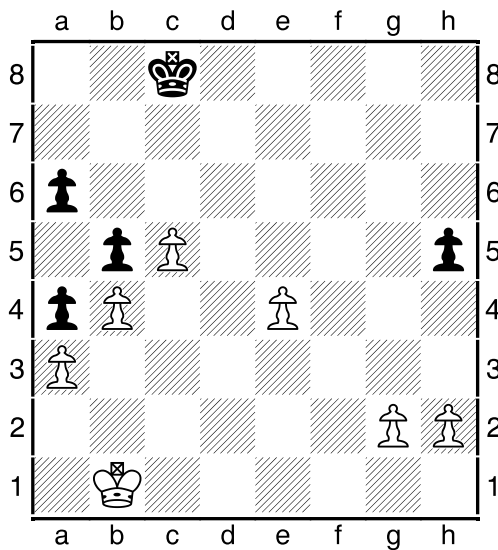




Thursday 18th March

Lesson 2 (David Cordover)

Today's lesson: Passed Pawns (#336)



Find the following pawns

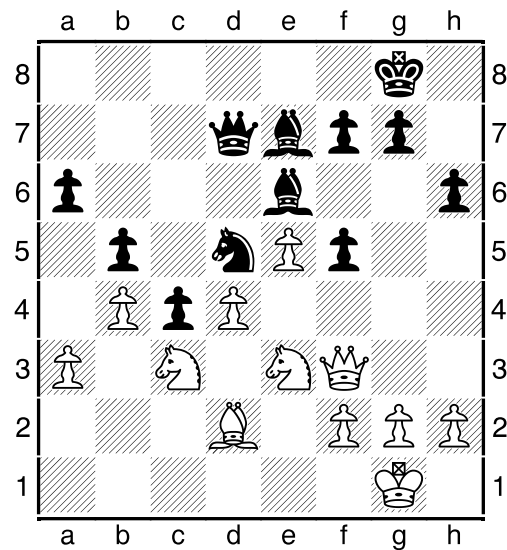
- Passed Pawns (c5, e4)
- Protected Passed Pawns (c5)
- Potential Passed Pawn (g2)

When trying to work out which pawn is most likely to promote you can think of:

- Furthest advanced
- Already 'passed'
- Pawn walls or protected pawns

Always protect the square in front of the pawn!

Examples from GM Nigel Short #1 Passed Pawns (#235)

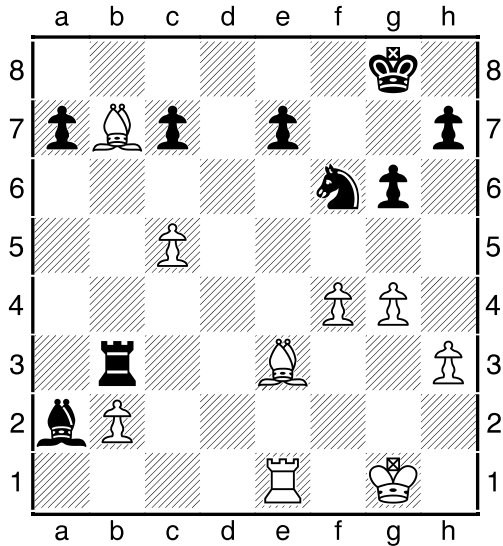


GM Nigel Short (black) had a slight advantage here because of his protected passed pawn on c4. At the moment it is blockaded, but watch what happens....

1... Bg5 2. Ncxd5 Bxd5 3. Qxd5 Qxd5 4. Nxd5 Bxd2 5. Kf1 Bc1 6. Nc7 Bxa3 7. d5 If 7. Ke2 Bxb4 8. d5 Kf8 9. d6 a5 10. Nxb5 a4 11. Kd1 Ke8 12. Nc7+ Kd8 7... c3 !! 0-1

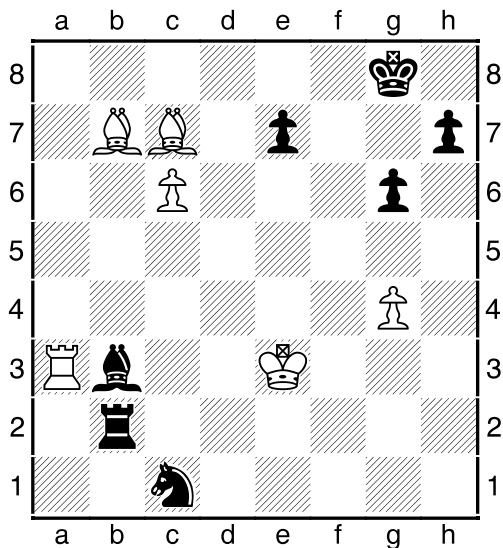
Examples from GM Nigel Short #2

Passed Pawns (#236)

