Only Move Forward

The PAWN is the only piece who **cannot** move backward.

On the first move, a Pawn **may move** 1 or 2 squares.

Pawns can only move forward (1 square at time).

Pawns capture diagonally going forward.

People are a little like the Pawn. Once we make a decision and act on it, there's often no going back. This is certainly true with the tongue.

**Once the words of hurt come out – it is hard to put them back in again!**

When the correct or right decisions are made, then it is okay we cannot turn around or run away. Sometimes what may seem to be correct at the time turns out to be very bad, unpleasant, and even painful in the future.

No matter how bad things might seem, Keep Looking - Sometimes there is an amazing answer or something Good that is about to happen!

**WHEN THINGS GET TOUGH, DON'T YOU GIVE UP.**

How fast can a Pawn move?

The Pawn is a very slow moving piece compared to the Rook, Queen or Bishop.

Any of the Pawns, on its first move, may move either 1 or 2 squares.

After a Pawn has made its first move, it may only move 1 square at a time.

Since a Pawn can only move forward and can only move one square at a time, some might consider the pawn is the most limited and restricted piece on the board.

The Pawn does not have the 'freedom' of the Queen to go in any direction as far as he wants. The word 'freedom' often implies choices. The Queen is free to move in any direction she wants. She has choices to make. You learned the Queen could have anywhere from 21 to 27 possible moves to make depending on where she is. How do you know what the 'right' move is? Can you ever know what the best move is? The problem with making choices is the fear of the outcome.

When you make moves (decisions) without thinking, you will often feel you have made a wrong decision.

The ice-cream shop

Here is another example of freedom of choice. Have you ever gone into one of those multi-flavor ice-cream stores and had to pick a flavor? There are so many wonderful choices. How does it make you feel when you have to make even the simplest decision? Many people become burdened and overwhelmed.

At the start of the game, White has the choice of making 16 possible Pawn moves.

Each Pawn may move either 1 or 2 squares and there are eight of them).

Black also has 16 choices to make. It has been calculated there are 169,518,829,100,544,000,000,000,000,000 ways to make the first ten moves of a game of chess. There is no way anyone can '*learn*' all the combination of moves. Making a decision is hard, especially when the consequences become more important and you know you cannot go back.

When we know we have the right moves, it is easy to play the game. When we become unsure of the decisions we are making, we begin to question what we are doing. Knowledge gives you the freedom and ability to evaluate and make choices of the Moves (Decisions) you have to make**.**

Move Forward but Capture Diagonally

The Pawn is very small and weak compared to the other pieces.

The Pawn moves forward, but if there is anything in the way it has to stop.

In order to capture, the Pawn moves diagonally (but again only 1 square).



Black just moved her Queen to c6 placing the White King in Check and attacking the Pawn on c4. If you remember the BMoC principle you can: Block, Move or Capture.

Since there is nothing that can capture the Queen, the two choices are to Move the King or Block the check.

Another thought might be to move the King to d3 and thus getting out of check and protecting the Pawn at the same time.

But, the *best* move is **P-d5+!** This blocks the check and at the same time puts the Black King in Check and is also attacking the Queen.

*This is called a* ***FORK*** *– when two pieces are attacked at once by one piece.*

While after Queen takes Pawn, Pawn takes Pawn +

While White has an extra Pawn, Black should be able to achieve a draw or be stalemated ***in this position***. (TRY IT. The Pawn Game)

The Choices of the Pawn

At most, the Pawn only has four choices to make: move ahead, capture right, capture left, or don't move. **When our lives are free of decisions, we can concentrate more deeply on living our lives.** So many people run their lives by the *"HAVE TOs*" they lose perspective on what they really need to do.

The Isolated Pawn

Many times a Pawn will become **isolated** from other Pawns. When a Pawn becomes isolated, it is cut off from other Pawns. This makes the Pawn "*weak*" since a Pawn cannot defend itself from attack. Any piece can support a Pawn but a good defense is when a Pawn backs up a Pawn**. Pawns need each other.**

The Pawns on g6 and b6 are *isolated* from other pawns.



The Rook on e6 is attacking the Pawns on b6, g6 and e3. There is nothing White can do to protect both the b6 and g6 Pawns.

The e3 Pawn is protected by the King. It would not be wise for Black to trade a Rook for a Pawn (at this time).

*Remember: the “point value” of the pieces has no real meaning in the game but is useful for weighing decisions. The Rook is worth 5 points while a Pawn only counts as 1 point.*

The Rook could also take the Pawn at g6, but then White could respond with Rook x Rook and then Black would play Queen x Rook.

Now this would still be good for Black since he 'WON' a Pawn on the trade or in chess terms, he is *Up the Exchange*. Since White is “down” a Queen, it does not look favorable for White, (even though he has Pawns close to getting across the board – It is easily stopped **(in this position!)**

What else is Black attacking? Queen takes Pawn (d4) would put White in Check, but the Pawn on e3 is backing up (or protecting) the d4 Pawn. This would also be a bad trade since the Queen is worth 9 points and the Pawn is only worth 1.

The Queen could also capture the Pawn at g6, but White could play Rook takes Queen. This is another bad trade for Black since the Queen is 9 points and the Rook is 5 points.

**Even in this ‘simple’ example’, Black has lots of choices**

**(of course, things are a little easier since she also has a Queen.)**

The Pawn Chain

When three or more pawns are linked together, they form a *'PAWN CHAIN'*.

In order to break up the chain, it must be attacked from behind.

When you have another Pawn behind you, you have the support to stand strong under attack.

In the following position, both players have the same number of pieces, but White is much better.

 