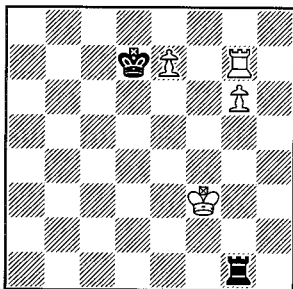


**C. Rook studies with White pawns on e6/e7 and g6, perhaps also with a Black pawn on g7**

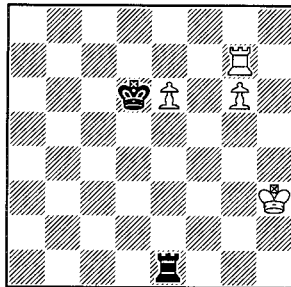
[This is perhaps the hardest section of the book, and a few preliminary remarks may be in order. The difficulty arises not so much because the studies are difficult in themselves, though several of them are, but because many of them form a tightly connected group; in analysing any one of the group, we find that Black can lead the play into another, and there is no simple point at which to begin. But the reader who has not previously studied this corner of the endgame field may find it helpful to start by looking at the diagram below:



White may be two pawns up, but he cannot win; his rook cannot move without dropping a pawn, his pawns cannot advance, his king cannot drive the Black rook from the g-file, and if it advances to the fifth rank Black will start checking. In several of the studies that follow, Black attempts to draw by reaching this position, and White must act so as to prevent him.]

**A simple and easily understood twin**

3.22 (S388)  
*Svobodné slovo* 1960



White to move and win  
(a) as set, (b) wKh3 to g3

(a) **1 Rf7 Rxe6 2 g7 Rg6 3 Rf6+** and wins; **1 e7? Rxe7 2 Rh7 Re6 3 Rh6 Ke7 4 g7 Rxh6+**.

(b) **1 e7 Rxe7 2 Rh7 Re6 3 g7/Rh6** and wins; **1...Kd7 2 Kf2 Rxe7 3 Rh7** etc. The move **2 Kf2** is not easy.

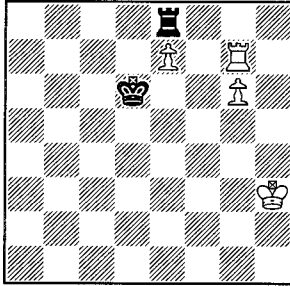
If the White king is on h2 or g2, the winning move is **1 Rd7+**.

[This may have been simple to Mandler, but I suspect that some readers might welcome a little more detail. In (a), after **1 e7? Rxe7 2 Rh7 Re6**, the alternative attack **3 g7** is met by **3...Rg6 (4 Rh6 Rxh6+)**, after which White's king will never escape from the h-file and Black's will soon make its presence felt. The same if the White king starts on h2. In (b), **1 Rf7?** allows **1...Rxe6 2 g7 Rg6+ 3 K-- Ke6 4 Ra7 Kf6 (or 1...Rg1+ etc)**, and **1...Rxe6** also works if the king is on g2. There remain **1 Rf7** with the king on h2, when **1...Rxe6 2 g6 Rh6+ 3 Kg-Rg6+** leads into the refutation of **1 Rf7** in (b), and **1 e7** with the king on g2, when **1...Rxe7 2 Rh7** is met by **2...Re5** and **3...Rg5 (or 2...Re8 and 3...Rg8)**. These don't work in (a) and (b) because the White king is one rank nearer to his pawn, and can prevent the Black king from coming across to attack it.]

The other side of the coin

3.23 (S389)

*Svobodné slovo* 1960



Black to move and draw  
(a) as set, (b) wKh3 to g3

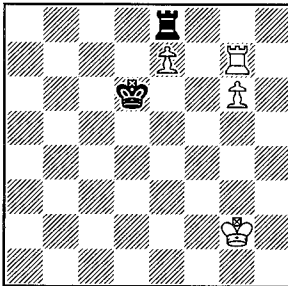
(a) 1...Rxe7 2 Rh7 Re6 3 Rh6 Ke7 4 g7 Rxh6+; 1...Ke6? 2 Rh7 Kf6 3 g7.

(b) 1...Ke6 2 Rh7 Kf6 3 g7 Rg8 4 Rh8 Rxg7+; 1...Rxe7? 2 Rh7 Re6 3 Rh6.

A twin derived from the above

3.24 (S390)

*Československý šach* 1950



White to move and win  
(a) as set, (b) wKg2 to h2

(a) 1 Kf3 Rxe7 2 Rh7 Re6 3 g7 Rg6 4 Rh6 Rxh6 5 g8Q and wins. The attempt to apply the solution of (b) fails: 1 Rh7 Rg8 2 Rf7 Rxg6+. Most of the ingenuity lies in the refutation of the tries

1 Kg3 and 1 Kh3, which we have already seen in the previous diagram.

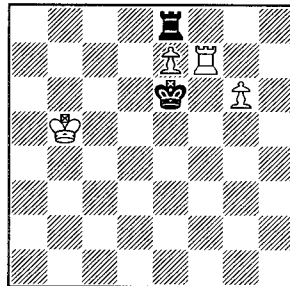
(b) 1 Rh7 (threat 2 g7 followed by 3 Rh8) Rg8 2 Rf7 (threats 3 g7 and 3 Rf8) and wins.

[The computer appears to suggest that 1 Rh7 is not refuted by 1...Rg8 in (a), but the only winning continuation is 2 Rg7, after which 2...Re8 repeats the initial position. There is in any case another refutation in 1...Kd7. This fails in (b) because it does nothing about the threat of 2 g7 and 3 Rh8, but in (a) we have 2 g7 Rg8 3 Rh8 Rxg7+ and Black has time to take the e-pawn as well.]

Intricate tempo play

\*3.25 (S391, RP17)

*Československý šach* 1954



White to move and win

The Black rook has plenty of freedom on the eighth rank. Out-tempoing it will not be easy, nor will recognizing when the tempo play starts and when it finishes.

