

Step 3

2 Test / Mix: A

- 1) 1. ... Qa5+ 2. c3 Qxe5 (double attack: queen)
- 2) 1. Bd5 (pin)
- 3) 1. ... Rxh3+ (1. ... Qxf3? 2. Bxf3 Rxh3+ 3. Kg2) 2. Bxh3 Qxf3+ (elimination of the defence: luring away+material; overload)
- 4) 1. Ne1 Qxe4 2. Nxe2 (2. f3) (double attack: knight)
- 5) 1. Be5 Rg8 (1. ... Rg5 2. Rxe5) 2. g4 (double attack: two pieces)
- 6) 1. ... Ne2+ (1. ... Nf3+? 2. Qxf3) 2. Kh2 Rxd1 (discovered attack)
- 7) 1. Kd6 Kb8 2. Rxe7 (double attack: two pieces)
- 8) 1. Qa6+ Kc7 2. Qb7# (mate in two)
- 9) 1. Qc5 (1. Qa1 and 1. Qb6 win less material (double attack: queen))
- 10) 1. Qd3+ Ke6 2. Qd7 (2. Bd7+ Ke7 3. Bxe4 h1Q+) (mate in two)
- 11) 1. d6+ Kxd6 2. Qxf6+ (elimination of the defence: luring away+material)
- 12) 1. Bxd6+ (elimination of the defence: luring away)

3 Test / Mix: B

- 1) 1. Rxd4 Qxb4 2. Rxb4 (discovered attack)
- 2) 1. Rf7 (double attack: two pieces)
- 3) 1. Ne7+ Kh7 2. Rxf8 (elimination of the defence: chasing away+material)
- 4) 1. Ne7+ (1. Qxb6? Bxe6; 1. Ne5? Bxd4) (double attack: knight)
- 5) 1. Qg6 Kg8 2. Qxa6 (double attack: queen)
- 6) 1. Qe7 (double attack: queen)
- 7) 1. ... Rf4 2. Bxf4 Bxf3+; 2. Qxb7 Rxb7 (discovered attack)
- 8) 1. Ba4 Ra5 2. Bc6# (pin)
- 9) 1. Qa3 (pin)
- 10) 1. ... Rxa3 2. bxa3 Rxc3 (elimination of the defence: luring away+material; overload)
- 11) 1. Ne7+ and 2. Qxh7# (mate in two thanks to discovered attack)
- 12) 1. ... Rxc3 and 2. ... Rxe2; 1. ... b4? 2. Bf1! (elimination of the defence: capturing+material)

4 Discovered and double check: A

- 1) 1. Nc6+
- 2) 1. ... Bb4+ (1. ... Bxa3 2. Kf1; Black is a piece down)
- 3) 1. Rxe8+ Kxe8 2. Bxa5
- 4) 1. Nd6+ (1. Na5+ Nxb3) 1. ... Ke7 2. Nxb7
- 5) 1. Nxb6+ (1. Ne7+ Kh7)
- 6) 1. ... Bxa3+2. Le2 Lxb2
- 7) 1. ... Rd1# (1. ... Rc3+ 2. Nxc4 Rxc2 3. Rxc2)
- 8) 1. Bxd6# (1. Bg5+? Qf2 2. Bh4)
- 9) 1. ... Bb4#
- 10) 1. ... Re6+ (1. ... Rf4+? 2. Qe5 ; 1. ... Rf2+? 2. Kb1) 2. Kc2 Rxe4
- 11) 1. Bg5+ (1. Bxe7+ Kxe7 2. Qh7+? Kxf6) 1. ... Nxe4 2. Rxe4#
- 12) 1. Rd7+ Ke8 2. Rxc7

5 Discovered and double check: B

- 1) 1. Bg5+ Kc7 (1. ... Ke8 2. Rd8#) 2. Bd8#
- 2) 1. Ne4+ Kh6 2. Qg5#
- 3) 1. ... Nc1+ 2. Kxc1 (2. Ka1 Rb1# ; 2. Ka3 Rb3#) 2. ... Rb1#
- 4) Drawing
- 5) Drawing
- 6) 1. Nf6+ Kh8 2. Qh7#

- 7) 1. Bd4+ (1. Bg1+ Kb4 2. Bxh2 Rd2+) 1. ... Kb4 2. Bc3#
- 8) 1. Rf8+ Kxf8 2. Bh6#
- 9) 1. ... Nd4+ 2. Ke1 Nc2#
- 10) 1. ... Nf2+ (1. ... Nxc3+? 2. Kg1 Nxe2+ 3. Kf2) 2. Kg1 Nxc3#
- 11) 1. Qh7+ Kxh7 2. Bxe6#
- 12) 1. Qh8+ (1. Rg4+? Bg6) 1. ... Kxh8 2. Rg4#

6 Discovered and double check: C

- 1) 1. Qg7+ Kxg7 2. Rg6#
- 2) 1. ... Ng3+ 2. Kg1 Ne2#
- 3) 1. Nf5+ Kg6 2. Ne7#
- 4) 1. ... Ng3+ 2. Kxg3 (2. Kg1 Qh1#) 2. ... Qh4#
- 5) 1. Qg7+ Kxg7 2. Rg5#
- 6) 1. Re8+ (1. Bf5? b5) 1. ... Kd7 2. Bb5#
- 7) 1. Rh5+ Kd4 2. Rd6#
- 8) 1. ... Bf3+ 2. Kf2 Bxe4#
- 9) 1. Bb7+ Kxb7 2. c8Q#
- 10) 1. ... Qf2+ 2. Kxf2 Rd1#
- 11) 1. ... Nc4+ 2. Kd3 Nxb2#
- 12) 1. Qf5+ Kxf5 2. Re6#

