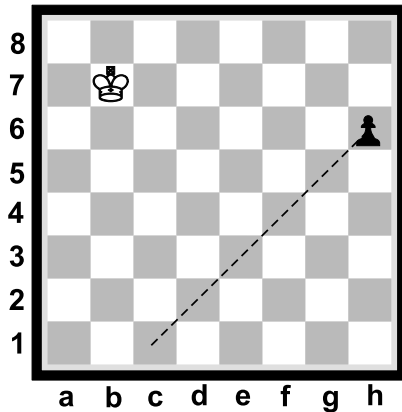
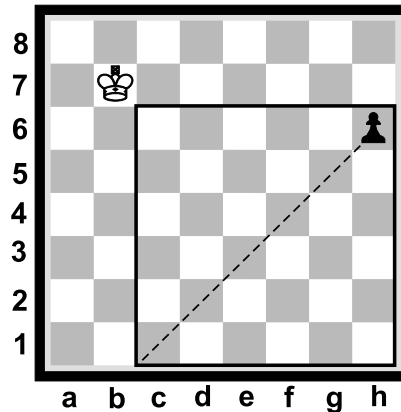


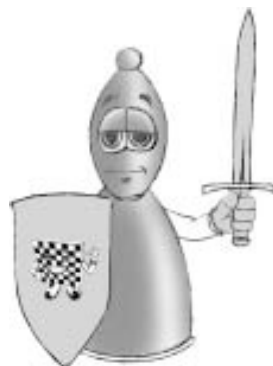
8 — Square of the Pawn An Introduction



To make the square of the Pawn, draw a diagonal from the Pawn to the rank it's trying to reach.



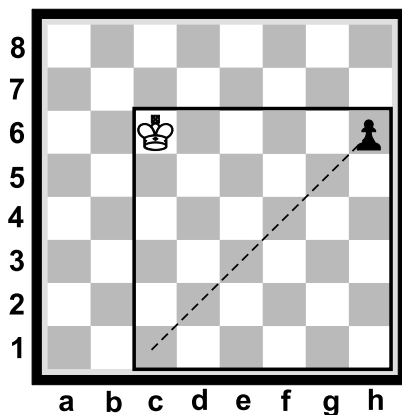
Then draw the square of that diagonal. If the King can get into the square on its move, it can keep its opponent from promoting the Pawn safely.



Follow these steps to see how it works.

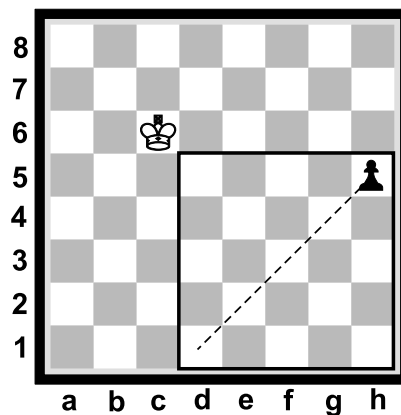
It's White's move.

1. Kc6

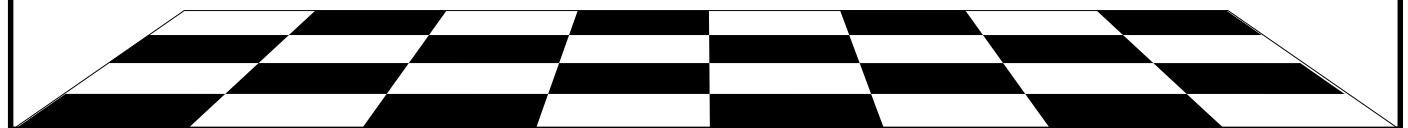


The White King steps into the square. Moving on the diagonal allows the King to move 1 square closer to the Queening square and 1 square closer to the Pawn.

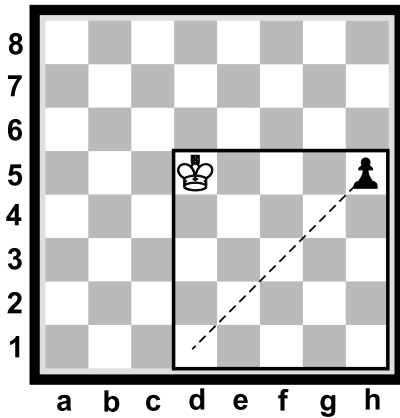
h5



As the Pawn moves forward, the square of the Pawn changes.

