

Practical Chess Endings

DIV60 complete games, annotated throughout but emphasizing endings that seem like long-contemplated works of art. /div

There are, contrary to what most amateurs believe, relatively few chess endgames one must know. Jesus de la Villa, an international grandmaster and former champion of Spain, presents the endgames that show up most frequently in practice, are easy to learn and contain ideas and concepts that are useful in more difficult positions. He brings you simple rules, guiding ideas at the beginning of each chapter, detailed and lively explanations, many diagrams, clear summaries of the most important themes, recommended exercises that will help you understand the material, and tests, divided in two parts: basic and final. The main thing De la Villa asks of you is to always understand WHY you play a move. 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. 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

Jesus de la Villa's worldwide bestseller 100 Endgames You Must Know successfully debunked the myth that endgame theory is complex and endgame books are necessarily tedious. Reviewers praised its clarity and completeness and thousands of players significantly improved their endgame understanding (and their results!). In the past couple of years, De la Villa's students sometimes complained that when they had to apply what they had studied in 100 Endgames, they didn't have the material ready at their fingertips. And De la Villa made an important discovery: most of their errors had already been 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 your knowledge and avoid

common errors. In this book the Spanish grandmaster 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 calculation skills. 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. (Spanish to English translation by Ramon Jessurun)

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!

"As its title implies, this book brings together all the

information which the author considers necessary to provide the average chessplayer with a working knowledge of the endgame. It is concerned with the basic points, particularly those which are most often encountered in practice. This first chapter describes the elementary mates and can be understood by the beginner. Thereafter the standard is gradually raised in order to include material which the club, country, and tournament competitor needs to have at his command in the last and longest chapter the reader is shown how the theory which he has learnt is employed in practical endings. The author has presented his material in such a way that a reader knowing only the rudiments of the game (e.g. the moves and notation) can progress step by step to quite an advanced standard well within his scope. At the same time, the expert player can profit from this book by using it to revise and widen his knowledge of the endgame." --

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The Key Concepts of Chess Endings In 2003 when it was released, Dvoretsky's Endgame Manual became an instant classic. Now the chess instructor extraordinaire offers an introduction to the fascinating world of chess endings. This book is designed to highlight the key concepts of the most common chess endgames and will prove quite instructive to chessplayers of all levels. Topics include: - The King in the Endgame - Pawn play - Zugzwang - Saving Methods - Tactics in the Endgame - Piece Maneuvering - Piece Exchanges - "Technique" ...and much more! The author has countless practical

suggestions for improving your endgame play in this era of rapid-time controls so that you don't end up "drowning" in the ocean of endgame theory. Let Mark Dvoretsky help you win more games as he examines some elementary endgame errors from master play and shows you how to avoid making the same mistakes. Chess Words of Wisdom is made up of the crucial information mined from over 400 chess books (plus hundreds of magazine articles, vides, DVDs, web sites and various other sources) all condensed into this one remarkably complete and "one-of-a-kind " chess book. Chess Words of Wisdom quotes, paraphrases and summarizes the teachings of hundreds of experts, masters, IMs, GMs and eve a few scientists, scholars and generals. Essentially, all of the wisdom from these important sources is in this one book! Chess Words of Wisdom is a digest of hundreds of years of chess knowledge from the greatest chess minds in history. This is the must-know information for the well-schooled chessplayer at all levels, from beginner to master. Chess Words of Wisdom is unique in that it is all text. There are no diagrams or analysis at all in the book. There is not a single game in the entire book! Instead, the book is jam-packed with essential chess knowledge... in plain English! If you want to learn, if you want to thoroughly understand chess, Chess Words of Wisdom is for you. Chess Words of Wisdom is about "understanding" chess. There are no frills, cartoons or nonsense of any kind in it... just intense, cover-to-cover, concentrated chess instruction in the form of verbal explanation. This is an ideal textbook for chess teachers, coaches, trainers and

all serious students of the game. It is for players of all strengths who are enthusiastic about understanding and mastering the game of chess. A 534-page one-of-a-kind chess book, it belongs in every serious chessplayer's library. It contains all of the useful, practical, information from over 400 chess books (plus many other sources). As a result, it contains more helpful information than certainly any other chess book in history. This is one-volume treatise covers nearly all of the essential concepts in chess. "All you need to know about everything that matters!" (New In Chess Magazine) "Kudos! Just glanced through your book which displays an enormous amount of research and chess erudition. Looking forward to some enjoyable reading..." (the late Larry Evans, U.S. grandmaster, author, journalist, and five-time U.S. Chess Champion) "...it's definitely unique in its verbal approach, which is particularly useful especially to adults learning the game." (Jennifer Shahade, author, journalist, two-time U.S. Women's Chess Champion and FIDE Woman Grandmaster) Irving Chernev wrote more than 20 chess books, among them: Chessboard Magic!, The Bright Side of Chess, The Fireside Book of Chess (with Fred Reinfeld), The Most Instructive Games of Chess Ever Played, 1000 Best Short Games of Chess, Practical Chess Endings, Combinations: The Heart of Chess, and Capablanca's Best Chess Ending

A chess expert has distilled an enormous amount of information into an easy-to-follow, question-and-answer format that not only explains the most basic rules and essentials of play, but also offers advice on opening,

combinations, middle- and end-game strategies, notation, castling, and other topics. Over 100 carefully chosen diagrams and illustrations.

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

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. 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.

CHESS. The definitive work on practical endgame tactics.

Today many more tournament games are being played and club and match games brought more frequently to a finish so that the ending is not left to the adjudicator but is becoming of increasing importance to the ordinary player. For the expert it has long been an outstanding characteristic of his play and it is not an accidental that the greatest masters of chess ave also been the greatest masters of the end game. In the end-game, unlike the opening, proficiency does not depend on the memory but on methodical study and it is not difficult to acquire a skill that will add to points and half-points to the score table. Endgames are predominantly positional in character although combinative and tactical maneuvering often enlivens the play. The best endings have their own appeal, one of accurate timing and precision. But the compelling reason for study is surely the practical one: after a long struggle how heart breaking it is not to reap one's full reward because of poor end-play. In more than sixty examples from play in this book decisive mistakes were made, often by the greatest masters. In many ways

the ending is a different kind of game: the importance of the pawn center diminishes; the king becomes more active; there is the possibility of stalemate; and the pawns, no longer a skeleton clothed by pieces, become powerful in them selves. When the number of pawns is reduced then values chance, so that a piece may be worth no more than a pawn. Rather than a sketchy outline of the whole field, this book makes a fairly thorough study of those endings most likely to occur in play, especially those with rooks. This book is best worked through as a course of study, so that the underlying ideas are absorbed and a sound positional judgment is acquired it is at first not necessary to understand every nuance, far less to try to remember the more difficult variations; indeed one might pass over the sub-variations at first reading. Some of the example, noticeable in the later chapters, are harder than others. Although considered a suitable textbook for the less skilled player, the more complicated studies, and some recent theoretical discoveries such as the analysis of R +BP +RP v. R and Q + KtP v. Q are included. Endings at first difficult yield to further stud; the weaker player should never be discouraged, for in time the ideas become clearer and a logical pattern is revealed. Examples are for the most part classified according to the kind of pawn formation and a dozen or more series of comparative studies are intended to show the importance of this. Most of the usual conventions are followed.

International Grandmaster and International Master from Azerbaijan, Ulvi Bajarani and his father Ilgar Bajarani

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respectively, provide 405 endgame positions from their chess practice. The positions have been divided into several chapters, covering various aspects of endgames. 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.

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

Practical Chess Endings R. H. M. Press
Practical Chess Endings A Basic Guide to Endgame Strategy for the Beginner and the More Advanced Chess Player
Courier Corporation

300 practical endgame situations, ranging from very simple to

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masterpieces by Capablanca, Reti, Tarrasch, Lasker, more. 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. Addresses one of the major aspects of chess with systems for improving practical skills in analyzing positions and taking appropriate actions.

Endgames Made Easy This book has many diagrams. You do not need a chess set and board to read this book. It is designed to be read several times. Each time it is reread, you may grasp points that were previously obscure to you. The book draws from many examples that the author has used in years of chess coaching. Why this book? In recent decades a high proportion of endgame books are quite advanced. Many of these are great books. However many of these books presume good basic endgame knowledge, say that what you would expect of a player rated 2000 ELO or candidate master strength. My observation after many years of playing and coaching that average club players typically have major gaps in their basic endgame knowledge. This book is designed to help fill the gap. For the sake of completeness, some very basic knowledge is included, so that the book will be useful for novices as well as club players. To play endgames strongly you do not need to know thousands of positions. A good understanding of basic principles, knowledge of some key positions and the ability to calculate well will go a long way. Why learn endings? Some players make an interesting point, why study the ending if I don't get many? Well, there is lots of reasons. The number of endings will increase as general playing strength increases. This is because players increase their ability to survive middlegames. The number of endgames will also increase if playing more evenly matched opponents. If neither player

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makes tactical mistakes, then an endgame is very likely. Even if you don't have an ending, endgame study may create ideas useful for the middlegame, especially positional ideas.

