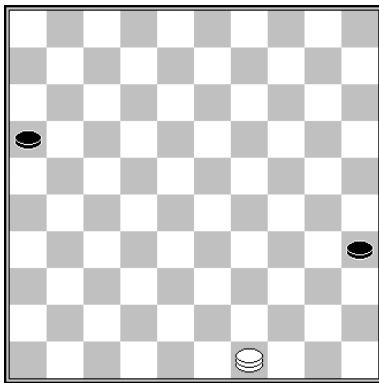


The endgame

The endgame is a complex part of the game of draughts. Many points are lost by inaccurate play and lack of knowledge.

The next topics are covered in this chapter:

1. Blocking

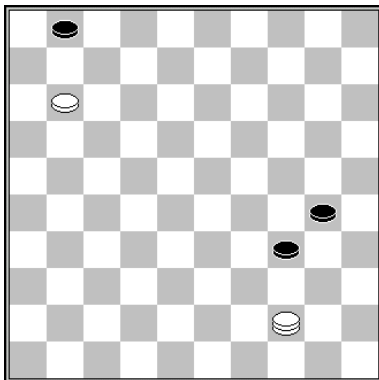


Black to move

The black pieces are blocked by the king. We call this a fork block. White blocks the last black piece at 45 after

1... 16-21 2.49x16 35-40 3.16-11 40-45 4.11-50 W+

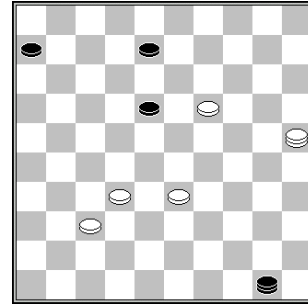
2. Attacking



An immediate attack with 44-35? won't win. White should sac first and then attack:

1.11-7! 1x12 2.44-35 12-17 3.35x21 34-40 4.21-17 40-45 5.17-50 W+

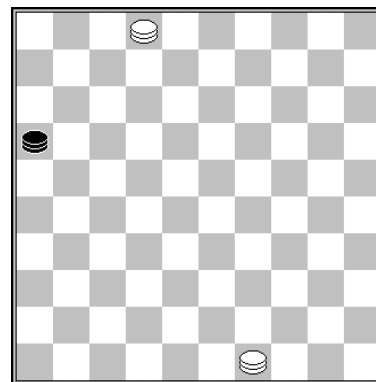
3. Catching the opponent's king



The white player was a grandmaster but missed that he could catch the black king:

1.25-3! 50x5 2.3x23 5x28 3.32x23 W+

4. Locking the opponent's king

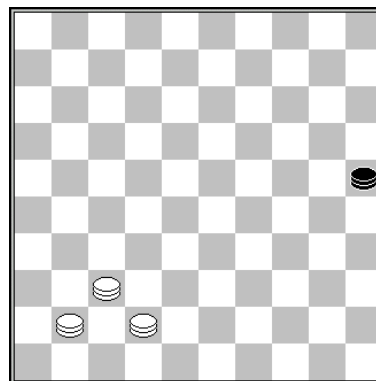


Black to move

A king can be locked in many ways. This is one example. The black king is locked in the 2 / 35 / 49 / 16 quadrant.

5. 3 Kings against 1 (and a piece)

With three kings in play the endgame becomes very complicated. 3 Kings have enormous potential. Especially when the single king is accompanied by a piece, complex and nice endgames are possible. Also in game situations it happens that the three kings can catch the single king (plus a piece).



This is a famous endgame of **Huegenin**. The scissors play a crucial role, see also *the Exercise book at A course in draughts part 3*. We give only one line:

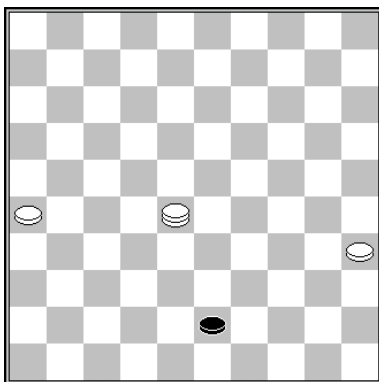
**1.37-19! 25-3 2.42-26 3-20 3.41-47 20-25
4.26-48 25-3 5.47-20 ✂ 6.19-30 W+**

6. Ambushing

Ambushing is a very important technique in the endgame, that was also covered extensively in **A course in draughts part 3** (also in the **Exercise book at part 3**).

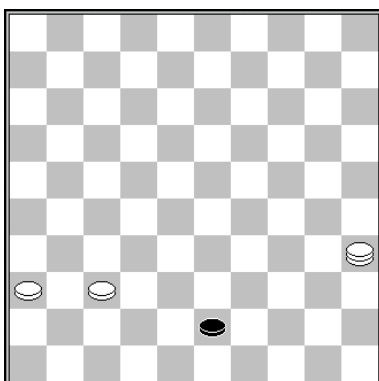
Black gets a king but the king will always be lost. This can happen immediately after promoting to king, but often catching the king is delayed by a move.

The catching construction is called an *ambush*. Ambushing your opponent is a charming way to win. There are many examples of ambushes.



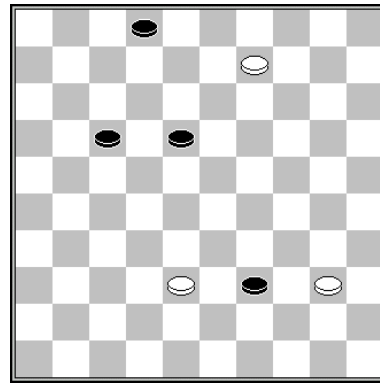
Black to move

This is a famous ambush and very practical. Black's king will be caught immediately.



1.35-49 43-48 2.36-31

The black king is caught at the next move by 49-43 & 31-26 +.

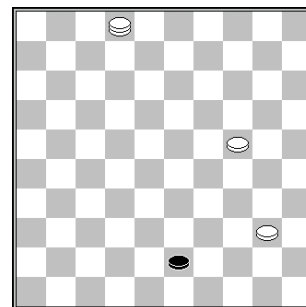


P. Lansbergen – R. Schrooten

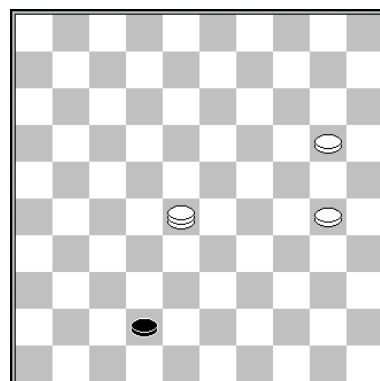
1.9-3 18-23 2.3x21 23-29 3.21-16 2-7

3... 29-34 4.40x29 39-44 5.16-11 44-50 6.11-6
W+

4.16x2 29-33 5.38x29 39-43 6.29-24



Black is ambushed.

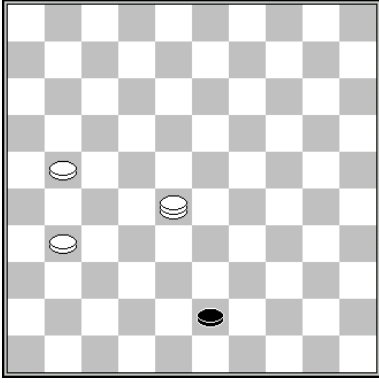


White wins using a simple **ambush**.

- 42-48 28-14-3 W+
- 42-47 20-15 (or 30-24) 47-36 28-41
36x47 30-24 (using the **scissors**) W+

This is a kind of ambush (black to move) that you should definitely know! This ambush can occur on different locations on the board.

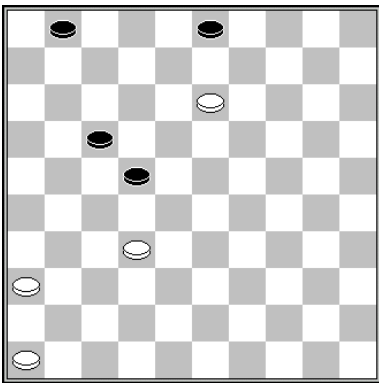
The endgame



- 43-48 28-17-3 W+
- 43-49 21-16 (or 31-27) 49-35 28-44 36x49 31-27 W+

7. Tricks

In the endgame, just like in the middle game, combinations play an important role. All these tricks need to be practised in order to play successfully in the endgame.



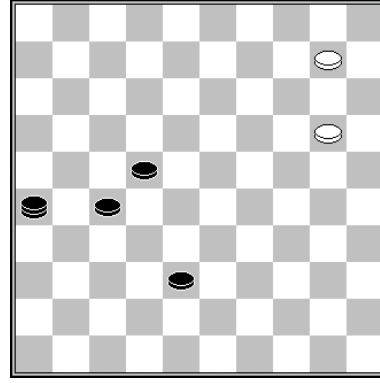
P. Kleute

White forces a 3 x 3 position in which black's breakthrough is punished tactically.

1.32-27! 22x31 2.36x27 1-7 3.46-41 7-11 4.41-37 11-16 5.37-32 17-21 6.27-22 21-26 7.32-27 16-21 8.27x16 26-31 9.13-8! 3x12 10.22-17! 12x21 11.16x36 W+

8. Becoming dominant

If you have 3 kings and a piece against a king and often one or more pieces, you have become dominant and you win by catching the opponent's king. In **A course in draughts part 3** and the **Exercise book at ACID 3**, the standard endgames like Scoupe, Leclercq and others are covered.



N. Gulyaev – A. Gantvarg

These kind of endgames are often not treated correctly, even not by the strongest players in the world. Black played

1... 26-3?

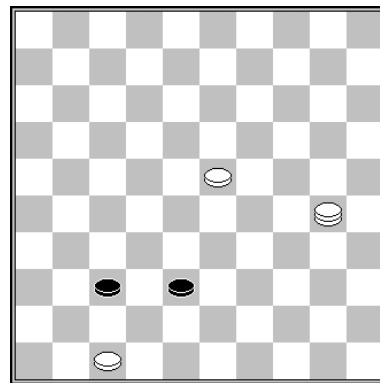
White escaped by playing

2.10-4! 3x25 3.4-15 38-43 4.15-33

Black should have shown a little patience. After 1... 38-43 2.10-5 26-3 3.20-15 3-9 4.5-23 9-4 he wins according to **Leclercq**.

9. The main diagonal

Some extra attention is paid to endgames with control over the main diagonal, since these endgames occur very often in games

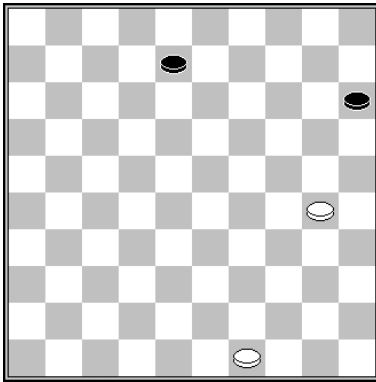


Something very special is happening on the main diagonal:

1.47-41!! 37x46 2.30-19!

The threat of playing 19-5 W+ is decisive, since black cannot sacrifice his king!

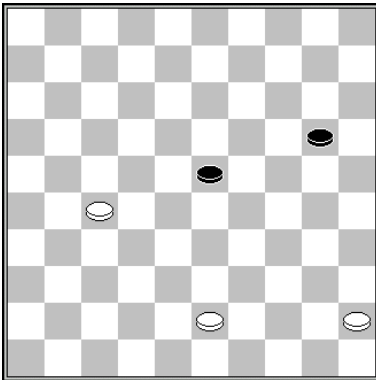
Blocking



R.C. Keller

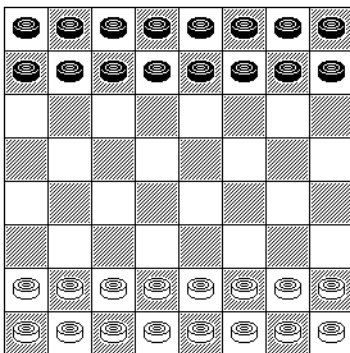
Many people who are shown this exercise, want to play 1.30-24?, but this is not winning: 1... 8-13 2.49-43 13-18 3.43-38 18-23 4.38-32 15-20 5.24x15 23-29 =.
White should force double opposition instead by first playing 1.30-25.

1.30-25! 8-13 2.49-43 13-19 3.43-39 19-24 4.25-20 24-29 5.20-14 W+

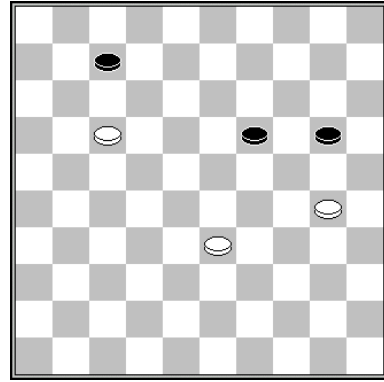


Tian Chengcheng (analysis)

1.43-39! 20-24 2.45-40 23-29 3.40-35 29-33 4.39x28 24-29 5.35-30 W+



A draughts variation, gothic checkers



J. v.d. Wethering – R. van Eijk

White could have won, using the sticker after 1.33-29 20-25. In other cases he breaks through, sacs and attacks from behind.

1.33-29!

Now 1... 20-25 is punished by 17-11 W+ or 17-12 W+.

2. 20-24* 2.29x20 19-23 3.20-14 23-28 4.17-12

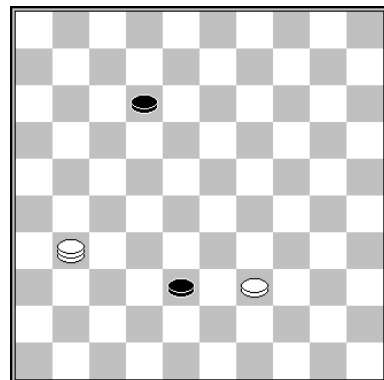
4.14-9? 7-12 5.17x8 28-33 =

4.14-10 29-33 5.17-12! etc is also good.

4... 7x18 5.14-10 28-32 6.10-4 18-23 7.4-15 23-28

7... 32-37 8.15-10 W+

8.15-42 W+

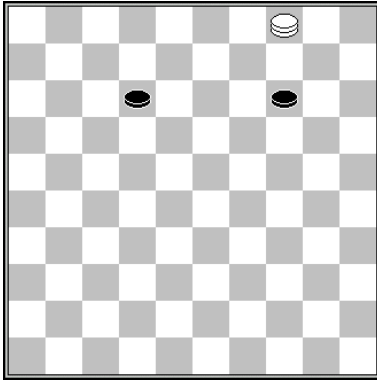


B. Neven – J. Veerman

White could have won using a sacrifice followed by attacking from behind:

1.39-33! 38x29 2.31-9! 29-33 3.9-3 12-18 4.3-9 18-23 5.9-14 23-29 6.14-20 29-34 7.20x38 34-40 8.38-33 40-45 9.33-50 W+

The endgame



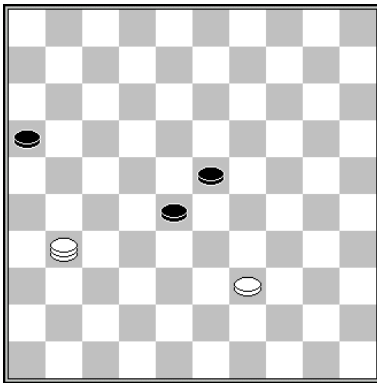
Ch. Alix

The white king makes one and a half laps over the board, managing to block both pieces by forcing them to the centre.

1.4-15! 12-17 2.15-42! 17-21

2... 17-22 us met by 3.42-38! 14-19 and white can win in many ways, for example: 4.38-16 (or 38-15 and attacking from behind) 19-24 5.16-2 24-29 6.2-7 29-33 7.7-16 22-28 8.16-43 W+.

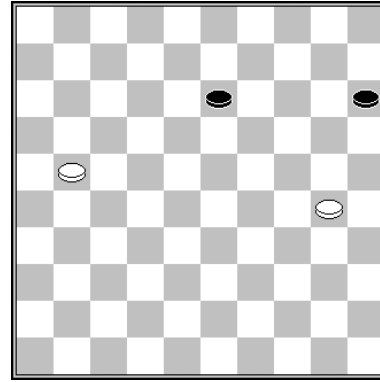
3.42-26 21-27 4.26-3 14-19 5.3-9 27-32 6.9-4 19-23 7.4-15 23-28 8.15-42 W+



A. Schotanus – A. Arends

White can block all pieces with his king. White should look for moves that keeps pieces <23 & 28> at its spot. After 4 moves all black pieces are blocked. The remaining 2 pieces are blocked with the help of piece <39>.

1.31-37! 16-21 2.37-26 21-27 3.26-37 27-32 4.37-42 23-29 5.42x24 32-37 6.24-47 28-32 7.39-33 W+



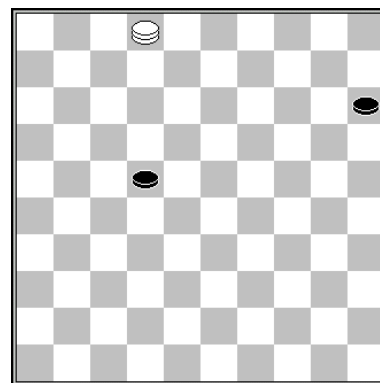
K. Blanken – L. Schimmel

White shouldn't race to king, but play patiently, sacrificing a piece and blocking both black pieces with her king.

1.30-24! 13-18 2.21-17 18-23 3.24-19! 23x14 4.17-12 14-19 5.12-7 19-23 6.7-1 23-28 7.1-29 28-32 8.29-42 W+



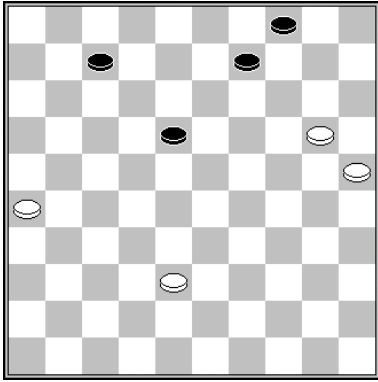
Jana Smidova from Praha (5)



White first attacks piece 22, in order to get black's pieces closer together and then blocks them.

1.2-13! 22-28 2.13-24 28-32 3.24-42 W+

The endgame



Study

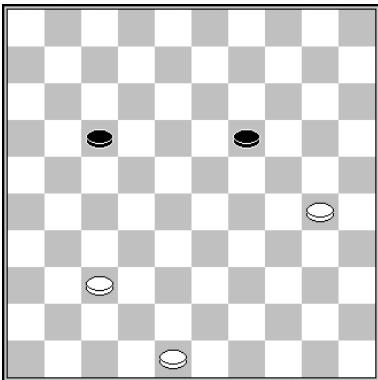
1.20-14! 9x20 2.25x14

A position from **G. Jansen – B. Raven** (NLD-ch 1996) appears on the board.

2... 18-23

2... 18-22 3.26-21 7-12 4.21-16 22-27 5.16-11 27-31 6.11-6 31-36 7.6-1 4-9 8.1x4 36-41 9.4-15 and black is ambushed.

3.38-33 7-12 4.26-21 12-18 5.21-17 23-29 6.33x24 18-23 7.14-10 4x15 8.24-19 23x14 9.17-12 14-19 10.12-7 19-23 11.7-1 23-28 12.1-29 28-32 13.29-42 W+



A. van Berkel – D. Kasse

The game was drawn after 1.37-32? but white could force double opposition.

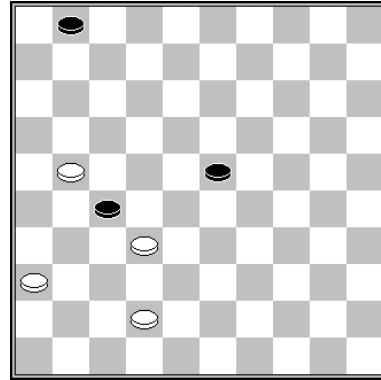
1.48-43!

If black plays 1... 19-23 piece 30 is racing to king. He can get a king on <2, 3, 4 or 5>, all are winning lines.

1... 17-22 2.43-38

2.37-31 is also winning.

2... 19-23 3.30-24 22-27 4.24-19 23x14 5.38-33 W+

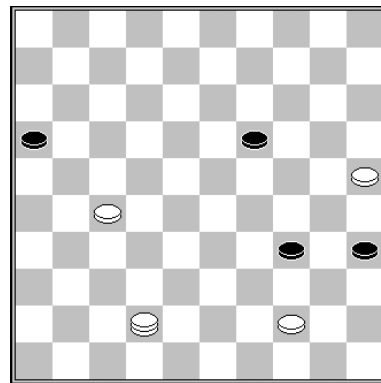


G. de Bruijn

1.32-28 23x32 2.21-16!

2.21-17? isn't right, for black plays 2... 32-38! 3.42x33 27-32 =.

2... 1-7 3.42-37 32x41 4.36x47 27-31 5.47-42 7-12 6.16-11 31-36 7.42-37 12-18 8.11-7 18-22 9.37-31! 36x27 10.7-2 27-32 11.2-11 22-27 12.11-16 27-31 13.16x38 31-37 14.38-47 W+



T. Hage – S. Buurke

1.42-26!

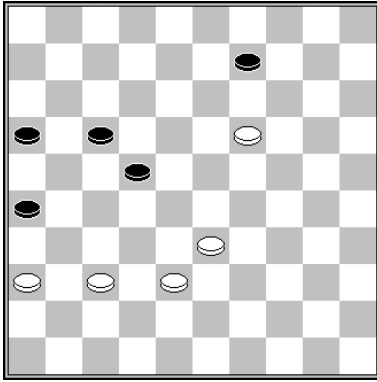
Game: 1.25-20? 16-21 2.27x16 34-40 3.44-39 19-24 4.20x29 40-45 5.42-37 35-40?? 6.37-10 W+

1... 34-40

After 1... 35-40 2.44x35 34-39 3.26-37 19-24 4.37-42 white will become dominant.

2.25-20 40x49 3.20-15 49x21 4.26x24 35-40 5.24-33 40-45 6.33-50 16-21 7.15-10 21-27 8.10-5 W+

The endgame

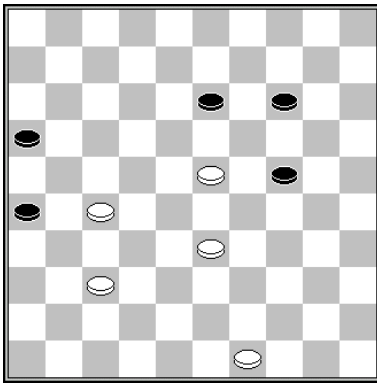


White uses a sacrifice to get double opposition.

1.38-32! 17-21 2.32-28 22-27 3.28-22! 27x18 4.19-13 9-14

4... 21-27 5.13x31 16-21 33-29! W+

5.13x22 14-19 6.33-29 21-27 7.22x31 16-21 8.31-27! 21x41 8.36x47 W+

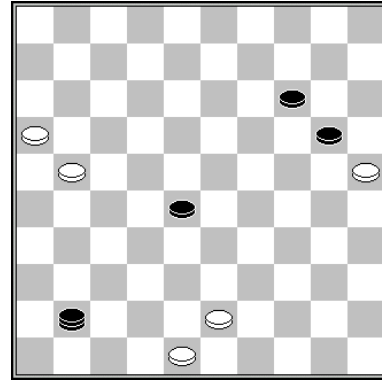


White can force threefold opposition.

1.49-44!

1.27-22? isn't winning, because of 24-30 2.49-44 30-34 3.33-28 16-21 =

1... 24-30 2.33-29 13-19 3.23-18 19-23 4.18-12 23x34 5.12-7 30-35 6.7-1 35-40 7.44x35 34-39 8.1-34 39x30 9.35x24 W+



Black to move

M. Koopmanschap – A. Scholma

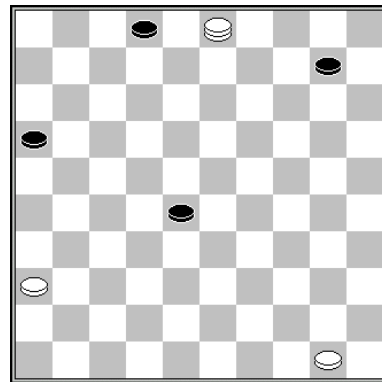
In the game 1... 28-32? Was played, but black could have won, using the tactic with 14-19.

1... 41-46! 2.43-38

White can't cross the **trictac**: 2.16-11 14-19! 3.25x32 46x6 B+
After 2.43-39 14-19! 3.25x32 46x44 the remaining pieces are blocked. B+

2... 28-32! 3.38x27 46-28!

Blocking the pieces, with an easy win.



T. Goedemoed (study)

1.50-44 28-32 2.44-39

The black piece can't advance any further, since it would be consumed by the king.

2... 2-7 3.3-8 10-14 4.8-3!

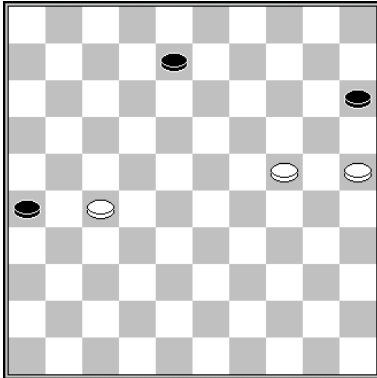
The immediate 4.36-31 fails due to 32-38 5.8-24 14-19 6.24x11 16x7

4... 14-19 5.36-31 16-21 6.3x26 32-38 7.31-27 19-23

The endgame

There is only one way to win for white, he needs to sac and then go to <3> in order to be able to attack from behind.

**8.39-33! 38x29 9.26-3! 29-33 10.3-14 23-29
11.14-20 7-12 12.27-22 29-34 13.20x38 34-40
14.38-33 40-45 15.33-50 W+**



E. Heslinga – V. Wirny

1.25-20!

The game was 1.24-19? 8-12 2.19-13 12-17
3.13-8 17-21
3... 17-22? 4.27x18 26-31 5.8-2 31-37 6.2-24
15-20 7.25x14 37-41 8.14-10 41-47 9.24-15
47-41 10.10-5 41-47 11.18-13 W+
4.27x16 26-31 =

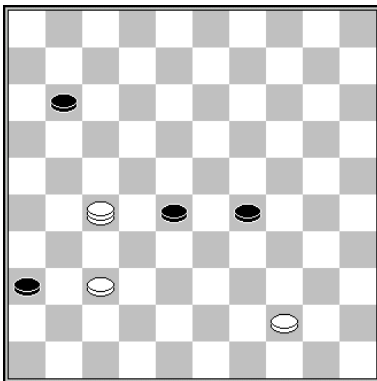
1... 8-12

1... 8-13 2.20-14 13-18 3.27-21 26x17 4.14-9

2.27-21!

2.20-14? 12-17 3.14-9 17-21!
3... 17-22? 4.27x18 26-31 5.9-3 31-37 6.3-25
W+
4.27x16 26-31 =

**2... 26x17 3.20-14 17-22 4.14-9 22-28 5.9-3
12-18 6.3-9 18-23 7.9-14 W+**



E. Vatoetin – E. van Dusseldorp

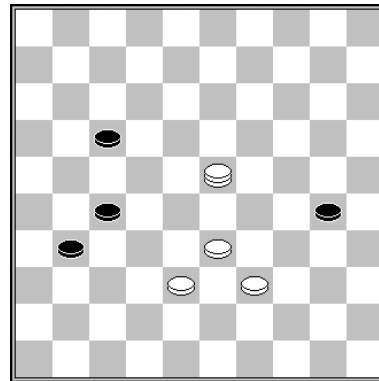
1.27-49!

1.27-43 29-34 2.43x30 28-32 3.37x28 36-41 =

1... 11-16

1... 29-33 2.37-31 36x27 3.49x2 33-38 4.2-19
28-33 5.19-24 W+

**2.49-27 28-33 3.27-43 29-34 4.43x25 33-38
5.37-32! 38x27 6.25-14 27-31 7.44-39 16-21
8.39-33 21-27 9.33-28! W+**



K. Thijssen – H. Spanjer

1.23-32! 17-21

1... 17-22 2.32x16 31-36 3.16-11 22-28
4.33x22 36-41 5.11-6 30-35
5... 41-47 6.6-17! W+
6.39-34 41-47 7.34-30 W+

2.32-28

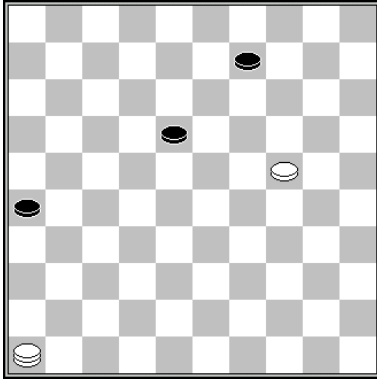
White is threatening to exchange piece <30>, with an easy win. As soon as black's pieces are on <36, 31 & 27> white uses **Zugzwang** by going to <32>.

**2... 30-35 3.39-34 31-36 4.28-23 27-31 5.23-19
21-27 6.19-32! W+**



Baba Sy

The endgame



Baba Sy – W. de Jong

1.46-37!

The game was 1.24-19 and black resigned instead of making a draw with 26-31

1... 18-23? 2.19x28 9-14 3.28-23 14-20 4.23-19 20-25 5.19-14 25-30 6.14-10 30-34 7.46-28 W+

2.46-32 31-36 3.32-37

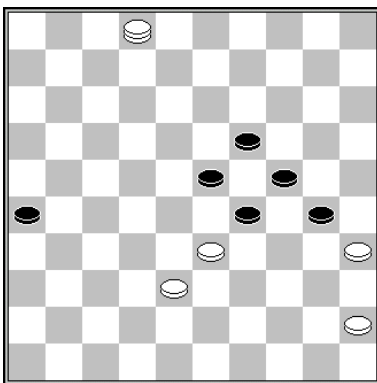
Now black uses an important idea, blocking the main diagonal so that a piece can 'cross the river'!

18-23! 4.19x28 9-14 and white can't win.

1... 18-22

1... 9-13 2.24-20 18-22 3.20-14 22-27 4.37-41 26-31 5.14-10

2.24-19 W+



A. Domchev – J.M. Ndjofang

1.2-7!

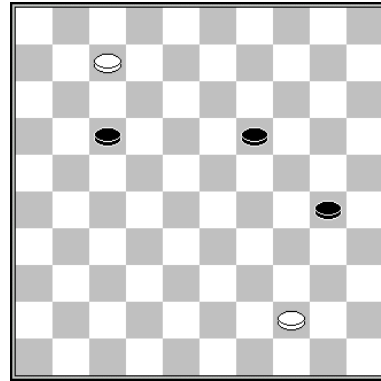
The game was 1.2-16 26-31 2.16-32 30-34 3.32-46 31-36 4.46-37 34-40 5.45x34 29x40 6.35x44 24-30 =

Now (after 1.2-7!) 1... 26-31 is punished by 2.33-28! +.

1... 30-34 2.7-16 26-31 3.16-32 31-36 4.32-46!

By losing a temp, white reaches <46> at the right time, which is necessary for the decisive 38-32-28 manoeuvre.

4... 34-40 5.45x34 29x40 6.35x44 24-30 7.38-32! 19-24 8.32-28 23x32 9.46x23 30-34 10.23x40 36-41 11.40-23 24-29 12.23x46 29x38 13.46-37 W+



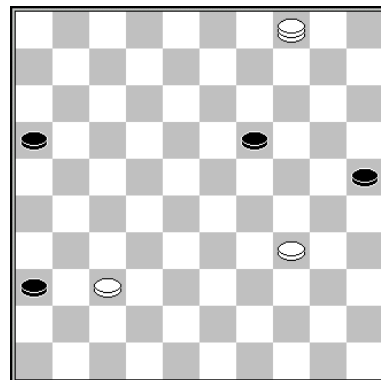
J. de Vries – J. Wilbrink

1.7-2! 19-24 2.2-16

Also winning is 2.2-8 17-22 3.8-21 24-29 4.21-38 29-34 5.38-43 22-28 6.43-49 W+.

2... 24-29 3.16-38 29-34 4.38-49 34-39

5.44x33 30-34 6.33-29 34x23 7.49-40 23-28 8.40-49 28-33 9.49-43 17-22 10.43-16 22-28 11.16-43 W+



J. T. Dekker – D. van Dijk

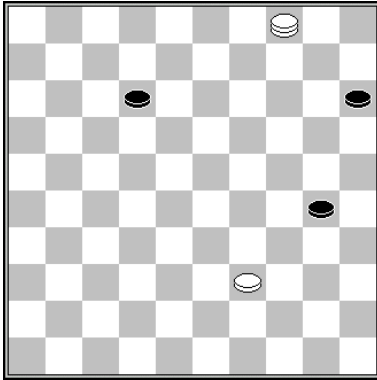
1.37-31 36x27 2.4x31 19-23

- 2... 19-24 3.31-42 24-30 4.42-48 30x39 5.48x34 16-21 6.34-43 21-26 7.43-48 (fork block) W+

- 2... 16-21 3.31-37 19-24 4.37-42 24-30 5.42-26 30x39 6.26x44 W+

The endgame

3.31-27 25-30 4.34x25 23-29 5.27-43 29-33
6.25-20 W+



J. van Benthum

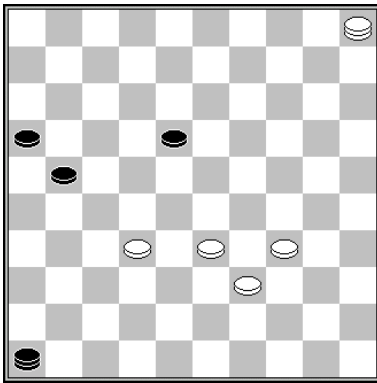
1.4-9! 12-17

1... 30-35 2.39-34 12-17 3.9-3 17-22 4.3-9 22-28 5.9-14 28-33 6.34-29 33x24 7.14-23 W+

2.9-25 30-35 3.39-34 17-21

3... 17-22 4.25-9 22-28 5.9-14 28-33 6.34-29 33x24 7.14-23 W+

4.25-9 21-26 5.9-18 15-20 6.18-29 20-25 7.29-18 W+



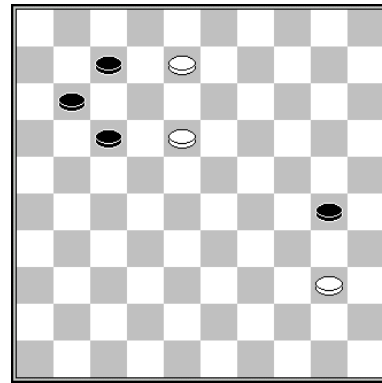
B. Messemaker – B. Eggens

After catching the black king white needs to take precisely.

1.32-28 46x45 2.33-29 45x23 3.5x41!

White has to stop at <41> in order to answer 21-26 by 41-36! +. At the next move white blocks the pieces by going to <37>.

3... 21-27 4.41-37! 18-22 5.39-33 16-21 6.37-26 W+

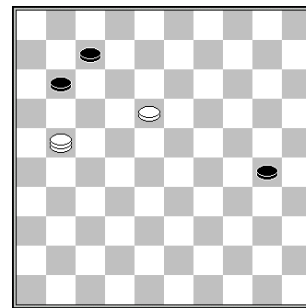


J. Bastiaannet

1.40-35! 30-34 2.35-30 34x25 3.8-3 25-30

3... 11-16 4.3x26 25-30 5.26-48 30-35 6.48-34 16-21 7.18-12 7x18 8.34x26 35-40 9.26-17 40-45 10.17-50

4.3x21

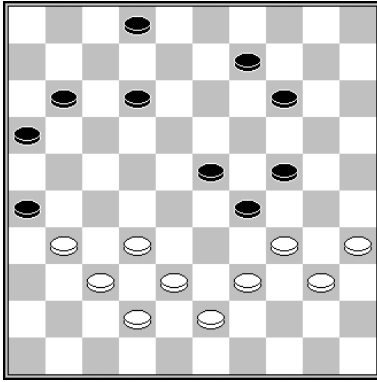


- 4... 30-35 5.21-49 11-16 6.18-13 7-12 7.13-9 16-21 8.49x16 35-40 9.16-49 40-45 10.49-40 45x34 11.9-3 W+
- 4... 30-34 5.18-12 7x18 6.21-16 11-17 7.16-7 18-22 8.7x40 22-28 9.40-49 28-33 10.49-43 17-22 11.43-16 22-28 12.16-43 W+



Famous endgame composer
Johan Bastiaannet

The endgame

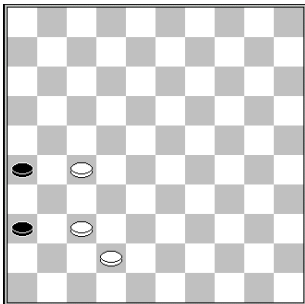


J.J. van Tol

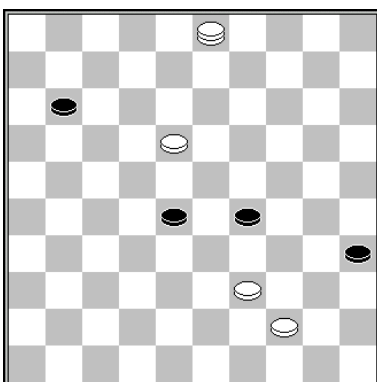
1.34-30! 14-19 2.40-34 29x40 3.35x44 24x35
4.44-40 35x33 5.38x7 11-17

White cannot go to king now, but he performs another shot.

6.31-27! 2x11 7.27-22 17x28 8.32x3 11-17
9.3x21 16x27 10.43-38 27-31 11.38-32 31-36
12.32-27



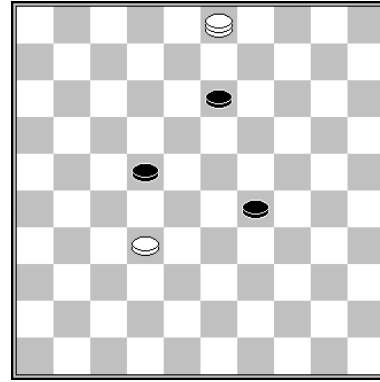
12... 26-31 13.37x26 36-41 14.42-37 41x21
15.26x17 W+



R. Heusdens – W. Koopman

White could have won by taking the 16/49 diagonal, blocking black's pieces.

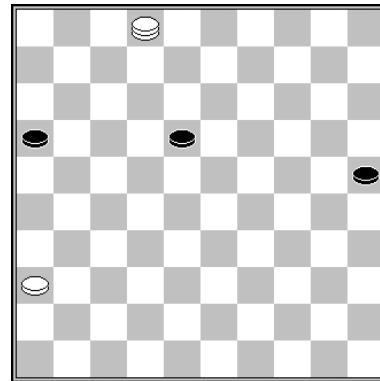
1.3-21 29-33 2.21-49 35-40 3.44x35 33x44
4.49x40 28-33 5.40-34 33-38 6.34-48 11-17
7.18-13 17-21 8.13-9 21-26 9.9-4 W+



M. Lepsic

White forces a classical blocking situation.

1.3-25! 29-33 2.25-43 13-18 3.32-28! 33-38
4.43x16 22x33 5.16-7 18-22 6.7-16 22-28
7.16-43 W+

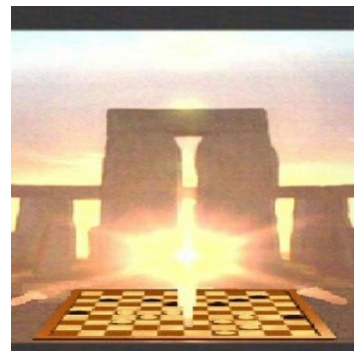


A course in draughts

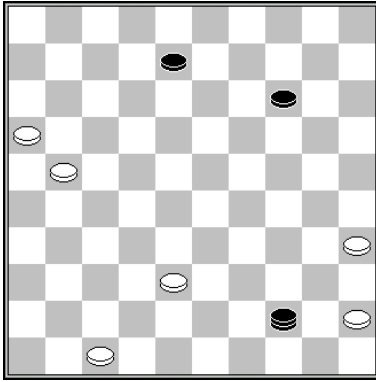
1.2-7! 18-22 2.7-34! 22-28

2... 16-21 3.34-39 22-27 4.39-43 25-30
5.43x25 27-32 6.25-20 21-27
6... 21-26 7.20-24 32-37 8.24-19 37-42 9.19-37
42x31 10.36x27W+
7.20-42 W+

3.34-39 28-32 4.39-43 32-37 5.43-48 25-30
6.48x26 30-34 7.26-48! 34-40 8.48-39 40-45
9.39-50 W+



The endgame



T. Goedemoed – E. Heslinga

White wins after 1... 14-19? or 1... 8-12?

Black should have dropped a temp, playing with his king. 1...44-22! 2.16-11 22x6 3.21-17 6x42 4.47x38 14-19 =

Playing 1... 8-12? 2.16-11 44x6 3.21-17 6x42 4.47x38 12-17, would allow white to force double opposition: 5.35-30! 14-19 6.30-24! 19x30 7.45-40 W+

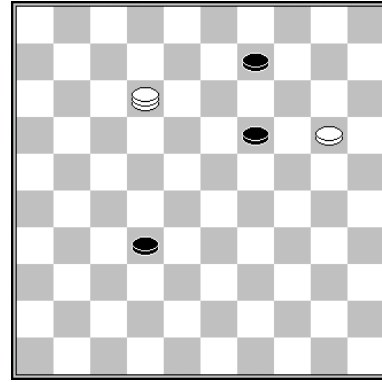
1... 8-13? 2.16-11 44x6 3.21-17 6x42 4.47x38 13-19 gives white the chance to block black's pieces: 5.45-40 19-24 6.38-32 14-19 7.32-28 W+

2.16-11 44x6 3.21-17 6x42 4.47x38 8-13

4... 19-24 5.45-40 8-13 6.38-32 13-18 7.32-28 24-29 8.40-34 29x40 9.35x44 W+

4... 8-12 5.35-30 12-17 6.30-24 19x30 7.45-40 W+

5.35-30! 19-23 6.30-24 23-28 7.24-20 13-18 8.20-14 18-22 9.14-9 22-27 10.9-3 W+



A. Moiseyev & T. Goedemoed

After having been published in draughts magazine **De Problemist**, it turned out that this endgame, with a piece on <8> instead of the white king on <12>, was already discovered by **Moiseyev** in **2008**.

