

# Step 1

## 3 Board / Naming the squares: A

- |             |             |              |
|-------------|-------------|--------------|
| 1) f3 a8 c6 | 5) e3 d6 b7 | 9) g5 b4 c6  |
| 2) g8 e7 c3 | 6) d4 f5 c2 | 10) f4 e6 b7 |
| 3) g4 d5 c2 | 7) f6 b1 d5 | 11) c3 h5 e2 |
| 4) c5 h5 b2 | 8) d8 g4 e6 | 12) f7 b6 d1 |

## 4 Rules of the game / Movement of the pieces: A

- 1) Rb4: b1, b2, b3, b5, b6, b7, b8, a4, c4, d4, e4, f4, g4, h4
- 2) Bd7: a4, b5, c6, e8, c8, e6, f5, g4, h3
- 3) Ne4: c3, c5, d6, f6, g5, g3, f2, d2
- 4) Qg7: a7, b7, c7, d7, e7, f7, h7, g1, g2, g3, g4, g5, g6, g8, f6, e5, d4, c3, b2, a1, h8, f8, h6
- 5) Kb3: a2, a3, a4, b4, c4, c3, c2, b2
- 6) Ng5: e4, e6, f7, h7, h3, f3
- 7) Rh8: a8, b8, c8, d8, e8, f8, g8, h1, h2, h3, h4, h5, h6, h7
- 8) Qe4: a4, b4, c4, d4, f4, g4, h4, e1, e2, e3, e5, e6, e7, e8, d3, c2, b1, d5, c6, b7, a8, f3, g2, h1, f5, g6, h7
- 9) Ke8: d8, d7, e7, f7, f8
- 10) Na7: b5, c6, c8
- 11) Be3: d4, c5, b6, a7, f2, g1, d2, c1, f4, g5, h6
- 12) Rg2: a2, b2, c2, d2, e2, f2, h2, g1, g3, g4, g5, g6, g7, g8

## 8 Rules of the game / Moves of the pieces: B

- 1) d2, e5, g1, h2, xh4, xg5
- 2) c4, e6, f7, g8, e4, xb3, xf3
- 3) c4, b4, e4, xd5
- 4) d5, e6, e7, e8, d4, f6, f4, xc3, xe4, xf5, xg3
- 5) c6, c8, a7, b7, d7, e7, f7, g7, h7
- 6) d2, f4, f2, g1, xg5
- 7) c4, c3, c6, c7, d5, xb5, xc2
- 8) g3, g5, g6, f3, f5, h3, h4, h5, xe6, xg7
- 9) c8, e8, f5, f7, xc4, xe4
- 10) e1, e3, e4, e5, e6, e7, e8, a2, b2, c2, d2, f2, g2, h2, d1, f1, xd3
- 11) Drawing
- 12) b2, c1, e1, f4, xc5, xe5

## 9 Attacking / Attack: A

- |   |                   |
|---|-------------------|
| 1) 1. Be2-g4                                    | 7) 1. Be2-h5      |
| 2) 1. Ne4-f6                                    | 8) 1. Rg2-g6      |
| 3) 1. ... Rd5-d1 or 1. ... Rd5-e5               | 9) 1. ... Nc5-d3  |
| 4) 1. ... Qd5-d2 or 1. ... Qd5-f7 1. ... Qd5-a2 | 10) 1. Ba5-b4     |
| 5) 1. Rb8-d8                                    | 11) 1. ... Qa8-h8 |
| 6) 1. Nb7-d6                                    | 12) 1. Bg2-d5     |

## 11 Rules of the game / Moves of the pawn: A

- |                 |  |
|-----------------|--|
| 1) f6, f5       | 7) c8Q, c8R, c8B, c8N                        |
| 2) a3, a4       | 8) e1Q, xd1Q, xf1Q (R,B,N) 12 possible moves |
| 3) d4           | 9) Drawing                                   |
| 4) d5, xe5      | 10) no pawn move possible                    |
| 5) e3, e4, xd3  | 11) xb4                                      |
| 6) d6, xc6, xe6 | 12) b5, xc5                                  |

