

# CHESS CALCULATION TRAINING

Volume 2

Endgames

by

Romain Edouard



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# KEY TO SYMBOLS

!	a good move
?	a weak move
!!	an excellent move
??	a blunder
!?	an interesting move
?!	a dubious move
□	only move
=	equality
∞	unclear position
∞	with compensation for the sacrificed material
±	White stands slightly better
∓	Black stands slightly better
±	White has a serious advantage
∓	Black has a serious advantage
+−	White has a decisive advantage
−+	Black has a decisive advantage
→	with an attack
↑	with initiative
↔	with counterplay
△	with the idea of
▷	better is
≤	worse is
N	novelty
+	check
#	mate
[T]	theoretical position
[*]	hard puzzle

# PREFACE

Welcome to the 2<sup>nd</sup> volume of my “Chess Calculation Training” series!

This book focuses on endgames. There are a lot of things to learn “by heart” about them – but they are often difficult to apply at the board, unless you get exactly the same position as you studied. This is why I believe it is an interesting approach to present an endgames book as a series of exercises, with instructive but practical positions.

As in Volume 1, a lot of calculation will be required. The major difference between middlegame and endgame training is, of course, the limited material on the board. This means the patterns you discover in training are much more likely to appear in your games – so you should try to imprint them somewhere in your memory!

With ordinary tactics, the purpose of exercises is almost solely to improve your calculation skills. Solving the exercises of this book will help the reader improve on his endgame knowledge and understanding as well. There is a lot to learn from studying each solution, even if you failed to find it yourself; this is why answers here are even more detailed than in Volume One. Nevertheless, the solutions are always concrete.

This book contains 10 chapters. The first, as in Volume 1, is a warm-up. Then we will work on endings from all possible angles: technical wins, tactical wins, drawing moves, and so on. Another very important chapter is “Test your reflexes!”. I believe reflexes are a key element in becoming a good endgame player. The more good reflexes you develop, the more other things become reflexes too!

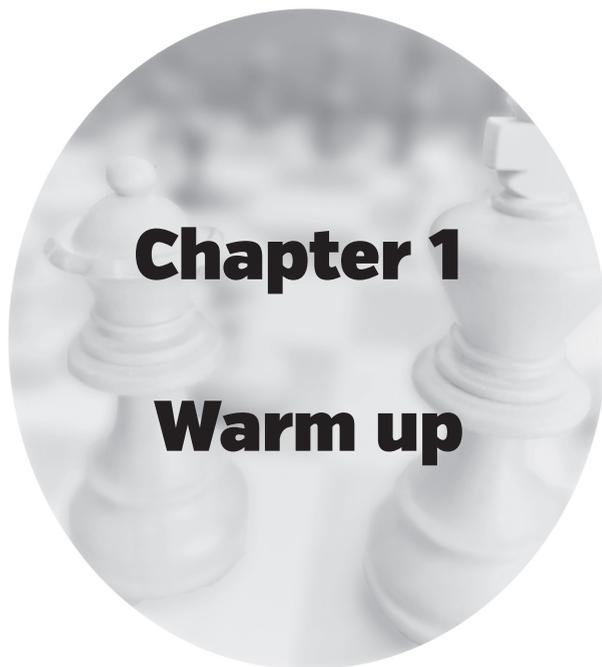
To prepare this book, I looked at a huge number of games and pre-selected around 800 positions. By analyzing them more deeply than I would normally do just watching a game online, I discovered an incredible number of new ideas. These I pass on to you!

Throughout the book, the most challenging exercises are marked with a [\*]. The theoretical positions, which it is essential to memorise, are marked with

a [T]. You will find a help section at the end of the book, giving guidance (if needed) for any exercise marked with an asterisk.

I hope this book will be an excellent complement to the pure knowledge you may gain from other more general endgame books!

Romain Edouard  
September 2017



As the title indicates, this part of the book is a training exercise.

