Step 2 plus

Name:	**Date of birth:**
Street:	**Place:**
Club:	**Trainer:**
Step 1 plus completed:	**Step 2 completed:**

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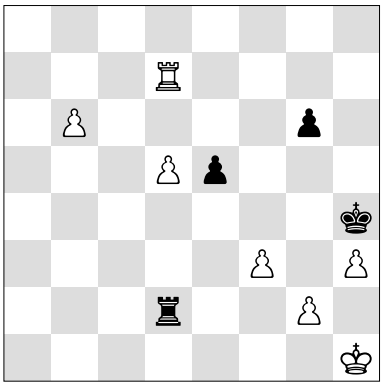

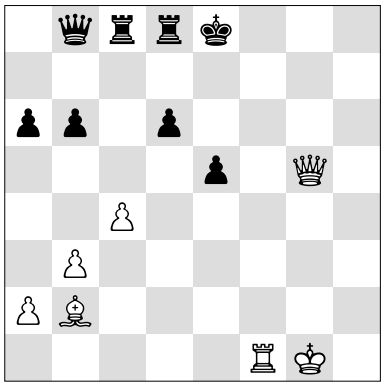

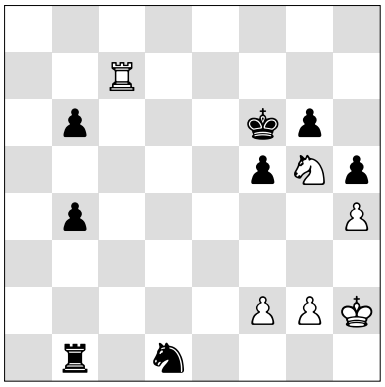

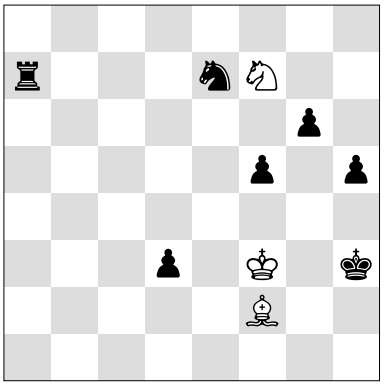

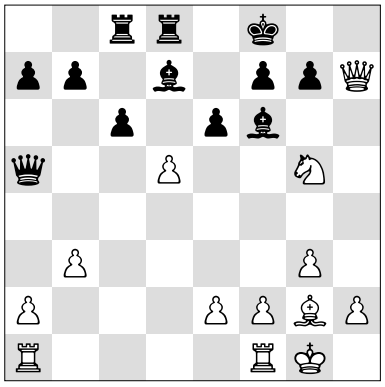

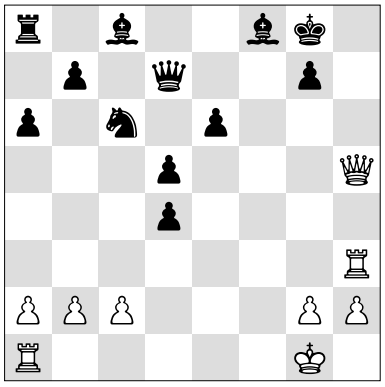

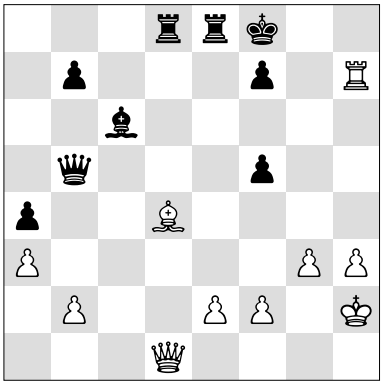

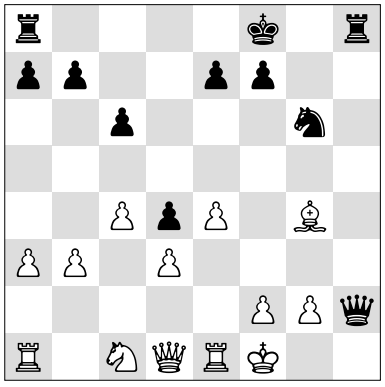

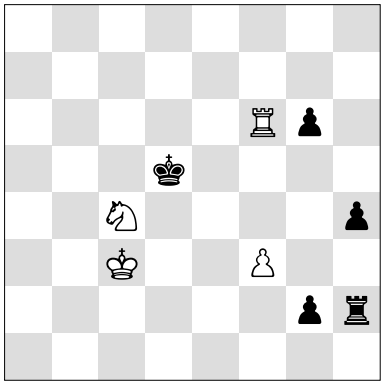

