

TARRANT COUNTY CHESS NEWSLETTER

Alliance Chess Club

Tuesdays, La Madeleine's, N. Tarrant Parkway 6:30-Close

Fort Worth Chess Club

Saturdays, Southwest Regional Library 1:00-6:00

Arlington Chess Club

Thursdays, Social Bakehouse Café, Arlington 6:30-8:30

Tarrant County Chess Club

Tuesdays, Barnes & Noble, Hurst 6:30-10:00

Knight / Pawn Endgames

In Chess, the **endgame** is the stage of the game when few pieces are left on the board.

The line between middlegame and endgame is often not clear, and may occur gradually or with the quick exchange of a few pairs of pieces. The endgame, however, tends to have different characteristics from the middlegame, and the players have correspondingly different strategic concerns. In particular, Pawns become more important as endgames often revolve around attempting to promote a Pawn by advancing it to the eighth rank. The King, which has to be protected in the middlegame owing to the threat of checkmate, becomes a strong piece in the endgame. It can be brought to the center of the board

and act as a useful attacking piece.

Whereas chess opening theory changes frequently, giving way to middlegame positions that fall in and out of popularity, endgame theory always remains constant. Many people have composed endgame studies, endgame positions which are solved by finding a win for White when there is no obvious way to win, or a draw when it seems White must lose.

Usually in the endgame, the stronger side (the one with more *material* using the standard piece point count system) should try to exchange pieces (Knights, Bishops, Rooks, and Queens), while avoiding the exchange of Pawns. This generally makes it easier to convert a material advantage

into a won game. The defending side should strive for the opposite. Chess Players classify endgames according to the type of pieces that remain.

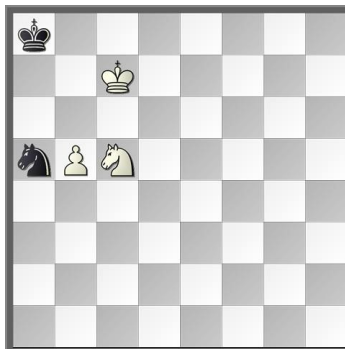
Knight and Pawn Endgames, this issue's focus, feature clever maneuvering by the Knights to capture opponent pawns. While a Knight is poor at chasing a Passed Pawn, it is the ideal piece to block a Passed Pawn. Knights cannot lose a tempo, so Knight and Pawn endgames have much in common with King and Pawn endgames. As a result, Mikhail Botvinnik stated that "a Knight ending is really a Pawn ending." (Book: **Winning Endgame Strategy**, Beliavsky & Mikhalchishin 2003)

Source: Wikipedia

N+P vs N

This is generally a draw since the Knight can be sacrificed for the Pawn, however, the King and Knight must be covering squares in the Pawn's path. If the Pawn reaches the seventh rank and is supported by its King & Knight, it usually promotes and wins. In this position (right), White to move wins: **1. b6 Nb7 2. Ne6! Na5 3. Kc8! N-any 4. Nc7#**. If Black plays the Knight to any other square on move 2, White plays Kc8 anyway, threatening b7+ and promotion if the Knight leaves the defense of the b7 square. Black to move draws starting with **1... Nc4** because White cannot gain a tempo (Book: **Basic**

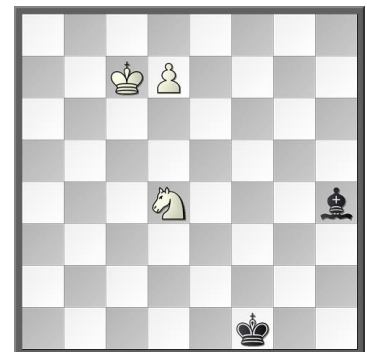
Chess Endings, Fine & Benko 2003).