Because you have so few pieces, placement of the pieces becomes all that more important. More importantly, you will know what endings to aim for. In many games between good players, one or both players has had option to exchange into ending at some point. If your ending understanding is weak, how will you know when to exchange and when not to?

Playing for an ending, is sometimes the best way to exploit a positional advantage in pawn structure. With fewer pieces on, active piece play is less likely to compensate for weak squares and weak pawns. The idea that endings are boring is a British Junior myth. Some of the greatest brilliancies are in endings. You only need to look at Chernev's Practical Chess Endings to confirm this. Endings should be learned backwards, knowledge will be built from earlier knowledge.

Capablanca said endings should be learned first, then middlegames with respect to the endings, then the openings with respect to middlegame and endgame. Endings are the ultimate test, as they are the most removed from the initial position. Positions in this phase are more the result of what you created, than earlier phases, and are the most removed from the start position and memorised opening moves. Study in the ending tends to be more rewarding than studying other phases of the game. In 20 hours you could cover an awful lot on many endings, but in the same time you would be lucky to absorb one opening variation. Strength in the endgame, gives you great chance to come back from earlier reverses and good endgame players are good endgame swindlers. To get stronger as the game goes on, is a good feeling. To be a strong player you must be good at endgames. What this book includes. Topics include drawing, basic concepts, lone king endgames, pawn endings, pawnless endings, piece versus

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pawns, rook endings, minor piece endings, queen endings and other endings. There are summaries of key points of each section. See my authors page for information about my background and other books.

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 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.

The endgame is the part of the game in which the result of the game is decided, yet few players devote as much study to it as they know they should. This book will help remedy the problem. By addressing important practical aspects of the endgame in lively fashion, Mednis draws the reader into exploring the endgame in a painless and captivating manner. Here at last is an endgame book designed to be read from cover to cover! Starting with entertaining, cautionary

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examples of resignations in drawn or even winning positions, Mednis moves on to discuss the key practical aspects of rook endings, minor-piece endings, and endings with a double pawn. Mednis touches on many other facets of the practical endgame struggle, including psychological factors, making use of special insights, and risks in the endgame.

Grandmaster Edmar Mednis is an extremely experienced chess writer, whose work has been praised by no less an authority than leading trainer Mark Dvoretsky. His column, *The Practical Endgame*, is syndicated in chess magazines around the world, and renowned for its accessibility and originality. His previous books for Cadogan include 'From the Opening into the Endgame' and 'Practical Opening Tips.' (5 11/16' X 8 1/8', 144 pages, illustrations, indexes)

A unique and comprehensive approach that covers every aspect of the game, *Mastering Chess: A Course in 21 Lessons* offers players a goldmine of insights and tips. This manual focuses on the major topics relevant to every game: combinations, analysis, formulation of a plan, opening a play, and endgame technique. Each of these aspects is explored in four lessons, comprising a tutorial that will increase players' understanding and improve their play. Suitable for players at all levels, this course is rounded off by a chapter that offers practical tournament tips as well as general advice.

Analyzes endgame strategies from a variety of chess matches.

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.

Basic Endgame Play in Algebraic Notation

"Basic Chess Endings," written by International Grandmaster Reuben Fine, is the most authoritative reference on the endgame. Serious students of the game find the work unmatched in its depth and range. Now, Grandmaster Pal Benko has revised this classic with the latest innovations in the endgame and adapted the book to algebraic notation. The result is what chess aficionados have been eagerly waiting for--a thoroughly modern bible on basic chess endings. A handy guide for the practical player, "Basic Chess Endings" focuses on the aspects of the ending that occur most frequently in the course of play. With clear language, it reinforces knowledge of the standard position and tried-and-tested rules. Hundreds of diagrams make examples easy to follow. An indispensable reference for every chess player. Approach every endgame with a winning strategy! Good books about endgames for beginners are few and far

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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!

One of the best-known Russian chess coaches, Panchenko's students include many grandmasters. This book is a compendium of his endgame instruction that will help to increase playing skills and to achieve higher practical results both for amateurs and professionals. Besides theoretical material, the book contains numerous examples from the practice of the classical and modern chess players and the tasks for the independent solving and playing.

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