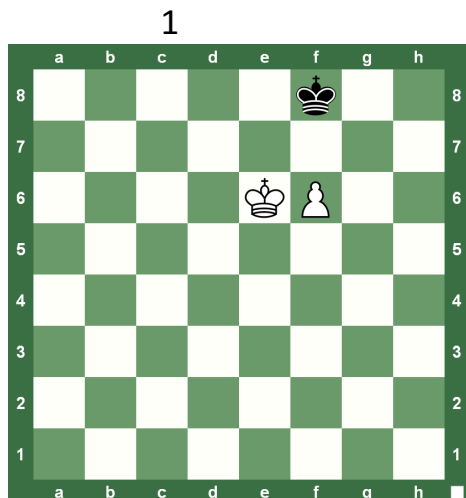


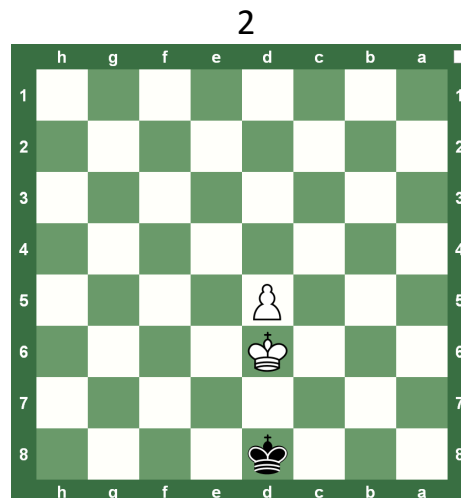
King and Pawn Ending Basics

The general rule of a King and Pawn ending is that **if a pawn can advance to the seventh rank without checking the enemy king, the position is winning.**

1. Moving the pawn one square forward will force the black king to quit the queening square f8.
2. Black has no chance to prevent the white pawn's promotion. This time, the white king should make a good move.



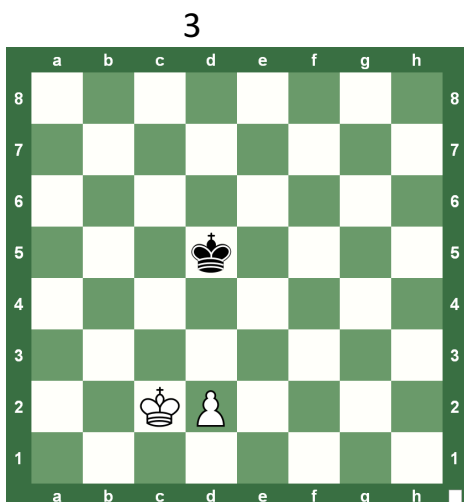
White to move



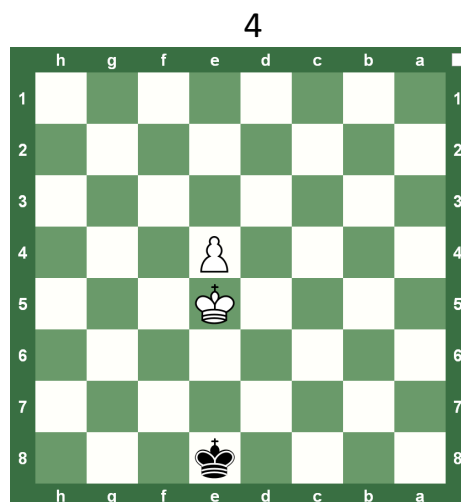
White to move

Here, we will need to use OPPOSITION in order to force the enemy king 'making a choice' by opposing him directly:

3. There is ONLY one winning move for white here! Get the opposition!
4. Black can (and should) prevent white pawn's promotion with opposition.



White to move



Black to move