

# WCCI 2019–21

## Section D: Endgame Studies

Jan Sprenger\*

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### Remarks—Замечания

It is important for me that my compositions have clear solutions and are humanly understandable, similar to a game between two players. This holds also for the three miniatures in the selection (№ 1, 3 and 5). None of the selected studies requires a computer to solve or to verify correctness. Exception: some secondary defenses in № 1, e.g., 1... ♖c3 or 6... ♔c5, are not obvious, but the main line follows the most principled and logical choices of both players.

In № 3, White can, on various occasions, lose time by repeating moves or taking longer king routes, but due to the strategic character of the study, I do not see this as a problem.

The published version of № 4 has w♙e1 instead of g1 in the initial position. The play is identical.

There is not yet an award for studies № 3, 4 and 5.

Для меня важно, чтобы мои композиции имели четкие решения и были понятны человечески, как игра двух игроков. Это относится и к трем миниатюрам в подборке (№ 1, 3 и 5). Ни одно из выбранных исследований не требует компьютера для решения или проверки правильности. исключение: некоторые вторичные защиты в № 1, например, 1... ♖c3 или 6... ♔c5, но основная линия следует наиболее принципиальному и логичному выбору обоих игроков.

В № 3 белые могут в различных случаях терять время, повторяя ходы или выбирая более длинные пути короля, но из-за стратегического характера исследования я не вижу в этом проблемы.

Опубликованная версия № 4 имеет w♙e1 вместо g1 в начальной позиции. Игра идентична.

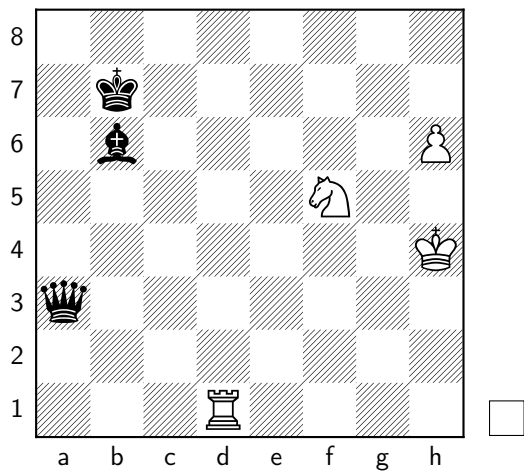
Вердикта по № 3, 4 и 5 пока нет.

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\*Via Asti 1, 10131 Torino, Italy. Email: jan.sprenger@unito.it.

# Study № 1: Oleg Pervakov–60JT, 2020, 4th prize

White to play and draw (4+3)



Tactical fight for promotion of the h-pawn with logical elements (try 2. ♖d7+). First, bishop and rook fight for access to the long diagonal. Only when Black plays ♕c7, White can realize his main idea. In the end, Black is forced to block the exit roads for his queen with his own pieces.

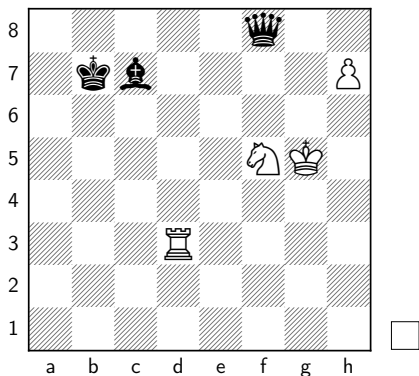
Тактическая борьба за продвижение пешки "h" с логическими элементами (попытка 2. ♖d7+). Сначала за выход на большую диагональ борются слон и ладья. Только когда черные сыграют ♕c7, белые смогут реализовать свою основную идею. В конце концов, черные вынуждены своими фигурами загромождать пути выхода ферзя.

**Solution:** 1. h7 ♖f8 2. ♖g5!

**Logical try:** 2. ♖d7+? ♗c6 3. ♖f7 ♕d8+! 4. ♖g4 ♖e8 5. ♘e7+ ♗b5!! (The only refutation of White's play. 5... ♗d6 or 5... ♗c5 would allow the combination 6. ♖f8!, like in the solution, and after 5... ♕xe7 6. ♖xe7, the h7-pawn guarantees the draw.)

