

British Endgame Study News

Special number 60

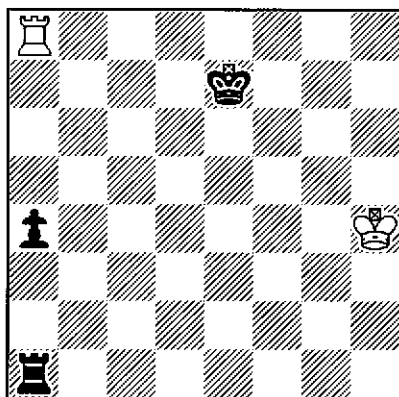
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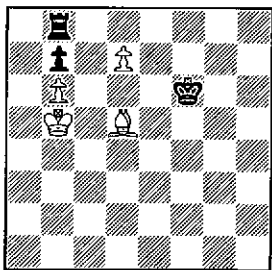
Some more foreign studies published in Britain (1)



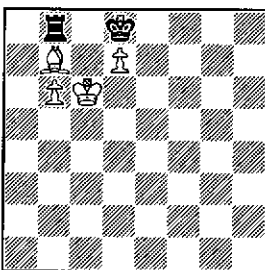
Could you hold the draw from here?

Some more foreign studies in Britain (1)

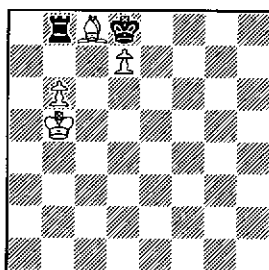
In previous special numbers of this series, we looked at some of the foreign studies which were first published in the *New Statesman* and in *EG*. We now look at some foreign studies that first appeared in other British sources.



1 - win



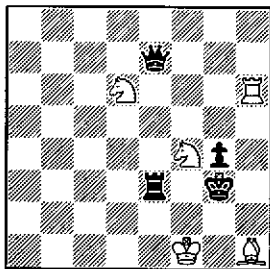
1a - 2 Kc6, after 2...Kd8



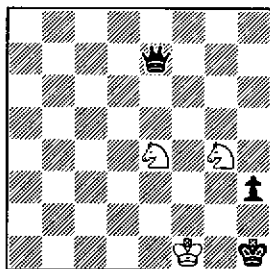
1b - main line, after 2...Kd8

1, from *The Chess Player* (1853), is by one "Punchinello". I have seen no reference to this gentleman elsewhere, so perhaps we are dealing with a pseudonym, but the study is a pleasant one and so let us take its author's name at face value.

Play starts with the natural moves **1 Bxb7 Ke7**, but the careless **2 Kc6** fails: **2...Kd8** (see **1a**) **3 Bc8** (what else?) **Rxc8+ 4 dxc8Q+ Kxc8** with a standard draw. Correct is the shut-off move **2 Bc8**. Now **2...Kd8** gives **1b**, and White must again be careful: **3 Kc6** transposes into the line we have just seen. The way to win is **3 Kc5**, leading to **3...Ke7 4 Kc6 Kd8 5 b7** (simplest, though **5 Bb7 Ke7 6 Kc7** also wins). If instead **3...Ra8** then **4 b7 Rb8 5 Kc6** gives the same finish.



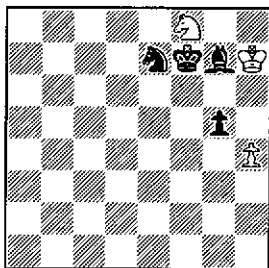
2 - win



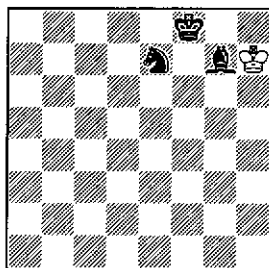
2a - after 5 Ne4

Most studies by foreign-sounding names that appeared in British magazines during the nineteenth century were either quotations or the work of émigrés who had taken up residence here, but in the twentieth century the net started to be spread more widely. M. Neumann's 2 appeared in the *Chess Amateur* in February 1914. **1 Nh5+ Kh2 (1...Kh3 2 Nf6+ Kg3 3 Nf5+)** **2 Nf6+ Rh3 3 Rxh3+ gxh3 4 Ng4+ Kxh1 5 Ne4** threatens mate (see **2a**), and what is Black to do? Given is **5...Qxe4 6 Nf2+ Kh2**

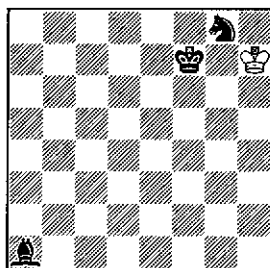
7 Nxe4 Kh1 8 Kf2 and mate in three, and if instead 5...Qf7+/Qf8+ then 6 Nef2+ Qxf2+ 7 Nxf2+ and the same.



