

# Step 5

## 3 Test / Mix (4<sup>th</sup> step): A

1. ... ♗c2 threatens 2. ... ♗xd1 and 2. ... ♗b3+ (double attack: targeting)
1. ♖e8+ ♖xe8 2. ♖xe8+ ♗f7 3. ♖h5# (mate in three)
1. ... ♗b3+ 2. axb3 ♗c5 (double attack: knight)
1. ♗e6 fxe6 2. ♖g5+ (double attack: clearing)
1. ♖xh7+ ♗xh7 2. ♖h4+ ♗g7 3. ♖h8# (attacking the king: access)
1. ... ♖xg2+ 2. ♗xg2 ♗f4+ 3. ♗g1 ♗h3# (double check: luring)

1. ♖d4 ♖d7 2. ♗f6+ (discovered attack: targeting)
1. ♖dxc4 (1. ♖cxc4? ♖b2+ 2. ♗e1 (2. ♗f1 ♖f8+) 2. ... ♖xg2) 1. ... ♖b2+ 2. ♖c2 (pin: NGD)
1. h4 ♖g3 2. ♗h2 (trapping: chasing)
1. ♖xh6 gxh6 2. ♗f6 (attacking the king: access)
1. ... ♖xe2 (1. ... ♗f4? 2. ♗f3 ♗xh3+ 3. ♗f1) 2. ♖xe2 ♗f4 (double attack: luring)
1. ♗c4+ ♗xc4 2. ♖d7 (elimination of the defence: luring away + mate / seventh rank)

## 4 Test / Mix (4<sup>th</sup> step): B

1. ♖xa6 bxa6 2. ♗a5 1. ♖xa6 bxa6 2. ♗a5 (X-ray attack: elimination of the defence)
1. ... ♗c2 2. ♖e2 ♗xa4 (double attack: bishop thanks to a pin)
1. ♖f8+ ♖xf8 2. ♗xh7+ ♗xh7 3. ♖xf8 (elimination of the defence: and material)
1. ♖h8+ (1. ♖h3 f5; 1. ♖g3 ♖xe4) 1. ... ♗xh8 2. ♖h3 ♗e5 3. ♖h7# (magnet)
- Drawing
1. g6+ (1. ♖f6+ ♖xf6 2. ♖xf6+ ♗e8 3. ♖xe5) 1. ... ♗xg6 2. ♖h7# (elimination of the defence: blocking)

1. ♗xd6 ♖xd6 2. ♗f4 (X-ray attack: luring)
- Drawing
1. ♖exd5 ♖xg3 2. ♖d8+ ♖xd8 3. ♖xd8+ ♗h7 4. hxg3 (discovered attack: in-between move)
1. ♗a7 ♗e5 2. ♗axc8+ (double attack: knight luring away)
1. d5 ♖xd5 (1. ... exd5 2. ♖g3+) 2. ♖f6+ ♗g8 3. ♖xf7+ ♗h8 4. ♖f8# (elimination of the defence: interfering)
1. ♖e7 (1. ♖xd7? ♗xd7 2. ♖e7 ♗e5) (pin: attack on a pinned piece)

## 5 Mate / Mate in two: A

1. ♗f5 (1. ... ♗xc2 2. ♗xc2#) 1. ... ♖xe3 2. ♗d7#
1. ♖g4+ ♖e2 2. ♖a4#
1. ♗d2+ ♗g4 2. ♖g6#
1. b4 ♖a1 2. ♖c1#
1. h4 ♖xa2 2. hxg5#
1. f4 bxc4 (1. ... ♗xe4 2. ♖c5#; 1. ... ♖c2 2. ♖ed4#) 2. ♖e5#
1. ♖f7+ ♗xf7 2. ♗h6#
1. ♖g6+ ♖fxg6 (1. ... ♖hxg6 2. ♖h4#; 1. ... ♗xg6

2. ♖xg7#) 2. ♖f4#
1. ... ♖d3+ 2. cxd3 ♗d4#
1. ♖e6 ♗xe6 (1. ... dxe6 2. ♖f7#; 1. ... ♖f8 2. ♗h6#) 2. ♗d3#
1. ♖d5+ ♗xd5 (1. ... ♗xd5 2. ♗xd3#; 1. ... ♖xd5 2. ♗e4#) 2. ♖b5#
1. ♗c3 c5 (1. ... g1♖ 2. ♖e4#; 1. ... ♗d5 2. ♗e2#) 2. ♗b5#

## 6 Mate / Mate in three: A

1. ♖e5+ ♗h6 2. ♖h5+ gxh5 3. ♖f6#
1. ♖h8+ ♖b8 2. ♖a1+ ♖a6 3. ♖xa6#
1. ♖a5+ ♗xa5 2. axb7+ ♗b6 3. b8♖#
1. ♖h7+ ♗g4 2. ♖f5+ ♗h5 3. ♖h7#
1. ♖d1+ ♗h6 2. ♖h1+ ♖h4 3. ♖xh4#
1. ♖a1+ ♗g6 2. ♖g1+ ♗f6 3. ♖g5#

1. ♖h8+ ♗g6 2. ♖d1 b1♖ 3. ♖h5#
1. ♖e5+ ♖e7 2. ♖d8+ ♗xd8 3. ♖b8#
1. ♖a7+ ♖a6 2. ♖xa4+ bxa4 3. ♖c5#
1. ♖g7+ ♗f5 2. ♖e5+ ♖xe5 3. ♖g6#
1. ♖g8+ ♖xg8 2. f8♗+ ♗h8 3. ♖h7#
1. ... ♖xb4+ 2. cxb4 ♖a2 3. ♖c2 ♖a6#

## 7 Mate / Mate in three: B

1. ♖h2+ ♗g6 2. ♗h5+ ♗h7 3. ♗f7#
1. f4+ gxf3 2. ♖f4+ ♗h5 3. ♖h4#
1. b4+ ♗xb4 2. ♖d4+ ♗a5 3. ♖c3#
1. g4+ ♗xh4 2. ♖f6+ g5 3. ♖xh6#
- Drawing
- Drawing
1. ♖b8+ ♗xa6 2. ♖b6+ ♖xb6 3. ♗c5#

1. ♖a8+ ♗xa8 2. ♗d7 ♗ 3. ♖a2#
1. ♖g5+ ♗xg5 2. ♗f7+ ♗h5 3. g4#
1. ♗g4+ ♖xg4 2. ♖d5+ ♗xd5 3. ♖f5#
1. ♖h6 gxh6 2. h3+ ♗h5 3. ♗f7#
1. c8♗+ ♗a6 2. ♗b4 ♗d6 3. ♗c5#; 2. ... e5 3. ♗b8#

### 8 Mate / Mate in three: C

1. ♖g8+ ♜xg8 2. ♜xg6+ hxg6 3. ♜h3#
1. ♜a6+ ♜xd8 2. ♖b8+ ♜xb8 3. ♜c7#
1. ♖xb8+ ♜xb8 2. ♜d8+ ♜b7 3. ♜b8#
1. ♜h8+ ♜c7 2. ♜c8+ ♜xc8 3. ♖xc8#
1. ♜c8+ ♜xc8 2. ♖h8+ ♜e7 3. ♜xc8#
1. ♜xf6+ ♜f8 2. ♜gxh7+ ♜xh7 3. ♖g8#
1. ... ♜g1+ 2. ♜h4 ♜f3+ 3. ♜h5 (3. ♜h3 ♜f2#;
3. ♜xf3 ♜h2#) 3. ... ♜f6#
1. ♜xg8+ ♜xg8 2. ♖f8+ ♜xf8 3. ♜b8#
1. ... ♜g2+ 2. ♜g4 ♜f4+ 3. gx4 ♜h3#
1. ♖a1+ ♜e3 2. ♖e1+ ♜d4 3. ♖c3#
1. d3+ ♜xd3 2. ♖f5+ ♜xf5 3. ♜xd3#
1. ♜e7+ ♜f8 2. ♜e8+ ♜xe8 3. ♖e7#

### 10 Pawn endings / Breakthrough: A

1. c6 bxc6 2. bxa6
1. g6 gxh6 (1. ... hxg6 2. h7) 2. gxh7
1. c5 bxc5 2. a5
1. g4 ♜c5 2. f5 gxf5 3. gxh5
1. ... b4 2. ♜d4 (2. cxb4 c3) 2. ... a3 3. bxa3 bxa3
1. f6 gxf6 (1. ... ♜e6 2. fxg7 ♜f7 3. h6 ♜g8 4. ♜c4 ♜f7 5. ♜d5 ♜g8 6. g6 hxg6 7. ♜e6) 2. g6 hxg6 3. h6
1. c6! (1. c4? c6) 1. ... bxc6 2. c4 ♜f4 3. b5 cxb5
4. cxb5 axb5 5. a6
1. b4 cxb4 2. c5 bxc5 3. b6
1. a6 c4 2. b6
1. g5 ♜h8 2. c4 bxc4 3. b5 c3 4. b6
1. f5 gxf5 2. h5
1. ... a5 (1. ... a6? 2. axb5 axb5 3. ♜a3 ♜c3 4. ♜a2 ♜xb4 5. ♜b2 ♜c4 6. ♜c2) 2. bxa5 b4 3. a6 b3+ 4. ♜a3 b2 5. a7 b1 ♖ 6. a8 ♖ ♖b3#

