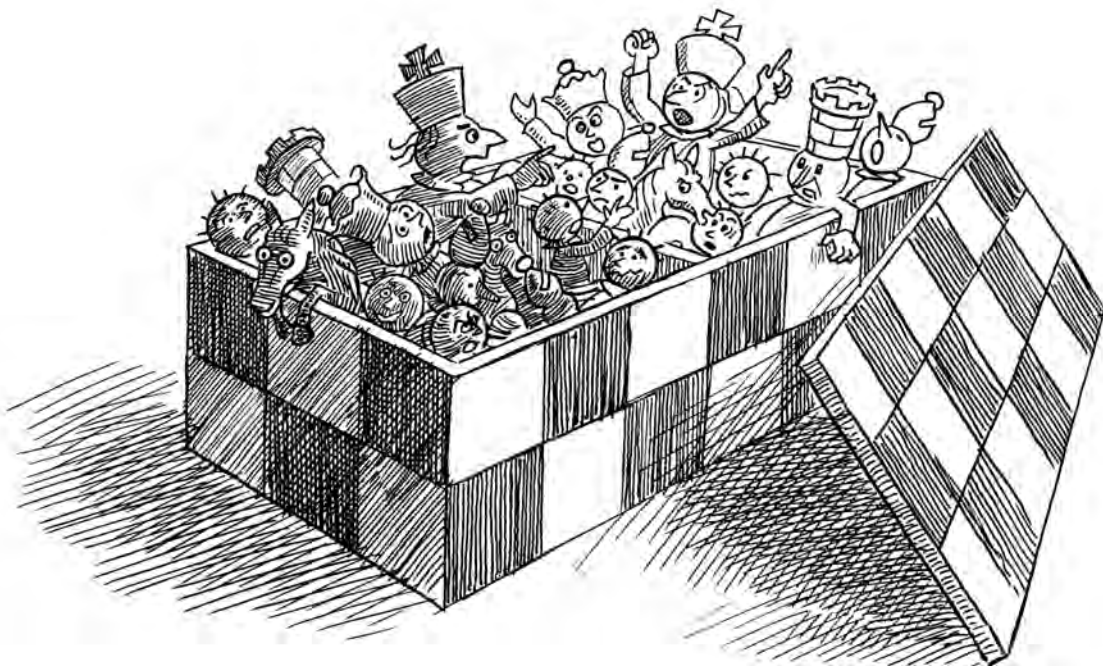


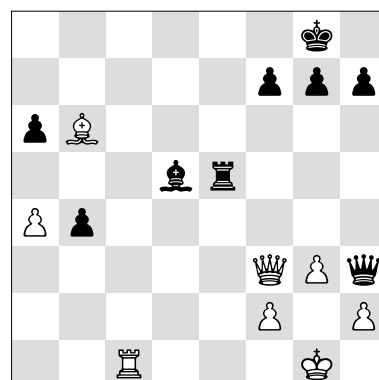
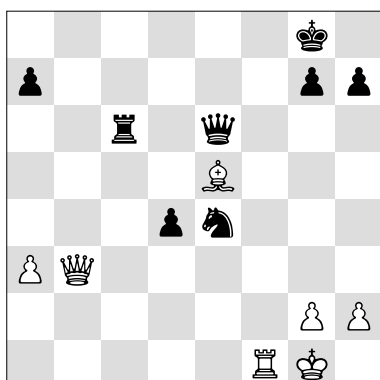
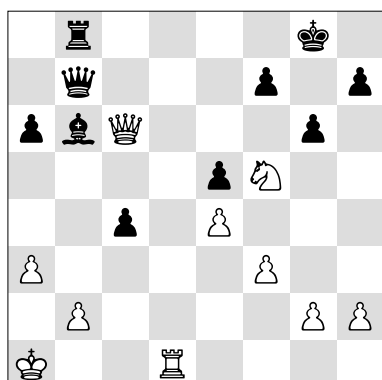
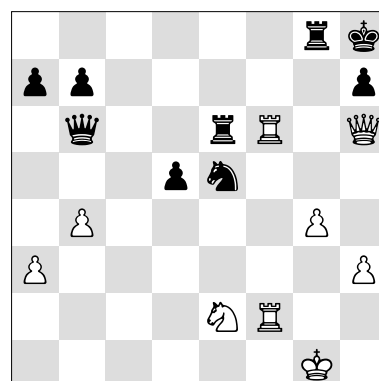
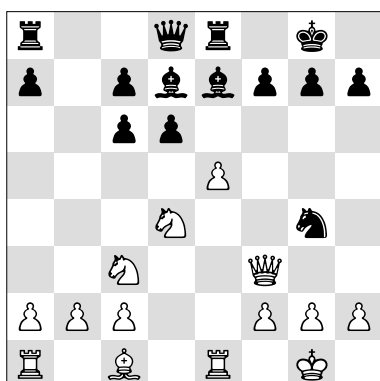
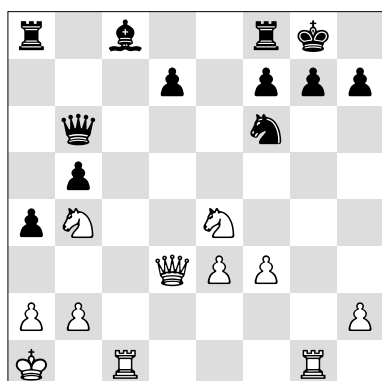
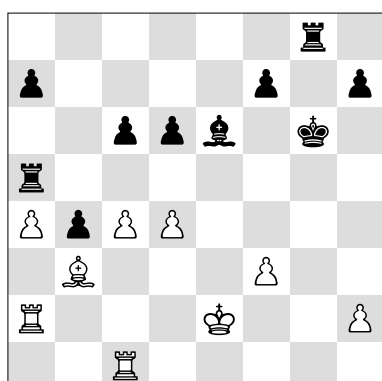
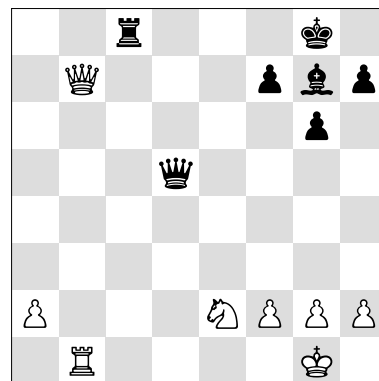
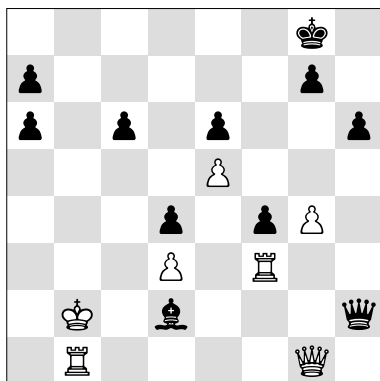
