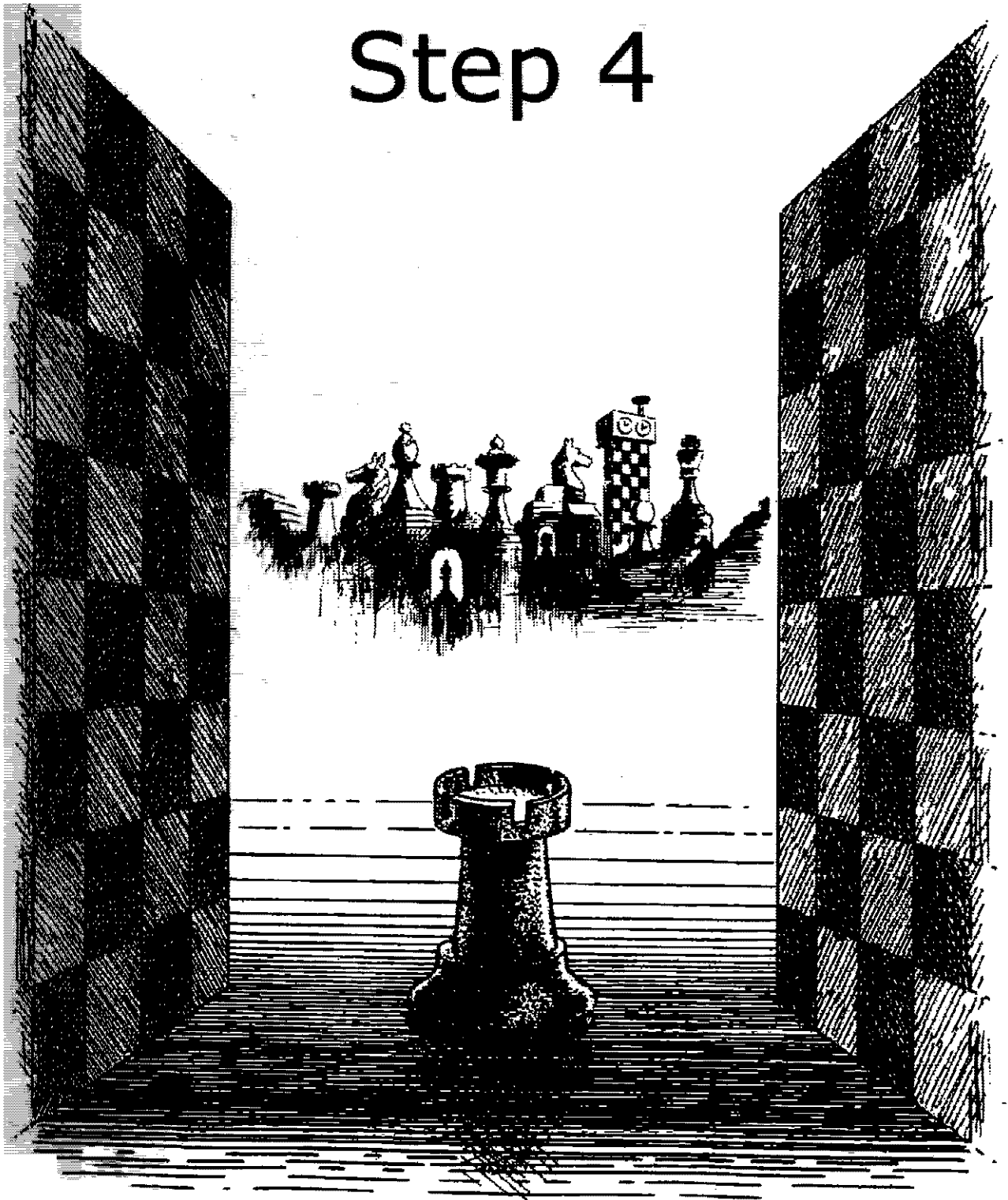


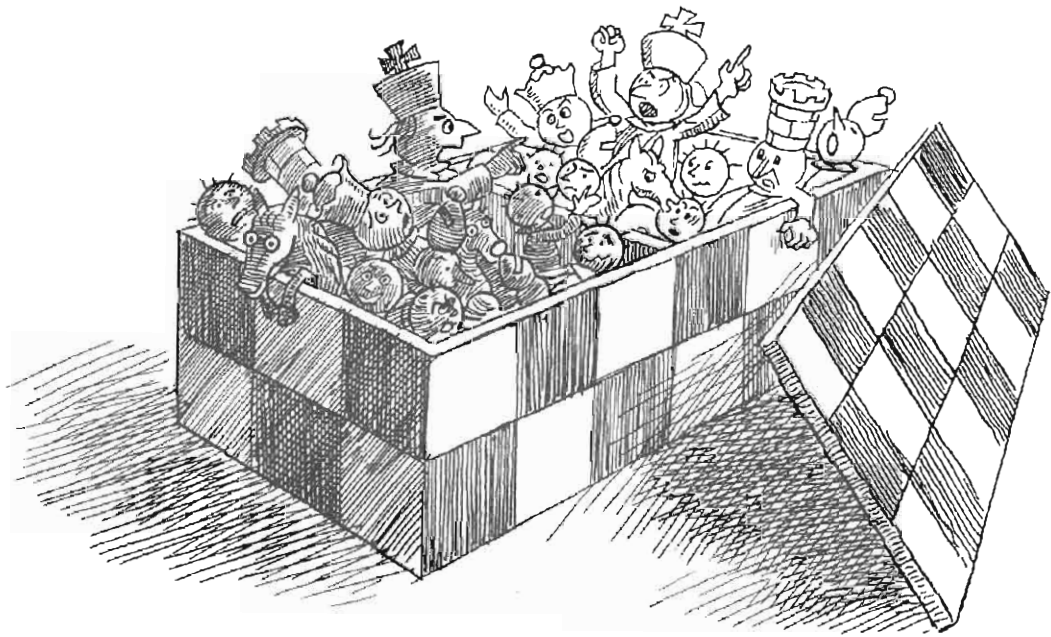
Learning chess

Step 4



Rob Brunia, Cor van Wijgerden

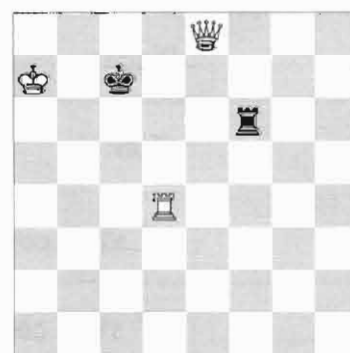
Workbook Step 4



Name:	Date of birth:
Street:	Place:
School:	Club:
Trainer:	1 st step completed:
2 nd step completed:	3 rd step completed:

Test

Mix (2nd + 3rd step): A



Test

Mix (2nd + 3rd step): **B**



Kasparov



Elimination of the defence: interference

Defenders can be eliminated by capturing, chasing away or luring away. The goal is always to win material or to checkmate. On this page you will learn a new sort of defence.



The rook is under attack, but is not in danger, since he is protected by the bishop. However, White can close off the diagonal with 1. d5+. The rook is lost. The name of this combination is: **interference**.

Interfering + material.



The black king is locked in. The mating pattern with the knight on c7 catches the eye. White can interfere the b-file with 1. Nb5 and threaten mate on c7. Black must give up the exchange on b5.

Interfering + mate.



The black queen protects the square g7. This is clearly necessary, because of the pressure by the white queen and the bishop. White eliminates the queen by 1. Rg5. After 1. ... h x g5 or 1. ... P x g5 the g-file has been interfered. White gives mate on g7.

Interfering + mate.



In the first three positions, the piece that interferes plays an active role. It gives check and attacks.

In this position White plays 1. Bg3-d6. The bishop does nothing else than interfering the 6th rank; Black must give up the exchange.



Interference is the closing of a line: a file, a rank or diagonal.

The bishop on d4 defends against the mate on g7, the rook on f5 protects the rook on f8. With the splendid move 1. Rf6! White can eliminate one of the defenders. Black will be mated on g7 or f8.



Interference can go hand in hand with other combinations.

In this position Black plays 1. ... Rd1+. He offers White the choice between 'luring away + material' (2. Rxd1 Qxb2) or 'interfering + mate' (2. Bxd1 Qc1 mate).

Elimination of the defence

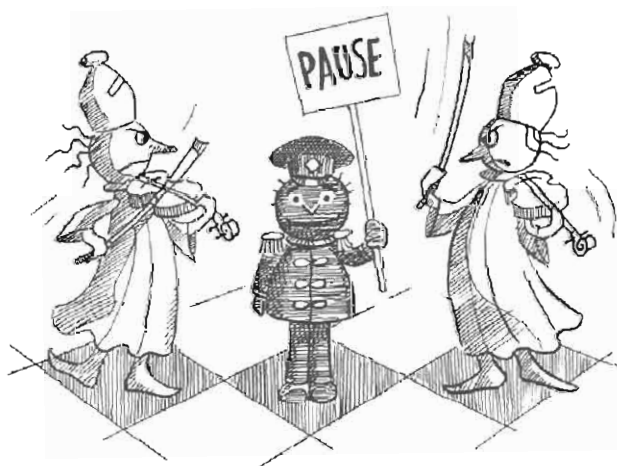


Interfering: A



Elimination of the defence

Interfering: **B**



Double attack: luring



On the left, White can win the black queen by playing 1. **Nb6+**. This is an easy double attack on the king and the queen. Unfortunately, your opponents are not going to give you such possibilities too often. They are getting stronger as well. But you do not have to wait for your opponent to make a mistake. On the right White can lure the black king to h8 by playing 1. **Rh8+** and then launching a double attack to win the queen.: 1. ... **Kxh8** 2. **Pg6+**.



The preparation of a double attack can take place in various ways. Here we take a closer look at **luring**. In the upper part White surprises with 1. **Qh8+**. He lures the black king to h8. Black must capture (otherwise he loses the queen on e5). After 1. ... **Kxh8** White's intentions become clear: 2. **Nxf7+**. He wins back the queen with interest. In the other part Black begins with 1. ... **c2+** and whichever way White takes, Black scores with a knight fork: 2. **Kxc2** **Ne3+** or 2. **Qxc2** **Na3+**.



Luring is especially attractive if the double attack cannot be set up directly. After 1. **Qe7**, Black defends himself in the upper part with 1. ... **Rg8**. White prepares the double attack with the queen with 1. **Bxg7+**. After 1. ... **Kxg7** he wins the rook with 2. **Qe7+**. In the lower part the king is lured to b2 with 1. ... **Rxb2+**. After 2. **Kxb2** comes 2. ... **Qd4+**. Luring as a means of preparing a double attack by the queen.



Luring can also be used advantageously in a discovered attack or a discovered check. On the left White does not have a useful discovered attack yet. With 1. **Rd7** he forces the queen to a white square. After 1. ... **Qxd7** follows the winning move 2. **Bb5+**. On the right the battery Qe3/pawn f4 is not functioning yet. After 1. **Bxg2+** **Kxg2** the king has been lured to the proper square. Black scores with 2. ... **f3+**.

Luring as preparation for a discovered attack.

With a sacrifice or an exchange an enemy piece is lured to a desired square, after which a double attack is possible. Luring appears with all kinds of the double attack.

Double attack

Luring: A



Double attack

Luring: B



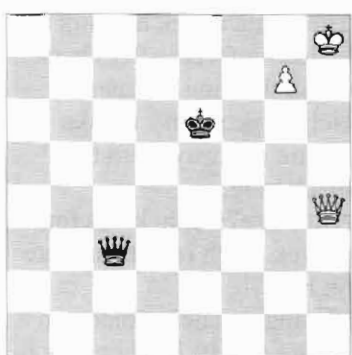
Double attack

Luring: C



Double attack

Luring: D



Elimination of the defence: blocking

The fourth type of eliminating the defence concerns mostly the king.



