

Step 3 mix

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- 1) 1. ... ♖f4+ 2. ♗xd4 ♗xd4. (discovered check) The X-ray protection of the checking bishop is necessary. After 1. ♗d2+ White plays his king and after any other discovered check 2. ... ♗xd4 will follow.
- 2) 1. ♖d2 (1. ♖d3? ♗f4+). (double attack: X-ray attack).
- 3) 1. ♖c3+ ♖xc3 stalemate (defending by stalemate)
- 4) White exploits the material supremacy on the king's wing. Provoking a weakness and mating.
 1. ♖e4 g6 2. ♖e5+.
 1. ♗e6 ♗f6. Black can easily protect himself against the mating threat.
 1. ♗f7+ ♗xf7 2. ♗xf7 ♖xc3. a bad idea, even if the check by the knight brings in a gain of material. The knight is a stronger attacker here than the rook.
- 5) 1. ... ♗d5 2. ♗xd5 ♖xg4+ 3. ♗f1 cxd5. Black attacks the pinned ♖ rook on f5. White cannot protect the rook and thanks to the in-between move with check Black wins a rook.
- 6) 1. ♗g6+ hxg6 2. ♗h3# (mate in two by access)
- 7) 1. ... b5 2. ♗xd4 bxa4 (trapping)
- 8) 1. ... ♗f4 2. ♗g1 and Black can choose from: 2. ... ♗xe2 and 2. ... ♖g5+ which are the most convincing moves. (discovered attack)
- 9) 1. ... ♖xc1+ 2. ♗xc1 ♗d1+ (elimination of the defence: luring away+mate). The rook on c8 pins ♗d8 and therefore 1. ... ♗d1+ is not handy at once.
- 10) 1. ♗f8+ (after 1. ♗xc7 ♗c5 2. ♗b7 ♗xe4 can Black play on) 1. ... ♗g7 2. ♗f7+ ♗h6 3. ♗h1+ ♗g5 4. ♗g1+ (perpetual check)
- 11) 1. ♗xg4 (a pinned piece is not a good defender)
- 12) 1. h4 (1. ♗f6? h4 2. ♗xh4 ♗g2) 1. ... ♗g4 2. ♗f6. It is the only way to keep the last pawn on the board.

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- 1) 1. ... ♗xh3+ (thanks to a pin) 2. ♗g1 ♗xh4 (double attack: rook)
- 2) 1. ... ♗g7 (1. ... ♗g7? 2. ♗h6+) (defending against a passed pawn)
- 3) 1. ♖xh7+ ♗xh7 2. ♗h4# (access and double check)
- 4) 1. c4 d3 2. a5 (square of the pawn)
- 5) 1. ♗b6+ cxb6 2. ♖a8# (mate in two by access and line clearing)
- 6) 1. ♖b7 ♖d8. The only move, the rook must keep protecting ♗a7.
- 7) 1. ♗d8+ ♖xd8 2. ♖xe6# (elimination of the defence: luring away+mate)
- 8) 1. ... ♖f8 (1. ... ♗h7 2. ♖e4+) (getting out of check – avoiding a double attack)
- 9) In this game by a young player Black played 1. ... ♗a8. It is not logical to protect a pawn under attack by an active rook. White's last move ♗d4-a4 threatens a winning discovered attack. Only attacking the rook parries the threat and gives some counter-play:
 1. ... b5 2. ♗xa7 b4 and e4 is lost.
 1. ... a6 2. e5 is winning a piece.
 1. ... ♗fe8 2. e5 is winning a piece.
- 10) 1. ♗xb3 ♖xg4 (1. ... ♗c4 2. ♗d4; 1. ... ♗xb3 2. ♖xb4) 2. ♗xg4. Gaining a piece thanks to X-ray protection.
- 11) 1. ... ♗f4! Wins the knight. otherwise the king will not enter the square of the pawn any longer after 2. ... d2 (*Van Zuylen van Nyevelt 1792*)
- 12) 1. ♗h8+ (1. ♗b6? ♖a7+) 1. ... ♗a7 2. ♗h7+ ♗b8 3. ♗b6. Two smart in-between moves prevent the check on a7.

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- 1) 1. ♗xc7+ ♖xg2 2. ♖b8# (discovered check) The front piece becomes helper.
- 2) 1. ♖h8+ ♗xh8 2. ♗xf8# (elimination of the defence: luring away+mate)
- 3) 1. ... ♗xd4 2. c3 ♖f6. The counter-attack on the queen saves the pinned piece.
- 4) 1. g8 ♖+ ♗xg8 stalemate (defending by stalemate)
- 5) 1. ♗d5 ♗xd5 (1. ... ♗xd5 2. e8 ♖#; 1. ... ♗xb7 2. e8 ♖# (2. ♗xb7? ♗e8)) 2. b8 ♖+ (cashing in a passed pawn)
- 6) 1. ... g5 (elimination of the defence: chasing away+mate)
- 7) 1. ♗g5 ♖g6 2. ♗xe7 (double attack: X-ray attack)
- 8) Can White stop the h-pawn?
 1. ♗xg6+ wins because after 1. ... ♗f7 2. ♗f6+ the rook comes to f1. After 1. ... ♗h8 2. ♗g5 h1 ♖ 3. ♗h6 White wins the pawn ending easily. After ♗xe6 White is already on a key square.
 1. ♗g1 without the e-pawns this move would be enough for a draw. Promotion to a queen or rook is stalemate, promotion to a bishop loses all pawns. Black keeps the e-pawn in friendly hands.
 1. ♗xg6 h1 ♖ can immediately be dismissed.
- 9) 1. ♗e1 ♗xh3+ 2. ♗e3 (defending against a double attack – X-ray attack)
- 10) 1. ♗f7 makes use of the vulnerable position of the black pieces. Protecting the bishop is not possible (1. ... ♗c8 2. ♗e6+)

and capturing on f7 gives White a passed pawn which cannot be stopped.

11) 1. ♖c5+! (1. ♖xa8? stalemate) 2. ... bxc5 3. ♖xa8 (avoiding stalemate) (*Tarasiuk 2013*)

12) 1. ... ♖b1 2. ♖f3 (2. ♖f1 ♖a1) 2. ... ♖a1. Supremacy of the black pieces exploits the vulnerability of the back rank.

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1) 1. ♖xa3+ (1. ♖b2 ♖c4+ 2. ♖a1 d2; 1. ♖a1 ♖c2+ 2. ♖b1 ♖a3+ 3. ♖xa3+) 1. ... ♖xa3 2. ♖c5# (mate in two): luring)

2) 1. ♖a8+ ♖b7 (1. ... ♖d7 2. ♖xd2+) 2. ♖xd8 (X-ray check and X-ray protection)

3) Picture

4) White has a vulnerable pawn on e4 (cannot be protected by another pawn). The pawn is also in the way of the bishop.

1. ♖d5 ♖c5+ (1. ... ♖xd5 2. exd5) 2. ♖h1 ♖g4 3. h3

1. ♖f5 an active move but a single knight cannot do much. Black plays 1. ... ♖c5+ and 2. ... ♖e5. The white bishop remains inactive.

1. ♖f2 prevents only that Black takes on e4 (1. ... ♖xe4 2. ♖xe4 ♖xe4 3. ♖xf7+). Black can play 1. ... ♖c5 or 1. ... ♖ad8. The e-pawn remains weak.

5) 1. ... ♖d8 2. ♖d7 ♖b6+ The queen cannot remain protecting b6. A hidden pin.

6) 1. ♖d6# (mate in one thanks to 3x a pinned piece is not a good defender)

7) 1. ... ♖xd2 (1. ... ♖c4 2. ♖c7) 2. ♖xd2 ♖f1+ 3. ♖d1 ♖f4+ (perpetual check)

8) 1. ♖d5 ♖f8 2. ♖xb6+ (or 2. ♖d7+) (elimination of the defence: luring away+mate)

9) 1. ... f5 2. ♖g2 ♖f4+. With the pawn on g3 the move with the knight to f4 is completely out of sight. That explains mistakes like 2. ♖g2 (2. exf5 is correct to make the black e-pawn up vulnerable) understandable.

10) 1. ... ♖b7+ (after 1. ... ♖b1+ the king escapes to h3) 2. ♖c6 ♖xc6+ 3. ♖xc6 ♖xc6 Interposing on c6 is forced and appears a safe move but thanks to the X-ray protection Black wins a whole rook.

11) 1. ... ♖e4+ 2. ♖f1 ♖xd3+ (discovered check). The back piece is chasing, the front piece is looking for a suitable target. That is not the rook because White is threatening mate on e8.

12) 1. ... ♖f4+ (1. ... ♖e3+? 2. ♖g1) 2. ♖g1 ♖h3# (double check). The back piece is pinned so that mate on g2 is not possible.

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1) 1. b3 ♖xh4 2. c7 (cashing in a passed pawn)

2) 1. ... ♖h8 (1. ... ♖xe7 2. ♖f6+) (getting out of check and avoiding a double attack)

3) 1. ... ♖e1+ 2. ♖f1 ♖xf1+ 3. ♖h2 ♖e2+ 4. ♖h1 ♖e1+. Draw by perpetual check. White can not allow that the queen can take on e5 with check.

4) 1. ... ♖d2+ 2. ♖g3 ♖xe3 (chasing away+material)

5) 1. ♖b1 ♖d2 2. ♖xb7 (double attack: X-ray attack)

6) 1. ... ♖xe5 2. dxe5 ♖xf3 (capturing+material) or 2. ... ♖xe5 ♖xh1 (a pinned piece is not a good defender)

7) 1. ♖e4 (1. ♖d8? f3 2. ♖h4 f2 3. ♖xf2 ♖g5) 1. ... ♖g5 2. ♖f3. The only way to keep the last pawn on the board.

8) 1. ♖exg6+ hxg6 2. ♖xg6+ ♖e8 3. ♖h8# (mate in three thanks to pinned piece is not a good defender)

9) 1. ♖h5. Activating the queen is correct. The threat 2. ♖g6 cannot be stopped without loss of material, otherwise mate: 1... h6 2. ♖g6+.

1. 0-0 Not a bad move (developing and king safe) but get used to look for a better move.

1. ♖c1 Also a developing move. It is not clear yet which file is the best for the rook. Not moving the rook is obvious then. After ♖xc3 White will take with the pawn anyway (improves the centre)

10) 1. ... ♖c1 2. ♖d2 ♖xb2

11) 1. ... ♖g3. Activating the queen: more active is enough. After 2. ♖f3 ♖h4+ 3. ♖h3 ♖e1+ wins quickly.

12) 1. ♖e8 and 2. ♖g6# (mate in two)

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1) 1. ♖b5 Don't take back without thinking. The move of the knight threatens a fork on c7. Black cannot prevent that.

1. fxe4 The pawn is a centre pawn and that is fine. It controls squares, it is not being attacked and it clears square f3. The move is the best if a move of the knight to b5 (or d5) would not be possible.

1. ♖xe4. Knight in the centre but it can be easily chased away by f5.

2) 1. ... ♖xe6 (defending against mate thanks to pinned piece is not a good defender). The threat was ♖f7#.

3) 1. ♖h4+ ♖e5 2. ♖xd8 (X-ray check)

4) 1. ... ♖xd4 2. ♖b2 ♖xf5 (double attack: knight, thanks to a pinned piece is not a good defender)

5) 1. ... ♖d8 (1. ... ♖f8? 2. ♖d7+) (getting out of check and avoiding a knight fork)

6) 1. ♖c4 a5 2. ♖xc6+ bxc6 3. ♖a6# (mate by access). A known mating pattern with two bishops.

7) 1. ♖e7 (helping the passed pawn and holding off the enemy king) (*Averbakh 1954*)

8) 1. ... ♖g4+ 2. hxg4 ♖h6# (mate in two by access)

9) 1. ♖c7 (elimination of the defence: luring away+mate). The threats 2. ♖xe8 and 2. ♖xe7 are not to be parried.

10) 1. ♖e3 (1. ♖xb5? ♖d4 2. ♖c6 b5 3. ♖xb5 ♖c3). Holding off the enemy king first is the only way to preserve the last pawn on the board.

11) 1. ♖f3 (an oversight is 1. ♖g6 hxg6+ 2. ♖xg6 ♖e4+) 1. ... ♖xf3 stalemate (*Velijkhanov 1990*)

12) 1. ♖h4+ (1. ♖xa2 ♖xf3) 1. ... ♖xh4 2. g4+. White lures the black queen away and mates.

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- 1) 1. ♖d1 (trapping)
- 2) 1. ... ♗b7 (1. ... ♗xa5 2. ♗d6). Black traps the knight. White cannot capture the bishop, the king must remain inside the square of the c-pawn.
- 3) 1. ... ♗xc3 2. ♖g4+ ♗h8. Black thought to win a piece with capturing on c3. What a waste of the nice bishop, 1. ... ♖xa4 would be better. Recognizing your mistake in time and trying to save the piece: 2. ... ♗g7 3. ♗h6 is mating.
- 4) 1. ♖bb5! (1. ♖ba4 ♗g3). (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender) (*Stavrietsky 2009*)
- 5) 1. ... ♗f4+ (1. ... ♗e3+? 2. ♗g3 ♗xd1 3. ♖axd1) 2. ♗h1 ♖g2# (discovered check). Do not fire the front piece directly at the queen. First have a look if there is something better.
- 6) 1. e6! (to play for a win loses 1. ♗f5 ♗f3 2. ♗f6 ♗f4) 1. ... fxe6 stalemate (*Zinar 1984*)
- 7) 1. ♖h5+ gxh5 2. ♖g7# (mate in two by access)
- 8) How does Black protect his b-pawn?
 1. ... b5. Normally it is not recommended because Black gets two weak pawns (a6 and c6). Here the move with the pawn is fantastic because the white rook can play no more moves.
 1. ... 0–0–0. Developing and protecting seems logical and castling is also not bad, but by far not the best.
 1. ... ♖a7. Not only an ugly move, but also it costs a pawn after 2. ♗b8 and 3. ♖xb7.
- 9) 1. ♖d4+ ♗g8 2. ♗f1 (defending against mate by preparing interposing)
- 10) 1. ♗f5 ♖d8 (1. ... ♖e5 2. ♗f4) 2. ♗xd6. The queen can no longer protect d6. Chasing away+material because Black may not capture the knight.
- 11) 1. ... ♗e5 (double attack: knight, thanks to a pinned piece is not a good defender)
- 12) 1. ♖fe2 ♗g6 2. ♖2e6+ ♖f6 3. ♖xf6+ (exploiting vulnerability: the king has little mobility and the queen is in such cases a worthless defender).

