke3 7 Bxh5 c4 draws. 4 Ng6 Kg4 5 Kf6 (5 Nf4 Rg5+) 5 ... Rh7 6 Bb3

Kxc5 draws.

4 ... Kg4

Other moves serve Black no better. 4 ... Rh7 5 Ng5+ wins. 4 ... Rg4 5 h6 Rh4

6 h7 Rh5+ 7 Kd6, and now 7 ... Rxc7 8 Ng5+ Ke3 9 Nxc7 Kd4 10 Nf6 c4 11 Nd5

wins, or 7 ... Ke3 8 h8Q Rxh8 9 Nxh8 Kd4 10 Nf7 c4 11 Ne5 wins. 4 ... Ke3 5 h6 Rh7 6 Bc4 wins: for example, 6 ... Kd2 7 Kd6 Ke3 8 Kxc5 Kf4 9 Kd6 etc, or 6 ... Kf2 7 Kf6 etc.

5 Kf6

Not 5 h6 because then 5 ... Rh7 draws.

5 ... Rh7

6 Kg6 Rxh5

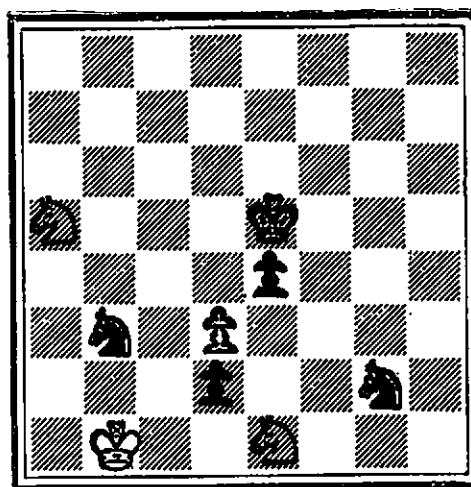
7 Be6+ Kh4

8 Bc4 wins.

White's last move leaves Black in zugzwang: White wins only because it is Black to move.

13 *British Chess Magazine, vi 1989*

White to move and draw



1 Nc4+ Kd4

2 Nxd2 Nxd2+

3 Kc1

3 Kc2 Nxe1+ is good for Black, and so is 3 Kb2 Nxe1 4 dxe4 Nc4+ 5 K~ Ne5.

3 ... Nb3+

If 3 ... Nxe1, then 4 dxe4 Nb3+ 5 Kd1 Ng2 6 e5 draws, for the pawn will reach the sixth rank before being blocked by a knight.

4 Kd1

4 Kb2 Nxe1 is again good for Black, in view of the sequel 5 dxe4 Nc5 6 e5 Ne6.

4 ... Ne3+

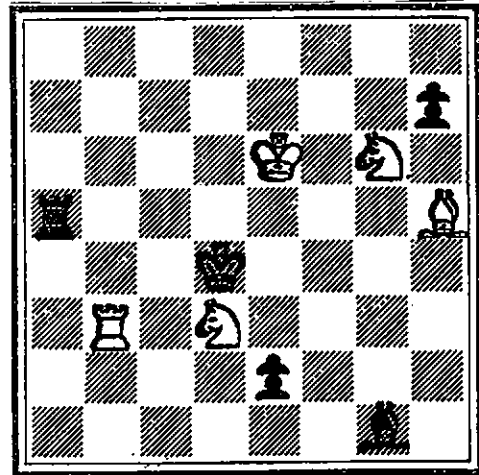
5 Ke2 Nc1+

6 Kd2 Nxd3

7 Nf3+! exf3

Stalemate.

14 *British Chess Magazine, xi 1993*
Composed with C. M. Bent
White to move and win



1 Ngf4 e1Q+

Two pieces down, Black plays to recover some material. If 1 ... Re5+, then 2 Nxe5 (or 2 Kd6 etc, as in the main line) 2 ... e1Q 3 Ne2+ Kc5 4 Nd3+ wins.

2 Nxe1 Re5+

3 Kd6 Rxe1

4 Ne2+ Ke4

Or 4 ... Kc4 5 Bf7 mate.

