

Step 1 extra

2 Capture an unprotected piece: A

- 1) 1. Qd1xg4
- 2) 1. Rf4xb4
- 3) 1. h3xg4
- 4) 1. Rd1xd7
- 5) 1. ... Nf6xg4
- 6) 1. ... Qb2xc3
- 7) 1. ... Qh2xd6
- 8) 1. ... Nc6xb4
- 9) 1. Rf1xf6
- 10) 1. ... Qe6xh6 (1. ... Ng8xh6 2. Nd4xe6)
- 11) 1. Qd2xa5
- 12) 1. Ne5xg4

3 Capture an unprotected piece: B

- 1) 1. Bc1xb2
- 2) 1. Qc3xd3
- 3) 1. ... Qf6xg5
- 4) 1. ... Bd6xf4
- 5) 1. ... Ng7xe6
- 6) 1. ... Ne5xc4
- 7) 1. ... Bd3xc4
- 8) 1. Bc1xf4
- 9) 1. ... Qa4xc2
- 10) 1. Qa4xg4
- 11) 1. Qe1xa5
- 12) 1. Re1xe7

4 Defending / Moving away: A

- 1) 1. ... Na4-b6
- 2) 1. Qd1-c1
- 3) 1. ... Bb4-a5
- 4) 1. Ng5-h3
- 5) 1. ... Nf6-h7
- 6) 1. Bc4-a2
- 7) 1. ... Rd3-d2
- 8) 1. ... Qc2xb2
- 9) 1. ... Bc5-b6
- 10) 1. ... Qd5-c4
- 11) 1. Bd3-b1
- 12) 1. Qf3-h5

5 Defending / Moving away: B

- 1) 1. Ne7-c6
- 2) 1. Nf3-h4
- 3) 1. ... Nc5-a4
- 4) Drawing
- 5) 1. ... Qe4-b1
- 6) 1. Nc3-a4
- 7) Drawing
- 8) 1. ... Qa5-a6
- 9) 1. Qb6-b7
- 10) 1. Qc6-a4
- 11) 1. ... Ne5-c4
- 12) 1. ... Qf6-f5

6 Defending / Protecting: A

- 1) 1. ... b6-b5
- 2) 1. Be2-f3
- 3) 1. ... Ra8-c8
- 4) 1. b2-b4
- 5) 1. Qe8-e1
- 6) 1. ... a4-a3
- 7) 1. f2-f4
- 8) 1. ... Qc8-c4
- 9) 1. ... Bd8-e7
- 10) 1. Re7-f7
- 11) 1... Nf6-g8
- 12) 1. Ne2-g1

7 Defending / Capturing: A

- 1) 1. ... Bg6xe4
- 2) 1. h3xg4
- 3) 1. b3xc4
- 4) Qb3xd5
- 5) 1. ... d6xe5
- 6) 1. ... Na6xc7
- 7) 1. Ne3xg4
- 8) 1. Bg2xd5
- 9) 1. ... Nc6xb4
- 10) 1. ... Ba6xe2
- 11) 1. h5xg6
- 12) Drawing

8 Defending / Interposing: A

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|------------------|-------------------|
| 1) 1. ... d6-d5 | 7) 1. ... c5-c4 |
| 2) 1. f2-f3 | 8) 1. b2-b3 |
| 3) 1. ... Nb8-c6 | 9) 1. ... d5-d4 |
| 4) 1. ... Bf6-e7 | 10) 1. ... Ba7-d4 |
| 5) 1. ... c6-c5 | 11) 1. Bc4-e2 |
| 6) 1. f2-f4 | 12) 1. Bg3-d6 |

9 Defending / Getting out of check: A

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|---|---|
| 1) 1. ... g7xf6 | Ra1xf1#) |
| 2) 1. Kg1-h1 | 8) 1. Ke3-f4 |
| 3) 1. Qg3-c3 | 9) 1. ... Qd6-b8 (1. ... Qd6-f8 2. Qa8xf8#) |
| 4) 1. ... Kf6-e6 (1. ... Qc8xc3? 2. Rg7xg6+ (2. b2xc3)) | 10) 1. ... Rf8xf3+ |
| 5) 1. ... Bh2xb8 | 11) 1. Kg1-h1 (1. Rf1xf2 Rf7xf2 2. Qc2xf2 Rf8xf2 3. Kg1xf2) |
| 6) 1. ... Ke7xd6 | 12) 1. ... Qc7-d8 (1. Rd2-d8 2. Qb8xc7) |
| 7) 1. Rd5-d1 (1. Qc2-d1 Ra1xd1+; 1. Bc4-f1 | |