### 11 Pawn endings / Key squares: A

1. ♜e4 ♜xd4+ 2. ♜xd4 ♜e6 3. ♜c5 1-0
1. ♜e4 f3 (1. ... ♜d6 2. ♜xd4) 2. ♜xf3 ♜d5 3. ♜e2 ♜c4 4. ♜d2 ½-½
1. ♜b8! (1. a7? ♜c7=) 1. ... ♜xa6 2. ♜c7 1-0
1. ♜f2! (1. ♜e2? ♜xe4) 1. ... ♜xe4 (1. ... ♜xg4 2. ♜e3! ♜g5 3. ♜d4 ♜f6 4. ♜d5 ♜e7 5. ♜e5) 2. ♜g3! ♜e5 3. ♜h4 ♜f6 4. ♜h5 ♜g7 5. ♜g5 ♜h7 6. ♜f6 ♜h6 7. g5+ ♜h7 8. ♜f7! (8. g6+? ♜h8! 9. ♜f7 stalemate) 8. ... ♜h8 9. ♜g6! (9. g6? stalemate) 1-0
1. h5 (1. ♜f6 ♜h6 2. ♜e7 ♜g7 3. h5 1-0; 1. f5? gxf5 2. ♜xf5=) 1. ... gxh5 2. ♜xh5 ♜g7 3. ♜g5 ♜f7 4. ♜f5 ♜e7 5. ♜g6 1-0
- Drawing
1. b8 ♜ (1. b8 ♖ ♜b6+ 2. ♖xb6+ ♜xb6=) 1. ... ♜b6 2. ♜xc6 ♜xc6 3. ♜c4 1-0
1. ... ♜a8 2. ♜b6 a5 3. ♜xa5 ♜a7 4. ♜b5 ♜b7 ½-½
1. ♜f4 (1. g8 ♖+? ♜xg8 2. ♜f4 ♜f8!) 1. ... ♜g8! (1. ... ♜xg7 2. ♜g5) 2. ♜f5! ♜f7! 3. g8 ♖+! ♜xg8 4. ♜g6 1-0
1. a3 (1. ♜a3 ♜a5 2. d6 ♜b6 3. ♜b4 ♜c6 4. ♜a5 ♜xd6 5. ♜b6 1-0) 1. ... ♜c5 2. ♜a4 ♜xd5 3. ♜b5 ♜d6 4. ♜b6 ♜d7 5. ♜b7 1-0
1. ♜h4 (1. ♜g4? ♜g6 2. ♜f4 ♜f6 3. ♜e4 ♜e6 4. ♜d4 b3! 5. cxb3 ♜d6=) 1. ... ♜g6 2. ♜g4 ♜f6 3. ♜f4 ♜e6 4. ♜e4 ♜d6 5. ♜d4 b3 6. cxb3 ♜c6 7. ♜c4 ♜b6 8. ♜b4 1-0
1. ♜b1! (1. ♜c3? a3 2. b4 ♜e5 3. ♜b3 ♜d5 4. ♜xa3 ♜c6 5. ♜a4 ♜b6=) 1. ... a3 (1. ... ♜e5 2. ♜a2 ♜d5 3. ♜a3 ♜c5 4. ♜xa4 ♜b6 5. ♜b4) 2. b3! ♜e5 (2. ... ♜e6 3. ♜a2 ♜d6 4. ♜xa3 ♜c5 5. ♜a4 ♜b6 6. ♜b4) 3. ♜a2 ♜d5 4. ♜xa3 ♜c6 5. ♜a4! ♜b6 6. ♜b4 1-0

### 13 Mini plans / Pawn structure: A

1. ... e4 (White's f-pawn remains an isolated double pawn. The moves 1. ... ♜xc3+ 2. bxc3 e4 3. 0-0-0 exd3 4. ♜he1+ ♜f8 gives Black advantage as well, but significantly less. Later the bishop can become useful and later ♜c6 can jump to b4.) 2. 0-0-0 exd3 3. ♜he1+ ♜e7 (3. ... ♜f8 4. cxd3 h5 5. h4 ♜e7) 4. cxd3 ♜b4 5. ♜c5
1. ♖e5+ ♖xe5 (1. ... ♖e7 2. ♜f4 (of 2. ♖b8+ ♖d8 3. ♖xa7 is for the braves, Black has no compensation) 2. dxe5 ♜d5 3. ♜c4 (or 3. ♜xh5). An improved pawn structure and win or a pawn is the result.
1. f4 (1. f3? g5). An easy exercise, but not for everybody. Two pawns play a role, on the de f-file (that is the reason that White can improve his pawn structure) and on the 4<sup>th</sup> rank (that's why 1. f3 is no possible). After 1. f4 the g-pawn is pinned, because after capturing and en passant the two pawns on the 4<sup>th</sup> rank disappear.
1. a4 ♜d6 (1. ... ♜a3 2. ♜a1 ♜c2 3. ♜a2) 2. a5 ♜c7 3. a6. Making the opponent's pawn structure worse.
1. dxc4 (1. bxc4 a5 resolves the double pawn but gives Black a passed pawn.
1. b4. Prevents Black resolving his double pawn.
- Drawing
1. ... axb6 (Opening a file, the double pawn plays no negative role. Na 1. ... ♜xb6 2. ♜h3 Black is hardly better. Gaining time by the attack on a2 is important. All Black's pieces can become active now.) 2. a3 ♜d4 3. ♜d3 ♜f5 4. e4 ♜e6 5. ♜e2 ♜c4

- 9) 1. ♖xe5 ♗xe5 2. ♖d4 ♖xd4 3. cxd4. Improving the pawn structure.
- 10) 1. ♕a3 c5 2. ♗d5. Weakening the pawn structure of the opponent. The knight will get a square in the centre
- 11) 1. c5! (1. a4 ♕d7! 2. ♖fb1 ♗xa4 3. ♖xb7 ♗xc3! 4. ♕d3 ♕c6) and now 1. dxc5 fails to 2. ♖fb1 ♗a4 ♕b5.
- 12) 1. ... ♗d5+ (not immediately 1. ... c4 while square the king can go to d4) 2. ♖f2 c4 3. ♕e2 c3 4. bxc3 ♗xc3. Weakening the pawn structure of the opponent.

#### 14 Mini plans / Pawn structure: B

- 1) 1. ♖b3 ♖xb3 (1. ... ♖a6 2. ♕xg7; 1. ... ♕d3 2. ♖fd1) 2. axb3 b6 (2. ... a6 3. ♕xg7) 3. ♖xa7 c5 4. ♖b7+ ♖c8 5. ♖a1 ♕d6 6. ♖a8+. Opening a line, the double pawn doesn't play a negative role. Gaining time is crucial.)
- 2) 1. e5 dxe5 2. ♖d7 (or 2. ♗xe5) 2. ... a5 3. ♖xe5. Weakening the pawn structure of the opponent and the d-file will be opened. The rook can enter
- 3) 1. ... ♗b4 2. cxb4 ♖xc2 3. ♕xc2 ♕xc2. Weakening the pawn structure of the opponent and Black has the pair of bishops.
- 4) 1. ... 0-0 (After 1. ... ♖xf3 2. gxf3 ♗f6 3. 0-0-0 the double pawn is weak but White still has an extra pawn) 2. ♖xf6 ♖xf6 3. ♕e2 (3. f3 ♖e6+ - 3. ... ♖e8+ 4. ♗e4!) 3. ... ♗xf2 4. ♖f1 ♖af8
- 5) 1. ... gxf6 2. ♗d2 f5. Opening the g-file is useful for Black. Black's double pawn controls centre squares.
- 6) 1. ♕f1 ♕e8 2. c4 (2. ♕b6 ♗f7 3. c4 ♗d6) 2. ... bxc4 3. ♕xc4+ (Resolving a double pawn)
- 7) 1. b4 ♖d6 2. bxc5 ♖xc5 3. ♖xc5 bxc5 4. ♖f3. Resolving a double pawn although White's position remains worse.
- 8) 1. ... a5 (Weakening the pawn structure of the opponent. A common way to shift the first pawn of the chain a2/b3/c4 to b3. Black can attack the b3-pawn, not the a2-pawn.)
- 9) 1. ... gxf6 (1. ... ♗xf6 2. ♗xf7 ♖xf7 3. ♖xe6+ ♖g6 4. h5#; 1. ... ♖xf6 2. ♕xd5 exd5 3. ♗g6+ ♖d7 4. ♗xh8) A matter of elimination. Black must accept a weaker pawn structure, the lesser evil.
- 10) 1. ... ♖a6 2. ♖xa6 (2. ♖d1 ♖xd3+ 3. ♖xd3 ♖c2 4. ♖d2 ♖bc8) 2. ... bxa6 3. ♖c1 ♖xc1+ (3. ... a4) 4. ♕xc1 a4. Opening a line, the double pawn plays no negative role. Black gets the c-file or can easily resolve the double pawn.
- 11) 1. ♗b2 (1. a3 ♖b5 2. bxc4 ♖a5 3. ♗b2 ♖e7 and Black's pieces are active enough) 1. ... ♗b6 (1. ... cxb3 2. axb3 ♖b7 3. ♗c4 ♖e7 4. ♖a6 or 1. ... c3 2. ♗c4) 2. c3 ♖b5 4. b4 ♗d7 5. ♗xc4. White's active pieces give more than enough compensation for the (mostly temporarily) material disadvantage. White avoids at all costs weak double pawns.
- 12) 1. ... ♕e6 (1. ... ♕xf3 2. ♖xf3 ♖c8 3. ♕b3 0-0 4. ♖df1 ♖d6 5. ♖b1) 2. ♕xe6 fxe6. Black accepts a double pawn to limit White's activity. Black's position is worse but can be defended.

#### 16 Pawn endings / Pawn races: A

- 1) 1. g7 a2 2. g8 ♖ a1 ♖ 3. ♖a8+ (2. ... ♖a3 3. ♖g7) ♖g2+ ♖e1 6. ♖e2#
- 2) 1. f6 h3 2. f7 h2 3. f8 ♖ h1 ♖ 4. ♖b4# (4. ♖a8+? ♖xa8) 8) 1. ♖c3 (of 1. ♖d3 ♖a3 2. g7 b2 3. ♖c2 ♖a2 4. g8 ♖+) 1. ... ♖a3 2. g7 b2 3. g8 ♖ b1 ♖ 4. ♖a8#
- 3) 1. d7 e2 2. d8 ♖ e1 ♖ 3. ♖a5+ 9) 1. d6 ♖f6 2. d7 (2. h6 b3 3. d7 ♖e7 4. d8 ♖+ ♖xd8 5. h7 1-0) 2. ... ♖e7 3. d8 ♖+ ♖xd8 4. h6 b3 5. h7 b2 6. h8 ♖+
- 4) 1. g6 h3 2. g7 h2 3. g8 ♖ h1 ♖ 4. ♖a2# 10) 1. h6 c3 2. h7 c2 3. ♖d2 ♖b2 4. h8 ♖+
- 5) 1. b5 h4 2. ♖e4! h3 3. ♖f3 h2 4. ♖g2 11) 1. ♖g5 e4 2. h6 e3 3. h7 e2 4. h8 ♖ e1 ♖ 5. ♖h4+
- 6) 1. g6 b3 2. g7 b2 3. g8 ♖ b1 ♖ 4. ♖a8+ ♖b4 5. ♖b7+ 12) 1. ♖d7 c4 2. a6 c3 3. a7 c2 4. a8 ♖+ ♖c4 5. ♖a3
- 7) 1. h6 b2 2. h7 b1 ♖ 3. h8 ♖+ ♖g1 4. ♖g7+ ♖f1 5.

#### 17 Pawn endings / Pawn races: B

- 1) 1. ♖g7 (1. ♖g8? e4 2. h6 e3 3. h7 e2 4. h8 ♖; 1. h6? ♖f7) 1. ... e4 2. h6 e3 3. h7 e2 4. h8 ♖ e1 ♖ 5. ♖e8+ 6) 1. ♖g6 (1. d5? ♖f5; 1. ♖f6? h4 2. d5 h3 3. d6 h2 4. d7 h1 ♖ 5. d8 ♖ ♖h4+) 1. ... h4 2. d5 h3 3. d6 h2 4. d7 h1 ♖ 5. d8 ♖
- 2) 1. a6 e3 2. ♖d3 ♖f3 3. a7 e2 4. a8 ♖+ 7) Drawing
- 3) 1. ♖b6 (1. ♖b5? f4 2. a5 f3 3. a6 f2 4. a7 f1 ♖+ 5. ♖b6 ♖f3) 1. ... f4 2. a5 ½-½ 8) Drawing
- 4) 1. ♖c6 (1. ♖d6? ♖c4) 1. ... g5 2. a5 g4 3. a6 g3 4. a7 g2 5. a8 ♖ g1 ♖ 6. ♖a7+ 9) 1. c6
- 5) 1. ♖d6 b5 (1. ... ♖b8 2. ♖e7 b5 3. d6 b4 4. d7 b3 5. d8 ♖+) 2. ♖c7 b4 3. d6 b3 4. d7 b2 5. d8 ♖ b1 ♖ 10) 1. ♖c6 (1. ♖d6? ♖d8; 1. ♖b6 ♖d7 2. ♖b7 e5)
6. ♖d4+ ♖a6 7. ♖a4# 11) 1. ♖f2 ♖h2 2. h6 g3+ 3. ♖f3
- 12) 1. ♖b6! ½-½; 1. ♖c6?

#### 18 Strategy / Seventh rank: A

- 1) 1. ♖d7 ♖b8 2. ♕d6 2) Drawing

- 3) 1. ♖d8+ ♜h7 2. ♖d7
- 4) 1. ♖c4 Δ 2. ♖c7
- 5) 1. ♖ad1 ♖d5 2. c4
- 6) 1. ♙b6
- 7) 1. ... ♖g8

- 8) 1. ... ♖e8+ Δ 2. ... ♖e7
- 9) 1. ... ♖e8 Δ 2. ... ♖e7
- 10) 1. ... ♖c8 Δ 2. ... ♖c7
- 11) 1. ... ♖c8 Δ 2. ... ♜f8 Δ 3. ... ♜e8
- 12) 1. ... ♖c8 2. ♖xb7 ♖c1+ 3. ♜g2 ♖c2+

19 Tactics / Seventh rank: A

- 1) 1. ... ♖xe2 2. ♖xe2 ♜xh2+ 3. ♖xh2 ♖xh2#
- 2) 1. ♖b1 ♜a6 2. ♖bb7 ♖c1+ 3. ♜h2
- 3) 1. ♖h7 ♖b6 2. ♖eg7 ♖e6 3. ♖g8+ (3. ♖h8+) 3. ... ♖e8 4. ♖xe8+ ♜xe8 5. ♖h8+
- 4) 1. ... ♖ee2 2. ♖d1 ♖xg2+ 3. ♜f1 ♖ef2+ 4. ♜e1 ♖g1#
- 5) 1. c4 ♙xc4 2. ♙f1 ♙xf1 3. ♜xf7+
- 6) 1. ♖f7 ♖g8 2. ♖xg7 ♜xe5 3. ♖xh7#
- 7) 1. ♖e8 ♖xe8 (1. ... ♜g8 2. ♖xd8) 2. ♙d4+ ♜g8

3. ♖g7+ ♜h8 4. ♖xg6+
- 8) 1. ♖c7+ ♜d8 2. ♜c6+ ♙xc6 3. ♖b7+ ♜c8 4. a8♜#
- 9) 1. ♜h7+ ♜g8 2. ♙d5+ ♜h8 3. ♜f8 h1♜ 4. ♜xg6#
- 10) 1. ♖de7+ ♜d8 2. ♖h7 a2 3. ♖eg7 a1♜ 4. ♖h8#
- 11) 1. ♙b2 ♖c2 2. ♙a3+ ♜g8 3. ♙e7 (3. ♖aa8? ♖f6 4. ♖xe8+ ♜h7; 3. ♖e7 ♖xe7 4. ♙xe7 f6) 3. ... ♖e5 4. ♖xe8+ ♜h7
- 12) 1. ♜g5 h6 2. ♖f6 ♙xd7 3. ♖xh6#

21 Discovered attack / Clearing: A

- 1) 1. ♖xd7 (1. ♜g6+ fxg6 2. ♖xd7 ♜a8) 1. ... ♖xd7 2. ♜g6+
- 2) 1. ... ♜xd5 2. cxd5 exf4
- 3) 1. ... ♜g3+ 2. hxg3 ♙xg2+ 3. ♜xg2 ♖xd4
- 4) 1. e5 ♜xe5 2. ♜xe5 ♙xe5 3. ♙xa8
- 5) 1. ... ♖xe3 2. fxe3 ♜f3+
- 6) 1. ♖xc6+ bxc6 2. ♙h3+
- 7) 1. ... ♜fd7 2. ♖b4 e4

