

Pawn Promotion and The Square “Standard-Intermediate” Help Guide

If the Black King can get inside of “The Square”, then the Pawn can be kept from the Queening square. White to move in all the diagrams below.

Diagram 2: In the second diagram you can see that the Black King is inside of the imaginary square.

Diagram 3: If the Pawn moves up on his next move you can see that the Black King isn't able to get inside of the imaginary square because the Pawn is too far ahead of him.

Diagram 4: In this problem you can definitely tell that the Black King is nowhere near the Pawn on h3. However the King is still inside of the imaginary box. He is inside of the box because if he moves along the diagonal towards the Pawn he would be able to catch it.

Diagram 5: You need to keep in mind that the Pawn on h2 can move two squares at first because he hasn't moved yet. When the Pawn does reach the Queening square it will be a dark colored square. With that in mind you can tell that the Black King is not on the correct diagonal line as the Pawn.

Diagram 6: This problem is the trickiest one of them all. You need to start off by sacrificing one of your Pawns. Your goal in this diagram is to get the Black Pawn off of the g file.