

KEY ENDINGS



by
RICHARD
PASK

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General

1. The Complete Encyclopaedia of Draughts - 6 Volumes (D. Oldbury).

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TOTAL CHECKERS BY RICHARD PASK

INTRODUCTION

Total Checkers is a series of 10 books, amounting to 800 pp. in total, designed to provide the ambitious player with a concise, yet comprehensive, guide to the game of Checkers.

It divides into 2 parts:

Key Checkers: Represented by Volumes 1-3;

Solid Checkers: Represented by Volumes 4-10.

Volume 1: Key Endings. 88pp (Published 1992)

Deals with 25 of the most important endings in the game: how to recognize them when they arise, and how to bring them to a successful conclusion.

Volume 2: Key Themes, 88pp (Published 1991)

Describes 25 of the most commonly recurring midgame themes. These themes are subdivided into those involving specific squares, those embracing a particular motif, and those concerned with full-blown formations.

Volume 3: Key Landings. 48pp (Published 1990)

Details 25 of the most important midgame landings in the game: the various routes by which they may arise, and a safe way of handling them when they do.

Volume 4: Solid Checkers Part 1 9-13s. 88pp (To be Published in 1997)

Covers all the 9-13 openings under the 3-Move-Restriction, and consists of about 300 variations.

Volume 5: Solid Checkers Part 2 9-14s. 88pp (Published 1992)

Covers all the 9-14 openings, and consists of about 200 variations.

Volume 6: Solid Checkers Part 3 10-14s. 88pp (To be Published in 1995)

Covers all the 10-14 openings, and consists of about 250 variations.

Volume 7: Solid Checkers Part 4 10-15s, 88pp (To be Published in 1995)

Covers all the 10-15 openings, and consists of about 250 variations.

Volume 8: Solid Checkers Part 5 11-15s. 88pp (Published 1991)

Covers all the 11-15 openings, and consists of about 200 variations.

Volume 9: Solid Checkers Part 6 11-16s. 88pp (To be Published in 1994).

Covers all the 11-16 openings, and consists of about 200 variations.

Volume 10: Solid Checkers Part 7 12-16s. 48pp (To be Published in 1995)

Includes a supplement, and covers all the 12-16 openings, consisting of about 100 variations.

Note ... In total, there are about 1500 variations in the *Solid Checkers* series.

KEY ENDINGS BY RICHARD PASK

INTRODUCTION

The relative importance of the endgame in the game of Draughts would appear to be a matter for some debate:

“One need only define the purpose of the endgame to see that this must be the most vital phase of the game... In Draughts the best player wins and the proof is here - in the endgame.” (Derek Oldbury)

“ ... most games are won, lost or drawn in the course of the midgame, and the more skillfully one manages it the less important, as a rule, becomes the endgame play.” (Louis Ginsberg)

Certainly, many players regard endgame study as dry and uninteresting (which probably explains why they are so inept at this phase of the game). However, one can hardly ignore the vast number of wins scored by players such as Asa Long, Derek Oldbury and Marion Tinsley, when their opponents thought there was “nothing there.”

This book attempts to provide the reader with a concise, yet readable, introduction to the most important principles underlying sound endgame play. The 25 endings have been selected both for their instructional value and for their frequency of occurrence in play. (Either explicitly or, more often, implicitly.) They have been presented in a logical order, designed to assist the reader in recognizing their inter-relationships, and in getting a firm grip on those features (Parameters, as Derek Oldbury would say) which define them. A number of additional settings have been provided to amplify certain points.

The thorny subject of “the Move,” or “the Opposition,” as I have chosen to call it, is dealt with in an introductory section. Further remarks are given throughout the book, on an individual basis, where it is felt they are required. One unusual feature is the section on “Endgame-Openings.” No doubt this could be a subject for considerable expansion by keen 3-Move students!

For the sake of consistency, and ease of study, the following approach has been adopted throughout this work:

- 1) In all diagrams, White is at the bottom, moving upwards.
- 2A) In all the winning endings it is White who is victorious.
- 2B) In all the drawn endings it is Black who is struggling to avoid defeat.
- 3) The word “piece” refers to a man or a king. Specific terms are used where required.

Note ... Though the word “position” is often used, this invariably refers to a type of situation; I have merely attempted to diagram each “position” at its critical stage.

My grateful thanks to Derek Oldbury for all the valuable tips and guidance he gave me in the production of this book; I couldn’t have done it on my own.

Sincerely,

Richard J. Pask

(10/7/92)

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THE “OPPOSITION” - A SUMMARY

1. Introduction.

“Of all the nonsense and over-emphasized banter which some writers have imposed on the principles of scientific play, no angle has been played up more often than this ‘Move’ business.” (Willie Ryan)

“ ... we have never had too much sympathy with textbooks that give students elaborate theories ‘explaining’ and ‘simplifying’ the theory of the ‘Move.’ Without in the least underestimating the importance of the Move in the endgame, we have also taken the trouble to point out that you can have this magical advantage and still lose— a fact that many authors fail to note.” (Tom Wiswell)

The following 3 points should now be noted:

- (i) The term “the Move” is synonymous with “the Opposition.” Since this latter term is far less open to confusion, I have used it throughout the text.
- (ii) The Opposition only comes into its own in the endgame; it is not a relevant factor in the opening and midgame.
- (iii) The importance of the Opposition has often been greatly overstated in the past.

2. Definition.

“To have the Opposition is to be in a position to check the advance of opposing pieces beyond a certain point.” (Derek Oldbury)

DIAGRAM A

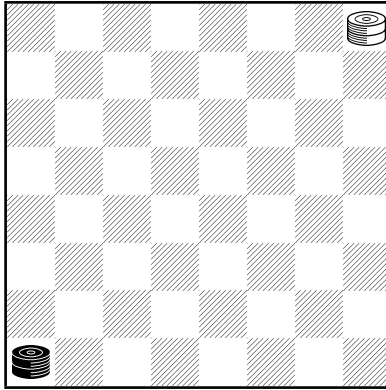
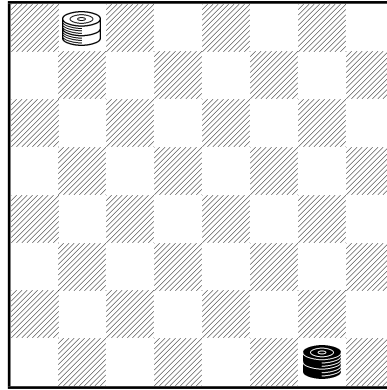


DIAGRAM B



In Diagram A, White, who is to move, has the Opposition, and wins by pinning Black against the side of the board.

In Diagram B, White, who is to move, again has the Opposition, but on this occasion Black has access to the double-corner diagonals, and a draw results.

3. Determining Who Has The Opposition.

(i) *Equal Endings*

Easily the simplest and safest approach is to “pair-off” the pieces in turn, as recommended by master players such as Tom Wiswell, Louis Ginsberg and Kenneth Grover.

In Diagram C (over), White is to move.

Pair off 12 & 19.

Mentally move 23-27, and one can see that White has the Opposition. [First Position]

In Diagram D (over), White is to move.

Pair off 21 & 30 and 20 & 27.

Mentally move 32-28 25-22 28-24 22-18 24-19, and one can see that White again has the Opposition. [Second Position]

DIAGRAM C

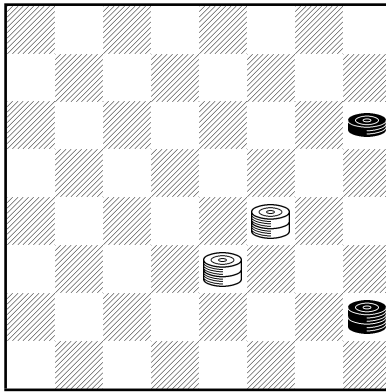
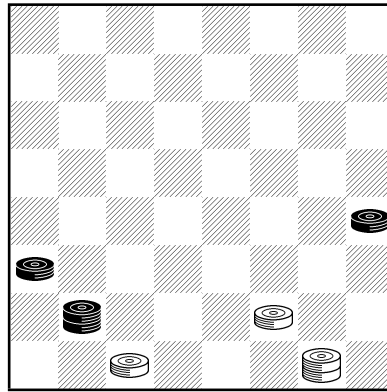


DIAGRAM D

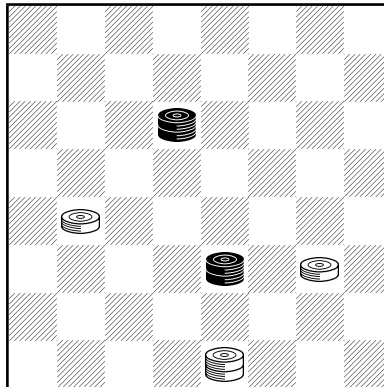


(ii) Man-Down Endings

In order to draw, or attempt to draw, such endings, one usually has to hold one of the opponent's men on the side of the board, and prevent it (or attempt to) from advancing to become a king. For the purposes of pairing-off in such cases, this "dead" man is only the active pieces are ignored, and considered.

The following position illustrates the point:

DIAGRAM E



Terms: Either to move; Black draws.

Black to move: 10-15(A) 17-14 23-19(A) 24-20 15-11(B) 14-10 19-15 10-6 11-8 6-2 15-11... Drawn: Payne's Single-Corner Draw.

A: Forcing the White man into square 20. B: Black now holds the White man on square 20, and has the Opposition on the active White pieces.

White to move: 24-20 23-18(A) 20-16 18-14(A) 17-13 10-15(B) 16-12 15-11 31-27 11-7 12-8 7-2 8-3 2-6... Drawn: Roger's Draw. (See Part 4.)

A: Holding the White man on square 20 would not work (White would have the Opposition), therefore Black forces the other White man into square 13.

B: Black now holds the White man on square 13, and has the Opposition on the active White pieces.

4. Changing The Opposition.

There are 2 main methods:

(i) By Exchanging

The most common method of changing the Opposition is by an exchange of pieces. However, there are several different types of exchange, and some alter the Opposition, while others do not. Rather than try and attempt to memorize a lot of confusing "rules" governing these exchanges, it is far wiser for the student to analyze each ending in a normal fashion, with all the contingencies which this implies, and, in the course of his visualization, pair-off pieces as required, to determine if the Opposition has changed hands.

(ii) By Entering The “Dog-Hole”

Normally a piece has to be two squares away from an opposing piece in order to contain it. However, a man in the dog-hole (square 5 or 28) can be contained by a piece just one square away (square 1 or 32), and this has implications for the Opposition.

DIAGRAM F

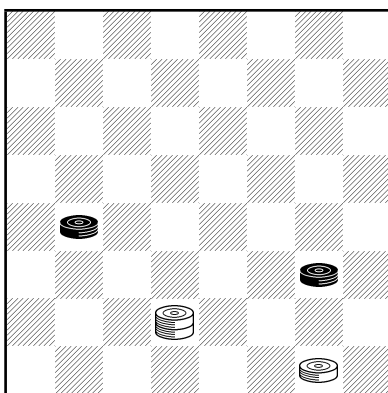
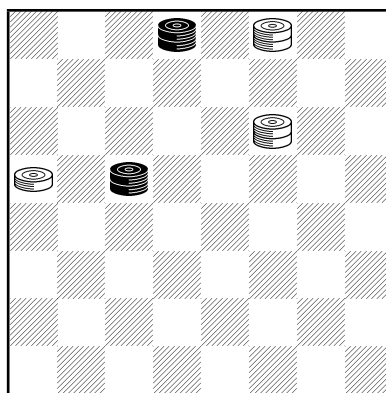


DIAGRAM G



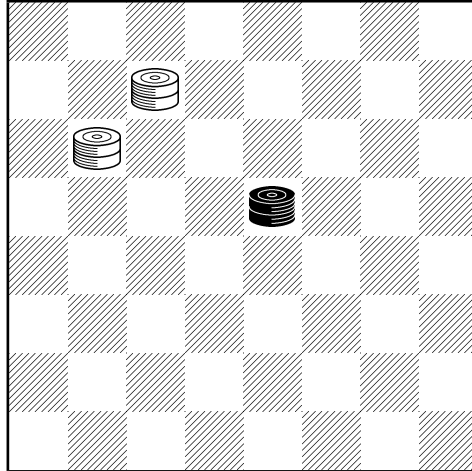
In Diagram F, with White to move, it would appear that Black has the Opposition. However, after 26-31 24-28(forced) 31-26 17-21 26-22, White has the Opposition and wins!

In Diagram G, Roger’s Draw, with Black, who has the Opposition, to move, he has no qualms about allowing White to enter the dog-hole... 14-10! 3-8(A) 2-6 8-12 6-1 12-16 1-6 16-19 10-14 19-23 6-10 23-26 10-6 11-15 6-1 15-19 1-6 19-23 6-10 26-22 10-15 23-26 15-10 26-30 10-6 30-25 6-10 25-21 10-6 22-17 6-10. Drawn.