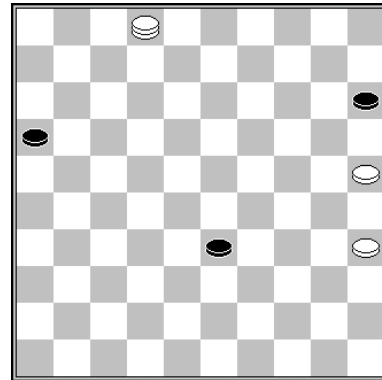
1.12-3! 9-14

1... 9-13 2.20-15 32-38 3.3-14! 19x10 4.15x4 13-19 5.4-10 19-24 6.10-15 W+

2.20x9 32-37

2... 32-38 3.9-4 38-43 4.4-13 19x8 5.3x49 W+

3.3-26 37-41 4.26-37! 41x32 5.9-4 19-23 6.4-15 23-28 7.15-42 W+



E. van Muijen (stduy)

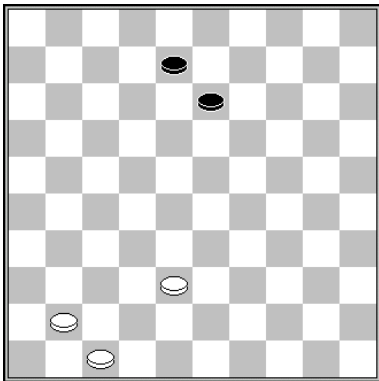
1.2-24! 33-39 2.25-20 39-44 3.24-33 15x24 4.33x50 24-29 5.50-17 29-34 6.35-30 34x25 7.17-8 fork block W+

Also possible is 7.17-39 16-21 8.39-43 21-26 9.43-48 with another fork block.

The endgame



Endgame crack Gerrit de Bruijn

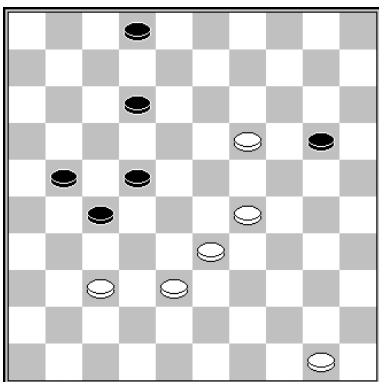


G. de Bruijn

1.38-33 13-18 2.47-42 18-23

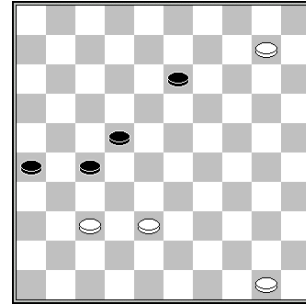
2... 18-22 3.42-38 8-12 4.38-32 12-17 5.32-28
22-27 6.41-36 17-21 7.33-29 21-26 8.29-24
26-31 9.28-22 27x18 10.36x27 18-23 11.27-22
(winning with **the plyers**) W+

3.41-37 8-13 4.37-32 13-19 5.32-28 23x32
6.33-29 W+



F. Hermelink

1.19-13! 12-18 2.13-8 2x13 3.29-23 18x29
4.33x15 21-26 5.15-10



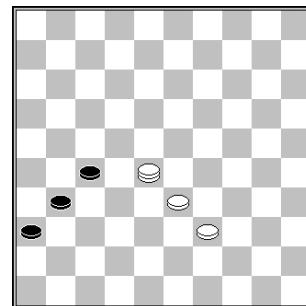
After 5... 27-31 6.37-32 31-36 white blocks
the main diagonal after sac-ing piece 32:
7.32-27! 22x31 8.10-5 13-18 9.50-44 18-22
10.38-33 and after 36-41 11.5x46 26-31 white
wins like in the main line: 12.46-28! 22-27
13.44-39 etc. W+

After 5... 27-31 6.37-32 22-27 7.32x21 26x17
white wins by playing 8.10-4 31-36 9.4x11 36-
41 10.11-28! **ambushing black.**

5... 22-28

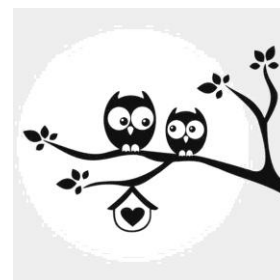
White forces opposition in the end with precise
play.

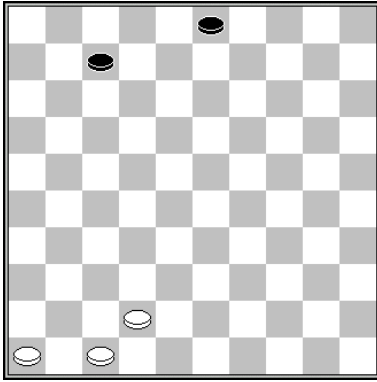
6.50-44 27-31 7.37-32! 28x37 8.10-5 31-36
9.5x46 26-31 10.46-32! 13-18 11.38-33 18-22
12.32-28! 22-27 13.44-39!



White is ready for dealing with black crossing
the main diagonal. A double sac back leads to
blocking the last black piece.

13... 27-32 14.28x26 36-41 15.26-37! 41x32
16.33-28 32x23 17.39-33 W+





G. Benning

Gerard Benning is the author of two books, in which he covers endgames generated by a computer program.

- 3 on 2 (3 pieces versus 2 pieces)
- Duizend en één Blankenaartjes (1001 endgames form Blankenaar type, which is 3 kings versus king and one piece.

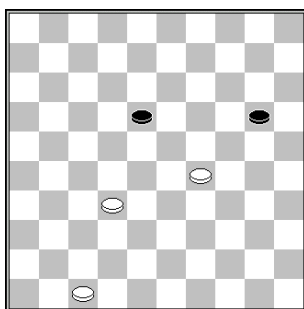
This is one of many positions from his book about three pieces winning against two pieces.

1.42-38! 3-9

1... 7-12 2.38-33 12-18 3.47-42

- 3... 3-8 4.46-41 8-13 5.33-29 13-19 6.42-38 19-23 7.29-24 18-22 8.41-37 22-27 9.24-19! 23x14 10.38-33 W+
- 3... 18-23 4.46-41 3-9 5.41-37 9-14 6.37-32 14-20 7.32-28! 23x32 8.33-29 W+

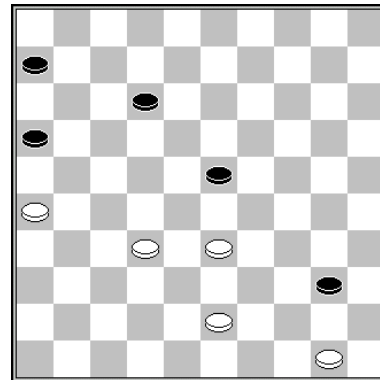
2.38-33 9-14 3.33-29 14-20 4.46-41 7-12 5.41-37 12-18 6.37-32



6... 20-25

If black breaks through, sac-ing 18-23, white goes to <3> and can sac his king and a piece to force opposition: 6... 18-23 7.29x18 20-24 8.18-12 24-29 9.12-8 29-34 10.8-3 34-39 11.3-25 39-44 12.25-39! 44x33 13.32-28 33x22 14.47-42 W+

7.29-24 18-23 8.32-28! 23x32 9.47-42 W+



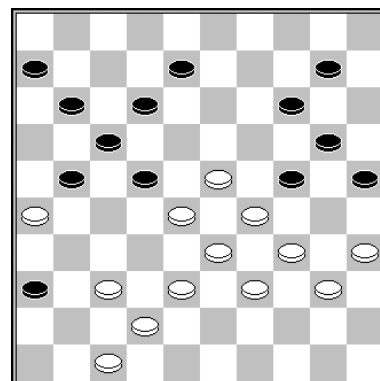
M. Douwes

1.32-27! 12-18

Threatening 33-28 +.

If black plays 1... 12-17 2.43-38 6-11 3.38-32 40-45 white makes a sacrifice to win, exploiting dangling piece <11>: 4.33-28 23-29 5.28-23! 29x18 6.32-28 W+

2.43-38 6-11 3.50-44! 40x49 4.33-29 49x21 5.26x6 23x34 6.6-1 18-22 7.1x40 22-28 8.40-49 28-33 9.49-43 W+

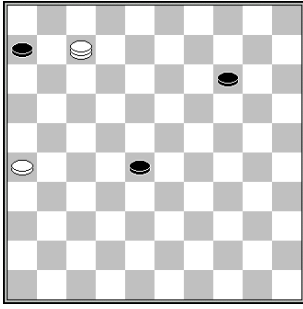


T. Goedemoed
Jules Bourquin

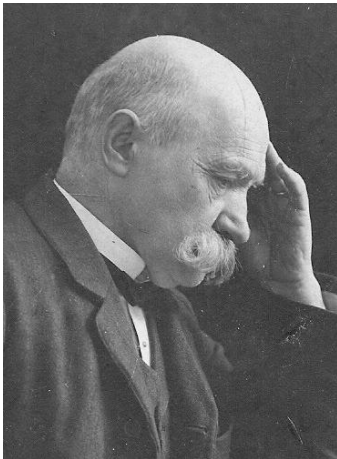
White's position looks very bad, since he is being surrounded and risks being frozen out. After a great shot, inspired by a composition from Jules Bourquin, white makes a giant capture with his king and blocks the remaining three black pieces, with elementary endgame manoeuvring.

1.47-41! 36x47 2.34-30 25x41 3.35-30 24x44 4.29-24 47x18 5.24x4 22x33 6.4x40 17-22 7.40x7 22-28

The endgame

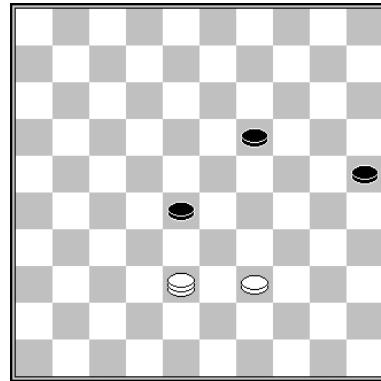


8.7-29! 28-32 9.29-4! 14-19 10.42-15! 19-23
 11.15-20! 23-28 12.20-42 6-11 13.26-21 32-37
 14.42x31 28-33 15.31-27 33-39 16.27-49 W+



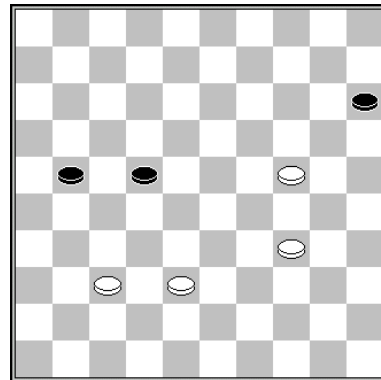
Jules Bourquin

Attacking



A well timed sacrifice is needed in order to create a winning attack from behind.

1.38-15 25-30 2.39-33! 28x39 3.15-10 19-24
 4.10-15 W+

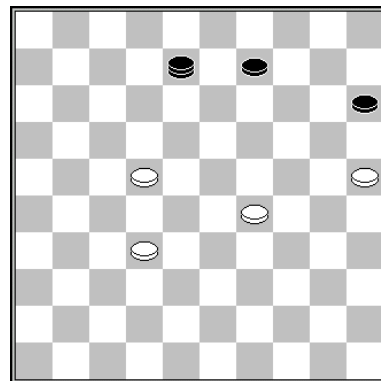


R. Rentmeester (analysis)

1.24-19!

1.38-33? 22-27 2.34-29 27-32! 3.37x28 21-26
 =

1... 22-27 2.19-13 21-26 3.13-8 27-31 4.8-2
 31x33 5.2-24! W+



Black to move

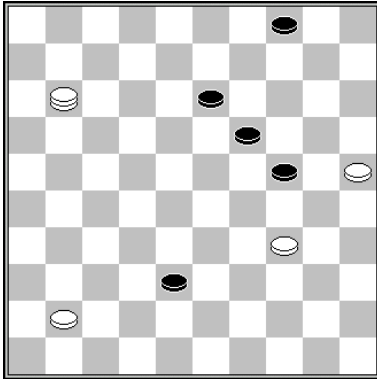
C. Westerveld – K. ter Braake

The endgame

1... 8-35! 2.22-17 35-40 3.29-24 40-35 4.24-20 15x24 5.17-11

5.17-12 35-49 6.32-28 49-44 7.28-23 44-40 8.23-18 40-34 B+

5... 35-40 6.11-6 40-1 7.32-28 9-14 B+



A. Dibman – A. Gantvarg

White missed a golden opportunity to win a game in the world title match 1987.

1.41-37

Black can't go to king: 38-43 34-29 +.

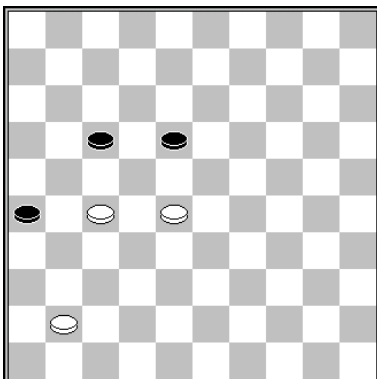
1... 19-23

In the game 2.11-2?? was played and black escaped after 13-18 3.2x35 23-28 etc. White needs to sac a piece first, before attacking.

2.25-20! 24x15 3.11-2

White can't attack immediately 3.11-16? 23-28 4.16x43 28-32 5.43x9 4x13 =

3... 13-18 4.2-16 W+



A. Fedoruk

1.41-36!

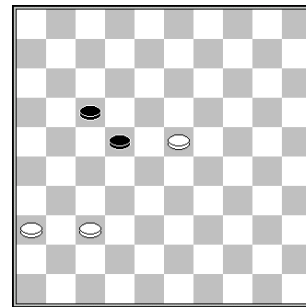
After 1.41-37? an interesting and practical position appears. Black can make a draw, but could easily go wrong.

1... 17-22? 2.28x17 18-23 3.17-12 23-29 4.12-7 29-33 5.7-1

Also possible is 5.27-21! 26x17 6.7-1 followed attacking 1-6 +. After 7-1 white threatens to play 27-21 & 1-6 +. Black has to sacrifice piece 26, after which white takes backwards in order to be able to catch the future black king (the technique of ambushing).

5... 26-31 6.27x36! 33-39 7.1-40 39-43 8.40-49 43-48 9.36-31 48-39 10.49-43 39x48 11.31-26 48x31 12.26x37 W+

1... 26-31! 2.27x36 18-22 3.28-23



3... 22-27!

3...17-21? is not right, because of 4.37-31 21-27 5.23-19 27-32 6.31-27! 32x21 7.19-13 22-28 8.13-8 28-33 9.8-2 33-39 10.2-16 21-26 11.16-49 W+

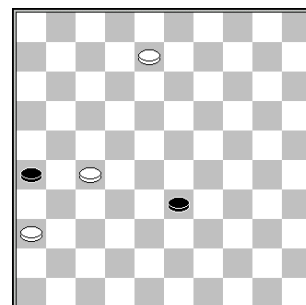
4.23-19 17-21!

4... 17-22? would lose again after 5.37-31! etc. W+

5.19-14 21-26 6.14-10 26-31 7.37x26 27-32 =

1...17-22 2.28x17 18-23 3.17-12 23-29 4.12-7

Going to <8> is also winning: 4.12-8 29-33



The endgame

5.8-2!:

- 5... 33-38 6.2-8! (Threatening 27-21 +)
26-31 8-21 (or 8-24) W+
- 5... 33-39 6.2-16! 39-44

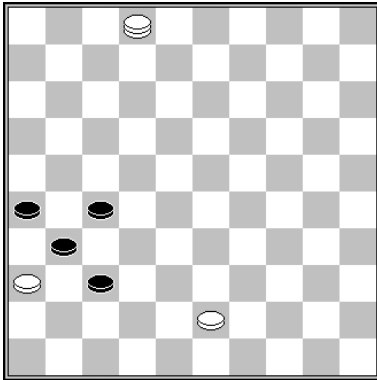
6 ... 39-43 7.27-22 +

7.16-11! (ambushing, 44-50 11-28 +) W+

4... 29-34

4... 29-33 5.7-1 33-38 6.1-6 W+

5.27-21 26x17 6.7-1 34-39 7.1-6 W+



O. Dijkstra

This composition shows elementary endgame manoeuvring.

1.43-38 27-32 2.38x27 31x22 3.36-31!

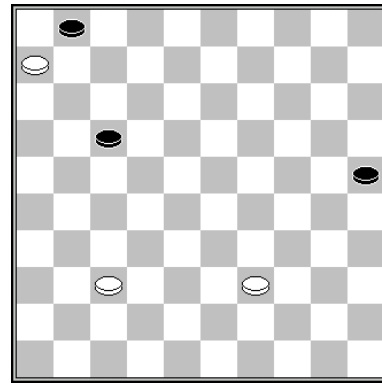
Two options, that lead to the same ending.

3... 37-42 4.2-11 26x37 5.11x47 W+

3... 37-41 4.2-13 26x37 5.13x47 W+



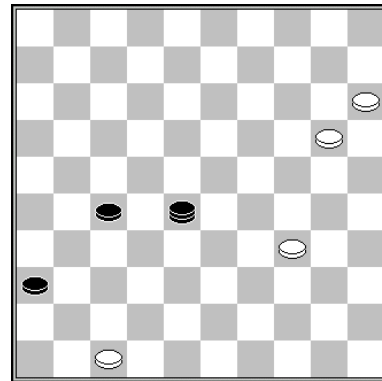
**Composer Oege Dijkstra,
a crack in endgames and forcings**



O. Dijkstra

The sacrifice on move 3 takes care that black's sticker can be dealt with properly.

**1.39-34 17-22 2.37-32 1-7 3.32-28! 22x33
4.6-1 25-30 5.1x38 30x39 6.38-49 W+**



Black to move

J. van Dijk – M. Nogovitsyna

White will play 34-29 and 29-23 in order to cross the main diagonal. Black has to look for a plan, dealing with this properly. The game was drawn after 1... 28-32? Which is simply a loss of time. Black can win in two ways, using the same idea. Instead of 27-31-37 she can also play 27-32-38.

1... 27-31! 2.34-29 31-37 3.29-23 28x25 4.15-10

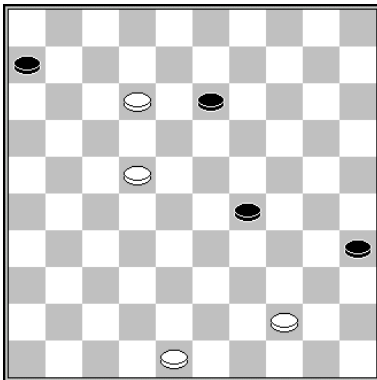
Now black shows the main idea, a double sacrifice followed by the classic scenario: attacking from behind, while using the idea of blocking the pieces.

**4... 25-14! 5.10x19 37-42! 6.47x38 36-41
7.38-33 41-47 8.38-32 47-36! B+**

The endgame

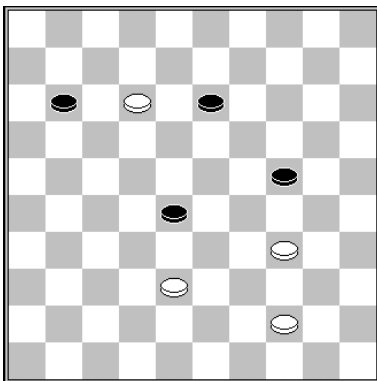


Matrena Nogovitsyna



H. Jansen – J. Stokkel

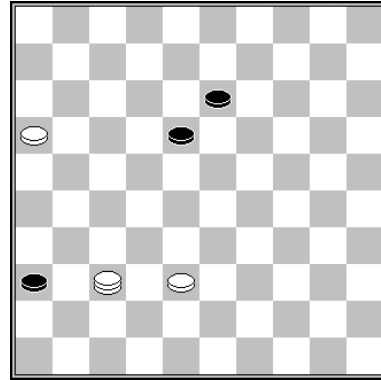
1.22-17 29-34 2.12-7 34-40 3.48-43! 40x38
4.7-2 13-18 5.17-12 18x7 6.2x49 6-11 7.49-44
11-16 8.44-49 16-21 9.49x16 35-40 10.16-11
40-45 11.11-50 W+



D. Ruiter – B. Post

1.44-39 11-17 2.12x21 13-18 3.21-17 18-23
4.17-12 24-29 5.12-8! 29x40 6.39-34! 40x29
7.8-3 29-34 3-17 W+

Attacking 3-25-39 also wins.



P. Roozenburg

1.38-32! 18-23 2.16-11 23-29 3.11-7 29-34
4.32-28

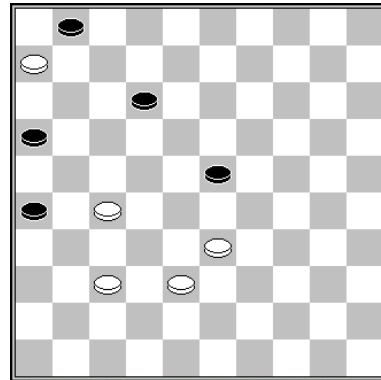
4 ... 34-39 can be punished by a double sacrifice followed by an attack: 5.37-31! 36x27
6.28-22! 27x18 7.7-2 W+

White can also use the fancy
5.7-2 13-18 6.28-22! 18x27 7.2-16! W+

4 ... 34-40 5.7-1:

- 5... 40-44 6.37-31 36x27 7.28-22
27x18 8.1x49 W+

- 5... 40-45 6.1-6 13-19 7.28-23 19x28
8.6x50 W+



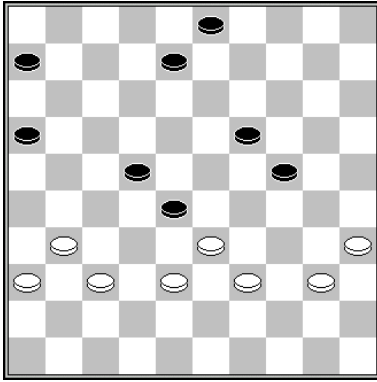
G. Oirschot

1.38-32 12-18 2.33-28 23-29 3.28-23 29-33
4.23x12 33-39 5.12-7 1x12 6.6-1 12-17

Attacking with 1-6 doesn't work because of the sticker with 26-31, but a double sacrifice, followed by attacking with a piece, does the job!

7.37-31!! 26x28 8.27-22 W+

The endgame



O. Dijkstra

A nice forcing using the absence of **the heart** (piece 13 is missing) in black's position.

1.31-26! 8-13

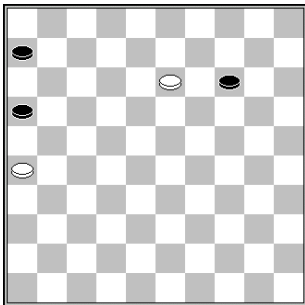
Otherwise black will lose his outpost:
1... 6-11 2.37-31

Black can't change back: 22-27 3.33x22 27x18 4.26-21! +

2... 8-12 3.31-27 22x31 4.26x37 12-17 5.33x22 17x28 6.38-33 W+1

2.33-29! 24x31 3.36x9 3x14 4.39-33 28x39 5.40-34 39x30 6.35x13

With a beautiful endgame (diagram):



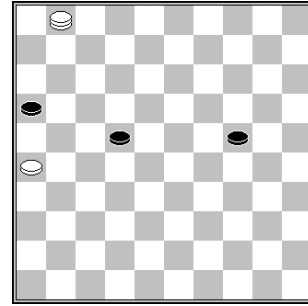
6... 14-20

6... 6-11 7.13-8 11-17 8.8-2 14-20 9.2-19 17-22 10.19-13 22-28 11.13-27 20-24 12.26-21! 24-30 13.27-36 16x27 14.36x25 W+

7.13-9 20-24 8.9-4

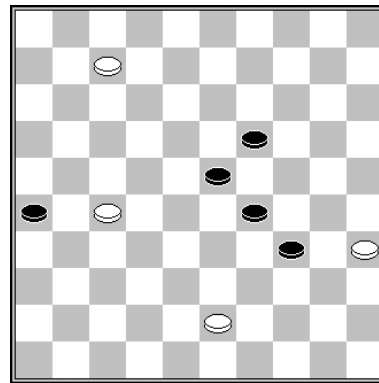
Black has to stop the threat of 4-27 & 26-21 W+.

8... 6-11 9.4-18! 11-17 10.18-1 17-22



The final stage: **white sacs and attacks.**

11.26-21! 16x27 12.1-6 24-30 13.6x25 27-32 14.25-20 32-37 15.20-47 W+

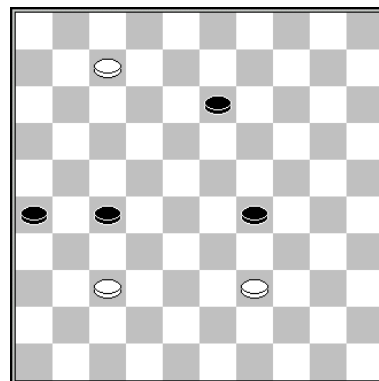


B. Messemaker (analysis)

1.27-21!

1.7-2? 34-40 2.2x33 23-29! 3.33x24 40-45 lead to no more than a draw.

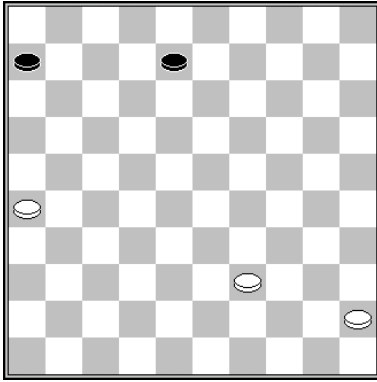
1... 26x17 2.7-2 34-40 3.2x6 40-45 4.6-50 W+



T. Goedemoed (study)

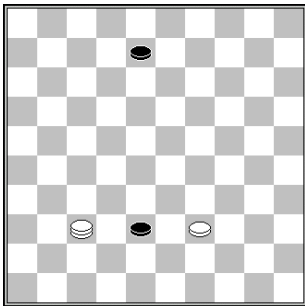
1.39-33! 29x38 2.7-2 13-18 3.2-7 18-22 4.7-11 27-32 5.11x47 32x41 6.47x36 W+

The endgame



Maximus (engine)

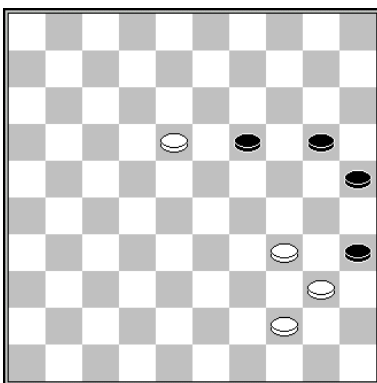
1.45-40! 6-11 2.40-34 11-17 3.34-29 17-22
4.29-23 22-27 5.26-21 27x16 6.23-19 16-21
7.19-14 21-27 8.14-10 27-32 9.10-5 32-38
10.5-37



White needs to sac 39-33 at the right time and then attack from behind.

10... 8-12 11.39-33! 38x29 12.37-14! 29-33
13.14-3 12-18 14.3-9 18-23 15.9-14 23-29
16.14-20 29-34 17.20x38 34-40 18.38-33
40-45 19.33-50 W+

10... 8-13 11.37-26 13-18 12.39-33 38x29
13.26-3 8-13 14.37-26! 13-18 15.39-33 38x29
16.26-3 29-33 17.3-9 18-23 18.9-14 23-29
19.14-20 29-34 20.20x38 34-40 21.38-33
40-45 22.33-50 W+



K.W. Kruijswijk

1.18-12 19-23

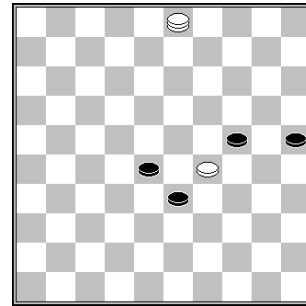
1... 20-24 2.12-8 24-30 3.44-39 35x33 4.8-2
30x39 5.2x43 W+

1... 19-24 2.12-7 24-30 3.44-39 35x33 4.34-29
33x24 5.7-1 W+

2.12-8 20-24

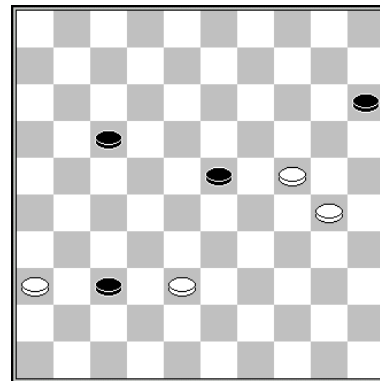
2... 23-28 3.8-3 28-32 is punished by the shot
44-39 34-30 3x37 W+.

3.8-3 23-28 4.44-39! 35x33 5.34-29



After 5... 24-30 6.29x38 30-34 7.3-17! is
winning.

5... 25-30 6.29x38 24-29 7.3-20! 29-33
8.38x29 28-32 9.29-24! 30x19 10.20-42 19-23
11.42-15 23-28 12.15-42 W+



Black to move

M. Stempher – H. Jansen

1... 17-21!

In the game black could have escaped after
1... 17-22? by playing 2.36-31! 37x26 3.30-25
26-31 4.25-20 23-29 5.24x33 15x24 6.38-32
31-36 7.32-28

Attacking piece 22 gains white a temp!

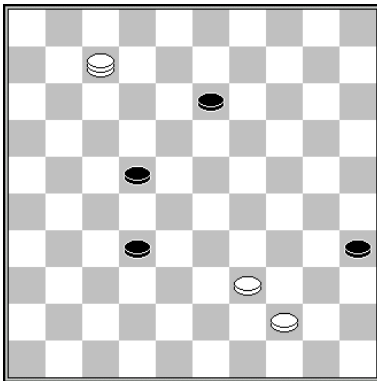
If 17-21 was played this escape would not
have been possible. 7... 22-27 8.28-23 36-41
9.33-29 24x33 10.23-18 =

2.30-25

2.36-31 37x26 3.30-25 26-31 4.25-20 23-29
5.24x33 15x24 6.33-28 31-36 7.28-23 24-29!
8.23x34 36-41 B+

**2... 21-27 3.25-20 23-29 4.24x33 15x24
5.33-28 27-31 6.36x27 37-41**

Black has an easy win, for example: 7.27-21
41-47 8.38-32 47-41 9.21-17 24-29 10.28-22
41x23 11.17-11 23-1 12.11-6 29-33 13.22-18
1x45 14.6-1 33-39 B+



J. Bastiaannet

This composition shows a nice idea of the principle **sac and attack**.

1.7-16 32-37

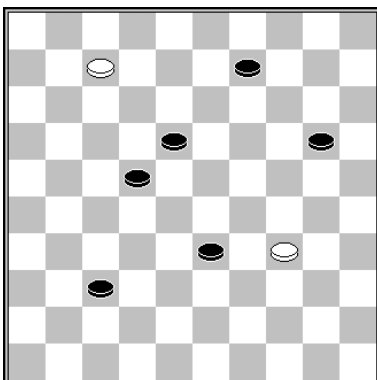
1... 35-40 2.16x49 40-45 3.44-40 W+

1... 22-27 2.39-33 27-31 3.16x38 31-37 4.38-47 W+

2.44-40!! 35x33 3.16-2 13-18 4.2-7 22-27

4... 22-28 5.7x31 (Or 5.7x26) 28-33 6.31-27
33-39 7.27-49 W+

5.7x22 W+

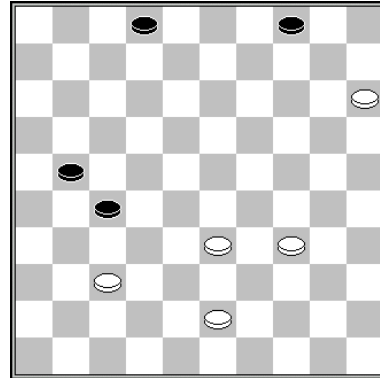


J. Bastiaannet

1.7-1 33-39

1... 22-28 2.1x31 28-32 3.31x4 32-37 4.4-15!
20-25 5.15-47 W+

**2.1x15 39x30 3.15-4! 22-28 4.4x31x48x25
28-32 5.25-20 32-37 6.20-47 W+**



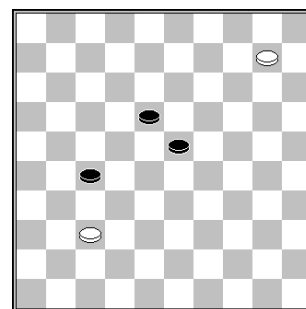
**W. Sipma – A. Scholma
(analysis)**

White has a piece more, but winning is not easy at all. Only by playing a long series of unique moves, white can win this position that could have emerged in a game during the Dutch championship 2015 (NLD-ch 2015).

**1.43-38 2-8 2.34-29 8-13 3.38-32 27x38
4.33x42 13-18 5.29-24 21-27 6.42-38 18-23**

White uses a cool gambit.

**7.24-19!! 23x14 8.38-33 4-9 9.33-29 9-13
10.29-24 13-18 11.24-19 14x23 12.15-10**



12... 23-29

12... 23-28 13.10-4 18-23 gives white a choice how to win, for example 14.4x36

Or 14.4x31 followed by 31-26

23-29 15.36-18 29-33 16.18-27

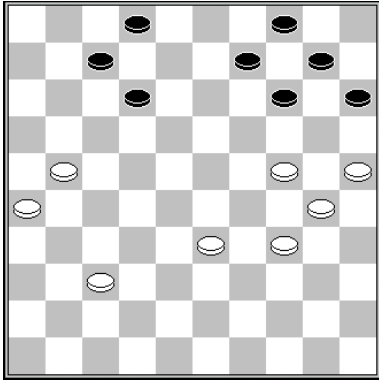
*Or 16.18-34 33-38 17.34-48 38-42 18.48-39
42x31 19.39x36 W+*

The endgame

16... 33-39 17.27-49 28-33 18.37-32 W+

Sac-ing and attacking is the way to victory here.

13.37-32! 27x38 14.10-4 18-23 15.4-10 29-33 16.10x43 W+

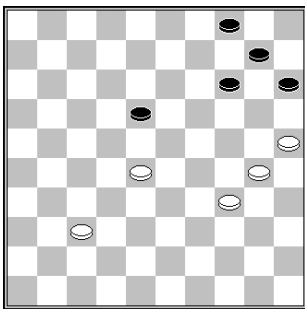


A. van der Stoep & T. Goedemoed

The analysis position from **Sipma – Scholma** inspired us to compose this position. White has a huge lead in development (♙ = 22) but I have proved that white can really get this position from the beginning position.

1.21-17! 12x21 2.26x17 7-12 3.17x8 2x13 4.33-28 13-19 5.24x13 9x18

Now white demonstrates his main idea. He sacs a piece with 28-22! 18x27 30-24, after which black has to return the favour immediately.

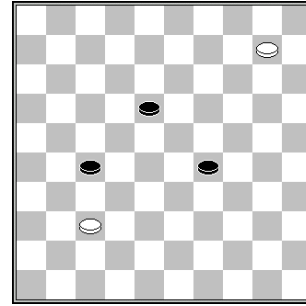


6.28-22!! 18x27 7.30-24

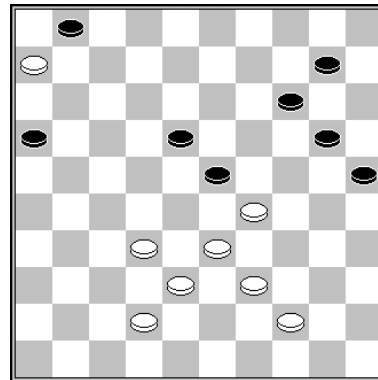
Black has to return the gift immediately, since 7... 4-9 8.34-29 9-13 9.29-23 is a fiasco for black.

7... 15-20 8.24x15 14-19 9.34-29 10-14 10.29-24 19x30 11.25x34 4-9 12.34-29 9-13 13.29-24 13-18 14.24-19 14x23 15.15-10 23-29

15... 23-28 16.10-4 is an easy win.



16.37-32! 27x38 17.10-4 18-23 18.4-10 29-33 19.10x43 W+



A. van der Stoep

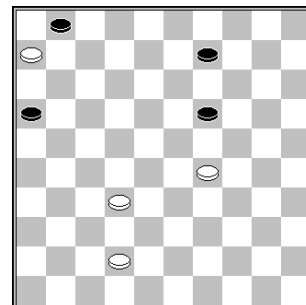
1.29-24! 20x29 2.33x24 10-15

2... 18-22 is met by 34.39-33! etc. W+

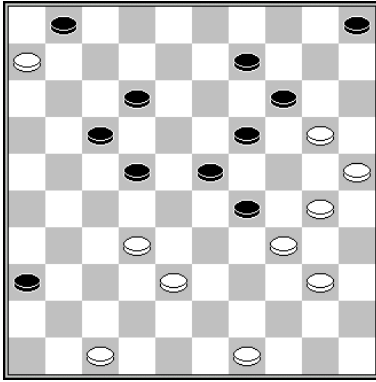
3.24-19 23-29 4.19x10 15x4 5.44-40 18-22

5... 25-30 6.40-35 30-34 7.39x30 18-22 is met by 8.32-28! 22x33 9.30-24 29x20 10.38x29 16-21 11.35-30 20-25 12.30-24 4-9 13.29-23 with an easy win.

6.39-33 29-34 7.40x29 25-30 8.29-24 30x19 9.33-28 22x33 10.38x29 4-9



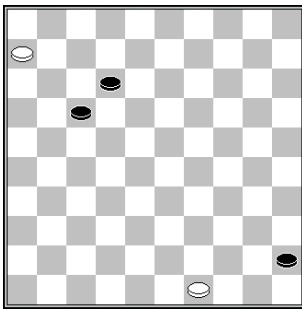
11.42-37 9-14 12.29-23 19x28 13.32x23 14-20 14.23-18 20-24 15.18-12 24-30 16.12-7! 1x12 17.6-1 12-17 18.1-6 17-21 19.6-39 30-35 20.39-44 21-27 21.44-49 16-21 22.37-32 27x38 23.49x16 35-40 24.16-11 40-45 25.11-50 W+



T. Goedemoed
Dropping a bomb

This composition was made in order to show a surprising endgame, which was already shown by **Jan Scheijen**.

1.47-41! 36x47 2.20-15 47x33 3.25-20 14x25 4.32-28 23x32 5.34x3 25x45 6.15-10 5x14 7.3x7 1x12

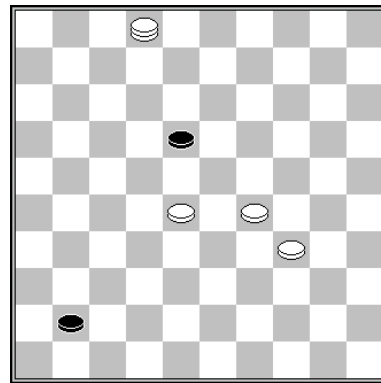


White does not go to king, but plays the charming move 49-44!! Black can't go to king now and after another move white sacs his piece and attacks from behind. The endgame culminates in a classic blocking scenario.

8.49-44!! 17-22 9.44-40 45x34 10.6-1 12-17 11.1x40 22-28 12.40-49 28-33 13.49-43 17-22 14.43-16 22-28 15.16-43 W+



Catching the opponent's king

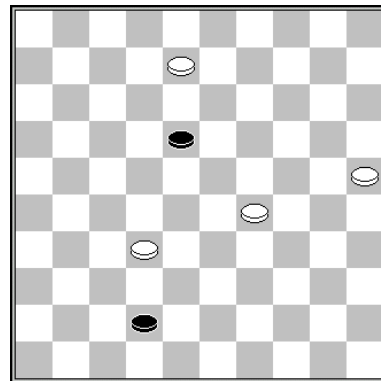


A. Scholma – J.M. Drent

1.34-30! 41-47

1... 41-46 2.28-23 46x35 3.29-24 W+

2.28-22 47x35 3.22x13 35x8 4.2x13 W+



T. Goedemoed (study)

1.8-2!

If white plays 1.8-3? black is going to make contact: 18-22 and will make a draw.

1... 42-47

1... 18-22 is simply met by 2.2-11 +

If black plays 1... 42-48 2.32-27! follows:

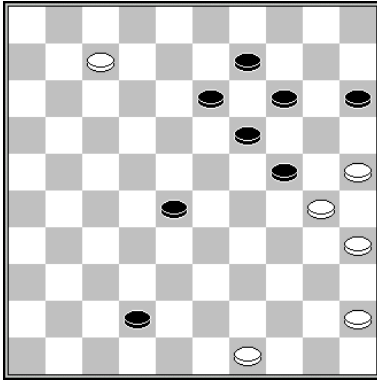
2... 48-42 is punished by 3.2-16!

If black goes to the wild square 24, 4.27-22 18x27 5.16x15 W+ follows and if black takes 3... 42x15 the king is caught by 4.25-20 15x21 5.16x13 W+.

2.... 48-26 I met by 3.29-24! and white will become dominant.

2.32-28! 47x15 3.28-23 18x29 4.25-20 15x24 5.2x30 W+

The endgame

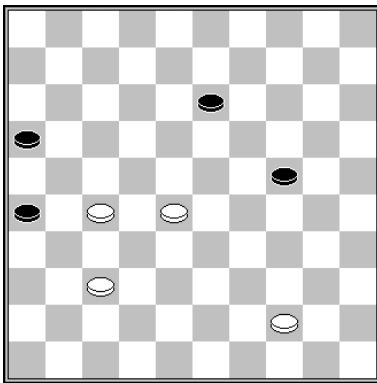


Black to move

J. van Dijk – B. Provoost

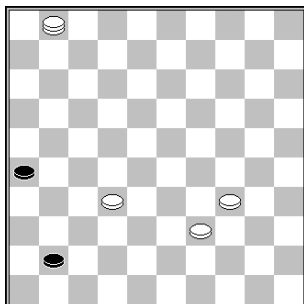
Black could easily have won by catching black's future king, using a standard trick:

1... 13-18! 2.7-2 42-48 3.49-44 14-20! 4.25x12 48x25 5.2x30 25x7 B+



This is a very practical position. White wins by playing precisely, using the available tricks on the **trictac**.

1.28-23! 24-29 2.23x34 13-18 3.44-39! 16-21 4.27x16 18-22 5.16-11 22-27 6.11-7 27-31 7.37-32 31-36 8.7-1 36-41

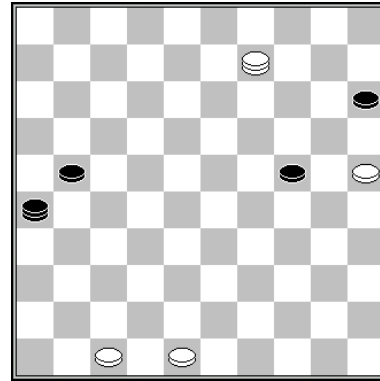


9.32-27!

9... 41-47 is met by 10.39-33!! 47x45 11.27-22 and the black king is caught in the **trictac zone**.

9... 41-46 10.1-6 46-5 11.34-29 5-46 12.29-24 46-5 13.39-33 5-46 14.33-29 46-5 15.27-22

And the black king will be caught at the next move, for example 15.5-37 16.24-19 37x5 17.29-23 5x17 18.6x22 W+.

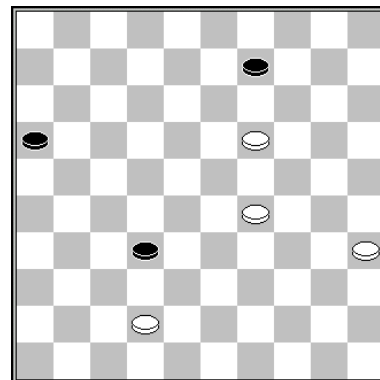


G. de Bruijn

1.9-20! 24-30 2.25x34 15x24 3.47-42!

Black's king is caught after 21-27, with double opposition.

