

# British Endgame Study News

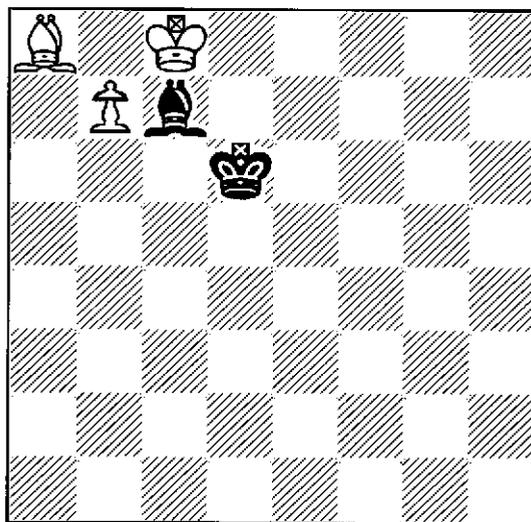
Special Number 9

December 1997

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ISSN 1363-0318

## **K+B+P v K+P : Reciprocal zugzwangs with unlike bishops**



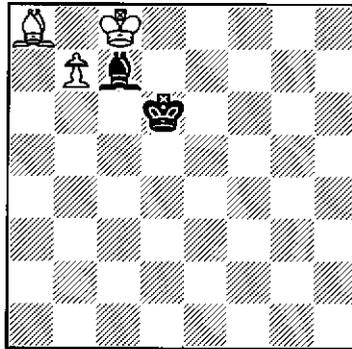
Black to move loses, White to move cannot win

## K+B+P v K+B zugzwangs with unlike bishops

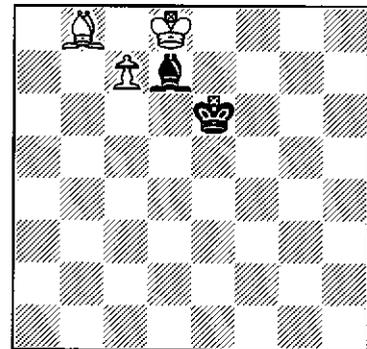
The ending K+B+P v K+B with unlike bishops is normally trivial, because once the defending bishop controls a square in front of the pawn the opponent can do nothing about it. It comes as a surprise to discover that this unpromising material offers more than 30 positions of reciprocal zugzwang.

	1	3	4		
2		4	1		
	3		6		
1		1	1		
		4			
			2		

1 - positions for each wP



2 - b7

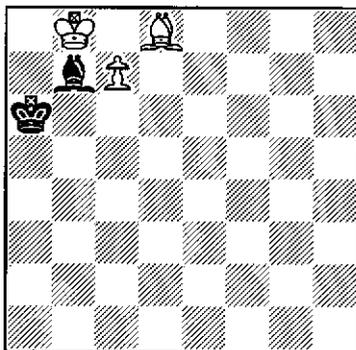


3 - c7/1, similarly d7/1

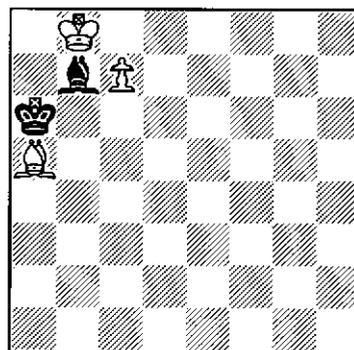
1 shows the numbers of positions of reciprocal zugzwang for each position of wP. It is based on the table given by John Nunn in his book *Secrets of minor-piece endings*, which analyses the definitive Thompson databases.

2 shows the unique position with wPb7. White obviously has no good move, while the Black moves permit reciprocal replies of a kind beloved by problemists. Most bB moves allow b8Q, and if he avoids this by playing ...Bb8 he allows KxB. Most bK moves allow KxB, and if he avoids this by playing ...Kc6 he allows b8Q.

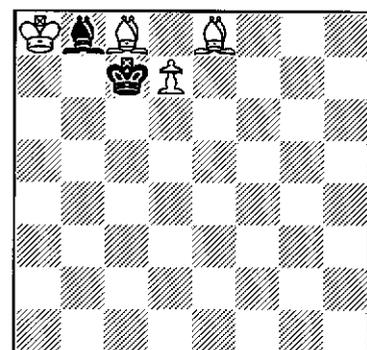
3 shows the same position one square right. White can now play Ba7, but it merely lets Black play ...Kd6 without allowing a discovered check. So 3 is another position of reciprocal zugzwang, as is its reflection 4. 5 shows the third position with wPc7.



