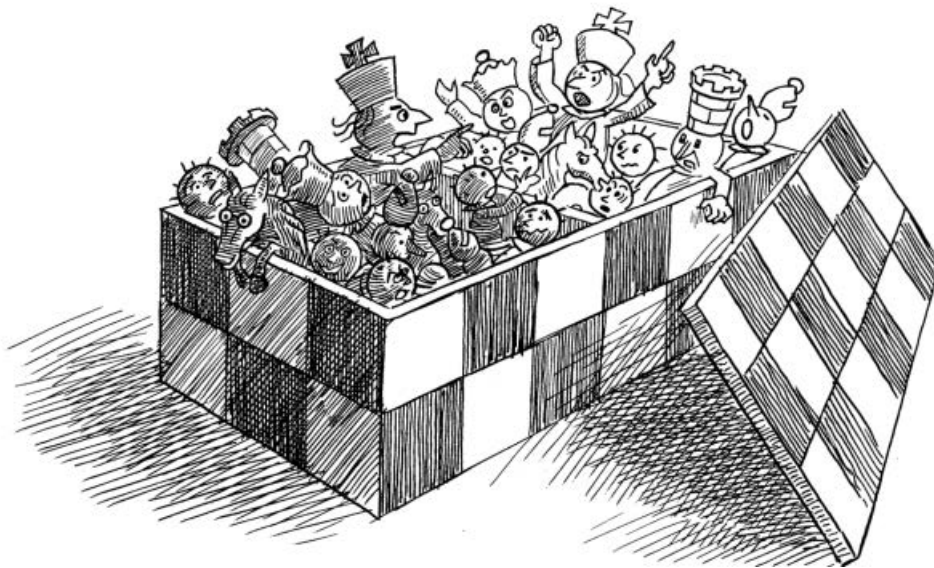


Step 5 extra

Reminder



The 2nd edition of workbook Step 5 extra is published for the first time as an international version.

The only reminder is now limited to the search strategy (page 86) without the positions. The explanation with positions can be downloaded. As a teacher you can now hand out the reminder if the students are on page 87 in the workbook. Note that a reminder can never replace the lessons from the manual! (Manual for chess trainers Step 5).

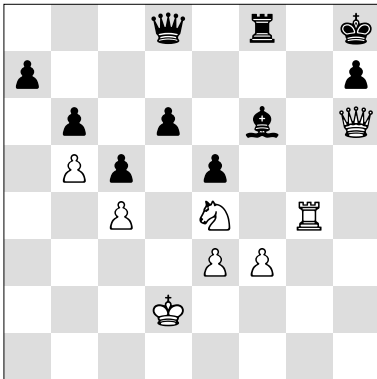
The solutions of all workbooks can be found on the website at:
<http://www.stappenmethode.nl/en/solutions.php>

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

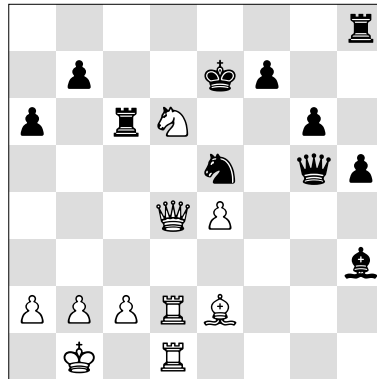
Solving tests

In the following 26 tests you know only whose move it is and that a good move is possible. You can usually win material or deliver mate.

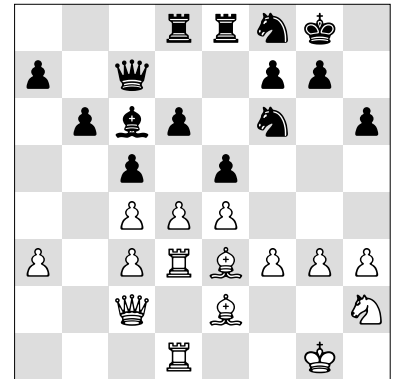
How do you find the correct solution? First look to see whether you know the position. In chess many combinations strongly resemble one another. If at first you do not see the correct move, do not just try out every move. First look for the characteristics of the position. Some examples:



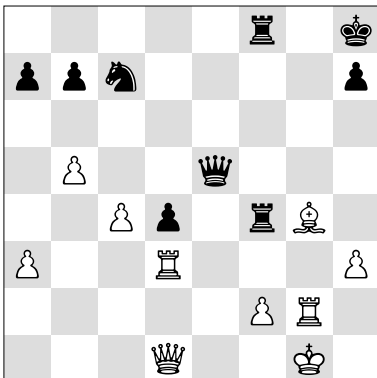
White would like to mate on g7. So you must eliminate the bishop on f6. Chasing it away helps here, so: **1. Rg6!**



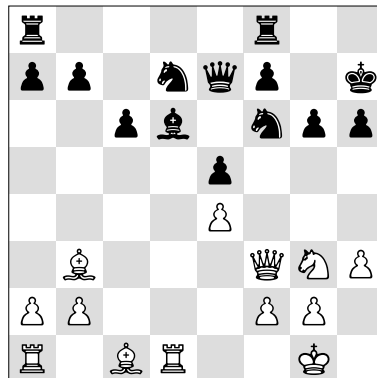
The queen is protecting the Ne5. **1. Nf5+** eliminates this defender. **1. ... Kf6** is followed by **2. Qd6+**.



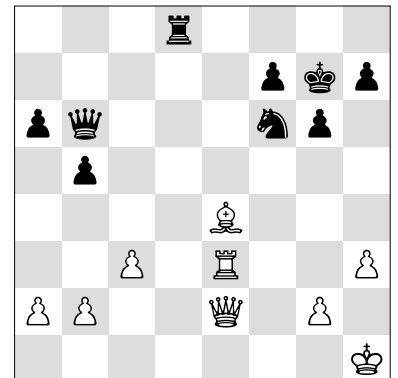
The h3-pawn is unprotected, but can easily be so. Black sets up a second threat with **1. ... Qd7**.



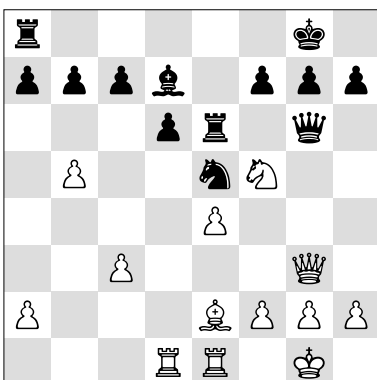
White's back rank is weak. Pressure can be increased by: **1. ... Re4** **2. Kf1** (the only move) **2. ... Re8**.



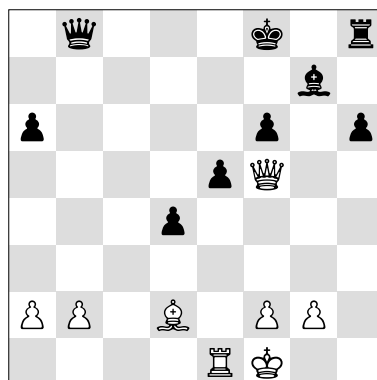
1. Qd3 would win for White if the Nf6 were not there. So it has to be diverted: **1. Qe3 Ng8** (what else?) **2. Qd3**.



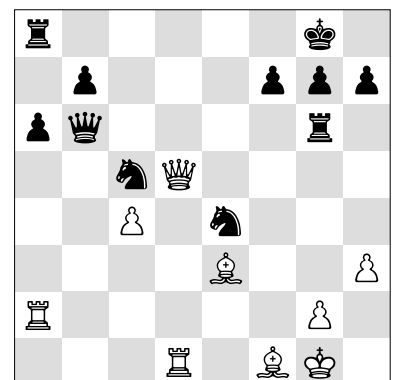
The rook on e3 is awkwardly placed. Black exploits this: **1. ... Re8**. Now the bishop is pinned; **2. ... Qe6** wins.



The e5-knight has no squares. After **1. f4**, exchanging queens doesn't help: **1. ... Qxg3** **2. Nxg3 Ng6** **3. f5**.



The attack falters after **1. Rc1 Kf7**. The king must first be immobilised with **1. Qe6**, and only then **Rc1**.



Defenders: **Qb6, Ra8, Ne4**
Pinned: **Nc5, b7**
The a6-pawn is protected 5 times and yet: **1. Rxa6!!**