

Step 3 plus

□ 3 – X-ray / X-ray protection: A

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|------------------------------|--------------------------------|
| 1) 1. ... Qxd2 2. Qxd2 Rxd2 | 7) 1. Qd5+ Bxd5 2. Bxd5# |
| 2) 1. ... Qg1+ 2. Rxc1 Rxc1# | 8) 1. ... Qg2+ 2. Qxc2 Qxc2# |
| 3) 1. Qxf7+ Bxf7 2. Bxf7# | 9) 1. Qa8+ Rxa8 2. Rxa8# |
| 4) 1. g7 Bxc7 2. Bxc7 | 10) 1. Rf7 |
| 5) 1. Qh7+ Bxh7 2. Rxc7# | 11) 1. ... Qxc3+ 2. Bxc3 Bxc3+ |
| 6) 1. Qxb7+ Rxb7 2. Bxb7# | 12) 1. Rxb6+ Bxb6 2. Qxb6+ |

□ 4 – Double attack / X-ray protection: A

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|-------------------------|----------------------------|
| 1) 1. Be6+ | 7) Drawing |
| 2) 1. ... Re2+ | 8) Drawing |
| 3) 1. ... d4 | 9) 1. Bf7 |
| 4) 1. Rc4+ | 10) 1. Be2+ Rxe2+ 2. Rxe2 |
| 5) 1. Be6+ Rxe6 2. Rxe6 | 11) 1. ... Nxf2 |
| 6) 1. Nb6 Rxb6 2. Rxb6 | 12) 1. Nh5+ (1. Qxc5 Rh4+) |

□ 6 – Double attack / Knight: A

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| 1) 1. Nd6+ Kf8 2. Nxf5 | 8) 1. Ng6+ Rxc6 2. Qxe7 |
| 2) 1. ... Ng3 2. Qe3 Qxe3 | 9) 1. Nxb7+ Ke8 2. Nxd6+ |
| 3) 1. Nc5+ Kc8 2. Qg4+ | 10) 1. Nb6 Ra7 2. Nxd5 |
| 4) 1. Nf6+ Kf7 2. Nxe8 | 11) 1. Nf6+ Kh8 2. Nxd5 |
| 5) 1. ... Ne5 2. Bxf7+ Rxf7 | 12) 1. Ng6+ (1. Nc6 Bxf4+ 2. Qxf4 |
| 6) 1. Ng6+ Rxc6 2. Qd8+ | Rc8) 1. ... fxc6 2. Bxc8 |
| 7) 1. Nc5 Qa7 2. Nxd3 | |

□ 7 – Double attack / Queen: A

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| 1) 1. ... Qd1+ 2. Kg2 Qxc4+ (2. ... Rxc4+? 3. Kh3) | Qxc5 |
| 2) 1. Qg5+ Kh8 2. Qxc3 | 7) 1. Qd4 Rg8 2. Qxc5 |
| 3) 1. Qxf6+ Kc8 2. Qxc5 | 8) 1. ... Qd2 2. Rcc1 Qg2# |
| 4) Drawing | 9) 1. ... Qg5 2. Qe2 Bxe3+ |
| 5) Drawing | 10) 1. Qf3 d5 2. Qxf6 |
| 6) 1. ... Qe3+ 2. Kbl Rxc3 3. bxc3 | 11) 1. Qd4 Rg8 2. Qxd5 |
| | 12) 1. Qg7 Rf8 2. Qxf6 |

□ 8 – Double attack / Rook, bishop or pawn: A

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|--------------------------|-----------------------------------|
| 1) 1. c5 Nd5 2. cxd6 | 3) 1. Rg6+ Kf8 2. Rxc4 |
| 2) 1. Bg4+ Qxc4 2. Qxc4+ | 4) 1. Bxc6+ (1. f4 0-0-0+) 1. ... |

- Ke7 2. Bxa8
- 5) 1. c4 dxc3ep 2. Rxd5
- 6) 1. g4+ Kh4 2. Kg2
- 7) 1. d6 Rd7 2. Rxc7+
- 8) 1. ... Bf3 2. Qg5 Qxg5
- 9) 1. ... Rd3 2. Kh2 Rxc3
- 10) 1. c4+ bxc3ep 2. Rxa4
- 11) 1. Rd7 Qxd7 2. Bxd7
- 12) 1. ... Bc3 2. Nxc3 (2. bxc3 Rb1+) 2. ... Rxd2

