Step 4 mix

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1) 1. ♕xg7+ ♖xg7 2. ♘f7+ ♖xf7 3. ♖g8#. White opens the g-file by luring the rook to g7. The rook on g7 has a double function: protecting the square f7 and keeping the g-file closed. Luring the rook away leads to mate.
2) 1. ... d1=♕+ (1. ... ♗g4+ 2. ♔xd2) 2. ♖xd1 ♗g4+. The d-pawn hangs and the black bishop cannot (yet) interfere because of the rook on g1. Sacrificing the passed pawn first is the correct solution. A standard action.
3) 1. f7 ♕xf7 (1. ... ♗xf7 2. ♕h6+ ♔g8 3. ♕h8#) 2. ♕h6+ ♔g8 3. ♕h8#. If the queen checks on the first move, then the black king escapes via g8 to f7. Blocking is the suitable way to take away the escape squares.
4) 1. ... ♖xd4 2. ♖xd4 ♕xd1+. The capturing on d4 makes an X-ray attack on the d-file possible. Beware: Black only wins because of mate on the back rank. With the white pawn on h3 costs the action would just lose material.
5) 1. ♗g5 ♕f8 2. ♗xd8. The black queen must protect f7, so giving up an exchange is the lesser evil.
6) 1. ♗f3. The bishop protects pawn e4 and the threat 1. ... ♕xc3 is prevented.
   1. ♖fb1. The queen has not been trapped: 1. ... ♕c2 or 1. ... ♘xe2+ is adequate. The best is 1. ... ♕xc3 2. ♕xc3 ♘xe2+.
   1. ♖a2 ♘xe2+. The refutation: the queen must protect ♘c3 and the knight must protect ♖a2.
7) 1. ♔f1 (White must prevent that Black can take on e5 with check: 1. ♔h1? ♕e1+ 2. ♔h2 ♕xe5+) 1. ... ♕f4+ 2. ♗f3. The only move but adequate: 2. ♔g1 ♕d4+. Defending is sometimes necessary.
8) 1. ... ♖e2 2. ♕xf4 ♗xb2# (2. ... ♖c2+? 3. ♔b1 ♖xb2+ 4. ♔c1). A cross pin.
9) 1. ... g5. Makes an escape square (h5) for the king. The threat was ♘h2#. Now after 2. hxg6 hxg6 the square h2 is protected by the rook. Black is enough material up.
10) 1. f5! gxf5 (1. ... g5 2. f6 ♗a7 3. f7 ♗c5 4. ♔e6 ♔xf2 5. ♔f5) 2. f4! ♗xf4 3. ♔e6 ♗e3 4. ♔xf5. Technique: eliminating the last pawn.
11) 1. ♕e2 ♘d4 with the idea to open files (Black always gets his piece back 2. cxd4 exd4). All pieces gain in activity. Unfortunately, but 2. ♗xd4 spoils the fun (but only because ♖e8 is insufficiently protected). With the king on f8 ♘d4 is a fine move.
12) The threat is ♖xg6+ with a win. The bishop can be protected only in one way: 1. ... ♕g7 (unpins more or less the bishop too) 2. ♕h4 (or 2. ♕g5 ♕f8) 2. ... ♕f8. The problem has been solved correctly. The move with the queen is relatively easy to find, all other moves lose instantly. We will see if White can still achieve something: 3. f4 (3. ♕h5 ♕g7 is a repetition) 3. ... d5 (eliminating an attacker by interposing) 4. f5 (or 4. ♗xd5 ♖d8) 4. ... ♖d8. The pawn's move to d5 is the best move (or first 3. ... ♖d8) but the black position is good enough (important to sense that) so that also other moves are adequate:
   3. ... exf4 forces White to make a draw with 4. ♕h5.
   3. ... ♖b8 shows another way of defending: eliminate an attacker. 4. f5 ♖xb3.

4

1) 1. ... ♖f4+ 2. ♔xf4 ♕g4#. With (too) few attackers blocking and the magnet are excellent weapons. The second makes mate in two possible. 1. ... d5+ 2. cxd5 ♖f4+ 3. ♔e5 is only a draw by perpetual check.
2) 1. ♗xf7+ ♔xf7 2. ♘g5+ ♕xg5. It is possible because the white queen hangs too. Such a mistake is more or less forbidden at Step 4 level.
3) 1. ... ♗f3 2. ♕e1 ♕h3. A good technique. Black makes the defending move f3 impossible.
4) White wants to play d7 without allowing ♔e7. With a check a knight can quickly offer a helping hand in the defence. 1. ♔f6 (now a saving check is not possible. Wrong is: 1. ♔e6? ♘e2 2. d7 ♘d4+ 3. ♔d6 ♘b5+) 1. ... ♘e2 2. d7 ♘d4 3. d8♕#.
5) The threat is: capturing on h2 and mate. ♖g1 must keep protecting g2. Nothing better than protecting h2: 1. ♘f1 (1. ♕f1 ♕xh2+ 2. ♔xh2 ♖h4+).
6) 1. ... ♖b7 2. ♕xb7 ♘c3+ (luring and discovered attack)
7) 1. ... ♕c6+ 2. ♔h3 ♕xd7+ 3. ♕xd7 b2. (cashing in a passed pawn by eliminating the possible defences - mate on g7 and ♖b7 after a move like 1. ... ♕g5.
8) Only the white rooks are not on the best squares yet. All other white pieces are active. White must hurry because Black has two centre pawns and with d5 he can control square e4 and make the bishop on f3 less active.
   1. ♘de4 is the correct choice. A quick mate with 2. ♘xf6+ threatens and 1. ... ♘xe4 2. ♕xe4 White gives a winning double attack.
   1. ♖ad1. Not every developing move is good. After 1. ... d5 it is wise to play 2. ♘de4 and exchange a bit, otherwise the knight on d2 will be passive.
   1. ♘ge4. Not bad but less good than the other move with the knight. Black plays 1. ... ♘d5 and gains some time: 2. ♗g3 ♗a6.
9) 1. ... ♘xf6 2. ♖xf6 ♕xf6. The pin: a pinned piece (♗g7) is not a good defender.
10) 1. ... ♖h5+ 2. ♔g1 ♗c5+ 3. ♔f1 ♖h1# (chasing and double check) Gaining a piece with 1. ... ♖xe2 wins too, even if White couldn't play 2. ♔h3.
11) 1. b8♘+ ♔d6 (1. ... ♔c5 2. ♘a6+) 2. ♕g3+ Chasing and X-ray check.
12) 1. ♘d4 ♕e1 (1. ... ♗xd4 2. ♕xe2) 2. ♕d8#. A double attack with two pieces. The knight attacks the queen and the queen threatens mate on d8. The pin over the e-file is essential; move ♘c4 to f4 and White has nothing.

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1) 1. ... ♗xg2+ 2. ♔xg2 (2. ♔g1 ♗c5+ 3. ♗d4 ♗xh3) 2. ... gxf6+. Counter-attack is the only defence against the white mating threat.
2) White's supremacy is obvious. Black has some defenders. White can win in more ways. For the first win help of the double attack is necessary and is for Step 4 the appropriate way: 1. ♖g6 ♕xf5 (after 1. ... ♖xg6 the pawn fork decides 2. fxg6+) 2. ♖g7+ ♔h8 3. ♖g8+ ♔h7 4. ♖h8+ or 4. ♕g7+). The second way is 1. ♖b8 (1. ♖c8 is in most cases about the same; it is silly to play 1. ♖e8 because e7 is protected two times). How must White win after 1. ... ♖g7, 1. ... ♕g7 and 1. ... ♖f8 is difficult. It is difficult but can be done by 2. ♖xb7, luring the defending rook away and White wins. Black can persist with 1. ... ♖f8 and a lot of good moves are required: 2. ♖xb7+ ♔h8 3. ♖g7 ♕d8 4. ♕d2!
3) 1. ♘xf6+ ♗xf6 2. ♖xe5. A winning discovered attack because the bishop will be pinned.
4) The is unlikely that the g-pawn can cause any danger. That is true, after 1. g6 ♔h6 2. g7 ♕c3 White's fate is decided. Making a draw is the highest achievable. Happily White can give away his pieces in a smart way: 1. ♗g6+ ♔xg6 2. ♘e5+ dxe5 stalemate *(Blumenbach 1909)*
5) 1. ♖xd3 ♕xd3 2. ♕xd3 ♖c1+ 3. ♕f1 A win for White.
6) Take always the possibilities of the opponent into account if you are getting out of check.
   1. g3. This move with the pawn is the best. The threat 2. ♖c8+ forces 1. ... ♖e8 and after 2. ♖c7 White wins a pawn anyway and his major pieces remain active.
   1. ♖c7. Allowing a pin voluntarily is hardly ever wise and certainly not here: 1. ... ♖c6.
   1. ♕c7 seems very strong but is not more than just a decent move. After 1. ... ♕xc7 2. ♖xc7 h6 3. ♖xb7 the move would be indeed strong. However Black plays 1. ... ♖e8 (capturing is not mandatory and no pawn is lost - though the endgame remains difficult for Black).
7) What is the difference between the two king moves? Black must be prepared for an action by the rook via a4. For this reason square h7 must remain empty. 1. ... ♔h8 (1. ... ♔h7 2. ♖a4 ♖e1+ 3. ♕xe1 ♕xc2 4. ♖g4) 2. ♖a4 ♕xc2 3. ♖h4+ ♕h7. The two remaining rooks are strong enough to achieve a draw.
8) 1. ... f3+ 2. ♕xf3 (luring the front piece and pin) or 2. ♔xf3 ♗d5+ (chasing away+material) or 2. ... ♗xg4+ (luring away+material).
9) Two bishops are enough to mate, one is not: 1. ♔f2 ♗h3 2. ♔g3 ♗g4 3. e4+ ♔xe4 4. ♔xg4.
10) 1. ... ♘xf4 2. ♕xf4 ♗g5 3. ♕g3 ♗xc1. Luring and X-ray attack. (elimination of the defence by blocking) *(Kaljagin 1989)*
11) 1. ♖e5+! ♕xe5 2. ♕g6#. Mate in two thanks to blocking.
12) 1. ... ♕c5 Why to c5 and not to b6? After 2. .... ♕b6 3. ♕b4 White protects the bishop with tempo. Due to the threat 4. ♕xf8+ and mate Black has no time to capture on d4. 2. ♖d1 ♗xd4 3. ♕xd4 ♕xb5 (elimination of the defence by capturing)

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1) 1. ♘f5+ exf5 2. ♘d5+ (luring away and double attack: knight)
2) Drawing
3) 1. ♘f6+ gxf6 2. ♕xf6 (attacking the king: access)
4) 1. ... ♕f1+ 2. ♖xf1 ♘e2# (elimination of the defence by blocking) *(Najer-Nepomniachtchi, Moscow 2006)*
5) 1. ... ♘xf3+ (1. ... ♕xd4+? 2. ♕xd4) 2. ♔f2 ♕xd4+ (2. ... ♘xd4? 3. ♘xc5) (a pinned piece is not a good defender)
6) 1. ... ♕b8+ 2. ♔g2 (2. ♕g3 ♖h1+ 3. ♔g2 (3. ♔xh1 ♕xg3) 3. ... ♖g1+ 4. ♔xg1 ♕xg3+) 2. ... ♕g8+ 3. ♕g4 ♕xa2+ (chasing and double attack: queen)
7) f6 ♖g8 2. ♕g7+ ♖xg7 3. hxg7+ ♔g8 4. ♘e7# (attacking the king)
8) 1. ... ♖c1+ 2. ♔h2 ♕xd6 (defending against a pin)
9) 1. f5. It is logical to destroy the pawn structure. The knight cannot move because of 2. ♘f4.
   1. ♖ae1. A healthy developing move but Black plays 1. ... ♘cd4. Now White must proceed too with f5. It is better to play the move at once.
   1. ♖ad1. White must make progress by playing f5. It is better to play the move at once.
10) 1. ... ♗g6 (1. ... ♗xf3 2. ♖a8+ ♔h7 3. ♗d3+) (defending by moving away)
11) 1. ... e5 2. ♕c4 (2. e4? ♕xd7) 2. ... ♖xd7 (2. ... ♖ac8 3. ♕b3) 3. ♖xg6
12) 1. ♘g6+ ♘xg6 2. ♖xc4 (elimination of the defence: luring away+material)

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1) 1. ♖xb6 cxb6 2. ♖g1+ ♔f6 3. ♖xg8 (capture and X-ray check)
2) 1. ♖g5 ♔g7 2. b4 axb4 3. axb4 (Insufficient is 3. a4 b3 and now 4. a5? even loses: 4. b2 5. ♖xb2 ♕xf4 6. ♖g3 ♕e4+ 7. ♔h2 f4 8. ♖gb3 f3). So far the white moves are simple. The question is whether Black can stop the b-pawn permanently: 3. ... ♔f6 4. b5 ♔e7 5. b6 ♔d7 6. b7 ♔c7 7. ♖b2 (helping) 7. ♔b8 8. ♖xg6 (forces the queen back) 8. ♕d8 9. ♖a6 (helping) 9. .... ♕d5+ and now only avoiding a check: 10. ♔h2. A long line but all white moves are not difficult to find by elimination (cashing in a passed pawn)
3) 1. ♗f6 (attacking the king: exchanging the defender)
4) 1. ... ♖d8 2. ♖xd8+ ♕xd8 (defending against elimination of the defence)
5) 1. ... ♕xf4+ 2. ♖xf4 ♗e3+ 3. ♔b1 ♖xd1# (mate in three)
6) 1. ♖f3 ♖d5 2. ♖c8 (cashing in a passed pawn)
7) 1. ♘c7 (targeting and double attack: knight)
8) 1. ♕a4. The strongest move. Pawn a7 is not to be protected because 1. ... a6 2. ♘b6+ and 1. ... ♔b8 2. ♕xd7 are not

possible.
1. ♖c3. Bringing in a piece into the attack is a good plan. Big advantage for White because Black has too few defenders.
1. f4. A move on the wrong side of the board. Of course White remains with the better position. All pieces are still active.

9) 1. ♕f4 ♔g7 2. ♖xe5 (the pin: attacking a pinned piece)
10) 1. ... ♕f4+ 2. g3 ♕f3 Exploiting vulnerability: a bad position of the king.
11) 1. ♗b5 ♖e6 2. h3 (interfering and trapping) *(Kuijf-Van Oosterom, Utrecht 1993)*
12) 1. ♗c7+ ♕xc7 2. ♖e8+ (luring and elimination of the defence: luring away+material)

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1) 1. ♗xg7 ♘xg7 2. ♘h5 ♕e5 Exploiting vulnerability: a bad position of the king.
2) 1. ♗xd5+ (1. ♖e8+? ♖xe8+) 1. ... ♖xd5 2. ♖e8+ ♔f7 3. ♖f8# (mate in three)
3) 1. ... ♘f4+ 2. ♔g3 ♘d3 3. ♕d2 ♘xe1 (targeting and double attack: knight)
4) 1. ♗c2 f1♕ 2. ♗d3+ ♕xd3 (defending by stalemate)
5) 1. ♕a4 prevents that Black exchanges an attacker. Double threat.
1. ♗e3. The move played but after 1. ... ♗xd6 2. exd6 White is only more active. Later 1-0 *(Lisitsin-Kholmov Kiev 1954)*
1. ♕b5 threatens a lot (i.e. ♕e8+, ♕a6) but the knight capture solves all threats.
6) 1. ♗b1 ♕d3 2. ♖a2 (the pin: pin)
7) 1. ... ♖xd5 2. exd5 (2. ♖xd5 fxe6) 2. ... ♗e5 (combining a double attack: bishop, luring and discovered attack)
8) 1. c3+ (1. cxd3? ♕f2+) 1. ... ♔xc3 (1. ... ♕xc3 2. ♗xd6+) 2. ♗a5# (combining van luring and discovered attack, chasing away+material)
9) 1. b7 (1. b4 c3 2. b7 c2 3. b8♕) 1. ... cxb3 (1. ... c3 2. b8♕ c2 3. ♕e5#) 2. b8♕ b2+ 3. ♕xb2# (pawn race) *(Didukh, Tarasiuk, Tkachenko 2015)*
10) 1. ... h6 2. ♕g6 ♘e7 (chasing and double attack: knight)
11) 1. ♖xd7 ♖h6 (1. ... ♔xd7 2. ♖d1+) 2. ♖xa7 (exploiting a passed pawn)
12) 1. d5 exd5 (1. ... ♕xd5 2. ♗d4+) 2. ♗d4+ (clearing a square and mate or gain of material)

