

Pawn Structures

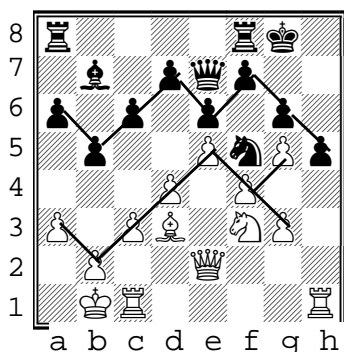


The “lowly” pawn can determine the course of the game depending on it’s position

1) Pawn chains

are created when 2 or more pawns support each other.

Together pawns can control a lot of space and make a near impenetrable wall.



a) The weak point in a *pawn chain* is the base. When it is taken, the rest of the chain can unravel. Which pawn in this game can be taken?

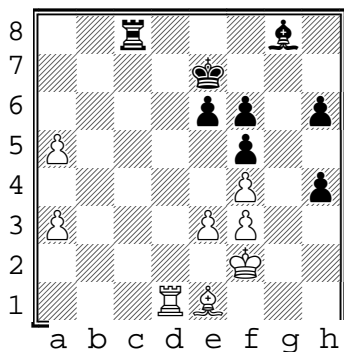
b) Attacking through a **pawn chain** can be difficult. Knights can jump over the chain with the right moves, but rooks usually have to go around.

c) Bishops power can be enhanced or neutralized. In the game on the left, which bishop is trapped by it’s own *pawn chain*? Which bishop can drive right through it’s own *pawn chain*?

2) Doubled pawns

occur when two pawns of the same color are on the same file.

They are usually harder to defend



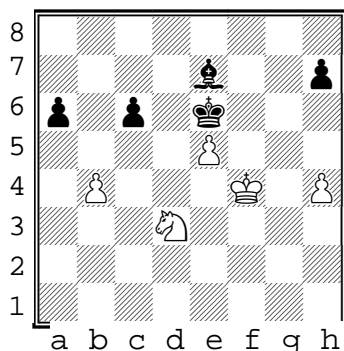
a) *Double pawns* can only occur after a capture. Sometimes an “even exchange” can be an advantage if it results in your opponent ending up with *double pawns*.

b) At the beginning of a game, having double pawns may be a slight advantage if it opens up a file for a queen or rook

3) **Isolated pawns** are pawns where there are no same-color pawns on adjacent files.

Isolated pawns

can be very difficult to defend. It usually involves tying up valuable pieces trying to defend the pawns in hopes of an eventual promotion.

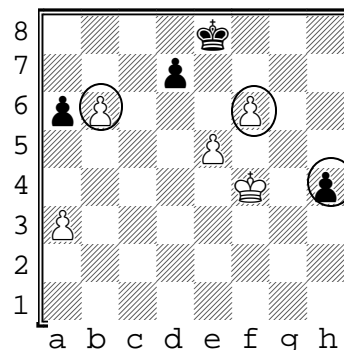


4) **Passed pawns** have no pawn opposition between them and promotion.

The circled pawns are all passed pawns.

The rest are not passed pawns because

- a3: opposed by a6 pawn
- a6: opposed by a3 pawn
- d7: opposed by e5 pawn
- e5: opposed by d7 pawn



Answers:



1) a. g3 c. The black bishop at b7 is constrained by it's own pawn chain. The white bishop at d3 can go through it's pawn chain but it will have trouble penetrating the black pawn chain.