

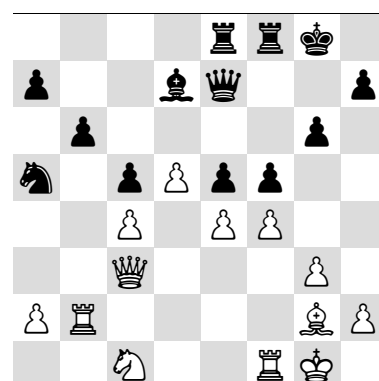
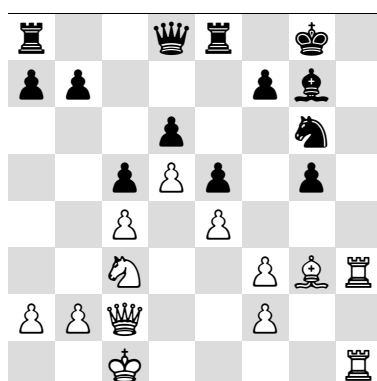
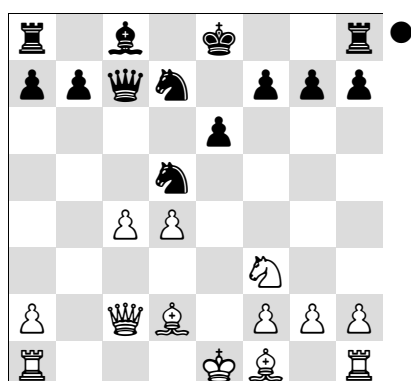
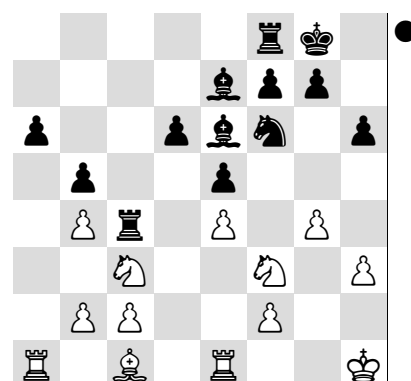
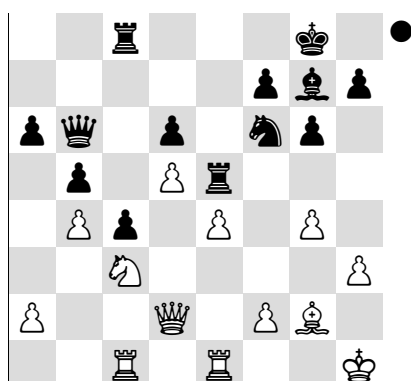
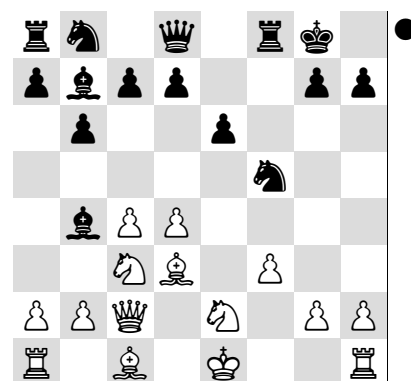
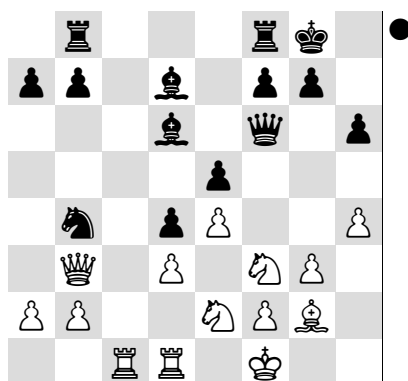
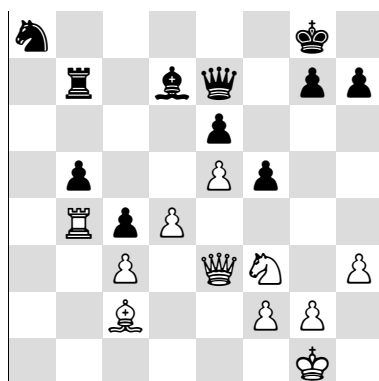
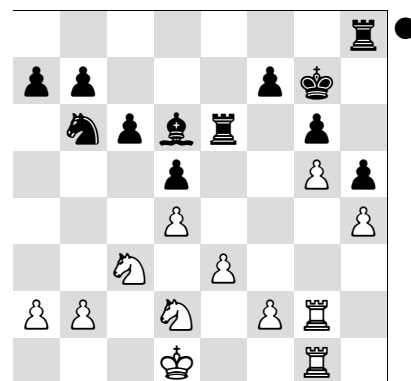
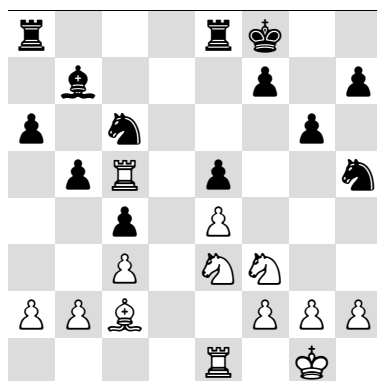
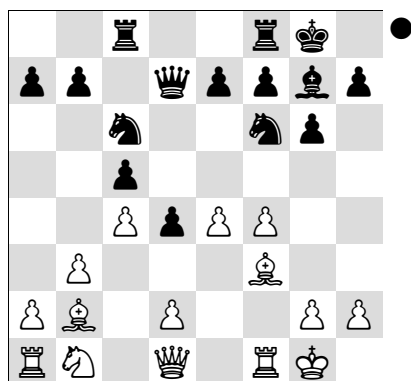
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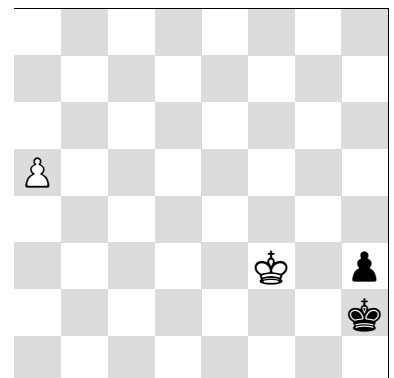
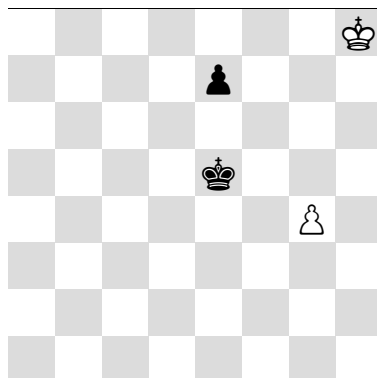
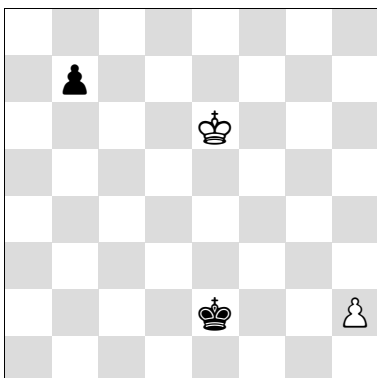
