

Step 2 plus

3 Mate in one / Double check: A

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|-----------------|-------------|------------------|
| 1) 1. Re8# | 5) 1. Bxd5# | 9) 1. Nxd6# |
| 2) 1. ... Rb1# | 6) 1. d8Q# | 10) 1. ... exd4# |
| 3) 1. ... Ng3# | 7) 1. Nf7# | 11) 1. Rc7# |
| 4) 1. ... Bxc3# | 8) 1. Nf8# | 12) 1. Rc4# |

4 Mate in one / Double check: B

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|----------------|-----------------|-----------------|
| 1) 1. Nb4# | 5) 1. Bg5# | 9) 1. Nd6# |
| 2) 1. ... Rf3# | 6) 1. ... Nf3# | 10) 1. Bxb5# |
| 3) Drawing | 7) 1. Ne4# | 11) 1. ... Rc2# |
| 4) 1. Nd7# | 8) 1. ... Rxg3# | 12) 1. Re7# |

5 Threatening mate / Bringing in the chaser: A

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| 1) 1. Qd5 | 6) 1. ... Qg4 | 10) 1. Rh1 |
| 2) 1. Qf7 | 7) 1. Qg2 | 11) 1. Bh3 |
| 3) 1. Qh6 | 8) 1. Qh6 Qxf6 2. | 12) 1. Nd5 Ne2 2. |
| 4) 1. Qg6 | Qf8# | Rc7#; 1. ... exd5 |
| 5) 1. Qd3 | 9) 1. d5 | 2. exd5# |

6 Threatening mate / Bringing in the helper: A

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| 1) 1. ... Nh4 | 5) 1. Bh6 | 9) 1. Bc5 |
| 2) 1. Nf6 Kg7 2. | 6) 1. Ng5 | 10) 1. h3 |
| Qh7# | 7) 1. ... f3 2. Rg1 | 11) 1. Qf7 |
| 3) 1. Bb7 | Qh4# | 12) 1. Re7 |
| 4) 1. Ra1 | 8) 1. Bg6 | |

7 Threatening mate / Bringing in the guard: A

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| 1) 1. ... Kg3 | 5) 1. d6 | 9) 1. Kb4 |
| 2) 1. Qg7 | 6) 1. Rf1 | 10) 1. ... b3 |
| 3) 1. f4 | 7) 1. Bf6 | 11) 1. Nb6 |
| 4) 1. Bg3 | 8) 1. ... Nf4 | 12) 1. Rd7 |

8 Mate in two / Cooperation (♖ ♗): A

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|------------------|------------------|------------------|
| 1) 1. R2g4 | 3) 1. Rh7 Ke8 2. | Re1# |
| 2) 1. Rb2 Kd1 2. | Rg8# | 5) 1. Rc6 Kf5 2. |
| Rf1# | 4) 1. Re3 Kg1 2. | Rd5# |

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|-------------------------------------|---------------------------|---------------------------|
| 6) 1. Rhf2 Ke5 2.
Re3# (2. Re2#) | Ra8# | 11) Drawing |
| 7) 1. Rb5 Kd6 2.
Rf6# | 9) 1. Rh7 Kf5 2.
Rh5# | 12) 1. Re7 Kd1 2.
Rd3# |
| 8) 1. Kc7 Ka5 2. | 10) 1. Ka5 Kh3 2.
Rh1# | |

10 Pawn ending / Play the best move: A

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|-----------------------|-------------------------|---------------------|
| 1) 1. b4 | Ke2 2. Kxe4) 2. | 9) 1. f4+ Kxf4 2. |
| 2) 1. ... h3 | Kxg4 | Kxd6 |
| 3) 1. f7 Kxf7 2. Kd5 | 8) 1. ... c2 (1. ... b2 | 10) 1. b8Q+ Kxb8 2. |
| 4) 1. g3 | 2. h7 b1Q 3. | f8Q+ |
| 5) 1. Ka6 | h8Q+ Qb8 4. | 11) 1. h3 Kg3 2. |
| 6) 1. ... Kc5 | Qh1+) 2. h7 | Kxh6 Kxh3 3. g5 |
| 7) 1. Kf4 Kg2 (1. ... | c1Q+ | 12) 1. h5 |

