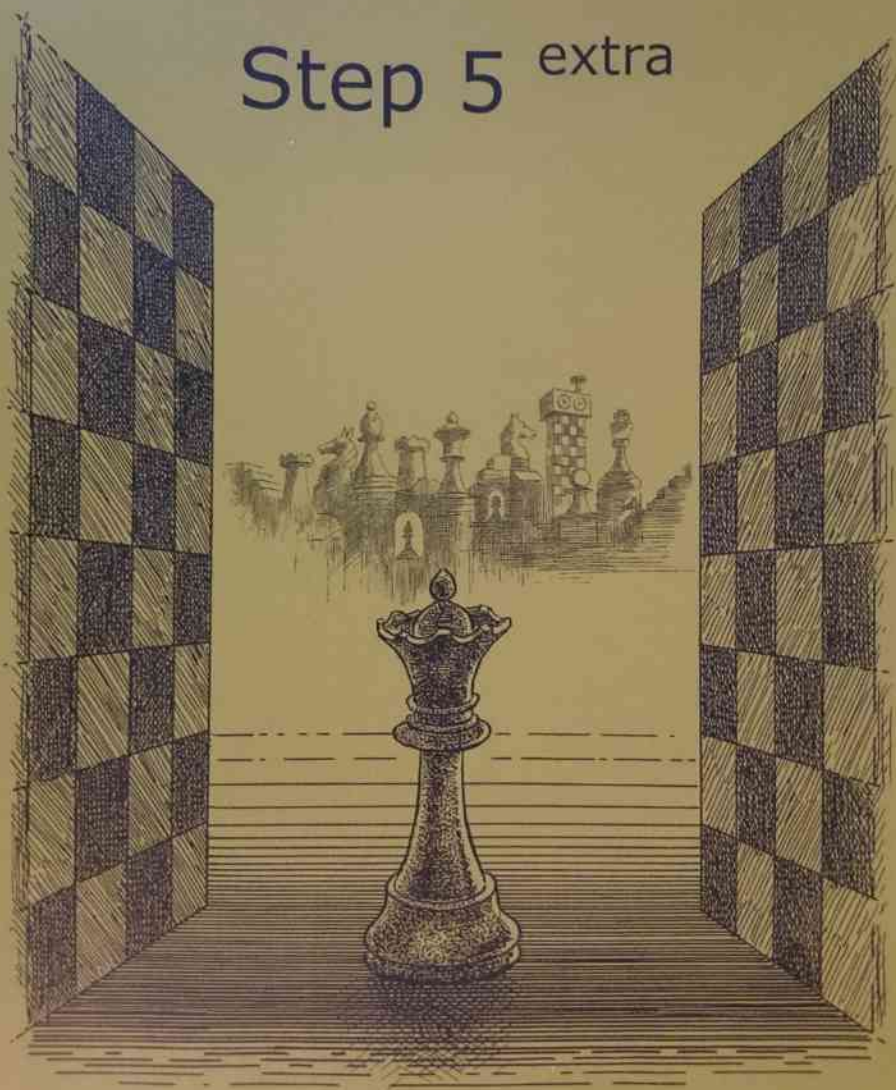
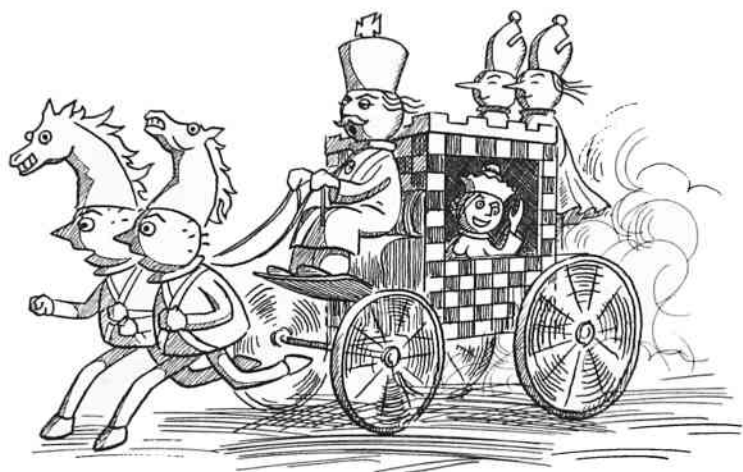


# Learning chess

## Step 5 extra



# Step 5 extra



Name: \_\_\_\_\_

Date of birth: \_\_\_\_\_

Street: \_\_\_\_\_

Place: \_\_\_\_\_

School: \_\_\_\_\_

Club: \_\_\_\_\_

Trainer: \_\_\_\_\_

1<sup>st</sup> step completed: \_\_\_\_\_

2<sup>nd</sup> step completed: \_\_\_\_\_

3<sup>rd</sup> step completed: \_\_\_\_\_

4<sup>th</sup> step completed: \_\_\_\_\_

5<sup>th</sup> step completed: \_\_\_\_\_

# Mate



# Mate in three: A

# Mate



# Mate in the ending: A

# The breakthrough



1. b5 axb5 2. a6



1. b5 exb5 2. c6 bxc6 3. a6



1. b6 exb6 2. e5



1. e5 bxc5 2. a5 Kd5 3. a6!



