

# **CHESS TACTICS**

**for  
Students**

John A. Bain

*Project Editor*  
Robert Mitchell



LEARNING PLUS, INC.  
Corvallis, Oregon

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Cover design: Craig Beverly and Gary La Pado  
John Bain photo: R.P.M.

Please send questions and recommendations to:  
John A. Bain  
Learning Plus, Inc.  
P.O. Box 1476  
Corvallis, Oregon 97339

[www.ChessForStudents.com](http://www.ChessForStudents.com)

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# Dedication

*Chess Tactics for Students* is dedicated to you students, parents, coaches, volunteers, tournament organizers, directors, and sponsors who make chess play and chess competition a great joy for us all. Your time and effort are very much appreciated.



# Contents

|                             |                                   |           |
|-----------------------------|-----------------------------------|-----------|
| Dedication                  |                                   | iii       |
| Contents                    |                                   | iv        |
| To the Chess Coach          |                                   | vi        |
| To the Student              |                                   | vii       |
| Chess Notation              |                                   | viii      |
| Interesting Chess Facts     |                                   | x         |
| Interesting Chess Quotes    |                                   | xi        |
| Chess in History            |                                   | xii       |
| <br>                        |                                   |           |
| <b>The Power of Tactics</b> |                                   | <b>1</b>  |
| <br>                        |                                   |           |
| <b>Chapter 1</b>            | <b>Pins</b>                       | <b>2</b>  |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |
| <br>                        |                                   |           |
| <b>Chapter 2</b>            | <b>Back Rank Combinations</b>     | <b>18</b> |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |
| <br>                        |                                   |           |
| <b>Chapter 3</b>            | <b>Knight Forks</b>               | <b>34</b> |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |
| <br>                        |                                   |           |
| <b>Chapter 4</b>            | <b>Other Forks/Double Attacks</b> | <b>50</b> |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |
| <br>                        |                                   |           |
| <b>Chapter 5</b>            | <b>Discovered Checks</b>          | <b>66</b> |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |
| <br>                        |                                   |           |
| <b>Chapter 6</b>            | <b>Double Checks</b>              | <b>82</b> |
|                             | Introduction                      |           |
|                             | Instruction                       |           |
|                             | Problems                          |           |

|                                      |                                                                                |            |
|--------------------------------------|--------------------------------------------------------------------------------|------------|
| <b>Chapter 7</b>                     | <b>Discovered Attacks</b><br>Introduction<br>Instruction<br>Problems           | <b>98</b>  |
| <b>Chapter 8</b>                     | <b>Skewers</b><br>Introduction<br>Instruction<br>Problems                      | <b>114</b> |
| <b>Chapter 9</b>                     | <b>Double Threats</b><br>Introduction<br>Instruction<br>Problems               | <b>130</b> |
| <b>Chapter 10</b>                    | <b>Promoting Pawns</b><br>Introduction<br>Instruction<br>Problems              | <b>146</b> |
| <b>Chapter 11</b>                    | <b>Removing the Guard</b><br>Introduction<br>Instruction<br>Problems           | <b>162</b> |
| <b>Chapter 12</b>                    | <b>Perpetual Check</b><br>Introduction<br>Instruction<br>Problems              | <b>178</b> |
| <b>Chapter 13</b>                    | <b>Zugzwang/Stalemate</b><br>Introduction<br>Instruction<br>Problems           | <b>194</b> |
| <b>Chapter 14</b>                    | <b>Quizzes: Identifying Tactics</b><br>Introduction<br>Instruction<br>Problems | <b>210</b> |
| <b>Principles for Stronger Chess</b> |                                                                                | <b>226</b> |
| <b>Student Log</b>                   |                                                                                | <b>228</b> |

# To the Chess Coach

*Chess Tactics for Students* is an instructional workbook containing 434 carefully selected problems presented in a worksheet format. *Chess Tactics for Students* was extensively field tested with elementary, middle-school, and high-school students over a four-year period prior to its publication in 1993. Since that time, *Chess Tactics for Students* has become one of the best selling and most popular books ever written for beginning chess players.

A versatile design makes *Chess Tactics for Students* ideal for independent study and homework as well as for chess club and classroom instruction. The worksheet format enables self correction with minimal dependence on direct help from a chess coach, teacher, or parent.

## Organizational Design

Each of the first thirteen chapters consists of 31 problems:

- an introductory page presenting the chapter tactic with a sample problem
- two instructional pages containing 4 problems with explanations of the correct move sequence(s) of each problem
- thirteen problem pages, each containing 2 problems, where problems are presented from the least difficult to the most difficult

## The Answer Key

*Chess Tactics for Students* comes with a free, separate Answer Key to enable you, the chess teacher, the greatest possible choice in how to work with your students. Many coaches find that students learn best when their access to the Answer Key is limited, being available to them only *after* they've completed a number of assigned problems. We are all tempted to look up answers before we've given our best effort! A separate Answer Key under the coach's or parent's control may be the best practical compromise.

## What is the best way to use this book?

The recommended way to use *Chess Tactics for Students* is as follows:

- Review the use of short algebraic notation on pages viii and ix.
- Assign the first 5 problems of each chapter as an overview to all 13 tactics.
- Use the Student Log on page 228 and to check each student's ability level.
- Have each student correct the problems they've done in the overview.
- After students have completed the overview, have them work through the book, chapter-by chapter.
- On a chapter-by-chapter basis, have students record their progress on the Student Log, provided on page 228.
- Encourage students to identify and practice newly-learned tactics in both instructional and recreational chess games.

# To the Student

Welcome to *Chess Tactics for Students*. In this book, you will discover the secrets of grandmaster play—aggressive tactics that help turn beginners into experts. Players unfamiliar with these tactics will be at your mercy!

## What is a tactic?

A tactic is a move (or sequence of moves) that gives you an immediate advantage over your opponent.

## What advantage does a tactic give?

Depending on your opponent's position, a tactic can enable you to

- win a piece
- win the *exchange*—the trade of a Knight or Bishop for a Rook
- checkmate your opponent
- draw a game in which you are way behind in pieces or in position
- force your opponent to make a game-losing move

## What is covered in this book?

*Chess Tactics for Students* covers thirteen major chess tactics, organized into chapters. Beginning chapters present the most frequently encountered and easily understood tactics. Later chapters present less frequently encountered and more difficult tactics. A concluding chapter of quizzes gives you a chance to review your skills.

## What is the best way to use this book?

To begin, make sure you understand *short algebraic notation*. This notation is discussed on the next two pages. Short algebraic notation is used throughout *Chess Tactics for Students* and is the form in which you will record answers to problems.

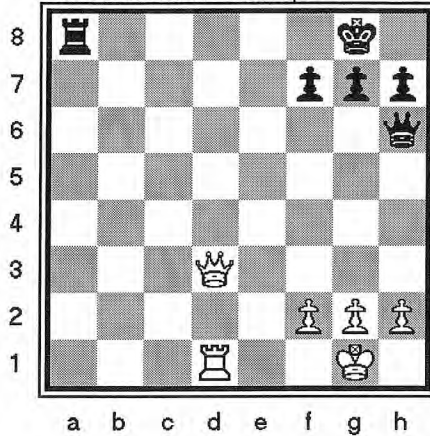
For each problem, record the correct move sequence as indicated. If it is "White to move," pretend you are playing the White pieces and write White's correct moves and Black's responses on the blank lines provided. On some problems, you will write two possible lines of play. **Some moves and symbols are written on the lines for you.** Also, each problem has an accompanying **Hint** for help when you need it.

The first step in learning tactics is to work the first five problems in each chapter. Start with Chapter 1 and continue chapter-by-chapter through the book. This will give you an overview of all the major tactics and will help you start looking for them in your day-to-day chess games. After completing the first five problems in each chapter, go back and complete each chapter. At each step, check your answers in the **Answer Key** to make sure you are working carefully. A **Student Log** is provided on page 228 for you to record your progress.



# Chess Notation

Chess Notation - Example 1



*Chess Tactics for Students* uses **short algebraic notation**, the notation endorsed by the United States Chess Federation and commonly used throughout the world today. Students should record their answers in this notation.

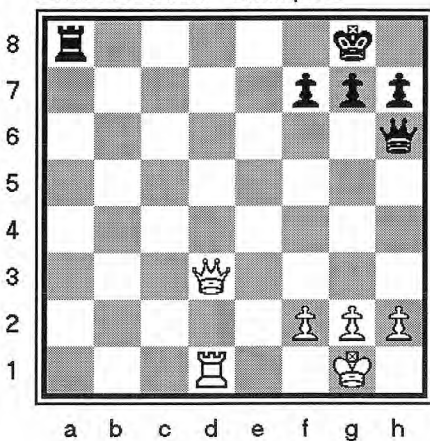
In short algebraic notation, each square on a chess board is identified by a letter followed by a number. The letter identifies a file (column), and the number identifies a rank (row). Each square is uniquely identified by its file letter and row number. Look at Example 1 at the left.

- The White King is on g1; the Black King is on g8.
- The White Queen is on d3; the Black Queen is on h6.
- The White Rook is on d1; the Black Rook is on a8.
- The White pawns are on f2, g2, and h2; the Black pawns are on f7, g7, and h7.

To identify a piece (except the Knight and the pawns), write the first letter of the name of the piece. Write N to identify a Knight, and do not write any letter to identify a pawn. Capital letters identify pieces (K, Q, R, B, and N), while lower-case letters identify squares (b2, c5, etc.).

To record a move, write the letter of the piece followed by the name of the square to which the piece will move. Write Qd8+ to indicate a White Queen move to d8. "+" indicates "check."

Chess Notation – Example 2



**White to move.**

- |    | White               | Black              |
|----|---------------------|--------------------|
| 1. | <u><b>Qd8 +</b></u> | <u><b>Rxd8</b></u> |
| 2. | <u><b>Rxd8#</b></u> |                    |

The correct move sequence is shown above. The response of the student, playing the White pieces, is shown in bold type.

## Chess Symbols

K = King

Q = Queen

R = Rook

B = Bishop

N = Knight

x = captures

+ = check

++ = double check

# = checkmate

! = a good move

? = a weak move

?? = a blunder

O–O = K-side castling

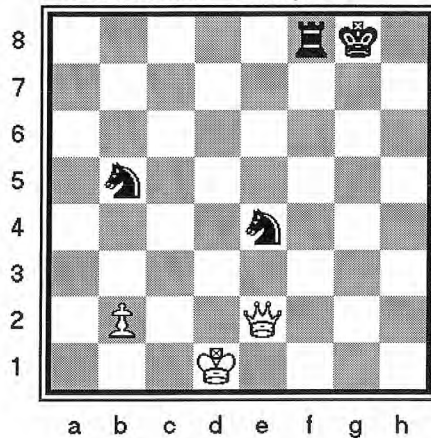
O–O–O = Q-side castling

**To Do** Checkmate in two moves.

**Hint** Play Queen to d8. Black must capture with the Rook. White recaptures with the Rook.

# Chess Notation

Chess Notation - Example 3



**Black to move.**

**To Do** Win the White Queen in three moves.

**Hint** Use a Knight sacrifice check. Then, use a Knight Fork check.

White

1. ...

Black

Nec3+

2. bxc3

Nxc3+

3. K moves

Nxe2

The student, playing the Black pieces, chose to move the Knight on the "e" file to c3 as Black's first move.

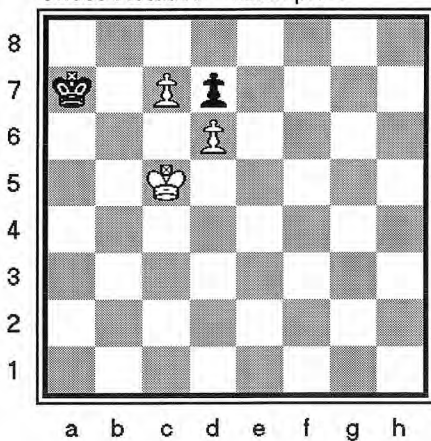
When you can move more than one piece of the same kind to the same square, you must identify the piece that is to be moved. To do this, follow the symbol of the piece with its file letter.

In Example 3 at the left, you can move either Black Knight to c3.

- To move the Knight on the "b" file, write . . . Nbc3.
- To move the Knight on the "e" file, write . . . Nec3.

In positions where both pieces are on the same file, follow the symbol of the piece with its rank number instead of its file number.

Chess Notation - Example 4



**White to move.**

**To Do** Avoid a stalemate draw. Come out a Rook ahead.

**Hint** Promote the pawn to a piece other than a Queen.

White

1. c8 = R

Black

White

1. c8 = Q??  
stalemate

Black

In short algebraic notation, you record a pawn move simply by identifying the square to which the pawn moves. In Example 4, write "c8" to indicate moving the White pawn from c7 to c8.

To record a pawn promotion (reaching the 8<sup>th</sup> rank), follow the square notation with an equals sign (=) and the letter of the piece the player chooses.

In Example 4, White promotes the c7 pawn to a Rook (c8 = R). White realizes it would be a blunder (??) to promote to a Queen (c8 = Q??), a promotion that results in a stalemate draw.

# Interesting Chess Facts

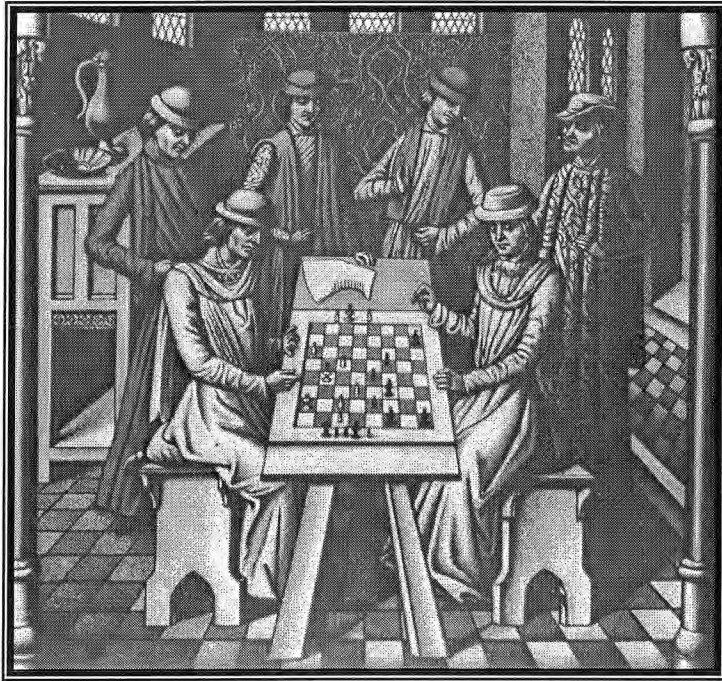
- ❑ Who is the greatest chess player of all time? Of living players, most Grandmasters would likely say Bobby Fischer, Garry Kasparov, or Anatoly Karpov—each of whom has won the world championship and held in for an extended period of time. Some would mention Judit Polgar who, at fifteen years of age in 1992, became the youngest Grandmaster in the history of chess. Of deceased players, a good choice is Paul Morphy, an American player from New Orleans. In 1964, Morphy was named by future World Champion Fischer as number one on his list of "The Ten Greatest Masters in History." Morphy (1837–1884) gave up chess at the age of 24, and began a legal career that unfortunately never prospered. He then withdrew from society, thinking that life as a chess professional was not a proper career for a gentleman!
- ❑ Bored with standard openings, a group of British players organized a tournament in London during 1868 in which the starting positions of the knights and bishops were reversed. The tournament was played with a great deal of interest and enthusiasm, but the idea did not remain popular very long!
- ❑ The shortest championship chess game on record lasted one move! In the final round of the Palma Interzonal Tournament held in 1970, Oscar Panno showed up for his game with Bobby Fischer but resigned after Fischer, playing white, made his first move. By resigning, Panno lost but avoided forfeiting the game, allowing Fischer to pick up valuable tournament points with the win. If Panno had forfeited the game by not showing up at all, Fischer would not have received tournament points.
- ❑ The longest official chess game took 193 moves to complete, lasted 24 hours 30 minutes, and was played over six sittings. The game was between Stepak and Maschian in the semifinals of the Israeli Championship of 1980. Maschian played a Queen's Indian Defense, but Stepak, playing white, won the exhausting battle.
- ❑ The most misunderstood rule in chess is the *three-time repetition rule*. While many players think that a series of moves must be repeated three times before a draw can be declared, it is actually the position that must be repeated three times. What many players do not realize is that the same position can occur three times—each time separated by perhaps a dozen moves—and still be a draw when claimed!
- ❑ Do you ever wonder how many different opening variations are possible in a chess game? Approximately 9,000,000 different variations are possible after only the first three moves by each player.
- ❑ Do you ever wonder how most tournament chess games usually end? Ernest Rubin, an American statistician did an analysis of 1,005 major tournament games and found the following results: 35% of games end in draws (11% by perpetual check), 62% end in resignation; 2% end in checkmate; and fewer than 1% end by a player running out of time.



# Interesting Chess Quotes

- ❑ **Chess, like love, like music, has the power to make us happy.**  
Dr. Siegbert Tarrasch (1862–1934), German Chess Grandmaster and teacher.
- ❑ **Chess is not merely an idle amusement . . . life is a kind of chess.**  
Benjamin Franklin (1706–1790), American statesman, writer, scientist, and inventor.
- ❑ **There is no other game so esteemed, so profound and venerable as chess; in the realm of play, chess stands alone in dignity.**  
Ely Culbertson (1891–1955), Romanian-born American Bridge Champion.
- ❑ **Chess is a fine entertainment.**  
Leo Tolstoy (1828–1910), Russian novelist and social critic.
- ❑ **Chess is a game that reflects most honor on human wit.**  
Francois Voltaire (1694–1764), French philosopher, dramatist, and essayist.
- ❑ **The game of chess is the touchstone of the intellect.**  
Yohann von Goethe (1749–1832), German poet, dramatist, novelist, and philosopher.
- ❑ **It is hopeless to try to make a machine that plays perfect chess.**  
Norbert Weiner (1894–1964), American mathematician, inventor of cybernetics.
- ❑ **Chess is an international language.**  
Emmanuel Lasker (1868–1950), German World Chess Champion, 1894–1921.
- ❑ **Chess is . . . the same sort of art as painting and sculpture.**  
Jose Capablanca (1888–1942), Cuban World Chess Champion, 1921–1927.
- ❑ **Thank you, darling, for learning to play chess. It is an absolute necessity in any well-organized family.**  
Alexander Puskin (1799–1838), Russian poet and author (speaking to his wife).
- ❑ **When in doubt, take a pawn!**  
Wilhelm Steinitz (1835–1900), Austrian World Chess Champion, 1866–1894.
- ❑ **The mistakes are all there waiting to be made!**  
Dr. Savielly Tartakover (1899–1956), Russian-born French chess player and writer.
- ❑ **Chess is a sea in which a gnat may drink and an elephant may bathe.**  
Old Russian proverb.

# Chess in History



From "The Three Ages of Man," a manuscript of the 15<sup>th</sup> century, depicting chess in the castle of King Louis XI of France.

The author of the manuscript is believed to be Estienne Porchier.

"The Game of Chess"  
A 16<sup>th</sup> century engraving  
by G. B. Leonetti, based  
on a work by Anguiscola.



# The Power of Tactics

*Chess is 99% tactics.*

Richard Teichmann

Chess, a contest between two opponents pushing 32 odd-shaped pieces around a 64-square board, captivates the minds and hearts of people all over the world as it has for centuries. Great players have left their ideas, descriptions, and even their names on favorite attacks and defenses: Ruy Lopez, Bird's Defense, Max Lange Attack, Fischer Variations, Hedgehog Defense, Fried Liver Attack, Orangutan—just to name a few.

Talk to a grandmaster and you'll learn of a favorite opening, a brilliant middle game strategy, or a famous ending. You'll hear of victories that followed long struggles where one strategy proved stronger than another. But the most enjoyable stories are those that involve a **tactic**—a surprise move that is so powerful that the opponent's position crumbled and victory quickly followed.

Tactics often do not involve long term strategy. A tactic is often a quick trick, a card up a grandmaster's sleeve waiting to be played. Like all tricks, though, tactics can be learned by anyone. Whether you are a grandmaster or a beginner (a *duffer*, *patzer*, or *fish* in chess talk), you can learn to use tactics to surprise and defeat unwary opponents.

To learn tactics you must see and practice them. In the pages ahead, you will learn to recognize, set up, and use 13 winning chess tactics. As your first step, do five problems in each chapter. Then, work all of the problems in each chapter. Write your answers on the lines provided—but only after you are confident you are correct. The quizzes in Chapter 14 give you a chance to review and strengthen your skills.

To get the most from your study:

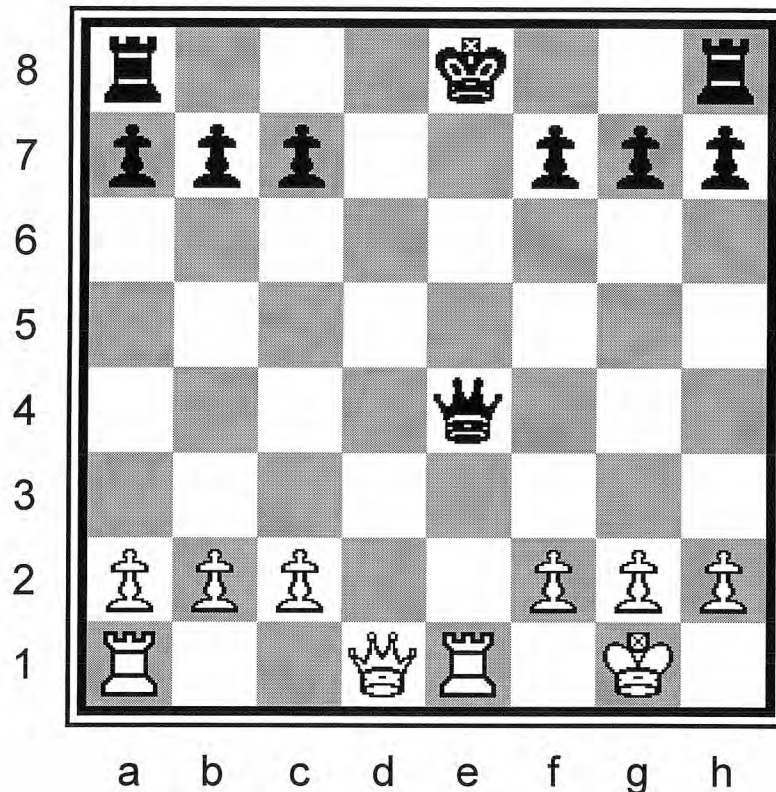
- Know the board. Be sure you can use algebraic notation to name squares and to write moves.
- Use the hints to your advantage. First, try to find the best move without reading the hint. Do each problem in your head or on a board. Then, use the hint as your guide. Remember, no one becomes an expert on tactics without first seeing them in action.
- When you feel comfortable with a tactic, *talk tactics* to a friend. Name the tactic and use chess pieces to show your friend how it works.
- Look for tactics in your own chess games and share them with your team or class. Make each tactic part of your chess arsenal.
- Above all, enjoy your study and have fun playing chess.

# 1 PINS introduction

---

A **pin** holds a piece in place so that it cannot move without losing something of greater value or putting its King in check. Some pins are simple, such as the Rook Pin shown in Diagram 1. Other pins take two or more moves to set up.

Diagram 1



**Black to move.**

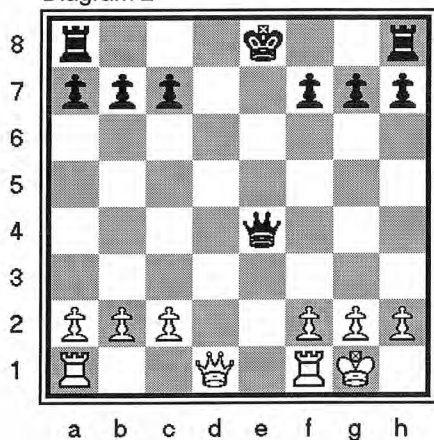
White just played the Rook to e1, *pinning* the Black Queen to its King. Whatever Black does, White will capture the Black Queen on the next move.

**Circle the Black piece that is pinned by the White Rook.**



# 1 Pins instruction

Diagram 2



White to move.

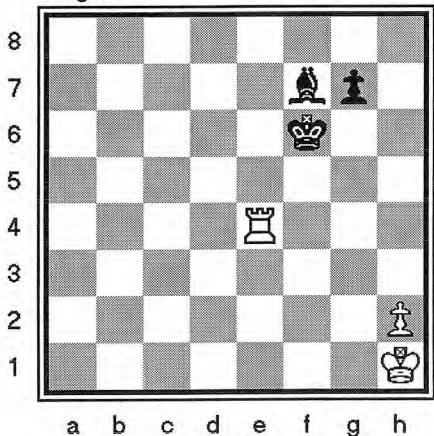
| White           | Black         | White          | Black         |
|-----------------|---------------|----------------|---------------|
| 1. <u>Re1</u>   | <u>Qxe1 +</u> | 1. <u>Re1</u>  | <u>0-0 ??</u> |
| 2. <u>Qxe1+</u> |               | 2. <u>Rxe4</u> |               |

This one is done for you.

**To Do** Win the Black Queen for a Rook in two moves.

**How** Use a Rook Pin. Play Re1, pinning the Black Queen to the King on the e file. On the next move, White will win the Black Queen.

Diagram 3



Black to move.

| White             | Black             | White             | Black                        |
|-------------------|-------------------|-------------------|------------------------------|
| 1. <u>...</u>     | <u>          </u> | 1. <u>...</u>     | <u>          </u>            |
| 2. <u>K moves</u> | <u>          </u> | 2. <u>P Moves</u> | <u>          +          </u> |

Your turn now!

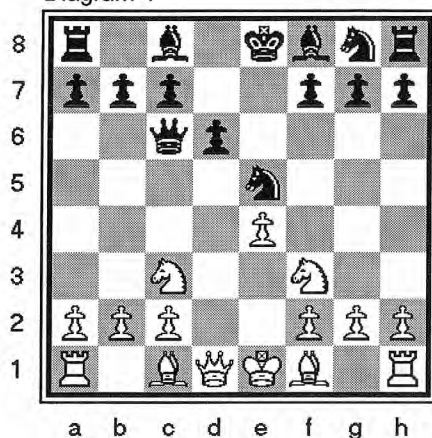
**To Do** Win the White Rook in two moves.

**How** Use a Bishop Pin. Play Bd5, pinning the White Rook on e4. Black's next move is Bxe4, winning the Rook.



# 1 PINS instruction

Diagram 4



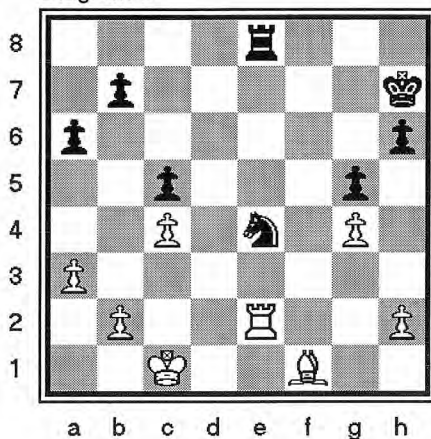
White to move.

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Qxb5  | 1. _____ | Bd7   |
| 2. _____ |       | 2. _____ |       |

**To Do** Win the Black Queen for a Bishop in two moves.

**How** Use a Bishop Pin. Play Bb5, pinning the Black Queen to the King. On the next move, White will capture the Black Queen.

Diagram 5



White to move.

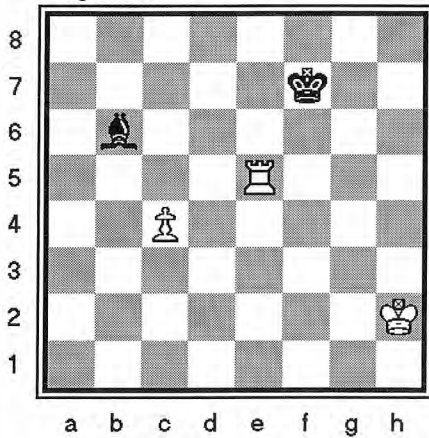
| White    | Black    |
|----------|----------|
| 1. _____ | Rxe4     |
| 2. _____ | Any Move |
| 3. _____ |          |

**To Do** Win the Black Knight in three moves.

**How** Play Rxe4. If Black plays Rxe4, use a Bishop Pin by playing Bd3, pinning the Black Rook to its King. White can then capture the Black Rook on the next move.

# 1 Pins

Diagram 6



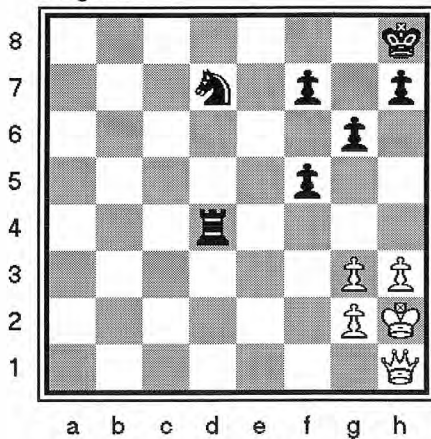
Black to move.

| White             | Black | White             | Black   |
|-------------------|-------|-------------------|---------|
| 1. . . .          | _____ | 1. . . .          | _____   |
| 2. <u>K moves</u> | _____ | 2. <u>P moves</u> | _____ + |

**To Do** Win the White Rook in two moves.

**Hint** Use a Bishop Pin.

Diagram 7



White to move.

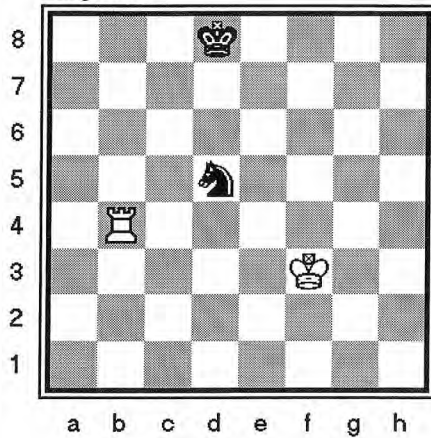
| White    | Black           |
|----------|-----------------|
| 1. _____ | <u>Any move</u> |
| 2. _____ | _____           |

**To Do** Win the Black Rook in two moves.

**Hint** Use a Queen Pin.

# 1 Pins

Diagram 8



White to move.

White

Black

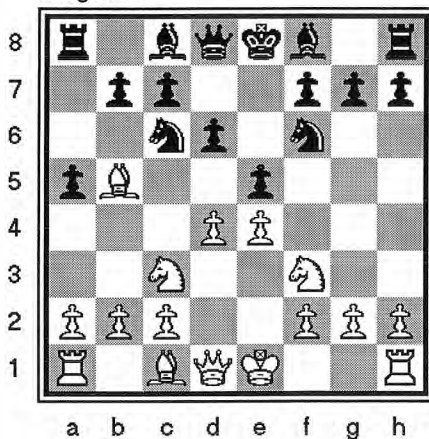
1. \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do** Win the Black Knight in two moves.

**Hint** Use a Rook Pin.

Diagram 9



White to move.

White

Black

1. \_\_\_\_\_ Bd7

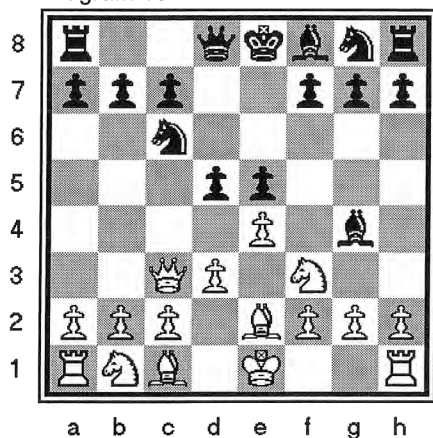
2. \_\_\_\_\_

**To Do** Win the Black Knight on c6 for a pawn in two moves.

**Hint** Use a Bishop Pin and a pawn attack.

# 1 Pins

Diagram 10



Black to move.

White

Black

1. ...

2. Bd2

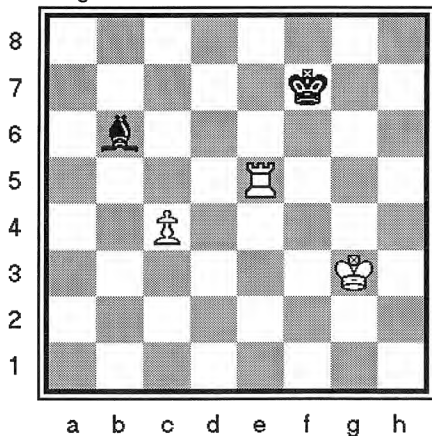
**To Do**

Win the White Queen for a Bishop in two moves.

**Hint**

Use a Bishop Pin.

Diagram 11



Black to move.

White

Black

White

Black

1. ...

2. Kf4

3. P moves +

1. ...

2. Kf4

3. K moves

**To Do**

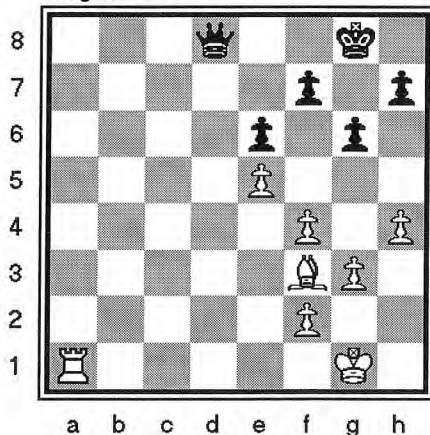
Win the White Rook in three moves.

**Hint**

Use a Bishop Pin, followed by an attack on the pinned piece by the King.

# 1 Pins

Diagram 12



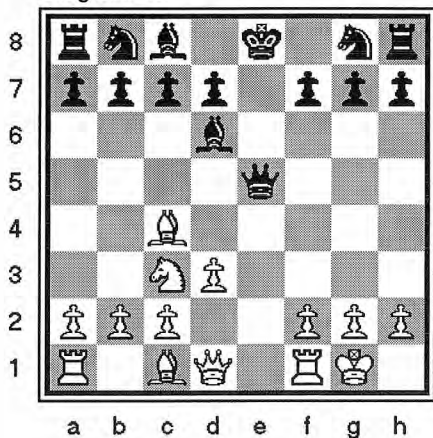
White to move.

| White    | Black       | White    | Black      |
|----------|-------------|----------|------------|
| 1. _____ | <u>Qxa8</u> | 1. _____ | <u>Qf8</u> |
| 2. _____ |             | 2. _____ | <u>+</u>   |

**To Do** Win the Black Queen for a Rook in two moves.

**Hint** Use a Rook Pin.

Diagram 13



White to move.

| White    | Black        | White    | Black      |
|----------|--------------|----------|------------|
| 1. _____ | <u>Qxe1+</u> | 1. _____ | <u>Ne7</u> |
| 2. _____ | <u>+</u>     | 2. _____ |            |

Notice that Black threatens checkmate in one move: Qxh2#.

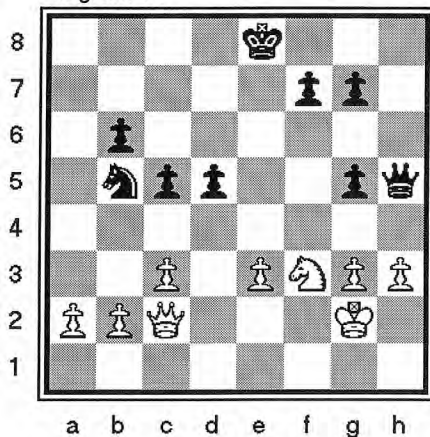
**To Do** Win the Black Queen for a Rook in two moves.

**Hint** Use a Rook Pin.



# 1 Pins

Diagram 14



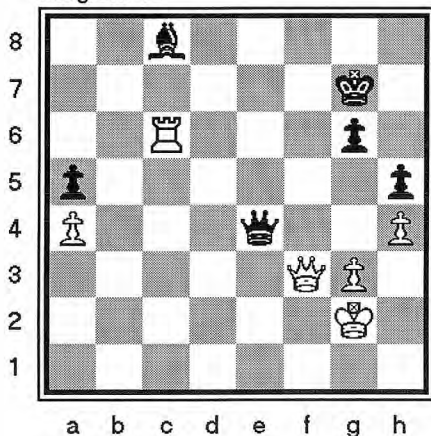
White to move.

| White    | Black | White      | Black   |
|----------|-------|------------|---------|
| 1. _____ | Ke7   | 1. _____   | g4      |
| 2. _____ |       | 2. _____ + | K moves |
|          |       | 3. _____   |         |

**To Do** Win the Black Knight in two or three moves.

**Hint** Use a Queen Pin.

Diagram 15



Black to move.

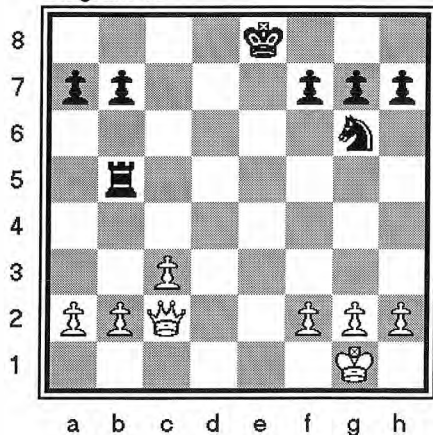
| White       | Black |
|-------------|-------|
| 1. . . .    | +     |
| 2. _____    | _____ |
| 3. Any move | _____ |

**To Do** Win the White Rook in three moves.

**Hint** Use a Queen trade, followed by a Bishop Pin!

# 1 Pins

Diagram 16



White to move.

White

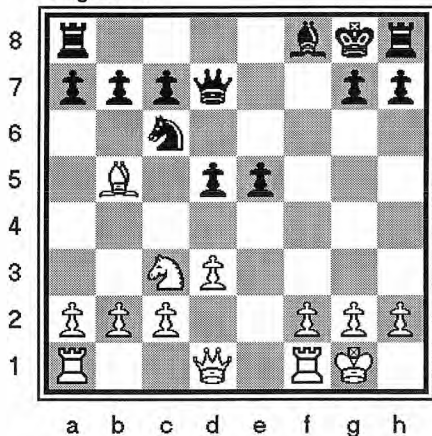
Black

- |          |                |
|----------|----------------|
| 1. _____ | _____ a6       |
| 2. _____ | _____ Any move |
| 3. _____ |                |

**To Do** Win the Black Rook in three moves.

**Hint** Use a Queen Pin, followed by a pawn attack.

Diagram 17



White to move.

White

Black

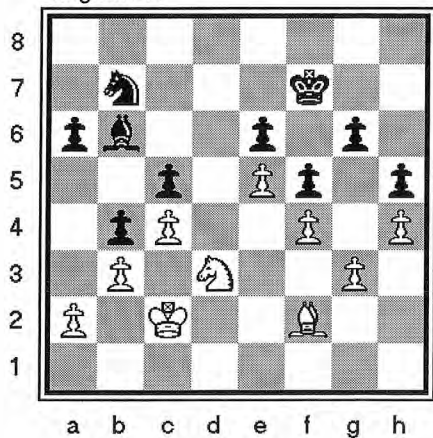
- |               |              |
|---------------|--------------|
| 1. _____ Nxd5 | _____ Qxd5?? |
| 2. _____      | _____ Qxc4   |
| 3. _____      |              |

**To Do** Win the d5 pawn and the Black Queen for a Knight and Bishop—if Black plays ... Qxd5??

**Hint** Use a Knight sacrifice, followed by a Bishop Pin.

# 1 Pins

Diagram 18



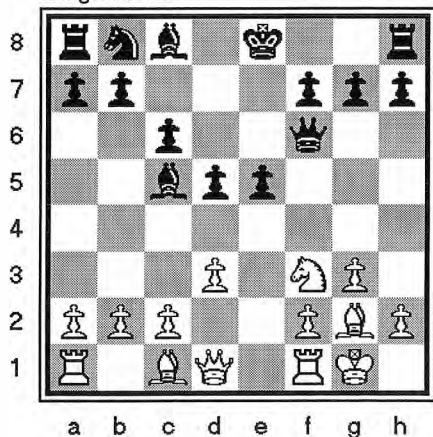
White to move.

**To Do** Win a pawn on b4 in two moves.

**Hint** Use a temporary Knight sacrifice on b4. The Knight offer is possible because the pawn on c5 is pinned,

| White    | Black       | White          | Black            |
|----------|-------------|----------------|------------------|
| 1. _____ | <u>cxb4</u> | 1. _____       | <u>Any other</u> |
| 2. _____ |             | 2. <u>Nd3!</u> |                  |

Diagram 19



White to move.

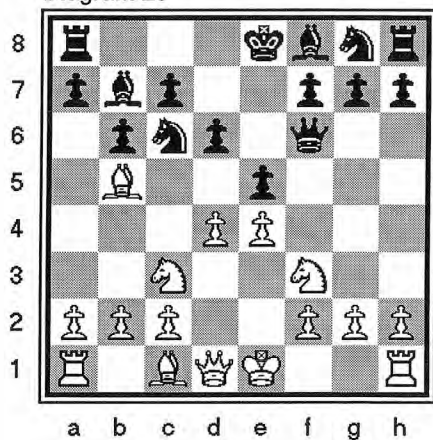
**To Do** Win the Black Queen and a pawn for a Knight and Rook in three moves, or win the pawn on e5 in one move.

**Hint** Use a Knight sacrifice on e5, followed by a Rook Pin.

| White    | Black        | White         | Black       |
|----------|--------------|---------------|-------------|
| 1. _____ | <u>Qxe5?</u> | 1. _____      | <u>O-O!</u> |
| 2. _____ | <u>Qxe1?</u> | 2. <u>d4!</u> |             |
| 3. _____ | <u>+</u>     |               |             |

# 1 Pins

Diagram 20



White to move.

White

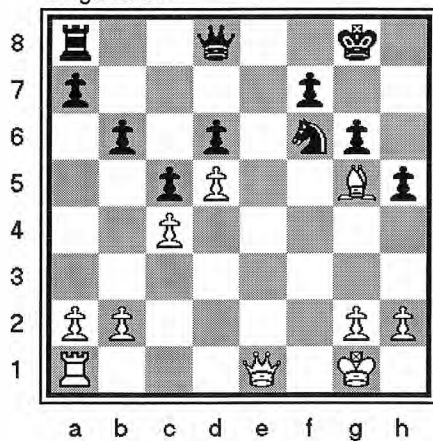
Black

- |    |         |           |
|----|---------|-----------|
| 1. | _____   | _____ a6! |
| 2. | _____ + | _____     |
| 3. | _____   | _____     |

**To Do** Win a Knight on c6 in three moves.

**Hint** Use a Bishop Pin and a Pawn attack.

Diagram 21



White to move.

White

Black

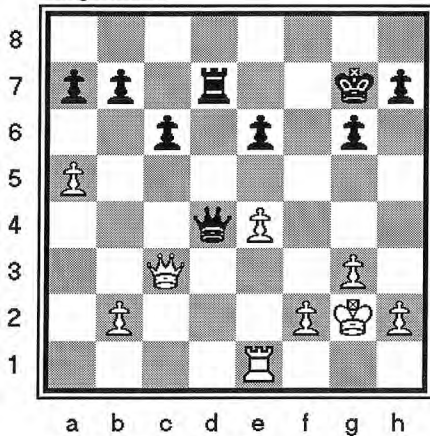
- |    |       |                |
|----|-------|----------------|
| 1. | _____ | _____ Kg7      |
| 2. | _____ | _____ Any move |
| 3. | _____ | _____          |

**To Do** Win the Black Knight in three moves.

**Hint** Attack the pinned Knight two more times. Begin with Qh4!.

# 1 Pins

Diagram 22



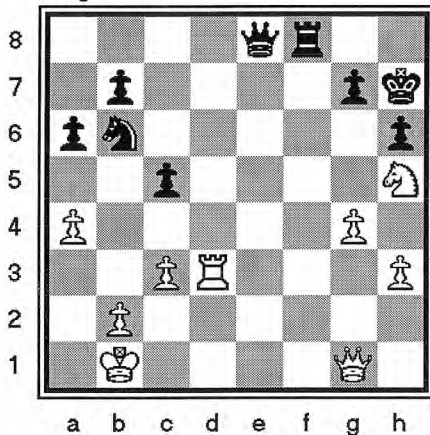
White to move.

| White    | Black | White    | Black     |
|----------|-------|----------|-----------|
| 1. _____ | e5    | 1. _____ | Qxc3?     |
| 2. _____ |       | 2. _____ | + K moves |
|          |       | 3. _____ |           |

**To Do** Win the Black Queen for a Rook in two moves—or win the Black Rook in three moves if ... Qxc3?

**Hint** Attack the pinned Black Queen with the White Rook.  
**Remember:** Attack pinned pieces.

Diagram 23



Black to move.

| White       | Black |
|-------------|-------|
| 1. ...      | _____ |
| 2. Kc2      | _____ |
| 3. Any move | _____ |

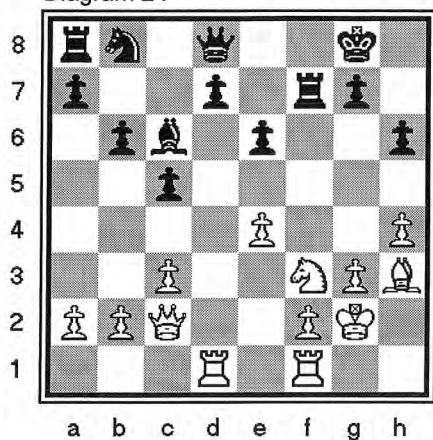
**To Do** Win the White Rook for a pawn in three moves.

**Hint** Use a Queen Pin, followed by a pawn attack against the White Rook. (... Qe4 does not work because it allows White to play Qe3.)



# 1 Pins

Diagram 24



White to move.

| White      | Black | White      | Black  |
|------------|-------|------------|--------|
| 1. _____   | Qf6   | 1. _____   | dxe6?? |
| 2. _____ + |       | 2. _____ + |        |

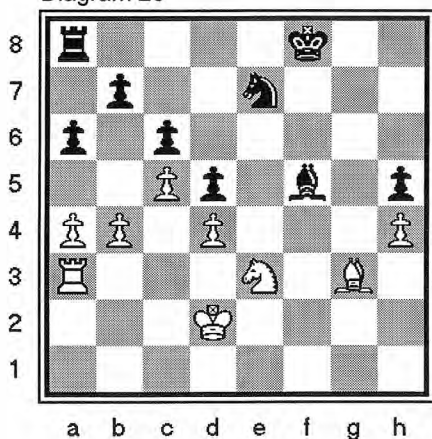
## To Do

Win a pawn and the Black Rook on f7 for a Bishop in two moves, or win a pawn and the Black Queen for a Bishop in two moves.

## Hint

Use a Bishop sacrifice, pinning the Black Rook to its King—followed by capturing the Rook or the Queen (if Black plays ... dxe6??).

Diagram 25



White to move.

| White    | Black    |
|----------|----------|
| 1. _____ | Nxf5?    |
| 2. _____ | Any move |
| 3. _____ |          |

## To Do

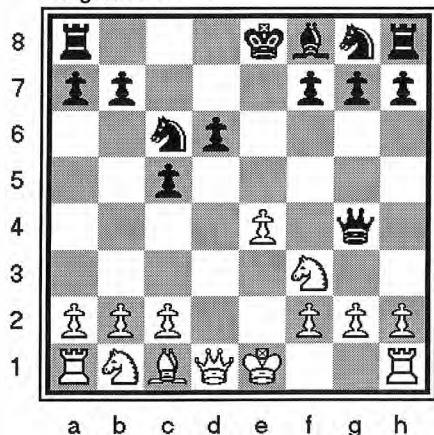
Win a Black Knight on f5 in three moves.

## Hint

Capture the Bishop on f5, followed by a Rook Pin.

# 1 Pins

Diagram 26



White to move.

## To Do

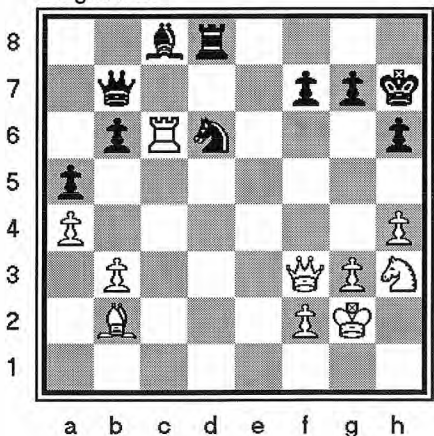
Win the Black Queen for a Rook and a pawn in three moves—if Black's first move is . . . Qxe4??

## Hint

White's first move guards the pawns on g2 and e4, by threat of a Rook Pin. Black blunders and captures the e4 pawn!

| White      | Black  | White      | Black  |
|------------|--------|------------|--------|
| 1. _____   | Qxe4?? | 1. _____   | Qxe4?? |
| 2. _____   | Qxe1+  | 2. _____   | Nf6?   |
| 3. _____ + |        | 3. _____ + |        |

Diagram 27



Black to move.

## To Do

Win the White Rook for a Bishop in three moves.

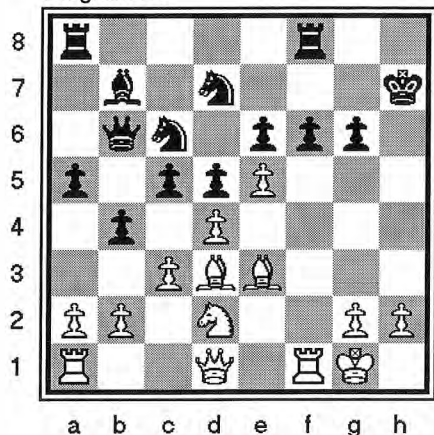
## Hint

Use a Queen sacrifice, followed by a Bishop Pin, winning back the Queen.

| White    | Black |
|----------|-------|
| 1. . . . | _____ |
| 2. _____ | _____ |
| 3. Qxb7  | _____ |

# 1 Pins

Diagram 28



White to move.

White

Black

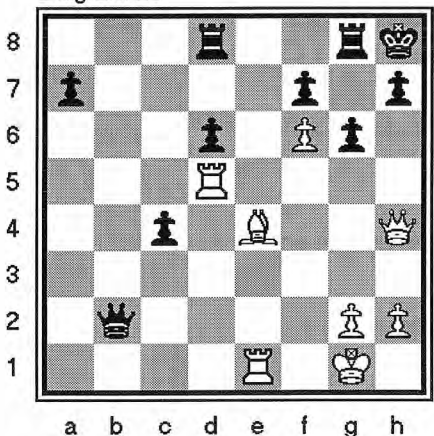
1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

The slash (/) is used to show that either of two moves is possible.

**To Do** Checkmate in three moves.

**Hint** Use a Queen check—possible because Black's g-pawn is pinned. Then, capture the g-pawn with check, followed by mate from the Queen.

Diagram 29



White to move.

White

Black

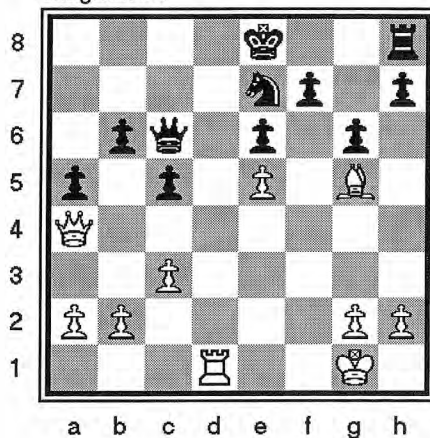
1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Queen sacrifice check, followed by a Rook checkmate. Mate is possible because Black's g-pawn is pinned.

# 1 Pins

Diagram 30



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxd8

2. \_\_\_\_\_

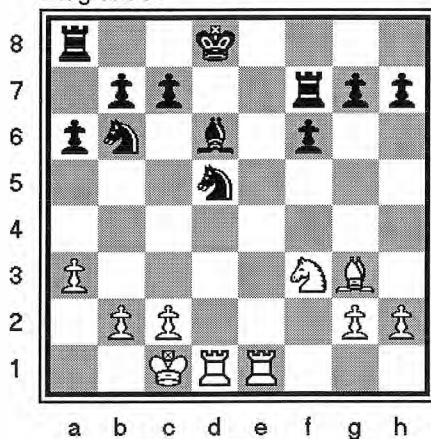
**To Do**

Win the Black Queen for a Rook in two moves.

**Hint**

Use a Rook sacrifice check (Rd8+). Then, capture the Black Queen. Winning the Queen is possible because the Black Knight is pinned.

Diagram 31



White to move.

White

Black

1. \_\_\_\_\_ Nxc4

2. \_\_\_\_\_

White

Black

1. \_\_\_\_\_ Ne7

2. \_\_\_\_\_ Nbc8

3. \_\_\_\_\_

**To Do**

Win a Knight or Bishop on the "d" file for a pawn in two or three moves.

**Hint**

Use a pawn attack and Rook Pin.

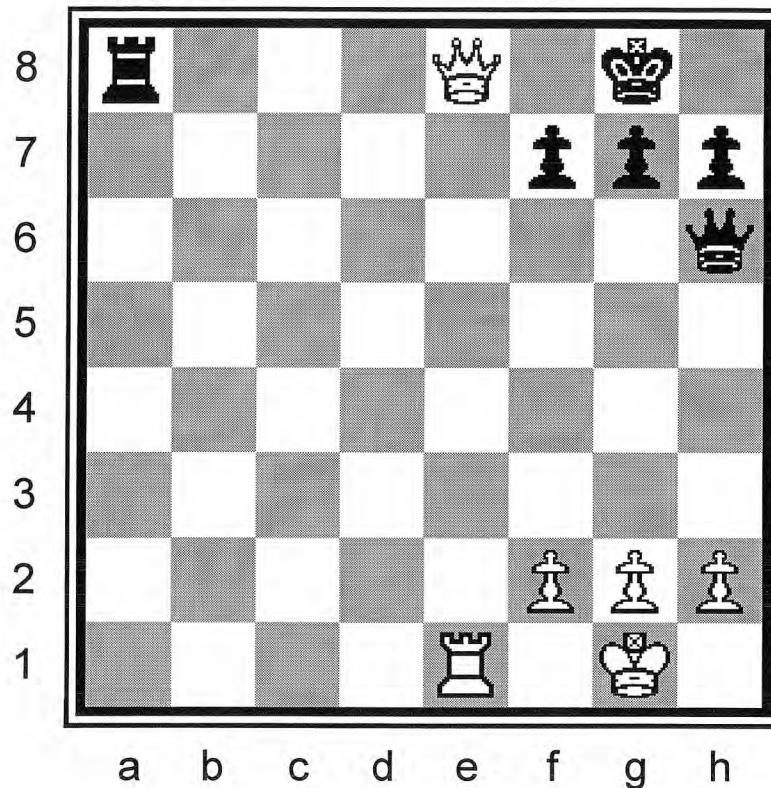
# 2 Back Rank Combinations

## introduction

---

A **Back Rank Combination** is based on the enemy King being fenced in by its own pawns and the fact that the back rank is not protected by a Rook or Queen. Some back rank combinations are simple, as shown in Diagram 32. Others take two or more moves to set up.

Diagram 32



**Black to move.**

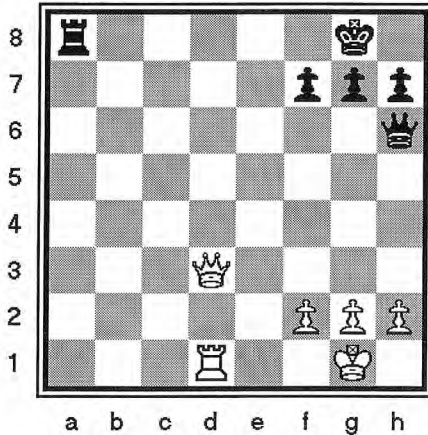
Black is in check by the White Queen, and the Black King is fenced in by its own pawns. Black's only legal move is Rook takes Queen (. . . Rxe8). Then, White plays Rook takes Rook, resulting in checkmate (Rxe8#).

**Circle the White piece that checkmates the Black King.**

# 2 Back Rank Combinations

## instruction

Diagram 33



White to move.

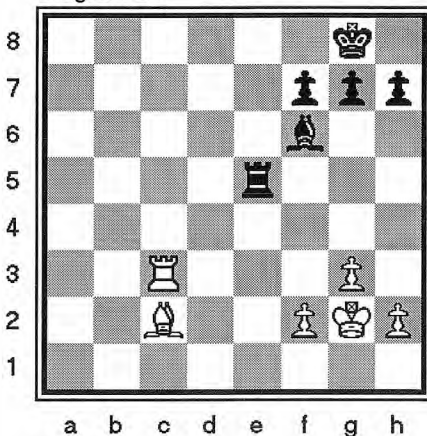
- |    | White        | Black       |
|----|--------------|-------------|
| 1. | <u>Qd8 +</u> | <u>Rxd8</u> |
| 2. | <u>Rxd8#</u> |             |

This one is done for you.

**To Do** Checkmate in two moves.

**How** Use a Queen sacrifice check by playing Qd8+. Black's King is fenced in by its own pawns. Black's only legal move is . . . Rxd8. White then plays Rxd8#.

Diagram 34



White to move.

- |    | White              | Black      |
|----|--------------------|------------|
| 1. | <u>          +</u> | <u>Bd8</u> |
| 2. | <u>          +</u> | <u>Re8</u> |
| 3. | <u>          #</u> |            |

Your turn now!

**To Do** Checkmate in three moves.

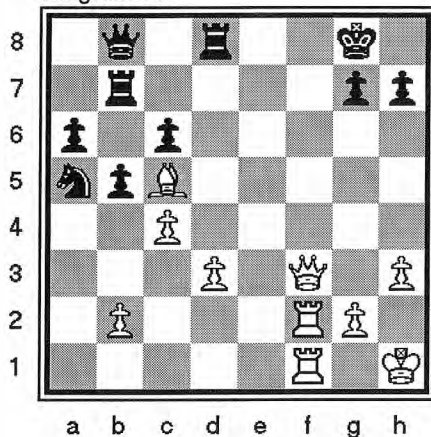
**How** White plays Rc8+. Black can block (interpose) the check two times: . . . Bd8 and . . . Re8. Finally, Black will be mated as White captures each piece.



# 2 Back Rank Combinations

## instruction

Diagram 35



White to move.

White

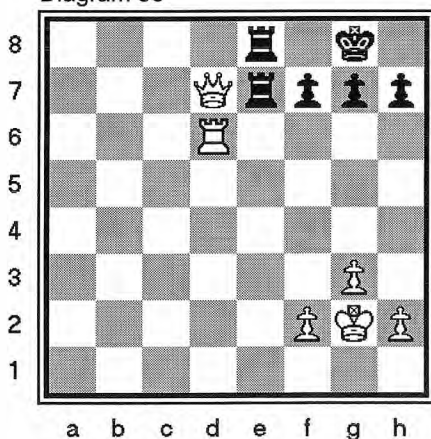
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**How** White plays Qf8+. Black is forced to play ... Rxf8. White recaptures with the f2 Rook. Black recaptures with the Queen. Black then mates by recapturing with the f1 Rook.

Diagram 36



White to move.

White

Black

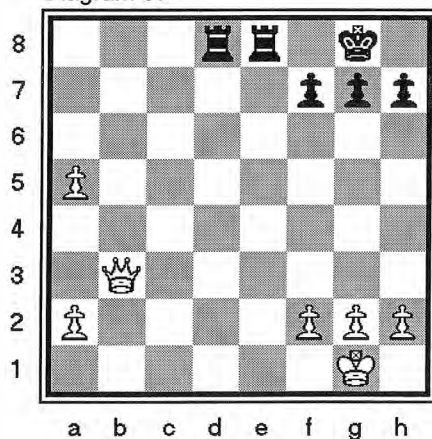
1. \_\_\_\_\_ Rxe7??
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**How** White plays Qxe7!. If Black plays ... Rxe7, then White plays Rd8+. Black can block the check with ... Re8, but then White plays Rxe8#.

## 2 Back Rank Combinations

Diagram 37



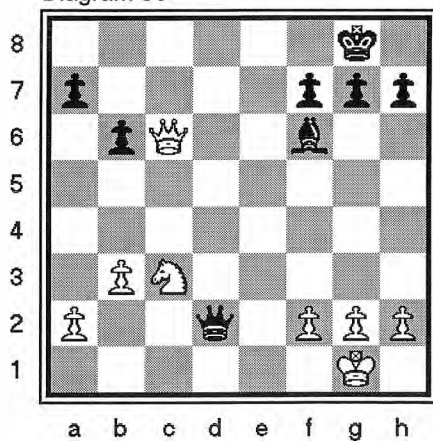
Black to move.

White      Black  
1.      ..... #

**To Do** Checkmate in one move.

**Hint** Use a Back Rank mate.

Diagram 38



White to move.

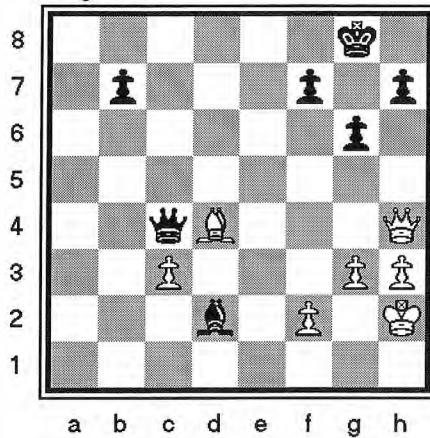
White      Black  
1.      ..... #

**To Do** Checkmate in one move.

**Hint** Use a Back Rank mate.

## 2 Back Rank Combinations

Diagram 39



White to move.

White

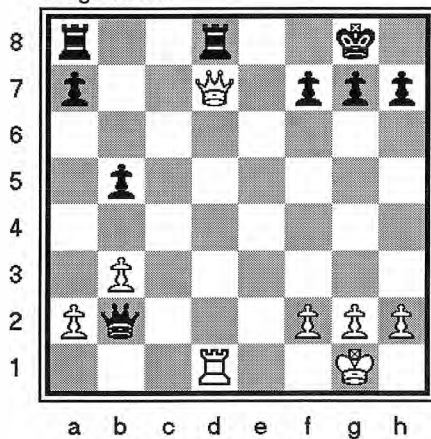
Black

1. \_\_\_\_\_ #

**To Do** Checkmate in one move.

**Hint** Use a Back Rank mate.

Diagram 40



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

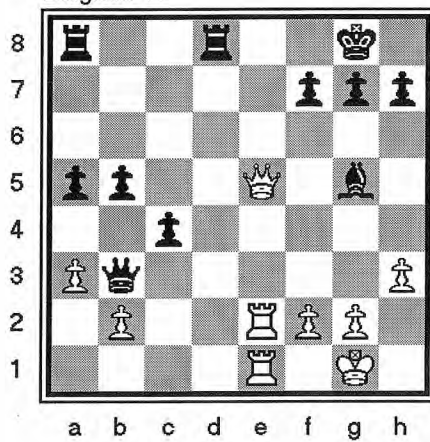
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination, beginning with a Queen sacrifice.

## 2 Back Rank Combinations

Diagram 41



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

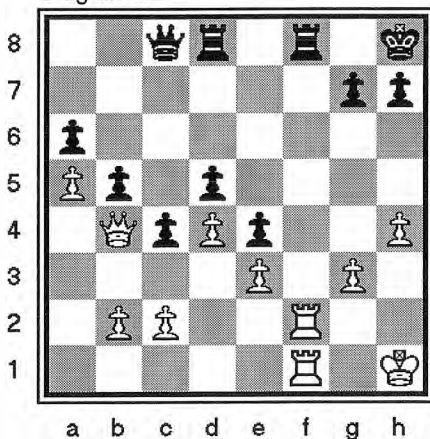
**To Do**

Checkmate in three moves.

**Hint**

Use a Back Rank Combination, beginning with a Queen sacrifice.

Diagram 42



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

**To Do**

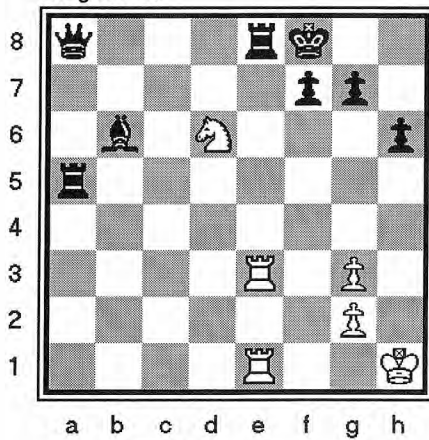
Checkmate in three moves.

**Hint**

Use a Back Rank Combination. Notice that the White Queen is also attacking the f8 square.

## 2 Back Rank Combinations

Diagram 43



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ #

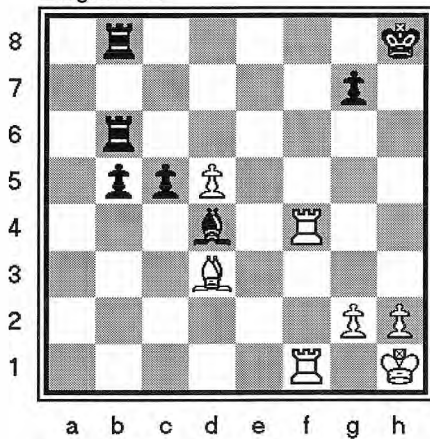
**To Do**

Checkmate in two moves.

**Hint**

Use a Back Rank Combination.

Diagram 44



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ #

**To Do**

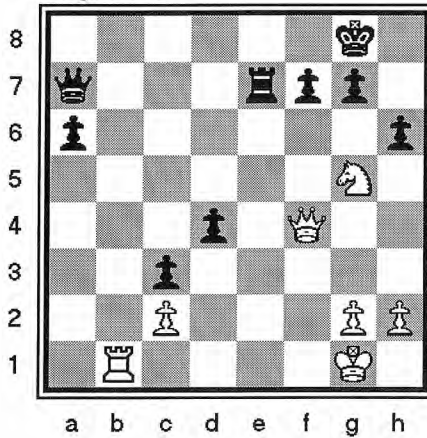
Checkmate in two moves.

**Hint**

Use a Back Rank Combination.  
Notice that the White Bishop attacks Black's h7 flight square.

## 2 Back Rank Combinations

Diagram 45



White to move.

White

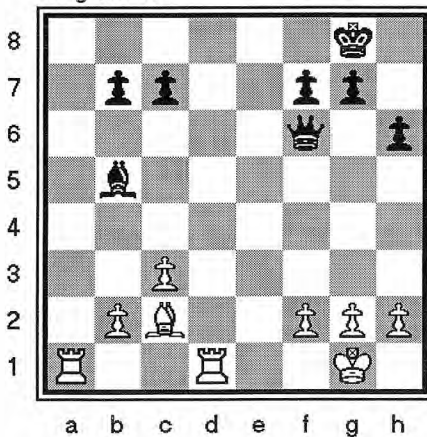
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**Hint** Use a Back Rank Combination. Notice that the White Knight attacks Black's f7 flight square.

Diagram 46



White to move.

White

Black

1. \_\_\_\_\_ + Qd8
2. \_\_\_\_\_ + Be8
3. \_\_\_\_\_ #

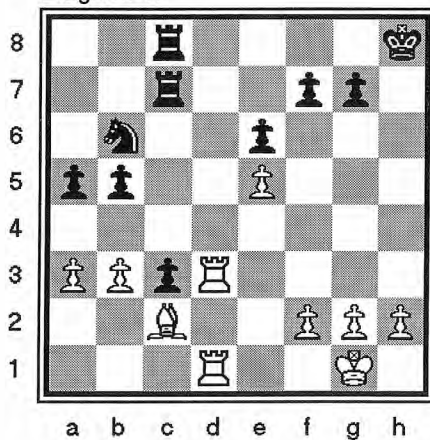
**To Do** Checkmate in three moves.

**Hint** Use a Back Rank Combination. Notice that the White Bishop attacks Black's h7 flight square.



## 2 Back Rank Combinations

Diagram 47



White to move.

White

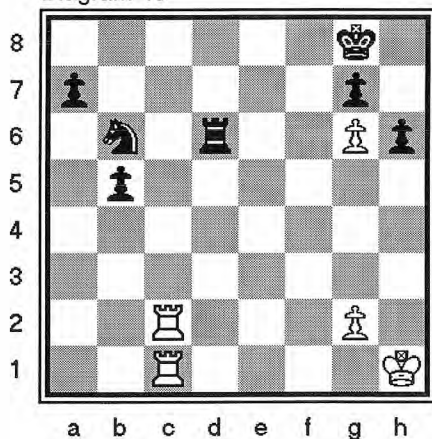
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination. Notice that the White Bishop attacks Black's h7 flight square after the White Rook moves away from d3.

Diagram 48



White to move.