5 Ke6

Threatening 6 Bf3 mate.

5 ... Be3

6 Ra3!

By covering a1, White leaves the black rook without any safe move.

6 ... h6

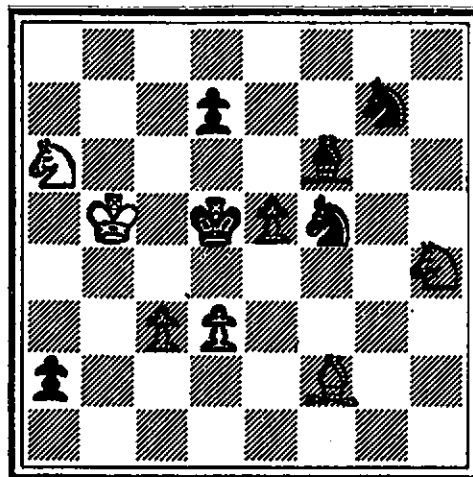
7 Bg4 h5

8 Bxh5 wins.

Black is in a squeeze: any move will be fatal.

Composed with C. M. Bent

White to move and win



1 Nc7+

If White plays to win Black's dangerous a-pawn, he will lose control of the position: 1 Nb4+ Ke6 2 Nxa2 Bxh4. If he plays 1 Nf3 or 1 Ng6, Black can easily counter the threat of 2 Nc7 mate.

1 ... Kxe5

2 Ng6+ Kd6

3 Kb6

This threatens 4 Bc5 mate. The defensive move 3 ... Ne6 allows 4 Ne8(b5)+ Kd5 5 c4 mate, and if Black parries the threat by 3 ... Nd4, the quickest finish is by 4 Bg3+ Be5 5 Bxe5 mate. So Black chooses to exchange bishops.

3 ... Bd4+

4 Bxd4 Nxd4

Now White can threaten mate again by advancing the c-pawn, and Black's only defences prove self-defeating.

5 c4

▶ 5 ... Nge6

6 Ne8 mate.

▶ 5 ... Nde6

6 Nb5 mate.

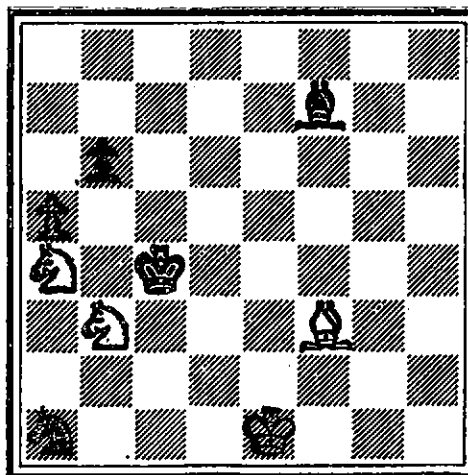
▶ 5 ... Nb3

6 d4 a1Q

7 c5+ Nxc5

8 dxc5 mate.

16 *Tidskrift för Schack, xi 1995*
6th Commendation
Tourney of 1995
Composed with C. M. Bent
Black to move, White to win



1 ... Nc2+

On 1 ... Nxb3, White plays 2 a6 and wins quickly: 2 ... Nd4 3 a7 Nxf3+ 4 Kf2 Bd5 5 Nxb6+. If Black starts with 1 ... bxa5, the move 2 Nxa1 gives White a decisive advantage.

2 Kd2

If White attacks the knight by playing 2 Kd1, Black secures a draw by 2 ... Ne3+ and 3 ... bxa5.

2 ... bxa5

If Black plays to keep or exchange the knight, he will get nowhere: for example, 2 ... Kxb3 3 axb6 Nb4 4 b7 Na6 5 Nc5+, or 2 ... Nb4 3 axb6 Bd5 (3 ... Na6 4 Be2+ Kxb3 5 Bxa6) 4 Nb2+ Kxb3 5 Bxd5+ Kxb2 6 b7 Na6 7 Bc4 Nb8 8 Kd3 Ka3 9 Kd4 Kb4 10 Kd5 Ka5 11 Kc5, or 2 ... Nd4 3 Nxd4 Kxd4 (3 ... bxa5 4 Ne2 Kb4 5 Nec3) 4 axb6. On the other hand, by leaving the knight to be captured Black can develop some counterplay.