10 Defending / Getting out of check: B

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|---|---|
| 1) 1. ... Kd8-c8 (1. ... Kd8-e8? 2. Qd6xc7) | 7) 1. ... Nd7xf6 (1. ... Bg7xf6? 2. Qa8xe4) |
| 2) 1. ... Bc5-f8 (1. ... Rf5-f8? 2. Rc8xc5) | 8) 1. Bf6-d4 (1. Kg1-h1? Be7xf6) |
| 3) 1. ... Ka5-a6 (1. ... Ka5-a6? 2. Qc5xb4) | 9) 1. Kd4-c3 (1. Kd4-e3? e2-e1Q+) |
| 4) 1. ... Re7-d7 (1. ... Kd8-c8? 2. Qd6xe7) | 10) Drawing |
| 5) 1. ... Ke6-d7 (1. ... Ke6-e7? 2. Bd5xc6) | 11) Drawing |
| 6) 1. Kd2-d1 (1. b2-b4? a4xb3+) | 12) 1. ... Ka8-b8 (1. ... Rc4xc7 2. Qb3xf7) |

11 Defending / Getting out of check: c

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|---|---|
| 1) 1. Kb1-c1 (1. Kb1-a1? Qd3-d1#) | Qd6-d8+ Bg7-f8 |
| 2) 1. ... Bf7-g8 (1. ... Bf7xe8? 2. Re1xe8#) | 8) 1. ... Kg8-f7 (1. ... Rd8xe8? 2. Qe2xe8#) |
| 3) 1. ... Bc5xf8 (1. ... Kg8xf8? 2. Re1-e8#) | 9) 1. ... Bf7xg6 (1. ... Ne5xg6? 2. Qg4-h5#) |
| 4) 1. Kb5-c4 (1. Kb5-a4? Re1-a1#) | 10) 1. ... Nf8xh7 (1. ... Kg8-h8? 2. Ng5xf7#) |
| 5) 1. Qb6-g1 (1. Kh1-h2? g4-g3#) | 11) 1. ... Bh8xf6 (1. ... Rc6xf6? 2. Rd1-d8#) |
| 6) 1. ... Kg8-g7 (1. ... Kg8-f8? 2. Qd5xf7#) | 12) 1. Kg1-h2 (1. Kg1-f2? Qg5-e3#) |
| 7) 1. ... Kf8-g8 (1. ... Kf8-e8? 2. Nb5-c7#) 2. | |

12 Mate in one: A

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|---------------|----------------|
| 1) 1. f6-f7# | 7) 1. Qh8-g8# |
| 2) 1. Qc7-e7# | 8) 1. Qh8-e8# |
| 3) 1. Qc7-c8# | 9) 1. Qh8-h5# |
| 4) 1. Qb2-b5# | 10) 1. Qh4-h7# |
| 5) 1. Qb2-b6# | 11) 1. Bg6-f7# |
| 6) 1. Qb2-c3# | 12) 1. Qh4-d8# |

13 Mate in one: B

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|---------------|--------------------|
| 1) 1. Qd7-g7# | 7) 1. ... Bf3-e2# |
| 2) 1. Qd7xe8# | 8) 1. ... Rg2-g1# |
| 3) 1. Qb7-d5# | 9) 1. ... Rg2-f2# |
| 4) 1. Nd5-c7# | 10) 1. ... Re1-g1# |
| 5) 1. Nd5-f6# | 11) 1. ... Qh6-h1# |
| 6) 1. Qd6-e7# | 12) 1. ... Nf3-e1# |

14 Creating mate: A

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|--------|---------|
| 1) ♖d3 | 7) Rc8 |
| 2) ♖f3 | 8) Na8 |
| 3) ♖f4 | 9) Bg6 |
| 4) ♗a5 | 10) Qc2 |
| 5) ♘c6 | 11) Nh7 |
| 6) Qe7 | 12) Nc7 |

15 Mat / Creating mate: B

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|--------|---------|
| 1) ♖h7 | 7) ♖h6 |
| 2) ♗d2 | 8) ♘f6 |
| 3) ♖h2 | 9) ♖h7 |
| 4) ♖g6 | 10) ♘d6 |
| 5) ♖g5 | 11) ♘e3 |
| 6) ♖e3 | 12) ♘h4 |

16 Mate in one: c

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|---------------|-------------------|
| 1) 1. Qe5xg7# | 7) 1. Qa2-a6# |
| 2) Drawing | 8) 1. ... Qe4-a4# |
| 3) 1. Qe5-e8# | 9) 1. Qb7-f7# |
| 4) 1. Qh5-d1# | 10) 1. Qe5-h5# |
| 5) 1. Qa5-d8# | 11) 1. Qb3-g3# |
| 6) 1. Qb7-a6# | 12) 1. Qd7-g4# |

17 Castling yes or no: A

- | | |
|--|--|
| 1) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 7) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 2) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 8) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 3) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 9) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |
| 4) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 10) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 5) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 11) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |
| 6) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 12) <input checked="" type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input type="radio"/> X |

18 Castling yes or no: B

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|--|--|
| 1) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 7) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 2) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 8) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 3) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 9) <input checked="" type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X |
| 4) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 10) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |
| 5) <input type="radio"/> 0-0 <input checked="" type="radio"/> 0-0-0 <input type="radio"/> X | 11) Drawing |
| 6) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X | 12) <input type="radio"/> 0-0 <input type="radio"/> 0-0-0 <input checked="" type="radio"/> X |

19 Defending / Mix: A

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|------------------|------------------|
| 1) 1. ... Nb6-c4 | 7) 1. ... Na5-c4 |
| 2) 1. ... Qa5xc3 | 8) 1. Rc3-b3 |
| 3) 1. Bb2xd4 | 9) 1. Kf3-e2 |
| 4) 1. ... Bc6-a8 | 10) 1. Bg3-d6 |
| 5) 1. a3-a4 | 11) 1. Qd1xd7 |
| 6) 1. Nc3-d5 | 12) 1. Qe2xc4 |

20 Defending / Mix: B

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|------------------|-------------------|
| 1) 1. ... Bb6-a7 | 7) 1. ... c7xd6 |
| 2) 1. ... Be7xb4 | 8) 1. f4-f5 |
| 3) 1. Bc1-b2 | 9) 1. ... Qf5xd5 |
| 4) 1. Nd4-b5 | 10) 1. ... Bf6xc3 |
| 5) 1. ... e5-e4 | 11) 1. Qa6-a5 |
| 6) 1. ... f7-f5 | 12) 1. ... Qe5-h5 |

21 Profitable exchange: A

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|------------------|------------------|
| 1) 1. ... Nh3xf4 | 7) 1. Rf2xa2 |
| 2) 1. h6xg7 | 8) 1. Bg3xd6 |
| 3) 1. Nb1xa3 | 9) 1. ... Ba4xd1 |
| 4) 1. ... b4xc3 | 10) 1. d5xc6 |
| 5) 1. ... Bb7xf3 | 11) 1. Rd1xd8 |
| 6) 1. Bc3xh8 | 12) 1. ... b5xc4 |

22 Profitable exchange: B

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|------------------|--------------------------------------|
| 1) 1. Rd6xb6 | 7) 1. ... Bd7xh3 |
| 2) 1. ... e6xd5 | 8) 1. ... Rd8xd4 |
| 3) 1. ... Bg7xa1 | 9) 1. e5xd6 |
| 4) 1. ... Bc8xf5 | 10) 1. Bd5xe6+ (1. Bd5xc6+? Rd8xd1#) |
| 5) 1. Nd2xc4 | 11) Drawing |
| 6) 1. b3xc4 | 12) 1. Nd5xc7+ |

23 Winning material: A

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|---|---|
| 1) 1. Nf3xg5 h6xg5 (profitable exchange) | 7) 1. ... Qa5xa3 (capture an unprotected piece) |
| 2) 1. ... Qb5xe2 (capture an unprotected piece) | 8) 1. f5xg6 h7xg6 (profitable exchange) |
| 3) 1. Bd2xb4 (profitable exchange) | 9) 1. c3xd4 Be5xd4 (profitable exchange) |
| 4) 1. ... Rg5xc5 (capture an unprotected piece) | 10) 1. Nf3xd4 (capture an unprotected piece) |
| 5) 1. ... Qb4xh4 (capture an unprotected piece) | 11) 1. Qc3xf6 (capture an unprotected piece) |
| 6) 1. ... e4xf3 Bg2xf3 (profitable exchange) | 12) 1. Nd3xc5 (1. Qb3xb6? Rc5-h5+ 2. Kh2-g2) |

