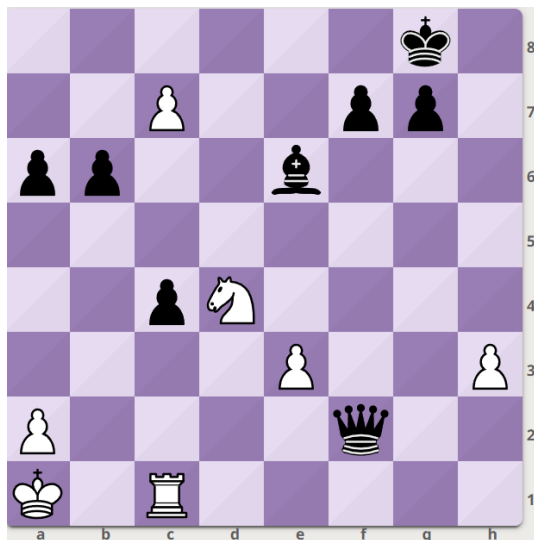




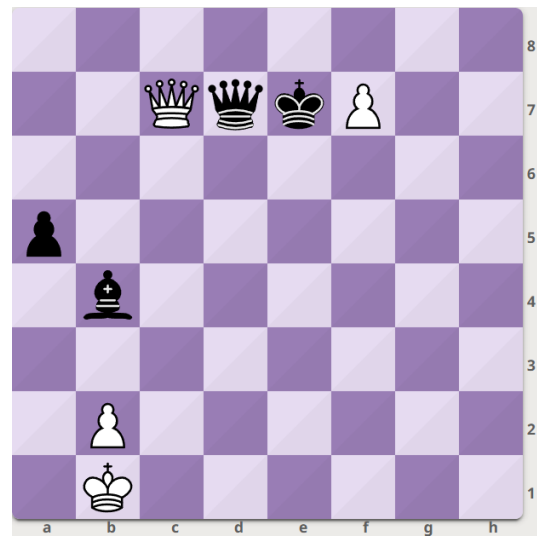
Passed Pawns: Level One

In each of the puzzles, one side is close to promoting a passed pawn, but there is a decision to make!

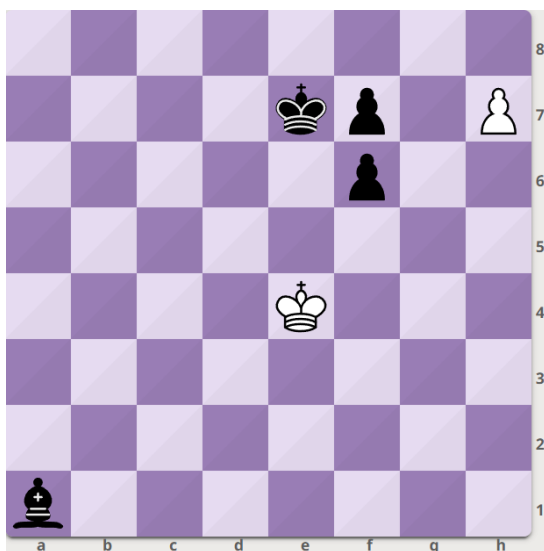
A – White to move – how do we promote?



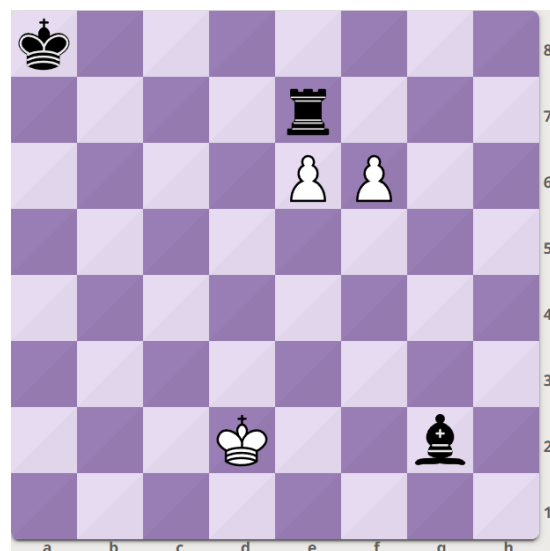
B – White to move – promote first or not?

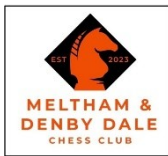


C – White to move – why is promoting first a mistake?



D – White to move – should we take the rook?

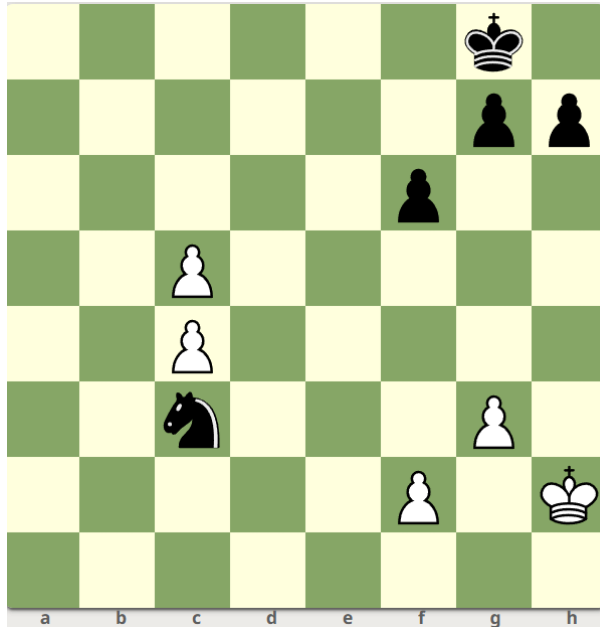




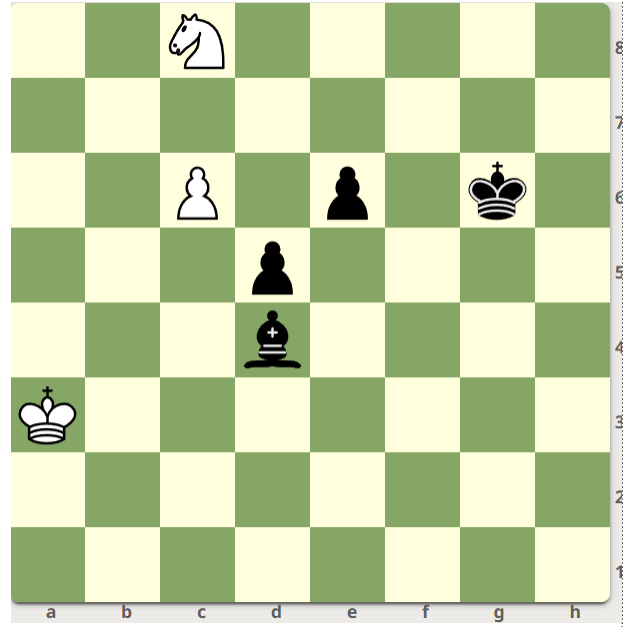
Passed Pawns: Level Two

These four puzzles are all **Thinking Ahead Puzzles** – visualise the next two moves shown, then decide what White's strongest second move is

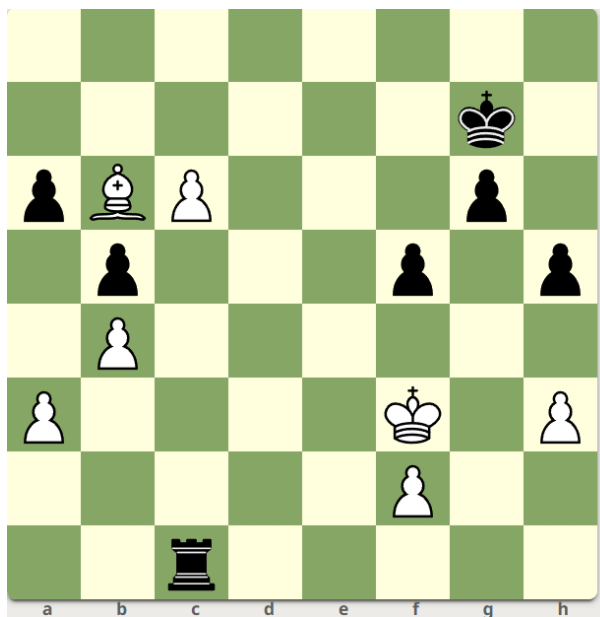
A – 1.c6 Ne4 2.??



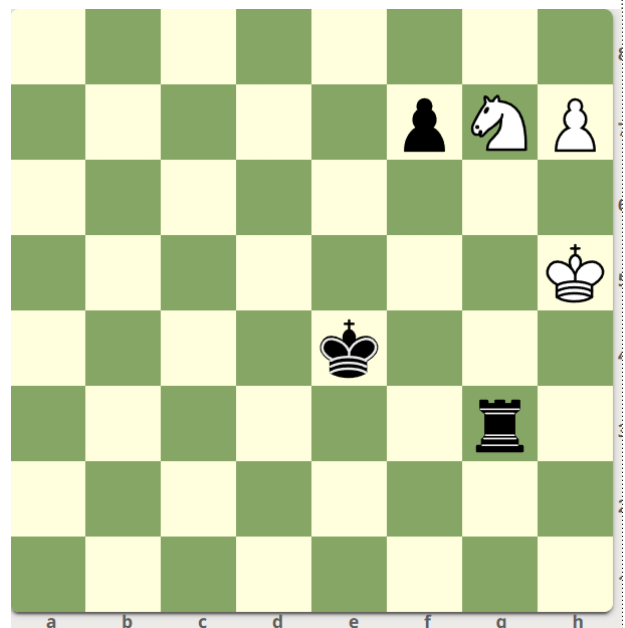
B – 1.c7 Be5 2.??

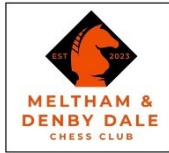


C – 1.Bc5 Re1 2.??



D – 1.Kh4 Rg1 2.??

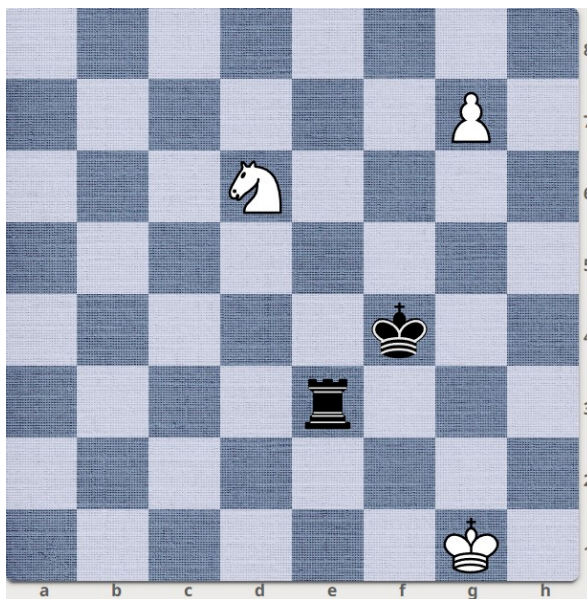




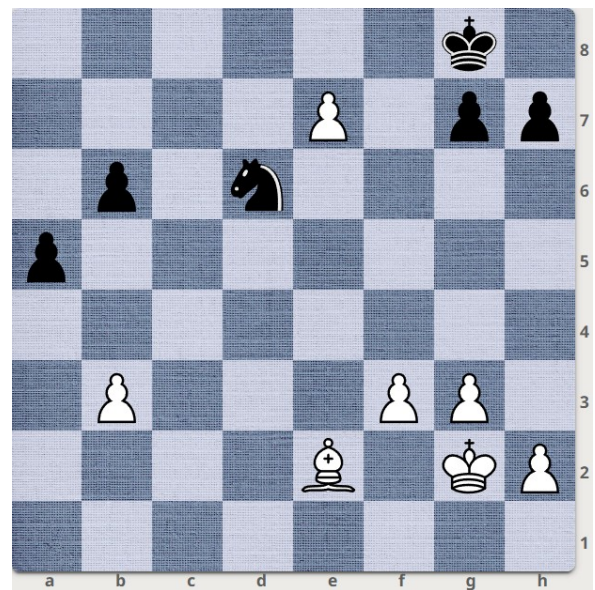
Passed Pawns: Level Three

In these positions, White is close to promoting a passed pawn, but there is one key move to find that guarantees the win...

