

Step 1 plus

□ **3 Material / Capturing a piece which is being attacked twice: A**

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| 1) 1. Ne3xd5 | 7) 1. Nf5xh6+ (1. Be3xh6 g6xf5) |
| 2) 1. Nd5xf6 (1. Bb2xf6 c6xd5)
1. ... g7xf6 2. Bb2xf6 | 8) 1. Rg3xg6 (1. Nf4xg6 Qd6xg3) |
| 3) 1. Qf3xb7 | 9) 1. ... Rc5xe5 (1. ... Re8xe5
2. Rf5-f8#) |
| 4) 1. Ne4xd6 (1. Rd1xd6 f5xe4) | 10) 1. Qc6xe6+ |
| 5) 1. Ne4xf6+ (1. Bb2xf6
Bg6xe4+ 2. Bd3xe4 Be7xf6)
1. ... Be7xf6 2. Bb2xf6 | 11) 1. Nd3xe5 (1. Qd4xe5
Qd6xd3+) |
| 6) 1. Qe4xd5 (1. Nc3xd5 Qc4xe4) | 12) 1. Qh5xg5+ (1. Nh3xg5
Be8xh5) |

□ **4 Material / Capturing a piece which is being attacked twice: B**

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| 1) 1. ... Qf6xd4 | 2. Rd1xd5) |
| 2) 1. Nf5xe7+ (1. Qe4xe7
Qd8-d1#) | 7) 1. Qd4xf6 (1. Rf4xf6 Qd8xd4) |
| 3) 1. ... Ba6xc4 (1. ... Qe6xg4
2. Bf3xg4+) | 8) 1. Qf2xg3 (1. h2xg3 Qh4xh1+) |
| 4) 1. Bf3xe4 (1. Qc2xe4 Qc6-c1+) | 9) 1. Qd5xe4 (1. Nc3xe4 Qa8xd5) |
| 5) 1. ... Ba6xc4 (1. ... Qe6xc4
2. Qe4xg6) | 10) 1. Qd4xc5 (1. Nb3xc5 Qb4xd4) |
| 6) 1. ... Qd5xc4 (1. ... Rc5xc4 | 11) 1. Qa6xc8+ (1. Ne7xg6+
Kh8-h7; 1. Ne7xc8 Qa8xa6)
1. ... Qa8xc8 2. Ne7xc8 |
| | 12) 1. Na4xc5 (1. Qb5xc5 Qb4xa4) |

□ **5 Material / Choose the correct capture: A**

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| 1) 1. Rg2xb2 (1. Rg2xg7+
Bb2xg7) | 1. Nf3xd4 Rc8xc1+) |
| 2) Drawing | 8) 1. ... Be6xg4 (1. ... Be6xb3
2. Ng4-h6#) |
| 3) 1. ... Ne7xc6 | 9) 1. Nf3xd2 (1. Rd1xd2 Bg6xh5) |
| 4) 1. Qd8xa5 (1. Qd8xe7 Ra8-a1+) | 10) 1. ... Nd4xe2+ 2. Qd2xe2
Kg8xg7 |
| 5) 1. Ba2xd5 (1. Rb7xc7 Ne6xc7) | 11) 1. h5xg6 (1. Nc3xb5 Qa6-a1#) |
| 6) 1. Bg5xh6 (1. Bg5xh4 Bh6xd2) | 12) 1. ... Nc4xe3 2. Qd3xf5 Ne3xf5 |
| 7) 1. e3xd4 (1. Rc1xc8 Nd4xb3; | |

□ **6 Material / Choose the correct capture: B**

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|--------------------------------|--------------------------------|
| 1) 1. Rd7xb7 | 5) 1. Nd4xc6 b7xc6 2. g4xh5 |
| 2) 1. ... Bg4xf3 | 6) 1. ... Ne7xf5 |
| 3) 1. Rd7xb7 | 7) 1. Rf4xf7+ Kh7-g8 2. Rf7xf2 |
| 4) 1. Be4xc6+ Ke8-d8 2. Bc6xg2 | 8) 1. Be2xg4+ |

- 9) 1. d5xc6 Bb7xc6 2. h2xg3 Qd6xh2+)
 10) 1. Qe4xa8+ Ke8-d7 2. d4xe5 12) 1. ... Qd8xd6 (1. ... Qd8xh4
 11) 1. Qc2xc7 (1. Qc2xa4 2. Qe1-e8#)