3 Kxc2 Kb4

Now Black is poised to play 4 ... Kxa4 as well as 4 ... Bxb3+, and this leaves White with only two options. On 4 Nac5, Black plays 4 ... Bc4!, after which the threat of 5 ... a4 proves too much for White: the manoeuvre 5 Bc6 a4 6 Bxa4 Bxb3+ produces a draw. So White moves the other knight.

4 Nbc5!

This gives Black the chance to win one of White's pieces, but White still comes out on top.

4 ... Be8

5 Na6+! Kxa4

6 Kb2

Now Black must choose between the loss of his bishop and instant mate.

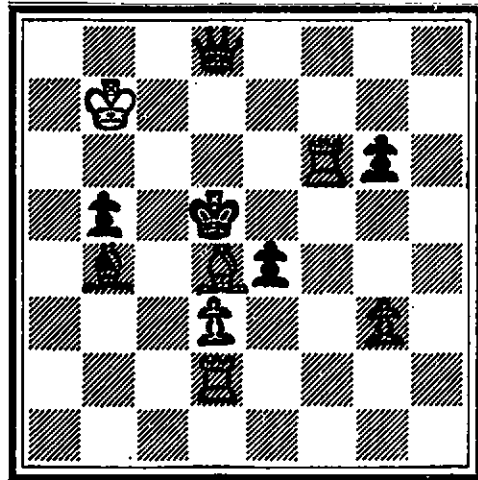
► 6 ... Kb5

- 7 Nc7+ wins.
- ▶ 6 ... Bd7
- 7 Nc5+ wins.
- ▶ 6 ... Bb5
- 7 Bd1 mate.
- ▶ 6 ... Bf7
- 7 Bc6 mate.

17 2nd Commendation

Luis Parenti-90 Jubilee Tourney, 1995

White to move and win



1 dxe4+ Kc4

If 1 ... Kxe4, then 2 Rf4+ Kd5 3 Bc3+ wins.

2 Rc6+ Kb3

If 2 ... Bc5, then 3 Rxc5+ wins.

3 Rd3+

Avoiding the line 3 Rb2+ Ka3 4 Ra6+ Ba5.

3 ... Ka4

If 3 ... Ka2, then 4 Rc2+ Kb1 5 Rb2(c1)+ K(x)c1 6 Be3+ wins.

4 Ra6+ Ba5

5 Rxa5+ Qxa5

If 5 ... Kxa5, then 6 Bc3+ wins.

6 Bf2!

Creating a zugzwang. The moves 6 Bc3 and 6 Bc5 are both refuted by 6 ... b4, and 6 Bb2 is refuted by 6 ... Qe1 as White gains nothing from the sequel 7 Ra3+ Kb4 8 Bc3+ Qxc3 9 Rxc3 Kxc3.

6 ... g5

7 g4

▶ 7 ... b4

- 8 Rd5 wins.
- ▶ 7 ... Qb4
- 8 Rd4 wins.
- ▶ 7 ... Kb4
- 8 Be1+ wins.