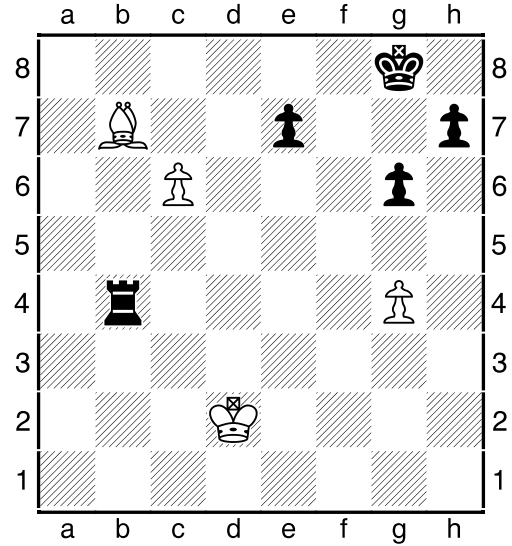


The 2 bishops combined with a passed pawn are an unbeatable combination. White just has to create a passed pawn.

The most likely will be his c-pawn. In just a few moves White manages this. 1.c6 Nd5 2.Bxa7 Rxh3 3.Ra1 Bb3 4.Ra3 Nxf4 5.Bb8 Ne2+ 6.Kf2 Rh2+ 7.Ke3 Nc1 8.Bxc7 Rxb2 And now the passed pawn on the 6th rank is so strong White can afford to sacrifice to eliminate Black's potential defenders.



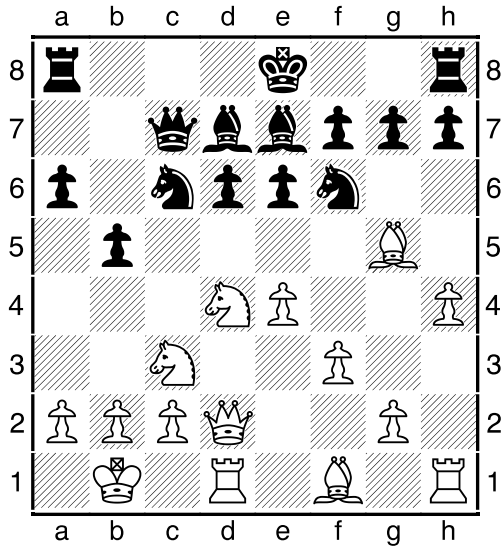
9.Rxb3! Rxb3+ 10.Kd2 Nd3 11.Ba5 Nb4 12.Bxb4 Rxb4



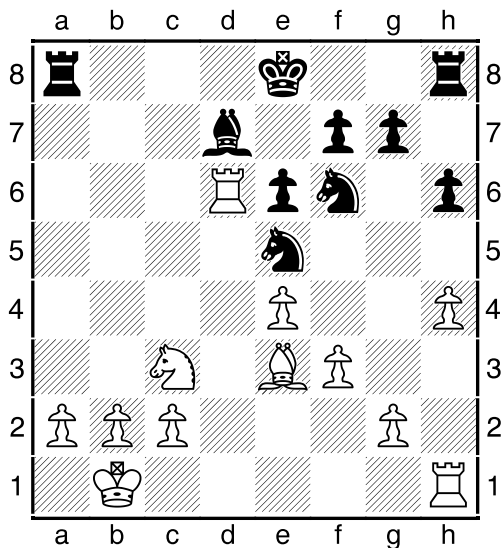
Use your tactical ability to choose a move here for White. 13.c7!! Rc4 14.Bd5+! 1-0

Examples from GM Nigel Short #3

Passed Pawns (#237)

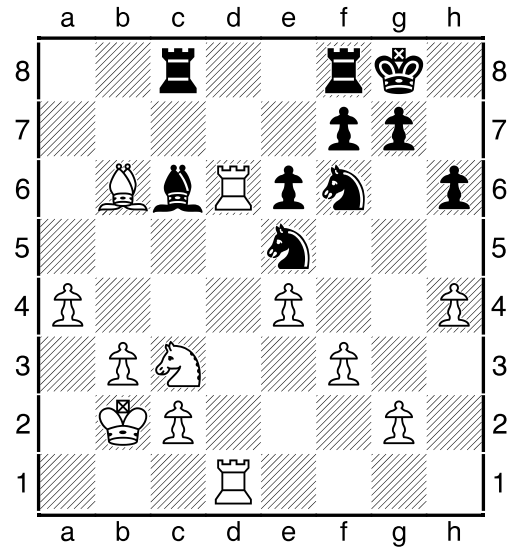


Three pawns are often worth less than a piece in the middlegame, but are usually worth more than a piece in the endgame. (Assuming that these pawns aren't too weak). Here White sacrifices, as Black is forced into an endgame where he has to contend with 3 passed pawns!! 1.Bxb5! axb5 2.Ndxb5 Qb8 3.Nxd6+ Bxd6 4.Qxd6 Qxd6 5.Rxd6 h6 6.Be3 Ne5

