

# British Endgame Study News

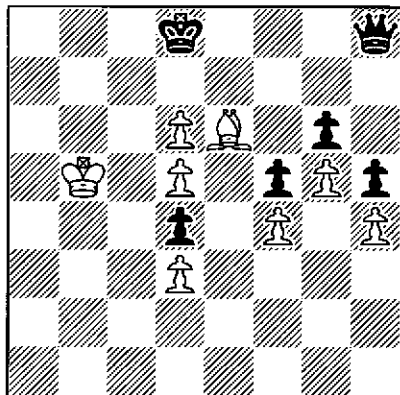
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Some studies by

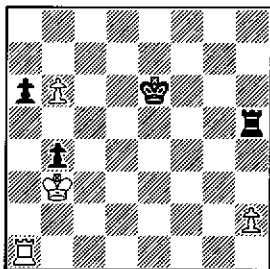
**J. H. Marwitz**



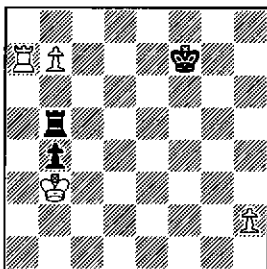
Black to move: how can White keep the queen at bay?

## Some studies by J. H. Marwitz

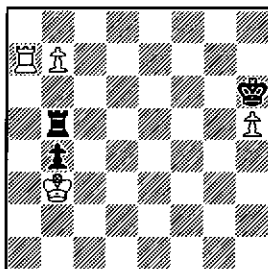
Paul Michelet, being very taken by a study by the Dutch composer J. H. Marwitz (1915-1991) which he had seen on a web site, has suggested that I might devote one of our special numbers to his work. This particular example turned out already to have been quoted in *BESN* (in March 2007, on page 356), but there are plenty more.



1 - win



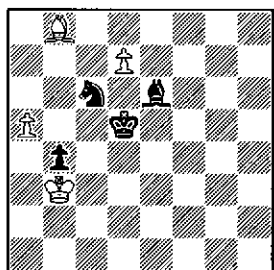
1a - after 3 Ra7



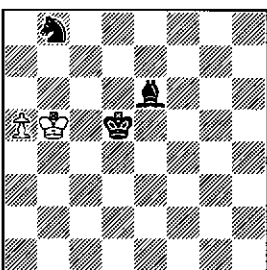
1b - reciprocal zugzwang

Marwitz, like many good composers, started off with a bang. The study we quoted in 2007 gained second prize in *Tijdschrift v.d. KNSB* in 1937, and **1** took the fourth prize. **1 b7**, obviously, and if **1...Rh8** then **2 Rxa6+** and **3 Ra8**. Hence **1...Rb5**, and again **2 Rxa6+**. If now **2...K~5** then **3 Ra5** pinning, and if **2...Kd7** then **3 Rh6** with a routine win (**3...Rxb7 4 Rh7+** etc). But **2...Kf7** will allow **3 Rh6** to be met by **3...Kg7** drawing, and White must play **3 Ra7** instead (see **1a**).

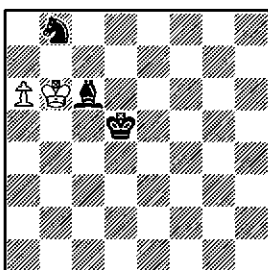
If now **3...Kg6** then **4 h4 Kh6 5 h5** giving **1b**, and Black has no good move (**5...Kg5/Kxh5 6 Ra5, 5...Rb6 6 Ra6**). And if **3...Kf6**? Not **4 h4 Kg6 5 h5+ Kh6**, when we have reached **1b** with White to play, but **4 h3!**



