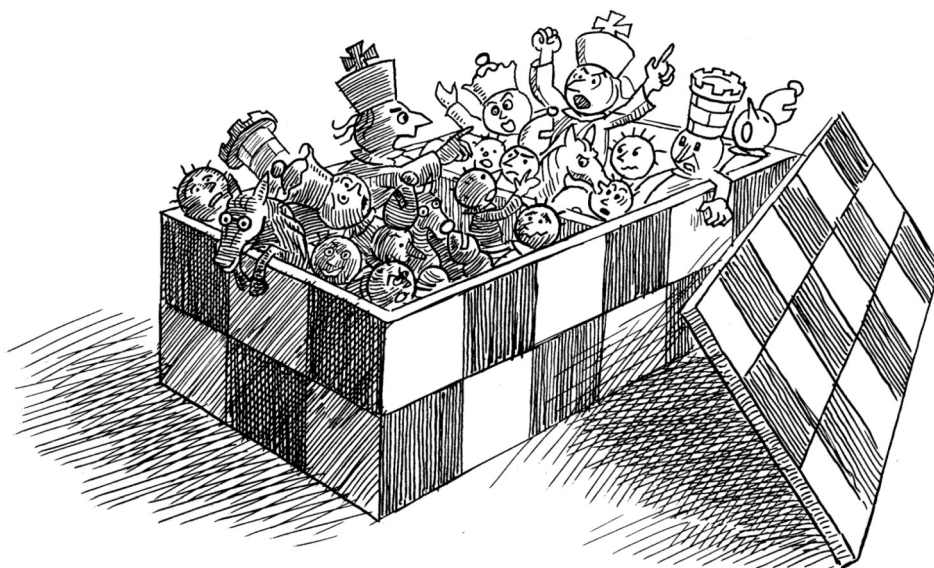


Step 3 plus

Reminders



From the 3rd edition onwards workbook Step 3 plus is published as an international version. We have decided to remove the reminders and make them available as a PDF file for downloading. This means more exercises on the pages that have become available.

As a teacher you can now hand out the reminders one by one at the appropriate time. Please note that a reminder can never replace the lesson in the manual! (Manual for chess trainers Step 3).

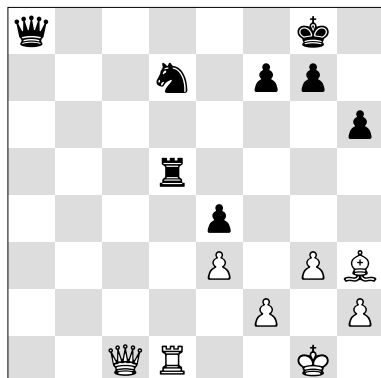
The page number at the bottom left refers to pages in the workbook with the corresponding theme of the reminder.

The solutions of all workbooks can be found on the website at:
<http://www.stappenmethode.nl/en/solutions.php>

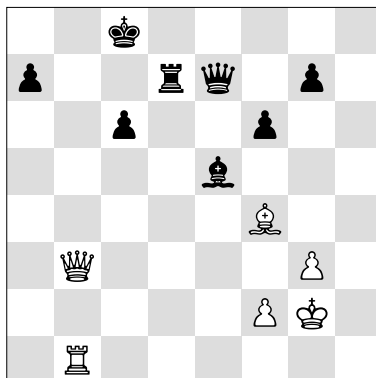
Information and an order form can be found on our website at: <http://www.stappenmethode.nl/en/>

X-ray protection

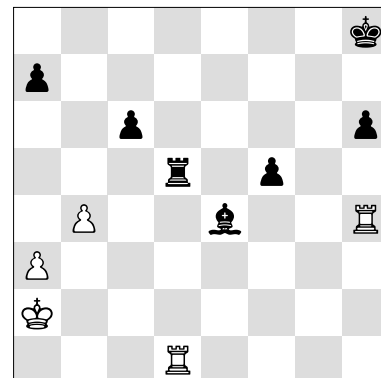
A simple topic to start on the Plus book. You have already learnt about X-ray protection and X-ray attacks, but there is more that can be done using the X-ray effect of queen, rook and bishop.



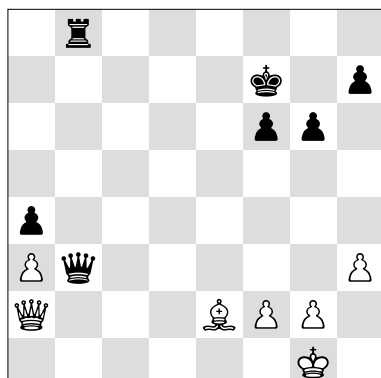
The white rook is attacking the ♖d5 and also controlling the squares behind the rook, White can win a piece with **1. Bxd7**.



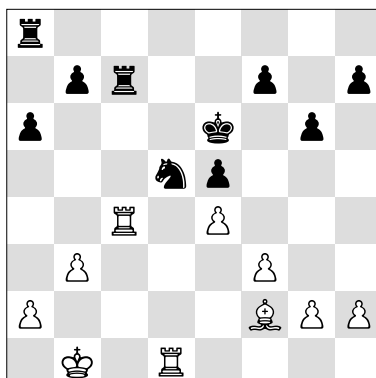
In this position the ♕f4 is looking through the ♗e5 to the b8-square. White can deliver mate with **1. Qb8+ Bxb8 2. Rxb8#**.



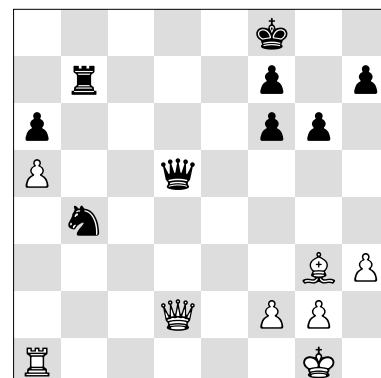
Is **1. Rxb6+** possible? Yes. White saves himself by X-ray protection after **1. ... Kg7** with **2. Rd6**, and both rooks are protected.



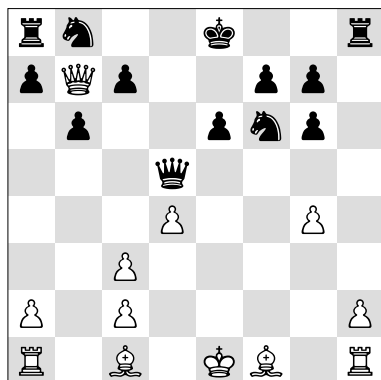
X-ray protection works very well in other sorts of combinations. Here it is the double attack. White wins the queen with **1. Bc4+**.



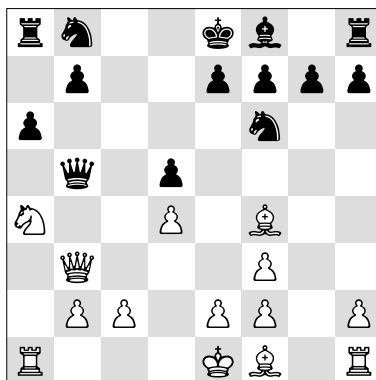
1. .. Rxc4 is not good since White plays **2. exd5+**. The capture can wait, since **1. ... Nc3+** is possible. The rook will protect the knight.



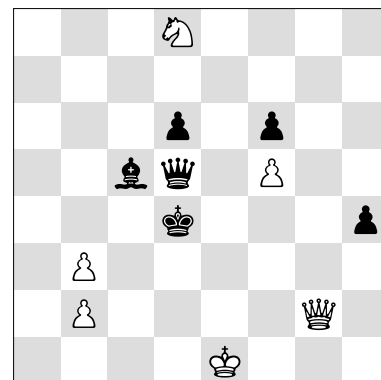
Here again White can win material by X-ray protection: **1. Bd6+ Kg7 2. Bxb4**. White is lucky because his bishop is protecting the queen.



The ♖a8 is safe because of X-ray protection. Unfortunately Black cannot save the rook after **1. Bg2** (the ♗b7 is protecting the bishop).



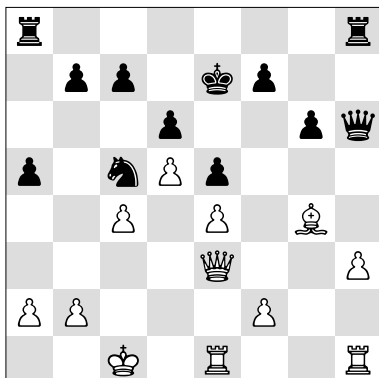
Exchanging queens is bad, since after **1. Qxb5 axb5** the knight is pinned. **1. Nb6** is good. Black has to abandon the protection of the ♗b8.



White can eliminate the black king as a defender by chasing it away. After **1. Nc6+** Black loses the queen. The ♖c6 is protected!

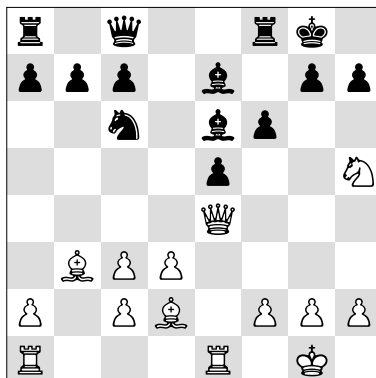
Pinned pieces

We deal once more with pinned pieces. This is the subject in which most mistakes are made in practice. We shall take a look at how other types of combinations exploit pinned pieces.



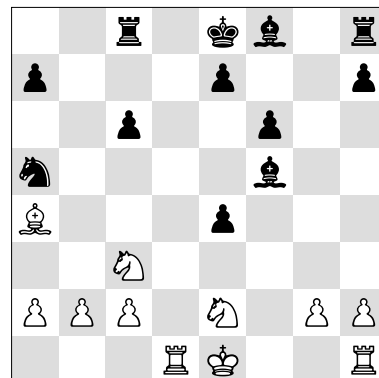
Double attack: knight

The queen on e3 is pinned, so the knight can give check without heeding it: **1. ... Nd3+** winning the exchange.



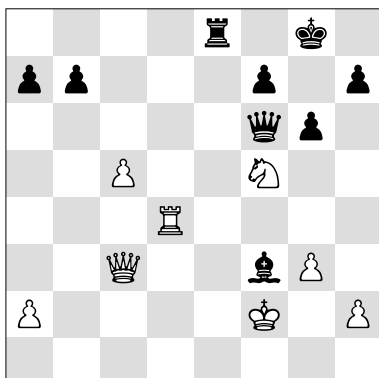
Double attack: queen

The pin on the ♙e6 lets the queen go safely to g4. After **1. Qg4** White wins a lot of material.



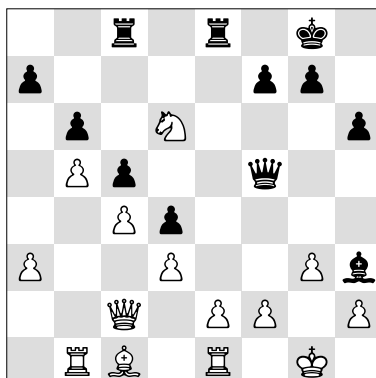
Double attack: rook

Unprotected pieces in view! White wins a piece with **1. Rd5**. The ♙c6 cannot do anything.



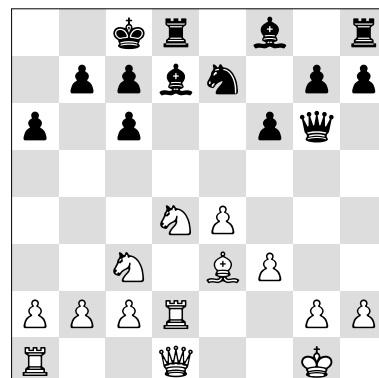
Discovered attack

Firing away with the front piece by **1. Re4 Bxe4 2. Qxf6 Bxf5** leads nowhere. The correct move is **1. Rd8**. The ♙f6 is pinned.



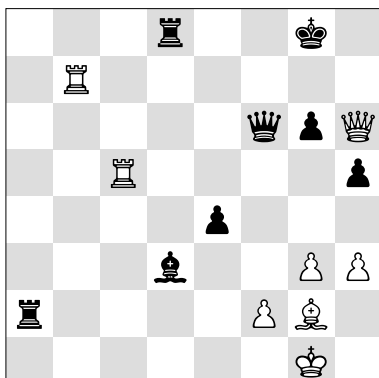
Threatening mate

Black has sacrificed his bishop on d6 with a clever plan. He exploits the pin on the e-pawn with **1. ... Qf3!**



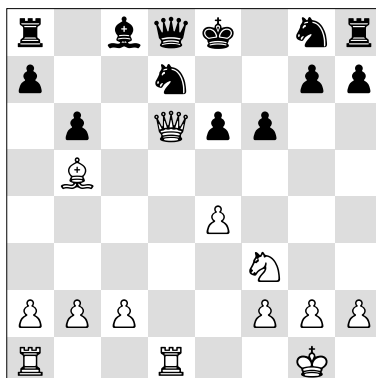
Chasing away + material

White exploits the pin on the Bd7 with **1. Ne6**. If the rook moves away, the ♙d7 falls. The best move is **1. ... Qe8**.



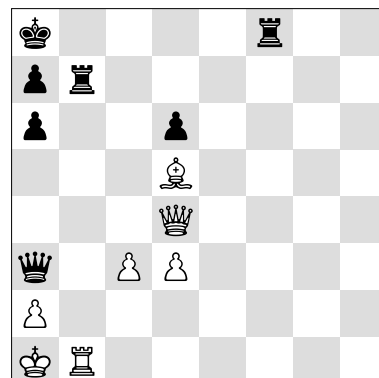
Luring away + mate

Black and White are both ready to mate. White gets there first with **1. Rf5**.



Trapping

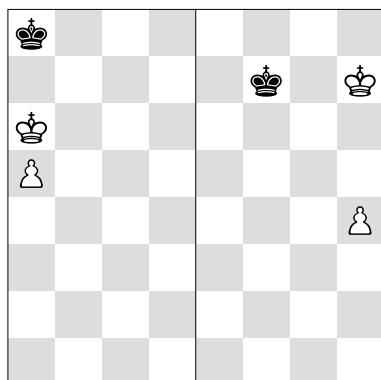
The ♙d7 cannot help. After **1. Bc6** the rook is shut in (**1. ... Rb8 2. Qxb8**).



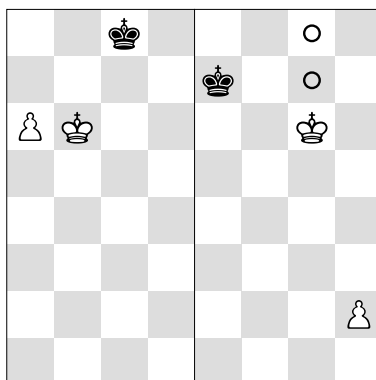
The pinned piece can help! The ♙b7 is pinned, but watch closely: **1. ... Qb2+ 2. Rxb2 Rf1+ 3. Rb1 Rxb1#**.

The rook pawn

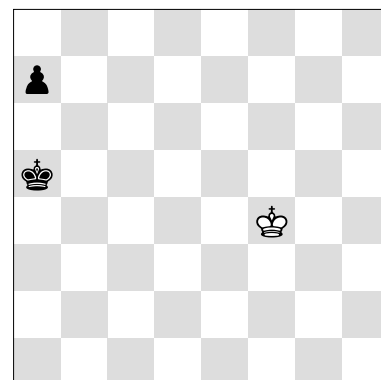
A pawn is worth 1 point, but not all pawns are of equal value. The rook pawn is weaker than its colleagues, since it controls one square less and therefore can only capture in one single direction.



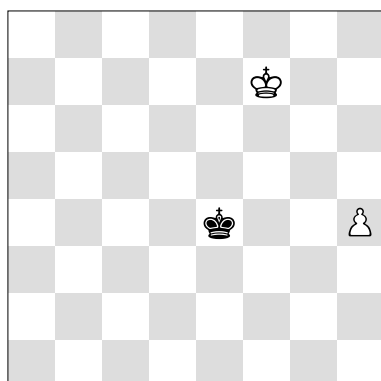
Draw. On the left the black king cannot be chased out of the corner. On the right the white king cannot get away without letting the black king into the corner.



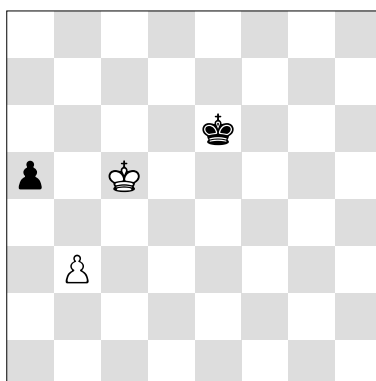
Win. On the left White plays **1. a7** and wins. On the right White must occupy a key square (g7 or g8) in order to win: **1. Kg7 Ke6 2. h4 Kf5 3. h5.**



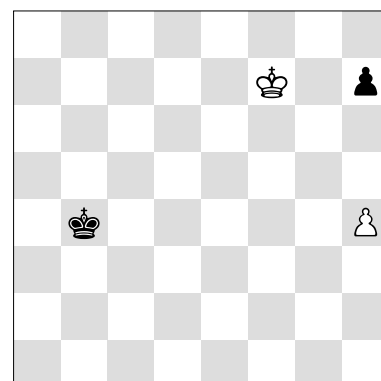
In *Berger-Mason, Breslau 1889* White played **1. Ke4?** After **1. ... Kb4 2. Kd3 Kb3** he could no longer reach the corner. **1. Ke3** is correct, to head for the safe square c1.



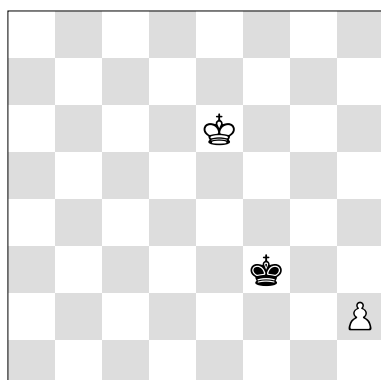
Black should not carelessly play **1. ... Kf4** in view of **2. Kg6**. His king must keep the white one away with **1. ... Kf5**, winning the pawn.



