

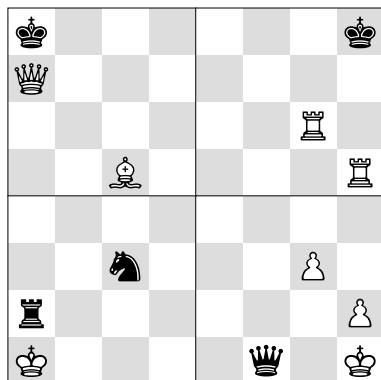
# Step 2 plus



<b>Name:</b>	<b>Date of birth:</b>
<b>Street:</b>	<b>Place:</b>
<b>Club:</b>	<b>Trainer:</b>
<b>Step 1 plus completed:</b>	<b>Step 2 completed:</b>

## Delivering mate

When you deliver mate, each piece has its own part to play. We differentiate between the piece which gives check (**the chaser**), the piece which – if required – protects the chaser (**the helper**) and the piece which deprives the opposing king of escape squares (**the guard**). In addition, there are the opponent's own pieces which get in the way of his king. Think of back-rank mate.



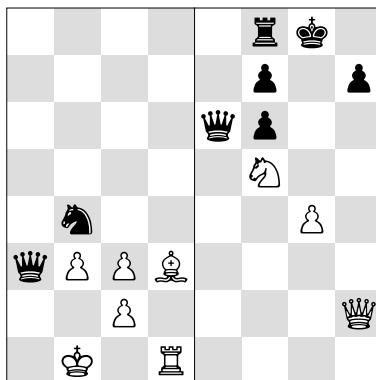
**Chasers:** Qa7, Rh5, Ra2, Qf1

**Helpers:** Bc5, Nc3

**Guards:** Rg6, Nc3, Qf1

Note the double role of the knight on c3 (helper and guard) and the queen on f1 (chaser and guard).

In your games, get your pieces close to the opposing king. Once there, they can each take on any of the tasks.

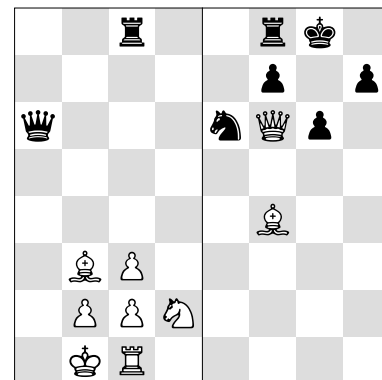


### Bringing in the chaser

On the left, the black pieces are ready for the final blow. The move 1. ... Qa2+ is easy to make, but then the king escapes. The queen is the perfect guard. So Black has to bring in a chaser:

**1. ... Na2** and mate on the following move.

On the right, White brings in the queen: **1. Qh6**. Black has to surrender his queen.

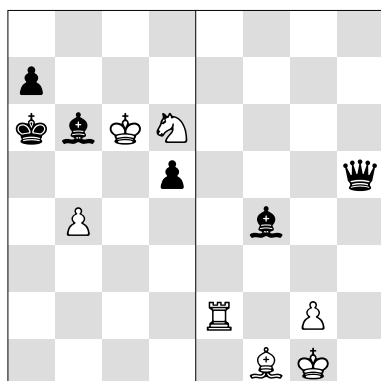


### Bringing in a helper

In the diagram on the left, Black brings in his rook.

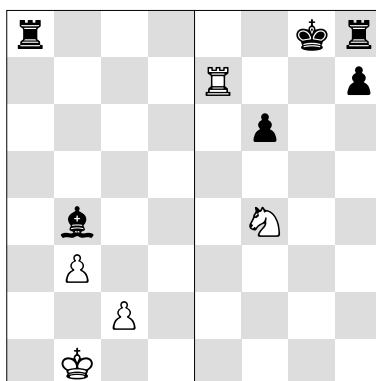
After **1. ... Ra8**, White can only delay mate a little by interposing his bishop.

On the right, 1. Bh6 makes no sense, but **1. Be5** is strong. You can see that two pieces which move in the same way are a strong weapon when they are lined up one behind the other.



### Bringing in the guard

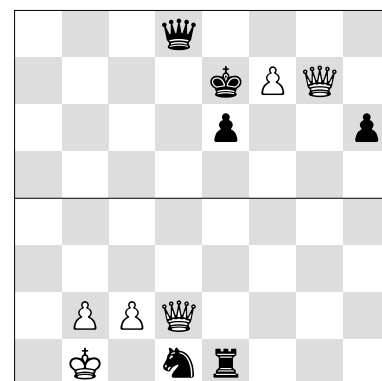
On the left, White wants to mate with b5+. This frees the a5-square for the black king. So, White must first take control of the escape square a5 with **1. Nb7**. Black is helpless against **2. b5#**. On the right, Black first plays **1. ... Bg3**, and only then **2. ... Qh2#**.



### Bringing in a helper and a guard

On the left, Black plays **1. ... Bc3**. The bishop guards b2 and helps the rook mate with **2. ... Ra1#**.

The same picture on the right. White's 1. Ne6 deprives the black king of f8. Also, the knight supports the rook for its mate: **2. Rg7#**.



