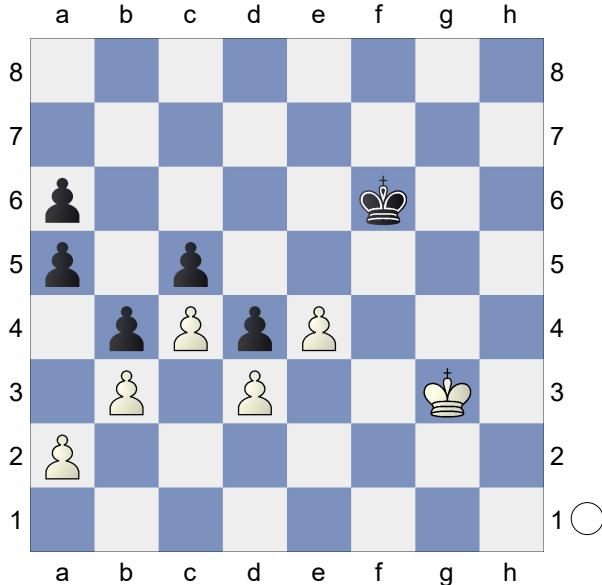
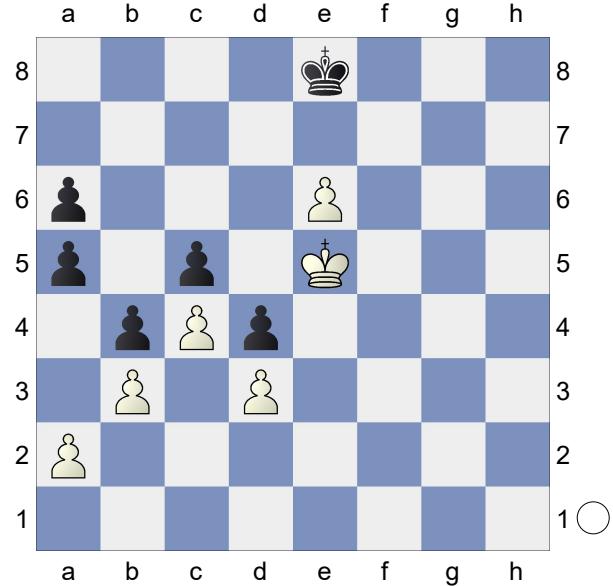


1) Pawn**Example 1: Passed Pawns**

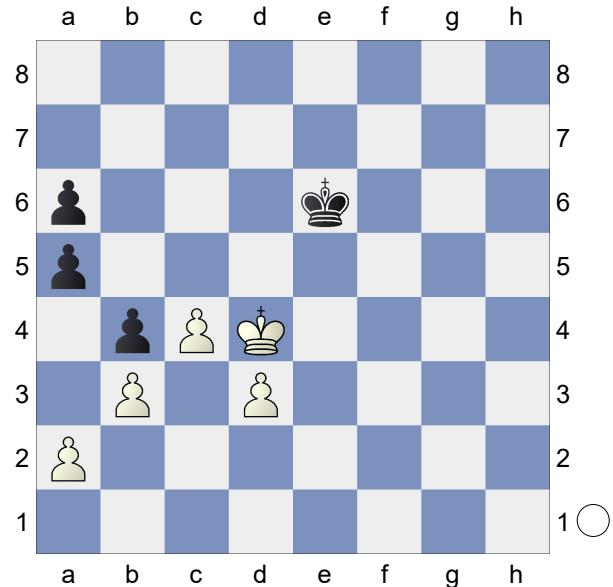
Passed pawn: A pawn that no enemy pawn can stop from queening. When you have a passed pawn, your opponent has to use pieces to block or try and win the pawn, which gives you an attacking potential. In an endgame, passed pawns are especially powerful as your opponent has fewer pieces to stop the pawn from promoting. 1.Kf4 The passed pawn on e4 cannot progress by itself so the White king marches forward to support its advancement. 1...Ke6 2.e5 Ke7 3.Kf5 Kf7 4.e6+ Ke7 The Black king has to stop the pawn from promoting. 5.Ke5 Ke8

