

# **KSKP (King-Space-King-Pawn)**

## **“Intermediate-Advanced”**

### **Help Guide**

In order to advance as a chess player, you **MUST** know how to play the King-and-Pawn-versus-King endgame. Unless the Pawn is a Rook’s Pawn, the attacking side always wins this position regardless of whose turn it is.

**Opposition:** An endgame term meaning the King not forced to move. Where the two Kings stand on the same file or diagonal with an odd number of squares between them, the player that doesn’t have to move is said to “have the opposition.”

**Queening Square:** When a Pawn reaches the 8<sup>th</sup> rank, the Pawn can be promoted to a Bishop, Knight, Rook, or (most commonly) a Queen of the same color. The square on the 8<sup>th</sup> rank that the Pawn can be promoted on is called the Queening Square.

**Diagram 2:** If you assume that Black plays Kd3 you should counter this move by moving your King to d1. You should make this move because you want to keep your King on the same file and one square away from the opposing King.

**Diagram 3:** If Black plays Pawn to e3, you will probably play your King to e1. By doing this you are keeping your King on the square that the Black Pawn will be able to promote himself on.

**Diagram 5:** If Black plays his King down to d2 then all three remaining pieces will be on the same rank. If this is the case then you can do nothing to stop the Black Pawn from promoting himself because the King is protecting the e1 square.

**Diagram 6:** In this problem you are forced to move to the f1 square because Black’s King is on d2. By doing this, Black is protecting the square that his Pawn will be able to promote himself on. You can do nothing about it and Black will win the game because you cannot stop the promotion of Black’s Pawn.