The start is relatively simple. Black's threat of ...Rxe7 leaves White no alternative to 1 Rh7. Now the advance of the g-pawn is threatened, and Black's best reply is 1...Rg8. This creates a new Black threat, 2...Kd7 followed by the capture of a pawn. White cannot permit this, and so plays 2 Kc6. Now 2...Kf6 is met by 3 Rf7+ and 4 Rf8, while moves such as 2...Ra8 and 2...Re8 lose to 3 g7. This leaves Black nothing but 2...Rc8+,

and now the intricacy starts.

The most natural move is perhaps 3 Kb7. Black meets this by 3...Re8, taking advantage of the fact that the White king is open to check on the seventh rank. We have now reached a difficult position. It is the same as that after White's first move with these exceptions: the White king is on b7 instead of b5, and this time it is White's move. Before, we were threatening g7, and Black had to reply ...Rg8 to prevent it. Can we not play the same move now, 4 g7? The check 4...Rxe7+ won't help Black, as we see from the continuation 5 Kc6 Re8 6 Rh8. But Black plays 4...Rg8, and we see why the White king is badly placed: 5 Rh8 Rxc7 and the remaining pawn is pinned, or 5 e8Q+ Rxe8 6 Rh8 Re7+ and the check gains Black a crucial tempo.

So Black's move 3...Re8 is very strong, the more so because it threatens 4...Re7+ and if White tries 4 Kc6 Black can repeat moves by 4...Rc8+. At first the solver may be alarmed by this, but then he realises that White can play 4 Kc7 without fearing 4...Rxe7+, because the reply 5 Kd8 will win. But he will deceive himself if he thinks that this solves the study, because Black will simply decline to capture on e7; he will return his rook to g8, and White will not advance another step.

Here our solver may have an idea. What if in this position (wKc7, Rh7, bKe6, Rg8) it were Black's move? Black would have been outwitted in the tempo battle, and he would lose. True, 4...Kf6 cannot be met by 5 Rf7+ Ke6 6 Rf8 because of 6...Rg7 pinning, but White has 5 Kd7 Kxg6 6 Rh1 winning. 4...Re8 is met by 5 g7, with 5...Rxe7+ 6 Kd8/Kc6 or 5...Rg8 6 Rh8 Rxc7 7 Kd8 Rxe7 8 Rh6+. 4...Ra8 likewise loses to 5 g7.

This has taken us a major step forward. After 1 Rh7 Rg8 2 Kc6 Rc8+ we postpone putting the White king on the seventh rank, and play 3 Kb6.

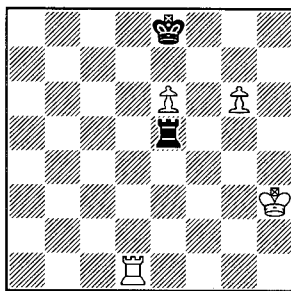
We have just seen that 3...Rg8 is met by 4 Kc7 (which is clearly the most difficult manoeuvre in the study), while 3...Re8 allows 4 g7 as we saw at the start. There remains only 3...Rb8+, which lets White play 4 Kc5. Now 4...Rg8 is met by 5 Rf7 Re8 (we are now back at the starting position but with the White king on c5 instead of b5) 6 Kd4 Rxe7+ 7 Rxe7+ Kxe7 8 Ke5 etc. If Black tries 4...Rc8+ then of course White again plays 5 Kd4.

[The computer also gives 3 Kb7 as winning, apparently in contradiction to what is stated above, but it is an excursion down a blind alley. The only winning reply to 3...Re8 is 4 Kb6, reinstating the threat of 5 g7 etc, after which 5...Rb8+ 6 Kc5 rejoins the normal main line.]

#### A voluntary return to prison

\*3.26 (S392, RP19, version)

*Deutsche Schachzeitung* 1962, version



White to move and win

For the moment, we can see neither prison nor prisoner.

Black threatens 1...Rxe6 and 1...Rg5. Let us try 1 Rg7. 1...Rxe6 still appears dangerous, but it leads to 2 g7 Rh6+ 3 Kg4 Rg6+ 4 Kf5/Kh5 and White wins.

Relatively stronger is 1...Rg5 (2 g7? Rg3+ 3 Kh4 Rg4+ 4 Kh5 Rg5+ 5 Kh6 Rg6+ 6 Kh7 Rh6+ 7 Kg8 Rh8+ and stalemate). After 2 Rg7! the White pawn is defended, but now we see what is meant by prisons and prisoners: the

White king is confined to the h-file. Will he be able to escape?

After **2...Rg1 3 Kh4** White threatens **4 Rg8+ Ke7 5 Kh5** followed by **5...Kf6 6 Rf8+ etc** or **5...Rh2+ 6 Kg5 Rh1 (6...Kxe6 7 Rf8) 7 Ra8 (threat 8 g7) Kxe6 8 Ra7/Rf8**. The simple move **3...Rg2** will still allow this, so Black must give check: **3...Rh1+**. White's plan has succeeded, his king has escaped from his shackles, he finds himself on the broad plain of the chessboard, he is free. So why should he want voluntarily to return to his prison? We shall soon see.

Where can the king find refuge? The approaches to the seventh rank are blocked, and he will be able to escape the Black rook's checks only by coming down to the second rank. But he has the whole board at his disposal. Let us start by trying **4 Kg3**. Surely this cannot be a mistake? But when we look more closely, we see that the White king has chosen the least favourable square on the whole board. Only by playing here does he allow the Black rook temporarily to relinquish control of the g-file. Black accordingly forces the draw: **4...Re1 5 Rg8+** (the White rook cannot leave the g-file on account of **...Rg1+**, and **5 e7** is hopeless) **Ke7 6 g7 Rg1+ 7 Kf4 Kxe6**.

White therefore plays **4 Kg4** (4 Kg5 would be an unnecessary waste of time), and now he can meet **4...Re1** by **5 Rg8+ Ke7 6 Kg5**.

