



# CHESS TACTICS

for  
Students

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Project Editor  
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Philomath, Oregon

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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.



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# 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

The Answer Key for **Chess Tactics for Students** is now bound-in the book. You, the chess teacher, will develop your own philosophy about how best to use the Answer Key with your students. Many coaches find that students learn best when they consult the Answer Key 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 and early access to answers can interfere with good learning habits.

## 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 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.

a b c d e f g h

- 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, g3, 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	Black	Chess Symbols
1.	<b>Qd8 +</b>	<b>Rxd8</b>	K = King
			Q = Queen
2.	<b><u>Rxd8#</u></b>		R = Rook
			B = Bishop
			N = Knight

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

a b c d e f g h

**White to move.**

Checkmate in two moves.

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

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

# Chess Notation

## Chess Notation - Example 3

4

a b c d e f g h

**Black to move.**

Win the White Queen  
in three moves.

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

White

Black

1. ... 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.

8  
7  
6  
5  
4  
3  
2  
1

a b c d e f g h

**White to move.**

Avoid a stalemate draw.  
Come out a Rook ahead.

Promote the pawn to a  
piece other than a Queen.

White

Black

1. c8 = R

White

Black

1. c8 = Q??  
stalemate

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 it 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. Siegber 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 Culber son (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.**  
Norber 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 Pushkin (1799- 1838), Russian poet and author (speaking to his wife).
- **When in doubt, take a pawn!**  
Wilhelm Steinit (1835- 1900), Austrian World Chess Champion, 1866- 1894.
- **The mistakes are all there waiting to be made!**  
Dr. Savielly Tar akover (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 *dufer*, *pat* er, or *fsh* 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:

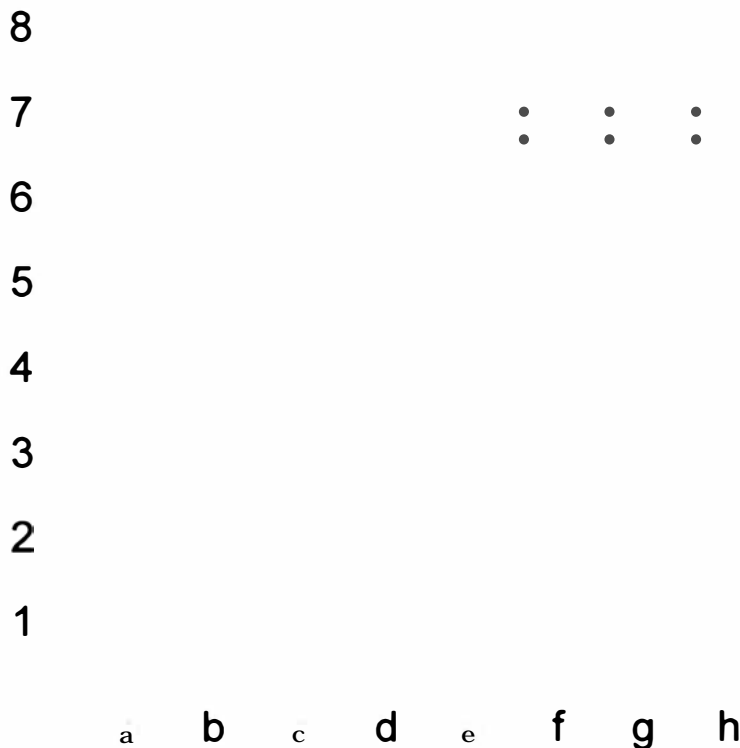
- Know the board. Be sure you can use algebraic notation to name squares and to write moves.
- Use the hints to your advantage. First, try to find the best move without reading the hint. Do each problem in your head or on a board. Then, use the hint as your guide. Remember, no one becomes an expert on 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	Black	White	Black
8					
7		1. Re1	Qxe1 +	1. Re1	0-0??
6					
5		2.		2. <u>Rxe4</u>	
4					
3					
2					
1					
	a b c d e f g h				

**White to move.**

Win the Black Queen for a Rook in two moves.

Use a Rook Pin. Play Re 1 pinning the Black Queen to the King on the e file. On the next move, White will win the Black Queen.

		White	Black	White	Black
8					
7		1. . . .		1. . . .	
6					
5		2. <u>K moves</u>		2. <u>P Moves</u>	+
4					
3					
2					
1					
	a b c d e f g h				

**Black to move.**

Win the White Rook in two moves.

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

This one is done for you.

Your turn now!

# 1 PINS instruction

		White	Black	White	Black
8					
7			<u>Qxb5</u>		<u>Bd7</u>
6					
5					
4					
3					
2					
1					
	a b c d e f g h				

**White to move.**

Win the Black Queen for a Bishop in two moves.

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	Black
8			
7		1. _____	<u>Rxe4</u>
6			
5		2. _____	<u>Any Move</u>
4			
3		3. _____	
2			
1			
	a b c d e f g h		

**White to move.**

Win the Black Knight in three moves.

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

		White	Black	White	Black
8					
7		1. <u>• • •</u>	<u>          </u>	1. <u>• • •</u>	<u>          </u>
6					
5		2. <u>K moves</u>	<u>          </u>	2. <u>P moves</u>	<u>          </u> +
4					
3					
2					
1					
	a b c d e f g h				

**Black to move.**

Win the White Rook in two moves.



Use a Bishop Pin.

Diagram 7

	White	Black
		<u>Any move</u>
2.	<u>          </u>	<u>          </u>

a b c d e f g h

**White to move.**

Win the Black Rook in two moves.

Use a Queen Pin.

# 1 Pins

Diagram 8

8																	
7																	
6																	
5																	
4																	
3																	
2																	
1																	
	a	b	c	d	e	f	g	h									

**White to move.**

Win the Black Knight in two moves.

White

Black

K moves

Use a Rook Pin.

Diagram 9

8																	
7																	
6																	
5																	
4																	
3																	
2																	
1																	
	a	b	c	d	e	f	g	h									

**White to move.**

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

White

Black

Bd7

Use a Bishop Pin and a pawn attack.

# 1 Pins

Diagram 10

	White	Black
7	1. <u>• • •</u>	<u>          </u>
6		
5	2. <u>Bd2</u>	<u>          </u>
4		
3		
a b c d e f g h		

**Black to move.**

Win the White Queen for a Bishop in two moves.

Use a Bishop Pin.

Diagram 11

	White	Black	White	Black
8				
7	1. <u>• • •</u>	<u>          </u>	1. <u>• • •</u>	<u>          </u>
6				
5	2. <u>Kf4</u>	<u>          </u>	2. <u>Kf4</u>	<u>          </u>
4				
3	3. <u>P moves</u>	<u>          </u> +	3. <u>K moves</u>	<u>          </u>
2				
1				
a b c d e f g h				

**Black to move.**

Win the White Rook in three moves.

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



# 1 Pins

	White	Black	White	Black
8				
7	1.	Qxa8	1. _____	_____ Qf8
6				
5	2. _____		2. _____	+
4				
3				
2				
1				
	a b c d e f g h			

**White to move.**

Win the Black Queen for a Rook in two moves.

Use a Rook Pin.

	White	Black	White	Black
8				
7		Qxe1+		_____ Ne7
6				
5	_____	+		
4				
3				
2				
1				
	a b c d e f g h			

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

**White to move.**

Win the Black Queen for a Rook in two moves.

Use a rook 1.;1

# 1 Pins

	White	Black	White	Black
8				
7	1. _____	Ke7	1. _____	<u>g4</u>
6				
5	2. _____		2. _____ +	<u>K moves</u>
4				
3			3. _____	

a b c d e f g h

**White to move.**

Win the Black Knight in two or three moves.



Use a Queen Pin.

	White	Black
8		
7	1. <u>• • •</u>	<u>+</u>
6		
5	2. _____	_____
4		
3	3. <u>Any move</u>	_____
2		

a b c d e f g h

**Black to move.**

Win the White Rook in three moves.

Use a Queen trade. followed by a Bishop Pin.

# 1 Pins

	White	Black
8		
7	1. _____	_____ a6
6		
5	2. _____	_____ move
4		
3	3. _____	

a b c d e f g h

**White to move.**

Win the Black Rook in three moves.

Use a Queen Pin, followed by a pawn attack.

Diagram 17

	White	Black
7	1. _____ Nxd5	_____ Qxd5??
6		
5	2. _____	_____ Qxc4
4		
3	3. _____	

a b c d e f g h

**White to move.**

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

Use a Knight sacrifice, followed by a Bishop Pin.

# 1 Pins

	White	Black	White	Black
8				
7	1. _____	<u>cxb4</u>	1. _____	<u>Any other</u>
5	2. _____		2. <u>Nd3!</u>	
4				
3				

a b c d e f g h

**White to move.**

Win a pawn on b4 in two moves.

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

	White	Black	White	Black
7	1. _____	<u>Qxe5?</u>	1. _____	<u>O- O!</u>
6				
5	2. _____	<u>Qxe1?</u>	2. <u>d4!</u>	
4				
3	3. _____+			
2				

a b c d e f g h

**White to move.**

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

Use a Knight sacrifice on e5. followed by a Rook Pin.

# 1 Pins

	White	Black
7	1. _____	_____ a6!
6		
5	2. _____ +	_____
4		
3	3 _____	

a b c d e f g h

**White to move.**

----- Win a Knight on c6 in three

Use a Bishop Pin and a Pawn attack.

Diagram 21

	White	Black
8		
7	1. _____	_____ Kg7
6		
5	2. _____	_____ Any move
4		
3	3 _____	
2		
1		

a b c d e f g h

**White to move.**

----- Win the Black Knight in three

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

# 1 Pins

	White	Black	White	Black
8				
7	1. _____	<u>e5</u>	1. _____	<u>Qxc3?</u>
6				
5	2. _____		2. _____ +	<u>K moves</u>
4				
3			3. _____	
2				
1				
	a b c d e f g h			

**White to move.**

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



Attack the pinned Black Queen with the White Rook.

Remember: Attack pinned pieces.

	White	Black
8		
7	1. <u>• • •</u>	_____
6		
5	2. <u>Kc2</u>	_____
4		
3	3. <u>Any move</u>	_____
2		
	a b c d e f g h	

**Black to move.**

Win the White Rook for a pawn in three moves.

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

	White	Black	White	Black
7	1.	Qf6		<u>dxe6??</u>
6				
5	2. _____+		2.	
4				
3				
	a	b	c	d
	e	f	g	h

**White to move.**

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

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	Black
7	1. _____	<u>Nxf5?</u>
5	2. _____	<u>Any move</u>
3	3. _____	
2		
	a	b
	c	d
	e	f
	g	h

**White to move.**

Win a Black Knight on f5 in three moves.

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

# 1 Pins

Diagram 26

	White		Black	
8				
7	1. _____	<u>Qxe4??</u>	1. _____	<u>Qxe4??</u>
6				
5	2. _____	<u>Qxe1+</u>	2. _____	<u>Nf6?</u>
4				
3	3. _____+		3. _____+	
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

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

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	
8				
7	1. . . .			
6				
5	2.			
4				
3	3. <u>Qxb7</u>			
2				
	a	b	c	d
	e	f	g	h

**Black to move.**

Win the White Rook for a Bishop in three moves.

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



# 1 Pins

		White	Black	
8				
7		1. _____ +	_____	The slash (/) is used to show that either of two moves is possible.
6				
5		2. _____ +	Kh8	
4				
3		3. _____ #		
2				
	a b c d e g h			

**White to move.**

Checkmate in three moves.