*12 Attacking / Creating an attack: A*

- |   |                |
|---|----------------|
| 1) rook on 2 <sup>nd</sup> rank or on the g-file. | 7) Ra3, c3, h3 |
| 2) Nc3, e3, f4, f6, e7, c7, b6, b4                | 8) Qb2, c3     |
| 3) bishop on a2/g8, f1/a6                         | 9) Ka7, a8, c8 |
| 4) Be6 or Bd7                                     | 10) Qg8, Qh6   |
| 5) Nd5, e8, g8, h7, h5                            | 11) Kg8        |
| 6) Nb6  | 12) Nc2        |

*14 Defending / Protecting: A*

- |                  |                  |
|------------------|------------------|
| 1) 1. c2-c3      | 7) 1. ... Ng4-f6 |
| 2) 1. ... g7-g6  | 8) 1. Kg1-g2     |
| 3) 1. ... Ka8-b8 | 9) 1. Nc3-d5     |
| 4) 1. Rf1-c1     | 10) 1. ... f6-f5 |
| 5) 1. Bf2-d4     | 11) 1. Rd4-d3    |
| 6) 1. Nb1-c3     | 12) 1. Nc3-e2    |

*15 Defending / Moving away: A*

- |                  |                   |
|------------------|-------------------|
| 1) 1. e4-e5      | 7) 1. ... Bg5-c1  |
| 2) 1. ... b6-b5  | 8) 1. ... Qa5-c5  |
| 3) 1. ... Rd6-d8 | 9) 1. Qd5-a2      |
| 4) 1. Nd5-e3     | 10) 1. Ne3-d5     |
| 5) 1. Re5xh5     | 11) 1. ... Nb7-d6 |
| 6) 1. ... Bc5-e3 | 12) 1. Rf3-a3     |

*16 Material / Capturing an unprotected piece: A*

- |                  |                   |
|------------------|-------------------|
| 1) 1. Bc4xe6     | 7) 1. Qd2xa5      |
| 2) 1. ... Be7xg5 | 8) 1. ... Qf7xf1  |
| 3) 1. Nc3xd5     | 9) 1. Kf3xe4      |
| 4) 1. ... Ne4xd2 | 10) 1. ... Kg8xf7 |
| 5) 1. Rd1xd6     | 11) 1. ... d5xc4  |
| 6) 1. ... Ra7xa3 | 12) 1. ... Bd4xb6 |

*17 Defending / Capturing the attacker: A*

- |                  |                  |
|------------------|------------------|
| 1) 1. ... Ne7xd5 | 7) 1. Re2xe7     |
| 2) 1. e4xd5      | 8) 1. Bg5xe7     |
| 3) 1. ... f5xe4  | 9) 1. ... Ng5xf3 |
| 4) 1. ... Bc5xd4 | 10) 1. Qd5xd8    |
| 5) 1. ... Rc3xc1 | 11) 1. Nd4xe6    |
| 6) 1. ... Be5xc3 | 12) 1. Re7xe8+   |

*18 Material / Capturing an unprotected piece: B*

- |                  |                   |
|------------------|-------------------|
| 1) Drawing       | 7) 1. ... a6xb5   |
| 2) 1. d4xc5      | 8) 1. Qd2xh6      |
| 3) 1. ... Re8xe2 | 9) 1. Bg2xa8      |
| 4) 1. ... Rf8xf3 | 10) 1. ... Nd5xf4 |
| 5) 1. ... Qf3xh1 | 11) 1. Nd6xe4     |
| 6) 1. Nd4xc6     | 12) 1. ... Qg4xd7 |

*19 Test / Repetition: A*

- |                     |                  |
|---------------------|------------------|
| 1) 1. Be6, Bd7      | 5) 1. ... f6-f5  |
| 2) 1. c8Q (R, B, N) | 6)               |
| 3) 1. Nb7-d6        | 7) 1. ... Ra7xa3 |
| 4) 1. ... Nc5-d3    | 8) 1. Kg1-g2     |

9) 1. ... Bc5-e3

10) 1. Nb6

11)

12) 1. ... Qf7xf1

*20 Test / Mix: A*

1) 1. ... Nd7-b6

2) 1. ... Nf6-d7

3) 1. Re4xe6

4) 1. ... Bb6-d4

5) 1. ... Nd8xc6

6) b4, c4, e4, f4, g4, h4, d3, d2, d1, d5, d6, d7, d8

7) + a2, c4, e6, c6, a8, e4, f3, h1; – b3, b7, f7, g8, g2

8) + a4, b4, c4, a7, b6, c5, d5, d6, d7, d8, e5, f6, e4, g4, h4, d3, d1, c3, a1.  
– b2, d2, e3, f4, f2, g1

9) 1. ... Bf8xb4

10) 1. Bd6-g3 or 1. Bd6-f4; not 1. f2-f4 because of 1. ... Qe4xe3.

