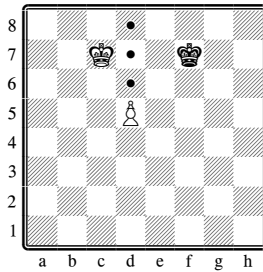


# CHESS ENDGAMES

## K + P vs K

**1**

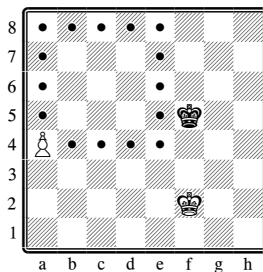
*WHITE WINS*



White in this position has laid out a “red carpet” and there is no way for Black to stop the pawn from queening.

**2**

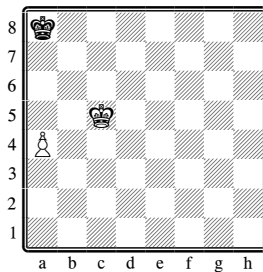
*Black to move: DRAWS  
White to move: WINS*



The defending king can catch the pawn if it can step into the “square” of the pawn.

**3**

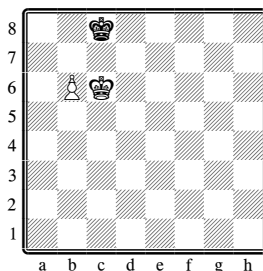
*DRAW*



If Black's king can make it to the corner against the rook pawn, the game will always be drawn since the king cannot be driven away from the corner. It would still be drawn if White had a dark-squared bishop, since he still could not drive the Black's king from the corner.

**4**

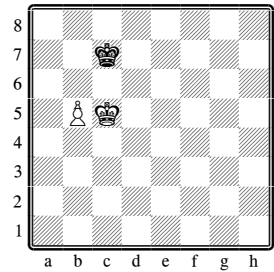
*Black to move: WHITE WINS  
White to move: DRAWS*



Against the back rank, Black cannot save himself by Kb8, because White pushes his pawn forward and Black is forced to the side at a7. If it is White's turn, however, he cannot make progress since 1. b7+ Kb8 2. Kc6 is stalemate.

**5**

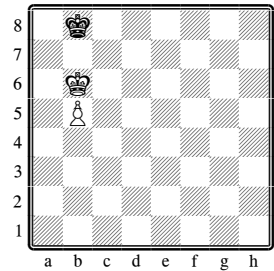
*DRAW*



With the same position off the back rank, Black can draw with 1. Kb7 c6 2. Kb8! Kc6 3. Kc8 reaching the drawing position from Board 4 with White to move. If it is White's move here, he can make no progress.

**6**

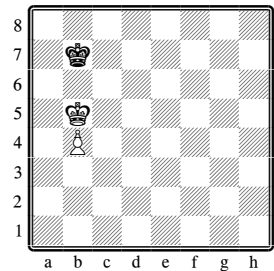
*WHITE WINS*



White's king is at the sixth rank and his pawn is on the fifth rank. With Black to move, White rolls out a red carpet with his king. White to move steps to the side and reaches the winning position from Board 4 with Black to move.

**7**

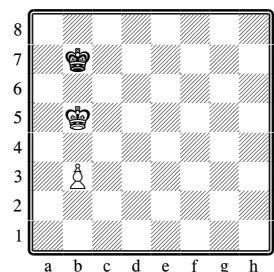
*Black to move: WHITE WINS  
White to move: DRAWS*



If Black has to move, White's king can step to the sixth rank and win as on Board 6. If White has to move, Black can oppose him (1 Kc5 Kc7) and reach the draw from Board 5.

**8**

*WHITE WINS*



White wins even with the move, as he can play his pawn and reach the winning position from Board 7.