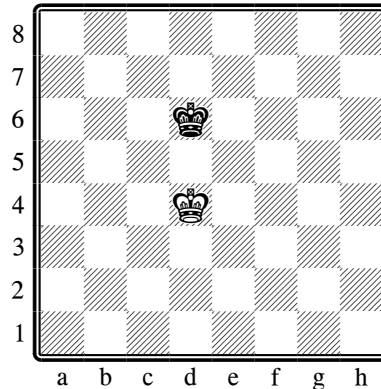


CHESS ENDGAMES

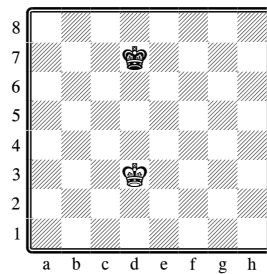
THE OPPOSITION



When the two kings face off against each other so that neither can pass, we say that they “oppose” each other. The side *last* to move has “the opposition” which is usually a good thing to have in endgames. The side who *now* has to move, if there is no safe move to make with another piece, will have to step aside for the other monarch.

1

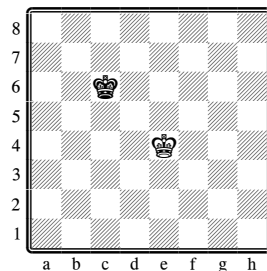
DISTANT OPPOSITION



You have the “distant opposition” if you have just moved and now oppose the enemy king with an odd number of squares in between. If the enemy king moves forward, you will be able to gain the direct opposition.

2

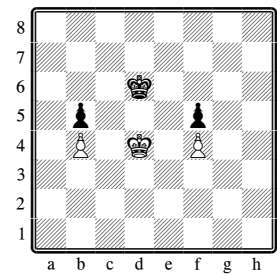
DIAGONAL OPPOSITION



In some positions, “diagonal opposition” will win or save the game. When the opposed king moves, you will be able to gain the direct opposition.

3

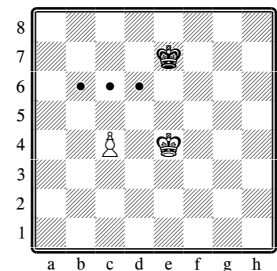
*Black to move: WHITE WINS
White to move: DRAWS*



If White has the opposition, Black has to move and then White can attack one of the pawns and win. If Black has the opposition, White has to move the king back – but not straight back! If White plays 1. Kd3?? Black responds Kd5, gaining the opposition and winning. By instead playing 1 Kc3, White avoids the square d3 until Black moves to d5, at which point he can gain the opposition and draw.

4

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



White wants to get his king out in front of his pawn (to b6, c6, or d6). If it's White's turn, he can use the opposition (Ke5!) to reach there and win. If it is Black's turn, he can grab the opposition (or distant opposition!) and draw.