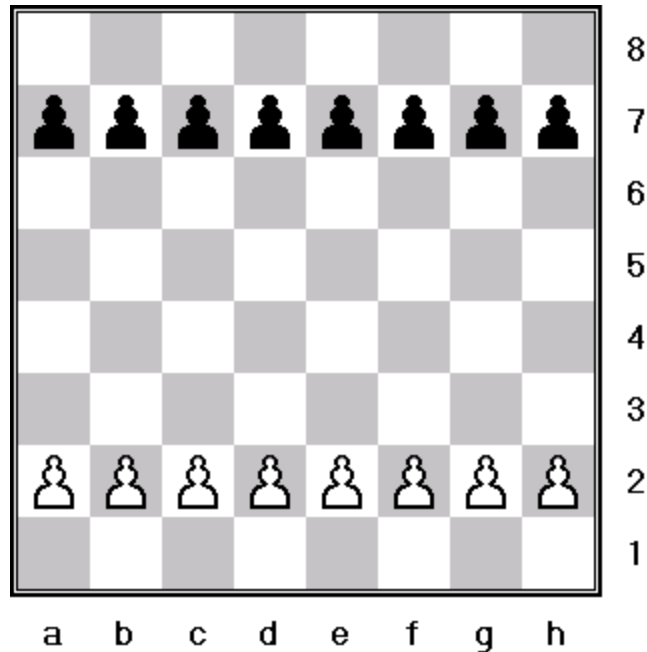


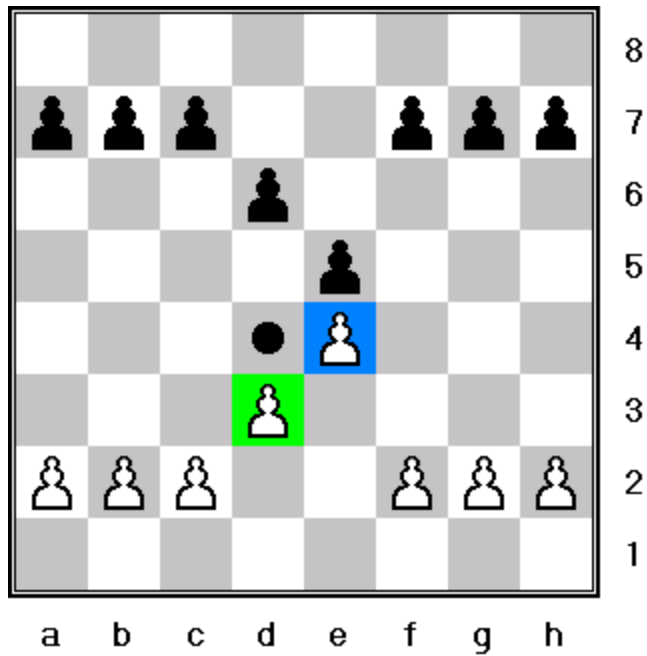
Chess Pieces: The Pawn

What is a pawn and how does it move?

In the diagram below is the chess piece known as a *pawn*. The white *pawns* begin the game on the second rank while the black *pawns* begin the game on the 7th rank as seen in the following diagram.

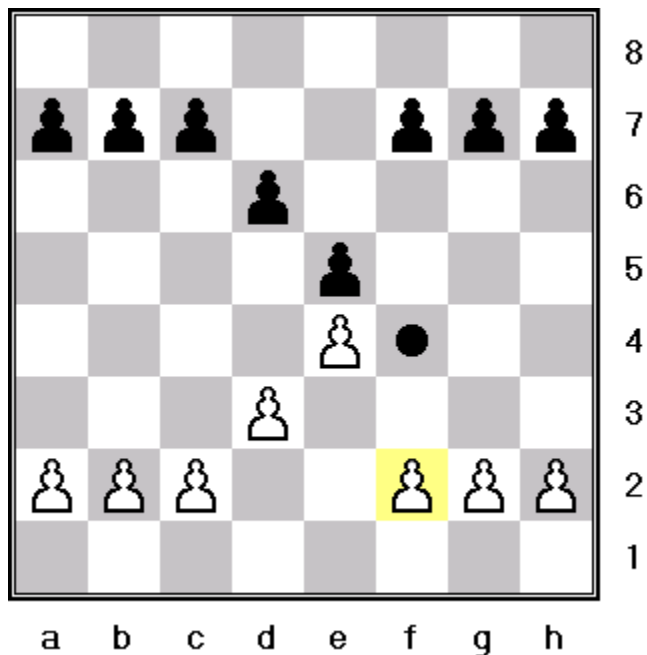


Generally a *pawn* moves 1 square forward into an empty square. The white *pawns* move toward the 8th rank while the black *pawns* move toward the 1st rank. In the diagram below, the white *pawn* on d3 (highlighted in green), can move forward 1 square to d4 (marked with a dot). The white *pawn* on e4 (highlighted in blue), cannot move forward because it is blocked by the black *pawn* on e5.



