



Chess worksheet: Pawn structure and outposts

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

Name _____

Date _____



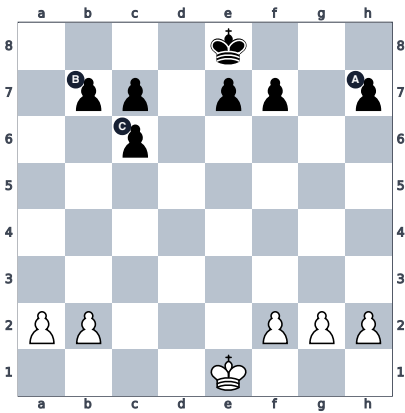
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example $\Delta f3$ 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 4

1 White to move

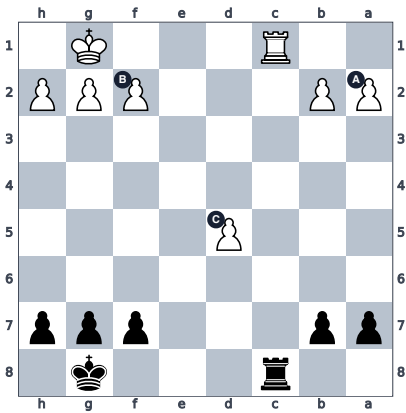


Which black pawn is the weak one, standing all alone? Tap it!

- ☐ A h7 ☐ B b7 ☐ C c6

Circle: A B C _____

2 Black to move

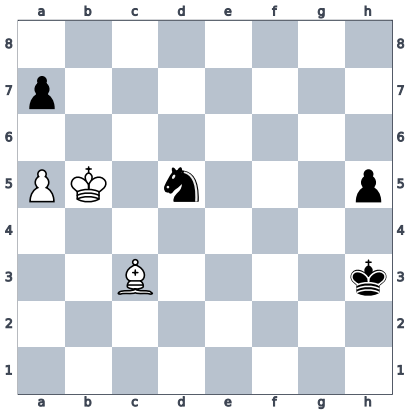


Black to move. Which white pawn is the weak one, standing all alone? Tap it!

- ☐ A a2 ☐ B f2 ☐ C d5

Circle: A B C _____

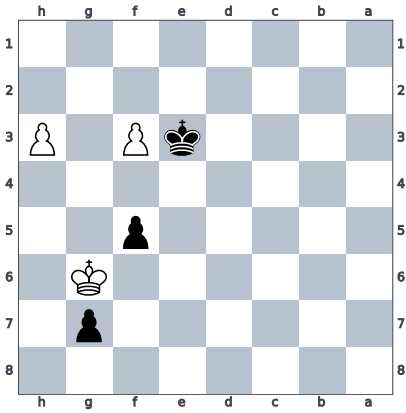
3 White to move



Attack your opponent's weak pawn!

Move: _____

4 Black to move

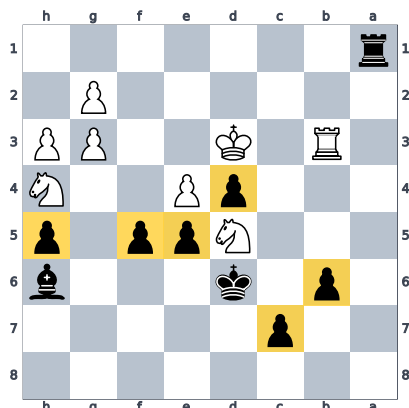


Black to move. Find the best move!

Move: _____

Level 5

5 Black to move

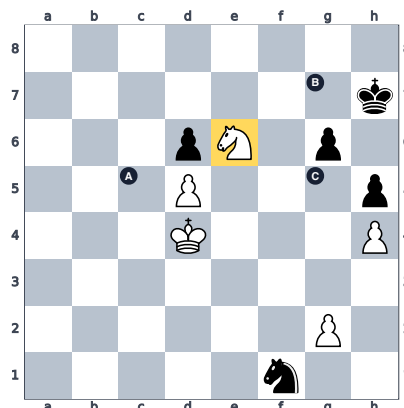


The glowing pawn has three moves. Choose the best one!

- (A) fxe4+ (B) f4 (C) c5

Circle: A B C

6 White to move

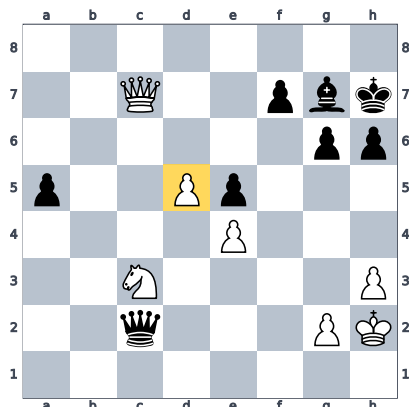


Where should the glowing knight jump? Tap a square!

- (A) c5 (B) g7 (C) g5

Circle: A B C

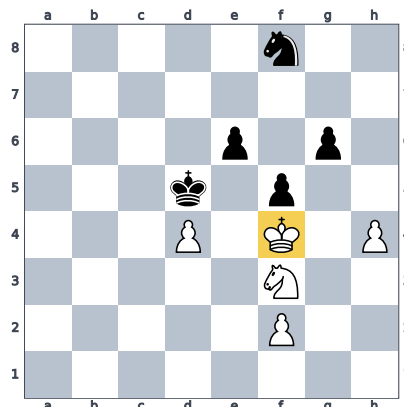
7 White to move



The glowing pawn moves first. Use your pawn!

