



Chess worksheet: Passed pawns and pawn races

12 puzzles · Levels 1, 3, 4, 5, 6 · answers and explanations at the end

Name _____

Date _____



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Write the move (for example $\text{d}f3$ or Nf3) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 1

1

White to move

There are three white pawns; only one is passed. Push the passed pawn one square!

Move: _____

2

White to move

There are three white pawns; only one is passed. Push the passed pawn one square!

Move: _____

Level 3

3

White to move

The glowing pawn promotes. Check whether the black king still has moves, then choose!

☐ A Queen ☐ B Rook ☐ C Bishop ☐ D Knight

Circle: A B C _____

4

White to move

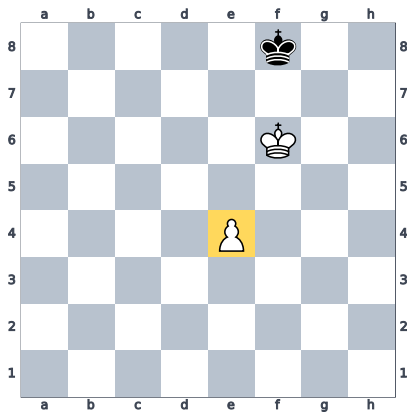
The glowing pawn promotes. Which piece can give check or fork?

☐ A Queen ☐ B Rook ☐ C Bishop ☐ D Knight

Circle: A B C _____

Level 4

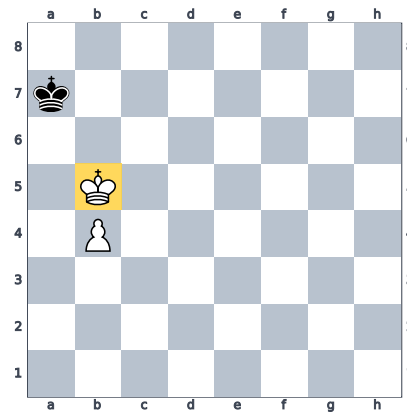
5 White to move



The glowing piece is the pawn. Push the pawn up to become a queen, with the king walking beside it to protect it!

Move: _____

6 White to move

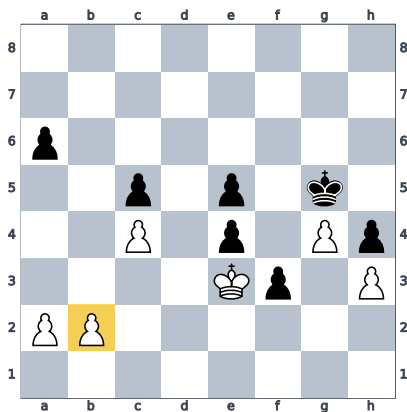


The glowing piece is the king. Let the king walk in front to lead the b-pawn!

Move: _____

Level 5

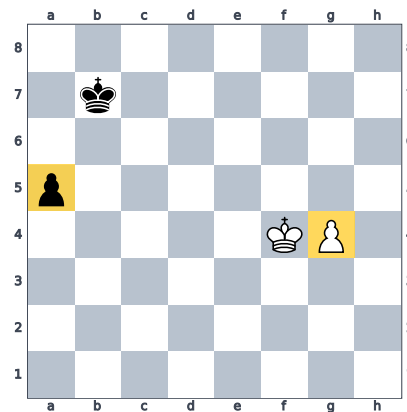
7 White to move



The glowing pawn sacrifices itself first. Break through!

Move: _____

8 White to move



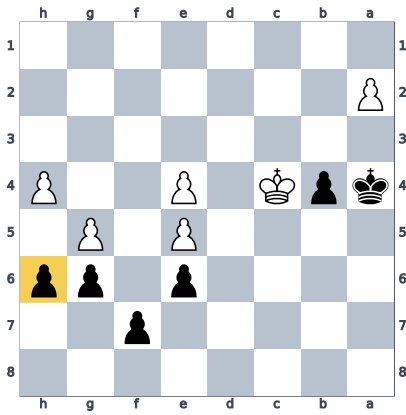
White to move. Two pawns are racing. Who wins? Count the moves!

☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

9

Black to move

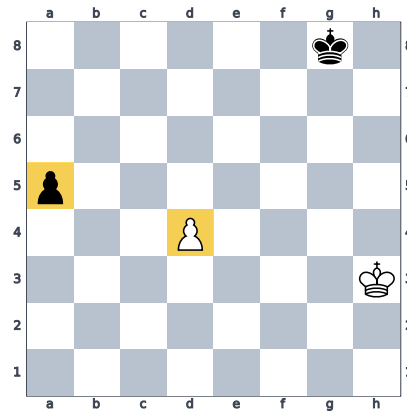


The glowing pawn moves first. Trade pawns, then let the king go in and eat pawns!

Move: _____

10

White to move



White to move. Who wins this race? Look at both kings too!

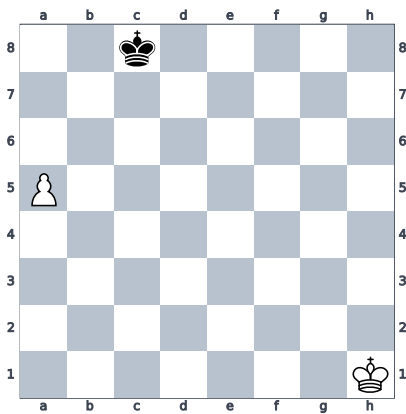
☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

Level 6

11

White to move



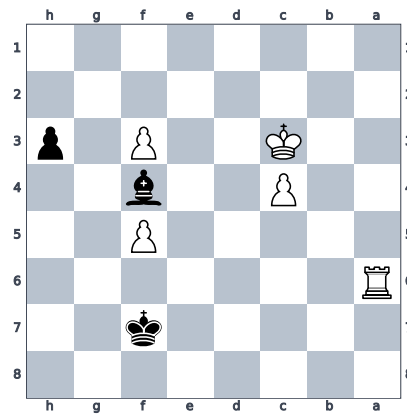
White moves first. Can the edge pawn become a queen? What is the result of this game?

☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

12

Black to move



Bring your passed pawn up to become a queen safely!

Move: _____

Answers and explanations: Passed pawns and pawn races

1. f5 · Level 1

Why: Nothing stops a passed pawn: it runs to rank 8 to promote.

2. a6 · Level 1

Why: Nothing stops a passed pawn: it runs to rank 8 to promote.

3. B (Rook) · 1.g8=♖ ♖h7 2.♖g5 ♖h8 · Level 3

Why: Promoting to a rook avoids stalemate, and White still wins.

4. D (Knight) · 1.f8=♞+ ♞xf8 2.♖xf8 ♖gg2 · Level 3

Why: Promoting to a knight is the strongest move here.

5. 1.e5 ♕e8 2.♕e6 ♕d8 3.♕f7 · Level 4

Why: The pawn moves up to e5, and the white king stands beside it to guard its path. The black king can't stop it, and the pawn becomes a queen.

6. 1.♕c6 ♕a6 2.b5+ ♕a7 3.♕c7 ♕a8 4.♕b6 · Level 4

Why: The king walks in front of the pawn and takes the squares ahead. The pawn gives check, the black king steps back, and the pawn marches up to become a queen.

7. 1.b4 cxb4 2.c5 · Level 5

Why: Sacrifice the pawn on b4, black takes it, then the pawn on c5 runs free: no black pawn can block it anymore.

8. B (Draw) · 1.g5 a4 2.g6 a3 3.g7 a2 · Level 5

Why: The white pawn needs four moves, and the black pawn needs four too. Both make a queen, and queen against queen is a draw.

9. 1...hxc5 2.hxc5 ♕a3 · Level 5

Why: Trade the h-pawn first so the white pawn can't run away, then the black king goes to a3 and takes the pawn on a2.

10. C (Black wins) · 1.♕g2 a4 2.♕f3 a3 3.♕e4 a2 · Level 5

Why: The black king is close and catches the white d-pawn. But the white king is far away and can't catch the black a-pawn.

11. B (Draw) · 1.a6 ♕b8 2.a7+ ♕a8 · Level 6

Why: The black king gets into the corner in front of the pawn in time. When the enemy king is already in the corner, an edge pawn can't become a queen.

12. 1...h2 2.♖a7+ ♕g8 · Level 6

Why: The pawn goes to h2, and the black bishop guards it, so the white rook can't take it. The rook can only give one check; once the king steps out of check, the pawn becomes a queen.