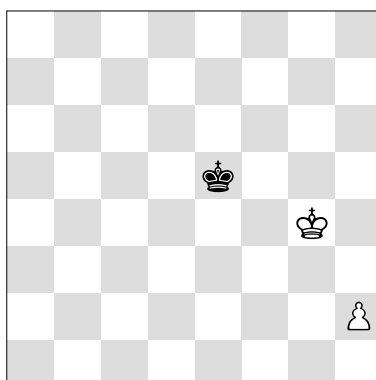
The defender can exploit the weakness of the rook pawn by downgrading his opponent's knight pawn to a rook pawn: **1. ... a4!**



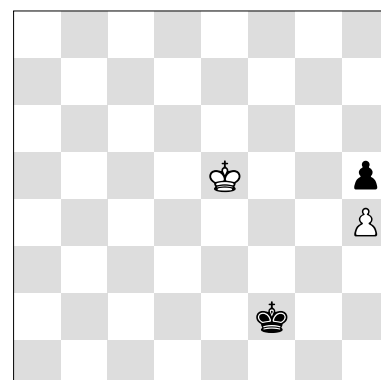
Can Black draw? Yes; he causes White to lose time: **1. ... Kc5 2. Kg7** (**2. h5 Kd6 3. h6 Kd7** draws) **2. ... h5 3. Kg6 Kd6 4. Kxh5 Ke7.**



The side with the rook pawn must make sure he can hang on to it: **1. Kf5 Kg2 2. h4.**

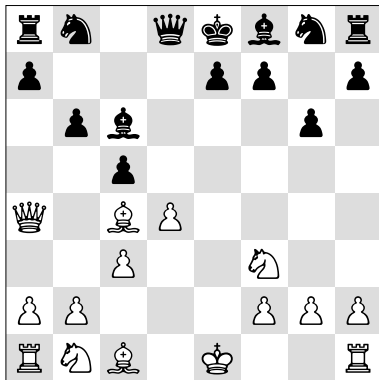


Shouldering off. White keeps the black king out of the corner with **1. Kg5 Ke6 2. Kg6 Ke7 3. Kg7.**

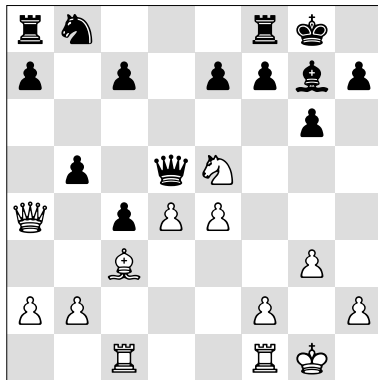


After **1. Kf5 Ke3** the ♔ gets to f8. So it must be kept at a distance: **1. Kf4 Ke2 2. Kg5 Ke3 3. Kxh5 Kf4 4. Kg6.**

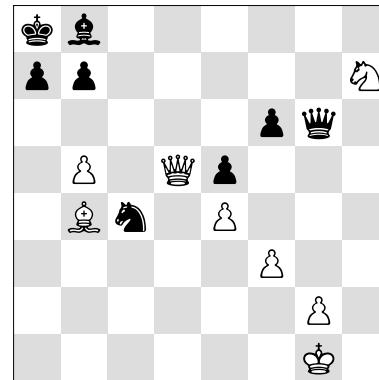
The intermediate move (in-between move)



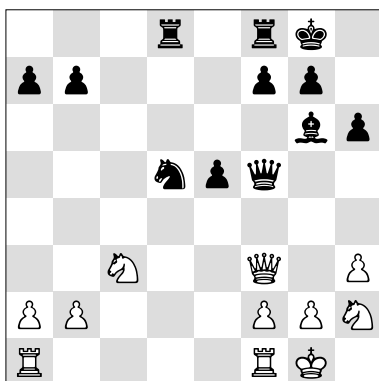
White's queen is in danger, yet he plays **1. Ne5!** A good intermediate move which threatens mate on f7. Now **1. ... e6 2. Nxc6** wins material.



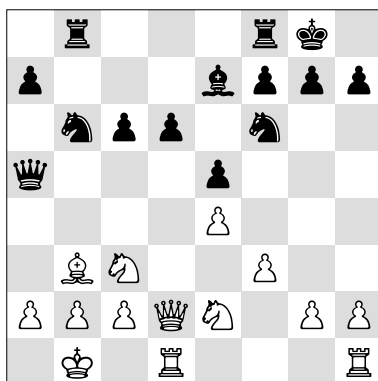
Both queens are attacked. Black wants to exchange queens, but first quickly takes the knight: **1. ... Qxe5!** He wins a piece.



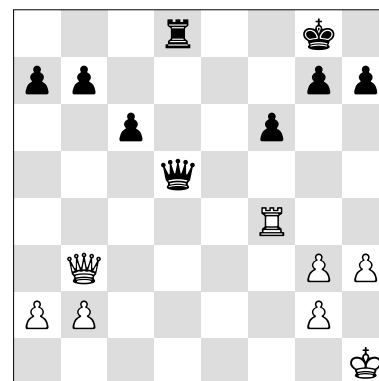
White does not thoughtlessly take on c4, but first saves his own knight with an **intermediate move: 1. Nf8!** Only then does he look to the Nc4.



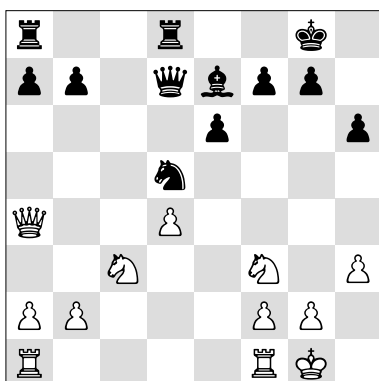
After **1. Nxd5** Black intended to play **1. ... Qxf3**, but with **2. Ne7+** and **3. Nxf3** White wins. Intermediate moves like this also work in other combinations.



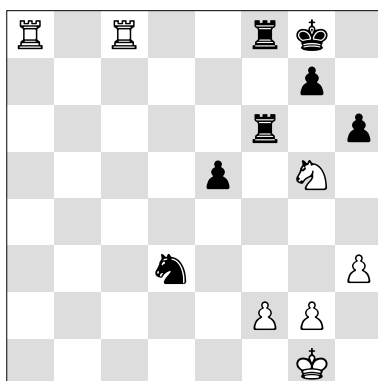
Discovered attack
With **1. Nd5 Qxd2** (or else Qxa5) **2. Nxe7+** White very cleverly uses an in-between move. He only recaptures on d2 after **2. ... Kh8**.



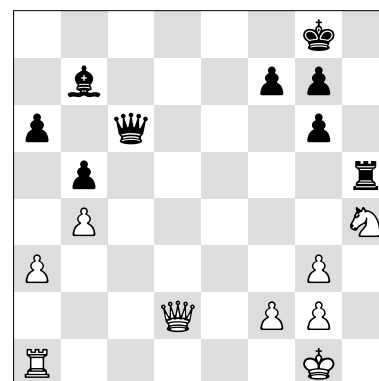
Pin
The pin on the ♔ looks harmless but after **1. Rd4 Qxb3 2. Rxd8+ Kf7 3. axb3** White wins a rook with the help of an intermediate move.



Capturing + material
Black takes the defender of the queen: **1. ... Nxc3 2. Qxd7**, and now the in-between move **2. ... Ne2+** and then **3. ... Rxd7**.



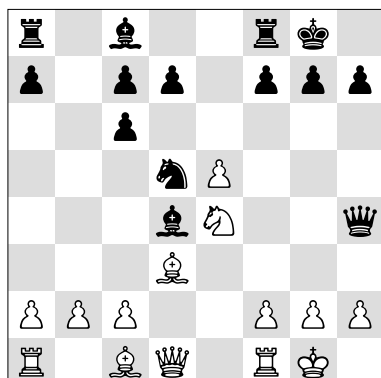
Luring away + material
White diverts the king with **1. Nh7**. After **1. ... Rxc8** White gives an intermediate check on f6. **1. ... Kxh7** is followed by **2. Rxf8**.



Black thinks he can play **1. ... Rxh4**, eliminating the defender of g2. However, with the intermediate move **2. Qd8+ Kh7 3. Qxh4+** White wins the exchange.

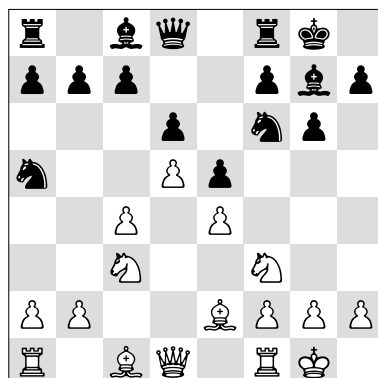
Vulnerability in the opening

It is possible to win material even in the opening with the combinations from Steps 2 and 3. Look out for unprotected pieces, pieces on the same line, pieces with restricted mobility and defenders.



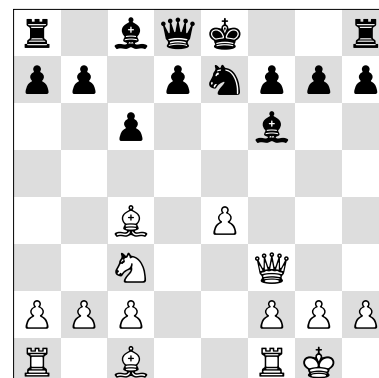
Trapping the queen

The black queen is active, but also vulnerable. White wins the queen with **1. Bg5**.



