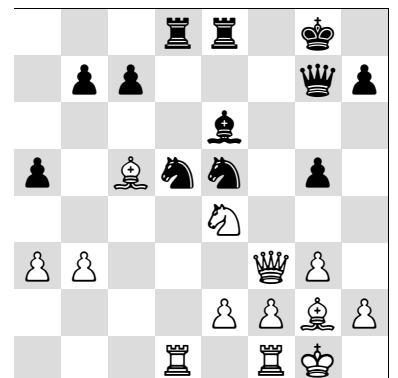
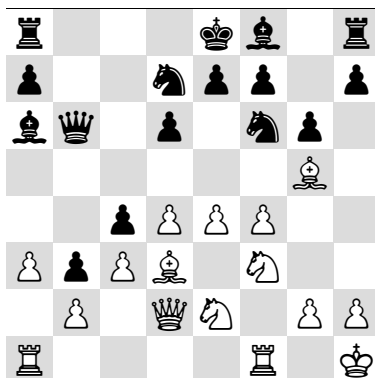
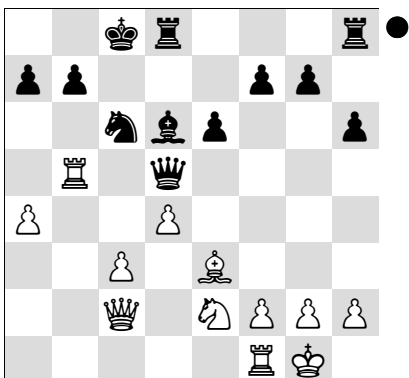
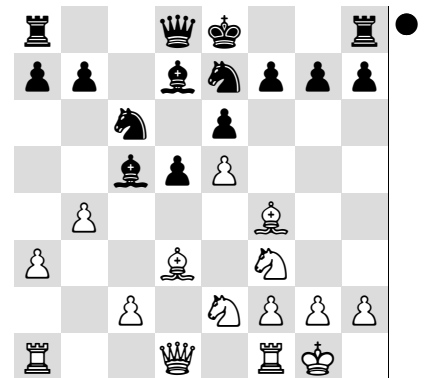
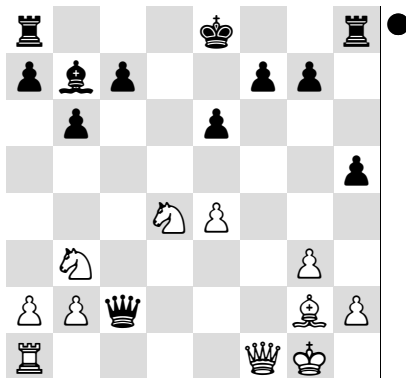
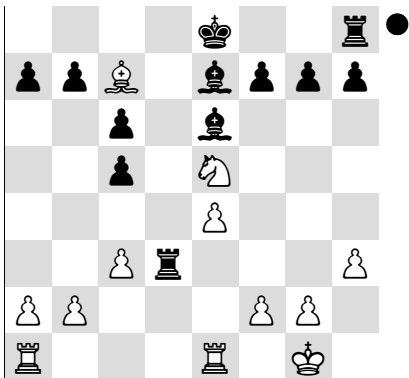
