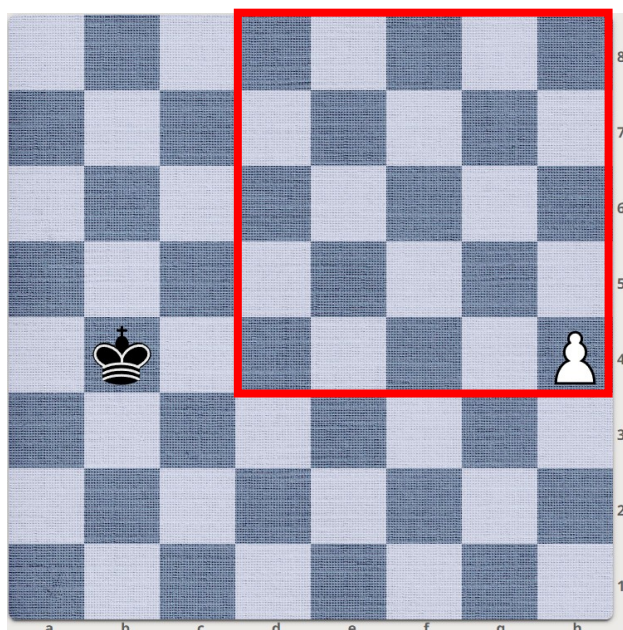


Meltham and Denby Dale Training Pack 1000-1300

Week 6: Using the Rule of the Square



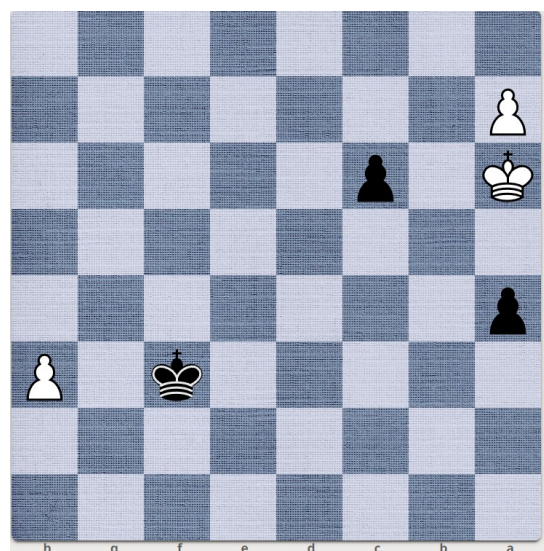
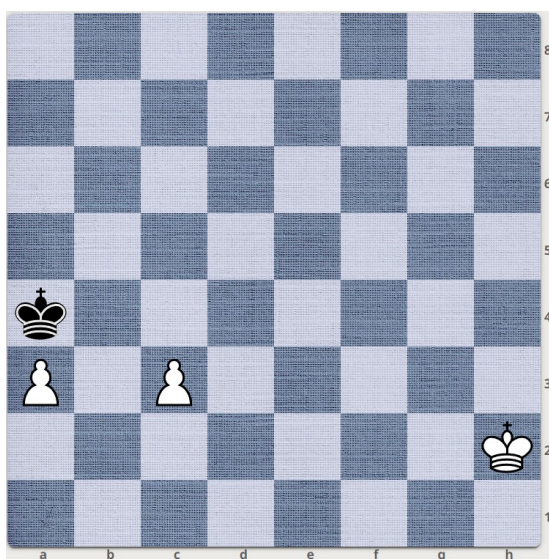
The rule of the square simply means that if you draw an imaginary square between your pawn and the "finish line" of promoting, your pawn can successfully promote if the enemy king is outside that square.

If the Black king was on d4 instead of b4, it would be "inside the square," and it would prevent the pawn promoting.

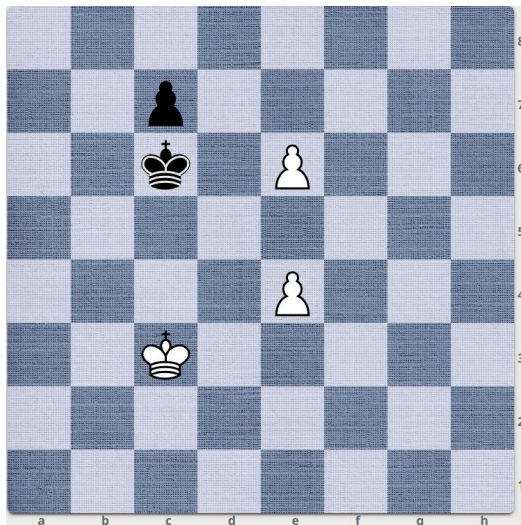
In each of these puzzles you can use the rule of the square to help work out the best move

1 – White to move. Should we move the king or the pawn on c3?