- 8) 1. d7+ ♜bx7 2. ♜d6+ ♙xd6 3. ♙xa6
- 9) 1. ♙xc7 ♜xc7 2. ♜b5 ♜b6 3. ♜xg4
- 10) 1. ♜f6+ (1. ♜g5 ♜xc2 2. ♜h5 ♙xg5 3. ♙xf7+ ♜h8 4. ♙xe8 ♖xe8) 1. ... gx6 2. ♙xf7+ ♜xf7 3. ♜xa4
- 11) 1. ♙xf6 ♙xf6 2. ♜g5 ♙xg5 3. ♙xb7
- 12) 1. ... ♜xa1 2. ♖xa1 ♙h2+ 3. ♜xh2 ♖xa8

22 Discovered attack / Eliminating the defence: A

- 1) 1. axb7 ♜xb7 2. ♜xf6+
- 2) 1. ... ♙f2
- 3) 1. ... ♖xd2 2. ♖xd2 ♙b5+
- 4) 1. ... f5 2. ♙xc6 (2. ♙f4 ♜d8 3. ♖ad1 fxe4 4. ♜xe4 ♜d5) 2. ... ♙xf2+
- 5) 1. ♜f5+ (1. ♖xg6+ ♜xg6 2. ♜xe7 ♖f1#) 1. ... gx6 2. ♖g6+ ♜xg6 3. ♜xe7
- 6) 1. ♖xd4 cxd4 2. ♖g3+

- 7) 1. ♜d8 h6 (1. ... ♖xd8 2. ♜e8+ ♖xe8 3. ♖xe8#; 1. ... ♙xd8 2. ♖e8#) 2. ♜xb7 ♖xa4 3. bxa4
- 8) 1. ... b5 2. ♜a5 ♜e4+
- 9) 1. ♙xc6 ♙xc6 2. ♜d5
- 10) 1. ... ♜c3 (1. ... ♜b4 2. ♜a1) 2. ♜b3 ♜f3+
- 11) 1. b5 ♖c5 2. ♜h5+
- 12) 1. ... ♜e1 2. ♖xf7 (2. ♜xe1 ♖xf2 3. ♜g1 ♖f1) 2. ... ♜f1+ 3. ♖xf1 ♖xf1#

23 Discovered attack / Eliminating the defence: B

- 1) 1. ♖xe5 (1. ♜xf6+ ♙xf6) 1. ... dxe5 2. ♜xf6+
- 2) 1. ♜xd6+ cxd6 2. ♖c8+ ♖xc8 3. ♜xb5+
- 3) 1. ♖xc7+ ♜xc7 2. ♖c5+
- 4) 1. f4 ♙d6 (1. ... ♙a1 2. ♜b1) 2. ♜b2+ ♜f7 3. ♖xc5
- 5) 1. ♖xe6+ fxe6 (1. ... ♙xe6 2. ♙b5+) 2. ♙xg6+
- 6) 1. ... ♜xf1+ 2. ♙xf1 ♙xa2+

- 7) 1. b4 cxb3ep 2. ♙xg7+
- 8) 1. ... g5 2. ♙e3 ♜g3+
- 9) 1. ... ♙xe5 2. dxe5 ♜c5+
- 10) 1. ♜xh6 gxh6 2. ♜f7+ ♜g8 3. ♜xh6#
- 11) 1. ♜g5 f6 2. ♙c4+
- 12) 1. ... ♜xf3 2. gx6 f3 exd5

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

- 1) 1. ... ♜c7+ 2. ♜a5 ♜xd5+ 3. ♜b5 ♜c3#
- 2) 1. ... ♜h8+ 2. ♜c7 ♜e8+ 3. ♜b7 ♜xe5
- 3) 1. ... ♜d3+ 2. ♜g2 ♜f4+ (2. ... ♜e3+? 3. fxe3+)
- 4) 1. ... ♜c2 2. ♖b1 ♜e1
- 5) 1. ... ♙d4 2. ♜d2 ♙xg1
- 6) 1. ♜c8+ ♜a8 2. ♜e7+ ♜a7 3. ♜xc6#
- 7) 1. ♙e7 ♖e8 2. ♙b4

- 8) 1. ... ♜e2+ 2. ♜h3 ♜f1+ 3. ♜g4 ♖xf4+ 4. exf4 ♜xb5
- 9) 1. ♜c5 ♜b6 2. ♜xd7
- 10) 1. g3 ♜h3 2. g4
- 11) 1. ... ♖b4 2. ♜a3 ♖g4 3. ♜b3 ♖xg5
- 12) 1. ... ♜f1+ 2. ♜h4 (2. ♜g3 ♜f3+ 3. ♜h4 ♜g4#) 2. ... ♜f4+ 3. ♜h5 ♙f3+ 4. ♜g6 ♜xd4

26 Pin / Clearing: A

- 1) Drawing
- 2) Drawing
- 3) 1. c4 bxc4 2. ♜c3

- 4) 1. e6 fxe6 (1. ... ♜xe6 2. ♜xb4) 2. ♜e5 ♜d6 3. ♜xc6
- 5) 1. ♙d1 ♖5h6 2. ♖b3

- 6) 1. ♖xc6 bxc6 2. ♗xe5
- 7) 1. e6 fxe6 2. ♗e5
- 8) 1. c5 bxc5 2. ♗b5 ♗e4 3. ♗xc6 ♗xc3 4. ♗xb4+
- 9) 1. d5 ♗gd8 2. ♗d4

- 10) 1. ... ♗xe2 2. ♗xe2 ♗xb3
- 11) 1. ... ♗d2+ 2. ♗xd2 ♗xf7
- 12) 1. ... ♗xc3 2. bxc3 ♗xd4

### 27 Pin / Eliminating the defence: A

- 1) 1. ♗xe7 ♗xe7 2. ♗xf6
- 2) 1. ... b3 2. axb3 ♗d8
- 3) 1. ... ♗xf3 2. gxf3 e5
- 4) 1. ♗xe7 (1. ♗e1? ♗c5) 1. ... ♗xe7 2. ♗d6
- 5) 1. ♗d5 ♗xd5 2. ♗b5
- 6) 1. ... ♗e5 2. ♗e2 (2. ♗f6+ ♗xf6 3. ♗xd5 ♗xd5) 2. ... f5

- 7) 1. ♗b6 (1. ♗a7? ♗c7) 1. ... ♗c5 2. ♗bb8 ♗d7 3. ♗xd7
- 8) 1. ... ♗g8 2. ♗c5 ♗xd3
- 9) 1. ... ♗b2 2. ♗c2 ♗d4
- 10) 1. ♗xe7 ♗xe7 2. ♗f5
- 11) 1. ♗xd4 exd4 2. ♗f5 (2. ♗e4 ♗xd5)
- 12) 1. ... ♗c4 2. ♗xc4 ♗xe5

### 28 Pin / Eliminating the defence: B

- 1) 1. ♗xe6 fxe6 2. ♗f3
- 2) 1. ♗xe4 dxe4 2. ♗c4
- 3) 1. ... ♗xd4 2. exd4 ♗h6
- 4) 1. ♗d6+ ♗xd6 2. ♗xf5
- 5) 1. ♗h6+ gxh6 2. ♗g3
- 6) 1. ... ♗xc4+ 2. bxc4 ♗b2

- 7) 1. ♗xe5+ fxe5 2. ♗g3
- 8) 1. ♗e4 ♗d2 2. ♗c1
- 9) 1. ♗f5 ♗f6 2. h5
- 10) 1. b4 ♗b6 (1. ... ♗xb4 2. ♗xb4) 2. ♗c4
- 11) 1. ♗c3 f6 2. ♗c4
- 12) 1. ... ♗g3+ 2. hxg3 ♗h5+ 3. ♗h2 ♗xe2

### 29 Pin / Targeting: A

- 1) 1. ♗e8+ ♗h7 2. ♗xf5+ ♗xf5 3. ♗xa8
- 2) 1. ♗b1+ ♗h8 2. ♗a2
- 3) 1. ... ♗c5 2. ♗b3 e5
- 4) 1. ... e4 2. ♗g5 e3
- 5) 1. ♗c8+ ♗e7 2. ♗xd5
- 6) 1. b4 ♗a4 2. b5

- 7) 1. ♗b7 ♗f8 2. b5
- 8) 1. ... ♗a8 2. ♗xb6 ♗xb3
- 9) 1. ♗b3 ♗d8 2. ♗xe4
- 10) 1. ♗e3 ♗a8 2. ♗c2
- 11) 1. ♗c4 ♗f8 2. ♗b6 (2. ♗e3? ♗xe3 3. ♗xd8 ♗xd1)
- 12) 1. ♗e4+ (1. ♗b7? ♗xb7) 1. ... ♗h8 2. ♗b7

