



White has an isolated d-pawn in this example. Black gets an active game by attacking it and forcing the white rooks into defensive positions.

1. . . . **Rfd8!**

2. **Rfd1** **Rd5**

Planning to double rooks on the d-file. 2...Rac8 was also a good move.

3. **Rac1** **Rad8**

4. **Rc4**

Now both of the white rooks are stuck on guard duty.

Black wins a pawn after 4.Rc7 Rxd4 5.Rxd4 Rxd4 since taking on a7 allows a back rank mate. (6.Rxa7? Rd1#)

4. . . . **e5!**

Black wins a pawn anyhow because of the pin on the d-file. (5.dxe5? Rxd1#)

5. **Kf1** **Rxd4**

6. **Rdxd4** **Rxd4**

Staying in the rook ending with 7.Rc7 is white's best chance for a draw.

The pawn ending after 7.Rxd4? exd4 8.Ke2 Kf6 9.Kd3 Ke5 is lost.