White

Black

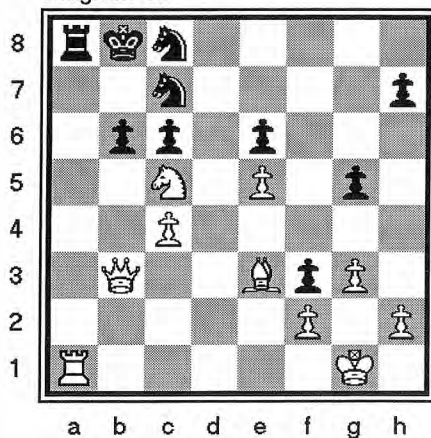
1. \_\_\_\_\_ + Nxc8
2. \_\_\_\_\_ + Rd8
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**Hint** Use a Back Rank Combination. Notice that the White pawn on g6 attacks Black's f7 and h7 flight squares.

## 2 Back Rank Combinations

Diagram 49



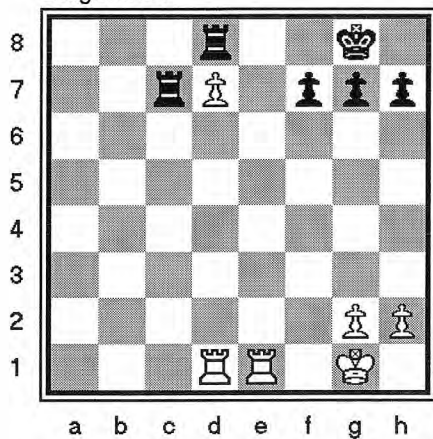
Black to move.

|    | White | Black |
|----|-------|-------|
| 1. | ...   | +     |
| 2. | Bc1   | +     |
| 3. | Qd1   | #     |

**To Do** Checkmate in three moves.

**Hint** Use a Back Rank Combination. White can interpose (block the Rook check) two times, but cannot stop the checkmate.

Diagram 50



White to move.

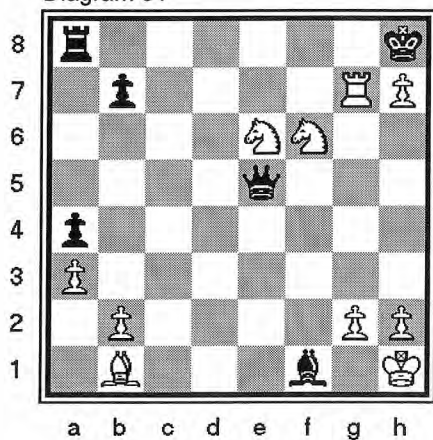
|    | White | Black |
|----|-------|-------|
| 1. | _____ | +     |
| 2. | _____ | #     |

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination that leads to a pawn promotion and checkmate.

## 2 Back Rank Combinations

Diagram 51



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ #

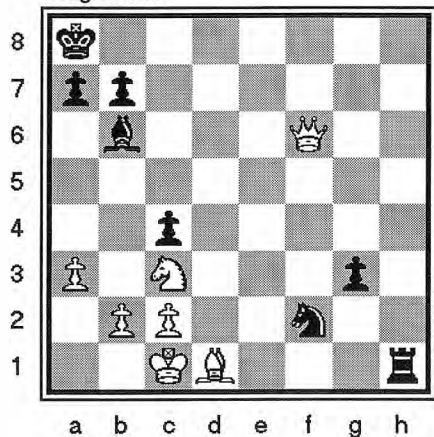
**To Do**

Checkmate in two moves.

**Hint**

Use a Back Rank Combination that leads to a pawn promotion and checkmate.

Diagram 52



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ #

**To Do**

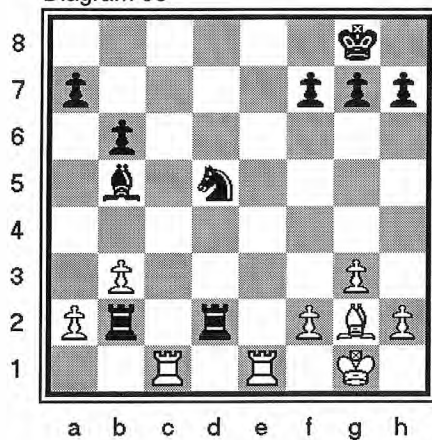
Checkmate in two moves.

**Hint**

Use a Back Rank Combination. Careful! The White Queen can check from three squares, but only one leads to checkmate.

## 2 Back Rank Combinations

Diagram 53



White to move.

White

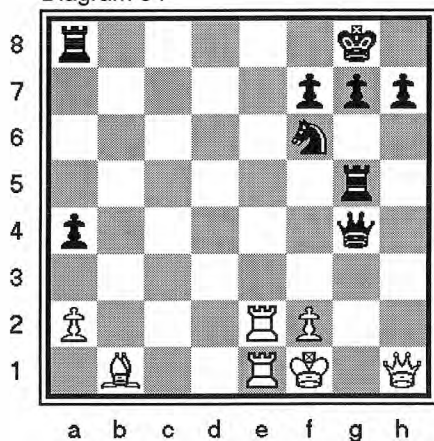
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Bank Rank Combination. Notice that the Black Bishop protects the e8 square.

Diagram 54



White to move.

White

Black

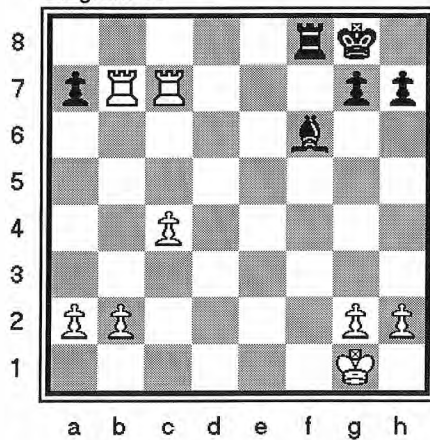
1. \_\_\_\_\_ + Qc8
2. \_\_\_\_\_ + Ne8
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**Hint** Use a Bank Rank Combination. Notice that Black can interpose (block) two times after White's first check.

## 2 Back Rank Combinations

Diagram 55



Black to move.

White

Black

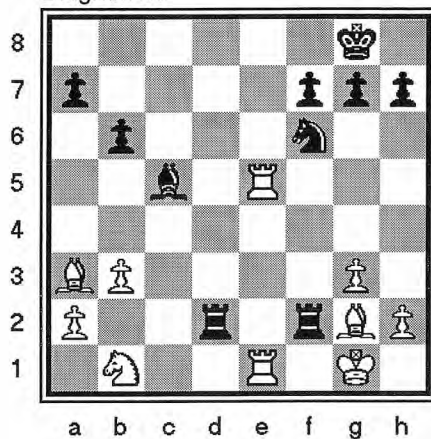
1. ... +

2. ... #

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination beginning with a Bishop check.

Diagram 56



White to move.

White

Black

1. ... +

2. ... +

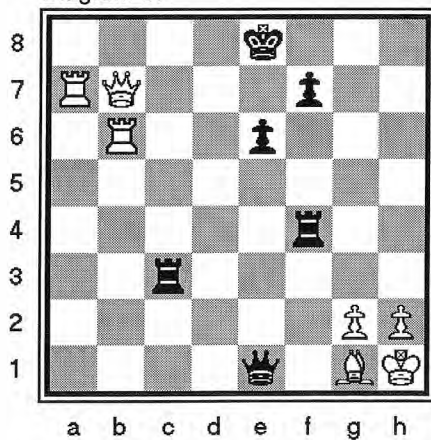
3. ... #

**To Do** Checkmate in three moves.

**Hint** Use a Back Rank Combination.

## 2 Back Rank Combinations

Diagram 57



Black to move.

White

Black

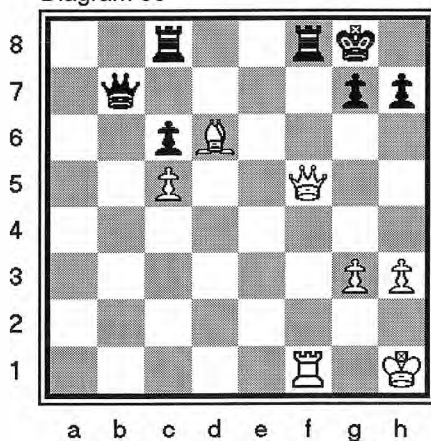
1. \_\_\_\_\_ +

2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination, beginning with a Queen sacrifice check.

Diagram 58



White to move.

White

Black

1. \_\_\_\_\_ +

2. \_\_\_\_\_ #

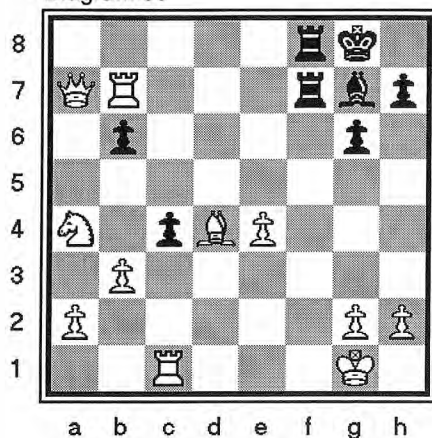
**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination, beginning with a Queen sacrifice check.



## 2 Back Rank Combinations

Diagram 59



Black to move.

White

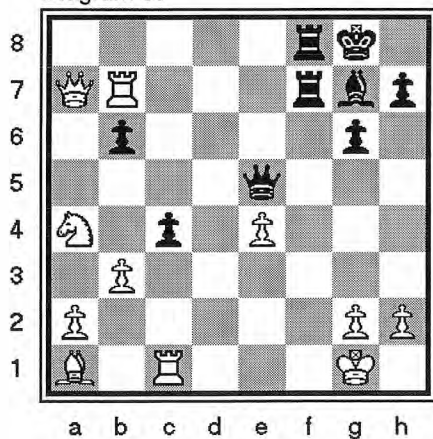
Black

- |    |       |         |
|----|-------|---------|
| 1. | ...   | _____ + |
| 2. | _____ | _____ + |
| 3. | _____ | _____ # |

**To Do** Checkmate in three moves.

**Hint** Use a Bishop check, followed by a Back Rank Combination that ends with a Rook checkmate.

Diagram 60



Black to move.

White

Black

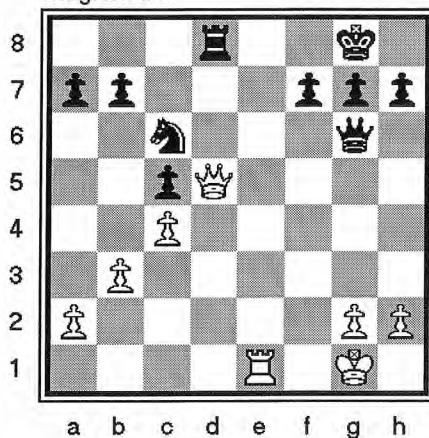
- |    |       |         |
|----|-------|---------|
| 1. | ...   | _____ + |
| 2. | Bxd4  | _____ + |
| 3. | _____ | _____ + |
| 4. | _____ | _____ # |

**To Do** Checkmate in four moves.

**Hint** Use a Queen sacrifice check, followed by a Bishop check. Follow that with a Back Rank Combination that ends with a Rook checkmate.

## 2 Back Rank Combinations

Diagram 61



White to move.

White

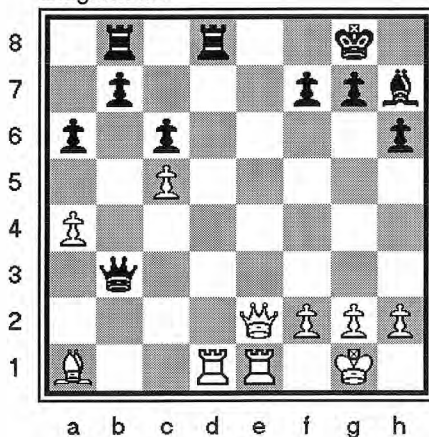
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Back Rank Combination, beginning with a Queen sacrifice check.

Diagram 62



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

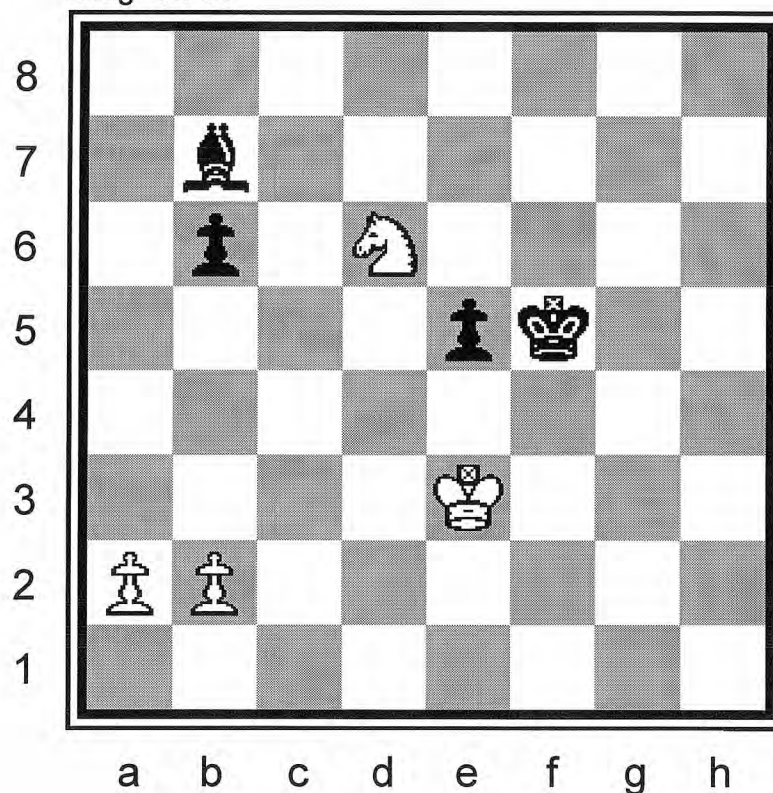
**Hint** Use a Back Rank Combination, beginning with a Rook check. Then, use a Queen sacrifice check, followed by a Rook checkmate.

# 3 Knight Forks introduction

---

A **Knight Fork** is a Knight (N) attack on two or more enemy pieces at the same time. Some Knight Forks are simple, as shown in Diagram 63. Others take two or more moves to set up.

Diagram 63



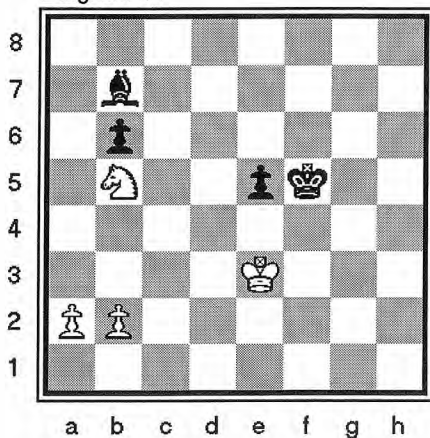
**Black to move.**

The White Knight is attacking the Black King and Bishop at the same time—forking them! Black must move the King, and then the Knight can capture the Black Bishop.

**Circle the White piece that is forking the Black pieces.**

# 3 Knight Forks instruction

Diagram 64



White to move.

White

Black

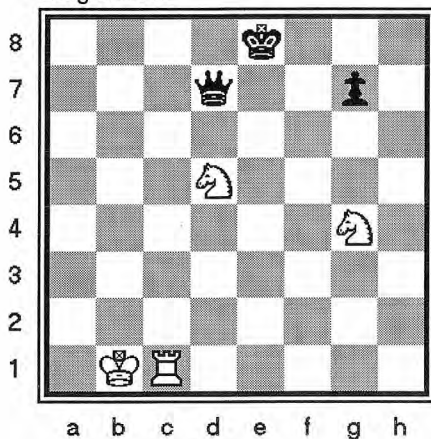
1. Nd6 + K moves
2. Nxb7

This one is done for you.

**To Do** Win the Black Bishop in two moves.

**How** White plays Nd6+, forking the Black King and Bishop. Black must move the King. Then, the White Knight captures the Black Bishop (Nxb7).

Diagram 65



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

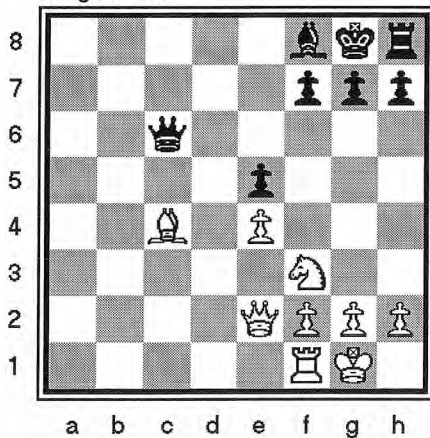
Your turn now!

**To Do** Win the Black Queen in three moves.

**How** White plays Ngf6+, forking the Black King and Queen. Black captures the Knight. Then, White recaptures with the other Knight (Ndxf6+), again forking the King and Queen.

# 3 Knight Forks instruction

Diagram 66



White to move.

White

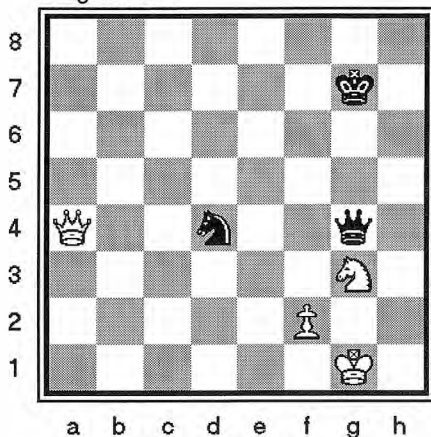
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

**To Do** Win the Black Queen and two pawns for a Bishop in three moves.

**How** White plays Bxf7+, sacrificing a Bishop and forcing Black to play . . . Kxf7. Then, White forks Black's King and Queen (Nxe5+), winning the Queen.

Diagram 67



White to move.

White

Black

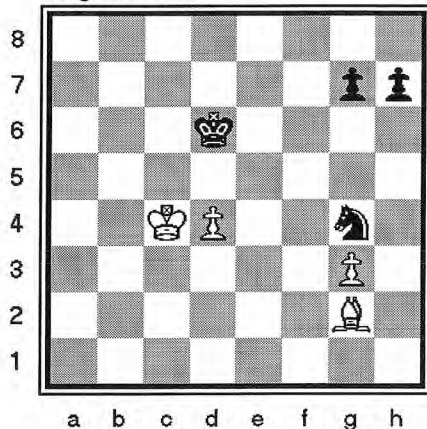
1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

**To Do** Win the Black Knight in three moves.

**How** White plays Qxd4+, attacking the Black King and Queen. To save the Queen, Black plays . . . Qxd4. White then forks Black's King and Queen (Nf5+), winning the Black Queen.

# 3 Knight Forks

Diagram 68



**Black to move.**

White

Black

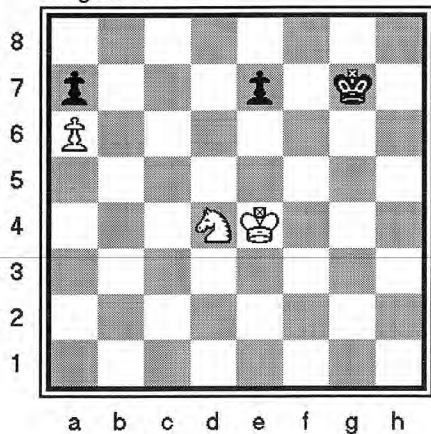
1. ... +

2. K moves

**To Do** Win the White Bishop in two moves.

**Hint** Use a Knight Fork.

Diagram 69



**White to move.**

White

Black

1.  Kf6

2.

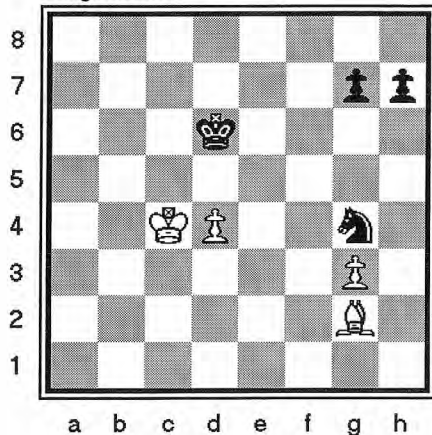
**To Do** Win a pawn in two moves.

**Hint** Use a Knight Fork.



# 3 Knight Forks

Diagram 68



**Black to move.**

White

Black

1. • • • +

2. K moves

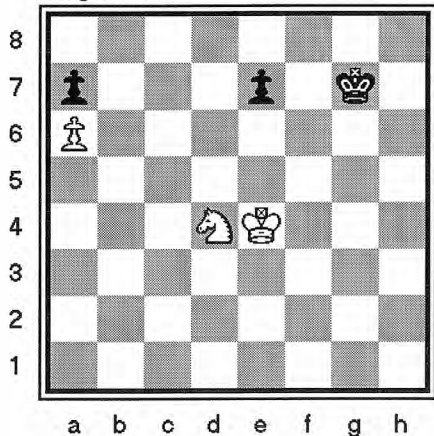
**To Do**

Win the White Bishop in two moves.

**Hint**

Use a Knight Fork.

Diagram 69



**White to move.**

White

Black

1.  Kf6

2.

**To Do**

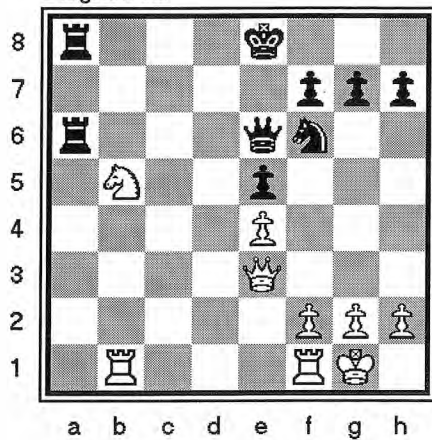
Win a pawn in two moves.

**Hint**

Use a Knight Fork.

# 3 Knight Forks

Diagram 72



White to move.

White

Black

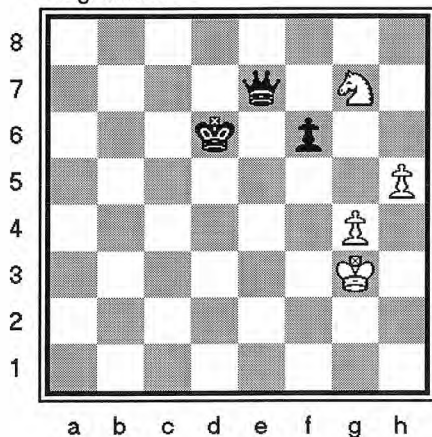
1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do** Win the Black Queen for a Knight in two moves.

**Hint** Use a Knight Fork.

Diagram 73



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

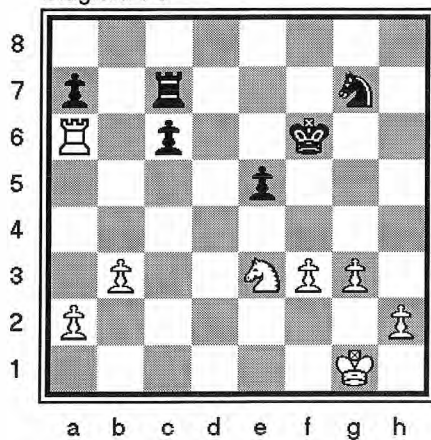
2. \_\_\_\_\_

**To Do** Win the Black Queen for a Knight in two moves.

**Hint** Use a Knight Fork.

# 3 Knight Forks

Diagram 74



White to move.

White

Black

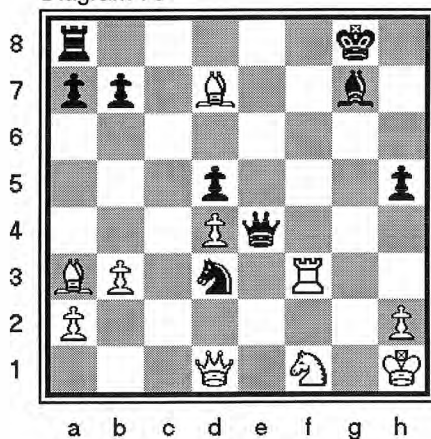
1. \_\_\_\_\_ + K moves \_\_\_\_\_

2. \_\_\_\_\_

**To Do** Win the Black Rook in two moves.

**Hint** Use a Knight Fork check. Notice that the Black pawn on c6 is pinned to its King and cannot move!

Diagram 75



Black to move.

White

Black

1. . . . + \_\_\_\_\_

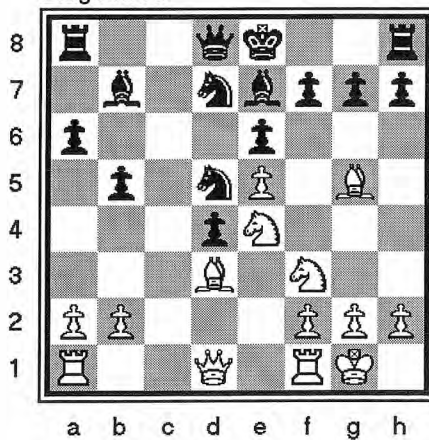
2. K moves \_\_\_\_\_

**To Do** Win the White Queen in two moves.

**Hint** Use a Knight Fork. Notice that the White Rook is pinned to its King and cannot move!

# 3 Knight Forks

Diagram 76



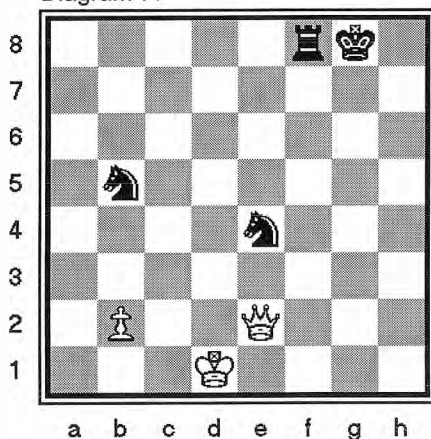
White to move.

**To Do** Win the Black Bishop on b7 (or the Black Queen) in two moves.

**Hint** Use a Knight Fork and Bishop pin.

| White      | Black   | White      | Black  |
|------------|---------|------------|--------|
| 1. _____ + | K moves | 1. _____ + | Bxd6?? |
| 2. _____   |         | 2. _____   |        |

Diagram 77



Black to move.

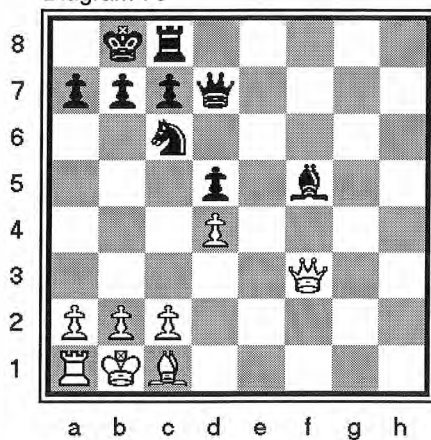
**To Do** Win the White Queen in three moves.

**Hint** Use a Knight sacrifice check, followed by a Knight Fork check.

| White      | Black   |
|------------|---------|
| 1. . . .   | _____ + |
| 2. bxc3    | _____ + |
| 3. K moves | _____   |

# 3 Knight Forks

Diagram 78



Black to move.

White

Black

- |    |         |         |
|----|---------|---------|
| 1. | • • •   | _____ + |
| 2. | _____   | _____ + |
| 3. | K moves | _____   |

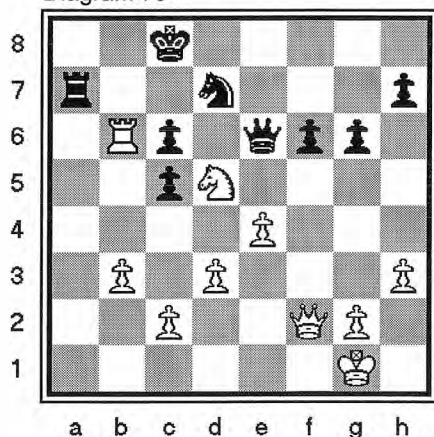
**To Do**

Win the White Queen and two pawns for a Bishop in three moves.

**Hint**

Use a Bishop sacrifice check, followed by a Knight Fork.

Diagram 79



White to move.

White

Black

- |    |         |         |
|----|---------|---------|
| 1. | _____ + | Qxc6    |
| 2. | _____ + | K moves |
| 3. | _____   |         |

**To Do**

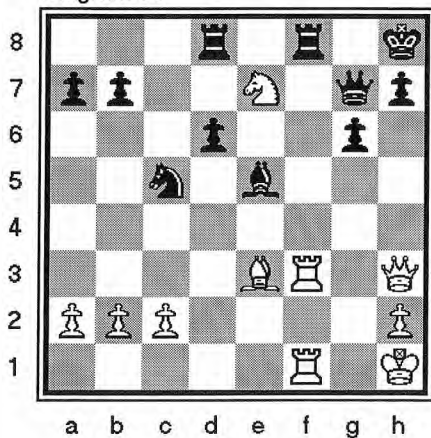
Win the Black Queen and a pawn for a Rook and a Knight in three moves.

**Hint**

Use a Rook sacrifice check, followed by a Knight Fork.

### 3 Knight Forks

Diagram 80



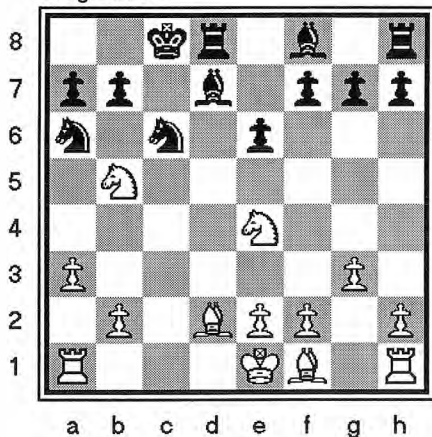
White to move.

**To Do** Win the Black Queen for a Knight in four moves.

**Hint** Trade Rooks, followed by a Knight Fork check. The Knight Fork is possible because the Black h7 pawn is pinned.

|    | White   |  | Black   |
|----|---------|--|---------|
| 1. | _____ + |  | _____   |
| 2. | _____ + |  | Qxf8    |
| 3. | _____ + |  | K moves |
| 4. | _____   |  |         |

Diagram 81



White to move.

**To Do** Win a pawn and the exchange (a Rook for a Knight) in four moves.

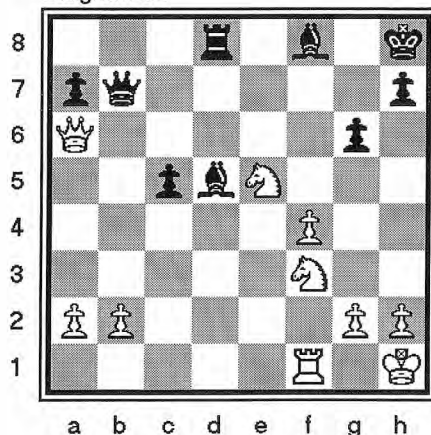
**Hint** Use two Knight checks on d6. Follow those with a Knight move to f7, forking the Black Rooks.

|    | White   |  | Black   |
|----|---------|--|---------|
| 1. | _____ + |  | Bxd6?   |
| 2. | _____ + |  | K moves |
| 3. | _____   |  | Rhe8    |
| 4. | _____   |  |         |



# 3 Knight Forks

Diagram 82



White to move.

White

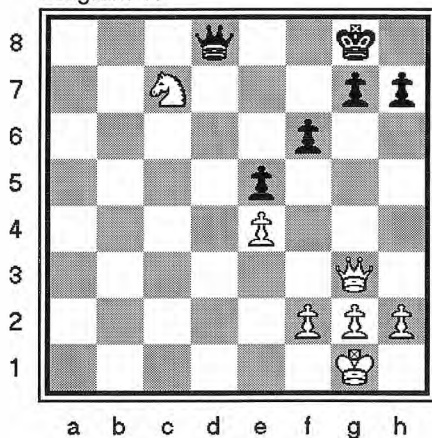
Black

1. \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

**To Do** Win a Rook in three moves.

**Hint** Trade Queens, and then use a Knight Fork check.

Diagram 83



White to move.

White

Black

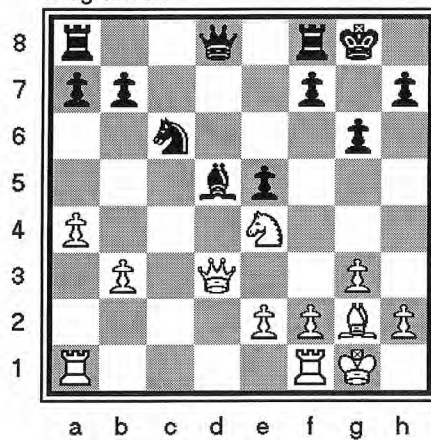
1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

**To Do** Win a pawn in three moves.

**Hint** Use a Queen sacrifice check, followed by a Knight Fork.

### 3 Knight Forks

Diagram 84



White to move.

White

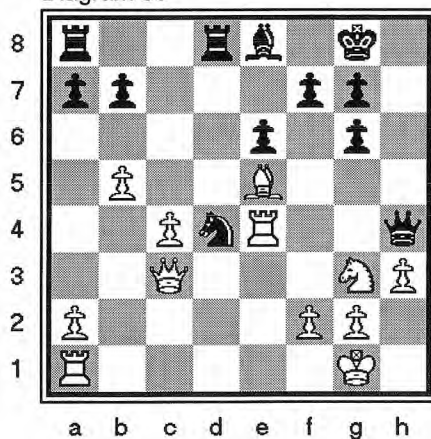
Black

- |          |       |         |
|----------|-------|---------|
| 1. _____ | _____ | Qxd5    |
| 2. _____ | +     | K moves |
| 3. _____ |       |         |

**To Do** Win the Black Bishop in three moves.

**Hint** Use a Queen sacrifice. Follow that with a Knight Fork, winning back the Queen.

Diagram 85



Black to move.

White

Black

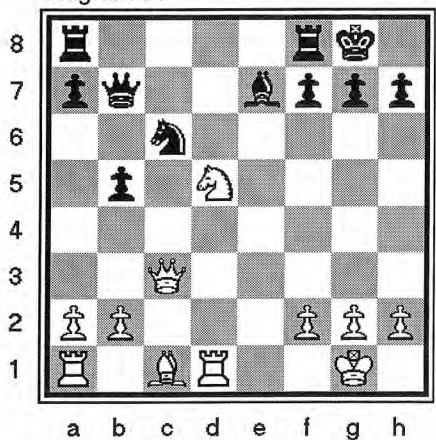
- |            |       |   |
|------------|-------|---|
| 1. . . .   | _____ |   |
| 2. Nxe4    | _____ | + |
| 3. K moves | _____ |   |

**To Do** Win the White Rook on e4 for a Knight in three moves.

**Hint** Use a Queen sacrifice, followed by a Knight Fork.

# 3 Knight Forks

Diagram 86



White to move.

White

Black

1. \_\_\_\_\_ Qxc6?
2. \_\_\_\_\_ + \_\_\_\_\_
3. \_\_\_\_\_

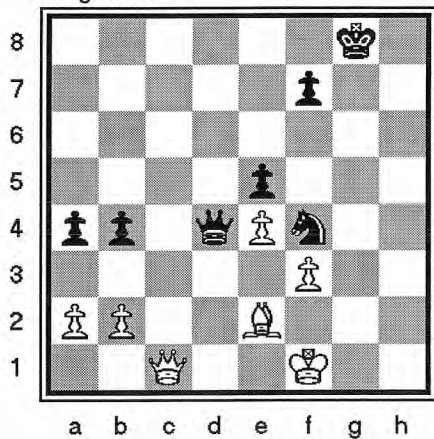
**To Do**

Win the Black Knight and Bishop in three moves.

**Hint**

Use a Queen sacrifice, followed by a Knight Fork check.

Diagram 87



Black to move.

White

Black

1. ... +
2. \_\_\_\_\_ +
3. K moves \_\_\_\_\_

**To Do**

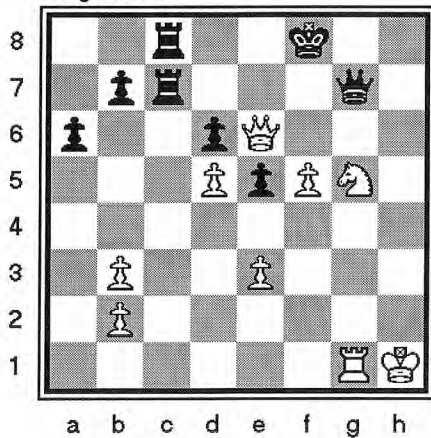
Win the White Bishop in three moves.

**Hint**

Use a Queen sacrifice check, followed by a Knight Fork.

### 3 Knight Forks

Diagram 88



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

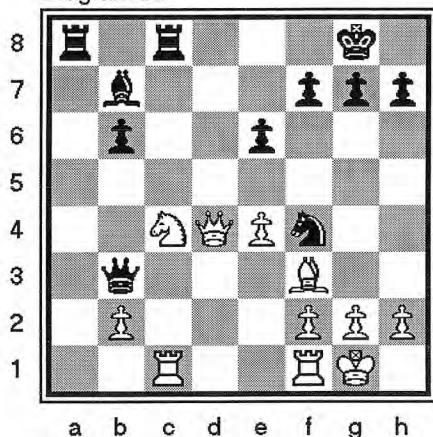
**To Do**

Win the Black Rook on c8 in three moves.

**Hint**

Use a Queen sacrifice check, followed by a Knight Fork.

Diagram 89



Black to move.

White

Black

1. . . . \_\_\_\_\_
2. gxf3 + \_\_\_\_\_
3. K moves \_\_\_\_\_

**To Do**

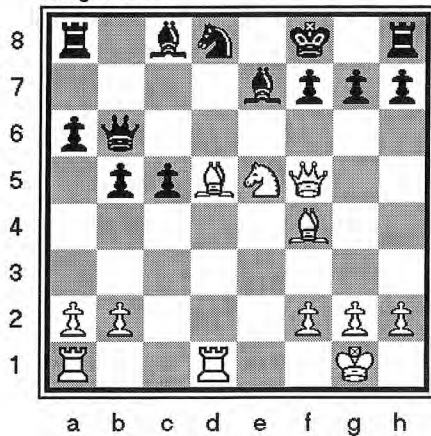
Win the White Bishop in three moves.

**Hint**

Use a Queen sacrifice, followed by a Knight Fork.

### 3 Knight Forks

Diagram 90



White to move.

White

Black

1. \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

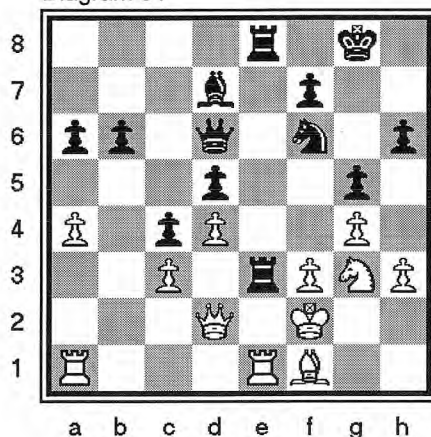
**To Do**

Win the Black Bishop on c8 in three moves.

**Hint**

Use a Queen sacrifice, followed by a Knight Fork.

Diagram 91



Black to move.

White

Black

1. . . . +
2. \_\_\_\_\_ +
3. K moves \_\_\_\_\_

**To Do**

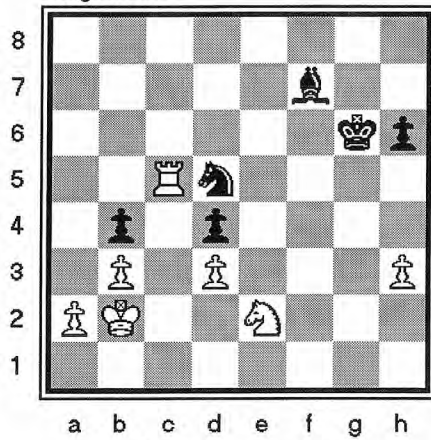
Win the White Knight in three moves.

**Hint**

Use a Queen sacrifice check, followed by a Knight Fork, winning back the Queen. The Knight Fork is possible because the f3 pawn is pinned.

# 3 Knight Forks

Diagram 92



White to move.

White

Black

1. \_\_\_\_\_
2. \_\_\_\_\_ + K moves
3. \_\_\_\_\_

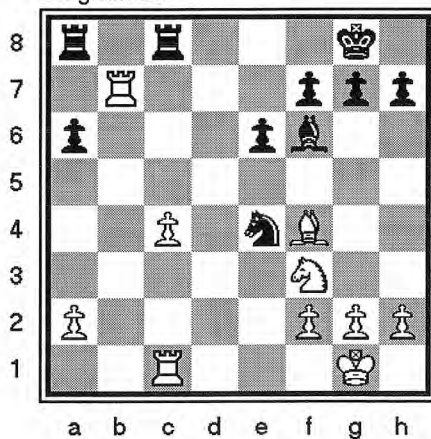
**To Do**

Win the Black Knight and Bishop for a Rook in three moves.

**Hint**

Use a Rook sacrifice, followed by a Knight Fork.

Diagram 93



Black to move.

White

Black

White

Black

- |          |       |          |       |
|----------|-------|----------|-------|
| 1. . . . | _____ | 1. . . . | _____ |
| 2. Rbb1  | _____ | 2. Rbb1  | _____ |
| 3. Be3   | _____ | 3. Rc2   | _____ |

**To Do**

On Black's second move, the Black Knight will fork the White Bishop and Rook on c1, winning the exchange or the Bishop in three moves.

**Hint**

Use a Knight attack against the White Rook on b7, followed by a Knight Fork.



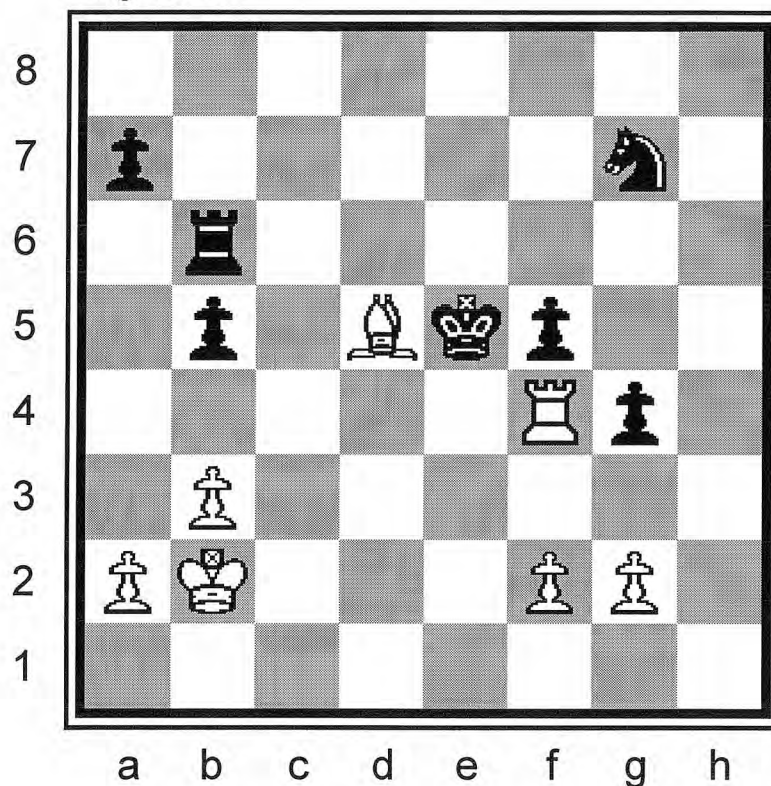
# 4 Other Forks/Double Attacks

## introduction

---

Other Forks show that any piece can fork—not only Knights. Kings, Queens, Rooks, Bishops, and Pawns can all attack two or more pieces at the same time. Forks are also known as Double Attacks. Some Forks can be simple, as shown in Diagram 94. Others take two or more moves to set up.

Diagram 94



**White to move.**

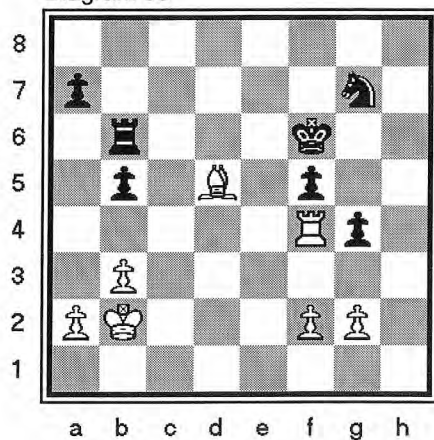
Kings can fork! Black just played . . . Ke5, forking the White Rook and Bishop. Whatever White does on the next move, the Black King will capture either the White Rook or Bishop.

**Circle the White pieces that are forked by the Black King.**

# 4 Other Forks/Double Attacks

## instruction

Diagram 95



Black to move.

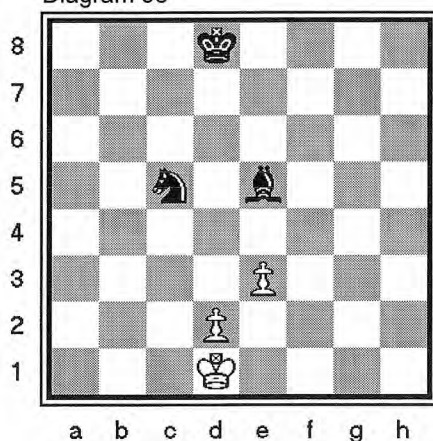
|    | White   | Black |    | White | Black |
|----|---------|-------|----|-------|-------|
| 1. | ...     | Ke5   | 1. | ...   | Ke5   |
| 2. | B moves | Kxf4  | 2. | g3    | Kxd5  |

This one is done for you.

**To Do** Win the White Bishop or Rook in two moves.

**How** Black plays ... Ke5, forking the White Bishop and Rook with the King. Whichever piece White moves, Black can win the other: capturing the Bishop or the Rook.

Diagram 96



White to move.

|    | White | Black   |    | White | Black |
|----|-------|---------|----|-------|-------|
| 1. |       | N moves | 1. |       | Bxd4  |
| 2. |       |         | 2. |       |       |

Your turn now!

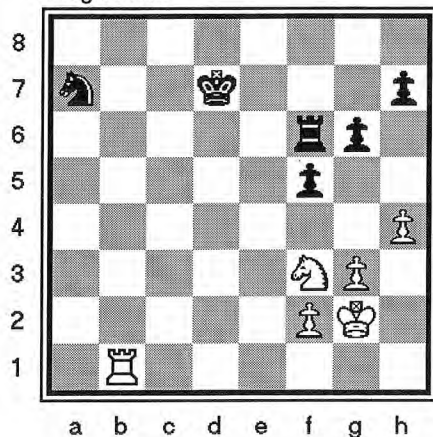
**To Do** Win the Black Bishop or Knight in two moves.

**How** White plays d4, forking the Black Knight and Bishop with the d pawn. Most likely, White will play ... Bxd4, trading the Bishop for a pawn. This game then ends in a draw.

# 4 Other Forks/Double Attacks

## instruction

Diagram 97



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

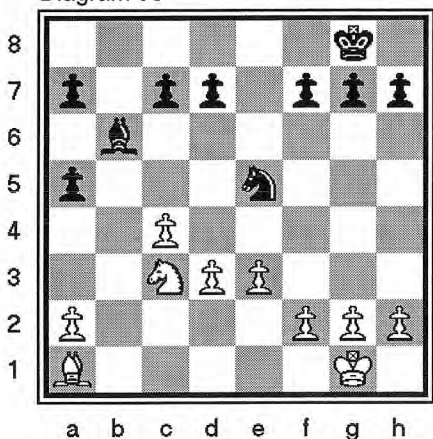
**To Do**

Win the Black Knight in two moves.

**How**

White plays Rb7+, forking the Black King and Knight with the Rook. Black must move his King. Then, White plays Rxa7, winning the Knight.

Diagram 98



White to move.

White

Black

White

Black

1. \_\_\_\_\_

Bxc5

1. \_\_\_\_\_

Bxc5

2. \_\_\_\_\_

Bxd4

2. \_\_\_\_\_

N moves

3. \_\_\_\_\_

3. \_\_\_\_\_

**To Do**

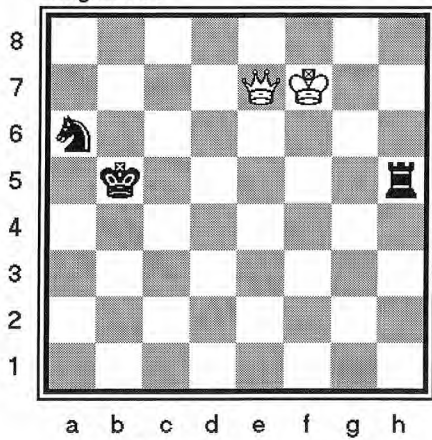
Win the Black Bishop or Knight for one or two pawns in two moves.

**How**

White plays c5, trapping the Black Bishop. After Black plays ... Bxc5, White plays d4, forking the Black Bishop and Knight. On the next move White will win the Bishop or the Knight.

## Other Forks/Double Attacks

Diagram 99



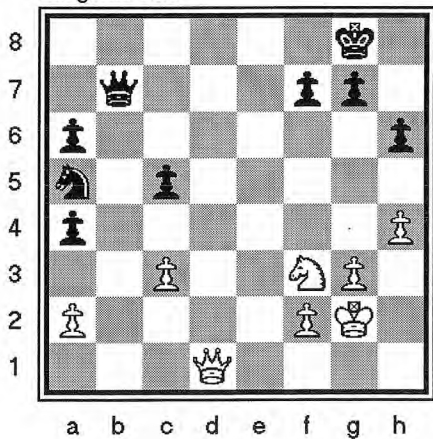
## White to move.

**To Do** Win the Black Rook in two moves.

|    |                     |                |
|----|---------------------|----------------|
|    | White               | Black          |
| 1. | <u>          </u> + | <u>K moves</u> |
| 2. | <u>          </u>   |                |

**Hint** Use a Queen Fork.

Diagram 100



**White to move.**

**To Do** Win the Black Knight in two moves.

White      Black

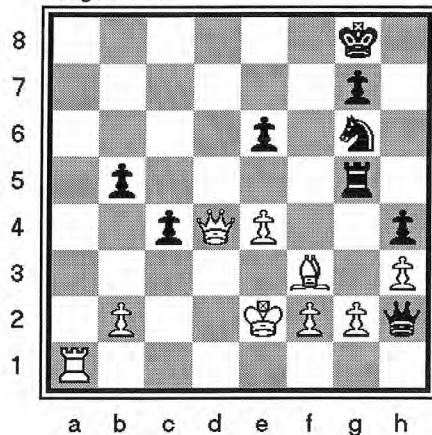
1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_

**Hint** Use a Queen Fork.

## 4 Other Forks/Double Attacks

Diagram 101



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

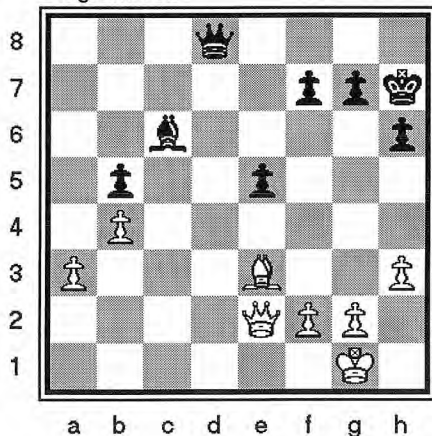
**To Do**

Win the Black Rook in two moves.

**Hint**

Use a Queen Fork.

Diagram 102



White to move.

White

Black

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

1. \_\_\_\_\_ + \_\_\_\_\_ Be4

2. \_\_\_\_\_ + \_\_\_\_\_

**To Do**

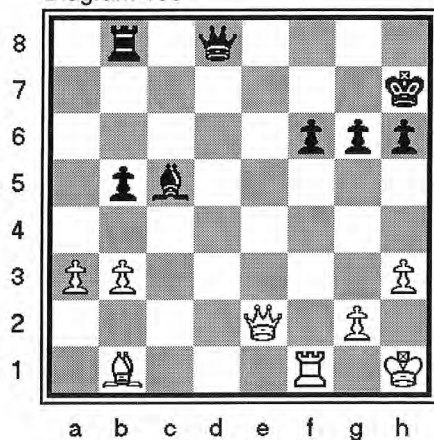
Win the Black Bishop in two moves.

**Hint**

Use a Queen Fork.

## 4 Other Forks/Double Attacks

Diagram 103



White to move.

White

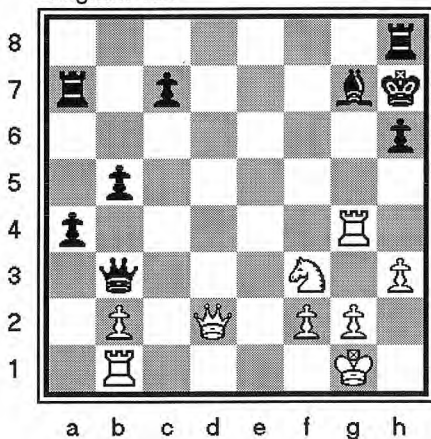
Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxg6
2. \_\_\_\_\_ + \_\_\_\_\_ K moves
3. \_\_\_\_\_

**To Do** Win the Black pawn on g6.

**Hint** Use a Bishop sacrifice check, followed by a Queen Fork.

Diagram 104



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxg7
2. \_\_\_\_\_ + \_\_\_\_\_ K moves
3. \_\_\_\_\_

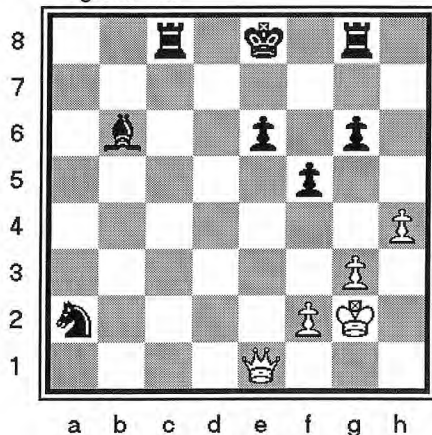
**To Do** Win the Black Bishop in three moves.

**Hint** Use a Rook sacrifice check, followed by a Queen Fork.



## 4 Other Forks/Double Attacks

Diagram 105



|    | White   | Black |    | White   | Black |
|----|---------|-------|----|---------|-------|
| 1. | _____ + | Kf8   | 1. | _____ + | Kd8   |
| 2. | _____ + | Kg7   | 2. | _____ + | Kc7   |
| 3. | _____ + | Kh6   | 3. | _____   |       |
| 4. | _____   |       |    |         |       |

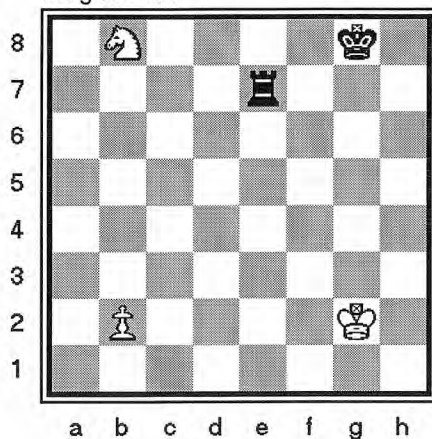
### To Do

Win a pawn, Rook, and Bishop in four moves (or pawn, Rook, and Knight in three moves!).

### Hint

Use three Queen Forks!

Diagram 106



|    | White   | Black   |    | White   | Black |
|----|---------|---------|----|---------|-------|
| 1. | • • •   | _____ + | 1. | • • •   | _____ |
| 2. | K moves | _____   | 2. | N moves | _____ |

### To Do

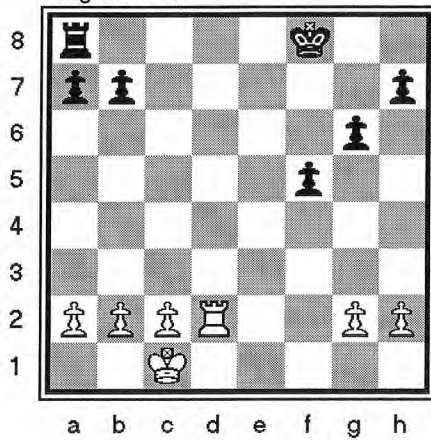
Win the White pawn in two moves.

### Hint

Use a Rook Fork.

## 4 Other Forks/Double Attacks

Diagram 107



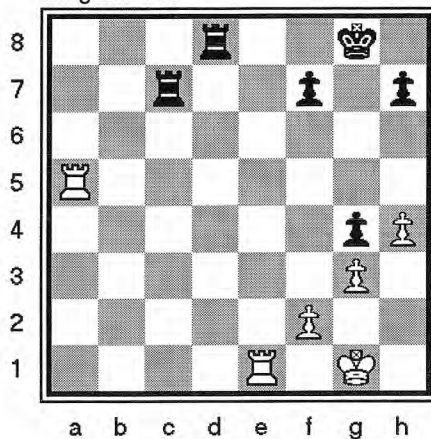
White to move.

**To Do** Win the b pawn or the h pawn in two moves.

**Hint** Use a Rook Fork.

| White    | Black           | White    | Black              |
|----------|-----------------|----------|--------------------|
| 1. _____ | _____ Kg8 _____ | 1. _____ | _____ b6/Rb8 _____ |
| 2. _____ |                 | 2. _____ |                    |

Diagram 108



White to move.

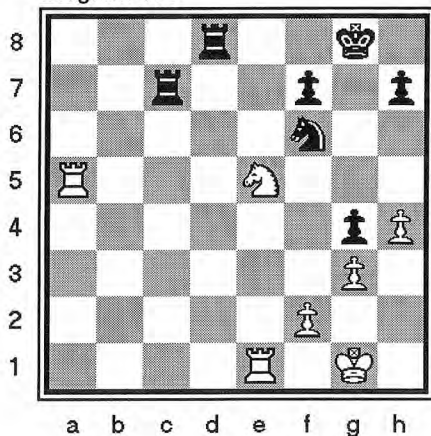
**To Do** Win the Black g pawn in two moves.

**Hint** Use a Rook Fork.

| White      | Black               |
|------------|---------------------|
| 1. _____ + | _____ K moves _____ |
| 2. _____   |                     |

## 4 Other Forks/Double Attacks

Diagram 109



White to move.

White

Black

1. \_\_\_\_\_ Nxg4

2. \_\_\_\_\_ + K moves

3. \_\_\_\_\_

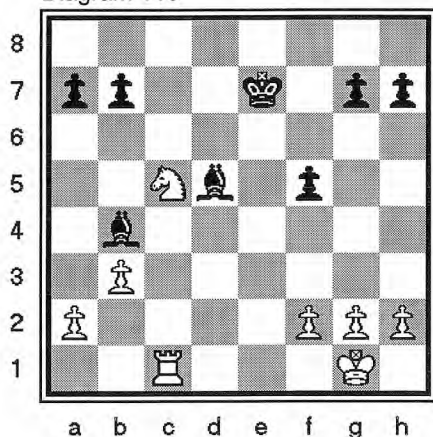
**To Do**

Win the Black g-pawn in three moves.

**Hint**

Use a Knight sacrifice on g4, followed by a Rook Fork.

Diagram 110



White to move.

White

Black

White

Black

1. \_\_\_\_\_ Bxb7

1. \_\_\_\_\_ a5?

2. \_\_\_\_\_ + K moves

2. Nxa5! Bxa5

3. \_\_\_\_\_

3. Rc5! Be6

4. \_\_\_\_\_

**To Do**

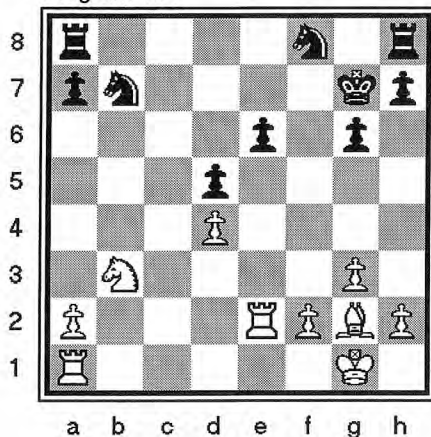
Win the Black pawn on b7 in three moves.

**Hint**

Use a Knight sacrifice on b7, followed by a Rook Fork. (If Black plays . . . a5?, White wins two pawns!)

## 4 Other Forks/Double Attacks

Diagram 111



White to move.

White

Black

1. \_\_\_\_\_ exd5

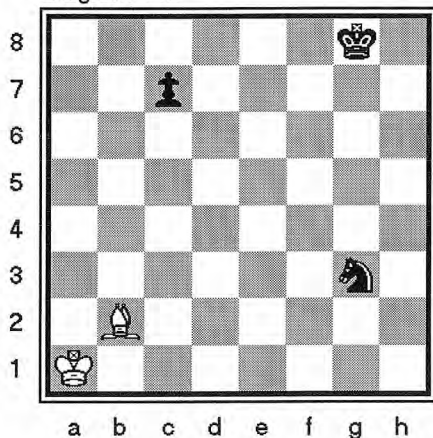
2. \_\_\_\_\_ + K moves

3. \_\_\_\_\_

**To Do** Win a pawn in three moves.

**Hint** Use a Bishop sacrifice (Bxd5), followed by a Rook Fork.

Diagram 112



White to move.

White

Black

White

Black

1. \_\_\_\_\_ N moves

1. \_\_\_\_\_ P moves

2. \_\_\_\_\_

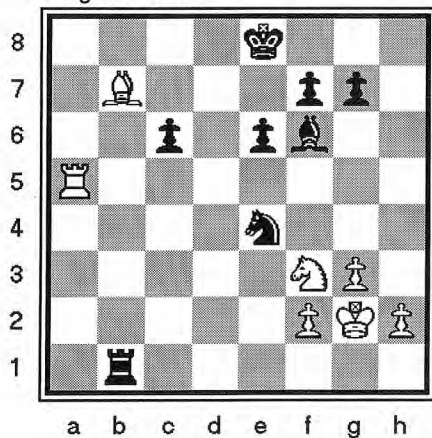
2. \_\_\_\_\_

**To Do** Win the Black pawn or Knight in two moves.

**Hint** Use a Bishop Fork.

## 4 Other Forks/Double Attacks

Diagram 113

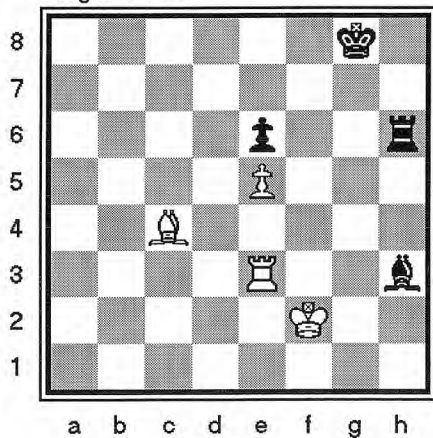


|    | White   | Black         |
|----|---------|---------------|
| 1. | _____ + | _____ K moves |
| 2. | _____   |               |

**To Do** Win the Black pawn on c6 and Knight in two moves.

**Hint** Use a Bishop Fork.

Diagram 114



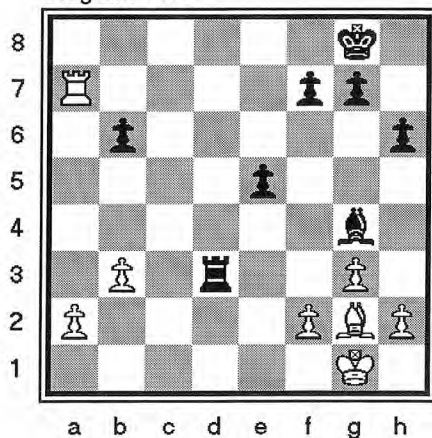
|    | White   | Black         |
|----|---------|---------------|
| 1. | _____   | _____ Rxh3    |
| 2. | _____ + | _____ K moves |
| 3. | _____   |               |

**To Do** Win the Black pawn and Bishop in three moves.

**Hint** Use a Rook sacrifice, followed by a Bishop Fork.

## 4 Other Forks/Double Attacks

Diagram 115



White to move.

White

Black

- |    |         |       |
|----|---------|-------|
| 1. | _____ + | _____ |
| 2. | _____ + | _____ |
| 3. | _____   |       |

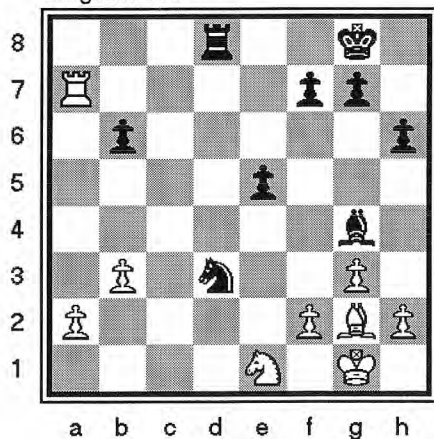
**To Do**

Win the Black Rook in three moves.

**Hint**

Use a Rook check, followed by a Bishop Fork.

Diagram 116



White to move.

White

Black

- |    |         |       |
|----|---------|-------|
| 1. | _____   | _____ |
| 2. | _____ + | _____ |
| 3. | _____ + | _____ |
| 4. | _____   |       |

**To Do**

Win the Black Rook in four moves.

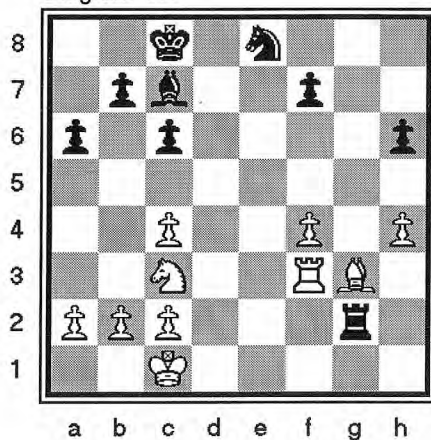
**Hint**

Begin by trading Knights. Then, use a Rook check, followed by a Bishop Fork.



## 4 Other Forks/Double Attacks

Diagram 117



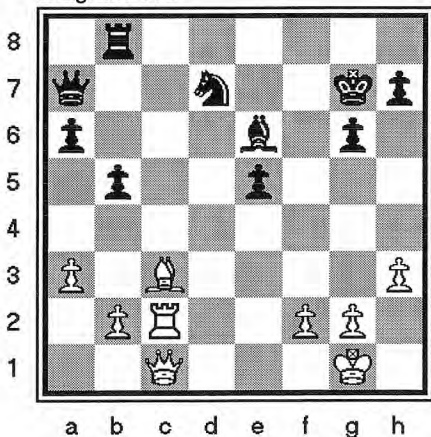
Black to move.

**To Do** Win the White Bishop in three moves.

**Hint** Use a Rook sacrifice (. . . Rxc3) followed by a Bishop Fork.

|    | White   | Black |
|----|---------|-------|
| 1. | ...     |       |
| 2. | Rxc3?   | +     |
| 3. | K moves |       |

Diagram 118



White to move.

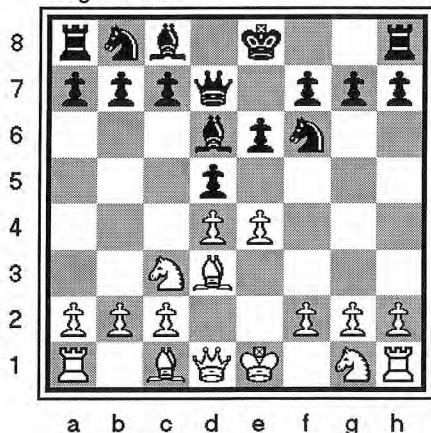
**To Do** Win the Black e-pawn and Rook for a Bishop in two moves—or win the Black e-pawn and Queen for a Bishop and Rook in three moves.

**Hint** Use a Bishop fork (check) on e5. Then, if the Black King moves, capture the Rook. If, instead, Black plays . . . Nxe5??, then play Rc7+ and win the Black Queen.

|    | White | Black   |    | White | Black  |
|----|-------|---------|----|-------|--------|
| 1. | +     | K moves | 1. | +     | Nxe5?? |
| 2. |       |         | 2. | +     | Qxc7   |
| 3. |       |         | 3. |       |        |

## 4 Other Forks/Double Attacks

Diagram 119



White to move.

White

Black

White

Black

1. \_\_\_\_\_

Be7

1. \_\_\_\_\_

Bxe5

2. \_\_\_\_\_

2. \_\_\_\_\_

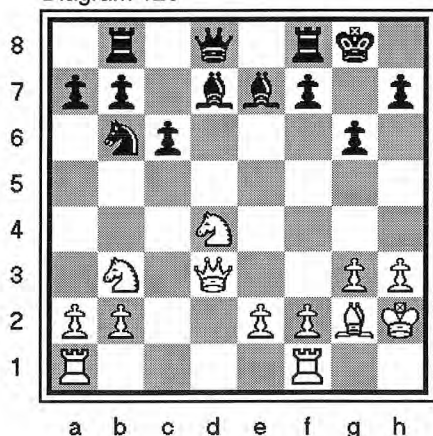
**To Do**

Win a Black Bishop or Knight in two moves.

