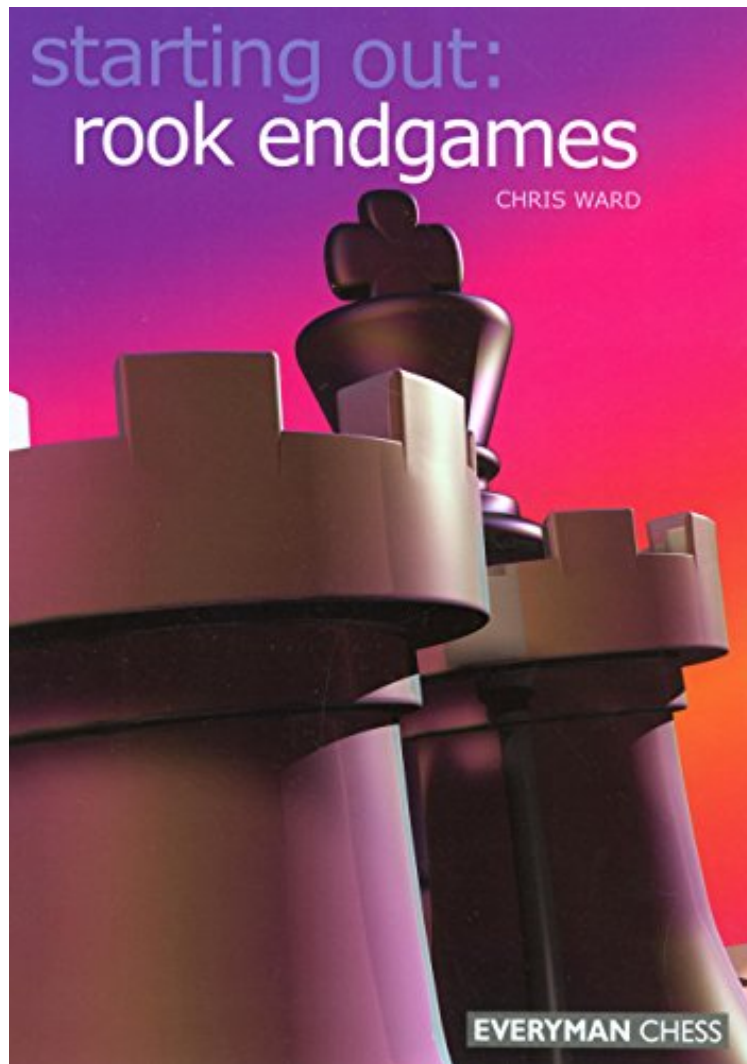


Starting Out: Rook Endgames

Chris Ward

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Chris Ward : Starting Out: Rook Endgames before purchasing it in order to gage whether or not it would be worth my time, and all praised Starting Out: Rook Endgames:

5 of 6 people found the following review helpful. concise and easy to followBy sleeplessThis is a fairly light read for an endgame book; you won't get stressed out with reams of analysis as in Dvoretsky's Endgame Manual.The author has kept it simple and gently provides a few memory hooks for the key concepts. I liked the idea of the 20 question test at the end as it provided a refresher and summary. A couple of the positions had the potential to become King/Rook v King/Queen endings and I would have liked to see those explained as they aren't that straight-forward.Worth buying because it is so easy to follow.11 of 15 people found the following review helpful. Absolutely

the best rook endings book for beginners By I. Knezovic It usually happens like this: self learning chess lover buys the opening book and starts to build his game in front of that theme. Afterwards he feels he could learn up his middlegame principles, continuing his progress and totally ignoring the endgame at the process. At least that is until he starts to excessively lose most of his games at time scramble in the ending. And he gets in time trouble because of his subconscious uncertainty when faced with the ending, and especially - rook ending. This book is written for those people. Given material in this book is ideally weighed. There is just enough of it to be practical, and there are no complications at all. This book is an ideal patch for those who want to progress with their rating fast and soon. Only flaw? It is for players below 2100 ELO. 28 of 30 people found the following review helpful. An excellent book on a very basic aspect of chess By Jill Malter Rook endgames are fundamental to chess. And this book can be read by a complete beginner. All one needs to know is the rules and how to checkmate with King and rook against a lone King. The author does get off to a bad start with his first (and worst) diagram (how did those Kings get there?). But the rest of the book is excellent. The only improvement I might make would be to include a little on endgames with two rooks on each side. Ward begins with some absolute basics. Rooks belong behind passed pawns! Checks from the side sometimes salvage draws. Shoulder off that enemy King! Push passed pawns! Keep your rook away from the enemy King. Cut off the enemy King. We learn about the Opposition. And we learn the most important thing about rook endgames: rooks need to be active. You put them on open files. And on the seventh rank. And you consider sacrificing a pawn to activate your rook. We learn that when you have a pawn on the seventh and a rook defending it on the eighth, the "skewer" trick is often the way to win. We see examples of King and rook versus pawns. And we discover that when the defending King is far away, two connected pawns on the sixth defeat the rook. Ward then teaches us to defend with King and rook versus King, rook and pawn. These positions are drawn unless the defender has a bad King position or an inactive rook. When we have the better King position and the pawn, we learn how to reach the Lucena position and win. And we learn some more tricks, such as stalemate threats and underpromotion. We also are shown endgames where each side has several pawns. Of course, a basic aspect of rook endgames is that a pawn advantage is often not enough to win, while that same advantage tends to win with the rooks off the board. The defender almost never wants to swap rooks! When considering a rook swap, we're reminded to be really sure about the ensuing pawn endgame. We see why an extra pawn, with all pawns on the same side of the board, is usually a draw. And we are shown that a 3 to 1 advantage on one side of the board and a 2 to 1 disadvantage on the other side is much better than a 3 to 2 advantage on one side and 1 to 1 on the other. I liked the fact that we are shown a little about how to defend with King and rook against a King, rook, and two isolated pawns (a and h files or a and c files). That's important, albeit somewhat tricky. Ward finishes with some practical examples from his games. At the end, there is an easy quiz with twenty multiple choice questions (and detailed answers). I recommend this book. It is a good introduction to the subject.

Endgames with kings, rooks and pawns are by far the most common type--it is estimated that rook endgames are reached in nearly one in five of all chess games. Grandmaster and well-known endgames expert Chris Ward begins with the absolute fundamentals of rook endgames. He gradually arms readers with the indispensable knowledge and confidence needed to move onto slightly trickier positions. Using examples from practical play, Ward highlights the correct plans as well as the typical mistakes made by both attacker and defender.

From the Back Cover Endgames with kings, rooks and pawns are by far the most common type - it is estimated that rook endgames are reached in nearly one in five of all chess games. It's clear that a firm understanding of them is required in order to become self-assured in this typical phase of the game. And yet it is exactly this area in which many players drop precious points or half-points through a lack of either technique or understanding. In this easy-to-read guide, Grandmaster and well-known endgames expert Chris Ward begins with the absolute fundamentals of rook endgames. He gradually arms the reader with the indispensable knowledge and confidence needed to move onto slightly trickier positions. Using examples from practical play, Ward highlights the correct plans as well as the typical mistakes made by both attacker and defender. As is commonplace with the renowned Starting Out series, there are an abundance of notes, tips and warnings throughout the book to help the improving player. Starting Out: Rook Endgames is perfect for those who have previously honed their chess skills with the earlier books Starting Out in Chess, Tips for Young Players and Improve Your Endgame Play. *Covers all crucial rook endings* Easy step-by-step guide to better endgame play *Ideal for the improving player* User-friendly layout to help readers absorb the key ideas