The white attack appears to be losing force; after check on h8 the king escapes.

Help is necessary to take square e7 away from the black king.

After 1. e7+ Black has four moves. Each results in mate on h8.

Placing an enemy piece on a square that he badly needs is called **blocking**.



This position is well known and the combination occurs frequently. All moves are forced. White plays 1. Qg8+ and after 1. ... Rxc8 he gives mate with 2. Nf7#.

The black king is surrounded by his own pieces. One piece is sufficient to give mate.

Smothered mate is the appropriate name for the combination.



The diagram shows the same kind of position, only without the bishop. It is surprising that White still can deliver smothered mate: 1. Nf7+ (taking with the rook now fails due to 2. Qxa8+) 1. ... Kg8 2. Nh6+ (double check) 2. ... Kh8 3. Qg8+ (a queen sacrifice) 3. ... Rxc8 4. Nf7 mate.



In the previous examples White manages to build up a blockade by clever sacrifices. Blocking can also occur without a sacrifice. After 1. Qh4+ Rh5 2. Qf6+ Bg6 3. Qf8 mate, two flight squares have been removed by means of blockades.



The defending side has only played forced moves up till now, because he had to go out of check. In this position White has a choice, ... but can he still choose after 1. ... c2?

The pawn must be stopped with 2. Bg3 but then a cold shower will follow: 2. ... Bd7 mate.



Blocking and other kinds of elimination of the defence need each other quite often. White cannot exchange on b8 with the intention to mate because of the knight on e6. White must first sacrifice his knight: 1. Nc7+ Nxc7 2. Rxb8+ Kxb8 3. Rd8 mate. The black knight serves as a blockade.

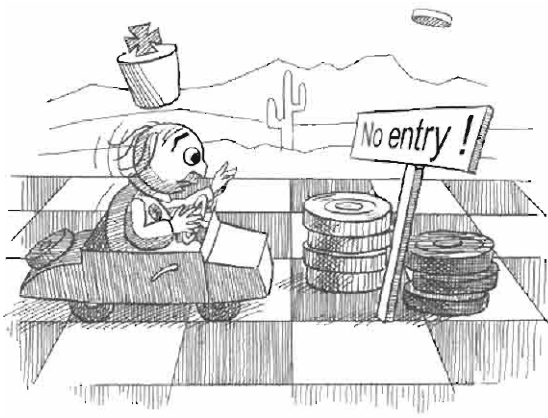
Elimination of the defence

Blocking: A



Elimination of the defence

Blocking: B

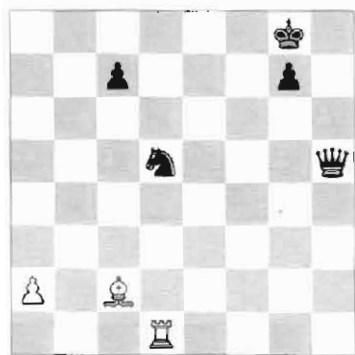






Pin: placing the front and back piece

The pin is a handy weapon but it doesn't always bring gain of material. As in the case of the double attack the proper preparatory move can sometimes do wonders. The front or back piece must be lured or chased to the right square.



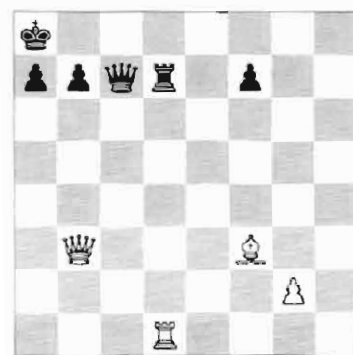
The pin on the knight on d5 with 1. Bb3 is senseless because of 1. ... c6. Thus White places another front piece: 1. Rxd5 (1. ... Qxd5 2. Bb3).

Front piece placement + pin



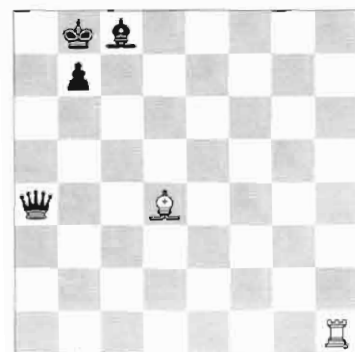
The pin on Bd5 cannot be capitalised upon yet. An attack can be parried with 1. ... Lxg2. The front piece must be lured to e4 with 1. e4. After 1. ... Bxe4 White wins with the cross pin 2. Qb1.

Front piece placement + attack on the pinned piece



White surprises by giving up the queen with 1. Qxb7+. After 1. ... Qxb7 he can profit from the poor defensive strength of the black queen with 2. Rxd7.

Front piece placement + a pinned piece is not a good defender



No pin to be seen in this position. But with the annoying check 1. Be5+ White forces the king to the a-file and the rook can pin the queen on a1.

Back piece placement + pin



At first 1. f4 will bring about nothing. Black protects with 1. ... Nd7 the bishop on f6. Therefore White must play 1. Nxf6 first. Thanks to the pin White wins a knight after 1. ... Kxf6 2. f4.

Back piece placement + attack on the pinned piece

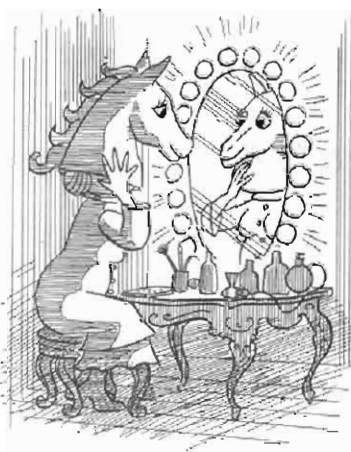


The f-pawn is pinned, but 1. Qxe4 is foolish. Exchanging on f6 by 1. Bxf6, however, does achieve something. After 1. ... Qxf6 the pin on the f-pawn has become a problem. Now 2. Qxe4 wins material.