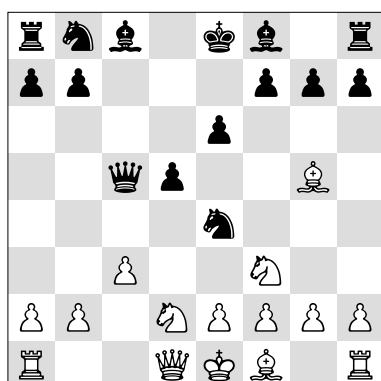
Trapping

In the opening other pieces can also be shut in. A well-known case is the knight on the edge of the board: **1. b4**.



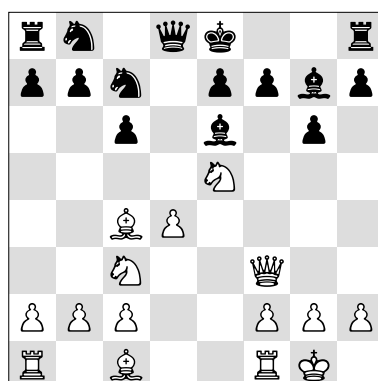
Pin

The mating pattern on f7 immediately catches the eye. So the ♖f6 is pinned. The attack **1. e5** wins a piece.



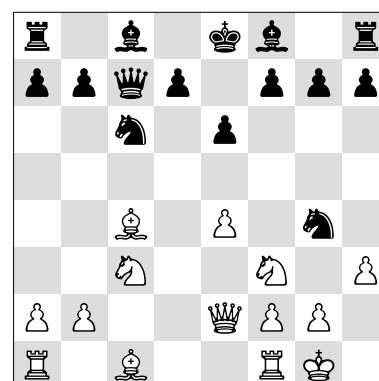
Pin

Black is threatening mate on f2. What a pity that the d-pawn is pinned and that **1. Nxe4** wins a piece.



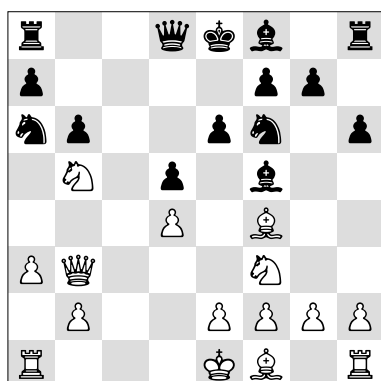
Elimination of the defence

Again, mate on f7 catches the eye. The defending bishop can be eliminated by capturing it: **1. Bxe6**.



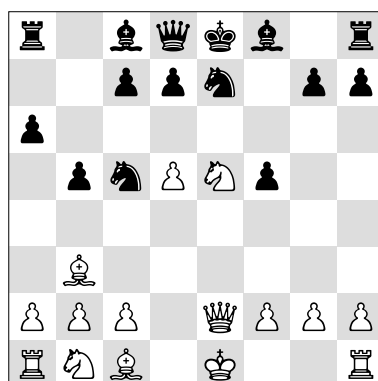
Elimination of the defence

Black lures away the defender of h2 by **1. ... Nd4**. If White moves the queen, **2. ... Nxf3+** will follow.



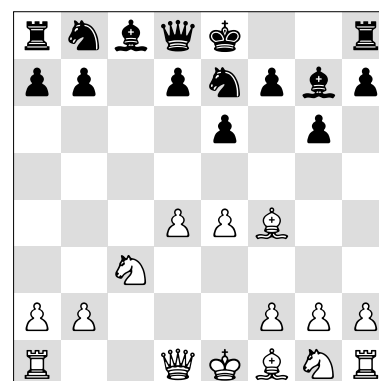
Double attack

White plays **1. Qa4** and threatens not only **2. Qxa6**, but also **2. Nc7+**. Black loses material.



Discovered attack

After **1. d6** mate is threatened on f7. After **1. ... Nxb3** the intermediate move **2. dxe7** wins a piece.

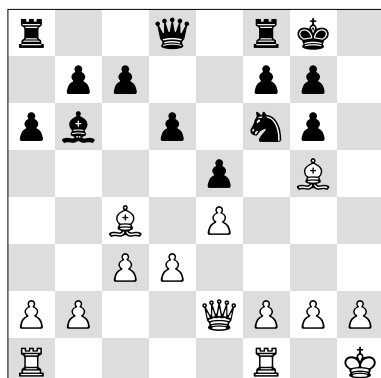


A vulnerable point

Attack your opponent's weakest point. After **1. Nb5** Black can no longer satisfactorily protect c7.

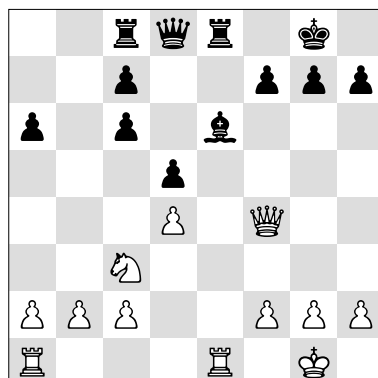
Mini-plans

In your games you always have to be finding another good move. You have to make sound moves! But what is a sound move? Read on and make use of the following plans in your games.



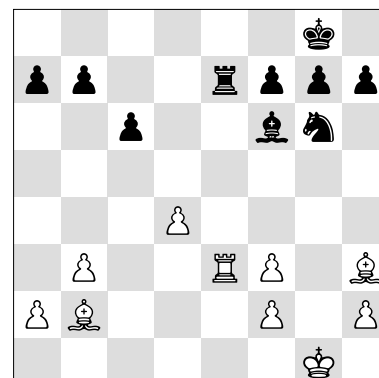
Increase the activity of your pieces

Both of White's bishops are active. The queen can go to f3, but what next? The rooks are not working hard enough. So **1. f4** is better. After the capture on e5 the f-file is opened and if required White can double his rooks. Black cannot solve the problem of the pin on his knight without losing a pawn.



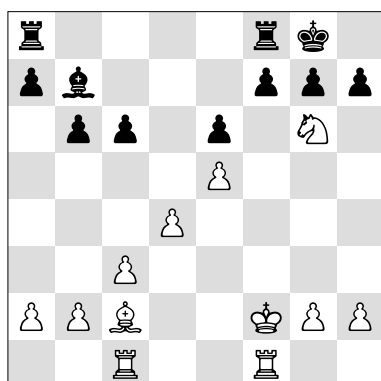
Activate a piece

For the moment the knight on c3 has nothing better to do than to attack the well protected d5-pawn. It is high time to move the knight to a better square by means of **1. Na4**. The knight will be better on c5. From there it attacks opposing pieces and controls more squares in the opponent's half of the board.



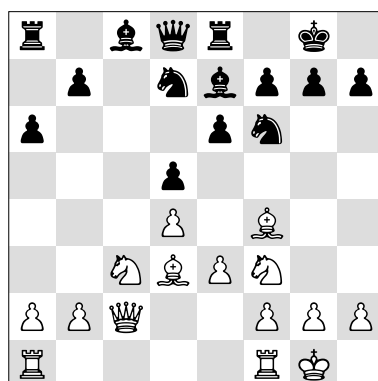
Improve your pawn structure

Doubled pawns are often not so strong. So it is a good plan to undouble them. White has the strong **1. Ba3** up his sleeve. Black cannot prevent the exchange of rooks (1. ... Rc7? 2. Re8+) and has to play **1. ... Rxe3**. After **2. fxe3** the white pawns are linked again. In addition White has more control over f4.



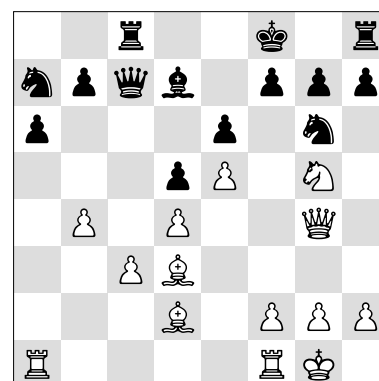
Capture towards the centre

1. ... fxg6+ looks good since the rook will then be activated. That is true, but there is a disadvantage: the e6-pawn is no longer protected by another pawn. It is usually better to capture towards the centre. After **1. ... hxc6** the black pawns control more squares than after **1. ... fxg6**.



Exploit vulnerability

It is always a good plan to attack a weak point of your opponent. Black has just played ... a6 to prevent Nb5. Thanks to a tactical trick White can still play **1. Nb5** (1. ... axb5 2. Bc7). Black has to apply the brakes with **1. ... e5**. White can then win material either with **2. Nc7** or with **2. dxe5**.



Exploiting vulnerability

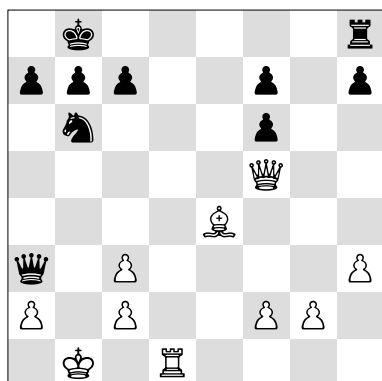
In this position White is better. The vulnerable point does not immediately catch one's eye. White played **1. Rfc1** and missed the immediate win with **1. Qf3**. Black seems to be able to protect f7 easily, but appearances are deceptive. **1. ... Be8** or another bishop move is followed by **2. Nxe6+**.

