

Step 5

3 Test / Mix (4th step): A

1. ... Bc2; threatens 2. ... Bxd1 and 2. ... Nb3+ (double attack: targeting)
1. Re8+ Rxe8 2. Rxe8+ Kf7 3. Qh5# (mate in three)
1. ... Nb3+ 2. axb3 Nc5 (double attack: knight)
1. Ne6 fxe6 2. Qg5+ (double attack: clearing)
1. Rxh7+ Kxh7 2. Rh4+ Kg7 3. Qh8# (attacking the king: gaining access)
1. ... Qxg2+ 2. Kxg2 Nf4+ 3. Kg1 Nh3# (attacking the king: gaining access)
1. Qd4 Rd7 2. Nf6+ (discovered attack: setting up a battery)
1. Rdxc4 (1. Rxc4? Rb2+ 2. Ke1 (2. Kf1 Rf8+)) 2. ... Rxc2) 1. ... Rb2+ 2. Rc2 (a pinned piece is not a good defender)
1. h4 Rg3 2. Kh2 (trapping)
1. Rxh6 gxh6 2. Bf6 Δ 3. Qg3+ (attacking the king: access)
1. ... Rxe2 2. Rxe2 Nf4 (double attack: elimination of the defender)
1. Bc4+ Bxc4 2. Rd7 (gaining access to the 7th rank)

4 Test / Mix (4th step): B

1. Qxa6 bxa6 2. Ba5 (X-ray attack: elimination of the defender)
1. ... Bc2 2. Qe2 Bxa4 (a pinned piece is not a good defender)
1. Rf8+ Qxf8 2. Bxh7+ (luring and elimination of the defender: luring away)
1. Rh8+ (1. Qh3 f5; 1. Qg3 Qxe4) 1. ... Bxh8 2. Qh3 Be5 3. Qh7# (the magnet)
- Drawing
1. g6+ (1. Rf6+ Qxf6 2. Qxf6+ Ke8 3. Qxe5) 1. ... Nxc6 2. Rh7# (elimination of the defence: blocking)
1. Nxd6 Qxd6 2. Bf4 (X-ray attack: luring)
- Drawing
1. Rxd5 Qxg3 (1. ... Rxd5 2. Qxd6) 2. Rd8+ Rxd8 3. Rxd8+ Kh7 4. hxg3 (discovered attack, in-between move)
1. Na7 Ne5 2. Naxc8+ (double attack: luring)
1. d5 exd5 2. Rg3+; 1. ... Qxd5 2. Qf6+ (elimination of the defence: interfering)
1. Re7; 1. Qxd7? Nxd7 2. Re7 Nd5 (the pin: attack on a pinned piece)

5 Mate / Mate in two: A

1. Bf5 (1. ... Nxc2 2. Bxc2#) 1. ... Qxe3 2. Bd7# (line clearing, luring away)
1. Qg4+ Re2 2. Qa4# (elimination of the defender: blocking)
1. Bd2+ Kg4 2. Rg6# (chasing and a pinned piece is not a good defender)
1. b4 Ra1 2. Rc1# (bring in the guard, discovered check)
1. h4 Rxa2 2. hxg5# (line opening)
1. f4 bxc4 (1. ... Bxe4 2. Rc5#; 1. ... Rc2 2. Red4#) 2. Re5# (bring in the helper)
1. Qf7+ Kxf7 (1. ... Qxf7 2. Nh6#) 2. Nh6# (double check: luring and luring away)
1. Rg6+ Qfxg6 (1. ... Qhxg6 2. Qh4#; 1. ... Kxg6 2. Qxg7#) 2. Qf4# (luring away and luring)
1. ... Rd3+ 2. cxd3 Bd4# (square clearing and blocking)
1. Re6 Nxe6 (1. ... dxe6 2. Rf7#; 1. ... Rf8 2. Nh6#) 2. Bd3# (bring in the chaser, luring away or blocking)
1. Qd5+ Kxd5 (1. ... Bxd5 2. Nxd3#; 1. ... Rxd5 2. Ne4#) 2. Rb5# (luring away or blocking)
1. Nc3 c5 (1. ... g1Q 2. Re4#; 1. ... Nd5 2. Ne2#) 2. Nb5# (square clearing, zugzwang)

6 Mate / Mate in three: A

1. Qe5+ Kh6 2. Rh5+ gxh5 3. Qf6#
1. Qh8+ Rb8 2. Qa1+ Qa6 3. Qxa6#
1. Qa5+ Kxa5 2. axb7+ Kb6 3. b8Q#
1. Qh7+ Kg4 2. Qf5+ Kh5 3. Rh7#
1. Qd1+ Kh6 2. Qh1+ Rh4 3. Qxh4#
1. Qa1+ Kg6 2. Qg1+ Kf6 3. Qg5#
1. Rh8+ Kg6 2. Qd1 b1Q 3. Qh5#
1. Qe5+ Qe7 2. Rd8+ Kxd8 3. Qb8#
1. Qa7+ Ra6 2. Rxa4+ bxa4 3. Qc5#
1. Qg7+ Kf5 2. Re5+ Qxe5 3. Qg6#

- 11) 1. Qg8+ Rxc8 2. f8N+ Kh8 3. Rh7#
- 12) 1. ... Rxb4+ 2. cxb4 Qa2 3. Qc2 Qa6#

7 Mat / Mate in three: B

- 1) 1. Rh2+ Kg6 2. Bh5+ Kh7 3. Bf7#
- 2) 1. f4+ gxf3 2. Qf4+ Kh5 3. Qh4#
- 3) 1. b4+ Kxb4 2. Qd4+ Ka5 3. Qc3#
- 4) 1. g4+ Kxh4 2. Qf6+ g5 3. Qxh6#
- 5) Drawing
- 6) Drawing
- 7) 1. Rb8+ Kxa6 2. Rb6+ Rxb6 3. Nc5#
- 8) 1. Ra8+ Kxa8 2. Nd7 Δ 3. Ra2#
- 9) 1. Rg5+ Kxg5 2. Nf7+ Kh5 3. g4#
- 10) 1. Ng4+ Rxc4 2. Rd5+ Kxd5 3. Rf5#
- 11) 1. Rh6 gxf6 2. h3+ Kh5 3. Bf7#
- 12) 1. c8N+ Ka6 2. Kb4 Nd6 3. Nc5#; 2. ... e5 3. Nb8#

8 Mate / Mate in three: C

- 1) 1. Qg8+ Rxc8 2. Nxc6+ hxc6 3. Rh3# (blocking and gaining access)
- 2) 1. Na6+ Rxd8 2. Qb8+ Rxb8 3. Nc7# (discovered check and blocking)
- 3) 1. Qxb8+ Kxb8 2. Rd8+ Kb7 3. Rb8# (luring, double check)
- 4) 1. Rh8+ Kc7 (1. ... Qxh8 2. Qd7#) 2. Rc8+ Bxc8 3. Qxc8# (luring away or bring in the chaser)
- 5) 1. Rc8+ Rxc8 2. Qh8+ Ke7 3. Nxc8# (eliminating the defence)
- 6) 1. Nxf6+ Kf8 2. Ngxh7+ Rxh7 3. Qg8# (double check and luring away)
- 7) 1. ... Ng1+ 2. Kh4 Nf3+ 3. Kh5 (3. Kh3 Nf2#; 3. Bxf3 Rh2#) 3. ... Nf6# (chasing and luring away)
- 8) 1. Rxc8+ Kxc8 2. Qf8+ Kxf8 3. Rb8# (gaining access and magnet)
- 9) 1. ... Bg2+ 2. Kg4 Rf4+ 3. gxf4 Bh3# (chasing and luring away)
- 10) 1. Qa1+ Ke3 2. Qe1+ Kd4 3. Qc3# (chasing)
- 11) 1. d3+ Bxd3 2. Qf5+ Kxf5 3. Bxd3# (luring and luring away)
- 12) 1. Re7+ Kf8 2. Re8+ Kxe8 3. Qe7# (chasing and luring)

