

CHESSBASE CBV

2.2-BEGINNER ENDGAMES



2.2 BEGINNER ENDGAMES

>PASSED PAWN	[1-8] [262-283]
>CREATE A PASSED PAWN	[9-14]
>SQUARE OF THE PAWN	[15-24]
>OPPOSITION	[25-54]
>BASIC PAWN ENDINGS EXERCISES TO PRACTICE	[55-110]
>BASIC PAWN ENDINGS EXERCISES & OTHERS	[111-123]
>MORE BASIC VARIED ENDGAMES	[124-128]
>HOW TO PROCEED?	[129-140]
>SIMPLE ENDGAMES	[141-178] [179-195]
>OUTSIDE PASSED PAWN	[196-198]
>THE PAWN BREAKTHROUGH	[199-203]
>BEGIN WITH THE END IN MIND	[204-233]
>HELP THE PAWN TO PROMOTE	[234-244] [266-270]
>MASTERING WINNING ENDGAME	[245-250]
>ROOK BEHIND PAWNS	[251-254]
>CHECKING FROM THE SIDE	[255]
>SHOULDERING OFF	[256]
>PUSHING PASSED PAWNS	[257]
>CUTTING OFF THE KING	[258-259]
>SKEWER TRICK	[260-261]
*PANDOLFINI'S ENDGAMES COURSE	[284-294]
>QUEEN AND ROOK ROLL	
>ROLING BARRIER	
>ROOK BARRIER	
>CLOSING IN	
>BACKING OFF	
>CUT-OFF	
>THE BARRIER	
>WAITING MOVE MATE	
>CUT OFF MATE	
>ANY ROOK MOVE MATE	
>CLOSING THE NET	
>DEFENDING AGAINST THE PASSED PAWN [ENDGAME]	[295-303]
>ROOK ENDGAMES: IMPORTANCE OF OPEN FILES	[304-307]
>TYPICAL PAWN ENDGAMES	[308-330]