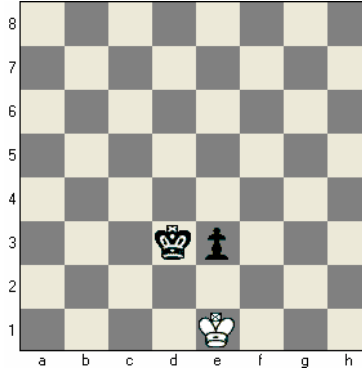
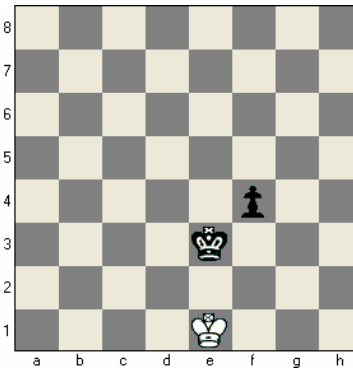
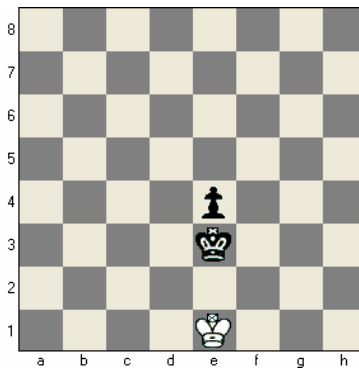


Name _____

KSKP (King-Space-King-Pawn)

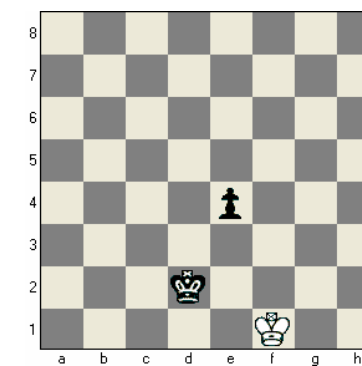
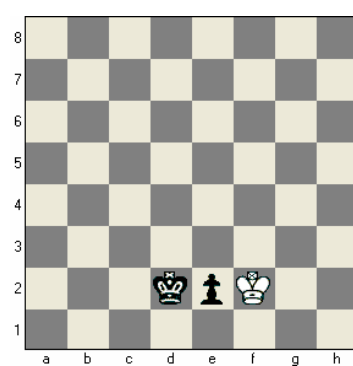
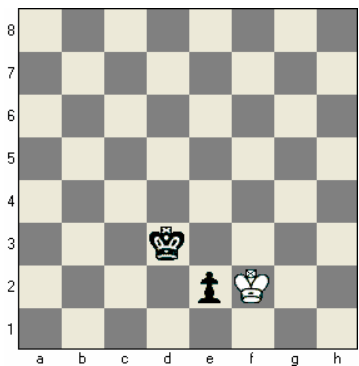
In order to advance as a chess player, you MUST know how to play the King-and-Pawn-versus-King endgame.



This is the position to **memorize**. Unless the Pawn is a Rook's Pawn, the attacking side always wins this position *regardless of whose turn it is*. The quick way to remember this is **KSKP: King-Space-King-Pawn**.

If it is **Black's** turn to move, then he wins by moving the King one square to the left or right. Let's assume he plays **1. ...Kd3**. White should then play **2. Kd1** to keep the _____ (**Opposition** or **Preposition**).

Since **2. ...Ke3** would be met by **3. Ke1** (repeating the position), Black must do something else to make progress. He plays **2. ...e3**. White plays **3. Ke1**, keeping his King on the _____ (**Kinging** or **Queening**) square.



Black now plays **3. ...e2**; and White's only legal move is **4. Kf2**. Black has forced White's King off e1 (the queening square)

Black now plays **4. ...Kd2!** White can do nothing to stop the Pawn from _____ (**Kinging** or **Queening**).

If it were White's turn to move in Diagram 1, his King would have to move, say with **1. Kf1**. Black now plays **1. ...Kd2!** And wins because he controls the _____ (**Kinging** or **Queening**) Square!