

Passed Pawns

Chess

Creating them, escorting them, and stopping them.

A passed pawn has no enemy pawn ahead of it on its own or adjacent files.

1 Create one

1

A pawn break in a majority: push the candidate — the one with no opposing pawn in front.

2 Blockade theirs

2

A knight is the ideal blockader; it still watches other squares.

3 Escort yours

3

With the king. A pawn without support is stopped easily.

4 Create an outside passer

4

It draws their king away, and yours eats the other wing.

RULES OF THUMB

An outside passed pawn is worth more than a central one

Two connected passers on the 6th beat a rook

A protected passed pawn is a long-term winning asset

Two connected passed pawns on the sixth rank cannot be stopped by a rook. One of them promotes.