

Step 3 Thinking Ahead



In the international versions of the workbooks, the amount of text is limited. The Thinking ahead workbooks need a little more explanation than the other workbooks (basic, extra, plus or mix).

First of all, on page 2 you will find a brief overview of the types of tasks in the workbook. That will be enough for a large part, but there is more. On page 3 ff. you will find the contents of the whole workbook with a brief explanation of the various pages. There is a reference to the page of the reminder reminder (if any). There are 7 in total.

Also for the blind exercises on many pages, additional explanations (in addition to the example with the answer in the workbook) may come in handy.

Thinking ahead

In this workbook on Thinking ahead you will recognize a lot from Thinking ahead Step 2, but there are also exercises that are different.

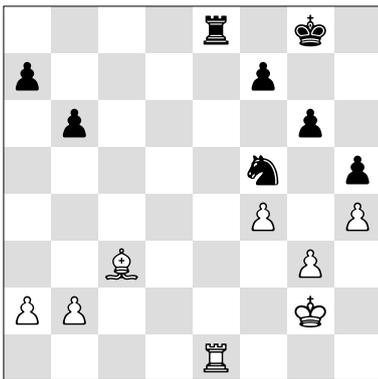
Blind Chess

At the bottom of many pages there are blind exercises. All you see is an empty board. The position is indicated by white and black figurines. Example with 'Mate in two': ♔f7 ♚f1 ♚h6 ____.

Let's recollect the position (with the empty board next to the task or without a board). The king may not escape to g5 or h5. Unfortunately Qf5 is stalemate but Qb5 does work.

Blind games

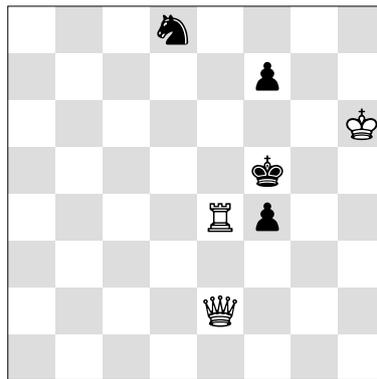
You see the moves of a game and you have to fill in the last move. The theme is indicated.



Thinking ahead exercises

1. ... ♘e3+ 2. ____

Black is to move, but you have to think of the white move. You have to fill in Kf3. This is the most common type of task.



Visualizing mate

1. ♖e7 ♘e6 2. ____

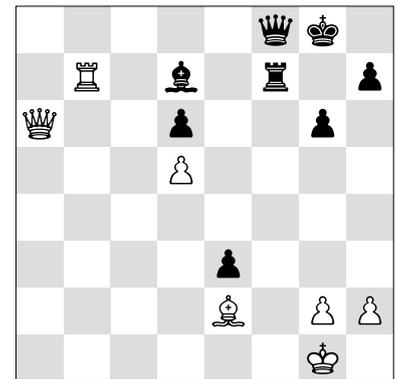
1. ♖e7 f6 2. ____

1. ♖e7 f3 2. ____

1. ♖e7 ♔f6 2. ____

Fill in the mating moves:

Rxf7#, Qh5#, Qxf3#, Qe5#.



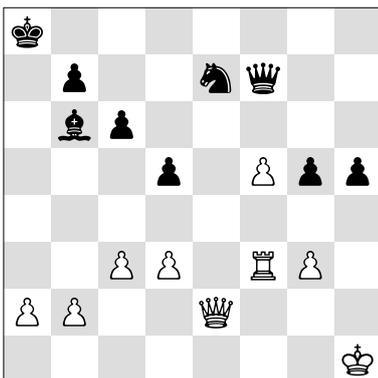
Mate: yes or no?

1. ... ♖f1+ 2. ♙xf1 ♚f2+

3. ♔h1 ♚xf1 ____

Is White mated after these moves? No, because f1 is also protected by Qa6.

Fill in: no 4. Qxf1.



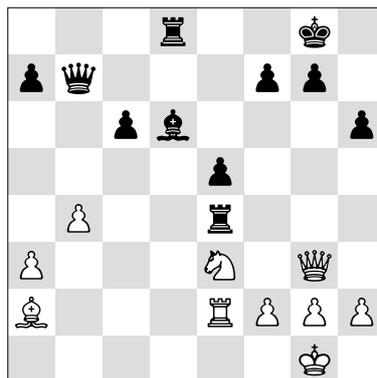
The pin: temptation

1. ... ♘xf5 2. ____ !

1. ... ♘xf5 2. ____ ? ____

The move with ! is the good one and you fill in: **Qe5**.

The question mark indicates the wrong move. The other attack on the pinned piece does not work: **Qf1 Nxc3+**.



Threat and defence

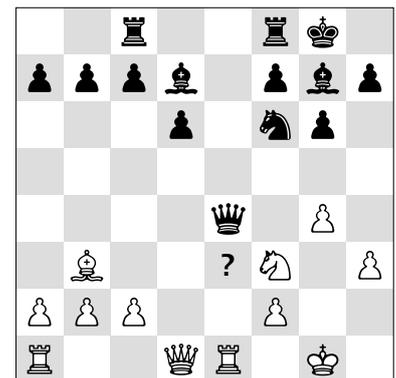
1. ♘f5 threatens

a) 2. ____

b) 2. ____

but Black plays 1. ... ____

You fill in the threats **Qxg7#** and **Rxe4**. You have to think of the right defence: **Bf8** (the threat is 2. ... Rd1+).



Choose the right front piece

♙e3

♘e3

Which piece will be on e3 and why or not? **Ne3-d5** is trapping the queen. **Be3xa7** only wins back a pawn.

Workbook Step 3 Thinking Ahead content

The bold numbers in front of the title (**3+4 The pin**) refer to the pages in the workbook.

3+4 The pin A B

The forms on these pages are pinning, attack on a pinned piece and a pinned piece is not a good defender. See if necessary the reminders of Step 3.

