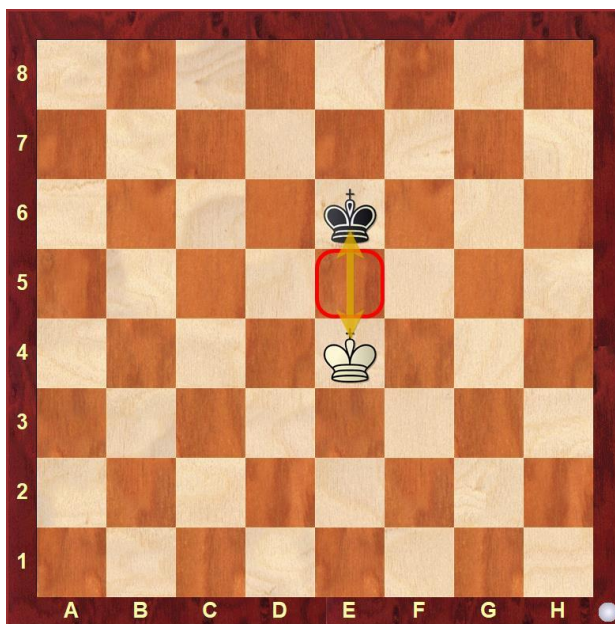


## 19. Pawn Endgames

The endgame with a king and a pawn versus a king is one of the most important and fundamental endgames. It is important to master this endgame, since most other endgames have the potential of reducing to this type of endgame via exchanges of pieces. It is important to be able to tell quickly whether a given position is a win or a draw, and to know the technique for playing it.

### 1. Vertical opposition



**Diagram 4.1**

Opposition along a standing line is called vertical opposition.

## 19. Pawn Endgames

### 2. Horizontal opposition

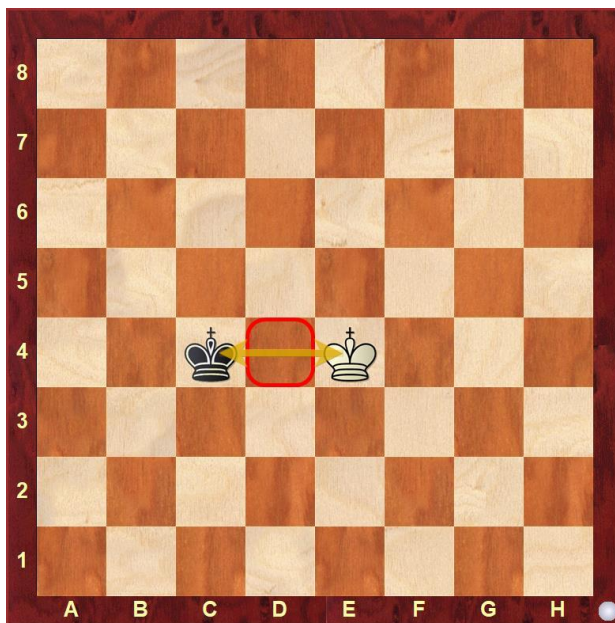
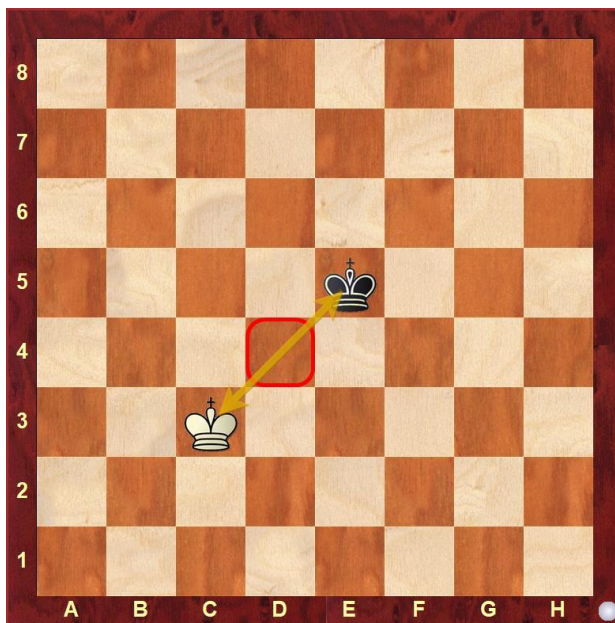


Diagram 4.2

Opposition along a sleeping line is called horizontal opposition.

## 19. Pawn Endgames

### 3. Diagonal opposition

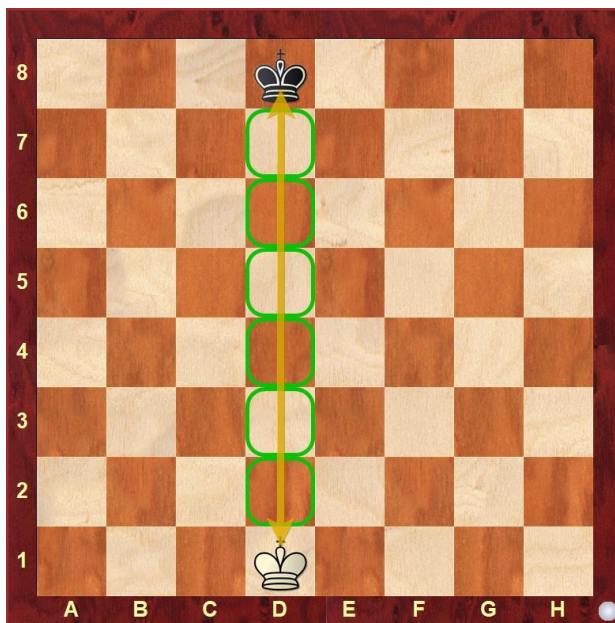


**Diagram 4.3**

Opposition along a diagonal is called diagonal opposition.

