

Practical Endgame Play Beyond The Basics The Definitive Guide To The Endgames That Really Matter Everyman Chess

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Practical Endgame Play—beyond the basics: The definitive—

Practical Endgame Play - Beyond the Basics: The Definitive Guide to the Endgames That Really Matter (Everyman Chess) Paperback – 31 Oct. 2007 by Glenn Flear (Author) 4.8 out of 5 stars 7 ratings See all formats and editions

Practical Endgame Play—Beyond the Basics: The Definitive—

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Practical Endgame Play—Beyond the Basics: The definitive—

In this heavyweight endgame guide Glenn Flear examines the type of endings likely to be reached in practical play, which are hardly ever covered in endgame manuals and which involve both sides having more than one piece each left on the board.

Practical Endgame Play—Beyond The Basics—Glenn Flear

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Practical Endgame Play—Beyond the Basics: The definitive—

Moreover, it s a well-known fact that studying endgames undoubtedly enhances other aspects of your play.Practical Endgame Play Mastering the Basics is a comprehensive guide to all fundamental chess endings, and a godsend for those looking to improve their endgame play.

Practical Endgame Play—Mastering Basics: The Essential—

Living up to its subtitle, 'The definitive guide to the endgames that really matter', "Practical Endgame Play—Beyond The Basics" by English Grandmaster Glenn Flear" is a 544-page compendium dedicated solely to endgame plays in chess.

Practical Endgame Play—Beyond The Basics—Free Online—

Practical Endgame Play - Beyond the Basics: The definitive guide to the endgames that really matter (Everyman Chess) Paperback – Illustrated, September 1, 2007 by Glenn Flear (Author) 4.6 out of 5 stars 11 ratings. See all formats and editions Hide other formats and editions. Price New from Used from Kindle "Please retry" \$9.99 — — Paperback, Illustrated "Please retry" \$25.13 . \$20.00 ...

Practical Endgame Play—Beyond the Basics: The definitive—

To its credit, Practical Endgame Play – Beyond the Basics lets it be known right away that "basics " have nothing to do with this book. Instead, we are given such heady material as T wo Rooks vs. Rook and Minor Piece, Queen and Rook vs. Queen and Minor Piece, Rook vs.

Practical Endgame Play—Mastering the Basics

Practical Endgame Play - Beyond the Basics: The definitive guide to the endgames that really matter (Everyman Chess)

Practical Endgame Play—Mastering the Basics: The—

Flear has taken pains that PRACTICAL ENDGAME PLAY be both readable and practical. Analysis is given as warranted but there is a lot of prose to explain what is going on. Flear's examples are well chosen and illuminating. The book is set up so it can be read in whatever order the reader likes, from start to finish or just browsing.

Practical Endgame Play—Beyond the Basics: The definitive—

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Here... at long last... we have it. A new type of endgame book. A book which explains how to handle those positions that frequently occur in practical play but, curiously, are hardly ever the subject of theoretical works. Most endgame books rely upon recycling established theory on basic positions, or concentrate on fantastical studies. This one is different. Well known Grandmaster and endgame expert Glenn Flear examines in depth all endgames which feature either two pieces for each side, or two pieces against one. Why is this an important subject? Because these situations arise surprisingly frequently in practical play. For example, an examination of any big database will reveal that the endgame of rook and minor piece versus rook and minor piece arises in nearly 20% of games. That means that if you open with 1 e4, you are more likely to reach one of these endgames than you are to face the French Defence. And overall, every time you sit down to play a game of chess, there is nearly a 50% chance that you will reach one of the endgames covered in this book. If you can handle such endgames well, your results will inevitably improve. This book will show you how.

A comprehensive guide to all fundamental chess endings, and a godsend for those looking to improve their endgame play. Crucially, the emphasis is just as much on practical play as it is on theoretical understanding.