5+6 Defend against penning A B

See the reminder on page 6.

7+8 Attack on a pinned piece

1. ♖d8 ♗xb2 2. _____ !
2. _____ ? _____

The move with the exclamation mark (!) must be the right move. At the question mark (?) comes the move that also attacks the pinned piece but does not win material. The refutation comes on the last line.

In the exercise on page 7 *Attack all the squares* three squares are indicated. On which square does the White queen attack all those squares? The first task has already been completed.

The blind exercise on page 8 is a mate in two exercise. The first white move is given and Black has only a single answer. The second white move mates.

9+10 Mate: visualising A+B

See the reminder in Step 2 thinking ahead on page 9.

The blind exercise on page 9 is mate in one. How many times can White give mate? Write down the number of mating moves and also all moves.

The blind exercise on page 10 is *Defend against mate*. The first task has already been completed.

11 Double attack: pinned pieces A

See the reminder on page 7, diagrams 1 and 2.

12+13 Defend against the double attack A+B

See the reminder on page 7, diagrams 3 and 4.

The blind exercise on page 13 is also *Defend against the double attack*. The first task has already been completed.

14+15 Double attack A B

See the reminder on page 7, diagrams 5 and 6.

In the blind games on page 14 and 15, White can decide with a double attack.

16+17+18 Threat and defence A B C

See the reminder on page 8.

19+20 Test: mix A B

Tasks with different themes. They are indicated with the answers.

21+22+23 Defend against a threat A B C

See the reminder on page 8.

24+25 Mate: visualising C D

See the reminder in Step 2 thinking ahead on page 9.

Page D is mate in three. Thinking a move deeper is therefore necessary.

The blind exercise on page 25 is *Mate in two*.

26+27+28 Choose the right move A B C

The same kind of exercise as *Mate: visualising* with the difference that it's not yet known what needs to be done.

29+30 Trapping A B

See the reminder on page 9.

31 Mat yes or no A

Is Black mated after the moves below the board? Make the right choice. If it is not mate, indicate the move that can be played.

The blind exercise on page 31 is *Where is the king mated?* The first task has already been completed.

32+33+34+35 Pawn endings: square of the pawn, rook pawn, key squares A A A B

See the reminder on page 10.

In the exercise on page 32 the result must be filled in.

In the exercise on page 33 a move must be filled in (and optionally the result).

In the exercise on page 34 a move must be entered in the left row and in the right one it must be determined whether the position is a win (1-0) or draw (1/2-1/2).

The blind exercise on page 35 is *mate in two*.

36 Test: mix C

Tasks with different themes. They are indicated with the answers.

37 Double attack: yes or no (♖ or ♗) A

38 The pin (♖ or ♗) A

39+40 Eliminating the defence (♖ or ♗) A B

See the reminder on page 11.

41+42 Mate: visualising E F

These pages are a bit more difficult: 4 and 5 alternatives per task respectively.

43 Stalemate: yes or no A

Is Black stalemated after the moves below the board? Make the right choice. If it is not stalemate, indicate the move that can be played.

The blind exercise on this page has the same theme.

44+45 Draws: stalemate A B

White can force stalemate in all positions. Black can sometimes avoid this (usually by not capturing a piece) but then the position is still draw.

46 Avoiding stalemate A

White tries to force mate. The right move avoids that.

47 Discovered attack: which front piece? A

The diagram shows a question mark (?) on a square. Which of the two pieces below the board should be placed there? Indicate with a line why the chosen piece is good and the other is not.

48+49+50 Discovered attack A B C

The move with the exclamation mark (!) must be the correct move. The question mark (?) is also a discovered attack, but after that move Black has a good answer.

The blind exercise on page 48 has the same theme: discovered attack.

The blind exercise on page 49 is *mate in two*. In the left row, Black has only one answer. In the right row you have to find the mate for two black moves and you have to find it yourself.

In the blind games on page 50 White wins (different themes).

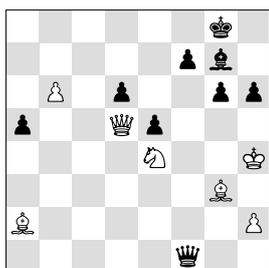
51+52 Test: mix D E

Tasks with different themes. They are indicated with the answers

53 Perpetual check (👍 or 🙅) A

Can Black, after the moves below the board, give perpetual check? Indicate why or not.

In position 3, Black is to move and so the moves in the workbook below the board are wrong (and nonsensical). Correct is:



1. ... ♔f6+ 2. ♞xf6+ ♚xf6+

👍 🙅

54+55 Route planner: mate A B

See the reminder on page 12.

The blind exercises on these two pages are mate planners. Only White plays and he is not allowed to give check at the first move. Workbook Step 2: pages 32-33 (there with diagram!).

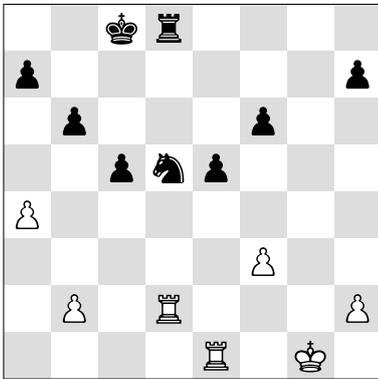
56 Defending and refuting A

The move with the exclamation mark (!) must be the right move. The moves with the question mark (?) must be refutations of the (more or less logical) wrong moves. Completely foolish moves are also wrong but certainly not the intention.