A: 13-9 10-6 9-5 6-1 3-7 2-6 7-2 6-9 11-15 9-13 15-10 13-9... Drawn: Payne’s Double-Corner Draw. This example emphasizes the fact that with man-down endings, it is having the Opposition on the active pieces alone which counts; the “dead” man can be held anywhere.

KEY ENDING NUMBER 1

2 KINGS AGAINST 1



SUMMARY

Force: 2 v 1

Opposition: N/A

Terms: White to move and win

DESCRIPTION

Winning with two kings against one from an open position often proves difficult for the beginner, yet the winning procedure is simple when understood.

It falls into 3 phases:

1. The two kings force the lone king back into the double-corner (to retreat elsewhere would lead to instant defeat).
2. One of the two kings enters the double-corner, forcing the lone king out.
3. The lone king is pinned on the side of the board.

SOLUTION

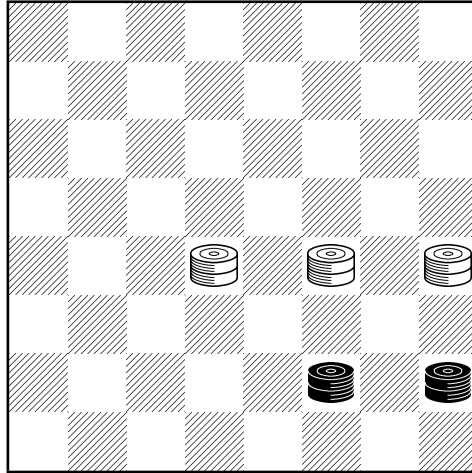
Phase 1... 9-14 15-19 6-10 19-23 10-15 23-27 14-18 27-24 18-23 24-28

Phase 2... 15-19 28-32 19-24 32-28 23-19 28-32 24-28

Phase 3... 32-27 28-32 27-31 19-15! (19-23 allows 31-27 and wastes time)
31-26 15-18 26-31 18-22. *White wins.*

KEY ENDING NUMBER 2

3 KINGS AGAINST 2(i)



SUMMARY

Force: 3 v 2

Opposition: N/A

Terms: White to move and win

DESCRIPTION

When both Black kings occupy the same double-corner, the key to the win is the temporary sacrifice of a piece.

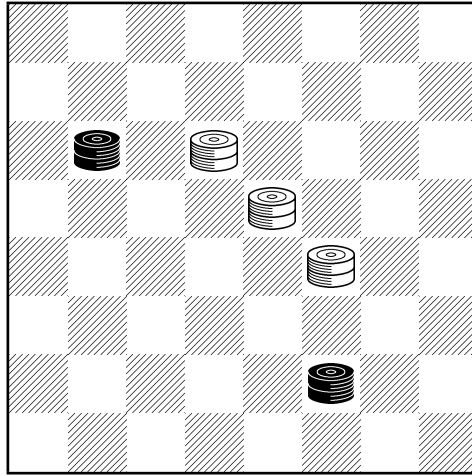
SOLUTION

18-15 28-32(A) 19-24 27-31 24-28 31-27 (32-27 28-32 27-23 permits the exchange with 15-19) 15-19! 27-31(B) 20-24! 32-27 28-32 27-20 19-24 20-27 32-23. *White wins.*

A: 27-31 19-23 28-32 20-24 32-28 15-19 28-32 19-16 32-28 24-27! 31-24 16-20. White wins.

B: 27-24 20-27 32-16 28-24. White wins.

3 KINGS AGAINST 2(ii)



DESCRIPTION

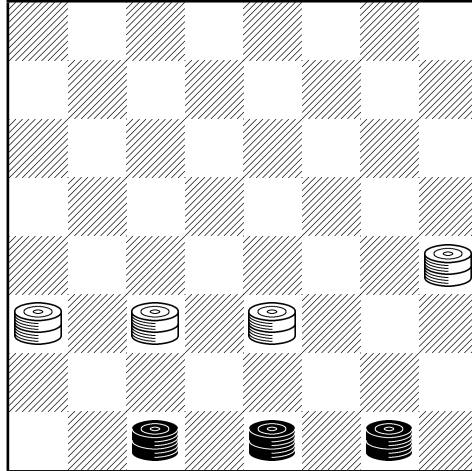
When the two Black kings occupy opposite double-corners, the win is effected by forcing an exchange. Black, of course, tries to avoid this.

SOLUTION

15-18 9-5 10-6 27-32 (if 5-1, White replies 18-15) 19-23 (threatening 6-9) 5-1 6-9 32-28 (if 1-5, White replies 9-14, threatening two exchanges simultaneously on his next move) 23-27 (forming the key position) 1-5 (28-32 amounts to the same thing) 27-23 5-14 18-9. *White wins.*

KEY ENDING NUMBER 3

4 KINGS AGAINST 3



SUMMARY

Force: 4 v 3

Opposition: N/A

Terms: White to move and win

DESCRIPTION

Having forced Black back against the wall, to reach the diagrammed position (which may take some time), White again utilizes a temporary sacrifice to effect the win.

SOLUTION

20-24 32-28 23-19 28-32 24-28 31-27 19-16 27-31 16-20 31-27 (32-27 loses by 28-32 27-23 20-24) 22-26! (the key) 30-23 28-24! 27-31 24-27 31-24 20-18.

White wins.

Note ... With Black to move from the diagram, the win is slightly more difficult. In fact, by making use of a handy waiting move, White can employ the same winning sacrifice as before.

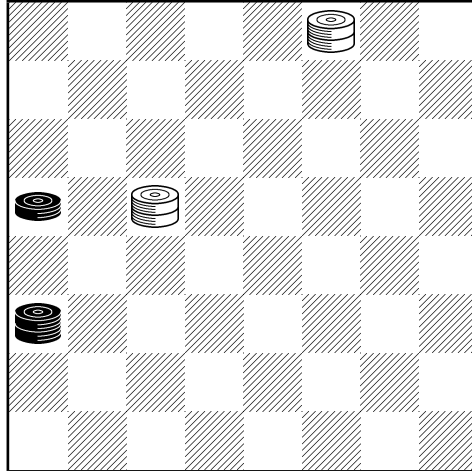
Solution

31-27 23-19 (notice how White retains the king on square 22) 32-28(A) 21-17!
27-31(B) 20-24 28-32 24-28 31-27 19-16 27-31 16-20 31-27 22-26! 30-23 28-24!
27-31 24-27 31-24 20-18. *White wins.*

A: 27-31 19-24 32-27 21-17! 27-32 24-28 into the trunk solution at the 12th move.

B: 28-32 19-24 27-31 24-28 into the trunk solution at the 12th move.

KEY ENDING NUMBER 4 THE AMERICAN POSITION



SUMMARY

Force: 2 v 2

Opposition: White has it

Terms: White to move and win

DESCRIPTION

At the heart of the American Position is the fact that a king stationed in a single-corner (4 & 29) has but one adjoining exit square available to it. In fact, such a king has as little, or less, mobility than has an uncrowned man anywhere on the board. The single-corner squares are thus a potential source of danger and, by confining the opponent's pieces in this area of the board, two kings may be able to defeat two actively cooperating kings.

The diagrammed position is original with Dr T.J. Brown, and represents a classic setting of the theme.

SOLUTION

3-7 13-17 7-10 (of course 14-18 permits 17-22 and a draw) 17-22 14-18! (this is necessary; the natural 10-15 only draws) 22-25(A) 18-22 25-29 (Black has now secured his two kings, but is still lost!) 22-26! (ready to play 26-30; 10-14 only draws) 21-25 26-30 25-21 10-14 29-25 14-18 25-29 18-22. *White wins.*

A: Black has two options:

- (i) 21-25 18-23 25-21 10-14 22-25 23-26 25-29 26-30 29-25 14-18 25-29 18-22. White wins.
- (ii) 22-26 10-14 21-25 14-17 25-21 17-22. White wins.

The following four diagrams should serve to highlight some of the fine points of this critical position.

DIAGRAM A

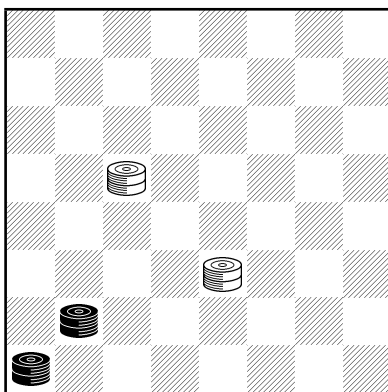
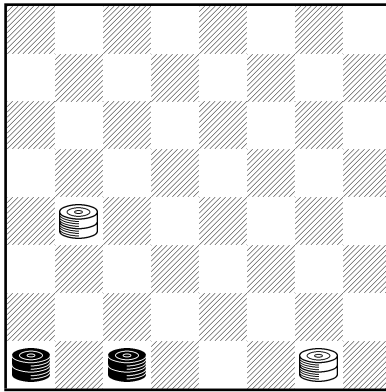
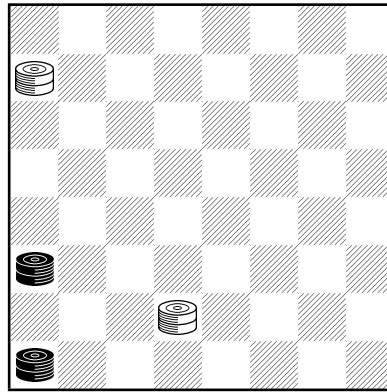


DIAGRAM C



White to move
and win

DIAGRAM D



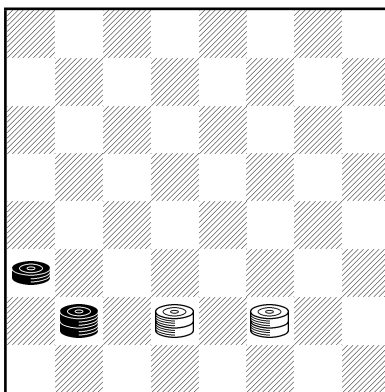
White to move
and win

Dr H.C.Newland provides the following comments:

“Diagrams A and B are well-known draws: White cannot get a king on 21 or 30 without allowing an exchange. In diagram C, White has a king ready to go to 21, and plays 32-27. The White king on 32 could just as well be on 15 or 16 or 24, but not 14 because of the exchange; in other words, two squares away from 23. In diagram D, White has a king ready for square 30, and plays 5-9. The king on 5 might be on 6 or 7 or 15, but not 23 (exchange); in other words, two squares away from 14.”

Additional Setting Number 1

Even more fundamental to the concept of single-corner confinement is the following ending by William Payne, which may properly be considered a phase of the American Position.



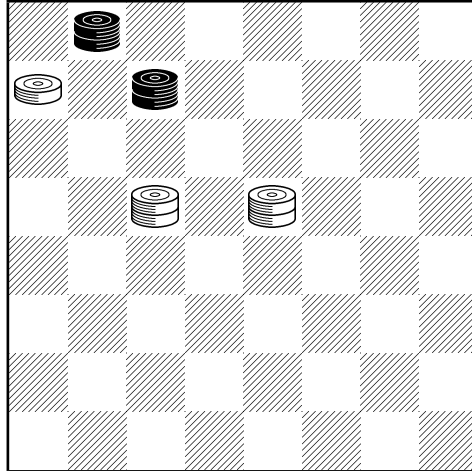
Terms: Either to move; White wins.

The crucial piece here is the White king on 26, which stands guard until the other White piece (which could in fact be virtually anywhere on the board) is ready to attack.

Solution (White to move): 27-23 25-29 23-18 29-25 26-30 25-29 18-22. *White wins.*

Solution (Black to move): 25-29 27-23 29-25 23-18 25-29 18-22 21-25 26-30. *White wins.*

KEY ENDING NUMBER 5
PAYNE'S DOUBLE-CORNER DRAW



SUMMARY

Force: 3 v 2

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

Before proceeding, the student should verify that the two Black kings have the Opposition on the two White kings. (The “dead” man on square 5 can be ignored.)

Moreover, in order for Black to draw, it is vital that he can get, or control, square 13.

Given these two conditions, the draw plays itself: Black simply occupies square 13 as the need arises.

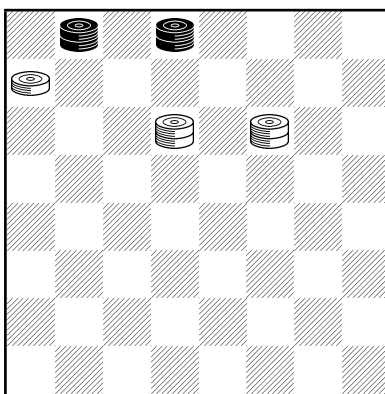
SOLUTION

6-9 15-18 9-13(A) 18-22 13-9 14-17 9-13(B). *Drawn.*

A: 9-6 permits White to occupy square 13 with 14-17 6-9 17-13, and he can win using the method shown in Additional Setting Number 2 (White to move).

