

Step 3

2 Test / Mix: A

- 1) 1. ... ♖a5+ 2. c3 ♕xe5 (double attack: queen)
- 2) 1. ♙d5 (pin)
- 3) 1. ... ♖xh3+ (1. ... ♖xf3? 2. ♙xf3 ♖xh3+ 3. ♖g2) 2. ♙xh3 ♖xf3+ (elimination of the defence: luring away+material; overload)
- 4) 1. ♗e1 ♖xe4 2. ♗xg2 (2. f3 (double attack: knight))
- 5) 1. ♙e5 ♖ag8 (1. ... ♖g5 2. ♖xg5) 2. g4 (double attack: bishop)
- 6) 1. ... ♗e2+ (1. ... ♗f3+? 2. ♖xf3) 2. ♖h2 ♖xd1 (discovered attack)
- 7) 1. ♖d6 ♖b8 2. ♖xe7 (double attack: two pieces)
- 8) 1. ♖a6+ ♖c7 2. ♖b7# (mate in two)
- 9) 1. ♖c5 (1. ♖a1 and 1. ♖b6 win less material) (double attack: queen)
- 10) 1. ♖d3+ ♖e6 2. ♖d7# (2. ♙d7+ ♖e7 3. ♙xg4 h1 ♖+) (mate in two)
- 11) 1. d6+ ♖xd6 2. ♖xf6+ (elimination of the defence: luring away+material)
- 12) 1. ♙xd6+ ♗xd6 2. ♖xg3 (elimination of the defence: luring away)

3 Test / Mix: B

- 1) 1. ♖xd4 ♖xb4 2. ♖xb4 (discovered attack)
- 2) 1. ♖f7 (double attack: two pieces)
- 3) 1. ♗e7+ ♖h7 2. ♖xf8 (elimination of the defence: chasing away+material)
- 4) 1. ♗e7+ (1. ♖xb6? ♙xg6; 1. ♗e5? ♙xd4) (double attack: knight)
- 5) 1. ♖g6 ♖g8 2. ♖xa6 (double attack: queen)
- 6) 1. ♖e7 (double attack: queen)
- 7) 1. ... ♖f4 2. ♙xf4 ♙xf3+; 2. ♖xb7 ♖xb7 (discovered attack)
- 8) 1. ♙a4 ♖a5 2. ♙c6# (pin)
- 9) 1. ♖a3 (pin)
- 10) 1. ... ♖xa3 2. bxa3 ♖xc3 (elimination of the defence: luring away+material; overload)
- 11) 1. ♗e7+ and 2. ♖xh7# (mate in two thanks to discovered attack)
- 12) 1. ... ♖xc3 and 2. ... ♖xe2; 1. ... b4? 2. ♙f1! (elimination of the defence: capturing+material)

4 Discovered and double check: A

- 1) 1. ♗c6+
- 2) 1. ... ♙b4+ (1. ... ♙xa3 2. ♖f1; Black is a piece down)
- 3) 1. ♖xg8+ ♖xg8 2. ♙xa5
- 4) 1. ♗d6+ (1. ♗a5+ ♗xb3) 1. ... ♖e7 2. ♗xb7
- 5) 1. ♗xb6+ (1. ♗e7+ ♖h7)
- 6) 1. ... ♙xa3+2. ♙e2 ♙xb2
- 7) 1. ... ♖d1# (1. ... ♖c3+ 2. ♗xc4 ♖xc2 3. ♖xc2)
- 8) 1. ♙xd6# (1. ♙g5+? ♖f2 2. ♙h4)
- 9) 1. ... ♙b4#
- 10) 1. ... ♖e6+ (1. ... ♖f4+? 2. ♖e5; 1. ... ♖f2+? 2. ♖b1) 2. ♖c2 ♖xe4
- 11) 1. ♙g5+ (1. ♙xg7+ ♖xg7 2. ♖h7+? ♖xf6) 1. ... ♗xh4 2. ♖xh4#
- 12) 1. ♖d7+ ♖e8 2. ♖xc7

5 Discovered and double check: B

- 1) 1. ♙g5+ ♖c7 (1. ... ♖e8 2. ♖d8#) 2. ♙d8#
- 2) 1. ♗e4+ ♖h6 2. ♖g5#
- 3) 1. ... ♗c1+ 2. ♖xc1 (2. ♖a1 ♖b1#; 2. ♖a3 ♖b3#) 2. ... ♖b1#
- 4) Drawing
- 5) Drawing
- 6) 1. ♗f6+ ♖h8 2. ♖h7#

- 7) 1. ♔d4+ (1. ♙g1+ ♖b4 2. ♙xh2 ♜d2+) 1. ... ♖b4 2. ♙c3#
- 8) 1. ♜f8+ ♖xf8 2. ♙h6#
- 9) 1. ... ♗d4+ 2. ♖e1 ♗c2#
- 10) 1. ... ♗f2+ (1. ... ♗xg3+? 2. ♖g1 ♗xe2+ 3. ♖f2) 2. ♖g1 ♗xh3#
- 11) 1. ♜h7+ ♖xh7 2. ♙xe6#
- 12) 1. ♜h8+ (1. ♜g4+? ♙g6) 1. ... ♖xh8 2. ♜g4#

6 Discovered and double check: C

- 1) 1. ♜g7+ ♖xg7 2. ♜g6#
- 2) 1. ... ♗g3+ 2. ♖g1 ♗e2#
- 3) 1. ♗f5+ ♖g6 2. ♗e7#
- 4) 1. ... ♗g3+ 2. ♖xg3 (2. ♖g1 ♜h1#) 2. ... ♜h4#
- 5) 1. ♜g7+ ♖xg7 2. ♜g5#
- 6) 1. ♜e8+ (1. ♙f5? b5) 1. ... ♖d7 2. ♙b5#
- 7) 1. ♜h5+ ♖d4 2. ♜d6#
- 8) 1. ... ♙f3+ 2. ♖f2 ♙xe4#
- 9) 1. ♙b7+ ♖xb7 2. c8♜#
- 10) 1. ... ♜f2+ 2. ♖xf2 ♜d1#
- 11) 1. ... ♗c4+ 2. ♖d3 ♗xb2#
- 12) 1. ♜f5+ ♖xf5 2. ♜e6#

7 Attack on a pinned piece: A

- 1) 1. ♙g4
- 2) 1. ♜e4
- 3) 1. ♗g5
- 4) 1. e5
- 5) 1. ... ♙d5 (1. ... ♙h3? 2. ♜xc6)
- 6) 1. ... f5 (1. ... ♜e8 2. ♜c4)
- 7) 1. ♜f5 (1. ♜b3 c4; 1. ♜f2 ♜d7)
- 8) 1. g6
- 9) 1. c4
- 10) 1. ... ♙h3
- 11) 1. ... f4
- 12) 1. ... ♗c6 (1. ... ♗f5? 2. ♜xf5)

8 Attack on a pinned piece: B

- 1) 1. ♜ad1 (1. ♜ed1 ♖e7)
- 2) 1. ... ♜f2 (1. ... ♜b3? 2. ♖g2)
- 3) Drawing
- 4) 1. ... ♗e4
- 5) 1. ♙h6 (1. ♙d4? ♜xd4)
- 6) Drawing
- 7) 1. ... ♙f3
- 8) 1. ... ♜a7 (1. ... ♜d8? 2. ♜xd8)
- 9) 1. ... ♗e7
- 10) 1. ♙f1 (1. ♙f3? ♜c1+)
- 11) 1. g3 ♗h3 2. ♙h6#
- 12) 1. ♜h6 (1. ♜g5 ♗g6)