7 Attack on a pinned piece: A

- 1) 1. Bg4
- 2) 1. Re4
- 3) 1. Ng5
- 4) 1. e5
- 5) 1. ... Bd5 (1. ... Bh3? 2. Qxc6)
- 6) 1. ... f5 (1. ... Re8 2. Qc4)
- 7) 1. Qf5 (1. Qb3 c4; 1. Qf2 Rd7)
- 8) 1. g6
- 9) 1. c4
- 10) 1. ... Bh3
- 11) 1. ... f4
- 12) 1. ... Nc6 (1. ... Nf5? 2. Qxf5)

8 Attack on a pinned piece: B

- 1) 1. Rad1 (1. Red1 Ke7)
- 2) 1. ... Rf2 (1. ... Rb3? 2. Kg2)
- 3) Drawing
- 4) 1. ... Ne4
- 5) 1. Bh6 (1. Bd4? Rxd4)
- 6) Drawing
- 7) 1. ... Bf3
- 8) 1. ... Ra7 (1. ... Rd8? 2. Rxd8)
- 9) 1. ... Ne7
- 10) 1. Bf1 (1. Bf3? Qc1+)
- 11) 1. g3 Nh3 2. Bh6#
- 12) 1. Qh6 (1. Qg5 Ng6)

9 Mate in two: Access: A

- 1) 1. Qxa7+ Kxa7 2. Ra2#
- 2) 1. ... Ng4+ 2. fxg4 Rh3#
- 3) 1. Qxg7+ Kxg7 2. R1h7#

- 4) 1. Ne6+ fxe6 2. Rf1#
- 5) 1. Qh6+ gxh6 (1. ... Kg8 2. Re8#) 2. Re8#
- 6) 1. Qxh6+ (1. Rxh6+ Kg8!) 1. ... Bxh6 2. Rxh6#
- 7) 1. Rxc6+ bxc6 2. Qa6#
- 8) 1. ... Rxh2+ 2. Kxh2 Qh4#
- 9) 1. Bxb7+ Kxb7 2. Qc6#
- 10) 1. Nh5 gxh5 2. Qxh7#
- 11) 1. Ng5+ hxg5 2. Qh5#
- 12) 1. Rxe6+ (1. ... Kd8 2. Qf8#) 1. ... fxe6 2. Qf6#

10 Mate in two: Access: B

- 1) 1. Rxh6+ gxh7 2. Rg8#
- 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) 1. Qxd8+ Kxd8 2. Re8#.
- 8) 1. ... Rxh2+ (1. ... Re1+ 2. Nf1) 2. Kxh2 Rh8#
- 9) 1. Qxf5+ (1. Qg2 Bxc5) 1. ... exf5 2. Rg8#
- 10) 1. Nd6+ Bxd6 2. Bd7#
- 11) 1. Qxa6+ (1. ... bxa6 2. Ra8#) 1. ... Kxa6 2. Ra8#
- 12) 1. ... Qa3 2. bxa3 Rb1#

11 Mate in two: Access: C

- 1) 1. Qxa6+ (1. Bg2 Ba7) 1. ... bxa6 2. Bg2#
- 2) 1. Qxf7+ (1. Bb3 Rf8) 1. ... Kxf7 2. Bb3#
- 3) 1. Qxe6+ (1. Nb5 Qxh2+ 2. Kxh2 hxg5+) 1. ... fxe6 2. Bg6#
- 4) 1. ... Qxc3+ (1. ... Qf5 2. Bb3; 1. ... Ba3 2. Nb1) 2. bxc3 Ba3#
- 5) 1. ... Qf3+ 2. gxf3 Bh3#
- 6) 1. ... Qb1+ 2. Nxb1 Bc4#
- 7) 1. Rxg7+ Kxg7 2. Qg2#
- 8) 1. ... Nf3+ 2. gxf3 Reg8#
- 9) 1. ... Ng4+ 2. hxg4 Rh6#
- 10) 1. Qxh5 (1. Bxg6 fxg6) 1. ... gxh5 2. Bh7#
- 11) 1. ... Qxh3 2. gxh3 Bf3#
- 12) 1. ... Qxf2+ 2. Kxf2 Bc5#

12 Mate in two: Access: D

- 1) 1. ... Qxh2+ 2. Kxh2 Be3#
- 2) 1. Qxa7+ Kxa7 2. Nc5#
- 3) 1. Rxh7+ Kxh7 2. Qf5#
- 4) 1. Qxg7+ Kxg7 2. Be7#
- 5) 1. Nxc6+ bxc6 2. Nd7#
- 6) 1. ... Qxh2+ 2. Kxh2 Nf5#
- 7) 1. ... Qxa2+ 2. Qxa2 c2#
- 8) 1. ... Qxa2+ 2. Kxa2 axb3#
- 9) 1. ... Nxf2++ 2. Kg1 Nh3#
- 10) 1. Bxb7+ Kxb7 2. c8Q#
- 11) 1. Nf6+ gxf6 2. Nxf7#
- 12) 1. ... Qxf2+ 2. Kxf2 Re4#