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- 1) 1. ♖f4+ ♗d5 2. ♖c4# (mate in two: chasing)
- 2) 1. ... ♖d8 2. ♖c4 ♖xd4 3. ♖xd4 ♖xd4 (double attack: X-ray attack). First taking with the queen because ♗c8 must remain protected.
- 3) 1. a7! (1. ♗g6? ♗c6) 1. ... ♗xa7 2. f6! (2. ♗g6? ♗d4). Draw by exchanging the last pawn.
- 4) 1. ♖g6+ ♖g7 2. ♖xf6 (elimination of the defence: luring away+material)
- 5) 1. ... ♖xe2+! 2. ♗xe2 ♗xb7. Draw by eliminating the last pawn.
- 6) 1. ... e5. First protecting the d-pawn and only after 2. ♗f3 play 2. ... ♖e7.
 1. ... ♖e7. The move played pins the c-pawn but White can capture on d4.
 1. ... bxc5. Also not logical. After 2. ♖xc5 Black cannot protect the d-pawn in a proper way.
- 7) 1. ♗xf6+ ♖xf6 2. ♖xf6 (discovered attack). Suddenly the g-pawn is pinned.
- 8) 1. ♗e6 (1. ♗a2? ♗d4 2. ♗b1 d5) 1. ... cxd5 2. exd5 ♗b6 3. ♗xd6. Transposing to a won pawn ending.
- 9) 1. ... ♖f4+ 2. g3 ♖c2+. Exploiting vulnerability: by a material supremacy and lack of defenders.
- 10) 1. ♖h5+ ♗g8 2. ♖xd4. (in-between move and a pinned is not a good defender)
- 11) 1. ... ♗h7 (1. ... ♖xf8 2. ♖h6+) 2. ♖h4+ ♗h6+ (getting out of check and preventing the threat ♖h6+)
- 12) 1. ♖f5 (1. ♗c4? ♖xc2#) 1. ... ♗xf5+ 2. ♗c4 (defending against mate by making a flight square)

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- 1) 1. ♗f4 ♗e1 2. ♗d3+ ♗e2 3. ♗xf2. Eliminating the pawn.
- 2) 1. ♗d6 ♖xb7 2. axb7 (creating a passed pawn)
- 3) The bishop is hanging. How does Black defend? Be always aware of the possibilities of the opponent: the existing ones and the new ones after the move played!
 1. ... ♖b7. The queen protects both bishops from b7 and prevents ♗xd5. The correct move.
 1. ... ♗f6. Keep an existing threat in mind: ♗xd5.
 1. ... ♖c7 2. ♗xd5 is now possible because the bishop on a6 is no longer protected.
- 4) 1. ... ♗f4 (1. ... ♗f3 2. ♗g7 ♗g3 3. ♗xh6 ♗xh3) 2. ♗g7 ♗g5. A king can always choose different routes. Sometimes it makes no difference, often it does.
- 5) 1. ... ♖xg5 (1. ... ♖xe1+ 2. ♗h2) 2. ♖xg5 ♗c2 (defending against mate). Black has enough material for the queen. Giving material is always better than being mated.
- 6) 1. ♗h6+ ♖g7 (1. ... ♗g7 2. ♖h8#) 2. ♖h8# (mate in two by luring a defender into a pin)
- 7) 1. ♗xa7 c5. Pawn a7 was poisoned. The bishop will be lost.
- 8) 1. ♗xc6 ♖e8 (1. ... bxc6 2. ♗a6#) 2. ♗xa7#. Mating pattern: ♗♗. Black can give his queen away with 1. ... ♖d8. For the enthusiasts.
- 9) 1. ♖db1 (1. ♖ab1? ♗b6 or 1. ... ♗e5) 1. ... ♖e5 2. ♖xb4 (double attack: X-ray attack)
- 10) 1. ♗d4+ (1. e5 ♗xg7) (getting out of check by interposing with tempo)
- 11) 1. ♗b4 ♖e8 2. ♖h5+ (bringing in the guard)
- 12) 1. ♖g6 ♖xd3 2. ♖xe6+ (elimination of the defence: luring away+mate)

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- 1) 1. ... ♖xd4 2. cxd4 ♗b3# (elimination of the defence: capturing+mate)

- 2) 1. ... ♖e4+ 2. ♗h1 ♖f2+ 3. ♜xf2 ♜xf2 (discovered check)
- 3) 1. ♜a4 ♜c4+ 2. ♜xc4 (trapping)
- 4) Picture: GM Jeroen Piket
- 5) Picture
- 6) 1. g4 ♜ac7 (1. ... ♙d7 2. ♖xd7+). The counter-attack is the only defence.
- 7) 1. h3. Making an escape square is handy if there are no urgent matters. After 1. ... ♙e6 2. ♜xa7 Black is thanks to his more active pieces somewhat better.
 1. ♜e1. Prevents a possible mate on the back rank too but Black now can play for exchanging queens with 1. ... ♜d2 (that costs no move to protect a7). White doesn't win his pawn back.
 1. ♖c4. Too active. After 1. ... ♜d1+ 2. ♜e1 ♜xe1+ 3. ♜xe1 ♙e6 White remains just a pawn down. The black rook can quickly enter on d2.
- 8) 1. ♙h7 (defending against mate)
- 9) 1. exd5 e4 2. ♖c4 exf3 3. ♖d3. Not every breakthrough works. The white king is in the square of the pawn.
- 10) 1. ♜f7+ ♖xf7 2. ♜e7# (mate in two by clearing a square)
- 11) 1. ♖f7+ ♖g8 2. ♖h6+ (perpetual check). The mating threat on h1 prevents 2. ♖xd6.
- 12) 1. g4 ♜f3 2. ♖f8+ (threatening mate, bringing in the guard)

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- 1) 1. ... ♖d3 2. ♖f7 ♖e4 3. ♖xg8 ♖f5 (activating the king and eliminating the last pawn)
- 2) 1. ♜c7+ (1. b5+? ♖xb5) 1. ... ♖d5 2. ♜xc3 (X-ray check)
- 3) 1. ... h4 (elimination of the defence: luring away+mate)
- 4) White can take back in three ways on d4. Thinking is required.
 1. cxd4. White improves his pawn structure. That Black can exchange the bishop on d3 with 1. ... ♖b4 is a pity. The advantages of a strong centre are more important.
 1. ♙xd4. Nothing wrong. The bishop is active and ♖xd4 would improve the white pawn structure. With 1. ... ♜e7 followed by ♖e5 Black keeps a firm control over e5.
 1. ♖xd4. The worst choice. Black wins at least a pawn with 1. ... ♖g4.
- 5) 1. ♖a4 b1♜ 2. ♜a3+ ♖b2 3. ♜b3+ ♖c2 4. ♜xb1 (defending against a passed pawn)
- 6) 1. cxd6 (1. f4 ♜a1) 1. ... ♜a1. Exchanging rooks helps in both cases.
- 7) 1. ♜h7+ ♖xh7 2. ♙f7# (luring, double check and mate)
- 8) 1. ♖h3 g6 2. g4#. Rook ending, vulnerability (*Tal-Sturua 1982*)
- 9) 1. ... ♖f8 (1. ... ♖f7 2. ♜c4+ ♖f8 3. ♜xa5; 1. ... ♖d8 2. ♜d3+ ♖e8 3. ♜xa5) (getting out of check and avoiding a double attack)
- 10) 1. ... ♖d1 2. ♜f1 (2. h4 ♖xf2) 2. ... ♜xd2 (chasing away+material). The queen cannot keep protecting the knight and the rook.
- 11) 1. ♜c3 Exploiting vulnerability. After 1. ... ♖g7 2. ♜g7 decides.
- 12) 1. ♜dd7 ♜xd7 2. ♜xg8#. Exploiting vulnerability. Black has too few defenders.

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- 1) 1. ... ♙e5 2. ♜h4 ♙xb2 (double attack: X-ray attack)
- 2) 1. ♖g5 (1. ♖h7 ♜h6#, 1. ♖xf5 ♜f6+) (getting out of check; mate and avoiding an X-ray check)
- 3) 1. ♖f3 (elimination of the defender followed by a knight fork). A Step 4 subject but a simple one.
- 4) 1. ♖g1. First defending, only the advance the c-pawn (1. ... ♖h2 is a threat). Because of his g4-pawn the black king cannot step into in the square of the pawn.
- 5) 1. ♜b1. Logical, White must activate his rook. After 1. ... b6 2. ♙a6 ♜d8 he can try to enter with the rook with 3. a5.
 1. ♙e2. The bishop does not perform much more on e2 than on f1. Black has time to protect pawn b7.
 1. h4. Threatens nothing. Black plays ♜a8-d8-d7 as well.
- 6) 1. ♜xg7+ ♖xg7 2. ♖xf5# (double check by access)
- 7) 1. ... ♜c3! 2. ♜xc3 (2. ♜d1 ♖xf3). Capturing directly on f3 is a mistake: 1. ... ♖xf3 2. ♖d2+ or 1. ... ♜xf3 2. ♜c4#. Draw by stalemate or insufficient material (*Aloni 1996*)
- 8) 1. ♖xd5 ♜e8+ 2. ♖e3. The check by the queen unpins ♖f6. After interposing ♖d5 on e3 the knight is safe.
- 9) 1. ... ♖e8 (1. ... ♜bb7 2. ♜g8#) (defending against mate)
- 10) 1. ♜xh5+ gxh5 2. ♜h6# (mate in two by access)
- 11) 1. ... ♖e8 with a winning pin. To deal with the threat ♜xf6+ by 1. ... ♖g7 is too easy-going. Look always if there is no better move.
- 12) 1. ♜a4 (attacks the knight a third time) 1. ... ♖e7 2. ♜xc8+ and 3. ♙c6. Difficult, but the pin to the king on e8 is a well-known pattern (or should be!).

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- 1) 1. ♜f3 ♜xe2 2. ♖xe2 (trapping)
- 2) 1. ♜f2 parries the threat ♜e2. The move with the rook is the best. It is sometimes better not to exchange.
 1. ♜fe1 costs the a-pawn after 1. ... ♜xe1 2. ♜xe1 ♜xa4.
 1. ♖h1 ♜e2. Allowing a rook on the second rank is not wise. White will quickly lose material.
- 3) 1. ... ♙c6 2. ♜xg7 ♜h1# Exploiting vulnerability: threatening mate.

- 4) 1. ♖f7+ ♗h7 2. ♗g5# (discovered check, chasing and mate)
- 5) 1. ... ♖b5 2. ♗f3 ♖xf5 (double attack: X-ray attack)
- 6) 1. ... ♖b4 2. ♗xd2 ♖xb1+ (discovered attack and in-between move)
- 7) 1. ♗xf7 ♗e3+ (1. ... ♗c6 is not necessary). Don't look for the threat of the opponent alone.
- 8) 1. ♖xf6+ (1. ♖a8? ♖e8+ 2. ♖xe8; 1. ♗h8 ♖h7+ 2. ♖xh7) 1. ... ♗xf6 2. ♖h6#. Mate in the endgame is quite common.
- 9) 1. b4+! (1. ♗a2 ♗b6 2. ♗b2 ♗c6 3. ♗c3 ♗d5 4. ♗d3 b4) 1. ... cxb4+ 2. ♗b3. A common action.
- 10) 1. ♗c6 ♗xf3 (otherwise 2. ♖xd5) 2. ♖xd8+ (X-ray attack thanks to a discovered attack with X-ray protection of ♗c6)
- 11) 1. ♗d6+ (1. ♗xd7 stalemate) (avoiding stalemate)
- 12) 1. ... ♗g5 (the pin: pin) (*Halkias-Pandavos, Katerini 1992*)

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- 1) 1. ♗a4 (1. ♗d3+? ♗xd3 2. ♗b2 a1♗+ 3. ♗xa1 ♗c2) (defending against a passed pawn)
- 2) 1. ♖xe6+ ♗xe6 2. ♗e5# (mate in two by access)
- 3) 1. ... ♗e3 (1. ... ♗a3? 2. ♖a4+) (attacking a pinned piece). Gaining a piece is sufficient, threatening mate with ♗a3 doesn't take into account the possibilities of the opponent.
- 4) 1. ♖g3! ♖xg3 (defending by stalemate) (*Copie 2012*)
- 5) 1. ... ♖h5 (trapping)
- 6) 1. ... ♗xd3 2. ♗f1 (trapping)
- 7) 1. ... ♗c1 2. ♗a3 ♗xb1 (elimination of the defence: chasing away+material)
- 8) 1. ... ♗c7+ 2. ♗h3 f1♗+ 3. ♗h4 ♗f2+ (defending against mate by counter-attack)
- 9) 1. ♗f2. Moving the knight to a better square is correct. Black must get no time to play ♗f8 and ♖f6: 1. ... ♗f7 2. ♗g4 ♖f6 3. ♗xf6
1. ♖hg1 and 1. ♗g2 see previous comment. Decent moves but not the way to make progress quickly.
- 10) 1. ♗xh7+ ♗xh7 2. ♗f1 (White cannot let the king escape after 2. ♖h3+ ♗g7). Now mate is not to be prevented.
- 11) 1. ... ♗e4 (double attack: 2 pieces). The target is a twofold attack (♗f5) and an advantageous exchange (a less common one; two captures from both sides).
- 12) 1. ♖xa7+ ♗g6 2. ♖a1 (defending against mate thanks to an in-between move and X-ray protection). After playing 1. ♖a1 at once, Black exchanges and wins with 2. ... a5. The black bishop can quickly take the c- and d-pawn.