24 Winning material: B

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|--|--|
| 1) 1. Nf8xg6 | 7) 1. ... Qb2xa3 2. Re5-e8+ Qa3-f8 3. Re8xf8+ Kg8xf8 |
| 2) 1. ... Rc5xg5 | 8) 1. ... Nf6xh5 (1. ... Nf6xd7? 2. Qc3xg7#) |
| 3) 1. Qf7xb3! | 9) 1. Ne4xc5 (1. Qa4xa7? Rc5-c1+) 1. ... Qa7xc5 |
| 4) 1. Bh4xd8 Re8xd8 | 10) 1. Rb7xb2 (1. Rb7xa7? b2-b1Q) |
| 5) 1. Nd6xe8 (1. Rd1xd5? Re8-e1#) | 11) 1. ... Bg8xd5 2. c4xd5 |
| 6) 1. d4xc5+ (1. d4xe5? Rd8-d1#) 1. ... Qe5xc5 | 12) 1. Bf4xb8 (1. Bf4xh6? Rb8-b1+) |
| 2. Rf4-f1 | |

25 *Mate in one: D*

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|---------------|----------------|
| 1) 1. Qc7-b6# | 7) 1. Qb6-d6# |
| 2) 1. Qh6-f8# | 8) 1. Qh3-c8# |
| 3) 1. Nf5-e7# | 9) 1. Qc2-c4# |
| 4) 1. Nd5-f6# | 10) 1. Qh3-g3# |
| 5) 1. Qf6xh6# | 11) 1. Ne4-d6# |
| 6) 1. Qf6-h8# | 12) 1. Qg2-g6# |

26 *Mate in one: E*

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|--|--------------------|
| 1) 1. Rc7-f7# | 7) 1. Bh6-f8# |
| 2) 1. Qh7-g8# | 8) 1. Qh6-h2# |
| 3) 1. ... Qf1-b1# | 9) 1. Qh6-f8# |
| 4) 1. Ne5-g6# | 10) 1. ... Qf3-d3# |
| 5) 1. Nd5-b6# (1. Qd6-f8+ Qe5-e8; 1. Qd6-c7+ Ra7xc7) | 11) 1. Rd6-f6# |
| 6) Drawing | 12) 1. Qd5xd8# |

27 *Creating mate: c*

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|------------|--------------|
| 1) Rc8 Ba6 | 7) Rh4 ♠ f6 |
| 2) Qh7 g6 | 8) Be6 Bf6 |
| 3) Qf7 g6 | 9) Re7 Ng6 |
| 4) ♔f8 Nf7 | 10) Qd8 ♠ e7 |
| 5) ♔f7 Bg7 | 11) Ra5 Bc7 |
| 6) Rh8 Bf6 | 12) Bf6 Nh6 |

28 *Mate in one: F*

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|---------------|--------------------------------------|
| 1) 1. g2-g4# | 7) 1. h3-h4# |
| 2) 1. Bf6-c3# | 8) 1. Re4-d4# (1. Re4xe1? stalemate) |
| 3) 1. Rg5-h5# | 9) 1. Re1-e4# |
| 4) 1. Qb1-h7# | 10) 1. e2-e3# |
| 5) 1. Bd1-f3# | 11) 1. Ba6-e2# |
| 6) 1. Qa6-a2# | 12) 1. c7xb8N# |

29 *Creating mate: D*

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|----------------|-----------------|
| 1) Qh7 Bf5 Ne6 | 7) Qe8 Bh5 Ng5 |
| 2) Qg7 Bh5 Nf5 | 8) Qg4 Bf5 Nf7 |
| 3) Qh6 Bf7 Ne5 | 9) Qb7 Bc7 Na5 |
| 4) Qg8 Bg5 Nf6 | 10) Qf6 Bf5 Nh6 |
| 5) Qf6 Bf7 Nh7 | 11) Qh8 Bh5 Nf7 |
| 6) Qe7 Be6 Ng6 | 12) Qe6 Bh6 Ng7 |

30 *Twofold attack: A*

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|------------------|--------------------|
| 1) 1. Bg2xf3 | 7) Drawing |
| 2) 1. ... Bf6xh4 | 8) 1. Qh5xc5 |
| 3) 1. Rb7xb8 | 9) 1. ... Nb4xc6 |
| 4) 1. Bf4xh6 | 10) 1. ... Nf3xd2+ |
| 5) 1. ... Nb3xd4 | 11) 1. Be5xd4 |
| 6) Bd4xe5 | 12) 1. ... Qd8xd5 |

31 Twofold attack: B

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|------------------|------------------|
| 1) 1. ... Rd8xd6 | 7) 1. ... Qg7xg2 |
| 2) 1. Qf4xe5 | 8) 1. ... Bc6xg2 |
| 3) 1. ... Nb6xc4 | 9) 1. ... Qe6xd5 |
| 4) 1. Qd4xd6 | 10) 1. Qb3xd5 |
| 5) 1. Ra6xf6 | 11) 1. Nd2xe4 |
| 6) 1. ... Qd6xd4 | 12) 1. Ne3xd1 |