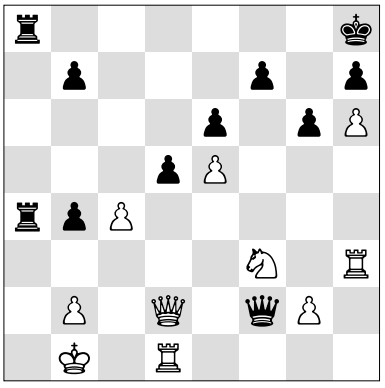

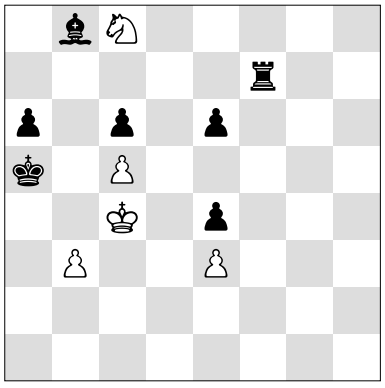

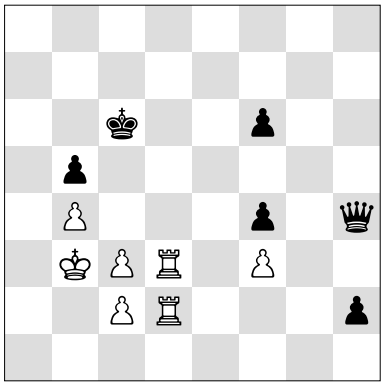

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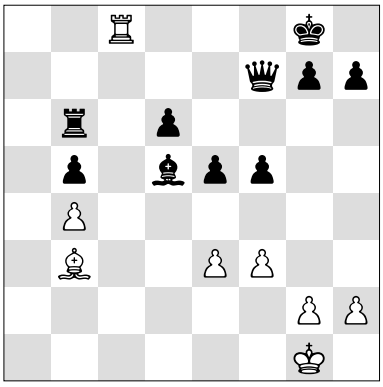
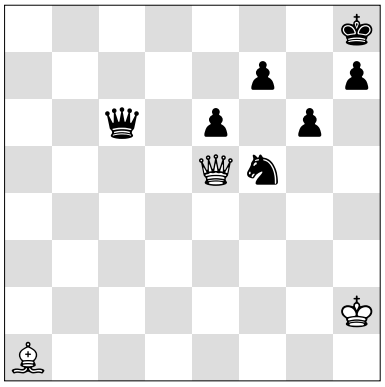
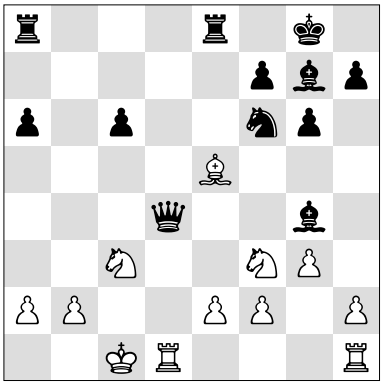
Defending

Let's say it again! Before you make a move: be careful, look to see if there are other (good) moves, choose your move, check things again and then make the move. Especially when you are defending against a threat, a wrong decision can lead directly to a lost position.