6. ♖f8!? White's main tactical idea, but here it does not work: 6... ♖xf8 7. ♘g6 ♖b4+!, followed by ♕f6 and Black is winning. Thanks to 5... ♗b5, the diagonal a3-f8 remained open and Black could evacuate his queen with check. 2... ♕a5 3. ♖d3! Denying the black bishop access to the a1-h8 diagonal. Again, not immediately 3. ♖d7+? ♗c6 4. ♖f7 ♖a8! 5. ♖f6+ ♗c5, and ♕c3 decides.

3... ♕c7. Threatening ♕e5, but now White can realize his plan.

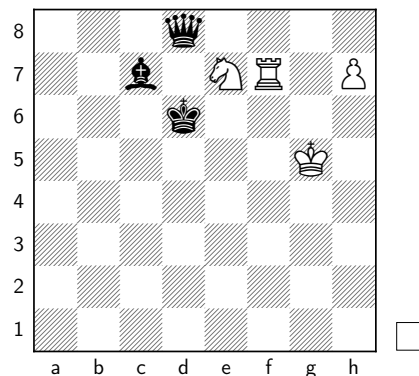


4. ♖d7 ♗c6 5. ♖f7 It was too early for 5. ♖xc7+ ♗xc7, e.g., 6. ♖g6 ♗d7 7. ♘h6 ♗e6

8. ♘g8 ♖f7+ 9. ♗h6 ♗f5. Now, 5... ♖a8 would fail to 6. ♖xc7+ and 7. ♘h6, and so Black needs to work with checks.

5... ♖d8+! Preparing to play ♕e5, and better than 5... ♕d8+, after which White draws (e.g.) with 6. ♘e7+ ♕xe7+ 7. ♖g6 ♖e8 8. ♖g7.

6. ♘e7+ ♗d6 After 6... ♗c5 7. ♖f5+ ♗c4 8. ♖g6 (e.g.), White has prevented 8... ♕e5 and enough counterplay for draw.



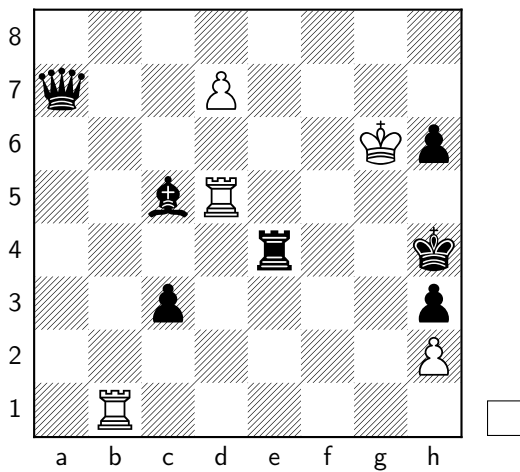
7. ♖f8!! The point of the white play. After 7. ♖g6 ♗e6 8. ♘f5 ♕e5 9. ♘g7+ ♗d6 Black is in full control. Now 7... ♖xe7+ is answered with 8. ♖f6+ and h8♖, and so...

7... ♖xf8 8. ♘g6 ♕d8+ (Or 8... ♖d8+ 9. ♖h5.)

9. ♖g4. The diagonal a3-f8 (♖b4+) is blocked by the black ♗d6, and the back rank by the bishop (♖c8+). Pawn promotion is thus inevitable. 1/2-1/2

## Study № 2: Magyar Sakkvilág, December 2021, Prize

White to play and win (7+6)



Tactical massacre with uncommon logical structure. The two logical tries 2. ♖e5 and 2. ♖h5 fail to different defensive obstacles, but the preparatory rook sacrifice 2. ♖b4 overloads Black's pieces and forces him to remove one of them. The two main lines then show how White implements his original plans.

Тактическая бойня с необычной логической структурой. Две логические попытки 2. ♖e5 и 2. ♖h5 не приводят к разным защитным препятствиям, но предварительная жертва ладьи 2. ♖b4 перегружает фигуры черных и вынуждает их убрать одну из них. Затем две основные линии показывают, как белые реализуют свои первоначальные планы.

**Solution:** 1. d8♖+ ♗e7! 1... ♕e7 2. ♖h5+ ♖g4 3. ♗d1+ ♖f4 4. ♖f5+ ♖e3 5. ♖f3#  
White's two thematic tries now fail due to two different obstacles. 2. ♖h5+? etc. fails to 3... ♖e2! and 2. ♖e5? fails to 2... ♖g4! followed by 3... ♕e3+!