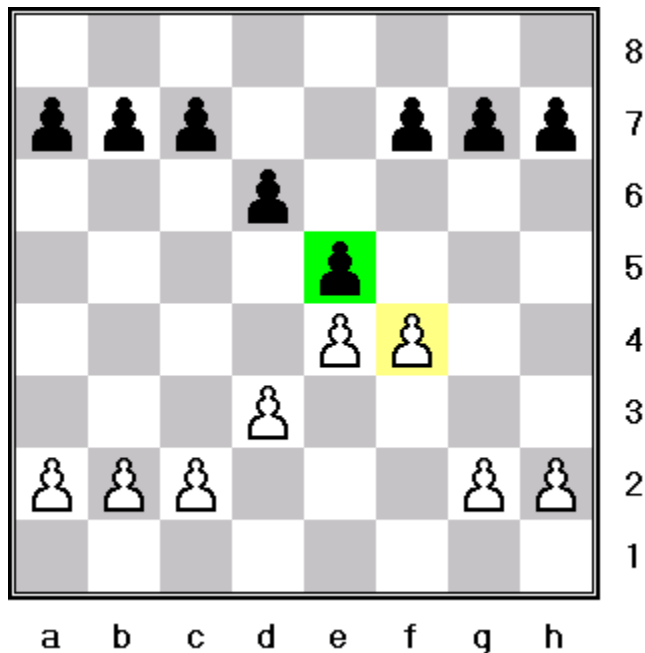
The pawns first move

On a pawn's first move is it allowed to move 2 squares. *This is the only time a pawn can move more than one square at a time. All other times it can only move 1 square.* The white pawn on f2 (highlighted in yellow), can move forward 2 squares to f4 (marked with a dot).

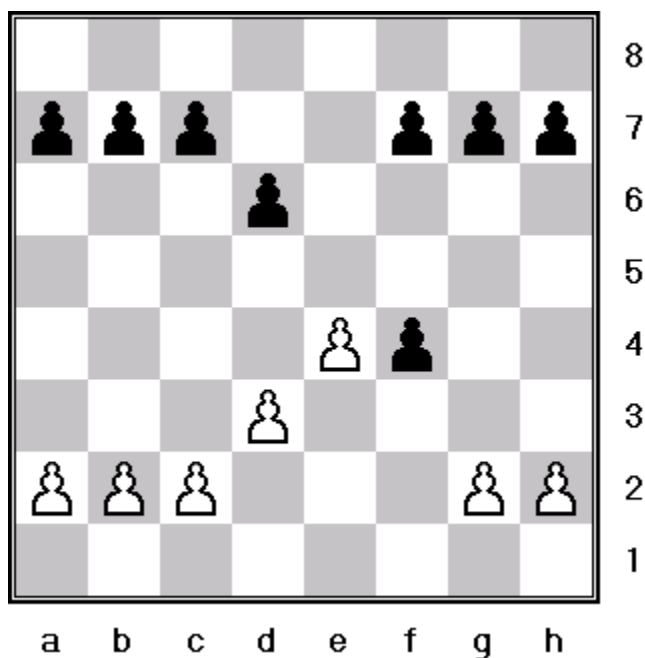


How pawns capture

Pawns are the only piece that capture differently than they move. *Pawns* capture enemy pieces that sit one square forward diagonally. In the following diagram the black *pawn* on e5 (highlighted in green), can capture the white *pawn* on f4 (highlighted in yellow).