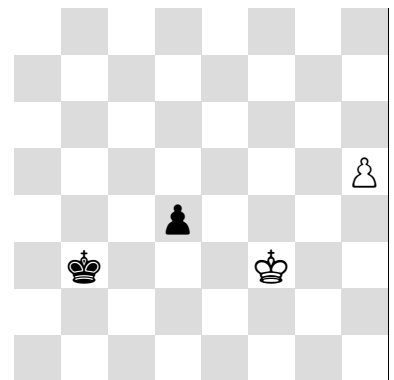
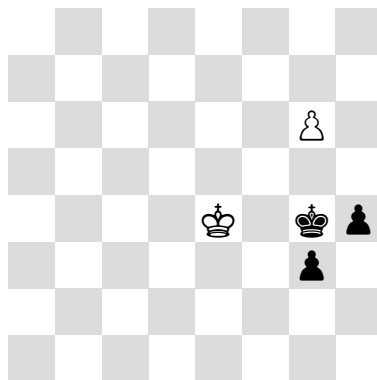
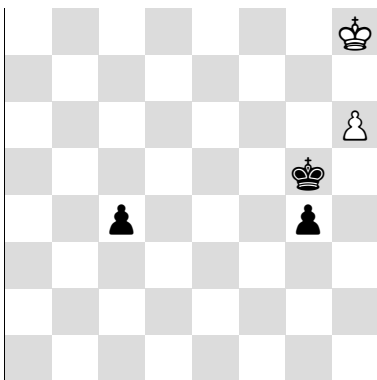
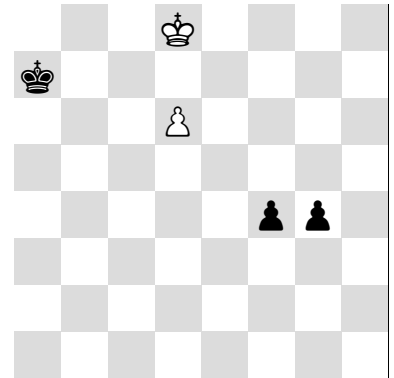
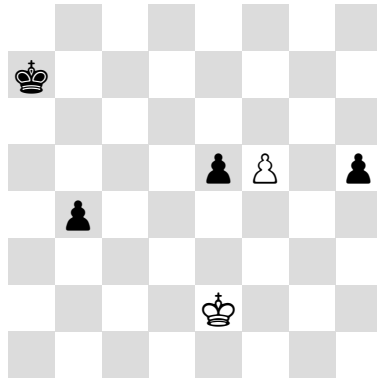
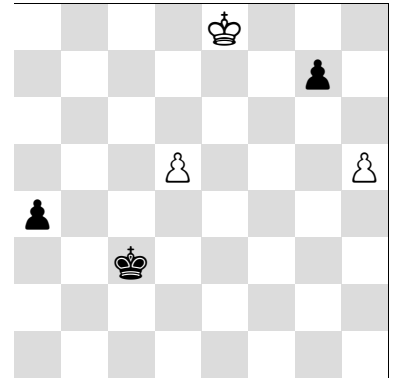
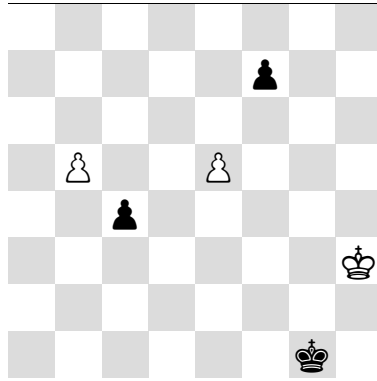
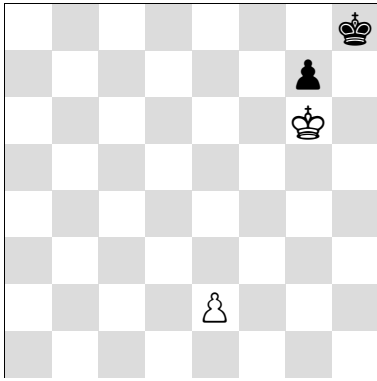
## Strategy