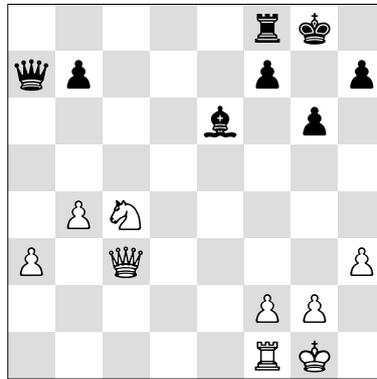
Defending against the pin

Defending against a pin is what you learned in step 3. In addition to the four ways of defending from the first step (protecting, moving away, interposing and capturing), you also learned how to use the counter-attack. A counter-attack is aimed at:

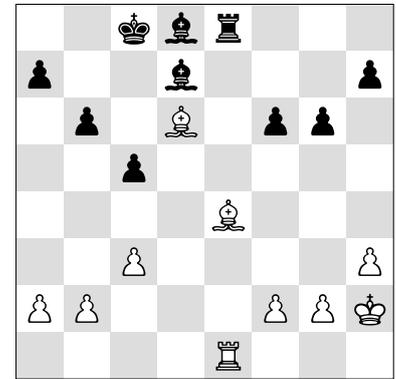
- the king
- material
- a mating square



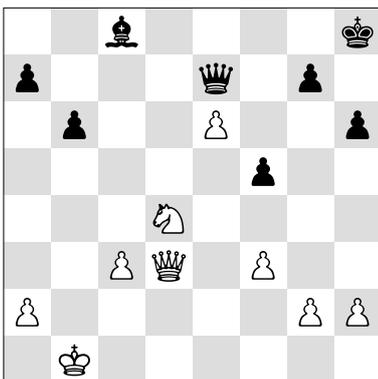
White can pin the knight with **1. Rd1**. Black must now look for a target for the front piece (knight) or the back piece (rook). The white king is an important target. Black saves the back piece with **1. ... Rg8+**. White must get out of check after which Black can play away his knight.



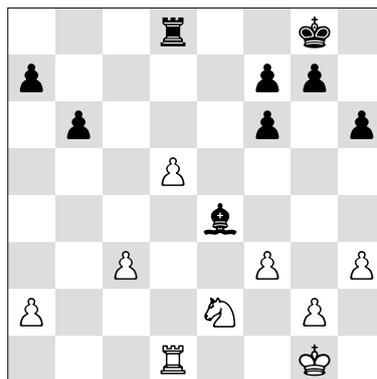
The pin of the knight after **1. ... Rc8** cannot be solved by a simple check. The counterattack should now be on material. The unprotected black queen offers a solution. After **2. Qe3** Black has no time to capture the knight and after **2. ... Qxe3** **3. Nxe3** is also safe for the white knight.



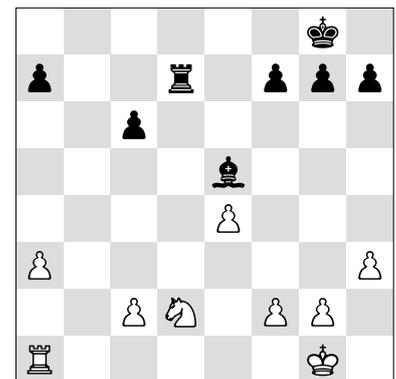
Black attacks the bishop with **1. ... f5**. The black king has few squares available and that makes him vulnerable. White plays very cleverly **2. Bd3** and threatens mate with the front piece. Black has to defend himself against the mate on a6. After that White has time to exchange or move away his rook



After **1. ... Bxe6** the black pieces are on the same file, ready to be pinned. White can pin the bishop with a safe queen move to the e-file. After **2. Qe3** the pin also works as a battery: **2. ... Bxa2 +!** That is precisely why **2. Qe2** is correct. Black cannot win material with a discovered attack.



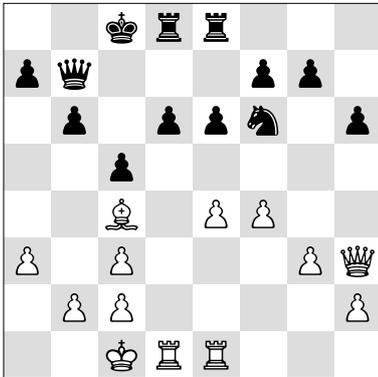
After **1. ... Bxd5** White has two possibilities to attack the pinned piece again. The unprotected knight on e2 turns out to be unfortunate placed because on **2. c4** follows **2. ... Re8!** and White wins no material. Attacking the pinned piece with **2. Nf4** does yield a piece.



Black attacks two pieces and White has to save himself allowing a pin: **1. Rd1**. Now Black has to watch out for a back rank mate. That's why only **1. ... Bf4** wins a piece. The wrong way to attack the pinned piece is **1. ... Bc3** **2. Tb1!** The black bishop no longer protects b8.

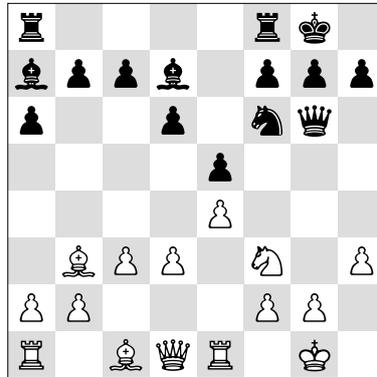
Double attack

The double attack: you find two targets and attack them. You can make good use of pinned pieces. Of course, sometimes there's a defence and that's nice when you're on the wrong side of the board. Even as an attacker you have to watch out for possible defences: don't be seduced!



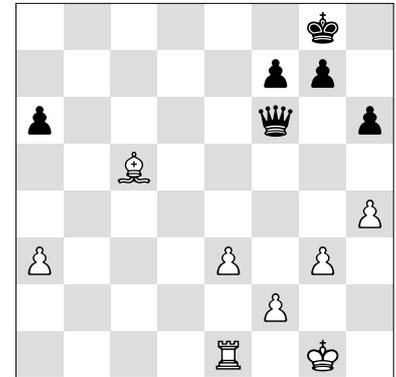
Double attack and pin

Black sees no danger in taking ♞e4 . After **1. ... Nxe4** the knight is a target but White does not have a second target. White looks better at the position and sees the pin of ♜e6 . Thanks to this pin, there is a second target: **2. Bd5** and Black loses the knight.