□ **7 Material / Mix: A**

- 1) 1. Rd1xf1 (otherwise 1. ... 8) 1. ... Qc4xc3 (1. ... Bd4xc3 2.
 Rd8xd1) b3xc4)
 2) 1. ... Rh8xh4 (1. ... g5xh4 9) 1. Nc3xd5 (1. Nc3xb5 Re8xe3)
 2. Qg3xg7) 10) 1. Qe1xe3 (1. Bd4xe3 Bc5xe3+)
 3) 1. b2xc3 (1. e4xf5 Rd8-d1#) 11) 1. ... Qe7xd6 (1. ... Be5xd6
 2. Bf4xd6)
 4) 1. c2xb3 (1. a2xb3 Rc8xc2) 12) 1. h7-h8Q+ (1. h7xg8Q c2xd1Q;
 1. Rd1-h1 Ng8-f6+)
 5) 1. Bb4xc5 (1. Qc3xc5 Rf7-f1+)
 6) 1. g2xf3 (1. Qd1xf3 Qc3xe1#)
 7) 1. d4xc5 (1. Rc1xc5 Qa6xf1+)

□ **9 Defending / Protecting: A**

- 1) 1. c2-c3 5) 1. ... c7-c6 9) 1. ... Bh6-e3
 2) 1. b3-b4 6) 1. c3xd4 10) 1. Nd3-c1
 3) 1. ... Ng8-e7 7) 1. Be3-d2 11) 1. b3xc4
 4) 1. g2-g4 / 1. g2-g3 8) 1. g3-g4 12) 1. Ke1-d2

□ **10 Defending / Protecting: B**

- 1) 1. Rf2-f4 5) 1. Ra1-a4 9) 1. Ra7-a1
 2) 1. Bf4-e3 6) Drawing 10) 1. Qe3-e5
 3) 1. Be3-d4+ 7) 1. Rf3-c3 11) 1. ... Qd1-d3
 4) 1. ... Bc8-b7 8) 1. Qd8-d4 12) 1. Bg3-d6

□ **11 Defending / Moving away: A**

- 1) 1. Rd1-f1 (1. 4) 1. Ba8-b7 9) 1. Ba7-b6
 Rb7-d7 b2-b1Q; 1. 5) 1. ... Qd4-g7 10) 1. Ra6-a4
 Rb7xb2 Rc1xd1#) 6) 1. Rc7-c4 11) 1. ... Ba2-b3
 2) 1. Qc4-c8+ 7) 1. Rf1-e1 12) 1. Rd7-d6
 3) 1. Rc8-d8 8) 1. Rg6-g3

□ **12 Defending / Moving away: B**

- 1) 1. Bg4-h3 5) 1. ... Qb4-e7 9) 1. ... Qe3-h6
 2) 1. ... Qd6-d7 6) 1. ... Qc6-d6 10) 1. ... Qg7-g5
 3) 1. ... Bb6-c7 7) Drawing 11) 1. Qa4-a6
 4) 1. ... Qc5-c7 8) 1. ... Qd2-g5 12) 1. ... Qg5-d2

□ *13 Defending / Mix: A*

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|------------------|---------------------------|-------------------|
| 1) 1. ... e5-e4 | Re8xe5+) | Nd4-e6 2. |
| 2) 1. Nd4xe6+ | 6) 1. ... b5-b4 | Qd1xg4) |
| 3) 1. ... Qf7-g8 | 7) 1. ... Qh4xe4 | 11) 1. ... Qe5-h8 |
| 4) 1. Qd4-b4 | 8) 1. d4-d5 | 12) 1. Rd7-d1 (1. |
| 5) 1. Re7xe8+ | 9) 1. Be3-c5 | Re1-d1 Bc5-d4) |
| (1. Re7-a7 | 10) 1. ... Nd4-c6 (1. ... | |