3... 26-31 is met by *la petite combinaison* (like the French say) 4.34-29 24x33 5.42-38 33x42 6.48x17 +.



J. de Boer – R. Hakvoort

1.29-24 16-21 2.24-20 21-26

After 2... 9-13 3.19x8 21-26 4.8-2 32-37 5.42x31 26x37 6.2-19 37-42 7.35-30 black is ambushed:

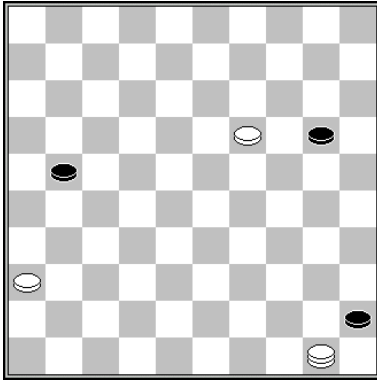
- 7... 42-48 8.19-14 48x25 9.14-3 W+
- 7... 42-47 8.30-24 W+

3.19-14 32-37

3... 26-31 4.14x3 32-37 5.35-30 37x48 6.20-14 48x9 7.3x14 W+

4.14x3 37x48 5.35-30 48x14 6.3x20 W+

The endgame



I. Stegeman (analysis)

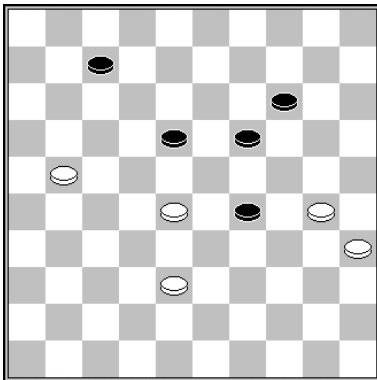
1.36-31! 20-25 2.19-13 25-30 3.13-8 30-34
4.31-26! 34-40

4... 21-27 5.26-21 27x16 6.8-3 W+

5.26x17 40-44 6.50x22 45-50 7.8-2!

The king at <2> guards the quadrant. The moment black wants to escape from the 'trictrac prison' he is put in the corner again with the 2-7 move.

7... 50-45 8.22-50 45-23 9.2-7! 23x1 10.50-45
W+



D. Edelenbos – J. Smits

A very charming position appeared in the game, in which every move needs to be precise in order to win. In the end the black king is caught in the tric-trac zone.

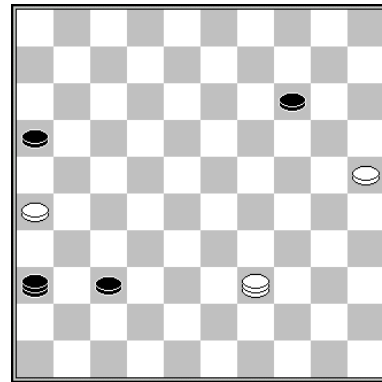
1.21-16! 14-20

1... 18-23 2.28-22 14-20 3.22-17 20-24 4.17-11
7-12 5.11-6 23-28 6.6-1 28-33 7.1x34 33x42
8.16-11 etc W+

2.30-24 19x30 3.35x15 29-34 4.15-10 34-40
5.10-4 40-44 6.4x27! 44-50 7.38-33! 50-44
8.27-18!

A nice ending on the trictrac follows:

8... 44-35 9.18x1 35-24 10.1-29 24-19 11.28-
22 19-28 12.29-45! 28x50 13.22-18! 50-28
14.16-11 28x6 15.45-50 W+

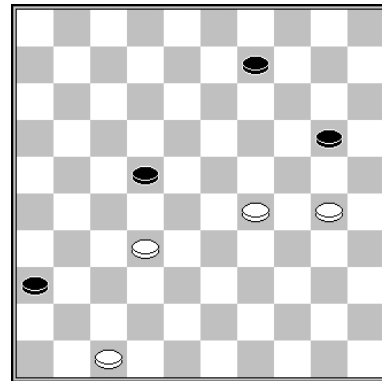


Black to move

K. Overes – C. van Dusseldorp

Black could have won, catching the white king:

1... 36-4! 2.39-33 37-41! 3.33-47 41-46 4.47-
36 46-32! 5.26-21 16x27 6.36x20 4-15! B+



A. Scholma – F. Teer

Position after 1... 14-20?

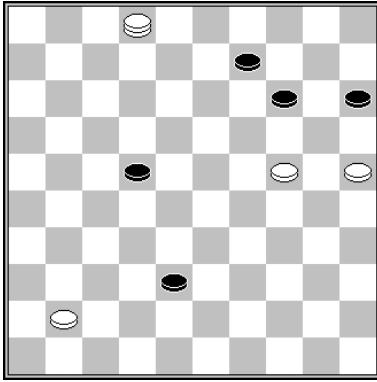
Thanks to piece <36>, white can still win this small position, with only 4 pieces on both sides.

2.30-24! 20-25 3.32-28! 22x33 4.29x38 9-13
5.38-33 13-19 6.24x13 25-30 7.13-9 30-35 8.9-
4

Black has to sacrifice his piece, for otherwise 47-41 36x47 4-15 W+ follows. White catches the king on <50> after this.

8... 36-41 9.47x36 35-40 10.4-27! 40-44
11.27-49 44-50 12.49-27 50x31 13.36x27 W+

The endgame



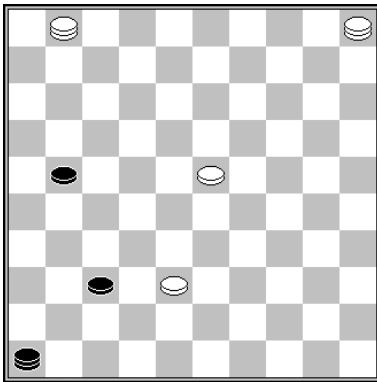
E. Prosman (analysis)

1.2-11 22-27 2.11-16 27-32 3.41-36

Black has to sac a piece, since otherwise 36-31 follows.

3... 32-37 4.16x43

- 4... 37-42 5.43-48 42-47 6.48-37 47x20 7.37x10 15x4 8.25x3 W+
- 4... 15-20 5.24x15 37-42 6.43-48 42-47 7.48-30 W+



A. Scholma – J. Stokkel

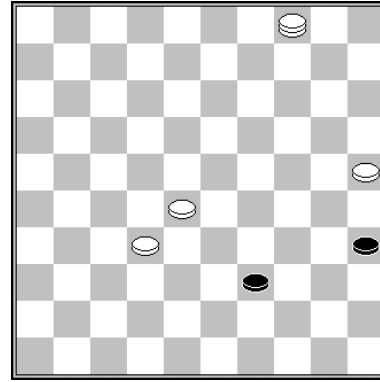
1.1-18 37-41 2.38-33

Also possible is 2.18-1 21-26 3.5-14 26-31 4.14-5 31-37 5.1-18 41-47 6.18-1 47x18 7.1x41 W+

2... 21-26 3.23-19

Also good is 3.33-28 41-47 4.28-22 46x19 5.5x41 47x36 6.18-4 36x18 7.4x36 W+

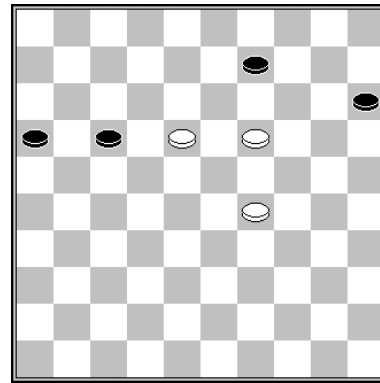
3... 41-47 4.18-29 46x14 5.5x32 36-47 6.32-41 36x47 7.29-15 W+



1.4-18 39-43

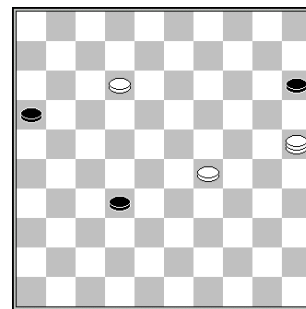
1... 39-44 2.28-22 44-50 3.18-34! 50x17 4.32-28 17x30 5.25x34 W+

2.28-22! W+



O. Dijkstra

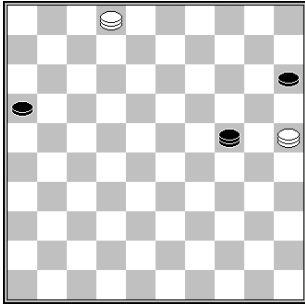
1.19-13 9-14 2.13-8 17-21 3.8-3 21-27 4.3x25 27-32 5.18-12



After 5...32-38 6.25-48 16-21 7.12-7 21-26 8.7-1 26-31 9.48x26 38-43 10.26-17 the black king is also caught.

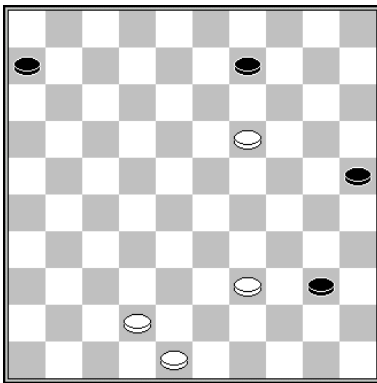
5... 32-37 6.12-7 37-41 7.25-14! 41-47 8.14-25! 47x24 9.7-2!

The endgame



The magnet

9... 24-35 10.25-30 35x24 11.2x30 15-20
 12.30-43 20-24 13.43-38 24-30 14.38-43 30-35
 15.43-49 16-21 16.49x16 35-40 17.16-11
 40-45 18.11-50 W+



Black to move

L. Timmerman – M. Kromhout

Black has to hurry to get to <22>!

1... 6-11! 2.42-37 11-17! 3.37-32 17-22!

Black can't waste time. If he plays 3... 40-45 4.32-27 he can't win because of the sticker 27-21 after 45-50.

4.48-42 40-45 5.42-37

5.42-38 can already be met by 45-50! and the stick moves don't work:

- 6.19-13 50x41
 6... 50x47 (followed by 47-36) is also possible
 7.13x4 41-36 B+
- 6.32-27 50x42
 6... 50x14 followed by 14-41 is also good
 7.27x18 42-26 8.18-13 9x18 9.19-14 26-37
 10.14-9 37-10 B+

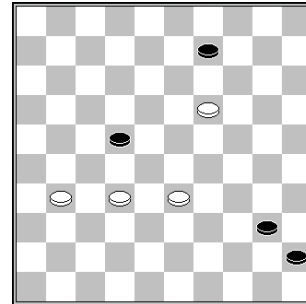
5... 25-30!

5... 45-50 6.19-13! =

6.37-31 30-35 7.39-33

7.31-26 45-50! 8.19-13 50x41 9.13x4 41-36!
 B+

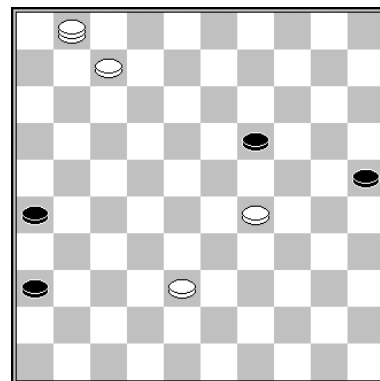
7... 35-40



After 8.31-26 white can promote (although 40-44 is also winning) 45-50!

- 9.19-13 50x41! 10.13x4 41-36 B+
- 9.32-27 50x10 10.27x18 40-44 11.18-12 44-50 12.12-7 50-11 13.7x16 10-28 B+

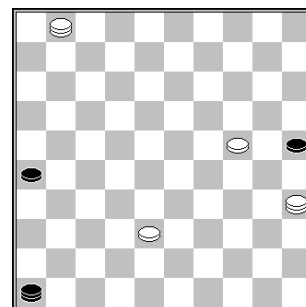
8.33-29 45-50 9.29-24 50-33! 10.32-28 33x15
 11.28x17 15-29 12.17-11 29-1 13.31-27 40-44
 14.27-22 1-45! 15.11-6 44-50 B+



T. Goedemoed (study)

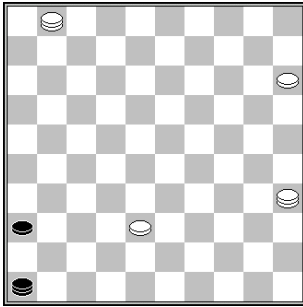
1.7-2 36-41 2.2x35 26-31

2... 41-46 3.29-24



The endgame

- After 3... 46-5 the black king is caught after which a fork block decides the game.
4.38-32 ad lib. 5.1-23 Kx30 6.35x8!
W+.
- 3... 25-30 4.24-20 30-34 5.1x45 There are many ways to go to the win **Timonedá** already showed on the Spanish 8 x 8 board. For example: 5... 26-31 6.20-15 31-36 7.45-1



Now the famous trick of **Timonedá** decides the game. Timonedá showed this endgame in the first manuscript on draughts from 1635.

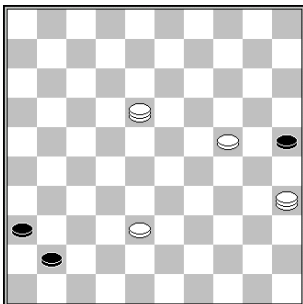
7... 36-41 8.1-23! 41-47 9.23-5 47x29 10.35-19 46x14 11.5x34 W+

Most moves with the king are answered by 35-49! for example: 7... 46-28 8.35-49 36-41 9.15-10 28x5 10.1-23 5x43 11.49x46 W+

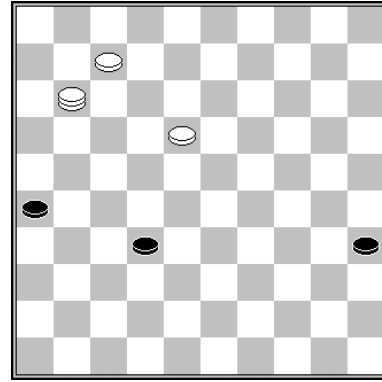
If black plays 7.46-41 white waits playing 1-6 in order to meet 41-47 by 8.6-33! 47-41 9.35-49 W+.

3.29-24 31-36 4.1-18!

Don't overlook that after 4.1-23? 41-46 catching the king is not winning!



- 4... 25-30 35-49 5.30x39 6.18-31 36x27 7.38-32 27x38 8.49x46
- 4... 41-46 5.18-31! 36x27 6.38-32 46x30 7.35x31 W+



T. Goedemoed The catcher

All black pieces threaten to go to king, but white manages to catch them all! White uses both the catching construction of giving king and a piece (taking with the king on <1>) and the **lock in the trictrac zone**.

1.7-1 32-38

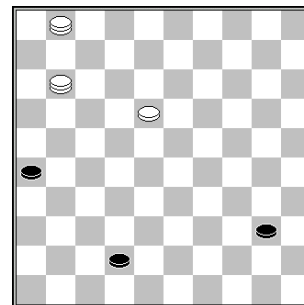
1... 35-40 2.11-28 32x12 3.1x45 W+

1... 26-31 2.11-28! 32x12 3.1x36 W+

1... 32-37 2.11-28 37-42 3.28-33

- 3... 42-48 4.33-39 48x7 5.1x18! W+
- 3... 35-40 4.33x47 40-44 5.47-33 44-50 6.33-6 26-31 7.1-12 W+

2.11-16 38-42 3.16-11 35-40



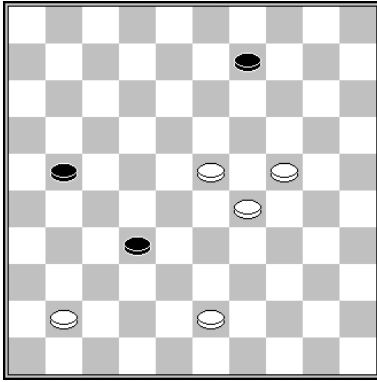
4.11-33!

Now 4... 40-44 5.33x50! 26-31 6.50-33 is an easy win.

4... 26-31 5.33x47 40-44 6.47-33 44-50 7.33-6 31-37 8.1-12 50-44 9.6x50 37-41 10.12-1 W+



The endgame



Tj. Van der Bosch (analysis)

White uses tactics to be able to catch a future black king.

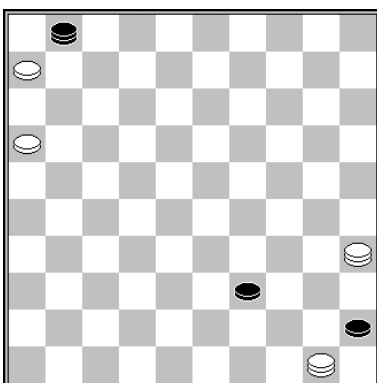
1.23-19! 21-26 2.19-14 9x20 3.24x15 26-31 4.15-10 31-37

4... 31-36 5.10-4 36x47 6.4-15 W+

5.29-23! 37x46 6.43-38 32x43 7.10-5 46x19 8.5x49 W+



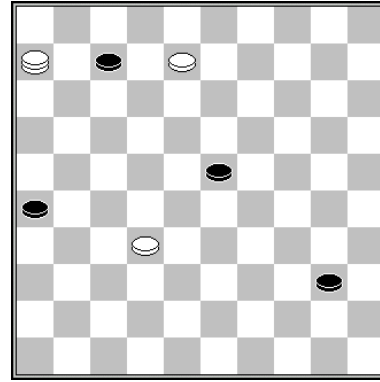
Draughts promoter Jasper Lemmen



J. Lemmen – M. Koopmanschap

White has to capture right in order to win. **The king at <45> is guarding the trictrac zone.**

1.50x22! 45-50 2.16-11 50x17 3.11x22 1-23 4.35-40! 23x45 5.6-1 W+



J.C. Patry

1.8-2 26-31 2.2x16 40-44

2... 40-45 3.32-28 23x32 4.16x38:

- 4... 31-36 5.38-32 W+
- 4... 31-37 5.38-32 37x28 6.6x50 W+
- 4.. 45-50 5.38-33 50x28 6.6x33 W+

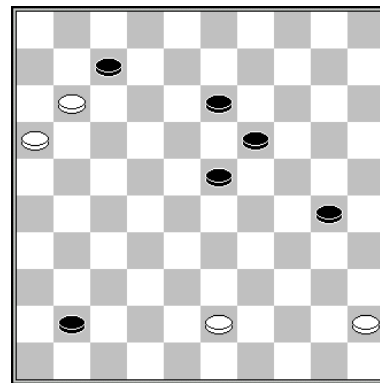
2... 31-36 3.6-44! 40x49 4.32-27 W+

3.6x50 31-36 4.32-27

4... 23-28 5.50x6 36-41 6.27-22 W+

4... 23-29 5.27-22 36-41 6.50-28 41-47 16-38 W+

4... 36-41 6.50-28! 23x21 7.16x46 W+



Black to move

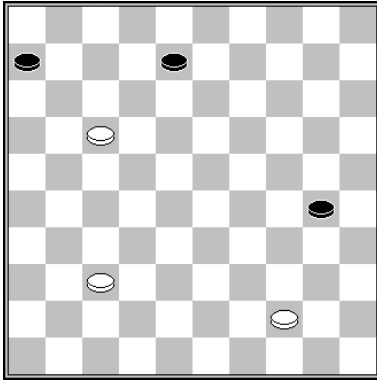
T. Berends – R. Balak

1... 19-24 2.11x2 41-46 3.2x37

3.2x28 46x23 4.16-11 30-35 5.11-6 23-1 6.43-38 24-30 7.38-32 30-34 8.32-28 34-39 9.28-22 39-43 10.45-40 35x44 11.22-18 1x45 12.6-1 43-48 13.1-6 44-50 B+

3... 46x49 4.16-11 49-16! 5.11-6 30-34! 6.45-40 34x45 7.6-1 24-30 8.1-6 30-34 9.6-28 16-11 10.28x6 45-50 B+

The endgame



M. Dolfing – C. van Dusseldorp

1.37-31!

The move 1.37-32? lead to a draw in the game. White should realise that **piece <26>** has a function on the edge of the board: **catching black's king!**

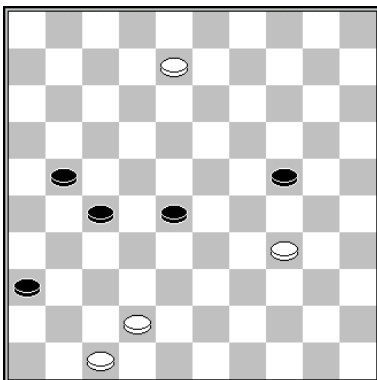
1... 8-13 2.17-12 6-11 3.31-26 11-17

3... 30-34 4.26-21 11-17 5.12-7 17x26 6.7-2 13-18 7.2-19 W+

4.12x21 13-18 5.21-17 18-23 6.17-12 23-28 7.12-8 28-32 8.8-3 32-38

8... 32-37 9.3-14 37-42 10.14-37 42x31 11.26x37 W+

9.3-25 30-35 10.25-48 W+



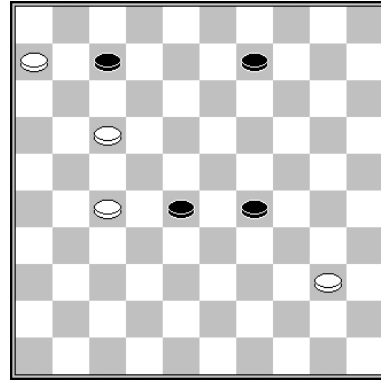
T. Sijbrands (analysis)

Black threatens to make a draw, playing 1... 36-41 followed by 24-29 =.

1.8-2! 36-41

Now 2.47x36? 24-29! 3.34x32 27x47 leads to a draw. But white can take otherwise, immediately catching the black king on <46>.

2.2x30! 41-46 3.47-41! 46x48 4.30-25 48x30 5.25x36 W+



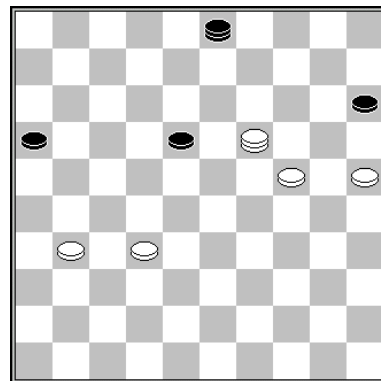
L. Springer

This is a nice endgame by a very creative composer.

1.27-22! 28-32 2.6-1 29-34 3.1x37 34x45 4.17-11 45-50

If black played 4... 9-14 5.37x10 45-50, he will be caught in the **tricotrac zone**: 6.10-28 50-45 7.28-50 45-29 8.11-7 29x1 9.50-45 W+

5.11-6 50x17 6.37-26 17-3 7.6-1 W+



Martijn de Jong
Arrangement TG

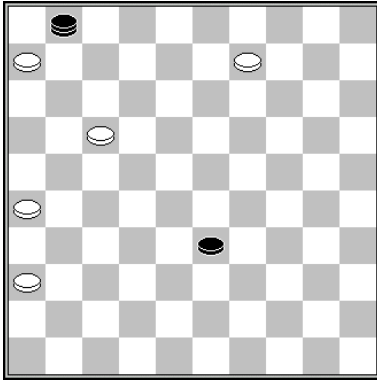
White shows a nice trick to catch the black king.

1.32-27! 3-12

If black plays 1... 3-9?! white should not attack 2.19-13 because of 9-20!!, but play the simple 19-23! 18x20 3.25x3 W+.

2.19-13 18x9 3.27-21 17x20 4.25x3 W+

The endgame



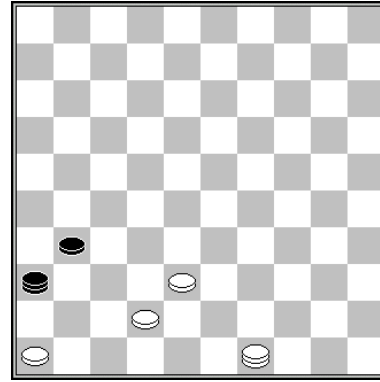
R. van Es (analysis)

Due to some cool tricks white is able to win.

1.9-4!

1... 33-39 2.4-27 39-44 3.27-49 44-50 4.49-27
50x11 5.6x17

**1... 33-38 .4-27! 38-42 3.17-12! 1x31 4.26x48
W+**



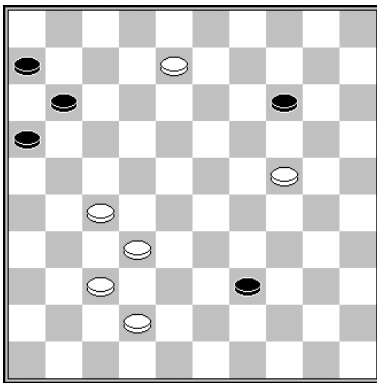
J. Scheijen

Scheijen is the author of many endgame motives.

1.38-32! 36-47 2.49-38 31-37

2... 47-36 3.32-27 31x22 4.46-41 36x47 5.38-
15 W+

3.32x41 47x36 4.46-41 36x47 5.38-15 W+



Hein Meijer – V. Shchegoliev

1.8-3 39-44 2.3x20!

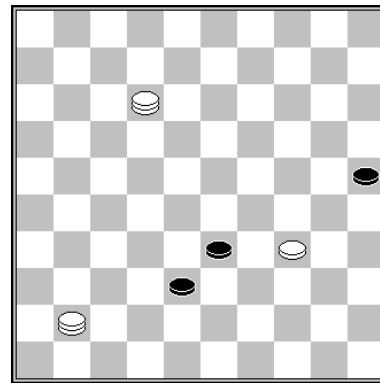
After 2.3x25?, white's position should still be winning, but it is pretty complex to convert the advantage in this case. The game was later drawn. Taking to <20> is much better though, since it gives white all kind of tactical possibilities, guaranteeing a quick win.

2... 11-17

2... 44-50 3.27-22 50x17 4.32-28 17x47 5.20-
15 47x20 6.15x38 W+

2... 44-49 3.32-28 49x21 4.37-32 21x47 5.20-
15 47x20 6.15x38 W+

3.27-21! 16x47 4.20-15 47x20 5.15x50 W+



L. Schut

1.12-7! 38-42

1... 38-43 2.7-16 43-48 3.41-47 48x30 4.47x35
W+

1... 25-30 2.34x25:

2... 38-42 3.41-47 42-48 4.47x29 48-37 5.29-
42 ♣ 6.7-34 W+

2... 38-43 3.41-32 of 3.7-16 W+

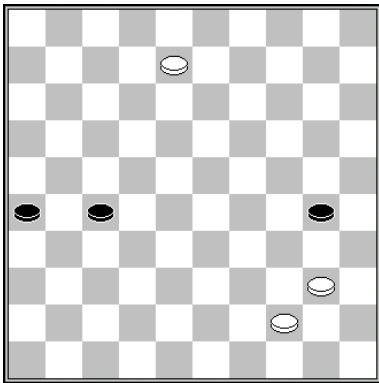
2... 33-39 3.7-16 38-42 4.16-43!! 39x48 5.41-
47 W+ (the **trombone motive**)

2.41-47 33-38

2... 42-48 3.47x29 48x30 4.7-2

3.7-16 42-48 4.47x29 48x30 5.16-2

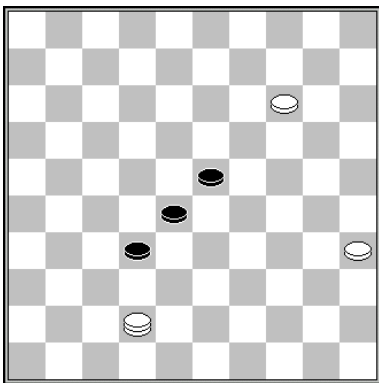
Winning with **the magnet**.



1.8-3

1... 30-34 2.40x29 27-32 does not work, for white simply plays 3.3-14 32-38 4.14-37 38-43 5.44-39 W+.

1... 27-32 2.3-14 32-38 3.14-25 30-35 4.25-48 26-31 5.48x26 38-43 6.26-48 43-49 7.48-30! 35x24 8.40-35 49x40 9.35x44 W+



T. Sijbrands (study)

1.42-31! 32-38 2.14-9 38-43 3.9-3

Threatening to play 31-18 +

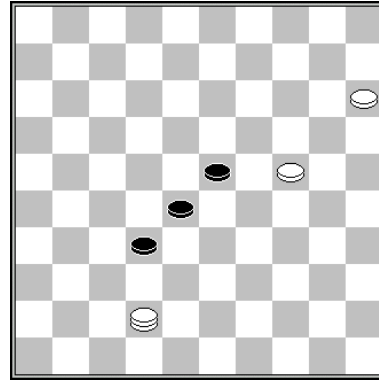
43-48

3... 43-49 4.31-18 23x12 5.3x44! 49x40 6.35x44 W+

4.3-26!

The black king can't go to a wild square now, because of 31-22 +.

4... 48-25 5.35-30 25x48 6.31-37 48x31 7.26x42 28-32 8.42-15 W+



T. Sijbrands – P. Hovingh

The former composition was inspired by this game position.

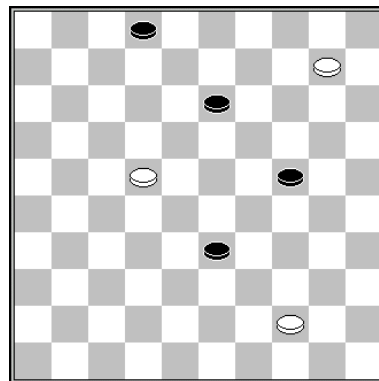
1.42-26! 28-33

1... 32-38 is met by 2.26-12 28-33 3.12x29 33-39 4.29x42 39-44 5.42-48 and black is ambushed.

2.15-10 33-39 3.10-4

Threatening to make a shot by playing 4-27! +

3... 32-38 4.26-42 38x47 5.4-15 47x20 6.15x44 W+



T. Goedemoed
The finish flag

Going to king at the first move won't win. Black first leaves square 22 so that the king on <4> can attack from behind.

1.22-17!

Preparing an attack from behind with the king:
1... 33-38 2.10-4 13-19 3.4-10 W+.

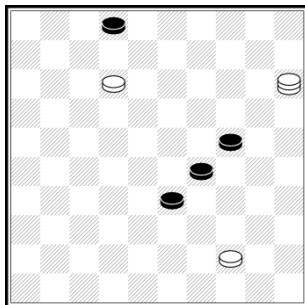
1... 13-18 2.10-4 18-23 3.17-12 is a simple win for white.

1... 24-30 is met by 5 2.10-4 13-19 3.4-15! 33-39 4.44x33 30-35 5.15-10 19-24 6.10-23 W+.

The best defence is 1... 24-29 2.10-4 13-19 3.4-15!

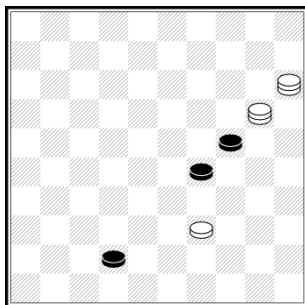
*3.17-12? is not winning. Black plays 3... 2-7!
4.12x1 33-38 5.1x34 19-23! 6.34x1 38-42 7.44-39 42-47 =*

3... 19-24 4.17-12!



4... 33-38 is met by sac-ing and attacking from behind: 5.12-8!! 2x13 6.15-4 13-19 7.4-10 W+

After the more sophisticated defence
4... 2-8(!) 5.12x3 33-38 white builds an original kind of ambush to catch the future black king.
6.3-20 (or 44-39 first) 6.44-39 38-42 7.3-20 38-42 7.44-39



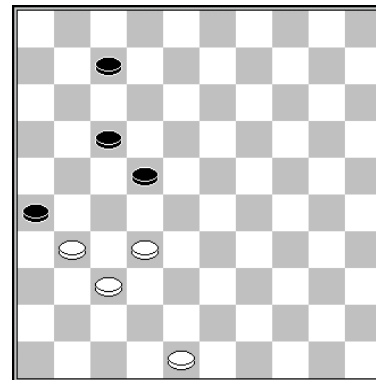
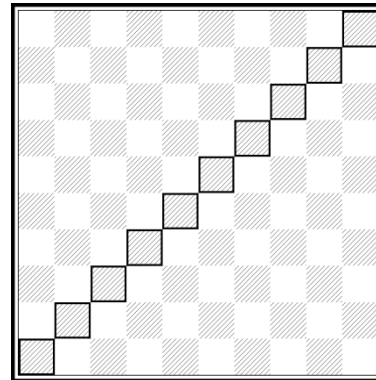
7... 42-47 8.39-33! 29x38 9.20x42 W+

In the main line black's sticker is refuted by catching his king.

1... 2-7 2.10-4 33-39 3.4x1 39x50 4.1-6 W+

Locking the opponent's king

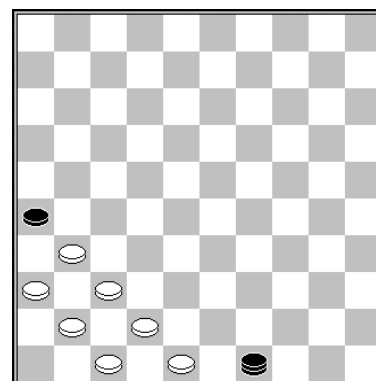
Main diagonal



D. Vuurboom

The stick move at the second move can't help black, for he is locked in a classic way.

1.32-27! 22-28 2.27-22! 28-32 3.22x2 32x41 4.2-24 26x37 5.24-47 41-46 6.47-41 37-42 7.48x37 W+

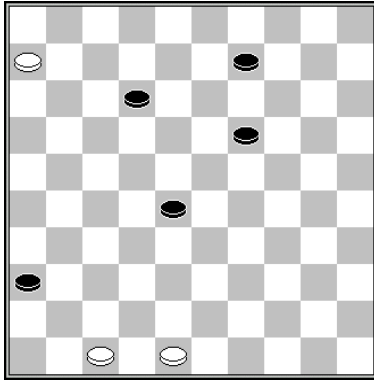


J. Risse

Timoneda already showed this endgame at the Spanish 8 x 8 board in 1635.

The endgame

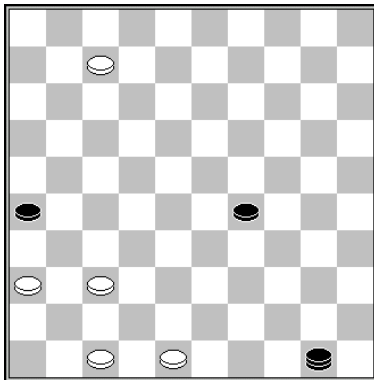
1.31-27! 49x21 2.37-32 21x49 3.42-38 49x46
4.36-31 26x37 5.47-41 W+



K.W. Kruijswijk

The black king is suffocated at square 46.

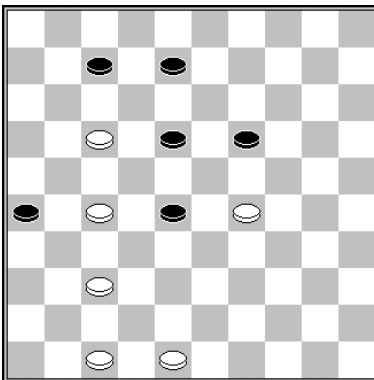
1.6-1 12-17 2.1-23 36-41 3.23x21! 41-46
4.21-32! 28x37 5.47-41 37-42 6.48x37 W+



A. Mathijssen – L. Schnieders

White found a nice way to use the theme of a locked king on <46> in this game position.

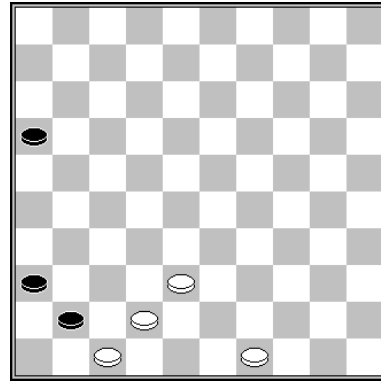
1.7-1!! 50-45 2.1x34 45x46 3.36-31 26x37
4.47-41 37-42 5.48x37 W+



O. Dijkstra

White forces the win by making a double sacrifice followed by a double attack.

1.17-12! 8x17 2.29-23! 18x29 3.27-22 28-32
4.22x2 32x41 5.2x42 41-46 6.42-31! 26x37
7.47-41 37-42 8.48x37 W+



M. Deslauriers

A famous composition of the **Canadian world champion of 1956**.

1.38-32 16-21

1... 41-46 2.42-37 16-21 3.32-27 21x41 4.49-43 W +

2.32-27! 21x32 3.49-43 32-38

3... 41-46 4.42-37 32x41 5.43-38 W+

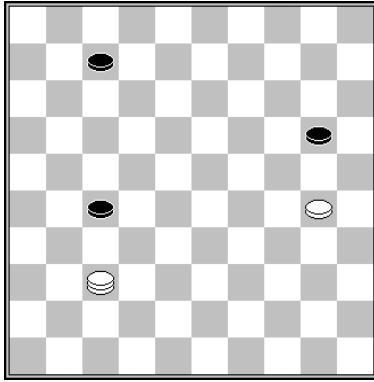
4.43x32 41-46 5.42-37 W+

We saw two different locks, the complete suffocating (or choking) lock (**K46** versus 41, 37) and the lock in which black's king can still move (**K46** versus 37, 32), although this means sacrificing his king.



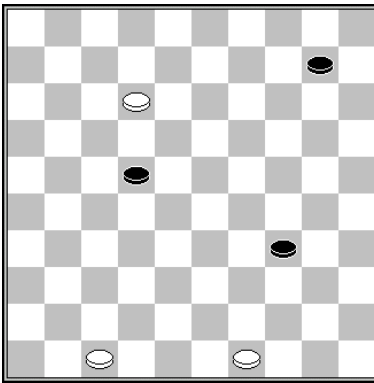
Marcel Deslauriers
Book cover (L.J. Koops)

The endgame



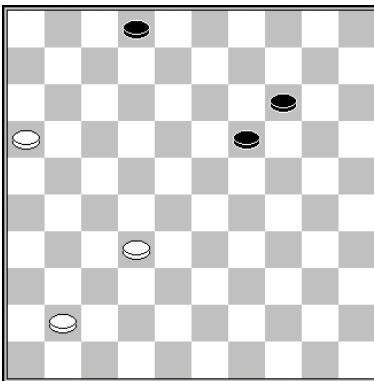
This position shows an elementary way to win, using a lock on the main diagonal.

1.30-25! 20-24 2.37-42 27-32 3.42x15 32-37
4.15-47 7-12 5.25-20 12-18 6.20-15 18-23
7.15-10 23-29 8.47x24 37-41 9.24-47 41-46
10.10-5 W+



H. Laros

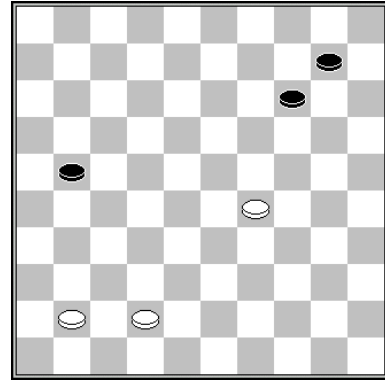
1.12-7 34-40 2.7-1 40-45 3.49-44 45-50 4.1-6
50x28 5.47-41 28x46 6.6x5 W+



J.A. Pennings

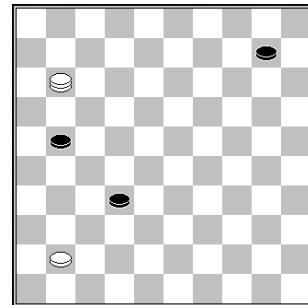
Elementary play leads to the classic lock at the main diagonal.

1.16-11 19-23 2.11-6 2-7 3.6-1 23-28 4.1x10!
28x46 5.10-5 W+



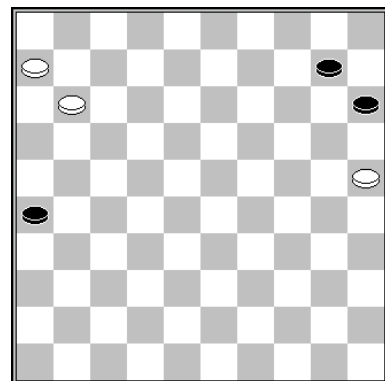
D. Vuurboom

1.29-23 14-20 2.23-18 20-24 3.18-12 24-29
4.12-7 29-34 5.7-1 34-39 6.1-6 39-43 7.42-38
43x32 8.6-11!



8... 21-26 9.11-16 32-37 10.41x32 26-31
11.32-27 31x22 gives white a choice how to
win, for example: 12.16-32 10-15 13.32-38 22-
28 14.38-29 28-32 15.29-42 W+

8... 10-14 9.11-16 32-37 10.16x10 37x46
11.10-5 W+



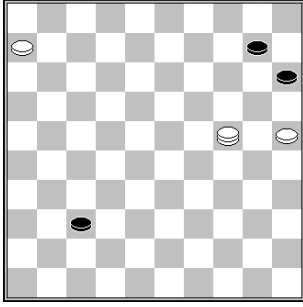
J. Bus

1.11-7!

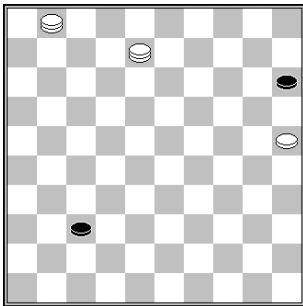
Not right is 1.6-1 26-31 2.1-23 since black
blocks the main diagonal and crosses the river.
31-36 3.23x5 15-20! 4.25x14 36-41 =.

1... 26-31 2.7-2 31-37 3.2-24

The endgame



3... 10-14 04.6-1
 Now immediately 4... 37-41 fails due to 5.1-23 W+
 4... 15-20 5.24x15 37-41
 5... 14-19 6.15-47 19-24 7.47x15 37-41 8.1-23 W+
 6.25-20! 14x25 7.1-23 W+
 4... 14-19 5.24x8!



- 5... 37-41 6.8-19 W+
- 5... 37-42 6.8-24! 42-48 7.24-20 15x24 8.1-34 48x30 9.25x34 W+
- 5... 15-20 6.25x14

Now 6... 37-41 is met by 7.1-29! and 6... 37-42 is met by 7.8-3 and black is ambushed.

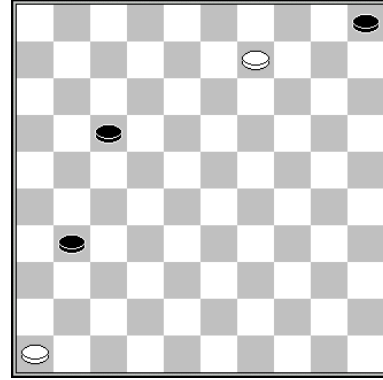
3... 37-41 4.6-1

4.24-35? is not right, because black escapes by playing 15-20 5.25x5 41-47 =.

4... 41-46 5.24-35!

Threatening to play 25-20, while 5... 10-14 is answered by 6.1-23, catching the king.
 After black plays 46-14 white wins by the classic lock on the main diagonal.