32 Winning material: c

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|------------------|--------------------|
| 1) 1. Nd4xc6 | 7) 1. ... b5xc4 |
| 2) 1. Ba2xc4 | 8) 1. ... Be6xg4 |
| 3) 1. ... Be7xh4 | 9) 1. Ne5xd7 |
| 4) 1. ... Be7xg5 | 10) 1. ... Qb6xd4+ |
| 5) 1. Qd1xh5 | 11) 1. Qc4xb4 |
| 6) 1. ... Nb6xc4 | 12) 1. Rb1-b8+ |

33 Winning material: D

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|------------------|-------------------|
| 1) 1. ... Qg5xf4 | 7) 1. Ne4xd6 |
| 2) 1. ... Rb2xg2 | 8) 1. Rd7xe7 |
| 3) 1. ... Rd8xd5 | 9) 1. c4xd5 |
| 4) 1. ... Qc5xg5 | 10) 1. ... Qa5xc3 |
| 5) 1. ... d2-d1Q | 11) 1. c7-c8Q |
| 6) 1. Nd5xe7+ | 12) 1. ... Qa8xa4 |

34 Mate in one: G

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|---------------|----------------|
| 1) 1. Qa7-c5# | 7) 1. Ng3-e2# |
| 2) 1. Bd2-a5# | 8) 1. Nd6-b7# |
| 3) 1. Nd4-b3# | 9) 1. Rg3-c3# |
| 4) 1. Ne5-c6# | 10) 1. Nf8-e6# |
| 5) 1. Bg2-b7# | 11) 1. Nc7-a6# |
| 6) 1. b4-b5# | 12) 1. Nc3-b5# |

35 Mate in one: H

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|-------------------|----------------|
| 1) 1. Qb3-f7# | 7) 1. Bc4-d3# |
| 2) 1. ... Qf2-h4# | 8) 1. Qh8-h7# |
| 3) 1. ... Qc7xh2# | 9) 1. Rd1xd8# |
| 4) 1. Qg3-d6# | 10) Drawing |
| 5) 1. ... Ra6-c6# | 11) 1. Bc4-f7# |
| 6) 1. c7xb8Q# | 12) 1. Nf5-e7# |

36 Creating mate: A

- 1) ♖h6, ♜g6; ♗h8, ♘g8
- 2) ♖f6, ♘g6, g5; ♗h3
- 3) ♖f8, ♗h7, ♜g5; ♗h8
- 4) ♖c6, ♗a8, ♘b7; ♗b8
- 5) ♖c4, ♘c1, ♘b3; ♗a3
- 6) ♖c4, ♗a6, ♜c5; ♗a5
- 7) ♖c5, Db5; ♗a4, ♗a3
- 8) ♖e5, Dh7, ♗g8; ♖f7
- 9) ♖h6, ♘g7, ♜f6; ♗h8
- 10) Drawing
- 11) ♖c3, ♜c4, ♘c6; ♗a4
- 12) ♗h7, ♜g5; ♗h8, ♗g8

37 Mate (#), stalemate (=) or play: A

- | | |
|------------------|-----------|
| 1) 1. ... Bb4-a5 | 7) Be7xb4 |
| 2) = | 8) = |
| 3) # | 9) = |
| 4) 1. cxd3 | 10) # |
| 5) 1. ... Nf8xh7 | 11) # |
| 6) # | 12) = |

38 Mate (#), stalemate (=) or play: A

- | | |
|---------------|------------------|
| 1) 1. Qf7-g7# | 7) = |
| 2) 1. Kh6-h5 | 8) # |
| 3) = | 9) = |
| 4) 1. b2-b4 | 10) = |
| 5) 1. Bb2-e5 | 11) # |
| 6) # | 12) 1. ... f7-f5 |

39 Defending / Mix: c

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|---------------------|---------------------------|
| 1) 1. ... h6xg5 | 7) 1. Bc6-b5 |
| 2) 1. ... Nf6-d5 | 8) 1. ... Bc6xa4 2. b3xa4 |
| 3) 1. Bc1-f4 | 9) 1. ... Nc6-e7 |
| 4) 1. Be3xg5 Qd8xg5 | 10) 1. ... Qc7-d8 |
| 5) 1. d4-d5 | 11) 1. Qe2-a2 |
| 6) 1. Qc5-e5 | 12) 1. ... Rb8-b1 |