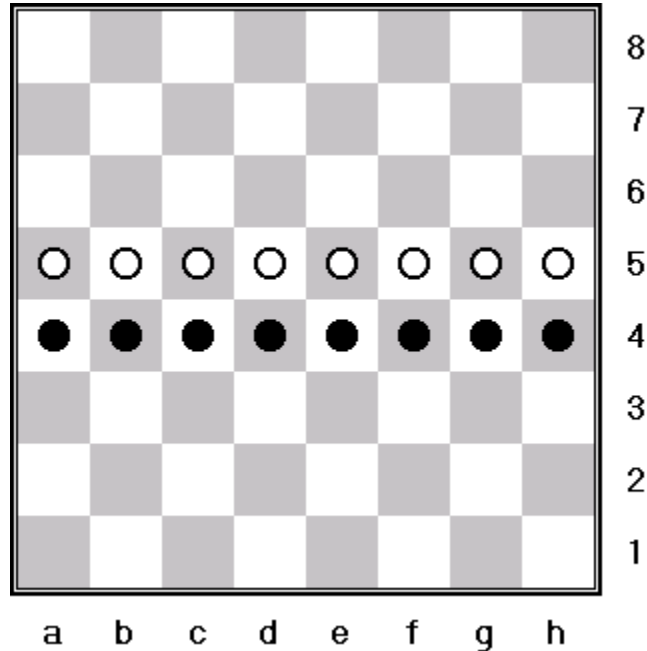


When you capture, you remove the enemy piece from the board and occupy its former square as shown in the next diagram.

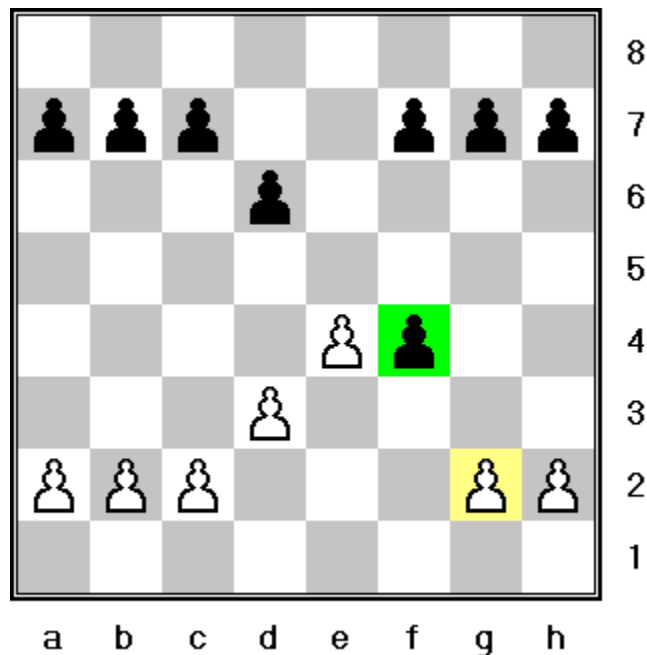


En Passant

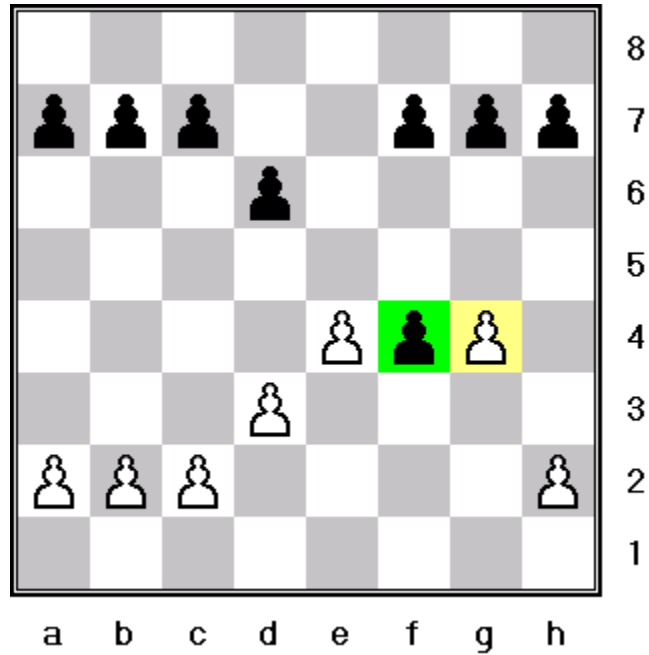
En passant is a special kind of capture. The *pawns* must be in files next to each other. The *pawn* must be on its 5th rank from its side of the board, which would be the 5th rank of the board for white and the 4th rank of the board for black. In the following diagram, the white dots indicate white's 5th rank and the black dots indicate black's 5th rank.