11 Pawn ending / Play the best move: B

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|---------------------------|----------------------|---------------------|
| 1) 1. ... Kb8 | 6) 1. ... g4 2. hxg4 | h1Q 3. g8Q+ |
| 2) 1. b4 Kg3
stalemate | Kxg4 | 11) 1. ... Ke5 |
| 3) 1. ... g6 | 7) 1. Kf1 | 12) 1. Kd3 (1. cxb5 |
| 4) 1. ... a5 | 8) 1. Ke2 | Kxd5) 1. ... bxc4+ |
| 5) 1. g5 fxg5 2. fxg5 | 9) 1. ... h5 | 2. Kxc4 |
| | 10) 1. Kf8 h2 2. g7 | |

13 The opening / Mix: A

- 1) **c2-c3** This pawn move is the best of the three. The bishop cannot move to c5 (an active place for the bishop) because d4 wins another tempo. The moves 1. Nc3 and 1. Bd2 are not bad.
- 2) **Qf3-g3** Playing two times with the same piece is correct when you can get a clear advantage. The queen attacks two pawns. The move 1. Be3 is better than 1. Nd5.
- 3) **Ng8-f6** Developing is the best. White can reply 2. Be3 after a check by the queen. The queen is in the way of his own bishop. Capturing on f3 is a bad move. The pin is useful for Black.
- 4) **Bf8-g7** Black must develop. The bishop move prepares 2. ... Nge7. Right away the move is very bad: Nf6#. The move 1. ... Bg4 is a waste of time if White plays h3.
- 5) **Qd1-d2** After 1. g3 Nf3# White is mated. Capturing on d4 is not to be considered, because after 1. ... cxd4 the knight must return to b1 (2. Nb5 Qa5+).

- 6) **Qd4-d3** The logical place for the queen. On e3 she is in the way of the bishop on c1. On d1 the queen must be developed again.
- 7) **Nc6-d4** A fine move. The threat is Nxc2+ and besides that the move clears square c6. After that the irritating knight on d5 can be chased away. After 1. ... Nf6 the move 2. Bg5 annoys. This move is annoying after 1. ... Be6 as well (2. ... f6 3. Nxf6+)
- 8) **Nf3-g5** Black cannot protect f7.
- 9) **Ng8-f6** Developing is correct. Capturing on d4 only supports White's development and 1. ... Qf6 is bad on account of 2. Ndb5.
- 10) **c2-c3** The most natural move. Also 1. Nxd4 is a good move. The position arises now and then, because trainers (?) recommend their pupils this trap. After 1. Nxe5 Qg5 2. Nxf7 Qxg2 3. Rf1 Qxe4+ 4. Be2 Nf3# the point is on the scoreboard.
- 11) **Qd1-e2** Wins a pawn after 1. ... Qe7 2. Qxe4 d6. After the popular response 1. ... Nf6, 2. Nc6+ decides. Nothing brings 1. Qf3 Nf6. The pawn move is too tame.
- 12) **c6-c5** Very strong because White cannot take (Qb4+). The bishop on h6 faces a well protected pawn. On d6 the bishop is better off.

14 *Opening / Play the best move: A*

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|-------------------------------------|--|
| 1) 1. Rxd1 | Bb4+ |
| 2) 1. Nc3 | 8) 1. Ng5 |
| 3) 1. Qe2 | 9) 1. exd4 (1. Nxd4 Qa5+; 1. Qxd4 Nc6) |
| 4) 1. dxe5 Bxf3 2. Qxf3 dxe5 3. Bc4 | 10) 1. e4 |
| 5) 1. Ba3 | 11) 1. ... d5 |
| 6) 1. d6 Bf8 2. Qe2+ | 12) 1. ... e6! (1. ... Rc8? 2. Nf6+) |
| 7) 1. ... d4 2. Ne4? Nxe4 en 3. ... | |

15 *Double attack / Queen: A*

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|----------------|---------------|----------------|
| 1) 1. Qb5+ | 5) 1. Qh5+ | 9) Drawing |
| 2) 1. Qa4+ | 6) 1. Qe1+ | 10) 1. Qd5 |
| 3) 1. ... Qh4+ | 7) 1. Qc4 | 11) 1. ... Qf6 |
| 4) 1. ... Qb4+ | 8) 1. ... Qf5 | 12) 1. ... Qe5 |

16 Pin / Mix: A

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|---------------|---------------|----------------|
| 1) 1. ... Bb4 | 5) 1. ... Bg5 | 9) 1. Qb3 |
| 2) 1. Bh5 | 6) 1. Re1 | 10) 1. ... Qc5 |
| 3) 1. Bb5 | 7) 1. ... Bf4 | 11) 1. Qc3 |
| 4) 1. Bg5 | 8) 1. Bh3 | 12) 1. ... Ba4 |

17 Eliminating of the defence / Capturing + material: A

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|---------------------------------|---------------------------------|---------------------------------|
| 1) 1. Nxf6+ exf6 2.
Qxg4 | 5) 1. Bxf6 Bxf6 2.
Nxd7 | 9) 1. ... Nxe3 2. fxe3
Qxg5 |
| 2) 1. Bxc6+ bxc6 2.
Qxd4 | 6) 1. ... Nxf3+ 2.
Qxf3 Qxg5 | 10) 1. Bxc6+ bxc6 2.
Qxb4 |
| 3) 1. ... Bxc3+ 2.
bxc3 Qxd5 | 7) 1. Nxf6+ Qxf6 2.
Qxf6 | 11) 1. Bxc6 dxc6 2.
Nxb4 |
| 4) 1. ... Qxd4 2.
Nxd4 Bxa4 | 8) 1. ... Bxf3 2.
Qxf3 Qxg5 | 12) 1. ... Bxc4 2.
Bxc4 Nxb6 |

18 Discovered attack / Mix: A

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|--------------------------------|--------------------------------|------------------------------|
| 1) 1. ... Nf3+ 2. gxf3
Qxd4 | 5) 1. c5 bxc5 2.
Bxa6 | 9) 1. ... Nb6 2. Bb3
Qxd6 |
| 2) 1. Bb5+ c6 2.
Qxd5 | 6) 1. ... Bb4+ 2. Qd2
Bxd2+ | 10) 1. Bb5+ Nd7 2.
Qxd5 |
| 3) 1. Ne6+ fxe6 2.
Qxd8+ | 7) 1. dxc5 Qxc5 2.
Qxg4 | 11) Drawing |
| 4) 1. e5 dxe5 2.
Bxc6 | 8) 1. ... Nxd4 2. Qd1
Nxf3+ | 12) 1. Be4 Nxe4 2.
Qd8# |

19 Eliminating of the defence / Mix: A

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|-----------------|-------------------------------------|------------------|
| 1) 1. Bxf7+ | 7) 1. Nh4 | exd5 3. Bxe7 Re8 |
| 2) 1. f7+ | 8) 1. ... Bf4 | brings in just a |
| 3) 1. h6 | 9) 1. Na5 | pawn) |
| 4) 1. ... Bxd4+ | 10) 1. b4 | 12) 1. Bxd7+ |
| 5) 1. f4 | 11) 1. Nc4 Qd5 2.
Bxe7 (2. Qxd5) | |
| 6) 1. Bxf7+ | | |

21 Defending / Getting out of check in a clever way: A

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|--------------------|----------------------|------------------------|
| 1) 1. Bf2+ | 6) 1. ... c6 2. Qxa5 | 9) 1. Kf2 |
| 2) 1. b4 e5 2. Qc3 | Nxc2 | 10) 1. ... Qe7 2. fxe7 |
| 3) 1. Rc3 | 7) 1. Kf8 Bxa2 | Bg7 |
| 4) 1. Bd2 | stalemate | 11) 1. Re1 |
| 5) 1. Rf1+ | 8) 1. Kf1 | 12) 1. Kf1 |

22 Defending / Getting out of check in a clever way: B

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|--------------------|--------------------|-------------------------|
| 1) 1. ... Kf8 | Kf5 | Qd4 |
| 2) 1. ... Kf8 | 6) 1. ... Qxe5+ | 10) 1. Qe2 |
| 3) 1. ... Rf8 | 7) 1. ... Kxd7 | 11) 1. ... Nxf6 (1. ... |
| 4) 1. Bf3 (1. Bxf1 | 8) 1. Nbc3 (1. Bd2 | Qxf6 2. Rxh5+) |
| stalemate) 1. ... | Nd3#) | 12) 1. ... Bg4 (1. ... |
| Qa1 2. Rh5# | 9) 1. Be3 Bc5 2. | Kh8 2. Qxf8#) 2. |
| 5) 1. Kf6 Rb4 2. | Bxc5 Qxc5+ 3. | Rxg4+ Kh8 |