Back piece placement + a pinned piece is not a good defender







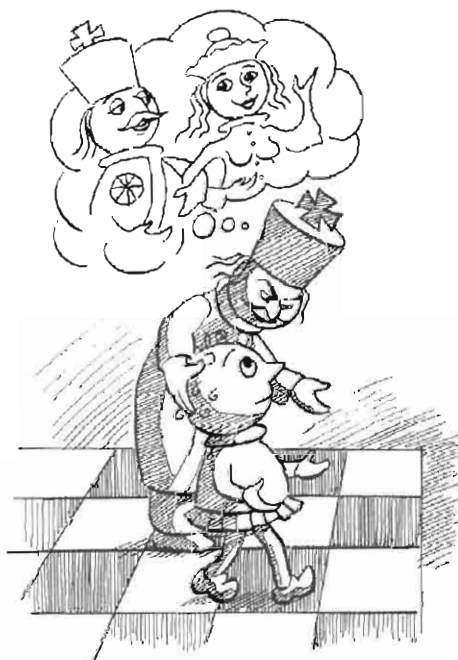
Endgame

Passed pawn: A



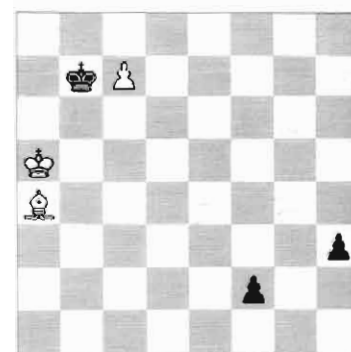
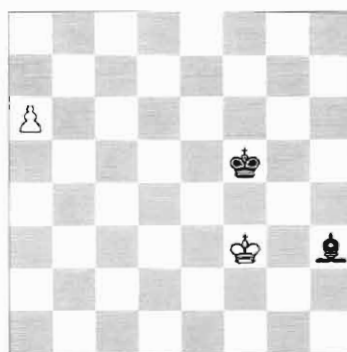
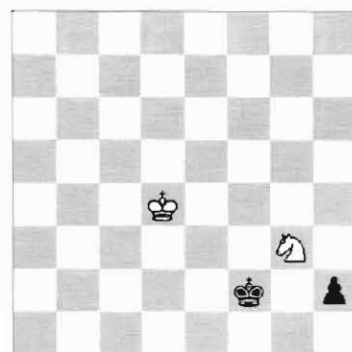
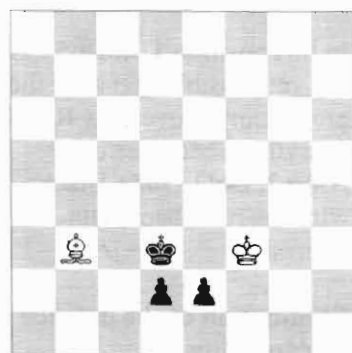
Endgame

Passed pawn: **B**



Endgame

Defending against the passed pawn: **A**



Double attack: elimination of the defence

The double attack is not in use yet. A defender has to be eliminated. This is the second preparatory move you will learn.



Unfortunately for Black, 1. ... Nb4+ will not work. The bishop is defending the square b4. In order to make the knight fork possible, Black plays 1. ... Rxc5 and after 2. Rxc5 he can continue with 2. ... Nb4+ winning the queen.

Elimination of the defence by capturing



The square f7 looks attractive to the knight. The rook on f8 is lured away with 1. Rxe8 Rxe8 2. Nf7+. By luring away the defender a double attack becomes possible.

Elimination of the defence by luring away



In this position 1. ... Db5+ is not yet possible, but after the preparatory move 1. ... Rxd3 everything becomes clear. After 2. cxd3 Qb5+ Black wins the rook back with interest.

Elimination of the defence by capturing



The white queen protects the rook on d3. Black chases the queen away with 1. ... c6. After 2. Qxb7 Qg6+ the white rook is lost. The sequence of the moves is important. When Black starts with 1. ... Qg6+ 2. Kh2 c6 the white rook is saved by 3. Rh3+.

Elimination of the defence by chasing away



Black has an unprotected pawn on g7. White cannot profit from that. He can, however, eliminate the bishop on f4 with 1. f4. The rook will be unprotected and a check on e3 becomes possible.

Elimination of the defence by interference



Eliminating the defence is a perfect preparation for all types of double attacks. In the diagram White wins material with 1. Rxd4+ exd4 2. Qxc7+. The knight on d4 must be captured first to make the X-ray check a success.

