Step 4 mix

3
1. ♜xg7+ ♜xg7 2. ♝f7+ ♝xf7 3. ♞g8#. White opens the g-file by luring the rook to g7. The rook on g7 has a double function: protecting the square f7 and keeping the g-file closed. Luring the rook away leads to mate.
2. ... d1=♕+ (1... ♝g4+ 2. ♝xd2) 2. ♝d1 ♝g4+. The d-pawn hangs and the black bishop cannot (yet) interfere because of the rook on g1. Sacrificing the passed pawn first is the correct solution. A standard action.
3. f7 ♜xf7 1. ... ♝xf7 2. ♝h6+ ♝g8 3. ♝h8#. 2. ♝h6+ ♝g8 3. ♝h8#. If the queen checks on the first move, then the black king escapes via g8 to f7. Blocking is the suitable way to take away the escape squares.
4. ... ♝xd4 2. ♝xd4 ♝xd4. The capturing on d4 makes an X-ray attack on the d-file possible. Beware: Black only wins because of mate on the back rank. With the white pawn on h3 the action would just lose material.
5. 1. ♝g5 ♝f8 2. ♝xd8. The black queen must protect f7, so giving up an exchange is the lesser evil.
6. 1. ♝f3. The bishop protects pawn e4 and the threat 1. ... ♝xe3 is prevented.
   1. ♝fb1. The queen has not been trapped: 1. ... ♝c2 or 1. ... ♝xe2+ is adequate. The best is 1. ... ♝xc3 2. ♝xc3 ♝xe2+. 1. ♝a2 ♝xe2+. The refutation: the queen must protect a3 and the knight must protect a2.
7. 1. ♝f1 (White must prevent that Black can take on e5 with check: 1. ... ♝h1+ 2. ♝h2 ♝xe5+) 1. ... ♝f4+ 2. ♝f3. The only move but adequate: 2. ♝g1 ♝d4. This is sometimes necessary.
8. 1. ... ♝e2 2. ♝xf4 ♝xb2# (2. ... ♝c2+? 3. ♝b1 ♝xb2+ 4. ♝c1). A cross pin.
9. 1. ... g5. Makes an escape square (h5) for the king. The threat was ♝h2#. Now after 2. hxg6 hxg6 the square h2 is protected by the rook. Black is enough material up.
10. 1. f3! gx5 1. ... g5 2. f6 ♝a7 3. f7 ♝c5 4. f8 ♝e6 ♝xf2 5. ♝f5) 2. f4! ♝xf4 3. ♝e6 ♝e3 4. ♝xf5. Technique: eliminating the last pawn.
11. 1. ... ♝d4 with the idea to open files (Black always gets his piece back 2. cxd4 exd4). All pieces gain in activity. Unfortunately, but 2. ♝xd4 spoils the fun (but only because ♝c8 is insufficiently protected). With the king on ♝f8 ♝d4 is a fine move.
12. The threat is ♝xg6+ with a win. The bishop can be protected only in one way: 1. ... ♝g7 (unpins more or less the bishop too) 2. ♝h4 (or 2. ♝g5 ♝f8) 2. ... ♝f8. The problem has been solved correctly. The move with the queen is relatively easy to find, all other moves lose instantly. We will see if White can still achieve something: 3. ♝f4 3. ♝h5 ♝g7 is a repetition) 3. ... d5 (eliminating an attacker by interposing) 4. f5 (or 4. ♝xd5 ♝d8) 4. ... ♝d8. The pawn’s move to d5 is the best move (or first 3. ... ♝d8) but the black position is good enough (important to sense that) so that also other moves are adequate: 3. ... ♝xh5 forces White to make a draw with 4. ♝h5.
3. ... ♝b8 shows another way of defending: eliminate an attacker. 4. f5 ♝xb3.

4
1. 1. ... ♝f4+ 2. ♝xf4 ♝g4#. With (too) few attackers blocking and the magnet are excellent weapons. The second makes mate in two possible. 1. ... d5 2. cxd5 ♝f4+ 3. ♝e5 is only a draw by perpetual check.
2. 1. ... ♝xf7 2. ♝g5+ ♝xg5. It is possible because the white queen hangs too. Such a mistake is more or less forbidden at Step 4 level.
3. 1. ... ♝f3 2. ♝e1 ♝h3. A good technique. Black makes the defending move f3 impossible.
4. White wants to play d7 without allowing ♝e7. With a check a knight can quickly offer a helping hand in the defence. 1. ♝f6 (now a saving check is not possible. Wrong is: 1. ♝e6? ♝e2 2. d7 ♝d4+ 3. ♝d6 ♝b5+ 1. ... ♝e2 2. d7 ♝d4 3. d8♕#.)
5. The threat is: capturing on h2 and mate. ♝g1 must keep protecting g2. Nothing better than protecting h2: 1. ♝f1 ♝xb2+ 2. ♝xb2 ♝h4+.
6. 1. ... ♝b7 2. ♝xb7 ♝c3+ (luring and discovered attack)
7. 1. ... ♝c6+ 2. ♝h3 ♝xd7+ 3. ♝xd7 h2. (cashing in a passed pawn by eliminating the possible defences - mate on g7 and ♝b7 after a move like 1. ... ♝g5.
8. Only the white rooks are not on the best squares yet. All other white pieces are active. White must hurry because Black has two centre pawns and with d5 he can control square e4 and make the bishop on f3 less active.
1. ♝e4 is the correct choice. A quick mate with 2. ♝xf6+ threatens and 1. ... ♝xc4 2. ♝xe4 White gives a winning double attack.
1. ♝d4. Not every developing move is good. After 1. ... d5 it is wise to play 2. ♝de4 and exchange a bit, otherwise the knight on d2 will be passive.
2. ♝e4. Not bad but less good than the other move with the knight. Black plays 1. ... ♝d5 and gains some time: 2. ♝g3 ♝a6.
9. 1. ... ♝xf6 2. ♝xf6 ♝xf6. The pin: a pinned piece (♕g7) is not a good defender.
10. 1. ... h5+ 2. ♝f1 ♝c5+ 3. ♝f1 ♝c1# (chasing and double check) Gaining a piece with 1. ... ♝xe2 wins too, even if White couldn’t play 2. ♝f3.
11. b8♕ 2. ♝d6 1. ... ♝c5 2. ♝a6+ 2. ♝g3 Chasing and X-ray check.
12. 1. ♝d4 ♝e1 1. ... ♝xd4 2. ♝xe2. A double attack with two pieces. The knight attacks the queen and the queen threatens mate on d8. The pin over the e-file is essential; move ♝c4 to f4 and White has nothing.
1) 1. ... gxg2+ 2. hxg2 (2. gxg1 c5+ 3. e4 d3 4. xe3) 2. ... gxg6. Counter-attack is the only defence against the white mating threat.

2) White's supremacy is obvious. Black has some defenders. White can win in more ways. For the first win help of the double attack is necessary and is for Step 4 the appropriate way: 1. g6 xf5 (after 1 ... xg6 the pawn fork decides 2. fxe6+) 2. g7+ h8 3. g8+ h7 4. g7+ or 4. g8#. The second way is 1. b8 (1. e8 is in most cases about the same; it is silly to play 1. e8 because e7 is strong two times). How must White win after 1. g7, 1. ... g7 and 1. ... f8 is difficult. It is difficult but can be done by 2. xb7, luring the defending rook away and White wins. Black can persist with 1. ... f8 and a lot of good moves are required: 2. xb7+ h8 3. g7 d8 4. d2!

3) 1. xf6+ xf6 2. xe5. A winning discovered attack because the bishop will be pinned.

4) The is unlikely that the g-pawn can cause any danger. That is true, after 1. g6 h6 2. g7 c3 White's fate is decided. Making a draw is the highest achievable. Happily White can give away his pieces in a smart way: 1. g6+ xg6 2. e5+ dx e5 stalemate (Blumenbach 1979)

5) 1. xd3 xd3 2. xd3 c1+ 3. f1 A win for White.

6) Take always the possibilities of the opponent into account if you are getting out of check.

1. g3. This move with the pawn is the best. The threat 2. c8+ forces 1. ... e8 and after 2. c7 White wins a pawn anyway and his major pieces remain active.

2. c7. Allowing a pin voluntarily is hardly ever wise and certainly not here: 1. ... c6.

3. c7 seems very strong but is not more than just a decent move. After 1. ... xc7 2. xc7 h6 3. xb7 the move would be indeed strong. However Black plays 1. ... e8 (capturing is not mandatory and no pawn is lost - though the endgame remains difficult for Black).

7) What is the difference between the two king moves? Black must be prepared for the action by the rook via d4. For this reason h7 must remain empty. 1. ... h8 (1. ... h7 2. a4 c1+ 3. xe1 xc2 4. g4) 2. a4 xc2 3. h4+ h7. The two remaining rooks are strong enough to achieve a draw.

8) 1. ... f3+ 2. xf3 (luring the front piece and pin) or 2. xf3 d5+ (chasing away + material) or 2. ... xg4+ (luring away + material).

9) Two bishops are enough to mate, one is not: 1. f2 h3 2. g3 a4 3. e4+ xe4 4. a4.

10) 1. ... xf4 2. xf4 g5 3. g3 xc1. Luring and X-ray attack. (elimination of the defence by blocking) (Kaljagin 1989)

11) 1. e5+ xe5 2. d6#. Mate in two thanks to blocking.

12) This exercise is too difficult for Step 4. Promotes to a next Step. 1. ... xd4 2. xd4 c5 (why to c5 and not to b6?) That was the intended exercise, but the previous moves remained. After 2. ... h6 3. b4 White protects the bishop with tempo. Due to the threat 4. xf8+ and mate Black has no time to capture on d4. 3. d1 xd4 4. xd4 xb5. Double attack and elimination of the defence by capturing.

7) 1) 1. f5+ exf5 2. d5+ (luring away and double attack: knight)

2) 1. f2 (1. e2? b5+ 2. e3 e1+ 3. f3 f1+) (getting out of check and avoiding bringing in new attackers)

3) 1. f6+ gxf6 2. xf6 (attacking the king: access)

4) 1. ... f1+ 2. xf1 f2# (elimination of the defence by blocking) (Najer-Nepomniachtchi, Moscow 2006)

5) 1. ... f3+ (1. ... xd4+ 2. xd4) 2. f2 xd4+ (2. ... xd4? 3. xc5) (a pinned piece is not a good defender)

6) 1. ... b8+ 2. g2 (2. g3 h1+ 3. g2 (3. h1 b3 3. g3) 3. g1+ 4. g1+ 5. g1 xg3+) 2. ... g8+ 3. g4 xa2+ (chasing and double attack: queen)

7) f6 g8 2. g7+ xg7 3. hxg7+ g8 4. c7# (attacking the king)

8) 1. ... c1+ 2. h2 xd6 (defending against a pin)

9) f5. It is logical to destroy the pawn structure. The knight cannot move because of 2. c4.

1. ae1. A healthy developing move but Black plays 1. ... cd4. Now White must proceed too with f5. It is better to play the move at once.

1. ad1. White must make progress by playing f5. It is better to play the move at once.

10) 1. ... g1 (1. ... f3 2. a8+ h7 3. d3+) (defending by moving away)

11) 1. e5 2. xe4 2. e4? xd7) 2. ... xd7 (2. ... ac8 3. xb3) 3. g6

12) 1. g6+ xd6 2. xc4 (elimination of the defence: luring away + material)
9) 1. \( \text{Wf4} \) \( \text{g7} \) 2. \( \text{xe5} \) (the pin: attacking a pinned piece)
10) 1. ... \( \text{dxe4} \) 2. \( \text{g2} \) \( \text{f3} \) Exploiting vulnerability: a bad position of the king.
11) 1. \( \text{c7} \) \( \text{e6} \) 2. \( \text{h3} \) (interfering and trapping) \( \text{(Kuif-Van Oosterom, Utrecht 1993)} \)
12) 1. \( \text{e7} \) \( \text{xc7} \) 2. \( \text{ex8+} \) (luring and elimination of the defence: luring away+material)
1. \( \text{e}4 \text{d}4 \text{e}6 \text{c}5 \text{c}5 \text{b}6 \text{b}6 \text{b}5 \) (elimination of the defence by capturing and a pinned piece is not a good defender).