4 - c7/2, similarly d7/2



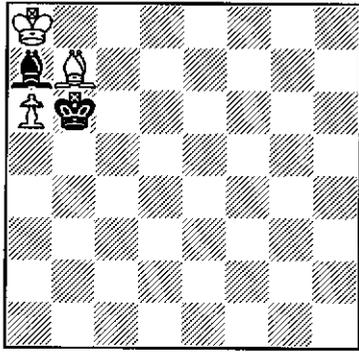
5 - c7/3



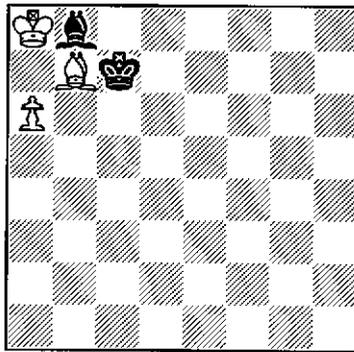
6 - d7/3, d7/4

Two of the positions with wPd7 can be obtained by moving 3 and 4 one square to the right. The other two are shown in 6, the positions of wB being alternatives.

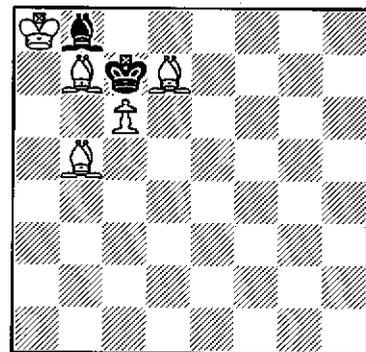
7 and 8 show the two positions with wPa6. If White tries Bc8 in 7, Black replies ...Kc7, attacking wB and gaining time to extricate bB; if White tries say Be4 in 8,



7 - a6/1



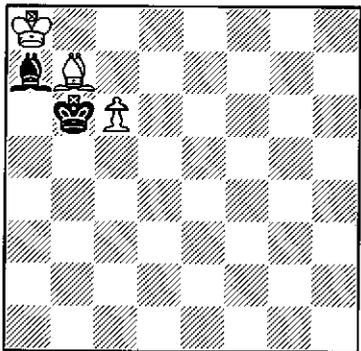
8 - a6/2



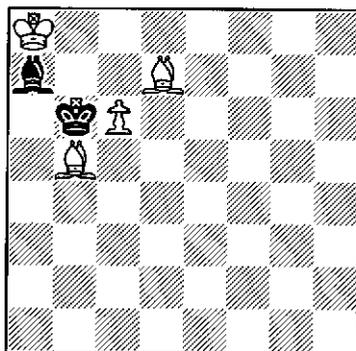
9 - c6/1, c6/2, c6/3

Black plays ...Kb6 attacking wP similarly.

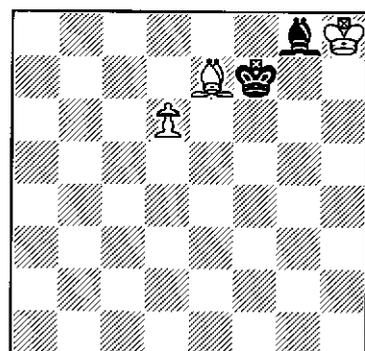
9 shows three of the four positions with wPc6. If wB is on b5, Black can play 1...Kc8, but White can meet it by 2 Ba6+ Kc7 3 Bb7.



10 - c6/4



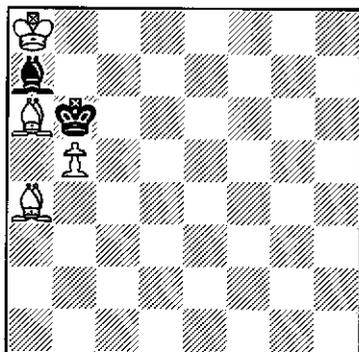
11 - White wins (two positions)



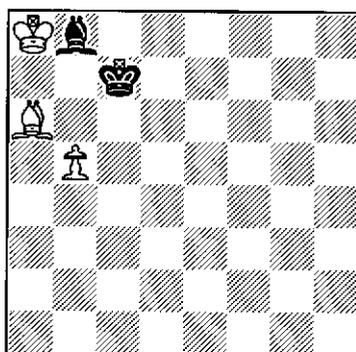
12 - d6

10 shows the fourth position with wPc6. But why not one of the positions shown by 11? Because White to play can win by 1 Ba4 or 1 Be8, meeting 1...Ka6 with 2 c7.

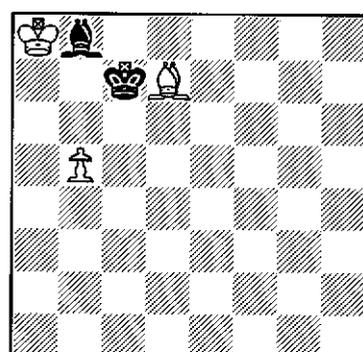
12 shows the position with wPd6. As in 8, bK does not attack wP in the diagram position, but if White moves wB so as to unguard wP Black will attack it, gaining time to extricate bB. This motif will occur in many of the remaining positions.