9 Mate in two: Access: A

- 1) 1. ♜xa7+ ♖xa7 2. ♜a2#
- 2) 1. ... ♗g4+ 2. fxg4 ♜h3#
- 3) 1. ♜xg7+ ♖xg7 2. ♜1h7#

- 4) 1. ♖e6+ fxe6 2. ♜f1#
- 5) 1. ♜h6+ gxh6 (1. ... ♙g8 2. ♜e8#) 2. ♜e8#
- 6) 1. ♜xh6+ (1. ♜xh6+ ♙g8!) 1. ... ♙xh6 2. ♜xh6#
- 7) 1. ♜xc6+ bxc6 2. ♜a6#
- 8) 1. ... ♜xh2+ 2. ♙xh2 ♜h4#
- 9) 1. ♙xb7+ ♙xb7 2. ♜c6#
- 10) 1. ♙h5 gxh5 2. ♜xh7#
- 11) 1. ♙g5+ hxg5 2. ♜h5#
- 12) 1. ♜xe6+ (1. ... ♙d8 2. ♜f8#) 1. ... fxe6 2. ♜f6#

10 Mate in two: Access: B

- 1) 1. ♜xh6+ gxh7 2. ♜g8#
- 2) 1. ♜xh7+ ♙xh7 2. ♜h3#
- 3) 1. ... ♜xa2+ 2. ♙xa2 ♜a8#
- 4) 1. ♜xh7+ (1. ♙g6+? hxg6) 1. ... ♙xh7 2. ♜h2#
- 5) 1. ♜g6 (1. ♜h4 h6; 1. ♙xh7 ♙f5; 1. ♙xh7 ♜e7) 1. ... hxg6 2. ♜h3#
- 6) 1. ♜c8+ (1. ♙c7+ ♙b8) 1. ... ♙xc8 2. ♙c7#
- 7) 1. ♜xd8+ ♙xd8 2. ♜e8#.
- 8) 1. ... ♜xh2+ (1. ... ♜e1+ 2. ♙f1) 2. ♙xh2 ♜h8#
- 9) 1. ♜xf5+ (1. ♜g2 ♙xc5) 1. ... exf5 2. ♜g8#
- 10) 1. ♙d6+ ♙xd6 2. ♙d7#
- 11) 1. ♜xa6+ (1. ... bxa6 2. ♜a8#) 1. ... ♙xa6 2. ♜a8#
- 12) 1. ... ♜a3 2. bxa3 ♜b1#

11 Mate in two: Access: C

- 1) 1. ♜xa6+ (1. ♙g2 ♙a7) 1. ... bxa6 2. ♙g2#
- 2) 1. ♜xf7+ (1. ♙b3 ♜f8) 1. ... ♙xf7 2. ♙b3#
- 3) 1. ♜xe6+ (1. ♙b5 ♜xh2+ 2. ♙xh2 hxg5+) 1. ... fxe6 2. ♙g6#
- 4) 1. ... ♜xc3+ (1. ... ♜f5 2. ♙b3; 1. ... ♙a3 2. ♙b1) 2. bxc3 ♙a3#
- 5) 1. ... ♜f3+ 2. gxf3 ♙h3#
- 6) 1. ... ♜b1+ 2. ♙xb1 ♙c4#
- 7) 1. ♜xg7+ ♙xg7 2. ♜g2#
- 8) 1. ... ♙f3+ 2. gxf3 ♜eg8#
- 9) 1. ... ♙g4+ 2. hxg4 ♜h6#
- 10) 1. ♜xh5 (1. ♙xg6 fxg6) 1. ... gxh5 2. ♙h7#
- 11) 1. ... ♜xh3 2. gxh3 ♙f3#
- 12) 1. ... ♜xf2+ 2. ♙xf2 ♙c5#

12 Mate in two: Access: D

- 1) 1. ... ♜xh2+ 2. ♙xh2 ♙e3#
- 2) 1. ♜xa7+ ♙xa7 2. ♙c5#
- 3) 1. ♜xh7+ ♙xh7 2. ♜f5#
- 4) 1. ♜xg7+ ♙xg7 2. ♙e7#
- 5) 1. ♙xc6+ bxc6 2. ♙d7#
- 6) 1. ... ♜xh2+ 2. ♙xh2 ♙f5#
- 7) 1. ... ♜xa2+ 2. ♜xa2 c2#
- 8) 1. ... ♜xa2+ 2. ♙xa2 axb3#
- 9) 1. ... ♙xf2++ 2. ♙g1 ♙h3#
- 10) 1. ♙xb7+ ♙xb7 2. c8♜#
- 11) 1. ♙f6+ gxf6 2. ♙xf7#
- 12) 1. ... ♜xf2+ 2. ♙xf2 ♜e4#

13 Pawn endings / The square of the pawn: A

- 1) 1. ... ♖f5; ½-½
- 2) 1. ... ♖f3 2. a4 ♖e4; ½-½
- 3) 1. ♖f4; 1-0
- 4) 1. ♖c6 ♖e7 2. ♖c7; 1-0

Of course, there are other ways to win, too. This is acknowledged by stronger players and computer users, but this is Step 3. The king's moves require no further thought. You can hold off the black king twice with no risk of doing it wrong. The computer proudly announces that 1. b5 is mate in 13 moves: 1. b5; Kd7 (the best move for the third step, and now mate in 11); 2. b6 (or 2. Kb6; Kc8; 3. Ka7); 2. ... Kd8, and now wins in 3. Kd6 or 3. Kb5. Neither of these moves is obvious at this level. We will then move on to lessons 14 and 17 on key squares. Let's start in the simplest way possible.

- 5) 1. ♖d5; 1-0
- 6) 1. ... ♖c2; 0-1
- 7) Drawing
- 8) Drawing
- 9) 1. ♖a6 (1. b7? ♖c7 2. ♖a6 ♖b8 and stalemate or the pawn is lost); 1-0
- 10) 1. e6 fxe6 2. c5 ♖f5 3. c6; 1-0
- 11) 1. ♖b5 ♖g6 2. ♖c6 ♖f7 3. ♖d7 1-0
- 12) 1. ... e4 2. dxe4 h5; 0-1

14 Test / Mix: C

- 1) 1. ♖e6+ (discovered check)
- 2) 1. ♖d4 (the square of the pawn, shielding off)
- 3) 1. ... ♜h5+; 2. ... ♜h4# (mate in two access)
- 4) 1. ... ♜d5 (1. ... ♜e3? 2. ♜d6) (attack on a pinned piece)
- 5) 1. ... ♙b4+ and 2. ... ♜e1# (double check)
- 6) 1. ... ♜g4+ 2. hxg4 ♜h2#; 2. ♖h1 ♜xh3# (mate in two access)
- 7) 1. ♜a3+ ♜xb2 2. ♜xa7 (discovered check)
- 8) 1. ♖b6 ♖e7 2. ♖c7 ♖e8 3. d6 (the square of the pawn, helping); 1. ♖b5 is good too, but knowledge from lesson 14 is necessary: 14: 1. ... ♖e7 2. ♖c6 ♖d8 3. ♖d6 ♖c8 4. ♖e7 (key squares)
- 9) 1. ♜xa6+ ♖xa6 2. ♜a1# (mate in two access)
- 10) 1. ♗f6+ ♖h8 2. ♜h4# (double check)
- 11) 1. f6 (1. e6?? f6) 1. ... exf6 2. e6 (the square of the pawn, blocking the route)
- 12) 1. ♙e5! (1. ♜e5? ♗xd3) (attack on a pinned piece)