### 30 Pin / Attacking a pinned piece: A

- 1) 1. ... ♗e8 2. ♗xc7 ♗xb5+
- 2) 1. ... ♗d6 (1. ... ♗ac8 2. ♗xc8; 1. ... ♗a6 2. ♗e6 (2. ♗dc1? ♗c8) 2. ♗dc1 ♗c8)
- 3) 1. ... ♗d5 2. ♗xh3 (2. ♗g1 ♗f3) 2. ... ♗f3
- 4) Drawing
- 5) Drawing
- 6) 1. ♗d4 ♗a6 2. b4 ♗xd4 3. ♗c8+ ♗d8 4. ♗xd8+ ♗f7 5. ♗xd4
- 7) 1. ♗d4 a5 2. c4 a4 3. c5+ ♗b5 4. ♗xc7 a3 5. ♗c3 (5. ♗e5? a2 6. ♗d3 ♗xc5)

7. ♗d2)
- 8) 1. ... ♗d7 2. ♗d6 ♗b8 3. ♗xe5+ f6
- 9) 1. ♗e7+ ♗h8 2. ♗c6
- 10) 1. ♗b6! (1. c3? ♗e5 2. ♗xd5 exd5 3. ♗b6 ♗d7 (3. ... ♗e7 4. ♗d4 (4. ♗c5 ♗c7); 1. ♗e4? ♗e5=) 1. ... e5 2. ♗xd4! (2. ♗xd4? ♗ed8!)
- 11) 1. ... ♗c5 2. ♗e3 ♗xe4 (2. ... ♗xd4 3. ♗f6+) 3. ♗xe4 ♗xd4
- 12) 1. f4 ♗hf8 (1. ... ♗bf8 2. ♗e6) 2. ♗e6

### 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 the ♗d4xc6 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. ... ♗e7 2. ♗e2 ♗d5 3. c4 ♗a6. 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 the 5<sup>th</sup> step.

#### ***1. ♗b1-c3***

A safe move, even with insufficient theoretical knowledge. White abandons the hope for advantage. Black plays 1. ... ♗b4 2. ♗d3 d5. Both sides can finish the opening with normal healthy moves.

1. ♗c1-g5

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

- 2) 1. ... ♗f8-e7

Not good. White does play 2. e5 now Black has to sacrifice a pawn with 2. ... ♗d5. Returning to g8 is hardly an option. White develops with 3. ♗d3.

**1. .... ♖f8-b4**

The theoretical move. Healthy development because the advance e5 is out of the question (2. e5 ♜e7). Capturing on c3 is not directly intended but White is forced to protect e4 with 2. ♗d3 (2. ♜d4 ♜e7).

**1. ... d7-d5**

Just possible. Black must play accurately. See next position.

## 3) 1. ♗f1-d3

A development move but harmless. Black also develops with 1. ... ♗b4 or 1. ... ♗d6.

## 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. ♗f1-d3

Black can position his pieces relatively active. He starts with 1. ... c6 and after 2. 0-0 ♗d6. A check is not scary: the bishop from c8 can go to e6. In such positions the knight on c3 is a bit clumsy placed. It looks at the protected centre pawn on d5.

**1. ♗f1-b5+**

A quick development is needed. Black holds with 1. ... ♗d7 2. ♗xd7+ ♜xd7 3. 0-0 ♗e7 4. ♗g5 c6 5. ♗xf6 ♗xf6 6. ♜e1+ ♗e7 7. ♜e2. White's play is based on preventing castling but that doesn't work. Black can choose from 7. ... ♜c8 ( ♜c7 - 7. ... ♜b8 8. ♜e5 is a mistake) or 7. ... f5 to play ♗f7.

## 1. ♗c1-g5

Not dangerous. Black plays 1. ... c6 and 2. ... ♗e7. Black has a centre pawn!

## 5) 1. ... ♜d8-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. ... ♗f6-d7

Not bad but 2. f4 is sufficient.

**1. ... ♗f6-g4**

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

## 6) 1. ♗c1-f4

Black gets an advantage with 1. ... f6 2. ♜e2 ♗c5 or 2. exf6 ♜xf6 a position that will come back later.

## 1. ♜d1-e2

This move fails because of 1. ... ♗c5 2. ♗d1 0-0. White will not have the time to chase away the knight from van g4.

**1. ♜d1-d4**

Absolutely necessary. The black bishop must be kept away from c5. Attacking e5 is the best Black can do: 1. ... ♜e7 2. ♗f4 f6 3. 0-0-0 fxe5 4. ♜a4.

## 7) 1. ... ♗f8-c5

A good developing move but it allows White time to play 2. ♗g3. It is remarkable that there is not really anything working for Black: After 2. ... f6 3. ♗a4 or 2. ... ♜e7 3. 0-0 ♗xe5 4. ♗xd5 or 2. ... 0-0 3. ♗e2 ♜g5 4. 0-0 ♗xe5 5. ♗a4 ♗d7 (removes f4 from the position) 6. ♗xc5 ♗xc5 7. ♗xc7.

**1. ... f7-f6**

Gives an advantage. White must take not to lose a pawn but after 2. exf6 ♜xf6.

## 1. ... ♜d8-e7

Disapproved. White plays 2. ♗e2 ♗xe5 3. ♗xd5. Difficult to see. On the other hand the queen on e7 is placed clumsy so examining other moves first is a better option.

## 8) 1. ♗c3-a4

Bad. The knight is unprotected. A pawn is lost after 1. ... ♗xf2+ or 1. ... ♗xf2. After some captures on f2 3. ... ♜h4+ will follow.

**1. ♗f1-e2**

Forces Black to protect his and the bishop move closes the e-file so that 1. ... ♗xe5 doesn't work.

## 1. h2-h3

With the king in the middle a pin on the e-file is no rarity. Black can play 1. ... ♗xe5 2. ♗xe5 ♜e8. White cannot play 3. f4 because of 3. ... ♜xe5+.

## 9) 1. ♜d1-d2

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

**1. ♜d1-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. ... ♗f7 (1. ... ♗d8 2. 0-0-0 and the black king is badly placed after 2... ♜e8 3. ♜c3 or 2. ... ♗xf2 3. ♗xd5) White must continue with 2. ♜f3.

## 1. ♖d1-f3

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

### 33 Endgame / Rook against pawn: A

1. ♖f2 ♖d2 2. ♜d8+ ♖c1 3. ♖e2 c2 4. ♜c8 ♖b2 5. ♖d2
1. ♖e6 e3 2. ♖d5 ♖f3 3. ♖d4 e2 4. ♖d3
1. ♖d7 ♖c4 2. ♖e6 d3 3. ♖e5 ♖c3 4. ♖e4 d2 5. ♖e3
1. ... ♖f1 2. ♜f8+ ♖e2 3. ♜e8+ ♖f1 4. ♖f3 d2
1. ... ♖e3
1. ... ♖d4! 2. ♜f8 ♖e3 3. ♖c4 f3 4. ♜e8+ ♖d2!
1. ... e3 (1. ... ♖e5? 2. ♜e1; 1. ... ♖f4? 2. ♖e6 e3 3. ♖d5 e2 4. ♖d4 ♖f3 5. ♖d3 ♖f2 6. ♖d2) 2. ♖d6 ♖e4! 3. ♖c5 ♖d3 (3. ... e2? 4. ♖c4 ♖e3 5. ♖c3 ♖f2 6. ♖d2)
1. ♖b7 ♖c4 2. ♖a6 b3 3. ♖a5 ♖c3 4. ♖a4 b2 5. ♖a3
1. ... ♖f2 2. ♜f8+ ♖e1! (1. ... ♖f1? 2. ♖e3; 1. ... ♖f3? 2. ♜f8+)
1. ♜e5 ♖f6 2. ♜b5 g3 3. ♜b3
1. ... ♖f4 2. ♜d8 ♖e3 3. ♖g4 d3 4. ♜e8+ (4. ♖g3 d2) 4. ... ♖f2!
1. ... ♖c5 (1. ... b4 2. ♜d5) 2. ♖g7 b4 3. ♖f6 b3 4. ♜b8 ♖c4 5. ♖e5 ♖c3 6. ♖e4 b2

