Endgame exercises

We have practiced using a King and a Rook to checkmate a lone King. These exercises are a little harder. Set up your board as shown, and see if you can figure out a way for white to win every time, or a way for black to force a stalemate every time. Practice thinking through the situation to find the best sequence of moves for each player. You don’t want to lose a game just because you didn’t think carefully this far into the game!

1. White would like to promote the pawn and get a rook, which is safer than a queen. Black’s best hope is a stalemate (or draw). Can White always manage to promote the pawn? How? Can Black always force a stalemate? Can Black sometimes cause a stalemate? White wouldn’t be happy about that!

2. This looks almost the same as the last exercise, but the outcome is different. What will happen if both players play as well as they can?

3. Should White always be able to win, or is there a way for Black to force a stalemate or win? You might wonder, is this exercise more like exercise #1 or exercise #2?

4. Black has more pieces, but white’s pawns are further ahead. White should win if it’s possible to get a “passed pawn,” which is a pawn that Black can’t stop from getting to the last rank and being promoted. Can White always do that? Can Black always force a stalemate or win? How? What do the kings do in this exercise?

Make your own chess boards and exercises with Internet Explorer at:
http://www.eudesign.com/chessops/ch-clear.htm
Click on “Dynamic Practice Board”, move the pieces, even off the board if you want, and then press Alt-Prt Scr to copy the window, then paste into Paint and clip out the board, then paste into Word or Publisher.