

# British Endgame Study News

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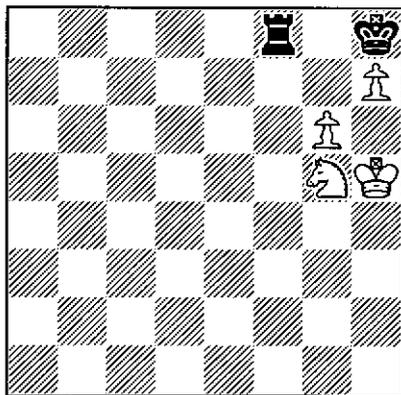
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Some studies by

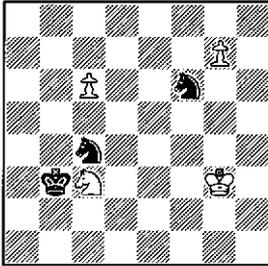
**F. Sackmann**



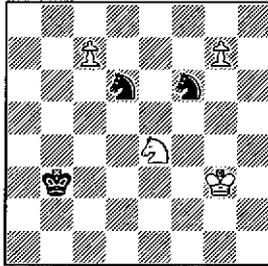
Win (a) as set, (b) swap wN and wK

## Some studies by F. Sackmann

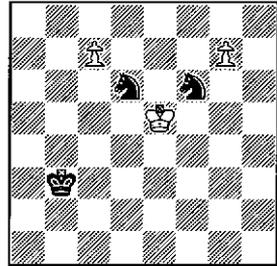
We have seen several studies by F. Sackmann recently (two in December 2007 and a further one in special number 56), and his has long been a name I look out for. It therefore seems to me that we might usefully examine his work at greater length. His composing career was relatively short; on the evidence of Harold van der Heijden's "Endgame study database III", his first study appeared in 1908 (I reject an isolated attribution to "1898" as a transcription error for "1909"), and his last in 1927. However, Harold has 118 studies by him, and even allowing for versions and for some lesser pieces there are more than enough to fill one of our special numbers.



1 - win

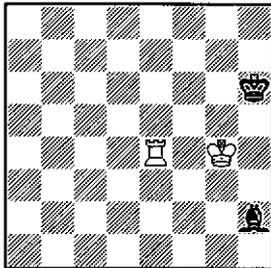


1a - after 2 Ne4

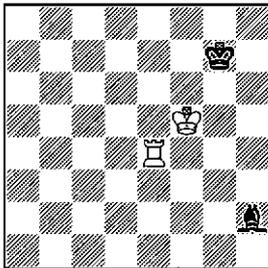


1b - after 4 Ke5

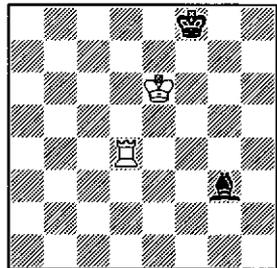
1 (*Deutsche Schachzeitung* 1908, version) appears to have been Sackmann's first published study. 1 c7, obviously, and if 1...Nb6 then 2 Nd5, a knight amusingly forking two opposing knights. Hence 1...Nd6, and although 2 Ne4 again forks Black's knights (see 1a) taking it will give check and Black will have time to resume his defence of the promotion squares. But it will be to no avail. Suppose 2...Nfxe4+ (taking with the other knight makes no difference); White plays 3 Kf4, and after 3...Nf6 4 Ke5 his king is forking the knights and a pawn will promote (see 1b).



2 - win



2a - after 1...Kg7

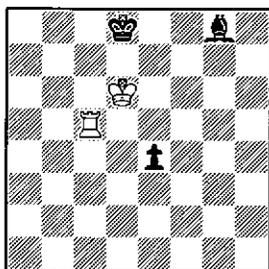


2b - after 3...Bg3

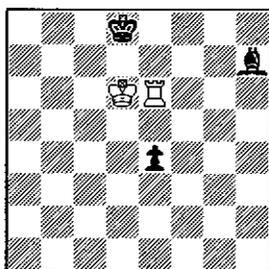
The main line of 2 (*Rigaer Tageblatt* 1909) starts 1 Kf5 (only move to win) Kg7 (see 2a) 2 Rd4! (only) Kf8 3 Ke6 (only) Bg3 (see 2b) 4 Rc4!! (only). If you were given this position to analyse, could you find the moves 2 Rd4 and 4 Rc4? I suspect