3 - draw

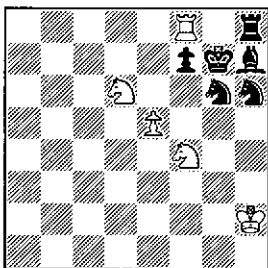


3a - 1...Kxf8, after 3...Bxg7

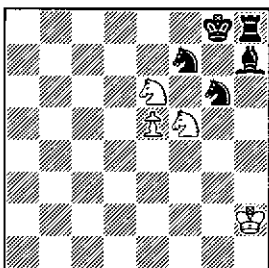


3b - after 3...Kf7, 4...Nxg8

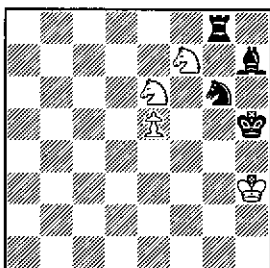
Neumann's 3 appeared in the *Chess Amateur* in June 1914. 1 hgx5 makes an inelegant start and Black has to capture in reply, but both options lead to thematic lines. Try 1...Kxf8: 2 g6 Ba1 (say) 3 g7+, with 3...Bxg7 stalemate (see 3a) or 3...Kf7 4 g8Q+ Nxg8 stalemate (see 3b). All right, try 1...Bxf8: 2 g6+, with 2...Nxg6 stalemate echoing 3b or 2...Kf6 3 g7 Bxg7 stalemate echoing 3a. Even allowing for the slight difference between 3b and its partner, does any reader know of an earlier stalemate study featuring a pair of echoes?



4 - win



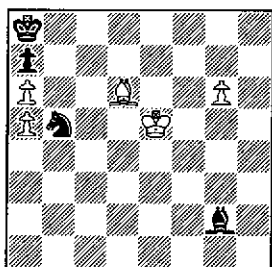
4a - 1...Kg8, after 3 Nf5



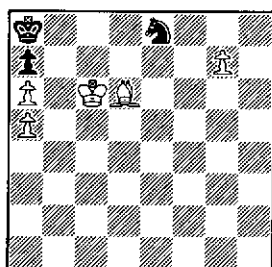
4b - main line, after 5 Kh3

4, by D. Elekes, which appeared in October 1921, can reasonably be claimed as another pioneer. 1 Rxf7+, and if 1...Kg8 then 2 Ne6! Nxf7 3 Nf5 and Black must concede immediate mate (see 4a). But this is merely the appetiser. The main line is 1...Nxf7 2 Ne6+ Kh6 (2...Kg8 3 Nf5 as before) 3 Nxf7+ Kh5 4 Kg3! Rg8 5 Kh3 giving 4b, and again Black must concede immediate mate.

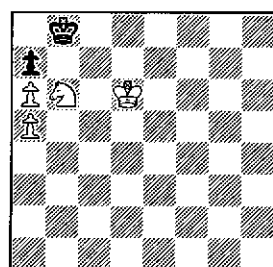
This immediately calls to mind the Elkies seven-man pawnless full-point reciprocal zugzwang, and were it not for the unfortunate pawn on e5 (needed to prevent 2...Kf6) would have completely anticipated it. There is even a proper thematic try in 4 Kh3. The study was entered for the second *Chess Amateur* endings tourney, and what did it receive? No prize (there were three), no HM (four), no commendation (two); nothing beyond a mention in a group of 27 headed "Good, and Moderately Good". Truly, "judging" is so often no more than an expression of personal taste.



