



# **GRIVAS CHESS INTERNATIONAL ACADEMY**

**FOUNDED 2012**

**ROOK VS BISHOP  
PAWNS 1 VS 1  
SAME SIDE**

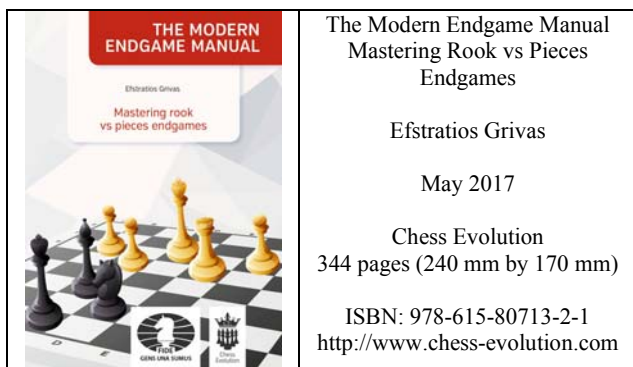
**EFSTRATIOS GRIVAS**

# Rook vs Bishop (Pawns 1 vs 1 - Same Side)

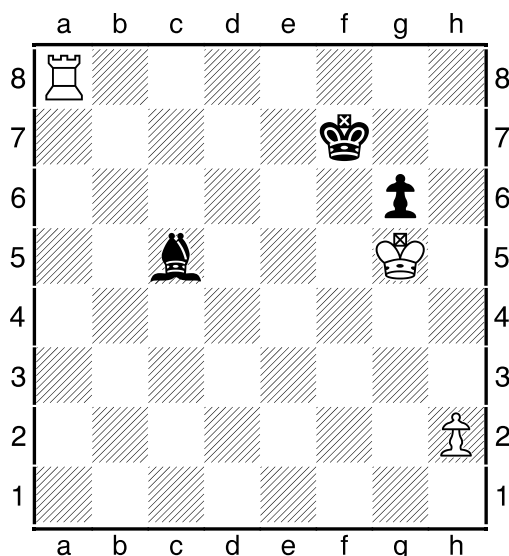
In the recent FIDE World Cup a quite familiar ending of rook vs bishop with one pawn for each side on the same side, appeared in the game between Russian Alexander Grischuk and the French Maxim Vachier Lagrave, on September 14<sup>th</sup>.

The game actually decided on the qualification of the French star for the next stage, so it was of highly importance.

This type of ending is fully analysed in one of my recent books. Of course many more pawn structures in this particular ending are analysed, but let's focus on the above mentioned game.



□ Grischuk Alexander  
 ■ Vachier Lagrave Maxime  
 Tbilisi 2017 ○



The position is theoretically won for White.

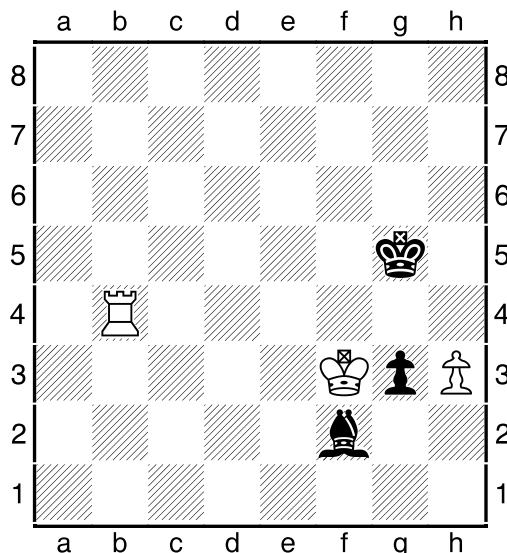
**42.Kh6!**

And this is the only way! Wrong would be 42.Ra6? Be3+! 43.Kg4 Bd4, creating a well-known fortress, with a draw!

**42...Be3+ 43.Kh7 g5 44.Kh6**

Not bad, but more 'secure' and clear would be 44.h3 Bf4 45.Ra6 Be3 46.Ra3 Bd2 47.Rf3+ Ke6 48.Kg6. The simplest White's plan is to drive now the black king away to the queenside, cut him off and then return to capture the black pawn with the rook, while the black king wouldn't be able to reach the g8/h8 squares.