that you will be in a very small minority if you can. R v B had been well covered even by 1909, but this strikes me as by some way the best piece of analysis done up to then. Harold transcribes the solution in full as 1 Kf5 Kg7 (1...Bb8 2 Re8 with 2...Bg3 3 Rg8 Bf2 4 Rg6+ Kh7 5 Kf6 or 2...Ba7 3 Re6+ Kh5 4 Re7) 2 Rd4! Kf8 (2...Kf7 3 Rd7+ Ke8 4 Ke6 Kf8 5 Rf7+ Kg8 6 Kf6 Bc5+ 7 Kg6 Bg3 8 Rf3 Bh2 9 Rf2 Bg1 10 Rg2, 2...Kg8 3 Kf6 Bc7 4 Rd7 Ba5 5 Rf7!, 2...Bb8 3 Rd7+ Kh6 4 Rd8 Bc7 5 Rc8! Ba5 6 Kf6 Kh7 7 Kf7 Kh6 8 Rc6+ Kh7 9 Rc5) 3 Ke6 Bg3 (3...Kg7 4 Rg4+ Kf8 5 Rh4) 4 Rc4 Bh2 (4...Be1 5 Kf6 Kg8 6 Kg6 Kf8 7 Rf4+ Kg8 8 Re4) 5 Rh4 Bg3 (5...Bc7 6 Rh7 Ba5 7 Rf7+ Kg8 8 Kf6) 6 Rh3 Be1 7 Kf6 Kg8 8 Kg6 Kf8 (8...Bf2 9 Rh2 Bg3 10 Rg2) 9 Rf3+ Kg8 10 Re3, and I have underlined the moves which the computer tells me are the only moves to win. Some of them are self-evident, some most certainly are not.

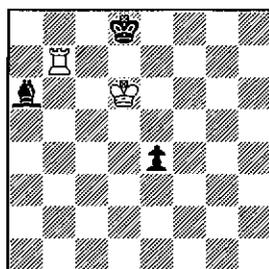
This is the study whose attribution to 1898 I reject. Why? Because hitting "8" and "9" instead of the adjacent keys "9" and "0" is a mistake I often make myself; because Harold gives second and a slightly inferior setting (wR on d4, bK on g7, win by 1 Kf5 etc) as "*Rigaer Tageblatt* 1909", and the publication of both is most easily explained by assuming the inferior version to have appeared first; and because I do not believe that anyone could have produced something as good as this and then been silent for the next ten years.



