

British Endgame Study News

Special number 43

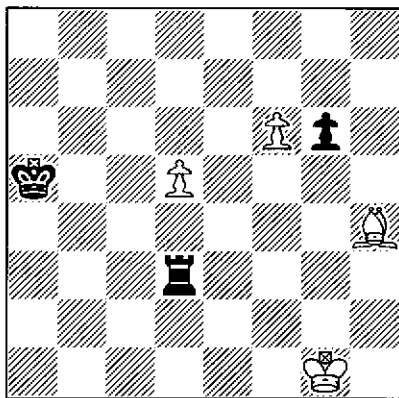
June 2005

Edited and published by John Beasley, 7 St James Road, Harpenden, Herts AL5 4NX

ISSN 1363-0318

E-mail: johnbeasley@mail.com

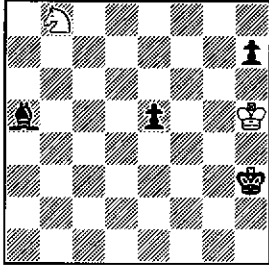
Some foreign studies from Tattersall (2)



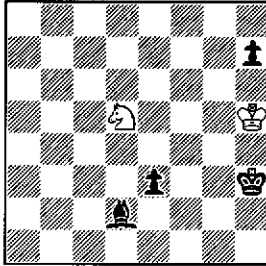
White will go up, down, up, and down again

Some foreign studies from Tattersall (2)

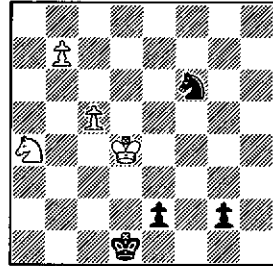
Last time, we gave a first selection of the non-British studies in C. E. C. Tattersall's *One Thousand End-Games* of 1910-11. Here are some more.



1 - draw



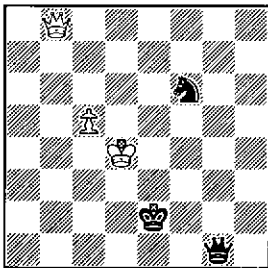
1a - after 3...Bd2



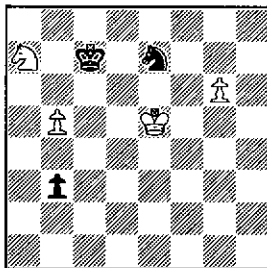
2 - draw

1 (*Deutsche Schachzeitung* 1902) is a brisk stalemate study by Henri Rinck. 1 Nc6 e4 2 Nd4 will get the knight back to e2 in front of the pawn, but 2...Bd2 and 3...h6 will win without too much trouble. Better is 1 Nd7 e4 2 Nf6 e3 3 Nd5, and if 3...e2 then 4 Nf4+. But what if Black interpolates 3...Bd2 (see 1a), after which 4 Nf4+ can be shown to fail? Simply 4 Nxe3, because 4...Bxe3 will be stalemate.

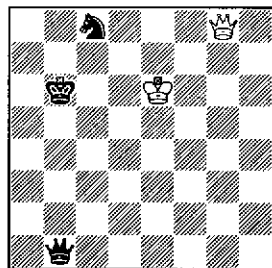
2 (*Deutsche Schachzeitung* 1905) is also by Rinck. 1 Nc3+ Kd2 2 Nxe2 Kxe2 3 h8Q g1Q+ leaves White with Q+P v Q+N (see 2a), but White's new queen is vulnerable to skewers. 4 Ke5 Qh2+ loses her at once; 4 Kc3 Qc1+ 5 Kd4 Qe3+ 6 Kc4 Qd3+ 7 Kb4 Qb1+ takes a little longer. But White can tuck his king away in front of his pawn, 4 Kc4 Qc1+ 5 Kb5 Qb2+ 6 Kc6, and now 6...Qxb8 is stalemate.