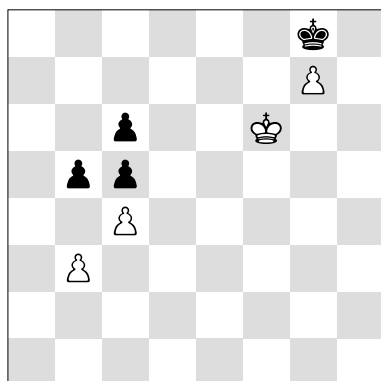
### Two chasers: double check

There is a mating move with two chasers. You have certainly already seen this move.

Above, White plays **1. f8Q#**. Suddenly Black is in check twice (**double check** is what this is called) and also mated. Below, Black plays **1. ... Nc3#**. Surprise! Surprise!

## Pawn endings

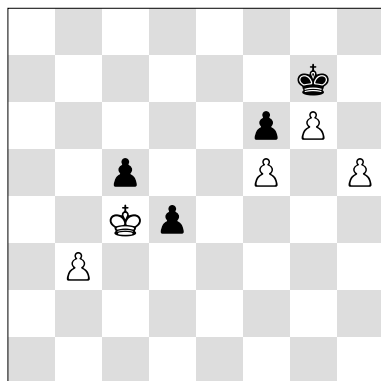
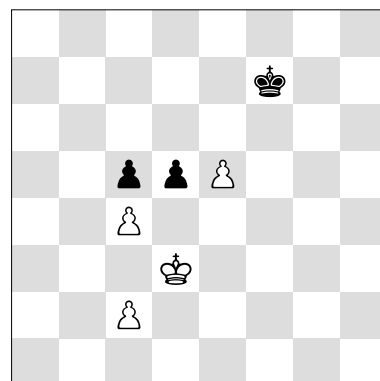
All the pieces have been exchanged. Only the pawns are left. We have reached an endgame, a pawn endgame. We shall help you a little at first, but you will also make good progress if you have a good understanding of chess principles.



### The king is important

The kings have to do the work. On the left, after **1. Ke6** the king takes all the black pawns. 1. Kg6 is bad because of 1. ...bxc4 2. bxc4 stalemate.

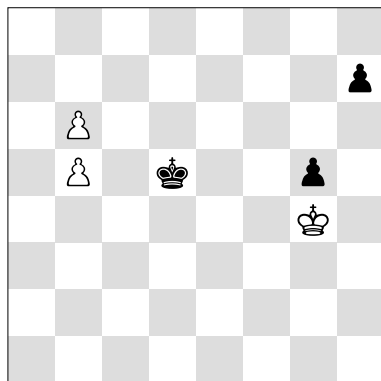
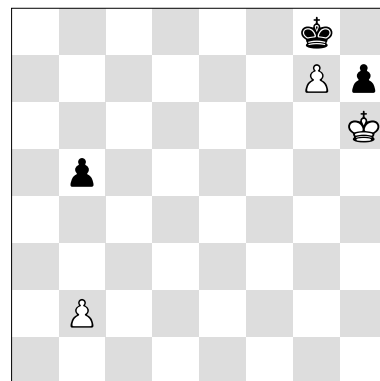
On the right, Black draws if he brings up his king: **1. ... Ke6 2. cxd5+ Kxd5**.



### Pawns are important

On the left, White cannot take on c5. The black d-pawn makes it through. The b-pawn destroys the black pawns: **1. b4**.

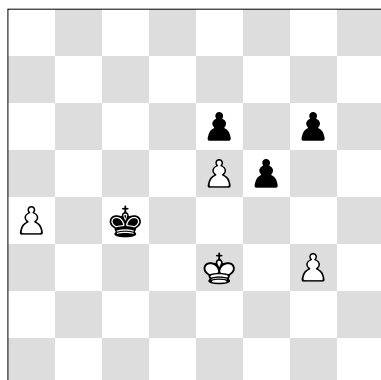
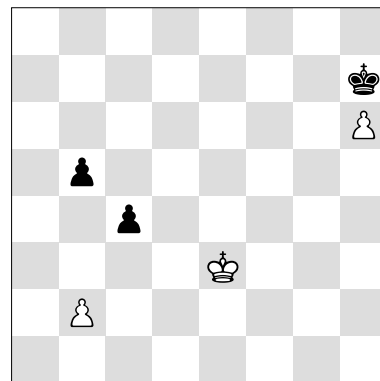
Another peculiarity on the right. Advancing the b-pawn two squares forces the black king to give ground: **1. b4**.



### Keep an eye on the opponent

On the left, the black g-pawn is in danger. Black can protect it with 1. ... h6. Not clever, the b-pawn gets through. **1. ... Kd6 2. Kxg5 Kd7** and the king is on its way to b7.

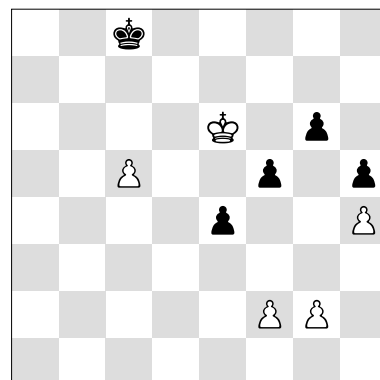
On the right: after 1. ... Kxh6 2. Kd4, both pawns are lost. **1. ... b4** draws.