5 - win

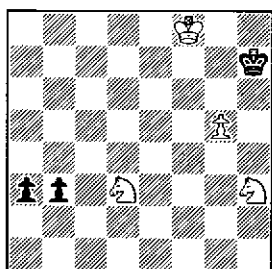


5a - after 3...Ne8

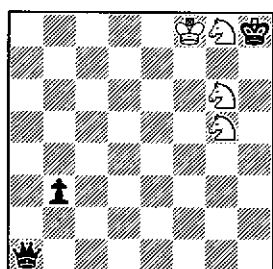


5b - after 6-8 Nb6

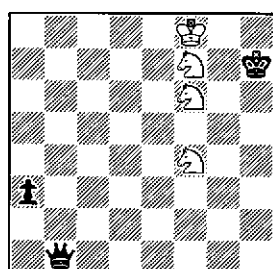
Between them, the *Chess Amateur* and the *British Chess Magazine* published over a hundred originals by Henri Rinck. **5** appeared in the *Chess Amateur* in October 1915. At first sight, **1 g7** seems crushing, but Black can play **1...Bd5! 2 Kxd5 Nc7+** and the capture **3 Bxc7** will give stalemate. **3 Kc6**, therefore, and now **3...Ne8** sets White a poser (see **5a**): **4 g8Q/R** gives stalemate, **4 g8B Nxd6 5 Kxd6** leaves White a bishop ahead but with no way to win, and the same is true of **4 Bc5 Nxd6 5 Bxd6**. This leaves only **4 g8N**, and does not **4...Nxd6 5 Kxd6** give Black another drawn ending? No, White plays his knight round to b6, and Black is helpless (see **5b**). Knight sacrifices to stalemate the king and force a pawn capture date back at least to Salvio in the early 17th century, but this particular form of the trick does not appear to have been seen before.



6 - win



6a - 1...a2, 6 Ng6 mate

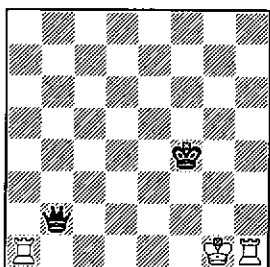


6b - 1...b2, 7 Nf6 mate

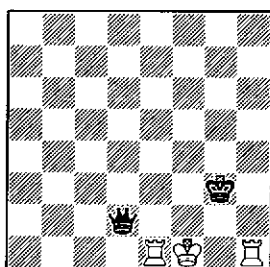
6 appeared in the *BCM* in October 1919. White plays **1 Ndf4** to usher his pawn forward (he moves this knight because his other knight will be needed on g5), and which pawn will Black run?

If Black runs his a-pawn, **1...a2**, play continues **2 g6+ Kh6** (2...Kh8 is clearly hopeless) **3 g7 a1Q**, and a queen promotion will let Black exchange queens and even win. White must promote to knight with a tempo-gaining check, **4 g8N+**, and there follows **4...Kh7 5 Ng5+ Kh8 6 Ng6 mate** (see **6a**).

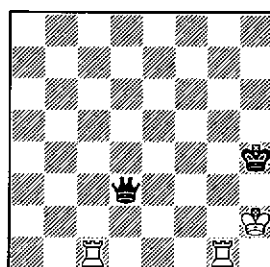
All right, so Black runs his other pawn, **1...b2**, and now the promoted queen will prevent a mate on g6. It makes no difference; White starts as before, **2 g6+ Kh6 3 g7 b1Q 4 g8N+ Kh7 5 Ng5+ Kh8**, and then varies with **6 Nf7+ Kf7 7 Nf6 mate** (see **6b**). In each case, the knights have neatly arranged themselves in a straight line.



7 - draw



7a - after 2...Kg3



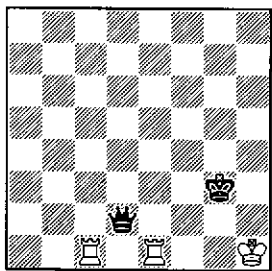
8 - draw

7 and 8 appeared in the *BCM* in June 1916. Normally, any winning chances with 2R v Q rest with the rooks, but here White is threatened with mate in a move or two.

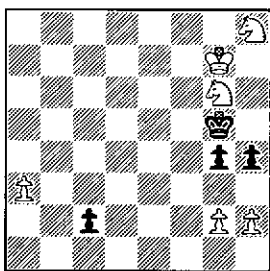
In 7, 1 Ra4+/Rf1+ Kg3 and wins, 1 Rd1 Qe2 with lines typified by 2 Ra1 Qe3+ 3 Kg2 Qf3+ 4 Kg1 Kg3 and 2 Rd8 Qe1+ 3 Kg2 Qe4+ 4 Kh2 Qc2+ 5 Kg1 Qc5+ 6 Kf1 Qc1+ 7 Kg2 Qc6+ 8 Kh2 Qh6+ 9 Kg2 Qg5+. 1 Re1 Qd2 (1...Kg3 2 Re3+ and 3 Rhh3, 1...Kf3 2 Rh3+) 2 Kf1 (2 Ra1 Qd4+ 3 Kg2 Qg7+ 4 Kf2 Qb2+, 2 Rb1 Qe3+ 3 Kg2 Qg3+ 4 Kf1 Qd3+ 5 Kg2 Qg6+ and much the same) Kg3 (see 7a) 3 Re3+ Qxe3 4 Rh3+ and stalemate.

In 8, 1 Kg2 Qg3+ 2 Kf1 Qf3+ 3 Ke1 Qe3+ etc, 1 Rgd1 Qg3+ 2 Kh1 Kh3 3 Rd2 Qf3+ 4 Kg1 Qe3+, 1 Rgf1 Qd2+ 2 Kg1/Kh1 Kg3. So why is 1 Rge1 any better? Because after 1...Qd2+ 2 Kh1 Kg3 White can again sacrifice both rooks for stalemate (see 8a): 3 Rc3+ Qxc3 4 Re3+.

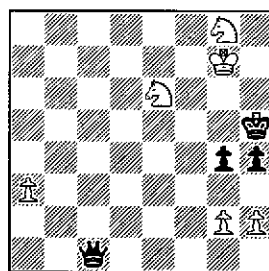
There is no analysis in the *BCM*, and I have tried to extract the most instructive lines from the definitive results given by the computer.



8a - after 2...Kg3

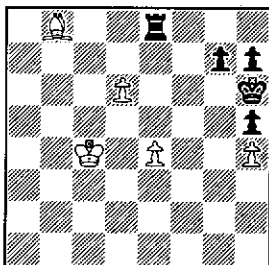


9 - win

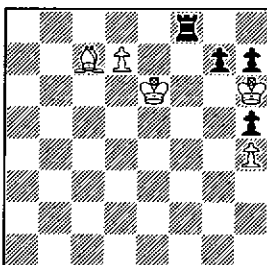


9a - after 7 Ng8

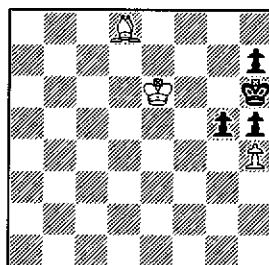
9 appeared in the *Chess Amateur* in September 1919. 1 Nf7+ Kf5 2 Nd6+ Kg5 (2...Ke6 3 Nf4+ and White wins easily enough, since after 3...Kxd6 4 Nd3 Black must go round via c7-b6-b5-c4 to get at the remaining knight) 3 Ne4+ Kf5 4 Nc5! c1Q (4...c1N sets no problems) 5 Ne7+ Kg5 (5...Ke5/Kf4 6 Nd3+) 6 Ne6+ Kh5 7 Ng8! and Black must sacrifice his queen to prevent a quick mate (see 9a). The lines actually given are 7...h3 8 Nf6+ Kh4 9 g3 mate and 7...g3 8 Nf6 mate, and there is a note that in the former line White cannot play 8 g3 on account of 8...Qh6+ (9 Nxh6 is stalemate).



10 - win

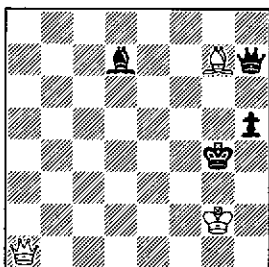


10a - after 4 Ke6

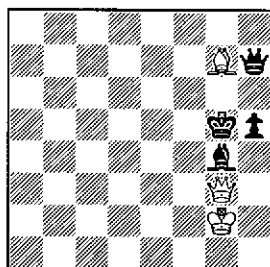


10b - after 6 Bxd8

Dawson's column in the *Chess Amateur* attracted several studies by Troitzky, **10** appearing in February 1926. (Dawson gives Troitzky's location as "Siromias": does this mean anything to anybody?) I give the solution as it appeared in the April issue, notation and style converted but "!" and "?" as in the original. **1 Bc7** (1 Ba7? Rxe4+ 2 Kd5 Re8 3 d7 Rf8 4 Bb6 Kg6! 5 Ke6 Rf6+ draws) **Rxe4+ 2 Kd5 Re8!** (2...Re1 3 Bb6 Re8 4 d7) **3 d7 Rf8 4 Ke6** (see **10a**) **g5** (4...g6 5 Bd6 {5 Ke7? Kg7 draws} Rd8 6 Kf6 wins, 4...Kg6 5 d8Q Rxd8 6 Bxd8 h6 7 Be7 Kh7 8 Kf7 g5 {8...g6 9 Bf6} 9 Bxg5 hxg5 10 hxg5 wins) **5 d8Q** (5 Ke7? Kg7! 6 hxg5 h4 drawn, 5 Bd6? Rg8! {5...Rd8? Kf6 wins} 6 Kf7 Rg7+ 7 Kf6 Rg6+ 8 Ke5 Rg8 drawn) **Rxd8 6 Bxd8** (see **10b**) **gxf4** (6...K~ 7 Bxg5) **7 Kf7 h3 8 Bh4 h2 9 Kf6 and 10 Bg5 mate**. My computer was initially startled by some of this and wanted to look at one or two other moves, but eventually agreed that everything was correct.