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1) 1. ♘xh6+ ♗xh6 2. ♗h7+ ♔h8 3. ♘g6# (mate in three)
2) 1. ♖d6 prevents that Black let the rook join in. Now 1. ... f6 (1. ... ♔e7 2. ♖hd1 loses even more material) 2. ♘xd7 ♖xd7 3. ♖xe6+ and 4. ♖xc6 wins a pawn. Of course White has to work for the win.
1. ♖he1 ♔e7 followed by f6 and Black frees himself.
1. ♘d3 ♔e7 2. ♘c5 ♗c8. The knight is reasonably active on c5 (controls the bishop for now) but strengthen the position is difficult.
3) 1. ... ♖h6 2. ♕xh6 ♕b6+ 3. ♕xb6 cxb6 (defending against mate by exchanging the main attacker)
4) 1. ... ♘e3+ 2. ♔g1 e5 (discovered attack and interfering)
5) 1. ♘f6+ gxf6 2. ♕d5+ (clearing a square and double attack)
6) 1. ... ♕f3+ 2. ♔g1 ♖e1+ (2. ... ♖g4+? 3. ♔f1) 3. ♖xe1 ♕xd5 (setting up a battery and elimination of the defence: luring away+material)
7) 1. ♗e4+ ♔c7 2. ♗g2 ♖xg2 (draw by stalemate)
8) 1. ... c4 (1. ... ♔d6 2. ♔xa5 ♔c6 3. ♔a6) 2. bxc4+ ♔xc4 3. ♔xa5 ♔c5 (rook pawn)
9) 1. ... ♖f6 (attacking the king: bringing in pieces) After a move with the queen 2. ... ♖g6 will follow.
10) 1. ♖c8 ♕b6 2. ♕e8+ exploiting the back rank.
11) 1. ... ♕xd4 2. ♕xd4 (2. ♕e2 f5) 2. ... ♘f3+ 3. ♔g2 ♘xd4 (luring and double attack: knight)
12) 1. ♕xe8+ ♔xe8 2. exd5+ (luring and discovered attack)

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1) 1. ♕c6+ ♔d8 2. ♗f6 (the pin: chasing the back piece and pin)
2) 1. ... ♖h4+ 2. ♔xh4 ♕h2+ 3. ♔g4 ♕h5# (defending against mate)
3) 1. ... ♔f7 2. g6+ ♗xg6 3. e8♕+ ♔xe8 4. g8♕+ *(Salai 1978)*
4) 1. ♕xf6 gxf6 2. ♖g4+ ♔h8 3. ♗xf6# (attacking the king - access - mating pattern: ♖♗)
5) 1. ♖g6+ (1. ♘xg5 ♖xe7) 1. ... ♖xg6 2. ♘f5# (elimination of the defence by blocking)
6) 1. ♔g2 (1. b7 ♖b2) (defending against a threat)
7) 1. ... ♔h7 (1. ... ♔f8 2. ♕h6+; 1. ... ♔h8 2. ♕h6+) 2. ♕f5+ ♔g7 3. ♕g5+ ♔h7= (defending against an attack on the king)
8) 1. e5 ♖d3 (1. ... ♔g6 2. ♘f8+) 2. ♘f4+ (double attack: knight and zugzwang) *(Fedortshak 1951)*
9) 1. ... ♕xe6 2. ♖xe6 ♔f7 3. ♗xd6 ♔xe6 (3. ... ♖g5+ 4. ♗g3 ♔xe6) (luring and elimination of the defence: chasing away+material)
10) 1. ♗xd5 ♖xd5 2. ♕c3+ ♔g8 3. ♕xa5 (elimination of the defence by capturing and double attack: queen)
11) 1. ... ♘h5. With the double threat: capturing on g3 and c3. The move 2. ♗f4 is not a solution 2. ... e5.
1. ... a5 winning some space on the queen's wing and making a possible b4 less attractive. In short, playable but not the best.
1. ... d4. It is illogical to close the diagonal of ♗g7. That the knight has to go to a worse square is temporarily, closing of the position cannot be done easily without help.
12) 1. ... ♕h3+ 2. ♔g5 f6+ 3. exf6 ♗h6# (elimination of the defence by blocking)

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1) 1. ... ♕xe1+ 2. ♔h2 ♕e5+ 3. g3 ♕h8 (defending against mate)
2) 1. g5+ ♔xg5 (1. ... ♕xg5 2. ♕h8#; 1. ... ♖xg5 2. ♕xf6+) 2. ♘e4+ (Combining luring, double attack: knight, elimination of the defence by luring away and blocking)
3) 1. ♘xd4 exd4 2. ♖cxc5 ♕b6 3. ♖b5 (elimination of the defence by capturing and a pinned piece is not a good defender)
4) 1. f6 ♖g8 2. ♗c7. Exploiting vulnerability: a bad position of the king.
5) 1. ♕xb6+ axb6 2. ♘d8+ (clearing and double attack: knight)
6) 1. ♗g4 (1. ♗f3? ♘g3+ 2. hxg3 hxg3+) (defending against a threat)
7) 1. ... ♗xd4 2. ♔xd4 g5. The white pawns are harmless because the black king is too close. Advancing the g- and h-pawn will do. White must first eliminate the b-pawn.
   1. ... g5 2. e6. In the past chess players now and then missed something *(Cochrane-Mahescandra, Kolkata 1855)*
   1. ... ♔g8. Too slow, now the white king is back in time on the other side: 2. ♗xc3 bxc3 3. ♔d3 g5 4. ♔xc3
8) 1. ... ♔g6 (1. ... exd5 2. ♔xf5) 2. dxe6 ♔f6 3. e7 ♔xe7 4. ♔xf5 ♔d6 (square of the pawn)
9) 1. ♗xd4 ♘h7 2. ♕xg6 exd4 (lifting the pin)
10) 1. ... ♖xb6 2. ♖xb6 ♖c1+ 3. ♔e2 ♘xb6 (in-between move)
11) 1. ♗g7+ ♖xg7 (1. ... ♔xg7 2. ♕xh7+ ♗xh7 3. ♖xh7#) 2. ♕xh7+ ♖xh7 3. ♖xh7# (mate in three)
12) 1. ♗xb7 ♖xd2 2. ♗f3 ♕h2 3. ♕c7# Exploiting vulnerability: a bad position of the king.

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1) 1. ♘e7 ♖g8 2. ♘g6+ hxg6 3. ♕h4# (attacking the king, interfering and access)
2) 1. ♕f4! Point h7 cannot be protected, so the queen must be activated by 1. ... a5 (1. ... ♘e6 2. ♕h4 h6 3. ♘d5+) 2. ♕h6
   1. ♗xa7 ♘e6 and Black can move around some pieces again.
   1. h3. A waiting move gives Black the opportunity to play 1. ... h6 (and g5 after ♕f4).
3) 1. ... ♘h4 2. f5 ♗xf5+ 3. ♔f4 ♗xd3 (3. ... ♘g6+ 4. ♔g5 ♗xd3) (double attack: X-ray check)
4) 1. ... ♖d5 2. ♖xd5 ♕xg4 3. ♖f5 The only defence against the in-between move by Black.
5) 1. ♗c7+ ♖xc7 (1. ... ♔xc7 2. ♕d6#) 2. ♕f8# (elimination of the defence by blocking)
6) 1. ... f6 parries the threat 2. ♘e5+ (1. ... ♔d6 costs a pawn after 2. ♗xc6 ♔xc6 3. ♘e5+)
7) 1. ... ♖xc1 2. ♖xc1 ♕a3 3. ♗xb7 ♕xc1+ (luring and double attack: queen)
8) 1. ♖d8+ ♖xd8 2. ♖f8+ (cashing in a passed pawn)
9) 1. ... ♔f7! King moves are not always scary. An easy choice because the other moves lose material.
   1. ... ♗d7 2. ♘xc7+ ♔d8 3. b5 The knight on c7 is indirectly protected.
   1. ... c6. The 'normal' move which after 2. ♘d5 costs material (although not very much)
10) 1. ... ♕c8+ 2. ♔h4 ♕g4# (elimination of the defence: luring away+material)
11) 1. ... ♘f7 (1. ... ♔h8 2. ♘g6+ hxg6 3. ♖h4#) (getting out of check) Taking into account the possibilities of the opponent.
12) 1. f3 (1. f4? h4 2. gxh4 gxf4 3. h5 f3 4. h6 f2 5. h7 f1♕) An active king can cause a lot of damage so careful play is necessary: 1. ... ♔d3 2. ♔b3 ♔e3 3. h4. A rook's pawn must remain. The white king is on f1 in time.

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1) 1. ♘h7+ ♔e7 (1. ... ♔e8 2. ♖g8+ ♔e7 3. ♗f6#) 2. ♗f6+ ♔e8 3. ♖g8# (mate in three: bringing in pieces)
2) 1. ♘xe6 fxe6 2. ♕xe4 The pin: (elimination of the defence and a pinned piece is not a good defender)
3) 1. ♕a1+ ♖6g7 2. ♖xh7+ ♔xh7 3. ♕h1+ ♔g6 4. ♕h6# (attacking the king: bringing in pieces and access)
4) 1. ... ♖ce8 (1. ... ♖cd8? 2. ♗xg4 exf4) 2. ♗g3 (2. ♗xg4 exf4) 2. ... ♘h6 3. ♖xe5 ♘xf5 (defending against a double attack)
5) 1. ... ♗a4+ 2. ♔c4 ♗b5+ 3. ♔b3 ♗xe2 (chasing and double attack: X-ray check)
6) 1. ... gxf6 is necessary because loss of the queen threatens. The f-pawn has influence in the centre and the minor weakness is by far not killing.
   1. ... 0–0 allows that the queen will be trapped after 2. ♗g5
   1. ... ♕xf6 allows a double attack: 2. ♕h5+ ♕g6 3. ♕xc5.
7) 1. ... b5 2. ♗xb5 a6 (or 2. ... ♖c5; 2. ... ♖b6 3. cxd5 ♖xb5 4. dxe6 loses a pawn) (defending against a pin)
8) 1. ... fxg3 (1. ... hxg3 2. ♔g1) A draw because stalemating the opponent prevents winning. The danger exists that Black overestimates his active king and takes with the h-pawn. He loses then.
9) 1. ♗xd7 (1. c4 ♕xb5 (1. ... ♕d6 2. c5)) 1. ... ♕xd7 2. ♕xe4. At the end of the captures it appears that ♗b7 is pinned.
10) Drawing
11) 1. ♗d5 ♕xd5 (1. ... ♖xd5 2. ♕c8+ ♕xc8 3. ♖xc8+) 2. ♕xd5 ♖xd5 3. ♖c8+ (elimination of the defence by interfering and luring away+mate)
12) 1. ♖b8+ ♖c8 2. ♕b7 Exploiting the back rank.

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1) 1. ♕a5+ ♔b8 2. ♘a6+ (chasing and double attack: knight)
2) 1. ♗d4 ♗g5 2. ♕xf8+ ♔xf8 3. ♗xe5 ♗xf4 4. ♗xf4 (the pin: pin and in-between move)
3) 1. ♕e7 ♔g8 2. ♖xf8+ (or 2. ♘h6+ ♔g7 3. ♖xf7+ ♔xh6 4. ♕h4#) 2. ... ♖xf8 3. ♘h6+ (attacking the king: elimination of the defence)
4) 1. ♖a7 (1. ♖xd7+ ♔xd7 2. ♔d3 f4 3. ♔e2 (3. ♔e4?? f3 4. gxf3 g3 5. hxg3 h3)) 1. ... f4 2. b7 (cashing in a passed pawn)
5) 1. ♖hf1 ♔b7 2. ♖3f2 (defending against a pin)

6) 1. g4+ ♕xg4 2. ♕h7# (elimination of the defence by blocking)
7) 1. ♖xb6 (1. ♖bxc3? ♖xc3 2. ♖xc3 ♖b1+) 1. ... axb6 2. d6 ♖d8 3. ♖xc3 (cashing in a passed pawn)
8) 1. ... ♖d8 2. ♗xd8 ♗xd1 3. ♗a5 ♗f6 (defending against a passed pawn) *(Ris-Michielsen, Schagen 2003)*
9) 1. ♘e2. The black bishop must protect f6, but after this move that is no longer possible: 1. ... ♗xb2 2. ♖a2 ♗e5 3. d4
   1. ♘d1. Fine idea just a pity that Black can play 1. ... d5. Black is lucky that after 2. c3 ♗e5 3. d4 he can play 3. ... ♘xe4.
   1. ♕g3. After 1. ... ♘e8 Black can if necessary withdraw his bishop.
10) 1. ... ♗xd4 2. ♕xd4 e5 3. ♕xe5 ♕xe5 4. fxe5 ♗xh3
11) 1. ♕g5 ♘d7 2. ♕e7. Activating the queen wins quickly. The violent 2. ♖xd7 ♕xd7 3. ♕f6 is premature.
12) 1. ♘xf7 ♔xf7 2. ♗g6+ ♔g8 3. ♖xe6 (elimination of the defence: capturing+material and a pinned piece is not a good defender).

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1) 1. ... ♔e4! (1. ... g3? 2. h5 ♔g5 3. ♔xg3 ♔xh5 4. ♔f4 ♔g6 5. ♔e5 ♔f7 6. ♔d6 ♔e8 7. ♔c7 ♔e7 8. ♔xb6 ♔d6 9. ♔a7; 1. ... ♔e5!; 1. ... ♔f5? 2. ♔g3) (preventing zugzwang)
2) 1. ♖d5 prevents that Black can exchange both rooks and prevents ♕xc4. After 1. ... ♖xd5 White can choose with which pawn he will take back. White must prevent that Black gets his knight to d6.
   1. ♖xd6 ♖xd6 gives Black the d-file and the pressure on c4 remains.
   1. ♕e2 ♖xd1 2. ♖xd1 ♖xd1 3. ♕xd1 ♕xc4 is really wrong.
3) 1. ♖a8+ ♔g7 2. ♖a7+ ♔f8 (2. ... ♔xf6 3. ♖f7#) 3. ♖f7# Exploiting vulnerability: a bad position of the king.
4) 1. ♘d5 ♗xd5 2. cxd5 (2. ♗xd5 ♕xd5) (preventing a double attack)
5) 1. ... ♕d7 (1. ... bxc6 2. ♕xc6+ ♕d7 3. ♕xa8+; 1... ♔d8 2. ♗a5+ b6 3. ♖xb6) 2. ♖c4 b5 (defend against a threat)
6) 1. ♖h1+ (1. ♕f8+? ♖xf8 2. ♖h1+ ♗h3+) 1. ... ♔g8 2. ♕f8+ ♖xf8 (2. ... ♔xf8 3. ♖h8#) 3. ♘e7# (attacking the king)
7) 1. ... ♕c3 2. ♕xc3 ♗xc3 (double attack: bishop)
8) 1. ... ♕c1+ 2. ♗f1 ♘e3 3. ♘d1 ♕xd1 (the pin: luring the front piece and attacking a pinned piece)
9) 1. ♘xd5 (1. ♖d1? ♘xc3) 1. ... ♕xd5 2. ♖d1 (luring and double attack: X-ray attack)
10) 1. ... ♕xc3 2. bxc3 ♘xc3+ (luring and double attack: knight)
11) 1. ... ♘g4+ 2. hxg4 ♖h1+ 3. ♔g3 ♖xh6 (defending against mate)
12) 1. ... ♘xc5+ 2. dxc5 ♕e4+ 3. fxe4 fxe4# (mate in three)

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1) 1. f5 gxf5 2. ♘xf5+ ♔h7 3. ♕f7+ Combining of interfering, double attack and mate
2) 1. ♕xd4 cxd4 2. ♘f6+ (elimination of the defence by capturing and double attack: knight)
3) 1. ... ♖he8+. The only move that prevents that White gets a knight on e4. Now must White move with the king and the bishop gets an extra choice: 2. ♔f1 (2. ♘e4 ♖xe4+) 2. ... ♗d1
   1. ... ♗f5. White plays 2. f3 and puts the knight on e4. The activity of Black's pieces is much less.
   1. ... ♗h5. White puts his knight on e4 and castles. White has time to finish his development then.
4) 1. ... ♕xa3+ 2. ♔b1 (otherwise mate in two) 2. ... dxc3 (not be afraid, not every discovered check is fatal) 3. ♗xf5+ ♔f8 (attacking the king)
5) 1. ... ♘xg3+ 2. ♕xg3 ♕xe4 (elimination of the defence by luring away and a pinned piece is not a good defender)
6) 1. ... ♖a1+ (1. ... ♖h8 2. ♖a2 ♔xe3 3. ♖g5=) 2. ♔f2 ♖h1 3. ♔g2 ♔xe2 (3. ... ♖h2+ 4. ♔xh2 ♔xe2 5. h4 ♔xe3 wins too; 3. ... ♖xh3 4. ♖a2 ♖xe3 5. ♖a5 is a draw) 4. ♔xh1 ♔xe3 5. h4 ♔f2. Exploiting vulnerability: bad position of the pieces.
7) 1. ♖c7+ ♔b8 2. ♖xb7+ ♔c8 3. ♖b8# (3. ♕d7+ ♖xd7 4. ♖b8#) (chasing and double check)
8) 1. ... ♘xe5 2. ♘xe5 ♗xb5 3. ♕b3
9) 1. f3 (1. ♕xd8 ♖xd8) 1. ... ♖xd1 2. fxe4 ♖xe1+ 3. ♔f2 (defending against the elimination of the defence)
10) 1. d6 cxd6 2. ♗xf6 (elimination of the defence by interfering)
11) 1. ... ♘c5 2. ♕e3 ♘bd3+ (in-between move)
12) 1. ♖c1 (1. ♔h2? ♘xf3+ 2. gxf3 ♗e5+; 1. ♗c1? ♘d3) (getting out of check)

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1) 1. ... ♘d7 (defending against mate)
2) 1. ♘g5 h6 2. ♕g6 (attacking the king)
3) 1. ... ♖xb4 2. ♕xb4 ♖xe3 (elimination of the defence by luring away and a pinned piece is not a good defender)
4) 1. exd5+ ♔xd5 2. ♗e4+ ♔e6 3. ♗xc6 (luring and double attack: X-ray check)
5) 1. ♖g8+ ♖xg8 2. ♗f6+ ♖g7 3. ♖d8# (mate in three)
6) 1. d4+ ♔b7 2. ♕xf7+ (chasing and double attack: queen)
7) 1. ♗d5 ♕xd5 2. ♕f8+ ♕g8 3. ♕xf6+ (defending against a double attack)
8) 1. ... ♖xf7 2. ♖g1 ♖c5 3. ♕g4 (defending against a double attack by counter-attack)
9) 1. ... ♖h3+ 2. ♔g2 ♖g8+ 3. ♔f1 (3. ♔f2 ♖f3+) 3. ... ♖f3+ 4. ♖f2 ♗h3+ 5. ♔e2 ♖xg1 (elimination of the defence: chasing away+material)
10) 1. ... f5 (the pin: attacking a pinned piece) Only this way Black will remain material up.
   1. ... c4 Wrong in-between move. Weakening the pawn structure is not a good idea when there is a decent alternative. The d-file will be quickly available for a white rook. After 2. ♗c2 f5 3. ♔f2 fxe4 4. ♖he1 d5 5. ♖ad1 two black pawns will quickly be lost.