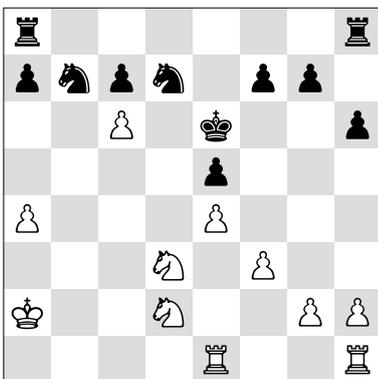
Wrong solution

Black threatens to take on h3 because the g-pawn is pinned. Playing the king to f1 is a good move. White does not think about defending and attacks with **1. Nh4**. Does the black queen have to go to h5? No, thanks to the pin of the f-pawn Black wins material with the double attack **1. ... Qg3**.



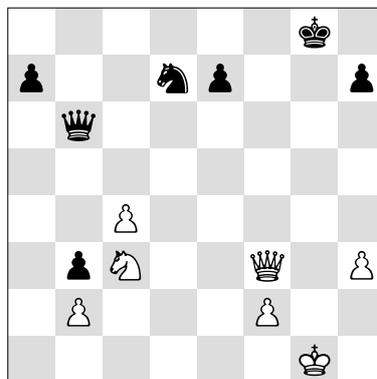
Defending

A double attack does not always lead to material gains. Here both White's pieces are unprotected. Black can easily attack the targets with **1. ... Qc3**. Luckily for White, the bishop can still help. The X-ray protection with **2. Bb4** saves both pieces. Defending by moving away and protecting.



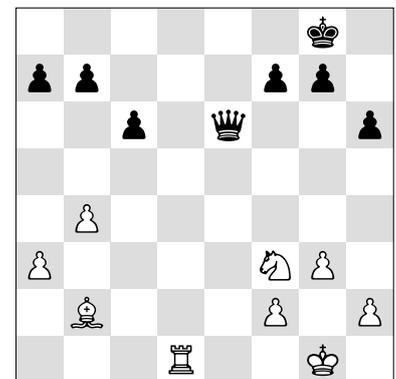
Counterattack

The pawn fork threatens both knights. For Black it is lucky that the knight on d3 is unprotected. A knight move to c5 prevents loss of material. Which knight should move? Sure, after **1. ... Ndc5** **2. cxb7** the rook on a8 is hanging. The other knight move is correct: **1. ... Nbc5** **2. cxd7 Nxd3** or **2. Nxc5 Nxc5**.



Temptation

Black has a vulnerable king and an unprotected knight on d7. He is hoping for **1. Qg4+** because he has seen **1. ... Qg6**. The white queen is then pinned. Unfortunately for Black, White has a second way to deliver the double attack: **1. Qd5+** does win a piece.

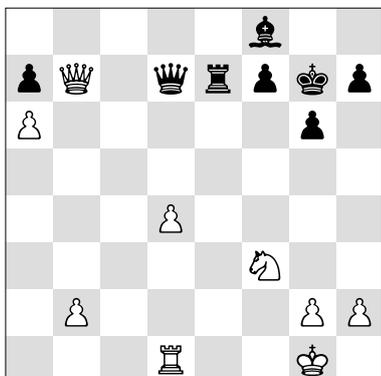


Temptation

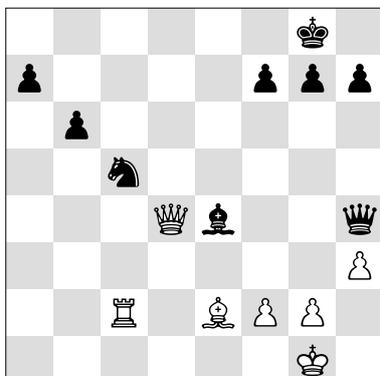
Three white pieces are unprotected. Yet black doesn't just win material. The move **1. ... Qe2** attacks the three targets. White can still manage with **2. Rd8+ Kh7** **3. Nd2**. The correct double attack is **1. ... Qb3**. White can save the rook with **2. Rd8+** but after **2. ... Kh7** he loses a piece anyway.

Threat and defence

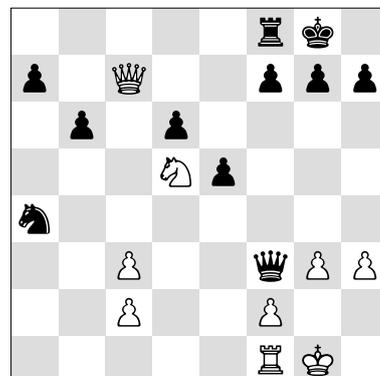
The first move you think about looks strong: there are two threats. It's important to calmly assess all the threats before you start looking for the best defence. On pages 16-18 in the workbook you must first write down both threats: a) + b). Find the move that solves the problems and doesn't lose any material. Write it down. On the pages 21-23 you don't have to write down the threats, but you have to do the same in your mind.



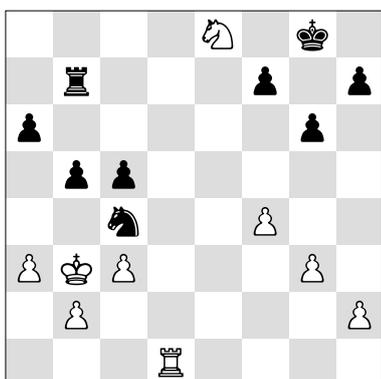
Black can win a pawn with 1. ... Qxb7 2. axb7 Rxb7. Instead, Black wants to win more material with 1. ... **Qa4**. Difficult for White because there is now a threat of 2. ... Rxb7 and 2. ... Dxd1+. The ♔ and ♖ can't help each other. Because of the gain of time by 2. **b3**, the queen is not in danger yet.