15 Test / Mix: D

- 1) 1. ♙xe5+ ♖b6 2. ♙c7# (mate in two thanks to double check)
- 2) 1. ♜d4 (1. ♜e7 ♜d1+) (attack on a pinned piece)
- 3) 1. b4+ ♖xb4 2. ♖b2 (the square of the pawn)
- 4) 1. ... ♗g5+ 2. hxg5 ♜h8# (mate in two access)
- 5) 1. ♙e1+ (1. ♙xe5+? ♖b7 and ♙e5 cannot capture on g3) (discovered check)
- 6) 1. d4 (the square of the pawn, shielding off)
- 7) 1. ... ♗d3+ 2. ♖b1 (2. ♖d1 ♜f1#) 2. ... ♜f1# (mate in two access)
- 8) 1. ... ♜h7 (1. ... f5? 2. ♜h3+; 1. ... ♜g6 2. ♜h3+) (attack on a pinned piece)
- 9) 1. ♜xh7+ ♖xh7 2. ♜h3# (mate in two access)
- 10) 1. ♙g2 (attack on a pinned piece)
- 11) 1. ♗d6+ ♖xd6 (1. ... ♖f8 2. ♜e8#) 2. ♙g3# (discovered check and luring)
- 12) 1. g3 and 2. ♖xe6 (1. ♖xe6? f4 and 2. ... e3) (keeping the king in the square of the pawn)

16 Elimination of the defence / Capturing: A

- 1) 1. ♜xh8+ and 2. ♜d8#
- 2) 1. ... ♜xh4 and 2. ... ♗f2#
- 3) 1. ♗xc7+ ♙xc7 2. ♙b5#
- 4) 1. ... ♜xd1 and 2. ... ♙f3#
- 5) 1. ♗xh7+ ♗xh7 2. ♗g6#

- 6) 1. ... ♖xd1+ 2. ♜xd1 ♖f1#
- 7) 1. ♖xd4+ and 2. b6#
- 8) 1. ♖xf6+ and 2. ♖e8#
- 9) 1. ... ♖xc4 and 2. ... ♙a3#
- 10) 1. ♖xg7+ ♜xg7 2. ♜h6#
- 11) 1. ♖xb8+ and 2. ♙xb5#
- 12) 1. ... ♖xb3 and 2. ♙c5#

17 Elimination of the defence / Luring away: A

- 1) 1. ... ♖c1+ 2. ♙xc1 ♖e1#
- 2) 1. ♖a8+ ♙xa8 2. ♖e8#
- 3) 1. ♖d8+ ♖xd8 2. ♖xc3+
- 4) 1. ... ♖xd4 2. ♜xd4? ♖xh2#
- 5) 1. ... ♜d4 2. ♜xd4+? ♖c1+
- 6) 1. ... ♖b6+ 2. ♖xb6? ♖f1#
- 7) 1. ♖h8+ ♜xh8 2. ♖xf8#
- 8) 1. ... ♖e3+ 2. fxe3 ♖g3#
- 9) 1. ♖xf6+ ♖xf6 2. ♖d8+
- 10) 1. ... ♖b1+ 2. ♙xb1 ♖f1#
- 11) Drawing
- 12) Drawing

18 Elimination of the defence / Chasing away: A

- 1) 1. a5
- 2) 1. ♖f7+ ♜h8 2. ♖f8#
- 3) 1. ♖g1+ ♜h8 2. ♖xf8#
- 4) 1. f5
- 5) 1. e5
- 6) 1. ♜e7+ ♜h8 2. ♖xf8#
- 7) 1. ... ♙d4+ 2. ♜h1 ♖xf1#
- 8) 1. ... ♜d4
- 9) 1. ... b5 2. ♖xc6 ♖f1+ 3. ♖xf1 ♖xf1#
- 10) 1. ... ♖e3 (1. ... ♖g8 2. ♖b3)
- 11) 1. ♙a5
- 12) 1. ♙e5 ♖b4 2. ♖xf5#

19 Defending against a double attack: A

- 1) 1. ... ♙g7
- 2) 1. ... ♖d5
- 3) 1. ... ♙f6
- 4) 1. ... ♖e6
- 5) 1. ♜g3
- 6) 1. ♜f3
- 7) 1. ... ♙b7
- 8) 1. ... ♖b6
- 9) 1. ... ♙d4!; 1. ... ♙xb2 2. ♙xg6 and 1. ... ♙d8 2. ♜h1 are good defences but win nothing.
- 10) 1. ... ♖b8 (1. ... a5? 2. ♖c6+; 1. ... ♖d8? 2. b4#)
- 11) 1. ... ♖f7 (1. ... ♜h8? 2. ♙c4)
- 12) 1. ♖c6+ (1. ♖b5+? ♜xd4 2. ♖xg5 ♙h3+) 1. ... ♜xd4 2. ♖xc8

20 Defending against a double attack: B

- 1) 1. ... ♖f6+
- 2) 1. ♙g5 (threatens 2. ♙f6#)

- 3) 1. f4 ♖xd4? 2. ♗a8+
- 4) 1. ♗g3 ♖xd4 2. ♗b8+
- 5) 1. ♖h3+ ♗xg1+ 2. ♗xg1+
- 6) 1. ... ♗f4
- 7) 1. ... ♖e7 2. ♜xc5 ♖d6 3. ♗xd7 ♖xc5
- 8) 1. e4 (1. e8♗? ♗c6+) 1. ... ♗xe4 2. e8♗
- 9) 1. ... ♗d6 (1. ... ♗e5? 2. ♗xe4+) 2. ♗xc6 (2. ♗c5 ♗b5+ or ♗e5) 2. ... ♗c4+
- 10) 1. ♗d5 cxd5 2. ♜f1
- 11) 1. ... ♖c7 (1. ... ♜xb5 2. c7; 1. ... ♜b1 2. ♗d5#)
- 12) 1. ... ♗xd5 (1. ... ♗b6? 2. ♗e8+) 2. ♗e8+ (2. ♗c2 ♜b8 3. ♜xd5? ♗b6) 2. ... ♗g8

21 Double attack: Temptation: A

- 1) 1. ... ♗e3+ (1. ... ♗g5+? 2. ♗f4) 2. ♖c2 ♗xh6
- 2) 1. ♗c3+ (1. ♗d7+? ♜f7) 1. ... ♖h7 2. ♗xc7
- 3) 1. ♗e4+ (1. ♗h8+? ♗b8) 1. ... ♗b7 2. ♗xe5
- 4) 1. ... ♗e5+ (1. ... ♗a5+? 2. b4)
- 5) 1. ♗e1 (1. ♗c6? ♜e7) 1. ... ♜hb4 2. ♗xe6
- 6) 1. ♗f3 (1. ♗e4? ♗f2+ 2. ♖h1 ♗f1+ 3. ♖h2 ♗xh3+) 1. ... ♗e6 2. ♗a8+
- 7) 1. ♗e4 (1. ♗d3 ♗f6) 1. ... g6 2. ♗xa4
- 8) 1. ♗d5+ (1. ♗b3+ ♗c4+) 1. ... ♖h8 2. ♗xb7
- 9) 1. ♗d7+ (1. ♗g4+? ♗g6+) 1. ... ♗f7 2. ♗xc8
- 10) 1. ♗a3 (1. ♗f3? ♜d8) 1. ... h6 2. ♗xa7
- 11) 1. ... ♗f8+ (1. ... ♗b6+? 2. c5) 2. ♗f3 ♗xb4
- 12) 1. ... ♗g6 (1. ... ♗f5? 2. ♜xf4) 2. ♗e2 ♗xg5