## 19. Pawn Endgames

### 4. Distant opposition



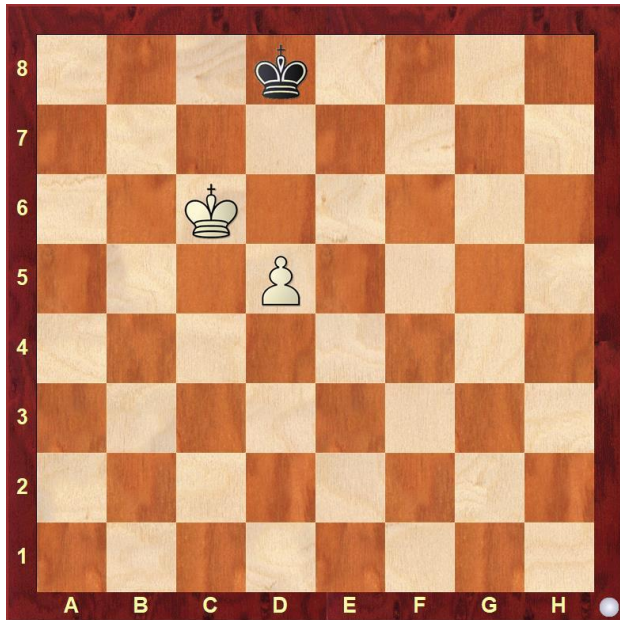
**Diagram 4.4**

Distant opposition is a position in which the kings are on the same rank or file but are separated by more than one square. If there are an odd number of squares between the kings, the player not having the move has the (distant) opposition. White can play Kd2 and takes the distant opposition.

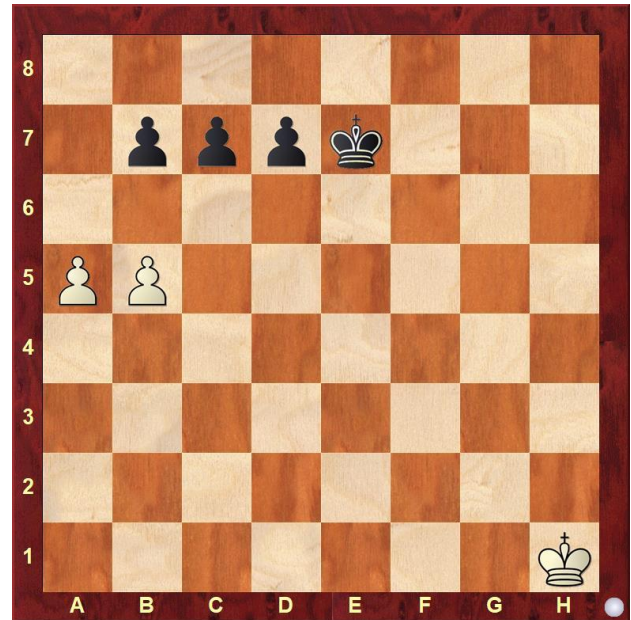


## 19. Pawn Endgames (Homework)

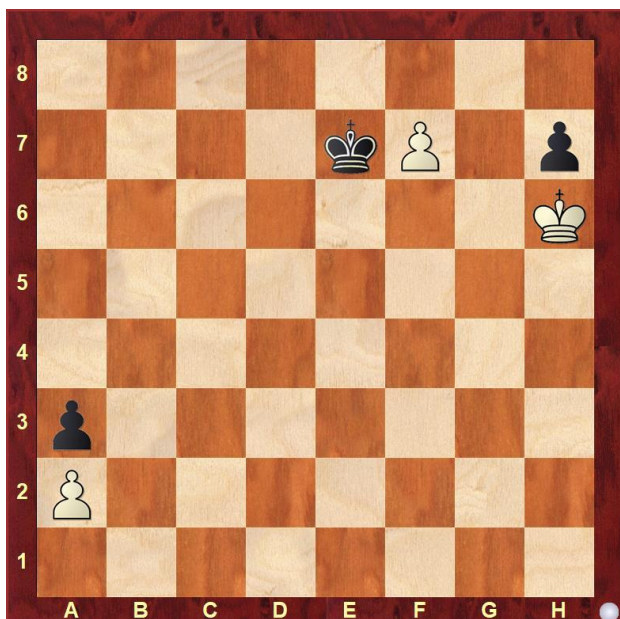
1. White to play & win



2. White to play & win



3. White to play & win



4. Black to play & win

