

Contents

	You don't have to read everything!	9
	Exercises to Chapter 1	15
	Chapter 1 – Endgame Elements	27
1	Promotion and underpromotion	27
2	Underpromotion	31
3	Unstoppable promotion	40
4	The importance of passed pawns	42
5	Using passed pawns as a distraction	44
6	Creating passed pawns 1	45
7	Protected passed pawn	52
8	Breakthrough	55
9	Distant passed pawns	58
10	Creating passed pawns 2	62
11	Spread passed pawns can be stronger than connected pawns	66
12	Eliminate all the pawns	68
13	King blocking the passed pawn	73
14	Attacking the pawns from behind	74
15	Pawns in the way	74
16	Zugzwang	82
17	Triangulation	86
18	Losing a tempo	90
19	Unnecessary pawn moves	94
20	Mutual zugzwang	99
21	Opposition	102
22	Distant opposition	103
23	Corresponding squares	110
24	Shouldering	113
25	Provoking weaknesses	119
26	Domination	121
27	Mate in the endgame	124
28	Defending against attacks on the king	138
29	Stalemate	138
30	Stalemate escapes	143
31	Shortest stalemate	148
32	Newest shortest stalemate	148

33	Perpetual rook	149
34	Perpetual check and pawn endings	153
35	Counterplay	154
36	Fortresses and passive defence	156
37	Positional draw	159
38	The 50-Move Rule	162
39	Activate the strongest piece first	164
40	King activity	166
41	King penetration	169
42	King flexibility	171
43	Cutting off the king	175
44	Checks	178
45	The king belongs in front of the passed pawn	179
46	Bishop on one diagonal	182
47	Bishop on two diagonals	183
48	The power of the two bishops	189
49	Knight paths	204
50	Knight in the corner	204
51	Kings are better than knights	206
52	The fourth phase	207
53	Simplifications in the fourth phase	218
54	Weaknesses	222
55	The principle of two weaknesses	223
56	Prophylaxis	226
57	The Shankland Rule	230
58	Schematic thinking	231
59	Fighting for key squares	234
60	Knowing when to act and when to squeeze	239
61	Timing	242
62	The importance of the critical moment	250
63	Anticipating the race	255
64	Active or passive defence	258
65	Capablanca shuffling	275
66	Winning without doing	277
67	Plus equal	280
68	Small details	283
69	Mechanical manoeuvre	290
70	The endgame is deeply tactical	294

71	Deep calculation	298
72	Deep resources	299
73	Miracle escapes	300
Exercises to Chapter 2		307
Chapter 2 – Lack of Technique		311
1	Opposition and triangulation	311
2	Being practical	317
3	Distractions	321
4	Pattern recognition – Knights and flank pawns	325
5	Basic principle of exchanges	327
6	Maximise your advantage before striking	347
7	Domination	348
8	Micro-domination	356
9	Cutting off the king	362
10	Shouldering	364
11	Allowing counterplay	367
	Exercises	400
	Solutions	402
12	Necessary and unnecessary complications	409
13	Overpressing	416
14	Passed pawns must be pushed	420
15	Losing control	424
16	Pushing passed pawns too far	428
17	Hanging on to material	431
18	Overestimating dynamics	433
19	Endgame theory	440
20	Surprising endgame theory	447
Exercises to Chapter 3		449
Chapter 3 – Fortresses		451
1	Types of fortresses	451
2	Fortress as a defensive strategy	452
3	Ways to break fortresses	453
4	Wrong bishop for the corner square	454
5	A shouldering fortress	458
6	A fortress that relies on counterplay	459
7	Fortress as a surprise defence	460
8	The role of pawns in breaking fortresses	466
9	Six fortress exercises	471
10	Solutions	473
11	Queen vs rook and pawn	479

12	Expanding on a generic fortress	480
13	Fortress in a complicated setting	481
14	Control over one colour of squares	486
15	A stalemate and restriction fortress	488
16	Fortress as a defensive strategy	489
17	Breaking down a fortress	494
18	Brute force to break down a fortress	500
19	Breaking a fortress slowly	502
	Five advanced examples	505
20	Blockade	505
21	Fighting to stay alive	509
22	A fluid fortress	514
23	A restriction fortress	527
24	Understanding fortresses	534
	Exercises to Chapter 4	545
	Chapter 4 – Rook vs Bishop	547
1	A fortress breaking – filmed backwards	547
	Symmetrical pawns	555
2	Symmetrical h-pawns on the 4th and 5th rank	555
3	Two symmetrical pawns	560
4	Three pawns on the same flank	563
5	f-pawns only	564
6	g-pawns in the middle	565
7	The game	568
8	Asymmetrical pawns	580
9	Flank pawns	583
10	Looking back...	586
11	Adjacent pawns	589
12	A few games in conclusion	594
13	A passed pawn each	615
	Exercises to Chapter 5	621
	Chapter 5 – Exchanges	623
1	Going deep	625
2	Comparing resulting endings	632
3	Same story – more or less	644
4	Guidelines for exchanges	646
5	A guideline with more value	646
6	Exchanging one set of rooks only	648

7	Transition into a winning ending	662
8	Exchanging queens	664
9	Pawn exchanges	668
10	Don't exchange your opponent's weaknesses	676
11	Transposing into pawn endings	677
12	Looking for the pawn ending	678
13	Broadening	681
14	Loss of flexibility	684
15	The transformation of advantages through exchanges	686
16	Exchanges/Prevention of counterplay	690
17	Clarity	691
18	Exchanging for penetration	699
19	Exchanges for king safety	701
20	On the other hand	702
21	A complex example	704
22	Exchanges from the defender's point of view	714
23	Exchanges to make a draw	716
24	Relying on strategic principles	721
	Exercises to Chapter 6	731
	Chapter 6 – Illustrative Games	739
1	An illustration of opening play	740
2	Fighting for key squares	745
3	Exploiting an advantage	762
4	The annoying small details	772
5	Fortress	779
6	Breaking a fortress	790
7	Plus equal	803
8	Exchanges and the flow of the game	814
9	Exchanges and clarity	828
10	Creating passed pawns	841
11	Rook vs two minor pieces	845
12	Rook vs two minor pieces – another example	856
13	The bishop pair	864
14	Attack in the endgame	872
15	Timing	878
	Name Index	890
	Bibliography	896