

# Step 3

---

## 2 Test / Mix (2<sup>nd</sup> step): A

- |   |                         |
|---|-------------------------|
| 1) 1. ... Qa5+                                      | 7) 1. Kd6               |
| 2) 1. Bd5   | 8) 1. Qa6+ Kc7 2. Qb7#  |
| 3) 1. ... Rxh3+ (1. ... Qxf3? 2. Bxf3 Rxh3+ 3. Kg2) | 9) 1. Qc5               |
| 4) 1. Ne1   | 10) 1. Qd3+ Ke6 2. Qd7# |
| 5) 1. Be5   | 11) 1. d6+              |
| 6) 1. ... Ne2+ (1. ... Nf3+? 2. Qxf3)               | 12) 1. Bxd6+            |

## 3 Test / Mix (2<sup>nd</sup> step): B

- |   |   |
|---|---|
| 1) 1. Rxd4 Qxb4 2. Rxb4                   | 8) 1. Ba4 Ra5 2. Bc6#                               |
| 2) 1. Rf7                                 | 9) 1. Qa3   |
| 3) 1. Ne7+ Kh7 2. Rxf8                    | 10) 1. ... Rxa3 2. bxa3 Rxc3                        |
| 4) 1. Ne7+; 1. Qxb6? Bxg6                 | 11) 1. Ne7+ and 2. Qxh7#                            |
| 5) 1. Qg6 Kg8 2. Qxa6                     | 12) 1. ... Rxc3 and 2. ... Rxe2; 1. ... b4? 2. Bf1! |
| 6) 1. Qe7                                 |   |
| 7) 1. ... Rf4 2. Bxf4 Bxf3+; 2. Qxb7 Rxb7 |   |

## 5 Double attack / Discovered and double check: A

- |                        |                         |
|------------------------|-------------------------|
| 1) 1. Nc6+             | 7) 1. ... Rd1#          |
| 2) 1. ... Bb4          | 8) 1. Bxd6#             |
| 3) 1. Ne3+ (1. Nxd6+?) | 9) 1. ... Bb4#          |
| 4) 1. Bb5+             | 10) 1. Rd8#             |
| 5) 1. Nxb6+            | 11) 1. Nf6#             |
| 6) 1. ... Bxa3+        | 12) 1. Rd7+ Ke8 2. Rxc7 |

## 6 Mate / Mate in two (double check): A

- |                            |  |
|----------------------------|--|
| 1) 1. Bg5+ Ke8 2. Rd8#     | 8) 1. ... Nh3+ and 2. ... Qg1#               |
| 2) 1. Rxh5+ and 2. Rh8#    | 9) 1. ... Nd4+ and 2. ... Nc2#               |
| 3) 1. ... Bd3+ 2. Ke1 Rf1# | 10) 1. ... Nf2+ and 2. ... Nxh3#             |
| 4) Drawing                 | 11) 1. Bxe5+ Kb6 2. Bc7#; 1. ... Kd7 2. Rc7# |
| 5) Drawing                 | 12) 1. Re8+ Kd7 2. Bb5#                      |
| 6) 1. Nf6+ Kh8 2. Qh7#     |  |
| 7) 1. ... Ne3+ 2. Kg1 Rf1# |  |

**8 Pin / Attack on a pinned piece: A**

- 1) 1. Bg4
- 2) 1. Re4
- 3) Drawing
- 4) 1. Ng5
- 5) 1. e5
- 6) Drawing
- 7) 1. ... Bd5 (1. ... Bh3? 2. Qxc6)
- 8) 1. ... f5 (1. ... Re8 2. Qc4)
- 9) 1. Qf5+ (1. Qf4 Rxc7+)
- 10) 1. g6
- 11) 1. c4
- 12) 1. ... Bh3

**9 Pin / Attack on a pinned piece: B**

- 1) 1. ... f4
- 2) 1. ... Nc6 (1. ... Nf5? 2. Qxf5)
- 3) 1. Rad1 (1. Red1 Ke7)
- 4) 1. ... Rf2 (1. ... Rb3? 2. Kg2)
- 5) 1. ... Ne4
- 6) 1. Bh6 (1. Bd4? Rxd4)
- 7) 1. ... Bf3
- 8) 1. ... Ra7 (1. ... Rd8? 2. Rxd8)
- 9) 1. ... Ne7
- 10) 1. Rf4
- 11) 1. g3 Nh3 2. Bh6#
- 12) 1. Qh6 (1. Qg5 Ng6)