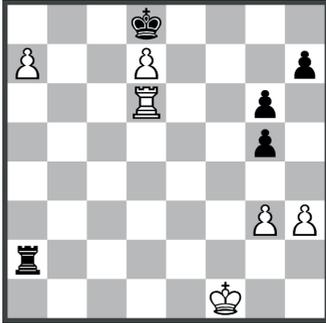
In each position you must find the winning move, or the drawing move if you see an equals sign (=) underneath the diagram. If there seems to be more than one solution, choose the clearest or the quickest.

This chapter contains exercises of all types, which could have been used in several other chapters. They appear here because they are easier to solve and will help to prepare you for the rest of the book!

I advise you to solve a few problems (a page, for example) as a warm-up before attempting a more complicated chapter. Beware: a few positions are more challenging than the others.

1

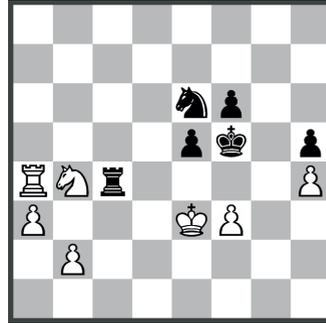
Bukic, E. – Marovic, D.



□ 59.? +-

2

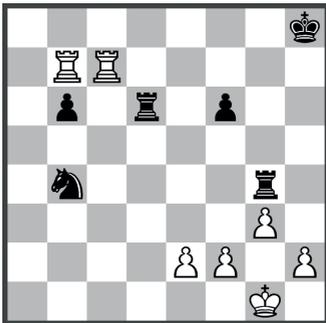
Tal, M. – Averkin, O.



□ 70.? +-

3

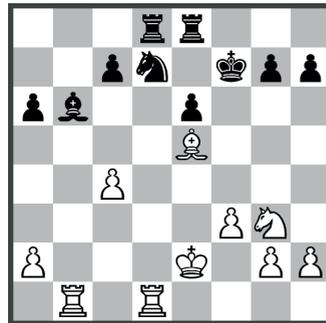
Salov, V. – Seirawan, Y.



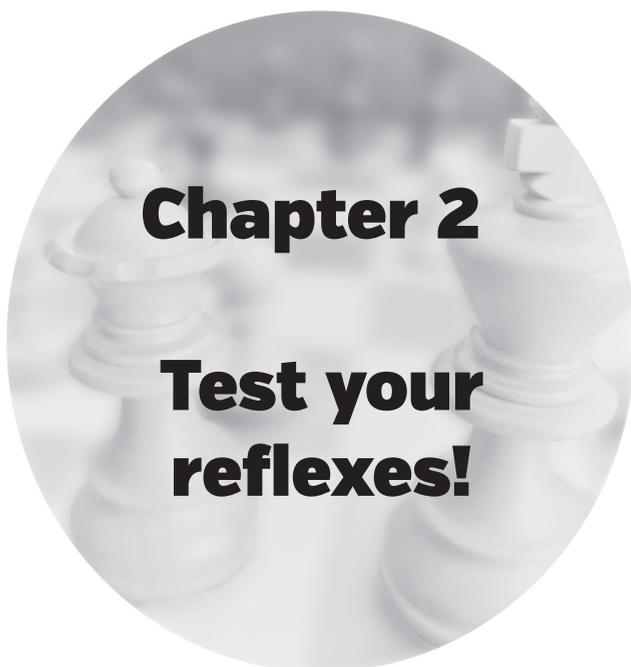
□ 35.? +-

4

Topalov, V. – Leko, P.



□ 25.? ±



## **Chapter 2**

### **Test your reflexes!**

Welcome to one of my favourite chapters! To become a great endgame player, you must be knowledgeable, objective and good at calculation. This chapter is about the fourth critical element: reflexes.

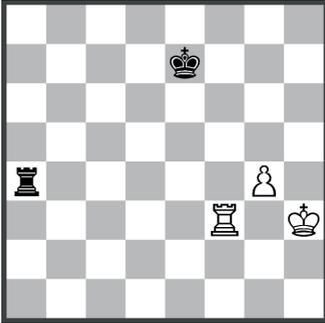
The term 'reflexes' covers everything that you should be able to do with very little thought. They will help you in situations where you have a limited amount of time: which is to say always!