2a - after 3...g1Q+

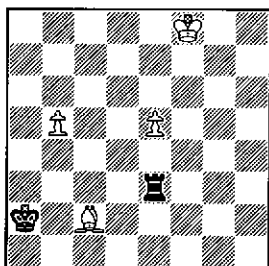


3 - draw

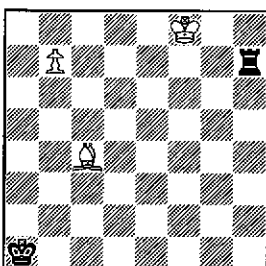


3a - after 5 g8Q

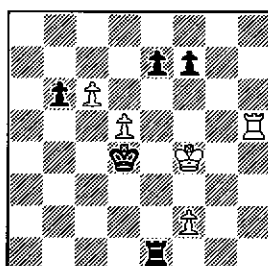
In J. de Villeneuve Esclapon's 3 (4 Pr *Rigaer Tageblatt* 1909), all the men involved in the stalemate will move into position during the play. 1 b6+ gives check and threatens 2 Nb5 catching Black's pawn, hence 1...Kxb6, and 2 Nc8 Nxc8 3 Ke6 forces the promotion of White's own pawn. There follows 3...b2 4 g7 b1Q 5 g8Q (see 3a) and again White's new queen is vulnerable to a skewer, 5...Qb5+ 6 Kd7 Qxg8, but once more her capture gives stalemate.



4 - win



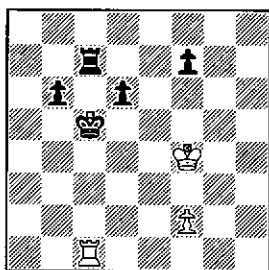
4a - after 4...Rh7



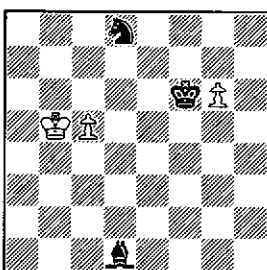
5 - win

4 (*Deutsche Schachzeitung* 1907) is a Rinck anti-stalemate study. **1 b6 Rxe5 2 Bd3** is the natural play for both sides, and after **2...Rh5** White has **3 Bc4+** preparing to meet Black's eighth-rank check by interposing on g8. But Black plays **3...Ka1!** and after **4 b7** he does not play the expected **4...Rh8+**; he plays **4...Rh7** instead (see 4a). If White now plays **5 b8Q** as intended, Black will reply **5...Rf7+** with perpetual check or stalemate. But White can shield his pawn by **5 Bf7**, and now Black does have nothing better than **5...Rh8+ 6 Bg8**.

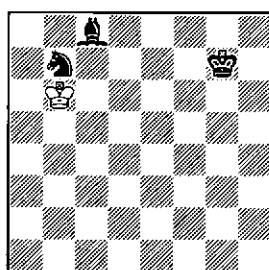
5 is a version of a Rinck study in a different style (*Deutsche Schachzeitung* 1908). **1 c7** forces **1...Rc1**, and now comes **2 d6!** Black must reply **2...exd6**, and after **3 Rh1 Rxc7 4 Rd1+ Kc5 5 Rc1+** the reason has become clear (see 5a). I have added the pawn on f7 to cut out an apparent bust by **1 Rh8**.



5a - after 5 Rc1+



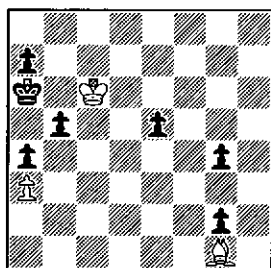
6 - draw



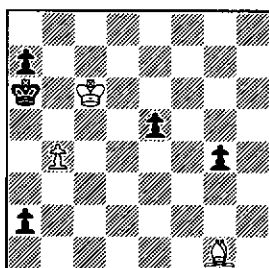
6a - after 5 Kb6

Troitzky's 6 (*Novoye vremya* 1896) yields to **1 c6 Bg4** (**1...Ne6** gives no trouble, **2 Kb6 Bg4 3 c7 Nd4 4 Kb7 Nb5 5 c8N**) **2 c7 Nb7 3 g7! Kxg7 4 c8N Bxc8 5 Kb6** (see 6a) and Black will lose a piece. The timing of the diversionary sacrifice on g7 will be noted. If White plays it at move 1 or 2, say **1 c6 Bg4 2 g7 Kxg7**, Black can meet **3 c7** with **3...Nf7** winning; if he thinks to delay it until after move 3, promoting at once by **3 c8N**, Black can play **3...Bxc8 4 Kb6 Nd6 5 Kc7 Ke7 6 g7 Be6** and use the bishop to stop the pawn.