### 34 Endgame / Rook against pawn: B

1. ♜b7 (1. ♖b7 ♖b5 2. ♖a7+ ♖a5 3. ♜b7) 1. ... ♖c4 2. ♖b6
1. ♜c1 ♖d4 2. ♖b6 c3 3. ♖b5 ♖d3 4. ♖b4 c2 5. ♖b3
1. ♜e1+ ♖f3 2. ♜d1 ♖e4 3. ♖c7 d4 4. ♖c6 d3 5. ♖c5 ♖e3 6. ♖c4
1. ♖b1! e3 2. ♜a2+ ♖d1 3. ♜a8 e2 4. ♜d8+ ♖e1 5. ♖c2 ♖f2 6. ♜f8+ ♖e1 7. ♜e8
1. ... ♖e4 (1. ... ♖e3? 2. ♜h2 c4 3. ♖d5) 2. ♖d6 c4 3. ♖c5 c3 4. ♜d1 c2 5. ♜c1 ♖d3
1. ... ♖g4 2. ♖c6 ♖f4 3. ♖d5 g4 4. ♜b4+ ♖f3 5. ♜b3+ ♖f4
1. ♜d8+ ♖c2 2. ♜e8 ♖d3 3. ♖f5 e3 4. ♖f4
1. ♖g4 ♖e3 2. ♖g3 d3 3. ♜e1+
1. ♜b7 (1. ♜c7+ ♖d4 2. ♜b7 ♖c4 3. ♖c7 ♖c5 4. ♜b8 b4 5. ♜b7 ♖c4 6. ♖b6 1-0) 1. ... b4 2. ♖c7 ♖c4 3. ♖b6 b3 4. ♖a5
- Drawing
1. ♜b4+ ♖d5 2. ♖b5 e4 3. ♜b1! ♖d4 4. ♖b4 ♖d3 5. ♖b3 e3 6. ♜d1+
1. ♜f2+ (1. ♖c7 g5 2. ♖d6 g4 3. ♖d5 g3 4. ♖d4 ♖f4 5. ♖d3 ♖f3 6. ♜a8 g2=) 1. ... ♖e5 2. ♜g2 ♖f6 3. ♖c7 g5 4. ♖d6 ♖f5 5. ♖d5 ♖f4 6. ♖d4 g4 7. ♜f2+

### 36 Strategy / Strong square: A

1. ... ♟xb3
1. e6 fxe6 2. ♟e5
1. a5
1. ♟d5
- Drawing
1. ♟h3
1. ... ♟f8 2. ♟c2 ♟h6
1. ♟xf6 ♟xf6 2. ♟d5
1. ... b4
1. ... f3
1. g3 Δ 2. ♟xc6; 1. ♟xc6? ♜e4+
1. ♟h1

### 38 Defending / Defending against mate: A

1. ♜a8+ (1. ♜a7+ ♖c8) 1. ... ♖xa8 2. ♟xd5+ ♖b8 3. ♟xf3
1. ... ♜f3 2. ♖xf3 (2. ♜xf3 ♟c6+) 2. ... ♖f7
1. ... ♜xg5 2. fxg5 ♟xg5+ 3. ♖c2 ♜xe6
1. ... ♜xg1+ 2. ♖xg1 ♟e3+ 3. ♖f1 h5
1. ♜e1! (1. ♟f1 ♜xf1+ 2. ♖xf1 ♜h1#) 1. ... ♜xe1+ 2. ♟f1
1. ... ♟xe4+ (1. ... ♜d3+? 2. ♖a1 ♟xe4 3. ♜xg7+ ♖xg7 4. ♜h7+ ♖g8 5. ♟xf7+) 2. ♜xe4 ♜d3+
1. ... ♟e3+ (1. ... c4 2. ♜xg8+ ♖xg8 3. ♟xc4+) 2. ♖d3 c4+
1. ♜b8+ (1. ♜b5? ♜h4+ and 2. ... ♜xb5) 1. ... ♖h7 2. ♜b5 ♜xb5? 3. ♜d3+
1. ... ♜d1 2. ♜xd1 ♜xf6
1. ... ♟f2+ 2. ♖h2 ♟g4+ 3. ♖h3 ♟f6
1. ... ♜e3+ 2. ♖xe3 ♟f5+ 3. ♖f2 ♜g7
1. ... ♜d4! (1. ... ♜c1 2. ♜d8+ ♟c8 3. ♜a5+; 1. ... ♜a1 2. ♜d8+ ♟c8 3. ♜xe8)

### 39 Defending / Defending against a passed pawn: A

1. ♟b3 g5 (1. ... b1♜ 2. ♜f7#) 2. ♟xc2
1. ♟d5 g2 2. ♟f4 g1♜ 3. ♟e2+
1. ♜h8 c1♜ 2. ♜d8+ ♖c5 3. ♜c8+
1. ... ♜b3+ 2. ♖g2 ♜b2+ 3. ♖f3 ♜d2
1. ♜a5 ♖xa5 2. b4+ ♖xb4 3. ♖b2
1. ♜d1+! ♖e7 (1. ... ♖c7 2. ♟e6+; 1. ... ♖c8 2. ♟e6) 2. ♟f3
1. ♜b8+ ♖a7 2. ♟e5 e1♜ (2. ... ♖xb8 3. ♟d3) 3. ♟c6#
1. ♟a1! ♖b1 2. ♟d4 ♖c2 3. ♖e5
1. ♟e1 fxe1♜ 2. ♟g2+
- Drawing
- Drawing
1. ♜fel a1♜ 2. ♜1e7#

#### 40 Defending / Overcoming a passed pawn: A

1. ♖e5 b2 2. ♗c4 b1♖ 3. ♜a3#
2. 1. ♜a3+ ♗b1 2. ♗b6 ♗c2 3. ♗a4! b1♖ 4. ♜c3#
3. 1. ♜h4+ ♗g2 (1. ... ♗g1 2. ♗g3) 2. ♜h1 ♗xh1 3. ♗g3+
4. 1. ♗a5 a1♖ 2. ♜a6+ ♗b8 3. ♗c6+
5. 1. ♗g5! f1♖+ (1. ... ♗h5 2. ♗e4+ ♗h4 3. ♗d2!) 2. ♗f3+ ♗h3 3. ♜h5+ ♗g2 4. ♜h2#
6. 1. ♜d2 ♗b1 2. ♗e4 c1♖+ 3. ♗c3+ ♗a1 4. ♜a2#
7. 1. ♗d6 h2 2. ♗b5+ ♗b8 3. ♜f8#

- 8) 1. ♗d4 exd4 (1. ... a1♖ 2. ♜d8#; 1. ... ♗xd4 2. ♜d8#) 2. ♜g5+ ♗d6 3. ♜a5
- 9) 1. ♗e1 (1. ♗xf2 stalemate) 1. ... f1♖+ 2. ♗f3+ ♗h3 3. ♜h5+ ♗g2 4. ♜h2#
- 10) 1. ♗d7 a6 (1. ... a5+ 2. ♜xa5+) 2. ♜b8+ ♗a7 3. ♗e5 g1♖ (3. ... ♗xb8 4. ♗f3) 4. ♗c6#
- 11) 1. ♗f8+ ♗f6 2. ♗d7+ ♗g6 3. ♜e6+ ♗g5 4. ♜f6
- 12) 1. ♗xe4 f1♖ 2. ♜b3 ♗xb3 (2. ... ♖g1+ 3. ♗c5+) 3. ♗d2+

#### 41 Defending / Defending against threats: A

The move in bold type is the move that contains the threat. This is the threat against which a defence must be found.

- 1) 1. ♖h6 ♖f5+ and 2. ... ♖xf6
- 2) 1. ♖h6 ♖c5+ and 2. ... ♖f8
- 3) 1. ♖d3 ♜b8 and if 2. ♖xg6 ♜g8
- 4) 1. **b5** ♗e5 2. bxa6 ♗f3+
- 5) 1. ♗c5 ♖h7+ and 2. ... dxc5
- 6) 1. **f5** ♜b6 2. fxg6 ♜b2

- 7) 1. ♖e6 ♖b7 2. ♖xf7? ♗c5+
- 8) 1. ♜d1 ♗xc3 2. ♜xd7 ♗e2+
- 9) 1. ♜e8 ♗e6
- 10) 1. ♗d6 ♖c7
- 11) 1. ... **e4+** 2. ♗d4 exf3 3. ♜e6 #
- 12) 1. **f5** ♗f6 and 2. ... ♗d7

#### 43 Rook endings / Mate: A

- 1) 1. ♜a8! ♗xa4 2. ♗b6#
- 2) 1. ♜e6 Δ 2. ♜h6+ 3. g6+
- 3) 1. ♗g8
- 4) 1. ♗d3 ♜d7+ 2. ♗c3 Δ 3. b4#
- 5) 1. f5+ ♗h6 2. ♜g8!
- 6) 1. a3+ ♗xa3 2. ♜g4 Δ mat.