**44...Bf4 45.Ra2 g4+ 46.Kh5 g3 47.h3 Be3 48.Kg4 Bf2 49.Kf3 Kg6 50.Ra5 Kh6 51.Rb5 Kg6 52.Rd5 Kh6 53.Re5 Kg6 54.Rb5 Kh6 55.Rb4 Kg5 (D)**



**56.Rg4+!**

After some 'tries', White found the correct square for the rook; on the g-file to stop the advance of the g-pawn, freeing the white king.

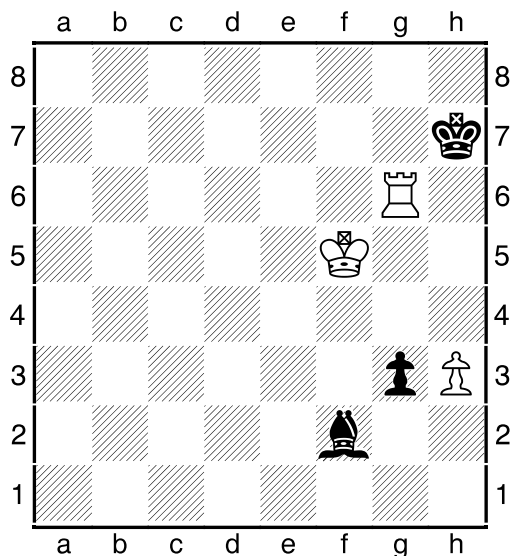
**56...Kh6 57.Ke4 Be1 58.Kf5 Bf2 59.Rg6+ Kh7**

If 59...Kh5, then White wins by 60.Rg4 Kh6 61.Rg8! Be1 (61...Kh7 62.Rg6 is the game) 62.Rh8+ Kg7 63.Re8 Bf2 64.Re6 Kf7 (64...Kh7 65.Rg6 is the game) 65.Rg6 Be1 66.h4 g2 67.h5 +-.

**60.Kf6**

60.h4? Be1 61.h5 Bf2 (61...Kh8? 62.Re6 Bf2 63.Kg6 mates) 62.Kf6 Be1 is a draw. White must not push his h-pawn too quickly...

**60...Bd4+ 61.Kf7 Bf2 62.Kf6 Bd4+ 63.Kf5 Bf2 (D)**

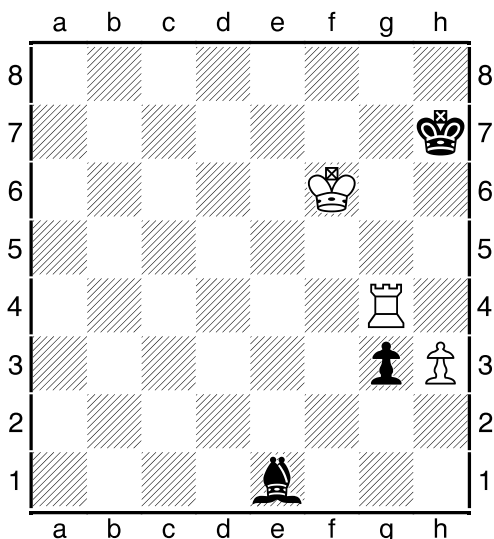


### 64.h4?

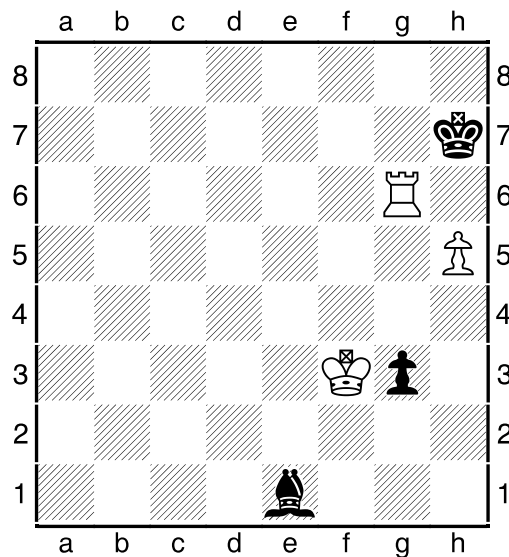
A 'decisive' mistake! White's winning plans are:

1. Either to kick the black king away from the h/g files and for this he will need his king on the h-file before anything else.
2. Either to restrict the black king on his last rank and then simply push his h-pawn, assisting by his king, creating a mating net.