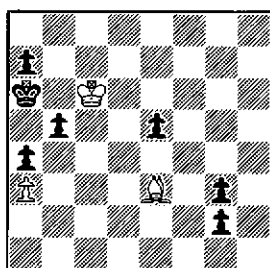
This is another study which Troitzky may have improved over the years. I haven't seen the original source, and owe the present version to Harold van der Heijden's "Endgame study database 2000". Tattersall has a simpler setting with the Black king already on g7 and no diversionary sacrifice.



7 - win



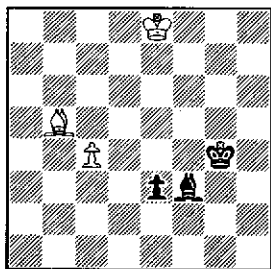
7a - 1...b4 for Black, after 4...a2



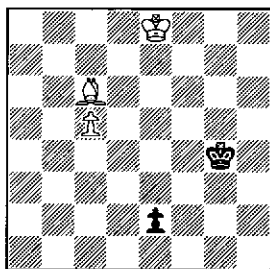
7b - see text

The first thing to note about Johann Berger's 7 (*Frankfurter Schachzeitung* 1886) is that 1...b4 in the initial position would win for Black (2 axb4 a3 3 Be3/Bf2 g1Q 4 Bxg1 a2 with 5...a1Q and 6...Qa4+, see 7a). However, this only works because the White bishop is on g1 and there is a Black pawn on g2 ready to drag it back as soon as it moves; if the bishop is on e3 or f2, White is a tempo ahead, and he can meet 1...b4 2 axb4 a3 with 3 Bd2/Be1 and mate next move. The second thing to note is that ...Ka5 at any time will lose; White will play Bxa7 gaining b6 for his bishop and then tempo on the diagonal c5-g1, always meeting ...Ka6 with Bb6 and eventually forcing the now fatal advance ...b4.

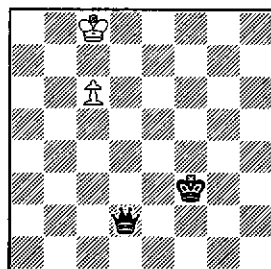
So how should White start, 1 Be3 or 1 Bf2? Try 1 Be3: no, 1...g3 (see 7b) 2 Bg1 (2 Bc5 is no better) b4 and Black wins as before. So it must be **1 Bf2**, after which 1...g3 can be met by **2 Be3** (7b again, but this time with Black to play) and 2...b4 is no longer a threat. The rest is easy; White will wait for Black's e-pawn and g-pawn moves to run out, and then exploit the advance ...b4 as shown above.



8 - draw

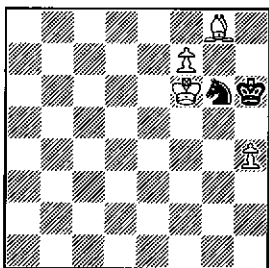


8a - after 2...e2

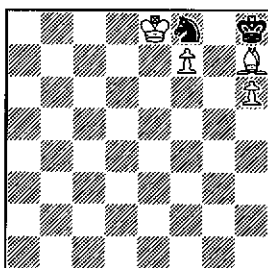


8b - after 5...Qd2+ 6 Kc8

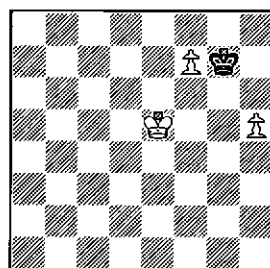
I have removed the first move from Troitzky's 8 (*Deutsche Schachzeitung* 1906) to eliminate a bust. **1 c5** is obvious, but **1...Bc6+ 2 Bxc6 e2** forces the promotion of Black's pawn (see 8a). What to do? **3 Bf3+** (tit for tat) **Kxf3 4 c6 e1Q+ 5 Kd7 Qd1+ Qd2+ 6 Kc8** (see for example 8b), in each case reaching one of the positions where a pawn on c6 can draw against a queen. In the original setting, the White bishop was on a4 and the Black pawn on e4, with an additional Black pawn on b5 and main line 1 Bxb5 e4 etc, but the intended secondary line 1...Be2 2 Ba4 Bxc4 3 Bd1+ Kg3 4 Ke7 could be defeated by 4...e3.