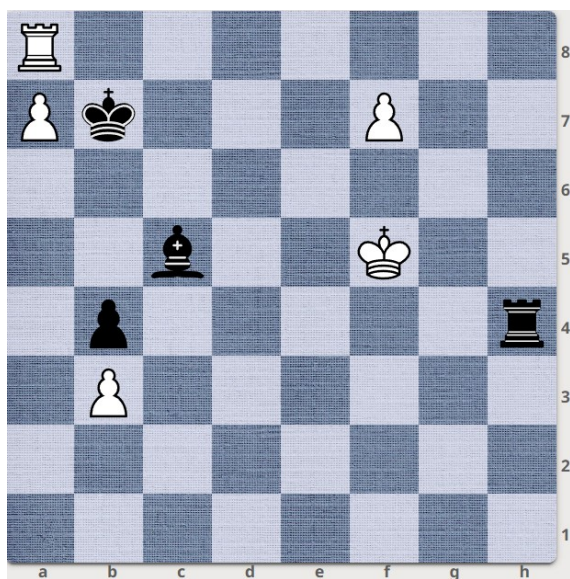
A – Find the best move for White



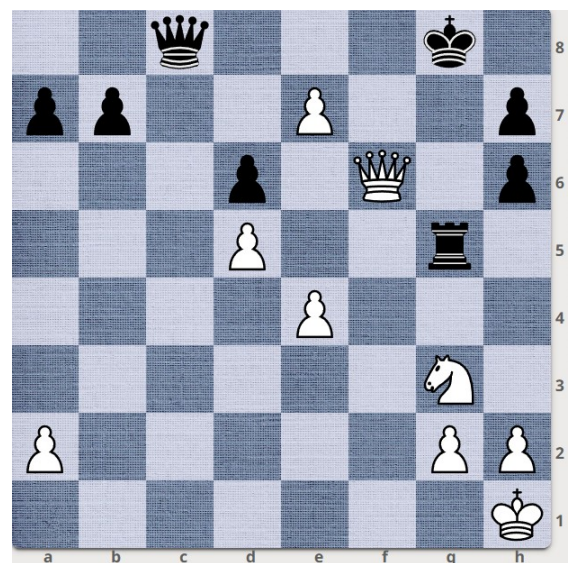
B – Find the best move for White

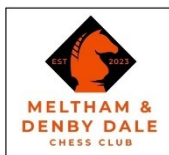


C – Find the best move for White



D – Find the best move for White

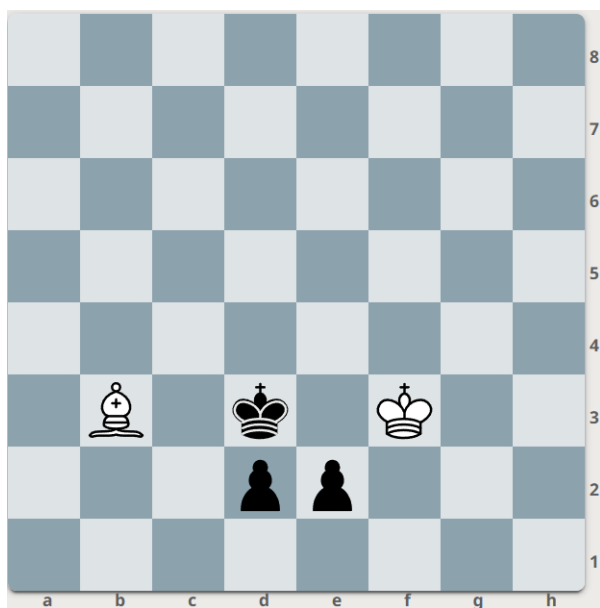




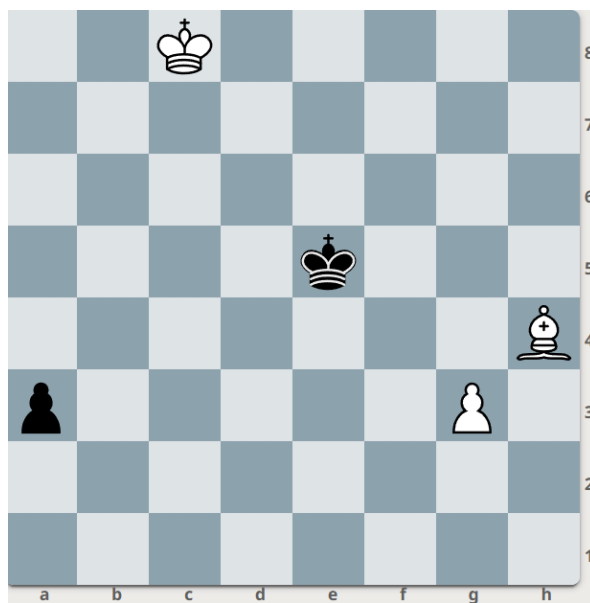
Passed Pawns: Level Four

