

1. Basic king & pawn endgame

The chess endgame with a king and a pawn against a king is one of the most important endgames.

Passed pawn

A passed pawn is a pawn that cannot be stopped by the opponent's pawn from advancing to the eighth rank. In this position, opponent has no pawn either on the same file or on the adjacent file to stop the pawn from getting promoted. A passed pawn is a very big threat to the opponent because of its power to promote and create an advantage for the player.

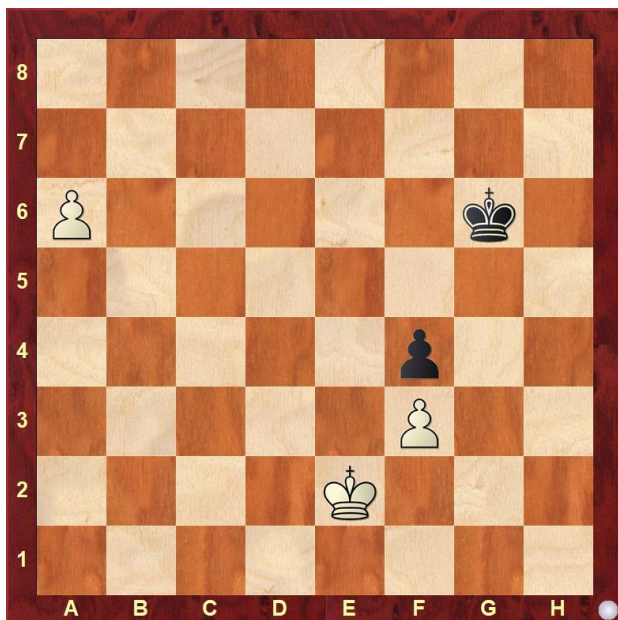


Diagram 1.1

In diagram 1.1, we can observe that white is easily winning the game because the pawn on a6 has become a passed pawn and can be promoted into a queen in the next 2 moves.

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Pawn majority

A pawn majority is a position when one player has more pawns than the opponent on one side of the chessboard (it can happen on both sides kingside as well as queenside). It is very important to have a pawn majority in the endgame because it often leads to exchanges of pawns and the creation of a passed pawn.

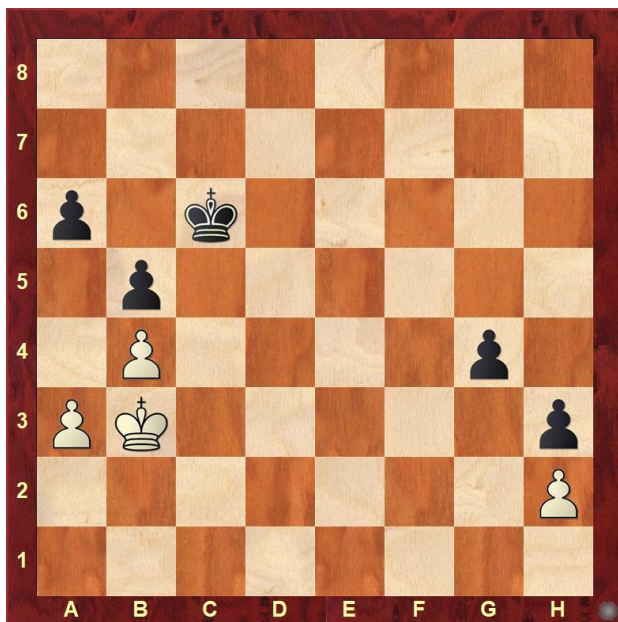


Diagram 1.2

In diagram 1.2, we can observe that black has one extra pawn on g4. later black plays 1....g3 2.hxg3 h2 (instead of hxg3 if white plays 2. Kc3 therefore black will play gxh2 and convert it into a passed pawn.

Opposition

The opposition is the position when two kings face each other on a rank or file with only one square gap between them. In this position, one king tries to become stronger than the other king because the player who makes the move and controls the front rank or file gets the opposition which forces the opponent king to move away therefore he can get control of the

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important squares. In other words, we can also say that one king creates the virtual shield between the other king so the pawn can easily run to the promotion.