## Mini plan: B

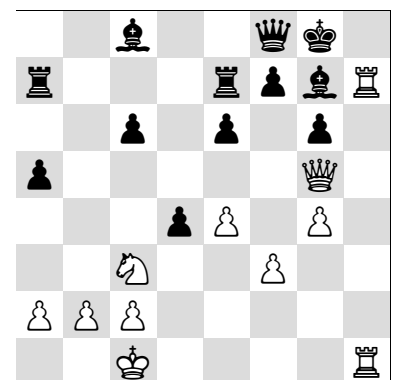
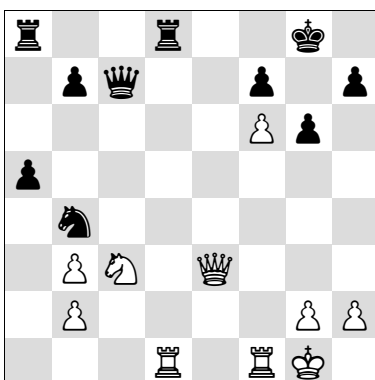
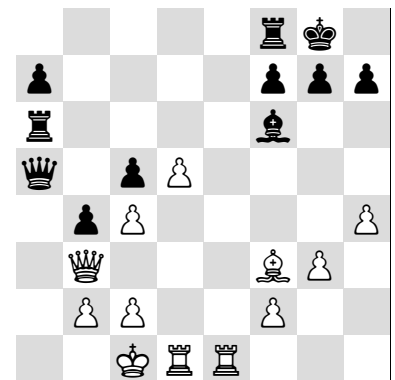
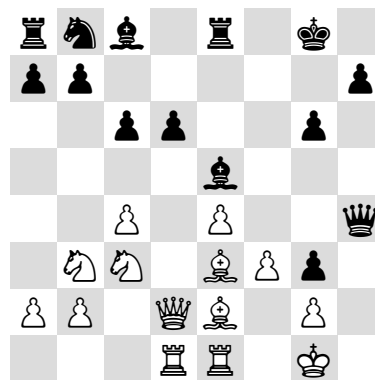
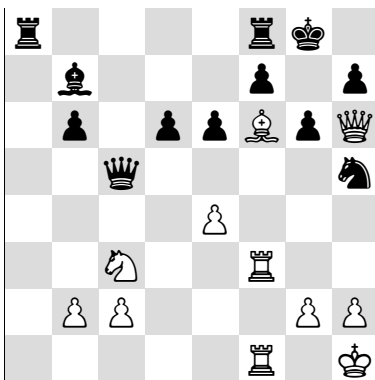
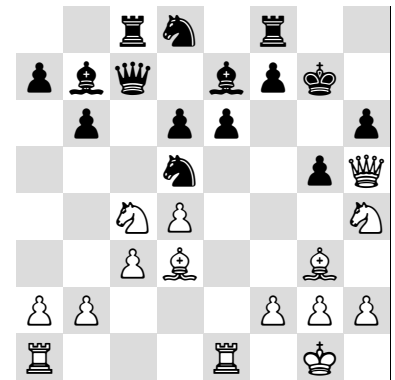
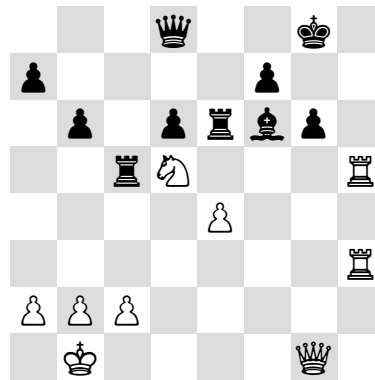
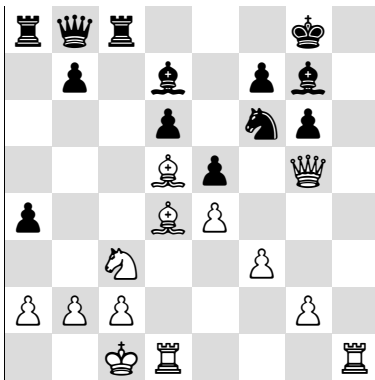
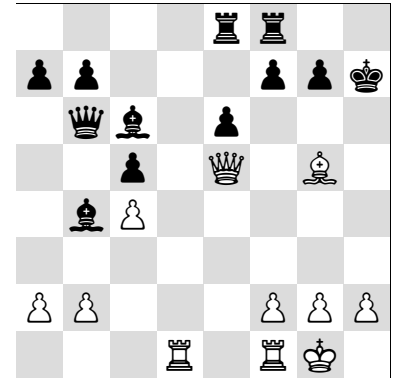
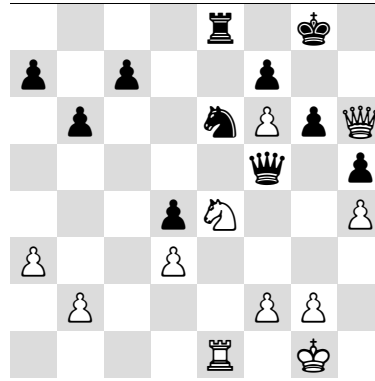
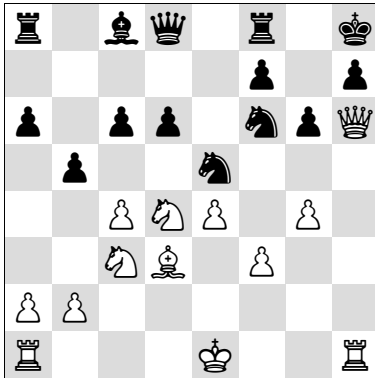


