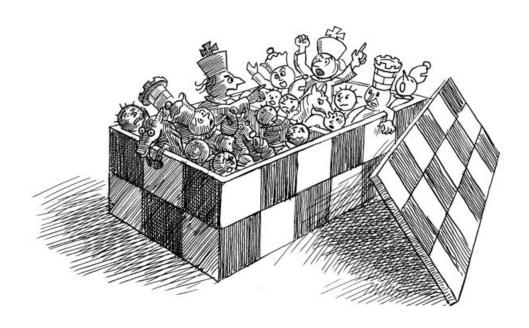
Step 2 extra

Reminder



The 3rd edition of workbook Step 2 extra is published for the first time as an international version. The only reminder has disappeared. The number of pages with mixed exercises has been reduced to 10. With the appearance of Step 2 mix there are enough mixed exercises available.

As a teacher you can now hand out the reminder if the students are on page 47 in the workbook. Note that a reminder can never replace the lessons from the manual! (Manual for chess trainers Step 2).

The solutions of all workbooks can be found on the website at: http://www.stappenmethode.nl/en/solutions.php

Information and an order form can be found on our website at: http://www.stappenmethode.nl/en/

Solving tests

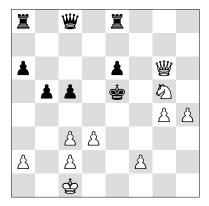
In Step 2 you have learned to win material with:

the double attack

- the pin
- the elimination of the defence
- the discovered attack

On the following pages the puzzles with these subjects are all mixed. In some positions you must mate the opponent or defend against mate.

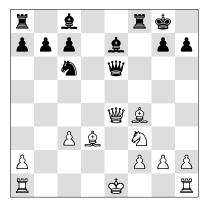
How should you go about it? First, try to find the possible targets.



Target: king

Have a look at the enemy king. It has only a few pieces around it. Try to **mate** the king! **1. Nf7+ Kf4 2. Qe4**#.

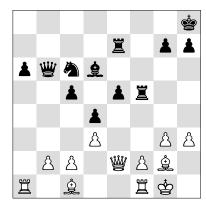
Giving check is not the only way. Try to find a second target to attack: material or an important square.



The pin

Search for enemy pieces on the same line (rank, file or diagonal). Perhaps you can pin a piece?

The black queen and the black king are standing on the same diagonal. White can profit by **pinning** the black queen with **1. Bc4**.

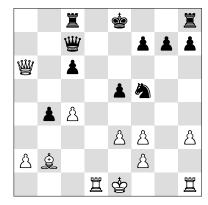


Target: material

Search for pieces (unprotected, insufficiently protected or important).

There is a big chance that you can win material with a **double attack**.

The rook on f5 is unprotected and the protection of Nc6 is insufficient after **1. Qe4**.

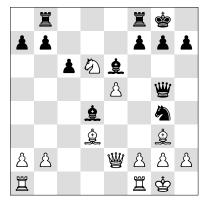


Eliminating the defence

Search for an important defender! See if you can eliminate this defender by:

- capturing
- chasing away
- luring away

The queen on c7 is protecting the rook on c8. White can lure it away by **1. Bxe5**.

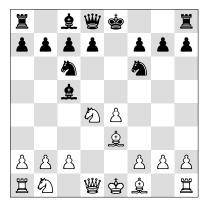


Target: square

On which square can you give mate? Use this target together with the other targets 'king' or 'material' to deliver a **double attack**.

The mating pattern with the queen on h7 is known. The bishop on d4 is unprotected:

1. Qe4 is the solution.



Discovered attack

Here you must search for a battery. Is there a target for the back piece? Then look for a target for the front piece: king, material or square. Black has attacked the pawn on e4. He did not pay attention to the battery: