

PIECE VS PIECE IN THE ENDGAME, NO PAWNS WEEK 1

In Mass, they are holding dual rated USCF/FIDE events.

Under the FIDE laws of chess, the game is drawn when one player runs out of time only if there is no legal sequence of moves by which the opponent could checkmate the player. It is a draw if any combination of pieces if it is impossible to reach mate, because pieces are blocked and cannot be freed, or the free pieces can't mate the opponent's king.

GM Friedel (IM Friedel at the time) lost on time with a king and rook vs. king and knight. Since there is a helpmate that allows a king and one knight to checkmate a player with a king and Friedel lost.

Monika (Bobrowska) Socko vs Sabina-Francesca Foisor

Women's World Championship (2008), Nalchik RUS, rd 1, Aug-31

both players finished with King and Knight when black's flag fell. The game was initially declared drawn by the arbiters and but on appeal Socko went through from this Armageddon game.

A lone knight can mate vs rook, bishop or knight!

Queen vs minor piece:

Q v B easy with almost no tricks. Don't line up king and queen!

Q v N have to be careful for tricks, and in time pressure after a long tournament more draws than expected. Game where GM Hanson watches a GM fail to convert in time pressure on "Titled Tuesday"!
<https://www.youtube.com/watch?v=ZvK8QqGJtlc&feature=youtu.be&t=1h58m35s>

Rook vs bishop:

Mating corner vs draw corner. King with the bishop goes to the "wrong" bishop corner (corner what is a different color than the bishop) to draw.

Rook and king can force king out of "wrong" corner so head to other "wrong" corner.

Bishop and king can also lose when stuck on side of the board.

Rook vs knight:

Trickier than rook vs. bishop, it is less intuitive if a draw or win. Many authors create "zones" of "should be a win" "winning chances" and "should be a draw." However, when I set up positions in the Shredder endgame tablebase, those rules are full of exceptions.

"Setup any position with 6 men or less to get the true value for that position."

<http://www.shredderchess.com/online-chess/online-databases/endgame-database.html>

Even strong players in time pressure have gone from a win to a draw back to a win.