### Defending first

On the left, Black can get the a-pawn by 1. ... Kb4. The white king then penetrates via f4. **1. ... g5** is correct and only then **2. ... Kb4**.

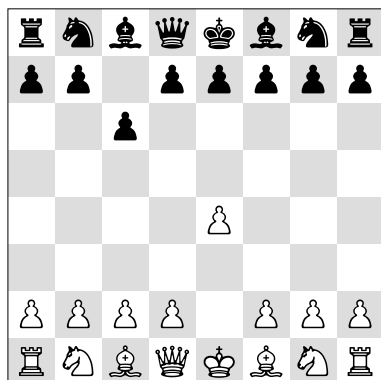
On the right, the king must not go after booty at once: 1. Kf6? f4 and Black creates a passed e-pawn. **1. g3** first is correct.



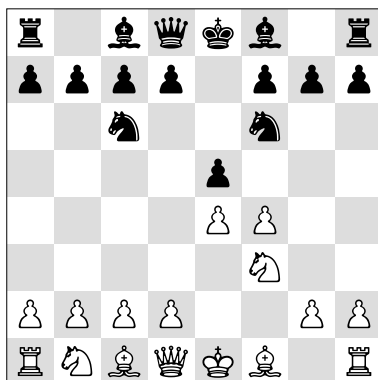
# The opening

In the opening you have to follow 3 golden rules: pawn into the centre, develop pieces and put your king in a safe position. Here are some other rules, which you can make use of (or have to use!):

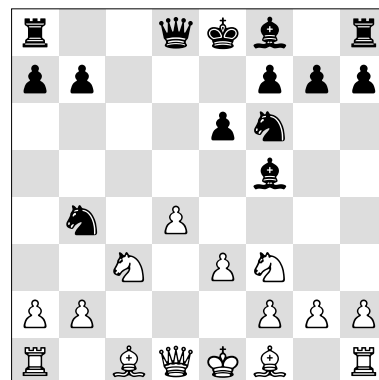
- develop **all** your pieces
- do not move the same piece twice (though sometimes it is OK – see diagram 2!)
- do not bring the queen out too soon (it is vulnerable, because it is so valuable)
- as far as possible put your pieces on squares where they are protected



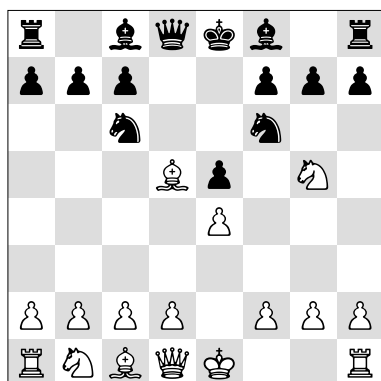
Your opponent has played an unexpected move, not 1. ... e5, but 1. ... c6. You can develop a piece with **2. Nf3** or **2. Nc3**. An excellent move is **2. d4** to put a second pawn in the centre. **2. Bc4** is a bad developing move. Black plays 2. ... d5 and after the exchange on d5 the bishop must move.



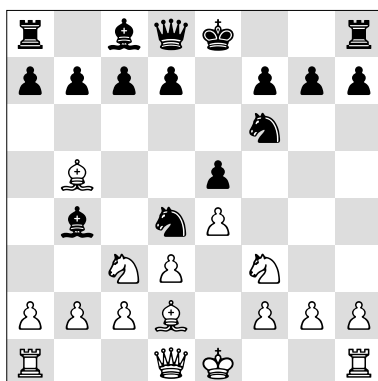
A move which attacks is often good. The opponent must deal with the attack and cannot continue developing. White plays **1. fxe5** and after **1. ... Nxe4** comes surprising **2. d3**. Is the pawn not in the way of the bishop on f1? No! After **2. ... Nc5** **3. d4 Na6** (3. ... Ne6 4. d5) White develops or even plays **4. d5** himself.



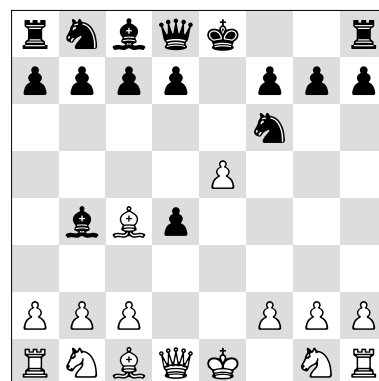
What can you do against the opponent's threats? Black has just played Nb4. There is the clear threat of Nc2+. White played the less good 1. Kd2. The king is unsafely posted and getting in the way of its own pieces. Develop with an attack, that is the way to go: **1. Bb5+**. The knight must retreat to c6.



In the opening, a lot of attacks are aimed at f7. It is sometimes hard to defend that square. Here, White is too optimistic (he played Bxd5). Black can take an attacking piece with **1. ... Nxd5**. After **2. exd5 Qxg5** **3. dxc6 Qxg2** things certainly do not look good for White.