3 - win

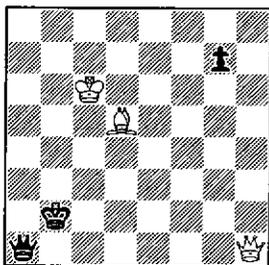


3a - after 2 Re6

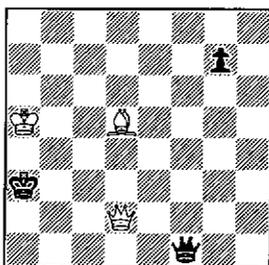


3b - after 5...Ba6

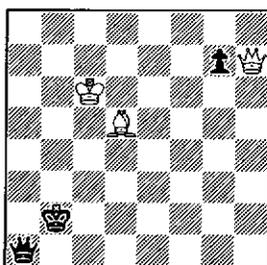
Sackmann produced several studies where the ending R v B was spiced by the addition of a Black pawn. On the whole, it seems to me that the complication added difficulty rather than elegance, but 3 (*Tidskrift för Schack* 1916) is an exception. I am again underlining the moves in Harold's transcription which the computer has shown to be unique. 1 Re5 (1 Rg5? Bc4) Bh7 (1...Bf7 2 Ra5! Kc8 3 Ke7!! Bg6! 4 Rg5 Bh7 5 Rh5 Bg6 6 Rh8+ Kc7 7 Kf6) 2 Re6! (see 3a - 2 Re7? Bf5 3 Rf7 Bg6 4 Rf6 Bh5!) Bf5 (2...Bg8 3 Rxe4 Bf7 4 Rh4) 3 Rf6 Bd7 4 Rf7 Bb5 (4...Ba4 5 Ra7) 5 Rb7 Ba6 (see 3b), and now given is 6 Rh7 which is surely wrong (6...Kc8 and 6...Ke8 both draw). I suspect that a move has been left out, and that 6 Ra7 Bc8 7 Rh7 is what was intended. Once again, there is a non-attacking move (here 2 Re6) which I would expect to take some finding. After 1...Bf7, the computer says that the crude capture 2 Rxe4 also works, but a fair amount of analysis is needed to work through all the possible variations and Sackmann's 2 Ra5 Kc8 3 Ke7 is both simpler and more elegant.



4 - win



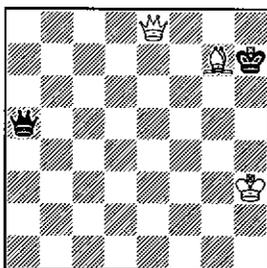
4a - after 8 Ka5



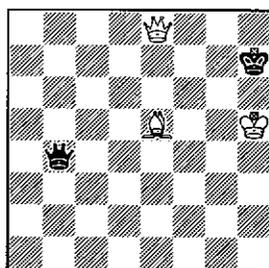
4b - win (see text)

Q + B v Q is another ending where Sackmann appears to have made advances on what had previously been discovered. 4 appeared in *Deutsche Schachblätter* in 1909. Black being poorly placed and wholly passive, there are numerous minor alternatives in the play, but the solution as transcribed by Harold goes 1 Qh2+! (1 Qg2+? Kc3 2 Qxg7+ Kb4 3 Qxa1 stalemate) Kc1 2 Qg1+ Kb2 3 Qf2+ Kc1 4 Qe1+ Kb2 5 Qd2+ Ka3 6 Kc5! (the key move) Qg1+ 7 Kb5 Qf1+ 8 Ka5 and White will soon mate (see 4a). If instead 1...Ka3 then 2 Qg3+ Kb2 3 Qe5+ Kb1 4 Qe1+ and the same.

Unfortunately Eiko Bleicher's web site reports that after 1 Qg2+ Kc3 White need not play 2 Qxg7+, and this removes the attractive stalemate trap; he has 2 Qg3+/Qf3+ Kd2 3 Qf4+ Kc2 (3...Kd3 4 Be4+ Kc4 5 Qf7+ Kb4 6 Qe7+ Kc4 7 Qc5+ and he gets there one move sooner) 4 Be4+ Kb3 5 Qf7+ Kb2 6 Qf2+ Kc3 7 Qe3+ Kb4 8 Qc5+ Kb3 9 Bd5+ Kb2 10 Qd4+ Kb1 11 Qd1+, soon rejoining the previous line. There are two possible solutions to this. One is to start with the Black king on c3 and the White queen on g6, using the cook Qg3+ etc as the main line; the other, which I prefer, is to put the White queen on h7 (see 4b). There is no longer a stalemate on b4, but the capture on g7 still does not work: after 1 Qxg7+ Kb1 2 Qg1+ etc, we eventually reach 4a with no g-pawn, and 8...Qb5+ forces stalemate another way.