1. ... d5? fails due to the weakness of the back rank: 2. 0–0–0 dxe4 3. ♗xe4 ♘a6 (3. ... ♖xe4? 4. ♖d8+ ♖e8 5. ♖xe8#) 4. ♗xa8 ♖xa8 5. ♖he1

11) 1. ♗xc6 ♖xc6 (1. ... ♗xc6 2. ♕e5+) 2. ♘d4 (the pin: attacking a pinned piece)

12) 1. ♔g1 (1. h3 h5 2. ♔g1 ♔f3 3. hxg4 hxg4 4. ♔h2 ♔f2) 1. ... ♔f3 2. ♔f1 (defending). White may not weaken g3.

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1) 1. ... ♖xe4 2. ♖xe4 ♗f5 3. ♖h4 (defending against a double attack by counter-attack)
2) 1. ... ♗b7 (1. ... ♖be6 2. ♖xa6; 1. ... ♖xa7 2. ♕xb6 ♖a8 3. ♕c5) (defending by counter-attack)
3) 1. f7 ♔e7 2. ♔f3+ ♔xf7 3. ♔xg2 (cashing in a passed pawn)
4) 1. ♘xd4! 1. ... exd4 2. ♕xh5 dxc3 3. ♗xc3 wins a pawn.
   1. ♘xe5 ♗xe5 2. ♕xh5 ♕f6 doesn't win a pawn because of the pin of ♘c3.
   1. ♘a4 is not handy. After exchanging on b2 the white knight is situated badly.
5) 1. ♖b5+ ♖c5 2. ♕e4# (elimination of the defence by blocking)
6) 1. ♗c6 ♔d8 (1. ... ♖xc6 2. ♕xb7+ ♔d8 3. ♘xc6+) 2. ♗xb7
7) 1. ♖xe4 fxe4 (1. ... ♖d1 2. ♕e5+) 2. ♕g4+ (double attack: queen and access)
8) 1. ♕xb5 axb5 2. ♖ea3 (attacking the king and access)
9) Drawing
10) 1. ... ♗xe4 2. ♕xe4 ♗xc3+ (luring and discovered attack)
11) 1. ♘xd6+ ♔e7 2. ♕xd7+ ♔xd7 3. ♘xb7 (elimination of the defence: capturing+material and a pinned piece is not a good defender)
12) 1. ♕f8+ ♖xf8 2. ♖xf8+ ♔h7 3. ♘f6+ Exploiting vulnerability: a bad position of the king.

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1) 1. ♘a4. This move gives Black problems. The bishop can't play:: 1. ... ♗b4 2. ♘b6 or 1. ... ♗d4 2. ♘xd4 exd4 3. ♘b6. There is a threat of 3. ♘xc5 followed by 3. ♘xe5 and after 1. ... ♕xc5 2. ♘xe5 wins a pawn (2. ... ♗xf2+ 3. ♖xf2 and ♞f6 hangs).
   1. d4. A decent move. After 1. ... exd4 2. ♘xd4 Black must castle artificially (♔f8 and ♔g7). White develops further with ♗e3 and he has advantage but much less than after the knight move.
   1. ♗e3. The least of the three. After 1... ♗xe3 2. fxe3 ♕e7 can smoke black. There are enough defenders present.
2) 1. ♖c8 ♖d6 (1. ... ♕a3 2. ♕d8) 2. ♕c7) (trapping)
3) 1. ... ♖c3+ 2. ♖c2 ♖xc2+ 3. ♔xc2 ♕c3# (mate in three)
4) 1. d5 exd5 2. d4 (zugzwang)
5) 1. ♗xc5+ ♖xc5 2. ♘b3 ♗xd5 3. ♘xc5 (3. cxd5? ♖e3) 3. ... bxc5 4. ♕xc5 (the pin: luring the front piece and attacking a pinned piece)
6) 1. h7+ ♔h8 2. ♕f3 Conquering the key squares.
7) 1. ♘b5+ ♗xb5 2. ♖a8+ ♔b6 3. a5# (luring away the defender, blocking) *(Golubev 1999)*
8) 1. ... ♖e4 2. fxe4 (2. ♖xe4 fxe4 3. f4 ♖xf4) 2. ... ♗xe5+ 3. ♔h1 ♗xa1 Combining of elimination of the defence by interfering and double attack.
9) 1. ♖d7 ♕xd7 2. ♘f6+ (luring and double attack: knight)
10) 1. ♔g1 (1. ♔e3? ♘d5+ 2. ♔d4 ♖c4+ 3. ♔d3 ♖f4+; 1. ♔e1? ♘g2+ 2. ♔d1 ♘e3+ 3. ♔e1 ♖e2#) 1. ... ♖c1+ 2. ♔f2 (getting out of check and allowing a draw) Play for a win is silly, because it loses.
11) 1. ♖g5 ♕f3 (1. ... ♖xf6 2. ♖xg4) 2. ♕g1 ♖xf6 (2. ... ♕xf6 3. ♖xh5+) 3. ♖g7+ ♔h8 4. ♖g8+ ♔h7 5. ♕g7# (attacking the king with heavy pieces)
12) 1. ♖a8 ♕xa8 2. ♕xe5 ♕b7 3. ♕xe8# (elimination of the defence: luring away+material)

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1) 1. ♘e6+ ♔e7 2. ♘c5! (elimination of the defence by blocking and cashing in a passed pawn) *(Gorgiev 1929)*
2) 1. ♖f8+ ♔xf8 2. ♕e7+ ♔g8 3. ♕d8+ (magnet)
3) 1. ♗d7+ ♗xd7 (1. ... ♔b8 2. ♗xf5; 1. ... ♘d7 2. ♖g8+ ♘f8 3. ♖xf8+ ♔d7 4. ♖xf5) 2. ♖g8+ ♗e8 3. ♖xe8+ ♔d7 4. ♖xe5 (luring and double attack)
4) 1. ♗f1 ♔e4 (after 1. ... ♘f6+ 2. ♔f5 ♘e4 3. ♗xh3 White is not in danger either) 2. ♔xh5 (2. ♗xh3? ♘xf4 3. ♗f1 ♘e6 4. ♗d3+ ♔e3 5. ♔f5 (5. ♔g3 ♘d4) 5. ... ♘c5) (defending against a passed pawn)
5) 1. ♖xd7 ♗xd7 2. ♗b6 (2. ♖xd7? ♖c8 3. ♖d8+ ♖xd8 4. ♗xd8 ♖d7) Combining twofold attack, avoiding a pin, in-between move and chasing away+material *(Campora-Izquierdo, Asuncion 2003)*
6) 1. e5 ♗xf3 2. exd6+ (elimination of the defence: capturing+material) and in-between move.
7) 1. ♖c2 (1. ♗c2+? f5 2. ♔xg2 d3) 1. ... ♖xc2 2. ♗xc2+ f5 3. ♔xg2
8) 1. d5 a6 2. ♕xc4 ♘e5 3. ♕xd4 is about equal. Both captures lose:
   1. ♕xf5 1. ... ♘xd4 2. ♕e4 ♘f6
   1. ♕xb7 ♘xd4 2. ♘a3 ♖b8 3. ♕a6 e5
9) 1. ... ♖xe2+ 2. ♕xe2 (2. ♔xe2 ♕e6+) (elimination of the defence by chasing away+material) 2. ... ♖e4 (the pin: luring the front piece and pin)
10) 1. ♘g5 (1. ♘f6+? ♗xf6+) 1. ... ♘f6 2. ♗xh7+ ♔h8 3. ♕xf8+ (attacking the king, discovered attack)
11) 1. ... ♘d2+ 2. ♔g1 ♖f1# (chasing and double check)

12) 1. ... ♘a3+ (1. ... ♘c3+? 2. bxc3) 2. bxa3 (2. ♔a1 ♘xb5) 2. ... ♘c3+ (elimination of the defence by luring away and double attack: knight)

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1) 1. ♕e2+ ♔xe2 2. ♖e4+ ♔f2 3. ♖e2# (luring and discovered attack)
2) 1. ... ♖c1+ 2. ♖xc1 ♕xc1+ 3. ♘b1 ♕xe3 (a pinned piece is not a good defender)
3) 1. ... ♕g1+ 2. ♘xg1 ♗xg1 (defending against mate)
4) 1. ♔c3+ ♔a3 (1. ... ♕xh2 2. ♖a4#) 2. ♕a2+ ♔xa2 3. ♖a4# Exploiting vulnerability: a bad position of the king.
5) 1. ♕a7+ ♔c8 2. axb7+ ♘xb7 3. ♕a8# (mate in three)
6) 1. ... ♘d4 2. ♖fe1 (2. e4 ♕e6) 2. ... e4 Activating the knight is correct. Black wins some time.
   1. ... ♖fe8 A good developing move but White makes ♘d4 less attractive with 2. ♗e3.
   1. ... b6 A good developing move but White makes ♘d4 less attractive with 2. ♗e3.
7) 1. ... ♕g4+ (1. ... ♘e2+ 2. ♗xe2) 2. ♔h1 ♘e2 (attacking the king, exploiting a weakness)
8) 1. ... ♘xe2+ 2. ♕xe2 ♗xh6 3. ♕e5 (luring away and double attack: queen) *(Afek-Katz 1977)*
9) 1. ... ♔g2 (1. ... ♔e4? 2. ♖f2) 2. ♔e1 ♘xf4 (getting out of check). Entering the enemy camp doesn't feel right. Calculating well is required.
10) 1. ♔e6 ♔d8 2. ♔d5! ♔xd7 3. b6 ♔c8 4. ♔c6 (avoiding stalemate)
11) 1. ... ♖xf5 2. ♖xf5 ♕e4 (2. ... ♕d1 3. ♖b2 ♕c1 4. ♖a2 ♕b1) (luring and double attack: queen)
12) 1. ♖xg6+ ♔xg6 (1. ... ♔f8 2. fxe5 ♘xf2+ 3. ♔g1) 2. fxe5 (in-between move)

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1) 1. ... ♖xb2+ (1. ... ♕e7 2. ♕xg7#) 2. ♔xb2 ♕e7 (defending)
2) 1. ♖g6 fxg6 2. ♖xh6+ gxh6 3. ♕xh6# (attacking the king - elimination of the defence by interfering)
3) 1. ♕c3 White keeps the active queen on the long diagonal, that is with the weakness g6 certainly a good idea.
   1. b4 wins a pawn, but White is still one pawn down. Exchanging queens is not to be recommended: 1. ... ♕xf6 2. ♘xf6+ ♔f8 3. ♘xh7+ ♔g7.
   1. ♕xd8. Exchange hardly ever an active queen.
4) 1. ... ♗a4 2. ♕f4 (2. ♕c3 this protection would be the only move if the black king would be on g8, now it is not necessary) Setting up a battery.
5) 1. ♔d2 ♕xd7 (1. ... ♕e7 2. ♘f5+) 2. ♖d3+ Exploiting vulnerability: a bad position of the king.
6) 1. ♘e4 ♕xd4+ (1. ... ♔g4 2. ♘f6+) 2. ♘f2+ (double attack: knight)
7) 1. ♘xe4 (1. ♕xf6 gxf6) 1. ... ♕xd4 (1. .... dxe4 2. ♕xe4+) 2. ♘f6+ (setting up a battery and double check)
8) 1. ... ♕a6+ 2. ♔c7 ♖f7+ (chasing and double attack: X-ray check)
9) 1. ♕g5 e6 2. ♕xg4 (elimination of the defence: chasing away+material and a pinned piece is not a good defender)
10) 1. ♖e3 ♗d6 2. ♖fe1 (the pin: attacking a pinned piece)
11) 1. ... b4 (1. ... ♗xf3? 2. ♗xc5) 2. ♕xb4 ♗xf3 (luring and discovered attack)
12) 1. ... f6 (1. ... ♖xf2+ 2. ♔e5 ♔e7 3. ♖g7 ♖f3 4. e4) 2. ♖xh5 ♖xf2# Exploiting vulnerability: bad position of the pieces.

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1) 1. ... ♕c6+ 2. ♔xg5 ♕c1+ (double attack: X-ray check)
2) 1. ... ♕h4+ 2. ♕xh4 ♘f3+ (defending against mate)
3) 1. ♔e2! (zugzwang – a winning discovered check will follow)
4) 1. ♖xd8+ ♖xd8 2. ♕g4 ♘e5 (elimination of the defence: chasing away+mate)
5) 1. ♕h3+ ♖xh3 2. ♗xb5 (defending against a pin)
6) 1. ♗c6+ ♔f8 2. ♖xb2 (chasing away defender and a pinned piece is not a good defender)
7) 1. c4 ♕xc4 2. ♗b2+ e5 3. ♗xe5+
8) 1. ♔b3 ♖f3+ (1. ... ♖d1 2. ♖c2+ ♔b1 3. ♘c3+; 1. ... ♔d1 2. ♘c3+ ♔e1 3. ♖e2#) 2. ♘c3 ♖f1 3. ♖c2#
9) 1. ♕h3 Winning the pawn back is the best. After 1. ... ♔h8 2. ♖xf5 ♖g8 White is somewhat more active.
   1. ♖f3 Bringing in pieces is a good idea but after 1. ... f4 2. ♖h3 ♕f5 Black has sufficient defenders.
   1. ♕h5 White wants to bring in the bishop but after 1. ... f4 that doesn't succeed anymore.
10) 1. ♘f6+ ♔g7 2. ♕g5+ ♔h8 3. ♕h6
11) 1. ♔e5 (1. ♔e4? g3 2. hxg3 ♔xg3; 1. ♔e6 ♔g2 2. ♔f6 ♔xh2) *(Dvoretsky-Klovans, Tbilisi)*
12) 1. ... ♕d2+ 2. ♔f1 ♕d1+ 3. ♖xd1 ♖xd1#

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1) 1. ... ♔h8 (1. ... ♔f7? 2. ♕g6+ ♔e7 3. ♕xg7+ ♔d6 4. ♕xd4+) 2. ♘g6+ ♔xh7 3. ♘xf8+ ♔g8
2) 1. ♕xb8 ♘xb8 2. ♘c7+ ♔f8 3. ♘xe6+ (clearing a square and double attack: knight)
3) 1. e5+ fxe5 2. ♕f8# (elimination of the defence by blocking) *(Nikolova-Chardin Cappelle 2011)*
4) 1. ♖h8+ ♔xh8 2. ♕d4+ (magnet)
5) 1. ♕d4 (1. ♕d7? ♕xh5) 1. ... f6 2. ♕c4+ Exploiting vulnerability: a bad position of the king.
6) 1. ♘g4 ♕d8 2. e5 ♔h8 3. ♘f6 (attacking the king, bringing in pieces)
7) 1. ... ♔f6 2. ♖xd5 ♖b7+ 3. ♔g8 ♖b8+ 4. ♔h7 ♖b7+ (defend by perpetual check)
8) 1. ... ♘xc3 2. ♕xc3 b5 3. axb5 axb5 (the pin: luring the back piece and attacking a pinned piece)
9) 1. ... ♘h5. After 2. ♘xe8 ♘xf4 is the knight trapped. Better is: 2. ♗e5 ♘xe5 3. ♘xe5 ♕xc7 after which all White's active

pieces will disappear one by one. The knight must go back quickly too.
1. ... e5 loses an exchange after 2. ♘xe8. The knight 'escapes' with exchanging on f6.
1. ... ♗d7. No solution. White captures on f8.

10) 1. ... ♘fxe4 2. b4 ♘d6. That makes the capturing on e4 sound. A possible continuation 3. ♘b2 (3. ♗f1 ♘e6 4. ♘xe5 ♘d4 5. ♖b1 ♘c2 6. ♖e2 ♗f5) 3. ... ♘xc4
11) 1. ... ♕c2 (1. ... ♕a2? 2. ♕e4; 1. ... ♕d3 2. ♕d1) 2. ♘d2 (2. ♕d1 ♘xe3) 2. ... ♘xe3 3. ♕xe3 ♕xd2 (chasing and elimination of the defence: capturing+material) (Thorell-Svensson, Jonkoping 1988)
12) 1. ♖b3 ♘f3+ 2. ♖xf3 Discovered attack in which the front piece prevents a threat.