9 - win



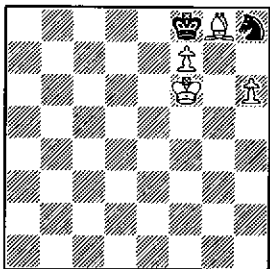
9a - 1 h5, after 8 Bh7



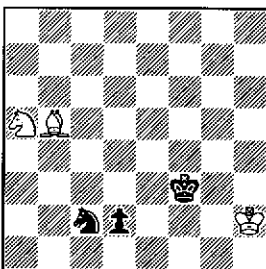
9b - 1 Bh7, after 3...Kg7

White may be two pawns ahead in J. Behting's 9 (*Rigaer Tageblatt* 1892), but he has the wrong bishop for his h-pawn and it is badly rigged anyway. A plausible try is 1 h5, since 1...Kxh5 is met by 2 Kg7 Kg5 3 Bh7 Nf4 4 Kg8 Ne6 5 Bd3 and 6 Bc4, but 1...Nf8 gives Black a difficult draw: 2 Ke7 Kg7 (Black to play would lose this) 3 Ke8 Ne6 4 h6+ Kh8 5 Kd7 Nf8+ 6 Ke7 (White has lost a move, but too late) Ng6+ 7 Ke8 Nf8 8 Bh7 (see 9a) and either capture will allow White to win, but Black has 8...Ng6! and White too is unable to capture. And if 1 Bh7 Kxh7 2 h5 then 2...Ne5! 3 Kxe5 Kg7 (see 9b), and after 4 Ke6 Kf8 White must abandon his f-pawn or give stalemate.

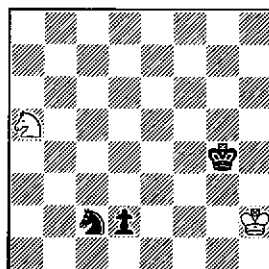
The move to make progress is **1 Ke6!** If 1...Kh5 then 2 Bh7! Nf8+ 3 Kf6 Nxf7 4 Kg7 and the knight is trapped; if 1...Nf8+ then 2 Ke7 and either 2...Ng6+ 3 Ke8 Kg7 4 h5 Nf8 5 Ke7 Kh8 6 Bh7 Nxf7 7 h6 or 2...Kg7 3 h5 short-cutting; if 1...Nf4+ then 2 Ke7 and again 2...Ng6+ 3 Ke8 etc. This leaves **1...Kg7**, with play **2 h5 Nf4+** (2...Nh8 3 h6+ Kf8 4 Kf6 as main line, see 9c) **3 Kd6** (Kd7 also works) **Kf8** (3...Nxf5 4 Ke7 etc) **4 h6 Ng6 5 Ke6** and Tattersall gives **5...Nh8 6 Kf6** (again 9c) **Nxf7** (freeing the bishop, but 6...Ng6 7 Kxg6 is worse) **7 h7 Nh8 8 Be6 Nf7 9 Bg4 Nh8 10 Bh5 Nf7 11 Kg6 Nh8+ 12 Kh6**. Harold van der Heijden's "Endgame Study Database 2000" gives 5...Ne7 6 Ke5 Ng6+ 7 Kf5 Nh8 8 Kf6 as the main line, again reaching 9c, though 6 h7 Ng6 7 Kf6 Nh8 8 Kg5 seems just as good (8...Nxf7 9 Kf6 etc, or 8...Ke7 9 f8Q+ Kxf8 10 Kh6); I haven't seen the original source.