- 7) 1. ... ♜d6 2. ♜xa7+ ♗e6
- 8) 1. ♗f6 ♜f2+ 2. ♗g7 g4 3. ♜a5+
- 9) 1. g4! ♜xg4 2. ♜c7 Δ mate
- 10) 1. ♜e1+ ♜b1 2. ♜c1 ♜xc1 3. ♗xc1 h5 4. gxh6
- 11) 1. ... ♜e5 2. ♜g4+ ♗c3 Δ 3. ... ♜a5+
- 12) 1. f5 ♜xg3 2. f6

#### 44 Rook endings / X-ray check: A

- 1) 1. ... ♜h7+ 2. ♗g4 ♜g7+
- 2) 1. ♜h6+ ♗d7 2. ♜h8 ♜xa7 3. ♜h7+
- 3) 1. ♜a4 ♜xa4 2. ♜h3+ ♗d4 3. ♜h4+
- 4) 1. a3+ ♗xa3 2. ♜a5+ ♗b4 3. ♜a4+
- 5) 1. ... ♜a3+ 2. ♗e4 ♜a4+ Δ 3. ... ♜h4; 2. ♗e2 ♜a1
- 6) 1. ♗g3 ♗f7 2. ♜h8 (1. ♜h8? ♜h1+; 1. ♜g8? ♜h1+ Δ 2. ... ♜g1+)

- 7) 1. b6 axb6 2. a7
- 8) Drawing
- 9) 1. e7 ♗xe7 2. ♜c8
- 10) 1. ♗e4 h3 2. ♜h8 ♜xa7 3. ♜h6+ ♗e7 4. ♜h7+
- 11) 1. a6! bxa6 2. ♜a8; 1. ... ♜h6 2. axb7 ♗xb7 3. c6+ (1. c6? a6!)
- 12) 1. ♜g1! ♜a2 2. ♜g8 (1. ♜g8? ♜h1+)

#### 45 Rook endings / Passed pawn: A

- 1) 1. ♜b7 ♗c8 2. ♜e7 ♗d8 3. ♜a7
- 2) 1. ♜f7 ♗c6 (1. ... ♗c8 2. e7 ♗d7 3. e8♖+; 1. ... ♗b8 2. e7 ♜c8 3. ♜f8) 2. e7 ♜c8 3. ♜f8 ♗d7 4. ♜xc8
- 3) 1. ♜d2+ ♗e7 2. f6+ ♗e8 3. f7+ ♗e7 4. ♜xd8 ♗xd8 5. f8♖+
- 4) 1. h7 ♜f8 2. ♜g4+ ♗h6 3. ♜g8
- 5) 1. ♜e7 ♜xe7 2. f6+ ♗xf6 3. h8♖+
- 6) 1. ♗a1 ♗a4 2. ♗b2 ♜h5 3. a7 ♜a5 4. ♜b3 (4. ♜b7)

- 7) 1. a7 ♜xh6+ (1. ... ♜d8 2. h7 ♗f7 3. ♜g8) 2. ♜h4 ♜xh4+ (2. ... ♜a6 3. ♜h8+ ♗e7 4. a8♖+-) 3. ♗g3
- 8) 1. ♜c3+ ♗a4 2. ♜c1 ♜xb7 3. ♜a1+ ♗b5 4. ♜b1+
- 9) 1. ♜e8 (1. ... ♗g6 2. ♜xe6+ ♗h7 3. ♜c6 ♜a3 4. ♗e2)
- 10) 1. ♜f6 (1. ♜g7+ ♗h8 2. ♗f7 h2) 1. ... ♜e8 (1. ... h2 2. ♜d6 ♜e8 3. ♜d8) 2. ♜d6
- 11) 1. ♜a4 ♜xa4+ 2. ♗b5 ♜a7 3. c6
- 12) 1. ♜b2! ♜xc7 2. ♜b8+ ♗f7 3. ♜b7 ♜e7+ 4. ♗d6 ♜xb7 5. axb7

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

- 1) 1. ... ♜xf3 2. gxf3 ♖g5+ 3. ♗h1 ♖h5
- 2) 1. ♗f6 ♗g8 2. ♗h5 gxh5 3. ♖f6#
- 3) 1. ♗f6 gxf6 2. ♖xf6 ♗h7 3. ♖h8+ ♗g8 4. ♖xh6#
- 4) 1. ♗h6+ ♗f8 2. ♗f5
- 5) 1. ♖xh7+ ♗xh7 2. ♜h3+ ♗g7 3. ♗h6+ ♗h7 4. ♗f8+
- 6) 1. ♖xg4 fxg4 2. ♗g6+ hxg6 3. hxg6+

- 7) 1. ♖xg6 hxg6 2. ♗f4
- 8) 1. ♖xh7+ ♗xh7 2. ♜xh7+ ♜xh7 (2. ... ♗xh7 3. ♜h3+) 3. ♜g8#
- 9) 1. ♗f6+ gxf6 (1. ... ♗h8 2. ♖c2) 2. ♖g4+ ♖g5 3. ♗xf6
- 10) 1. ♜xg7+ ♗xg7 2. ♗h6+ ♗xh6 3. ♖f6+ ♗h5 4. ♗d1#



- 11) 1. ♖xh6 ♗xh6 (1. ... ♕g7 2. ♕g5+ ♔g8 3. ♕f6)  
2. ♗xh6+ ♔xh6 3. ♖g5

- 12) 1. ♜h5 gxh5 2. ♖g1

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

- 1) 1. ♜f5 exf5 2. ♜d5  
2) 1. ♖xc6 ♖xc6 2. ♗h6  
3) 1. ♗g5+ ♔h8 2. ♖g3  
4) 1. ♖a7 ♗xa7 2. d7  
5) 1. b4 (1. ♕xf6 hxg5) 1. ... ♗b5 2. ♕xf6  
6) 1. ... ♖b4 (1. ... ♜f3+? 2. ♕xf3 ♗xf3 3. ♗e4)  
2. axb4 (2. f3 ♕c5+; 2. ♗xc6 ♜f3+) 2. ... ♜f3+  
3. ♕xf3 ♗xf3  
7) 1. ... ♕xe5 2. fxe5 ♜g4 3. h3 ♗g3

- 8) 1. ... ♜b3 2. ♕xb3 ♕xe3+ 3. ♗xe3 ♗g2#  
9) 1. ♗g5 ♖b8 (1. ... ♕xg5 2. ♖h8+ ♔g7 3. ♖1h7#)  
2. ♜xf6+  
10) 1. ♕e4 (1. ♗xh5? ♗xg2#) 1. ... ♗c8 2. ♗xh5  
(2. ♜xh7 ♕xe4 3. ♜xf8 d5)  
11) 1. ... ♖d2 2. ♕xd2 (2. ♕xf3 ♖xf2 3. ♔xf2 ♗h2+  
4. ♕g2 ♕h4) 2. ... ♕d4  
12) 1. ♕xe4 (1. ♜xg7 ♔xg7 2. ♕xe4 c5) 1. ... ♜xe4  
2. ♗h6 ♕f6 3. ♕xf6

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

- 1) 1. ♗xf7 ♜xf7 2. ♖g8+ ♖xg8 3. ♜xf7#  
2) 1. ♖f6 ♗xe5 2. ♗xh6+ ♕xh6 3. ♖xh6#  
3) 1. ♗h6 ♔h8 2. ♖g3 ♖g8 3. ♗f6+  
4) 1. ♗g5 d5 2. ♗g7+ ♕xg7 3. ♕xg7+ ♔g8 4. ♕f6#  
5) 1. ♗g5+ ♔f8 2. ♗f6 (2. ♖h4 ♕e5) 2. ... ♕e5  
3. ♗xe5 f6 4. ♗xf6+ ♖f7 5. ♗h8+ ♔e7 6. ♖d7+  
♕xd7 7. ♖xd7  
6) 1. ♜c7 ♖b8 2. ♜e8

- 7) 1. ♕g6+ ♔g7 (1. ... fxg6 2. ♖xg6 exf5 3. ♗xh6#)  
2. ♕h7+ ♔xh7 3. ♖h3 ♖h8 4. ♗xh6+ ♔g8  
5. ♖g3#  
8) 1. ... ♜e1 2. ♖xe1 ♗f3+ 3. ♔g1 ♕h3  
9) 1. ♜g5 ♕xf5 2. ♜xh7 ♗e6 3. ♜xf6+  
10) 1. ... ♗h3 2. ♖g1 ♖h5 3. ♜xh5 ♗xf3+  
11) 1. ♖g3+ ♔h7 2. ♖f5 ♗h6 3. ♖h5  
12) 1. ... ♕f8 2. ♕e6 ♕g7 3. ♖d3 ♗a3

50 *Strategy / Open file: A*

- 1) 1. f4  
2) 1. cxd5 exd5 2. ♖ac1 ♖ac8 3. ♕a6  
3) 1. ♖g6  
4) 1. ♖c6  
5) 1. ... ♜b4  
6) 1. ♕a6!; 1. ♖ac1 ♖ac8 2. ♕a6 ♖c5  
7) 1. ... ♜g3 2. ♖c1 ♜e4

- 8) 1. ♖c8 ♔f8 2. ♖xd8+ ♖xd8 3. ♖c7  
9) 1. ♜d3  
10) 1. ... ♖c6 2. ♖xc6 ♗xc6+  
11) 1. g4 (1. ♕g5 ♔g7 2. ♕xf6+ ♔xf6 3. ♖d7 ♖b8  
4. c5 ♔e6 5. ♖c7 f6)  
12) 1. ♗e5