(Diagram)

6.Kd6 Because the Black king is tied to the defense of the passed e-pawn, there are no pieces left to defend other pawns in the position, and you can simply



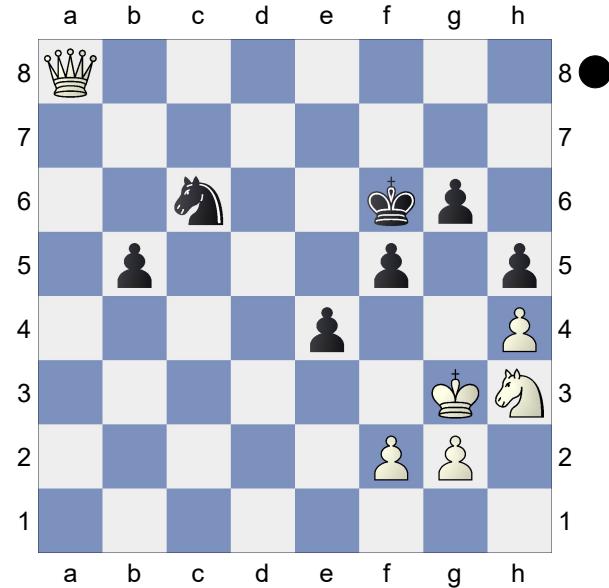
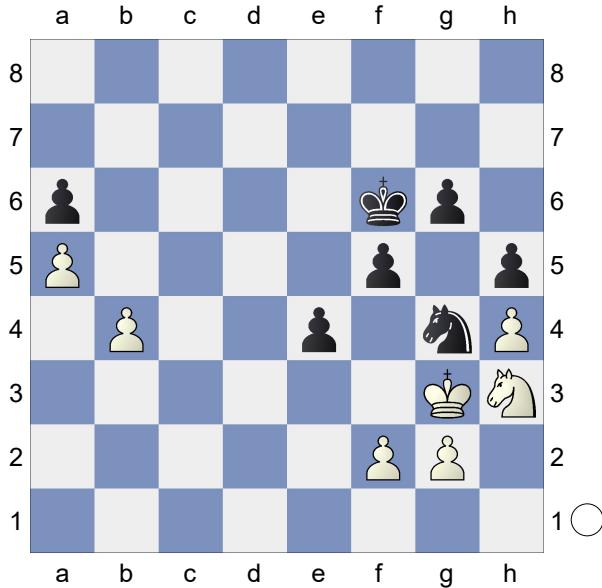
collect the pawns. 6...Kd8 7.Kxc5 Ke7 8.Kxd4 Kxe6



Now you have two connected passed pawns that will win the game.

 1) Pawn**Exercise 1: Passed Pawns**

(Diagram)



Can you win? **1.b5** Creating a passed pawn on the queenside.

[**1.Nf4?** **Ne5** Gives Black time to bring his knight closer to the queenside and stop the pawns from promoting. **2.b5 axb5 3.a6 Nc6**]

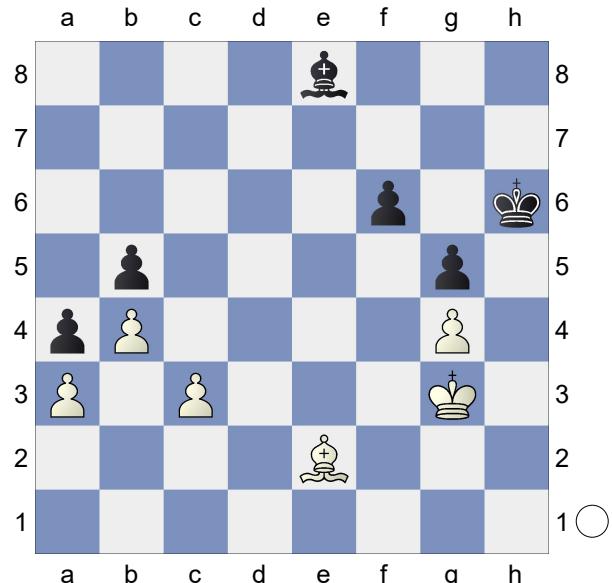
1...axb5 Creating a passed pawn on the a-file. **2.a6 Ne5**