2 - draw

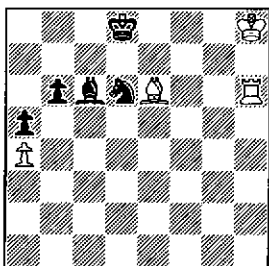


2a - after 3...Nxb8

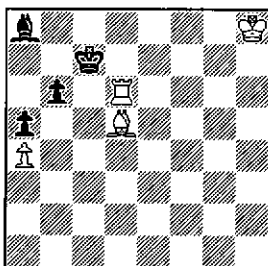


2b - after 5...Bc6

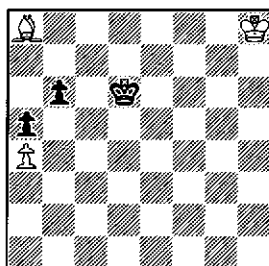
**2** (*Tijdschrift v.d. KNSB* 1939) exploited a stalemate already well known, but added one or two new twists. **1 d8Q+** allows Black to play **1...Kc5+** before capturing on d8. **1 d8N** forces the capture at once, and after **1...Nxd8 2 Kxb4 Nc6+ 3 Kb5 Nxb8** we have **2a**. White advances, **4 a6**, but **4...Bd7+ 5 Kb6 Bc6** controls a8 (see **2b**). End of story? No, **6 Ka7**, and the knight's only safe move **6...Nd7** gives stalemate.



3 - win



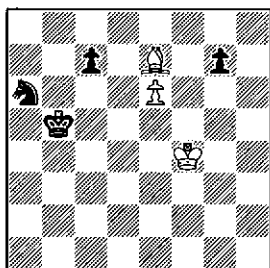
3a - 2 Rxd6+, after 2...Kc7



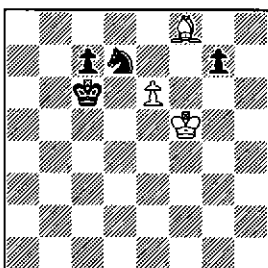
3b - further after 3...Kxd6

3 appeared in *Tijdschrift v.d. KNSB* in 1941. 1 Ba2 can be met by 1...Ke7, but 1 Bd5 is trickier: 1...Ke7/Kd7 2 Rh7+ K- 3 Bxc6, 1...Kc7 2 Rh7+ Bd7 3 Be6, and of course 1...Bxd5 2 Rxd6+. This leaves 1...Ba8 and 1...Bb7, and although 1...Bb7 may seem the more natural move, 1...Ba8 is in fact the better. White cannot capture the bishop because of the fork on f7, and if he tries 2 Rxd6+ Black has 2...Kc7 (see 3a). Now 3 R~6 loses the bishop, the attempted improvement 3 Rxb6 Bxd5 4 Ra6/Rb5 doesn't help (4...Bc6 5 Rxa5 Kb6 and the rook must leave the pawn to its fate), and after 3 Bxa8 KxR (see 3b) or 3...Rd7/Rd8 4 KxR Black will have 4...b5 drawing.

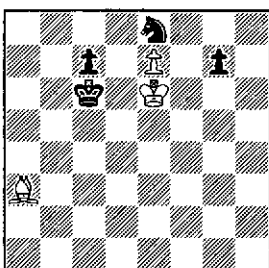
However, White can play 2 Rg6 getting the rook out of danger from the fork, after which 2...Bb7 is forced. Now 3 Rxd6+ Kc7 4 Bxb7 Kxd5 gives 3b with the bishop on b7 instead of a8, and 5 Ba6 prevents ...b5 and wins.



4 - win



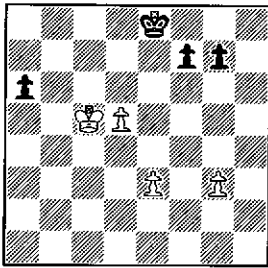
4a - 2 Bf8, after 3...Nd7



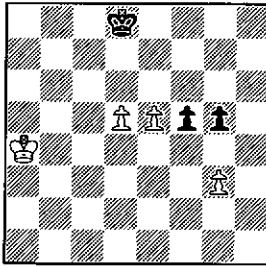
4b - main line, after 5...Ne8

In 4 (*Tijdschrift v.d. KNSB* 1942), the striking moves come right at the start. Try the natural 1 Bf8 for 2 e7 etc: no, 1...c5 followed by 2...Nc7, and Black will draw with ease. The move has to be 1 Be5! to block this, and if 1...c6 instead then 2 Bd5 and the knight is shut out. But 1...Kc6 brings the Black king into play (2 e7 Kd7 etc), and if now 2 Bf8 then 2...Nb8 3 Kf5 Nd7! (see 4a) with 4 Bxg7 Nc5 5 e7 Kd7 etc or 4 e7 Nf6 5 Bxg7 Ne8 6 Be5 Kd7. The bishop's second move must be 2 Ba3.

