

Pawn endings: The square of the pawn

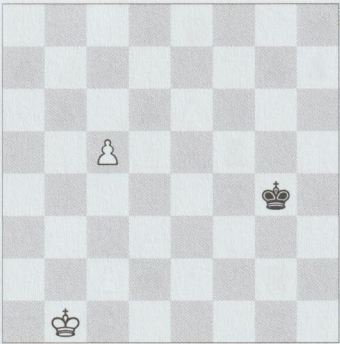
A

La finale de pions : La règle du carré

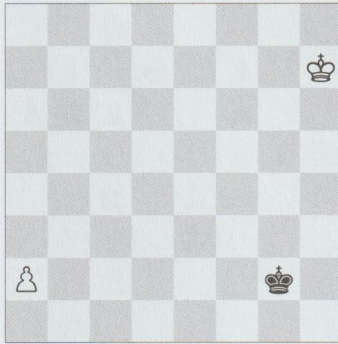
Bauernendspiel: Das Quadrat

Pionneneindspel: Vierkant

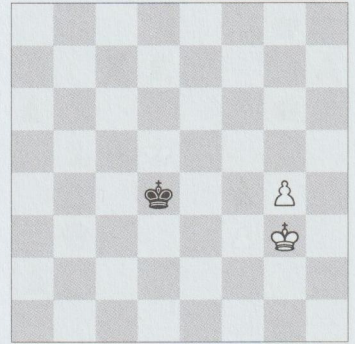
A1



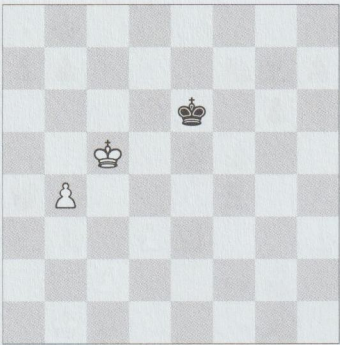
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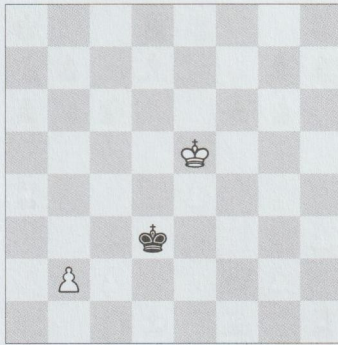
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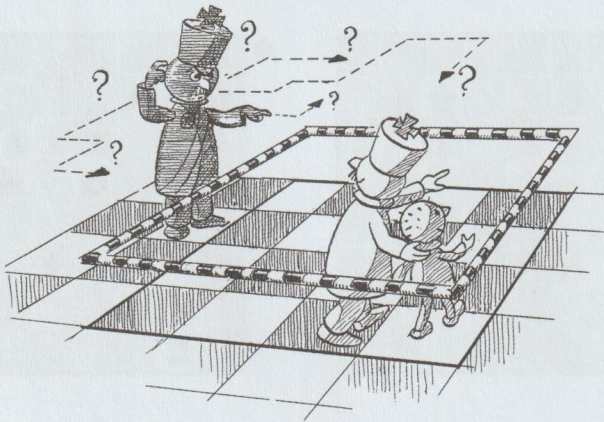
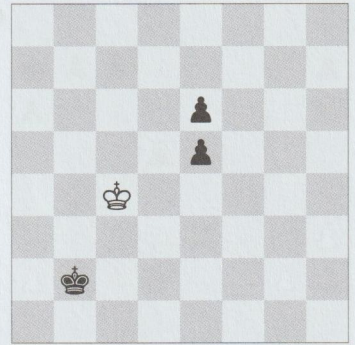
A4



