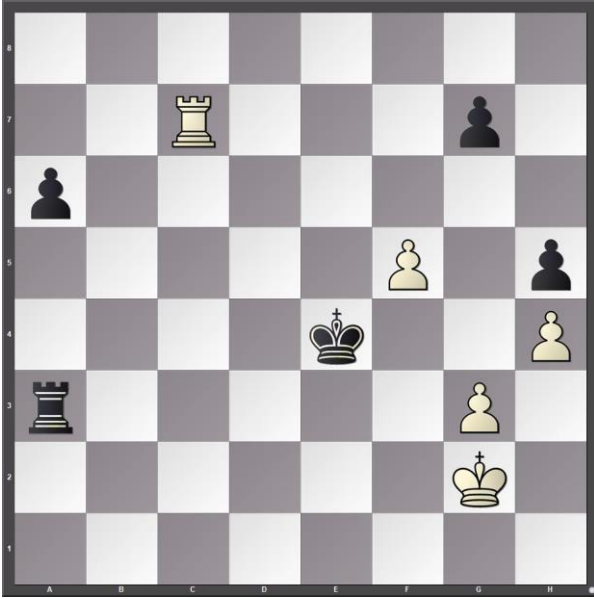
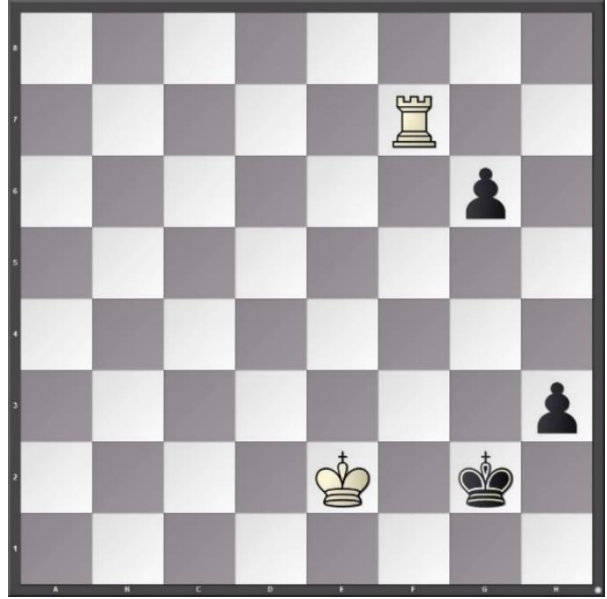


Class 1: Rook Endgames - why they are so difficult.
(Note: White is always at the lower end of the board, moving upwards.)



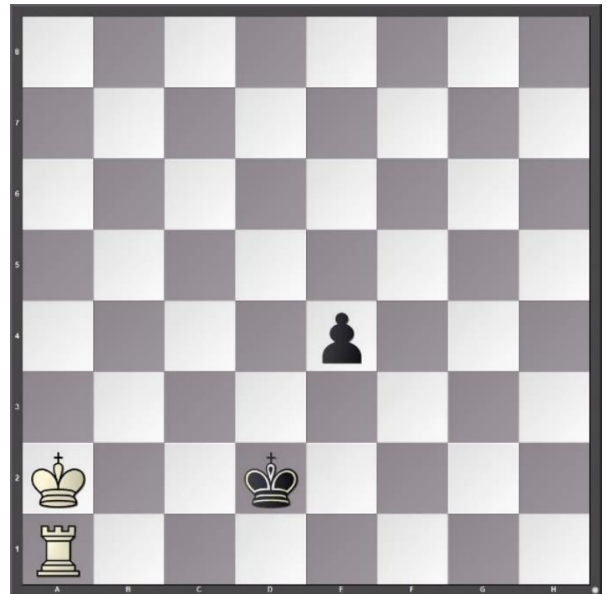
1. White to move and win.



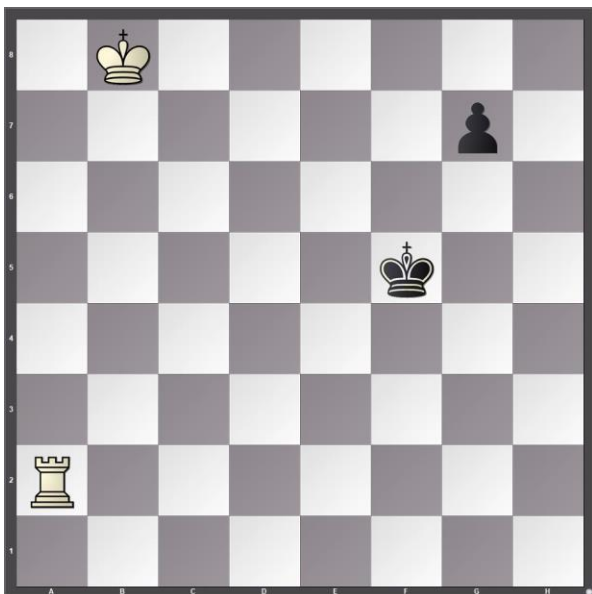
2. White to move and win.



3. Black to move and draw.



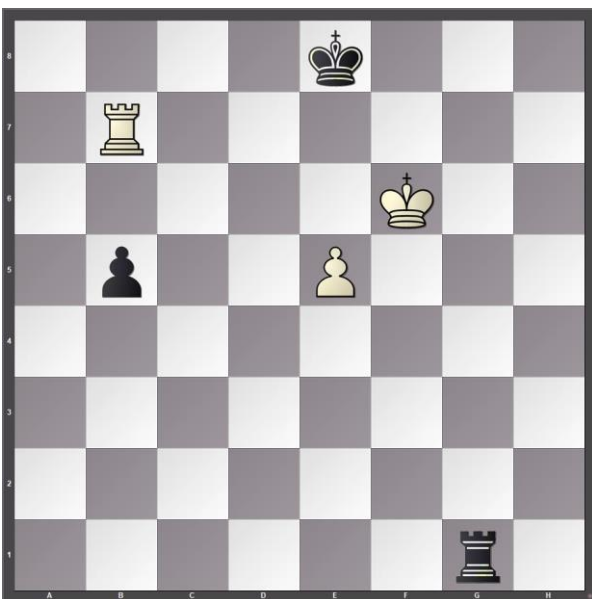
4. White to move and win.



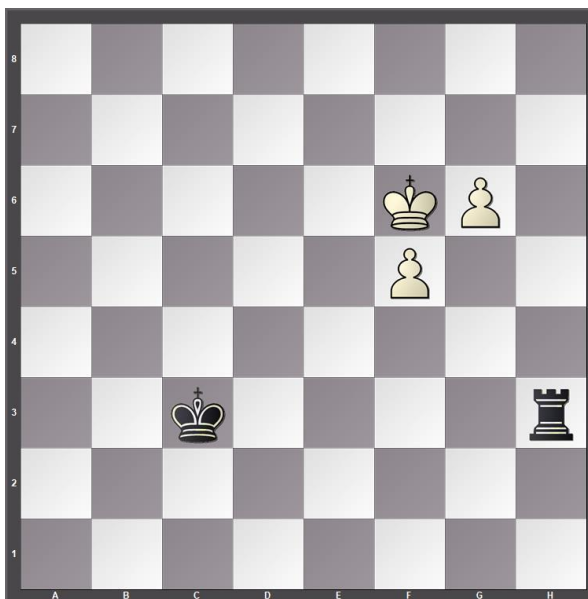
5. White to move and win.



6. White to move and win.



7. Black to move and draw.



8. Black to move and draw.