22 Double attack: Temptation: B

- 1) 1. ♗h4+ (1. ♗c3+? ♗e5)
- 2) 1. ... ♗b8+; 1. ... ♗d2+? 2. ♗e2
- 3) 1. ... ♗c3; 1. ... ♗b6/d8? 2. ♜a1
- 4) 1. ♗b3+; 1. ♗d5+ ♗e6
- 5) 1. ... ♗c1+; 1. ... ♗c5+? 2. ♗f2
- 6) 1. ... ♗a3+; 1. ... ♗g5+? 2. ♜d2+
- 7) 1. ♗e5; 1. ♗d5/c5? ♗g3+
- 8) 1. ♗d2; 1. ♗e5? ♗b4+
- 9) 1. ... ♗d1+; 1. ... ♗d5+? 2. ♗g2
- 10) 1. ... ♗h3+; 1. ... ♗g4+ 2. ♗g3; 1. ... ♗d3 2. ♜e3
- 11) 1. ... ♗d8+; 1. ... ♗d6+ 2. ♗d3
- 12) 1. ... ♗b6+; 1. ... ♗g4+? 2. ♗g2 or 2. ♗g3

23 Mini plans / Pawn structure: A

- 1) 1. c6 bxc6 2. ♗xa6
- 2) 1. e6 fxe6 2. ♗g5
- 3) 1. ♗xf5 gxf5 2. ♗h4
- 4) 1. a6 bxa6 2. ♗xc6
- 5) Drawing
- 6) Drawing
- 7) 1. ♗xf6 gxf6 (better is 1. ... ♗xf6 2. ♗xc5) 2. ♗h4
- 8) Drawing
- 9) Drawing
- 10) 1. f6
- 11) 1. ... c6 2. ♗xc6 ♜xb2
- 12) 1. ... c5 (to prevent d4)

24 Mini plans / Pawn structure: B

- 1) 1. f5 (resolving a double pawn)
- 2) 1. e5 dxe5 2. ♖xe5 (the black c-pawn has lost its defender)
- 3) 1. ♙xf6 gxf6 2. e3 (gives Black a double pawn; 1. ... ♗xf6 2. ♜xc7 is not possible)
- 4) 1. ... ♙xf3 2. gxf3 (gives White a double pawn; ♙e2 must protect c4)
- 5) 1. ... ♙a5 (White cannot prevent ♙xc3; 2. ♗e3? d4)
- 6) 1. ... ♜h3+ 2. ♜h1 ♗xf3 gxf3 (gives White a double pawn)
- 7) 1. h6 (the pawn was attacked, and the black pawn structure gets worse or after 1. ... g6 his king's position is bad)
- 8) 1. ♙d3 ♗h5 2. ♙xf6 gxf6 (gives Black a double pawn)
- 9) 1. c5 (weakens the black pawn structure)
- 10) 1. ... a5 (Black must protect and pawn c2 remains weak; 1. ... ♗b8 is less good, the rook has better things to do; 1. ... ♗c8 2. ♗xb4 and White has gotten rid of a weak pawn).
- 11) 1. ... gxf6 (1. ... ♙xf6 2. ♙xf5 and White prevents ♙xd3) 2. ♙xf5 fxg5
- 12) 1. ... e5 (weakens the white structure or White must give up a pawn; 2. d5? ♗h4+)

25 Draws / Perpetual check: A

- 1) 1. ♗e8+ ♜h7 2. ♗h5+ ♜g8 3. ♗e8+
- 2) 1. ♗g5+ ♜h7 2. ♗h5+ ♜g7 3. ♗g5+
- 3) 1. ... ♗f2+ 2. ♜h1 ♗f1+
- 4) Drawing
- 5) Drawing
- 6) 1. ♜f6+ ♜f8 2. ♜xh7+ ♜g8 3. ♜f6+
- 7) 1. ♗xg6+ fxg6 2. ♗xg6+ ♜h8 3. ♗h6+
- 8) 1. ♜f7+ ♜g8 2. ♜h6+ ♜h8 3. ♜f7+
- 9) 1. ... ♗d2+ 2. ♜b1 ♗d1+
- 10) 1. ... ♜e3+ 2. ♜g1 ♜f5+ 3. ♜f1 ♜e3+
- 11) 1. ♜h5+ gxh5 2. ♗g5+ ♜h8 3. ♗f6+
- 12) 1. ... ♜g3+ 2. ♜h2 ♜f1+ 3. ♜h1 ♜g3+

26 Draws / Stalemate: A

- 1) 1. ♗d4+ (1. ♗b4+? axb4) 1. ... ♜xd4 stalemate
- 2) 1. ♜c4 ♗xb8 stalemate
- 3) 1. ♗c1 ♗xc1 stalemate (1. ... ♜d3 2. ♗xc3+ ♜xc3 =)
- 4) 1. ... ♜h8 2. ♗xf7 stalemate
- 5) 1. ♗e7+ ♗xe7 stalemate
- 6) 1. ♗g6+ ♙xg6 stalemate
- 7) 1. ♗b7+ ♗xb7 stalemate
- 8) 1. ♗f5+ ♗xf5 stalemate (1. ... ♜h6 2. ♗f6+ ♗xf6 stalemate)
- 9) 1. ♜h4 ♗xf3 stalemate
- 10) 1. ♜a6! ♗xc6 stalemate
- 11) 1. ♜e2+ ♗xg3 stalemate
- 12) 1. ♜d5+ ♙xd5 stalemate

27 Draws / Mix: A

- 1) 1. ... ♜e5+ 2. ♜f5 ♜xd7
- 2) 1. ♙g3 ♗xg3 stalemate
- 3) 1. ♗h7+ ♜g8 2. ♗g7+
- 4) 1. ♗b2+ ♜c2 2. ♗xa2
- 5) 1. ♗b2 and 2. ♗xc2
- 6) 1. ♗f4+ ♗xf4 stalemate
- 7) 1. ... c1♜+ (1. ... c1♗? 2. ♗a2#)
- 8) 1. ... ♗e6+ 2. ♗xe6 stalemate

- 9) 1. ♖b6 ♜e7 2. ♖c5 ♜d8 3. ♖b6
- 10) 1. ♜f6+ ♖xf6 stalemate; 1. ... ♖xf6 2. ♖xb2
- 11) 1. ♜xg7+ ♖xg7 2. ♜g5+ ♖h8 3. ♜f6+
- 12) 1. ... ♖g5 2. ♜g3 ♖f4 3. ♜h4 (3. ♜f3 ♖g5) 3. ... ♖g5

28 X-ray check or attack: A

- 1) 1. ... ♜h5+
- 2) 1. ... ♜c8
- 3) 1. ♜c8+ ♖e7 2. ♜xg8
- 4) 1. ... ♖g5
- 5) 1. ... ♖f5
- 6) 1. ♖g5+
- 7) 1. ♖d5
- 8) 1. ... ♜b4 2. ♜e2 ♜xh4
- 9) 1. ♜h8+
- 10) 1. ♜h5+
- 11) 1. ... ♖b8
- 12) 1. ♖c5+

29 X-ray check or attack: B

- 1) Drawing
- 2) Drawing
- 3) 1. ♜d3+ (1. ♜d1+? ♖d2)
- 4) 1. ... ♖c8 2. ♜xd5 ♖xg4
- 5) 1. ... ♜c1+ 2. ♖e2 ♜xh1
- 6) 1. ♜e3 ♜xf4 2. ♖xh3
- 7) 1. ... ♖h5+
- 8) 1. ♜h5 ♜e7 2. ♖xd5
- 9) 1. ♜d6+ ♖f7 2. ♜xh6
- 10) 1. ♖e7
- 11) 1. ... ♜a7 2. ♜f3 ♜xd7 (2. ... ♜xd7? 3. ♜ad1)
- 12) 1. ... ♜a5+ (1. ... ♜c3+? 2. ♖d5 ♜xc8 3. ♖e7+)

