

## Practical Chess Endings

Young Daniel Naroditsky (1995) has picked the most instructive examples of endgames in which you have to use ideas and plans in order to outplay your opponent. This is not an encyclopaedia nor a manual on endings, which are usually helpful but boring, but a compendium of lively lessons and exercises. The positions that International Master Naroditsky uses should not be memorized, but understood, and his acclaimed didactic skills will take your endgame technique to the next level. Never before have the ideas that decide endings been explained so clearly. With exercise at the end of each chapter.

Here... at long last... we have it. A new type of endgame book. A book which explains how to handle those positions that frequently occur in practical play but, curiously, are hardly ever the subject of theoretical works. Most endgame books rely upon recycling established theory on basic positions, or concentrate on fantastical studies. This one is different. Well known Grandmaster and endgame expert Glenn Flear examines in depth all endgames which feature either two pieces for each side, or two pieces against one. Why is this an important subject? Because these situations arise surprisingly frequently in practical play. For example, an examination of any big database will reveal that the endgame of rook and minor piece versus rook and minor piece arises in nearly 20% of games. That means that if you open with 1 e4, you are more likely to reach one of these endgames than you are to face the French Defence. And overall, every time you sit down to play a game of chess, there is nearly a 50% chance that you will reach one of the endgames covered in this book. If you can handle such endgames well, your results will inevitably improve. This book will show you how.

Confident about endgames? Even many experienced players would admit to a serious lack of knowledge in this department, and yet it's in this section of the game where many points are won and lost over the chessboard. This pocket-sized book can be the answer to all the players' problems! Grandmaster Neil McDonald studies the fundamental endings and provides the reader with all the crucial knowledge, tactics, and plans. At the same time, he is careful not to swamp readers with superfluous information; there is simply enough wisdom here to make them feel confident in all types of practical endings. \*Written by an renowned endgames expert \*Every major endgame is examined \*A pocket book ideal for club and tournament players

Endgames with rooks and pawns are the most frequently occurring in chess, arising in about 1 game in 10. If you learn an important technique in this endgame, chances are you will end up using it sooner or later. And there are a great many methods and concepts that can be mastered with a little effort. This book highlights the key themes in rook endings, and at each turn invites the reader to test his knowledge and skills with abundant exercises. Rook endgame theory does not stand still. New practical examples illustrate novel approaches as players seek to pose problems to their opponents - Magnus Carlsen has shown that even the driest-looking positions can feature deadly traps. The ongoing creation of new endgame tablebases - of which coauthor Yakov Konoval has been at the forefront - enables new classes of positions to be assessed with definitive certainty. Using six-man and the brand new seven-man tablebases, the authors re-examine many of the old evaluations and reach new and enlightening

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conclusions about classic rook endings. You will be startled and amazed, and soon discover that you are becoming a far more effective endgame player. German grandmaster Karsten Müller is arguably the world's foremost writer on chess endgames. His 'masterwork', *Fundamental Chess Endings*, is a modern endgame 'bible' and was studied intensively in his youth by current World Champion Magnus Carlsen. Yakov Konoval is a Russian chess-player and programmer who studied at Mikhail Botvinnik's chess school. He has written programs for solving chess problems and has pioneered new techniques for generating endgame tablebases.

Nowadays, chessplayers spend almost all their free time preparing openings, and rarely spend the time necessary to perfect the vitally important technique of calculating. Regular training in solving and playing out endgames studies is a good recipe for eliminating that shortcoming. This training is directed at developing resourcefulness, fantasy (in chess, these qualities are called "combinative acuity"), and the readiness to sacrifice material, in pursuit of the goal - winning! How do we develop good habits of winning endgame play? There are lots of manuals; but this may be the first in which a famous practical player, a trainer with a world-renowned name, and a study composer who has earned the title of International Grandmaster of Composition, share their views in one and the same book.

One of the finest modern works on chess endings. Thorough analysis by former world champion. 331 examples, each with diagram.

