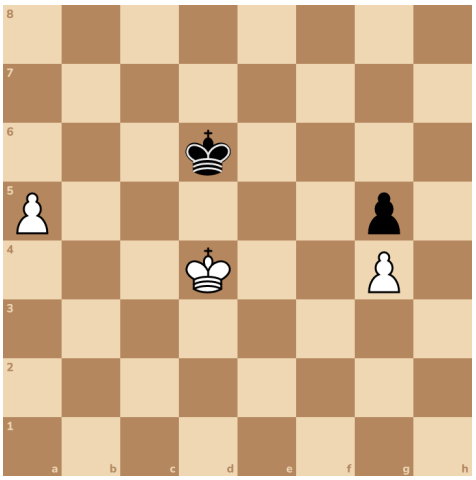
My Chess Family

The faraway passed pawn

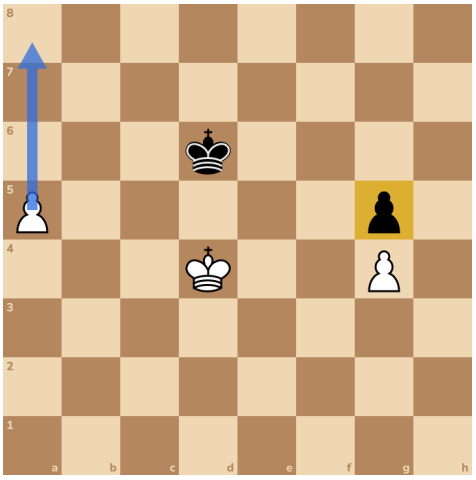
Try each question on a real board, then check the answers at the end of the sheet.

The faraway passed pawn

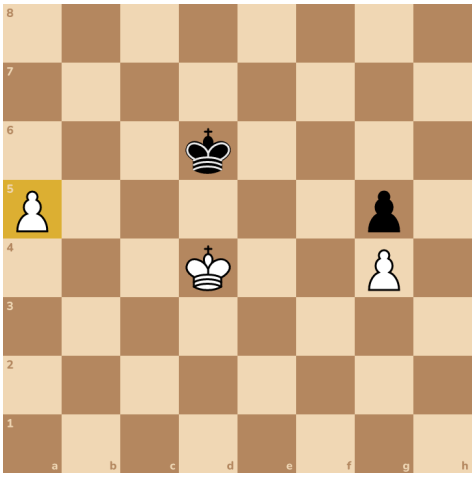
A passed pawn far away from both kings is very strong, even if it never makes a queen. Here's why.



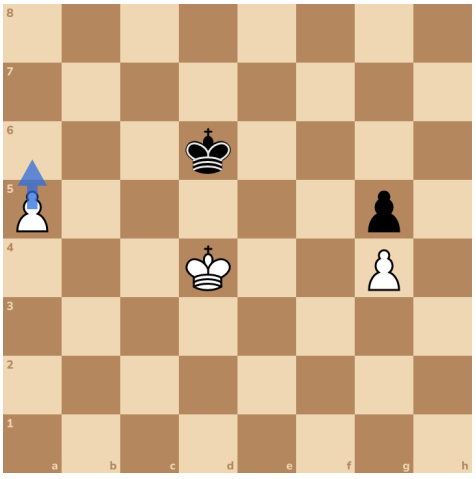
His king has to run over and stop it. While he does, your king goes the other way and takes his g-pawn.



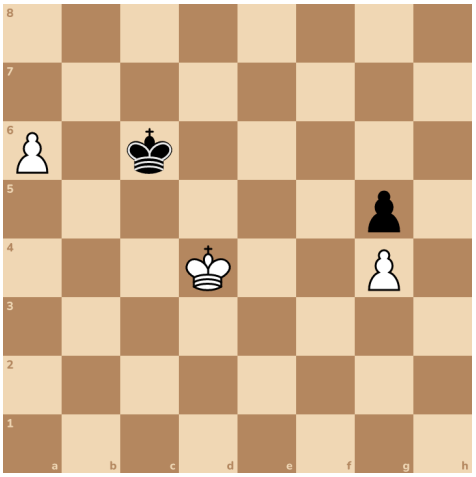
Your a-pawn is a passed pawn, far away from both kings.