30 Test / Mix: E

- 1) 1. ♖xf6+ ♜xf6 2. ♜xh7# (elimination of the defence: capturing+mate)
- 2) 1. ... ♜f5 (x-ray attack)
- 3) 1. ♖h1 (1. ♖xc5+ ♖xc5 0-1) 1. ... ♜xf2 stalemate
- 4) 1. ♜g4 ♖e5 (otherwise ♜xg6) 2. ♜h4# (elimination of the defence: chasing away+mate)
- 5) 1. ... ♜d1+ 2. ♖f1 ♜h1#; 2. ♜f1 ♜xg2# (elimination of the defence: luring away+mate)
- 6) 1. ... ♜a1+ 2. ♖e2 ♜xg1 (x-ray check)
- 7) 1. ... ♜g6 (defend against a double attack)
- 8) 1. ♜h4 ♜xh4 2. ♜g7#
- 9) 1. ... ♜h7 and 2. ... ♜xb7 (draw by insufficient material)
- 10) 1. ... ♜d8+; 1. ... ♜f4+? 2. ♖e3 (double attack: queen)
- 11) 1. ♜f3; 1. ♜b7? ♖xd4 (double attack: queen)
- 12) 1. ♖a4+ ♖d5 2. ♖b3+ (perpetual check)

31 Test / Mix: F

- 1) 1. ... ♖f8 (1. ... ♖f6? 2. ♖d5) (the square of the pawn, prevent shielding off)
- 2) 1. ♜xc7 ♜xc7 2. ♜e8+ (elimination of the defence: luring away + mate)
- 3) 1. ♜g6+ ♖h8 2. ♜xh6+ ♖g8 (2. ... ♜h7 3. ♜xf8#) 3. ♜g6+ (perpetual check)
- 4) 1. ... ♖f1+ 2. ♖g1 ♜h2# (mate in two, thanks to double check)
- 5) 1. ... ♜g7 (defend against a double attack)

- 6) 1. ♖f3 (x-ray attack)
- 7) 1. e4 (attack on a pinned piece)
- 8) 1. ... ♖f8 (pin)
- 9) 1. ♖xc5+ ♖xc5 2. ♕a6# (elimination of the defence: capturing + mate)
- 10) 1. ♖xh5 gxh5 2. ♕h7# (mate in two access)
- 11) 1. ... ♔d2 2. c8♖ ♖e2+ 3. ♔g3 ♖e3+ 4. ♔g2 ♖e2+ (perpetual check)
- 12) 1. ♖c5+ and 2. ♖xb4!; 2. ♖xa7? ♖e1# (double attack: queen)

32 Defending against a pin: A

- 1) 1. ... c6
- 2) 1. ... ♗e6 (1. ... ♗e4? 2. f3)
- 3) 1. ... ♖d7 (1. ... ♖c7 2. ♖xc7)
- 4) 1. ♗e2
- 5) Drawing
- 6) 1. ... ♖xe2
- 7) 1. ♕d3 (1. ♖fb2 ? ♖cb7)
- 8) 1. ♕e2
- 9) 1. ... ♗xf3+
- 10) 1. ... ♗e6
- 11) 1. ♗e2
- 12) 1. ... ♖xg2+

33 Defending against a pin: B

- 1) 1. ♗g5+
- 2) 1. ... ♗xf3 2. ♖xc2 ♗e1+
- 3) 1. ♖h1
- 4) 1. ... ♗d3+; 1. ... ♗g4+? 2. ♔g3
- 5) 1. ♕xf7+
- 6) 1. ... ♖xd1; 1. ... ♖d4? 2. ♖e8+
- 7) 1. ... ♖f6
- 8) 1. ... ♖d8
- 9) 1. ... ♗d3
- 10) 1. ♗b4
- 11) 1. ♖h5+ (1. ♖d3+? ♕e4)
- 12) 1. ... ♖a8

34 Attack on a pinned piece: C

- 1) 1. ♖f6 (1. ♖e1? ♔f7)
- 2) 1. ♕c6 (1. ♕g4 ♖e4+)
- 3) 1. ♗d5 (1. ♗xa6 ♖a8)
- 4) 1. ... ♖b7; (1. ... f5? 2. ♖f4)
- 5) 1. ♕f3 (1. ♕f1? ♖b7+)
- 6) 1. e5 (1. c5? ♕b5+)
- 7) 1. ... ♖c8 (1. ... b5? 2. ♕d3)
- 8) 1. ... ♗b2 (1. ... b5 2. ♗a5)
- 9) 1. ... ♕c4 (1. ... ♕g4 2. ♕xb5+)
- 10) 1. ♖d1 (1. e5 ♕e7)
- 11) 1. ♕g7 (1. ♕d2? d4) wins the bishop because 1. ... d4? 2. ♕xd4
- 12) 1. ... ♖d2 (1. ♖d3? ♗b4; 1. ♖d1? ♗xe3; 1. e4? ♗f4)

35 Trapping: A

- 1) 1. a4
- 2) 1. ♗e3

- 3) 1. h4
- 4) 1. ... ♖h8
- 5) 1. ... ♗h4
- 6) 1. ♗a4
- 7) 1. ... c4
- 8) 1. ♕d2
- 9) 1. e5
- 10) 1. ... ♗f6
- 11) 1. ♕e2
- 12) 1. ... ♗b8

36 Trapping: B

- 1) 1. ... ♖a5
- 2) 1. a4
- 3) 1. e5 dxe5 2. fxe5
- 4) 1. g4
- 5) 1. ♗d2 (1. ♗a5 ♕f1; 1. e5+ ♖d7)
- 6) 1. ♗c3
- 7) 1. ♗h4
- 8) 1. ... c4
- 9) 1. ♖g3 (1. ♖ag1 will not work after 1. ... d5 2. ♖g3 dxe4 and f5 will be available)
- 10) 1. ♗f4
- 11) 1. ♗c4
- 12) 1. ... ♕g6

37 Trapping: C

- 1) 1. ... c6 2. bxc6 bxc6
- 2) 1. ... g5 2. hxg5 hxg5 (2. ... ♕xg5)
- 3) 1. f4 gxf4 2. ♕xf4
- 4) 1. ... b5 2. cxb5 axb5
- 5) 1. ... ♗ac4 (or 1. ... ♗bc4) 2. ♗xc4 ♗xc4
- 6) 1. ♕d5 ♗xd5 2. ♖xd5
- 7) 1. b5 axb5 2. cxb5
- 8) 1. ♗eg5 (1. ♗fg5? ♗xe4) 1. ... hxg5 2. ♗xg5
- 9) 1. ... g5 2. hxg5 fxg5
- 10) 1. ♗fd4 (1. ♗bd4? ♗xf3+) 1. ... exd4 2. ♗xd4
- 11) Drawing
- 12) 1. ♖e4 ♗xe4 2. ♖xe4

38 Pawn endings / Marking the key squares: A

- 1) a4, b4, c4
- 2) e4, f4, g4
- 3) e7, f7, g7
- 4) b3, c3, d3
- 5) c6, d6, e6
- 6) b7, b8, c8, d8, d7
- 7) f3, g3, h3
- 8) e2, f2, g2
- 9) a5, b5, c5
- 10) Drawing
- 11) Drawing
- 12) Drawing