But for the second plan Black must 'cooperate' so the first plan is the 'forcing' one! But why White cannot execute his winning plan? Because in certain variations a rook-check on h4 is needed to drive the black king away! A very delicate detail, which certainly you can't understand it if you haven't studied the position beforehand and in depth... So, White could win with 64.Rg5 Kh6 65.Rg8 Kh7 66.Rg6! (zugzwang!) 66...Be1 (66...Kh8 67.Rg4 Kh7 68.Kf6 Be1 (D)



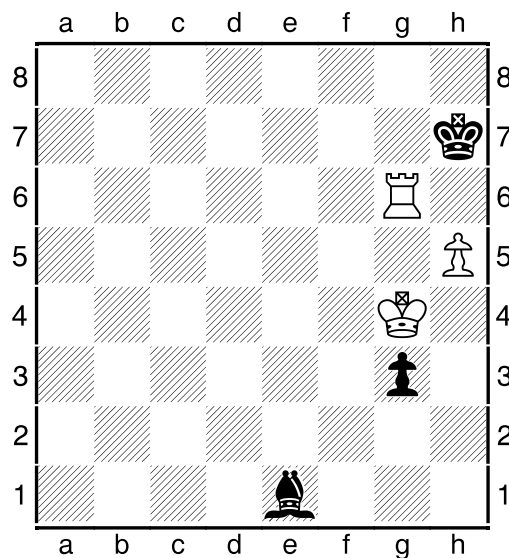
69.Rh4+! (with the white pawn on h4 this check is not possible...) 69...Kg8 70.Kg6 Bf2 (70...g2 71.Rg4 +-) 71.Re4 Kf8 72.Re2 Bd4 73.h4 +-) 67.Kg5 Bf2 68.Kh5 Be1 69.Rg4 Bf2 70.h4 Be1 71.Re4 Bf2 72.Re7+ Kg8 73.Kg6! Kf8 74.Re2 +-.  
**64...Be1 65.h5 Bf2 66.Kf4 Be1 67.Kf3 (D)**



### 67...Bf2!

The only way! The black king must stay on h7: 67...Kh8? loses to 68.Re6! Bf2 69.Re7! Kg8 70.Rb7 Kh8 71.h6 Kg8 72.Rg7+ Kh8 73.Ke4 Be1 74.Kf4 Bf2 75.Kf5 Be1 76.Kg6 Bf2 77.h7.

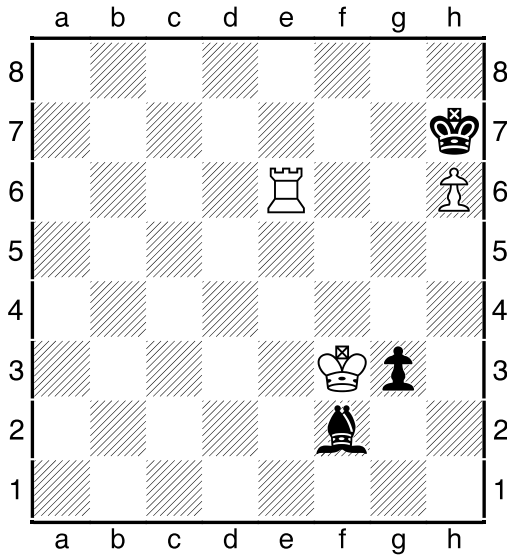
**68.Ke2 Kh8 69.Kf3 Kh7! 70.Kf4 Be1 71.Kg4 (D)**



### 71...Bf2!

The only way to defend! If the black king retreats to his last rank, White is winning by the above mentioned plan 2: 71...Kh8? 72.h6