10 Pawn endings / Breakthrough: A

- 1) 1. c6 bxc6 2. bxa6
- 2) 1. g6 gxf6 (1. ... hxc6 2. h7) 2. gxf7
- 3) 1. c5 bxc5 2. a5
- 4) 1. g4 Kc5 2. f5 gxf5 3. gxf5
- 5) 1. ... b4 2. Kd4 (2. cxb4 c3) 2. ... a3 3. bxa3 bxa3
- 6) 1. f6 gxf6 (1. ... Ke6 2. fxg7 Kf7 3. h6 Kg8 4. Kc4 Kf7 5. Kd5 Kg8 6. g6 hxc6 7. Ke6) 2. g6 hxc6 3. h6
- 7) 1. c6! (1. c4? c6) 1. ... bxc6 2. c4 Kf4 3. b5 cxb5 4. cxb5 axb5 5. a6
- 8) 1. b4 cxb4 2. c5 bxc5 3. b6
- 9) 1. a6 c4 2. b6
- 10) 1. g5 Kh8 2. c4 bxc4 3. b5 c3 4. b6
- 11) 1. f5 gxf5 2. h5
- 12) 1. ... a5 (1. ... a6? 2. axb5 axb5 3. Ka3 Kc3 4. Ka2 Kxb4 5. Kb2 Kc4 6. Kc2) 2. bxa5 b4 3. a6 b3+ 4. Ka3 b2 5. a7 b1Q 6. a8Q Qb3#

11 Pawn endings / Key squares: A

- 1) 1. Ke4 Rxd4+ 2. Kxd4 Ke6 3. Kc5 1-0
- 2) 1. Ke4 f3 (1. ... Kd6 2. Kxd4) 2. Kxf3 Kd5 3. Ke2 Kc4 4. Kd2 ½-½
- 3) 1. Kb8! (1. a7? Kc7=) 1. ... Kxa6 2. Kc7 1-0
- 4) 1. Kf2! (1. Ke2? Kxe4) 1. ... Kxe4 (1. ... Kxg4 2. Ke3! Kg5 3. Kd4 Kf6 4. Kd5 Ke7 5. Ke5) 2. Kg3! Ke5 3. Kh4 Kf6 4. Kh5 Kg7 5. Kg5 Kh7 6. Kf6 Kh6 7. g5+ Kh7 8. Kf7! (8. g6+? Kh8! 9. Kf7 stalemate) 8. ... Kh8 9. Kg6! (9. g6? stalemate) 1-0
- 5) 1. h5 (1. Kf6 Kh6 2. Ke7 Kg7 3. h5 1-0; 1. f5? gxf5 2. Kxf5=) 1. ... gxf5 2. Kxh5 Kg7 3. Kg5 Kf7 4. Kf5 Ke7 5. Kg6 1-0
- 6) Drawing
- 7) 1. b8N+ (1. b8Q Rb6+ 2. Qxb6+ Kxb6=) 1. ... Kb6 2. Nxc6 Kxc6 3. Kc4 1-0
- 8) 1. ... Ka8 2. Kb6 a5 3. Kxa5 Ka7 4. Kb5 Kb7 ½-½

- 9) 1. Kf4 (1. g8Q+? Kxg8 2. Kf4 Kf8!) 1. ... Kg8! (1. ... Kxg7 2. Kg5) 2. Kf5! Kf7! 3. g8Q+! Kxg8 4. Kg6 1-0
- 10) 1. a3 (1. Ka3 Ka5 2. d6 Kb6 3. Kb4 Kc6 4. Ka5 Kxd6 5. Kb6 1-0) 1. ... Kc5 2. Ka4 Kxd5 3. Kb5 Kd6 4. Kb6 Kd7 5. Kb7 1-0
- 11) 1. Kh4 (1. Kg4? Kg6 2. Kf4 Kf6 3. Ke4 Ke6 4. Kd4 b3! 5. cxb3 Kd6=) 1. ... Kg6 2. Kg4 Kf6 3. Kf4 Ke6 4. Ke4 Kd6 5. Kd4 b3 6. cxb3 Kc6 7. Kc4 Kb6 8. Kb4 1-0
- 12) 1. Kb1! (1. Kc3? a3 2. b4 Ke5 3. Kb3 Kd5 4. Kxa3 Kc6 5. Ka4 Kb6=) 1. ... a3 (1. ... Ke5 2. Ka2 Kd5 3. Ka3 Kc5 4. Kxa4 Kb6 5. Kb4) 2. b3! Ke5 (2. ... Ke6 3. Ka2 Kd6 4. Kxa3 Kc5 5. Ka4 Kb6 6. Kb4) 3. Ka2 Kd5 4. Kxa3 Kc6 5. Ka4! Kb6 6. Kb4 1-0

13 Mini plans / Pawn structure: A

- 1) 1. ... e4 2. 0-0-0 Bxc3 3. bxc3 exd3
- 2) 1. Qe5+ Qxe5 (1. ... Qe7 2. Nf4 (2. Qb8+ Qd8 3. Qxa7) 2. dxe5 Nd5 3. Bc4 (3. Rxh5)
- 3) 1. f4 (1. f3? g5)
- 4) 1. a4 Nd6 2. a5 Bc7 3. a6
- 5) 1. dxc4 (1. bxc4 a5)
- 6) 1. b4
- 7) Drawing
- 8) 1. ... axb6 (1. ... Bxb6) 2. a3 Bd4 3. Nd38 Bf5 4. Bh3 (4. e4 Be6 5. Ke2 Bc4 6. Rb1 Bxd3+
- 9) 1. Nxe5 Nxe5 2. Qd4 Qxd4 3. cxd4
- 10) 1. Ba3 c5 2. Nd5
- 11) 1. c5! (1. a4 Bd7! 2. Rfb1 Nxa4 3. Rxb7 Nxc3!)
- 12) 1. ... Nd5+ 2. Kf2 c4 3. Be2 c3 4. bxc3 Nxc3

14 Mini plans / Pawn structure: B

- 1) 1. Qb3 Qxb3 (1. ... Qa6 2. Bxg7; 1. ... Bd3 2. Rfd1) 2. axb3 b6 (2. ... a6 3. Bxg7) 3. Rxa7 c5 4. Rb7+ Kc8 5. Ra1 Bd6 6. Ra8+
- 2) 1. e5 dxe5 2. Rd7 (2. Nxe5) 2. ... a5 3. Qxe5
- 3) 1. ... Nb4 2. cxb4 Qxc2 3. Bxc2 Bxc2
- 4) 1. ... 0-0 (1. ... Qxf3 2. gxf3 Nf6 3. 0-0-0) 2. Qxf6 Rxf6 3. Be2 Nxf2 4. Rf1 Raf8
- 5) 1. ... gxf6 2. Nd2 f5
- 6) 1. Bf1 Be8 2. c4 (2. Bb6 Nf7 3. c4 Nd6) 2. ... bxc4 3. Bxc4+
- 7) 1. b4 Qd6 2. bxc5 Qxc5 3. Qxc5 bxc5 4. Rf3
- 8) 1. ... a5
- 9) 1. ... gxf6 (1. ... Nxf6 2. Nxf7 Kxf7 3. Qxe6+ Kg6 4. h5#; 1. ... Qxf6 2. Bxd5 exd5 3. Ng6+ Kd7 4. Nxh8)
- 10) 1. ... Qa6 2. Qxa6 (2. Rd1 Qxd3+ 3. Rxd3 Rc2 4. Rd2 Rbc8) 2. ... bxa6 3. Rc1 Rxc1+ (3. ... a4) 4. Bxc1 a4
- 11) 1. Nb2 (1. a3 Rb8 2. bxc4) 1. ... Nb6 (1. ... cxb3 2. axb3 Rb7 3. Nc4 Ke7 4. Ra6) 2. 0-0-0+ Ke7 3. c3 Rb5 4. b4 c5 5. a4 cxb4 6. axb5 bxc3 7. Nd3
- 12) 1. ... Be6 (1. ... Bxf3 2. Rxf3 Rc8 3. Bb3 0-0 4. Rdf1 Qd6 5. Kb1) 2. Bxe6 fxe6