2. \( \text{e}6 \text{e}8 \text{g}8 \text{g}8 \text{c}7 \text{c}7 \) (clearing and double attack: knight).

3. \( \text{f}6 \text{f}6 \text{d}8 \) (defending against a threat).

4. \( \text{e}4 \text{d}8 \) (slightly unusual attack).

5. \( \text{e}4 \text{d}4 \text{g}5 \) (the white pawns are harmless because the black king is too close. Advancing the g- and h-pawn will do. White must first eliminate the \text{b}-pawn).

6. \( \text{e}5 \text{g}5 \) (the position of the king.

7. \( \text{e}5 \text{d}6 \) (in the past chess players now and then missed something (Cochrane-Mahescandra, Kolkata 1855)).

8. \( \text{e}6 \text{e}6 \text{c}6 \text{c}6 \text{b}6 \text{b}6 \text{a}5 \text{a}5 \) (luring the queen).

9. \( \text{d}6 \text{d}6 \text{b}6 \text{b}6 \text{a}6 \text{a}6 \text{c}5 \text{c}5 \) (defending against a pin).

10. \( \text{e}5 \) (mate in three: bringing in pieces).

11. \( \text{e}6 \text{e}6 \text{f}5 \text{f}5 \text{d}5 \text{d}5 \text{b}5 \text{b}5 \) (luring away mate).

12. \( \text{f}6 \text{f}6 \text{f}6 \text{h}5 \text{h}5 \text{g}5 \text{g}5 \text{e}7 \text{e}7 \) (getting out of check). Taking into account the possibilities of the opponent.

13. \( \text{h}6 \text{h}6 \text{h}6 \text{g}8 \text{g}8 \) (mate in three: bringing in pieces).

14. \( \text{d}5 \text{d}5 \text{c}6 \text{c}6 \text{b}5 \text{b}5 \text{h}8 \text{h}8 \) (attacking the knight.)
9) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
10) 1. ... \( \text{g}8 \) \( \text{d}8 \) \( \text{d}8 \) \( \text{x}d1 \) 3. \( \text{a}5 \) \( \text{f}6 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
11) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
12) 1. ... \( \text{g}8 \) \( \text{d}8 \) \( \text{d}8 \) \( \text{x}d1 \) 3. \( \text{a}5 \) \( \text{f}6 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
13) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
14) 1. ... \( \text{g}8 \) \( \text{d}8 \) \( \text{d}8 \) \( \text{x}d1 \) 3. \( \text{a}5 \) \( \text{f}6 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
15) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
16) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
17) 1. ... \( \text{e}4 \) (defending against a passed pawn) (Ris-Michielsen, Schagen 2003)
11) 1. $\text{axc6}$ $\text{xc6}$ (1. ... $\text{xc6}$ 2. $\text{we5}$+) 2. $\text{d4}$ (the pin: attacking a pinned piece)
12) 1. $\text{g1}$ (1. $\text{h3}$ $\text{h5}$ 2. $\text{g1}$ $\text{f3}$ 3. $\text{hgx4}$ $\text{hgx4}$ 4. $\text{h2}$ $\text{f2}$) 1. ... $\text{f3}$ 2. $\text{f1}$ (defending). White may not weaken g3.

18
1. ... $\text{xe4}$ 2. $\text{xe4}$ $\text{f5}$ 3. $\text{h4}$ (defending against a double attack by counter-attack)
2. 1. $\text{xb7}$ (1. ... $\text{be6}$ 2. $\text{xa6}$; 1. ... $\text{xa7}$ 2. $\text{xb6}$ $\text{a8}$ 3. $\text{c5}$) (defending by counter-attack)
3. 1. $\text{f7}$ $\text{xe7}$ 2. $\text{f3}$+ $\text{xf7}$ 3. $\text{hxg2}$ (cashing in a passed pawn)
4. 1. $\text{xd4}$! 1. ... $\text{exd4}$ 2. $\text{xe5}$ $\text{dxc3}$ 3. $\text{xc3}$ wins a pawn.
5. 1. $\text{b5}$+ $\text{e5}$ 2. $\text{e4}$# (elimination of the defence by blocking)
6. 1. $\text{c6}$ $\text{d8}$ (1. ... $\text{xc6}$ 2. $\text{xb7}$+ $\text{d8}$ 3. $\text{xc6}$+) 2. $\text{xb7}$
7. 1. $\text{xe4}$ $\text{fxe4}$ (1. ... $\text{d1}$ 2. $\text{e5}$+) 2. $\text{g4}$+ (double attack: queen and access)
8. 1. $\text{xb5}$ $\text{axb5}$ 2. $\text{ea3}$ (attacking the king and access)
9. Picture
10. 1. ... $\text{xe4}$ 2. $\text{xe4}$ $\text{xc3}$+ (luring and discovered attack)
11. 1. $\text{xd6}$+ $\text{e7}$ 2. $\text{xd7}$+ $\text{xd7}$ 3. $\text{xb7}$ (elimination of the defence: capturing+material and a pinned piece is not a good defender)
12. 1. $\text{f8}$+ $\text{xf8}$ 2. $\text{fxf8}$+ $\text{h7}$ 3. $\text{g6}$+ Exploiting vulnerability: a bad position of the king.

19
1. 1. ... $\text{f2}$ is a healthy move.
2. 1. ... $\text{d4}$ 2. $\text{d1}$ costs material.
3. 1. ... $\text{e8}$ 2. $\text{e1}$ costs material because of the battery on the e-file.
2. 1. $\text{c8}$ $\text{d6}$ (1. ... $\text{c6}$ 2. $\text{d8}$) 2. $\text{c7}$ (trapping)
3. 1. ... $\text{c3}$+ 2. $\text{c2}$ $\text{xc2}$+ 3. $\text{xc2}$ $\text{f3}$# (mate in three)
4. 1. $\text{d5}$ $\text{exd5}$ 2. $\text{d4}$ (zugzwang)
5. 1. $\text{xe5}$+ $\text{f5}$ 2. $\text{b3}$ $\text{xd5}$ 3. $\text{xe5}$+ (3. $\text{dxe5}$? $\text{e3}$) 3. ... $\text{xe5}$ 4. $\text{xc5}$ (the pin: luring the front piece and attacking a pinned piece)
6. 1. $\text{h7}$+ $\text{h8}$ 2. $\text{f3}$ Conquering the key squares.
7. 1. $\text{b5}$+ $\text{xb5}$ 2. $\text{a8}$+ $\text{a6}$ 3. $\text{b6}$# (luring away the defender, blocking) (Golubev 1999)
8. 1. ... $\text{e4}$ 2. $\text{f5}$+ (2. $\text{xe4}$ $\text{xe4}$ 3. $\text{f4}$ $\text{xf4}$) 2. ... $\text{xe5}$+ 3. $\text{f3}$+$\text{h1}$ $\text{f1}$ $\text{f1}$ Combining of elimination of the defence by interfering and double attack.
9. 1. $\text{d7}$ $\text{xd7}$ 2. $\text{f6}$+ (luring and double attack: knight)
10. 1. $\text{g1}$ (1. $\text{e3}$? $\text{d5}$+? 2. $\text{d4}$ $\text{c4}$+ 3. $\text{f3}$+$\text{f3}$) 1. ... $\text{e1}$+$\text{e1}$ 2. $\text{f2}$+ (getting out of check and allowing a draw) Play for a win is silly, because it loses.
11. 1. $\text{g5}$ $\text{f3}$ (1. ... $\text{xf6}$ 2. $\text{gxg4}$) 2. $\text{g1}$ $\text{xf6}$ (2. ... $\text{fxf6}$ 3. $\text{hxh5}$ 4. $\text{g7}$+ $\text{h8}$ 5. $\text{g8}$+ $\text{h7}$ 5. $\text{g7}$# (attacking the king with heavy pieces)
12. 1. $\text{a8}$ $\text{xa8}$ 2. $\text{xe5}$ $\text{wb7}$ 3. $\text{xe8}$# (elimination of the defence: luring away+material)

20
1. 1. $\text{g6}$+ $\text{e7}$ 2. $\text{c5}$+ (elimination of the defence by blocking and cashing in a passed pawn) (Gorgiev 1929)
2. 1. $\text{f8}$+ $\text{xf8}$ 2. $\text{e7}$+ $\text{g8}$ (magnet)
3. 1. $\text{d7}$+ $\text{xd7}$ (1. ... $\text{b8}$ 2. $\text{d5}$; 1. ... $\text{d7}$ 2. $\text{g8}$+ $\text{f8}$ 3. $\text{xf8}$+ $\text{d7}$ 4. $\text{xf5}$) 2. $\text{g8}$+ $\text{e8}$ 3. $\text{xe8}$+ $\text{d7}$ 4. $\text{xe5}$ (luring and double attack)
4. 1. $\text{f1}$+$\text{f1}$ (after 1. ... $\text{f6}$+ 2. $\text{f5}$+$\text{f5}$ 3. $\text{e4}$+$\text{e4}$ 3. $\text{h3}$ White is not in danger either) 2. $\text{hxh5}$ (2. $\text{hxh3}$? $\text{xf4}$) 3. $\text{f1}$+$\text{e6}$ 4. $\text{d3}$+ 5. $\text{f5}$ 5. $\text{g3}$+$\text{d4}$ 5. ... $\text{c5}$ (defending against a passed pawn)
5. 1. $\text{xd7}$+$\text{xd7}$ 2. $\text{b6}$ (2. $\text{xd7}$? $\text{c8}$ 3. $\text{d8}$+$\text{xd8}$ 4. $\text{xd8}$+$\text{d7}$) Combining twofold attack, avoiding a pin, in-between move and chasing away+material (Campora-Izquierdo, Asuncion 2003)
6. 1. $\text{e5}$+$\text{f3}$ 2. $\text{exd6}$+ (elimination of the defence: capturing+material) and in-between move.
7. 1. $\text{c2}$ (1. $\text{c2}$+? $\text{f5}$? 2. $\text{gxg2}$ $\text{d3}$) 1. ... $\text{xc2}$ 2. $\text{xc2}$+ $\text{f5}$ 3. $\text{gxg2}$
8. 1. $\text{xf5}$ 1. ... $\text{xd4}$ 2. $\text{e4}$+$\text{f6}$
1. $\text{xb7}$+$\text{d4}$
1. $\text{d5}$+$\text{a6}$ 6. $\text{xc4}$+$\text{e5}$
9. 1. ... $\text{xe2}$+ 2. $\text{xe2}$ (2. $\text{xe2}$+$\text{we6}$) (elimination of the defence by chasing away+material) 2. ... $\text{e4}$ (the pin: luring the front piece and pin)
10. 1. $\text{g5}$ (1. $\text{f6}$+? $\text{xe6}$) 1. ... $\text{f6}$ 2. $\text{xb7}$+$\text{h8}$ 3. $\text{xf8}$+ (attacking the king, discovered attack)
11. 1. ... $\text{d2}$+ 2. $\text{g1}$+$\text{f1}$# (chasing and double check)
12. 1. $\text{a3}$+ (1. ... $\text{c3}$+? 2. $\text{bx3}$) 2. $\text{ba3}$ (2. $\text{a1}$+$\text{xb5}$) 2. ... $\text{c3}$+ (elimination of the defence by luring away and double attack: knight)

21
1. 1. $\text{we2}$+$\text{xe2}$ 2. $\text{e4}$+$\text{f2}$ 3. $\text{e2}$# (luring and discovered attack)
2. 1. ... $\text{c1}$+ 2. $\text{xc1}$ $\text{xc1}$+ 3. $\text{b1}$+$\text{we3}$ (a pinned piece is not a good defender)
3) 1. ... g1+ 2. ♝xg1 (defending against mate)
4) 1. ... ♝c3+ ♝a3 (1. ... ♝xh2 2. ♝a4#) 2. ♝x2+ ♝xa2 3. ♝a4# Exploiting vulnerability: a bad position of the king.