5... 46-14 6.1-23! 14x46 7.25-20 15x24 8.35x5

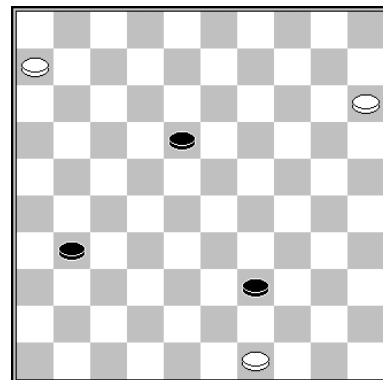


V. Romanov

1.9-3 17-22 2.3-21!

Black can't go on with piece 31, since 2... 31-37 is met by 3.21-26 and 2... 31-36 by 3.31-32 W+.

2... 22-28 3.21-17! 28-32 4.17-21 32-37 5.21-26 5-10 6.46-41! 37x46 7.26x5 W+



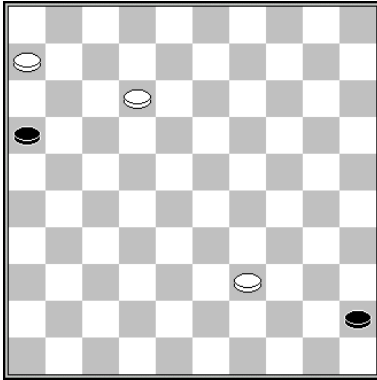
H.J. van Alphen

White should not promote to king at once, since 1.6-1 31-36 is a draw.

1.15-10 31-37 2.6-1

After 2... 18-22 black sacs a king and blocks the main diagonal, by either playing 10-5 37-42 5-37 42x31 1-23 or by playing 1-23 37-42 23-37 42x31 10-5 W+.

2... 39-44 3.1x41! 44-50 4.49-44! 50x5 5.41-46 W+



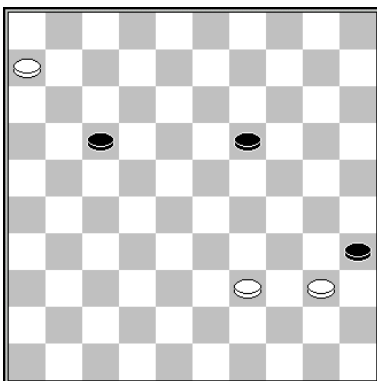
J. Klomp

Again, white should not take a king immediately, but promote at <3>. After 12-8 black can't go to king, since 8-3 and 3-17 forces opposition.

1.12-8! 16-21 2.8-3 21-27 3.6-1 27-31 4.1-23

Now 4... 45-50 is punished by 5.23-12! +

31-37 5.23x41 45-50 6.3-14 50x5 7.41-46 W+

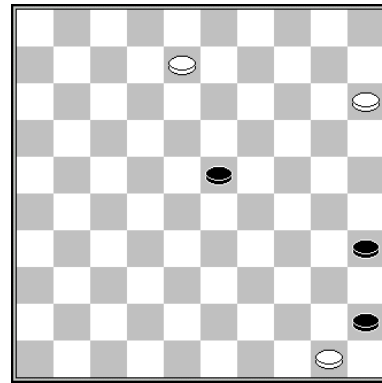


A. Fedoruk

1.40-34 19-24 2.6-1 17-22 3.1-23! 22-27 4.34-30 27-32

After 4...27-31 5.30x19 35-40 6.23x45 31-37 7.45-7! 37-41 8.39-33 black is ambushed.

5.23x41 35-40 6.30x19 40-45 7.19-14 45-50 8.14-10 50x5 9.41-46 W+

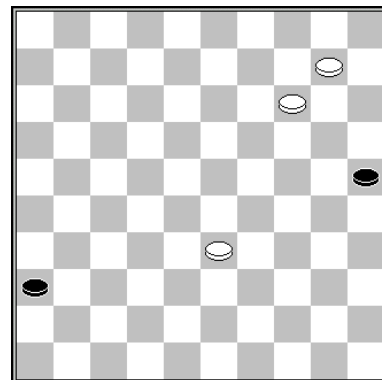


J. Viergever

1.8-2 23-28 2.15-10 28-32 3.10-4 32-37

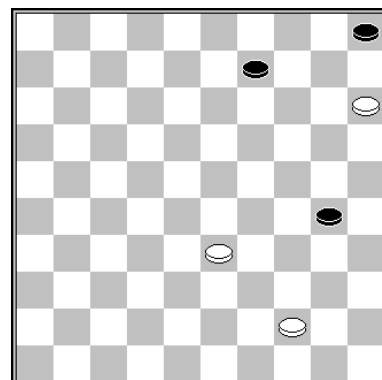
3... 32-38 is punished by 4.2-30! 35x24 5.4-15! W+.

4.2-19 35-40 5.19x41 40-44 6.50x39 45-50 7.4-10! 50x5 8.41-46 W+



J.F. Moser

1.10-4 36-41 2.4-15 25-30 3.14-10 30-35 4.10-5 35-40 5.5x46 40-44 6.46-32! 44-50 7.15-10 W+

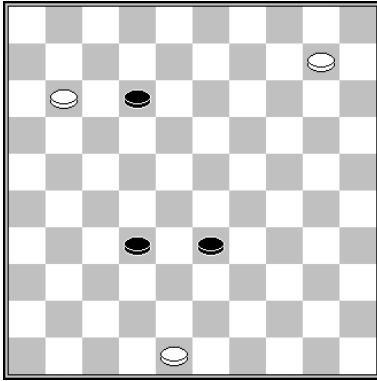


H.J. van Alphen

1.33-28 9-13 2.28-22 30-34 3.22-17 13-18
 4.17-11 18-23 5.11-7 23-28 6.7-2 28-33 7.2-16
 33-39 8.44x33 34-40 9.16-49 40-45 10.49-32

10... 45-50 is punished by 32-14 W+.

10... 5-10 11.15x4 45-50 12.4-10 50x5 13.32-46 W+

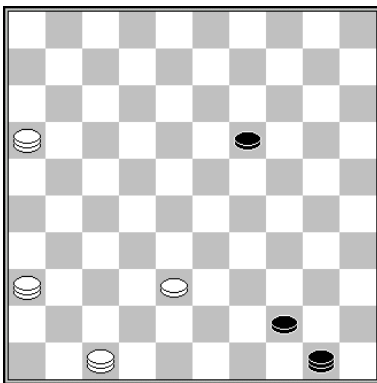


Dama Negra

1.11-6 12-17 2.6-1 33-39 3.1-6

The stick move 39-43 is punished by 4.6x41!
 43-49 5.48-43 W+

3... 32-37 4.6x41 39-44 5.48-43 44-49 6.43-38
 49x5 7.41-46 W+



J. Bus

Jaap Bus is a very gifted and creative composer from the Netherlands.

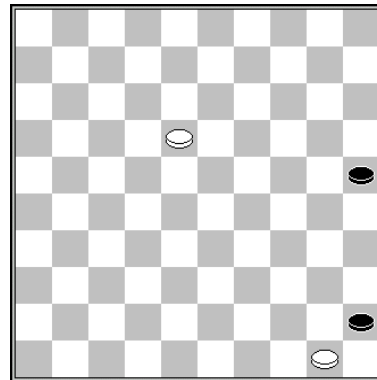
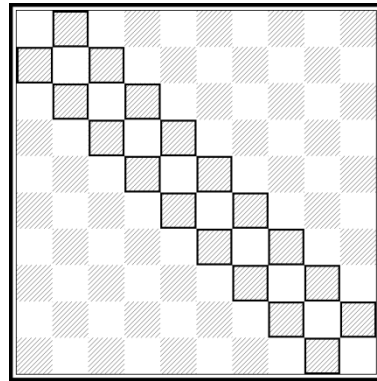
1.38-33!

1... 50-45 is punished by 16-7 & 36-18 W+.

1... 19-24 2.16-49 24-29 3.49x18 50x4 4.47-15
 W+

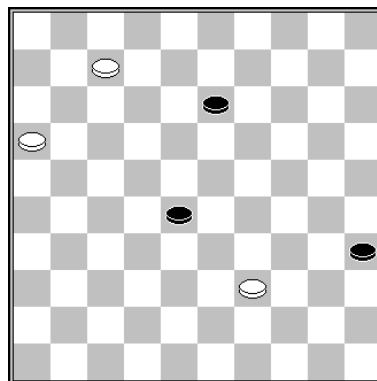
1... 44-49 2.47-41 50x46 3.36-27 49x21
 4.16x5 W+

Tric trac



Manoury (1787)

1.18-12 25-30 2.12-7 30-34 3.7-1 34-39 4.50-44
 39x50 5.1-6 W+



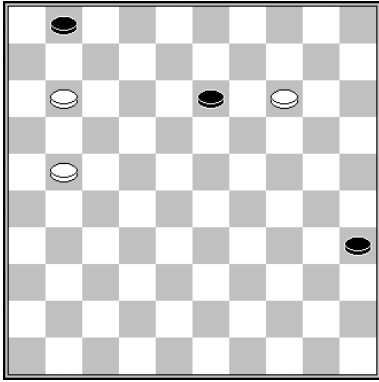
J. Vardon

1.7-2 13-19

1... 13-18 2.2-7 18-22 3.7-11 22-27 4.11x33
 35-40 5.16-11 40-45 6.11-6 27-32 7.6-1 32-37
 8.33-47 W+

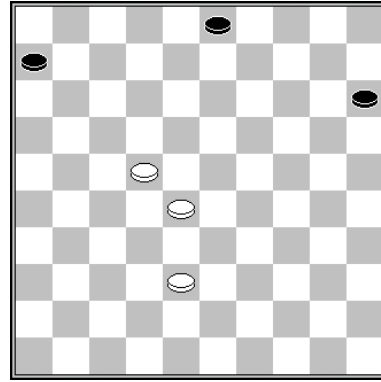
2.2x24 35-40 3.24-38 40-45 4.16-11 28-33
 5.39x28 45-50 6.38-33 50-45 7.33-50 45-29
 8.11-7 29x1 9.50-45 W+

The endgame



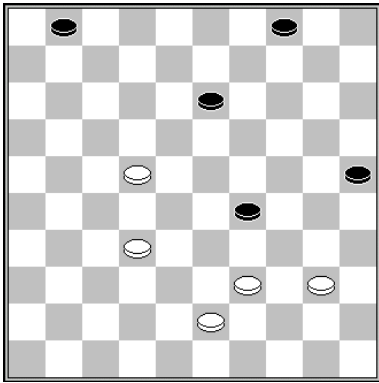
N. Chalov

1.14-10 35-40 2.10-4 40-45 3.4x18 1-6
 3... 45-50 4.18-45! 50x6 5.45-50 W+
 4.21-17! 45-50 5.18-22 50-45 6.22-50 45-23
 7.11-7 23x1 8.50-45 W+



L. Schut

1.38-33 15-20 2.33-29 3-9 3.22-17 20-25 4.29-24
 9-14 5.28-23 14-20 6.24x15 25-30 7.15-10 30-34
 8.10-4 34-39 9.4-27 6-11 10.17x6 39-44 11.27-49
 44-50 12.6-1 50-33 13.49-44 33x50 14.1-6 W+



K.W. Kruijswijk

White forces a winning 4 x 3 position.

1.39-34! 29-33 2.32-28 33-39 3.40-35 39x48
 4.28-23 48x30 5.35x24 1-7 6.23-19 4-10
 7.19x8 7-12 8.8x17 10-15 9.17-11 15-20
 10.24x15 25-30 11.15-10 30-34 12.10-5 34-39
 13.5-32 39-44 14.32-49

The king on <49> guards the trictrac zone.

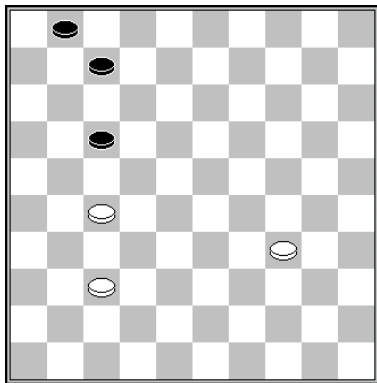
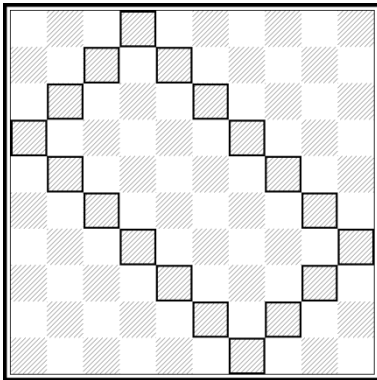
14... 44-50 15.22-17 50-45 16.11-6 45-23
 17.49-40 23x45 18.6-1 W+



Tjalling Goedemoed teaching draughts strategy during Golden Praha 2015



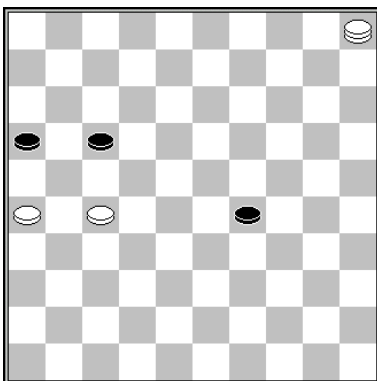
2 / 35 / 49 / 16 Quadrant



G. Grégoire

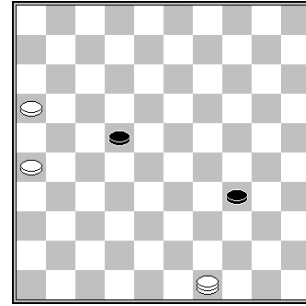
This famous and beautiful endgame has practical value.

1.34-29 7-12 2.29-23 1-7 3.37-31 7-11 4.31-26 11-16 5.23-19 12-18 6.19-14 18-23 7.14-10 23-29 8.10-5



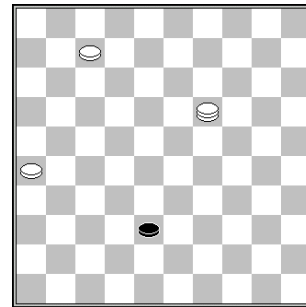
White threatens to play 5-28! with an easy win. Therefore black sacs and plays 17-22, in order to prevent white from taking the (trictac) diagonal 6 / 50 in possession. After this, white wins according to G. Grégoire.

8... 16-21 9.27x16 17-22 10.5-32 29-34 11.32-49



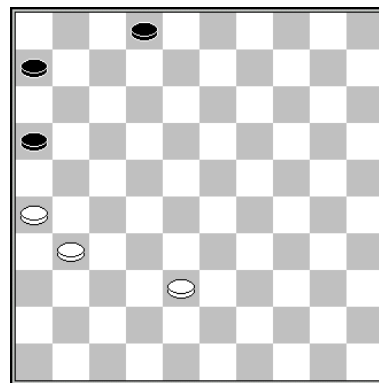
Now playing 11... 34-39 is not black's best defense. White has some possibilities to deviate from the line 12.26-21 22-28 13.16-11 28-32 14.49x27 39-44 15.11-6 W+ and will still win. Therefore the main line continues with 22-28, after which white should play a unique series of moves in order to win.

11... 22-28 12.16-11 28-33 13.11-7 34-40 14.49x35 33-38 15.35-19!



Black can't go to <42>, because white sacs his king on <37>.

15... 38-43 16.7-2 43-49 17.19-35 49-32 18.26-21! 32x16 19.35-49 W+



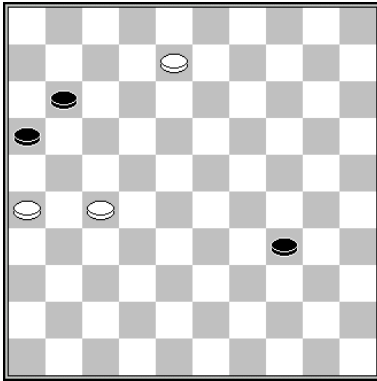
R.C. Keller

This is a brilliant endgame by the great draughts promoter and manifold Dutch champion Keller.

1.38-33 2-8 2.33-29 8-13 3.29-24 6-11

White shouldn't continue his race to king, but play a serene, intermediate move.

4.31-27! 11-17 5.24-20 13-19 6.20-15 19-23
7.15-10 23-29 8.10-5 16-21 9.27x16 17-22
10.5-32 29-34 11.32-49 22-28 12.16-11 28-33
13.11-7 34-40 14.49x35 33-38 15.35-19! 38-43
16.7-2 43-49 17.19-35 49-32 18.26-21! 32x16
19.35-49 W+

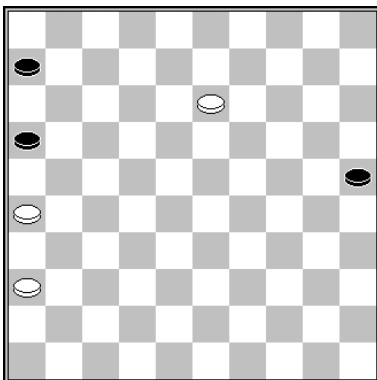


P. Schaaf

1.8-2 11-17

1... 16-21 2.26x6 34-39 3.2-30 39-44 4.30-2!
44-50 5.2-11 50-45 6.6-1 W+

2.2-35 16-21 3.27x16 17-22 4.35-49 22-28
5.16-11 28-33 6.11-7 34-40 7.49x35 33-38
8.35-19 38-43 9.7-2 43-49 10.19-35 49-32
11.26-21 32x16 12.35-49 W+



G. Balédent – J. Zimmermann

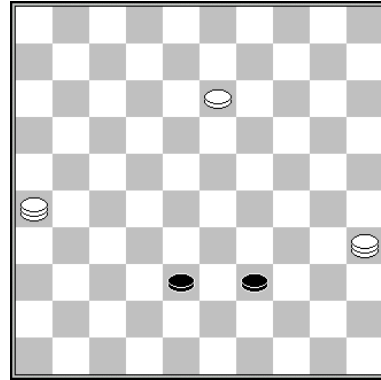
This position emerged in a game played during the tournament of **Amiens 1899**.

1.13-8!

The game was 1.13-9? =.

1... 25-30 2.8-2 30-34 3.2-35 6-11 4.36-31 11-
17 5.31-27 16-21 6.27x16 17-22 7.35-49 22-28
8.16-11 28-33 9.11-7 34-40 10.49x35 33-38

11.35-19 38-43 12.7-2 43-49 13.19-35 49-32
14.26-21 32x16 15.35-49 W+



O. Dijkstra

This is a charming, symmetrical position. The solution also shows symmetrical lines.

1.13-8! 38-43

1... 39-43 2.26-48 38-42

2... 43-49 3.8-2 38-42 4.48x26 49-32 5.26-21
32x16 6.35-49 W+

3.48x26 43-48 4.8-3 48-43 5.35-30 43x25
6.26-48 W+

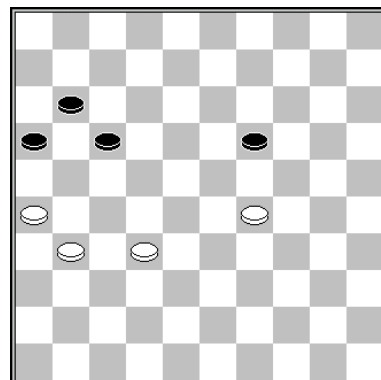
2.35-49 39-44

2... 43-48 3.8-3 39-43 4.49x38 48-34 5.38-43
34x48 6.3-25 W+

3.49x35 43-49

3... 43-48 4.8-3 48-39 5.35-30 39x25 6.26-48
W+

4.8-2 49-32 5.26-21 32x16 6.35-49 W+



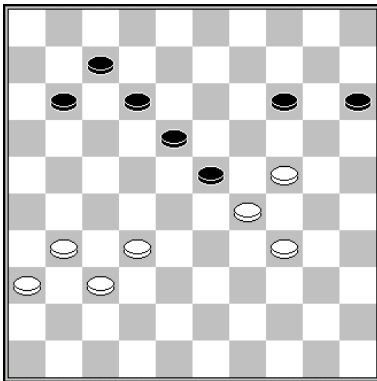
T. Goedemoed

How should white go to <27>? Should he play 1.31-27 or 1.32-27 ?

1.31-27!

1.32-27? is refuted by 17-22 2.27x18 11-17!!
3.31-27 17-21 4.26x17 19-23 =

1... 17-22 2.27x18 19-23 3.29-24 23x12 4.24-19
12-18 5.32-27! 11-17 6.19-14 18-23 7.14-10
23-29 8.10-5 16-21 9.27x16 17-22 10.5-32
29-34 11.32-49 22-28 12.16-11 28-33 13.11-7
34-40 14.49x35 33-38 15.35-19 38-43 16.7-2
43-49 17.19-35 49-32 18.26-21 32x16 19.35-49
W+



A. Kuyken

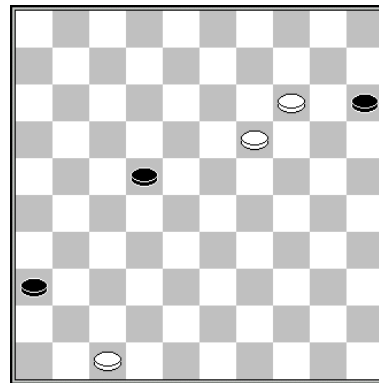
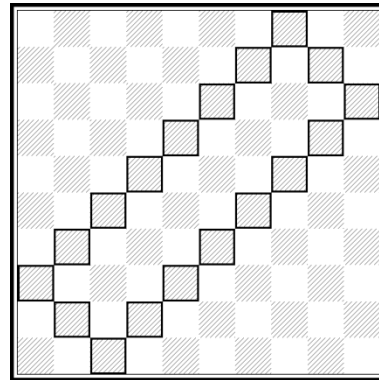
This is a 26 moves deep study by the brilliant composer Andreas Kuyken, who lives in Suisse.

1.24-19 14-20 2.19x28 20-24 3.29x20 15x24
4.31-26! 24-29 5.34x23 18x29 6.28-23 29x18
7.32-28 11-17 8.37-31 18-22 9.28-23 7-11
10.31-27 22x31 11.36x27 11-16 12.23-19 12-18
13.19-14 18-23 14.14-10 23-29 15.10-5 16-21
16.27x16 17-22 17.5-32 29-34 18.32-49 22-28
19.16-11 28-33 20.11-7 34-40 21.49x35 33-38
22.35-19 38-43 23.7-2 43-49 24.19-35 49-32
25.26-21 32x16 26.35-49 W+



Andreas Kuyken chatting with Guntis Valneris

4 / 15 / 47 / 36 Quadrant

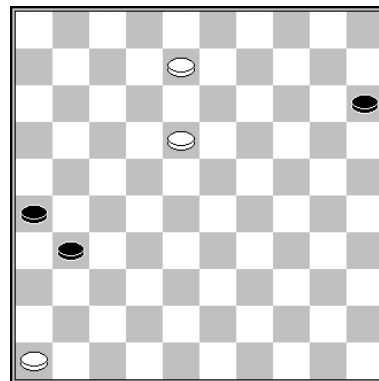


H.J. van Alphen

1.14-9 22-27 2.9-3 27-32 3.3-26 32-38 4.26-48
15-20 5.19-13 20-24 6.13-9 24-30 7.48x25

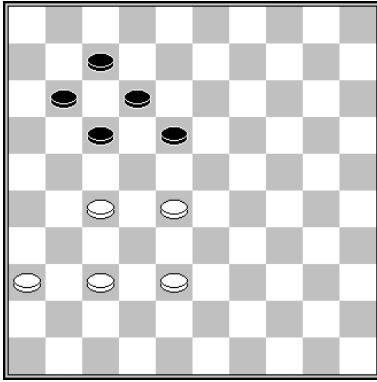
After 7...38-42 8.47x38 36-41 black is ambushed by 9.25-14! (41-47 10.9-3) W+

7... 36-41 8.47x36 38-42 9.25-48 42-47 10.9-4
47-29 11.48-42 29x47 12.4-15 W+



H.J. van Alphen

1.8-2 31-37 2.2-24 26-31 3.18-13 31-36 4.13-9
36-41 5.24-47 15-20 6.47x15 41-47 7.9-4
37-42 8.46-41! 47x36 9.15x47 W+



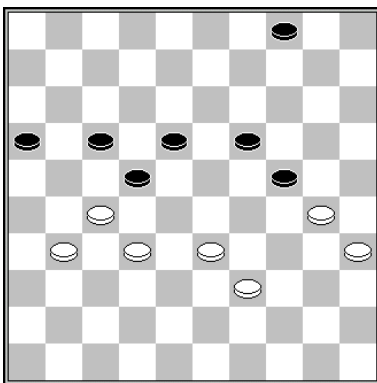
P. Meurs

This position emerges in a composition that is shown in the chapter on the Right Wing Attack.

1.27-22! 18x27 2.37-31 27-32 3.38x27 12-18 4.27-22 18x27 5.31x22 17-21

5... 7-12 6.36-31 11-16 7.22x11 16x7 8.28-22 7-11 9.31-26 W+

6.22-18 21-27 7.18-13 11-17 8.13-9 17-22 9.28x17 7-12 10.17x8 27-32 11.8-2 32-38 12.2-30 38-42 13.30-48 42-47 14.9-4 47-29 15.48-42 29x47 16.4-15 W+



Black to move

B. Aalberts – M. van Ijendoorn

1... 17-21! 2.31-26

2.30-25 19-23 3.39-34

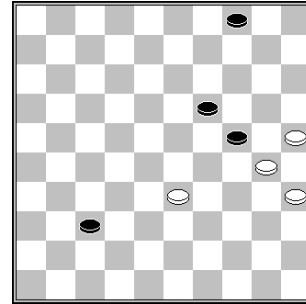
3.31-26 22x31 4.26x37 23-29 5.33-28 29-33 6.28-23 18x29 7.39x28 21-27 8.32x21 16x27 B+

3... 24-29 4.33x24 21-26 B+

2.39-34 21-26 3.32-28 26x37 4.28x17 37-41 5.27-21 16x27 6.17-11 41-47 7.33-28 47-41 8.28-22 4-9 9.22x4 41-36 10.4x31 36x6 B+

2... 22x31 3.26x37 21-27 4.32x21 16x27

5.39-34 18-23 6.30-25 27-32 7.37x28 23x32 8.34-30 32-37



9.33-29

9.33-28 37-42 10.28-23 19x28 11.30x19 42-47 12.19-13 47-24 B+

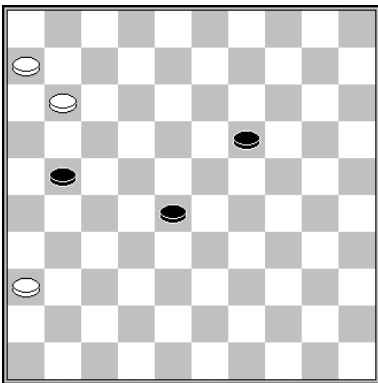
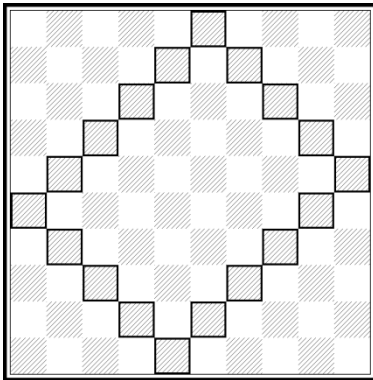
9... 24x33 10.30-24 19x30 11.35x24 37-42 12.24-19 42-48 13.19-13 48-26 14.25-20 33-38 15.20-14 38-42 16.14-10

16.13-9 4x13 17.14-10 26-37 B+

16... 4x15 17.13-9 26-3 18.9-4 42-47 19.4-18 3-9 20.18x4 47-36



3 / 25 / 48 / 26 Quadrant

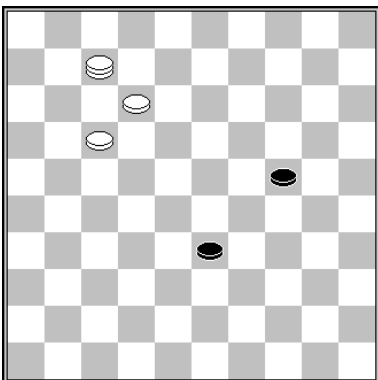


Dama Negra

1.6-1 28-33 2.11-7 33-38 3.7-2 19-24 4.2x30 38-42 5.1-29 42-48

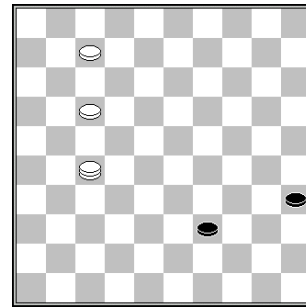
5... 42-47 6.30-24 W+

6.30-25 48-37 7.36-31! 37x26 8.29-12! 26-48 9.12x26 W+



J. Burggraaff

1.7-16 33-39 2.16-49 24-30 3.12-7 30-35 4.49-27!



4... 35-40

4... 39-44 is met by 5.7-1 44-49 6.27-16 35-40 7.1x45 49-35 8.17-12

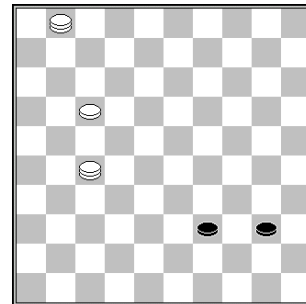
Black is caught in a web. White threatens to catch the black king, using the scissors. 12-8 ✂ 45-7 W+.

8... 35-49

8... 35-44 is met by 9.16-11 44x6 10.45-50 W+

9.12-7 49-35 10.7-2 35-44 11.45-40 44x35 12.16-49 W+

5.7-1



5... 39-44

5... 40-45 is met by 6.27-49 45-50 7.49-44! 39-43 8.1-6 50x11 9.6x48 W+

5... 40-44 loses in the same way: 6.27-49 44-50 7.49-44 etc W+

6.1x45 44-49

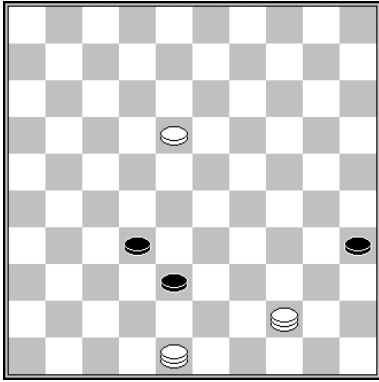
6... 44-50 7.27-22 W+

7.27-16 49-35 8.17-12

The same situation as after 4... 39-44 appears on the board.

8... 35-49 9.12-7 49-35 10.7-2 35-44 11.45-40 44x35 12.16-49 W+

The endgame

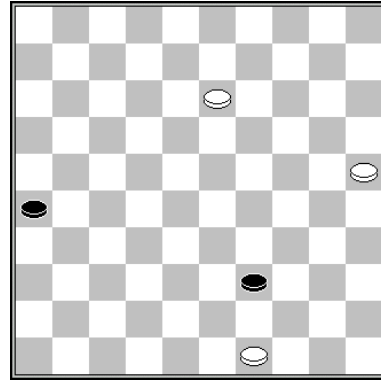


H. Wilsens

1.18-12 35-40 2.44x35 32-37 3.48x26 38-43
4.12-8 43-48

4... 43-49 5.8-2 49-32 6.26-21 32x16 7.35-49
W+

5.8-3 48-39 6.35-30 39x25 7.26-48 W+

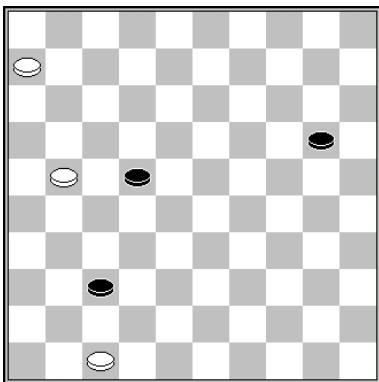


I. Weiss

1.13-9 26-31 2.9-4 31-37 3.4-36 37-42

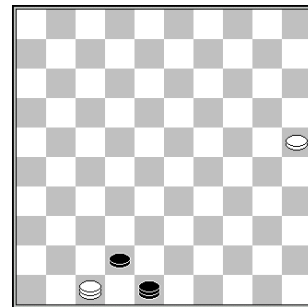
Sac-mg first with 3... 39-44 4.49x40 37-42
doesn't help at all: 5.36-47 42-48 6.40-34 +.

4.49-43! 39x48 5.36-47 W+

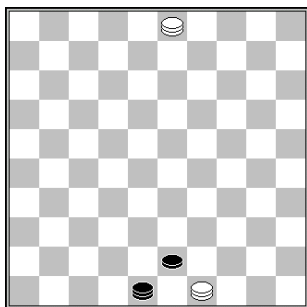


L. Schut

1.6-1 22-28 2.1-29 20-25 3.21-17 25-30 4.17-
12 28-32 5.12-8 30-34 6.29x40 32-38 7.8-3 38-
43 8.47-42!! 37x48 9.40-49

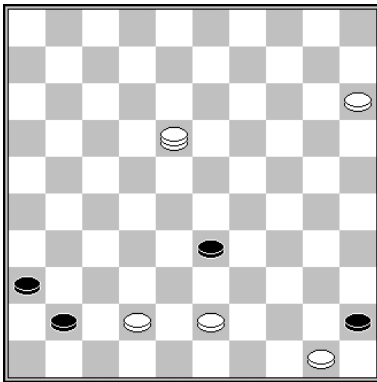
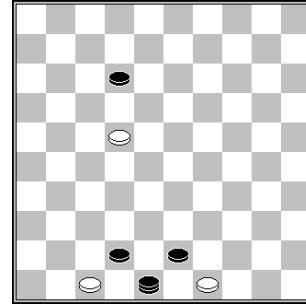


Trombone motive



Black's king gets lost. This charming motive is called **Trombone motive**.

Special effects

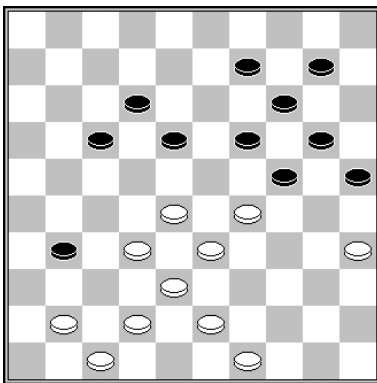


C. Blankenaar

**1.15-10 41-46 2.10-5 36-41 3.43-39 33x44
4.50x39 45-50**

4... 41-47 5.18-1 47x50 6.1-6 W+

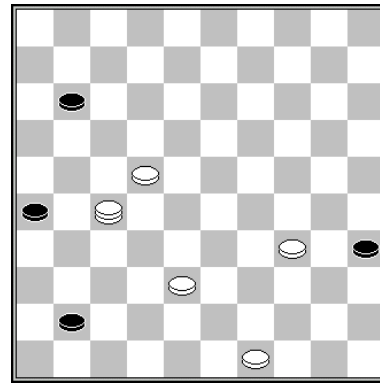
5.18-4 50x47 6.4-15 W+



F. Hermelink

White attacks piece <31>, forcing black to get a piece back via 25-30 and 19-23.

**1.41-36 25-30 2.36x27 19-23 3.28x19 14x34
4.43-39 34x43 5.27-22! 17x48 6.33-29 24x42
7.35x22 W+**



F. Hermelink

1.27-32! 41-46

1... 41-47 2.34-30! 47x17 3.32-21 35x24
4.21x30 W+

**2.32-5 11-17 3.22x11 26-31 4.34-30 35x24
5.11-6 31-36 6.6-1 36-41 7.1-6 24-30**

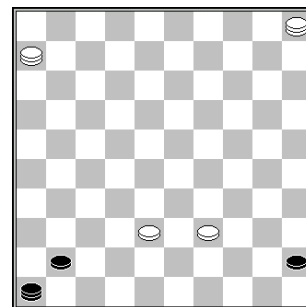
7... 24-29 8.6-33 29-34 9.49-43 etc is like the main line

7... 41-47 8.6-1! 47x33 9.1-23 W+

8.6-33 30-34

8... 30-35 should also be met by 9.49-43.

9.49-43 34-40 10.43-39 40-45 11.33-6!



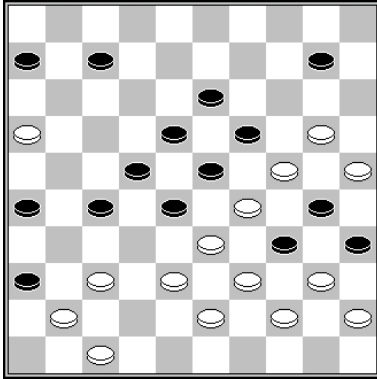
The endgame

11... 45-50 12.39-33 50x28 13.6x33 41-47
14.33-15 W+

11... 41-47 12.6-1! 47x50

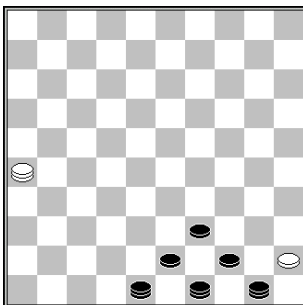
12... 47x44 13.1-23 46x19 14.5x50 W+

13.1-6 with a brilliant ending!

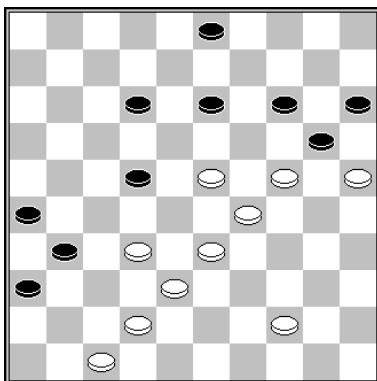


S. Yushkevitch

1.47-42 36x47 2.37-31 26x48 3.38-32 27x49
4.20-14 34x43 5.14x5 28x50 6.25x34 19x39
7.5x24 35x44 8.16-11 6x17 9.24-15 47x24
10.15x26



The pyramid



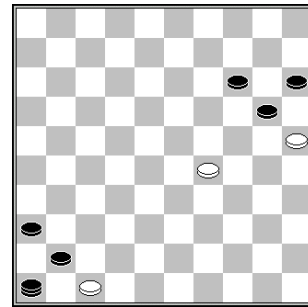
T. Goedemoed – Snare

White plays a snare, hoping black will make a kingshot that looks winning, but in fact loses due to a brilliant lock.

1.44-39?!

1.44-40? would allow the standard shot
1... 12-18! 2.23x12 13-19 3.24x13 14-19
4.25x23 22-27 5.32x21 26x39 B+

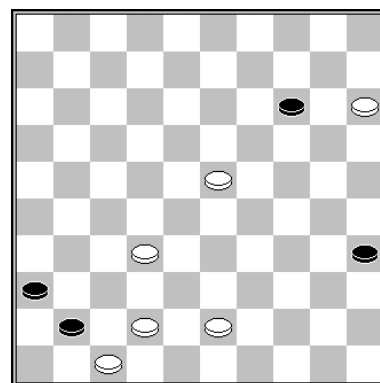
1... 13-19? 2.24x13 31-37 3.32x41 3-9 4.13x4
22-27 5.4x31 26x46 6.23-18!! 12x32 7.42-37
32x41 8.33-29



All black pieces are locked.



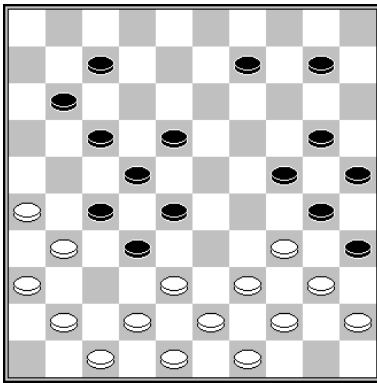
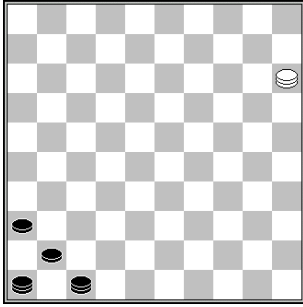
www.shutterstock.com · 117571



T. Goedemoed - The Jailer

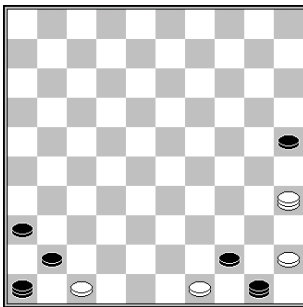
It looks like a complete draw, but white shows a surprising win.

1.42-37! 41-46 2.43-39! 35-40 3.23-19! 14x23
4.32-28 23x41 5.15-10 40-45 6.10-4 45-50
7.47-42 50x47 8.4-15 W+

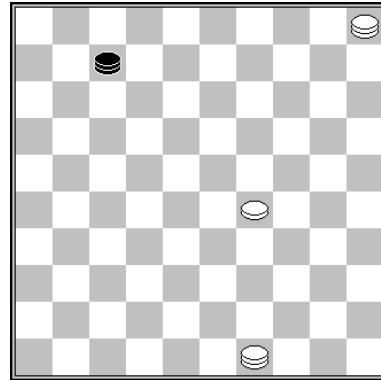


M. van Rooij

1.26-21! 17x46 2.42-37 32x41 3.36-31 27x36
 4.38-32 28x37 5.48-42 37x48 6.34-29 24x33
 7.39x6 48x50 8.6-1 35x44 9.1x35



3 Kings versus 1 king (+ a piece)



A. Ivanov – E. Zile

White could have caught the black king in a web, using the scissors.

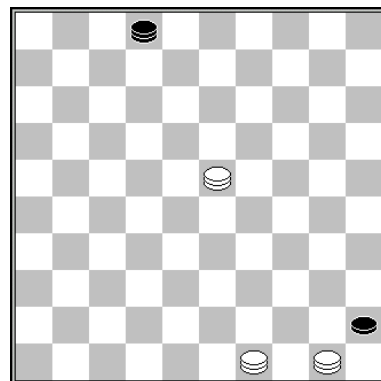
1.5-23!

The black king can only move in the 2 / 35 / 49 / 16 quadrant and the trictrac zone.

1... 7-11 2.23-1! 11-16 3.29-23 11-2 4.49-35

At the next move the black king is cut from the board with 1-7 ♠ 23-19 W+.

It is very important to be aware of what happens in the quadrants in these kind of endgames!



D. Erdenibileg – W. Gao

Because of the edge piece on <45>, white is able to lock the black king.

1.23-34! 2-16

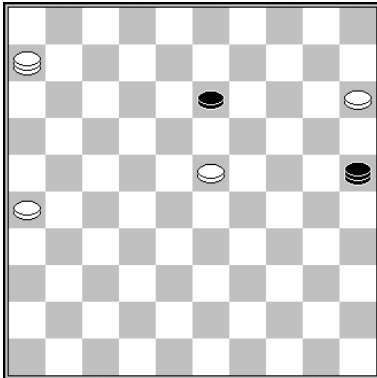
1... 2-35 2.34-43 35-2 3.49-35 2-16 4.43-49
 16-2 5.49-16

2.34-43 16-2 3.49-35 2-16 4.43-49 16-2

The endgame

4... 16-7 5.35-40 45x34 6.50-39 30x39 7.50x2
W+

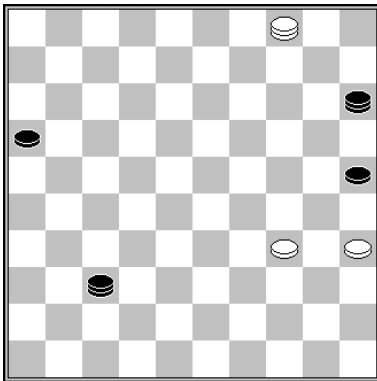
5.49-16 W+



H. Risselada – C. Plug

It looks as if the position is a draw, since white can't prevent black from changing a piece with 13-19. Still, white could have forced a nice win.