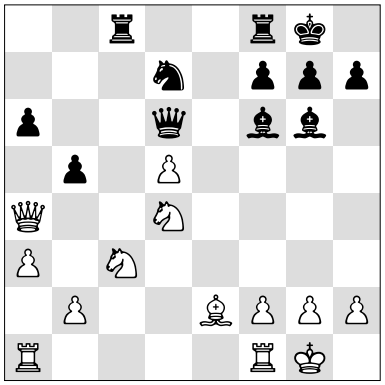


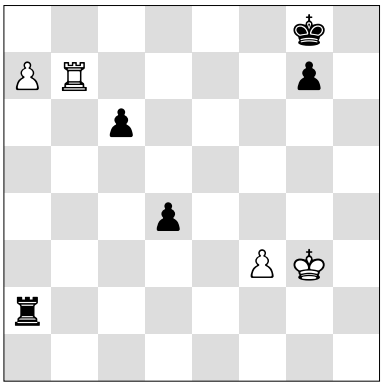
Getting out of check
Many Step 2 players will play 1. … Qf8 without thinking and lose: 2. Bxd5+ Kh8 3. Rxf8#. Is there nothing else? Black is the better off after **1. ... Qe8 2. Rxe8+ Kf7**.
On the right 1. ... Kg8 2. Qh8 is mate. Correct is **1. ... f6 2. Qxf6+ Kg8**. Black is alive.



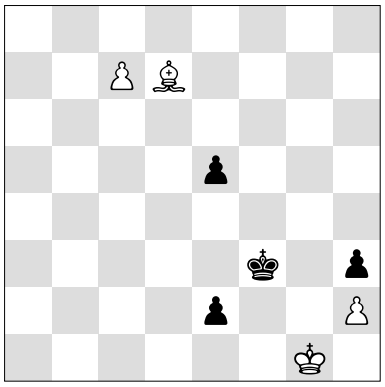


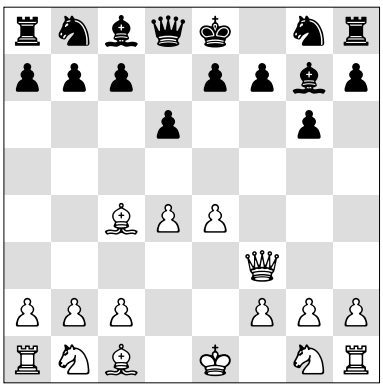
Beware of the loss of material
On the left White has to recapture the queen. Normally 1. Rxd4 is the move (the other rook can then go to d1) but here it costs a piece: 1. ... Bxf3 and 2. ... Rxe5. So **1. Bxd4**.
On the right the queen must go back to d1. It has to keep protecting the knight on d4.



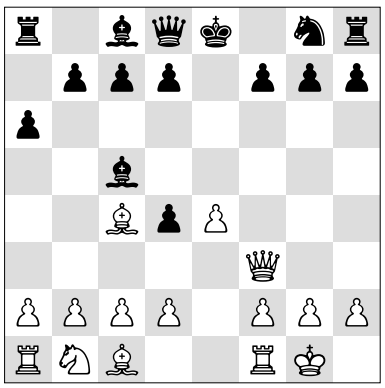


Defend against passed pawns
On the left you would like to advance your own pawns. But 1. ... d3 is met by 2. Rb8+ and 3. a8Q. The safe **1. ... Kh7** is required.
On the right, on the other hand, 1. c8Q is very silly. Black also queens and mates. First **1. Bg4+** and White wins.





Scholar's Mate
Always make a sound move when danger threatens on f7. On the left **1. ... Nf6** is a fine developing move, because **2. e5 dxe5 3. dxe5 Bg4** is good for Black.
On the right Black must defend f7 with **1. ... Qe7**, because 1. ... Nf6 2. e5 d5 3. exf6 dxc4 4. fxg7 is bad.