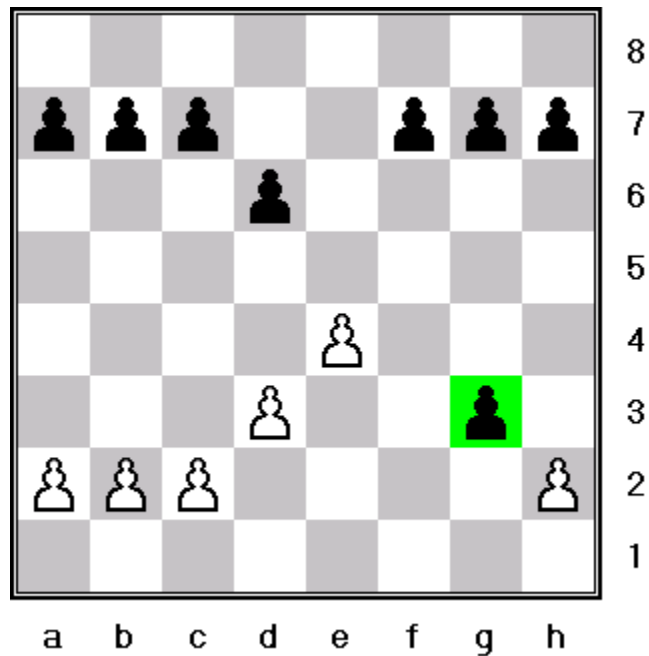
The *pawn* that captures must be on its 5th rank, like the *pawn* on the green highlighted square f4 in the next diagram. The *pawn* to be captured must start from its second rank, as shown below with the g2 pawn highlighted in yellow.



If white moves their *g* *pawn* from g2-g4, black's *pawn* on f4 can capture white's *pawn* on their very next move. By not doing so black forfeits their right to capture white's *pawn*.

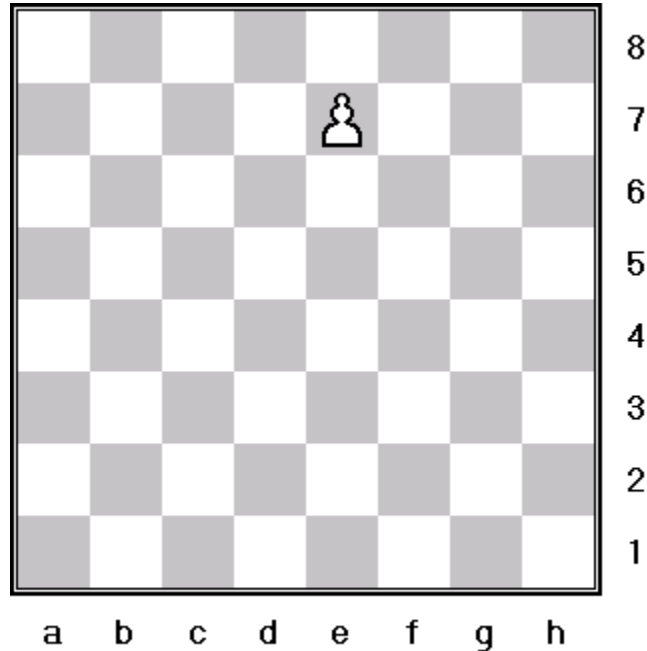


When black captures, they move their *pawn* to occupy the g3 as if white moved their *pawn* 1 square instead of 2 as seen in the diagram below.