□ **9 – Mobility / Trapping: A**

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|---------------|-----------|----------------|
| 1) 1. ... Ne3 | 5) 1. Bg4 | 9) 1. ... Be4 |
| 2) 1. f4 | 6) 1. b4 | 10) 1. Be4 |
| 3) 1. Bd4 | 7) 1. Bf5 | 11) 1. Ba5 |
| 4) 1. ... b5 | 8) 1. Be2 | 12) 1. ... Rf3 |

□ **11 – Pawn ending / The rook pawn: A**

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| 1) 1. ... Kd6 2. Kg5 Ke7 3. Kg6
Kf8 4. h4 (4. Kh7 Kf7) 4. ... Kg8
½-½ | Kc7 ½-½ | 7) 1. Kb5 Kd6 2. Kb6 Kd7 3. Kb7
1-0 |
| 2) 1. ... Kc6 2. Kb8 Kb5 ½-½ | 8) Drawing | |
| 3) 1. ... Kc3 2. Kd5 Kb4 ½-½ | 9) 1. Ke5 Kd3 2. Kd5 Kc3 3. Kc5
1-0 | |
| 4) 1. ... a5 2. Kb6 Ke6 3. Kxa5 Kd7
4. Kb6 Kc8 ½-½ | 10) 1. Kc6 (1. Kc7 Kc5 2. Kb7 Kd6
3. Kxa7 Kc7) 1. ... Ka5 (1. ...
Kc4 2. Kb7 Kc5 3. Kxa7 Kc6 4.
Kb8) 2. Kb7 1-0 | |
| 5) 1. ... h3 2. gxh3 Kg7 ½-½ | 11) 1. a6 (1. Kb7 Kc5 2. Kxa7 Kc6) | |
| 6) 1. ... Kf3 (1. ... Kd3 2. Kd5 Kc3
3. Kc6 Kb4 4. Kb7) 2. Kd6 (2.
Kd5 Kf4 3. Kc6 Ke5 4. Kb7
Kd6 5. Kxa7 Kc7) 2. ... Ke4 3.
Kc6 Ke5 4. Kb7 Kd6 5. Kxa7 | 12) 1. Kf3 Ke1 2. Kg4 Ke2 3. Kxh4
Kf3 4. Kg5 1-0 | |

□ **13 – Elimination of the defence / Intermediate move: A**

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|---|---|
| 1) 1. Bxf6 Qxd1 2. Bxg7+ Kxg7 3.
Raxd1 | Rxc8+ Bxc8 3. fxe3) 2. Rxe8+ |
| 2) 1. Re1 Rxe1 2. Bxf5+ Kg7 3.
Kxe1 | 8) 1. Rxd5 Qxg3 2. Rxd8+ Rxd8 3.
fxg3 |
| 3) 1. Nxc6 Qxd1 (1. ... Qxc6 2.
Rxe7) 2. Nxe7+ Kh8 3. Rxd1 | 9) 1. Qb5 Qxb5 (1. ... Qc7 2. Qe8#)
2. Bxd6+ Kg8 3. axb5 |
| 4) 1. Qd4 Qxd4 2. Rxb8+ Kg7 3.
exd4 | 10) 1. ... Rxe3 2. Qxg6 Rxe1+ 3.
Rxe1 hxg6 |
| 5) 1. ... Nxe5 2. Rxd8 Nxf3+ 3.
gxf3 Rxd8 | 11) 1. ... Bf3 2. Rxd8 (2. Rf2 Bxf2)
2. ... Bxe2+ |
| 6) 1. e5 Qxb3 (1. ... Rf1 2. Qxe6)
2. exf6+ Kxf6 3. Rxb3 | 12) 1. Na4 Nxa4 (1. ... Rxh7 2.
gxh7+ Kxh7 3. Nxb6) 2. Rxd7
Nc3+ 3. Kd3 |
| 7) 1. Rxc7 Rxc7 (1. ... Rxe3 2. | |

□ **14** – *Winning material / Intermediate move: A*

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|---|--|
| 1) 1. Bxf6 Qxf3 2. Be5+ Kb7 3. gxf3 | 7) 1. Rb4 Qa6 2. Bxd2 |
| 2) 1. Qxe7+ Kxe7 2. Nxa5 | 8) 1. Bxh7 Qxh4 2. Bg6+ Kd7 3. Bxh4 |
| 3) 1. hxg6 bxc5 (1. ... fxg6 2. Qxe5+) 2. gxf7# | 9) 1. Qxc4 dxc4 2. Bxe7 |
| 4) 1. Qxb6 axb6 2. cxd5 | 10) 1. ... Nxc4 2. Qxc7 Nxd2+ 3. Rxd2 Bxc7 |
| 5) Drawing | 11) 1. Ba6 Qxc2 2. exd4 |
| 6) Drawing | 12) 1. h4 Nxh4 2. Rxb2 |