[**2...Ke5** The king is too slow at catching the pawn as well. **3.a7 Kd6 4.a8Q**]

3.a7 Nc6 Black is too slow stopping the a-pawn from promoting. **4.a8Q**

(Diagram)

1) Pawn
Exercise 2: Passed Pawns

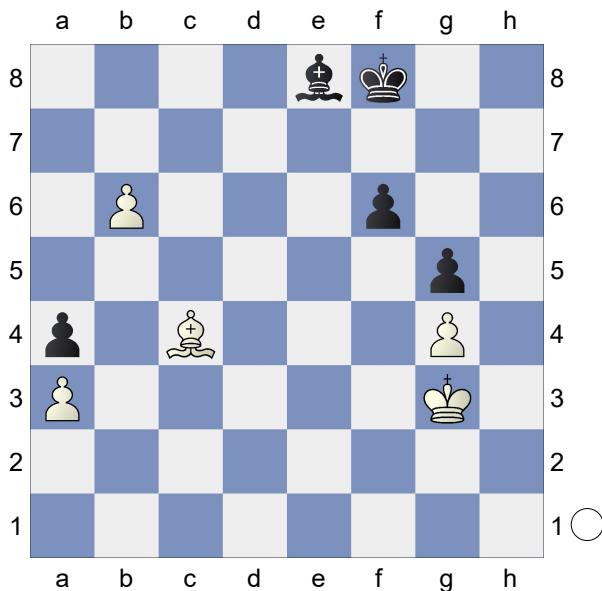


How do you create a passed pawn? **1.c4**
 White has an extra pawn on the queenside, which can be used to create a passed pawn that will tie down Black's bishop to defense.

[1.Kf3? Going after the b5-pawn allows Black also to bring his king close to the center. Kg7 2.Ke4 Kf7 3.Kd5 Ke7 4.Kc5 Bd7 5.Bxb5 Bxg4± If White captures the b5-pawn, his g4-pawn will be lost, most likely ending in a draw.]

1...bxc4 2.Bxc4 Kg7 Now, you push the pawn forward and the Black king is too far. **3.b5 Kf8 4.b6 --**

[This position should be winning, for example, 4...Bc6 5.Ba6 followed by b7-pawn push and Black will have to sacrifice his bishop in order to stop the pawn from promoting.]

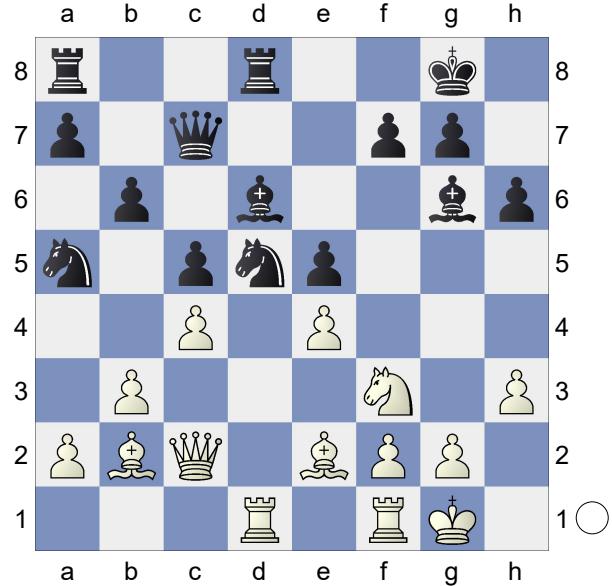


1) Pawn

Exercise 3: Passed Pawns

(Diagram)