52 *Draws / Stalemate: A*

- 1) 1. ♖g7+ ♔xg7 (otherwise perpetual check) 2. ♕d4+  
♗xd4 stalemate  
2) 1. ♔e8 ♜e6 (1. ... ♕xf6 stalemate) 2. f7+ ♔g7 3.  
f8♗+ ♜xf8 stalemate  
3) 1. ♗d1+ ♗xd1 stalemate  
4) 1. ♔h4 a3 2. ♔h5 a2 3. h4 a1♗ stalemate  
5) 1. a8♗ (1. g5+? ♔f7 2. g6+ ♔g8 3. a8♗+ ♕f8+)  
1. ... ♕c1+ 2. g5+ ♕xg5+ 3. ♔h7 ♖xa8 stalemate  
6) 1. ♗h5+ (1. ♖f3? ♗xf3 2. ♗c2+ ♔g8) 1. ... ♔g8  
2. ♖f8+! ♔xf8 3. ♗f3+! ♗xf3 stalemate  
7) 1. ♖a6+ ♕xa6 2. a8♗+ ♔b6 3. ♗a7+ ♖xa7  
stalemate  
8) 1. ♖a5 ♗xa5 (1. ... ♗b3+ 2. ♔f8 ♗xa5 3. ♗e5+

- ♗xe5 stalemate (3. ... ♔g6 4. ♗e6+ ♗xe6 stalemate)  
2. ♗f5+ ♗xf5 stalemate (2. ... ♔h6 3. ♗f6+ ♗xf6  
stalemate  
9) 1. ... ♖g1+ 2. ♖xg1 ♜g3+ 3. ♗xg3 (3. ♖xg3  
♗g2+) 3. ... ♗xg1+ and stalemate  
10) 1. ♗h1! (1. ♕g2? f1♗+; 1. ♗a2? ♗f3+ 2. ♔g6  
♕e5 3. ♔h7 ♔b7; 1. ♗a5? ♗b1+! 2. ♔g5 ♗e4 3.  
♗xa3 ♕f4+) 1. ... ♗xh1 2. ♕g2+ ♗xg2 stalemate  
11) 1. ♖h4+ ♔xh4 2. ♖f4+ ♗xf4 (2. ... ♕xf4 stalemate)  
3. g3+ ♔g4 (3. ... ♗xg3 stalemate) 4. gxf4 ♕xf4 5.  
♔g2 ½-½  
12) 1. ... f6+ 2. ♗xf6 ♗h4+ 3. ♔xh4 g5+ and stalemate

53 *Draws / Insufficient material: A*

- 1) Drawing  
2) 1. ♜c7+ ♔a7 2. ♕d4+ ♗xd4 3. ♜b5+  
3) 1. ♖f7+ ♔xf7 (1. ... ♔g5 2. ♖g7+; 1. ... ♔e6  
2. ♜d8#) 2. ♜xe5+  
4) 1. ♔c1 ♕f4+ 2. ♔d1 ♔b2 3. ♔e2 ♔xa1 4. ♔f3  
5) 1. ♜e5 (1. ♜h6 ♕f3 2. ♔c5 ♔g3 3. ♜f5+ ♔f4)  
1. ... ♔g3 2. ♜g4  
6) 1. ♖d4+ ♔c6 (1. ... ♔e5 2. ♖e4+ ♔xe4 3. ♜c5+)

2. ♖c4+ ♗xc4 (2. ... ♜bxc4 3. ♜d4+; 2. ... ♔d7  
3. ♜c5+; 2. ... ♔b7 3. ♜c5+; 2. ... ♔b5 3. ♜d4+)  
3. ♜a5+  
7) 1. ♔d1 ♜b3 (1. ... ♔b4 2. ♜d7) 2. ♜e4 f5 3. ♜c3  
8) 1. ♔c8 (1. ♔d6 ♜e3) 1. ... ♕g7 2. ♔c7  
9) 1. ♖e4 ♗g5 (1. ... ♗d8 2. ♖e8+ ♗xe8 3. ♜f6+)  
2. ♖g4 ♗xg4 3. ♜f6+  
10) 1. d7 ♗xd7 2. ♕c6+ ♗xc6 (2. ... ♔xc6 3. ♜e5+)

3. ♖d4+  
11) 1. b8♖+! ♜b6 2. ♖d7+ ♜xc6 (2. ... ♖xd7

- stalemate) 3. ♖xc5  
12) 1. ♖f5+ ♜f2 2. ♜f1+ ♜g2 3. ♖e3+ ♜xe3 4. ♜xh1

54 Draws / Insufficient material: B

- 1) 1. ♖d5 ♜a3 (1. ... ♜a1 2. ♖xe3) 2. ♖c7+ ♜a7  
3. ♖b5+  
2) 1. ♜e8 ♜e6 (1. ... ♜a8 2. ♜c6) 2. ♜d7  
3) 1. ♜a8 ♜a2 2. ♜d8 ♜d2  
4) 1. ♜f3+ ♜b8 2. ♜g2 ♜e2 3. ♜f3 ♜f1 4. ♜g2  
5) 1. ♖d5 ♜e5 2. ♖f4+ ♜g4 3. ♖d3 ♜d5 4. ♖xe1  
♜d2 5. ♜g1  
6) 1. ♜g2! ♜g7+ 2. ♜g3 ♜xf7 3. ♜h3+  
7) 1. e8♜ ♜xe8+ 2. ♜xd7 and the bishop is lost, after  
2. ... ♜g8 follows 3. ♜d5+  
8) 1. ♖d3 ♜d1 2. ♜c2 ♜f1 3. ♜b2

- 9) 1. ♜b6 (1. b8♜? ♜a4+ 2. ♜b7 ♜b4+ 3. ♜c7  
♜xb8; 1. h6? c5 2. ♜b6 ♜b4+ 3. ♜c6 ♜xb7) 1. ...  
♜d7 (1. ... ♜d5 2. h6; 1. ... ♜b4+ 2. ♜xc6) 2. b8♖+  
(2. b8♜ ♜b4+ 3. ♜a7 ♜xb8 4. ♜xb8 ♜e7) 2. ...  
♜d6 3. ♖xc6  
10) 1. ♜c6! ♜xd5 2. ♖c3+ ♜d4 3. ♖xb5+ (3. ♖xd5  
b4) 3. ... ♜e5 (3. ... ♜c4 4. ♖a3+ ♜d4 5. ♖b5+)  
4. ♖c7  
11) 1. ♖g3+ ♖xg3 2. ♜h2+ ♜xh2 3. g7  
12) 1. ♖e6! ♜xh3 (1. ... fxe6+ 2. ♜xe6 ♜xg5+) 2. g6+  
♜xg6 (2. ... fxg6 3. ♖g5+) 3. ♖f4+

56 Endgame / Wrong bishop: A

- 1) 1. ♜f3; 1. ♜xd4? ♜g4 2. ♜e3 ♜g3; 1. ♜f4 ♜h4 2. ♜f3 ♜h3 and the king will not reach the corner.  
2) 1. ♜f2! and the king will reach h1 (1. ♜f3? ♜e5 2. ♜f2 ♜h2 3. ♜f3 ♜f5; 1. ♜f1? ♜d4)  
3) 1. ♜c2 and Black must give up the control over b2 or b1; 1. ♜c3? ♜b1 2. ♜c4 ♜b2 (*De Feijter 1940*)  
4) 1. ♜e2! h3 2. ♜f3; 1. a5? h3 2. ♜f1 ♜c5 and the black king stops the white pawns.  
5) 1. ♜d6! ♜xb7 2. ♜c5 a4 (2. ... ♜a6 3. ♜c4 a4 4. ♜b4!; 2. ... ♜e2 3. ♜d4) 3. ♜b4; 1. ♜d4? a4 2. ♜c3 a3  
(*Mockel 1962*)  
6) 1. ♜e1 ♜c5 2. ♜xd5+ ♜xd5 3. ♜d2; 1. ... ♜xg2 is stalemate.  
7) 1. ♜f7 ♜h6 2. ♜g8 keeps the black king out of the corner.  
8) 1. a5 ♜d5 2. a6 ♜c6 3. ♜d8  
9) 1. ♜b6 ♜c6 2. ♜a5  
10) 1. ♜e8 ♜f6 2. h6; 1. h6? ♜f7 2. ♜e4 ♜g8  
11) 1. ... h3 2. ♜f3 ♜f4 3. ♜f2 ♜h2 4. ♜f3 ♜f5  
12) 1. ♜c5 ♜e7 2. ♜c6 ♜d8 3. ♜b7 ♜d7 4. ♜c1 and now because the black king cannot reach the corner any  
longer, it is time to collect the a-pawn.