39 Pawn endings / Key squares: A

- 1) 1. ♖c6 ♖d8 2. ♖b7
- 2) 1. ♖g6 ♖g8 2. g5 ♖h8 3. ♖f7
- 3) 1. ♖g5 ♖h7 2. ♖f6
- 4) 1. ♖d6 ♖e8 2. ♖c7 (2. d5 wins too of course, but less quickly)
- 5) 1. Kb6! (1. b6? stalemate; 1. Kc6 Ka7! 2. Kc7 Ka8 is the starting position) 1. ... Kb8 2. Ka6 Ka8 3. b6 Kb8 4. b7
- 6) 1. c5 ♖c8 2. ♖c6 ♖b8 3. ♖d7
- 7) 1. ♖e5 ♖e7 2. ♖d5 (or first 2. d4) 2. ... ♖d7 3. d4
- 8) 1. ♖e6 (1. e4 ♖f8 2. e5 ♖e8 3. ♖e6) 1. ... ♖f8 2. e4 ♖e8 3. e5
- 9) 1. b3 (1. ♖b4 ♖b6 2. b3) 1. ... ♖b6 2. ♖b4 ♖a6 3. ♖c5
- 10) 1. ♖e6 ♖g7 2. f5 ♖f8 3. ♖f6
- 11) 1. g8♞+ ♖xg8 2. ♖g6
- 12) 1. ♖d5 ♖e7 2. ♖c6

40 Exploiting pinned pieces: A

- 1) 1. ♞xd7#
- 2) 1. ♜b6#
- 3) 1. ♞g8#
- 4) 1. ... ♞f1#
- 5) 1. ♞xh7#
- 6) 1. ♞b6#
- 7) 1. ♞xf5#
- 8) 1. ♞f8#
- 9) 1. ♞xe6#
- 10) 1. ♞xh7#
- 11) 1. ... ♞e1#
- 12) 1. ♜f7#

41 Exploiting pinned pieces: B

- 1) 1. ♜f6+ (double attack)
- 2) 1. c8♞ (1. ♙xd6+? ♖d7) (cashing in a passed pawn)
- 3) 1. ... ♜g3# (mate in one)
- 4) 1. ... ♜xe2+ (capture an unprotected piece)
- 5) 1. ♙xd5 (capture an insufficiently protected piece)
- 6) 1. ♞xe6+ (capture an unprotected piece)
- 7) ♞rawing
- 8) 1. ♞f8# (mate in one)
- 9) 1. ♞xe7 (capture an unprotected piece)
- 10) 1. ♞xe4 (capture an insufficiently protected piece)
- 11) 1. ♞d8# (mate in one)
- 12) 1. ♞xe7 (capture an insufficiently protected piece)

42 Exploiting pinned pieces: C

- 1) 1. ♜c6+ (double attack)
- 2) 1. ... ♜e2+ (1. ... ♙xg2? 2. ♞xf4+; 1. ... ♜xg2 2. b5) (double attack)
- 3) 1. ♞exb4 (capture an insufficiently protected piece)
- 4) 1. ... ♜g3 (double attack)
- 5) 1. ... ♜xb7 (1. ... g4? 2. b8♞)
- 6) 1. ♙xd7 (1. ♞xd7? ♞xc2#) (capture an insufficiently protected piece)
- 7) 1. ... ♞xd3 (capture an insufficient protected piece)
- 8) 1. ... ♙f3 (double attack)
- 9) 1. ♞e6# (mate in one)

- 10) 1. ... ♖c3 (double attack)
- 11) 1. ♖xd5+ (double attack)
- 12) 1. ♜e6 (trapping)

43 Exploiting pinned pieces: D

- 1) 1. ... ♖f2+ 2. ♔h1 ♙xf3+ (eliminating the defence: chasing away+material)
- 2) 1. ♜xf6+ ♔h8 2. ♖xg5 (eliminating the defence: capturing away+material)
- 3) 1. ... ♗xf3+ 2. gxf3 ♖xd5+ (eliminating the defence: capturing away+material)
- 4) 1. e5+ (1. ♜xe7 ♖xe4+) 1. ... ♔xe5 2. ♜xe7 (2. ♖xe7+ ♖xe7 3. ♜xe7 g6) (eliminating the defence: luring away+material)
- 5) 1. ♜b3+ (eliminating the defence: chasing away+material)
- 6) 1. ♜g6+ ♗xg6 2. ♖xh7# (eliminating the defence: luring away+mate)
- 7) 1. ♗1xe6 ♗xe7 2. ♗xe7 (eliminating the defence: luring away+mate)
- 8) 1. ♖a8+ ♜b8 2. ♙xb7# (2. ♖xb7#) (eliminating the defence: luring away+mate)
- 9) 1. ♜xg6+ ♜xg6 2. ♖xc6 (eliminating the defence: luring away+material)
- 10) 1. ♗xh6+ (1. ♖xg7+? ♖xg7 2. ♗axg7+ ♔h8) 1. ... ♔xh6 2. ♖xg8 (eliminating the defence: luring away+material)
- 11) 1. ... ♙c3 2. ♗d6 (2. ♜xc3 ♗e1#) 2. ... ♗xe2 (eliminating the defence: chasing away+material)
- 12) 1. ♖xd8+ ♙xd8 2. ♗c8# (eliminating the defence: luring away+mate)

44 Exploiting pinned pieces: E

- 1) 1. ♜xh6+ ♔h7 2. ♖xg5 (eliminating the defence: capturing away+material)
- 2) 1. ♗xf5 ♖xf5 (1. ... ♖e7 2. ♗f8+) 2. ♖g7# (eliminating the defence: luring away+mate)
- 3) 1. ♜d6 ♙g8 (1. ... ♗e7 2. ♗xe5) 2. ♜xe8 (eliminating the defence: luring away+mate)
- 4) 1. ♗xe7+ ♗xe7 2. ♖xd5+ (eliminating the defence: capturing away+material)
- 5) 1. ... ♗xf6 2. exf6 (2. ♖xf6 ♖xg2#) 2. ... ♖xg5 (eliminating the defence: luring away+mate)
- 6) 1. ... ♙xa3 2. ♔e2 ♙xb2 (eliminating the defence: luring away+material)
- 7) 1. ... ♙xb3 2. ♖xb6 axb6 (eliminating the defence: capturing away+material)
- 8) 1. ♗xe4 ♖xe4 2. ♖xd6# (eliminating the defence: slaan+mat)
- 9) 1. ♜xd5 ♗xc2 (1. ... ♜xd5 2. ♖xc6) 2. ♖xc2 (eliminating the defence: luring away+material)
- 10) 1. ♗b8+ ♖xb8 2. ♖xd7# (eliminating the defence: luring away+mate)
- 11) 1. ♙xg6+ ♔xg6 2. ♖xe6+ (eliminating the defence: luring away+material)
- 12) 1. ... ♗f2+ 2. ♔d1 (2. ♔e1 ♗a2) 2. ... ♗xe3 (2. ... ♙xe3? 3. ♗e1) (eliminating the defence: chasing away+material)

