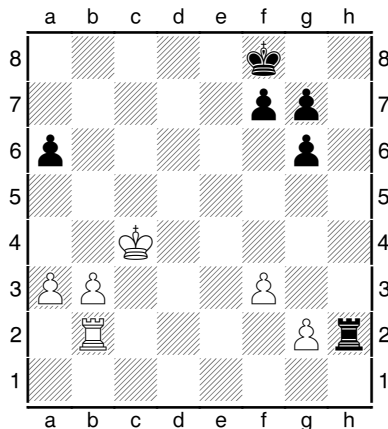
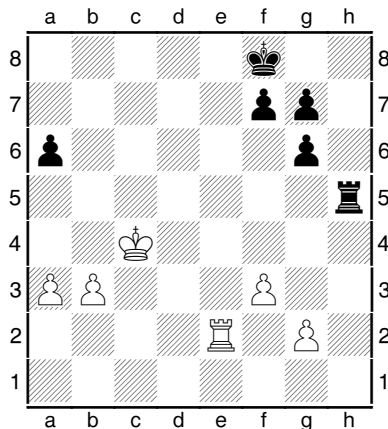


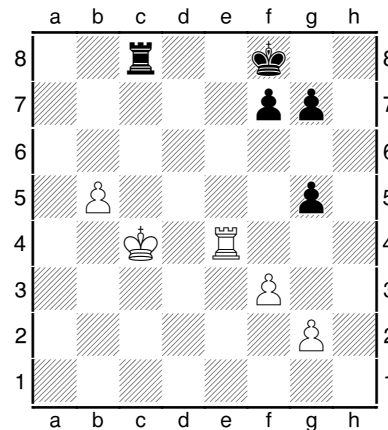
(1) Martin,A – Murey,J Haringey, 05.03.2006
 Here is an interesting endgame in which two strong masters battled out with rook and pawns. White is winning because of his Queenside pawn majority. His plan is simple. Get his King to the queenside and create a passed pawn. He will also stop the black King with his rook either cutting him off on the e or d files. **35.♔c4** Diagram



35...♞h5 Black tries to cut off the White King. This is to no avail. **36.♞e2** Diagram

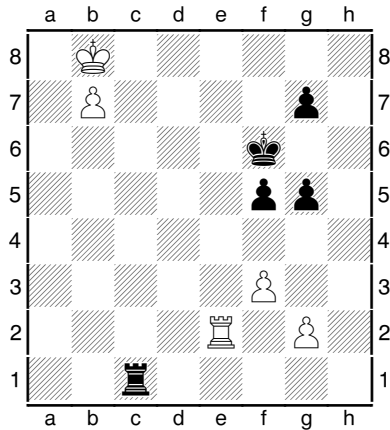


Now the stage is set. The White king is on his best square and the White Rook in turn is on his. You will notice that it took only two moves to accomplish this. Grandmasters rarely look ahead more that a couple of moves ahead. They just look for the right squares for their pieces and try to move them there. **36...♞f5 37.b4** Preparing to break on b5 and create a passed pawn. Not too complicated. **37...g5 38.♞e4** Stopping any counter play on the Kingside by the Black Rook **38...♞b5** The Black Rook has very few good moves in his arsenal. **39.a4** Kicking out the Rook. The term kick usually applies to the pawn, "The Short Guy With The Bald Head." who kicks the bigger piece in the shin and sends him packing. **39...♞b8** [39...♞f5 40.b5! And the passed pawn is created uncontested.] **40.b5 axb5+ 41.axb5** A passer is born. Now the value of the pawn is at least 2 and maybe even three. **41...♞c8+** Diagram



42.♔d5 Outflanking is a tactic you can also do against a Rook **42...♞d8+ 43.♔c6 f5** Black wants the White Rook to move behind the White pawn, letting the Black King to enter the center. **44.♞e2** White postpones the maneuver until the time is right. **44...♞d1** Now Black wants to get behind the passer as is the only hope. **45.b6** And the pawn marches on...Having made it to the sixth rank the pawn is now worth four. Black will need to give up his Rook to stop the pawn. He then has to pray for a miracle that White will allow a Black pawn to pass. White only needs to keep his focus and its an easy win. **45...♞c1+ 46.♔d7** A time saving outflanking maneuver **46...♞d1+ 47.♔c7 ♞c1+ 48.♔b8** The White King has made it to the critical square. **48...♔f7** Black has to wait. Putting

his Rook behind the passer does the same thing. **49.b7 ♖f6** Diagram



The Black King is in the best position he can be considering the hopelessness of the situation. [49...♖b1 This is only making things end quicker. 50.♖c2 ♔e6 51.♔c7 ♔e7 52.b8♖ ♖xb8 53.♔xb8] **50.♖b2** The White Rook moves to his place ending any chance to stop the pawn. The rest of this game is technic. **50...f4 51.♔a7 ♖c7** [51...♖a1+ 52.♔b6 And the pawn makes it unchallenged.] **52.♔b6 ♖xb7+ 53.♔xb7 g4 54.♔c6** Taking on g4 gives Black a chance to complicate matters. Just remember when ahead simplify. But do it when it is best for you. **54...♔g5 55.♔d5** The White King is in range to help his pawns. **55...♔h4 56.fxg4** Timing is everything...it is also a small village in China! **56...♔xg4 57.♔e4** Moving up to close the door on Black. **57...g5 58.♖b3** Making the great wall that forces Black to resign. All his moves are bad. He is in zugzwang. And so he resigns. He can't stop White's King from getting to f5. **1-0**