

# Step 1

## 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 of 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 of the game / Moves of 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. Be2-g4                                    | 7) 1. Be2-h5      |
| 2) 1. Ne4-f6                                    | 8) 1. Rg2-g6      |
| 3) 1. ... Rd5-d1 or 1. ... Rd5-e5               | 9) 1. ... Nc5-d3  |
| 4) 1. ... Qd5-d2 or 1. ... Qd5-f7 1. ... Qd5-a2 | 10) 1. Ba5-b4     |
| 5) 1. Rb8-d8                                    | 11) 1. ... Qa8-h8 |
| 6) 1. Nb7-d6                                    | 12) 1. Bg2-d5     |

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

- |                 |  |
|-----------------|--|
| 1) f6, f5       | 7) c8Q, c8R, c8B, c8N                        |
| 2) a3, a4       | 8) e1Q, xd1Q, xf1Q (R,B,N) 12 possible moves |
| 3) d4           | 9) Drawing                                   |
| 4) d5, xe5      | 10) no pawn move possible                    |
| 5) e3, e4, xd3  | 11) xb4                                      |
| 6) d6, xc6, xe6 | 12) b5, xc5                                  |

*12 Attacking / Creating an attack: A*

- |   |                |
|---|----------------|
| 1) rook on 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. c2-c3      | 7) 1. ... Ng4-f6 |
| 2) 1. ... g7-g6  | 8) 1. Kg1-g2     |
| 3) 1. ... Ka8-b8 | 9) 1. Nc3-d5     |
| 4) 1. Rf1-c1     | 10) 1. ... f6-f5 |
| 5) 1. Bf2-d4     | 11) 1. Rd4-d3    |
| 6) 1. Nb1-c3     | 12) 1. Nc3-e2    |

*15 Defending / Moving away: A*

- |                  |                   |
|------------------|-------------------|
| 1) 1. e4-e5      | 7) 1. ... Bg5-c1  |
| 2) 1. ... b6-b5  | 8) 1. ... Qa5-c5  |
| 3) 1. ... Rd6-d8 | 9) 1. Qd5-a2      |
| 4) 1. Nd5-e3     | 10) 1. Ne3-d5     |
| 5) 1. Re5xh5     | 11) 1. ... Nb7-d6 |
| 6) 1. ... Bc5-e3 | 12) 1. Rf3-a3     |

*16 Material / Capturing an unprotected piece: A*

- |                  |                   |
|------------------|-------------------|
| 1) 1. Bc4xe6     | 7) 1. Qd2xa5      |
| 2) 1. ... Be7xg5 | 8) 1. ... Qf7xf1  |
| 3) 1. Nc3xd5     | 9) 1. Kf3xe4      |
| 4) 1. ... Ne4xd2 | 10) 1. ... Kg8xf7 |
| 5) 1. Rd1xd6     | 11) 1. ... d5xc4  |
| 6) 1. ... Ra7xa3 | 12) 1. ... Bd4xb6 |

*17 Defending / Capturing the attacker: A*

- |                  |                  |
|------------------|------------------|
| 1) 1. ... Ne7xd5 | 7) 1. Re2xe7     |
| 2) 1. e4xd5      | 8) 1. Bg5xe7     |
| 3) 1. ... f5xe4  | 9) 1. ... Ng5xf3 |
| 4) 1. ... Bc5xd4 | 10) 1. Qd5xd8    |
| 5) 1. ... Rc3xc1 | 11) 1. Nd4xe6    |
| 6) 1. ... Be5xc3 | 12) 1. Re7xe8+   |

*18 Material / Capturing an unprotected piece: B*

- |                  |                   |
|------------------|-------------------|
| 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*

- |                     |                  |
|---------------------|------------------|
| 1) 1. Be6, Bd7      | 5) 1. ... f6-f5  |
| 2) 1. c8Q (R, B, N) | 6)               |
| 3) 1. Nb7-d6        | 7) 1. ... Ra7xa3 |
| 4) 1. ... Nc5-d3    | 8) 1. Kg1-g2     |

- 9) 1. ... Bc5-e3  
10) 1. Nb6

- 11)  
12) 1. ... Qf7xf1

20 *Test / Mix: A*

- 1) 1. ... Nd7-b6  
2) 1. ... Nf6-d7  
3) 1. Re4xe6  
4) 1. ... Bb6-d4  
5) 1. ... Nd8xc6  
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. ... Bf8xb4  
10) 1. Bd6-g3 or 1. Bd6-f4; not 1. f2-f4 because of 1. ... Qe4xe3.  
11) 1. Nd5-c7  
12) 1. Ne6xd4

22 *Attacking / Giving check: A*

- 1) 1. Bf4-d6+  
2) Drawing  
3) 1. ... Nd7-c5+; 1. ... Rc8xc3+ gives up material.  
4) 1. Bg2xc6+  
5) 1. ... b7-b5+  
6) 1. ... Rd8-d2+  
7) 1. Rd1-d5+  
8) 1. Bf1-b5+  
9) 1. ... Qd6-b4+  
10) 1. Ne5xc6+ or 1. Ne5-g6+ but that wins no pawn.  
11) 1. ... Nb4-d3+  
12) 1. Qa2-g2+

23 *Defending / Getting out of check: A*

- 1) 1. Kg1-h1  
2) 1. ... Rc8xd8  
3) 1. Kh1-g1  
4) 1. ... Bg5-h6  
5) 1. ... Kg8-h8  
6) 1. Kh1-g2  
7) 1. ... Nb8xc6  
8) 1. ... a6xb5  
9) 1. Kg1-g2  
10) 1. ... Qd7-g7  
11) 1. f2-f4  
12) 1. ... Kg8-h8

24 *Defending / Getting out of check: B*

- 1) 1. ... Nd6xe4  
2) 1. ... Kc8-b8  
3) 1. ... Nd7-f6  
4) 1. ... Ra7xa3  
5) Drawing  
6) 1. ... Be8xg6  
7) 1. Bc4-f1  
8) 1. Ke4xd4  
9) 1. ... Re7-b7  
10) 1. ... Kb7-a6  
11) 1. Nc4 d2  
12) 1. Nd1-c3

26 *Mate / Mate in one: A*

- 1) 1. Qf7-b7#  
2) 1. ... Qc3-b4#  
3) 1. ... Qc1-g5#  
4) 1. ... Qb8-b2#  
5) 1. a7xb8Q#  
6) 1. Qa4xd7#  
7) Drawing  
8) Drawing  
9) 1. ... Qd2xh2#  
10) Drawing  
11) Drawing  
12) 1. Qb2-b7#

27 *Mate / Creating mate: A*

- 1) Qb5  
2) Qb2  
3) Qg7  
4) Qg2  
5) Qb8  
6) Qg7

- 7) Rf8
- 8) Re7

- 9) Qf4
- 10) Bg7

- 11) b7
- 12) Qh1

28 Mate / Creating mate: B

- 1) Rh1
- 2) Qa8, Qb7
- 3) Ba2, Bb3, Bc4
- 4) Nh6, Ne7
- 5) Ra8...e8, Rh8 (last move must be 1. g7xh8R#)
- 6) Nf2

- 7) Bc3...h8
- 8) Re3
- 9) Qc8
- 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#
- 9) 1. Bb2xf6#
- 10) 1. ... Nb4-c2#
- 11) 1. Ra5-h5#; 1. Rg3-h3+? Ng6-h4
- 12) 1. ... Qd2-h6#

34 Mate / Mate in one: E

- 1) 1. Re6-e8#
- 2) 1. ... Bb7-f3#
- 3) 1. ... Bh7-e4#

- 4) 1. ... Qf1-h1#
- 5) 1. ... Qc8-c1#
- 6) 1. Rg6-a6#

- 7) 1. d7-d8Q(R)#
- 8) 1. ... Qg3-a3#
- 9) 1. ... Bg7xc3#

- 10) 1. ... Ra8-e8#
- 11) 1. Ne5-f7#
- 12) 1. Bb1-e4#

35 *Mate / Mate in one: F*

- 1) 1. Qd5-g8#
- 2) 1. Qd8-b6#
- 3) 1. ... b2-b1Q#
- 4) 1. ... Qc5-g1#
- 5) 1. ... Qg7-g2#
- 6) 1. ... Qa4xc2#

- 7) 1. ... Rd2xh2#
- 8) 1. ... Rf8-f1#
- 9) 1. Qd8-b6#
- 10) 1. ... Rb2xh2#
- 11) 1. Qf3xb7#
- 12) 1. g6-g7#

36 *Mate / Mate in one: G*

- 1) 1. Re1-e8#
- 2) 1. g6-g7#
- 3) 1. ... Qf2-h4#
- 4) 1. ... Bg6-e4#
- 5) 1. b6-b7#
- 6) 1. ... Ra5-g5#

- 7) 1. Ne5-f7#
- 8) Drawing
- 9) 1. ... Qa5-e1#
- 10) 1. Nc5-a6#
- 11) 1. a6-a7#
- 12) 1. ... Ne5-f7#

37 *Mate / Mate in one: H*

- 1) 1. ... Qb8-h2#
- 2) 1. Nb5-c7#
- 3) 1. Qf3-f7#
- 4) 1. ... Nf5-g3#
- 5) 1. Qd1-h5#
- 6) 1. ... Ra2-e2#

- 7) 1. Bc4-f7#
- 8) 1. Rd1-h1#
- 9) 1. b7-b8Q/R#
- 10) 1. Bc1-h6#
- 11) 1. ... f2-f1N#
- 12) 1. Rd1xd8#

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. 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 / Profitable 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

1) 1. Rc7xe7 (or 1. Re1xe7) Re8xe7 2. Re1xe7 (3 points)

2) 1. ... Re8xe5 or 1. ... Nd7xe5 (3 points)

3) 1. ... Bf6xe5 2. Lb2xe5 Re8xe5 (3 points)

4) 1. Nf3xe5 (or 1. Bc3xe5) 2. Nc6xe5 2. Bc3xe5 (3 points)

5) 1. ... Ne4xg3 or 1. ... Bd6xg3 (1 point)

6) 1. Ne5xf7 or 1. Bb3xf7 (1 point)

7) 1. ... Re8xe7 (5 points)

8) 1. Re1xe5 (5 points)

9) 1. Nd3xe5 or 1. f4xe5 (1 point)

10) 1. ... c5xd4 (1 point)

11) 1. Bb5xc6+ b7xc6 2. Rc1xc6 (1 point)

12) 1. Bg2xd5 Lb7xd5 2. Kd4xd5

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

1) 1. Rd8xf8+ or 1. Rf1xf8+  
(5 points)

2) 1. Bb2xf6 Be7xf6 2. Rf1xf6 (3 points)

3) 1. ... Rd7xd3 2. Rd1xd3 Rd8xd3 (5 points)

4) 1. Bg5xf6 Bg7xf6 2. Rf1xf6 (3 points)

5) Drawing

6) Drawing

7) 1. Qd2xd7 Qd8xd7 2. Bb5xd7 or 1. Bb5xd7 (3 points)

8) 1. Rc2xc6 Bb7xc6 2. Rc1xc6 (1 point)

9) 1. Ng5xf7! (more points) or 1. Bc4xf7+ (1 point)

10) 1. Qd3xh7#

11) 1. Bc4xf7+ (1 point)

12) 1. Bd3xa6 Bb7xa6 2. Qe2xa6 (1 point)

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

1) stalemate

2) 1. ... Bxc8

3) mate

4) Drawing

5) 1. Bf1

6) mate

- 7) 1. ... a6
- 8) 1. ... Kd7

- 9) mate
- 10) mate

- 11) stalemate
- 12) 1. Nd1

50 Mate / Mate in one with the queen: A

- 1) 1. Qc2-c8#
- 2) 1. Qd4-h8#
- 3) 1. Qh4-e7#
- 4) 1. Qb7-f7#
- 5) 1. Qf7-b7#
- 6) 1. Qf6-f1#
- 7) 1. Qb3-g8#

- 8) 1. Qc2-b1#, 1. Qc2-c1#, 1. Qc2-d1#, 1. Qc2-g2#, 1. Qc2-h2#
- 9) 1. Qe2-g4#, 1. Qe2-h2#
- 10) 1. Qd5-a2#, 1. Qd5-a8#
- 11) 1. Qg3-h2#, 1. Qg3-h3#, 1. Qg3-h4#, 1. Qg3-g6#
- 12) 1. Qb5-a4#, 1. Qb5-a5#, 1. Qb5-b7#

51 Test / Repetition: C

- 1) 1. Qb3-g8
- 2) yes
- 3) 1. ... Be6xc8
- 4) 1. ... Ne5-f7
- 5) 1. Qc2-b1, c1, d1, g2, h2
- 6) 1. Re1xe5

- 7) 1. ... a7-a6
- 8) 1. ... Qf1-h1
- 9) 1. ... Rf8-f1
- 10) 1. Bb5xc6+
- 11) 1. Bb2xf6#
- 12) 1. ... Bf6xe5

52 Test / Mix: C

- 1) 1. Rf1xf7
- 2) 1. Bh3-g2#
- 3) 1. Rd1xd4 e5xd4 2. Qb2xd4+; 1. Kg1-h1? Bd4xb2
- 4) 1. ... c7-c6
- 5) 1. ... Nc3xd5 2. Nf4xd5 (2 points)
- 6) stalemate

- 7) 1. Bd7xh3
- 8) 1. ... Nd5-f4#
- 9) 1. Be2-h5#
- 10) 1. c3-c4
- 11) 1. ... Bf8xa3
- 12) 1. Qd5-f5

55 Notation / The long notation: A

- 1) 1. Rf2-f7
- 2) 1. c2-c4
- 3) 1. ... Nb6-d5
- 4) 1. ... Qd8-h4
- 5) 1. ... Bg7xa1
- 6) 1. Ne3xf5

- 7) 1. ... Nb8-d7
- 8) 1. Ra1-e1
- 9) 1. Ne5-f7 mate
- 10) 1. ... 0-0-0
- 11) 1. e7-e8Q
- 12) Drawing

56 Material / Winning material: A

- 1) 1. ... Ba6xf1
- 2) 1. Rc5xh5
- 3) 1. Be4xb7
- 4) 1. ... Ng4xe3
- 5) 1. Bc5xe7
- 6) 1. ... Bc5xe3+

- 7) 1. Bb5xd7
- 8) 1. Nd5xe3
- 9) 1. Rf7xa7
- 10) 1. Bb2xg7
- 11) 1. ... Qd4xf4
- 12) 1. g5xf6