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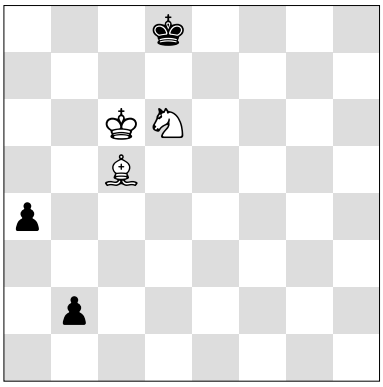
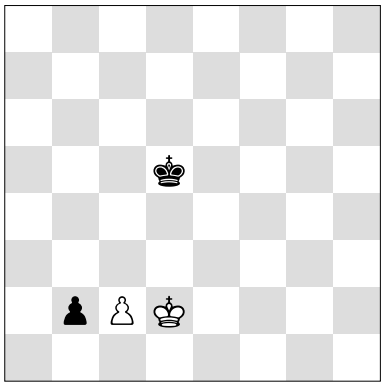
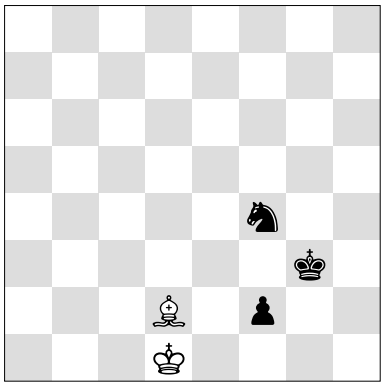
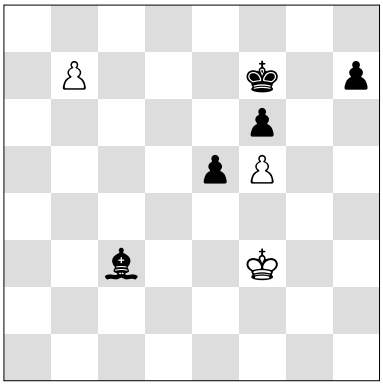
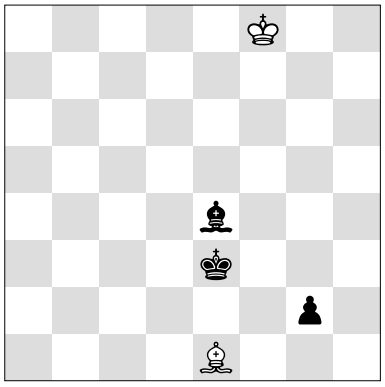
Defend against a passed pawn: A