16 Pawn endings / Pawn races: A

- 1) 1. g7 a2 2. g8Q a1Q 3. Qa8+ (2. ... Ka3 3. Qg7)
- 2) 1. f6 h3 2. f7 h2 3. f8Q h1Q 4. Qb4# (4. Qa8+? Qxa8)
- 3) 1. d7 e2 2. d8Q e1Q 3. Qa5+
- 4) 1. g6 h3 2. g7 h2 3. g8Q h1Q 4. Qa2#
- 5) 1. b5 h4 2. Ke4! h3 3. Kf3 h2 4. Kg2
- 6) 1. g6 b3 2. g7 b2 3. g8Q b1Q 4. Qa8+ Kb4 5. Qb7+
- 7) 1. h6 b2 2. h7 b1Q 3. h8Q+ Kg1 4. Qg7+ Kf1 5. Qg2+ Ke1 6. Qe2#
- 8) 1. Kc3 (of 1. Kd3 Ka3 2. g7 b2 3. Kc2 Ka2 4. g8Q+) 1. ... Ka3 2. g7 b2 3. g8Q b1Q 4. Qa8#
- 9) 1. d6 Kf6 2. d7 (2. h6 b3 3. d7 Ke7 4. d8Q+ Kxd8 5. h7 1-0) 2. ... Ke7 3. d8Q+ Kxd8 4. h6 b3 5. h7 b2 6. h8Q+
- 10) 1. h6 c3 2. h7 c2 3. Kd2 Kb2 4. h8Q+
- 11) 1. Kg5 e4 2. h6 e3 3. h7 e2 4. h8Q e1Q 5. Qh4+
- 12) 1. Kd7 c4 2. a6 c3 3. a7 c2 4. a8Q+ Kc4 5. Qa3

17 Pawn endings / Pawn races: B

- 1) 1. Kg7 (1. Kg8? e4 2. h6 e3 3. h7 e2 4. h8Q; 1. h6? Kf7) 1. ... e4 2. h6 e3 3. h7 e2 4. h8Q e1Q 5. Qe8+
- 2) 1. a6 e3 2. Kd3 Kf3 3. a7 e2 4. a8Q+
- 3) 1. Kb6 (1. Kb5? f4 2. a5 f3 3. a6 f2 4. a7 f1Q+ 5. Kb6 Qf3) 1. ... f4 2. a5 ½-½
- 4) 1. Kc6 (1. Kd6? Kc4) 1. ... g5 2. a5 g4 3. a6 g3 4. a7 g2 5. a8Q g1Q 6. Qa7+

- 5) 1. Kd6 b5 (1. ... Kb8 2. Ke7 b5 3. d6 b4 4. d7 b3 5. d8Q+) 2. Kc7 b4 3. d6 b3 4. d7 b2 5. d8Q b1Q 6. Qd4+ Ka6 7. Qa4#
- 6) 1. Kg6 (1. d5? Kf5; 1. Kf6? h4 2. d5 h3 3. d6 h2 4. d7 h1Q 5. d8Q Qh4+) 1. ... h4 2. d5 h3 3. d6 h2 4. d7 h1Q 5. d8Q
- 7) Drawing
- 8) Drawing
- 9) 1. c6
- 10) 1. Kc6 (1. Kd6? Kd8; 1. Kb6 Kd7 2. Kb7 e5)
- 11) 1. Kf2 Kh2 2. h6 g3+ 3. Kf3
- 12) 1. Kb6! ½-½; 1. Kc6?

18 Strategy / Seventh rank: A

- 1) 1. Rd7 Rb8 2. Bd6
- 2) Drawing
- 3) 1. Rd8+ Kh7 2. Rd7
- 4) 1. Rc4 Δ 2. Rc7
- 5) 1. Rad1 Rd5 2. c4
- 6) 1. Bb6
- 7) 1. ... Rg8
- 8) 1. ... Re8+ Δ 2. ... Re7
- 9) 1. ... Re8 Δ 2. ... Re7
- 10) 1. ... Rc8 Δ 2. ... Rc7
- 11) 1. ... Rc8 Δ 2. ... Kf8 Δ 3. ... Ke8
- 12) 1. ... Rc8 2. Rxb7 Rc1+ 3. Kg2 Rc2+

19 Tactics / Seventh rank: A

- 1) 1. ... Rxe2 2. Rxe2 Qxh2+ 3. Rxh2 Rxh2#
- 2) 1. Rb1 Na6 2. Rbb7 Rc1+ 3. Kh2
- 3) 1. Rh7 Rb6 2. Reg7 Re6 3. Rg8+ (3. Rh8+) 3. ... Re8 4. Rxe8+ Kxe8 5. Rh8+
- 4) 1. ... Ree2 2. Rd1 Rxg2+ 3. Kf1 Ref2+ 4. Ke1 Rg1#
- 5) 1. c4 Bxc4 2. Bf1 Bxf1 3. Qxf7+
- 6) 1. Rf7 Rg8 2. Rxg7 Qxe5 3. Rxh7#
- 7) 1. Re8 Rxe8 (1. ... Kg8 2. Rxd8) 2. Bd4+ Kg8 3. Rg7+ Kh8 4. Rxg6+
- 8) 1. Rc7+ Kd8 2. Nc6+ Bxc6 3. Rb7+ Kc8 4. a8Q#
- 9) 1. Nh7+ Kg8 2. Bd5+ Kh8 3. Nf8 h1Q 4. Nxc6#
- 10) 1. Rde7+ Kd8 2. Rh7 a2 3. Reg7 a1Q 4. Rh8#
- 11) 1. Bb2 Rc2 2. Ba3+ Kg8 3. Be7 (3. Raa8? Rf6 4. Rxe8+ Kh7; 3. Re7 Rxe7 4. Bxe7 f6) 3. ... Re5 4. Rxe8+ Kh7
- 12) 1. Ng5 h6 2. Rf6 Bxd7 3. Rxh6#

21 Discovered attack / Clearing: A

- 1) 1. Rxd7 (1. Ng6+ fxg6 2. Rxd7 Qa8) 1. ... Rxd7 2. Ng6+
- 2) 1. ... Nxd5 2. cxd5 exf4
- 3) 1. ... Ng3+ 2. hxg3 Bxg2+ 3. Kxg2 Rxd4
- 4) 1. e5 Nxe5 2. Nxe5 Bxe5 3. Bxa8
- 5) 1. ... Rxe3 2. fxe3 Nf3+
- 6) 1. Rxc6+ bxc6 2. Bh3+
- 7) 1. ... Nfd7 2. Rb4 e4
- 8) 1. d7+ Nbx7 2. Nd6+ Bxd6 3. Bxa6
- 9) 1. Bxc7 Qxc7 2. Nb5 Qb6 3. Qxg4
- 10) 1. Nf6+ (1. Ng5 Qxc2 2. Qh5 Bxg5 3. Bxf7+ Kh8 4. Bxe8 Rxe8) 1. ... gxf6 2. Bxf7+ Kxf7 3. Qxa4
- 11) 1. Bxf6 Bxf6 2. Ng5 Bxg5 3. Bxb7
- 12) 1. ... Qxa1 2. Rxa1 Bh2+ 3. Kxh2 Rxa8

22 Discovered attack / Eliminating the defence: A

- 1) 1. axb7 Qxb7 2. Nxf6+
- 2) 1. ... Bf2
- 3) 1. ... Rxd2 2. Rxd2 Bb5+
- 4) 1. ... f5 2. Bxc6 (2. Bf4 Qd8 3. Rad1 fxe4 4. Qxe4 Qd5) 2. ... Bxf2+