11) 1. Nd5-c7

12) 1. Ne6xd4

*22 Attacking / Giving check: A*

1) 1. Bf4-d6+

2) Drawing

3) 1. ... Nd7-c5+; 1. ... Rc8xc3+ gives up material.

4) 1. Bg2xc6+

5) 1. ... b7-b5+

6) 1. ... Rd8-d2+

7) 1. Rd1-d5+

8) 1. Bf1-b5+

9) 1. ... Qd6-b4+

10) 1. Ne5xc6+ or 1. Ne5-g6+ but that wins no pawn.

11) 1. ... Nb4-d3+

12) 1. Qa2-g2+

*23 Defending / Getting out of check: A*

1) 1. Kg1 h1

2) 1. ... Rc8xd8

3) 1. Kh1 g1

4) 1. ... Bg5 h6

5) 1. ... Kg8 h8

6) 1. Kh1-g2

7) 1. ... Nb8xc6

8) 1. ... a6xb5

9) 1. Kg1-g2

10) 1. ... Qd7 g7

11) 1. f2-f4

12) 1. ... Kg8-h8

*24 Defending / Getting out of check: B*

1) 1. ... Nd6xe4

2) 1 ... Kc8-b8

3) 1. ... Nd7-f6

4) 1. ... Ra7xa3

5) Drawing

6) 1. ... Be8xg6

7) 1. Bc4-f1

8) 1. Ke4xd4

9) 1. ... Re7-b7

10) 1. ... Kb7-a6

11) 1. Nc4 d2

12) 1. Nd1-c3

*26 Mate / Mate in one: A*

1) 1. Qf7-b7#

2) 1. ... Qc3-b4#

3) 1. ... Qc1-g5#

4) 1. ... Qb8-b2#

5) 1. a7xb8Q#

6) 1. Qa4xd7#

7) Drawing

8) Drawing

9) 1. ... Qd6xh2#

10) Drawing

11) Drawing

12) 1. Qb2-b7#

*27 Mate / Creating mate: A*

1) Qb5

2) Qb2

3) Qg7

4) Qg2

5) Qb8

6) Qg7

- |        |         |         |
|--------|---------|---------|
| 7) Rf8 | 9) Qf4  | 11) b7  |
| 8) Re7 | 10) Bg7 | 12) Qh1 |

28 Mate / Creating mate: B

- |   |              |
|---|--------------|
| 1) Rh1  | 7) Bc3...h8  |
| 2) Qa8, Qb7                                     | 8) Re3       |
| 3) Ba2, Bb3, Bc4                                | 9) Qc8       |
| 4) Nh6, Ne7                                     | 10) Qf8      |
| 5) Ra8...e8, Rh8 (last move must be 1. g7xh8R#) | 11) Bh7      |
| 6) Nf2  | 12) Bf2, Be1 |

29 Mate / Mate in one: B

- |                      |                    |
|----------------------|--------------------|
| 1) 1. Qc8-a8#        | 7) 1. Qa6-h6#      |
| 2) 1. ... Rc6-h6#    | 8) 1. ... Bf5-e4#  |
| 3) 1. Bb3-d5#        | 9) 1. ... Nd4-c2#  |
| 4) 1. Qc1-c8#        | 10) 1. ... Be3-f2# |
| 5) 1. ... e2-e1Q(R)# | 11) 1. Rc1-e1#     |
| 6) 1. ... Rb6-b1#    | 12) 1. Bh7-g6#     |

30 Mate / Mate in one: C

- |                   |                   |
|-------------------|-------------------|
| 1) 1. Qa4-e8#     | 7) 1. ... Nc4-a3# |
| 2) 1. ... Qh7-h2# | 8) 1. ... g3-g2#  |
| 3) 1. Qc2-a4#     | 9) 1. Bg6-e4#     |
| 4) 1. ... Ng4-f2# | 10) 1. Rb3-g3#    |
| 5) 1. ... b3-b2#  | 11) Drawing       |
| 6) 1. ... Rb2-b1# | 12) 1. ... h3-h2# |