□ **15** – *Discovered attack / Intermediate move: A*

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| 1) 1. Bc5 (1. Bxg7+? Kxg7 2. Rxe7 Rxd1 3. Kxd1 Rc8) 1. ... Rxd1 2. Bxe7+ Kg8 3. Kxd1 | 7) 1. Ne5 Qxe2 2. Nxd7+ Kg7 3. R3xe2 |
| 2) 1. Nxd5 Qxd2 2. Nxe7+ Kh8 3. Bxd2 | 8) 1. Rxc5 (1. Rxh5+ gxh5+ 2. Kf1 Qxb3) 1. ... Qxb3 2. Rxc7+ Kh8 3. axb3 |
| 3) 1. Bf5 Qxd4 (1. ... Bxf5 2. Qxd2) 2. Bxe6+ Kg7 3. Bxd4 | 9) 1. ... Bg4 2. Qxd6 Bxf3+ 3. Rg2 Bxg2+ 4. Kg1 Rxd6 |
| 4) 1. d6 Qxf5 2. dxe7+ Kxe7 3. gxf5 | 10) 1. ... Nd4 (1. ... Nf4 2. Qe3) 2. Qxf6 Nxe2+ 3. Kh1 Bxf6 |
| 5) 1. Nf6 Rxh1 (1. ... Bxf6 2. Rxh7) 2. Nxd7+ Bxd7 3. Rxh1 | 11) 1. ... Rd1 2. Qxc6 Rxe1+ 3. Kh2 bxc6 |
| 6) 1. ... Nxe4 (1. ... Nb3 2. Nxb3) 2. Qxe5 Nxd2+ 3. Kc2 Bxe5 | 12) 1. Bf1 Bxf1 2. Rxh7+ Kf6 3. Rxf1 |

□ **17** – *Opening / Trapping: A*

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|-----------|---------------|----------------|
| 1) 1. a3 | 5) 1. ... Na5 | 9) 1. Na4 |
| 2) 1. Bg5 | 6) 1. Ned4 | 10) 1. ... Ne3 |
| 3) 1. Ne6 | 7) 1. ... Ne7 | 11) 1. ... Bf8 |
| 4) 1. Nc6 | 8) 1. Bb6 | 12) 1. ... Nd7 |

□ **18** – *Opening / Trapping: B*

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|--------------|------------------------|---------------|
| 1) 1. d5 | 5) 1. ... b5 | 9) 1. ... Be4 |
| 2) 1. ... f5 | 6) 1. h3 | 10) 1. Qd2 |
| 3) 1. c4 | 7) 1. ... b5 2. Bb3 c4 | 11) 1. Bb3 |
| 4) 1. b4 | 8) 1. Bd5 | 12) 1. Nb6 |

□ **19** – *Opening / Pin: A*

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|---------------|------------|-----------------------|
| 1) 1. ... Bd6 | 3) 1. Qxb4 | 5) 1. Re1 Qf6 2. Re8# |
| 2) 1. ... f5 | 4) 1. Qxg4 | 6) 1. e6 |

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|---------------------------|----------------|-----------|
| 7) 1. Qf4 Nh5 2.
Qxf7# | 9) 1. ... Bxb5 | 12) 1. e5 |
| 8) 1. Ne5 | 10) 1. ... Bg4 | |
| | 11) 1. Qxd5 | |

□ **20** – *Opening / Elimination of the defence: A*

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|--------------------------------------|---|
| 1) 1. ... Bxh3 2. Bxh3 Qxf2# | 7) 1. ... Bxf3 |
| 2) 1. Bf5 | 8) 1. Bxf6 |
| 3) 1. Nxd6+ Qxd6 2. Qxe5 (or 2. d4!) | 9) 1. Qe1! (1. Bb5+ c6 2. Bb6 Bd7 3. Qf5) |
| 4) 1. Bxc5+ | 10) 1. Nf4 |
| 5) 1. ... Nd4 | 11) 1. ... Nb4 |
| 6) 1. b4 | 12) 1. ... Qb5 |

□ **21** – *Opening / Double attack: A*

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|-----------------------|------------------------|
| 1) Drawing | 7) 1. Qe1+ |
| 2) Drawing | 8) 1. Bh3 Qf6 2. Bxc8 |
| 3) 1. ... Ba6 | 9) 1. Nc4 Qa6 2. Nd6+ |
| 4) 1. Nb5 Ng6 2. Nc7+ | 10) 1. ... Qc4 |
| 5) 1. Ne6+ | 11) 1. Qe3 |
| 6) 1. Bd5 | 12) 1. Qe2 Bg6 2. Nd6# |