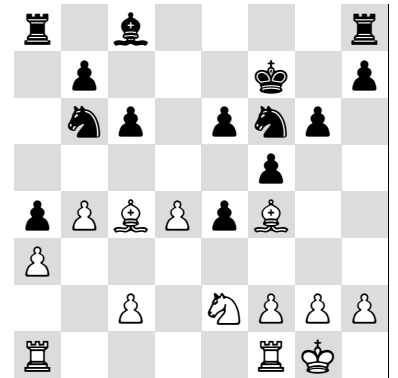
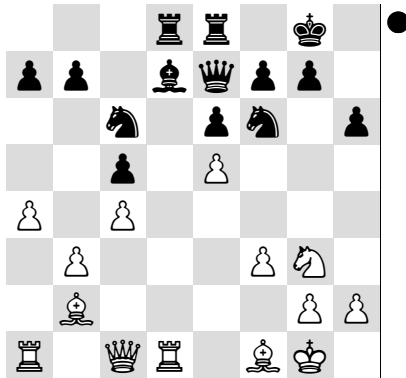
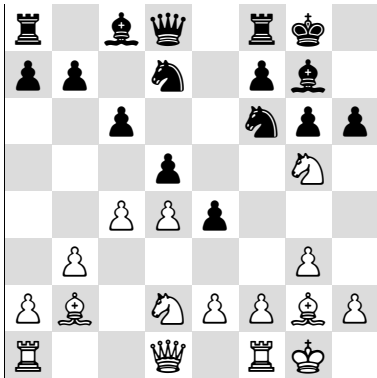
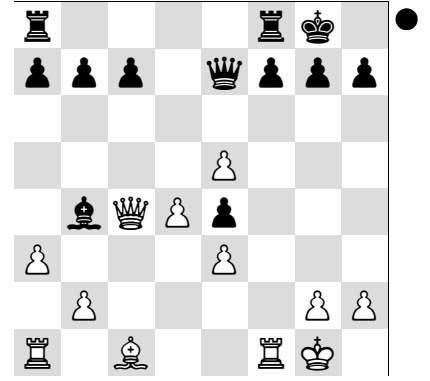
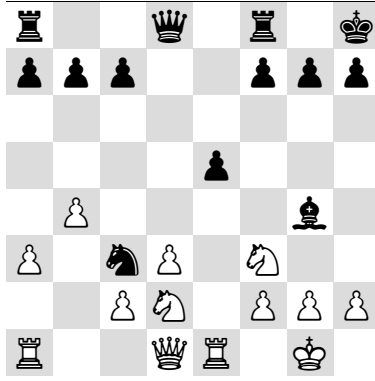
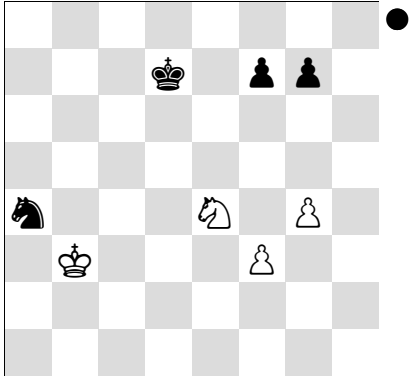