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- 1) 1. ... f5 2. ♗f6+ (2. exf6 ♖xe4; 2. ♖e2 fxg4) 2. ... ♖xf6 (double attack: pawn, thanks to a pinned piece is not a good defender)
- 2) 1. ... f5 2. ♗c5 ♗xc3 3. ♗e6# An active king can be vulnerable too in case of too little mobility) (*So-Kramnik, Paris 2016*)
- 3) 1. ♗f2 ♗e7 2. ♖g1 (double attack). The bishop hangs and a pin threatens.
- 4) 1. ♖xh6+ gxh6 2. ♖d8# (mate in two by access)
- 5) 1. ♗e7+ (1. ♗h6+ ♗e8) (discovered check and preventing interposing)
- 6) 1. ♖h1 ♗xh1 (1. ... ♖xd1+ 2. ♗xd1) 2. ♗xh1 (defending by X-ray protection)
- 7) 1. ♗b5. Fine move. Black cannot protect d6 adequately due to the pin of ♗e7.
1. ♗b5. A developing move without power. The pin of ♗d7 is harmless. Directly 1. ... a6 (forces to move the bishop) or 1. ... cxd4 are good reactions.
1. dxc5. Black captures the centre pawn on e5.
- 8) 1. ... ♖xf1+ (1. ... ♖c2+ 2. ♗e3+) 2. ♗xf1 ♗xc1+ (double check and elimination of the defence: capturing+material)
- 9) 1. ♖g2+ (1. ♖xh6? ♖b7+ 2. ♗f8 ♗xh6) 1. ... ♗h5 2. ♖h2+ ♗g5 3. ♖g2+ (perpetual check).
- 10) 1. ♗b7! (the king must keep attacking the pawn) (1. c8♗? ♖c3+ 2. ♗b7 ♖xc8 3. ♗xc8 b5; 1. ♗d7 ♖c3 2. c8♗ ♖xc8 3. ♗xc8 b5) 1. ... ♖c3 2. ♗xb6 ♗b2 3. ♗b7 (draw). Two kings remain. (*Iwanow 1962*)
- 11) 1. ... ♗d3 2. ♗f2 ♖xe2+ (2. ... ♗xe2? 3. ♖e1) (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender). A threefold attack.
- 12) 1. ♖e5 ♗c6 2. ♖be1 (defending against a double attack by pinning)

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- 1) 1. d4 ♗f6 (1. ... ♗g3 2. ♗e3#) 2. ♗e5#. (exploiting vulnerability and threatening mate)
- 2) 1. h5 (trapping)
- 3) 1. ♖d3+ (1. ♗d2? ♗b2) 1. ... ♗c4 (1. ... ♗b4 2. ♗b2) 2. ♖a3 (control a passed pawn)
- 4) 1. ... ♗a6 (trapping)
- 5) 1. dxc5. It is not always a good idea because Black can take back with a developing move. Now it is good because that move fails to the fork 2. b4.
1. ♗e2. A developing move after which 1. ... c4 can follow. Suddenly the knight on a5 is not situated badly any longer (it can go to b3).
1. ♗b5+ gives Black the opportunity to retreat the a5-knight.
- 6) 1. ♖xf7+ ♗xf7 2. ♖xf7+. A gain of material by a threefold attack on f7 and a twofold one on a7.
- 7) 1. ♖d8+ ♗xd8 2. ♗xf7# (mate in two by access)
- 8) 1. ♖h6+ ♗g7 2. f8♗+ ♗xf8 3. ♖h8#. Giving up your passed pawn is not always the first move you look at.
- 9) 1. ♗h5 h6 2. ♗xc5 (double attack with two pieces)
- 10) 1. ♗e3+ (1. ♗b4+? ♖d2) 1. ... ♗c7 2. ♗xc2 (discovered check)

- 11) Picture: Magnus Carlsen
 12) 1. g8♖+ (1. g8♞? ♜xh7#) (defending by stalemate)

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- 1) 1. ♜2xe6 (a pinned piece is not a good defender)
- 2) 1. ♜xc6+ ♙xc6 (1. ... ♞xc6 2. ♞b4#) 2. ♞e7# (mate in two by access)
- 3) 1. ... f5. A good way to get rid of the double f-pawn. After 2. ♙xc6 bxc6 Black gets a double c-pawn but that one doesn't harm at all. There are sufficient defenders around the black king and no attackers.
 1. ... ♞e8. Not bad but why putting the queen in a less active position?
 1. ... ♞xg4. White can activate his knight for free (2. Nxg4) and f6 cannot be protected (2. ... f5 3. exf5 ♙xf5? 4. ♖h6).
- 4) 1. ♙b5+. Black loses material because his pieces are clumsy situated.
- 5) 1. ♞h5 (1. ♙xf6 gxf6) 1. ... h6 2. ♙xf6. Activating the queen and Black has too few defenders.
- 6) 1. ♞e2 ♙e6 (trapping by lifting the pin and depriving the bishop of square c4)
- 7) 1. ♞f1! gxf1 ♞+ 2. ♖xf1 ♙f2 (drawing by stalemate (*Rutz 1981*))
- 8) 1. ♞e8+ ♖h7 2. a8♞ (defending against mate by X-ray protection)
- 9) 1. ♞g8 (exploiting vulnerability due to a bad position of the king)
- 10) 1. ♜xc6 bxc6 2. ♙xc6 (transposing / liquidating) The pawn ending wins easier than the rook ending
- 11) 1. ♙d5 ♖xd5 2. ♖b5 ♖d6 3. c4 ♖c7 4. ♖c5 and the white king conquers a key square.
- 12) 1. ♜fx6 (1. ♜dx6 ♙f5+) Be always aware of the possibilities of the opponent.

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- 1) 1. ... gxh6 (1. ... g6 2. ♙xg6+; 1. ... ♙d5 2. ♙c6+) 2. ♙d7+ ♖f7 (defending against mate)
- 2) 1. ♞g8+ ♖xg8 2. ♖h7# (mate in two by clearing a square and blocking)
- 3) 1. ... ♜xe7 is possible if Black sees that after 2. ♜d8+ ♜e8 can follow.
 1. ... ♖f8 doesn't lose and is better than the previous possibility.
 1. ... ♖h8 allows mate in two by access (2. ♞xh7+).
- 4) 1. ♖c5 (the pin: attacking a pinned piece)
- 5) 1. ... ♞b1 (1. ... ♞xh5? 2. ♜xa1#) 2. h3 ♞xd1+. Exploiting vulnerability due to a weakened back rank.
- 6) 1. dxe5 ♖xe5 2. ♞xd6 (discovered attack makes an X-ray attack possible)
- 7) 1. b3 ♖b1 stalemate (1. ... e4 stalemate) Defending by stalemate (*Nadareishvili 1964*)
- 8) 1. c4+ dxc3 2. ♜xh4 (a pinned piece is not a good defender)
- 9) 1. ... ♜b7 (1. ... ♜e2? 2. ♜xg7+) 2. ♜xg7+ ♜xg7 (attack on a pinned piece)
- 10) 1. ♜c6+ ♖b7 2. ♜xf6 (elimination of the defence: capturing+material)
- 11) 1. ♖e5+ ♖g8 2. ♞xe2 (double check eliminates the protecting rook)
- 12) 1. ... ♞e5+ (1. ... ♞a5+? 2. ♞c3+; 1. ... ♞e7+ 2. ♖e6+) (double attack: queen). Two temptations to avoid.

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- 1) 1. ♖c6+ ♜xa6 2. ♜b8# (mate in two by discovered check)
- 2) 1. c5 ♖f5 2. g4+ hxg4 (2. ... ♖e5 3. gxh5 ♖d5 4. ♖g2 ♖xc5 5. ♖g3 ♖d5 6. ♖g4) 3. ♖g2 ♖e6 4. ♖g3 ♖d5 5. ♖xg4
Thanks to a pawn sacrifice White can destroy the black pawn structure allowing the white king to pick up the pawns.
- 3) 1. ♙d5 (1. ♜c3 ♜c8) 1. ... ♜a1+ 2. ♖b2 (defending against a double attack by counter-attack)
- 4) 1. ... 0-0. Good move, bringing the king into safety.
 1. ... ♙xe5 2. dxe5. Black is a pawn down and has compensation (says opening theory). Exchanging queens then is not wise.
 1. ... ♞e7 (the move played costs a piece after 2. ♞a4+). White missed the double attack. Also in the remaining part of the game Step 2 combinations were missed and allowed by both sides. This can happen, on the other hand it is unwise in these cases to teach children, who drop pieces over and over again, 12 moves of opening theory. That time can be spend better.
- 5) 1. ♙a5 (trapping)
- 6) 1. ♙a5 ♞a6 2. ♙xd8 (double attack: X-ray attack)
- 7) 1. ... ♜xa5 2. ♜xe4 fxe4 (gain of material thanks to an in-between move)
- 8) 1. ♞a1+ ♙f6 2. ♜f1 (the pin: pin to a square)
- 9) 1. ♙xf4 ♞xa7 2. ♜xa7+ (a pinned piece is not a good defender)
- 10) 1. ... ♜e4 (the pin: attacking a pinned piece). Threefold attack.
- 11) 1. ♜c5+ (1. ♜c2+ ♖a7 2. ♜xb2 ♖a6) 1. ... ♖a7 2. ♜a5# (mate in two by a discovered check and chasing)
- 12) 1. ... ♙c8 (trapping)

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- 1) 1. ♜g6+ ♖f8 2. ♞h8# (mate in two thanks to a pinned piece is not a good defender)
- 2) 1. ... ♖c6 A developing move that protects the rook.
 1. ... ♙f5. 2. ♜e1. Not every developing move is good. After 2. ♜e1 a check on e7 follows.
 1. ... ♙e6 attacks the pinned knight once more but allows a winning discovered attack: 2. ♖e7+.
- 3) 1. ... e5 2. dxe6 ♞xd4 or 2. ... ♙xd4. (double attack: pawn, thanks to a pinned piece is not a good defender). Surprising.
- 4) 1. ♞b1 ♞h5 2. ♞b2+ Exploiting vulnerability: a square which is difficult to defend. The black queen must stay on the long diagonal.

- 5) 1. ♖e7+ ♙xe7 2. ♜xd4 (defending against a double attack)
- 6) 1. g4 (trapping)
- 7) 1. ♜c6 ♜xc8 2. ♜xc8+ ♚f7 3. ♜f8# Exploiting vulnerability: a threat which is difficult to parry.
- 8) 1. ... ♙xd5 (1. ... ♜xg2+ 2. ♙xg2) (a pinned piece is not a good defender)
- 9) 1. ♜f2 ♜f5 2. ♜d4 Exploiting vulnerability: a threat which is difficult to parry.
- 10) 1. ... ♜xf2+ (1. ... ♜xd8 2. ♖e7#; 1. ... ♜e6 2. ♜xg5) 2. ♜xf2 ♜xd8 (in-between move to prevent mate; the guard has been lured away)
- 11) 1. ♙d5+ ♜xd5 2. ♜g7# (elimination of the defence: luring away+mate)
- 12) 1. ♙g5+ ♚e8 2. ♜d8# (mate in two by double check and chasing)

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- 1) 1. ... e4+ (1. ... g4+ 2. ♖xg4) (discovered attack)
- 2) 1. ... ♚h7 (1. ... ♜g8 2. ♖g6+ ♚h7 3. ♜b7+ ♜g7 4. ♜xg7#) (getting out of check and avoiding mate)
- 3) 1. ... ♜xb3 2. ♜xb3 ♜xb3 3. ♜c8+ (discovered attack)
- 4) 1. ... d4 chases the knight away from the centre. After 2. ♖a4 ♖g6 is a good move. White must capture on f6 because e4 hangs.
 1. ... ♖g6. A good move if White would be obliged to capture on f6 (no pin anymore and the queen comes into play). But he is not. White plays the in-between move 2. exd5.
 1. ... dxe4. It is not logical to activate ♖c3. Now 2. ♜xd8 ♜fxd8 3. ♙xf6 gxf6 4. ♖xe4 is tempting (Black has a double pawn), but Black gets active pieces. Better is 2. ♖xe4 ♜xd1 3. ♖xf6+ (necessary in-between move) 3. ... gxf6 4. ♜axd1.
- 5) 1. ... ♖c3+ 2. ♙xc3 ♜e3# (elimination of the defence: luring away+mate)
- 6) 1. ... ♜xg2+ 2. ♖xg2 (2. ♚h1 ♜xf1#) 2. ... ♜xf1# (elimination of the defence: capturing+mate)
- 7) 1. ♚d5 ♚e7 2. ♚e5 f4 3. gxf4 The white king is now on a key square, after 3. ♚xf4 ♚f6 he is not.
- 8) 1. ... ♜xh2+ 2. ♚xh2 ♜xd6 Defending against luring away of a defender (luring into a pin)
- 9) 1. ♖f5 (1. ♖g4 ♙g7) 1. ... ♙g7 2. ♖xg7 (the pin: attacking a pinned piece)
- 10) 1. e7+ ♖xe7 2. ♜d8# (cashing in a passed pawn)
- 11) 1. ♜h3 (double attack: queen). Next to capturing on d7, mate on e6 is threatening.
- 12) 1. ♜ee2 (the pin: attacking a pinned piece)

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- 1) 1. ♜g4 ♙xf5 (1. ... ♜xf1+ 2. ♚xf1 g6 3. ♜d4) 2. ♜xd1 (double attack: queen)
- 2) 1. ♜xh5+ f6 2. ♜xh7# (discovered check)
- 3) 1. ... ♜a4 2. ♖xa4 (2. b3 ♜xa3#) 2. ... ♖a2# (elimination of the defence: luring away+mate)
- 4) 1. ♙d3 f6 2. ♙xf5 (trapping)
- 5) 1. ... ♙f3 2. ♜xg5 ♜h1# Exploiting vulnerability: a threat which is difficult to parry.
- 6) 1. f3. No fear for ghosts. ♖utting the knight on d4 into a pin doesn't harm. White has quickly ♙e3 at hand. The move with the pawn loses no time, protects pawn e4 firmly and the Black bishop must move away.
 1. ♖f3. It is unnecessary to put the knight into a pin. The queen remains bound to the protection of the knight.
 1. ♙e2. A waste of the active bishop and after 1. ... ♙xe2 White must recapture with the d-knight. Remove active pieces.
- 7) 1. f4 ♙d6 2. e5 ♙c5+ (defending against a double attack)
- 8) 1. ... ♜b2 2. ♜xb2 (2. ♜f1 ♙xe3+) 2. ... ♙xe3+ 4. ♜xe3 ♜xb2 (chasing away+material)
- 9) 1. ... ♜a3 2. bxa3 bxa3 (defending against trapping). If White captures on a3 then the a-pawn cannot be stopped then.
- 10) Picture
- 11) Picture
- 12) 1. ... ♖f2 2. ♜e2 ♜h3+ (double attack with two pieces)

