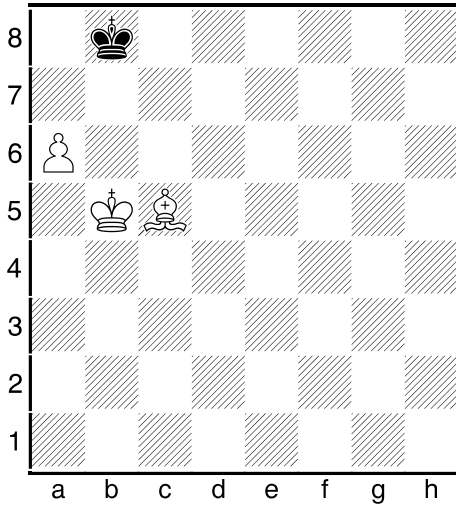


Question #4



White to Move!

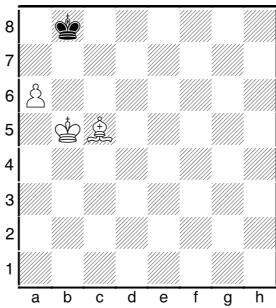
4 - I What result to you expect?

A	White Wins
B	Draw
C	Another White ♖ on a2 would change the outcome
D	Both B and C are correct

4 - I If allowed, White would want to...

A	switch places of his ♔ and his ♗
B	switch places of his ♔ and his ♖
C	switch places of his ♗ and his ♖
D	do either one of the above

(4) Training Position: ♔ + ♙ + ♖ vs. ♚



White to Move!

	Score	0 - 1000	1000- 1400	1400- 1800	1800- 2200	2200- 2400	2400- 2800
1	A	-1	5%	7%			
	B	5	61%	88%	100%	100%	100%
	C		5%				
	D		29%	5%			

2	A		20%	15%			
	B		12%	12%	3%		
	C		17%	11%	6%		
	D	5	51%	62%	91%	100%	100%

4-1 This is a very important basic endgame position. To win, White needs to promote the ♖ and, thus, must force Black ♚ out of the corner. Since White ♙ can't attack the square of promotion (a8), White won't be able to succeed. Black ♚ will move between a8 and b7 and any attempt to force him away would result in a stalemate. If you thought that White could win, you lose 1 point. Adding one or several extra ♖s on the a-file won't make any difference. The correct choice is - 5 points.

Remember that the ♖ on the ♘ file (a or h) and a ♙ of the "wrong color" can't win against the lone ♚, if the latter could reach the square of promotion.

4-2 White would welcome with a great enthusiasm any of the proposed changes. Either <A> or or <C> would transform a theoretically drawn position (see Part 1) into an easily won one. Since either the ♙ would become of the "right color" (<A>), or the ♖ would be switched from the ♘ file to either b-file () or c-file (<C>). No matter what, White should win with minimal accuracy. You get 5 points for <D>.