Level Four is the opposite to the previous levels – instead of finding a way to promote your own passed pawn, your job in these positions is to prevent the opponent from promoting

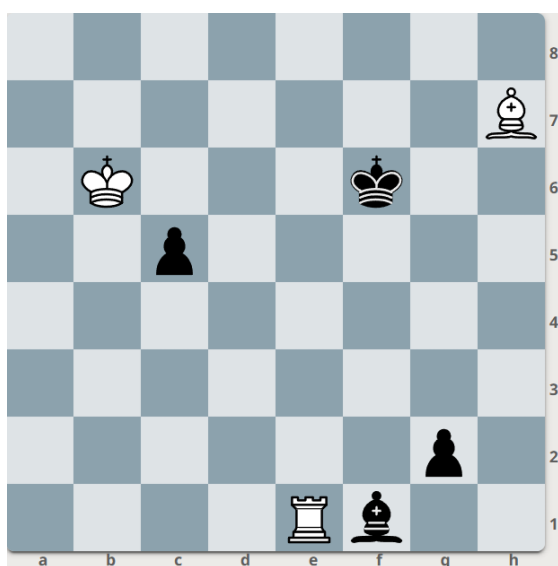
A – White to move and prevent a promotion



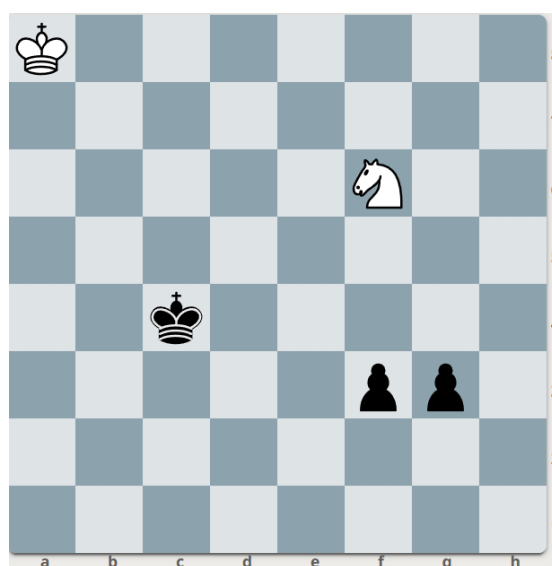
B – White to move and prevent a promotion