5) 1. ... ♝c7+ ♝b8 2. ♝xb7+ 3. ♝a8# (mate in three)

6) 1. ... ♝d4 2. ♝f3 2. ... ♝e4 Activating the knight is correct. Black wins some time.

7) 1. ... ♝f8 A good developing move but White makes ♝d4 less attractive with 2. ♝e3.

8) 1. ... ♝g2 2. ♝xe2 3. ♝hx6 3. ♝e5 (luring away and double attack: queen) (Afek-Katz 1977)

9) 1. ... ♝e7+ 2. ♝f2 2. ... ♝f1 2. ... ♝f5 (getting out of check). Entering the enemy camp doesn’t feel right. Calculating well is required.

10) 1. ... ♝e8 2. ♝f8 Back! 3. ♝xd7 3. b6 4. ♝c6 (avoiding stalemate)

11) 1. ... ♝xh6 2. ♝xe4 2. ... ♝f5 3. ♝b2 ♝c1 4. ♝a2 ♝b1) (luring and double attack: queen)

12) 1. ... ♝g6+ ♝xg6 (1. ... ♝f8 2. ♝xh6+ ♝f8 3. ♝xh7+ ♝g7.) 1. ... ♝xd8 Exchange hardly ever an active queen.

22

1) 1. ... ♝xb2+ 1. ... ♝xh7 2. ♝xg7# 2. ♝xh8+ (defending)

2) 1. ... ♝e6 f6 (defending against mate)

3) 1. ... ♝e3 ♝c2! (zugzwang – a winning discovered check will follow)

4) 1. ... ♝e6+ ♝f6 (expiring the defence: chasing away+mate)

5) 1. ... ♝e3 ♝h5! 2. ♝xh5 (defending against a pin)

6) 1. ... ♝e6+ ♝f5 2. ♝xh7 (chasing away and a pinned piece is not a good defender)

7) 1. ... ♝c4 ♝e2+ 1. ... ♝g5+ ♝c5 2. ♝f3+ (double attack: X-ray check)

8) 1. ... ♝h4+ 2. ♝xh4 ♝d3+ (defending against mate)

9) 1. ... ♝c3+ ♝a3+ (1. ... ♝d1 2. ♝f2+ ♝h1 3. ♝c3+; 1. ... ♝d1 2. ♝c3+ ♝e1 3. ♝e2#) 2. ♝d3 ♝f1 3. ♝c4

10) 1. ... ♝h3 Winning the pawn back is the best. After 1. ... ♝h8 2. ♝xf6 ♝g8 White is somewhat active.

11) 1. ... ♝g5+ 2. ♝h3 ♝g6 White has sufficient defenders.

12) 1. ... ♝h6+ 1. ... ♝h4 2. ♝f6 ♝xh2) (Dvoretsky-Klovans, Thilisi)

23

1) 1. ... ♝e8 2. ♝f1 ♝d1+ 3. ♝xd1 ♝xd1# (Dvoretsky-Klovans, Thilisi)

2) 1. ... ♝e4 2. ♝xg6+ ♝h8 3. ♝g5+ ♝h3 4. ♝xh6

3) 1. ... ♝e4? ♝g3 2. ♝xg3 ♝xe3; 1. ... ♝e6 ♝g2 2. ♝f6 ♝xe2 (Dvoretsky-Klovans, Thilisi)

11) 1. ... ♝e5 (1. ... ♝e4? ♝g3 2. ♝xg3 ♝xe3; 1. ... ♝e6 ♝g2 2. ♝f6 ♝xe2 (Dvoretsky-Klovans, Thilisi)

12) 1. ... ♝e2+ 2. ♝f1 ♝d1+ 3. ♝xd1 ♝xd1#
elimination of the defence: capturing+material) (Thorell-Svensson, Jonkoping 1988)

12) 1. a3 b3 a5+ 2. a4 xf3 Discovered attack in which the front piece prevents a threat.

25

1. c5 b6+ axb6 2. c6 c8 3. bxc8+ Exploiting vulnerability: a bad position of the king.
2. b3. Activating the queen leads to a big advantage: 1... f5 (1... f5 2. g4; 1... e6 2. f6) 2. h3
3. a2. A good move although Black can direct some pieces to his king with 1... c7 and d5.
4. a3. Spoils nothing. The move seduces Black to play 1... xb2 2. a4.
5. c5+ 2. xe7+ 2. bx5 (elimination of the defence): luring away, interfering and access
6. 1. c5+ targeting and double attack: knight) 2. f4 attacking a pinned piece and thanks to a pinned
   piece is not a good defender
7) Picture
8) Picture
9) 1. g4 h6 2. g5+ (the pin: elimination of the defence and attacking a pinned piece)
10) 1. c6+ a5 2. h7 c7 3. b4# (mate in three)
11) 1. b2 2. ab5 3. b8 (luring and double attack: X-ray attack)

26

1. b4 1. ... b5 2. g5+ 3. c5+ (defending against mate)
2. bx6 cxb6 2. a8+ e7 3. a7 (cashing in a passed pawn)
3. e6 wxe6 1. ... cxe6 2. bxc6 3. xc6) 2. wxd2 (2. wxe6?? wxe6# (defending against a pin)
4. wxe4. Exchanging, the choice is yes or no. No! Black’s king is still in the middle and the move with the queen wins a tempo and another one after 1... w7 1. ... d7 2. g5) 2. b5
   1. w2. Is certainly something after 1... w7 2. b5 and 3. d6+. White stands good but he has too few pieces in the
   attack to win directly.
   1. wxd8+ 2. xd8 (the pin: attacking a pinned piece )
5. 1. d7 w4+ 2. h2 e7 3. wxe7 (the pin: attacking a pinned piece )
6. 1. wxe2+ 2. f6+ (elimination of the defence: luring away and double attack: knight due to a pinned piece is not a
good defender
7. 1. w8+ 1. ... d5 2. Lf8 3. f3 4. f1 1. ... w8g8+ 2. w8g8+ w8g8 3. w8f2 (defending against
   mate by exchanging the attacker)
8. 1. c3+ g5 2. c5 Exploiting vulnerability: a bad position of the king and provoking a weakness.
9. 1. c4+ h8 2. xh7 3. w6 (defending the king: access)
10. 1. e6+ wxe6 2. wxe6+ wxe6 3. wxe6 (double check and luring away defender)
11. 1. d7 1. g4 wxb3 2. wxb3 3. g3 4. f1 1. ... w5 2. h3 of 2. wxd8+ (defending against mate)
12. 1. ... w6 2. w3 3. w7 (mate in three)

27

1. w4 2. f6 2. w6 (x6 2. w6 w6)
2. w2+ w8 2. w6 2. d4? (d8)
3. 1. w6 2. w6+ w6 3. w6+ (attacking the king: access)
4. 1. b4 1. ... c3? 2. b4 3. b3 1. ... g2 1. ... w2 2. d4 3. w2 3. c3) 2. w2 w1 3. w3 3. c3
5. 1. w3+ a2 2. w4 a4 3. w3 (mate in three)
6. 1. b5 cxb5 2. w2+ (elimination of the defence by luring away and double attack: queen)
7. 1. d6xe6 (the arrow in the diagram indicates the black last move) White must open the position with 1. ... bxc6 2. w6 3. w6 (wins a pawn too). Even without winning a pawn opening the position would be correct.
8. 1. b5 c7 0–0 White still has a good position but in this closed position it is difficult to make progress.
9. 1. w1 Waiting or postponing is of no use: White can never take on c5 capture and activate w6.
10. 1. w2 2. wc4 2. wxc4 2. d5 wxc2 3. wxe7 wxb2; 2. w6 w4 3. line clearing, luring away and double check
11. 1. w3 1. ... w3 2. w4 3. w4+ 4. w8g2+ 5. w5 g5+; 1. w1 w4+ 2. w4 3. w2 2. x2 w8+ 3. w7+ 4. xh4
   (getting out of check) Crossing off all possibilities, making a choice by eliminating moves and play the best
   one.
12. 1. w5 fxe5 2. wxe5 3. x7 (double attack with two pieces by access)

28

1. ... w4 2. wxe4 2. w1 3. w6 4. w4+ and mate (the pin: attacking a pinned piece )
2. 1. ... w3 2. w3+ 3. w7 4. w4+ (magnet)
3) 1. ... cxd4 2. xd4 xg5 3. ec5+ Black must see in time that the rook on f8 will be unprotected and the king on the e-file will have a defender less.

4) 1. ... b5! Activating the queen and supporting the knight.
   1. ... d3+ 2. f1 b5 3. e2 White comes better off than with the previous move.
   1. ... a5 White can play 2. d3 and after 2. ... b5 just 3. e3. Black’s advantage is gone.

5) 1. ... xa2+ 2. xh2 c4+ 3. a1 ce6+ (attacking the king; access and utilizing an open file)

6) 1. d7 ef7 1. ... xh8 2. e5 (targeting and double attack: knight)

7) 1. b6+ d8 2. c1 Exploiting vulnerability: a bad position of the king. A threat which is difficult to parry.

8) 1. ... f3+ 2. f4 gh3+ 3. g4 ed3# (elimination of the defence: blocking)

9) 1. g3 (1. g1? d1+ 2. ... e1 3. e2+ but not 2. ... xe1+ 3. h2 e5=) 2. h2 f3+ (getting out of check)

Taking into account the possibilities and realize that after 1. g1 Black also has to give perpetual check.

10) 1. xd7 xd7 2. e5 (elimination of the defence: chasing away + material)

11) 1. a6 c6 2. b4+ (cashing in a passed pawn)

12) 1. d5 (1. d4? c5) 1. ... g8 (1. ... a5 2. f8+) 2. e6 h6 (2. ... a5 3. f8#) 3. xc5 Exploiting vulnerability: bad position of the pieces. Leads to a winning double attack.

---

29

1) 1. xf7 xf7 2. xd6+ (luring and double attack: knight)

2) 1. ... g8 In this way Black exchanges the black squared bishops. After 2. gxf6 xf6 3. f5 the knight goes via g4 to e5.

Chances for both sides.

1. ... ecx3 is not the first choice because after 2. ecx3 d5 3. g7 the white bishop is very strong.

1. ... d4+ After 2. edx4 2. (... edx4 3. b5 3. g7 the bishop comes to life.

3) 1. e5! (1. d5? b4 2. d4 a3 3. d5 xa2 4. c6 b3) 1. ... b4 2. d5. Wonderful. White must take a detour to make progress. (Conрадy 2004)

4) 1. h5 e8 2. xg7 (2. ... xg7)

5) 1. f8+ xf8 2. f2+ (defending against mate)

6) 1. f4 g6 2. h4 (2. ... e3? xf5) (defending against a pin)

7) 1. h8+ xe8 2. g8+ e7 3. e8# (mate in three)

8) 1. xe4 xe4 2. b5+ xe3 3. h8# (discovered attack and front piece targeting)

9) 1. ... h3 2. f8+ h8 (defending against a passed pawn)

10) 1. ... e1+ 2. h2 cc1 3. g6 h4 White will be mated.

11) 1. f2+ g6 2. g2+ xg2 3. g8+ (chasing and luring and X-ray check)

12) 1. d7+ e7 2. d8+ Draw due to insufficient material. (Akobija 1987)

---

30

1) 1. ... xe2 2. xd8+ xd8 (discovered check)

2) 1. ... c3 2. e1 (2. ... ecx3 c3+) 2. ... xb1 (double attack: knight) (elimination of the defence by luring away)

3) 1. xd4+ xd4 2. b4+ xd6 3. edx4 xe6 4. b5 (cashing in a passed pawn)

4) 1. d3 xe8 2. b5+ xe8 3. hxh8# (discovered attack and front piece targeting)

5) 1. ... h3 2. f8+ h8 (defending against a passed pawn)

6) 1. g6 xg6 2. xg6 (attacking the king; elimination of the defence by interfering)

7) 1. ... xe5 2. d7 c4+ 3. ec4 c6 (defending against a passed pawn)

8) picture

9) 1. ... d8 2. fx6 The new passed pawn on the d-file cannot be stopped.

