Step 3 mix

3

1. ... ♖e3+ 2. ♖xd4 ♖xd4. (discovered check) The X-ray protection of the checking bishop is necessary. After 1. ♖d2+ White plays his king and after any other discovered check 2. ... ♖xd4 will follow.
3. ♖c3+ ♖xc3 stalemate (defending by stalemate)
4. White exploits the material supremacy on the king’s wing. Provoking a weakness and mating.
   1. ♖e4 g6 2. ♖e5+.
   1. ♖e6 ♖f6. Black can easily protect himself against the mating threat.
   1. ♖f7+ ♖xf7 2. ♖xf7 ♖xc3. A bad idea, even if the check by the knight brings in a gain of material. The knight is a stronger attacker here than the rook.
5. 1. ... ♖d5 2. ♖d5 ♖xe4+ 3. ♖f1 ♖xd5. Black attacks the pinned rook on f5. White cannot protect the rook and thanks to the in-between move with check Black wins a rook.
6. 1. ♖g6+ hxg6 2. ♖h3# (mate in two by access)
7. 1. ... b5 2. ♖xd4 ♖xa4 (trapping)
8. 1. ... ♖f4 2. ♖g1 and Black can choose from: 2. ... ♖xe2 and 2. ... ♖g5+ which are the most convincing moves. (discovered attack)
9. 1. ... ♖xc1+ 2. ♖xc1 ♖d1+ (elimination of the defence: luring away+mate). The rook on e8 pins ♖d8 and therefore 1. ... ♖d1+ is not handy at once.
10. 1. ♖f8+ (after 1. ♖xe2 ♖c5 2. ♖b7 ♖xe4 can Black play on) 1. ... ♖g7 2. ♖f7+ ♖h6 3. ♖h1+ ♖g5 4. ♖g1+ (perpetual check)
11. 1. ♖xg4 (a pinned piece is not a good defender)
12. 1. h4 (1. ♖f6? h4 2. ♖xh4 ♖g2) 1. ... ♖g4 2. ♖f6. It is the only way to keep the last pawn on the board.

4

1. ... ♖h3+ (thanks to a pin) 2. ♖g1 ♖xh4 (double attack: rook)
2. 1. ... ♖g7 1. ... ♖e7? 2. ♖h6+) (defending against a passed pawn)
3. 1. ♖xe7+ ♖xe7 2. ♖h4# (access and double check)
4. 1. c4 d3 2. a5 (square of the pawn)
5. 1. ♖g6+ cxb6 2. ♖a8# (mate in two by access and line clearing)
6. 1. ♖b7 ♖d8. The only move, the rook must keep protecting ♖a7.
7. 1. ♖d8+ ♖xd8 2. ♖xe6# (elimination of the defence: luring away+mate)
8. 1. ... ♖f8 (1. ... ♖h7 2. ♖e4+) (getting out of check – avoiding a double attack)
9. In this game by a young player Black played 1. ... ♖a8. It is not logical to protect a pawn under attack by an active rook.
   White’s last move ♖d4-a4 threatens a winning discovered attack. Only attacking the rook parries the threat and gives some counter-play:
   1. ... b5 2. ♖xa7 b4 and e4 is lost.
   1. ... a6 2. e5 is winning a piece.
   1. ... ♖f8 2. e5 is winning a piece.
10. 1. ♖xb3 ♖xb4 2. e4 3. ♖d4 1. ... ♖xb3 2. ♖xb4 2. ♖xh4. Gaining a piece thanks to X-ray protection.
11. 1. ... ♖f4! Wins the knight. Otherwise the king will not enter the square of the pawn any longer after 2. ... d2 (Van Zuilen van Nyevelt 1792)
12. 1. ... ♖h8 1. ... ♖b6? ♖a7+) 1. ... a7 2. ♖h7+ ♖b8 3. ♖b6. Two smart in-between moves prevent the check on a7.

5

1. 1. ♖xc7+ ♖xc2 2. ♖b8# (discovered check) The front piece becomes helper.
2. 1. ♖h8+ ♖h8 2. ♖xh8# (elimination of the defence: luring away+mate)
3. 1. ... ♖xd4 2. c3 ♖f6. The counter-attack on the queen saves the pinned piece.
4. 1. g5+ ♖h8 2. ♖xg8 stalemate (defending by stalemate)
5. 1. ♖d5 ♖xd5 1. ... ♖xf3 2. e8#; 1. ... ♖xb7 2. e8# (2. ♖xb7 ♖e8) 2. b8W+ (cashing in a passed pawn)
6. 1. ... g5 (elimination of the defence: chasing away+mate)
7. 1. g5 ♖g6 2. ♖xe7 (double attack: X-ray attack)
8. Can White stop the h-pawn?
   1. ♖xg6+ wins because after 1. ... ♖f7 2. ♖f6+ the rook comes to f1. After 1. ... ♖h8 2. ♖g5 h1Q 3. ♖h6 White wins the pawn ending easily. After ♖xh6 White is already on a key square.
   1. ♖g1 without the e-pawns this move would be enough for a draw. Promotion to a queen or rook is stalemate, promotion to a bishop loses all pawns. Black keeps the e-pawn in friendly hands.
   1. ♖xg6 h1Q can immediately be dismissed.
9. 1. ♖e1 ♖h3+ 2. ♖e3 (defending against a double attack – X-ray attack)
10. 1. ♖f7 makes use of the vulnerable position of the black pieces. Protecting the bishop is not possible (1. ... ♖c8 2. ♖e6+)
and capturing on f7 gives White a passed pawn which cannot be stopped.
11) 1. e5+! (1. xe8? stalemating) 2. ... bxc5 3. xe8 (avoiding stalemate) (Tarasiuk 2013)
12) 1. ... b1 2. xf3 (2. fl W a1) 2. ... W a1. Supremacy of the black pieces exploits the vulnerability of the back rank.

6
1) 1. Wxa3+ (1. W b2 W c4+ 2. W a1 d2; 1. W a1 W c2+ 2. W b1 W a3+ 3. Wxa3+) 1 ... Wxa3 2. Wc5# (mate in two): luring
2) 1. W a8+ W b7 (1. ... d7 2. W x d2) 2. Wxd8 (X-ray check and X-ray protection)
3) Picture
4) White has a vulnerable pawn on e4 (cannot be protected by another pawn). The pawn is also in the way of the bishop.
   1. Wd5 W c5+ (1. ... Wxd5 2. Wxd5) 3. W a4
   1. W f5 an active move but a single knight cannot do much. Black plays 1. ... Wc5+ and 2. ... W e5. The white bishop remains inactive.
   1. W f2 prevents only that Black takes on e4 (1. ... Wxe4 2. Wxe4 Wxe4 3. Wxf7+). Black can play 1. ... Wc5 or 1. ... Wad8. The e-pawn remains weak.
5) 1. ... Wd8 2. Wd7 Wb6+ The queen cannot remain protecting b6. A hidden pin.
6) 1. Wd6# (mate in one thanks to 3x a pinned piece is not a good defender)
7) 1. ... Wxd2 (1. ... Wc4 2. Wc7) 2. Wxd2 Wf1+ 3. Wd1 Wf4+ (perpetual check)
8) 1. ... Wd5 Wf8 2. Wxb6+ (or 2. Wd7+) (elimination of the defence: luring away+mate)
9) 1. ... Wf2 2. W g2 W f4+. With the pawn on g3 the move with the knight to f4 is completely out of sight. That explains mistakes like 2. Wg2 (2. exf5 is correct to make the black e-pawn up vulnerable) understandable.
10) 1. ... Wb7+ (after 1. ... Wb1+ the king escapes to h3) 2. Wc6 Wxc6+ 3. Wxc6 Wxc6 Interposing on c6 is forced and appears a safe move but thanks to the X-ray protection Black wins a whole rook.
11) 1. ... Wc4+ 2. Wf1 Wxd3+ (discovered check)? The back piece is chasing, the front piece is looking for a suitable target. That is not the rook because White is threatening mate on e8.
12) 1. ... Wf4+ (1. ... Wc3+ 2. Wg1 2. Wg1 W f3# (double check). The back piece is pinned so that mate on g2 is not possible.

7
1) 1. b3 Wxb4 2. c7 (cashing in a passed pawn)
2) 1. ... Wd8 (1. ... Wxe7 2. Wf6+) (getting out of check and avoiding a double attack)
3) 1. ... Wd2+ 2. Wf1 Wf1+ 3. Wh2 We2+ 4. Wh1 Wf1+. Draw by perpetual check. White can not allow that the queen can take on e5 with check.
4) 1. ... Wd2+ 2. Wg3 Wxc3 (chasing away+material)
5) 1. ... Wb1 W d2 2. Wxb2 Wb7 (double attack: X-ray attack)
6) 1. ... Wxe5 2. dx e5 Wf3 (capturing+material) or 2. ... Wxe5 Wh1 (a pinned piece is not a good defender)
7) 1. ... Wxe4 2. Wxe5 Wc3 3. Wc3 Wxe2 4. Wd4 Wc5 5. ... Wd5 2. Wg1. The only way to keep the last pawn on the board.
8) 1. Wxe4+ Wxe4+ 2. Wxe4+ W e8 3. Wh5# (mate in three thanks to pinned piece is not a good defender)
9) 1. ... Wh5. Activating the queen is correct. The threat 2. Wg6 cannot be stopped without loss of material, otherwise mate: 1 ... h6
2. Wg6+.
10) 0–0 Not a bad move (developing and king safe) but get used to look for a better move.
11) Wc1 Also a developing move. It is not clear yet which file is the best for the rook. Not moving the rook is obvious then. After ... Wxc3 White will take with the pawn anyway (improves the centre)
10) 1. ... W c1 2. W d2 Wxb2
11) 1. ... Wg3. Activating the queen: more active is enough. After 2. Wf3 Wh4+ 3. Wh3 W e1+ wins quickly.
12) 1. W e8 and 2. Wg6# (mate in two)

8
1) W b5 Don’t take back without thinking. The move of the knight threatens a fork on c7. Black cannot prevent that.
   1. fxe4 The pawn is a centre pawn and that is fine. It controls squares, it is not being attacked and it clears square f3. The move is the best if a move of the knight to b5 (or d5) would not be possible.
   1. Wxe4. Knight in the centre but it can be easily chased away by f5.
2) 1. ... Wxe6 (defending against mate thanks to pinned piece is not a good defender). The threat was Wf7#.
3) 1. Wh4+ W e5 2. Wxd8 (X-ray check)
4) 1. ... Wxd4 2. Wb2 Wxf5 (double attack: knight, thanks to a pinned piece is not a good defender)
5) 1. ... Wxd8 (1. ... Wf8 2. Wf7+) (getting out of check and avoiding a knight fork)
6) 1. Wc4 a5 2. Wxc6+ bxc6 3. W a6# (mate by access). A known mating pattern with two bishops.
7) 1. Wc7 (helping the passed pawn and holding off the enemy king) (Averbakh 1954)
8) 1. ... Wg4+ 2. hxg4 W h6# (mate in two by access)
9) 1. ... Wc7 (elimination of the defence: luring away+mate). The threats 2. Wxe8 and 2. Wxe7 are not to be parried.
10) 1. ... Wc5 1. ... Wxb5? Wd4 2. Wc6 b5 3. Wxb5 W b3) Holding off the enemy king first is the only way to preserve the last pawn on the board.
11) 1. Wf3 (an oversight is 1. Wg6 Wg6 2. Wg6 Wb4) 1. ... Wxf3 stalemate (Veličkovan 1990)
12) 1. Wh4+ (1. Wxa2 Wxf3) 1 ... Wh4 2. g4+. White lures the black queen away and mates.
1) 1. e4+ d5 2. c4# (mate in two: chasing)

2) 1. ... e7 2. cxd4 3. exd4 (double attack: X-ray attack). First taking with the queen because c8 must remain protected.