How do you recapture on d5? **1.cxd5±**

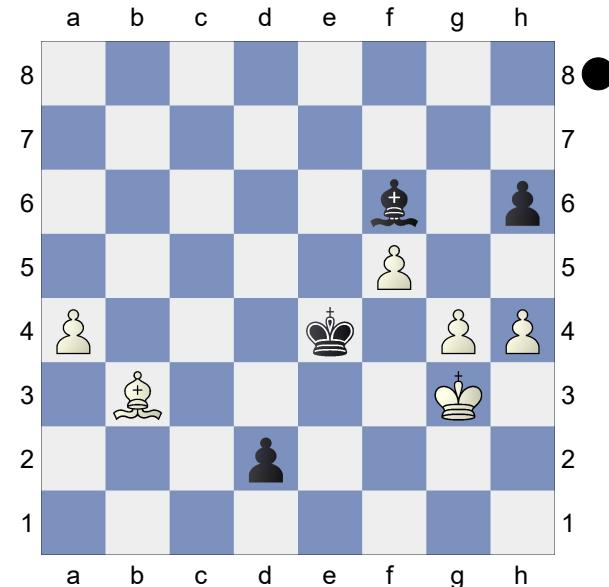
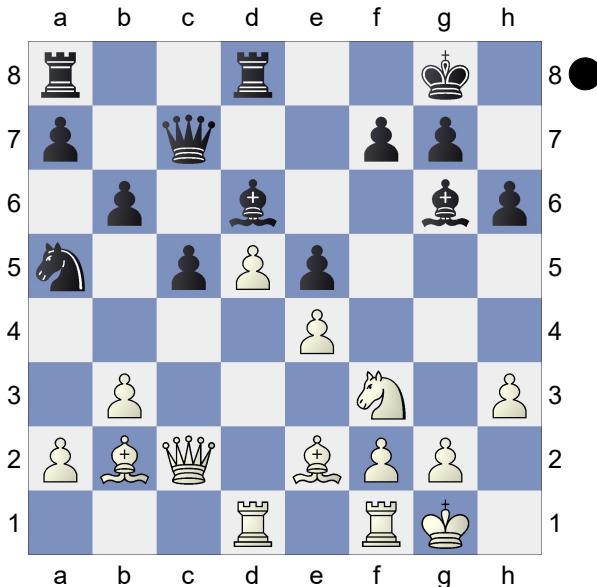


[1.exd5? Bxc2 This loses a queen.]

[1.Rxd5 Taking with the rook keeps the d-file open, with a rook on it. However, Black can re-route his knight to d4, close the d-file, and potentially create a passed pawn of his own. Nc6 2.Bc3 Nd4 And now White faces the difficult decision of tolerating the active knight on d4 or capturing it and giving Black a passed pawn.]

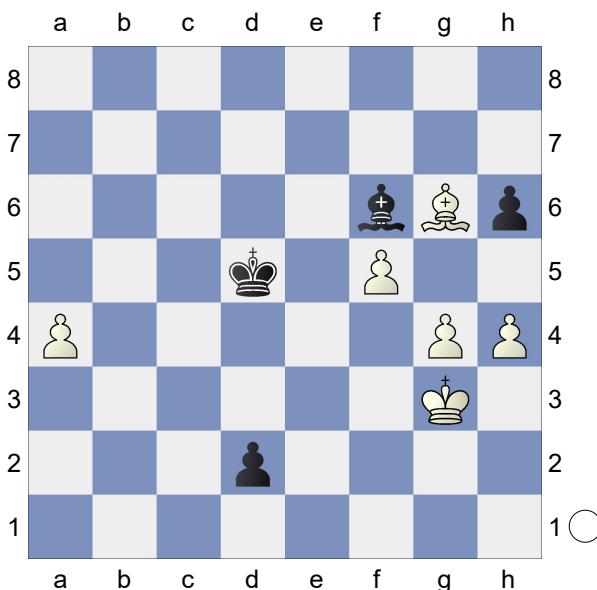
(Diagram)

Capturing with the c-pawn creates a passed pawn that Black will have to prevent from advancing.