10) 1. ef3 The knight becomes active. Black is powerless against ecx5 or ecx5.

1. fe1. Activating the rook is too slow. After 1. ... e4 2. b4 ec8 Black has sufficient defences. F7 is a vulnerable point and White should focus on this weakness.

1. c4. Black brings in the queen quickly into the defence with 1. ... wb4 2. ef3 (2. ... fe1 ec8) 2. ... wb6. The d-pawn is not important if you are a piece up.

11) picture

12) 1. ef7+ xf7 2. e8+ f5 3. xg7# (mate in three by access, double check and chasing)

---

31

1) 1. ... g5 (1. dxc4? 2. a4) 2. xg5 dxc4 (luring and discovered attack) (elimination of the defence)

2) 1. f6 g6 2. ec3 (2. ... ecx5) (attacking the king)

3) 1. ec6+ ec7 2. d6+ ec8 3. d8# (mate in three)

4) 1. f3. Black wants to play c5 (not possible yet) but after a move like ec7 it is. The move of the pawn weakens White’s centre and activates b7. After the move with the bishop Black must be cautious: 1. ... ec7 2. f4 d6 3. ec3 and 3. ... c5 fails to 4. dxc5. You don’t need to see all of that, it is nice if you sense that the bishop should go to f3.

1. f4. Possible but it is better to keep the white-squared bishop. After 1. ... xe4 2. xe4 White is a bit more active.

1. d3. Black can choose 1. ... c7 2. f4 d6 is normal. Another possibility is 1. ... c5 at once because after 2. dxc5 the move 2. ... ec7 saves.

Either of the moves is really bad.

5) 1. ... b1+ 2. xb1 c1+ (clearing a square and double attack: knight)
6) 1. ... ∇xc4 2. ∇a4 ♏a6 Black profits of the pin, White unpins with an attack on the queen and protects ♗b2; Black saves himself with the counter-attack on ∇a4.

7) 1. c4 ∇xc4 (1. ... ∇c3 2. exd5+ costs a piece) but 2. e4+ is even worse. White lures the bishop away.

8) 1. ∇f4 (1. ∇h1 ♏d2) A mean position because attacking the king is obvious. It is just Step 2 (the pin: pin)

9) 1. ∇c3+ ♗b7 2. ∇f3+ ♗a7 3. ∇c4 Exploiting vulnerability: a bad position of the king.

10) 1. ... ∇h8 (1. ... ∇f6 2. ... ∇g8 ∇e5 3. ... ∇g7 ∇f4) Holding off preventing. (Selman 1939)

11) 1. ... ∇xe4 2. ∇xd8 ∇c5 Lifting the pin and an in-between move.

12) 1. ∇f8+ ∇e8 2. ∇e7 (elimination of the defence) Exploiting vulnerability: a bad position of the king and exploiting the back rank.

32

1) 1. ... ∇xd1 2. ∇xd1 (2. ∇xd1 ∇xc3 is a discovered attack) 2. ... ∇e7 (discovered attack leads to an X-ray attack) The front piece protects the back piece.

2) Black is active, the pin of ∇c3 comes in handy. Two moves can be chosen, a matter of taste. The position must be opened.

1. ... d5. In a better position you should attack the opponent in different areas. Black increases the pressure on e4 and can eventually open the d-file. Capturing is bad for White: 2. exd5 ∇h3 3. g3 ♏f6 and 2. ∇h1 dxe4 and a5.

1. ... d6 2. ∇h1 f5 puts White under pressure.

1. ... ∇h6. A good idea at the wrong moment because ∇h3 is no longer a threat. After 2. ♏e1 the move 2. ... f5 is the correct plan again.

3) 1. ∇f7 (1. ... h4+ ♏xb4 2. gxh4 ♏g8) Taking into account the possibilities of the opponent. Now 1. ... ♏g8 2. ♏xd7 just costs a piece.

4) 1. ∇g4+ ∇f2 2. ♏h4+ (transposing / liquidating to a pawn ending)

5) 1. ∇g7+ (1–0) 1. ... ∇xg7 2. ∇xg5+ ∇h8 3. ∇xf6# (magnet) (Spasov-Erturan, Izmir 2002)

6) 1. ... ∇c1+ 2. ∇g2 ♏d1 (defending against a passed pawn)

7) 1. ... ∇b4 2. ∇xd5 ♏d4 (discovered attack)

8) 1. ... b5 (discovered attack and a pinned piece is not a good defender). 2. ♏c8# is a threat.

9) 1. ∇a4+ ∇d8 2. ♏g5+ ∇c8 3. ... ∇c3 (defending against mate by counterattack)

10) 1. ... e6 2. ∇xe4 (2. ... ♏h4) 2. ... ♏xd4+ (defending by counterattack - pin)

11) 1. ... f1+ 2. ∇h3 (2. ∇h1 ♏g1#) 2. ... h8+ 3. ∇g4 ∇e3+ (chasing and double attack: knight)

12) 1. ... ∇c1+ 2. ∇b1 ♏d4+ 3. ∇xd4 ♏c3# (elimination of the defence by blocking)

33

1) 1. ... ∇c2 ∇c3 2. ∇c2 (2. ... ∇c2 3. ... ∇b3) (trapping)

2) 1. ... ∇xg3 2. hxg3 ∇c2+ 3. ∇h2 ♏h5# (attacking the king and access)

3) 1. e4+ ∇xe4 2. ∇e6+ ∇d5 3. ∇e5# (luring and chasing, mate in three)

4) 1. ... ♏h5 keeps the queen active. It is easy to see that 2. ♏f4 ∇e5 is worse. Black continues with moves like ∇e5 and f5. White’s minor pieces on the queen’s wing are doing nothing.

1. ... ♏f6. Avoiding an exchange of queens is good but the queen hinders the bishop and the f-pawn.

1. ... gxh3 is approved if 2. hxg3 ∇xc3 3. bxc3 ∇e2+ is foreseen.

5) 1. ∇xb6 ∇xb6 2. ∇xc8 2. ... ∇xb6 ♏xb6+ with check) (Ris-Swinkels, Nijmegem 2001)

6) 1. ∇xf7 (1. ... ∇b5 ∇d5) 1. ... ∇xd4 2. ∇xb6+ ∇f8 3. ... ∇c8+ (defending against a pin by counter-attack)

7) 1. ... ∇h5+ ∇g3 2. ∇h2+ ∇g4 3. ∇xd6 (chasing and double attack: X-ray check)

8) 1. ... b5+ 2. ... ∇a3 (2. ... axb6 ∇a2+ 3. ∇xb5 ∇xa8) 2. ... ∇b3+ 3. ∇a2 ∇b2+ (defend by perpetual check)

9) 1. ... f6 ♏f1+ 2. ... xf1 ♏xe8 3. ... ∇e8# (elimination of the defence by interfering)

10) 1. ... ∇d8 2. ∇c4 ♏d7 (the pin: attacking a pinned piece)

11) 1. ... f1+ 2. ∇e3 ∇c1+ 3. ... ∇f2 (averting perpetual check) (Delleman-Miedema, Schagen 2003)

12) 1. ... ∇f8 (1. ... ∇h7? 2. ... f5; 1. ... ∇h8? 2. ... f5) (getting out of check and preventing that attackers join in)

34

1) 1. f8+ (1. ... ∇f2 2. ∇a4 ∇a2+ 1. ... ♗g7 2. ... ∇c2+ 1. ... ♗g2 2. ... e6+ (defending against by minor-promotion and stalemate) (Kivi 1935)

2) 1. ... ∇d4 ♏xa2 2. ∇c1 (trapping)

3) 1. d7+ ∇x7 2. ∇e7+ ∇xg7 3. hxg7 f4 4. ... ∇g2 a3 5. g8w (cashing in a passed pawn)

4) 1. ∇a5+ ∇e6 2. ∇xg5 with a draw. It is tempting to play 1. ... ∇c2 and to hope for 1. ... ∇h3 2. c4+ but 1. ... ∇c4 2. ∇a4+ ∇b3! 3. ∇a5 ∇g3 is not a draw (yet).

5) 1. ... d5. Keeps a white piece away from d5. The two pawns control the centre without being weak.

(Bernauer-Schlenker 1975)

1. ... ∇d7 2. ... ∇d5 is much less,

1. ... h6 is unnecessary, the knight doesn’t do any harm. After 2. ∇e4 exchanges White a knight and gets control over d5.

6) 1. ... ∇a7 (chasing and double attack: knight)

7) 1. ... ∇g4 Exploiting vulnerability: no defenders.

8) 1. ... ∇f2 2. ... ∇xh2 ∇f8+ 3. ... exf2 ∇xf2# (attacking the king - interfering)

9) 1. ... ∇c2! (1. ... ∇e2? stalemate) 1. ... f1+ 2. ... b4# (avoiding stalemate)

10) 1. ... ∇d3 2. ∇xd3 ∇c3# (elimination of the defence by interfering)

11) 1. ... ∇b5 a5 2. ... ∇c2+! ∇xc2 (defending by stalemate) (Kovalenko 2000)
12. 1. e4 e5 2. f5 e4 3. fxe4 d5 4. a4 dxe4 5. a5+ a6 6. a4+ xa4 (1. ... xa4 2. a4+ xa3 3. xa4 (luring away and double attack: queen) followed by 4. a5+ and 5. a4+ again) 3. b6 (luring the defence by e5) 2. e4+ xa4 3. a7 (cashing in a passed pawn) 4. a5+ xa5 5. a4+ xa4 (1. ... xa4 2. b4+ xa5 3. d6# luring and blocking) 2. e5+ a5 3. b4# (magnet) (Bondar 1988)

36

1. 1. a6+ b2 2. a7 (the pin: chasing the back piece and attacking a pinned piece – cross pin) 2. ... f8 2. a6 f3 (attacking the king) 4. ... a3 5. a4 bxc3 (chasing and double attack: pawn) 6. ... gxe5 5. a5+ g4 (trapping) 7. ... c5 gxe5 2. e1 (luring and double attack: X-ray attack) 8. ... e8 (1. ... d7 a8#) (avoiding stalemate) 9. e8 Kf5 2. f4 c7, f5 1. ... g4 f5 2. c5 (trapping and elimination of the defence) (Sverre 2000)

1. 1. c3 e5 (avoiding stalemate) 2. d5 2. f2 Exploiting vulnerability: a bad position of the king.

1. 1. ... f8f6. The king must take part in the endgame and here the king also holds off the rook from the seventh rank.

1. ... f6 It is unnecessary to allow counter-play. White can activate his rook and has more play as in the previous line: 2. e7 a5 1. ... h6 allows the white rook to enter too easily: 2. e8+.

10. 1. a6+ x6 2. a7 (cashing in a passed pawn) 11. 1. a5+ e6 2. a6 with a draw. 1. ... c3 is tempting to hope for a win but 1. ... a4 2. a4+ b3! 3. a5 g3 is not a draw (yet).

12. 1. a4+ xa4 (1. ... xa4 2. b4+ a5 3. d6# luring and blocking) 2. e5+ a5 3. b4# (magnet) (Bondar 1988)

37

1. 1. ... h4 2. c4+ f5 (defending against mate) 2. ... e8 Exploiting vulnerability: a bad position of the king.