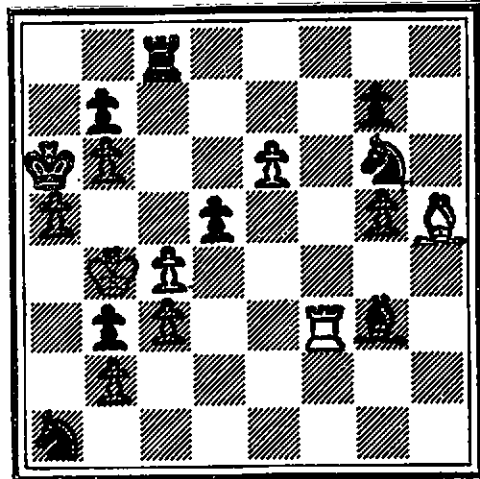
18 *Shahmat, ix 1999*

1st-2nd Honourable Mention

Yehuda Hoch-50 Jubilee Tourney, 1997

Composed with C. M. Bent

White to move and draw



1 c5

White was in danger of being mated, most immediately by 1 ... Rxc4+ and 2 ... Bd6. The move 1 cxd5 simply invites another mate in two by 1 ... Bd6+ and 2 ... Rc4. If White tries 1 Rxc3, he still loses quickly: 1 ... Rxc4+ 2 Ka3 Kxa5 3 Rg4 Ne5 4 Rd4 (4 e7 Rxc4) 4 ... Rxd4 5 cxd4 Nc4 mate. By playing 1 c5, White protects his own king and also creates potential threats against the black king, for the move opens the e2-a6 diagonal.

1 ... Bd6!

After 1 ... Ne5 2 Rxc3, or 1 ... Nc2+ 2 Kxb3, White has nothing to fear. As it is, White is again threatened with mate in two, this time by 2 ... Rxc5 and 3 ... Rc4. The reply 2 cxd6 leads to 2 ... Rc4+ 3 Ka3 Kxa5, with mate to follow shortly. If White gives his king an escape route by playing 2 c4, then 2 ... Rxc5 3 Kc3 Rxc4+ wins. If he tries 2 Rf1, then 2 ... Rxc5 3 Rxa1 Rxa5+ 4 Kxb3 Rxa1 wins. The only good move is...

2 Rf8!

Now Black cannot play 2 ... Rxc5 because of the reply 3 Ra8 mate, and any capture of the white rook allows 3 Be2 mate. Moreover, if Black plays 2 ... Nf4 to guard e2, White can still give mate in a few moves: 3 Be2+ Nxe2 4 Rxc8 Nc2+ (4 ... Bxc5+ 5 Kxc5) 5 Ka4 etc. So there is only one way for Black to continue.

2 ... Bxc5+

3 Ka4 Bxf8

4 Be2+

4 e7 leads to 4 ... Rc4+ 5 Ka3 Bxe7 mate.

4 ... Rc4+

5 Bxc4+ dxc4

6 e7 Nxe7

7 g6 ~

Stalemate.

White's final move lands Black in zugzwang.

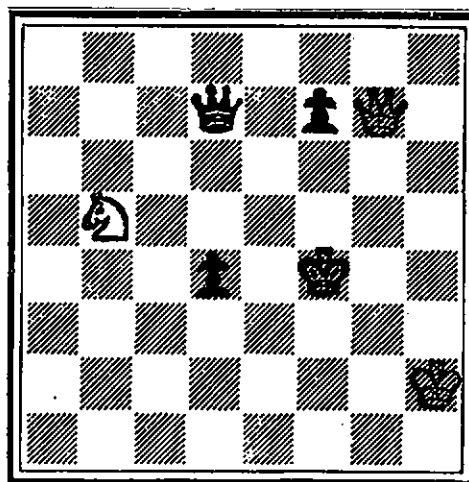
19 *The Problemist*, v 2001

Honourable Mention

Tourney of 2000-2001

Composed with P. V. Byway

White to move and win



1 Nd6 Qg4

If 1 ... Kf3, then 2 Qg2+ Ke3 3 Nc4+ Kf4 4 Qg3+ Ke4 5 Qh4+ (or 5 Kg2) wins.

If 1 ... Ke3, the reply is 2 Nc4+ after which 2 ... Ke4 3 Qg2+ Kf4 4 Qg3+ takes us back to the line above and 2 ... Ke2 3 Qg2+ Ke1 4 Kg1 wins immediately.

2 Qxd4+ Kf3

3 Qd3+ Kf4

Or 3 ... Kf2 4 Ne4+ etc.

4 Qe4+ Kg5

5 Nxf7+ Kh4

Or 5 ... Kh5 6 Qh7 mate.