But the situation which results from **4...Rg1+** is even more difficult. True, the choice seems easy enough at first sight. Three squares are available on the f-file. But we can reject the continuation **5 Kf4/Kf3 Rf1+ 6 Kg3** because we have already seen that **g3** is a bad square, and **6 Ke3** is no better on account of **...Re1+** or **...Rg1**. This leaves the try **5 Kf3 Rf1+ 6 Kg2 (6 Ke2 Rg1 is a draw)**. But alas, there follows **6...Rf6 7 e7 Rf5** and again the position is drawn.

So we see that free movement over the wide open spaces of the chessboard brings

no benefit to the White king, and he returns to his prison by **5 Kh3**. This gives the same position as we had after Black's second move, but now it is Black himself who is to move and he has little choice. The rook must not quit the g-file without giving check (for example, **5...Re1 6 Ra7 and wins**). The apparently threatening **5...Rh1+** is met by **6 Kg2 Rh5 7 Kf3 Rg5 8 Kf4 Rg1 9 Rg8+ Ke7 10 Kf5 etc**, and **5...Rg5** is easily refuted (**6 Kh4 Rg1 7 Rg8+**).

Now it seems that the study is solved. But Black has a move which promises to deliver him from his precarious situation, namely **5...Kd8**, because **6 Rd7+ Ke8 7 g7** will again allow him to save himself by perpetual check (**6...Rg3+ 7 Kh4 Rg4+** etc).

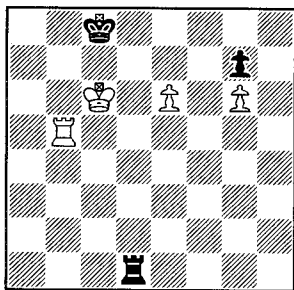
The correct continuation is **6 Kh4**. As after his third move, White threatens **Rg8+** followed by **Kh5 etc**. Hence **6...Rh1+**, but now White can play **7 Kg3**; with the Black king on **d8**, White need not fear **7...Re1 (8 Rd7+ Ke8 9 Kf4 Rxe6 10 g7)**. Black has however other options, **7...Ke8** and **7...Rg1+**. **7...Ke8** can be met by **8 Kg2** giving the same position as after **5...Rh1+ 6 Kg2**, and the move which puts the greatest difficulties in White's way is **7...Rg1+**. Play continues **8 Kf2 Rg5 9 Rd7+** (now that the White king is away from the h-file, we can advance the g-pawn) **Ke8 10 g7 Rg2+**. From now on, White will be seeking refuge from the desperado rook. Black can continue his pursuit of the White king as long as he can check from below or from the right. Therefore White lures the rook to the top left corner of the board, forcing it to check from above or from the left, after which the checking will soon cease. **11 Ke3 Re2+** (checking from the right is no better) **12 Kd4 Rd2+ 13 Kc5 Rc2+ 14 Kb6 Rb2+ 15 Ka7 (15 Kc7 wastes time) Ra2+ 16 Kb8 Ra8+ 17 Kc7 Rc8+ 18 Kd6 Rc6+ 19 Ke5 Rxe6+ 20 Kf5** and White wins.

[Mandler had the White rook on **d6**,

when White's first move is more surprising because it leaves the e-pawn undefended, but there is a bust by 1 Kg4. Mandler thought this was refuted by 1...Kf8, but White has a win by 2 Kf4 Re1 (2...Ra5 3 Rd7 etc) 3 Rd8+ Kg7 (3...Ke7 4 g7) 4 Kf5 (threat 5 Rd7+ etc) Rf1+ 5 Ke5 Re1+ 6 Kd6 Rd1+ 7 Ke7 with Ke8 etc; "1 Kg4 is a mate in 29", says Marc Bourzutschky's oracle. The present rescue was the best I could find. *64 studií z oboru věžových a pěšcových koncovek* has a simpler setting where the prison is in place from the outset (wKh1, Rg7, bRg4, play 1 Kh2 Rg5 2 Kh3 etc).]

**An apparently good move fails,  
an apparently bad one succeeds**

3.27 (S394, RP37)  
*Československý šach 1950*



White to move and win

The move that springs to the eye is 1 e7. Then the solver notices the reply 1...Rd6+, when 2 Kxd6 gives stalemate. This is a pure stalemate, and so has probably been put there by the composer as a deliberate trap.

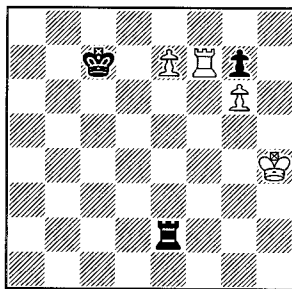
So the solver looks elsewhere, and he soon spots the possibility of sacrificing the rook on b8 and advancing his pawn. But this is a delusion. White would win after 1 Rb8+ Kxb8 2 e7 Rc1+ 3 Kd7 Rd1+ only if the Black king was on the sixth rank or lower or the rook on the third rank or higher.

The move 1 e7 was in fact correct. After 1...Rd6+ White need not capture; he can play 2 Kc5 Re6 3 Kd5 Rxe7 4 Kd6, and now all goes smoothly.

[In respect of the position which would be won "only if the Black king was on the sixth rank or lower or the rook on the third rank or higher", the White king must take the g-pawn and then escape the checks; if the Black king is on say b6 he can hide on b8, if if the rook is on the third rank he can come down the board.]

**The significance of a small  
displacement**

3.28 (S395)  
*Revue FIDE 1956*



Black to move and draw  
(a) as set, (b) wKh4 on h3

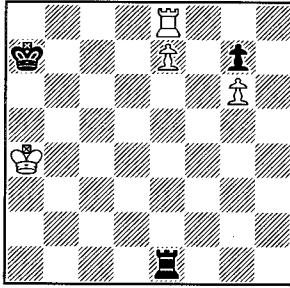
(a) 1...Kd7, and after 2 Rg7 the White rook and pawn block his king's path to the seventh rank: 2...Rg2 3 Kh5 Rh2+ 4 Kg5 Rg2+ 5 Kf6 Rf2+ etc.