45 The pin: Unpinning: A

- 1) 1. ... ♖xb5 2. ♜d6+ ♙xd6 ♜xb5 (luring away the pinning piece)
- 2) 1. ... ♙xe4 2. ♖xf6+ ♔xf6 3. ♙xe4 (capturing the pinning piece)
- 3) 1. ♖xf5 ♖xg1+ 2. ♔xg1 gxf5 (capturing the pinning piece)
- 4) 1. ♜xc5 ♜f6+ 2. ♔f5 dxc5 (protecting the back piece with check)
- 5) 1. ♖xe5 ♖xd1+ 2. ♔xd1 ♙xe5 (capturing the pinning piece)
- 6) 1. ♜xf6 ♗e7+ 2. ♔d2 gxf6 (protecting the back piece with check)
- 7) 1. ... ♖xe5 2. ♖c4+ ♔h8 3. ♜xe5 (moving away the back piece with check)
- 8) 1. ... ♜xb5 2. ♙d2 ♖b6 3. axb5 (protecting the back piece with attack)
- 9) 1. a7 ♗e1+ 2. ♔h2 ♜xa7 (moving away the back piece with check)
- 10) 1. ... ♖xd3 2. ♖e1+ ♔f7 3. ♜xd3 (moving away the back piece with check)
- 11) 1. ♖xd5 ♗f1+ 2. ♗xf1 exd5 (luring away the pinning piece)
- 12) 1. ♜xe4 ♜e5 2. ♖d4 dxe4 (protecting the back piece with attack)

46 The pin: Unpinning: B

- 1) 1. ♜xf6 ♙g6 (chasing away the pinning piece)
- 2) 1. ... ♜xg3 2. ♙e3 ♖e7 3. ffg3 (chasing away the pinning piece)
- 3) 1. ♗xb4 ♙e6+ (1. ... cxb4 2. ♗xc8) 2. g4 cxb4 (protecting the back piece)

- 4) 1. ... ♖c5 2. ♗b4 (counter-pin)
- 5) 1. ... ♗e4 2. 0-0-0+ ♕e7 3. ♗xe4 (moving away the back piece with check)
- 6) 1. ... ♗a5 2. b4 cxb4 3. ♗xd5 (eliminating the pinning piece by interposing)
- 7) 1. ♗xc6 ♗c5 (counter-pin)
- 8) 1. ♗xg4 (1. ♗xf5 ♗xf5 (1. ... ♗c5+? 2. ♗xc5)) 1. ... ♗c5+ 2. ♕h1 fxg4 (moving away the back piece with check)
- 9) 1. ♗xc3 ♗h3+ 2. ♕g1 ♗xc3 (creating a flight square for the king)
- 10) 1. ♗xd4 ♗c2+ 2. ♕f1 ♗xd4 (protecting the back piece with check)
- 11) 1. ... ♗xe4 2. ♗g5 g6 3. dxe4 (moving away the back piece with a threat)
- 12) 1. ... ♗xd4 2. ♗d2 (2. ♗d3 ♗xb2 3. ♗xd7 ♗xd7 4. ♗xd7 ♗xa1) (counter-pin)

47 The pin / Mix: A

- 1) 1. ♗c2 (1. ♗c1? ♗xf2+)
- 2) 1. ♗c5
- 3) 1. ♗d3
- 4) 1. ... ♗xg5
- 5) 1. ... ♗b3+
- 6) 1. ♗f4
- 7) 1. ♗d4
- 8) 1. ... ♗h4+
- 9) Drawing
- 10) 1. ♗g3
- 11) 1. ♗b7
- 12) 1. ♗e6

48 Defending against a threat: A

- 1) [♗d7] 1. 1. ... ♗d4 2. ♕f1 ♗xc1 (2. ... ♗d1+? 3. ♕e2 ♗xc1 4. ♗d7)
- 2) [♕xe2] 1. ... ♗b2 (1. ... ♗d2 2. ♗e1)
- 3) [♗b2 and g4#] 1. ♕g2 (1. b7 ♗b2)
- 4) [♗d1] 1. ... ♗e8
- 5) [♗xc1+ and ♗e1#] 1. ♗d7 ♗xc1+ 2. ♕xc1 ♗e1+ 3. ♗d1
- 6) [♗f6] 1. ... ♗d6
- 7) 1. ♗f1 (1. ♕h2 ♗g4+ 2. hxg4 ♗h4#)
- 8) [♗c3] 1. ... ♗e5
- 9) [d1♗+] 1. ♗d7+ ♕f8 2. ♗a4 b5 3. ♗b3 (3. ♗c2? ♗d3)
- 10) [♗d2; a3? ♗d6] 1. ... ♗d7
- 11) [♗d8+] 1. ... ♗d2 (1. ... b5 2. ♗f1; 1. ... ♗f8 2. ♗d8)
- 12) [♗f6] 1. ... ♗b4 2. ♗f6 ♗h4

49 Defending against a threat: B

- 1) 1. ♗d3 ♗xe1+ 2. ♗xe1+ ♗xe1 3. ♗f1
- 2) 1. ... ♗g5 2. ♗xg5 ♗f7
- 3) [♗g6+ and ♗h1#] 1. ... g6 (1. ... c5 2. ♗g6+ hxg6 3. ♗h1#)
- 4) [♗h2#] 1. ... ♗d2+ 2. ♗xd2 h4
- 5) [♗g8+] 1. ... ♗d7 (1. ... fxg5 2. ♗d4+; 1. ... ♗xb2 2. ♗g8+ ♗xg8 3. ♗f7#)
- 6) [♗xb7] 1. ... ♗a4 (1. ... ♗xc7 2. ♗xc7 ♗a4 3. ♗f3 0-0) 2. ♗xa4 ♗xc7
- 7) [♗xe6+ and ♗xg7#] 1. ... ♗f6 (1. ... ♗a7 2. ♗xe6+ fxe6 3. ♗xg7#)
- 8) 1. ... ♗h5 (1. ... ♗xh3 2. ♗xh4+; 1. ... ♗d7 2. ♗xh4+)
- 9) [♗g7+ and ♗g6#] 1. ... ♗g5 (1. ... c3 2. ♗g7+ ♗xg7 3. ♗g6#)
- 10) 1. ... ♗c6 (1. ... ♗xe4 2. ♗xd8+ ♗xd8 3. ♗e8#); 1. ... ♗c6 is also good.
- 11) 1. ... ♗f4 2. ♗c2 ♗b8
- 12) [♗h2#] 1. ... ♗d5 2. cxd5 ♗xd5

50 Defending against a threat: C

- 1) [hxg5] 1. ♖d2 (1. ♗h4 g5 2. ♘xg5 hxg5 3. ♗xg5; 1. g4 hxg5) 1. ... ♖c7 2. ♗f4
- 2) 1. ♖e1 (1. ♖xd4? ♖xd4) 1. ... ♖xe4 2. ♖xe4 ♖d1+ 3. ♗f1
- 3) 1. ♘xf3 (1. exf3? ♖e3+)
- 4) 1. ♘c6 ♗xc6 2. ♖c4+
- 5) [♘f6] 1. ... f5 (1. ... ♘xc1? 2. ♘f6) 2. ♘f2 ♘bd4
- 6) 1. ... ♗a4 2. ♖xe8+ ♖xe8
- 7) 1. ♖e4 (1. ♖e3? ♖xd4 2. ♖g3+ ♘f8)
- 8) [♘xd7] 1. ... axb5 2. ♖a8+ ♘c7
- 9) 1. ... ♗e7 (1. ... ♗g7? 2. ♖xe6 fxe6 3. ♘f7#)
- 10) 1. ... ♖h3 (1. ... ♖xd4 2. ♖xf8+ ♘xf8 3. ♖c8#)
- 11) 1. ... ♗g3 2. ♖xh5 (2. ♘b1 ♗f4) 2. ... ♗f4
- 12) 1. ... ♖f4 (1. ... g6 2. ♖h4 ♘f5 3. ♖f6; 1. ... ♖h6 2. ♖xf7+)

