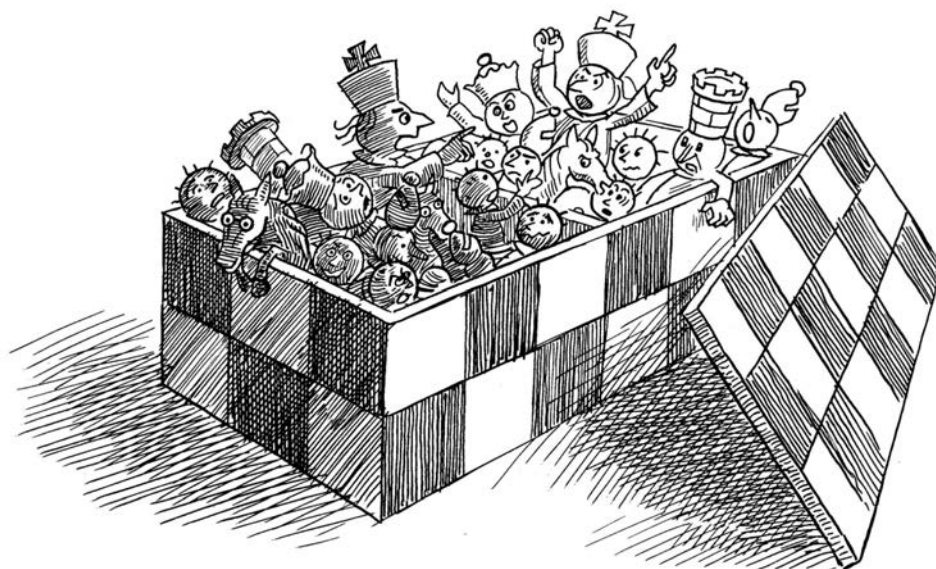


Step 4

Reminders



The 4th edition of workbook Step 4 is published for the first time 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 4).

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

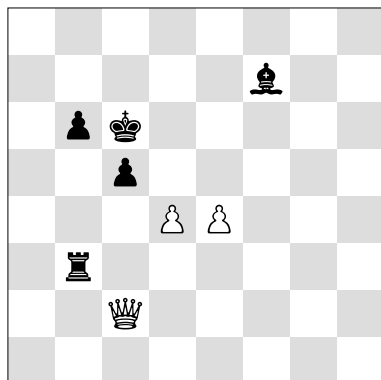
The solutions of all workbooks can be found on the website at:

<http://www.stappenmethode.nl/en/solutions.php>

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

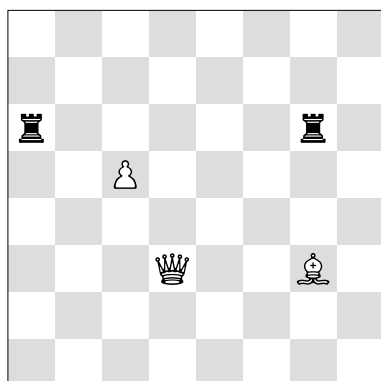
Elimination of the defence: interfering

Defenders can be eliminated by capturing, chasing away or luring away. The goal is always to win material or to checkmate. On this page: 4-6 you will learn a new sort of defence.

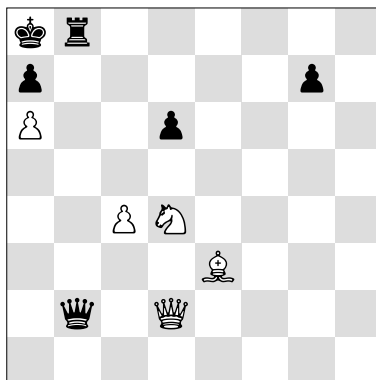


The rook is under attack, but is not in danger, since it is protected by the bishop. However, White can close off the diagonal with **1. d5+**. The rook is lost because the bishop's line of fire has been interrupted. The name of this combination is: interference.

Interfering + material

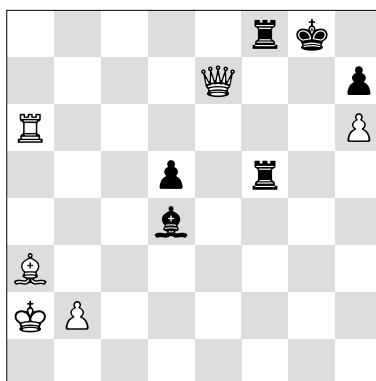


In the first three positions, the piece that blocks the line of fire of an opposing one is playing an active role. It gives check or attacks. In this position White plays **1. Bd6**. The only thing the bishop is doing, is interfering with the communication between the rooks on the 6th rank. Black must give up the exchange.

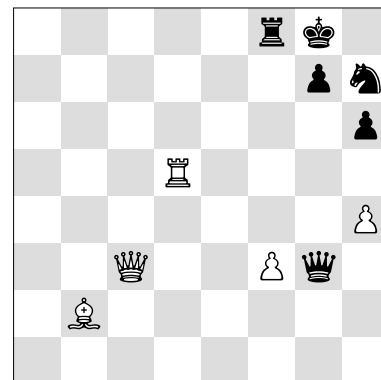


The black king is locked in. The mating pattern with the knight on c7 catches the eye. White can interfere the b-file with **1. Nb5** and thus threaten mate on c7. Besides, the queen on b2 is not protected any longer. Black must give up the exchange on b5.

Interfering + material

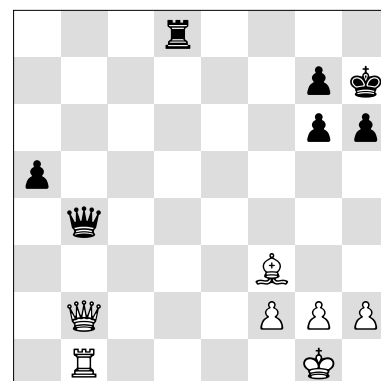


Interference is the closing of a line: a file, a rank or diagonal. It breaks communication between two opposing pieces. The bishop on d4 is defending against the mate on g7, the rook on f5 is protecting the rook on f8. With the splendid move **1. Rf6!** White can eliminate one of the defenders. Black will be mated on g7 or f8.



The black queen is protecting the g7-square. This is clearly necessary, because of the pressure by the white queen and the bishop. White eliminates the queen by **1. Rg5**. After **1. ... hxc5** or **1. ... Nxc5** the g-file has been shut off. White gives mate on g7.

Interfering + mate

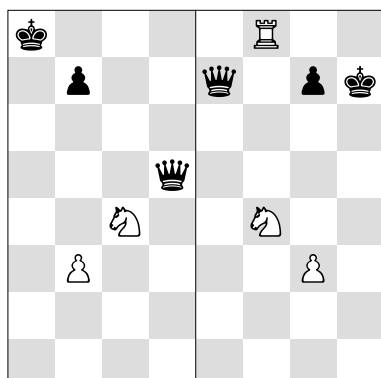


Interference can go hand in hand with other combinations.

In this position Black plays **1. ... Rd1+**. He offers White the choice between 'luring away + material' (**2. Rxd1 Qxb2**) or 'interference + mate' (**2. Bxd1 Qe1#**).

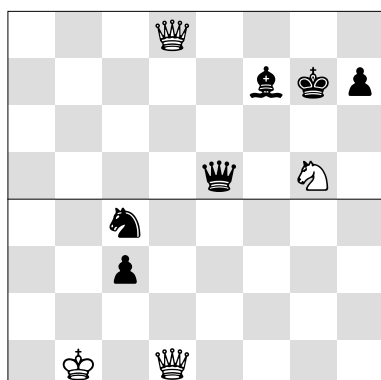
Double attack: luring

There is no double attack available as yet. Some preparation is needed. We use preparatory moves to set up the double attack. In this reminder we will have a look at the first one: luring.



On the left, White can win the black queen by playing **1. Nb6+**. This is an easy double attack on the king and the queen. Unfortunately, your opponents are not going to give you such possibilities too often. They are getting stronger as well. But you do not have to wait for your opponent to make a mistake.

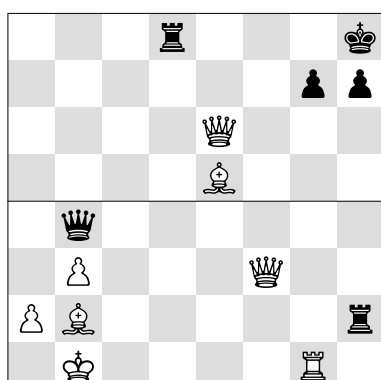
On the right White can lure (attract) the black king to h8 by playing **1. Rh8+** and then launching a double attack to win the queen.: **1. ... Kxh8 2. Ng6+**.



The preparation of a double attack can take place in various ways. Here we take a closer look at attraction.

In the upper part White surprises Black with **1. Qh8+**. He lures the black king to h8. Black must capture (otherwise he loses the queen on e5). After **1. ... Kxh8** White's intentions become clear: **2. Nxf7+**. He wins back the queen with interest.

In the other part Black begins with **1. ... c2+** and whichever way White takes, Black scores with a knight fork: **2. Kxc2 Ne3+** or **2. Qxc2 Na3+**.

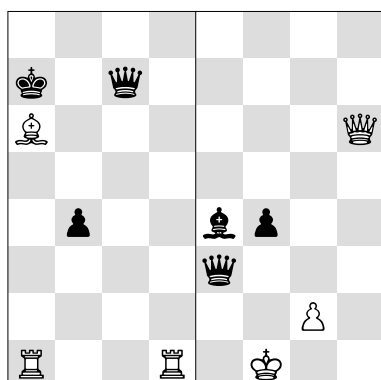


Luring is especially appealing if the double attack cannot be set up on the very first move.

After **1. Qe7**, Black defends himself in the upper part with **1. ... Rg8**. White prepares the double attack with the queen by **1. Bxg7+**. After **1. ... Kxg7** he wins the rook with **2. Qe7+**.

In the lower part the king is lured to b2 with **1. ... Rxb2+**. After **2. Kxb2** comes **2. ... Qd4+**.

Luring or attraction as a means of preparing a double attack by the queen.



Attraction can also be used advantageously in a discovered attack or a discovered check.

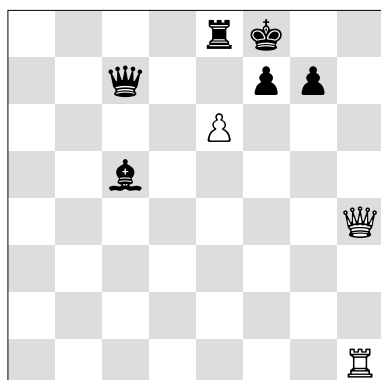
On the left White does not have a useful discovered attack yet. With **1. Rd7** he forces the queen to move to a white square. **1. ... Qxd7** is followed by the winning move **2. Bb5+**.

On the right the battery Qe3/pawn f4 is not functioning yet. After **1. Bxg2+ Kxg2** the king has been lured to the proper square. Black scores with **2. ... f3+**.

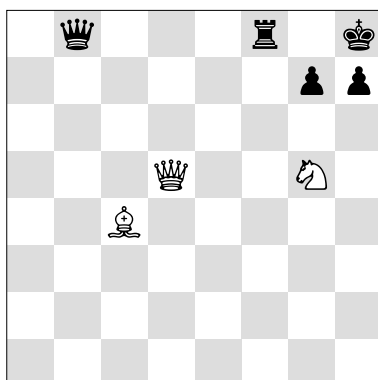
Luring attracts a target (the king or another piece) to a particular square by means of an exchange or a sacrifice, after which a double attack becomes possible.

Elimination of the defence: blocking

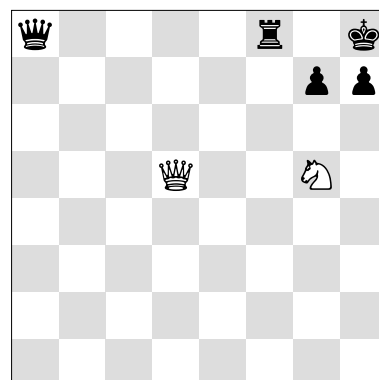
The fourth way of eliminating the defence mostly concerns the king. You do not eliminate the piece which is protecting something (as in the other kinds of elimination), but you prevent the enemy king from escaping.



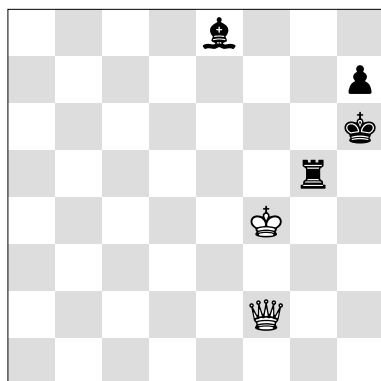
The white attack appears to be losing force; after a check on h8 the king escapes. Help is necessary to deprive the black king of the e7-square. After **1. e7+** Black has four moves. Each results in mate on h8. Getting an opposing piece to go on to a square that your opponent badly needs is called **blocking**.



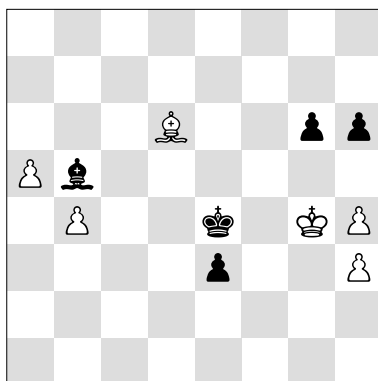
This position is well known and the combination occurs frequently. All moves are forced. White plays **1. Qg8+** and after **1. ... Rxf8** he gives mate with **2. Nf7#**. The black king is surrounded by its own pieces. One piece is sufficient to give mate. **Smothered mate** is the appropriate name for the combination.



