

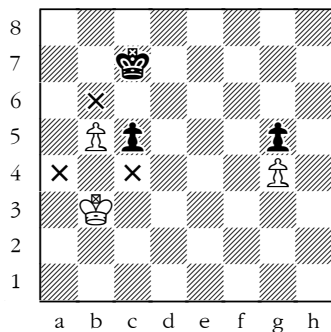
“Mined” Squares in King & Pawn Endgames

Compiled by Steven Craig Miller

Most of the following selection of King & Pawn endgame examples (## 1, 3, 4, & 6) come from *Dvoretsky’s Endgame Manual* by Mark Dvoretsky (2003), pp. 18-19.

A “mined” square is a pair of corresponding squares where the first person to move his or her king onto a “mined” square “blows up” their position.

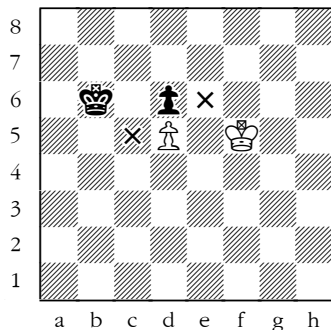
#1



This position is drawn, neither player can afford to step onto their “mined” squares and thus are forced to shuffle their kings back and forth without making any progress.

#2: On the other hand, move back, one of the pawns on the g-file, just one square, and the situation changes. The first person to step on the so-called “mined” square wins!

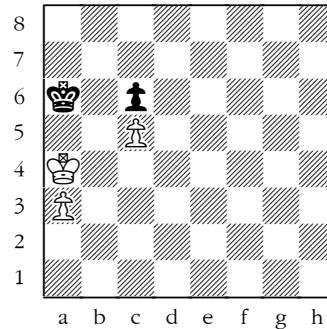
#3



With White to move: 1. ♖f6 ♜b5 (1. ... ♜c7 2. ♖e7 ♜c8 3. ♖xd6 +-) 2. ♖e7 ♜c5 3. ♖e6 +-.

With Black to move: 1. ... ♜b5 2. ♖e4 (2. ♖f6? ♜c4 3. ♖e6 ♜c5 +-) ♜c4 3. ♖e3 ♜xd5 4. ♖d3 =.

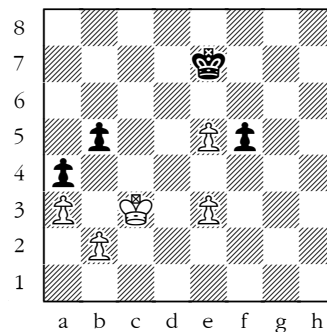
#4:



1. ... ♜b7 2. ♖b3 ♜a6 3. ♜b4 ♜b7 4. ♖c4 ♜a6 5. ♖d3 ♜a5 6. ♖e4 ♜b5 7. ♖d4 ♜a4 8. ♖e5 ♜xa3 9. ♖d6 +-.

#5: Now move all the pawns down the diagram one square each and we have: 1. ♜a3! (1. ♜b3 ♜a5 2. ♜c3? ♜a4 3. ♖d2 ♜a3 4. ♖e3 ♜xa2=) ♜b6 2. ♜b2 ♜a5 3. ♜b3 ♜b6 4. ♖c3 ♜a5 5. ♖d2 ♜a4 6. ♖e3 ♜a3 7. ♖e4 ♜a4 8. ♖d5 ♜b4 9. a3+ +- (Benko & Fine 2003:19).

#6: Alekine—Yates, Hamburg 1910



- (a) 1. ♖d4? ♜e6 =
- (b) 1. ♜b4? ♜e6 2. ♜xb5 ♜xc5 3. ♜xa4 ♜e4 4. b4 ♜xc3 =.
- (c) 1. ♖d3 ♖d7 (1. ... ♜e6? 2. ♖d4 +-) 2. e4 f4 3. ♜e2 ♜e6 4. ♜f2 +-.
- (d) 1. e4 f4 2. ♖d3 ♜e6 3. ♜e2 (3. ♖d4?! ♜e7) +-.