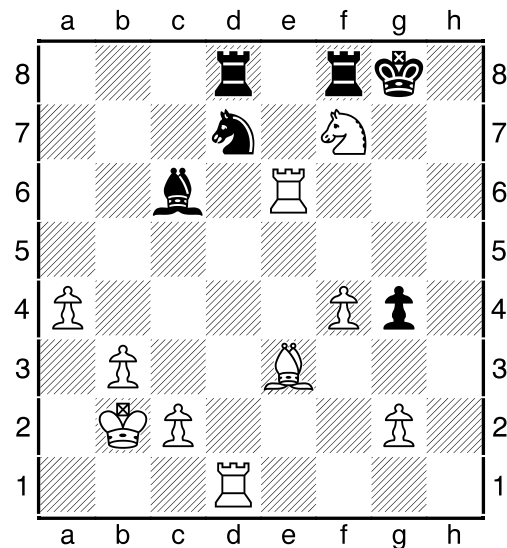


White has the better position. 3 passed pawns, control of the open file and all his pieces are attacking. 7.b3 Slowly advancing his pawns. 7...Rc8 8.Bd4 Nc6 9.Bb6 Ne5 10.Kb2 White has plenty of time....his plan is to win in the endgame.

No rush, just bring the King up to protect the pawns. 10...Bc6 11.Rhd1 Of course, double rooks on the open file. 11...0-0 12.a4

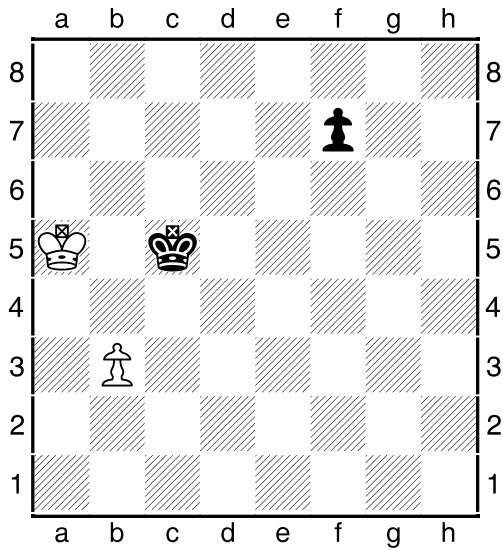


Black is in trouble....does his sit and wait for those pawns to come down the board? 12...g5 13.hxg5 hxg5 14.Bd4 Nfd7 15.Be3 And now the pawns on the K-side have been weakened as well. 15...f5 16.Rxe6 fxe4 17.Nxe4 g4 18.Nd6 Rcd8 19.f4 Nf7 20.Nxf7 And White wins the piece back! 1-0



Warm-up Tactical Exercise

Think about this endgame position:



Black to play. Who wins? (#238)

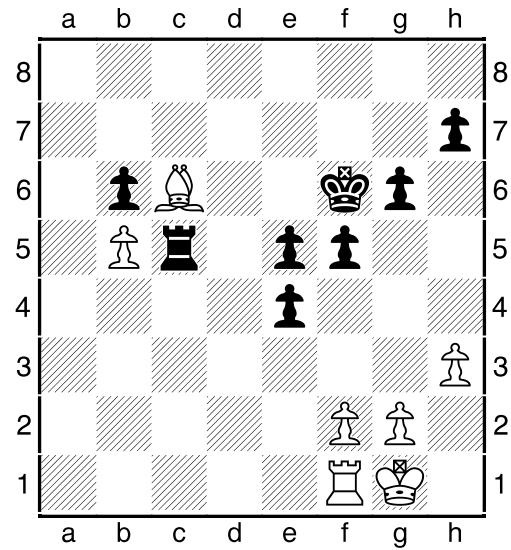
Answer:

1. ... f5
 2. b4+ Kd6!
 3. b5 f4
 4. b6 f3
 5. b7 Kc7
- 0-1

Knowing the “Rule of the Square” helps!

Your Homework

Take a look at this position:



You are Black in this position. Set it up against your computer – or against an opponent and play on.

White is winning, but does Black have any chances?

Email elite@chesskids.com.au when you have played a ‘great game’ with a copy of the PGN and I’ll email you the end of this game!