**Hint**

Use a Pawn Fork.

Diagram 120



Black to move.

White

Black

1. . . .

\_\_\_\_\_

2. Nf3

\_\_\_\_\_

3. Q moves

\_\_\_\_\_

**To Do**

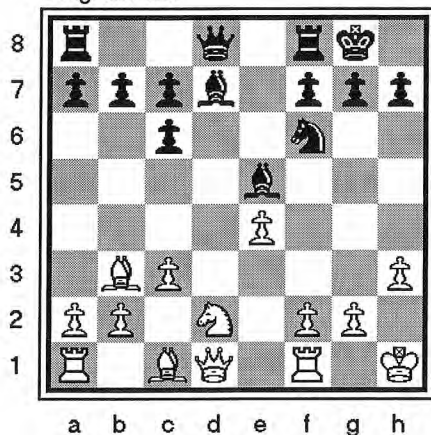
Win the Knight on b3 for a pawn in three moves.

**Hint**

Use a pawn push ( . . . c5), followed by a Pawn Fork that attacks the White Queen and Knight on b3.

## 4 Other Forks/Double Attacks

Diagram 121



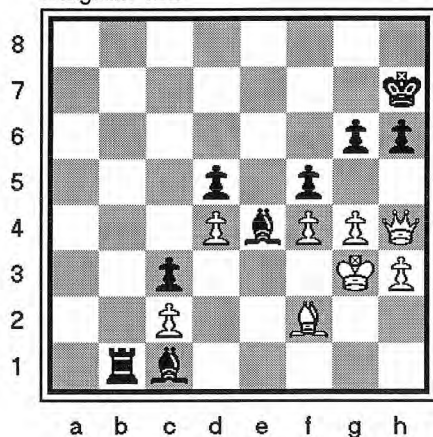
White to move.

|    | White | Black   |    | White | Black |
|----|-------|---------|----|-------|-------|
| 1. | _____ | Bd6     | 1. | _____ | Bd6   |
| 2. | _____ | N moves | 2. | _____ | Be7   |
| 3. | _____ |         | 3. | _____ |       |

**To Do** Win a Black Bishop or Knight for a pawn in three moves.

**Hint** Use a Pawn Fork.

Diagram 122



Black to move.

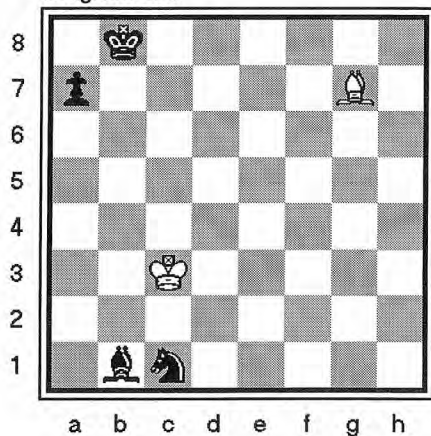
|    | White   | Black |    | White | Black |
|----|---------|-------|----|-------|-------|
| 1. | • • •   | +     | 1. | • • • | +     |
| 2. | _____   | +     | 2. | _____ | +     |
| 3. | K moves |       | 3. | Qxg5  | +     |

**To Do** Win the White Queen for a Bishop in three moves.

**Hint** Use a Bishop sacrifice check, (... Bxf4+), followed by a Pawn Fork.

## 4 Other Forks/Double Attacks

Diagram 123



White to move.

**To Do**

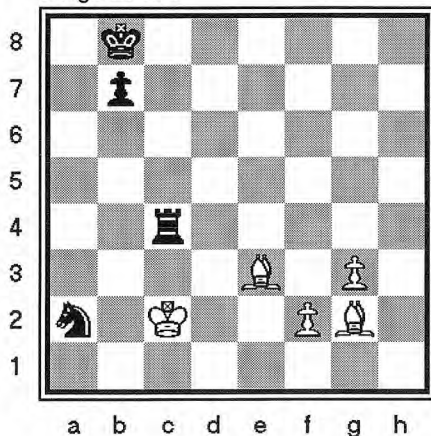
Win a Black Bishop or Knight in two moves.

**Hint**

Use a King Fork.

| White    | Black          | White    | Black          |
|----------|----------------|----------|----------------|
| 1. _____ | <u>N moves</u> | 1. _____ | <u>B moves</u> |
| 2. _____ |                | 2. _____ |                |

Diagram 124



White to move.

**To Do**

Win the Black Rook or Knight in two moves.

**Hint**

Use a King Fork.

| White    | Black       | White    | Black           |
|----------|-------------|----------|-----------------|
| 1. _____ | <u>Rc3+</u> | 1. _____ | <u>N moves?</u> |
| 2. _____ |             | 2. _____ |                 |

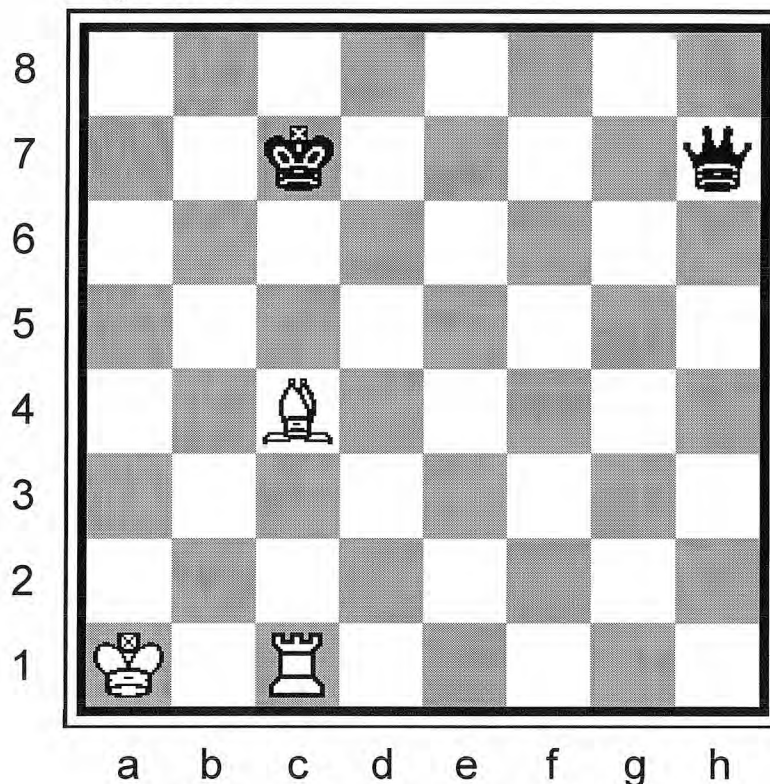
# 5 Discovered Checks

## introduction

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A **Discovered Check** occurs when a piece moves and uncovers a check on the enemy King. The enemy King *discovers* or finds out it is in check! A Discovered Check may be simple, such as the one shown in Diagram 125. Others take two or more moves to set up.

Diagram 125



**White to move.**

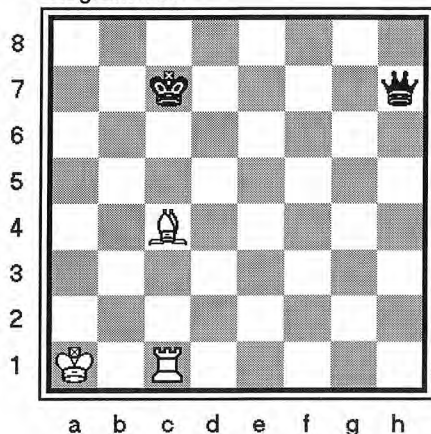
After White plays Bd3+, Black will *discover* or find out that the Black King is in check by the White Rook, and that the Black Queen is under attack at the same time! When Black moves the King, the White Bishop will capture the Black Queen.

**Circle the White piece that will check the Black King.**

# 5 Discovered Checks

## instruction

Diagram 126



White to move.

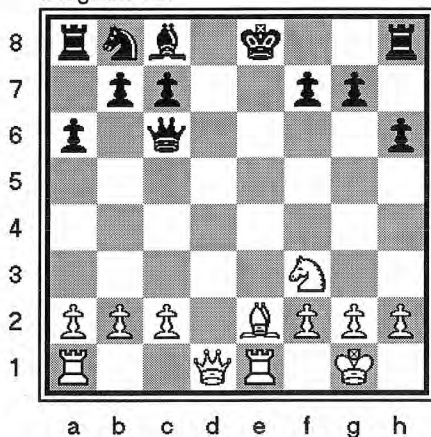
- | White           | Black          | White            | Black      |
|-----------------|----------------|------------------|------------|
| 1. <u>Bd3 +</u> | <u>K moves</u> | 1. <u>Bg8 +</u>  | <u>Qc2</u> |
| 2. <u>Bxh7</u>  |                | 2. <u>Rxc2 +</u> |            |

This one is done for you.

**To Do** Win the Black Queen in two moves.

**How** White plays Bd3+ or Bg8+. Black discovers the Black King is in check and that the Black Queen is under attack. On the next move, White wins the Queen.

Diagram 127



White to move.

- | White      | Black      | White      | Black      |
|------------|------------|------------|------------|
| 1. _____ + | <u>Kf8</u> | 1. _____ + | <u>Be6</u> |
| 2. _____   |            | 2. _____ + |            |

Your turn now!

**To Do** Win the Black Queen for a Bishop in two moves.

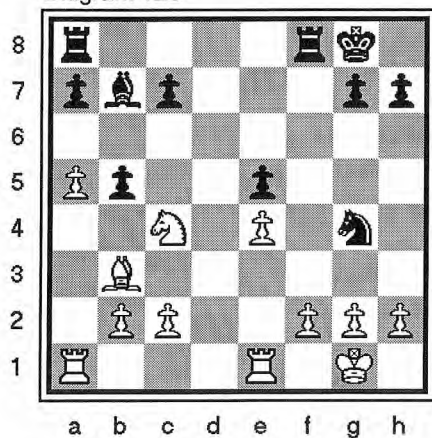
**How** White plays Bb5+. Black discovers that the Black King is in check by the White Rook on e1. White can play Bxc6 on the next move, winning the Queen for a Bishop.



# 5 Discovered Checks

## instruction

Diagram 128



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kh8

2. \_\_\_\_\_

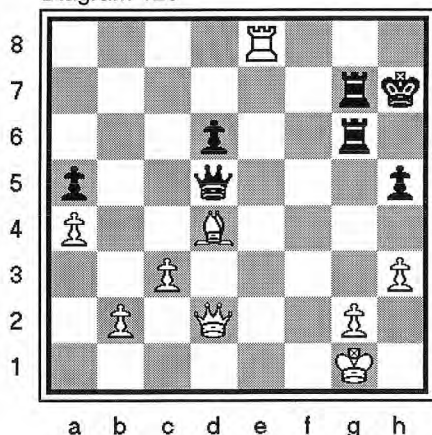
**To Do**

Win a pawn and the Black Knight in two moves.

**How**

White plays Nxe5+, uncovering a check from the White Bishop. After Black plays . . . Kh8, White plays Nxg4, winning a pawn and a Knight!

Diagram 129



White to move.

White

Black

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ + \_\_\_\_\_ Rxc7

2. \_\_\_\_\_ + \_\_\_\_\_ Kxc7

3. \_\_\_\_\_

3. \_\_\_\_\_

**To Do**

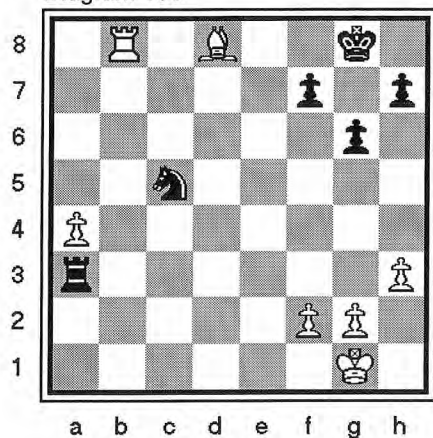
Win the Black Queen for a Bishop in three moves.

**How**

White sacrifices the Rook, playing Rh8+, forcing Black to play . . . Kxh8. White then plays Bxc7+, uncovering an attack on the Black Queen, which White captures on the next move.

# 5 Discovered Checks

Diagram 130



White to move.

White

Black

1. \_\_\_\_\_ #

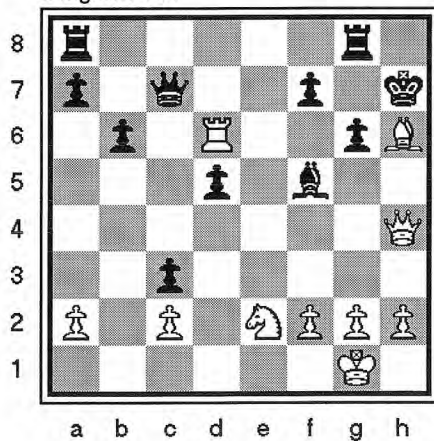
**To Do**

Checkmate in one move.

**Hint**

Use a Bishop move combined with a Discovered Check from the White Rook.

Diagram 131



White to move.

White

Black

1. \_\_\_\_\_ #

**To Do**

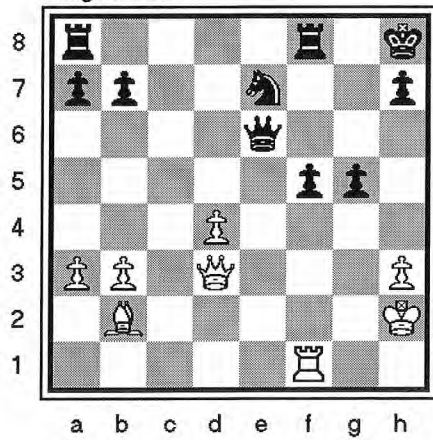
Checkmate in one move.

**Hint**

Use a Bishop move combined with a Discovered Check from the White Queen.

# 5 Discovered Checks

Diagram 134



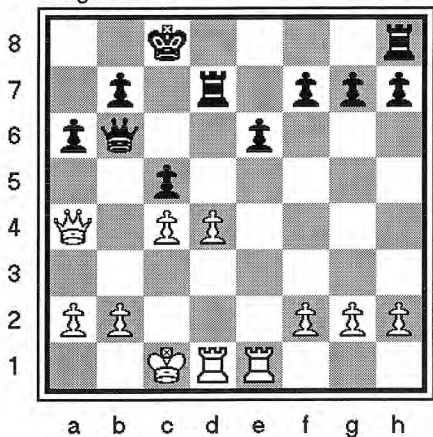
White to move.

**To Do** Win the Black Queen for a Bishop in two moves.

**Hint** Use a pawn attack against the Black Queen, combined with a Discovered Check from the White Bishop.

| White      | Black     | White      | Black       |
|------------|-----------|------------|-------------|
| 1. _____ + | _____ Qf6 | 1. _____ + | _____ Kg8?? |
| 2. _____   |           | 2. _____   |             |

Diagram 135



White to move.

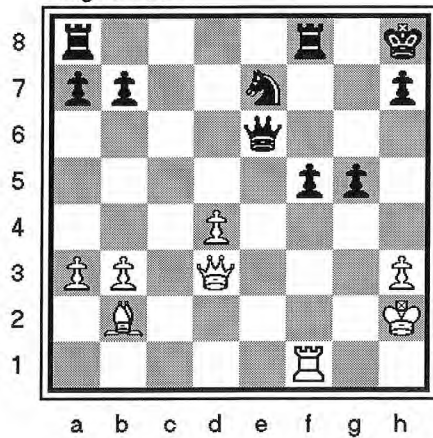
**To Do** Win the Black Rook on d7 in three moves.

**Hint** Use a Queen sacrifice check (Qxd7+). Follow that by a pawn attack on the Black Queen, combined with a Discovered Check from the White Rook on d1.

| White      | Black      | White      | Black      |
|------------|------------|------------|------------|
| 1. _____ + | _____ Kxd7 | 1. _____ + | _____ Kxd7 |
| 2. _____ + | _____ Kc6  | 2. _____ + | _____ Qd6? |
| 3. _____   |            | 3. _____   |            |

# 5 Discovered Checks

Diagram 134



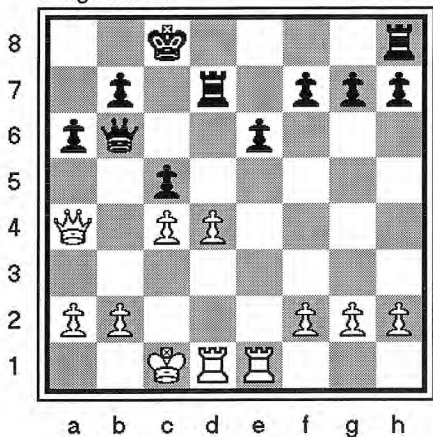
White to move.

**To Do** Win the Black Queen for a Bishop in two moves.

**Hint** Use a pawn attack against the Black Queen, combined with a Discovered Check from the White Bishop.

| White      | Black     | White      | Black       |
|------------|-----------|------------|-------------|
| 1. _____ + | _____ Qf6 | 1. _____ + | _____ Kg8?? |
| 2. _____   |           | 2. _____   |             |

Diagram 135



White to move.

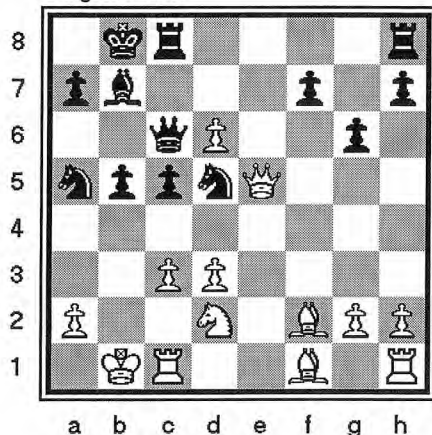
**To Do** Win the Black Rook on d7 in three moves.

**Hint** Use a Queen sacrifice check (Qxd7+). Follow that by a pawn attack on the Black Queen, combined with a Discovered Check from the White Rook on d1.

| White      | Black      | White      | Black      |
|------------|------------|------------|------------|
| 1. _____ + | _____ Kxd7 | 1. _____ + | _____ Kxd7 |
| 2. _____ + | _____ Kc6  | 2. _____ + | _____ Qd6? |
| 3. _____   |            | 3. _____   |            |

# 5 Discovered Checks

Diagram 136



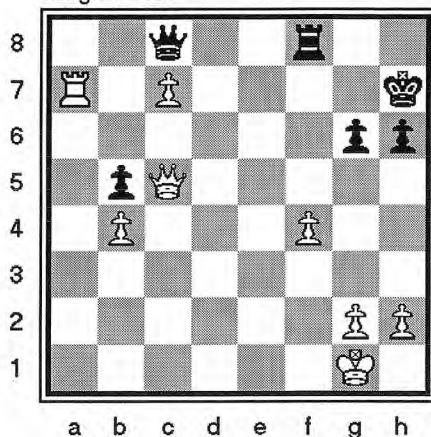
White to move.

| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. _____ + | Ka8   | 1. _____ + | Rc7?? |
| 2. _____ + |       | 2. _____ + |       |

**To Do** Win a Black Rook for a pawn in two moves.

**Hint** Use a pawn push (threatening to Promote or capture the Black Rook), combined with a Discovered Check from the White Queen.

Diagram 137



White to move.

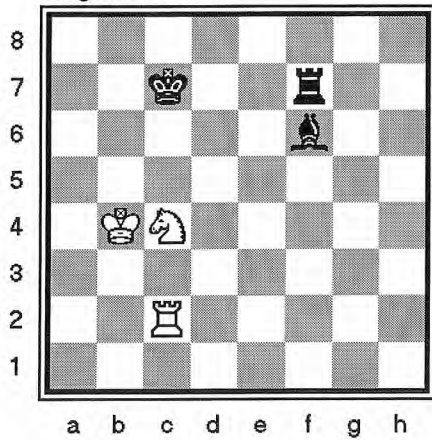
| White      | Black |
|------------|-------|
| 1. _____   | Qxf8  |
| 2. _____ + | Kg8   |
| 3. _____ + |       |

**To Do** Win the Black Rook for a pawn in three moves.

**Hint** Use a Queen sacrifice check (Qxf8). Follow that by a pawn push (promoting the pawn), combined with a Discovered Check from the White Rook.

## Discovered Checks

Diagram 138



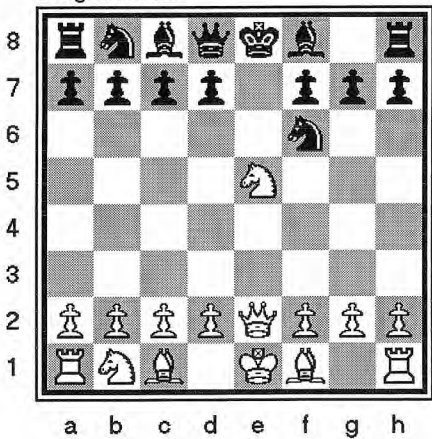
**White to move.**

**To Do** Win the Black Rook in two moves.

**Hint** Use a Knight attack on the Black Rook, combined with a Discovered Check from the White Rook.

|    |                               |                        |
|----|-------------------------------|------------------------|
|    | White                         | Black                  |
| 1. | <u>          +        </u>    | <u>    K moves    </u> |
| 2. | <u>                      </u> |                        |

Diagram 139



**White to move.**

**To Do** Win the Black Queen for a Knight in two moves.

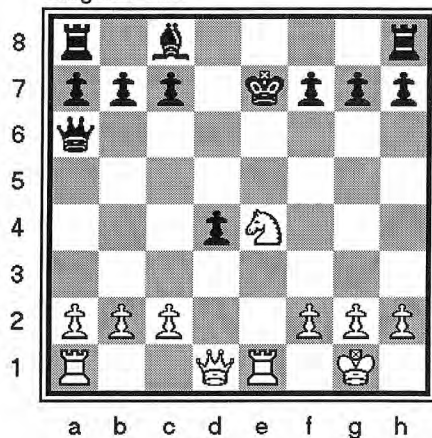
**Hint** Use a Knight attack on the Black Queen, combined with a Discovered Check from the White Queen.

| White            | Black | White            | Black |
|------------------|-------|------------------|-------|
| 1. _____ + _____ | Be7   | 1. _____ + _____ | Qe7   |
| 2. _____         |       | 2. _____         |       |



# 5 Discovered Checks

Diagram 140



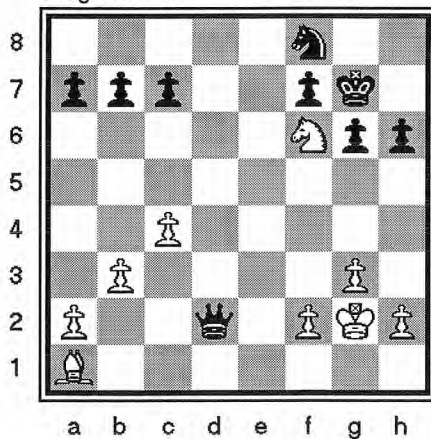
White to move.

**To Do** Win the Black Queen for a Knight in two moves.

**Hint** Use a Knight attack on the Black Queen, combined with a Discovered Check from the White Rook on e1.

| White      | Black     | White      | Black     |
|------------|-----------|------------|-----------|
| 1. _____ + | _____ Qe6 | 1. _____ + | _____ Be6 |
| 2. _____   |           | 2. _____   |           |

Diagram 141



White to move.

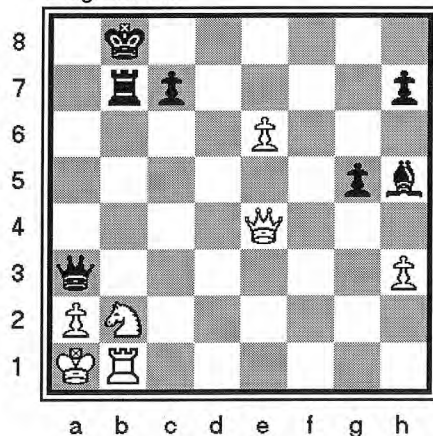
**To Do** Win the Black Queen in two moves.

**Hint** Use a Knight attack on the Black Queen, combined with a Discovered Check from the White Bishop.

| White      | Black            | White      | Black            |
|------------|------------------|------------|------------------|
| 1. _____ + | _____ K moves/f6 | 1. _____ + | _____ Qd4/c3/b2? |
| 2. _____ + |                  | 2. _____ + |                  |

# 5 Discovered Checks

Diagram 142



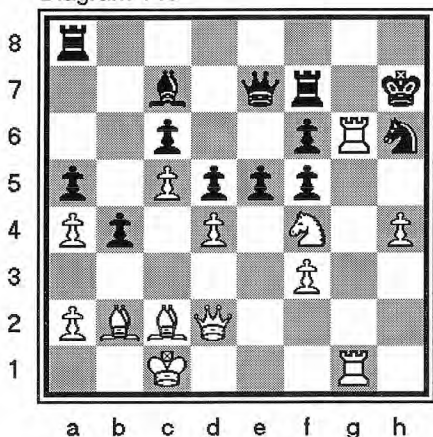
White to move.

**To Do** Win the Black Rook in three moves.

**Hint** Use a Queen sacrifice check (Qxb7+). Follow this by a Knight attack on the Black Queen, combined with a Discovered Check from the White Rook.

| White      | Black   | White      | Black  |
|------------|---------|------------|--------|
| 1. _____ + | Kxb7    | 1. _____ + | Kxb7   |
| 2. _____ + | K moves | 2. _____ + | Qb3/b4 |
| 3. _____   |         | 3. _____ + |        |

Diagram 143



White to move.

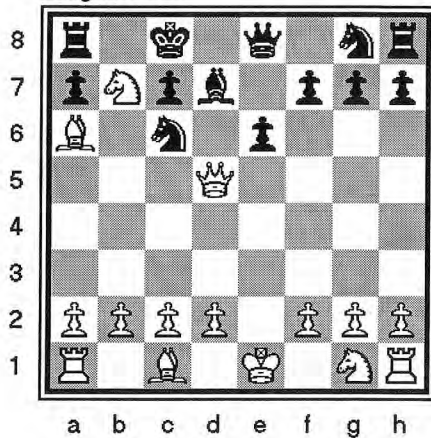
**To Do** Win a pawn and the Black Queen for a Rook in three moves.

**Hint** Use a Rook sacrifice check (Rxh6+). Follow this by a Knight attack on the Black Queen, combined with a Discovered Check from the White Queen.

| White      | Black    |
|------------|----------|
| 1. _____ + | Kxh6     |
| 2. _____ + | Any move |
| 3. _____   |          |

# 5 Discovered Checks

Diagram 144



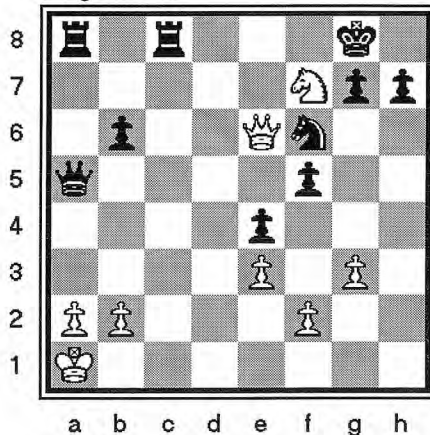
White to move.

**To Do** Checkmate in two moves.

**Hint** Use a Knight move combined with a Discovered Check from the White Bishop on a6. Follow that by a Queen or Knight checkmate.

|    | White   | Black     |    | White   | Black     |
|----|---------|-----------|----|---------|-----------|
| 1. | _____ + | _____ Kb8 | 1. | _____ + | _____ Kd8 |
| 2. | _____ # |           | 2. | _____ # |           |

Diagram 145



White to move.

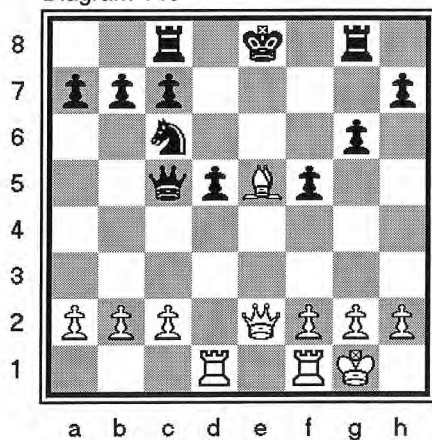
**To Do** Deliver a *smothered checkmate* in three moves.

**Hint** Use a Knight move combined with a Discovered Check from the White Queen (a double check). Then, use a Queen sacrifice check (Qg8+), followed by a Knight mate.

|    | White    | Black        |    | White    | Black      |
|----|----------|--------------|----|----------|------------|
| 1. | _____ ++ | _____ Kh8    | 1. | _____ ++ | _____ Kf8? |
| 2. | _____ +  | _____ R/Nxg8 | 2. | _____ #  |            |
| 3. | _____ #  |              |    |          |            |

# 5 Discovered Checks

Diagram 146



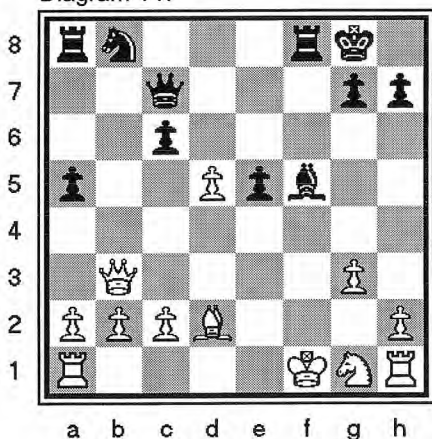
White to move.

**To Do** Win the Black Queen or checkmate in two moves.

**Hint** Use a Bishop attack on the Black Queen, combined with a Discovered Check from the White Queen.

| White      | Black   | White      | Black |
|------------|---------|------------|-------|
| 1. _____ + | K moves | 1. _____ + | Ne7?? |
| 2. _____   |         | 2. _____ # |       |

Diagram 147



Black to move.

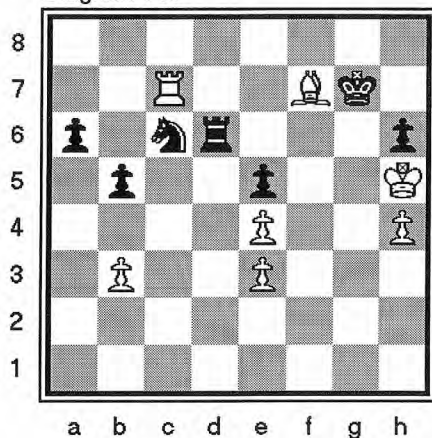
**To Do** Win the White Queen and a pawn for a Rook in two moves.

**Hint** Use a Bishop attack on the White Queen, combined with a Discovered Check from the Black Rook on f8.

| White    | Black   | White       | Black   |
|----------|---------|-------------|---------|
| 1. . . . | _____ + | 1. . . .    | _____ + |
| 2. Qf3   | _____ + | 2. K moves? | _____   |

# 5 Discovered Checks

Diagram 148



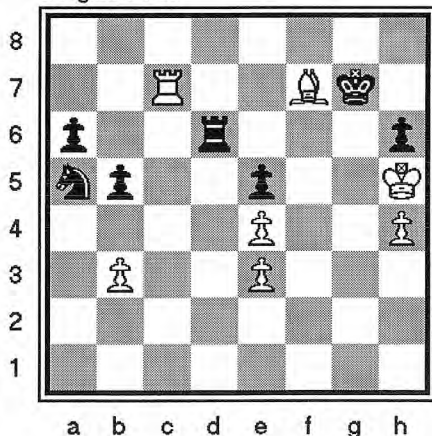
White to move.

| White      | Black   | White      | Black |
|------------|---------|------------|-------|
| 1. _____ + | K moves | 1. _____ + | Ne7   |
| 2. _____   |         | 2. _____ + |       |

**To Do** Win the Black Knight in two moves.

**Hint** Use a Bishop attack on the Knight, combined with a Discovered Check from the White Rook.

Diagram 149



White to move.

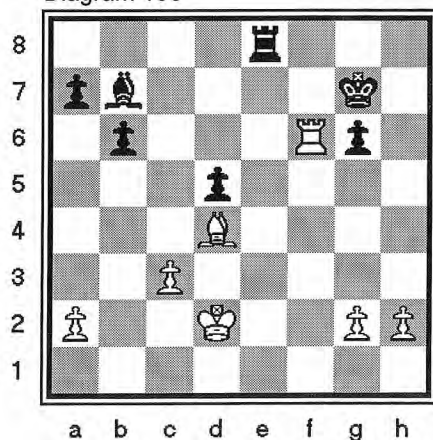
| White      | Black   | White      | Black  |
|------------|---------|------------|--------|
| 1. _____   | Nc6     | 1. _____   | Nb3/c4 |
| 2. _____ + | K moves | 2. _____ + |        |
| 3. _____   |         |            |        |

**To Do** Win the Black Knight in three moves.

**Hint** Use a pawn attack to force the Knight to move. Then, use a Bishop attack on the Knight, combined with a Discovered Check from the White Rook.

# 5 Discovered Checks

Diagram 150



White to move.

White

Black

1. \_\_\_\_\_ + K moves

2. \_\_\_\_\_

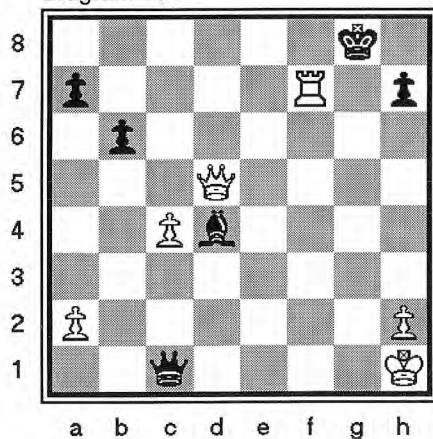
**To Do**

Win the Black pawn on b6 and the Bishop in two moves.

**Hint**

Use a Rook attack on the Black Bishop, combined with a Discovered Check from the White Bishop.

Diagram 151



White to move.

White

Black

1. \_\_\_\_\_ + K moves

2. \_\_\_\_\_

Notice that the White King is in check.

**To Do**

Win the Black Queen in two moves.

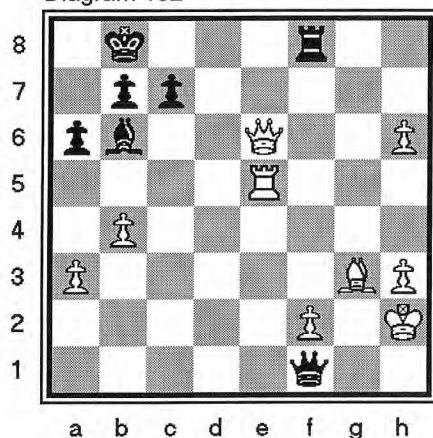
**Hint**

Use a Rook attack on the Black Queen, combined with a Discovered Check from the White Queen.



# 5 Discovered Checks

Diagram 152



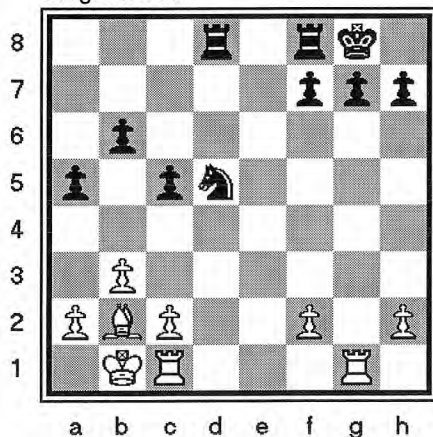
White to move.

- |    | White   | Black              |
|----|---------|--------------------|
| 1. | _____   | <u>  cxb6  </u>    |
| 2. | _____ + | <u>  K moves  </u> |
| 3. | _____   |                    |

**To Do** Win the Black Bishop in three moves.

**Hint** Use a Queen sacrifice (Qxb6!). Follow this by a Rook attack on the Black Queen, combined with a Discovered Check from the White Bishop.

Diagram 153



White to move.

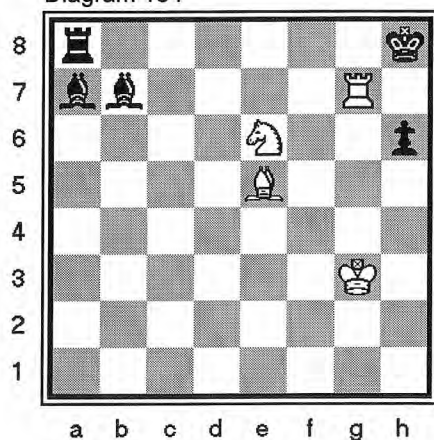
- |    | White            | Black |
|----|------------------|-------|
| 1. | _____ +          | _____ |
| 2. | <u>  Rg8++  </u> | _____ |
| 3. | _____ #          |       |

**To Do** Checkmate in three moves.

**Hint** Use a Rook check (Rxg7+). Then, use a Rook sacrifice double check (Rg8++). Follow this with a mate from the remaining White Rook.

# 5 Discovered Checks

Diagram 154



White to move.

White

Black

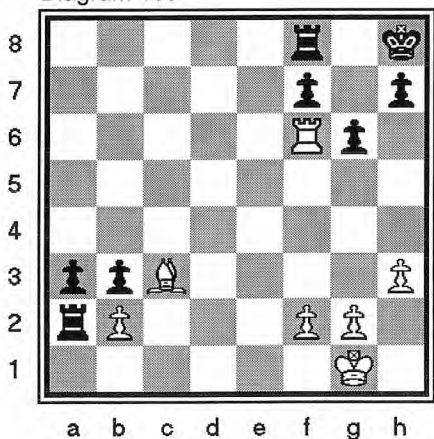
1. \_\_\_\_\_ + \_\_\_\_\_
2. Rg7+ \_\_\_\_\_
3. \_\_\_\_\_ + \_\_\_\_\_
4. \_\_\_\_\_ + \_\_\_\_\_

Winning pieces by alternately using a Discovered Check and a regular check is known as the "windmill."

**To Do** Win both Black Bishops and the Rook in four moves.

**Hint** Play Rxb7, combined with a Discovered Check from the White Bishop. Follow this by a series of Rook checks, combined with Discovered Checks from the White Bishop.

Diagram 155



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. Rg7+ \_\_\_\_\_
3. Rxg6+ \_\_\_\_\_
4. \_\_\_\_\_ #

**To Do** Checkmate in four moves.

**Hint** Play Rxf7, combined with a Discovered Check from the White Bishop. Then, use a Rook check, followed by a Rook capture and Discovered Check. Mate with the White Bishop.

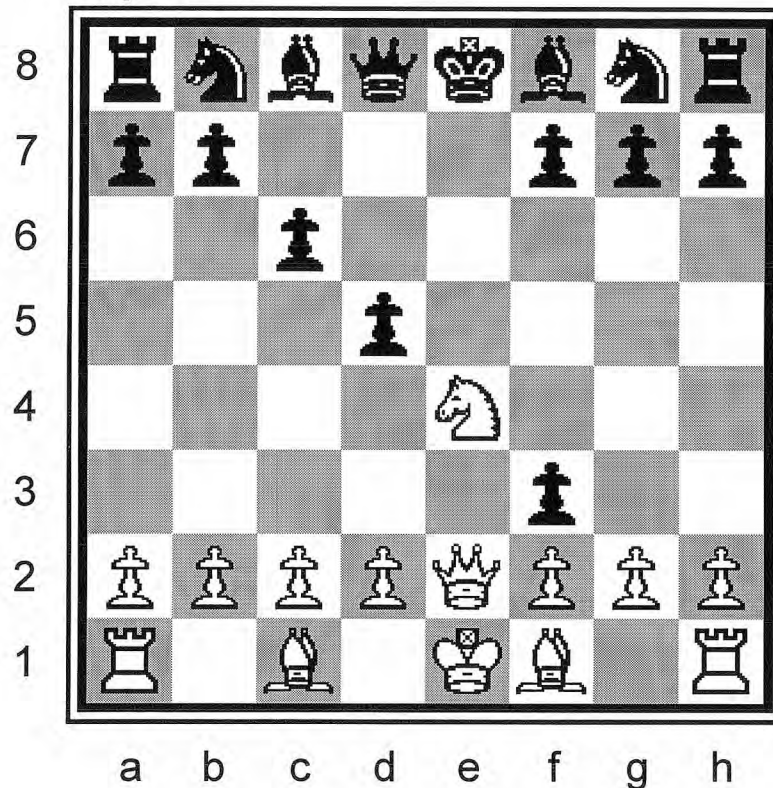
# 6 Double Checks

## introduction

---

A **Double Check** occurs when two pieces attack the King at the same time. The enemy King *discovers* or finds out that it is in check by two pieces at once! Some double checks are simple, as shown in Diagram 156. Others take two or more moves to set up.

Diagram 156



**White to move.**

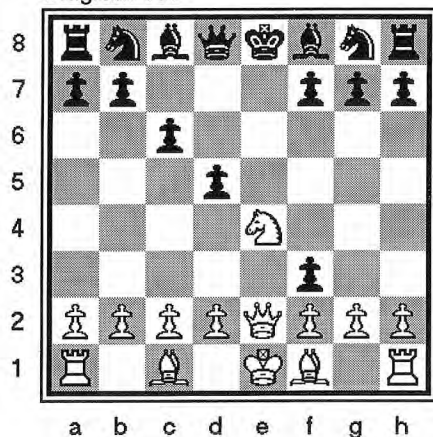
White checkmates in one move! White plays the Knight to f6 (Nf6++) and says, "Checkmate." Black then discovers that the Black King is in check by both the White Queen and the White Knight! The Black King is checkmated.

**Circle the White pieces that will check the Black King.**

# 6 Double Checks

## instruction

Diagram 157



White to move.

White

Black

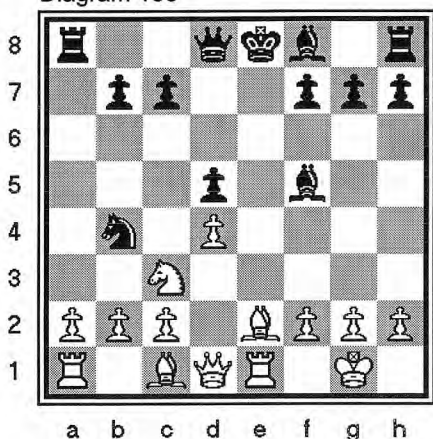
1. Nf6 #

This one is done for you.

**To Do** Checkmate in one move.

**How** White plays Nf6++ and says "Checkmate." Black *discovers* the Black King is in check by both the White Queen and White Knight. The Black King is checkmated.

Diagram 158



White to move.

White

Black

1. \_\_\_\_\_ #

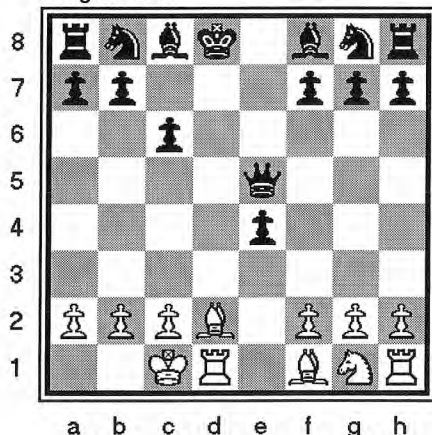
Your turn now!

**To Do** Checkmate in one move.

**How** White plays Bb5++ and says "Checkmate." Black *discovers* that the Black King is in check by both the White Rook on e1 and the White Bishop on b5. The Black King is checkmated.

# 6 Double Checks instruction

Diagram 159



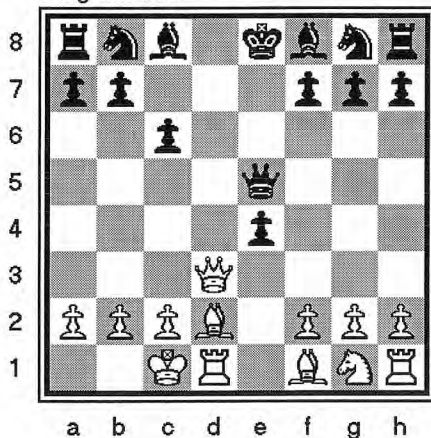
White to move.

**To Do** Checkmate in two moves.

**How** White plays Bg5++. The White Bishop on g5 and the White Rook on d1 check the Black King. If Black plays ... Ke8, White plays Rd8#. If Black plays ... Kc7, White plays Bd8#.

| White       | Black     | White       | Black     |
|-------------|-----------|-------------|-----------|
| 1. _____ ++ | _____ Ke8 | 1. _____ ++ | _____ Kc7 |
| 2. _____ #  |           | 2. _____ #  |           |

Diagram 160



White to move.

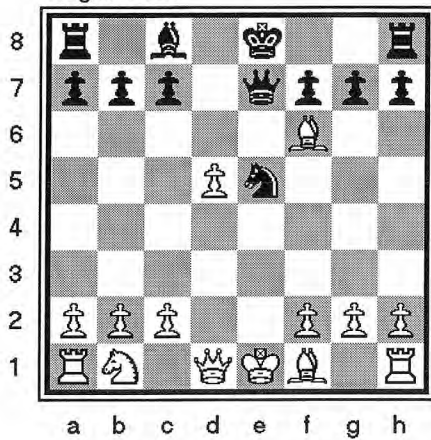
**To Do** Checkmate in three moves.

**How** White plays Qd8+! Black must play ... Kxd8. White plays Bg5 and checks Black's King with the Rook on d1 and the Bishop on g5. White checkmates after Black plays ... Ke8 or ... Kc7.

| White       | Black     | White       | Black     |
|-------------|-----------|-------------|-----------|
| 1. _____ +  | _____     | 1. _____ +  | _____     |
| 2. _____ ++ | _____ Ke8 | 2. _____ ++ | _____ Kc7 |
| 3. _____ #  |           | 3. _____ #  |           |

# 6 Double Checks

Diagram 161



Black to move.

White

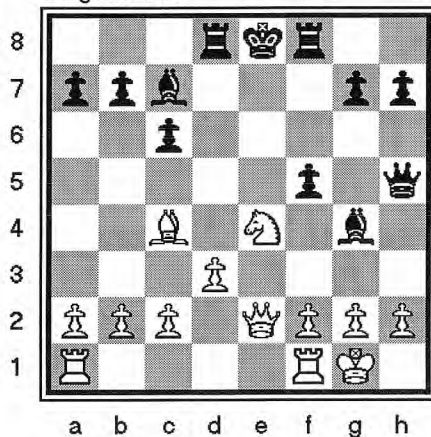
Black

1. . . . #

**To Do** Checkmate in one move.

**Hint** Use a Double Check from the Black Knight and Black Queen.

Diagram 162



White to move.

White

Black

1. #

Notice that the White Bishop attacks the Black King's f7 flight square.

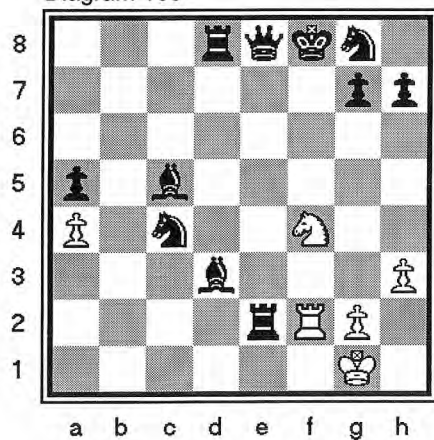
**To Do** Checkmate in one move.

**Hint** Use a Double Check from the White Knight and White Queen.



# 6 Double Checks

Diagram 163



White to move.

White

Black

1. \_\_\_\_\_ #

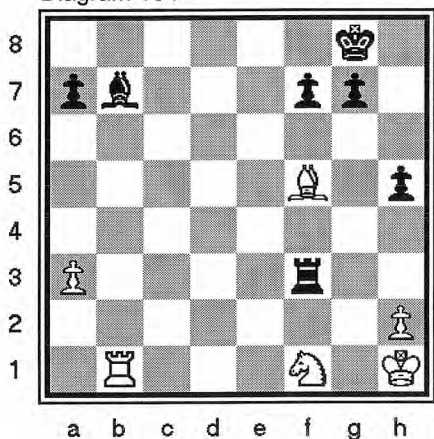
**To Do**

Checkmate in one move.

**Hint**

Use a Double Check from the White Knight and White Rook.

Diagram 164



Black to move.

White

Black

1. ... \_\_\_\_\_ #

**To Do**

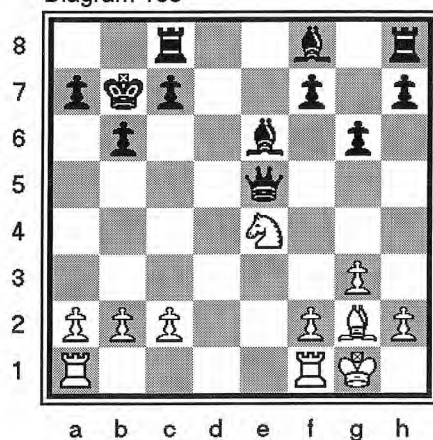
Checkmate in one move.

**Hint**

Use a Double Check from the Black Rook and Black Bishop.

# 6 Double Checks

Diagram 165



White to move.

White

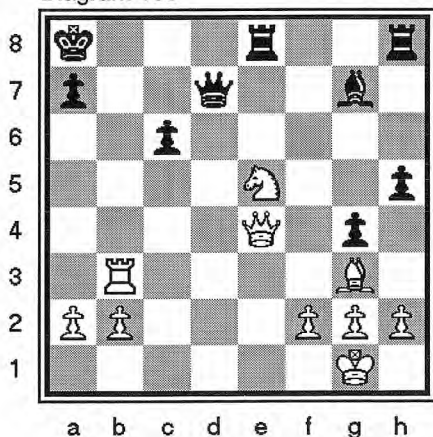
Black

1. \_\_\_\_\_ ++      \_\_\_\_\_ Kb8
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Knight and White Bishop. Follow this by a Knight mate.

Diagram 166



White to move.

White

Black

White

Black

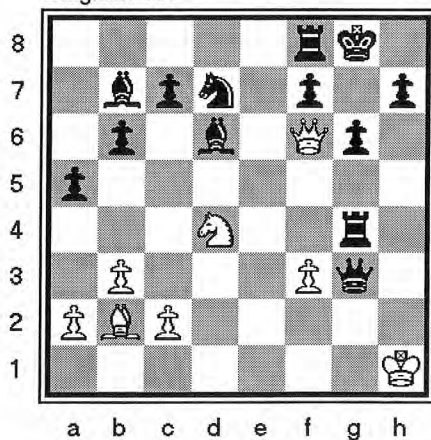
1. \_\_\_\_\_ +      \_\_\_\_\_ Kxb8      1. \_\_\_\_\_ +      \_\_\_\_\_ Rxb8
2. \_\_\_\_\_ ++      2. \_\_\_\_\_

**To Do** Win the Black Queen for a Rook in two moves.

**Hint** Use a Rook sacrifice check (Rb8+). Follow this by a Double Check from the White Knight and White Bishop.

## 6 Double Checks

Diagram 167



White to move.

White

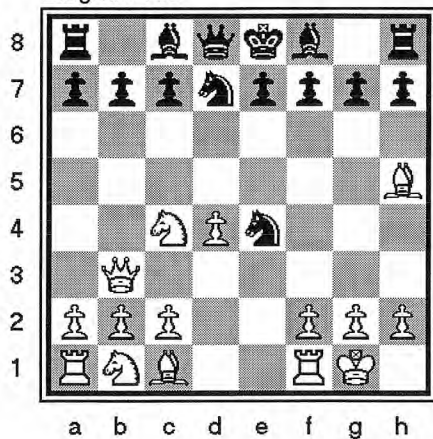
Black

- |          |    |       |
|----------|----|-------|
| 1. _____ | +  | _____ |
| 2. _____ | ++ | _____ |
| 3. _____ | #  |       |

**To Do** Checkmate in three moves.

**Hint** Use a Queen sacrifice check (Qg7+). Then, use a Double Check from the White Knight and White Bishop, followed by a Knight mate.

Diagram 168



White to move.

White

Black

White

Black

- |          |    |       |          |    |       |
|----------|----|-------|----------|----|-------|
| 1. _____ | +  | _____ | 1. _____ | +  | _____ |
| 2. _____ | ++ | _____ | 2. _____ | ++ | _____ |
| 3. _____ | #  |       | 3. _____ | #  |       |

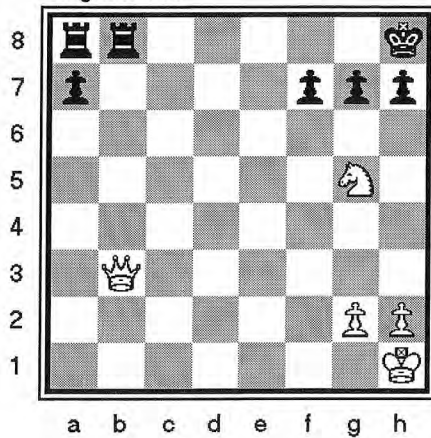
Notice that on the 2<sup>nd</sup> move, White can play the Knight to either of two squares with Double Check!

**To Do** Checkmate in three moves.

**Hint** Use a Bishop sacrifice check (Bxf7+). Then, use a Double Check from the White Knight and White Queen, followed by a Queen checkmate.

# 6 Double Checks

Diagram 169



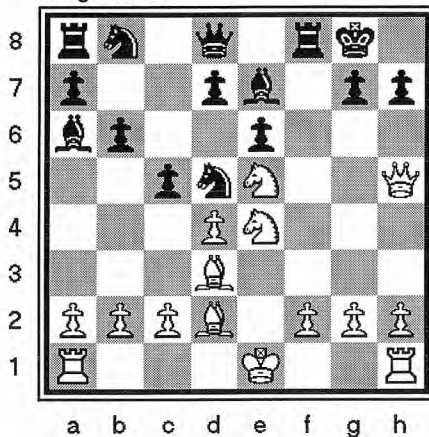
White to move.

|    | White       | Black     |    | White    | Black      |
|----|-------------|-----------|----|----------|------------|
| 1. | _____ +     | _____ Kg8 | 1. | _____ +  | _____ Kg8  |
| 2. | _____ ++    | _____ Kh8 | 2. | _____ ++ | _____ Kf8? |
| 3. | _____ Qg8+! | _____     | 3. | _____ #  |            |
| 4. | _____ #     |           |    |          |            |

**To Do** Checkmate in four moves—or three moves if Black plays ... Kf8?

**Hint** Use a Knight check (Nxf7+). Next, use a Double Check from the White Knight and White Queen. Now, play Qg8+!, sacrificing the Queen, followed by a smothered mate from the Knight.

Diagram 170



White to move.

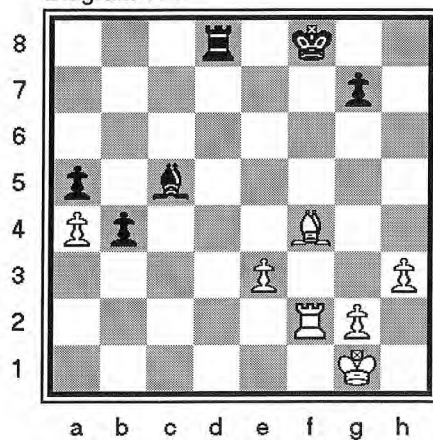
|    | White    | Black     |
|----|----------|-----------|
| 1. | _____ +  | _____     |
| 2. | _____ ++ | _____ Kh8 |
| 3. | _____ #  |           |

**To Do** Checkmate in three moves.

**Hint** Use a Queen sacrifice check (Qxh7+). Then, use a Double Check from the White Knight and White Bishop, followed by a Knight checkmate.

# 6 Double Checks

Diagram 171



White to move.

White

Black

1.     ++         K moves    

2.           

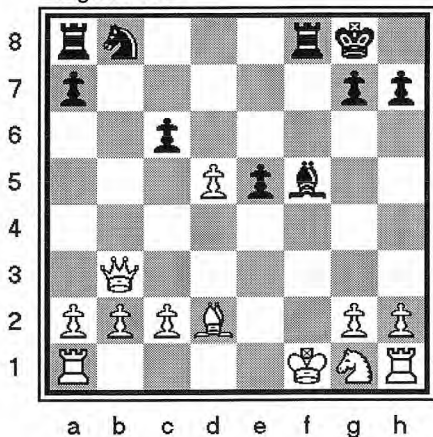
**To Do**

Win the Black Bishop in two moves.

**Hint**

Use a Double Check from the White Bishop and White Rook.

Diagram 172



Black to move.

White

Black

1.     ...         ++    

2.     Ke1         #    

**To Do**

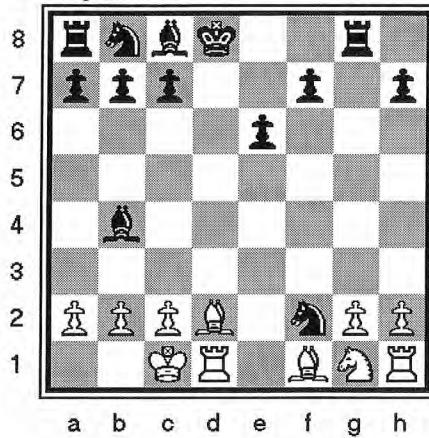
Checkmate in two moves.

**Hint**

Use a Double Check from the Black Bishop and Black Rook, followed by a Rook mate.

# 6 Double Checks

Diagram 173



White to move.

White Black

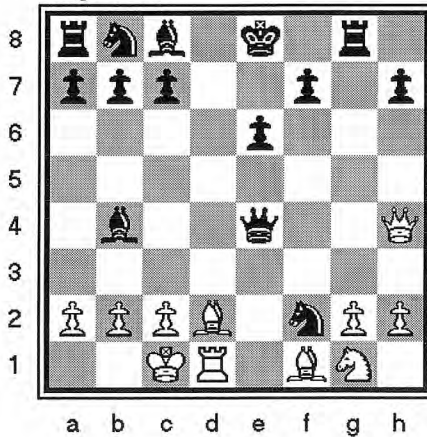
1. \_\_\_\_\_ ++ \_\_\_\_\_

2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Bishop and White Rook, followed by a Rook mate!

Diagram 174



White to move.

White Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ ++ \_\_\_\_\_

3. \_\_\_\_\_ #

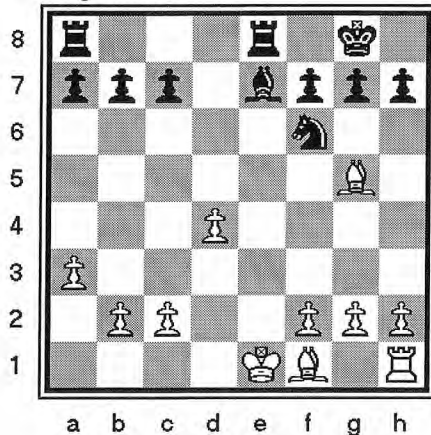
**To Do** Checkmate in three moves.

**Hint** Use a Queen sacrifice check (Qd8+). Then, use a Double Check from the White Bishop and White Rook, followed by a Rook mate!



# 6 Double Checks

Diagram 175



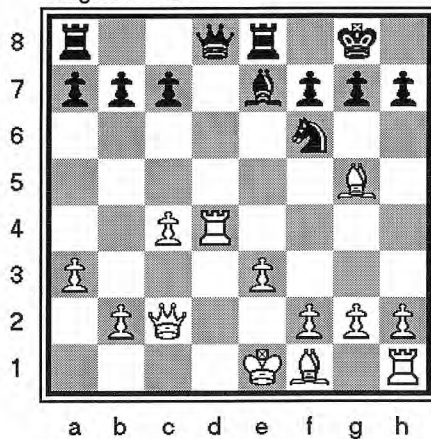
Black to move.

|    | White | Black |
|----|-------|-------|
| 1. | ...   | ++    |
| 2. |       | #     |

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the Black Bishop and Black Rook, followed by a Rook mate.

Diagram 176



Black to move.

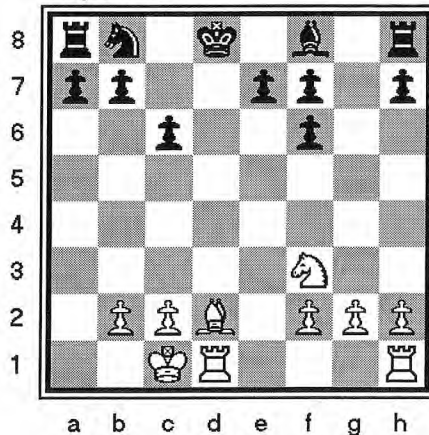
|    | White | Black    |    | White  | Black |
|----|-------|----------|----|--------|-------|
| 1. | ...   |          | 1. | ...    |       |
| 2. | Bd3!  | (Q move) | 2. | exd4?? | ++    |
|    |       |          | 3. |        | #     |

**To Do** Win a Rook in one move or checkmate in three moves.

**Hint** Use a Queen sacrifice (Qxd4). Then, if White plays exd4??, use a Double Check from the Black Bishop and Black Rook, followed by a Rook mate!

## 6 Double Checks

Diagram 177



White to move.

White

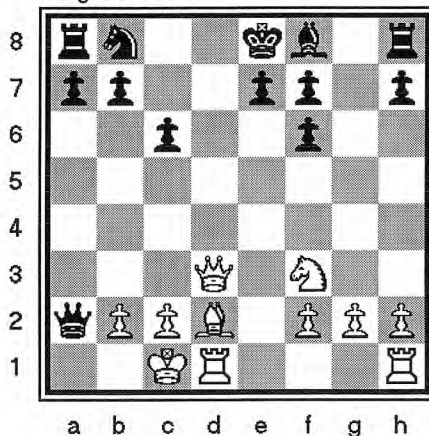
Black

1. \_\_\_\_\_ ++    Kc8/Ke8
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Bishop and White Rook, followed by a Rook mate!

Diagram 178



White to move.

White

Black

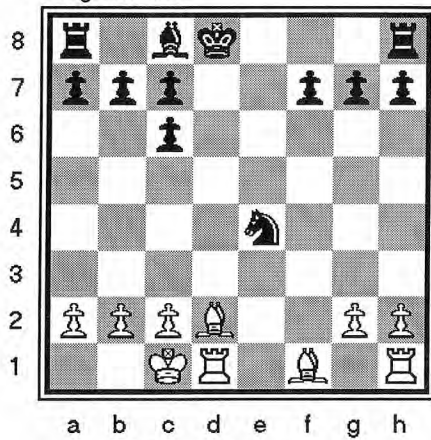
1. \_\_\_\_\_ +    \_\_\_\_\_
2. \_\_\_\_\_ ++    Kc8/Ke8
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**Hint** Use a Queen sacrifice check (Qd8+). Then, use a Double Check from the White Bishop and White Rook, followed by a Rook mate!

## 6 Double Checks

Diagram 179



White to move.

White

Black

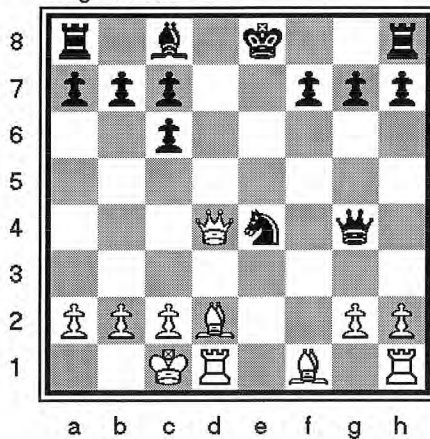
1. \_\_\_\_\_ ++ \_\_\_\_\_

2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Bishop and White Rook, followed by a Rook mate.

Diagram 180



Black to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ ++ \_\_\_\_\_

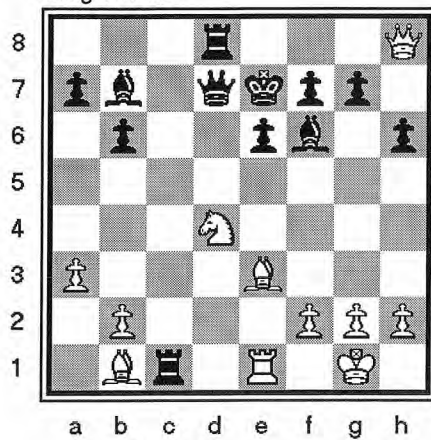
3. \_\_\_\_\_ #

**To Do** Checkmate in three moves.

**Hint** Use a Queen sacrifice check (Qd8+). Then, use a Double Check from the White Bishop and the White Rook, followed by a Rook mate.

# 6 Double Checks

Diagram 181



White to move.

White

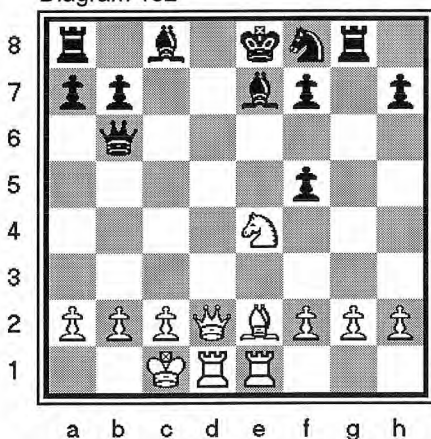
Black

1. \_\_\_\_\_ + \_\_\_\_\_
2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Knight sacrifice check (Nf5+). Then, use a Double Check and mate from the White Bishop and White Rook.

Diagram 182



White to move.

White

Black

White

Black

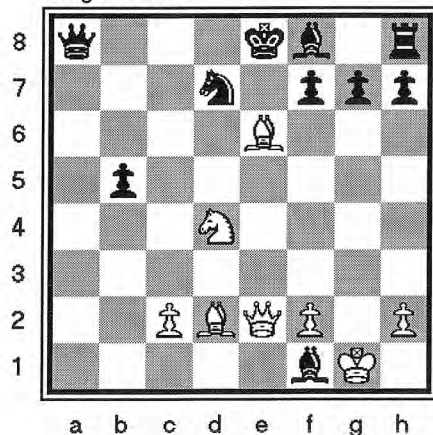
1. \_\_\_\_\_ + Bxf6? 1. \_\_\_\_\_ + Qxf6
2. \_\_\_\_\_ # 2. Qd8+!
3. \_\_\_\_\_ #

**To Do** Checkmate in two or three moves.

**Hint** Use a Knight sacrifice check (Nf6+). Then, depending on Black's move, use a Bishop and Rook Double Check and mate or use a Queen sacrifice check, followed by a Double Check and mate from the Bishop and Rook.

# 6 Double Checks

Diagram 183



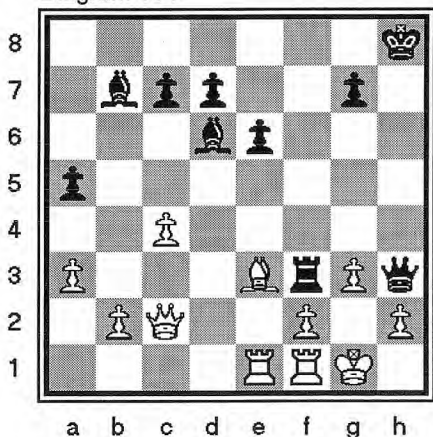
White to move.

| White       | Black | White       | Black  |
|-------------|-------|-------------|--------|
| 1. _____ ++ | Kd8   | 1. _____ ++ | Kxf7?? |
| 2. _____ +  | _____ | 2. _____ #  |        |
| 3. _____    |       |             |        |

**To Do** Win the Black Queen in three moves, or checkmate in two moves.

**Hint** Use a Double Check from the White Bishop and White Queen (Bxf7++!), followed by winning the Black Queen, or delivering a Queen checkmate.

Diagram 184



Black to move.

| White    | Black   |
|----------|---------|
| 1. . . . | _____ + |
| 2. _____ | _____ # |

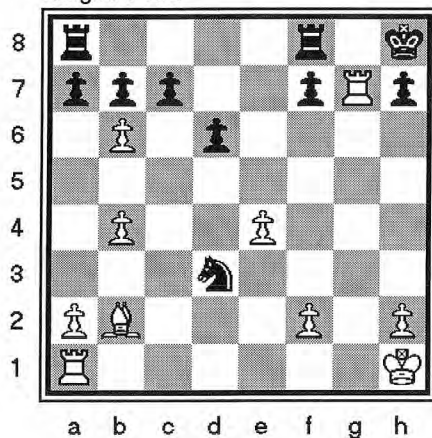
Notice that g3 is attacked by both the Black Bishop and the Black Rook.

**To Do** Checkmate in two moves.

**Hint** Use a Queen sacrifice check (. . . Qg2+). Then, use a Double Check and mate from the Black Rook and Black Bishop.

# 6 Double Checks

Diagram 185



White to move.