3) 1. a7? (1. b6? c6) 1. ... b6+ (2. b6? d6). Draw by exchanging the last pawn.

4) 1. ... exd4 2. cxb7. Draw by eliminating the last pawn.

5) 1. ... e5. First protecting the d-pawn and only after 2. d4 play 2. ... e7.

6) 1. ... e7. The move played pins the c-pawn but White can capture on d4.

7) 1. ... d7 (double attack: knight, thanks to a pinned piece is not a good defender) 2. d6+ c6 3. d6+ (exploiting vulnerability: the king has little mobility and the queen is in such cases a worthless defender).

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1) 1. d4+ c6 2. c4# (mate in two: chasing)

2) 1. ... d5 2. cxd5 (mate in two: chasing)

3) 1. a7? (1. b6? c6) 1. ... b6+ (2. b6? d6). Draw by exchanging the last pawn.

4) 1. ... exd5 2. exd5 (defending against mate by preparing interposing)

5) 1. ... c5 (double attack: knight, thanks to a pinned piece is not a good defender) 2. cxd6 3. cxd6+ (exploiting vulnerability: the king has little mobility and the queen is in such cases a worthless defender).

11

1) 1. a7? (1. a7? c6) 1. ... b6+ (2. b6? d6). Draw by exchanging the last pawn.

2) 1. ... d5 2. cxd5 (defending against mate by preparing interposing)

3) 1. a7? (1. a7? c6) 1. ... b6+ (2. b6? d6). Draw by exchanging the last pawn.

4) 1. ... g6+ 2. d6 (exploiting vulnerability: by a material supremacy and lack of defenders).

5) 1. ... g5+ 2. b7 (in-between move and a pinned piece is not a good defender)

6) 1. ... h5+ (mate in two by luring a defender into a pin)

7) 1. ... d5 (mate in two by luring a defender into a pin)

8) 1. ... g5+ 2. c6 (exploiting vulnerability: by a material supremacy and lack of defenders).

9) 1. ... g5 (mate in two by luring a defender into a pin)

10) 1. ... b7 (mate in two by luring a defender into a pin)

11) 1. ... c5 (mate in two by luring a defender into a pin)

12) 1. ... cxd4 2. cxd4 (elimination of the defence: capturing+mate)
2) 1. ...  \textit{e4}+ 2. \textit{h1} \textit{f2}+ 3. \textit{xf2} \textit{xf2} (discovered check)
3) 1. \textit{a4} \textit{c4}+ 2. \textit{xc4} (trapping)
4) Picture: GM Jeroen Piket
5) Picture
6) 1. \textit{g4} \textit{e7} (1. ... \textit{d7} 2. \textit{xd7}+). The counter-attack is the only defence.
7) 1. \textit{h3}. Making an escape square is handy if there are no urgent matters. After 1. ... \textit{e6} 2. \textit{xa7} Black is thanks to his more active pieces somewhat better.
   1. \textit{c4}. Prevents a possible mate on the back rank too but Black now can play for exchanging queens with 1. ... \textit{d2} (that costs no move to a7). White doesn’t win his pawn back.
   1. \textit{c4}. Too active. After 1. ... \textit{d1}+ 2. \textit{e1} \textit{xe1}+ 3. \textit{xe1} \textit{e6} White remains just a pawn down. The black rook can quickly enter on \textit{d2}.
8) 1. \textit{h7} (defending against mate)
9) 1. \textit{exd5} e4 2. \textit{xe4} \textit{xf3} 3. \textit{xf3}. Not every breakthrough works. The white king is in the square of the pawn.
10) 1. \textit{f7}+ \textit{xf7} 2. \textit{ce7}# (mate in two by clearing a square)
11) 1. \textit{f7}+ \textit{g8} 2. \textit{h6}+ (perpetual check). The mating threat on \textit{h1} prevents 2. \textit{xd6}.
12) 1. \textit{g4} \textit{f3} 2. \textit{c8}+ (threatening mate, bringing in the guard)

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1) 1. ... \textit{d3} 2. \textit{f7} \textit{e4} 3. \textit{xf8} \textit{g5} (activating the king and eliminating the last pawn)
2) 1. \textit{c7}+ (1. \textit{b5}+? \textit{xb5} 1. ... \textit{d5} 2. \textit{xc3} (X-ray check)
3) 1. ... \textit{h4} (elimination of the defence: luring away+mate)
4) White can take back in three moves on \textit{d4}. Thinking is required.
   1. \textit{xd4}. White improves his pawn structure. That Black can exchange the bishop on \textit{d3} with 1. ... \textit{b4} is a pity. The advantages of a strong centre are more important.
   1. \textit{xd4}. Nothing wrong. The bishop is active and \textit{xd4} would improve the white pawn structure. With 1. ... \textit{e7} followed by \textit{e5} Black keeps a firm control over \textit{e5}.
   1. \textit{xe4}. The worst choice. Black wins at least a pawn with 1. ... \textit{g4}.
5) 1. \textit{a4} b1\textit{w} 2. \textit{a3}+ \textit{b2} 3. \textit{b3}+ \textit{c2} 4. \textit{xb1} (defending against a passed pawn)
6) 1. \textit{xd6} (1. \textit{f4} \textit{a1} 1. ... \textit{a1} Exchanging rooks helps in both cases.
7) 1. \textit{h7}+ \textit{xe7} 2. \textit{f7}# (luring, double check and mate)
8) 1. \textit{h3} g6 2. \textit{g4}#. Rook ending, vulnerability (\textit{Tal-Sturua 1982})
9) 1. ... \textit{f8} (1. ... \textit{f7} 2. \textit{c4}+ \textit{f8} 3. \textit{xa5} 1. ... \textit{d8} 2. \textit{d3}+ \textit{e8} 3. \textit{xa5} (getting out of check and avoiding a double attack)
10) 1. ... \textit{d1}+ 2. \textit{f1} (2. \textit{h4} \textit{xf2} 2. ... \textit{xd2} (chasing away+material). The queen cannot keep protecting the knight and the rook.
11) 1. \textit{c3} Exploiting vulnerability. After 1. ... \textit{g7} 2. \textit{g7} decides.
12) 1. \textit{dd7} \textit{xd7} 2. \textit{g8}#. Exploiting vulnerability. Black has too few defenders.

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1) 1. ... \textit{e5} 2. \textit{b4} \textit{h2} (double attack: X-ray attack)
2) 1. \textit{g5} (1. \textit{h7} \textit{h6}+; 1. \textit{xf5} \textit{f6}+ (getting out of check; mate and avoiding an X-ray check)
3) 1. \textit{xf3} (elimination of the defender followed by a knight fork). A Step 4 subject but a simple one.
4) 1. \textit{g1}. First defending, only the advance the c-pawn (1. ... \textit{h2} is a threat). Because of his g4-pawn the black king cannot step into the square of the pawn.
5) 1. \textit{b1}. Logical, White must activate his rook. After 1. ... \textit{b6} 2. \textit{a6} \textit{d8} he can try to enter with the rook with 3. a5.
   1. \textit{c2}. The bishop does not perform much more on \textit{e2} than on \textit{f1}. Black has time to protect pawn \textit{b7}.
   1. \textit{h4}. Threatens nothing. Black plays \textit{a8}–\textit{d8}–\textit{d7} as well.
6) 1. \textit{xf7}+ \textit{xf7} 2. \textit{gxf7}# (double check by access)
7) 1. ... \textit{xc3} 2. \textit{xe3} (2. \textit{d1} \textit{xf3}). Capturing directly on \textit{f3} is a mistake: 1. ... \textit{xf3} 2. \textit{d2}+ or 1. ... \textit{xf3} 2. \textit{c4}.
   Draw by stalemate or insufficient material (\textit{Aloni 1996})
8) 1. \textit{xd5} \textit{e8}+ 2. \textit{c3}. The check by the queen unpins \textit{e6}. After interposing \textit{d5} on \textit{c3} the knight is safe.
9) 1. ... \textit{e8} (1. ... \textit{bb7} 2. \textit{g8}#) (defending against mate)
10) 1. \textit{xf6}+ \textit{g5} 2. \textit{h6}# (mate in two by access)
11) 1. ... \textit{e8} with a winning pin. To deal with the threat \textit{xf6}+ by 1. ... \textit{g7} is too easy-going. Look always if there is no better move.
12) 1. \textit{f4} (attacks the knight a third time) 1. ... \textit{e7} 2. \textit{xe8}+ and 3. \textit{c6}. Difficult, but the pin to the king on \textit{e8} is a well-known pattern (or should be!).