The following example will give a better explanation:

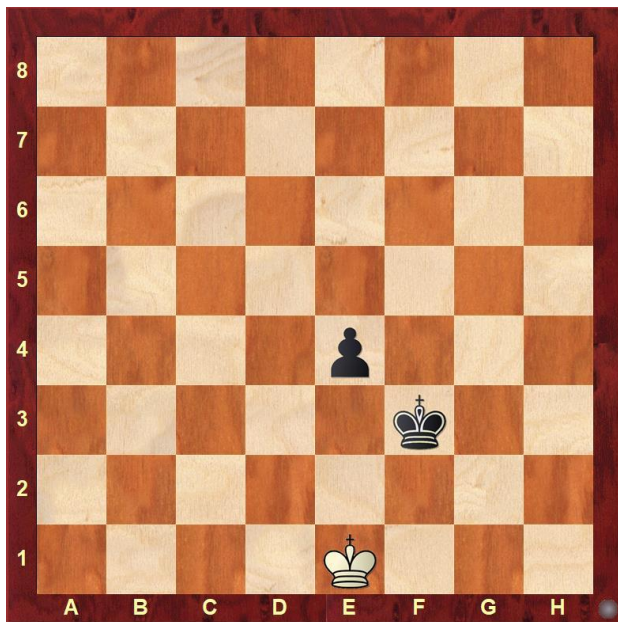


Diagram 1.3

In diagram 1.3, it is black to play. Continuation -

1...Ke3 (This move straight away takes the opposition by creating a virtual shield on 2nd rank and forcing the opponent to play Kd1 or Kf1)

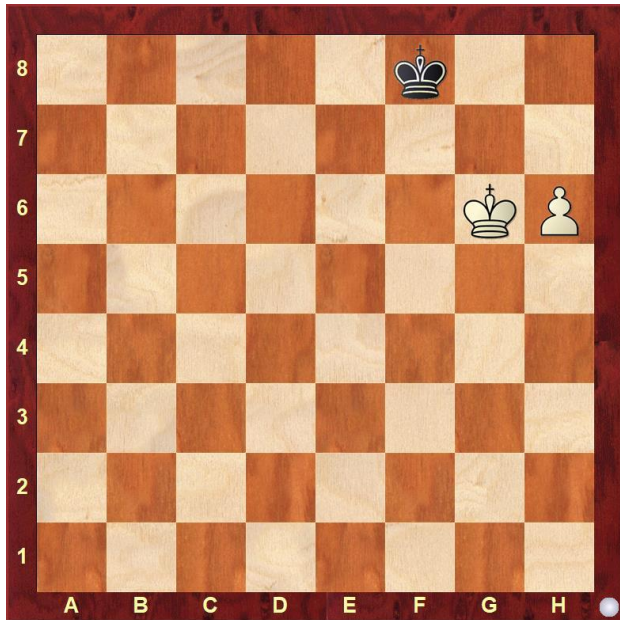
2 Kd1 Kf2 (This move creates a virtual shield on the 'e' file. If whites 2nd move is Kf1 therefore black plays Kd2)