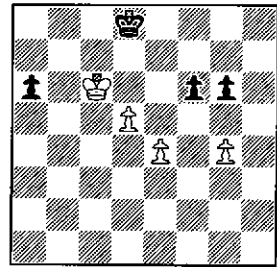
Play continues 2...Nb8 (moving the g-pawn makes things easier for White), and after 3 Kf5 Nd7 4 e7 Nf6 5 Ke6 Ne8 we have 4b. White now forces the g-pawn forward to g3 and takes it, 6 Bb2 g6 (6...g5 7 Bf6 at once) 7 Be5 g5 8 Bf6 g4 9 Be5 g3 10 Bxg3, and although 10...Ng7+ dislodges his king from e6 and lets Black's king approach the pawn, 11 Kf7 Kd7, 12 Bxc7 Ne8 13 Be5 gives him the win.



5 - win



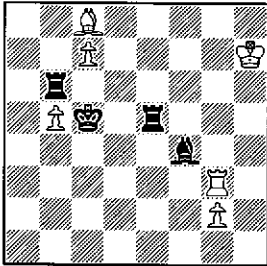
5a - 2 e4, after 5...g5



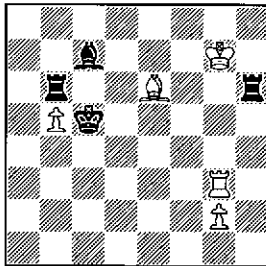
5b - main line, after 3...g6

The subtle 5 appeared in *Le Monde des Echecs* in 1946, and deserved more than just the bare main line solution printed. 1 Kb6 is soon seen to be hopeless (1...Kd7, and if 2 Kxa6 then 2...Kd6 3 e4 f5), but 1 Kc6 prevents 1...Kd7 and forces 1...Kd8. Now perhaps 2 e4, ready to meet ...f5 by e5? No, 2...a5 3 Kb5 (3 Kc5 doesn't help) f5 4 e5 a4 5 Kxa4 g5 (see 5a) 6 Kb5 f4 7 gxf4 g4 and Black will even win. The correct move is 2 g4, and if now 2...a5 then 3 Kb5 Kd7 4 Kxa5 Kd6 5 e4 f6 (5...g6 6 g5) 6 Kb5 g6 7 Kc4 and everything is secure. Hence 2...f6, and 3 e4 g6 gives 5b.

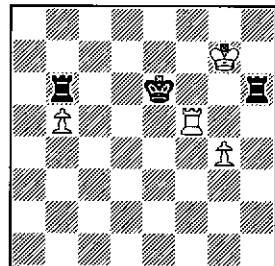
An immediate 4 g5 now fails, but 4 Kd6! gains a crucial tempo. Black has nothing better than 4...a5 (if 4...g5 to block White's advance then simplest is 5 Kc6 backtracking, though 5 Ke6 may also lead to an eventual win), and 5 g5 forces the win: 5...fxg5 6 e5 g4/a4 7 e6 g3/a3 8 e7+ Ke8 9 Ke6 g2/a2 10 d6 g1Q/a1Q 11 d7 mate.



