Step 5 mix

3

1) In this position there is mate on the back rank. Furthermore we see that $\text{d7}$ is pinned. So elimination of the protecting piece wins material: 1. $\text{e7}$ $\text{d8}$ 2. $\text{xd7}$ (better than 2. $\text{x8}$).
2) Rather a difficult problem to begin with but it serves as an example that the correct approach can help you to tackle quite a lot. The first thing that strikes is the possibility of a discovered or double check. What do we know of that theme? The rules are: the front piece attacks a second target and the front piece chases the king (in a mating net). That is by far not all. Here we can see that: the front piece prevents escaping (front piece becomes guard) and the front piece eliminates a defender. The primitive 1. $\text{c5}$ $\text{e7}$ brings nothing. Correct is 1. $\text{c5}$ (chases the king, guards square $g6$ and interferes the protection from the rook on e1. Suddenly we see the rook as a target: it is unprotected now, so there is a second target. After 1. ... $\text{t}2$ $\text{t}2$ times chasing is enough for a successful double attack with the queen: 2. $\text{b8}+\text{e8}$ 3. $\text{b4}$.
3) Many white attackers and sufficient black defenders, but they hinder mainly their own king. Mate by access is possible: 1. $\text{h5}$ $\text{h7}$ 2. $\text{h6}+\text{xh6}$ 3. $\text{g5}$
4) A vulnerable king, enough attackers. The bishop check on e7 leads to a quick mate and therefore luring the knight away will do: 1. ... $\text{xd4}$ 2. $\text{xd4}$ $\text{c7}$ 3. $\text{a4}$ $\text{a2}$+.
5) Avoiding stalemate (1. $\text{xf7}$) and not allowing a check on e5: 1. $\text{c7}$ $\text{g6}$ 2. $\text{g7}$ $\text{g7}$+ $\text{xg7}$+ 3. $\text{hxg7}$
6) 1. $\text{h5}$ $\text{d3}$ (1. ... $\text{h6}$ 2. $\text{xh6}$) 2. $\text{e}4$ $\text{h}6$ 3. $\text{xh}6$. Bringing in attackers and eliminating the protecting piece by interfering.
7) The vulnerable position of the black king is decisive. The black pieces cannot help to defend immediately. Black to move would be completely safe after $\text{d4}$. White therefore must hurry.
1. $\text{a2}$ (the threat $\text{f7}$+ is too difficult to parry) 1. ... $\text{c4}$ (1 ... $\text{c4}$ 2. $\text{a7}$ and the knight cannot be protected) 2. $\text{a7}$ $\text{e4}$ 3. $\text{e}6$. Also without this knight fork the black position is hopeless. Also 3. $\text{d1}$ (bringing in a piece) or 3. $\text{g}3$ $\text{e}5$ 4. $\text{c}6$ (elimination of the defender) are winning easily.
1. $\text{c}6$ gives Black the opportunity to attack the knight with 1. ... $\text{d}4$.
2. $\text{g}3$ $\text{c}4$ and Black holds the white queen at a distance after both 2. $\text{d}1$ $\text{d}5$ and 2. $\text{d}2$ $\text{d}4$.
8) 1. $\text{f8}$+ (1. $\text{b}8$+ $\text{h}7$ 2. $\text{f}8$ $\text{g}5$) 1. ... $\text{h}7$ 2. $\text{xh}6+$ $\text{xh}6$ 3. $\text{h}3$. Both kings are vulnerable. Winning time is essential.
9) 1. ... $\text{xd}5$ 2. $\text{xd}5$! $\text{c}5$ 3. $\text{a}3$ and 4. $\text{b}4$ costs a piece, just as 2. ... $\text{g}5$ does. Capturing with a piece on d5 is a better solution for White (the pair of bishops, better pawn structure).
10) 1. ... $\text{c}1$+ 2. $\text{xc}1$ $\text{c}6$. Defending against a pin by luring away the pinning piece.
11) 1. ... $\text{c}4$+ 2. $\text{g}1$ $\text{e}2$ 3. $\text{b}8+$ $\text{c}8$. Entering on the second rank is logical. It is important to see in advance the interposing on e8.
12) 1. $\text{a}7+$ $\text{b}7$ (1. ... $\text{c}8$ 2. $\text{x}b$6) 2. $\text{a}6$ $\text{b}8$ 3. $\text{x}b$6+ $\text{c}8$ 4. $\text{a}5$. Vulnerable black king (only a few defenders). Thanks to the pin after the first move White can bring in the rook.

4

1) 1. $\text{f}7$ $\text{x}f$2 2. $\text{fxe}8$$. Thanks to an in-between move White wins his rook back. He will be two pawns up.
2) The bishop is being attacked. Giving up the pair of bishops is not necessary. Which move with the bishop to choose? The most active one doesn’t take the possibilities of the opponent into account.
1. ... $\text{c}7$? The bishop can quickly become more active (f5 in a good moment).
2. 1. ... $\text{b}6$? 2. $\text{b}5$. The bishop on b6 doesn’t protect square d6 anymore.
3. 1. $\text{xxd}5$ 2. $\text{xc}5$ $\text{e}5$.
6) 1. $\text{c}4$ $\text{xe}8$. $\text{a}8$ (the pin: chasing the front piece and pin).
7) 1. ... $\text{c}4$ 2. $\text{d}4$ $\text{xd}4$ 3. $\text{xd}4$ $\text{xc}3$ 4. $\text{xc}3$ $\text{xb}1$. Exploiting the pin on the b-file. Preparatory move: targeting.
8) 1. $\text{d}4+$ $\text{xd}4$ 2. $\text{b}5+$ $\text{d}5$ 3. $\text{d}4$#. Winning time. The pawn sacrifice eliminates the queen as a defender with a pin.
9) 1. $\text{c}6$ 2. $\text{xc}6$ $\text{xc}3$ 3. $\text{g}4$ $\text{xc}3$ 4. $\text{xc}3$ $\text{f}4$ (defending against mate)
10) 1. $\text{b}5$ $\text{c}5$ 2. $\text{xc}5$ $\text{xc}5$ 3. $\text{b}8+$ (elimination of the defence: chasing away+capture and double attack: queen)
11) 1. $\text{d}4+$ $\text{xc}3$ 2. $\text{b}6$!. Setting up a battery and zugzwang (every move will cost the bishop).
12) 1. $\text{f}7+$ $\text{x}f$7 2. $\text{f}7$ 3. $\text{xe}8$ $\text{xa}8$ $\text{x}a8$ 4. $\text{x}g$7#. The check by the knight serves to activate the queen, Black must take (1 ... $\text{x}g$7 2. $\text{c}7$#). Black can protect g7 but the queen can be lured away in an easy way.

5

1) 1. $\text{c}5$ $\text{cxb}5$ 1. ... $\text{c}5$ 2. $\text{c}7+$ 2. $\text{x}f$7+ $\text{xf}7$ 3. $\text{xa}3$ (line clearing and discovered attack)
1. Lb7 T6xb7 2. Dxb7 (2. Dc8+? Lxc8 3. Txc8+ De8) (elimination of the defence: luring away+mate)

1. Dg2 fxg2+ 2. Kxg2 Le3 3. Kxh1 (g4. on White

White

1. Tb4 a1D 2. Pb6+ Lxb6 3. Ta4+ Dxa4 (1. ... Dxd1 2. Txd1 Lxc3 3. bxc3 b2)

1. Dh8+ Kg5 2. Le4 Lxd5 3. Dh4#

1. Dh8+ Lg8 2. Df6+ Lf7 3. De7+ Kg8 4. Dxc5 (1. Lg5 Te8 2. Dxe8+ Kxe8 3. Lxf6)

1. Lf1 Pe1 2. Lxc4 Pxc2 3. Ld3 Pa3 4. Lb2 (1. Pf5+ gxf5 (1. ... Kf6 2. Pxd4; 1. … Kg8 2. Tb8#) 2. 2. Dg5+ (elimination of the defence: luring away+mate)

1. Pd8+ Kb8 (1. ... Dxd8 2. Dc6+; 1. ... Txd8 2. Da6+ Kb8 3. Da8#) 2. Txa8+ Kxa8 3. Da6+ Kb8 4. Db7#

1. ... Dxd1 2. Txd1 Lxc3 3. bxc3 b2 (1. ... Pf3+ 2. Kh1 Pxg3+ 3. Pxg3 Th2#)

1. ... Pxe5 2. fxe5 Dxe5 3. Lf4 (trapping)

1. Td5! (1. dxc4+ Kc3 2. Tc8 Pd6) 1. ... Pb6 (1. ... Pf6 2. dxc4+ Kc3 3. Tf5 Pe4 4. c5; 1. ... Kc3 2. dxe4) 2. dxe4+

1. Lg5 Te8 2. Dxe8+ Kxe8 3. Lxf6

1. Pf5+ gxf5 (1. ... f6 2. xd4; 1. ... g8 2. b8#) 2. 2. g5+ (elimination of the defence: luring away+mate)

White lures the g-pawn away to give the queen access to the king.

6

1. Wd8+ b7 2. Wc7+ g8 3. Wf8# (mate in three)

2. Wf1 c8 2. xc4 xc2 3. d3 e3 4. b2 (the pin: pin and trapping)

3. ... xd1 2. Wxd1 xc3 bxc3 b2 (the pin: luring the front piece and attacking a pinned piece)

4. Wg5 e8 2. Wxe8+ Wxe8 3. Wf6 (combining X-ray attack, luring and discovered attack)

5. Wh8+ g8 2. Wf6+ Wf7 3. Wf7+ Wf8 4. Wxc5 (targeting and double attack: queen)

6. Wf8+ g5 2. e4 xd5 3. Wf4# Exploiting vulnerability: a bad position of the king.

7

1. Wh4 a1 2. Wb6+ bxb6 3. Wxa4+ Wxa4 (defending against a passed pawn)

8. White is better due to a better pawn structure. All normal moves are possible to maintain that small advantage. ut how to increase it?

1. Wb5. White exchanges the bishop van d6. After 1. ... Wb8 2. Wd6+ (postponing the exchange is maybe even better because the bishop cannot go away, i.e. 2. ... Wh1) 2. ... Wxd6 3. Wf4 the bishop becomes more active and the black king is somewhat vulnerable.

1. g3. Disadvantage is that Black can play 1. ... e4; 2. Wc2 Wxc4 3. xd4 Wxd7.

1. Wh4. Nothing wrong with this move but now also 1. ... e4 is possible and after 2. Wc2 exchanging on d4 followed by the pin on g4.

9. Wg2 fxg2+ 2. Wh2 e3 3. Whh1 (theoretical draw)

10. Wf6 ef6 (elimination of the defence: luring away+mate)

11. Wb7 6xb7 2. Wxb7 2. e6+ Wxe6 3. Wxe6+ (elimination of the defence: interfering)

12. Wd6 ef6 2. Wh8+ Wh7 3. Wh6+ Wxg6 4. hxg6+ Wh8 5. Whx8 (seventh rank)

9. Wf6

7

1. Wd4 Wh7 (1. ... fxg3 2. Wh8+ Wh7 3. Wh8+ Wh6 4. Wh6#) 2. Whh8+ Wh8 3. Wh8+ Exploiting vulnerability: a threat which is difficult to parry.