Double attack



Eliminating the defence: **A**

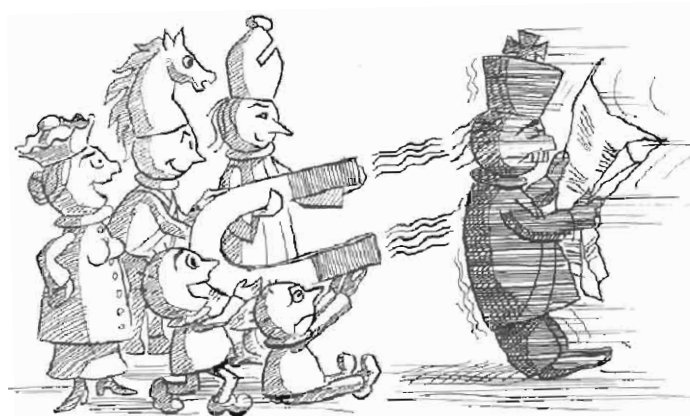


Eliminating the defence: **B**



Mate

Magnet: **A**

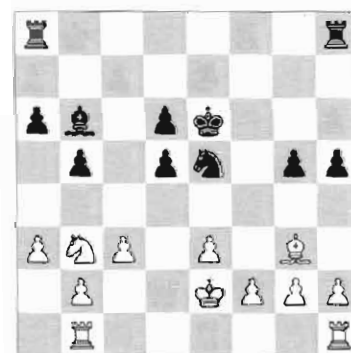


Mate

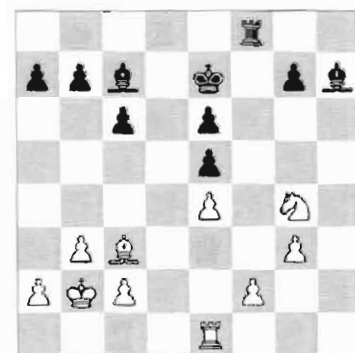


Magnet: B

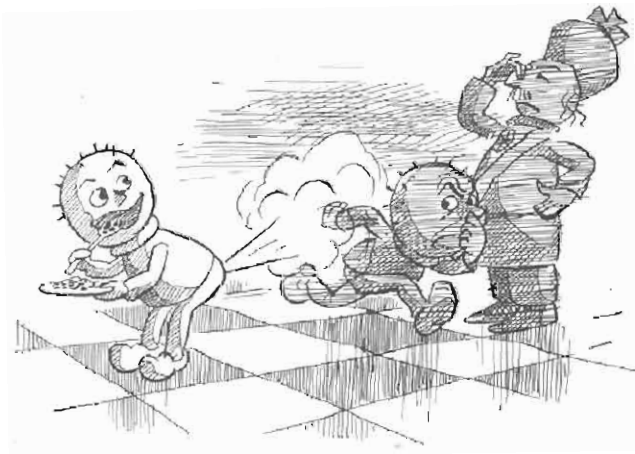
Strategy



Pawn structure: A



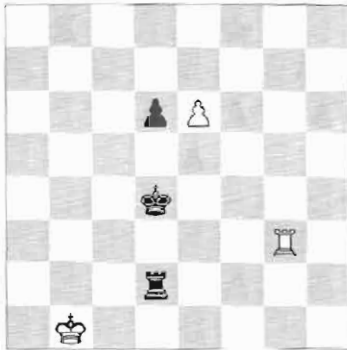




Rook ending



Passed pawn: **A**

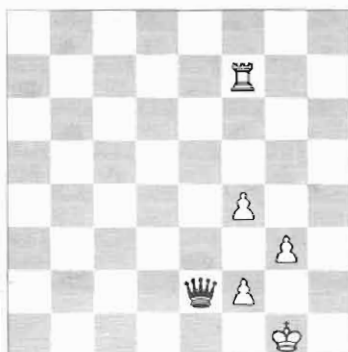


Double attack: chasing and aiming

The double attack will not work yet. We look at the third and fourth preparatory move.



White cannot immediately launch a winning double attack. Yet the proper conditions are present: an unprotected rook and the possibility to give check. After 1. Qc8+ the queen has forced the king to a7 after which 2. Dc5+ results in gaining a rook.



In this position the rook is unprotected too and the king is vulnerable because of possible checks. Black wins the rook with 1. ... Qd1+ 2. Kh2 Qh5+ or 2. Kg2 Qd5+.

We call this preparation of a double attack: **chasing**.



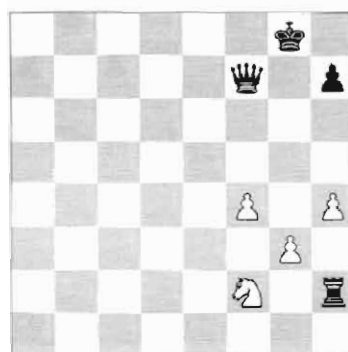
We can also chase with a knight fork. We first position the target with a check or an attack on a piece.

At the top White plays 1. Nb6+, forcing 1. ... Kb8, after which 2. Nd7+ wins. At the bottom Black chases the rook: 1. ... Ng3. After 2. Rh2 follows 2. ... Nf1+.



A knight fork awaits Black on c5. The knight can get there with gain of time (chessplayers speak of gain of tempo) by 1. ... Nb3+ 2. Kb2 Nc5 winning the exchange.

Setting up the double attack through gaining a tempo is called **aiming**.



Instead of getting the king in our sights we can also aim at other pieces.

White sneakily attacks the rook on h2 with 1. Ng4 and simultaneously threatens 2. Nh6+.

Thanks to the attack with tempo on the rook, White wins material.



The double attack in this diagram is still hidden. The rook on b8 and the knight on c2 are unprotected. We give check on the diagonal a2/g8. Now we know enough. A double attack awaits on a2. We must get there with gain of tempo. That is possible with 1. Qa7: an attack on the rook and a deadly threat on a2.

Double attack

Chasing or aiming: **A**



Double attack

Chasing or aiming: **B**



Attacking the castled king

The castled king's position can be compared to a medieval castle. The fortress can only be taken by overpowering it or by forging a breach in the wall.



The castled position is in ruins and the white troops are already inside. To finish off the job successfully the king must be prevented from escaping with 1. Qxh7+ Kf8. Correct is 1. Bxh7+ Kh8 2. Bg6+ Kg8 3. Qh7+ Kf8 4. Qxf7 mate.



Here black tries to keep fighting (1. Bd3 f5). White must first eliminate the defence (f5) with 1. Nf6+ Bxf6 and only then attack with fresh troops 2. Rd3. After 2. ... Re8 mate follows as in the first diagram.



The black castled position is undamaged. White forges a breach in the wall with 1. Nf6+ gxf6 (otherwise the queen is lost) 2. Qg3+ Kh8 3. Bxf6 and Black is checkmated. With the sacrifice White gains access to the king.



Lack of manpower is the problem here. The white queen cannot give checkmate alone. Bringing in support with 1. Nf5 exf5 2. Nxd5 is the solution. Black capitulates after 3. Nf6+. A rule of attack is: keep bringing up fresh troops.



Obvious would be 1. Qh6 but after 1. ... Nf8 the attack is difficult to finish. First eliminate the important defender with 1. Bb5 and 2. Bxd7 is the right idea. Just as important as bringing up reserves is breaking down the reserves of the opponent.



