

# Step 1

The answers from this edition onwards are given in the short notation. If you teach your students the long notation, then the answers from a previous edition should be used. All tasks have the same answers (except for page 55).

## 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 or 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 or the game / Moves or 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. Bg4                              | 7) 1. Bh5      |
| 2) 1. Nf6                              | 8) 1. Rg6      |
| 3) 1. ... Rd1 or 1. ... Re5            | 9) 1. ... Nd3  |
| 4) 1. ... Qd2 or 1. ... Qf7 1. ... Qa2 | 10) 1. Bb4     |
| 5) 1. Rd8                              | 11) 1. ... Qh8 |
| 6) 1. Nd6                              | 12) 1. Bd5     |

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

- |            |  |
|------------|--|
| 1) f6, f5  | 5) e3, e4, xd3                               |
| 2) a3, a4  | 6) d6, xc6, xe6                              |
| 3) d4      | 7) c8Q, c8R, c8B, c8N                        |
| 4) d5, xe5 | 8) e1Q, xd1Q, xf1Q (R,B,N) 12 possible moves |

- 9) Drawing
- 10) no pawn move possible

- 11) xb4
- 12) b5, xc5

*12 Attacking / Creating an attack: A*

- |   |                |
|---|----------------|
| 1) rook on the 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. c3      | 7) 1. ... Nf6 |
| 2) 1. ... g6  | 8) 1. Kg2     |
| 3) 1. ... Kb8 | 9) 1. Nd5     |
| 4) 1. Rc1     | 10) 1. ... f5 |
| 5) 1. Bd4     | 11) 1. Rd3    |
| 6) 1. Nc3     | 12) 1. Ne2    |

*15 Defending / Moving away: A*

- |               |                |
|---------------|----------------|
| 1) 1. e5      | 7) 1. ... Bc1  |
| 2) 1. ... b5  | 8) 1. ... Qc5  |
| 3) 1. ... Rd8 | 9) 1. Qa2      |
| 4) 1. Ne3     | 10) 1. Nd5     |
| 5) 1. Rxh5    | 11) 1. ... Nd6 |
| 6) 1. ... Be3 | 12) 1. Ra3     |

*16 Material / Capturing an unprotected piece: A*

- |                |                 |
|----------------|-----------------|
| 1) 1. Bxe6     | 7) 1. Qxa5      |
| 2) 1. ... Bxg5 | 8) 1. ... Qxf1  |
| 3) 1. Nxd5     | 9) 1. Kxe4      |
| 4) 1. ... Nxd2 | 10) 1. ... Kxf7 |
| 5) 1. Rxd6     | 11) 1. ... dxc4 |
| 6) 1. ... Rxa3 | 12) 1. ... Bxb6 |

*17 Defending / Capturing the attacker: A*

- |                |                |
|----------------|----------------|
| 1) 1. ... Nxd5 | 7) 1. Rxe7     |
| 2) 1. exd5     | 8) 1. Bxe7     |
| 3) 1. ... fxe4 | 9) 1. ... Nxf3 |
| 4) 1. ... Bxd4 | 10) 1. Qxd8    |
| 5) 1. ... Rxc1 | 11) 1. Nxe6    |
| 6) 1. ... Bxc3 | 12) 1. Rxe8+   |

*18 Material / Capturing an unprotected piece: B*

- |                |                 |
|----------------|-----------------|
| 1) Drawing     | 7) 1. ... axb5  |
| 2) 1. dxc5     | 8) 1. Qxh6      |
| 3) 1. ... Rxe2 | 9) 1. Bxa8      |
| 4) 1. ... Rxf3 | 10) 1. ... Nxf4 |
| 5) 1. ... Qxh1 | 11) 1. Nxe4     |
| 6) 1. Nxc6     | 12) 1. ... Qxd7 |

*19 Test / Repetition: A*

- |                |                     |
|----------------|---------------------|
| 1) 1. Be6, Bd7 | 2) 1. c8Q (R, B, N) |
|----------------|---------------------|

- |                |                 |
|----------------|-----------------|
| 3) 1. Nd6      | 8) 1. Kg2       |
| 4) 1. ... Nd3  | 9) 1. ... Be3   |
| 5) 1. ... f5   | 10) 1. Nb6      |
| 6)             | 11)             |
| 7) 1. ... Rxa3 | 12) 1. ... Qxf1 |

20 *Test / Mix: A*

- 1) 1. ... Nb6
- 2) 1. ... Nd7
- 3) 1. Rxe6
- 4) 1. ... Bd4
- 5) 1. ... Nxc6
- 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. ... Bxb4
- 10) 1. Bg3 or 1. Bf4; not 1. f4 because of 1. ... Qxe3.
- 11) 1. Nc7
- 12) 1. Nxd4