(b) Now this fails, because the White king prevents Black's move 2...Rg2. Instead, 1...Kd6! 2 Rg7 Rxe7 3 Rh7 Re6 4 g7 Rg6 with an easy draw; the White king is too far away to play 5...Kh5 and 6...Kh6. But 1...Kd6 would fail in (a), because the White king would be near enough to support his pawn; after 2 Rg7 Rxe7 White can win either by exchanging rooks or otherwise.

[In (a), 1...Kd6 can also be refuted by 2 e8Q Rxe8 3 Rg7.]

## Fourth time lucky

3.29 (S397, RP11)  
*Československý šach 1950*



White to move and win

[The characters that follow were actually used by Mandler to discuss a study I have had to relegate to Appendix D, but it seemed a pity to lose them and I have moved them to the present setting. I have left the names as in the original. "Vesely" ("Merry") is quite a common name in Czech and I am sure that a comparable group of English schoolboys would have given little Hochman the nickname "Lofty", but "Kálerť" is in neither my dictionary nor the Brno telephone directory and if some particular meaning was intended it escapes me. Pronounce the accented vowels long - Veselec, Kaalert - and stress the first syllable whether long or short.]

"Today we are going to examine your analytic abilities, gentlemen," said Professor Caissus. "What can you say about this simple position? Who is going to start? You, Hochman."

"White cannot keep his pawn advantage," said the student thus singled out. "Black will march his king across to d7 and push the rook away, and the e-pawn will be left helpless."

"Yes, but White doesn't have to wait for his rook to be pushed," objected another of the Professor's pupils. "He

plays 1 Rf8 threatening to promote, so Black must capture the pawn at once, 1...Rxe7, and 2 Rf7 pins the Black rook. Black cannot capture because the recapturing pawn will promote."

"But this isn't going to win," said a third student. "Black will play 2...Rb7 bringing his rook to safety, and now what is White going to do?"

"Perhaps it is in fact a draw," said the Professor. "What do you think, Kálerť?"

The latter replied: "I think I have found a way to win. White continues 3 Ka5, and after 3...Ka8 4 Ka6 Black is in trouble. His rook is doubly attacked, it cannot capture White's rook, and if it moves off the rank White will play 5 Rxc7. The resulting ending is surely won."

"Yes, but Black doesn't have to play 3...Ka8," said Hochman. "He can play 3...Kb8 instead, and now 4 Ka6 will be answered by 4...Ka8 and the capture will give stalemate. So White must release the pressure, and he isn't going to get anywhere."

They thought for a while, trying all White's possible moves, and it did indeed appear that there was no way through.

"White *does* win!" With this warlike cry, a student named Vesely entered the fray. "I start by playing 1 Kb5. Black must reply 1...Kb7, and now we bring the rook round to f7 as before. After 2 Rf8 Rxe7 3 Rf7 Black will have to play his rook to c7 instead of b7, and there will be no stalemate."

"But after 3...Rc7 it is White's move," objected Kálerť, "so his king has to retreat, and Black will play ...Kc6 and get out of trouble." Kálerť and Vesely were the Professor's most talented pupils, and were always vying for supremacy. "Try 4 Kb4 Kc6 5 Kc4 Kd6+: yes, 6 Rxc7 Kxc7 7 Kd5 Kd7 and Black will safely draw, or 6 Kd4 Rxf7 and 7...Ke7."

Hochman put up his hand. He was the youngest of the group, but very promising. "Can we not get to this

position with Black to move? Suppose we start by playing 1 Ka5 instead of Kb5. Black must still play 1...Kb7, and after 2 Rf8 Rxe7 3 Rf7 Rc7 White can play 4 Kb5. Now even 4...Kc8 will lose: 5 Kb6 Rc1 6 Rxg7 Rg1 7 Kc6 Kd8 8 Kd6, and the Black king can get no closer since on e8 it will be mated."

This excellent piece of analysis was applauded both by the Professor and by his fellow students.

It did indeed seem that they had found the solution, but then Veselý had an objection. "Suppose Black plays 1...Re4 instead of 1...Kb7? White can only play 2 Kb5, and now 2...Kb7 3 Rf8 Rxe7 4 Rf7 Rc7 leaves us with White to play as before."

It was left to Kálert to say the last word. "The first move must be 1 Kb4 and not 1 Ka5! Now Black does have no move better than 1...Kb7, and after 2 Rf8 Rxe7 3 Rf7 Rc7 4 Kb5 we have Black to move as required."

"Well done," said the Professor. "And now please will Kálert and Veselý briefly run through the entire solution for us?"

Kálert set up the starting position once more. "Not 1 Rf8 Rxe7 2 Rf7 Rb7 3 Ka5, because 3...Kb8 4 Ka6 Ka8 5 Rxb7 will be stalemate."

Veselý took up the thread. "Not 1 Kb5 hoping for 1...Kb7 2 Rf8 Rxe7 3 Rf7 Rc7 avoiding the stalemate, because White has no good move."

Little Hochman chipped in. "Not 1 Ka5 hoping for 1...Kb7 2 Rf8 Rxe7 3 Rf7 Rc7 4 Kb5 and it will be Black to move, because Black can play 1...Re4 and White will have to play to b5 after all."

Kálert rounded it off. "Correct is 1 Kb4, when Black does have nothing better than 1...Kb7 and 2 Rf8 Rxe7 3 Rf7 Rc7 4 Kb5 duly leads to a win."

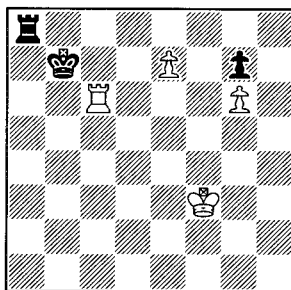
[This is one of my personal favourites, and I am surprised it was not on the list that Mandler sent to Lommer. Perhaps

he thought it too simple. But it is a beautiful example of the "logical" style of composition, with four successively better lines of play set in a perfectly natural and open position, and it is far superior to the examples that are normally quoted in textbooks.]