- 5) 1. Nf5+ (1. Rxc6+ Kxc6 2. Qxe7 Rf1#) 1. ... gxf5 2. Rg6+ Kxc6 3. Qxe7
- 6) 1. Rxd4 cxd4 2. Rg3+
- 7) 1. Nd8 h6 (1. ... Rxd8 2. Qe8+ Rxe8 3. Rxe8#; 1. ... Bxd8 2. Re8#) 2. Nxb7 Rxa4 3. bxa4
- 8) 1. ... b5 2. Na5 Ne4+
- 9) 1. Bxc6 Bxc6 2. Nd5
- 10) 1. ... Qc3 (1. ... Qb4 2. Qa1) 2. Nb3 Nf3+
- 11) 1. b5 Rc5 2. Nh5+
- 12) 1. ... Ne1 2. Rxf7 (2. Qxe1 Rxf2 3. Qg1 Rf1) 2. ... Qf1+ 3. Rxf1 Rxf1#

23 Discovered attack / Eliminating the defence: B

- 1) 1. Rxe5 (1. Nxf6+ Bxf6) 1. ... dxe5 2. Nxf6+
- 2) 1. Nxd6+ cxd6 2. Rc8+ Rxc8 3. Qxb5+
- 3) 1. Rxc7+ Kxc7 2. Rc5+
- 4) 1. f4 Bd6 (1. ... Ba1 2. Qb1) 2. Qb2+ Kf7 3. Rxc5
- 5) 1. Rxe6+ fxe6 (1. ... Bxe6 2. Bb5+) 2. Bxc6+
- 6) 1. ... Qxf1+ 2. Bxf1 Bxa2+
- 7) 1. b4 cxb3ep 2. Bxc7+
- 8) 1. ... g5 2. Be3 Ng3+
- 9) 1. ... Bxe5 2. dxe5 Qc5+
- 10) 1. Qxh6 gxh6 2. Nf7+ Kg8 3. Nxc6#
- 11) 1. Ng5 f6 2. Bc4+
- 12) 1. ... Qxf3 2. gxf3 exd5

24 Discovered attack / Setting up a battery (chasing): A

- 1) 1. ... Nc7+ 2. Ka5 Nxd5+ 3. Kb5 Nc3#
- 2) 1. ... Qh8+ 2. Kc7 Ne8+ 3. Kb7 Qxe5
- 3) 1. ... Qd3+ 2. Kg2 Nf4+ (2. ... Ne3+? 3. fxe3+)
- 4) 1. ... Nc2 2. Rb1 Ne1
- 5) 1. ... Bd4 2. Qd2 Bxc1
- 6) 1. Nc8+ Ka8 2. Ne7+ Ka7 3. Nxc6#
- 7) 1. Be7 Re8 2. Bb4
- 8) 1. ... Qe2+ 2. Kh3 Qf1+ 3. Kg4 Rxf4+ 4. exf4 Qxb5
- 9) 1. Nc5 Qb6 2. Nxd7
- 10) 1. g3 Qh3 2. g4
- 11) 1. ... Rb4 2. Qa3 Rg4 3. Qb3 Rxc5
- 12) 1. ... Qf1+ 2. Kh4 (2. Kg3 Qf3+ 3. Kh4 Qg4#) 2. ... Qf4+ 3. Kh5 Bf3+ 4. Kg6 Qxd4

26 Pin / Clearing: A

- 1) Drawing
- 2) Drawing
- 3) 1. c4 bxc4 2. Nc3
- 4) 1. e6 fxe6 (1. ... Qxe6 2. Qxb4) 2. Ne5 Qd6 3. Nxc6
- 5) 1. Bd1 R5h6 2. Rb3
- 6) 1. Nxc6 bxc6 2. Bxe5
- 7) 1. e6 fxe6 2. Ne5
- 8) 1. c5 bxc5 2. Bb5 Ne4 3. Nxc6 Nxc3 4. Nxb4+
- 9) 1. d5 Rgd8 2. Qd4
- 10) 1. ... Bxe2 2. Rxe2 Rxb3
- 11) 1. ... Nd2+ 2. Nxd2 Rxf7
- 12) 1. ... Nxc3 2. bxc3 Qxd4

27 Pin / Eliminating the defence: A

- 1) 1. Rxe7 Rxe7 2. Bxf6
- 2) 1. ... b3 2. axb3 Nd8
- 3) 1. ... Bxf3 2. gxf3 e5
- 4) 1. Bxe7 (1. Re1? Nc5) 1. ... Rxe7 2. Nd6
- 5) 1. Nd5 Nxd5 2. Bb5

- 6) 1. ... Ne5 2. Qe2 (2. Nf6+ Bxf6 3. Qxd5 Rxd5) 2. ... f5
- 7) 1. Rb6 (1. Ra7? Nc7) 1. ... Nc5 2. Rbb8 Nd7 3. Rxd7
- 8) 1. ... Rg8 2. Qc5 Rxd3
- 9) 1. ... Bb2 2. Rc2 Bd4
- 10) 1. Qxe7 Rxe7 2. Bf5
- 11) 1. Rxd4 exd4 2. Qf5 (2. Qe4 Bxd5)
- 12) 1. ... Nc4 2. Rxc4 Qxe5

28 Pin / Eliminating the defence: B

- 1) 1. Rxe6 fxe6 2. Rf3
- 2) 1. Rxe4 dxe4 2. Bc4
- 3) 1. ... Nxd4 2. exd4 Bh6
- 4) 1. Nd6+ Bxd6 2. Qxf5
- 5) 1. Nh6+ gxh6 2. Rg3
- 6) 1. ... Bxc4+ 2. bxc4 Rb2
- 7) 1. Nxe5+ fxe5 2. Bg3
- 8) 1. Be4 Rd2 2. Rc1
- 9) 1. Qf5 Nf6 2. h5
- 10) 1. b4 Bb6 (1. ... Bxb4 2. Bxb4) 2. Rc4
- 11) 1. Qc3 f6 2. Bc4
- 12) 1. ... Ng3+ 2. hxg3 Qh5+ 3. Nh2 Qxe2

29 Pin / Targeting: A

- 1) 1. Re8+ Kh7 2. Qxf5+ Bxf5 3. Rxa8
- 2) 1. Qb1+ Kh8 2. Qa2
- 3) 1. ... Qc5 2. Bb3 e5
- 4) 1. ... e4 2. Ng5 e3
- 5) 1. Qc8+ Ke7 2. Rxd5
- 6) 1. b4 Na4 2. b5
- 7) 1. Qb7 Rf8 2. b5
- 8) 1. ... Ra8 2. Qxb6 Bxb3
- 9) 1. Bb3 Rd8 2. Qxe4
- 10) 1. Ne3 Qa8 2. Nc2
- 11) 1. Nc4 Qf8 2. Nb6 (2. Ne3? Nxe3 3. Qxd8 Nxd1)
- 12) 1. Qe4+ (1. Rb7? Qxb7) 1. ... Kh8 2. Rb7

30 Pin / Attacking a pinned piece: A

- 1) 1. ... Be8 2. Qxc7 Bxb5+
- 2) 1. Rc6
- 3) 1. ... Rd6 (1. ... Rac8 2. Rxc8; 1. ... Ra6 2. Re6 (2. Rdc1? Rc8) 2. Rdc1 Rc8)
- 4) 1. Qd6 (1. Bd6 Re8) 1. ... Qe4 2. Qb8
- 5) 1. ... Qd5 2. Bxh3 (2. Rg1 Qf3) 2. ... Qf3
- 6) 1. Bd4 Na6 2. b4 Bxd4 3. Qc8+ Nd8 4. Qxd8+ Kf7 5. Qxd4
- 7) 1. Kd4 a5 2. c4 a4 3. c5+ Kb5 4. Bxc7 a3 5. Kc3 (5. Be5? a2 6. Kd3 Kxc5 7. Kd2)
- 8) 1. ... Nd7 2. Qd6 Nb8 3. Qxe5+ f6
- 9) 1. Ne7+ Kh8 2. Nc6
- 10) 1. Bb6! (1. c3? Be5 2. Rxd5 exd5 3. Bb6 Kd7 (3. ... Re7 4. Bd4 (4. Bc5 Rc7); 1. Re4? Be5=) 1. ... e5 2. Rxd4! (2. Bxd4? Red8!))
- 11) 1. ... Nc5 2. Re3 Nxe4 (2. ... Qxd4 3. Nf6+) 3. Rxe4 Qxd4
- 12) 1. f4 Rhf8 (1. ... Rbf8 2. Qe6) 2. Qe6

31 Opening / Choose the best move: A

bold = correct move

bold + italic = acceptable move

1) **1. e4-e5**

The recommended move (theory as it is called). It is clear that White has played Nd4xc6 on the previous move. The consequence is the advance of the e-pawn. The condition is that White knows sufficient theory. The main line continues 1. ... Qe7 2. Qe2 Nd5 3. c4 Ba6. The pieces of both White and Black are somewhat in the way.