**2. ♖b4!!** Regardless of how Black takes on b4, he must give up one of the two obstacles. White then chooses his plan accordingly.

**Logical Try:** 2. ♖e5? The idea is 2... ♖xe5? 3. ♖b4+! ♕xb4 4. ♗d4+ ♖e4 5. ♗f2+ ♖g4 6. ♗g3#. But Black refutes the plan with 2... ♖g4+! 3. ♖xh6 ♕e3+! 4. ♖xe3 ♗xd8 and White has no ♖h5#.

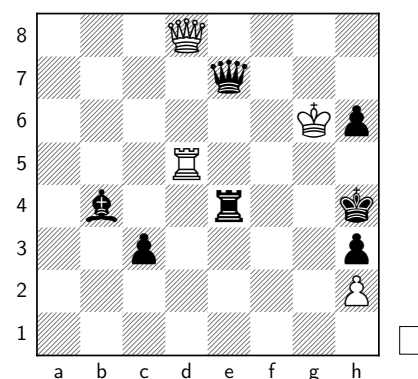
**Logical Try:** 2. ♖h5+? ♖g4 3. ♗d1+ ♖e2! 4. ♗a4+ ♖e4 5. ♗d1+ ♖e2 and White has not more than draw.

**Correction Try:** 2. ♖e1? This prevents 2... ♖g4+ since Black is mated after 3. ♖xh6 ♗xd8 4. ♖h5#. However, it also opens the road to e4 for the Black queen: 2... ♖xe1! 3. ♖d4+ ♕xd4 4. ♗xd4+ ♗e4+, and Black is winning.

After 2. ♖b4!!, the game splits as follows:

**Main A:** 2... ♖xb4. Now there is no ♖e2 any more and the attack with ♖h5+ and ♗d1+ succeeds: 3. ♖h5+! And not 3. ♖e5+? ♗xd8 4. ♖e4+ ♖xe4. 3... ♖g4 4. ♗d1+ (no ♖e2 any more) 4... ♖f4 5. ♖f5+ ♖e3 6. ♖f3+ ♖e4 7. ♗d3+ ♖e5 8. ♖f5+ ♖e6 9. ♗d5#

**Main B:** 2... ♕xb4. Now, Black has no ♕e3+ any more, and so the ♖e5 plan works.



**3. ♖e5!!** Of course, not 3. ♖h5+? ♖g4 4. ♗d1+ ♖e2.

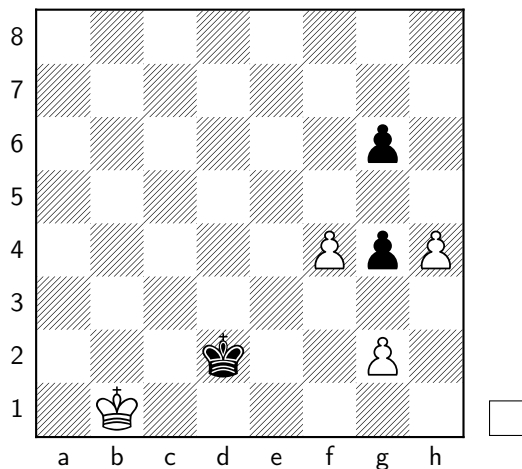
**3... ♖g4+.** Black is also mated after 3... ♗xd8 4. ♖xe4# or 3... ♖xe5 4. ♗d4+ ♖e4 5. ♗f2+ ♖g4 6. ♗g3#

**4. ♖xh6 ♖g6+!?** 4... ♗xd8 5. ♖h5#, mate with active self-block.

**5. ♖xg6 ♗xd8 6. ♖e4#.** Model mate. 1-0

## Study № 3: EG, January 2021

White to play and win (4+3)



Strategic miniature with logical content and systematic king movements up and down the board. How shall White break the opposition of the kings after 1. g3 ♔d1? The point is to play ♕a3 at the right moment, when Black cannot reply ♕c3 due to the f4-f5 breakthrough (h8♞ occurs with check). But for this, the king first needs to go all the way up to b6!