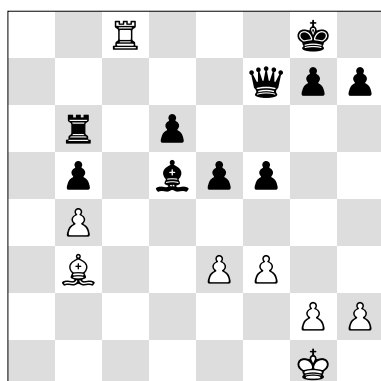
In the opening you can make use of the weapons from Step 2: double attack, pin, getting rid of the defence and discovered attack. In this diagram, the move Bd2 was no answer to the threat of Nxb5. Black wins a piece with **1. ... Bxc3**.



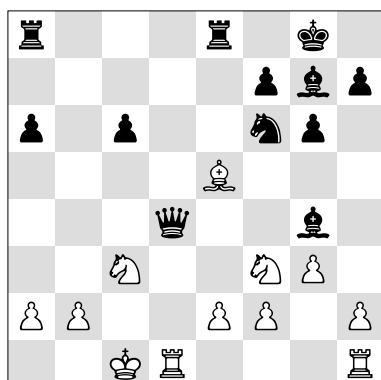
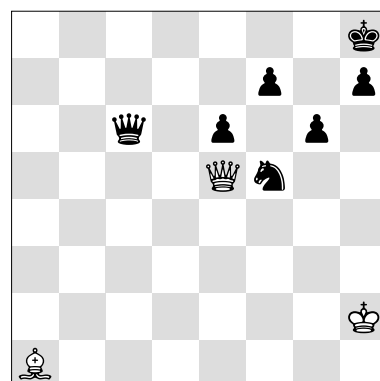
At Step 2 giving check is a hobby for many players. But in the opening, this is more often bad than good. It is bad if the opponent can combine getting out of check with an attack. Here that is useful because after **1. c3 dxc3** **2. bxc3** two black pieces are en prise: the Nf6 and the Bb4.

# Defending

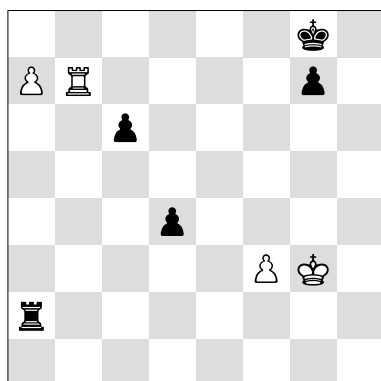
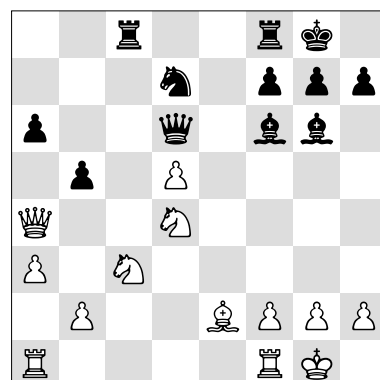
Let's say it again! Before you make a move: be careful, look to see if there are other (good) moves, choose your move, check things again and then make the move. Especially when you are defending against a threat, a wrong decision can lead directly to a lost position.



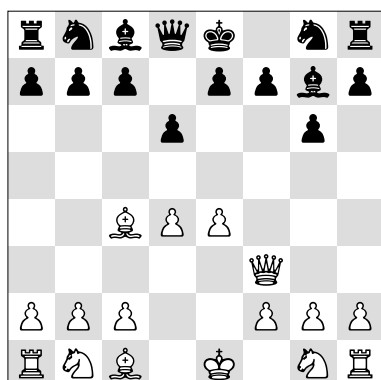
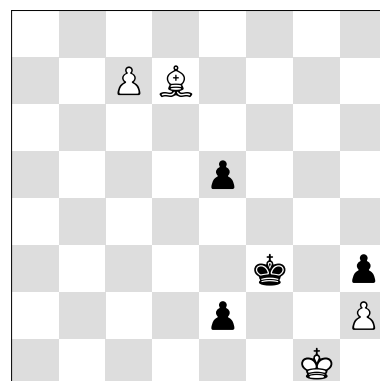
- **Getting out of check**  
Many Step 2 players will play  
1. ... Qf8 without thinking and  
lose: 2. Bxd5+ Kh8 3. Rxf8#. Is there nothing else? Black is the better off after **1. ... Qe8**  
**2. Rxe8+ Kf7**.  
On the right, 1. ... Kg8 2. Qh8# is mate. Correct is **1. ... f6**  
**2. Qxf6+ Kg8**. Black is alive.



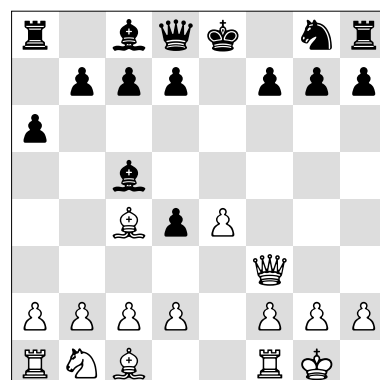
- **Beware of the loss of material**  
On the left, White has to recapture the queen. Normally, 1. Rxd4 is the move (the other rook can then go to d1), but here it costs a piece: 1. ... Bxf3 and 2. ... Rxe5. So, **1. Bxd4**.  
On the right, the queen must go back to d1. It has to keep protecting the knight on d4.