Resolving that without sufficient knowledge is a bridge too far for a student of Step 5.

1. Nb1-c3

A safe move, even with insufficient theoretical knowledge. White abandons the hope for an advantage. Black plays 1. ... Bb4 2. Bd3 d5. Both sides can finish the opening with normal sound moves.

1. Bc1-g5

The pin is harmless. Black plays 1. ... h6

2) 1. ... Bf8-e7

Not good. White does play 2. e5 now and Black has to sacrifice a pawn with 2. ... Nd5. Returning to g8 is hardly an option. White develops with 3. Bd3.

1. ... Bf8-b4

The theoretical move. Healthy development because advancing e5 is out of the question (2. e5 Qe7). Capturing on c3 is not directly intended but White is forced to protect e4 with 2. Bd3 (2. Qd4 Qe7).

1. ... d7-d5

This is almost possible. Black must play accurately. See next position.

3) 1. Bf1-d3

A developing move but harmless. Black also develops with 1. ... Bb4 or 1. ... Bd6.

1. e4-e5

Not to be recommended. See position 5.

1. e4xd5

The best move although Black is not really worse. See next position.

4) 1. Bf1-d3

Black can position his pieces relatively actively. He starts with 1. ... c6 and after 2. 0-0 he plays 2. ... Bd6. A check is not scary: the bishop from c8 can go to e6. In such positions the knight on c3 is placed a bit awkwardly. It is looking at the protected centre pawn on d5.

1. Bf1-b5+

Quick development is needed. Black holds with 1. ... Bd7 2. Bxd7+ Qxd7 3. 0-0 Be7 4. Bg5 c6 5. Bxf6 Bxf6 6.. Re1+ Be7 7. Qe2. White's play is based on preventing castling but that doesn't work. Black can choose from 7. ... Rc8 (Rc7 - 7. ... Rb8 8. Qe5 is a mistake) or 7. ... f5 to play Kf7.

1. Bc1-g5

Not dangerous. Black plays 1. ... c6 and 2. ... Be7. Black has a centre pawn!

5) 1. ... Qd8-e7

White can protect the pawn on e5 easily with 2. f4 and then the queen on e7 is in the way of the bishop.

1. ... Nf6-d7

Not bad but 2. f4 is sufficient.

1. ... Nf6-g4

After this move it is White who has trouble to keep equal chances (if possible). See next position.

6) 1. Bc1-f4

Black gets an advantage with 1. ... f6 2. Qe2 Bc5 or 2. exf6 Qxf6 a position that will come back later.

1. Qd1-e2

This move fails because of 1. ... Bc5 2. Nd1 0-0. White will not have enough time to chase away the knight from g4.

1. Qd1-d4

Absolutely necessary. The black bishop must be kept away from c5. Attacking e5 is the best Black can do: 1. ... Qe7 2. Bf4 f6 3. 0-0-0 fxe5 4. Qa4.

7) 1. ... 0-0

This is not a bad move but it gives White time to play 2. Be2.

1. ... f7-f6

This is perfect move for Step 5 (even if White can equalise). After 2. exf6 Qxf6 we have position 9. White must play 2. Na4 to maintain equality.

1. ... Qd8-e7

Also strong but only if Black can foresee what is coming. White plays 2. Be2 Nxe5 3. Nxd5 and now Black must sacrifice an exchange with 3. ... 0-0 4. Qxa8. Difficult to see.

8) **1. ... Bc5xf2**

Winning a pawn by force. Black makes use of the unprotected knight: 2. Bxf2 Nxf2 3. Kxf2 Qh4+.

1. ... Bc5-b4+

This check loses time. After 2. c3 Be7 Black can not profit from the knight on a4.

1. ... Qd8-e7

This move seems odd but after 2. Nxc5 Qxc5 3. Be2 Qb4+ wins a pawn. White has compensation after 4. c3 Qxb2

5. 0-0. The first line (1. ... Bxf2+) is definitely a better choice.

9) 1. Qd1-d2

Usually the normal move but here the pressure on f2 is too powerful after 1. ... 0-0.

1. Qd1-e2+

Putting the queen on the same file as the king doesn't look right but it is as good as the next possibility. After 1. ... Kf7 (1. ... Kd8 2. 0-0-0 and the black king is badly placed after 2... Re8 3. Qc3 or 2. ... Nxf2 3. Nxd5) White must continue with 2. Qf3.

1. Qd1-f3

Exchanging queens is the lesser evil. After castling kingside Black has the more active position.

33 Endgame / Rook against pawn: A

- 1) 1. Kf2 Kd2 2. Rd8+ Kc1 3. Ke2 c2 4. Rc8 Kb2 5. Kd2
- 2) 1. Ke6 e3 2. Kd5 Kf3 3. Kd4 e2 4. Kd3
- 3) 1. Kd7 Kc4 2. Ke6 d3 3. Ke5 Kc3 4. Ke4 d2 5. Ke3
- 4) 1. ... Kf1 2. Rf8+ Ke2 3. Re8+ Kf1 4. Kf3 d2
- 5) 1. ... Ke3
- 6) 1. ... Kd4! 2. Rf8 Ke3 3. Kc4 f3 4. Re8+ Kd2!
- 7) 1. ... e3 (1. ... Ke5? 2. Re1; 1. ... Kf4? 2. Ke6 e3 3. Kd5 e2 4. Kd4 Kf3 5. Kd3 Kf2 6. Kd2) 2. Kd6 Ke4! 3. Kc5 Kd3 (3. ... e2? 4. Kc4 Ke3 5. Kc3 Kf2 6. Kd2)
- 8) 1. Kb7 Kc4 2. Ka6 b3 3. Ka5 Kc3 4. Ka4 b2 5. Ka3
- 9) 1. ... Kf2 2. Rf8+ Ke1! (1. ... Kf1? 2. Ke3; 1. ... Kf3? 2. Rf8+)
- 10) 1. Re5 Kf6 2. Rb5 g3 3. Rb3
- 11) 1. ... Kf4 2. Rd8 Ke3 3. Kg4 d3 4. Re8+ (4. Kg3 d2) 4. ... Kf2!
- 12) 1. ... Kc5 (1. ... b4 2. Rd5) 2. Kg7 b4 3. Kf6 b3 4. Rb8 Kc4 5. Ke5 Kc3 6. Ke4 b2

34 Endgame / Rook against pawn: B

- 1) 1. Rb7 (1. Kb7 Kb5 2. Ka7+ Ka5 3. Rb7) 1. ... Kc4 2. Kb6
- 2) 1. Rc1 Kd4 2. Kb6 c3 3. Kb5 Kd3 4. Kb4 c2 5. Kb3
- 3) 1. Re1+ Kf3 2. Rd1 Ke4 3. Kc7 d4 4. Kc6 d3 5. Kc5 Ke3 6. Kc4
- 4) 1. Kb1! e3 2. Ra2+ Kd1 3. Ra8 e2 4. Rd8+ Ke1 5. Kc2 Kf2 6. Rf8+ Ke1 7. Re8
- 5) 1. ... Ke4 (1. ... Ke3? 2. Rh2 c4 3. Kd5) 2. Kd6 c4 3. Kc5 c3 4. Rd1 c2 5. Rc1 Kd3
- 6) 1. ... Kg4 2. Kc6 Kf4 3. Kd5 g4 4. Rb4+ Kf3 5. Rb3+ Kf4
- 7) 1. Rd8+ Kc2 2. Re8 Kd3 3. Kf5 e3 4. Kf4
- 8) 1. Kg4 Ke3 2. Kg3 d3 3. Re1+
- 9) 1. Rb7 (1. Rc7+ Kd4 2. Rb7 Kc4 3. Kc7 Kc5 4. Rb8 b4 5. Rb7 Kc4 6. Kb6 1 0) 1. ... b4 2. Kc7 Kc4 3. Kb6 b3 4. Ka5
- 10) Drawing
- 11) 1. Rb4+ Kd5 2. Kb5 e4 3. Rb1! Kd4 4. Kb4 Kd3 5. Kb3 e3 6. Rd1+
- 12) 1. Rf2+ (1. Kc7 g5 2. Kd6 g4 3. Kd5 g3 4. Kd4 Kf4 5. Kd3 Kf3 6. Ra8 g2=) 1. ... Ke5 2. Rg2 Kf6 3. Kc7 g5 4. Kd6 Kf5 5. Kd5 Kf4 6. Kd4 g4 7. Rf2+