B: And now 9-6 would lose in a similar manner as before after 17-13.

Additional Setting Number 2



Terms: Either to move; White wins.

In this companion piece, also by Payne, White wins in two phases:

1. By occupying square 13.
2. By then temporarily sacrificing a piece.

Note ... This latter phase should be carefully compared with Key Ending Number 2(i).

Solution (White to move):

Phase 1 ... 10-14 2-6 14-17 6-9 17-13

Phase 2 ... 9-6 11-16 6-2 16-19 2-6 19-23 6-2 13-9! 1-6 23-18! 6-13 18-14 13-9
14-10 9-13 5-1 2-6 10-14 6-2 14-9 13-6 1-10. *White wins.*

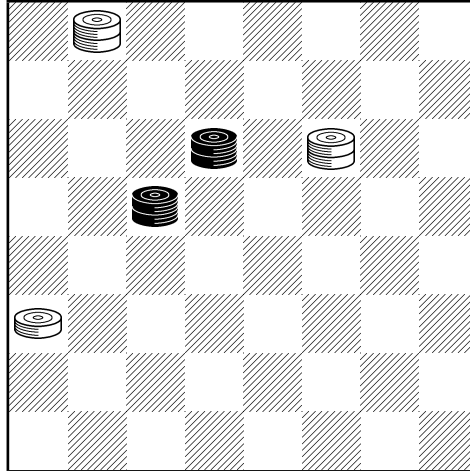
Solution (Black to move):

Phase 1 ... 2-6 11-15 6-9 15-18 9-6 10-14 6-9 14-17 9-13 18-22 13-9 17-13

Phase 2 ... 9-6 22-18 6-2 13-9! 1-6 18-14! 6-13 5-1. *White wins.*

KEY ENDING NUMBER 6

HOWARD'S DRAW



SUMMARY

Force: 3 v 2

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

The essence of Black's draw in this ending is that he uses his kings to keep the White kings (on which he has the Opposition) at bay, while preventing the "dead" man on square 21 from ever advancing safely.

SOLUTION

14-9 11-16(A) 9-14 16-19 14-9 19-23 10-14(B) 1-5 9-13 23-26 14-18 5-1 13-9 26-31(C) 9-14 (D). *Drawn.*

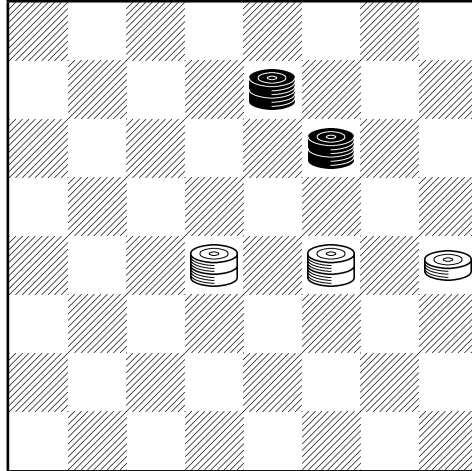
A: Of course, 21-17 permits 9-13 and a quick draw. Instead, White correctly attempts to bring his king on square 11 into the action, via a roundabout route.

B: 9-14 also draws at this stage, but this is generally deemed to be the cleanest approach, and is played with the occupation of square 13 in mind.

C: Again, 21-17 is met with 9-13 and an immediate draw.

D: There is simply no way in which White can make inroads into the Black fortress.

KEY ENDING NUMBER 7
PAYNE'S SINGLE-CORNER DRAW



SUMMARY

Force: 3 v 2

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

Here, the two Black kings have the Opposition on the two White kings, and Black draws by holding them at bay, while at the same time preventing the “dead” man on square 20 from advancing.

It has often been pointed out that, should White try too hard to “win this draw,” he may well end up losing!

SOLUTION

7-10 19-16 10-7 18-23 11-8(A) 16-12 8-11 23-19 7-3(B) 12-16(C) 3-7 19-24
11-15 24-28 15-11 16-19 7-3 28-32 3-7(D). *Drawn*.

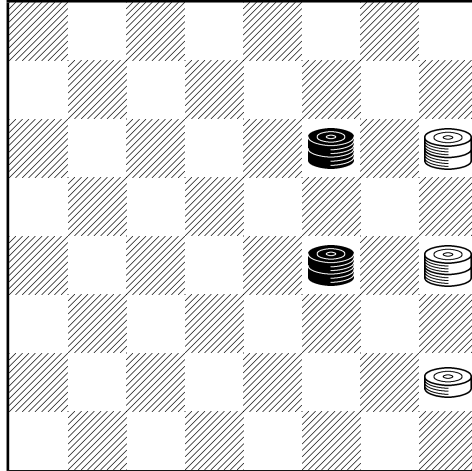
A: This is cheeky, asking for 23-19? 8-12! and a Black win. Instead of 11-8, 11-15 will also draw.

B: 7-10 fails after 19-16 10-7 12-8 11-4 16-11 7-16 20-11. White wins.

C: 19-16 asks for 3-7 and the win of Note B. Instead, Black replies with 11-15 16-19 (16-11 loses) 15-24 20-16. Drawn.

D: Black must be watchful. Instead, 3-8 loses after 20-16 11-20 19-24 20-27 32-23. White wins.

KEY ENDING NUMBER 8 THIRD POSITION



SUMMARY

Force: 3 v 2

Opposition: Black has it

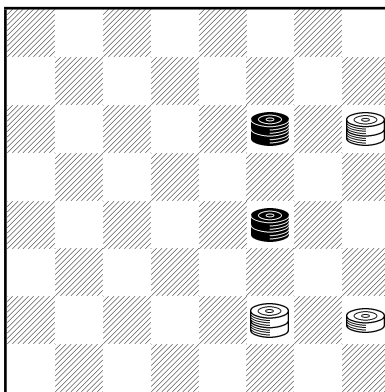
Terms: White to move and win

DESCRIPTION

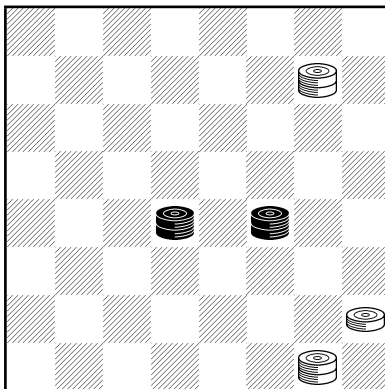
The first thing to note about Third Position is that, if Black did not have the Opposition on the two White kings, White would win easily. As it stands, however, White must exercise great caution if he is to consummate the win. His problem is to steer the man on square 28 through for a king, without allowing it to become fixed on square 20: Payne's Single-Corner Draw (Key Ending Number 7). There are also two See-Saw Draws to avoid en route!

SOLUTION

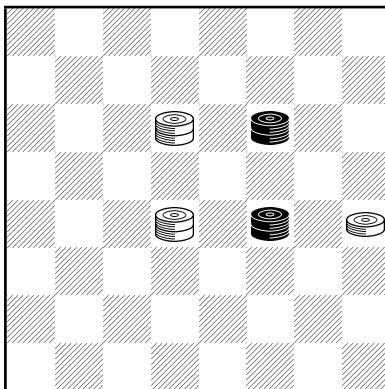
20-24 11-15 24-27 15-11 Forms Dig: WTP



Continue ... 27-32(A) 11-15(B) 12-8 15-18(C) Forms Dig: WTP



Continue ... 32-27(D) 19-16 27-31 16-19 8-11 18-23 11-7 19-15 28-24 23-27
24-20 27-23 7-2 23-19 2-6(E) 15-11 6-10(E) 11-8 31-26 8-11 26-22 11-8 22-18
8-11 Forms Dig: WTP



Continue ... 10-6(F) 11-7 6-9 7-11 9-13! 11-7 13-17 7-11 17-21! 11-7 21-25 7-11 25-30(G) 19-24 18-23. *White wins.*

A: 27-31 permits See-Saw Draw Number 1 after 19-23 28-24 23-27 24-20 27-23 12-16 11-15 16-12 15-11 etc. ...

B: 19-23 allows White to release the man on square 28 immediately after 28-24 11-15 32-28 23-19 12-16 19-12 24-19 15-24 28-19. White wins.

C: 19-16 28-24 16-12 24-19:15-24 32-28 12-3 28-19. White wins.

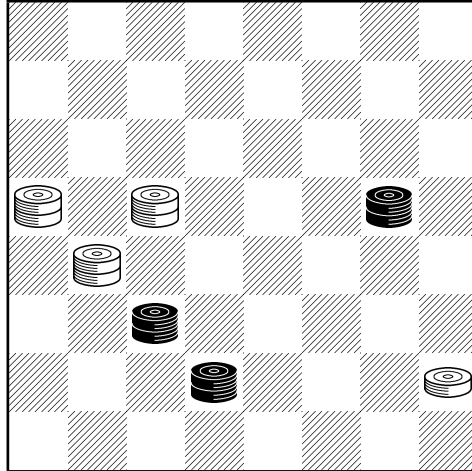
D: 8-11 permits See-Saw Draw Number 2, after 18-23 11-7 19-16 7-10 16-19 etc. ...

E: White establishes a king on square 10. This prevents Black from moving 19-16 because of the single exchange.

F: Now the phase of Third Position which is most likely to arise in over-the-board play. White embarks on an elaborate journey with his king, designed to reach square 30 without permitting Black to play 19-16.

G: White has achieved his goal, and the man on square 20 can be forced through for a king in a few more moves.

KEY ENDING NUMBER 9 STRICKLAND'S POSITION



SUMMARY

Force: 4 v 3

Opposition: Black has it

Terms: White to move and win

DESCRIPTION

Several points are worthy of note here:

1. This is not only one of the toughest endings in the entire game, but is also highly likely to arise in play. It therefore warrants the closest possible attention of both student and expert alike.
2. If the Black kings did not have the Opposition on the White kings then the win would be trivial.
3. The diagrammed position represents but one possible setting for the given situation (as is the case with the other endings in this book.)

A little bit of experimenting should convince the reader that White cannot make any progress with his three kings on the single-corner side.

That said, the winning method consists of 5 Phases:

Phase 1. White occupies square 12 with one of his kings.

Phase 2. White prevents Black from occupying square 20.

Phase 3. White occupies square 20 himself.

Phase 4. White plays a waiting move, 12-8, in order for his king on square 2 to have the Opposition on Black's only free king. He then pursues it down the board.

Phase 5. A pathway is cleared for the man on square 28 to advance towards the king-row.

SOLUTION

Phase 1 ... 14-10 16-19 10-7 19-16 17-14 16-19 7-3 26-23 3-8 23-26 8-12

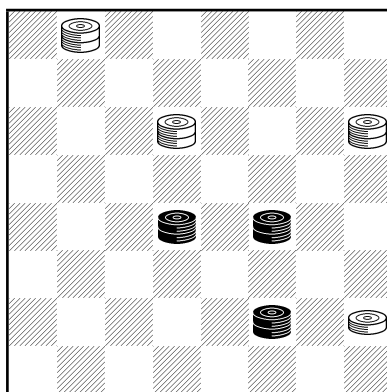
Phase 2 ... 26-23 13-9 22-26(A) 9-6 26-31 6-2 31-27 14-10!

Phase 3 ... 23-18 10-7 27-23 7-11 23-27(B) 11-16 27-23 16-20

Phase 4 ... 23-27 12-8! 18-14(C) 2-7 14-18 7-10 18-23 10-14 23-26(D) 14-18 26-31 18-22

Phase 5 ... 27-32(E) 8-12 19-23 28-24 23-27 35 12-16 32-28 16-19 27-32 20-16! 32-27 24-20 27-24 19-15 24-27 16-19 27-32 15-18 19-15 *White wins.*

A: This position is more likely to arise from the setting given below: WTP



Continue ... 1-5 18-23 10-14 27-31 5-9 31-26 same. Notice that, if at the last move Black plays 31-27, to gain square 20, then White can infiltrate square 22 with 14-17 23-18 9-13 etc. ... White-wins.

B: 18-14 2-7 14-18 11-16 18-14 16-20 23-27 12-8! into trunk solution ... White wins.

C: 18-23 2-7 19-15 (23-18 7-10 is back into the trunk solution) 28-24 23-18 7-11 15-10 8-4 27-23 11-8. White wins.

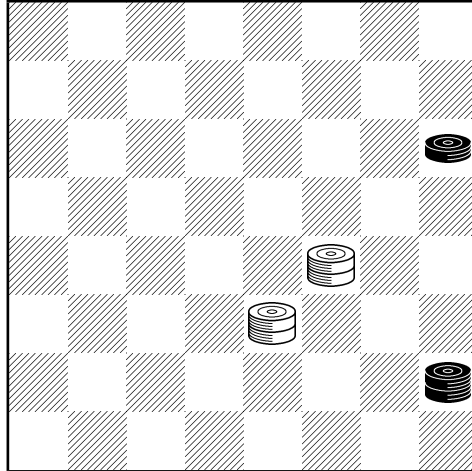
D: 19-15 20-16! (a killer) White wins.