15
1) 1. \textit{f3} \textit{xe2} 2. \textit{xe2} (trapping)
2) 1. \textit{f2} parries the threat \textit{e2}. The move with the rook is the best. It is sometimes better not to exchange.
   1. \textit{fe1} costs the a-pawn after 1. ... \textit{xe1} 2. \textit{xe1} \textit{xa4}.
   1. \textit{h1} \textit{e2}. Allowing a rook on the second rank is not wise. White will quickly lose material.
3) 1. ... \textit{e6} 2. \textit{g7} \textit{h1}# Exploiting vulnerability: threatening mate.
1. d4 c5 1. d5 (discovered check, and chasing mate)
2. dxc5 (double attack: X-ray attack)
3. dxe6+ (1... dxc6 is not necessary). Don't look for the threat of the opponent alone.
4. h4 xh4 (a8? e8? h7? h8? h7? xh7? 1... xh4 2. h6?. Mate in the endgame is quite common.
5. b4+ (1... a2 b2 2. c6 3. c3 d5 4. d3 b4) 1... xb4+ 2. b3. A common action.
6. c6 xf3 (otherwise 2. xd5) 2. xdx8 (X-ray attack thanks to a discovered attack with X-ray protection of c6)
7. f6+ (1. xd7 stalemate) (avoiding stalemate)
8. g5 (the pin: pin) (Halkias-Pandavos, Katerini 1992)

16
1. a4 (1... d3+? xd3 2. b2 a1+ 3. xxa1 c2) (defending against a passed pawn)
2. xe6+ xe6 2. e5# (mate in two by access)
3. e3 (1... a3? 2. a4+) (attacking a pinned piece). Gaining is sufficient, threatening mate with a3 doesn’t take into account the possibilities of the opponent.
4. g3! xg3 (defending by stalemate) (Copie 2012)
5. h5 (trapping)
6. xd3 2. f1 (trapping)
7. e1 2. a3 xb1 (elimination of the defence: chasing away+material)
8. c7+ 2. h3 f1+ 3. f4 xe2+ (defending against mate by counter-attack)
9. f2. Moving the knight to a better square is correct. Black must get no time to play f8 and f6: 1... f7 2. g4 f6 3. xf6
10. h1g1 and 1. wg2 see previous comment. Decent moves but not the way to make progress quickly.
11. e4 (double attack: 2 pieces). The target is a twofold attack (g5) and an advantageous exchange (a less common one; two captures from both sides).
12. xa7+ gb6 2. a1 (defending against mate thanks to an in-between move and X-ray protection). After playing 1. a1 at once, Black exchanges and wins with 2... a5. The black bishop can quickly take the c- and d-pawn.

17
1. f5 2. f6+ (2. exf6 xe4; 2. e2 fxg4) 2... xf6 (double attack: pawn, thanks to a pinned piece is not a good defender)
2. f5 2. c5 xc3 3. e6# (An active king can be vulnerable too in case of too little mobility) (So-Kramnik, Paris 2016)
3. e2 xe7 2. e1 (double attack). The bishop hangs and a pin threatens.
4. xe6+ gxh6 2. xe8# (mate in two by access)
5. d7+ 1. e6+ (h6+ e6#) (discovered check and preventing interposing)
6. h1 xe1 (1... xd1 2. xd1) 2. xe1 (defending by X-ray protection)
8. b5. A developing move without power. The pin of d7 is harmless. Directly 1... a6 (forces to move the bishop) or 1... cd4 are good reactions.
9. dxc5. Black captures the centre pawn on e5.
10. xf1+ 1... f2+ 3. f2+ (a6+ c6) 2. f1+ (double check and elimination of the defence: capturing+material)
11. g6+ (1. xe6? h7+ 2. f8+ xe6) 1... h5 2. h2+ g5 3. g2+ (perpetual check).
12. b7? (the king must keep attacking the pawn) (1. c8? c3+ 2. b7 c8 3. b8+ b5 1. c7 c3 2. e6+ c8 3. ex8 b5) 1... c3 2. xb6 b2 3. b7 (draw). Two kings remain. (Iwanow 1962)
13. a3 d3 2. f2 xe2+ 2... xe2? 3. e1 (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender). A threefold attack.
14. c5 e6 2. b1e1 (defending against a double attack by pinning)

18
1. d4 c6 1... d5 2. e5#. (exploiting vulnerability and threatening mate)
2. h5 (trapping)
3. d3+ 1... d2? b2) 1... c4 (1... b4 2. b2) 2. a3 (control a passed pawn)
4. a6 (trapping)
5. dxc5. It is not always a good idea because Black can take back with a developing move. Now it is good because that move fails to the fork 2. b4.
6. c2. A developing move after which 1... c4 can follow. Suddenly the knight on a5 is not situated badly any longer (it can go to b3).
7. b5+ gives Black the opportunity to retreat the a5-knight.
8. xf7+ xf7 2. xf7+. A gain of material by a threefold attack on f7 and a twofold one on a7.
9. d8+ xf8 2. xf7# (mate in two by access)
10. h6+ g5 2. c8+ h8 3. h8#. Giving up your passed pawn is not always the first move you look at.
11. h3 h5 2. xc5 (double attack with two pieces)
12. c3+ 1... b4+ c2 1... c7 2. xc2 (discovered check)
1. a4 d5 2. a5 b6 3. c4 c6 4. d4 c5 and the white king conquers a key square.

12. g6 (1. g6?? e5#) (defending by stalemate)

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1) 1. g6xe6 (a pinned piece is not a good defender)
2) 1. gxe6+ fxe6 1. ... c6 2. d7+ f7 (defending against mate)
3) 1. ... f5. A good way to get rid of the double f-pawn. After 2. a6 b6 Black gets a double c-pawn but that one doesn’t harm at all. There are sufficient defenders around the black king and no attackers.
4) 1. ... e8. Not bad but why putting the queen in a less active position?
5) 1. ... e4. White can activate his knight for free (2. Nxe4) and f6 cannot be protected (2. ... f5 3. exf5 a5 4. a6).

4) 1. ... b5+. Black loses material because his pieces are clumsy situated.
5) 1. h5 (1. ... f6 2. h6. Activating the queen and Black has too few defenders.
6) 1. ... c6 (trapping by lifting the pin and depriving the bishop of square c4)
7) 1. ... c5 fxe1+ 2. xa1 (drawing at stalemate)
8) 1. ... e7+ f6 2. ... (defending against mate by X-ray protection)
9) 1. ... g8 (exploiting vulnerability due to a bad position of the king)
10) 1. ... xc6 bxc6 2. ... (transposing / liquidating) The pawn ending wins easier than the rook ending

Picture: Magnus Carlsen

12. ... fx6f (1. ... f6 2. ... f5+) Be always aware of the possibilities of the opponent.

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1) 1. ... g6xe6 (1. ... g6 2. a6xb6: 1. ... b6 2. c6+ 2. d7+ e7 (defending against mate)
2) 1. ... g8x8 e8 (mate in two by clearing a square and blocking)
3) 1. ... e7 is possible if Black sees that after 2. d8+ e8 can follow.
4) 1. ... f8 doesn’t lose and is better than the previous possibility.
5) 1. ... f8 allows mate in two by access (2. h8#).
6) 1. ... c5 (the pin: attacking a pinned piece)
7) 1. ... b1 (1. ... h8 or 2. a1#) 2. h3 ... xd1+(Exploiting vulnerability due to a weakened back rank)
8) 1. dxe5 cxe5 2. dxe6 (discovered attack makes an X-ray attack possible)
9) 1. e4 c6 stalemate (1. ... e4 stalemate) Defending by stalemate
10) 1. ... c4+ dxc3 2. e2 2. ... e4h4 (a pinned piece is not a good defender)
11) 1. ... e7+ e6+ (attack on a pinned piece)
12) 1. ... e5+(1. ... a5? 2. c3+; 1. ... e7+ 2. c6+) (double attack: queen). Two temptations to avoid.

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1) 1. ... c5 2. b4 g4+ h4g 2. ... e5 3. g5 4. d5 4. g2 5. c6 5. g3 6. c5 6. e7 7. b6 (defending against a double attack by counter-attack)
2) 1. a5+ a5# (mate in two by discovered check)
3) 1. ... a1+ b2 (defending against a double attack by counter-attack)
4) 1. ... 0-0. Good move, bringing the king into safety.
5) 1. ... d5 h5 (h5 2. e5. Black is a pawn down and has compensation (says opening theory). Exchanging queens then is not wise.
6) 1. ... c5 (the move played costs a piece after 2. ... a4#). White missed the double attack. Also in the remaining part of the game Step 2 combinations were missed and allowed by both sides. This can happen, on the other hand it is unwise in these cases to teach children, who drop pieces over and over again, 12 moves of opening theory. That time can be spent better.
7) 1. ... a5 (trapping)
8) 1. ... a6 2. a5 (trapping: X-ray attack)
9) 1. ... c4 (a pinned piece is not a good defender)
10) 1. ... e5 (the pin: attacking a pinned piece). Threefold attack.
11) 1. ... c5 (1. ... c7 2. ... b2 a5 1. ... a5#) (mate in two by discovered check and chasing)
12) 1. ... c5 (trapping)

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1) 1. d6+ e8 2. h8# (mate in two thanks to a pinned piece is not a good defender)
2) 1. ... c6 A developing move that protects the rook.
3) 1. ... a5 2. a1. Not every developing move is good. After 2. a1 a check on e7 follows.
4) 1. ... c6 attacks the pinned knight once more but allows a winning discovered attack: 2. c7+.
5) 1. ... e5 2. dxe6 xd4 or 2. ... xd4. (double attack: pawn, thanks to a pinned piece is not a good defender). Surprising.
6) 1. ... b1 e5 2. b2+ Exploiting vulnerability: a square which is difficult to defend. The black queen must stay on the long diagonal.
5) 1. \( \text{Qe7+ } \text{xe7? 2. } \text{Qxd4} \) (defending against a double attack)
6) 1. \( g4 \) (trapping)
7) 1. \( \text{Qe6 } \text{xc8 2. } \text{Qxc8+ } \text{f7 3. } \text{Qf8#} \) Exploiting vulnerability: a threat which is difficult to parry.
8) 1. ... \( \text{Qxd5} \) (1. ... \( \text{Qxg2} \) (a pinned piece is not a good defender)
9) 1. \( \text{Qf7} \) (exploiting vulnerability: a threat which is difficult to parry.
10) 1. ... \( \text{Qf5+ 2. } \text{Qd4} \) (in-between move to prevent mate; the guard has been lured away)
11) 1. \( \text{Qd5+ } \text{xd5 2. } \text{Qg7#} \) (elimination of the defence: luring away+mate)
12) 1. \( \text{Qg5+ } \text{e8 2. } \text{Qd8#} \) (mate in two by double check and chasing)