2. c6 Wxc6 2. Wxc6+ (the pin: a pinned piece is not a good defender)

3. ... e4 2. Whc1 Wh2 3. d7 Whc1 4. d8W Whc2 (cashiering in a passed pawn)

4. Whf8+ Wxf8 2. Whh7 3. Wb1+ Wg8 4. Wha2+ (draw by perpetual check)

5 Anand - Short

6. Picture

7. Wf3+ (1. ... Wxc8 2. Wh8+ Wh7 3. Wh8+ Wh6 (in-between move)


1. f5+ c4 (keeping the last pawn) (Didukh)

10. Wh1+ 2. Wh1+ Wh3 3. Wg2 Wxb3 (elimination of the defence by luring away and double attack: queen)

11. Wh3. The only move that loses no material. After 1. ... Wg5 White wins back the piece with 2. e6. After 1. ... Wf5

2. Wf5 dxe5 the move 3. Wxe5 is possible.

1. Wf4. It loses a pawn after 1. ... Wc5 and f7 is protected.

2. Wf5 e6 is nice except for 1. ... Wc3 2. exd7+ Wxd7 and Wh6 is also hanging.

12. Wf6+ Wxd5 1. Whd5 2. Whd5+ Wc4 3. Wh6 Wh7 4. Wb8#) 2. 2. Wg5+ (elimination of the defence: luring away+mate)

White lures the g-pawn away to give the queen access to the king.

8

1. Wxc4? (1. Wh2 2. dxc4 3. Whd8 Whd8 (and 'suddenly' the queen is protected)

2. Wf7 Exploiting vulnerability: a bad position of the king. (Manvelyan 2015)
3) 1. ... bxa4 (1. ... axa6? 2. axb5 axb5 3. b6 a6 4. b7 axb6 5. b8=Q 6. b6 a3 7. c4 a2 8. xa2 xa2 (creating a passed pawn))

4) 1. g5! xf5+ (1. ... xe7 2. xf6 xf6 3. f4) 2. g4 xe7 3. xf5 (cashing in a passed pawn)

5) 1. g3 g6 2. xe6 (attacking the king)

6) 1. ... h6 2. xe6 gx6 (the pin: elimination of the defence by luring away)

7) 1. d8+! Not so difficult, moreover, all other moves end in a disaster. After 1. ... xd8 2. xe1 White is a pawn up.

8) 1. h5? e2 (interfering) 2. xe7+ xd1+ 3. b2 c4+ 4. b3 c3 xe2+ (Mitov-Popov 0–1)

9) 1. xd2 loses, without forcing Black to play a difficult move: 1. ... xd2 2. xe2 e1+!

8) 1. b3+ c4 2. xa5+ e5 3. b4# (mate in three)

9) 1. a3+ a7 2. f3 f7 3. a3+ (draw by perpetual attack) (Amirjan 1987)

10) 1. ... c6 (1. ... xe7? 2. xd7+ xd7 3. c5+) 2. f3 e3+ 3. h1 xe7 (in-between move)

11) 1. ... g4+ 2. c3 e4+ 3. d2 x6b7 (chasing and double attack: queen)

12) 1. f5 xf5 (1. ... e5 2. dxex5 fx5 3. xf6) 2. h5+ f8 3. h6+ g8 4. e3 (king in the middle)

9

1) 1. a7+ b7 2. xd6 xa7 3. c8+ d7 4. xa7 (luring and double attack: knight)

2) 1. ... xe2 2. xe2 d6 (more normal than 2. ... 0–0 3. 0–0–0 d4 4. d3 e8 although White has not much advantage. Both minor pieces are not very active) 3. 0–0–0 e6 4. d2 d5.

3) 1. ... c6 costs time and after 2. xd2 Black has some problems to solve.

4) 1. ... xb3 The only advantage of this capture is that White gets a double pawn. For the time being it is not weak. The bishop gets a foothold on c4 and the c-file will be opened. After 2. cxb3 d6 3. e1 wins a tempo.

3) 1. ... d5 2. xe4 d4 (in-between move)

4) 1. ... c2+ b5 2. g4 b7 3. f3+ a6 4. a4 (defending against a passed pawn)

5) 1. b7 (1. ... c1 g2+ 2. f6 e7) 1. ... a7 2. e1+ d8 3. c7 xe7 4. b8=Q (cashing in a passed pawn)

6) 1. e8+ xe8 2. f6+ h7 3. f7+ h8 4. xh6 (attacking the king)

7) 1. h5+ xh5 2. f4 b3 3. h1# (mate in three)

8) 1. d6 xd6 (1. ... xf4 2. xf7+ h8 3. xe8 xe8 4. xf4) 2. xd5 ad8 3. xe8+ (elimination of the defence by interfering)

9) 1. ... xd4 (not 1. ... h8 2. xc6 xh2 3. xa7+ b8 4. b5) 2. xd4 h8 Combining elimination of the defence by luring away, pinning and an X-ray check.

10) 1. ... b3+ xa6 (1. ... a5 2. a7 h1 3. d5+) 2. c7 a5 3. b6+ a4 4. a6+ (or 4. a7+) Exploiting vulnerability: a bad position of the king.

11) 1. ... b7 2. d5 c6 3. a7 xd5 (trapping)

12) 1. ... e3+ 2. h1 (2. f2 xf2+) 2. ... xf1+ 3. xf1 xe4+ 4. g2 f1# Exploiting vulnerability: material supremacy.

10

1) 1. h5 hxg5 2. hxg6 (discovered attack)

2) 1. ... xd4 2. xd4 (2. xd4 xd4 3. xd4 xb1) 2. ... xb1 3. c6+ (3. b5+ xb5) 3. ... b6 (gain of material by an in-between move; defending against a discovered attack by protecting)

3) 1. ... d2+ 2. g3 d6+ 3. f2 xa1 (gain of material by an in-between move)

4) 1. c5 b6 2. d5 (2. xd4 c1+ 3. g2=Qf1#) (elimination of the defence by interfering)

5) 1. xf7+ xf7 2. e5+ f7 3. c4 (defending against mate)

6) 1. e4 xe7 2. f6 (defending against a double attack by counter-attack)

7) 1. ... f5 exf5 (1. ... e5 2. xe7 e4 3. xe4+ xe4 4. h7) 2. h4 c2 (defending by stalemate)

8) 1. c4 The knight is good on c4. After 1. ... xc5 2. c4 (now Black can exchange his bishop but White has lost no time: 2. ... xe4 3. xe4 f6 4. e2 and White is a bit more active. He will castle queenside.)

9) 1. ... xe6 hx6 2. c4 c6 and now is playing the knight via d2 to c4 is the best. That could have been played on the first move. In a way more convenient!

10) 1. ... a5 is Step 2.

11) 1. ... a1 2. g2 (2. xa1 xf3#) 2. ... xf1 (the pin: elimination of the defence by luring away and a pinned piece is not a good defender)

12) 1. ... a2 2. f2+ (setting up a battery and double check)

11

1) 1. ... b4 2. a6 h3 3. xh3 xb3. Endgame technique: creating a passed pawn.

2) 1. ... c6+ (1. ... c6+? b7 2. xe6 d1+ 3. e5 xd8) 1. ... b6 2. cc6 xc6 3. xc6+ b7 4. xe6 Exploiting vulnerability: bad position of the pieces. (Polasek 2015)

3) 1. ... h8+ g8 (1. ... f8 2. c5#) 2. f7 (elimination of the defence: chasing away+mate)

4) 1. ... c8+ h7 (1. ... f8 2. xf8+ xf8 3. h6+ g8 4. h8#) 2. h6+ xh6 3. h8# Exploiting vulnerability: a bad position of the king.
5) 1. ... ∆b5 (1. ... d3 2. cxd3 ∆b3 3. ∆f4 exd3 4. ∆xd3 ∆xd3 5. ∆xe3 ∆c2 6. b4) 2. ∆xb5 d3 3. cxd3 c2 (cashing in a passed pawn)

6) 1. h6 ∆xg3 (1. ... gxh6 2. ∆h5) 2. ∆e8+ ∆xe8 3. hxg7 (creating a passed pawn with a breakthrough and cashing it in with luring away)

7) 1. ∆a8+ (1. ∆xg7 ∆xg4) 1. ... ∆g8 2. c7 ∆xa3 3. ∆g6+ ∆g8 4. ∆e6 Exploiting vulnerability: a bad position of the king.

8) 1. ... ∆b8+ 2. ∆a1 (2. c3 ∆a5+ 3. ∆d3 ∆d8) 2. ... ∆d8 3. c3 ∆xd4 (the pin: chasing the front piece and attacking a pinned piece – cross pin and in-between move)

9) 1. ... ∆xh6 This exchange is only good when there is a direct win. That is true: 1. ... ∆xh6 2. ∆e5. The knight comes to visit. 1-2 Good development although Black can limit the damage by 1. ... ∆f5 2. ∆xe7+ ∆xe7. It is not easy to finish the development and the king is not quite safe on e7.

10) 1. ... ∆f5 2. ∆xe7+ ∆xe7 doesn’t differ much from the previous line.

11) 1. 1. ... Lxf3 2. gxf3 ∆xd2 3. Dxd2 Pxf3+ 4. Kg2 Pxd2 (capture, luring and double attack: knight)

12) The black king is on the battleground but cannot intervene (yet). So Black must make access.

1. ... a5 (it is logical is to look at 1. ... c4 first, but the white king is amazingly quickly back: 2. bxc4 ∆c5 3. ∆g4 ∆xc4 4. ∆f4 b5 5. ∆e4 6. ∆d4 ∆x3 7. ∆x3 a5 8. ∆d2 ∆b2 9. c4 with a draw. Also 1. ... c5 doesn’t work because after 2. ∆g4 a5 3. ∆f3 a4 White gets in the square of the c-pawn with 4. ∆e2 and the breakthrough doesn’t succeed) 2. ∆g4 (is no chance after 2. a4 c4 3. bxc4 ∆c5) 2. ... a4 (that is the difference: the white king isn’t in the square of the pawn yet: 3. bxa4 ∆a5 4. ∆f4 b6 5. ∆e4 ∆xa4) 5. ∆e3 (xa3). The extra c-pawn proves its value.

12
1) 1. ∆a6 (1. ... ∆a8? ∆b5 2. c8 ∆a1+ 3. ∆b7 ∆a7#) 1. ... ∆e7 2. c8 ∆c8 (stalemate)

2) 1. b5 cxb5 2. ∆f7 (chasing away and a pinned piece is not a good defender)

3) 1. f5+ ∆xf5 2. b4+ ∆e6 3. ∆f8 (3. ∆xf8 d5 4. ∆c5 a5 5. ∆g6 a4 6. f5 a3) (keeping the last pawn)

4) 1. g5 (1. g3? ∆g3+ 2. hxb3 ∆g3+ 3. h1 ∆h3+ 4. g1 ∆g8+) 1. ... ∆xg5 2. ∆xg5 fxg5 3. gxh3 (defending against mate)

5) 1. ... g3 2. fxg3 ∆xh2+ 3. ∆xh2 ∆h6+ (attacking the king)

6) 1. ∆g6+ ∆f8 2. ∆xe6 d7 3. f1+ Exploiting vulnerability: a bad position of the king.

7) 1. ∆xd4 ∆g5+ 2. ∆g4 (a pinned piece is not a good defender)

8) 1. ... ∆f8+ 2. ∆g7 3. ∆c7# Exploiting vulnerability: a bad position of the king.

9) 1. ... ∆d4 That looks scary but if 2. ∆h6+ g8 is no mate then it is a fine move. White has only a queen, rook and g-pawn in the attack. Besides that the position of the white king is vulnerable too.

1. ... fxg6 2. ∆e6+ costs material.

1. ... hxg6 2. ∆h6+ will be mate.

10) 1. ... ∆xg2+ 2. ∆xg2 ∆xg2+ 3. ∆xg2 ∆g7+ 4. h1 ∆xse5 (luring and double attack: queen)

11) 1. ... g5 (trapping)

12) 1. ... e1+ 2. ∆d2 ∆d4+ 3. ∆c2 ∆e4+ 4. ∆b2 ∆b1# Exploiting vulnerability: a bad position of the king. Chasing the king.