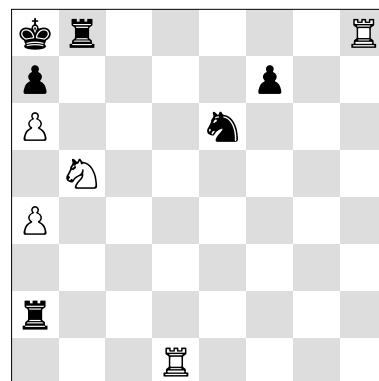
The diagram shows the same kind of position, only without the bishop. It is surprising that White still can deliver smothered mate: **1. Nf7+** (taking with the rook now fails due to **2. Qxa8+**) **1. ... Kg8** **2. Nh6+** (double check) **2. ... Kh8** **3. Qg8+** (a queen sacrifice) **3. ... Rxf8** **4. Nf7#**.



In the previous examples White managed to build up a blockade by clever sacrifices. Blocking can also occur without a sacrifice. After **1. Qh4+ Rh5** **2. Qf6+ Bg6** **3. Qf8#**, two flight squares have been removed by means of blockades.



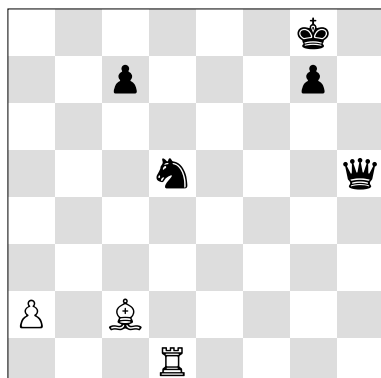
So far in our examples the defending side has only played forced moves, because he had to get out of check. In this position White has a choice, ... but can he still choose after **1. ... e2**? The pawn must be stopped with **2. Bg3** but then a cold shower will follow: **2. ... Bd7#**.



Blocking and other kinds of elimination of the defence need each other quite often. White cannot exchange on b8 with the intention to mate because of the knight on e6. White must first sacrifice his knight: **1. Nc7+ Nxc7** **2. Rxb8+ Kxb8** **3. Rd8#**. The black knight is blocking its king's escape route.

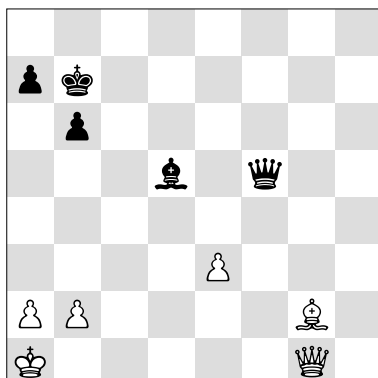
Pin: Luring the front and back pieces

The pin is a handy weapon but it doesn't always gain material. As in the case of the double attack, the proper preparatory move can sometimes work wonders. The front or back piece must be lured to the right square.



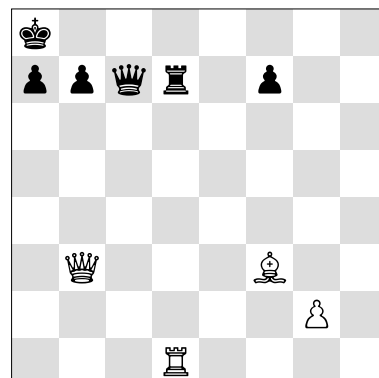
Luring the front piece + pin

The pin on the knight on d5 with 1. Bb3 does not work very well because of 1. ... c6. Thus White arranges for another front piece: **1. Rxd5** (1. ... Qxd5 2. Bb3).



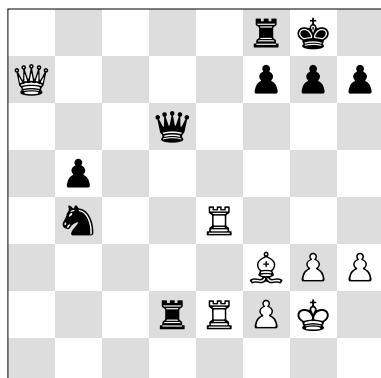
Luring the front piece + attack on the pinned piece

The pin on Bd5 cannot be capitalised upon yet. Any attack can be parried with 1. ... Bxg2. The front piece must be lured to e4 with 1. e4. After 1. ... Bxe4 White wins with the cross pin 2. Qb1.



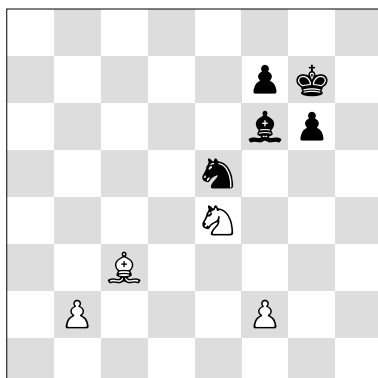
Luring the front piece + a pinned piece is not a good defender

White surprises his opponent by giving up the queen with 1. Qxb7+. After 1. ... Qxb7 he can profit from the poor defensive strength of the black queen with 2. Rxd7.



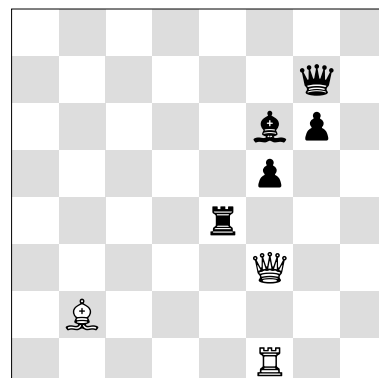
Luring the back piece + pin

Pinning the knight brings nothing: 1. Qa5 Rxe2 or 1. Qa3 Nc6. White must lure the black queen to d2. Only then Black cannot move the back piece with tempo. After **1. Rxd2 Qxd2 2. Qa5** White wins a piece.



Luring the back piece + attack on the pinned piece

Playing 1. f4 first will achieve nothing. Black will protect with 1. ... Nd7 the bishop on f6. Therefore White must play **1. Nxf6** first. Thanks to the pin on the knight White wins it after **1. ... Kxf6 2. f4**.

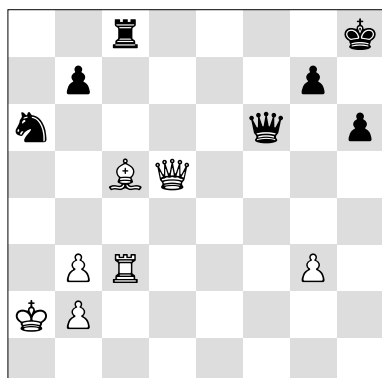


Luring the back piece + a pinned piece is not a good defender

The f-pawn is pinned, but 1. Qxe4 is foolish. Exchanging on f6 by **1. Bxf6**, however, does achieve something. After 1. ... Qxf6 the pin on the f-pawn has become a problem. Now **2. Qxe4** wins material.

