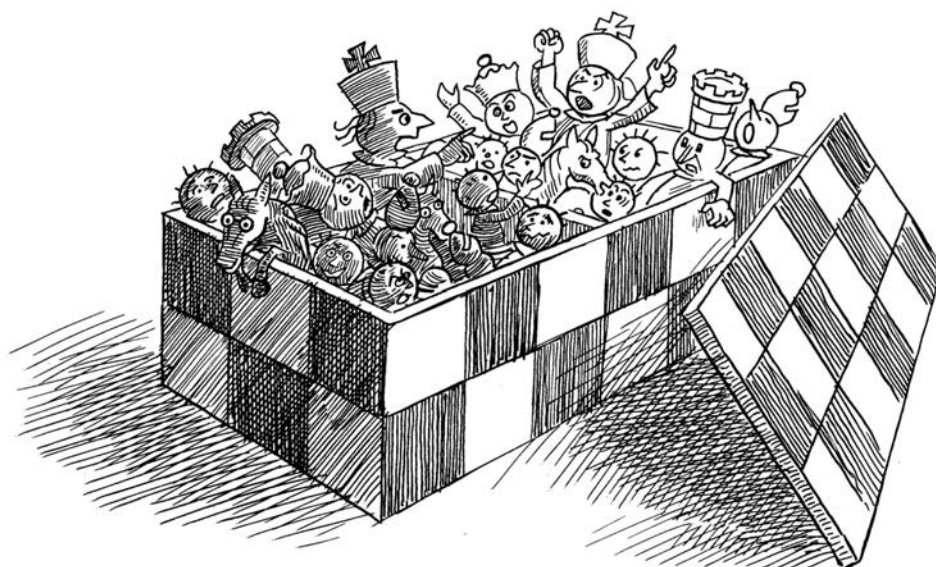


Step 4 extra

Reminder



The 2nd edition of workbook Step 4 extra is published for the first time as an international version. The only reminder has disappeared. The number of pages with mixed exercises has been reduced to 11. With the appearance of Step 4 mix there are enough mixed exercises available.

As a teacher you can now hand out the reminder if the students are on page 46 in the workbook. Note that a reminder can never replace the lessons from the manual! (Manual for chess trainers Step 4).

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 the exercises

The following pages contain tests. All you know is whose move it is and that a good move is possible. Usually you can win material or deliver mate. How do you find the correct solution? First take a good look to see whether the position is familiar to you. Many combinations in chess are very similar to each other. If you cannot spot the correct move straight away, then do not simply aimlessly try out one move after another. First of all, look for the characteristics of the position:

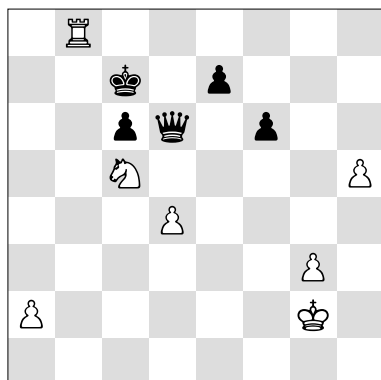
Search strategy

- vulnerable king
- unprotected pieces
- insufficiently protected pieces
- a battery
- piece fulfilling a defensive task
- opposing pieces on the same line
- pinned piece
- piece with restricted mobility

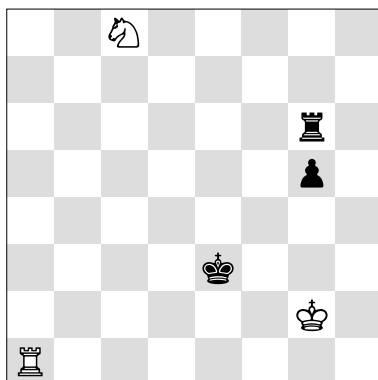
Possible solution?

- mate or double attack
- double attack
- double attack
- discovered attack (discovered or double check)
- eliminate the defender
- pin or X-ray attack
- attack it again / take advantage of a poor defender
- trap it

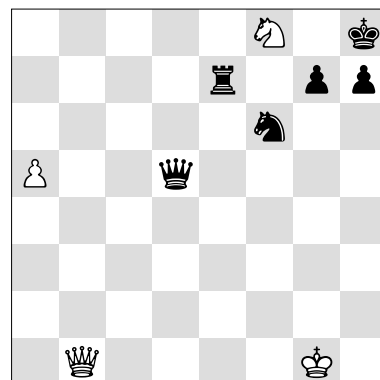
In Step 4 the preparatory move plays an important part. Luring, elimination of the defender, chasing, targeting and clearing are the means used to achieve the goal (usually a gain of material).



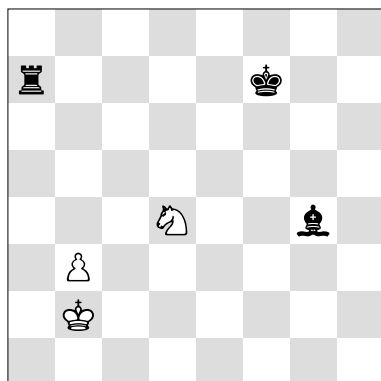
You can lure a piece by capturing or a sacrifice. White plays **1. Rd8** and lures the king or the queen on to d8. In both cases there is a decisive knight fork on b7 or e6.



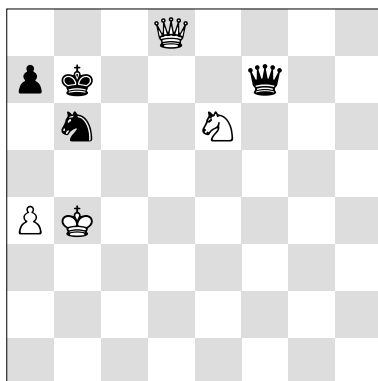
White can chase the rook with **1. Ne7**. It will be in trouble: **1. ... Re6 2. Re1+**; if it goes to another square White can win with a knight fork, e.g. **1. ... Rd6 2. Nf5+**.



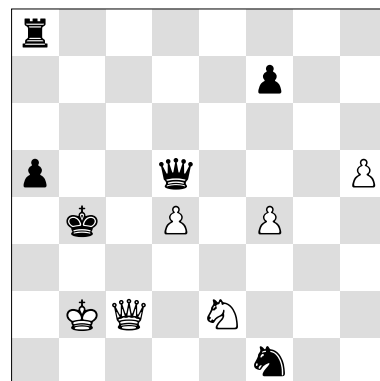
The knight fork on g6 is threatened. White can brutally eliminate the defending pawn: **1. Qxh7+ Nxh7 2. Ng6+ (chasing) 2. ... Kg8 3. Nxe7+ and 4. Nxd5**.



White attacks material with the simple move **1. Nc6** and also threatens a knight fork: targeting. White recovers material.



Without the Qd8 a fork is possible: **1. Qxb6+ (clearing) 1. ... axb6 2. Nd8+**. If Black plays **1. ... Kxb6** then chasing will do: **2. a5+**.



A fantastic final position: **1. Qa4+! Kxa4 2. Nc3+ Kb4 3. Nxd5+ Kb5 4. Nc7+**. First lure the king to a4, then chase it twice.