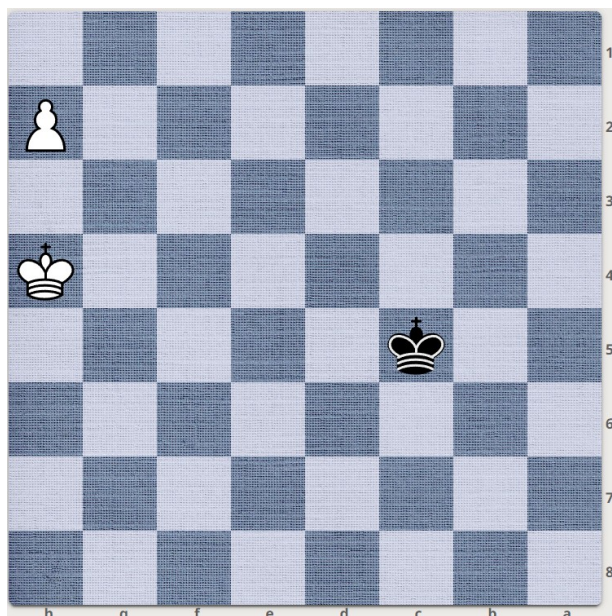


Meltham and Denby Dale Training Pack 1000-1300

Week 1: Flank Pawns in the Endgame



In the endgame, a central pawn is seen as more powerful (and easier to promote) than a flank pawn (the rook's pawn)

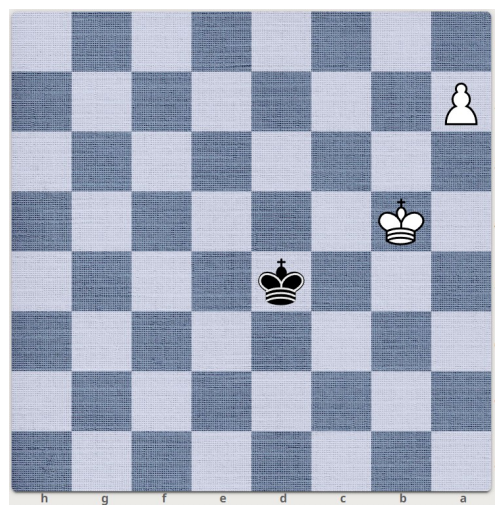
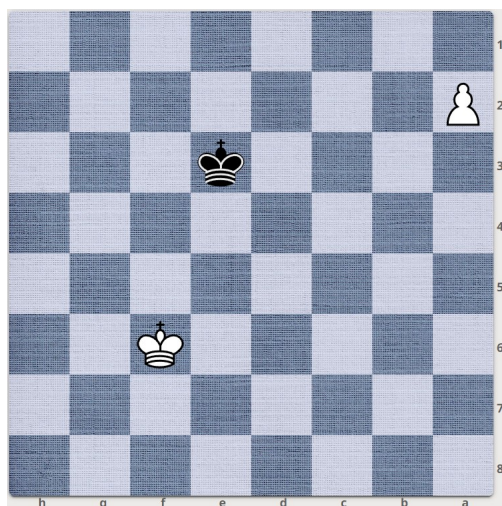
In this position it's Black to move, and can draw if he heads for the key squares of g8 and h8. His first move should be **1...Kd6**

If the king reaches those key squares, White has no way of shunting him out of those squares, and the pawn can never promote. The game will end in a draw either by repetition or stalemate.

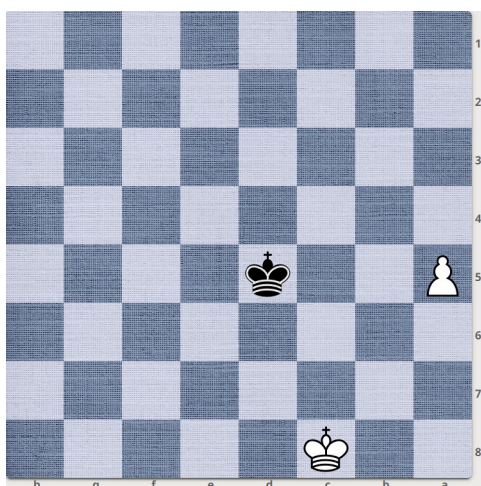
In each of these puzzles it's Black to move, so the Black pawns are moving up

1 – Black to move – describe what he should do to get a draw.