1.15-10! 13-19 2.23x14 25x9 3.10-4 9-25
4.4-9! 25x3 5.6-17 3x21 6.26x17 W+



Black to move

W. van der Kooij – E. Torn

It appears that white can force a draw after black attacks piece <34>. His king is caught in the 2/35/49/16 quadrant however.

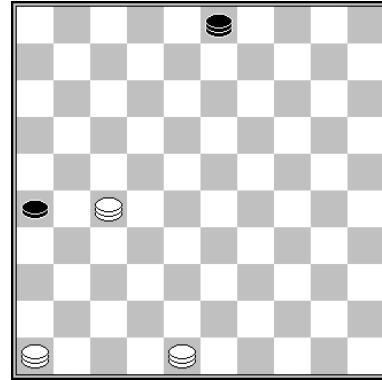
1... 37-23! 2.4-27 23x45 3.35-30 25x34
4.27-43 34-40 5.43-49 15-33! 6.49x35 33-17!

Threatening with the scissors 17-8 ♠ 45-7 +.
If the white king goes to <44> he is caught in the trictrac zone by

7.35-49 17-21 8.49-44 45-50 9.44-35 50-44

The fancy 9... 50-11 is also possible!

10.35x49 21-27 11.49x21 16x27 B+



T. Goedemoed

1.46-37! 26-31

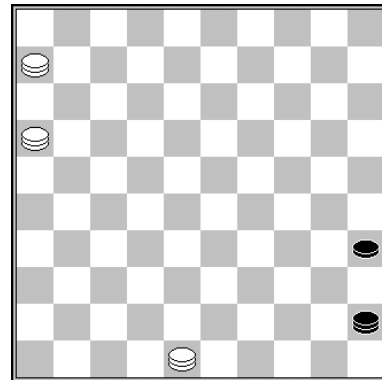
1... 3-20 2.27-31!

White uses **the catapult** to take care the black king can't go to a wild square, for example 20-24 is met by 37-46! W+.

2... 20-15 3.48-43 15-4 4.43-27 4-15 5.27-4
Chasing the black king!

5... 15-47 6.4-15 47-36 7.15-4 36x27 8.4x31
W+

2.37x26 3-25 3.27-9 25x3 4.48-25 W+



T. Goedemoed

1.16-11! 45-12

If black plays 1... 35-40 he is locked at the trictrac: 2.48-39 40-44 3.39x50 45-23 4.11-7!
23x1 5.50-45 W+

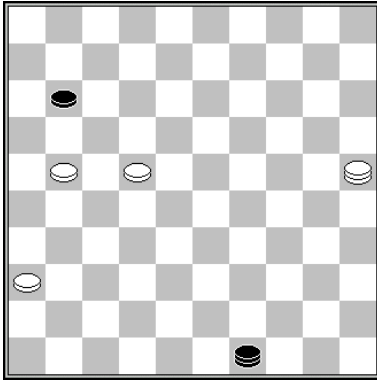
If black moves his king on <45>, white will sac and attack, after which he will always catch the black king.

2.48-34! 12x40 3.6-1

3... 40-49 4.11-44 49x40 5.1x45 W+

3... 40-45 4.11-50 35-40 5.50-1 W+

The endgame

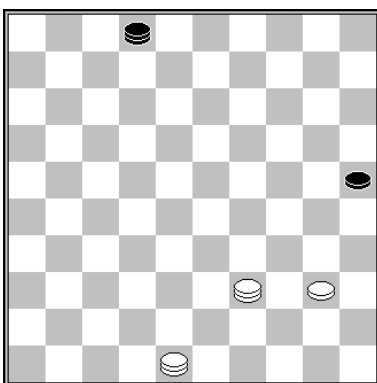


R. Rentmeester – S. Rijgersberg

1.21-17! 49-44

1...49-35 2.17x6 35-13 3.22-17 13-8 4.25-3
8x26 5.6-1 W+

2.17x6 44x17 3.25-3 17-26 4.6-1 26-37 5.36-31 ♣ 6.1-12 W+



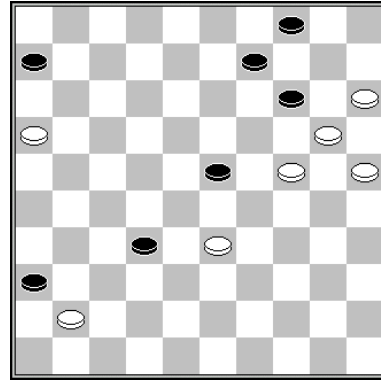
Johan van Dijk

It looks like a draw, but white is still able to win, using some nice tricks.

1.40-35! 2-16

If black goes to a wild square, white plays 35-30 W+, for example 1... 2-19 2.35-30 25x43 3.48x13 W+

2.48-43 16x49 3.39-44 49x40 4.35x44 W+

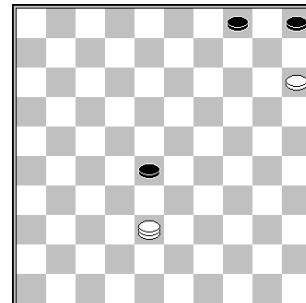


F. Hermelink

This brilliant composition shows many cool ideas.

1.15-10! 4x15

1... 14x5 2.20-15 36x47 3.16-11 47x20 4.25x3
6x17 5.3x38 23-28



6.38-20 28-32 7.20-42 4-9

7... 5-10 8.42-20 10-14 9.20x9 4x13 10.15-10
13-18 11.10-4 18-23 12.4-15 23-28 13.15-42
W+

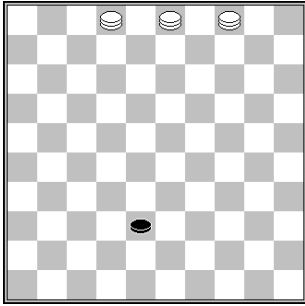
8.42-26 9-13 9.26-48 32-38 10.48-25 13-19
11.25-3 5-10 12.15x4 38-43 13.4-13 19x8
14.3x49 W+

2.33-28 36x47 3.28x10 15x4 4.20-15 47x20
5.25x3 6-11* 6.16x7 32-38

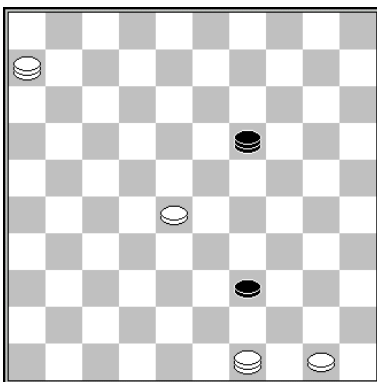
6... 32-37 7.7-2 4-10 8.15x4 37-41 9.3-14 41-47
10.14-41 ♣ 11.2-13 W+

7.7-2 4-10 8.15x4

The endgame



- 8... 38-43 9.2-16 43-48 10.4-31 ✂ 11.16-21 W+
- 8... 38-42 9.4-15 42-48 10.2-30 ✂ 11.15-20 W+

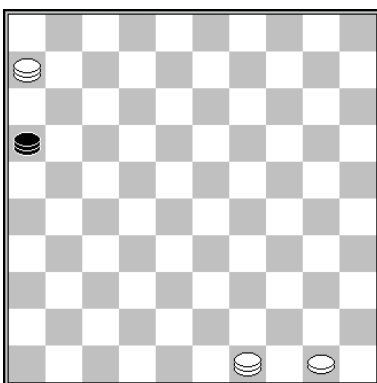


P. Steijlen – F. Andriessen

1.28-22 19-13 2.22-17 13-8 3.17-11 8-2 4.49-16

Playing 4.50-45 2x16 5.6x44!, wins according to the same system.

4... 39-43 5.16x49 2x16



Piece <50> will advance to <29>! Black is caught in the 2/16/49/35 quadrant. White also controls the tritrac-zone. This system was already shown by **Manoury in 1878**.

6.50-45! 16-2 7.6-39

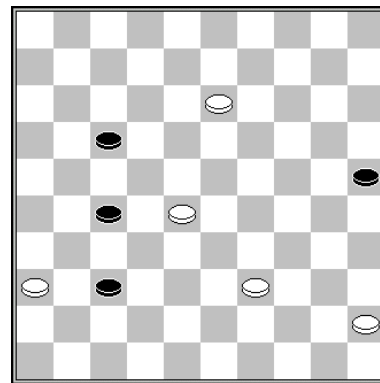
Threatening 39-30 ✂ 45-40 +

7... 2-16 8.45-40 16-7 9.39-34 7-11 10.34-1!

Threatening to play 49-44 & 1-6 W+

10... 11-2 11.40-34 2-16 12.34-29 16-2 13.49-35

Forcing the scissors 1-7 ✂ 29-24 W+



A. Georgiev – A. Atse

1.13-9!

1.13-8 27-31! 2.36x27 37-42 3.8-3 42-48 4.3x26 48x34 5.26-8 34-7 6.8-2 7-34 7.27-21 34-39 8.28-23 39-34 9.23-19 25-30 =

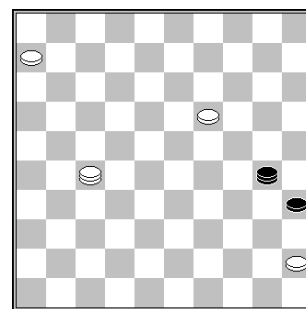
1... 27-31

1... 37-42 2.9-3 wins easily, for example: 1... 17-22 3.28x17 42-47 4.3-9 27-32 5.9-14 32-38 6.14-37 W+.

2.36x27 37-42 3.9-4! 25-30

3... 42-47 4.4-15 W+

3... 42-48 4.27-22 48x34 5.22x11 25-30 6.11-6 30-35 7.4-27 34-39 8.28-23 39-34 9.23-19 34-30



Now white switched to a 2K + 1 versus K + 1 endgame. After a couple of moves black is

The endgame

forced to sac his piece and white wins according to the system we showed before.

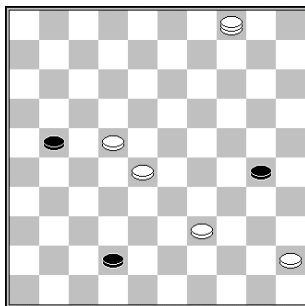
10.27-49!! 30x2 11.6-1 2-16 12.1-6 16-7 13.6-39 7-2 14.39-50 35-40 15.49x35 2-7 16.50-39 7-2 17.35-49 2-16 18.45-40 16-7 19.39-34 7-11 20.34-1 11-2 21.40-34 2-16 22.34-29 16-2 23.49-35 2-16 24.1-7 16x2 25.29-24 2x30 26.35x24 W+

4.27-22 17-21

4... 42-48 5.22x11 48x34 6.11-6 34-39 7.4-27 30-35 8.32-49 and white will become dominant.

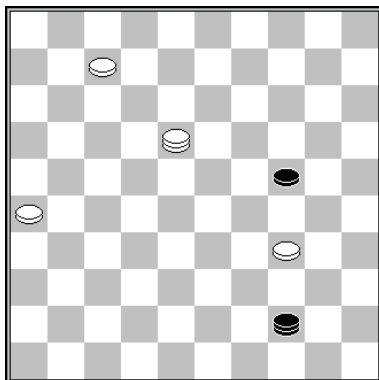


Georgiev – Atse



White forces a shot, catching black's king.

5.4-15! 42-48 6.15-4! 48x34 7.22-17 21x12 8.28-23 34x18 9.4x22 W+



A. Shaibakov – W. Sipma

1.26-21!

The game was 1.18-4 44-49 2.7-1 49-43 =

1... 44-28

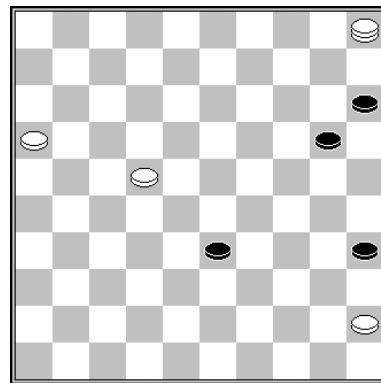
1... 44-49 2.18-27 49-44 3.7-1 44-28 4.27-13 28-32 5.13x35 32x16 6.35-49 16-11 7.49-44 11x50 8.1-6 W+

2.7-2 28-32 3.2x35 32x16 4.36-49 6-11 5.18-1

Threatening to play 49-44 & 1-6 W+

11-16 6.34-29 16-2 7.49-35

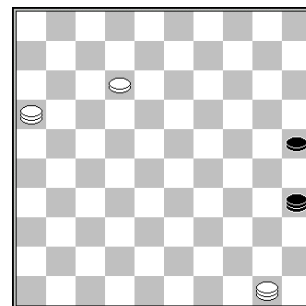
The scissors are used at the next move.



T. Goedemoed – M. Grzesiak

After a forced line black seems to escape in a 2K+1 versus K+1 endgame, but the black king is caught in a web like in a **Blankenaar** composition.

1.5-32 33-39 2.16-11 39-44 3.11-6 44-49 4.32-16 20-24 5.6-1 24-30 6.1-6 15-20 7.22-18 20-25 8.18-12 35-40 9.45x34 30x39 10.6x50 49-35



11.50-45!

Threatening to play 12-8 ♣ 45-7 W+.

11... 35-44

The endgame

11... 25-30 12.12-7 30-34 13.45x12 35-44
14.12-45 44-35 15.7-2 35-44 16.45-40 44x35
17.16-49 W+

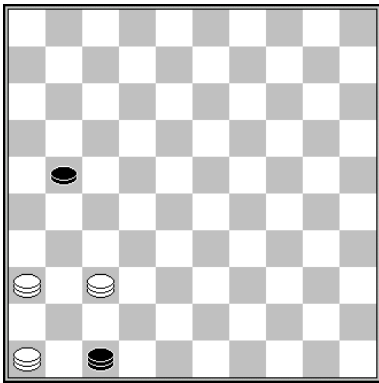
11. 12-7!

Threatening 16-11 & 45-50 +

11... 25-30

11... 44-35 12.7-2 35-44 13.45-40 (there are
more ways to win) 44x35 14.16-49 25-30 15.2-
7 W+

12.7-1 44-49 13.45-40! 49x35 14.16-49 W+



L. Springer

This is a brilliant endgame, inspired by the **Bobrov** theme. The black king is being chased over the board, until at last, it is caught in a web.

1.46-41! 47-15

1... 21-27 2.36x4 47x36 3.37-31 W+

1... 21-26 2.37-32! :

- 2... 47-29 3.32-21 26x17 4.36-22 17x28 5.41x34 W+
- 2... 47-33 (or other 'wild' moves) 3.32-21 26x17 4.41-28 33x22 5.36x18 W+
- 2... 47-15 3.41-47 etc W+

2.37-14 15-47

2... 15-42 3.36-27 21x32 4.14x48 W+

2... 21-27 3.36x4 15-33 4.14-20 33x15 5.41-47 W+

3.14-19 47-20

3... 21-26 4.36-4 47x36 5.19-13 36x9 6.4x13 W+

3... 47-15 4.41-47 W+

4.19-30 21-26

4... 20-42 5.36-31 42x26 6.30-48 W+

4... 20-25 5.41-32 25x27 6.36x22 W+

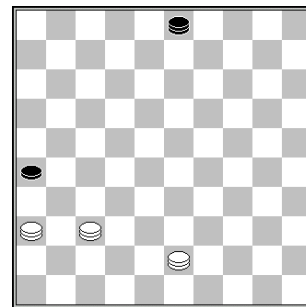
4... 20-15 5.41-10 15x4 6.30-13 W+

4...20-3 5.30-8 3x17 6.36-27 21x32 7.41x6 W+

5.30-43 20-3

5... 20-24 6.43-21 26x17 7.36-22 17x28
8.41x30 W+

6.41-37



6... 3-17

6... 3-12 7.43-21 26x17 8.36-22 17x28 9.37x7 W+

6...26-31 7.37x26 03-14 8.39-9 14x3 9.43-25 W+

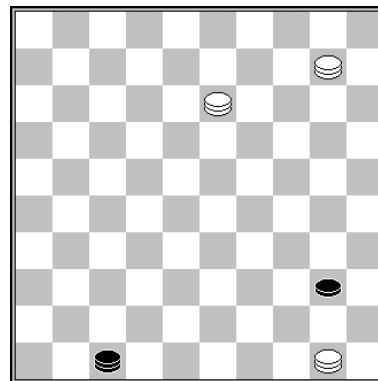
7.37-46 17-6

7... 17-3 8.43-25 W+

7... 17-50 8.43-21 26x17 9.46-28 50x22
10.36x18 W+

8.43-32

The black king will be caught at the next move.



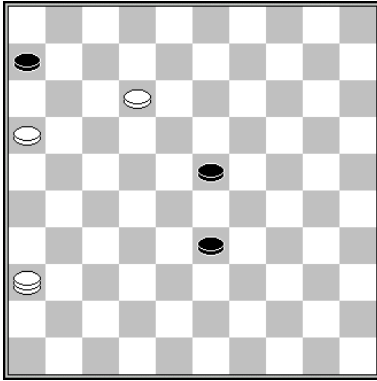
H. Spanjer

The endgame

1.50-45! 40-44

1... 47-36 2.45x18 36-47 3.10-41 ☒ 4.13-4
W+
2.45-40 44x35 3.10-15

With a famous position from **C. Blankenaar**.



T. Goedemoed

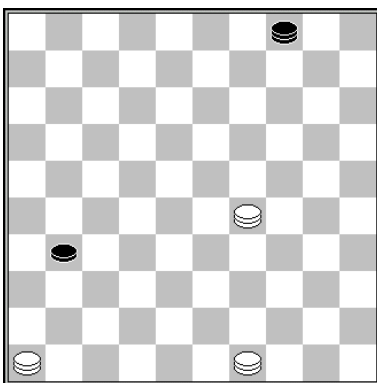
1.36-27 33-39 2.27-49 23-28 3.12-7 6-11

3... 28-32 4.49x21! 39-44 5.21-17

Also winning is 5.7-1 6-11 6.16x7 44-49 7.21-16 49-44 8.16-49 W+

5... 44-49 6.16-11 49-35 7.7-2 35-49 8.2-35
W+

**4.7-1 28-32 5.49x27! 39-44 6.16x7 44-49
7.27-16 49-35 8.7-2 35-44 9.1-40 44x35
10.16-49 W+**



C. Blankenaar

1.29-47!

Black can't put his king at the 4/36 diagonal, because of 46-37 W+.

1... 31-36 2.46-41

Now black can't play at the 4/36 diagonal because of 47-42 W+.

2... 4-15 3.49-32

White can also play 41-37 first.

3... 15-4

3... 15-42 4.47x15 36x47 5.32-38 W+

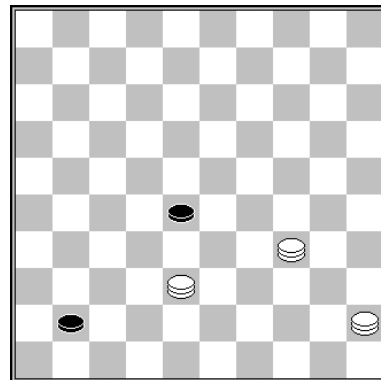
4.41-37 4-15

4... 36-41 5.47x36 4-15 6.32-27 etc. like the main line.

5.32-27 36-41* 6.47x36 15-47

Black can't go to a wild square: 6... 15-24 7.37-19 24x31 8.36x27 W+

7.27-4 47-29 8.37-42 29x47 9.4-15 W+



C. Blankenaar

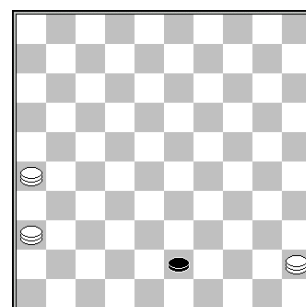
1.38-15 28-32

1... 41-46 2.15-10! 28-33 3.10-28 46x40
4.45x38 W+

2.15-47 41-46 3.47-36 46-37

3... 32-37 4.36-41 W+

4.34-48 32-38 5.48x26 38-43



The endgame

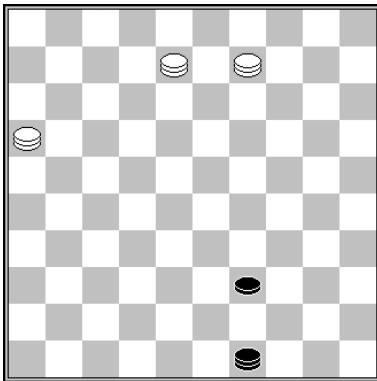
6.36-27! 43-49

6... 43-48 7.45-23 48-30 8.27-43 30x48 9.23-37 48x31 10.26x37 W+

27-16 49-44 8.26-12 44-49

8... 44-28 9.16-11 28x6 10.45-50 W+

9.12-17 W+



F.C. Hemmes

Black is close to getting a second king, but white outsmarts him anyway.

1.8-12! 49-35

Other possibilities are:

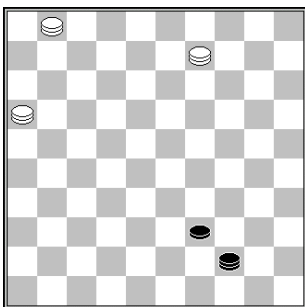
1... 39-44 2.12-40 44x35 3.9-27 49x21 4.16x49 W+

1... 39-43 2.9-25!:

Now at 2... 43-48 white catches both kings: 3.12-34 48x30 4.25x43 49x38 5.16x43 W+

If black plays 2... 49-35 white takes with king <16> and wins by using the scissors: 3.16x49! 35-19 4.25-30 ✂ 5.12-40 W+

1... 49-44 2.12-1!



If black played 2... 44-35, white will have a charming win, like in the main line.

2... 44-50 is met by 3.9-18 50-44 4.18-23

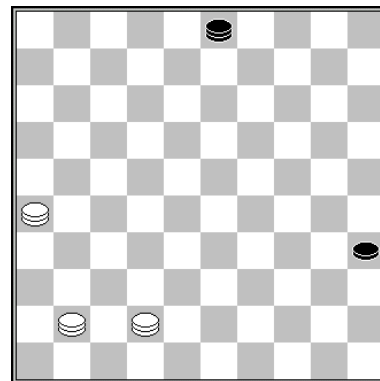
4.18-27 gives a more complicated win. We show the fastest way.

4... 44-50 5.23-45 50-44 6.45-50 44-35 7.50x17!

Threatening with the scissors 17-8 ✂ 1-7 W+

7... 35-49 8.1-7 and it is game over.

2.12-34! 39x30 3.9-13! W+

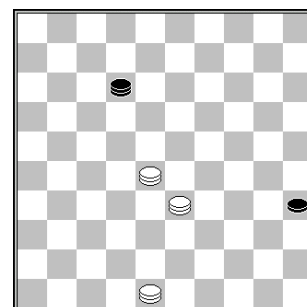


C. Blankenaar

1.42-33 3-25 2.26-48 25-3 3.41-28

Threatening with the scissors 33-20 ✂ 28-39

First we will study what happens after 3... 3-12, before we show the main line. Although this is not the main line, this way of catching the king in a tactical web is the core of the composition.



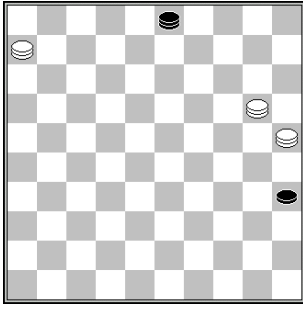
4.28-6! 12-26 5.48-25

Threatening with **the scissors!** 33-42 ✂ 6-39 5... 26-3

5... 26-12 is met by 6.25-34! 12x40 7.6-1 catching the black king.

6.33-20

The endgame



6... 3-21

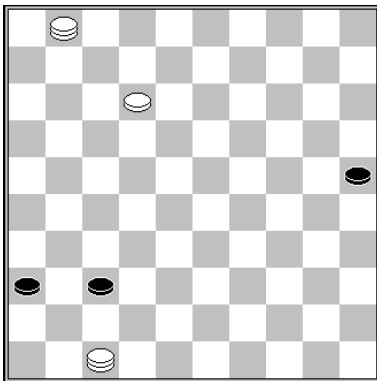
6... 3-12 7.6-1 12-26 8.1-12 W+

7.20-15! 21-3

7... 21-26 is punished by the scissors: 8.15-42
 ✂ 9.6-39

8.6-28! The black king will be caught at the next move.

3... 3-21 4.33-15 21-49 5.28-44! 49x40 6.48-30
 35x24 7.15x45 W+



T. Goedemoed

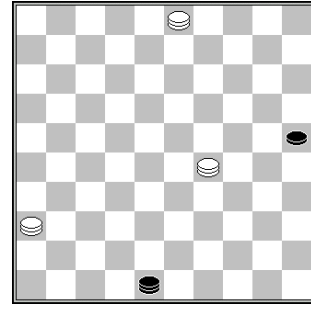
Composed at Dutch Kingsday 2015

1.12-8 36-41

If black plays 1... 37-42, 2.47x20 25x14 3.1-23 is the easiest win for white.

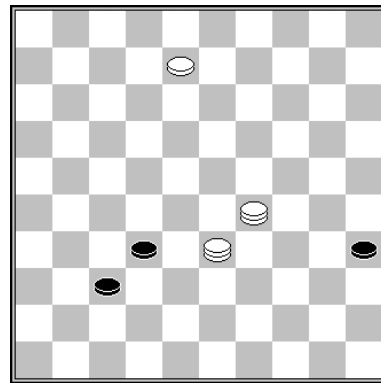
Going to the main line with 1... 37-41 makes no sense, because white plays 1-23-5 +.

2.47x36 37-42 3.1-29! 42-48 4.8-3!



A nice motive: White is threatening with the scissors 36-31 ✂ 29-12 W+.

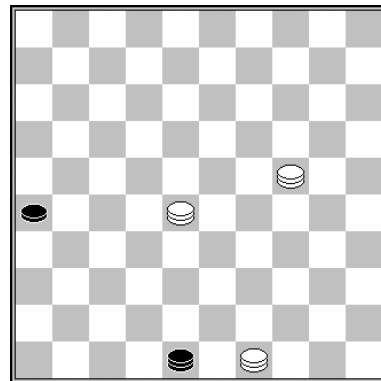
If the black king goes to <43, 39 or 30>, a shot with 29-20 + will follow.



T. Goedemoed

After black is forced to give his two pieces, white uses the scissors to ambush black.

1.33-47 35-40 2.29x45 32-38 3.47x15 37-41
 4.45-23! 41-47 5.8-2 47-36 6.23-41 ✂
 7.2-24 W+



T. Goedemoed

Black is caught in the 3 / 25 / 48 / 26 quadrant (the diamond).

1.28-6!

The endgame

The black king can't go to wild squares now, because of 49-21 +.

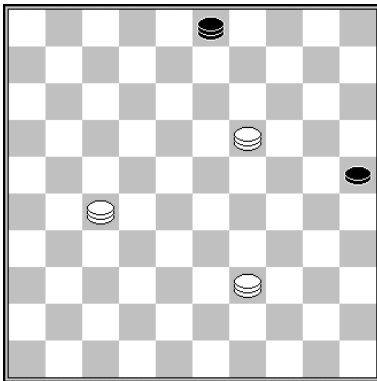
1... 48-25

1... 26-31 2.24-42! 48x37 3.49-27 31x22
4.6x41 W+

2.24-20! 25x9

2... 25x3 3.6-17 3x21 4.49x16 W+

3.49-21 26x17 4.6x4 W+



T. Goedemoed
The diamond

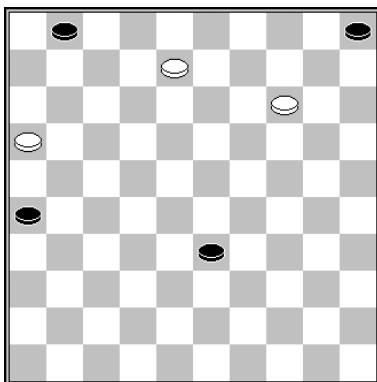
The king is caught in the 3/25/48/26 quadrant, the diamond.

1.39-48! 25-30

1... 3-20 is met by 2.19-30 25x34 3.48x14 W+

1... 3-12 is met by 2.27-21 ✂ 3.19-37 26x42
4.48x37 W+

2.48x25 3-12 3.19-8 12x3 4.27-9



J. Viergever

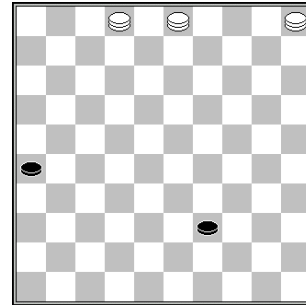
1.8-3

Threatening to play 14-10 W+, so black must sac.

1... 5-10 2.14x5 33-39 3.16-11

The threat of 11-7 forces black to give another piece, with white getting three kings.

3... 1-7 4.11x2



If black played 4... 39-43, white will catch the king by playing 5.2-16! 43-48 6.5-37! 48x31 7.16-21 26x17 8.3x37 W+

4... 39-44 5.3-17 44-50

5... 44-49 6.2-16:

6... 49-35 7.17-44 35x49 8.5-32 W+

6... 26-31 27-39 etc W+

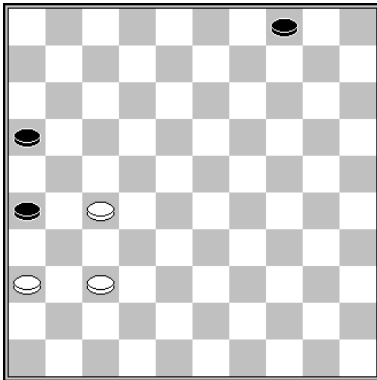
6.2-11 50-45 7.11-6

Threatening to lock the king at the trictrac playing 6-1, while black can't go to wild squares (except square 7) because of 17-21 W+.

7... 45-7 8.5-23! 7x45 9.6-1 W+



Ambushing



A. Molimard

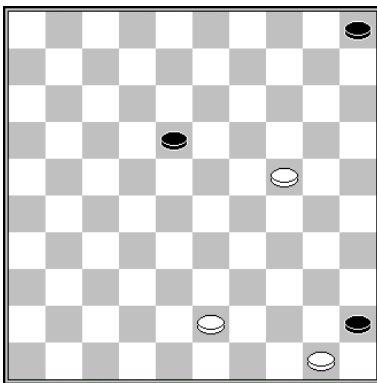
1.36-31! 4-9 2.27-22 9-13 3.31-27 13-19 4.22-18 19-24 5.18-13 24-29 6.13-9 29-33 7.9-4 26-31

7...33-39 8.37-31 26x37 9.27-21 16x27 10.4x34 W+

8.37x26 16-21

8...33-39 9.26-21 39-44 10.27-22 16x18 11.4x50 W+

9.27x16 33-38 10.4-10 38-43 11.10-32 W+



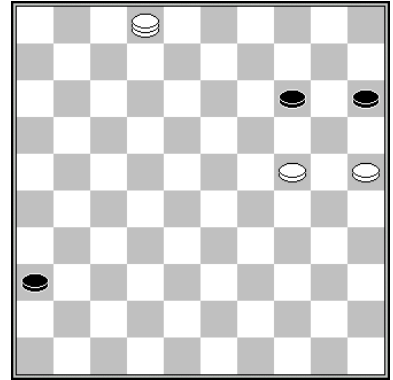
C. Blankenaar

Black will get a king for sure, but white builds a catching construction.

1.43-38 18-23 2.24-20 23-29 3.20-15! 29-34 4.38-33 34-40 5.33-29 40-44 6.50x39

Going to king with 45-50 results in opposition after 6.29-24 50x20 7.15x24, although white would also win by going to king.

6... 5-10 7.15x4 45-50 8.4-15 W+

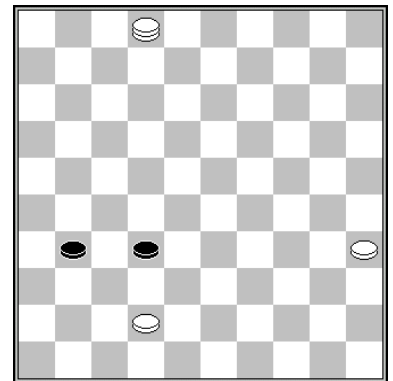


A. Shoshin

1.25-20! 14x25 2.2-19 25-30

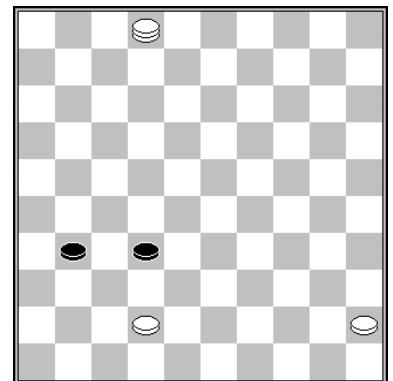
2... 15-20 3.24x15 25-30 4.19x35 36-41 5.35-19 W+

3.24x35 15-20 4.19-10! 20-24 5.10-15 24-30 6.35x24 36-41 7.15-10 W+



R.C. Keller

1.2-19 31-37 2.42x31 32-38 3.31-26 38-43 4.19-28 W+



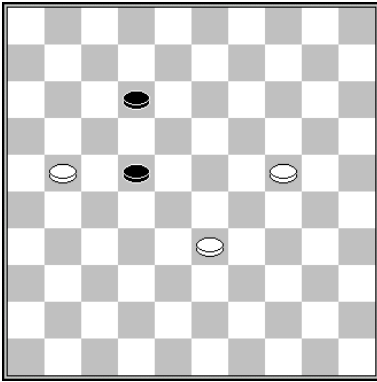
R.C. Keller

1.2-30!

The endgame

Now 1... 32-37 is met by 2.30-48 37-41 3.42-37 +.

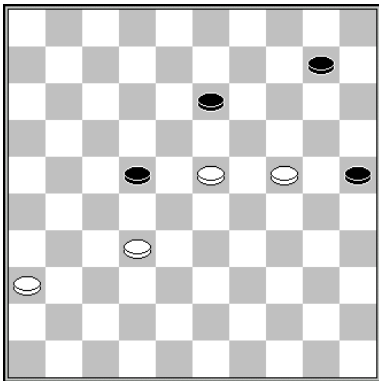
1... 32-38 2.42x33 31-37 3.30-34 37-41 4.34-23 41-47 5.23-34 47x40 6.45x34 W+



1.24-19 12-17

1... 12-18 2.19-14 18-23 3.21-17 22x11 4.14-10 W+

2.21x12 22-27 3.12-8 27-31 4.8-3 31-37 5.3-26 37-41 6.26-3 W+



A. Shaibakov – Joppe Lemmen

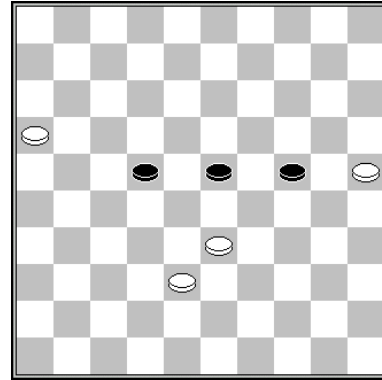
1.23-19! 22-28(!) 2.32x23 25-30 3.24x35 13x24 4.36-31 10-14 5.31-26! 14-19 6.23x14 24-29 7.14-10 29-33 8.10-4!

The played move 8.10-5 resulted in a draw.

White should take care to be on the right spot at the right time!

Sometimes it is necessary to lose a temp.

8... 33-38 9.4-10 38-43 10.10-28 W+

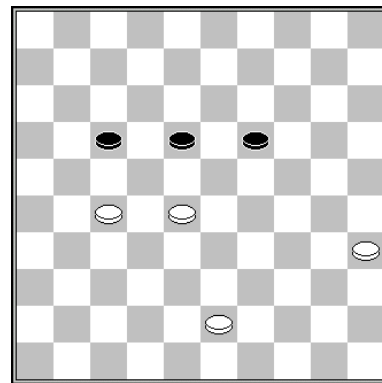


Bunzo – DIOS (engines)

1.16-11 23-28 2.11-7 28x39 3.7-2 24-29 4.2-11 22-27 5.11x50!

Now 29-34 can be met by 50-45 34-39 45-50 W+.

5... 27-31 6.50-39 31-36 7.25-20 36-41 8.39-28 29-33 9.38x29 41-47 10.29-24 W+



W. Vrijland – T. van den Broek

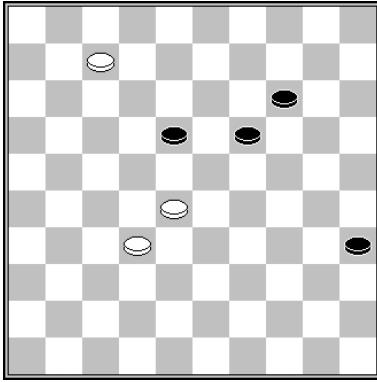
White showed the same winning line in a E. Zeynalov – M. Swiszczy game.

1.35-30 18-23 2.30-24 23x21 3.24x13 21-27 4.13-9 27-31 5.9-4 31-37 6.43-38 37-41 7.4-10 W+



Alexei Chizhov

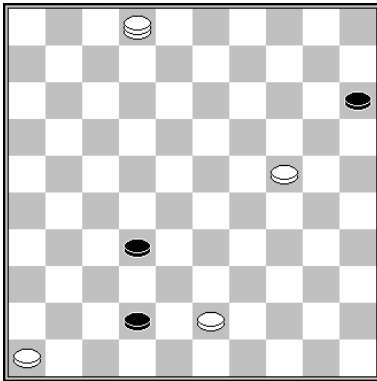
The endgame



A. Chizhov – R. Boomstra
Rapid game

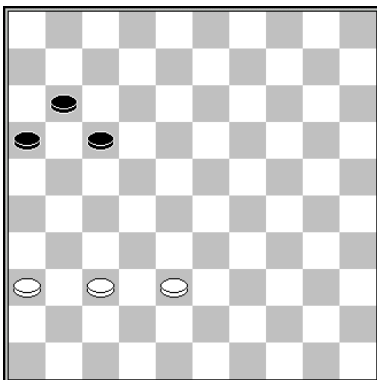
Position after 1... 30-35?

2.7-1 19-24 3.1x9 35-40 4.9-22 40-44 5.22-11
W+



W. Winter – L. van der Graag

1.43-38! 42x33* 2.2-11 33-38 3.11-16 32-37
4.16x43 15-20 5.24x15 37-42 6.43-48 42-47
7.48-30 W+



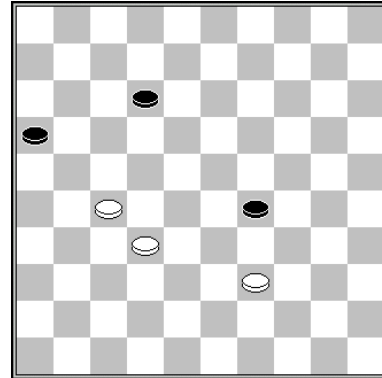
J. Bastiaannet

1.38-32! 17-22

1... 16-21 2.32-28 21-26 3.36-31 17-21 4.28-23
11-17 5.23-18 W+

1... 17-21 2.36-31 21-26 3.31-27 11-17 4.32-28
W+

2.37-31 11-17 3.31-26 16-21 4.36-31 21-27
5.32x12 22-28 6.12-8 28-33 7.8-2 33-39 8.2-11
39-43 9.26-21 W+



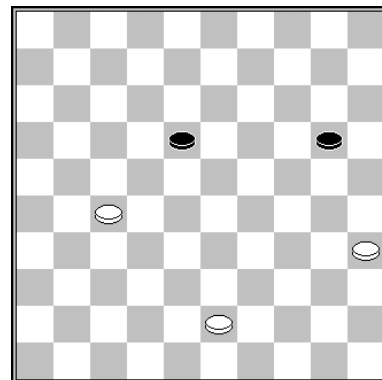
F. Zegelink – L. Steijntjes

1.27-22!

Black can't change because of double opposition.

1... 16-21 2.22-17 21-26 3.17x8 29-33*
4.39x28 26-31 5.8-3 31-36 6.3-20! 36-41
7.20-47 41-46 8.47-41 46x37 9.32x41 W+

Or also 8.47-36 W+



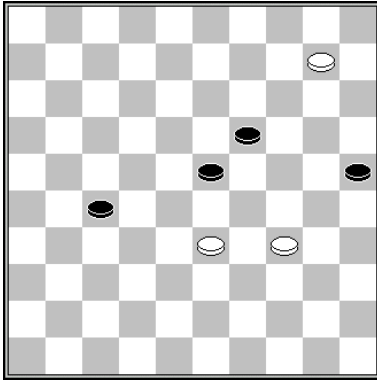
Tian Chengcheng – Xiong Zhiyong

1.35-30 18-23 2.27-22 23-29 3.22-18 20-24
4.30x19 29-34 5.19-14 34-40 6.43-39

Also good is 6.14-10 40-44 7.10-4 W+

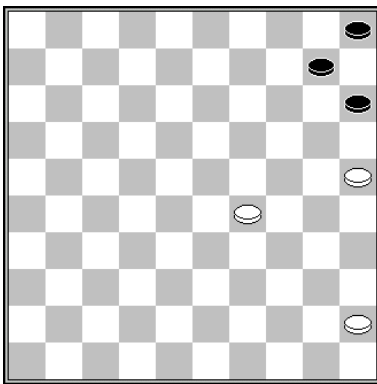
6... 40-45 7.14-10 W+

The endgame



M. Polunov – C. Heilig

1.10-5 27-32 2.33-28 25-30 3.34x25 19-24
4.28x30 32-38 5.5-28! 38-42 6.25-20 W+

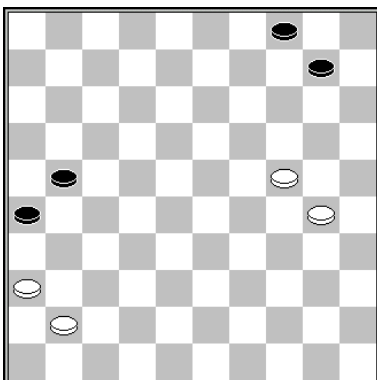


Niels Duif

1.29-24 10-14 2.45-40 15-20 3.24x15 14-19
4.25-20 19-23 5.20-14 23-28 6.14-9 28-32 7.9-3
32-37 8.3-14

8.40-34 is also good.