E: 19-15 (27-23 loses quickly after 20-24 19-15 8-12) 20-16 15-10 8-12 10-6 16-20 6-10 22-18 31-26 28-24 26-31 12-16 27-32 24-19 32-27 18-15 10-14 16-12. White wins.

Note If White does not exercise due care, Strickland's Position could run into a form of Fourth Position! (Key Ending Number 12.)

KEY ENDING NUMBER 10

FIRST POSITION



SUMMARY

Force: 2 v 2

Opposition: White has it

Terms: White to move and win

DESCRIPTION

The diagrammed position represents a late, and critical, phase of First Position.

Before tackling the winning procedure, it would be wise for the student to take note of those features which distinguish First Position from a nondescript two against two setting. In this way he will be able to recognize it in its early stages, and take the appropriate action.

Aside from the attacker, having the Opposition, here White, the following conditions must also hold:

1. At least one of the defender's pieces is a single man rather than a king.
2. The attacker has, or can develop, two kings while keeping the defender's single man pinned to the right-hand side of the board. Typically, this man will initially be placed on square 3,4 or 12. Of course, if it was placed on square 1 or 2, then it would have free access to White's left-hand side, and the position would just be a draw.
3. The defender's other piece, which becomes a king (in the double-corner), is unable to reach the sanctuary of the opposite double-corner.

Broadly speaking, White's winning procedure consists of attacking Black's king, immobilizing it, and forcing Black's single man to advance into trouble. Naturally, Black tries to avoid the advance of this man for as long as possible. This theme, of attacking one piece to force another to move, arises in numerous endings, and should be thoroughly grasped by the student.

SOLUTION

23-27 28-32 19-23 32-28 27-32 28-24(A) 23-18 (of course 32-28, and the exchange with 24-19, cannot be permitted) 24-28(B) 18-15 28-24 32-28 24-27(C) 15-18 12-16 (forced now, as 27-32 loses quickly after 18-23) 28-32 27-24 18-15 24-28 15-11!(D) 16-19 32-27 28-32 27-31 19-23 11-15 32-28 15-19. *White wins.*

A: The early advance with 12-16 loses quickly for Black: Continue... 32-27 28-32 27-24 16-20 24-28. White wins.

B: The text represents Black's most stubborn defence. However, there are 3 alternatives for White to master:

(i) 12-16 18-15 16-20 15-18 24-19 32-28 19-16 18-23 16-11 23-19 11-8 28-32 8-11 32-27 11-8 27-23 8-3 23-18 3-8 18-15 8-12 15-11, White wins.

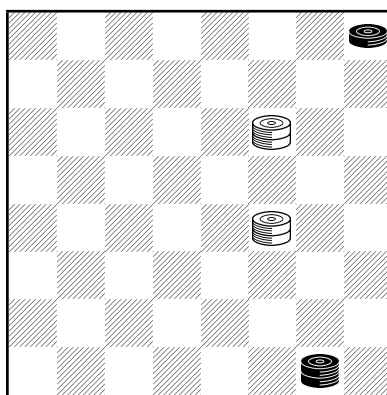
(ii) 24-19 32-28 12-16 (19-16 runs into the play shown under Note C, after 18-15 16-20 etc...) 28-32 16-20 32-28 and the win shown under part (i) of this note.

(iii) 24-20 32-27 20-16 18-15 16-20 15-11 12-16 11-15. White wins.

C: 24-20 15-11 12-16 28-32 16-19 11-15 19-24 32-28 24-27 28-32 27-31 15-19. White wins.

D: Don't be tempted by 15-18?, as it permits a draw after 16-19 32-27 19-23! (Not 28-32?, which loses by 27-24 19-28 18-23) 27-32 23-26.

Additional Setting Number 3



Terms: White to move and win.

This early phase of First Position is given to demonstrate the special care which must be taken when the Black single man occupies square 3 or 4.

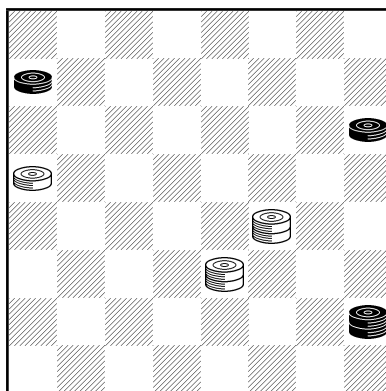
Solution

11-16 32-28 16-20 28-32 20-24 32-28 24-27 28-32 19-23 32-28 27-32 (forcing the king out of the double-corner) 28-24 32-28 24-20 23-19! (A) 20-24 19-15 24-27 15-18 4-8 (might as well advance now) 18-15 27-23 28-32 8-12 32-28 23-27 15-18 12-16 28-32 27-24 18-15 and into the main solution ... White wins.

A: Vital! White must not allow the Black king to reach the single-corner: 23-18 20-16 28-24 16-12 24-19 12-8 (the man on square 4 effectively creates a “triple-corner”) 19-16 8-12 16-11 12-8. Drawn.

Note ... Black achieves a similar draw when the man is on square 3.

Additional Setting Number 4



Terms: White to move and win.

This position is given to show the care which must be taken when there are additional men on squares 5 and 13.

Solution

23-18(A) 28-32 18-14 32-27 13-9 (White's first task is to crown a third king) 27-32 9-6 32-27 6-2 27-32 2-6 32-27 6-10 27-32 10-15 32-28 15-18 28-32 18-23 32-28 23-27 28-32 19-23 32-28 27-32 28-24 32-28! (B) 24-19.(C) 23-16 12-19 14-18!(D) 5-9 28-32!(E) 19-24 18-15 9-14 15-19 24-28 19-15. *White wins.*

A: The crucial point is that if White proceeds in the normal manner for winning First Position he will only manage a draw: 23-27 28-32 19-23 32-28 27-32 28-24 23-18 24-19 32-28 12-16 28-32 16-20 32-28 19-16 18-23 16-11 23-19 11-7 19-15 7-2 15-10 5-9! 13-6 2-9. Drawn.

B: Surprisingly, White can permit the exchange and still win. The same idea can be employed when the White king on square 14 is on square 22 (one away from square 18); holding a man on square 13 or 21, or a king on square 29 or 30.

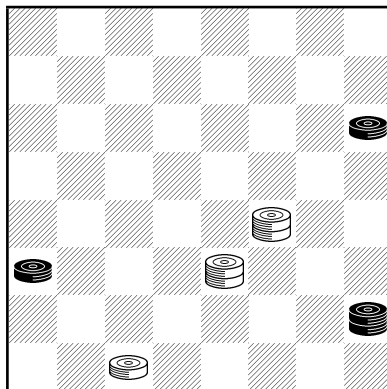
C: 24-20 23-27 20-16 28-24 16-11 24-19 11-16 19-15 16-20 15-11 12-16 11-15. White wins.

D: The key to the situation. If the king was on square 22 instead of square 14, then 22-18 would do the trick.

E: Threatening 32-27 19-23 27-31, and forcing Black to enter the "dog hole." This effectively changes the Opposition, and results in a pretty win.

Note ... This procedure is not necessary when the Black man is on square 13 and the White man is on square 21; White simply wins as per First Position.

Additional Setting Number 5



Terms: White to move and win.

This ending has been selected for 2 reasons:

1. To show the cleanest way to win when there are additional men on squares 21 and 30.
2. To show how Black can draw if White blindly adopts the method for winning First Position.

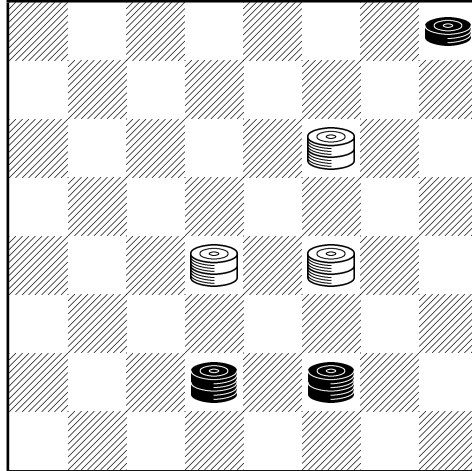
Solution

23-18(A) 28-32 18-22 32-27 30-26! 27-23 19-15 23-30 15-19 21-25 22-29 30-26 29-25 26-31 19-23 (or 25-22; this is quicker) 12-16 25-22 16-20 23-19 31-27 22-18 27-32 18-23. *White wins.*

A: 23-27 28-32 19-23 32-28 27-32 28-24 23-18 24-19 32-28 12-16 28-32 16-20 32-28 20-24! Drawn.

KEY ENDING NUMBER 11

JOHNSON'S POSITION



SUMMARY

Force: 3 v 3

Opposition: Black has it

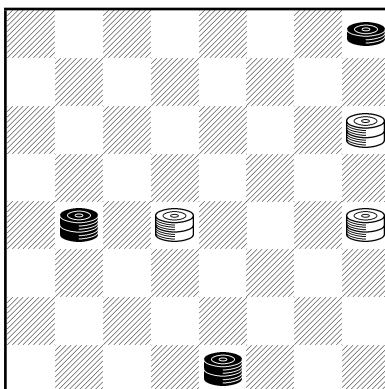
Terms: White to move and win

DESCRIPTION

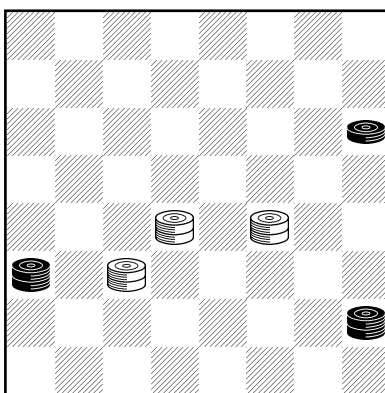
The underlying theme in this ending is the threat, by White, to execute a one-for-one exchange of kings. Such an exchange would change the Opposition, and result in First Position (Key Ending Number 10). Black of course must avoid this, and in so doing has to permit his kings to be separated. Having achieved this separation, White forces Black's single man to advance, and wraps things up with some clever finishing tactics.

SOLUTION

11-16 27-31(A) 18-23 26-30(B) 16-12 30-25 19-16 25-22 16-20(C) 22-17 23-18
Forms Dig: BTP



Continue ... 31-27(D) 12-16 27-32(E) 20-24 32-28 24-19 28-32 16-11 32-28
11-15 17-21 18-22 A-8(F) 19-16 8-12 16-19 28-32 15-18 32-28(G) Forms Dig:
WTP



Continue ... 18-14 28-32 19-24 32-28 24-27 12-16 14-18 28-32(H) 27-24 32-
28(1) 24-20 16-19 22-26 21-25 26-31 25-21 20-24 19-23 18-27 28-19 27-23 19-26
31-22. *White wins.*

A: Black has 4 alternatives; 3 of which lose quickly:

- (i) 26-30 18-22 27-31(or else 22-26)19-23 4-8 16-20 8-12 23-27 31-24 20-27.
White wins.
- (ii) 26-31 19-23 27-32 16-11 32-28 11-15 28-24 23-26. White wins by First Position.
- (iii) 4-8 18-14!, and the man on square 8 is doomed... White wins.
- (iv) 27-32 18-23 26-31 16-11 32-28 19-15 28-24 23-27 24-28 (or 24-20 27-32 20-24 11-16 31-26 16-19 24-28 15-18 26-31 18-22 4-8 22-18 31-26 18-15 26-22 19-16 8-12 16-19. White wins.) 27-32 31-26 15-19 26-22 11-15 22-17 15-18 4-8 32-27 28-32 27-23 17-21 18-22 32-28 23-18 28-32 18-15 32-28 19-16 8-12 16-19 28-32 into the trunk solution... White wins.

B: 26-22 loses at once by 19-15 22-25 15-18 25-30 18-22 into Note A(i).

C: This forces Black to split his kings, since 22-25 in reply would lose by 23-27.

D: 17-13 loses by 18-14 31-26 (heading for square 21) 20-16 26-22 16-11 22-25 12-8! 25-21 8-3 21-25 11-7 25-30 7-2 30-26 14-9. White wins by First Position.

E: 27-31 loses more quickly by 20-24 17-13 18-14 31-26 (forms a beautiful problem by James Wyllie) 24-19 26-22 19-15 22-25 15-18 25-21 18-22 4-8 16-12 8-11 22-18 21-25 18-23 25-21 14-10 13-17 10-7 11-15 7-10. White wins.

F: 28-32 15-18 32-28 19-23 4-8 (against 28-32, 22-17 wins by First Position) 23-19 into the trunk solution ... White wins.