Move: _____

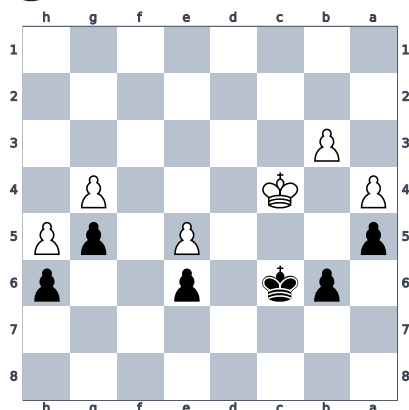
8 White to move



The glowing king moves first, then the knight goes to the strong square. Go!

Move: _____

9 Black to move

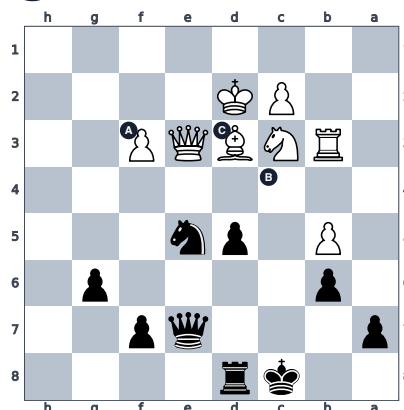


There are three moves. Can the pawn help the black king get in to eat the white pawns?

- (A) ♖c7 (B) ♖d7 (C) b5+

Circle: A B C

10 Black to move

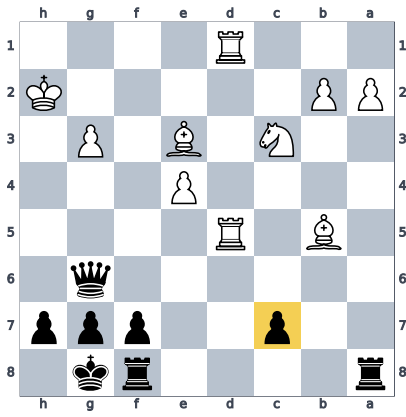


Which of these three squares should the black knight jump to?

- (A) f3 (B) c4 (C) d3

Circle: A B C

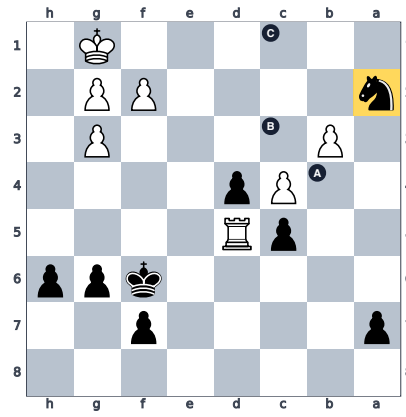
11 Black to move



The glowing pawn moves first. Use your pawn!

Move: _____

12 Black to move



Where should the glowing knight jump? Pick a square guarded by your pawn!

- ☐ A b4 ☐ B c3 ☐ C c1

Circle: A B C _____

Answers and explanations: Pawn structure and outposts

1. A (h7) · Level 4

Why: The pawn on h7 has no black pawn on the g-file. It stands all alone: it's a weak pawn.

2. C (d5) · Level 4

Why: The pawn on d5 has no white pawn on the c-file or the e-file: Black aims at it.

3. 1.♗d4 a6+ 2.♕xa6 · Level 4

Why: The bishop goes to d4 and aims at the lonely pawn on a7. If the pawn runs to a6, the white king takes it.

4. 1...f4 2.h4 ♕xf3 · Level 4

Why: The pawn moves to f4 and pins down the lonely pawn on f3. The black king takes the pawn on f3.

5. A (fxe4+) · 1...fxe4+ 2.♕xe4 ♖e1+ · Level 5

Why: The pawn takes on e4 with check. If the white king takes back, the black rook checks on e1, and black attacks first.

6. C (g5) · 1.♞g5+ ♕g7 2.♞e4 ♕f8 3.♞xd6 · Level 5

Why: The knight checks on g5, where black pawns can't chase it, then circles over to e4 and takes the pawn on d6.

7. 1.d6 ♗f2 2.♞d5 · Level 5

Why: The pawn on d6 moves close to the promotion row, then the knight goes to d5 to guard it. A passed pawn gets stronger the farther it goes.

8. 1.♕g5 ♕e4 2.♞e5 · Level 5

Why: The king goes to g5 first, then the knight jumps to e5: a square guarded by the pawn on d4. The knight stands firm and can take the pawn on g6.

9. C (b5+) · 1...b5+ 2.axb5+ ♕b6 3.♕c3 ♕xb5 · Level 5

Why: The pawn on b5 gives check; if white takes it, the black king takes back and goes deep inside to eat the white pawns.

10. B (c4) · 1...♞c4+ 2.♗xc4 dxc4+ · Level 5

Why: The knight checks on c4. If the bishop takes the knight, the d-pawn takes back with check: the pawn on c4 stands firm, and black opens a path to attack.

11. 1...c6 2.♗xc6 ♗xc6 · Level 5

Why: The pawn on c6 threatens both the bishop on b5 and the rook on d5. White can only save one piece: if the bishop takes the pawn, the black queen takes back the bishop, and you win a piece.

12. B (c3) · 1...♞c3 2.♖xc5 d3 · Level 5

Why: The knight on c3 is guarded by the pawn on d4, and white can't chase it away. The knight stands there and keeps the road open for the d-pawn to march up and become a queen.