23 Defending / Choose the correct capture: A

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|----------------|---------------------|----------------------|
| 1) 1. ... fxe6 | 6) 1. ... Nxe6 | 10) 1. cxb3 (1. axb3 |
| 2) 1. axb4 | 7) 1. cxb3 (1. axb3 | Qc1+) |
| 3) 1. hxg4# | Rxc2) | 11) 1. Rxb4 |
| 4) Drawing | 8) 1. Bxd1 | 12) 1. dxc4 |
| 5) Drawing | 9) 1. ... Nxf6 | |

24 Defending / Defending against scholar's mate: A

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|-------------------------|------------------------|---------------------------|
| 1) 1. ... dxe5 | 5) 1. ... Qxd5 (1. ... | 9) Drawing |
| 2) 1. ... Nf6 of 1. ... | Bxf2+ 2. Ke2 | 10) 1. ... f5 (1. ... Ne5 |
| Ng5 (1. ... d5 2. | Qxd5 3. Bxd5) | 2. Qf6) |
| Qxf7#) | 6) 1. ... Be6 (1. ... | 11) 1. ... d5 |
| 3) 1. ... d5 is better | Nf6 2. Bxf7#) | 12) 1. ... d5 2. exd5 |
| than 1. ... Qe7) | 7) 1. ... e6 | e4 |
| 4) 1. ... g6 | 8) 1. ... Nf6 | |

25 Defending / Defending against a passed pawn: A

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|-----------------------|-------------------|-----------------------|
| 1) 1. Bd4 b1Q 2. | Be5 | 10) 1. Bg6 |
| Bf6# | 5) 1. Ba5 | 11) 1. Rg3 h2 2. |
| 2) 1. c4+ Kxc4 2. | 6) 1. Rg3 | Rxg2+ |
| Kc2 | 7) 1. Ra3+ Kb4 2. | 12) 1. h4! g2 (1. ... |
| 3) 1. Be1! (1. | Ra1 | gxf2 2. Ke2) 2. |
| Bxf4+? Kf3!) | 8) 1. Kf6 | Nh3 |
| 4) 1. ... e4+ 2. Kxe4 | 9) 1. Rf1 | |

27 Route planner / Give a safe check: A

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|------------------|------------------|----------------------|
| 1) Drawing | 5) Rd2-d1-c1-c4+ | 9) Re1-e8-b8-b5+ |
| 2) Ra1-f1-f7+ | 6) Rb1-b2-a2+ | 10) Rh3-h4-g4-g1+ |
| 3) Rh3-a3-a1-b1+ | 7) Rd8-f8-f7-b7+ | 11) Ra7-a5-c5-c8+ |
| 4) Ra6-a1-c1-c3+ | 8) Rg3-h3-h7-f7+ | 12) Ra5-b5-b8-c8-c7+ |

28 Route planner / Give a safe check: B

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|------------------|------------------|-------------------|
| 1) Bc1-b2-g7-f8+ | 5) Bd5-c6-a4-c2+ | 9) Bb6-e3-c1-b2+ |
| 2) Be4-g2-h3-c8+ | 6) Ba5-b6-a7-b8+ | 10) Bb6-g1-h2-e5+ |
| 3) Bd3-b1-a2+ | 7) Be7-b4-e1-f2+ | 11) Bd8-b6-g1-h2+ |
| 4) Bc6-d7-h3-f1+ | 8) Ba4-d1-h5-f7+ | 12) Bf8-g7-e5-g3+ |

29 Route planner / Give a safe check: C

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|---------------|---------------|----------------|
| 1) Qg2-c2-c3+ | 5) Qc7-g3-h4+ | 9) Qb7-a7-a2+ |
| 2) Qh2-a2-a8+ | 6) Qf1-a6-a7+ | 10) Qf6-a1-h1+ |
| 3) Qc7-b7-a8+ | 7) Qf4-f1-d1+ | 11) Qa4-a2-h2+ |
| 4) Qf1-f8-g8+ | 8) Qd2-a5-b5+ | 12) Qh8-a8-a1+ |

