

UNIT 1 - AVERBAKH ENDGAME COURSE : 97 GENERAL PRINCIPLES ( EXAM )

Note: In the questions with a blank, fill in your answer. In those with a choice, circle your choice. You must attempt to answer all questions.  
If you do not know an answer, then put your best possible guess.

II. ENDINGS WITH PIECES AND PAWNS:

A.) GENERAL OBSERVATION:

4.) An advantage of 1 extra pawn is ( rarely ) ( often ) ( never ) a win.

B.) BASIC DEFINITIONS:

6.) A position in which the defending side could hold if he did not have to move. But, if he does have to move, then he is said to be in \_\_\_\_\_.

9.) Squares through which a player can penetrate into his opponent's position are known as \_\_\_\_\_ squares.

10.) P-KR3 and P-KN3 are common ways that both players give their kings "breathing-room". Such pawn-advances are said to create \_\_\_\_\_.

11.) Another term for pawn groups is pawn- \_\_\_\_\_".

12.) If both players have the *same number* of pawns, in general you are better off the *more* such groups you have. ( True ) ( False )

15.) Taking *two* moves to get to a square that a piece could have gotten to in only *one* move is known as \_\_\_\_\_ and is used to transfer the "move" to the opponent.

16.) A bishop which is blocked in by its *own* pawns on its color is known as a \_\_\_\_\_ bishop.

18.) In general, the *wider* the front, the ( better ) ( worse ) for the defender.

28.) When you are in the endgame, you should *exchange pieces*, but not pawns, if you are 1 or 2 pawns ( ahead ) ( behind ).

29.) Conversely, you should *exchange pawns*, but not pieces, if you are 1 or 2 pawns ( ahead ) ( behind ).

D.) THE POWERS OF THE PIECES:

30.) Let us say that, in the endgame, a bishop is worth about 3 pawns or points, and a queen about 9 points. About how many points would a *knight* be worth? \_\_\_\_\_ ( use a fraction ).

34.) About how many points would a *rook* be worth?  
\_\_\_\_\_ ( use a fraction ).

38.) In his *absolute* value-checkmate, the king is worth *infinity*. However, the king does have a *fighting* value in the endgame. With pawns on *both* wings, the *fighting* value of the king is roughly equal to \_\_\_\_\_.

39.) With both players having all their pawns on *one wing only* the king's fighting value is closer to that of \_\_\_\_\_.

41.) An *active* king is often worth an extra \_\_\_\_\_ to you in fighting value, especially in *minor-piece* endings.

**E.) THE OPPOSITION - A SPECIAL CASE OF THE POWERS OF THE KING:**

51.) The opposition in chess is usually defined as existing when two kings oppose each other on a straight line, standing an ( even ) ( odd ) number of squares apart from each other. Whichever king must move, loses the opposition.

There are two cases of opposition which refer to how closely the kings stand to each other.

52.) If the two kings stand as close to each other as they are legally permitted, they are said to be in \_\_\_\_\_ opposition.

53.) If the two kings stand in opposition with several or many squares between them, they are said to be in \_\_\_\_\_ opposition.

There are a number of different types of opposition which refer not to distance but usually to the type of line(s) that the two kings stand on.

54.) Two kings which oppose each other on the same *file* are said to be in \_\_\_\_\_ opposition.

55.) Two kings which oppose each other on the same *rank* are said to be in \_\_\_\_\_ opposition.

56.) Two kings which oppose each other on any *diagonal* are said to be in \_\_\_\_\_ opposition.

Certain kinds of opposition are not *always* in a straight line, such as the two following kinds.

- 57.) Two kings which occupy the opposite corners of a large number of squares forming a big *rectangle* are said to be in \_\_\_\_\_ opposition. In this type of opposition, the rectangle must have an ( even ) ( odd ) number of squares in it and the color of the two corner squares that the two kings stand on must be of the same color.
- 58.) Sometimes, when the two kings are trying to outflank each other around a pawn-ram, the best type of opposition to get is not in a straight line, but instead a " \_\_\_\_\_ - \_\_\_\_\_ " away from each other.
- 59.) In general, the opposition is just about the most important thing there is to achieve in king and pawn endings, even more important than *outflanking* the opponent's king with your own. ( True ) ( False )

F.) THE PAWN STRUCTURES AND THEIR PROPERTIES:

F-2.) STRONG PAWNS:

- 69.) The " \_\_\_\_\_ - \_\_\_\_\_ " of action in endgames refers to the wing of the board on which most of the pawns are located.
- 70.) A passed pawn which is on the *other* wing of the board from this area is known as ( a ) ( an ) \_\_\_\_\_ passed pawn.
- 71.) Is such a passed pawn better to have than a passed pawn on the wing where most of the pawns are located? ( Yes ) ( No ).
- 72.) Even *stronger* than such a pawn is a passed pawn guarded by another pawn from behind of the same color. This is known as a \_\_\_\_\_ passed pawn.
- 73.) Such pawns are strong because before the *head* passed pawn can be captured, you must first eliminate the \_\_\_\_\_ or rear of the pawn chain.
- 74.) Almost any type of passed pawn is even stronger if it is both *advanced* and \_\_\_\_\_ by a player's pieces.
- 75.) An *advanced* passed pawn by *itself*, however, is likely to become weak in many endings with pieces on the board. Such a pawn is said to have become over - \_\_\_\_\_.

**F-3.) WEAK PAWNS:**

- 78.) If a passed pawn becomes over-extended from the support of its own pieces, then it is said to have become a “ \_\_\_\_\_ ” .
- 79.) Pawns which cannot advance without being captured are said to be \_\_\_\_\_ pawns.
- 80.) Such pawns are particularly weak if they are on a half-open file in a ( major ) ( minor ) piece endgame.

**F-4.) PAWN MAJORITIES:**

- 86.) A pawn majority is a group of pawns which has more pawns in it than the opponent's on a particular \_\_\_\_\_ of the board.
- 87.) The pawn in a pawn majority which is *not* opposed on the same file by an enemy pawn is said to be a \_\_\_\_\_ passed pawn.
- 88.) The pawn of the same color *beside* such a pawn on an adjacent file in the majority, that sometimes assists this pawn in becoming passed, is known as a \_\_\_\_\_ pawn.
- 89.) Let us say that White has a 2-1 pawn majority on one wing of the board, and Black has a 3-2 pawn majority on the other wing. White will be able to create a passed pawn more *quickly* than Black because his majority has *fewer* pawns. It is said to be \_\_\_\_\_ superior.
- 90.) Continuing with this hypothetical example, let us note that White's 2-1 majority however, consists of *doubled* pawns, which makes it difficult to even *create* a passed pawn. Thus, Black's 3-2 pawn majority is said to be \_\_\_\_\_ superior to White's.
- 91.) Thus, whose pawn majority is better? ( White's ) ( Black's )
- 97.) In general, *two connected passed pawns* vs. 1 passed pawn is a strong formation, which wins fairly easily in most endings. ( True ) ( False )