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.

		White	Black
8			
7		1. _____ +	Kxh7
6			
5		2. _____ #	
4			
3			
2			
1			
	a b c d e f g h		

**White to move.**

Checkmate in two moves.

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		Black	
8				
7		1. _____ +		_____ Kxd8
6				
5				
4				
3				
	a	b	c	d

**White to move.**

Win the Black Queen for a Rook in two moves.

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		Black		White		Black	
8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

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

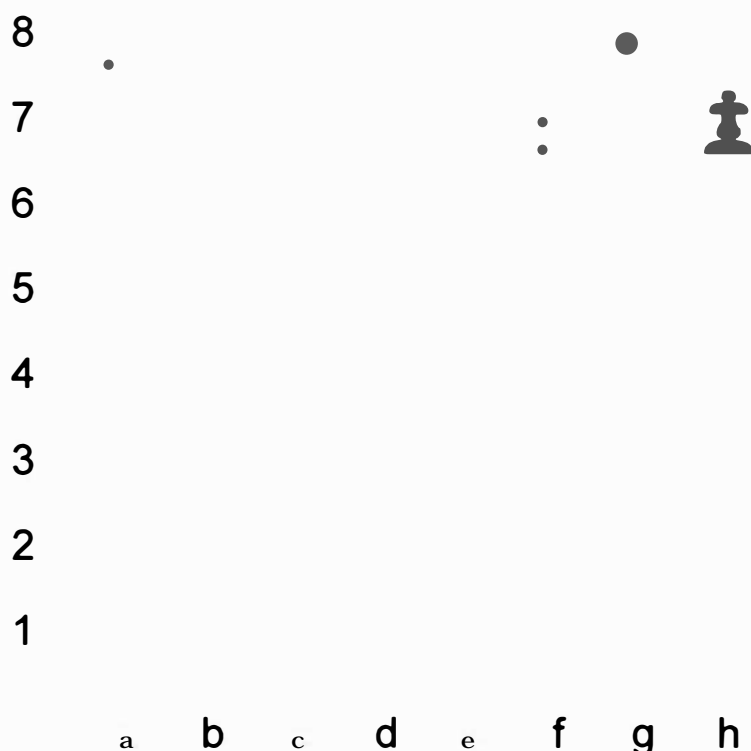
Use a pawn attack and Rook Pin.

# 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

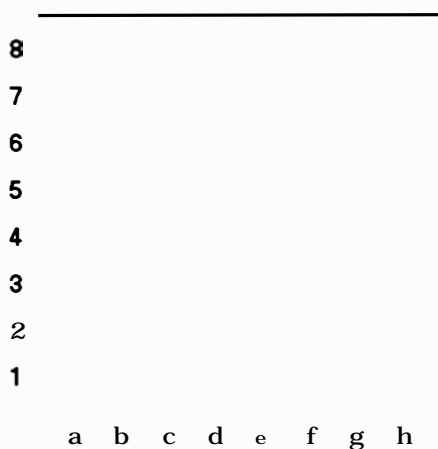


**Black to move.**

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



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

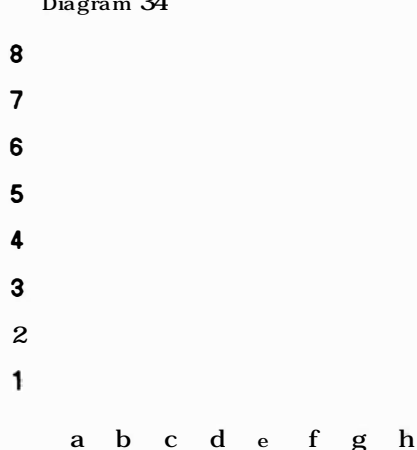
This one is done for you.

**White to move.**

Checkmate in two moves.

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

Your turn now!

**White to move.**

Checkmate in three moves.

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

# 2 Back Rank Combinations

## instruction

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____	_____
4		
3	3. _____ #	
2		
1		
	a b c d e f g h	

**White to move.**

Checkmate in three moves.

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	Black
8		
7	1. _____	Rxe7??
6		
5	2. _____ +	
4		
3	3. _____ #	
2		
1		
	a b c d e f g h	

**White to move.**

Checkmate in three moves.

White plays Oxe7!. If Black plays ... Rxe7, then \ hte plays Rd8+. Black can r d k the check with Rc ( . J.i! then White plays Rxe () ;

# 2 Back Rank Combinations

Diagram 37

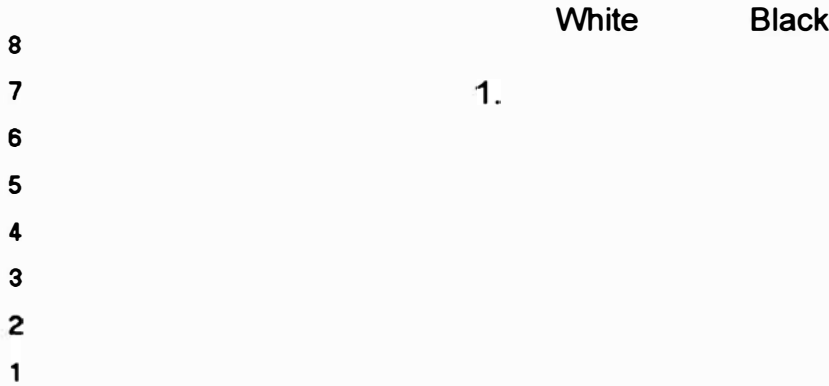


a b c d e f g h

**Black to move.**

Checkmate in one move.

Use a Back Rank mate.



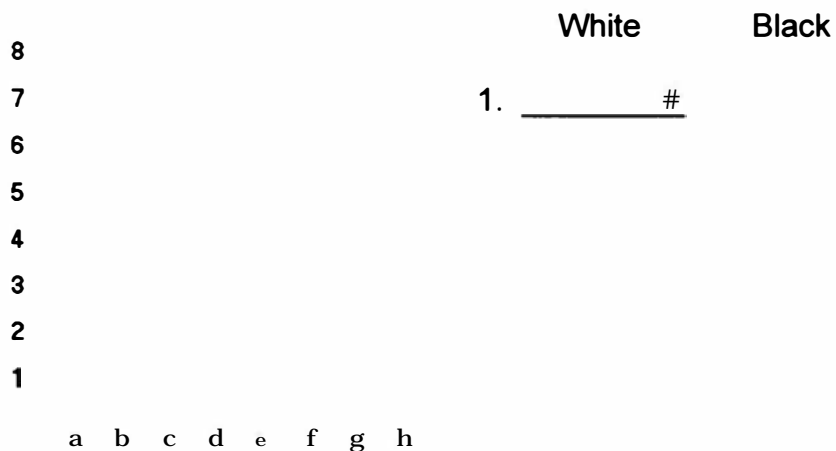
a b c d e f g h

**White to move.**

Checkmate in one move.

Use a Back Rank mate.

## 2 Back Rank Combinations

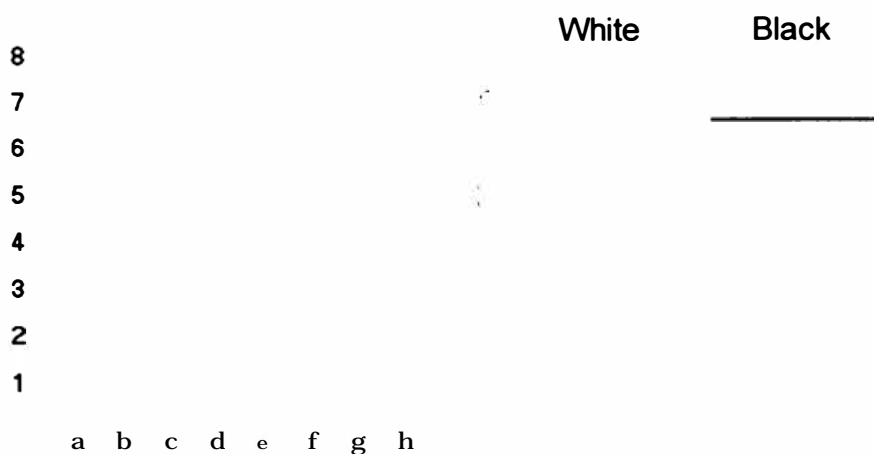


1. \_\_\_\_\_ #

**White to move.**

Checkmate in one move.

Use a Back Rank mate.



**White to move.**

Checkmate in two moves.

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

# 2 Back Rank Combinations

	White	Black						
7	1.	+						
6								
5	2.	+						
4								
3	3. _____	#						
2								
	a	b	c	d	e	f	g	h

White to move.

Checkmate in three moves.

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

Diagram 42

Diagram 42		White	Black					
8								
7		1. _____ +	_____					
5		2. _____ +						
4								
3		3. _____ #						
2								
	a	b	c	d	e	f	g	h

White to move.

Checkmate in three moves.

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



## 2 Back Rank Combinations

		White	Black
8			
7		1. _____ +	_____
6			
5		2. _____ #	
4			
3			
2			
1			
	a b c d e f g h		

**White to move.**

Checkmate in two moves.

Use a Back Rank Combination.

		White	Black
8			
7		1. _____ +	_____
6			
5		2. _____ #	
4			
3			
2			
1			
	a b c d e f g h		

**White to move.**

Checkmate in two moves.

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

## 2 Back Rank Combinations

Diagram 45

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	_____
4		
3	3. _____ #	
2		
1		
a b c d e f g h		

**White to move.**

Checkmate in three moves.

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

	White	Black
8		
7	1. _____ +	Qd8
6		
5	2. _____ +	Be8
4		
3	3. _____ #	
2		
1		
a b c d e f g h		

**White to move.**

Checkmate in three moves.

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

## 2 Back Rank Combinations

	White	Black					
8							
7	1. _____ +	_____					
6							
5	2. _____ #						
4							
3							
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.

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

Diagram 48

	White	Black					
8							
7	1. _____ +	Nxc8					
6							
5	2. _____ +	Rd8					
4							
3	3. _____ #						
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Checkmate in three moves.

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

	White	Black
7	1.     • • •	+
6		
5	2.     Bc1	+
4		
3	3.     Qd1	#
2		
	a b c d e f g h	

Black to move.

Checkmate in three moves.

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

Diagram 50

	White	Black
8		
7	1.     +	
6		
5	2.     #	
4		
3		
2		
1		
	a b c d e f g h	

White to move.

Checkmate in two moves.

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

## 2 Back Rank Combinations

	White		Black					
8								
7	1.		+					
6								
5	2.	<u>          </u>	#					
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.

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

	White				Black			
8								
7			1.	+				
6								
5			2.					
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.

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

# 2 Back Rank Combinations

	White	Black
8		
7	1.	+
6		
5	2. _____	#
4		
3		
a	b	c
d	e	f
g	h	

White to move.

Checkmate in two moves.

