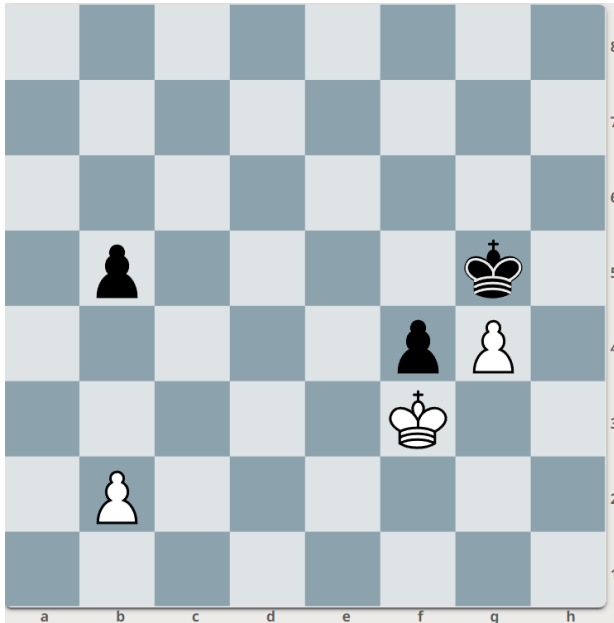


Meltham and Denby Dale Training Pack 600-1000

Week 5: Pawn Endgames

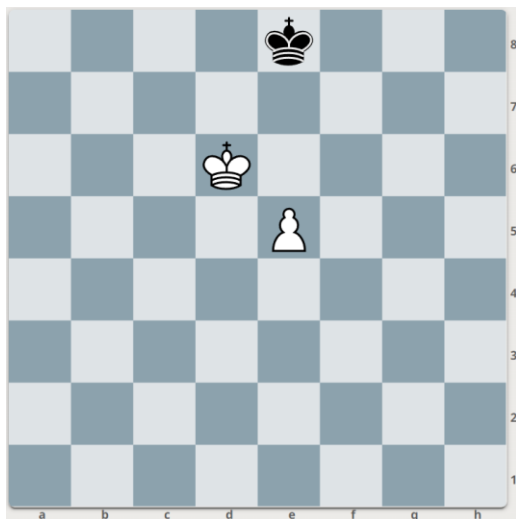


A pawn endgame is simply a position where there are only kings and pawns left on the board. The crucial job in a pawn endgame is to promote one of your pawns and turn it into a queen.

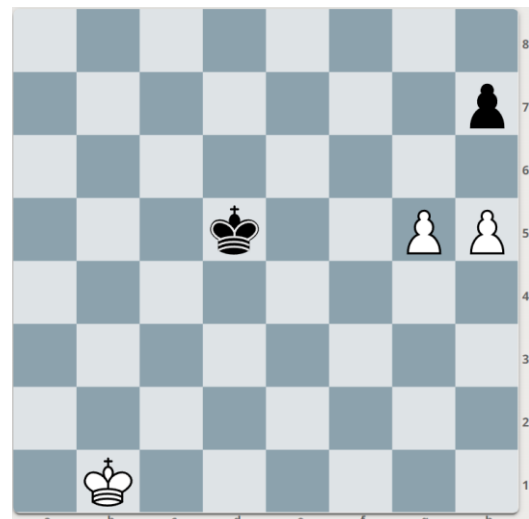
In this position, it's White to move. **1.b4** is the best move, as it forces the Black king to move away from defending its f4 pawn. White can take this pawn on the next move, and White is winning this position as it had a very good chance of promoting one of his pawns.

It will be good idea to set these positions up on a board, and ask somebody to play against you, if needed

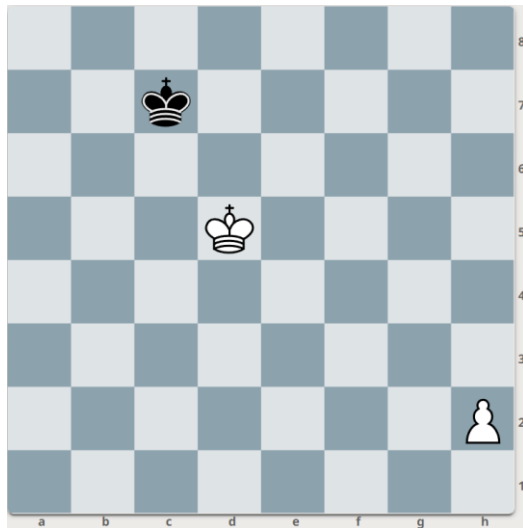
1 – White to move. Is it best to play 1.e6 or 1.Ke6?



