

Step 1

3 Board / Naming the squares: A

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|-------------|-------------|--------------|
| 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

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|--|--|
| 1) Rb4: b1, b2, b3, b5, b6, b7, b8, a4, c4, d4, e4, f4, g4, h4 | 7) Rh8: a8, b8, c8, d8, e8, f8, g8, h1, h2, h3, h4, h5, h6, h7 |
| 2) Bd7: a4, b5, c6, e8, c8, e6, f5, g4, h3 | 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 |
| 3) Ne4: c3, c5, d6, f6, g5, g3, f2, d2 | 9) Ke8: d8, d7, e7, f7, f8 |
| 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 | 10) Na7: b5, c6, c8 |
| 5) Kb3: a2, a3, a4, b4, c4, c3, c2, b2 | 11) Be3: d4, c5, b6, a7, f2, g1, d2, c1, f4, g5, h6 |
| 6) Ng5: e4, e6, f7, h7, h3, f3 | 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

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

9 Attacking / Attack: A

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|-----------------------------------|---|------------------|
| 1) 1. Be2-g4 | 4) 1. ... Qd5-d2 or 1. ... Qd5-f7 1. ... Qd5-a2 | 6) 1. Nb7-d6 |
| 2) 1. Ne4-f6 | | 7) 1. Be2-h5 |
| 3) 1. ... Rd5-d1 or 1. ... Rd5-e5 | 5) 1. Rb8-d8 | 8) 1. Rg2-g6 |
| | | 9) 1. ... Nc5-d3 |

10) 1. Ba5-b4

11) 1. ... Qa8-h8

12) 1. Bg2-d5

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

1) f6, f5

2) a3, a4

3) d4

4) d5, xe5

5) e3, e4, xd3

6) d6, xc6, xe6

7) c8Q, c8R, c8B,
c8N

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 2nd rank
or on the g-file.

2) Nc3, e3, f4, f6, e7,
c7, b6, b4

3) bishop on a2/g8,
f1/a6

4) Be6 or Bd7

5) Nd5, e8, g8, h7,
h5

6) Nb6

7) Ra3, c3, h3

8) Qb2, c3

9) Ka7, a8, c8

10) Qg8, Qh6

11) Kg8

12) Nc2

14 Defending / Protecting: A

1) 1. c2-c3

2) 1. ... g7-g6

3) 1. ... Ka8-b8

4) 1. Rf1-c1

5) 1. Bf2-d4

6) 1. Nb1-c3

7) 1. ... Ng4-f6

8) 1. Kg1-g2

9) 1. Nc3-d5

10) 1. ... f6-f5

11) 1. Rd4-d3

12) 1. Nc3-e2

15 Defending / Moving away: A

1) 1. e4-e5

2) 1. ... b6-b5

3) 1. ... Rd6-d8

4) 1. Nd5-e3

5) 1. Re5xh5

6) 1. ... Bc5-e3

7) 1. ... Bg5-c1

8) 1. ... Qa5-c5

9) 1. Qd5-a2

10) 1. Ne3-d5

11) 1. ... Nb7-d6

12) 1. Rf3-a3

16 Material / Capturing an unprotected piece: A

1) 1. Bc4xe6

2) 1. ... Be7xg5

3) 1. Nc3xd5

4) 1. ... Ne4xd2

5) 1. Rd1xd6

6) 1. ... Ra7xa3

7) 1. Qd2xa5

8) 1. ... Qf7xf1

9) 1. Kf3xe4

10) 1. ... Kg8xf7

11) 1. ... d5xc4

12) 1. ... Bd4xb6

17 Defending / Capturing the attacker: A

1) 1. ... Ne7xd5

2) 1. e4xd5

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

18 Material / Capturing an unprotected piece: B

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|------------------|-------------------|
| 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

