

Step 3

2 Test / Mix (2nd step): A

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

3 Test / Mix (2nd step): B

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

5 Double attack / Discovered and double check: A

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

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

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

8 Pin / Attack on a pinned piece: A

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

9 Pin / Attack on a pinned piece: B

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

11 Mate / Mate in two (access): A

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

12 Mate / Mate in two (access): B

- 1) Mating patterns: RN
- 2) 1. Qxh7+ Kxh7 2. Rh3#
- 3) 1. ... Qxa2+ 2. Kxa2 Ra8#
- 4) 1. Qxh7+ (1. Ng6+? hxg6) 1. ... Kxh7 2. Rh2#
- 5) 1. Qg6 (1. Qh4 h6; 1. Nxb7 Nf5; 1. Bxb7 Re7) 1. ... hxg6 2. Rh3#
- 6) 1. Qc8+ (1. Nc7+ Kb8) 1. ... Bxc8 2. Nc7#
- 7) Mating patterns: RB
- 8) 1. Qxd8+ Kxd8 2. Re8#.
- 9) 1. ... Rxh2+ (1. ... Re1+ 2. Nf1) 2. Kxh2 Rh8#
- 10) 1. Qxf5+ (1. Qg2 Bxc5) 1. ... exf5 2. Rg8#
- 11) 1. ... Qxh2+ 2. Kxh2 Bf1#
- 12) 1. ... Qa3 2. bxa3 Rb1#

13 Mate / Mate in two (access): C

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

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

15 Pawn ending / The square of the pawn: A

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

16 Test / Repetition: A

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

17 Test / Mix: C

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

19 Elimination of the defence / Capturing + mate: A

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

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

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

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

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

23 Defending / Defending against a double attack: A

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

24 Double attack / Temptation: A

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

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

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

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

27 Draw / Perpetual check: A

- 1) 1. Qe8+ Kh7 2. Qh5+ Kg8 3. Qe8+ 8) 1. Nf7+ Kg8 2. Nh6+ Kh8 3. Nf7+
 2) 1. Qg5+ Kh7 2. Qh5+ Kg7 3. Qg5+ 9) 1. ... Rd2+ 2. Kb1 Rd1+
 3) 1. ... Qf2+ 2. Kh1 Qf1+ 10) 1. ... Ne3+ 2. Kg1 Nf5+ 3. Kf1 Ne3+
 4) Drawing 11) 1. Nh5+ gxh5 2. Qg5+ Kh8 3. Qf6+
 5) Drawing 12) 1. ... Ng3+ 2. Kh2 Nf1+ 3. Kh1 Ng3+
 6) 1. Nf6+ Kf8 2. Nxb7+ Kg8 3. Nf6+
 7) 1. Rxg6+ fxg6 2. Qxg6+ Kh8 3. Qh6+

28 Draw / Stalemate: A

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

29 Draw / Mix: A

- 1) 1. ... Ne5+ 2. Kf5 Nxd7 9) 1. Bb6 Qe7 2. Bc5 Qd8 3. Bb6
 2) 1. Bg3 Qxg3 pat 10) 1. Rf6+ Bxf6 stalemate; 1. ...
 3) 1. Rh7+ Kg8 2. Rg7+ Kxf6 2. Kxb2
 4) 1. Rb2+ Nc2 2. Rxa2 11) 1. Rxg7+ Kxg7 2. Qg5+ Kh8 3. Qf6+
 5) 1. Rb2 and 2. Rxc2 12) 1. ... Bg5 2. Qg3 Bf4 3. Qh4 (3.
 6) 1. Rf4+ Qxf4 stalemate Qf3 Bg5) 3. ... Bg5
 7) 1. ... c1N+ (1. ... c1Q? 2. Qa2#)
 8) 1. ... Qe6+ 2. Qxe6 pat

31 Double attack / X-ray check: A

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

32 Double attack / X-ray attack: A

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

33 Test / Repetition: B

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

34 Test / Mix: D

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

35 Test / Mix: E

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

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

37 Defending / Defending against a pin: A

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

38 Defending / Defending against a pin: B

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

40 Mobility / Trapping: A

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

41 Mobility / Trapping: B

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

43 Pawn ending / Marking the key squares: A

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

7) f3, g3, h3

9) a5, b5, c5

11) Drawing

8) e2, f2, g2

10) Drawing

12) Drawing

44 Pawn ending / Key squares: A

1) 1. Kc6 Kd8 2. Kb7

2. d4) 2. ... Kd7 3. d4

2) 1. Kg6 Kg8 2. g5 Kh8 3. Kf7

8) 1. Ke6 (1. e4 Kf8 2. e5

3) 1. Kg5 Kh7 2. Kf6

Ke8 3. Ke6) 1. ... Kf8 2. e4

4) 1. Kd6 Ke8 2. Kc7

Ke8 3. e5

5) 1. Kb6! (1. b6? stalemate) 1. ...