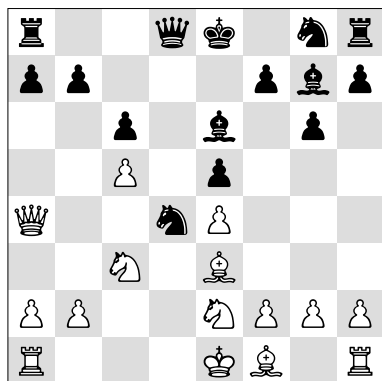
# Step 4



<b>Name:</b>	<b>Date of birth:</b>
<b>Street:</b>	<b>Place:</b>
<b>Trainer:</b>	<b>Club:</b>
<b>Step 3 completed:</b>	<b>Step 3 plus completed:</b>

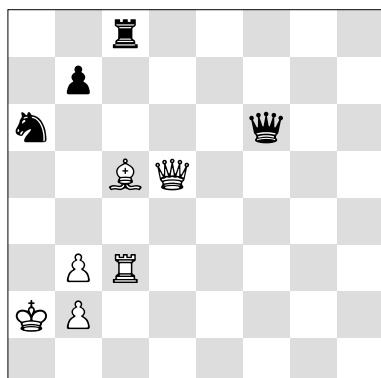
## Elimination of the defence

## Interfering: B



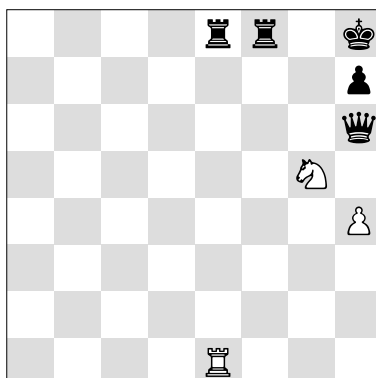
## Double attack: elimination of the defence

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.