□ **22** – *Opening / Discovered attack: A*

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|---|--------------|-----------------------|
| 1) 1. ... Nxe4 | 4) 1. Be3 | 9) 1. Nb1 |
| 2) 1. d6 (1. Nxe5 f5) 1. ... Bb7 2. Qxe5+ | 5) 1. d5 | 10) 1. Nd4 Rb8 2. Nc6 |
| 3) 1. Nb5 Qc5 2. Bxb7 | 6) 1. Ng5 | 11) 1. Nh4 |
| | 7) 1. c5 | 12) 1. ... Nxd5 |
| | 8) 1. ... d3 | |

□ **23** – *Opening / Exploiting vulnerability: A*

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|---------------|----------------------------------|--|
| 1) 1. Bh6 | 6) 1. ... Nf4 (1. ... Ne3 2. g3) | 10) 1. Qf3 (1. d6 cxd6) 1. ... f6 2. Qh5+ g6 3. Nxc6 |
| 2) 1. ... Qd4 | 7) 1. ... Qc6 | |
| 3) 1. ... Nc5 | 8) 1. Qh5 | 11) 1. Na4 |
| 4) 1. Bc4 | 9) 1. Qe6 | 12) 1. ... Qg5 |
| 5) 1. Qb3 | | |

□ **25** – *Mini-plans / Exploiting vulnerability: A*

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|---------------------------|---|
| 1) 1. ... Rf4 2. Kf1 Rxc4 | 6) 1. ... Nb6 |
| 2) 1. Nb5 | 7) 1. Ng5 |
| 3) 1. Ng5 | 8) 1. Rh5 |
| 4) 1. Ng5 Bg4 2. Bxf7+ | 9) 1. ... Qa4 2. e5 (2. c4 Qxc4) 2. ... Nfxd5 |
| 5) 1. Rd4 | |

- 10) 1. Qf3
11) 1. Ba5

- 12) 1. Bc4 Rf7 2. Nh6+; 1. ... g6 2. Nh6+ Kg7 3. Bxe6

□ 26 – *Mini-plans / Activating a piece: A*

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|-----------------------------------|--|
| 1) 1. Bg4 Qe7 2. Qf5 | 8) 1. ... Qxd6 |
| 2) 1. ... Bd7 | 9) 1. Nb6+ |
| 3) 1. ... Rae8 | 10) 1. Nh4 Rad8 (1. ... g6 2. f4 ; 1. ... Qd8 2. f4 h6 3. fxe5) 2. Nf5 Qd7 3. Bxf6 |
| 4) 1. ... Bc6 | 11) 1. Bc5 |
| 5) 1. ... Qd4 | 12) 1. Bg4 Rfe8 2. Be6+ |
| 6) Drawing | |
| 7) 1. ... Nc6 (1. ... Rd5 2. Bf4) | |

□ 27 – *Mini-plans / Increasing activity: A*

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| 1) 1. Bxe5. The diagonal of the bishop must remain open. | 8) 1. ... axb6 (1. ... Nxb6 2. Bb3) 2. Bb3 Nc5. Pawn a4 is weak and can be attacked now. |
| 2) 1. Kg2. After an exchange on c1, White must be able to take back with a rook. | 9) 1. Qg3 followed by f4. Bad is 1. ... Nxe5 (or 1. ... Rxe5) 2. Nf6+ |
| 3) 1. ... Nd4. Forces sooner or later (the later the better) a weakness. | 10) 1. ... Ne5 (1. ... Nb4 2. cxb4 Bxf3 3. Qc3+). Black exchanges the bishops. |
| 4) 1. f4. The rook on f1 becomes active. | 11) 1. Rc1. Black cannot protect Nc6 in a proper way: 1. ... Rc8 2. Bg4. |
| 5) 1. ... e5. Otherwise Ne5. | 12) 1. ... e4. The bishop on f3 must stay on his active post. |
| 6) 1. d5 exd5 2. Qxd5. Activates the queen. | |
| 7) 1. ... Bh5. Maintaining the tension. | |

