

# Step 1 extra

## 2 Capture an unprotected piece: A

- 1) 1. Qd1xg4
- 2) 1. Rf4xb4
- 3) 1. h3xg4
- 4) 1. Rd1xd7
- 5) 1. ... Nf6xg4
- 6) 1. ... Qb2xc3
- 7) 1. ... Qh2xd6
- 8) 1. ... Nc6xb4
- 9) 1. Rf1xf6
- 10) 1. ... Qe6xh6 (1. ... Ng8xh6 2. Nd4xe6)
- 11) 1. Qd2xa5
- 12) 1. Ne5xg4

## 3 Capture an unprotected piece: B

- |                  |                  |
|------------------|------------------|
| 1) 1. Bc1xb2     | 7) 1. ... Bd3xc4 |
| 2) 1. Qc3xd3     | 8) 1. Bc1xf4     |
| 3) 1. ... Qf6xg5 | 9) 1. ... Qa4xc2 |
| 4) 1. ... Bd6xf4 | 10) 1. Qa4xg4    |
| 5) 1. ... Ng7xe6 | 11) 1. Qe1xa5    |
| 6) 1. ... Ne5xc4 | 12) 1. Re1xe7    |

## 4 Defending / Moving away: A

- |                  |                   |
|------------------|-------------------|
| 1) 1. ... Na4-b6 | 7) 1. ... Rd3-d2  |
| 2) 1. Qd1-c1     | 8) 1. ... Qc2xb2  |
| 3) 1. ... Bb4-a5 | 9) 1. ... Bc5-b6  |
| 4) 1. Ng5-h3     | 10) 1. ... Qd5-c4 |
| 5) 1. ... Nf6-h7 | 11) 1. Bd3-b1     |
| 6) 1. Bc4-a2     | 12) 1. Qf3-h5     |

## 5 Defending / Moving away: B

- |                  |                   |
|------------------|-------------------|
| 1) 1. Ne7-c6     | 7) Drawing        |
| 2) 1. Nf3-h4     | 8) 1. ... Qa5-a6  |
| 3) 1. ... Nc5-a4 | 9) 1. Qb6-b7      |
| 4) Drawing       | 10) 1. Qc6-a4     |
| 5) 1. ... Qe4-b1 | 11) 1. ... Ne5-c4 |
| 6) 1. Nc3-a4     | 12) 1. ... Qf6-f5 |

## 6 Defending / Protecting: A

- |                  |                  |
|------------------|------------------|
| 1) 1. ... b6-b5  |                  |
| 2) 1. Be2-f3     | 8) 1. ... Qc8-c4 |
| 3) 1. ... Ra8-c8 | 9) 1. ... Bd8-e7 |
| 4) 1. b2-b4      | 10) 1. Re7-f7    |
| 5) 1. Qe8-e1     | 11) 1... Nf6-g8  |
| 6) 1. ... a4-a3  | 12) 1. Ne2-g1    |
| 7) 1. f2-f4      |                  |

## 7 Defending / Capturing: A

- |                  |             |
|------------------|-------------|
| 1) 1. ... Bg6xe4 | 3) 1. b3xc4 |
| 2) 1. h3xg4      | 4) Qb3xd5   |

- 5) 1. ... d6xe5
- 6) 1. ... Na6xc7
- 7) 1. Ne3xg4
- 8) 1. Bg2xd5

- 9) 1. ... Nc6xb4
- 10) 1. ... Ba6xe2
- 11) 1. h5xg6
- 12) Drawing

*8 Defending / Interposing: A*

- 1) 1. ... d6-d5
- 2) 1. f2-f3
- 3) 1. ... Nb8-c6
- 4) 1. ... Bf6-e7
- 5) 1. ... c6-c5
- 6) 1. f2-f4

- 7) 1. ... c5-c4
- 8) 1. b2-b3
- 9) 1. ... d5-d4
- 10) 1. ... Ba7-d4
- 11) 1. Bc4-e2
- 12) 1. Bg3-d6

*9 Defending / Getting out of check: A*

- 1) 1. ... g7xf6
- 2) 1. Kg1-h1
- 3) 1. Qg3-c3
- 4) 1. ... Kf6-e6 (1. ... Qc8xc3? 2. Rg7xg6+ (2. b2xc3))
- 5) 1. ... Bh2xb8
- 6) 1. ... Ke7xd6
- 7) 1. Rd5-d1 (1. Qc2-d1 Ra1xd1+; 1. Bc4-f1

- Ra1xf1#)
- 8) 1. Ke3-f4
- 9) 1. ... Qd6-b8 (1. ... Qd6-f8 2. Qa8xf8#)
- 10) 1. ... Rf8xf3+
- 11) 1. Kg1-h1 (1. Rf1xf2 Rf7xf2 2. Qc2xf2 Rf8xf2 3. Kg1xf2)
- 12) 1. ... Qc7-d8 (1. Rd2-d8 2. Qb8xc7)

*10 Defending / Getting out of check: B*

- 1) 1. ... Kd8-c8 (1. ... Kd8-e8? 2. Qd6xc7)
- 2) 1. ... Bc5-f8 (1. ... Rf5-f8? 2. Rc8xc5)
- 3) 1. ... Ka5-a6 (1. ... Ka5-a6? 2. Qc5xb4)
- 4) 1. ... Re7-d7 (1. ... Kd8-c8? 2. Qd6xe7)
- 5) 1. ... Ke6-d7 (1. ... Ke6-e7? 2. Bd5xc6)
- 6) 1. Kd2-d1 (1. b2-b4? a4xb3+)

- 7) 1. ... Nd7xf6 (1. ... Bg7xf6? 2. Qa8xe4)
- 8) 1. Bf6-d4 (1. Kg1-h1? Be7xf6)
- 9) 1. Kd4-c3 (1. Kd4-e3? e2-e1Q+)
- 10) Drawing
- 11) Drawing
- 12) 1. ... Ka8-b8 (1. ... Rc4xc7 2. Qb3xf7)

*11 Defending / Getting out of check: C*

- 1) 1. Kb1-c1 (1. Kb1-a1? Qd3-d1#)
- 2) 1. ... Bf7-g8 (1. ... Bf7xe8? 2. Re1xe8#)
- 3) 1. ... Bc5xf8 (1. ... Kg8xf8? 2. Re1-e8#)
- 4) 1. Kb5-c4 (1. Kb5-a4? Re1-a1#)
- 5) 1. Qb6-g1 (1. Kh1-h2? g4-g3#)
- 6) 1. ... Kg8-g7 (1. ... Kg8-f8? 2. Qd5xf7#)
- 7) 1. ... Kf8-g8 (1. ... Kf8-e8? 2. Nb5-c7#) 2.

- Qd6-d8+ Bg7-f8
- 8) 1. ... Kg8-f7 (1. ... Rd8xe8? 2. Qe2xe8#)
- 9) 1. ... Bf7xg6 (1. ... Ne5xg6? 2. Qg4-h5#)
- 10) 1. ... Nf8xh7 (1. ... Kg8-h8? 2. Ng5xf7#)
- 11) 1. ... Bh8xf6 (1. ... Rc6xf6? 2. Rd1-d8#)
- 12) 1. Kg1-h2 (1. Kg1-f2? Qg5-e3#)

*12 Mate in one: A*

- 1) 1. f6-f7#
- 2) 1. Qc7-e7#
- 3) 1. Qc7-c8#
- 4) 1. Qb2-b5#
- 5) 1. Qb2-b6#
- 6) 1. Qb2-c3#

- 7) 1. Qh8-g8#
- 8) 1. Qh8-e8#
- 9) 1. Qh8-h5#
- 10) 1. Qh4-h7#
- 11) 1. Bg6-f7#
- 12) 1. Qh4-d8#

*13 Mate in one: B*

- 1) 1. Qd7-g7#
- 2) 1. Qd7xe8#
- 3) 1. Qb7-d5#

- 4) 1. Nd5-c7#
- 5) 1. Nd5-f6#
- 6) 1. Qd6-e7#

- 7) 1. ... Bf3-e2#
- 8) 1. ... Rg2-g1#
- 9) 1. ... Rg2-f2#

- 10) 1. ... Re1-g1#
- 11) 1. ... Qh6-h1#
- 12) 1. ... Nf3-e1#

14 Creating mate: A

- 1) ♖d3
- 2) ♖f3
- 3) ♖f4
- 4) ♜a5
- 5) ♙c6
- 6) ♜e7

- 7) ♜c8
- 8) ♘a8
- 9) ♙g6
- 10) ♜c2
- 11) ♘g4
- 12) ♘c7

15 Mat / Creating mate: B

- 1) ♜h7
- 2) ♜d2
- 3) ♜h2
- 4) ♜g6
- 5) ♜g5
- 6) ♜e3

- 7) ♜h6
- 8) ♙f6
- 9) ♜h7
- 10) ♘d6
- 11) ♙e3
- 12) ♙h4

16 Mate in one: c

- 1) 1. Qe5xg7#
- 2) Drawing
- 3) 1. Qe5-e8#
- 4) 1. Qh5-d1#
- 5) 1. Qa5-d8#
- 6) 1. Qb7-a6#

- 7) 1. Qa2-a6#
- 8) 1. ... Qe4-a4#
- 9) 1. Qb7-f7#
- 10) 1. Qe5-h5#
- 11) 1. Qb3-g3#
- 12) 1. Qd7-g4#

17 Castling yes or no: A

- 1)  0-0    0-0-0    X
- 2)  0-0    0-0-0    X
- 3)  0-0    0-0-0    X
- 4)  0-0    0-0-0    X
- 5)  0-0    0-0-0    X
- 6)  0-0    0-0-0    X

- 7)  0-0    0-0-0    X
- 8)  0-0    0-0-0    X
- 9)  0-0    0-0-0    X
- 10)  0-0    0-0-0    X
- 11)  0-0    0-0-0    X
- 12)  0-0    0-0-0    X

18 Castling yes or no: B

- 1)  0-0    0-0-0    X
- 2)  0-0    0-0-0    X
- 3)  0-0    0-0-0    X
- 4)  0-0    0-0-0    X
- 5)  0-0    0-0-0    X
- 6)  0-0    0-0-0    X

- 7)  0-0    0-0-0    X
- 8)  0-0    0-0-0    X
- 9)  0-0    0-0-0    X
- 10)  0-0    0-0-0    X
- 11) Drawing
- 12)  0-0    0-0-0    X

19 Defending / Mix: A

- 1) 1. ... Nb6-c4
- 2) 1. ... Qa5xc3
- 3) 1. Bb2xd4
- 4) 1. ... Bc6-a8
- 5) 1. a3-a4
- 6) 1. Nc3-d5

- 7) 1. ... Na5-c4
- 8) 1. Rc3-b3
- 9) 1. Kf3-e2
- 10) 1. Bg3-d6
- 11) 1. Qd1xd7
- 12) 1. Qe2xc4

20 *Defending / Mix: B*

- |                  |                   |
|------------------|-------------------|
| 1) 1. ... Bb6-a7 | 7) 1. ... c7xd6   |
| 2) 1. ... Be7xb4 | 8) 1. f4-f5       |
| 3) 1. Bc1-b2     | 9) 1. ... Qf5xd5  |
| 4) 1. Nd4-b5     | 10) 1. ... Bf6xc3 |
| 5) 1. ... e5-e4  | 11) 1. Qa6-a5     |
| 6) 1. ... f7-f5  | 12) 1. ... Qe5-h5 |

21 *Profitable exchange: A*

- |                  |                  |
|------------------|------------------|
| 1) 1. ... Nh3xf4 | 7) 1. Rf2xa2     |
| 2) 1. h6xg7      | 8) 1. Bg3xd6     |
| 3) 1. Nb1xa3     | 9) 1. ... Ba4xd1 |
| 4) 1. ... b4xc3  | 10) 1. d5xc6     |
| 5) 1. ... Bb7xf3 | 11) 1. Rd1xd8    |
| 6) 1. Bc3xh8     | 12) 1. ... b5xc4 |

22 *Profitable exchange: B*

- |                  |                                      |
|------------------|--------------------------------------|
| 1) 1. Rd6xb6     | 7) 1. ... Bd7xh3                     |
| 2) 1. ... e6xd5  | 8) 1. ... Rd8xd4                     |
| 3) 1. ... Bg7xa1 | 9) 1. e5xd6                          |
| 4) 1. ... Bc8xf5 | 10) 1. Bd5xe6+ (1. Bd5xc6+? Rd8xd1#) |
| 5) 1. Nd2xc4     | 11) Drawing                          |
| 6) 1. b3xc4      | 12) 1. Nd5xc7+                       |

23 *Winning material: A*

- |   |   |
|---|---|
| 1) 1. Nf3xg5 h6xg5 (profitable exchange)        | 7) 1. ... Qa5xa3 (capture an unprotected piece) |
| 2) 1. ... Qb5xe2 (capture an unprotected piece) | 8) 1. f5xg6 h7xg6 (profitable exchange)         |
| 3) 1. Bd2xb4 (profitable exchange)              | 9) 1. c3xd4 Be5xd4 (profitable exchange)        |
| 4) 1. ... Rg5xc5 (capture an unprotected piece) | 10) 1. Nf3xd4 (capture an unprotected piece)    |
| 5) 1. ... Qb4xh4 (capture an unprotected piece) | 11) 1. Qc3xf6 (capture an unprotected piece)    |
| 6) 1. ... e4xf3 Bg2xf3 (profitable exchange)    | 12) 1. Nd3xc5 (1. Qb3xb6? Rc5-h5+ 2. Kh2-g2)    |

24 *Winning material: B*

- |  |  |
|--|--|
| 1) 1. Nf8xg6   | 7) 1. ... Qb2xa3 2. Re5-e8+ Qa3-f8 3. Re8xf8+ Kg8xf8 |
| 2) 1. ... Rc5xg5   | 8) 1. ... Nf6xh5 (1. ... Nf6xd7? 2. Qc3xg7#)         |
| 3) 1. Qf7xb3!  | 9) 1. Ne4xc5 (1. Qa4xa7? Rc5-c1+) 1. ... Qa7xc5      |
| 4) 1. Bh4xd8 Re8xd8                                      | 10) 1. Rb7xb2 (1. Rb7xa7? b2-b1Q)                    |
| 5) 1. Nd6xe8 (1. Rd1xd5? Re8-e1#)                        | 11) 1. ... Bg8xd5 2. c4xd5                           |
| 6) 1. d4xc5+ (1. d4xe5? Rd8-d1#) 1. ... Qe5xc5 2. Rf4-f1 | 12) 1. Bf4xb8 (1. Bf4xh6? Rb8-b1+)                   |

25 *Mate in one: D*

- |               |                |
|---------------|----------------|
| 1) 1. Qc7-b6# | 7) 1. Qb6-d6#  |
| 2) 1. Qh6-f8# | 8) 1. Qh3-c8#  |
| 3) 1. Nf5-e7# | 9) 1. Qc2-c4#  |
| 4) 1. Nd5-f6# | 10) 1. Qh3-g3# |
| 5) 1. Qf6xh6# | 11) 1. Ne4-d6# |
| 6) 1. Qf6-h8# | 12) 1. Qg2-g6# |

26 *Mate in one: E*

- |                   |  |
|-------------------|--|
| 1) 1. Rc7-f7#     | 4) 1. Ne5-g6#  |
| 2) 1. Qh7-g8#     | 5) 1. Nd5-b6# (1. Qd6-f8+ Qe5-e8; 1. Qd6-c7+ Ra7xc7) |
| 3) 1. ... Qf1-b1# |  |

- 6) Drawing
- 7) 1. Bh6-f8#
- 8) 1. Qh6-h2#
- 9) 1. Qh6-f8#

- 10) 1. ... Qf3-d3#
- 11) 1. Rd6-f6#
- 12) 1. Qd5xd8#

27 *Creating mate: c*

- 1) ♖c8 ♘a6
- 2) ♗h7 ♖g6
- 3) ♗e7 ♖h7
- 4) ♕f8 ♖g7
- 5) ♕f7 ♘g7
- 6) ♖h8 ♘f6

- 7) ♖h4 ♖f6
- 8) ♘e6 ♘f6
- 9) ♖e7 ♗g6
- 10) ♗d8 ♖e7
- 11) ♖a5 ♘c7
- 12) ♘f6 ♗h6

28 *Mate in one: F*

- 1) 1. g2-g4#
- 2) 1. Bf6-c3#
- 3) 1. Rg5-h5#
- 4) 1. Qb1-h7#
- 5) 1. Bd1-f3#
- 6) 1. Qa6-a2#

- 7) 1. h3-h4#
- 8) 1. Re4-d4# (1. Re4xe1? stalemate)
- 9) 1. Re1-e4#
- 10) 1. e2-e3#
- 11) 1. Ba6-e2#
- 12) 1. c7xb8N#

29 *Creating mate: D*

- 1) Qh7 Bf5 Ne6
- 2) Qg7 Bh5 Nf5
- 3) Qh6 Bf7 Ne5
- 4) Qg8 Bg5 Nf6
- 5) Qf6 Bf7 Nh7
- 6) Qe7 Be6 Ng6

- 7) Qe8 Bh5 Ng5
- 8) Qg4 Bf5 Nf7
- 9) Qb7 Bc7 Na5
- 10) Qf6 Bf5 Nh6
- 11) Qh8 Bh5 Nf7
- 12) Qe6 Bh6 Ng7

30 *Twofold attack: A*

- 1) 1. Bg2xf3
- 2) 1. ... Bf6xh4
- 3) 1. Rb7xb8
- 4) 1. Bf4xh6
- 5) 1. ... Nb3xd4
- 6) 1. Bd4xe5

- 7) Drawing
- 8) 1. Qh5xc5
- 9) 1. ... Nb4xc6
- 10) 1. ... Nf3xd2+
- 11) 1. Be5xd4
- 12) 1. ... Qd8xd5

31 *Twofold attack: B*

- 1) 1. ... Rd8xd6
- 2) 1. Qf4xe5
- 3) 1. ... Nb6xc4
- 4) 1. Qd4xd6
- 5) 1. Ra6xf6
- 6) 1. ... Qd6xd4

- 7) 1. ... Qg7xg2
- 8) 1. ... Bc6xg2
- 9) 1. ... Qe6xd5
- 10) 1. Qb3xd5
- 11) 1. Nd2xe4
- 12) 1. Ne3xd1

32 *Winning material: c*

- 1) 1. Nd4xc6
- 2) 1. Ba2xc4
- 3) 1. ... Be7xh4
- 4) 1. ... Be7xg5
- 5) 1. Qd1xh5
- 6) 1. ... Nb6xc4

- 7) 1. ... b5xc4
- 8) 1. ... Be6xg4
- 9) 1. Ne5xd7
- 10) 1. ... Qb6xd4+
- 11) 1. Qc4xb4
- 12) 1. Rb1-b8+

33 *Winning material: D*

- |                  |                   |
|------------------|-------------------|
| 1) 1. ... Qg5xf4 | 7) 1. Ne4xd6      |
| 2) 1. ... Rb2xg2 | 8) 1. Rd7xe7      |
| 3) 1. ... Rd8xd5 | 9) 1. c4xd5       |
| 4) 1. ... Qc5xg5 | 10) 1. ... Qa5xc3 |
| 5) 1. ... d2-d1Q | 11) 1. c7-c8Q     |
| 6) 1. Nd5xe7+    | 12) 1. ... Qa8xa4 |

34 *Mate in one: G*

- |               |                |
|---------------|----------------|
| 1) 1. Qa7-c5# | 7) 1. Ng3-e2#  |
| 2) 1. Bd2-a5# | 8) 1. Nd6-b7#  |
| 3) 1. Nd4-b3# | 9) 1. Rg3-c3#  |
| 4) 1. Ne5-c6# | 10) 1. Nf8-e6# |
| 5) 1. Bg2-b7# | 11) 1. Nc7-a6# |
| 6) 1. b4-b5#  | 12) 1. Nc3-b5# |

35 *Mate in one: H*

- |                   |                |
|-------------------|----------------|
| 1) 1. Qb3-f7#     | 7) 1. Bc4-d3#  |
| 2) 1. ... Qf2-h4# | 8) 1. Qh8-h7#  |
| 3) 1. ... Qc7xh2# | 9) 1. Rd1xd8#  |
| 4) 1. Qg3-d6#     | 10) Drawing    |
| 5) 1. ... Ra6-c6# | 11) 1. Bc4-f7# |
| 6) 1. c7xb8Q#     | 12) 1. Nf5-e7# |

36 *Creating mate: A*

- |                       |                        |
|-----------------------|------------------------|
| 1) ♖h6, ♜g6; ♔h8, ♙g8 | 7) ♖c5, ♗b5; ♔a4, ♚a3  |
| 2) ♖f6, ♙g6, ♗g5; ♔h6 | 8) ♖e5, ♗h7, ♚d8; ♔f7  |
| 3) ♖f8, ♚h7, ♜g5; ♔h8 | 9) ♖h6, ♙g7, ♜f6; ♔h8  |
| 4) ♖c6, ♚a8, ♙b7; ♔b8 | 10) Drawing            |
| 5) ♖c4, ♙c1, ♙b3; ♔a3 | 11) ♖c3, ♜c4, ♙c6; ♔a4 |
| 6) ♖c4, ♚a6, ♜c5; ♔a5 | 12) ♚h7, ♜g5; ♔h8, ♞g8 |

37 *Mate (#), stalemate (=) or play: A*

- |                  |           |
|------------------|-----------|
| 1) 1. ... Bb4-a5 | 7) Be7xb4 |
| 2) =             | 8) =      |
| 3) #             | 9) =      |
| 4) 1. cxd3       | 10) #     |
| 5) 1. ... Nf8xh7 | 11) #     |
| 6) #             | 12) =     |

38 *Mate (#), stalemate (=) or play: A*

- |               |                  |
|---------------|------------------|
| 1) 1. Qf7-g7# | 7) =             |
| 2) 1. Kh6-h5  | 8) #             |
| 3) =          | 9) =             |
| 4) 1. b2-b4   | 10) =            |
| 5) 1. Bb2-e5  | 11) #            |
| 6) #          | 12) 1. ... f7-f5 |

39 *Defending / Mix: c*

- |                     |                           |
|---------------------|---------------------------|
| 1) 1. ... h6xg5     | 5) 1. d4-d5               |
| 2) 1. ... Nf6-d5    | 6) 1. Qc5-e5              |
| 3) 1. Bc1-f4        | 7) 1. Bc6-b5              |
| 4) 1. Be3xg5 Qd8xg5 | 8) 1. ... Bc6xa4 2. b3xa4 |

- 9) 1. ... Nc6-e7
- 10) 1. ... Qc7-d8

- 11) 1. Qe2-a2
- 12) 1. ... Rb8-b1

40 Defending / Mix: D

- 1) 1. Nf3xe5
- 2) 1. Ra8-a4
- 3) 1. ... Be7-b4
- 4) 1. ... Ba6xe2
- 5) 1. Be2-d3
- 6) 1. Qb3-a2
- 7) 1. Nc3-a4

- 8) 1. ... Bc5-b4
- 9) 1. Kd2-d3 (1. Kd2-d1 Nd5-c3#)
- 10) 1. ... Qd8-f8
- 11) 1. Qe5-a1
- 12) 1. Kb1xc1 (1. Rd1xc1 Nc4-a3# ; 1. .... Nb3xc1 Nc4-a3#)

41 Winning material: E

- 1) 1. Rb1xb7
- 2) 1. ... b4xc3 2. Qe1xc3
- 3) 1. Ne5xd7 Rd8xd7
- 4) 1. ... Bb7xa6
- 5) 1. ... Rb4xb4
- 6) Drawing

- 7) 1. Nd2xb3
- 8) 1. ... c4xb3
- 9) 1. ... Bc6xh1 2. Rc1xh1
- 10) 1. Qd2xd7
- 11) 1. Qf4xb4 (1. Qf4xc7? Qe8-e1#)
- 12) 1. Ne4xc5

42 Mate (#) or check (+): A

- 1) + 1. ... h4xg3 ep
- 2) + 1. .... Qb1-e4
- 3) #
- 4) + 1. .... Qh7xe4
- 5) #
- 6) 1. ... Kh1xh2

- 7) + 1. ... Kh7-h8
- 8) #
- 9) #
- 10) #
- 11) 1. ... Ke5-d5
- 12) #

43 Mate: Thinking ahead: A

- 1) 1. Kb6-a6 Rh7-a7#
- 2) 1. Kc2-b2 Qe3-c1#
- 3) 1. Kb1-a2 Qd1-a1#
- 4) 1. Kf1-e2 Rd8-d2#
- 5) 1. Kg1-h1 Bd3-e4#
- 6) 1. Kg1-h1 Qe2-f3#
- 7) 1. Kd1-c1 Qb3-b1#

- 8) 1. Kg1-g2 Nf3-h4#
- 9) 1. Kh5-h4 Qe2-h2#
- 10) 1. Kh1-g2 h2-h1Q# (1. ... Rf1-g1+? 2. Kg2-f2 h2-h1Q 3. Qe4-e8+)
- 11) 1. g6-g7 Nf8-h7#
- 12) 1. Ke1-e2 Ba4-d1#

44 Choose the correct capture: A

- 1) 1. Ba3xb2 (1. Ba3xe7? b2-b1Q+)
- 2) 1. ... e4xd3! (1. ... e4xf3? 2. Bd3xf5)
- 3) 1. ... Re8xd8 (1. ... Bc7xd8 2. Qc2-c8#)
- 4) 1. f4xe5 (1. Qf5xe5 Qb8-b1+)
- 5) 1. Re1xe2 (1. Nc3xe2? Bc7xa5)
- 6) 1. ... Qc5xe5 (1. ... Re8xe5 2. Ra1-a8+)
- 7) 1. ... Ne3xf5 (1. ... Qe6xf5? 2. Qd3xe3; 1. ...

- 8) 1. ... Nd7xf6 (1. ... Be7xf6? 2. Qd4xg4; 1. ... Bg4xf3 2. Bf6xg7)
- 9) 1. Rc6xe6 (1. Re3xe6 Rb8-b1+)
- 10) 1. Nc3xe2 (1. Kf1xe2? Bc7xa5)
- 11) 1. ... Kd7xc6 (1. ... Kd7xe7? 2. c7-c8Q)
- 12) 1. ... Ne8xd6 (1. ... Qg6xd6 2. Qf3xa8)

45 - Test: A

- 1) 1. Qb1xb8# (mate in one)
- 2) 1. Bc4xe6 Bc8xe6 2. Qe2xe6 (twofold attack)
- 3) 1. Be4xa8 (capture an unprotected piece)
- 4) ♔d7 (creating mate)
- 5) 1. Ne5xc4 d5xc4 (profitable exchange)
- 6) 1. Bg4-f5# (mate in one)

- 7) ○ 0-0 ○ 0-0-0 ● X
- 8) 1. ... Nb4-c6 (defending: moving away)
- 9) 1. Rg1-g7# (mate in one)
- 10) 1. ... b4-b3 (defending: )
- 11) 1. ... Bh2xb8 (capture an unprotected piece)
- 12) 1. Ne3-f5 (defending: Interposing)

46 - Test: B

- 1) 1. Bd8-f6 (retain the last pawn)
- 2) ♖b3 (creating mate)
- 3) 1. Nc5xe4 d5xe4 2. Re1xe4 (twofold attack)
- 4) 1. Ra4xg4 (defending: capturing)
- 5) 1. Qf2-h4# (mate in one)
- 6) 1. Ne4xg5 (capture an unprotected piece)
- 7) 1. Re2xg2 (getting out of check)
- 8) 1. ... Na4-c5# (mate in one)
- 9) 1. ... b5xc4 (profitable exchange)
- 10) 1. ... Bf8-g7 (defending: protecting)
- 11) 1. Kf2-g1 (1. Kf2-f1 Re8-e1#) (getting out of check)
- 12) 1. h4-h5# (mate in one)

47 - Test: c

- 1) 1. Rg3-g8# (mate in one)
- 2) 1. ... Nb2-d3+ (defending: moving away)
- 3) 1. Bd1-f3 (retain the last pawn and stop the passed pawn)
- 4) Drawing
- 5) stalemate
- 6) 1. ... Qg1-h2# (mate in one)
- 7) Drawing
- 8) 1. Qg5-g8# (mate in one)
- 9) 1. Be2xa6 (profitable exchange)
- 10) ♜d1 (creating mate)
- 11) 1. Qb6xg1 (capture an unprotected piece)
- 12) 1. Kg1-h1 (1. Bf2-g3? Qg6xb6) (capture an unprotected piece)

48 - Test: D

- 1) 1. Kb2xc3 (capture an unprotected piece)
- 2) 1. c6-c7+ (passed pawn)
- 3) 1. Bc4xa6# (mate in one)
- 4) 1. Ra6xc6 (defending: capturing) (reduce loss of material)
- 5) 1. ... b4xc3 (profitable exchange)
- 6) 1. ... Kf8-g8 2. h6-h7+ Kg8-h8 (defending against a passed pawn)
- 7) 1. ... Qf6xf2# (mate in one)
- 8) 1. ... Nh5-f6 (1. ... Kg7-h7 2. Ra8-h8#) (capture an unprotected piece)
- 9) ♜h1 (creating mate)
- 10) 1. ... a4-a3 (defending: protecting)
- 11) 1. Qh6-h8# (mate in one)
- 12) 1. Qd4xb6 Qb8xb6 2. Be3xb6 (twofold attack)

49 - Test: E

- 1) 1. ... Rf8xf3# (mate in one)
- 2) 1. Qe5xd6 (1. Rc6xd6? Qh6-c1#) (twofold attack)
- 3) 1. ... b7-b6 (defending: protecting)
- 4) 1. Qd2xh6# (mate in one)
- 5) 1. Bg3xc7 (capture an unprotected piece)
- 6) 1. Nc3-e4 (defending: Interposing)
- 7) 1. Kb1-c2 (1. Kb1-a2 Rg1-a1# (mate in one)
- 8) Rd8 (creating mate)
- 9) 1. ... Bg4-c8 (defending: Interposing)
- 10) 1. ... Qh5-d5 (defending: moving away)
- 11) 1. d4xc5 (capture an unprotected piece)
- 12) 1. ... Qf1-f7# (mate in one)

50 - Test: F

- 1) Qe8 (creating mate)
- 2) Drawing
- 3) Drawing
- 4) 1. g3-g4# (mate in one)
- 5) 1. ... Kh4-g4 (passed pawn)
- 6) 1. Nb3xc5 or 1. Be3xc5 (twofold attack)
- 7) 1. Bg5xd8 (profitable exchange)
- 8) 1. Qf7-f6# (mate in one)
- 9) 1. Kd1-c1 (1. Kd1-e1 Rb2-b1#) (getting out of check)
- 10) 1. Bb5xa4 (defending: capturing)
- 11) 1. Be3xb6 (defending: capturing)
- 12) 1. ... Bd7-h3# (mate in one)

51 - Test: G

- 1) 1. Qb2-f6# (mate in one)
- 2) 1. ... Qd6-e7 (defending: moving away)
- 3) Be5 (creating mate)
- 4) 1. ... Rc7xc4 (twofold attack)
- 5) 1. Qf8-h6# (mate in one)
- 6) 1. Qe3xd4 (capture an unprotected piece)
- 7) 1. ... Kd7-c8 (1. ... g3-g2 2. Kb6-b7 g2-g1Q 3. c7-c8Q+) (defending against a passed pawn)
- 8) stalemate
- 9) 1. ... Nb4xc2
- 10) 1. g3-g4
- 11) 1. ... Kf4-e5



12) 1. Qh4-e4# (mate in one)

52 - Test: H

- 1) 1. Rg1-g8 (passed pawn)
- 2) 1. ... Nf6xd5 (defending: capturing)
- 3) 1. Qg6 (creating mate)
- 4) 1. Ka7-b8 (1. Ka7-b7 h2-h1Q+) (passed pawn)
- 5) 1. Re1xe7+ (capture an unprotected piece)
- 6) 1. Qe3-c1# (mate in one)
- 7) 1. ... Rf3-f8 (defending: protecting twice)

- Protecting
- 8) 1. Nc3xd5 or 1. Bg2xd5 (twofold attack)
  - 9) 1. Qh4xh6# (mate in one)
  - 10) 1. ... Kh8-g8 (1. ... Kh8-h7 2. Rg1xg7# (mate in one))
  - 11) 1. Bb4xf8 (profitable exchange)
  - 12) 1. ... Qg2-a2# (mate in one)

53 - Test: I

- 1) 1. ... a6xb5 (profitable exchange)
- 2) 1. Nc3-b1 (defending: moving away)
- 3) 1. h5-h6# (mate in one)
- 4) 1. Kg2-h1 (1. Kg2-f1 Qg3-g1#) (getting out of check)
- 5) Ne7 (creating mate)
- 6) 1. e5-e6 Kd5xe6 2. Kd3xd4 (exchanging)

- 7) 1. Be7-f8# (mate in one)
- 8) 1. Qb7xf3 (capture an unprotected piece)
- 9) 1. ... Ba6xe2 (capture an unprotected piece)
- 10) 1. ... Be7xh4 (twofold attack)
- 11) 1. Rg8-g6# (mate in one)
- 12) 1. ... Bc6-f3 (defending: Interposing)

54 - Test: J

- 1) 1. Be4-c6# (mate in one)
- 2) 1. ... Ra7xg7 (twofold attack)
- 3) 1. g6-g7 (MW)
- 4) 1. ... Bc8-a6 (defending: protecting)
- 5) 1. Nc3xe4 (profitable exchange)
- 6) 1. Qf5-g4# (mate in one)
- 7) 1. Qb7xh7 (capture an unprotected piece)

- 8) 1. Qh5xg6+ (capture an unprotected piece) (defending: moving away met Capturing)
- 9) 1. Rb7-h7# (mate in one)
- 10) 1. Kd2-e1 (1. Kd2-c1 Qd4-d1#) (getting out of check)
- 11) 1. Nd6xe8 (profitable exchange)
- 12) Ne4 (creating mate)

55 - Test: K

- 1) 1. ... Bh2-g3 (defending: moving away)
- 2) 1. ... Qb1-a2# (mate in one)
- 3) 1. h3xg4 (1. Be4xf3 Ng4xf2#) (getting out of check)
- 4) 1. ... Bb6xf2 (capture an unprotected piece)
- 5) ♖a1 (creating mate)
- 6) Drawing
- 7) 1. Qb3-e3# (mate in one)

- 8) 1. ... Qg4xe4 (1. ... Qg4xh5 2. Ne4-f6#) (getting out of check)
- 9) 1. Bd4xe5 (1. Nc6xe5? Rd7xd4) (twofold attack)
- 10) 1. ... Nb8-c6 (defending: Interposing)
- 11) 1. ... Qc2xc3# (mate in one)
- 12) 1. ... c7xb6 (1. ... a7xb6 2. a6-a7) (choose the correct capture)

56 - Test: L

- 1) 1. ... Rd3xc3 (capture an unprotected piece)
- 2) 1. Qh6-g5# (mate in one)
- 3) 1. Nd3xb4
- 4) ♚g2 (creating mate)
- 5) 1. Rd1xd4 ((choose the correct capture))
- 6) 1. ... Be6xb3 (defending: capturing)
- 7) 1. ... Rf2-f8# (mate in one)

- 8) 1. ... Nd4xc6 (1. ... Rc1xc6 2. Rd6-d8#) (twofold attack)
- 9) 1. Qb6-d8# (mate in one)
- 10) 1. Ke4-e3 (1. Ke4xe5? Nb4-c6#) (getting out of check)
- 11) 1. ... Ne3xf5 (defending: capturing)
- 12) 1. ... Ka8-b8 (1. ... Ka8-a7? 2. Kc6-c7)