- **Defend against passed pawns**  
On the left, you would like to advance your own pawns. But 1. ... d3 is met by 2. Rb8+ and 3. a8Q. The safe **1. ... Kh7** is required.  
On the right, on the other hand, 1. c8Q is very silly. Black also queens and mates. First **1. Bg4+** and White wins.

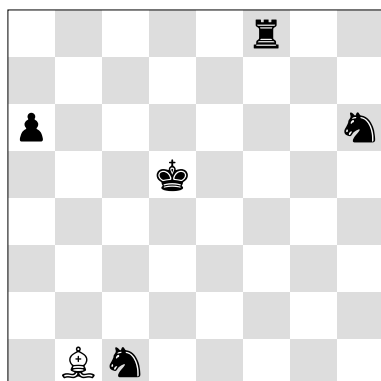


- **Scholar's Mate**  
Always make a sound move when danger threatens on f7. On the left **1. ... Nf6** is a fine developing move because **2. e5 dxe5**  
**3. dxe5 Bg4** is good for Black. On the right, Black must defend f7 with **1. ... Qe7**, because 1. ... Nf6 2. e5 d5 3. exf6 dxc4 4. fxg7 is bad.



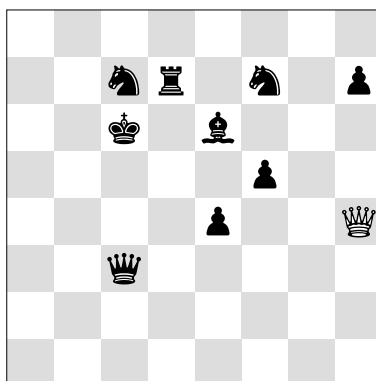
## Route planner

Making your own plans is always nice. The only problem is that your opponent is making plans too. So, you have to learn to take these into account. We can practise this with some little games. You have to find the correct route for your pieces. The only thing you have to watch out for is: finding a safe route. You must not be captured. In one way, your opponent is there (he controls squares), but in another way he is not (he cannot do anything against your plans because he is not allowed to move).



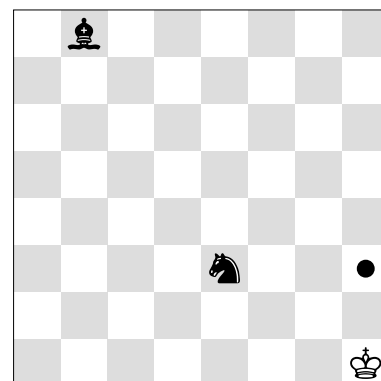
### Give check

The white bishop must give check. The best thing is to look for the (safe!) squares from which check can be given. These are b7 and g2 (the only way to get to h1 is via g2). The bishop cannot reach b7 safely. So, we look for other safe squares and come up with the route: **Bb1-c2-a4-d7-h3-g2+.**



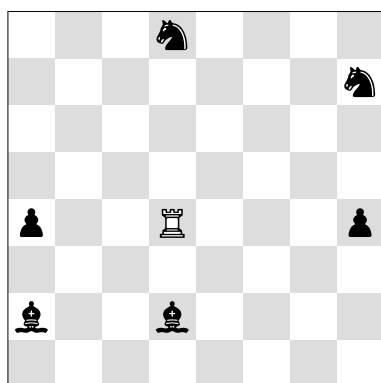
### Give check

A queen can check a king from all sides. So there are more black pieces on the board to prevent that. Once more, we start with the checking square. The only safe one is a4. The only way the queen can reach a4 is via a7. The only safe way to a7 is via f2. Getting the queen from h4 to f2 is simple.



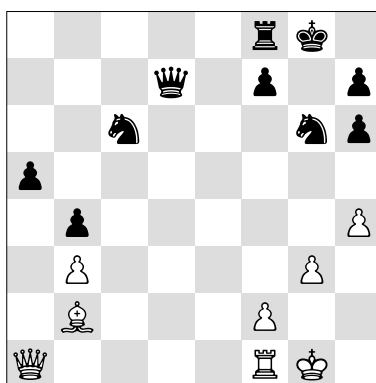
### Go to the correct square

The king is not far away from h3. Unfortunately, it cannot go on the h2- and g2-squares. Where does the king have to go then? Draw – if you have to – minus signs on the unsafe squares. The correct route involves a long journey: **Kg1-f2-e2-d3-d4-c5-c6-d7-e6-f6-g5-h4-h3.** At last!