A comprehensive guide to all fundamental chess endings, and a godsend for those looking to improve their endgame play. Crucially, the emphasis is just as much on practical play as it is on theoretical understanding.

"A chess Olympic Gold Medal winner explains how you can dramatically improve your chess results"--Cover.

Most chess-players are all too painfully aware of how many half-points and even full points they squander due to poor endgame play. However, they tend to imagine that improving their endgame play involves a massive amount of study of dry technical positions, and prefer to spend their time on other aspects of the game, perhaps in the unrealistic hope of avoiding endgames entirely. In this book, Ian Snape helps them to tackle endgames with more confidence, so that they look forward to playing them, and are more willing to simplify when this is the best course of action. The first half of the book discusses the areas of endgame theory that are most relevant to practical success. The second half features 100 exercises for the reader to solve, together with full solutions. All the exercises are taken from real games.

Victor Korchnoi, one of the greatest experts in the field of rook endings, now documents his own experiences in tournament play. His main purpose is to inspire readers with a deep interest in rook endings, and he promises that anyone who thoroughly masters the given material will raise his Elo rating by 100 points or more!

This is a reprint of the classic work *Basic Chess Endings* by Reuben Fine, published in 1941. Although there are claims it has been superseded by other books, *Basic Chess Endings* by Fine remains the only book that covers all of the most basic chess endings and yet is in small size so it can be carried around in your pocket. The other books just show some endgames, not every

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endgame. Grandmaster Fine was one of the strongest chess players in the world and would likely have become world champion but he gave up tournament play to become a writer of textbooks on psychology, in addition to books on chess. A major advantage to Fine's book is his writing ability. Fine was a professional writer. He did not make his living as a chess player. This book is in old style descriptive notation. Some especially younger readers will prefer the more modern Algebraic System. The practical chess player is not interested in knowing that there is a computer somewhere that will show the solution for his position. Rather, he wants to learn how to find the best moves himself so as to defeat his human opponent. The most important endgames to study and learn are King and Pawn Endgames and Rook and Pawn Endgames. Knowing rook and pawn endgames is like having money in a savings account, as they come up all the time. Be sure to take time and learn all the rook and pawn against rook endgames. The first edition of Dvoretsky's Endgame Manual was immediately recognized by novice and master alike as one of the best books ever published on the endgame. The second edition is revised and enlarged - now over 400 pages - covering all the most important concepts required for endgame mastery. "I am sure that those who study this work carefully will not only play the endgame better, but overall, their play will improve. One of the secrets of the Russian chess school is now before you, dear reader!" - From the Foreword to the First Edition by Grandmaster Artur Yusupov "Going through this book will certainly improve your endgame knowledge, but just as important, it will also greatly improve your ability to calculate variations... What really impresses me is the deep level of analysis in the book... All I can say is: This is a great book. I hope it will bring you as much pleasure as it has me." - From the Preface to the First Edition by International Grandmaster Jacob Aagaard Here's what they had to say about the First Edition: "Dvoretsky's Endgame Manual ... may well be the chess book of the year... [It] comes close to an ultimate one-volume manual on the endgame." - Lubomir Kavalek in his chess column of December 1, 2003 in the Washington Post. "Dvoretsky's Endgame Manual is quite simply a masterpiece of research and insight. It is a tremendous contribution to endgame literature, certainly the most important one in many years, and destined to be a classic of the literature (if it isn't already one). The famous trainer Mark Dvoretsky has put together a vast number of examples that he has not only collected, but analysed and tested with some of the world's strongest players. This is a particularly important book from the standpoint of clarifying, correcting, and extending the theory of endings. Most of all, Dvoretsky's analysis is staggering in its depth and accuracy." - John Watson, reviewing DEM at The Week In Chess 2003 Book of the Year - JeremySilman.com 2003 Book of the Year - Seagaard Chess Reviews: "This is an extraordinary good chess book. To call this the best book on endgames ever written seems to be an opinion shared by almost all reviewers and commentators. And I must say that I am not to disagree." - Erik Sobjerg New and substantially expanded edition of a modern chess classic. By chance, in 2013 publisher New In Chess discovered a previously unnoticed and unpublished extra batch of endgame tactics collected by the legendary Dutch correspondence grandmaster Ger van Perlo (1932-2010). More than 250 fresh examples have been added, making this fourth edition 25% BIGGER than its predecessors. For casual players and club players. Why is it that most amateur chess players love opening and middlegame tactics but hate endgames? Why do you usually look at only a couple of pages in any endgame theory book you see?