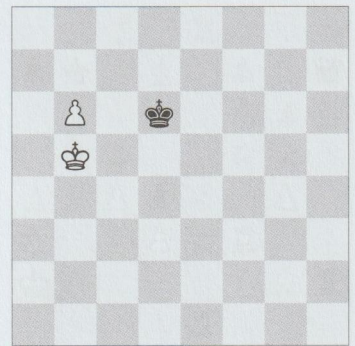
A5



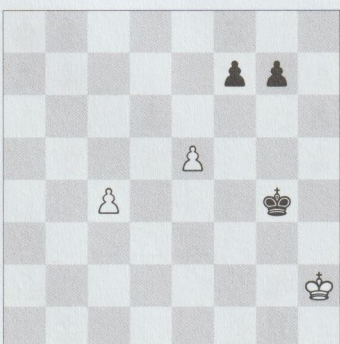
A6



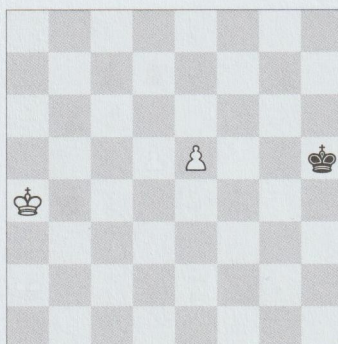
A7



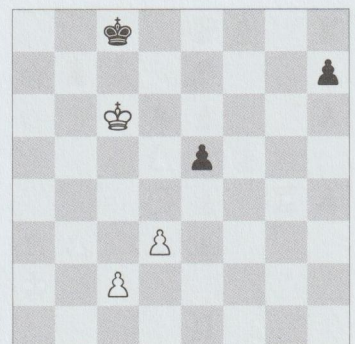
A8



A9



A10



Test: Mix

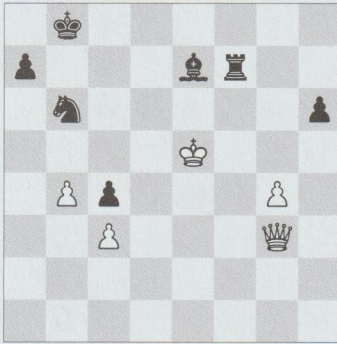
C

Test : Mix

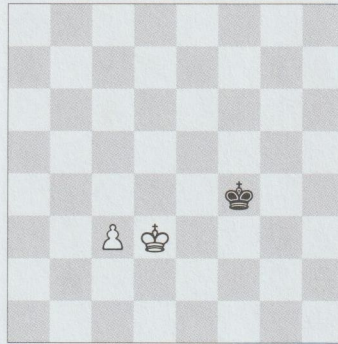
Test: Mix

Toets: Mix

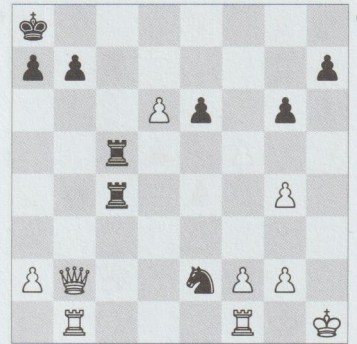
C1



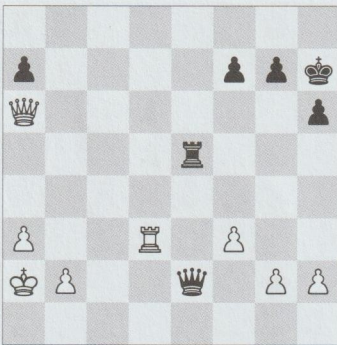
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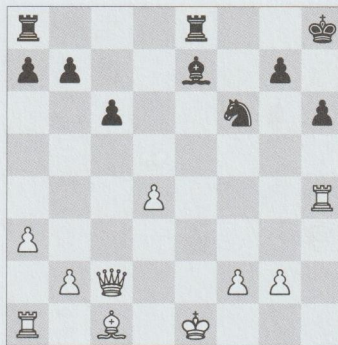
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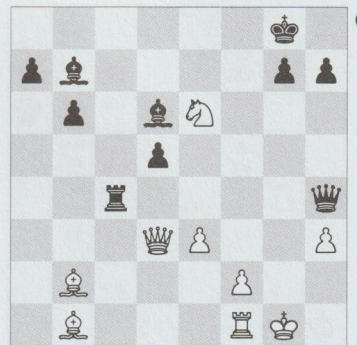
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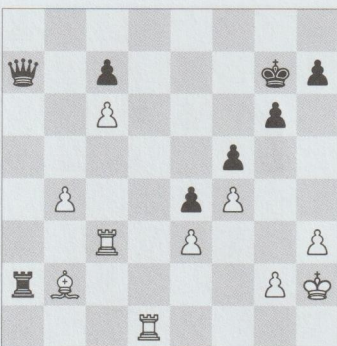
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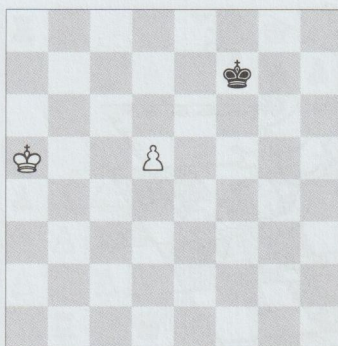
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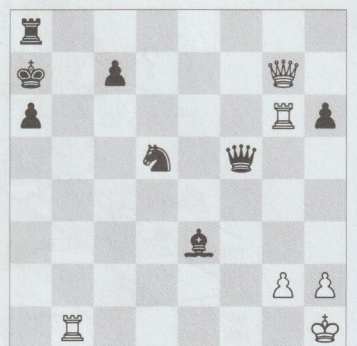
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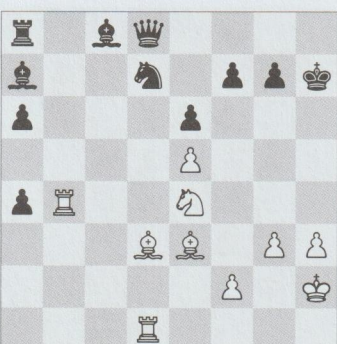
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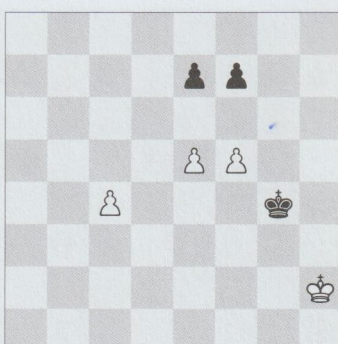
C9



