

**GM Branko Tadić**

**PAWN  
ENDGAMES  
WORKBOOK**



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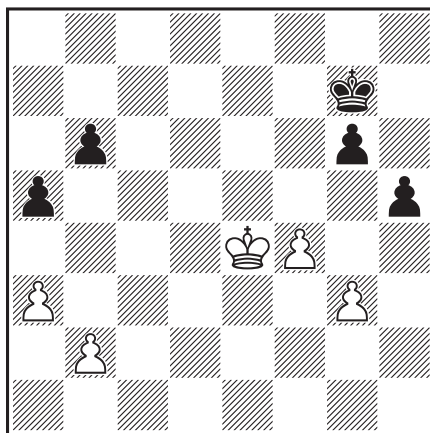
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# INTRODUCTION

In the introduction to his book *"Pawn Endings"*, GM Vlado Kovačević wrote that pawn endings might look simple at first but are actually quite complex! The ability to calculate all the way to the end of the game makes a difference compared to all other types of endings. Nevertheless, in most cases, the ultimate outcome is often determined by small details that tip the balance one way or the other. As GM Kovačević pointed out, to properly understand pawn endings, it is necessary to understand basic rules and strategic ideas:

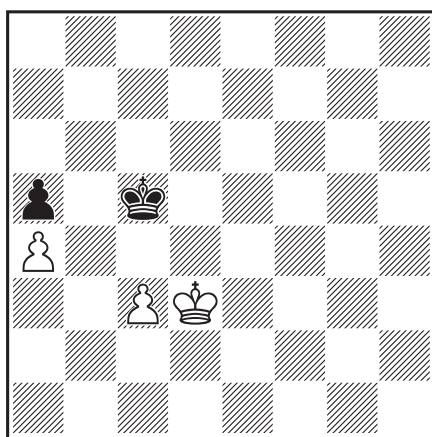
- ***The significance of key squares***
- ***The square rule***
- ***The opposition and correspondence***
- ***The triangulation***
- ***Gaining tempo***
- ***Breakthrough***
- ***Defense by stalemate***
- ***Restricting freedom of movement***
- ***The rule of the common square***

By solving these carefully selected tests, you can test your acquired knowledge of pawn endings. The examples are not selected by levels, and chess players of different strengths can solve them. The division is made based on the number of pawns, following the model of GM Kovačević's book *"Pawn Endings"*.



## 4. King and Two Pawns versus King and One Pawn

In endings with minimal material, one pawn superiority is generally converted into victory – *especially if the stronger side has a passed pawn*. However, the term "generally" should be taken with great caution. The fundamental laws governing the game of chess are usually explained by rules and principles of all sorts, nevertheless, none of these are universal. Even the slightest change of the pawn structure may call into question their validity. That is the reason why every position must be examined and re-examined critically and open mindedly despite well known patterns or our prejudices.



Isolated Pawns with One Passed Pawn: **71 – 80**

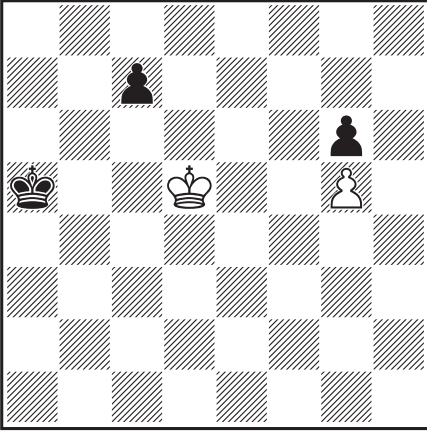
Isolated Pawns without a Passed Pawn: **81 – 90**

Connected Pawns with One Passed Pawn: **91 – 96**

Connected Pawns without Passed Pawn: **97 – 108**

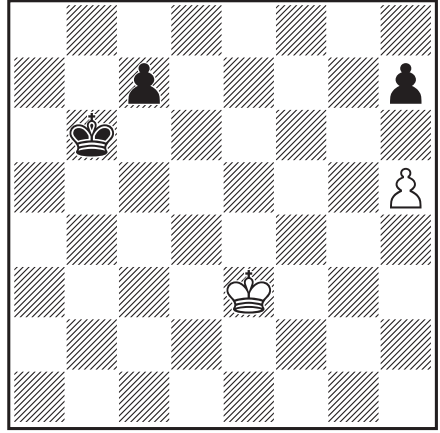
With Two Passed Pawns: **109 – 114**

71.