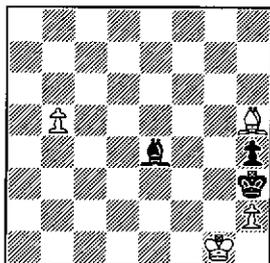


5 - win

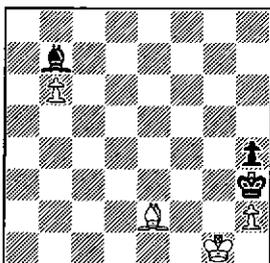


5a - after 3 Kh5

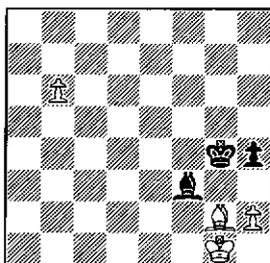
5 appeared in the *Chess Amateur* in 1926. 1 Be5! sets up numerous threats, and Black's only hope is to start checking: 1...Qa3+. But 2 Kg4 leaves him only 2...Qb4+, and 3 Kh5 leaves him no check at all (see 5a). "A classic gem," wrote Dawson, adding that several solvers played 1 Qf7, overlooking that after 1...Qa3+ a king move would allow Black to sacrifice for stalemate.



6 - win



6a - after 7 Be2



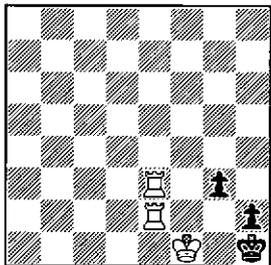
6b - after 9 Bg2

6 appeared in *Deutsche Schachblätter* in 1910. 1 b6, and let's get the easy ones out of the way first. 1...Bd5 2 Bf7, and if Black moves again on the long diagonal White will check or mate on e6; 1...Bc6 2 Be8 similarly; 1...Bg2/Bh1 2 Bg4+ (to avoid stalemate in the latter case). This leaves 1...Ba8/Bb7/Bf3, and we shall see in due course that 1...Ba8 holds out longest.

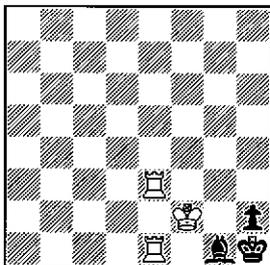
White now plays the waiting move 2 Bd1, and the reply that holds out longest is 2...Bf3. An immediate capture gives stalemate, but White can play 3 Kf2 Bb7 (else 4 Bf3 wins easily) 4 Bf3 Bc8 (4...Ba6 5 Kgl Bc8 6 Bc6) 5 Kgl Ba6 6 Bd1/Bh5 Bb7 7 Be2 and we have 6a. If now 7...Bc8 then say 8 Bb5 and the threat of Bd7+ is crippling, but what about 7...Bf3 repeating the stalemate trap? Ah, 8 Bf1+ Kg4 9 Bg2 (see 6b), and Black is dead.

We can now deal with Black's other early moves. If 1...Bf3 then 2 Kf2 Bb7 3 Bf3, reaching 6a at move 6; if 1...Bb7 or 2...Bb7 then Be2, reaching it straight away.

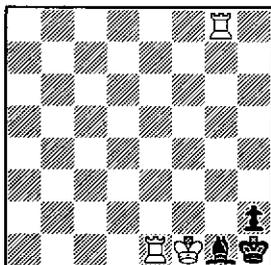
My treatment differs from Harold's transcription, which gives 2...Bb7 3 Be2 as the main line, but I think the longer and richer line 2...Bf3 3 Kf2 has to take precedence in spite of the dual at move 6. I haven't seen the original source.