Paul Keres (1916 1975) was an Estonian chess grandmaster and chess writer. He was among the world's top players from the mid-1930s to the mid-1960s and runner-up in the Candidates' Tournament on four consecutive occasions.

300 practical endgame situations, ranging from very simple to masterpieces by Capablanca, Reti, Tarrasch, Lasker, more.

If one were to do a survey of club and tournament players to determine which areas of the game they feel that they are weak in, there is little doubt that most would admit to poor endgame play However, while these players would happily spend an afternoon looking at the latest variation of their favorite opening, few spend any time at all studying the endgame. 'Endgame books are just too boring, ' they would say. Not this one! Here, International Master Neil McDonald provides a fresh approach to endgame, concentrating on practical aspects that all players will find useful. This is the ideal handbook for club and tournament players, using games by Kasparov, Anand and others to explain the principles of endgame play, and employing a thematic approach to demonstrate typical endgame motifs. Neil McDonald is also the author of Positional Sacrifices and Modern Chess Miniatures (both of which are available from Cadogan)

Jesus de la Villa ' s worldwide bestseller 100 Endgames You Must Know successfully debunked the myth that endgame theory is complex and that endgame books are tedious. Reviewers praised its clarity and completeness and thousands of players dramatically improved their endgame understanding (and their results!). In recent years, De la Villa ' s students sometimes complained that when they had to apply what they had studied in 100 Endgames, they didn ' t always have the material ready at their fingertips. De la Villa then made an important discovery: most of the errors his students made are being made by others as well, even by strong and sometimes famous chess players! De la Villa started collecting training material and selected those exercises best suited to retain and improve your knowledge and avoid common errors. In this book the Spanish grandmaster presents hundreds of exercises grouped according to the various chapters in 100 Endgames. Solving these puzzles will drive home the most important ideas, refresh your knowledge and improve your technique. This book contains a massive amount of clear, concise and easy-to-follow chess endgame instruction. The advice De la Villa gives in the solutions is practical and useful. Ideal for every post-beginner, club player and candidate master who wishes to win more games.

This is a reprint of the classic work Basic Chess Endings by Reuben Fine, published in 1941. Although there are claims it has been superseded by other books, Basic Chess Endings by Fine remains the only book that covers all of the most basic chess endings and yet is in small size so it can be carried around in your pocket. The other books just show some endgames, not every endgame. Grandmaster Fine was one of the strongest chess players in the world and would likely have become world champion but he gave up tournament play to become a writer of textbooks on psychology, in addition to books on chess. A major advantage to Fine's book is his writing ability. Fine was a professional writer. He did not make his living as a chess player. This book is in old style descriptive notation. Some especially younger readers will prefer the more modern Algebraic System. The practical chess player is not interested in knowing that there is a computer somewhere that will show the solution for his position. Rather, he wants to learn how to find the best moves himself so as to defeat his human opponent. The most important endgames to study and learn are King and Pawn Endgames and Rook and Pawn Endgames. Knowing rook and pawn endgames is like having money in a savings account, as they come up all the time. Be sure to take time and learn all the rook and pawn against rook endgames.

In this companion volume to Fundamental Chess Endings, M ù ller and Pajeken focus on the practical side of playing endgames. They cover all aspects of strategic endgames, with particular emphasis on thinking methods, and ways to create difficulties for opponents over the board. Using hundreds of outstanding examples from modern practice, the authors explain not only how to conduct 'classical' endgame tasks, such as exploiting an extra pawn or more active pieces, but also how to handle the extremely unbalanced endings that often arise from the dynamic openings favoured nowadays. All varieties of endgames are covered, and there are more than 200 exercises for the reader, together with full solutions. Major topics include: * Basic Principles and Methods * Activity * Schematic Thinking * The Fight for the Initiative * Prophylaxis and Preventing Counterplay * The Bishop-Pair in the Endgame * Domination * The Art of Defence * Typical Mistakes * Rules of Thumb

The definitive work on practical endgame tactics

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