In this chapter, you must let your instinct guide you to the solution. The automatic defence, the natural pieces placement, avoiding the only trap, the obvious exchange, typical winning shots, keeping the opponent's pieces in the box, will be the covered topics. Try to find the right move after a short reflection, then give yourself more time to question your decision.

The problems marked with an asterisk [\*] are more difficult: they require some calculation as well as good 'reflexes'. You will find hints in the help section at the end of the book. This chapter also contains some theoretical positions you should learn. You will find them marked with a [T].

1 (T)

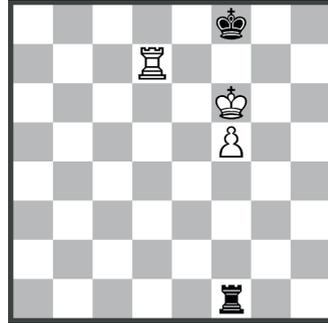
Fischer, R. - Sherwin, J.



■ 78...? =

2 (T)

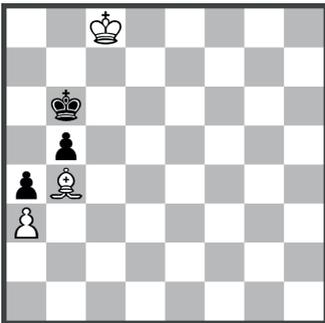
Gligoric, S. - Fischer, R.



■ 74...? =

3

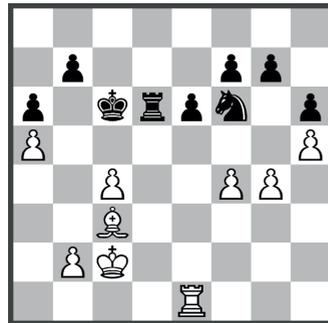
Korchnoi, V. - Karpov, A.



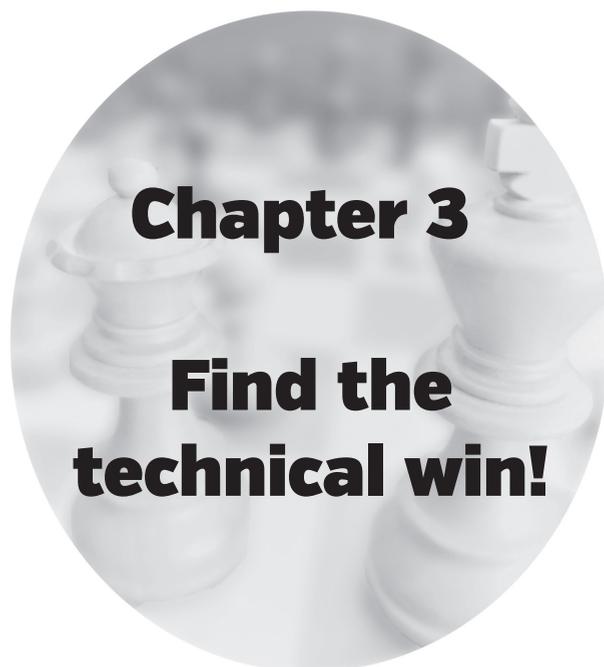
■ 80...? =

4

Kasparov, G. - Vukic, M.



□ 36.? +-



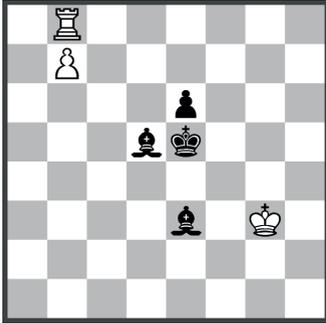
In this chapter, you must find the winning move or variation. The solutions need some calculation of course, but they are more technical in nature.

The positions considered to be theoretical which you should learn are marked with a [T].

The difficulty of the exercises in this chapter ranges from medium to very difficult. The most challenging exercises are marked with an asterisk [\*], which means you will find hints in the help section at the end of the book.

1

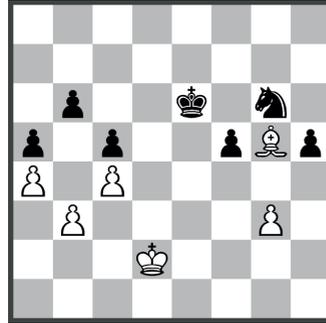
Garcia, S. – Karpov, A.