1. c6 bxc6 2. a6



1. c6 bxc6 2. bxa6



1. b6 axb6 2. c6 bxc6 3. a6



1. b5 and 2. e5 or 1. e5



1. b6 axb6 2. axb6 cxb6 3. d6



1. b5 exb5 2. a6 or 2. c6



1. a5 and 2. b5



1. a5 and 2. b5



1. b5 and 2. a5 bxa5 3. b6



1. e5 and zugzwang



1. b5 Kd6 2. bxa6 Kd6 3. Kh1



1. e5 dxc5 (1. ... Ng4 2. a5 or 2. e6) 2. a5 bxa5 3. b6

## Preventing



1. c6



1. ... b6



1. ... b6



1. ... b5 2. axb5 b6

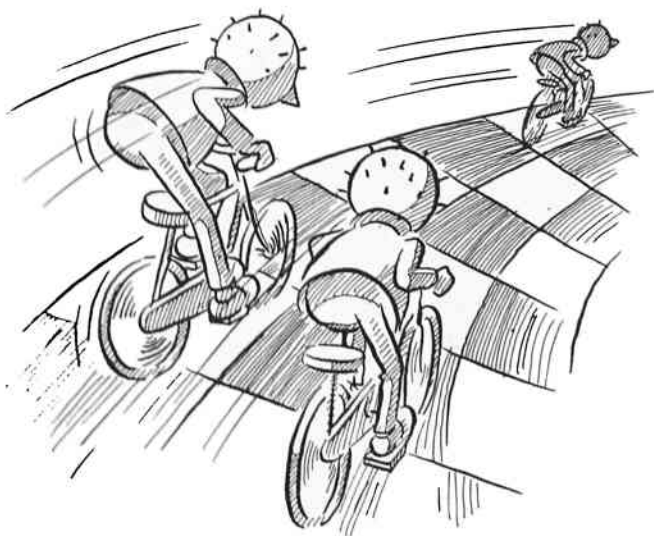
## Pawn ending



## Breakthrough: A

## Pawn ending

## Pawn race: **A**



# Pawn ending

Mix: **A**





## Mini-plans



## Pawn structure: A

## Discovered attack



## Preparatory move: **A**

## Discovered attack



## Preparatory move: **B**

## Discovered attack



## Preparatory move: C

# The pin

# Preparatory move: A



# The pin

# Preparatory move: B



# The pin

# Preparatory move: C



# Endgame

# Rook against pawn: A







# Defending

# Defending against a passed pawn: **A**



# Defending

# Defend against a passed pawn: B



## Rook ending

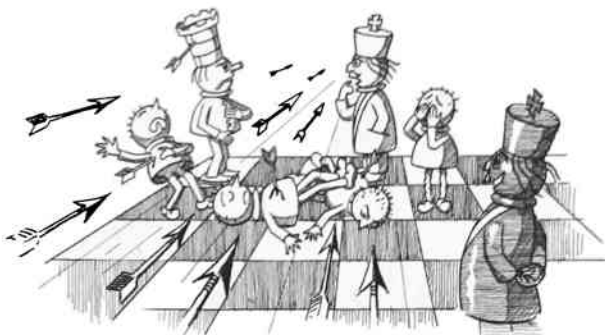


## Passed pawn: A



# Attacking the king

Access: **A**



# Attacking the king

Mix: **A**







Draw

Stalemate: **A**





# Draw

# Insufficient material: **A**









## Solving the tests

In the following 26 tests you know only whose move it is and that a good move is possible. You can usually win material or deliver mate.

How do you find the correct solution? First look to see whether you know the position. In chess many combinations strongly resemble one another. If at first you do not see the correct move, do not just try out every move. First look for the characteristics of the position. Some examples:



White would like to mate on g7. So you must eliminate the bishop on f6. Chasing it away helps here, so: **1. Rg6!**



The queen is protecting the Ne5. **1. Nf5+** eliminates this defender. **1. ... Kf6** is followed by **2. Qd6+**.



The h3-pawn is unprotected, but can easily be so. Black sets up a second threat with **1. ... Qd7**.



White's back rank is weak. Pressure can be increased by: **1. ... Re4** **2. Kf1** (the only move) **2. ... Re8**.



**1. Qd3** would win for White if the Nf6 were not there. So it has to be diverted: **1. Qe3 Ng8** (what else?) **2. Qd3**.



The rook on e3 is awkwardly placed. Black exploits this: **1. ... Re8**. Now the bishop is pinned: **2. ... Qe6** wins.



The e5-knight has no squares. After **1. f4**, exchanging queens doesn't help: **1. ... Qxg3** **2. Nxg3 Ng6** **3. f5**.



The attack falters after **1. Re1 Kf7**. The king must first be immobilised with **1. Qe6**, and only then **Re1**.



Defenders: Qb6, Ra8, Ne4  
Pinned: Ne5, b7  
The a6-pawn is protected 5 times and yet: **1. Rxa6!!**



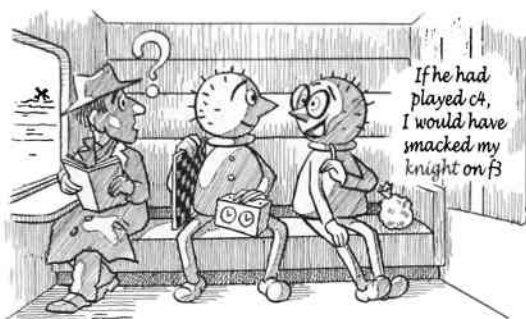


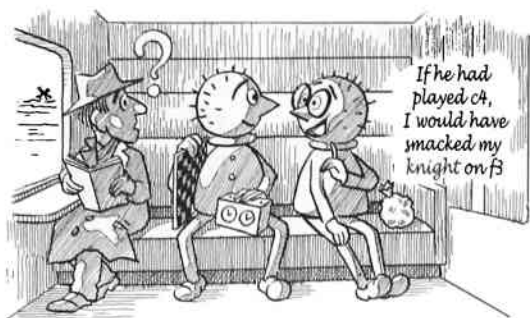
































Korchnoi























Marc Erwich