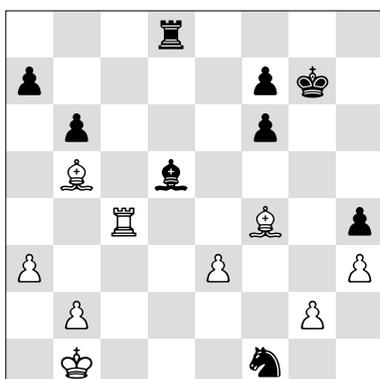
Black would like to capture ♖c2. Unfortunately the bishop is pinned. Playing 1. ... **Qg5** is to be considered. The move threatens mate on g2 and now the ♖c2 is hanging. Just play! Silly! First see if there is a defence. White captures an attacker: 2. **Qxe4**. Black can not take 2. ... **Nxe4** 3. **Rc8+**.



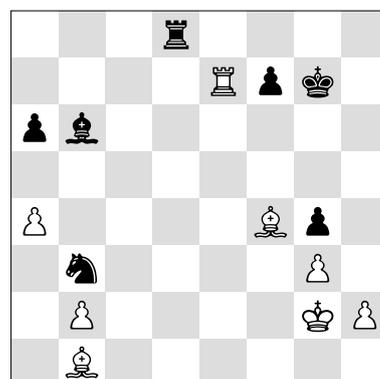
White sets up a battery with 1. **Qc6** and now threatens 2. **Ne7+**. Black can't play the queen away because then the knight a4 will be lost. Playing away the other target does help. After 1. ... **Kh8** the discovered attack no longer works and after 2. **Qxa4** Black can win back the piece: 2. ... **Qxd5**.



Black sees a mating pattern on b2 and therefore wants to play the rook. After 1. ... **Re7** Black threatens 2. ... **Re2** and 2. ... **Txe8**. White can defend himself in an original way. By 2. **Rd8**, Black's plan no longer works: 2. ... **Re2** 3. **Nd6+** and White will exchange the knights.



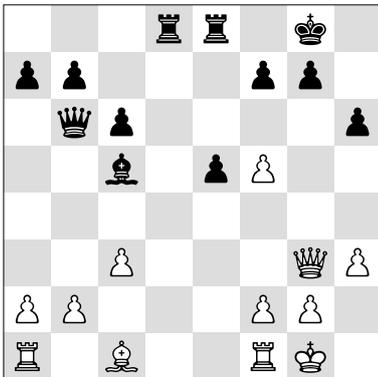
After 1. **Rd4**, White threatens to attack the pinned ♗d5 again. The ♞f1 is also hanging. Black saves himself by 1. ... **Be4+**. After a king's move, Black can exchange on d4 and then play Ng3. The bishop is taboo because of 2. **Rxe4** Nd2+ and Black loses an exchange.



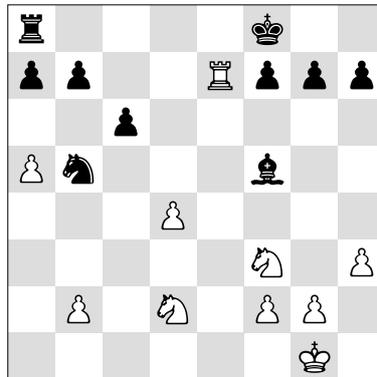
In some positions, you have to calculate further than one move. After 1. ... **Rd1** Black threatens not only to capture the ♗b1 but also threatens mate on g1. White can defend himself with 2. **Be3**. Both after 2. ... **Rxb1** 3. **Bxb6** as after 2. ... **Rxe3** **Rxb1** 4. **Rxb3** White saves himself.

Trapping

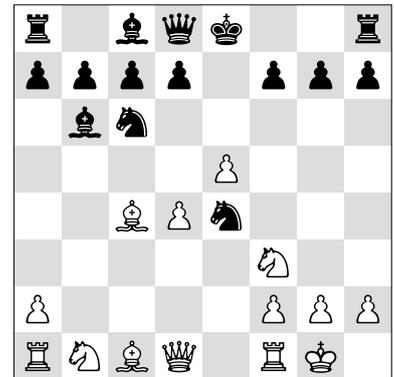
Cooperation is not about getting in each other's way. After an opponent's move, check whether other pieces still have sufficient mobility. Trapping is then a possibility. In some exercises it is necessary to think a little further ahead.



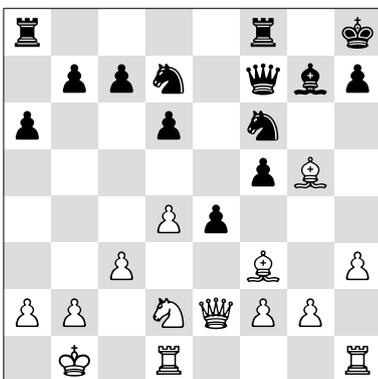
White threatens Bxh6. Black therefore decides to protect h6 with **1. ... Rd6**. A good defence against the threat but less good for the bishop on c5. The rook is in the way and the bishop has no more squares. White wins a piece by trapping the bishop with **2. b4**.



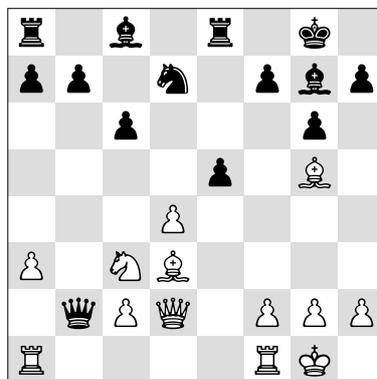
The rook on e7 is active and attacks the black pawns on the 7th rank. Black chases away the active rook with the king. The rook must go back because pawn b7 turns out to be poisoned after **1. Rxb7 Bc8**. The white rook no longer has an escape square and that costs after **2. Rxb5 cxb5** the exchange.