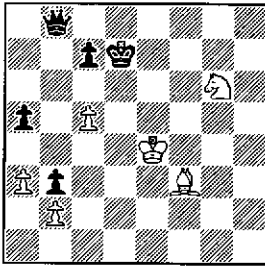
11 - win



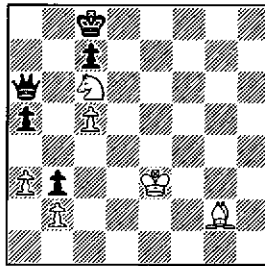
11a - after 4...Bg4

Troitzky's much simpler **11** has been quoted in several anthologies. It appeared in the *Chess Amateur* in November 1916 in an imperfect form and the flaws were duly reported in a later issue, but I do not know where the corrected version first appeared.

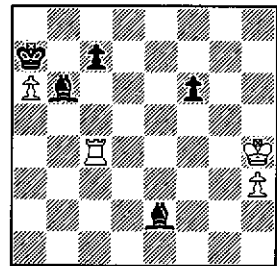
Play starts **1 Qd4+ Kg5** (1...Kf5 2 Qd3+, a motif that will recur) **2 Qf6+ Kg4 3 Qf3+ Kg5** (3...Kh4 4 Bf6 mate) **4 Qg3+ Bg4** (else a spear check) giving **11a**, and now what? The sparkling answer is **5 Qh4+!!** since the capture will allow immediate mate. Play therefore continues **5...Kf4 6 Qf2+ Bf3+** (a brave effort, but to no avail) **7 Qxf3+ Kg5 8 Qg3+**, and now the spear check is unavoidable. A purist might object that Black is wholly passive and two of the pieces contributing to the mate after **5...Kxh4** are in position at the outset, but it is still good fun.



12 - win



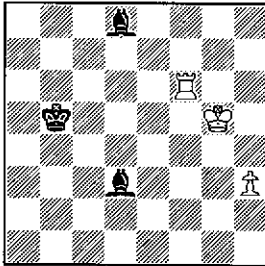
12a - after 4 Bg2



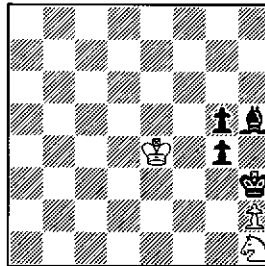
13 - draw

If Dawson attracted studies by Troitzky, Tattersall in the *BCM* attracted some by Kubbel. 12 appeared in June 1917. Play starts 1 **Ne5+ Kc8** (1...Ke8 2 Bh5+ and a fork, 1...Kc6 2 Bg4+ ditto) 2 **Nc6 Qa8** (2...Qb7 3 Bg4 mate), and now come two subtle moves: 3 **Ke3! Qa6** 4 **Bg2!** (see 12a). This leaves Black's queen without a good move. He can temporize by 4...a4, but White maintains the bind by 5 **Kd2!** and after 5...Qc4 6 **Bh3+ Kb7** 7 **Na5+** White has his fork after all. To quote Tattersall, "A magnificent study that would take a prize in any tourney: the quiet moves of the King and Bishop are as original as they are pleasing."

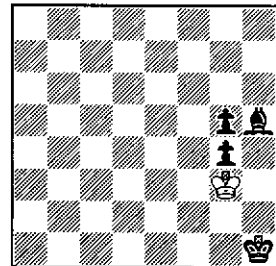
13 appeared in September 1917. "This is very deceptive, for when White, after fairly obvious sacrifices, seems to have an easy draw, Black has a move which causes difficulties from which escape is only possible by an obscure stalemate." 1 **Rxc7+ Kxa6** (1...Bxc7 stalemate, 1...Kb8 2 Rb7+, 1...Ka8 2 Rc8+ Ka7 3 Rc7+ repeating) 2 **Rc6 Kb5** 3 **Rxf6 Bd8** 4 **Kg5 Bd3** and the rook will fall (see 13a), but White escapes after 5 **h4 Kc5** 6 **h5 Kd5** 7 **Kh6!** since 7...Bxf6 is stalemate.