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- 1) 1. a7+! (1. ♙xd4? stalemate) 1. ... ♙xa7 2. ♙e5# (avoiding stalemate). After 1. ... ♚xa7 White must have sufficient technique. Practice against the computer.
- 2) 1. ... ♜f4 2. ♖xg5 (2. ... ♖d1 ♜xe1) 2. ... ♜xg5 (the pin: attacking a pinned piece)
- 3) 1. b5 (1. bxa5 bxa5 2. ♚b6 ♚c8 3. ♚xa5 ♚b7=) Only a rook's pawn may remain.
- 4) 1. ... ♖xe4 2. ♖d5 (the discovered check is not dangerous, i.e.) 2. ... ♖xf2+ 3. ♖xe7 ♖xd1 4. ♖xc8
- 5) 1. ♜e5 (1. b4 ♜g5+) 1. ... ♜a7 2. ♜xa5 or 2. ♜xa5 (double attack: X-ray attack)
- 6) 1. ... ♖xd5 (1. ... ♜xd5+? 2. ♜xd5 ♖xd5 3. ♜e8+) (twofold attack, choose the correct capture)
- 7) 1. ♜c4 fxe4 (1. ... ♜xc4 2. ♜xc4) 2. ♙e6+ (defending against a pin)
- 8) 1. c4. In this way White gets rid of his weak pawn. After en passant capturing White must take with the bishop: 2. bxc3 e5.
 1. c3 e5 and the bishop must abandon c3.
 1. ♜c1. No solution: 1. ... ♙h6.
- 9) 1. ♜g7 (1. ♜h5+ ♚g6) 1. ... ♜xg7 (drawing by stalemate) (*Kuzmichev 1995*)
- 10) 1. f4 (1. ♜xe5+? ♚xe5+) 1. ... ♖d5 2. fxe5 (chasing away+material)
- 11) 1. ... ♜e7 (double attack with two pieces)
- 12) 1. ... ♖b8 (1. ... ♜xd8 2. ♜xg6; 1. ... ♖xd8 2. ♜c8#) (getting out of check and not capturing without thinking)

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1. ♖f3 ♜xe2 2. ♖xe2 (trapping)
1. ♖c8+ ♖g7 2. ♜g1 saves the rook and protects g2.
1. ♙c2 (1. ♙h5? ♜b2+ 2. ♖g1 ♖xh5) Exploiting vulnerability: a threat which is difficult to parry.
1. ... ♖g5 (1. ... ♖e5 2. ♖b4 ♖f6 3. ♖xa4 ♖g5 4. ♖b5 ♖xg4 5. a4 ♖xf5) (defending against a passed pawn)
1. ... ♗e7. This modest retreat is necessary.
 1. ... ♗d4? 2. ♗xd4 loses material.
 1. ... ♙xf3 2. ♙xf3. Now the knight is pinned.
1. ... ♙f3 2. ♜xf3 ♖xf3 threatens mate.
1. ... ♖f3 2. ♜xg5 (2. g3 ♜xd5) 2. ... ♖d1# (double attack thanks to a pinned piece is not a good defender)
1. ♖a4 ♖xf5 2. ♖xc6 (double attack: queen)
1. ♖d5+ ♖xd5 (1. ... ♖xf5 2. ♖xh1) 2. c4# (mate in two by luring) (*Lazard 1946*)
1. ♖d6! ♜b8 (2. ♖e7 was the threat) 2. ♖c7 (*Berger 1890*)
1. ... ♜e3 Pawn h3 cannot be protected.
1. ♜xg6+ hxg6 2. h7# (mate in two)

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1. ♖b4+ c5 2. ♖xb7 (double attack: queen, thanks to a pinned piece is not a good defender)
1. ♖d2. Of course White avoids exchanging queens with the black king still in the middle. Now Black wins some time with 1. ... c5 (1. ... ♖c6 2. ♖b4 is right away wrong) 2. ♙xc5 ♖c6 but after 3. ♖e3 White has all the time to involve his rooks with ♜d2 and ♜fd1.
 1. ♖xe4. White is a pawn down and exchanging is the appropriate way then.
 1. ♜fe1 see previous comment.
1. ♜xb5 ♖xb5 2. ♖xb5 (elimination of the defence: luring away+mate)
1. ♗c4 ♜xc4+ 2. ♖d2 (defending against a passed pawn)
1. ... ♖a8 2. ♜d5 (2. e4 ♖f4+) 2. ... ♖xd5 (defending against mate by pin)
1. ... ♖d3 2. ♜g1 b1♖ (2. ... h3) (cashing in a passed pawn)
1. ♙g2 ♖g7 2. ♜xd6 (defending against a pin, the front piece cannot be taken)
1. gxh5 ♗xh5 2. ♖xg6 (2. ♙xf7+) (pin and a pinned piece is not a good defender)
1. ... ♙c8 (trapping)
1. ♙d3 (1. g3? ♜c5) 1. ... ♗xd3 2. ♜xf5 (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender)
1. ♜g7+ ♖f8 (1. ... ♖h8 2. ♗f7#) 2. ♜g8# (double check and chasing)
1. ♙e4 (1. ♙xg6+? ♗xg6) 1. ... ♖a5 (1. ... ♗e6 2. ♖g4; 1. ... g5 2. ♖f3) 2. ♙xc6 (discovered attack)

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1. ♙f5 (trapping)
1. ♜xh5+ ♖xh5 2. g8♗# (mate in two by luring away and a pinned piece is not a good defender)
1. ... b5 2. ♙e6 bxa4 3. ♖xa4 ♖xe6 (double attack: pawn, thanks to a pinned piece is not a good defender)
1. ♜xd5 ♜xd5 2. ♖b3 (2. e4 ♜c5 (2. ... ♖b6+; 2. ... ♖e5) 3. ♜c1 ♜fc8) 2. ... ♜fd8 3. e4 Should be in Step 4. A mistake.
1. ... ♜d2 (chasing away+material)
1. ♜b8 (1. ♖b8 g6) (defending against a double attack)
1. ♖d4 ♙e6 and now 'everything' wins: 2. ♜xe6, 2. ♗f5 and 2. ♖f6) Exploiting vulnerability: a bad position of the king.
1. ... ♙xe3. Giving up the queen is the best possibility. Black gets rook, bishop and pawn. Other moves do cost more material.
 1. ... ♖a5 2. ♜b5 or more difficult 2. ♗b3 ♖xc3+ 3. ♙d2.
 1. ... ♖c7 2. ♙xc5
1. ♙g5 ♖xf3 2. ♙xe7+ (the pin: attacking a pinned piece and in-between move)
1. c7+ (1. ♖b7? ♖c7+) 1. ... ♖xc7 (1. ... ♖xc7) 2. ♙b6 ♖xb6 stalemate
1. ♙d8 (threatening mate by line clearing)
1. ... f2 2. ♖h8+ ♜g8+ (preparing a discovered check)

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1. ♖g2 ♗g5 2. e4 dxe4 3. ♙xg5 (discovered attack)
1. ♙xh7 ♜xh7 (1. ... ♖xf3 2. ♙g8+ ♜h7 3. ♖xh7#) 2. ♖xf6+ (elimination of the defence: luring away+mate)
1. ... ♖d1+ 2. ♖a2 b3+ 3. cxb3 axb3# (defending against mate by counter-attack)
1. ♜d1 ♜f7 2. ♗xf7 Exploiting vulnerability: a threat which is difficult to parry)
1. ... ♜xd5 2. bxa6 ♙xa6 Capturing first on c1 brings nothing: 1. ... ♜xc1 2. ♗xf6+ gxf6 3. ♜xc1
1. ♖h2 ♖xg1+ 2. ♖g3 (defending against mate by moving away)
1. ♙b6 (trapping)
1. ♖h8+ ♙xh8 2. ♜xh8+ ♖g7 3. ♜xd8 (double attack: X-ray check)
- 9) Is the queen in enemy territory in danger or performs it a good job?
 1. ♖e7. The queen can become more active without danger. Black cannot protect f7 a third time.
 1. ♜ad1. Healthy developing move, nothing wrong with that. Only, there was a better one.
 1. ♖a3. No reason to retreat the queen.
1. a8♙ b2 2. ♙e4 (avoiding stalemate)

- 11) 1. ... ♖xg1+ 2. ♜xg1 ♜e1+ (elimination of the defence: capturing+mate)
- 12) 1. ... ♖e6 2. ♖c1 ♖xe2 (gain of material thanks to a in-between move) The queen cannot protect ♕e2 any longer.

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- 1) 1. ♜e8 (1. ♘xg6+? hxg6 2. ♜e8+ ♖xe8 3. ♖xe8+ ♗h7) (double attack: rook)
- 2) 1. ♗b6 ♜a7 2. ♜c4+ (avoiding stalemate) (*Vlasak 1971*)
- 3) Picture
- 4) 1. ... ♖xf1+ 2. ♗xf1 ♜xf5+ Exploiting vulnerability. The bad position of the king forces White to give up the queen to prevent mate.
- 5) 1. ♜c1 (1. ♜a6? ♜b7) 1. ... ♜c7 2. ♜a1 ♜c2 3. ♘c1 (3. ♗f1) (defending against a passed pawn)
- 6) 1. ... ♜e7 (chasing away+material with 1 piece)
- 7) 1. ♖a6+ ♗xa6 2. ♜a8# (mate in two by access or luring away)
- 8) 1. ♘a3 (defending against mate)
- 9) White is winning and all moves are good enough to retain the advantage or expand it.
 1. g5 fxg5 2. ♖e5. Opening the long diagonal directly is the fastest. It doesn't make any difference that White cannot take back on g5. The queen must be activated. (*Chernin-Santacruz, Mendoza 1985*)
 1. h4. White doesn't need to prepare for g5 and h5 is not the best plan because Black plays g5 and keeps the position closed.
 1. ♕d5. Not a bad move but after 1. ... g5 White has to do some work: move away the queen and prepare f4.
- 10) 1. ... ♜f7 2. ♜xd8 ♖xd8+ (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender)
- 11) 1. ... ♘e3 2. ♖d3 ♜xd3 3. cxd3 ♖d6 (double attack with two pieces; X-ray protection)
- 12) 1. ♗d6 (1. c5? ♗c4 2. ♗d6 ♗b5) 1. ... ♕e8 2. c5 ♗c4 3. c6 White must prevent that the black king helps defending.

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- 1) 1. ♜f4 (trapping)
- 2) 1. ♜a4 ♕xc3 2. ♖d6+ (in-between move)
- 3) 1. ... d3+ (1. ... dxc3+ 2. ♕f2 cxb2 3. ♘c3 ♕a5 4. ♗b1) 2. ♗f1 d2 (discovered check). Two possibilities, always compare. Not an immediate capture.
- 4) 1. ♘f8 ♖e5 (1. ... ♖xf8 2. ♜a8+) 2. ♜a8+ The move with the knight protects g6 and threatens mate. Wonderful.
- 5) 1. ... b6. A good developing move. It is useful if c5 is well protected in case the c-file will be opened. Furthermore the move of the pawn makes room for the bishop. On the long diagonal it will be more active.
 1. ... a6. Not really necessary. Finishing the development is wiser.
 1. ... dxc4. Unhappy choice because of 2. ♕xh7+.
- 6) 1. ♗a8! (1. ♗a6? ♗c6 2. ♗a7 (2. ♗a5 ♗c5 3. ♗a6 ♗d4 4. ♗b6 ♗e3 0-1) 2. ... ♗d5 3. ♗b7 ♗e4 4. ♗c6 ♗e3 0-1) 1... ♗c6 2. ♗b8 ♗d5 3. ♗c7 ♗e4 4. ♗d6 ♗e3 5. ♗e5 ½-½
- 7) 1. ... ♜c6 2. ♖d2 ♜xc5 (chasing away+material with one piece)
- 8) 1. ... ♘e4 2. ♘e4 ♕xa1 (discovered attack and pin). Also good is 1. ... ♘d5 but only if you foresee that after 2. ♘d5 ♕xa1 3. ♕f4 ♖a5 + must be played (no step 3!). Then an exchange sacrifice is required after 4. ♗f2.
- 9) 1. ... ♘f6 (1. ... ♜xd2 2. ♖e8+ ♗h7 3. ♖g6+). Starting with preventing perpetual check, the bishop will not run.
- 10) 1. ♖g6 ♜f8 2. ♖xh5 ♗h8 3. ♕xf7 ♗h7 4. ♕xh6 gxh6 5. ♖g6+ (double attack: queen, thanks to a pinned piece is not a good defender)
- 11) 1. ♜e2 ♖f6 2. ♜e8+ Exploiting vulnerability, threatening mate.
- 12) 1. ♘h4 ♕xg5 2. ♕xg4 (discovered attack and trapping)

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- 1) 1. ♘g5 ♖xe2 2. ♘xf7# (discovered attack and in-between move)
- 2) 1. c4 (1. h5? ♕e6 2. h6 ♕f5) 1. ... b5 2. h5 (2. ♗b2) (cashing in a passed pawn)
- 3) 1. 0-0. Finishing the development. The best move.
 1. ♕d6. Preventing castling is a fine idea. It is a pity that White has no more active pieces nearby. Black can just play 1. ... ♕f8 play and after exchanging the king will go to g7. Also 1. ... dxc4 is possible. White cannot take back directly (2. ♕xc4 ♘b6).
 1. ♘e5. Too early, Black exchanges. Finishing the development first is a better plan.
- 4) 1. ... ♖b4 (trapping)
- 5) 1. ... ♖g8 2. ♜xg8+ ♗xg8 (defending against a passed pawn)
- 6) 1. ♗h5 ♗g8 2. ♗g4 ♗h7 3. ♗xg3 ♗xh6 4. ♗h4 (4. ♗g4 ♗g6 5. g3) 4. ... ♗g6 5. g4 A simple technique: winning a tempo and only then go for the g-pawn.
- 7) 1. ... ♘c3 (in-between move)
- 8) 1. ... ♕xb3 2. ♖xb3 ♖xe5 (pinned piece is not a good defender) (*Robatsch-Bely, Palanka 1956*)
- 9) 1. ... ♜xd4 2. ♖xb8 ♜xd1+ 3. ♗c2 ♜xb8 4. ♗xd1 (elimination of the defence: capturing+material and in-between move)
- 10) 1. ... b6 2. a4 ♜d7# (mate in two, first take away a flight square)
- 11) 1. ♖a2+ (1. ♖xc6? ♜e1+ 2. ♗h2 ♖h4#; 1. ♕c5+ ♗b8) 1. ... ♗b6 2. ♖a5# (2. ♕c7+ wins the queen but is not direct mate. 2. ... ♗b5)
- 12) 1. ... ♖f4 2. ♖a3 ♜e1# Exploiting vulnerability: a threat which is difficult to parry.