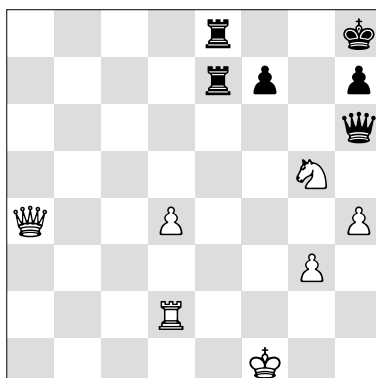
Double attack: elimination of the defence

In the following positions there is not a double attack as yet. A defender has to be eliminated in order to set one up. This is the second preparatory move you will learn.



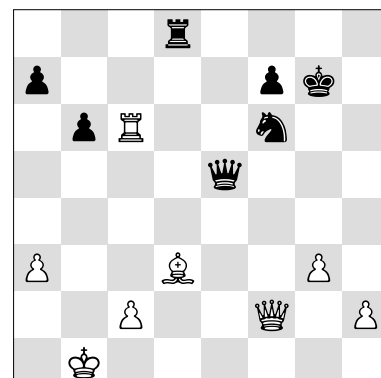
Unfortunately for Black, 1. ... Nb4+ will not work. The bishop is defending the b4-square. In order to make the knight fork possible, Black plays **1. ... Rxc5** and after **2. Rxc5** he can continue with **2. ... Nb4+** winning the queen.

Elimination of the defence by capturing



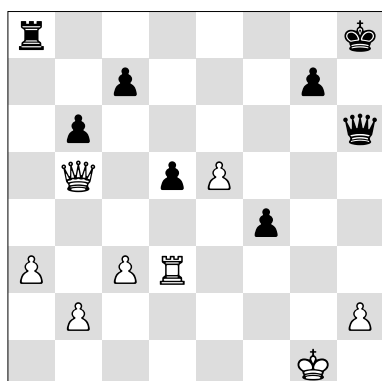
The f7-square looks attractive to the knight. The rook on f8 is lured away with **1. Rxe8 Rxe8** **2. Nf7+**. By luring away the defender a double attack becomes possible.

Elimination of the defence by luring away



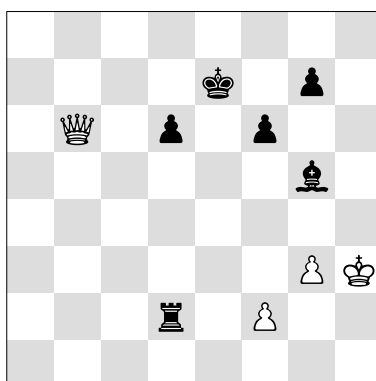
In this position 1. ... Qb5+ is not yet possible, but after the preparatory move **1. ... Rxd3** everything becomes clear. After **2. cxd3 Qb5+** Black wins the rook back with interest.

Elimination of the defence by capturing



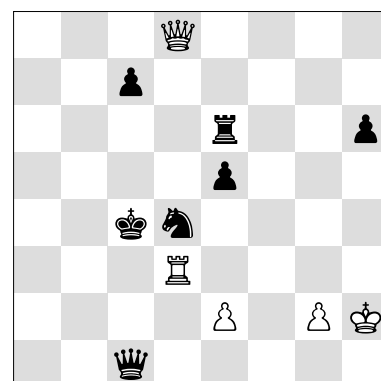
The white queen is protecting the rook on d3. Black chases the queen away with **1. ... c6**. After **2. Qxb7 Qg6+** the white rook is lost. The sequence of the moves is important. When Black starts with 1. ... Qg6+ 2. Kh2 c6 the rook is saved by 3. Rh3+.

Elimination of the defence by chasing away



Black has an unprotected pawn on g7. White cannot profit from that. He can, however, eliminate the bishop on f4 with **1. f4**. The rook will be unprotected and a check on e3 becomes possible.

Elimination of the defence by interfering

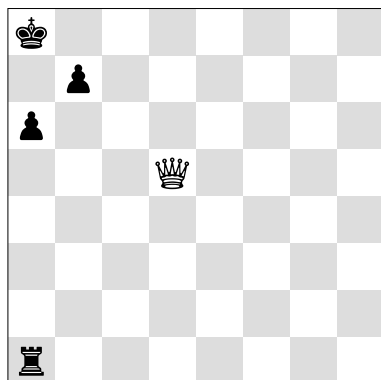


Eliminating the defence is a perfect preparation for all types of double attacks.

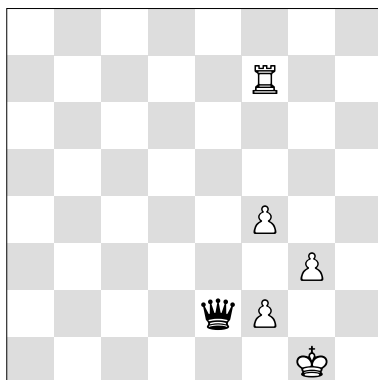
In the diagram White wins material with **1. Rxd4+ exd4** **2. Qxc7+**. The knight on d4 must be captured first to make the X-ray check a success.

Double attack: chasing and targeting

In these positions there is only one target which can be attacked. This target will help you to set up a successful double attack. We will look at the third and fourth preparatory moves to achieve that.

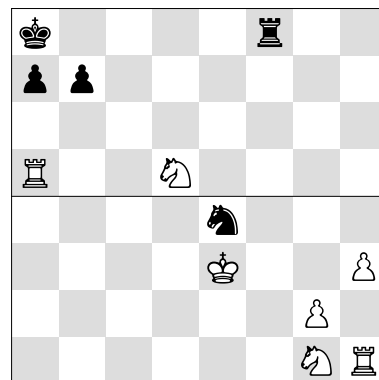


White cannot immediately launch a winning double attack. Yet the proper conditions are present: an unprotected rook and the possibility to give check. After **1. Qd8+** the queen has forced the king to a7 after which **2. Qd4+** results in White gaining a rook.



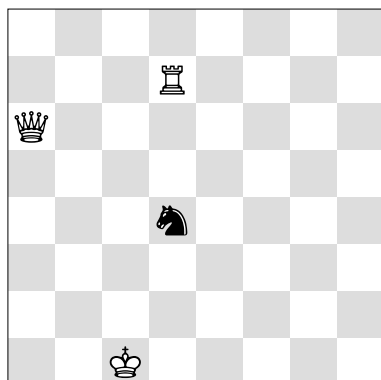
In this position too, the rook is unprotected and the king is vulnerable because of possible checks. Black wins the rook with **1. ... Qd1+** **2. Kh2 Qh5+** or **2. Kg2 Qd5+**.