C – White to move and prevent a promotion



D – White to move and prevent a promotion

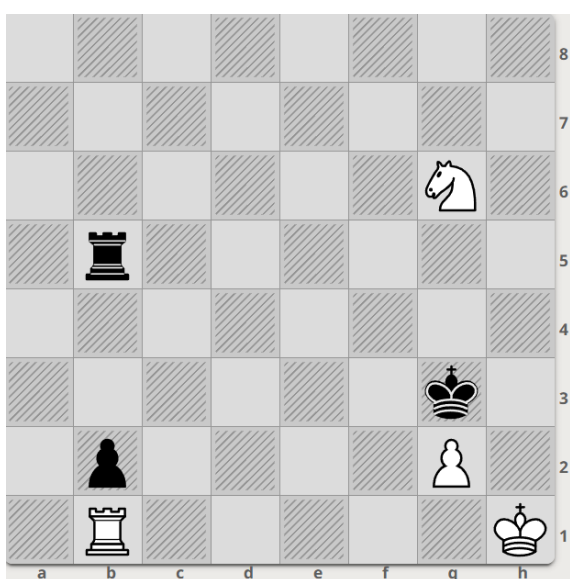




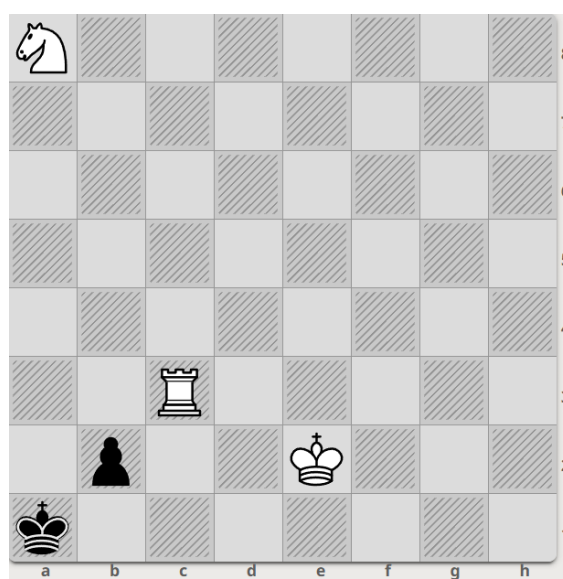
Passed Pawns: Level Five

Once again, these four puzzles are all about preventing the opponent from promoting a passed pawn

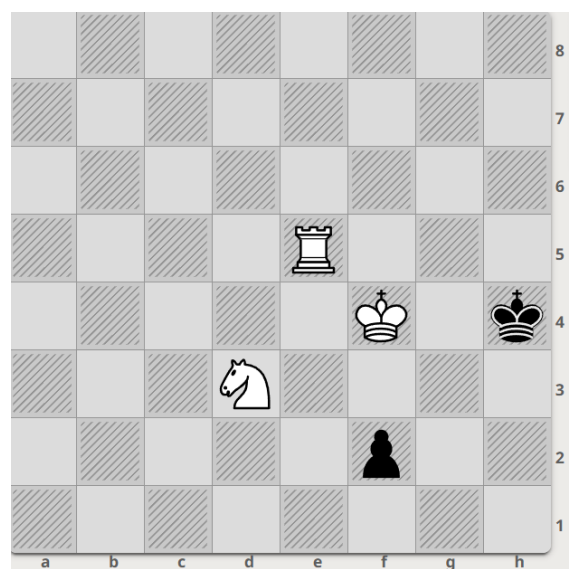
A – White to move and prevent a promotion



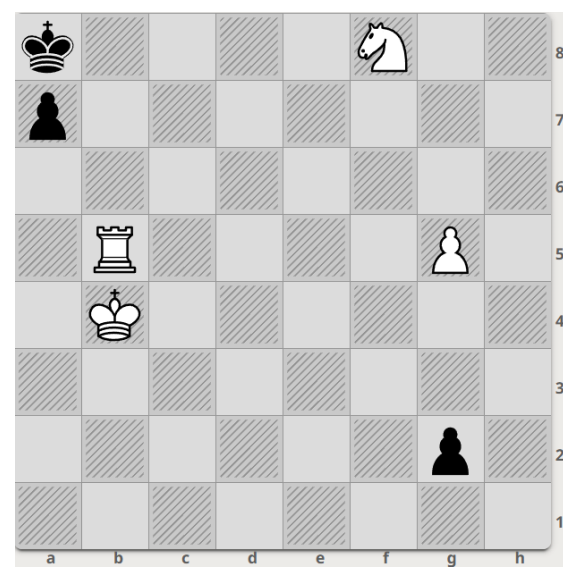
B – White to move and prevent a promotion