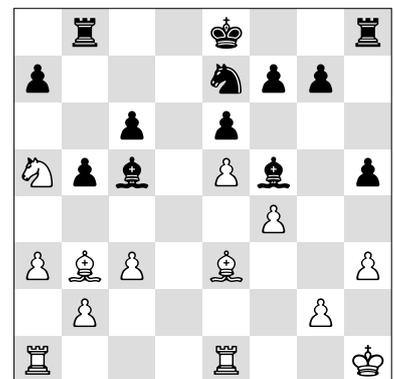
The knight on e4 cannot play. Black can still protect it with d5 or f5. He plays unsuspectingly **1. ... 0-0**. White answers **2. Bd5!** and thus prevents d5. Protecting with f5 is no longer possible because pawn f7 is now pinned. Black loses a piece.



The bishop on f3 is trapped. The escape square h5 is attacked twice. White tries to eliminate one of these attackers with **1. Bxf6**. Now **1. ... exf3 2. Bxg7+** costs material. Taking back with **1. ... Nxf6** is better. The bishop on f3 still doesn't have a good escape square.



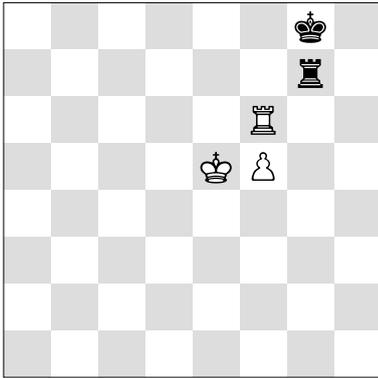
White threatens **1. Rfb1**. **1. Na4** is threat because the queen saves herself with **1. ... Qxd4**. Now retreating is wise **1. ... Qb6** but Black wants to make an escape square on c3 with **1. ... cxd4**. He didn't count with **2. Na4!** The escape square d4 is now blocked by a black pawn.



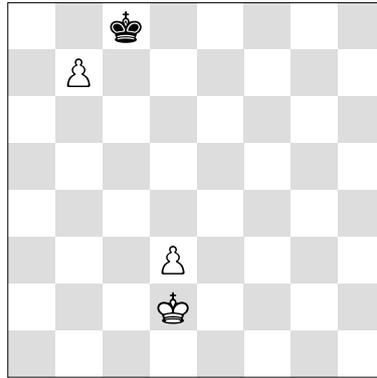
The white knight has no escape squares. Attacking the knight with the bishop is obvious. It doesn't matter that White has a bishop on e3. Black should only count one move further: **1. ... Bb6** and **2. Bxb6** doesn't help anymore because after **2. ... axb6** wins Black anyway on the next move the knight.

Pawn endings

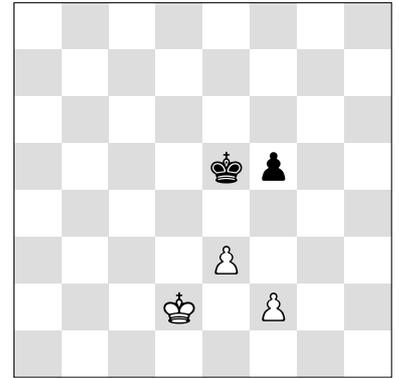
All themes are known from Step 3 and 3 plus: the square of the pawn, key squares and the rook pawn.



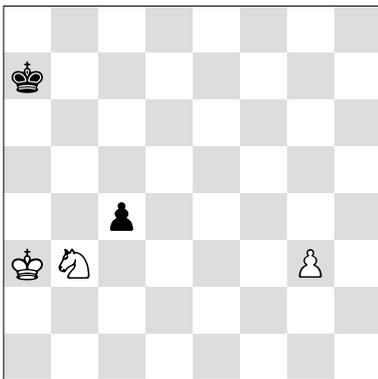
White wants to transpose into the pawn ending with 1. Rg6. Black must play accurately. 1. ... Kf7 2. Txf7+ Kxf7 3. Ke6 loses. Right is **1. ... Rxf6 2. fxg6 Kg7.**



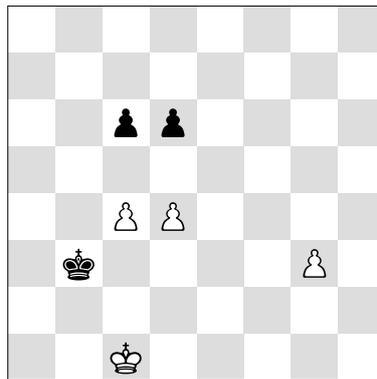
After 1. ... Kxb7 the white king wants to a key square. 2. Kc3 Kc7 leads to a draw. The road along the other side of the pawn is better: **2. Ke3 Kc6 3. Ke4.** White wins.



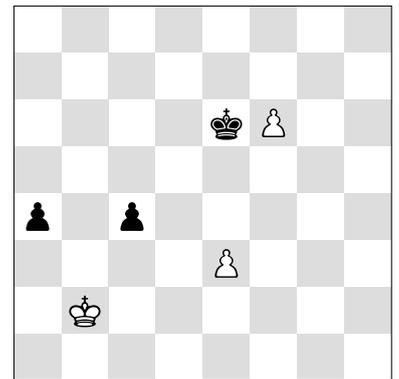
After 1. ... f4 2. Ke2 Kf5 Black takes on the next move on e3 with a draw. White can do better **2. Kd3!** Capturing on e3 loses and after 2. ... Kf5 3. e4+, White wins also.