We call this preparation of a double attack: **chasing**.



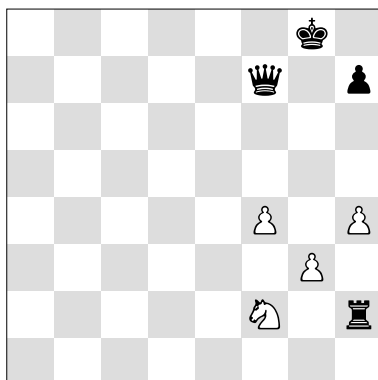
We can also chase with a knight. We first get the target into the position we want with a check or an attack on a piece.

At the top White plays **1. Nb6+**, forcing **1. ... Kb8**, after which **2. Nd7+** wins. At the bottom Black chases the rook: **1. ... Ng3**. After **2. Rh2** follows **2. ... Nf1+**.



A knight fork awaits Black on c5. The knight can get there with gain of time (chess players speak of gain of tempo) by **1. ... Nb3+** **2. Kb2 Nc5** winning the exchange.

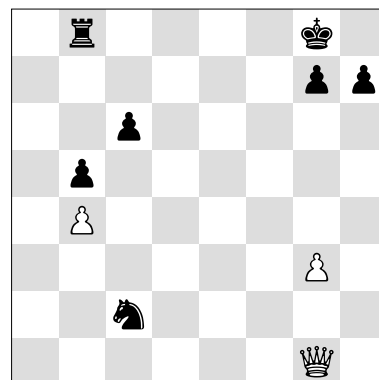
Setting up the double attack through gaining a tempo is called **targeting**.



Instead of getting the king in our sights we can also aim at other pieces.

White sneakily attacks the rook on h2 with **1. Ng4** and simultaneously threatens **2. Nh6+**.

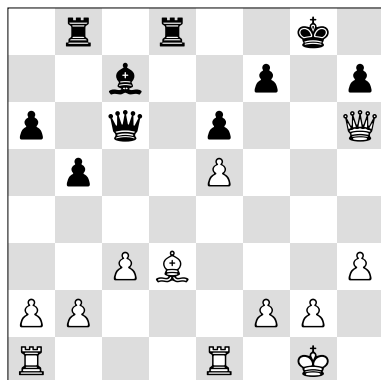
Thanks to the attack with tempo on the rook, White wins material.



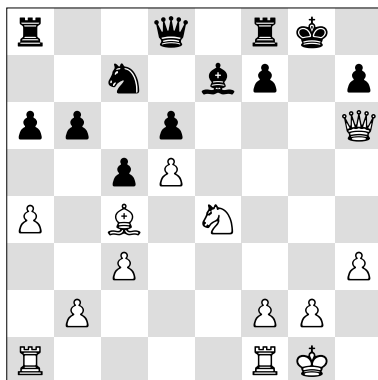
The double attack in this diagram is still hidden. The rook on b8 and the knight on c2 are unprotected. We can give check on the diagonal a2/g8. Now we know enough. A double attack is possible from a2. We must get there with gain of tempo. That is possible with **1. Qa7:** an attack on the rook and a deadly threat on a2.

Attacking the castled king

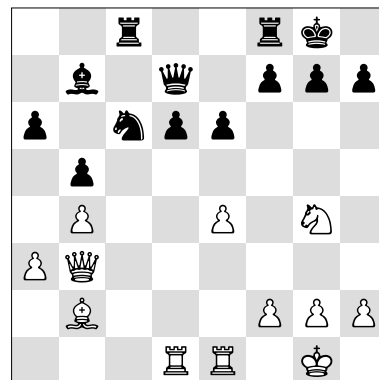
The castled king's position can be compared to a medieval castle. The fortress can only be taken by storming it or by making a breach in the wall.



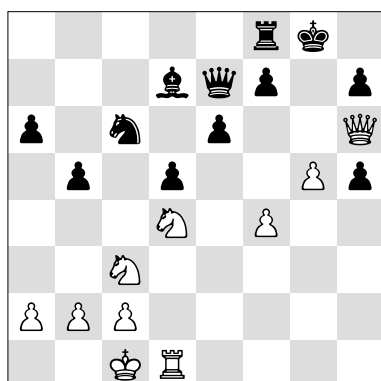
The castled position is in ruins and the white troops are already inside. To finish off the job successfully the king must be prevented from escaping with 1. Qxh7+ Kf8. The correct way is **1. Bxh7+ Kh8 2. Bg6+ Kg8 3. Qh7+ Kf8 4. Qxf7#**.



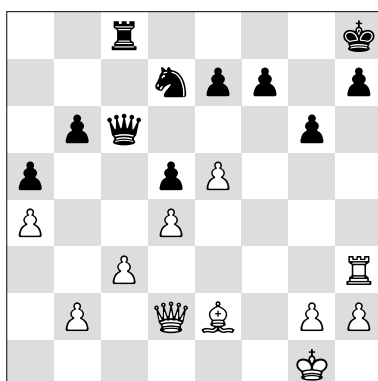
Here Black tries to keep fighting (1. Bd3 f5). White must first eliminate the defence (f5) with **1. Nf6+ Bxf6** and only then attack with fresh troops **2. Bd3**. After **2. ...Re8** mate follows as in the first diagram.



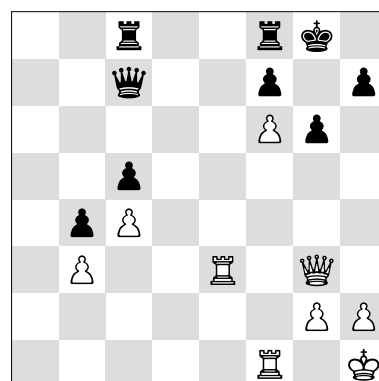
The black castled position is undamaged. White creates a breach in the wall with **1. Nf6+ gxf6** (otherwise the queen is lost) **2. Qg3+ Kh8 3. Bxf6** and Black is checkmated. With the sacrifice White gains access to the king.



Lack of manpower is the problem here. The white queen cannot give checkmate alone. Bringing in support with **1. Nf5 exf5 2. Nxd5** is the solution. Black capitulates after **3. Nf6+**. A rule of attack is: keep bringing up fresh troops.



1. Qh6 would be the obvious move but after 1. ... Nf8 the attack is difficult to finish. First eliminating the important defender with **1. Bb5** and **2. Bxd7** is the right idea. Eliminating the opponent's reserves is just as important as bringing up your own reserves.