**11 Mate / Mate in two (access): A**

- 1) Mating patterns: RR
- 2) 1. Qxa7+ Kxa7 2. Ra2#
- 3) 1. ... Qxh2+ 2. Bxh2 Rhxh2#
- 4) 1. Qxg7+ Kxg7 2. R1h7#
- 5) 1. Ne6+ fxe6 2. Rf1#
- 6) 1. Qxh6+ (1. Rxh6+ Kg8!) 1. ... Bxh6 2. Rxh6#
- 7) Mating patterns: QB
- 8) 1. Rxc6+ bxc6 2. Qa6#
- 9) 1. ... Rxh2+ 2. Kxh2 Qh4#
- 10) 1. Bxb7+ Kxb7 2. Qc6#
- 11) 1. Nh5 gxh5 2. Qxh7#
- 12) 1. Ng5+ hxg5 2. Qh5#

**12 Mate / Mate in two (access): B**

- 1) Mating patterns: RN
- 2) 1. Qxh7+ Kxh7 2. Rh3#
- 3) 1. ... Qxa2+ 2. Kxa2 Ra8#
- 4) 1. Qxh7+ (1. Ng6+? hxg6) 1. ... Kxh7 2. Rh2#
- 5) 1. Qg6 (1. Qh4 h6; 1. Nxb7 Nf5; 1. Bxh7 Re7) 1. ... hxg6 2. Rh3#
- 6) 1. Qc8+ (1. Nc7+ Kb8) 1. ... Bxc8 2. Nc7#
- 7) Mating patterns: RB
- 8) 1. Qxd8+ Kxd8 2. Re8#.
- 9) 1. ... Rxh2+ (1. ... Re1+ 2. Nf1) 2. Kxh2 Rh8#
- 10) 1. Qxf5+ (1. Qg2 Bxc5) 1. ... exf5 2. Rg8#
- 11) 1. ... Qxh2+ 2. Kxh2 Bf1#
- 12) 1. ... Qa3 2. bxa3 Rb1#

**13 Mate / Mate in two (access): C**

- 1) Mating patterns: BB
- 2) 1. Qxa6+ (1. Bg2 Ba7) 1. ... bxa6 2. Bg2#
- 3) 1. Qxf7+ (1. Bb3 Rf8) 1. ... Kxf7 2. Bb3#

- |   |  |
|---|--|
| 4) 1. Qxe6+ (1. Nb5 Qxh2+ 2. Kxh2 hxg5+) 1. ... fxe6 2. Bg6#        | 8) 1. ... Nf3+ 2. gxf3 Reg8#                   |
| 5) 1. ... Qxc3+ (1. ... Qf5 2. Bb3; 1. ... Ba3 2. Nb1) 2. bxc3 Ba3# | 9) 1. ... Ng4+ 2. hxg4 Rh6#                    |
| 6) 1. ... Qf3+ 2. gxf3 Bh3#   | 10) 1. Qxh5 (1. Bxg6 fxg6) 1. ... gxh5 2. Bh7# |
| 7) Mating patterns: Mix   | 11) 1. ... Qxh3 2. gxh3 Bf3#                   |
|   | 12) 1. ... Qxf2+ 2. Kxf2 Bc5#                  |

**15 Pawn ending / The square of the pawn: A**

- |                              |                               |
|------------------------------|-------------------------------|
| 1) 1. ... Kf5; ½-½           | 7) Drawing                    |
| 2) 1. ... Kf3 2. a4 Ke4; ½-½ | 8) Drawing                    |
| 3) 1. Kf4; 1-0               | 9) 1. Ka6; 1-0                |
| 4) 1. Kc6 Ke7 2. Kc7; 1-0    | 10) 1. e6; 1-0                |
| 5) 1. Kd5; 1-0               | 11) 1. Kc6 or 1. e6; 1-0      |
| 6) 1. ... Kc2; 0-1           | 12) 1. ... e4 2. dxe4 h5; 0-1 |