13
1) 1. ∆xd6 ∆xd6 2. ∆xd6 ∆g4 (discovered attack)

2) 1. ... ∆xg4+ 2. ∆xg4 ∆xg4 3. ∆xd4 ∆f3+ (luring and double attack: knight)

3) 1. ... ∆e2 (discovered attack)

4) 1. ... ∆f5+ gxf5 1. ... f6 2. ∆ei1) 2. ... g3+ 3. h7 3. ∆h3 (attacking the king)

5) 1. a4! (1. ... h2? ∆h6! 2. b3 ∆b5 3. c3 e5) 1. ... ∆xb6 2. a5+! (2. b2? c5) 2. ... ∆xa5 3. ∆b2 ∆b5 4. a3 5. ∆a4 ∆x6 6. ∆b5 d6 7. ∆b6! (7. a4? 1) 7. ... ∆d7 8. ∆e7 Holding off and prevent holding off.

6) Black has sacrificed a pawn. He has năng development and the question is if ∆g4 is so useful, because b7 is weak. How does White win his pawn back or gets compensation?

1. ... f6. You will find this move by thinking it through, even if it would not be given away in the list of three. The e-pawn must advance but it will turn out later the move e6 is too slow. Now e5 will follow on the next move. White cannot allow himself wild actions as 2. b4 e5 3. ∆g3 ∆xb4 4. ∆b3 ∆xe5 5. a3 ∆c6 6. ∆xb7 ∆ge7. Actions with a single piece are most of the time not dangerous. Also 2. a3 e5 3. g3 is not good for White because after 3. ... a5! 4. ∆c4 a4 White cannot stop c5 anyway (1 ... c5). A better plan is to chase the bishop away first: 2. h3 ∆d7 3. a3 e5 4. ∆h2 e5 5. ∆c4 a4. Black will get his pawn back.

1. ... f6. A developing move but not good enough for get compensation for the pawn. White can play 2. ∆e5 (without ∆c6 the move b4 will be possible) or 2. ∆b3. Black will not win his pawn back so easily and if he does White is ready with his development.

1. ... e6. Too slow after 2. ∆b3 ∆d7 (2. ... ∆c5 3. ∆e5) 3. ∆c5 ∆xe5 4. ∆xe5 f6 5. ∆d6
11) Picture

12) 1. g5 e8=+ 2. h6 f7 3. e8=# c8=+ (cashing in a passed pawn)

14
1. ... xd4+ 2. xd4 b5 3. c2 bxc4 (elimination of the defence: luring away and attacking a pinned piece)

2. a5 2. cd3 b5 3. c5h3 (chasing, targeting, interfering and trapping)

3. 1. b8=+ xb8 2. e4=+ d4 (defending by stalemate)

4. 1. xb6 g5 2. b4 c5 (maintaining trapping)

5. 1. e7=xe7 2. xe8 (elimination of the defence: interfering)

6. 1. h4 h6 (1. ... f2 2. g5 g7 3. f3) 2. e6 xe6 (draw by stalemate of insufficient material)

7. 1. b7=+ d6 2. b6=+ c5 3. a6=+ (chasing and X-ray check)

8. 1. d5. This seems very easy because of the double attack after 1. ... exd5 (losing but after 1. ... d8 2. xe7=+ xe7 3. f4 Black loses a pawn in bad position) 2. xd5=+ h8 3. xe8=+ (a capture on a8 doesn’t win an exchange because c3 remains hanging and Black is just better – White’s king is vulnerable) 3. ... xf8 4. g8=#

1. xf8=+ xf8 now is 2. d5 is still the best move (otherwise c3 and a2 will lose activity because Black can play c8=+ but 2. ... c5 holds.

1. wb6. Black exchanges and plays 2. ... b8 and 3. ... e5. Not directly 3. ... e5 4. d5.

9. 1. d5=+ e8 2. e3 (clearing and X-ray attack)

10. 1. a4=+ xa4 2. c6=+ a5 3. b4=+ a6 4. b5=+ Exploiting vulnerability: a bad position of the king.

11. 1. ... c2 2. b6=+ f7 (2. ... e7 3. e3 a1=+ 4. f1 f1 3. d3) 3. e3 a1=+ 4. f1 f1 d3 Exploiting vulnerability: bad position of the pieces.

12. 1. ... f4 2. w3 f2x3 3. wxf2 g4=+ Exploiting vulnerability: a bad position of the king.

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1. 1. ... c1 2. xc1 xc1=+ 3. h2 xc1 (defending against mate)

2. 1. ... xc3 2. xc3 a4 3. xb7 xc3 (elimination of the defence: chasing away+material)

3. 1. ... b8 (1. ... b7 2. xa2 a5=+ 3. a4) 2. e8=+ a7 (2. ... c7 3. xe7=+ b8 4. f8=+ a7 5. g7=) 3. d7=+ Allowing perpetual check. Interposing and moving away lose.

4. 1. a2=+ f2=+ a7 3. f2=+ a2= (draw by stalemate)

5. 1. ... e4=+ g3=+ d4=+ e5=+ h5=+ (luring and double attack: knight)

6. 1. ... d1=+ 2. e1 (2. h2 d6=+ 2. ... xe6=+ 3. xe6 d8 Exploiting vulnerability: bad position of the pieces)

7. 1. d7=+ x7=+ 1. ... g8= 2. x7=+ e6=+ 2. ... x7=+ x7=+ 3. x7=+ f6=+ 4. xb7 (luring and double attack: rook)

8. 1. ... d1=+ 2. ... b7=+ e1 3. ... x7=+ c7=+ (discovered attack)

9. 1. ... e1=+ 2. h2=+ g4=+ 3. xh4 b4=+ 4. g1= d1=+ (mate by access)

10. 1. xe5. The correct choice. White has a better position after 1. ... xe2 2. xe2 a5=+ 3. x8=+ White has more space and the backward pawn on e7 is a weakness. It is even better if you saw that White doesn’t need to recapture on e2: 2. a4=+ is very strong: 2. c6= 3. c6= b5= 4. cxb5 brings in two pawns.

1. 0–0. Healthy development but 1. ... f7 is a passive move but a firm defence, i.e. 2. e3 c5= (controls an important square in the centre).

1. c4. Exchanging bishops is a good idea but Black plays 1. ... d7 ready to take the knight when it comes to e6.

11. 1. ... b7=+ e7=+ b6= axb6= 3. a7= (creating a passed pawn by a breakthrough)

12. 1. xh6=+ gxh6= 2. f6=+ g8= 3. e8=+ h7= 4. f7=+ (mate by access)

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1. 1. b4=+ g4= 2. ... e6= (cashing in a passed pawn)

2. 1. c7= (thanks to X-ray attack) 1. ... a7 (1. ... xe7 2. e1=+ b5= 3. xc8=) 2. xe5

3. 1. ... a4=+ 2. bd1=+ xa3=+ 3. bxa3 xc3=+ 4. b1= b8=+ (attacking the king)

4. 1. ... b4=+ 2. wb1=+ 2. cbx4=+ ecx2=+ ecx2=+ wins the exchange) 2. ... xd3= 3. ... xd3 wins material by any move of the rook to d8 or e4.

1. ... g4. Avoiding the exchanging of bishops would be the best move if the previous move wasn’t a better one.

1. ... e6. See the same previous remark.

5. 1. xe7=+ xc7= 2. xb4=+ ac8=+ (lifting the pin)

6. 1. c8=+ xc8= 2. f3=+ cc3= 3. cc4= 3. bh3= 3. cc3=+ cc3= 4. bh3= xc8= (defending by stalemate)

7. 1. cc5=+ cc5=+ 2. cc6=+ 2. cf4=+ cc5= 3. bh4=+ (chasing and double attack or mate)

8. 1. e7=+ g7= 2. c3=+ g1=+ 3. f5# Exploiting vulnerability: a bad position of the king.

9. 1. cc3=+ cc8= 2. cc8=+ cc8= 3. d7=+ cc6=+ 4. cc8=+ (chasing and mate)

10. 1. xe7=+ xc7= 2. ... c4 (elimination of the defence: luring away and attacking a pinned piece)

11. 1. cd6=+ 1. ... a7= 2. cd6= 1. ... xe5= 2. ca7= 3. ca7=+ 3. cb8# Exploiting vulnerability: a bad position of the king.

12. 1. ... c8= 2. cd2= (2. f7= ... d1=+ 3. cc2=+ f1=+) 2. ... c8= (2. ... c5= f7= c7= 4. f7=+ cc8= 5. cc7=+ (defending against a passed pawn)
1. ... c7 (1. ... d8 2. f7 + h8 3. xh6 +) 1. ... b5 2. f7 + h8 3. xh6 + (defending against mate)

2) Black must be satisfied with equal play. Pawn d5 is weaker than d4 and the knight is anyway active at this moment. White's weak back rank plays a role.

1. ... c7. Protects b7 so that a5 or e6 will be possible. After 2. xd5 Black can play 2. ... xa2

1. ... c2. Active but one rook only cannot do much, pawn d5 cannot be protected. White makes an escape square with

2. g3 to avoid back rank jokes.

1. ... xa2 is too optimistic and costs a queen: 2. d1.

3) 1. c5 a6 2. c6 xc3 3. xc7 + Exploiting vulnerability: a bad position of the king.

4) 1. d6 + g8 2. e6 + (2. e8 + x e8 3. xf4 e1 + 2. ... h7 3. h3 + g8 4. xc8 + (double attack: queen and intermediate move)

5) 1. g6 f6 + g4 2. g2 (2. h2? f3) 2. ... d5 + 3. f3 + Exploiting vulnerability: a bad position of the king.

6) 1. a4 bx4 2. xc8 (clearing and trapping)

7) 1. fxg8 = e6 + 2. xf6 + g6 3. xd5 (lifting the pin, minor-promotion and knight fork)

8) 1. a1 (1. g8 = b2 + 2. a1 b1 +) 1. ... b3 2. h5 (avoiding stalemate)

9) 1. b5 2. xb5 (2. xc5 xc5) 2. ... xb5 3. xb5 + xb5 (the pin: attacking a pinned piece)

10) 1. ... d4 + 2. b2 xb2 + 3. xb2 d4 + 4. a3 b4 # (mate by access)

11) 1. xd5 e4 2. xc4 (clearing and discovered attack)

12) 1. 0-0 (1. g1 a6 2. c5 3. xd5 b7) 1. ... xe2? 2. f1 (defending against mate)

18)

1) 1. ... d6 2. g3 fb8 (targeting and trapping)

2) 1. f6 + e4 2. e6 + d3 3. b3 + h3 + (chasing and X-ray check)

3) 1. xc6 + e7 2. d6 + x d6 3. xd6 + d6 4. xd4 (chasing and discovered attack)

4) A tame set up by White and that is why Black has his bishop on f5 (most of the time it is still on c8). The move with the knight to e4 is however too early if it threatens something.

1. xe4. Now White wins a pawn or can finish his development with tempo, i.e. 1. ... dxe4 2. g5 d5 3. e4 or 1. ... xe4 2. xe4 dxex4 3. d2 f5 (3. ... d4 4. xd7) 4. xf3 b8 and now 5. d5 to make the black king more vulnerable or 5. f3.

1. c2 protects the bishop but after 1. ... cxd2 2. xd2 xd3 3. xd3 d6 the tension is gone and the chances are equal.

1. 0-0 c3 White knows now what was threatening.

5) 1. ... f2 2. c1 x f2 2. g3 e5 3. a1 h2 + 4. f1 e3 # (elimination of the defence by interfering)

6) 1. ... e5 2. ec5 3. f6 + (discovered attack and a pinned piece is not a good defender)

7) 1. ... e5 2. ec5 (2. xc5 wg5 #) 2. ... exf4 + 3. xf4 exf4 # (the pin: elimination of the defence by luring away)

8) 1. ... e5 2. e5 + f5 3. h5 g6 + 4. h4 h5 # (elimination of the defence: luring away + mate)

9) 1. ... d4 e4 2. g6 f8 3. e7 h8 4. g8 f8 4. ... e7 5. e8 5. h7 2. d7 (draw by perpetual check)

10) 1. ... h5 + 2. e1 g1 x g1 f3 3. c3 h1 Exploiting vulnerability: bad position of the king.