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|---------------------|-------------------|
| 1) 1. Be6, Bd7 | 7) 1. ... Ra7xa3 |
| 2) 1. c8Q (R, B, N) | 8) 1. Kg1-g2 |
| 3) 1. Nb7-d6 | 9) 1. ... Bc5-e3 |
| 4) 1. ... Nc5-d3 | 10) 1. Nb6 |
| 5) 1. ... f6-f5 | 11) |
| 6) | 12) 1. ... Qf7xf1 |

20 Test / Mix: A

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|------------------------------------|------------------------------------|
| 1) 1. ... Nd7-b6 | d6, d7, d8, e5, f6, e4, g4, h4, |
| 2) 1. ... Nf6-d7 | d3, d1, c3, a1. |
| 3) 1. Re4xe6 | – b2, d2, e3, f4, f2, g1 |
| 4) 1. ... Bb6-d4 | 9) 1. ... Bf8xb4 |
| 5) 1. ... Nd8xc6 | 10) 1. Bd6-g3 or 1. Bd6-f4; not 1. |
| 6) b4, c4, e4, f4, g4, h4, d3, d2, | f2-f4 because of 1. ... |
| d1, d5, d6, d7, d8 | Qe4xe3. |
| 7) + a2, c4, e6, c6, a8, e4, f3, | 11) 1. Nd5-c7 |
| h1; – b3, b7, f7, g8, g2 | 12) 1. Ne6xd4 |
| 8) + a4, b4, c4, a7, b6, c5, d5, | |

22 Attacking / Giving check: A

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|-----------------------------------|-------------------|
| 1) 1. Bf4-d6+ | 4) 1. Bg2xc6+ |
| 2) Drawing | 5) 1. ... b7-b5+ |
| 3) 1. ... Nd7-c5+; 1. ... Rc8xc3+ | 6) 1. ... Rd8-d2+ |
| gives up material. | 7) 1. Rd1-d5+ |

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|------------------------------|------------------------|
| 8) 1. Bf1-b5+ | but that wins no pawn. |
| 9) 1. ... Qd6-b4+ | 11) 1. ... Nb4-d3+ |
| 10) 1. Ne5xc6+ or 1. Ne5-g6+ | 12) 1. Qa2-g2+ |

23 Defending / Getting out or check: A

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|--------------------------|--------------------------|-------------------|
| 1) 1. Kg1-h1 | Kf7-g8? 2. | 10) 1. ... Qd7-g7 |
| 2) 1. Kh1-g1 | Qf6xb6 | 11) 1. Nd1-c3 |
| 3) 1. ... Kg8-h8 | 7) 1. ... Nd7xf6; 1. ... | 12) 1. Bf1-e2; 1. |
| 4) 1. ... Kg8-g7, h8 | Kg8-g7 2. Nf6xe8 | Qd1-e2; |
| 5) 1. ... Rc8xd8 | 8) 1. ... a6xb5 | 1. Ng1-e2 |
| 6) 1. ... Qb6xf6; 1. ... | 9) 1. ... Re7-b7 | |

24 Defending / Getting out or check: B

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|--------------------------|------------------|-------------------|
| 1) 1. ... Nb8xc6 | 5) Drawing | Kg1-h1? h6xg5 |
| 2) 1. Kh1-g2 | 6) 1. ... Ra7xa3 | 10) 1. Kb1-a1 |
| 3) 1. ... Kd5-c5; 1. ... | 7) 1. Nb3xc5 | 11) 1. Nc4-d2 |
| e5-e4? 2. Bf3xe4+ | 8) 1. ... Kc8-b8 | 12) 1. Bg5-d2; 1. |
| 4) 1. ... Nd7-f6 | 9) 1. Bg5-e3; 1. | Kd1-c1? Rd5xg5 |

26 Mate / Mate in one: A

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|-------------------|-------------------|
| 1) 1. Qf7-b7# | 7) Drawing |
| 2) 1. ... Qc3-b4# | 8) Drawing |
| 3) 1. ... Qc1-g5# | 9) 1. ... Qd6xh2# |
| 4) 1. ... Qb8-b2# | 10) Drawing |
| 5) 1. a7xb8Q# | 11) Drawing |
| 6) 1. Qa4xd7# | 12) 1. Qb2-b7# |