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

Diagram 5

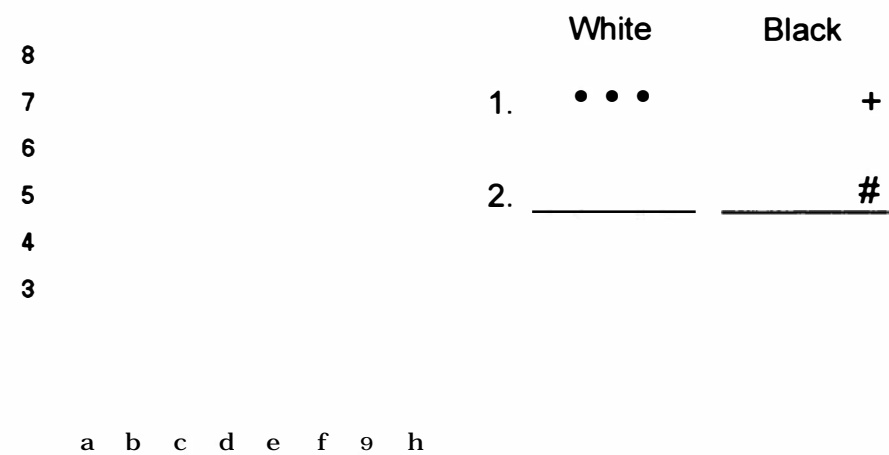
	White	Black
8		
7	1.	+
6		
5	2. _____	+
4		
3	3. _____	#
a	b	c
d	e	f
g	h	

White to move.

Checkmate in three moves.

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

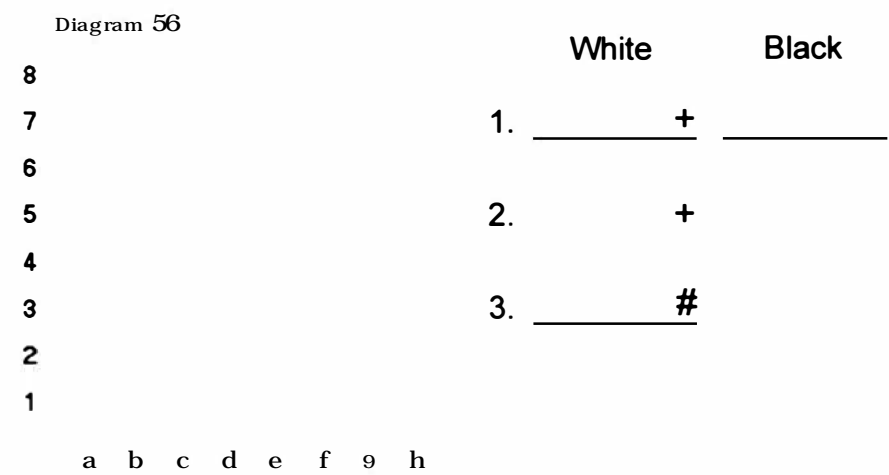
# 2 Back Rank Combinations



Black to move.

Checkmate in two moves.

Use a Back Rank Combination beginning with a Bishop check.



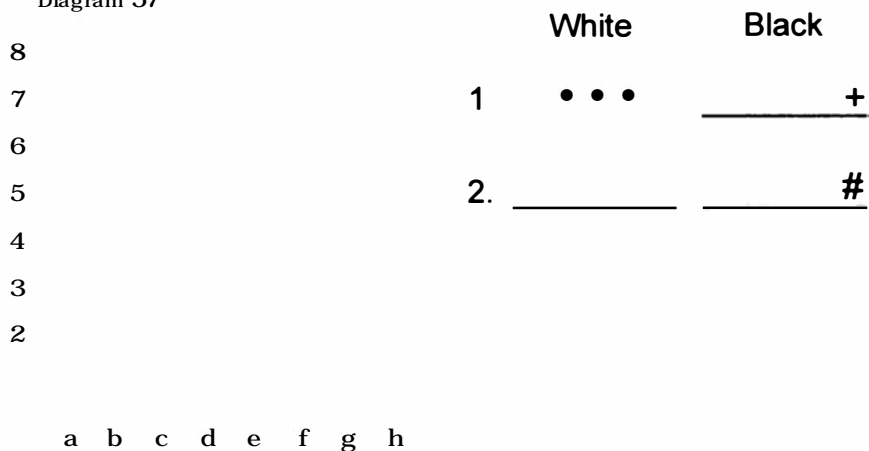
White to move.

Checkmate in three moves.

Use a Back Rank Combination.

## 2 Back Rank Combinations

Diagram 57

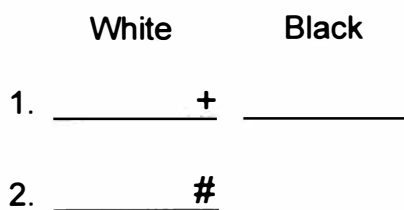


**Black to move.**

Checkmate in two moves.

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

Diagram 58



a b c d e f g h

**White to move.**

Checkmate in two moves.

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



# 2 Back Rank Combinations

Diagram 59

	White	Black
8		
7	1.   • • •	_____ +
6		
5	2. _____	_____ +
4		
3	3. _____	_____ #
2		
1		
a		
b		
c		
d		
e		
f		
g		
h		

**Black to move.**

Checkmate in three moves.

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

	White	Black
8		
7	1.   • • •	_____ +
6		
5	2.   Bxd4	_____ +
4		
3	3. _____	_____ +
2		_____ #
1		
a		
b		
c		
d		
e		
f		
g		
h		

**Black to move.**

Checkmate in four moves.

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

	White	Black					
8							
7	1. _____ +	_____					
6							
5	2. _____ #						
4							
3							
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.



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

	White	Black
1.	_____ +	_____
2.	_____ +	_____
3.		

a b c d e f g h

**White to move.**

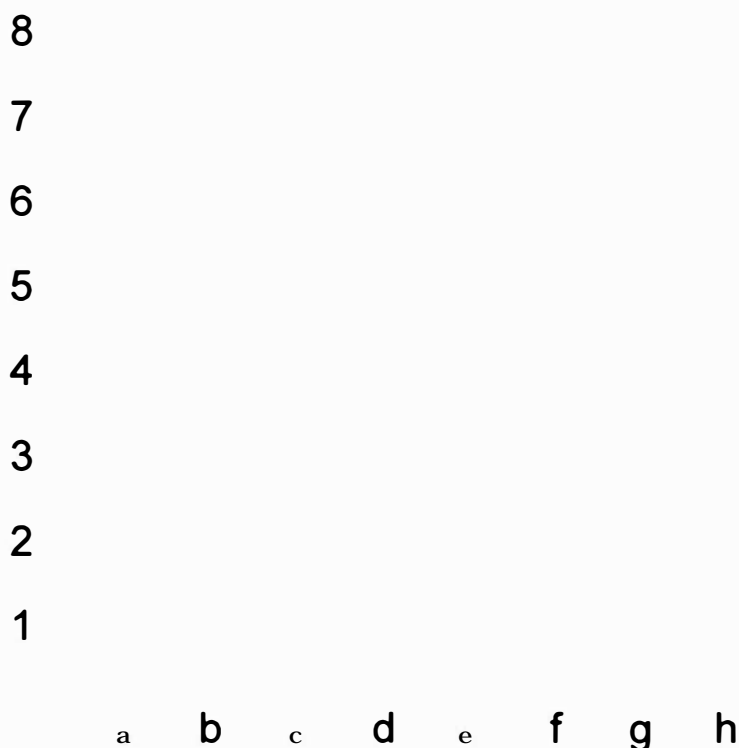
Checkmate in three moves.

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.**

Diagram 64

8  
7  
6  
5  
4  
3

White                  Black

1.    **Nd6 +**    K moves

2.    **Nxb7**

This one is done for

1

# K night Forks instruction

Diagram 66

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
1		
a b c d e f g h		

**White to move.**

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

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

	White	Black
8		
7	1. _____ +	
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
1		
a b c d e f g h		

**White to move.**

----- Win the Black Knight in three

White plays Qxd4+, attacking the Black King and Queen. To save the Queen, Black plays . . . Oxd4. White then forks Black's King and Queen (Nf5+), winning the Black Queen.

# 3 Knight Forks

		White	Black
8			
7		1.   •••	_____+
6			
5		2.   K moves	_____
4			
3			
2			

a b c d e f g h

**Black to move.**

Win the White Bishop in two moves.



Use a Knight Fork.

Diagram 69

	White	Black
1.	_____	_____Kf6

5  
4  
3  
2  
1

a b c d e f g h

**White to move.**

Win a pawn in two moves.

Use a Knight Fork.

# 3 Knight Forks

Diagram 70

	White	Black
1.	<u>          </u> +	<u>  K moves  </u>

a b c d e f g h

**White to move.**

Win the Black pawn on d5 in  
t    moves.

Use a Knight Fork.

Diagram 71

8 

7

6

5

4

3

2

1

a b c d e f g h

**White to move.**

Win the Black Rook in two  
moves.

Use a Knight Fork.

# 3 Knight Forks

	White	Black
1.	<u>          </u> +	<u>  K moves  </u>

5	
4	
3	
2	
1	
	a b c d e f g h


**White to move.**

Win the Black Queen for a Knight in two moves.

Use a Knight Fork.

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

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

**White to move.**

Win the Black Queen for a Knight in two moves.

Use a Knight Fork.



### 3 Knight Forks

White

Black

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

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

a b c d e f g h

White to move.

Win the Black Rook in two moves.

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

Diagram 75

White

Black

1. • • • +

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

a b c d e f g h

Black to move.

Win the White Queen in two moves.

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

# 3 Knight Forks

8

7

6

5

4

3

White

Black

White

Black

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

K moves

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

Bxd6??

a

b

c

d

•

f

g

h

White to move.

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

Use a Knight Fork and Bishop  
pin.

8

7

6

5

4

3

2

1

White

Black

1.     • • • \_\_\_\_\_ +

2.     bxc3 \_\_\_\_\_ +

3.     K moves \_\_\_\_\_

a

b

c

d

•

f

g

h

Black to move.

Win the White Queen in three  
moves.

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

# 3 Knight Forks

Diagram 78

	White	Black
8		
7	1.   • • •	_____ +
6		
5	2. _____	_____ +
4		
3	3. <u>  K moves  </u>	_____
2		
1		
	a   b   c   d   e   f   g   h	

**Black to move.**

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

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

Diagram 79

	White	Black
8		
7	1. _____ +	<u>  Qxc6  </u>
6		
5	2. _____ +	<u>  K moves  </u>
4		
3	3. _____	
2		
1		
	a   b   c   d   e   f   g   h	

**White to move.**

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

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

### 3 Knight Forks

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	Qxf8
4		
3	3. _____ +	K moves
a b c d e f g h		

**White to move.**

Win the Black Queen for a Knight in four moves.