### Purity of aim

3.30 (S398, RP38)

Československý šach 1950



White to move and win

The White rook is under attack, and must move. It has however several possibilities. At first sight the squares on the c-file appear equivalent. To find the right move, the solver must follow these apparently identical lines of play right through to the end. If there is only one reason why the solver must select the correct line and reject the others, problemists of the New German or "logical" school talk about "purity of aim", and this is one of the principal requirements imposed by this compositional school.

Moves along the sixth rank lead nowhere. Let us therefore start by playing 1 Rc1, keeping ourselves ready to substitute another move if it seems likely to be more effective.

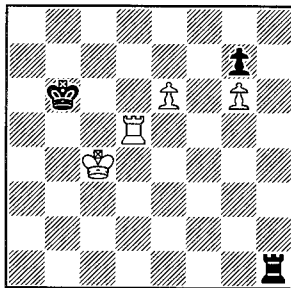
The solver soon sees that the pawn on e7 cannot be saved. He therefore does not attempt to do so, and concentrates on trying to bring up the White king:

1 Rc1 Re8 2 Ke4 Rxe7+ 3 Kd5 Re2 4 Kd6 Rd2+ 5 Ke6/Ke7. No good; Black can play 5...Rf2, and there is no good continuation for White.

But if we look more closely at this position, we see that if the White rook were on c5 and the king on e6, White would have the winning move 6 Rf5. We therefore change the first move to **1 Rc5**, and the solution unfolds **1...Re8 2 Ke4 Rxe7+ 3 Kd5 Re1 4 Kd6 Rd1+ 5 Ke6 Rf1 6 Rf5** and so on. If Black plays 3...Kb6, White wins by 4 Kd6 Ra7 5 Re5/Rf5.

**A surprising sacrifice of a passed pawn**

3.31 (S399a, RP39)  
*Československý šach 1952*



White to move and win

The difficulty of this position lies in the first two moves. We do not spend time on the various false trails, and go straight to the solution: **1 e7 Re1 2 Re5**. It is not easy to grasp the purpose of these moves, but perhaps we should think in terms of a gain of tempo. If Black accepts the pawn sacrifice, **2...Rxe7 3 Kd5**, the Black rook is badly placed and must return to the first rank. But this is not enough in itself. The primary aim of the White manoeuvre is to get rid of the pawn, which, like the White rook, stands in the way of its own king.

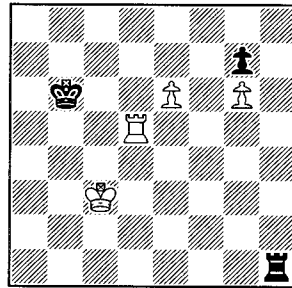
The rest of the solution: **3...Re1**

**4 Rc6+ Kb7 5 Re6 Rd1+ 6 Ke5 Kc8 7 Re7 Kd8 8 Rxc7 Rf1 9 Ke6 Re1+ 10 Kf7 Rf1+ 11 Kg8 Rg1 12 Kf8/Kh8** and wins.

If Black plays 2...Rc1+, White must reply not by 3 Kd4 Rd1+ 4 Ke5, which would lead to a Black win, but by 3 Kd5! Rxc5+ 4 Kd6 Rc8 5 Kd7 etc.

**"False" twins**

3.32 (S399b, RP40)  
*Československý šach 1952*



White to move and win

Formally, this and the previous study are twins: they differ only in the position of the White king. However, the similarity is only superficial, since the solution to one does not come into consideration when the solver is attacking the other. The winning procedures are quite different. But it does not follow that twins of this nature are any less praiseworthy than other twins. It is perfectly possible to take pleasure in the fact that two positions so similar in outward appearance are so wholly different when it comes to the play. If I describe them as "false" twins, it is only to contrast them with "true" twins such as 3.33, where the solutions do have this internal consistency.

There are several plausible ways of starting, such as 1 Rd6+, 1 Rd7, 1 Re5, 1 Kd4, and 1 e7 Re1 2 Rd7. We cannot go into all these, and we proceed straight

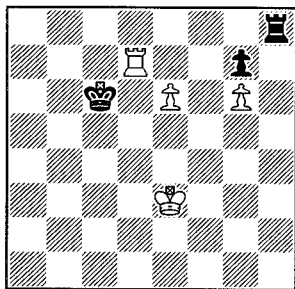


to the correct move **1 Kd2**. This threatens **2 e7** among other things, and Black's relatively best reply is **1...Rh8** (**1...Kc7** makes things easier for White, for example **2 Rd7+ Kc6 3 Rd8** with the threat of **4 e7**). The solution continues **2 Rd7 Kc6 3 Rxd7** (for **3 Ke3** and **3 Kd3** see the next study) **Kd6 4 e7 Ke6**. But now what should White play? **5 Rh7** is met by **5...Rg8** and **5 Ke3** also fails, this time to **Re8 6 Rh7 Kf6!** (not **6...Rxe7** on account of **7 Kf4**). Less likely, but in fact the only correct move, is **5 Kd3!**, for example **5...Re8 6 Rh7 Rg8** (now White can meet **6...Kf6** by **7 g7**, a move not possible with the king on **e3** because of **7...Rxe7+**) **7 Rf7 Re8 8 Ke4 Rxe7 9 Rxe7+** etc.

[The computer pedantically points out that **5 Kc3** also works, since **5...Rc8+** is not a useful move and **5...Re8 6 Rh7 Rg8 7 Rf7 Re8** can be met by **8 Kd4** just as well as by **8 Ke4**. So Mandler is not quite right to call **5 Kd3** the only correct move, but the dual is hardly of importance.]

### Choosing the correct defensive manoeuvre

3.33 (S400, RP41/42)  
*Československý šach 1950*



Black to move and draw  
(a) as set, (b) wKe3 on d3

These positions arise if White delays playing **...Rxd7** in the preceding study. It may seem that White need not hurry to

play this move, since Black cannot defend his pawn in the long run. So why should he not postpone it, and bring his king closer before making the capture?