The bishop drops back to control the d1-square. White is two pawns up and should win this endgame.

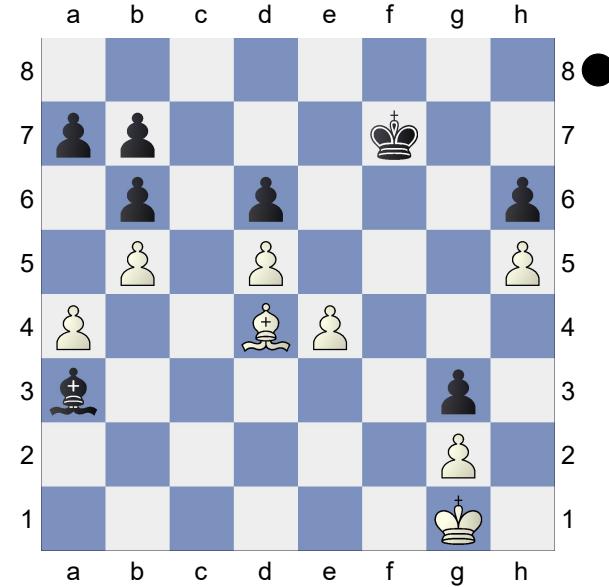
1) Pawn
Exercise 4: Passed Pawns



Black has a passed pawn about to promote on the next move. Can you stop him? **1.Bf7+**

[1.Kf2? The king is too far. d1Q]
1...Ke4 2.Bb3

1) Pawn
Exercise 5: Passed Pawns



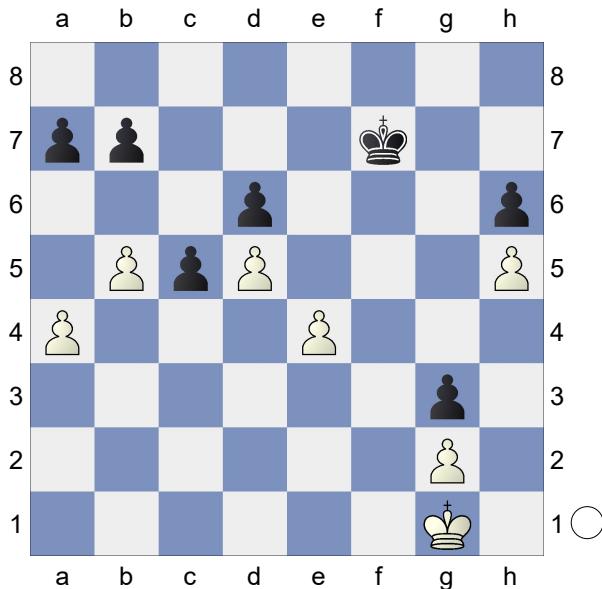
Find the winning move. **1...Bc5**
After Bc5, White cannot move the bishop

away from the g1-a7 diagonal because of the pin, so he has to take on c5.

[1...Kf8? Other moves give White time to move out of the pin along the g1-a7 diagonal. 2.Kf1 Bc5 3.Bc3 The resulting endgame is winning for White, because Black has many weak pawns and won't be able to defend them all.]

2.Bxc5 bxc5

[2...dxc5 This would give White connected passed pawns, which defend each other and with the White king's support would promote.]



Now, you are left with a passed pawn on c5 that will distract the White king while you collect the White's pawns.