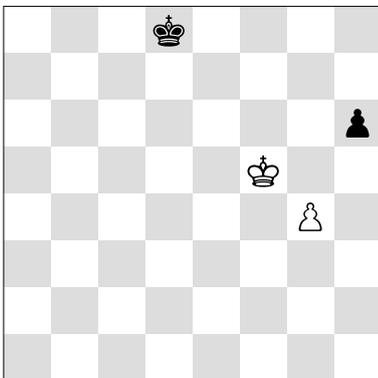
After 1. ... cxb3 many chess players take back without thinking with 2. Kxb3. Black then has 2. ... Kb7 with a draw. The simple 2. g4 wins for White.



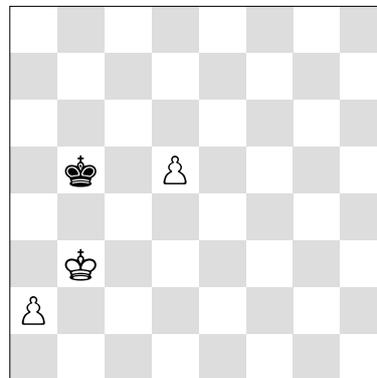
White hopes for 1. d5 cxd5 2. g4 Kxc4 3. g5 and the black king cannot go to d5. Black has better: 1. ... c5 and White loses. White does win with **1. c5 dxc5 2. d5.**



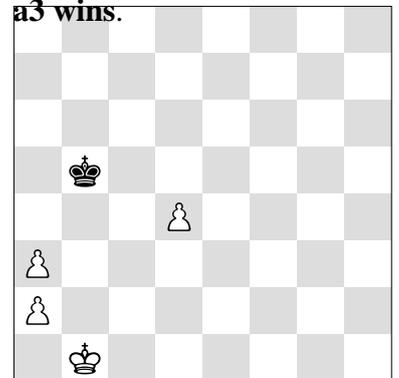
with 1. Kc3 White wants to win both passed pawns. The fact that the Black pawns cannot protect each other does not mean that they cannot help each other: **1. ... a3 wins.**



Black plays 1. ... h5 (otherwise 2. Kg6) and makes the g-pawn a useless rook pawn. After 2. gxh5 Ke7 3. Kg6 Kf8 Black achieves a draw.



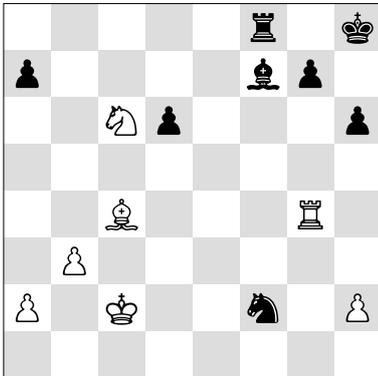
White must keep the black king out of the corner. This can be done with 1. a3 (or 1. Ka3) **1. Kc5 2. Ka4 Kxd5 3. Kb5.**



The winning line is narrow: **1. a4+** (2. Kb2 Kc4 and only the a pawns remain) **1. ... Kxa4** (2. ... Kc4 3. a5) **2. Kc2** on its way to the d-pawn.

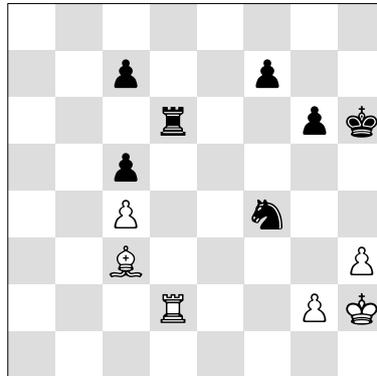
Tactics: Right or wrong?

There's an attractive move in the position. It's up to you to find that move (the theme of the exercise will help you on your way). Check whether the move is right (and yields material) or wrong (and costs material due to a counterattack). In short: looking beyond your own trick is important.



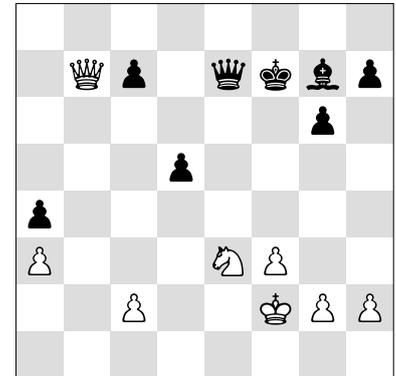
Double attack

The two targets on the f-file catch the eye. After **1. Rf4** the ♗f7 is even pinned. Another good look shows that the pin can also work the other way around: as a battery! **1. ... Bg6+** and White even loses material. So you fill in:
1. Rf4 because 1. ... Bg6+



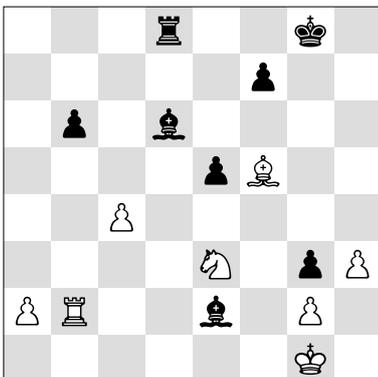
Double attack

The double attack with **1. Be5** seems wrong. The white rook remains unprotected. White thinks a little further ahead and finds **1. ... Rxd2 2. Bxf4+** and at the end of the line, White will be with a piece up. So you write:
1. Be5 wins a piece after 1. ... Txd2 2. Lxf4+



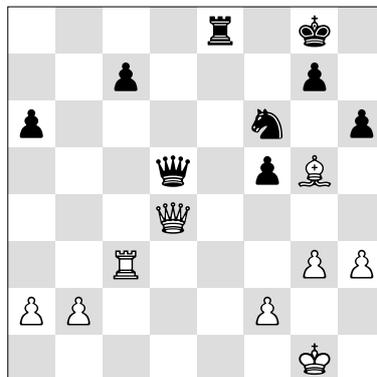
The pin

The white king and the knight are on the same diagonal. Black thinks he can benefit with **1. ... Bd4**. White looks closely at the position and sees that the bishop on d4 is unprotected. He can win a piece with the double attack. **2. Qxd5+**. The pin with 1. ... Bd4 was wrong.