31 Mate / Creating mate: C

- |   |             |         |
|---|-------------|---------|
| 1) Qd7  | 4) Re8, Rd8 | 9) Ng4  |
| 2) Qh5  | 5) Qe8      | 10) Ba6 |
| 3) Bh6 (Bh8 is mate but there is no legal move leading to this position.) | 6) Nf7      | 11) Nb3 |
|   | 7) Rc7      | 12) Rh5 |
|   | 8) c5       |         |

32 Mate / Creating mate: D

- |             |                  |         |
|-------------|------------------|---------|
| 1) Kc6, Kc4 | 5) f5            | 9) Bh4  |
| 2) g3       | 6) Qe3           | 10) Bd4 |
| 3) Qe6, Qf7 | 7) Bc4           | 11) Nb3 |
| 4) Ne2      | 8) Rf8, Rg8, Rh8 | 12) g4  |

33 Mate / Mate in one: D

- |                     |                             |
|---------------------|-----------------------------|
| 1) 1. Ng5-f7#       | 8) 1. ... Rc2xh2#           |
| 2) 1. Ng4-h6#       | 9) 1. Bb2xf6#               |
| 3) 1. ... h3-h2#    | 10) 1. ... Nb4-c2#          |
| 4) 1. Ne5-g6#       | 11) 1. Ra5-h5#; 1. Rg3-h3+? |
| 5) 1. ... d2-d1Q/B# | Ng6-h4                      |
| 6) 1. ... Qf6-a1#   | 12) 1. ... Qd2-h6#          |
| 7) Drawing          |                             |

34 Mate / Mate in one: E

- |                   |                   |
|-------------------|-------------------|
| 1) 1. Re6-e8#     | 4) 1. ... Qf1-h1# |
| 2) 1. ... Bb7-f3# | 5) 1. ... Qc8-c1# |
| 3) 1. ... Bh7-e4# | 6) 1. Rg6-a6#     |

- 7) 1. d7-d8Q(R)#
- 8) 1. ... Qg3-a3#
- 9) 1. ... Bg7xc3#

- 10) 1. ... Ra8-e8#
- 11) 1. Ne5-f7#
- 12) 1. Bb1-e4#

35 *Mate / Mate in one: F*

- 1) 1. Qd5-g8#
- 2) Drawing
- 3) 1. ... b2-b1Q#
- 4) 1. ... Qc5-g1#
- 5) 1. ... Qg7-g2#
- 6) 1. ... Qa4xc2#

- 7) 1. ... Rd2xh2#
- 8) 1. ... Rf8-f1#
- 9) 1. Qd8-b6#
- 10) 1. ... Rb2xh2#
- 11) 1. Qf3xb7#
- 12) 1. g6-g7#

36 *Mate / Mate in one: G*

- 1) 1. Re1-e8#
- 2) 1. g6-g7#
- 3) 1. ... Qf2-h4#
- 4) 1. ... Bg6-e4#
- 5) 1. b6-b7#
- 6) 1. ... Ra5-g5#

- 7) 1. Ne5-f7#
- 8) Drawing
- 9) 1. ... Qa5-e1#
- 10) 1. Nc5-a6#
- 11) 1. a6-a7#
- 12) 1. ... Ne5-f7#

37 *Mate / Mate in one: H*

- 1) 1. ... Qb8-h2#
- 2) 1. Nb5-c7#
- 3) 1. Qf3-f7#
- 4) 1. ... Nf5-g3#
- 5) 1. Qd1-h5#
- 6) 1. ... Ra2-e2#

- 7) 1. Bc4-f7#
- 8) 1. Rd1-h1#
- 9) 1. b7-b8Q/R#
- 10) 1. Bc1-h6#
- 11) 1. ... f2-f1N#
- 12) 1. Rd1xd8#

39 *Rules or the game / Castling: A*

- 1) no (the king has moved)
- 2) no (the bishop is in between king and rook)
- 3) no (White is in check)
- 4) no (after castling Black would be in check)
- 5) yes
- 6) no (the king must pass d1 and there he would be in check)
- 7) yes
- 8) no (after castling White would be in check)
- 9) no (the king must pass d8 and there he would be in check)
- 10) yes
- 11) yes
- 12) no (White is in check)