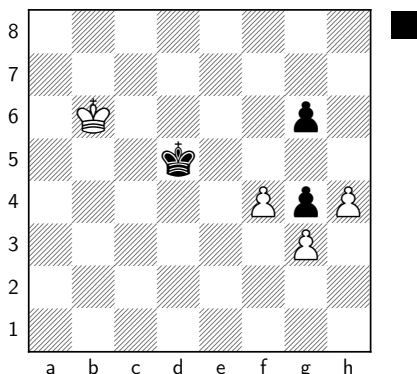
Black can also, at various points, rush to the

g-pawn. After ♔f2 or ♔f3, White plays h4-h5 g6xh5 f4-f5, promoting the f-pawn with check. Black then draws against the queen (1) pushing both the g- and the h-pawn if the white king is on the seventh rank or on c6; (2) with the doubled g-pawn (after hxg3) with a white ♔d6. If White has the king on c5 or d5, he is winning.

Стратегическая миниатюра с логическим содержанием и систематическими движениями короля вверх и вниз по шахматной доске. Как белым сломить сопротивление королей после 1. g3 ♔d1? Смысл в том, чтобы сыграть ♕a3 в нужный момент, когда черные не могут ответить ♕c3 из-за прорыва f4-f5 (h8♞ происходит с шахом). Но для этого королю сначала нужно пройти весь путь до b6!

Черные также могут в разных точках броситься к пешке "g". После ♔f2 или ♔f3 белые играют h4-h5 g6xh5 f4-f5, продвигая пешку f с шахом. Затем черные тянут против ферзя (1), толкая пешку g и h, если белый король находится на седьмой горизонтали или на c6; (2) со сдвоенной пешкой g (после hxg3) белым ♔d6. Если у белых король на c5 или d5, они выигрывают.

**Solution:** 1. g3 Parries g4-g3. 1... ♔d1! Taking the opposition. 2. ♔b2 ♔d2 3. ♔b3. **Thematic try:** White would like to play 3. ♕a3? with the idea 3... ♕c3 4. f5! gxf5 5. h5, promoting with check, or 3... ♔d3 4. ♔b3, zugzwang. However, Black can run to the g-pawn: 3... ♕e3 (or ♕e2/e1) 4. ♔b4 ♔f3 5. h5 g×h5 6. f5 ♔×g3 (e.g.) 7. f6 h4 8. f7 ♔h2 9. f8♞ g3=, and the white king is too far away. 3... ♔d3 4. ♔b4 ♔d4 5. ♔b5 ♔d5 6. ♔b6!



6... ♔d6! Black could also try to exploit the remote position of the white king:

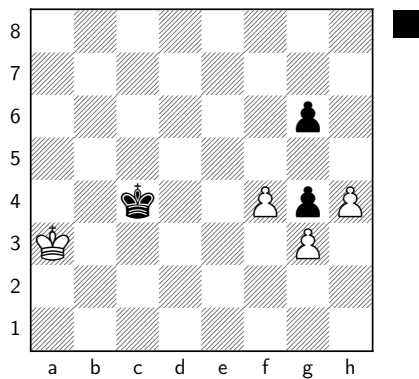
6... ♔e4 7. ♔c5! (But not 7. ♔c7? (or ♔c6) 7... ♔f3 8. h5 g×h5 9. f5 h4 10. f6 ♔×g3=, e.g., 11. f7 ♔h2 12. f8♞ g3 13. ♞f4 h3 14. ♔d6 ♔h1 15. ♞×g3 h2.) 7... ♔f3 8. h5! g×h5 9. f5 h4 10. f6 ♔×g3 11. f7 ♔h2 12. f8♞ g3 13. ♞f4 h3 14. ♔d4+-, and the king arrives in time.

7. ♔a5!! Now the black king cannot attack the g-pawn directly, and so White can afford to move the king to the a-file.

**Logical try:** 7. ♔b7?! ♔d5! (The white idea is 7... ♔d7? 8. ♔b8 ♔d8 9. ♔a8 ♔c8 10. f5! g×f5 11. h5.) 8. ♔c7? ♔e4! 9. ♔d6 The white king is now too close to draw with g- and h-pawn, but the second defense plan works: 9... ♔f3 10. h5 g×h5 11. f5 h4 12. f6 hxg3! 13. f7 g2 14. f8♞+ ♔g3. The ♔d6 blocks the check on the b8-h2 diagonal and so g1♞ cannot be prevented.