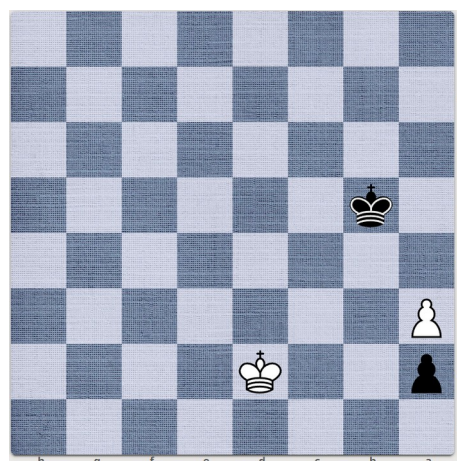
2 – Black to move. What should he do to ensure a draw?



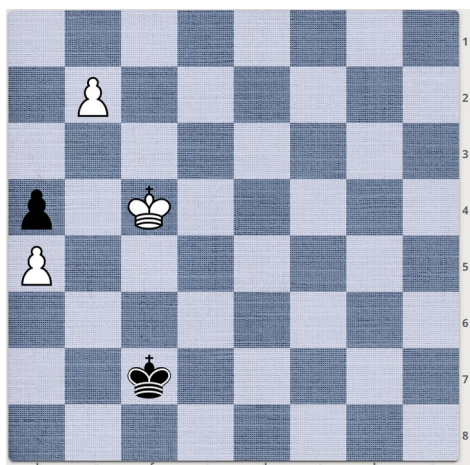
3 – Black to move and get a draw



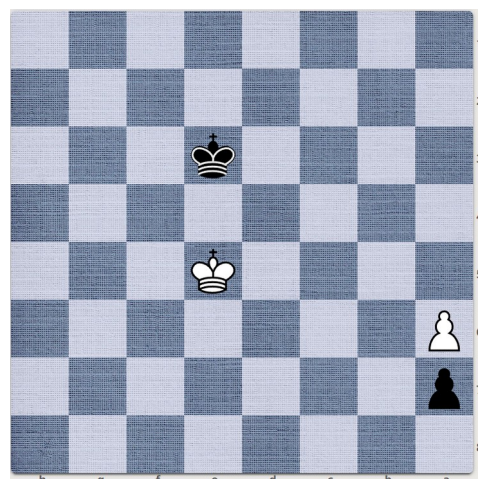
4 – Black to move and this is a draw. What would White do if Black takes the pawn on a6?



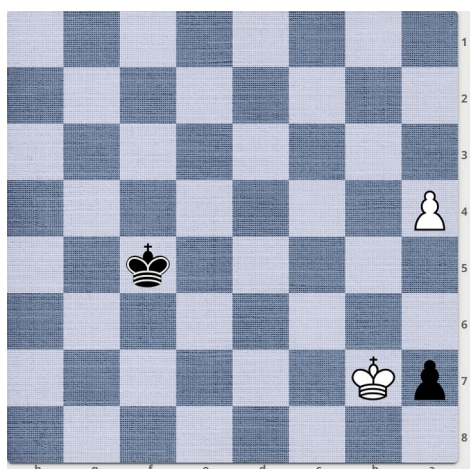
5 – Black to move. Only one move here will achieve a draw – can you find it?



6 – Black to move, and once again, only one move will lead to a draw – which is it?



7 – Black to move. Once again, he can't win this, but he can play for the draw... how?



8 – Black to move – find the move that will allow him to get a draw