7 - win

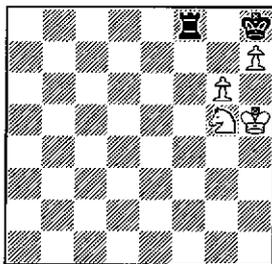


7a - 2 Kf2+, after 2...g1B+

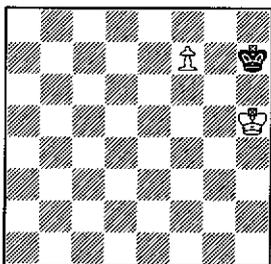


7b - 2 Kc2+ g1B, 5 Kf1

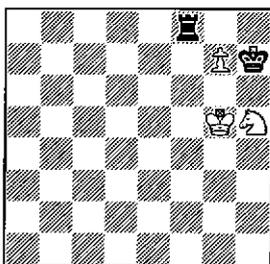
Play in 7 (*Münchener Neueste Nachrichten* 1913) starts 1 Re1 g2+, and if 2 Kf2+ then not 2...g1Q+, when 3 Kf3 leads to mate next move, but 2...g1B+ (see 7b) with stalemate after 2 Kf3/Kg3 and a comfortable draw after anything else (3 Ke2 Kg2 etc). So it must be 2 Ke2+, when the queen promotion still fails and minor promotions give no real difficulty (2...g1B 3 Re8 Kg2 4 Rg8+ Kh1 5 Kf1, see 7b, with Re1 to d1, Rg8 to f2, and Kxf2 mate if Black takes on f2 or Ke2+ if he doesn't, or 2...g1N 3 Kf1 etc).



8 - win, 9 - swap wN/wK

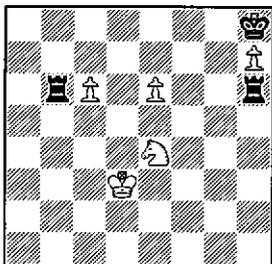


8a - after 2...Kxh7

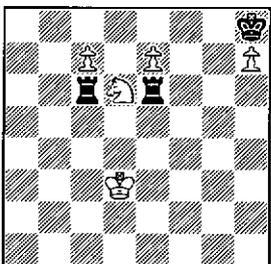


9a - after 1...Kxh7

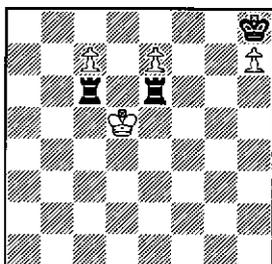
The twin study 8/9 (also in *Münchener Neueste Nachrichten* 1913) is one of Sackmann's most famous, and although it is in *Endgame Magic* I think we have to repeat it here. In 8, 1 Nf7+, and if 1...Kg7 then 2 h8Q+ Rxh8+ 3 Nxh8 Kxh8 4 Kh6 and White will win. 1...Rx7, therefore, and after 2 gxf7 Kxh7 we have 8a: 3 f8R! In 9, with the White knight and king interchanged, 1 g7+ Kxh7 and we have 9a: 2 gxf8B!! Rook and bishop are the most striking of the four possible promotions, and here we have both, obtained by the simplest of means and most elegantly linked.



10 - draw



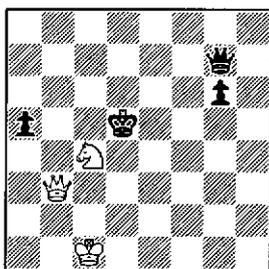
10a - after 3 Nd6



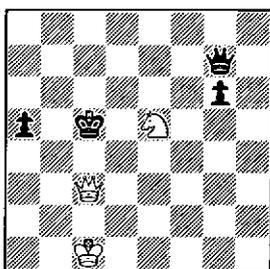
10b - after 5 Kc5

According to an article by T. B. Gorgiev in *EG* 35, 10 (*Akademisches Monatsheft für Schach* 1910) first appeared without the pawn on h7, in which form André Chéron found a bust. Play starts 1 c7 (1 e7 Rb8 etc) Rc6 2 e7 Rhe6 3 Nd6, and we have the first piquant position (see 10a). Continue 3...Rxd6+ (3...Rxd6+ comes down to the same) 4 Kc4 Rc6+ 5 Kc5 and we have the second (see 10b): White will sacrifice one pawn, take one of the rooks, and draw with the other pawn against the remaining rook. The h-pawn prevents a Black win by 4...Kg7 etc.

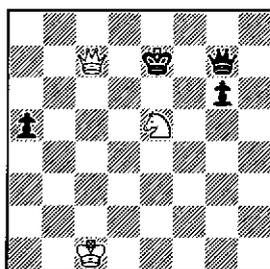
The background is not without interest. Chéron, having found the bust 4...Kg7, thought to correct it by moving everything apart from the h-file one file to the left (still without the h-pawn). However, in 1963 L. A. Olmutsky published a classic study with the same material but colours reversed (White Kh2, Rc3/h3, Black Ka5, Pb2/d2, win by 1 Ra3+ Kb4 2 Rab3+ Kc4 3 Rhc3+ Kd4 4 Rd3+ Kc4 5 Rbc3+ Kb4 6 Rc7! b1Q 7 Rd8!!), and some years later it was realised that the same manoeuvre would bust the Chéron version. I don't know who suggested reverting to Sackmann's original setting and adding the h-pawn, but though crude it does appear to work.