**16 Test / Repetition: A**

- |                 |                              |
|-----------------|------------------------------|
| 1) 1. Ne3+      | 7) 1. ... e4 2. dxe4 h5; 0-1 |
| 2) 1. Ka6       | 8) 1. Qxd8+ Kxd8 2. Re8#     |
| 3) 1. Bxe5+     | 9) 1. ... Bxa3+              |
| 4) 1. Nf6#      | 10) 1. ... Rf2               |
| 5) 1. ... Qxc3+ | 11) 1. Re8+ Kd7 2. Bb5#      |
| 6) 1. ... Bd3+  | 12) 1. Rf4                   |

**17 Test / Mix: C**

- |   |                                  |
|---|----------------------------------|
| 1) 1. Ke6+                                | 7) 1. Ra3+                       |
| 2) 1. Kd4                                 | 8) 1. Kb7 Ke7 2. Kc7             |
| 3) 1. ... Rh5+; 2... Rh4#                 | 9) 1. Rxa6+ Kxa6 2. Qa1#         |
| 4) 1. ... Rd5                             | 10) 1. Nf6+ Kh8 2. Rh4#          |
| 5) 1. ... Bb4+ and 2... Re1#              | 11) 1. f6 exf6 2. e6; 1. e6?? f6 |
| 6) 1. ... Rg4+ 2. hxg4 Qh2#; 2. Kh1 Qxh3# | 12) 1. Be5! (1. Qe5? Nxd3)       |

**19 Elimination of the defence / Capturing + mate: A**

- |                              |                                |
|------------------------------|--------------------------------|
| 1) 1. Qxh8+ and 2. Rd8#      | 7) 1. Qxd4+ and 2. b6#         |
| 2) 1. ... Qxh4 and 2... Nf2# | 8) 1. Qxf6+ and 2. Re8#        |
| 3) 1. Nxc7+ Bxc7 2. Bb5#     | 9) 1. ... Rxc4 and 2. ... Ba3# |
| 4) 1. ... Rxd1 and 2... Bf3# | 10) 1. Qxg7+ Nxg7 2. Nh6#      |
| 5) 1. Nxh7+ Nxh7 2. Ng6#     | 11) 1. Qxb8+ and 2. Bxb5#      |
| 6) 1. ... Rxd1+ 2. Nxd1 Qf1# | 12) 1. ... Qxb3 and 2. Bc5+    |

**20 Elimination of the defence / Luring away + mate: A**

- |                               |  |
|-------------------------------|--|
| 1) 1. ... Rc1+ 2. Bxc1 Re1#   | 8) 1. ... Re3+ 2. fxe3 Qg3#                        |
| 2) 1. Ra8+ Bxa8 2. Re8#       | 9) 1. Qxf6+ Rxf6 2. Rd8+                           |
| 3) 1. Rd8+ Qxd8 2. Qxc3+      | 10) 1. ... Rb1+ 2. Bxb1 Qf1#                       |
| 4) 1. ... Rxd4 2. Nxd4? Qxh2# | 11) 1. ... Qxb2+ (1. ... Rc1 2. Qa8+) 2. Rxb2 Rc1# |
| 5) 1. ... Nd4 2. Nxd4+? Rc1+  | 12) 1. ... Ne3+ 2. fxe3 Qf1#                       |
| 6) 1. ... Qb6+ 2. Rxb6? Rf1#  |  |
| 7) 1. Qh8+ Kxh8 2. Rxf8#      |  |

**21 Elimination of the defence / Chasing away + mate: A**

- |                             |   |
|-----------------------------|---|
| 1) 1. a5                    | 8) 1. ... Nd4                           |
| 2) 1. Qf7+ Kh8 2. Qf8#      | 9) 1. ... b5 2. Qxc6 Qf1+ 3. Rxf1 Txf1# |
| 3) 1. Rg1+ Kh8 2. Rxf8#     |   |
| 4) 1. f5                    | 10) 1. ... Re3 (1. ... Rg8 2. Rb3)      |
| 5) 1. e5                    | 11) Drawing                             |
| 6) 1. Ne7+ Kh8 2. Rxf8#     | 12) Drawing                             |
| 7) 1. ... Bd4+ 2. Kh1 Rxf1# |   |