11) 1. h8 h6 2. f8 c4 3. xg8 x g8 4. f8 x f8 Exploiting vulnerability: a bad position of the king. Back rank.

12) 1. f1! (1. f8 b7 2. b7 x f7 3. b8 c8 4. f7 d e5 5. f8 x f8 6. a8 w +) 2. b7 d6 3. x a8 c7 4. a7 c8 5. b7 Zugzwang.

19)

1) Timman-Kasparov

2) Picture

3) 1. g8 + g6 2. f7 + g5 3. h4 + g4 4. f3 # (mate in mistake)

4) 1. g6 x g7 2. h5 + f8 (2. ... d8 3. g6 #) 3. h7 # (mate in four)

5) 1. f8 + x f8 2. g6 + hxg6 3. h8 # (mate in three)

6) 1. h4 f6 + 2. x f5 x f5 3. g4 (the pin: luring the front piece and pin)

7) The white pawns on the king’s wing are advanced pretty far. Counter-play on the queen’s wing must start yet.

1. ... xd4 2. xd4 xd4 Exchanging queens is in principle favourable if the opponent attacks but after 3. xd4 White also destroys pawn structure with 3. ... e4 4. d5 (4. fx e5 x g5 #) 4. ... xg5 and 5. ... exd4.

1. ... d8. White plays his knight away from d4 and continues the attack: i.e., 2. b3 b5 3. g6.

1. ... d7. White prevents the total exchange on d4. Besides moving the knight 2. cc2 is a possibility.

8) 1. a8 + f7 2. x e8 x e8 3. c6 # (luring and double attack: bishop)

9) 1. e4 e4 2. x e4 d6 (discovered attack)

10) 1. c8 + h a7 2. b8 + b8 + 3. a6 + x a6 4. b5 # Exploiting vulnerability: a bad position of the king.

11) 1. ... x x h 3 + 2. g x h 3 + 3. b1 b 3 + h 3 + 4. a1 g1 g6 + (attacking the king: access)

12) 1. ... a b 8 2. e 4 dx e 4 3. x e 4 b6 (pawn b2 cannot be protected)

20)

1) 1. h 4 h 5 2. e4 (weakness)

2) 1. h 7 + g 8 2. f 6 + f 8 3. h 8 + x h 8 4. g 8 # (attacking the king)

3) 1. ... a 5 2. d 4 c 3 3. d 1 b 4 (elimination of the defence by chasing away and the pin: attacking a pinned piece)

4) 1. e 5 c 5 (1. ... c 5 2. e 6 b 3 3. c 3 b 2 4. g 7 c 4 5. e 8 w e 3 + 6. c 3 c 7 2. b 5 + 2. c 4 b 6 3. a 5 c 7 4. f 6
(pawn race, holding off and helping)

5) 1. ... g2+ 2. hxh3 g3+ 3. h2 g4 3. ... g4 4. f1+ xf1 5. xg3 Exploiting vulnerability: a bad position of the king.

6) 1. ... b6 2. xg4 a6+ 3. e1 g1+ 4. d2 fxg2+ (attacking the king)

1. f7+ h7 2. xe8 xe8 (the pin: chasing the back piece and a pinned piece is not a good defender)

8) 1. xh7+ g5 2. c7 g4 (2. ... d3 3. f3) 3. g2 Exploiting a bad position of the king.

1. ... xc3. Black must capture once on c3. White has the pair of bishops but Black a better pawn structure.

1. ... exd4. After 2. d5 e5 (2. ... xd5 3. exd5 costs material) 3. g5 White has different possibilities after 3. ... e5 4. b4. Winning the pawn back or capture on f6 and h6.

1. ... exd4. The silliest move, after 2. a4+ c6 3. xc6+.

10) 1. c6+ f7 2. xc4 xe4 3. d6+ (chasing, luring and double attack: knight)

11) 1. axb4 xal 2. b2 xd1+ 3. xd1 (trapping)

12) 1. f6+ gxf6 2. g6+ f8 3. xf6+ e8 4. a3 g7 5. h8+ Exploiting vulnerability: material supremacy.

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1) 1. ... g2 2. xg2 h2+ 3. f1 e3+ (attacking the king: gain of material by chasing and double attack: knight)

2) 1. a7 b5 2. e4 b4 3. d3 b3 4. c3 b2 (defending against a passed pawn – divide the tasks)

3) 1. b6+ axb6 2. a3+ b8 3. f4+ (discovered attack)

4) 1. f6. The pawn will not escape. This bishop is relatively the best piece of the board and that one you don’t exchange.

1. f5. Premature, after 1. ... gxf5 2. f6 is still the best move. Flexible play and keeping the possibilities open: f5 can be played later.

1. ... xd4. Good move if Black would be obliged to capture but he can insert 1. ... a6.

5) 1. wxa5 xxa5 2. c7 (elimination of the defence: chasing away+material)

6) 1. cxd5 wxd5 2. c4 b4+ (elimination of the defence by interfering)

7) 1. f6+ gxf6 2. g8+ f8 3. xd5 (elimination of the defence: luring away)

8) 1. c5+ b5 2. a4 Exploiting vulnerability: a bad position of the king.

9) 1. ... h4+ 2. h3 h×h+ 3. h3 h×e+ 4. g2 wxe8 (elimination of the defence by luring away and double attack: queen)

10) 1. ... g5 1. ... e2 2. d8) Exploiting vulnerability: bad position of the pieces.

11) 1. h5+ g5 2. f3+ xf3 3. wxf3# (mate in three)

12) 1. xe7+ xe7 2. d6+ e8 3. f6+ gxf6 4. exf6 (king in the middle)

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2) 1. ... c5+ 2. e1 g3+ 3. hxg3 wg5 4. f4 w6+ (attacking the king by access)

3) White is two pawns down. Winning one back is easy. In what way does he keep the most chances for a draw?

1. wxa4. Rules of thumb are useful but never apply them blindly. Exchange no pieces when you are material down. Helpful rule but more important is what will be left on the board. With exchanging queens White can make many black pawns weak: 1. ... bxa4 2. f1d1 (strong: the threat to win d6 forces to passivity and lures a rook away from the back rank – 2. c4 is not handy because 2. ... d5 can follow and stupid because 2. ... d2 wins) 2. ... c6 3. c4 f5 4. g4 with a lot of play. Still two pawns downs but that will change quickly.

1. xe4 xe4 2. xd6 c6. It wins a pawn but Black is a healthy pawn up, no weaknesses and a majority at the queen's wing and that will produce later a passed pawn.

1. wd5. The move played in an U10 game. After 1. ... e5 2. b7 c8 =e8 is the position of the rooks improved and White is still 2 pawns down.

4) 1. ... f5+ gxf5 2. g8+ h6 3. h×g5 4. bg8# (elimination of the defence by blocking)

5) 1. xe7+ c7 2. f2+ f8 3. g4 (defending against mate with tempo protect)

6) 1. ... c7 2. g2 xb7 (covered attack and interfering)

7) 1. h8+ g5 2. g7+ xh5 3. g# Exploiting vulnerability: a bad position of the king.

8) 1. ... b2 1. ... al w7 2. c8+ 2. a4 a1 w3 3. xax1 (cashing in a passed pawn)

9) 1. g4 1. h4 b7 2. g4 1. ... c4 (the pin: attacking a pinned piece)

10) 1. b6 2. a3 a8 (trapping)

11) g6 h6 2. h5 (attacking the king)

12) 1. b4 e6 2. e5 b6 3. xxb6 xb6 4. cx6 (luring and elimination of the defender by capturing)

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1) 1. g6 (1. g8+ b7 2. g6 h8 3. g7+ a7) ... h7 2. g8+ d7 3. g7+ xg7 (draw by stalemate)

2) 1. ... c8 2. b3 xc1 3. xc1 (elimination of the defence by luring away and the pin: attacking a pinned piece)

3) 1. h8+ f7 2. h×e6 3. e8+ d5 4. xd7 Exploiting vulnerability: a bad position of the king.

4) 1. f5 h6 2. f6 h7 3. f7 h5 4. h2+ g5 5. f4+ x4 6. xc2 (chasing and discovered attack)

5) 1. xb4 x5 2. d2 c4 (2. ... e5 3. xal) (elimination of the defence: chasing away+material)

6) White has a small lead in the development. Besides Blacks’ pawn formation on the queen’s wing is damaged. Square b6 is weak and pawn c5 is in the way.

1. c4. Nevertheless, it wins a tempo because the queen must play: 1. ... wxe4 (1. ... w7 2. d6+ is ) 2. e4 and Black
has no defence against it, at least a loss of a pawn: 2. ... Dxf6 3. cxd6+ e7 4. xe5 or 2. b5 3. cxd6+ xd6 4. xd6 and 4. xe5.
1. 0-0-0. Excellent possibility. Both after 1. ... Dxf6 2. we5+ xe5 3. c4 and after exchanging queens. 1. c3. Developing move but the bishop stands a3 in the way. Black intercepts the attack on f7 with 1. ... xe4 2. cxe4 b3 3. c4.
7. 1. ... wxg2+ 2. hxg2 hxg2 3. f2 4. xf2 Exploiting vulnerability: a bad position of the king.
8. 1. wh7+ (1. wh8+ f7 2. wh5+ (2. g8=wh+ xg8 3. whf6+ e8) 2. ... g7d6; 1. ... xf6+ f7) 1. ... xh7 2. xf6+ h6 3. c1# (attacking the king magnet)
9. 1. xf4 xf4 2. d8+ f7 3. f8+ g6 4. xf4 (luring and chasing double attack: X-ray check)
10. 1. g6+ g8 2. d6 f6 3. g5 and Black has some innocent checks. Exploiting vulnerability: a bad position of the king.
11. 1. c5+ e6 2. h7 Exploiting vulnerability: a bad position of the king.
12. 1. ... f4+ 2. xf4 xf4 3. h4 xf4# (mate in three)

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1) 1. ... f1+ 2. xf1 xf2 3. f2 xd1+ Exploiting vulnerability: a threat.
2) 1. a7! h1 2. h7 g1 3. g7+ (defending against a passed pawn)
3) 1. sh7+ xh7 2. wh5+ g8 3. f8+ xf8 4. f7# (attacking the king: access)
4) 1. ... d8! 2. dd4 (elimination of the defence: chasing away and the pin: attacking a pinned piece )
5) 1. xd5 xd5 2. c8+ d8 3. xe6+ xe6 4. xe6+ (king in the middle)
6) 1. ... xe4 2. xx4 (2. xe4 xh4) 2. ... xe4 3. xe7 (in-between move)
7) 1. ... e6 2. wb3 (2. fc1 h6 3. cf1 xf4) 2. ... h6 3. h3 xh3 (attacking the king in bringing in pieces)
8) 1. xe7+ xe7 2. f4 xe3 3. xe2 (luring, chasing away and discovered check)
9) 1. f5. Possible because of the indirect protection of the queen (1. ... xh5 2. g7 gaining a piece). Black is in a bad shape and an extra white piece is disastrous: 1. ... xh5 2. d6+ e7 3. xg6 fxg6 4. xh7; 1. ... f8 2. xg6 fxg6 3. xg7; 1. ... g8 2. xg6 fxg6 3. d6+; 1. ... d7 2. xg6 and 1. ... f8 (is relatively the best) 2. xg6 fxg6 1. xg6 fxg6 2. f2 Advantage for White (better pawn structure, better pieces) but quite a job if Black would suddenly start defending very well.
10. 1. d5. It gives almost all advantage away after 1. ... xe4 2. b5+ e7.
11) 1. ... g6 f8 (1. ... xe4 2. ff6 2. xf6+ e8 3. xf8+ (attacking the king)
10) Picture
12) 1. xh6+ e7 xh6 2. f6+ h7 3. f3+ xh3 4. f2 Exploiting vulnerability: material supremacy.