3 Kd2 e3+ (now the black pawn can be easily promoted since the black king is supporting the pawn).

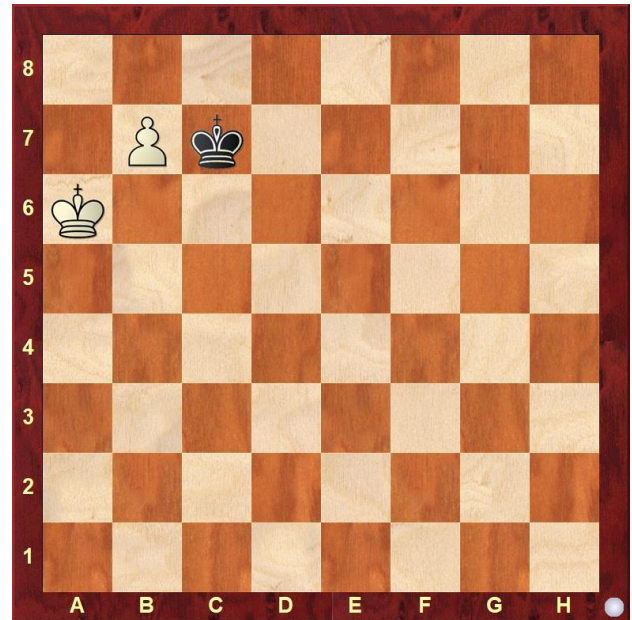
INTERMEDIATE LEVEL

1. Basic king & pawn endgame - (Homework)

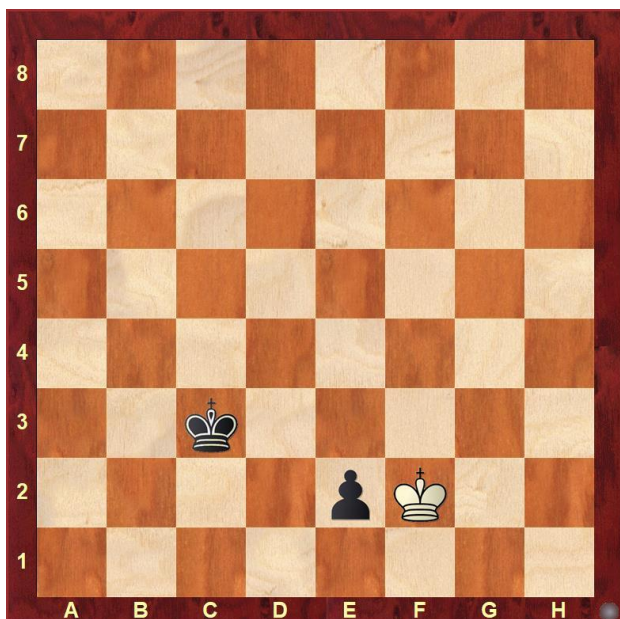
1. White to play and win



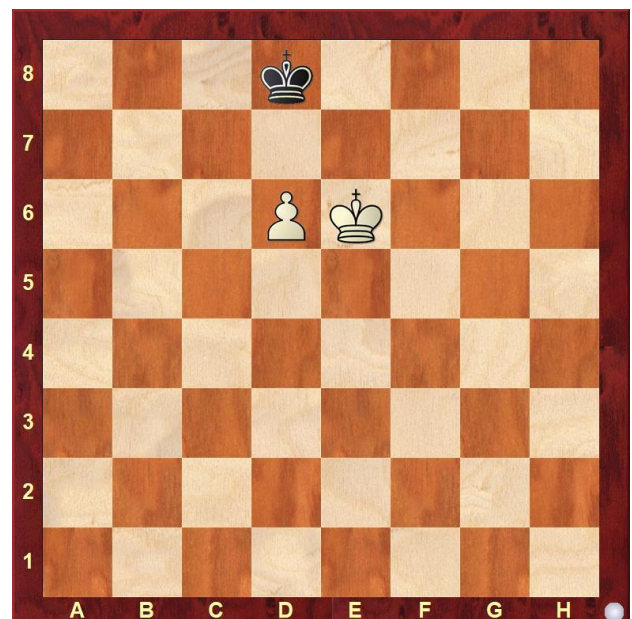
2. White to play and win



3. Black to play and win



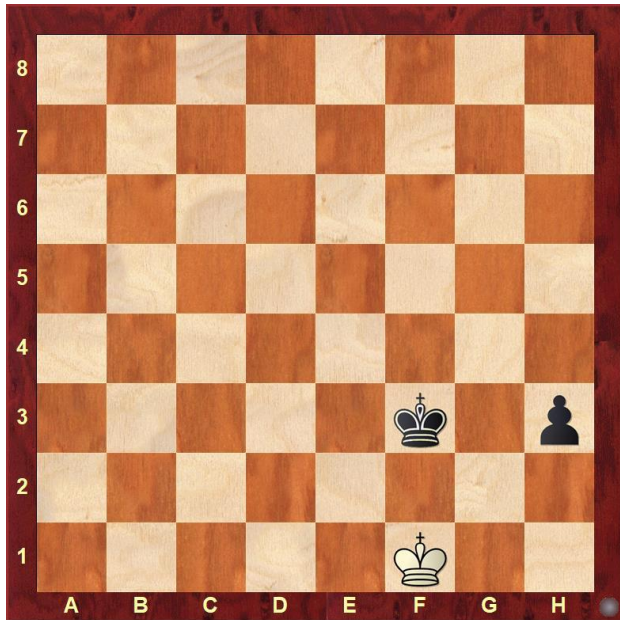
4. White to play and win