9) 1. b3 (1. Kb4 Kb6 2. b3) 1.

Kb8 2. Ka6 Ka8 3. b6 Kb8 4.

... Kb6 2. b3

b7

10) 1. Ke6 Kg7 2. f5 Kf8 3. Kf6

6) 1. c5 Kc8 2. Kc6 Kb8 3. Kd7

11) 1. g8Q+ Kxg8 2. Kg6

7) 1. Ke5 Ke7 2. Kd5 (or first

12) 1. Kd5 Ke7 2. Kc6

46 Pin / Mate thanks to the pin: A

1) 1. Qxd7#

7) 1. Qxf5#

2) 1. Nb6#

8) 1. Rf8#

3) 1. Qg8#

9) 1. Rxe6#

4) 1. ... Qf1#

10) 1. Qxh7#

5) 1. Qxh7#

11) 1. ... Re1#

6) 1. Qb6#

12) 1. Nf7#

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

1) 1. Nf6+

7) Drawing

2) 1. c8Q (1. Bxd6+? Kd7)

8) 1. Qf8#

3) 1. ... Ng3#

9) 1. Rxe7

4) 1. ... Nxe2+

10) 1. Rxe4

5) 1. Bxd5

11) 1. Qd8#

6) 1. Rxe6+

12) 1. Rxe7

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

1) 1. Nc6+

7) 1. ... Rxd3

2) 1. ... Ne2+ (1. ... Bxg2? 2.

8) 1. ... Bf3

Rxf4+; 1. ... Nxc2 2. b5)

9) 1. Re6#

3) 1. Rxb4

10) 1. ... Qc3

4) 1. ... Ng3

11) 1. Qxd5

5) 1. ... Nxb7 (1. ... g4? 2. b8Q)

12) 1. Ne6

6) 1. Bxd7 (1. Qxd7? Qxc2#)

49 Pin / Mix: A

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

50 Orientation / Identify the threat: A

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

51 Orientation / Identify the threat: B

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

52 Pawn ending / Key squares: B

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

53 Pawn ending / Key squares: C

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

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

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

54 Test / Repetition: C

- 1) 1. Rxe6#
- 2) 1. ... Qf6
- 3) 1. ... c4
- 4) 1. Bxd5
- 5) 1. Kg5
- 6) 1. ... Rd7

- 7) 1. Nf6+
- 8) 1. ... Qa8
- 9) 1. Kb6
- 10) 1. ... Nb8
- 11) 1. Ne2
- 12) 1. Bd2

55 Test / Mix: F

- 1) 1. ... Nb6
- 2) 1. ... Kf3 2. Ke1 Kg2
- 3) 1. Bg5
- 4) 1. Qd4
- 5) 1. ... Ng4 2. Bxd8 Nf2#
- 6) 1. Kh2
- 7) 1. ... Nxb4 2. Bxd7? Bxb2#

- 8) 1. b8Q+ Kxb8 2. Kb6; 2. b6?
Kc8 3. b7+ Kb8
- 9) 1. ... g5 and 2. ... Kg6
- 10) 1. Ra1
- 11) 1. Ne7+ Kh8 2. Ng6+
- 12) 1. Bd5

56 Test / Mix: G

- 1) 1. Rh2+ Bxb2 2. Qh4#
- 2) 1. ... Kd3 2. Kb2 c4 3. Kc1 Kc3
(square of the pawn, helping
and key squares)
- 3) 1. Ng5+; 1. Nf6+? Nxf6 and
Re8
- 4) 1. ... g4
- 5) Drawing

- 6) 1. Rxb6+ Bxb6 2. Rh7#
- 7) 1. Rxb7+
- 8) 1. ... Rh1+
- 9) 1. Qe4+ or 1. Qc6+ or 1.
Qg2+
- 10) 1. Bf4
- 11) 1. Nc8+ Ka8 2. Nb6+
- 12) 1. ... Kc4