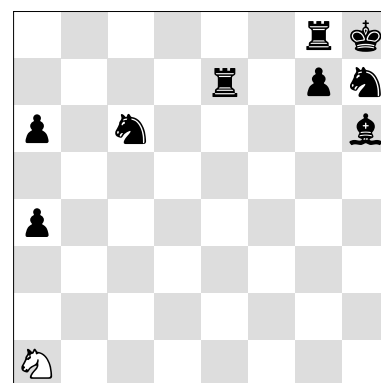
### Capture all the black pieces

The rook must take all the black pieces. Now plan the correct route. The rook has to take the black pieces on the same file or rank. The journey begins on d8: **Rd4xd8xd2xa2xa4xh4xh7.**



### Deliver mate

Only the white pieces may move, and only on to safe squares, and in addition, they may not take anything. White needs to use a well-known trick here. He needs his queen and bishop to change positions: **1. Bc1 2. Qf6 3. Bb2 and 4. Qg7#.**

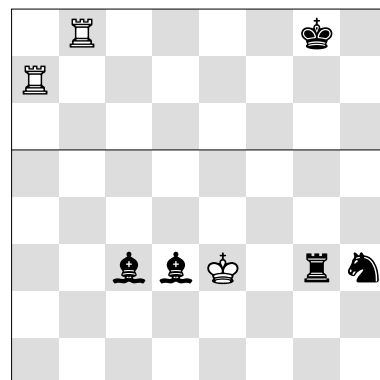


### Deliver mate

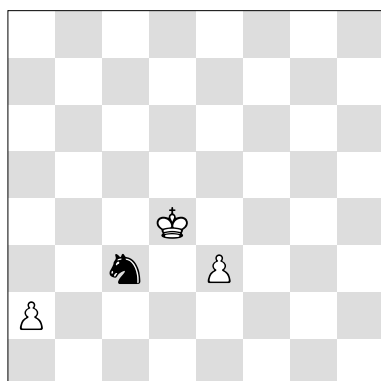
Mate with a single piece is also possible. It is clear at once that the knight has to go to g6. The start is simple too. The white knight has no choice: **Na1-c2-a3-c4.** From c4 it is not far: **Nc4-d6-f5-h4-g6#.**

# Working out mate

It is easier to mate your opponent if you know the various mating patterns. If you know the mating pattern, you can make sure each piece is doing the right job. In this reminder, we shall work out some mating patterns. We set up the pieces in such a way that the mating net is drawn tight.

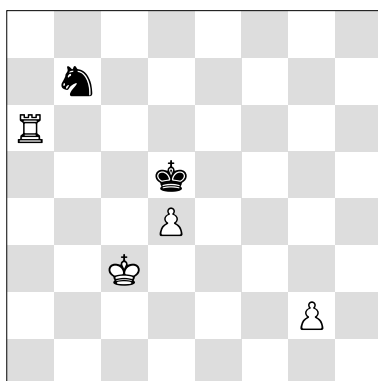


Firstly, two examples. There is a simple mating pattern in the diagram above. Below, things get significantly harder.



## Working out mate with 2 pieces

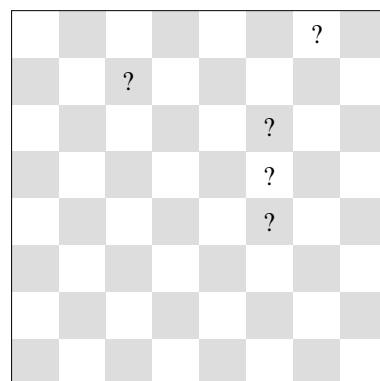
In this diagram, the ♔ and ♚ must be employed. The black king must control as many squares as possible. From b4 and d6 three are controlled, but b4 is better because from there the knight is also protected. The rook must deprive the opposing king of squares and give check (mate). With the king on b4 the squares e5 and d3 are not yet under control. So the rook belongs on d5.



## Working out mate with 1 piece

In this diagram, you only have to place one piece. It must be a ♖ or a ♗ or a ♘. The black king has only one escape square left: e4. And a check is needed too. So, the question is: from where can the piece both give check and control e4? Thinking things over quickly leads to the following conclusion:

- ♖ = e5
- ♗ = f3
- ♘ = f6

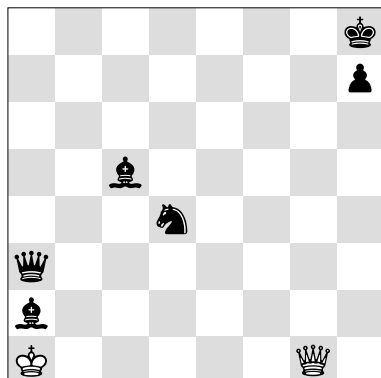


## Working out mate

The pieces ♔ ♚ ♗ ♘ ♙ must be put on the squares with the question marks. Black must then be mated. The best piece to start with is the losing king. Most of its enemies are around it. f6 is the first square to be considered for the king. The queen must go on c7; any other piece would not achieve much from there. The knight gives check from g8. King on f4 and pawn on f5. There we are!