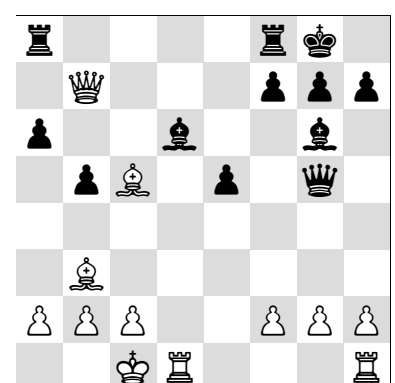
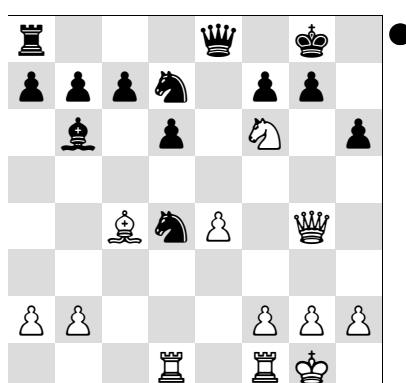
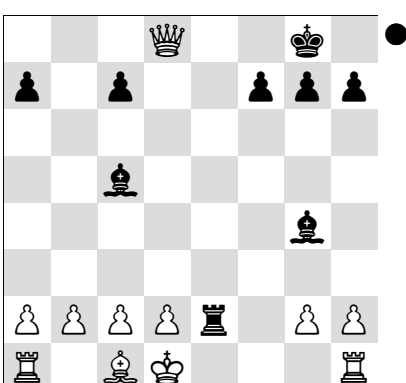
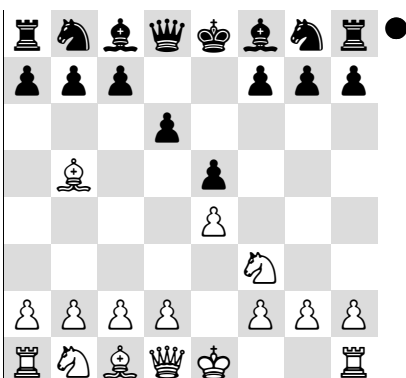
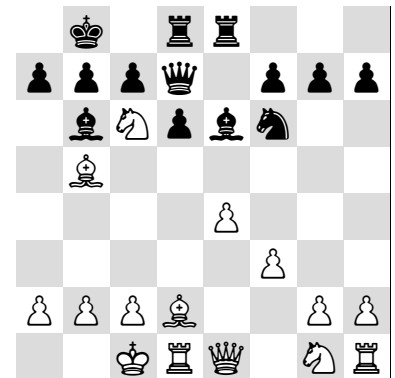
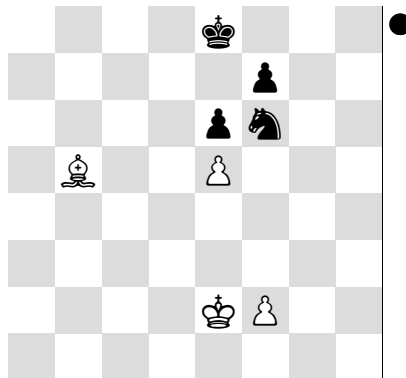
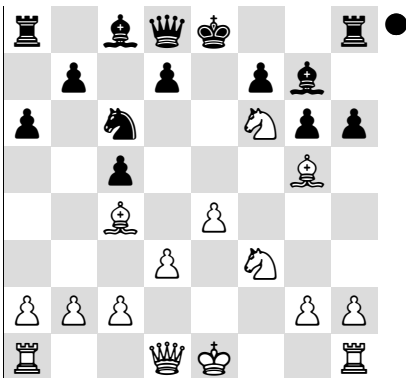
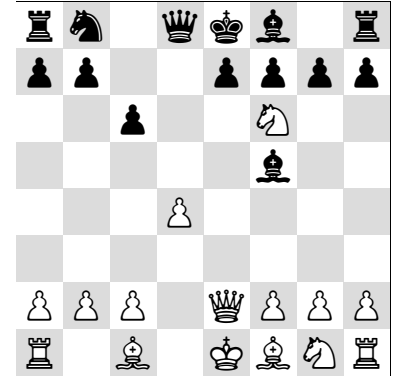
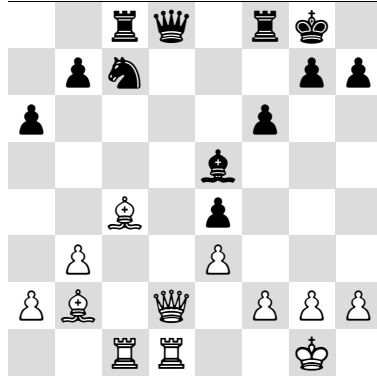
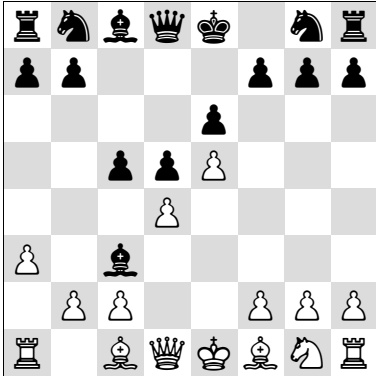
Defending