13 Pawn endings / The square of the pawn: A

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

14 Test / Mix: C

- 1) 1. Ke6+ (discovered check)
- 2) 1. Kd4 (the square of the pawn, shielding off)
- 3) 1. ... Rh5+; 2. ... Rh4# (mate in two access)
- 4) 1. ... Rd5 (1. ... Re3? 2. Rd6) (attack on a pinned piece)
- 5) 1. ... Bb4+ and 2. ... Re1# (double check)
- 6) 1. ... Rg4+ 2. hxg4 Qh2#; 2. Kh1 Qxh3# (mate in two access)
- 7) 1. Ra3+ Rxb2 2. Rxa7 (discovered check)
- 8) 1. Kb6 Ke7 2. Kc7 Ke8 3. d6 (the square of the pawn, helping); 1. Kb5 is good too but knowledge from lesson 14 is necessary: 14: 1. ... Ke7 2. Kc6 Kd8 3. Kd6 Kc8 4. Ke7 (key squares)
- 9) 1. Rxa6+ Kxa6 2. Qa1# (mate in two access)
- 10) 1. Nf6+ Kh8 2. Rh4# (double check)
- 11) 1. f6 (1. e6?? f6) 1. ... exf6 2. e6 (the square of the pawn, blocking the route)
- 12) 1. Be5! (1. Qe5? Nxd3) (attack on a pinned piece)

15 Test / Mix: D

- 1) 1. Bxe5+ Kb6 2. Bc7# (mate in two thanks to double check)
- 2) 1. Rd4 (1. Re7 Qd1+) (attack on a pinned piece)
- 3) 1. b4+ Kxb4 2. Kb2 (the square of the pawn)
- 4) 1. ... Ng5+ 2. hxg5 Qh8# (mate in two access)
- 5) 1. Be1+ (1. Bxe5+? Kb7 and Be5 cannot capture on g3) (discovered check)
- 6) 1. d4 (the square of the pawn, shielding off)
- 7) 1. ... Nd3+ 2. Kb1 (2. Kd1 Rf1#) 2. ... Rf1# (mate in two access)
- 8) 1. ... Qh7 (1. ... f5? 2. Qh3+; 1. Qg6 2. Kh3?) (attack on a pinned piece)
- 9) 1. Qxh7+ Kxh7 2. Rh3# (mate in two access)
- 10) 1. Bg2 (attack on a pinned piece)
- 11) 1. Nd6+ Kxd6 (1. ... Kf8 2. Re8#) 2. Bg3# (discovered check and luring)
- 12) 1. g3 and 2. Kxe6 (1. Kxe6? f4 and 2. ... e3) (keeping the king in the square of the pawn)

16 Elimination of the defence / Capturing: A

- 1) 1. Qxh8+ and 2. Rd8#
- 2) 1. ... Qxh4 and 2. ... Nf2#
- 3) 1. Nxc7+ Bxc7 2. Bb5#
- 4) 1. ... Rxd1 and 2. ... Bf3#
- 5) 1. Nxh7+ Nxh7 2. Ng6#
- 6) 1. ... Rxd1+ 2. Nxd1 Qf1#
- 7) 1. Qxd4+ and 2. b6#
- 8) 1. Qxf6+ and 2. Re8#
- 9) 1. ... Rxc4 and 2. ... Ba3#

- 10) 1. Qxg7+ Nxg7 2. Nh6#
- 11) 1. Qxb8+ and 2. Bxb5#
- 12) 1. ... Qxb3 and 2. Bc5+

17 Elimination of the defence / luring away: A

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

18 Elimination of the defence / Chasing away: A

- 1) 1. a5
- 2) 1. Qf7+ Kh8 2. Qf8#
- 3) 1. Rg1+ Kh8 2. Rxf8#
- 4) 1. f5
- 5) 1. e5
- 6) 1. Ne7+ Kh8 2. Rxf8#
- 7) 1. ... Bd4+ 2. Kh1 Rxf1#
- 8) 1. ... Nd4
- 9) 1. ... b5 2. Qxc6 Qf1+ 3. Rxf1 Rxf1#
- 10) 1. ... Re3 (1. ... Rg8 2. Rb3)
- 11) 1. Ba5
- 12) 1. Be5 Qb4 2. Qxf5#

19 Defending against a double attack: A

- 1) 1. ... Bg7
- 2) 1. ... Rd5
- 3) 1. ... Bf6
- 4) 1. ... Qe6
- 5) 1. Ng3
- 6) 1. Nf3
- 7) 1. ... Bb7
- 8) 1. ... Rb6
- 9) 1. ... Bd4!; 1. ... Bxb2 2. Bxg6 and 1. ... Bd8 2. Kh1 are good defences but win nothing.
- 10) 1. ... Qb8 (1. ... a5? 2. Rc6+; 1. ... Qd8? 2. b4#)
- 11) 1. ... Rf7 (1. ... Kh8? 2. Bc4)
- 12) 1. Rc6+ (1. Rb5+? Kxd4 2. Rxg5 Bh3+) 1. ... Kxd4 2. Rxc8

20 Defending against a double attack: B

- 1) 1. ... Rf6+
- 2) 1. Bg5 (threatens 2. Bf6#)
- 3) 1. f4 Qxd4? 2. Qa8+
- 4) 1. Qg3 Qxd4 2. Qb8+
- 5) 1. Kh3+ Nxg1+ 2. Qxg1+
- 6) 1. ... Bf4

- 7) 1. ... Ke7 2. Rxc5 Kd6 3. Bxd7 Kxc5
- 8) 1. e4 (1. e8Q? Bc6+) 1. ... Bxe4 2. e8Q
- 9) 1. ... Nd6 (1. ... Ne5? 2. Bxe4+) 2. Bxc6 (2. Bc5 Nb5+ (2. ... Ne5)) 2. ... Nc4+
- 10) 1. Bd5 cxd5 2. Rf1
- 11) 1. ... Kc7 (1. ... Rxb5 2. c7; 1. ... Rb1 2. Nd5#)
- 12) 1. ... Bxd5 (1. ... Qb6? 2. Qe8+) 2. Qe8+ Bg8