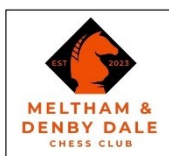


C – White to move and prevent a promotion



D – White to move and prevent a promotion

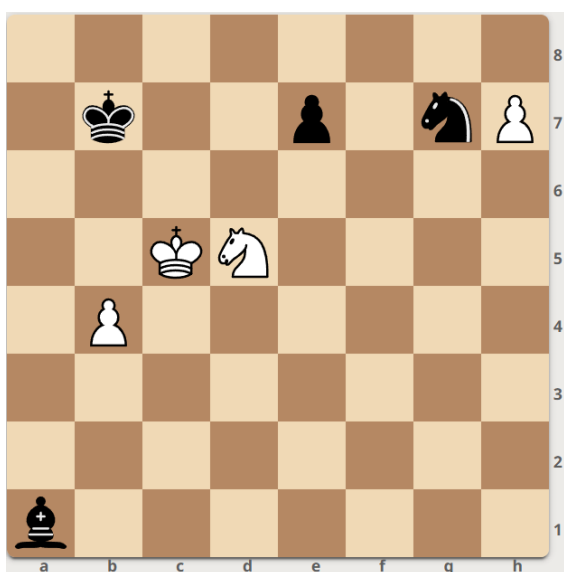




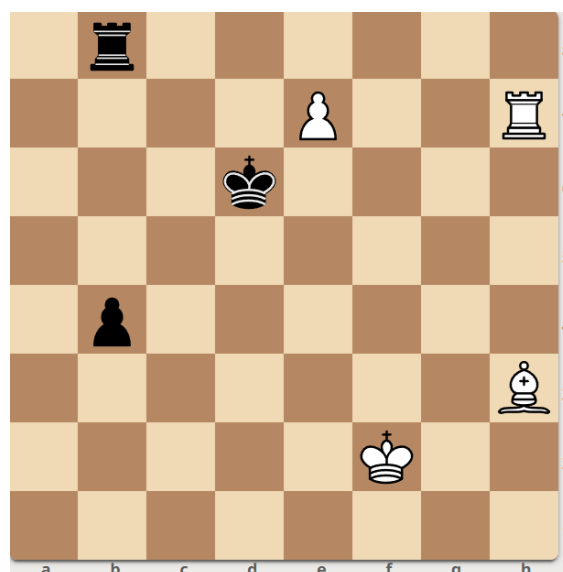
Passed Pawns: Level Six

Back to the original mission now, but with some more complex situations. White to move and promote their passed pawn successfully in each puzzle