13a - after 4...Bd3

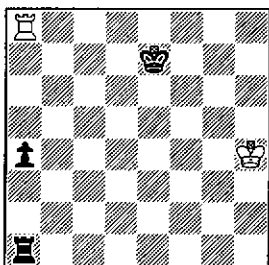


14 - draw

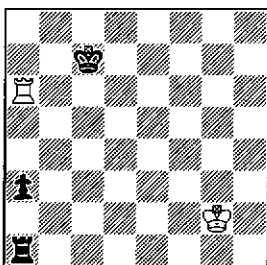


14a - after 3 Kg3

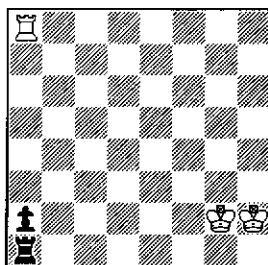
Kubbel also sent a couple of studies to the *Chess Amateur*, and 14 appeared there in May 1926. Try 1 Ng3, and if 1...Kxh2 then 2 Nxh5? No, 2...g3 wins. 1 **Ke3**, and White, if allowed, will play Ng3 and Kf2 with an iron blockade. Hence 1...Kxh2 2 **Kf2 Kxh1**, and now comes the unexpected dénouement: 3 **Kg3!** (see 14a) and Black must abandon both his pawns or play 3...Kg1 stalemate. Stalemates of this kind had been seen before, the first probably having been in an 1898 study by Troitzky (who used a Black queen on d1 instead of a bishop), but the present setting is pleasantly different.



15 - draw

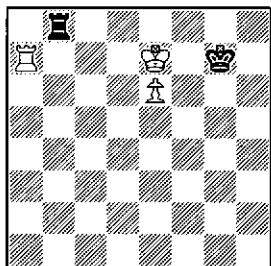


15a - after 3...Kc7

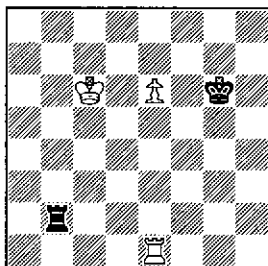


15b - see text

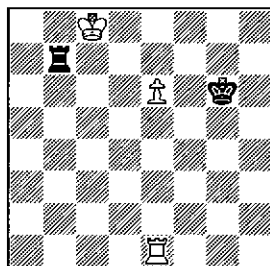
Much less well known is the American Orrin Frink, who sent some analytic contributions to Dawson's *Chess Amateur* column during 1923-28 and then moved on to other things. The remarkable 15 appeared in June 1925. The solution gave the mainplay as **1 Ra6 a3 2 Kg3 Kd7 3 Kg2! Kc7** (see 15a) **4 Rh6** ("the only move to draw") **Ra2+ 5 Kf3 Kb7 6 Rh1** "drawn", and we now know that all White's moves are necessary apart from 2 Kg3 (when Kh3 is as good). Part of the story is shown in 15b, where White draws only if his king is on g2 or h2 (if it is on f2, Black can play ...Rh1, and meet Rx2 by ...Rh2+), but there is a great deal more and for a full treatment I must refer readers to John Nunn's *Secrets of rook endings* (most of pages 27-46 are relevant). Only four of Dawson's 25 solvers scored any points at all.



16 - win



16a - after 8 Re1



16b - after 10 Kc8

Frink's 16 (May 1926) is less precise because White can often vary unimportantly or waste time without forfeiting the win, but **1 Kd6+** is necessary, and the given solution continues **1...Kf6 2 Kd7 Kg7** (if 2...Kg6 then 3 Ra1 at once) **3 Ke7** (back to 16 but with Black to play) **Kg6 4 Ra1 Rb7+ 5 Kd6 Rb6+ 6 Kd7 Rb7+ 7 Kc6 Rb2 8 Re1** (see 16a) **Rb8** (with the Black king still on g7, ...Kf8 would draw here) **9 Kd7! Rb7+ 10 Kc8** (see 16b) **Re7** (10...Ra7 11 e7 Ra8+ 12 Kd7 Ra7+ 13 Kc6) **11 Kd8 Kf6 12 Rf1+** and wins. Had Black's rook originally held the a-file, he would have drawn. "A full analysis of the many intricate possibilities would fill a page."

More next time.

As usual, my thanks to Harold van der Heijden's invaluable "Endgame study database III" and to the BCPS Library. - JDB