27 Mate / Creating mate: A

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|--------|---------|
| 1) Qb5 | 7) Rf8 |
| 2) Qb2 | 8) Re7 |
| 3) Qg7 | 9) Qf4 |
| 4) Qg2 | 10) Bg7 |
| 5) Qb8 | 11) b7 |
| 6) Qg7 | 12) Qh1 |

28 Mate / Creating mate: B

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

11) Bh7

12) Bf2, Be1

29 Mate / Mate in one: B

1) 1. Qc8-a8#

2) 1. ... Rc6-h6#

3) 1. Bb3-d5#

4) 1. Qc1-c8#

5) 1. ... e2-e1Q(R)#

6) 1. ... Rb6-b1#

7) 1. Qa6-h6#

8) 1. ... Bf5-e4#

9) 1. ... Nd4-c2#

10) 1. ... Be3-f2#

11) 1. Rc1-e1#

12) 1. Bh7-g6#

30 Mate / Mate in one: C

1) 1. Qa4-e8#

2) 1. ... Qh7-h2#

3) 1. Qc2-a4#

4) 1. ... Ng4-f2#

5) 1. ... b3-b2#

6) 1. ... Rb2-b1#

7) 1. ... Nc4-a3#

8) 1. ... g3-g2#

9) 1. Bg6-e4#

10) 1. Rb3-g3#

11) Drawing

12) 1. ... h3-h2#

31 Mate / Creating mate: C

1) Qd7

2) Qh5

3) Bh6 (Bh8 is mate but there is no legal move leading to this position.)

4) Re8, Rd8

5) Qe8

6) Nf7

7) Rc7

8) c5

9) Ng4

10) Ba6

11) Nb3

12) Rh5

32 Mate / Creating mate: D

1) Kc6, Kc4

2) g3

3) Qe6, Qf7

4) Ne2

5) f5

6) Qe3

7) Bc4

8) Rf8, Rg8, Rh8

9) Bh4

10) Bd4

11) Nb3

12) g4

33 Mate / Mate in one: D

1) 1. Ng5-f7#

2) 1. Ng4-h6#

3) 1. ... h3-h2#

4) 1. Ne5-g6#

5) 1. ... d2-d1Q/B#

6) 1. ... Qf6-a1#

7) Drawing

8) 1. ... Rc2xh2#

- 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 / Favourable 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 / Favourable 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#
- 2) 1. Qa4xd7#
- 3) 1. Nd1-c3
- 4) no (in check after castling)
- 5) 1. Rd1xd7
- 6) 1. ... Nb4-d3+

- 7) 1. ... a6xb5
- 8) 1. Ra5-h5#
- 9) 1. Rc7#
- 10) 1. ... h3-h2#
- 11) 1. ... Rd8-d2+
- 12) 1. Nd4xe6

44 Test / Mix: B

- 1) 1. Ng4-h6#

- 2) 1. ... Bc6xg2 2. Rg1xg2 (2

- points)
 3) yes
 4) 1. ... Nd6-c4
 5) 1. Bc6xg2
 6) 1. Qd4xb6
 7) 1. Qe5-h5#

- 8) 1. Bb2-d4
 9) 1. Bh7-f5#
 10) 1. ... Rb2xb7 (4 points)
 11) 1. Nc5-b7#
 12) 1. Re1xe5