30 Route planner / Choose the safe way: A

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|--------------------------|------------------------------------|
| 1) example: Rg6-b6-b1-g1 | 7) Nb3-c5-b7-d6-f7-h8 |
| 2) Rc1-c3-b3-b6 | 8) Nb3-d4-b5-d6-f7-h8 |
| 3) Rb1-b3-g3-g8-h8 | 9) Nb3-d4-f3-h2-g4-h6-f7-h8 |
| 4) Bg2-f1-a6-c8-d7 | 10) Bc4-g8-h7-f5-g4-d1-c2-b1 |
| 5) Bf2-b6-d8-f6-h8 | 11) Nc2-e1-g2-f4-e2-c3-b5-c7-a8 |
| 6) Qa1-a8-h1-h2 | 12) Kb2-c1-d1-e2-e3-f4-e5-e6-e7-f8 |

31 Route planner / Choose the safe way: B

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| 1) Kb1-a2-a3-b4-a5-b6-a7-a8 | 7) Drawing |
| 2) Kd2-e1-f1-g2-g3-h4-g5-h6 | 8) Drawing |
| 3) Kc1-b1-a2-a3-b4-a5-a6-a7-b8-c8-d8-e8-f7 | 9) Kg7-h6-g5-f5-e5-d6-c5-b5-a4-b3-c2-d2-e1-f1-g1 |
| 4) Kc1-b2-b3-c4-d4-e5-e6-f7-f8 | 10) Drawing |
| 5) Ke8-d8-c8-b8-a7-b6-a5-b4-a3-b2-c1-d2-e1-f2-g1 | 11) Drawing |
| 6) Kb4-c3-d2-e1-f2-g1-h2-h3-g4-f4-e5-f6 | 12) Kg1-f2-e2-d2-c3-d4-c5-c6-d7-e6-f6-g5-h4-h3 |

32 Mate planner / Find the quickest mate: A

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| 1) example | 5) Kf2 – Qe4# | 9) Rg4 – Qa5 |
| 2) Ba2 – Qb3# | 6) b3 – Qc4 | 10) Ba5 – Qd5 |
| 3) Bg5 – Nf6# | 7) Bb7 – Qc6 | 11) Nd2 – Qd6 |
| 4) Re4 – Bb7 | 8) Rb5 – Nb2 | 12) Qb2 – Qb4 |

33 Mate planner / Find the quickest mate: B

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|---------------|---------------------|
| 1) Qc6 – Bg5# | 3) Qh7 – Bf5 – Qd7# |
| 2) Qc4 – Qe4# | 4) Bh5-e8-c6# |

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|---------------------------|----------------------------|
| 5) Qe6 – g4# | 9) Bb5 – Bf1 – Bh3 – Rf1# |
| 6) Rh7 – Nb6 – a7# | 10) Bh5 – Qh2# |
| 7) Qc1 – Bh1 – Qc6 – Qb7# | 11) Nf3-d2-b3-c1-a2-b4-a6# |
| 8) Bd2 – Bh6 – Rc8# | 12) Ng3-e2-c1-d3-e5-d7# |

34 *Route planner / Capture all black pieces: A*

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|--------------------------------|--|
| 1) Drawing | 8) Ke4xe3xe2 Rxb5 |
| 2) Qa2xb1xb2xg7 | 9) Re5xe3xe2 Kxb5 |
| 3) Qc4xf7xf5xg4xh3 | 10) Nxb2-d3xc5xe6 |
| 4) Kf7-e7-d8-c7xc6-d5xe4 | 11) Bd7xg4-Be2xd3xg6 |
| 5) Qb4xf8xf5xd3 | 12) Nf2-h1-g3-f1-h2-f3-h4-g2-f4xe6xc7xd5 |
| 6) Re7xe4xd4xd2 | |
| 7) h4 hxg5 f5 fxe6 e7 e8N Nxc7 | |

36 *Mat / Creating mate: A*

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|--------------|--------------|---------------|
| 1) Qa3 / Nd2 | 5) Nf4 / Qc7 | 9) Nf4 / Qc5 |
| 2) Nc4 / Qb7 | 6) Qf6 / Nh6 | 10) Ng6 / Qe6 |
| 3) Qh5 / Ne7 | 7) Qa7 / Nd4 | 11) Ng4 / Qc4 |
| 4) Nc2 / Qe1 | 8) Ng6 / Qh8 | 12) Na6 / Qe6 |