**23 Defending / Defending against a double attack: A**

- |               |                              |
|---------------|------------------------------|
| 1) 1. ... Bg7 | 7) 1. ... Bb7                |
| 2) 1. ... Rd5 | 8) 1. ... Rb6                |
| 3) 1. ... Bf6 | 9) 1. ... Bd4! / 1. ... Bxb2 |
| 4) 1. ... Qe6 | 10) 1. ... Bc5+              |
| 5) 1. Ng3     | 11) 1. Ba3+                  |
| 6) 1. Nf3     | 12) 1. ... Rf6+              |

**24 Double attack / Temptation: A**

- |  |  |
|--|--|
| 1) 1. Qh4+; 1. Qc3+? Ne5               | 7) 1. Qe5; 1. Qd5 / c5? Ng3+                           |
| 2) 1. ... Qb8+; 1. ... Qd2+? 2. Ne2    | 8) 1. Qd2; 1. Qe5? Nb4+                                |
| 3) 1. ... Qc3; 1. ... Qb6 / d8? 2. Ra1 | 9) 1. ... Qd1+; 1. ... Qd5+? 2. Qg2                    |
| 4) 1. Qb3+; 1. Qd5+ Be6                | 10) 1. ... Qh3+; 1. ... Qg4+ 2. Ng3; 1. ... Qd3 2. Re3 |
| 5) 1. ... Qc1+; 1. ... Qc5+? 2. Bf2    | 11) 1. ... Qd8+; 1. ... Qd6+ 2. Bd3                    |
| 6) 1. ... Qa3+; 1. ... Qg5+? 2. Rd2+   | 12) 1. ... Qb6+; 1. ... Qg4+? 2. Ng2 or 2. Ng3         |

**25 Mini plan / Weakening the opponent's pawn structure: A**

- |                        |                       |
|------------------------|-----------------------|
| 1) 1. c6 bxc6 2. Bxa6  | 4) 1. a6 bxa6 2. Bxc6 |
| 2) 1. e6 fxe6 2. Ng5   | 5) Drawing            |
| 3) 1. Bxf5 gxf5 2. Nh4 | 6) Drawing            |

- 7) 1. Bxf6 gxf6 2. Nh4; 1. ... Bxf6 2. Nxc5  
 8) Drawing  
 9) Drawing
- 10) 1. f6  
 11) 1. ... c6 2. Bxc6 Rxb2  
 12) 1. ... c5 (to stop d4)

**27 Draw / Perpetual check: A**

- 1) 1. Qe8+ Kh7 2. Qh5+ Kg8 3. Qe8+  
 2) 1. Qg5+ Kh7 2. Qh5+ Kg7 3. Qg5+  
 3) 1. ... Qf2+ 2. Kh1 Qf1+  
 4) Drawing  
 5) Drawing  
 6) 1. Nf6+ Kf8 2. Nxe7+ Kg8 3. Nf6+  
 7) 1. Rxe6+ fxe6 2. Qxe6+ Kh8 3. Qh6+  
 8) 1. Nf7+ Kg8 2. Nh6+ Kh8 3. Nf7+  
 9) 1. ... Rd2+ 2. Kb1 Rd1+  
 10) 1. ... Ne3+ 2. Kg1 Nf5+ 3. Kf1 Ne3+  
 11) 1. Nh5+ gxe5 2. Qg5+ Kh8 3. Qf6+  
 12) 1. ... Ng3+ 2. Kh2 Nf1+ 3. Kh1 Ng3+

**28 Draw / Stalemate: A**

- 1) 1. Qd4+ (1. Qb4+? axb4) 1. ... Kxd4 stalemate  
 2) 1. Kc4 Rxb8 stalemate  
 3) 1. Rc1 Qxc1 stalemate (1. ... Kd3 2. Rxc3+ Kxc3)  
 4) 1. ... Kh8 2. Qxf7 stalemate  
 5) 1. Qe7+ Qxe7 stalemate  
 6) 1. Qg6+ Bxg6 stalemate  
 7) 1. Qb7+ Qxb7 stalemate  
 8) 1. Qf5+ Qxf5 stalemate (1. ... Kh6 2. Qf6+ Qxf6 stalemate)  
 9) 1. Kh4 Rxf3 stalemate  
 10) 1. Ka6! Qxc6 stalemate  
 11) 1. Ne2+ Qxg3 stalemate  
 12) 1. Nd5+ Bxd5 stalemate