□ 28 – *Mini-plans / Improving the pawn structure: A*

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|------------------------------------|--------------------------|
| 1) 1. c4 | 7) 1. Qd4 Qxd4 |
| 2) 1. ... c4 2. Bxc4 Bxa4 | 8) 1. d4 |
| 3) 1. Nc5+ Nxc5 2. dxc5 | 9) 1. ... c3 2. bxc3 Be4 |
| 4) 1. hxg3 | 10) 1. Rc3 Rxc3 2. bxc3 |
| 5) 1. ... cxb6 (1. ... axb6 2. a4) | 11) Drawing |
| 6) 1. c4 | 12) Drawing |

□ 30 – *Threaten mate / Bring in the guard : A*

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|---------------|---------------------------------------|------------|
| 1) 1. g6 | 4) 1. Nc5 (1. Qa8+ Kd7 2. Qxb7 Rhe2=) | 5) 1. Bf6 |
| 2) 1. ... Re2 | | 6) 1. Rce1 |
| 3) 1. ... Nf4 | | 7) 1. Ng5 |

- 8) 1. ... Bf5
 9) 1. ... Bb4
- 10) 1. ... Qc2
 11) 1. Bc3 h6 2. Qxg6+
- Bg7 3. Qxg7#
 12) 1. ... Bg6

□ **31** – *Threaten mate / Bring in the helper: A*

- 1) 1. Nf5 Qb6 2. Qg7#
 2) 1. ... Ng4 2. Rfe1 Qxh2+ 3. Kf1 Qxf2#
 3) 1. ... Ra8
 4) 1. ... Nf4 2. Qxf4 Qxf4
 5) 1. ... Bf3 2. d7 Qh1#
 6) 1. d6 (1. Na5 Nc5) 1. ... Rxd6 (1. ... Rhe4 2. Qc7#) 2. Nxd6#
- 7) 1. Nd5
 8) 1. ... Ng3 2. Bf3 Rh1#
 9) 1. g4
 10) 1. Ne6
 11) 1. h4
 12) 1. Ng5 fxg5 (1. ... hxg5 2. Qh5#) 2. Qxh6#

□ **32** – *Threaten mate / Bring in the chaser: A*

- 1) Drawing
 2) Drawing
 3) 1. Qg6
 4) Drawing
 5) Drawing
 6) 1. ... Qh8
- 7) 1. ... Rh1 2. Ne2 Rf1#
 8) 1. Qh6 Qxf6 2. Qf8#
 9) 1. Rhe6
 10) 1. Qd3
 11) 1. ... Qf1 2. a7 Qxg1#
 12) 1. Rhe4 dxe4 2. d5#

□ **33** – *Mate / Clearing a square: A*

- 1) 1. Rg7+ Kxg7 2. Qh7#
 2) 1. ... g2+ 2. Nxc2 Ng3#
 3) 1. Rxa7+ Nxa7 2. Qb7#
 4) 1. Qg6+ hxg6 (1. ... Rf7 2. Qxf7#) 2. Ng7#
 5) 1. Rd8+ Nxd8 2. Bd4#
 6) 1. ... Nf3+ 2. Bxf3 Be5#
- 7) 1. Rhe6+ Nxe6 2. Nh6#
 8) 1. ... Ne3 (1. ... Nf4 2. Qxf4+ ; 1. ... Nh4 2. Qf1) 2. Rxe3 Qg2#
 9) 1. Qxd7+ Nxd7 2. Nf7#
 10) 1. Qxg5+ fxg5 2. Nh5#
 11) 1. ... Qxf3+ 2. Rxf3 Ng4#
 12) 1. ... Rxc3+ 2. hxc3 Nf3#

□ **34** – *Creating mate / Mating pattern (♔♚): A*

- 1) Bf6/e5 Nh6
 2) Bg5 Nf6
 3) Bd5 Ng8
 4) Drawing
 5) Bd8 Nb8 or Na8 Bb5
 6) Bf8 Nf4
- 7) Bb3 Nd3
 8) Bd4 Nf6
 9) Bf3 Nf5
 10) Bf7 Nf5
 11) Bg8 Nd5
 12) Bd8 Nd6

□ **35** – *Creating mate / Where do the pieces go: A*

- 1) W: Kd3, c4, d4
 B: Kd5, Rh6
- 2) W: Ke2, Rf4, Nd3
 B: Ke4, d5

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|------------------------------------|------------------------------------|
| 3) W: Kc3,Qd4
B: Kd5, c6, e6 | 8) W: Kf8, Qc6, Be4
B: Ke6, e5 |
| 4) W: Rg6,Nf8
B: Kh6,h5,g7 | 9) W: Kf7, Qb4, Ne7
B: Kd5, e5 |
| 5) W: Rhe8,Bg6
B: Kh7, g7, h6 | 10) W: Kg6, Qd4, c3
B: Ke5, e6 |
| 6) W: Kf3, Rc5, Be3
B: Kd4, Bd3 | 11) W: Qd5, Rd3
B: Ke4, Qf4, c4 |
| 7) W: Kc2, Bc3, Bc6
B: Ka4, Ra3 | 12) W: Kf7, Qh3, f4
B: Kh5, Ng4 |