8... 37-42 9.40-34 42-37 10.34-30 W+



W. Sipma

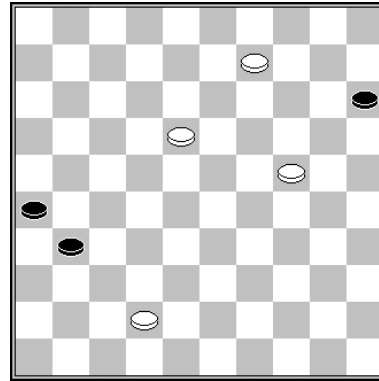
1.24-19 10-14

After 1... 4-9 2.30-25 21-27 3.25-20 27-32
4.41-37 32x41 5.36x47 black also lose. He has
to play 10-15 some time and then white wins
easily after 6.19-14 +.

2.19x10 4x15 3.30-24 21-27 4.24-19 15-20
5.19-13 20-24 6.13-8 24-29 7.8-2 29-34 8.2-16
27-31 9.36x27 34-39 10.41-36!

Now 39-43 is punished by 27-21! W+.

10... 39-44 11.16-11 W+



R. Wijkema (study)

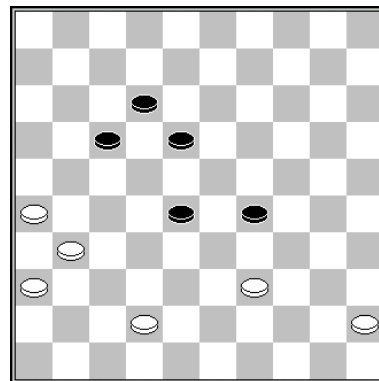
1.9-3! 31-37

1... 15-20 2.24x15 31-37 3.42x31 26x37 4.3-20
37-41 5.15-10 and white wins in the 4 / 15 / 47
/ 36 quadrant.

2.42x31 26x37 3.3-25! 37-41

3... 37-42 4.25-48 W+

4.25-14 W+



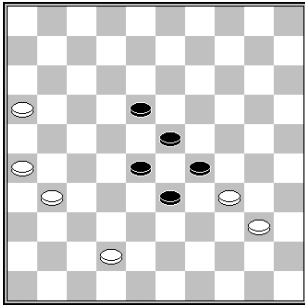
R. Wijkema – H. van Dijk
(analysis)

1.31-27! 18-23 2.45-40 12-18 3.39-34 28-33

3... 29-33 4.36-31 17-22 5.42-37 W+

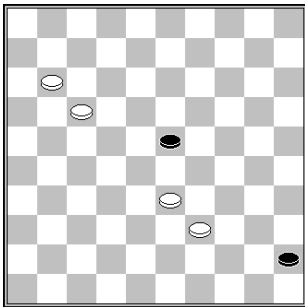
The endgame

4.27-21 17-22 5.21-16 22-28 6.36-31



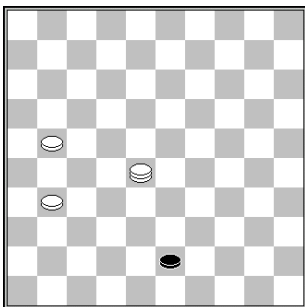
6... 33-39

6... 28-32 7.31-27 32x21 8.26x17 33-39
9.34x43 29-34 10.40x29 23x34 11.42-38 34-40
12.43-39 40-45 13.16-11 18-23 14.38-33!



This is a special ambush on the tricrac, resembling the cord of a **rope dancer** ...

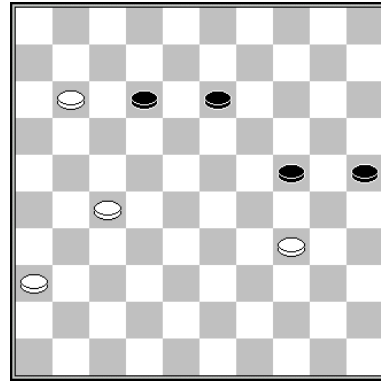
7.34x43 29-34 8.40x29 23x34 9.16-11 28-33
10.11-7 33-39 11.7-1 39x37 12.1x41 34-39
13.41-28! 39-43 14.26-21! W+



This is a famous ambush one should remember well!

- 43-48 28-17-3 W+

- 43-49 21-16 (or 31-27) and the scissors decide at the next move.



H. Schut

1.11-6 12-18

1... 13-19 2.34-29 24x33 3.6-1 12-17 4.1-6 17-21
5.6x39 21x32 6.39-43 32-37 7.43-48 25-30
8.48x26 30-34 9.26-17 etc. W+

2.34-29 24x33 3.6-1 18-22 4.27x9 33-38

4... 33-39 5.1-34 39x30 6.9-3 30-34 7.3-17 W+

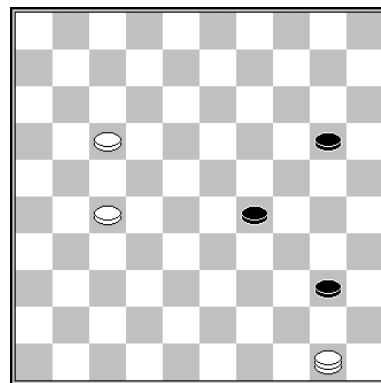
5.1-34 38-42

5... 25-30 6.34x25 38-42 7.25-48 42-47 8.9-4
47-29 9.48-42 29x47 10.4-15 W+

6.34-29! 42-48

6... 42-47 7.29-15 25-30 8.9-4 30-34 9.4-13
W+

7.9-3! W+



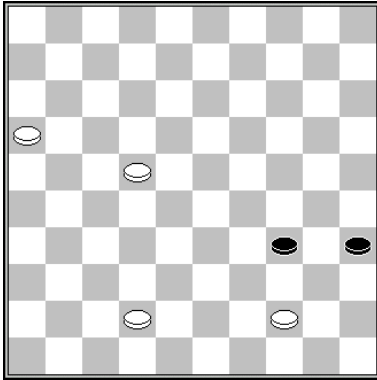
V. Doumesh – V. Motrichko

1.17-11!

After white played 1.17-12?, the game ended in a draw.

The endgame

1... 29-34 2.27-21 34-39 3.50x15 40-44 4.15-29 W+



J. Bastiaannet – A. van Tilborg

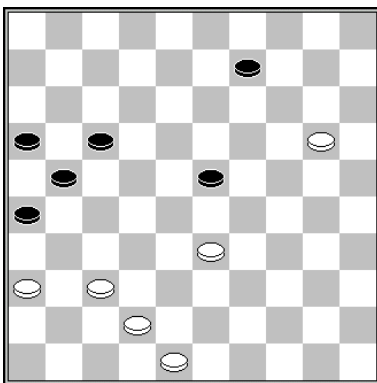
1.42-37!

1.42-38 34-39!! 2.44x33 35-40 is still a draw!
3.22-18 40-44 4.38-32 44-50 5.32-28 50-44
6.18-12 44-35 7.33-29 35-40 8.28-23 40-49
9.29-24 49-40 10.23-18 40-35 11.24-20
35-49! 12.18-13 49-27 13.13-8 27-38
14.20-15 38-29 =

1... 34-40

1... 34-39 2.44x33 35-40 3.16-11 40-44 4.11-6
44-49 5.6-1 W+

2.44-39 40-45 3.37-32 45-50 4.32-28 50x33
5.28x39 35-40 6.16-11 40-45 7.22-17 45-50
8.11-6 50x11 9.6x17 W+

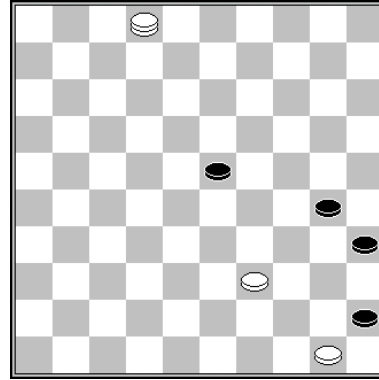


P. Bergsma – W. Nuveld

1.37-32! 17-22 2.33-28 22x33 3.32-27 21x32
4.42-38 33x42 5.48x19 16-21 6.20-15 21-27
7.15-10 27-32

7... 9-13 8.19x8 27-32 9.10-5 32-38 10.5-32
38x27 11.8-3 27-32 12.3-20 32-37 13.20-14
37-42 14.14-37 42x31 15.36x27 W+

8.10-4 9-14 9.19x10 32-38 10.10-5 38-43 11.5-32 43-49 12.4-27 W+



W. Ludwig – I. de Jong

1.2-11 23-29

1... 35-40 2.11-33 30-34 3.39x30 40-44
4.50x39 23-29 5.33x15 44-50 6.30-24 W+

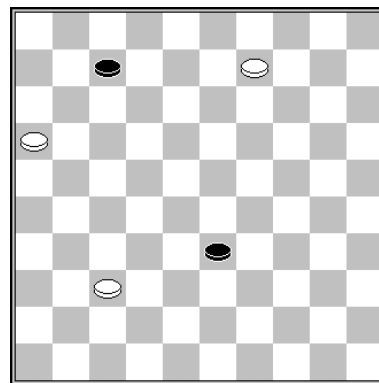
1... 30-34 2.39x30 35x24 3.11-2 24-29 4.2-7
W+

1... 35-40 2.11-33 30-35 3.33-15 W+

2.11-22! 29-33

2... 29-34 3.22-27 34x43 4.27x49 30-34 5.49-44
W+

3.39x28 30-34 4.28-23 34-40 5.22-4! 40-44
6.50x39 35-40 7.23-18 45-50 8.39-33 50x13
9.4x45 W+

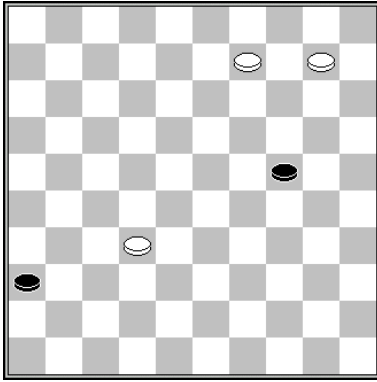


1.9-3

Black has to sac a piece, for 1... 33-39 loses
due to 2.3-17 39-43 3.17-21 W+

1... 7-11 2.16x7 33-39 3.7-1 39-43 4.1-12 W+

The endgame



S. Korteling

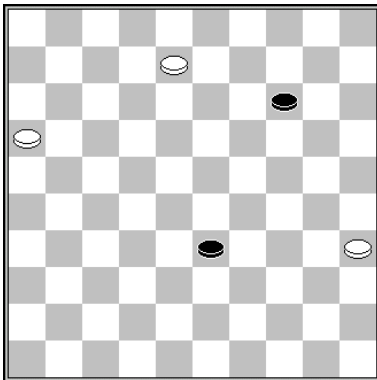
1.9-4 24-29

- 1... 36-41 2.10-5 41-47 3.32-27! 47-38 4.5-32 W+
- 1... 24-30 2.32-27 30-34 3.4-22 36-41 4.10-5 41-47 5.5-41 47x36 6.22-4 36x22 7.4x27 34-40 8.27-22 40-45 9.22-50 W+

2.32-28! 29-34

2... 29-33 3.28x39 36-41 4.10-5 41-47 5.4-15 47-36 5-41 ♯ 39-33 W+

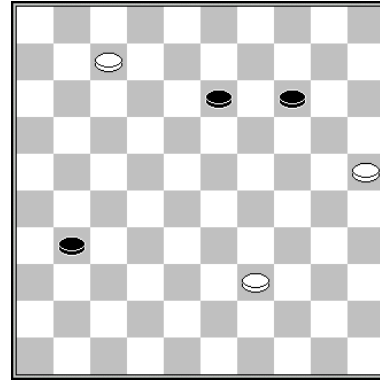
3.4-31!! 36x27 4.28-22 27x18 5.10-4 W+



P. Meurs – L. van der Galiën

White could have won by ambushing black.

1.8-3! 14-19 2.3-21 33-39 3.21-49 19-23 4.16-11 23-28 5.11-6 28-32 6.49x27 39-44 7.27-22 W+



D. van Gortel – K. Osté

1.7-2! 14-19

1... 13-18 2.2-7 18-22 3.7-11 22-27 4.11-16 27-32 5.16x38 31-37 6.38-47 14-19 7.25-20 19-23 8.20-15 W+

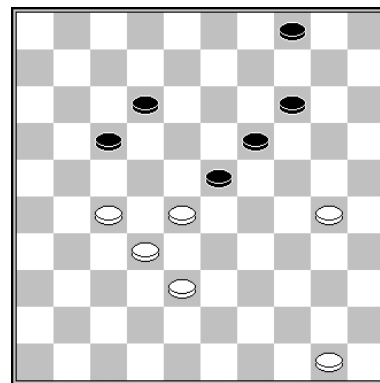
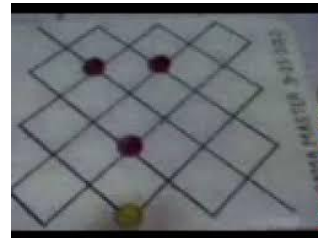
2.25-20 19-24

2... 13-18 3.2x24 31-37 4.24-47 18-23 5.20-15 W+

3.2x35

White can also chose another ambush: 3.2x30 37-42 4.39-34! W+

3... 31-37 4.20-15 37-42 5.35-30 W+



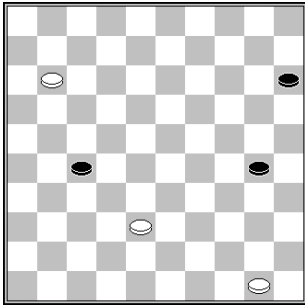
A. Kuyken

1.27-22 17-21 2.30-24 19x30 3.28x10 4x15 4.22-17 12-18 5.17x26 18-22 6.26-21!

The endgame

White doesn't stop black's piece that is breaking through to king.

**6... 22-27 7.21-16 27-31 8.32-27 31x22
9.16-11 22-27**



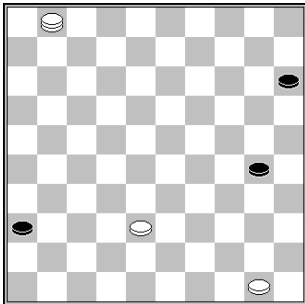
10.11-7!

Going to <6> yields only a draw after 30-34!

Now 10... 30-34 11.50-44 27-31 is met by
12.7-2 31-36
12... 15-20 13.2-19 20-25 14.44-39! 34x32
15.19x26 W+

13.2-19 15-20 and now only changing piece
<34> is winning, so white should play 14.19-
32! (threatening 44-39x49 W+) 14... 34-39
15.44x33 20-24 16. 32-23! 24-30 17. 33-29!
30-35 18. 29-24! 35-40 19. 23x45 36-41 20.
45-23! W+.

10... 27-31 11.7-1 31-36

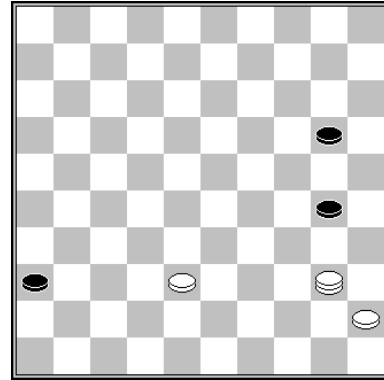


12.50-45!!

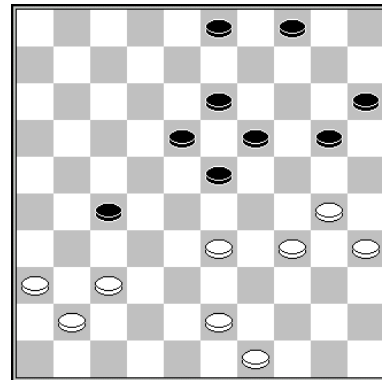
12... 30-35 13.1-23 is an easy win for white, for
example: 15-20 14.23-46 20-24 15.38-33 24-
30 16.46-32 W+

- 12... 36-41 13.1-23 41-47 14.23-34
47x40 15.45x25 W+
- 12... 30-34 13.1x40 36-41 14.40-23
41-47 15.23-34 results in opposition.

12... 15-20 13.1-40!



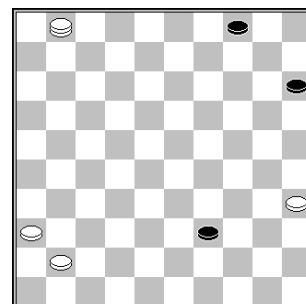
- 13... 36-41 14.40-23 41-47 15.23-34!
47x40 16.45x14 W+
- 13... 20-24 14.40-23:
 - 14... 24-29 15.23x25 36-41
16.25-34 W+
 - 14... 30-34 15.23x40 36-41
16.40-23 41-47 17.23-34
47x40 18.45x34 W+
- 13... 30-34 14.40x15 36-41 15.15-10
W+



A. Baliakin – B. Derkx

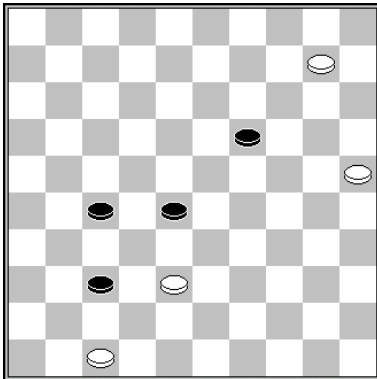
After a long forcing, black is ambushed.

**1.33-28! 23x32 2.37x28 20-25 3.28-22 27-32
4.22-17 19-24 5.30x8 3x21 6.34-30! 25x34
7.43-39 34x43 8.49x16 18-23 9.16-11 23-28
10.11-7 28-33 11.7-1 33-39**



The endgame

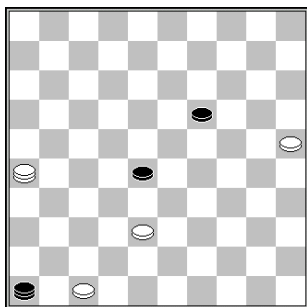
12.1-34! 39x30 13.35x24 4-9 14.41-37 9-14
15.36-31! 14-20 16.24-19 20-25 17.19-13 25-
30 18.13-8 30-34 19.8-2 34-39 20.2-11 39-43
21.11-16 W+



T. Sijbrands
Analysis blindfold game

1.10-4 27-31

1... 37-41 2.4x31 41-46 3.31-26



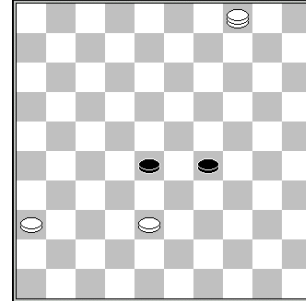
1. 3... 19-23 4.26-12 46-37 5.12x34 37-
42 6.34-43! 42x29 7.43-38 29x42
8.47x38 W+

2. 3... 19-24 4.26-12:

- 4... 46-37 5.47-42! 37x48 6.12-34
48x30 7.25x34 W+

- 4... 24-30 5.25x34 46-37 6.12-26 37-
48 7.38-33! 28x30 8.47-42 48x37
9.26x25 W+

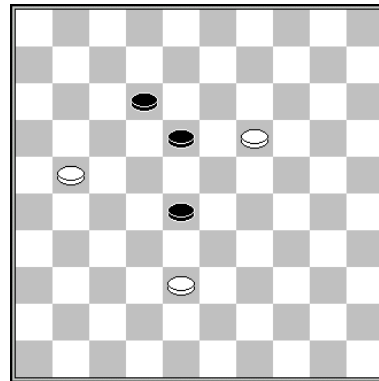
2.4x36 37-41 3.36-13 19x8 4.47x36 8-13 5.25-
20 13-19 6.20-15 19-24 7.15-10 24-29 8.10-4



7... 29-34

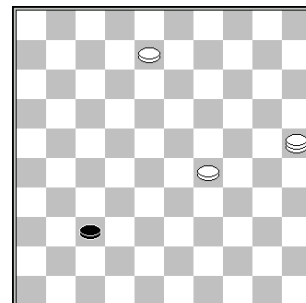
8... 28-32 9.38x27 29-33 10.4-15 33-39 11.15-
38 39-44 12.38-49 W+

9.4-10 34-40 10.10x32 40-44 11.32-27 W+



G. Salomé – P. Casaril

1.19-14 18-23 2.14-9 23-29 3.9-3 12-17
4.21x12 29-33 5.38x29 28-32 6.3-25 32-37
7.12-8

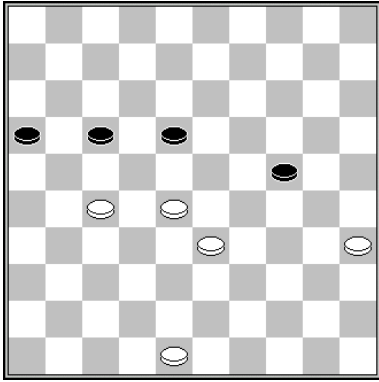


7... 37-41 8.25-14 42-47 9.8-3 W+

7... 37-42 8.8-3:

- 8... 42-48 9.3-26 W+
- 8... 42-47 9.25-14 W+

The endgame



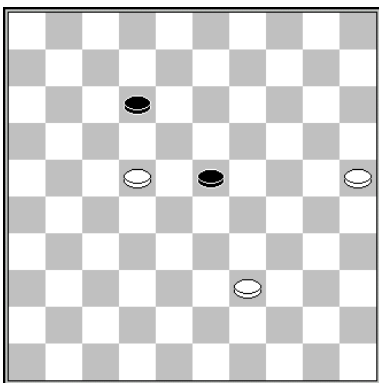
A. Tjon a Ong – J. van Aalderen

1.48-42 24-29

1... 17-21 2.35-30 21x23 3.30x28 W+

2.33x24 17-21 3.28-22 21x32 4.22x13 16-21
5.13-9 21-26 6.9-3 32-37 7.42x31 26x37 8.3-26 37-41 9.26-42

Also winning is 9.26-12 41-47 10.12-29
9... 41-47 10.42-29 W+



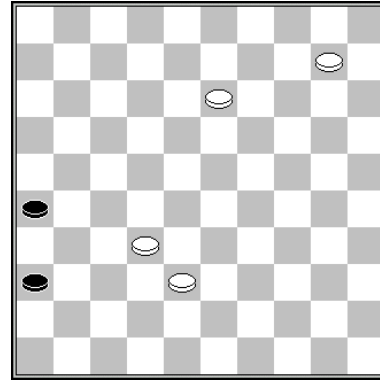
A. Kooistra

White showed a charming win in this game situation.

1.25-20 12-17 2.22x11 23-28 3.20-15 28-32
4.11-7 32-37 5.7-2 37-41

5... 37-42 6.2-30 W+

6.2-19 W+

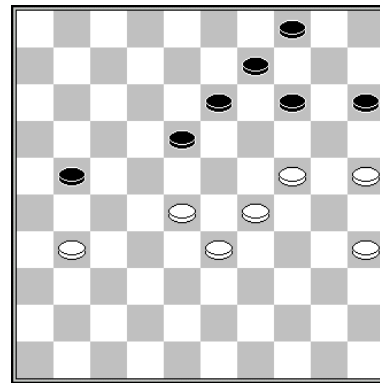


H. Meijer – B. Derkx

1.13-9! 36-41

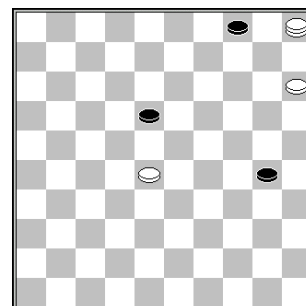
1... 26-31 2.32-27 31x22 3.10-5 W+

2.9-4 41-47 3.4-36! 47x4 4.32-27 4x31
5.36x27 W+



White wins after 21-27x27?

1... 21-27? 2.31x22 18x27 3.28-22! 27x18
4.33-28 15-20 5.24x15 14-19 6.29-24 19x30
7.35x24 9-14 8.24-20 14-19 9.20-14! 19x10
10.25-20 13-19 11.20-14 19-24 12.14x5 24-30



13.5-19! 30-35 14.19-24 4-10 15.15x4 35-40
16.4x27 40-44 17.24-35

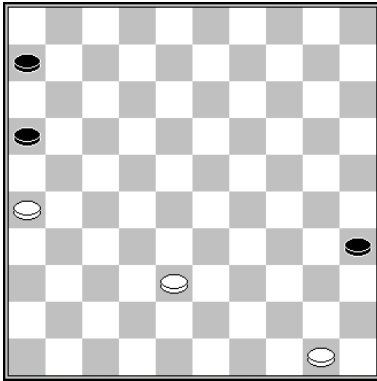
White can also choose 17.27-16 44-50 18.24-33 50-45 19.33-50 45-29 20.16-7 29x1 21.50-45 which is symmetrical to the main line.

The endgame

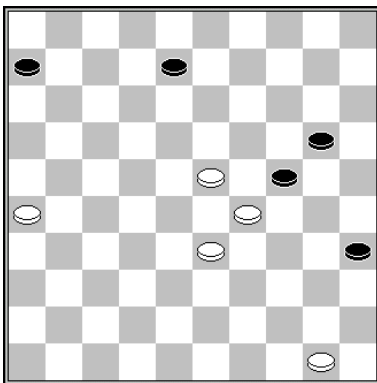
17... 44-50

17... 44-49 18.27-16 W+

18.27-22 50-45 19.22-6 45-12 20.35-40 12x45
21.6-1 W+

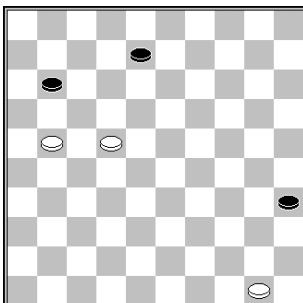


1.50-44 6-11 2.38-32 11-17 3.32-27 16-21
4.27x16 17-22 5.16-11 22-28 6.11-7 28-33 7.7-
1 33-38 8.1-23 35-40 9.44x35 38-43 10.23-28
W+



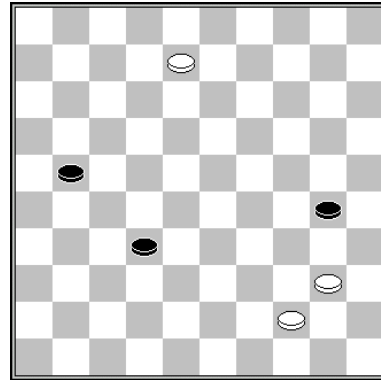
O. Dijkstra

1.23-18 8-13 2.18x9 20-25 3.29x20 25x3 4.26-
21 6-11 5.33-28 3-8 6.28-22



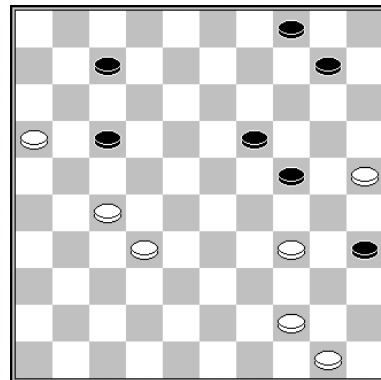
- 6... 11-16 7.21-17 8-13 8.50-44 13-19
9.22-18 19-24 10.18-12 24-29 11.12-7
29-33 12.7-1 16-21 13.17x26 33-38
14.1-23 35-40 15.44x35 38-43 16.23-
28 W+

- 6... 8-12 7.21-16 12-17 8.16x7 17x28
9.7-1 28-32 10.1-23 32-38 11.23-29
38-43 12.29-40 35x44 13.50x48 W+



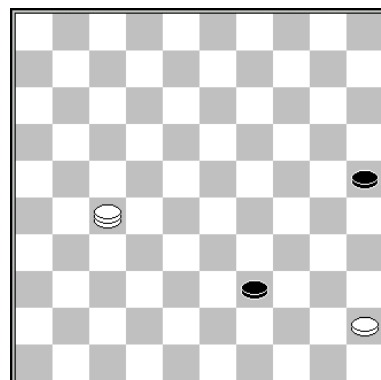
O. Dijkstra

1.8-3 21-26 2.3-14 32-38 3.14-25 30-35
4.25-48 26-31 5.48x26 38-43 6.26-48 43-49
7.48-30! 35x24 8.40-35 49x40 9.35x44 W+



O. Dijkstra

1.34-29 24x33 2.44-40 35x44 3.50x28 10-14
4.27-22 7-11 5.16x7 19-23 6.28x10 17x37
7.7-1! 4x15 8.1-23 37-42 9.23-29 W+



A. Olsen

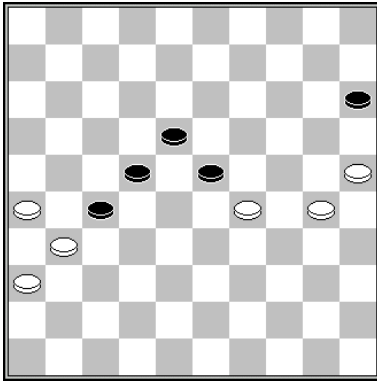
This is an important, practical endgame. The white king keeps playing at the 16/49 diagonal.

The endgame

If black plays 39-44 some time he is blocked after 45-40 44x35 and the white king going to the 1/45 diagonal.

1.27-38 25-30 2.38-32 30-35 3.32-38 39-44 4.38-33! W+

This is the famous motive from **Ephraïem van Emden 1785**.



K. Thijssen (study)

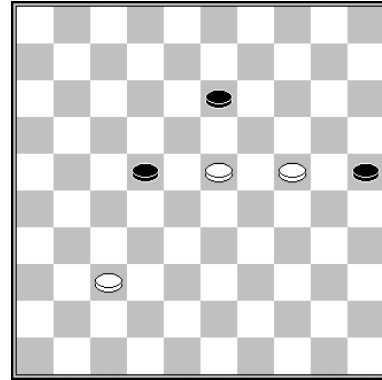
1.26-21! 23x34 2.30x39 27x16 3.31-27 22x31 4.36x27 16-21 5.27x16 18-22 6.16-11 22-27 7.11-7 27-31 8.7-2 15-20

8... 31-37 9.2-19 37-42 10.19-24 W+

9.25x14 31-37 10.2-8 37-41

10... 37-42 11.8-3 W+

11.39-33 W+

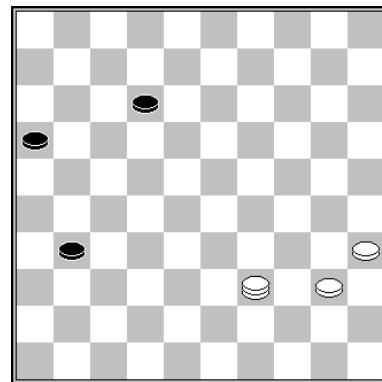


K. ter Braake (study)

1.23-19 22-28* 2.19x8

2... 28-33 is punished by 3.24-20! 25x14 4.8-3 etc. W+

2... 25-30 3.24x35 28-33 4.8-2 33-39 5.2-11! 39-43 6.11-17 W+



A. Baliakin

1.39-48! 31-36 2.48-37 16-21 3.40-34 21-27 4.34-29 27-31

4... 27-32 5.37x7 36-41 6.29-24 41-47 7.7-29 W+

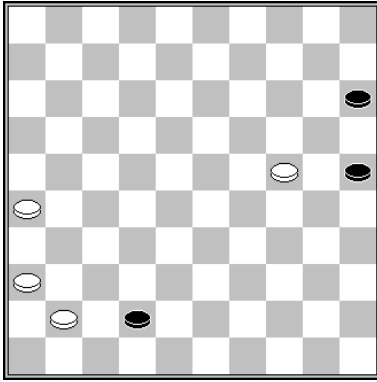
4... 12-18 5.37-46! 18-22 6.29-24 27-31 7.46-5 22-28 8.5x26 36-41 9.26-12

Or 9.26-42 +

9... 41-47 10.12-29 W+

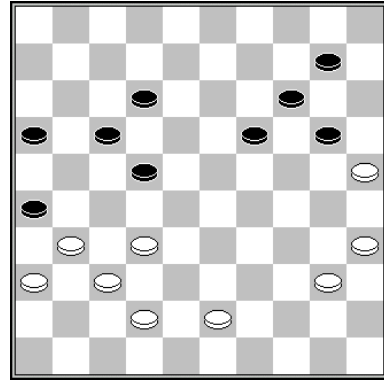
5.37x8 36-41 6.8-24 W+

The endgame



R. van der Pal (analysis)

1.41-37 42x31 2.26x37! 15-20 3.24x15 25-30
4.15-10 30-34 5.10-4 34-39 6.4-27 39-44 7.37-32 W+

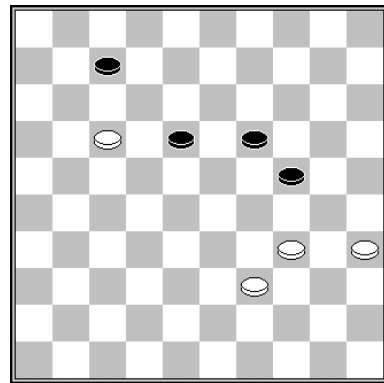


J.J. van Tol

1.32-27! 12-18 2.27-21! 16x27 3.37-32 26x39
4.32x23 19x28 5.40-34 39x30 6.35x4 28-33
7.4x27 33-39 8.27-49 14-19 9.25-20 19-23
10.20-14 23-28 11.14-10 28-32 12.49x27 39-44
13.10-5 44-49 14.5-32 W+



GMI Ron Heusdens



A. Fedoruk

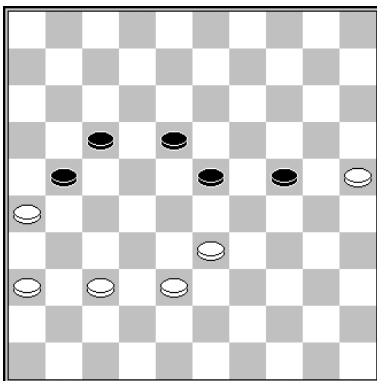
1.35-30!

1.17-12 24-30 2.35x22 7x27 =

1... 24x35 2.17-12 18-22 3.12x1 19-24 4.1-23!
22-27 5.34-30 27-32

5... 27-31 6.30x19 35-40 7.23x45 31-37 8.45-7
37-42 9.7-2 W+

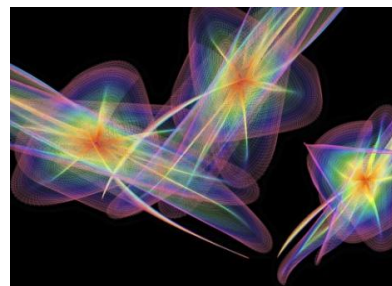
6.23x41 35-40 7.30x19 40-45 8.19-14 45-50
9.14-10 W+



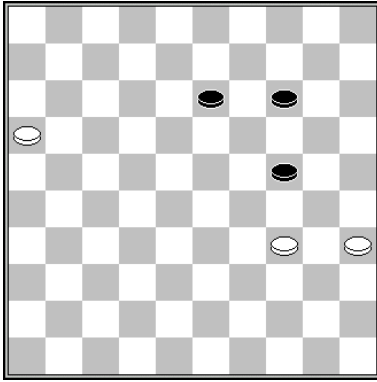
R. Heusdens

Only with precise play, using an arrow lock and an ambush, white can exploit his extra piece.

1.37-31! 18-22 2.38-32! 23-29 3.25-20! 29x27
4.20x29 27-32 5.31-27 22x31 6.36x38 21-27
7.29-23 17-21 8.26x17 27-31 9.17-12 31-36
10.12-7 36-41 11.7-2 W+



The endgame



T. Goedemoed

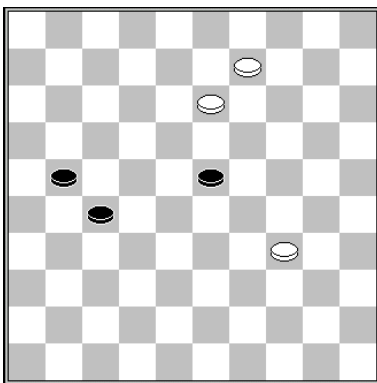
1.16-11 13-18 2.11-7 18-22

2... 18-23 3.35-30! 24x35 4.7-1 23-28 5.1-29
28-32 6.29-42 14-19 7.42-15 W+

3.7-1 22-27 4.1-23!

Black can still get a king by blocking and crossing the main diagonal, but he loses anyway after being ambushed.

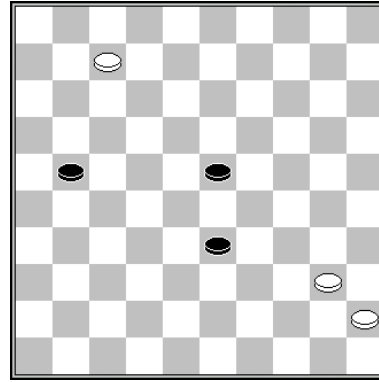
4... 27-31 5.23x10 24-29 6.34x23 31-37 7.10-15 37-41 8.15-47 41-46 9.47-24 46x30 10.35x24 W+



M. Sabater

The famous French composer shows a nice ambush.

1.9-3 27-32 2.3x26 32-38 3.26-48 23-28 4.13-8 28-32 5.8-2 32-37 6.48x31! 38-43 7.31-27 43-48 8.27-13 48x8 9.2x13 W+



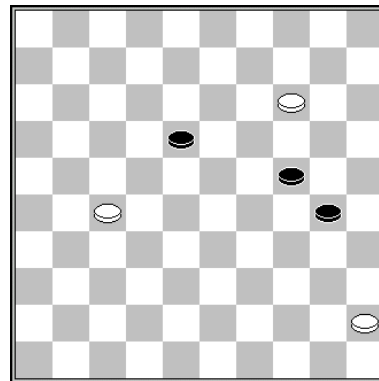
G.L. de Bruijn

Nice manoeuvring in which the formation 40/45 plays a role, eventually transforming into the 34 / 45 *catch*.

1.7-2 21-26 2.2-24 33-39 3.24-30 23-28 4.30x43 26-31

4... 28-33 5.43-27 26-31 6.27x36 33-38 7.36-22 38-42 8.40-34 42-48 9.22-39 W+

5.43-48 31-36 6.48-37 28-33 7.37-32 36-41 8.32x46 33-38 9.46-28 38-42 10.40-34 42-48 11.28-39 W+



J.F. Moser

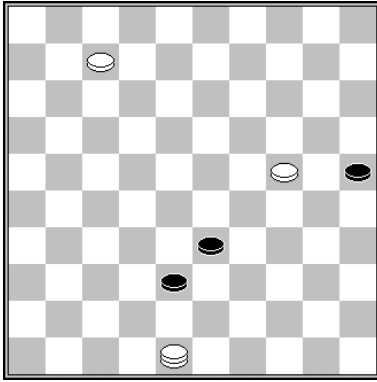
1.14-9 24-29 2.9-3 29-33 3.3-25 30-35 4.25-43 18-23 5.27-21

5... 23-28 is an easy win after 6.21-16 28-32 7.43x27 33-39, waiting a move like 27-32 and 39-44 will be answered by E. Van Emden's 32-28 +.

5... 23-29 6.21-16 29-34 7.43x25 35-40 8.45x34 33-38 9.25-20 38-43 10.20-9! W+



The endgame



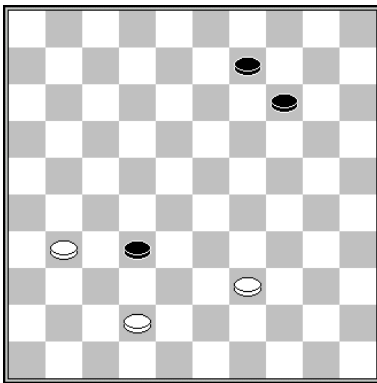
1.7-2! 33-39 2.48x34 25-30

2... 38-42 3.34-29 W+

3.24x35 38-42 4.2-24 42-48

If black plays 4... 42-47, he is ambushed by 5.34-29 W+

5.35-30 48-26 6.24-42 26x48 7.30-25 48x30 8.25x34 W+



A. van der Stoep

1.31-26 9-13 2.26-21 13-18 3.21-17 14-19 4.17-11 18-22 5.11-7 22-27 6.7-2 27-31 7.2x24

Black will be ambushed.

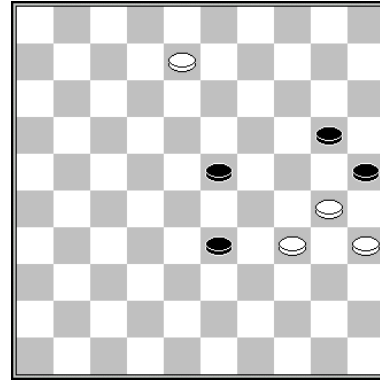
7... 32-38

If black plays 7... 32-37, he is outsmarted by 8.24-20 37x48 9.20-25 W+

8.42x33 31-37 9.24-15 37-42

9... 37-41 10.15-10 W+

10.15-20 W+

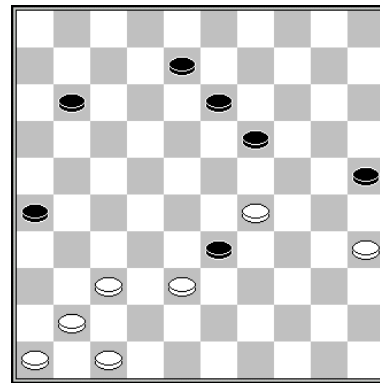


A. van der Stoep

1.8-3 33-38 2.34-29 23x34 3.30x39 25-30

3... 20-24 4.39-33 38x29 5.3-17 29-34 6.17-28 24-29 7.28-50 W+

4.35x15 38-42 5.3-20 W+



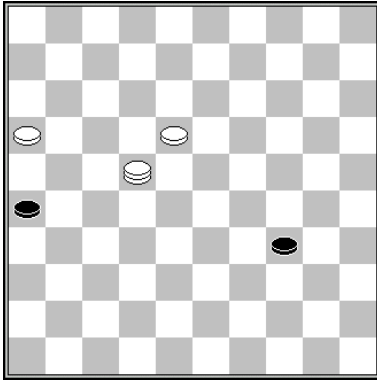
J.J. van Tol

1.29-23 33x31 2.23x14 13-19 3.14x23 8-13 4.41-36 31-37 5.47-41 11-17 6.41x32 17-21 7.32-28 21-27 8.46-41 26-31 9.23-19 13x24 10.28-23 25-30 11.23-19 24x13 12.35x24 13-18 13.24-19 18-22 14.19-14 31-37

Otherwise white goes to <4> and wins easily.

15.41x21 22-28 16.14-10 28-33 17.10-5 33-38 18.5-28 38-43 19.36-31 W+





D. Möllenkamp

Black is ambushed after white's brilliant opening move.