# Pawn endings

Race: **A**



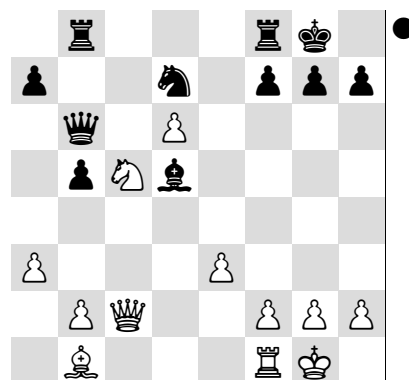
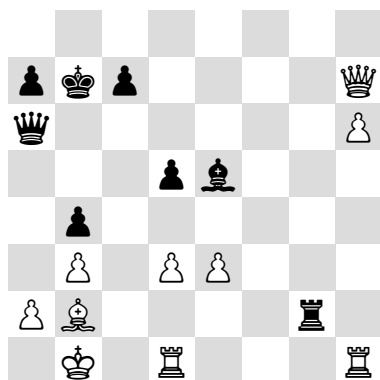
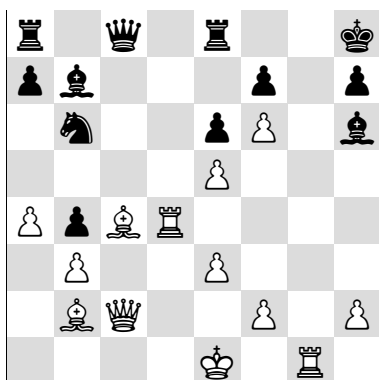
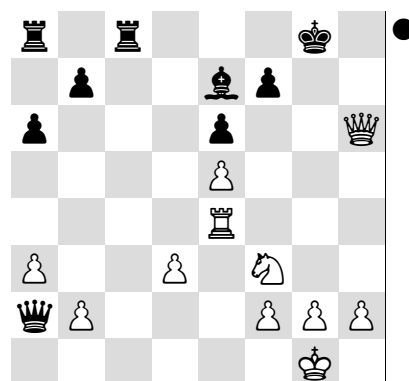
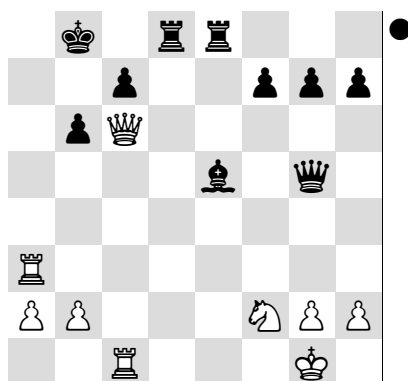
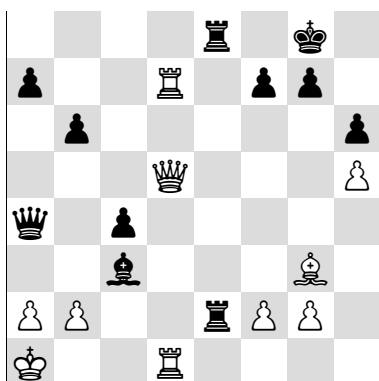
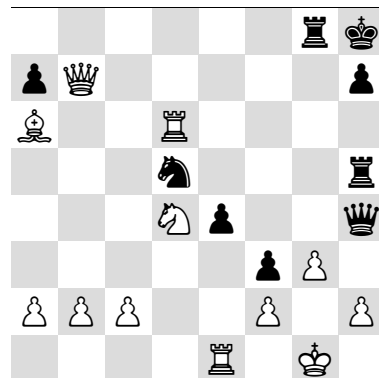
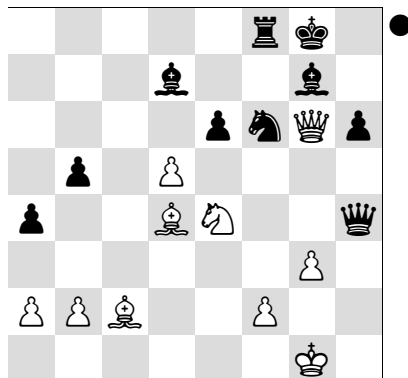
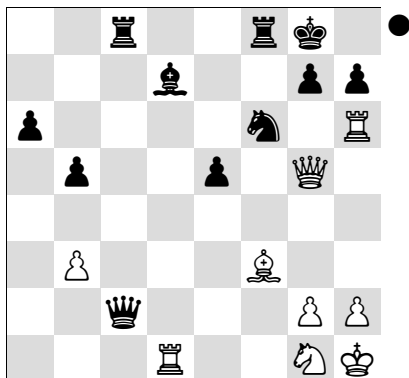
## Attacking the king