Bf2 73.Kh5! Kh7 74.Rg5 Be1 75.Rg7+ Kh8  
 76.Kg6 +/-.  
**72.Kf5 Be1 73.Kf4 Bf2!**  
 73...Kh8? 74.h6! Kh7 75.Kg5 +/-.  
**74.Ke5 Be1 75.Kf6 Bf2 76.Kf5 Be1 77.Kg5  
 Bf2 78.Kf5 Be1 79.Ke4 Bf2 80.Kf3 Be1  
 81.Re6 Bf2 82.h6 (D)**

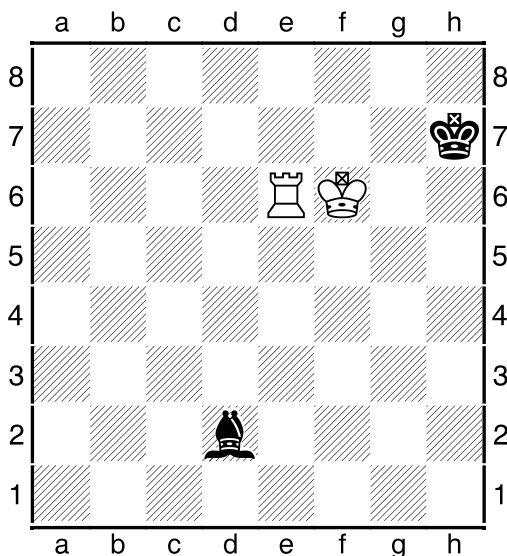


White made some progress, limiting Black's answers to only one good move...

**82...Bc5!**  
 82...Kh8? now loses to 83.Re7! Kg8  
 84.Rg7+ Kh8 85.Ke4 and so on.

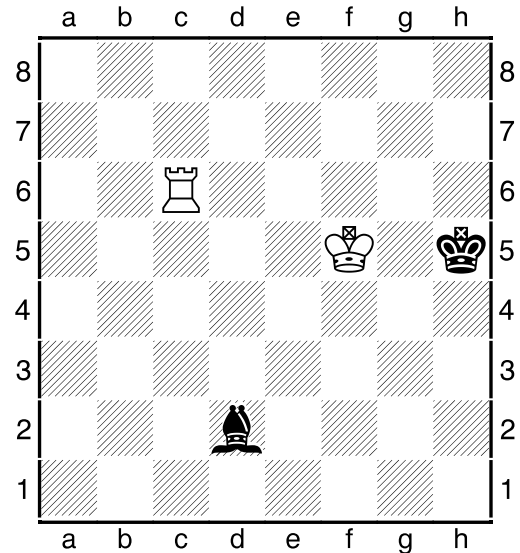
**83.Kxg3 Bf8 84.Kg4 Bxh6**  
 Now White's only chance lies on the fact that the corner side is 'wrong' for the bishop. As it is well-known, plain rook vs bishop is drawn when the defending king can escape on the opposite colour corner of his bishop.

**85.Kf5 Bd2 86.Kf6 (D)**



**86...Kh6!**  
 86...Kg8! is also OK: 87.Re7 Bc3+!  
 (87...Bb4? 88.Rf7! +/-, as the black king is trapped on the wrong corner!) 88.Kg6 Kf8!, and the black king is safely heading for the 'correct' corner. Note that 86...Ba5? is losing to 87.Kf7!, trapping the black king into the wrong corner!

**87.Rc6 Kh5 88.Kf5 (D)**



**88...Kh4!**  
 Again the only move! A bishop move like 88...Bb4?, loses to 89.Rb6 Bc5 90.Rb5! Bf8 91.Rb8 Bg7 92.Rb1 +/-.

**89.Rc2 Be3 90.Re2 Bb6 91.Re6 Bc7  
 92.Rc6 Bb8 93.Rc3 Bg3 94.Rxg3**  
 Nothing to do anymore, so White 'accepted' the draw...

½-½

### Conclusion

The initial diagrammed position is of course winning for White, but how to play accurate till the end with limited time - after all this was a rapid game...

The only way to do it is to have made your homework and know exactly what and how to do it...