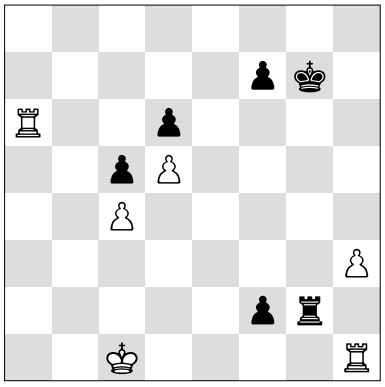


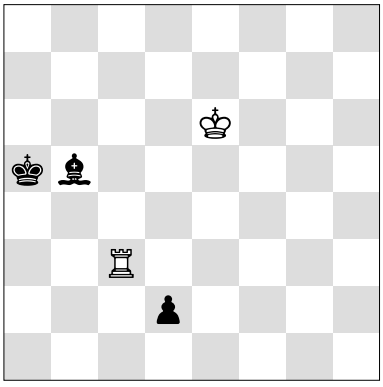


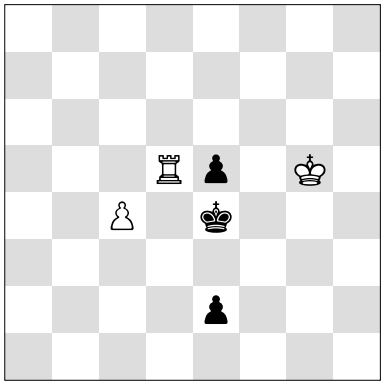


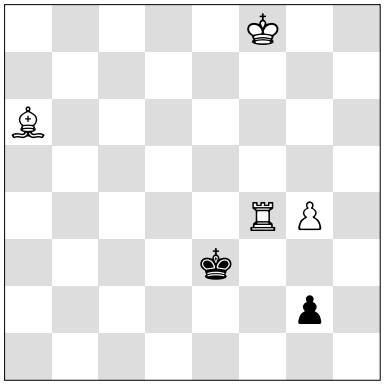


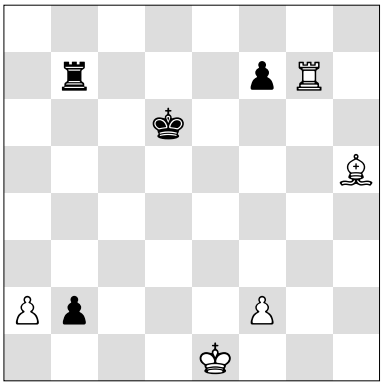


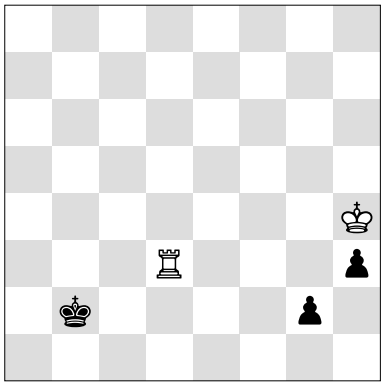


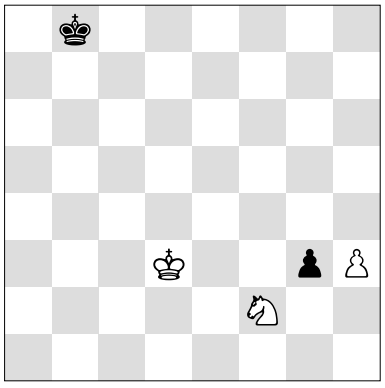












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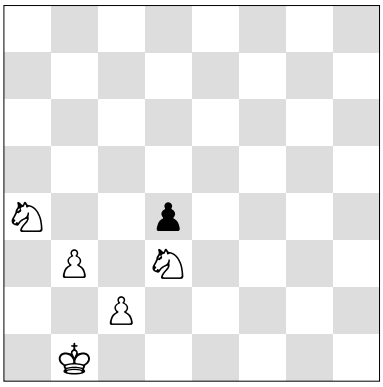

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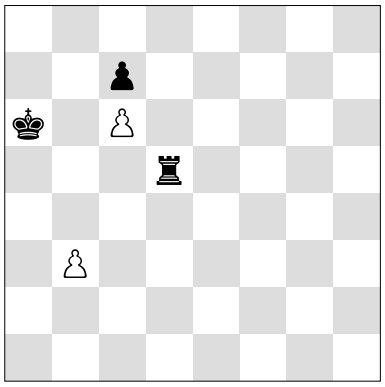

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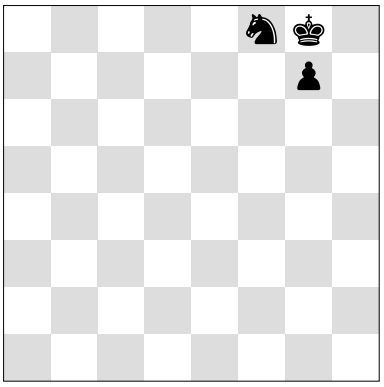

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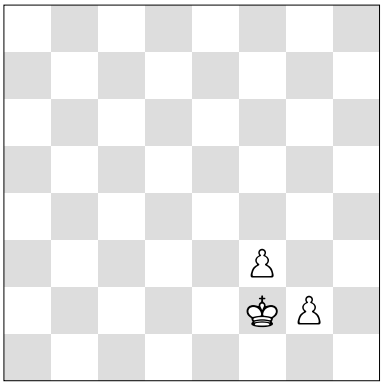