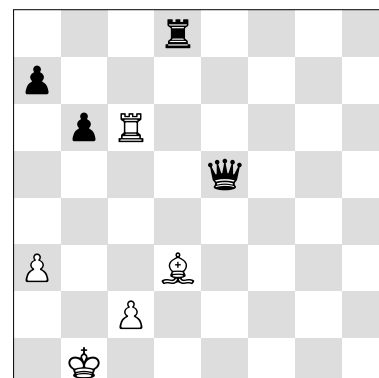
Unfortunately for Black, 1. ... Nb4+ will not work. The bishop is defending the b4-square. In order to make the knight fork possible, Black plays 1. ... **Rxc5** and after 2. **Rxc5** he can continue with 2. ... Nb4+ winning the queen.

**Elimination of the defence by capturing**



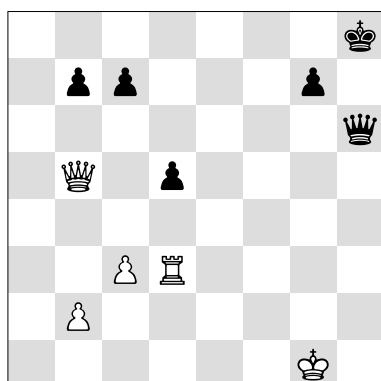
The f7-square looks attractive to the knight. The rook on f8 is lured away with 1. **Rxe8 Rxe8** 2. **Nf7+**. By luring away the defender a double attack becomes possible.

**Elimination of the defence by luring away**



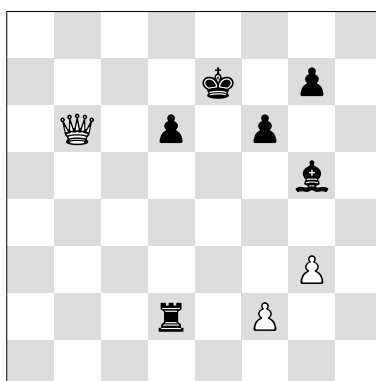
In this position 1. ... Qb5+ is not yet possible, but after the preparatory move 1. ... **Rxd3** everything becomes clear. After 2. **cxd3 Qb5+** Black wins the rook back with interest.

**Elimination of the defence by capturing**



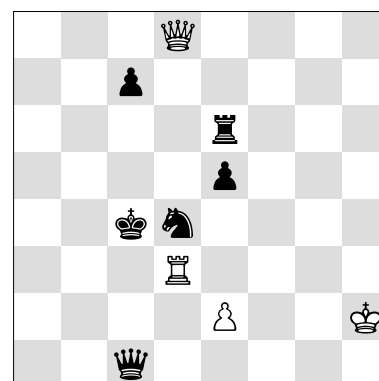
The white queen is protecting the rook on d3. Black chases the queen away with 1. ... **c6**. After 2. **Qxb7 Qg6+** the white rook is lost. The sequence of the moves is important. When Black starts with 1. ... Qg6+ 2. Kh2 c6 the rook is saved by 3. Rh3+.