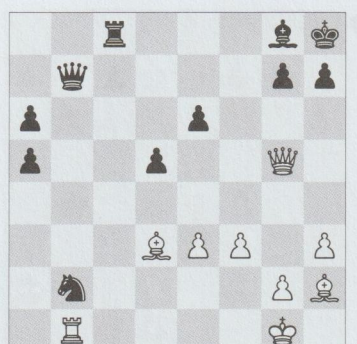
C10



C11



C12



Test: Mix

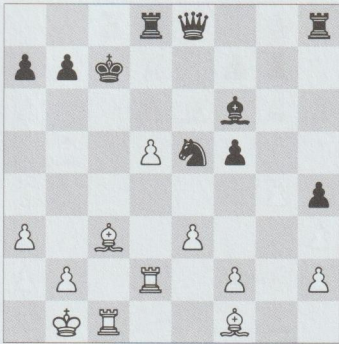
D

Test : Mix

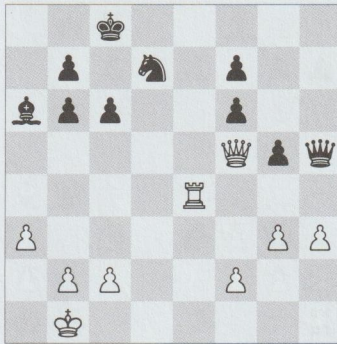
Test: Mix

Toets: Mix

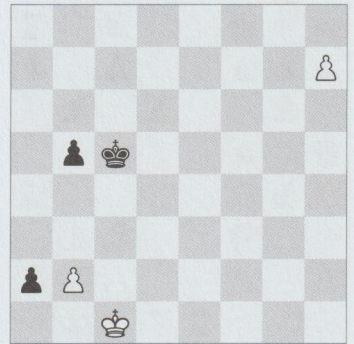
D1



D2



D3



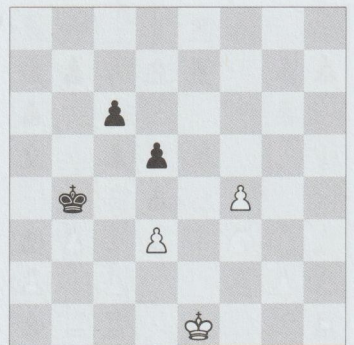
D4



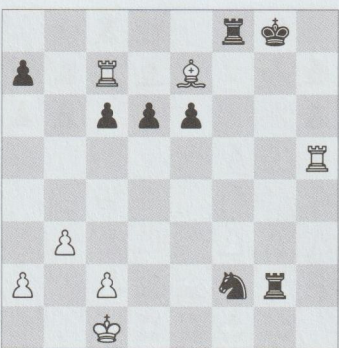
D5



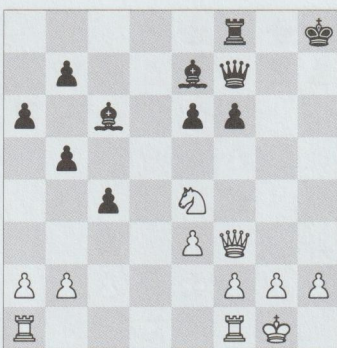
D6



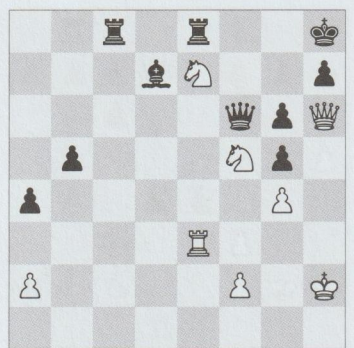
D7



D8



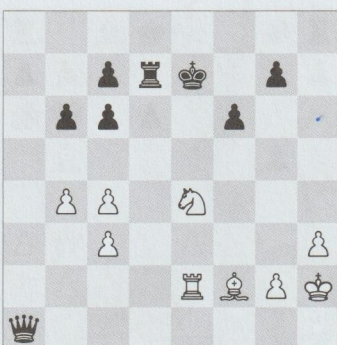
D9



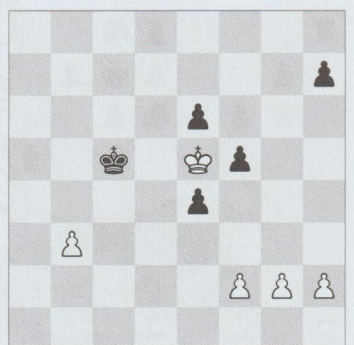
D10



D11



D12



Kapitel 5 – Aufgaben Lösungen

Bauernendspiel / Das Quadrat: A

- A1) 1. ... Kf5; Remis
- A2) 1. ... Kf3 2. a4 Ke4; Remis
- A3) 1. Kf4; 1-0
- A4) 1. Kc6 Ke7 2. Kc7; 1-0
- A5) 1. Kd5; 1-0
- A6) 1. ... Kc2; 0-1
- A7) 1. Ka6; 1-0
- A8) 1. e6; 1-0
- A9) 1. Kc6 oder 1. e6; 1-0
- A10) 1. ... e4 2. dxe4 h5; 0-1

Test / Mix: C

- C1) 1. Ke6+ (Abzugsschach)
- C2) 1. Kd4 (Quadrat, fernhalten!)
- C3) 1. ... Th5+; 2. ... Th4# (Matt durch Zutritt)
- C4) 1. ... Td5 (Angriff auf eine gefesselte Figur)
- C5) 1. ... Lb4+ und 2. ... Te1# (Doppelschach)