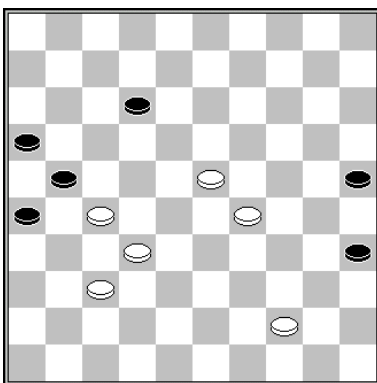
1.22-33!! 34-40

1... 26-31 2.16-11 31-37 3.11-7 37-41 4.7-1 34-40 5.33-28 40-44 6.28x50

2.16-11 40-45 3.11-7 45-50 4.33-6 26-31 5.7-1 31-37 6.1-12 50-44 7.6x50 37-42 8.12-1 W+



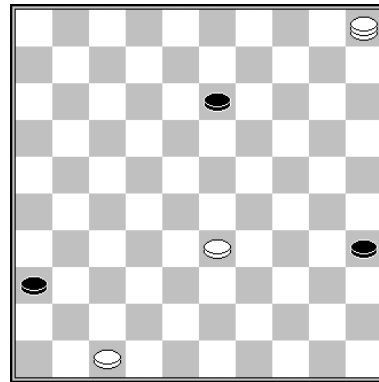
Praha draughts players



R. Schalley (Analysis)

Black resigned too early in this game. White must play very precise to win, using a famous ambush.

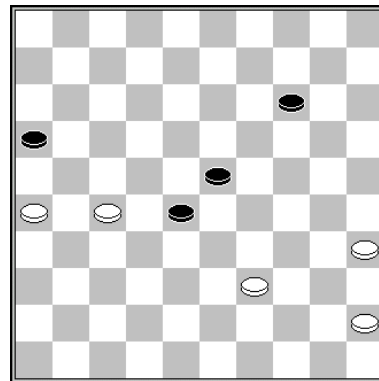
1.27-22 25-30 2.32-28 12-17 3.22x11 16x7 4.29-24 30x19 5.23x14 21-27 6.28-22 27x18 7.14-10 18-23 8.10-4 23-29 9.4-18 29-33 10.18x1 26-31 11.37x26 33-38 12.1-23 35-40 13.44x35 38-43 14.23-28 W+



1.5-23! 13-19 2.23x10!

Black can't play 2... 35-40 now, because of 3.47-41! 36x47 10-15 47x29 15x33 40-45 33-50 W+.

2... 36-41 3.47x36 35-40 4.10-32 40-44 5.32-49 44-50 6.49-27 50x31 7.36x27



T. Goedemoed

1.45-40! 14-20 2.39-33 28x39 3.40-34 39x30 4.35x15 23-29 5.15-10 29-34

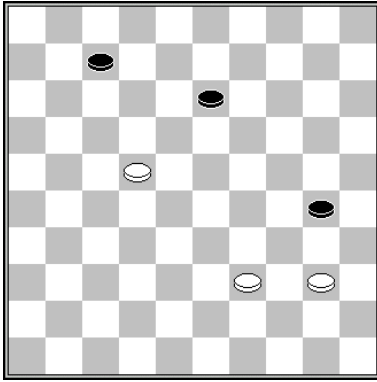
5... 16-21 6.27x16 29-33 7.10-5 33-38 8.5-28 38-43 9.28-32 W+

6.10-4 16-21

6... 34-39 is met by 7.26-21 and 21-17 will follow at the next move.

7.27x16 34-39 8.4-22 39-43 9.22-31 W+

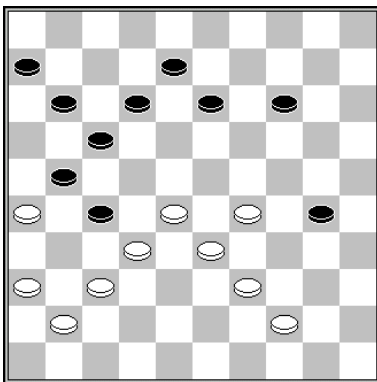
The endgame



O. Dijkstra

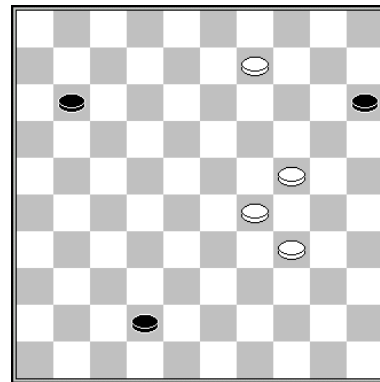
1.40-35 30-34 2.39x30 7-12 3.30-24 12-18
4.24-20 18x27 5.20-15 27-31 6.15-10 13-19
7.10-4 31-36 8.4-10 19-24 9.10-15 24-30
10.35x24 36-41 11.15-10 W+

9... 8-12 10.10-4 19-24 11.4-9! 12-17 12.9-18
24-30 13.18-40 30-35 14.40-49 17-22 15.49-44
22-27 16.44-49 27-32 **A.I. Sosin 1896**
17.49x21! 35-40 18.21-17 40-45 19.26-21 W+



Tj. Smedinga

1.39-34 30x50 2.37-31 27x38 3.33x42 50x22
4.31-27 22x48 5.41-37 48x31 6.36x20 17-22

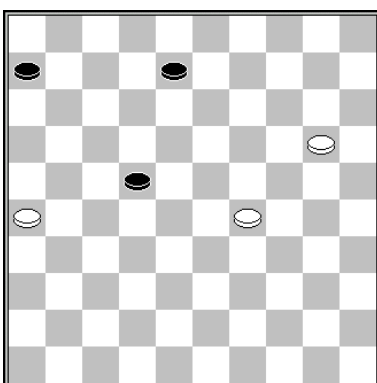


T. Goedemoed

1.9-3 42-48

After 1... 11-16 2.34-30 and black still can't get a king.

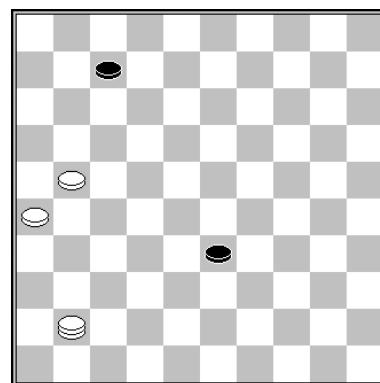
2.24-20! 15x33 3.3-25 48x30 4.25x6 W+



H.J. van Alphen 1956:

7.20-15! 22-28 8.29-23 28x19 9.15-10

9... 19-23 (19-24 is the same line) 10.10-5 23-29
11.5-28 29-34 12.28-44 8-12 13.26-21 12-18
14.21-17 etc. W+



C. Blankenaar

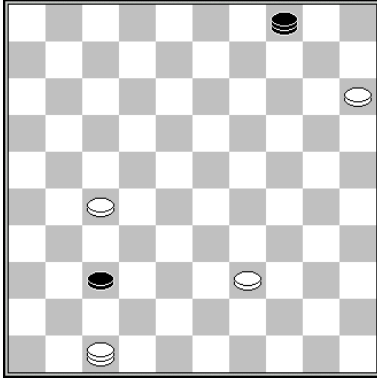
1.21-17! 33-39

1...7-12 2.17x8 33-39 3.41-28 39-43 4.8-2
4...43-49 5.26-21 49x16 6.28-11 16x7 7.2x11
W+

1... 7-11 2.17x6 33-39 3.41-32 39-44 4.32-49
44-50 5.26-21 50-45 6.21-17 45-23 7.49-40
23x45 8.6-1 W+

1... 33-38 2.41-32 38x27 3.26-21 27x16 4.17-
11 W+

**2.41-28 39-43 3.17-11 7x16 4.28-32 43-48
5.32-37 48x31 6.26x37 W+**



E. Heslinga – A. Boxum

After black had gone wrong, playing 10-4? Heslinga, who is a specialist in Blankenaar endgames (3 K versus K + 1) ambushed his opponent.

1.47-36! 4x31 2.36x13 37-42

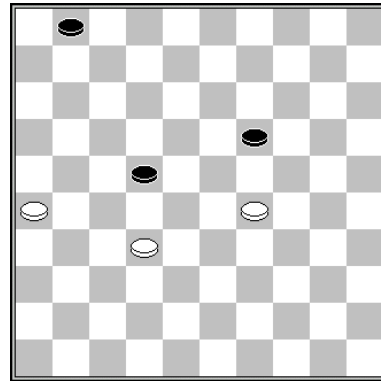
2.. 37-41 3.13-19 W+

3.13-30 W+



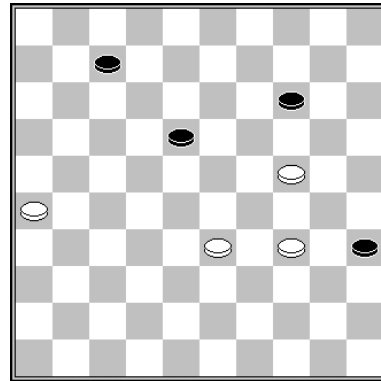
Ambushing

Tricks



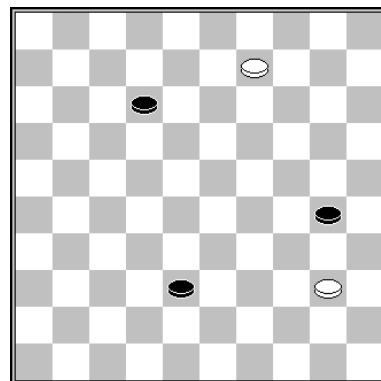
A. Ermakov

1.26-21 22-27 2.29-23! 19x37 3.21x41 W+



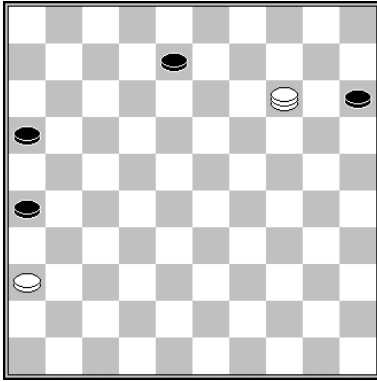
R. Twilhaar – M. Knipper

**1.33-28! 7-11 2.26-21 11-16 3.21-17 18-22
4.24-19! 14x32 5.17x37 W+**



R. Willems – A. Doerga

**1.9-3 12-18 2.3-25! 30-35 3.25-9 35x44 4.9x40
W+**



A course in draughts

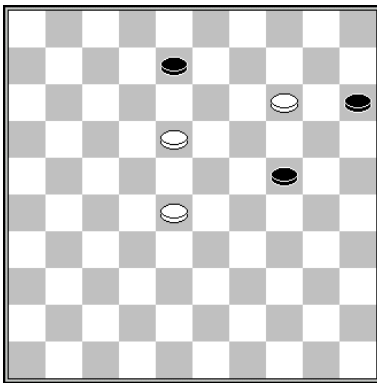
1.14-19 8-12 2.19-23 12-17 3.23-37 17-21

Now white can use **the catapult**.

4.36-31! 21-27 5.31x22 15-20 6.22-18 20-24
7.18-12 24-29 8.12-7 29-33 9.7-1 33-39

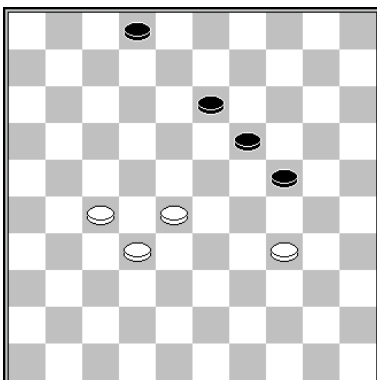
9... 33-38 is met by 10.37-28 (threatening 28-11 W+) 16-21 11.28-17 W+.

10.37-28! 39-43 11.28-11 16x7 12.1x48 W+



A. van der Stoep

1.28-23! 24-30 2.14-9 30-34 3.9-3 8-13 4.18x9
34-39 5.9-4 39-44 6.3-20 15x24 7.23-19 24x13
8.4x50 W+



G. de Bruijn

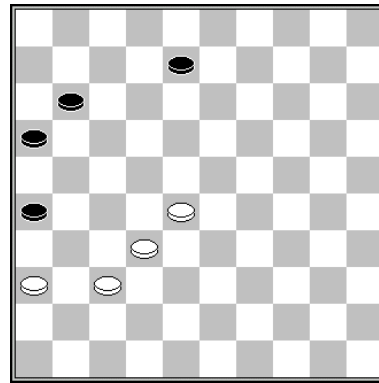
1.27-21 2-7 2.21-16 13-18 3.32-27 7-12

3... 18-23 4.16-11 23x21 5.11x2 W+

4.27-21!

White needs a trick, since 4.16-11? 18-23 5.28-22 12-18! 6.22x13 19x8 7.11-7 is not winning after 23-29! 8.34x23 8-12 9.7x18 24-30 =.

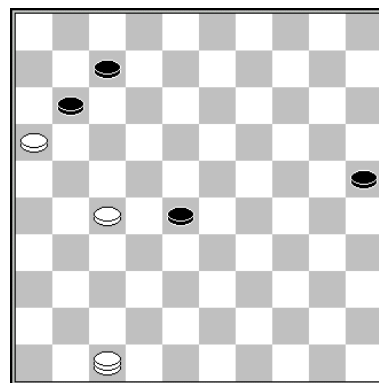
4... 18-23 5.34-29 24x22 6.21-17 12x21 7.16x29 W+



1.28-23! 8-13 2.32-27! 11-17 3.37-32 26-31

3... 17-21 4.32-28 21x32 5.28x37 16-21 6.36-31 W+

4.23-18 13x22 5.27x18 17-22 6.18x27 31x22 7.32-27 22x31 8.36x27 W+



T. Goedemoed

1.27-22! 28x17 2.47-33 25-30 3.33-39 30-35 4.39-44 7-12

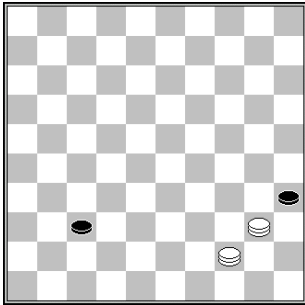
Other moves also lose, but this line is sharp.

5.16x18 17-21 6.18-12 21-27 7.12-7 27-32 8.7-1 32-37

The endgame

Sacrificing the piece makes no sense. Now white uses a famous trick, creating the catapult.

9.1-40!

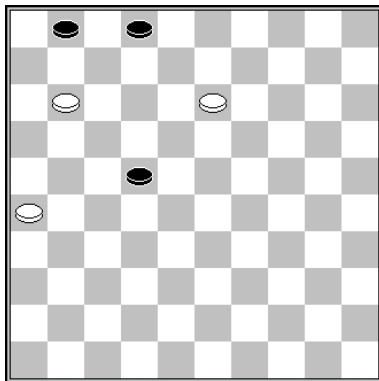


White uses the principle of the catapult. He will always be able to shoot at the next move (44-50 50 x ...) since black can't sac his piece on <35>.

9... 37-41 10.44-50 35x44 11.50x46 W+



The catapult



M. Sabater

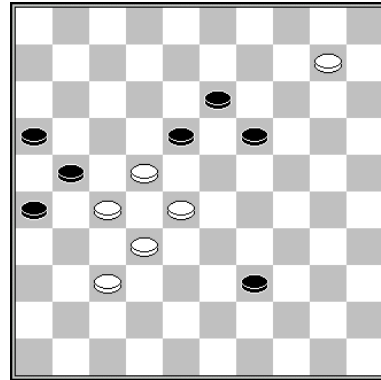
1.13-9 22-28 2.9-4 28-32

2... 28-33 3.4-27 1-6

3... 33-39 4.27-49 2-8 5.26-21 8-13 6.11-6 13-18 7.21-17 18-23 8.17-12 23-28 9.12-8 28-32 10.49x27! 39-44 11.8-2 44-50 12.27-21 W+

4.11-7 2x11 5.26-21 33-39 6.27-49 11-16 7.49-27! W+

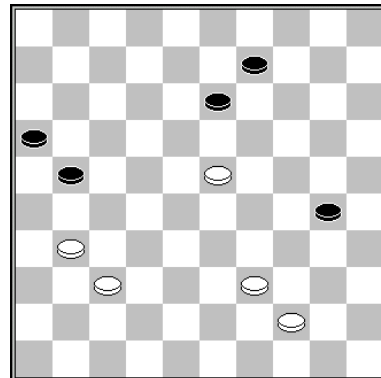
3.4-31 32-38 4.31-48 2-8 5.26-21 8-13 6.48-26 38-43 7.11-7 1x12 8.21-17 12x21 9.26x48 W+



1.10-4 39-44

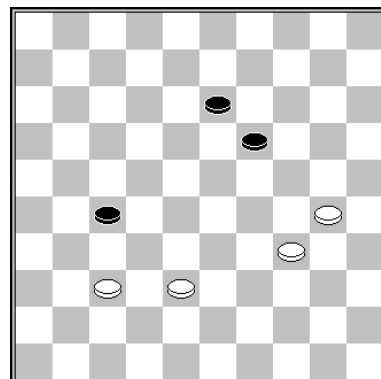
1... 39-43 2.22-17 21x12 3.28-23 19x28 4.32x23 18x29 5.4x48 W+

2.22-17 21x12 3.27-22 18x38 4.4x7 W+



N. Kychkin – D. Kleinrensink

1.44-40! 30-35 2.23-18 35x33 3.31-26 13x22 4.26x39 W+



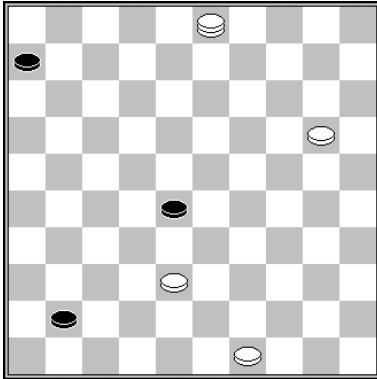
R. Sall – G. te Raa

The endgame

**1.38-33! 13-18 2.30-25 18-22 3.25-20 19-23
4.20-14 23-28 5.33-29 27-31**

The decisive trick is that 5... 27-32 is punished by 6.29-23! 28x10 7.37x17 W+.

After 6.37x26 28-32 7.14-10 32-38 8.10-4 white wins easily.

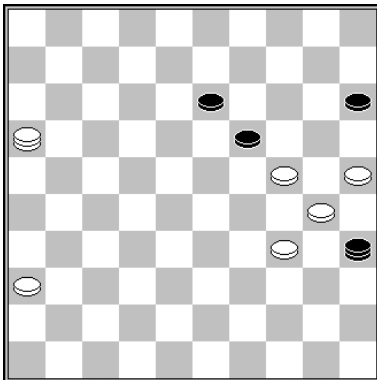


H. Stroetinga – J. Smits

1.20-14 6-11

1... 41-46 2.14-9 46-41 3.9-4 is an easy win.

**2.3-26! 11-16 3.26-37!! 41x43 4.49x38 16-21
5.14-10 21-27 6.10-5 W+**



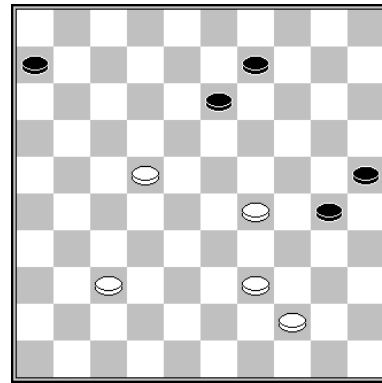
M. Wallen – J. Groenendijk

1.25-20! 35-44

1... 19-23 2.16-2 W+

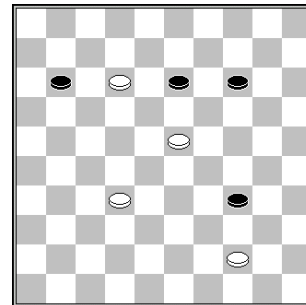
1... 35-49 2.30-25 19x39 3.36-31 15x24 4.31-27 49x21 5.16x8 W+

2.30-25 19x39 3.16-2 15x24 4.2x49 W+



**S. Veltman – M. Grybowska
Analysis TG**

**1.29-23! 9-14 2.22-17 30-34 3.39x30 25x34
4.17-12 6-11 5.37-32!**



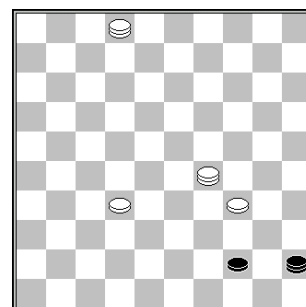
5... 11-17

- 5... 13-18 6.12-8 18x29 7.32-28 11-17 7...11-16 8.8-2 16-21 9.2-7 + 8.28-23 29x18 9.8-3 W+
- 5... 14-20 6.23-19 13x24 7.12-8 24-30 8.8-3 20-24 9.3-25 W+

**6.12x21 14-20 7.21-17 20-25 8.17-12 25-30
9.12-7 30-35 10.7-1 13-18**

10... 34-40 11.1-7 40x49 12.7-16 49x27 13.16x49 W+

**11.23x12 34-40 12.44-39 40-45 13.12-8 45-50
14.39-34 50-45 15.1-29 35-40 16.8-2 40-44**



17.2-11! 45-50

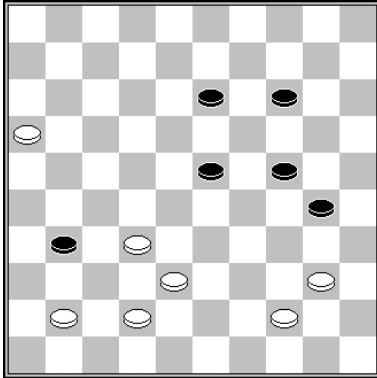
The endgame

After 17... 44-49 18.11-16 49x27 19.16x49
45-50 the remaining black king is caught at the
tricotrac: 20.29-1 50-28 21.49-44! 28x50 22.1-6

18.11-16 50-45

After 18... 44-49 19.29-1! black is trapped in
the *tricotrac*-zone again.

19.29-33! 45x27 20.16x35 W+



J. Bus

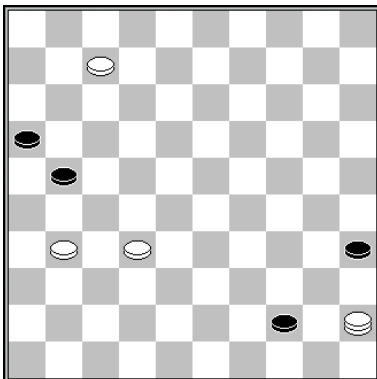
1.16-11 24-29 2.11-7 30-34

2... 13-18 3.42-37!! 31x33 4.7-2 30-34
4... 30-35 5.2-11 33-39 6.44x24 35x44 7.11x50
W+
5.2-16 34x45 6.44-39 33x44 7.32-28 23x32
8.16x50 W+

3.42-37

3.7-1 34x45 4.44-40 45x34 5.1-6 turns out to
be also winning: 5... 31-36 6.6-50 36x47 7.42-
37 47x33 8.50x39

**3... 31x33 4.7-2 34x45 5.2x39 45-50 6.39-34!
50x46 7.34x5 W+**



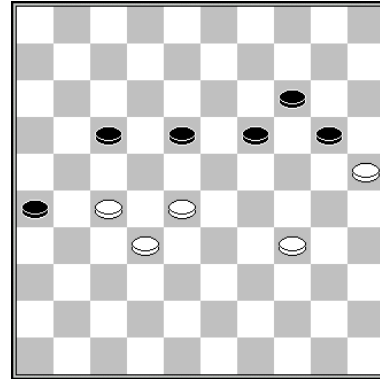
J.J. van Tol

1.7-1 44-49

1... 44-50 2.1-6 W+

1... 21-27 2.31x22 44-49 3.1-23 49x34 4.45x12
W+

**2.31-27 21-26 3.1-40! 35x44 4.45-50 16-21
5.27x16! 49x21 6.50x22! W+**



Black to move

R. van der Pal – A. Gantvarg

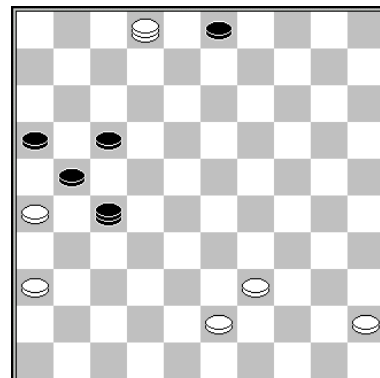
1... 26-31

The game was drawn after 1...18-22? 2.27x18
26-31.

2.27x36 18-22 3.36-31 22x33 4.31-26 19-24

Black can also use another idea: 4... 17-22
5.32-28 22-27! 6.28x39 20-24 7.39-33 19-23
with 4-fold opposition.

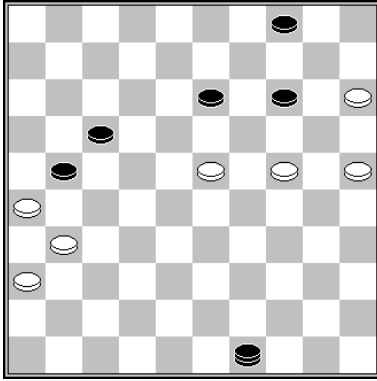
**5.32-27 33-38 6.27-21 14-19! 7.25x23 24-29
8.21x12 29x7 9.34-29 38-42 10.29-23 42-47
11.23-19 47-36 12.19-14 36-4 13.26-21 7-12
B+**



R. Boomstra (analysis)

**1.39-34! 27x49 2.45-40 49x35 3.34-30 35x24
4.2x30 21-27 5.30-25! 16-21 6.25-43 3-9 7.43-
34 27-32 8.34-1! 21-27 9.1-23! 32-38 10.23-32
W+**

The endgame



Black to move

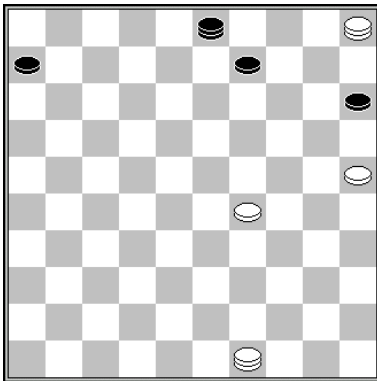
A. Georgiev – R. Boomstra

Black could have won the game by using a brilliant trick, sacrificing three pieces.

1... 17-22!! 2.26x28 13-18 3.23x12 49-35

4... 25-20 will be met by 5.35x3 B+

4.24-20 35-19 5.20x9 19x14 6.36-31 14-9 7.31-26 9-3 B+



Martijn de Jong

1.29-24!

1... 3-26 is met by 5-37 +.

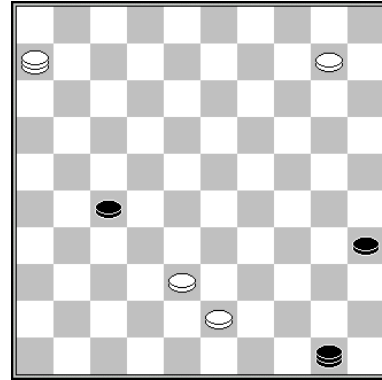
1... 9-13 is punished by 2.24-19! 13x24 3.5-14 3x20 4.25x14 W+

1... 6-11

After 2.49-38? black makes a draw by playing 9-14! 3.5x6 3-8 =.

2.49-21! 3x26 3.5-37 26x20 4.25x3

With an easy win, for example: 4... 11-16 5.3-12 15-20 6.12-29 20-25 7.29-34 16-21 8.34-43 21-26 9.43-48 W+



A. Kalmakov – A. Schwarzman

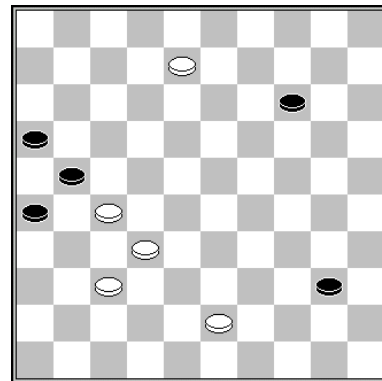
1.10-4! 35-40

1... 50-45 2.4x31 45-34 3.31-48 34-29 4.6-33 29-15

4... 29-34 5.33-50 34-29 6.43-39 29x47 7.48-42 47x44 8.50x39 W+

5.48-42 15-10 6.33-44 etc W+

2.4x36 40-44 3.43-39! 44x42 4.36-22 50x17 5.6x47 W+



T. Tansykkuzhina – V. Doumesh

1.8-3 14-19

1... 40-45 2.3x20 45-50 3.37-31! 26x28 4.20-15 21x32 5.43-39 50x33 6.15x27 28-33 7.27-43 W+

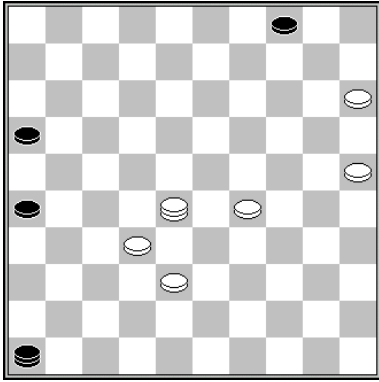
2.3-8 19-23 3.8-12 40-45

3... 23-28 4.12x45! 28-33

Now white has a choice. The most charming way to finish the game is 5.43-39 33x44 6.45-50 44-49 7.37-31! 26x28 8.50x26 49x21 9.26x17 W+.

4.12x29 45-50 5.37-31! 26x28 6.29-15 21x32 7.43-39 50x33 8.15x27 28-33 9.27-43 W+

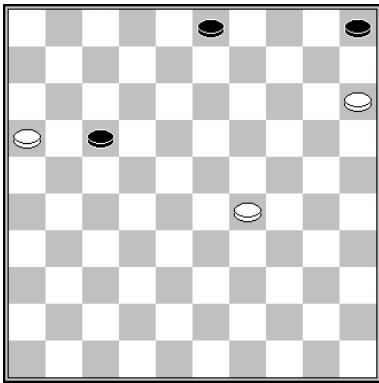
The endgame



W. van der Kooij - G. Kolk

White needs to get rid of piece <29> in order to have a shot.

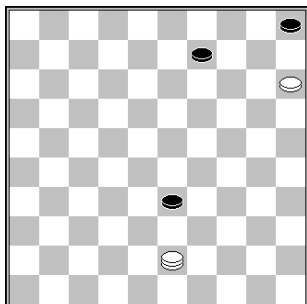
1.29-23! 26-31 2.15-10! 4x15 3.25-20 15x24
4.23-19 24x13 5.28-5 46x28 6.5x26 W+



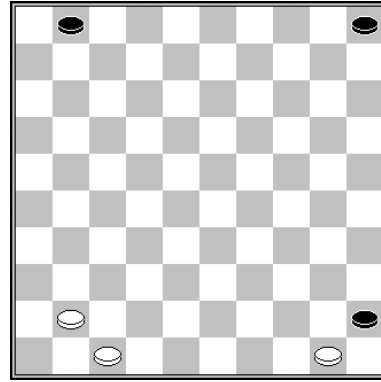
Y. Flanchard

This classic endgame often appears in compositions.

1.29-23 17-22 2.23-18 22x13 3.16-11 13-18
4.11-7 18-22 5.7-2 22-28 6.2-16 28-33 7.16-43
3-9

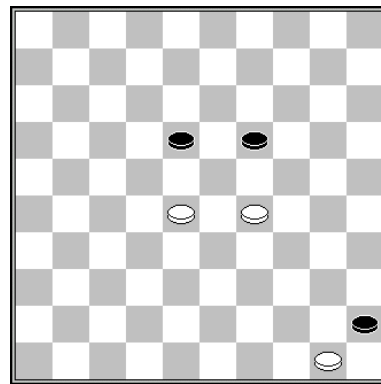


8.43-34 33-38 9.34-48 9-13 10.48-25 13-19
11.25-3 5-10 12.15x4 39-43 13.4-13 19x8
14.3x49 W+



V. Nicod

1.47-42 1-7 2.41-37 5-10 3.42-38 7-12 4.37-32
10-14 5.38-33 14-19 6.33-29 12-18 7.32-28

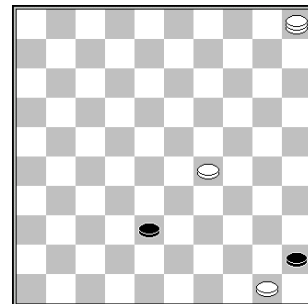


A famous position from V. Nicod emerged on the board.

7... 19-23

7... 18-23 8.29x18 19-24 9.18-12 24-29 10.12-7
29-34 11.7-1 34-39 12.50-44 39x50 13.1-6
50x22 14.6x50 W+

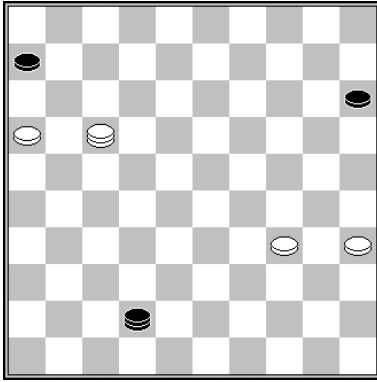
8.28x19 18-22 9.19-14 22-27 10.14-10 27-32
11.10-5 32-38



Now the shocking punch line of the composition is played:

12.50-44!! W+

The endgame



O. Mol – J. Krajenbrink

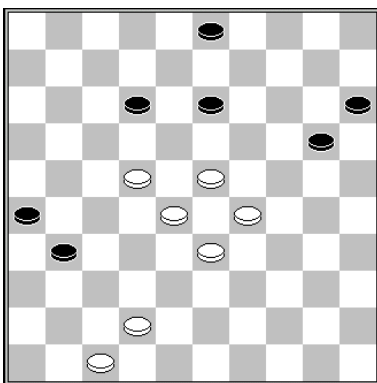
1.17-26! 42-48

1... 42-47 2.34-29 47x20 3.16-11 6x17 4.26x25 W+

2.26-17

Or also 35-30 W+

2... 48x25 3.35-30 25x11 4.16x7 W+

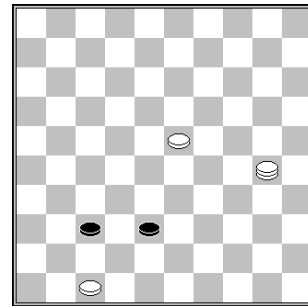


O. Dijkstra

1.22-18! 13x22 2.28x8 3x12 3.23-19 12-18
4.33-28 31-37 5.42x31 26x37 6.28-23 18-22
7.19-13 20-24 8.29x20 15x24 9.13-8 22-27
10.8-2 27-32

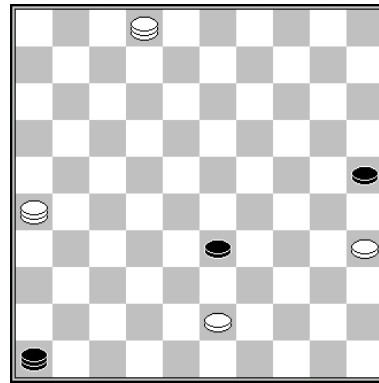
10... 27-31 11.2x30 31-36 12.30-48 37-41
13.48-39 41-46 14.39-28 W+

11.2x30 32-38



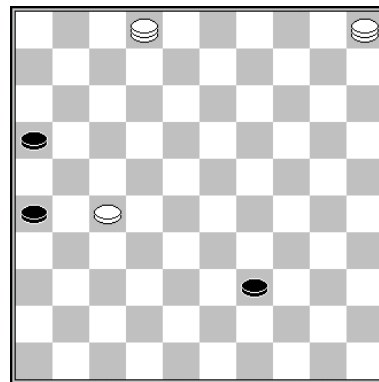
Now the apotheosis of this composition is shown. White offers his opponent a king, but meets the black king at the main diagonal. The remarkable thing is that black to move can't sac his king. Therefore he has no defense against white's threat of 19-5 W+.

12.47-41!! 37x46 13.30-19! W+



J.F. Moser

1.26-42! 46-32 2.42x20! 32x49 3.2-11 25x14
4.11-44 49x40 5.35x44 W+



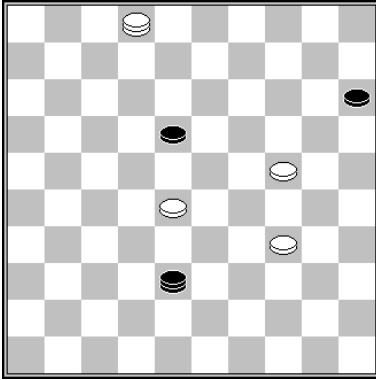
R. Schalley

1.27-21! 26x17

The endgame

1... 16x27 2.2-16 27-31 3.16-49 W+

2.5-28 39-43 3.28x11 16x7 4.2x49 W+

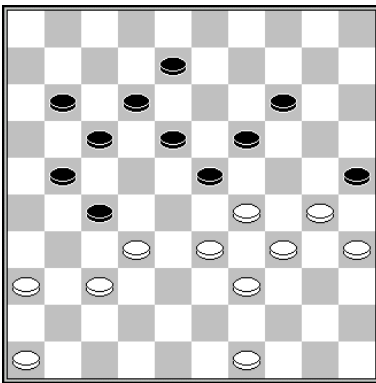


J.F. Moser

1.28-23!

1... 18x20 2.34-29 38x24 3.2x30 W+

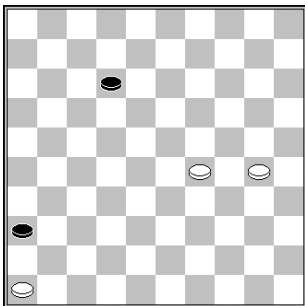
1... 18x40 2.24-20 15x24 3.2x32 W+



T. Smedinga

White performs a nice combination, after which the endgame wins in a sharp way.

1.33-28! 27x38 2.37-32 38x27 3.36-31 27x36
4.29-24 23x32 5.24x22 17x28 6.39-33 28x39
7.34x43 25x34 8.43-39 34x43 9.49x18 14-19
10.35-30 19-23 11.18x29 8-12

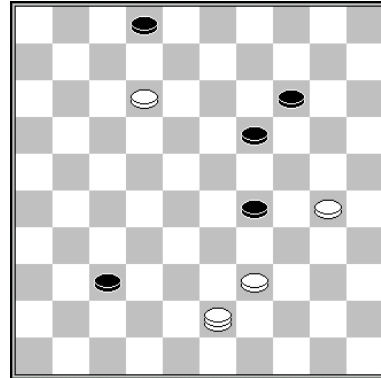


An endgame theme of **J. Scheijen** appears on the board.

12.29-23! 12-17 13.23-18!

It is as if black is body-checked to the edge of the board.

13... 17-21 14.18-13 21-27 15.13-9 27-32 16.9-4 32-38 17.4-15! 38-43 18.46-41! 36x47 19.30-24 47x20 20.15x49 W+



J. Bastiaannet

White makes a shot with his king after some introductory forcing moves.

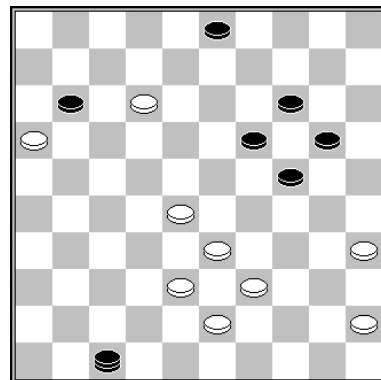
1.12-8!

1.43-48? 14-20 2.48x26 2-7 3.12x1 20-25 4.1x34 19-23 =

1... 2x13 2.43-48 37-41

2... 29-34 3.48x25 34x43 4.30-24 19x30 5.25x48 W+

3.39-33 29x38 4.30-24 19x30 5.48x33 W+



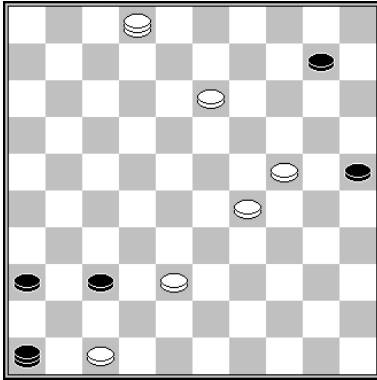
Black to move

M. Vissers (analysis)

Black performs a nice shot.

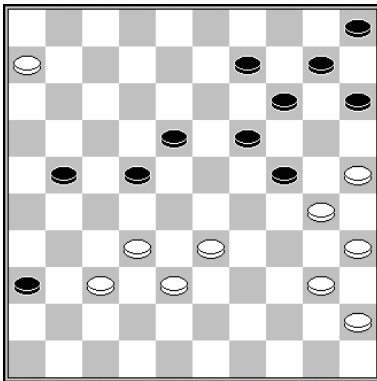
The endgame

1... 20-25 2.16x7 3-8! 3.12x3 24-29 4.33x13
47x44 5.3x20 25x14 B+



R. Heusdens – K. Thijssen

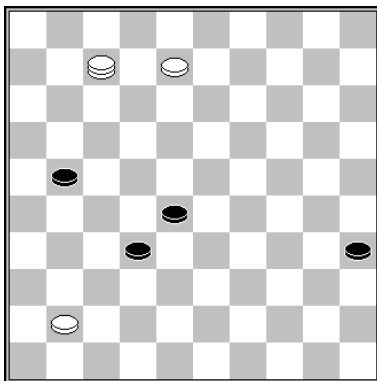
1.24-20! 25x14 2.47-41 36x47 3.38-32 47x8
4.32x41! 46x23 5.2x28 W+



A. Gantvarg – A. Georgiev
(analysis)

White can perform a nice combination:

1.37-31! 36x27 2.25-20 14x34 3.40x20 15x24
4.35-30 24x35 5.45-40 35x44 6.33-28 22x42
7.6-1 27x38 8.1x48 W+



A. Nyrov

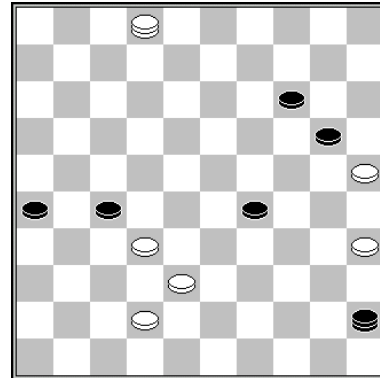
1.8-2 28-33

1... 21-27 2.2-24 27-31 3.24-15 31-36 4.7-11
36x47 5.11x33 47x29 6.15x27 35-40 7.27-22
40-45 8.22-50 W+

2.2-24 33-39

2... 32-38 3.7-34! 21-27 4.24-15 27-32 5.41-37
32x41 6.34-29 33x24 7.15x36 W+

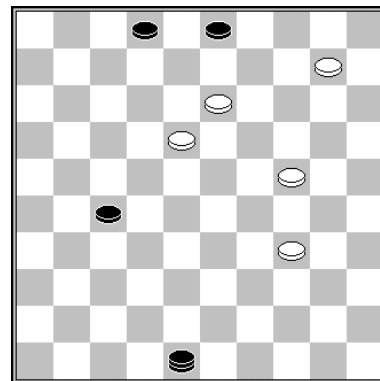
3.24-30! 35x24 4.7-16 32-37 5.16x19! 37x46
6.19-5 W+



Black to move

P. Rozenboom – T. van den Hoek

1... 26-31! 2.32x21 31-37 3.42x31 20-24
4.2x30 14-20 5.25x14 29-33 6.38x29 45x3



J.J. van Tol & Prooijen

This is a nice **nutshell**, like these kind of compositions, with all kind of tricks using kings and pieces, are called.