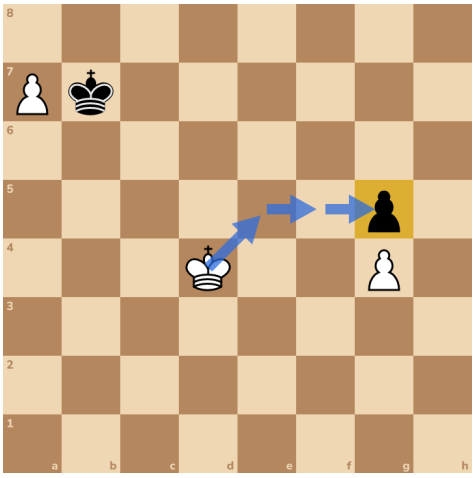
Try it 1. Push your a-pawn!



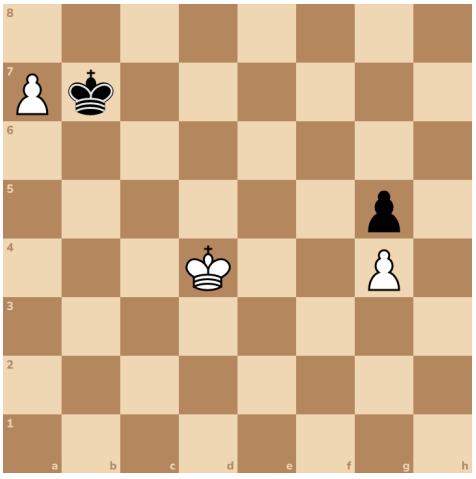
Try it 2. Push it again. Make him chase it.



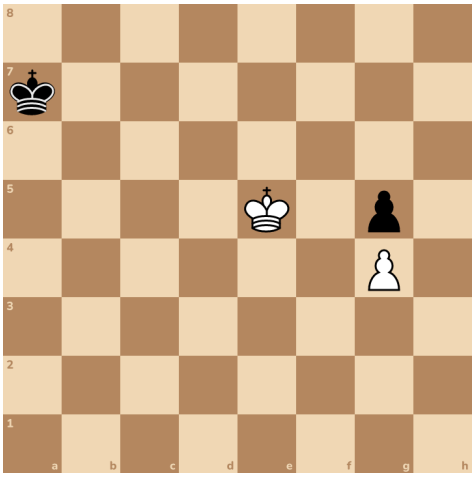
He's about to take your a-pawn. Let him! Your king walks the other way, to e5, f5, then g5.



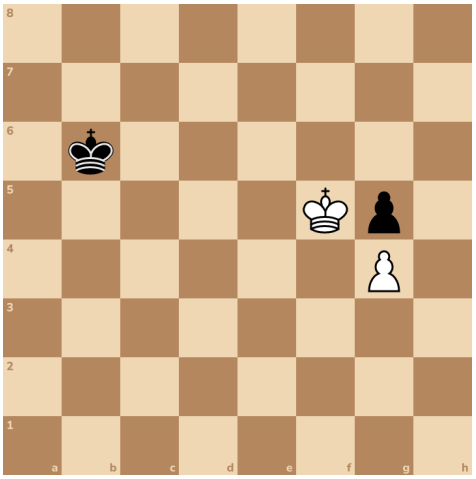
Try it 3. Walk towards his g-pawn. Step to e5.



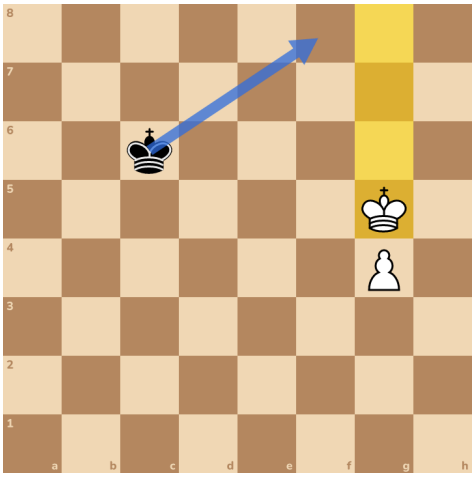
Try it 4. He took the a-pawn, far away on the edge. Keep going, to f5.