Indeed Black cannot keep his pawn, but he can hope to draw even after it has gone: by playing **1...Re8** with a counter-attack on White's e-pawn, or by playing **1...Rh1** and harassing White from below. One works with the White king on **e3**, the other is needed when it is on **d3**.

In (a), with the king on **e3**, the way to draw is **1...Rh1 2 Rxd7 Rg1** tying the White rook to the defence of the g-pawn. An immediate **3 e7** is met by **3...Kd7**, a nondescript king move leads to **3...Kd6 4 e7 Kd7** and the same, and if White tries **3 Ra7** Black has time for **3...Rxd6** since **4 e7** allows **4...Re6+** and **5...Kd6**.

The rook must go right down to **h1**; if Black contents himself with **1...Rh2**, White wins by **2 Rd8** with the threat of **e7**. If in reply to **1...Rh1** White plays **2 Kf2**, Black replies **2...Rh5** and gains the g-file another way.

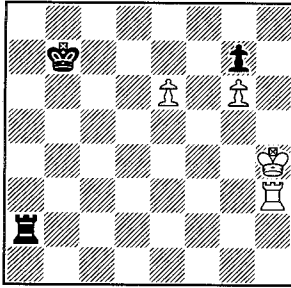
In (b), with the king on **d3**, the manoeuvre **1...Rh1 2 Rxd7 Rg1** can be countered by **3 Ra7**; the continuation **3...Rxd6 4 e7 Re6** no longer leaves White in check, and he wins by **5...Ra6+**. If Black tries to stop the pawn by **4...Rg8** instead, White wins by **5 Ke4 Kd6 5 Kf5**.

The drawing move is now **1...Re8**. The sequel is simple enough, but there is one point to note: after **2 Rxd7** Black must not play **2...Rxe6**, which was the apparent point of the previous move, on account of **3 Rg8** winning (**3...Kd7 4 g7 Rg6 5 Ra8, 3...Kb7 4 Kd4**). Correct is **2...Kd6 3 e7 Rxe7 4 Rh7 Re1** etc.

In (a), **1...Re8** fails because White has **2 Rxd7** followed by **3 Kf4**.

**The Black king twice cuts the line  
of its rook**

3.34 (S401, RP14)  
*Československý šach 1950*



White to move and win

This study has several variations. We start by looking at the main line: **1 Re3 Ra8** (for checks see later) **2 Rc3 Rc8** (2...Ra6 is met by 3 Kg5 Rxe6 4 Rf3) **3 Rf3!** (not 3 Rd3 on account of 3...Kc6 4 Rd7 Rc7) and either **3...Rc4+** **4 Kg3 Kc6** **5 Re3** or **3...Kc6** **4 Rf7**.

The play in this line has a strategic motivation. White lures the Black rook to the eighth rank and then to the c-file, where its line is twice cut by the Black king. After 3...Rc4+ 4 Kg3 Kc6 5 Re3 White threatens to promote his passed pawn, and Black has no defence because his king is blocking his rook's return to the eighth rank. The reverse happens after 3...Kc6 4 Rf7. Now Black would draw if his rook could reach the bottom rank. It would check the White king away from the g-file, and as soon as the king reached the d-file it would occupy the g-file itself with a draw. But Black's own king prevents this. If 4...Kd6 then of course 5 Rxf7 wins easily.

If after 3...Rc4+ 4 Kg3 Black tries 4...Rc1, the correct reply is 5 e7 Re1 6 e8Q Rxe8 7 Rf7+ and 8 Rxf7. 5 Rf7+ would lead to 5...Kc6 6 Rxf7 (6 e7 Kd7) Rg1+ 7 Kf4 (7 Kf2 Rg5) Kd6 and draws; the White king will get no further.

All this has been the main line. In the course of the solution, Black has the opportunity of giving check on his first, second, or third move. We have already looked at the check on the third move, 3...Rc4+, and we have seen that White replies 4 Kg3; the king can escape from the checks only by going to the third rank. Why cannot it go towards the Black rook? Because as soon as it sets foot on the e-file, say after 4 Kg5? Rc5+ 5 Kf4 Rc4+ 6 Ke5, Black will play 6...Kc6, and the reply 7 Re3 will no longer be effective. This time it is White whose king is getting in the way of its rook.

A wholly different situation occurs if Black gives check on the second move (1 Re3 Ra8 2 Rc3 Ra4+). Now 3 Kg3 only draws: 3...Re4 4 Rd3 Kc6 (4...Rxe6 loses) 5 Rd7 Re1 6 Rxf7 Rg1+ 7 Kf4 Kd6 etc. But 3 Kg5 Re4 4 Rd3 wins.

If Black plays the same check at move 1, 1 Re3 Ra4+, the correct reply is again 2 Kg5. A possible continuation is 2...Ra5+ 3 Kf4 Ra4+ 4 Ke5 Kc7 (4...Kc6 5 Rc3+, 4...Kc8 5 Rf3) 5 Rd3 Ra5+ 6 Kf4 Ra4+ 7 Kf3! and wins, but not 7 Ke3 on account of 7...Ra1 8 Rd7+ Kc6 9 Rxf7 Rg1 10 Ra7 Rxf6 11 e7 Re6+. The incorrect move 2 Kg3? leads to 2...Ra8 3 Rc3 Rc8 4 Rf3 Kc6 5 Rf7 Kd6 with a draw.

If Black checks on the h-file, 1 Re3 Rh2+, White replies Kg4! and not 2 Kg3 on account of 2...Rh8 drawing. 2 Kg5 instead would lose time, because after 2...Rg2+ 3 Kf4 Rf2+ the king would have to go to g4 after all; 4 Ke5? would be met by 4...Kc7 drawing.