White

Black

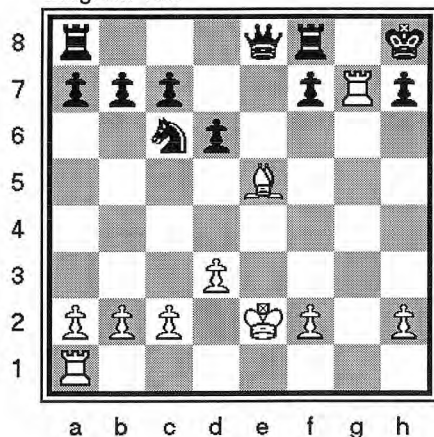
1. \_\_\_\_\_ ++      Kxg8

2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Rook and White Bishop (a Rook sacrifice!). Next, deliver checkmate with the remaining Rook.

Diagram 186



White to move.

White

Black

1. \_\_\_\_\_ ++      Kxg8

2. \_\_\_\_\_ #

**To Do** Checkmate in two moves.

**Hint** Use a Double Check from the White Rook and White Bishop (a Rook sacrifice!). Next, deliver checkmate with the remaining Rook.



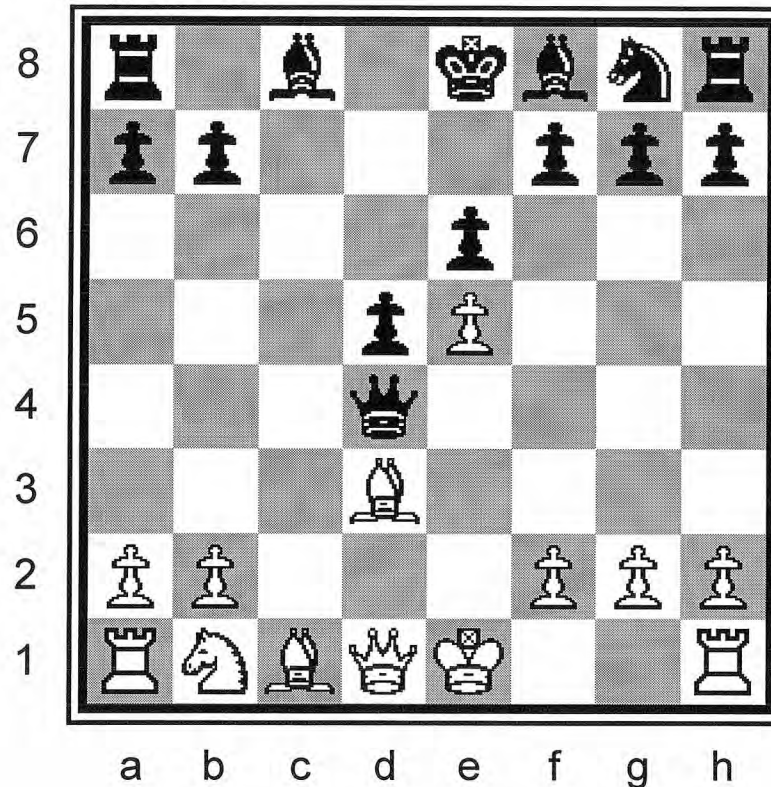
# 7 Discovered Attacks

## introduction

---

A **Discovered Attack** occurs when a piece moves and uncovers an attack by a piece behind it. Both pieces attack different enemy pieces at the same time. Some Discovered Attacks are simple, as shown in Diagram 187. Others take two or more moves to set up.

Diagram 187



**White to move.**

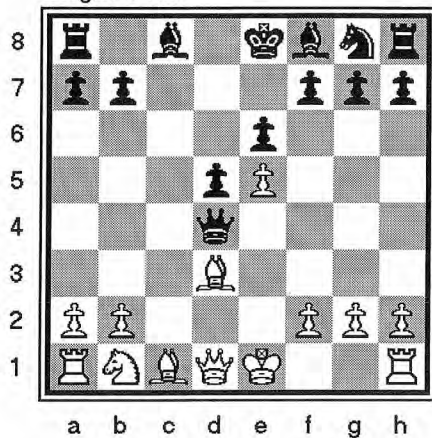
When White plays Bb5+, Black *discovers* or finds out that the Queen and the King are both under attack at the same time. After dealing with the Bishop check, Black loses the Queen when White plays Qxd4!

**Circle the White pieces that will win Black's Queen.**

# 7 Discovered Attacks

## instruction

Diagram 188



White to move.

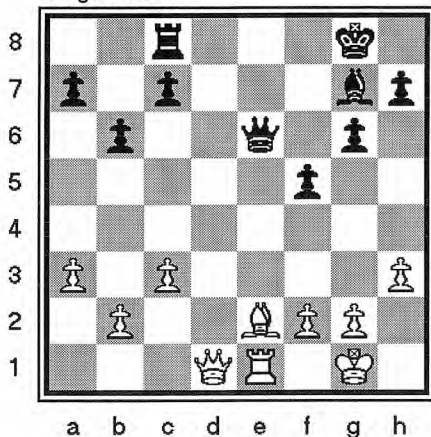
- |    | White        | Black      |    | White         | Black       |
|----|--------------|------------|----|---------------|-------------|
| 1. | <u>Bb5 +</u> | <u>Ke7</u> | 1. | <u>Bb5 +</u>  | <u>Bd7</u>  |
| 2. | <u>Qxd4</u>  |            | 2. | <u>Bxd7 +</u> | <u>Kxd7</u> |
|    |              |            | 3. | <u>Qxd4</u>   |             |

This one is done for you.

**To Do** Win the Black Queen in two or three moves.

**How** White plays Bb5+, attacking both Black's King and Queen. If Black moves the King, White plays Qxd4, winning the Black Queen. If Black plays . . . Be7, White plays Bxd7+ and then Qxd4.

Diagram 189



White to move.

- |    | White             | Black          |
|----|-------------------|----------------|
| 1. | <u>          </u> | <u>Q moves</u> |
| 2. | <u>          </u> |                |

Your turn now!

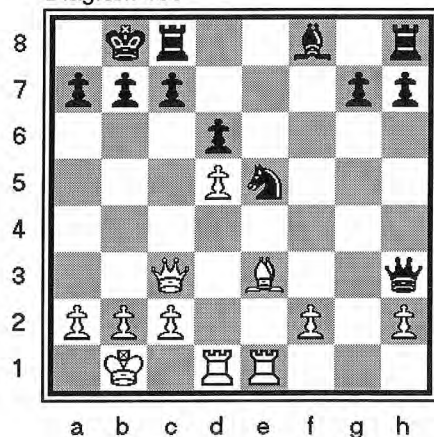
**To Do** Win the Black Rook in two moves.

**How** White plays Ba6, attacking the Black Rook, and uncovering an attack on the Black Queen from the White Rook. After Black moves the Queen, White plays Bxc8, winning the Rook.

# 7 Discovered Attacks

## instruction

Diagram 190



White to move.

White

Black

1. \_\_\_\_\_ + Kxa7/Ka8

2. \_\_\_\_\_

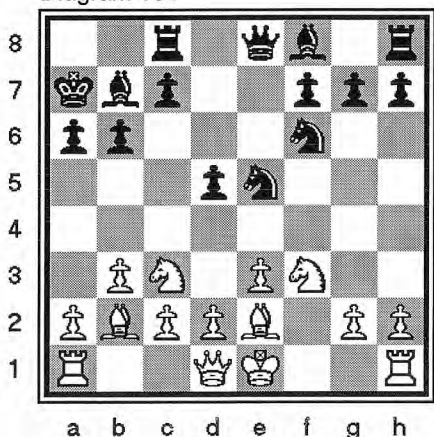
### To Do

Win the Black Queen and a pawn for a Bishop in two moves.

### How

White plays Bxa7+, attacking both Black's King and Queen. After Black plays . . . Kxa7 or . . . Ka8, White plays Qxh3, winning Black's Queen.

Diagram 191



White to move.

White

Black

1. \_\_\_\_\_ Qxe5??

2. \_\_\_\_\_ + axb5

3. \_\_\_\_\_

### To Do

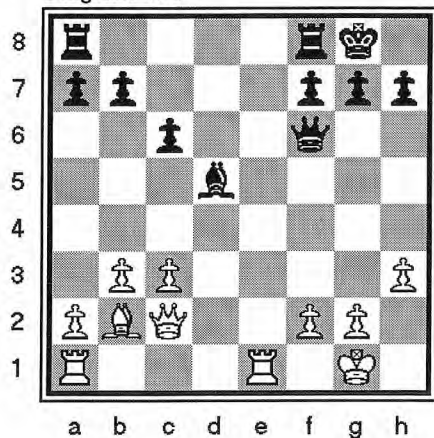
Win the Black Queen for a Knight in three moves.

### How

White first trades Knights (Nxe5) and Black plays . . . Qxe5?? Then, White plays Nb5+ and attacks the Black Queen with the Bishop on b2. After Black plays . . . axb5, White plays Bxe5!

# 7 Discovered Attacks

Diagram 192



White to move.

White

Black

1. \_\_\_\_\_ Q moves

2. \_\_\_\_\_

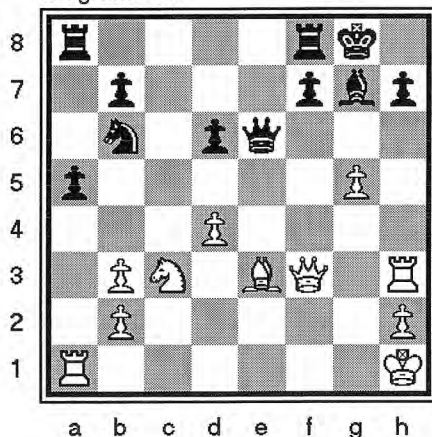
**To Do**

Win the Black Bishop for a pawn in two moves.

**Hint**

Use a pawn attack on the Black Bishop, combined with a Discovered Attack against the Black Queen from the White Bishop.

Diagram 193



White to move.

White

Black

White

Black

1. \_\_\_\_\_ Q moves

1. \_\_\_\_\_ Nxd5

2. \_\_\_\_\_

2. \_\_\_\_\_

**To Do**

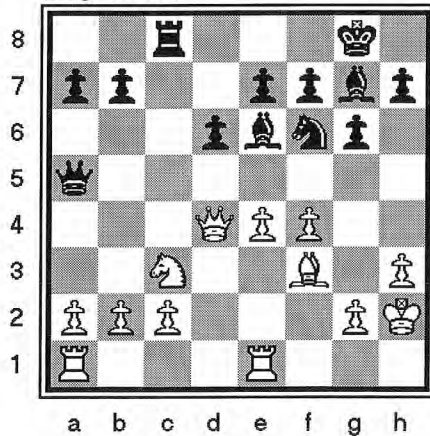
Win the Black Knight in two moves.

**Hint**

Use a pawn attack on the Black Queen, combined with a Discovered Attack against the Black Knight from the White Bishop.

# 7 Discovered Attacks

Diagram 194



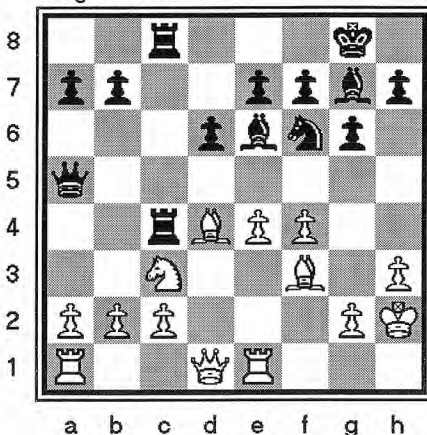
Black to move.

**To Do** Win the White Queen for a Knight in two moves.

**Hint** Use a Knight sacrifice check, combined with a Discovered Attack on the White Queen from the Black Bishop.

| White    | Black   | White      | Black   |
|----------|---------|------------|---------|
| 1. . . . | _____ + | 1. . . .   | _____ + |
| 2. Bxg4  | _____   | 2. K moves | _____   |

Diagram 195



Black to move.

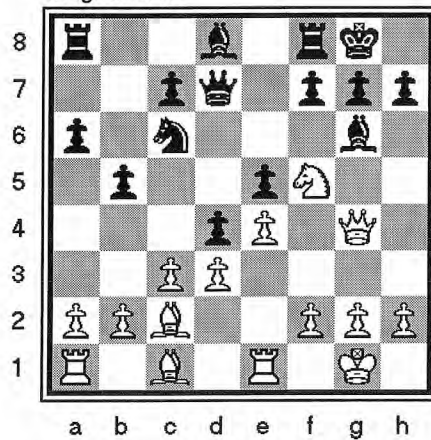
**To Do** Win a White Bishop and Queen for a Rook and Knight in three moves.

**Hint** Use a Rook sacrifice (. . . Rxd4) —inviting the White Queen to d4. Follow this with a Knight sacrifice check, combined with a Discovered Attack on the White Queen from the Black Bishop.

| White     | Black   |
|-----------|---------|
| 1. . . .  | _____   |
| 2. Qxd4?? | _____ + |
| 3. Bxg4   | _____   |

# 7 Discovered Attacks

Diagram 196



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ gxh6

2. \_\_\_\_\_

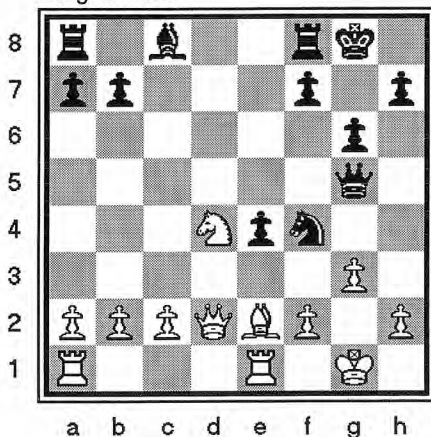
**To Do**

Win the Black Queen for a Knight in two moves.

**Hint**

Use a Knight sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 197



Black to move.

White

Black

1. ... +

2. K moves

**To Do**

Win the White Queen in two moves.

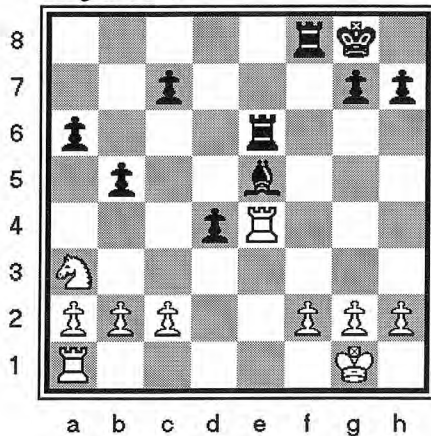
**Hint**

Use a Knight check, combined with a Discovered Attack on the White Queen from the Black Queen.



# 7 Discovered Attacks

Diagram 198



Black to move.

White

Black

1. . . . +

2. Kxh2

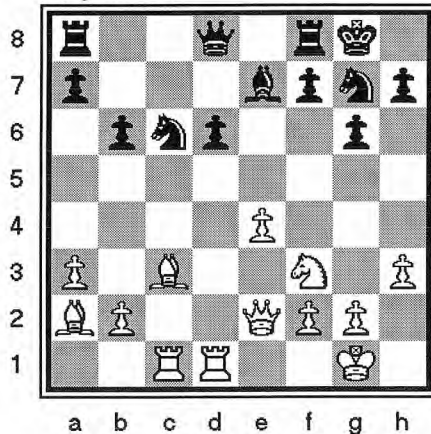
## To Do

Win a White Rook and a pawn for a Bishop in two moves.

## Hint

Use a Bishop sacrifice check, combined with a Discovered Attack on the White Rook on e4 from the Black Rook on e6.

Diagram 199



White to move.

White

Black

1. Kxg7

2.

## To Do

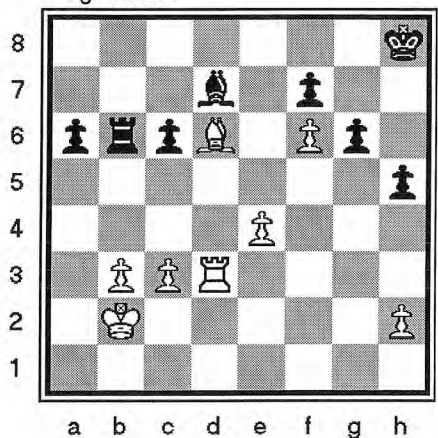
Win the Black Knight on c6 in two moves.

## Hint

Use a Bishop and Knight trade (Bxg7), combined with a Discovered Attack on the Black Knight on c6 from the White Rook on c1.

# 7 Discovered Attacks

Diagram 200



White to move.

White

Black

1. \_\_\_\_\_ R moves

2. \_\_\_\_\_

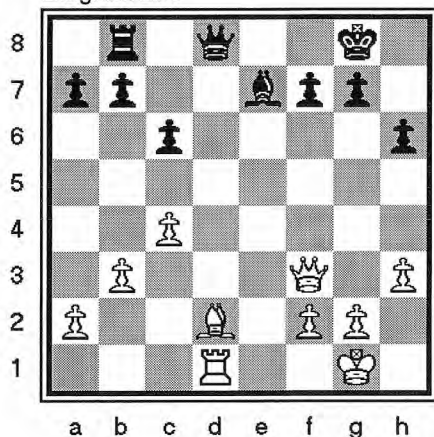
**To Do**

Win the Black Bishop in two moves.

**Hint**

Use a Bishop attack on the Black Rook, combined with a Discovered Attack on the Black Bishop from the White Rook.

Diagram 201



White to move.

White

Black

White

Black

1. \_\_\_\_\_ Q moves

1. \_\_\_\_\_ Bd6?

2. \_\_\_\_\_

2. \_\_\_\_\_

**To Do**

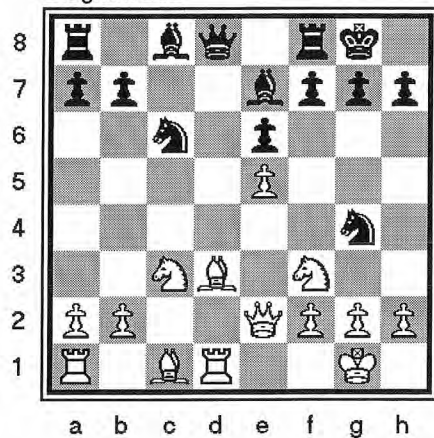
Win the Black Rook for a Bishop in two moves.

**Hint**

Use a Bishop attack on the Black Rook, combined with a Discovered Attack on the Black Queen from the White Rook.

# 7 Discovered Attacks

Diagram 202



White to move.

White Black

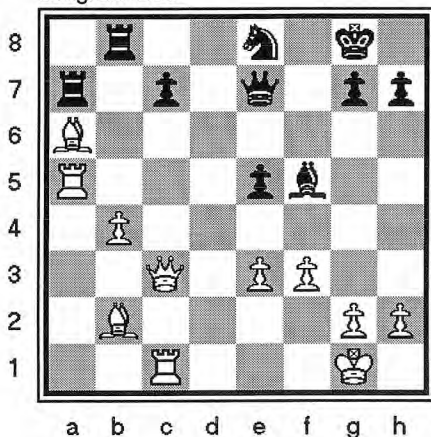
1. \_\_\_\_\_ + \_\_\_\_\_ Kxh7

2. \_\_\_\_\_

**To Do** Win the Black Queen and a pawn for a Bishop and a Rook in two moves.

**Hint** Use a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Rook on d1.

Diagram 203



White to move.

White Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

White Black

1. \_\_\_\_\_ + \_\_\_\_\_ Be6?

2. \_\_\_\_\_ + \_\_\_\_\_ Qxe6

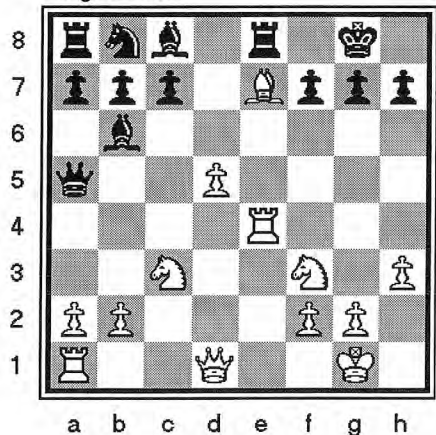
3. \_\_\_\_\_

**To Do** Win a Black Rook in two moves.

**Hint** Use a Bishop check, combined with a Discovered Attack on the Black Rook on a7 from the White Rook on a5.

# 7 Discovered Attacks

Diagram 204



White to move.

White

Black

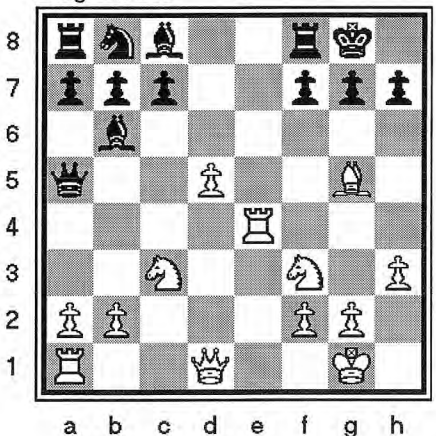
1. \_\_\_\_\_ Rxe4

2. \_\_\_\_\_

**To Do** Win the Black Queen for a Rook in two moves.

**Hint** Use a Bishop attack on the Black Queen, combined with a Discovered Attack (threatening mate!) on the Black Rook.

Diagram 205



White to move.

White

Black

1. \_\_\_\_\_ Re8?

2. \_\_\_\_\_ Rxe4

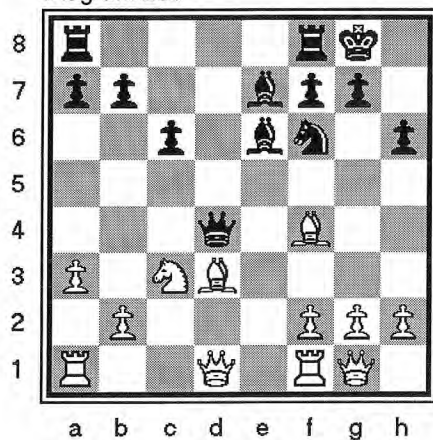
3. \_\_\_\_\_

**To Do** Win the Black Queen for a Rook in three moves.

**Hint** Use a Bishop attack on the Black Rook on f8. Follow this with a Bishop attack on the Black Queen, combined with a Discovered Attack (threatening mate!) on the Black Rook.

# 7 Discovered Attacks

Diagram 206



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K/Nxh7

2. \_\_\_\_\_

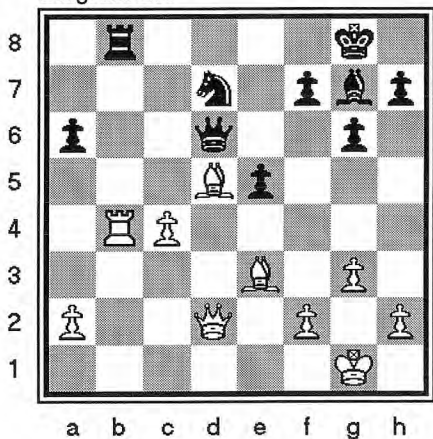
**To Do**

Win the Black Queen for a Bishop in two moves.

**Hint**

Use a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 207



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxf7

2. \_\_\_\_\_

**To Do**

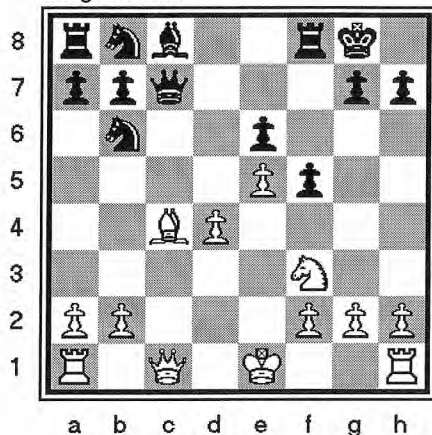
Win the Black Queen and a pawn for a Bishop in two moves.

**Hint**

Use a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

# 7 Discovered Attacks

Diagram 208



White to move.

White Black

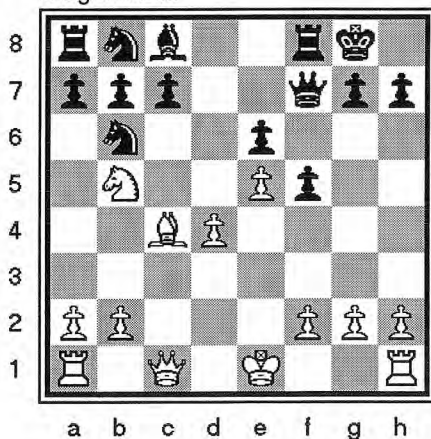
1. \_\_\_\_\_ + \_\_\_\_\_ Bxe6

2. \_\_\_\_\_

**To Do** Win the Black Queen and a pawn for a Bishop in two moves.

**Hint** Use a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 209



White to move.

White Black

1. \_\_\_\_\_ Qxc7??

2. \_\_\_\_\_ + \_\_\_\_\_ Bxe6

3. \_\_\_\_\_

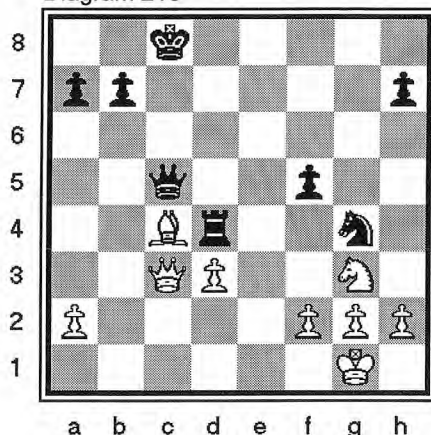
**To Do** Win the Black Queen and two pawns for a Knight and Bishop in three moves.

**Hint** Use a Knight sacrifice (Nxc7). Follow this with a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.



# 7 Discovered Attacks

Diagram 210



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

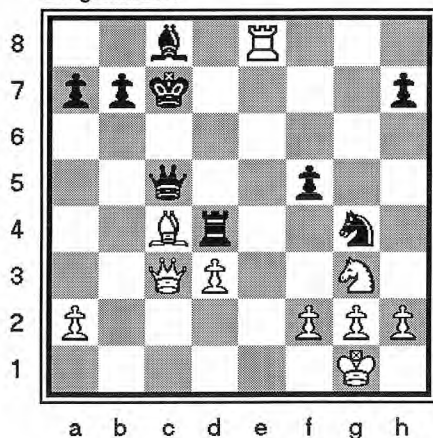
**To Do**

Win the Black Queen in two moves.

**Hint**

Use a Bishop check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 211



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxc8

2. \_\_\_\_\_ + \_\_\_\_\_ K moves

3. \_\_\_\_\_

**To Do**

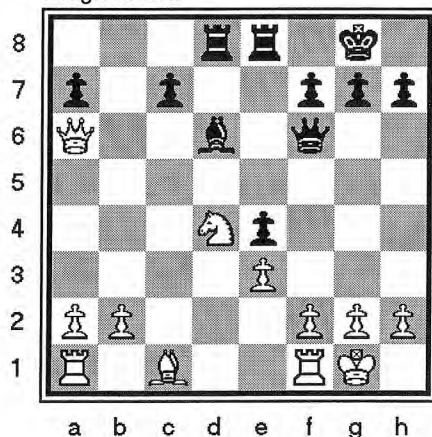
Win the Black Queen and a Bishop for a Rook in three moves.

**Hint**

Use a Rook sacrifice check. Follow this with a Bishop check, combined with a Discovered Attack on the Black Queen from the White Queen.

# 7 Discovered Attacks

Diagram 212



Black to move.

White

Black

1. . . . +

2. Kxh2

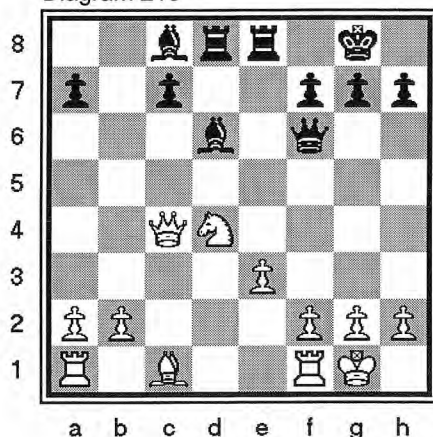
## To Do

Win the White Queen and a pawn for a Bishop in two moves.

## Hint

Use a Bishop sacrifice check, combined with a Discovered Attack on the White Queen from the Black Queen.

Diagram 213



Black to move.

White

Black

White

Black

1. . . .

2. Qxa6? +

3. Kxh2

1. . . .

2. Qc2

## To Do

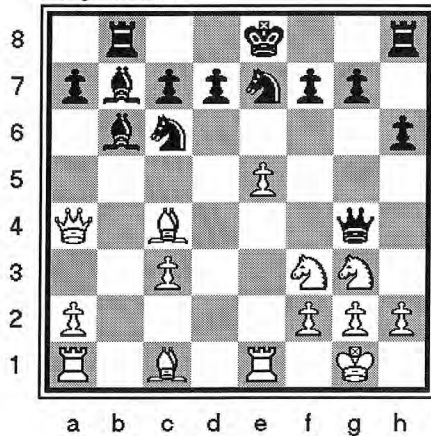
Win the White Queen and a pawn for two Bishops in three moves—or win a Rook for a Bishop in two moves.

## Hint

Use a Bishop sacrifice (. . . Ba6!). Follow this with a Bishop sacrifice check, combined with a Discovered Attack on the White Queen from the Black Queen.

# 7 Discovered Attacks

Diagram 214



White to move.

White

Black

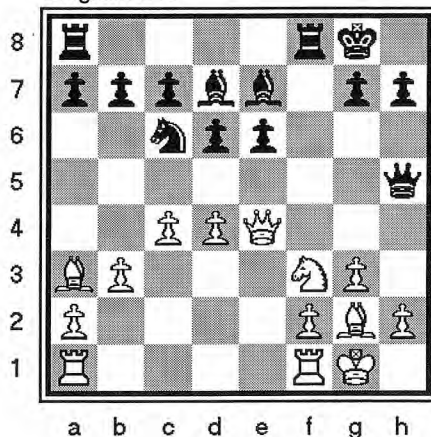
1. \_\_\_\_\_ Kxf7

2. \_\_\_\_\_

**To Do** Win the Black Queen and a pawn for a Bishop in two moves.

**Hint** Use a Bishop sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 215



Black to move.

White

Black

1. ... \_\_\_\_\_

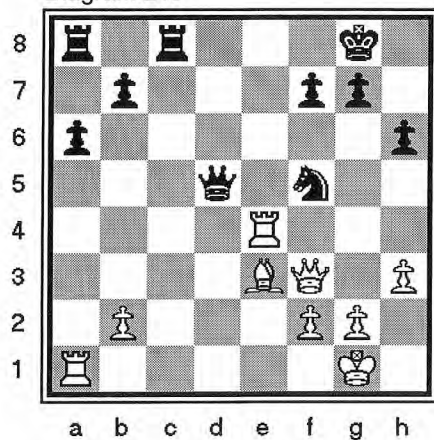
2. Q moves \_\_\_\_\_

**To Do** Win the White Bishop on a3 in two moves.

**Hint** Use a pawn attack on the White Queen, combined with a Discovered Attack on the White Bishop from the Black Bishop on e7.

# 7 Discovered Attacks

Diagram 216



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Rxe8

2. \_\_\_\_\_

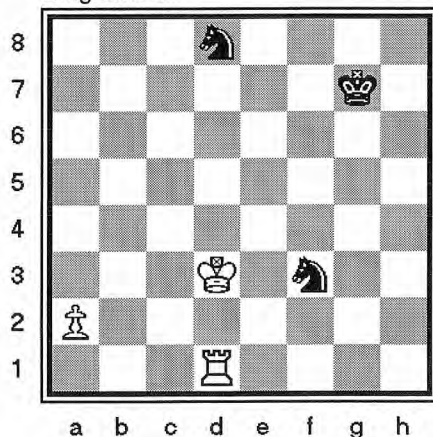
**To Do**

Win the Black Queen for a Rook in two moves.

**Hint**

Use a Rook sacrifice check, combined with a Discovered Attack on the Black Queen from the White Queen.

Diagram 217



White to move.

White

Black

White

Black

1. \_\_\_\_\_ Nf moves

1. \_\_\_\_\_ Nd moves

2. \_\_\_\_\_

2. \_\_\_\_\_

**To Do**

Win a Black Knight in two moves.

**Hint**

Use a King attack on the Knight on f3 (Ke3), combined with a Discovered Attack on the other Black Knight from the White Rook.

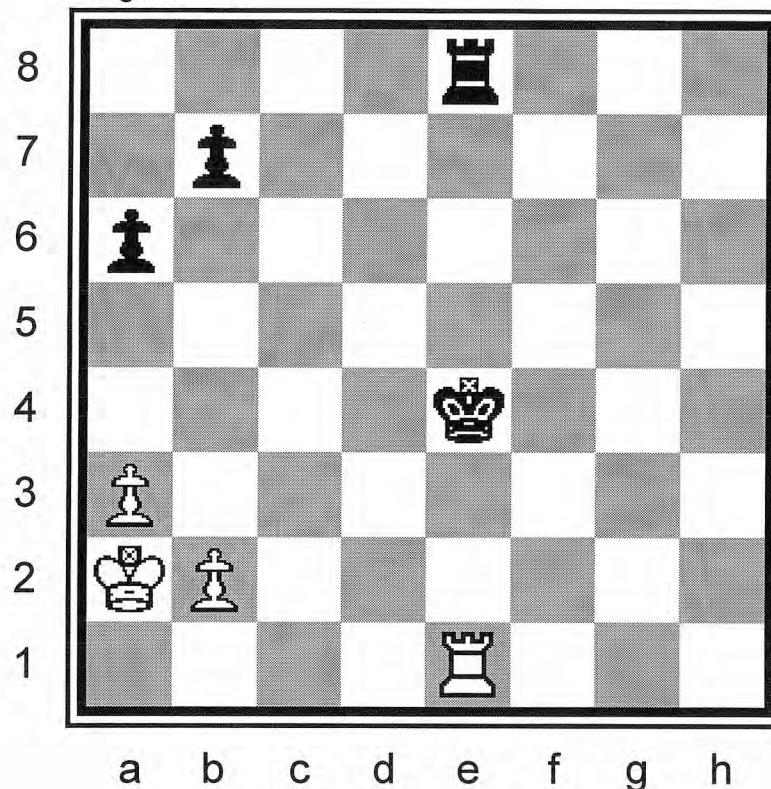
# 8 Skewers

## introduction

---

A **Skewer** is an attack on two pieces lined up on the same file, rank, or diagonal. When the first piece moves, a less valuable piece behind it is captured. Some skewers are simple, as shown in Diagram 218. Others take two or more moves to set up.

Diagram 218



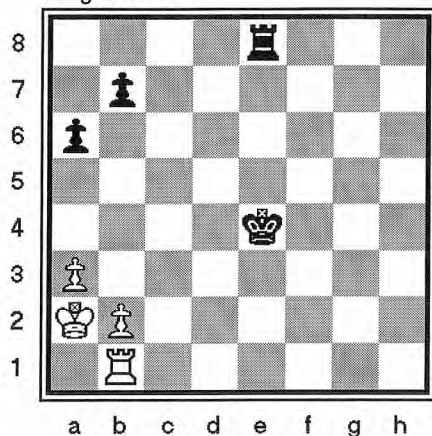
**Black to move.**

White just played Re1+. Black is in check by the White Rook and must move the King. The Black Rook behind the King is *skewered* and will be captured.

**Circle the White piece that will win Black's Rook.**

# 8 Skewers instruction

Diagram 219



White to move.

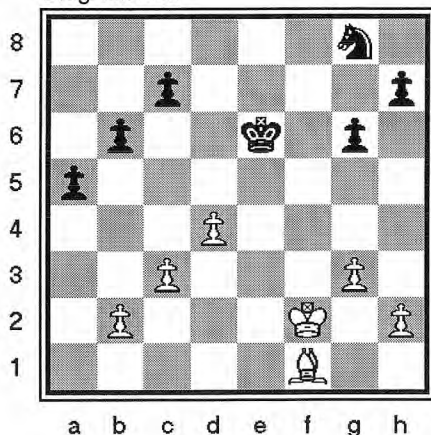
- |    | White        | Black          |
|----|--------------|----------------|
| 1. | <u>Re1 +</u> | <u>K moves</u> |
| 2. | <u>Rxe8</u>  |                |

This one is done for you.

**To Do** Win the Black Rook in two moves.

**How** White plays Re1+, skewering the Black Rook. After Black moves the King ( . . . K moves), White plays Rxe8, winning the Rook!

Diagram 220



White to move.

- |    | White          | Black          |
|----|----------------|----------------|
| 1. | <u>_____ +</u> | <u>K moves</u> |
| 2. | <u>_____</u>   |                |

Your turn now!

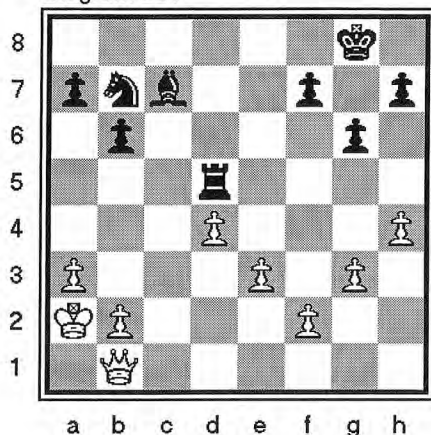
**To Do** Win the Black Knight in two moves.

**How** White plays Bc4+, skewering the Black Knight. Black moves the King ( . . . K moves), and White plays Bxg8, winning the Knight!



# 8 Skewers instruction

Diagram 221



White to move.

White

Black

1. \_\_\_\_\_ R moves

2. \_\_\_\_\_

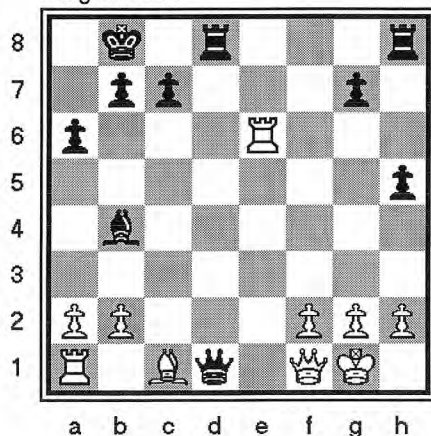
**To Do**

Win the Black Knight in two moves.

**How**

White plays Qe4, attacking the Black Rook and skewering the Black Knight on b7! When Black moves the Rook, White plays Qxb7, winning the Knight.

Diagram 222



Black to move.

White

Black

White

Black

1. . . . + 1. . . . +

2. Kxf1 + 2. Kxf1 +

3. Ke2 + 3. Re1?? #

4. K moves

**To Do**

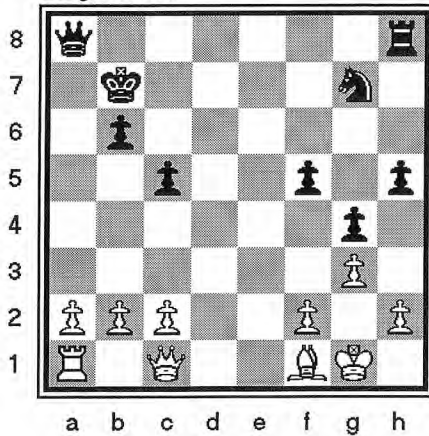
Win the White Rook on e6 in four moves.

**How**

Black plays . . . Qxf1+, forcing White to play Kxf1. Next, Black plays . . . Rd1+, forcing Ke2. Then, Black plays Re1+, skewering the White Rook on e6, and winning it on the next move ( . . . Rxe6).

# 8 Skewers

Diagram 223



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

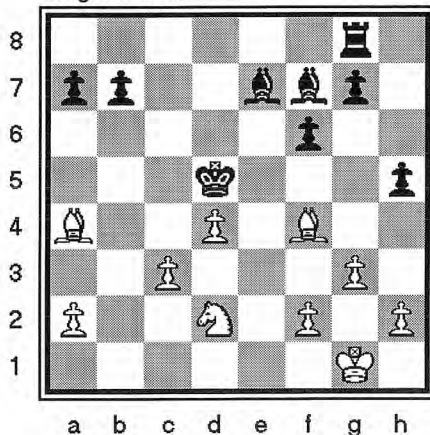
**To Do**

Win the Black Queen for a Bishop in two moves.

**Hint**

Use a Bishop Skewer, attacking the Black King and the Queen behind it.

Diagram 224



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do**

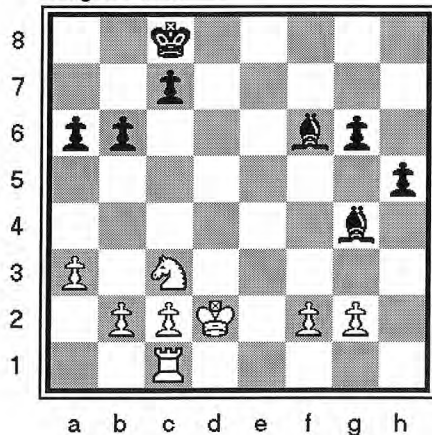
Win a Black Bishop in two moves.

**Hint**

Use a Bishop Skewer, attacking the Black King and the Bishop behind it.

# 8 Skewers

Diagram 225



Black to move.

White

Black

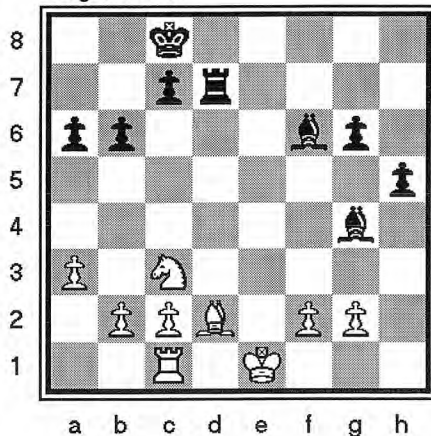
1. . . . +

2. K moves

**To Do** Win a Rook in two moves.

**Hint** Use a Bishop Skewer, attacking the White King and the Rook behind it.

Diagram 226



Black to move.

White

Black

1. . . .

2. Kxd2 +

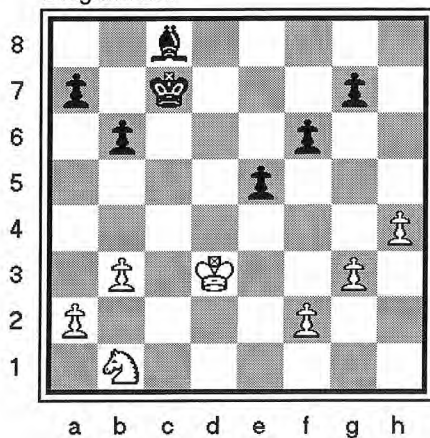
3. K moves

**To Do** Win a Bishop in three moves.

**Hint** Begin with a Rook sacrifice (. . . Rxd2). Follow this with a Bishop Skewer, attacking the White King and the White Rook behind it.

# 8 Skewers

Diagram 227



**Black to move.**

White

Black

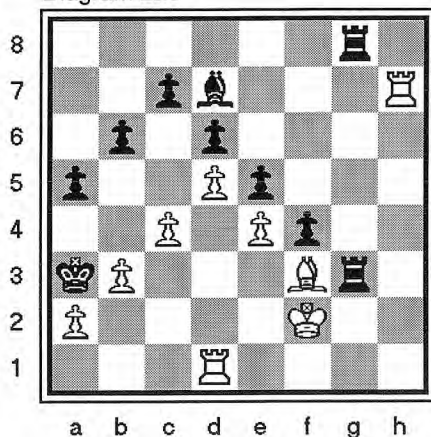
1.     • • •                +

2.   K moves             

**To Do** Win the White Knight in two moves.

**Hint** Use a Bishop Skewer, attacking the White King and the Knight behind it.

Diagram 228



**Black to move.**

White

Black

1.     • • •                +

2.   Kxf3              +

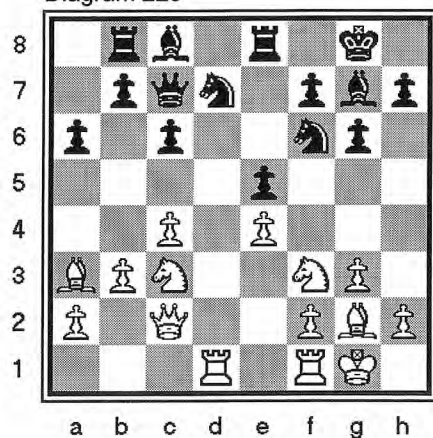
3.   K moves             

**To Do** Win the White Bishop in three moves.

**Hint** Begin with a Rook sacrifice check. Follow this with a Bishop Skewer, attacking the White King and the Rook behind it.

# 8 Skewers

Diagram 229



White to move.

White

Black

1. \_\_\_\_\_ Q moves

2. \_\_\_\_\_

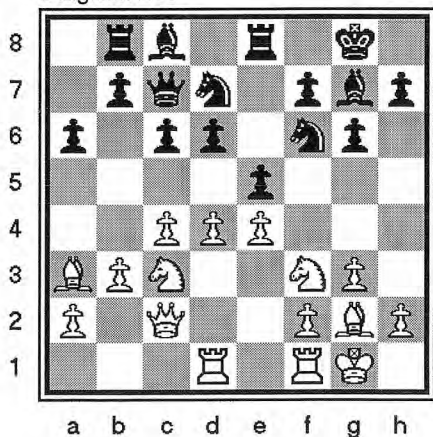
**To Do**

Win a Black Rook for a Bishop (the exchange) in two moves.

**Hint**

Use a Bishop Skewer, attacking the Black Queen and the Rook behind it.

Diagram 230



White to move.

White

Black

1. \_\_\_\_\_ dxe5

2. \_\_\_\_\_ Q moves

3. \_\_\_\_\_

**To Do**

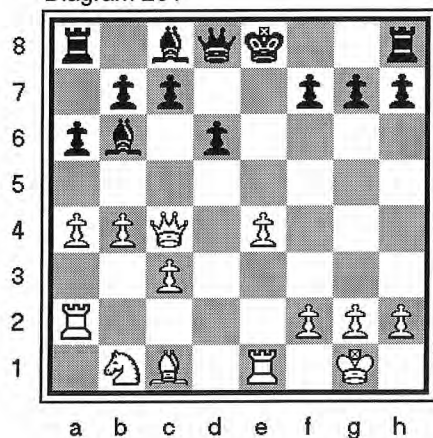
Win a Black Rook for a Bishop (the exchange) in three moves.

**Hint**

Begin with a pawn trade (dxe5). Follow this with a Bishop Skewer, attacking the Black Queen and the Rook behind it.

# 8 Skewers

Diagram 231



Black to move.

White

Black

1. . . .

2. Qe2

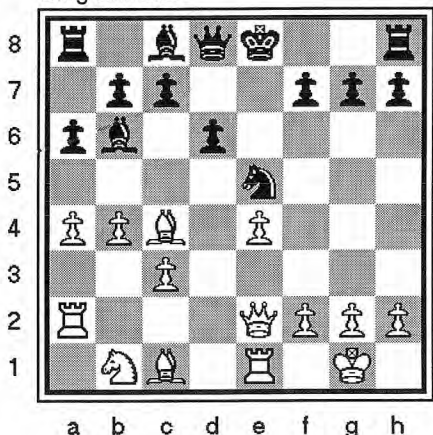
**To Do**

Win a White Rook for a Bishop in two moves.

**Hint**

Use a Bishop Skewer, attacking the White Queen and the Rook behind it.

Diagram 232



Black to move.

White

Black

1. . . .

2. Qxc4

3. Qe2

**To Do**

Win a White Rook for a Bishop in three moves.

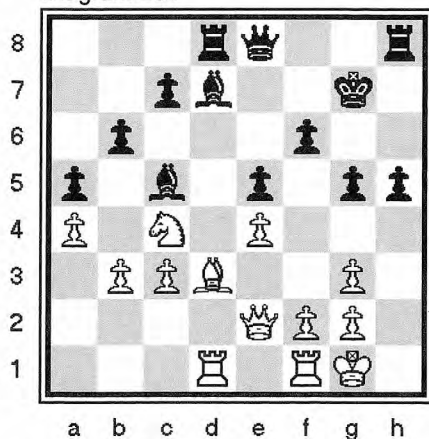
**Hint**

Begin with a Knight and Bishop trade (. . . Nxc4). Follow this with a Bishop Skewer, attacking the White Queen and the Rook behind it.



# 8 Skewers

Diagram 233



**Black to move.**

White

Black

1. . . .

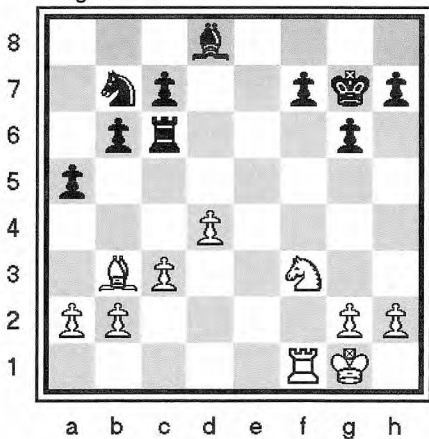
2. Q moves

Notice that the White pawn on f2 is pinned.

**To Do** Win a White Rook for a Bishop in two moves.

**Hint** Use a Bishop Skewer, attacking the White Queen and the Rook behind it.

Diagram 234



**White to move.**

White

Black

1. R moves

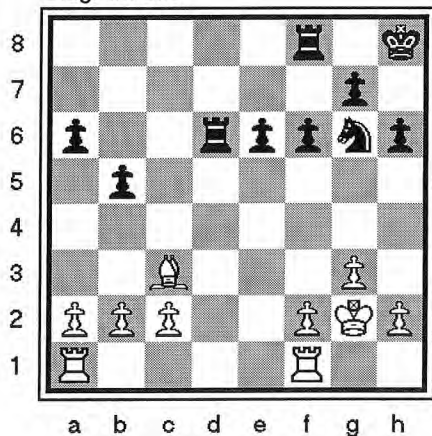
2.

**To Do** Win the Black Knight in two moves.

**Hint** Use a Bishop Skewer, attacking the Black Rook and the Knight behind it.

# 8 Skewers

Diagram 235



White to move.

**To Do**

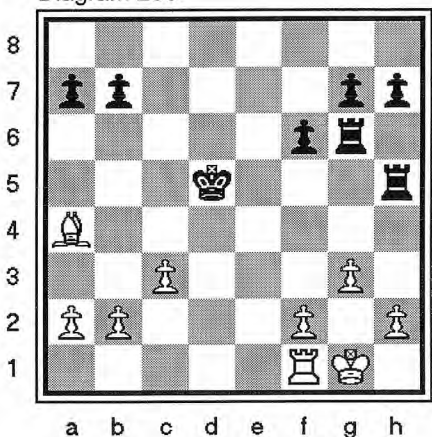
Win a Black Rook for a Bishop in two moves.

**Hint**

Use a Bishop Skewer, attacking both Black Rooks.

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Rdd8  | 1. _____ | Rfd8  |
| 2. _____ |       | 2. _____ |       |

Diagram 236



White to move.

**To Do**

Win the Black Rook for a Bishop in two moves.

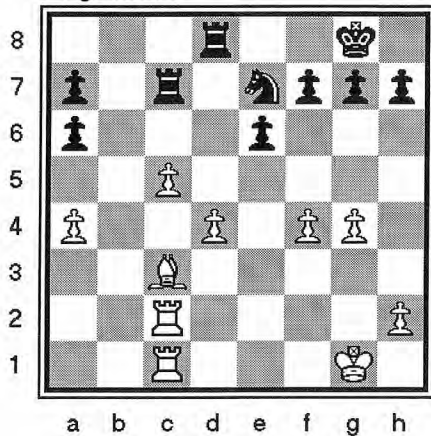
**Hint**

Use a Bishop Skewer, attacking both Black Rooks

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Rgh6  | 1. _____ | Rhg5  |
| 2. _____ |       | 2. _____ |       |

# 8 Skewers

Diagram 237



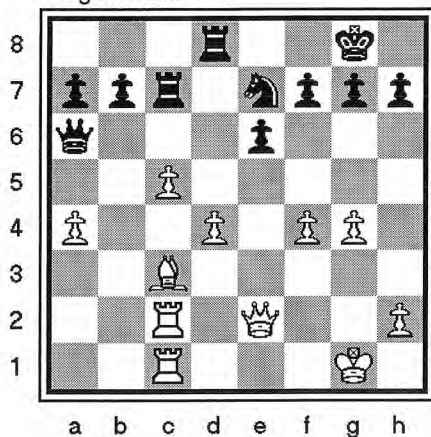
White to move.

**To Do** Win a Black Rook for a Bishop in two moves.

**Hint** Use a Bishop Skewer, attacking both Black Rooks.

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Rcd7  | 1. _____ | Rdc8  |
| 2. _____ |       | 2. _____ |       |

Diagram 238



White to move.

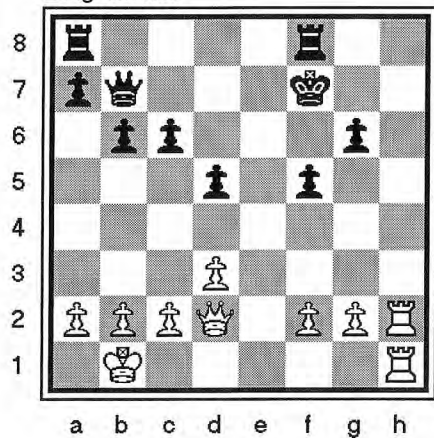
**To Do** Win a Black Rook for a Bishop in three moves.

**Hint** Begin with a Queen trade (Qxa6). Follow this with a Bishop Skewer, attacking both Black Rooks.

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | bxa6  | 1. _____ | bxa6  |
| 2. _____ | Rcd7  | 2. _____ | Rdc8  |
| 3. _____ |       | 3. _____ |       |

# 8 Skewers

Diagram 239



White to move.

White

Black

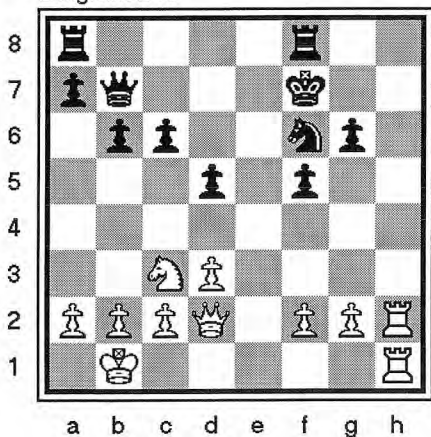
1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do** Win the Black Queen in two moves.

**Hint** Use a Rook Skewer, attacking the Black King and the Queen behind it.

Diagram 240



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Nxh7

2. \_\_\_\_\_ + \_\_\_\_\_ K moves

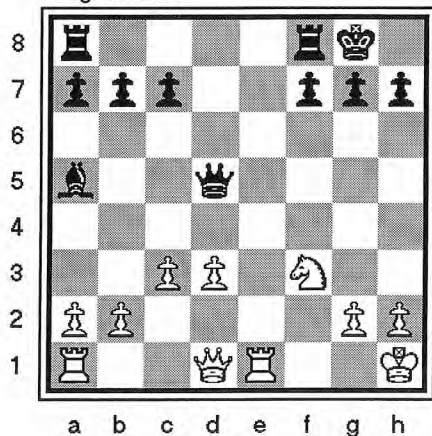
3. \_\_\_\_\_

**To Do** Win the Black Queen and Knight for a Rook in three moves.

**Hint** Begin with a Rook sacrifice check. Follow this with a Rook Skewer, attacking the Black King and the Queen behind it.

# 8 Skewers

Diagram 241



White to move.

White

Black

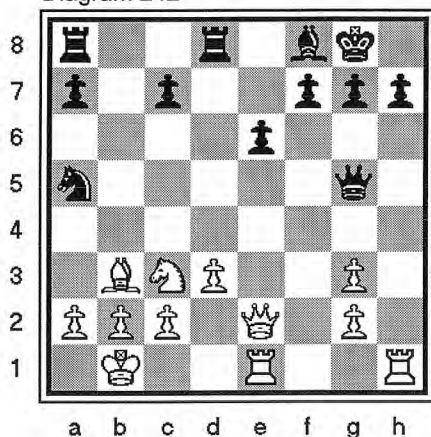
1. \_\_\_\_\_ Q moves

2. \_\_\_\_\_

**To Do** Win the Black Bishop in two moves.

**Hint** Use a Rook Skewer, attacking the Black Queen and the Bishop behind it.

Diagram 242



White to move.

White

Black

1. \_\_\_\_\_ Q moves

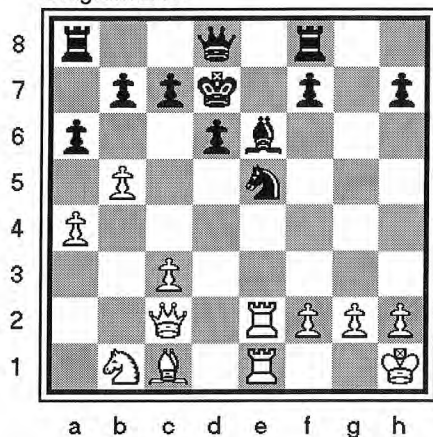
2. \_\_\_\_\_

**To Do** Win the Black Knight in two moves.

**Hint** Use a Rook Skewer, attacking the Black Queen and the Knight behind it.

# 8 Skewers

Diagram 243

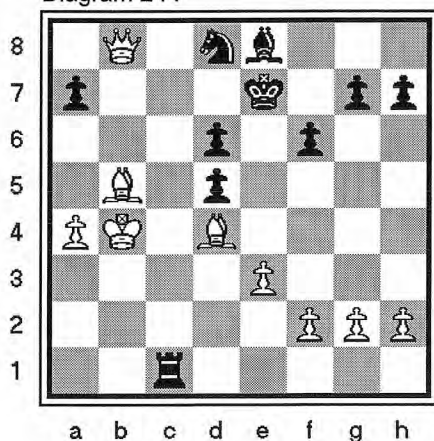


|    | White   | Black          |
|----|---------|----------------|
| 1. | _____   | <u>dxe5?</u>   |
| 2. | _____ + | <u>K moves</u> |
| 3. | _____   |                |

**To Do** Win the Black Knight and Queen for two Rooks in three moves.

**Hint** Begin with a Rook sacrifice (Rxe5). Follow this with a Rook Skewer, attacking the Black King and the Queen behind it.

Diagram 244



|    | White          | Black    |
|----|----------------|----------|
| 1. | <u>• • •</u>   | <u>+</u> |
| 2. | <u>Bxc6</u>    | <u>+</u> |
| 3. | <u>K moves</u> | _____    |

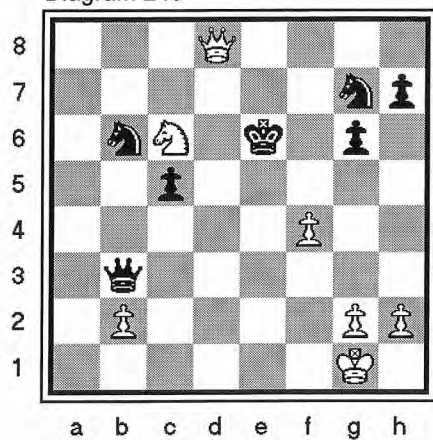
**To Do** Win the White Queen for a Knight in three moves.

**Hint** Begin with a Knight sacrifice check, forking the White King and Queen. Follow this with a Rook Skewer, attacking the White King and the Queen behind it.



## 8 Skewers

Diagram 245



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kd6

2. \_\_\_\_\_

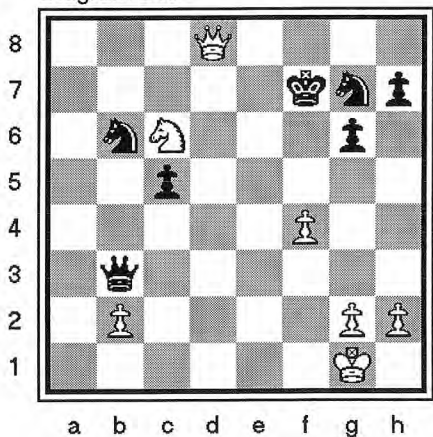
**To Do**

Win the Black Queen for a Knight in two moves.

**Hint**

Use a Queen Skewer, attacking the Black King and the Queen behind it.

Diagram 246



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ + \_\_\_\_\_ K moves

3. \_\_\_\_\_

**To Do**

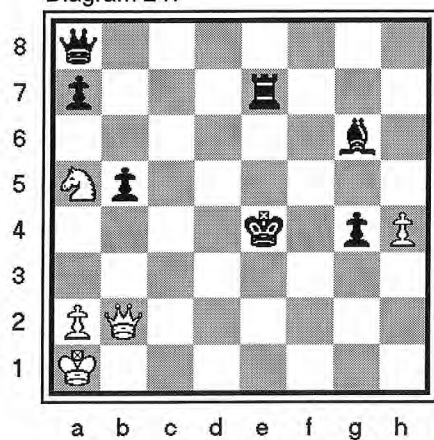
Win the Black Queen in three moves.

**Hint**

Begin with a Knight check. Follow this with a Queen Skewer, attacking the Black King and the Queen behind it.

# 8 Skewers

Diagram 247



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

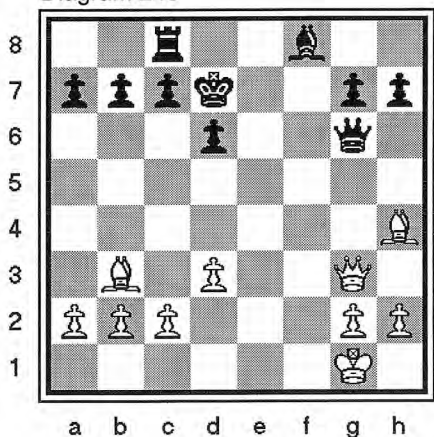
**To Do**

Win the Black Queen in two moves.

**Hint**

Use a Queen Skewer, attacking the Black King and the Queen behind it.

Diagram 248



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do**

Win the Black Rook in two moves.

**Hint**

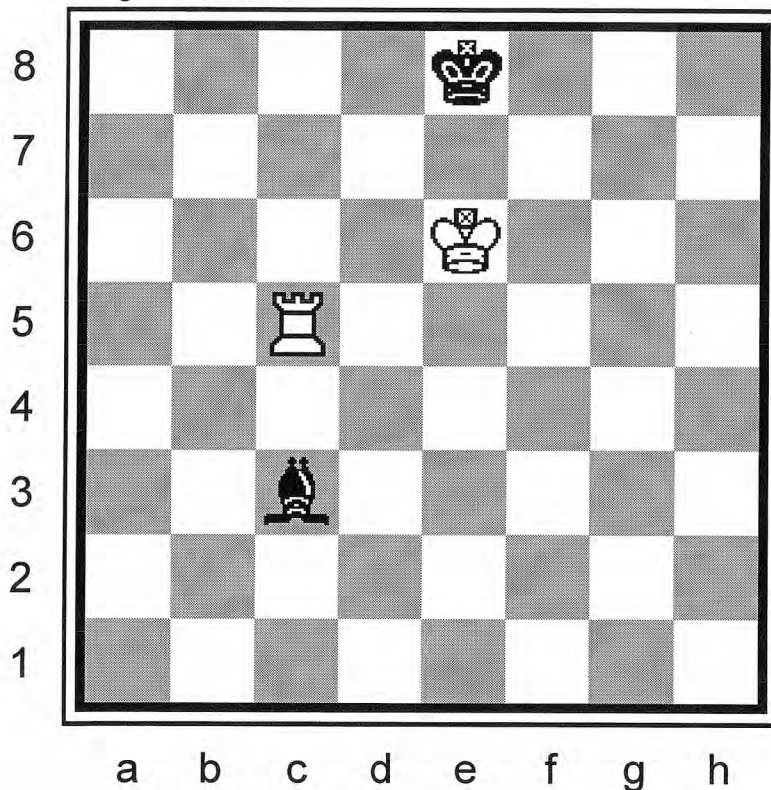
Use a Queen Skewer, attacking the Black King and the Rook behind it.

# 9 Double Threats introduction

---

A **Double Threat**, as used in this chapter, is a move that threatens to checkmate *or* to win a piece. To avoid checkmate, the opponent must give up the threatened piece. Some Double Threats are simple, as shown in Diagram 249. Others take two or more moves to set up.

Diagram 249



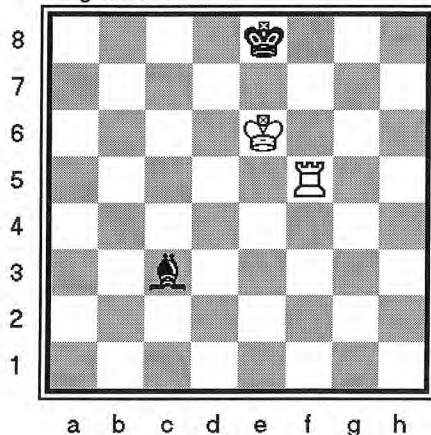
**Black to move.**

White just played Rc5, threatening checkmate (Rc8#), and attacking the Bishop (Rxc3) at the same time! Black cannot defend against the Double Threat, so Black moves the King to avoid checkmate and gives up the Bishop.

**Circle the square where White threatens checkmate.**

# 9 Double Threats instruction

Diagram 250



White to move.

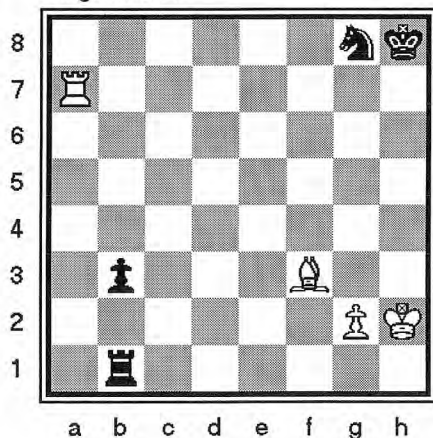
| White           | Black        | White          | Black          |
|-----------------|--------------|----------------|----------------|
| 1. <u>Rc5</u>   | <u>Ba1??</u> | 1. <u>Rc5</u>  | <u>K moves</u> |
| 2. <u>Rc8 #</u> |              | 2. <u>Rxc3</u> |                |

This one is done for you.

**To Do** Checkmate or win the Black Bishop in two moves.

**How** White plays Rc5, threatening to checkmate (Rc8#) and to take the Black Bishop (Rxc3). Black must move the King, and White then plays (Rxc3), winning the Black Bishop.

Diagram 251



White to move.

| White      | Black            | White    | Black          |
|------------|------------------|----------|----------------|
| 1. _____   | <u>R moves??</u> | 1. _____ | <u>N moves</u> |
| 2. _____ # |                  | 2. _____ |                |

Your turn now!

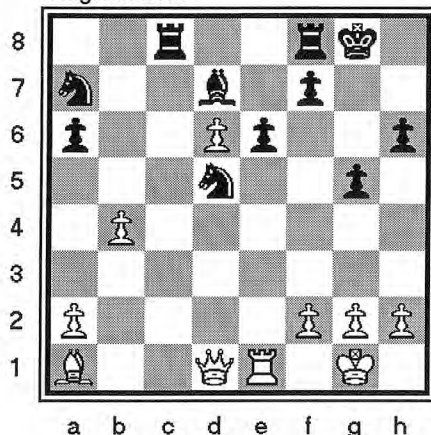
**To Do** Checkmate or win the Black Rook in two moves.

**How** White plays Be4, threatening to checkmate (Rh7#) and to take the Black Rook (Bxb1). Black must move the Knight to avoid mate. Then, White plays Bxb1, winning the Black Rook.

# 9 Double Threats

## instruction

Diagram 252



White to move.

**To Do**

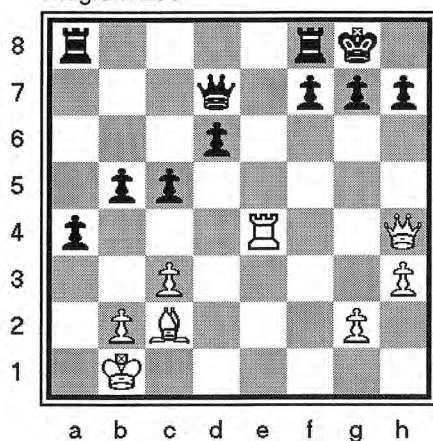
Checkmate or win the Black Knight in two moves.

**How**

White plays Qd4, threatening to checkmate (Qg7# or Qh8#) and to take the Black Knight (Qxa7). After Black plays . . . f6, White plays Qxa7, winning the Black Knight on a7.

| White      | Black | White    | Black |
|------------|-------|----------|-------|
| 1. _____   | Nb5?? | 1. _____ | f6    |
| 2. _____ # |       | 2. _____ |       |

Diagram 253



White to move.

**To Do**

Checkmate or win the Black Queen in two moves.

