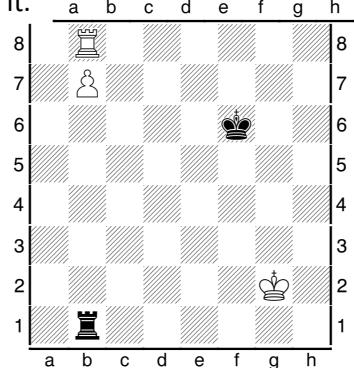


Endgame by Willem Broekman

Some time ago (2010) I won a standard endgame of Hora Vlam. Still enjoying it.

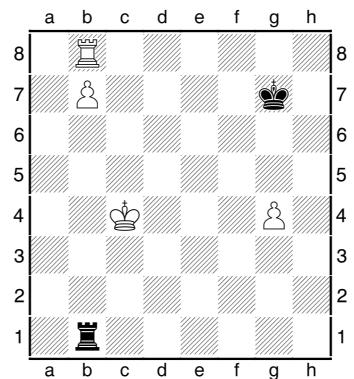


Black to move.

Only move Kg8. If black does something else on the 7th rank white plays Rh8 and gets a queen or wins the rook.

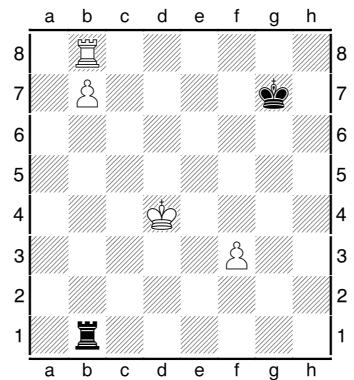
If black makes another move white gives check and gets a queen.

Black must continue to shuttle the king between h7 and g7. White gets no further. Draw.



Black to move.

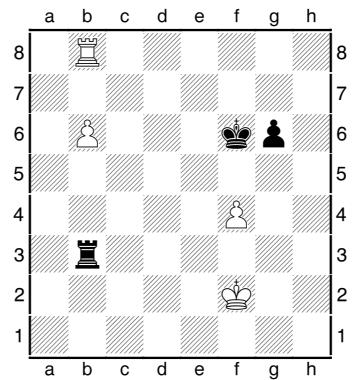
This position is also a draw. The white king cannot hide from checks anywhere. And the white rook cannot leave b8.



White to move.

This is very different. The white pawn advances via the f-file and can never be captured without white getting a queen.

1.f4 Tb5 2.f5 Tb4+ 3.Kc3 Tb5 4.f6+ kf7 5. Th8



Now the game: Black to move.

Now that we know the above, we know that Kg7 is a draw. Maybe even Ke7 is a draw, but then we still have to calculate. 1....Ke7 2.b7 Kd7 3.Tg8 Txb7 4.Txg7+ Kc8 5.Txg6 leads to a drawn rook endgame.

Black played 1... Kf5 2.b7 Kg4 and thought he was freed from the checks from behind. But that is not true with the following standard trick: 3.f5 and the pieces can go in the box.