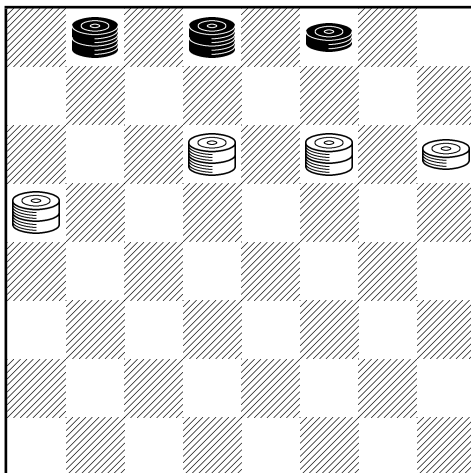
G: 32-27 permits 19-23 27-32 22-17 21-14 18-9 12-16 9-14 32-28 14-18 28-24 18-15 16-20 23-19 24-28 15-18. White wins.

H: 16-20 27-32 28-24 18-23 24-27 23-19 27-31 19-24. White wins.

I: 16-20 24-28 32-27 28-32 27-24 18-23. White wins.

KEY ENDING NUMBER 12

FOURTH POSITION



SUMMARY

Force: 4 v 3

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

Black's 3 pieces have the Opposition on White's 3 kings (the "dead" man on square 12 is ignored), and the draw virtually plays itself; Black simply moves his king on square 2 to and fro.

Note ... It is the presence of men on squares 3 and 12 which may alert the student to the possibility of angling for this position in advance. Of course, if White is to move, and thus has the Opposition, then things are quite different! Indeed the win is very straightforward, and employs the same idea as was used in Key Ending Number 3.

SOLUTION (BLACK TO MOVE)

2-6 11-15 6-2 10-14 2-6 14-9 6-2 15-10 2-7 etc... *Drawn.*

SOLUTION (WHITE TO MOVE)

11-15(A) 2-6 10-14 6-2(B) 14-9 1-6 9-5 6-1 15-10 2-6 10-7! 3-10 5-9 6-2 9-6 2-9 13-15. *White wins.*

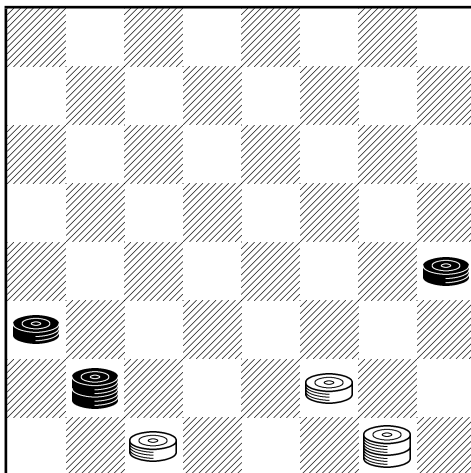
A: 13-9 is premature here, and just wastes time.

B: 1-5 15-18 6-2 13-9 5-1 9-5 2-6 14-17 6-2 17-13 2-6 18-15 6-2 15-10 2-6 10-7 etc. ... White wins.

Note ... White must place kings on squares 5 and 13 to win.

KEY ENDING NUMBER 13

SECOND POSITION



SUMMARY

Force: 3 v 3

Opposition: White has it

Terms: White to move and win

DESCRIPTION

Aside from having the Opposition, two other points should be noted when considering Second Position:

1. One of the Black men is held on square 21, and the other on the opposite side of the board.
2. The third Black piece is, or can become a king; although its scope is severely limited.

The winning procedure, though lengthy, is rather mechanical, and consists of three phases:

- Crowning three kings, while keeping the two Black men pinned to the sides of the board.
- Exchanging off the Black king (changing the Opposition).
- Exchanging off the Black man on the right-hand side, and regaining the Opposition.

SOLUTION

Phase 1 ... 32-28 25-22 28-24 22-18 24-19 18-22(A) 19-15 22-17 15-18 17-13 18-22 (the White king holds the man on 21, so that his own man on 30 can be released) 13-9 30-26 9-6 26-23 6-10 23-18 10-6 18-14 6-1 14-9 1-5 9-6 5-1 6-2 1-5 2-6 5-1 6-10 1-5 10-15 5-9 15-19 (the White king now holds the man on 20, so that his own man on 23 can be released) 9-14 27-23 14-10 23-18 10-6 18-14 6-1 14-9 1-5 9-6 5-1 6-2

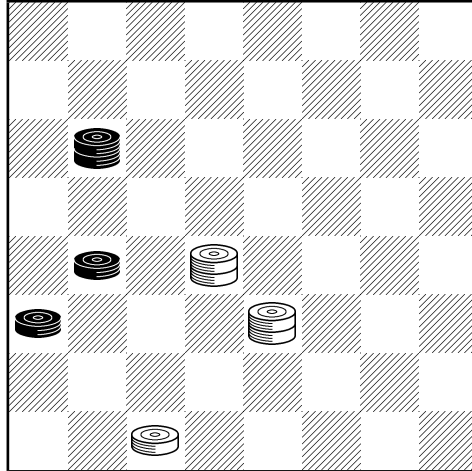
Phase 2 ... 1-5 2-6 5-1 6-10 1-5 10-14 5-1 14-18 1-6 18-23 6-10 23-27 (the king has to be brought back to this square) 10-14 19-23 14-9 23-18 9-6 18-14 6-1 14-9 1-5 22-17 5-14 17-10

Phase 3 ... 21-25 10-15 25-30 15-19 30-26 27-32 26-22 19-24 20-27 32-23.
White wins.

A: Against 18-14, White wins with 27-23! 14-17 23-18 17-22 18-14 22-18 14-9 etc. ... Instead of 27-23, 19-15 could permit a draw after 14-9 15-18 9-6 18-22 6-10 30-26 (22-18 still wins) 10-15 26-23 15-11 23-19 11-8 19-15 8-12 15-10 12-16 etc. ...

KEY ENDING NUMBER 14

SIXTH POSITION



SUMMARY

Force: 3 v 3

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

At an earlier stage Black has played 13-17, in order to prevent the two men on squares 13 and 21 from being held on the side of the board.

Now his sole problem is to manoeuvre his king correctly between squares 1, 6, 9 & 13, in accordance with the movement of the free White king on square 23.

Note... If the White king on square 18 moves, then the Black man on square 17 is released, via 17-22, and an easy draw results.

SOLUTION

9-13(A) 23-19 13-9 19-15 (if 30-26, 21-25! draws) 9-6(B) 15-11 6-1 11-15(C) 1-6 15-19 6-9(D) 19-23(E) 9-13 23-26 13-9 26-31 9-13(F) 31-27 13-9 27-32 9-6(G) 32-27 6-9 27-23(H) 9-13 23-26 13-9 18-22 9-13 22-25 13-9 25-29 9-14 29-25 14-18 25-29 18-14 26-23 17-22. *Drawn*.

A: This guards against the threat of 30-26. Instead, 9-6 loses by 30-26 6-9 (or else 18-22) 18-22 9-13 23-27. White wins. B: 9-13 would lose in a subtle fashion by 15-11 13-9 30-26 9-13 (21-25 not playable now because of 18-22) 18-22. White wins.

Note ... When the free White king on square 23 enters Black's territory, or his own double-corner, then Black should keep away from squares 9 and 13, for the reason shown in Note B. However, when this king is on square 19 or 27, then it is correct for Black to place his king on square 9, as 30-26 can be safely met with 21-25! 18-22 25-30! (2 for 2). *Drawn*.

C: 11-16 1-6 16-20 6-1! 20-24 1-6 24-28 (if 24-27 then 6-9!) 6-1! 28-32 1-6 32-27 6-9! etc. ... *Drawn*.

D: 6-1 loses, as per Note A, via 19-23 1-6 30-26 etc...White wins.

E: Now back to the starting point, so White must try a different tack.

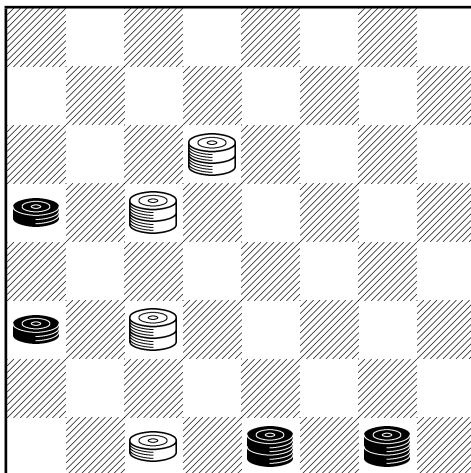
F: 9-6 loses by 30-26 6-9 18-22 9-13 31-27. White wins.

G: 9-13 loses by 32-28! 13-9 30-26. White wins.

H: 30-26 21-25! 27-31 25-29. *Drawn*.

KEY ENDING NUMBER 15

BOWEN'S TWINS



SUMMARY

Force: 4 v 4

Opposition: White has it

Terms: White to move and win

DESCRIPTION

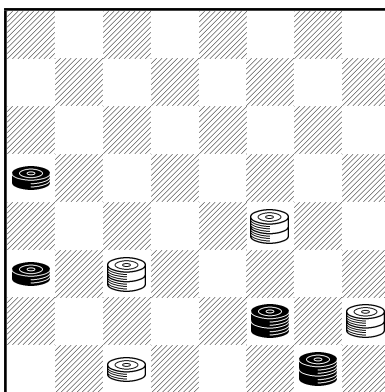
In overview, White's winning strategy consists of:

1. Crowning the man on square 30.
2. Leaving the king on square 22 to hold the two Black men on squares 13 and 21.
3. Using his remaining three kings to defeat Black's two kings.

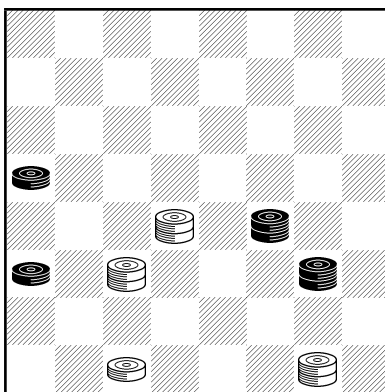
If Black were to adopt a completely passive role, then this would be a relatively simple task. However, by making judicious use of his kings, he can transform it into a most delicate operation.

SOLUTION (WHITE TO MOVE)

10-15 32-27 15-19 27-32 19-16 32-27 14-18 27-32(A) 18-23 31-27 23-19 32-28(B) 16-20 28-32 19-24 27-31 20-16! (correct, to confine the Black kings) 32-28 16-19 28-32 24-28 31-27 FORMS DIG 1: WTP



Continue ... 19-15 27-23 15-10 23-19(C) 10-14 32-27 28-32 27-24 14-18 FORMS DIG 2: BTP



Continue ... 24-28(D) 22-26 19-24 18-15 24-20 26-22 20-16(E) 30-26 (the right time to start the man) 28-24(F) 26-23 24-20(G) 32-27 (White forces matters to the end from this point) 16-12 23-19 20-16 27-23 16-20 15-11 20-24 11-8! 12-3 23-18 24-15 18-11. *White wins.*

A: 27-24 would lose quickly after 16-19 24-15 18-11 31-27 30-26 etc. ... White wins.

B: Delaying matters for the maximum possible time. Instead, 27-31 19-24 32-28 16-19 28-32 24-28 31-27 forms Diagram 1 in just 7 moves.

C: The natural 23-27 is defeated in an artistic fashion. Continue ... 10-14 27-31 (27-23 28-24 32-28 22-18 28-19 18-27 13-17 30-26. White wins) 14-18 31-27 30-26! 27-31 26-23 31-27 23-19! 27-23 18-27 32-16 28-24. White wins.

D: Black has a plausible alternative at Diagram 2 with 24-20. Continue ... 22-26 19-16 (20-16 26-31 19-24 32-28 24-19 18-23. White wins) 18-15 20-24 (16-12 32-27 20-16 27-23 16-20 23-19 20-16 26-23 13-17 15-18. White wins) 26-22 24-28, and back into the trunk solution ... White wins.

E: 20-24 30-26 24-20 26-23 20-24 23-19 24-20 32-27 28-32 27-31 32-28 15-18 28-32 18-23 32-28 23-27 28-24 19-16 20-11 27-20. White wins.

F: 16-20 runs back into Note E. Continue ... 32-27 28-24 27-31 24-28 26-23 28-24 23-19 24-28... White wins.

G: Black has two alternatives, both of which lose quickly:

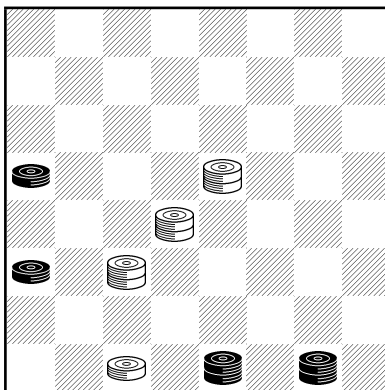
(i) 24-27 23-19! 16-23 15-19 23-16 32-23. White wins.