21 Double attack: Temptation: A

- 1) 1. ... Qe3+ (1. ... Qg5+? 2. Qf4) 2. Kc2 Qxh6
- 2) 1. Qc3+ (1. Qd7+? Rf7) 1. ... Kh7 2. Qxc7
- 3) 1. Qe4+ (1. Qh8+? Qb8) 1. ... Qb7 2. Qxe5
- 4) 1. ... Qe5+ (1. ... Qa5+? 2. b4)
- 5) 1. Qe1 (1. Qc6? Re7) 1. ... Rhb4 2. Qxe6
- 6) 1. Qf3 (1. Qe4? Qf2+ 2. Kh1 Qf1+ 3. Kh2 Qxh3+) 1. ... Ne6 2. Qa8+
- 7) 1. Qe4 (1. Qd3 Nf6) 1. ... g6 2. Qxa4
- 8) 1. Qd5+ (1. Qb3+ Qc4+) 1. ... Kh8 2. Qxb7
- 9) 1. Qd7+ (1. Qg4+? Qg6+) 1. ... Qf7 2. Qxc8
- 10) 1. Qa3 (1. Qf3? Rd8) 1. ... h6 2. Qxa7
- 11) 1. ... Qf8+ (1. ... Qb6+? 2. c5) 2. Bf3 Qxb4
- 12) 1. ... Qg6 (1. ... Qf5? 2. Rxf4) 2. Qe2 Qxg5

22 Double attack: Temptation: B

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

23 Mini plans / Pawn structure: A

- 1) 1. c6 bxc6 2. Bxa6
- 2) 1. e6 fxe6 2. Ng5
- 3) 1. Bxf5 gxf5 2. Nh4
- 4) 1. a6 bxa6 2. Bxc6
- 5) Drawing
- 6) Drawing
- 7) 1. Bxf6 1. ... Bxf6 2. Nxc5) 1. ... gxf6 2. Nh4
- 8) Drawing
- 9) Drawing
- 10) 1. f6
- 11) 1. ... c6 2. Bxc6 Rxb2
- 12) 1. ... c5 (to prevent d4)

24 Mini plans / Pawn structure: B

- 1) 1. f5 (resolving a double pawn)
- 2) 1. e5 dxe5 2. Nxe5 (the black c-pawn has lost its defender)
- 3) 1. Bxf6 gxf6 2. e3 (gives Black a double pawn; 1. ... Qxf6 2. Nxc7 is not possible)

- 4) 1. ... Bxf3 2. gxf3 (gives White a double pawn; Be2 must protect c4)
- 5) 1. ... Ba5 (White cannot prevent Bxc3; 2. Re3? d4)
- 6) 1. ... Nh3+ 2. Kh1 Qxf3 gxf3 (gives White a double pawn)
- 7) 1. h6 (the pawn was attacked and the black pawn structure gets worse or after 1. ... g6 his king's position is a bad)
- 8) 1. Bd3 Qh5 2. Bxf6 gxf6 (gives Black a double pawn)
- 9) 1. c5 (weakens the black pawn structure)
- 10) 1. ... a5 (Black must protect and pawn c2 remains weak; 1. ... Rb8 is less good, the rook has better things to do; 1. ... Rc8 2. Rxb4 and White has gotten rid of a weak pawn).
- 11) 1. ... gxf6 (1. ... Bxf6 2. Bxf5 and White prevents Bxd3) 2. Bxf5 fxg5
- 12) 1. ... e5 (weakens the white structure or White must give up a pawn; 2. d5? Qh4+)

25 Draws / 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+ gxh5 2. Qg5+ Kh8 3. Qf6+
- 12) 1. ... Ng3+ 2. Kh2 Nf1+ 3. Kh1 Ng3+

26 Draws / 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

27 Draws / Mix: A

- 1) 1. ... Ne5+ 2. Kf5 Nxd7
- 2) 1. Bg3 Qxg3 stalemate
- 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 stalemate
- 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

28 X-ray check or -attack: A

- 1) 1. ... Rh5+
- 2) 1. ... Rc8
- 3) 1. Rc8+ Ke7 2. Rxc8
- 4) 1. ... Bg5
- 5) 1. ... Bf5
- 6) 1. Bg5+
- 7) 1. Bd5
- 8) 1. ... Rb4 2. Qe2 Rxc4
- 9) 1. Qh8+
- 10) 1. Qh5+
- 11) 1. ... Bb8
- 12) 1. Bc5+

29 X-ray check or -attack: B

- 1) Drawing
- 2) Drawing
- 3) 1. Qd3+ (1. Qd1+? Bd2)
- 4) 1. ... Bc8 2. Qxd5 Bxc4
- 5) 1. ... Rc1+ 2. Ke2 Rxc1
- 6) 1. Re3 Qxf4 2. Bxc3
- 7) 1. ... Bh5+
- 8) 1. Qh5 Qe7 2. Bxd5
- 9) 1. Qd6+ Kf7 2. Qxc6
- 10) 1. Be7
- 11) 1. ... Ra7 2. Qf3 Qxd7 (2. ... Rxd7? 3. Rad1)
- 12) 1. ... Qa5+ (1. ... Qc3+? 2. Kd5 Qxc8 3. Ne7+)