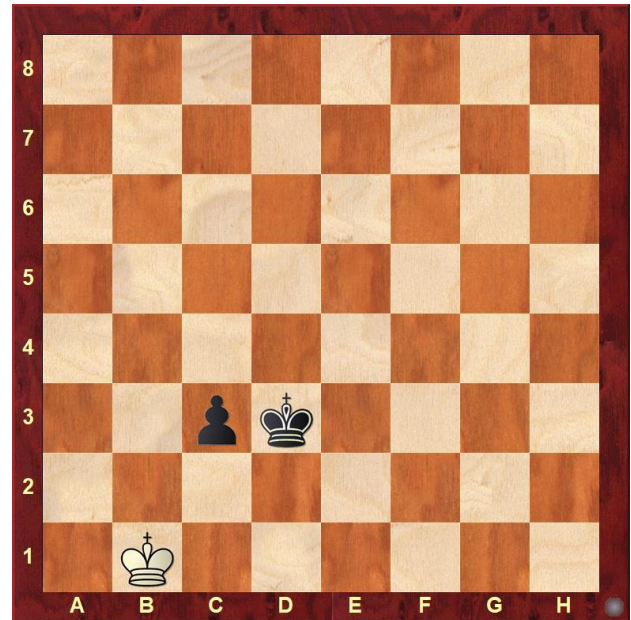
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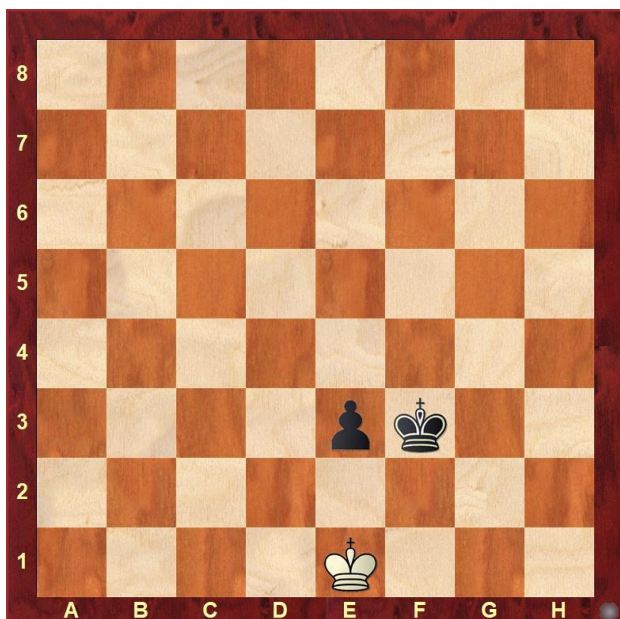
5. Black to play and win



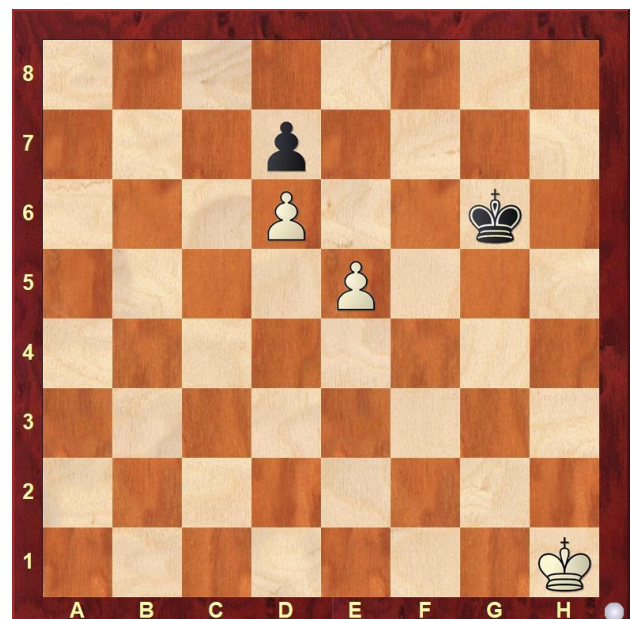
6. Black to play and win



7. Black to play and win



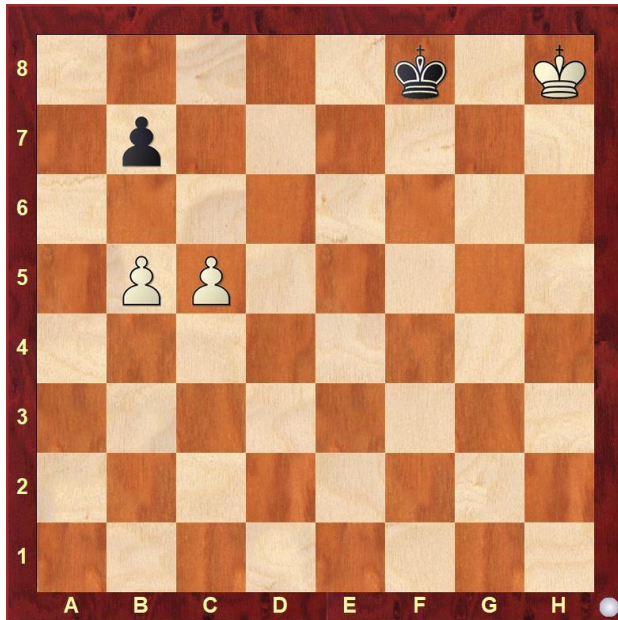
8. White to play and win



INTERMEDIATE LEVEL

1. Basic king & pawn endgame - (Homework)

9. White to play and win



10. White to play and win