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Sit back, forget about theoretical endgames, and enjoy the entertainment of real life chess in Endgame Tactics! There is no substitute for hard work in getting better at chess, as a wise grandmaster once said. But you always work harder at something you enjoy. Make the first step towards improving your endgame play (and beating more opponents) by learning to love the endgame. Endgames are fun, and the examples from everyday practice in Endgame Tactics prove it. • New (4th) and 25% expanded edition of a best-selling modern classic • More than 1,300 Sparkling Tricks and Traps • WINNER of the ECF Book of the Year Award • WINNER of the ChessCafe Book of the Year Award • Makes regular players discover the fun in endgame

This is a major event in chess publishing. Two German endgame experts have produced a masterful one-volume encyclopedia which covers all major endgames. This, the first truly modern single-volume endgame encyclopedia, supersedes all previous works of this type by being far more accurate and readable. This is no dry reference work; throughout the work, the authors emphasize the practical elements of endgame play: principles, rules of thumb and thinking methods. They also provide a feast of detailed analysis for those looking to study the endgame in depth. Unlike previous books of this type (the most recent of which is now eight years old), Fundamental Chess Endings makes full use of endgame tablebases and the analytical engines that access these tablebases. As a result, where previous authors could only make educated guesses, in this book, the authors can often state the definitive truth, or get much closer to it. Throughout, the emphasis is on the general principles that can be extracted from detailed theory, making Fundamental Chess Endings both an ideal endgame reference work and a book that can profitably and enjoyably read from start to finish. With new time controls meaning that competitive games are played to a finish, it has become especially important that chess-players understand the main endgame principles. Fundamental Chess Endings sets the mark for which all others will aim.

300 practical endgame situations, ranging from very simple to masterpieces by Capablanca, Reti, Tarrasch, Lasker, more.

Approach every endgame with a winning strategy! Good books about endgames for beginners are few and far between. WINNING CHESS ENDINGS is a great one a gripping introduction to what you need to know to win chess endings, taught by American Grandmaster Yasser Seirawan. His entertaining, easy-to-understand style, incisive stories and insiders advice will help you develop a solid grasp of proven principles that you can apply with confidence whenever a game goes the distance. You'll learn to prevail time and again in endgames with common and uncommon combinations and pieces. WINNING CHESS ENDINGS teaches endgame strategies in an exciting new way: by putting you in the middle of the action with firsthand stories taken directly from famous matches. Pull up a chair and watch the world's most exciting chess endings. Then become an endgame master!

The endgame is the final phase of a game of chess, in which very little material is left on the board and the weaknesses forced earlier in the game can be exploited. Theory, while not changing as rapidly as in the openings, is no less

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important, and many games are won or lost because one player knew the winning plan and the other didn't.

Fine teacher analyzes each piece individually; many common endgame situations. Examines games by Steinitz, Alekhine, Lasker, others.

For all chess players, beginners to professionals, one thing is crucial: any ending knowledge will bring you the key to success. In this area of the game, many points are given away through the lack of adequate knowledge of these endings. Alexey Dreev continued his journey, after his first in the series 'Practical Play in the Middlegame', he provided an unique and practical guide, logically and clearly organized by theme. On top of that he also included many fascinating exercises to test the reader's understanding. This endgame book should be in anyone's library if you want to acquire the correct knowledge of the final part of our Royal Game.