40 Defending / Mix: D

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|------------------|--|
| 1) 1. Nf3xe5 | 8) 1. ... Bc5-b4 |
| 2) 1. Ra8-a4 | 9) 1. Kd2-d3 (1. Kd2-d1 Nd5-c3#) |
| 3) 1. ... Be7-b4 | 10) 1. ... Qd8-f8 |
| 4) 1. ... Ba6xe2 | 11) 1. Qe5-a1 |
| 5) 1. Be2-d3 | 12) 1. Kb1xc1 (1. Rd1xc1 Nc4-a3# ; 1. Nb3xc1 Nc4-a3#) |
| 6) 1. Qb3-a2 | |
| 7) 1. Nc3-a4 | |

41 Winning material: E

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|---------------------------|------------------------------------|
| 1) 1. Rb1xb7 | 7) 1. Nd2xb3 |
| 2) 1. ... b4xc3 2. Qe1xc3 | 8) 1. ... c4xb3 |
| 3) 1. Ne5xd7 Rd8xd7 | 9) 1. ... Bc6xh1 2. Rc1xh1 |
| 4) 1. ... Bb7xa6 | 10) 1. Qd2xd7 |
| 5) 1. ... Rb4xh4 | 11) 1. Qf4xb4 (1. Qf4xc7? Qe8-e1#) |
| 6) Drawing | 12) 1. Ne4xc5 |

42 Mate (#) or check (+): A

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|----------------------|--------------------|
| 1) + 1. ... h4xg3 ep | 7) + 1. ... Kh7-h8 |
| 2) + 1. Qb1-e4 | 8) # |
| 3) # | 9) # |
| 4) + 1. Qh7xe4 | 10) # |
| 5) # | 11) 1. ... Ke5-d5 |
| 6) 1. ... Kh1xh2 | 12) # |

43 *Mate: Thinking ahead: A*

- 1) 1. Kb6-a6 Rh7-a7#
- 2) 1. Kc2-b2 Qe3-c1#
- 3) 1. Kb1-a2 Qd1-a1#
- 4) 1. Kf1-e2 Rd8-d2#
- 5) 1. Kg1-h1 Bd3-e4#
- 6) 1. Kg1-h1 Qe2-f3#
- 7) 1. Kd1-c1 Qb3-b1#

- 8) 1. Kg1-g2 Nf3-h4#
- 9) 1. Kh5-h4 Qe2-h2#
- 10) 1. Kh1-g2 h2-h1Q# (1. ... Rf1-g1+? 2. Kg2-f2 h2-h1Q 3. Qe4-e8+)
- 11) 1. g6-g7 Nf8-h7#
- 12) 1. Ke1-e2 Ba4-d1#

44 *Choose the correct capture: A*

- 1) 1. Ba3xb2 (1. Ba3xe7? b2-b1Q+)
- 2) 1. ... e4xd3! (1. ... e4xf3? 2. Bd3xf5)
- 3) 1. ... Re8xd8 (1. ... Bc7xd8 2. Qc2-c8#)
- 4) 1. f4xe5 (1. Qf5xe5 Qb8-b1+)
- 5) 1. Re1xe2 (1. Nc3xe2? Bc7xa5)
- 6) 1. ... Qc5xe5 (1. ... Re8xe5 2. Ra1-a8+)
- 7) 1. ... Ne3xf5 (1. ... Qe6xf5? 2. Qd3xe3; 1. ...

- gxf5? Qxe3)
- 8) 1. ... Nd7xf6 (1. ... Be7xf6? 2. Qd4xg4; 1. ... Bg4xf3 2. Bf6xg7)
- 9) 1. Rc6xe6 (1. Re3xe6 Rb8-b1+)
- 10) 1. Nc3xe2 (1. Kf1xe2? Bc7xa5)
- 11) 1. ... Kd7xc6 (1. ... Kd7xe7? 2. c7-c8Q)
- 12) 1. ... Ne8xd6 (1. ... Qg6xd6 2. Qf3xa8)

45 - *Test: A*

- 1) 1. Qb1xb8# (mate in one)
- 2) 1. Bc4xe6 Bc8xe6 2. Qe2xe6 (twofold attack)
- 3) 1. Be4xa8 (capture an unprotected piece)
- 4) ♖d7 (creating mate)
- 5) 1. Ne5xc4 d5xc4 (profitable exchange)
- 6) 1. Bg4-f5# (mate in one)

- 7) ○ 0-0 ○ 0-0-0 ● X
- 8) 1. ... Nb4-c6 (defending: moving away)
- 9) 1. Rg1-g7# (mate in one)
- 10) 1. ... b4-b3 (defending:)
- 11) 1. ... Bh2xb8 (capture an unprotected piece)
- 12) 1. Ne3-f5 (defending: Interposing)