**How**

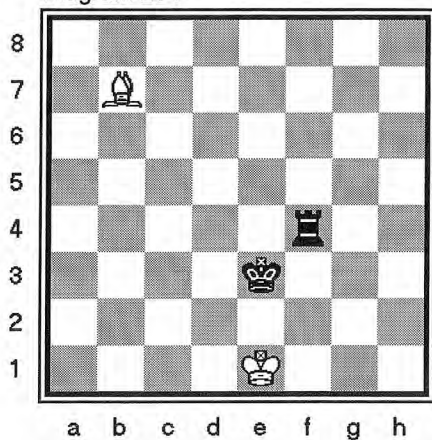
White plays Re7, threatening to checkmate (Qxh7#) and to take the Black Queen (Rxd7). Black plays . . . g6 or . . . h6 to avoid mate. Then, White plays Rxd7, winning the Black Queen.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Qxe7?? | 1. _____ | g6/h6 |
| 2. _____ # |        | 2. _____ |       |

Notice that when the White Rook moves, the White Bishop joins the White Queen in attacking h7.

## 9 Double Threats

Diagram 254



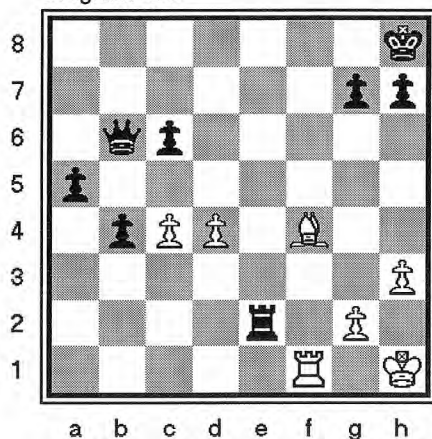
**Black to move.**

**To Do** Checkmate or win the White Bishop in two moves.

**Hint** Use a Rook move that threatens checkmate by the Rook and attacks the White Bishop.

| White    | Black   | White      | Black |
|----------|---------|------------|-------|
| 1. . . . | _____   | 1. . . .   | _____ |
| 2. Ba8?? | _____ # | 2. K moves | _____ |

Diagram 255



**White to move.**

**To Do** Checkmate or win the Black Queen in two moves.

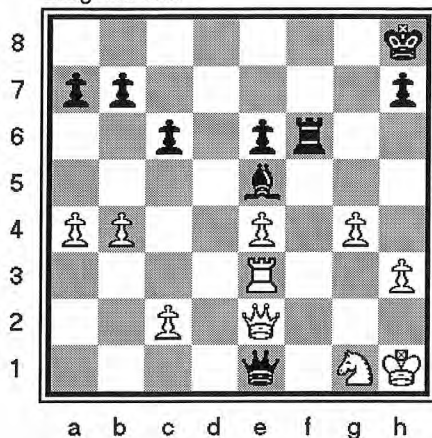
**Hint** Use a Bishop move that threatens checkmate by the Rook and attacks the Black Queen.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Qxc7?? | 1. _____ | h6    |
| 2. _____ # | _____  | 2. _____ | _____ |



## 9 Double Threats

Diagram 256



**Black to move.**

### To Do

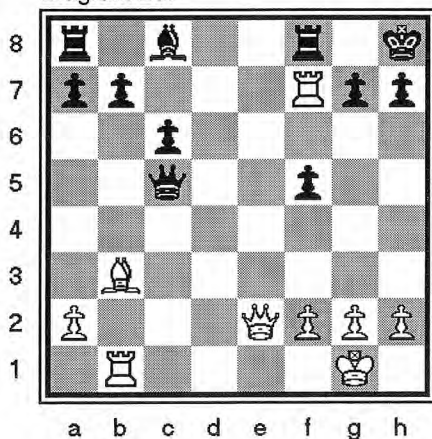
Checkmate or win the White Queen for a Rook in two moves.

### Hint

Use a Rook move that threatens checkmate by the Black Rook (... Rh2#) and attacks the White Queen.

| White     | Black | White   | Black |
|-----------|-------|---------|-------|
| 1. ...    |       | 1. ...  |       |
| 2. Qxe1?? | #     | 2. Qxf2 |       |

Diagram 257



**White to move.**

### To Do

Checkmate or win the Black Queen for a Rook in two moves.

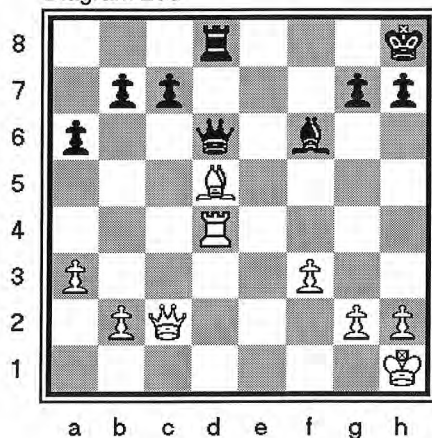
### Hint

Use a Queen move that threatens checkmate by the White Queen (Qxg7#) and attacks the Black Queen.

| White  | Black  | White  | Black |
|--------|--------|--------|-------|
| 1. ... | Qxe5?? | 1. ... | Rxf7  |
| 2. ... | #      | 2. ... |       |

## 9 Double Threats

Diagram 258



White to move.

### To Do

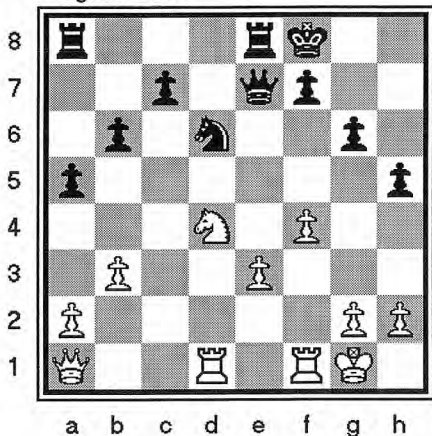
Checkmate or win the Black Queen for a Bishop and Rook in two moves.

### Hint

Use a Bishop move that threatens checkmate by the White Queen. The Bishop move also uncovers an attack against the Black Queen by the White Rook.

| White    | Black         | White    | Black       |
|----------|---------------|----------|-------------|
| 1. _____ | <u>Qxd4??</u> | 1. _____ | <u>Kxg8</u> |
| 2. _____ | <u>#</u>      | 2. _____ |             |

Diagram 259



White to move.

### To Do

Checkmate or win the Black Queen for a Knight in two moves.

### Hint

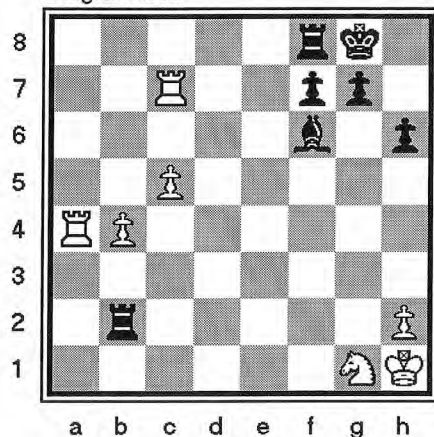
Use a Knight move that threatens checkmate by the White Queen and attacks the Black Queen.

| White    | Black         | White    | Black     |
|----------|---------------|----------|-----------|
| 1. _____ | <u>Nxf5??</u> | 1. _____ | <u>f6</u> |
| 2. _____ | <u>#</u>      | 2. _____ |           |

Do you see why Nc6 does not work as White's move?  
(Black can play Qxe3+)

## 9 Double Threats

Diagram 260



Black to move.

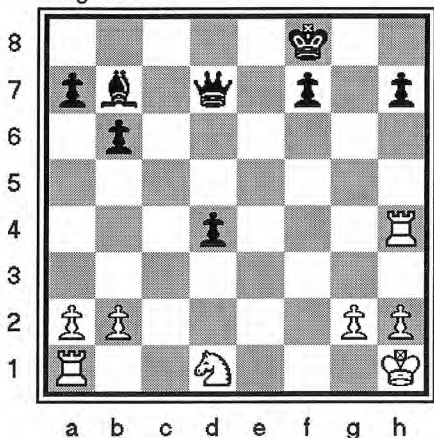
**To Do** Checkmate or win the White Rook on c7 in two moves.

**Hint**

Use a Bishop move that threatens checkmate by the Black Rook (... Rxh2) and attacks the White Rook on c7.

|    | White | Black |    | White   | Black |
|----|-------|-------|----|---------|-------|
| 1. | ...   |       | 1. | ...     |       |
| 2. | Rd7?? | #     | 2. | N moves |       |

Diagram 261



Black to move.

**To Do** Checkmate or win the White Rook on h4 in two moves.

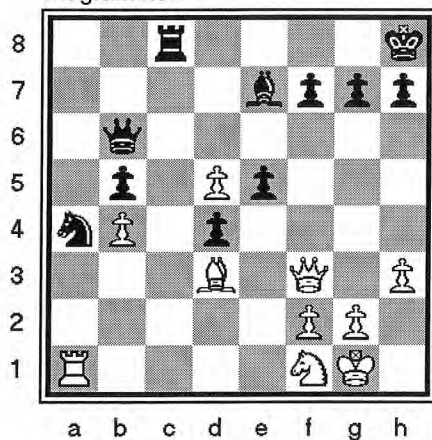
**Hint**

Use a Queen move that threatens checkmate and attacks the White Rook on h4.

|    | White  | Black |    | White | Black |
|----|--------|-------|----|-------|-------|
| 1. | ...    |       | 1. | ...   |       |
| 2. | Rxd4?? | #     | 2. | Nf2   |       |

## 9 Double Threats

Diagram 262



White to move.

| White      | Black     | White      | Black |
|------------|-----------|------------|-------|
| 1. _____   | R moves?? | 1. _____   | g6    |
| 2. _____ # |           | 2. _____ + |       |

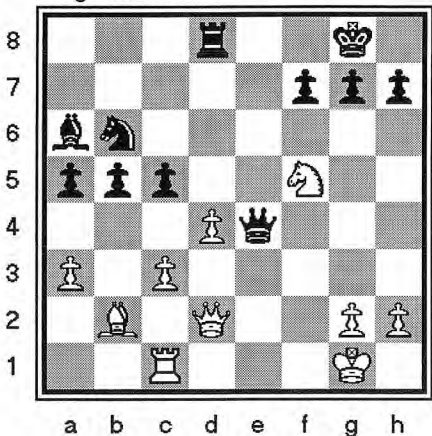
### To Do

Checkmate or win the Black Rook in two moves.

### Hint

Use a Queen move that threatens checkmate and attacks the Black Rook.

Diagram 263



White to move.

| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. _____   | g6??  | 1. _____   | Kf8   |
| 2. _____ + |       | 2. _____ + |       |
| 3. _____ # |       |            |       |

### To Do

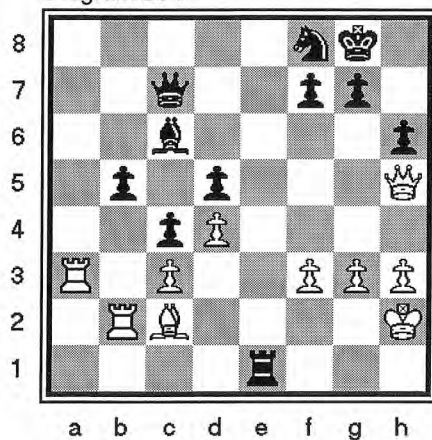
Checkmate in three moves or win the Black Rook in two moves.

### Hint

Use a Queen move that threatens checkmate and attacks the Black Rook.

## 9 Double Threats

Diagram 264



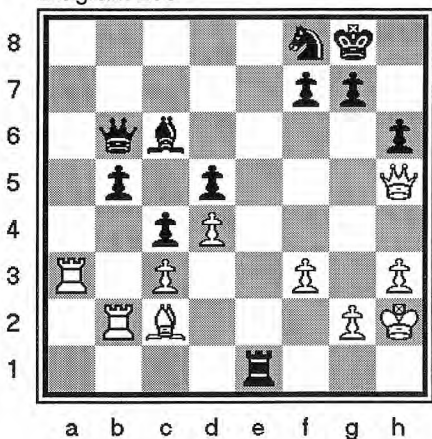
Black to move.

**To Do** Checkmate or win the White Rook on a3 in two moves.

**Hint** Use a Queen move that threatens checkmate and attacks the White Rook on a3.

| White    | Black   | White    | Black |
|----------|---------|----------|-------|
| 1. . . . | _____   | 1. . . . | _____ |
| 2. Ra6?? | _____ # | 2. Bf5   | _____ |

Diagram 265



Black to move.

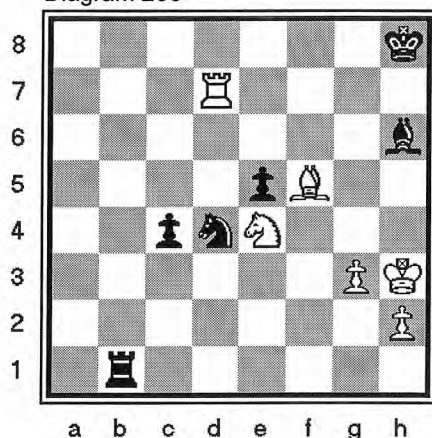
**To Do** Checkmate or win the White Rook on a3 in three moves.

**Hint** Use a Queen check (. . . Qc7+). Follow this with another Queen move, a move that threatens checkmate and attacks the White Rook on a3.

| White    | Black   | White    | Black   |
|----------|---------|----------|---------|
| 1. . . . | _____ + | 1. . . . | _____ + |
| 2. g3    | _____   | 2. g3    | _____   |
| 3. Ra6?? | _____ # | 3. Bf5   | _____   |

## 9 Double Threats

Diagram 266



White to move.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Nxf5?? | 1. _____ | Bg7   |
| 2. _____ # |        | 2. _____ |       |

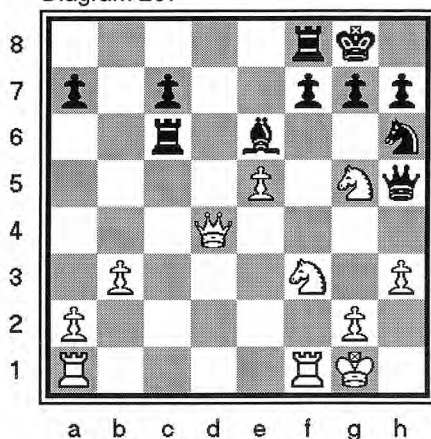
### To Do

Checkmate or win the Black Rook for a Knight in two moves.

### Hint

Use a Knight move that threatens checkmate from the White Rook. The Knight move also uncovers an attack on the Black Rook by the White Bishop.

Diagram 267



White to move.

| White      | Black | White    | Black |
|------------|-------|----------|-------|
| 1. _____   | Rc3?? | 1. _____ | Bf5   |
| 2. _____ # |       | 2. _____ |       |

### To Do

Checkmate or win the Black Rook on c6 in two moves.

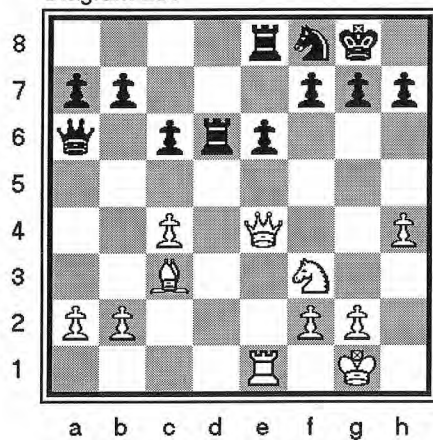
### Hint

Use a Queen move that threatens checkmate by the Queen and attacks the Black Rook on c6.



## 9 Double Threats

Diagram 268



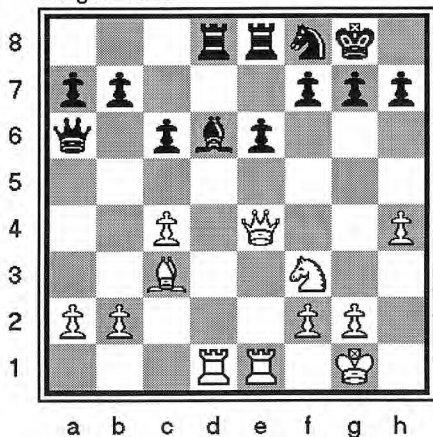
White to move.

**To Do** Checkmate or win the Black Rook on d6 in two moves.

**Hint** Use a Queen move that threatens checkmate by the Queen and attacks the Black Rook on d6.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Red8?? | 1. _____ | f6    |
| 2. _____ # |        | 2. _____ |       |

Diagram 269



White to move.

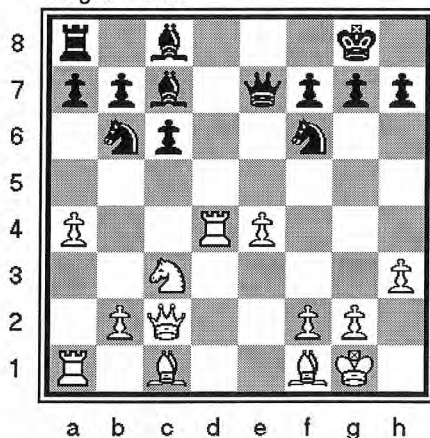
**To Do** Checkmate or win the Black Bishop in three moves.

**Hint** Use a Rook sacrifice (Rxd6!). Follow this with a Queen move that threatens checkmate by the Queen and attacks the Black Rook on d6.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Rxd6?  | 1. _____ | Rxd6? |
| 2. _____   | Red8?? | 2. _____ | f6    |
| 3. _____ # |        | 3. _____ |       |

## 9 Double Threats

Diagram 270



**Black to move.**

### To Do

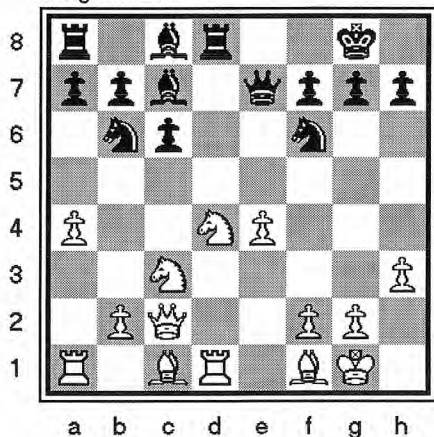
Checkmate or win a White Rook in two moves.

### Hint

Use a Queen move that threatens checkmate and attacks the White Rook on d4.

|    | White | Black |    | White | Black |
|----|-------|-------|----|-------|-------|
| 1. | ...   |       | 1. | ...   |       |
| 2. | Rd3?? | #     | 2. | g3/f4 |       |

Diagram 271



**Black to move.**

### To Do

Checkmate or win the White Knight on d4—following a Rook exchange—in three moves.

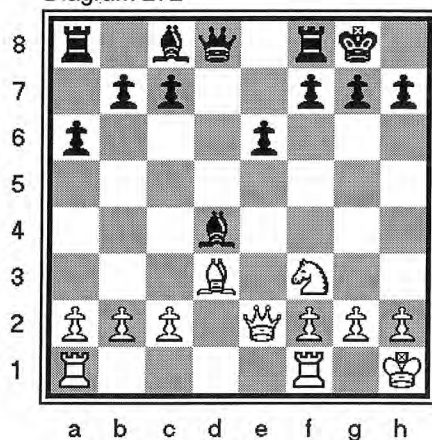
### Hint

Use a Rook sacrifice. Follow this with a Queen move that threatens checkmate by the Queen and attacks the Black Rook on d4.

|    | White | Black |    | White | Black |
|----|-------|-------|----|-------|-------|
| 1. | ...   |       | 1. | ...   |       |
| 2. | Rxd4? |       | 2. | Rxd4? |       |
| 3. | Rd3?? | #     | 3. | g3/f4 |       |

## 9 Double Threats

Diagram 272



White to move.

### To Do

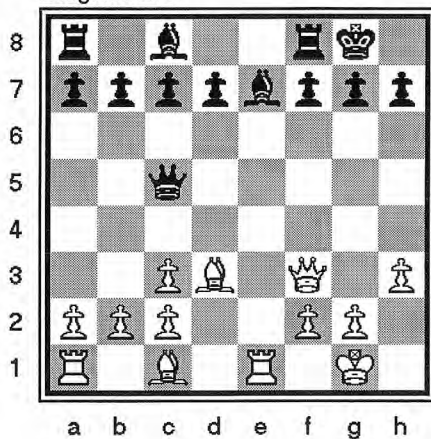
Checkmate or win the Black Bishop on d4 in two moves.

### Hint

Use a Queen move that threatens checkmate by the Queen and attacks the Black Bishop.

| White      | Black | White    | Black |
|------------|-------|----------|-------|
| 1. _____   | c5??  | 1. _____ | f5/g6 |
| 2. _____ # |       | 2. _____ |       |

Diagram 273



White to move.

### To Do

Checkmate in three moves or win the Black Bishop on e7 in two moves.

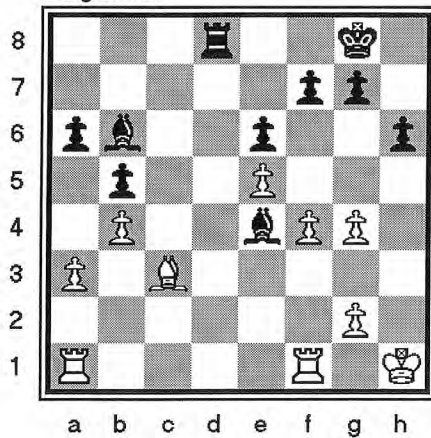
### Hint

Use a Queen move that threatens checkmate by the Queen and attacks the Black Bishop.

| White      | Black | White    | Black |
|------------|-------|----------|-------|
| 1. _____   | Re8?? | 1. _____ | Qh5   |
| 2. _____ + | Kf8   | 2. _____ |       |
| 3. _____ # |       |          |       |

## 9 Double Threats

Diagram 274



Black to move.

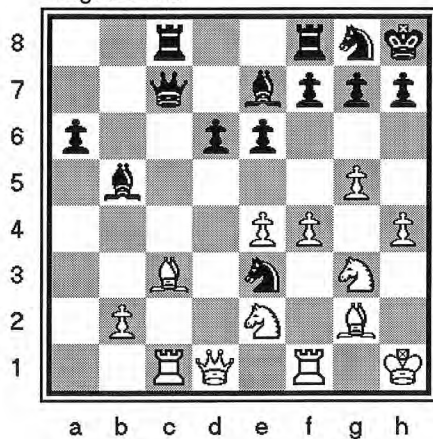
| White     | Black  | White    | Black |
|-----------|--------|----------|-------|
| 1. . . .  | _____  | 1. . . . | _____ |
| 2. Rac1?? | _____# | 2. Kh2   | _____ |

Notice that the g2 pawn is pinned by the Black Bishop on e4.

**To Do** Checkmate or win the White Bishop in two moves.

**Hint** Use a Rook move that threatens checkmate by the Rook and attacks the White Bishop.

Diagram 275



White to move.

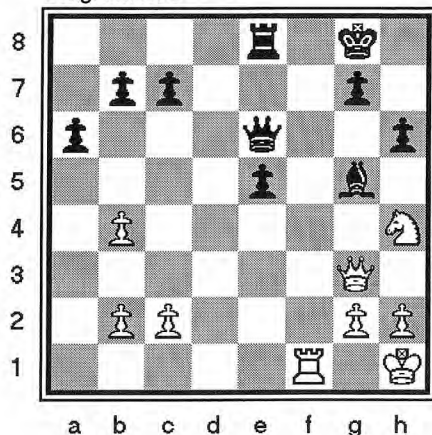
| White     | Black  | White    | Black |
|-----------|--------|----------|-------|
| 1. _____  | Nxf1?? | 1. _____ | f6    |
| 2. _____# |        | 2. _____ |       |

**To Do** Checkmate or win the Black Knight on e3 in two moves.

**Hint** Use a Queen move that threatens checkmate by the Queen and attacks the Black Knight.

## 9 Double Threats

Diagram 276



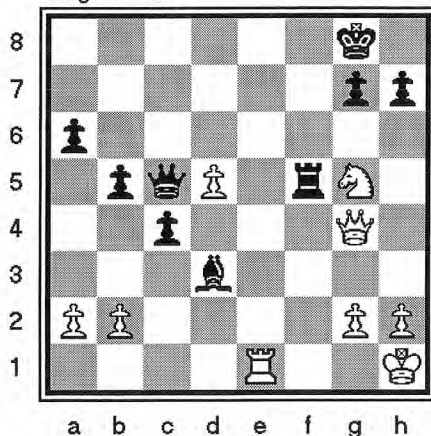
Black to move.

| White    | Black   | White    | Black |
|----------|---------|----------|-------|
| 1. . . . | _____   | 1. . . . | _____ |
| 2. Nf3?? | _____ + | 2. Qf3   | _____ |

**To Do** Win the White Rook or Knight in two moves.

**Hint** Use a Queen move that attacks the White Rook and Knight.

Diagram 277



Black to move.

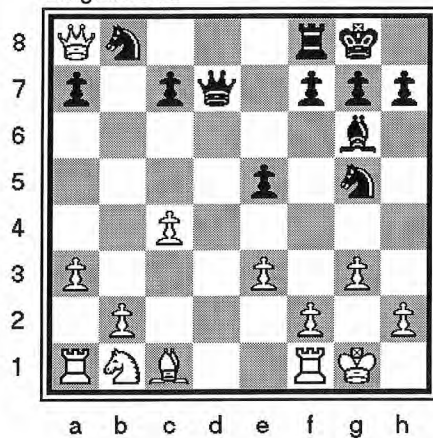
| White     | Black   | White    | Black |
|-----------|---------|----------|-------|
| 1. . . .  | _____   | 1. . . . | _____ |
| 2. Rxe3?? | _____ # | 2. Qd1   | _____ |

**To Do** Checkmate or win the White Knight in two moves.

**Hint** Use a Queen move that threatens checkmate by the Rook (if White plays Rook takes Queen), and attacks the White Knight.

# 9 Double Threats

Diagram 278



Black to move.

## To Do

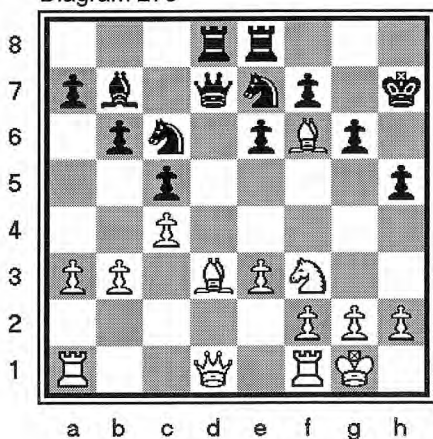
Checkmate or win the White Queen for a Bishop in two moves.

## Hint

Use a Bishop move that both threatens checkmate by the Knight on g5 (. . . Nh3#) and attacks the White Queen.

| White     | Black   | White    | Black |
|-----------|---------|----------|-------|
| 1. . . .  | _____   | 1. . . . | _____ |
| 2. Qxa7?? | _____ # | 2. Qxe4  | _____ |

Diagram 279



White to move.

## To Do

Checkmate in three moves or win the Black Queen for a Knight in two moves.

## Hint

Use a Knight move that both threatens checkmate by the White Queen in two moves and attacks the Black Queen.

| White      | Black  | White    | Black |
|------------|--------|----------|-------|
| 1. _____   | Nxe5?? | 1. _____ | Kg8   |
| 2. _____ + | Kg8    | 2. _____ | _____ |
| 3. _____ # |        |          |       |

Notice that the g6 pawn is pinned by the White Bishop on d3.

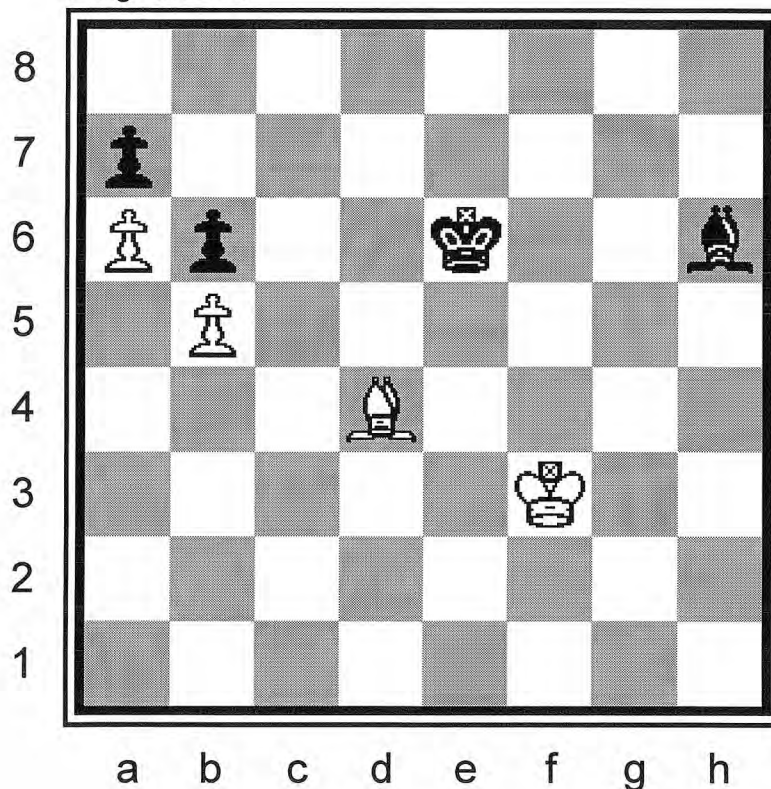


# 10 Promoting Pawns introduction

---

**Promoting a pawn**, often called *Queening a Pawn*, is one of the most powerful moves in chess. Promoting a pawn often results in being a Queen ahead! Because of this, sacrificing one or more pieces to make it possible to promote a pawn may be the best strategy you have. Promoting a pawn often takes two or more moves to set up, as shown in Diagram 280.

Diagram 280



**White to move.**

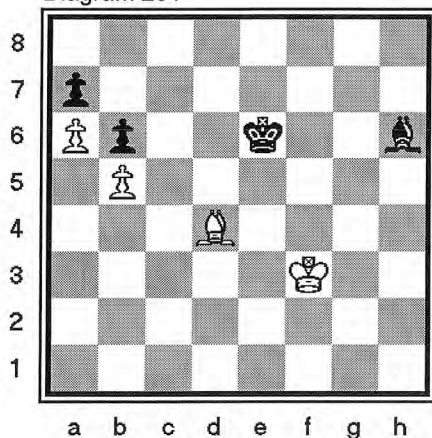
White can sacrifice the Bishop (Bxb6!) and create a passed pawn on a6 that Black cannot stop from becoming a Queen. After White plays Bxb6!, Black plays . . . axb6. White then plays a7 and cannot be stopped on the next move from playing a8 = Q!

**Circle the White Pawn that will become a Queen.**

# 10 Promoting Pawns

## instruction

Diagram 281



White to move.

- |    | White         | Black            |
|----|---------------|------------------|
| 1. | <u>Bxb6</u>   | <u>axb6</u>      |
| 2. | <u>a7!</u>    | <u>K/B moves</u> |
| 3. | <u>a8 = Q</u> |                  |

This one is done for you.

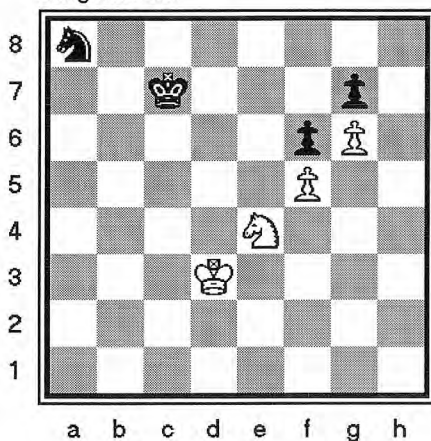
### To Do

Promote the a-pawn to a Queen in three moves.

### How

White plays Bxb6!, sacrificing the Bishop. When Black plays axb6, White responds a7! Whatever move Black makes, White plays a8 = Q, promoting the a-pawn to a Queen.

Diagram 282



White to move.

- |    | White             | Black            |
|----|-------------------|------------------|
| 1. | <u>      </u>     | <u>gxf6</u>      |
| 2. | <u>      </u>     | <u>K/N moves</u> |
| 3. | <u>      </u> = Q |                  |

Your turn now!

### To Do

Promote the g-pawn to a Queen in three moves.

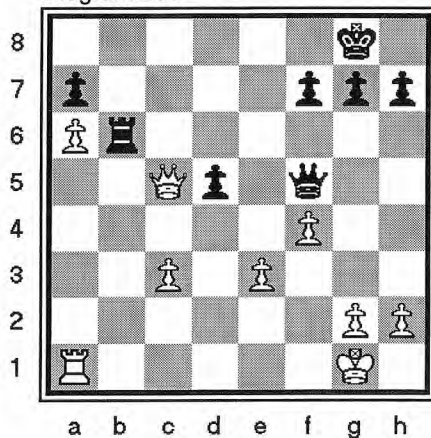
### How

White plays Nxf6, sacrificing a Knight for a pawn. After Black plays . . . gxf6, White plays g7! Whatever move Black makes, White plays g8 = Q, promoting the g-pawn to a Queen.

# 10 Promoting Pawns

## instruction

Diagram 283



White to move.

### To Do

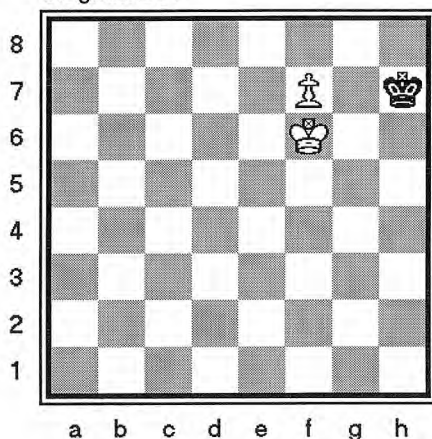
Promote the a-pawn to a Queen in three moves.

### How

White plays Qxb6!, winning a Rook or creating a passed a-pawn that Black cannot stop. When Black plays ... axb6, White plays a7, followed by a8 = Q!.

- |    | White     | Black    |
|----|-----------|----------|
| 1. | _____     | axb6     |
| 2. | _____     | Any move |
| 3. | _____ = Q |          |

Diagram 284



White to move.

- |    | White   | Black | White | Black           |
|----|---------|-------|-------|-----------------|
| 1. | _____   | Kh6   | 1.    | ??<br>stalemate |
| 2. | _____ # |       |       |                 |

### Underpromotion

When a pawn reaches the 8<sup>th</sup> rank, it can be promoted to a Queen, Rook, Bishop, or Knight. Being promoted to a piece other than a Queen is called underpromotion. Underpromotion is used to prevent a stalemate draw or to gain an advantage in a continuing game.

### To Do

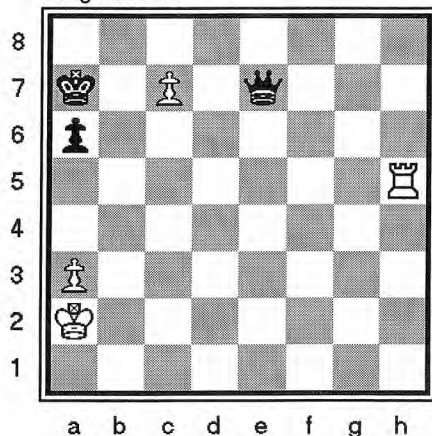
Avoid a stalemate draw, and checkmate in two moves.

### How

White plays f8 = R!, avoiding f8 = Q??—a stalemate draw. After White plays f8 = R!, Black is forced to play ... Kh6, and White checkmates Black on White's next move (Rh8#).

# 10 Promoting Pawns

Diagram 285



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

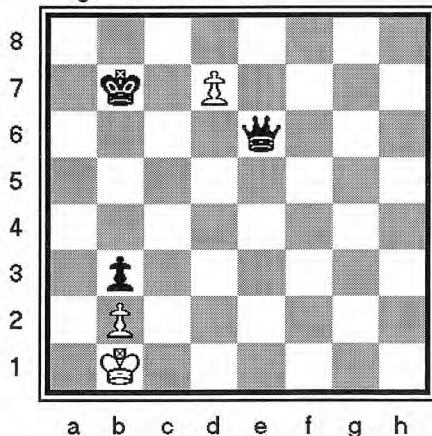
## To Do

Win the Black Queen and end up a Knight and Rook ahead in two moves.

## Hint

Underpromote the c-pawn, forking the Black King and Queen. This underpromotion wins the Black Queen as a result.

Diagram 286



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

## To Do

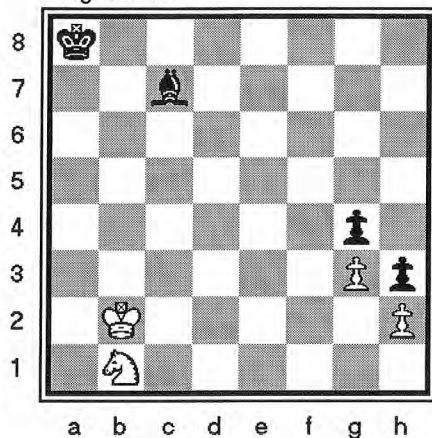
Win the Black Queen and end up a Knight ahead in two moves.

## Hint

Underpromote the d-pawn, forking the Black King and Queen. This underpromotion wins the Black Queen as a result.

# 10 Promoting Pawns

Diagram 287



**Black to move.**

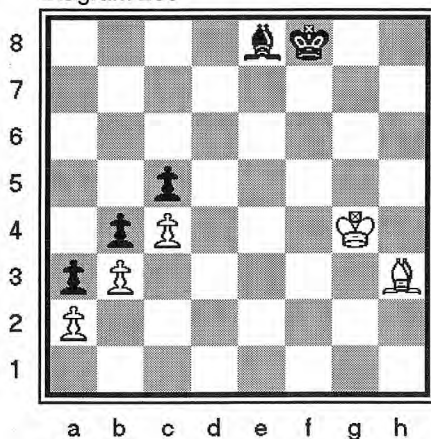
White Black

1. ...
2. hxg3
3. Any move                      = Q

**To Do** Promote the h-pawn to a Queen in three moves.

**Hint** Start with a Bishop sacrifice. Follow this by pushing the passed h-pawn.

Diagram 288



**Black to move.**

White Black

1. ...
2. bxa4
3. axb3
4. Any move                      = Q

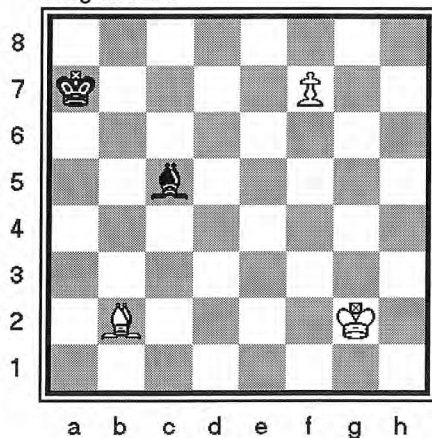
**To Do** Promote the a-pawn to a Queen in four moves.

**Hint** Begin with a Bishop sacrifice (... Ba4!). Next, use a pawn sacrifice (... b3!). Finally, push the passed a-pawn.



# 10 Promoting Pawns

Diagram 289



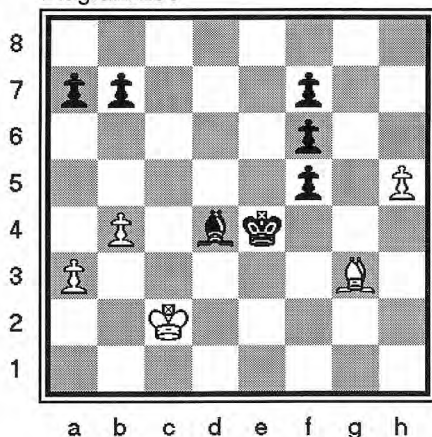
White to move.

| White        | Black | White         | Black |
|--------------|-------|---------------|-------|
| 1. _____     | Bxd4  | 1. _____      | Kb6?  |
| 2. _____ = Q |       | 2. _____ +    | Kxc5  |
|              |       | 3. _____ = Q+ |       |

**To Do** Promote the f-pawn to a Queen in two or three moves.

**Hint** Use a Bishop sacrifice. Make a Bishop move that pins the Black Bishop to its King, allowing the f-pawn to Queen safely!

Diagram 290



White to move.

| White        | Black    |
|--------------|----------|
| 1. _____     | Kxf4     |
| 2. _____     | Any move |
| 3. _____     | Any move |
| 4. _____ = Q |          |

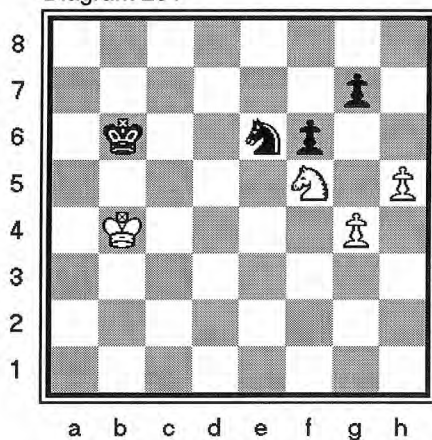
**To Do** Promote the h-pawn to a Queen in four moves.

**Hint** Use a Bishop sacrifice. Follow this by pushing the h-pawn. Notice that the Bishop sacrifice blocks the Black Bishop and the Black pawns on the f file. Black cannot stop the White h-pawn.



# 10 Promoting Pawns

Diagram 291



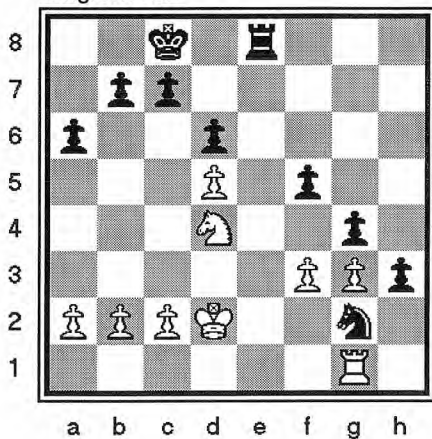
White to move.

| White    | Black           |
|----------|-----------------|
| 1. _____ | <u>Nxg7</u>     |
| 2. _____ | <u>N moves</u>  |
| 3. _____ | <u>Any move</u> |
| 4. _____ | <u>= Q</u>      |

**To Do** Promote the h-pawn to a Queen in four moves.

**Hint** Use a Knight sacrifice (Nxg7!). Follow this by pushing the h-pawn, a pawn that Black cannot stop.

Diagram 292



Black to move.

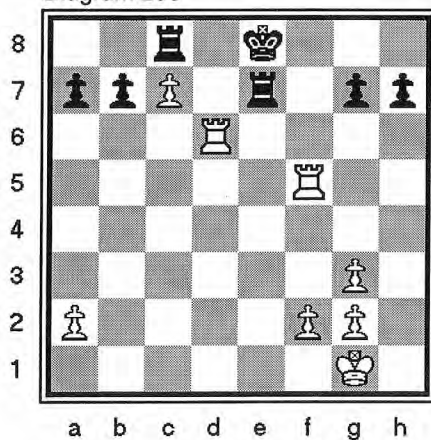
| White              | Black      | White              | Black      |
|--------------------|------------|--------------------|------------|
| 1. <u>...</u>      | _____      | 1. <u>...</u>      | _____      |
| 2. <u>Rxe1</u>     | _____      | 2. <u>Ne2?</u>     | _____      |
| 3. <u>Kxe1</u>     | _____      | 3. <u>Nxg1</u>     | _____      |
| 4. <u>Any move</u> | <u>= Q</u> | 4. <u>Any move</u> | <u>= Q</u> |

**To Do** Promote the h-pawn to a Queen in four moves.

**Hint** Use a Rook trade (... Re1!). Follow this by a Knight sacrifice. Then, push the h-pawn to the queening square.

# 10 Promoting Pawns

Diagram 293



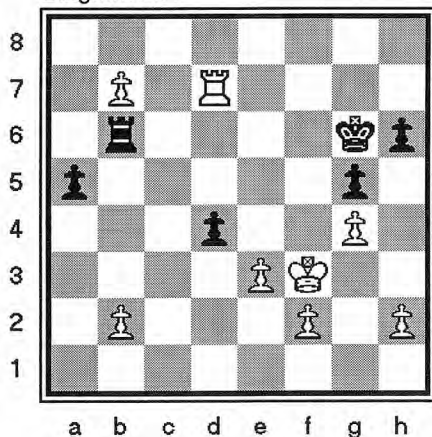
White to move.

**To Do** Promote the c-pawn to a Queen in three moves.

**Hint** Use a Rook check, protected by the c-pawn. Follow this by a Rook sacrifice check (Rf8+). Then, promote the c-pawn.

| White         | Black | White         | Black |
|---------------|-------|---------------|-------|
| 1. _____ +    | Rxd8  | 1. _____ +    | Rxd8  |
| 2. _____ +    | Kxf8  | 2. _____ +    | Kd7?? |
| 3. _____ = Q+ |       | 3. _____ = Q+ |       |

Diagram 294



White to move.

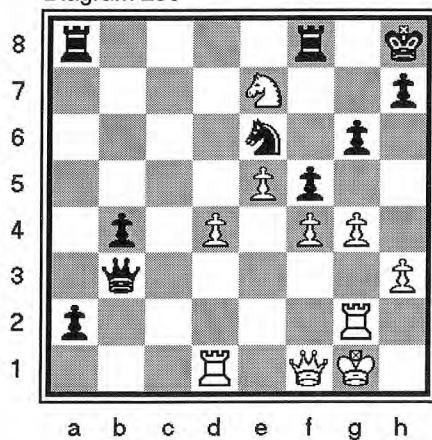
**To Do** Promote the b7 pawn to a Queen in two moves.

**Hint** Use a Rook sacrifice check. Then, push the b7 pawn. This check forces the Black Rook to capture (or be captured!), allowing the b7 pawn to promote to a Queen.

| White        | Black |
|--------------|-------|
| 1. _____ +   | Rxd6  |
| 2. _____ = Q |       |

# 10 Promoting Pawns

Diagram 295



Black to move.

White

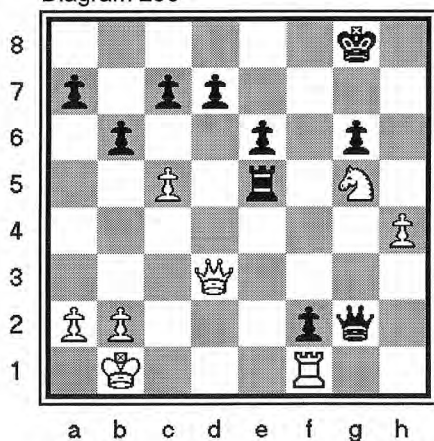
Black

- |    |      |     |
|----|------|-----|
| 1. | ...  |     |
| 2. | Qxd1 | = Q |

**To Do** Promote the a-pawn to a Queen in two moves.

**Hint** Start with a Queen sacrifice (... Qxd1). Follow this by promoting the a-pawn to a Queen.

Diagram 296



Black to move.

White

Black

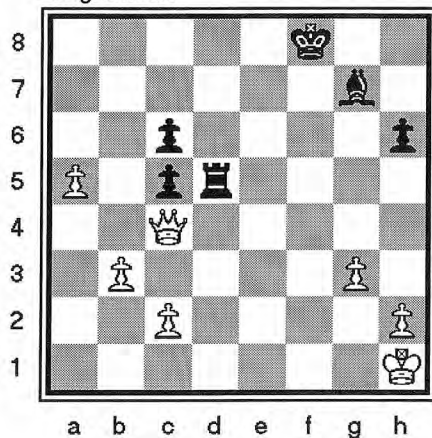
- |    |      |      |
|----|------|------|
| 1. | ...  | +    |
| 2. | Qxf1 | +    |
| 3. | Qxe1 | = Q+ |

**To Do** Promote the f-pawn to a Queen in three moves.

**Hint** Start with a Queen sacrifice check (... Qxf1+). Follow this with a Rook check. Then, recapture to promote the f-pawn to a Queen.

# 10 Promoting Pawns

Diagram 297



White to move.

White

Black

- |          |                |
|----------|----------------|
| 1. _____ | _____ cxd5     |
| 2. _____ | _____ Any move |
| 3. _____ | _____ Any move |
| 4. _____ | _____ = Q      |

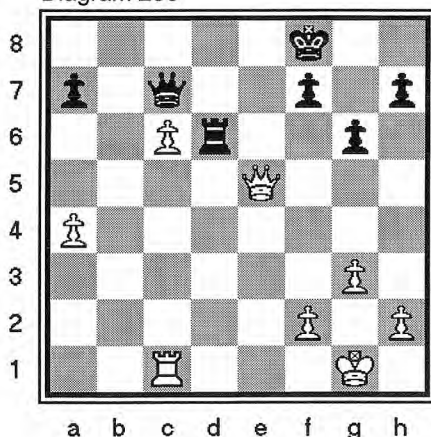
**To Do**

Promote the a-pawn to a Queen in four moves.

**Hint**

Start with a Queen sacrifice. This sacrifice makes it possible to promote the a-pawn to a Queen.

Diagram 298



White to move.

White

Black

White

Black

- |            |                |            |             |
|------------|----------------|------------|-------------|
| 1. _____ + | _____ Qxd6     | 1. _____ + | _____ Qxd6  |
| 2. _____   | _____ Any move | 2. _____   | _____ Qxc7? |
| 3. _____   | _____ = Q      | 3. _____   | _____       |

**To Do**

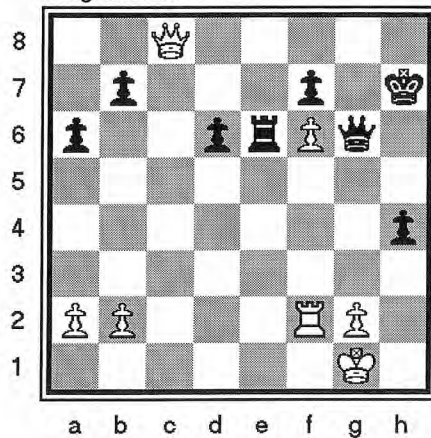
Promote the c-pawn to a Queen, or (after a Queen trade) end up a Rook ahead in three moves.

**Hint**

Start with a Queen sacrifice check (Qxd6+). Then, either promote the c-pawn to a Queen or capture the Black Queen after it is sacrificed to stop the advancing pawn.

# 10 Promoting Pawns

Diagram 299



White to move.

White

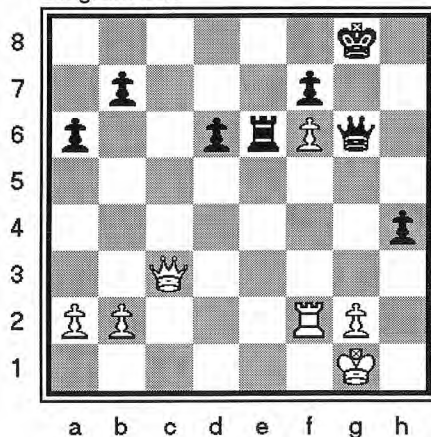
Black

- |              |            |
|--------------|------------|
| 1. _____     | _____ fxe6 |
| 2. _____     | _____ Qg7  |
| 3. _____ = Q |            |

**To Do** Promote the f-pawn to a Queen in three moves.

**Hint** Start with a Queen sacrifice (Qxe6!). This sacrifice makes it possible to promote the f-pawn to a Queen.

Diagram 300



White to move.

White

Black

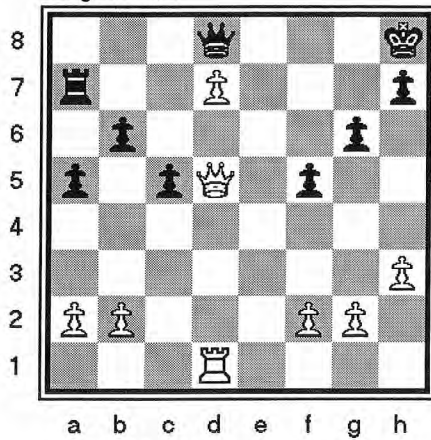
- |              |            |
|--------------|------------|
| 1. _____ +   | _____ Kh7  |
| 2. _____     | _____ fxe6 |
| 3. _____     | _____ Qg7  |
| 4. _____ = Q |            |

**To Do** Promote the f-pawn to a Queen in four moves.

**Hint** Start with a Queen check. Follow the check with a Queen sacrifice (Qxe6!). This sacrifice makes it possible to promote the f-pawn to a Queen.

# 10 Promoting Pawns

Diagram 301



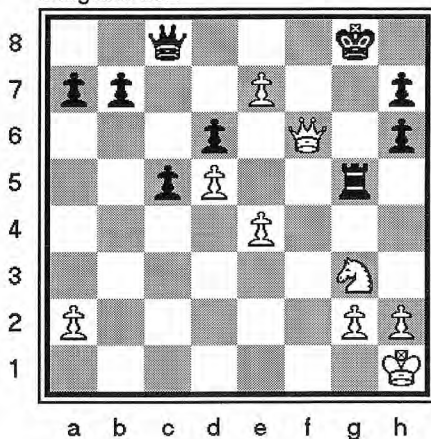
White to move.

**To Do** Promote the d-pawn to a Queen in three moves.

**Hint** Use two Queen checks, forcing a Queen trade.

|    | White |      | Black      |
|----|-------|------|------------|
| 1. | _____ | +    | _____ Kg8  |
| 2. | _____ | +    | _____ Qxe8 |
| 3. | _____ | = Q+ |            |

Diagram 302



White to move.

**To Do** Promote the e7 pawn to a Queen in three moves.

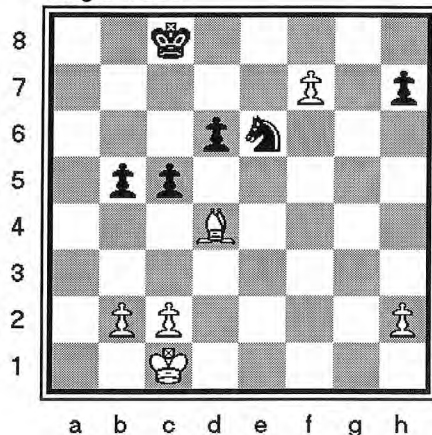
**Hint** Use a Queen check to force a Queen trade. Follow this by promoting the e-pawn to a Queen.

|    | White |     | Black          |
|----|-------|-----|----------------|
| 1. | _____ | +   | _____ Qxe6     |
| 2. | _____ |     | _____ Any move |
| 3. | _____ | = Q |                |



# 10 Promoting Pawns

Diagram 303



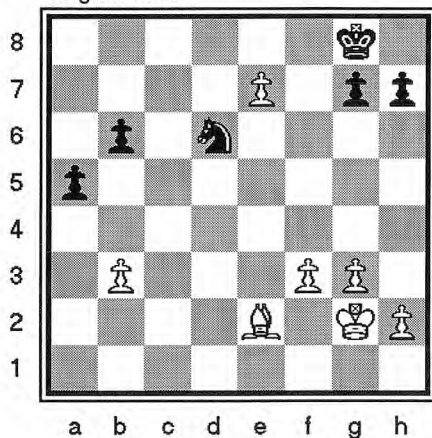
White to move.

**To Do** Win the Black Knight for a pawn in three moves, or promote the f-pawn to a Queen in two moves.

**Hint** Begin by attacking the f8 square with the Bishop. Then, promote the f-pawn to a Queen.

| White        | Black | White         | Black  |
|--------------|-------|---------------|--------|
| 1. _____     | Kd7   | 1. _____      | Nxg7?? |
| 2. _____ = Q | Nxf8  | 2. _____ = Q+ |        |
| 3. _____     |       |               |        |

Diagram 304



White to move.

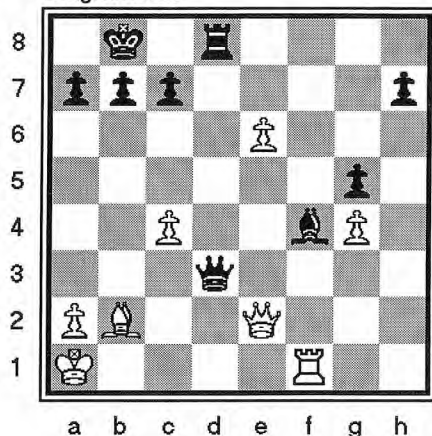
**To Do** Win the Black Knight for a pawn in four moves, or check-mate in two moves.

**Hint** Begin with a Bishop check. Follow this by attacking the e8 square with the Bishop. Then, promote the e-pawn to a Queen.

| White        | Black | White      | Black  |
|--------------|-------|------------|--------|
| 1. _____ +   | Kh8   | 1. _____ + | Nxc4?? |
| 2. _____     | g6    | 2. _____ # |        |
| 3. _____ = Q | Nxe8  |            |        |
| 4. _____     |       |            |        |

# 10 Promoting Pawns

Diagram 305



White to move.

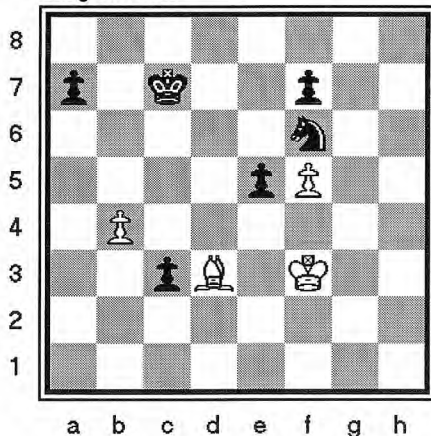
| White      | Black | White    | Black |
|------------|-------|----------|-------|
| 1. _____   | Qd7   | 1. _____ | Re8?  |
| 2. _____ + |       | 2. _____ |       |

Notice that only the Black Rook is protecting the Black Queen.

**To Do** Win the Black Rook or Queen in two moves.

**Hint** Push the e-pawn, threatening the Black Rook.

Diagram 306



Black to move.

| White       | Black |
|-------------|-------|
| 1. . . .    | +     |
| 2. Bxe4     | Nxe4  |
| 3. Any move |       |
| 4. Any move | = Q   |

**To Do** Force a Bishop and Knight trade, and promote the c-pawn to a Queen in four moves.

**Hint** Push the e-pawn, checking the White King and forking the King and Bishop. Next, after the Bishop and Knight are traded, push the c-pawn to c8 for a Queen.

\_\_\_\_\_

Chessboard diagram showing a position after White's 12th move. The board is labeled with columns a-h and rows 1-8. White pieces are at c4, d4, e4, f4, g4, h4, and h5. Black pieces are at a5, b5, c5, d5, e5, f5, g5, h5, and h6. The king is at h8 and the queen is at h7.

White Black

1. ● ● ● #

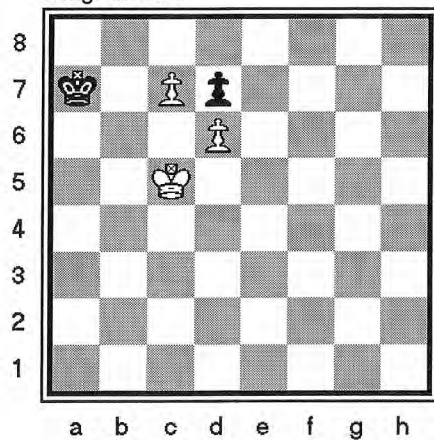
**Hint** Use an Underpromotion.  
(Promote the pawn to something other than a Queen!)

|    | White | Black           |
|----|-------|-----------------|
| 1. | _____ | <u>Any move</u> |
| 2. | #     |                 |

**Hint** Use an Underpromotion. Black cannot stop White from putting a Knight on c7 and checkmating!

# 10 Promoting Pawns

Diagram 309



White to move.

White

Black

1. \_\_\_\_\_

White

Black

1. \_\_\_\_\_ ??  
stalemate

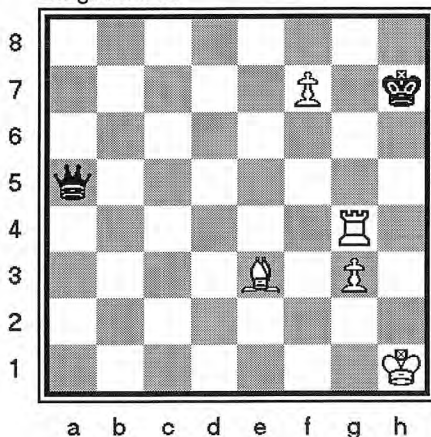
**To Do**

Come out a Rook ahead and avoid a stalemate draw.

**Hint**

Use an Underpromotion.

Diagram 310



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kh8

2. \_\_\_\_\_ + \_\_\_\_\_ Qe5

3. \_\_\_\_\_ #

**To Do**

Checkmate in three moves.

**Hint**

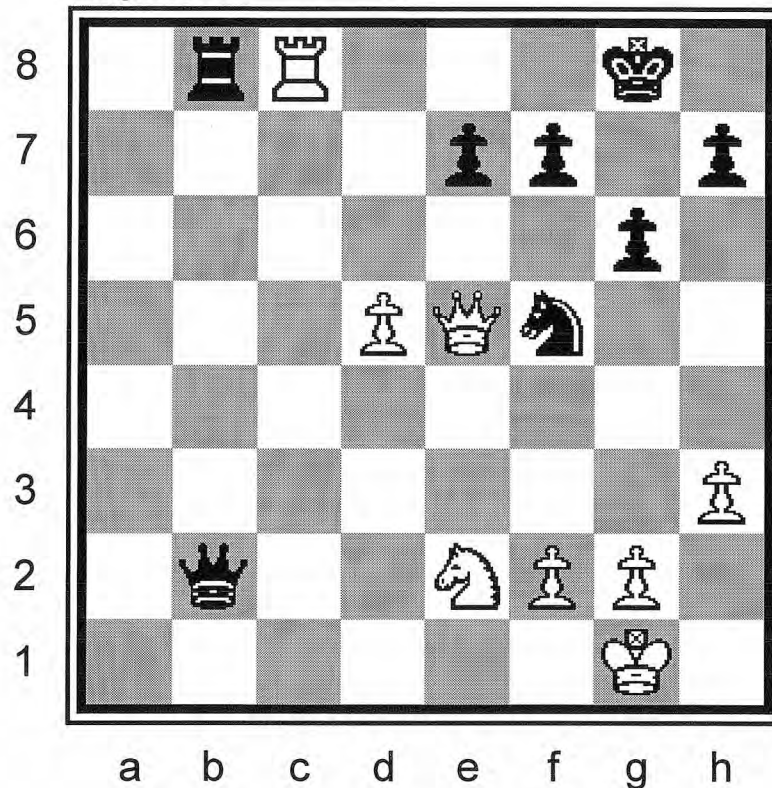
Use an Underpromotion with check, followed by a Bishop check and then checkmate.

# 11 Removing the Guard introduction

---

To **Remove the Guard** is to attack a piece that is *guarding* the opponent against checkmate, or that is guarding a piece from being captured. Sometimes Removing the Guard can be simple, as shown in Diagram 311. Other times, it takes two or three moves to set up.

Diagram 311



**Black to move.**

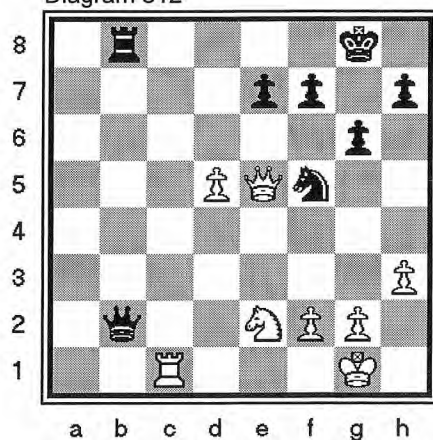
White has just played Rc8+. The Black Rook is guarding the Black Queen, but Black is forced to capture the White Rook (. . . Rxc8) in order to get out of check. White then captures the unguarded Black Queen (Qxb2!).

**Circle the White piece that will capture Black's Queen.**

# 11 Removing the Guard

---

Diagram 312



White to move.

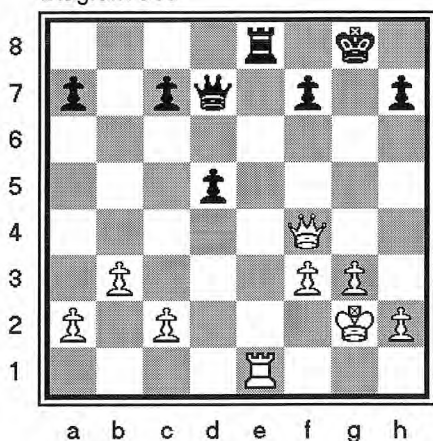
- |    | White        | Black       |
|----|--------------|-------------|
| 1. | <u>Rc8 +</u> | <u>Rxc8</u> |
| 2. | <u>Qxb2</u>  |             |

This one is done for you.

**To Do** Win the Black Queen for a Rook in two moves.

**How** White plays Rc8+, forcing Black to play . . . Rxc8. Black's move leaves its Queen unguarded. White then plays Qxb2, winning the Black Queen for a Rook.

Diagram 313



White to move.

- |    | White                        | Black             |
|----|------------------------------|-------------------|
| 1. | <u>          +          </u> | <u>          </u> |
| 2. | <u>          +          </u> | <u>  Kg7  </u>    |
| 3. | <u>          </u>            |                   |

Your turn now!

**To Do** Win the Black Rook in three moves.

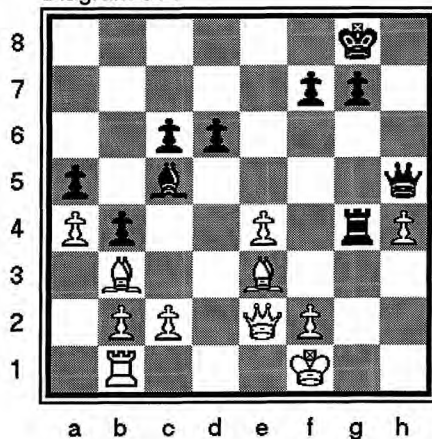
**How** White plays Qg4+, which forces a trade of Queens (. . . Qxg4). White then plays Rxe8+ and wins the Rook. Black is forced to play . . . Kg7. White then plays fxg4, capturing the Queen.



# 11 Removing the Guard

## instruction

Diagram 314



Black to move.

White

Black

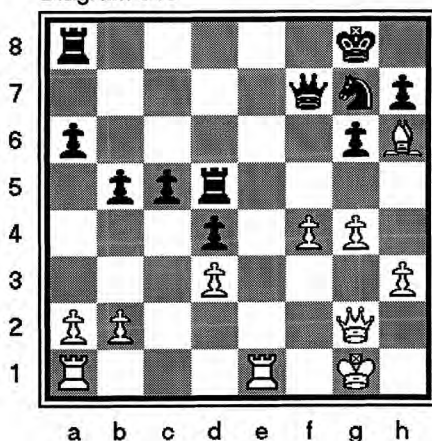
1. . . . +

2. \_\_\_\_\_

**To Do** Win the White Queen for a Rook in two moves.

**How** Black plays . . . Rg1+, sacrificing a Rook in order to move the White King away from its Queen. White must play Kxg1. Black then plays . . . Qxe2, winning the Queen for a Rook.

Diagram 315



White to move.

White

Black

1. \_\_\_\_\_ Qxe7

2. \_\_\_\_\_ + Any move

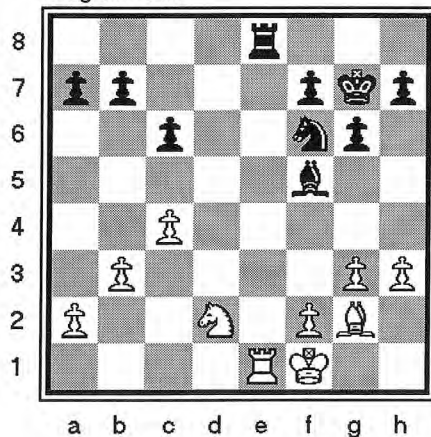
3. \_\_\_\_\_ +

**To Do** Win both Black Rooks for a Rook in three moves.

**How** White plays Re7, attacking the Black Queen. Black's best move is . . . Qxe7. Black's move leaves the Black Rook on d5 unguarded. White then plays Qxd5+. After Black moves, White plays Qxa8+.

# 11 Removing the Guard

Diagram 316



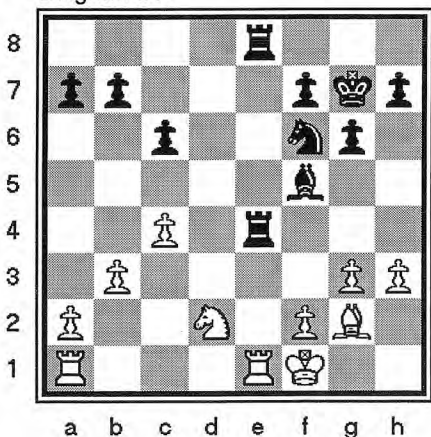
Black to move.

**To Do** Win the White Rook in two moves.

**Hint** Use a Bishop check to Remove the Guard (the King) from the White Rook.

| White    | Black   | White    | Black   |
|----------|---------|----------|---------|
| 1. . . . | _____ + | 1. . . . | _____ + |
| 2. Kg1   | _____ + | 2. Re2   | _____   |

Diagram 317



Black to move.