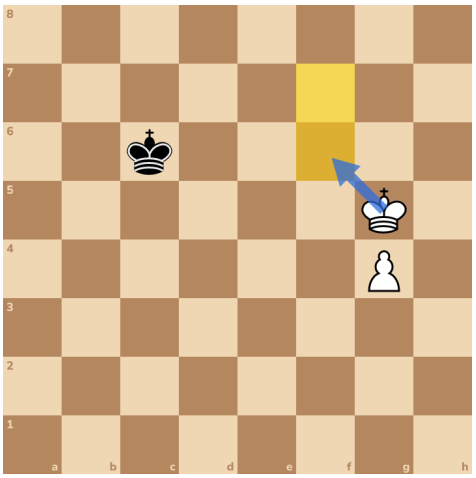
Try it 5. Take the pawn on g5!



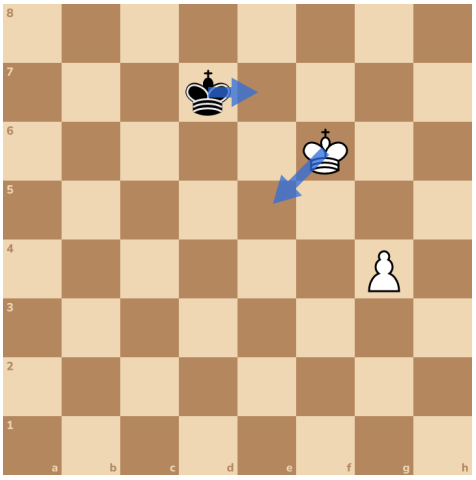
His king is coming back. To stop your pawn, he has to get in front of it, onto the g column.



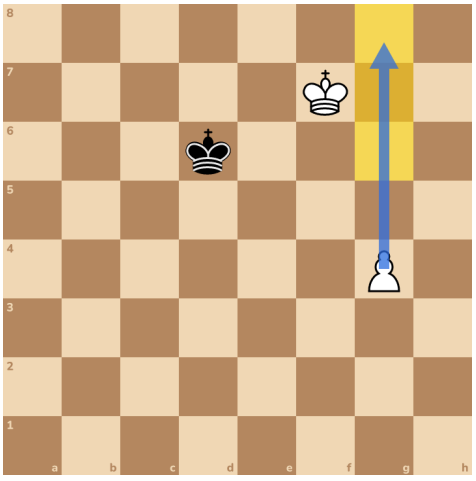
So use your king as a wall. Stand between his king and your pawn's road, and push him away. This is called shouldering.



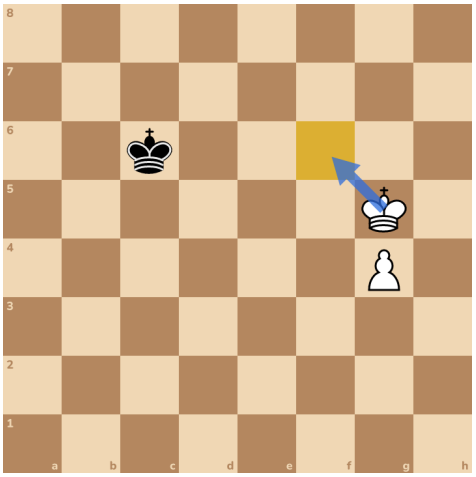
Careful! Don't step out of his way. After Ke5, he plays Ke7 and guards f6. Then he gets in front of your pawn, and it's a draw.



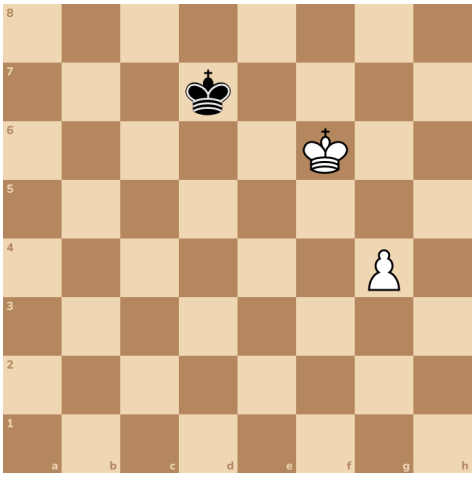
Your king guards g6, g7 and g8, the road in front of your pawn. Now the pawn can run, and he can't catch it.