11 - win

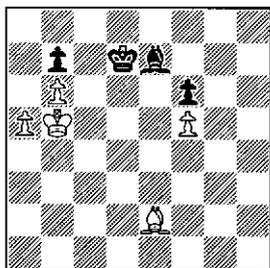


11a - after 8 Qc3+

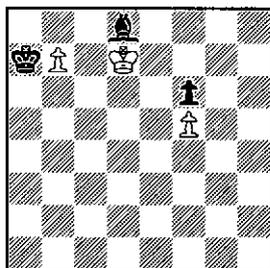


11b - after 11 Qc7+

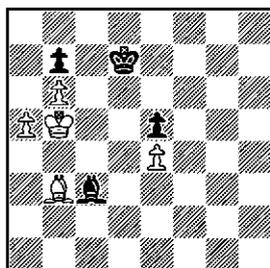
Play in 11 (*Deutsches Wochensach* 1920) starts **1 Ne5+**, and **1...Ke4 2 Qf3+**, **1...Kd4 2 Qd3+**, and **1...Kc5 2 Qc3+** all give positions that will occur later in the main line. The move that holds out longest is **1...Kd6**, with continuation **2 Qb6+ Kc5** (**2...Ke7 3 Qc7+** will occur later) **3 Qc6+ Kd4 4 Qc4+ Ke3 5 Qc3+ Ke4** (**5...Ke2 6 Qf3+** and mate next move) **6 Qf3+** (now White starts driving Black round the other way) **Kd4 7 Qd3+ Kc5 8 Qc3+** (see 11a) **Kd5** (**8...Kb5 9 Qc6+ Kb4 10 Nd3+** and soon mates or wins the queen) **9 Qc4+ Kd6 10 Qc6+ Ke7 11 Qc7+/Qd7+** (see 11b) with **11...Kf6 12 Ng4+** or **11...Kf8 12 Qd8** mate. The idea was not wholly new, because C. C. W. Mann had driven the king round the knight in one direction (*Groene Amsterdammer* 1915, White **Kd7, Qe1, Nc3**, Black **Kd3, Qa5, Pf7/g4**, win by **1 Qc4+ Kd2 2 Qe2+ Kc1 3 Qd1+ Kb2 4 Qb1+ Ka3 5 Qa2+ Kb4 6 Nd5+ Kb5 7 Nc7+ Kb6 8 Qf2+ Kb7 9 Qb2+ Ka7 10 Qd4+ Kb8 11 Qh8+ Kb7 12 Qh1+ Kb8 13 Qb1+ Ka7 14 Kc8**), but Sackmann made him turn round and go back on his tracks.