22 *Attacking / Giving check: A*

- |   |  |
|---|--|
| 1) 1. Bd6+                                      | 7) 1. Rd5+                                     |
| 2) Drawing                                      | 8) 1. Bb5+                                     |
| 3) 1. ... Nc5+; 1. ... Rxc3+ gives up material. | 9) 1. ... Qb4+                                 |
| 4) 1. Bxc6+                                     | 10) 1. Nxc6+ or 1. Ng6+ but that wins no pawn. |
| 5) 1. ... b5+                                   | 11) 1. ... Nd3+                                |
| 6) 1. ... Rd2+                                  | 12) 1. Qg2+                                    |

23 *Defending / Getting out of check: A*

- |                |                |
|----------------|----------------|
| 1) 1. Kh1      | 7) 1. ... Nxc6 |
| 2) 1. ... Rxd8 | 8) 1. ... axb5 |
| 3) 1. Kh1 g1   | 9) 1. Kg2      |
| 4) 1. ... Bh6  | 10) 1. ... Qg7 |
| 5) 1. ... Kh8  | 11) 1. f4      |
| 6) 1. Kg2      | 12) 1. ... Kh8 |

24 *Defending / Getting out of check: B*

- |                |                |
|----------------|----------------|
| 1) 1. ... Nxe4 | 7) 1. Bf1      |
| 2) 1. ... Kb8  | 8) 1. Kxd4     |
| 3) 1. ... Nf6  | 9) 1. ... Rb7  |
| 4) 1. ... Rxa3 | 10) 1. ... Ka6 |
| 5) Drawing     | 11) 1. Nd2     |
| 6) 1. ... Bxg6 | 12) 1. Nc3     |

26 *Mate / Mate in one: A*

- |                |                 |
|----------------|-----------------|
| 1) 1. Qb7#     | 7) Drawing      |
| 2) 1. ... Qb4# | 8) Drawing      |
| 3) 1. ... Qg5# | 9) 1. ... Qxh2# |
| 4) 1. ... Qb2# | 10) Drawing     |
| 5) 1. axb8Q#   | 11) Drawing     |
| 6) 1. Qxd7#    | 12) 1. Qb7#     |

27 *Mate / Creating mate: A*

- |        |        |         |
|--------|--------|---------|
| 1) Qb5 | 5) Qb8 | 9) Qf4  |
| 2) Qb2 | 6) Qg7 | 10) Bg7 |
| 3) Qg7 | 7) Rf8 | 11) b7  |
| 4) Qg2 | 8) Re7 | 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. gxh8R#) | 11) Bh7      |
| 6) Nf2   | 12) Bf2, Be1 |

29 *Mate / Mate in one: B*

- |                   |                 |
|-------------------|-----------------|
| 1) 1. Qa8#        | 7) 1. Qh6#      |
| 2) 1. ... Rh6#    | 8) 1. ... Be4#  |
| 3) 1. Bd5#        | 9) 1. ... Nc2#  |
| 4) 1. Qc8#        | 10) 1. ... Bf2# |
| 5) 1. ... e1Q(R)# | 11) 1. Re1#     |
| 6) 1. ... Rb1#    | 12) 1. Bg6#     |

30 *Mate / Mate in one: C*

- |                |                |
|----------------|----------------|
| 1) 1. Qe8#     | 7) 1. ... Na3# |
| 2) 1. ... Qh2# | 8) 1. ... g2#  |
| 3) 1. Qa4#     | 9) 1. Be4#     |
| 4) 1. ... Nf2# | 10) 1. Rg3#    |
| 5) 1. ... b2#  | 11) Drawing    |
| 6) 1. ... Rb1# | 12) 1. ... 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. Nf7#       | 8) 1. ... Rxh2#       |
| 2) 1. Nh6#       | 9) 1. Bxf6#           |
| 3) 1. ... h2#    | 10) 1. ... Nc2#       |
| 4) 1. Ng6#       | 11) 1. Rh5#; 1. Rh3+? |
| 5) 1. ... d1Q/B# | Nh4                   |
| 6) 1. ... Qa1#   | 12) 1. ... Qh6#       |
| 7) Drawing       |                       |

34 Mate / Mate in one: E

- |                |                 |
|----------------|-----------------|
| 1) 1. Re8#     | 7) 1. d8Q(R)#   |
| 2) 1. ... Bf3# | 8) 1. ... Qa3#  |
| 3) 1. ... Be4# | 9) 1. ... Bxc3# |
| 4) 1. ... Qh1# | 10) 1. ... Re8# |
| 5) 1. ... Qc1# | 11) 1. Nf7#     |
| 6) 1. Ra6#     | 12) 1. Be4#     |