9c - main line, after 6 h6

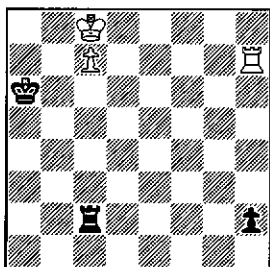


10 - draw

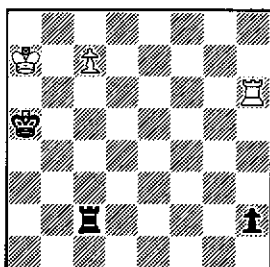


10a - after 3...Kxg4

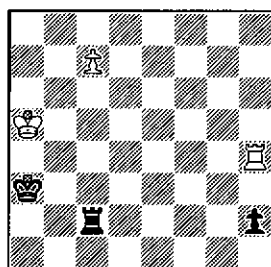
After these complications, perhaps another simple stalemate will be in order. 10 is by J. Jespersen (*Nationaltidende* 1890): **1 Be8 Kg4 2 Bd7+ K-- 3 Bg4 Kxg4** (see 10a) **4 Nc4 d1Q 5 Ne3+ Nxe3**.



11 - win

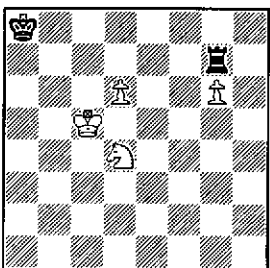


11a - after 5...Rc2

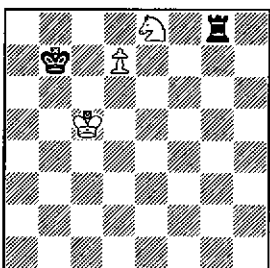


11b - after 11...Rc2

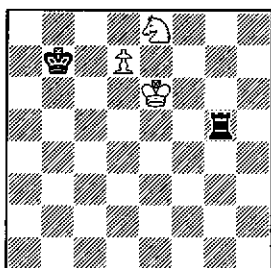
Lasker's 11 (*Deutsches Wochenschach* 1890) is in *Endgame Magic*, but only in notation. 1 Kb8 Rb2+ 2 Ka8 Rc2 3 Rh6+ Ka5 4 Kb8/Kb7 (threat 5 Rxh2) Rb2+ 5 Ka7 Rc2 (see 11a) 6 Rh5+ Ka4 7 Kb7/Kb6 Rb2+ 8 Ka6 Rc2 9 Rh4+ Ka3 10 Kb6 Rb2+ 11 Ka5 Rc2 (see 11b) 12 Rh3+ Ka2 and we see the point: 13 Rxh2!



12 - win

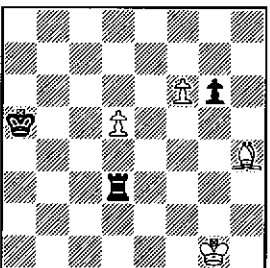


12a - after 3...Kb7 4 Ne8

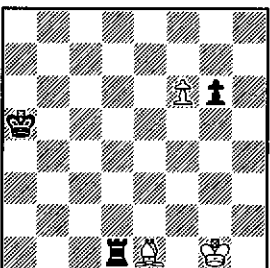


12b - after 11 Kc6

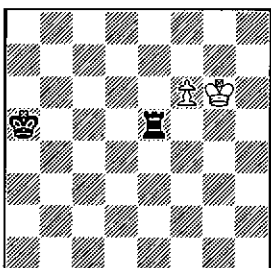
Herman Neustadt's 12 (*Frankfurter Schachblatt* 1893) is an early setting of the "down and up again" theme. 1 Ne6 Rxc6 2 d7 Rg8 3 Nc7+ K-- 4 Ne8 gives 12a, and now comes 4...Rg5+ 5 Kc4 Rg4+ 6 Kc3 Rg3+ 7 Kd2 Rg2+ 8 Ke3 Rg3+ 9 Ke4 Rg4+ 10 Ke5 Rg5+ 11 Ke6 (see 12b). Black can give one more check, 11...Rg6+, but each of the moves 12 Ke7/Kf7/Kf5 leaves him without further resource.