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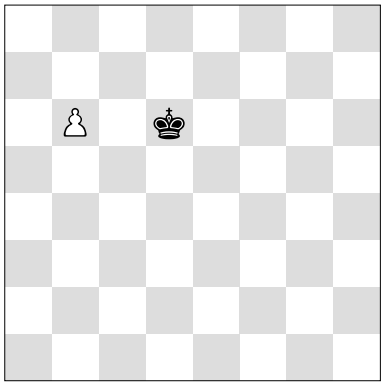

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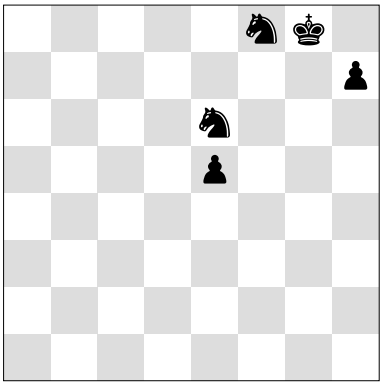

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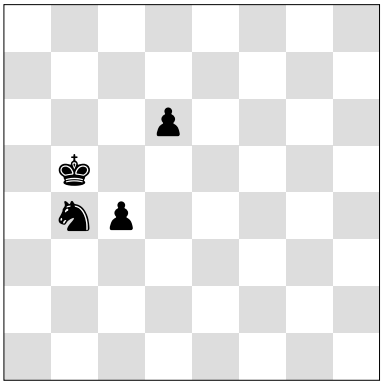

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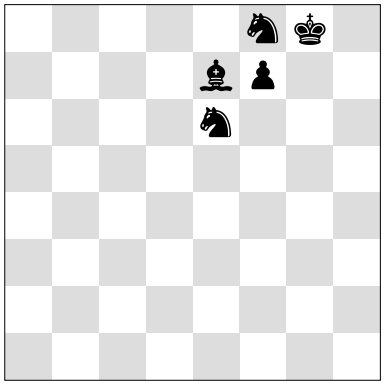

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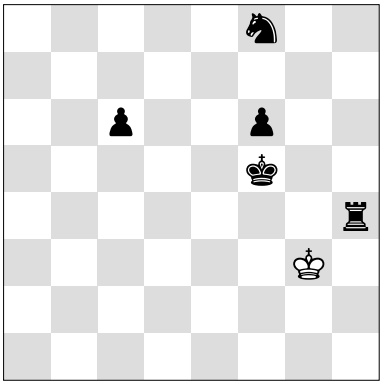

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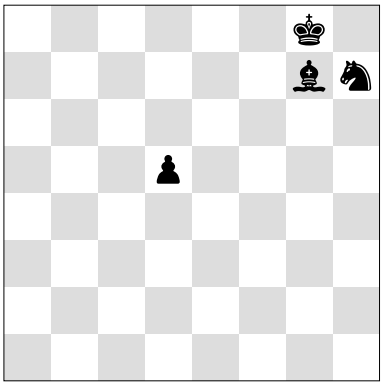

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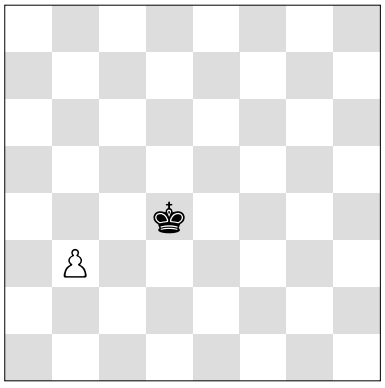

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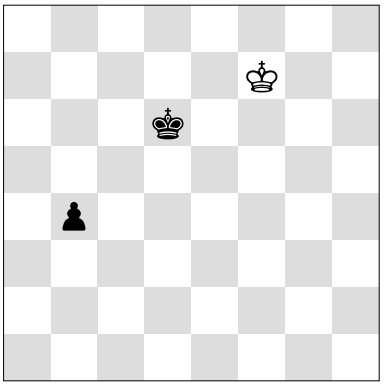

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