Moving away: A

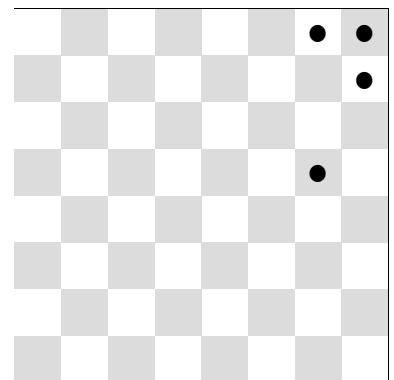
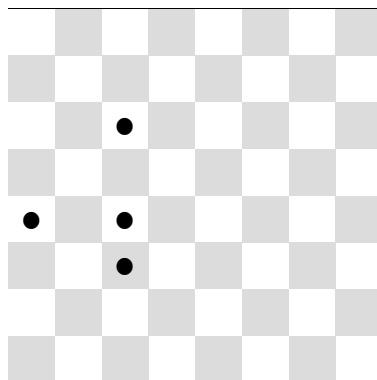
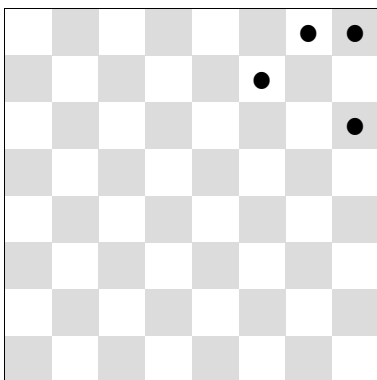
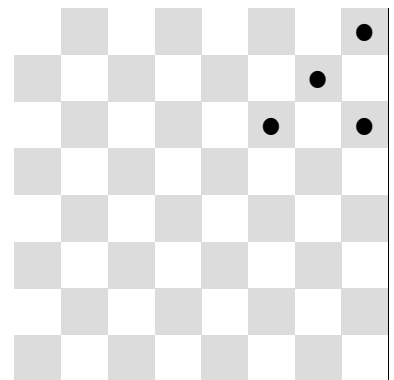
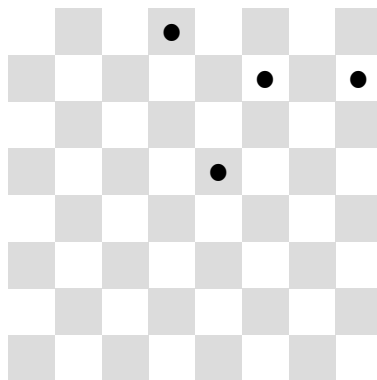
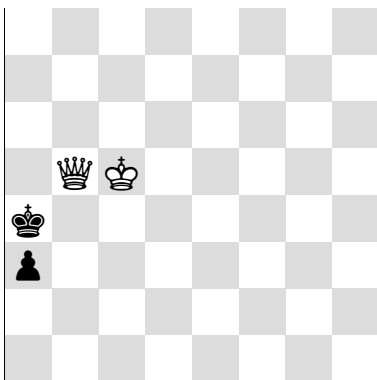
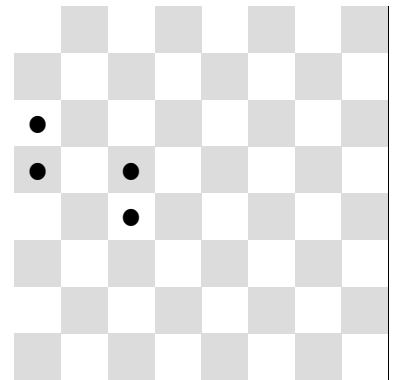
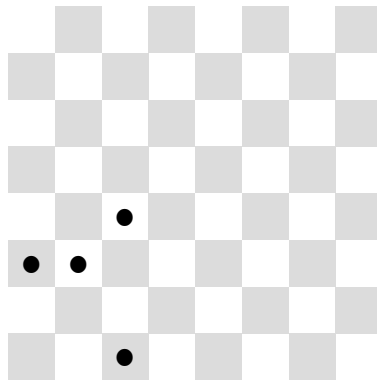
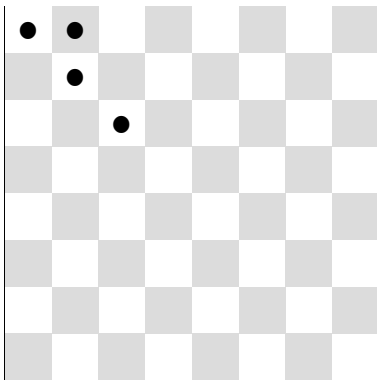
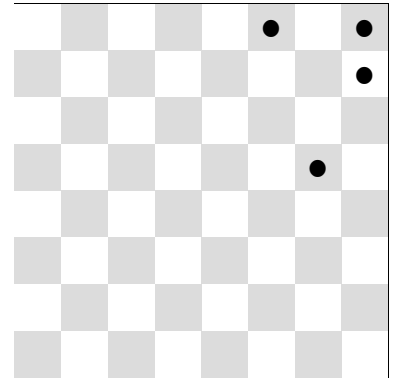
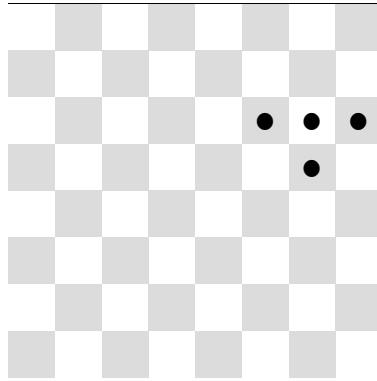
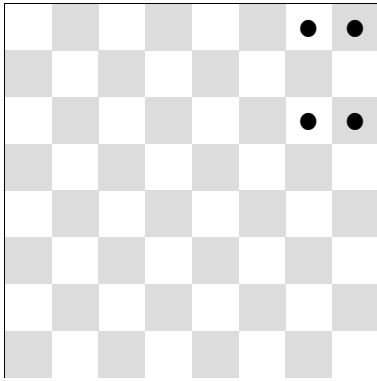
Defending

