



A backward pawn is very similar to an isolated pawn.

Both can be especially weak if they're on an open file, like the white c-pawn in this diagram.

We also use the same plan against a backward pawn that we do against an isolated one. Make the opponent guard it with pieces!

1. ... **Rfc8**
 2. **Rac1** **Rc4!**

The square in front of a weak pawn is almost always a great spot for a piece.

3. **Rc2**

3.Rfe1? Rac8 4.Re3 Rxd4! is terrible for white. But defending the pawn from the side with 3.Rfd1! Rac8 4.Rd3 is a good plan. Black keeps the advantage though by 4...b5! The game might go: 5.Rb1! Rxc3 6.Rxc3 Rxc3 7.Rxb5 Rc1+ 8.Kh2 Rc4 9.Ra5! Rxd4 10.Rxa7 Re4 11.a4 Rxe5 12.a5 Re2 13.Kg3 Ra2 and black should win. ♞ 229

3. ... **Rac8**

4. **Rfc1**

The white rooks are totally passive.

4. ... **b5!**

Now the threat is ...b4. After 5.Kf1 b4! 6.Ke2 bxc3 7.Kd3 Ra4, black wins the a-pawn (8.Rxc3 Rxc3+ 9.Rxc3 Rxa2) or the d-pawn (8.g3 Rcc4 9.f4 Rxd4+).

5. **a3** **Ra4**

6. **Ra1** **b4!**

And black scores! Neither white pawn can capture on b4 because of the pins. The simple 6...Rxd4! is fun too.