13 - b5/1, b5/2

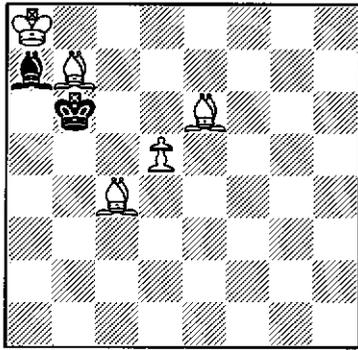


14 - b5/3

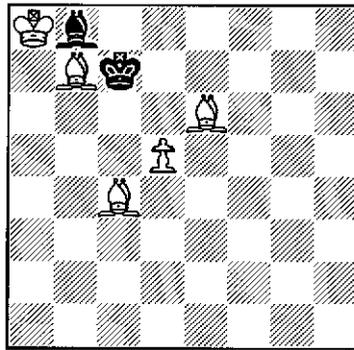


15 - White wins

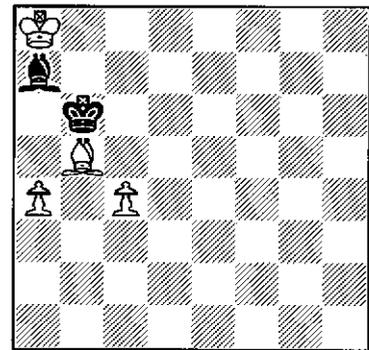
13 and 14 show the three positions with wPb5. Why not 15? Not because of 1...Kxd7 (this loses) but because White to play wins by 1 Bc6 Kc8 2 Bb7+ Kc7 3 Ba6.



16 - d5/1, d5/2, d5/3



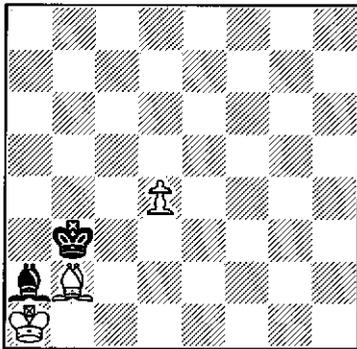
17 - d5/4, d5/5, d5/6



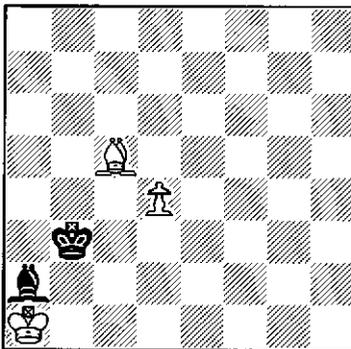
18 - a4, c4

16 and 17 show the six positions with wPd5. With wBe6 in 16, White can meet 1...Ka6 by 2 Bc8+ Kb6 3 Bb7; with wBc4 in 17, White meets 1...Kc8 similarly.

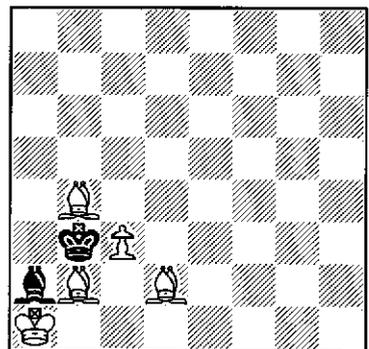
18 shows the positions with wPa4 and wPc4. They are very similar to 12.



19 - d4



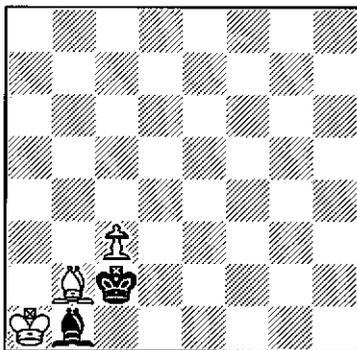
20 - White wins



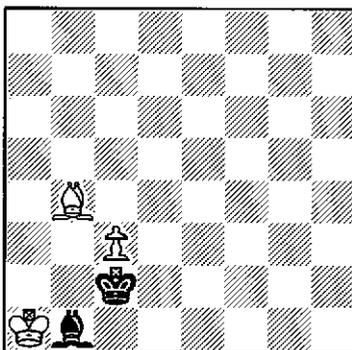
21 - c3/1, c3/2, c3/3

19 shows the position with wPd4. But why not the companion position 20? Because White can play 1 d5, and if 1...Kc4 then 2 d6; in 19, this fails to 1...Kb4!

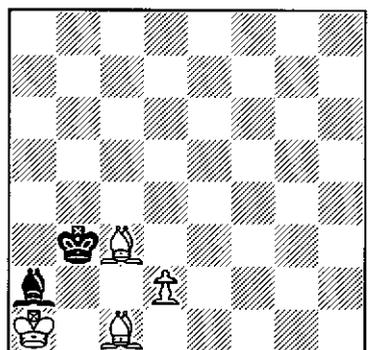
21 shows three positions with wPc3 (with wBd2, White meets 1...Ka3 by 2 Bc1+ Kb3 3 Bb2) and 22 the fourth. But why not 23? After 1...Kc1, does not 2 Ba3+ Kc2 3 Bb2 lead to 22? Yes, but Black can play 2...Kd2, abandoning bB to attack wP!



22 - c3/4



23 - Black draws



24 - d2/1, d2/2

Finally, 24 shows the two positions with wPd2. If wBc3, 1...Ka3 2 Bb2+ etc. A curious little by-way of chess, not without its points of interest.