13 - win



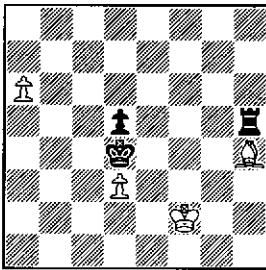
13a - after 7 Be1+



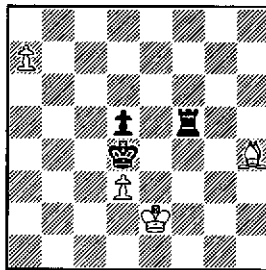
13b - after 12 Kxc6

The White king in 13 (V. and M. Platov, *Deutsche Schachzeitung* 1908) will go

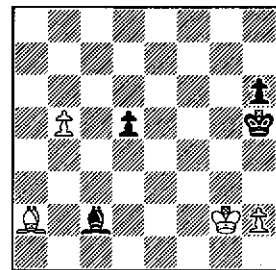
up, down, up again, and down once more. **1 d6 Rd1+ 2 Kg2/Kh2 Rd2+ 3 Kh3 Rxd6 4 f7** is straightforward, but Black replies **4...Rd3+** and how is White going to escape the checks? If he tries **5 Bg3** he will relinquish his guard on d8. So he goes back, **5 Kg2 Rd2+ 6 Kg1** (or 6 Kh1, but not 6 Kf1 Rd5 7 f8Q Rf5+), and meets **6...Rd1+** by **7 Be1+** because the check gives Black no time for ...Rd8 (see 13a). This lures Black to the e-file, **7...Rxe1**, and now the eighth rank is unattainable. There follows **8 Kg2 Re2+ 9-11 Kg5 Re5+ 12 Kxg6** removing the threat of a fork on f5 (see 13b), and after **12...Re6+ 13 Kg5 Re5+ 14-15 Kg3 Re3+ 16 Kf2** Black can do no more.



14 - win



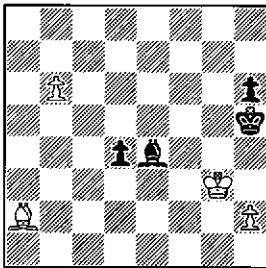
14a - after 2 Ke2



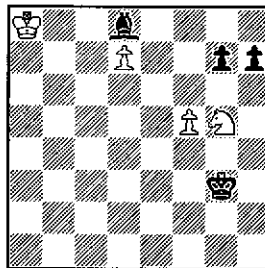
15 - win

14 (*Rigaer Tageblatt* 1909) is a delightful little Kubbel echo. **1 a7 Rf5+ 2 Ke2** gives **14a**, and if **2...Rf8** then **3 Bf6+ Kc5 4 Be7+** winning the rook. All right, play **2...Re5+ 3 Kd2 Re8+**: no good, White has **4 Bf2+ Ke5 5 Bg3+** and **6 Bb8**.

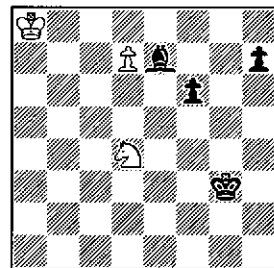
15 (*Deutsche Schachzeitung* 1909) is an elegant Troitzky lightweight. **1 b6 Be4+ 2 Kg3 d4** gives **15a**, but now what? The answer is **3 h4!** (see **15a**). The threat is **4 Bf7+** forcing **4...Bg6**, and if **3...Kg6** then the pin **4 Bb1** is just as effective.