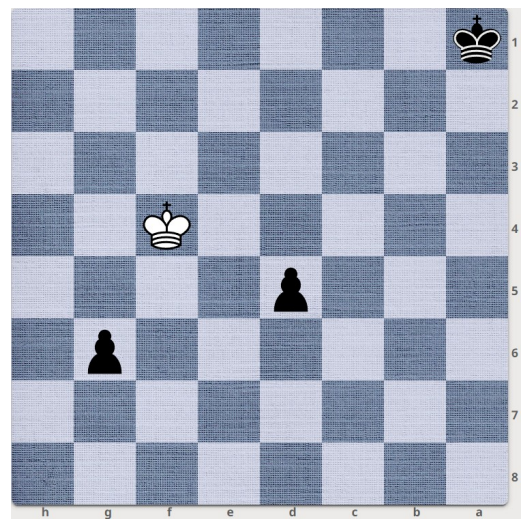
2 – Black to move (so the Black pawns are moving up the board) – which pawn should we move?



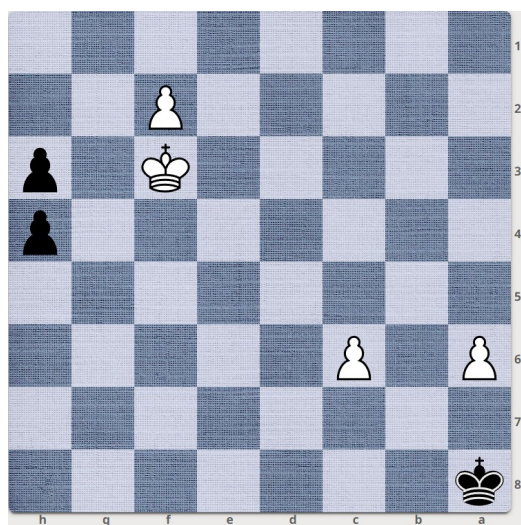
3 – White to move: 1.d7 or 1.d5?



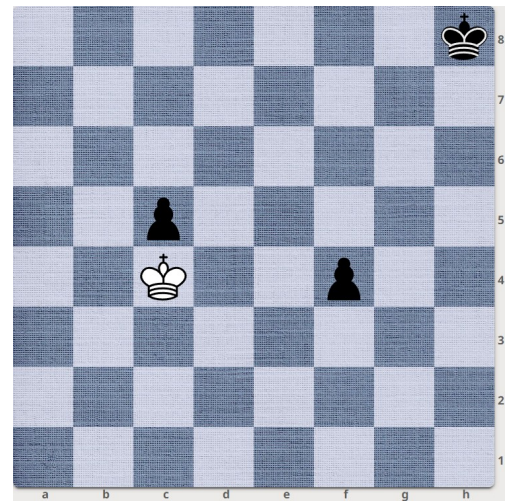
5 – Black to move and win



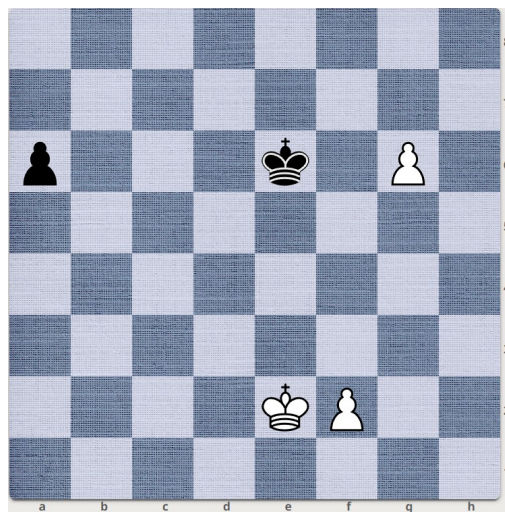
7 – Black to move and win



4 – White to move – is there a way to draw?



6 – White to move and win



8 – White to move and win