Aim forces at the king, eliminate the defence, and charge: **1. Qg5** (threatens 2. Qh6 with indefensible mate) **1. ... Kh8 2. Qh6** (luring the rook to g8 where it blocks the king) **2. ... Rg8 3. Qxh7+ Kxh7 4. Rh3#**.

Main rules for launching an attack on the king:

- bring up fresh pieces

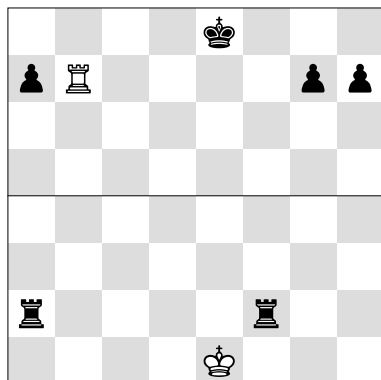
- gain access

- eliminate defenders

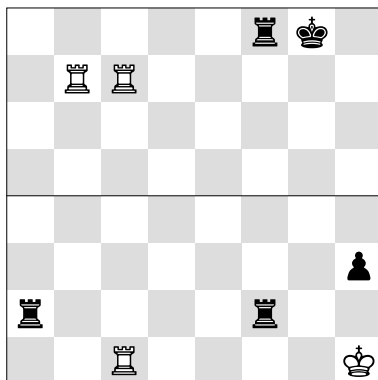
- round off the attack by mate or gain of material

Seventh rank

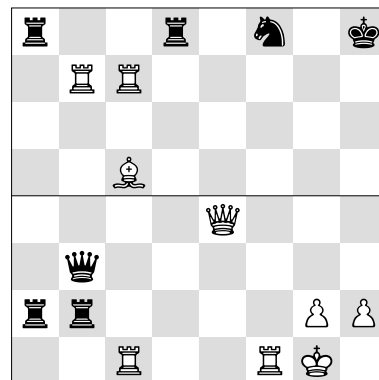
Pieces are most active in the centre. The rook is the only piece to prefer another position. It would rather be on the **seventh (second) rank**.



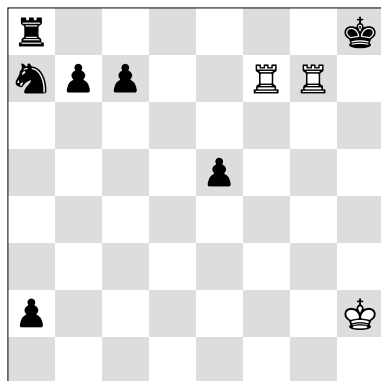
The white rook is cutting off the black king. The king can only move along the 8th rank. What is more, the rook is also attacking the remaining pawns on the 7th rank. Two rooks on the 7th or 2nd rank can even give mate. After **1. ... Rh2** White cannot avoid mate on a1 or h1.



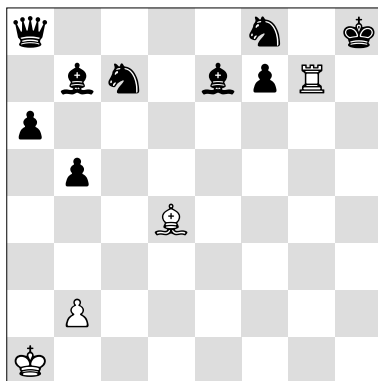
In the top part, the rook on f8 is in the king's way. It is helping White: **1. Rg7+ Kh8 2. Rh7+ Kg8 3. Rbg7** means checkmate. In the lower part the h-pawn lends a hand: **1. ... Rh2+ 2. Kg1 Rag2+ 3. Kf1 Rh1#**. Remember these mating pattern.



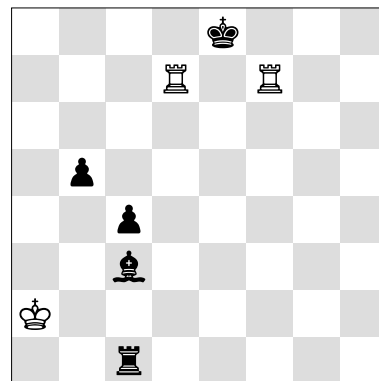
With the mating positions from the previous diagram in mind, the moves quickly become clear here. In the top part, White plays **1. Bxf8** and lures the rook to a fatal spot. In the bottom part the defending queen is lured away from protecting g2 by **1. ... Qe3+**.



The a-pawn obviously cannot be stopped. Of course, White has perpetual check, but there are better possibilities. **1. Rh7+ Kg8 2. Rfg7+ Kf8 3. Rxc7** (threatens mate on h8) **3. ... Kg8 4. Rcg7+ Kf8 5. Rxb7** (threatens mate on h8 again) **5. ... Kg8 6. Rbg7+ Kf8 7. Rxa7**. Victory! The reappearing mating threat on h8 is fatal for Black.



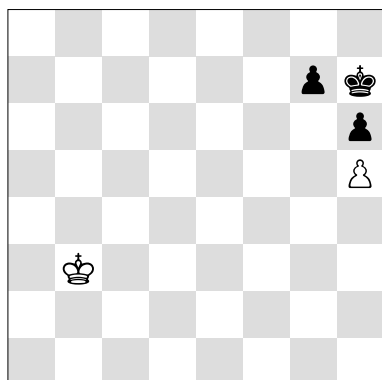
The battery formed by the bishop and rook is extremely powerful. Thanks to a repeated discovered check, White can clear out the entire 7th rank. Black can play only forced moves with his king: **1. Rxf7+ Kg8 2. Rg7+ Kh8 3. Rxe7+ Kg8 4. Rg7+ Kh8 5. Rxc7+ Kg8 6. Rg7+ Kh8 7. Rxb7+ Kg8 8. Rg7+ Kh8 9. Ra7+** and White wins.



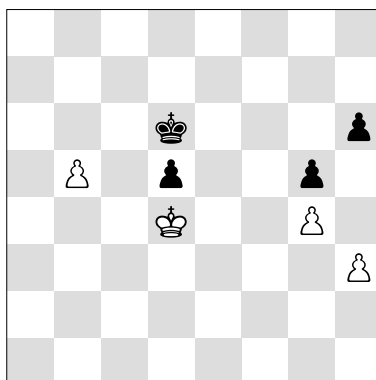
Sometimes things go wrong in a game and you would be satisfied with half a point. In the diagram White is in an almost impossible position. Mate on a1 cannot be prevented. Fortunately the rooks on the 7th rank can give perpetual check. This must be done with the proper rook: **1. Rde7+**. The bishop on c3 controls the g7-square so the king is not allowed to escape to the kingside.

Strategy in pawn endings

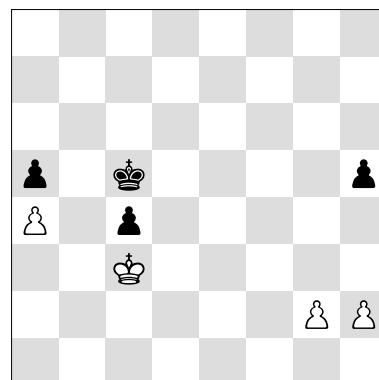
Pawn endings are full of surprises. By applying the right rules you make a good start.



