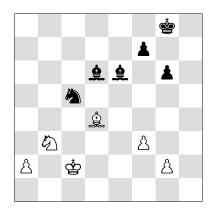
# Step 1 plus



Name:	Date of birth:
Street:	Place:
Club:	Trainer:
School:	Step 1 completed:

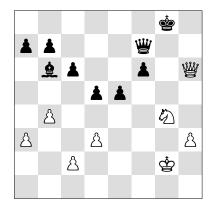
## Winning material

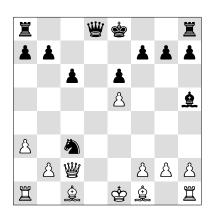
The weapons you have for winning material are: make a profitable exchange, capture an unprotected piece and take a piece which is being attacked twice. Sometimes you have the choice between two captures. Then you must first look carefully to see what the difference is between these two ways of capturing. What does your opponent do? Only then you do make up your mind.



#### Twofold attack

White can capture on c5 with the bishop or with the knight. Is there any difference? Of course, since after 1. Bd4xc5 White gets a cold shower 1. ... Be6xb3+.
On the right, 1. Qh6xf6 wins a pawn. But 1. Ng4xf6+ is better. Black has to give up his queen. There is nowhere the king can go.

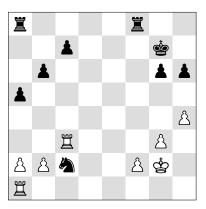


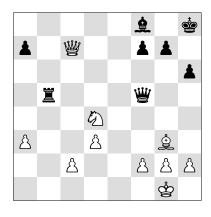


### Capture an unprotected piece

On the left you would prefer to take on c3 with the queen. That will keep the pawns neatly together. Unfortunately that doesn't work because of 1. ... Qd8-d1#. So 1. b2xc3.

On the right, taking on c2 is a good move. However, taking on c7 with check first is even better.

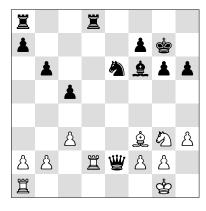


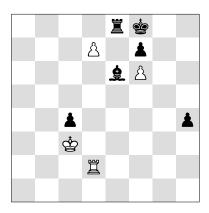


#### **Choose the correct capture**

On the left White has a choice: the queen or the rook. He first looks to see if he can take the queen without any problems. Unfortunately not, because then comes 1. ... Rb5-b1#. So White takes the rook.

On the right, White must take on e2 with the rook, or else Black takes the rook on d2.

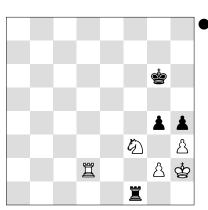




#### Win material without capturing!

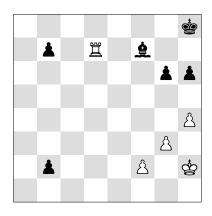
On the left, White can take a rook with check. But after 1. ... Kf8xe8 he no longer wins. Black's pawns are too strong. White gains material with 1. d7-d8Q. Black can no longer take on d8 because of mate. On the right, taking on f3 gets a draw. But let's take another look:

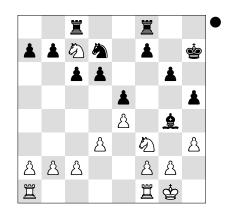
1. ... g4-g3# wins!