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1) 1. ♘b6+ axb6 2. ♖c1 ♖c8 3. ♖xc8+ Exploiting vulnerability: a bad position of the king.
2) 1. ♕f3. Activating the queen leads to a big advantage: 1. ... f5 (1. ... ♗f5 2. g4; 1. ... e6 2. ♕f6) 2. ♕h3
1. ♗b3. A good move although Black can direct some pieces to his king with 1. ... ♘c7 and ♘d5.
1. a3. Spoils nothing. The move seduces Black to play 1. ... ♕xb2 2. ♘a4.
3) 1. ♘e7+ ♖xe7 2. ♕xf5 (elimination of the defence): luring away, interfering and access
4) 1. ... c4 2. bxc4 (2. ♗e2 c3 targeting and double attack: pawn) 1. ... dxc4 (discovered attack) 2. ... dxc4 3. ♗e4 ♘xe4 4. ♘xe4 c3
5) 1. ... d5 (1. ... e1♕? 2. b8♘#) 2. b8♕ ♕b4+ 3. ♕xb4 axb4 4. ♗xe2+ ♔b7 (defending against mate)
6) 1. ♘g3 ♖g5 (1. ... ♖h3 2. ♘f5+ targeting and double attack: knight) 2. f4 attacking a pinned piece and thanks to a pinned piece is not a good defender)
7) Drawing
8) Drawing
9) 1. ... ♔h8 2. ♖e5 f6 other moves don't help (2. ... ♗xe5 3. f6; 2. ... ♖g8 3. ♕xg8+)
10) 1. g4 ♕h6 2. ♗f5 (the pin: elimination of the defence and attacking a pinned piece)
11) 1. ♘c5+ ♔a5 2. ♖b7 ♗e7 3. b4# (mate in three)
12) 1. ... b5 2. ♕xb5 ♖b8 (luring and double attack: X-ray attack)

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1) 1. ... ♖b4 (1. ... ♖b5 2. g5+ ♖xg5 3. ♖c6+) (defending against mate)
2) 1. ♖xb7 ♖xb7 2. ♖a8+ ♔e7 3. ♖a7 (cashing in a passed pawn)
3) 1. ♗e6 ♕xe6 (1. ... ♘xe1 2. ♗xg4 ♖xe2 3. ♗xe2) 2. ♕xd2 (2. ♕xe6?? ♖xh2#) (defending against a pin)
4) 1. ♕c4. Exchanging, the choice is yes or no. No! Black's king is still in the middle and the move with the queen wins a tempo and another one after 1. ... ♕c7 (1. ... ♗d7 2. ♘g5) 2. ♘b5
1. ♕e2. Is certainly something after 1. ... ♕c7 2. ♘b5 and 3. ♘d6+. White stands good but he has too few pieces in the attack to win directly.
1. ♕xd8+ ♗xd8) (the pin: attacking a pinned piece)
5) 1. ♕d7 ♕e4+ 2. ♔h2 ♕e7 3. ♕xe7 (the pin: attacking a pinned piece)
6) 1. ♕xd2 ♗xd2 2. ♘f6+ (elimination of the defence: luring away and double attack: knight due to a pinned piece is not a good defender
7) 1. ♕g8+ (1. ♗d5 ♖xd5! 2. ♗f8 ♖d7!; 1. ♖xf2? ♖d1+ 2. ♖f1 ♕g2#) 1. ... ♕xg8 2. ♗xg8+ ♔xg8 3. ♖xf2 (defending against mate by exchanging the attacker)
8) 1. ♗e3+ g5 2. ♗c5 Exploiting vulnerability: a bad position of the king and provoking a weakness.
9) 1. ♗c4+ ♔h8 2. ♘xh7 ♕g6 3. ♘xf8 (attacking the king): access)
10) 1. ♖e7+ ♔d8 2. ♕e8+ (2. ♘xe6+ ♕xe6+) 2. ... ♕xe8 3. ♘xe6# (double check and luring away defender)
11) 1. ♕d7 (1. g4 ♕xh3 2. ♖xh3 ♖d1+ 3. ♔g2 ♗f1+) 1. ... ♕g5 2. h3 of 2. ♕xd8+ (defending against mate)
12) 1. ... ♗e6 2. ♕g3 (2. ♗xc7 ♗xh3) 2. ... ♕d8 protects f6.

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1) 1. ♕h4 ♘f6 2. ♖xd6 (2. ♖xf6 ♖xf6)
2) 1. ♗b2+ ♔g8 2. ♗f6 (2. ♗d4? ♖d8)
3) 1. ♖xh7+ ♕xh7 2. ♗f6+ ♖xf6 3. ♕xf6+ (attacking the king: access)
4) 1. b4 (1. ♖1e3? b4 2. ♔b3 b5) 1. ... g2 (1. ... ♖c8 2. ♖1e3 ♖c7 3. ♖c3+) 2. ♖1e3 g1♕ 3. ♖c3#
5) 1. ♖a1+ ♘a4 2. ♖xa4+ bxa4 3. ♗c4# (mate in three)
6) 1. ♘b5 cxb5 2. ♕c2+ (elimination of the defence by luring away and double attack: queen)
7) 1. dxc6 (the arrow in the diagram indicates the black last move) White must open the position with 1. ... bxc6 2. ♕xd6 ♗e6 3. ♕xc6 (wins a pawn too). Even without winning a pawn opening the position would be correct.
1. b5 ♘c7 2. 0–0 White still has a good position but in this closed position it is difficult to make progress.
1. ♖b1 Waiting or postponing is of no use: White can never take on c5 capture and activate ♘a6.
8) 1. ... ♗c4 2. ♕xc4 (2. ♘d5 ♗xe2 3. ♘xe7 ♗xb2; 2. ♕e3 ♘g4) 2. ... ♗xc3# (line clearing, luring away and double check)
9) 1. ♘a7 (1. ♘b6? ♗e3; 1. ♘e7? ♔f8 2. c7 ♔xe7) 1. ... e5 (1. ... ♗e3 2. c7 (2. fxe3? ♖d2+ 3. ♔f1 ♖c2)) 2. c7 ♖e8 3. c8=♕ ♖xc8 4. ♘xc8 (passed pawn)
10) 1. ♖xh4+ ♔g5 2. f4+ ♔xh4 3. ♖h7+ Exploiting vulnerability: bad position of the pieces.
11) 1. b3 (1. b4? a5; 1. ♔b6? ♔d5; 1. ♔c6? ♔e5) 1. ... ♔e5 (1. ... ♔d7 2. ♔b6) 2. b4. White must after capturing the a-pawn

(be able to) occupy a key square. First holding off. *(Faucher 2004)*

12) 1. ♖xe5 fxe5 2. ♗xe5 e6 3. ♗xg7 (double attack with two pieces by access)

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1) 1. ... ♗e4 2. ♗xe4 (2. ♔a1 ♖xg6) 2. ... ♖xg3 (the pin: attacking a pinned piece)
2) 1. ... ♖g3+ 2. ♔xg3 ♕g7+ 3. ♔f3 ♕g4# (magnet)
3) 1. ... ♘xd4 2. ♕xd4 ♖xg5 3. ♕c5+ Black must see in time that the rook on f8 will be unprotected and the king on the c-file will have a defender less.
4) 1. ... ♕b5! Activating the queen and supporting the knight.
   1. ... ♘d3+ 2. ♔f1 ♕b5 3. ♕e2 White comes better off than with the previous move.
   1. ... a5 White can play 2. d3 and after 2. ... ♕b5 just 3. ♔e3. Black's advantage is gone.
5) 1. d6 (1. ♕b2? ♖f8) 1. ... ♕e3 (1. ... ♕xd6 2. ♗c4+; 1. ... ♖e6 2. ♕b2) 2. ♕b2 (attacking the king: utilizing the long diagonal)
6) 1. ♘d7 ♖f7 (1. ... ♕f7 2. ♘xf8) 2. ♘c5 (targeting and double attack: knight)
7) 1. ♘b6+ ♔d8 2. ♖c1 Exploiting vulnerability: a bad position of the king. A threat which is difficult to parry.
8) 1. ... ♕f3+ 2. ♗f4 ♕h3+ 3. ♕g4 ♕d3# (elimination of the defence: blocking)
9) 1. ♔g3 (losing is 1. ♔g1? ♕d1+ 2. ♔h2 (or 2. ♖e1 ♘e2+ (2... ♕xe1+? 3. ♔h2 ♕e5+ 4. g3 f4 is only a draw) 2. ... ♘f3+ 3. gxf3 ♕xd8) 1. ... ♕g4+ 2. ♔h2 ♕h5+ and perpetual (getting out of check). Taking into account the possibilities and realize that after 1. ♔g1 Black also has to give perpetual check.
10) 1. ♖xd7 ♖xd7 2. ♘c5 ♖c7? 3. ♘xe6+ (elimination of the defence: chasing away+material)
11) 1. ♘a6 ♔c6 2. ♘b4+ (cashing in a passed pawn)
12) 1. ♘d8 (1. ♘d4? ♖e5) 1. ... ♔g8 (1. ... ♖a5 2. ♖f8+) 2. ♘e6 h6 (2. ... ♖a5 3. ♖f8#) 3. ♘xc5 Exploiting vulnerability: bad position of the pieces. Leads to a winning double attack.

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1) 1. ♖xf7 ♕xf7 2. ♘xd6+ (luring and double attack: knight)
2) 1. ... ♘g8 In this way Black exchanges the black squared bishops. After 2. gxf6 ♘xh6 3. f5 the knight goes via g4 to e5. Chances for both sides.
   1. ... ♗xc3 is not the first choice because after 2. ♕xc3 d5 3. ♗g7 the white bishop is very strong.
   1. ... ♗d4+ After 2. ♘xd4 ♘xd4 (2. ... cxd4 3. ♘b5) 3. ♗g7 the bishop comes to life.
3) 1. ♔e5! (1. ♔d5? ♔b4 2. ♔d4 ♔a3 3. ♔d5 ♔xa2 4. ♔c6 ♔b3) 1. ... ♔b4 2. ♔d5. Wonderful. White must take a detour to make progress. *(Conrady 2004)*
4) 1. ♘h5 ♕c8 2. ♘xg7 (2. ♗xg7)
5) 1. ♖f8+ ♔xf8 2. ♕f2+ (defending against mate)
6) 1. g4 g6 2. h4 (2. ♕e3? ♖xf5) (defending against a pin)
7) 1. ♕h8+ ♗xh8 2. ♖g8+ ♔e7 3. ♖e8# (mate in three)
8) 1. ♗xg4 ♗xg4 2. f4+ (elimination of the defence and double attack: pawn)
9) 1. ♘g5+ ♔g8 2. ♘e6 ♔f7 3. ♘g5+ (draw by perpetual check)
10) 1. ... ♖e1+ 2. ♔h2 ♖cc1 3. ♖g6 h4 White will be mated.
11) 1. ♕h2+ ♔g6 2. ♕g2+ ♕xg2 3. g8♕+ (chasing and luring and X-ray check)
12) 1. d7+ ♔f7 2. d8♘+ Draw due to insufficient material. *(Akobija 1987)*

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1) 1. ... ♘xe2 2. ♖xd8+ ♖xd8 (discovered attack)
2) 1. ... ♘c3 2. ♕e1 (2. ♗xc3 ♘e3+) 2. ... ♘xb1 (double attack: knight) (elimination of the defence by luring away)
3) 1. ♗xd4+ ♗xd4 2. b4+ ♔d6 3. ♔xd4 ♔e6 4. b5 (cashing in a passed pawn)
4) 1. ♗d3 ♔e8 2. ♗b5+ ♔f8 3. ♖h8# (discovered attack and front piece targeting)
5) 1. ... ♖h3 2. ♖f8 ♖h8 (defending against a passed pawn)
6) 1. g6 ♗xg6 2. ♗xg6 (attacking the king: elimination of the defence by interfering)
7) 1. ... ♔xe5 2. d7 ♘f4+ 3. ♔c4 ♘e6 (defending against a passed pawn)
8) picture
9) 1. ... ♖d8 2. fxe6 The new passed pawn on the d-file cannot be stopped.
10) 1. ♘f3 The knight becomes active. Black is powerless against ♘e5 or ♘g5.
    1. ♖fe1. Activating the rook is too slow. After 1. ... c4 2. b4 ♖e8 Black has sufficient defenders. F7 is a vulnerable point and White should focus on this weakness..
    1. c4. Black brings in the queen quickly into the defence with 1. ... ♕b4 2. ♘f3 (2. ♖fe1 ♖e8) 2. ... ♕b6. The d-pawn is not important if you are a piece up.
11) picture
12) 1. ♕f7+ ♗xf7 2. ♘e8+ ♔f5 3. ♘xg7# (mate in three by access, double check and chasing)

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1) 1. ... ♘xg5 (1. ... dxc4? 2. ♕a4) 2. ♘xg5 dxc4 (luring and discovered attack) (elimination of the defence)
2) 1. ♗f6 g6 2. ♕e3 (2. ♕g5? ♘c5) (attacking the king)
3) 1. ♕e6+ ♔c7 2. ♕d6+ ♔c8 3. ♕d8# (mate in three)

4) 1. ♗f3. Black wants to play c5 (not possible yet) but after a move like ♕c7 it is. The move of the pawn weakens White's centre and activates ♗b7. After the move with the bishop Black must be cautious: 1. ... ♕c7 2. ♗f4 ♗d6 3. ♕c3 and 3. ... c5 fails to 4. dxc5. You don't need to see all of that, it is nice if you sense that the bishop should go to f3.
1. ♗f4. Possible but it is better to keep the white-squared bishop. After 1. ... ♘xe4 2. ♕xe4 White is a bit more active.
1. ♗d3. Black can choose 1. ... ♕c7 2. ♗f4 ♗d6 is normal. Another possibility is 1. ... c5 at once because after 2. dxc5 the move 2. ... ♕c7 saves.
Either of the moves is really bad.
5) 1. ... ♕b1+ 2. ♘xb1 c1♘+ (clearing a square and double attack: knight)
6) 1. ... ♗xc4 2. ♘a4 ♕a6 Black profits of the pin, White unpins with an attack on the queen and protects ♗b2; Black saves himself with the counter-attack on ♘a4.
7) 1. c4 ♗xc4 (1. ... ♘c3 2. cxd5+ costs a piece) but 2. ♗e4+ is even worse. White lures the bishop away.
8) 1. ♕f4 (1. ♔h1 ♕d2) A mean position because attacking the king is obvious. It is just Step 2 (the pin: pin)
9) 1. ♖c3+ ♔b7 2. ♗f3+ ♔a7 3. ♖c4 Exploiting vulnerability: a bad position of the king.
10) 1. ♔h8 (1. ♔f8 ♔f6 2. ♔g8 ♔e5 3. ♔g7 ♔f4) Holding off preventing. *(Selman 1939)*
11) 1. ... ♘xe4 2. ♗xd8 ♘c5 Lifting the pin and an in-between move.
12) 1. ♖f8+ ♖e8 2. ♕e7 (elimination of the defence) Exploiting vulnerability: a bad position of the king and exploiting the back rank.