3. 1. b6 is a necessity. All in all White is better but the position is rather closed. If Black plays b6 and d6 then it will be difficult to make progress. After 1. ... cxb6 2. a6 a1 (1. ... b6 White must open the position with 2. d6 and then Black can exchange his bishop against the strong knight. White is remains better (his rook becomes active) but Black has counter-play (after e6 b6 comes c8). 1. ... a1 The preparation for a strong plan (b6) but Black prevents the plan with 1. ... b6) 4. 1. g5+ h8 2. h3+ g7 3. h7+ f6 4. f7# (attacking the king)

5. Picture (Karjakin)

6. 1. e3 (1. f3 is tempting and Black has only one way to avoid loss: 1. ... f4! 2. a1 c4! 3. a2 (e3 xb2 is better) 3. ... a3 b4 4. xb3 a2 1. ... e4. ... c3 (trapping) 7. 1. ... d5 2. xd5 d8 (luring and double attack: X-ray attack) 8. 1. e1 c4 (lifting the pin by chasing away the pinning piece) 9. ... e2 2. cxe2 3. cxe2 (3. ... b8= c1) 3. ... d1 (elimination of the defence by interfering) 10. 1. ... d4 2. dxe4 3+ 3. cxe2 3. dxe2 4. dxe2 (discovered attack and in-between move)

11. 1. ... c5 gxe5 2. a8= a6 (elimination of the defence by blocking)

12. 1. f1 (1. ... g5+ e1+ 2. cxe1 c2+ 1. ... h2! 2. cxb3 c2 2. b8= xf1 1. ... c7 (1. ... e2 2. d5 c2 3. b8= d4 4. ... a4) 2. d5 b3 (getting out of check and avoiding counter-play)
knight: 2. $\text{c}b4$. It earns nothing!

1. ... $\text{g}1$. In principle an exchange of the a-pawn against the h-pawn. Not a good plan because the vulnerable king on e4 will become a very active piece. White is lucky that after 2. $\text{xd}4$ $\text{xb}4$ 3. $\text{d}8+$ can follow (Lb6 is indeed gone).

2) 1. $\text{d}8$ $\text{c}6$ 2. $\text{f}6$ Exploiting vulnerability: a bad position of the king. Thanks to the weak back rank White can bring in his queen.

3) 1. $\text{h}3+$ $\text{h}8$ 2. $\text{f}7+$ $\text{xf}7$ 3. $\text{xf}7$ (targeting and double attack: knight)

4) 1. ... $\text{f}5$ 2. $\text{c}6$ $\text{f}7$ 3. $\text{d}5$ $\text{xd}5$ (trapping )

5) 1. $\text{h}6$ $\text{f}5$ 2. $\text{xf}5$ $\text{xf}5$ 3. $\text{e}7$ (3. $\text{xf}7+$ $\text{xe}7$ 4. $\text{e}7$) (cashing in a passed pawn)

6) 1. ... $\text{c}2+$ 2. $\text{g}2$ (2. $\text{h}1$ $\text{d}1+$) 2. ... $\text{d}4+$ (2. ... $\text{f}3$ 3. $\text{f}6+$) 3. $\text{g}1$ $\text{g}4$ (the pin: luring the front piece and pin)

7) 1. ... $\text{d}5+$ 2. $\text{c}8$ $\text{f}3+$ 3. $\text{f}3$ $\text{e}5+$ 4. $\text{xe}5$ (defending against a passed pawn by stalemate) (Pogosiant 1977)

8) 1. ... $\text{f}6$ (1. ... $\text{xe}5+$ 2. $\text{xe}5$ $\text{d}4+$ 3. $\text{d}1$) (defending against a double attack)

9) 1. $\text{d}6$ $\text{d}5+$ 2. $\text{xa}6+$ $\text{xb}8$ 3. $\text{b}6+$ (3. $\text{b}5+$) (elimination of the defence by interfering)

10) 1. ... $\text{xe}5$ 2. $\text{dxe}5$ (luring away and double attack: pawn)

11) 1. ... $\text{xa}2$ 2. $\text{xa}2$ $\text{b}3$ 3. $\text{e}3$ $\text{bx}3$ (creating a passed pawn)

12) 1. $\text{e}6$ $\text{fxe}6$ 2. $\text{fxe}5$ (the pin: luring the front piece and a pinned piece is not a good defender)

39

1) 1. $\text{xb}8$ $\text{xb}8$ 2. $\text{xa}6$ (luring and double attack: knight)

2) 1. ... $\text{d}8$. A necessity. The knight from $\text{g}4$ can go back to $\text{f}6$. The next move can be 2. ... $\text{e}6$.

1. ... $\text{e}8$. Unwise. The discovered attack 2. $\text{d}4$ wins. Beware of moves that abandon vulnerable points.

1. ... $\text{f}6$. After 2. $\text{h}3$ the bishop hinders the knight.

3) 1. ... $\text{f}1+$ (1. ... $\text{e}2+$ 2. $\text{f}3$) 2. $\text{f}3$ $\text{e}2+$ 3. $\text{xe}2$ $\text{xe}2$# (mate in three)

4) 1. $\text{g}4$ (1. $\text{g}3$? $\text{h}5$). No tempo saving this time.

5) 1. $\text{d}8$ (threatens mate) 1. ... $\text{f}8$ 1. ... $\text{xe}2$ 2. $\text{e}8+$ and mate; 1. ... $\text{d}8$ 2. $\text{xe}6+$ knight fork) 2. $\text{a}8+$ $\text{d}7$ 3. $\text{f}8$ (luring and X-ray check).

6) 1. $\text{g}2+$ $\text{e}5$ 2. $\text{e}3$+ $\text{f}3$+ 3. $\text{f}4$# (mate in three)

7) 1. $\text{xb}8$ $\text{h}7$ 2. $\text{e}2$ (attacking the king)

8) 1. ... $\text{c}3$. 2. $\text{xe}3$+ $\text{e}5$ (the pin: luring the back piece and pin – cross pin)

9) 1. $\text{b}7+$ $\text{a}5$ 2. $\text{f}4+$ $\text{a}6$ 3. $\text{xa}4$# Exploiting vulnerability: a bad position of the king.

10) 1. ... $\text{fx}4$ 2. $\text{xb}4$ $\text{xb}4$ 3. $\text{xd}4$ (double attack: queen)

11) 1. $\text{xa}5$ $\text{xa}5$ 2. $\text{f}6$ (elimination of the defence: luring away+mate)

12) 1. ... $\text{c}5$ 2. $\text{g}5$ $\text{c}6$ 3. $\text{xe}6$ $\text{xa}8$ 4. $\text{f}6$+ $\text{e}7$ 5. $\text{xc}7+$ (elimination of the defence and trapping)

40

1) 1. $\text{g}7+$ $\text{h}3$ 2. $\text{g}6$ $\text{xe}6$ 3. $\text{xe}6$ $\text{a}8$ (3. ... $\text{g}1$ 4. $\text{d}3$) 4. $\text{xe}5$ $\text{d}3$ 5. $\text{g}7$ $\text{h}6$ 6. $\text{f}6$ (creating a passed pawn and cashing in)

2) 1. $\text{h}7$ $\text{f}7$ (attacking the king)

3) 1. ... $\text{xb}6$ 2. $\text{xb}6$ $\text{d}4$ 3. $\text{xe}6$ $\text{xe}2$ 4. $\text{a}1$ $\text{h}1$ $\text{f}6$ (in-between move) (De Wind-Michielsen, The Hague 2001)

4) 1. $\text{c}3$ $\text{a}3$ 2. $\text{c}2$ $\text{xc}1$ 3. $\text{xc}1$ (trapping)

5) The position is equal. Striking are the bishops staying in the corners. Determine first what is the threat.

1. ... $\text{f}3$ parries the threat and prevents casting. The bishop is just an active piece.

1. ... $\text{d}7$. Black doesn’t want to lose a tempo with a move of the bishop. After 2. 0-0-0 $\text{d}6$ there is the counter-attack on $\text{a}8$. Therefore it is smarter to play 2. $\text{e}2$ $\text{d}6$ 3. $\text{d}5$ (now $\text{f}3$ is not possible).

1. ... $\text{f}4$ The move played in a U12 game. Developing and not losing a piece. Clever but after 2. 0-0-0+$\text{e}7$ the in-between move 3. $\text{d}5+$ $\text{xd}5$ 4. $\text{d}5+$ appeared rather strong. The white pieces co-operate better.

6) 1. $\text{a}8+$ $\text{xa}4$ 2. $\text{a}1+$ $\text{b}5$ 3. $\text{a}5$# (magnet)

7) 1. $\text{g}4+$ $\text{xe}4$ 2. $\text{f}4+$ $\text{xf}4$ 3. $\text{e}4$# (elimination of the defence by blocking) (Runquist 1962)

8) 1. $\text{d}7$ 1. ... $\text{d}7$ 2. $\text{b}3$ $\text{xe}3$ 3. $\text{xe}3$ $\text{f}1$ 1. ... $\text{xe}5$ 2. $\text{xe}5$ (defending by counter-attack)

9) 1. $\text{g}7+$ $\text{h}7$ 2. $\text{xe}2$ (the pin: luring the front piece and a pinned piece is not a good defender)

10) 1. $\text{e}4$ $\text{xd}6$ (1. ... $\text{d}4$ 2. $\text{xe}4$ 2. $\text{xe}4$ 2. $\text{e}5$ (defending against trapping by counter-attack)

11) 1. ... $\text{g}3$ 2. $\text{e}1$ $\text{f}1$ (or 2. ... $\text{h}1$) Exploiting vulnerability: a bad position of the king.

12) 1. ... $\text{ex}d$ 2. $\text{d}8$ $\text{c}4$ 3. $\text{c}5$ (transposing / liquidating to a pawn ending) (after Bondarenko 1946)
5) 1. ... \(\text{Bxc4+} \ 2. \text{Bg2} \text{Bc1} \ 3. \text{Bxe2} \text{d1B} \ 4. \text{Bxe5+} \text{Kh6} \) (cashing in a passed pawn)
6) 1. ... \(\text{Bh7+} \ 2. \text{Bh8} \) 1. ... \(\text{Bxh7} \ 2. \text{Bxh7+} \text{Bxb7} \ 3. \text{Bxa8} \) (gain of material thanks to a in-between move)
7) 1. ... \(\text{d6+} \ 2. \text{Bd7+} \text{Bxd8} \ 3. \text{Bxd8#} \) (mate in three - blocking)
8) 1. ... \(\text{Bxg3} \ 2. \text{Bxg3} \text{Bxel+} \ 3. \text{Bxe1} \text{Bxb1} \) (luring and discovered attack)
9) 1. \(\text{Bxe5} \) Only this move wins. White exploits the pin. Black can play on but not too long: 1. ... \(\text{Bxc4} \ 2. \text{Bxe8+} \text{Bg8} \ 3. \text{Bxd7} \) and some captures on g7 and the d-pawn runs through.

1. \(\text{Bc3}\) Black has one answer: Unfortunately an adequate one: 1. ... \(\text{Bxd6}\). The white pieces remain active but that is insufficient with 5 pawns down.
1. ... \(\text{Bxe6+} \text{Bxd4} \ 2. \text{Bxd4} \text{Bxd6} \) Allowing the exchange of queens offers of course no chance. It is no magic.

10) 1. ... \(\text{Bh6} \text{Bxh6} \) (attacking the king) Missing a pinned piece is not a good defender is the most common mistake, even at grandmaster level. First the g-pawn is pinned but only because after capturing on h6 the knight will also be pinned.

