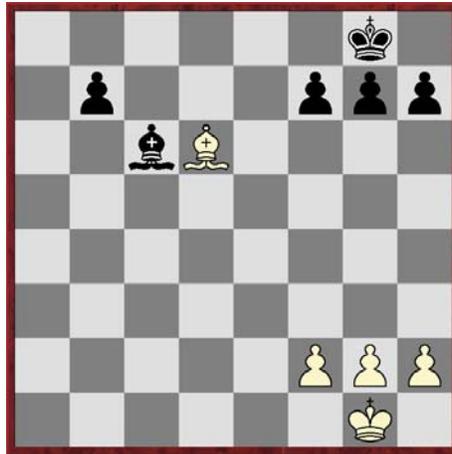


In our Annotated games we also teach endgames:

*Extract from analysis of Game 8, Systems of Champions, Nimzowitsch Defense
Addison, William - Fischer, Robert James, USA, 1965*

"I want to draw your attention to some important rules connected with the opposite color bishops endgames.

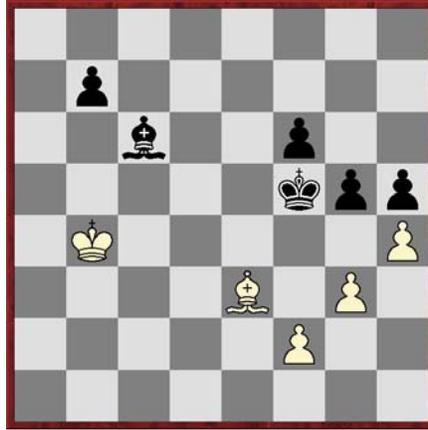


When you defend this kind of endgame where there are pawns on one flank and the strong side has a passed pawn on the other flank, in order to defend accurately use the following rules to guide your action:

- 1. The passed pawn has to be guarded with the king.**
- 2. The other pawns have to be placed on the same color with your bishop, in a chain, with a base that can be easily defended.**
- 3. The bishop has to attack the strong side pawn's base (not allowing the formation of a passed pawn).**
- 4. The strong side has to arrange his pawns on the same color with his enemy bishop in order to restrict his activity.**

With all of this in mind, let's see how we can defend this endgame, and where the danger lies.

The king has to go on the queenside in order to keep an eye on the passed "b" pawn (1st rule). The pawns have to be arranged in a chain with the secure base on f2 (f2, g3, h4) in order to be easily defended only with the bishop (2nd rule). This is not enough on its own because black has a good plan to win the endgame as well, so the last rule comes to our aid. The plan consists of heading with the king to g4 trying to create a passed pawn on the "h" file by means of h5-f6-g5. Therefore white has to keep an eye on the f6 base in advance.



White can do nothing to prevent black's setup, Kf5, h5, f6, g5 as shown in the diagram. Now white has to play 1.Bd4 (3rd rule), and black can't improve his position further. Of course if the position was with the king on g4, the pawns on g7 and f6 the same move saves white.

These rules can be applied in any opposite color bishop's endgame.