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1) 1. ... ♖xd1 2. ♘xd1 (2. ♖xd1 ♗xc3 is a discovered attack) 2. ... ♗e7 (discovered attack leads to an X-ray attack) The front piece protects the back piece.
2) Black is active, the pin of ♘c3 comes in handy. Two moves can be chosen, a matter of taste. The position must be opened.
1. ... d5. In a better position you should attack the opponent in different areas. Black increases the pressure on e4 and can eventually open the d-file. Capturing is bad for White: 2. exd5 ♗h3 3. g3 ♕f6 and 2. ♔h1 dxe4 and a5.
1. ... d6 2. ♔h1 f5 puts White under pressure.
1. ... ♕h6. A good idea at the wrong moment because ♗h3 is no longer a threat. After 2. ♕e1 the move 2. ... f5 is the correct plan again.
3) 1. ♕f7 (1. ♖h4+ ♕xh4 2. gxh4 ♖g8) Taking into account the possibilities of the opponent. Now 1. ... ♖g8 2. ♕xd7 just costs a piece.
4) 1. ♕g4+ ♔f2 2. ♕h4+ (transposing / liquidating to a pawn ending)
5) 1. ♗g7+ (1–0) 1. ... ♔xg7 2. ♕xg5+ ♔h8 3. ♕xf6# (magnet) (Spasov-Erturan, Izmir 2002)
6) 1. ... ♖c1+ 2. ♔g2 ♖d1 (defending against a passed pawn)
7) 1. ... ♗b4 2. ♘xd5 ♘d4 (discovered attack)
8) 1. ♗b5 (discovered attack and a pinned piece is not a good defender). 2. ♕c8# is a threat.
9) 1. ♗a4+ ♔d8 2. ♕g5+ ♔c8 3. ♘e3 (defending against mate by counterattack)
10) 1. ... ♗e6 2. ♗xe4 (2. ♕g5 ♖h4) 2. ... ♕xd4+ (defending by counterattack - pin)
11) 1. ... f1♘+ 2. ♔h3 (2. ♔h1 ♖g1#) 2. ... ♖h8+ 3. ♔g4 ♘e3+ (chasing and double attack: knight)
12) 1. ... ♕c1+ 2. ♗b1 ♗d4+ 3. ♖xd4 ♕c3# (elimination of the defence by blocking)

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1) 1. ♖e2 ♗c3 2. ♖c2 (2. ♖e3 2. ... ♗b2 3. ♖b3) (trapping)
2) 1. ... ♖g3 2. hxg3 ♘e2+ 3. ♔h2 ♕h5# (attacking the king and access
3) 1. e4+ ♔xe4 2. ♖e6+ ♔d5 3. ♖e5# (luring and chasing, mate in three)
4) 1. ... ♕h5 keeps the queen active. It is easy to see that 2. ♕f4 ♗e5 is wrong. Black continues with moves like ♗e5 and f5. White's minor pieces on the queen's wing are doing nothing.
1. ... ♕f6. Avoiding an exchange of queens is good but the queen hinders the bishop and the f-pawn.
1. ... ♕xg3+ is approved if 2. hxg3 ♗xc3 3. bxc3 ♘e2+ is foreseen.
5) 1. ♘xb6 ♖xb6 2. ♖xc8 (2. ♗xb6 ♕xb6+ with check) (Ris-Swinkels, Nijmegen 2001)
6) 1. ♘xf7 (1. ♘b5 ♖d5) 1. ... ♖xd4 2. ♘xh6+ ♔f8 3. ♖c8+ (defending against a pin by counter-attack)
7) 1. ♕h5+ ♔g3 2. ♕h2+ ♔g4 3. ♕xd6 (chasing and double attack: X-ray check)
8) 1. ... b5+ 2. ♔a3 (2. axb6 ♖a2+ 3. ♔b5 ♖xa8) 2. ... ♖b3+ 3. ♔a2 ♖b2+ (defend by perpetual check)
9) 1. ♘f6 ♕f1+ 2. ♖xf1 ♖xe8 3. ♘xe8 (elimination of the defence by interfering)
10) 1. ... ♖cd8 2. ♕c4 ♕d7 (the pin: attacking a pinned piece)
11) 1. ... ♕f1+ 2. ♔e3 ♕c1+ 3. ♔f2 ♕xf4 (avoiding perpetual check) (Delleman-Miedema, Schagen 2003)
12) 1. ... ♔f8 (1. ... ♔h7? 2. ♘f5; 1. ... ♔h8? 2. ♘f5) (getting out of check and preventing that attackers join in)

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1) 1. f8♘+ (1. f8♕ ♗e2+) 1. ... ♔g7 2. ♘e6+ (defending against by minor-promotion and stalemate) *(Kivi 1935)*
2) 1. ♘d4 ♕xa2 2. ♕c1 (trapping)
3) 1. d7+ ♔xd7 2. ♕g7+ ♕xg7 3. hxg7 f2 4. ♔g2 a3 5. g8♕ (cashing in a passed pawn)
4) 1. ♖a5+ ♔e6 2. ♖xg5 with a draw. It is tempting to play 1. ♔e2 and to hope for 1. ... ♖h3 2. c4+ but 1. ... ♔c4 2. ♖a4+ ♔b3! 3. ♖a5 ♖g3 is not a draw (yet).
5) 1. ... d5. Keeps a white piece away from d5. The two pawns control the centre without being weak.
(Bernauer-Schlenker 1975)

1. ... ♕d7 2. ♘d5 is much less.
1. ... h6 is unnecessary, the knight doesn't do any harm. After 2. ♘ge4 exchanges White a knight and gets control over d5.

6) 1. ♗a7 (chasing and double attack: knight)
7) 1. ♕g4 Exploiting vulnerability: no defenders.
8) 1. ... ♗f2 2. ♗xf2 ♖xh2+ 3. ♘xh2 ♕g2# (attacking the king - interfering)
9) 1. ♘c2! (1. ♖xf2? stalemate) 1. ... f1♕ 2. ♘b4# (avoiding stalemate)
10) 1. ... ♖d3 2. ♗xd3 ♕c3# (elimination of the defence by interfering)
11) 1. b5! a5 2. ♕c2+! ♔xc2 (defending by stalemate) *(Kovalenko 2000)*
12) 1. ♖xd8 (1. ♘f5? ♖xd3 2. ♖xd3 ♗f8) 1. ... ♗xd8 2. ♘f5 c5 3. ♘g7 (elimination of the defence and the pin: attacking a pinned piece - cross pin)

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1) 1. ♖a6+ ♔b2 2. ♖a7 (the pin: chasing the back piece and attacking a pinned piece – cross pin)
2) 1. ... ♖f8 2. ♘xd6 ♕h3 (attacking the king)
3) 1. ... a5 2. ♕a3 b4 3. ♕a4 bxc3 (chasing and double attack: pawn)
4) 1. ♘xe5? (1. c3) 1. ... ♘xe5 2. ♕xh5 ♗g4 (trapping)
5) 1. c5 ♕xc5 2. ♖c1 (luring and double attack: X-ray attack)
6) 1. e8♖ (1. ♘d7 ♖a8+) (avoiding stalemate)
7) 1. ... ♘f5 2. g4 ♗e7 3. gxf5 ♗xg5 (trapping and elimination of the defence) *(Sverre 2000)*
8) 1. ♔e3 ♖d5 2. ♗f2 Exploiting vulnerability: a bad position of the king.
9) 1. ... ♔f8. The king must take part in the endgame and here the king also holds off the rook from the seventh rank.
1. ... f6 It is unnecessary to allow counter-play. White can activate his rook and has more play as in the previous line: 2. ♖e7 a5
1. ... h6 allows the white rook to enter too easily: 2. ♖e8+.
10) 1. ♗xf6 ♗xf6 2. a7 (cashing in a passed pawn)
11) 1. ♕xh5+ gxh5 2. ♕f5+ ♔g8 3. ♕c8+ (draw: perpetual check).
12) 1. ♖a4+ ♔xa4 (1. ... ♗xa4 2. b4+ ♔b5 3. ♘d6# luring and blocking) 2. ♘c5+ ♔a5 3. b4# (magnet) *(Bondar 1988)*

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1) 1. ♖xa4 ♗xa4 2. ♕f5 (luring away and double attack: queen)
2) 1. ♘xg6 fxg6 2. ♖g7+ ♔h8 3. ♖xf8+ (attacking the king and access) (elimination of the defence by capturing)
3) 1. ♕xe5 ♖xe5 (1. ... dxe5 2. ♘f6+) 2. ♘f6+ ♔f7 3. ♘xh5 (capture and double attack: knight)
(Gereben-Doncevic, Zurich 1985)
4) 1. ... dxe4 is strong but not so easy to find. After 2. ♖b7 ♗xd4 3. exd4 (3. ♖xd4 ♖c2) 3. ... ♖ec8 Black activates his rooks (exchanges on c2 or ♖e1 and plays the other rook to c1, depending on what White plays)
1. ... ♗xd4 2. ♖xd4 dxe4 3. ♖d7 gives correct White the active rooks.
1. ... ♖xe4. Now d5 remains weak and White can activate his rooks: 2. ♖b8+ ♗f8 3. ♖d8 ♖c5 4. ♖b2.
5) 1. ... ♘c3 2. ♕e1 ♘d3 (chasing and trapping)
6) 1. d6 cxd6 (1. ... ♖e6 2. ♔xc7) 2. ♔xd6+ (line opening and discovered check)
7) 1. ♖d7 ♕xd7 2. ♗xd7 (elimination of the defence: luring away+mate)
8) 1. g4 ♘g3 2. ♗c3+ is easy to find because every other move loses directly (the threat is mate on e2)
9) 1. ♕g8+ ♔f5 2. ♕d5+ ♕xd5+ 3. ♔xd5 ♔g4 4. a4 f5 5. ♔e5 (transposing / liquidating to a pawn ending)
10) 1. ♕e4+ ♖xe4 2. ♖xd7 (elimination of the defence, in-between move, defending against a pin and trapping and beautiful as well)
11) 1. ♕f7 ♗e7 2. ♕g8+ ♖xg8 3. ♘f7# (blocking) *(Janosevic-Forintos, Titovo 1966)*
12) 1. ♔h3 h6 2. ♗g1 (defending by stalemate)

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1) 1. ... ♕h4 2. ♖e4+ ♔f5 (defending against mate)
2) 1. ... ♔e8 Exploiting vulnerability: a bad position of the king.
3) 1. b6 is a necessity. All in all White is better but the position is rather closed. If Black plays b6 and ♗d6 then it will be difficult to make progress. After 1. ... cxb6 2. ♖ab1 ♖a6 3. d6 White is close to winning.
1. ♘e4 Activating the knight is not bad but after 1. ... b6 White must open the position with 2. d6 and then Black can exchange his bishop against the strong knight. White is remains better (his rook becomes active) but Black has counter-play (after ♖xb6 comes ♖d8).
1. ♖ab1 The preparation for a strong plan (b6) but Black prevents the plan with 1. ... b6)
4) 1. ♘g5+ ♔h8 2. ♕h3+ ♔g7 3. ♕h7+ ♔f6 4. ♕f7# (attacking the king)
5) Drawing (Karjakin)
6) 1. ♖e3 (1. ♕c3 is tempting and Black has only one way to avoid loss: 1. ... ♖f4! 2. ♖a1 ♖xc4 1. ... ♖f4! 2. ♖a1 ♖xc4 3. ♕e3 (3. ♖xa2? ♖xc3 4. bxc3 ♗xa2 or 3. ♘xc4? ♕xc4) 3. ... ♕xb2 brings nothing) 1. ... ♗xc4 2. ♖a3 (trapping)
7) 1. ... ♖xd5 2. ♕xd5 ♖d8 (luring and double attack: X-ray attack)
8) 1. ♘e1 ♕xc4 2. g4 (lifting the pin by chasing away the pinning piece)
9) 1. ... ♗e2 2. ♕xe2 ♕xe2 3. ♘xe2 (3. ♖xb1 ♕xe4+) 3. ... ♖xd1 (elimination of the defence by interfering)
10) 1. ... d4 2. ♖xa2 dxe3+ 3. ♔xe3 ♗xa2 (discovered attack and in-between move)

11) 1. c5 ♗xc5 2. ♖a8+ ♔b6 3. ♖a6# (elimination of the defence by blocking)
12) 1. ♔f1 (1. ♔g2? ♘e1+ 2. ♗xe1 ♖xc2+; 1. ♔h1? ♖xc2 2. b8♕ ♖xf2) 1. ... ♖xb7 (1. ... ♘h2+ 2. ♔g2 ♖xc2 3. b8♕ ♘g4) 2. ♔g2 ♖b3 (getting out of check and avoiding counter-play)

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1) 1. ... ♖8h4. Exploiting vulnerability: a bad position of the king. The threat is ♖xg4+ and after 2. ♖g2 comes 2. ... f5+
   1. ... ♖a8. Rook behind the passed pawn is the rule but without help Black cannot advance the a-pawn. White regroups his knight: 2. ♘b4. It earns nothing!
   1. ... ♗g1. In principle an exchange of the a-pawn against the h-pawn. Not a good plan because the vulnerable king on e4 will become a very active piece. White is lucky that after 2. ♖xa4 ♖8h4 3. ♘d8+ can follow (♗b6 is indeed gone).
2) 1. ♕d8 ♕c6 2. ♕f6 Exploiting vulnerability: a bad position of the king. Thanks to the weak back rank White can bring in his queen.
3) 1. ♕b3+ ♔h8 2. ♘f7+ ♖xf7 3. ♕xf7 (targeting and double attack: knight)
4) 1. ... f5 2. ♗c6 ♕f7 3. ♗d5 ♖xd5 (trapping)
5) 1. ♖h6 ♕f5 2. ♕xf5 ♖xf5 3. e7 (3. ♖xh7+ ♔xh7 4. e7) (cashing in a passed pawn)
6) 1. ... ♕c2+ 2. ♕g2 (2. ♔h1 ♕d1+; 2. ♔g1 ♕d1+ (2. ... ♕f2+? 3. ♔h1 ♖xh4 4. ♖f6+)) 2. ... ♖xh4+ (2. ... ♖f2? 3. ♖f6+) (the pin: luring the front piece and pin
7) 1. ... ♖d5 2. e8♕ ♘f3+ 3. ♗xf3 ♖e5+ 4. ♕xe5 (defending against a passed pawn by stalemate) *(Pogosiants 1977)*
8) 1. ... ♘f6 (1. ... ♕xe5+ 2. ♗xe5 ♗b4+ 3. ♔d1) (defending against a double attack)
9) 1. ♖d6 ♘h5 2. ♖xa6+ ♔b8 3. ♖b6+ (3. ♕b5+) (elimination of the defence by interfering)
10) 1. ... ♖xe5 2. dxe5 d4 (luring away and double attack: pawn)
11) 1. ... ♘xa2 2. ♘xa2 b3 3. ♔c3 bxa2 (creating a passed pawn)
12) 1. e6 fxe6 2. ♗xf5 (the pin: luring the front piece and a pinned piece is not a good defender)

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1) 1. ♕xb8 ♖xb8 2. ♘a6 (luring and double attack: knight)
2) 1. ... ♗d8. A necessity. The knight from g4 can go back to f6. The next move can be 2. ... ♗e6.
   1. ... ♖e8. Unwise, the discovered attack 2. ♘b4 wins. Beware of moves that abandon vulnerable points.
   1. ... ♗f6. After 2. h3 the bishop hinders the knight.
3) 1. ... ♕e1+ (1. ... ♖e2+? 2. ♔f3) 2. ♔f3 ♗e2+ 3. ♖xe2 ♕xe2# (mate in three)
4) 1. g4 (1. g3? ♔h5). No tempo saving this time.
5) 1. ♘f8 (threatens mate) 1. ... ♕xf8 (1. ... ♕xc3 2. ♖a8+ and mate; 1. ... ♔d8 2. ♘xe6+ knight fork) 2. ♖a8+ ♔d7 3. ♖xf8 (luring and X-ray check).
6) 1. ♗g2+ ♔e5 2. ♖e3+ fxe3 3. f4# (mate in three)
7) 1. ♕xh6 ♗h7 2. ♗c2 (attacking the king)
8) 1. ... e3 2. ♕xe3 ♕c5 (the pin: luring the back piece and pin – cross pin)
9) 1. ♕b7+ ♔a5 2. ♕b4+ ♔a6 3. ♕xa4# Exploiting vulnerability: a bad position of the king.
10) 1. ... exd4 2. ♗xb4 ♘xb4 3. ♕xd4 (double attack: queen)
11) 1. ♖xa5 ♕xa5 2. ♕f6 (elimination of the defence: luring away+mate)
12) 1. ... c5 2. ♘g5 ♘b6 3. ♘xe6 ♘xa8 4. ♘xc7+ ♘xc7 (elimination of the defence and trapping)

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1) 1. ♖g7+ ♔h3 2. ♖g6 ♖xg6 3. hxg6 ♖a8 (3. ... ♖xg3 4. ♖d3) 4. ♔xe5 ♔xg3 5. g7 h5 6. ♔f6 (creating a passed pawn and cashing in)
2) ♖h7 ♔xh7 2. ♕f7 (attacking the king)
3) 1. ... ♖xb6 2. ♕xb6 ♘d4 3. ♕xf6 ♘xe2+ 4. ♔h1 ♗xf6 (in-between move) *(De Wind-Michielsen, The Hague 2001)*
4) 1. ♗c3 ♕a3 2. ♘c2 ♕xc1 3. ♖xc1 (trapping)
5) The position is equal. Striking are the bishops staying in the corners. Determine first what is the threat.
   1. ... ♗f3 parries the threat and prevents castling. The bishop is just an active piece.
   1. ... ♔d7. Black doesn't want to lose a tempo with a move of the bishop. After 2. 0-0-0 ♗d6 there is the counter-attack on ♗a8. Therefore it is smarter to play 2. ♔e2 ♗d6 3. ♗d5 (now ♗f3 is not possible).
   1. ... ♗b4 The move played in a U12 game. Developing and not losing a piece. Clever but after 2. 0–0–0+ ♔e7 the in-between move 3. ♘d5+ ♘xd5 4. ♗xd5 appeared rather strong. The white pieces co-operate better.
6) 1. ♗a4+ ♔xa4 2. ♖a1+ ♔b5 3. ♖a5# (magnet)
7) 1. g4+ ♘xg4 2. ♖f4+ ♗xf4 3. e4# (elimination of the defence by blocking) *(Runquist 1962)*
8) 1. ♖d7 (1. ♘d3? ♗c4 2. ♖d7 ♗xd3 3. ♖xd6 ♗xf1; 1. ♖a5 ♖d1 2. ♘d3) 1. ... ♗xe5 2. ♖xd5 (defending by counter-attack)
9) 1. ♖xg7+ ♔xg7 2. ♕xh2 (the pin: luring the front piece and a pinned piece is not a good defender)
10) 1. e4 ♕xd6 (1. ... dxe4 2. ♘xe4) 2. e5 (defending against trapping by counter-attack)
11) 1. ... g3 2. ♗e1 ♕d1 (or 2. ... ♕b1) Exploiting vulnerability: a bad position of the king.
12) 1. ... ♖exd8 (1. ... ♖axd8 2. ♗xc4 ♖xd4 3. ♗b5) 2. ♗xc4 ♖xd4 Capturing with the e-rook must be the solution, it would not occur in an exercise. Clever reasoning but in a real game useless. In the game you must see that White can make use of the rook on e8 thanks to a counter-attack.