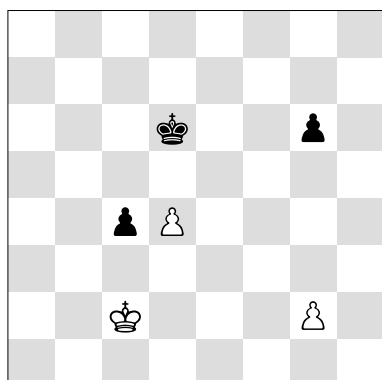
It is tempting to start running with your pawns, but 1. ... g5 2. hxg6+ Kxg6 3. Kc3 is just a draw, the white king reaches f1 in time. In the endgame the king must play an active role. First **1. ... Kg8 2. Kc3 Kf7** wins easily for Black.



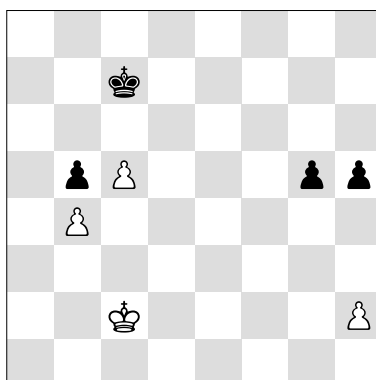
White has an advantage because his b-pawn is the outside passed pawn. It takes longer for the black king to return to the other pawns. Have a look:
1. b6 Kc6 2. b7 Kxb7 3. Kxd5 Kb6 4. Ke5 Kc5 5. Kf5 Kd4 6. Kg6 Ke4 7. Kxh6 Kf4 8. Kh5 and White wins.



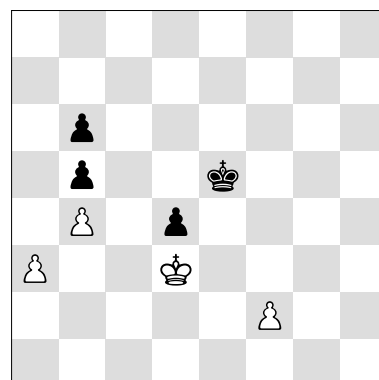
You must not hurry creating a passed pawn. 1. h3 h4 is bad and White even loses! The g-pawn must become the passed pawn, it is the candidate. The rule is: candidate first. So: **1. g3 Kd5 2. h3 Kc5 3. g4** and White wins easily. He has the outside passed pawn.



It is important to be able to think things out in advance. White plays **1. Kc3 Kd5 2. g4 g5** and what happens? Correct, White loses; he is in zugzwang and he must give up the d-pawn. White must make use of his reserve tempo with the g-pawn. After **2. g3! g5 3. g4** Black is in zugzwang and White wins.



The white c-pawn is a protected passed pawn. That is a mighty weapon. Such a passed pawn keeps the enemy king fully tied up. He may not leave the square of the pawn and he cannot capture the pawn. The white king has its hands free: **1. Kd3 g4 2. Ke4 h4 3. Kf4 g3 4. hxg3 h3 5. Kf3** and wins.



White has all he can desire: an outside passed pawn and a reserve tempo. He wins after **1. f3!** (and not 1. f4+? Kd5! 2. f5 Ke5 3. f6 Kxf6 4. Kxd4 Ke6 with a draw) **1. ... Kf4** (or 1. ... Kd5 2. f4 Ke6 3. Kxd4) **2. Kxd4 Kxf3 3. Kd5** and the rest is not difficult anymore.

Remember: ● activate the king

● candidate passed pawn first

● outside passed pawn

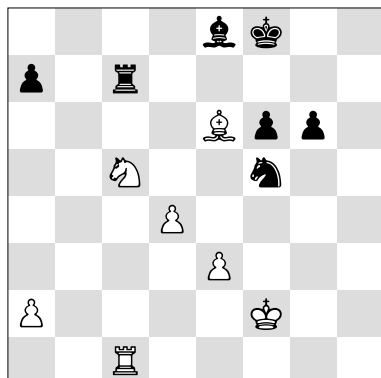
● reserve moves

● zugzwang

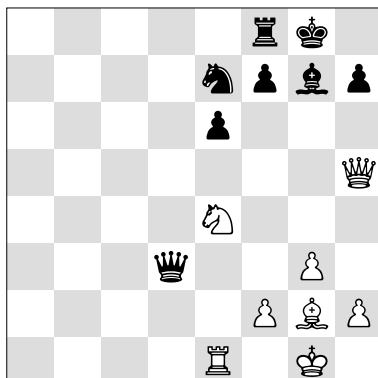
● protected passed pawn

Double attack: clearing

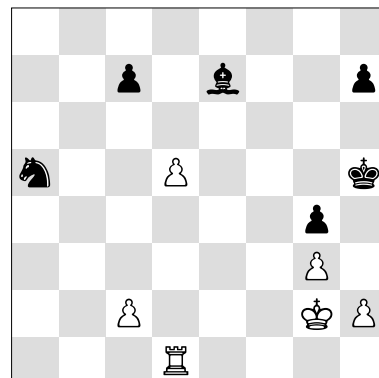
The double attack will not work for a remarkable reason. One of your own pieces is in the way! The fifth and final preparatory move will help to solve this problem. It is called **clearing**.



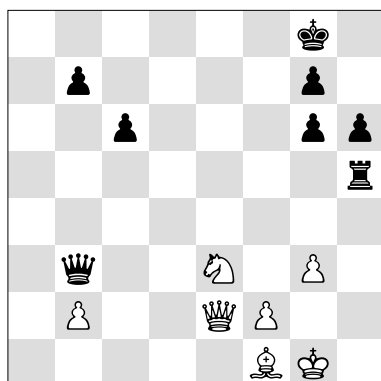
Two pieces on one square is unfortunately not allowed. Black would like to play 1. ... Nb3+ but his own rook is already there. If it moves, White can play 2. Kb1 and the knight fork is no longer possible. The rook must depart with tempo: **1. ... Rxa3**. White has no time to take back.



In this position the tempo comes because of a check with the queen on h5: **1. ... Qh5+**. After the king move to g1 there follows **2. ... Ng5**. The square we need for a double attack is cleared. We appropriately call this combination (removing one of your own pieces): **square clearance**.