□ **37** – *Elimination of the defence / Chasing away with one piece: A*

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| 1) 1. Kd2 Re4 2. Kxd3 | 7) 1. ... Bf5 2. Rxe7 Rxe7 |
| 2) 1. Qa3 Rf8 2. Qxa4 | 8) 1. Nh5+ Kh8 2. Nxf6 |
| 3) 1. ... Ng4 2. Qg3 Nxe3 | 9) 1. ... Rg4 2. Nef3 Rxe3 |
| 4) 1. Qc7 0-0 2. Qxd6 | 10) 1. ... Qf2 2. h3 Qxf1+ |
| 5) 1. ... Be6 2. Rxe7 Bxf5 | 11) 1. ... Ne5 2. Qc2 Nxc4 (or 2. ...
exd5) |
| 6) 1. ... Rd4(1. ... Bd6+? 2. Kh3
Rd4 3. Nxd6) 2. Bc3 Rxe4 | 12) 1. Rhe3 Bg7 2. Qxd4 |

□ **38** – *Elimination of the defence / Capturing and luring away: A*

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|---|---|
| 1) 1. Qxc6+ | Nxd7 2. Ne6# |
| 2) 1. Rxd5 | 8) 1. ... Qxd3 (1. ... Bb4+ 2. Qc3)
2. exd3 Bb4+ |
| 3) 1. ... Rxe2 2. Rxe2 Rf1# | 9) 1. Rxh5+ Ngxh5 (1. ... Nfxh5 2.
Ng4#) 2. Nf5# |
| 4) 1. ... Rxf4 2. Nxf4 Qxe5 | 10) 1. Qxg5 Nxe5 2. Ne7# |
| 5) 1. ... Qxh2+ 2. Nxh2 Ng3# | 11) 1. ... Nxb3 2. Nxb3 Rxc4 |
| 6) 1. ... Bxc3 2. Qxc3 Qxe2 | 12) 1. Bxf6 Bxf6 2. Bxd7 |
| 7) 1. Qxd7+ (1. Rxd7+? Nxd7 2.
Qxd7+ Kxd7 3. Bf5+) 1. ... | |

□ **39** – *Elimination of the defence / Luring away: A*

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|---|---------------------------------------|
| 1) 1. ... Re1+ 2. Rg1 Rxe1+ 3.
Kxe1 Kxe7 | 7) 1. ... Rhe4 2. f3 Qxe3+ |
| 2) 1. Rhe5+ Ng7 2. Qxd4 | 8) 1. Rhe4+ Ng6 2. Qxd3 |
| 3) 1. ... Bg7+ 2. Bc3 Qxd6 | 9) 1. Rh1 Rh5 2. Rxh5 gxh5 3.
Bxb3 |
| 4) 1. ... Bd6+ 2. g3 Bxf3 | 10) 1. ... Bc5+ 2. Bxc5+ Kxa5 |
| 5) 1. Bb2+ Bf6 2. Rxd6 | 11) 1. Qh6 Ng7 2. Rxc7 |
| 6) 1. Qa8+ Qf8 2. Qxc6 | 12) 1. ... Qa6+ 2. Rhe2 Rf8# |

□ **41** – *Endgame / Underpromotion: A*

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|---|--|
| 1) 1. f8N+ (1. f8Q? a1Q+ 2. Qg7+
Qxg7#) 1. ... Kf5 2. Bxa2 | |
|---|--|

- 2) 1. h8B! (1. h8Q? a1Q 2. Qxa1 stalemate) 1. ... Ka3 2. Kc2 b3+ 3. Kc1
- 3) 1. b8N (1. b8Q? Nc6+ 2. Kb7 Nxb8 3. Kxb8 Kb4) 1. ... Nc2 2. Nc6#
- 4) 1. g8B! (1. g8Q? Ka1 2. Qxb3 stalemate)
- 5) 1. e8R! (1. e8Q? Re6+ 2. Qxe6 stalemate)
- 6) 1. e8N+ (1. e8Q? Nd5+ 2. Kg5 Rxe8) 1. ... Rxe8 2. Rd7#
- 7) 1. g8B! (1. g8Q? Bxd5+ 2. Qxd5 stalemate)
- 8) 1. c8N (1. c8Q? Qxa7+)
- 9) 1. dxe8B (1. dxe8N Ne6=; 1. dxe8Q stalemate)
- 10) 1. g8R (1. g8Q? d1Q+ 2. Bxd1 stalemate)
- 11) 1. e8Q+ (1. a8Q+? Kc7) 1. ... Kc7 2. a8N#
- 12) 1. ... d1B (1. ... d1Q? stalemate)