■ 67...? –+

2

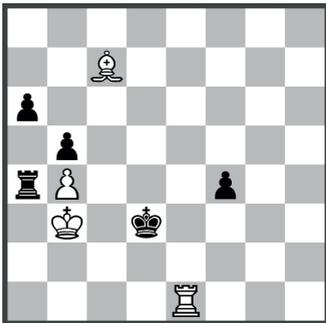
Ljubojevic, L. – Karpov, A.



■ 46...? –+

3

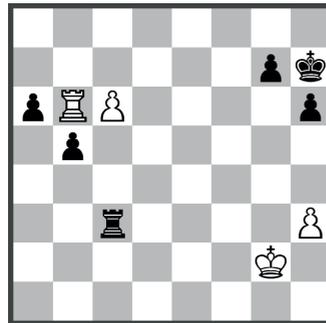
Hracek, Z. – Sokolov, I.



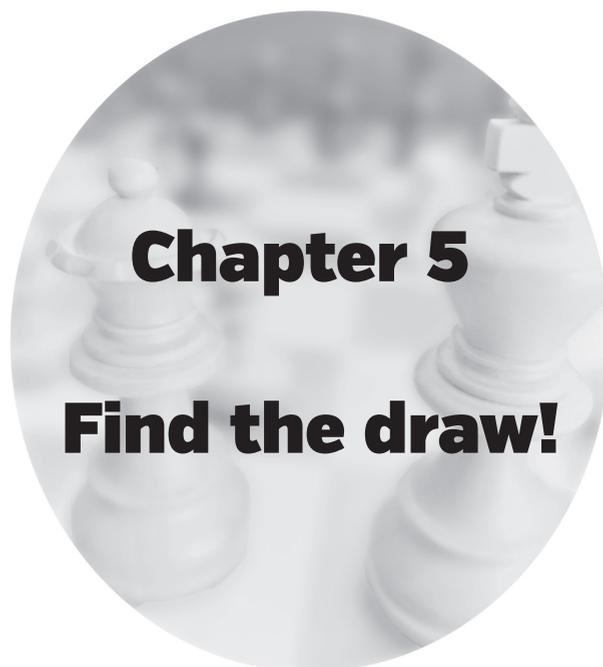
□ 48.? +-

4 [\*]

Tondivar, B. – Lutz, C.



■ 45...? –+



In this chapter, you must find the move or the variation which leads to a draw. You will often be surprised by how many resources are hidden in an endgame which looks hopeless.

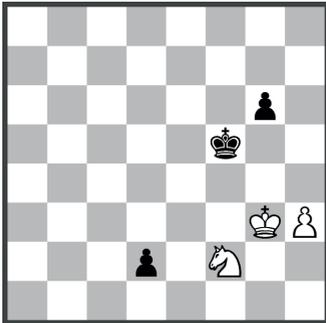
This section is a mixture of theoretical positions (T) and instructive endgames of all types. It should help you learn a great deal about defensive methods and themes in difficult endgames.

In this chapter, even more than in the others, seeing the first move is not enough: your calculation must lead you to a position which is unquestionably a draw.

The difficulty of the exercises in this chapter ranges from medium to very difficult. The most challenging ones are marked with an asterisk (\*), which means you will find hints in the help section at the end of the book.

📖 1 [\*]

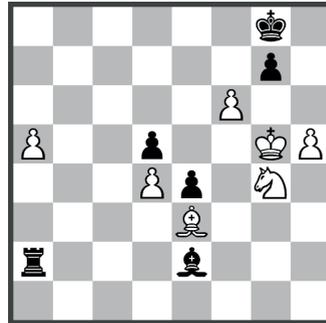
Sakharov, Y. – Vasiukov, E.



■ 61...? =

📖 2

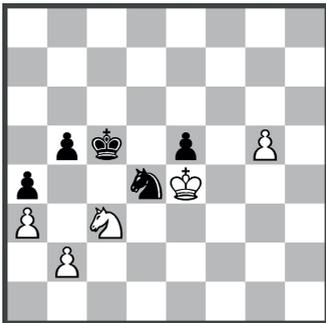
Karasev, V. – Karpov, A.