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

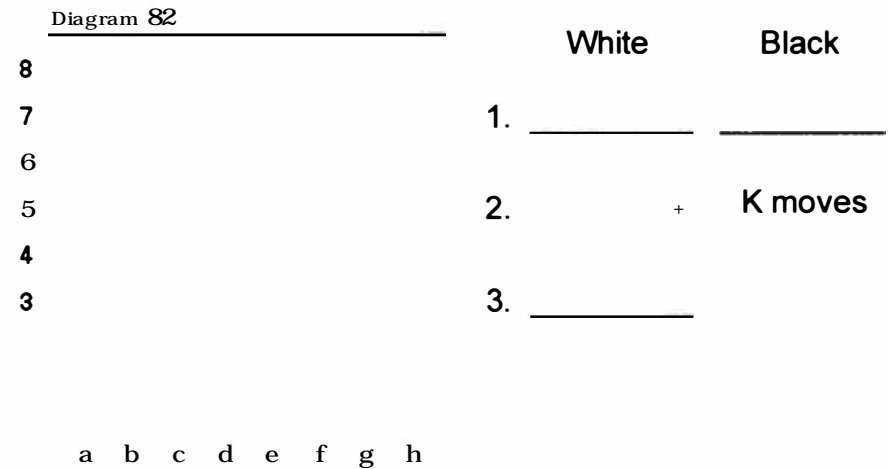
	White	Black
8		
	1. _____ +	Bxd6?
5	2. _____ +	K moves
4		
3		Rhe8
2		
a b c d e f g h		

**White to move.**

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

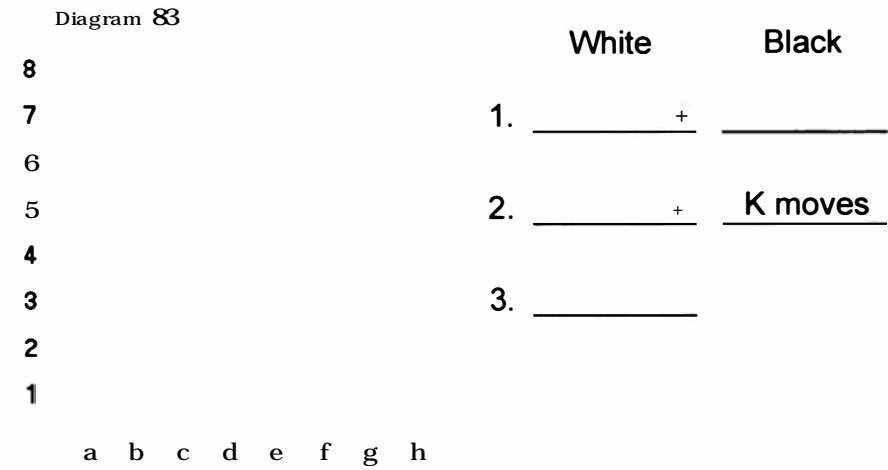
Use two Knight checks on d6. Follow those with a Knight move to f3, forking the Black Rooks.

# 3 Knight Forks



Win a Rook in three moves.

Trade Queens. and then use a Knight Fork check.



Win a pawn in three moves.

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

# 3 Knight Forks

Diagram 84

7  
6  
5  
3  
2

White

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

Black

Qxd5  
  
K moves

a b c d e f g h

White to move.

Win the Black Bishop in three moves.

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

7  
6  
5  
4  
3

White

1. . . .  
  
2. Nxe4  
  
3. K moves

Black

+

a b c d e f g h

Black to move.

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

Use a Queen sacrifice, followed by a Knight Fork.

45

# 3 Knight Forks



Diagram 86

	White	Black
8		
7	1. _____	Qxc6?
6		
5	2. _____ +	_____
4		
3	3. _____	
2		
1		
	a b c d e f g h	

White to move.

Win the Black Knight and Bishop in three moves.

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

Diagram 87

	White	Black
8		
7	1. • • •	_____ +
6		
5	2. _____	_____ +
4		
3	3. K moves	
2		
1		
	a b c d e f g h	

Black to move.

Win the White Bishop in three moves.

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

# 3 Knight Forks

Diagram 88

	White	Black
8		
7	1. _____ +	_____
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
a b c d e f g h		

**White to move.**

Win the Black Rook on c8 in three moves.

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

	White	Black
7	1. • • •	_____
6		
5	2. gxf3	_____ +
4		
3	3. <u>K moves</u>	_____
2		
a b c d e f g h		

**Black to move.**

Win the White Bishop in three moves.

Use a Queen sacrifice, followed by a Knight Fork.



# 3 Knight Forks

Diagram 90



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

a b c d e f g h

**White to move.**

Win the Black Bishop on c8 in three moves.

Use a Queen sacrifice, followed by a Knight Fork.



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

a b c d e f g h

**Black to move.**

Win the White Knight in three moves.

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	Black
8		
7	1. _____	_____
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
1		
a b c d e f g h		

**White to move.**

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

Use a Rook sacrifice, followed by a Knight Fork.

Diagram 93

	White	Black	White	Black
7	1. • • •	_____	1. • • •	_____
5	2. <u>Rbb1</u>	_____	2. <u>Rbb1</u>	_____
4				
3	3. <u>Be3</u>	_____	3. <u>Rc2</u>	_____
2				
1				
a b c d e f g h				

**Black to move.**

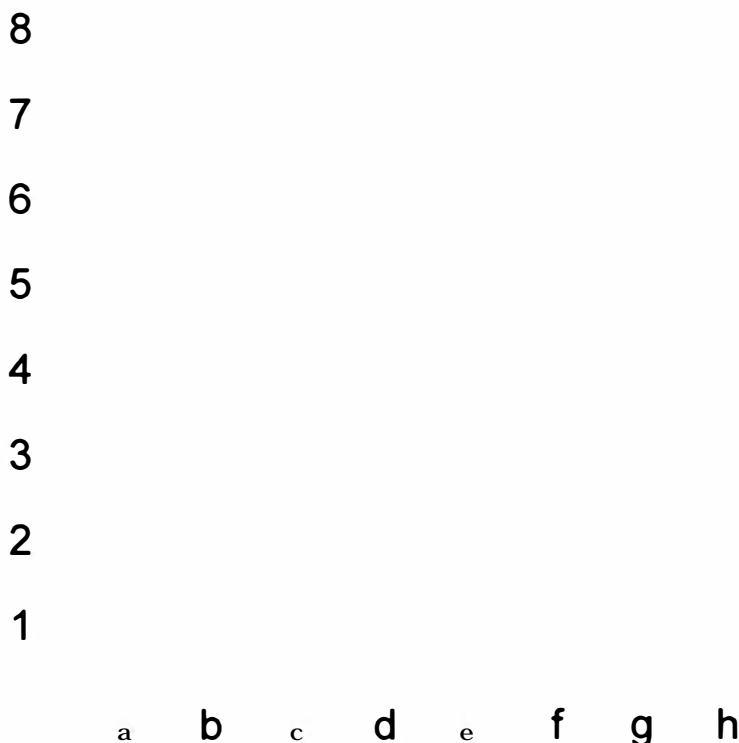
On Black's second move, the Black Knight will fork the White Bishop and Rook on c1, winning the exchange or the Bishop in three moves.

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

		White	Black		White	Black
8				1.	...	Ke5
7						
6				2.	B moves	Kxf4
5						
4						
3						
2						
1						
	a b c d e f g h					

**Black to move.**

Win the White Bishop or Rook  
in two moves.

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.

		White	Black		White	Black
8				1.		Bxd4
7						
6						
5				2.		
4						
3						
2						
1						
	a b c d e f g h					

**White to move.**

Win the Black Bishop or Knight  
in two moves.

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

	White	Black
8		
7	1. _____ +	<u>K moves</u>
6		
5	2. _____	
4		
3		
2		
1		
	a b c d e f g h	

**White to move.**

Win the Black Knight in two moves.

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	Black	White	Black
8				
7	1. _____	<u>Bxc5</u>	1. _____	<u>Bxc5</u>
6				
5	2. _____	<u>Bxd4</u>	2. _____	<u>N moves</u>
4				
3	3. _____		3. _____	
	a b c d e f g h			

**White to move.**

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

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.

# 4 Other Forks /Double Attacks

	White	Black
8		
7	1. _____ +	<u>K moves</u>
5	2. _____	
4		
3		
2		

a b c d e f g h

**White to move.**

Win the Black Rook in two moves.



Use a Queen Fork.

	White	Black
1.		_____

a b c d e f g h

**White to move.**

Win the Black Knight in two moves.

Use a Queen Fork.

# 4 Other Forks/Double Attacks

Diagram 101

	White		Black
1.	<u>          </u> +		<u>K moves</u>

a b c d e f g h

**White to move.**

Win the Black Rook in two moves.

Use a Queen Fork.

Diagram 102

	White		Black		White		Black
1.	<u>          </u> +		K moves				<u>Be4</u>

8  
7  
6  
5  
4  
3  
2  
1

a b c d e f g h

**White to move.**

Win the Black Bishop in two moves.

Use a Queen Fork.

# 4 Other Forks/Double Attacks

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		

a b c d e f g h

**White to move.**

Win the Black pawn on g6.

Use a Bishop sacrifice check.  
followed by a Queen Fork.

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		

a b c d e f g h

**White to move.**

Win the Black Bishop in three  
moves.

Use a Rook sacrifice check.  
followed by a Queen Fork.



## 4 Other Forks/Double Attacks

								White		Black		White		Black		
8																
7									1.	+	Kf8	1.	+	Kd8		
6																
5									2.	+		2.	+	Kc7		
4																
3									3.	+	Kh6	3.				
2																
1																
	a	b	c	d	e	f	g	h								
	White to move.															

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

## Use three Queen Forks!

Diagram 106

Diagram 100

	White	Black	White	Black
8				
7	1. ● ● ●	_____ +	1. ● ● ●	
6				
5	2. <u>K moves</u>	_____	2. <u>N moves</u>	_____
4				
3				
2				
1				
a	b	c	d	e
f	g	h		

**Black to move.**

----- Win the White pawn in two

## Use a Look Fick

# 4 Other Forks/Double Attacks

	White	Black	White	Black
7		<u>    Kg8    </u>		<u>    b6/Rb8    </u>
6				
5				
4				
3				

a b c d e f g h

**White to move.**

Win the b pawn or the h pawn  
in two moves.



Use a Rook Fork.

	White	Black
8		
7	1. <u>          </u> +	<u>    K moves    </u>
6		
5	2. <u>          </u>	
4		
3		
2		
1		

a b c d e f g h

**White to move.**

Win the Black g pawn in two  
moves.

Use a Rook Fork.

## 4 Other Forks/Double Attacks

Diagram 109


	White	Black
8		
7	1.	Nxg4
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
1		
	a b c d e f g h	

**White to move.**

Win the Black g-pawn in three moves.

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

Diagram 110

	White	Black	White	Black
8				
7	 1. _____	Bxb7	1. _____	a5?
6				
5	2. _____ +	K moves	2. <u>Nxa5!</u>	<u>Bxa5</u>
4				
3	3. _____		3. <u>Rc5!</u>	<u>Be6</u>
2				
1			4. _____	
	a b c d e f g h			

**White to move.**

Win the Black pawn on b7 in three moves.

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	Black
7	1.	exd5
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	

a b c d e f g h

**White to move.**

Win a pawn in three moves.

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

	White	Black	White	Black
8				
7	1. _____	<u>N moves</u>	1. _____	<u>P moves</u>
6				
5	2. _____		2. _____	
4				
3				
2				
1				

a b c d e f g h

**White to move.**

Win the Black pawn or Knight  
in two moves.

Use a Bishop Fork.

## 4 Other Forks/Double Attacks

Diagram 113

	White	Black
8		
7	1. _____ +	<u>K moves</u>
6		
5	2. _____	
4		
3		
2		
1		
	a b c d e f g h	

**White to move.**

----- Win the Black pawn on c6 and Knight in two moves.

Use a Bishop Fork.

Diagram 114

	White	Black
8		
7	1. _____	<u>Rxh3</u>
6		
5	2. _____ +	<u>K moves</u>
4		
3	3. _____	
2		
1		
	a b c d e f g h	

**White to move.**

----- Win the Black pawn and Bishop in three moves.

Use a Rook sacrifice. followed by a Bishop Fork.

## 4 Other Forks/Double Attacks

	White	Black
8		
7	1. _____ +	_____ Kh7
6		
5	2. _____ +	
4		
3	3. _____	

a b c d e f g h

**White to move.**

Win the Black Rook in three moves.

Use a Rook check, followed by a Bishop Fork.

