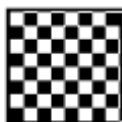


Rule of the square



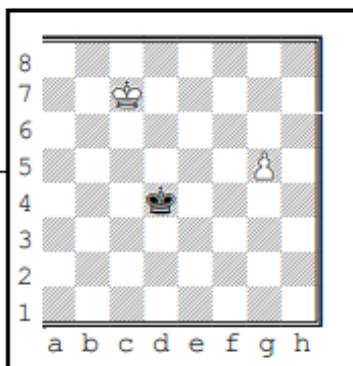
It's down to just king and a pawn. Can the pawn be stopped from being promoted?

1) In the end game with just kings and pawns, the outcome usually depends on promoting a pawn.

It can come down to a race for the edge between the pawn and the opposing king.

2) Try calculating if the white pawn can make it to the edge.

Does it make a difference if white or black moves first?

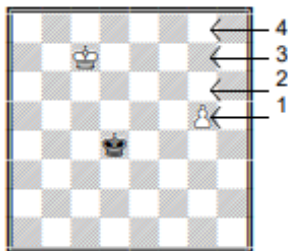


3) But trying to play out the end game in your mind can take valuable time during a critical point in the game.

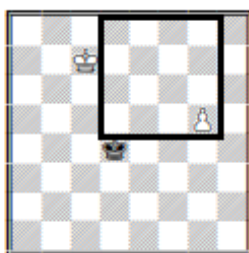
Luckily, there's a quick and easy way to determine who will win the race using

The Rule of the Square!

4) First, count the number of squares from the pawn to the promotion square



5) Next, mentally draw a square from the pawn to the edge, and towards the opposing king.



6) The *Rule of the Square* states:

- If the opposing king is within the square, the king can catch the pawn.

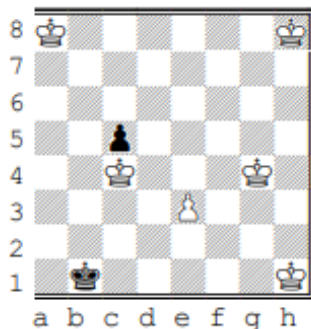
- If it is the opposing king's move and it can enter the square, the king can catch the pawn.

- Otherwise the pawn will win the race and promote

7) Puzzle time!

Which kings can catch the opposing pawn in a race to promote?

(Remember: The pawn only wins if it can promote without being taken.)



| | King at | W moves first | B moves first |
|----|---------|---------------|---------------|
| A. | a8 | W / B | W / B |
| B. | h8 | W / B | W / B |
| C. | c4 | W / B | W / B |
| D. | g4 | W / B | W / B |
| E. | h1 | W / B | W / B |
| F. | b1 | W / B | W / B |

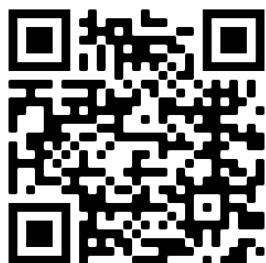
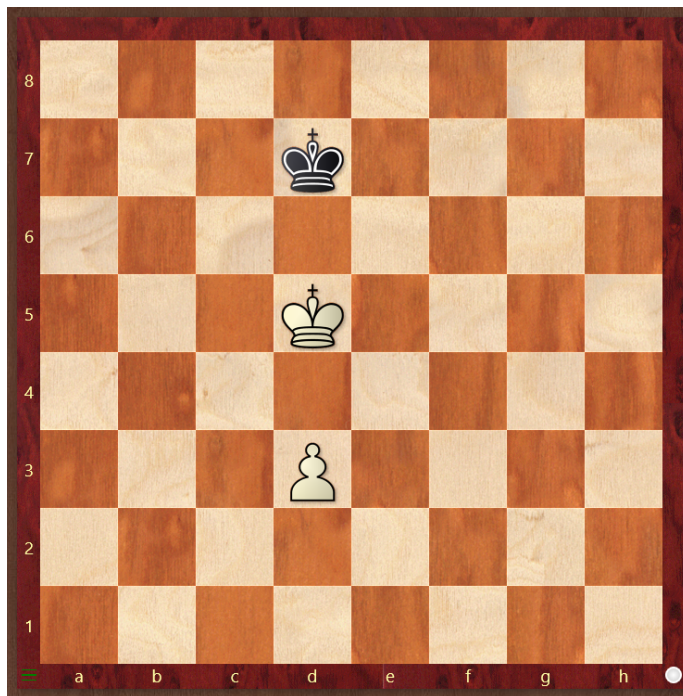
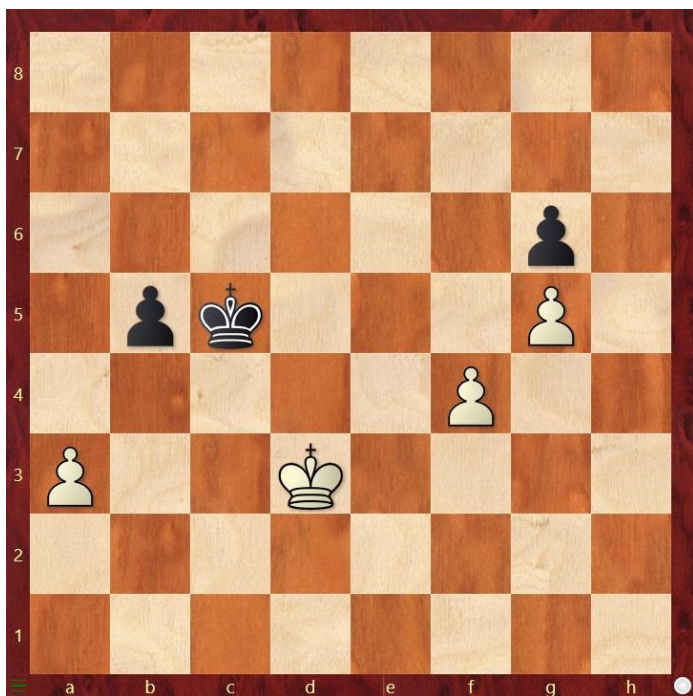
(Circle which color will win)

Answers:

2) If white moves first, white wins. If black moves first, black wins.
 7.A...W...B
 7.B...B...B
 7.C...W...B
 7.D...W...B
 7.E...B...B
 7.F...W...B

Week 13

Solve these problems. White to move and make a queen.



Scan the code or visit YpsiLibrary.org/chess-club to find all the homework problems and answers, plus other resources to help you improve your chess skills between club meetings!