(ii) 24-28 15-19 16-20 32-27 28-32 19-24 32-28 23-19 28-32 27-31 20-27 31-24. White wins.

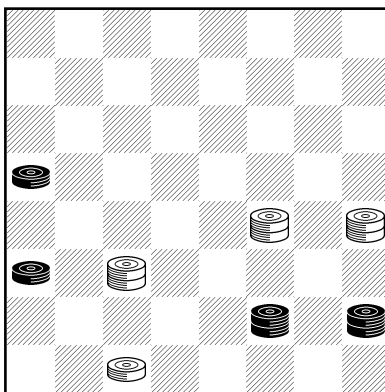
SOLUTION (BLACK TO MOVE)

Here, Black has the Opposition, and can draw with careful play. Basically his defence consists of holding off the two White kings, currently on squares 10 and 14, when they approach the double-corner, and awaiting an opportune moment to release the man on square 13.

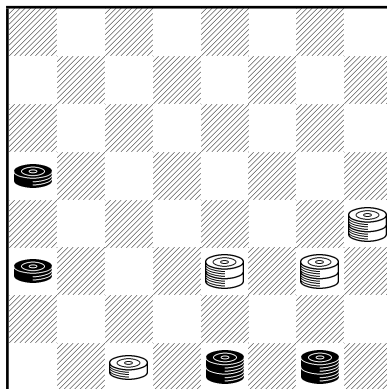
32-27 10-15(A) 27-23 15-10 23-27 14-18 27-32 10-15 FORMS DIG: BTP



Continue ... 32-27(B) 15-11(C) 27-32 11-16 32-27 16-20 27-32 18-23 31-27
23-19(D) 32-28! (not 27-31, which allows White to infiltrate with 19-24)
FORMS DIG: WTP



Continue ... 22-26(E) 27-31 26-23 28-32 19-24 FORMS DIG: BTP



Continue ... 13-17! 23-18(F) 32-27 24-28 27-32 20-16 31-27 16-19 27-31 19-15 31-27 15-10 27-23 18-27 32-23 10-14 17-22 14-17 22-26! *Drawn*.

A: Asking for 13-17? 22-13 31-26 30-23 27-11 14-10 ... White wins. Okay, 10-15 wastes a few moves, but there's no harm in trying!

B: This is the only move to draw, eg:

(i) 32-28 22-26 31-22 18-25 13-17 15-18 28-24 18-14 24-27 14-9 27-31 9-13. White wins.

(ii) 31-27 30-26 27-31 26-23 21-25 (31-27 permits White to eventually crown 4 kings; a slow death) 22-29 31-26 15-19 32-27 29-25 26-22 19-15 22-29 15-11 27-31 18-22. White wins.

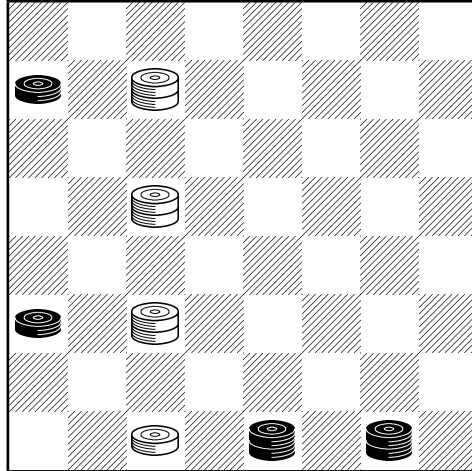
C: Now 22-26 (30-26 gets 13-17) 31-22 18-25 is safely met with 27-23 25-29 13-17 29-25 23-26. Drawn.

D: 22-18 27-31 20-24 32-28 23-19 28-32 24-28 13-17! into trunk solution ... Drawn.

E: 22-18 28-32 19-23 into Note D ... Drawn.

F: 24-19 17-22 20-16; Now 32-28 or 31-27 draw; but 22-25 loses after 30-26 31-22 23-27 32-23 19-17 25-29 16-19 21-25 19-23 25-30 17-21 ... White wins. (Key Ending Number 4.)

KEY ENDING NUMBER 16 McCULLOCH'S MASTERPIECE



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: White to move and win

DESCRIPTION

White's problem is that, because Black has the Opposition, he has to guard against the man on square 5 entering square 13 at an inopportune (for him!) moment, enabling Black to draw using the drawing phase of Bowen's Twins. (Key Ending Number 15.)

Briefly, White's winning method consists of:

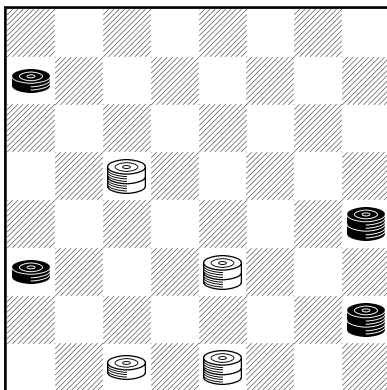
1. Attacking Black's two kings with his three kings, until a particular configuration has been obtained in the double-corner. (Guarding against the advance of the man on square 5 in the process.)
2. Once Black is "out of position," permitting the man on square 5 to advance, and driving it into square 13.
3. Further attacking Black's kings, and forcing the man, now on square 13, to advance to square 17, where it will be open to capture.

Note ... At this point I would remind the student that the given solution should *not* be regarded as a one-line sequence of moves to be memorized. Far from it. Pure rote memory has a very limited role to play at any stage of the game, but in the endgame it is useless. Instead, the student should concentrate on mastering the underlying principles involved, and this will enable him to handle the inevitable move order changes and optional defences which he will have to face.

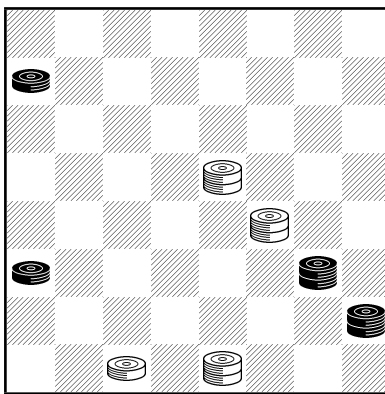
"In the endgame there are more squares to go wrong on." (Tom Wiswell)

SOLUTION

6-9 32-27 9-13 27-32 14-17(A) 31-27 22-26 27-31(B) 17-22 31-27 26-31 27-24
22-18 32-27 13-17 27-32 18-23 32-28(C) 17-14 24-20 FORMS DIG: WTP



Continue ... 31-26! 20-24(D) 14-10 28-32 26-31! 32-28 10-15 28-32 23-19
32-28 FORMS DIG: WTP



Continue... 31-26! 5-9(E) 19-23 24-20(F) 15-10 20-24 10-6 9-13 6-10 28-32
26-31! 32-28 10-15 28-32 23-19 32-28 31-26! 24-27(G) 15-18 13-17(H) 26-31
27-24 19-23 28-32 23-26. *White wins.*

A: With the Opposition against him, this is the best way for White to make inroads into the double-corner.

B: 32-28 17-22 28-24 26-31 27-23 13-17 23-27 22-18 is back into the trunk solution.

C: 24-20 31-27 32-28 23-19 28-32 27-23 32-28 23-18 28-32 (20-24 17-22 White wins) 17-22 32-28 18-15 28-32 (5-9 22-17 9-13 17-22 20-24 15-18 White wins) 22-18 32-27 19-16. White wins.

D: 28-24 14-9! 5-14 23-18. White wins.

E: 24-27 15-18 5-9 (forced) 26-31 27-24 18-15 24-20 15-10 20-24 19-23 24-20 10-6 9-13 6-10 28-24 31-26 20-16 10-15 16-20 23-19 24-28 26-22 28-32 22-18 13-17 19-16. White wins.

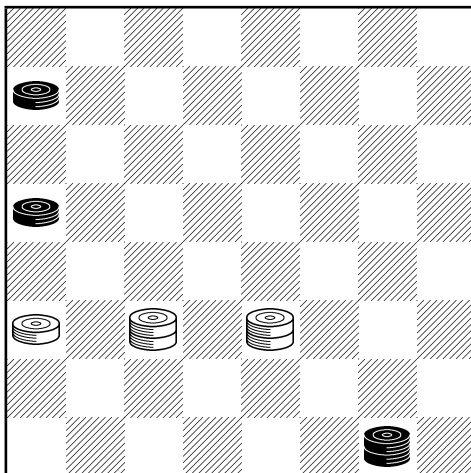
F: 28-32 15-19! 24-15 23-27. White wins.

G: 24-20 15-18 28-32 18-23 32-28 23-27 28-32 19-15. White wins.

H: 27-31 19-15 White wins; or 27-24 26-22 White wins.

KEY ENDING NUMBER 17

DEAN'S POSITION



SUMMARY

Force: 3 v 3

Opposition: Black has it

Terms: White to move and win

DESCRIPTION

The point of this position is that, in spite of the fact that Black has the Opposition, White can, with some skilful manoeuvring, still effect a win.

The win falls into three phases:

1. Placing a king on square 1, to prevent the man on square 5 from moving without being captured.
2. Pinning the two Black men on the side of the board with one of the kings.
3. Crowning a third king, and trapping the remaining Black king with the two free kings.

SOLUTION

Phase 1 ...23-18(A) 32-27 18-14(B) 27-23 14-10 23-19 22-18! 19-24 10-6 24-19 6-1

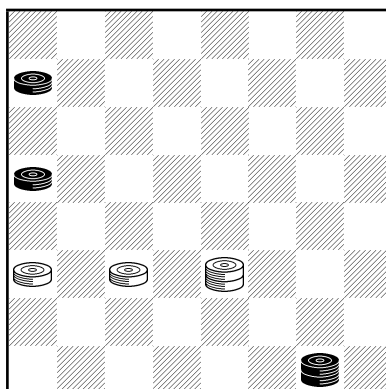
Phase 2 ... 19-24 18-22 24-19 21-17 19-15 17-14 15-11 14-10 5-9 22-18 13-17 1-5 9-13 5-9 17-21 18-22

Phase 3 ... 11-15 10-7 15-10 (Black could just run off to the double-corner; this permits of a fancier finish) 9-5! 10-3 5-9 3-7 9-14. *White wins.*

A: Attacking and chasing the king on square 32 only draws: 22-26 32-28 23-27 28-32 26-23 32-28 27-32 5-9! 32-27 9-14 27-31 28-24. Drawn.

B: 21-17 5-9 17-14 27-23. Drawn.

Additional Setting Number 6

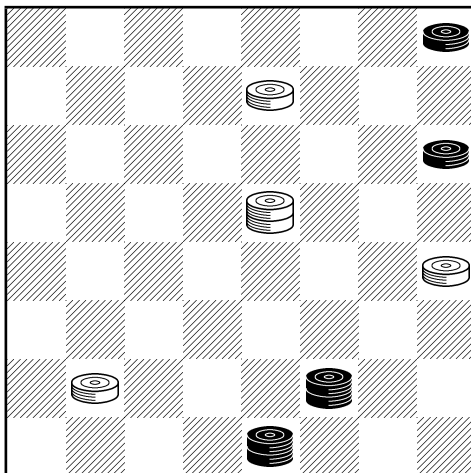


Terms: White to move and win.

Solution

22-18 32-28 18-15 28-24 15-10 24-20 (24-28 10-6 28-24 6-1 24-28 23-18 28-24 18-22 into the normal Dean's win) 23-19 5-9 10-6 9-14 19-15. *White wins.* This is the most practical setting.

KEY ENDING NUMBER 18 OCTOPUS ENDING



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

Since, under the 3-Move-Restriction, a player can be virtually forced into this ending from the opening (given the right ballot), it should be accorded the same respect as the other settings in this book.

Here's how it usually arises:

10-15 21-17 7-10(A) 17-14 10-17 22-13 11-16(B) 23-19 16-23 26-10 6-15 13-6
1-10 25-22 12-16 29-25 16-19 25-21 10-14 22-17 2-7 17-10 7-14 27-23 19-26
31-22 3-7 22-17 7-10 24-20 8-12 28-24 14-18 17-14 10-17 21-14 18-23 14-10
5-9 10-7 9-14 7-2 15-18 2-7 23-27 32-23 18-27 24-19 27-31 19-15 14-18 15-11
18-23 7-10 23-27 11-7 27-32 10-15 32-27 30-25 Forms Diagram.

A: Known as the “Dreaded Octopus” opening!

B: Also from 11-16 21-17 7-11 17-14 10-17 22-13 11-15 same.

SOLUTION

This ending is dealt with in depth in Derek Oldbury’s classic book “Move Over.”

Summarizing: White is strong in the centre, while Black has a pronounced weakness in the single-corner zone.

White hopes to win by crowning 3 kings, attacking the 2 Black kings with them, and compelling the move 4-8. The exposed man on square 8 would then be open to capture. To avoid this scheme, Black keeps freedom of action by taking his kings to that side of the board furthest from any undeveloped men: a principle which can be usefully applied in numerous other cases.