Getting out of check: A



Creating mate

Put the pieces on the right squares: **A**

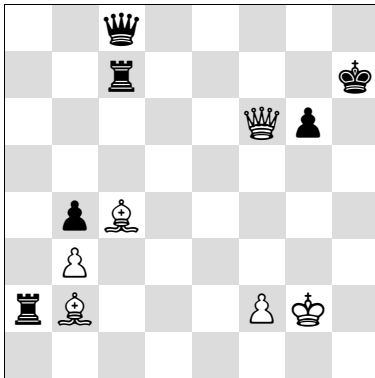


Solving the test exercises

In Step 1 you learned all the rules. You know how to win material, how to deliver mate and how to defend against an attack by your opponent.

On the next 26 pages, the exercises are all mixed up. Always ask yourself the following questions:

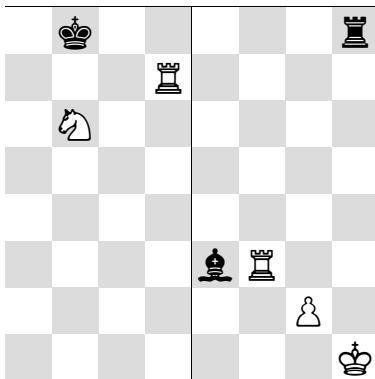
- Can I deliver mate?
- Can I win material?
- Is one of my pieces in danger?



Can I deliver mate?

Are there many pieces round the king or is it out in the open and exposed? Then it makes sense to check whether there is a mate in the position.

The g7- and h8-squares are protected. Fortunately there is another move: **1. Qf6-h4#**.



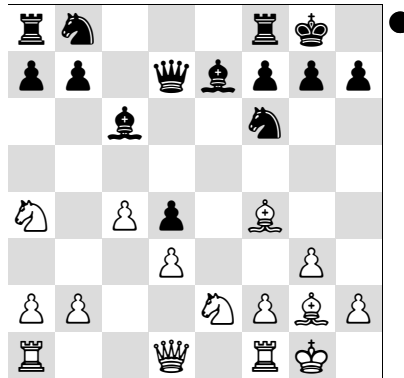
Creating mate

In the exercises on *Creating mate* there is a piece underneath the diagram. This piece must be placed on the correct square. ♖ =

In both halves it is White to move.

On the left the pawn must deliver mate: ♖ = a7

On the right you must stop White from being able to defend: ♖ = g3

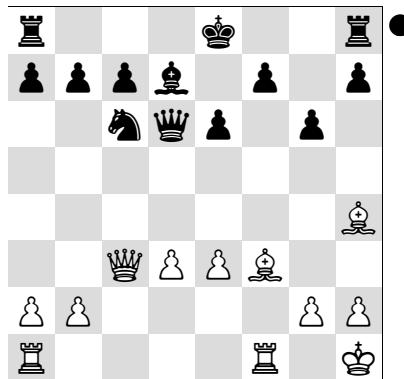


Can I win material?