11) 1. ... \(\text{Bb6+} \ 2. \text{Bd6+} \text{Be5} \ 3. \text{Bxa6} \) (double attack: rook, thanks to an in-between move)
12) 1. ... \(\text{Bxc5} \ 2. \text{Bxc5} \text{Bxe7} \) (below the diagram this move is forgotten) 3. ... \(\text{d6} \) (defending against a double attack by counter-attack)

42

1) 1. ... \(\text{Bf8} \ 2. \text{Bh3+} \text{Kh7} \) (cashing in a passed pawn)

2) 1. ... \(\text{Bf8} \ 2. \text{Bxh6+} \text{Kh8} \) (cashing in a passed pawn)

3) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

4) 1. ... \(\text{Bf8} \ 2. \text{Bh6} \text{Kh8} \) (cashing in a passed pawn)

5) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

6) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

7) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

8) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

9) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

10) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

43

1) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

2) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

3) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

4) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

5) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

6) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

7) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

8) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

9) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

10) 1. ... \(\text{Bf8} \ 2. \text{Bh6+} \text{Kh8} \) (cashing in a passed pawn)

44

1) 1. ... \(\text{Bf1+} \ 2. \text{Bxd3} \text{Bxd3} \) (magnet)

2) 1. ... \(\text{Bh4} \) (magnet)

3) 1. ... \(\text{Bh4} \) (magnet)

4) 1. ... \(\text{Bh4} \) (magnet)

5) 1. ... \(\text{Bh4} \) (magnet)

6) 1. ... \(\text{Bh4} \) (magnet)

7) 1. ... \(\text{Bh4} \) (magnet)
1. d8\textsuperscript{K} e2 2. e7\textsuperscript{B} fxe7 3. xfe7 g7 4. xxe8 (creating a passed pawn)
2. b7 a2 5. cxb7 d3 6. cxb7 a3 7. d5 (defending against a pin)
3. b5 cxb5 4. a2+ xxa2 5. xa2\# 6. e6+ (elimination of the defence by blocking)
7. c3. White always wins on the king’s wing. The queen’s wing must remain closed and this move is the last one by White on this side. Why? See the next line.
8. g5 is the move played in a game (U14), not taking into account the possibilities of the opponent. 1… hxg5 2. hxg5 e6 (now 2… c3 3. bxc3 b4 4. cxb4 cxb4 wins or first 2… fxg5) 3. gxg6 (3… c3) 3… xf6 4. e5+ e6 5. e4 (5.c3) 5… b4 (5… e5) 6. f4 (6. c3 not easy to see) 6… c7 7. bxc3 bxa3 8. d3 a2 9. c4 0-1
9. Breakthrough is a Step 5 subject. A good moment for the trainer(s) of both players to bring the lesson forward. Of course a lot of players will find a few things themselves.
10. h5 allows the breakthrough with c3 too, at once or after a move with the g-pawn.
11. ... b1 (1... b1? 2. e4+) 2. f1 c4 Exploiting the back rank.

45
1. ... f8 2. c7 d6 (chasing and double attack: bishop)
2. c3\#+ (1. e5+ g7) 1... g7 2. c8+ (elimination of the defence by luring away and double attack: queen)
3. a8! (1. c8? c6 2. b8 c5 3. c7 e4 4. d6 f3 5. e5 g2 (the king is too late to reach f2) 1... c6
4. a7 (2. b7? d5) 2... d5 3. b6 e4 4. c5 f3 5. d4 g2 6. e3 xh2 7. f2 Preventing holding off (Guy 1944)
5. ... c4! A subject from Step 4 plus. The move works here 2... xfe4 (2. xfe4 xh4+) 2... c2+ 3. f1 f2#
6. ... 0-0 A healthy move but not the best one. After 2... 0-0 capturing on c4 is no longer possible.
7. ... a6 is useful but not the best.
8. ... h5+ 2. xh5 g5+ 3. xg5 h5xg5 (mate in three)
9. c5xd5 xg5 10. ... xd5 (luring and the pin: pin, overload)
10. ... h5+ 2. c8+ g7 3. a8W (cashing in a passed pawn)
11. ... xf6 2. xg7 Luring away to make the deadly 2. d6+ possible. 1... gx6 is better.
12. ... b7 2. cxb7+ (1... e7 2. cxb8 xxb8 3. xxb8 d6 4. b7) 2. xxb7 (2. cxb7 c5) (transposing / liquidating to a pawn ending) (after Pogosjan 1962)
13. ... d8 (1... he8? 2. c7) 2. c7 c7 (the pin: attacking a pinned piece – avoiding temptation!)
14. ... xal 2. xf4 a8+ Exploiting vulnerability: a bad position of the king.
15. ... b1 2. xxb1 h1+ 3. c2 xxb1 (luring and X-ray check) (Danner-Desancie Allschwil 1984)

46
1. a7 xxb2 2. a4! (2. a8W? a2+ 3. a2 stalemate) (cashing in a passed pawn and avoiding stalemate)
2. ... xg2+ 2. c8+ g8+ 3. b3 h6+ 4. h4 f5 (attacking the king: access)
3. ... xe4 2. xe4 xh1+ 3. xh1 xh1+ 4. g2 xh1 (elimination of the defence by capturing and X-check)
4. ... xg7+ 2. xg7 2. f5+ (luring and double attack: knight) (Yermishin-Lao, Sunny Beach 2006)
5. ... b5 2. a3 e6 3. e1 bxa4 (trapping)
6. ... b7+ 2. a4 g5+ 3. f5 xxf5 e7 (chasing and discovered check)
7. Activity is important in rook endings. But… don’t play a rook to the second/seventh rank without thinking. 1... d3. Why? Now 2. a4 has no purpose after 2... xb3. Pawn b2 is not running away if White protects it (must be with a passive move like a2 or b1). Black activates his king (he will go after c4).
8. ... d2 The move played doesn’t take 2. a4 xb2 3. xb2 into account and Black has lost a substantial part of his advantage.
9. ... f4. Advancing passed pawns must wait, first improve the position of the rook. White plays 2. a4 now too.
10. ... xxb7+ (elimination of the defence by capturing and double attack: knight)
11. ... a2+ d5 2. d1 (the pin: luring the front piece and pin – cross pin)
12. ... d7 (elimination of the defence by blocking)
13. ... c8 1... b2 2. f8 2. b6+ (cashing in a passed pawn)
14. ... d3 2. cxd3 c2 3. d2 xdx3## Exploiting vulnerability: a bad position of the king.

47
1. ... g4! (1. x xa8+ b8+ 2. g1 h2+ 3. g1 h1#) (defending against mate)
2. a8\textsuperscript{B} b6 3. a5 bxa5 3. b6 a4 4. b3 a5 5. b8\textsuperscript{B} a2 6. b7# (avoiding stalemate)
3. ... c4\textsuperscript{B} c6 2. d5 (chasing and double attack: X-ray attack)
4. ... b4 Keeping the queen on the board is correct. 1... f5! 1... c6 2. f3 b6 3. d1 2. f3 h6 3. f e1. All white pieces are situated well.
5. f1. Trainers teach the rule that exchanging is good in an open position with the pair of bishops. What is correct for a grandmaster is not always good for a Step 4 player. He is not yet specialized in milking out a position. White is still better. 1... xd5. This version is even worse than after 2. f1 e6 the bishop on c3 must move away.
6. ... x a2 2. e5 (this move had to be found, is unfortunately given away) 2... g5 3. d7 or 3. d3 or 3. f4.
7. ... h1+ 2. xh1 g3+ 3. f1 f2# (elimination of the defender: luring away and blocking)
8. ... xc3+ (elimination of the defence by capturing and double attack: knight)
8) 1. a4 a5 2. d6 (elimination of the defence by chasing away and double attack: bishop)
9) 1. a5 b4 2. cxb5 h3 3. xa4 (3. b6 c6) (creating a passed pawn)
10) 1. f4! (1. f3? c5= (1... g3 2. f2) 1. d2 c4 2. c3 g3 3. f3+ e3 1... gxh3+ (1... g3 2. f3) 2. xf3
Conquering the key squares. (Dedre 1925)
11) 1. d8# f8 (2. b8 a1+ 3. h2 a3) (the pin: luring the front piece and attacking a pinned piece)
12) 1. c5 xc5 2. b4+ xb4 3. a7# (elimination of the defence by blocking)

48
1) 1. a7+ c7 2. b6+ a8 3. b7+ a7 4. b8# (magnet) (Wotinsi without a7 1912)
2) 1. c6 b3 2. d3 c8 (2... d6) (trapping)
3) 1. a6+ d7 (elimination of the defence: luring away=mate)
4) 1. b6 Exploiting vulnerability: a bad position of the king, difficult to protect against a threat.
5) 1... d3. With the king in the middle but a pawn up is exchanging queens is the appropriate way. White cannot avoid the exchange. After 2. xd3 exd3 4. d2 it is possible to play 3... d8 (4. e5 h6).
6) 1... d6 Good developing move. The pin of f6 is not awkward.
7) 1. c7 The move played in a game (U10). White reacted with 2. e5 and Black counted wrongly and lost a piece: 2... h6 3. exf6 h5 4. fxh5. After the correct 2... d5 the battle continues (Black may lose a pawn, he is one up). After the better 2. xf6 gxf6 3. d1 White has compensation for the pawn.
8) 1... b5 (1... d7 2. c3#). 1... d4+ 2. c3+ 2. c3+ 3. c6 3. xd1 d7. Fantastic: the king allows a knight fork and goes after the passed pawn himself (defending against mate and passed pawn)
9) 1. d1 d4 2. g3 is the intention but 2... h5 is still a defence. After 3. f6+ xf6 is the white advantage limited.
10) 1. d5+ e7 2. f3+ e6 3. c7+ (chasing and double attack: knight)
11) 1. h8+ g7 2. c3+ f6 3. h1# (elimination of the defence by blocking)
12) 1... a8+ 2. xc7 a5+ (the pin: luring a pinned piece - cross pin)
13) 1... a5+ 2... a5 f7 Exploiting vulnerability: a bad position of the king.
14) 1... f6 (1... f8 2... e8+ e8 3. e8+ e8 4. e8++; 1... f5 2. e6)

49
1) 1. g3+ xe3 2. xe3+ xe3 3. fxg3 (transposing / liquidating to a pawn ending)
2) 1. f6 g2 2. c7+ xe7 3. fxg7 Exploiting vulnerability: a bad position of the king.
3) 1... c1+ (1... c1+ 2. f1) 2. xc1 xc1+ 3. f1 xc1# (mate in three)
4) 1... g4 (1. h1+ 2. xh1 xe3 3. g1) 2. g2 xe4# (a pinned piece is not a good defender)
5) 1... c5 White must not only attack the pawn but also reckon with 1... b3 axb3 xb3 and the road to g2 is cut off. Now is the draw: 1... d2 2. db4 d2 3. a4 f2 4. a5 xe5 5. a6 h6 6 g2
6) 1... xe6 xa6 2. c7+ f8 3. xc6
7) 1... c7. Prepares castling. Safety first.
8) 1... xd4 is certainly possible because after 2. xd4 xc7 the queens will be exchanged or Black can castle.
9) 1... f4 is possible but leaving the king in the middle is a bit risky. Some action is necessary before Black can castle.
10) 1. e4 g2 2. f3 (trapping)
11) 1... a5 2. c5 c1+ 3. xe1 c1# (the pin: luring the front piece and attacking a pinned piece)
12) 1. e7 (1. f4 f1 1) 1... e1 (1... e1 2. xe7) 2. xe6+ xe6 (defending against a passed pawn)
13) 1. xe5 (1. h6? g8) 1... d6 2. e7+ f8 3. f8+ Exploiting vulnerability: a bad position of the king. Back rank.
14) 1. xe8 2. xe8 2. xe3 xe3 (the pin: pin)

50
1) 1. e7 b2 2. e8# (1... b1 3. e4+ xc4 4. xb1) 2... b1 3. g6+ c1 4. xb1 b1 5. g4 (avoiding stalemate) (Van den Ende 1923)
2) 1. e6 (1. e7? xe2+ 2. xe2 xe2+ 3. xe2 xe2) (1. xe7) 1... e6 (1... xd4 2. xf6+ d7 3. xf7+ xe7 4. xe4+ xe6 5. xd1) 2. e5 (discovered attack and trapping)
3) 1. xf6 (1. g3 g5) 1... gxf6 2. g3 g5 3. h4 (trapping)
4) 1... g1 and perpetual check. Losing are 1. g3 (1. g1 xe4+ 1... g4+ 2. g2 xe2+ 3. g2 xe2) (Jonkoping 1988)
5) 1. g3+ (1. g8 g3+ 1. g1 xe2+ 2. f2) Exploiting vulnerability: a bad position of the king.
6) 1... g5 (1... b4 2. xe6 xf6 3. g4 2. g3 b4 (elimination of the defence and attacking a pinned piece)
7) 1... d6 (luring away and double attack; knight)
8) 1... c7 c6 2. f7# (elimination of the defence by blocking)
9) 1. xe1 xe1 (1... fxg1 stalemate) 2. xe8 e3+ 3. d7 d3+ 4. e8 (defending against a passed pawn)
10) 1... f4+ 2. a3 d3+ 3. xd2 a1# (elimination of the defence by blocking)
11) 1. exd5 a7 2. axd4 (clearing and a pinned piece is not a good defender)
12) 1. xe5 xe5 2. f3 Exploiting vulnerability: a bad position of the king.