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1) 1. ♗c6 g6 (1. ... ♘e8 2. ♖d8 ♔f8 3. ♖xc8) 2. ♖d8+ ♔g7 3. ♖xc8. Difficult? On the contrary, with the correct solving strategy a piece of cake. What is vulnerable? Mate on the back rank and a double attack on d8 if Black would make an escape square. Because of 1. ... ♖e8 the move 1. ♖d8+ is not working. What ways do know to eliminate a defence? The move 1. ♗c6 is logical then, capture of the defender (2. ♗xe8). Due to mate the bishop is safe.
2) 1. ♕e5 (the pin: pin)
3) 1. ... ♖e6 (1. ... ♗c8 2. ♕g5+ ♔h7 3. ♘e4) (defending against an attack on the king)
4) 1. ♗a6 (1. ♗f1 ♘b1) 1. ... bxa6 2. ♔xa3 (transposing / liquidating to a pawn ending) (after Bondarenko 1946)
5) 1. ... ♕c4+ 2. ♔g2 ♕c1 3. ♕e2 d1♕ 4. ♕e5+ ♔h6 (cashing in a passed pawn)
6) 1. ♕h7+ (1. ♗h7+ ♔h8) 1. ... ♕xh7 2. ♗xh7+ ♔xh7 3. ♖xa8 (gain of material thanks to a in-between move)
7) 1. ♕d6+ ♘ge7 2. ♕d8+ ♘xd8 3. ♖xd8# (mate in three - blocking)
8) 1. ... ♘xg3 2. ♔xg3 ♗xe1+ 3. ♖xe1 ♖xb1 (luring and discovered attack)
9) 1. ♕e5. Only this move wins. White exploits the pin. Black can play on but not too long: 1. ... ♕xc4 2. ♕xe8+ ♕g8 3. ♕xd7 and some captures on g7 and the d-pawn runs through.
   1. ♗c3? Black has one answer: unfortunately an adequate one: 1. ... ♕xd6). The white pieces remain active but that is insufficient with 5 pawns down.
   1. ♗e6? ♕xd4 2. ♗xd4 ♘xd6 Allowing the exchange of queens offers of course no chance. It is no magic.
10) 1. ♕h6 gxh6 (1. ... f6 2. ♖xg6) 2. ♖h8# (attacking the king) Missing a pinned piece is not a good defender is the most common mistake, even at grandmaster level. First the g-pawn is pinned but only because after capturing on h6 the knight will also be pinned.
11) 1. ♖b6+ ♗d6+ 2. e5 ♔xe5 3. ♖xa6 (double attack: rook, thanks to an in-between move)
12) 1. ♘xc5 ♗xc5 2. ♖xc5 ♕e7 (below the diagram this move is forgotten) 3. d6 (defending against a double attack by counter-attack)

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1) 1. ♖f2 ♔h3+ 2. ♔h1 ♖xg7 3. ♖h2+ ♔g4 4. ♖g2+ (cashing in a passed pawn)
2) 1. ... ♔f8 (1. ... g6 2. fxg6 ♗xf6 3. gxh7+; 1. ... ♗b7 2. ♖xg7+ ♔h8 3. ♕xf7) 2. ♕h4 ♕d6 3. ♕xh7 ♕h6 (defending against mate)
3) 1. ♘b6 ♘fd7 (1. ... axb6 2. ♗xb6#) 2. ♘xa8 (trapping)
4) 1. ♖c2 ♖ad8 2. ♔e1 (2. f4 ♖d2) (trapping)
5) 1. ... ♗g2+ 2. ♔xg2 (2. ♖xg2 ♕f1+) 2. ... ♘e1+ (luring and double attack: knight)
6) 1. ... b5 2. ♕e4 ♘f6 (defending against a threat)
7) 1. ... ♘xc3 2. ♕xc3 ♗b4 (luring and double attack: X-ray attack)
8) 1. ♘f5 (attacking the king: access and file opening)
9) 1. ♕b7 a6 2. a4 (the pin: pin and attacking a pinned piece)
10) 1. ♔c2 (defending against a passed pawn)
11) 1. ... ♕f2. Moving away is the best possibility.
   1. ... ♗d4 2. ♖d1 the pin refutes the move with the bishop.
   1. ... ♖e8. Fine, if White would be forced to capture on b2. That is not the case: 2. ♖e1 wins.
12) 1. ♖f7+ (1. gxh7? g6+) 1. ... ♕xf7 2. gxh7 g5 (defending by stalemate)

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1) 1. ♖ae1 ♔f8 2. ♖7e3 (defending against a threat) The threat was 2. ... ♗e6.
2) 1. ... ♕e1+ 2. ♔h2 ♖e3 Exploiting vulnerability: a bad position of the king.
3) 1. ... ♕h8+ 2. ♔g5 ♕f6+ 3. ♔h6 ♕h4# (mate in three)
4) 1. ♔e4 (1. ♔e3 h3 2. gxh3 ♔c5=) 1. ... ♔c5 2. ♔f5! (2. ♔f4? h3 3. gxh3 ♔d6=) 2. ... h3 (2. ... ♔d6 3. ♔g4) 3. gxh3 ♔d6 4. ♔f6 Holding off and taking into account the line change of the h-pawn. *(Moravec 1952)*
5) 1. ♕c8+ ♖f8 (1. ... ♔g7 2. ♕d7+) 2. ♕c3+ ♔g8 3. ♕xd2 (chasing and double attack: queen)
6) 1. ♕g6+ ♗xg6 2. ♘g5+ hxg5 3. hxg6# (attacking the king - opening a file)
7) 1. h5 hxg5 2. ♖d8. Exploiting vulnerability: a bad position of the king.
8) 1. ♕d5 ♗c4 (1. ... ♔f7 2. f5) 2. ♕xc4 (the pin: pin and a pinned piece is not a good defender)
9) 1. f4 ♗f6 2. ♗d8+ (chasing and double attack: X-ray check)
10) 1. ♘xe5. Many black pieces are pointing at the king's wing. Exchanging attackers is a good plan then: 1. ... ♗xe5 2. c4. Equal chances.
   1. ♘d4. The move played allows the good bishop to be exchanged and forces the queen into a passive position: 1. ... ♘xd3 2. ♕xd3 ♗g6 3. ♕f1. After a move like 3. ... a6 the knight on d4 controls squares but it cannot become more active.
   1. ♗e2. Such a move is only necessary if something is really wrong. The bishop defends but exchanging on e5 is more logical. Now Black chases the queen onto a worse square: 1. ... ♗g6 2. ♕c1.
11) 1. ♖h4+ (1. ♕f1? ♖e1 2. ♖xe1 ♖xe1) 1. ... gxh4 2. ♕h6+ ♔g8 3. ♕g6+ (3. ♕g5+) (defending against mate by counter-attack and perpetual check)
12) 1. ... ♖exe6. By eliminating you will find the correct solution: capturing with the pawn is wrong: 1. ... fxe6 2. ♘g5 (or 2. ♗g6 or 2. ♕c4) and after capturing with the d-rook the queen will be active: 1. ... ♖dxe6 2. ♕d3 g6 3. ♖xe6 ♖xe6 4. ♖xe6 fxe6 5. ♕xg6+

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1) 1. ... ♖g1+ 2. ♔xg1 ♕e3+ 3. ♔h1 ♕e4+ (magnet)
2) 1. ♖c3 ♖c8 2. ♖a3 (trapping)
3) 1. ♕h3 h6 2. exd6 (attacking the king)
4) 1. ... ♖f4 2. ♖xf4 ♕e3+ (elimination of the defence: luring away+mate)
5) 1. ... ♕f1+ 2. ♕d1 ♕f6 (elimination of the defence by luring away and double attack: queen)
6) 1. ... ♗xc5 2. ♗g5 f6 3. ♘xc5 fxg5 4. ♘xe4 (lifting the pin)
7) 1. ... ♘f2+ 2. ♔g1 ♘xd1 (interferes the protection) 3. ♗xf4 (3. ♖exd1 ♕h6) 3. ... ♖xe1# (counter-attack by a double attack: knight)
8) 1. ♖d8+ ♖e8 2. ♕e7 ♕xe7 3. fxe7 ♔g7 4. ♖xe8 (creating a passed pawn)
9) 1. ♖b7 a4 2. ♗c6 ♖xb7 3. ♗xb7 a3 4. ♗d5 (defending against a pin)
10) 1. b5+ cxb5 (1. ... ♗xb5 2. ♖a2+ ♕xa2 3. ♖xa2#) 2. ♖d6+ (elimination of the defence by blocking)
11) 1. c3. White always wins on the king's wing. The queen's wing must remain closed and this move is the last one by White on this side. Why? See the next line.
    1. g5 is the move played in a game (U14), not taking into account the possibilities of the opponent. 1. .. hxg5+ 2. hxg5 ♔e6 (now 2. .. c3 3. bxc3 b4 4. cxb4 cxb4 wins or first 2. ... fxg5) 3. gxf6 (3. c3!) 3. ... ♔xf6 4. e5+ ♔e6 5. ♔e4 (5.c3!) 5. ... b4 (5. ... c3) 6. f4 (6. c3 now easy to see) 6. .... c3 7. bxc3 bxa3 8. ♔d3 a2 9. ♔c4 0-1
    Breakthrough is a Step 5 subject. A good moment for the trainer(s) of both players to bring the lesson forward. Of course a lot of players will find a few things themselves.
    1. h5 allows the breakthrough with c3 too, at once or after a move with the g-pawn.
12) 1. ... ♕b1 (1. ... ♖b1? 2. ♕e4+) 2. ♖f1 ♗c4 Exploiting the back rank.

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1) 1. ... ♗f8 2. ♘c7 ♗d6 (chasing and double attack: bishop)
2) 1. ♕c3+ (1. ♕e5+ ♕g7) 1. ... ♕g7 2. ♕c8+ (elimination of the defence by luring away and double attack: queen)
3) 1. ♔a8! (1. ♔c8? ♔c6 2. ♔b8 ♔d5 3. ♔c7 ♔e4 4. ♔d6 ♔f3 5. ♔e5 ♔g2 (the king is too late to reach f2) 1. ... ♔c6 2. ♔a7 (2. ♔b8? ♔d5) 2. ... ♔d5 3. ♔b6 ♔e4 4. ♔c5 ♔f3 5. ♔d4 ♔g2 6. ♔e3 ♔xh2 7. ♔f2 Preventing holding off *(Guy 1944)*
4) 1. ... ♘xe4! A subject from Step 4 plus. The move works here 2. ♗xe7 (2. ♘xe4 ♗xh4+) 2. ... ♕d2+ 3. ♔f1 ♕f2#
    1. ... 0–0 A healthy move but not the best one. After 2. 0–0 capturing on e4 is no longer possible.
    1. ... a6 is useful but not the best.
5) 1. ... ♕h5+ 2. ♕xh5 g5+ 3. ♕xg5 hxg5# (mate in three)
6) 1. ♘d5 ♘xd5 2. exd5 (luring and the pin: pin, overload)
7) 1. ♕h5+ ♔g8 2. ♕e8+ ♔h7 3. a8♕ (cashing in a passed pawn)
8) 1. ♗xf6 ♗xf6 2. ♖xg7 Luring away to make the deadly 2. ♘d6+ possible. 1. ... gxf6 is better.
9) 1. ♕b7 ♖xb7+ (1. ... ♔e7 2. ♕xb8 ♖xb8 3. ♔xb8 ♔d6 4. ♔b7) 2. ♔xb7 (2. cxb7 c5) (transposing / liquidating to a pawn ending) *(after Pogosjants 1962)*
10) 1. ... ♘d8 (1. ... ♖he8? 2. ♘xg7) 2. ♘xg7 ♖xg7 (the pin: attacking a pinned piece – avoiding temptation!)
11) 1. ... ♕xa1 2. ♕xf4 ♕a8+ Exploiting vulnerability: a bad position of the king.
12) 1. ... ♖b1 2. ♕xb1 ♕h1+ 3. ♔e2 ♕xb1 (luring and X-ray check) *(Danner-Desancic Allschwil 1984)*

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1) 1. a7 ♖b2 2. ♔a4! (2. a8♕? ♖a2+ 3. ♗xa2 stalemate) (cashing in a passed pawn and avoiding stalemate)
2) 1. ... ♖xg2+ 2. ♔xg2 ♖g8+ 3. ♔h3 ♕xf3+ 4. ♔h4 ♖g5 (attacking the king: access)
3) 1. ... ♕xe4 2. ♖xe4 ♖h1+ 3. ♗xh1 ♖xh1+ 4. ♔g2 ♖xb1 (elimination of the defence by capturing and X-ray check)
4) 1. ♗g7+ ♔xg7 2. ♘f5+ (luring and double attack: knight) *(Yermishin-Lao, Sunny Beach 2006)*
5) 1. ... b5 2. ♗a3 ♕e6 3. ♖e1 bxa4 (trapping)
6) 1. ... ♖h7+ 2. ♔g4 f5+ 3. ♔xf5 ♖xa7 (chasing and discovered check)
7) Activity is important in rook endings. But ... don't play a rook to the second/seventh rank without thinking.
    1. ... ♖d3. Why? Now 2. ♖a4 has no use after 2. ... ♖xb3. Pawn b2 is not running away if White protects it (must be with a passive move like ♖a2 or ♖b1). Black activates his king (he will go after c4).
    1. ... ♖d2 The move played doesn't take 2. ♖a4 ♖xb2 3. ♖xb4 into account and Black has lost a substantial part of his advantage.
    1. ... f4. Advancing passed pawns must wait, first improve the position of the rook. White plays 2. ♖a4 now too.
8) 1. ♕xd7+ (elimination of the defence by capturing and double attack: knight)
9) 1. ♕a2+ ♕d5 (2. ... ♔h8 3. ♘f7+) 2. ♖d1 (the pin: luring the front piece and pin – cross pin)
10) 1. ♗e7 (elimination of the defence by blocking)
11) 1. ♘d7 ♖c8 (1. ... ♖h8 2. ♘f8) 2. ♘b6+ (cashing in a passed pawn)
12) 1. ... d3 2. cxd3 c2 3. ♕d2 ♘xd3# Exploiting vulnerability: a bad position of the king.

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1) 1. ♗g4 (1. ♕xa8+ ♗b8+ 2. ♔g1 ♕h2+ 3. ♔f1 ♕h1#) (defending against mate)
2) 1. a8♖ b6 2. ♖a5 bxa5 3. b6 a4 4. b7 a3 5. b8♕ a2 6. ♕b7# (avoiding stalemate)
3) 1. ♗c4 ♕c6 2. ♗d5 (chasing and double attack: X-ray attack)

4) 1. ♕h4 Keeping the queen on the board is correct. 1. ... ♕f5 (1. ... ♕c6 2. ♗f3 ♕b6 3. ♖fd1) 2. ♗f3 h6 3. ♖fe1. All white pieces are situated well.
   1. ♖fd1. Trainers teach the rule that exchanging is good in an open position with the pair of bishops. What is correct for a grandmaster is not always good for a Step 4 player. He is not yet specialized in milking out a position. White is still better.
   1. ♕xd5. This version is even worse than. After 2. ♖fd1 ♗e6 the bishop on c3 must move away.
5) 1. ... ♗xa2 2. exf5 (this move had to be found, is unfortunately given away) 2. ... gxf5 3. ♗d7 or 3. ♗d3 or 3. ♔f4.
6) 1. ... ♖h1+ 2. ♗xh1 ♘h3+ 3. ♔f1 ♕f2# (elimination of the defender: luring away and blocking)
7) 1. ... ♕xd4 2. cxd4 (2. ♘f5 ♕e5 3. fxe4 ♕xf5) 2. ... ♘e3+ (elimination of the defence by capturing and double attack: knight)
8) 1. ♘a4 ♕a5 2. ♗d6 (elimination of the defence by chasing away and double attack: bishop)
9) 1. ♖a5 h4 2. cxb5 h3 3. ♖xa4 (3. b6 ♗c6) (creating a passed pawn)
10) 1. f4! (1. f3? ♔e5= (1. ... g3 2. ♔d2) ; 1. ♔d2 ♔e4 2. ♔c3 g3 3. f3+ ♔e3) 1. ... gxf3+ (1. ... g3 2. ♔f3) 2. ♔xf3 Conquering the key squares. *(Dedrle 1925)*
11) 1. ♖d8+ ♗f8 2. ♕b4 (2. ♕b8 ♖a1+ 3. ♔h2 ♕a3) (the pin: luring the front piece and attacking a pinned piece)
12) 1. ♗c5 ♕xc5 2. b4+ ♕xb4 3. ♕a7# (elimination of the defence by blocking)