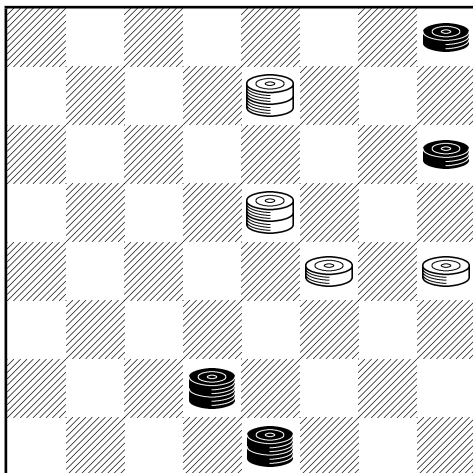
Continue ... 27-23 7-2 31-26 2-7(A) 26-30 25-21 30-25 21-17 25-22 17-13 23-18 “and Black is safe” (Derek Oldbury)

Continue ... 15-10 4-8! 7-3 22-17 13-9 17-13 9-6 18-14 10-17 13-22. *Drawn.* (Leonard Hall)

A: 2-6 26-30 25-21 30-26 21-17 26-22 17-13 23-18 15-10 4-8! 6-9 18-23 9-14 8-11 13-9 22-26 9-6 26-31 6-2 31-27 2-6 27-24 6-9 24-19 9-13 11-15. *Drawn.* (Leonard Hall)

For further play, see Elam’s Checker Board, Page 2546.

KEY ENDING NUMBER 19 SKULLCRACKER ENDING



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

Like the previous example, Black can be virtually forced into this ending, given the right ballot.

Here's the usual run-up:

10-15 22-17 15-19(A) 24-15 11-18 23-14 9-18 26-23 6-9 23-14 9-18 30-26 5-9
 17-14 9-13 26-23 1-5 28-24 8-11 24-20 11-15 21-17 13-22 27-24 18-27 25-11
 7-16 32-23 3-7 20-11 7-16 29-25 2-6 25-22 6-9 14-10 16-20 10-6 20-27 31-24
 9-14 6-2 5-9 24-20 9-13 23-19 14-17 22-18 17-22 2-7 22-26 7-10 26-31 18-14
 13-17 10-15 17-22 14-10 22-26 10-7 26-30 7-3 30-26 3-7 Forms Diagram.

A: Known as the “Skullcracker” opening!

SOLUTION

The first thing to be said is that White has a large variety of powerful endgames he can play for after the late midgame stage has been reached: This is just one of them!

Like Key Ending Number 18, White is again powerful in the centre, while Black suffers from two undeveloped single-corner pieces.

Black escapes defeat by a clever placement of his kings, and a bold intervention with 4-8.

Continue ... 26-30! 15-18(A) 31-27 19-15 27-24(B) 15-10 4-8! 7-3 30-26 18-15 26-23 3-7 24-19! 15-24 8-11 7-16 12-28(C). *Drawn.* (Derek Oldbury)

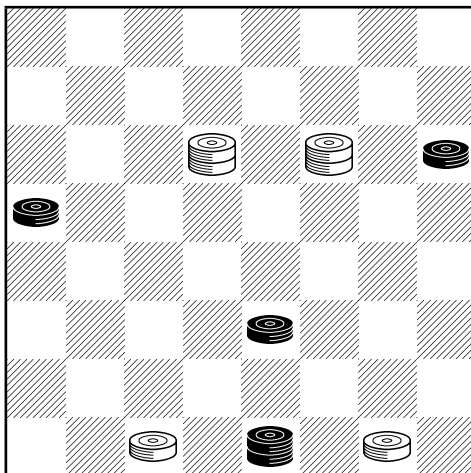
All the comments below are by Derek Oldbury.

A: The best try, for if 15-11, then 31-26! frustrates 19-15 because of 12-16 ... a point repeatedly missed!

B: Black seems to be going in the wrong direction.

C: Smart little draw!

KEY ENDING NUMBER 20 PETTERSON'S DRAWBRIDGE



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

This ending is a particularly practical one, and an understanding of its fine points will enable you to save many an, apparently lost, game.

Central to Black's defence is that, provided the men on squares 12 and 13 stay put, White will be unable to make any attempt at a win until he voluntarily relinquishes the bridge. It is especially tempting to run the man on square 13 into square 21, with hopes of later playing 21-25, and taking a 2 for 1 with 23-27. However, White can avoid this, and with correct play he would win.

SOLUTION

31-26 10-14 26-31 11-15 31-26(A) 32-28(B) 26-31 14-18(C) 31-27(D) 28-24 27-20 18-27 13-17 15-19(E) 20-16 19-15 16-20 15-11 12-16 27-23(F) 17-21 30-26 21-25 26-22 25-30 22-18 30-25 18-15 25-22 15-10 22-17 10-7 17-14 7-3 14-10 3-8 10-15(G) 11-18 16-19 23-16 20-4. *Drawn.*

A: Many players have lost at this point by playing 31-27. It loses by 30-26 23-30 32-23 12-16 (or 30-25 23-19 25-21 19-16 12-19 15-24 13-17 24-19 17-22 19-23 22-25 23-26 White wins) 15-18 16-20 18-22 20-24 14-18 24-27 23-19 27-32 18-23. White wins.

B: White realizes that he cannot do anything effective so long as Black seesaws on squares 31 and 26.

C: 15-18 would allow 23-27 to be played.

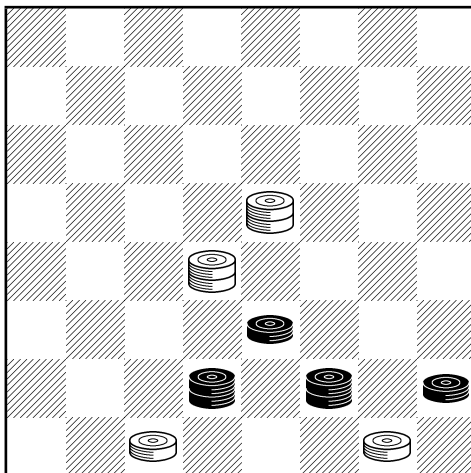
D: 23-27 looks inviting, but it loses by 28-24 27-32 30-26 31-22 18-25 13-17 24-20 32-28 15-18 17-21 25-22 28-24 18-15 24-28 15-19, and the modified form of First Position dealt with under Additional Setting Number 4.

E: Trying to sneak a quick win, as the hasty 17-21 in reply loses by 27-23 20-16 23-26 16-23 26-19. White wins. Still, White loses nothing by repeating a few moves.

F: Against 11-15, Black draws with 17-21 27-32 20-24 15-18 16-19 32-28 24-27 18-22 27-23 28-32 19-24 22-26 23-19 26-31 24-28. Drawn.

G: The 2 for 2 which saves the day!

KEY ENDING NUMBER 21 STANDARD BRIDGE 1



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: Black to move and draw

DESCRIPTION

In this position the only active pieces are the White king on square 15, and the Black king on square 26 (albeit in a somewhat limited fashion). It is the relationship between these two pieces alone which determines who has the Opposition: all the other pieces are intimately involved in the distinctive bridge configuration.

Note ... Key Endings 21 through to 25 are very similar in nature, and warrant careful comparison. They are probably the most useful bridge endings for the practical player, from what is a vast field, and are taken, with permission, from Derek Oldbury's "Complete Encyclopaedia Of Draughts."

SOLUTION (BLACK TO MOVE)

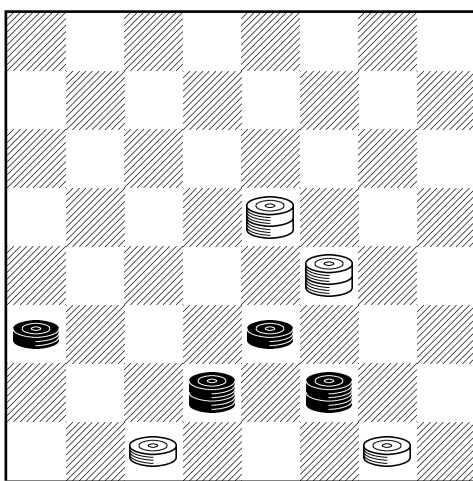
26-31 15-19 31-26 19-16 27-31! 18-27 31-24 30-23 24-19. *Drawn.*

SOLUTION (WHITE TO MOVE)

15-10 26-31 10-14 31-26 14-17 26-31 17-22. *White wins.*

Here, of course, White had the Opposition.

Additional Setting Number 7



Terms: Black to move and draw

Solution

This setting is given to show the *modus operandi* when the Black piece is in the “dust-hole” (square 21), as opposed to the “dog-hole” (square 28).

Here, the only active pieces are the White king on square 15 and the Black king on square 27.

Black to move

27-31 15-11 31-27 11-16 27-31 16-20 31-27 19-24 26-31 24-19 31-26 20-16 27-31
16-11 31-27 11-15 (back to the beginning!) 27-31 15-10 31-27 10-6(A) 27-31
6-9 31-27 9-13 27-31 13-9(B). *Drawn.* (J.Saukell - W.Bell)

Here, Black had the Opposition.

A: 10-14 gets 26-31! 19-26 31-22 32-23 22-18, and an immediate draw.

B: 13-17 would prove fatal after 21-25! 30-21 26-30 19-26 31-13. Black wins.

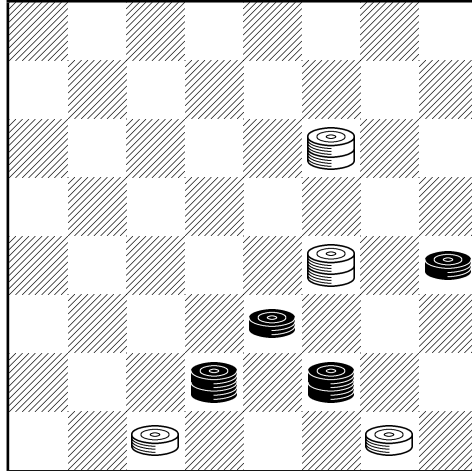
White to move

15-11 27-31 11-16 31-27 16-20 27-31 20-24. *White wins.* (J.Saukell - W.Bell)

Here, White had the Opposition.

KEY ENDING NUMBER 22

STANDARD BRIDGE 2



SUMMARY

Force: 4 v 4

Opposition: White has it

Terms: Black to move and draw

DESCRIPTION

Here, the only active pieces are the White king on square 11 and the Black king on square 27. Curiously enough, Black draws if White has the Opposition, but loses if he himself has it!

SOLUTION (BLACK TO MOVE) 27-31 11-15 31-27 19-24 27-31 24-19 31-27 15-10 27-31 10-14 31-27 19-15 26-22(A) 14-18 22-17. *Drawn.* (B.Boland)

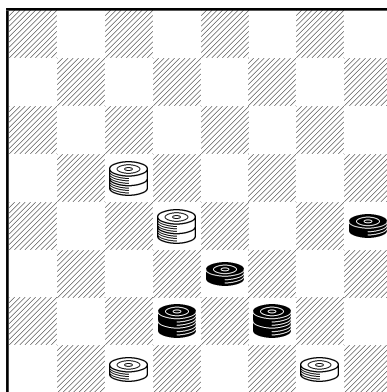
A: This is vital, to get out of the cramp when White takes square 18. Anything else loses, e.g. 26-31 15-18 31-26 14-17 26-31 IT-22. White wins.

SOLUTION (WHITE TO MOVE)

11-15 27-31 19-24! 20-27 15-19. *White wins.* (F.Alien)

Here, Black had the Opposition.

Additional Setting Number 8



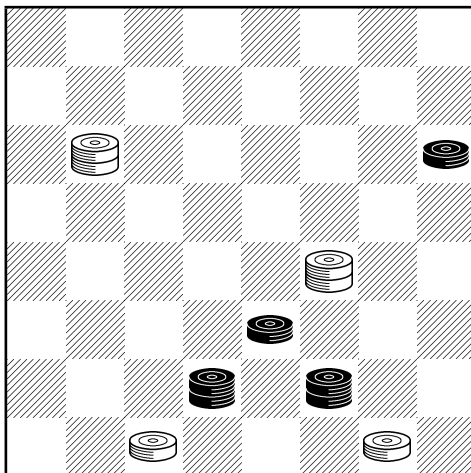
Terms: Black to move and draw

Solution

Here, we can see, by pairing-up the White king on square 14 with the Black king on square 26, that Black has the Opposition. If Black allows White to switch the “holding king” from square 18 to square 19, then White will win using the method shown above. However, by moving the man from square 20 to square 28 Black can draw as per Key Ending Number 21. Thus we have... 20-24! 14-10 24-28! etc. ... *Drawn.* (W.Thompson)

KEY ENDING NUMBER 23

STANDARD BRIDGE 3



SUMMARY

Force: 4 v 4

Opposition: Black has it

Terms: White to move and win

DESCRIPTION

Here, the only active pieces are the White king on square 9 and the Black king on square 27. Unfortunately for Black, White is able to win with or without the Opposition.