51
1) 1... w2 2. e3 (2. b2 f6#) 2... wxg2+ Exploiting vulnerability: a bad position of the king.
2) 1... g1+ 2. xg1 e2+ 3. a2 h3# (mate in three: clearing a square and blocking)
3) 1. wb3 xc2 (1... 5 wc5 2. wxd2) 2. c6+ (targeting, clearing a square and double attack; knight)
4) 1. \( \textsf{a4} + \textsf{d7} 2. \textsf{b5} \textsf{a}x\textsf{b}5 3. \textsf{xa}8+ \) (the pin: luring the front piece and attacking a pinned piece and a pinned piece is not a good defender)
5) 1. ... \( \textsf{f5} 2. \textsf{g6} \textsf{h}6 \) (trapping)
6) 1. \( \textsf{g2} \textsf{g}6 2. \textsf{d4} \textsf{d}8 3. \textsf{h}8 \textsf{h}8 \textsf{h}8 4. \textsf{h}x\textsf{h}8 \) (cashing in a passed pawn)
7) 1. ... \( \textsf{e6} 2. \textsf{a4} \textsf{a}5 3. \textsf{c}3 \) (trapping)
8) 1. ... \( \textsf{f1} + 2. \textsf{x}f1 \textsf{c}2+ 3. \textsf{f}f2 \textsf{g}f\textsf{f}+ 4. \textsf{xf}1 \textsf{xd}4 \) (cashing in a passed pawn)
9) 1. ... \( \textsf{b}7 \textsf{b}6 2. \textsf{exe}7 \textsf{e}x\textsf{e}7 3. \textsf{g}5+ \) (luring and X-ray check)
10) A difficult position. Black has weak pawns but he is a pawn up. The position is open and if Black can activate the bishop on \( \textsf{b}7 \) with \( \textsf{c}5 \), White’s position can quickly become worse.
11. \( \textsf{d}1 \). For Step 4 this is the right move to get a position in which you can find good moves. After 1. ... \( \textsf{xe}4 2. \textsf{xe}4 \textsf{f}8 3. \textsf{xe}5 \) White has won his pawn back. After \( \textsf{c}5 \) the knight on \( \textsf{e}4 \) must go away but after \( \textsf{e}4 \) the knight remains active and restrain the bishops.
12. \( \textsf{f}1 \). Also a good move. Perhaps the rook can become active and the move prevents that Black grabs the f-file anyway.
13. ... \( \textsf{xa}3 2. \textsf{bx}a3 \textsf{xe}3 3. \textsf{xe}5 \) is not dangerous and after 1. ... \( \textsf{e}8 2. \textsf{f}5 \) White has enough activity.
14. \( \textsf{e}1 \). The least of the three. After 1. ... \( \textsf{xe}4 2. \textsf{xe}4 \textsf{c}5 \) comes \( \textsf{b}7 \) to life. It is not entirely wrong, but Black can play.
15. 1. ... \( \textsf{xf}4 2. \textsf{xf}4 \textsf{f}+ 3. \textsf{xf}3 \textsf{xf}3 \) (luring and discovered attack)
16. 1. ... \( \textsf{exe}7 1. \textsf{exe}7+ \textsf{exe}7 2. \textsf{exe}7+ \textsf{f}8 3. \textsf{xd}8+ \textsf{exe}7 4. \textsf{d}1 \). A gain of material thanks to paying attention!

52

1) The vulnerable position of the black king is decisive.. The black pieces cannot immediately help. Black to move would be completely safe after \( \textsf{d}4 \). Therefore White must hurry.
2) 1. \( \textsf{a}2 \) (the threat \( \textsf{f}7+ \) is too difficult to parry) 1. ... \( \textsf{c}4 1. \textsf{...} \textsf{c}4 2. \textsf{a}7 \) and the knight cannot be protected) 2. \( \textsf{a}7 \textsf{e}4 3. \textsf{e}6+.. Also without this knight fork the black position is hopeless. Also 3. \( \textsf{d}1 \) (bringing in a piece) or 3. \( \textsf{g}3 \textsf{e}5 4. \textsf{c}6 \) (elimination of the defender) are winning easily.
3) 1. \( \textsf{e}c \) is better for White but not winning.
4. \( \textsf{g}3 \textsf{c}4 \) and Black holds the white queen at a distance after both 2. \( \textsf{d}1 \textsf{d}5 \) and 2. \( \textsf{d}2 \textsf{d}4 \).
5) 1. ... \( \textsf{f}8+ 1. \textsf{...} \textsf{g}4 2. \textsf{xd}6 2. \textsf{f}4 \) \( \textsf{x}e5 \) (gain of material: in-between move)
6) 1. \( \textsf{g}4 \textsf{h}6 2. \textsf{gx}6+ \textsf{g}7 3. \textsf{x}h7 \) (attacking the king)
7) 1. ... \( \textsf{d}3 \textsf{e}6 2. \textsf{ax}5 \textsf{d}5 3. \textsf{d}5 \textsf{e}8 4. \textsf{xa}1 \) (trapping)
8) 1. ... \( \textsf{f}6+ \textsf{g}6 2. \textsf{xa}8+ \textsf{f}5 3. \textsf{h}8+ \) (attacking the king)
9) 1. ... \( \textsf{e}8 2. \textsf{f}1 2. \textsf{a}1 \textsf{xe}1 3. \textsf{xa}1+ \textsf{e}5 2. ... \textsf{e}5 2. ... \textsf{e}3 3. ... \textsf{a}4+ 2. ... \textsf{g}8 3. ... \textsf{d}8 4. ... \textsf{g}1 3. ... \textsf{g}1 (3. ... \textsf{h}2) \) White holds with some trouble because the black king is vulnerable. Without a black rook the attack will not succeed.
10) 1. ... \( \textsf{xb}4 2. \textsf{c}2 \) (chasing and X-ray check) (Kova1enko 1970)
11) 1. ... \( \textsf{g}6 2. \textsf{e}3 \) \( \textsf{h}6 3. \textsf{a}2 \textsf{xe}3 \) (chasing and X-ray check)
12) 1. ... \( \textsf{f}3+ 2. \textsf{xf}3 \textsf{e}5 \) (attacking the king - elimination of the defender)
13) 1. ... \( \textsf{x}f5 2. \textsf{g}4 2. \textsf{g}4 3. ... \textsf{h}5 \) (magnet)
14) 1. ... \( \textsf{f}6 1. \textsf{...} \textsf{g}6+ 2. ... \textsf{f}8 2. \textsf{g}6+ \textsf{h}6 3. ... \textsf{h}1 \) (defending)
15) 1. ... \( \textsf{xd}5 1. \textsf{d}1 \textsf{xe}3 1. \textsf{...} \textsf{xd}5 \textsf{d}5 2. \textsf{d}1 \textsf{xb}3 3. \textsf{xd}8 \textsf{xd}1 2. ... \textsf{xd}5 2. ... \textsf{d}1 \) (the pin: luring the front piece and attacking a pinned piece)

53

1) 1. ... \( \textsf{g}2+ 1. \textsf{c}7 \textsf{g}6 6 1. ... \textsf{h}7 1. ... \textsf{g}6 2. ... \textsf{f}6 \) 2. ... \( \textsf{c}7 \) (in-between move and double attack: knight)
2) 1. ... \( \textsf{h}3 \) (defending)
3) 1. ... \( \textsf{f}8 \) (minor promotion to win a tempo) (Pogosians 1964)
4) 1. ... \( \textsf{xf}1 2. \textsf{a}2 \textsf{xb}2 \textsf{a}1+ 3. \textsf{xf}1 \textsf{d}1 \) (counter-attack)
5) Black needs some moves to finish his development. A fine move to chase away the bishop and have \( \textsf{d}8 \) at hand. The king can castle or go to \( \textsf{f}7 \). That explains why the first move gives a bit more chances.
6) 1. ... \( \textsf{xf}3 2. \textsf{xf}3 \textsf{d}4 3. \textsf{xa}4 \textsf{xa}4 \textsf{g}4 \) (elimination of the defence: chasing away+material)
7) 1. ... \( \textsf{a}5 1. \textsf{...} \textsf{h}6 2. \textsf{xb}4 \textsf{e}8 3. \textsf{a}4 2. \textsf{xb}7 \textsf{f}6 3. ... \textsf{a}5 (a pinned piece is not a good defender)
8) 1. ... \( \textsf{e}8+ \) \( \textsf{h}7 2. \textsf{h}6 \textsf{hx}6 3. ... \textsf{h}6 3. \textsf{g}8 \textsf{h}8 3. ... \textsf{g}8 \) (Exploiting vulnerability: a bad position of the king)
9) 1. ... \( \textsf{c}3+ 2. \textsf{e}1 \textsf{b}1+ 3. \textsf{xb}1 \textsf{h}5+ 4. \textsf{c}1 \textsf{h}2 # (attacking the king)
10) 1. ... \( \textsf{c}4 \textsf{xc}4 2. \textsf{xc}4 \textsf{h}8 3. ... \textsf{xd}6 \) (in-between move)
11) 1. ... \( \textsf{h}7+ \textsf{xb}7 2. ... \textsf{b}8 3. ... \textsf{c}7 # (mate in three)
12) 1. ... \( \textsf{d}7 \textsf{d}8 2. ... \textsf{f}4 (in-between move and trapping)
1. \( \text{Wd8+} \text{xd8} 2. \text{xd4} \text{b6} 3. \text{g4} \) (defending against mate)
2. \( \text{b5+} \text{a4} (1. ... \text{axb5} 2. \text{a7+} 3. \text{e4+} \text{a3} 4. \text{a5+} \) (and X-ray check)
3. \( \text{d7} \text{xd7} 4. \text{xf6} \) (attacking the king - elimination of the defence)
4. \( \text{g5} \text{e5} 5. \text{xf6+} \text{xf6} 6. \text{xe4+} \) (targeting and double attack: knight)
5. \( ... \text{g5} 6. \text{h5} \text{b6} \) (luring and X-ray attack)
6. \( \text{g4} \). We can see this move move often if the black bishop from f8 is gone. Black must play 1. ... g6 and that is a weakness which will last the whole game. White develops 2. 0-0-0. Why a hesitation in playing \( \text{g4} \) logical? That is because Black wins a tempo with \( \text{h6} \) to go to f5 and d4. A single piece is not enough: after 2. ... \( \text{h6} 3. \text{h3} \text{f5} 4. \text{d3} \text{b7} 5. \text{e4} \) the king will enter. 1. \( \text{d2} \). Nothing wrong with this move (followed by castling queen side). Developing and finishing the opening (pieces on squares where they can do something). 1. \( \text{e2} \). The idea is good. Taking care that Black will not become inactive on the long diagonal with queen and bishop. Black trusted White and was quickly worse after 1. ... \( \text{b8} 2. \text{f3} \) (Shouldice-Patino, Hafifa 1976). After 1. ... \( \text{g2} 2. \text{f3} \text{xb2} 3. 0-0 \text{b7} \) there are no problems.
7. 1. \( \text{e6+} \text{f6} 2. \text{xa7+} \) (elimination of the defence luring away and double attack)
8. 1. ... \( \text{b5} 2. \text{d5} \text{d8} \) (trapping)
9. 1. ... \( \text{xd4} 2. \text{xd7+} \text{xd7} \) (double attack!)
10. 1. ... \( \text{xc4} (1. ... \text{dxc4} 2. \text{e3} 3. \text{bxc4} \text{xb5} 4. \text{f2} \text{xc4} \) (the pin: luring the front piece and pin)
11. 1. ... \( \text{d1+} (1. ... \text{d6} 2. \text{g5} \text{g8} 3. \text{a8+} 4. \text{e1} \text{xe1+} 5. \text{xe1} \text{xf6} \) (defending against mate)
12. 1. \( \text{d6} \text{d7} 2. \text{xb7} \text{xb7} 3. \text{xb4} \) (double attack and elimination of the defence by luring away)