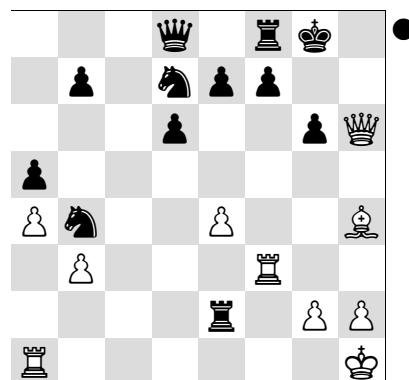
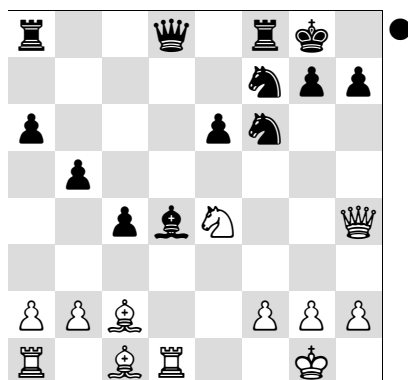
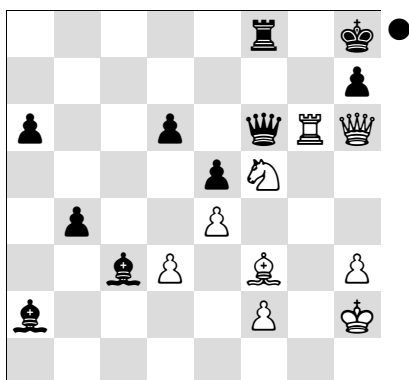
### Eliminating the defender: A

## Defending

## Defending against an attack on the king: B



Can White win with 1. Qxh7+ ?



# Search and solving strategies

On most of the exercise sheets in the second part you are not told what the combination is all about. Start by thinking things over rather than simply trying out every move. Look for the characteristics of the position.

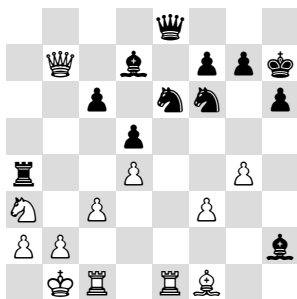
## The search strategy

- vulnerable king (check)
- in(sufficiently) protected pieces
- pieces liable to a knight fork
- a battery
- piece with a defensive task
- opposing pieces on the same line
- pinned piece
- piece with restricted mobility

## Which strategy can exploit it?

- mate or double attack
- double attack
- double attack with a knight
- discovered attack (discovered check or double check)
- getting rid of a defender
- pin or X-ray attack
- attack it once more / exploit a bad defender
- capture

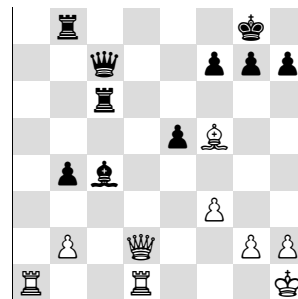
Make a preparatory move (attract, eliminate a defender, chase, target, clear). If the position appears hopeless, then you must try to force a draw by perpetual check, repetition of moves, stalemate, insufficient mating material, a fortress or leaving your opponent with the wrong bishop.