SOLUTION (WHITE TO MOVE)

9-6(A) 27-31 6-10 31-27 10-15 27-31 32-28! *White wins.* (W.Leggett)

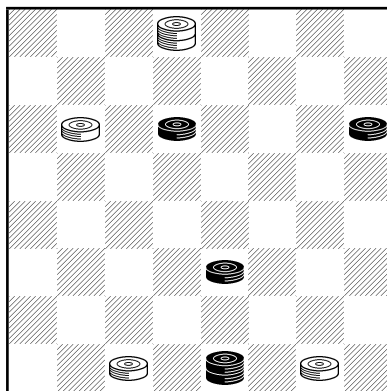
A: Against the hasty 9-14, Black draws with 26-31! 19-26 31-22 32-23 22-18. Drawn.

SOLUTION (BLACK TO MOVE)

27-31 9-6 31-27 6-10 27-31 10-15. *White wins.* (W.Leggett)

Here, White had the Opposition.

Additional Setting Number 9



Terms: Black to move and draw.

Solution

31-27!(A) 2-7 10-14 7-10 14-17 10-14 17-22 14-18 22-26 9-6(B) 26-31 6-2 31-26 2-7 12-16!(C) ... *Drawn.* (Derek Oldbury)

All the analysis below is by Derek Oldbury.

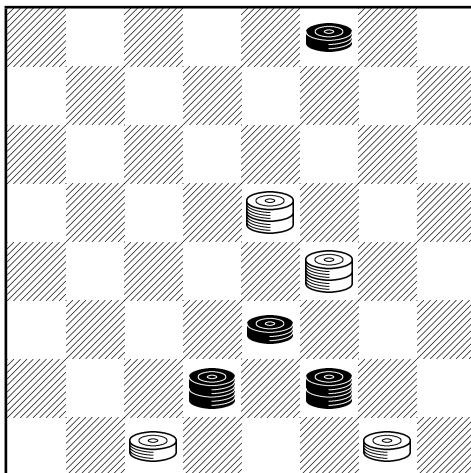
A: Black has a tricky choice to make here. The natural 31-26 loses by 2-7 10-14 7-10 14-17 10-14 17-21 14-17, and White, who has the Opposition, can win by crowning and returning to square 18, as shown earlier.

B: 18-15 is met with 27-24 - Black must not allow White to get to square 19.

C: Now Black has the Opposition, and clinches the draw by running for square 28. Note that 26-31 loses after 7-11 31-26 18-15 27-24 32-28! 24-20 28-24! White wins.

KEY ENDING NUMBER 24

STANDARD BRIDGE 4



SUMMARY

Force: 4 v 4

Opposition: White has it

Terms: White to move and win

DESCRIPTION

Here, the only active pieces are the White king on square 15 and the Black king on square 27. It thus takes only a quick glance to see that White has the Opposition. White's winning plan consists of placing this king on square 20, containing the active Black king, and forcing the Black man on square 3 to advance into trouble. Unlike the side squares looked at so far however, square 3 is a junction for two diagonals. This permits of a fresh possibility which both sides must be alert to.

SOLUTION

15-11 27-31 11-16 31-27 16-20 3-7(A) 19-15!(B) 26-22 20-16 27-31(C) 16-12 31-26 32-28. *White wins.* (P.Thirkell)

A: Black has no choice but to advance. However, he does have a choice as to which direction to take.

Choice 1: Without even analysing the situation (3-8 loses immediately after 20-16), he can see that taking the man to square 12 would lead to a dead end in 2 moves, and White would still have the Opposition.

Choice 2: However, taking the man to square 21 (if permitted), would lead to a dead end in an odd number of moves, and would transfer the Opposition to Black! Indeed, Black would draw with ease, as per Additional Setting Number 7. For this reason Black does best to try 3-7.

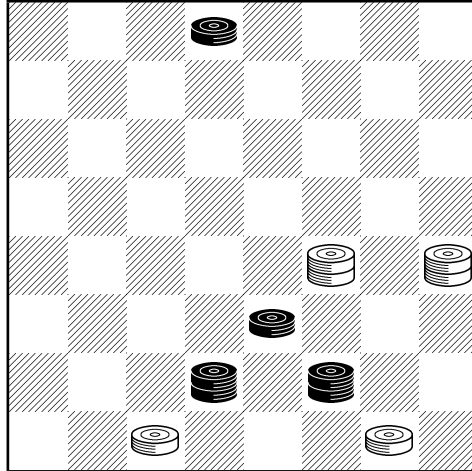
Note ... Of course, if it was White to move at this stage, then Black would draw easily: his active king holding off the active White king, and the man on square 3 standing pat.

B: Not 20-16 7-10 16-11 10-14 11-15 14-17 15-10 17-21! into Additional Setting Number 7 ... Drawn.

C: 27-24 16-12 (the man on square 7 is in jeopardy) 23-27 32-23 24-27 23-18 27-23 15-11. *White wins.*

KEY ENDING NUMBER 25

STANDARD BRIDGE 5



SUMMARY

Force: 4 v 4

Opposition: White has it

Terms: Black to move and draw

DESCRIPTION

A quick examination shows that the White king on square 20 has the Opposition on the Black king on square 27. However, by moving the man on square 2 into square 13 (3 moves) [or square 21 (5 moves)], the Opposition is reversed, and an easy draw results!

SOLUTION (BLACK TO MOVE) 2-6 19-24(A) 26-31 30-25 6-9 25-21 9-13.
Drawn. (B.Boland)

A: If 20-16, Black draws with 6-9, as explained above.

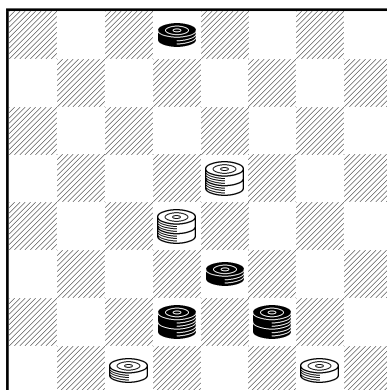
SOLUTION (WHITE TO MOVE)

19-24(A) 26-31 30-25 2-6 25-21 6-10 21-17 10-15 17-14 15-18 14-10 18-22 10-7
 22-25 7-3(B) 25-30 3-8 30-26 8-11 26-30 11-16 30-25 24-19 25-30 19-26 30-23.
Drawn. (W.Gray)

A: Here, Black has the Opposition, and against 20-16 the man on square 2 can be allowed to stand pat. In fact, White has no attack of any substance; the text being simply an alternative way of wrapping things up.

B: Or 7-2 25-30 2-6 30-25 6-9 25-21 9-14 21-25 14-18 25-30 18-22 30-26 22-25
 26-30 25-21 30-26. Drawn.

Additional Setting Number 10



Terms: White to move and win

Solution

By pairing-up the White king on square 15 with the Black king on square 26, we can see that White has the Opposition. Unfortunately for Black, he will not be permitted to change the Opposition by moving his man on square 2 into square 13, but will instead be forced into square 20 (4 moves), leaving the Opposition unchanged, and White with an easy win.

Continue ... 15-10 26-31 10-14 31-26 14-17 26-31(A) 17-22 2-7(B) 30-25(C) 7-11 25-21 11-16 22-25(0) 16-20 25-30(D) 31-26 21-17(E) 26-31 17-13 31-26 13-9 26-31 9-6 31-26 6-2 26-31 2-6 31-26 6-9 26-31 9-14 31-26 14-17 26-31 17-22 27-24 18-27 24-19 27-24 19-28 22-18 28-24 18-15 24-28 15-19. *White wins.* (R.Eraser)

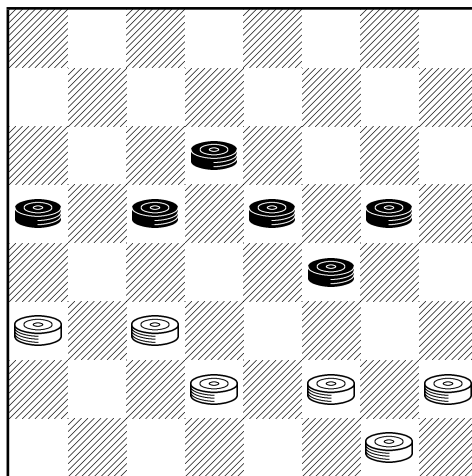
A: With White to move at this stage, Black would draw comfortably, ie He would simply leave the man on square 2, and hold off the active White king with his own active king.

B: Of course, 2-6 would not have the desired effect now, because both Black kings are hemmed in: 2-6 30-25 6-9 25-21 9-13 21-17. White wins.

C: The natural 18-15 permits of a draw after 27-24 22-17 24-20 17-14 31-27 14-9 27-24. Drawn. (S.Gonotsky)

D: Cleverly erecting the winning bridge; a procedure which should be carefully noted. E: White has the Opposition, and the win is just a matter of time. Note... Black would not achieve anything by moving into the “dog-hole” here; White would still have the Opposition, and would win as per Key Ending Number 21.

PROBLEM GEM - BY JESSE HANSON



Terms: White to move and win

DESCRIPTION

This masterpiece was given pride of place by Willie Ryan in his book “Scientific Checkers Made Easy,” and is always worth another showing.

SOLUTION

27-23 16-20 23-16 15-19(A) 28-24(B) 19-28 26-23 10-15 16-11 20-24 11-7 24-27 7-2 27-31 2-7(C) 15-18(D) 22-15 31-26 23-19 26-23 15-11 23-16 7-2 16-7 2-11 14-18(E) 21-17! 13-22 11-15 18-23 15-18. *White wins.*

A: 14-18 22-17 13-31 28-24. White wins.

B: 32-27 20-24 27-20 10-15 16-11 14-18 etc. ... Drawn.

C: 2-6 14-17 21-14 31-26. Drawn.

D: 14-17 21-14 31-26 22-17 26-19 7-11. White wins.

E: Now an old finish, and a useful exercise on the Opposition is in view.

ENDGAME PLANNING - BY DEREK OLDBURY

[The following is reproduced, with permission, from Mr. Oldbury's highly-acclaimed "Complete Encyclopaedia Of Draughts."]

Definition: "When a variable position contains a fixed or static element, an element which may appear in differing circumstances or areas of the board, allied to, or opposed by other special features, the term to describe this is PARAMETER."

General Hints On Parameter Sighting

"How does a player function when faced with a position new to him? If he is not to be totally dependant on powers of visualization then he must make a diagnosis, there is no other way. This diagnosis consists of recognizing certain features, known from experience to be favourable, or otherwise, then formulating a plan of action. His powers of visualization are then brought into focus, to reinforce his impression of the set-up, or deny it.

"These significant features, symptoms, when operating in a certain manner, can justly lay claim to the title: Parameter, for such they are.

"With the textbook in front of him, the student (or correspondence tourney player!) has the time and the opportunity to refer to the data he seeks, in the relevant section of the work. However, when in tense crossboard action things may be quite different; a few guidelines easily recalled will prove helpful, ensuring that the player is at least looking in the right direction.

“Practical pointers to bear in mind are these:-

“(1) On approaching the end-game, for ease divide the position into clauses, observing men that do not have access to the 8th rank (King-row), together with the men (or Kings) engaged in obstructing or hindering them. The total number of pieces (men and Kings) so involved comprises a Parameter.

“(2) In any given position there may be more than one, indeed several Parameters. Notice which of them includes the largest number of men involved. This is almost certainly the primary Parameter of the position, the others being subsidiaries. See which colour has the advantage in the primary Parameter and ask if the same colour has other favourable holds, or whether these other holds are neutral, or in favour of the opposite colour.

“(3) The Parameters diagnosed, take into account the loose uncommitted men or Kings and if these can be matched... [against each other]..., see which colour is + (holding with the Opposition) or - (holding without it).

“(4) From those preliminary steps in positional judgement, you are now ready to construct a plan of strategy for the ensuing end-play.

“*Note ...* In many cases you will not need to construct a plan. The Parameters have just told you what to do!”

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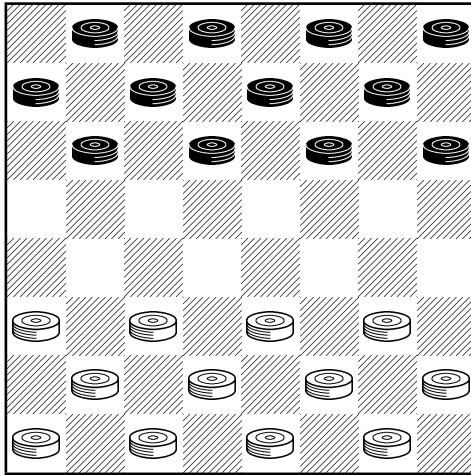
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Volume 3	Key Landings	1990
Volume 4	Solid Checkers Pt 1 9-13s	TBI
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