'New (4th) and improved edition of an all-time classic The good news about endgames is: • there are relatively few endings you should know by heart • once you know these endings, that's it. Your knowledge never goes out of date! The bad news is that, all the same, the endgame technique of most players is deficient. Modern time-controls make matters worse: there is simply not enough time to delve deep into the position. Jesus de la Vila debunks the myth that endgame theory is complex and he teaches you to steer the game into a position you are familiar with. This book contains only those endgames that: • show up most frequently • are easy to learn • contain ideas that are useful in more difficult positions. Your performance will improve dramatically because this book brings you: • simple rules • detailed and lively explanations • many diagrams • clear summaries of the most important themes • dozens of tests.

DIV60 complete games, annotated throughout but emphasizing endings that seem like long-contemplated works of art.  
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Paul Keres (1916 1975) was an Estonian chess grandmaster and chess writer. He was among the world's top players from the mid-1930s to the mid-1960s and runner-up in the Candidates' Tournament on four consecutive occasions.

Knowledge of the endgame is a vital area in chess, and many points are lost through an insufficient understanding of its basic principles. Here, for the aspiring player, a concentration on typical endings likely to occur in practice; rook endings which appear regularly in tournaments; even the often neglected and comparatively simple king and pawn endings. Beginner

This is an essential practical book, for all chess players, from one of the world's greatest grandmasters. Rather than attempting to cover every theoretical possible endgame position, Paul Keres deals with the basic types of position into which all other endgames will eventually be resolved. He examines these in great detail and, in so doing, reveals the fundamental principles of the endgame and the main ideas for each player. It is not by memorizing moves but by understanding the basic positions that a player, of whatever rating, will most improve his endgame play. For this reason, Keres does not simply point out the best move; rather he

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explains the positions in such a way that the reader's understanding will lead, almost automatically, to the best move. Paul Keres who lived in Tallin Estonia is one of the greatest chess players of all time. From 1937 to 1965 he was a serious contender for the World Championship title, coming third in the 1948 World Championship Tournament. He had also been placed second in no less than four of the Candidate's' events. He was always an Estonian patriot, even though he had to keep quiet about it during the years of Soviet rule. His picture appears on both the money and the postage stamps of Estonia.

This is a well-established training manual which encourages the average player to understand how a grandmaster thinks, and even more important, how he works. Kotov tackles fundamental issues such as knowing how and when to analyze, the tree of analysis, a selection of candidate moves and the factors of success.

In this companion volume to Fundamental Chess Endings, Müller and Pajeken focus on the practical side of playing endgames. They cover all aspects of strategic endgames, with particular emphasis on thinking methods, and ways to create difficulties for opponents over the board. Using hundreds of outstanding examples from modern practice, the authors explain not only how to conduct 'classical' endgame tasks, such as exploiting an extra pawn or more active pieces, but also how to handle the extremely unbalanced endings that often arise from the dynamic openings favoured nowadays. All varieties of endgames are covered, and there are more than 200 exercises for the reader, together with full solutions. Major topics include: \* Basic Principles and Methods \* Activity \* Schematic Thinking \* The Fight for the Initiative \* Prophylaxis and Preventing Counterplay \* The Bishop-Pair in the Endgame \* Domination \* The Art of Defence \* Typical Mistakes \* Rules of Thumb

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Practical Chess Endings with modern chess notation Batsford

This is an endgame manual with a difference. As soon as a topic has been introduced and a few basic ideas discussed, you are immediately invited to immerse yourself in the subject by solving a series of relevant positions. The solutions to these positions feature a wealth of practical advice and further discussion of endgame principles and the key theoretical points. All the main types of endgames are covered: pawn endings, minor-piece endings, rook endings and queen endings. Rosen discusses important elements in endgame strategy, such as pawn-structure, passed pawns, space advantage, breakthrough and Zugzwang.