46 - *Test: B*

- 1) 1. Bd8-f6 (retain the last pawn)
- 2) ♜b3 (creating mate)
- 3) 1. Nc5xe4 d5xe4 2. Re1xe4 (twofold attack)
- 4) 1. Ra4xg4 (defending: capturing)
- 5) 1. Qf2-h4# (mate in one)
- 6) 1. Ne4xg5 (capture an unprotected piece)
- 7) 1. Re2xg2 (getting out of check)

- 8) 1. ... Na4-c5# (mate in one)
- 9) 1. ... b5xc4 (profitable exchange)
- 10) 1. ... Bf8-g7 (defending: protecting)
- 11) 1. Kf2-g1 (1. Kf2-f1 Re8-e1#) (getting out of check)
- 12) 1. h4-h5# (mate in one)

47 - *Test: c*

- 1) 1. Rg3-g8# (mate in one)
- 2) 1. ... Nb2-d3+ (defending: moving away)
- 3) 1. Bd1-f3 (retain the last pawn and stop the passed pawn)
- 4) Drawing
- 5) stalemate
- 6) 1. ... Qg1-h2# (mate in one)

- 7) Drawing
- 8) 1. Qg5-g8# (mate in one)
- 9) 1. Be2xa6 (profitable exchange)
- 10) ♜d1 (creating mate)
- 11) 1. Qb6xg1 (capture an unprotected piece)
- 12) 1. Kg1-h1 (1. Bf2-g3? Qg6xb6) (capture an unprotected piece)

48 - *Test: D*

- 1) 1. Kb2xc3 (capture an unprotected piece)
- 2) 1. c6-c7+ (passed pawn)
- 3) 1. Bc4xa6# (mate in one)
- 4) 1. Ra6xc6 (defending: capturing) (reduce loss of material)
- 5) 1. ... b4xc3 (profitable exchange)
- 6) 1. ... Kf8-g8 2. h6-h7+ Kg8-h8 (defending against a passed pawn)

- 7) 1. ... Qf6xf2# (mate in one)
- 8) 1. ... Nh5-f6 (1. ... Kg7-h7 2. Ra8-h8#) (capture an unprotected piece)
- 9) ♜h1 (creating mate)
- 10) 1. ... a4-a3 (defending: protecting)
- 11) 1. Qh6-h8# (mate in one)
- 12) 1. Qd4xb6 Qb8xb6 2. Be3xb6 (twofold attack)

49 - Test: E

- 1) 1. ... Rf8xf3# (mate in one)
- 2) 1. Qe5xd6 (1. Rc6xd6? Qh6-c1#) (twofold attack)
- 3) 1. ... b7-b6 (defending: protecting)
- 4) 1. Qd2xh6# (mate in one)
- 5) 1. Bg3xc7 (capture an unprotected piece)
- 6) 1. Nc3-e4 (defending: Interposing)

- 7) 1. Kb1-c2 (1. Kb1-a2 Rg1-a1# (mate in one)
- 8) Rd8 (creating mate)
- 9) 1. ... Bg4-c8 (defending: Interposing)
- 10) 1. ... Qh5-d5 (defending: moving away)
- 11) 1. d4xc5 (capture an unprotected piece)
- 12) 1. ... Qf1-f7# (mate in one)

50 - Test: F

- 1) Qe8 (creating mate)
- 2) Drawing
- 3) Drawing
- 4) 1. g3-g4# (mate in one)
- 5) 1. ... Kh4-g4 (passed pawn)
- 6) 1. Nb3xc5 or 1. Be3xc5 (twofold attack)
- 7) 1. Bg5xd8 (profitable exchange)

- 8) 1. Qf7-f6# (mate in one)
- 9) 1. Kd1-c1 (1. Kd1-e1 Rb2-b1#) (getting out of check)
- 10) 1. Bb5xa4 (defending: capturing))
- 11) 1. Be3xb6 (defending: capturing)
- 12) 1. ... Bd7-h3# (mate in one)

51 - Test: G

- 1) 1. Qb2-f6# (mate in one)
- 2) 1. ... Qd6-e7 (defending: moving away)
- 3) Be5 (creating mate)
- 4) 1. ... Rc7xc4 (twofold attack)
- 5) 1. Qf8-h6# (mate in one)
- 6) 1. Qe3xd4 (capture an unprotected piece)
- 7) 1. ... Kd7-c8 (1. ... g3-g2 2. Kb6-b7

