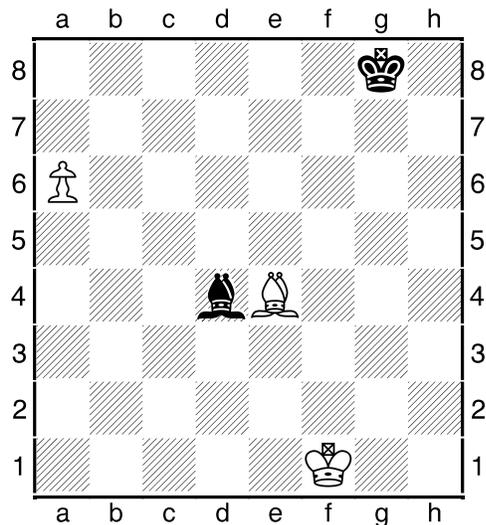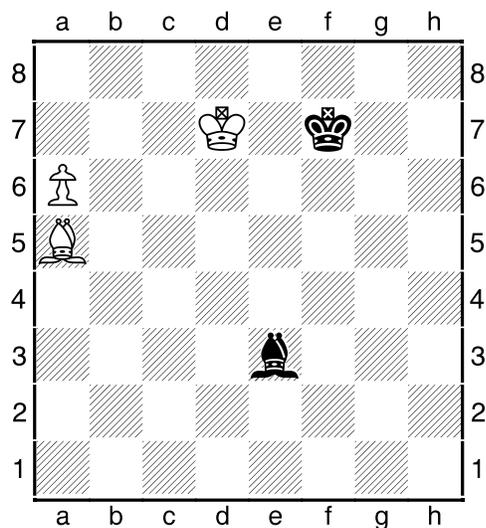# Aiming for a "known" position.

(1) B+P vs B

DRAW, White can't stop Black from controlling the g1–a7 diagonal. Once Pawn moves to a7, the Pawn will be captured. **1.Ke2 Kf8 2.Kd3 Bb6 3.Kc4 Ke7 4.Kb5 Bf2 5.Kc6 Ke6 6.Bd5+ Ke5**
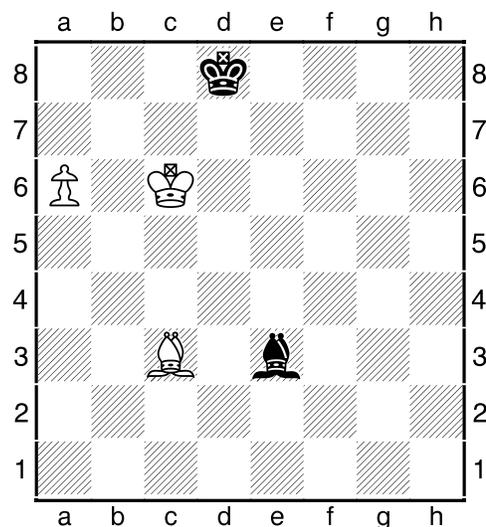

(2) B+P vs B

Now let's change the Bishop from a white square to a black square. White has the same plan as before, need stop Black Bishop from controlling a7. Bishop b6 would be good but needs to be protected. So with that in mind Kc6 would be good to allow Bb6 next move. **1.Kc6 Ke6 2.Bb6** Now Black can't do anything to stop the a-pawn from Promoting. **2...Bf4 3.a7**
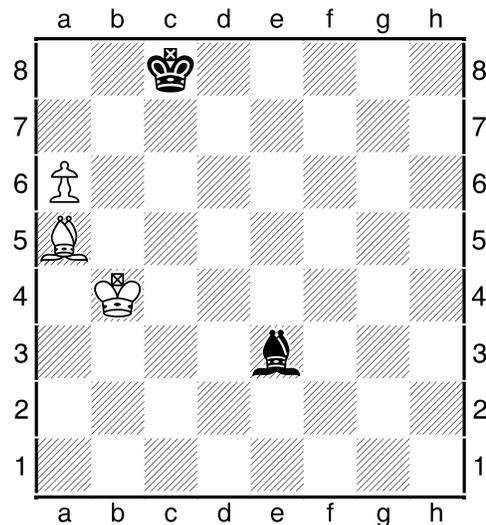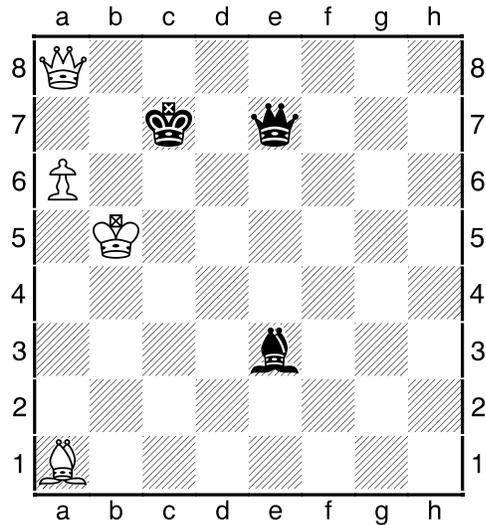