□ 72.? =

📖 3

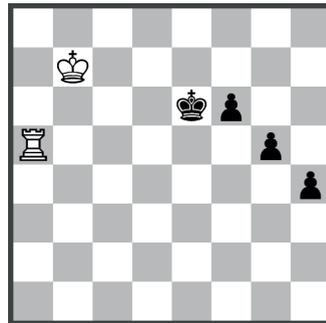
Sokolov, I. – Damljanovic, B.



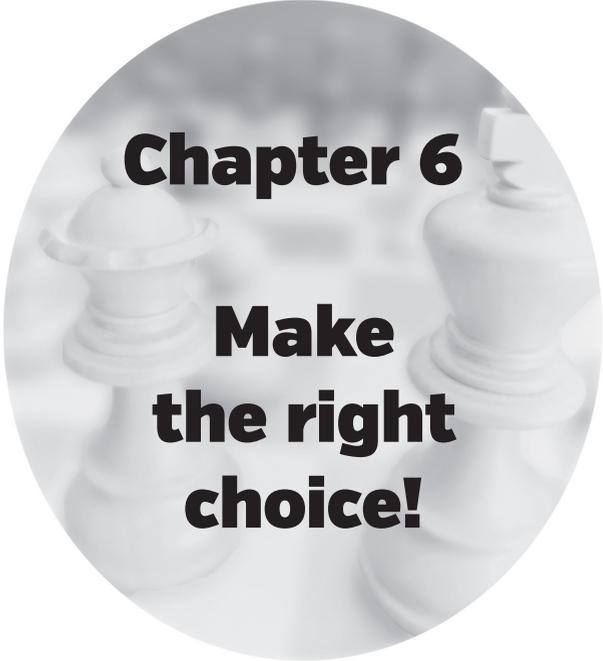
■ 68...? =

📖 4 [\*]

Tamm, U. – Kramnik, V.



□ 68.? =



## **Chapter 6**

# **Make the right choice!**

In this chapter, for each exercise I will suggest two possible moves. One of them is a mistake! You must work out which one is correct and, above all, the reason why the other is an error.

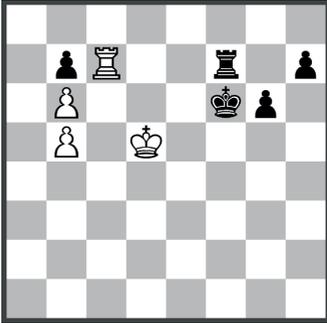
Pure calculation is needed. In general, at least one of the two moves – sometimes both – hides an unexpected possibility, which makes these problems even more interesting!

This chapter is intended to help you to work on your ability to calculate, while also developing your sense of danger when you have to reject a move which seems good at first glance.

The difficulty of the exercises in this chapter ranges from medium to very difficult. The most challenging ones are marked with an asterisk [\*], which means you will find hints in the help section at the end of the book.

📖 1

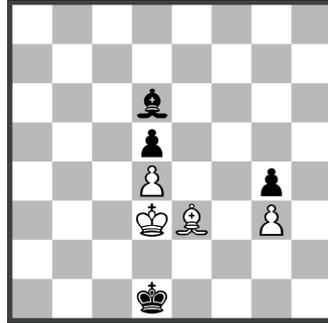
Ivkov, B. – Webb, S.



■ 54...h5 / 54...g5

📖 2 [\*]

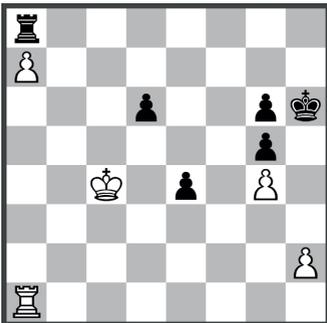
Van Wely, L. – Kramnik, V.