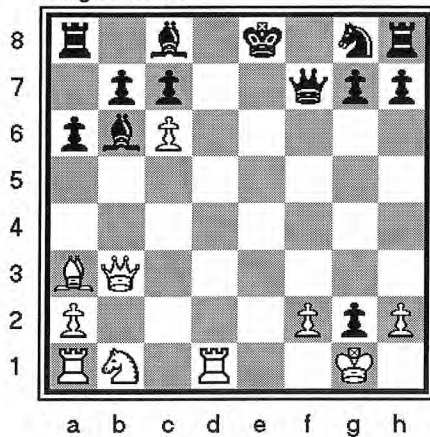
**To Do** Win a White Rook in three moves.

**Hint** Begin with an exchange of Rooks on e1. Follow this with a Bishop check to Remove the Guard (the King) from the remaining White Rook.

| White    | Black   | White    | Black   |
|----------|---------|----------|---------|
| 1. . . . | _____ + | 1. . . . | _____ + |
| 2. Rxe1  | _____ + | 2. Rxe1  | _____ + |
| 3. Kg1   | _____ + | 3. Re2   | _____   |

# 11 Removing the Guard

Diagram 318



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxd8
2. \_\_\_\_\_

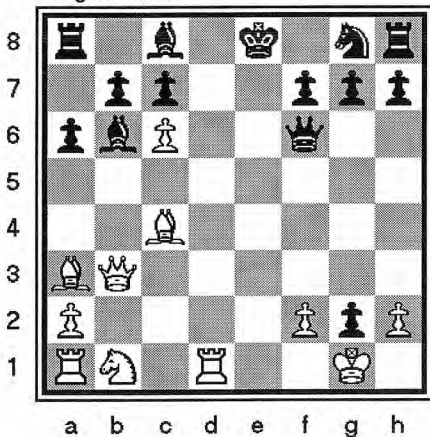
**To Do**

Win the Black Queen for a Rook in two moves.

**Hint**

Use a Rook sacrifice check to Remove the Guard (the King) from the Black Queen.

Diagram 319



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Qxf7
2. \_\_\_\_\_ + \_\_\_\_\_ Kxd8
3. \_\_\_\_\_

**To Do**

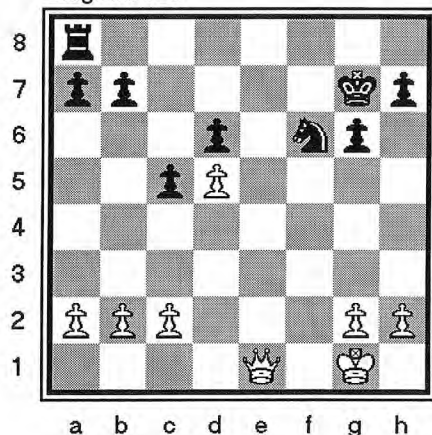
Win the Black Queen and a pawn for a Bishop and Rook in three moves.

**Hint**

Begin with a Bishop sacrifice check. Follow this with a Rook sacrifice check to Remove the Guard (the King) from the Black Queen.

# 11 Removing the Guard

Diagram 320



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ K moves

2. \_\_\_\_\_

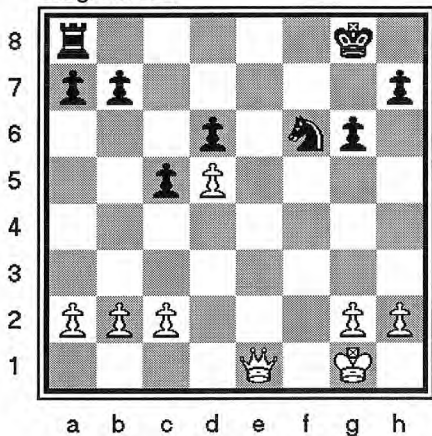
**To Do**

Win the Black Knight in two moves.

**Hint**

Use a Queen check to Remove the Guard (the King) from the Black Knight.

Diagram 321



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kg7

2. \_\_\_\_\_ + \_\_\_\_\_ K moves

3. \_\_\_\_\_

**To Do**

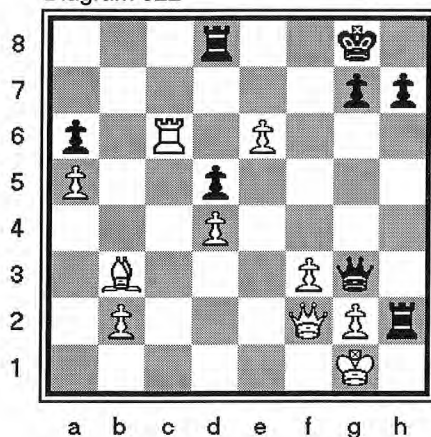
Win the Black Knight in three moves.

**Hint**

Use two Queen checks to Remove the Guard (the King) from the Black Knight.

# 11 Removing the Guard

Diagram 322



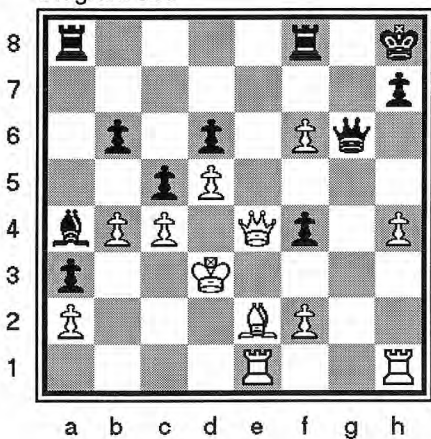
Black to move.

|    | White | Black |
|----|-------|-------|
| 1. | ...   | +     |
| 2. | Kxh1  |       |

**To Do** Win the White Queen for a Rook in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the King) from the White Queen.

Diagram 323



Black to move.

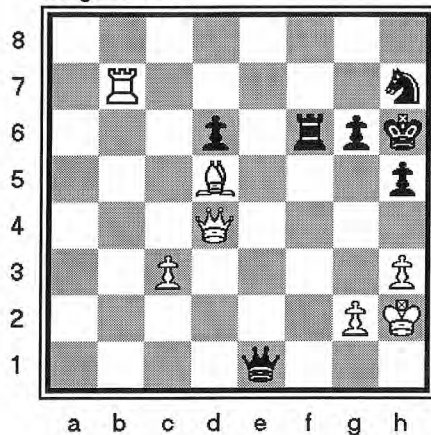
|    | White | Black |
|----|-------|-------|
| 1. | ...   | +     |
| 2. | Kxc2  | +     |

**To Do** Win the White Queen for a Bishop in two moves.

**Hint** Use a Bishop sacrifice check to Remove the Guard (the King) from the White Queen.

# 11 Removing the Guard

Diagram 324



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxh7

2. \_\_\_\_\_

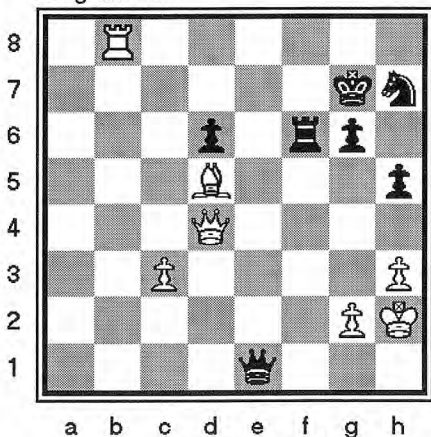
**To Do**

Win the Black Knight in two moves.

**Hint**

Use a Rook sacrifice check to Remove the Guard (the King) from the Black Rook.

Diagram 325



White to move.

White

Black

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kf8

2. \_\_\_\_\_

1. \_\_\_\_\_ + \_\_\_\_\_ Kh6/Kh8

2. \_\_\_\_\_ + \_\_\_\_\_ Kxh7

3. \_\_\_\_\_

**To Do**

Win the Black Knight in two or three moves.

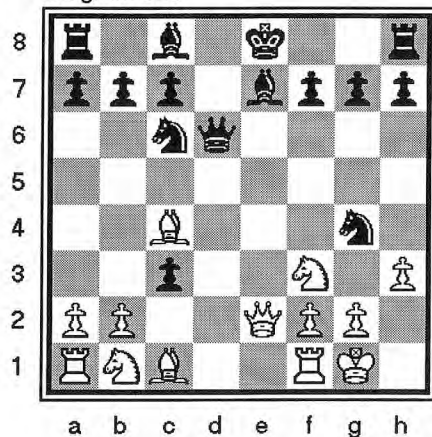
**Hint**

Begin with a Rook check. Follow this by winning the Knight, or by using a Rook sacrifice check to Remove the Guard (the Knight) from the Black Rook.



# 11 Removing the Guard

Diagram 326



Black to move.

## To Do

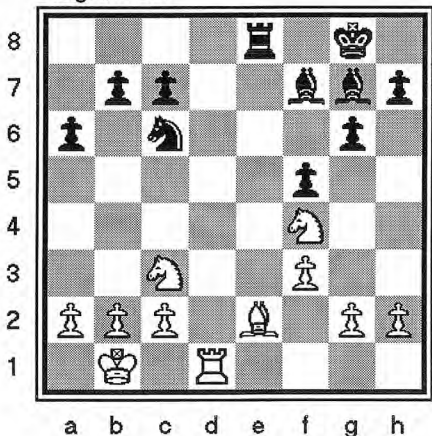
Checkmate or win the Queen for two Knights in two moves.

## Hint

Use a Knight move to attack the White Queen or to Remove the Guard (the Knight) from the h2 square.

| White     | Black | White    | Black |
|-----------|-------|----------|-------|
| 1. . . .  |       | 1. . . . |       |
| 2. Nxd4?? | #     | 2. hxg4! | +     |

Diagram 327



Black to move.

## To Do

Win the White Bishop or the Knight on f4 in three moves.

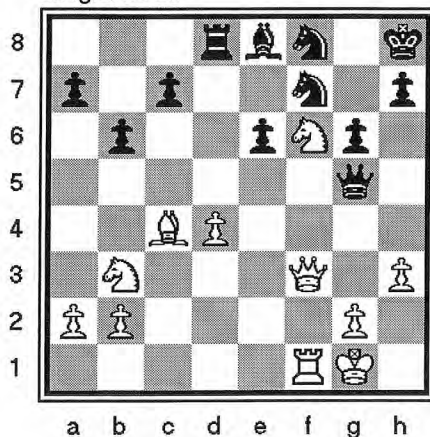
## Hint

Begin by capturing the White Knight on c3 (. . . Bxc3). Then, push the g-pawn to Remove the Guard (the remaining Knight) from the Bishop.

| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. . . .   |       | 1. . . .   |       |
| 2. bxc3    | g5!   | 2. bxc3    | g5!   |
| 3. N moves |       | 3. B moves |       |

# 11 Removing the Guard

Diagram 328



White to move.

White

Black

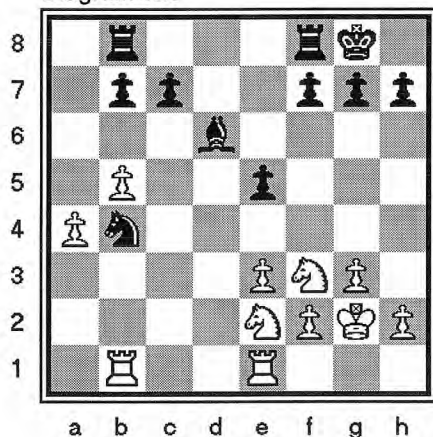
1. \_\_\_\_\_ Rxe8

2. \_\_\_\_\_

**To Do** Win the Knight on f7 in two moves.

**Hint** Use a Knight capture to Remove the Guard (the Bishop) from the Knight on f7.

Diagram 329



White to move.

White

Black

White

Black

1. \_\_\_\_\_ Bxe5

1. \_\_\_\_\_ Rfe8

2. \_\_\_\_\_

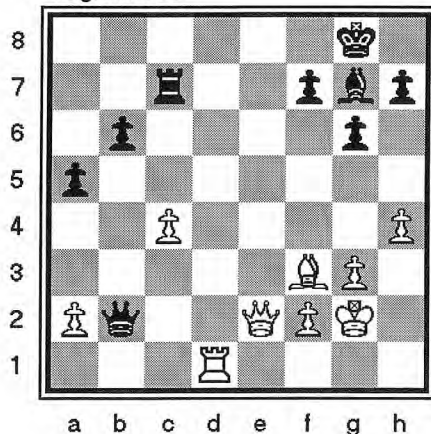
2. \_\_\_\_\_

**To Do** Win the Black e-pawn in two moves.

**Hint** Use a Knight sacrifice to Remove the Guard (the Bishop) from the Knight. If the Black Bishop takes the White Knight, the White Rook will take the Black Knight.

# 11 Removing the Guard

Diagram 330



White to move.

White Black

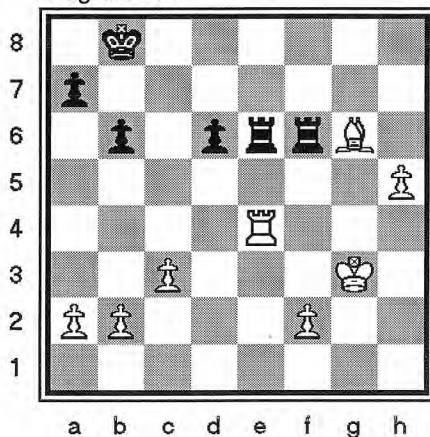
1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_

**To Do** Win the Black Queen in two moves.

**Hint** Use a Rook check to Remove the Guard (the Bishop) from the Black Queen.

Diagram 331



Black to move.

White Black

1. .... +

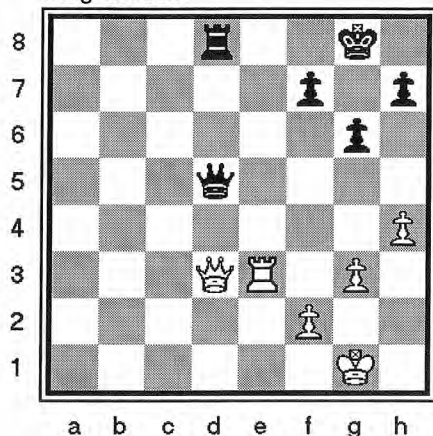
2. hxg6

**To Do** Win the White Bishop in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the Bishop) from the White Rook.

# 11 Removing the Guard

Diagram 332



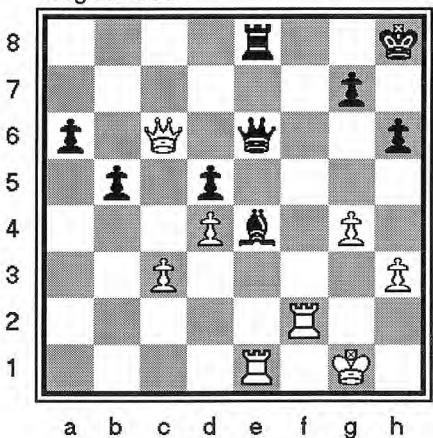
White to move.

| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. _____ + | Rxe8  | 1. _____ + | Kg7   |
| 2. _____   |       | 2. _____   |       |

**To Do** Win the Black Queen for a Rook in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

Diagram 333



White to move.

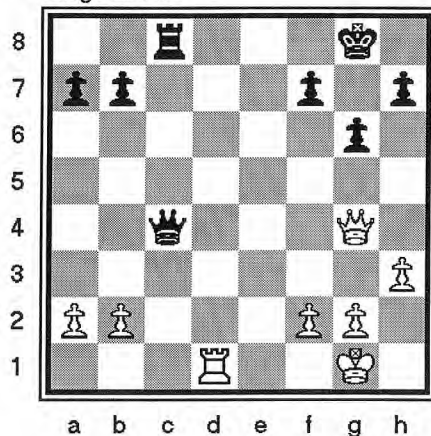
| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. _____ + | Rxf8  | 1. _____ + | Kh7   |
| 2. _____   |       | 2. _____   |       |

**To Do** Win the Black Queen for a Rook, or win a Rook for free, in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

# 11 Removing the Guard

Diagram 334



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kg7

2. \_\_\_\_\_

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Rxd8

2. \_\_\_\_\_

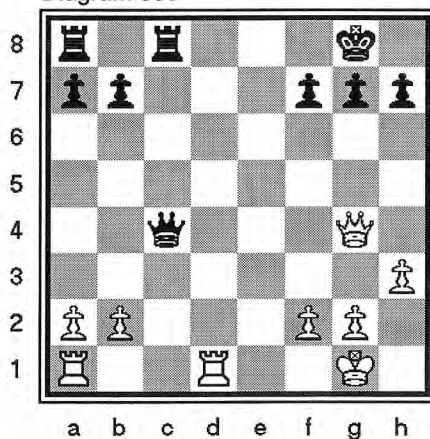
**To Do**

Win the Black Rook, or the Queen for a Rook, in two moves.

**Hint**

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

Diagram 335



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Rxd8

2. \_\_\_\_\_

**To Do**

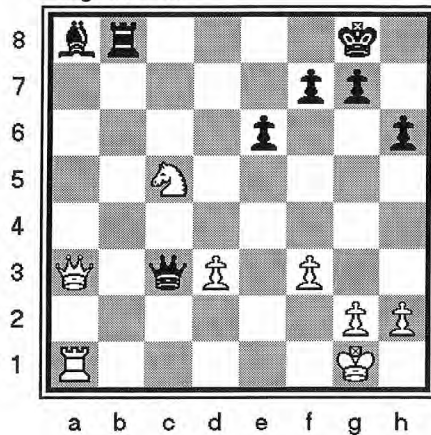
Win the Black Queen for a Rook in two moves.

**Hint**

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

# 11 Removing the Guard

Diagram 336



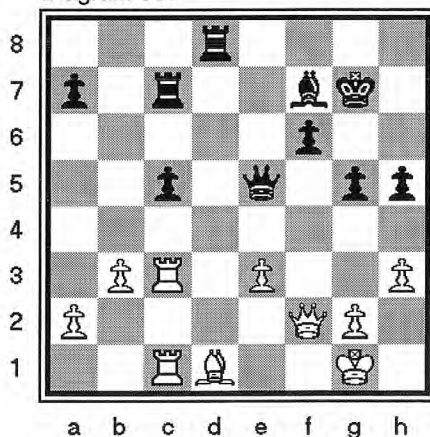
Black to move.

**To Do** Win the White Queen for a Rook, or checkmate, in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the Rook) from the White Queen.

| White   | Black | White    | Black |
|---------|-------|----------|-------|
| 1. .... | +     | 1. ....  | +     |
| 2. Rxb1 |       | 2. Kf2?? | #     |

Diagram 337



Black to move.

**To Do** Win the White Bishop in two moves.

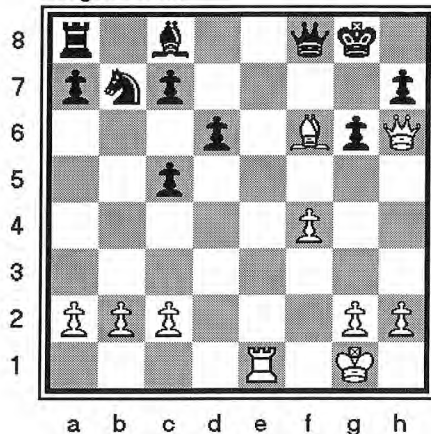
**Hint** Use a Rook sacrifice check to Remove the Guard (the Rook on c1) from the Rook on c3.

| White   | Black |
|---------|-------|
| 1. .... | +     |
| 2. Rxd1 |       |



# 11 Removing the Guard

Diagram 338



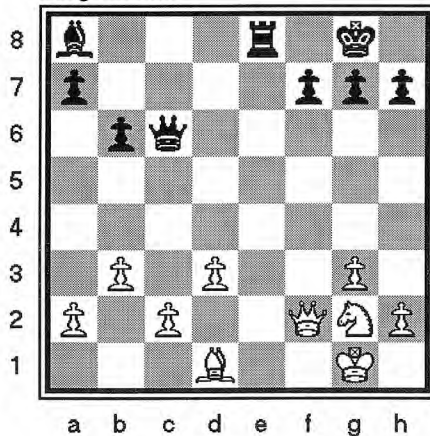
White to move.

| White      | Black | White      | Black |
|------------|-------|------------|-------|
| 1. _____   | Qxe8  | 1. _____   | Kf7   |
| 2. _____ # |       | 2. _____ # |       |

**To Do** Checkmate on g7 or f8 in two moves.

**Hint** Use a Rook sacrifice to Remove the Guard (the Queen) from the g7 square.

Diagram 339



Black to move.

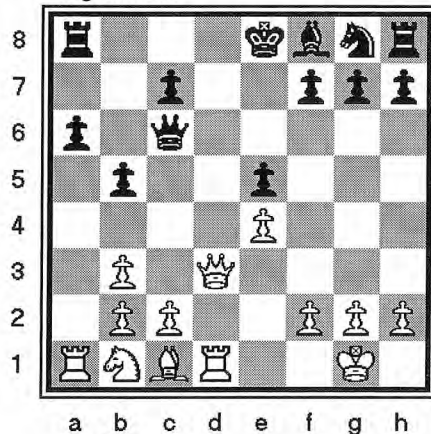
| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. . . . | +     | 1. . . . | +     |
| 2. Nxe1  | #     | 2. Qxe1  | #     |

**To Do** Checkmate on g2 or h1 in two moves.

**Hint** Use a Rook sacrifice check to Remove the Guard (the Queen or Knight) from the g2 square or the h1 square.

# 11 Removing the Guard

Diagram 340



White to move.

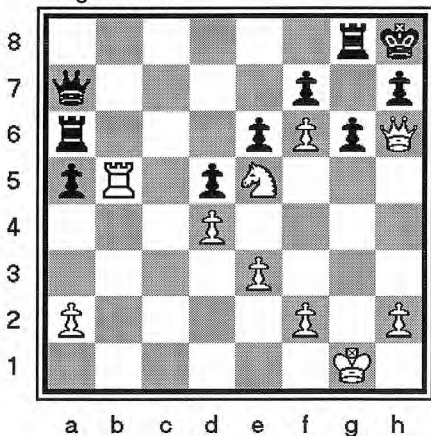
| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Rxa6? | 1. _____ | Qxa6? |
| 2. _____ | #     | 2. _____ | #     |

Black's best response to avoid checkmate is Bd6. This move, though, loses the Black Queen and the game soon after. Black's position is hopeless!

**To Do** Checkmate in two moves.

**Hint** Use a Rook sacrifice (Rxa6) to Remove the Guard (the Queen or the Rook) from the d7 square or the d8 square.

Diagram 341



White to move.

| White    | Black | White    | Black |
|----------|-------|----------|-------|
| 1. _____ | Qxb8  | 1. _____ | Rxb8  |
| 2. _____ | #     | 2. _____ | #     |

**To Do** Checkmate in two moves.

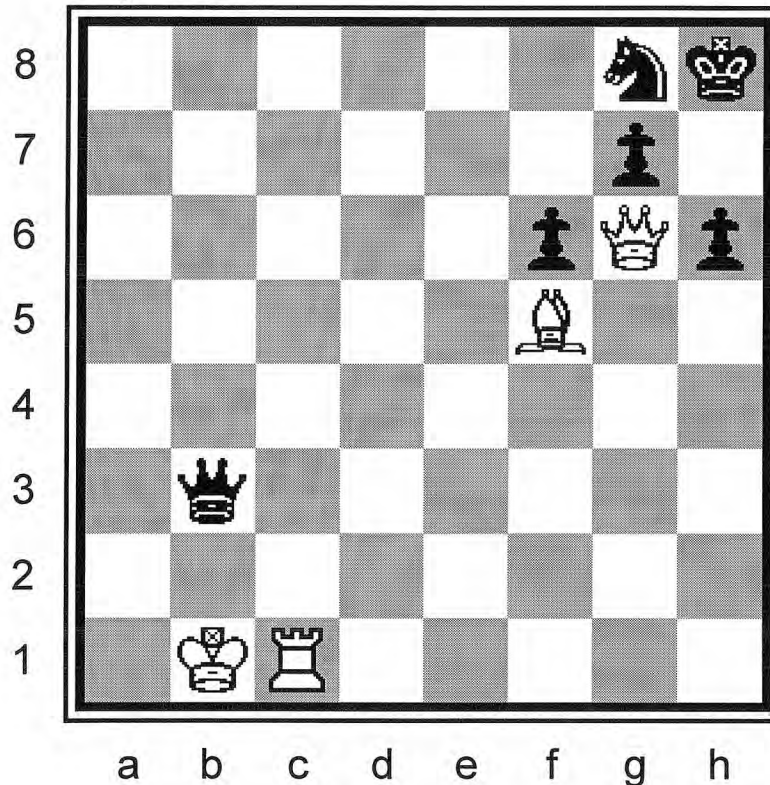
**Hint** Use a Rook sacrifice to Remove the Guard (the Queen or the Rook), setting up either Nxf7# or Qg7#.

# 12 Perpetual Check introduction

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**Perpetual Check** is a tactic that a player uses in an otherwise losing position to draw the game by repeatedly checking the opponent's King. Some Perpetual Checks are simple, as shown in Diagram 342. Other times, Perpetual Check may take two or more moves to set up.

Diagram 342



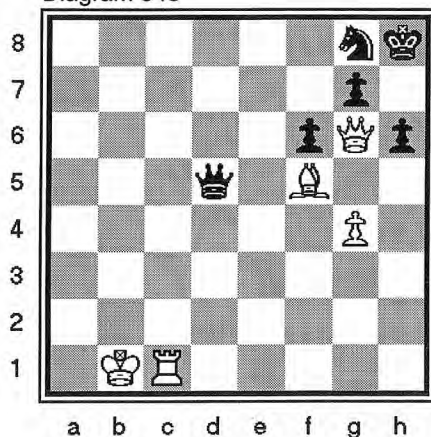
**White to move.**

White is threatening checkmate in one move (Qh7#), but never gets the chance! White is in check. Black draws this game by perpetually checking the White King from the b3 and a3 squares.

**Circle the Black piece that gives the Perpetual Check.**

# 12 Perpetual Check instruction

Diagram 343



Black to move.

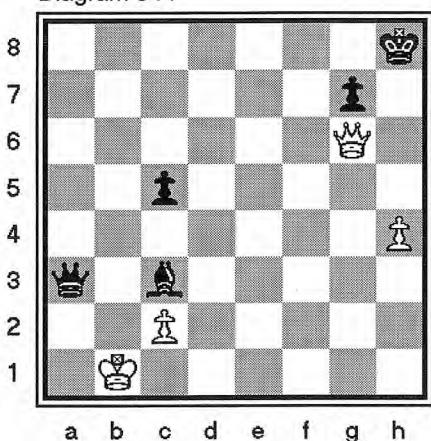
| White    | Black               |
|----------|---------------------|
| 1. . . . | Qb3 +               |
| 2. Ka1   | Qa3 +               |
| 3. Kb1   | Qb3 +, etc.<br>draw |

This one is done for you.

**To Do** Avoid checkmate (Qh7#), and draw this otherwise losing position by using a Perpetual Check.

**How** Black is behind but is able to draw the game with a Perpetual Check, playing . . . Qb3+. White must play Ka1. Black then plays Qa3+, and White plays Kb1. White cannot escape check.

Diagram 344



White to move.

| White                    | Black | White                    | Black |
|--------------------------|-------|--------------------------|-------|
| 1. _____ +               | Kg8   | 1. _____ +               | Kh7   |
| 2. _____ +               | _____ | 2. _____ +               | _____ |
| 3. _____ +, etc.<br>draw |       | 3. _____ +, etc.<br>draw |       |

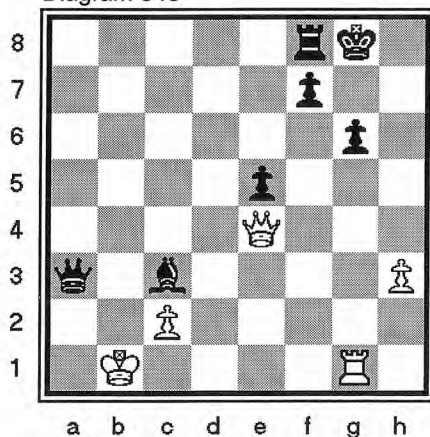
Your turn now!

**To Do** Avoid checkmate (. . . Qa1# or . . . Qb2#), and draw this otherwise losing position by using a Perpetual Check.

**How** White is behind, but is able to draw the game with a Perpetual Check—alternately playing Qh5+ and Qe8+. Black is forced to play Kg8 and Kh2. Black cannot escape check. Draw!

# 12 Perpetual Check instruction

Diagram 345



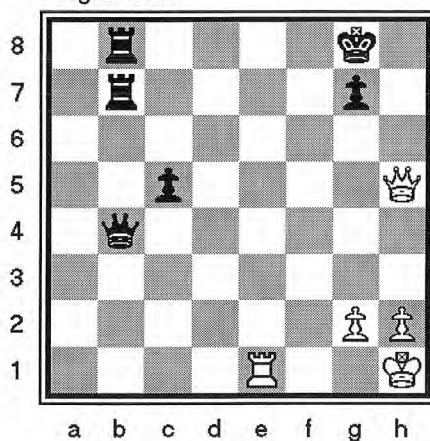
White to move.

|    | White         | Black      |
|----|---------------|------------|
| 1. | _____ +       | _____ fxc6 |
| 2. | _____ +       | _____      |
| 3. | _____ +       | _____      |
| 4. | _____ +, etc. | _____      |
|    | draw          |            |

**To Do** Avoid checkmate (...Qa1# or ...Qb2#), and draw this otherwise losing position by using a Perpetual Check.

**How** White plays Rxc6+, sacrificing a Rook. Black plays ... fxc6. White then plays Qxc6+, and alternately checks the Black King (Qg6+ and Qh6+). Black cannot escape check. Draw!

Diagram 346



White to move.

|    | White         | Black |
|----|---------------|-------|
| 1. | _____ +       | _____ |
| 2. | _____ +       | _____ |
| 3. | _____ +       | _____ |
| 4. | _____ +, etc. | _____ |
|    | draw          |       |

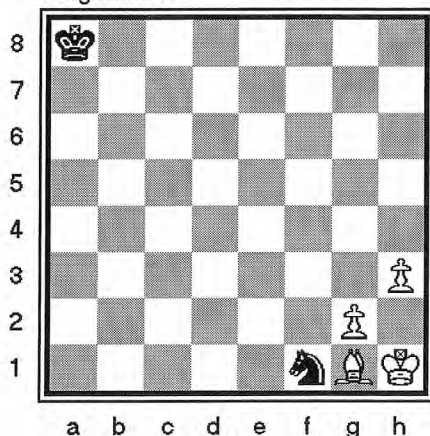
**To Do** Draw this otherwise losing position by using a Perpetual Check.

**How** White plays Re8+ and Black is forced to play ... Rxe8. White next plays Qxe8+, and then alternately checks the Black King (Qe8+ and Qh5+). Black cannot escape check. Draw!



# 12 Perpetual Check

Diagram 347



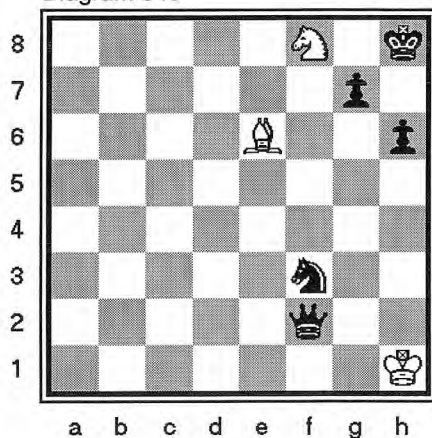
**Black to move.**

- |    | White | Black           |
|----|-------|-----------------|
| 1. | ...   | +               |
| 2. | Kh2   | +               |
| 3. | Kh1   | +, etc.<br>draw |

**To Do** Draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the Black Knight.

Diagram 348



**White to move.**

- |    | White           | Black |
|----|-----------------|-------|
| 1. | +               | Kh7   |
| 2. | +               | Kh8   |
| 3. | +, etc.<br>draw |       |

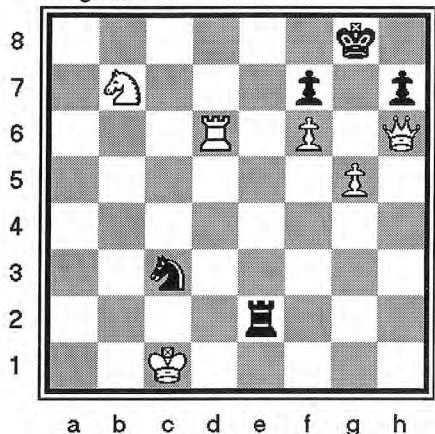
**To Do** Avoid checkmate and draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the White Knight.



# 12 Perpetual Check

Diagram 349



Black to move.

|    | White | Black |    | White | Black |
|----|-------|-------|----|-------|-------|
| 1. | ...   | +     | 1. | ...   | +     |
| 2. | Kd1   | +     | 2. | Kb1   | +     |
| 3. | Kc1   | +     | 3. | Ka1?? | #     |
|    |       | draw  |    |       |       |

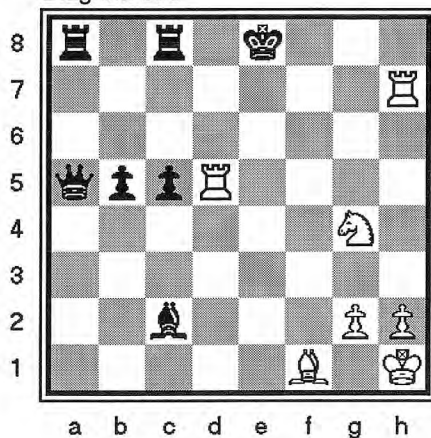
## To Do

Avoid checkmate (Qg7#), and draw this otherwise losing position by using a Perpetual Check, or checkmate in three moves!.

## Hint

Use a Perpetual Check from the Black Knight.

Diagram 350



White to move.

|    | White   | Black  |
|----|---------|--------|
| 1. | +       | Kf8    |
| 2. | +       | Ke8/g8 |
| 3. | +       | Kf8    |
| 4. | +, etc. |        |
|    | draw    |        |

## To Do

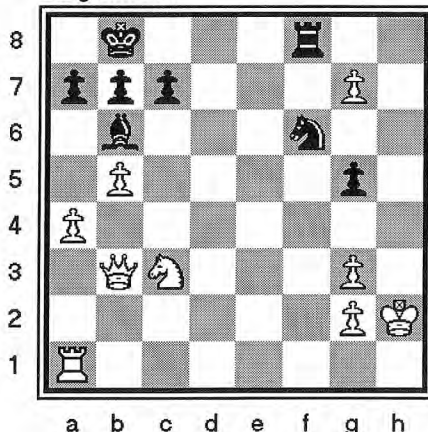
Draw this otherwise losing position by using a Perpetual Check.

## Hint

Use a Perpetual Check from the White Knight.

# 12 Perpetual Check

Diagram 351



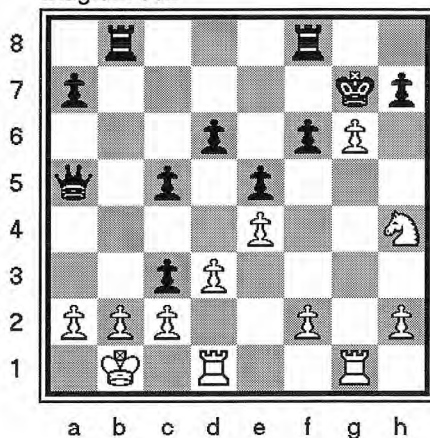
Black to move.

|    | White  | Black |    | White | Black |
|----|--------|-------|----|-------|-------|
| 1. | ...    | +     | 1. | ...   | +     |
| 2. | Kh1/h3 | +     | 2. | Kh1   | +     |
| 3. | Kh2    | +     | 3. | Kg1   | +     |
| 4. | Kh1/h3 | +     | 4. | Kh1   | +     |
|    |        | draw  |    |       | draw  |

**To Do** Draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the Black Knight. Notice that the Black Bishop attacks g1 and delivers a Discovered Check as part of the Perpetual Check.

Diagram 352



White to move.

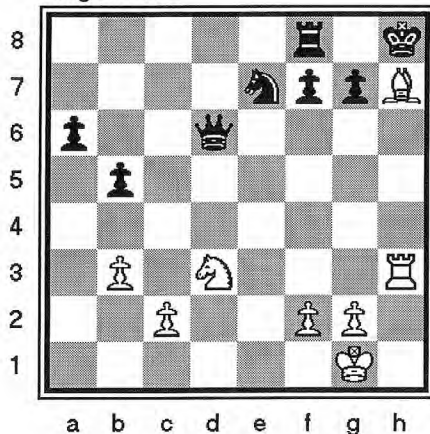
|    | White   | Black |    | White | Black |
|----|---------|-------|----|-------|-------|
| 1. | +       | Kg8   | 1. | +     | Kh8?? |
| 2. | +       | Kg7   | 2. | +     | Kg8   |
| 3. | +       | Kg8   | 3. | #     |       |
| 4. | +, etc. |       |    |       |       |
|    | draw    |       |    |       |       |

**To Do** Draw this otherwise losing position by using a Perpetual Check, or checkmate in three moves!

**Hint** Use a Perpetual Check from the White Knight.

# 12 Perpetual Check

Diagram 353



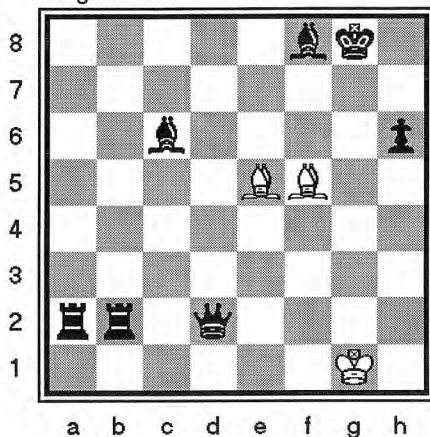
White to move.

- |    | White                 | Black     | White       | Black                           |
|----|-----------------------|-----------|-------------|---------------------------------|
| 1. | _____ +               | _____ Kg8 | 1. Bf5/e4+? | _____ Qh6!<br>Blocks the check! |
| 2. | _____ +               | _____ Kh8 |             |                                 |
| 3. | _____ +, etc.<br>draw |           |             |                                 |

**To Do** Draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the White Bishop and Rook.

Diagram 354



White to move.

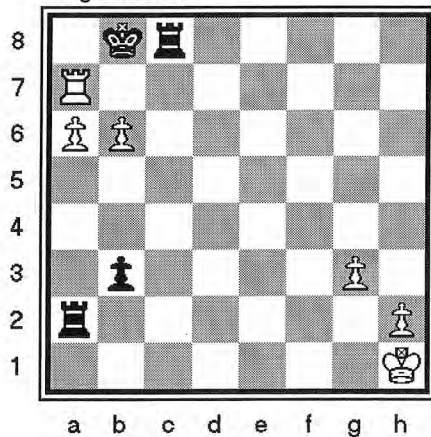
- |    | White                 | Black     |
|----|-----------------------|-----------|
| 1. | _____ +               | _____ Kh7 |
| 2. | _____ +               | _____ Kg8 |
| 3. | _____ +, etc.<br>draw |           |

**To Do** Avoid checkmate and draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from White's White Bishop.

# 12 Perpetual Check

Diagram 355



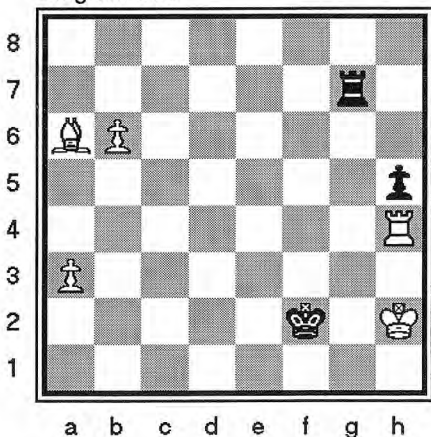
White to move.

- |    | White         | Black |
|----|---------------|-------|
| 1. | _____ +       | Ka8   |
| 2. | _____ +       | Kb8   |
| 3. | _____ +, etc. |       |
|    | draw          |       |

**To Do** Avoid checkmate (. . . Rc1#) and draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the White Rook.

Diagram 356



Black to move.

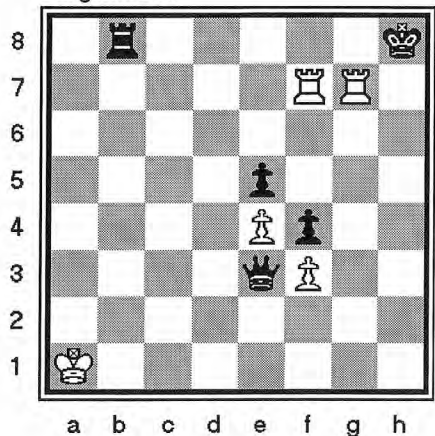
- |    | White | Black         |
|----|-------|---------------|
| 1. | . . . | _____ +       |
| 2. | Kh3   | _____ +       |
| 3. | Kh2   | _____ +       |
| 4. | Kh1   | _____ +, etc. |
|    |       | draw          |

**To Do** Draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the Black Rook.

# 12 Perpetual Check

Diagram 357



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kg8

2. Rhg7 + Kh8

3. \_\_\_\_\_ +, etc.  
draw

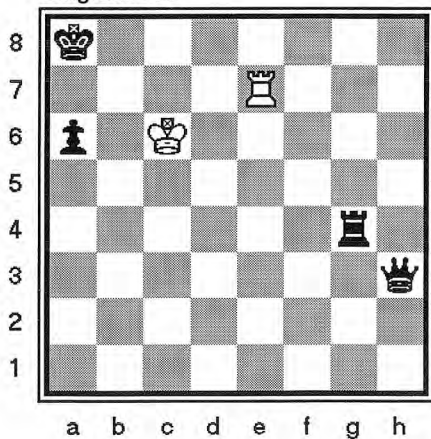
**To Do**

Avoid checkmate (. . . Qa3#) and draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from a White Rook.

Diagram 358



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Ka7

2. \_\_\_\_\_ + Ka8/b8

3. \_\_\_\_\_ +, etc.  
draw

**To Do**

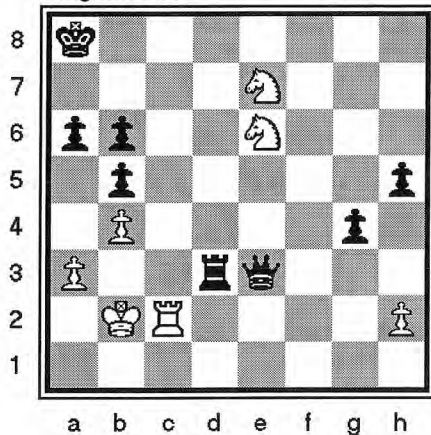
Draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from the White Rook.

# 12 Perpetual Check

Diagram 359



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Ka7/b7

2. \_\_\_\_\_ + \_\_\_\_\_ Ka8/b8

3. \_\_\_\_\_ +, etc.  
draw

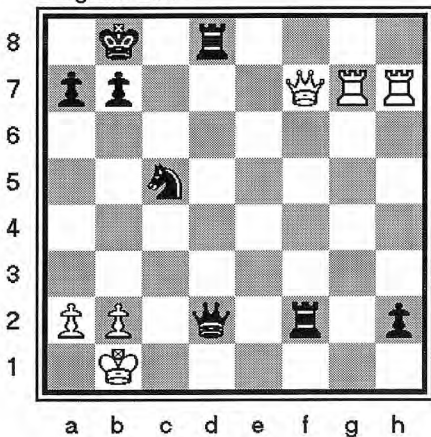
**To Do**

Draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from the White Rook.

Diagram 360



White to move.

White

Black

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Nxb7

1. \_\_\_\_\_ + \_\_\_\_\_ Nxb7

2. \_\_\_\_\_ + \_\_\_\_\_ Ka8

2. \_\_\_\_\_ + \_\_\_\_\_ Kc8??

3. \_\_\_\_\_ + \_\_\_\_\_ Kb8

3. \_\_\_\_\_ #

4. \_\_\_\_\_ +, etc.  
draw

**To Do**

Draw this otherwise losing position by using a Perpetual Check, or checkmate in three moves.

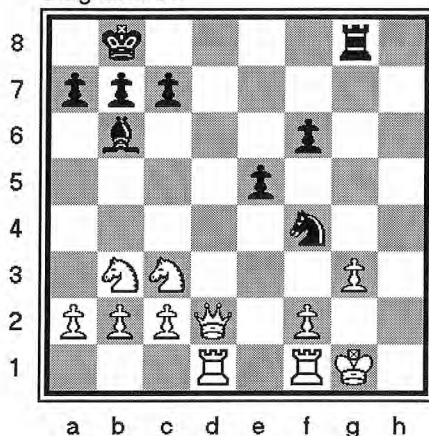
**Hint**

Begin with a Queen sacrifice check. Follow this with a Perpetual Check from a White Rook.



# 12 Perpetual Check

Diagram 361



Black to move.

- |    | White  | Black           |
|----|--------|-----------------|
| 1. | ...    | +               |
| 2. | Kh1/h2 | +               |
| 3. | Kg1    | +, etc.<br>draw |

Notice that the Black Bishop is pinning the White f2 pawn.

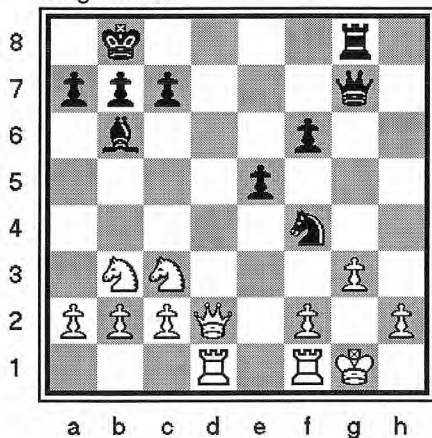
## To Do

Avoid checkmate (Qd8+ and Rxd8#) and draw this otherwise losing position by using a Perpetual Check.

## Hint

Use a Perpetual Check from the Black Rook.

Diagram 362



Black to move.

- |    | White  | Black           |
|----|--------|-----------------|
| 1. | ...    | +               |
| 2. | hxc3   | +               |
| 3. | Kh1/h2 | +               |
| 4. | Kg1    | +, etc.<br>draw |

## To Do

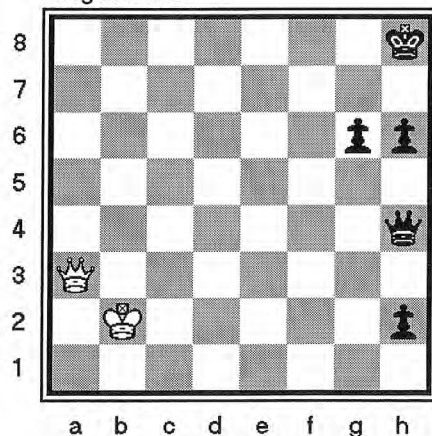
Avoid checkmate (Qd8+ and Rxd8#) and draw this otherwise losing position by using a Perpetual Check.

## Hint

Begin with a Queen sacrifice check. Next, use a Perpetual Check from the Black Rook.

# 12 Perpetual Check

Diagram 363



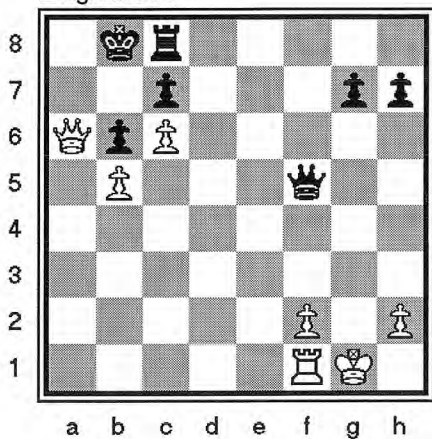
White to move.

- |    | White         |  | Black           |
|----|---------------|--|-----------------|
| 1. | _____ +       |  | _____ Kh7 _____ |
| 2. | _____ +       |  | _____ Kh8 _____ |
| 3. | _____ +, etc. |  |                 |
|    | draw          |  |                 |

**To Do** Stop Black from promoting the h-pawn and draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the White Queen.

Diagram 364



Black to move.

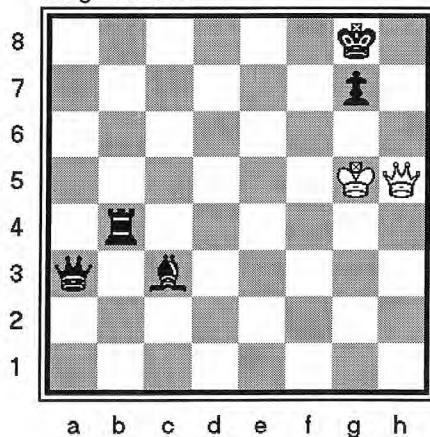
- |    | White           |  | Black         |
|----|-----------------|--|---------------|
| 1. | _____ • • •     |  | _____ +       |
| 2. | _____ Kh1 _____ |  | _____ +       |
| 3. | _____ Kg1 _____ |  | _____ +, etc. |
|    |                 |  | draw          |

**To Do** Avoid checkmate (Qb7#) and draw this otherwise losing position by using a Perpetual Check.

**Hint** Use a Perpetual Check from the Black Queen.

# 12 Perpetual Check

Diagram 365



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kh7

2. \_\_\_\_\_ + \_\_\_\_\_ Kg8

3. \_\_\_\_\_ +, etc.  
draw

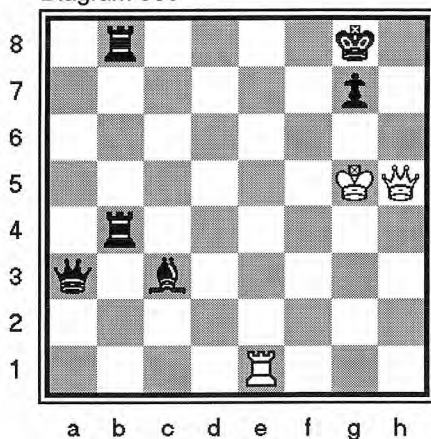
**To Do**

Draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from the White Queen.

Diagram 366



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Rxe8

2. \_\_\_\_\_ + \_\_\_\_\_ Kh7

3. \_\_\_\_\_ + \_\_\_\_\_ Kg8

4. \_\_\_\_\_ +, etc.  
draw

**To Do**

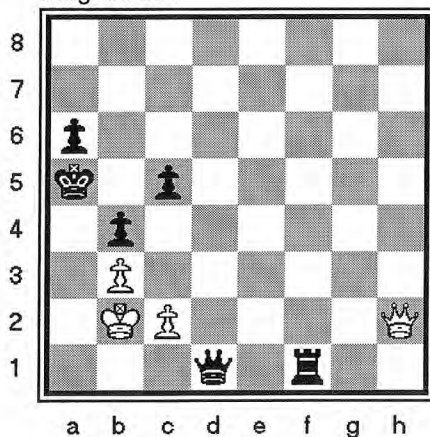
Draw this otherwise losing position by using a Perpetual Check.

**Hint**

Begin with a Rook check. Next, use a Perpetual Check from the White Queen.

# 12 Perpetual Check

Diagram 367



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kb5

2. \_\_\_\_\_ + \_\_\_\_\_ Ka5

3. \_\_\_\_\_ +, etc.  
draw

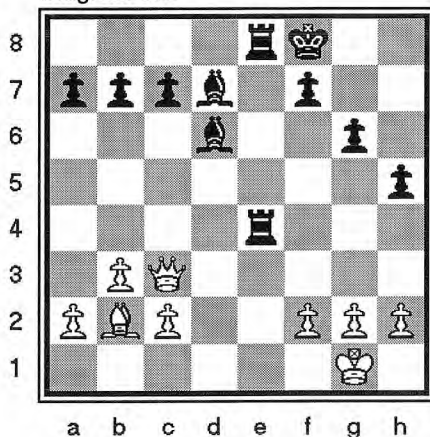
**To Do**

Avoid checkmate (. . . Qa1/b1#) and draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from the White Queen.

Diagram 368



White to move.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Ke7

2. \_\_\_\_\_ + \_\_\_\_\_ Kf8

3. \_\_\_\_\_ + \_\_\_\_\_ Ke7

4. \_\_\_\_\_ +, etc.  
draw

**To Do**

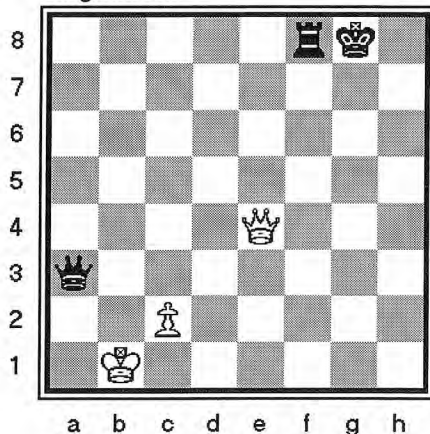
Avoid checkmate (. . . Re1+ and . . . Rxe1#) and draw this otherwise losing position by using a Perpetual Check.

**Hint**

Use a Perpetual Check from the White Queen.

# 12 Perpetual Check

Diagram 369



White to move.

- |    | White    |  | Black     |
|----|----------|--|-----------|
| 1. | _____ +  |  | _____ Kh8 |
| 2. | _____ +  |  | _____ Kg8 |
| 3. | _____ +, |  | etc.      |
|    | draw     |  |           |

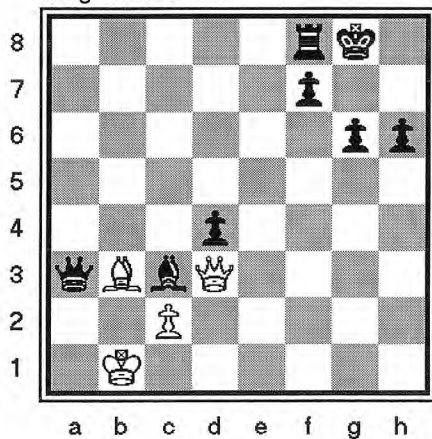
## To Do

Avoid being checkmated or losing the Queen (. . . Rf1+ or . . . Rb8+). Draw this otherwise losing position by using Perpetual Check.

## Hint

Use a Perpetual Check from the White Queen.

Diagram 370



White to move.

- |    | White    |  | Black     |
|----|----------|--|-----------|
| 1. | _____ +  |  | _____ Kh8 |
| 2. | _____ +  |  | _____ Kg8 |
| 3. | _____ +, |  | etc.      |
|    | draw     |  |           |

Notice that the White Bishop is pinning the Black f7 pawn.

## To Do

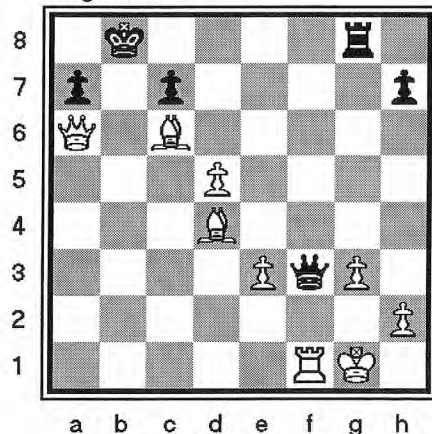
Avoid checkmate (. . . Qa1# or . . . Qb2#) and draw this otherwise losing position by using a Perpetual Check.

## Hint

Use a Perpetual Check from the White Queen.

# 12 Perpetual Check

Diagram 371



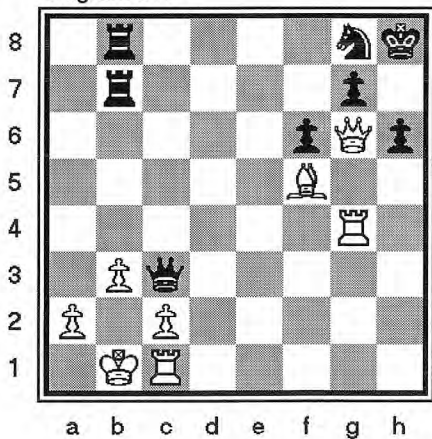
Black to move.

|    | White | Black           |
|----|-------|-----------------|
| 1. | ...   | +               |
| 2. | hxg3  | +               |
| 3. | Kh1   | +               |
| 4. | Kg1   | +, etc.<br>draw |

**To Do** Avoid checkmate (Qb7#) and draw this otherwise losing position by using a Perpetual Check.

**Hint** Begin with a Rook sacrifice check. Follow this with a Perpetual Check from the Black Queen.

Diagram 372



Black to move.

|    | White  | Black           |
|----|--------|-----------------|
| 1. | ...    | +               |
| 2. | a/cxb3 | +               |
| 3. | a/cxb3 | +               |
| 4. | Ka1    | +, etc.<br>draw |

**To Do** Avoid checkmate (Qh7#) and draw this otherwise losing position by using a Perpetual Check.

**Hint** Begin with two Rook sacrifice checks. Follow this with a Perpetual Check from the Black Queen.

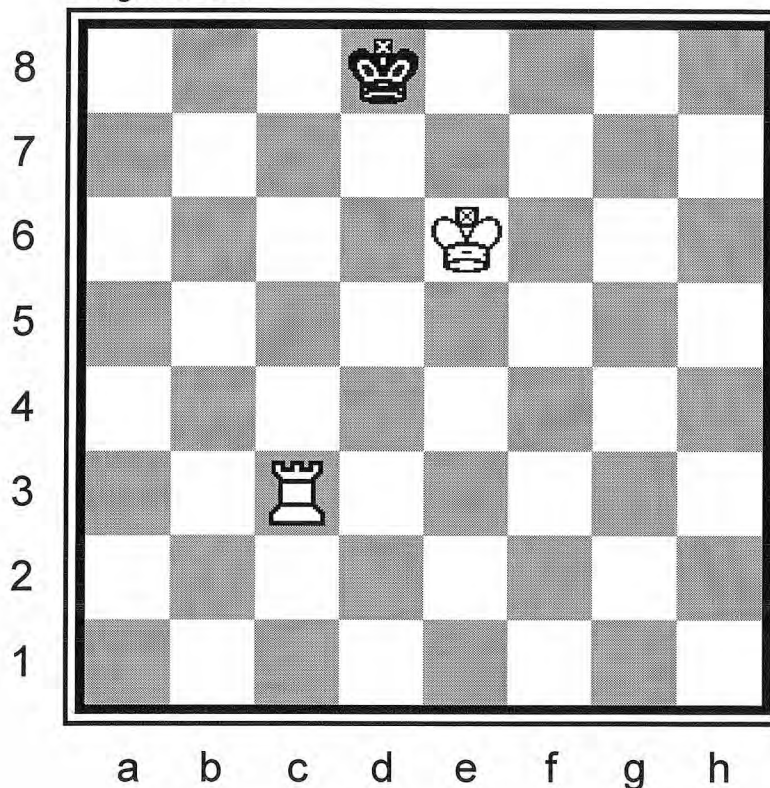


# 13 Zugzwang/Stalemate introduction

---

**Zugzwang** means *being required to move*, especially when you do not want to—often meaning you must make a losing move. Zugzwang can result in a victory or the win of a piece. **Stalemate** is a position where one player *must move*, but cannot make a legal move. Stalemate ends the game and is always a drawn position; neither player wins. Diagram 373 shows Black about to be placed in Zugzwang by White, with a White checkmate to follow quickly.

Diagram 373



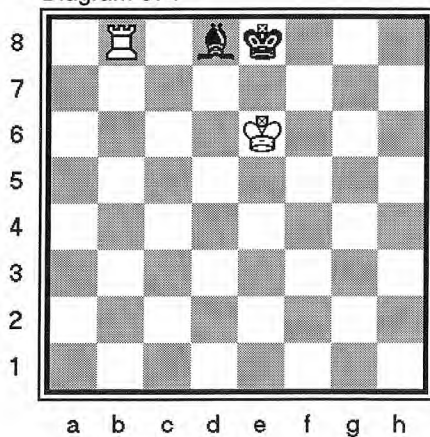
**White to move.**

White will checkmate Black in two moves. White's first move will be a Rook move that keeps the Rook on the c-file, from c1 to c6 (for example, Rc4). The Black King would like to stay right where it is and not move! Black is in Zugzwang. Skipping a move is not allowed! The Black King must move to e8 (. . . Ke8). White checkmates Black on the next move: Rc8#.

**Circle the square where the White Rook will checkmate Black's King.**

# 13 Zugzwang/Stalemate instruction

Diagram 374



White to move.

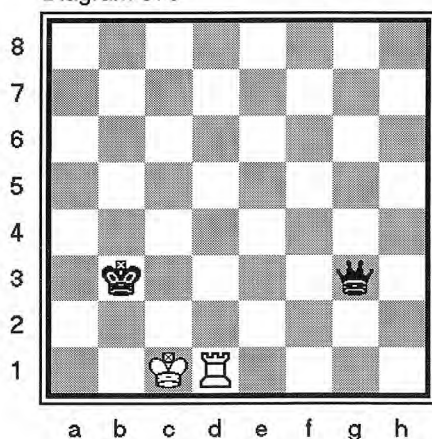
**To Do** Win the Black Bishop in two moves.

**How** White moves the King (Kd6) or the Rook (Ra8/Rc8), keeping the Black Bishop pinned to its King. Black is in Zugzwang and moves ... Kf7 or ... Kf8, leaving the Bishop unprotected.

- |    | White             | Black          | White             | Black      |
|----|-------------------|----------------|-------------------|------------|
| 1. | <u>Kd6</u>        | <u>Kf7/Kf8</u> | 1. <u>Ra8/Rc8</u> | <u>Kf8</u> |
| 2. | <u>Rxd8/Rxd8+</u> |                | 2. <u>Rxd8+</u>   |            |

This one is done for you.

Diagram 375



White to move.

**To Do** Draw this otherwise losing position in one move or win the Black Queen in two moves.

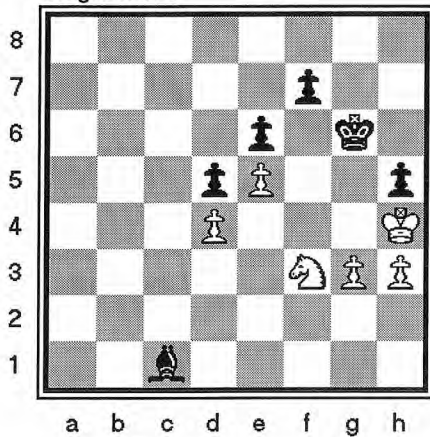
**How** White plays Rd3+, forcing Black to capture the Rook or lose the Queen. If Black plays ... Qxd3, White is stalemated. If Black moves the King, White wins the Black Queen and the game.

- |    | White           | Black                      | White              | Black        |
|----|-----------------|----------------------------|--------------------|--------------|
| 1. | <u>      </u> + | <u>      </u><br>stalemate | 1. <u>      </u> + | <u>Kc4??</u> |
| 2. | <u>      </u>   |                            | 2. <u>      </u>   |              |

Your turn now!

# 13 Zugzwang/Stalemate instruction

Diagram 376



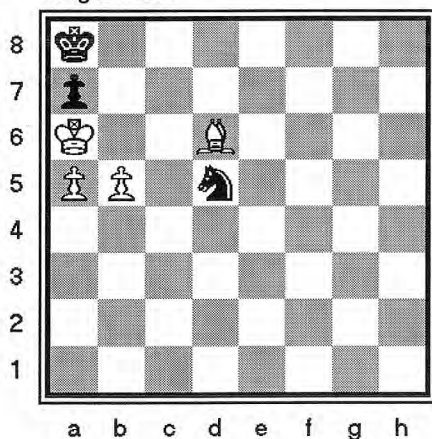
Black to move.

**To Do** Checkmate in two moves.

**How** Black plays . . . Be3!, putting White in Zugzwang. White has only two possible moves, both losing! If White plays g4, Black plays . . . Bf2#. If White moves the Knight, Black plays . . . Bg5#.

|    | White | Black |    | White   | Black |
|----|-------|-------|----|---------|-------|
| 1. | ...   |       | 1. | ...     |       |
| 2. | g4    | #     | 2. | N moves | #     |

Diagram 377



Black to move.

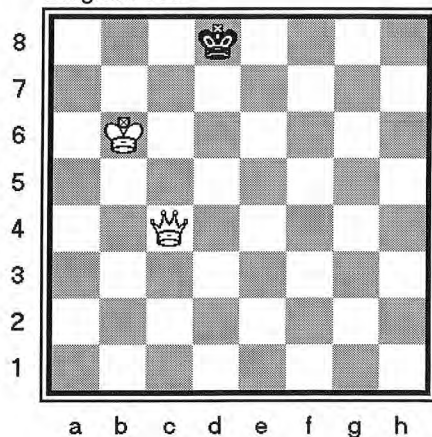
**To Do** Draw this otherwise losing position.

**How** Black plays . . . Nc7+!, leaving White only one move. White must take the Knight (Bxc7), forcing a stalemate draw.

|    | White     | Black |
|----|-----------|-------|
| 1. | ...       | +     |
| 2. | stalemate |       |

# 13 Zugzwang/Stalemate

Diagram 378



White to move.

White

Black

1. \_\_\_\_\_ Kc8

2. \_\_\_\_\_ #

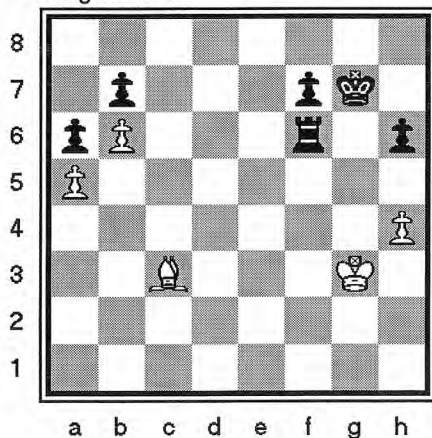
**To Do**

Checkmate in two moves.

**Hint**

Use a Queen move to put Black into Zugzwang, forcing the Black King to move to c8 where White will checkmate it.

Diagram 379



White to move.

White

Black

1. \_\_\_\_\_ K moves

2. \_\_\_\_\_

**To Do**

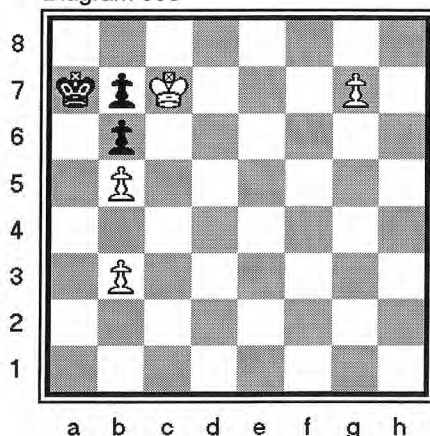
Win the pinned Black Rook in two moves.

**Hint**

Use a Pawn move to put Black into Zugzwang, forcing the Black King to leave the Black Rook unprotected.

# 13 Zugzwang/Stalemate

Diagram 380



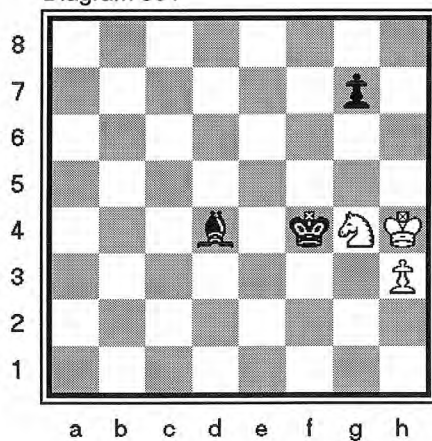
White to move.

|    | White   | Black | White          | Black     |
|----|---------|-------|----------------|-----------|
| 1. | _____   | Ka8   | 1. g8 = Q/R ?? | stalemate |
| 2. | _____ + | Ka7   |                |           |
| 3. | _____ # |       |                |           |

**To Do** Avoid a stalemate draw, and checkmate in three moves.

**Hint** Begin with a Pawn move to put Black in Zugzwang, forcing Black to make a King move. Now, promote the g-pawn with check, and then deliver checkmate.

Diagram 381



Black to move.

|    | White | Black | White    | Black |
|----|-------|-------|----------|-------|
| 1. | • • • | _____ | 1. • • • | _____ |
| 2. | Ne3   | #     | 2. Ne5   | #     |

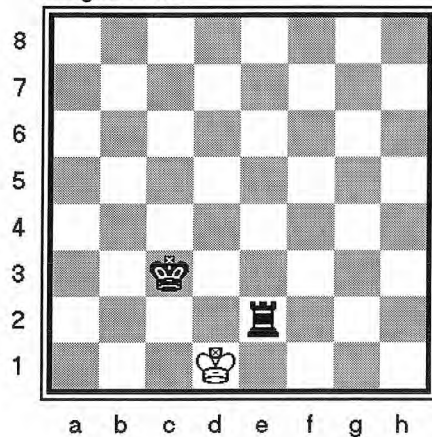
**To Do** Checkmate in two moves.