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1) 1. ... \( e4+ \) (1. ... \( g4+ 2. \text{Qxg4} \) (discovered attack)
2) 1. ... \( \text{Qh7} \) (1. ... \( \text{g8} 2. \text{Qg6+ } \text{h7 3. } \text{b7+ } \text{g7 4. } \text{Qxg7#} \) (getting out of check and avoiding mate)
3) 1. ... \( \text{xh3 2. } \text{xb3 } \text{Qxb3 3. } \text{c8+} \) (discovered attack)
4) 1. ... \( d4 \) chases the knight away from the centre. After 2. \( \text{Qa4 } \text{Qg6} \) is a good move. White must capture on f6 because e4 hangs.
5) 1. ... \( \text{g6} \) A good move if White would be obliged to capture on f6 (no pin anymore and the queen comes into play). But he is not. White plays the in-between move 2. \( \text{exd5} \).
6) 1. ... \( \text{dxc4} \) It is not logical to activate \( \text{Qc3} \). Now 2. \( \text{Qxd8 } \text{fxd8 3. } \text{Qxf6 } \text{gxf6 4. } \text{Qxe4} \) is tempting (Black has a double pawn), but Black gets active pieces. Better is 2. \( \text{Qxe4 } \text{Qxd1 3. } \text{Qxf6+} \) (necessary in-between move) 3. ... \( \text{gx6 4. } \text{Qxd1} \).
7) 1. ... \( \text{Qc3+ 2. } \text{Qxc3 } \text{Qxc3} \) (elimination of the defence: luring away+mate)
8) 1. ... \( \text{xg2+ 2. } \text{Qxg2} \) (2. ... \( \text{h1 } \text{Qfl#} 2. ) ... \text{Qxf1#} \) (elimination of the defence: capturing+mate)
9) 1. ... \( \text{Qxf5 2. } \text{Qxf5 } \text{Qh7 3. } \text{Qe7+ } \text{f6} \) The king is now on a key square, after 3. ... \( \text{Qxf4 } \text{f6 he is not.} \)
10) 1. ... \( \text{xh2+ 2. } \text{Qxh2 } \text{Qxd6} \) Defending against luring away of a defender (luring into a pin)
11) 1. ... \( \text{f5} \) (1. ... \( \text{g4 } \text{g7 1. ... } \text{f7 2. } \text{Qg7} \) (the pin: attacking a pinned piece)
12) 1. ... \( \text{e7+ } \text{Qxe7 2. } \text{Qd8#} \) (cashing in a passed pawn)
13) 1. ... \( \text{Qh3} \) (double attack: queen). Next to capturing on d7, mate on e6 is threatening.
14) 1. ... \( \text{Qxe2} \) (the pin: attacking a pinned piece)

24
1) 1. \( \text{Qg4} \) (1. ... \( \text{xf1+ 2. } \text{Qxf1 } \text{g6 3. } \text{wd4} 2. ) ... \text{xd1} \) (double attack: queen)
2) 1. ... \( \text{h5+ } \text{f6 2. } \text{Qxf7#} \) (discovered check)
3) 1. ... \( \text{Qa4 2. } \text{xa4} \) (2. ... \( \text{b3 } \text{xa3#} 2. ) ... \text{Qa2#} \) (elimination of the defence: luring away+mate)
4) 1. ... \( \text{Qd3} 2. ) ... \text{xf5} \) (trapping)
5) 1. ... \( \text{Qf3} 2. \text{Qxg5} \) (1. ... \( \text{h1#} \) Exploiting vulnerability: a threat which is difficult to parry.
6) 1. ... \( \text{f3} \) No fear for ghosts. Cutting the knight on d4 into a pin doesn’t harm. White has quickly \( \text{Qe3} \) at hand. The move with the pawn loses no time, protects pawn e4 firmly and the Black bishop must move away.
7) 1. ... \( \text{Qf4} 2. ) ... \text{f6} \) (defending against a double attack)
8) 1. ... \( \text{f2 2. } \text{fxh3} \) (chasing away+material)
9) 1. ... \( \text{a3 2. } \text{a3} \) (defending against trapping). If White captures on a3 then the a-pawn cannot be stopped then.
10) Picture
11) Picture
12) 1. ... \( \text{Qf2} 2. ) ... \text{h2} \) (double attack with two pieces)

25
1) 1. ... \( \text{f7+} \) (1. ... \( \text{d4?} \) stalemate) 1. ... \( \text{xa7 2. } \text{Qe5#} \) (avoiding stalemate). After 1. ... \( \text{xa7} \) White must have sufficient technique. Practice against the computer.
2) 1. ... \( \text{Qf4} 2. ) ... \text{Qf4} 3. ) ... \text{Qc8} \) (the pin: attacking a pinned piece)
3) 1. ... \( \text{b6} \) (1. ... \( \text{b5} 2. ) ... \text{b5} \) (only a rook’s pawn may remain.
4) 1. ... \( \text{Qxe4} 2. ) ... \text{d5} \) (the discovered check is not dangerous, i.e.) 2. ... \( \text{Qe7} 3. ) ... \text{e7} \) (elimination of the defence: luring away+mate)
5) 1. ... \( \text{e5} \) (1. ... \( \text{xd4} \) (double attack: X-ray attack)
6) 1. ... \( \text{Qxd5} 2. ) ... \text{xd5} \) (twofold attack, choose the correct capture)
7) 1. ... \( \text{f4} 2. ) ... \text{xc4} \) (double attack with two pieces)
8) 1. ... \( c4 \) In this way White gets rid of his weak pawn. After en passant capturing White must take with the bishop: 2. ... \( \text{bxc3} \)
9) 1. ... \( \text{c5} \) (the bishop must abandon c3)
10) 1. ... \( \text{c1} \) No solution: 1. ... \( \text{h6} \).
11) 1. ... \( \text{g7} \) (1. ... \( \text{h5+} \) (drawing by stalemate) (Kuzmichev 1995)
12) 1. ... \( \text{Qf4} \) (1. ... \( \text{xe5?} \) (chasing away+material)
13) 1. ... \( \text{c7} \) (double attack with two pieces)
14) 1. ... \( \text{b8} 2. ) ... \text{xd8 2. } \text{Qxd8 2. } \text{c8#} \) (getting out of check and not capturing without thinking)
26
1. $\text{e}2\text{xe2} 2. $\text{xe}2$ (trapping)
2. $\text{w}e8+$ $\text{g}7$. $\text{g}1$ saves the rook and protects $\text{g}2$.
3. $\text{c}2$ (1. $\text{h}5? \text{b}2+$ 2. $\text{g}1$ $\text{hx}5$) Exploiting vulnerability: a threat which is difficult to parry.
4. 1. ... $\text{g}5$ (1. ... $\text{e}5$ 2. $\text{b}4$ $\text{f}6$ 3. $\text{x}a4$ $\text{g}4$ 4. $\text{b}5$ $\text{hx}4$ 5. a4 $\text{xf}5$) (defending against a passed pawn)
5. 1. ... $\text{c}e7$. This modest retreat is necessary.
6. 1. ... $\text{d}4$? 2. $\text{xd}4$ loses material.
7. 1. ... $\text{xf}3$ 2. $\text{xf}3$. Now the knight is pinned.
8. 1. ... $\text{xf}3$ 2. $\text{xf}3$ threatens mate.
9. 1. ... $\text{xf}3$ 2. $\text{g}x\text{g}5$ (2. $\text{g}3$ $\text{xd}5$) 2. ... $\text{d}1$# (double attack thanks to a pinned piece is not a good defender)
10. 1. ... $\text{xf}1$ $\text{c}x\text{f}5$ 2. $\text{xc}6$ (double attack: queen)
11. 1. ... $\text{g}5+$ $\text{x}5$ (mate in two by luring) (Lazard 1946)
12. 1. ... $\text{d}6!$ $\text{h}8$ (2. $\text{c}7$ was the threat) 2. $\text{c}7$ (Berger 1890)
13. 1. ... $\text{e}3$ Pawn $h3$ cannot be protected.
14. 1. ... $\text{g}x\text{g}6+$ $\text{x}6$ 2. $\text{h}7$# (mate in two)

27
1. 1. $\text{b}4+$ c5 2. $\text{xb}7$ (double attack: queen, thanks to a pinned piece is not a good defender)
2. 1. ... $\text{d}2$. Of course White avoids exchanging queens with the black king still in the middle. Now Black wins some time with 1. ... c5 (1. ... $\text{c}6$ 2. $\text{b}4$ is right away wrong) 2. $\text{h}c5$ $\text{c}6$ but after 3. $\text{e}3$ White has all the time to involve his rooks with $\text{d}2$ and $\text{f}1$.
3. 1. ... $\text{e}4$. White is a pawn down and exchanging is the appropriate way then.
4. 1. ... $\text{e}6$ see previous comment.
5. 1. $\text{xb}5$ $\text{xb}5$ 2. $\text{xb}5$ (elimination of the defence: luring away+mate)
6. 1. ... $\text{c}4$ $\text{xc}4+$ 2. $\text{d}2$ (defending against a passed pawn)
7. 1. ... $\text{a}8$. $\text{xd}5$ (2. e4 $\text{e}4$+) 2. ... $\text{xd}5$ (defending against mate by pin)
8. 1. ... $\text{d}3$ 2. $\text{g}1$ $\text{b}1$ (2. ... $\text{h}3$) (cashing in a passed pawn)
9. 1. ... $\text{g}2$ $\text{g}7$? 2. $\text{xd}6$ (defending against a pin, the front piece cannot be taken)
10. 1. ... $\text{e}5$ $\text{xf}5$ 2. $\text{xf}5$ (2. $\text{xf}7$+ (pin and a pinned piece is not a good defender)
11. 1. ... $\text{c}8$ (trapping)
12. 1. ... $\text{d}3$ (1. $\text{g}3$? $\text{e}5$) 1. ... $\text{xd}3$ 2. $\text{xf}5$ (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender)
13. 1. ... $\text{g}7$+ $\text{f}8$ (1. ... $\text{h}8$ 2. $\text{f}7$#) 2. $\text{g}8$# (double check and chasing)
14. 1. ... $\text{e}4$ (1. ... $\text{x}g6$? $\text{xe}6$) 1. ... $\text{a}5$ (1. ... $\text{e}6$ 2. $\text{g}4$; 1. ... $\text{g}5$ 2. $\text{f}3$) 2. $\text{xc}6$ (discovered attack)