37 *Mat / Creating mate: B*

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|--------------|--------------|---------------|
| 1) Bc6 / Qa8 | 5) Bb5 / Qe5 | 9) Bd4 / Qg4 |
| 2) Bd5 / Qh4 | 6) Qg1 / Bd1 | 10) Be3 / Qe7 |
| 3) Bc5 / Qa7 | 7) Qe6 / Bb6 | 11) Qd8 / Bd5 |
| 4) Bh3 / Qd4 | 8) Qg6 / Bh6 | 12) Bd8 / Qd5 |

39 *Mat / Creating mate: C*

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|--------------|---------------|
| 1) Nc3 / Rb5 | 7) Nf7 / Re5 |
| 2) Na3 / Rb5 | 8) Rd5 / Nd2 |
| 3) Ne6 / Re7 | 9) Nc3 / Rb5 |
| 4) Rc5 / Nd3 | 10) Ng6 / Rf7 |
| 5) Rc6 / Ne7 | 11) Na7 / Re7 |
| 6) Ra6 / Na3 | 12) Drawing |

40 *Mat / Creating mate: D*

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|--------------|--------------|
| 1) Bg2 / Be3 | 5) Nd7 / Bc6 |
| 2) Bb4 / Bd1 | 6) Nc7 / Bc5 |
| 3) Bf3 / Be3 | 7) Bc5 / Nc7 |
| 4) Bf5 / Bh8 | 8) Be5 / Nh6 |

- 9) Nc3 / Nf3
10) Nf3 / Ng3

- 11) Nh6 / Ne6
12) Nf4 / Ne4

40 *Mat / Creating mate: E*

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|--------------------|--------------------|---------------------|
| 1) Rc2 - Ba3 - Nd3 | 5) Ra6 - Bc5 - Nc8 | 9) Rf5 - Be3 - Ne6 |
| 2) Rc6 - Bb7 - Nc7 | 6) Rf5 - Bg7 - Ng4 | 10) Rb3 - Be1 - Na2 |
| 3) Rb2 - Ba4 - Na1 | 7) Rf5 - Bd6 - Ng6 | 11) Rd5 - Bb4 - Nb7 |
| 4) Re6 - Bb8 - Nc4 | 8) Rh3 - Be1 - Nf5 | 12) Rd4 - Bf5 - Nf2 |

41 *Creating mate / Put the pieces on the right squares: A*

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| 1) White: Kc5, Qd6, Rf4
Black: Ke5 | 7) White: Ke4, Rh6, Nf7
Black: Kg5 |
| 2) White: Kc8, Qd8, Bg8.
Black: Ke7 | 8) White: Kg7, Re5, Ng2
Black: Kg5, g4 |
| 3) White: Kg8, Qf8, Nc5
Black: Ke8 | 9) White: Be3, Rh6, Ke6
Black: Kg5, g4 |
| 4) White: Qc5, Nd3, Bf5
Black: Kd4 | 10) White: Ke6, Rc3, Nh3
Black: Kf4, Ng4, Be4 |
| 5) White: Kb2, Qc3, Ng5, Ne7
Black: Kd4 | 11) Dot g2 ⇔ g3. White: Kg3,
Bc2, Bf2. Black: Ke3, d2, e2 |
| 6) White: Kc1, Qf1, Nc2, Nd2
Black: Ke2 | 12) White: Ke2, Bc3, Nd6
Black: Ke4, d5, f4 |

43 *Draw / Forcing stalemate: A*

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|-------------------------------------|-----------------------------------|
| 1) 1. ... Qb7+ 2. Kxb7
stalemate | 7) 1. Qg8+ Rxg8 stalemate |
| 2) 1. ... g6+ 2. Kxg6 stalemate | 8) 1. Qg3+ Kxg3 stalemate |
| 3) 1. Ra5+ Bxa5 stalemate | 9) 1. Qh3+ Qxh3 stalemate |
| 4) 1. Bxg5+ Bxg5 stalemate | 10) 1. ... Nc4+ 2. Bxc4 stalemate |
| 5) 1. ... Rf4+ 2. Qxf4 stalemate | 11) 1. ... Bc7+ 2. Qxc7 stalemate |
| 6) 1. Qd8+ Qxd8 stalemate | 12) 1. Rf7 Kxf7 stalemate |