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1. b4+ cxb3 2. ♖d3# (mate in two)
1. ... g6 2. ♜xe5 gxf5 (trapping)
1. ♜f6+ ♘e5 2. ♜xf3 (2. ♜xa6 f2)
1. ... ♙f2+ 2. ♘f1 ♜a7 (defending against mate with X-ray protection)
1. ♜e3+ ♘f8 2. ♜f3+ (2. ♜g5 ♜e8) (perpetual check)
1. ♜g4 ♖xg4 (1. ... b2 2. ♜g1) 2. ♜f5# (elimination of the defence: luring away+mate)
1. axb4 is possible because of the double attack on the next move.
 1. ♜d1 forces 1. ... ♙xc3+ but after 2. bxc3 b5 pawn c4 is firmly protected.
 1. ♜a2 with the idea after 1. ... ♙xc3+ 2. bxc3 b5 to play 3. a4. Clever but Black plays 3. ... ♜d5.
1. ♖b6 ♜xc3 2. ♖xc8+ (discovered attack and in-between move)
1. ♙c5 (1. ♙c7 gains a piece, but White is a piece down) 1. ... ♜e6 2. Qc1 (the pin: attacking a pinned piece)
1. ... ♜g1+ 2. ♘xg1 ♜xf1# (2. ... ♜g2+) (luring and double check)
1. ... e5 2. ♙xb8 ♙xf4 (discovered attack and a pinned piece is not a good defender)
1. ♖h4 ♙xe2 2. ♖xg6# Exploiting vulnerability: a bad position of the king and a threat which is difficult to parry (*Novag-Vivek, Rao 1988*)

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1. ... ♙a4 (trapping thanks to a pinned piece is not a good defender)
1. ♘f1 (1. b6 f2+ 2. ♘f1 ♘f3) 1. ... f2 2. ♘e2 First prevent counter-play.
1. ... ♜xf2+ 2. ♘xf2 ♜e4# (discovered check)
1. ... ♖c5. Moving away with the knight is OK, to f6 is possible too. Other moves fail.
 1. ... ♖xf2 would be nice if White takes the knight immediately (♖b3 hangs) but 2. ♙e3 spoils the fun.
 1. ... ♙g5 2. ♜xe4 Just costs a piece.
1. ... ♙h2 2. ♘e1 ♜d1# Exploiting vulnerability: a bad position of the king.
1. ♜xc6 ♜xc6 2. ♙d3# (elimination of the defence: capturing+mate)
1. ... ♙a5+! 2. ♘xa5 ♘xa7 3. c8 ♜! (3. c8 ♜?) (avoiding stalemate)
1. ♙g5 (discovered attack and trapping)
1. ... ♜xd3+ 2. ♘xd3 ♙f5# (mate in two by access)
1. ♙xh4 ♘xh4 2. ♘f4 ♘h5 3. ♘f5 (3. g3 ♘g6 4. ♘g4) (transposing / liquidating)
1. ♖c8 (defending against trapping)
1. ♖f6+ ♙xf6 2. ♜xd5 (double attack: knight, thanks to a pinned piece is not a good defender)

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1. ♜xf7+ ♙xf7 2. ♙xf7# (mate in two by X-ray protection)
1. ♖d6+ ♘d8 2. ♙a5# ('in-between move' and mate in two). Taking back on e3 is no longer necessary.
1. ♖a8 (1. ♖e6 ♜xg2) 1. ... ♜xh5 2. ♜xb6+ (the pin: attacking a pinned piece)
1. ... ♜xe5 2. ♖e2 An in-between move refutes the capture on e5.
1. ... ♜xd4 2. ♜xb7 (2. ♜xd4 ♜xf3) 2. ... ♜xd1+ (elimination of the defence: capturing+material and in-between move)
- Taking into account the possibilities of the opponent!
 1. ... g5 makes space for the king and wins the f-pawn.
 1. ... ♜e6? 2. ♜f8#
 1. ... ♜xf4 2. ♜f8+ ♘e6 3. ♜xf4 costs a rook
1. ♙e6+ ♘c7 2. ♙xf5 (double attack: bishop, thanks to X-ray protection)
1. ♖g3 (1. ♖e3? ♜xe4+; 1. ♜e2 ♜xc2 2. ♜xc2 ♜e1; 1. ♜e8 ♜xc2 2. ♜xf8) 1. ... ♜xe4 2. ♖xf5 (defending against a pin by protecting)
1. ... ♜xh4+ 2. g4 ♖e2# (discovered check by access)
1. ... ♘f6 (otherwise White captures with check on e8) 2. ♜xe8 (2. g3 ♜f1+ and 3. ♜g1+) 2. ... ♜f1# (getting out of check and at the same time keeping all threats in the position)
1. ... ♜g6 (trapping)
1. ... c6 (1. ... ♙f4+? 2. ♖d5 c6+ 3. ♘xc5) 2. ♖d6 ♖d4 (defending against a passed pawn)

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1. ♜g6 ♜d5 2. ♜xh6# Exploiting vulnerability: a threat which is difficult to parry.
1. ... ♙a5 2. ♜xc8 ♙xc3+ (discovered attack and in-between move)
1. ... ♖d7 2. ♙c7 ♖xb4 (a pinned piece is not a good defender)
1. ... ♘e2 (1. ... ♖d4 2. ♘g5 ♘e5 3. ♘xh5) 2. ♘g5 ♘f2 3. ♘xh5 ♘xg3 Choosing the correct route.
1. ... ♜e7. White threatens to capture the defender of b7. The move with the rook makes that threat harmless.
 1. ... ♜f7. The idea is good, the move isn't: 2. ♙h5 wins.
 1. ... ♘b8 now b7 is being attacked after 2. ♙xc8.
1. ♖e6 ♙g7 2. ♜xg7 ♙xe6 3. ♜g8# (cashing in a passed pawn with a discovered attack)
1. ♖d8 ♙xd8 stalemate (defending by stalemate)
1. ♖f6+ ♘g7 2. ♖h5# (mate in two)
1. g4+ fxg4+ 2. ♘g3+ (defending against mate)

- 10) 1. f7+ ♖xd7 2. f8♙+ ♖c8 3. ♙f5+ ♖b8 4. ♙b5+ (cashing in a passed pawn)
 11) 1. ... dxc4 2. ♗xc4 (2. ♗xc4 ♙xd3 (2. ... ♗xd3? 3. ♗ed1)) 2. ... ♙xd2 (double attack: X-ray attack)
 12) 1. ... ♙h3 (1. ... ♙xf4 2. ♙xh5+ ♖g8 3. ♙xg6) (elimination of the defence: luring away+mate)

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- 1) 1. e6 1. ... fxe6 (1. ... ♗f6 2. exf7#) 2. ♙h5+ g6 3. ♙xg6#
 1. b4 is certainly a good move to narrow down the bishop on a6 after 1. ... c6 2. ♙b3 and 3. a4. Only the previous possibility is much better.
 1. ♗c3. Good choice if there was not a better one.
 2) 1. ... g5 (discovered attack and trapping)
 3) 1. ... ♙h4 (threatens mate)
 4) 1. ... ♗e6 2. ♙h4 ♗xd7 (2. ... ♙xd7? 3. ♙h6) (double attack: rook and after that taking a threat into account)
 5) 1. ... ♗f1+ 2. ♖xf1 ♙f3# (double check and luring)
 6) 1. ♗f3 d5 2. ♙xe7 Exploiting vulnerability: a threat which is difficult to parry.
 7) 1. ♗e3 ♗xe3 2. hxg4 (gain of material thanks to an in-between move)
 8) Picture: Anne Haast, 4 times Dutch woman champion 2014-2017.
 9) 1. ♗h8 ♖e8 2. ♗xg8+ Exploiting vulnerability: material supremacy.
 10) 1. ♗a1 ♙xa7 2. ♗xa7 (X-ray protection and pin)
 11) 1. b6! axb6 (1. ... ♗f5+ 2. ♖xc4 axb6 3. ♖b5) stalemate (defending by stalemate) (*Grin 2000*)
 12) 1. ♗e2 (1. ♖b3 h6; 1. ♖c3 ♗c1+) 1. ... ♗xe2+ 2. ♖c3 h5 3. ♗xf1 (getting out of check and creating a second threat)

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- 1) 1. ♙xe4 (in-between move)
 2) 1. ... ♗e2 (1. ... f6? 2. ♙h8+ ♙g8 3. ♗e8+) (defending against mate, making an escape square by interposing)
 3) 1. ... 0-0 2. exf7+ ♗xf7. Capturing on e6 loses a piece (see possibility 3). Bringing the king into safety is more important than keeping the bishop on the board.
 1. ... ♗f6 2. exf7+ ♖xf7 3. ♙c4+ and the king is more unsafe and hinders the rook.
 1. ... fxe6 2. ♙b5+ (double attack: queen)
 4) 1. ♗e3 (trapping)
 5) 1. ♗b2 ♖b3 2. a4 The knight must protect the pawn outside the square of the pawn.
 6) 1. ... ♙g3 2. ♗c3 The only way to prevent ♗e1+.
 7) 1. g5+ ♗xg5 2. ♙h8# (mate in two)
 8) 1. ♙f3 (1. ♖h2 ♙f2+ 2. ♖xh3 g4#) (getting out of check) Giving material is better than being mated.
 9) 1. ♗g2 (discovered attack and trapping)
 10) 1. ... ♗h8+ 2. ♖g4 ♗f6 (defending against a passed pawn)
 11) 1. ♗f6 ♗xf6 (1. ... ♗xe3 2. ♙g7#) 2. ♗xe7 (discovered attack and elimination of the defence: chasing away+mate)
 12) 1. ♗f5 ♗f4+ (1. ... ♗g5 2. ♙xg7#) 2. ♗xf4 Exploiting vulnerability: a bad position of the king.

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- 1) 1. ... ♗f1+ (chasing away+material thanks to X-ray protection)
 2) 1. ♙c1 (1. ♗f1? ♗f8) 1. ... ♙e6 2. ♗xe8 (double attack with two pieces)
 3) 1. ... ♗f4 2. ♙xd5 ♗xe3+ 3. ♖f1 ♗xd5 (discovered attack and in-between move)
 4) 1. ♗xg6 ♗xg6 (1. ... hxg6 2. ♙h8+) 2. ♙xe7 (a pinned piece is not a good defender)
 5) This position is in the wrong Step. Nevertheless, here is the answer.
 A check on a1 is a move that feels illogical. Keeping the possibilities in the position is appropriate here. The check can wait. You must choose a move that feels good without the necessity that you can calculate everything.
 1. ... ♗g6. Played with the correct assumption that the black knight is better than the white one. The knight can become active via h4. Luckily, that after 2. ♗e4 Black has a forced win with 1. ... ♗a1+ 3. ♖d2 ♗d8+ 4. ♖e2 ♗f4+.
 1. ... cxd6. It is against the rules to allow the white rook on the seventh rank but after 2. ♗xe7 ♗xf3 White cannot play
 3. ♗xd6 ♗xf2 not. So White must play 3. ♖b1 first and after 3. ... ♗xf2 Black has good chances.
 1. ... ♗a1+ 2. ♖d2 ♗xd1+ 3. ♖xd1 ♗d5 4. ♗e4. This possibility is the least of the three. Some advantage remains.
 6) 1. ♗c7+ ♖b8 2. ♗xb5+ ♖a8 3. ♗xa3 (chasing and discovered check)
 7) 1. ... a6 2. ♗a4 b5 Black remains a piece up (defending against a pin)
 8) 1. ♗xf5 g6 2. ♙h4 gxf5, in short: ♗xf5 was not clever.
 9) 1. ♗d6 ♗xb7 2. axb7 (creating a passed pawn)
 10) 1. ♗xf7 ♙xe6 2. ♗xg7+ ♖xg7 3. ♗xe6 (elimination of the defence: luring away+material thanks to an in-between move)
 11) 1. ♗f5 ♙e5 (1. ... gxf5 2. ♙g5+) 2. ♗xd6 Discovered attack, knight fork, access and others (*Carls-Denes, Munich 1936*)
 12) 1. ♗xe4 ♗xe4 2. ♙xe4 (a pinned piece is not a good defender)

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- 1) 1. ♗a4 ♙c7 (1. ... ♗xf2+ 2. ♖xf2) 2. ♗xc5 (discovered attack and chasing away+material)
 2) 1. ... b3 2. axb3 ♗xa4 (discovered attack and trapping)
 3) 1. ♗b8 ♖h5 2. ♗h7# Exploiting vulnerability: bad position of the pieces and zugzwang.
 4) 1. ♙g6 hxg6 2. ♗h3# (mate in two by access)

- 5) 1. ... ♖a8 2. e5 ♗xf3+ 3. ♕xf3 ♖xe8 (in-between move, desperado)
- 6) 1. ♕g3 (1. ♕h1 ♕f4) (getting out of check)
- 7) 1. ♖f7+ (1. ♖g8+? ♕xg8) 1. ... ♕g8 2. ♕h6# (chasing and double check)
- 8) 1. f4 ♕f6 2. f5 Keeping the enemy king out of the square of the pawn.
- 9) 1. ♕f1 White must get out of the pin. This can be done in more ways but this move is the smartest.
 1. d7 The pawn seems unstoppable, seems because 1. ♖d6 turns the tables.
 1. axb5 ♖xd6 is painful.
- 10) 1. ... ♖e6 (1. ... d6 2. ♗g8+ ♖f8) Defending by returning material.
- 11) 1. ♕d3 (1. g3? ♕d6) 1. ... ♕c5 2. g3 Tempo play. No pawn moves if not necessary. (*De La Bourdonnais 1838*)
- 12) 1. ♗xf5+ ♗xf5 stalemate (defending by stalemate)