Diagram 116

	White	Black
8		
7	1. _____	_____ Rxd3?
6		
5	2. _____ +	_____ Kh7
4		
3	3. _____ +	_____

a b c d e f g h

**White to move.**

Win the Black Rook in four moves.

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

## 4 Other Forks/Double Attacks

Diagram 117

	White	Black
8		
7	1. <u>• • •</u>	<u>          </u>
5	2. <u>          </u>	<u>          </u> +
4		
3	3. <u>K moves</u>	<u>          </u>
a b c d e f g h		

**Black to move.**

Win the White Bishop in three moves.

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

Diagram 118

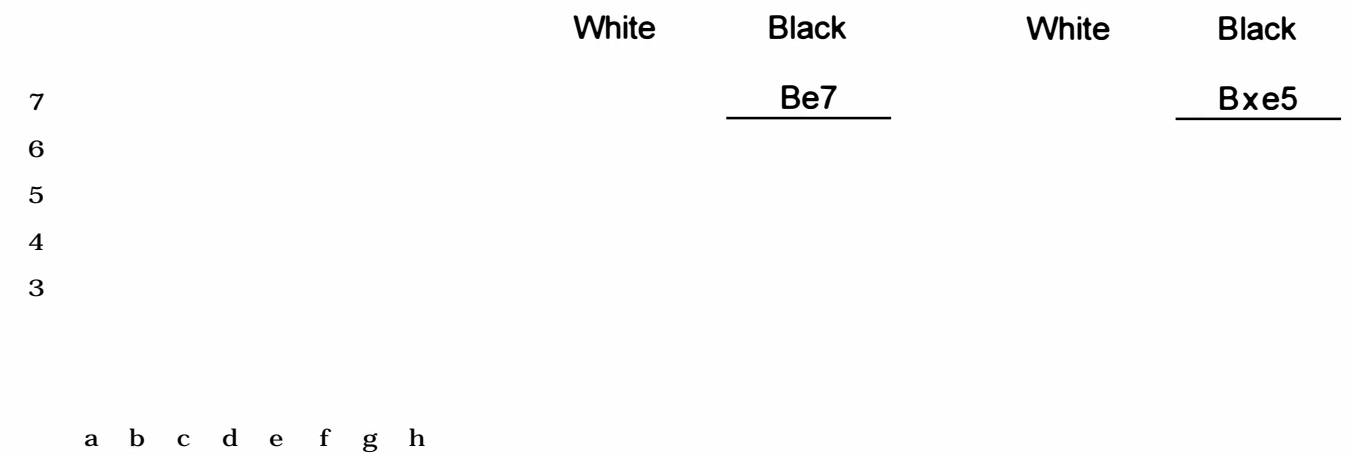
	White	Black	White	Black
8				
7	1. <u>          </u> +	<u>K moves</u>	1. <u>          </u> +	<u>Nxe5??</u>
6				
5	2. <u>          </u>		2. <u>          </u> +	<u>Qxc7</u>
4				
3			3. <u>          </u>	
2				
1				
a b c d e f g h				

**White to move.**

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.

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.

## 4 Other Forks/Double Attacks

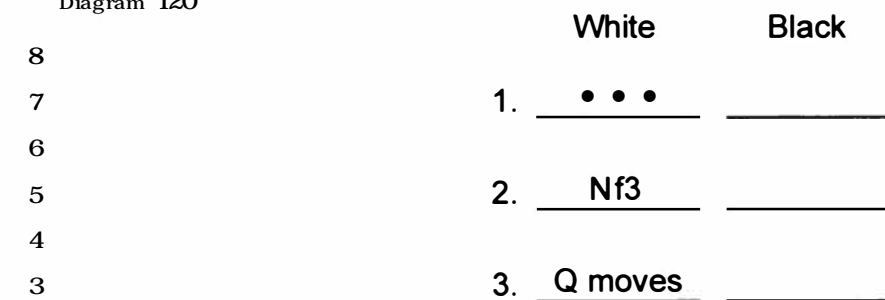


**White to move.**

Win a Black Bishop or Knight  
in two moves.

Use a Pawn Fork.

Diagram 120



a b c d e f g h

**Black to move.**

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

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



# 4 Other Forks/Double Attacks

	White	Black	White	Black
7	1. _____	<u>Bd6</u>	1. _____	<u>Bd6</u>
6				
5	2. _____	<u>N moves</u>	2. _____	<u>Be7</u>
4				
3	3. _____		3. _____	
2				
a b c d e f g h				

White to move.

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

Use a Pawn Fork.

	White	Black	White	Black
8				
7	1. <u>• • •</u>	_____ +	1. <u>• • •</u>	_____ +
6				
5	2. _____	+ _____	2. _____	_____ +
4				
3	3. <u>K moves</u>		3. <u>Qxg5</u>	_____ +
2				
1				
a b c d e f g h				

Black to move.

Win the White Queen for a Bishop in three moves.

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

## 4 Other Forks/Double Attacks

	White	Black	White	Black
8				
7	1. _____	<u>N moves</u>	1. _____	<u>B moves</u>
6				
5	2. _____		2. _____	
4				
3				
2				
1				
	a b c d e f g h			

**White to move.**

**I** Win a Black Bishop or Knight in two moves.

Use a King Fork.

	White	Black	White	Black
8				
7	1. _____	<u>Rc3+</u>	1. _____	<u>N moves?</u>
6				
5	2. _____		2. _____	
4				
3				
2				
1				
	a b c d e f g h			

**White to move.**

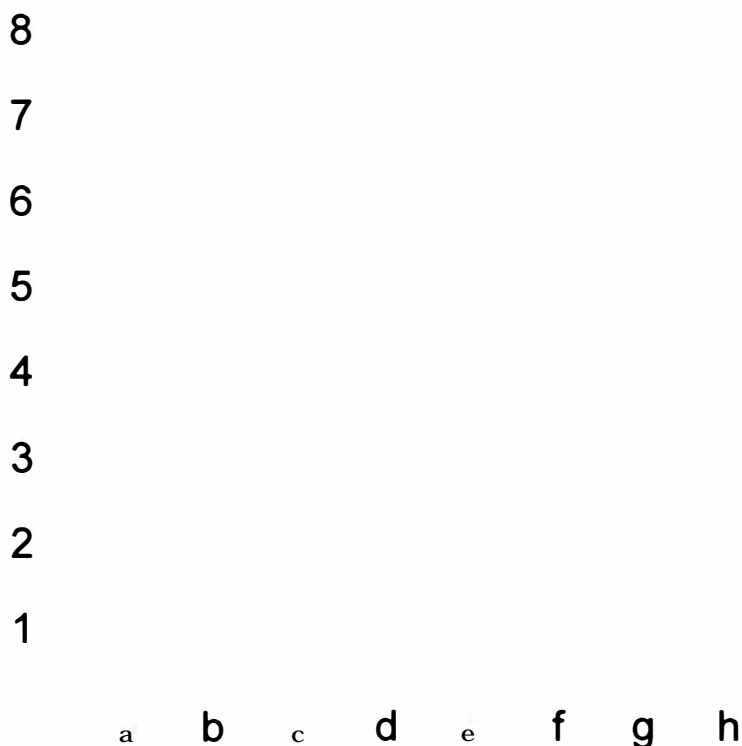
Win the Black Rook or Knight in two moves.

Use a King Fork.

# 5 Discovered Checks introduction

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

	White	Black	White	Black
8				
7	1. <u>Bd3 +</u>	<u>K moves</u>	1.	<u>Qc2</u>
6				
5	2. <u>Bxh7</u>		2. <u>Rxc2 +</u>	
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Win the Black Queen in two moves.

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.

	White	Black	White	Black
7	1. <u>_____ +</u>	<u>Kf8</u>		<u>Be6</u>
6				
5				
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Win the Black Queen for a Bishop in two moves.

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

	White	Black					
8							
7	1. _____ +	_____ Kh8					
6							
5	2. _____						
4							
3							
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Win a pawn and the Black Knight in two moves.



White plays Nxe5+, uncovering a check from the White Bishop. After Black plays . . . Kh8, White plays Nxf4, winning a pawn and a Knight!

Diagram 129

Diagram 129

	White	Black	White	Black			
8							
7	1. _____ +	_____	1. _____ +	_____			
6							
5	2. _____ +	<u>Rxg7</u>	2. _____ +	<u>Kxg7</u>			
4							
3	3. _____		3. _____				
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Win the Black Queen for a Bishop in three moves.

White sacrifices the Rook, playing Rh8+, forcing Black to play . . . Kxh8. White then plays Bxg7+, uncovering an attack on the Black Queen, which White captures on the next move.

# 5 Discovered Checks

White      Black

1.

a b c d e f g h

White to move.

Checkmate in one move.

I

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

White      Black

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

7  
6  
5  
4  
3  
2

a b c d e f g h

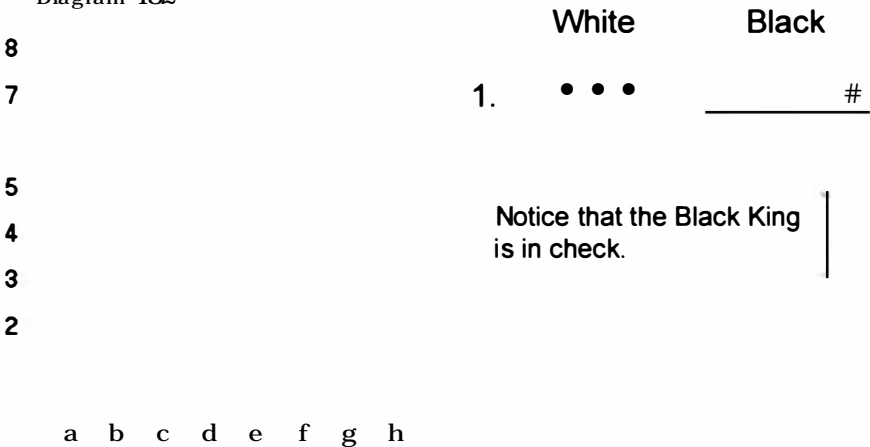
White to move.

Checkmate in one move.

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

# 5 Discovered Checks

Diagram 132



Notice that the Black King  
is in check.

**Black to move.**

Checkmate in one move.

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

Diagram 133



**Black to move.**

Checkmate in two moves.

Use a pawn push (threatening  
to promote), combined with a  
Discovered Check from the  
Black Bishop.

# 5 Discovered Checks

7

6

5

4

3

2

White

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

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

Black

Qf6

White

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

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

Black

Kg8??

a

b

c

d

e

f

g

h

White to move.

Win the Black Queen for a Bishop in two moves.

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

Diagram 135

8

7

6

5

3

White

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

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

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

Black

Kxd7

Kc6

White

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

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

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

Black

Kxd7

Qd6?

a

b

c

d

e

f

g

h

White to move.

Win the Black Rook on d7 in three moves.

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.



# 5 Discovered Checks

	White	Black		
8				
7	1. _____ +	<u>Ka8</u>	_____	_____
6				
5	2. _____ +		_____	
4				
3				
2				
1				
	a b c d e f g h			

White to move.

Win a Black Rook for a pawn  
in two moves.

	White	Black		
8				
7	1. _____	<u>Qxf8</u>		
6				
5	2. _____ +	<u>Kg8</u>		
4				
3	3. _____			
2				
1				
	a b c d e f g h			

White to move.

Win the Black Rook for a pawn  
in three moves.

# 5 Discovered Checks

	White	Black					
8							
7	1. _____ +	<u>K moves</u>					
6							
5	2. _____						
4							
3							
2							
1							
a	b	c	d	e	f	g	h

White to move.