36 Strategy / Strong square: A

- 1) 1. ... Bxb3 (creating a strong square on d4)
- 2) 1. e6 fxe6 2. Ne5
- 3) 1. a5 (securing the strong square c4 and gaining control of b6)
- 4) 1. Bd5 (exchanging the potential defender of d5)
- 5) Drawing
- 6) 1. Bh3 (exchanging the defender of d5)
- 7) 1. ... Bf8 2. Nc2 Bh6 (preventing the knight from reaching d5)
- 8) 1. Bxf6 Bxf6 2. Bd5
- 9) 1. ... b4 (preventing Bxf6 followed by Nd5)
- 10) 1. ... f3 (square clearing to get a strong square on f4)
- 11) 1. g3 and 2. Bxc6; 1. Bxc6? Re4+
- 12) 1. Nh1 (heading towards g5)

38 Defending / Defending against mate: A

- 1) 1. Qa8+ (1. Qa7+ Kc8) 1. ... Kxa8 2. Bxd5+ Kb8 3. Bxf3
- 2) 1. ... Rf3 2. Kxf3 (2. Rxf3 Bc6+) 2. ... Kf7

- 3) 1. ... Qxg5 2. fxg5 Bxg5+ 3. Kc2 Rxe6
- 4) 1. ... Rxc1+ 2. Kxc1 Be3+ 3. Kf1 h5
- 5) 1. Re1! (1. Nf1 Qxf1+ 2. Kxf1 Rh1#) 1. ... Qxe1+ 2. Nf1
- 6) 1. ... Bxe4+ (1. ... Qd3+? 2. Ka1 Bxe4 3. Rxc7+ Kxc7 4. Rh7+ Kg8 5. Bxf7+) 2. Qxe4 Qd3+
- 7) 1. ... Ne3+ (1. ... c4 2. Rxc8+ Kxc8 3. Bxc4+) 2. Kd3 c4+
- 8) 1. Rb8+ (1. Rb5? Qh4+ and 2. ... Rxb5) 1. ... Kh7 2. Rb5 Rxb5? 3. Qd3+
- 9) 1. ... Rd1 2. Rxd1 Qxf6
- 10) 1. ... Nf2+ 2. Kh2 Ng4+ 3. Kh3 Nf6
- 11) 1. ... Qe3+ 2. Kxe3 Nf5+ 3. Kf2 Rg7
- 12) 1. ... Qd4! (1. ... Qc1 2. Qd8+ Nc8 3. Qa5+; 1. ... Qa1 2. Qd8+ Nc8 3. Qxe8)

39 Defending / Defending against a passed pawn: A

- 1) 1. Bb3 g5 (1. ... b1Q 2. Rf7#) 2. Bxc2
- 2) 1. Nd5 g2 2. Nf4 g1Q 3. Ne2+
- 3) 1. Rh8 c1Q 2. Rd8+ Kc5 3. Rc8+
- 4) 1. ... Rb3+ 2. Kg2 Rb2+ 3. Kf3 Rd2
- 5) 1. Ra5 Kxa5 2. b4+ Kxb4 3. Kb2
- 6) 1. Rd1+! Ke7 (1. ... Kc7 2. Ne6+; 1. ... Kc8 2. Ne6) 2. Nf3
- 7) 1. Rb8+ Ka7 2. Ne5 e1Q (2. ... Kxb8 3. Nd3) 3. Nc6#
- 8) 1. Ba1! Kb1 2. Bd4 Kc2 3. Ke5
- 9) 1. Be1 fxe1Q 2. Ng2+
- 10) Drawing
- 11) Drawing
- 12) 1. Rfe1 a1Q 2. R1e7#

40 Defending / Overcoming a passed pawn: A

- 1) 1. Ne5 b2 2. Nc4 b1Q 3. Ra3#
- 2) 1. Ra3+ Kb1 2. Nb6 Kc2 3. Na4! b1Q 4. Rc3#
- 3) 1. Rh4+ Kg2 (1. ... Kg1 2. Ng3) 2. Rh1 Kxh1 3. Ng3+
- 4) 1. Na5 a1Q 2. Ra6+ Kb8 3. Nc6+
- 5) 1. Ng5! f1Q+ (1. ... Kh5 2. Ne4+ Kh4 3. Nd2!) 2. Nf3+ Kh3 3. Rh5+ Kg2 4. Rh2#
- 6) 1. Rd2 Kb1 2. Ne4 c1Q+ 3. Nc3+ Ka1 4. Ra2#
- 7) 1. Nd6 h2 2. Nb5+ Kb8 3. Rf8#
- 8) 1. Nd4 exd4 (1. ... a1Q 2. Rd8#; 1. ... Kxd4 2. Rd8#) 2. Rg5+ Kd6 3. Ra5
- 9) 1. Ne1 (1. Nxf2 stalemate) 1. ... f1Q+ 2. Nf3+ Kh3 3. Rh5+ Kg2 4. Rh2#
- 10) 1. Nd7 a6 (1. ... a5+ 2. Rxa5+) 2. Rb8+ Ka7 3. Ne5 g1Q (3. ... Kxb8 4. Nf3) 4. Nc6#
- 11) 1. Nf8+ Kf6 2. Nd7+ Kg6 3. Re6+ Kg5 4. Rf6
- 12) 1. Nxe4 f1Q 2. Rb3 Kxb3 (2. ... Qg1+ 3. Nc5+) 3. Nd2+

41 Defending / Defending against threats: A

- 1) **1. Qh6** Qf5+ Δ 2. ... Qxf6
- 2) **1. Qh6** Qc5+ Δ 2. ... Qf8
- 3) **1. Qd3** Rb8 2. Qxg6? Rg8
- 4) **1. b5** Ne5 2. bxa6 Nf3+
- 5) **1. Nc5** Qh7+ Δ 2. ... dxc5
- 6) **1. f5** Rb6 2. fxg6 Rb2
- 7) **1. Qe6** Qb7 2. Qxf7? Bc5+
- 8) **1. Rd1** Nxc3 2. Rxd7 Ne2+
- 9) **1. Re8** Be6
- 10) **1. Nd6** Qc7
- 11) **1. ... e4+** 2. Kd4 exf3 3. Re6 #
- 12) **1. f5** Nf6 Δ 2. ... Bd7

43 Rook endings / Mate: A

- 1) 1. Ra8! Kxa4 2. Kb6#
- 2) 1. Re6 Δ 2. Rh6+ 3. g6+
- 3) 1. Kg8
- 4) 1. Kd3 Rd7+ 2. Kc3 Δ 3. b4#

- 5) 1. f5+ Kh6 2. Rg8!
- 6) 1. a3+ Kxa3 2. Rg4 Δ mate.
- 7) 1. ... Rd6 2. Rxa7+ Ke6
- 8) 1. Kf6 Rf2+ 2. Kg7 g4 3. Ra5+
- 9) 1. g4! Rxg4 2. Rc7 Δ mate
- 10) 1. Re1+ Rb1 2. Rc1 Rxc1 3. Kxc1 h5 4. gxh6
- 11) 1. ... Re5 2. Rg4+ Kc3 Δ 3. ... Ra5+
- 12) 1. f5 Rxg3 2. f6

44 Rook endings / X-ray check: A

- 1) 1. ... Rh7+ 2. Kg4 Rg7+
- 2) 1. Rh6+ Kd7 2. Rh8 Rxa7 3. Rh7+
- 3) 1. Ra4 Rxa4 2. Rh3+ Kd4 3. Rh4+
- 4) 1. a3+ Kxa3 2. Ra5+ Kb4 3. Ra4+
- 5) 1. ... Ra3+ 2. Ke4 Ra4+ Δ 3. ... Rh4; 2. Ke2 Ra1
- 6) 1. Kg3 Kf7 2. Rh8 (1. Rh8? Rh1+; 1. Rg8? Rh1+ Δ 2. ... Rg1+)
- 7) 1. b6 axb6 2. a7
- 8) Drawing
- 9) 1. e7 Kxe7 2. Rc8
- 10) 1. Ke4 h3 2. Rh8 Rxa7 3. Rh6+ Ke7 4. Rh7+
- 11) 1. a6! (1. c6? a6!) 1. ... bxa6 2. Ra8; 1. ... Rh6 2. axb7 Kxb7 3. c6+
- 12) 1. Rg1! Ra2 2. Rg8 (1. Rg8? Rh1+)

45 Rook endings / Passed pawn: A

- 1) 1. Rb7 Kc8 2. Re7 Kd8 3. Ra7
- 2) 1. Rf7 Kc6 (1. ... Kc8 2. e7 Kd7 3. e8Q+; 1. ... Kb8 2. e7 Rc8 3. Rf8) 2. e7 Rc8 3. Rf8 Kd7 4. Rxc8
- 3) 1. Rd2+ Ke7 2. f6+ Ke8 3. f7+ Ke7 4. Rxd8 Kxd8 5. f8Q+
- 4) 1. h7 Rf8 2. Rg4+ Kh6 3. Rg8
- 5) 1. Re7 Rxe7 2. f6+ Kxf6 3. h8Q+
- 6) 1. Ka1 Ka4 2. Kb2 Rh5 3. a7 Ra5 4. Rb3 (4. Rb7)
- 7) 1. a7 Rxh6+ (1. ... Rd8 2. h7 Kf7 3. Rg8) 2. Rh4 Rxh4+ (2. ... Ra6 3. Rh8+ Ke7 4. a8Q+-) 3. Kg3
- 8) 1. Rc3+ Ka4 2. Rc1 Rxb7 3. Ra1+ Kb5 4. Rb1+
- 9) 1. Re8 (1. ... Kg6 2. Rxe6+ Kh7 3. Rc6 Ra3 4. Ke2)
- 10) 1. Rf6 (1. Rg7+ Kh8 2. Kf7 h2) 1. ... Re8 (1. ... h2 2. Rd6 Re8 3. Rd8) 2. Rd6
- 11) 1. Ra4 Rxa4+ 2. Kb5 Ra7 3. c6
- 12) 1. Rb2! Rxc7 2. Rb8+ Kf7 3. Rb7 Re7+ 4. Kd6 Rxb7 5. axb7

46 Attacking the king / Attack on a castled king: A

- 1) 1. ... Rxf3 2. gxf3 Qg5+ 3. Kh1 Qh5
- 2) 1. Nf6 Bg8 2. Nh5 gxh5 3. Qf6#
- 3) 1. Nf6 gxf6 2. Qxf6 Bh7 3. Qh8+ Bg8 4. Qxh6#
- 4) 1. Nh6+ Kf8 2. Nf5
- 5) 1. Qxh7+ Kxh7 2. Rh3+ Kg7 3. Bh6+ Kh7 4. Bf8+
- 6) 1. Qxg4 fxe4 2. Ng6+ hxg6 3. hxg6+
- 7) 1. Qxg6 hxg6 2. Nf4
- 8) 1. Qxh7+ Nxh7 2. Rxh7+ Rxh7 (2. ... Kxh7 3. Rh3+) 3. Rg8#
- 9) 1. Nf6+ gxf6 (1. ... Kh8 2. Qc2) 2. Qg4+ Qg5 3. Bxf6
- 10) 1. Rxg7+ Kxg7 2. Bh6+ Kxh6 3. Qf6+ Kh5 4. Bd1#
- 11) 1. Bxh6 Rxh6 (1. ... Bg7 2. Bg5+ Kg8 3. Bf6) 2. Qxh6+ Kxh6 3. Rg5
- 12) 1. Nh5 gxh5 2. Rg1

47 Attacking the king / Attack on a castled king: B

- 1) 1. Nf5 exf5 2. Nd5
- 2) 1. Rxc6 Rxc6 2. Qh6
- 3) 1. Qg5+ Kh8 2. Rg3
- 4) 1. Ra7 Qxa7 2. d7
- 5) 1. b4 (1. Bxf6 hxg5) 1. ... Qb5 2. Bxf6
- 6) 1. ... Rb4 (1. ... Nf3+? 2. Bxf3 Qxf3 3. Qe4) 2. axb4 (2. f3 Bc5+; 2. Qxc6 Nf3+) 2. ... Nf3+ 3. Bxf3 Qxf3

- 7) 1. ... Bxe5 2. fxe5 Ng4 3. h3 Qg3
- 8) 1. ... Nb3 2. Bxb3 Bxe3+ 3. Qxe3 Qg2#
- 9) 1. Qg5 Rb8 (1. ... Bxg5 2. Rh8+ Kg7 3. R1h7#) 2. Nxf6+
- 10) 1. Be4 (1. Qxh5? Qxg2#) 1. ... Qc8 2. Qxh5 (2. Nxb7 Bxe4 3. Nxf8 d5)
- 11) 1. ... Rd2 2. Bxd2 (2. Bxf3 Rxf2 3. Kxf2 Qh2+ 4. Bg2 Bh4) 2. ... Bd4
- 12) 1. Bxe4 (1. Nxb7 Kxb7 2. Bxe4 c5) 1. ... Nxe4 2. Qh6 Bf6 3. Bxf6

48 Attacking the king / Attack on a castled king: C

- 1) 1. Qxf7 Nxf7 2. Rg8+ Rxb8 3. Nxf7#
- 2) 1. Rf6 Qxe5 2. Qxh6+ Bxh6 3. Rxh6#
- 3) 1. Qh6 Kh8 2. Rg3 Rg8 3. Qf6+
- 4) Drawing
- 5) Drawing
- 6) 1. Nc7 Rb8 2. Ne8
- 7) 1. Bg6+ Kg7 (1. ... fxg6 2. Rxb6 exf5 3. Qxh6#) 2. Bh7+ Kxh7 3. Rh3 Rh8 4. Qxh6+ Kg8 5. Rg3#
- 8) 1. ... Ne1 2. Rxe1 Qf3+ 3. Kg1 Bh3
- 9) 1. Ng5 Bxf5 2. Nxb7 Qe6 3. Nxf6+
- 10) 1. ... Qh3 2. Rg1 Rh5 3. Nxb7 Qxf3+
- 11) 1. Rg3+ Kh7 2. Rf5 Qh6 3. Rh5
- 12) 1. ... Bf8 2. Be6 Bg7 3. Rd3 Qa3

50 Strategy / Open file: A

- 1) 1. f4 (open f-file)
- 2) 1. cxd5 exd5 2. Rac1 Rac8 3. Ba6 (open file, control file, chase away defender)
- 3) 1. Rg6 (an occupy outpost)
- 4) 1. Rc6 (an occupy outpost)
- 5) 1. ... Nb4 (gain control of c-file)
- 6) 1. Ba6!; 1. Rac1 Rac8 2. Ba6 Rc5 (eliminate defenders)
- 7) 1. ... Ng3 2. Rc1 Ne4 and White must give up the a-file.
- 8) 1. Rc8 Kf8 2. Rxd8+ Rxd8 3. Rc7
- 9) 1. Nd3 and Black must give up the a-file (otherwise b4 is lost).
- 10) 1. ... Rc6 2. Rxc6 Qxc6+
- 11) 1. g4 (1. Bg5 Kg7 2. Bxf6+ Kxf6 3. Rd7 Rb8 4. c5 Ke6 5. Rc7 f6 and 6. ... Kf7)
- 12) 1. Qe5 (open d-file)