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- 1) 1. ... ♕d5+ (1. ... ♗xe6+ 2. ♖xe6 ♕d5+ 3. ♕c4) 2. ♕c4 ♕xe6 (double attack: bishop, thanks to X-ray protection)
- 2) 1. ♖d4+ ♗g4 (1. ... ♕g5 2. ♕e4+) 2. ♕f3# (*Gjarmati 1984*)
- 3) 1. ♕c4 (discovered attack and trapping)
- 4) 1. ♕g5 (in-between move) and then 2. ♕xh2.
- 5) 1. ... ♗xe2 2. ♕dxe2 (2. ♖xe2 ♖xd4; 2. ♕gxe2 ♕xe5+) Right capture to prevent loss of material .
- 6) 1. ♕xf7+ ♕xf7 (1. ... ♕h7 2. ♖g7#) 2. ♖g7# (discovered check)
- 7) 1. ... ♕bd5. Defending by interposing. The knight threatens to capture the attacking bishop and after 2. ♕d2 Black can castle. safely
 1. ... ♕f8. Defending by protecting puts the bishop in the way. White develops with 1. ♖ad1 and castling by black is not even possible.
 1. ... ♕c8 seems to win a tempo by the attack on b2. Now the knight stands passive on c8 and White can play 2. ♕d2 (2. ♖xb2 3. ♕c4).
- 8) 1. ♗d8+ ♕b6 2. ♗d2# (mate in two)
- 9) 1. ♕b5 (double attack with two pieces)
- 10) 1. ♕xe5 ♕xe5 2. ♖xe5 (elimination of the defence: luring away+mate)
- 11) 1. ♖xf8+ ♕xf8 2. d7+ (cashing in a passed pawn)
- 12) 1. ♖xf1 (1. ♕xf1? g3 and White loses) 1. ... ♕xg2 2. ♖f8 and with the king nearby the win is simple.

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- 1) 1. ♖a4 (trapping)
- 2) 1. ♕xf6 ♗xe2 (1. ... ♕xf6 2. ♗xe6; 1. ... ♗xf6 2. ♕xf6 ♕xf6 3. ♗e6) 2. ♕g8# (discovered attack and in-between move)
- 3) 1. ♖e4 (double attack: X-ray attack)
- 4) 1. ... ♗a5 2. ♕a2 unpins the a-pawn and traps the bishop.
- 5) Picture
- 6) 1. ♗xf8+ ♖xf8 2. ♕h6# (mate in two by clearing a square)
- 7) 1. ... ♕b4+ (1. ... ♕xc6? 2. ♖xd6) 2. ♕f2 ♕xc6 (2. ... bxc6) (gain of material thanks to a in-between move)
- 8) 1. ... ♖xb3+ (1. ... h3? 2. c7+ ♕d7 3. ♕b7 ; ♕c8? Be6+) 2. axb3 ♕c8 (defending against a passed pawn)
- 9) 1. ... ♕f7. The square from which the bishop can become the quickest (a bit) active.
 1. ... ♕e8. Less future than from f7.
 1. ... ♕h7. Too passive.
- 10) 1. ♕e8+ ♕xc6 2. ♗f6# (discovered check)
- 11) 1. ♕xc6 ♗xd1 2. ♕e7+ ♕h8 3. ♖xd1 (elimination of the defence: capturing+material thanks to a in-between move)
- 12) 1. ... f5 2. ♕xf5+ ♕e7 (getting out of check and preventing loss of material)

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- 1) 1. ♕g3 (1. ♗xe4 ♕h3+; 1. ♗c3+ ♖f6) (defending against mate)
- 2) 1. ... ♖g1+ 2. ♕f2 ♖xc1 (X-ray check and X-ray protection)
- 3) 1. ... ♗xc3+ 2. ♕xc3 ♕xc3+ 3. ♗d2 ♕xd2+ (gain of material thanks to X-ray protection and bad position king)
- 4) 1. ♗d1 (discovered attack and trapping)
- 5) 1. ♖xe6 ♗xe6 2. ♗xd8+ (elimination of the defence: capturing+mate)
- 6) 1. ♕d4 ♖d8 2. ♖c4 (defending against a double threat)
- 7) 1. ... ♖g2+ 2. ♕xg2 ♕e4# (luring and double check)
- 8) All attention goes to the attack on the bishop. It is three times attacked and protected only once. Moving away seems the only possibility. If we look for vulnerability then the weakness of Black's back rank strikes.
 1. ♖f1. This move is indicated so a good reason for a closer look. It turns out that Black has only one move: 1. ... ♕g8. Now 2. ♗d5+ is logical and forces 2. ... ♕h8. In a game you can execute the move with the rook. The white pieces are so much better. Even that good that there are many good continuations. If this position is on the board they are easy to find: ♗e5, ♖f7, ♗g5 are the strongest.
 1. ♕h3. White keeps the more active position but with 1. ♗e8 Black can make the back rank less vulnerable.
 1. ♕a4. Black can now capture on b4. Scary but 2. ♖d8 is harmless because 2. ... ♗c5+ and 3. ... ♖c8.
- 9) 1. ♖d7+ ♕e8 2. ♖d5+ ♕e7 3. ♖d7+ (perpetual check thanks to a discovered check and interposing)
- 10) 1. ♕xh7+ ♕h8 2. ♕e4+ ♗xh1+ 3. ♕xh1 (chasing and discovered check)

- 11) 1. ♖b5 ♗a5 2. ♗xc6 (double attack: bishop, and a pinned piece is not a good defender)
- 12) 1. ... ♗b5+ 2. ♘g1 ♗a6 (defending against a passed pawn)

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- 1) 1. ... ♗xh3 2. gxh3 g2# (mate by access)
- 2) 1. ... dxc4+ 2. ♗xc4 ♘xc4 (elimination of the defence by capturing and a pinned piece is not a good defender)
- 3) 1. g3 (discovered attack and trapping)
- 4) 1. ... ♗xc5 2. ♗g5 (lifting the pin by counter-attack)
- 5) 1. ♖c1 (1. ♗f3? h1♗) 1. ... ♘xh1 2. ♘f2# (mate in two)
- 6) 1. ... ♘b4. The best move. There is no adequate defence against a check on c2 and d3.
1. ... ♗a3. Developing a piece to an active square is a good move, but not the best. White fights on with 2. ♖d1.
1. ... ♗b4. Active but White can chase the bishop back with 2. a3. Due to the possibility of ♘b4 the move of the pawn is useful.
- 7) 1. ♗c5 ♖a8 2. ♗xd5 (double attack: queen)
- 8) 1. ♗g1 (1. ♘h2 ♗e5+) 1. ... ♖f1? 2. ♖d8+ ♘h7 3. ♖xg7# (getting out of check and preventing a real threat).
- 9) 1. ♘d3 (1. h4 c4 2. h5 c3+ 3. ♘e2 c2 4. h6 c1♗) 1. ... ♘b3 2. ♘d2 ♘b2 3. ♘d3 active defence by threat (conquering the pawn and coming in front of the pawn)
- 10) 1. ♗h1+ (1. ♗a8+? ♖b8) 1. ... ♘g7 2. ♗xb7 (double attack: queen)
- 11) 1. ♖xf4 (1. ♘e2 ♖c2+) 1. ... ♗xd3 (1. ... ♘c5 2. ♖f8) 2. ♖xd4+ (defending)
- 12) 1. ... ♘e5 2. ♗xe5 ♗xe5 (discovered attack and trapping)

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- 1) 1. ♖g4 ♗xb2 (1. ... ♗d7 2. ♗c5+ ♘g8 3. ♖xg7+) 2. ♗c5+ (elimination of the defence: chasing away+mate)
- 2) 1. ♘b5 ♗xb5 (1. ... ♗d8 2. ♗xc6; 1. ... ♗c8 2. ♘d6+) 2. ♗xa8 (chasing away+material and a pinned piece is not a good defender)
- 3) 1. ♖d8+ ♖xd8 (1. ... ♘h7 2. ♗xc3 ♖xc3 3. ♖xa8) 2. ♗xc3 (elimination of the defence: luring away+material)
- 4) 1. ♗d4. Only active square left for the bishop. Black must do something against the threat 2. f4 (i.e. 1. ... ♗f6).
1. ♗xb4 opens the long diagonal so that a discovered attack is possible: 1. ... ♘f3+
1. ♗xe5. A first Step move, capture whatever you can capture without losing points. That phase lies in the past. A waste of the good bishop.
- 5) 1. ♖xe5+ fxe5 2. ♗e7# (double attack: rook and a pinned piece is not a good defender)
- 6) 1. fxe5 f5 2. ♖xf5 ♘xf5 (elimination of the defence: chasing away and luring away+ mate)
- 7) 1. ♖c2 ♖xc2 2. ♗xc2+ (elimination of the defence: capturing+material and in-between move)
- 8) 1. ... ♗xd4+ 2. ♗xd4 ♗xd4# (mate in two thanks to X-ray protection)
- 9) 1. ♘f5 exf5 (1. ... ♗a3 2. ♗c1 ♗a7 3. ♘e7+) 2. ♗xc5 (discovered attack and elimination of the defence)
- 10) 1. ... ♗f8 (1. ... e4? 2. ♘xe4) (double attack: X-ray attack)
- 11) 1. ♗f4 ♗xd3 2. ♗xh6+ (chasing away+material and in-between move)
- 12) 1. ... ♘c6 2. ♗a8 ♗e5# (double attack with two pieces)

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- 1) 1. ♗xd5+ (a pinned piece is not a good defender)
- 2) Taking into account the possibilities of the opponent.
1. ... ♗xf3. It is a pity for the bishop but a good possibility.
1. ... ♗d7 2. ♘xe5 ♘xe5 3. ♗xe5 is also possible if you dare to sacrifice a pawn (3. ... ♗d6 4. ♗c3). White has enough play for the pawn.
1. ... f5 (the move you would like to play) fails to 2. ♗c4+
- 3) 1. ♘xd4 cxd4 2. ♖e1 ♗xh3+. Black profits from the pinned g-pawn. The move with the knight opens the diagonal of ♗b7 and the move of the rook gives up the protection van h3.
- 4) 1. ♗b2 ♘e5 2. c4# (mate in two)
- 5) 1. ♗e5+ ♘e7 2. ♗d6# (double check and luring)
- 6) 1. ... ♗f5 (defending against a pin; eliminating the attacker)
- 7) 1. ... ♗c7 2. ♗d4 ♗xc1 (activating the bishop)
- 8) 1. ♗h4 ♗xd3 2. ♖g8# (bringing in the guard)
- 9) 1. ... ♗f3 2. ♖c2 ♗d5 (activating the queen, the bishop must follow)
- 10) 1. ... ♘e7. With a rook up Black can play for a win. After 2. ♖e1 the king must go to f6 and that looks scary but it is not. White has only two attackers and Black has sufficient defenders.
1. ... ♘c8 (repeating the position after check on a8 and d5; the king must go to e7)
1. ... ♘e8. A mistake, after 2. ♖e1+ the king must abandon the protection.
- 11) 1. ... e3+ (1. ... f1♗ 2. ♖f8+; 1. ... f1♘+ 2. ♘e1) 2. ♖xe3 f1♗ (cashing in a passed pawn)
- 12) 1. ... ♖f4 (1. ... ♖c3? 2. ♗xf7+) 2. gxf4 ♗xf3 (elimination of the defence: luring away+mate and a pinned piece is not a good defender)

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- 1) 1. ... ♖dg7 (defending against loss of material and mate)

- 2) 1. dxc4
 1. bxc4. The move is played with the thought: 'I don't want to lose the right to castle' (this will be the case after exchanging queens). Moving and not looking any further. Unfortunately 1. ... ♖d4.
 1. ♟f3. A pawn sacrifice without activity in return. Black can capture on d3 or play e4.
- 3) 1. ♖d4 ♖xf7 (1. ... ♙xd4 2. ♗xd4+) 2. ♖xd5 (the pin: pin)
- 4) 1. ... ♙g8 (1. ... ♙xg6; 1. ... ♙h6 2. g7 ♙xg7) 2. g7 ♟b5 3. ♙xa2 ♙xg7 (avoiding stalemate)
- 5) 1. ... ♗b7+ (double attack: X-ray check)
- 6) 1. ♟h4 ♖xf1 2. ♗xh5 ♖8f2#. The move of the knight was not a happy one. (Merciai-Starr, Haifa 1976)
- 7) 1. ♟d1 (discovered attack and trapping)
- 8) 1. f3 (1. ♙e2 g3 2. fxg3 fxg3) 1. ... gxf3 2. ♙f2 ♙b3 3. ♙xf3 ♙c4 4. ♙xf4 ♙d5 5. ♙g4 ♙e6 6. ♙xh3 (defending actively)
- 9) 1. ... ♖e7 2. ♗xe7 ♙xe7 (2. ... ♟xe7) (trapping)
- 10) 1. ♖d5+ ♗xd5 2. ♗xd5+ (chasing away+material thanks to X-ray protection)
- 11) 1. ♟f4+ (1. ♟xe5+ ♙f8) 1. ... ♙f8 (1. ... ♙f6 2. ♙h4#) 2. ♟e6# (chasing, taking away an escape square and discovered check)
- 12) 1. ♟g5 ♖xe1 2. ♖xe1 ♟e4 3. ♟xf7 (gain of material thanks to in-between move)