6 Qe1+

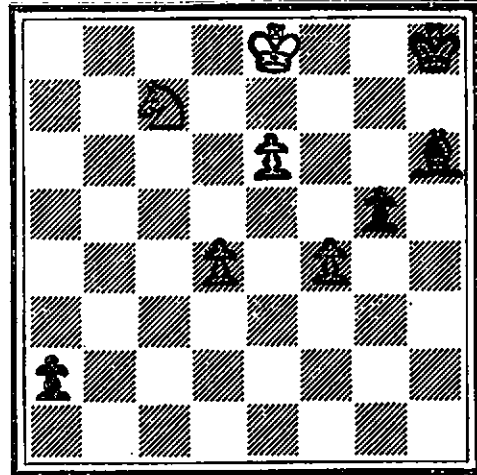
6 Qh7+ Qh5 7 Qe4+ Qg4 is just a waste of time. Other moves forfeit the win altogether: 6 Qe7+ Kh5 7 Qc5+ Kh4 8 Qf2+ Kh5 9 Qc5+ achieves nothing but repetition, and 6 Qe3 Qe2+ 7 Qxe2 leaves Black in stalemate.

6 ... Kh5

7 Qa5+ Kh4

8 Qd8+ Kh5
 9 Qh8+ wins.

20 *L'Italia Scacchistica, vii-viii 2003*
1st Commendation
Enrico Paoli-95 Jubilee Tourney, 2003
White to move and draw



1 e7!

1 Kf7 Bf8! 2 Kxf8 a1Q 3 e7 Qxd4 puts Black in a winning position, a possible sequel being 4 Kf7 Qd7 5 fxf5 Qxc7 6 g6 Qc4+.

1 ... a1Q

2 Kf7

2 Kd7 allows Black too much freedom: 2 ... Qxd4+ 3 Kc8 (3 Ke6 Qe4+ 4 K~ Qxe7+ 5 Kxe7 gxf4) 3 ... Qe4 4 e8Q+ Qxe8+ 5 Nxe8 g4 6 Nd6 g3 7 Nf7+ Kg7 8 Ne5 g2 9 Nf3 Bxf4 10 Kd7 Kf6 11 Kc6 Bg3 12 Kd5 Kf5 wins. If White tries 2 Ne6, then 2 ... gxf4 3 Kf7 Qa4 4 Nxf4 Qd7 5 Ne6 Bg5 6 Nxf5 Qf5+ wins.

2 ... Qa4

The only move. The interpolation of 2 ... Qa2+ invites the reply 3 d5 after which White has a winning advantage (3 ... Qa4 4 e8Q+ Qxe8+ 5 Nxe8 gxf4 6 d6), and the move 2 ... Qe1 loses immediately to 3 Ne6.

3 e8Q+

Otherwise White will soon be overwhelmed by the power of Black's queen.

3 ... Qxe8+

4 Nxe8

4 Kxe8 loses to 4 ... gxf4.

4 ... g4

4 ... gxf4 5 Nd6(f6) draws.

5 d5

5 f5 and 5 Nd6 are both defeated by 5 ... g3.

5 ... Bxf4

5 ... g3 6 d6 g2 7 d7 draws.

6 d6

6 Kf8 constitutes a fatal waste of time: 6 ... g3 7 d6 g2 wins.

6 . . . Bxd6

After 6 ... Bd2 7 d7 Ba5, the simplest way for White to secure a draw is by 8 Nd6 g3 9 Nc4 Bc7(d8) 10 Ne3.

7 Nxd6 g3

Now how is White to catch the pawn?

8 Kf8! g2

9 Nf7+ Kh7

10 Ng5+ draws.

An old position prompted the composition of the present piece.

K. H. Hannemann, Skakbladet, xi 1927

White: Kf7 Ne8 Black: Kh8 Pg4 White to move and draw

1 Nd6 g3 2 Kf8 g2 3 Nf7+ Kh7 4 Ng5+ draws. Note that in this setting the order of White's first two moves can be reversed.