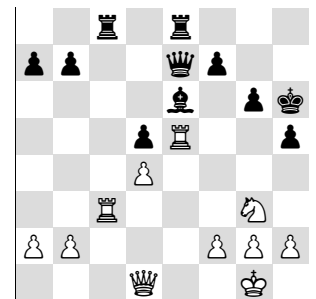
First of all you notice that there are two unprotected pieces (Ra4, Bh2). The black king is safe, but White can give check. These three pieces can all be attacked from c2. White wins with **1. Qb3** followed by **2. Qc2+**.



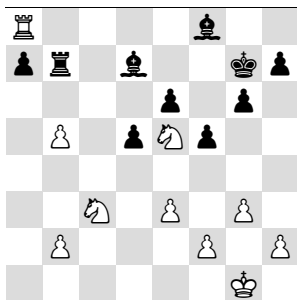
Together the queen and knight form a battery. Unfortunately the white queen is unprotected, so the front man must give check. White chases the king to g8: **1. Ng6+ hxg6 2. Qh3+ Kg8 3. Nh6+** winning the queen.



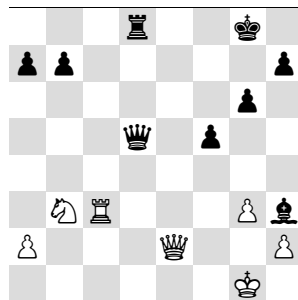
The back rank mate looks tempting. The two defenders, Qc7 and Rb8, must be disposed of. That is done by diversion. Firstly the queen hesitates a bit: **1. Ra7 Qb6** but after **2. Rb7** Black must resign.



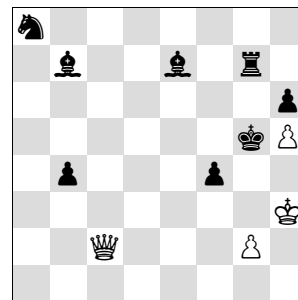
The bishop on e6 is pinned. So the rook on c8 is only being protected by the other rook. White can attack c8 another time with **1. Qc1+**. After **1. ... Kh7 2. Rxc8 Rxc8 3. Qxc8** we see that a pinned piece is a bad defender.



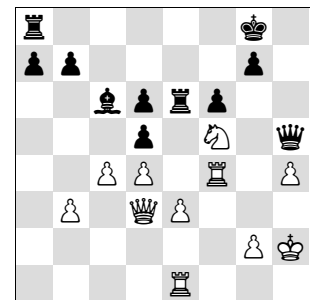
The bishop on d7 does not have many moves. It is already under attack, but after **1. Rd8** it can still take on b5. White eliminates this option with **1. b6!**. The rook cannot capture and after **1. ... axb6 2. Rd8** the bishop is quite lost.



White is a pawn down and in a wretched position. What possibilities are there for a draw? Perpetual check looks like the likeliest option. And in fact: **1. Rd3 Qxd3 2. Qe6+ Kg7 3. Qe7+ Kh6 4. Qh4+** with perpetual check.



Because of the many black pieces perpetual check does not work. Something must happen to get stalemate: the king, queen and g-pawn can still move. Luckily White has **1. g4!** The threat of mate on f5 forces Black to capture: **1. ... fxf3 2. Qf5+ Kxf5** stalemate.



Plenty of unprotected pieces! Such positions are difficult, because it is still too hard to spot the winning manoeuvre. White sets up a battery by "attracting and targeting": **1. cxd5 Bxd5 2. Qb5!** and if the bishop moves, then **3. Ne7+**.