51 Defending against a threat: D

- 1) [♖xf4 and g5] 1. ♘e2 (1. ♗g3 ♖xd4; 1. ♖d2 g5; 1. g3 ♖xh2#) The knight move is the only move to parry the double threats.
- 2) [♖xd1+ and other captures with the rook with discovered check] 1. ♖b3 ♗c5 (1. ... ♖xc4+ 2. ♖xb6) 2. ♘g2
- 3) [♖b4# and ♖xa2+] 1. a3 (1. ♖c4 ♖a3+ 2. ♖a4 ♖c3+)
- 4) [♘g6] 1. ♘f8 (1. b7? ♘g6 2. ♘f8+ ♘f7; 1. ♘g8 ♖xb6 2. ♘f8 ♖h6)
- 5) [♘f2] 1. ... f5 (1. ... ♘f7 2. ♘f2) 2. ♘f2 f4
- 6) 1. ♖d2 (1. ♖xe4 ♗a2+; 1. ♗c3 ♘d5 2. ♖c1)
- 7) [♖b1] 1. ... c5 2. ♖b1 c4
- 8) [♗e7] 1. ♖aa1 (1. ♘f1 ♗e7) 1. ... ♖xb4 2. ♖xb4 ♖xb4 3. ♖a8+
- 9) 1. ... a6 (1. ... b5? 2. a6 b4 3. b3 (3. ♘c2) ; 1. ... b6 2. a6 b5 3. ♘c2) 2. ♘c2 b6 (2. ... b5)
- 10) [♖c8 or any normal move that protects the queen; not 1. ... ♘e4 2. ♘xe4 ♖xg1 3. ♘f6+] 1. ♖f1 (1. ♖d2? ♘e4 2. ♖xc5 ♘xc5) 1. ... ♘d3 (1. ... ♘e4 2. ♘xe4 ♖xg1 3. ♘d6+) 2. cxd3
- 11) [♖xf5+] 1. ... ♖e5 (1. ... ♖d7 2. ♗a4; 1. ... ♖e6 2. ♗c2) 2. ♗c2 ♖d4+
- 12) [♗xc1 or ♗xh6] 1. ♖f6 ♖xf6 2. ♖c8+ ♘g7 3. exf6+

52 Pawn endings / Key squares: B

- 1) 1. ... ♘c7! 2. ♘d5 ♘d7 ½-½
- 2) 1. ... ♘d8! 2. ♘c6 ♘c8 ½-½
- 3) 1. ♘c3! ♘b5 2. ♘d4
- 4) 1. e4 ♘f7 2. ♘d6
- 5) 1. ♘e4! ♘f6 2. ♘f4 ♘g6 3. ♘g4
- 6) 1. ♘e4! ♘d6 2. ♘d4
- 7) 1. ... ♘b7! 2. ♘a4 ♘a6 ½-½
- 8) 1. ... ♘c7! ½-½ (1. ... ♘c8? 2. ♘c6)
- 9) 1. ... ♘d8 2. ♘d5 ♘d7 ½-½
- 10) 1. ♘h4 ♘f6 2. ♘h5 ♘g7 3. ♘g5
- 11) 1. ♘c3 (1. ♘e3? ♘e7 ½-½) 1. ... ♘e6 2. ♘c4 ♘d6 3. ♘d4
- 12) 1. ... ♘f6 2. ♘e4 ♘e6 3. ♘d4 ♘d6 4. ♘c4 ♘c6 ½-½

53 Pawn endings / Key squares: C

- 1) 1. exd4 (1. ♘xd4? ♘d6 ½-½)
- 2) Drawing
- 3) 1. ... ♘b8 ½-½
- 4) 1. ... d3 2. cxd3 ♘b6 ½-½
- 5) 1. ... c5 ½-½
- 6) 1. ♘f4
- 7) 1. ... d4 2. exd4 ♘f8 ½-½

- 8) 1. ♖d6!
- 9) 1. g5 ♖e7 2. ♖e5
- 10) 1. ... f5 2. ♖e5 ♖f8; 1. ... ♖e8 2. f5 ♖d7! / 2. ♖e6 f5 ½-½
- 11) 1. ... h5 2. ♖g5 h4 3. ♖xh4 ♖h6 ½-½
- 12) 1. ... ♖c6 ½-½

54 Test / Mix: G

- 1) 1. ... ♗b6 (defend against a pin)
- 2) 1. ... ♖f3 2. ♖e1 ♖g2 (key squares)
- 3) 1. ♙g5 (trapping)
- 4) 1. ♚d4 (double attack: queen)
- 5) 1. ... ♗g4 2. ♙xd8 ♗f2# (defend against a pin)
- 6) 1. ♖h2 (1. ♙f4 d2; 1. ♙d2 stalemate)
- 7) 1. ... ♗xh4 2. ♙xd7? ♙xg2# (defend against a pin)
- 8) 1. b8♚+ ♖xb8 2. ♖b6; 2. b6? ♖c8 3. b7+ ♖b8 (key squares)
- 9) 1. ... g5 and 2. ... ♖g6 (trapping)
- 10) 1. ♚a1 (defend against a pin) 1. ... fxe4 2. ♚xa7+
- 11) 1. ♗e7+ ♖h8 2. ♗g6+ (double attack: knight thanks to a pin)
- 12) 1. ♙d5 (trapping)

55 Test / Mix: H

- 1) 1. ♚h2+ ♙xh2 2. ♚h4# (elimination of the defence: luring away)
- 2) 1. ... ♖d3 2. ♖b2 c4 3. ♖c1 ♖c3 (the square of the pawn, helping and key squares)
- 3) 1. ♗g5+ (1. ♗f6+? ♗xf6) (discovered attack)
- 4) 1. ... g4 (trapping)
- 5) 1. ♚xg7+ ♖xg7 2. ♚g5# (luring and double check)
- 6) 1. ♚xh6+ ♙xh6 2. ♚h7# (mate in two by access)
- 7) 1. ♚xh7+ (mate in two by access)
- 8) 1. ... ♚h1+ 2. ♖xh1 ♚xf1# (elimination of the defence: luring away)
- 9) 1. ♚e4+ or 1. ♚c6+ or 1. ♚g2+ (perpetual check)
- 10) 1. ♙f4 (x-ray attack)
- 11) 1. ♗c8+ ♖a8 2. ♗b6+ (perpetual check)
- 12) 1. ... ♖c4 (the square of the pawn, shielding off)

56 Test / Mix: I

- 1) 1. ♚xd6+ ♖e8 (1. ... ♖xd6 2. ♙f4#) 2. ♙g6# (mate in two by a double check)
- 2) 1. ♙g4+ ♖e8 2. ♙xc8 (x-ray check)
- 3) 1. ♖d2 (defend against a double attack)
- 4) 1. ♙d5 (1. ♙d3 ♙c6) (attack on a pinned piece)
- 5) Drawing
- 6) 1. ♙d5+ ♚f7 2. ♚xe7 (discovered attack)
- 7) 1. ... ♖g8 2. ♖xg5 (2. e6 ♖f8) 2. ... ♖f7 (2. ... ♖g7? 3. e6 ♖g8 4. ♖g6 ♖f8 5. ♖f6 ♖e8 6. e7) (the square of a pawn)
- 8) 1. ♙e5 (1. g3? ♗xh3+ 2. ♖g2 ♗g5) 1. ... ♗g6 2. ♚xh6# (attack on a pinned piece)
- 9) 1. ♚xg4+ ♖xg4 (1. ... fxe4 2. ♚h1#) 2. ♙e2# (mate in two by access)
- 10) 1. ... ♚f8 (trapping)
- 11) 1. ... ♙g3+ 2. ♖g1 ♚e8 (discovered check and mate)
- 12) 1. ♗xe6 ♚xc3 (1. ... fxe6 2. ♚xc8+) 2. ♚a8+ (discovered attack)