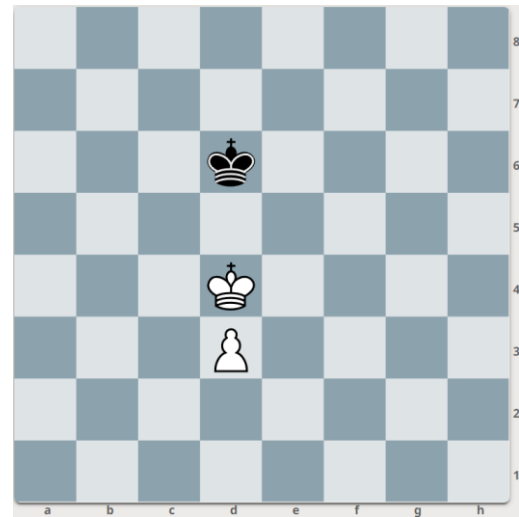
2 – White to move. Is it best to play 1.g6 or 1.h6?



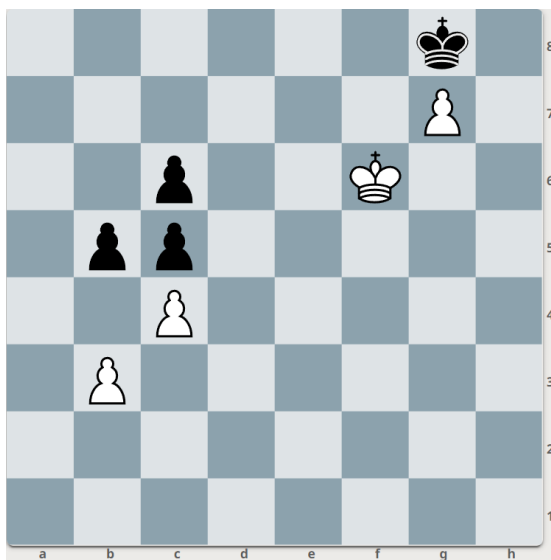
3 – White to move. Is it best to move the pawn or the king first?



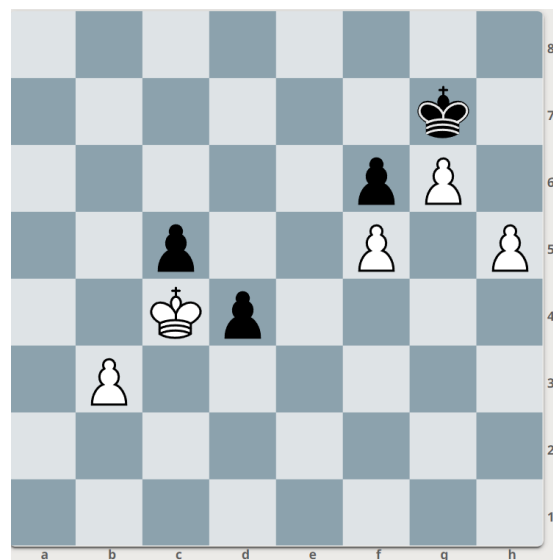
4 – White to move. Is this a win, or a draw?



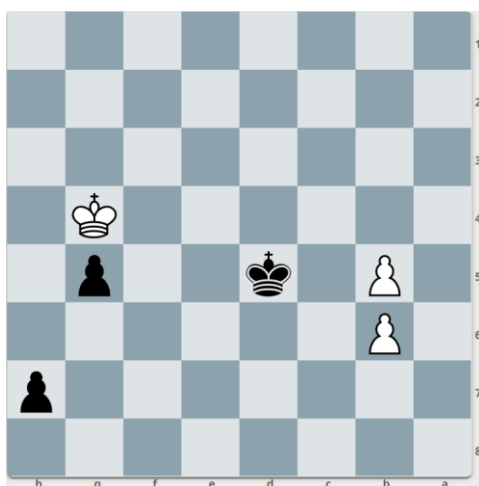
5 – White to move – should we focus on promoting the g7 pawn or the other two pawns?



6 – White to move: is the best move 1.b4 or 1.Kxc5



7 – Black to move: should we play 1...h6 or 1...Kd6?



8 – Black to move: should we play 1...h3 or 1...hxg3?