7... ♔c5 8. ♔a4 ♔c4 9. ♔a3! Now Black must either allow the f4-f5 breakthrough or

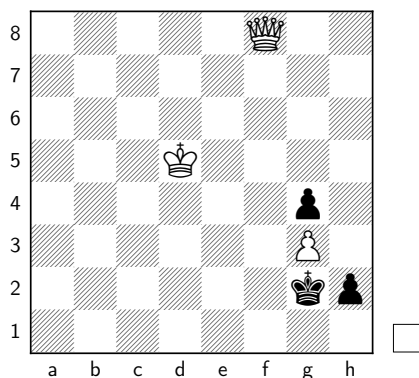
give up the opposition.



**main A:** 9... ♖c3 10.f5! Echo with the breakthrough h4-h5 in main B. 10... gxf5 11.h5 f4 12.h6 f×g3 13.h7 g2 14.h8♖+. Thanks to the black ♖c3, White promotes with check, winning.

**main B:** 9... ♖d3 10.♖b3. We have reached the position after 3. ♖b3, but now it is *Black* to move. And so White can move his king to d5. 10... ♖d4 11.♖b4 (other moves just lose time) 11... ♖d3 12.♖c5 ♖e4 13.♖c4! 13.♖c6? ♖f3! or 13.♖d6 ♖f3! transpose into the tries given above. Now, after black ♖f3, h4-h5 wins easily (the king is too close). So Black tries 13... ♖e3!? 14.♖d5 ♖f2, closing the a8-h1 diagonal.

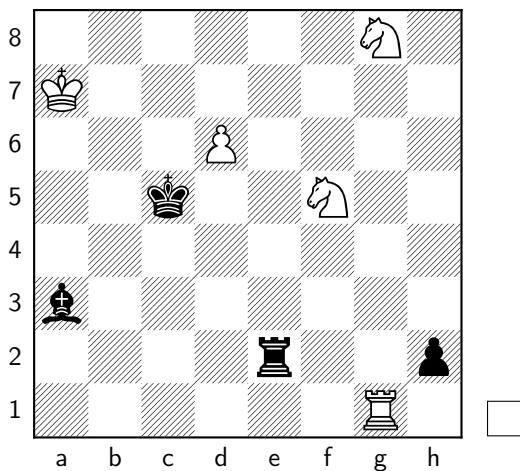
15.h5! g×h5 16.f5 h4 17.f6 h3!? With the king on d5 instead of d6 or c6, both ♖xg3 and hxg3 are hopeless. 18.f7 h2 19.f8♖+ ♖g2.



We see Black's idea: White has no check and cannot prevent h1♖. However, he can strike with 20.♖a8! (changing the move order is possible) 20... h1♖ 21.♖e5+ ♖h2 22.♖×h1+ ♖×h1 23.♖f4, and the g-pawn decides the day. 1-0

## Study № 4: Shakhmatnaya Komposiciya, December 2021

White to play and win (5+4)



Tactical fight for mutual promotion with minimal thematic material. Black sets up counterplay against the White king and sacrifices his rook for queen promotion. White accepts, but counters with a minor promotion, rook sacrifice and a three-knights checkmate in the middle of the board.

Тактическая борьба за взаимное продвижение с минимальным тематическим материалом. Черные создают контригру против белого короля и жертвуют ладью за превращение в ферзя. Белые соглашаются, но отвечают небольшим повышением, жертвой ладьи и матом тремя конями в центре доски.

**Solution:** 1. ♖d1! 1. ♜h1? ♘b2 gives Black sufficient counterplay: 2. ♗b7 ♙e5! 3. ♜c1+ ♗d5 4. d7 ♜b2+ 5. ♗a6 ♜a2+ 6. ♗b5 ♜b2+ 7. ♗a4 ♜a2+ 8. ♗b3 ♜b2+ 9. ♗a3 ♜b8! (only now), and the combined threat of ♜xg8, ♗e6 and ♘b2 secures the draw.

1... ♜g2. Threatens ♜g1 and ♜xg8. Both 1... ♗c6 2. ♘d4+ and 1... ♜d2 2. ♜xh1 ♗3. d7 are winning for White.