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- 1) 1. ♗f6 (1. ♖xd5? exd5 2. ♗f6 ♗e1+ 3. ♙c2 ♗e4+) 1. ... ♟xf6 2. ♖d8+ (a pinned piece is not a good defender)
- 2) 1. ♖f3. Increasing the pressure on f6 is fine (both pinned pieces are no good defenders).
 1. ♖ce3. Threatening something (i.e.. capturing on f7 and ♖e8+ or at once ♖e8) is not enough in case there is a simple defence is: 1. ... ♙d7 2. ♖e7 ♟d5 3. ♙d3 ♟f6. It is too late for 2. ♖f3 because of 2. ... ♖e8.
 1. ♙xf7+. Lifting the pin removes the pressure, try always to maintain the pressure (except for an immediate win!) 1. ... ♗xf7 and nothing has been achieved.
- 3) 1. ... ♗g4 2. ♙xd5? ♙b4+ (defending by counter-attack)
- 4) 1. ♖xc8 ♖xb4 2. ♖xc7+ ♗xc7 3. cxb4 (capture and luring away+material and in-between move)
- 5) 1. ♙d5 ♟e6 2. b7 (2. ♙xe6) (avoiding stalemate)
- 6) 1. ... ♙xf4+ 2. ♙g1 ♙h2+ 3. ♖xh2 ♗xh2# (double check)
- 7) 1. ... ♙b7. The bishop is in the way: 1. ♖a4 (*Cazon de Hase-Ruck Petit, Haifa 1976*)
- 8) 1. ♖c1 ♖g5 (1. ... ♖e7 2. ♟xe7) 2. ♖c7+ ♙g8 3. ♖h8# Exploiting vulnerability: a bad position of the king and a threat which is difficult to parry.
- 9) 1. ♙h1 g3 2. ♟f2+ gxf2 stalemate (defending by stalemate) (*Pogosjants 1978*)
- 10) 1. ♖xb7 (1. ♗xc7? ♖xb1+) 1. ... ♗xb7 (1. ... ♗xa5 2. ♖b8+) 2. ♗d8# (a pinned piece is not a good defender)
- 11) 1. ♖xc7 (elimination of the defence: capturing+mate)
- 12) 1. ... ♙f5 2. ♟xf5 ♖xf5+ 3. ♙e2 ♖f8 (defending against mate)

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- 1) 1. b4 ♙b6 2. a5 (chasing and trapping)
- 2) 1. ... ♗xe3+ 2. ♙xe3 ♙xe3+ 3. ♙h1 ♟f2+ 4. ♙g1 ♟xd1+ (X-ray protection)
- 3) 1. ... ♟h5 (discovered attack and trapping)
- 4) 1. ... ♙xd4 (1. ... ♗xd4? 2. ♗g5+) 2. ♗xd4 ♗xd4 3. ♖xd4 (elimination of the defence: capturing+material)
- 5) 1. ... d5. Excellent. White must more or less play 2. exd5 exd4 3. d4. After exchanging on d4 and c6, White's two minor pieces are passive.
 1. ... ♟h5. Logical, but 2. ♟e2 prevents the move of the knight to f4 and prepares an action in the centre with d4 at the same time.
 1. ... ♖ad8. The rook on d8 is not necessary at this moment, maybe later. Be flexible!
- 6) 1. ... ♖c8. Considering all moves and concluding 'not possible' will end with 1. ♟a3 (1. ♖ac1 ♟a2; 1. ♖fc1 ♟a2; 1. ♟xa5 ♖cc2; 1. ♟d6 ♖cc2 3. ♙h1 ♖xg2). Eliminating is the name.
- 7) 1. e5+ ♙xe5 (1. ... ♙e7 2. ♙a3) 2. ♙b2#. Using the last pawn in a useful way!
- 8) 1. ♙xb6 ♗xb3 2. ♙xd4+ (gain of material thanks to a in-between move)
- 9) 1. ♟xd4+ (1. ♟xa7+? ♙a5 2. ♟xc8 ♖xa3) 1. ... ♙c5 2. ♟b3# (double check and chasing)
- 10) Picture: GM Hikaru Nakamura
- 11) Picture
- 12) 1. ... ♙f2+ 2. ♙xf2 ♟g4# (double check and luring)

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- 1) 1. ♙f6 ♖xe5 (1. ... ♗xf6 2. ♖xe8+ ♖xe8 3. ♗xe8+) 2. ♗xh6+ (discovered attack and a pinned piece is not a good defender)
- 2) 1. ♙h1 g2+ (1. ... gxh2; 1. ... ♙h4 2. ♙g2 gxh2 3. ♙xh2 g3+ 4. ♙g2 ♙g4 5. ♙g1) 2. ♙g1 g3 3. hxg3 ♙xg3 (defending, working with stalemate, guarding key squares) (*Kovalenko 1985*)
- 3) 1. ... ♙c8 (1. ... ♙a8 2. ♖xb3 cxb3+ 3. ♙xb3) 2. d7+ ♙c7
- 4) 1. ... ♟a4 2. ♗c1 ♟c3+ Exploiting vulnerability: a bad position of the king. Making use of a pin.
- 5) 1. ♗h8+ (1. g5+ ♙h7) 1. ... ♙g5 2. ♙e3# (mate in two by chasing)
- 6) 1. ... ♟c6 2. ♖xc6 ♙xc6 (trapping forces gain of material)

- 7) 1. ♖e5 ♗g3 2. ♖f5 h2 3. ♙d5 (keeping the last pawn)
- 8) 1. ♖e3 h6 2. gxh3 (in-between move)
- 9) 1. ... ♙g4 saves the bishop with tempo. After 2. ♖e3 cxd5 White must take the effort to win back his pawn. If at all.
 1. ... cxd5 leads to an exchange: 2. ♖xd7 dxe4 3. ♖xb7.
 1. ... ♖ad8 (played in a game U14). After 2. ♗c5 ♙g4? 3. ♖e3? ♖d6 the game ended finally in a draw. Correct was 2. ... ♙h3 (a real gain of tempo, after 2. ... ♙g4 White can ignore the counter-attack with 3. ♖xd8) 3. f3 h6 with an equal game. Black cannot capture on d5 (♖xd8 or ♖xf8+).
- 10) 1. ♙c4 (discovered attack and trapping)
- 11) 1. ... ♖c8 2. ♖xb7 ♖xc1+ 3. ♗h2 ♖xb7 (double attack: X-ray attack and in-between move)
- 12) 1. ... ♖xd3 2. ♖xd3 exf3 (2. ... ♖a5 3. ♖xe4) (discovered attack)

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- 1) 1. ♖xe3 ♗d5 (1. ... ♙xe3 2. ♖c8+) 2. ♖xc5 (2. ♖e8+? ♙f8) (a pinned piece is not a good defender)
- 2) 1. ... ♖b3 2. ♖e1 ♖xb2# (mate in two)
- 3) 1. ♗b5 (1. ♗d5? ♗f4+) 1. ... ♖xb7 2. axb7 (creating a passed pawn)
- 4) 1. ♖xe7 (1. ♖xb3? ♗b4) 1. ... ♗xe7 2. ♖f8# (elimination of the defence: capturing+mate)
- 5) 1. ♗f7+ (1. ♗c4+? ♗c8) 1. ... ♗c8 (1. ... ♗c6 2. ♗d8#) 2. ♖d8# (discovered check and chasing)
- 6) 1. ♖d1 ♖xd1 2. c8♖ (defending against a passed pawn)
- 7) 1. ... ♖xf2+ 2. ♖xf2 ♖d1+ 3. ♖e1 (getting out of check by interposing thanks to X-ray protection)
- 8) 1. ... d5. All black pieces are situated fine and if d5 is possible, it must be played. In the game *Twan Burg-Melissa Muhren Dutch U14, Rijswijk 2000* followed 2. exd5 ♗xd5 3. ♗xd5 ♖xd5 (rooks don't belong on a crowded board in the centre, too vulnerable – ♙xd5 is better). Black did win however.
 1. ... h6. Can be useful but after 2. ♖g3 the move d5 is not possible.
 1. ... ♗cd7. The black position remains solid but with playing around you make no progress.
- 9) 1. ♙xd4 (defending against a pin). It makes 1. ... ♖a1 harmless.
- 10) 1. ♗e6 ♖xd1+ 2. ♖xd1 (double attack with two pieces)
- 11) 1. ♗g3 ♗e4 2. ♗f2 ♗xe5 3. ♗e3 ♗d5 4. ♗d3 e5 5. ♗e3. In time to defend; going to f6 loses.
- 12) 1. ♗d6 (1. ♗f5 ♖e5+ 2. ♗xe5; 1. ♗d5 ♖d1+) (getting out of check and avoiding counter-play)

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- 1) 1. ... ♗b3 2. ♖b1 ♖xe3 (chasing away+material thanks to a pinned piece is not a good defender)
- 2) 1. ♗d3+ cxd3 2. b4# (mate in two)
- 3) 1. f5. Double aim: resolving the double pawn and giving the bishop more mobility.
 1. b3 ♗d6. Black prevents f5 forever.
 1. c4. A bad choice. After 1. ... dxc4 2. ♖xc4 the pawns are weak (must be protected by pieces) and the bishop is hampered by his own pawns.
- 4) 1. ♗c6 ♗c4 (defending against a double attack by a counter-attack)
- 5) 1. ♖g5+ ♙xg5 2. hxg5# (double check and line opening)
- 6) 1. ... ♖h3+ (1. ... ♖h1+ 2. ♖g1 ♖xf3+ 3. ♙f2) 2. ♗g1 ♖h2+ (perpetual check)
- 7) 1. d7+ ♗d8 (1. ... ♙xd7 2. ♖xb2 ♖c8 3. ♖xc8+; 1. ... ♗xd7 2. ♖c8+ ♖xc8 3. ♖xc8#) 2. ♖c8+ ♖xc8 3. dxc8♖# Different theme's: a pinned piece is not a good defender, X-ray protection.
- 8) 1. ♖d7+ ♖e7 2. ♖xc7 (discovered attack and double attack rook)
- 9) 1. ♗c3 ♙c4 2. a7 (cashing in a passed pawn)
- 10) 1. ... c4 (1. ... ♗g6? 2. ♖d8#) (defending against mate by eliminating the guard with interposing)
- 11) 1. ♗c5 (1. ♗e5 fxe5 2. dxe5+ ♙xe5+) 1. ... bxc5 2. bxc5# (mate in two)
- 12) 1. ♗e5 h5 (1. ... fxe5 2. fxe5+) 2. ♗f7# Exploiting vulnerability: a bad position of the king.

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- 1) 1. ... ♖xb1 2. ♖xb1 ♙xd6 (gain of material thanks to an in-between move – desperado)
- 2) 1. ♗exd6+ (or 1. ♗cxd6+ cxd6 2. ♗xd6+) 1. ... cxd6 2. ♗xd6+ (double attack: knight fork thanks to a pinned piece is not a good defender)
- 3) 1. ♙e6 (bringing in a helper)
- 4) 1. ♖a2 ♗e5 2. ♖xd1 (discovered attack)
- 5) 1. ♙d4 ♗e8 2. ♙xf6+ (elimination of the defence: luring away+mate)
- 6) 1. ♙xe5. The correct capture. After 1. ... ♖xe2 2. ♖xe2 ♖e8 has White choice, i.e. 3. ♖e1.
 1. ♖xb5. Black makes use of the weak back rank and captures 1. ... axb5 and there is no time to take on e5.
 1. ♖xe5 ♖f1# is certainly not correct.
- 7) 1. ... ♖e2 2. ♖f2 ♖xb5 (in-between move)
- 8) 1. ♗g5 ♖xe2 and not 1. ... ♙xe2 2. ♗xe4 ♙xd1 3. ♗xd6. Beware of in-between moves.
- 9) 1. ... ♗xe5 2. ♖d6 ♖xd6 3. cxd6 ♗xd3 (discovered attack and trapping)
- 10) 1. ♙g2 (1. d7? ♗c7 2. ♗a2 ♗d8 3. ♙f5 ♗e7 4. ♗xa3 b1♖ 5. ♙xb1 ♗xd7) 1. ... ♗c5 2. d7 Keeping the king outside the square of the pawn.
- 11) 1. ... ♗b6 (1. ... ♙b7? 2. ♙a5) 2. ♙a5 ♗xd5 3. ♙xc7 ♗xc7 (trapping)
- 12) 1. ♗d3+ (1. b4+? ♗d4) 1. ... ♙xd3 2. b4# (mate in two)

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- 1) 1. ... ♖e3+ 2. ♜xe3 ♝d4# (mate in two by clearing a square)
- 2) Picture
- 3) Picture
- 4) 1. ♖b8+ ♖e8 (1. ... ♖f8 2. ♖xf8+ ♜xf8 3. ♖xe6; 1. ... ♜g7 2. ♖h8+) 2. ♖xe8+ ♖xe8 3. ♖xe8+ (X-ray protection)
- 5) 1. ♙xc5 ♖xc5 2. ♖b7+ (2. ♖xb8? ♖c1#) 2. ... ♜g8 3. ♖xb8+ (discovered attack and in-between move)
- 6) 1. ♙a4 ♖c7 (1. ... ♖xb3 2. ♙xb3 a5 3. ♖d2) 2. ♖xd3 (defending against a passed pawn thanks to X-ray protection)
- 7) 1. ... ♖a8 2. ♜f8 (2. ♜f6? ♜b4) 2. ... ♖xf8 3. gxf8 ♖! (3. gxf8 ♖?; 3. gxf8 ♙?; 3. gxf8 ♜? ♜b4) (avoiding stalemate by minor-promotion)
- 8) 1. ♙e4 (1. ♙b3? axb3 2. ♖c3 b2) 1. ... ♖b1 2. ♖xb1 ♙xb1 3. ♙xb1 (defending against a pin)
- 9) 1. ... ♜h7 unpins the f-pawn, ♖xg6 is not a threat any longer.
1. ... b5. The attack on the bishop postpones taking on g6 just for one move: 2. ♙d5 ♖b8 3. ♖xg6
1. ... g5. An unnecessary weakening. White can play 3. ♜d5 ♙e6 4. ♜e3.
- 10) 1. ♖d4 ♖xd4 (1. ... ♖g3 2. exd6) 2. ♜bxd4 (double attack and in-between move)
- 11) 1. ♖c6! ♜xf5 (1. ... ♖xc6 2. ♜e7+) 2. ♖e4# (luring and double attack: knight)
- 12) 1. ... f5 2. ♖g7 (2. ♜g6+ hxg6 3. ♖xe4 fxe4) 2. ... ♖xf4 (defending against mate and chasing away+material)