30 Test / Mix: E

- 1) 1. Nxf6+ Qxf6 2. Qxh7# (elimination of the defence: capturing+mate)
- 2) 1. ... Qf5 (x-ray attack)
- 3) 1. Kh1 (1. Bxc5+ Kxc5 0-1) 1. ... Qxf2 stalemate
- 4) 1. Rg4 Ne5 (anders Rxc6) 2. Rh4# (elimination of the defence: chasing away+mate)
- 5) 1. ... Rd1+ 2. Bf1 Qh1#; 2. Rf1 Qxc2# (elimination of the defence: luring away+mate)
- 6) 1. ... Ra1+ 2. Ke2 Rxc1 (x-ray check)
- 7) 1. ... Rg6 (defend against a double attack)
- 8) 1. Rh4 Rxc4 2. Qg7#
- 9) 1. ... Rh7 and 2. ... Rxb7 (draw by insufficient material)
- 10) 1. ... Qd8+; 1. ... Qf4+? 2. Be3 (double attack: queen)
- 11) 1. Qf3; 1. Qb7 ? Nxd4 (double attack: queen)
- 12) 1. Ba4+ Kd5 2. Bb3+ (perpetual check)

31 Test / Mix: F

- 1) 1. ... Kf8 (1. ... Kf6? 2. Kd5) (the square of the pawn, prevent shielding off)
- 2) 1. Qxc7 Qxc7 2. Re8+ (elimination of the defence: luring away+mate)
- 3) 1. Qg6+ Kh8 2. Qxh6+ Kg8 (2. ... Rh7 3. Qxf8#) 3. Qg6+ (perpetual check)
- 4) 1. ... Nf1+ 2. Kg1 Qh2# (mate in two thanks to double check)
- 5) 1. ... Qg7 (defend against a double attack)
- 6) 1. Tf4+ Kxf4 (stalemate)
- 7) 1. e4 (attack on a pinned piece)
- 8) 1. ... Rf8 (pin)
- 9) 1. Qxc5+ Qxc5 2. Ba6# (elimination of the defence: capturing+mat)
- 10) 1. Qxh5 gxh5 2. Bh7# (mate in two access)

- 11) 1. ... Kd2 2. c8Q Re2+ 3. Kg3 Re3+ 4. Kg2 Re2+ (perpetual check)
- 12) 1. Qc5+ and 2. Qxb4!; 2. Qxa7? Re1# (double attack: queen)

32 Defend against a pin: A

- 1) 1. ... c6
- 2) 1. ... Ne6 (1. ... Ne4? 2. f3)
- 3) 1. ... Rd7 (1. ... Rc7 2. Rxc7)
- 4) 1. Ne2
- 5) Drawing
- 6) 1. ... Rxe2
- 7) 1. Bd3 (1. Rfb2 ? Rcb7)
- 8) 1. Be2
- 9) 1. ... Nxf3+
- 10) 1. ... Ne6
- 11) 1. Ne2
- 12) 1. ... Qxg2+

33 Defend against a pin: B

- 1) 1. Ng5+
- 2) 1. ... Nxf3 2. Rxc2 Ne1+
- 3) 1. Rh1
- 4) 1. ... Nd3+; 1. ... Ng4+? 2.Kg3
- 5) 1. Bxf7+
- 6) 1. ... Rxd1; 1. ... Rd4? 2. Qe8+
- 7) 1. ... Qf6
- 8) 1. ... Rd8
- 9) 1. ... Nd3
- 10) 1. Nb4
- 11) 1. Qh5+ (1. Qd3+? Be4)
- 12) 1. ... Qa8

34 Attack on a pinned piece: C

- 1) 1. Rf6 (1. Re1? Kf7)
- 2) 1. Bc6 (1. Bg4 Qe4+)
- 3) 1. NQ5 (1. Nxa8 Ra8)
- 4) 1. ... Qb7; (1. ... f5+ 2. Qf4)
- 5) 1. Bf3 (1. Bf1? Qb7)
- 6) 1. e5 (1. c5? Bb5)
- 7) 1. ... Rf6 (1. ... b5+ 2. BQ3)
- 8) 1. ... Nb2 (1. ... b5 2. Na5)
- 9) 1. ... Bc4 (1. ... Bg4 2. Bxb5+)
- 10) 1. QQ1 (1. e5 Be7)
- 11) 1. Bh5+ (1. Bd2? d4)
- 12) 1. ... Qd2 (1. Qd3? Nb4; 1. Qd1? Nxe3; 1. e4? Nf4)

35 Trapping: A

- 1) 1. a4
- 2) 1. Ne3
- 3) 1. h4
- 4) 1. ... Rh8
- 5) 1. ... Nh4
- 6) 1. Na4
- 7) 1. ... c4

- 8) 1. Bd2
- 9) 1. e5
- 10) 1. ... Nf6
- 11) 1. Be2
- 12) 1. ... Nb8

36 Trapping: B

- 1) 1. ... Qa5
- 2) 1. a4
- 3) 1. e5 dxe5 2. fxe5
- 4) 1. g4
- 5) 1. Pd2 (1. Pa5 Lf1; 1. e5+ Kd7)
- 6) 1. Nc3
- 7) 1. Nh4
- 8) 1. ... c4
- 9) 1. Kg3 (1. Rag1 will not work after 1. ... d5 2. Rg3 dxe4 and f5 will be available)
- 10) 1. Nf4
- 11) 1. Nc4
- 12) 1. ... Bg6