15a - after 2...d4

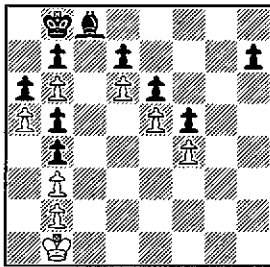


16 - win

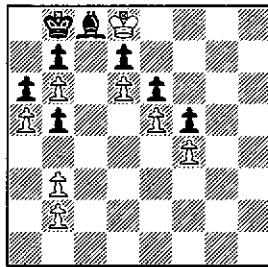


16a - after 3 Nd4

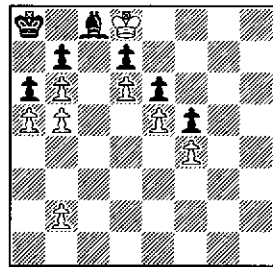
The natural move in Neustadtl's **16** (*Offiziers Schachzeitung* 1904) is **1 Ne6** and this wins easily after **1...Bf6 2 Nxg7 Kg4 3 Ne8 Bd8 4 f6**, but **1...Be7!** saves a tempo and this is enough for Black to draw (**2 Nxg7 Kg4** with **...Kg5** and **...Kf6** to follow). Instead, White must play the apparently pointless sacrifice **1 f6!** But after **1...gxf6 2 Ne6** the moves **2...Ba5/Bb6** are met by **3 Kb7** and **4 Nc7**, and **2...Be7** leaves the bishop is badly cramped. White can continue **3 Nd4** threatening both **Nf4+** and **Nc6** (see **16a**), and after **3...Bd8 4 Nc6 Bc7/Bb6 5 Kb7** his pawn's promotion is assured.



17 - win

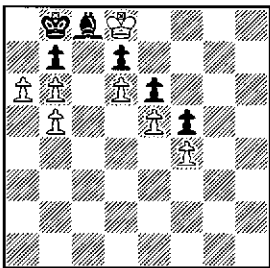


17a - after 29 Kd8

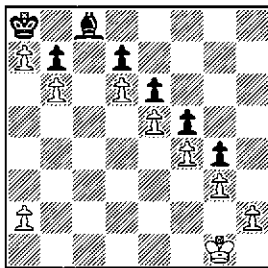


17b - after 51 b5

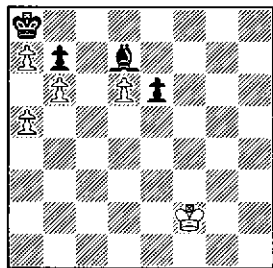
To finish, two long-range compositions by Gustave Reichhelm. There will of course be numerous minor alternatives for White which we shall normally ignore. **17** (*American Chess Magazine* 1898) is a full-blooded side-to-side frolic. **1-9 Kxh7 Ka8 10-18 Kxb4 Kb8 19 Kc3 Ka8** (White wants Black's b5 pawn to advance so that he can take it, so Black naturally holds it back as long as possible) **20-27 Ke7 Ka8 28 Ke8 Kb8 29 Kd8** (see 17a) **b4** (no choice now) **30-39 Kxb4 Kb8 40-49 Kd8 Kb8 50 b4 Ka8 51 b5** (see 17b) **Kb8** (51...axb5 52 Kxc8) **52 b4 axb5** (but now this move is forced) **53-62 Kxb5 Kb8 63-71 Ke7 Ka8 72 Ke8** (72 Kd8 Kb8 73 b5 Ka8 74 a6 is also playable, but after 74...Kb8 White will have to lose a move and it is simpler to do so before advancing the pawns) **Kb8 73 Kd8 Ka8 74 b5 Kb8 75 a6** (see 17c) **bxa6 76 bxa6 Bxa6** (76...Ka8 77 b7+) **77 Kxd7** and the rest is easy.



17c - after 75 a6



18 - win



18a - after 12 a5

18 (*American Chess World* 1901) needs a little more care in the early play: **1 h3/h4 gxh3 2 Kh1 h2 3 g4 gxf4 4 Kxh2 g3+ 5 Kg1 g2 6 f5 exf5 7 Kxg2 f4 8 a4! f3+ 9 Kf1 f2 10 e6 dxe6 11 Kxf2 Bd7 12 a5** and thanks to move 8 White's a-pawn is safely across the diagonal d7-a4 (see 18a). There follows **13-16 Kf6 Bc8** (nothing else is better) and White can ignore the e-pawn and go for the jugular: **17 Ke7 e5 18 d7 Bxd7 19 Kxd7 e4 20 Kc7 e3 21 a6** and mate in a couple of moves.

There are yet more good things in the collection, but I will probably introduce them piecemeal as opportunity arises and not devote another special number to them. As last time, I am indebted for source details to Harold van der Heijden's "Endgame study database 2000" and to the BCPS Library. - JDB