2. ♘f6 ♗c6! Prepares counterplay against the white king. For the non-thematic try 2. ♘ge7, see the pgn file. 2... ♜g1 3. ♜d5+ ♗c4 4. d7 gives White a mating attack after mutual promotion.

3. d7 ♜d2! Trying to decoy the white rook away from the h1 square.

3... ♙c5+ 4. ♗b8! (Stronger than 4. ♗a6?? ♜a2# or 4. ♗a8? ♜d2! 5. ♜c1 h1♗! 6. ♜xh1 ♗c7 7. ♜a1 ♜b2, and White must give the pawn to avoid checkmate.)

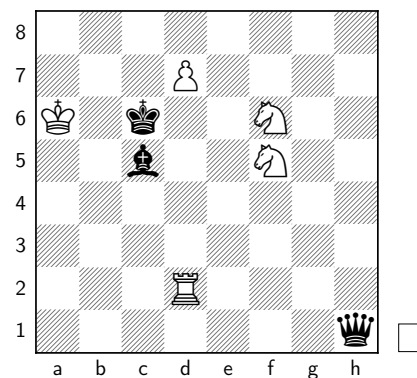
4... ♜b2+ 5. ♗c8 ♜a2 6. d8♘+!. Knight #3 lifts the checkmate threat, with decisive material advantage.

4. ♜xh1!! 4. ♜e1? ♗c7! 5. ♘g7 ♙c5+ 6. ♗a6 ♗c6, and since 7. ♘e6 runs into 7... ♜a2#, White must draw with 7. ♜e6+ ♗c7 8. ♜e1 ♗c6.

4... ♙c5+ 5. ♗a6! But not 5. ♗b8? h1♗ 6. d8♘+ ♗b5!, or 6. d8♗?? ♗b1+! 7. ♗c8 ♗b7#.

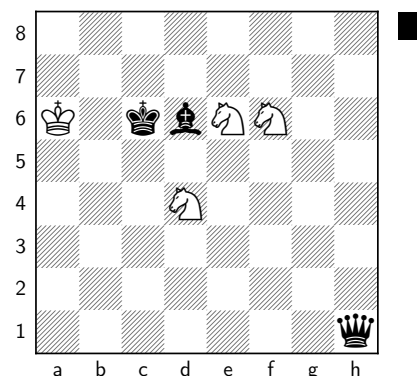
5... h1♗ Black seems to have reached his

goals, but...



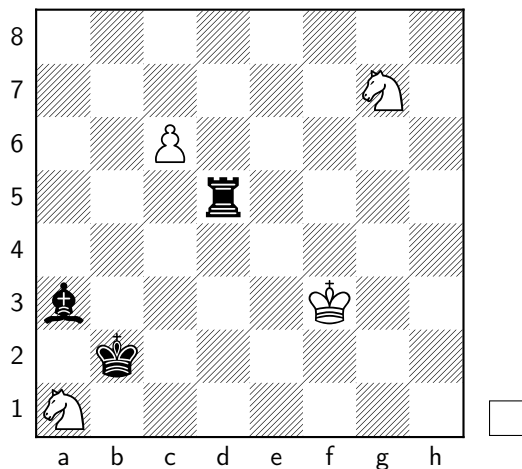
6. d8♘+!! Of course not 6. d8♗?? ♗a1+! 7. ♗a5 ♗f1+ 8. ♗b5+ ♗xb5#, but neither the thematic 6. ♜d6+? ♘xd6 7. ♘d4+ ♗c5! (7... ♗c7? 8. ♘e6+ ♗c6 9. d8♘#! shows the white idea) 8. ♘e6+ ♗c4 (or ♗b4), drawing.

6... ♗c7 7. ♘e6+ ♗c6 8. ♜d6+!! ♘xd6 9. ♘fd4# 1-0



## Study № 5: Variantim, April 2021

White to play and draw (4+3)



This miniature shows five white knight sacrifices on different squares (c2, c6, c5, d4, f4) in order to draw with pawn against rook and bishop. A Nowotny sacrifice with anti-critical defense, echo effects and various forks spice up the game.

На этой миниатюре показаны пять жертв белых коней на разных полях (с2, с6, с5, d4, f4) для ничьей пешкой против ладьи и слона. Жертва “Nowotny” с антикритической защитой, эхо-эффекты и различные развилки оживляют игру.

