**Pawn Structures**

Setup the diagram position on a chessboard and try to memorize the name of each pawn structure.

“Pawns are the soul of the chess”
Andre Philidor – 18th Century

Pawns move forward one square at a time except on their very first move when they can move two squares.

Pawns always capture one square diagonally.

White often starts a chess game by moving his e-pawn, d-pawn, or c-pawn 2 squares.

Philidor Pawn Structure
Sicilian Defense

Leningrad Dutch Defense

Tarrasch Defense

The Stonewall Pawn Formation
Central Pawn Duo *Fixed Diagram*

Yugoslav Attack

English

King’s side Pawns Trio
Slav Defense

Modern Pirc Defense

Kings Indian Defense
Check

The king is said to be in check when he is attacked by an enemy’s piece or pawn.

The King cannot be captured.

It is not obligatory to called check.

Checkmate

Is when a king is trapped and it has no place to go and the square that the king is on is being attacked.
Diagram 1

Diagram 3

Diagram 2

Diagram 4

White has (6) checks

Black has (5) checks

White has (5) checks

White has (6) checks
Diagram 1
White has (7) checks

Diagram 2
White has (5) checks

Diagram 3
Black has (5) checks

Diagram 4
White has (6) checks
Checkmate

It occurs when the king is being attacked and there is no way of stopping the attack (either by taking the attacking piece or putting something in the way). In a checkmate situation, every square that the king could move to is either being attacked by enemy pieces or blocked by “friendly” pieces.

A typical Checkmate position a queen trapping the black king against a side of the board. The black king cannot move to any safe square, the white queen is controlling all the squares around and the white queen is defended by her own king.
A checkmate from a distance the white rook attacks the 8th rank and the white queen controls the 7th rank.

A smothered checkmate, this checkmate is done with a lonely knight.
Find Checkmate in one move

In all the diagrams below