52 Draws / Stalemate: A

- 1) 1. Rg7+ Kxg7 (or else perpetual check) 2. Bd4+ Qxd4 stalemate
- 2) 1. Ke8 Ne6 (1. ... Bxf6 stalemate) 2. f7+ Kg7 3. f8Q+ Nxf8 stalemate
- 3) 1. Qd1+ Qxd1 stalemate
- 4) 1. Kh4 a3 2. Kh5 a2 3. h4 a1Q stalemate
- 5) 1. a8Q (1. g5+? Kf7 2. g6+ Kg8 3. a8Q+ Bf8+) 1. ... Bc1+ 2. g5+ Bxg5+ 3. Kh7 Rxa8 stalemate
- 6) 1. Qh5+ (1. Rf3? Qxf3 2. Qc2+ Kg8) 1. ... Kg8 2. Rf8+! Kxf8 3. Qf3+! Qxf3 stalemate
- 7) 1. Ra6+ Bxa6 2. a8Q+ Kb6 3. Qa7+ Rxa7 stalemate
- 8) 1. Ra5 Qxa5 (1. ... Qb3+ 2. Kf8 Qxa5 3. Qe5+ Qxe5 stalemate (3. ... Kg6 4. Qe6+ Qxe6 stalemate) 2. Qf5+ Qxf5 stalemate (2. ... Kh6 3. Qf6+ Qxf6 stalemate
- 9) 1. ... Rg1+ 2. Rxb1 Ng3+ 3. Qxg3 (3. Rxb1 Qg2+) 3. ... Qxg1+ and stalemate
- 10) 1. Qh1! (1. Bg2? f1Q+; 1. Qa2? Qf3+ 2. Kg6 Be5 3. Kh7 Kb7; 1. Qa5? Qb1+! 2. Kg5 Qe4 3. Qxa3 Bf4+) 1. ... Qxh1 2. Bg2+ Qxg2 stalemate
- 11) 1. Rh4+ Kxh4 2. Rf4+ Qxf4 (2. ... Bxf4 stalemate) 3. g3+ Kg4 (3. ... Qxg3 stalemate) 4. gxf4 Bxf4 5. Kg2 draw (wrong bishop)
- 12) 1. ... f6+ 2. Qxf6 Qh4+ 3. Kxh4 g5+ and stalemate

53 Draws / Insufficient material: A

- 1) Drawing
- 2) 1. Nc7+ Ka7 2. Bd4+ Qxd4 3. Nb5+
- 3) 1. Rf7+ Kxf7 (1. ... Kg5 2. Rg7+; 1. ... Ke6 2. Nd8#) 2. Nxe5+
- 4) 1. Kc1 Bf4+ 2. Kd1 Kb2 3. Ke2 Kxa1 4. Kf3
- 5) 1. Ne5 (1. Nh6 Bf3 2. Kc5 Kg3 3. Nf5+ Kf4) 1. ... Kg3 2. Ng4

- 6) 1. Rd4+ Kc6 (1. ... Ke5 2. Re4+ Kxe4 3. Nc5+) 2. Rc4+ Qxc4 (2. ... Nbxc4 3. Nd4+; 2. ... Kd7 3. Nc5+; 2. ... Kb7 3. Nc5+; 2. ... Kb5 3. Nd4+) 3. Na5+
- 7) 1. Kd1 Nb3 (1. ... Kb4 2. Nd7) 2. Ne4 f5 3. Nc3
- 8) 1. Kc8 (1. Kd6 Ne3) 1. ... Bg7 2. Kc7
- 9) 1. Re4 Qg5 (1. ... Qd8 2. Re8+ Qxe8 3. Nf6+) 2. Rg4 Qxg4 3. Nf6+
- 10) 1. d7 Qxd7 2. Bc6+ Qxc6 (2. ... Kxc6 3. Ne5+) 3. Nd4+
- 11) 1. b8N+! Kb6 2. Nd7+ Kxc6 (2. ... Nxd7 stalemate) 3. Nxc5
- 12) 1. Nf5+ Kf2 2. Rf1+ Kg2 3. Ne3+ Bxe3 4. Rxh1

54 Draws / Insufficient material: B

- 1) 1. Nd5 Ra3 (1. ... Ra1 2. Nxe3) 2. Nc7+ Ka7 3. Nb5+
- 2) 1. Be8 Re6 (1. ... Ra8 2. Bc6) 2. Bd7
- 3) 1. Ra8 Ra2 2. Rd8 Rd2
- 4) 1. Bf3+ Kb8 2. Bg2 Be2 3. Bf3 Bf1 4. Bg2
- 5) 1. Nd5 Re5 2. Nf4+ Kg4 3. Nd3 Rd5 4. Nxe1 Rd2 5. Kg1
- 6) 1. Kg2! Qg7+ 2. Rg3 Qxf7 3. Rh3+
- 7) 1. e8Q Rxe8+ 2. Kxd7 (and the bishop is lost) 2. ... Rg8 3. Bd5+
- 8) 1. Nd3 Rd1 2. Kc2 Rf1 3. Kb2
- 9) 1. Kb6 (1. b8Q? Ra4+ 2. Kb7 Rb4+ 3. Kc7 Rxb8; 1. h6? c5 2. Kb6 Rb4+ 3. Kc6 Rxb7) 1. ... Kd7 (1. ... Kd5 2. h6; 1. ... Rb4+ 2. Kxc6) 2. b8N+ (2. b8Q Rb4+ 3. Ka7 Rxb8 4. Kxb8 Ke7) 2. ... Kd6 3. Nxc6
- 10) 1. Kc6! Rxd5 2. Nc3+ Kd4 3. Nxb5+ (3. Nxd5 b4) 3. ... Ke5 (3. ... Kc4 4. Na3+ Kd4 5. Nb5+) 4. Nc7
- 11) 1. Ng3+ Nxg3 2. Rh2+ Qxh2 3. g7
- 12) 1. Ne6! Rxh3 (1. ... fxe6+ 2. Bxe6 Rxg5+) 2. g6+ Kxg6 (2. ... fxg6 3. Ng5+) 3. Nf4+

56 Endgame / Wrong bishop: A

- 1) 1. Kf3; 1. Kxd4? Kg4 2. Ke3 Kg3; 1. Kf4 Kh4 2. Kf3 Kh3 and the king cannot reach the corner.
- 2) 1. Kf2! and the king will reach h1 (1. Kf3? Be5 2. Kf2 Bh2 3. Kf3 Kf5; 1. Kf1? Bd4)
- 3) 1. Kc2 and Black is forced to relinquish the control of b2 or b1; 1. Kc3? Bb1 2. Kc4 Kb2 (*De Feijter 1940*)
- 4) 1. Ke2! h3 2. Kf3; 1. a5? h3 2. Kf1 Bc5 and the black king stops the white pawns.
- 5) 1. Kd6! Kxb7 2. Kc5 a4 (2. ... Ka6 3. Kc4 a4 4. Kb4!; 2. ... Be2 3. Kd4) 3. Kb4; 1. Kd4? a4 2. Kc3 a3 (*Mockel 1962*)
- 6) 1. Ke1 Kc5 2. Qxd5+ Kxd5 3. Kd2; it is stalemate after 1. ... Qxg2.
- 7) 1. Kf7 Kh6 2. Kg8 keeping the black king out of the corner.
- 8) 1. a5 Kd5 2. a6 Kc6 3. Bd8
- 9) 1. Bb6 Kc6 2. Ba5
- 10) 1. Be8 Kf6 2. h6; 1. h6? Kf7 2. Be4 Kg8
- 11) 1. ... h3 2. Kf3 Bf4 3. Kf2 Bh2 4. Kf3 Kf5
- 12) 1. Kc5 Ke7 2. Kc6 Kd8 3. Kb7 Kd7 4. Bc1 and now that the black king can no longer reach the corner, it is time to pick up the a-pawn.