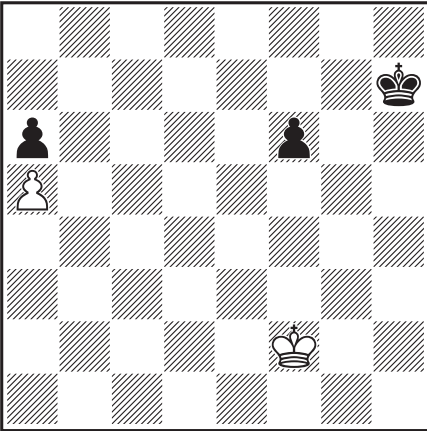
1. ? =

72.



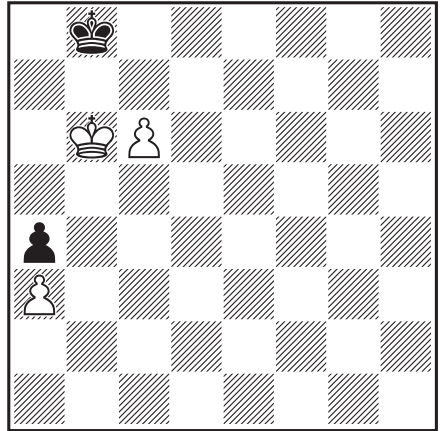
1. ? =

73.



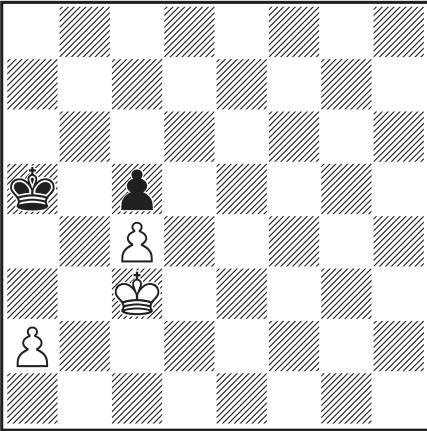
1. ? =

74.



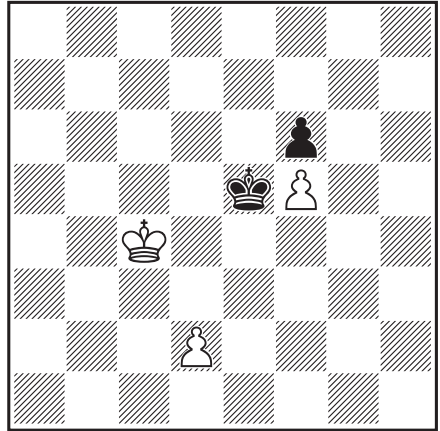
1. ? +-

75.



1. ? +-

76.



1. ? +-

1. ♖b7 ♕c4 2. ♖c7 d5 3. ♖c6 ♖xb4

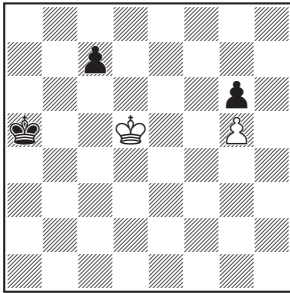
6. ♖c4? ♖c2—+

3... d4 4. b5=

6... ♖c2 7. ♖e5! c5 8. ♖f6 c4 9. ♖xg6 c3 10. ♖f7 ♖b2 11. g6=

4. ♖xd5=

◆  
**71.**



1. ♖c5!

1. ♖e6? c5 2. ♖f6 c4 3. ♖xg6 c3 4. ♖f7 c2 5. g6 c1♖+—

1... ♖a4 2. ♖c4

2. ♖c6? ♖b4 3. ♖xc7 ♖c5—+

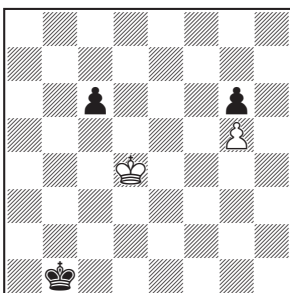
2... ♖a3 3. ♖c3

3. ♖c5? ♖b3—+

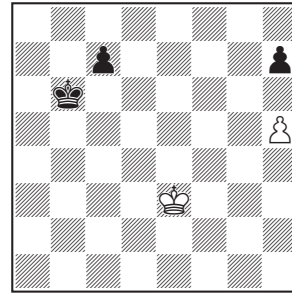
3... ♖a2 4. ♖c2! c6

4... ♖a1 5. ♖c1=

5. ♖c3 ♖b1 6. ♖d4!