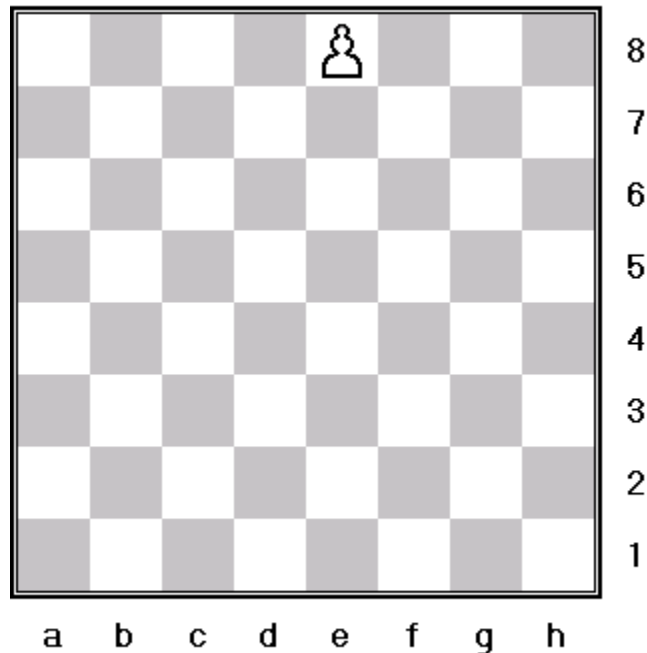
Pawn promotion

When a *pawn* reaches the other side of the board, it must be promoted to a piece of greater value, like a queen, or rook, or bishop, or a knight. When the *pawn* reaches the other side of the board the *pawn* is removed and the desired piece is placed on its square. The following diagrams give an example.



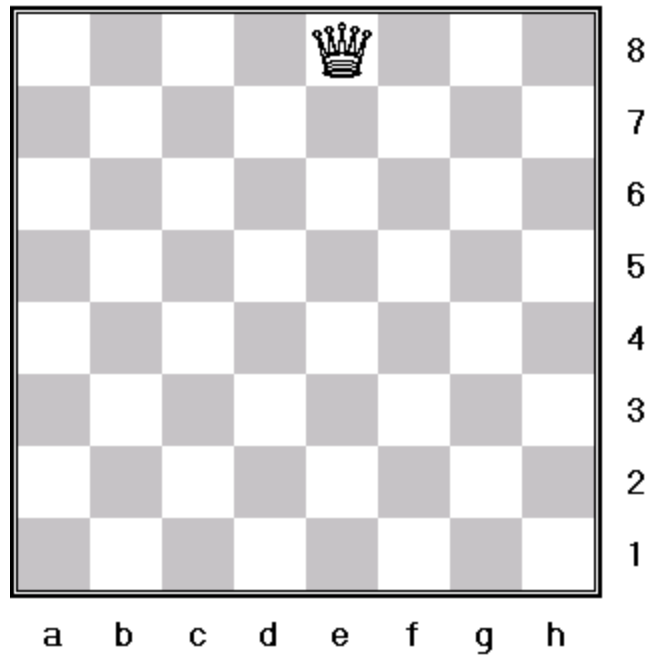
The pawn before it advances.

The pawn just advanced, but...



The move is not complete.

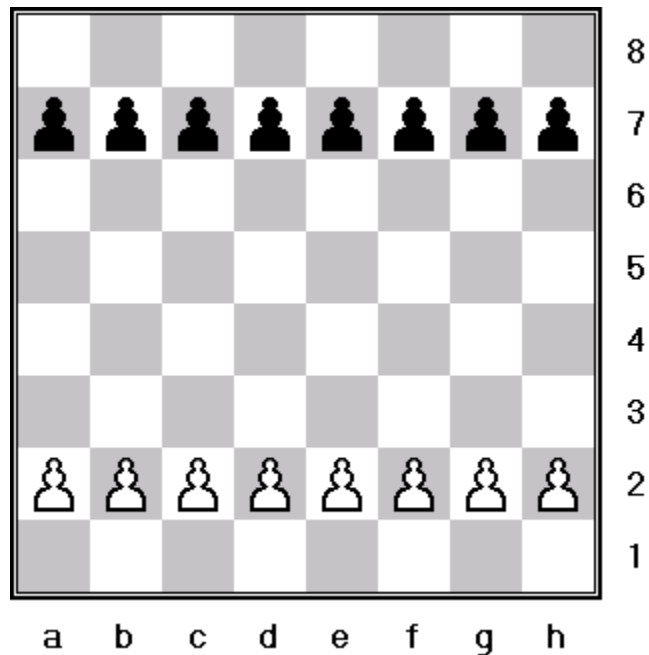
The pawn has been promoted.



Now the move is complete.

Play A Pawn Game

Now it is time that you can find someone to play a pawn game. Get out your chess board and place your *pawns* on the as in the diagram below.



Here is how we play:

1. White moves first, then black moves. You continue to alternate moves.
2. The first person to get a *pawn* to the other side of the board (the 8th rank for white and the 1st rank for black) wins.
3. If you capture all of your opponent's *pawns* you win.
4. If you leave your opponent no legal move (they cannot move any of their *pawns*) the game is a tie.

Remember to abide by the rules for *pawns* shown in this lesson.