

Week 4 – 3/11/24



Pawn Endgame - An Introduction

Pawn endings are the building blocks upon which all other endgames are built and are an ideal place to start learning about the latter stage of the game. We will 1st review a concept that we have already touched on, opposition. Then we will go deeper and introduce several very basic concepts. This is meant to be an introduction to provide you with a vocabulary and some simple examples. There will be a couple of positions I will give as exercises for home that are a little more difficult but built on what we did in class.

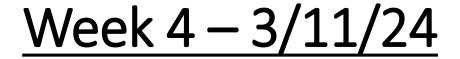
Pawn Endgame Concepts

- 1. Opposition
- 2. Key Squares
- 3. Critical Squares
- 4. Rule of the Square
- 5. Floating Square
- 6. Mined Squares
- 7. Trebuchet
- 8. Triangulation
- 9. Bahr's Rule

<u>JFF – Homework</u>

- 10. The Reti Position
- 11. Correspondence
- 12. Triangulation
- 13. Opposition







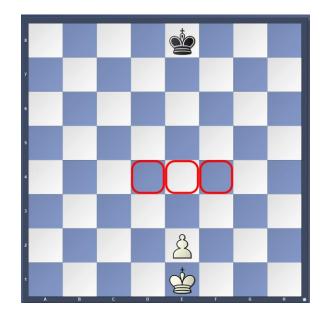
Review from Week 1



White to Move Goal: Promote the Pawn

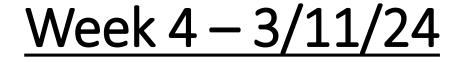


White to Move Goal: Promote the Pawn



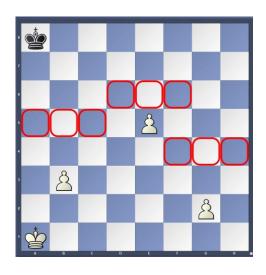
White/Black to Move Lesson: Opposition And Key Squares



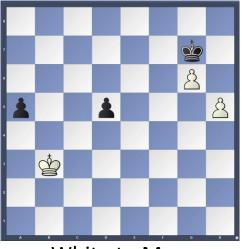




Review/ Homework



Key Square Detail



White to Move Floating Square (2)



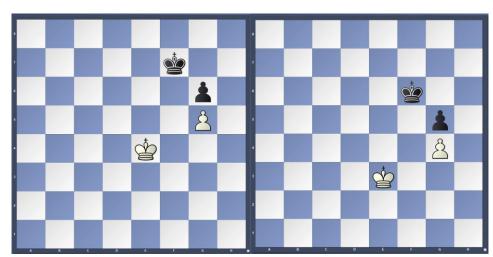
White to Move Triangulation (2)



Week 4 – 3/11/24



Some More Squares

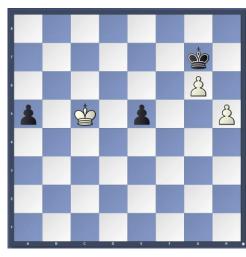


White to Move Critical Squares (1)

White to Move Critical Squares (2)

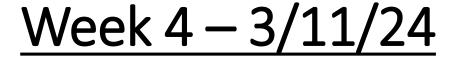


White/Black to Move Rule of the Square



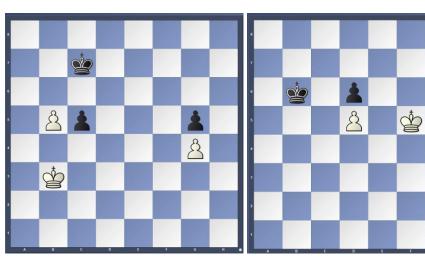
White to Move Floating Square (1)







Some More Squares



White to Move Mined Squares

White to Move Just another mined Square - Trebuchet



White to Move
Triangulation
Corresponding
Squares (1)



White to Move Bahr's Law



Week 4 - 3/11/24King and 2 Bishops vs. King





Activate the Bishops and Limit the scope of the opponent's King

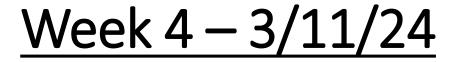


Activate the attacker's King



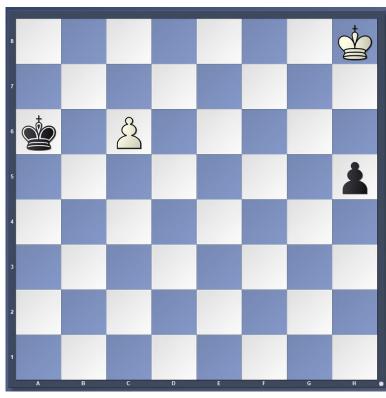
Continue the process until checkmate







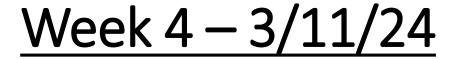
Something to play with at home – The Reti Position



White to Move Reti Position

This is a very famous position by Richard Reti. Black has just moved his pawn to h5 and it is White to move. It looks like if White chases The pawn Black will Queen before White can catch him. If White tries to protect his own pawn Black will move his King and be ready to capture the pawn on c6. How can White draw and why? Hint: Square of the Pawn







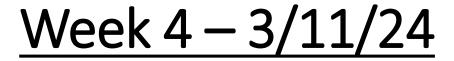
Something to play with at home



Black to Move Correspondence

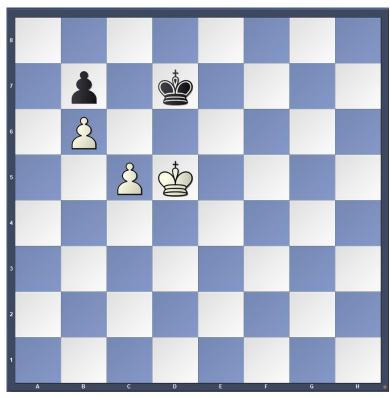
Here is another famous position. White has two pawns vs Black's one. White's d pawn is passed. It seems Black can not stop White's pawn and hold his pawn. What should Black do? (Correspondence)







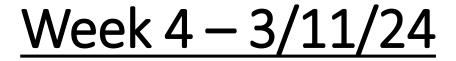
Something to play with at home – Triangulation



White to Move Triangulation

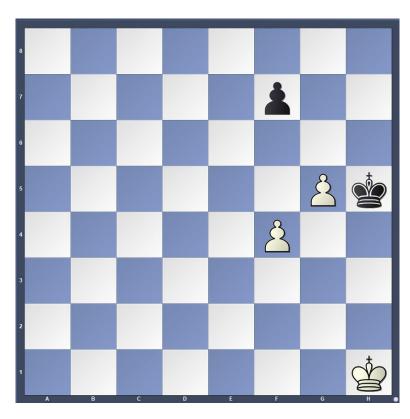
Here is another famous position. White has two pawns vs Black's one. It is White to move But there are a couple of ideas we need to solve this easily.







Something to play with at home – Mattison's Position



White to Move Mattison's Position

Here is another famous position. White has two pawns vs Black's one. It looks like the Black King is very active. Black wants to capture the two pawns and promote his pawn. What can White do? (Opposition)