□ *14 Defending / Getting out of check: A*

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|---|--|
| 1) 1. Kh2-h1 (1. Kh2-h3 Df2-g3#) | 7) 1. ... Kg7-f8 otherwise mate on g7 or h4. |
| 2) 1. ... Ne6-f8 (1. ... Ne6xd8 2. Rd1xd8#) | 8) 1. Kg1-f2 (1. Kg1-h2 Rc1-h1#) |
| 3) 1. Kg2-f1 (1. Kg2-h2 Rc7-h7#) | 9) 1. ... Bg7-f8 |
| 4) 1. ... Qb4-f8 (1. Kg8-h7 Rc1-h1#) | 10) 1. ... Kb7-c7 (1. ... Kb7-a6 2. Rb8-b6#) |
| 5) 1. Qd8xe8 (1. ... Bg6xe8 2. Qf4-f8#) | 11) 1. ... Kf7-e6 (1. ... Kf7-e8 2. Dg7-e7#) |
| 6) 1. Bd3-f1 (1. Bd3xb1 Re5-e1#) | 12) 1. ... Ld6-b8 |

□ *15 Defending / Getting out of check: B*

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|---|---|--|
| 1) 1. ... Qe7xf8 (1. ... Kg8xf8 2. Qd4-h8#) | 2. Be2-h5#) | 7) 1. Kd2-c1 (1. Kd2-e2 Qc3-e3#) |
| 2) 1. ... Nf8xh7 (1. ... Kg8-h8 2. Ng5xf7#) | 8) 1. ... Nf6-g8 (1. ... Nf6xe8 2. Qh6-f8#) | |
| 3) 1. ... Nd5-b6 (1. ... Kb8-c8 2. Qb2-h8+) | 9) 1. Kf1-e1 | 10) 1. ... Qe7-g7 (1. ... Qe7xf6 2. Bh4xf6#) |
| 4) 1. Qe7-b4 (1. b2-b4 Qc4-c2#) | 11) 1. Kg1-f2 | 12) 1. ... Kd7-c8 (1. ... Kd7-c6 2. Qf7-d5#) |
| 5) 1. ... Kf8-e8 (1. ... Kf8-g8 2. Bd3-c4#) | | |
| 6) 1. ... Kf8-g8 (1. ... Kf8-e8 | | |

□ *17 Mate / Mate in one (find as many as possible): A*

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|--|--|
| 1) 3x: 1. Qd6-d2# ; 1. Qd6-c5# ; 1. Qd6-b6# | 6) 3x: 1. Rf7-g7# ; 1. Qf6-h8# ; 1. Qf6-g7# |
| 2) 2x: 1. Qf3-e4# ; 1. Qf3-f7# | 7) 4x: 1. f7-f8R# ; 1. Qg6-g8# ; 1. Qg6-h6# ; 1. f7-f8Q# |
| 3) 4x: 1. Qf6-g7# ; 1. Qf6-h8# ; 1. Qf6-f7# ; 1. Qf6-g6# | 8) 3x: 1. ... g5-g4# ; 1. ... Nd3-f2# ; 1. ... Qf4xh4# |
| 4) 3x: 1. Qf7xh5# ; 1. Be3xg5# ; 1. Rh1xh5# | 9) 3x: 1. Qe7-g7# ; 1. Qe7-f8# ; 1. Qe7-e8# |
| 5) 3x: 1. ... Nh2-f3# ; 1. ... Qh3-g2# ; 1. ... Nh2xf1# | 10) 3x: 1. d2-d4# ; 1. g2-g3# ; |

1. Qe2-e4# ; 1. d2-d3+
11) Drawing

12) Drawing

□ **18 Mate / Mate in one (find as many as possible): B**

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|--|--|
| 1) 3x: 1. Rf1-f3# ; 1. Nc3-e2# ; 1. Qh6-g5# | 7) 3x: 1. ... Qd2-h6# ; 1. ... Qd2-f4# ; 1. ... Qd2-d8# |
| 2) 3x: 1. Nc3-a4# ; 1. Nc3-d5# ; 1. Qc4-b5# | 8) 3x: 1. g5-g6# ; 1. Nd4-f5# ; 1. Qf6-f4# |
| 3) 3x: 1. ... Qh3-g2# ; 1. ... Qh3-f1# ; 1. ... Rh1-f1# | 9) 4x: 1. Ne4-f6# ; 1. Bg6-f5# ; 1. Qf8-e8# ; 1. Rh6-h7# |
| 4) 3x: 1. Qb4-c5# ; 1. Nf3-e5# ; 1. Qb4-c3# | 10) 3x: 1. Qd2-f2# ; 1. Qd2-e1# ; 1. g2-g3# |
| 5) 4x: 1. Qf6-f7# ; 1. Qf6-g7# ; 1. Qf6-h8# ; 1. Qf6-g6# | 11) 3x: 1. ... Bg7-f8# ; 1. ... Ra8-c8# ; 1. ... Qd8-c7# |
| 6) 3x: 1. Be6-d5# ; 1. Nb1-d2# ; 1. f2-f3# | 12) 3x: 1. Bc4-b5# ; 1. Qb8-c7# ; 1. Qb8-e8# |