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1) 1. ♕a7+ ♔xa7 2. b6+ ♔a8 3. b7+ ♔a7 4. b8♕# (magnet) *(Wotinsi without a7 1912)*
2) 1. ... ♘b6 2. d3 ♗c8 (2. ... ♕d6) (trapping)
3) 1. ♕f6 ♕d8 2. ♖xe5 (elimination of the defence: luring away+mate)
4) 1. ♕b6 Exploiting vulnerability: a bad position of the king, difficult to protect against a threat.
5) 1. ... ♕d3. With the king in the middle but a pawn up is exchanging queens is the appropriate way. White cannot avoid the exchange. After 2. ♕xd3 cxd3 4. ♔d2 it is possible to play 3. ... ♖d8 (4. e5 h6).
   1. ... ♗d6 Good developing move. The pin of ♘f6 is not awkward.
   1. ... ♗e7 The move played in a game (U10). White reacted with 2. e5 and Black counted wrongly and lost a piece: 2. ... h6 3. exf6 hxg5 4. fxe7. After the correct 2. ... ♘d5 the battle continues (Black may lose a pawn, he is one up). After the better 2. ♗xf6 gxf6 3. ♖d1 White has compensation for the pawn.
6) 1. ... ♔b5 (1. ... ♕xd7 2. ♘c3#; 1. ... ♕d4+ 2. ♘c3+) 2. ♘c3+ ♔c6 3. ♘xd1 ♔xd7. Fantastic: the king allows a knight fork and goes after the passed pawn himself (defending against mate and passed pawn)
7) 1. ♘d1 ♕f4 2. g3 is the intention but 2. ... ♘h5 is still a defence. After 3. f6+ ♕xf6 is the white advantage limited.
8) 1. ♘d5+ ♔f7 2. ♖f3+ ♔e6 3. ♘c7+ (chasing and double attack: knight)
9) 1. ♖h8+ ♔g7 2. ♕c3+ f6 3. ♖1h7# (elimination of the defence by blocking)
10) 1. ... ♗e8 2. ♕xc7 ♗xb5+ (the pin: attacking a pinned piece - cross pin)
11) 1. ... a5+ 2. ♔xa5 ♖f4 Exploiting vulnerability: a bad position of the king.
12) 1. ... f6 (1. ... ♔f8 2. ♖xe8+ ♖xe8 3. ♖xe8+ ♔xe8 4. ♕b8+; 1. ... f5 2. ♖1e6)

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1) 1. g3+ ♕xg3 2. ♕xg3+ ♔xg3 3. exf5 (transposing / liquidating to a pawn ending)
2) Drawing
3) 1. ... ♕c1+ (1. ... ♖c1+ 2. ♗f1) 2. ♖xc1 ♖xc1+ 3. ♗f1 ♖xf1# (mate in three)
4) 1. ... ♕g4 (1. ... ♖h1+ 2. ♔xh1 ♕h3+ 3. ♔g1) 2. ♖g2 (2. fxg4 ♖h1#) 2. ... ♕xh4# (a pinned piece is not a good defender)
5) 1. ♔c5 White must not only attack the pawn but also reckon with 1. ... b3 2. axb3 ♔xb3 and the road to g2 is cut off. Now is the draw: 1. ... ♔d2 2. ♔xb4 ♔e2 3. a4 ♔f2 4. a5 ♔xg2 5. a6 ♔h2 6. a7 g2)
6) 1. ♖xc6 ♖xc6 2. ♘e7+ ♔f8 3. ♘xc6
7) 1. ... ♘ce7. Prepares castling. Safety first.
   1. ... ♘xd4 is certainly possible because after 2. ♘xd4 ♕c7 the queens will be exchanged or Black can castle.
   1. ... ♘f4 is possible but leaving the king in the middle is a bit risky. Some action is necessary before Black can castle.
8) 1. ♖e4 ♕g3 2. ♖f3 (trapping)
9) 1. ... ♗a5 2. ♖c2 ♕e1+ 3. ♕xe1 ♗xe1# (the pin: luring the front piece and attacking a pinned piece)
10) 1. ♖e7! (1. ♖f4? e1♖!) 1. ... e1♕ (1. ... e1♖ 2. ♖xc7) 2. ♖xe4+ ♕xe4 (defending against a passed pawn)
11) 1. ♕e5 (1. ♗h6? ♖g8) 1. ... ♖d6 2. ♕e7+ ♔g8 3. ♕e8+ Exploiting vulnerability: a bad position of the king. Back rank.
12) 1. ♖xd8 ♗xd8 2. ♕xe3 ♗b6 (the pin: pin)

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1) 1. e7 b2 2. e8♗! (2. e8♕ b1♕ 3. ♕e4+ ♔xc3 4. ♕xb1) 2. ... b1♕ 3. ♗g6+ ♔c1 4. ♗xb1 ♔xb1 5. g4 (avoiding stalemate) (Van den Ende 1923)
2) 1. ♗g6 (1. ♗h7? ♕xg2+ 2. ♕xg2 ♖xg2+ 3. ♔xg2 ♖xh7) 1. ... ♕e6 (1. ... ♕xd1 2. ♕xf6+ ♔d7 3. ♕xf7+ ♔c6 4. ♗e4+ ♔b6 5. ♖xd1) 2. ♗f5 (discovered attack and trapping)
3) 1. ♗xf6 (1. g3 g5) 1. ... gxf6 2. g3 ♗g5 3. h4 (trapping)
4) 1. ♔g1 and perpetual check. Losing are 1. ♔h3 (1. ♔h1 ♖xh4+) 1. ... ♕g4+ 2. ♔h2 ♖xh4+ *(Jonkoping 1988)*
5) 1. g3+ (1. ♖g8 ♖h3+; 1. ♔g1 ♖c1+ 2. ♔f2) Exploiting vulnerability: a bad position of the king.
6) 1. ... g5 (1. ... ♗b4? 2. ♗xf6 ♕xf6 3. ♘e4) 2. ♗g3 ♗b4 (elimination of the defence and attacking a pinned piece)
7) 1. ♗h6 (luring away and double attack: knight)
8) 1. ♖e7 ♖e6 2. ♖f7+ (elimination of the defence by blocking)

9) 1. ♖e1! fxe1♗ (1. ... fxe1♕ stalemate) 2. ♔e8 ♖e3+ 3. ♔d7 ♖d3+ 4. ♔e8 (defending against a passed pawn)
10) 1. ... ♗f4+ 2. ♗e3 d2+ 3. ♖xd2 ♕a1# (elimination of the defence by blocking)
11) 1. exd5 ♗d7 2. ♗xd4 (clearing and a pinned piece is not a good defender)
12) 1. ♖xe5 ♕xe5 2. ♕f3 Exploiting vulnerability: a bad position of the king.

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1) 1. ... ♕h2 2. ♕e3 (2. ♘b2 ♘f6#) 2. ... ♕xg2+ Exploiting vulnerability: a bad position of the king.
2) 1. ... ♕g1+ 2. ♖xg1 ♘f2+ 3. ♔g2 ♗h3# (mate in three: clearing a square and blocking)
3) 1. ♕e3 ♖xc2 (1. ... ♕e5 2. ♕xd2) 2. ♘e6+ (targeting, clearing a square and double attack: knight)
4) 1. ♕a4+ ♕d7 2. ♗b5 axb5 3. ♕xa8+ (the pin: luring the front piece and attacking a pinned piece and a pinned piece is not a good defender)
5) 1. ... f5 2. ♕g6 ♖h6 (trapping)
6) 1. ♔g2 ♔g6 2. ♗d4 ♖d8 3. h8♕ ♖xh8 4. ♗xh8 (cashing in a passed pawn)
7) 1. ... ♗e6 2. ♘a4 ♕a5 3. ♗c3 (trapping)
8) 1. ... ♖f1+ 2. ♖xf1 ♘c2+ 3. ♔f2 gxf1♕+ 4. ♔xf1 ♘xd4 (cashing in a passed pawn)
9) 1. ♖b7 ♔f6 2. ♖exe7 ♖xe7 3. ♗g5+ (luring and X-ray check)
10) A difficult position. Black has weak pawns but he is a pawn up. The position is open and if Black can activate the bishop on b7 with c5, White's position can quickly become worse.
    1. ♖d1. For Step 4 this is the right move to get a position in which you can find good moves. After 1.... ♕xe4 2. ♘xe4 ♗f8 3. ♘xe5 White has won his pawn back. After c5 the knight on e4 must go away but after ♘e4-d2-c4 the knights remain active and restrain the bishops.
    1. ♖f1. Also a good move. Perhaps the rook can become active and the move prevents that Black grabs the f-file anyway.
    1. ... ♗xa3 2. bxa3 ♕xc3 3. ♕xe5 is not dangerous and after 1. ... ♖e8 2. ♕f5 White has enough activity.
    1. ♖e1. The least of the three. After 1. ... ♕xe4 2. ♘xe4 c5 comes ♗b7 to life. It is not entirely wrong, but Black can play.
11) 1. ... ♘xf4 2. ♕xf4 ♘f3+ 3. ♕xf3 ♗xf3 (luring and discovered attack)
12) 1. ♕xe7 (1. ♘xe7+ ♕xe7) 1. ... ♕xe7 2. ♘xe7+ ♔f8 3. ♖xd8+ ♔xe7 4. ♖d1. A gain of material thanks to paying attention!

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1) The vulnerable position of the black king is decisive.. The black pieces cannot immediately help to defend. Black to move would be completely safe after ♖d4. Therefore White must hurry.
    1. ♕a2 (the threat ♕f7+ is too difficult to parry) 1. ... ♖c4 (1. ... ♕c4 2. ♕a7 and the knight cannot be protected) 2. ♕a7 e4 3. ♘e6+. Also without this knight fork the black position is hopeless. Also 3. ♖d1 (bringing in a piece) or 3. g3 ♕e5 4. ♘c6 (elimination of the defender) are winning easily.
    1. Nc6 is better for White but not winning.
    1. g3 ♕c4 and Black holds the white queen at a distance after both 2. ♕d1 ♕d5 and 2. ♕d2 ♕d4.
2) 1. ... ♕f8+ (1. ... ♗xg4? 2. ♗xd6) 2. ♕f4 ♗xe5 (gain of material: in-between move)
3) 1. ♘g4 h6 2. ♘xh6+ ♔h7 3. ♘xf7 (attacking the king)
4) 1. ♖d3 e6 2. ♖a3 exd5 3. exd5 ♖e8 4. ♖xa1 (trapping)
5) 1. ♘f6+ gxf6 2. ♖g5+ fxg5 3. ♕h8# (attacking the king)
6) 1. ... ♖e8 2. ♕f1 (2. ♖a1 ♗xa1 3. ♕xa1+ ♕e5) 2. ... ♗e5 (2. ... ♖e1 3. ♖a8+; 2. ... ♔g8 3. ♖a4 ♗e5 4. ♕g1) 3. ♕g1 (3. ♔g1 ♕h2+) White holds with some trouble because the black king is vulnerable. Without a black rook the attack will not succeed.
7) 1. ♔b4 ♖a2 2. ♖h2+ (chasing and X-ray check) *(Kovalenko 1970)*
8) 1. ... g6 2. ♘e3 ♗h6 3. ♘a2 ♗xe3 (chasing and X-ray check)
9) 1. ... ♗xf3+ 2. ♗xf3 ♕e5 (attacking the king - elimination of the defence)
10) 1. ... g5+ (1. ... ♖f5 2. ♕g4) 2. ♔xg5 ♖f5+ 3. ♔h4 ♖h5# (magnet)
11) 1. ... g6 (1. ... h6 2. ♘g6+; 1. ... ♖f8 2. ♘g6+ hxg6 3. ♖h1#) (defending)
12) 1. ♗xd5 (1. ♖d1 ♘xe3; 1. ♘xd5 ♗xd5 2. ♖d1 ♗xb3 3. ♕xd8 ♗xd1) 1. ... ♗xd5 2. ♖d1 (the pin: luring the front piece and attacking a pinned piece)

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1) 1. ♖g2+ (1. ♘c7 ♖g6) 1. ... ♔h7 (1. ... ♖g6 2. ♘f6+) 2. ♘c7 (in-between move and double attack: knight)
2) 1. ... ♗b3 (defending)
3) 1. f8♘ (minor promotion to win a tempo) *(Pogosiants 1964)*
4) 1. ... ♖xc1 2. ♗xb2 ♖xf1+ 3. ♔xf1 ♖d1# (counter-attack)
5) Black needs some moves to finish his development. A fine move to chase away the bishop and have ♖d8 at hand. The king can castle or go to f7. That explains why the first move gives a bit more chances.
    1. ♘f5. It is good to capture: 1. ... ♗xf5 2. exf5+ ♔f8 3. ♗e7+ ♔g8 4. ♖ad1 (activity). This also applies to 1. ... ♔f8 2. ♗e7+ ♔g8 3. ♖ad1. Giving up a pawn (deliberately) will not happen often in the fourth step, but Black has some play for the pawn after 1. ... f6 2. ♘xg7+ ♔f7 3. ♗h6 ♘e5.
    1. ♖ad1. A good developing move and after 1. ... f6 2. ♗e3 ♖d8 White is thanks to the better pawn structure a bit better.
    1. h4. Now too f6 is a good answer but h5 is not a real threat: after 1. ... 0-0 2. h5 the move 2. ... f6 is adequate (White cannot open the f-file).

6) 1. ... ♗xf3 2. ♕xf3 ♖xd4 3. ♕xg4 ♖xg4 (elimination of the defence: chasing away+material)
7) 1. ♖xa5 ♗xa5 (1. ... ♖b6 2. ♘xb4 ♖eb8 3. ♖a4) 2. ♖xb7 ♘f6 3. ♘xa5 (a pinned piece is not a good defender)
8) 1. ♕e8+ ♔h7 2. ♖xh6+ gxh6 (2. ... ♔xh6 3. ♕h8#) 3. ♕g8# Exploiting vulnerability: a bad position of the king.
9) 1. ... ♗c3+ 2. ♔c1 ♖b1+ 3. ♔xb1 ♕b5+ 4. ♔c1 ♕b2# (attacking the king)
10) 1. ♘c4 ♘xc4 2. ♗xc4+ ♔h8 3. ♗xd6 (in-between move)
11) 1. ♗b7+ ♖xb7 2. ♖c8+ ♖b8 3. ♘c7# (mate in three)
12) 1. ♖d7 ♕b8 2. f4 (in-between move and trapping)

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1) Drawing
2) Drawing
3) 1. ♖d7 ♕xd7 (1. ... ♗xd7 2. ♕f6) 2. ♕f6 (attacking the king - elimination of the defence)
4) Drawing
5) Drawing
6) 1. ♕g4. We can see this move more often if the black bishop from f8 is gone. Black must play 1. ... g6 and that is a weakness which will last the whole game. White develops 2. 0-0-0. Why a hesitation in playing ♕g4 is logical? That is because Black wins a tempo with ♘h6 to go to f5 and d4. A single piece is not enough: after 2. ... ♘h6 3. ♕h3 ♘f5 4. ♗d3 ♗b7 5. ♘e4 the knight will enter.
   1. ♕d2. Nothing wrong with this move (followed by castling queen side). Developing and finishing the opening (putting pieces on squares where they can do something).
   1. ♗e2. The idea is good. Taking care that Black will not become inactive on the long diagonal with queen and bishop. Black trusted White and was quickly worse after 1. ... ♖b8 2. ♗f3 *(Shouldice-Patino, Haifa 1976)*. After 1. ... ♕xg2 2. ♗f3 ♕xb2 3. 0–0 ♗b7 there are no problems.
7) 1. e6+ ♕f6 2. ♕xa7+ (elimination of the defence luring away and double attack)
8) 1. ... b5 2. ♕d5 ♖d8 (trapping)
9) 1. ... ♘xd4 2. ♗xd7+ ♘xd7 (double attack!)
10) 1. ... ♖xc4 (1. ... dxc4 2. ♘c3) 2. ♖xc4 ♕xb5 3. ♕f2 ♕xc4 (the pin: luring the front piece and pin)
11) 1. ... ♖d1+ (1. ... ♕xf6 2. ♘g5 ♔g8 3. ♖a8+) 2. ♘e1 ♖xe1+ 3. ♖xe1 ♕xf6 (defending against mate)
12) 1. ♗d6 ♕d7 2. ♗xb7 ♕xb7 3. ♗xb4 (double attack and elimination of the defence by luring away)