**Solution: 1. ♖c2!!** Knight sacrifice #1. White “loses a tempo” to force the black king to liquidate the knight.

**Thematic try:** 1. ♖e6? ♔xa1! 2. c7 ♖d3+ 3. ♕e4 ♖c3 4. ♕d5 ♕e7! This anti-critical move prevents the Nowotny interference ♖c5. White has no tricks and Black slowly moves his king up the a-file.

**Logical try:** 1. ♕e4? ♖c5! 2. ♖e6 ♖xc6 3. ♖d4 (without check) 3... ♖h6 (e.g.), with a theoretical win.

**1... ♕xc2 2. ♕e4 ♖c5!**

The line 2... ♖d6 3. ♖f5! ♖xc6 4. ♖d4+ shows why it was important to play 1. ♖c2 first (compare the logical try 1. ♕e4).

**3. ♖e6!** with two main lines:

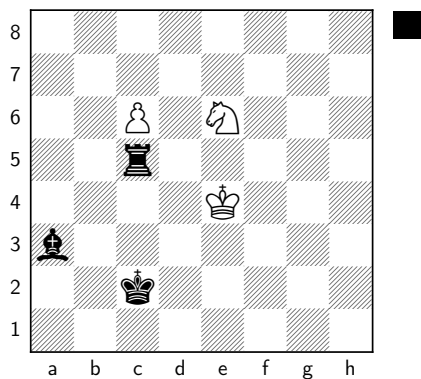
interference has been shown first by Gulyaev in 1926.

**main A2: 5... ♕e7** (anti-critical move) 6. ♖d4+ ♕a4 7. ♖c6! Knight sacrifice #3! 7... ♖c5+ 8. ♕e6 ♖xe6 9. ♕d7=, or

**main B: 3... ♖c4+ 4. ♕d5** with two options:

**main B1: 4... ♕d3 5. c7 ♕e7!** Anti-critical move directed against ♖c5, but now White exploits the king position on d3 with knight sacrifice #4: 6. ♖f4+! ♕c3 7. ♕e6 (or ♕e5) 7... ♖xc7 8. ♖d5+, draw.

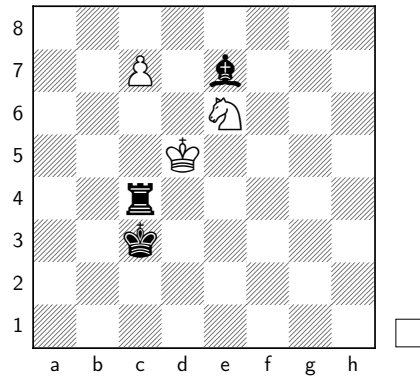
**main B2: 4... ♕c3 5. c7.** Threatening ♖c5 (see A2). Black responds 5... ♕e7 (anti-critical move)...



**main A: 3... ♖c3 4. ♕d5 ♕b3 5. c7**, and the game is splitting again:

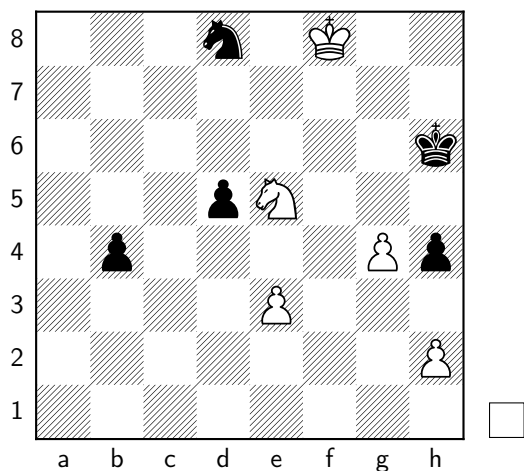
**main A1: 5... ♕a4 6. ♖c5+! ♖xc5+ 7. ♕d6=.** Knight sacrifice #2! This Nowotny

...but White counters with the echo sacrifice 6. ♖d4!! #5! 6... ♖xc7 (6... ♖xd4+ 7. ♕e6 ♖c4 8. ♕d7=) 7. ♖b5+ ♕b4 8. ♖xc7. 1/2-1/2



## Study № 6: Moscow Tournament 2021, 3rd prize

White to play and draw (5+5)



In a knight endgame with equal material, White allows the Black passed pawn to promote. But he achieves a positional draw with knight against queen on an open board. The black queen can drive the white king away, but to no effect.