Win the Black Rook in two moves.

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

	White		Black		White		Black	
7	1.	_____+		<u>Be7</u>	1.	_____+		<u>Qe7</u>
6								
5								
4								
3								
	a	b	c	d	e	f	g	h

White to move.

Win the Black Queen for a Knight in two moves.

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

# 5 Discovered Checks

	White	Black	White	Black
7	1.	<u>Qe6</u>	1. _____ +	<u>Be6</u>
6				
5				
4				
3				

a b c d e f g h

**White to move.**

Win the Black Queen for a Knight in two moves.

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

	White	Black	White	Black
8				
7	1. _____ +	<u>K moves/f6</u>	1. _____ +	<u>Qd4/c3/b2?</u>
6				
5	2. _____ +		2. _____ +	
4				
3				
2				
1				

a b c d e f g h

**White to move.**

Win the Black Queen in two moves.

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

# 5 Discovered Checks

Diagram 142

	White	Black	White	Black
8				
7	1. _____ +	<u>Kxb7</u>	1. _____ +	<u>Kxb7</u>
6				
5	2. _____ +	<u>K moves</u>	2. _____ +	<u>Qb3/b4</u>
4				
3	3. _____		3. _____ +	
	a b c d e f g h			

**White to move.**

Win the Black Rook in three moves.

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
7	1. _____ +	<u>Kxh6</u>
6		
5	2. _____ +	<u>Any move</u>
3		
	a b c d e f g h	

**White to move.**

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

Use a Rook sacrifice check (Rxxh6+). Follow this by a Knight attack on the Black Queen, combined with a Discovered Check from the White Queen.

# 5 Discovered Checks

Diagram 144

	White	Black	White	Black
7	1. _____ +	<u>Kb8</u>	1. _____ +	<u>Kd8</u>
6				
5	2. _____ #		2. _____ #	
4				
3				

a b c d e f g h

**White to move.**

Checkmate in two moves.

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

Diagram 145

	White	Black	White	Black
8				
7	1. _____ ++	<u>Kh8</u>	1. _____ ++	<u>Kf8?</u>
6				
5	2. _____ +	<u>R/Nxg8</u>	2. _____ #	
4				
3	3. _____ #			
2				
1				

a b c d e f g h

**White to move.**

Deliver a smothered checkmate in three moves.

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.

# 5 Discovered Checks

	White	Black	White	Black
8				
7	1. _____ +	<u>K moves</u>	1. _____ +	<u>Ne7??</u>
6				
5	2. _____		2. _____ #	
4				
3				

a b c d e f g h

White to move.

Win the Black Queen or checkmate in two moves.

a b c d e f g h

1. g1

2. l1

3. g1

4. l1

5. g1

6. l1

7. g1

8. l1

a b c d e f g h

White to move.

Win the Black Queen or checkmate in two moves.

a b c d e f g h

1. g1

2. l1

3. g1

4. l1

5. g1

6. l1

7. g1

8. l1

	White	Black		
7	1. . . .	_____	_____	_____
6				
5	2. Qf3	_____	_____	_____
4				
3				

a b c d e f g h

Black to move.

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

a b c d e f g h

1. g1

2. l1

3. g1

4. l1

5. g1

6. l1

7. g1

8. l1

a b c d e f g h

White to move.

Win the Black Queen or checkmate in two moves.

a b c d e f g h

1. g1

2. l1

3. g1

4. l1

5. g1

6. l1

7. g1

8. l1

# 5 Discovered Checks

	White	Black	White	Black
8				
7	1. _____ +	<u>K moves</u>	1. _____ +	<u>Ne7</u>
5	2. _____		2. _____ +	
4				
3				
2				
	a	b	c	d
	e	f	g	h

**White to move.**

Win the Black Knight in two moves.

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

Diagram 149

	White	Black	White	Black
8				
7	1. _____	<u>Nc6</u>	1. _____	<u>Nb3/c4</u>
6				
5	2. _____ +	<u>K moves</u>	2. _____ +	
4				
3	3. _____			
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Win the Black Knight in three moves.

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	Black
8		
7	1. <u>          </u> +	<u>  K moves  </u>
6		
5		
4		
3		

a b c d e f g h

**White to move.**

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

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

Diagram 151

White	Black
<u>                  </u> +	<u>  K moves  </u>

Notice that the White King is in check.

a b c d e f g h

**White to move.**

 Win the Black Queen in two

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



# 5 Discovered Checks

8

7

5

4

3

2

White

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

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

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

a b c d e f g h

White to move.

Win the

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# 5 Discovered Checks

Diagram 15

	White	Black	
7	1. _____ +	_____	Winning pieces by alternately using a Discovered Check and a regular check is known as the "windmill."
6			
5	2. _____ Rg7+	_____	
4			
3	3. _____ +	_____	
2	4. _____ +		
a b c d e f g h			

**White to move.**

Win both Black Bishops and the Rook in four moves.

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	Black	
8			
7	1. _____ +	_____	
6			
5	2.	_____	
4			
3	3.	_____	
	4.		
a b c d e f g h			

**White to move.**

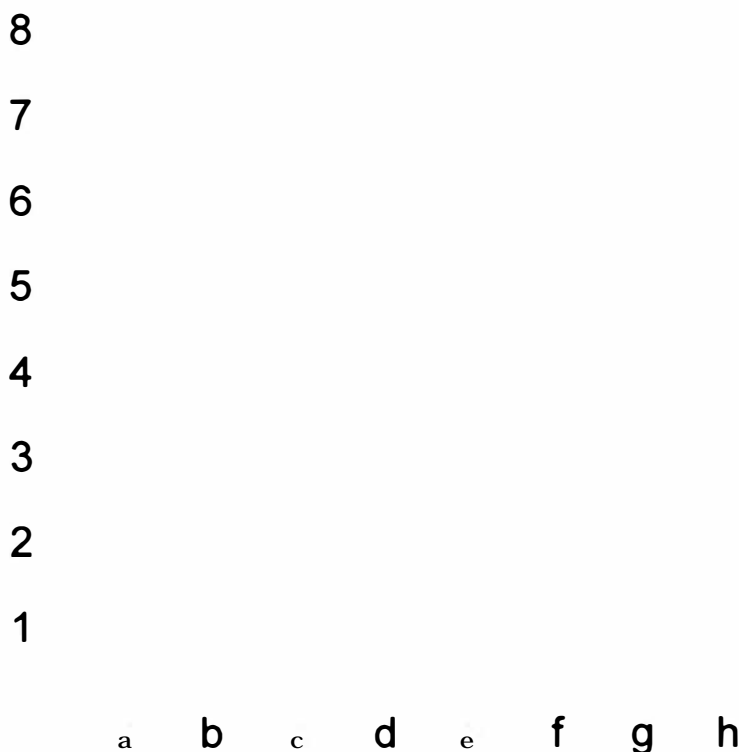
Checkmate in four moves.

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

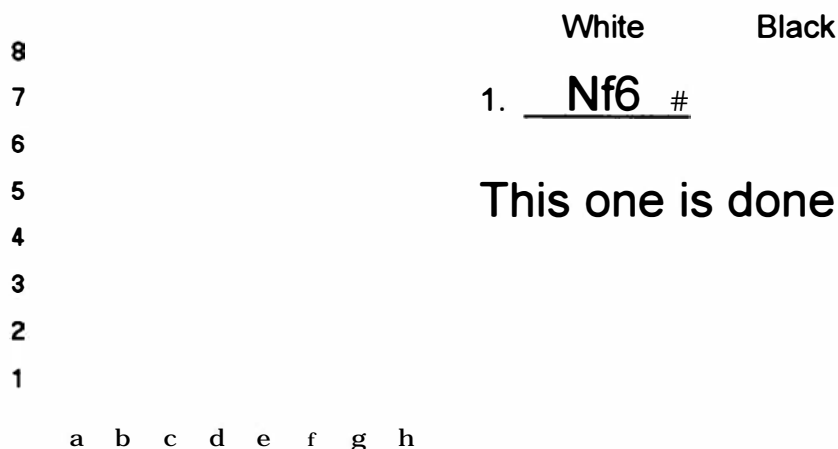


**White to move.**

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

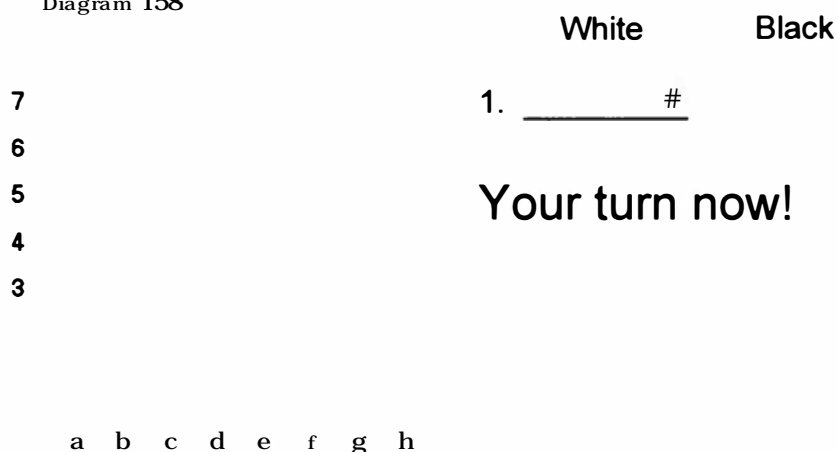


**White to move.**

Checkmate in one move.

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.**

Checkmate in one move.

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.

a b c d e f g h

**White to move.**

Checkmate in two moves.



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#.

Diagram 160

	White	Black	White	Black
8				
7	1. _____ +	_____	1. _____ +	
6				
5	2. _____ ++	_____ Ke8	2. _____ ++	_____ Kc7
4				
3	3. _____ #		3. _____ #	
2				
1				

a b c d e f g h

**White to move.**

Checkmate in three moves.

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.

# 6 Double Checks

	White	Black
7	1. . . .	#
6		
5		
4		
3		

a b c d e f g h

Black to move.

Checkmate in one move.



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

	White	Black
8		
7	1. _____	#
6		
5		
4		
3		
2		

a b c d e f g h

White to move.

Checkmate in one move.

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


# 6 Double Checks

		White	Black
8			
7		1. _____#	
6			
5			
4			
3			
2			

a b c d e f g h

**White to move.**

Checkmate in one move.

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

		White	Black
8			
7		1.     • • •     _____#	
6			
5			
4			
3			
2			
1			

a b c d e f g h

**Black to move.**

Checkmate in one move.

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

# 6 Double Checks

		White	Black
8			
7		1. <u>      ++      </u>	<u>      Kb8      </u>
6			
5		2. <u>      #      </u>	
4			
3			

a b c d e f g h

White to move.

Checkmate in two moves.

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

		White	Black		White	Black
7		1. <u>      +      </u>	<u>      Kxb8      </u>	1.	<u>      </u>	<u>      Rxb8      </u>
6						
5		2. <u>      ++      </u>				
4						
3						

a b c d e f g h

White to move.

Win the Black Queen for a Rook in two moves.

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	Black
8		
7	1. _____ +	
6		
5	2. _____ + +	<u>    Kg8    </u>
4		
3	3. _____ #	

a b c d e f g h

**White to move.**

Checkmate in three moves.

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

	White	Black	White	Black
8				
7	1. _____ +	_____	1. _____ +	_____
6				
5	2. _____ + +	<u>    Ke8/Kf    </u>	2. _____ + +	<u>    Kf /Kg6    </u>
4				
3	3. _____ #		3. _____ #	
2				
1				

a b c d e f g h

**White to move.**

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

Checkmate in three moves.