**29 Draw / Mix: A**

- 1) 1. ... Ne5+ 2. Kf5 Nxd7  
 2) 1. Bg3 Qxg3 pat  
 3) 1. Rh7+ Kg8 2. Rg7+  
 4) 1. Rb2+ Nc2 2. Rxa2  
 5) 1. Rb2 and 2. Rxc2  
 6) 1. Rf4+ Qxf4 stalemate  
 7) 1. ... c1N+ (1. ... c1Q? 2. Qa2#)  
 8) 1. ... Qe6+ 2. Qxe6 pat  
 9) 1. Bb6 Qe7 2. Bc5 Qd8 3. Bb6  
 10) 1. Rf6+ Bxf6 stalemate; 1. ... Kxf6 2. Kxb2  
 11) 1. Rxe7+ Kxe7 2. Qg5+ Kh8 3. Qf6+  
 12) 1. ... Bg5 2. Qg3 Bf4 3. Qh4 (3. Qf3 Bg5) 3. ... Bg5

### 31 Double attack / X-ray check: A

- |                |                            |
|----------------|----------------------------|
| 1) 1. ... Rh5+ | 7) 1. Rc7+                 |
| 2) 1. ... Bh7+ | 8) 1. Qc6+                 |
| 3) 1. ... Rh1+ | 9) 1. Qh8+                 |
| 4) 1. Bg5+     | 10) 1. Bc5+ (1. Bh4+? Kd7) |
| 5) 1. Rc8+     | 11) 1. ... Bh5+            |
| 6) 1. ... Rc1+ | 12) 1. Qd6+                |

### 32 Double attack / X-ray attack: A

- |               |               |
|---------------|---------------|
| 1) Drawing    | 7) 1. Bd5     |
| 2) Drawing    | 8) 1. ... Rc8 |
| 3) 1. ... Rc8 | 9) 1. ... Bb8 |
| 4) 1. ... Bg5 | 10) 1. Bd6    |
| 5) 1. Bc5     | 11) 1. Qh2    |
| 6) 1. ... Ba6 | 12) 1. Be7    |

### 33 Test / Repetition: B

- |                            |                                |
|----------------------------|--------------------------------|
| 1) 1. Qf7+ Kh8 2. Qf8#     | 7) 1. ... Bf6                  |
| 2) 1. Bd6                  | 8) 1. ... Rxc4 and 2. ... Ba3# |
| 3) 1. Nxc7+ Bxc7 2. Bb5#   | 9) 1. Rb2                      |
| 4) 1. ... Qe6+ 2. Qxe6 pat | 10) 1. ... Rf6+                |
| 5) 1. Rxc6+ fxc6 2. Qxc6+  | 11) 1. f5                      |
| 6) 1. Qh8+                 | 12) 1. ... Ng3+                |

### 34 Test / Mix: D

- |  |   |
|--|---|
| 1) 1. Nxf6+ Qxf6 2. Qxh7#                | 7) 1. ... Rg6                                       |
| 2) 1. ... Qf5 (x-ray attack)             | 8) 1. Kh1 (1. Bxc5+ Kxc5 0-1) 1. ... Qxf2 stalemate |
| 3) 1. ... Rd8 2. Qxb6 Rxd1+              | 9) 1. ... Rh7 and 2. ... Rxb7                       |
| 4) 1. Nxd7 Rxd7 2. Rxh6#                 | 10) 1. ... Qd8+; 1. ... Qf4+? 2. Be3                |
| 5) 1. ... Rd1+ 2. Bf1 Qh1#; 2. Rf1 Qxc2# | 11) 1. Qf3; 1. Qb7 ? Nxd4                           |
| 6) 1. ... Ra1+ 2. Ke2 Rxc1               | 12) 1. Ba4+ Kd5 2. Bb3+                             |

### 35 Test / Mix: E

- |                         |                           |
|-------------------------|---------------------------|
| 1) Drawing              | 5) 1. ... Qg7             |
| 2) 1. Qxc7 Qxc7 2. Re8+ | 6) 1. Rf4+ Kxf4 stalemate |
| 3) 1. Qg6+              | 7) 1. e4                  |
| 4) 1. ... Ke4           | 8) 1. ... Rf8             |

- |   |   |
|---|---|
| 9) 1. Qxc5+ Qxc5 2. Ba6#                  | 11) 1. Bxg6#                            |
| 10) 1. Qxh5 gxh5 2. Bh7# (mate by access) | 12) 1. Qc5+ and 2. Qxb4!; 2. Qxa7? Re1# |

**37 Defending / Defending against a pin: A**

- |  |                           |
|--|---------------------------|
| 1) 1. ... c6   | 6) 1. ... Rxe2            |
| 2) 1. ... Ne6 (1. ... Ne4? 2. f3)                                    | 7) 1. Bd3; 1. Rfb2 ? Rcb7 |
| 3) 1. ... Rd7 (1. ... Rc7 2. Rxc7)                                   | 8) 1. Be2                 |
| 4) 1. Ne2  | 9) 1. ... Nxf3+           |
| 5) 1. ... Qxe2 (1. ... Qg5? 2. Rae1 ; 1. ... Qe6 2. Bc4 and 3. Rfe1) | 10) 1. ... Ne6            |
|  | 11) 1. Ne2                |
|  | 12) 1. ... Qxg2+          |

**38 Defending / Defending against a pin: B**

- |                                     |                |
|-------------------------------------|----------------|
| 1) 1. Ng5+                          | 7) 1. ... Qf6  |
| 2) 1. ... Nxf3! 2. Rxc2 Ne1+        | 8) 1. ... Rd8  |
| 3) 1. Rh1                           | 9) 1. Nd3      |
| 4) 1. ... Nd3+; 1. ... Ng4+ 2.Kg3   | 10) 1. Nb4     |
| 5) 1. Bxf7+                         | 11) 1. Qh5+    |
| 6) 1. ... Rxd1; 1. ... Rd4? 2. Qe8+ | 12) 1. ... Qa8 |

**40 Mobility / Trapping: A**

- |               |                |
|---------------|----------------|
| 1) 1. a4      | 7) 1. ... c4   |
| 2) 1. Ne3     | 8) 1. Bd2      |
| 3) 1. h4      | 9) 1. e5       |
| 4) 1. ... Rh8 | 10) 1. ... Nf6 |
| 5) 1. ... Nh4 | 11) 1. Be2     |
| 6) 1. Na4     | 12) 1. ... Nb8 |

**41 Mobility / Trapping: B**

- |                       |                |
|-----------------------|----------------|
| 1) 1. ... Qa5         | 7) 1. Nh4      |
| 2) 1. a4              | 8) 1. ... c4   |
| 3) 1. e5 dxe5 2. fxe5 | 9) 1. Kg3      |
| 4) 1. g4              | 10) 1. Nf4     |
| 5) Drawing            | 11) 1. Nc4     |
| 6) 1. Nc3             | 12) 1. ... Bg6 |

**43 Pawn ending / Marking the key squares: A**

- |               |               |                       |
|---------------|---------------|-----------------------|
| 1) a4, b4, c4 | 3) e7, f7, g7 | 5) c6, d6, e6         |
| 2) e4, f4, g4 | 4) b3, c3, d3 | 6) b7, b8, c8, d8, d7 |

7) f3, g3, h3  
8) e2, f2, g2

9) a5, b5, c5  
10) Drawing

11) Drawing  
12) Drawing

**44 Pawn ending / Key squares: A**

- |                                      |                                 |
|--------------------------------------|---------------------------------|
| 1) 1. Kc6 Kd8 2. Kb7                 | 2. d4) 2. ... Kd7 3. d4         |
| 2) 1. Kg6 Kg8 2. g5 Kh8 3. Kf7       | 8) 1. Ke6 (1. e4 Kf8 2. e5      |
| 3) 1. Kg5 Kh7 2. Kf6                 | Ke8 3. Ke6) 1. ... Kf8 2. e4    |
| 4) 1. Kd6 Ke8 2. Kc7                 | Ke8 3. e5                       |
| 5) 1. Kb6! (1. b6? stalemate) 1. ... | 9) 1. b3 (1. Kb4 Kb6 2. b3) 1.  |
| Kb8 2. Ka6 Ka8 3. b6 Kb8 4.          | ... Kb6 2. b3                   |
| b7                                   | 10) 1. Ke6 Kg7 2. f5 Kf8 3. Kf6 |
| 6) 1. c5 Kc8 2. Kc6 Kb8 3. Kd7       | 11) 1. g8Q+ Kxg8 2. Kg6         |
| 7) 1. Ke5 Ke7 2. Kd5 (or first       | 12) 1. Kd5 Ke7 2. Kc6           |

**46 Pin / Mate thanks to the pin: A**

- |                |                 |
|----------------|-----------------|
| 1) 1. Qxd7#    | 7) 1. Qxf5#     |
| 2) 1. Nb6#     | 8) 1. Rf8#      |
| 3) 1. Qg8#     | 9) 1. Rxe6#     |
| 4) 1. ... Qf1# | 10) 1. Qxh7#    |
| 5) 1. Qxh7#    | 11) 1. ... Re1# |
| 6) 1. Qb6#     | 12) 1. Nf7#     |

**47 Pin / A pinned piece is not a good defender: A**

- |                           |             |
|---------------------------|-------------|
| 1) 1. Nf6+                | 7) Drawing  |
| 2) 1. c8Q (1. Bxd6+? Kd7) | 8) 1. Qf8#  |
| 3) 1. ... Ng3#            | 9) 1. Rxe7  |
| 4) 1. ... Nxe2+           | 10) 1. Rxe4 |
| 5) 1. Bxd5                | 11) 1. Qd8# |
| 6) 1. Rxe6+               | 12) 1. Rxe7 |

**48 Pin / A pinned piece is not a good defender: B**

- |                                    |                |
|------------------------------------|----------------|
| 1) 1. Nc6+                         | 7) 1. ... Rxd3 |
| 2) 1. ... Ne2+ (1. ... Bxg2? 2.    | 8) 1. ... Bf3  |
| Rxf4+; 1. ... Nxg2 2. b5)          | 9) 1. Re6#     |
| 3) 1. Rxb4                         | 10) 1. ... Qc3 |
| 4) 1. ... Ng3                      | 11) 1. Qxd5    |
| 5) 1. ... Nxb7 (1. ... g4? 2. b8Q) | 12) 1. Ne6     |
| 6) 1. Bxd7 (1. Qxd7? Qxc2#)        |                |



**49 Pin / Mix: A**

- 1) 1. Qc2 (1. Qc1? Bxf2+)
- 2) 1. Bc5
- 3) 1. Rd3
- 4) 1. ... Bxg5
- 5) 1. ... Nb3+
- 6) 1. b4
- 7) 1. Qg5
- 8) 1. ... Qe6
- 9) Drawing
- 10) 1. Rg3
- 11) 1. Rb7
- 12) 1. ... Rc5

**50 Orientation / Identify the threat: A**

- 1) 1. ... Qb4+ (1. 0-0 or 1. Bxc6)
- 2) 2. Rh8+ (1. ... a6 / 1. ... Qf2+)
- 3) 2. Nd6 (1. ... Be7)
- 4) 2. Rd1 (1. ... Qe8; 1. ... Qd8?  
2. Rd1)
- 5) 2. Qe3 and 2. Rxa7+ (1. ...  
Rbe8!)
- 6) 1. ... Nxe4 (1. Rfe1)
- 7) 2. Bxc6 (1. ... Rxd1)
- 8) 1. ... Bxc3 (1. Bxg7 / 1. Qa3)
- 9) 1. ... Ne5+ (1. Rf5 / 1. Rf6+)
- 10) 2. Rxe4 (1. ... Qc6 / 1. ... Qf5)
- 11) 2. Rg7+ (1. ... Ne4+)
- 12) 2. Nc7+ (1. ... Ke7)

**51 Orientation / Identify the threat: B**

- 1) 1. ... Nxd5 (1. Rb1 / 1. Rd1)
- 2) 2. Qe4 (1. ... Kh7)
- 3) 2. f4 (1. ... g5 / 1. ... Kg8)
- 4) 2. Bd2 (1. ... Nd7) 2. a3? Bd6
- 5) 2. Bxc6 (1. ... Nf6)
- 6) 2. Qf6 (1. ... Bd6)
- 7) 2. c5 (1. ... Bb4)
- 8) 2. Bc3 (1. ... Qe5)
- 9) 2. Re8 or 2. Rc3 (1. ... Bf7 or 1.  
... Rc8)
- 10) Drawing
- 11) Drawing
- 12) 2. Qd2/3 or 2. Qf5 (1. ... Qc7;  
1. ... Qe7)

**52 Pawn ending / Key squares: B**

- 1) 1. ... Kc7! 2. Kd5 Kd7 ½-½
- 2) 1. ... Kd8! 2. Kc6 Kc8 ½-½
- 3) 1. Kc3! Kb5 2. Kd4
- 4) 1. e4 Kf7 2. Kd6
- 5) 1. Ke4! Kf6 2. Kf4 Kg6 3. Kg4
- 6) 1. Ke4! Kd6 2. Kd4
- 7) 1. ... Kb7! 2. Ka4 Ka6 ½-½
- 8) 1. ... Kc7! ½-½ (1. ... Kc8? 2.  
Kc6)
- 9) 1. ... Kd8 2. Kd5 Kd7 ½-½
- 10) 1. Kh4 Kf6 2. Kh5 Kg7 3. Kg5
- 11) 1. Kc3 (1. Ke3? Ke7 ½-½)  
1. ... Ke6 2. Kc4 Kd6 3. Kd4
- 12) 1. ... Kf6 2. Ke4 Ke6 3. Kd4  
Kd6 4. Kc4 Kc6 ½-½

**53 Pawn ending / Key squares: C**

- 1) 1. exd4
- 2) Drawing
- 3) 1. ... Kb8 ½-½
- 4) 1. ... d3 2. cxd3 Kb6 ½-½
- 5) 1. ... c5 ½-½
- 6) 1. Kf4

- 7) 1. ... d4 2. exd4 Kf8 ½-½
- 8) 1. Kd6!
- 9) 1. g5 Ke7 2. Ke5
- 10) 1. ... f5 2. Ke5 Kf8; 1. ... Ke8  
2. f5 Kd7! / 2. Ke6 f5 ½-½

- 11) 1. ... h5 2. Kg5 h4 3. Kxh4 Kh6  
½-½
- 12) 1. ... Kc6 ½-½

**54 Test / Repetition: C**

- 1) 1. Rxe6#
- 2) 1. ... Qf6
- 3) 1. ... c4
- 4) 1. Bxd5
- 5) 1. Kg5
- 6) 1. ... Rd7
- 7) 1. Nf6+
- 8) 1. ... Qa8
- 9) 1. Kb6
- 10) 1. ... Nb8
- 11) 1. Ne2
- 12) 1. Bd2

**55 Test / Mix: F**

- 1) 1. ... Nb6
- 2) 1. ... Kf3 2. Ke1 Kg2
- 3) 1. Bg5
- 4) 1. Qd4
- 5) 1. ... Ng4 2. Bxd8 Nf2#
- 6) 1. Kh2
- 7) 1. ... Nxh4 2. Bxd7? Bxg2#
- 8) 1. b8Q+ Kxb8 2. Kb6; 2. b6?  
Kc8 3. b7+ Kb8
- 9) 1. ... g5 and 2. ... Kg6
- 10) 1. Ra1
- 11) 1. Ne7+ Kh8 2. Ng6+
- 12) 1. Bd5

**56 Test / Mix: G**

- 1) 1. Rh2+ Bxh2 2. Qh4#
- 2) 1. ... Kd3 2. Kb2 c4 3. Kc1 Kc3  
(square of the pawn, helping  
and key squares)
- 3) 1. Ng5+; 1. Nf6+? Nxf6 and  
Re8
- 4) 1. ... g4
- 5) Drawing
- 6) 1. Rxh6+ Bxh6 2. Rh7#
- 7) 1. Rxh7+
- 8) 1. ... Rh1+
- 9) 1. Qe4+ or 1. Qc6+ or 1.  
Qg2+
- 10) 1. Bf4
- 11) 1. Nc8+ Ka8 2. Nb6+
- 12) 1. ... Kc4