44 *Stalemate danger! / Lifting stalemate: A*

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|---|------------------------------|---------------------------|
| 1) 1. Ne6 | 5) 1. ... Bb3 2. Kxb3 | 9) 1. ... Rf6 |
| 2) 1. ... b5 2. axb5
c3 | c1Q | 10) 1. Nf3 gxf3 2.
Kg1 |
| 3) 1. Bg8 | 6) 1. Ra6 bxa6 2. b7 | 11) 1. Kd3 |
| 4) 1. Kh1 (1. Kg1)
1. ... Kxh3 2. f5 | 7) 1. Bc4 bxc4 2. b5 | 12) 1. Bg8 |
| | 8) 1. Nb1 axb1Q+ 2.
Rxb1+ | |

45 Stalemate danger! / Avoiding stalemate: A

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|------------|--|------------------------|
| 1) 1. c8R | 6) 1. Qd5 | b1B |
| 2) Drawing | 7) 1. ... Qf3+ (1. ... Qxf2 stalemate) | 10) 1. Ka1 |
| 3) 1. Bg4+ | | 11) 1. Bb7 Qb8 2. Bg2# |
| 4) 1. Rc1 | 8) 1. ... Rd6 | 12) 1. ... Qg3 |
| 5) 1. Rd3+ | 9) 1. ... b1R of 1. ... | |

46 Forced stalemate / Yes or no: A

- | | | |
|-------------------------------------|-------------------|----------------------|
| 1) No: 1. ... Bb1 | stalemate | 11) Yes: 1. Rg4 hxg4 |
| 2) Yes | 6) Yes | 2. hxg4 |
| 3) No: 1. ... Ke4 | 7) Yes | 12) No: 1. Kb4 Kb2 |
| 4) Yes | 8) No: 1. ... Qb3 | 2. Qh2+ Ka1 3. Qe5# |
| 5) Yes: 1. ... Rb3+
2. axb3 axb3 | 9) No: 1. Rg6+ | |
| | 10) No: 1. ... f3 | |

47 Stalemate / Where is the king stalemated: A

- | | | |
|----------------|--------------------|-----------------------|
| 1) a2 a4 c4 | 6) a8 a6 h8 e6 | 11) a1 a3 c3 e3 g5 h8 |
| 2) f1 h1 e3 | 7) f5 f3 h5 h3 | 12) f8 g6 g4 e4 c5 c1 |
| 3) h3 h5 h1 | 8) h1 f1 a7 h8 | a1 |
| 4) a1 h2 g7 h4 | 9) a3 b6 e7 h8 c3 | |
| 5) a7 h7 h5 c7 | 10) d8 f8 h8 h6 h4 | |

49 Material / Winning material: A

- | | |
|--|---|
| 1) 1. Qxf8+ | 7) 1. ... Kd6 2. Rg5 gxh5 |
| 2) 1. Qxf6+ | 8) 1. Qxf8+ |
| 3) 1. b8Q (1. bxc8Q+ Bxc8 2. Kf3 Bd6) 1. ... Rxb8 2. Rxb8+ | 9) 1. Qg2+ N7g6 2. fxe6 |
| 4) 1. Qe5+ | 10) 1. Qc3 |
| 5) 1. Bc6 Qf8 2. Bxa8 | 11) 1. Rh1 (1. dxe8Q+ Kxe8; 1. d8Q Qc5) |
| 6) 1. Bd5+ Kh8 2. Bxe4 | 12) 1. ... Qxa4 |

50 Pin / Pin: A

- | | | |
|---------------|---------------|------------|
| 1) 1. Re2 | 5) 1. Bf4 | 9) 1. Qe4 |
| 2) 1. ... Qa5 | 6) 1. ... Bb4 | 10) 1. Rh4 |
| 3) 1. Bf4 | 7) 1. Qe2 | 11) 1. Qa4 |
| 4) 1. Qf3 | 8) 1. Bc3 | 12) 1. Qd4 |