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1) 1. ... e5 1. ... e7 2. xf6) 2. xf6 xc5 (defending against a pin)
2) 1. lb5+ a6 2. lb6+ b5 3. f6+ xf6 4. b5# Exploiting vulnerability: a bad position of the king.
3) 1. ... xe3 2. xe3 (2. xe3 xc4) 2. ... c5 (elimination of the defence: chasing away material)
4) 1. ... h5 2. xch8 3. xc7+ (double attack: material + threat)
5) Black is a pawn up in this game U10.
1. ... fxe4. The position has to be opened. f8 becomes active and it allows 2. xe4 f3+ 3. h1 xd2 4. xd2 xc3 possible. White is lucky that the black king is on g8 because now 5. df5+ prevents total damage. The rook ending after 5. ... f7 6. xh7 xf7 is somewhat better.
1. ... f4. It is the move Black played but after 2. f3 or 2. d5 there is no compensation for the pawn. The activity of e5 and f8 is reduced and d4 will be chased back soon.
1. ... e8. Not a good move. White plays 2. f4 f6 3. h1 or 3. d5.
6) 1. a8+ e8 2. dc7+ g8 3. xe4 (discovered attack setting up a battery)
7) 1. fb6+ f8 (1. ... f6 2. xh6+ xh6 3. h3+ 2. e8 (attacking the king: access)
8) 1. xc7! e5 1. ... e4 2. f6 f4 3. a1 e4 4. f6xh6 2. f8 f6 3. g7+ xg7 3. ... f7 4. xh6 g8 5. a1 (defending by stalemate)
9) 1. hxg4 f3+ 1. ... h4 2. f3) 2. gxh4 wh4 (elimination of the defence by blocking)
10. 1. ... f5+ 1. ... g5+ 2. hg5 xh6 3. f5 4. xh6 f4 5. a1 f4 6. xh6+ 5. e5 6. xh6 and White wins.) 2. g5 xh5 3. xh5 f6 4. b5 e6 5. f5 6. e6 and White wins. 7. g5 xh6 8. c5 f5 9. c5 f5 4. e6 6. e6 and draw.
11. 1. g7+ f8 1. ... e8 2. g8+ f7 3. g6 xg4+ 4. xg4 f1 w5 5. f4+ xf4 2. g6 f1 w2 (2. ... xg4+ 3. xg4)
3. w4+ xh6 (defending against a passed pawn)
12. 1. g4 g6 2. g5 h5 3. f4 (chasing and trapping)

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1) 1. xh5 g6 2. f5 w8 3. h7 (attacking the king: access)
2) 1. a1 b4 2. xb4 axb4 3. xa6 (3. xa6) (the pin: chasing the front piece and a pinned piece is not a good defender)
3) Black’s position is excellent: better pawn structure and active pieces.
1. ... g4. Very strong. Black must not be afraid of a double pawn. After 2. xb6 axb6 pawn a2 is hanging and c2 is threatened.
1. ... fd8 Prevents the exchange queens. Black certainly has an attack against the white king although White has sufficient defenders. Certainly not a bad plan but less good than the move with the knight.
1. ... xe3 2. xe3. Better for Black but illogical to let the white knight come into play.
12. \text{...} Pe8 2. Dc6 Tc8 (2. ... Lxc3? 3. Dxa8) (attacking the king)
14. 1. Da8+ Kb5 2. Db7+ Kc4 3. Dc6#

15. 1. ... Pxd4 2. Pxd4 (2. Txc1 Pxf3+) 2. ... a5 (2. ... Txe1+ 3. Dxe1 Dxd4 4. Dxe6+) (elimination of the defence: chasing away+mate)
16. 1. Dg6 (1. Pg6+ Kg8 2. Dxc6 Lxc6 3. Pfe7+) 1. ... fxg6 2. Pxg6+ hxg6 3. Th3+ (attacking the king)
17. 1. Dg8+ Kxg8 2. Pf6+ (defending against mate)
18. 1. axb4 Dxa1 2. bxc5 Qxc5 Even worse than the previous line. No compensation at all.
19. 1. wg8+ Qxg8 2. f6# (defending against mate)
20. 1. wg6 (1. ... g6? 2. Qxg6 hxg6 3. Qe7+ 1. ... fxg6 2. Qxg6 hxg6 3. Qh3+ (attacking the king)
21. 1. a4 2. Qd2 (2. d5 axb3 3. axb3 Qxc5 2. ... axb3 3. axb3 Qxb3 (attacking the king)
22. 1. b4+ (otherwise 2. b4) 2. cb4 Qf6 3. Qe3 Qe6 4. d2 (making access)
23. 1. xd4 (1. ... b5 2. a8+ Qd7) 1. ... xd4 2. a8+ Qd7 3. xd4+ (luring and elimination of the defence by interfering)

10. b5 a8 B. Qh4 (chasing away the pin: attacking a pinned piece)
11. 1. ... c5+ 2. Qf1+ 3. Qg4+ 4. b4 h6+ Qxh6 2. Exploiting vulnerability: a bad position of the king.
12. 1. ... f4 (1. ... h4 2. d8+ Qg6 3. Qe6+ 2. d8+ Qg6 3. Qg8+ Qh7 Exploiting vulnerability: a threat which is difficult to parry.

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1. 1. ... h6+ Qg5 2. d4+ xd4 2. ... Qxd4 3. Qxe3# 4. Qg7+ Qf4 4. xd4+ (luring and double attack: X-ray check)
2. 1. a2 Unpins the a-pawn. After other moves with this knight Black plays 1. ... a6. Furthermore the capture on a3 is not possible: 1. ... axa3 2. b4. After 1. ... bxa3 2. bxa3 Qxb4 3. Qxb4 Qxa1 4. Qe1 (Qe2 must go to f1 once) has White a clear plan. Put his pieces on the right squares (Qc6 and Qc4 if possible).
3. 1. c4. If White wants to sacrifice an exchange White must insert this move. After 1. ... a6 2. axb4 Qxa1 3. bxc5 it turns out that White doesn't even get a pawn. Black has the strong in-between move 3. ... a6 but 3. ... Qxc5 refutes the sacrifice too.
4. 1. axb4 Qxa1 2. bxc5 Qxc5 Even worse than the previous line. No compensation at all.
5. 1. Qg8+ Qxg8 2. Qf6# (defending against mate)

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1. 1. Qg5+ Qxg5 2. d4+ Qxg4 (double attack: knight) 1. ... Qxe4! Basically you may not hesitate in such a position: 2. Qxg6 fxg6 3. Qxg4+ Qh8 4. exd5 Qxd5 5. Qh6+ Qg5 6. Qe5.
2. 1. a4! (1. Kd4? Le8 2. Kc4 (2. Kd3 Lb5+) 2. ... Kxe3 3. Kb4 Qd4 4. a4 Qxa4 (4. ... Qd5 5. a5 b5) 1. ... c2 (1. ... e8 2. a5! bx5 3. Qd4) 2. a5 bx5 3. Qd4 (wrong bishop thanks to line changing of the pawn)
3. 1. b4 (otherwise 2. b4) 2. cb4 Qf6 3. Qe3 Qe6 4. d2 (making access)
4. 1. xd4 (1. ... b5 6. ... Qd7) 1. ... xd4 2. a8+ Qd7 3. xd4+ (luring and elimination of the defence by interfering)

10. b6 a8 B. Qh4 (chasing away the pin: attacking a pinned piece)
11. 1. ... c5+ 2. Qf1+ 3. Qg4+ 4. b4 h6+ Qxh6 2. Exploiting vulnerability: a bad position of the king.
12. 1. ... f4 (1. ... h4 2. d8+ Qg6 3. Qe6+ 2. d8+ Qg6 3. Qg8+ Qh7 Exploiting vulnerability: a threat which is difficult to parry.

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1. 1. f4 2. Qh5 (2. ... f1 Qe3 3. fxe3 Qxe3 2. ... fxe3 3. fxe3 Qxe3 (3. ... Qe3+) (luring and double attack: knight)
2. 1. ... Qxc7 (luring away and elimination of the defence: chasing away+material)
3. 1. ... Qxc3 2. Qg4+ Qh7 3. Qh6 Qg6 (defending against a pin)
4. 1. b4 axb4 2. Qc3 Qxc3 (2. ... f1 Qc1 Qc5+ 4. Qe4 Qd3+ 5. Qd5) (defending by stalemate of insufficient material)
5. White has sacrificed two pawns. Due to the pin of Qc4 exchanging of queens threatens. A correct feeling is that White may be glad if he doesn’t get worse. Just too few attackers and sufficient defenders. After 1. Qf5 Qxc4 you must sense that a
queen and a knight against a superior number of pieces is not enough. What is correct?

1. $\text{Bxd5}$. Takes a pawn back and threatens $\text{Bxb5}$. Black has 1. ... $\text{Ba6}$ and White just holds: 2. $\text{Bd4}$ $\text{Ce6}$ 3. $\text{Bxe6}$ $\text{fxe6}$
   4. $\text{Bxg4}$.

1. ... $\text{Bxd5}$ is refuted by 1. ... $\text{Bb4}$+ (makes an escape square for the king)

1. $\text{Bxf7}$ $\text{exe}4$ 2. $\text{Bxe4}$ $\text{dxe}4$. $\text{Bxh8}$ is winning an exchange against two pawns but after 3. ... $\text{f3}$ the future of $\text{Bh2}$ is not rosy. The knight on $\text{h8}$ will be lost for sure.

6. 1. $\text{Bxe6}+$ $\text{Bh8}$ 2. $\text{Bxh6}+$ $\text{g6}$ 3. $\text{g7}$+ $\text{Bxg7}$ 4. $\text{Bf6}+$ $\text{Bh8}$ 5. $\text{Bh7}$# (attacking the king)

7. 1. $\text{Bxe6}$ 2. $\text{fxe6}$ 3. $\text{Bxg6}$+ 4. $\text{Bxf6}$# (luring away and trapping)

8. 1. $\text{Bxh6}$+ $\text{g7}$ 2. $\text{Bxg6}$ $\text{e7}$+ (setting up a battery and discovered attack)

9. 1. $\text{Bxe4}$ 2. $\text{Bh3}$ # (elimination of the defence: luring away+mate)

10. 1. $\text{Bf4}$! 1. ... $\text{Bh6}$ 2. $\text{g6}$ $\text{h6}$ 3. $\text{Bg5}$ (zugzwang and trapping)

11. 1. $\text{Bxh7}$+ $\text{Bxg6}$ 2. $\text{Bf6}$+$\text{g7}$ 3. $\text{Bxh8}+$ $\text{Bxh8}$ 4. $\text{Bh8}$# 5. $\text{g3}$# Exploiting vulnerability: a bad position of the king.

12. 1. $\text{Bae6}+$ $\text{Bb5}$ (1. ... $\text{Bb3}$ 2. $\text{Bb2}+$ $\text{Bxc3}$ 3. $\text{Bb2}+$ $\text{Bxh8}$-ray check) 2. $\text{Bc4}+$ $\text{Bb3}$ 3. $\text{Bc2}$# Exploiting vulnerability: a bad position of the king.