35 Mate / Mate in one: F

- |                 |                  |
|-----------------|------------------|
| 1) 1. Qg8#      | 7) 1. ... Rxh2#  |
| 2) 1. Qg7#      | 8) 1. ... Rf1#   |
| 3) 1. ... b1Q#  | 9) 1. Qb6#       |
| 4) 1. ... Qg1#  | 10) 1. ... Rxh2# |
| 5) 1. ... Qg2#  | 11) 1. Qxb7#     |
| 6) 1. ... Qxc2# | 12) 1. g7#       |

36 Mate / Mate in one: G

- |                |                 |
|----------------|-----------------|
| 1) 1. Re8#     | 7) 1. Nf7#      |
| 2) 1. g7#      | 8) Drawing      |
| 3) 1. ... Qh4# | 9) 1. ... Qe1#  |
| 4) 1. ... Be4# | 10) 1. Na6#     |
| 5) 1. b7#      | 11) 1. a7#      |
| 6) 1. ... Rg5# | 12) 1. ... Nf7# |

37 Mate / Mate in one: H

- |                |                 |
|----------------|-----------------|
| 1) 1. ... Qh2# | 7) 1. Bf7#      |
| 2) 1. Nc7#     | 8) 1. Rh1#      |
| 3) 1. Qf7#     | 9) 1. b8Q/R#    |
| 4) 1. ... Ng3# | 10) 1. Bh6#     |
| 5) 1. Qh5#     | 11) 1. ... f1N# |
| 6) 1. ... Re2# | 12) 1. Rxd8#    |

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. exf6 g7xf6 (2 points)     | 7) 1. ... Bxc1 2. Rxc1 (2 points)  |
| 2) 1. exd6 c7xd6 (4 points)     | 8) 1. ... Rxf2+ 2. Kxf2 (4 points) |
| 3) 1. ... Nxd3 c2xd3 (2 points) | 9) 1. ... dxc3 2. bxc3 (2 points)  |
| 4) 1. Bxa8 Rf8xa8 (2 points)    | 10) 1. Nxe6 fxe6 (6 points)        |
| 5) 1. Rxd7 Nxd7 (4 points)      | 11) 1. ... Bxf4 2. gxf4 (6 points) |
| 6) 1. Nxd5 exd5 (2 points)      | 12) 1. ... dxc3 2. bxc3 (2 points) |

42 *Material / Profitable exchange: B*

- |                                    |                                    |
|------------------------------------|------------------------------------|
| 1) 1. dxc6 bxc6 (2 points)         | 7) Drawing                         |
| 2) 1. fxe6 fxe6 (2 points)         | 8) 1. ... Nxd4 2. exd4 (2 points)  |
| 3) 1. fxe5 dxe5 (4 points)         | 9) 1. ... gxf3 2. Bxf3 (2 points)  |
| 4) 1. Nxc8 Qxc8 (2 points)         | 10) 1. ... Bxg7 2. Bxg7 (2 points) |
| 5) 1. ... Nxd2+ 2. Nxd2 (6 points) | 11) 1. ... Rxb3 2. axb3 (4 points) |
| 6) 1. ... Bxc1 2. Rxc1 (2 points)  | 12) 1. Bxa7 Nxa7 (2 points)        |

43 *Test / Repetition: A*

- |                                 |                 |
|---------------------------------|-----------------|
| 1) 1. ... Nc2#                  | 7) 1. ... axb5  |
| 2) 1. Qxd7#                     | 8) 1. Rh5#      |
| 3) 1. Nc3                       | 9) 1. Rc7#      |
| 4) no (in check after castling) | 10) 1. ... h2#  |
| 5) 1. Rxd7                      | 11) 1. ... Rd2+ |
| 6) 1. ... Nd3+                  | 12) 1. Nxe6     |

44 *Test / Mix: B*

- |                                   |                            |
|-----------------------------------|----------------------------|
| 1) 1. Nh6#                        | 7) 1. Qh5#                 |
| 2) 1. ... Bxg2 2. Rxg2 (2 points) | 8) 1. Bd4                  |
| 3) yes                            | 9) 1. Bf5#                 |
| 4) 1. ... Nc4                     | 10) 1. ... Rxb7 (4 points) |
| 5) 1. Bxg2                        | 11) 1. Nb7#                |
| 6) 1. Qxb6                        | 12) 1. Rxe5                |

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

- 1) 1. Rxe7 (or 1. Raxe7) 1. ... Rxe7 2. Rxe7 (3 points)
- 2) 1. ... Rxe5 or 1. ... Nxe5 (3 points)
- 3) 1. ... Bxe5 2. Bxe5 Rxe5 (3 points)
- 4) 1. Nxe5 (or 1. Bxe5) 2. Nxe5 2. Bxe5 (3 points)
- 5) 1. ... Nxg3 or 1. ... Bxg3 (1 point)
- 6) 1. Nxf7 or 1. Bxf7 (1 point)
- 7) 1. ... Rxe7 (5 points)
- 8) 1. Rxe5 (5 points)
- 9) 1. Nxe5 or 1. fxe5 (1 point)
- 10) 1. ... cxd4 (1 point)
- 11) 1. Bxc6+ bxc6 2. Rxc6 (1 point)
- 12) 1. Bxd5 Lxd5 2. Kxd5