28
1. 1. $\text{f}5$ (trapping)
2. 1. $\text{xb}5$+ $\text{xb}5$ 2. $\text{g}8$# (mate in two by luring away and a pinned piece is not a good defender)
3. 1. ... $\text{b}5$ 2. $\text{xc}6$ $\text{bx}a4$ 3. $\text{xa}4$ $\text{xc}6$ (double attack: pawn, thanks to a pinned piece is not a good defender)
4. 1. ... $\text{xf}5$ 2. $\text{xb}3$ (2. e4 $\text{c}5$ (2. ... $\text{b}6$+; 2. ... $\text{e}5$) 3. $\text{c}1$ $\text{fc}8$) 2. ... $\text{fd}8$ 3. e4 Should be in Step 4. A mistake.
5. 1. ... $\text{d}2$ (chasing away+material)
6. 1. ... $\text{b}8$ (1. $\text{b}8$ g6) (defending against a double attack)
7. 1. ... $\text{d}4$ $\text{e}6$ and now ‘everything’ wins: 2. $\text{xe}6$, 2. $\text{f}5$ and 2. $\text{f}6$ Exploiting vulnerability: a bad position of the king.
8. 1. ... $\text{xe}3$. Giving up the queen is the best possibility. Black gets rook, bishop and pawn. Other moves do cost more material.
9. 1. ... $\text{a}5$ 2. $\text{b}5$ or more difficult 2. $\text{b}3$ $\text{xc}3+$ 3. $\text{d}2$.
10. 1. ... $\text{c}2$. $\text{xc}5$
11. 1. ... $\text{g}5$ $\text{xf}3$ 2. $\text{xe}7+$ (the pin: attacking a pinned piece and in-between move)
12. 1. ... $\text{c}7$+ (1. $\text{b}7$? $\text{c}7+$) 1. ... $\text{xc}7$ (1. ... $\text{xc}7$) 2. $\text{b}6$ $\text{xb}6$ stalemate
13. 1. ... $\text{d}8$ (threatening mate by line clearing)
14. 1. ... $\text{f}2$ 2. $\text{h}8+$ $\text{g}8+$ (preparing a discovered check)

29
1. 1. $\text{g}2$ $\text{g}5$ 2. e4 $\text{dxe}4$ 3. $\text{g}x\text{g}5$ (discovered attack)
2. 1. $\text{xe}7$ $\text{xe}7$ (1. ... $\text{xf}3$ 2. $\text{g}8+$ $\text{h}7$ 3. $\text{hx}7$#) 2. $\text{xf}6+$ (elimination of the defence: luring away+mate)
3. 1. ... $\text{d}1$+ 2. $\text{xb}3+$ 3. $\text{xc}6$ (defending against mate by counter-attack)
4. 1. ... $\text{d}1$ $\text{f}7$ 2. $\text{xf}7$ Exploiting vulnerability: a threat which is difficult to parry)
5. 1. ... $\text{xf}5$ 2. $\text{bxa}6$ $\text{xa}6$ Capturing first on c1 brings nothing: 1. ... $\text{xc}1$ 2. $\text{xf}6+$ $\text{xf}6$ 3. $\text{xc}1$
6. 1. ... $\text{h}2$ $\text{xf}1$+ 2. $\text{g}3$ (defending against mate by moving away)
7. 1. ... $\text{b}6$ (trapping)
8. 1. ... $\text{h}8+$ $\text{dx}8$ 2. $\text{hx}8+$ $\text{g}7$ 3. $\text{xd}8$ (double attack: X-ray check)
9. Is the queen in enemy territory in danger or performs it a good job?
10. 1. $\text{e}7$. The queen can become more active without danger. Black cannot protect $f7$ a third time.
11. 1. $\text{e}3$. Healthy developing move, nothing wrong with that. Only, there was a better one.
12. 1. ... $\text{a}3$. No reason to retreat the queen.
13. 1. a8 $\text{e}4$ (avoiding stalemate)
11) 1. ... ♞xg1+ 2. ♞xg1 ♞e1+ (elimination of the defence: capturing+mate)
12) 1. ... ♞xe2 2. ♞xe2 (gain of material thanks to a in-between move) The Queen cannot protect ♞e2 any longer.

30
1) 1. ♞e8 (1. ♞xg6+ hxg6 2. ♞e8+ ♞xe8 3. ♞xe8+ ♞h7) (double attack: rook)
2) 1. ♞b6 ♞a7 2. ♞c4+ (avoiding stalemate) (Vlasak 1971)
3) Picture
4) 1. ... ♞xf1+ 2. ♞xf1 ♞xf5+ Exploiting vulnerability. The bad position of the king forces White to give up the queen to prevent mate.
5) 1. ♞c1 (1. ♞a6? ♞b7) 1. ... ♞e7 2. ♞a1 ♞c2 3. ♞c1 (3. ♞xf1) (defending against a passed pawn)
6) 1. ... ♞e7 (chasing away+material with 1 piece)
7) 1. ♞a6+ ♞xa6 2. ♞a8# (mate in two by access or luring away)
8) 1. ♞a3 (defending against mate)
9) White is winning and all moves are good enough to retain the advantage or expand it.  
   1. g5 fxg5 2. ♞e5. Opening the long diagonal directly is the fastest. It doesn’t make any difference that White cannot take 
   back on g5. The queen must be activated. (Chernin-Santacruz, Mendoza 1985)
10) 1. ... ♞f7 2. ♞xd8 ♞xd8+ (the pin: attacking a pinned piece thanks to a pinned piece is not a good defender)
11) 1. ... ♞e3 2. ♞d3 ♞xd3 3. cxd3 ♞d6 (double attack with two pieces; X-ray protection)
12) 1. ♞d6 (1. c5? ♞c4 2. ♞d6 ♞b5) 1. ... ♞e8 2. c5 ♞c4 3. c6 White must prevent that the black king helps defending.

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1) 1. ♞f4 (trapping)
2) 1. ... ♞a4 ♞xe3 2. ♞d6+ (in-between move)
3) 1. ... ♞d3+ (1. ... dxc3+ 2. ♞e2 cxb2 3. ♞c3 ♞a5 4. ♞b1) 2. ♞f1 d2 (discovered check). Two possibilities, always compare. 
   Not an immediate capture.
4) 1. ... ♞f8 ♞e5 1. ... ♞xf8 2. ♞a8+ 2. ♞a8+ The move with the knight protects g6 and threatens mate. Wonderful.
5) 1. ... b6. A good developing move. It is useful if c5 is well protected in case the c-file will be opened. Furthermore the move 
   of the pawn makes room for the bishop. On the long diagonal it will be more active.
6) 1. ... a6. Not really necessary. Finishing the development is wiser.
7) 1. ... dxc4. Unhappy choice because of 2. ♞xh7+.
8) 1. ... ♞a8! (1. ... ♞a6? ♞c6 2. ♞a7 (2. ♞a5 ♞c5 3. ♞a6 ♞d4 4. ♞b6 ♞e3 0-1) 2. ... ♞d5 3. ♞b7 ♞e4 4. ♞e6 ♞e3 0-1) 1 ... 
   ♞c6 2. ♞b8 ♞d5 3. ♞e7 ♞e4 4. ♞d6 ♞e3 5. ♞e5 ½-½
9) 1. ... ♞c6 2. ♞d2 ♞xc5 (chasing away+material with one piece)
10) 1. ... ♞e4 2. ♞xe4 ♞x1a1 (discovered attack and pin). Also good is 1. ... ♞xd5 but only if you foresee that after 2. ♞xd5 
   ♞xa1 3. ♞f4 ♞a5 + must be played (no step 3!). Then an exchange sacrifice is required after 4. ♞f2. 
11) 1. ... ♞f6 1. ... ♞xd2 2. ♞e8+ ♞h7 3. ♞g6+. Starting with preventing perpetual check, the bishop will not run.
12) 1. ♞g6 ♞f8 2. ♞xh5 ♞h8 3. ♞xf7 ♞h7 4. ♞xh6 gxh6 5. ♞g6+ (double attack: queen, thanks to a pinned piece is not a 
   good defender)
13) 1. ... ♞g2 2. ♞f6 2. ♞e8+ Exploiting vulnerability, threatening mate.
14) 1. ... ♞h4 ♞g5 2. ♞xg5 (discovered attack and trapping)

32
1) 1. ♞g5 ♞xe2 2. ♞xf7# (discovered attack and in-between move)
2) 1. ... c4 (1. b5? ♞e6 2. h6 ♞f5) 1 ... b5 2. h5 (2. ♞b2) (cashing in a passed pawn)
3) 1. 0-0. Finishing the development. The best move.
4) 1. ... ♞e6. Preventing castling is a fine idea. It is a pity that White has no more active pieces nearby. Black can just play 1. ... 
   ♞f8 play and after exchanging the king will go to g7. Also 1. ... dxc4 is possible. White cannot take back directly (2. ♞xc4 
   ♞b6).
5) 1. ... ♞c5. Too early. Black exchanges. Finishing the development first is a better plan.
6) 1. ... ♞b4 (trapping)
7) 1. ... ♞g8 2. ♞xe8+ ♞x8 (defending against a passed pawn)
8) 1. ♞xe8 2. ♞xe8 3. ♞xe8+ ♞xe8 4. ♞b4 (4. ♞g4 ♞g6 5. g3) 4. ... ♞g6 5. g4 A simple technique: winning a tempo 
   and only then go for the g-pawn.
9) 1. ... ♞c3 (in-between move)
10) 1. ... ♞xb3 2. ♞xb3 ♞xe5 (pinned piece is not a good defender) (Robatsch-Bely, Palanka 1956)
11) 1. ... ♞xd4 2. ♞xb8 ♞xd1+ 3. ♞c2 ♞xb8 4. ♞xd1 (elimination of the defence: capturing+material in-between move)
12) 1. ... ♞a5# (2. ♞c7+ wins the queen but is not direct mate.
   2. ... ♞b5)
13) 1. ... ♞a3 ♞e1+ Exploiting vulnerability: a threat which is difficult to parry.
1) 1. b4+ cxb3 2. c4xd3# (mate in two)
2) 1. ... g6 2. e5xe5 gx5f5 (trapping)
3) 1. ... c6+ e5 2. e6xf3 (2. e6xf2)
4) 1. ... c5+ f8 2. f5+f3+ (perpetual check)
5) 1. ... fxg4 e5xe4 4. fxe4xe2 (discovered check)
6) 1. ... f4+ P P P ... P D (elimination of the defence: luring away+mate)
7) 1. axb4 is possible because of the double attack on the next move.
8) 1. ... d1 forces 1. ... xc3+ but after 2. bxc3 b5 pawn c4 is firmly protected.
9) 1. ... a2 with the idea after 1. ... xc3+ 2. bxc3 b5 to play 3. a4. Clever but Black plays 3. ... d5.
10) 1. ... b6 e5xe3 2. e5xe8+ (discovered attack and in-between move)
11) 1. ... c5 (1. ... c7 gains a piece, but White is a piece down) 1. ... e6 2. Qc1 (the pin: attacking a pinned piece)
12) 1. ... g1+ 2. e1xe1 xf1# (2. ... g2+ ) (luring and double check)
13) 1. ... e5 2.xb8 xb8xf4 (discovered attack and a pinned piece is not a good defender)
14) 1. ... h4 e6xe2 2. e4xe6# Exploiting vulnerability: a bad position of the king and a threat which is difficult to parry (Novag-Vivek, Rao 1988)