1.24-19! 48x30 2.19-14 30x8 3.10-5

Threatening both 18-13 and 14-9 +. Black's king isn't save at the corners either:

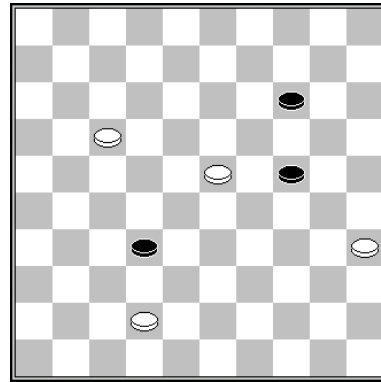
- 3... 8-26 4.18-12 26x8 5.14-9 3x14
6.5x3 W+

The endgame

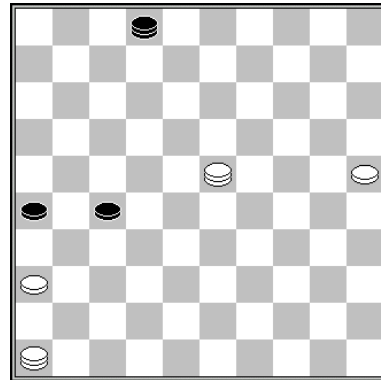
- 3... 8-35 4.18-13 35x8 5.14-9 3x14 6.5x3 W+
- 3... 8-19 4.14x23 27-32 5.23-19 32-38 6.19-13 3-9 7.13x4 38-43 8.5-32 W+



Becoming dominant



- 1.17-12 14-19 2.23x14 24-29 3.12-8 29-33 4.8-3 32-38 5.42-37 38-43 6.3-21 43-49 7.21-17! 33-38 8.17-39! W+



C. van Wijk – M. Kruijswijk

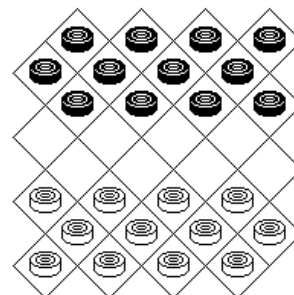
1.23-28! 2-16

1... 2-13 2.28-22! 27x18 3.36-31 26x37 4.46x8 W+

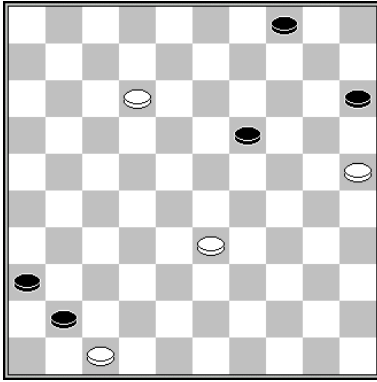
2.28-37 16-2 3.25-20 2-35 4.37-42!

Preventing black from playing 35-49.

4... 27-31 5.36x27 35-49 6.46-32 49-35 7.27-22 35-13 8.22-17 etc. W+



The endgame



Black to move

R. Zdroviak – T. Goedemoed
BCS

1... 19-23! 2.25-20 15x24 3.12-7

3.12-8! Is not so clear yet.

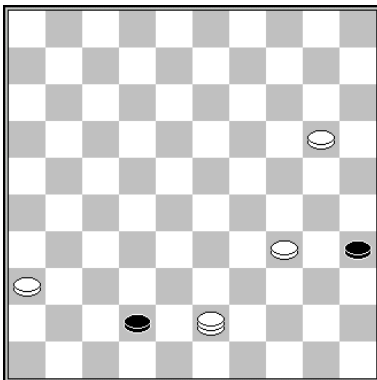
3... 23-29 4.33-28 41-46! 5.28-22 46-14

White won't get two kings. One of the advanced pieces will be changed.

6.22-17 14-9

Or 6... 14-32 etc. +

7.17-11 9-18 8.7-2 18-22 9.2x30 22x6 B+



A. Chizhov – A. Atse

White should have protected the vulnerable piece at <34>.

1.43-21!

Game: 1.43-48? 42-47 2.20-14 47-33 3.14-9 33-6 4.9-3 6-1=

1... 42-47 2.20-14 47-33 3.21-12!

3.14-9? 33-6! followed by 6-1 results in a draw.

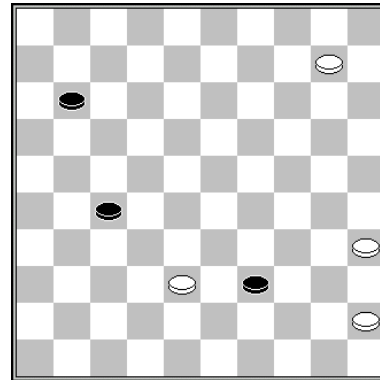
3... 33-6

3... 33-38 4.14-10 38-43 5.34-29 43-39

5... 35-40 6.12-17 40-45 7.17-50 W+

6.29-24 W+

4.12-1 etc W+



W. Shchegoliev – V. Krista

1.10-4 39-44 2.4x31!

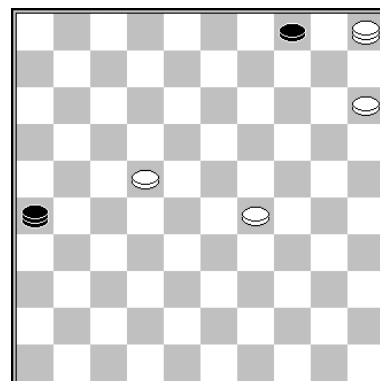
After 2.4x36? 44-49 3.38-33 49-32 piece <11> will advance with a draw.

2... 44-49

2... 44-50 3.31-37 gives white the crucial main diagonal in possession.

3.38-33 49-32 4.31-26

Piece 11 is stopped in time and white can build a simple catching construction, chasing the black king from the main diagonal and becoming dominant.



W. Ludwig – G. Jansen

1.5-19!

1.5-14? allows black to hold the draw by playing 1... 26-12 2.14-23

The endgame

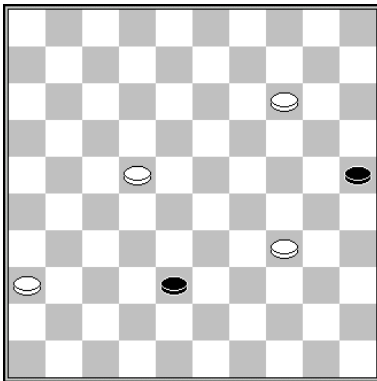
2.29-24 is met by 12-8 3.24-20 8-3 4.22-18 3-8 =

2... 12-8! is a draw, for example: 3.23-37 4-9! 4.37-48 9-14 5.48-26 8-2 6.22-17 2-7 7.29-24 7-2 =

1... 4-9 2.29-24!

Threatening 19-37 +. Black can't go to a wild square anymore.

2... 26-3 3.22-18 W+



White must prevent black from getting a king on <48>, after which piece <25> will advance.

1.14-9 38-43 2.9-3 43-49

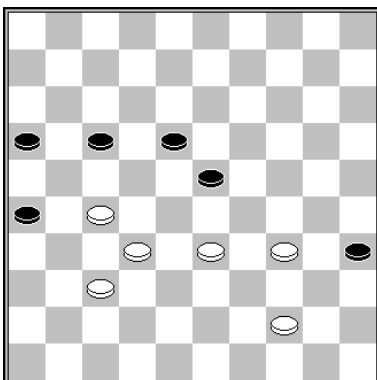
2... 43-48 3.34-30! 25x34 4.36-31 48x26 5.22-17 26x12 6.3x17 W+

3.3-8!

White needs to control the 2/35 diagonal. At the next move white closes the door for the black king, who wants to enter.

3... 49-16 4.8-2! 16-21 5.22-18!

and white will become dominant.



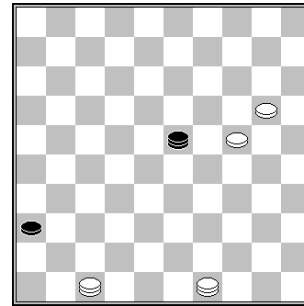
H. Wiersma – A. Gantvarg

1.33-28 17-21 2.28x19 18-22 3.27x18 21-27 4.32x21 16x27 5.18-13 27-31

In the game white offered his opponent a draw, but he could have forced a win.

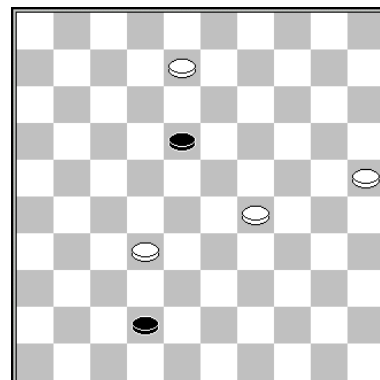
6.13-8!! 31x42 7.8-2 35-40 8.34x45! 42-48 9.19-14 26-31 10.2-24 31-36 11.24-47

With the endgame of **Leclercq**: second king to <49>, pieces to <20 & 25>



E. Leclercq

Key move: 47-38! etc +



T. Goedemoed

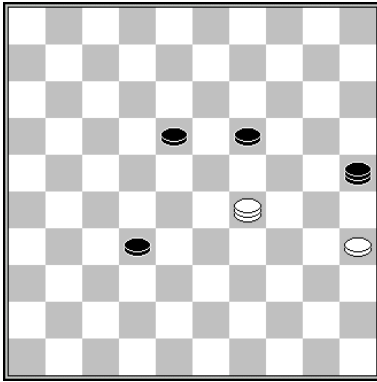
1.8-2!

1... 18-22 2.2-11 W+

1... 42-47 2.32-28! 47x15 3.28-23 18x29 4.25-20 15x24 5.2x30 W+

The endgame

1... 42-48 2.32-27 48-26
 2... 48-42 3.2-16! 42x15* 4.25-20 15x21
 5.16x13 W+
 3.29-24 and white will become dominant.



Black to move

M.J. Wu – L. Timmerman

1... 18-22!

1... 19-23?

- 2.29-42? 25-9! 3.35-30 9-4! B+
- 2.29-15! 18-22 3.15-33! 23-28 4.33-47 25-9 5.47-41 9-4 6.35-30 4-15 7.30-25 15-29 8.41-36 29-18 9.36-41 and black can't make any progress.

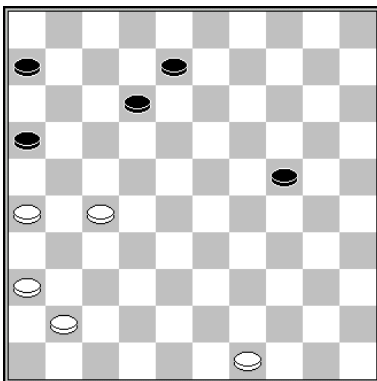
2.29-47

2.29-42 22-27 3.42-26 19-24! 4.26-42 32-37! B+

2.29-15 32-37 3.15-10 19-24 4.10x41 22-28 B+

2... 32-37

White can't attack <22> now. That's the reason black has to keep <19> at its spot.



K. Posthumus – K.A. Leijenaar

With precise play black can win.

1... 6-11!

2.41-37 11-17 3.37-32 24-29 is without a prospects for white, so he must go to the graveyard.

2.27-22 12-17 3.22-18 24-29 4.41-37 8-12!

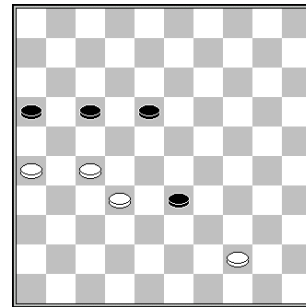
The right timing!

5.18x7 11x2

6.36-31 is met by the waiting move 2-8!, for 6... 29-33 isn't good yet. In that case white could change the advanced piece with 49-43-38x48 =.

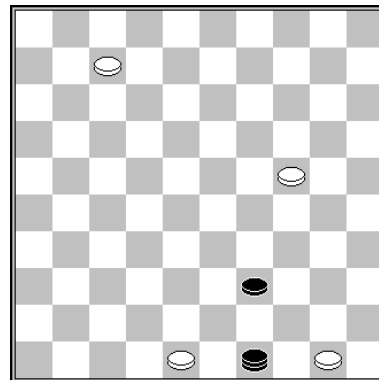
6.36-31 2-8 7.37-32 29-33 is like the game.

6.37-32 29-33 7.36-31 2-8 8.31-27 8-13 9.49-44 13-18



Black will become **dominant**, for example:

10.44-40 33-39 11.40-34 39x30 12.32-28 30-35 13.26-21 17x26 14.28-22 18-23 15.22-17 35-40 16.17-12 40-44 17.12-7 44-50 18.7-2 23-29 B+



M. Rentmeester – M. van der Klis

White should take care the piece isn't changed, so racing to king is wrong.

1.24-20!

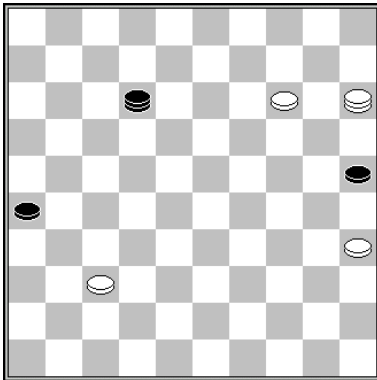
1.7-1 49-35 2.24-20 35-30 =

1.7-2 49-38 2.24-19 38-32 3.19-13 32-28 =

1... 49-38

1... 49-27 2.7-2 27-22 3.2-35! etc. W+

2.20-15 38-33 3.7-2 33-6 4.2-35 W+



C. van Dusseldorp – K. Overes

1.15-47! 12-18 2.14-10! 18-4 3.10-5 4-15

White can't stop black from playing 25-30, but still he wins by playing his king to <14 or 19>, catching the king after, with the help of piece 26!

4.5-19! 25-30 5.35x24 15x31 6.47-36! W+

4.5-19

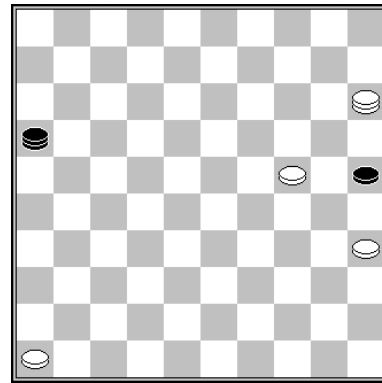
White can also choose 4.5-14 15-4 5.47-15 and black has to sacrifice piece 26.

4... 15-4 5.47-36

Black has to sacrifice piece 26, for 4-15 is punished by 19-24!

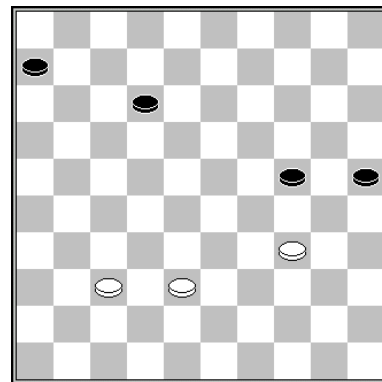
5... 26-31 6.37x26 4-15 7.36-47

White becomes dominant.



White will become **dominant** after 1.24-19, since the sacrifice for black fails in a surprising way, locking black on the main diagonal.

1.24-19! 25-30 2.35x24 16-32 3.19-14! 32x5 4.24-20! 5-28 5.20-14 28x5 6.15-42 W+



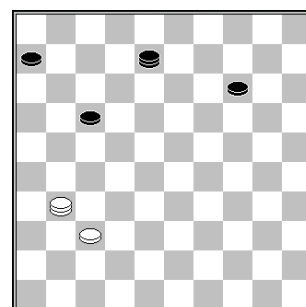
R. Heusdens – P. Sier (analysis)

Positions with a piece more should never be underestimated. Black should play very precise in order to become dominant. Patience is crucial.

1... 12-17! 2.38-33 24-30 3.34-29 30-35 4.29-23 35-40 5.23-19 40-44 6.19-13 44-50 7.33-29 50-45 8.29-24 45-12 9.13-9 12-3 10.9-4 3-8

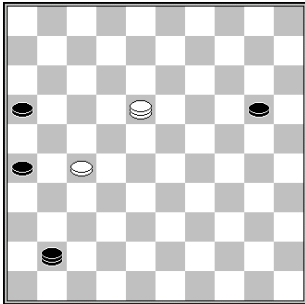
Black wins a piece and reached a winning K + 3 vs K + 1 endgame.

11.24-20 25x14 12.4-31



The endgame

12... 17-21 13.37-32 21-26 14.31-42 8-12
 15.42-47 12-18 16.47-42 6-11 17.42-47 11-16
 18.47-33 18-23 19.32-27 23-41 20.33-22 14-20
 21.22-18

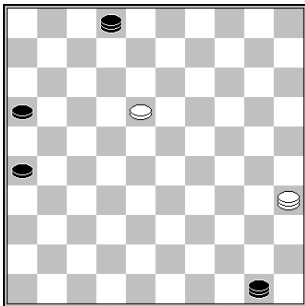


Black has to do something against white's intention to play 27-22-17.

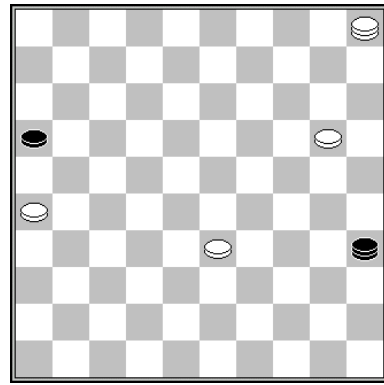
21... 41-14! 22.27-22 14-3 23.18-29 20-25
 24.22-18 3-8 25.29-42 25-30 26.42-20 30-35
 27.20-3 8-2 28.3-17 2-19 29.17-39

29.18-12 19-23 30.12-8 23-12 B+

29... 19-8 30.39-25 35-40 31.25-3 8-2 32.3-17
 40-45 33.17-44 45-50 34.44-35



34... 50-17! 35.35-49 17-3 and piece 18 gets lost.



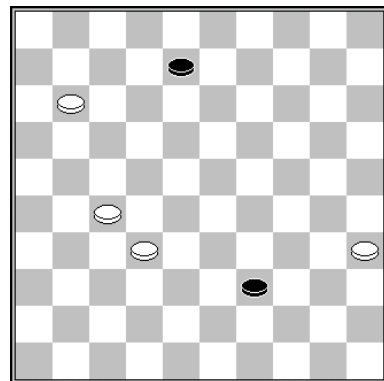
A. Dibman – R. Letsjinski

White needs to be patient. He should first deal with black's defensive plan, which is going to <8> and trying to use the tag 16/26. He will be able to go to <14> with his piece, preventing black from sac-ing and attacking piece <33>.

1.5-32!

The game was 1.20-15? 35-8 2.5-32 16-21!
 3.32x16 8-17 4.33-29 17-12 5.29-24 12-8 6.24-20 8-3 =.

1... 35-8 2.20-14 etc W+



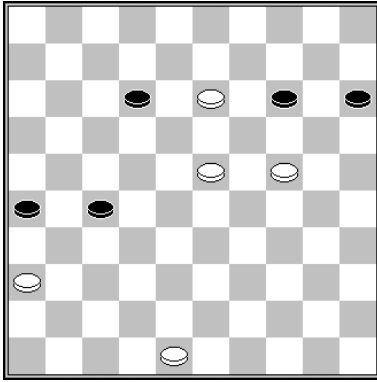
J. Adema – V. Doumesh

1.11-7!

1.11-6? 39-43 2.6-1 43-48 results in no more than a draw.

- 1... 39-44 2.7-2 8-12 3.2-30! 44-50*
 4.30-34 12-17 5.34-45! 50-39 6.45-50
 39-25 7.50x11 25-14 8.11-28 14-9
 9.27-21 9-27 10.28-44! 27x40
 11.35x44 W+
- 1... 39-43 2.27-21! White has to protect the vulnerable piece <27> first!
 43-48 3.21-16! 48-25 4.7-2 8-12 5.16-11 etc W+

The endgame



T. Goedemoed – H. Zondervan

1.23-18!

1.23-19 14x23 2.13-9 12-17 3.9-3 27-31
4.36x27 23-28 5.3x21 26x17 =

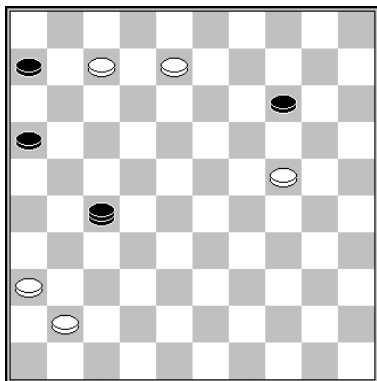
1... 12x23 2.13-8 27-32 3.8-2 23-28 4.2-16 32-37 5.16-32 37-42

5... 28-33 6.32x5 37-42 7.48x37 33-39 8.24-19
39-44 9.19-13 and white will become dominant.

6.32x10 15x4 7.48x37 W+



Funny scene during Thailand open



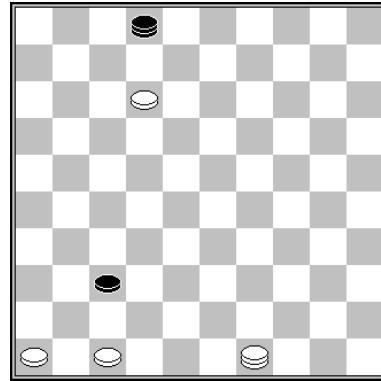
H. Meijer – K. Thijssen

1.7-1 27-32 2.1-12!

In the game white forgot to pin piece <16>:
2.8-3? 32x46 3.3x25 16-21 =

2... 32x46 3.8-3

White will become dominant.



G. Salomé – A. Venema
Analysis E. Twiest

1.49-21!

The only move to make progress.

1.49-35 2-16 2.35-49 16-2 is repetition of moves.

1.49-16 2-35 2.16-49 35-2 is repetition of moves.

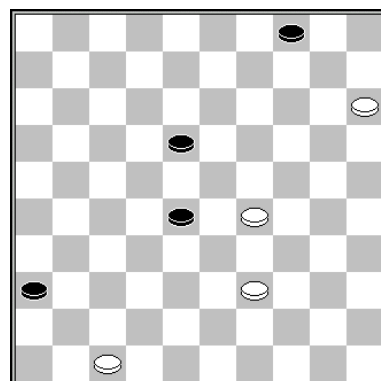
1.49-43 37-42 2.47x38 2-24 3.38-32 24-38 =

1.49-27 37-42 2.47x38 2-24 3.38-32 24-19 =

1... 37-42

1... 2-35 2.12-7 etc W+

2.47x38 2-24 3.38-32 24-19 4.21-26 W+



Black to move

R. Twilhaar – H. Meijer

1... 28-32 2.39-33 32-37 3.33-28 37-41 4.28-23
18-22 5.23-19 41-46 6.19-13 46-14!

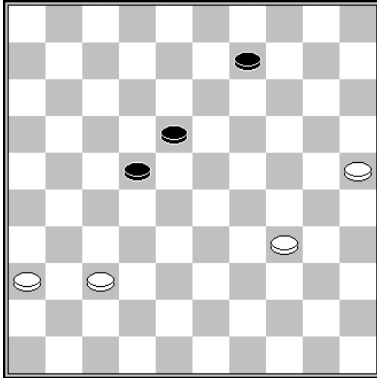
The endgame

The game was 6...46-37 7.15-10 37x5 8.13-8 =

7.15-10

7.13-8 4-10! 8.15x4 14-20 9.4x31 20x3 B+

7... 4x15 8.13-8 14-20 9.29-23 20-14 B+

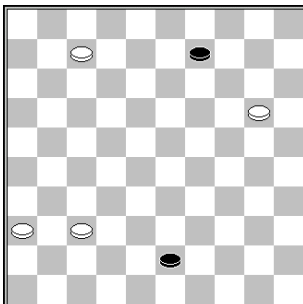


J. Bus

1.34-29! 22-28

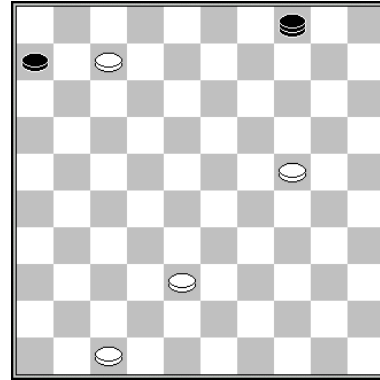
1... 9-14 2.29-24 14-19 3.24x13 18x9 4.37-32
9-13 5.25-20 13-19 6.20-15 19-23 7.15-10 23-
29 8.10-4 29-34 9.4x27 34-39 10.32-28 39-44
11.27-49 44-50 12.49-27 50x31 13.36x27
W+

**2.25-20 18-23 3.29x18 28-33 4.18-12 33-39
5.12-7 49-38**



**6.36-31! 43-49 7.7-1 49-43 8.20-15 9-14 9.31-
26!**

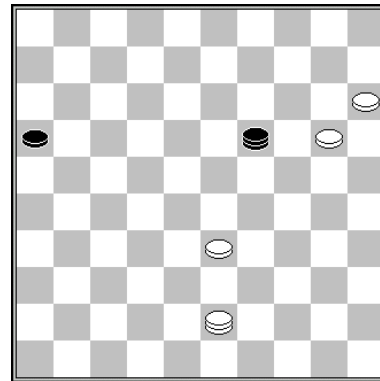
Black can't change the piece now and white will become dominant.



Z. Palmans & T. Goedemoed

It appears that the black king can always gain one of white's pieces, but white can catch the black king, helped by the strong position of piece 47.

**1.7-1! 4-27 2.38-33 27-22 3.33-29 22-13 4.24-
20 13-24 5.1-7! 24x15 6.7-16 15x33 7.16-38
33x42 8.47x38 6-11 9.38-32 11-17 10.32-27
W+**



A. Georgiev – K. Thijssen

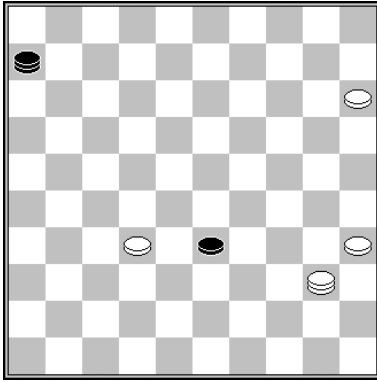
Position after 1... 23-19?

Black should have defended 1... 23-12 2.20-14 12-3 3.14-10 16-21 4.43x16 3-17 etc =.

Now white can chase the black king from the main diagonal, by building a catching construction quickly.

2.43-39! 16-21 3.39-50! 19-13 4.15-10 W+

The endgame



F. Hermelink

1.40-1!

1.40-34? 6-11 2.32-27 33-38 3.34-48 11-16 4.27-22 16-21 5.15-10 21-26 =

1.40-49? 6-1 2.35-30 1-23 3.32-27 23-19 4.30-25 33-39 5.27-21 19-35 =

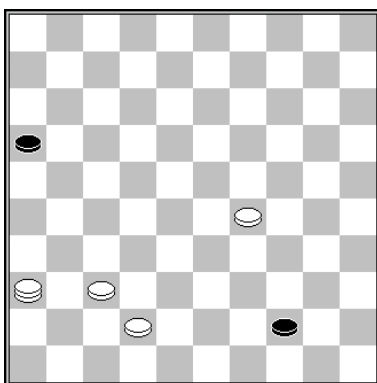
1... 33-39

1... 6-11 2.1-6 11-16 3.6x44 16x40 4.35x44 W+

2.32-28 6x33 3.1-34 39x30 4.35x24 33x20 5.15x24 W+



Female draughts players



T. Goedemoed – H. Twijnstra
(analysis)

1.29-23 44-50 2.42-38!

2.23-19? allows black to make a draw by playing 2... 50-33! 3.36-47 16-21! 4.37-32 33-39! 5.19-14 39-48 6.42-38 48-42 =.

2... 50-17

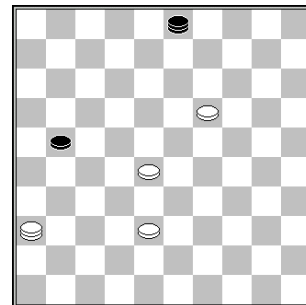
2... 50-39 3.23-19 39-25 4.37-32 16-21 5.32-28 25-20 6.38-32 20-3 7.36-9! 7... 3x23 8.28x19 W+

White needs this trick. All other moves yield no more than a draw!

3.23-19 17-3 4.37-32!

White shouldn't hurry with 4.19-13? for black can make a draw by playing 4... 16-21! 5.38-32 21-27! 6.36x22 3-21 7.32-28 21-32 =

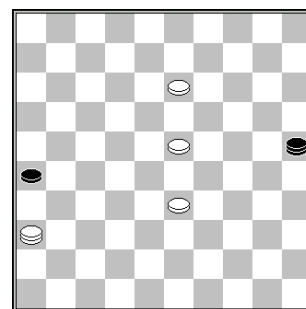
4... 16-21 5.32-28



5... 21-26 6.38-33 3-25 7.28-23

7... 25-30 offers white the chance to catch black's king by playing 8.36-47! followed by 9.23-19 W+.

7... 25-3 8.19-13 3-25



White still has to be patient. The move 8.13-8? would allow black to make a draw by playing 9... 25-14! 10.23-18

10.33-28 is met by 14-3 11.8-2 3-17 12.36-22 17-12 13.22-18 12-17 = and the moves are repeated, with a draw.

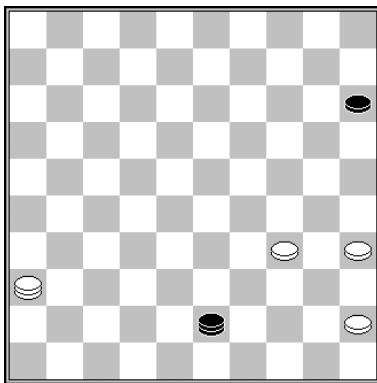
10... 26-31! 11.36x27 14-9 12.27-22 9-20 13.33-28 20-14 =

9.23-19! 25-3 10.33-29 3-12 11.29-24 12-3
12.24-20 3x25 13.19-1

White is winning.



Djordy Suijlen having fun at a Rock and Roll blitz draughts tournament



I. Weiss

In order to become dominant, white needs a trick to prevent black from gaining one of his pieces.

1.34-29? allows 15-20! The black piece is making contact and white can't win.

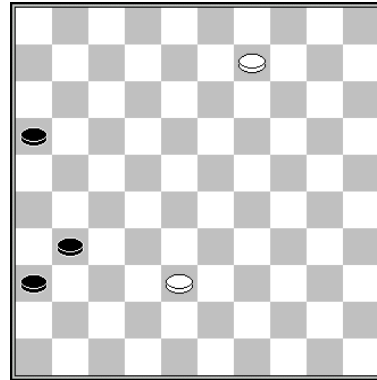
1.35-30! 43-49

1... 43-32 2.36-47! 32-19 is punished by 3.47-38 19x35 4.38-49 and the king is caught at the next move.

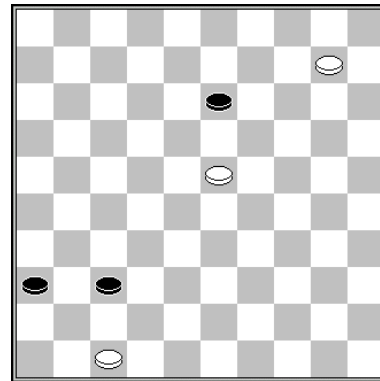
2.36-47! 49-40 3.47-20! 15x35 4.34-30 35x24 5.45x34 W+

The main diagonal

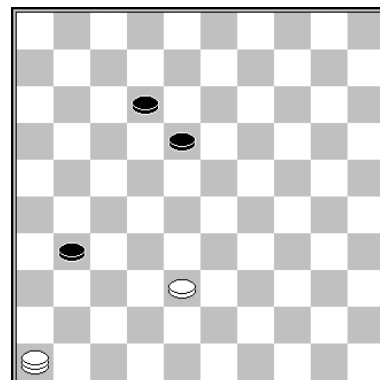
Several elementary examples are shown, which are useful to remember for practical ends.



1.9-4 16-21 2.4-10 21-27 3.10-32! W+



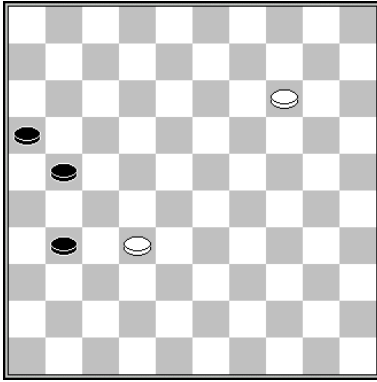
1.23-18 13x22 2.10-5 36-41 3.47x36 37-42 4.5-37 42x31 5.36x18 W+



K. Chaletski

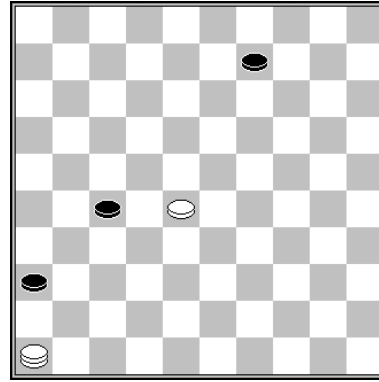
1.38-32 12-17 2.32-27! 31x22 3.46-32 17-21 4.32x16 22-28 5.16-7 18-22 6.7-11 W+

The endgame



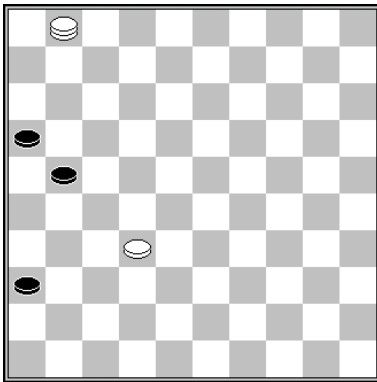
Blonde (1800)

1.14-10 21-26 2.10-5 31-36 3.32-27 26-31
 4.27-22 16-21 5.5-23! 21-27 6.23-1 27x18
 7.1x23 W+

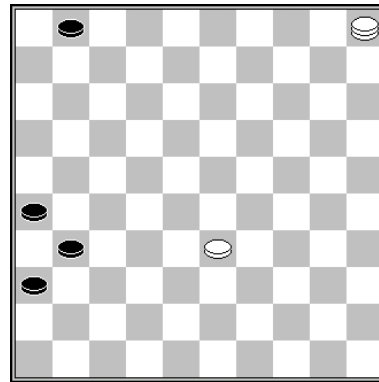


C. Blankenaar

1.28-23 27-32 2.46x28 9-14 3.28-32! 14-20
 4.23-19 20-25 5.19-14 25-30 6.14-10 30-34
 7.10-5 34-39 8.32-49 W+



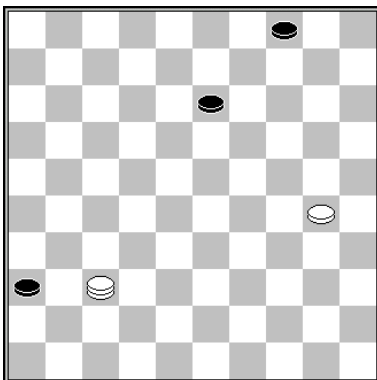
1.1-23 21-26 2.32-27 26-31 3.27-22 16-21
 4.23-1! 21-27 5.1-7 27x18 6.7x23 W+



K.W. Kruijswijk

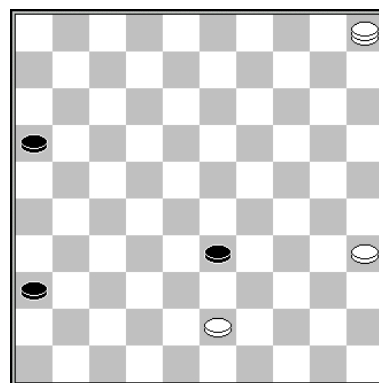
This is one of many elementary compositions from the famous draughts promoter, composer and scribe **Karel Wendel Kruijswijk**.

1.5-32 1-7 2.33-28 7-11 3.28-22 11-16 4.32-23
 16-21 5.23-1 21-27 6.1-7 27x18 7.7x23 W+



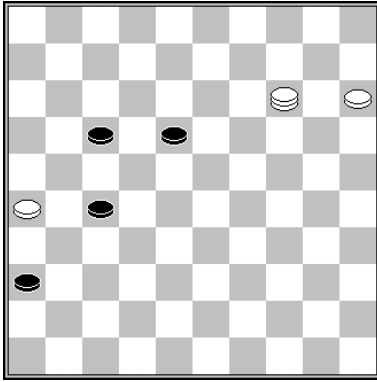
Black will be able to cross the main diagonal, but white's two kings are able to block the divergent black pieces.

1.30-24 4-9 2.37-32 13-18 3.24-19 18-23
 4.19x28 9-14 5.28-23 14-20 6.23-19 20-25
 7.19-14 25-30 8.14-10 30-34 9.10-5 34-39
 10.32-49 W+



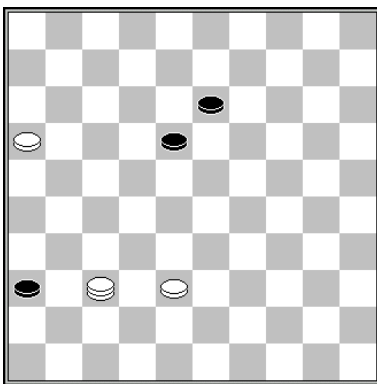
1.5-46 16-21 2.35-30 21-27 3.46-10! 27-31
 4.30-24 33-38 5.43x32 31-37 6.32x41 36x47
 7.10-15 47x20 8.15x24 W+

The endgame



P. Sonier

1.26-21! 17x26 2.15-10 18-23 3.14x21 26x17
4.10-5 W+



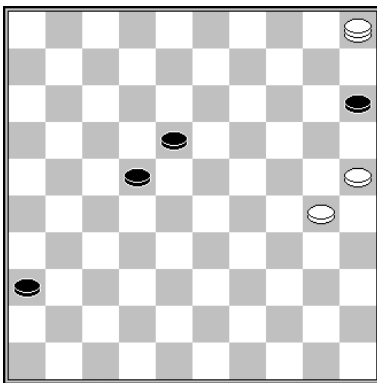
P. Roozenburg

A tricky composition by Dutch world champion 1948, 1951, 1952 en 1954 Piet Roozenburg.

1.38-32 18-23 2.16-11 23-29 3.11-7 29-34
4.32-28

4... 34-39 5.37-31 36x27 6.28-22 27x18 7.7-2
W+

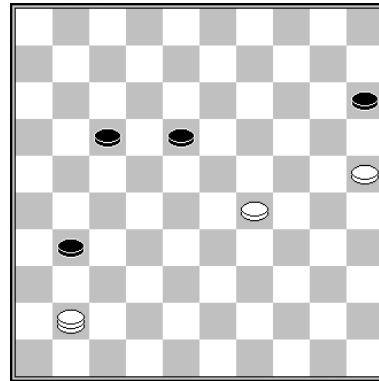
4... 34-40 5.7-1 40-44 6.37-31 36x27 7.28-22
27x18 8.1x49 W+



1.5-19 22-27 2.30-24 27-31 3.19-32 18-22
4.32-46 22-27

4... 31-37 5.46x17 15-20 6.25x14 36-41 7.17-8
W+

5.25-20 31-37 6.46x21 36-41 7.21-32 41-47
8.32-10 15x4 9.20-15 47x20 10.15x24 W+



J. v.d. Wal – A. Baliakin

Position after 1... 13-18?

2.41-46 17-22 3.46-19 22-27 4.29-24 31-36
5.19-46 18-22 6.46-23 27-31 7.23-46 15-20

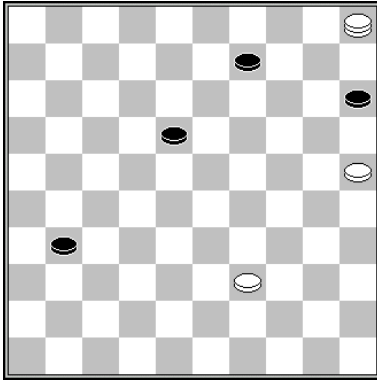
7... 22-27 8.25-20 31-37 9.46x21 36-41 10.21-
32 41-47 11.32-10 15x4 12.20-15 47x20
13.15x24 W+

8.25x14 22-27 9.46-19 27-32 10.19x26 36-41
11.26-8 W+



Jannes van der Wal after having become world champion in 1982

From left to right: Rob Clerc, Johan Bastiaannet, Jannes van der Wal and Harm Wiersma



O. Dijkstra

1.39-34!

1.39-33? 9-13 2.33-29 18-22 3.29-24 13-18
4.5-19 22-27 5.19-5 15-20! 6.24x15 31-36 =

1... 31-36

1... 18-22 2.34-30! 9-13 3.5-46 22-28 4.46x8
31-37 5.8-17! 37-42
5... 15-20 6.25x14 37-41 7.30-24 W+
6.17-33 W+

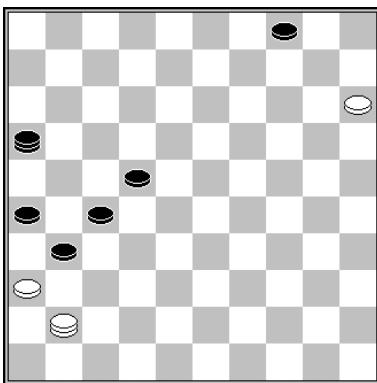
2.34-29! 18-23

It looks like black forces a draw:

3.5x32 9-14 4.32x5 15-20 5.25x14 36-41=
3.29x18 9-13 4.18x9 15-20 5.25x14 36-41=

But white uses a gross king sacrifice to win!

3.5x41!! 36x47 4.29-24 47x20 5.25x3 W+



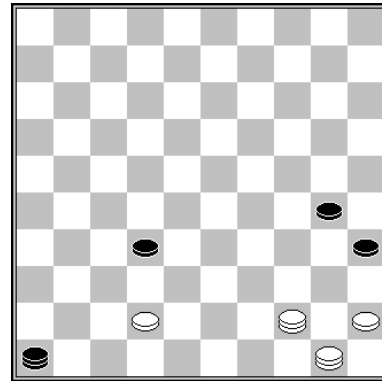
Black to move

A. Cordier – A.Baliakin

1... 16-21! 2.41-5

2.41-46 31-37 3.46x6 21-17 4.6x31 26x37 B+

**2... 31-37 3.5x41 21-16! 4.41-46 22-28 5.46x5
4-10 6.5x21 16x32 B+**



L. Springer

This composition is added for artistic reasons. Although the starting position is not realistic, it shows some nice, surprising tactical ideas.

1.45-40 32-38

After 1... 32-37 42x31 white will become dominant after making a third king.

2.42x33 46-23

Otherwise 44-49 will follow.

3.50-45 23-5

3... 23-46 4.33-29 30-34 5.29-24 34-39 is met by 6.44x28! 46x30 7.45-50 35x44 8.50x25 W+

**4.33-29 30-34 5.44-28! 34x32 6.45-50 35x44
7.50x46 W+**