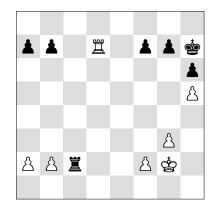


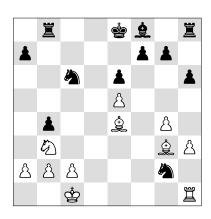
## **Material**

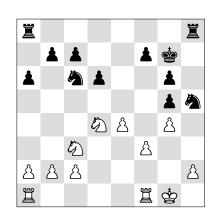
# Choose the correct capture: B

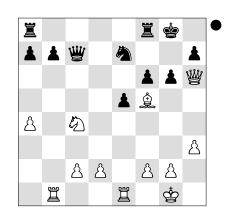


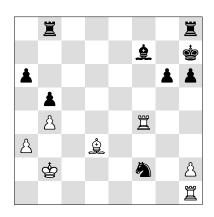


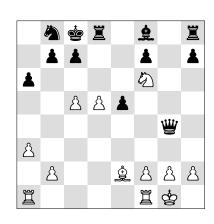


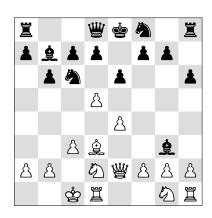


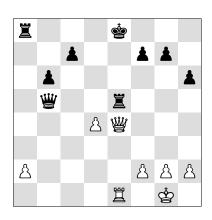


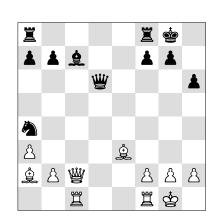


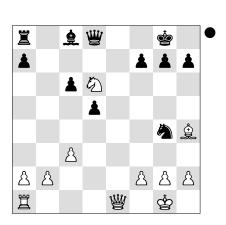






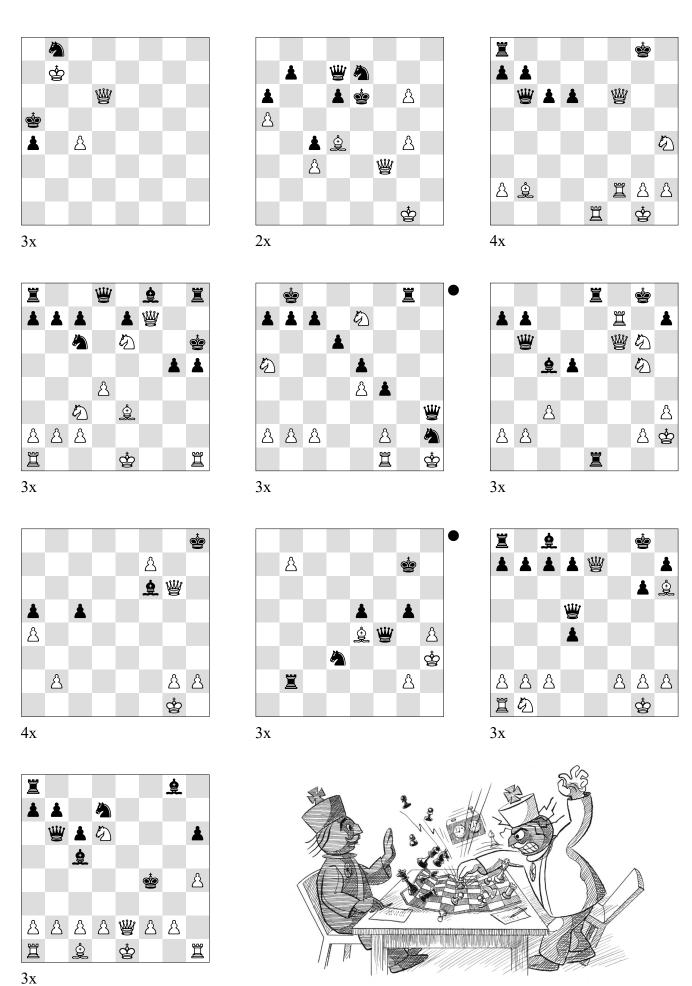






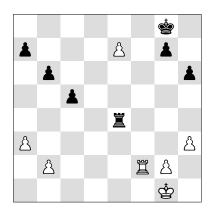
## Mate

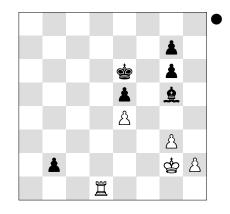
# Mate in one (Find as many as possible): A

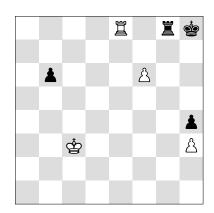


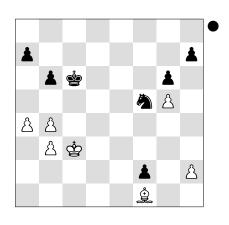
## **Endgame**

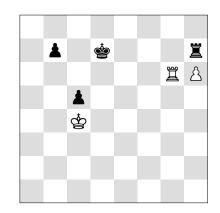
# The passed pawn: **B**

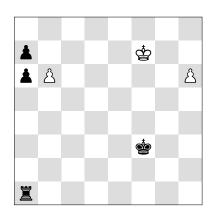


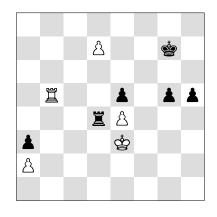


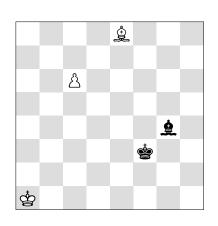


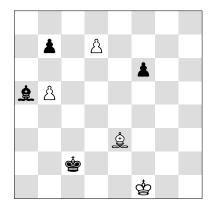


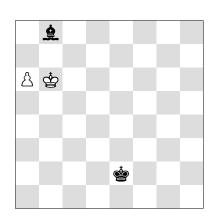


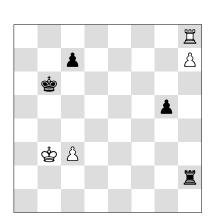


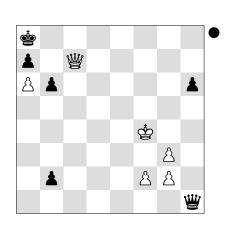












53