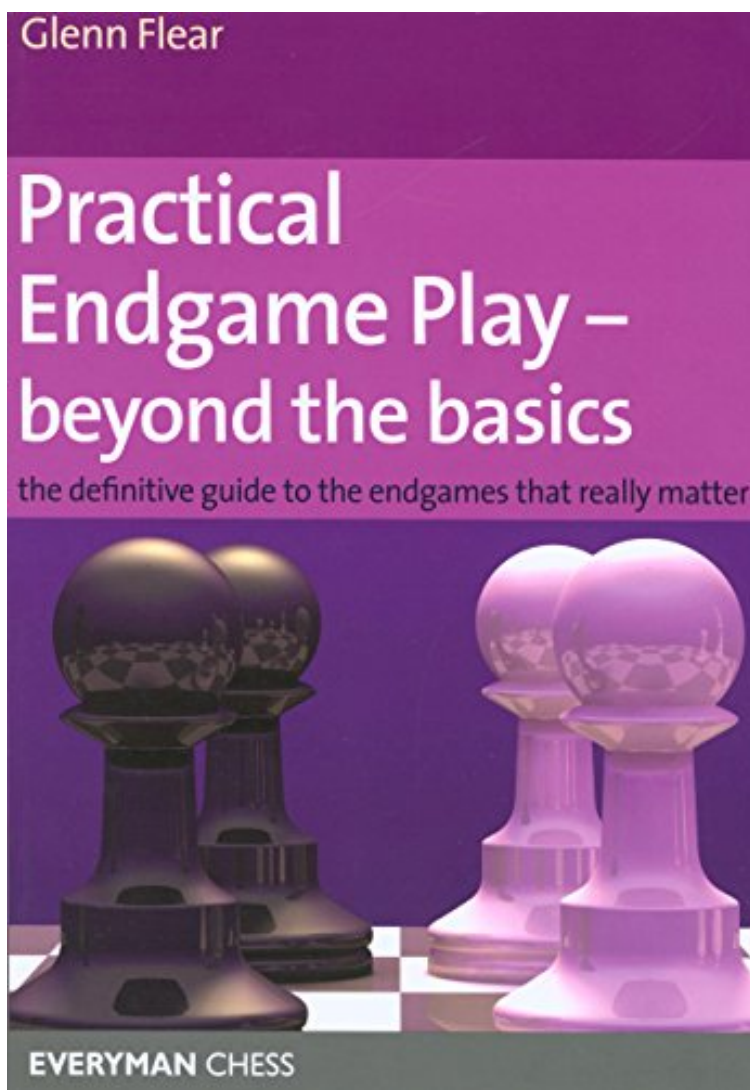


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Practical Endgame Play - Beyond the Basics: The Definitive Guide To The Endgames That Really Matter (Everyman Chess)

Glenn Flear

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Glenn Flear : Practical Endgame Play - Beyond the Basics: The Definitive Guide To The Endgames That Really Matter (Everyman Chess) before purchasing it in order to gage whether or not it would be worth my time, and all praised Practical Endgame Play - Beyond the Basics: The Definitive Guide To The Endgames That Really Matter (Everyman Chess):

0 of 1 people found the following review helpful. Five Stars By Daniel Sadlonok 5 of 5 people found the following