□ **42** – *Endgame / Underpromotion (yes/no): B*

- 1) Yes: 1. e8N (1. e8Q Bf6+) c8Q+ Nb8+ 2. Ke6 stalemate)
- 2) No: 1. b8Q (1. b8N+? Kb7 2. Nxd7 h3)
- 3) Yes: 1. f8N+ (1. f8Q? Qxc4) 1. ... Kh8 2. Ng6+ Kh7 3. Nf8+
- 4) No: 1. d8Q+ (1. d8R+ Kh4 2. Rxd5 stalemate)
- 5) No: 1. bxc8Q (1. bxc8N+ Ka6 2. Nxd6 Nxd6)
- 6) Yes: 1. cxb8R! (1. cxb8Q? Kh7! 2. Qxf8 stalemate)
- 7) Yes: 1. c8R+ (1. c8B Nb4= ; 1. c8Q+ Nb8+ 2. Ke6 stalemate)
- 8) No: 1. f8Q (1. f8N+? Kf6 2. Nxc6 g2)
- 9) No: 1. c8Q+ (1. c8R+? Bf8) 1. ... Kh7 2. Qg8+
- 10) Yes: 1. d8N (1. d8Q? Rxb7+ 2. Kxb7 Rxd8)
- 11) No: 1. d8Q (1. d8N? Bg7+) 1. ... Bg7+ 2. Nd4
- 12) Yes: 1. exf8R (1. exf8Q? d5+ 2. Kf5 stalemate)

□ **43** – *Opening / Develop: A*

- 1) 1. d4
- 2) 1. fxe5 Nxe5 2. d4
- 3) 1. ... d5
- 4) 1. ... Nc6
- 5) 1. ... Bc5
- 6) 1. d4
- 7) 1. Bg5 Bg7 2. Rd1
- 8) 1. ... Bg4
- 9) 1. ... d5
- 10) 1. e4 Bg4 2. Nd5
- 11) 1. Bf4 Qd7 2. Nbd2
- 12) 1. Bg5

□ **44** – *Opening / Develop: B*

- 1) 1. Nc3
- 2) Drawing
- 3) 1. ... Be6
- 4) 1. ... 0-0
- 5) 1. 0-0
- 6) 1. ... Ba6
- 7) 1. Ba3
- 8) 1. Ba6
- 9) 1. Bg5
- 10) 1. d4 exd4 2. Qxd4
- 11) 1. ... e6
- 12) 1. Ne5

□ **46** – *Mate / Mate thanks to a pin: A*

- | | | |
|----------------|----------------|-----------------|
| 1) 1. g4# | 5) 1. Ne6# | 9) 1. Bf5# |
| 2) 1. ... Qh1# | 6) 1. ... Nb3# | 10) 1. Nxb6# |
| 3) 1. Qxa6# | 7) 1. ... Rd5# | 11) 1. ... Nf3# |
| 4) 1. Qxf8# | 8) 1. Rxc8# | 12) 1. Nf4# |

□ **47** – *Pin / A pinned piece is not a good defender: A*

- | | | |
|---------------|---------------|------------------------|
| 1) 1. Rhe7+ | 5) 1. Nc5 | 9) 1. Bg5 |
| 2) 1. ... Rb6 | 6) 1. ... Bd3 | 10) 1. Bb5 |
| 3) 1. Nxe5 | 7) 1. Nb5 | 11) 1. Ne5 (1. d5 Ne7) |
| 4) 1. Qh8+ | 8) 1. Rg3 | 12) 1. ... Bf5 |

□ **48** – *Pin / The cross pin: A*

- | | | |
|---------------|-------------------|------------|
| 1) 1. Qc8 | 6) 1. Qd2 | 10) 1. Qd1 |
| 2) 1. Rd1 | 7) 1. Bh6 | 11) 1. Qf3 |
| 3) 1. ... Bc5 | 8) 1. Rb7 Qxa5 2. | 12) 1. Rf4 |
| 4) 1. Re1 | Rxd7# | |
| 5) 1. ... Bb6 | 9) 1. ... Bd4 | |