41 *Material / Profitable exchange: A*

- 1) 1. e5xf6 g7xf6 (2 points)
- 2) 1. e5xd6 c7xd6 (4 points)
- 3) 1. ... Nc5xd3 c2xd3 (2 points)
- 4) 1. Bg2xa8 Rf8xa8 (2 points)
- 5) 1. Rd1xd7 Nf6xd7 (4 points)
- 6) 1. Nc3xd5 e6xd5 (2 points)

- 7) 1. ... Bg5xc1 2. Rf1xc1 (2 points)
- 8) 1. ... Ra2xf2+ 2. Kg2xf2 (4 points)
- 9) 1. ... d4xc3 2. b2xc3 (2 points)
- 10) 1. Nd4xe6 f7xe6 (6 points)
- 11) 1. ... Bd6xf4 2. g3xf4 (6 points)
- 12) 1. ... d4xc3 2. b2xc3 (2 points)

42 *Material / Profitable exchange: B*

- 1) 1. d5xc6 b7xc6 (2 points)
- 2) 1. f5xe6 f7xe6 (2 points)

- 3) 1. f4xe5 d6xe5 (4 points)
- 4) 1. Ne7xc8 Qc4xc8 (2 points)

- 5) 1. ... Nc4xd2+ 2. Nf3xd2 (6 points)
- 6) 1. ... Bh6xc1 2. Rf1xc1 (2 points)
- 7) Drawing
- 8) 1. ... Nc6xd4 2. e3xd4 (2 points)

- 9) 1. ... g4xf3 2. Be2xf3 (2 points)
- 10) 1. ... Bc3xg7 2. Bb2xg7 (2 points)
- 11) 1. ... Rd3xb3 2. a2xb3 (4 points)
- 12) 1. Be3xa7 Nc6xa7 (2 points)

43 Test / Mix: A

- |                                 |                    |
|---------------------------------|--------------------|
| 1) 1. ... Nd4-c2#               | 7) 1. ... a6xb5    |
| 2) 1. Qa4xd7#                   | 8) 1. Ra5-h5#      |
| 3) 1. Nd1-c3                    | 9) 1. Rc7#         |
| 4) no (in check after castling) | 10) 1. ... h3-h2#  |
| 5) 1. Rd1xd7                    | 11) 1. ... Rd8-d2+ |
| 6) 1. ... Nb4-d3+               | 12) 1. Nd4xe6      |

44 Test / Mix: B

- |                                       |                              |
|---------------------------------------|------------------------------|
| 1) 1. Ng4-h6#                         | 7) 1. Qe5-h5#                |
| 2) 1. ... Bc6xg2 2. Rg1xg2 (2 points) | 8) 1. Bb2-d4                 |
| 3) yes                                | 9) 1. Bh7-f5#                |
| 4) 1. ... Nd6-c4                      | 10) 1. ... Rb2xb7 (4 points) |
| 5) 1. Bc6xg2                          | 11) 1. Nc5-b7#               |
| 6) 1. Qd4xb6                          | 12) 1. Re1xe5                |

46 Material / Capturing a piece which is attacked twice: A

- 1) 1. Rc7xe7 (or 1. Re1xe7) Re8xe7 2. Re1xe7 (3 points)
- 2) 1. ... Re8xe5 or 1. ... Nd7xe5 (3 points)
- 3) 1. ... Bf6xe5 2. Lb2xe5 Re8xe5 (3 points)
- 4) 1. Nf3xe5 (or 1. Bc3xe5) 2. Nc6xe5 2. Bc3xe5 (3 points)
- 5) 1. ... Ne4xg3 or 1. ... Bd6xg3 (1 point)
- 6) 1. Ne5xf7 or 1. Bb3xf7 (1 point)
- 7) 1. ... Re8xe7 (5 points)
- 8) 1. Re1xe5 (5 points)
- 9) 1. Nd3xe5 or 1. f4xe5 (1 point)
- 10) 1. ... c5xd4 (1 point)
- 11) 1. Bb5xc6+ b7xc6 2. Rc1xc6 (1 point)
- 12) 1. Bg2xd5 Lb7xd5 2. Kd4xd5