Mate

In order to deliver mate, you almost always need several pieces. We know about:

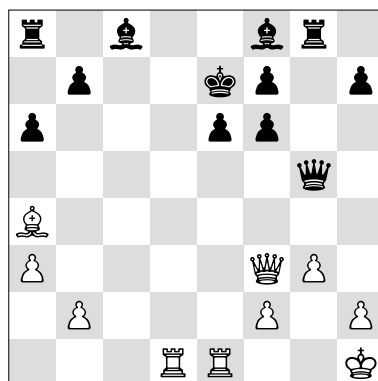
- the chaser – the piece which delivers mate, threatens mate or chases the king
- the helper – the piece which supports the piece which delivers mate
- the guard – the piece which deprives the king of escape squares

What is special about the examples on this page is that the chaser, the guard and the helper are brought in closer without giving check.



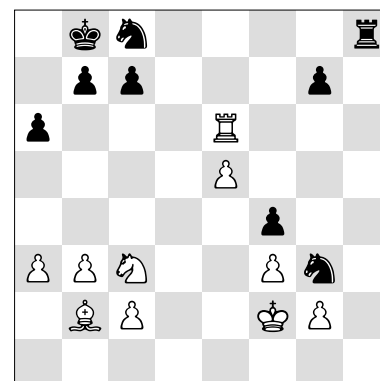
Bringing in the helper

The black knight needs to help the queen with the mate on b2. But 1. ... Nc4 would not be good: 2. Qb5 and White saves himself. After 1. ... Na4 White can no longer protect b2 properly (2. Qb5 Nxc3+ 3. Ka1 Qxa2#).



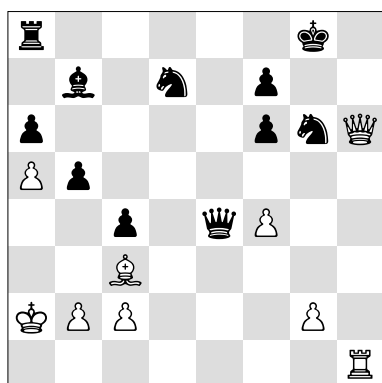
Bringing in the chaser

Of course, the white queen must deliver mate, but where? 1. Qc3 seems to win, since Black cannot protect c7. Unfortunately 1. ... f5 spoils the plan. So the queen must mate on d8, when ... f5 no longer works. So the only way to win is 1. Dd3!



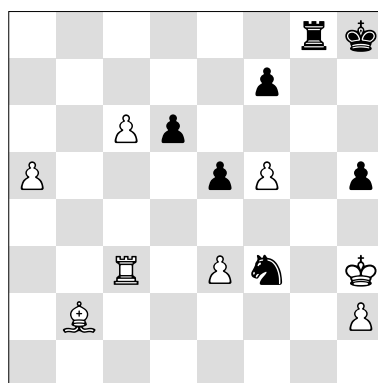
Bringing in the chaser and the guard

The white king can still escape to e1. Luckily pieces can often do more than one job at a time. After 1. ... Rh1 the black rook is both chaser and guard. White can no longer defend against mate on f1.



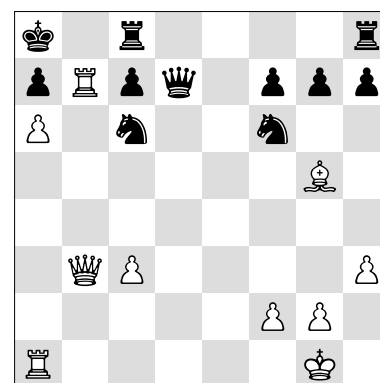
Bringing in the guard

The white threats on the h-file seem to be decisive, but after 1. Qh7+ Kf8 the king escapes. White must first deprive the black king of an important escape square with 1. Bb4. Black can still protect h7 with 1. ... Nf8, but then it is mate on h8.



Extra duties for the guard

The black rook is taking care of the squares on the g-file. The knight is controlling the h4-square. For the moment Black has no more pieces available. The rook must be deployed more effectively: 1. ... Rg4. Mate by 2. ... Ng5# can no longer be prevented.



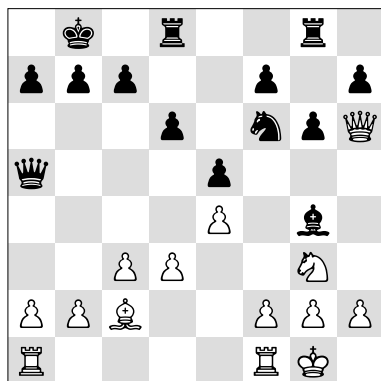
Clearing a square

To mate, White does not have to bring in a piece, just the opposite! What is amusing is that the ♖b7 is just getting in the way. Without it, the queen can mate on b7. White must clear the b7-square with tempo: 1. Rxa7+ Nxa7 2. Qb7#.

Elimination of the defence

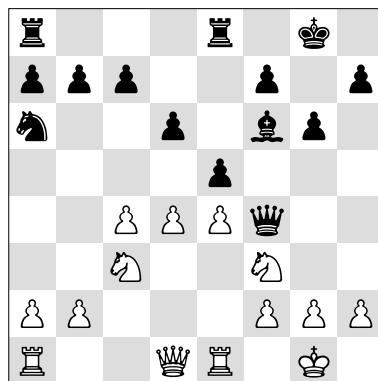
Some pieces with a specific job to do are called defenders. These can be eliminated by capturing them, chasing them away or luring them away. You already know this. In this reminder there are three forms which are slightly different from the ones we already know:

- eliminating the defender and gain material with a single piece;
- eliminating two defenders simultaneously;
- luring away a defender which has two jobs to do.

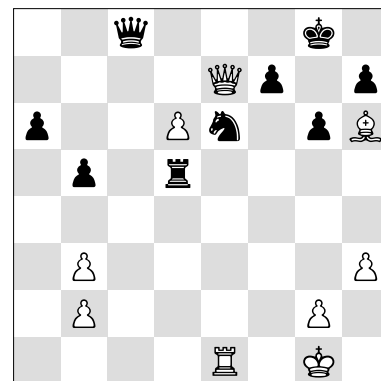


White can win a piece with **1. Qg5**. What is special is that the same piece chases the defender away and attacks the target.

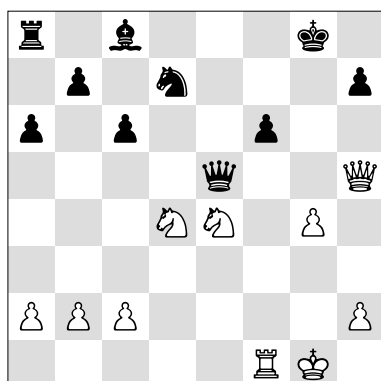
This combination is not a double attack by the queen, because the Bg4 is (not yet) a target. But it looks as though this were already the case.



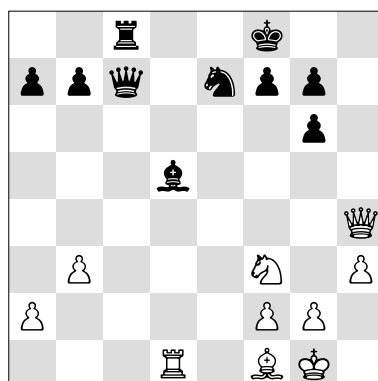
Pieces other than the queen can also eliminate a defender on their own. With **1. Nd5** White wins the bishop on f6. The queen has to abandon the protection of the bishop. The problem with this form of eliminating a defender is that so far nothing is being attacked.



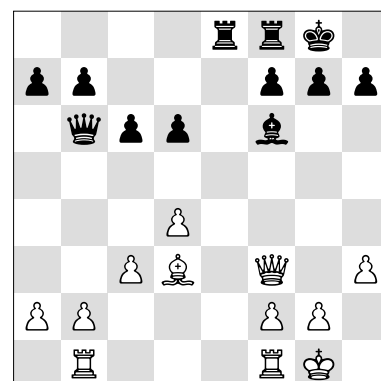
White would like to mate with **1. Qf8**. There are two defenders. White takes one with **1. Rxe6** and lures the other away with: **1. ... Qxe6** **2. Qf8#**. This combination only works because the f7-pawn is pinned. **1. Qf6** would not be good on account of **1. ... Rf5**.



The queen on e5 is protected twice. White takes the defending pawn with **1. Nxf6+**. Black must recapture (h7 is now attacked twice). After the recapture with the knight the queen on e5 does not have a single defender left. Recapturing with the queen also costs material.



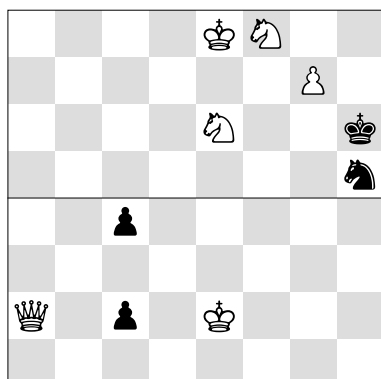
The ♞e7 has at least one clear task: it must protect the bishop on d5. Its second job is also easy to spot. It is the only defender against mate on h8. White wins the bishop on d5 with luring away the knight: **1. Qh8+ Ng8** **2. Rxd5**.



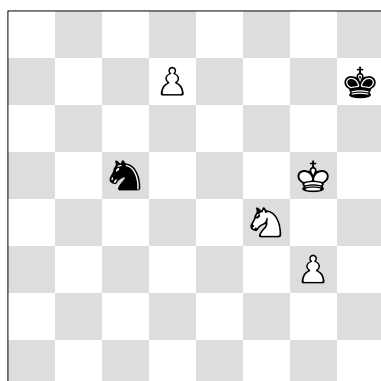
It is sometimes not so easy to find a defender with two jobs to do. It helps to first recognise one of its tasks. The ♗g7 must protect the bishop. White can lure the g-pawn away with **1. Qf5**. The g-pawn has to give up the protection of the bishop.

Underpromotion

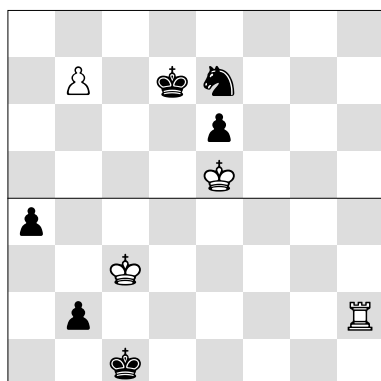
Sometimes it is better not to take a queen. Promotion to a rook, bishop or knight is called **underpromotion**.



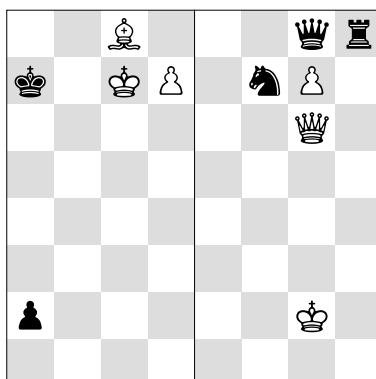
Underpromotion to a knight is sometimes possible. A knight moves differently from a queen. Above **1. g8N#** is mate (1. g8Q Nf6+). Below **1. ... c1Q** does not win; **1. ... c1N+** does.



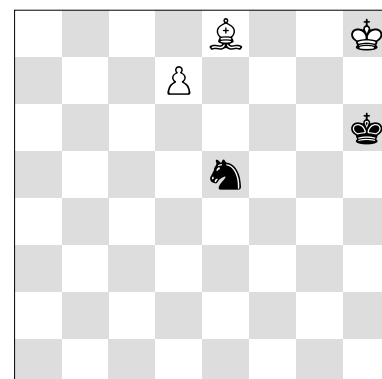
Promotion to a queen or rook leads to stalemate: **1. d8Q Ne6+ 2. Nxe6**. Only **1. d8B** is correct.



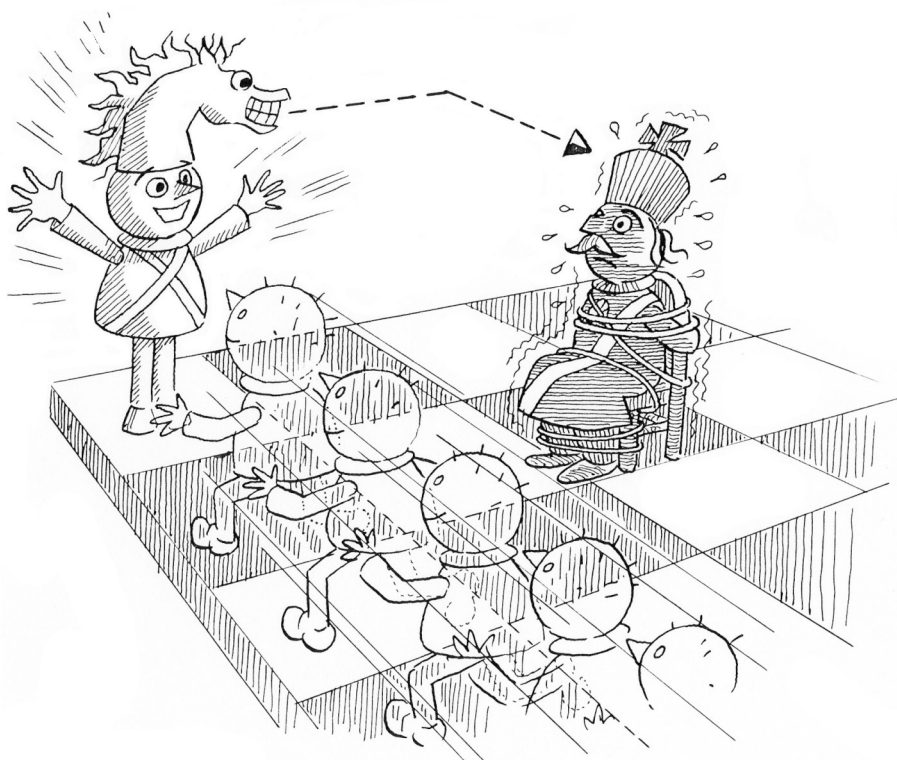
Sometimes underpromotion is necessary to draw. Above **1. b8N+** is necessary to avoid a double attack. Below **1. ... b1N+** prevents mate.



On the left **1. d8Q a1Q** draws. Winning is **1. d8N a1Q 2. Nc6+ Ka8 3. Bb7#**. On the right White has 12 points less after **1. gxh8Q Qxg6+ 2. Kf2 Nxb8**. After **1. gxh8N Qxh8 2. Qxf7** or **1. ... Qxg6 2. Nxb8** things are level!



Promotion to a rook or a bishop only makes sense if you want to avoid stalemate. These pieces have fewer options than the queen. After **1. d8Q? Nf7+ 2. Bxf7** Black is stalemated. So only **1. d8R** wins.



Underpromotion to a knight is useful if:

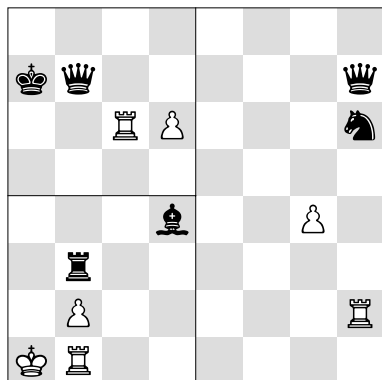
- the knight makes a double attack
- the knight protects one of its own pieces
- the knight gives check or mate

Underpromotion to a rook, bishop or knight is useful:

- to avoid stalemate

Pins

Almost every game contains a pin. Sometimes pins are harmless, but usually they are very disruptive. In this reminder we shall take a look at some complicated aspects of pins.

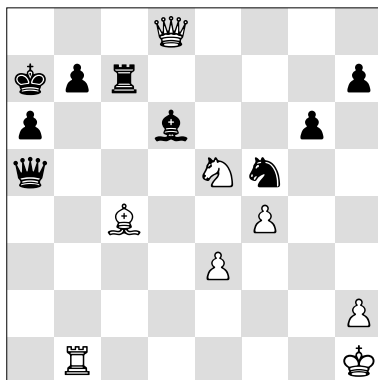


There are three aspects:

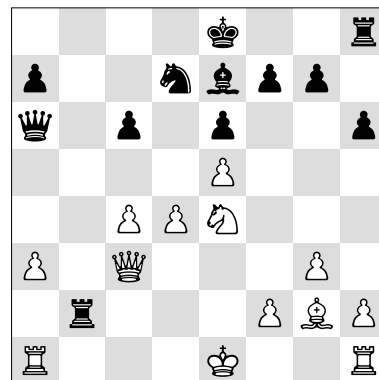
Pinning: above left White plays **1. Rc7** and pins the queen.

Attacking a pinned piece: On the right White plays **1. g5** and wins the pinned knight.

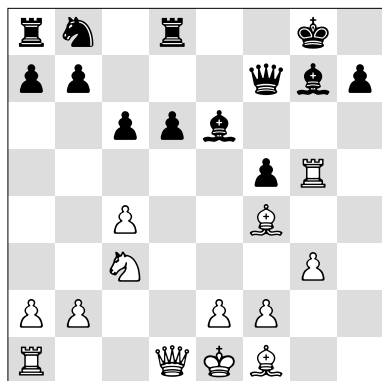
A pinned piece is not a good defender: below left Black exploits the pin with **1. ... Ra3#**.



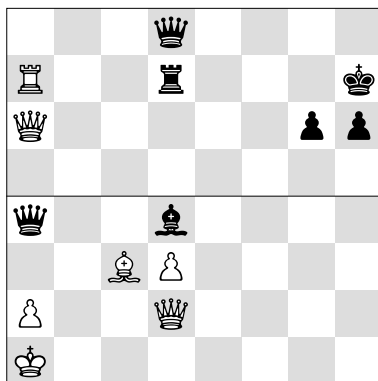
You first have to find the pin. In any case the ♖c7 is pinned. That looks harmless, since after 1. Nd7 (threatening mate on b8) there is the saving move 1. ... Rc5. Mate on b8 would also be possible without the b7-pawn. Thinking that through, we easily find the solution: **1. Nc6+!** White exploits two pins.



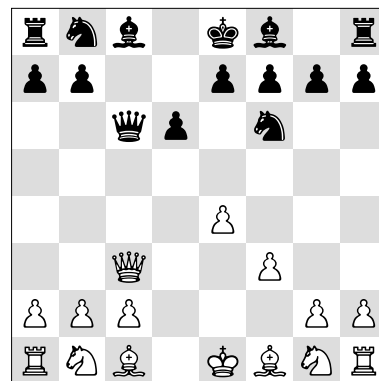
‘A pinned piece is not a good defender’ (for the sake of simplicity ‘NGD’) is quite the most difficult of the three aspects. Even grandmasters overlook it from time to time. Since it is ‘NGD’ other pins are possible. With **1. ... Bb4** Black exploits the pin on the a-pawn. Any rescue comes too late for White.