В коневом эндшпиле с равным материалом белые позволяют проходной пешке черных продвигаться вперед. Но он добивается позиционной ничьей конем против ферзя на открытой доске. Черный ферзь может отогнать белого короля, но безрезультатно.

**Solution:** 1. ♖d3! Prophylaxis: White wants to play ♕e7, but first needs to do something against the threat ... ♗c6+.

**Thematic try:** 1. ♕e7? ♗c6+! (Thematic sacrifice for promoting the b-pawn; 1... b3 2. ♗d3 ♕g5 3. h3 transposes to the solution.) 2. ♗xc6 b3 3. ♕f6 b2 4. g5+ ♕h5! With the pawn still on h2, White is short of one move for constructing the drawing fortress, e.g., 5. h3 b1♗ 6. ♗d4 ♗g6+, winning.

1... b3 2. ♕e7 ♕g5! Preventing ♕f6 and threatening ♕xg4 and promotion of the h-pawn. 2... ♗c6+ 3. ♕f6 and 2... ♗b7 3. ♕f6 ♗c5 4. g5+ ♕h7 5. g6+ ♕g8 6. ♗b2 ♗d7+ 7. ♕g5 leads to a draw.

3. h3 3. ♕xd8? ♕xg4 and the black h-pawn will decide.

3... ♗b7. Embarking on another route. 3... ♗c6+ 4. ♕d6 ♗b4 5. ♗b2 ♗c2 6. ♕xd5 ♗xe3+ 7. ♕d4 ♗xg4 8. ♗d3 and White holds the draw.

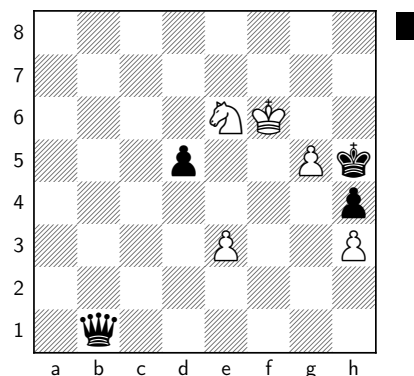
4. ♕e6! Paradoxical: White runs voluntarily into the black fork. 4. ♕f7? ♗d6+ 5. ♕e6 ♗c4 loses. 4... ♗c5+! Again, the thematic knight sacrifice for pawn promotion. But now, everything is shifted one rank to the bottom (♕e7 vs. ♕e6, ♗c6 vs. ♗c5). This makes a difference:

5. ♗xc5 b2 6. ♕f7! Setting up the drawing mechanism.

6... b1♗ Delaying promotion with 6... ♕h6

7. ♗e6 b1♗ transposes.

7. ♗e6+ ♕h6 8. g5+ ♕h5! It is an immediate draw after 8... ♕h7 9. ♗f8+ ♕h8 10. ♗g6+ ♕h7 11. ♗f8+. 9. ♕f6



Black is a queen up and on the move, and he manages to play ♗g6+, but it does not help: 9... ♗b6 10. ♕f5 ♗b1+ 11. ♕f6 ♗b2+ 12. ♕f5 ♗c2+ 13. ♕f6 ♗c3+ 14. ♕f5 ♗c8 15. ♕f6 ♗c3+ Also after 15... ♗c6, followed by ♗d7 and ♗d6, there is no progress. 16. ♕f5 ♗d3+ 17. ♕f6 ♗g6+ 18. ♕e7 ♗g8 19. ♕f6 ♗g6+ 20. ♕e7 d4!? The only attempt to break the deadlock. 20... ♗h7+ 21. ♕f6 does not change anything.

21. ♗f4+ ♕xg5 22. ♗xg6 dxe3 22... d3? 23. ♗e5! d2 24. ♗f3+ even loses. 23. ♗e5 e2 24. ♗d3+! and White stops the pawns in time, e.g. 24... ♕g3 25. ♕e6 ♕xh3 26. ♕f5 ♕g3 27. ♕e4 e2 28. ♕e3 h3 29. ♕xe2 h2 30. ♗f2 1/2-1/2