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1. 1. ... $\text{Bf1}$ 2. $\text{Bh1}+$ $\text{Bf8}$ 3. $\text{Bxh8}$ 4. $\text{Bh6}+$ $\text{g7}$ 5. $\text{Bf6}+$ $\text{Bxh8}$ 6. $\text{Bxe6}$# (chasing and double check)

1. $\text{Bb8}$+ $\text{Bf7}$ 2. $\text{Bb7}$+ $\text{Bh8}$ 3. $\text{Bb7}$+ $\text{Bh8}$ 4. $\text{Bb6}$+ $\text{g7}$ 5. $\text{Bb6}$+ $\text{Bf7}$ (draw by perpetual check)

1. $\text{Bd7}$ 2. $\text{Bf7}$ 3. $\text{Bf8}$+ $\text{Bh8}$ 4. $\text{Bf8}$+ $\text{Bh7}$ 5. $\text{Bf8}$+ $\text{Bh6}$ 6. $\text{Bb5}$# Exploiting vulnerability: a bad position of the king.

4. 1. $\text{Bf7}$ 2. $\text{Bc5}$ 3. $\text{Bd8}$ (the pin: attacking a pinned piece - cross pin)

5. 1. $\text{Bf5}$ 2. $\text{Bf6}$ 3. $\text{Bf6}$+ $\text{g7}$ 4. $\text{Bf4}$ (with tempo into the square of the pawn)

6. 1. $\text{Bxg4}+$ $\text{fxg4}$ 2. $\text{Bc7}$ 3. $\text{Bxe6}$ (cashing in a passed pawn)

7. Picture

8. Picture

9. 1. $\text{Bc7}$ 2. $\text{Bc6}$ 3. $\text{Bc6}$ 4. $\text{Bc4}$ (with tempo into the square of the pawn)

10. 1. $\text{Bxd6}+$ $\text{Bd7}$ 2. $\text{Bxd7}$+$\text{Bxe7}$ 3. $\text{Bd5}$ (draw by capture/chasing away+mate)

11. 1. ... $\text{Bf3}$ 2. $\text{fxe3}$ 3. $\text{Bxd5}$ 4. $\text{Bc4}$ (elimination of the defence by interfering)

12. 1. $\text{Bd6}+$ $\text{Bd7}$ 2. $\text{Bxd7}$+$\text{Bxe7}$ 3. $\text{Bc5}+$ $\text{Bd6}$ 4. $\text{Bxe4}$+ (luring and double attack: knight)

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1. 1. ... $\text{Bc2}$ 2. $\text{Bc2}$ 3. $\text{Bc2}$ 4. $\text{Bf7}$ (X-ray check)

1. $\text{Bf6}$ 2. $\text{Bf5}$ 3. $\text{Bc3}$ 4. $\text{Bc3}$ 5. $\text{Bc3}$ and thanks to this in-between move White gets two pieces against rook and pawn.

1. $\text{Bc3}$ (the game) 1. ... $\text{Bc1}$ 2. $\text{Bc1}$+$\text{Bf8}$+$\text{Bf8}$ and White remains in a worse position just a pawn down (Black has c-file and better minor piece).

1. $\text{Bc3}$ 2. $\text{Bc1}$ 3. $\text{Bc1}$ 4. $\text{Bc4}$ Pawn down, bad pawn structure.

11. 1. ... $\text{Bf3}$ 2. $\text{fxe3}$ 3. $\text{Bxd5}$ 4. $\text{Bxe4}$ (luring and double attack: knight)

12. 1. $\text{Bd6}+$ $\text{Bd7}$ 2. $\text{Bxd7}$+$\text{Bxe7}$ 3. $\text{Bc5}+$ $\text{Bd6}$ 4. $\text{Bxe4}$+ (luring and double attack: knight)
6) 1. ... \textit{Wc8} The queen must be protected after 2. \textit{g6xg6}. Black must be ready to exchange queens (exchanging directly
   1. ... \textit{xf5} 2. \textit{exf5} \textit{g4}. hgx4 is playable but unpleasant. Without the move 2. \textit{h4} White cannot proceed although \textit{h5} is not a threat yet because Black exchanges on \textit{f5} then.
   1. ... \textit{e6} This move fails after 2. \textit{g6xg6} \textit{g6xg6} \textit{xf5} on the in-between move 4. \textit{g7+}.
   1. ... \textit{e4} The move played in a game U10. The strong 2. \textit{b4} was missed (the pin: attacking a pinned piece)
7) 1. ...\textit{b6} (1. ... \textit{h4} 2. \textit{f4} \textit{g5+} 3. \textit{f3} \textit{f6} 2. \textit{f4} \textit{xe5+} (defending against mate)
8) 1. \textit{g5} \textit{b4} \textit{g6} 3. \textit{d6+} (chasing and discovered attack)
9) 1. ... \textit{e5} 2. \textit{d5} \textit{xh5} \textit{b3} (the pin: pin)
10) 1. \textit{d7+} \textit{e5} 2. \textit{d5+} \textit{xh5} 3. \textit{c4} (elimination of the defence by luring away and blocking)
11) 1. ... \textit{a2} 2. \textit{d6} (2. \textit{e5?} \textit{h5#}; 2. \textit{d1} \textit{d2}) 2. ... \textit{a3+} 3. \textit{b4} \textit{a2} (draw by perpetual
   1) 1. ... \textit{c3} 2. \textit{b3} (2. \textit{w3} \textit{xh1} 1. ... \textit{a2} \textit{g5} 3. \textit{f6} (chasing the king)
6) 1. d8 Q + Qxf6 (1. ... Qe7 2. g8 Q (2. Qc6+? Qf6 3. g8 Q + Qf7!) 2. g8 Q + g6 (2. ... g5 3. Qf7+) 3. e7+ (draw due to insufficient material)

7) 1. Qxf6 Qxf6 2. Qxf6 h5 3. Qf7+ (setting up a battery and discovered check)

8) 1. Qxe6 Qxf3 (1. ... Qxf3 2. g8 Q + Qxg8 3. Qf7+) 2. Qxf3 Qxf3 (2. ... Qg8 3. Qxg8 Qxf3 4. Qh6) 3. g8 Q + Qxg8 4. Qf7+ (attacking the king)

9) 1. Qxb4 + Qxb4 2. Qa3 + a4 3. b4 + b5 4. Qc3# Exploiting vulnerability: a bad position of the king.

10) 1. a5 Q d3 b3 5. h4 4. Qf4 (targeting, chasing and trapping)

11) 1. Qh5 + cxb5 2. Qc1 + d7 3. d1+ d6 4. Qd6+ Qd6 5. Qxd8+ (elimination of the defence, chasing, X-ray check and luring away+material)

12) 1. Qxc8 Qxh7 2. Qc7 Qh8 (2. ... g7+ 3. Qf2 Qf7+ 4. Qg3) 3. Qc6 + a3 4. Qd8 (cashing in a passed pawn)

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1) 1. Qxe5 Qd3+ 2. Qxd3 b4 + 3. Qc3 Qxd3 (luring and discovering attack)

2) 1. b5 Qe6 2. Qc4 (2. d7? Qd6) 2. ... Qe5 3. Qd4 (draw due to insufficient material) (Guljajev 1938)

3) c3 (1. ... Qf4? Qe2+ 2. Qxe2 Qxf4 1. ... Qc6 2. Qxf4 (elimination of the defence and pin)

4) 1. Qf1. Prevents check on e1 and forces the queen back. After 1. ... Qf6 White captures a pawn: 2. Qxb6

1. Qd8 is not a problem after 1. ... Qf6 2. Qxe8+ Qxe8.

1. Qxf3. Only counts with taking back. Black doesn’t want the bishop at all: 1. ... Qe1+ (1. ... Qxf3+? 2. Qf1) 2. Qg2 h3#

5) 1. f5 gx5 (1. ... Qxe4 2. f6; exf5 Qh4+ -; 2. ... Qe7 fxg6 fxg6 Qxe6 Qxe6 3. Qxe6+ 2. Qg5+ Qh7 3. Qh4# (attacking the king)

6) 1. ... h6 2. Qd1 Qc3 Exploiting vulnerability: material supremacy.

7) 1. ... Qe4 (1. ... Qh3?) 2. h4 Qd4 3. h5 Qe5 Normally the bishop fulfils the double function: protecting the pawn and stopping the enemy pawn. This is an exception: the position is not winning because of the danger of stalemating the opponent.

Happily, the king is in the square of the h-pawn.

8) 1. Qxe3 Qxe3 2. Qg4 Qe4 Qd4 3. Qxh4 (double attack: 2 pieces)

9) 1. ... Qg3? 2. Qg5 Qf6 3. Qxf6 (trapping)

10) 1. Qf3 Qxf3 2. Qg8 + Qh8 3. Qxh7 Qf7 4. Qh8+ (4. Qd7+) (elimination of the defence: luring away+material)

11) 1. Qb3! (1. Qc4? a4) 2. Qd5 Qc2+ 3. Qc5 Qh2+) 1. ... a4 2. Qc4! (zugzwang)

12) 1. ... Qe1+ (1. ... Qg4 2. Qh3 Qg2+ 3. Qg4 Qf3+ 4. Qh3) 2. Qh3 Qg2+ 3. Qg4 Qf3+ 4. Qh3 Qh5# (double check)

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1) 1. h3 Qh5 2. Qe2 (2. g4 Qd4)

2) 1. Qb8+ (1–0; Babula-Kislov, Trinec 1999) 1. ... Qh7 2. Qg8+ Qh6 3. Qh5+ Qh5 4. Qg5# Exploiting vulnerability: a bad position of the king.

3) 1. Qd8 Qf7 2. Qf5 2. ... Qxc3 3. Qd2 Qf5 4. Qxh7 (elimination of the defence: chasing away+material)

4) 1. Qg3! Qxg3+ 2. Qh3 Qf1 (defending against a passed pawn)

5) 1. ... Qd5 2. Qxd5 Qf1 3. Qxf3 (defending against mate)

6) 0–0–0 was not a problem because a2 hangs. Not a bad however: 1. ... Qxa2+ 2. Kb1 Qxd2 3. Qxd2 Qb4 4. Qh5+ brings all White’s pieces into the attack. After 4. ... Qe7 is 5. Qd7 illustrative. After 1. ... Qe7 plays White 2. a3 or a bit braver 2. Qc4.

1. Qd1. The move played prevents the threat (see next move) but the king in the middle is not lethal after 1. ... Qe6 2. Qd3 but unnecessary.

1. ... Qd2 Exchange: Qx2+ That was the threat.

7) 1. Qxa7 + Qxa7 2. Qa7 Qd1+ 3. Qxd1 a4+ (luring and double check)

8) 1. ... Qc2+ 2. Qh3 (2. Qh1 Qxc1+) 2. ... Qxg3 + 3. Qxg3 Qh6+ Exploiting vulnerability: material supremacy.

9) 1. Qd7? Qc4 (1. ... Qb7 2. Qb1 + Qb3 3. Qxb3#; 1. ... Qb3 2. Qb1 Qb7 3. Qxb3#; 1. ... Qb7 2. Qc8#) 2. Qxc4 a5 3. Qc6! a6 4. Qe4 Qa7 5. Qe7+ Qb6 6. Qb6 (elimination of the defence by blocking) (Bokotanov 1997)

10) 1. ... Qxg3 2. Qxe4 (2. fxg3 Qe2+ 3. Qg1 Qh3#) 2. f3 Qg6; 2. Qxg3 Qe2+ 3. Qh3 Qxh4+ 4. Qg2 Qg4+ 5. Qh2 Qe5+ 6. f4 Qg3# 2. ... Qh3+ 3. Qg1 (attacking the king)

11) 1. Qxb2 Qxb2 2. Qb3 Qd4 3. Qb8+ Qd8 4. (double attack: queen material+threat)

12) 1. ... Qf6 + Qxf6 2. Qc7 + Qg8 3. Qxe3 (in-between move)

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1) 1. Qxg7 + Qxg7 2. Qf8 + Qh8 3. Qxh6 + Qh7 4. Qxh7# (elimination of the defence: capture+mate)

2) 1. ... Qf3 2. Qxf3 Qxf3 (line clearing and trapping)

3) A position from the game De Wind-Michielsen, The Hague 2001. At that time they were both talented juniors, who nevertheless missed something.