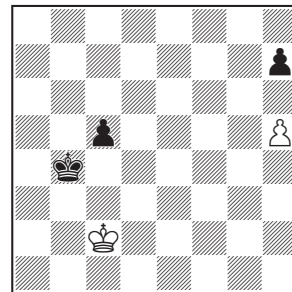


◆  
**72.**



1. ♖d4!

1. ♖f4? c5 2. ♖e3 ♖b5 3. ♖d2 ♖b4 4. ♖c2



4... h6! (4... ♖c4? 5. h6=; 4... c4 5. h6=) 5. ♖b2 ♖c4 6. ♖c2 ♖d4 7. ♖d2 ♖e4 8. ♖c3 ♖f5 9. ♖c4 ♖g5 10. ♖xc5 ♖xh5 11. ♖d4 ♖g4 12. ♖e3 ♖g3 13. ♖e2 ♖g2—+

1... ♖c6

1... h6 2. ♖e4 c5 3. ♖d3 ♖c6 4. ♖c4 ♖d6 5. ♖c3 ♖e5 6. ♖c4 ♖f5 7. ♖xc5 ♖g5 8. ♖d4 ♖xh5 9. ♖e3 ♖g4 10. ♖f2=

1... ♖b5 2. h6! c5+ 3. ♖c3=

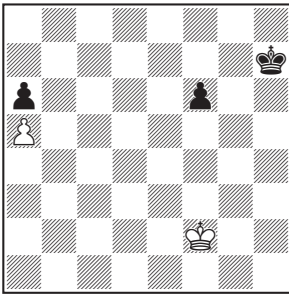
2. ♖e5 ♖d7 3. ♖f6 c5 4. ♖e5! ♖c6  
5. h6! ♖b5

5... c4 6. ♖d4 ♖b5 7. ♖c3=

6. ♖f6 c4 7. ♖g7 c3 8. ♖xh7 c2 9.  
♖g7 c1♚ 10. h7=



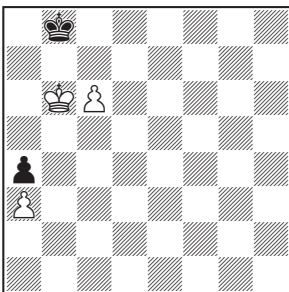
73.



1. ♖e3! ♖g6 2. ♖d4 f5 3. ♖e3! ♖g5  
4. ♖f3 f4 5. ♖f2 ♖f5 6. ♖f3 ♖e5 7.  
♖f2 ♖d5 8. ♖f3 ♖c5 9. ♖xf4 ♖b5  
10. ♖e3 ♖xa5 11. ♖d2 ♖b4 12.  
♖c1=



74.



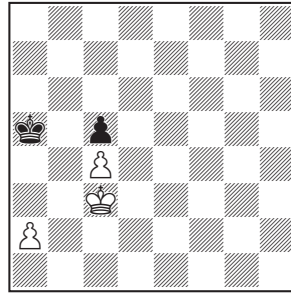
1. ♖a5!

1. ♖b5 ♖c7

1... ♖c7 2. ♖b5 ♖c8 3. ♖xa4+-



75.



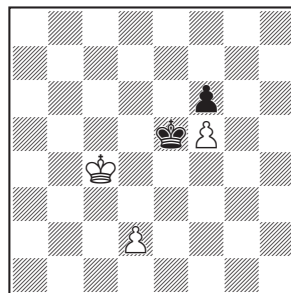
1. ♖d2!

1. ♖d3? ♖b4 2. a3+ ♖xa3 3. ♖e4  
♖b3 4. ♖d3=; 4. ♖d5? ♖b4+-

1... ♖a4 2. ♖e3 ♖a3 3. ♖e4 ♖a4 4.  
♖d5 ♖b4 5. a3+!+-



76.



1. d4+!

1. ♖c5? ♖xf5 2. d4 ♖e6! 3. ♖c6 ♖e7  
4. d5 (4. ♖c7 ♖e6=) 4... ♖d8=

1... ♖xf5

1... ♖d6 2. d5+-

2. d5 ♖g6