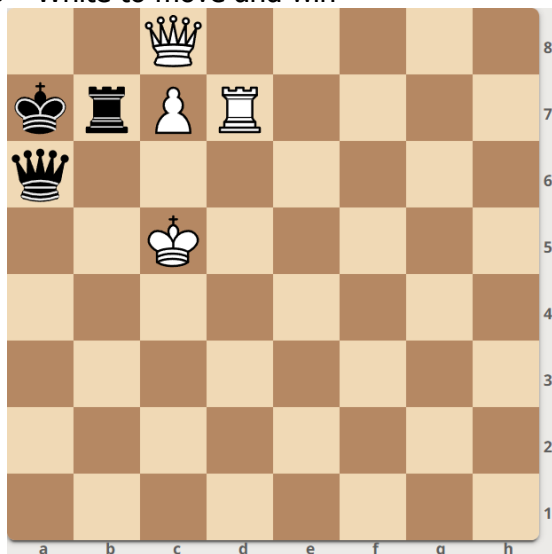
A – White to move and win



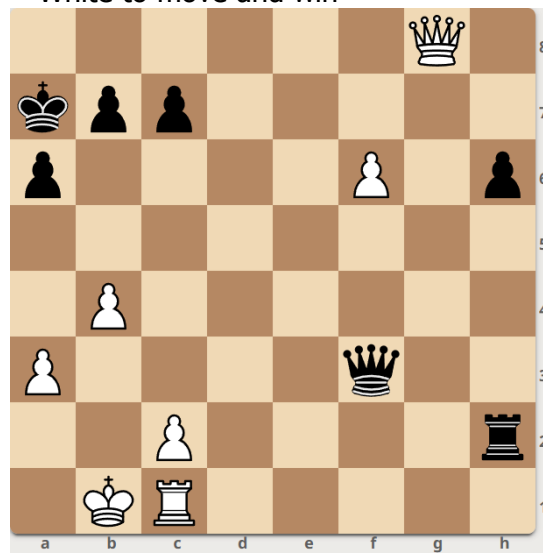
B – White to move and win



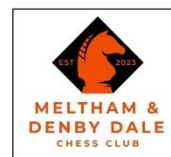
C – White to move and win



D – White to move and win



Passed Pawns – Answers



Level One

1. Nxe6 removes Black's defender of the promotion square
- Yes – 1.f7=Q+ deflects the Black king: 1...Kxf8 2.Qxd7
- 1.h8=Q f5+ and the Black bishop can take our queen on the next move. Stronger is 1.Kf5
- Don't take the rook! 1.f7 means one pawn will promote

Level Two

- 2.c5 prevents Black's knight from occupying the crucial d6 square
- 2.Ne7+ attacks with a check and clears the path for White to promote
- 2.Be3 both blocks the e-file and prevents Black returning his rook to c1
- 2.Nh5 means that is 2...Rgh1+ 3.Kg4 Rh1 4.Ng3 and Black cannot stop the promotion

Level Three

- 1.Ne4 is the move – it prevents any rook forks on g3
- 1.Bc4+ Kh8 2.Bf7 means Black will lose his knight
- 1.Rc8 is the only move that wins, attacking the bishop at the same time as clearing a space for the a-pawn
- 1.Qe6+ Qxe6 2.dxe6 means nothing can stop White promoting. 1.h4 has its merits but less efficient than the queen fork

Level Four

- 1.Bc4+ will win both pawns and draw the game
- 1.Kd7 and 2.Ke7 allows 3.Bf6+, skewering the king and the a1 square
- 1.Bd3 is the only move – is the pawn promotes then 2.Rxf1+ and if the bishop captures, Rg1 draws (by insufficient material)
- 1.Ne4 draws: 1...g2 2.Nd2+ and 1...f2 2.Nxg3

Level Five

- 1.Nh4 keeps the Black king far enough away from guarding the b2 pawn
- 1.Ra3+ Kb1 2.Nb6 Kc2 3.Na4 wins for White (3...b1=Q 4.Rc3#, 3...b1=N 4.Re3)
- 1.Ne1 is the only move that wins: 1...f1=Q 2.Nf3+ Kh3 3.Rh5+ Kg2 4.Rh2#
- 1.Nd7 is the only winning move: 1...g1=Q 2.Rb8# and 1...a6 2.Rb8+ Ka7 3.Ne5

Level Six

- 1.Nc3 sacrifices the knight but allows the White king to move with tempo to a safe square: 1...Bxc3 2.Kc4, and our pawn can now promote safely
- 1.Bd7 wins: 1...Kxd7 2.e8=Q+ followed by a rook skewer on h8
- Mate in 5: 1.Qa8+ Kxa8 2.Rd8+ Ka7 3.c8=N+ Ka8 4.Nb6+ Ka7 5.Ra8
- 1.Qg1+:
If 1...Qf2 then 2.Qf1
If 1...Kb8 Black loses his rook
If 1...Rf2 then 2.Rf1