## Drawing by stalemate

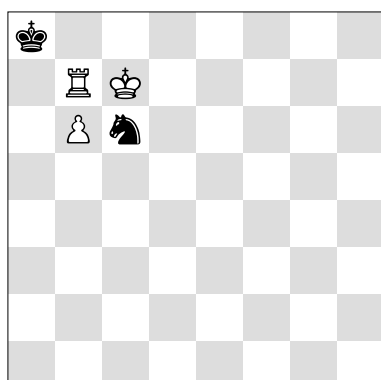
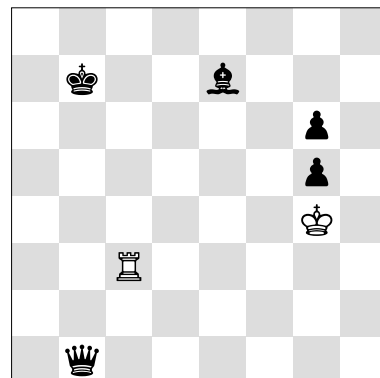
You are usually not generous about giving away your pieces. And yet, there are positions in which you would rather get rid of all your pieces. That is what happens when you are losing, but only have a few pieces left and your king can hardly move. Then you can try to reach stalemate. That saves half a point. Also, when you are winning, you can sometimes come up against stalemate.



### Forcing stalemate

On the left, the white king has no moves left. So, here White must give away his queen cleverly: **1. Qg7+** forces **2. ... Kxg7** stalemate. **1. Qxd4+ Bxd4#** and **1. Qg8+ Bxg8+** are silly.

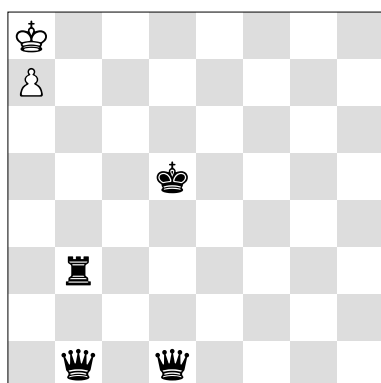
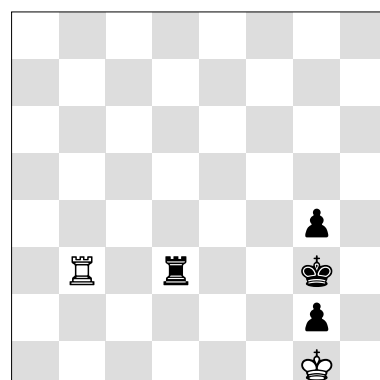
On the right, the white king can still move. Once more, a check: **1. Rb3+ Qxb3** and stalemate.



### Avoiding stalemate

On the left, White does not take the knight. If **1. Kxc6**, it is stalemate. Fortunately, the rook can still sacrifice itself: **1. Ra7+ Nxa7** **2. b7#**.

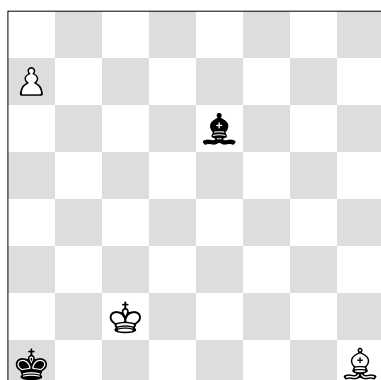
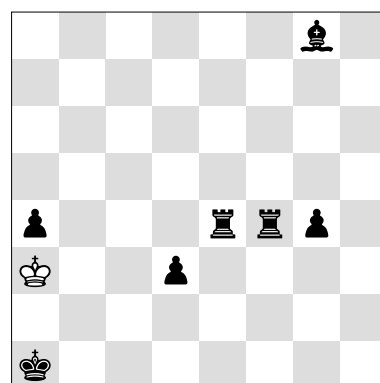
On the right, Black plays **1. ... Rf3** (**1. ... Rxb3** stalemate!). After **2. Ra3** then **2. ... Kh3** **3. Ra1 Rf1+** wins.



### Lifting stalemate

On the left, Black first got a second queen. It is now time to deliver mate. It is almost impossible to lift the stalemate. Only **1. ... Rb8+** still wins.

On the right, the position is drawn without the Bg8. With the position on the board, Black still has **1. ... Bc4**.

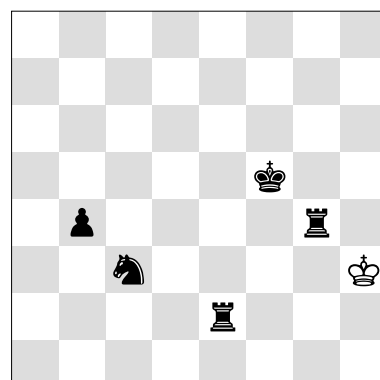


### Stalemate as a weapon

Stalemate is a useful weapon. On the left, Black stops the passed pawn: **1. ... Bd5** **2. Bxd5** stalemate.