6 - draw



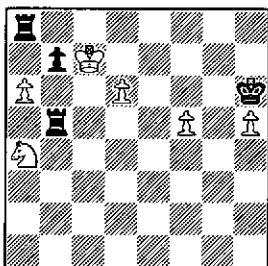
6a - after 3...Bxc7



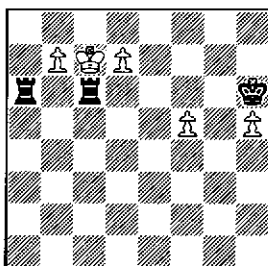
6b - after 8 g4

6 gained first prize for 1948 in *Tijdschrift v.d. KNSB*. 1 Bh3 threatens to promote and the pin 1...Rb7 sets no real problems (2 Rc3+ Kb6 3 Rc6+ Kxb5 4 Kg6), but Black has 1...Rh5+ 2 Kg8/Kg7 Bxc7 winning easily. Better is 1 Be6 shutting off the sixth rank, so that after 1...Rh5+ White has 2 Kg6 attacking the rook (2...Bxc7 3 Rc3+ Kd4 4 Rc4+ Kd3 5 Kxh5). But Black can play 2...Rh6+ forcing 3 Kg7, when 3...Bxc7 gives 6a and 4 Rc3+ Kd4 5 Rc4+ Kd3 6 Kxh6 will be met by 6...Rxe6+.

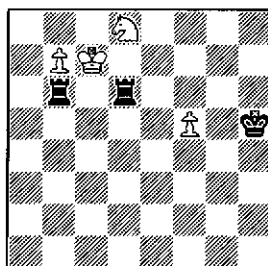
So White must try 4 Rg5+ instead, but after 4...Kd4 an immediate 5 Kxh6 will allow 5...Bf4 pinning and winning. White must check again, 5 Rg4+, and surely 5...K- will allow 6 Kxh6? Yes, but 5...Bf4! lures White's rook closer to Black's king, and after 6 Rxf4+ Ke5 the capture on h6 will again fail. Never mind: 7 Rf5+ Kxe6 8 g4! (see 6b), and one rook or the other will fall.



7 - draw



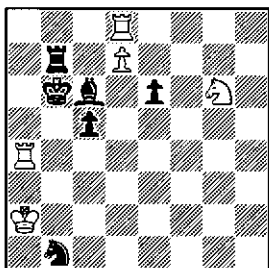
7a - after 3...Rc6+



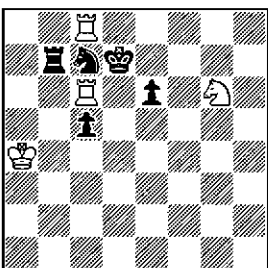
7b - after 7 d8N

7 appeared in *Tidskrift för Schack* in 1962. 1 axb7 Rxa4 is an easy win for Black (2 b8Q Rc4+ etc), and play starts 1 Nb6. If 1...Rxa6 then 2 d7 draws easily, hence 1...Rxb6, and 2 axb7 Raa6 3 d7 Rc6+ gives 7a. 4 Kd8 allows 4...Rab6 with perhaps by 5 Ke8 Rd6 6 f6 Rxd7 7 Kxd7 Rxb7+, and the drawing move is 4 Kb8. Now comes 4...Rd6 5 Kc8! (we shall see why) Rab6 6 Kc7 Kxb5 7 d8N! and we have 7b.

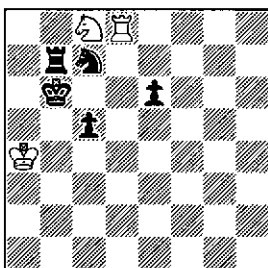
Black is now stymied. 7...Rf6/Rh6 allows 8 b8Q drawing, a king move to h6 or g5 will allow a fork, and a move to the fourth rank will let the f-pawn advance and allow 8 f6 Rxf6 9 b8Q drawing. But White to play would lose (b8Q Rxb8, and whichever rook he takes his knight will go), so 7b is reciprocal zugzwang. It follows that the position after 6 Kc7 is also reciprocal zugzwang, so White must play Kc8 at move 5 and reach c7 in two moves instead of one.



