

Interesting Endgames 9-12

The 4 classes outlined below are part of the ongoing online program *Interesting Endgames*. Sign up for only \$75 for 8 hours of chess training!

Format: In all endgame classes, there will be 1 hour of presentation, then ½ hour with puzzles, followed by the last ½ hour with feedback on the puzzles.

The puzzles for this class, plus the *Zoom Meeting* link, will be emailed out to the participants shortly before the class. Afterwards, I will follow up by sending out a raw database of the material used in the class.

Thursday, June 4 at 7-9pm (ET).

Class 9: *Rook + bishop vs. rook + knight: Fischer's favorite.*

Fischer was known for his sublime treatment of rook and light-squared bishop versus rook and knight. Numerous games saw the former world champion gravitate towards this piece configuration. We shall see examples in this class with both 1 and 2 pair of rooks on the board. And what about the moment when the rooks are exchanged off to go into a pure bishop vs. knight endgame?

Thursday, June 11 at 7-9pm (ET).

Class 10: *Understanding the Berlin Wall.*

Kramnik used the Berlin Defence of the Ruy Lopez successfully against Kasparov in their 2000 World Championship match – without losing a single game with Black. After that, this main line has been known as the Berlin Wall. This intriguing endgame/queenless middlegame sees a fight between White's superior pawn structure and Black's bishop pair. Also, it is unclear whether Black's uncastled king is a liability or a strength, only further play will show.

Thursday, June 18 at 7-9pm (ET).

Class 11: *Mating attacks in endgames.*

We will look at positions in this class where the queens have been exchanged off, thus making direct king attacks less likely to succeed. It can range from queenless middlegames where only the queens have been exchanged off, down to only a few pieces but where mate is still possible. One should always look for mates even in endgames, as this class will show.

Thursday, June 25 at 7-9pm (ET).

Class 12: *Opposite-colored bishops – the most strategic endgame.*

Being 1-2 pawns down can matter less in these endgames that have a high drawing tendency. However, the side with the advantage has several ways to push for the win, including pawn sacrifices to break through. These endgames are arguably the most strategic in nature where the players are sometimes able to plan 10-15 moves ahead or more.

General Information:

Dates: Thursdays on June 4-11-18-25, 2020.

Time: Evenings at 7-9pm (Eastern Time).

Rating level: Approximately 1600-2200. Ambitious players or players on their way up might want to join.

Pricing: \$75 for one program consisting of 4 classes.

Discount: If you are already participant in another of my online programs, you can sign up for only \$65. I currently have 3 online programs.

Payment: Visit our online shop at <https://silasesbenlund.com/online-chess-classes-shop/> By paying the fee, you automatically sign up.

Questions? Send an email to silas.lund@gmail.com

About me

An International Master and 7-time chess author, I settled in New York in 2017 and currently work full time with chess as a trainer, writer and blogger on silasesbenlund.com. My 4 books for Quality Chess include *Opening Simulator: King's Indian Defence* (2019, co-written with IM Andreas Hagen), *Sharp Endgames* (2017), *The Secret Life of Bad Bishops* (2014) and *Rook versus Two Minor Pieces* (2005). I use ideas from my books in the online classes, but always with new material. It is my trademark style to always have handouts for the students during class. In 2018, my wife Lu and I launched SILU Game Products LLC with a variety of products, most notably our math game *Equation Gamble* and the *2020 Chess Calendar*. Our products can be found on our Amazon Store. The chess calendar has 366 positions, one for each day of the year, with solutions the next day. We plan a Chess Calendar for 2021 too.

Check out the other 2 online programs *Endgame Studies* and *Complex Middlegames*:

<https://silasesbenlund.com/online-chess-classes>