**Hint** Use a Pawn move to put White in Zugzwang, forcing White to move the Knight. Then, Black mates with the Bishop on the next move, either on f2 or f6 depending on White's move.



# 13 Zugzwang/Stalemate

Diagram 382



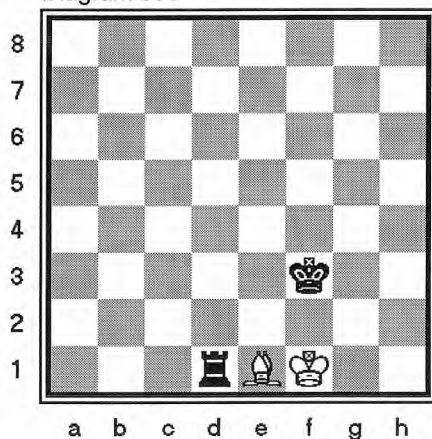
**Black to move.**

**To Do** Checkmate in two moves.

**Hint** Use a Rook move to put White in Zugzwang, forcing the White King to move to c1.

|    | White | Black |
|----|-------|-------|
| 1. | ...   |       |
| 2. | Kc1   | #     |

Diagram 383



**Black to move.**

**To Do** Win the White Bishop in two moves.

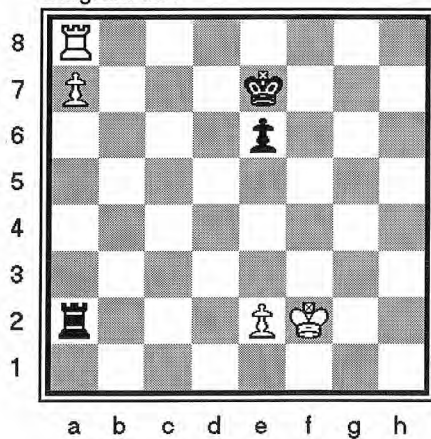
**Hint** Use a Rook or King move to put White in Zugzwang, forcing the White King to leave the Bishop unprotected.

|    | White | Black  |    | White   | Black  |
|----|-------|--------|----|---------|--------|
| 1. | ...   |        | 1. | ...     |        |
|    |       | R move |    |         | K move |
| 2. | Kg1   | +      | 2. | Kg1/Kg2 |        |



# 13 Zugzwang/Stalemate

Diagram 384



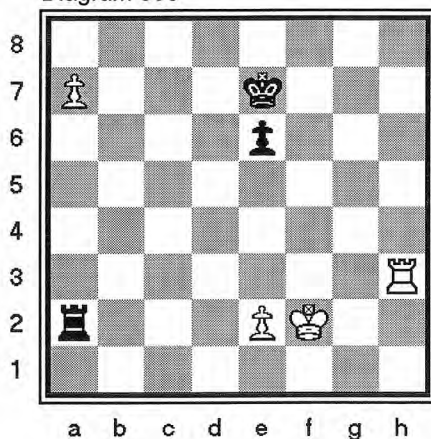
White to move.

| White      | Black   | White    | Black |
|------------|---------|----------|-------|
| 1. _____   | Rxa7    | 1. _____ | Kd6   |
| 2. _____ + | K moves | 2. _____ |       |
| 3. _____   |         |          |       |

**To Do** Win the Black Rook for a pawn in three moves, or promote the a-pawn in two moves.

**Hint** Use a Rook move to put Black in Zugzwang. If Black captures the a-pawn, White skewers the Black Rook. Black must capture the a-pawn or White will promote it to a Queen.

Diagram 385



White to move.

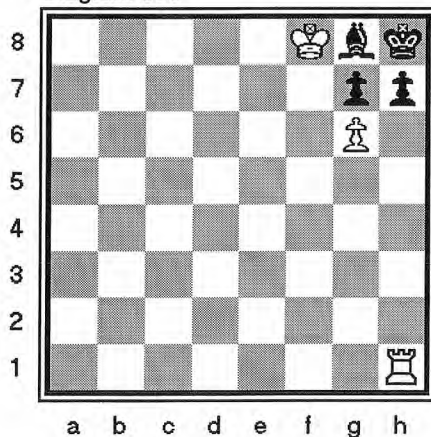
| White      | Black   | White    | Black |
|------------|---------|----------|-------|
| 1. _____   | Rxa7    | 1. _____ | Kd6   |
| 2. _____ + | K moves | 2. _____ |       |
| 3. _____   |         |          |       |

**To Do** Win the Black Rook for a pawn in three moves, or promote the a-pawn in two moves.

**Hint** Use a Rook move to put Black in Zugzwang. If Black captures the a-pawn, White skewers the Black Rook. If Black doesn't capture the a-pawn, White promotes it to a Queen.

# 13 Zugzwang/Stalemate

Diagram 386



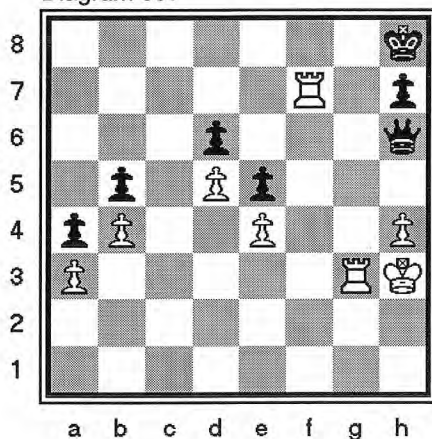
White to move.

**To Do** Checkmate in two moves.

**Hint** Use a Rook move to put Black in Zugzwang. Black must then capture the Rook or move the Bishop. Either way, White mates on the next move.

| White             | Black       | White             | Black          |
|-------------------|-------------|-------------------|----------------|
| 1. _____          | <u>gxh6</u> | 1. _____          | <u>B moves</u> |
| 2. _____ <b>#</b> |             | 2. _____ <b>#</b> |                |

Diagram 387



White to move.

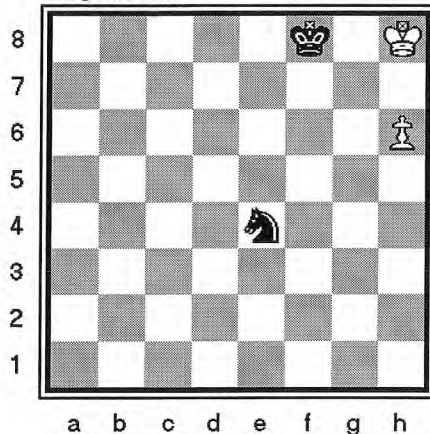
**To Do** Trap the Black Queen and win it for a Rook in two moves.

**Hint** Use a Rook move to put Black in Zugzwang, forcing Black to make a game-losing Queen move.

| White    | Black       | White    | Black      |
|----------|-------------|----------|------------|
| 1. _____ | <u>Qxg5</u> | 1. _____ | <u>Qg6</u> |
| 2. _____ |             | 2. _____ |            |

# 13 Zugzwang/Stalemate

Diagram 388



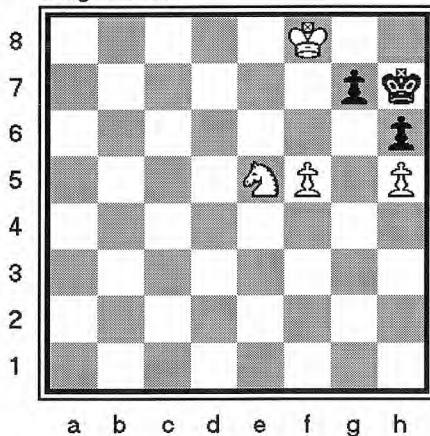
Black to move.

|    | White | Black |
|----|-------|-------|
| 1. | • • • | _____ |
| 2. | h7    | #     |

**To Do** Checkmate in two moves.

**Hint** Use a Knight move to put White in Zugzwang, allowing White only a pawn move. Follow this by mate with the Black Knight.

Diagram 389



White to move.

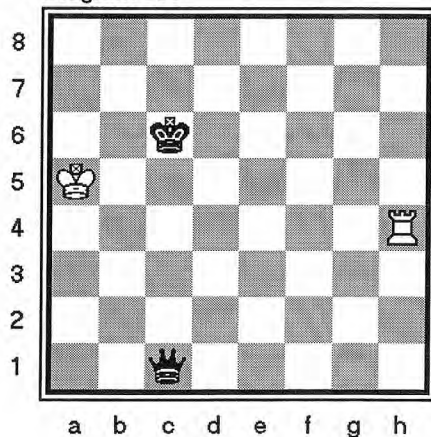
|    | White | Black |    | White | Black |
|----|-------|-------|----|-------|-------|
| 1. | _____ | g6    | 1. | _____ | g5    |
| 2. | #     |       | 2. | #     |       |

**To Do** Checkmate in two moves.

**Hint** Use a Knight move to put Black in Zugzwang, allowing Black only a pawn move. Follow this by checkmate from the White f-pawn or h-pawn.

# 13 Zugzwang/Stalemate

Diagram 390

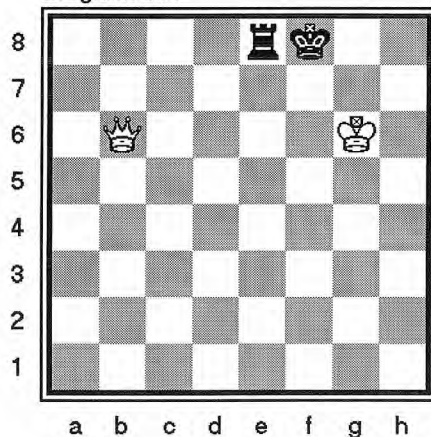


| White      | Black           | White      | Black |
|------------|-----------------|------------|-------|
| 1. _____ + | _____ stalemate | 1. _____ + | Kd5?? |
|            |                 | 2. _____   |       |

**To Do** Draw this otherwise losing position in one move, or win the Black Queen in two moves.

**Hint** Use a Rook sacrifice check to force a Stalemate draw.

Diagram 391



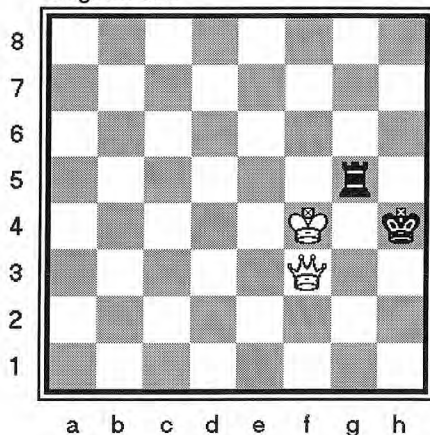
| White              | Black   | White    | Black   |
|--------------------|---------|----------|---------|
| 1. . . .           | _____ + | 1. . . . | _____ + |
| 2. _____ stalemate |         | 2. Kf5?? | _____   |

**To Do** Draw this otherwise losing position in one move, or win the White Queen in two moves.

**Hint** Use a Rook sacrifice check to force a Stalemate draw.

# 13 Zugzwang/Stalemate

Diagram 392



**Black to move.**

| White     | Black   | White    | Black   |
|-----------|---------|----------|---------|
| 1. . . .  | _____ + | 1. . . . | _____ + |
| 2. _____  | _____   | 2. Ke4   | _____   |
| stalemate |         | 3. _____ | _____   |
|           |         | draw     |         |

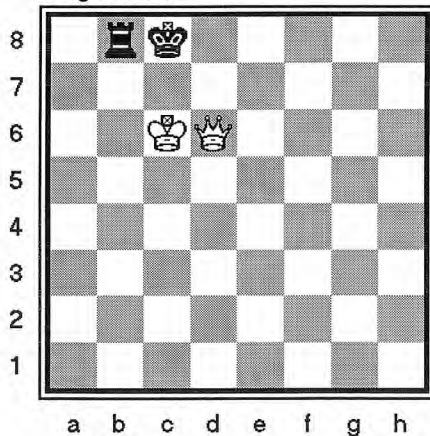
## Lack of Material Draw

A lack of material draw occurs when neither White nor Black has enough pieces to checkmate the opponent. Two Kings alone on the board is one type of a lack of material draw.

**To Do** Avoid checkmate (Qh1#) and draw this otherwise losing position by *stalemate* or by *lack of material*.

**Hint** Use a Rook sacrifice check. If White doesn't capture the Black Rook, Black takes the White Queen. Two Kings alone on the board is a *lack of material draw*.

Diagram 393



**Black to move.**

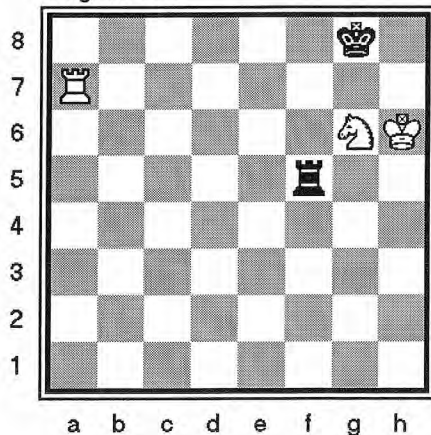
| White     | Black   | White    | Black   |
|-----------|---------|----------|---------|
| 1. . . .  | _____ + | 1. . . . | _____ + |
| 2. _____  | _____   | 2. Kc5   | _____   |
| stalemate |         | 3. _____ | _____   |
|           |         | draw     |         |

**To Do** Avoid checkmate and draw this otherwise losing position by *stalemate* or by *lack of material*.

**Hint** Use a Rook sacrifice check.

# 13 Zugzwang/Stalemate

Diagram 394



**Black to move.**

White

Black

1. . . . +

2. stalemate

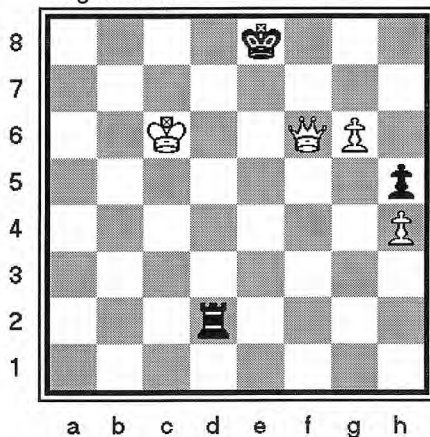
**To Do**

Draw this otherwise losing position.

**Hint**

Use a Rook sacrifice check to force Stalemate draw!

Diagram 395



**Black to move.**

White

Black

White

Black

1. . . . +

2. stalemate

1. . . . +

2. K moves??

**To Do**

Draw this otherwise losing position in one move, or win the White Queen in two moves.

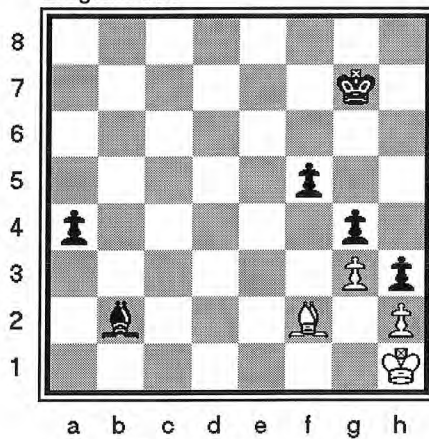
**Hint**

Use a Rook sacrifice check to force a Stalemate draw!



# 13 Zugzwang/Stalemate

Diagram 396



White to move.

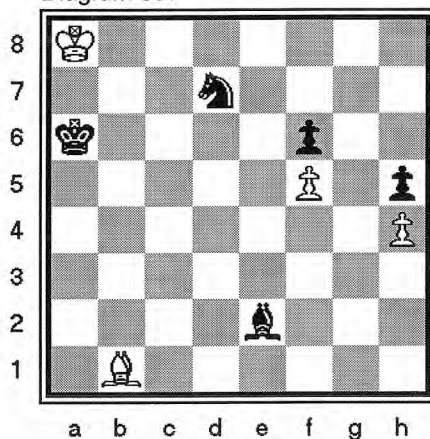
White Black  
1. \_\_\_\_\_ + \_\_\_\_\_  
stalemate

White Black  
1. \_\_\_\_\_ + Kf7??  
2. \_\_\_\_\_

**To Do** Draw this otherwise losing position in one move, or win the Black Bishop in two moves.

**Hint** Use a Bishop sacrifice check to force a Stalemate draw.

Diagram 397



White to move.

White Black  
1. \_\_\_\_\_ + \_\_\_\_\_  
stalemate

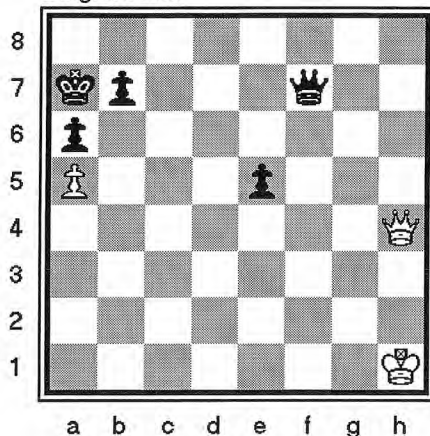
White Black  
1. \_\_\_\_\_ + Ka5/b6?  
2. \_\_\_\_\_

**To Do** Draw this otherwise losing position in one move, or win the Black Bishop in two moves.

**Hint** Use a Bishop sacrifice check to force a Stalemate draw.

# 13 Zugzwang/Stalemate

Diagram 398



White to move.

**To Do**

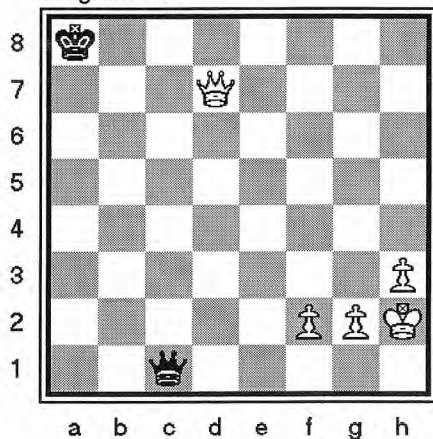
Draw this otherwise losing position in one move, or win the Black Queen in two moves.

**Hint**

Use a Queen sacrifice check to force a Stalemate draw.

| White      | Black           | White      | Black |
|------------|-----------------|------------|-------|
| 1. _____ + | _____ stalemate | 1. _____ + | Kb8?? |
|            |                 | 2. _____   |       |

Diagram 399



Black to move.

**To Do**

Draw this otherwise losing position in one move, or win the White Queen in two moves.

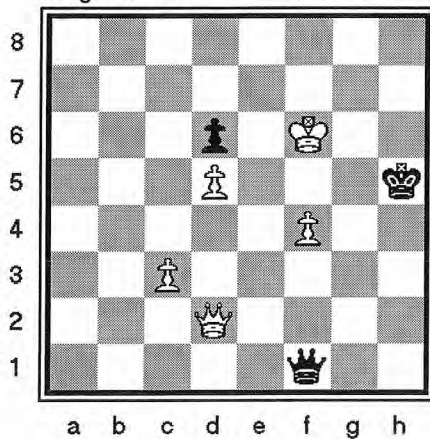
**Hint**

Use a Queen sacrifice check to force a Stalemate draw.

| White              | Black   | White    | Black   |
|--------------------|---------|----------|---------|
| 1. . . .           | _____ + | 1. . . . | _____ + |
| 2. _____ stalemate |         | 2. g3??  | _____   |

# 13 Zugzwang/Stalemate

Diagram 400



Black to move.

## To Do

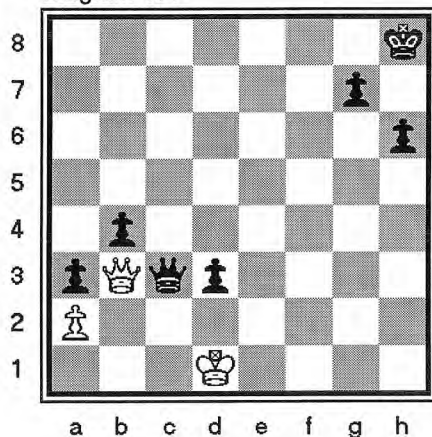
Draw this otherwise losing position in one move, or win the White Queen in two moves.

## Hint

Use a Queen sacrifice check to force a Stalemate draw.

|    | White     | Black |    | White | Black |
|----|-----------|-------|----|-------|-------|
| 1. | • • •     | +     | 1. | • • • | +     |
| 2. | stalemate |       | 2. | Ke7?? |       |

Diagram 401



White to move.

## To Do

Draw this otherwise losing position in one move.

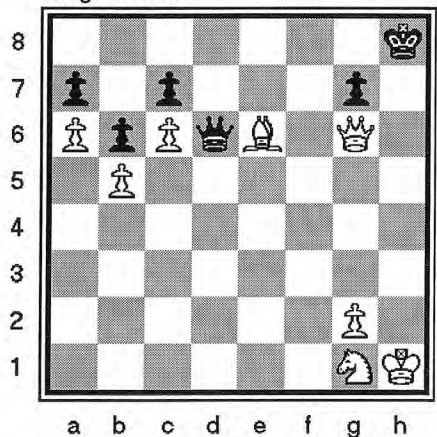
## Hint

Use a Queen sacrifice check to force a Stalemate draw.

|    | White | Black     |
|----|-------|-----------|
| 1. | +     | stalemate |

# 13 Zugzwang/Stalemate

Diagram 402



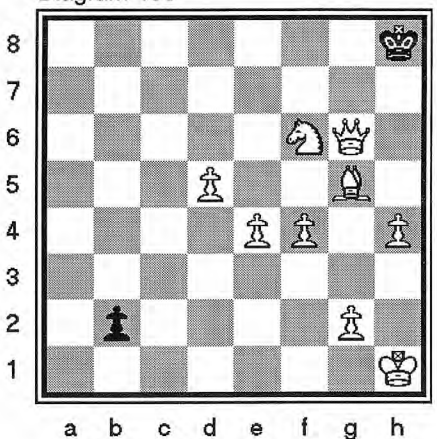
**Black to move.**

**To Do** Draw this otherwise losing position.

**Hint** Use a Queen sacrifice check to force a Stalemate draw.

|    | White     | Black |
|----|-----------|-------|
| 1. | ...       | +     |
| 2. | stalemate |       |

Diagram 403



**Black to move.**

**To Do** Draw this otherwise losing position in two or three moves.

**Hint** Begin with a pawn promotion and Queen check. Next, use one or two Queen sacrifice checks to force a Stalemate draw.

|    | White     | Black |    | White     | Black |
|----|-----------|-------|----|-----------|-------|
| 1. | ...       | +     | 1. | ...       | +     |
| 2. | Kh2       | +     | 2. | Kh2       | +     |
| 3. | stalemate |       | 3. | Kg3       | +     |
|    |           |       | 4. | stalemate |       |

# 14 Quizzes: Identifying Tactics

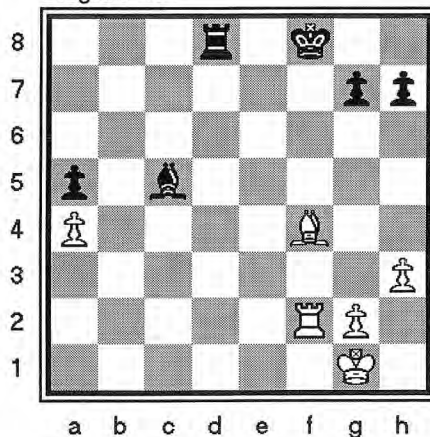
## introduction

In this chapter are quizzes you can use to check your skill at naming and using tactics. Each problem can be solved by using one or more tactics covered in this book:

Pins  
Back Rank Combinations  
Knight Forks  
Other Forks (Bishop Fork, etc.)  
Discovered Checks  
Double Checks  
Discovered Attacks  
Skewers  
Double Threats  
Promoting Pawns  
Removing the Guard  
Perpetual Check  
Zugzwang/ Stalemate

Record the answer to each problem. Then, circle the tactic you used to solve it. Some problems may have more than one correct tactic.

Diagram 404



White to move.

**To Do** Win the Black Bishop in two moves.

White      Black

1. Bd6++    K moves

2. Bxc5

This one is done for you.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
☒ Discovered Check  
☒ Double Check  
Discovered Attack

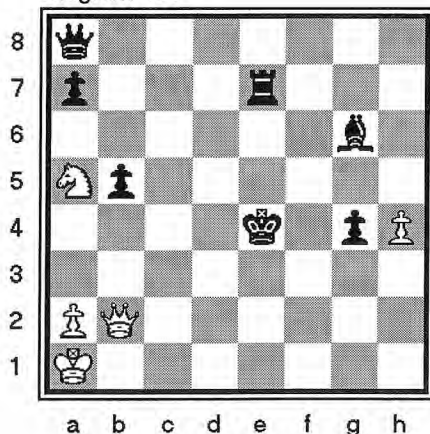
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 405



White to move.

**To Do** Win the Black Queen in two moves.

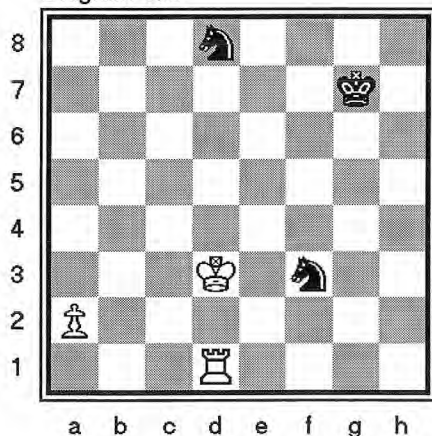
White      Black  
1. \_\_\_\_\_ + \_\_\_\_\_ K moves  
2. \_\_\_\_\_

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 406



White to move.

**To Do** Win a Black Knight in two moves.

White      Black      White      Black  
1. \_\_\_\_\_ Nf moves      1. \_\_\_\_\_ Nd moves  
2. \_\_\_\_\_      2. \_\_\_\_\_

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

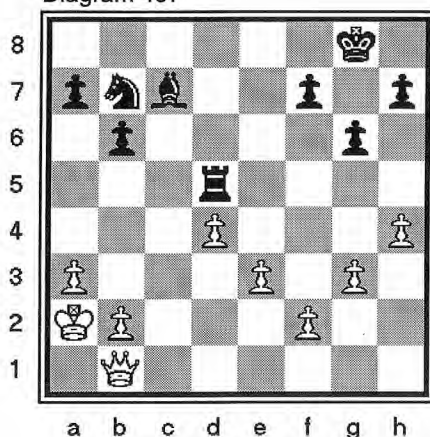
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 407



White to move.

**To Do** Win the Black Knight in two moves.

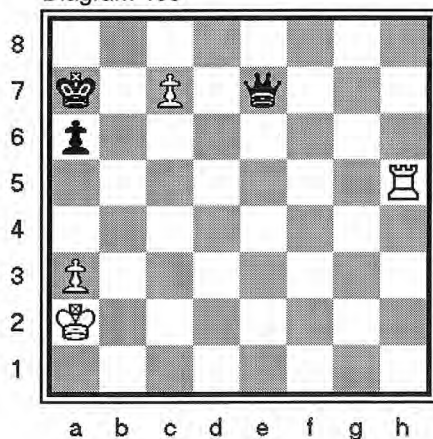
White      Black  
1. \_\_\_\_\_ R moves  
2. \_\_\_\_\_

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 408



White to move.

**To Do** Win the Black Queen in two moves.

White      Black  
1. \_\_\_\_\_ + K moves  
2. \_\_\_\_\_

Circle the Tactic(s):

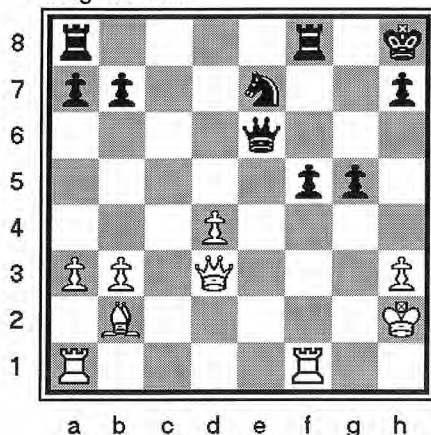
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 409



White to move.

**To Do** Win the Black Queen for a Bishop in two moves.

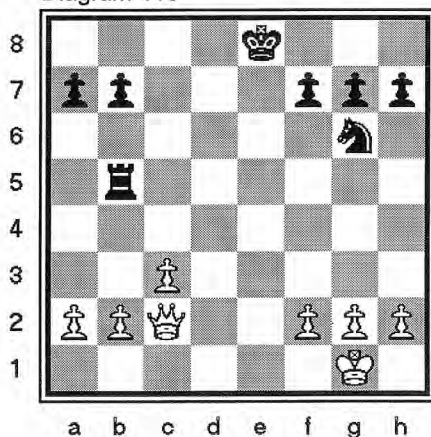
| White      | Black     | White      | Black       |
|------------|-----------|------------|-------------|
| 1. _____ + | _____ Qf6 | 1. _____ + | _____ Kg8?? |
| 2. _____ + |           | 2. _____   |             |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 410



White to move.

**To Do** Win the Black Rook in three moves.

| White    | Black          |
|----------|----------------|
| 1. _____ | _____ a6       |
| 2. _____ | _____ Any move |
| 3. _____ |                |

Circle the Tactic(s):

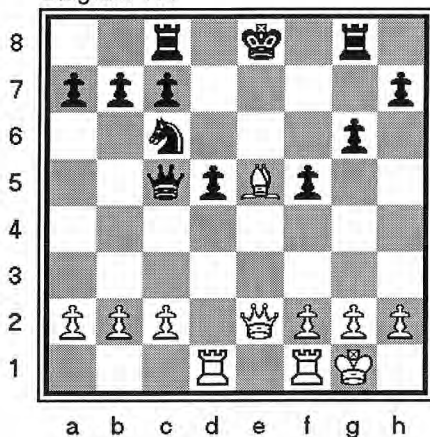
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 411



White to move.

**To Do** Win the Black Queen, or checkmate, in two moves.

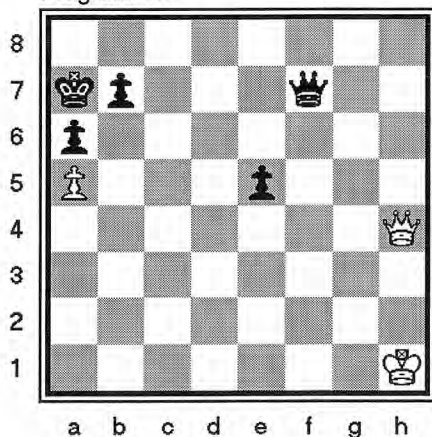
| White      | Black   | White      | Black |
|------------|---------|------------|-------|
| 1. _____ + | K moves | 1. _____ + | Ne7?? |
| 2. _____   |         | 2. _____ # |       |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 412



White to move.

**To Do** Draw this otherwise losing position in one move, or win the Black Queen in two moves.

| White      | Black     | White      | Black |
|------------|-----------|------------|-------|
| 1. _____ + | stalemate | 1. _____ + | Kb8?? |
| 2. _____   |           | 2. _____   |       |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

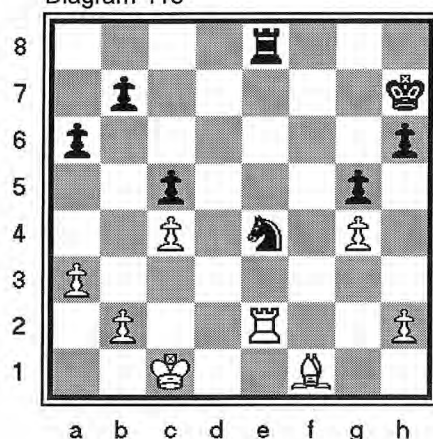
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 413



White to move.

**To Do** Win the Black Knight in three moves.

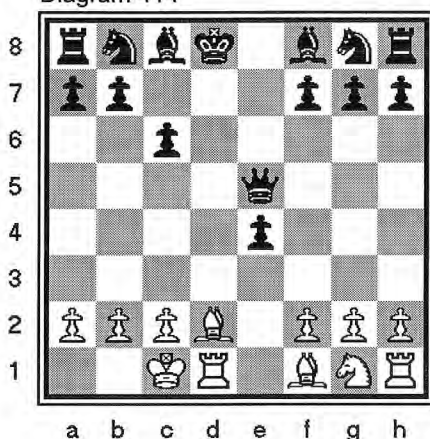
| White    | Black           |
|----------|-----------------|
| 1. _____ | <u>Rxe4</u>     |
| 2. _____ | <u>Any move</u> |
| 3. _____ |                 |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 414



White to move.

**To Do** Checkmate in two moves.

| White       | Black      | White       | Black      |
|-------------|------------|-------------|------------|
| 1. _____ ++ | <u>Ke8</u> | 1. _____ ++ | <u>Kc7</u> |
| 2. _____ #  |            | 2. _____ #  |            |

Circle the Tactic(s):

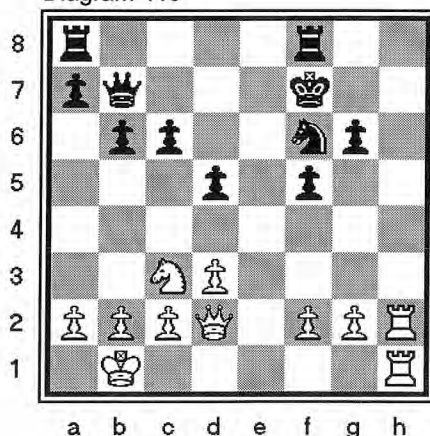
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 415



White to move.

**To Do**

Win the Black Queen and Black Knight for a Rook in three moves.

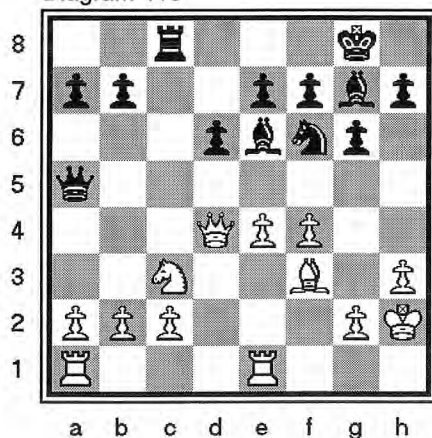
|    | White |   | Black   |
|----|-------|---|---------|
| 1. | _____ | + | Nxh7    |
| 2. | _____ | + | K moves |
| 3. | _____ |   |         |

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 416



Black to move.

**To Do**

Win the White Queen for a Knight in two moves.

|    | White |  | Black |    | White    |  | Black |
|----|-------|--|-------|----|----------|--|-------|
| 1. | ...   |  | +     | 1. | ...      |  | +     |
| 2. | Bxg4  |  |       | 2. | K moves? |  |       |

**Circle the Tactic(s):**

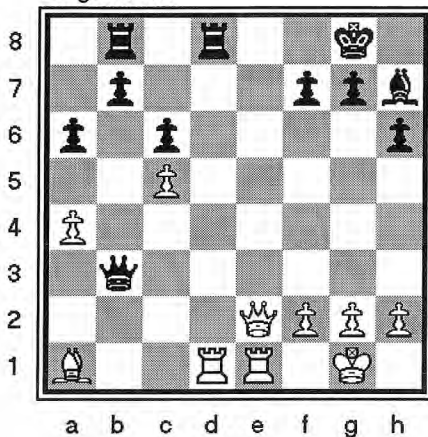
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 417



White to move.

**To Do**

Checkmate in three moves.

White Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ + \_\_\_\_\_

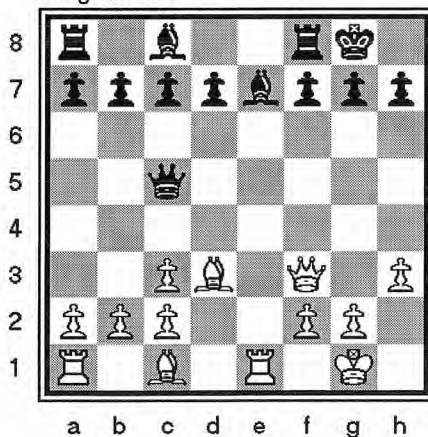
3. \_\_\_\_\_ #

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 418



White to move.

**To Do**

Win a Black Bishop in two moves or checkmate in three moves.

White Black

1. \_\_\_\_\_ Qh5

2. \_\_\_\_\_

White Black

1. \_\_\_\_\_ Re8??

2. \_\_\_\_\_ + Kf8

3. \_\_\_\_\_ #

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

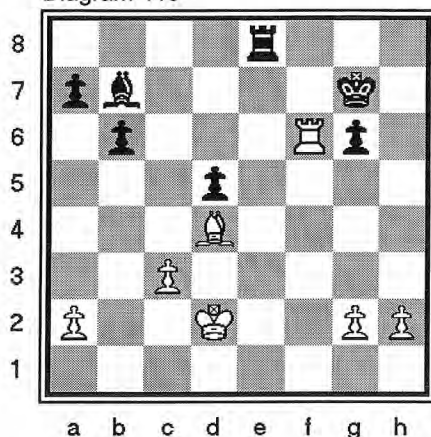
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 419



White to move.

**To Do**

Win a pawn and the Black Bishop in two moves.

White Black

1. \_\_\_\_\_ + K moves

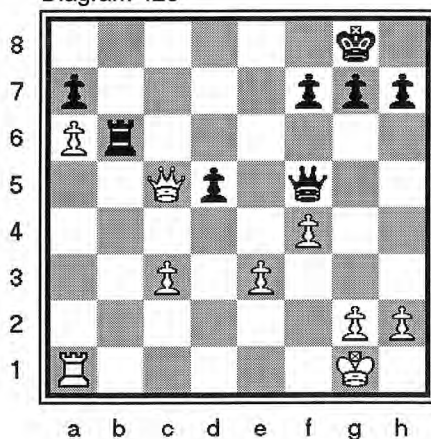
2. \_\_\_\_\_

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 420



White to move.

**To Do**

Promote the a-pawn in three moves.

White Black

1. \_\_\_\_\_ axb6

2. \_\_\_\_\_ Any move

3. \_\_\_\_\_

**Circle the Tactic(s):**

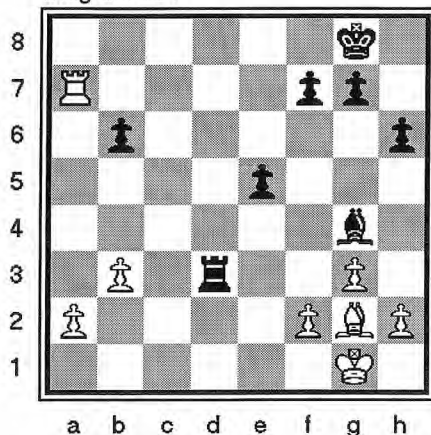
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 421



White to move.

**To Do** Win the Black Rook in three moves.

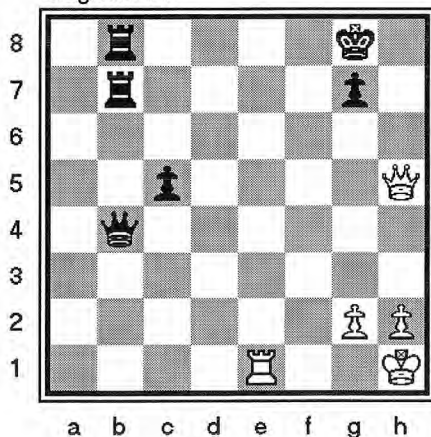
- |    | White |   | Black     |
|----|-------|---|-----------|
| 1. | _____ | + | _____ Kh7 |
| 2. | _____ | + | _____ g6  |
| 3. | _____ |   |           |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 422



White to move.

**To Do** Draw this otherwise losing position.

- |    | White |         | Black |
|----|-------|---------|-------|
| 1. | _____ | +       | _____ |
| 2. | _____ | +       | _____ |
| 3. | _____ | +       | _____ |
| 4. | _____ | +, etc. | draw  |

Circle the Tactic(s):

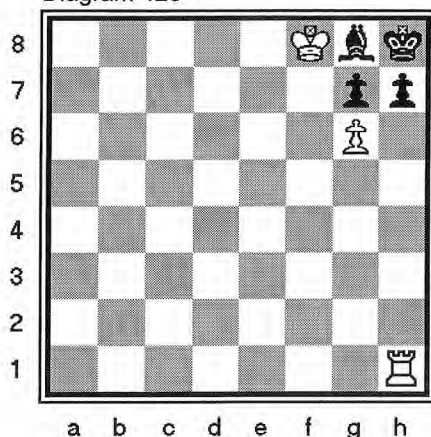
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 423



White to move.

**To Do** Checkmate in two moves.

White

Black

1. \_\_\_\_\_ g x h6

2. \_\_\_\_\_ #

White

Black

1. \_\_\_\_\_ B moves

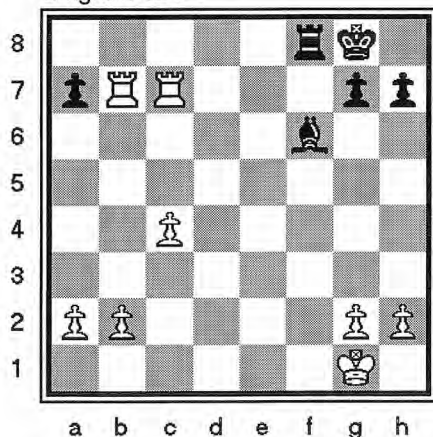
2. \_\_\_\_\_ #

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 424



Black to move.

**To Do** Checkmate in two moves.

White

Black

1. \_\_\_\_\_ +

2. \_\_\_\_\_ #

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

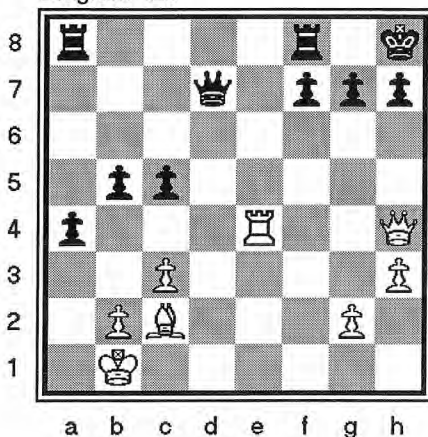
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 425



White to move.

**To Do**

Win the Black Queen, or checkmate, in two moves.

White

Black

1. \_\_\_\_\_ g6

2. \_\_\_\_\_

White

Black

1. \_\_\_\_\_ Qxe7??

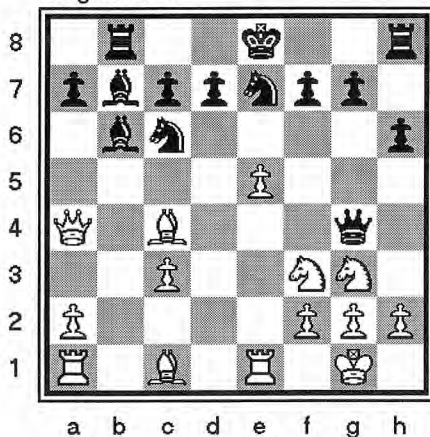
2. \_\_\_\_\_ #

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 426



White to move.

**To Do**

Win the Black Queen and a pawn for a Bishop in two moves.

White

Black

1. \_\_\_\_\_ + \_\_\_\_\_ Kxf7

2. \_\_\_\_\_

**Circle the Tactic(s):**

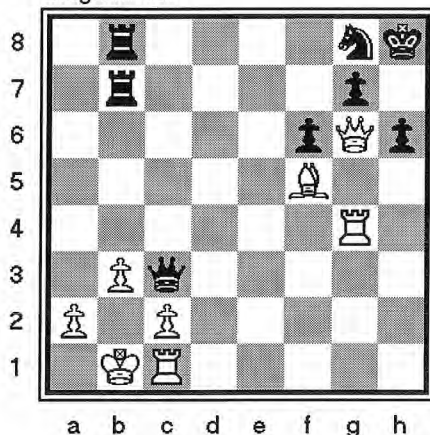
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 427



Black to move.

**To Do**

Draw this otherwise losing position.

White

Black

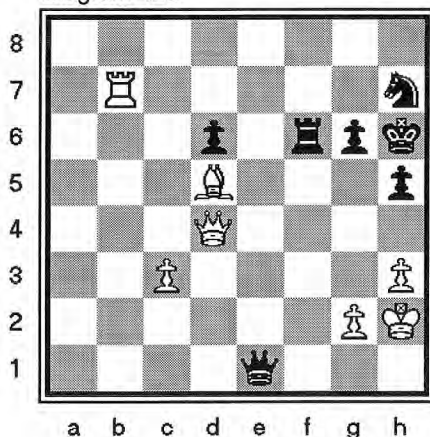
1.     • • •         +
2.   a/cxb3       +
3.   a/cxb3       +
4.   Ka1         +    , etc.  
draw

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 428



White to move.

**To Do**

Win the Black Knight in two moves.

White

Black

1.     +       Kxh7
2.

Circle the Tactic(s):

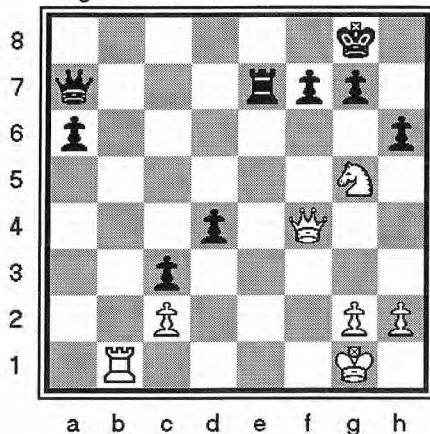
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 429



White to move.

**To Do** Checkmate in three moves.

White      Black

1. \_\_\_\_\_ + \_\_\_\_\_

2. \_\_\_\_\_ + \_\_\_\_\_

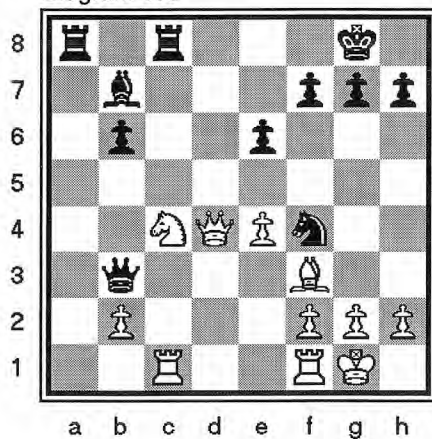
3. \_\_\_\_\_ #

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 430



Black to move.

**To Do** Win the White Bishop in three moves.

White      Black

1. \_\_\_\_\_ • • • \_\_\_\_\_

2. \_\_\_\_\_ + \_\_\_\_\_

3. K moves \_\_\_\_\_

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

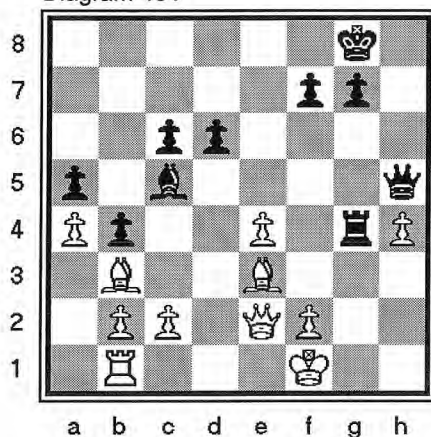
Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 431



Black to move.

**To Do**

Win the White Queen for a Rook in two moves.

White

Black

1. . . . +

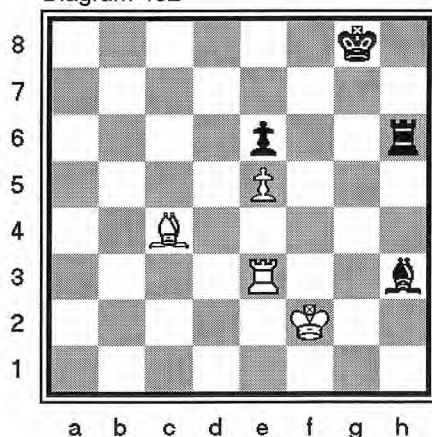
2. \_\_\_\_\_

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 432



White to move.

**To Do**

Win the Black Bishop and pawn in three moves.

White

Black

1. \_\_\_\_\_ Rxh3

2. \_\_\_\_\_ + K moves

3. \_\_\_\_\_

**Circle the Tactic(s):**

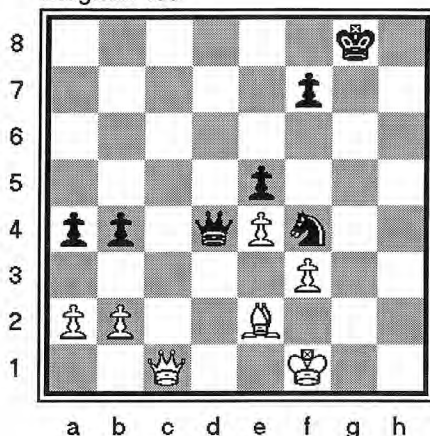
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 433



Black to move.

**To Do** Win the White Bishop in three moves.

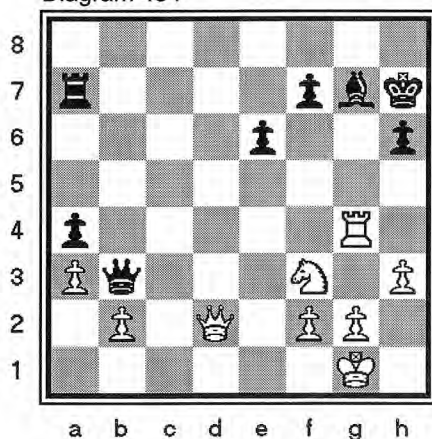
|    | White   | Black |
|----|---------|-------|
| 1. | • • •   | +     |
| 2. |         | +     |
| 3. | K moves |       |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 434



White to move.

**To Do** Win the Black Bishop in three moves.

|    | White | Black   |
|----|-------|---------|
| 1. | +     | Kxg7    |
| 2. | +     | K moves |
| 3. |       |         |

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

# Principles for Stronger Chess

## Opening Principles

As a general rule, the opening consists of the first 10 or so moves of a chess game. The opening is the time when a player attempts to accomplish three main goals.

- Gain control of the important center squares (d4, e4, d5, and e5) with one or two center pawns (often called a *strong pawn center*).
- Develop Knights and Bishops to prepare for middle-game play and to free the King for castling.
- Castle early to protect the King and to develop the castled Rook, moving the Rook closer to open center files (c, d, e, and f). (An open file does not have a pawn of either color remaining on it.)

## Middle-Game Principles

The middle game starts somewhere between the 10<sup>th</sup> and 20<sup>th</sup> move after center pawns have been moved, minor pieces (Knights and Bishops) have been developed, and pieces have been traded. The middle game has several goals:

- Place pawns to prevent the advance of enemy pieces onto your side of the board, and move your pieces in a way that gains space on your opponent's side of the board.
- Gain control of an open file with one or both Rooks. (Remember, an open file does not have a pawn of either color remaining on it.)
- Place Bishops on important open diagonals. (An open diagonal is one where no pawns are blocking the movement of the Bishop along the diagonal. Important open diagonals are those which run through one or more of the d4, e4, d5, and e5 center squares.)
- Create a Knight outpost if possible. (A Knight outpost is the placing of a Knight on a square where the opponent has no way of attacking it without losing a piece of greater value than the Knight. Usually the Knight is protected by a pawn.)

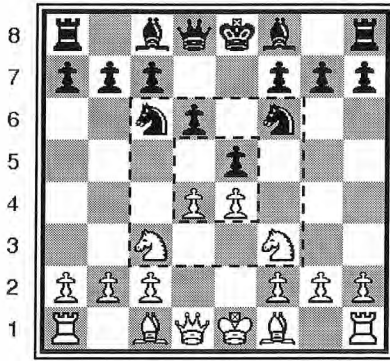
## End-Game Principles

The end game starts when most of the pieces are off the board. Each player may only have two or three pawns left and perhaps one or two minor pieces. An important goal of the end-game is to use the King as a major attacking and defending piece.

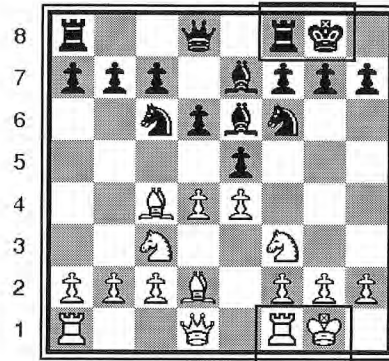
- Move the King toward the center of the board where it can assist its own pawns in becoming Queens and prevent its opponent's pawns from reaching the eighth rank and becoming Queens.



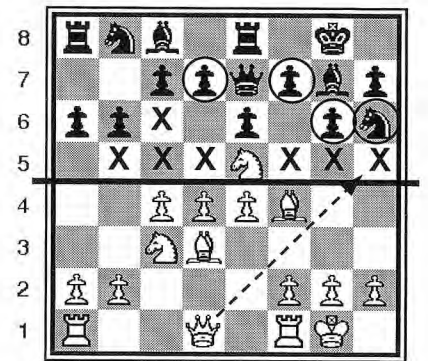
## Opening Principles Illustrated



Each side has developed center pawns and two Knights.

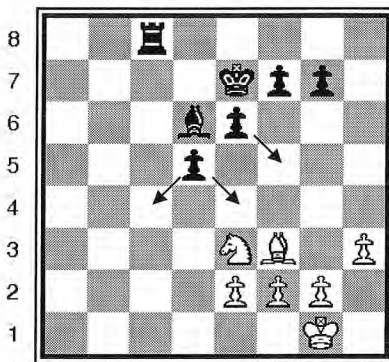


Each side has castled after developing both Knights and Bishops.

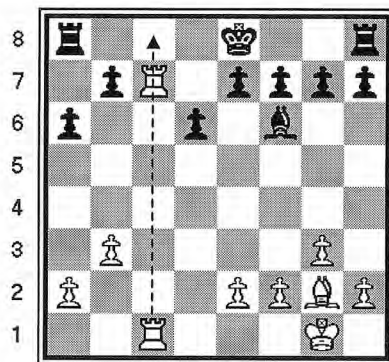


White has good center control, attacking 11 squares on Black's side of the board (X's and O's).

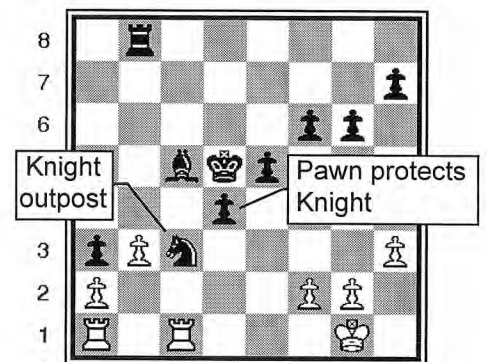
## Middle-Game Principles Illustrated



Black's pawns limit the movement of the White Bishop and Knight.

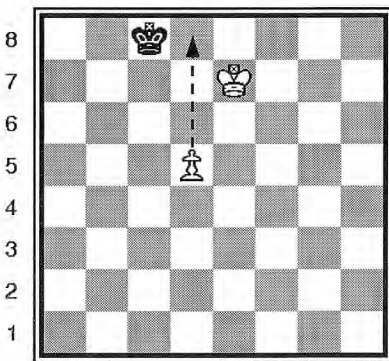


White's Rooks are doubled. They completely control the open c-file.

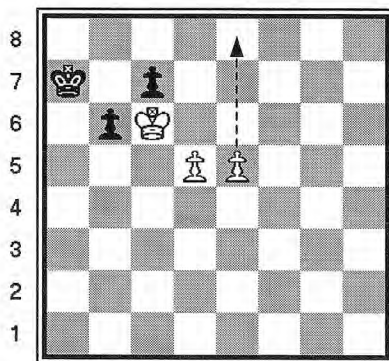


Black has a Knight outpost on c3, protected by the Black pawn on d4.

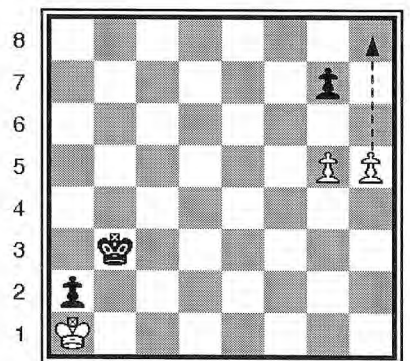
## End-Game Principles Illustrated



The Black King is out of position to stop White's pawn advance.



The White King is in position both to advance the White e-pawn and to attack the Black pawns.



The Black King is not in position either to attack the White pawns or to help promote the pawn on a2.

# Student Log

## Chapter Problems

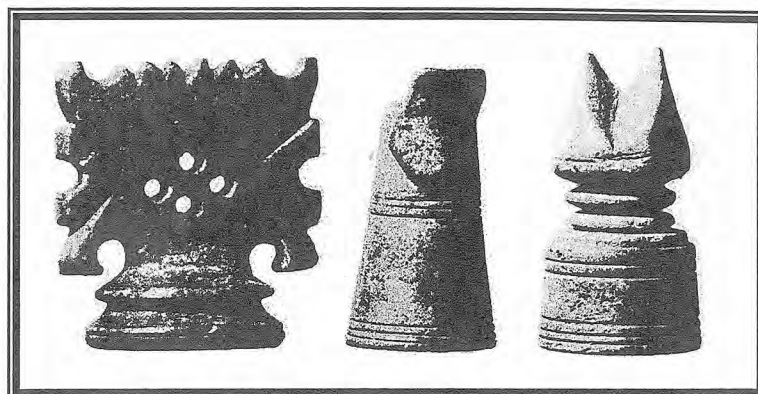
After completing and correcting the first five problems of each chapter, go back and work all of the problems, chapter by chapter. Correct each chapter before proceeding to the next.

On the form below, record the date you began each chapter, the date you finished, and the number of problems that you solved correctly.

| Chapter                    | Diagrams   | Date Begun | Date Finished | Number Correct |
|----------------------------|------------|------------|---------------|----------------|
| <b>1</b> Pins              | 3 to 31    |            |               | /29            |
| <b>2</b> Back Rank Comb.   | 34 to 62   |            |               | /29            |
| <b>3</b> Knight Forks      | 65 to 93   |            |               | /29            |
| <b>4</b> Other Forks       | 96 to 124  |            |               | /29            |
| <b>5</b> Disc. Checks      | 127 to 155 |            |               | /29            |
| <b>6</b> Double Checks     | 158 to 186 |            |               | /29            |
| <b>7</b> Disc. Attacks     | 189 to 217 |            |               | /29            |
| <b>8</b> Skewers           | 220 to 248 |            |               | /29            |
| <b>9</b> Double Threats    | 251 to 279 |            |               | /29            |
| <b>10</b> Promoting Pawns  | 282 to 310 |            |               | /29            |
| <b>11</b> Remove the Guard | 313 to 341 |            |               | /29            |
| <b>12</b> Perpetual Check  | 344 to 372 |            |               | /29            |
| <b>13</b> Zugzwang         | 375 to 403 |            |               | /29            |
| <b>14</b> Quizzes          | 406 to 433 |            |               | /29            |

# Answer Key

Late 14<sup>th</sup> Century Chess Pieces.  
From left to right: Rook, Knight,  
and Bishop.



**Students:** To get the most out of your study of *Chess Tactics for Students*, work the first five problems in each chapter. Start with Chapter 1 and continue chapter-by-chapter through the book. After you complete the first five problems in each chapter, go back and finish each chapter. At each step, check your answers with the answers given in this Answer Key. Record your progress in the Student Log on page 228 of your book.

## Page 2

### Diagram 1

Circle the Black Queen.

## Page 3

### Diagram 2

1. Re1 Qxe1+ 1. Re1 0-0??  
2. Qxe1+ 2. Rxe4

### Diagram 3

1. ... Bd5 1. ... Bd5  
2. K m. Bxe4 2. P m. Bxe4+

## Page 4

### Diagram 4

1. Bb5 Qxb5 1. Bb5 Bd7  
2. Nxb5 2. Bxc6

## Page 4

### Diagram 5

1. Rxe4 Rxe4  
2. Bd3 Any move  
3. Bxe4

## Page 5

### Diagram 6

1. ... Bc7 1. ... Bc7  
2. K m. Bxe5 2. P m. Bxe5+

### Diagram 7

1. Qa1 Any move  
2. Qxd4

## Page 6

### Diagram 8

1. Rd4 K moves  
2. Rxd5

## Page 6

### Diagram 9

1. d5 Bd7  
2. dxc6

## Page 7

### Diagram 10

1. ... Bb4  
2. Bd2 Bxc3

### Diagram 11

1. ... Bc7 1. ... Bc7  
2. Kf4 Kf6 2. Kf4 Kf6  
3. P m. Bxe5+ 3. K m. Bxe5

## Page 8

### Diagram 12

1. Ra8 Qxa8 1. Ra8 Qf8  
2. Bxa8 2. Rxf8+



## Page 8

## Diagram 13

- |          |       |         |      |
|----------|-------|---------|------|
| 1. Re1   | Qxe1+ | 1. Re1  | Ne7? |
| 2. Qxe1+ |       | 2. Rxe5 |      |

## Page 9

## Diagram 14

- |         |     |          |      |
|---------|-----|----------|------|
| 1. Qa4  | Ke7 | 1. Qa4   | g4   |
| 2. Qxb5 |     | 2. Qxb5+ | K m. |
|         |     | 3. hxg4  |      |

## Diagram 15

- |             |       |
|-------------|-------|
| 1. ...      | Qxf3+ |
| 2. Kxf3     | Bb7   |
| 3. Any move | Bxc6  |

## Page 10

## Diagram 16

- |         |          |
|---------|----------|
| 1. Qa4  | a6       |
| 2. c4   | Any move |
| 3. cxb5 |          |

## Diagram 17

- |         |        |
|---------|--------|
| 1. Nxd5 | Qxd5?? |
| 2. Bc4  | Qxc4   |
| 3. dxc4 |        |

## Page 11

## Diagram 18

- |         |       |         |        |
|---------|-------|---------|--------|
| 1. Nxb4 | cx b4 | 1. Nxb4 | Any o. |
| 2. Bxb6 |       | 2. Nd3! |        |

## Diagram 19

- |          |       |         |      |
|----------|-------|---------|------|
| 1. Nxe5  | Qxe5? | 1. Nxe5 | 0-0! |
| 2. Re1   | Qxe1+ | 2. d4!  |      |
| 3. Qxe1+ |       |         |      |

## Page 12

## Diagram 20

- |          |      |
|----------|------|
| 1. d5    | a6!  |
| 2. Bxc6+ | Bxc6 |
| 3. dxc6  |      |

## Page 12

## Diagram 21

- |         |          |
|---------|----------|
| 1. Qh4  | Kg7      |
| 2. Rf1  | Any move |
| 3. Bxf6 |          |

## Page 13

## Diagram 22

- |         |    |          |       |
|---------|----|----------|-------|
| 1. Rd1  | e5 | 1. Rd1   | Qxc3? |
| 2. Rxd4 |    | 2. Rxd7+ | K m.  |
|         |    | 3. bxc3  |       |

## Diagram 23

- |             |       |
|-------------|-------|
| 1. ...      | Qg6   |
| 2. Kc2      | c4    |
| 3. Any move | cx d3 |

## Page 14

## Diagram 24

- |          |     |          |         |
|----------|-----|----------|---------|
| 1. Bxe6  | Qf6 | 1. Bxe6  | dx e6?? |
| 2. Bxf7+ |     | 2. Rxd8+ |         |

## Diagram 25

- |         |          |
|---------|----------|
| 1. Nxf5 | Nxf5?    |
| 2. Rf3  | Any move |
| 3. Rxf5 |          |

## Page 15

## Diagram 26

- |          |        |          |        |
|----------|--------|----------|--------|
| 1. 0-0   | Qxe4?? | 1. 0-0   | Qxe4?? |
| 2. Re1   | Qxe1+  | 2. Re1   | Nf6?   |
| 3. Qxe1+ |        | 3. Rxe4+ |        |

## Diagram 27

- |         |      |
|---------|------|
| 1. ...  | Qxc6 |
| 2. Qxc6 | Bb7  |
| 3. Qxb7 | Nxb7 |

## Page 16

## Diagram 28

- |          |         |
|----------|---------|
| 1. Qh5+  | Kg7/Kg8 |
| 2. Qxg6+ | Kh8     |
| 3. Qh7#  |         |

## Page 16

## Diagram 29

- |          |      |
|----------|------|
| 1. Qxh7+ | Kxh7 |
| 2. Rh5#  |      |

## Page 17

## Diagram 30

- |         |      |
|---------|------|
| 1. Rd8+ | Kxd8 |
| 2. Qxc6 |      |

## Diagram 31

- |         |      |         |      |
|---------|------|---------|------|
| 1. c4   | Nxc4 | 1. c4   | Ne7  |
| 2. Rxd5 |      | 2. c5   | Nbc8 |
|         |      | 3. cxd6 |      |

## Page 18

## Diagram 32

Circle the White Rook.

## Page 19

## Diagram 33

- |          |      |
|----------|------|
| 1. Qd8+  | Rxd8 |
| 2. Rxd8# |      |

## Diagram 34

- |          |     |
|----------|-----|
| 1. Rc8+  | Bd8 |
| 2. Rxd8+ | Re8 |
| 3. Rxe8# |     |

## Page 20

## Diagram 35

- |          |      |
|----------|------|
| 1. Qf8+  | Rxf8 |
| 2. Rxf8+ | Qxf8 |
| 3. Rxf8# |      |

## Diagram 36

- |          |        |
|----------|--------|
| 1. Qxe7  | Rxe7?? |
| 2. Rd8+  | Re8    |
| 3. Rxe8# |        |

## Page 21

## Diagram 37

- |        |      |
|--------|------|
| 1. ... | Re1# |
|--------|------|

**Page 21****Diagram 38**

1. Qe8#

**Page 22****Diagram 39**

1. Qd8#

**Diagram 40**

1. Qxd8+ Rxd8
2. Rxd8#

**Page 23****Diagram 41**

1. Qe8+ Rxe8
2. Rxe8+ Rxe8
3. Rxe8#

**Diagram 42**

1. R/Qxf8+ Rxf8
2. R/Qxf8+ Qxf8
3. R/Qxf8#

The slash (/) is used to show that either the Rook or Queen (R/Q) takes on f8.

**Page 24****Diagram 43**

1. Rxe8+ Qxe8
2. Rxe8#

**Diagram 44**

1. Rf8+ Rxf8
2. Rxf8#

**Page 25****Diagram 45**

1. R/Qb8+ Qxb8
2. R/Qxb8+ Re8
3. R/Qxe8#

**Diagram 46**

1. Ra8+ Qd8
2. Ra/dxd8+ Be8
3. Rxe8#

**Page 26****Diagram 47**

1. Rd8+ Rxd8
2. Rxd8#

**Diagram 48**

1. Rc8+ Nxc8
2. Rxc8+ Rd8
3. Rxd8#

**Page 27****Diagram 49**

1. ... Rxa1+
2. Bc1 Rxc1+
3. Qd1 Rxd1#

**Diagram 50**

1. Re8+ Rxe8
2. dxe8=Q/R#

**Page 28****Diagram 51**

1. Rg8+ Rxc8
2. hxc8=Q/R#

**Diagram 52**

1. Qf8+ Bd8
2. Qxd8#

**Page 29****Diagram 53**

1. Rc8+ Be8
2. Rc/exe8#

**Diagram 54**

1. Qxa8+ Qc8
2. Qxc8+ Ne8
3. Q/Rxe8#

**Page 30****Diagram 55**

1. ... Bd4+
2. Kh1 Rf1#

**Page 30****Diagram 56**

1. Re8+ Nxe8
2. Rxe8+ Bf8
3. Rxf8#

**Page 31****Diagram 57**

1. ... Qxg1+
2. Kxg1 Rc1#

**Diagram 58**

1. Qxf8+ Rxf8
2. Rxf8#

**Page 32****Diagram 59**

- |               |              |
|---------------|--------------|
| 1. ... Bxd4+  | 1. ... Bxd4+ |
| 2. Kh1 Rf1+   | 2. Re3 Bxe3+ |
| 3. Rxf1 Rxf1# | 3. Kh1 Rf1#  |

**Diagram 60**

- |               |               |
|---------------|---------------|
| 1. ... Qd4+   | 1. ... Qd4+   |
| 2. Bxd4 Bxd4+ | 2. Bxd4 Bxd4+ |
| 3. kh1 Rf1+   | 3. Re3 Bxe3+  |
| 4. Rxf1 Rxf1# | 4. Kh1 Rf1#   |

**Page 33****Diagram 61**

1. Qxd8+ Nxd8
2. Re8#

**Diagram 62**

1. Rxd8+ Rxd8
2. Qe8+ Rxe8
3. Rxe8#

**Page 34****Diagram 63**

Circle the White Knight.