47 Material / Capturing a piece which is attacked twice: B

- 1) 1. Rd8xf8+ or 1. Rf1xf8+ (5 points)
- 2) 1. Bb2xf6 Be7xf6 2. Rf1xf6 (3 points)
- 3) 1. ... Rd7xd3 2. Rd1xd3 Rd8xd3 (5 points)
- 4) 1. Bg5xf6 Bg7xf6 2. Rf1xf6 (3 points)
- 5) Drawing
- 6) Drawing
- 7) 1. Qd2xd7 Qd8xd7 2. Bb5xd7 or 1. Bb5xd7 (3 points)
- 8) 1. Rc2xc6 Bb7xc6 2. Rc1xc6 (1 point)
- 9) 1. Ng5xf7! (more points) or 1. Bc4xf7+ (1 point)
- 10) 1. Qd3xh7#
- 11) 1. Bc4xf7+ (1 point)
- 12) 1. Bd3xa6 Bb7xa6 2. Qe2xa6 (1 point)

49 Rules or the game / Mate, stalemate or play: A

- |                |            |           |
|----------------|------------|-----------|
| 1) stalemate   | 3) mate    | 5) 1. Bf1 |
| 2) 1. ... Bxc8 | 4) Drawing | 6) mate   |

- 7) 1. ... a6
- 8) 1. ... Kd7

- 9) mate
- 10) mate

- 11) stalemate
- 12) 1. Nd1

50 Mate / Mate in one with the queen: A

- 1) 1. Qc2-c8#
- 2) 1. Qd4-h8#
- 3) 1. Qh4-e7#
- 4) 1. Qb7-f7#
- 5) 1. Qf7-b7#
- 6) 1. Qf6-f1#
- 7) 1. Qb3-g8#

- 8) 1. Qc2-b1#, 1. Qc2-c1#, 1. Qc2-d1#, 1. Qc2-g2#, 1. Qc2-h2#
- 9) 1. Qe2-g4#, 1. Qe2-h2#
- 10) 1. Qd5-a2#, 1. Qd5-a8#
- 11) 1. Qg3-h2#, 1. Qg3-h3#, 1. Qg3-h4#, 1. Qg3-g6#
- 12) 1. Qb5-a4#, 1. Qb5-a5#, 1. Qb5-b7#

51 Test / Repetition: C

- 1) 1. Qb3-g8
- 2) yes
- 3) 1. ... Be6xc8
- 4) 1. ... Ne5-f7
- 5) 1. Qc2-b1, c1, d1, g2, h2
- 6) 1. Re1xe5

- 7) 1. ... a7-a6
- 8) 1. ... Qf1-h1
- 9) 1. ... Rf8-f1
- 10) 1. Bb5xc6+
- 11) 1. Bb2xf6#
- 12) 1. ... Bf6xe5

52 Test / Mix: C

- 1) 1. Rf1xf7
- 2) 1. Bh3-g2#
- 3) 1. Rd1xd4 e5xd4 2. Qb2xd4+; 1. Kg1-h1? Bd4xb2
- 4) 1. ... c7-c6
- 5) 1. ... Nc3xd5 2. Nf4xd5 (2 points)
- 6) stalemate

- 7) 1. Bd7xh3
- 8) 1. ... Nd5-f4#
- 9) 1. Be2-h5#
- 10) 1. c3-c4
- 11) 1. ... Bf8xa3
- 12) 1. Qd5-f5

55 Notation / The long notation: A

- 1) 1. Rf2-f7
- 2) 1. c2-c4
- 3) 1. ... Nb6-d5
- 4) 1. ... Qd8-h4
- 5) 1. ... Bg7xa1
- 6) 1. Ne3xf5

- 7) 1. ... Nb8-d7
- 8) 1. Ra1-e1
- 9) 1. Ne5-f7 mate
- 10) 1. ... 0-0-0
- 11) 1. e7-e8Q
- 12) Drawing

56 Material / Winning material: A

- 1) 1. ... Ba6xf1
- 2) 1. Rc5xh5
- 3) 1. Be4xb7
- 4) 1. ... Ng4xe3
- 5) 1. Bc5xe7
- 6) 1. ... Bc5xe3+

- 7) 1. Bb5xd7
- 8) 1. Nd5xe3
- 9) 1. Rf7xa7
- 10) 1. Bb2xg7
- 11) 1. ... Qd4xf4
- 12) 1. g5xf6