review helpful. Very Advanced, Specialized Endgame Work By R. Tobias This is a unique and rather remarkable endgame book. GM Flear has chosen to focus on what he has termed NQE's (Not Quite an Endgame), which he humorously terms 'nuckies'. This is any endgame where one player has two pieces and the other player has zero to 2 pieces. The vast majority of the book involves positions where both players have two pieces. The book is very well organized, and statistics are given for the relative frequency of each NQE in practical play. In this way, a practical player can focus on only those that he will see with any significant frequency (R+B vs R+N is easily the most common). Virtually every conceivable combination of pieces is covered, with practical examples given and annotated. You will want to know that this book does not focus on many theoretical positions, with few or no pawns, but rather these are practical, strategic endgames, often with many pawns on board, and often with no definite clear cut solution. So who is this book for? Clearly this is a highly advanced work. This should not be your first, second or even third endgame book in most cases. You would first want to do a primer like Seirawan's or Pandolfini's, then maybe an intermediate text like Nunn's '100 Endgames You Should Know' or Howell, (Or you could use 'Silman's Endgame Course' for these first two steps) and then an advanced theoretical tome like Dvoretsky or Mueller. Even then, there are other endgame works you might choose before this one, like Shereshevsky's classic book on endgame strategy or Mueller's 'How To Play Chess Endgames'. So this book seems clearly for very advanced players, ie players with a title, or for endgame specialists. Flear's annotations are pitched at more advanced players, with not much basic instruction, and often 5 or more moves/side are given w/o comment, so this is no 'move by move' work. But for the very advanced player, who has mastered, eg, Dvoretsky and Shereshevsky, and has played through countless master endgames, this may be a useful text to help one achieve that IM or GM title. For the non-master, this can be safely passed by. I love endgames, but as a typical club player, my copy sits on a shelf as I tackle more basic material. Recommended for very advanced players with extensive endgame skills.

66 of 68 people found the following review helpful. An Excellent Book, Though Not a "Must-Buy" By Robert J. Newell Author Flear describes in his introduction how he wishes to take a different approach, stressing endgame variants that arise often in practice but generally aren't covered in endgame textbooks. In this, he has succeeded. He has compiled statistics on types of endgames and then concentrates, at least somewhat, on the ones that are more important in terms of likelihood of occurrence. Not at all a bad idea, as so many books want to be theoretically complete and spend many pages on endgames likely to be seen once or twice, if ever, in a chessplayer's career. Flear coins a new term: "Not Quite an Endgame" or "NQE" or, as he puts it, "nuckie." What is an NQE? He defines it rather unclearly as a position with more pieces than an endgame but no more than two per side (not counting pawns). This not so helpful definition is fairly carefully followed in the book, as two per side situations make up nearly the whole content of the text. What he does do is consider a whole raft of situations that, while statistically probable, aren't necessary treated in an organized manner in other books. This includes things like an exchange advantage with two rooks vs. a rook and a minor piece. Indeed this is "not quite" an endgame but how many times have you seen it in real play? Most likely very often indeed! Rook and minor piece endings are covered thoroughly, such as Rook and Bishop vs. Rook and Knight (and all the other combinations as well), again something seen all the time in practical play. I especially like the extended section on "Asymmetric Struggles" which considers such things as Rook vs. two minor pieces. Practical? You bet! The book is a real heavyweight, weighing in at over 500 pages. It has a useful table of contents, a not very useful index of players (and, in typical Everyman Chess style, no other indexes at all), and an attractive and readable layout with typically two or more very clear board diagrams per page. The list price is high enough, but you can get the book for just over half that price if you shop carefully. The key question, of course, is: should you buy this book? Certainly, if you were to have only one or two endgame books in your library, this wouldn't be one of them. (Silman's Complete Endgame Course would be better by far, and Pandolfini's Endgame Course would be a better choice as well.) However, I might say that if you have those other books, maybe this one would fit in as a third choice, just before you go in for a heavy-duty textbook such as Fine or one of the others. Flear's book is above all practical. After you learn the real basics in one of the "Course" books, you might go in for this very large serving of real-life situations. Only then might you want to learn everything there is to know about endgame theory, even if you might never use it. Bottom line: a good book, perhaps even an excellent book, but not a "must-buy."

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.

About the AuthorEnglish Grandmaster Glenn Flear is one of the most popular professionals on the international tournament circuit. He is an experienced trainer and has coached some of the UK's leading junior players. He also has many chess books to his name. His earlier works for Everyman Chess include Test Your Endgame Thinking and Improve Your Endgame Play.