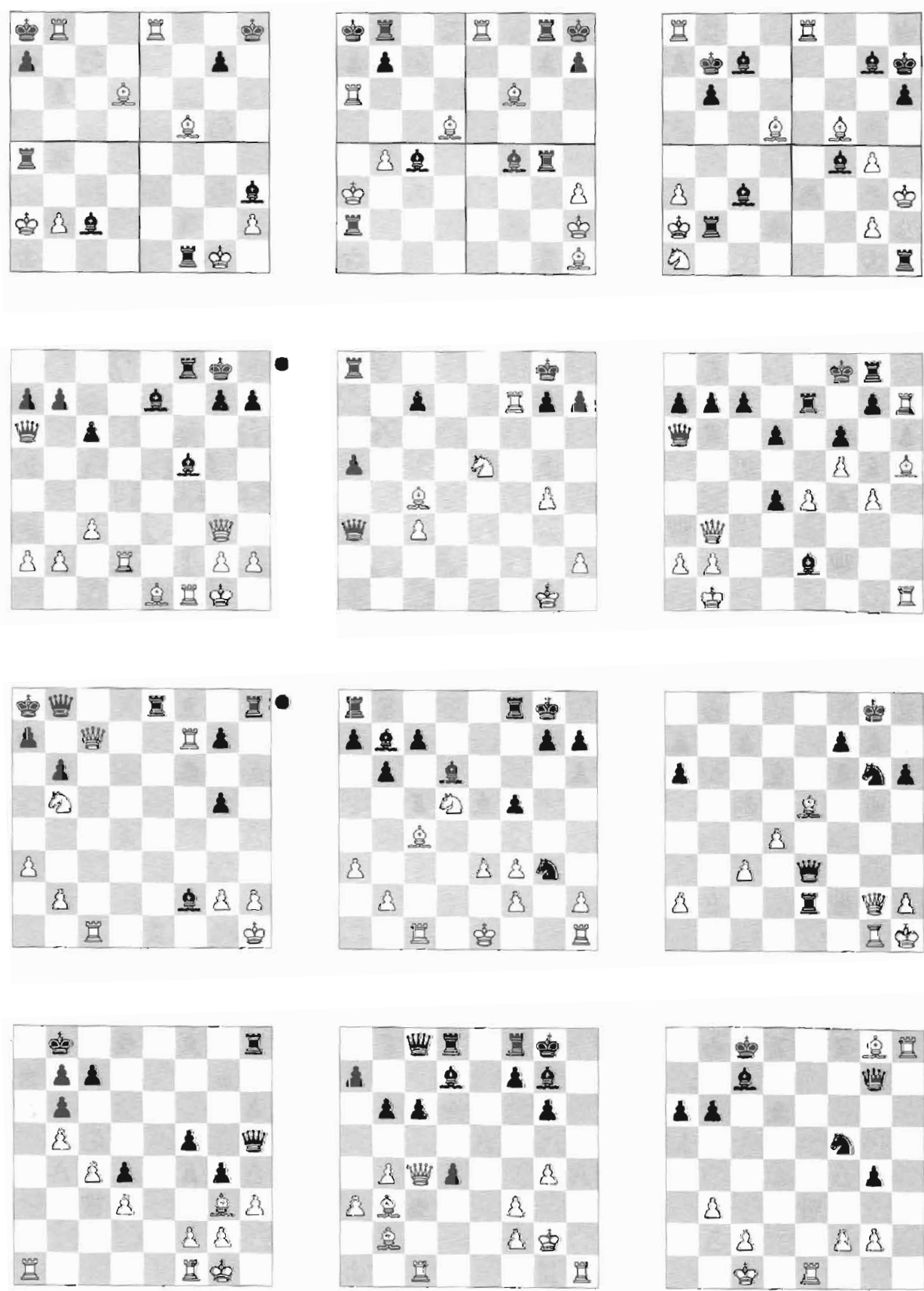
Aim forces at the king, eliminate the defence, and charge: 1. Qg5 (threatens 2. Qh6 with indefensible mate) 1. ... Kh8 2. Qh6 (luring the rook to g8 where he blocks the king) 2. ... Rg8 3. Qxh7+ Kxh7 4. Rh3 mate.

Main rules for launching an attack on the king:

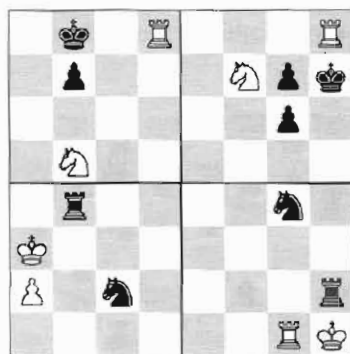
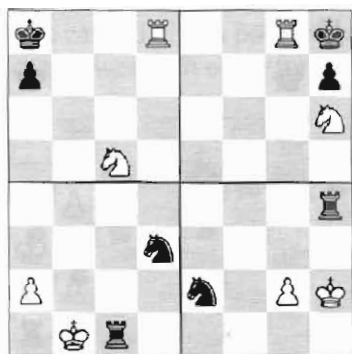
- bringing up fresh pieces
- gain access
- eliminate defenders
- round off the attack by mate or gain of material