You can win material by:

- taking an unprotected piece
- a profitable exchange
- a twofold attack

In this position the knight on a4 is not well enough defended. Black wins a piece: **1. ... Bc6xa4**.



Castling

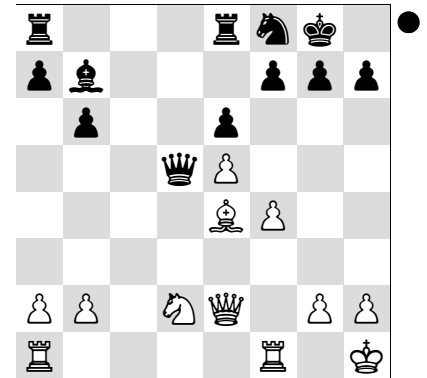
May Black castle long?

- yes no

This is what an exercise on castling looks like.

On d8 the black king would be in check. So Black may not castle and you should colour in the dot beside “no”. The answer:

- yes no

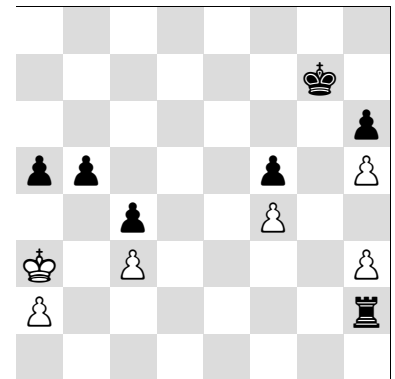


Is a piece in danger?

You can defend by:

- capturing
- moving away
- protecting
- interposing

The queen is in danger. Black does more than just move the queen away. He protects the bishop with **1. ... Qd5-d7**.



Mate, stalemate or play on

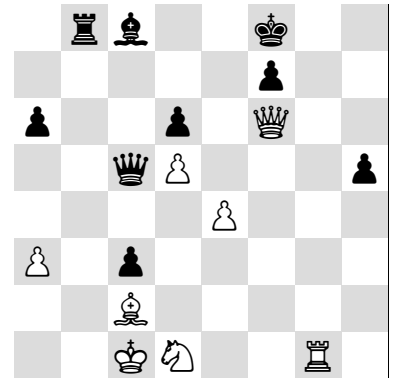
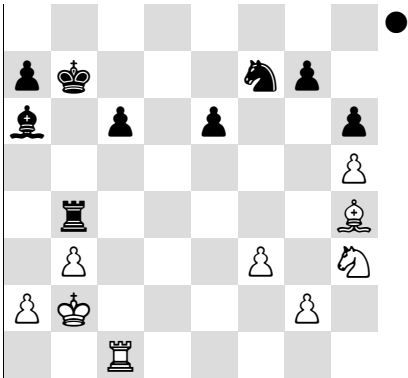
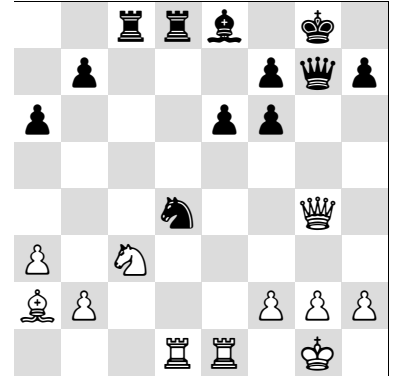
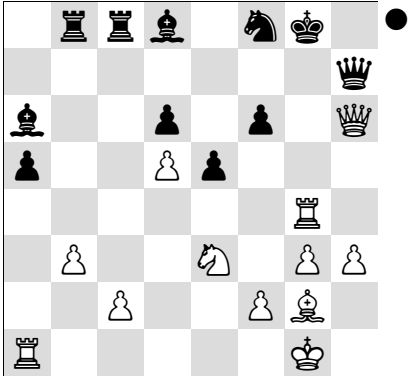
- Mate Stalemate
 White plays 1.

You have three choices. If it is mate or stalemate then you colour in the correct dot. If White still has a move, then you colour in the dot and also write down the move as well:

- White plays 1. h3-h4

Test

Mix: O



♞ =