**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.

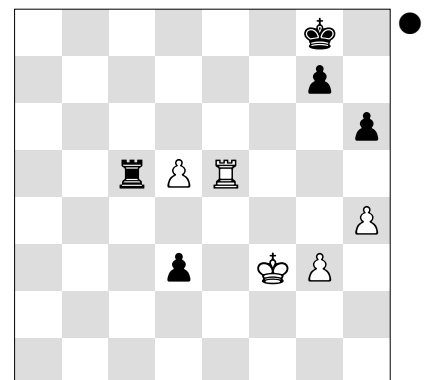
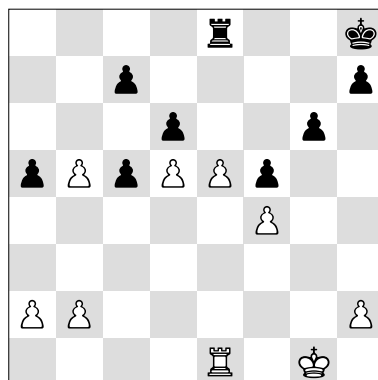
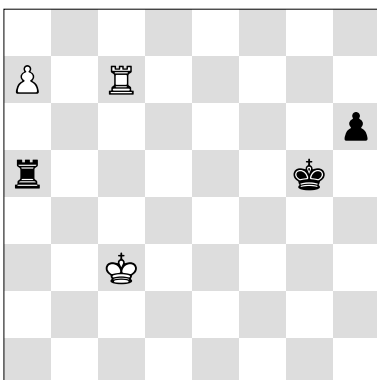
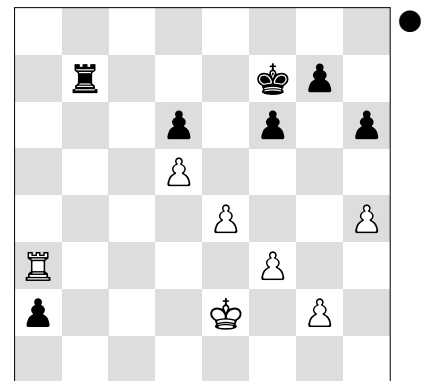
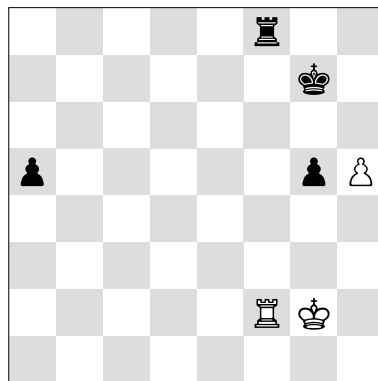
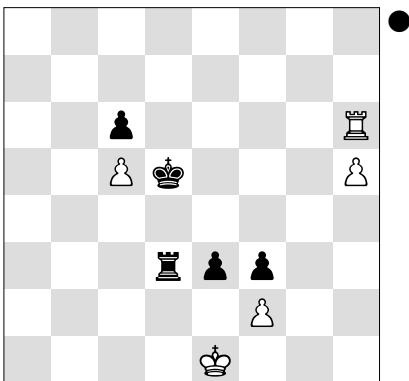
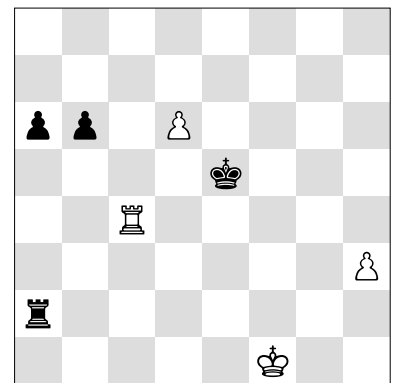
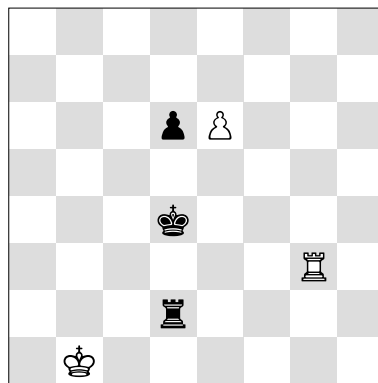
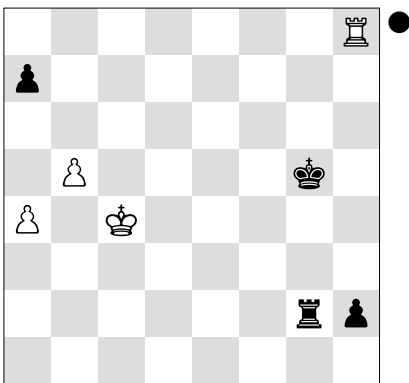
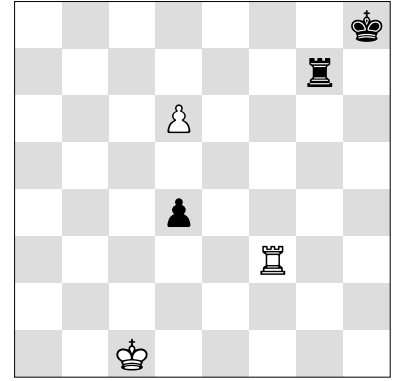
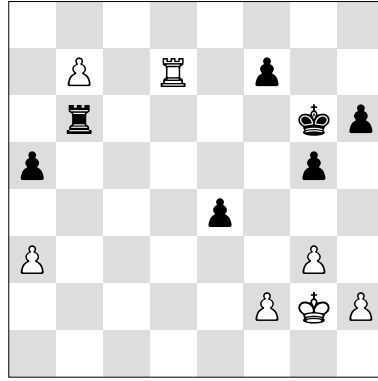
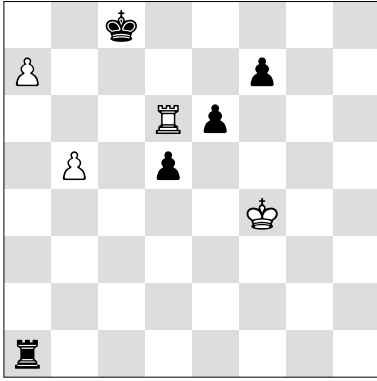
**Elimination of the defence by interfering**



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.

## Toreneindspel



## Passed pawn: A

## Attacking the king

## Elimination of the defence: **A**