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1) 1. ... ♕c1+ 2. ♔h2 ♕f4+ (2. ... ♕c7+? 3. ♕e5) 3. ♔g1 ♕xb8 (chasing and double attack: queen)
2) 1. ... ♖a5 2. e5 ♖a4+ 3. e4 ♖a3 Exploiting vulnerability: a bad position of the king.
3) 1. g4 fxg4+ 2. ♔xg4 e4 3. ♔f4 (or 3. b5) 3. ... ♔d3 4. b5 e3 5. b6 e2 6. b7. Even if you are not able to calculate all possibilities, still you will decide for 1. g4.
4) 1. bxc5 ♔xc5 2. ♖axb6 cxb6 3. ♖c8# Exploiting vulnerability: a bad position of the king.
5) 1. ♖xe5 dxe5 (1. ... ♖xe5 2. ♖xe5 dxe5 3. ♕xd7) 2. ♘f8+ (double attack: knight)
6) 1. ♔g1. White must allow perpetual check. You certainly must look for other moves, but if Black gets his bishop into play, you must sense danger. The lines: 1. ♔g3 ♖g2#; 1. ♔e3 ♘d5+ 2. ♔d4 ♖c4+ 3. ♔d3 ♖f4+ and 1. ♔e1 ♘g2+ 2. ♔d1 ♘e3+ 3. ♔e1 ♖e2#.
7) 1. ♔c6 ♖b8 2. ♖a1+ ♔b3 3. ♖b1+ (chasing and X-ray check) *(Fritz 1952)*
8) 1. ♘b5. White exchanges the bishop of the black squares and gives Black a double pawn. The black bishop that remains is passive and is hindered by his own pawn. In a line 1. ... cxb5 2. ♕xc7 ♗xc7 3. ♗xc7 (3. ♗xb5+? ♔d8)
   1. ♗xd6. A good move too if after 1. ... ♕xd6 2. e4 will follow. After 1. ... ♘f4 3. ♘xf4 ♕xf4 4. ♘e2 has White a strong centre.
   1. ♖ac1. A lazy developing move that costs a pawn (after some captures on f4).
9) 1. ♖b8+ ♗xb8 2. b6 axb6 (2. ... ♗xd7 3. b7#) 3. ♘xb6# (elimination of the defence by blocking) *(Richter 1968)*
10) 1. ... b5 2. ♕d3 ♗e3+ (the pin: luring the back piece and a pinned piece is not a good defender)
11) 1. ♕e3+ (1. ♘xb7? ♕xa2) 1. ... ♔d8 2. ♘xb7+ (chasing and double attack: knight)
12) 1. ♘g5 ♖d7 (1. ... ♕xb2 2. ♘f7#; 1. ... ♖xf8 2. ♕xd4+) 2. ♕xd4+ ♖xd4 3. ♘f7# (mate in three)
(Perez-Claude the Silans 1958)

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1) 1. ... ♕xc4? 2. ♘xb6 ♕xb3 3. axb3 *(Mitchett-Wells Bognor Regis 1959)*
2) 1. a3! (1. ♔d1 ♔f8 2. a3) 1. ... ♔f8 2. b3 ♔g7 3. a4 (candidate in front)
3) 1. ♕h8+ ♔xh8 2. ♖xh7+ ♔g8 3. ♖h8+ ♔g7 4. ♖1h7# (magnet)
4) 1. ♔d2 ♔c7 2. ♖hb1 The quickest way to bring in the h-rook.
5) 1. ♖f8+ ♔xf8 2. ♕f5+ ♔e7 3. ♕e6+ ♔d8 4. ♗b6# (double check)
6) 1. ♕d8+ ♕f8 2. ♕d5+ ♔h8 3. ♕xf5 (double attack: queen) (elimination of the defence by luring away)
7) 1. ♖xg6 (1. ♖xh4+? ♔g3 2. ♖xb4 ♖c1#) 1. ... ♖b1+ 2. ♖g1 (defending against mate)
8) 1. ... ♖h1+ 2. ♔xh1 ♘xf2+ 3. ♖xf2 ♕xc3 (luring and discovered attack)
9) 1. ♘c4 The knight stands good on c4. After 1. ... ♕c5 2. ♘e4 (now Black can exchange his bishop but White has lost no time: 2. ... ♗xe4 3. ♕xe4 ♘f6 4. ♕e2 and White is somewhat more active. He will go for castling queenside.
   1. ♘xg6 hxg6 2. ♘e4 ♘f6 and now is playing the knight via d2 to c4 the best. That could have been solved in a more clever

way.
1. ♘e4 ♕a5+ is Step 2.

10) 1. ♖g6+ ♕xf4 2. ♘d5+ ♔b7 3. ♘xf4 (luring and discovered check: knight)
11) 1. ♘xe5 ♕xe5 2. ♗xf6 gxf6 3. ♕xd7+ (elimination of the defence: capturing+material)
12) 1. f5 exf5 2. ♕h6 (attacking the king)

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1) 1. ♖g3 ♔xh2 2. ♖g1# *(Galma 1998)*
2) 1. e4 f2 2. ♖f5# *(Dawson 1914)*
3) 1. ♔g5 h5 2. ♖xh5# *(Hadai-Vaskov 2004)*
4) 1. ♖f6 gxf6 2. g7# *(Legentil 1931)*
5) 1. h5 g6 2. hxg6 *(Markov 1970)*
6) 1. ♗g5 ♔xg3 2. ♖e3# *(Sinowjev 1989)*
7) 1. ♗g6 hxg6 2. ♖h8# *(Sinowjew 1991)*
8) 1. ♖f5 ♔xg6 2. ♖f6# *(Sinowjew 1993)*
9) 1. ♖b3 ♔a4 2. ♖a3# *(Speckmann 1980)*
10) 1. ♔f5 ♔h6 2. ♖h7# *(Szentgyorgyi 1936)*
11) 1. b3 b4 2. ♗xb4# *(Bakke 1987)*
12) 1. ♗c3 b4 (1. ... ♔a3) 2. ♔b6# *(Salokozki 1978)*

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1) 1. ♔e3 ♔g3 (1. ... ♔xf1 2. ♕h1#) 2. ♖g1# *(Iwanowski 1936)*
2) 1. ♕h3 ♔e4 2. ♖c4# *(Speckmann 1976)*
3) 1. ♔f5 ♔f3 2. ♖d3# *(Kardos 1973)*
4) 1. ♕c4 ♔f5 2. ♖d5# *(Speckmann 1986)*
5) 1. ♔f2 ♔e4 (1. ... ♔g4 2. ♕f3#) 2. ♕e3# *(Kardos 1970)*
6) 1. ♕f5 (1. 0–0 ♔g4) 1. ... ♔g2 2. ♕h3# *(Ebert 1990)*
7) 1. ♕a6 ♔e5 2. ♖c5# *(Dugas 1987)*
8) 1. ♖a5 ♔b4 2. ♕c3# *(Katscheew 1971)*
9) 1. ♕g3+ ♔f1 (1. ... ♔h1 2. ♖h5#) 2. ♔e3# *(Orlik)*
10) 1. ♖d5 ♔c4 (1. ... ♔a4 2. ♕e4#) 2. ♕e4# *(Sallay Kardos 1986)*
11) 1. ♖b5+ ♔c3 (1. ... ♔a4 2. ♕b4#; 1. ... ♔a2 2. ♕a8#) 2. ♕c5# *(Speckmann 1966)*
12) 1. ♕c7+ ♔f6 (1. ... ♔f8 2. ♖b8#) 2. ♖b6# *(Meyer 1896)*

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1) 1. ♕a2+ ♔d4 (1. ... b3 2. ♕a4#) 2. ♕d5#) *(Ballo 1926)*
2) 1. d3 ♔b4 2. ♕b2# *(Schiffert 1931)*
3) 1. ♕h1 ♔g4 (1. ... ♔h6 2. ♕xh4#; 1. ... h3 2. ♕xh3#) 2. ♕f3# *(Simplex 1925)*
4) 1. ♕e5 ♔b4 (1. ... b2 2. ♕b5#; 1. ... a2 2. ♕a5#) 2. ♕d4# *(Laaksone 1944)*
5) 1. ♕e5 ♔h4 (1. ... f4 2. ♕g5#) 2. ♕f4# *(Suschkov 1999)*
6) 1. ♔g5 ♔e4 (1. ... ♔e5 2. ♕e3#) 2. ♕f4# *(Chernich 2007)*
7) 1. ♕e7 g4 (1. ... ♔g4 2. ♕e4#) 2. f7# *(Cistjakov 1991)*
8) 1. d3 f5 (1. ... ♔f5 2. ♕e4#; 1. ... ♔d5 2. ♕d6#) 2. ♕d6# *(Kohtraus 2000)*
9) 1. ♔a2 a5 (1. ... b5 2. ♕b3#) 2. b5# *(Seljavkin 1997)*
10) 1. ♕c4 g2 (1. ... f3 2. ♕d4#; 1. ... ♔f3 2. ♕e2#) 2. ♕e2# *(Wetzel 1970)*
11) 1. ♕c3 ♔d5 (1. ... c4 2. ♕e5#; 1. ... ♔f4 2. ♕f3#) 2. ♕d3# *(Dulbergs 2001)*
12) 1. ♕b5 b3 (1. ... ♔b3 2. ♕d3#) 2. ♕c5# *(Shuk 1994)*

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1) 1. ♖f2 exf2 (1. ... e2+ 2. ♔xe2#; 1. ... f3 2. ♕xf3#) 2. ♕h5# *(Zyrulik 1979)*
2) 1. ♕h2 f5 (1... d5 2. ♕b8#) (1... h5 2. ♕xh5#) 2. ♕b2# *(Amirov 1975)*
3) 1. ♕g2 a1♕ (1. ... h2 2. ♕g8#; 1. ... hxg2 2. ♖h8#) 2. ♕g8# *(Blom 1959)*
4) 1. ♖b3 ♔f4 (1. ... d4 2. ♕e5#; 1. ... g4 2. ♕e3#) 2. ♕d4# *(Adolphi 1896)*
5) 1. ♕a7 ♔e3 (1... e3 2. ♕h7#) (1... f3 2. ♕a3#) 2. ♖c3# *(Andrejev 1983)*
6) 1. ♔g3 c5 (1. ... f5 2. ♕a1#; 1. ... h6 2. ♕xh6; 1. ... h5 2. ♕xh5) 2. ♕a8# *(Markowzi 1992)*
7) 1. ♕c5 ♔a5 (1. ... b3 2. ♕a3#; 1. ... dxc5 2. ♖a6#; 1. ... d5 2. ♕a7#) 2. ♕a7# *(Kaseko 1993)*
8) 1. ♕a8 a2 (1. ... c3 2. ♕xa3#) 2. ♖b1# *(Reddmann 1999)*
9) 1. ♔h6 e6 (1... ♔e6 2. ♕c6#) (1... e5 2. ♕xe5#) 2. ♕d8# *(Hoffmann 1976)*
10) 1. ♕a8 a4 (1. ... c4 2. ♖h5#) 2. ♕xa4# *(Andrejev 2001)*
11) 1. ♖b3 ♔c4 (1... c4 2. ♕f5#) (1... d3 2. ♖xd3#) 2. ♕f7# *(Di Vincenzi)*
12) 1. ♖f7 (1. ♖a7? f4) 1. ... c4 (1. ... f4 2. ♖xf4#; 1. ... ♔c4 2. ♕a4#) 2. ♕e3# *(Kudesnik 2007)*

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1) 1. ♕d2 a1♘ (1. ... a1♕ 2. ♕c2#; 1. ... ♔a1 2. ♕c1#) 2. ♘c3# *(Libis 1970)*

2) Drawing
3) Drawing
4) 1. ♘d5 b5 (1. ... ♔a6 2. ♕xb6#; 1. ... ♔a4 2. ♕b4#) 2. ♕a2# *(Lebedew 1930)*
5) 1. ♘a5 b2 (1. ... ♔a3 2. ♕xb3#; 1. ... ♔xa5 2. ♕a7#) 2. ♕a2# *(Gasic 1997)*
6) 1. ♘f7+ ♔f5 2. ♕e4# *(Szentgyör 1975)*
7) 1. ♔g2 ♔h4 (1. ... g5 2. ♕e4#) 2. ♕f4# *(Katcheev 1978)*
8) 1. ♕h1 ♔c3 (1. ... ♔a3 2. ♕a1#) 2. ♕c1# *(Nedashkowsky 2002)*
9) 1. ♘h5 e5 (1. ... ♔e5 2. ♕c5#) 2. ♘f6# *(Bogdanov 1971)*
10) 1. ♕e3 d1♘ (1. ... ♔c1 2. ♕xd2#; 1. ... d1♕ 2. ♕c3#) 2. ♘a3# *(Di Vinzenci 1989)*
11) 1. ♕a6 ♔a1 (1. ... ♔c2 2. ♕d3#) 2. ♘c3# *(Sachodjakin 1980)*
12) 1. ♕c7 b5 (1. ... ♔b5 2. ♕c4#) 2. ♘c5# *(Fontaine 1996)*

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1) 1. ♘f4 ♗b5 (1. ... ♗f1 2. ♕c1#; 1. ... ♗e2 2. ♕xe2#) 2. ♘g2#
   1. ♘f2 ♗e2 (1. ... ♗f1 2. ♕d1#; 1. ... ♗b3 2. ♘d3#) 2. ♕c3# *(Antipov 1986)*
2) 1. ♕d7 ♔e4 (1. ... ♔c4 2. ♕a4#) 2. ♕g4# *(Wiehe 1884)*
3) 1. ♘g1 ♗h4 (1. ... ♗f4 2. ♕h3#; 1. ... ♗d6 2. ♕g5#) 2. ♕f3# *(Godbout 1994)*
4) 1. ♕h1 ♔g4 (1. ... ♔h6 2. ♕xh4#) 2. ♕f3# *(Szentgyörgyi 1932)*
5) 1. ♕f8 ♗b7 (1. ... ♗d5 2. ♘c6#; 1. ... ♗f5 2. ♘e6#) 2. ♘xb7# *(Lebedinez 1992)*
6) 1. ♕e8 ♔f6 (1. ... ♔h7 2. ♕g6#) 2. ♕e7# *(Kohser 1923)*
7) 1. ♘c5 ♗b5 (1. ... ♗d1 2. ♘b7#; 1. ... ♗e8 2. ♘b3#) 2. ♕c3# *(Kuzmitsev 1988)*
8) 1. ♔h2 ♗e1 (1. ... ♗g3+ 2. ♘xg3#) 2. ♕d3# *(Kitsigin 1995)*
9) 1. ♘d4 ♗a4 (1. ... ♗d1 2. ♘b5#) 2. ♕c5# *(Radchenko 1990)*
10) 1. ♘a4 ♗d6 (1. ... ♔xa4 2. ♕a2#; 1. ... ♔a6 2. ♕b6#) 2. ♕a7# *(Welichanov 1991)*
11) 1. ♘a6 ♔c4 (1. ... ♗b2 2. ♕d3#) 2. ♕d3# *(Grebeshkov 1992)*
12) 1. ♘g7 ♗d6 (1. ... ♗f8 2. ♕c7#; 1. ... ♔d8 2. ♕c7#; 1. ... ♗d8 2. ♕e6#) 2. ♕e8# *(Andreev 1996)*

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1) 1. c8♖ ♔g4 2. ♖c4# *(Speckmann 1964)*
2) 1. h8♘ ♔f6 2. ♕e5# *(Kolodnas 1927)*
3) 1. f8♕ ♔g5 2. ♕fc5# *(Simowjew 1993)*
4) 1. a8♗ ♔a6 2. ♕b7# *(Bergstroem 1926)*
5) 1. h8♖ ♔f6 2. ♖h6# *(Sinowjev 1990)*
6) 1. ♕h7 ♔b8 2. e8♕# (2. e8♖#) *(Dehler 1928)*
7) 1. g8♘ ♔g5 2. ♕g4# *(Speckmann 1964)*
8) 1. g8♖ ♔f7 2. ♕e6# *(Speckmann 1964)*
9) 1. h8♗ ♔b8 2. ♗e5# *(Hoeg 1926)*
10) 1. e8♗ ♔e6 2. ♕e5# *(Mortensen 1956)*
11) 1. c8♘ ♔a5 2. ♕a4# *(Kniest 1965)*
12) 1. f8♕ ♔b2 2. ♕fa3# *(Kardos 1971)*

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1) 1. ♕a6 f6 (1. ... ♗g6 2. ♕f1#) 2. ♕d3# *(Hermanson Halvar 1959)*
2) 1. ♕e7 ♗c3 (1. ... h4 2. ♕xh4#; 1. ... ♗g5 2. ♕f8#; 1. ... ♗c1 2. ♕f6#) 2. ♕e3# *(Aliowsadsade 2009)*
3) 1. ♖ga6 ♕e5 (1. ... ♕xa5 2. ♖xa5#) 2. ♖xe5# *(Matrojonin 2009)*
4) 1. ♖f5 ♔g6 (1. ... ♘g6 2. ♗g5#; 1. ... ♘f7 2. ♖f6#) 2. ♖f6#
5) 1. ♕a8 ♔c1 (1. ... ♔c3 2. ♕h8#) 2. ♕a1# *(Osipov 1985)*
6) 1. ♔f1 ♖xa2 (1. ... ♔xa2 2. ♕c2#) 2. ♗a3# *(Antipov 2003)*
7) 1. ♖g6 ♖xg6 (1. ... ♔h4 2. ♕g4#) 2. ♕h3# *(Sazonov 2003)*
8) 1. ♖b6 cxd6 (1. ... cxb6+ 2. ♔xb6#; 1. ... ♖xd6 2. ♔b5#) 2. ♔b5# *(Markus 1932)*
9) 1. ♖b4 ♗f3 (1. ... a4 2. ♖xa4#; 1. ... ♔a7 2. ♕xb7#) 2. ♖b6# *(Lincoln 2003)*
10) 1. ♕f1 ♘d4 (1. ... d5 2. ♕f8#; 1. ... ♔d5 2. ♕f5#) 2. ♕c4# *(Albrecht 1936)*
11) 1. ♕h7 g5 (1. ... ♔f1 2. ♖h1#; 1. ... ♗d2 2. ♖h1#) 2. ♕b1# *(Jada 1978)*
12) 1. ♕a3 b4 (1. ... ♔xb6 2. a5#; 1. ... bxa4 2. ♕c5#) 2. ♘c4# *(Janocko 1991)*

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