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- 1) 1. ... ♜xd4 (elimination of the defence: luring away+material and in-between move)
- 2) 1. ... ♜f6 (discovered attack and trapping)
- 3) 1. ♖e7+ ♖xe7 2. ♙g6# (elimination of the defence: luring away+mate)
- 4) 1. ... cxd4. Due to the pin of the c-pawn White must take back with a piece. He remains with a weak double pawn.
1. ... ♖xc3+. The silliest move because of 2. ♙d2 and the queen has been trapped.
1. ... ♜c6. Now White should prevent 2. ... cxd4 by 2. ♙d2.
- 5) 1. ♜xg6+ fxg6 2. ♖xf4+ (in-between move)
- 6) 1. ♖e6! d4 (1. ... ♖xe6 2. ♙xg7#) 2. ♖g8# (elimination of the defence: luring away+mate) (*Belyavsky 2011*)
- 7) 1. ♙d5 a discovered attack without taking an in-between move into consideration 1. ... ♙f5+ (1. ... ♖xe2? 2. ♖h4+) 2. ♜a2 ♖xe2 3. ♖h4+ ♙h7
- 8) 1. ... ♖xe3 2. ♖xe3 ♜f2# (elimination of the defence: capturing+mate)
- 9) 1. ♜xf6+ ♜f8 2. ♜h7# (double check and access)
- 10) 1. ♖f5 ♖h6 2. ♜xf6+ ♖xf6 3. ♖xf6 Exploiting vulnerability: a bad position of the king.
- 11) 1. ... ♖xf3 2. gxf3 (2. ♜d4 ♖xe8) 2. ... ♖xe8 (discovered attack)
- 12) 1. ... g4 2. ♖d3 (2. ♖g3 ♙d2) 2. ... ♙a3 (the pin: attacking a pinned piece)

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- 1) 1. ♖g4+ ♖g5 (getting out of check by a counter-pin)
- 2) 1. ♖b5 ♜xb5 2. b7 b1 ♖ 3. b8 ♖+ (defending against a passed pawn)
- 3) 1. ... ♖xg3+ 2. ♙xg3 ♖h8+ (mate by access)
- 4) 1. ♜d6+ ♜c8 2. ♙b7+ ♜xb7 3. ♜d7 (avoiding stalemate)
- 5) 1. ... ♜b5 2. ♖xb5 ♙xb5 (discovered attack and trapping)
- 6) 1. e4. White's position is fantastic and Black can only play with the knight . This move prevents that.
1. ♖c1 allows Black to play 1. ... ♜d5 after which the b-pawn can play.
1. 0–0–0 See previous move.
- 7) 1. ... ♖f6 2. cxd7+ ♙xd7 3. ♖d1 ♖xa1 (trapping)
- 8) 1. ♖d4+ ♜xd4 (1. ... ♜b3 2. ♖xd5 ♜a4 3. ♜e3) 2. e3# (chasing away+material)
- 9) 1. ♖b7 (1. ♖xe6? fxe6 2. ♖b7+ ♖f7) 1. ... ♙d4 2. ♖xe6 (double attack with two pieces)
- 10) 1. ♜d4! ♜d6 2. ♜c1 ♜c7 3. ♜b2 ♜b7 4. ♜xa1 ♜a6 5. ♜b3 The knight must protect the pawn outside the square of the pawn. (*Rossi 2004*)
- 11) 1. ♙g6+ ♜xg6 (1. ... ♖xg6 2. ♖e7#) 2. ♖h5# (mate in two)
- 12) 1. ... ♖a3+ (1. ... ♖xc8? 2. ♖e8+) 2. ♜b1 ♖xc8 (in-between move)

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- 1) explanation
- 2) explanation
- 3) example
- 4) 1. ♙d7 2. ♙b5#
- 5) 1. ♖e4 2. ♙a5#
- 6) 1. h4 2. ♙h2#
- 7) 1. ♙g4 2. ♜ed8#
- 8) 1. ♙b4 2. ♖e3#
- 9) 1. e8 ♜ 2. ♖c5#
- 10) 1. c7 2. c8 ♜#
- 11) 1. f8 ♜ 2. ♖f6#
- 12) 1. d8 ♜ 2. ♜b7#

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1. e3 2. ♖a5+
1. ♘e7 2. ♗d2#
1. ♙b4 2. ♚f1#
1. h8 ♚ 2. ♚a8#
1. c8 ♘ 2. a8 ♗#
1. ♔g2 2. ♙c3#
1. ♗c7 2. b8 ♘+
1. b8 ♙ 2. ♚h6# (1. b8 ♗ is stalemate; Black is not allowed to move, but he must have a legal move at his disposal. That is why giving check on the first move is not allowed either.)
1. d8 ♘ 2. ♘c6#
1. ♚d8 2. ♚h3#
1. ♚f4 2. ♚h7#
1. ♗c5 2. ♗f8#

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- example
1. a4 ♘b4 (1. ... ♘a6 2. ♗a8#; 1. ... b5 2. ♗xb5#) 2. ♗b5# (*Kuligin 1983*)
1. ♗d6 ♘a4 (1. ... b4 2. ♗a6#) (*Speckmann 1969*)
1. ♗b6 ♘a3 (1. ... axb4 2. ♗a6#) 2. ♗xa5# (*Kaschtschejev 1971*)
1. ♘d1 ♘f1 2. ♗e1# (*Polgar, Zsu 1999*)
1. a4 ♘c4 (1. ... ♘a5 2. ♗b5#; 1. ... c4 2. ♗b5#) 2. ♗e4# (*Saks 1993*)
1. ♘c3 ♘a4 2. ♗a6# (*Nielsen 1939*)
1. ♘c5 b6+ (1. ... ♘a6 2. ♗a8#; 1. ... b5 2. axb6#) 2. axb6# (*Ognjanoviv 1912*)
1. ♗c1 ♘h3 (1. ... g6 2. ♗h6#; 1. ... g5 2. ♗h1#) 2. ♗h1# (*Lazard 1925*)
1. ♗a3 ♘c4 (1. ... e3 2. ♗b4#) 2. ♗c5# (*Lazard 1926*)
1. d4 a4 (1. ... ♘a4 2. ♗b3#; 1. ... ♘a3 2. ♗b3#) 2. ♗c5# (*Kaschtschejev 1975*)
1. ♘c5 bxa2 (1. ... ♘a3 2. ♗xb3#; 1. ... b2 2. ♗a8#; 1. ... ♘a5 2. ♗a8#) 2. ♗xa2# (*Schaposchnikow 1982*)

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1. ♚g8 ♘h4 (1. ... h4 2. ♗g2#; 1. ... ♘h2 2. ♗g2#) (*Radtschenko 1993*)
1. ♗g2 ♘h7 2. ♚xh4# (*Speckmann 1969*)
1. ♗b3+ axb3 2. ♚a8# (*Seljawkin 1988*)
1. ♗f8 ♘h5 (1. ... ♘h7 2. ♗xg7#) 2. ♗h8# (*Poisson 2011*)
1. ♚d6 ♘a6 (1. ... b5 2. ♗a3#) (*Slesrenko 1989*)
1. ♚b5 a4 (1. ... ♘a7 2. ♚xa5#) 2. ♗xa4# (*Nikitin 1997*)
1. ♘e3 ♘xd1 (1. ... ♘c3 2. ♚c1#) 2. ♗b1# (*Brüchner 1949*)
- Picture
- Picture
1. ♗c3 ♘f2 (1. ... e3 2. ♗c2#) 2. ♗e1# (*Kaschtschejev 1971*)
1. ♗b4 b6 (1. ... ♘a7 2. ♗xb7#; 1. ... ♘c8 2. ♗xb7#) 2. ♗f8# (*Kirillov 1994*)
1. ♗c6 ♘xa3 (1. ... ♘a5 2. ♚xa4#) 2. ♗c3# (*Wohlers 1933*)

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1. ♚c1 ♘xh1 2. ♘f2# (*Scheltonoschko 1991*)
1. ♚a1 ♘g1 (1. ... d2 2. ♙xd2#; 1. ... ♘e1 2. ♙e3#) 2. ♙f4# (*Lebedinez 1991*)
1. ♚f2 h2 2. ♚f1# (*Mlynka 2006*)
1. ♚b2 d2 2. ♚b1# (*Koschelenko 1992*)
1. ♚g3 ♘b8 2. ♚g8# (*Kardos 1971*)
1. ♚b4 h1 ♗ (1. ... ♘f8 2. ♚b8#; 1. ... ♘d8 2. ♚b8#) 2. ♚b8# (*Garcer 1994*)
1. ♚g6 ♘h8 2. ♚h6# (*Pypa 1992*)
1. ♚c3 ♘a1 2. ♚a3# (*Pypa 1974*)
1. ♙c5 ♘a7 (1. ... bxc5) 2. ♚a5# (*Kopyl 2001*)
1. ♙b4 ♘e1 2. ♚c1# (*Iwanow 1989*)
1. ♚g2 c2 (1. ... ♘e1 2. ♚g1#) 2. ♚g1# (*Bata Lorinc 2010*)
1. ♙g4 ♘b1 2. ♚ (Schönberger 1925)

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1. ♙b5+ ♘c8 2. ♙a6# (*Vogel 1998*)
1. ♗h2 ♘d1 (1. ... ♘f1 2. ♗f2#) 2. ♗d2# (*De Savignac-Castelet 1925*)
1. ♙c6 e1 ♗ (1. ... e1 ♘ 2. ♗h1#; 1. ... ♘h3 2. ♗h5# (2. ♗h1#)) 2. ♗g2# (*Hannemann 1974*)
1. ♙b1 ♘xb1 2. ♗h1# (*Kalugin 1997*)
1. ♗f2 c1 ♗ (1. ... c1 ♘ 2. ♙c2#; 1. ... ♘c1 2. ♗xc2#) 2. ♗e2#
1. ♗c3 b4 2. ♗b2#

- 7) 1. ♯d6 ♯f7 (1. ... ♯d8 2. ♯b8#) 2. ♯g6# (*Sevcenko 1995*)
- 8) 1. ♯e7 g6 (1. ... g5+ 2. ♯xg5#; 1. ... ♯g6 2. ♯g5#) 2. ♯h7# (*Lebedinez 1992*)
- 9) 1. ♯a3 ♯b1 (1. ... ♯xa3 2. ♯a1#; 1. ... b2 2. ♯xb2#) 2. ♯b2# (*Kapitonov 1992*)
- 10) 1. ♯c3 ♯a3 (1. ... b1 ♯ 2. ♯a4#; 1. ... b1♯ 2. ♯b3#) 2. ♯b3# (*Pethers 1930*)
- 11) 1. ♯b2 ♯a4 2. ♯a3# (*Kahl 1928*)
- 12) 1. ♯a4 c1♯ (1. ... c1♯ 2. ♯d1#) 2. ♯f2#

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- 1) 1. ♯f6 ♯c6 2. ♯d8#
- 2) 1. ♯g7 ♯a6 (1. ... ♯a8 2. ♯xb7#) 2. ♯a1# (*Shaposhnikov 1982*)
- 3) 1. ♯e3 ♯a5 (1. ... ♯c6 2. ♯b6#) 2. ♯a3# (*Andreev 1996*)
- 4) 1. ♯b5 ♯f4 (1. ... ♯d4 2. ♯c4#) 2. ♯g4# (*Riczu 1975*)
- 5) 1. ♯a8 ♯b5 2. ♯xb3# (*Cavrel 1923*)
- 6) 1. ♯f8 ♯g7 2. ♯f7#
- 7) 1. ♯c5 ♯d4 (1. ... ♯f4 2. ♯g4#) 2. ♯c4# (*Riczu 1975*)
- 8) 1. ♯c3 ♯f2 (1. ... ♯xc3 2. ♯h2#; 1. ... ♯d2 2. ♯h3#) 2. ♯h8# (*Sachodjakin 1966*)
- 9) 1. ♯f2+ ♯h2 (1. ... ♯f1 2. ♯h7#) 2. ♯c7# (*Pipa 1993*)
- 10) 1. ♯c3 ♯xb1 (1. ... ♯f5 2. ♯a1#) 2. ♯a8# (*Pronin 1987*)
- 11) 1. ♯e4 ♯c6 (1. ... ♯xe4 2. ♯g8#; 1. ... ♯b8 2. ♯e8#) 2. ♯g8# (*Lindgren 1945*)
- 12) 1. ♯d2 ♯f3 (1. ... ♯g2 2. ♯g4#; 1. ... ♯d4 2. ♯a4#; 1. ... ♯f4 2. ♯g4#) 2. ♯a4# (*Kotrc 1928*)

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- 1) 1. ♯g1 ♯b1 2. ♯h2#
- 2) 1. ♯f2 ♯g1 2. ♯e2#
- 3) 1. ♯b6 ♯xa3 (1. ... a5 2. ♯xa5#) 2. ♯a5# (*Ermolow 1876*)
- 4) 1. a5 ♯a4 (1. ... b5+ 2. axb6#) 2. ♯a2# (*Hjelle 1956*)
- 5) 1. ♯g8 ♯xg8 (1. ... ♯e7 2. c8♯) 2. c8♯# (*Kondratjev 1995*)
- 6) 1. ♯hg3 f4 (1. ... ♯h7 2. ♯g3#) 2. ♯h5# (*Szentgyörgyi 1927*)
- 7) 1. ♯h3 ♯d4 (1. ... f3+ 2. ♯h4#) 2. ♯c4# (*Schönberger 1925*)
- 8) 1. ♯e4 ♯d6 2. ♯xf6#
- 9) 1. ♯e8 ♯e6 2. ♯g6# (*Olejnuk 1988*)
- 10) 1. ♯c8 ♯c6 2. ♯e6# (*Kipping 1955*)
- 11) 1. a6 b3 (1. ... ♯a3 2. ♯a5#) 2. ♯a1# (*Koschakin 1994*)
- 12) 1. ♯h3 c2 (1. ... ♯xb3 2. ♯hxc3#) 2. ♯a4# (*Gartser, Shakhnaza 1989*)

Remarks or improvements? Please send a mail to info@stappenmethode.nl
Any suggestions to improve the English translation will be welcome.