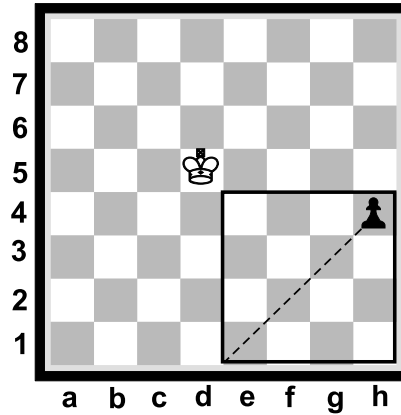


2. Kd5



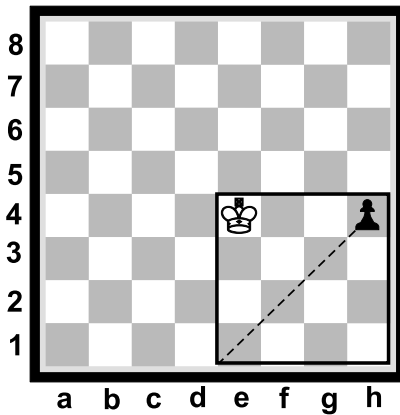
The White King steps into the square once more.

h4



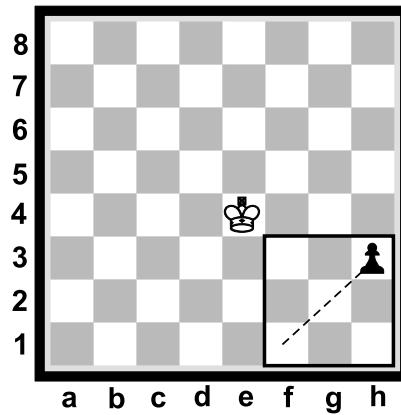
The square changes once again as the Pawn moves forward.

3. Ke4



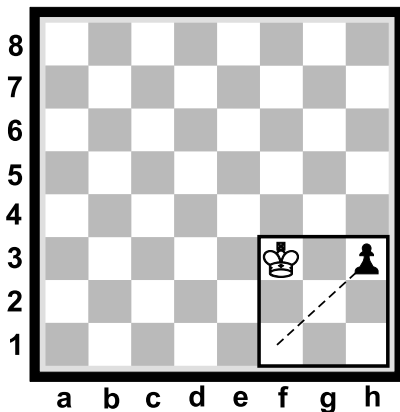
Another move on the diagonal and the King is in the new square.

h3



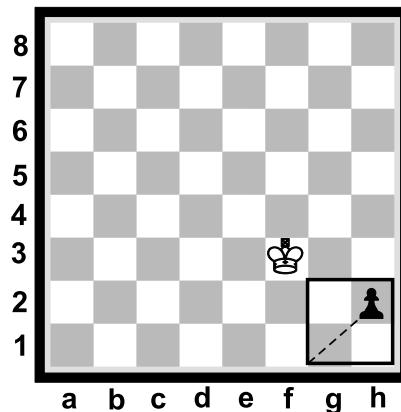
As the Pawn moves closer to the Queening square, the square of the Pawn shrinks again.

4. Kf3



The White King moves into the square and moves closer to the Pawn and the Queening square.

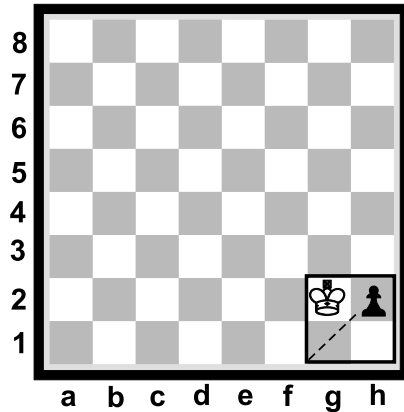
h2



Just one more step and the Pawn will Queen. But, what about the King?

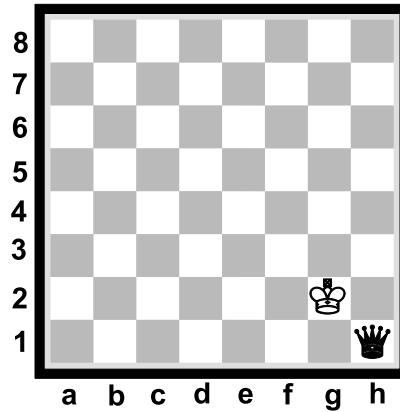


5. Kg2



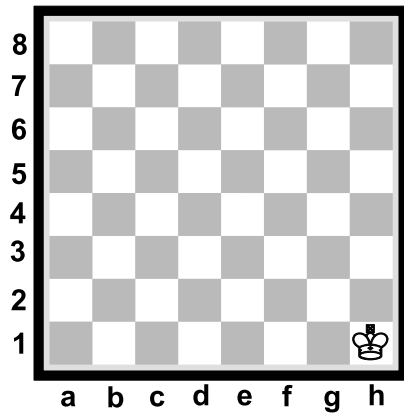
The White King steps into the square.

h1(Q)+

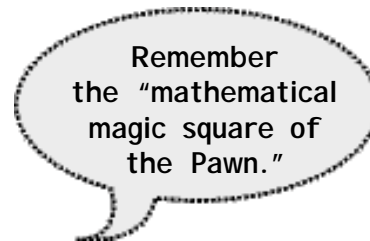


The Pawn becomes a Queen.

6. KxQ



It was a sure thing: the King captures the new Queen. As long as the King can step into the square of the Pawn, the Pawn won't reach the Queening square safely.



Note: See 9f for a more advanced example of the use of the Square of the Pawn.