37 Trapping: C

- 1) 1. ... c6 2. bxc6 bxc6
- 2) 1. ... g5 2. hxg5 hxg5 (2. ... Bxg5)
- 3) 1. f4 gxf4 2. Bxf4
- 4) 1. ... b5 2. cxb5 axb5
- 5) 1. ... Nac4 2. Nxc4 Nxc4
- 6) 1. Bd5 Nxd5 2. Qxd5
- 7) 1. b5 axb5 2. cxb5
- 8) 1. Neg5 (1. Nfg5? Nxe4) 1. ... hxg5 2. Nxg5
- 9) 1. ... g5 2. hxg5 fxg5
- 10) 1. Nfd4 (1. Nbd4? Nxf3+) 1. ... exd4 2. Nxd4
- 11) Drawing
- 12) 1. Re4 Nxe4 2. Rxe4

38 Pawn endings / Marking the key squares: A

- 1) a4, b4, c4
- 2) e4, f4, g4
- 3) e7, f7, g7
- 4) b3, c3, d3
- 5) c6, d6, e6
- 6) b7, b8, c8, d8, d7
- 7) f3, g3, h3
- 8) e2, f2, g2
- 9) a5, b5, c5
- 10) Drawing
- 11) Drawing
- 12) Drawing

39 Pawn endings / Key squares: A

- 1) 1. Kc6 Kd8 2. Kb7
- 2) 1. Kg6 Kg8 2. g5 Kh8 3. Kf7
- 3) 1. Kg5 Kh7 2. Kf6
- 4) 1. Kd6 Ke8 2. Kc7 (2. d5 wins too of course, but less quickly)

- 5) 1. Kb6! (1. b6? stalemate) 1. ... Kb8 2. Ka6 Ka8 3. b6 Kb8 4. b7
- 6) 1. c5 Kc8 2. Kc6 Kb8 3. Kd7
- 7) 1. Ke5 Ke7 2. Kd5 (or first 2. d4) 2. ... Kd7 3. d4
- 8) 1. Ke6 (1. e4 Kf8 2. e5 Ke8 3. Ke6) 1. ... Kf8 2. e4 Ke8 3. e5
- 9) 1. b3 (1. Kb4 Kb6 2. b3) 1. ... Kb6 2. Kb4 Ka6 3. Kc5
- 10) 1. Ke6 Kg7 2. f5 Kf8 3. Kf6
- 11) 1. g8Q+ Kxg8 2. Kg6
- 12) 1. Kd5 Ke7 2. Kc6

40 Exploiting pinned pieces: A

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

41 Exploiting pinned pieces: B

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

42 Exploiting pinned pieces: C

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

43 Exploiting pinned pieces: D

- 1) 1. ... Qf2+ 2. Kh1 Bxf3+

- 2) 1. Nxf6+ Kh8 2. Qxg5
- 3) 1. ... Rxf3+ 2. gxf3 Qxd5+
- 4) 1. e5+ Kxe5 2. Nxe7 (2. Qxe7+ Qxe7 3. Nxe7 g6)
- 5) 1. Nb3+
- 6) 1. Ng6+ Rxg6 2. Qxh7#
- 7) 1. R1xe6 Rxe7 2. Rxe7
- 8) 1. Qa8+ Nb8 2. Bxb7# (2. Qxb7#)
- 9) 1. Nxg6+ Nxg6 2. Qxc6
- 10) 1. Rxh6+ (1. Qxg7+? Qxg7 2. Raxg7+ Kh8) 1. ... Kxh6 2. Qxg8
- 11) 1. ... Bc3 2. Rd6 (2. Nxc3 Re1#) 2. ... Rxe2
- 12) 1. Qxd8+ Bxd8 2. Rc8#

44 Exploiting pinned pieces: E

- 1) 1. Nxf6+ Kh7 2. Qxg5
- 2) 1. Rxf5 Qxf5 (1. ... Qe7 2. Rf8+; 1. ... gxf5 2. Qxf6) 2. Qg7#
- 3) 1. Nd6 Bg8 2. Nxe8
- 4) 1. Rxe7+ Rxe7 2. Qxd5+
- 5) 1. ... Rxf6 2. exf6 (2. Qxf6 Qxg2#) 2. ... Qxg5
- 6) 1. ... Bxa3 2. Ke2 Bxb2
- 7) 1. ... Bxb3 2. Qxb6 axb6
- 8) 1. Rxe4 Qxe4 2. Qxd6#
- 9) 1. Nxd5 Rxc2 (1. ... Nxd5 2. Qxc6 ; exd5 Rxe7+) 2. Qxc2
- 10) 1. Rb8+ Qxb8 2. Qxd7#
- 11) 1. Bxg6+
- 12) 1. ... Rf2+ 2. Kd1 (2. Ke1 Ra2) 2. ... Rxe3 (2. ... Bxe3? 3. Re1)

45 The pin: Unpinning: A

- 1) 1. ... Qxb5 2. Nd6+ Bxd6 Nxb5
- 2) 1. ... Bxe4 2. Qxf6+ Kxf6 3. Bxe4
- 3) 1. Qxf5 Qxg1+ 2. Kxg1 gxf5
- 4) 1. Nxc5 Nf6+ 2. Kf5 dxc5
- 5) 1. Qxe5 Qxd1+ 2. Kxd1 Bxe5
- 6) 1. Nxf6 Re7+ 2. Kd2 gxf6
- 7) 1. ... Qxe5 2. Qc4+ Kh8 3. Nxe5
- 8) 1. ... Nxb5 2. Bd2 Qb6 3. axb5
- 9) 1. a7 Re1+ 2. Kh2 Nxa7
- 10) 1. ... Qxd3 2. Qe1+ Kf7 3. Nxd3
- 11) 1. Qxd5 Rf1+ 2. Rxf1 exd5
- 12) 1. Nxe4 Ne5 2. Qd4 dxe4