- C6) 1. ... Tg4+ 2. hxg4 Dh2# / 2. Kh1 Dxd3# (Matt in zwei)
- C7) 1. Ta3+ (Abzugsschach)
- C8) 1. Kb7 Ke7 2. Kc7 (Quadrat, helfen!)
- C9) 1. Txa6+ Kxa6 2. Da1# (Matt durch Zutritt)
- C10) 1. Sf6+ Kh8 2. Th4# (Doppelschach)
- C11) 1. f6 exf6 2. e6; 1. e6? f6 und Schwarz gewinnt! (Quadrat, Hindernis schaffen, Blockieren)
- C12) 1. Le5! (1. De5? Sxd3) (Angriff auf eine gefesselte Figur)

Test / Mix: D

- D1) 1. Lxe5+ Kb6 2. Lc7# (Matt in zwei durch Doppelschach)
- D2) 1. Td4 (1. Te7 Dd1+) (Angriff auf eine gefesselte Figur)
- D3) 1. b4+ Kxb4 2. Kb2 (das Quadrat)
- D4) 1. ... Sg5+ 2. hxg5 Dh8# (Matt durch Zutritt)
- D5) 1. Le1+ (1. Lxe5+? Kb7 und Le5 darf nicht auf g3 schlagen) (Abzugsschach)
- D6) 1. d4 (das Quadrat fernhalten)
- D7) 1. ... Sd3+ Kb1 (2. Kd1 Tf1#) 2. ... Tf1# (Matt durch Zutritt)
- D8) 1. ... Dh7 (1. ... f5? 2. Dh3+; 1. ... Dg6 2. Kh3?) (Angriff auf eine gefesselte Figur)
- D9) 1. Dxd7+ Kxd7 2. Th3# (Matt durch Zutritt)
- D10) 1. Lg2 (Angriff auf eine gefesselte Figur)
- D11) 1. Sd6+ Kxd6 (1. ... Kf8 2. Te8#) 2. Lg3# (Abzugsschach und hinlenken)
- D12) 1. g3 und 2. Kxe6 (1. Kxe6? f4 und 2. ... e3) (König im Quadrat halten)