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1) 1. ... a4 (trapping thanks to a pinned piece is not a good defender)
2) 1. ... f8 1. ... f1 ... f3 1. ... f2 2. ... e2 First prevent counter-play.
3) 1. ... e4+ 2. ... dxe4# (discovered check)
4) 1. ... e5. Moving away with the knight is OK, to f6 is possible too. Other moves fail.
7) 1. ... f6 would be nice if White takes the knight immediately (c4b3 hangs) but 2. ... e3 spoils the fun.
5) 1. ... g5 2. e5xe4 Just costs a piece.
7) 1. ... h2 2. ... c1 d1# Exploiting vulnerability: a bad position of the king.
6) 1. ... d3# (elimination of the defence: capturing+mate)
7) 1. ... f7 2. ... a5+ 2. ... e7xe7 3. c8L (3. c8W?) (avoiding stalemate)
8) 1. ... g5 (discovered attack and trapping)
9) 1. ... e3 2. ... xxe3+ 2. ... xe3xe3# (mate in two by access)
10) 1. ... h4 ... h4xf4 2. ... h5 3. ... f5 3. ... g6 4. ... g4 (transposing / liquidating)
11) 1. ... e8 (defending against trapping)
12) 1. ... f6+ ... f6xf6 2. ... xd5 (double attack: knight, thanks to a pinned piece is not a good defender)

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1) 1. ... f7+ ... f7 2. ... f7# (mate in two by X-ray protection)
2) 1. ... d6+ 2. ... d8 2. ... a5# (‘in-between move’ and mate in two). Taking back on e3 is no longer necessary.
3) 1. ... a8 1. ... e6 2. ... g5xe5 2. ... xe5xe5 (the pin: attacking a pinned piece)
4) 1. ... e5xe5 2. ... d2 An in-between move refutes the capture on e5.
5) 1. ... xxe5 2. ... dxe5 xe5xe5 (elimination of the defence: capturing+material and in-between move)
6) Taking into account the possibilities of the opponent!
1. ... g5 makes space for the king and wins the f-pawn.
2. ... e6? 2. ... e8#
3. ... d4+ e5 3. ... e7xe7 costs a rook
7) 1. ... e7+ ... c7 2. ... e5xe5 (double attack: bishop, thanks to X-ray protection)
8) 1. ... c3 (1. ... e3? ... xe4+ 1. ... e2 ... xc2 2. ... xc2 ... e1 1. ... e8 ... e8xe2 2. ... e8f8) 1. ... e8xe4 2. ... g5xe5 (defending against a pin by protecting)
9) 1. ... xxe5+ 2. ... gxh4 de2# (discovered check by access)
10) 1. ... f6 (otherwise White captures with check on e8) 2. ... e8xe8 (2. ... d3 f1+ and 3. ... g1+ ) 2. ... d1# (getting out of check and at the same time keeping all threats in the position)
11) 1. ... e6 (trapping)
12) 1. ... c6 (1. ... f4+? 2. ... d5 c6+ 3. ... xc5) 2. ... d6 d4 (defending against a passed pawn)

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1) 1. ... g6 ... d5 2. ... wb6# Exploiting vulnerability: a threat which is difficult to parry.
2) 1. ... a5 2. ... xc8 ... xc3+ (discovered attack and in-between move)
3) 1. ... d7 2. ... c7xb4 (a pinned piece is not a good defender)
4) 1. ... e2 (1. ... d4 2. ... g5 ... e5 3. ... xh5) 2. ... g5 f2 3. ... xh5 ... xg3 Choosing the correct route.
5) 1. ... e7. White threatens to capture the defender of b7. The move with the rook makes that threat harmless.
6) 1. ... f7. The idea is good, the move isn’t: 2. ... h5 wins.
7. ... b8 now b7 is being attacked after 2. ... xh8.
6) 1. ... e6 ... g7 2. ... xg7 ... xe6 3. ... g8# (cashing in a passed pawn with a discovered attack)
7) 1. ... d8 ... xd8 stalemate (defending by stalemate)
8) 1. ... f6+ ... xg7 2. ... h5# (mate in two)
9) 1. ... g4+ fxg4+ 2. ... g3+ (defending against mate)
37
1) 1. e6 1. ... fxe6 (1. ... c6? 2. exf7#) 2. Wh5+ g6 3. Whg6#

  b4 is certainly a good move to narrow down the bishop on a6 after 1. ... c6 2. Wh3 and 3. a4. Only the previous possibility is much better.

  1. Qc3. Good choice if there was not a better one.

2) 1. ... g5 (discovered attack and trapping)

3) 1. ... Wh4 (threatens mate)

4) 1. ... Qe6 2. Wh4 Qxd7 (2. ... Whxd7? 3. Wh6) (double attack: rook and after that taking a threat into account)

5) 1. ... Qf1+ 2. Qxf1 Wb3# (double check and luring)

6) 1. Qf3 d5 2. Wxe7 Exploiting vulnerability: a threat which is difficult to parry.

7) 1. Qe3 Qxe3 2. hxg4 (gain of material thanks to an in-between move)


9) 1. Wh8 Qe8 2. Wg8+ Exploiting vulnerability: material supremacy.

10) 1. Qa1 Whx7 2. Qx7 (X-ray protection and pin)

11) 1. b6! axb6 (1. ... Qf5+ 2. Qxc4 axb6 3. Qb5) stalemate (defending by stalemate) (Grin 2000)

12) 1. Qc2 (1. Qb3 h6; 1. Qc3 Qc1+) 1. ... Qxe2+ 2. Qc3 h5 3. Qxf1 (getting out of check and creating a second threat)

38
1) 1. Wh4c4 (in-between move)

2) 1. ... Qc2 (1. ... f6? 2. Wh8+ Wh8 3. Qe8+) (defending against mate, making an escape square by interposing)

3) 1. ... 0-0 2. exf7+ Qxf7. Capturing on e6 loses a piece (see possibility 3). Bringing the king into safety is more important than keeping the bishop on the board.

  1. ... Qf6 2. exf7+ Qxf7 3. Qc4+ and the king is more unsafe and hinders the rook.

4) 1. Qe3 (trapping)

5) 1. Qb2 Qb3 2. a4 The knight must protect the pawn outside the square of the pawn.

6) 1. ... Wh3 2. Qc3 The only way to prevent Qc1+.

7) 1. Qg5+ Qxg5 2. Wh8# (mate in two)

8) 1. Qf3 (1. Qh2 Wh2+ 2. Whxh3 g4#) (getting out of check) Giving material is better than being mated.

9) 1. Qg2 (discovered attack and trapping)

10) 1. ... Wh8+ 2. Wh4 Qf6 (defending against a passed pawn)

11) 1. Qf6 Qxf6 (1. ... Qxe3 2. Whg7#) 2. Whx7 (discovered attack and elimination of the defence: chasing away+mate)

12) 1. Qf5 Qf4+ (1. ... Qg5 2. Whg7#) 2. Whf4 Exploiting vulnerability: a bad position of the king.

39
1) 1. ... Qf1+ (chasing away+material thanks to X-ray protection)

2) 1. Whc1 (1. ... Qf1? Wh18 1. ... Qe6 2. Qxe8 (double attack with pieces))

3) 1. ... Qf4 2. Whxd5 Qxe3+ 3. Qf1 Qxd5 (discovered attack and in-between move)

4) 1. Qxg6 Qxg6 (1. ... hxg6 2. Whh8+) 2. Whx7 (a pinned piece is not a good defender)

5) This position is in the wrong Step. Nevertheless, here is the answer.

A check on a1 is a move that feels illogical. Keeping the possibilities in the position is appropriate here. The check can wait. You must choose a move that feels good without the necessity that you can calculate everything.

1. ... Qf6. Played with the correct assumption that the black knight is better than the white one. The knight can become active via b4. Luckily, that after 2. Qe4 Black has a forced win with 1. ... Qa1+ 3. Qd2 Qd8+ 4. Qe2 Qf4+.

1. ... cxd6. It is against the rules to allow the white rook on the seventh rank but after 2. Qxe7 Qxf3 White cannot play 3. Qxd6 Qxf2 not. So White must play 3. Qb1 first and after 3. ... Qxf2 White has good chances.

1. ... Qa1+ 2. Qd2 Qd1+ 3. Qxd1 Qd5 4. Qc4. This possibility is the least of the three. Some advantage remains.

6) 1. Qc7+ Qb8 2. Qxb5+ Qa8 3. Qxa3 (chasing and discovered check)

7) 1. ... a6 2. Qa4 Qb5 Black remains a piece up (defending against a pin)

8) 1. Qxf7 Qxf6 2. Wh4 Qxh5, in short: Qxf5 was not clever.

9) 1. Qd6 Qxb7 2. axb7 (creating a passed pawn)

10) 1. Qxf7 Qxf6 2. xe7+ Qxe7? 3. Qx6 (elimination of the defence: luring away+material thanks to an in-between move)

11) 1. Qf5 Qe5 (1. ... Qgx5 2. Qg5+) 2. Qxd6 Discovered attack, knight fork, access and others (Carls-Denes, Munich 1936)

12) 1. Qxe4 Qxe4 2. Qxe4 (a pinned piece is not a good defender)

40
1) 1. Qa4 Qc7 (1. ... Qxf2+ 2. Qxf2) 2. Qxc5 (discovered attack and chasing away+material)

2) 1. ... b5 2. axb3 Qxa4 (discovered attack and trapping)

3) 1. Qb8 Qh5 2. Qh7# Exploiting vulnerability: bad position of the pieces and zugzwang.