8 - win



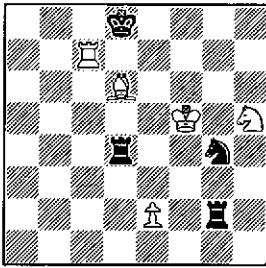
8a - after 5...Nc7



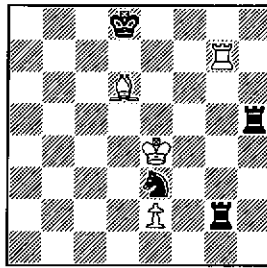
8b - 6...Kxd6, after 9 Nc8+

8 took 7th HM in the 1978 Seneca Memorial tourney. 1 Ra6+, and if 1...Kxa6 then 2 Ra8+ and the pawn will promote. Nor does 1...Kb5 resist for long (White can play 2 Ne5 and meet 2...Nc3+ with 3 Ka1, after which 3...Bxd7 4 Rd6 and 3...Rxd7 4 Rxd7 Bxd7 5 Ra8 Bc6 6 Rb8+ both lose the bishop), and the main line move is 1...Kc7. This loses the bishop at once, to 2 Rc8+, but after 2...Kxd7 the wrong capture 3 Rxc6 allows 3...Nc3+ with mate or perpetual check, and even the correct capture 3 Raxc6 can be met by 3...Nc3+ 4 Ka3 Nb5+ 5 Ka4 Nc7, see 8a, after which a rook will go (if 6 Ne7 then 6...Rb4+ and again perpetual check).

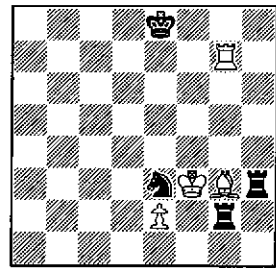
But so what? 6 Rd6+, and which rook should Black take? If 6...Kxd6 then 7 Rd8+ Kc6 8 Ne7+ Kb6 9 Nc8+ (see 8b) Ka6 (9...Kc6 10 Rd6 mate) 10 Rd6+ and mate next move, and if 6...Kxc8 then 7 Ne7+ Kb8 8 Nc6+ and very much the same.



9 - draw



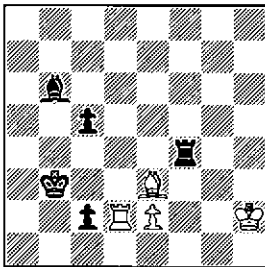
9a - after 3...Rxb5



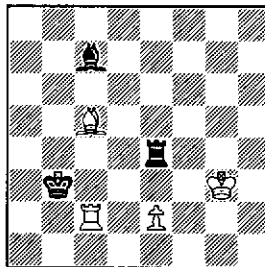
9b - after 5...Ke8

9 appeared in *Canadian Chess Chat* in 1980. The bishop is under attack and is tied to the rook, and if 1 Bf4 then 1...Rd5+ skewers king and knight and leads to 2 Kg6 Ne5++ 3 Kf6 Kxc7 4 Bxe5+ Rxe5 5 Kxe5 Rg5+. This leaves 1 Rg7, when 1...Rxd6 can be met by 2 Rxc7 drawing and 1...Rd5+ allows 2 Ke6 attacking the rook and threatening mate. However, Black has 1...Ne3+, and after 2 Ke5 (2 Ke6 allows 2...Rxd6+ 3 Kxd6 Nf5+) **Rd5+ 3 Ke4 Rxb5** the knight has fallen after all (see 9a).

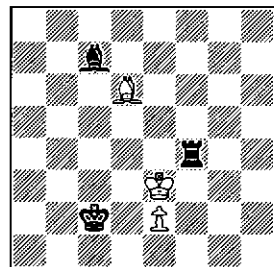
White must try to regain his piece, and the move is **4 Bg3!** If 4...Rxe2 then 5 Rg8+ and 6 Kf3, but **4...Rh3** doubles the attack on the bishop and forces **5 Kf3**. 5...Rg1 allows 6 Kf2 Rg2+ 7 Kf3 repeating, but what about **5...Ke8** (see 9b)? 6 Rg5 Kf7 and 6 Rg6 Kf8 both lead to Black wins. Ah, **6 Rg8+**, with say **6...Ke7 7 Rg7+ Kf8 8 Rg6 Kf7 9 Rg5 Ke6 10 Rg6+ Kf5 11 Rg7 Kf6 12 Rg8**: a piquant positional draw.