1. Qxe5 Qxe5 2. Qe1. Exchanging is good in this case. All white pieces become active and the d-pawn is not weak but also poses no danger (2. ... Qd4 3. Qg3).

2. Qb6. White wants to chase the black rook to a worse square but the rook is not misplaced at all: 1. ... Qd6 2. Qb4 (consequent but admit failure with 2. Qd5 or 2. Qe3 and sacrificing a pawn is better). The move played fails to 2. ... Qxb6 (instead of the move played 2. ... Qd4 3. Qd4). Qxb6 Qd4 4. Qxf6 Qxe2+ (in-between move) 5. Qh1 Qxf6.


4) The fragment should be a move longer. The h-pawn is still on h5 and Black is to move: 1... h4 (0–1; Dvorecky-Klovans)
It is insufficient to play 1. ... hxg4 2. gxe5! (but not 2. gxe5! and wins) 2. ... g6 3. dxg6 4. g5. White resigned because of 2. gxe5 g6 3. f6 fxe2 4. dxe6 g6. It is surprising that a pinned piece is not a good defender.

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1) 1. ... d3+ 2. cxd3 dxe5 3. dxe5 Lxe5 4. fxe5 Lxe5 5. 0-0-0 Dxe5 6. e4 Qxe4 7. Qe2 Lxe2+ 8. Kxe2 Qe5 9. e5. White wins.

1) 1. ... Qxe5 2. dxe5.Phxe5 3. dxe5 Qxe5 4. e4. White wins.

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1. 1. ... Qe4+ 2. cxe4 Qf3 3. c5. Black is in a bad position.

1. 1. ... c4 2. bxc4 Qxc4 3. c5. Black is in a bad position.

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1. 1. ... d3+ 2. cxd3 Qxe2 3. Qxe2 dxc3 4. bxc3. Black is in a bad position.

1. 1. ... d3+ 2. cxd3 fxe2+ 3. Kxe2. Black is in a bad position.
8) 1. ... \texttt{x}b7 \texttt{x}b7 2. \texttt{c}c6 \texttt{w}a8 3. \texttt{x}c7 (elimination of the defense: chasing away+material)

9) 1. \texttt{f}f4 \texttt{d}d6 2. \texttt{g}g4 \texttt{f}f6 3. \texttt{f}f5 (targeting and trapping)

10) 1. \texttt{e}e7+ \texttt{g}g8 2. \texttt{g}g6 \texttt{a}8 2. ... \texttt{w}f3 3. \texttt{e}e8# 2. ... \texttt{f}f4 3. \texttt{a}a7 3. \texttt{g}g7+ \texttt{f}f8 (3. ... \texttt{h}h8 4. \texttt{f}f7#) 4. \texttt{h}h7! \texttt{a}1\texttt{w} (defending against a passed pawn)

11) 1. \texttt{f}f6 \texttt{x}c7 1. ... \texttt{x}xf6 2. \texttt{w}x\texttt{c}6+ (discovered attack)

12) 1. \texttt{g}g7? \texttt{f}2 2. \texttt{a}a1 \texttt{f}8 3. \texttt{a}a8+ \texttt{e}7 4. \texttt{w}xf8 Exploiting vulnerability: bad position of the pieces.

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1) 1. \texttt{e}d5. Due to the exchange White loses no time with a move of the knight and the queen can be positioned in the centre (and is not in danger). After 1. ... \texttt{x}d5 2. \texttt{w}e4 White can play for b4-b5, sometimes with a pawn sacrifice, otherwise with a move of the rook to b1 as preparation.

2) 1. ... \texttt{h}h4 d4 Black destroys the white pawns and e5 becomes a strong square for the knight.

3) 1. ... \texttt{e}e5. The exchanging of a pair of knights helps Black only. After 1. ... \texttt{x}xe5 2. \texttt{e}xe5 \texttt{w}g7 3. \texttt{w}e2 White has still the advantage of the weak e-pawn but the double g-pawn does not seem enough counterweight. Black plays the active 3. ... \texttt{f}8 and survives. Some attention for 2. ... \texttt{w}f6 in stead of \texttt{w}g7. White captures too with 2. \texttt{c}c6!. Look for the difference!

4) 1. ... \texttt{g}g7. White continues with 2. \texttt{c}c6+! \texttt{f}f6 (discovered attack and X-ray check)

5) 1. \texttt{d}d7 \texttt{h}h8 (elimination of the defence: interfering)

6) 1. ... \texttt{x}g3? 2. \texttt{h}xg3 (2. \texttt{x}xg3 \texttt{x}c3+ 3. \texttt{h}xg3 \texttt{w}xe2) 2. ... \texttt{x}xe2 3. \texttt{b}b4+

7) 1. ... \texttt{x}x\texttt{b}7 attacking the king: access

8) 1. ... \texttt{f}f3 2. \texttt{x}f3 \texttt{f}f3 (clearing and discovered attack and pin)

9) 1. ... \texttt{c}c2+ 2. \texttt{e}xe2 \texttt{w}d2+ 3. \texttt{f}f1 \texttt{w}e2+ 4. \texttt{g}g1 \texttt{w}f3# Exploiting vulnerability: a bad position of the king.

10) 1. \texttt{g}g4 2. \texttt{f}f5. Black has a chance to play 3. ... \texttt{h}h4+ 4. \texttt{g}g5 \texttt{w}f6 (counter-attack)

11) 1. ... \texttt{x}x\texttt{g}3 2. ... \texttt{x}x\texttt{g}3 3. \texttt{a}a4 \texttt{e}5 4. \texttt{b}b5 \texttt{d}d6 5. \texttt{c}c6+ 6. \texttt{b}b7 \texttt{e}5 7. \texttt{a}a5 \texttt{f}f5 8. \texttt{b}b4 \texttt{b}b7 9. \texttt{b}b5 \texttt{a}a7 9. \texttt{c}c6

12) 1. ... \texttt{w}g2+ 2. \texttt{f}f4 \texttt{w}g5+ \texttt{f}f3 3. \texttt{h}h5+ (chasing and X-ray check)

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1) 1. ... \texttt{x}x\texttt{e}5 2. \texttt{x}xe5 \texttt{w}e5 3. \texttt{f}f4 (luring and trapping)

2) 1. ... \texttt{f}f2 2. \texttt{w}d6 \texttt{d}d4 Exploiting vulnerability: a bad position of the king.

3) 1. ... \texttt{h}h7? \texttt{x}x\texttt{h}7 2. \texttt{w}h2 and wins, i.e. 2. ... \texttt{g}g7 3. \texttt{d}d5 (attacking the king)

4) 1. ... \texttt{e}e6 2. ... \texttt{x}x\texttt{f}8 3. ... \texttt{f}f6 (cashing in a passed pawn)

5) 1. ... \texttt{h}h6 2. ... \texttt{g}g5 3. ... \texttt{w}g6+ 4. ... \texttt{w}g5 5. ... \texttt{x}x\texttt{e}4 6. ... \texttt{w}f5+ 7. ... \texttt{g}g5 8. ... \texttt{h}h6+ (discovered attack)

6) 1. ... \texttt{x}x\texttt{g}3+ 3. 1. ... \texttt{x}x\texttt{g}3 2. ... \texttt{x}x\texttt{g}3 3. ... \texttt{h}h4 (in-between move)

7) 1. ... \texttt{g}g5 (2. ... \texttt{h}h5 3. ... \texttt{g}g5 4. ... \texttt{h}h5 5. ... \texttt{g}g5 6. ... \texttt{h}h5 7. ... \texttt{g}g5 8. ... \texttt{h}h5 9. ... \texttt{g}g5 10. ... \texttt{h}h5 11. ... \texttt{g}g5)

8) Exploiting vulnerability: a bad position of the knight.

9) 1. ... \texttt{h}h5 2. ... \texttt{g}g6 (discovered check and X-ray check)

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1) 1. ... \texttt{d}d5 2. ... \texttt{g}g5 3. ... \texttt{f}f5 (line clearing and double attack)

2) 1. ... \texttt{w}x\texttt{e}5 \texttt{x}x\texttt{e}5 2. ... \texttt{d}d8+ \texttt{x}\texttt{d}8 3. ... \texttt{x}x\texttt{e}5 4. ... \texttt{f}f8 (elimination of the defense: luring away+material)

3) 1. ... \texttt{h}h4+ 2. ... \texttt{f}f3+ 3. ... \texttt{f}f5+ 4. ... \texttt{d}d6+ Exploiting vulnerability: a bad position of the king.

4) 1. ... \texttt{x}x\texttt{f}8 2. ... \texttt{w}e5 3. ... \texttt{w}e4 4. ... \texttt{x}x\texttt{d}4 5. ... \texttt{g}g5 (luring away, knight fork and a pinned piece is not a good defender)

5) 1. ... \texttt{g}g5 2. ... \texttt{h}h6 3. ... \texttt{x}x\texttt{d}4 4. ... \texttt{w}x\texttt{f}8 (trapping)

6) 1. ... \texttt{d}d5+ 2. ... \texttt{x}x\texttt{f}8 3. ... \texttt{w}x\texttt{f}8 (discovered attack)

7) 1. ... \texttt{w}x\texttt{f}8+ 2. ... \texttt{w}x\texttt{f}8 3. ... \texttt{w}x\texttt{f}8 (discovered attack)

8) Black is a pawn down and that calls for action.

9) 1. ... \texttt{w}x\texttt{g}2+ 2. ... \texttt{w}x\texttt{g}2 3. ... \texttt{c}c2 4. ... \texttt{w}x\texttt{g}2 5. ... \texttt{w}x\texttt{g}2 (in a passed pawn)
X-ray protection

1. La5 f5 2. b6 (1. Da5 Df6) 1. ... Kh4 2. Te2 Txe2 3. Dg3#

2. De8 (1. Dg8 Pd2+ 2. Kg1 Dxe1#) 1. ... Pd2+ 2. Kg1

1. ... Kc7 (1. ... Kb7 2. Dd7+ Kb8 3. Dd6+) 2. Df7+ Le7 3. Dxe7+ Kc6 4. De6+ Kb5


1. Pf2+ 2. Kh2 Pg4+ 3. Pxg4 hxg4 4. Kg1 Ke1

1. Dc5+ Kb8 (1. ... Dc7 2. Dxd5) 2. e6 fxe6 3. Lf4+

1. Tf5+ g5 2. Kh3 Txf2 3. g4

1. h4! (1. c8D+ Kxc8 2. h4 Kd7; 1. h3 Kxc7) 1. ... gxh3 2. c8D+ Kxc8

1. Lxh7+ Kxf7 3. Kg1 Ke1

1. Tg4+ Txg4 (1. ... Kh8 2. Txg3) 2. Dxe3

1. Tdxd7+ Dxd7 2. Df8+ De8 3. Dd6+ Kc8 4. Dc7#
1. ... Th1+ 2. Kg3 Td1 3. De3 Td3 (1. ... d5 2. Thb1 Dd6+ 3. Tb4 a5)

1. c6+! Kxa7 2. Kg1! (2. Kg3? Ka8 3. Kxh3 La7 4. Kg4 Ld4 5. h4 Lc3 6. h5 Lxa5 7. h6 Lc3) 2. ... Ka8 3. Kh1 La7

1. c4 Kb3 2. Kd5 (2. Kd4 Kxa4 3. c5 Kb5) 2. ... Kxa4 3. c5 (1. Lc7 (1. Lc5 Pd7 2. Lb6 Dc8) 1. ... Da8 (1. ... Dc8 2. Pd6) 2. Txe8+ Dxe8 3. Txf6 (discovered attack 1. ... De3 2. Kf6 Kf8 3. Df5 Ta6+)