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

- 1) 1. Rdx8+ or 1. R1xf8+ (5 points)
- 2) 1. Bxf6 Bxf6 2. Rxf6 (3 points)
- 3) 1. ... Rxd3 2. Rxd3 Rxd3 (5 points)
- 4) 1. Bxf6 Bxf6 2. Rxf6 (3 points)
- 5) Drawing
- 6) Drawing
- 7) 1. Qxd7 Qxd7 2. Bxd7 or 1. Bxd7 (3 points)
- 8) 1. Rxc6 Bxc6 2. Rxc6 (1 point)
- 9) 1. Nxf7! (more points) or 1. Bxf7+ (1 point)
- 10) 1. Qxh7#
- 11) 1. Bxf7+ (1 point)
- 12) 1. Bxa6 Bxa6 2. Qxa6 (1 point)

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

- |                |               |               |
|----------------|---------------|---------------|
| 1) stalemate   | 5) 1. Bf1     | 9) mate       |
| 2) 1. ... Bxc8 | 6) mate       | 10) mate      |
| 3) mate        | 7) 1. ... a6  | 11) stalemate |
| 4) Drawing     | 8) 1. ... Kd7 | 12) 1. Nd1    |

50 Mate / Mate in one with the queen: A

- |            |  |
|------------|--|
| 1) 1. Qc8# | 8) 1. Qb1#, 1. Qc1#, 1. Qd1#, 1. Qg2#, 1. Qh2# |
| 2) 1. Qh8# | 9) 1. Qg4#, 1. Qh2#                            |
| 3) 1. Qe7# | 10) 1. Qa2#, 1. Qa8#                           |
| 4) 1. Qf7# | 11) 1. Qh2#, 1. Qh3#, 1. Qh4#, 1. Qg6#         |
| 5) 1. Qb7# | 12) 1. Qa4#, 1. Qa5#, 1. Qb7#                  |
| 6) 1. Qf1# |  |
| 7) 1. Qg8# |  |

51 Test / Repetition: C

- |                           |                 |
|---------------------------|-----------------|
| 1) 1. Qg8                 | 7) 1. ... a6    |
| 2) yes                    | 8) 1. ... Qh1   |
| 3) 1. ... Bxc8            | 9) 1. ... Rf1   |
| 4) 1. ... Nf7             | 10) 1. Bxc6+    |
| 5) 1. Qb1, c1, d1, g2, h2 | 11) 1. Bxf6#    |
| 6) 1. Rxe5                | 12) 1. ... Bxe5 |

52 Test / Mix: C

- |   |                 |
|---|-----------------|
| 1) 1. Rxf7                                | 7) 1. Bxh3      |
| 2) 1. Bg2#                                | 8) 1. ... Nf4#  |
| 3) 1. Rxd4 exd4 2. Qxd4+;<br>1. Kh1? Bxb2 | 9) 1. Bh5#      |
| 4) 1. ... c6                              | 10) 1. c4       |
| 5) 1. ... Nxd5 2. Nxd5 (2 points)         | 11) 1. ... Bxa3 |
| 6) stalemate                              | 12) 1. Qf5      |

55 Notation / The short notation: A

- |   |   |
|---|---|
| 1) 1. ... Kc6   | 7) 1. Rxc7 (1. Rxd3? Bxd3)                        |
| 2) 1. ... c5  | 8) 1. N7f6# (1. N5f6+ Kxe7)                       |
| 3) 1. Re8+  | 9) 1. ... Rxb4 (1. ... Re7 loses more material)   |
| 4) 1. ... Rcd5 (no other safe squares on the 5 <sup>th</sup> rank;<br>a move along the c-file loses the other rook) | 10) 1. Qxg4 (1. Kxg4+ stalemate ; 1. K move Rxc8) |
| 5) 1. cxb3 (1. axb3 a2 is less smart)   | 11) 1. exd8N# (1. exd8Q stalemate)                |
| 6) 1. ... Ra1#; 1. 0-0 (the only way to prevent mate)   | 12) Drawing                                       |

56 Material / Winning material: A

- |                 |                 |
|-----------------|-----------------|
| 1) 1. ... Bxf1  | 7) 1. Bxd7      |
| 2) 1. Rxh5      | 8) 1. Nxe3      |
| 3) 1. Bxb7      | 9) 1. Rxa7      |
| 4) 1. ... Nxe3  | 10) 1. Bxg7     |
| 5) 1. Bxe7      | 11) 1. ... Qxf4 |
| 6) 1. ... Bxe3+ | 12) 1. gxf6     |