10 - draw



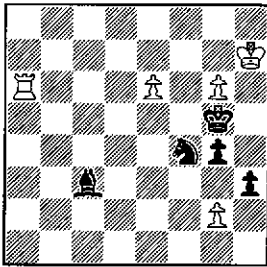
10a - after 3...Bc7



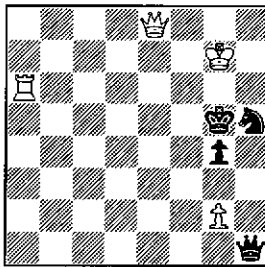
10b - 4 Kf3, after 6 Bd6

According to *EG* 89, the original version of 10 shared 4th/5th prizes in the 1984 KNSB tourney. 1 Bxf4 fails (1...Bc7 pins the bishop and threatens to promote), and the move is **1 Rxc2**. If 1...Re4 then 2 Rxc5 draws easily, but **1...Rh4+** forces **2 Kg3**, and now **2...Re4** is stronger because 3 Rxc5 can be met by 3...Rxe3+. White therefore takes with the bishop, **3 Bxc5**, and **3...Bc7+** gives 10a.

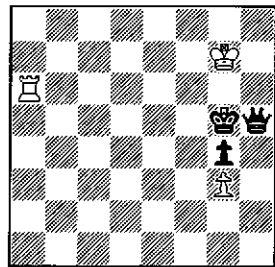
The natural move is 4 Kf3 and if 4...Rf4+ then 5 Ke3 Kxc2 6 Bd6! (see 10b) for 6...Bxd6 stalemate, but Black can escape by 6...Rc4. The bishop must go first, **4 Bd6**, and **4...Bxd6+ 5 Kf3 Rf4+ 6 Ke3 Kxc2** does give the stalemate. Originally, Black's bishop was on a7, and 4 Kf3 also worked (indeed it was the intention, 4 Bd6 being a dual). I am not sure whether Marwitz was aware of the present rescue, published after his death, but the study is still so much his that I think I can fairly include it.



11 - win



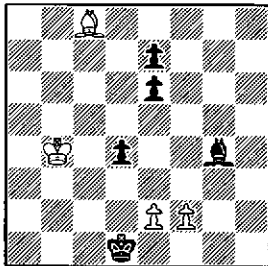
11a - after 4...Nh5+



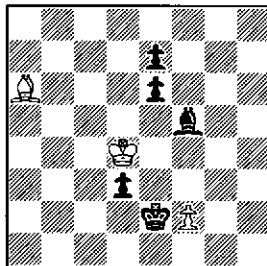
11b - after 6 g3

11 took second HM in the Mugnos Memorial tourney of 1987. 1 e7 h2 2 e8Q h1Q+ doesn't win for White, and in fact gives Black a mate in two. Hence the interpolation of 1 g7 Bxg7, and now 2 e7 h2 3 e8Q h1Q+ can be met by 4 Kxg7. But Black pursues his attack by 4...Nh5+, and we have 11a.

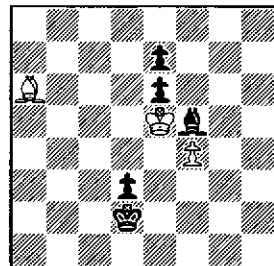
The next move is of course 5 Qxh5+, since either recapture can be met by a skewer check. Or can it? Certainly 5...Kxh5 can, but after 5...Qxh5 the check 6 Ra5+ will allow 6...Kh4. Now 7 Rxh5+ certainly won't win, and after 7 g3+ Kxg3 8 Rxh5 Kf2 (simplest) the pawn will draw against the rook. The winning move is 6 g3! (see 11b). Black must give up his queen to avoid mate, and though he can still win White's pawn by playing 6...Kf5 7 Ra5+ Ke4 8 Rxh5 Kf3, White now has time to bring his king up and win (simplest is 9 Kg6 Kxg3 10 Kg5 etc).