(3) B+P vs B

Now with the black king closer to white's pawn, black plan becomes a little easier. Black needs to stop the pawn from promoting. So protecting a7 in the previous examples was the main plan now we black can protect a7 and a8. White plan would be the same. **1.Kb5 Kb8 2.Bb6** But now just take the bishop and the pawn ending is draw. **2...Bxb6 3.Kxb6**


(4) B+P vs B

Playing Bb6 straight away via a5 leads to a draw because black can end up controlling a8. Let's stop Kc8 and play **1.Kb7 Kd7** Now once you block the black king from moving towards a8 you now play Bishop to b6 via a5 **2.Ba5 Bf2 3.Bb6**

(5) B+P vs B

The main idea from this lesson is. If you know the types of ending that a winning and drawing then when you have a position where there is more pieces on the board you can trade into a easier winning ending. **1.Qa8+ Kc7** exchange queens as the ending is winning as shown in previous examples **2.Qb7+ Kd8 3.Qxe7+ Kxe7** remember to stop the black king moving towards a8. **4.Kc6 Kd8 5.Kb7** now once that has been play, now getting the bishop to b6. **5...Kd7 6.Bc3 Kd8 7.Ba5+ Kd7 8.Bb6**

Aiming for a "known" position (Knights).
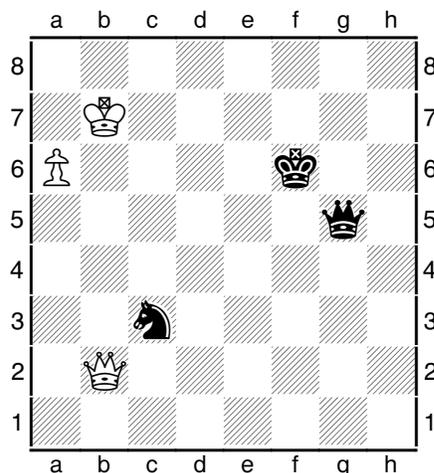
(1) Knight Ending

Last week we were focusing on bishop ending where white was trying to stop black from controlling a7 and a8 to promote the pawn. This week will be on knight endings. Even though black is up in material, he still has to be very careful in the position as the b6 pawn is very close to promoting. There are many ways to draw here but the main line I want to talk about is a similar idea to last week. First point from the end of last week's lesson, exchange into a known ending and trying to force away the key defender. If you don't know this ending after the first move there is no way you would play it. This first move you would want to play especially if you low on time and need to get into something less complicated. **1...Qb5+ 2.Qxb5 Nxb5** Now, you may think what did black just play, looks like white can play Kb6 then how does black continue to play to protect both a7 and a8. Black would love to play Na7 or Nc7 to block and control both a7 and a8 but Kb6 defend both those two squares. For example if black plays another knight move then a7 and how does black stop the pawn promoting? **3.Kb6 Nd6** Now you may notice white can't play a7 as that would lead into a forced draw straight away because of Nc8+ **4.Kc7 Nb5+ 5.Kc6 Na7+ 6.Kb6 Nc8+ 7.Kb7 Nd6+ 8.Kb6 Nc8+ 9.Kc7 Na7 10.Kb7 Nb5** There is no way for white to break through and because black knew that from the start, that's why Qb5+ was played.
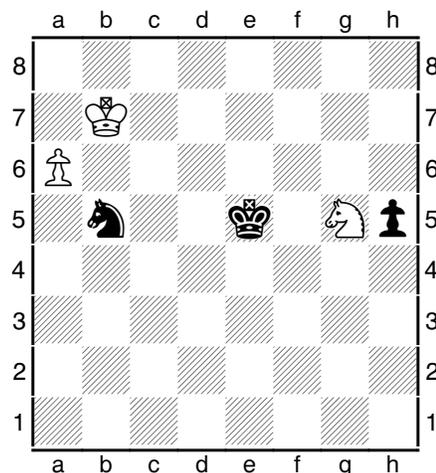
(2) Knight Ending

Now how does this position change dramatically. As before the knight managed to control all key squares controlling a7 and a8. So what can white do to stop it black defending so easily? **1.Kb6 Nd6** Same plan as before but now you will see that the knight and king are in a pinning position. So..... **2.Nf7+ Nxf7** Now the black knight is too far away to defend. **3.a7**
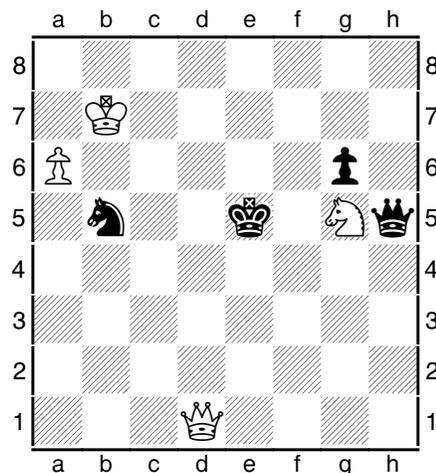
(3) Knight Ending

What would you play in this position? Just remember all the previous ideas. **1.Qxh5 gxh5** Exchanging queens is the perfect move as we already know that once black recaptures that the position is won for white. So if you know that this ending if a easy win then that make the first move easy to work out. **2.Kb6 Nd6 3.Nf7+ Nxf7 4.a7**