46 The pin: Unpinning: B

- 1) 1. Nxf6 Bg6
- 2) 1. ... Nxg3 2. Be3 Qe7 3. fxc3
- 3) 1. Rxb4 Be6+ (1. ... cxb4 2. Rxc8) 2. g4 cxb4
- 4) 1. ... Nc5 2. Qb4
- 5) 1. ... Ne4 2. 0-0-0+ Ke7 3. Nxe4
- 6) 1. ... Ba5 2. b4 cxb4 3. Nxd5
- 7) 1. Bxc6 Qc5
- 8) 1. Qxg4 (1. Qxf5 Qxf5 (1. ... Bc5+? 2. Qxc5)) 1. ... Bc5+ 2. Kh1 fxg4
- 9) 1. Rxc3 Bh3+ 2. Kg1 Nxc3
- 10) 1. Rxd4 Rc2+ 2. Kf1 Nxd4
- 11) 1. ... Qxe4 2. Qg5 g6 3. dxe4
- 12) 1. ... Bxd4 2. Qd2 (2. Qd3 Bxb2 3. Qxd7 Qxd7 4. Rxd7 Bxa1)

47 *The pin / Mix: A*

- 1) 1. Qc2 (1. Qc1? Bxf2+)
- 2) 1. Bc5
- 3) 1. Rd3
- 4) 1. ... Bxg5
- 5) 1. ... Nb3+
- 6) 1. Rf4
- 7) 1. Rd4
- 8) 1. ... Nh4+
- 9) Drawing
- 10) 1. Rg3
- 11) 1. Rb7
- 12) 1. Be6

48 *Defending against a threat: A*

- 1) [Pd7] 1. 1. ... Rd4 2. Kf1 Nxc1 (2. ... Rd1+? 3. Ke2 Rxc1 4. Nd7)
- 2) [Kxe2] 1. ... Bb2 (1. ... Rd2 2. Be1)
- 3) [Tb2 and g4#] 1. Kg2 (1. b7 Rb2)
- 4) [Td1] 1. ... Qe8
- 5) [Txc1+ and Te1#] 1. Rd7 Rxc1+ 2. Kxc1 Re1+ 3. Rd1
- 6) [Df6] 1. ... Bd6
- 7) 1. Bf1 (1. Kh2 Ng4+ 2. hxg4 Qh4#)
- 8) [Lc3] 1. ... Qe5
- 9) [d1D+] 1. Bd7+ Kf8 2. Ba4 b5 3. Bb3 (3. Lc2? Ld3)
- 10) [Ld2; a3? Ld6] 1. ... Nd7
- 11) [Td8+] 1. ... Bd2 (1. ... b5 2. Rf1; 1. ... Rf8 2. Rd8)
- 12) [Pf6] 1. ... Rb4 2. Nf6 Rh4

49 *Defending against a threat: B*

- 1) 1. Qd3 Rxe1+ 2. Bxe1+ Qxe1 3. Qf1
- 2) 1. ... Bg5 2. Rxg5 Qf7
- 3) [Pg6+ and Th1#] 1. ... g6 (1. ... c5 2. Ng6+ hxg6 3. Rh1#)
- 4) [Ph2#] 1. ... Qd2+ 2. Nxd2 h4
- 5) [Dg8+] 1. ... Rd7 (1. ... fxg5 2. Qd4+; 1. ... Qxb2 2. Qg8+ Rxg8 3. Nf7#)
- 6) [Txb7] 1. ... Ra4 (1. ... Qxc7 2. Bxc7 Ra4 3. Qf3 0-0) 2. Qxa4 Nxc7
- 7) [Pxe6+ and Lxg7#] 1. ... Nf6 (1. ... Ra7 2. Nxe6+ fxe6 3. Bxg7#)
- 8) 1. ... Bh5 (1. ... Bxh3 2. Rxh4+; 1. ... Bd7 2. Rxh4+)
- 9) [Dg7+ and Pg6#] 1. ... Bg5 (1. ... c3 2. Qg7+ Bxg7 3. Ng6#)
- 10) 1. ... Qc6 (1. ... Qxe4 2. Rxd8+ Bxd8 3. Qe8#)
- 11) 1. ... Qf4 2. Rc2 Qb8
- 12) [Ph2#] 1. ... Bd5 2. cxd5 Qxd5

50 *Defending against a threat: C*

- 1) [hxg5] 1. Qd2 (1. Bh4 g5 2. Nxc5 hxg5 3. Bxg5; 1. g4 hxg5) 1. ... Qc7 2. Bf4
- 2) 1. Re1 (1. Qxd4? Rxd4) 1. ... Qxe4 2. Rxe4 Rd1+ 3. Bf1
- 3) 1. Nxf3 (1. exf3? Qe3+)
- 4) 1. Nc6 Bxc6 2. Qc4+
- 5) [Pf6] 1. ... f5 (1. ... Nxc1? 2. Nf6) 2. Nf2 Nbd4
- 6) 1. ... Ba4 2. Rxe8+ Qxe8
- 7) 1. Re4 (1. Re3? Qxd4 2. Rg3+ Kf8)
- 8) [Pxd7] 1. ... axb5 2. Qa8+ Kc7
- 9) 1. ... Be7 (1. ... Bg7? 2. Rxe6 fxe6 3. Nf7#)
- 10) 1. ... Qh3 (1. ... Qxd4 2. Qxf8+ Kxf8 3. Rc8#)