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

## 6

	White	Black	White	Black
7	1. _____+		1. _____+	
6				
5	2. _____++	_____Kh8	2. _____++	_____Kf8?
4				
3	3. _____Qg8+!		3. _____#	
2	4. _____#			
	a b c d e f g h			

**White to move.**

Checkmate in four moves – or three moves if Black plays ... Kf8?

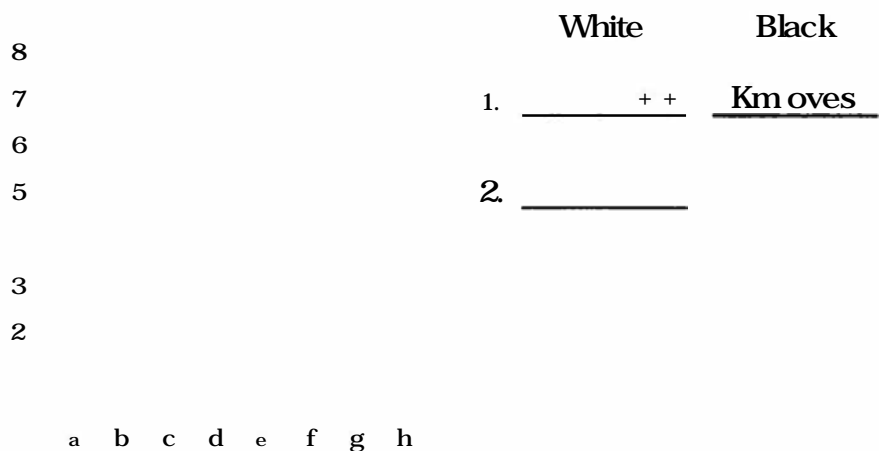
Use a Knight check (Nxf+).  
Next, use a Double Check from  
the White Knight and White  
Queen. Now, play Qg8+!

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# 6 Double Checks

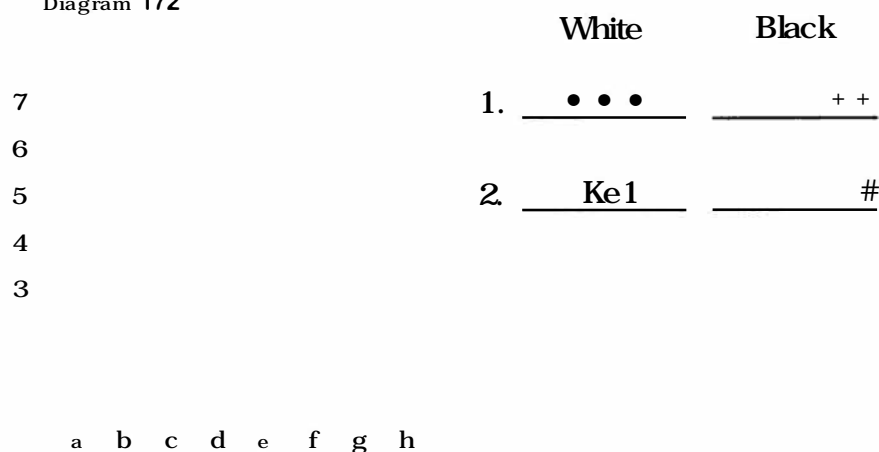


**White to move.**

Win the Black Bishop in  
two moves.

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

Diagram 172



**Black to move.**

Checkmate in two moves.

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

# 6 Double Checks

	White	Black
7	1. ++	_____
6		
5	2.	
4		
3		

a b c d e f g h

**White to move.**

Checkmate in two moves.

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

Diagram 174

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ ++	_____
4		
3	3. _____ #	
2		
1		

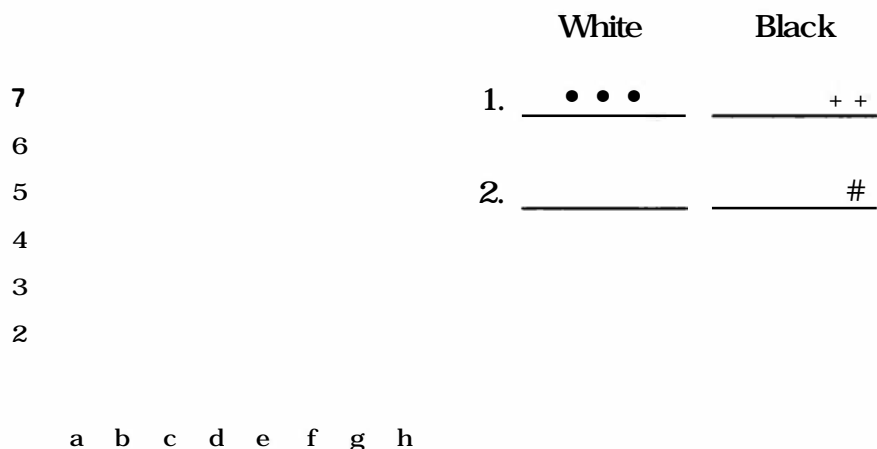
a b c d e f g h

**White to move.**

Checkmate in three moves.

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

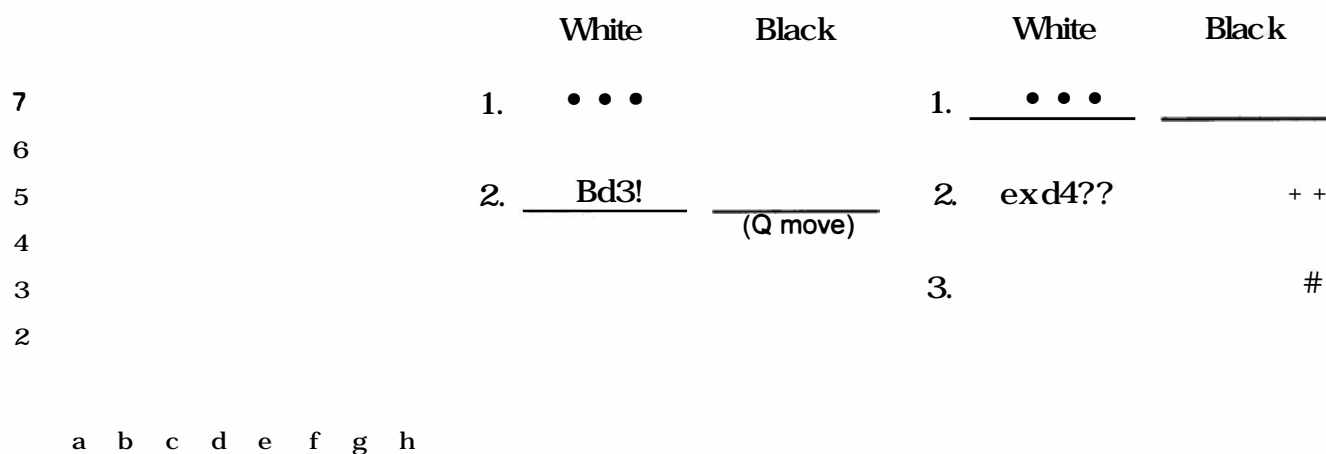
# 6 Double Checks



**Black to move.**

Checkmate in two moves.

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



**Black to move.**

Win a Rook in one move or checkmate in three moves.

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	Black
7	1. <u>      ++      </u>	<u>Kc8/Ke8</u>
6		
5	2. <u>                  </u>	
4		
3		
2		
a b c d e f g h		

**White to move.**

Checkmate in two moves.



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

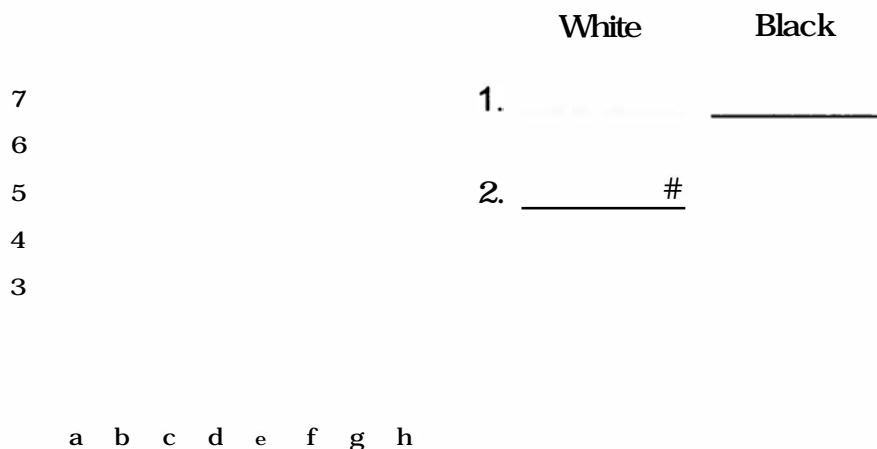
	White	Black
7	1. <u>      +      </u>	<u>                  </u>
6		
5	2. <u>      ++      </u>	<u>Kc8/Ke8</u>
4		
3	3. <u>      #      </u>	
a b c d e f g h		

**White to move.**

Checkmate in three moves.

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

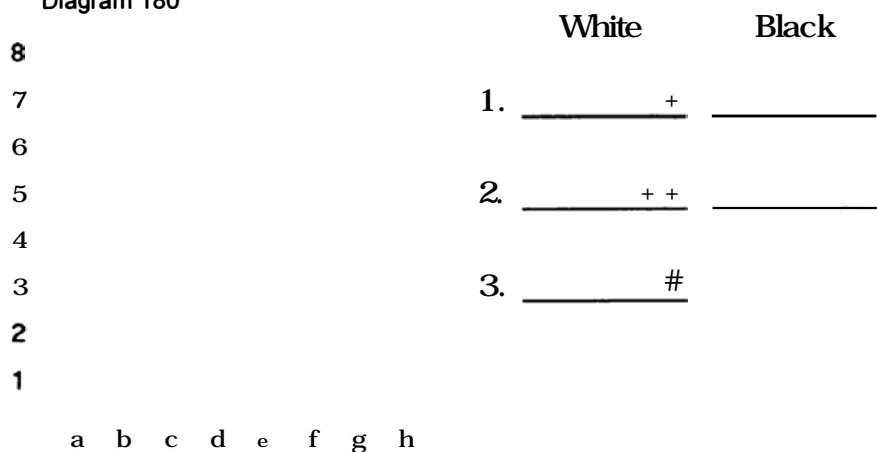


**White to move.**

Checkmate in two moves.

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

Diagram 180



**Black to move.**

Checkmate in three moves.

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

8

7

6

5

4

3

2

1

a b c d e f g h

White

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

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

**White to move.**

Checkmate in two moves.

7

6

5

4

3

2

a b c d e f g h

White

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

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

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

\_\_\_\_\_

**White to move.**

Checkmate in two or three moves.