□ **19 Mate / Mate in one: A**

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|-------------------|--------------------|
| 1) 1. ... Bc4-f1# | 7) 1. Nf4-e6# |
| 2) 1. Nf6-h7# | 8) 1. Nf5-h6# |
| 3) 1. ... Nc4-d2# | 9) 1. Ne5-g6# |
| 4) 1. Ne3-f1# | 10) 1. ... Ng2-e3# |
| 5) 1. Be3-g5# | 11) 1. c2-c4# |
| 6) 1. Be3-b6# | 12) 1. Ng5-e6# |

□ **20 Mate / Mate in one: B**

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|-------------------|--------------------|
| 1) 1. Ne5-f7# | 7) 1. ... Nd4-f3# |
| 2) 1. Be3-h6# | 8) 1. Nf4xd5# |
| 3) 1. Nc3-b5# | 9) 1. Nc6xa7# |
| 4) 1. ... Ne4xf2# | 10) 1. ... f3-f2# |
| 5) 1. Ne5-g6# | 11) 1. ... Be5-g3# |
| 6) 1. ... Nf4-d3# | 12) 1. Bg5-f4# |

□ **21 Mate / Mate in one: C**

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|---------------|--------------------|
| 1) 1. Qd3-f5# | 7) 1. e4-e5# |
| 2) 1. Re7-f7# | 8) 1. ... Qc3-a5# |
| 3) Drawing | 9) 1. ... Qd4-e5# |
| 4) 1. Qc4-c8# | 10) 1. ... Qf4-h6# |
| 5) 1. Qb3-e6# | 11) 1. d5-d6# |
| 6) 1. Rc5-d5# | 12) 1. Qe5-e8# |

□ **22** *Mate / Mate in one by a discovered check: A*

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|------------------------------------|-----------------------------------|
| 1) 1. Kf7-f8# (1. Kf7-f6+ Kh7xg8) | 7) 1. Bh6-f8# |
| 2) 1. ... Nd3xc1# | 8) 1. Bh6-f4# |
| 3) 1. ... Rg2-g4# | 9) 1. Nd6xf5# (1. Nd6-c8+ Nf5-d4) |
| 4) 1. ... Bh4xf2# | 10) 1. Bh3xe6# |
| 5) 1. ... g2xf1Q# (1. ... g2xf1R#) | 11) 1. Bf3-e2# |
| 6) 1. ... Nh4-f3# | 12) 1. ... Rb3xa3# |

□ **24** *Route planner / Choose the safe way: A*

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|-----------------|------------------|
| 1) Drawing | 7) Qc2-c5-f8-b8 |
| 2) Rc1-c7-e7-e5 | 8) Rd7-d1-g1-g8 |
| 3) Rh8-h3-a3-a6 | 9) Rb4-b6-h6-h7 |
| 4) Rd8-d1-c1-c4 | 10) Qa1-g1-g7-e5 |
| 5) Ra7-a3-h3-h7 | 11) Be8-d7-f5-b1 |
| 6) Qd1-a1-a2-g8 | 12) Be1-g3-e5-b2 |

□ **25** *Route planner / Give a safe check (in 3 moves): A*

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|------------------|-------------------|
| 1) Drawing | 7) Bf1-g2-b7-c8+ |
| 2) Bb6-g1-h2-e5+ | 8) Bg4-e6-a2-b1+ |
| 3) Bh5-g6-h7-g8+ | 9) Bg2-d5-b3-a4+ |
| 4) Bd8-g5-c1-b2+ | 10) Ba5-d2-h6-f8+ |
| 5) Bd7-a4-d1-f3+ | 11) Bf6-e7-a3-c1+ |
| 6) Ba3-d6-b8-a7+ | 12) Bc8-d7-a4-d1+ |

□ **26** *Route planner / Give a safe check (in 3 moves): B*

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|------------------|-------------------|
| 1) Re7-b7-b3-c3+ | 7) Ra5-g5-g8-e8+ |
| 2) Re8-c8-c7-g7+ | 8) Rh7-g7-g8-c8+ |
| 3) Ra1-a3-g3-g5+ | 9) Rh2-c2-c8-b8+ |
| 4) Rc6-h6-h8-e8+ | 10) Rh7-h5-f5-f8+ |
| 5) Ra1-f1-f7-b7+ | 11) Rc1-h1-h8-e8+ |
| 6) Ra4-b4-b3-h3+ | 12) Rd8-d7-g7-g4+ |

□ **27** *Route planner / Give a safe check (in 2 moves): C*

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|---------------|---------------|----------------|
| 1) Qh7-b1-d1+ | 5) Drawing | 9) Qc7-e7-e2+ |
| 2) Qg8-g6-e8+ | 6) Qh6-h3-a3+ | 10) Qe8-f8-a3+ |
| 3) Qh5-h2-b2+ | 7) Drawing | 11) Qa1-h1-a8+ |
| 4) Drawing | 8) Drawing | 12) Qb8-d6-d1+ |

□ **28** *Route planner / Give a safe check (in 3 moves): D*

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|------------------|------------------|
| 1) Nh6-g4-f6-e8+ | 3) Ne6-g5-h3-g1+ |
| 2) Ng2-f4-e6-c7+ | 4) Nc3-b1-a3-c2+ |

- 5) Ne2-f4-h5-f6+
- 6) Nc3-a2-c1-b3+
- 7) Nb3-d2-e4-f6+
- 8) Na3-b1-c3-a4+

- 9) Nf4-g6-e7-c6+
- 10) Nh3-g1-f3-d4+
- 11) Na5-b7-c5-e4+
- 12) Na8-c7-b5-d6+

□ **29** *Trapping / Trap the piece: A*

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|------------------|------------------|------------------|
| 1) Drawing | 5) 1. c2-c3 | 9) 1. ... Nd7-f6 |
| 2) 1. Rd8-d4 | 6) 1. ... Bb6-d4 | 10) 1. ... a5-a4 |
| 3) 1. Qf5-e5 | 7) 1. ... Ba5-e1 | 11) 1. Nd4-c6 |
| 4) 1. ... Bf3-b7 | 8) 1. ... Ne5-g4 | 12) 1. Bd8-h4 |

□ **30** *Trapping / Trap the piece: B*

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|-----------------|------------------|-------------------|
| 1) 1. Ne5-c4 | 5) 1. ... Qe1-c3 | 9) 1. ... d2-d1N |
| 2) 1. ... c7-c5 | 6) 1. ... Bc8-h3 | 10) 1. Qh8-a8 |
| 3) 1. ... f7-f5 | 7) 1. ... Ng5-h3 | 11) 1. ... Nh5-f6 |
| 4) 1. Nd5-c3 | 8) 1. ... e7-e5 | 12) 1. ... f2-f1Q |

□ **31** *Route planner / Capture all the pieces: A*

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|-----------------------------|-----------------------|
| 1) Drawing | 7) Bd5-f7xg6xf5xe4xb7 |
| 2) Qa6xa2xb1xg6 | 8) Re7xe4xh4xh7xb7xb6 |
| 3) Qh2xc7xh7xg6xf5 | 9) Re7xb7xh7xh4xe4xe3 |
| 4) Rb6xg6xg3xh3xb3 or b3xh3 | 10) Rb8-e8xe3xa3xa6 |
| 5) Qb7xf3xa3xc5xf5xh7 | 11) Qh6xe3xf2xb6xb7 |
| 6) Nb3xc5xe4xd2 | 12) d6-d7-d8Nxb7 |

□ **33** *Defending against mate / Capturing: A*

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|------------------|--|
| 1) 1. ... Ra6xf6 | 8) 1. ... Nf4xg6 |
| 2) 1. ... Qd8xg5 | 9) 1. ... Nd5xf6 |
| 3) 1. ... Rc6xf6 | 10) 1. ... Qa3xg3+ 2. Rg8xg3
b2-b1Q |
| 4) 1. ... Rc8xc3 | 11) 1. Rg5xa5 |
| 5) 1. ... Be3xh6 | 12) 1. ... Be4xf5 |
| 6) 1. ... Be7xg5 | |
| 7) 1. ... Ra6xh6 | |

□ **34** *Defending against mate / Protecting: A*

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|------------------|--------------------------------------|
| 1) 1. Ra6-a1 | 7) 1. c6-c7 |
| 2) 1. ... Rf8-g8 | 8) 1. ... Rb1-a1 (or 1. ... Qb2-a1) |
| 3) 1. Qc2-f2 | 9) 1. b3-b4 |
| 4) 1. ... Qd6-h2 | 10) 1. Qb1-g1 (1. Qb1-c2 Qf2-f1#) |
| 5) 1. ... Bc8-f5 | 11) 1. ... Be7-d6 |
| 6) 1. ... Bc5-f8 | 12) 1. ... c6-c5 |

□ **35** *Defending against mate / Moving away: A*

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|---|-------------------|
| 1) 1. ... Kh8-g8 | 7) Drawing |
| 2) 1. ... h7-h5 | 8) 1. Ba2-b3 |
| 3) 1. Kh1-g1 | 9) 1. ... Bd8-f6 |
| 4) Drawing | 10) 1. ... f7-f6 |
| 5) 1. ... Kf8-g8 | 11) 1. ... Rf8-e8 |
| 6) 1. ... Kh8-g7 or 1. ... Kh8-g8
(1. ... Rd8-g8 2. Qf5-h7#) | 12) 1. ... Rg1-g7 |

□ **36** *Defending against mate / Interposing: A*

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|------------------|--|
| 1) 1. Nc5-e4 | 8) 1. Be5-d4 |
| 2) 1. ... Ld4-b6 | 9) 1. ... g7-g6 (1. ... h7-h6 2.
Qd3-h7#) |
| 3) 1. ... f7-f5 | 10) 1. ... Rh7-d7 |
| 4) 1. ... Bh3-f5 | 11) 1. ... Qa2xb3 |
| 5) 1. Ra7-f7 | 12) 1. Qb2-c3 (1. g2-g3 Qg4-h3#) |
| 6) 1. ... e5-e4 | |
| 7) 1. ... f7-f6 | |

□ **37** *Defending against mate / Mix: A*

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|------------------|-----------------------------------|
| 1) 1. ... Bh4xe1 | 7) 1. ... h7xg6 |
| 2) 1. Bd3-f1 | 8) 1. ... c3-c2 |
| 3) 1. Kb2-c1 | 9) 1. Rf7xf4 (1. g2-g3 Re1-e2#) |
| 4) 1. a2-a3 | 10) 1. b3-b4 |
| 5) 1. g4-g5 | 11) 1. ... Qg6xh7 |
| 6) 1. ... Be3xh6 | 12) 1. Nf2-d3 (1. Nf2-d1 Qc3-c1#) |

□ **38** *Defending against mate / Yes or no: A*

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|---|------------------------|
| 1) No | 7) No |
| 2) No | 8) Drawing |
| 3) Yes: 1. Qc5-f2 (or 1. Kg1-h1
Rf7-f1+ 2. Qc5-g1) | 9) Drawing |
| 4) Yes: 1. ... Bd6-f8 | 10) Yes: 1. ... Qc2-g6 |
| 5) Drawing | 11) No |
| 6) Drawing | 12) Yes: 1. d7-d8Q |

□ **40** *Draw / Where is the king in stalemate?: A*

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|--------|-------------|
| 1) Ka6 | 5) Ka6 |
| 2) Ka5 | 6) Kc3 |
| 3) Kd6 | 7) Ka1, Kc3 |
| 4) Kc4 | 8) Ke3 |

- 9) Kf5
- 10) Kh7

- 11) Ka2
- 12) Ka8

41 Draw / Where is the king in stalemate? : B

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|--------|--------------|
| 1) Kg6 | 7) Ke4 |
| 2) Kd8 | 8) Kc4 |
| 3) Kc4 | 9) Kd5 |
| 4) Kd3 | 10) Kc8, Kh3 |
| 5) Kf4 | 11) Ka1, Ke3 |
| 6) Kc6 | 12) Ke5 |

42 Stalemate danger! / Lifting the stalemate: A

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|--------------|---------------------------------|
| 1) 1. h6-h7 | 8) Drawing |
| 2) 1. Kf6-g6 | 9) 1. Nh5-f6 |
| 3) 1. Kf4-g5 | 10) 1. Kf2-g3 |
| 4) 1. Rg7-h7 | 11) 1. Ka3-a2 (1. Rb2-b5+ a6xb5 |
| 5) 1. Bf3xd5 | 2. c2-c3 b5xa4 3. c3-c4 Ka5-a6 |
| 6) 1. Ba2-g8 | 4. Ka3xa4=) |
| 7) Drawing | 12) 1. Kf7-e6 |

43 Stalemate danger! / Avoiding the stalemate: A

- | | |
|---------------------------------|-------------------------------------|
| 1) 1. Qe2-f1+ | b7-b8Q+ Kc7xb8 stalemate) 2. |
| 2) 1. Be3-f4# (1. Be3xg1 stale- | b7-b8Q Qf2-g2# |
| mate) | 7) 1. Kh2-h3 (1. Kh2-h1 g3-g2+) |
| 3) 1. ... Qb3xb6 (1. ... Ka7xb6 | 8) 1. Kc2-c3 (1. Kc2-b3 Ka1-b1 ; |
| stalemate) | 1. Kc2-d2 Ka1-b2 2. b7-b8Q+) |
| 4) 1. Rb7xf7 | 9) 1. Kg5-h4 (1. Kg5-g6 stalemate) |
| 5) 1. ... Bf2xg3 | 10) 1. Rb2-b1 (1. Rb2xe2 stalemate) |
| 6) 1. ... Kc8-d7 (1. ... Kc8xb7 | 11) 1. b5xc6 b6-b5 2. c6-c7 |
| stalemate; 1. ... Kc8-c7 2. | 12) 1. Qf5-f3 |

45 Mate / Creating mate: A

- | | | | |
|-------|--------|--------|---------|
| 1) f7 | 4) Nf5 | 7) e6 | 10) b4 |
| 2) d6 | 5) Nb4 | 8) Bg6 | 11) Re4 |
| 3) e6 | 6) Rd5 | 9) e4 | 12) Rd8 |

46 Mate / Creating mate with 2 pieces: A

- | | | |
|------------|------------|-------------------|
| 1) Kb6 Qa7 | 5) Ne7 Rh5 | 9) Drawing |
| 2) Kb6 Rd8 | 6) Qc7 Ra5 | 10) Bf6 Nh6 |
| 3) b6 Re8 | 7) e2 Rf1 | 11) Qe8 Bf5 (Bg6) |
| 4) Bg6 Re8 | 8) Qe6 Bb6 | 12) Bd8 Rg5 |

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

- | | |
|--|---|
| 1) white: Rh6 f6;
black: Kh8, Rg6 | 7) white: Rh5, Bf7;
black: Kh7, g7 |
| 2) white: Kf7, Bf6;
black: Kh8, h7 | 8) white: Qf8, Nb6;
black: Kd8, Rc7 |
| 3) white: Qc6, c7;
black: Ka8, Ba7 | 9) white: Kg6, Nf6, Rf7;
black: Kf8 |
| 4) white: Kf5, Bf6, Rh8;
black: Kh7 | 10) white: Kg4, Qg8, g5;
black: Kg6 |
| 5) white: Kc5, Ra8;
black: Ka6, b7 | 11) white: Kc7, Qa8, a4;
black: Ka6 |
| 6) white: Qh5, f7;
black: Kh7, g7 | 12) white: Kb6, Rd4, Re8;
black: Kd6 |

□ **48** *Creating mate / Put the pieces on the right squares: B*

- | | |
|--|---|
| 1) white: b5, Kc4, Ra6;
black: Ka5 | 7) white: Ke4, Be5, Qe8;
black: Ke6 |
| 2) white: Ka6, c7, b7;
black: Ka8 | 8) white: Nf7, Rg5, Bf5;
black: Kh8 |
| 3) white: Rh5, Ne7;
black: Kh7, g7 | 9) white: Kc3, Qc4, Bf4;
black: Kd5 |
| 4) white: Qh7, g6;
black: Kg8, Rf8 | 10) white: h6, Nf6, Ng6;
black: Kh8 |
| 5) white: Qd6, Bc6; Kd8, Rc8 or
white: Qc6, Bd6, Kc8, Rd8 | 11) white: Ke7, Na6, Nd6;
black: Kc8 |
| 6) white: Kd2, Qd5, c4;
black: Kd4 | 12) white: Kf2, Qe3, Nb6;
black: Kd4 |

□ **49** *Mate / Where is the king mated?: A*

- | | | | |
|--------|--------|--------|---------|
| 1) Ke4 | 4) Kc8 | 7) Kb4 | 10) Kd6 |
| 2) Ke4 | 5) Kc3 | 8) Ka6 | 11) Kb4 |
| 3) Kg8 | 6) Ka6 | 9) Kb3 | 12) Kd6 |

□ **50** *Mate / Where is the king mated?: B*

- | | | | |
|--------|--------|--------|---------|
| 1) Kg4 | 4) Ka6 | 7) Ke6 | 10) Kd4 |
| 2) Ke6 | 5) Ke3 | 8) Kc5 | 11) Kd4 |
| 3) Kc4 | 6) Kd3 | 9) Kg5 | 12) Kf4 |

□ **52** *Material / The passed pawn: A*

- | | |
|--|----------------------------------|
| 1) 1. h6-h7 (1. h6xg7 Bf3-d5) 1.
... Bf3-e4 2. h7-h8Q | 2) 1. ... a3-a2 2. Bg5-d2 a2-a1Q |
| | 3) 1. Kd6-d7 Kf8-g7 2. e6-e7 |

- 4) 1. c7-c8Q+
- 5) 1. Rc1-d1 (1. Rc1-c7 Kg7-f6)
1. ... Rd4xd7 2. Rd1xd7+
- 6) 1. Ra7-a8+ Kg8-f7 2. d7-d8Q
- 7) 1. a6-a7
- 8) 1. Bf4-h6 Kd7-e6 2. f7-f8Q

- 9) 1. Be1-g3 Bf4xg3 2. Kh3xg3
- 10) 1. ... Bg4-h5
- 11) 1. ... Bd5-e4 2. Bb1xe4 f5xe4
3. Kf4xe4 b2-b1Q+
- 12) 1. Kd8-c7 (1. Kd8-e8 Be3-b6)
1. ... Be3-c5 2. d7-d8Q

□ **53** *Material / The passed pawn: B*

- 1) 1. Rf2-f8+ Kg8-h7 2. e7-e8Q
- 2) 1. ... Bg5-c1
- 3) 1. f6-f7 (1. Re8xg8+
Kh8xg8)
- 4) 1. ... Nf5-e3 2. Bf1-h3 f2-
f1Q
- 5) 1. Rg6-g7+ Rh7xg7 2. h6xg7
- 6) 1. b6xa7 (1. h6-h7 Ra1-h1)

- 7) 1. Rb5-d5
- 8) 1. Be8-d7 Kf3-f4 2. Bd7xg4
- 9) 1. b5-b6
- 10) 1. Kb6-b7 Bb8-f4 2. a6-a7
- 11) 1. Rh8-b8+ Kb6-c6 2.
h7-h8Q
- 12) 1. ... Qh1-c1+

□ **55** *Defending / Defending against a passed pawn: A*

- 1) 1. ... Ke8-d7
- 2) 1. Nd5-c3
- 3) 1. c4xd5
- 4) 1. Ra1-d1
- 5) 1. Bd6-b4
- 6) 1. ... Kb7xa7

- 7) 1. ... Nc4-b6
- 8) 1. c3-c4
- 9) 1. Nc2-e1
- 10) 1. ... Nc5-e4
- 11) 1. f2-f4
- 12) 1. ... Bg7-f6

□ **56** *Defending / Defend against a passed pawn: B*

- 1) 1. Nb4-c2
- 2) 1. Bc5-d4
- 3) 1. ... Bg5-d8
- 4) 1. e3-e4
- 5) 1. ... Bf4-e3
- 6) 1. ... Re1-c1

- 7) 1. ... Rg3-e3
- 8) 1. Nc2-e1
- 9) 1. Bb5-a4
- 10) 1. g4-g5
- 11) 1. Kg4-h3
- 12) 1. ... Rb2-b8