King's attack

Mating pattern (♔♚): A

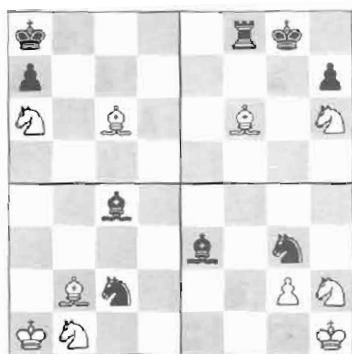


Mating pattern (♖♘): B



King's attack

Mating pattern (♔♞): C



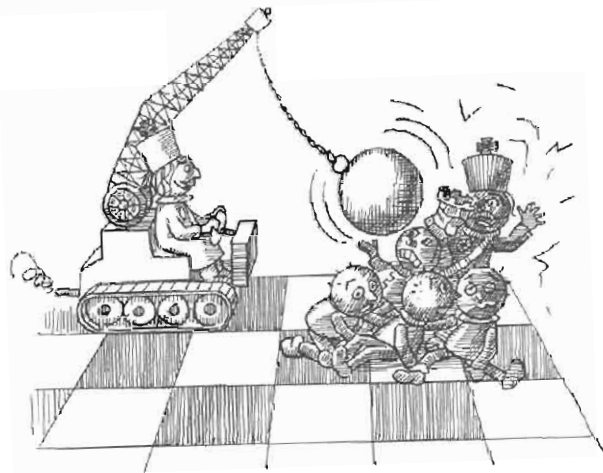
King's attack

Attacking the castled king: **A**



King's attack

Attacking the castled king: **B**



King's attack

Attacking the castled king: C



The seventh rank



Pieces are most active in the centre. Only the rook prefers another position. He would rather be on the **seventh (second)** rank where he can cut off the king.

Two rooks on the seventh or second rank can even give checkmate. After **1. ... Rh2** White cannot avoid mate on a1 or h1.



In the top part, the rook on f8 is in the king's way. He is helping White: **1. Rg7+ Kh8 2. Rh7+ Kg8 3. Rbg7** means checkmate.

In the lower part the h-pawn lends a hand: **1. ... Rh2+ 2. Kg1 Rag2+ 3. Kf1 Rh1** mate.

Remember these mating pattern.



With the mating positions from the previous diagram in mind, the moves become clear quickly here.

In the top part, White plays **1. Bxf8** and lures the rook to a fatal spot.

In the bottom part the defending queen is lured away from protecting g2 by **1. ... Qe3+**.



The a-pawn obviously cannot be stopped. Of course, White has perpetual check, but there are better possibilities. **1. Rh7+ Kg8 2. Rfg7+ Kf8 3. Rxc7** (threatens mate on h8) **3. ... Kg8 4. Rcg7+ Kf8 5. Rxb7** (threatens mate on h8 again) **5. ... Kg8 6. Rbg7+ Kf8 7. Rxa7**.

Victory! The reappearing mating threat on h8 is fatal for Black.



The battery formed by the bishop and rook is extremely powerful.

Thanks to a repeating discovered check, White can clear out the entire 7th rank. Black can play only forced moves with his king:

1. Rxf7+ Kg8 2. Rg7+ Kh8 3. Rxe7+ Kg8 4. Rg7+ Kh8 5. Rxc7+ Kg8 6. Rg7+ Kh8 7. Rxb7+ Kg8 8. Rg7+ Kh8 9. Ra7+ and White wins.



Sometimes things go wrong in a game and you would be satisfied with half a point.

In the diagram White is in an almost impossible position. Mate on a1 cannot be prevented. Fortunately the rooks on the 7th rank can give perpetual check. This must be done with the proper rook: **1. Rde7+**.

The bishop on c3 controls square g7 so the king is not allowed to escape to the king's side.



Seventh rank: B



Strategy in pawn endings

Pawn endings are full of surprises. By applying the right rules you make a good start.



It is tempting to start running with your pawns, but 1. ... g5 2. hxg6+ Kxg6 3. Kc3 is just a draw, the white king reaches f1 in time.

In the endgame the king must play an active role.

First 1. ... Kg8 2. Kc3 Kf7 wins easily for Black.



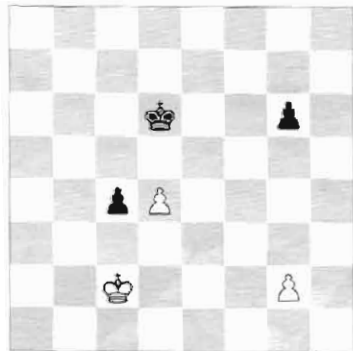
White has an advantage while his b-pawn is the **outside passed pawn**. It takes longer for the black king to return to the other pawns. Have a look:

1. b6 Kc6 2. b7 Kxb7 3. Kxd5 Kb6 4. Ke5 Kc5 5. Kf5 Kd4 6. Kg6 Ke4 7. Kxh6 Kf4 8. Kh5 and White wins.



You must not hurry creating a passed pawn. Bad is 1. h3 h4 and White even loses! The g-pawn must become the passed pawn, he is the **candidate**.

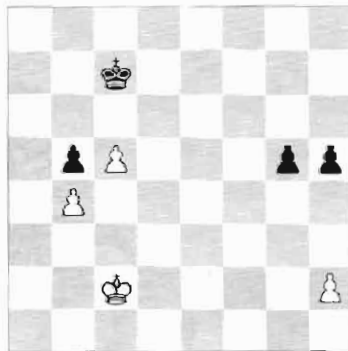
The rule is: candidate first. So: 1. g3 Kd5 2. h3 Kc5 3. g4 and White wins easily. He has outside passed pawn.



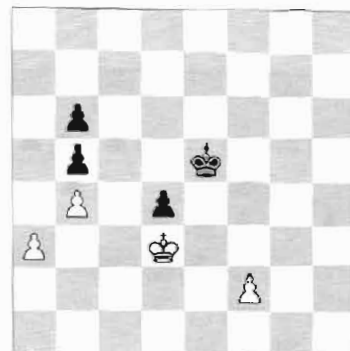
It is important to be able to think in advance.

White plays 1. Kc3 Kd5 2. g4 g5 and what happens? Correct, white loses; he is in **Zugzwang** and he must give up the d-pawn.

White must make use of his **reserve tempo** with the g-pion. After 2. g3! g5 3. g4 Black is in Zugzwang and White wins.



The white c-pawn is a **protected passed pawn**. That is a mighty weapon. Such a passed pawn keeps the enemy king fully tied up. He may not leave the square of the pawn and he cannot capture the pawn. The white king has his hands free: 1. Kd3 g4 2. Kc4 h4 3. Kf4 g3 4. hxg3 h3 5. Kf3 and wins.