N+P vs B

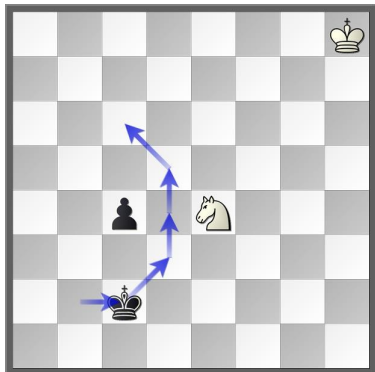
This (right) is a draw if the defending King is in front of the Pawn or sufficiently near. The Bishop is kept on a

diagonal that the Pawn must cross and the Knight cannot. Both block the Bishop and drive the defending King away. Otherwise the attacker can win (Book: **Basic Chess Endings**, Fine & Benko 2003)



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A Knight vs Pawn Endgame



White – Black

Example 1

[Tactical Analysis 2.10 (10s)]

1...Kc2 2.Kg7 Kd3

3.Nc5+ Kd4 4.Na4 Kd5

5.Kf6 Kc6 6.Ke5 [White is slightly better.]

6...Kb5 7.Nc3+ Kb4

8.Ne4 [0.00/54]

[8.Nd5+± 0.68/42 Kc5

9.Nf6]

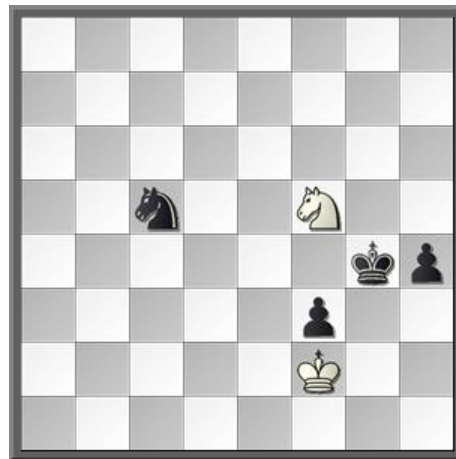
1/2-1/2

Annotated by
Fritz 16

Tactic of the Month

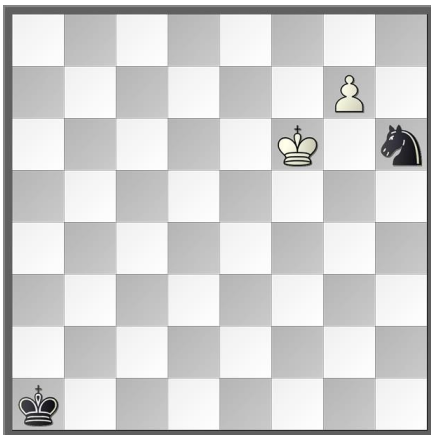
***Knight(s) & Pawn(s)
Endgame Tactic***

White to Move



Answer: 1.Nxh4 Ne4+ 2.Kg3 f2 3.Nf3! Kg3

More Knight vs Pawn Endgames



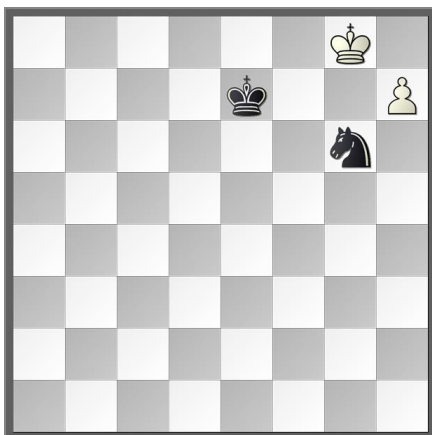
White – Black

Example 2

1.Kg6 Ng8 2.Kh7 Nf6+

3.Kg6 Ng8 4.Kf7 Nh6+

1/2-1/2



White – Black

Example 3

1.Kg7 Nh8 2.Kxh8 Kf7

1/2-1/2

Learn More About Endgames

Just some of the books available:

Dvoretsky's Endgame Manual
By Mark Dveroetsky

Van Perlo's Endgame Tactics
By G,C, van Perlo

100 Endgames You Must Know
By Jesus De La Villa

Silman's Complete Endgame Course
By Jeremy Silman

Upcoming Events for Tarrant County

May 5th

Arlington Chess Club Open #32

May 19th

Many Springs 112