- g2-g1Q 3. c7-c8Q+) (defending against a passed pawn)
- 8) stalemate
- 9) 1. ... Nb4xc2
- 10) 1. g3-g4
- 11) 1. ... Kf4-e5
- 12) 1. Qh4-e4# (mate in one)

52 - Test: H

- 1) 1. Rg1-g8 (passed pawn)
- 2) 1. ... Nf6xd5 (defending: capturing)
- 3) 1. Qg6 (creating mate)
- 4) 1. Ka7-b8 (1. Ka7-b7 h2-h1Q+) (passed pawn)
- 5) 1. Re1xe7+ (capture an unprotected piece)
- 6) 1. Qe3-c1# (mate in one)
- 7) 1. ... Rf3-f8 (defending: protecting twice)

- Protecting
- 8) 1. Nc3xd5 or 1. Bg2xd5 (twofold attack)
- 9) 1. Qh4xh6# (mate in one)
- 10) 1. ... Kh8-g8 (1. ... Kh8-h7 2. Rg1xg7# (mate in one)
- 11) 1. Bb4xf8 (profitable exchange)
- 12) 1. ... Qg2-a2# (mate in one)

53 - Test: I

- 1) 1. ... a6xb5 (profitable exchange)
- 2) 1. Nc3-b1 (defending: moving away)
- 3) 1. h5-h6# (mate in one)
- 4) 1. Kg2-h1 (1. Kg2-f1 Qg3-g1#) (getting out of check)
- 5) Ne7 (creating mate)
- 6) 1. e5-e6 Kd5xe6 2. Kd3xd4 (exchanging)

- 7) 1. Be7-f8# (mate in one)
- 8) 1. Qb7xf3 (capture an unprotected piece)
- 9) 1. ... Ba6xe2 (capture an unprotected piece)
- 10) 1. ... Be7xh4 (twofold attack)
- 11) 1. Rg8-g6# (mate in one)
- 12) 1. ... Bc6-f3 (defending: Interposing)

54 - Test: J

- 1) 1. Be4-c6# (mate in one)
- 2) 1. ... Ra7xg7 (twofold attack)
- 3) 1. g6-g7 (MW)
- 4) 1. ... Bc8-a6 (defending: protecting)
- 5) 1. Nc3xe4 (profitable exchange)
- 6) 1. Qf5-g4# (mate in one)
- 7) 1. Qb7xh7 (capture an unprotected piece)

- 8) 1. Qh5xg6+ (capture an unprotected piece) (defending: moving away met Capturing)
- 9) 1. Rb7-h7# (mate in one)
- 10) 1. Kd2-e1 (1. Kd2-c1 Qd4-d1#) (getting out of check)
- 11) 1. Nd6xe8 (profitable exchange)
- 12) Ne4 (creating mate)

55 - Test: K

- 1) 1. ... Bh2-g3 (defending: moving away)
- 2) 1. ... Qb1-a2# (mate in one)
- 3) 1. h3xg4 (1. Be4xf3 Ng4xf2#) (getting out of check)
- 4) 1. ... Bb6xf2 (capture an unprotected piece)
- 5) ♔a1 (creating mate)
- 6) Drawing
- 7) 1. Qb3-e3# (mate in one)

- 8) 1. ... Qg4xe4 (1. ... Qg4xh5 2. Ne4-f6#) (getting out of check)
- 9) 1. Bd4xe5 (1. Nc6xe5? Rd7xd4) (twofold attack)
- 10) 1. ... Nb8-c6 (defending: Interposing)
- 11) 1. ... Qc2xc3# (mate in one)
- 12) 1. ... c7xb6 (1. ... a7xb6 2. a6-a7) (choose the correct capture)

56 - Test: L

- 1) 1. ... Rd3xc3 (capture an unprotected piece)
- 2) 1. Qh6-g5# (mate in one)
- 3) 1. Nd3xb4
- 4) ♔g2 (creating mate)
- 5) 1. Rd1xd4 ((choose the correct capture)
- 6) 1. ... Be6xb3 (defending: capturing)
- 7) 1. ... Rf2-f8# (mate in one)

- 8) 1. ... Nd4xc6 (1. ... Rc1xc6 2. Rd6-d8#) (twofold attack)
- 9) 1. Qb6-d8# (mate in one)
- 10) 1. Ke4-e3 (1. Ke4xe5? Nb4-c6#) (getting out of check)
- 11) 1. ... Ne3xf5 (defending: capturing)
- 12) 1. ... Ka8-b8 (1. ... Ka8-a7? 2. Kc6-c7)