4) 1. Qg6 Qxg6 2. Qh3# (mate in two by access)
5) 1. ... $a8 2. $e5 $xf3+ 3. $xh1 $xe8 (in-between move, desperado)  
6) 1. $g3 (1. $h1 $f4) (getting out of check)  
7) 1. $f7+ (1. $g8? $xh8 1. ... $g8+ 2. $h6# (chasing and double check)  
8) 1. $f4 $xf6 2. $f5 Keeping the enemy king out of the square of the pawn.  
9) 1. $f1 White must get out of the pin. This can be done in more ways but this move is the smartest.  
10. d7 The pawn seems unstoppable, seems because 1. ... d6 turns the tables.  
   1. $axb5 $xd6 is painful.  
11) 1. ... $e6 (1. ... $d6 2. $g8+ $f8) Defending by returning material.  
11) 1. ... $d3 (1. $g3? $d6) 1. ... $c5 2. $g3 Tempo play. No pawn moves if not necessary. (De La Bourdonnais 1838)  
12) 1. $xf5+ $xf5 stalemate (defending by stalemate)  
41  
1) 1. ... $d5+ 1. (1. ... $xe6+ 2. $xe6 $d5+ 3. $c4) 2. $c4 $xe6 (double attack: bishop, thanks to X-ray protection)  
2) 1. $d4+ $g4 (1. ... $g5 2. $e+4) 2. $f3# (Gjarmati 1984)  
3) 1. $e4 (discovered attack and trapping)  
4) 1. $g5 (in-between move) and then 2. $hx2.  
5) 1. ... $xex2 2. $dxe2 (2. ... $dxe2 $xd4; 2. $gxe2 $xe5+) Right capture to prevent loss of material.  
6) 1. $xf7+ $xf7 (1. ... $h7 2. $g7#) 2. $g7# (discovered check)  
7) 1. ... $bd5. Defending by interposing. The knight threatens to capture the attacking bishop and after 2. $d2 Black can castle safely.  
   1. ... $f5. Defending by protecting puts the bishop in the way. White develops with 1. $ad1 and castling by black is not even possible.  
   1. ... $c8 seems to win a tempo by the attack on b2. Now the knight stands passive on c8 and White can play 2. $d2 (2. ... $xb2 3. $c4).  
8) 1. $d8+ $h6 2. $d2# (mate in two)  
9) 1. $h5 (double attack with two pieces)  
10) 1. ... $xe5 $xe5 (elimination of the defence: luring away+mate)  
11) 1. $xf8+ $xf8 2. $d7+ (cashing in a passed pawn)  
12) 1. $xf1 (1. $xf1? $g3 and White loses) 1. ... $xg2 2. $f8 and with the king near the win is simple.  
42  
1) 1. $a4 (trapping)  
2) 1. $xf6 $xf6 2. $xf6; 1. ... $xf6 2. $xf6 $xf6 3. $xf6 $e6 2. $g8# (discovered attack and in-between move)  
3) 1. $e4 (double attack: X-ray attack)  
4) 1. ... $a5 2. $a2 unpins the a-pawn and traps the bishop.  
5) Picture  
6) 1. $xf8+ $xf8 2. $h6# (mate in two by clearing a square)  
7) 1. ... $b4+ (1. ... $c6? 2. $d6) 2. $f2 $c6 (2. ... $xc6) 2. $d7 $e6 (gain of material thanks to a in-between move)  
8) 1. ... $b3+ (1. ... $h3? 2. $e7+ $d7 3. $b7; $c8? $e6+) 2. $xb3 $xc8 (defending against a passed pawn)  
9) 1. ... $f7. The square from which the bishop can become the quickest (a bit) active.  
   1. ... $e8. Less future than from f7.  
   1. ... $h7. Too passive.  
10) 1. $e8+ $c6 2. $f6# (discovered check)  
11) 1. ... $xc6 $xd1 2. $e7+ $h8 3. $xd1 (elimination of the defence: capturing+material thanks to a in-between move)  
12) 1. ... $f5 2. $xf5+ $e7 (getting out of check and preventing loss of material)  
43  
1) 1. $g3 (1. $xe4 $h3+; 1. $c3+ $f6) (defending against mate)  
2) 1. ... $g1+ 2. $f2 $xc1 (X-ray check and X-ray protection)  
3) 1. ... $xc3+ 2. $xc3 $xc3+ 3. $d2 $xd2 (gain of material thanks to X-protection and bad position king)  
4) 1. $d1 (discovered attack and trapping)  
5) 1. ... $xf6 2. $xf8+ (elimination of the defence: capturing+mate)  
6) 1. $d4 $d8 2. $c4 (defending against a double threat)  
7) 1. ... $g2+ 2. $xg2 $e4# (luring and double check)  
8) All attention goes to the attack on the bishop. It is three times attacked and protected only once. Moving away seems the only possibility. If we look for vulnerability then the weakness of Black’s back rank strikes.  
   1. $f1. This move is indicated so a good reason for a closer look. It turns out that Black has only one move: 1. ... $g8. Now 2. $d5+ is logical and forces 2. ... $h8. In a game you can execute the move with the rook. The white pieces are so much better. Even good that there are many good continuations. If this position is on the board they are easy to find: $e5, $f7, $g5 are the strongest.  
   1. $h3. White keeps the more active position but with 1. ... $e8 Black can make the back rank less vulnerable.  
   1. $a4. Black can now capture on b4. Scary but 2. $d8 is harmless because 2. ... $c5+ and 3. ... $c8.  
9) 1. ... $d7+ $c8 2. $d5+ $e7 3. $d7+ (perpetual check thanks to a discovered check and interposing)  
10) 1. $xh7+ $h8 2. $e4+ $xh1+ 3. $xh1 (chasing and discovered check)
44
1. \(\text{b5} \text{a5}\) 2. \(\text{xc6}\) (double attack: bishop, and a pinned piece is not a good defender)

12. \(\text{g1} \text{a6}\) (defending against a passed pawn)

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1. \(\text{g4} \text{xb2}\) (1. ... \(\text{d7}\) 2. \(\text{c5+} \text{g8}\) 3. \(\text{xg7}\) 2. \(\text{c5+}\) (elimination of the defence: chasing away+mate)

2. \(\text{b5} \text{xb5}\) (1. ... \(\text{d8}\) 2. \(\text{xc6}\) 3. ... \(\text{e8}\) 2. \(\text{d6}\)+) 2. \(\text{xa8}\) (chasing away+material and a pinned piece is not a good defender)

1. \(\text{d8+} \text{xd8}\) (1. ... \(\text{h7}\) 2. \(\text{xc3}\) 3. \(\text{xa8}\) 2. \(\text{xc3}\) (elimination of the defence: luring away+material)

4. \(\text{d4}\). Only active square left for the bishop. Black must do something against the threat 2. \(\text{f4}\) (i.e. 1. ... \(\text{f6}\).

1. \(\text{xb4}\) opens the long diagonal so that a discovered attack is possible: 1. ... \(\text{f3}\) 2. \(\text{xe5}\)

5. \(\text{xe5+} \text{xe5}\) (discovered attack: queen)

46
1. \(\text{xd5}\) (a pinned piece is not a good defender)

2. Taking into account the possibilities of the opponent.

1. ... \(\text{f3}\). It is a pity for the bishop but a good possibility.

1. ... \(\text{d7}\) 2. \(\text{xe5} \text{xe5}\) 3. ... \(\text{xe5}\) is also possible if you dare to sacrifice a pawn (3. ... \(\text{d6}\) 4. \(\text{c3}\). White has enough play for the pawn.

1. ... \(\text{f5}\) (the move you would like to play) fails to 2. \(\text{c4}\) 3. \(\text{d4}\) \(\text{d4}\) 2. \(\text{e1} \text{xb3}\) +. Black profits from the pinned g-pawn. The move with the knight opens the diagonal of \(\text{xb7}\) and the move of the rook gives up the protection van \(\text{h}\).

4. \(\text{b2} \text{e5}\) 2. \(\text{c4}\) (mate in two)

5. \(\text{e5} \text{e5}\) 2. \(\text{d6}\) (double check and luring)

6. 1. ... \(\text{f5}\) (defending against a pin; eliminating the attacker)

7. 1. ... \(\text{c7}\) 2. \(\text{d4} \text{xc1}\) (activating the bishop)

8. 1. ... \(\text{b4}\) \(\text{xd3}\) 3. \(\text{g8}\) (bringing in the guard)

9. 1. ... \(\text{f3}\) 2. \(\text{e2} \text{d5}\) (activating the queen, the bishop must follow)

10. 1. ... \(\text{e7}\). With a rook up Black can play for a win. After 2. \(\text{c1}\) the king must go to \(\text{f6}\) and that looks scary but it is not.

White has only two attackers and Black has sufficient defenders.

1. ... \(\text{d8}\) (repeating the position after check on a8 and d5; the king must go to \(\text{e7}\))

1. ... \(\text{e8}\). A mistake, after 2. \(\text{e1}\) the king must abandon the protection.

11. 1. ... \(\text{e3}\) 2. \(\text{f1}\) 3. \(\text{e1}\) 2. \(\text{xc3}\) \(\text{f1}\) (cashing in a passed pawn)

12. 1. ... \(\text{f4}\) 2. ... \(\text{f4}\) (elimination of the defence: luring away+mate and a pinned piece is not a good defender)

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1. ... \(\text{d7}\) (defending against loss of material and mate)
2) 1. dxc4
   1. bxc4. The move is played with the thought: 'I don't want to lose the right to castle' (this will be the case after exchanging queens). Moving and not looking any further. Unfortunately 1. ...  
   1. Qf3. A pawn sacrifice without activity in return. Black can capture on d3 or play e4.
   3. ...  
   3. ... fxe4 1. ...  
   3. Qxe4+ 2. Qxe4. (the pin: pin)
   5. ...  
   5. ... g8 (1. ...  
   5. ... b6 2. g7 fxe7 2. g7 Qb5 3. Qxa2 g8 (avoiding stalemate)
   7. ...  
   7. ... b7+ (double attack: R-xray check)
   11. 1. b4 2. exf1 2.  
   10. 1. b5+ 2. b5+ (chasing away+material thanks to R-xray protection)
   11. 1. ...  
   11. ... c4+ (1. ...  
   11. ... f5 1. ...  
   11. ... e4 3. Qf7 (gain of material thanks to in-between move

48
1) 1. ...  
   1. ... d6 5. e5 2. f6 w6 c1+ 3. f6 w6 e4+ 1. ... c6 6. d8 2 (a pinned piece is not a good defender)
2) 1. ...  
   1. ... c3. Increasing the pressure on f6 is fine (both pinned pieces are no good defenders).
  3. ...  
   3. ... c5 2. d6 (avoids stalemate)
  5. ...  
   5. ... fxe4+ 2. g1 h2+ 3. xh2  
   5. ... c2 2. h8 (double check)
  7. ...  
   7. ... b7. The bishop is in the way: 1. b4 (Cazon de Hase-Ruck Petit, Haifa 1976)
  9. ...  
   9. ... c1 g5 (1. ...  
   9. ... c7 2. c7  
   9. ... g8 3 g8 3. g8 3 Exploiting vulnerability: a bad position of the king and a threat which is difficult to parry.
  11. ...  
   11. ... c8 1. ...  
   11. ... b1 2. ... a5 2. b6+ 2. b8 (a pinned piece is not a good defender)
  12) 1. ...  
   12. ... c7 (elimination of the defence: capturing+mate)
  10) 1. ...  
   10. ... c5 2. ... f5  
   10. ... c5 2. ... c8 (defending against mate)