Endgames are often highly tactical, and this is reflected throughout this book in exercises that require precise calculation, and in sections devoted to typical tactical themes. There is a wealth of exercises throughout the book.

Everyone knows they should work on their endgame play. So many hard-earned advantages are squandered in 'simple' endings...

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But it's tough finding a way to study endings that doesn't send you to sleep and that helps you actually remember and apply what you have learnt. "While endgame theory books are helpful, active participation by the reader is a great aid to learning. I hope that this book of endgame exercises will encourage readers to put their brains in high gear, both to test themselves and to learn more about the endgame. I have spent several months selecting the 444 exercises in this book from what was initially a much larger collection." - John Nunn All major types of endgame are covered, together with a wide-ranging chapter on endgame tactics. Examples are drawn from recent practice or from little-known studies. The emphasis is on understanding and applying endgame principles and rules of thumb. You will learn by experience, but always backed up by Nunn's expert guidance to ensure that the lessons you take away from the book are correct and useful. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals at chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions. In 2011, his two-volume work Nunn's Chess Endings won the English Chess Federation Book of the Year Award, and was highly praised by Levon Aronian (who read both books cover to cover!) when making the award presentation.

CHESS. The definitive work on practical endgame tactics.

Training with Moska is based on the best instructive material Moskalenko collected while working with amateurs for three decades. The book covers a wide variety of aspects of the game and the more than 500 instructive positions are accessible for players of different strengths. If you have an Elo rating between 1400 and 2100, this book will help you make a big step forward. With his famous light touch and humour Moskalenko explains the themes and concepts of his training material. Subsequently, he presents a multitude of typical examples and exercises and rounds off with large exams to test your understanding. As if you are attending one of his training sessions, your imagination and visualisation will improve, you will learn to recognize the intentions of your opponent, you will find out how to select between options before you start to calculate, and much more. You will experience what thousands did before you: Training with Moska is not just very useful, it is a lot of fun as well!

All the Everyman Chess books are organized in a structured style and are also presented in a series of levels. The styles encompass Openings (O); Games Collections ((G); and Training (T). The levels are arranged as follows: Children C]; Novice (N); Club (C); and Advanced (A).

Jesus de la Villa's worldwide bestseller 100 Endgames You Must Know successfully debunked the myth that endgame theory is complex and that endgame books are tedious. Reviewers praised its clarity and completeness and thousands of players dramatically improved their endgame understanding (and their results!). In recent years, De la Villa's students sometimes complained that when they had to apply what they had studied in 100 Endgames, they didn't always have the material ready at their fingertips. De la Villa then made an important discovery: most of the errors his students made are being made by others as well, even by strong and sometimes famous chess players! De la Villa started collecting training material and selected those exercises best suited to retain and improve your knowledge and avoid common errors. In this book the Spanish grandmaster

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presents hundreds of exercises grouped according to the various chapters in 100 Endgames. Solving these puzzles will drive home the most important ideas, refresh your knowledge and improve your technique. This book contains a massive amount of clear, concise and easy-to-follow chess endgame instruction. The advice De la Villa gives in the solutions is practical and useful. Ideal for every post-beginner, club player and candidate master who wishes to win more games.

Pawn endings do not arise out of nowhere. Before emerging as endgames with just kings and pawns, they 'pre-existed' in positions that still contained any number of pieces. Liquidation is the purposeful transition into a pawn ending. It is a vital technique that is seldom taught. Strange, because knowing when and how to liquidate can help you win games or save draws. In this book, former US Chess Champion Joel Benjamin teaches you all you need to know about successfully liquidating into pawn endgames. He focuses on the practical aspects: what to aim for and how to get there. When to start trading pieces and how to recognize favorable and unfavorable liquidations. Enter a fascinating world of tempo play (triangulation, zugzwang and opposition), breakthroughs, king activity, passed pawn dynamics, sacrifices and counter-sacrifices. Exercises will test your growing skills. This is a ground-breaking, entertaining and instructive guide.

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