- 11) 1. ... Bg3 2. Rxh5 (2. Kb1 Bf4) 2. ... Bf4
- 12) 1. ... Qf4 (1. ... g6 2. Qh4 Nf5 3. Qf6; 1. ... Qh6 2. Qxf7+)

51 Defending against a threat: D

- 1) 1. Ne2 (1. Bg3 Qxd4)
- 2) 1. Qb3 Bc5 2. Kg2
- 3) [Db4#] 1. a3 (1. Qc4 Qa3+ 2. Qa4 Qc3+)
- 4) [Kg6] 1. Nf8 (1. b7? Kg6 2. Nf8+ Kf7; 1. Kg8 Qxb6 2. Kf8 Qh6)
- 5) [Kf2] 1. ... f5 (1. ... Kf7 2. Kf2) 2. Kf2 f4
- 6) 1. Qd2 (1. Qxe4 Ba2+; 1. Bc3 Nd5 2. Rc1)
- 7) [Tb1] 1. ... c5 2. Rb1 c4
- 8) [Le7] 1. Raa1 (1. Kf1 Be7) 1. ... Rxb4 2. Rxb4 Rxb4 3. Ra8+
- 9) 1. ... a6 (1. ... b5? 2. a6 b4 3. b3 (3. Kc2) ; 1. ... b6 2. a6 b5 3. Kc2) 2. Kc2 b6 (2. ... b5)
- 10) 1. Rf1 (1. Rd2? Ne4 2. Qxc5 Nxc5) 1. ... Nd3 (1. ... Ne4 2. Nxe4 Qxg1 3. Nd6+) 2. cxd3
- 11) 1. ... Qe5 (1. ... Qd7 2. Ba4; 1. ... Qe6 2. Bc2) 2. Bc2 Qd4+
- 12) 1. Rf6 Rxf6 2. Rc8+ Kg7 3. exf6+

52 Pawn endings / 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 endings / Key squares: C

- 1) 1. exd4 (1. Kd4? Kd6 ½-½)
- 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 / Mix: G

- 1) 1. ... Nb6 (defend against a pin)
- 2) 1. ... Kf3 2. Ke1 Kg2 (key squares)
- 3) 1. Bg5 (trapping)
- 4) 1. Qd4 (double attack: queen)
- 5) 1. ... Ng4 2. Bxd8 Nf2# (defend against a pin)
- 6) 1. Kh2 (1. Bf4 d2; 1. Bd2 stalemate)
- 7) 1. ... Nxh4 2. Bxd7? Bxg2# (defend against a pin)

- 8) 1. b8Q+ Kxb8 2. Kb6; 2. b6? Kc8 3. b7+ Kb8 (key squares)
- 9) 1. ... g5 and 2. ... Kg6 (trapping)
- 10) 1. Ra1 (defend against a pin) 1. ... fxe4 2. Ra7+
- 11) 1. Ne7+ Kh8 2. Ng6+
- 12) 1. Bd5

55 Test / Mix: H

- 1) 1. Rh2+ Bxh2 2. Qh4# (elimination of the defence: luring away)
- 2) 1. ... Kd3 2. Kb2 c4 3. Kc1 Kc3 (the square of the pawn, helping and key squares)
- 3) 1. Ng5+ (1. Nf6+? Nxf6) (discovered attack)
- 4) 1. ... g4 (trapping)
- 5) 1. Qxg7+ Kxg7 2. Rg5# (luring and double check)
- 6) 1. Rxh6+ Bxh6 2. Rh7# (mate in two by access)
- 7) 1. Rxh7+ (mate in two by access)
- 8) 1. ... Rh1+ 2. Kxh1 Qxf1# (elimination of the defence: luring away)
- 9) 1. Qe4+ of 1. Qc6+ of 1. Qg2+ (perpetual check)
- 10) 1. Bf4 (x-ray attack)
- 11) 1. Nc8+ Ka8 2. Nb6+ (perpetual check)
- 12) 1. ... Kc4 (the square of the pawn, shielding off)

56 Test / Mix: I

- 1) 1. Rxd6+ Ke8 (1. ... Kxd6 2. Bf4#) 2. Bg6# (mate in two door double check)
- 2) 1. Bg4+ Ke8 2. Bxc8 (x-ray check)
- 3) 1. Kd2 (defend against a double attack)
- 4) 1. Bd5 (1. Bd3 Bc6) (attack on a pinned piece)
- 5) Drawing
- 6) 1. Bd5+ Rf7 2. Qxe7 (discovered attack)
- 7) 1. ... Kg8 2. Kxg5 (2. e6 Kf8) 2. ... Kf7 (2. ... Kg7? 3. e6 Kg8 4. Kg6 Kf8 5. Kf6 Ke8 6. e7) (the square of the pawn)
- 8) 1. Be5 (1. g3? Nxh3+ 2. Kg2 Ng5) 1. ... Ng6 2. Qxh6# (attack on a pinned piece)
- 9) 1. Qxg4+ Kxg4 (1. ... fxg4 2. Rh1#) 2. Be2# (mate in two by access)
- 10) 1. ... Rf8 (trapping)
- 11) 1. ... Bg3+ 2. Kg1 Re8 (discovered check and mat)
- 12) 1. Nxe6 Rxc3 (1. ... fxe6 2. Qxc8+) 2. Ra8+ (discovered attack)