12 - draw



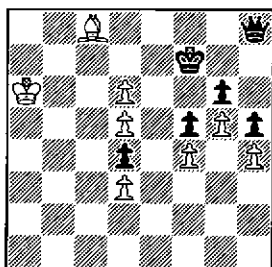
12a - after 3...Bf5



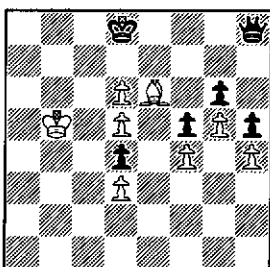
12b - after 5 f4

12 appeared in *Schakend Nederland* in 1988. An immediate 1-2 Kxd4 will be met by 2...e5+. 1 Kc5 is all right, but after 1...Kxe2 White must interpolate the check 2 Ba6+. Black interposes, 2...d3, and 3 Kd4 Bf5 gives 12a. White continues 4 Ke5 allowing 4...Kxf2 to be met by 5 Bxd3, and after 4...Kd2 he plays 5 f4 (see 12b).

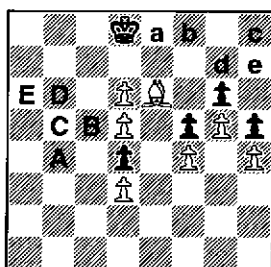
Black would now like to play 5...Kc2 and run his d-pawn, but White will reply 6 Bxd3+, after which a recapture by the king will give stalemate and a recapture by the bishop will drop both Black's remaining pawns. Black can wriggle by say 5...Bh3, and if 6 Kd4 then 6...e5+ 7 Kxe5 e6 and the stalemate has vanished. The correct move is 6 Ke4, and if 6...Kc3 then 7 Bxd3. True, Black can play 7...Bf5+ and pick up the bishop, but after 8 Ke5 he has the same unwelcome choice as before: 8...Kxd3 gives stalemate, and 8...Bxd3 loses both his remaining pawns.



13 - draw



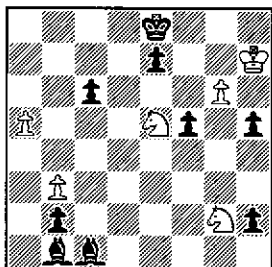
13a - after 3 Kb5



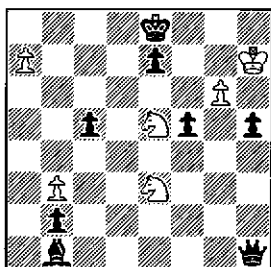
13b - where White must go

Let me finish with two of Marwitz's more artificial creations. I'll skip the supporting analysis, and just give the key positions.

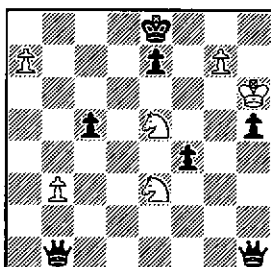
Black's only hope in 13 (*Schachvarlden* 1942) is to put his king on d8 and try to extricate his queen, but after **1 Be6+ Ke8 2 Kb6! Kd8 3 Kb5** we have our front page diagram 13a, and White can hold out by playing the corresponding-square defence shown in 13b (so if the Black queen goes to a, the White king goes to A, and so on). Nor will ...Ke8 by Black help. It is a remarkable piece of chessboard geometry.



14 - win



14a - after 3...c5



14b - after 7 Kh6

14 gained second prize in the 1992 Aloni Jubilee tourney. Play starts **1 a6 Be3 2 Nxe3 h1Q 3 a7 c5** (see 14a) **4 g7 f4+ 5 Kh8 Bh7 6 Kxh7 b1Q+ 7 Kh6!** giving 14b, and Black has two ways of bringing a queen to bear on g8. If **7...Qxb3** then **8 Nd5**, with **8...Qbxd5 9 a8Q+ Qxa8 10 g8Q** mate and **8...Qhx2 9 g8Q+ Qxg8 10 a8Q** mate. If instead **7...Qbg1** then **8 Ng2**, with a pair of similar variations. It is an exotic counterpart to the crossing-point sacrifice studies which we saw in December 2007.

*My usual acknowledgements to Harold van der Heijden's invaluable "Endgame study database III" and to the BCPS Library. I don't think there is a convenient source for Marwitz's studies in English, but his book Eindspelkunst was published in 1991 by ARVES, and copies are still available at an ostensible 15 euros though charges for postage and packing (A4, around 150 pages) must be added to this; I was asked to pay a total of 26 euros including postage to the UK. Visit the ARVES web site <[www.arves.com](http://www.arves.com)> for details (English spoken). - JDB*