The ♘g7 is pinned. White can attack the pinned piece with 1. Qd4, but the bishop is still sufficiently protected. Now the ♗d6 is in a pin (the ♖d8 is not protected), so **1. Be5** is possible. White combines an attack on a pinned piece with ‘a pinned piece is not a good defender’. Black loses material.

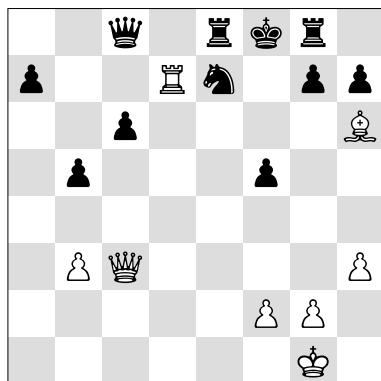


The ♖d7 may not move along the d-file, but can make a move along the 7th rank. So an attack with 1. Qc6 would make no sense. White must attack the pinned piece again but also pin it at the same time: **1. Qd6**. Now if the rook moves the queen is lost. This trick also works along a diagonal. Below Black wins the bishop with **1. ... Qb4**.

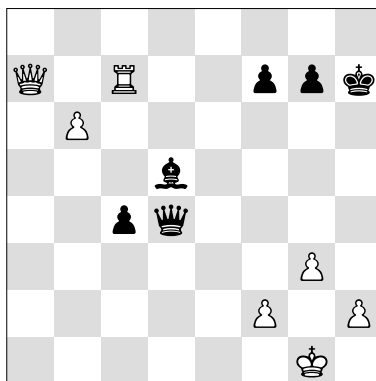


The pins in the previous diagram are called **cross pins**. The pieces which are taking part in the pins form a cross. On straight lines a + on diagonals a x. A combination of straight and diagonal is also possible. The ♖c6 is partly pinned. It is tied to the protection of the ♘c8. White takes advantage of that with **1. Bb5**. In a cross pin the front piece is pinned twice.

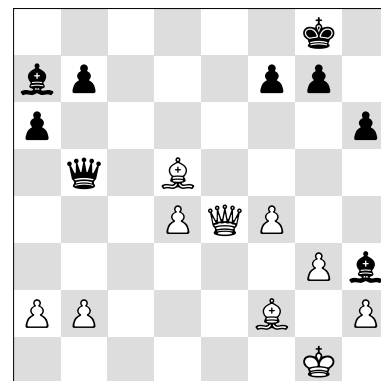
Defending against mate



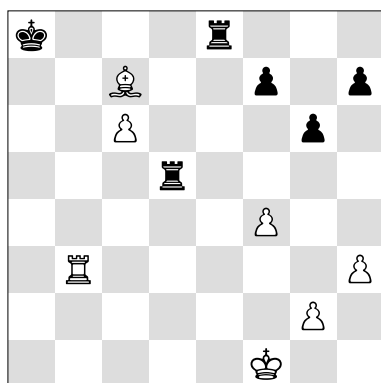
White is threatening mate with 1. Qf6#. Black can only defend by **protecting**. Not with 1. ... Nd5 2. Bxg7+, but 1. ... Kf7 and White loses even more material.



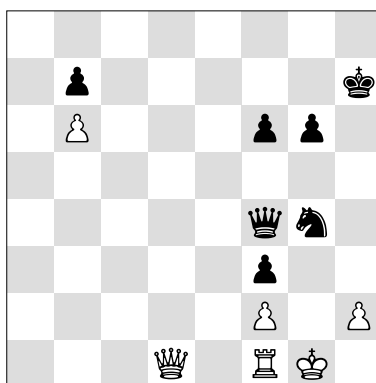
The threat is Qd1#. Making an airhole with 1. h3 does not help: 1. ... Qd1+ 2. Kh2 Qh1#. White must **protect** with 1. Qa4. After 1. ... Qe4 White defends with 2. Kf1.



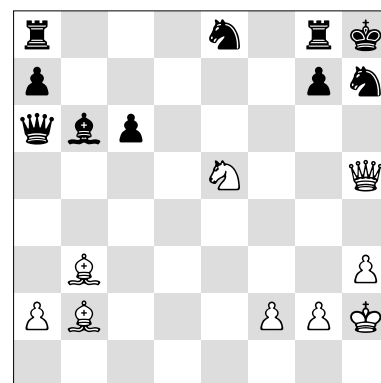
White cannot save himself with 1. Qe1 (protecting), since the ♗d5 is en prise. Salvation comes via moving away and interposing: 1. Kh1! Qf1+ 2. Bg1.



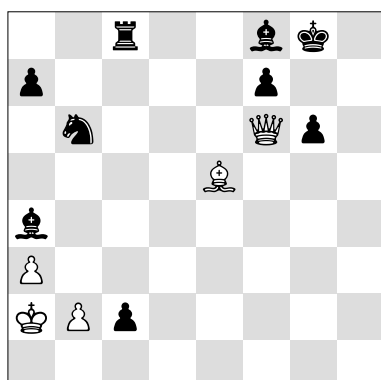
Black must defend against Ra3#. He can protect the a3-square and win a tempo at the same time: 1. ... Rd1+ 2. Kf2 Ra1.



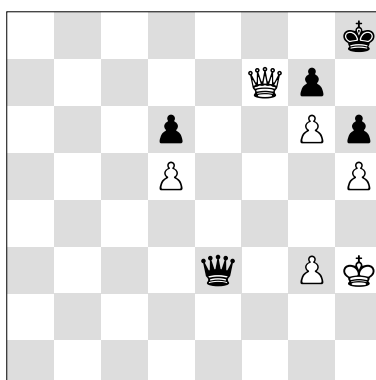
Gaining a tempo and X-ray protection. After 1. Qd7+ Kh6 comes 2. Qc7. After 2. ... Ne5 White pins the attacking piece with 3. Qc1.



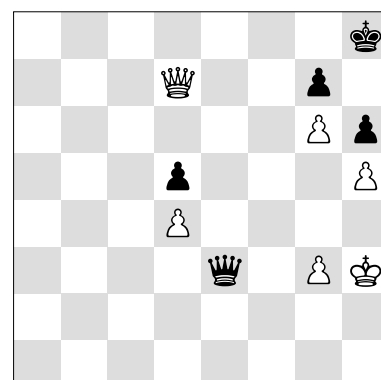
Mate on f7 and g6 can only be defended against by **pinning** the attacking piece and **capturing** it: 1. ... Bc7 2. Kg1 Bxe5.



Black has no defence against the mate on h8. **Counter-attack** saves him. 1. ... c1N+ leads to perpetual check, but 1. ... Bb3+! 2. Kxb3 c1N# is even better!



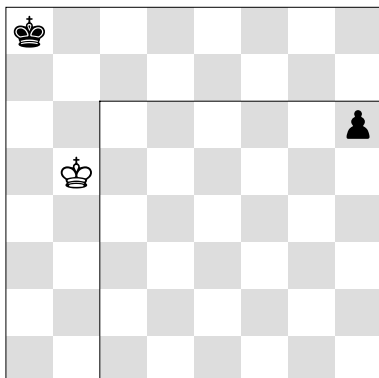
Black's rescue comes from an unexpected quarter. Apart from his queen Black cannot move. So **stalemate** is possible: 1. ... Qxg3+ 2. Kxg3 stalemate.



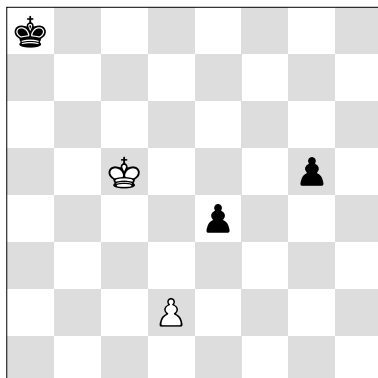
This position is very like the previous one. But here the king still has a move. So Black must play very accurately: 1. ... Qe6+. He saves himself by **stalemate**.

The square of the pawn

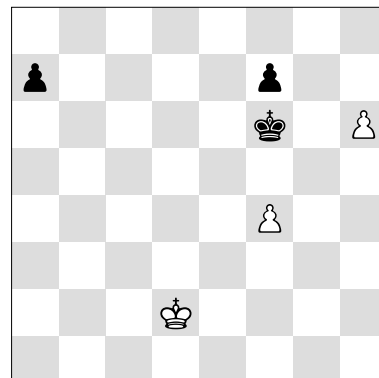
In pawn endings the rule of the square of the pawn is very helpful in calculating whether a passed pawn can still be caught. Of course that is not all you need to know about the square of the pawn.



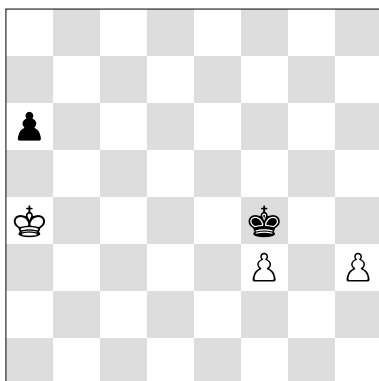
First, a little revision. The square of the h-pawn is indicated. If White to move reaches the square, it is a draw. If it is Black's move the pawn can promote.



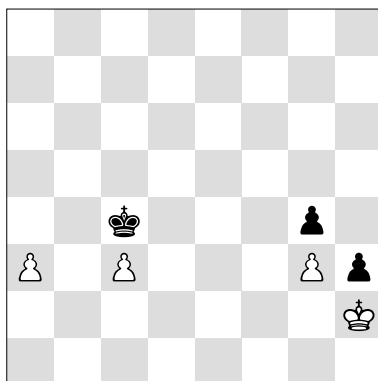
The white king can reach the square of the g-pawn. Black to move can set up a barrier in its way with **1. ... e3**. After **2. dxe3 g4 3. Kd4 g3** the white king is too late.



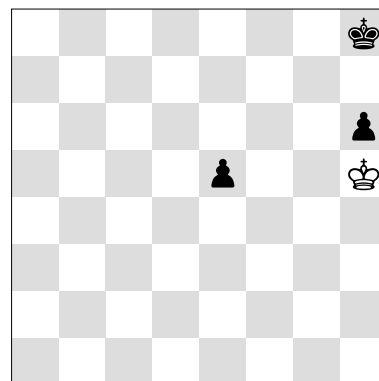
Opposing pawns can keep the king out of the square of the pawn. White plays **1. f5!** Black runs out of moves: **1. ... a4 2. Kc3 a3 3. Kb3 a2 4. Kxa2 Ke7 5. h7**.



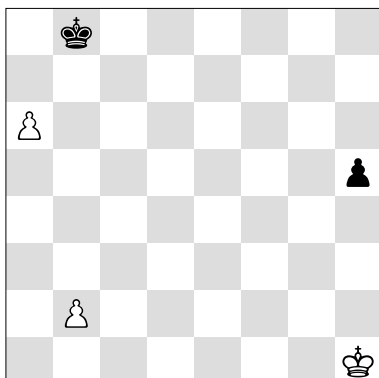
1. h4! prevents both white pawns being lost. **1. ... Kf5 2. Ka5 Kg6** is followed by **3. f4! Kh5 4. f5**. White wins with the help of his king.



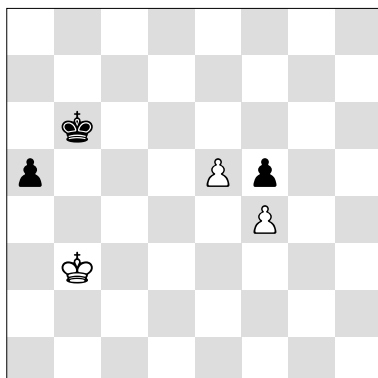
Black cannot win the pawn: **1. a4 Kc5 2. Kg1 Kb6 3. c4**, but White cannot win without his king: **3. ... Kc5 4. a5 Kc6 4. Kh2 Kc5**.



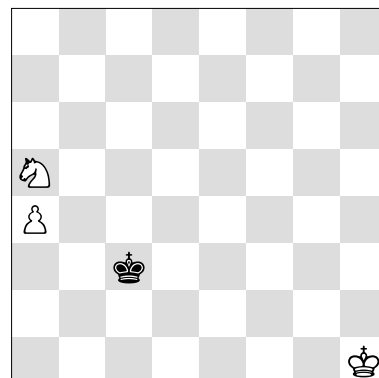
In this diagram the pawns cannot stop White drawing, since they cannot keep the king under control: **1. Kg4! Kg7 2. Kf5**.



Connected passed pawns are very strong. After **1. b4 Ka7 2. b5 Kb6 3. Kh2** Black cannot take on b5.

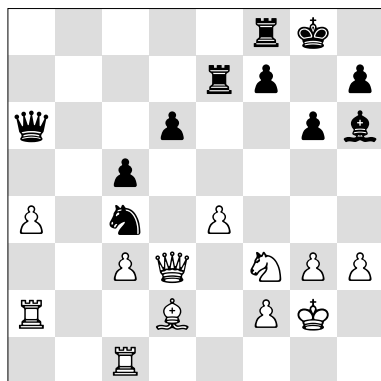


Black must remain in the square of the e-pawn. After **1. Ka4** he must abandon his pawn.

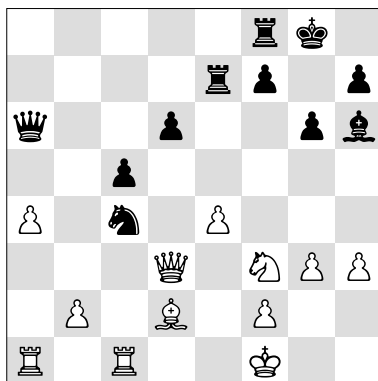


A knight must protect its pawn **from outside** the square of the pawn. So **1. Nb3! Kb4 2. a5**.

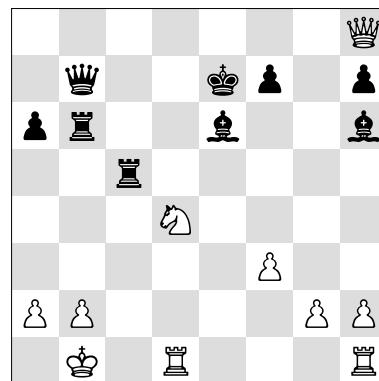
Discovered attacks



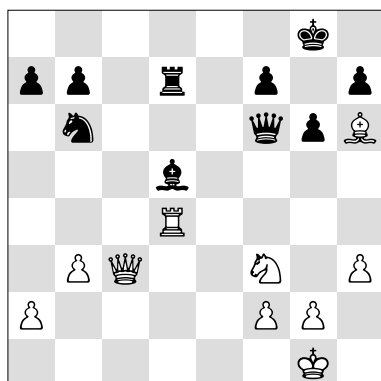
In discovered attacks the front piece in the battery needs to find a target. Black wins with **1. ... Ne3+**: an attack on **king + material**.



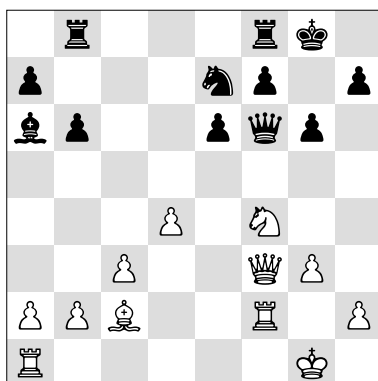
Almost the same position, but here **1. ... Ne3+ 2. Ke2** is no use. Black must take a piece with **1. ... Nxd2+**, so once more **king + material**.



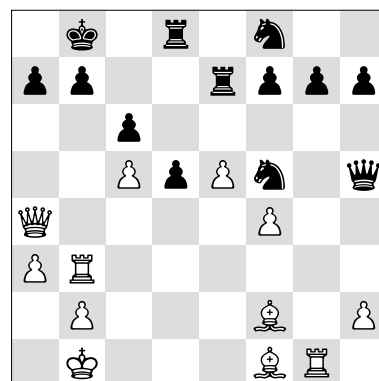
The ♞d4 must move away with tempo. Not **1. Nf5+ Bxf5 2. Qd8+ Ke6**, but **1. Nc6+ Qxc6 2. Qd8#**, an attack on **king + square**.



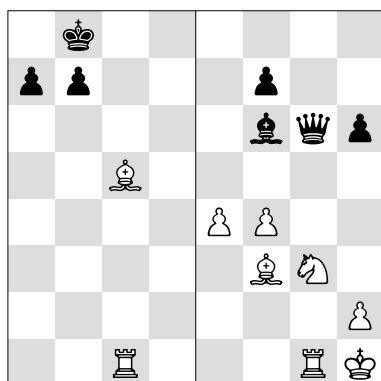
The battery Qc3/Rd4 must be aimed at **material + square** with **1. Re4!** It will be mate on g7 or e8.



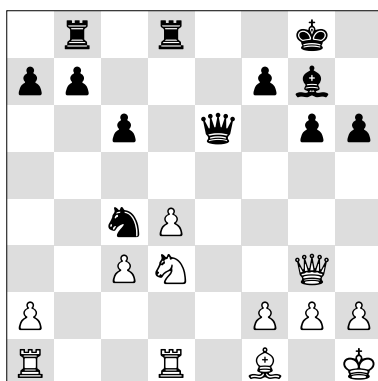
Discovered attack + intermediate move. White can win with **1. Nxc6 Qxf3 2. Nxe7+** and **3. Rxf3**.



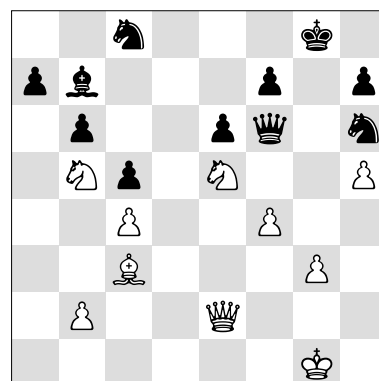
Discovered attack+trapping
The battery Qa4/Rb3 leads to the win: **1. Rh3**. The queen is now controlling d1.



Discovered attack and elimination of a defender
On the left the front piece has a different goal in mind. **1. Bd6+** chases away the king. On the right the back piece eliminates the defending queen: **1. Nh5**.



The ♞c4 is under indirect attack from the ♙f1. The front piece can attack the defending queen with **1. Nf4**, and the knight deprives the queen of the d5-square. The queen has to abandon the protection of ♞c4.



The bishop is attacking the queen indirectly. So the front piece can find a suitable target to attack: **1. Ng4**. The queen is being attacked and can no longer protect the ♞h6. The discovered attack eliminates the defender.