55

1. 1. ... \( \text{c1+} 2. \text{a2} \text{f4+} (2. ... \text{c7+?} 3. \text{e5} 4. \text{a1} \text{xb8} \) (chasing and double attack: queen)
2. 1. ... \( \text{a5} 2. \text{e5} \text{a4+} 3. \text{e4} \text{a3} \) Exploiting vulnerability: a bad position of the king.
3. 1. \( \text{g4} \text{fxg4+} 2. \text{a4} \text{e3} 3. \text{a3} \) Exploiting vulnerability: a bad position of the king.
4. 1. ... \( \text{xe5} 2. \text{xe5} \text{dxe5} 3. \text{dxe5} \) (trapping)
5. 1. ... \( \text{f1+} \) (double attack: knight)
6. 1. ... \( \text{g1} \). White must allow perpetual check. You certainly must look for other moves, but if Black gets his bishop into play, you must sense danger. The lines: 1. ... \( \text{e3} 2. \text{d5+} 3. \text{d4} \text{c4+} 4. \text{d3} \text{f1+} 5. \text{e1} \text{g2+} 6. \text{a1} \text{e3+} 7. \text{a2} \text{e2} \text{f} \)
7. 1. ... \( \text{b6} 2. \text{a1+} \text{b3} 3. \text{a1+} \) (chasing and X-ray check) (Fritz 1952)
8. 1. ... \( \text{b5} \). White exchanges the bishop of the black squares and gives Black a double pawn. The black bishop that remains is passive and is hindered by his own pawn. In a line 1. ... \( \text{cxb5} 2. \text{xc7} \text{xc7} 3. \text{xe5} \text{f4} 4. \text{b5} \text{e5} \) (chasing and double attack: knight)
9. 1. ... \( \text{h6} \). A good move too if after 1. ... \( \text{xd6} 2. \text{e4} \) will follow. After 1. ... \( \text{f4} 3. \text{xf4} \text{xf4} 4. \text{e2} \) White has a strong centre.
10. 1. ... \( \text{a6} 2. \text{b3} \) (elimination of the defence by blocking) (Richter 1968)
11. 1. ... \( \text{b2} 2. \text{d3} \text{c3+} \) (the pin: luring the back piece and a pinned piece is not a good defender)
12. 1. ... \( \text{e1} (1. \text{a2x7} \text{xa2} 2. \text{d8+} \text{b7+} \) (chasing and double attack: knight)

56

1. 1. ... \( \text{xc4} 2. \text{xb6} \text{xb6} 3. \text{axb6} \) (Mitchell-Wells Bognor Regis 1959)
2. 1. ... \( \text{a3} (1. \text{a1} \text{d8} 2. \text{b3} \text{a4} \) (candidate in front)
3. 1. ... \( \text{h4} \text{xb8} 2. \text{h8} \text{g7+} 3. \text{g8} 4. \text{h7#} \) (magnet)
4. 1. ... \( \text{d} \text{c7} 2. \text{b6} \text{b1} \) (the quickest way to bring in the h-rook)
5. 1. ... \( \text{f8+} \text{xf8} 2. \text{d5+} \text{e7} 3. \text{b6+} \text{d8} 4. \text{b6#} \) (double check)
6. 1. ... \( \text{d8+} 2. \text{d5} \text{d8} 3. \text{d8} \) (double attack: queen) (elimination of the defence by luring away)
7. 1. ... \( \text{g6} 2. \text{g6} \text{e4} 3. \text{b7} 4. \text{c8} \) (defending against mate)
8. 1. ... \( \text{f1} 2. \text{f1} \text{f1} 3. \text{f1} \text{xf3} 4. \text{f1} \text{xf3} (luring and discovered attack)
9. 1. ... \( \text{c4} \). The knight stands good on e4. After 1. ... \( \text{a2} 2. \text{a2} \) (now Black can exchange his bishop but White has lost no time: 2. ... \( \text{xe4} 3. \text{exd6} \text{e6} 4. \text{e2} \) and White is somewhat more active. He will go for castling queenside.
10. 1. ... \( \text{g6} \text{hxe6} 2. \text{c4} \text{c6} \) and now is playing the knight via d2 to c4 the best. That could have been solved in a more clever way.

57

1. 1. ... \( \text{g3} \text{xb2} 2. \text{g1#} \) (Galma 1998)
10) 1. \( \text{e3 d1} \) (1. ... \( d1 \) 2. \( \text{xd2} \); 1. ... \( d1 \) 2. \( \text{c3} \)) 2. \( \text{a3} \) (Di Vinzenci 1989)
11) 1. \( \text{a6 a1} \) (1. ... \( a2 \) 2. \( \text{d3} \)) 2. \( \text{c3} \) (Sachodjakin 1980)
12) 1. \( \text{c7 b5} \) (1. ... \( b5 \) 2. \( \text{c4} \)) 2. \( \text{e5} \) (Fontaine 1996)

62
1) 1. \( \text{f4 b5} \) (1. ... \( \text{f1} \) 2. \( \text{c1} \)) 2. \( \text{g2} \) (Antipov 1986)
2) 1. \( \text{d7 e4} \) (1. ... \( a4 \)) 2. \( \text{g4} \) (Wiehe 1884)
3) 1. \( \text{g1 h4} \) (1. ... \( f4 \) 2. \( \text{h3} \)) 1. ... \( d6 \) 2. \( \text{g5} \) 2. \( \text{f3} \) (Godbout 1994)
4) 1. \( \text{h1 g4} \) (1. ... \( \text{h6} \) 2. \( \text{xb4} \)) 2. \( \text{f3} \) (Szengyörgyi 1932)
5) 1. \( \text{f8 b7} \) (1. ... \( \text{d5} \) 2. \( \text{c6} \)) 1. ... \( \text{e5} \) 2. \( \text{e6} \) 2. \( \text{xb7} \) (Lebedinez 1992)
6) 1. \( \text{e8 f6} \) (1. ... \( \text{h7} \) 2. \( \text{g6} \)) 2. \( \text{e7} \) (Kohser 1923)
7) 1. \( \text{c5 b5} \) (1. ... \( \text{d1} \) 2. \( \text{b7} \)) 1. ... \( \text{c8} \) 2. \( \text{b3} \) 2. \( \text{c3} \) (Kuzmitsev 1988)
8) 1. \( \text{h2 c1} \) (1. ... \( \text{g3} \) 2. \( \text{g3} \)) 2. \( \text{d3} \) (Kitsigin 1995)
9) 1. \( \text{d4 a4} \) (1. ... \( \text{d1} \) 2. \( \text{b5} \)) 2. \( \text{c3} \) (Radchenko 1990)
10) 1. \( \text{a4 d6} \) 2. \( \text{a7} \) (Welichanov 1991)
11) 1. \( \text{a6 c4} \) (1. ... \( \text{b2} \) 2. \( \text{d3} \)) 2. \( \text{d3} \) (Grebeshkov 1992)
12) 1. \( \text{g7 d6} \) (1. ... \( \text{f8} \) 2. \( \text{c7} \)) 1. ... \( \text{d8} \) 2. \( \text{c7} \) 2. \( \text{e8} \) (Andreev 1996)

63
1) 1. \( \text{c8 g4} \) 2. \( \text{c4} \) (Speckmann 1964)
2) 1. \( \text{b8 c6} \) 2. \( \text{e5} \) (Kolodinas 1927)
3) 1. \( \text{f8 g5} \) 2. \( \text{fc5} \) (Simowjew 1993)
4) 1. \( \text{a8 a6} \) 2. \( \text{b7} \) (Bergstroem 1926)
5) 1. \( \text{b8 c6} \) 2. \( \text{h6} \) (Simowjew 1990)
6) 1. \( \text{h7 b8} \) 2. \( \text{e8} \) (2. \( \text{c8} \)) (Dehler 1928)
7) 1. \( \text{g8 g5} \) 2. \( \text{g4} \) (Speckmann 1964)
8) 1. \( \text{g8 f7} \) 2. \( \text{e6} \) (Speckmann 1964)
9) 1. \( \text{h8 b8} \) 2. \( \text{e5} \) (Hoeg 1926)
10) 1. \( \text{e8 e6} \) 2. \( \text{c5} \) (Mortensen 1956)
11) 1. \( \text{c8 a5} \) 2. \( \text{a4} \) (Kniest 1965)
12) 1. \( \text{f8 b2} \) 2. \( \text{fa3} \) (Kardos 1971)

64
1) 1. \( \text{a6 f6} \) (1. ... \( \text{g6} \) 2. \( \text{fl} \)) 2. \( \text{d3} \) (Hernanson Halvar 1959)
2) 1. \( \text{e7 c3} \) (1. ... \( a4 \) 2. \( \text{c4} \)) 1. ... \( \text{g5} \) 2. \( \text{f8} \) 1. ... \( \text{c1} \) 2. \( \text{f6} \) 2. \( \text{c3} \) (Aliowsadsade 2009)
3) 1. \( \text{xc6 c5} \) (1. ... \( \text{xa5} \) 2. \( \text{xe5} \)) 2. \( \text{xe5} \) (Matrojonin 2009)
4) 1. \( \text{f5 g6} \) (1. ... \( \text{g5} \) 2. \( \text{g5} \)) 1. ... \( \text{f7} \) 2. \( \text{f6} \) 2. \( \text{f6} \)
5) 1. \( \text{a3 c1} \) (1. ... \( \text{a3} \) 2. \( \text{h8} \)) 2. \( \text{a1} \) (Osiopov 1985)
6) 1. \( \text{f1 xxa2} \) (1. ... \( \text{xa2} \) 2. \( \text{c2} \)) 2. \( \text{a3} \) (Antipov 2003)
7) 1. \( \text{g6 xg6} \) (1. ... \( \text{h4} \) 2. \( \text{g4} \)) 2. \( \text{h3} \) (Sazonov 2003)
8) 1. \( \text{bxc6 dxe6} \) (1. ... \( \text{xb6} \) 2. \( \text{xe6} \)) 1. ... \( \text{xd6} \) 2. \( \text{b5} \) (Markus 1932)
9) 1. \( \text{b4 f3} \) (1. ... \( \text{a4} \) 2. \( \text{xe4} \)) 1. ... \( \text{a7} \) 2. \( \text{xb7} \) 2. \( \text{xe6} \) (Lincoln 2003)
10) 1. \( \text{f1 d4} \) (1. ... \( \text{d5} \) 2. \( \text{f8} \)) 1. ... \( \text{d5} \) 2. \( \text{f5} \) 2. \( \text{c4} \) (Albrecht 1936)
11) 1. \( \text{h7 g5} \) (1. ... \( \text{f1} \) 2. \( \text{h1} \)) 1. ... \( \text{d2} \) 2. \( \text{h1} \) 2. \( \text{b1} \) (Jada 1978)
12) 1. \( \text{a3 b4} \) (1. ... \( \text{xb6} \) 2. \( a5 \)) 1. ... \( \text{xb4} \) 2. \( \text{c5} \) 2. \( \text{c4} \) (Janocka 1991)

Remarks or improvements? Please send a mail to info@stappenmethode.nl
Any suggestions to improve the English translation will be welcome.