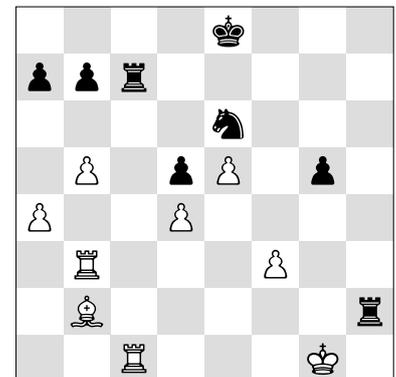
The pin

White threatens to capture ♗e2. Black doesn't feel the need to play the bishop away, and rightly so. He can win material by pinning the knight on e3. After **1. ... Bc5** White protects the knight with **2. Rxe2**. The pinned knight is not a good defender and White will be mated quickly after **2. ... Rd1+**.



Eliminating the defence

White wants to exchange on f6 first and then win the queen on d5. He has well seen that **1. Bxf6 Qxd4 2. Bxd4** wins a piece. Still, Black has a better move after **1. Bxf6**. Capturing is not mandatory. Instead, Black plays for mate: **1. ... Re1+ 2. Kh2 Qh1#**.

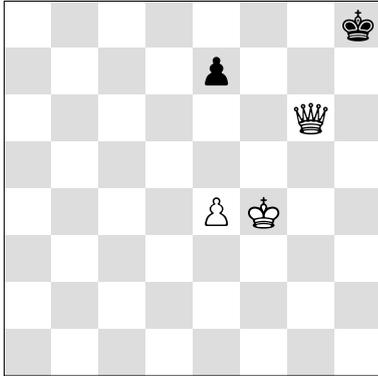


Eliminating the defence

with **1. ... Rxb2** Black eliminates the defender of ♖c1. The trick works after **2. Txb2 Txc1+**. Also an attempt to first exchange the rook on c1 does not help: **2. Rxc7 Rxb3** and Black wins a piece. Eliminating the defender with **1. ... Rxb2** was correct.

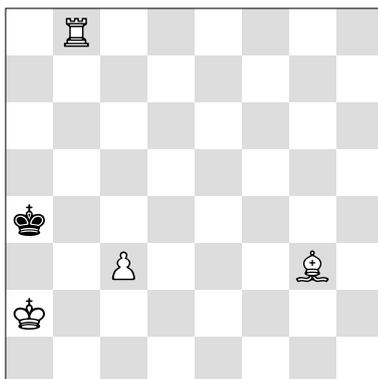
Route planner: mate

This is a new form of a route planner, which appears for the first time in Thinking Ahead Step 3. Required: the right way to mate. The starting position and the last move are indicated. In many other route planners only White plays, but now you must also find the black move. Black can only play one move at the time and only two in total. This is a big help to find the solution. The mating move in particular gives a lot of information. Logical thinking is required. Don't give up too quickly if the solution doesn't come immediately. Some examples make things clearer.



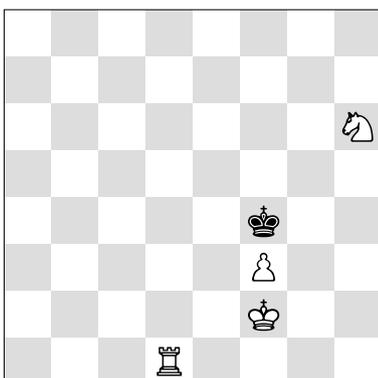
1. _____ 2. _____ 3. ♔g7#

The first position is easy. The mating move on g7 is only possible if the king protects the queen. Therefore it seems logical that 1. Kg5 on its way to h6 is logical. But Black plays 1. ... e5 and White should first lift the stalemate. Clever is therefore **1. Ke5** and Black is obliged to give up the protection of f6. After **1. ... e6** (only move) **2. Kf6**, Black has one move left. The rest is obvious **2. ... e5** **3. ♔g7#**.



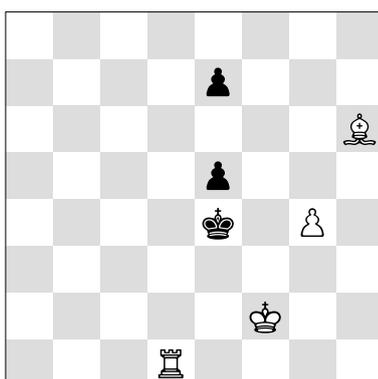
1. _____ 2. _____ 3. ♖b4#

What do we learn from the mating move 3. Rb4#? White should control the escape square a5. Furthermore, White cannot move with the c-pawn because b4 must remain protected. The direct 1. Lc7 is too enthusiastic because Black is stalemated. It also goes without saying that the Black king may not escape via a6. So 1. Rb6 is logical and good. After 1. ... Bc7 the bishop protects the rook and indirectly square a5. The king must return to a4 and will be mated: **2. ... Ka4** **3. ♖b4#**.



1. _____ 2. _____ 3. ♖f6#

In this position, the black king has more escape squares. First of all, White must ensure that the Black king has only one move left. This is only possible with **1. Nf7** (1. Re5 is stalemate). The knight gives up square f5 but controls the squares e5 and g5. Black can only play **1. ... Kf5** and then **2. Re6** cuts off the king. He has to go back to f4 and then it's done: **2. ... Kf4** **3. ♖f6+**.



1. _____ 2. _____ 3. ♖d4#

The mating move immediately raises questions. How can the rook safely give check on d4 without being captured? There is no time to make the e-pawn disappear or to pin e-pawn (with the king on f4). The only option that remains is a discovered check. This can be done in a nice way: 1. Bc1 e6 2. Rd2. White sets up a battery and gives the black king an escape square. Besides that, it avoids stalemate. **2. ... Kf4** **3. Td4#**. It's like magic.