## Page 35

## Diagram 64

1. Nd6+ K moves
2. Nxb7

## Diagram 65

1. Ngf6+ gxf6
2. Ndx6+ K moves
3. Nxd7

## Page 36

## Diagram 66

1. Bxf7+ Kxf7
2. Nxe5+ K moves
3. Nxc6

## Diagram 67

1. Qxd4+ Qxd4
2. Nf5+ K moves
3. Nxd4

## Page 37

## Diagram 68

1. ... Ne3+
2. K moves Nxc2

## Diagram 69

1. Nc6 Kf6
2. Nxa7

## Page 38

## Diagram 70

1. Nc7+ K moves
2. Nxd5

## Diagram 71

1. Nc7+ K moves
2. Nxa8

## Page 39

## Diagram 72

1. Nc7+ K moves
2. Nxe6

## Page 39

## Diagram 73

1. Nf5+ K moves
2. Nxe7

## Page 40

## Diagram 74

1. Nd5+ K moves
2. Nxc7

## Diagram 75

1. ... Nf2+
2. K moves Nxd1

## Page 41

## Diagram 76

1. Nd6+ K m. 1. Nd6+ Bxd6??
2. Nxb7 2. Bxd8

## Diagram 77

1. ... Nec3+
2. bxc3 Nxc3+
3. K moves Nxe2

## Page 42

## Diagram 78

1. ... Bxc2+
2. Kxc2 Nxd4+
3. K moves Nxf3

## Diagram 79

1. Rxc6+ Qxc6
2. Ne7+ K moves
3. Nxc6

## Page 43

## Diagram 80

1. Rxf8+ Rxf8
2. Rxf8+ Qxf8
3. Nxg6+ K moves
4. Nxf8

## Page 43

## Diagram 81

1. Nbd6+ Bxd6?
2. Nxd6+ K moves
3. Nxf7 Rhe8
4. Nxd8

## Page 44

## Diagram 82

1. Qxb7 Bxb7
2. Nf7+ K moves
3. Nxd8

## Diagram 83

1. Qxg7+ Kxg7
2. Ne6+ K moves
3. Nxd8

## Page 45

## Diagram 84

1. Qxd5 Qxd5
2. Nf6+ K moves
3. Nxd5

## Diagram 85

1. ... Qxe4
2. Nxe4 Ne2+
3. K moves Nxc3

## Page 46

## Diagram 86

1. Qxc6 Qxc6?
2. Nxe7+ Kh8
3. Nxc6

## Diagram 87

1. ... Qg1+
2. Kxg1 Nxe2+
3. K moves Nxc1

## Page 47

## Diagram 88

1. Qxc8+ Rxc8
2. Ne6+ K moves
3. N/Rxg7

## Diagram 89

1. ... Qxf3
2. gxf3 Ne2+
3. K moves Nxd4

## Page 48

## Diagram 90

1. Qxc8 Rxc8
2. Nd7+ K moves
3. Nxb6

## Diagram 91

1. ... Qxg3+
2. Kxg3 Ne4+
3. K moves Nxd2

## Page 49

## Diagram 92

1. Rxd5 Bxd5
2. Nf4+ K moves
3. Nxd5

## Diagram 93

- |             |              |
|-------------|--------------|
| 1. ... Nc5  | 1. ... Nc5   |
| 2. Rbb1 Nd3 | 2. Rbb1 Nd3  |
| 3. Be3 Nxc1 | 3. Rcc2 Nxf4 |

## Page 50

## Diagram 94

Circle the White Rook and Bishop.

## Page 51

## Diagram 95

- |              |            |
|--------------|------------|
| 1. ... Ke5   | 1. ... Ke5 |
| 2. B m. Kxf4 | 2. g3 Kxd5 |

## Page 51

## Diagram 96

- |            |            |
|------------|------------|
| 1. d4 N m. | 1. d4 Bxd4 |
| 2. dxe5    | 2. exd4    |

## Page 52

## Diagram 97

1. Rb7+ K moves
2. Rxa7

## Diagram 98

- |            |            |
|------------|------------|
| 1. c5 Bxc5 | 1. c5 Bxc5 |
| 2. d4 Bxd4 | 2. d4 N m. |
| 3. exd4    | 3. dxc5    |

## Page 53

## Diagram 99

1. Qe2+ K moves
2. Qxh5

## Diagram 100

1. Qd8+ Kh7
2. Qxa5

## Page 54

## Diagram 101

1. Qd8+ K moves/Nf8
2. Qxg5

## Diagram 102

- |                 |             |
|-----------------|-------------|
| 1. Qc2+ K m./g6 | 1. Qc2+ Be4 |
| 2. Qxc6         | 2. Qxe4+    |

## Page 55

## Diagram 103

1. Bxg6+ Kxg6
2. Qc2+ K moves
3. Qxc5

## Page 55

## Diagram 104

1. Rxg7+ Kxg7
2. Qd4+ K moves
3. Qxa7

## Page 56

## Diagram 105

- |              |              |
|--------------|--------------|
| 1. Qxe6+ Kf8 | 1. Qxe6+ Kd8 |
| 2. Qxc8+ Kg7 | 2. Qxg8+ Kc7 |
| 3. Qb7+ Kh6  | 3. Qxa2      |
| 4. Qxb6      |              |

## Diagram 106

- |              |               |
|--------------|---------------|
| 1. ... Re2+  | 1. ... Rb7    |
| 2. K m. Rxb2 | 2. N m. Rxb2+ |

## Page 57

## Diagram 107

- |            |               |
|------------|---------------|
| 1. Rd7 Kg8 | 1. Rd7 b6/Rb8 |
| 2. Rxb7    | 2. Rxh7       |

## Diagram 108

1. Rg5+ K moves
2. Rxg4

## Page 58

## Diagram 109

1. Nxg4 Nxg4
2. Rg5+ K moves
3. Rxg4

## Diagram 110

- |              |               |
|--------------|---------------|
| 1. Nxb7 Bxb7 | 1. Nxb7 a5?   |
| 2. Rc7+ K m. | 2. Nxa5! Bxa5 |
| 3. Rxb7      | 3. Rc5! Be6   |
|              | 4. Rxa5       |

## Page 59

## Diagram 111

1. Bxd5 exd5
2. Re7+ K moves
3. Rxb7

## Page 59

## Diagram 112

- |         |      |         |      |
|---------|------|---------|------|
| 1. Be5  | N m. | 1. Be5  | P m. |
| 2. Bxc7 |      | 2. Bxg3 |      |

## Page 60

## Diagram 113

- |          |         |
|----------|---------|
| 1. Bxc6+ | K moves |
| 2. Bxe4  |         |

## Diagram 114

- |          |         |
|----------|---------|
| 1. Rxh3  | Rxh3    |
| 2. Bxe6+ | K moves |
| 3. Bxh3  |         |

## Page 61

## Diagram 115

- |         |       |
|---------|-------|
| 1. Ra8+ | Kh7   |
| 2. Be4+ | g6/f5 |
| 3. Bxd3 |       |

## Diagram 116

- |         |       |
|---------|-------|
| 1. Nxd3 | Rxd3? |
| 2. Ra8+ | Kh7   |
| 3. Be4+ | g6/f5 |
| 4. Bxd3 |       |

## Page 62

## Diagram 117

- |            |       |
|------------|-------|
| 1. ...     | Rxg3  |
| 2. Rxg3?   | Bxf4+ |
| 3. K moves | Bxg3  |

## Diagram 118

- |          |      |          |        |
|----------|------|----------|--------|
| 1. Bxe5+ | K m. | 1. Bxe5+ | Nxe5?? |
| 2. Bxb8  |      | 2. Rc7+  | Qxc7   |
|          |      | 3. Qxc7  |        |

## Page 63

## Diagram 119

- |         |     |         |      |
|---------|-----|---------|------|
| 1. e5   | Be7 | 1. e5   | Bxe5 |
| 2. exf6 |     | 2. dxe5 |      |

## Page 63

## Diagram 120

- |            |      |
|------------|------|
| 1. ...     | c5   |
| 2. Nf3     | c4   |
| 3. Q moves | cxb3 |

## Page 64

## Diagram 121

- |         |      |         |     |
|---------|------|---------|-----|
| 1. f4   | Bd6  | 1. f4   | Bd6 |
| 2. e5   | N m. | 2. e5   | Be7 |
| 3. exd6 |      | 3. exf6 |     |

## Diagram 122

- |            |       |
|------------|-------|
| 1. ...     | Bxf4+ |
| 2. Kxf4    | g5+   |
| 3. K moves | gxh4  |

## Page 65

## Diagram 123

- |         |      |         |      |
|---------|------|---------|------|
| 1. Kb2  | N m. | 1. Kb2  | B m. |
| 2. Kxb1 |      | 2. Kxc1 |      |

## Diagram 124

- |         |       |         |       |
|---------|-------|---------|-------|
| 1. Kb3  | Rc3+? | 1. Kb3  | N m.? |
| 2. Kxa2 |       | 2. Kxc4 |       |

## Page 66

## Diagram 125

Circle the White Rook.

## Page 67

## Diagram 126

- |         |      |          |     |
|---------|------|----------|-----|
| 1. Bd3+ | K m. | 1. Bg8+  | Qc2 |
| 2. Bxh7 |      | 2. Rxc2+ |     |

## Diagram 127

- |         |     |          |     |
|---------|-----|----------|-----|
| 1. Bb5+ | Kf8 | 1. Bb5+  | Be6 |
| 2. Bxc6 |     | 2. Bxc6+ |     |

## Page 68

## Diagram 128

- |          |     |
|----------|-----|
| 1. Nxe5+ | Kh8 |
| 2. Nxg4  |     |

## Diagram 129

- |          |      |          |      |
|----------|------|----------|------|
| 1. Rh8+  | Kxh8 | 1. Rh8+  | Kxh8 |
| 2. Bxg7+ | Rxg7 | 2. Bxg7+ | Kxg7 |
| 3. Qxd5  |      | 3. Qxd5  |      |

## Page 69

## Diagram 130

- |         |
|---------|
| 1. Bf6# |
|---------|

## Diagram 131

- |         |
|---------|
| 1. Bf8# |
|---------|

## Page 70

## Diagram 132

- |        |      |
|--------|------|
| 1. ... | Bg6# |
|--------|------|

## Diagram 133

- |        |         |
|--------|---------|
| 1. ... | e2+     |
| 2. Kh1 | e1=Q/R# |

## Page 71

## Diagram 134

- |         |     |         |       |
|---------|-----|---------|-------|
| 1. d5+  | Qf6 | 1. d5+  | Kg8?? |
| 2. Bxf6 |     | 2. dxe6 |       |

## Diagram 135

- |          |      |           |       |
|----------|------|-----------|-------|
| 1. Qxd7+ | Kxd7 | 1. Qxd7+  | Kxd7  |
| 2. dxc5+ | Kc6  | 2. dxc5+  | Qd6?? |
| 3. dxb6  |      | 3. R/cxd6 |       |

## Page 72

## Diagram 136

- |              |     |          |       |
|--------------|-----|----------|-------|
| 1. d7+       | Ka8 | 1. d7+   | Rc7?? |
| 2. dxc8=Q/R+ |     | 2. Qxh8+ |       |

**Page 72****Diagram 137**

1. Qxf8      Qxf8
2. c8=Q/R+   Kg8
3. Q/Rxf8+

**Page 73****Diagram 138**

1. Ne5+      K moves
2. Nxf7

**Diagram 139**

1. Nc6+   Be7      1. Nc6+   Qe7
2. Nxd8              2. Nxe7

**Page 74****Diagram 140**

1. Nc5+   Qe6      1. Nc5+   Be6
2. Nxe6              2. Nxa6

**Diagram 141**

1. Ne4+ K m./ f6      1. Ne4+   Qd4/c3/b2?
2. Nxd2              2. Bxd4/c3/b2+

**Page 75****Diagram 142**

1. Qxb7+   Kxb7      1. Qxb7+   Kxb7
2. Nc4+   K m.      2. Nc4+   Qb3/b4
3. Nxa3              3. Rxb3/b4+

**Diagram 143**

1. Rxh6+      Kxh6
2. Nxd5+      Any move
3. Nxe7

**Page 76****Diagram 144**

1. Na5+   Kb8      1. Na5+   Kd8
2. Qb5#              2. Nxc6#

**Page 76****Diagram 145**

1. Nh6++   Kh8      1. Nh6++   Kf8?
2. Qg8+   R/Nxg8      2. Qf7#
3. Nf7#

**Page 77****Diagram 146**

1. Bd6+   K m.      1. Bd6+   Ne7??
2. Bxc5              2. Qxe7#

**Diagram 147**

1. ...   Bxc2+      1. ...   Bxc2+
2. Qf3   Rxf3+      2. K m.?   Bxb3

**Page 78****Diagram 148**

1. Be8/d5+   K m.      1. Be8/d5+   Ne7
2. Bxc6              2. Rxe7+

**Diagram 149**

1. b4      Nc6      1. b4      Nb3/c4
2. Be8/d5+   K m.      2. Bxb3/c4+
3. Bxc6

**Page 79****Diagram 150**

1. Rxb6+      K moves
2. Rxb7

**Diagram 151**

1. Rf1+      K moves
2. Rxc1

**Page 80****Diagram 152**

1. Qxb6      cxb6
2. Re1+      K moves
3. Rxf1

**Page 80****Diagram 153**

1. Rxg7+      Kh8
2. Rg8++      Kxg8
3. Rg1#

**Page 81****Diagram 154**

1. Rxb7+      Kg8
2. Rg7+      Kh8
3. Rxa7+      Kg8
4. Rxa8+

**Diagram 155**

1. Rxf7+      Kg8
2. Rg7+      Kh8
3. Rxg6+      Rf6
4. Bxf6#

**Page 82****Diagram 156**

Circle the White Queen and the White Knight.

**Page 83****Diagram 157**

1. Nf6#

**Diagram 158**

1. Bb5#

**Page 84****Diagram 159**

1. Bg5++   Ke8      1. Bg5++   Kc7
2. Rd8#              2. Bd8#

**Diagram 160**

1. Qd8+   Kxd8      1. Qd8+   Kxd8
2. Bg5++   Ke8      2. Bg5++   Kc7
3. Rd8#              3. Bd8#



## Page 85

## Diagram 161

1. ... Nf3#

## Diagram 162

1. Nf6#

## Page 86

## Diagram 163

1. Ng6#

## Diagram 164

1. ... Rx1#

## Page 87

## Diagram 165

1. Nc5++ Kb8  
2. Na6#

## Diagram 166

1. Rb8+ Kxb8    1. Rb8+ Rxb8  
2. Nxd7++    2. Nxd7

## Page 88

## Diagram 167

1. Qg7+ Kxg7  
2. Nf5++ Kg8  
3. Nh6#

## Diagram 168

1. Bxf7+ Kxf7    1. Bxf7+ Kxf7  
2. Ne5++ Ke8/Kf6    2. Nd6++ Kf6/Kg6  
3. Qf7#    3. Qf7#

## Page 89

## Diagram 169

1. Nxf7+ Kg8    1. Nxf7+ Kg8  
2. Nh6++ Kh8    2. Nh6++ Kf8?  
3. Qg8+! Rxg8    3. Qf7#  
4. Nf7#

## Page 89

## Diagram 170

1. Qxh7+ Kxh7  
2. Nf6++ Kh8  
3. Ng6#

## Page 90

## Diagram 171

1. Bd6++ K moves  
2. Bxc5

## Diagram 172

1. ... Bd3++  
2. Ke1 Rf1#

## Page 91

## Diagram 173

1. Bg5++ Ke8  
2. Rd8#

## Diagram 174

1. Qd8+ Kxd8  
2. Bg5++ Ke8  
3. Rd8#

## Page 92

## Diagram 175

1. ... Bd4++  
2. Kd1 Re1#

## Diagram 176

1. ... Qxd4    1. ... Qxd4  
2. Bd3! Qg4/d6/b6    2. exd4?? Bb4++  
3. Kd1    3. Kd1 Re1#

## Page 93

## Diagram 177

1. Ba5++ Kc8/Ke8  
2. Rd8#

## Page 93

## Diagram 178

1. Qd8+ Kxd8  
2. Ba5++ Kc8/Ke8  
3. Rd8#

## Page 94

## Diagram 179

1. Bg5++ Ke8  
2. Rd8#

## Diagram 180

1. Qd8+ Kxd8  
2. Bg5++ Ke8  
3. Rd8#

## Page 95

## Diagram 181

1. Nf5+ exf5  
2. Bc5#

## Diagram 182

1. Nf6+ Bxf6?    1. Nf6+ Qxf6  
2. Bb5#    2. Qd8+! Bxd8  
3. Bb5#

## Page 96

## Diagram 183

1. Bxf7++ Kd8    1. Bxf7++ Kxf7??  
2. Qe8+ Kc7    2. Qe6#  
3. Qxa8

## Diagram 184

1. ... Qg2+  
2. Kxg2 Rxg3#

## Page 97

## Diagram 185

1. Rg8++ Kxg8  
2. Rg1#

## Page 97

## Diagram 186

1. Rg8++ Kxg8
2. Rg1#

## Page 98

## Diagram 187

Circle the White Queen.

## Page 99

## Diagram 188

- |             |               |
|-------------|---------------|
| 1. Bb5+ Ke7 | 1. Bb5+ Bd7   |
| 2. Qxd4     | 2. Bxd7+ Kxd7 |
|             | 3. Qxd4       |

## Diagram 189

1. Ba6 Q moves
2. Bxc8

## Page 100

## Diagram 190

1. Bxa7+ Kxa7/Ka8
2. Qxh3

## Diagram 191

1. Nxe5 Qxe5??
2. Nb5+ axb5
3. Bxe5

## Page 101

## Diagram 192

1. c4 Q moves
2. cxd5

## Diagram 193

- |            |              |
|------------|--------------|
| 1. d5 Q m. | 1. d5 Nxd5   |
| 2. Bxb6    | 2. Nxd5/Qxd5 |

## Page 102

## Diagram 194

- |               |              |
|---------------|--------------|
| 1. ... Ng4+   | 1. ... Ng4+  |
| 2. Bxg4+ Bxd4 | 2. K m. Bxd4 |

## Page 102

## Diagram 195

1. ... Rxd4
2. Qxd4?? Ng4+
3. Bxg4 Bxd4

## Page 103

## Diagram 196

1. Nh6+ gxh6
2. Qxd7

## Diagram 197

1. ... Nh3+
2. K moves Qxd2

## Page 104

## Diagram 198

1. ... Bxh2+
2. Kxh2 Rxe4

## Diagram 199

1. Bxg7 Kxg7
2. Rxc6

## Page 105

## Diagram 200

1. Bc7 R moves
2. Rxd7

## Diagram 201

- |             |             |
|-------------|-------------|
| 1. Bf4 Q m. | 1. Bf4 Bd6? |
| 2. Bxb8     | 2. R/Bxd6   |

## Page 106

## Diagram 202

1. Bxh7+ Kxh7
2. Rxd8

## Diagram 203

- |              |               |
|--------------|---------------|
| 1. Bc4+ K m. | 1. Bc4+ Be6?  |
| 2. Rxa7      | 2. Bxe6+ Qxe6 |
|              | 3. Rxa7       |

## Page 107

## Diagram 204

1. Bb4 Rxe4
2. Bxa5

## Diagram 205

1. Be7 Re8?
2. Bb4 Rxe4
3. Bxa5

## Page 108

## Diagram 206

1. Bh7+ K/Nxh7
2. Qxd4

## Diagram 207

1. Bxf7+ Kxf7
2. Qxd6

## Page 109

## Diagram 208

1. Bxe6+ Bxe6
2. Qxc7

## Diagram 209

1. Nxc7 Qxc7??
2. Bxe6+ Bxe6
3. Qxc7

## Page 110

## Diagram 210

1. Be6+ K moves
2. Qxc5

## Diagram 211

1. Rxc8+ Kxc8
2. Be6+ K moves
3. Qxc5

## Page 111

## Diagram 212

1. ... Bxh2+
2. Kxh2 Qxa6

## Page 111

## Diagram 213

1. ... Ba6 1. ... Ba6  
 2. Qxa6? Bxh2+ 2. Qc2 Bxf1  
 3. Kxh2 Qxa6

## Page 112

## Diagram 214

1. Bxf7+ Kxf7  
 2. Qxg4

## Diagram 215

1. ... d5  
 2. Q moves Bxa3

## Page 113

## Diagram 216

1. Re8+ Rxe8  
 2. Qxd5

## Diagram 217

1. Ke3 Nf m. 1. Ke3 Nd m.  
 2. Rxd8 2. Kxf3

## Page 114

## Diagram 218

Circle the White Rook.

## Page 115

## Diagram 219

1. Re1+ K moves  
 2. Rxe8

## Diagram 220

1. Bc4+ K moves  
 2. Bxg8

## Page 116

## Diagram 221

1. Qe4 R moves  
 2. Qxb7

## Page 116

## Diagram 222

1. ... Qxf1+ 1. ... Qxf1+  
 2. Kxf1 Rd1+ 2. Kxf1 Rd1+  
 3. Ke2 Re1+ 3. Re1?? Rxe1#  
 4. K m. Rxe6

## Page 117

## Diagram 223

1. Bg2+ K moves  
 2. Bxa8

## Diagram 224

1. Bb3+ K moves  
 2. Bxf7

## Page 118

## Diagram 225

1. ... Bg5+  
 2. K moves Bxc1

## Diagram 226

1. ... Rxd2  
 2. Kxd2 Bg5+  
 3. K moves Bxc1

## Page 119

## Diagram 227

1. ... Bf5+  
 2. K moves Bxb1

## Diagram 228

1. ... Rxf3+  
 2. Kxf3 Bg4+  
 3. K moves Bxd1

## Page 120

## Diagram 229

1. Bd6 Q moves  
 2. Bxb8

## Page 120

## Diagram 230

1. dxe5 dxe5  
 2. Bd6 Q moves  
 3. Bxb8

## Page 121

## Diagram 231

1. ... Be6  
 2. Qe2 Bxa2

## Diagram 232

1. ... Nxc4  
 2. Qxc4 Be6  
 3. Qe2 Bxa2

## Page 122

## Diagram 233

1. ... Bg4  
 2. Q moves Bxd1

## Diagram 234

1. Bd5 R moves  
 2. Bxb7

## Page 123

## Diagram 235

1. Bb4 Rdd8 1. Bb4 Rfd8  
 2. Bxf8 2. Bxd6

## Diagram 236

1. Be8 Rgh6 1. Be8 Rhg5  
 2. Bxh5 2. Bxg6

## Page 124

## Diagram 237

1. Ba5 Rcd7 1. Ba5 Rdc8  
 2. Bxd8 2. Bxc7

## Diagram 238

1. Qxa6 bxa6 1. Qxa6 bxa6  
 2. Ba5 Rcd7 2. Ba5 Rdc8  
 3. Bxd8 3. Bxc7

## Page 125

## Diagram 239

1. Rh7+ K moves  
2. Rxb7

## Diagram 240

1. Rh7+ Nxh7  
2. Rxh7+ K moves  
3. Rxb7

## Page 126

## Diagram 241

1. Re5 Q moves  
2. Rxa5

## Diagram 242

1. Rh5 Q moves  
2. Rxa5

## Page 127

## Diagram 243

1. Rxe5 dxe5  
2. Rd1+ K moves  
3. Rxd8

## Diagram 244

1. ... Nc6+  
2. Bxc6 Rb1+  
3. K moves Rxb8

## Page 128

## Diagram 245

1. Qg8+ Kd6  
2. Qxb3

## Diagram 246

1. Ne5+ Ke6  
2. Qg8+ K moves  
3. Qxb3

## Page 129

## Diagram 247

1. Qg2+ K moves  
2. Qxa8

## Diagram 248

1. Qh3+ K moves  
2. Qxc8

## Page 130

## Diagram 249

Circle the c8 square.

## Page 131

## Diagram 250

1. Rc5 Ba1?? 1. Rc5 K m.  
2. Rc8# 2. Rxc3

## Diagram 251

1. Be4 R m.?? 1. Be4 N m.  
2. Rh7# 2. Bxb1

## Page 132

## Diagram 252

1. Qd4 Nb5?? 1. Qd4 f6  
2. Qg7/h8# 2. Qxa7

## Diagram 253

1. Re7 Qxe7?? 1. Re7 g6/h6  
2. Qxh7# 2. Rxd7

## Page 133

## Diagram 254

1. ... Rb4 1. ... Rb4  
2. Ba8?? Rb1# 2. K m. Rxb7

## Diagram 255

1. Bc7 Qxc7?? 1. Bc7 h6  
2. Rf8# 2. Bxb6

## Page 134

## Diagram 256

1. ... Rf2 1. ... Rf2  
2. Qxe1?? Rh2# 2. Qxf2 Qxf2

## Diagram 257

1. Qe5 Qxe5?? 1. Qe5 Rxf7  
2. Rxf8# 2. Qxc5

## Page 135

## Diagram 258

1. Bg8 Qxd4?? 1. Bg8 Kxg8  
2. Qxh7# 2. Rxd6

## Diagram 259

1. Nf5 Nxf5?? 1. Nf5 f6  
2. Qh8# 2. Nxe7

## Page 136

## Diagram 260

1. ... Be5 1. ... Be5  
2. Rd7?? Rxh2# 2. N m. Bxc7

## Diagram 261

1. ... Qe7 1. ... Qe7  
2. Rxd4?? Qe1# 2. Nf2 Qxh4

## Page 137

## Diagram 262

1. Qf5 R m.?? 1. Qf5 g6  
2. Qxh7# 2. Qxc8+

## Diagram 263

1. Qg5 g6?? 1. Qg5 Kf8  
2. Qxd8+ Qe8 2. Qxd8+  
3. Qxe8#

## Page 138

## Diagram 264

1. ... Qe7 1. ... Qe7  
2. Ra6?? Qe2# 2. Bf5 Qxa3

## Page 138

## Diagram 265

- |               |             |
|---------------|-------------|
| 1. ... Qc7+   | 1. ... Qc7+ |
| 2. g3 Qe7     | 2. g3 Qe7   |
| 3. Ra6?? Qe2# | 3. Bf5 Qxa3 |

## Page 139

## Diagram 266

- |               |            |
|---------------|------------|
| 1. Nf6 Nxf5?? | 1. Nf6 Bg7 |
| 2. Rh7#       | 2. Bxb1    |

## Diagram 267

- |              |            |
|--------------|------------|
| 1. Qe4 Rc3?? | 1. Qe4 Bf5 |
| 2. Qxh7#     | 2. Qxc6    |

## Page 140

## Diagram 268

- |               |           |
|---------------|-----------|
| 1. Qe5 Red8?? | 1. Qe5 f6 |
| 2. Qxg7#      | 2. Qxd6   |

## Diagram 269

- |               |               |
|---------------|---------------|
| 1. Rxd6 Rxd6? | 1. Rxd6 Rxd6? |
| 2. Qe5 Red8?? | 2. Qe5 f6     |
| 3. Qxg7#      | 3. Qxd6       |

## Page 141

## Diagram 270

- |               |               |
|---------------|---------------|
| 1. ... Qe5    | 1. ... Qe5    |
| 2. Rd3?? Qh2# | 2. g3/f4 Qxd4 |

## Diagram 271

- |               |               |
|---------------|---------------|
| 1. ... Rxd4   | 1. ... Rxd4   |
| 2. Rxd4? Qe5  | 2. Rxd4? Qe5  |
| 3. Rd3?? Qh2# | 3. g3/f4 Qxd4 |

## Page 142

## Diagram 272

- |             |              |
|-------------|--------------|
| 1. Qe4 c5?? | 1. Qe4 f5/g6 |
| 2. Qxh7#    | 2. Qxd4      |

## Page 142

## Diagram 273

- |              |            |
|--------------|------------|
| 1. Qe4 Re8?? | 1. Qe4 Qh5 |
| 2. Qxh7+ Kf8 | 2. Qxe7    |
| 3. Qh8#      |            |

## Page 143

## Diagram 274

- |                |             |
|----------------|-------------|
| 1. ... Rd3     | 1. ... Rd3  |
| 2. Rac1?? Rh3# | 2. Kh2 Rxc3 |

## Diagram 275

- |               |           |
|---------------|-----------|
| 1. Qd4 Nxf1?? | 1. Qd4 f6 |
| 2. Qxg7#      | 2. Qxe3   |

## Page 144

## Diagram 276

- |                |               |
|----------------|---------------|
| 1. ... Qc4     | 1. ... Qc4    |
| 2. Nf3?? Qxf1+ | 2. Qf3 Q/Bxh4 |

## Diagram 277

- |                |             |
|----------------|-------------|
| 1. ... Qe3     | 1. ... Qe3  |
| 2. Rxe3?? Rf1# | 2. Qd1 Qxg5 |

## Page 145

## Diagram 278

- |                |              |
|----------------|--------------|
| 1. ... Be4     | 1. ... Be4   |
| 2. Qxa7?? Nh3# | 2. Qxe4 Nxe4 |

## Diagram 279

- |               |            |
|---------------|------------|
| 1. Ne5 Nxe5?? | 1. Ne5 Kg8 |
| 2. Qxh5+ Kg8  | 2. Nxd7    |
| 3. Qh8#       |            |

## Page 146

## Diagram 280

Circle the White Pawn on a6.

## Page 147

## Diagram 281

- |         |           |
|---------|-----------|
| 1. Bxb6 | axb6      |
| 2. a7   | K/B moves |
| 3. a8=Q |           |

## Diagram 282

- |         |           |
|---------|-----------|
| 1. Nxf6 | gxf6      |
| 2. g7   | K/N moves |
| 3. g8=Q |           |

## Page 148

## Diagram 283

- |         |          |
|---------|----------|
| 1. Qxb6 | axb6     |
| 2. a7   | Any move |
| 3. a8=Q |          |

## Diagram 284

- |             |           |
|-------------|-----------|
| 1. f8=R Kh6 | 1. f8=Q?? |
| 2. Rh8#     | stalemate |

## Page 149

## Diagram 285

- |          |         |
|----------|---------|
| 1. c8=N+ | K moves |
| 2. Nxe7  |         |

## Diagram 286

- |          |         |
|----------|---------|
| 1. d8=N+ | K moves |
| 2. Nxf7  |         |

## Page 150

## Diagram 287

- |             |      |
|-------------|------|
| 1. ... Bxg3 |      |
| 2. hxg3     | h2   |
| 3. Any move | h1=Q |

## Diagram 288

- |             |      |
|-------------|------|
| 1. ... Ba4  |      |
| 2. bxa4     | b3   |
| 3. axb3     | a2   |
| 4. Any move | a1=Q |

## Page 151

## Diagram 289

- |         |      |          |      |
|---------|------|----------|------|
| 1. Bd4  | Bxd4 | 1. Bd4   | Kb6? |
| 2. f8=Q |      | 2. Bxc5+ | Kxc5 |
|         |      | 3. f8=Q+ |      |

## Diagram 290

- |         |          |
|---------|----------|
| 1. Bf4  | Kxf4     |
| 2. h6   | Any move |
| 3. h7   | Any move |
| 4. h8=Q |          |

## Page 152

## Diagram 291

- |         |          |
|---------|----------|
| 1. Nxg7 | Nxg7     |
| 2. h6   | N moves  |
| 3. h7   | Any move |
| 4. h8=Q |          |

## Diagram 292

- |           |      |           |      |
|-----------|------|-----------|------|
| 1. ...    | Re1  | 1. ...    | Re1  |
| 2. Rxe1   | Nxe1 | 2. Ne2?   | Rxg1 |
| 3. Kxe1   | h2   | 3. Nxg1   | h2   |
| 4. Any m. | h1=Q | 4. Any m. | h1=Q |

## Page 153

## Diagram 293

- |            |      |            |       |
|------------|------|------------|-------|
| 1. Rd8+    | Rxd8 | 1. Rd8+    | Rxd8  |
| 2. Rf8+    | Kxf8 | 2. Rf8+    | Kd7?? |
| 3. cxd8=Q+ |      | 3. cxd8=Q+ |       |

## Diagram 294

- |         |      |
|---------|------|
| 1. Rd6+ | Rxd6 |
| 2. b8=Q |      |

## Page 154

## Diagram 295

- |         |      |
|---------|------|
| 1. ...  | Qxd1 |
| 2. Qxd1 | a1=Q |

## Page 154

## Diagram 296

- |         |         |
|---------|---------|
| 1. ...  | Qxf1+   |
| 2. Qxf1 | Re1+    |
| 3. Qxe1 | fxe1=Q+ |

## Page 155

## Diagram 297

- |         |          |
|---------|----------|
| 1. Qxd5 | cxd5     |
| 2. a6   | Any move |
| 3. a7   | Any move |
| 4. a8=Q |          |

## Diagram 298

- |          |        |          |       |
|----------|--------|----------|-------|
| 1. Qxd6+ | Qxd6   | 1. Qxd6+ | Qxd6  |
| 2. c7    | Any m. | 2. c7    | Qxc7? |
| 3. c8=Q  |        | 3. Rxc7  |       |

## Page 156

## Diagram 299

- |         |      |
|---------|------|
| 1. Qxe6 | fxe6 |
| 2. f7   | Qg7  |
| 3. f8=Q |      |

## Diagram 300

- |         |      |
|---------|------|
| 1. Qc8+ | Kh7  |
| 2. Qxe6 | fxe6 |
| 3. f7   | Qg7  |
| 4. f8=Q |      |

## Page 157

## Diagram 301

- |            |      |
|------------|------|
| 1. Qe5+    | Kg8  |
| 2. Qe8+    | Qxe8 |
| 3. dxe8=Q+ |      |

## Diagram 302

- |         |          |
|---------|----------|
| 1. Qe6+ | Qxe6     |
| 2. dxe6 | Any move |
| 3. e8=Q |          |

## Page 158

## Diagram 303

- |         |      |          |        |
|---------|------|----------|--------|
| 1. Bg7  | Kd7  | 1. Bg7   | Nxc7?? |
| 2. f8=Q | Nxf8 | 2. f8=Q+ |        |
| 3. Bxf8 |      |          |        |

## Diagram 304

- |           |      |          |        |
|-----------|------|----------|--------|
| 1. Bc4+   | Kh8  | 1. Bc4+  | Nxc4?? |
| 2. Bb5/f7 | g6   | 2. e8=Q# |        |
| 3. e8=Q   | Nxe8 |          |        |
| 4. Bxe8   |      |          |        |

## Page 159

## Diagram 305

- |            |     |         |      |
|------------|-----|---------|------|
| 1. e7      | Qd7 | 1. e7   | Re8? |
| 2. exd8=Q+ |     | 2. Qxd3 |      |

## Diagram 306

- |             |      |
|-------------|------|
| 1. ...      | e4+  |
| 2. Bxe4     | Nxe4 |
| 3. Any move | c2   |
| 4. Any move | c1=Q |

## Page 160

## Diagram 307

- |        |       |
|--------|-------|
| 1. ... | f1=N# |
|--------|-------|

## Diagram 308

- |         |          |
|---------|----------|
| 1. e8=N | Any move |
| 2. Nc7# |          |

## Page 161

## Diagram 309

- |         |           |
|---------|-----------|
| 1. c8=R | 1. c8=Q?? |
|         | stalemate |

## Diagram 310

- |          |     |
|----------|-----|
| 1. f8=N+ | Kh8 |
| 2. Bd4+  | Qe5 |
| 3. Bxe5# |     |



**Page 162****Diagram 311**

Circle the White Queen.

**Page 163****Diagram 312**

1. Rc8+ Rxc8
2. Qxb2

**Diagram 313**

1. Qg4+ Qxg4
2. Rxe8+ Kg7
3. fxg4

**Page 164****Diagram 314**

1. ... Rg1+
2. Kxg1 Qxe2

**Diagram 315**

1. Re7 Qxe7
2. Qxd5+ Any move
3. Qxa8+

**Page 165****Diagram 316**

1. ... Bd3+ 1. ... Bd3+
2. Kg1 Rxe1+ 2. Re2 R/Bxe2

**Diagram 317**

1. ... Rxe1+ 1. ... Rxe1+
2. Rxe1 Bd3+ 2. Rxe1 Bd3+
3. Kg1 Rxe1+ 3. Re2 B/Rxe2

**Page 166****Diagram 318**

1. Rd8+ Kxd8
2. Qxf7

**Page 166****Diagram 319**

1. Bxf7+ Qxf7
2. Rd8+ Kxd8
3. Qxf7

**Page 167****Diagram 320**

1. Qe7+ K moves
2. Qxf6

**Diagram 321**

1. Qe6+ Kg7
2. Qe7+ K moves
3. Qxf6

**Page 168****Diagram 322**

1. ... Rh1+
2. Kxh1 Qxf2

**Diagram 323**

1. ... Bc2+
2. Kxc2 Qxe4+

**Page 169****Diagram 324**

1. Rxh7+ Kxh7
2. Qxf6

**Diagram 325**

1. Rb7+ Kf8 1. Rb7+ Kh6/Kh8
2. Rxh7 2. Rxh7+ Kxh7
3. Qxf6 3. Qxf6

**Page 170****Diagram 326**

1. ... Nd4 1. ... Nd4
2. Nxd4?? Qh2# 2. hxg4! Nxe2+

**Page 170****Diagram 327**

1. ... Bxc3 1. ... Bxc3
2. bxc3 g5! 2. bxc3 g5!
3. N m. Rxe2 3. B m. gxf4

**Page 171****Diagram 328**

1. Nxe8 Rxe8
2. Qxf7

**Diagram 329**

1. Nxe5 Bxe5 1. Nxe5 Rfe8
2. Rxb4 2. Nf3

**Page 172****Diagram 330**

1. Rd8+ Bf8
2. Qxb2

**Diagram 331**

1. ... Rxg6+
2. hxg6 Rxe4

**Page 173****Diagram 332**

1. Re8+ Rxe8 1. Re8+ Kg7
2. Qxd5 2. Rxd8

**Diagram 333**

1. Rf8+ Rxf8 1. Rf8+ Kh7
2. Qxe6 2. Qxe8

**Page 174****Diagram 334**

1. Rd8+ Kg7 1. Rd8+ Rxd8
2. Q/Rxc8 2. Qxc4

**Diagram 335**

1. Rd8+ Rxd8
2. Qxc4

## Page 175

## Diagram 336

1. ... Rb1+ 1. ... Rb1+  
2. Rxb1 Qxa3 2. Kf2?? Qe1#

## Diagram 337

1. ... Rxd1+  
2. Rxd1 Qxc3

## Page 176

## Diagram 338

1. Re8 Qxe8 1. Re8 Kf7  
2. Qg7# 2. Qxf8#

## Diagram 339

1. ... Re1+ 1. ... Re1+  
2. Nxe1 Qh1# 2. Qxe1 Qxg2#

## Page 177

## Diagram 340

1. Rxa6 Rxa6 1. Rxa6 Qxa6  
2. Qd8# 2. Qd7#

## Diagram 341

1. Rb8 Qxb8 1. Rb8 Rxb8  
2. Nxf7# 2. Qg7#

## Page 178

## Diagram 342

Circle the Black Queen.

## Page 179

## Diagram 343

1. ... Qb3+  
2. Ka1 Qa3+  
3. Kb1 Qb3+, etc.  
draw

## Page 179

## Diagram 344

1. Qh5+ Kg8 1. Qe8+ Kh7  
2. Qe8+ Kh7 2. Qh5+ Kg8  
3. Qh5+, etc. 3. Qe8+, etc.  
draw draw

## Page 180

## Diagram 345

1. Rxg6+ fxg6  
2. Qxg6+ Kh8  
3. Qh6+ Kg8  
4. Qg6+, etc.  
draw

## Diagram 346

1. Re8+ Rxe8  
2. Qxe8+ Kh7  
3. Qh5+ Kg8  
4. Qe8+, etc.  
draw

## Page 181

## Diagram 347

1. ... Ng3+  
2. Kh2 Nf1+  
3. Kh1 Ng3+, etc.  
draw

## Diagram 348

1. Ng6+ Kh7  
2. Nf8+ Kh8  
3. Ng6+, etc.  
draw

## Page 182

## Diagram 349

1. ... Na2+ 1. ... Na2+  
2. Kd1 Nc3+ 2. Kb1 Nc3+  
3. Kc1 Na2+, etc. 3. Ka1?? Ra2#  
draw

## Page 182

## Diagram 350

1. Nf6+ Kf8  
2. Nd7+ Ke8/g8  
3. Nf6+ Kf8  
4. Nd7+, etc.  
draw

## Page 183

## Diagram 351

1. ... Ng4+ 1. ... Ng4+  
2. Kh1/h3 Nf2+ 2. Kh1 Nf2+  
3. Kh2 Ng4+ 3. Kg1 Ng4+  
4. Kh1/h3 Nf2+, etc. 4. Kh1 Nf2+  
draw draw

## Diagram 352

1. Nf5+ Kg8 1. Nf5+ Kh8??  
2. Ne7/h6+ Kg7 2. g7+ Kg8  
3. Nf5+ Kg8 3. Nh6#  
4. Ne7/h6+ Kg7  
etc., draw

## Page 184

## Diagram 353

1. Bg6+ Kg8 1. Bf5/e4+? Qh6!  
2. Bh7+ Kh8  
3. Bg6+, etc.  
draw

## Diagram 354

1. Be6+ Kh7  
2. Bf5+ Kg8  
3. Be6+, etc.  
draw

## Page 185

## Diagram 355

1. Rb7+ Ka8  
2. Ra7+ Kb8  
3. Rb7+, etc.  
draw

## Page 185

## Diagram 356

1. ... Rg2+
2. Kh3 Rg3+
3. Kh2 Rg2+
4. Kh1 Rg1+, etc.  
draw

## Page 186

## Diagram 357

1. Rh7+ Kg8
2. Rhg7+ Kh8
3. Rh7+, etc.  
draw

## Diagram 358

1. Re8+ Ka7
2. Re7+ Ka8/b8
3. Re8+, etc.  
draw

## Page 187

## Diagram 359

1. Rc8+ Ka7/b7
2. Rc7+ Ka8/b8
3. Rc8+, etc.  
draw

## Diagram 360

- |                        |                |
|------------------------|----------------|
| 1. Qxb7+ Nxb7          | 1. Qxb7+ Nxb7  |
| 2. Rxb7+ Ka8           | 2. Rxb7+ Kc8?? |
| 3. Rxa7+ Kb8           | 3. Rhc7#       |
| 4. Rab7+, etc.<br>draw |                |

## Page 188

## Diagram 361

1. ... Rxc3+
2. Kh1/h2 Rh3+
3. Kg1 Rg3+, etc.  
draw

## Page 188

## Diagram 362

1. ... Qxc3+
2. hxc3 Rxc3+
3. Kh1/h2 Rh3+
4. Kg1 Rg3+, etc.  
draw

## Page 189

## Diagram 363

1. Qf8+ Kh7
2. Qf7+ Kh8
3. Qf8+, etc.  
draw

## Diagram 364

1. ... Qg4+
2. Kh1 Qf3+
3. Kg1 Qg4+, etc.  
draw

## Page 190

## Diagram 365

1. Qe8+ Kh7
2. Qh5+ Kg8
3. Qe8+, etc.  
draw

## Diagram 366

1. Re8+ Rxe8
2. Qxe8+ Kh7
3. Qh5+ Kg8
4. Qe8+, etc.  
draw

## Page 191

## Diagram 367

1. Qc7+ Kb5
2. Qb7+ Ka5
3. Qc7+, etc.  
draw

## Page 191

## Diagram 368

1. Qg7/h8+ Ke7
2. Qf6+ Kf8
3. Qg7/h8+ Ke7
4. Qf6+, etc.  
draw

## Page 192

## Diagram 369

1. Qg6+ Kh8
2. Qh6+ Kg8
3. Qg6+, etc.  
draw

## Diagram 370

1. Qxc6+ Kh8
2. Qxc6+ Kg8
3. Qg6+, etc.  
draw

## Page 193

## Diagram 371

1. ... Rxc3+
2. hxc3 Qxc3+
3. Kh1 Qh3+
4. Kg1 Qg3+, etc.  
draw

## Diagram 372

1. ... Rxb3+
2. a/cxb3 Rxb3+
3. a/cxb3 Qxb3+
4. Ka1 Qa3+, etc.  
draw

## Page 194

## Diagram 373

Circle the c8 square.

## Page 195

## Diagram 374

1. Kd6 Kf7/Kf8 1. Ra8/Rc8 Kf8  
2. Rxd8/Rxd8+ 2. Rxd8+

## Diagram 375

1. Rd3+ Qxd3 1. Rd3+ Kc4??  
stalemate 2. Rxd3

## Page 196

## Diagram 376

1. ... Be3 1. ... Be3  
2. g4 Bf2# 2. N m. Bg5#

## Diagram 377

1. ... Nc7+  
2. Bxc7  
stalemate

## Page 197

## Diagram 378

1. Qf7 Kc8  
2. Qc7/e8#

## Diagram 379

1. h5 K moves  
2. Bxf6

## Page 198

## Diagram 380

1. b4 Ka8 1. g8=Q/R??  
2. g8=Q+ Ka7 stalemate  
3. Qa2/b8#

## Diagram 381

1. ... g6 1. ... g6  
2. Ne3 Bf6# 2. Ne5 Bf2#

## Page 199

## Diagram 382

1. ... Re3-e8  
2. Kc1 Re1#

## Page 199

## Diagram 383

1. ... Ra1-c1 1. ... Ke3  
2. Kg1 Rxe1+ 2. Kg1/Kg2 Rxe1

## Page 200

## Diagram 384

1. Rh8 Rxa7 1. Rh8 Kd6  
2. Rh7+ K m. 2. a8=Q  
3. Rxa7

## Diagram 385

1. Rh8 Rxa7 1. Rh8 Kd6  
2. Rh7+ K m. 2. a8=Q  
3. Rxa7

## Page 201

## Diagram 386

1. Rh6 gxf6 1. Rh6 B m.  
2. g7# 2. Rxh7#

## Diagram 387

1. Rg5 Qxg5 1. Rg5 Qg6  
2. hxg5 2. Rxg6

## Page 202

## Diagram 388

1. ... Ng5  
2. h7 Nf7#

## Diagram 389

1. Nf7 g6 1. Kf7 g5  
2. f/hxg6# 2. f/hxg6 e.p.#  
(en passant)

## Page 203

## Diagram 390

1. Rc4+ Qxc4 1. Rc4+ Kd5??  
stalemate 2. Rxc1

## Page 203

## Diagram 391

1. ... Re6+ 1. ... Re6+  
2. Qxe6 2. Kf5?? Rxb6  
stalemate

## Page 204

## Diagram 392

1. ... Rf5+ 1. ... Rf5+  
2. Kxf5 2. Ke4 Rxf3  
stalemate 3. Kxf3  
draw

## Diagram 393

1. ... Rb6+ 1. ... Rb6+  
2. Kxb6 2. Kc5 Rxd6  
stalemate 3. Kxd6  
draw

## Page 205

## Diagram 394

1. ... Rh5+  
2. Kxh5  
stalemate

## Diagram 395

1. ... Rd6+ 1. ... Rd6+  
2. K/Qxd6 2. K m.?? Rxf6  
stalemate

## Page 206

## Diagram 396

1. Bd4+ Bxd4 1. Bd4+ Kf7??  
stalemate 2. Bxb2

## Diagram 397

1. Bd3+ Bxd3 1. Bd3+ Ka5/b6?  
stalemate 2. Bxe2

## Page 207

## Diagram 398

1. Qf2+ Qxf2 1. Qf2+ Kb8??  
stalemate 2. Qxf7

## Page 207

## Diagram 399

- |             |              |
|-------------|--------------|
| 1. ... Qc7+ | 1. ... Qc7+  |
| 2. Qxc7     | 2. g3?? Qxd7 |
- stalemate

## Page 208

## Diagram 400

- |              |               |
|--------------|---------------|
| 1. ... Qxf4+ | 1. ... Qxf4+  |
| 2. Qxf4      | 2. Ke7?? Qxd2 |
- stalemate

## Diagram 401

- |         |      |
|---------|------|
| 1. Qg8+ | Kxg8 |
|---------|------|
- stalemate

## Page 209

## Diagram 402

- |             |
|-------------|
| 1. ... Qh2+ |
| 2. Kxh2     |
- stalemate

## Diagram 403

- |              |              |
|--------------|--------------|
| 1. ... b1=Q+ | 1. ... b1=Q+ |
| 2. Kh2 Qh1+  | 2. Kh2 Qh1+  |
| 3. Kxh1      | 3. Kg3 Qxg2+ |
- stalemate
- |         |           |
|---------|-----------|
| 4. Kxg2 | stalemate |
|---------|-----------|

## Page 210

## Diagram 404

- |          |         |
|----------|---------|
| 1. Bd6++ | K moves |
| 2. Bxc5  |         |

Double Check  
Discovered Check

## Page 211

## Diagram 405

- |         |         |
|---------|---------|
| 1. Qg2+ | K moves |
| 2. Qxa8 |         |
- Skewer

## Page 211

## Diagram 406

- |         |       |         |       |
|---------|-------|---------|-------|
| 1. Ke3  | Nf m. | 1. Ke3  | Nd m. |
| 2. Rxd8 |       | 2. Kxf3 |       |

Discovered Attack

## Page 212

## Diagram 407

- |         |         |
|---------|---------|
| 1. Qe4  | R moves |
| 2. Qxb7 |         |

Skewer

## Diagram 408

- |          |         |
|----------|---------|
| 1. c8=N+ | K moves |
| 2. Nxe7  |         |

Promoting a Pawn  
(Underpromotion)

## Page 213

## Diagram 409

- |          |     |         |       |
|----------|-----|---------|-------|
| 1. d5+   | Qf6 | 1. d5+  | Kg8?? |
| 2. Bxf6+ |     | 2. dxe6 |       |

Discovered Check

## Diagram 410

- |         |          |
|---------|----------|
| 1. Qa4  | a6       |
| 2. c4   | Any move |
| 3. cxb5 |          |

Pin

## Page 214

## Diagram 411

- |         |      |          |       |
|---------|------|----------|-------|
| 1. Bd6+ | K m. | 1. Bd6+  | Ne7?? |
| 2. Bxc5 |      | 2. Qxe7# |       |

Discovered Check

## Diagram 412

- |         |           |         |       |
|---------|-----------|---------|-------|
| 1. Qf2+ | Qxf2      | 1. Qf2+ | Kb8?? |
|         | stalemate | 2. Qxf7 |       |

Zugzwang/Stalemate

## Page 215

## Diagram 413

- |         |          |
|---------|----------|
| 1. Rxe4 | Rxe4     |
| 2. Bd3  | Any move |
| 3. Bxe4 |          |

Pin

## Diagram 414

- |          |     |          |     |
|----------|-----|----------|-----|
| 1. Bg5++ | Ke8 | 1. Bg5++ | Kc7 |
| 2. Rd8#  |     | 2. Bd8#  |     |

Double Check  
Discovered Check

## Page 216

## Diagram 415

- |          |         |
|----------|---------|
| 1. Rh7+  | Nxh7    |
| 2. Rxh7+ | K moves |
| 3. Rxb7  |         |

Skewer

## Diagram 416

- |              |               |
|--------------|---------------|
| 1. ... Ng4+  | 1. ... Ng4+   |
| 2. Bxg4 Bxd4 | 2. K m.? Bxd4 |

Discovered Attack

## Page 217

## Diagram 417

- |          |      |
|----------|------|
| 1. Rxd8+ | Rxd8 |
| 2. Qe8+  | Rxe8 |
| 3. Rxe8# |      |

Back Rank Combination

## Diagram 418

- |         |     |          |       |
|---------|-----|----------|-------|
| 1. Qe4  | Qh5 | 1. Qe4   | Re8?? |
| 2. Qxe7 |     | 2. Qxh7+ | Kf8   |
|         |     | 3. Qh8#  |       |

Double Threat

## Page 218

## Diagram 419

1. Rxb6+ K moves
2. Rxb7

Discovered Check

## Diagram 420

1. Qxb6 axb6
2. a7 Any move
3. a8=Q

Promoting a Pawn

## Page 219

## Diagram 421

1. Ra8+ Kh7
2. Be4+ g6
3. Bxd3

Other Forks  
(Bishop Fork)

## Diagram 422

1. Re8+ Rxe8
2. Qxe8+ Kh7
3. Qh5+ Kg8
4. Qe8+, etc.  
draw

Perpetual Check

## Page 220

## Diagram 423

1. Rh6 gxh6 1. Rh6 B m.
2. g7# 2. Rxh7#

Zugzwang/Stalemate

## Diagram 424

1. ... Bd4+
2. Kh1 Rf1#

Back Rank Combination

## Page 221

## Diagram 425

1. Re7 g6 1. Re7 Qxe7??
2. Rxd7 2. Qxh7#

Double Threat

## Diagram 426

1. Bxf7+ Kxf7
2. Qxg4

Discovered Attack

## Page 222

## Diagram 427

1. ... Rxb3+
2. a/cxb3 Rxb3+
3. a/cxb3 Qxb3+
4. Ka1 Qa3+, etc.  
draw

Perpetual Check

## Diagram 428

1. Rxh7+ Kxh7
2. Qxf6

Removing the Guard

## Page 223

## Diagram 429

1. R/Qb8+ Qxb8
2. R/Qxb8+ Re8
3. R/Qxe8#

Back Rank Combination

## Diagram 430

1. ... Qxf3
2. gxf3 Ne2+
3. K moves Nxd4

Removing the Guard  
Knight Fork

## Page 224

## Diagram 431

1. ... Rg1+
2. Kxg1 Qxe2

Removing the Guard

## Diagram 432

1. Rxh3 Rxh3
2. Bxe6+ K moves
3. Bxh3

Other Forks  
(Bishop Fork)

## Page 225

## Diagram 433

1. ... Qg1+
2. Kxg1 Nxe2+
3. K moves Nxc1

Removing the Guard  
Knight Fork

## Diagram 434

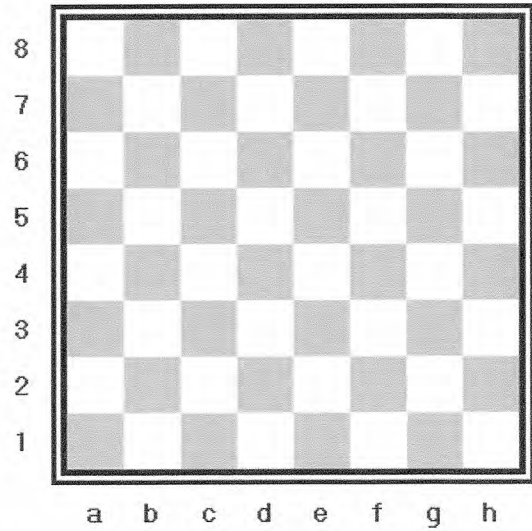
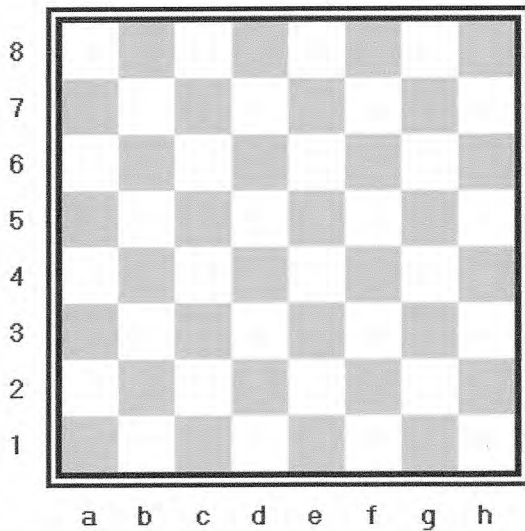
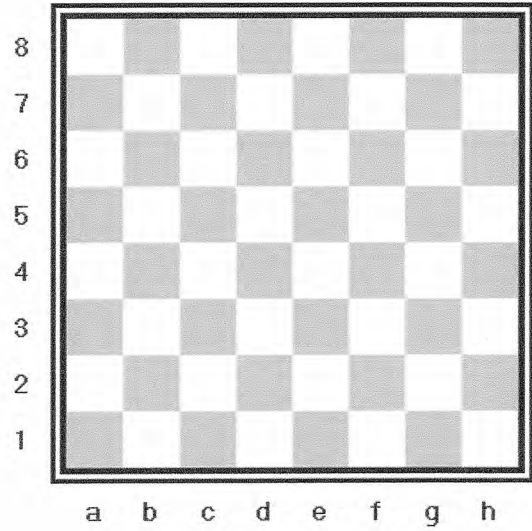
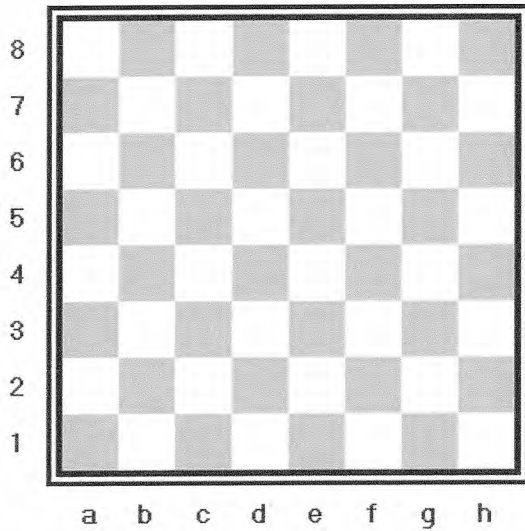
1. Rxg7+ Kxg7
2. Qd4+ K moves
3. Qxa7

Other Forks  
(Queen Fork)

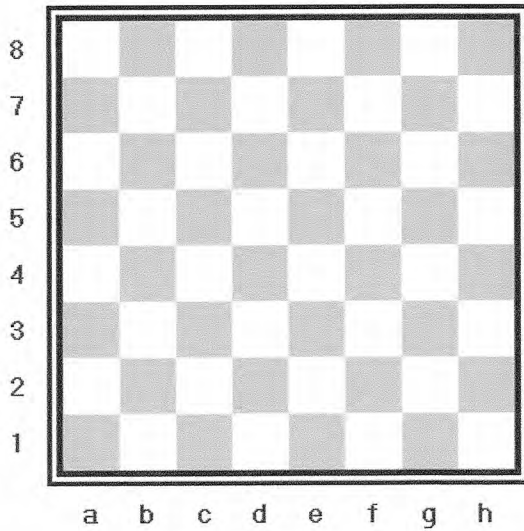
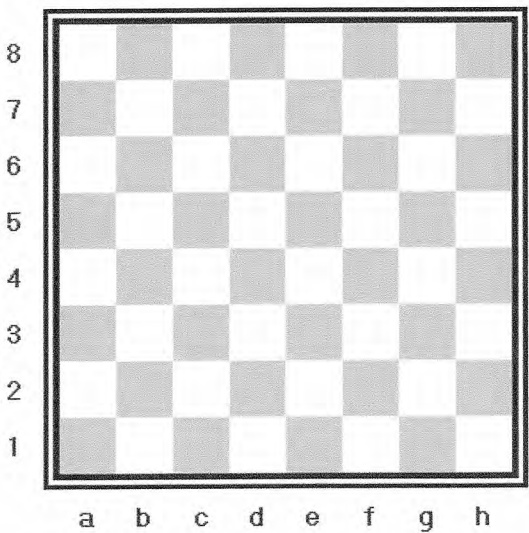
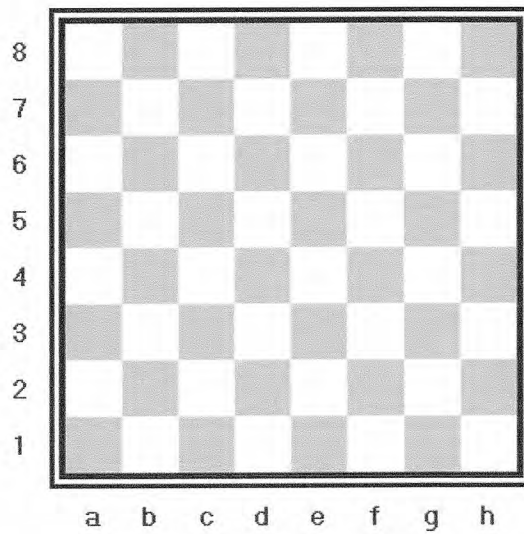
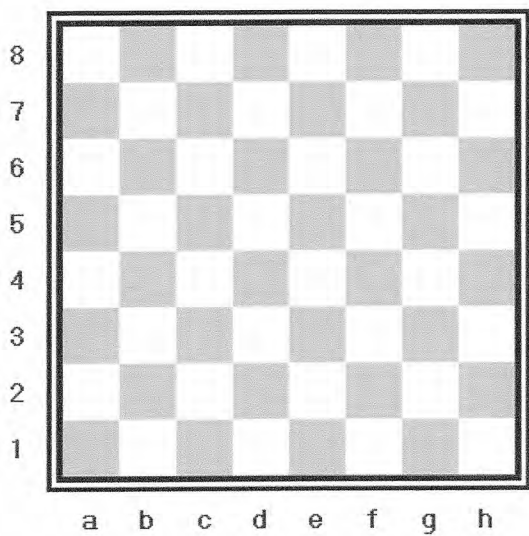
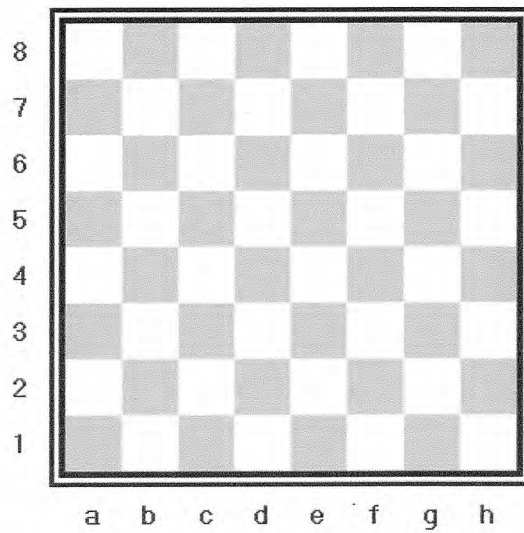
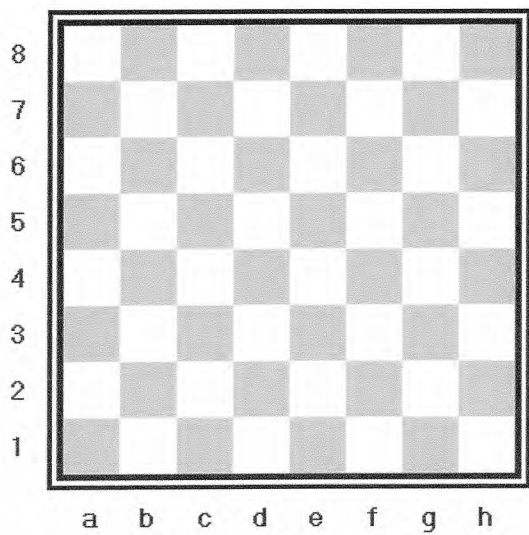


# Student Notes

On the following boards, record favorite opening positions, end positions, checkmating positions, and stalemating positions.



## Student Notes



# Game Record Sheet

Photocopy Master for Student Use

|     | White | Black |     | White | Black |
|-----|-------|-------|-----|-------|-------|
| 1.  | _____ | _____ | 21. | _____ | _____ |
| 2.  | _____ | _____ | 22. | _____ | _____ |
| 3.  | _____ | _____ | 23. | _____ | _____ |
| 4.  | _____ | _____ | 24. | _____ | _____ |
| 5.  | _____ | _____ | 25. | _____ | _____ |
| 6.  | _____ | _____ | 26. | _____ | _____ |
| 7.  | _____ | _____ | 27. | _____ | _____ |
| 8.  | _____ | _____ | 28. | _____ | _____ |
| 9.  | _____ | _____ | 29. | _____ | _____ |
| 10. | _____ | _____ | 30. | _____ | _____ |
| 11. | _____ | _____ | 31. | _____ | _____ |
| 12. | _____ | _____ | 32. | _____ | _____ |
| 13. | _____ | _____ | 33. | _____ | _____ |
| 14. | _____ | _____ | 34. | _____ | _____ |
| 15. | _____ | _____ | 35. | _____ | _____ |
| 16. | _____ | _____ | 36. | _____ | _____ |
| 17. | _____ | _____ | 37. | _____ | _____ |
| 18. | _____ | _____ | 38. | _____ | _____ |
| 19. | _____ | _____ | 39. | _____ | _____ |
| 20. | _____ | _____ | 40. | _____ | _____ |

## Game Record Sheet

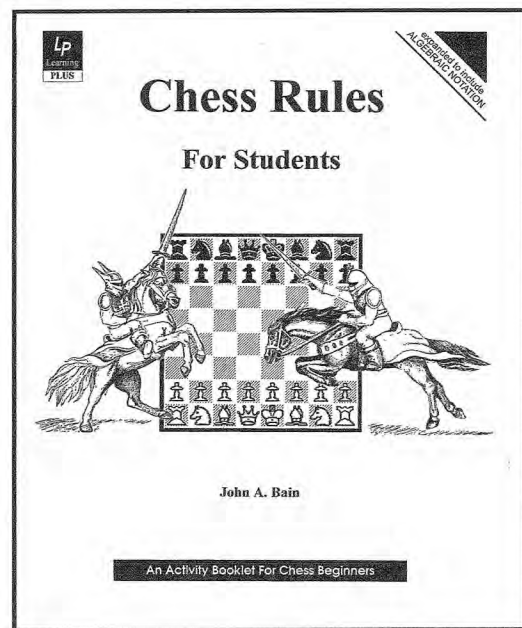
|     | White | Black |     | White | Black |
|-----|-------|-------|-----|-------|-------|
| 41. | _____ | _____ | 61. | _____ | _____ |
| 42. | _____ | _____ | 62. | _____ | _____ |
| 43. | _____ | _____ | 63. | _____ | _____ |
| 44. | _____ | _____ | 64. | _____ | _____ |
| 45. | _____ | _____ | 65. | _____ | _____ |
| 46. | _____ | _____ | 66. | _____ | _____ |
| 47. | _____ | _____ | 67. | _____ | _____ |
| 48. | _____ | _____ | 68. | _____ | _____ |
| 49. | _____ | _____ | 69. | _____ | _____ |
| 50. | _____ | _____ | 70. | _____ | _____ |
| 51. | _____ | _____ | 71. | _____ | _____ |
| 52. | _____ | _____ | 72. | _____ | _____ |
| 53. | _____ | _____ | 73. | _____ | _____ |
| 54. | _____ | _____ | 74. | _____ | _____ |
| 55. | _____ | _____ | 75. | _____ | _____ |
| 56. | _____ | _____ | 76. | _____ | _____ |
| 57. | _____ | _____ | 77. | _____ | _____ |
| 58. | _____ | _____ | 78. | _____ | _____ |
| 59. | _____ | _____ | 79. | _____ | _____ |
| 60. | _____ | _____ | 80. | _____ | _____ |

# Other Chess Books by John A. Bain

## ***Chess Rules for Students***

*Chess Rules For Students* is an instructional workbook designed for students just learning the game of chess. Parents and coaches unfamiliar with chess will find this booklet a valuable beginner's guide.

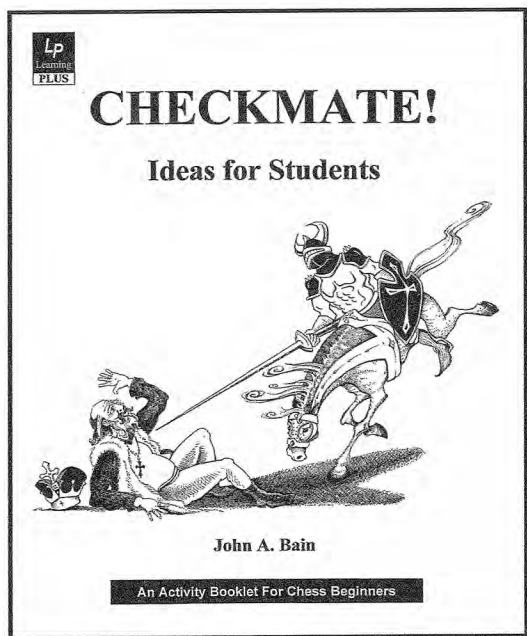
- No previous chess experience needed.
- Reading level is appropriate for grade-school use.
- All major rules of chess are covered.
- Pages are in easy-to-use worksheet format.
- Page-by-page comprehensive activities assess student understanding.
- Student-friendly Answer Key makes self-correction fun.



## ***Checkmate! Ideas for Students***

*Checkmate! Ideas for Students* is an instructional workbook for students who have mastered basic chess rules, beginning chess play, and the use of chess notation.

- Reading level is appropriate for grade-school use.
- Pages are in easy-to-use worksheet format.
- Page-by-page activities allow teachers to assess student understanding and progress.
- Activities are comprehensive, yet easy to correct.
- Versatile format enables both independent study and group instruction.
- Student-friendly Answer Key makes self-correction fun.



Each of these books is available from your favorite chess materials distributor, or you may contact the publisher directly by mail at the address given on the back cover. On the web, visit [www.chessforstudents.com](http://www.chessforstudents.com).