12 - win

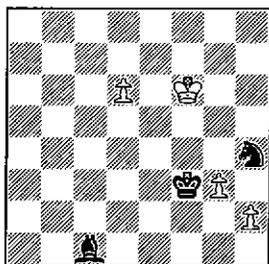


12a - after 7 Kd7

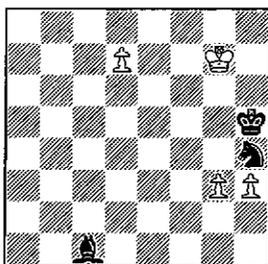


13 - WTM, Black can draw

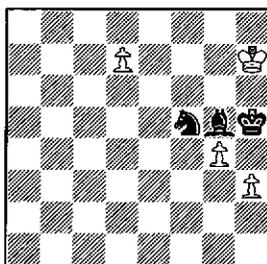
**12** appeared in the *Chess Amateur* in 1924. Not **1 a6 bxa6 2 Kxa6 Kc8 3 Ka7**, when **3...Bc5** draws. **1 Bf3 Kc8 2 Bxb7+ Kxb7 3 a6+ Ka8** (**3...Kb8** leads to the same finish, **4 Kc6 Bd8 5 a7+ Ka8 6 b7+ Kxa7 7 Kd7**) **4 Kc6** (**4 b7+** at once also works) **Bd8 5 b7+ Kb8** (**5...Ka7 6 Kd7**) **6 a7+! Kxa7 7 Kd7** (see 12a), with **7...Kxb7 8 Kxd8** or **7...Ba5 8 Kc8**. This appeared with the companion piece **13**, where Black can hold out (**1 Bd5 Kc8 2 Bxb7+ Kxb7 3 a6+ Kb8 4 Kc6 Ba5 5 a7+ Ka8 6 Kc7 Bxb6+**, but not **3...Ka8 4 Kc6 Ba5 5 Kc7**). Dawson called this "a characteristic pair" from Sackmann, whom he described as "best known of all the German endings composers".



14 - win

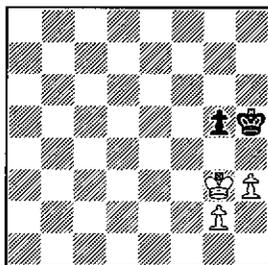


14a - after 3 Kg7

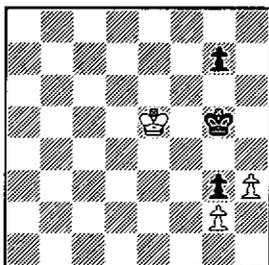


14b - after 5 g4+

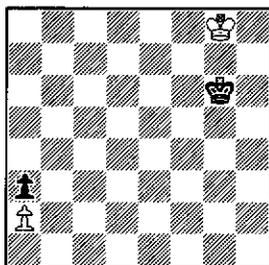
The neat little **14** appeared in *Eskilstuna Kuriren* in 1917. **1 d7 Kg4** (to defend g5 for the spear check) **2 h3+ Kh5 3 Kg7** gives **14a**, and if Black now plays **3...Bg5** he is mated. **3...Nf5+**, therefore, but it is to no avail: **4 Kh7 Bg5 5 g4+** (see **14b**), and after **5...Kh4 6 gxh5** the f-pawn will cost Black his bishop.



15 - win



16 - WTM, Black can draw



17 - draw

Three pawn studies to finish with. **15** and **16** appeared in *Deutsches Wochenschach* in 1913. **15** appears to be a simple exercise in triangulation, but White must go the right way round: **1 Kf3 Kh4 2 Kf2 g4!** and Black draws. Instead, **1 Kf2 Kh4** (1...g4 2 Kg3! gxh3 3 Kxh3) **2 Kf3 Kh5 3 Kg3** and Black must retreat. And there is a further trap, though only a near-beginner would fall into it: after **3...Kg6/Kh6**, the natural and obvious **4 Kg4** with **5 h4** to follow is correct and best, but an immediate **4 h4**, hoping for **4...gxh4 5 Kxh4**, allows **4...Kh5!** and after **5 hxg5 Kxg5** Black has escaped.

In **16**, Black will lose his pawn on g3, but he can just hold on to the game: **1 Ke4 Kh5!** (1...Kh4? 2 Kf4 g6 3 Ke3 Kg5 4 Kf3 Kh4 5 Kf4 g5+ 6 Kf3 Kh5 7 Kxg3 and we have **15** with Black to move) **2 Kf3** (if instead 2 Kf4 then 2...Kh4, and after 3 Kf3 then 3...g5 and 3...Kg5 both draw) **Kg5! 3 Kxg3 Kh5!** and draws (4 Kf4 Kh4, 4 Kf3 Kg5/Kh4, 4 h4 g5). The play will reward detailed study.

Finally, we saw **17** (*Deutsche Schachblätter* 1924) in June 2000, but it bears repetition. **1 Kf8 Kf6**, and Black's **2-6...Kxa2** will win. **1 Kh8!! Kf6 2 Kh7**, and White will be able to meet Black's eventual ...Kxa2 with **Kc2**.

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