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

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|---|--|
| 1) 1. Rc7xe7 (or 1. Re1xe7)
Te8xe7 2. Te1xe7 (3 points) | 6) 1. Ne5xf7 or 1. Bb3xf7 (1 point) |
| 2) 1. ... Re8xe5 or 1. ... Nd7xe5 (3 points) | 7) 1. ... Re8xe7 (5 points) |
| 3) 1. ... Bf6xe5 2. Lb2xe5
Te8xe5 (3 points) | 8) 1. Re1xe5 (5 points) |
| 4) 1. Nf3xe5 (or 1. Bc3xe5) 2.
Pc6xe5 2. Bc3xe5 (3 points) | 9) 1. Nd3xe5 or 1. f4xe5 (1 point) |
| 5) 1. ... Ne4xg3 or 1. ... Bd6xg3 (1 point) | 10) 1. ... e5xd4 (1 point) |
| | 11) 1. Bb5xc6+ b7xc6 2. Tc1xc6 (1 point) |
| | 12) 1. Bg2xd5 Lb7xd5 2. Kd4xd5 |

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

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

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

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

50 Mate / Mate in one with the queen: A

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|-------------------|--------------------|--------------------|
| 1) 1. Qc2-c8# | Qc2-c1#, | 11) 1. Qg3-h2#, 1. |
| 2) 1. Qd4-h8# | 1. Qc2-d1#, 1. | Qg3-h3#, |
| 3) 1. Qh4-e7# | Qc2-g2#, | 1. Qg3-h4#, 1. |
| 4) 1. Qb7-f7# | 1. Qc2-h2# | Qg3-g6# |
| 5) 1. Qf7-b7# | 9) 1. Qe2-g4#, 1. | 12) 1. Qb5-a4#, 1. |
| 6) 1. Qf6-f1# | Qe2-h2# | Qb5-a5#, |
| 7) 1. Qb3-g8# | 10) 1. Qd5-a2#, 1. | 1. Qb5-b7# |
| 8) 1. Qc2-b1#, 1. | Qd5-a8# | |

51 Test / Repetition: C

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|-----------------------|------------------|-------------------|
| 1) 1. Qb3-g8 | g2, h2 | 10) 1. Bb5xc6+ |
| 2) yes | 6) 1. Re1xe5 | 11) 1. Bb2xf6# |
| 3) 1. ... Be6xc8 | 7) 1. ... a7-a6 | 12) 1. ... Bf6xe5 |
| 4) 1. ... Ne5-f7 | 8) 1. ... Qf1-h1 | |
| 5) 1. Qc2-b1, c1, d1, | 9) 1. ... Rf8-f1 | |

52 Test / Mix: C

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|--|-------------------|
| 1) 1. Rf1xf7 | 6) stalemate |
| 2) 1. Bh3-g2# | 7) 1. Bd7xh3 |
| 3) 1. Rd1xd4 e5xd4 2.
Qb2xd4+;
1. Kg1-h1? Bd4xb2 | 8) 1. ... Nd5-f4# |
| 4) 1. ... c7-c6 | 9) 1. Be2-h5# |
| 5) 1. ... Nc3xd5 2. Nf4xd5 (2
points) | 10) 1. c3-c4 |
| | 11) 1. ... Bf8xa3 |
| | 12) 1. Qd5-f5 |

55 Notation / The long notation: A

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|------------------|------------------|-------------------|
| 1) 1. Rf2-f7 | 5) 1. ... Bg7xa1 | 9) 1. Ne5-f7 mate |
| 2) 1. c2-c4 | 6) 1. Ne3xf5 | 10) 1. ... 0-0-0 |
| 3) 1. ... Nb6-d5 | 7) 1. ... Nb8-d7 | 11) 1. e7-e8Q |
| 4) 1. ... Qd8-h4 | 8) 1. Ra1-e1 | 12) Drawing |

56 Material / Winning material: A

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|------------------|-------------------|-------------------|
| 1) 1. ... Ba6xf1 | 5) 1. Bc5xe7 | 9) 1. Rf7xa7 |
| 2) 1. Rc5xh5 | 6) 1. ... Bc5xe3+ | 10) 1. Bb2xg7 |
| 3) 1. Be4xb7 | 7) 1. Bb5xd7 | 11) 1. ... Qd4xf4 |
| 4) 1. ... Ng4xe3 | 8) 1. Nd5xe3 | 12) 1. g5xf6 |