1. Tad1 1. Lc5 Tc2+ 2. Lxd4 Txc7 3. T8b7 (1. ... Lxf6 2. Txb7 cxb7 3. Pxd5 (5. Dh5+! Kg8 6. Tg3+ Dg4 7. Txg4#) (discovered attack) 1. Dh4 Dd6 (1. ... g5 2. Dh6 Tcc8 3. Tf7) 2. Dxd8+ Dxd8 3. Tf8+ (elimination of the defence: luring away+mate) 1. ... De3 2. Kf6 Kf8 3. Df5 Ta6+)

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1. a c8 (1. a e2? a e6 2. g4+ h6 3. c2 xxe7) 1... xxc8 (1... a4 2. a g4 a3 3. c2 a2 4. b2) 2. e8# (cashing in a passed pawn) (Boll 2011)

2. e6 xxe6 2. xxf6 (elimination of the defence by interfering)

3. a xxd5 2. xh5+ 3. xh5 # (attacking the king: access)

4. a c3+ 2. a a1 (2. a cxb2+ 3. a xgb2 4. a b5+ 5. a a3 (b1)+ 2... a xhb2+ 3. a xgb2 b5+ 4. a b3 a b1+ 5. a a4 (c3) (draw by perpetual check)

5. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h# (attacking the king: access)

6. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h#

7. Exploiting vulnerability: a bad position of the king

8. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h# (attacking the king: access)

9. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h#

10. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h#

11. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h#

12. a xg6+ hxg6 2. h5+ (2. h7+? a g8) 2... gxh5 3. g h#

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1. a h8+ a f7 2. c1 a e7 3. c7+ (3. a xxe8? a xxc8 4. a xxe8 a xa2) 3... a d7 4. a xxa8 Exploiting vulnerability: a bad position of the king.

2. a b8+ a f8 2. a xf8+ a xf8 2. a d6+ (3. a d6+ a g8 4. a xxc5) 3... a g8 4. a xxa6 a xxa6 5. a xcc5 (elimination of the defence: luring away material and double attack)

3. a d5+ a e8 2. a xf7+ a xe7 3. a f4+ a e7 4. a xh3 (defending against mate)

4. a d4+ a e6 1. a xh5 2. a xf4 (line opening and the pin: pin)

5. a a8! a e6 White activates his pieces, chases the black ones back and prevents casting (a gxf7)

6. a a8! a e6 White activates his pieces, chases the black ones back and prevents casting (a gxf7)

7. a a8! a e6 White activates his pieces, chases the black ones back and prevents casting (a gxf7)

8. a a8! a e6 White activates his pieces, chases the black ones back and prevents casting (a gxf7)

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12. a a8! a e6 White activates his pieces, chases the black ones back and prevents casting (a gxf7)

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1. a g7+ a h3 2. a g4+ a h2 3. a f2 (3. a xh5? a g2) 3... a h3 4. a f4+ Exploiting vulnerability: a bad position of the king.

2. a d8 (1. a c4 a xxb2 2. a d8 a e4+) 1... a xe7 2. a c4 a xxb2 (2. a c7 3. a d2) 3. a d7+ a xd7 (defending by stalemate) (Belenky 1954)

3. a b3 a d4+ 2. a d7 a xbx3 3. a e8 Exploiting vulnerability: a bad position of the king.

4. a g5. Moves that weaken the king's wing are most of the time not considered. A weakness is only a nuisance if the opponent can make profit. The knight is the only piece nearby. After 2. f3 (2. a f3 a xxe5 f4) 2... a h5 (logical but also 2... a f5 is good, because the rooks will be activated after 3. a xxe5 fxf5 4. a xe7 a xe7 5. a c2 a g8) 3. a g4 a xg4 4. a g4 a f4 Black wins material.

5. a h4. Bringing the queen into the attack is logical but after 2... g3 a h6 3. f3 or 3. a f2 Black has too few attackers. Of course, his position remains OK.

1... e5 tries to activate the rooks but after 2... a c3 it will not succeed. The e-pawn hinders the queen and the knight. Besides, a b4 can return to a3 safely.

6. a g4 (1. a a5 a xce3 2. a xg3 a xxd3) 1... a g6 2. a a5 (preventing counter-attack)

7. a c4 2. g3 a d1+ 3. a g2 a xxe5 (setting up a battery, in-between move and lifting the pin)

8. a c8! (1. a c8? stalemate) 1... a c4 2. a h8+ (2. a xxe7) 2... a g4 3. a h4+ a f3 4. a xc4 (avoiding stalemate)

9. a f3! a xf5 2. a g5+ a d5 3. a xf3 (defending against loss of material)

10. a f3+ 2. a g3 a h4 2... a g5+ 3. a h1 a xxa6 (in-between move)
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1) \( \text{\texttt{c7}} + \text{\texttt{xc7}} \). Awaiting move (discovered attack and pin)
2) \( \text{\texttt{f8}} + \text{\texttt{g5}} \). Awaiting move (chasing and the pin; pin)
3) \( \text{\texttt{e1}} \ldots \text{\texttt{f2}} + \text{\texttt{h3}} \). Awaiting move (forcing the move)
4) \( \text{\texttt{g4}} + \text{\texttt{h5}} + \text{\texttt{gxh6}} \). Awaiting move (forced move)
5) \( \text{\texttt{h4}} \). Awaiting move (forced move)
6) \( \text{\texttt{f5}} + \text{\texttt{e6}} \). Awaiting move (forced move)
7) \( \text{\texttt{d7}} \). Awaiting move (forced move)

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1) \( \text{\texttt{g5}} \). Awaiting move (forced move)
2) \( \text{\texttt{f4}} \). Awaiting move (forced move)
3) \( \text{\texttt{e1}} \ldots \text{\texttt{f2}} + \text{\texttt{h3}} \). Awaiting move (forced move)
4) \( \text{\texttt{g4}} + \text{\texttt{h5}} + \text{\texttt{gxh6}} \). Awaiting move (forced move)
5) \( \text{\texttt{h4}} \). Awaiting move (forced move)
6) \( \text{\texttt{f5}} + \text{\texttt{e6}} \). Awaiting move (forced move)
7) \( \text{\texttt{d7}} \). Awaiting move (forced move)

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1) \( \text{\texttt{a8}} + \text{\texttt{h7}} \). Awaiting move (forced move)
2) \( \text{\texttt{e5}} \). Awaiting move (forced move)
3) \( \text{\texttt{g6}} \). Awaiting move (forced move)
4) \( \text{\texttt{f3}} \). Awaiting move (forced move)
5) \( \text{\texttt{d3}} \). Awaiting move (forced move)
6) \( \text{\texttt{c4}} + \text{\texttt{g6}} \). Awaiting move (forced move)
7) \( \text{\texttt{e6}} + \text{\texttt{h5}} \). Awaiting move (forced move)
8) \( \text{\texttt{f6}} + \text{\texttt{h4}} \). Awaiting move (forced move)
9) \( \text{\texttt{g5}} + \text{\texttt{h6}} \). Awaiting move (forced move)
10) \( \text{\texttt{f4}} + \text{\texttt{e5}} \). Awaiting move (forced move)
11) \( \text{\texttt{d5}} + \text{\texttt{c6}} \). Awaiting move (forced move)
1. ... Lxd4 play (or 1. ... Dxc4 2. Pxf6+ gxf6 3. Dg4+ Kf8) and after 2. Pxf6+ Kf8 – nothing is going on

1. c5. Black can play (or 1. ... Dxc4 2. Pxf6+ gxf6 3. Dg4+ Kf8) and after 2. Pxf6+ Kf8 – nothing is going on

1. ... Lxe5 2. dxe5 Pd7 3. De3 b6 White missed 4. Td4 (doubling with tempo and pinning). Black must put his knight on d3 on the second move.

1. ... Dxc4 2. Pxf6+ gxf6 3. Dg4+ Kf8

1. t7+ xf7 2. Dd8+ Ke7 3. exd5 Exploiting vulnerability: a bad position of the king.

1. ... Lxe5 2. dx e5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. f7+ Txf7 2. Dd8+ Kh7 3. Lxd5

1. ... Lxe5 2. dxe5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. b7+ cxb7 2. Txb7+

1. f7+ Txf7 2. Dd8+ Kh7 3. Lxd5

1. ... Lxe5 2. dxe5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. ... Lxe5 2. dxe5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. He7 Ke2 (1. ... Ke2 2. He5+ Kh2) 2. He5+

1. f7+ Txf7 2. Dd8+ Kh7 3. Lxd5

1. ... Lxe5 2. dxe5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. ... Lxe5 2. dxe5 c6 3. De3 Td8+ Kc8 4. Pxc8+ Kd8 5. Pd6+ Ke8

1. d6+ (1. ... e5 2. Da2#; 1. ... Ke5 2. Tc5#) 2. Ta6#
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1) 1. g4 h3 (1. ... hxg4 2. hxg4; 1. ... hxg3 2. hxg3; 1. ... gxg5 2. hxg6#) 2. gxg5# (Schönberger 1925)
2) 1. ... g5 2. h6# (Scheltonoschko 1985)
3) 1. ... e4 2. c4#; 1. ... exd4 2. f5# 2. d5# (Sorokin 1969)
4) 1. ... d5 2. ... c2# 2. ... e7# (Dittkowsky 1926)
5) 1. ... b4 2. ... d5# 2. ... xa4# (Bolotbekow 1990)
6) 1. a4 2. ... b4# 2. ... d7# (Andreyev 2004)
7) 1. ... d5 2. ... c2# 1. ... e4 2. ... d5# (Djatschuk 1999)
8) 1. ... e4 2. ... d5# (Scheltonoschko 1985)
9) 1. ... e5 2. ... a6# (Bolotbekow 1990)
10) 1. ... a3 2. ... d5# (Birnow 1951)
11) 1. ... c5 2. ... d5# (Birnow 1951)
12) 1. ... e4 2. ... b1# 1. ... f3 2. ... f8# 2. ... f8# (Dorochow 1988)

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1) 1. a2 2. b2# (Larsson 1927)
2) 1. ... b2 2. Pc3# (Reitman 2000)
3) 1. ... b1D 2. ... c2# (Juschakow 1985)
4) 1. ... f5 2. ... e5# (Osipov 1985)
5) 1. ... b2 2. ... c2# (Andreyev 2002)
6) 1. ... e5 2. ... g3# (Andreyev 1996)
7) 1. ... c5 2. ... e3# (Zimmer 2007)
8) 1. ... e4 2. ... b6# (Andreyev 1996)
9) 1. ... Ka1 2. ... c3#; 1. ... bxa2 2. ... d1# (Biedermann, 1876)
10) 1. ... c2# (Lund 1939)

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1) 1. ... f6 2. ... d5# (Lincoln 1996)
2) 1. ... d5 2. ... c2# (Kitschigin 1987)
3) 1. ... c4 2. ... b5# (Andrejew 1997)
4) 1. ... f3 2. ... h2# (Kovacs 2010)
5) 1. ... c3# (Lund 1939)

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1) 1. ... d4 2. ... e5#; 1. ... c2# (Bogdanov 1974)
2) 1. ... b4 2. ... a5# (Kitschigin 1987)
3) 1. ... e4 2. ... b2# (Junker 1925)
4) 1. ... d6 2. ... c4# (Andreyev 1996)
5) 1. ... h3 2. ... f1# (Kovacs 2010)
6) 1. ... c2# (Andreyev 1997)
7) 1. ... d2# (Kovacs 2010)
8) 1. ... f2# (Kovacs 2010)
9) 1. ... c2# (Andreyev 1997)
10) 1. ... e1# (Biedermann, 1876)
11) 1. ... e4# (Biedermann, 1876)
12) 1. ... e4# (Biedermann, 1876)

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