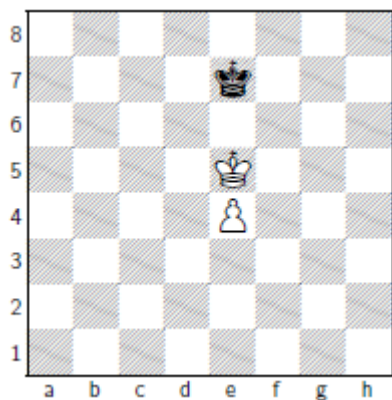


Finale de pions

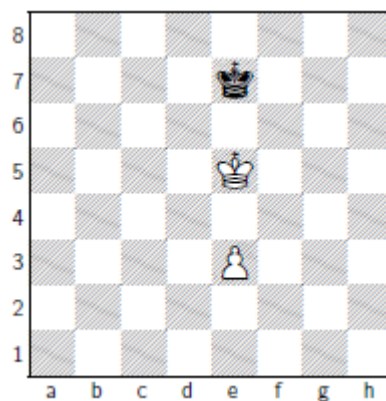
Définition

Tout pion, à l'exception des pions tour, situé dans son camp, gagne si son roi se trouve sur une des trois cases immédiatement devant lui sans perdre l'opposition.

Exemple :



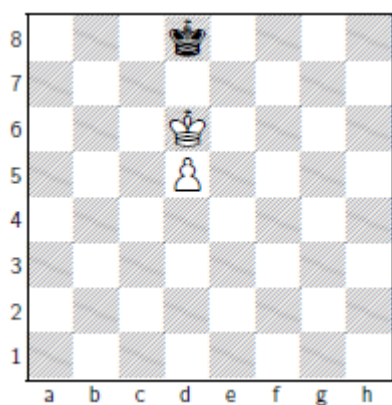
Draw

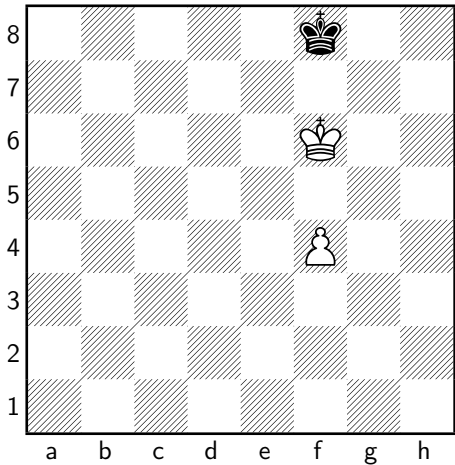


Win

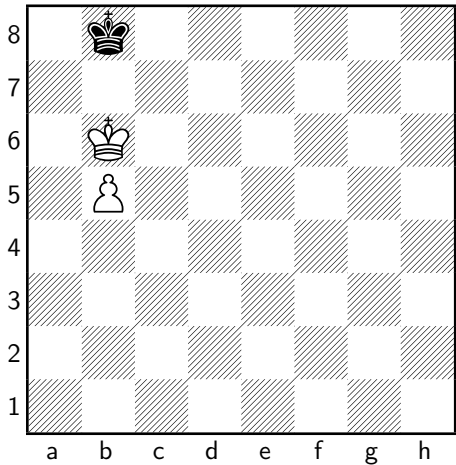
Dans cette position, le roi blanc est situé dans le camp de l'adversaire.

Win

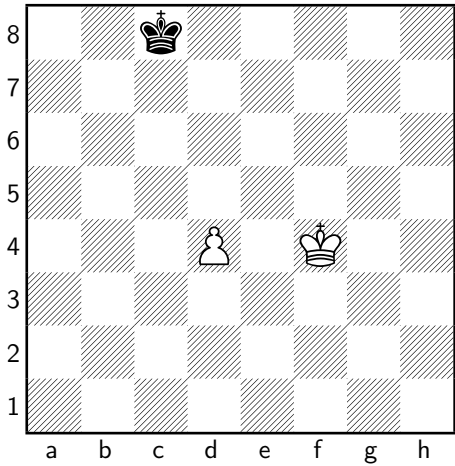




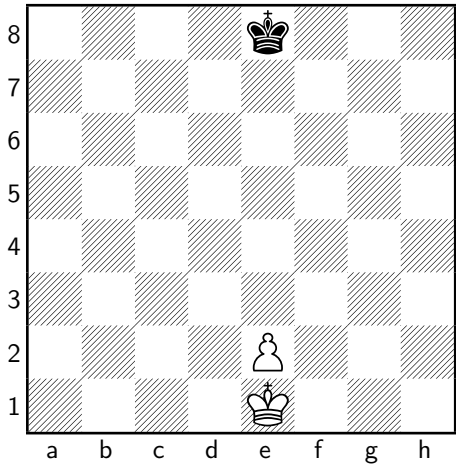
(1)..... □



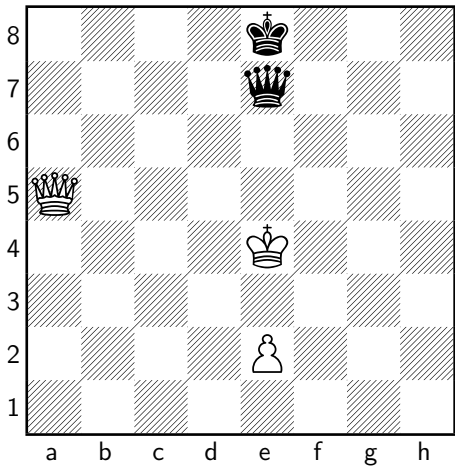
(2)..... □



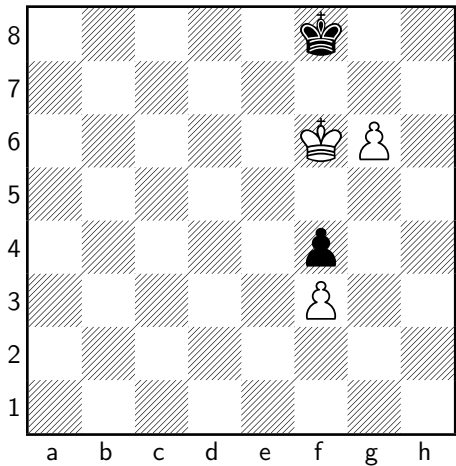
(3)..... □



(4)..... □



(5)..... □



(6)..... □

(1) 1. f5 Ke8 2. Kg7 Ke7 3. f6+

(2) 1. Ka6 Ka8 2. b6 Kb8 3. b7 Kc7 4. Ka7

(3) 1. Ke5 Kd7 2. Kd5 Ke7 3. Kc6 Ke6 4. d5+ Ke7 5. Kc7 Ke8 6. d6

(4) 1. Kd2 Kd7 2. Kd3 Kd6 3. Kd4 Ke6 4. Ke4 Kf6 5. Kd5 Ke7 6. Ke5 Kd7 7. Kf6 Kd6 8. e4 Kd7 9. e5 Ke8 10. Ke6 Kd8 11. Kf7 Kd7 12. e6+

(5) 1. Qe5 Qxe5+ 2. Kxe5 Ke7 3. e4 Kd7 4. Kf6 Ke8 5. e5 Kf8 6. e6 Ke8 7. e7 Kd7 8. Kf7

(6) 1. Ke5 Kg7 2. Kxf4 Kxg6 3. Ke5 Kf7 4. Kf5