□ **50** – *Defending / Defend against mate: A*

- | | |
|---|--|
| 1) 1. Bb2 | 7) 1. ... Re1+ 2. Rxe1 Qf8 |
| 2) 1. Nf1 (1. g3 Bb6 ; 1. f4 Qxf4 ; 1. Kf1 Bxg2+) | 8) 1. ... Qg5+ (1. ... Bf8 2. Rxe8 ; 1. ... Bxf6 2. Rxe8#) 2. Qxg5 (2. Qf4 Rd8) 2. ... Bxg5+ |
| 3) 1. Be6+ (1. Qxd1 Qg2#) 1. ... Qxe6 2. Qxd1 | 9) 1. ... Bxg4 (1. ... Rh2+ 2. Kd3) |
| 4) 1. ... Rfc8+ 2. Kb1 Nf8 | 10) 1. ... Bb5+ 2. Ke3 Rf1 |
| 5) 1. ... Bxf4 2. Qb8+ Re8 | 11) Drawing |
| 6) 1. ... Qc1+ 2. Kh2 Qh6+ (2. ... Qf4+ 3. Kg1) | 12) Drawing |

□ **51** – *Defend / Defend against mate: B*

- | | |
|--------------------------------|-----------------------------------|
| 1) Yes: 1. Bc4+ Kh8 2. Be6 | 7) Yes: 1. ... Rxh3+ 2. gxh3 Qd5+ |
| 2) Yes: 1. Qc5+ Qxc5 stalemate | 8) No |
| 3) No | 9) Yes: 1. ... Kd8 |
| 4) No | 10) No |
| 5) No | 11) Yes: 1. Rf6 Rxf6 stalemate |
| 6) Yes: 1. ... f5 2. Bxf5 Nf6 | 12) Yes: 1. Kg2 Qxh2+ 2. Kf3 Qh5 |

□ **53** – *Pawn ending / The square of the pawn: A*

- | | |
|-------------------------------|--------------------|
| 1) 1. c4 Ka5 2. Kg3 Kb6 3. a4 | 3) 1. e5 |
| 2) 1. ... a4 | 4) 1. a5 Kc5 2. e5 |

- | | |
|--------------------------------------|-------------------------------------|
| 5) 1. ... Kb8 | 10) 1. Kg4 |
| 6) 1. Kc3 Kg7 2. Kd4 Kf6 3. Kxe4 | 11) 1. b3 b5 2. b4 |
| 7) 1. ... g5+ | 12) 1. e5! (1. g4? Kd4 2. g5 Ke5 3. |
| 8) 1. e5 (1. b4? Kxe4 2. b5 Kd5 ; 1. | b4 cxb4 4. g6 Kf6 5. e5+ Kxg6 |
| d5? e5 2. b4 Kxe4 3. b5 Kxd5) | 6. exd6 Kf6 7. c5 Ke6) 1. ... |
| 1. ... dxe5 2. d5 exd5 3. b4 | dxe5 2. g4 Kd4 3. g5 |
| 9) 1. f4 Kf6 2. f5 a5 3. Kd3 | |

□ **55** – *Discovered attack / Trapping: A*

- | | | |
|---------------|----------------|--------------------|
| 1) 1. ... e5 | 6) 1. ... Nd4 | 11) 1. f5 Bxg2+ 2. |
| 2) 1. ... Rc4 | 7) 1. Nh4 | Kxg2 (2. Rxg2? |
| 3) 1. Bg5 | 8) 1. Nc1 | Qh3) |
| 4) Drawing | 9) 1. Nd2 | 12) 1. Na4 |
| 5) Drawing | 10) 1. ... Nf6 | |

□ **56** – *Discovered attack / Eliminating of the defence: A*

- | | |
|--------------------------------|-----------------------------------|
| 1) 1. d5 | 7) 1. ... Rd1 2. Qxd1 Qxc3# |
| 2) 1. Bxd5 | 8) 1. Be6 |
| 3) 1. Bh7 | 9) 1. ... Nb6 (1. ... Nc5 2. Qc4) |
| 4) 1. Ne5 | 10) 1. Nxf7+ Rxf7 2. Qg8# |
| 5) 1. Nd5 Qxd2 (1. ... Nxd5 2. | 11) 1. ... Ne4 2. dxe4 (2. Qxe7 |
| Qxa5) 2. Nc7# | Nd2#) 2. ... Qxb4 |
| 6) 1. Nd4 | 12) 1. ... Nd7 |