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1) 1. ...  
   1. ... c6 5. e5 2. f6 w6 c1+ 3. f6 w6 e4+ 1. ... c6 6. d8 2 (a pinned piece is not a good defender)
2) 1. ...  
   1. ... xe3+ 2. xe3 cxe3+ 3. e1 f2+ 4. g1 xd1+ (x-ray protection)
  3. ...  
   3. ... h5 (discovered attack and trapping)
  5. ...  
   5. ... d4 1. ... c4 2. ... g5+) 2. xd4 xd4 3. xd4 (elimination of the defence: capturing+material)
  7. ...  
   7. ... d5. Excellent. White must move or less play 2. exd5 exd4 3. d4. After exchanging on d4 and c6, White's two minor pieces are passive.
  9) 1. ...  
   9. ... c8. The rook on d8 is not necessary at this moment, maybe later. Be flexible!
  11) 1. ...  
   11. ... c8 (considering both moves and concluding 'not possible' will end with 1. ...  
   11. ... c5 3. c5 a6 2. ... c1 4. ... e2; 1. ... a2; 1. ... a5  
   13) 1. ... c2 (discovered attack and trapping)
  15) 1. ...  
   15. ... d6 c6 2. a6 d2 1. ... c6 2. e2. Using the last pawn in a useful way!
  17) 1. ...  
   17. ... c6 2. e2 2. d3+ (gain of material thanks to a in-between move)
   2. ...  
   2. ... g4 (double check and chasing)
  10) 1.  
   10. Picture: GM Hikaru Nakamura
  11) Picture
   12. ...  
   12. ... f2 2. ... f2 g4 (double check and luring)

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1) 1. ...  
   1. ... f6 c5 1. ... f6 2. ... xe8+ 2. ... xe8+ 3. ... xe8+ 2. ... xh6+ (discovered attack and a pinned piece is not a good defender)
  2. ...  
   2. ... h1 g2+ 1. ... g2 2. ... g2 2. ... xh2 g3+ 4. ... g2 2. ... g4 5. ... g8 2. ... g1 2. ... g1 3. hxg3 2. xg3 (defending, working with stalemate, guarding key squares) (Kovalenko 1985)
  3) 1. ...  
   3. ... c8 (1. ...  
   3. ... a8 2. ... xg3 cb3+ 3. ... xh3 2. d7+ c7
  4) 1. ...  
   4. ... a4 2. ... c5 3. ... c3+ Exploiting vulnerability: a bad position of the king. Making use of a pin.
  5) 1. ...  
   5. ... h8+ 1. ... g5 2. ... g5 (mate in two by chasing)
  6) 1. ...  
   6. ... f6 c6 2. ... f6 (trapping forces gain of material)
7) 1. ... g5 2. h6 3. d5 (keeping the last pawn)
8) 1. 1. ... e5 2. d5 3. h2 4. d5 (in-between move)
9) 1. ... g4 saves the bishop with tempo. After 2. e5 cxd5 White must take the effort to win back his pawn. If at all.
10) 1. ... e5 leads to an exchange: 2. exd7 dxe4 3. b7.
11) 1. ... ad8 (played in a game U14). After 2. d5 g4? 3. e3? d6 the game ended finally in a draw. Correct was 2. ... h5 a real gain of tempo, after 2. ... g4 White can ignore the counter-attack with 3. d8 (3. f6 with an equal game.
Black cannot capture on d5 (Wxd8 or Wxf8+).
12) 1. e4 (discovered attack and trapping)
13) 1. ... c8 2. ... e5 3. d5 (double attack: X-ray attack and in-between move)
14) 1. ... d3 2. ... xd3 (discovered attack)

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1) 1. ... xxe3 c5 (1. ... xxe3 2. c8+ 2. xxc5 (2. e8+? f8) (a pinned piece is not a good defender)
2) 1. ... b3 2. ... xb2# (mate in two)
3) 1. b5 (1. d5? f4+) 1. ... xxb7 2. axb7 (creating a passed pawn)
4) 1. ... xe7 (1. ... xxb3? b4) 1. ... xxe7 2. f8# (elimination of the defence: capturing+mate)
5) 1. ... f7+ (1. ... c4+? f8) 1. ... x8 (1. ... e6 2. e8# 2. d8# (discovered check and chasing)
6) 1. ... 1. ... d1 2. ... c8 (defending against a passed pawn)
7) 1. ... xf2+ 2. ... xd1+ 3. ... d1 (getting out of check by interposing thanks to X-ray protection)
8) 1. ... d5. All black pieces are situated fine and if d5 is possible, it must be played. In the game T vão Burg-Melissa Mohren Dutch U14, Rijswijk 2000 followed 2. exd5 cxd5 3. cxd5 xd5 (rooks don't belong on a crowded board in the centre, too vulnerable – xd5 is better). Black did win however.
9) 1. ... xxd4 (defending against a pin). It makes 1. ... a1 harmless.
10) 1. ... e6 xd1+ 2. ... xd1 (double attack with two pieces)
11) 1. ... xg3 xg4 2. hxg2 xe5 3. e3 e5 4. d4 d5 5. e4. In time to defend; going to f6 loses.
12) 1. ... d6 (1. ... e5 2. ... xe5 1. ... d5 d1+ (getting out of check and avoiding counter-play)

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1) 1. ... b3 2. ... xe3 (chasing away+material thanks to a pinned piece is not a good defender)
2) 1. ... cxd3+ cxd3 2. b4# (mate in two)
3) 1. f5. Double aim: resolving the double pawn and giving the bishop more mobility.
4) 1. ... c6 c5 (defending against a double attack by a counter-attack)
5) 1. ... xg5+ ... xe5 2. hxg5# (double check and line opening)
6) 1. ... h3+ (1. ... h1+ 2. ... g1 xf3+ 3. ... f2) 2. ... h2+ (perpetual check)
7) 1. ... d7+ ... d8 (1. ... xd7 2. ... xb2 c8 3. ... c8+ 1. ... xd7 2. ... c8+ ... c8 3. ... c8+ 2. ... c8+ ... c8 3. ... c8#) Different theme’s: a pinned piece is not a good defender, X-ray protection.
8) 1. ... d7+ c7 2. ... c7 (discovered attack and double attack rook)
9) 1. ... c3 xxe4 2. a7 (cashing in a passed pawn)
10) 1. ... c4 (1. ... g6? ... d8# (defending against mate by eliminating the guard with interposing)
11) 1. ... e5 (1. ... e5 xex5 2. ... e5+ ... e5+) 1. ... bxc5 2. ... bxc5# (mate in two)
12) 1. ... e5 h5 (1. ... fxe5 2. ... fxe5 2. ... f7# Exploiting vulnerability: a bad position of the king.

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1) 1. ... xb1 2. ... xb1 cxd6 (gain of material thanks to an in-between move – desperado)
2) 1. ... e6+ (or 1. ... e6+ cxd6 2. ... e6+ 1. ... e6 2. ... e6+ (double attack: knight fork thanks to a pinned piece is not a good defender)
3) 1. ... e6 (bringing in a helper)
4) 1. ... a2 ... e5 2. ... d1 (discovered attack)
5) 1. ... d4 ... e8 2. ... x6 (elimination of the defence: luring away+mate)
6) 1. ... e5. The correct capture. After 1. ... e6 2. ... c8 has White choice, i.e. 3. ... e1.
7) 1. ... e6. Black makes use of the weak back rank and captures 1. ... xb5 and there is no time to take on e5.
8) 1. ... e5 c5# is certainly not correct.
7) 1. ... e6 (1. ... b7? 2. ... a5) 2. ... a5 3. ... c5 3. ... c7 (trapping)
10) 1. ... b3 1. ... d4 2. ... d4 3. ... e4 (discovered attack and trapping)
11) 1. ... c6+ 2. ... b4+? ... d4 1. ... c4 2. b4# (mate in two)
7)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

20)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

30)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

40)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

50)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

60)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)

70)
1. ... \[b8\] + [discovered trapping)
2. \[g8\] + [discovered trapping)
3. \[g8\] + [discovered trapping)
4. \[g8\] + [discovered trapping)
5. \[g8\] + [discovered trapping)
6. \[g8\] + [discovered trapping)
7. \[g8\] + [discovered trapping)
8. \[g8\] + [discovered trapping)
9. \[g8\] + [discovered trapping)
10. \[g8\] + [discovered trapping)
1. e3 2. Wd5+ 3. c6 2. d2# 4. b4 2. e1# 5. h6 2. a8# 6. g2 2. c3# 7. c7 2. b6# 8. b8 2. h6# (1. b8# is stalemate; Black is not allowed to move, but he must have a legal move at his disposal. That is why giving check on the first move is not allowed either.)

9. d8 2. c6# 10. d8 2. h3# 11. f4 2. h7# 12. e5 2. f8#
1. \( \text{d6} \) \( \text{d7} \) (1. \( \text{d2} \) \( \text{d8} \) \( \text{b8}? \) \( \text{g6}? \) \( \text{Sevchenko 1995} \)
2. \( \text{e7} \) \( \text{g6} \) (1. \( \text{c5} \) \( \text{g5} \) \( \text{xg5} \) \( \text{g6} \) \( \text{b5} \) \( \text{h7}? \) \( \text{Lebedinecz 1992} \)
3. \( \text{a3} \) \( \text{xa3} \) \( \text{b1} \) (1. \( \text{b2} \) \( \text{bxa2} \) \( \text{b2}? \) \( \text{Kapitonov 1992} \)
4. \( \text{c3} \) \( \text{xa3} \) (1. \( \text{b1} \) \( \text{a2} \) \( \text{a3}? \) \( \text{b1}? \) \( \text{b3}? \) \( \text{b3}? \) \( \text{Kahl 1928} \)
5. \( \text{b2} \) \( \text{a4} \) \( \text{a2}? \) (2. \( \text{d1}? \) \( \text{f2}? \)

**Remarks**

Any suggestions to improve the English translation will be welcome.

Remarks or improvements? Please send a mail to info@stappenmethode.nl