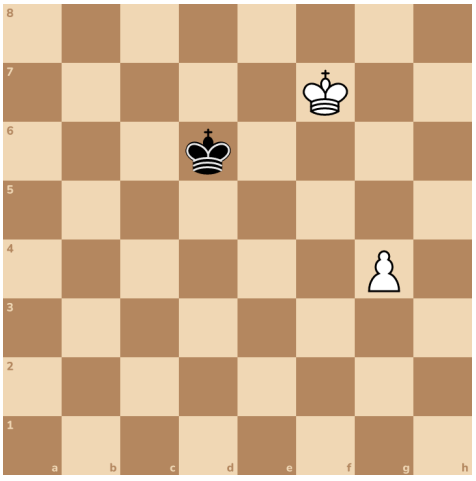
Try it 6. Step to f6, right in his way.



Try it 7. Instead, step to f7. Then he can't reach e8, f8 or g8.



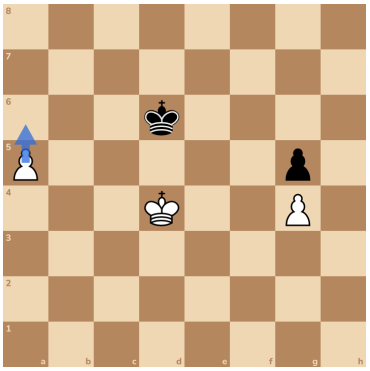
Play it out: Push your pawn, and make a queen! Keep your king next to the pawn's road. Try it on a board, or in the app.



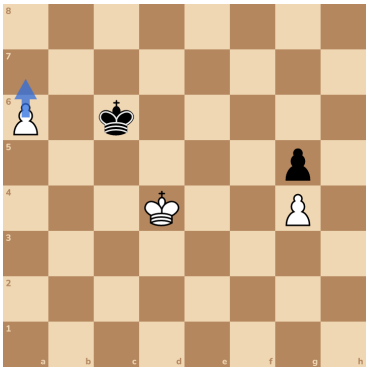
Your far away pawn took his king to the edge, and your king won the other side. Far away passed pawns are very strong!

Answers

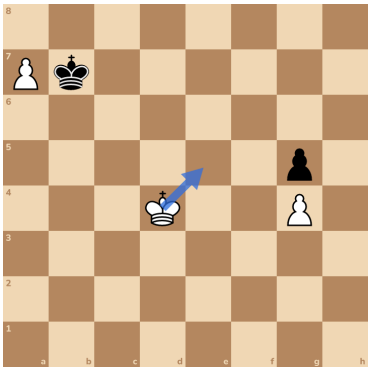
1. a6



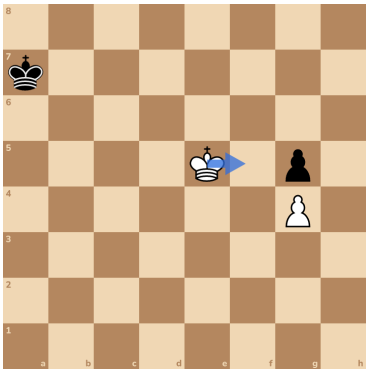
2. a7



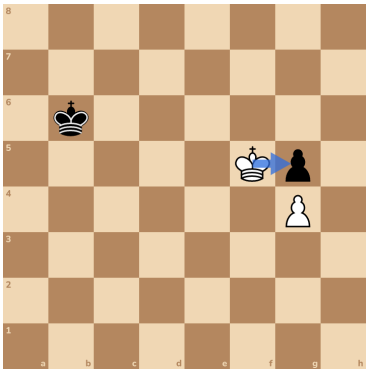
3. Ke5



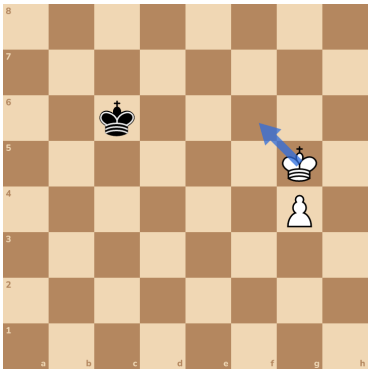
4. Kf5



5. Kxg5



6. Kf6



7. Kf7