### Where is the king stalemated?

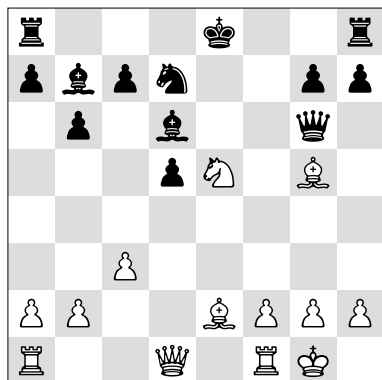
White is stalemated on the right. He would also be stalemated with his king on another 7 squares! (a1, b3, c1, d3, f1, f3, h1)



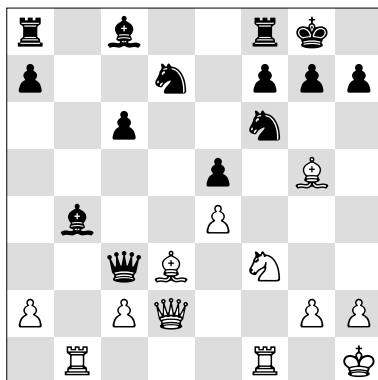


## Winning material

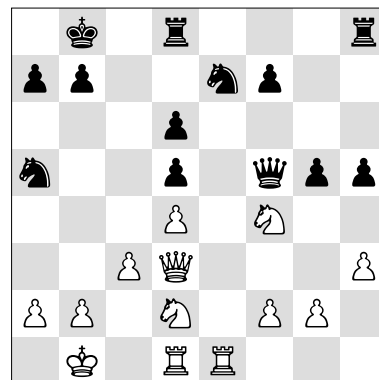
In the following 9 positions, you can see various ways of winning material. You will also come across the same motives in your own games. First look, then take another look, and only then move!



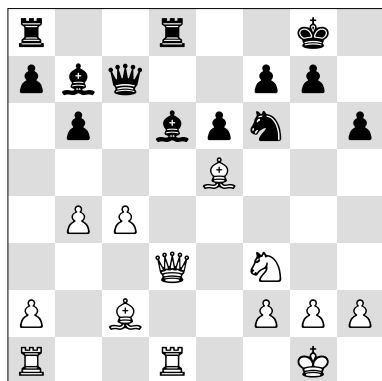
White thought he was being clever with 1. Ne5 (1. ... Nxe5 2. Bh5). Of course, Black plays 1. ... Qxg5.



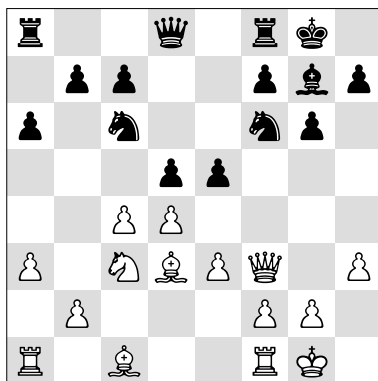
White has a clever way of winning a piece: 1. Rxb4. The queen covers the rook with x-ray protection.



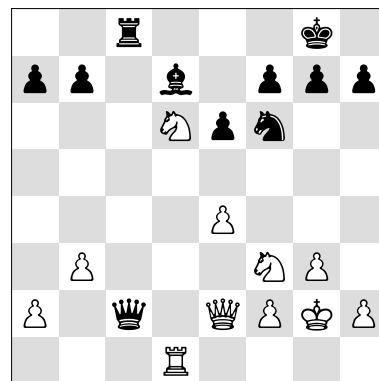
Both sides have a knight en prise. After 1. ... gxf4, Black is a knight up. The queen is suddenly hanging.



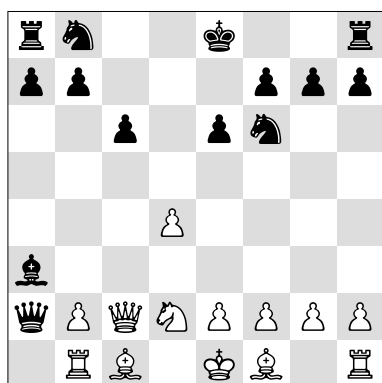
The twofold attack is familiar to you. Here the Bd6 is attacked three times and only defended twice. White wins with 1. Bxd6.



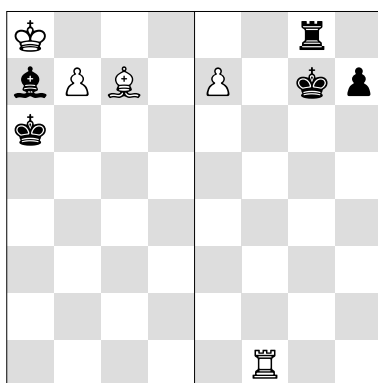
Count accurately. The pawns on d4 and d5 are being attacked several times. Only 1. cxd5 wins material: the **threefold attack**.



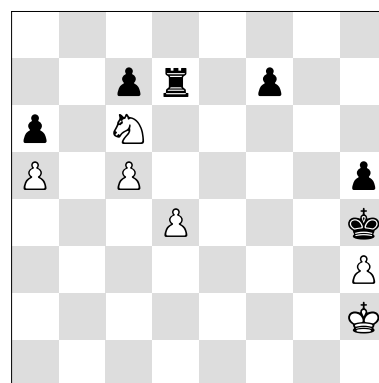
White would like to take the rook on c8, but his queen is hanging on e2. 1. Qxc2 Rxc2 doesn't work. 1. Rd2 is better and only then 2. Nxc8.



White can win material with a pin: 1. Qa4 pins the bishop. The bishop may be protected, but it is being attacked twice.



Promotion is a practical way of winning points. On the left, 1. Bd8 is best and on the right, White swaps off the defender with 1. Rg1+.



Double attacks also happen in the ending. The form of **material + square** is a tricky one. White wins with 1. Ne5 (threat: Nxd7 and Nf3#).