51 Double attack / Mating threat: A

- | | |
|--------------------------|-----------------------|
| 1) 1. ... Kc5 2. c3 Ra8# | 3) 1. Bb3 a1Q 2. Bf7# |
| 2) 1. Nd3 Re3 2. Rd4# | 4) 1. Kc4 |

- | | |
|--|--|
| 5) 1. Kg3 Kg6 (1. ... Bb1 2. Nf4#) 2. Nf4+ | 10) 1. c4 Nxc4 (1. ... Nd1 2. b3#) 2. Nc3# |
| 6) 1. Kf5 Rxe7 2. g4# | 11) 1. Kg2 Re1 2. Bf6# |
| 7) 1. Nf4 Rh1 2. Rc6# | 12) 1. Rb2! Qg1 2. Bb7# |
| 8) 1. Kb3 | |
| 9) 1. Nf4 Rg1 2. Rd5# | |

52 *Passed pawn / Cashing in a passed pawn: A*

- | | |
|-------------------------|------------------------------------|
| 1) 1. f7 | 8) 1. Ke6 |
| 2) 1. ... Ba4 | 9) 1. Kf5 |
| 3) 1. Nxe6 Qf6+ 2. Nd4 | 10) 1. Qg7+ Qxg7 2. hxg7 a3 3. g8Q |
| 4) 1. f8Q+ Kxf8 2. Qxd7 | 11) 1. Nc4 |
| 5) 1. c7 | 12) 1. Bb3 Be6 2. Bxe6 |
| 6) 1. a7 | |
| 7) 1. Nd5+ | |

53 *Passed pawn / Cashing in a passed pawn: B*

- | | |
|--|-------------------------|
| 1) 1. Bh7+ Kxh7 2. g8Q# | 6) 1. ... Kb8 |
| 2) 1. b6 (1. Be7 Kc3 2. d8Q Bxd8 3. Bxd8 b6) | 7) 1. Rb7+ Rxb7 2. cxb7 |
| 3) 1. ... Bh3+ 2. Kxh3 exf1Q+ | 8) 1. f3+ Kxf3 2. c7 |
| 4) 1. Bb4 (1. Bg7 Bxa3) 1. ... Bxb4 2. axb4 | 9) 1. Ba5+ |
| 5) 1. Rg5 Rxg5 2. h8Q | 10) 1. ... Rg8 |
| | 11) 1. ... Rb1 |
| | 12) 1. b8Q+ |

54 *Material / Winning material: B*

- | | |
|--------------------------------------|------------------------------|
| 1) 1. ... Qxf5 | 7) 1. ... Bxf3 |
| 2) 1. Rxe7 Rxe7 2. Qxe7 Qxe7 3. Rxe7 | 8) 1. ... Nxc6 |
| 3) 1. ... Rxc4 | 9) 1. ... dxc4 2. Rxc4 Qd5 |
| 4) 1. Qxe8+ | 10) 1. ... Rxc3 2. Bxc3 Qxc3 |
| 5) 1. Nxd4 | 11) 1. Qxb4 |
| 6) 1. fxg7 Qa5 | 12) 1. Bxd6 |

55 *Rules / Legal position (Yes or no): A*

- | | |
|--|--|
| 1) example | 5) Yes |
| 2) text | 6) No: before the last move White was in check |
| 3) example | 7) Yes: b2-b1Q+ is the last move |
| 4) No: pawn on a2 and a3 is not possible | 8) Drawing |

- 9) Drawing
- 10) Yes: Black is in stalemate

- 11) Yes: b2-b1N is the last move
- 12) Yes: f4xe3+ is the last move

56 *Rules / Legal position (Yes or no): A*

- 1) No: before the last move Black was in check
- 2) Yes: b7xc8R+ is last move
- 3) No: before the last move White was in check
- 4) Yes: Rc6-c8+ is the last move
- 5) No: Black doesn't have a last move
- 6) Yes: Kg2-h2 is last move
- 7) No: g2-g4 must be the last move, but how the bishop came on h1?
- 8) Yes: 4 (5) promotions to a queen
- 9) No: two white bishops and 8 pawns
- 10) No: Black has a double pawn and White still has all his pieces.
- 11) Yes: a5 is the last move
- 12) No: The black bishop cannot give check on a6.