White has all he can desire: an outside passed pawn and a reserve tempo. He wins after 1. f3! (and not 1. f4+? Kd5! 2. f5 Ke5 3. f6 Kxf6 4. Kxd4 Ke6 with a draw) 1. ... Kf4 (or 1. ... Kd5 2. f4 Ke6 3. Kxd4) 2. Kxd4 Kxf3 3. Kd5 and the rest is not difficult anymore.

Remember: • activate the king

• candidate passed pawn first

• outside passed pawn

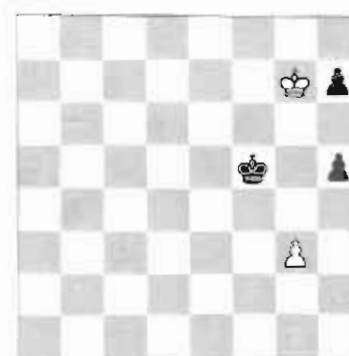
• reserve moves

• Zugzwang

• protected passed pawn

Endgame strategy

Pawn ending: A







Anand



Double attack: clearing

The double attack will not work yet. The fifth and final preparatory move you will learn is **clearing**.



Two pieces on one square is unfortunately not allowed. Black would like to play **1. ... Nb3+** but the rook is already there. If he moves, White can play **2. Kb1** and the knight fork is no longer possible. The rook must depart with a tempo: **1. ... Rxa3**. White has no time to take back.



In this position the tempo comes because of a check with the queen on h5: **1. ... Qh5+**. After the king move to g1 follows **2. ... Ng5**. The square we need for a double attack, is cleared. We appropriately call this combination: **square clearance**.



A gain in tempo is necessary for a successful square clearance by taking, giving check or attacking an unprotected or important piece. The last type you see in the diagram. Black plays **1. ... Ne3** and White can not rescue both rooks at the same time. Besides **2. ... Nxd1** also **2. ... Be4+** is threatening.



The knight on f5 prevents a double attack with **1. Qg4+**. The knight must move with the correct gain of tempo. White achieves this goal, by clearing the h3/c8 diagonal, by **1. Ne7+ Bxe7 2. Qg4+**. Not a square is cleared but a diagonal.



Without the rook on e6 the bishop on c4 could deliver a double attack. After check on e8 the king escapes to h7. Correct is taking the bishop by playing **1. Rxd6**. The diagonal a2/g8 is cleared. Black cannot recapture because of **2. Bc4+**. First **1. Bc4** is useless because of **1. ... Qb1+**.



The check on e4 looks profitable: **1. Re4+ Kf7 2. Be1** but **2. ... Bf3** spoils the fun. White must first clear the c-file with the attack **1. Be1**. Now Black loses a piece. We call this **line clearance**, a collective term used for the clearing of a file, rank or diagonal.

Double attack

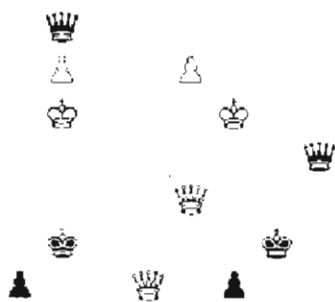
Clearing: **A**





Queen against pawn

The battle between a queen and a pawn can hardly cause any problem for the queen. That is always like this. Only when the pawn is close to promotion and is supported by his king, the queen will have some troubles.



The queen wins easily if the pawn has not yet reached the next to last rank. If the pawn is positioned on the seventh rank, then the queen must attempt to occupy the promotion square. On the lower left, the queen is played to e4 or d4 and on the lower right to h1.



The black pawn is almost there and the king is assisting. White must play at his best and come up with a good plan. The king must be driven in front of his pawn: **1. Qd4+ Kc2 2. Qc3 Kd1 3. Qd3+ Ke1** (see the next diagram).



Pawn promotion is delayed for one move. Now White must bring up the king: **4. Kd5 Kf2 5. Qd2** (pin) **5. ... Kf1 6. Qf4+ Kg2 7. Qc3 Kf1 8. Qf3+** and the king must move in front of the pawn again. This goes on until the pawn is captured.



Queen against the rook's pawn

We again chase the king in front of the pawn: **1. Qb4+ Ka1!** With a rook's pawn, the king is only too happy to move in front of the pawn. If the white king comes any closer, Black is stalemated. The position is a draw.



Queen against the bishop's pawn

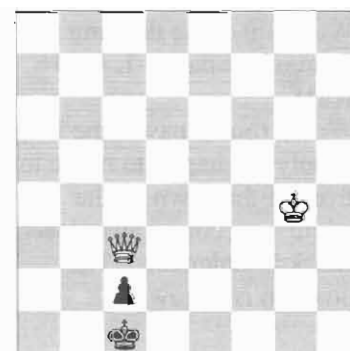
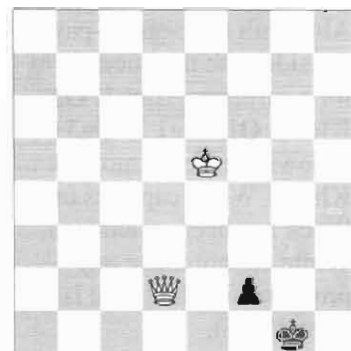
Also with the e- and f-pawn the side with the queen is in for a surprise. After **1. Qg4+ Kh2 2. Qf3 Kg1 3. Qg3+** follows the clever move **3. ... Kh1**. If White captures on f2 Black has been stalemated. White cannot make any progress and the game is a draw (1.-1.).



The queen can win against the a-, e-, f- and h-pawns only if the king is in the neighbourhood
Top: **1. ... Dd7+ 2. Kb8 Kc6 3. a8D+ Kb6** and mate on the next move.
Bottom: **1. Qb2 Kd1 2. Kf3 e1Q** (or **2. ... Kd2 3. Qd4+ Ke1 4. Qb6 Kd2 5. Qc3 Kd1 6. Kf2**) **3. Qe2** mate.

Endgame

Queen against pawn: A



Test



Mix:



