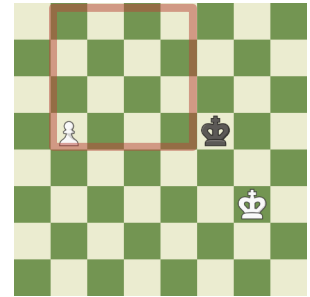


16. In the Pawn's Square

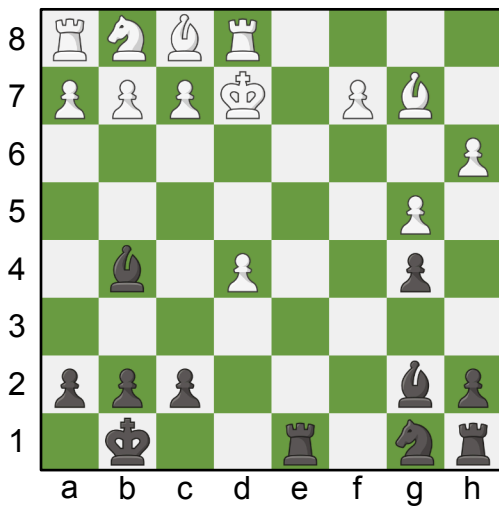
In this lesson we'll learn how to tell if a pawn can outrun a pursuing king.

- The trick to knowing whether a king can catch a pawn before it promotes is to look at the square formed by the pawn and its promotion square as one edge and the opposite edge on the same side as the king. If the king can end its turn inside that square, then it can catch the pawn. If the king can't make it into the square, the pawn can't be caught by the king.

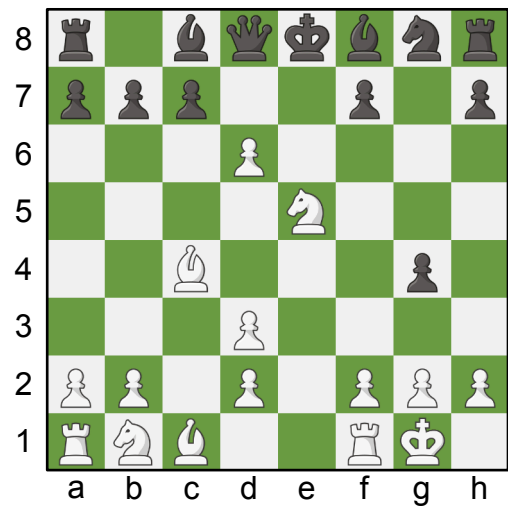


Challenge Puzzles

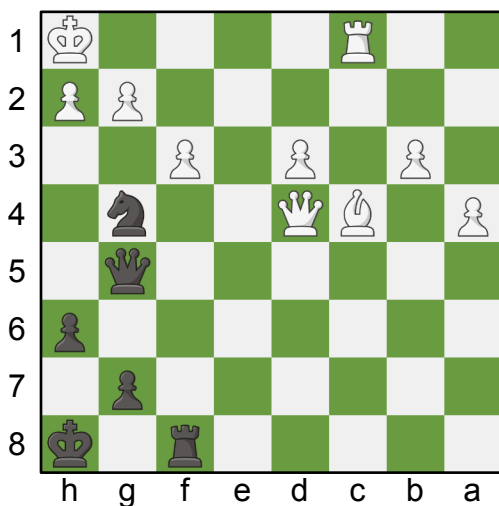
① Black to play - mate in 1.



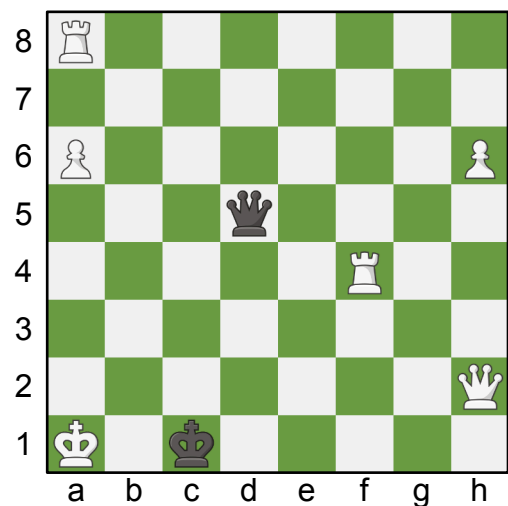
② White to play - mate in 1.



③ Black to play - mate in 2.



④ Black to play - mate in 4.



Hints.

- ① Use the rook.
- ② Use the bishop.
- ③ Attack with the queen.
- ④ The queen makes all the moves.

Answers.

- ① 1. ... ♖d2#
- ② 1. ♗xf7#
- ③ 1. ... ♔xc1+ 2. ♔g1 ♞f2#
- ④ 1. ... ♔h4+ 2. ♖h5 ♔xh5+ 3. ♔h7 ♔e5+ 4. ♔g7+ ♔xg7#