1 Rc3? Re2 is drawn. 2 Kg5 is met by 2...Re5+ and 3...Rxe6, 2 Rd3 by 2...Kc6 3 Rd7 Rh2+ and White cannot prevent the Black rook from gaining the g-file (4 Kg3 Rh1 5 Kg2 Rh5).

[Not mentioned by Mandler is 2...Ra1 in the main line, when White must adopt the same tactic as in the next study: 3 Kg4 Re1 (3...Rf1 4 Rc2 Rf6 5 Re2 and soon wins, or 4...Rf8 5 e7 Re8 6 Rf2 and

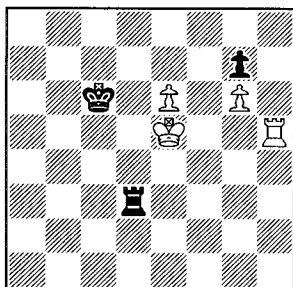
7 Rf7) 4 Kf5 Re2 (a rook move off the file allows the White king to penetrate via d6, and we shall see in a moment that king moves are bad) 5 Rc1! (not 5 Rd3 on account of 5...Kc6 6 Rd7 Rf2+ 7 Ke4 Rg2, gaining the g-file and drawing) and Black is in zugzwang. King moves are bad, 5...Kb6 because of 6 Rc8 Kb7 7 Rg8 Kc6 8 Rxg7 Kd6 9 Rd7+ and 5...Kb8 because 6 Rd3 can no longer be met by 6...Kc6, which leaves only 6...Re3, and now the rook is too close to the White king: 6 Rd1 Kc6 7 Rd7 Rf3+ 8 Kg4 and wins.]

arrival. Correct is **2 Kf4 Rd4+ 3 Kf3** (the guest must still be politely put off) **3...Rd3+ 4 Ke4** (now we are ready for him) **Rg3 5 Rxg7 Kd6 6 Kf5 Rf3+** and we see the point of White's manoeuvre: **7 Kg4** and wins easily. The rook must be lured back to the third rank so that White can attack it at an opportune moment and gain a tempo.

If Black plays 3...Rd1, there follows 4 Rxg7 Rg1 5 Ra7 Rxg6 6 e7 Rg8 7 Kf4/Ke4 etc. The White king is well placed on f3, as it would be on d3, whereas on e3 or g3 it would stand badly.

### Luring the Black rook to another rank

\*3.35 (S402, RP15)  
Československý šach 1950



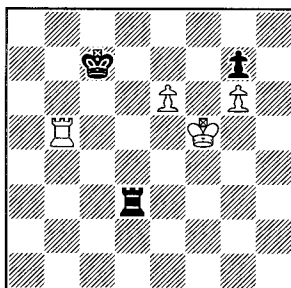
White to move and win

The solver will start by trying 1 Rh7. But the continuation after 1...Rd5+ is not easy to see and so he will perhaps look for something else. Most tempting is 1 Rh8. White threatens 2 Rc8+ K-- 3 Rg8, and 1...Kc7 is easily refuted (2 Rg8) as is 1...Rd5+ (2 Ke4, for now 2...Rd1 can be met by 3 Rc8+ and 2...Rg5 by 3 e7). But 1...Re3+ leaves White no way forward.

The first move is indeed **1 Rh7**, and the most promising defence, as we have seen, is **1...Rd5+**. White cannot reply **2 Ke4**, because as a good host he cannot allow the Black rook to occupy the g-file without making preparations for its

### Luring the Black rook to another file

\*3.36 (S403, RP16)  
Československý šach 1950



White to move and win

White's plan of campaign will be to put his rook on the seventh rank and capture the Black pawn. The first move will therefore be **1 Ra5**. Black's king cannot keep the rook away from a7, because after 1...Kb6 2 Re5 White will win easily.

Black must therefore either give up his pawn or seek to take advantage of the fact that its capture will leave the White rook blocking its king's access to the seventh rank. However, an immediate 1...Rd1? fails against 2 Ra7+, when 2...Kd6 will lose the rook and 2...Kc6 will allow the White king to find shelter on the seventh rank (3 Rxg7 Rf1+ 4 Ke5 Re1+ 5 Kf6

etc). The win after 2...Kd8 3 Rxg7 is already familiar from study 3.26.

Black therefore opens his defence by playing 1...Rf3+. This gets the rook away from its inconvenient position on the d-file, and if White now plays 2 Ke4? we see Black's plan: 2...Rf1 3 Ra7+ Kd6 4 Rxg7 Rg1 and even the advantage of two pawns avails White nothing. We notice that Black could not play 2...Rg3, taking the g-file at once, on account of 3 Ra7+ Kd6 4 e7 Rg1 5 e8Q Re1+ 6 Kf5 Rxe8 7 Rxg7 winning. This promotion of the e-pawn is typical. 5 e8N+ is of course also good enough.

So the rook will continue checking until the White king leaves the fifth rank, after which it will retreat to the first rank.

Can White force a win in spite of this? The answer is not difficult to find once we reflect that Black could not play to d1 straight away because the rook was badly placed on the d-file. So we simply have to lure the rook back to the d-file, and White will win easily.

The main line is thus 1 Ra5 Rf3+ 2 Ke5 Re3+ 3 Kd5 Rd3+ (now we have the Black rook where we want him) 4 Ke4 Rd1 5 Ra7+ Kc6 (5...Kd6 is not possible and so Black loses a tempo) 6 Rxg7 and wins.

If Black tries 1...Kd6, White plays 2 Ra6+ Kd5 3 Ra7 Rf3+ 4 Kg4 Rf1 5 e7 Rg1+ 6 Kf3 Re1 7 Rd7+ and wins, but not 3 e7 on account of 3...Re3 4 Ra7 Re5+ 5 Kf4 Re4+ 6 Kf3 Re6 (6...Re1? 7 Rd7+!) with a draw.

