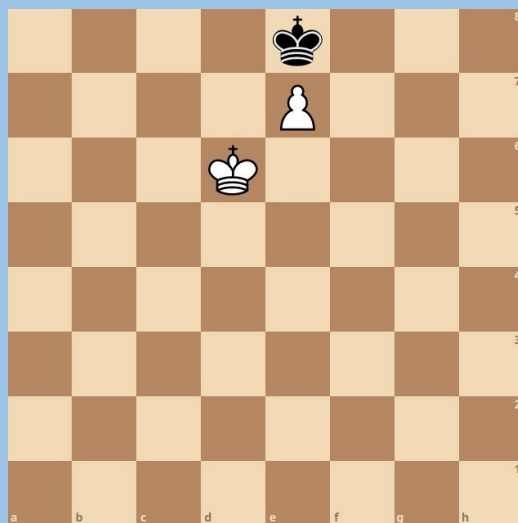


## Lesson 28: The Endgame, Part II



### Zugzwang!

On the left is an important king and pawn endgame. The result of the game depends on who has the next move.

If it's White's move, the only choice to defend the pawn is 1. Ke6. That's stalemate and the game ends in a draw.

If it's Black's move, they must play 1...Kf7. That allows White to reply 2. Kd7, shepherding the pawn to promotion. White wins.

Instead of playing 1...Kf7, Black would have loved to miss a turn but that's not allowed in chess. There's a special name for a situation where a player is forced to make a move even though they would rather pass: ZUGZWANG. ZUGZWANG is an important idea in the endgame.

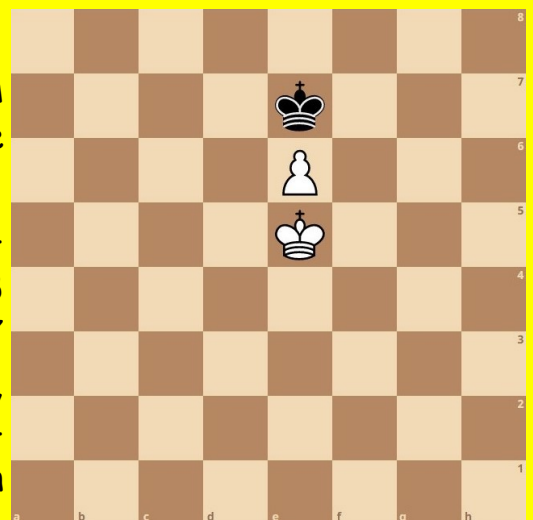
### A Position to Remember

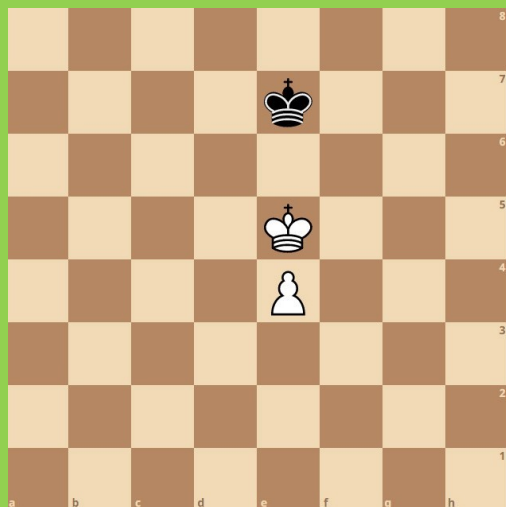
Let us return to the Grandmaster Test from Lesson 27. It's Black's move. Should they move straight back to e8 or diagonally back to d8?

Suppose they play 1...Ke8. White tries to shepherd the pawn home by 2. Kd6. Now 2...Kf8 would be a terrible mistake: White plays 3. Kd7 and the pawn promotes. Black must play 2...Kd8, blocking White's king. White has nothing better than 3. e7+ Ke8. We've reached the position above. It's White's move: the game is drawn.

Suppose instead that Black begins with 1...Kd8. After 2. Kd6 Ke8 3. e7 we again reach the position above but this time it's Black's move. Black loses.

This position occurs often in chess. It's well worth remembering that to draw Black needs to move their king straight back to e8. It's also a good idea to practice this endgame with a friend. Understand this position and you're well on the way to being an endgame expert!





## The Opposition

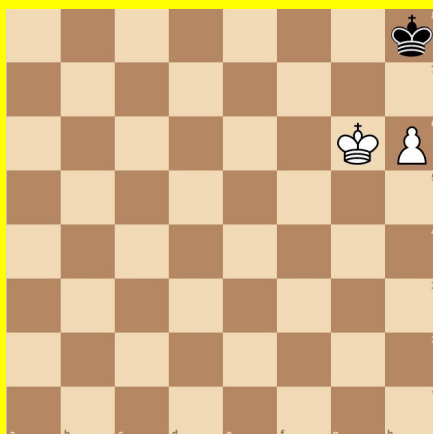
This is another important position, also worth practising. Again, the result depends on who has the move.

If it's White's move, there's nothing better than to move the king to one side and advance the pawn: 1. Kf5 Kf7 2. e5 Ke7 3. e6 Ke8 (straight back!) 4. Kf6 Kf8 5. e7+ Ke8 6. Ke6 stalemate. The game is drawn.

If it's Black's move, Black's king is forced away from its important blocking square - another Zugzwang: 1...Kf7 2. Kd6. The White king shepherds the pawn to promotion, for example 2...Ke8 3. Ke6 Kf8 4. Kd7 Kf7 5. e5 and the pawn becomes a new queen in three moves.

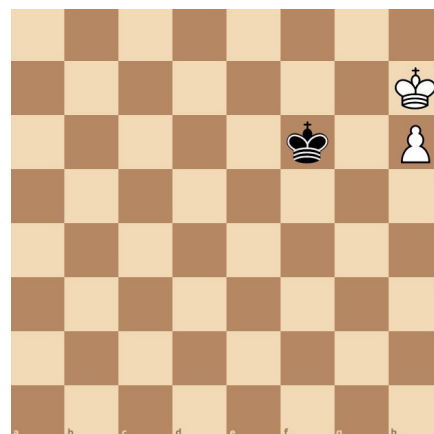
When two kings face each other like this and one is forced to yield its best position, we say that the side that stands its ground has the **OPPOSITION**. Having the **OPPOSITION** can be crucial in king and pawn endgames. Here, if it's White's move, Black has the **OPPOSITION** and the game is drawn. If it's Black's move, White has the **OPPOSITION** and wins the game.

## The Rook's Pawn



When the extra pawn is on the a- or h-files a draw is much more likely. Here it's a draw whoever has the first move. Why not check that to be sure?

## Grandmaster Test



Black's king has failed to reach the promotion square (h8). With a rook's pawn the game is still drawn. Can you find Black's first move and spot the plan to save the game?