□ 55. ♖f2 / 55. ♖f4

📖 3

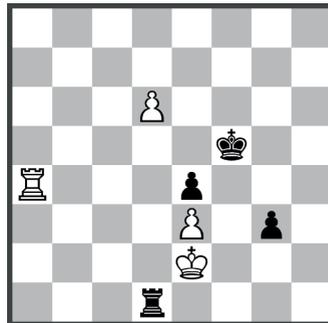
Van Wely, L. – Cvitan, O.



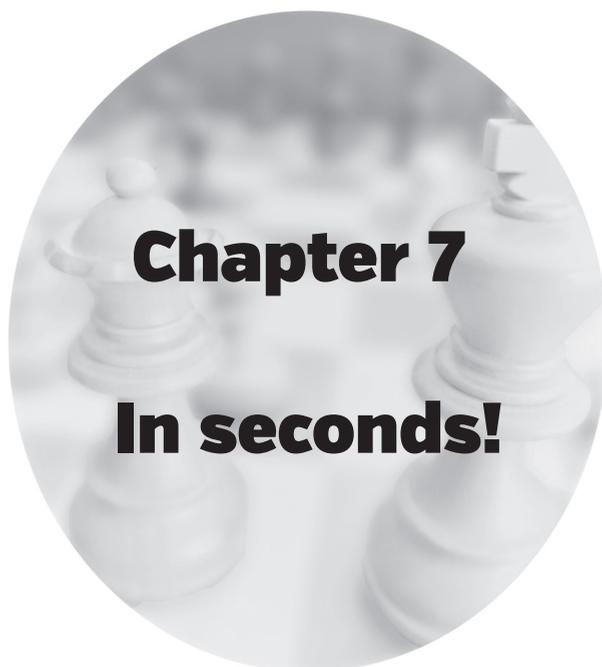
□ 54. ♖d4 / 54. ♖d5

📖 4

Sokolov, I. – Salov, V.



□ 73. ♖xd1 / 73. ♖a5+



## **Chapter 7**

### **In seconds!**

This chapter is a follow-up to chapter 2 and will also be great training for your reflexes!

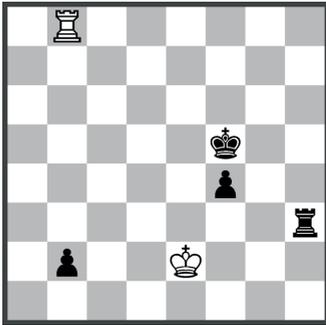
This chapter puts you in time trouble. In each position, you must play a move within 10, 20 or 30 seconds, depending on the exercise.

You are given a short instruction and, in a few cases, you are given a choice between two moves (just like in the previous section). You must find the win or the only move to stay in the game, or avoid a trap.

The problems themselves are not difficult, but the time limit makes them a real challenge!



Bernstein, O. – Smyslov, V.

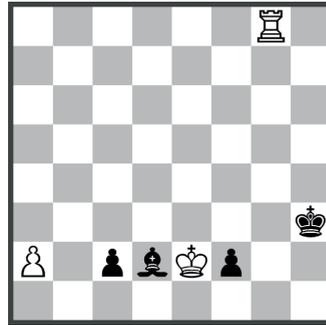


□ 60.?

You have 10 seconds left,  
play a move!



Csanadi, L. – Forintos, G.

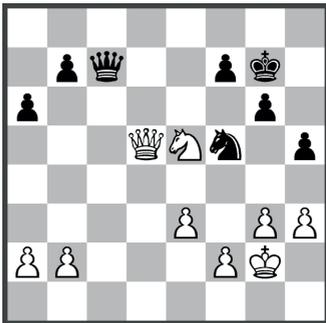


□ 52.?

You have 20 seconds left:  
play a move!



Seirawan, Y. – Illescas Cordoba, M.

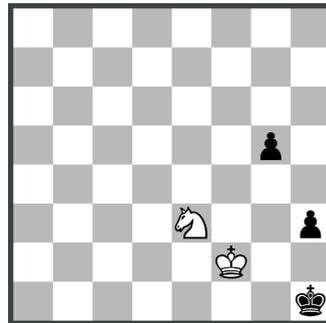


■ 28...?

You have 30 seconds left: find the  
only move to stay in the game!



Kun, S. – Merenyi, G.



■ 53...?

You have 10 seconds left:  
play a move!