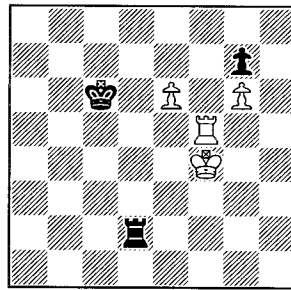
[This exposition illustrates one of the differences between human and computer analysis. After 2 Ke4 Rf1 3 Ra7+ Kd6 4 Rxg7, a computer with a complete table of results for R+P v R is likely to give preference to 4...Kxe6, because it can see at once that the resulting position is drawn. But many similar positions with R+P v R are won, and Mandler cannot be blamed for playing 4...Rg1 and transposing into one of the standard drawing positions of this

section. There is a minor dual at the end, where 6 e7 is as good as 6 Rxg7 (the White king threatens to hide in the top right corner, and if 6...Re1 7 Kf5 Kd6 then 8 e8Q Rxe8 9 Rxg7 with a rather simpler R+P v R win), and the same is of course true in the line 1...Rd1 2 Ra7+ Kc6. But the point of the study lies in the luring of the rook to the unfortunate d-file, and the dual does not arise until long after this has been done.]

**White spurns the capture of the Black pawn**

3.37 (S404)

Československý šach 1950



White to move and win

This study reminds us of study 3.34. After 1 Rf7 Rd4+ White must again keep the Black rook from the g-file, 2 Kf3, but the matter is less urgent than in the previous study because after 2...Rd3+ White can play 3 Ke4 and allow Black to play 3...Rg3. The continuation is as before: 4 Rxg7 Kd6 5 Kf5 Rf3+ 6 Kg4 etc. The continuation if Black plays 2...Rd1 is likewise as before: 3 Rxg7 Rg1 4 Ra7 Rxg6 5 e7.

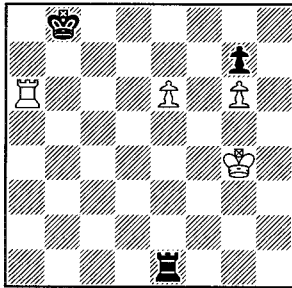
But after 1...Rg2 we have something new. All of a sudden, White spurns the capture on g7 (2 Rxg7? Kd6 with a draw), and plays 2 Ra7! with the continuation 2...Rxg6 3 e7 Re6 4 Ra6+ etc. If instead Black plays 2...Kd6, there follows a now familiar sacrifice of the

e-pawn: 3 e7 Re2 4 e8Q Rxe8 5 Rxc7 and wins.

If Black plays 1...Rf2+, White must reply 2 Kg3. Other moves allow 2...Rg2, for example 2 Ke4? Rg2 3 Ra7 Kd6 and 4 e7 is met by 4...Re2+, or 2 Kc3? Rg2 3 Ra7 Rxc6 and either 4 e7 Re6+ or 4 Ra6+ Kd5 5 e7 Rxa6 6 e8Q Re6+.

### The White king goes round three sides of a square

3.38 (S406, RP20)  
Československý šach 1950



White to move and win

If White starts 1 Kf5?, Black replies 1...Kb7. White has no continuation better than 2 Rd6, and this blocks his king's path to the seventh rank. The only other way that is king can escape the Black checks is to come down to the second rank, and this leads only to a draw. The same happens after 1 Rc6.

But perhaps we are speaking too soon. We shall soon see that there is a very subtle distinction between the correct line and the line displayed above.

The correct first move is **1 Rd6**, threatening 2 Rd7 with an easy win. The reply 1...Kc7 does not help (2 Rd7+ Kc6 3 Rxc7 Rg1+ 4 Kf5, and 4...Kd6 will be met by 5 Rd7+). Black must therefore check, **1...Rg1+**.

It may now seem that there is a gap at c6 through which the White king can slip. But after 1...Rg1+ 2 Kf5 Rf1+

3 Ke5 Re1+ 4 Kd5 Black will stop checking in order to play 4...Kc8. This is the right moment for this move, because White cannot reply 5 Rd7 on account of 5...Rd1+ and an exchange of rooks. If instead White tries 5 Ra6, we have 5...Kd8 and 6 Ra7 Rd1+ is again a draw.

So the White king will have to come down to the second rank anyway. Can we play 2 Kf3 straight away? No, because 2...Kc7 3 Rd7+ Kc6 4 Rxc7 Kd6 will be drawn, and playing 4 Ra7 instead of capturing the pawn will not help. True, Black cannot reply 4...Rxc6 on account of 5 e7 Re6 6 Ra6+, but 4...Kd6 is good enough to draw (5 e7 Re1 6 e8Q Rxe8 7 Rxc7 Ke6).

The position after 2 Kf3 is bad for White because the Black rook is posted where it is most effective, namely on the g-file. So let us try to lure it away from this file, and only then to put the White king on f3: **2 Kf5 Rf1+ 3 Ke4 Re1+ 4 Kf3**. Now White will win; play might continue 4...Rf1+ 5 Ke2 (threat 6 e7) Rf5 6 Rd7 (again threatening e7) Kc8 (6...Re5+ doesn't help) 7 Rxc7 Kd8 8 Rd7+ Ke8 9 g7 and wins in a manner we have seen in previous studies.

But does the White king really have to go round the diamond path g4-f5-e4-f3? Can it not play say 3 Ke5 (instead of 3 Ke4) Re1+ 4 Kf4 Rf1+ 5 Ke3?

No, because the White king is now on e3 instead of f3, and we have the line 5...Kc7 6 Rd7+ Kc6 7 Rxc7 Rg1 8 Ra7 Rxc6 9 e7 Re6+. With the White king on e3, this draws for Black; with the king on f3, Black's move ...Re6 is not check, and White wins.

After 1 Rc6? Kb7 2 Rd6 we have the same situation as after 1 Rd6! apart from the position of the Black king, but this imperceptible change means the difference between a draw and a loss. After 1 Rd6 Rg1+ 2 Kf5 Rf1+ 3 Ke4 Rg1 White has an easy win by 4 Rd7. After 1 Rc6 Kb7 2 Rd6 Rg1+ 3 Kf5 Rf1+ 4 Ke4 Rg1 we have only 5 Rd7+