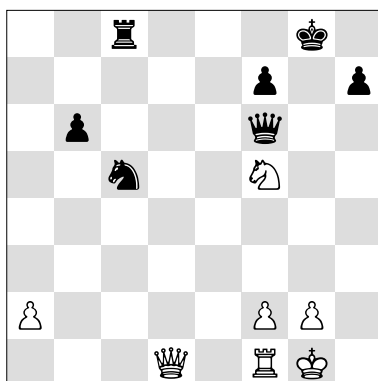


A gain in tempo is necessary for a successful square clearance by capturing, giving check or attacking an unprotected or important piece. You can see the last type in this diagram. Black plays **1. ... Nc3** and White can not rescue both rooks at the same time. Besides **2. ... Nxd1** there is also the threat of **2. ... Be4+**.

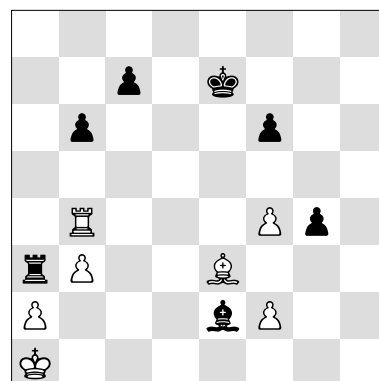


The knight on f5 prevents a winning double attack with 1. Qg4+. The knight must move with the correct gain of tempo. White achieves this goal, by clearing the h3/c8 diagonal, by 1. Ne7+ Bxe7 2. Qg4+.

It is not a square which is cleared but a whole diagonal.



Without the rook on e6 the bishop on c4 could deliver a double attack. After check on e8 the king escapes to h7. Taking the bishop by playing **1. Rxd6** is the correct move. The diagonal a2/g8 is cleared. Black cannot recapture because of **2. Bc4+**. Playing 1. Bc4 first is useless because of 1. ... Qb1+.

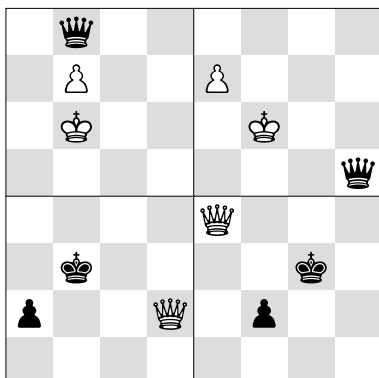


The check on e4 looks profitable: 1. Re4+ Kf7 2. Bc1 but 2. ... Bf3 is spoiling the fun. White must first clear the e-file with the attack **1. Bc1**. Now Black loses a piece.

We call this **line clearance**, a collective term used for the clearing of a file, rank or diagonal.

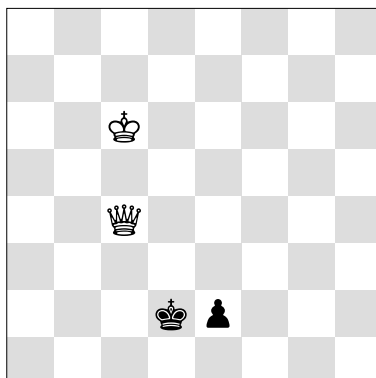
Queen against pawn

The battle between a queen and a pawn can hardly cause any problems for the queen. That is almost always the case. It is only when the pawn is close to promotion and is supported by its king that the queen will have some difficulty.



The queen wins easily if the pawn has not yet reached the next to last rank. If the pawn is positioned on the seventh rank, then the queen must attempt to occupy the promotion square.

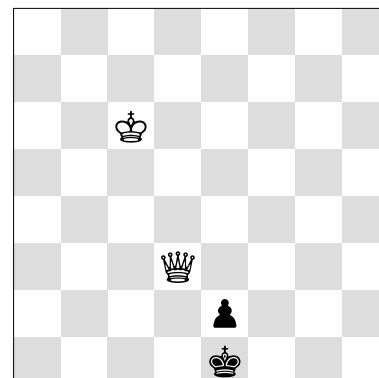
On the bottom left, the queen is played to c1 or d4 and on the top right to h1.



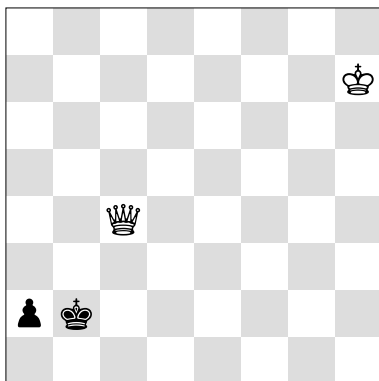
The black pawn is almost there and the king is assisting. White must play at his best and come up with a good plan.

The king must be driven in front of his own pawn: **1. Qd4+ Kc2 2. Qe3 Kd1 3. Qd3+ Ke1.**

(see the next diagram).



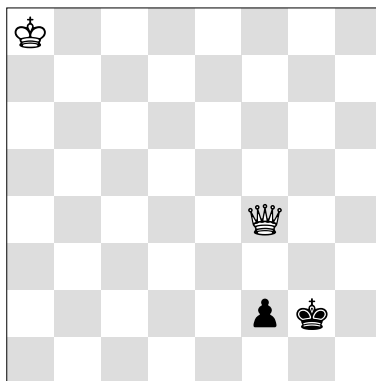
Pawn promotion has been delayed for one move. Now White must bring up the king: **4. Kd5 Kf2 5. Qd2** (pin) **5. ... Kf1 6. Qf4+ Kg2 7. Qe3 Kf1 8. Qf3+** and the king must move in front of the pawn again. This goes on until the pawn is captured.



Queen against the rook pawn

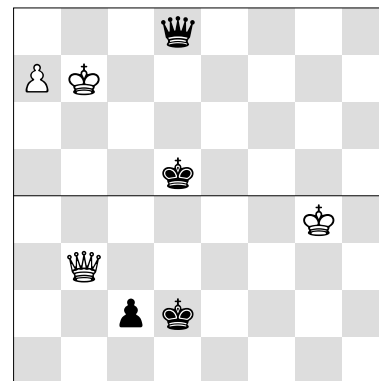
We again chase the king in front of the pawn: **1. Qb4+ Ka1!**

With a rook pawn, the king is only too happy to move in front of its pawn. If the white king comes any closer, Black is stalemated. The position is a draw.



Queen against the bishop pawn

The side with the queen is also in for a surprise with the c or f pawn. After **1. Qg4+ Kh2 2. Qf3 Kg1 3. Qg3+** follows the clever move **3. ... Kh1**. If White captures on f2 Black has been stalemated. White cannot make any progress and the game is a draw (½ ½).



The queen can only win against the a-, c-, f- and h-pawns if its own king is in the neighbourhood. Top: **1. ... Qd7+ 2. Kb8 Kc6 3. a8Q+ Kb6** and mate on the next move.

Bottom: **1. Qb2 Kd1 2. Kf3 c1Q** (or **2. ... Kd2 3. Qd4+ Kc1 4. Qb6 Kd2 5. Qe3 Kd1 6. Kf2**) **3. Qe2#**.