# 6 Double Checks

	White	Black	White	Black
8				
7	1. _____ ++	Kd8	1. _____ ++	Kxf ??
6				
5	2. _____ +	_____	2. _____ #	
4				
3	3. _____			
2				
1				
	a b c d e g h			

**White to move.**

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

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

Diagram 184

	White	Black
8		
7	1. • • •	_____ +
6		
5	2. _____	_____ #
4		
3		
2		
1		
	a b c d e f g h	

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

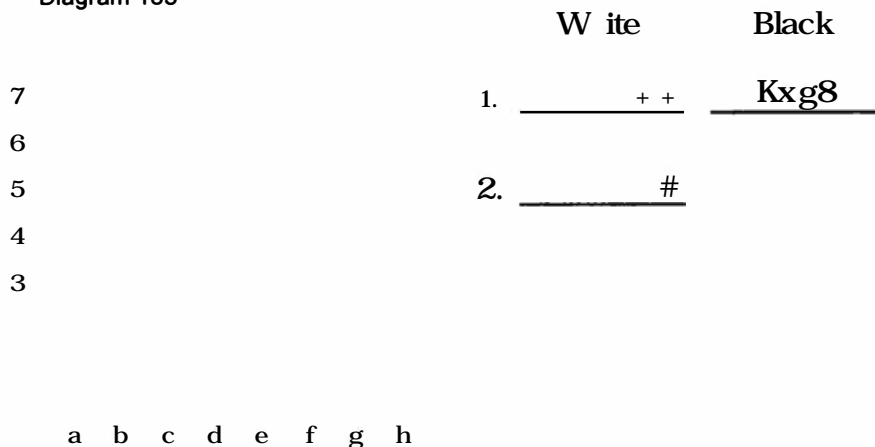
**Black to move.**

Checkmate in two moves.

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

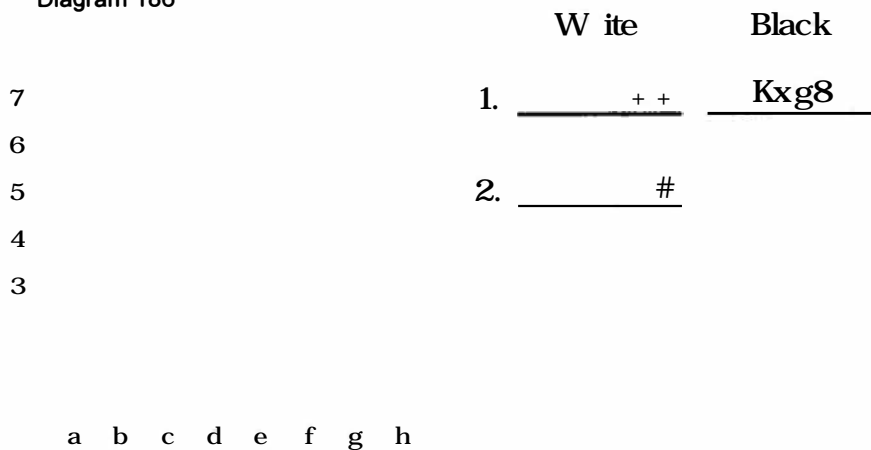


**White to move.**

Checkmate in twom oves.

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.**

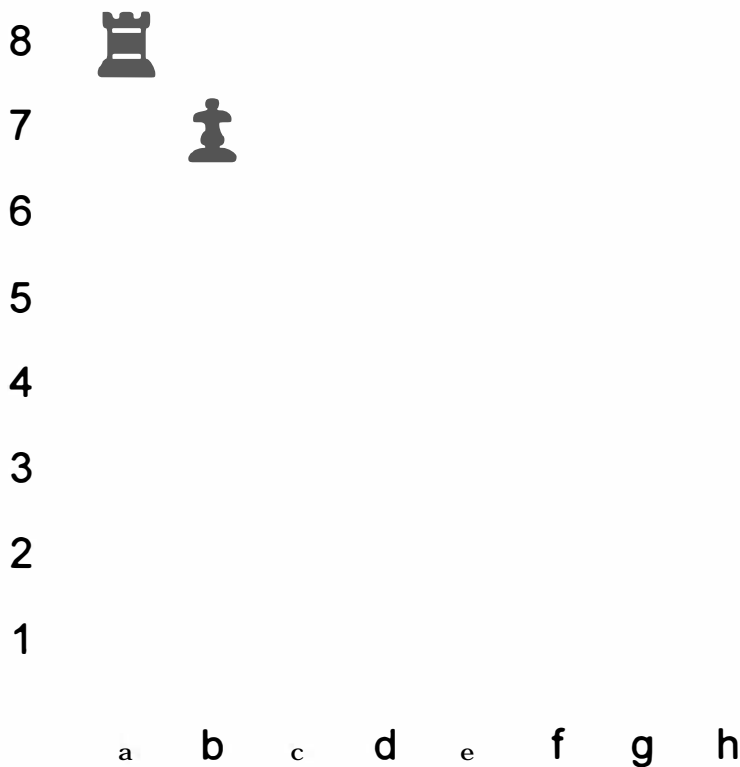
Checkmate in twom oves.

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

# 7 Discovered Attacks

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 find out that 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

	White	Black	White	Black
7	1. Bb5 +	Ke7	1. <u>Bb5 +</u>	<u>Bd7</u>
6				
5	2. <u>Qxd4</u>		2. <u>Bxd7 +</u>	<u>Kxd7</u>
4				
3			3. <u>Qxd4</u>	

This one is done for you.

a b c d e f g h

**White to move.**

Win the Black Queen in two or three moves.

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

Diagram 109

White

Black

Qm oves

Your turn now!

a b c d e f g h

**White to move.**

Win the Black Rook in two moves.

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 Bxe5, winning the Rook.

# 7 Discovered Attacks

Diagram 190

Diagram 150

	White	Black						
8								
7	1. _____ +	<u>Kxa7/Ka8</u>						
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

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

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

Diagram 151

	White	Black					
8							
7	1. _____	<u>Qxe5??</u>					
6							
5	2. _____ +	<u>axb5</u>					
4							
3	3. _____						
2							
1							
a	b	c	d	e	f	g	h

**White to move.**

Win the Black Queen for a Knight in three moves.

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

	White	Black
8		
7	1.	Qm oves
6		
5	2. _____	
4		
3		
2		
1		
a b c d e f g h		

**White to move.**

Win the Black Bishop for a pawn in t o m oves.

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

	White	Black	W ite	Black
8				
7		<u>Qm oves</u>	1. _____	<u>Nxd5</u>
6				
5			2. _____	
4				
3				
2				
1				
a b c d e f g h				

**White to move.**

Win the Black Knight in t o m oves.

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

# 7 Discovered Attacks

	White	Black	White	Black
8				
7	1. <u>• • •</u>	<u>+</u>	1. <u>• • •</u>	<u>+</u>
6				
5	2. <u>Bxg4</u>	<u></u>	2. <u>Km oves</u>	<u></u>
4				
3				
	a b c d e f g h			

**Black to move.**

Win the White Queen for a Knight in twom oves.

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

	White	Black
8		
7	1. <u>• • •</u>	<u></u>
6		
5	2. <u>Qxd4??</u>	<u>+</u>
4		
3	3. <u>Bxg4</u>	<u></u>
2		
1		
	a b c d e f g h	

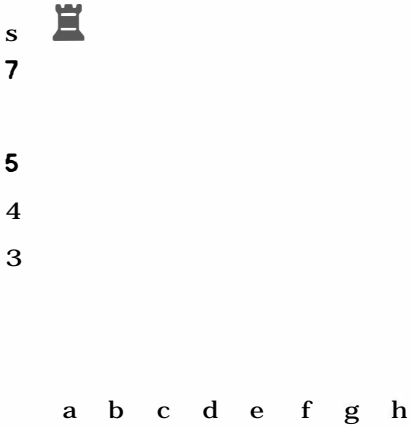
**Black to move.**

Win a White Bishop and Queen for a Rook and Knight in threem oves.

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.

## 7 Discovered Attacks

**Diagram 196**



## White to move.

## Win the Black Queen for a Knight in tomorrow.

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

		White	Black
7	1	• • •	_____ +
6			
5	2	Km oves	
4			
3			

a   b   c   d   e   f   g   h

**Black to move.**

Win the White Queen in two moves.

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



# 7 Discovered Attacks

	White	Black
8		
7	1.   • • •	_____ +
6		
5	2.   Kxh2	_____
4		
3		

a b c d e f g h

**Black to move.**

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



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

	White	Black
8		
7	1. _____	_____ Kxg7
6		
5	2. _____	
4		
3		
2		
1		

a b c d e f g h

**White to move.**

----- Win the Black Knight on c6 in

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	Black
8			
7			<u>Rm oves</u>

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

a b c d e f g h

**White to move.**

Win the Black Bishop in two moves.

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

		White	Black		White	Black
8						
7		1. _____	<u>a moves</u>		1. _____	<u>Bd6?</u>
6						
5		2. _____			2. _____	
4						
3						
2						
1						

a b c d e f g h

**White to move.**

Win the Black Rook for a Bishop in two moves.

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

## 7 Discovered Attacks

## White

Black

7

1.

6

5

4

3

a   b   c   d   e   I   g   h

**White to move.**

## Win the Black Queen and a pawn

1

# 7 Discovered Attacks

	White	Black
7		<u>Rxe4</u>
6		
5		
4		
3		

a b c d e f g h

**White to move.**

Win the Black Queen for a Rook in two moves.

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

	White	Black
6	1. _____	<u>ReB?</u>
5		<u>Rxe4</u>
4		
3		

a b c d e f g h

**White to move.**

Win the Black Queen for a Rook in three moves.

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	Black
7	1. _____ +	<u>K Nxh7</u>
6		
5	2. _____	
4		
3		
2		
a b c d e f g h		

**White to move.**

Win the Black Queen for a Bishop in two moves.

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

	White	Black
5	1. _____ +	<u>Kxf</u>
4		
3	2. _____	
2		
1		
a b c d e f g h		

**White to move.**

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

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

# 7 Discovered Attacks

	White	Black
7	1. _____ +	<u>Bxe6</u>
6		
5		
4		
3		

a b c d e f g h

**White to move.**

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

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

	White	Black
7	1. _____	<u>Qxc7??</u>
6		
5	2. _____ +	<u>Bxe6</u>
4		
3	3. _____	

a b c d e f g h

**White to move.**

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

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	Black
8		
7	1. _____ +	<u>Km oves</u>
6		
5		
4		
3		
a b c d e f g h		

**White to move.**

Win the Black Queen in t o  
m oves.

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

Diagram 211

	White	Black
8		
7	1. _____ +	<u>Kxc8</u>
6		
5	2. _____ +	<u>Km oves</u>
4		
3	3. _____	
2		
1		
a b c d e f g h		

**White to move.**

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

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

	White	Black
8		
7	1.   •••	_____+
6		
5	2.   Kxh2	_____
4		
3		

a b c d e f g h

**Black to move.**

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

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

Diagram 213

	White	Black	White	Black
8				
7	1.   •••	_____	1.   •••	_____
6				
5	2.   Qxa6?	_____+	2.   Qc2	_____
4				
3	3.   Kxh2	_____		
2				
1				
	a b c d e f g h			

**Black to move.**

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

Use a Bishop sacrifice ( . BaG1. Follow this with a Bishop sacrifice check, combined with a Discovered Attack on the White Queen from the Black Queen.



# 7 Discovered Attacks

	White	Black
8		
7	1. _____	<u>Kxf</u>
6		
5	2. _____	
4		
3		

a b c d e f g h

**White to move.**

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



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

	White	Black
8		
7	1. . . .	_____
6		
5	2. <u>Qm oves</u>	_____
4		
3		
2		
1		

a b c d e f g h

**Black to move.**

Win the White Bishop on a3 in two moves.

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

	White	Black
7	1. _____ +	<u>Rxe8</u>
5		
4		
3		
2		
a b c d e f g h		

**White to move.**

Win the Black Queen for a Rook in two moves.



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

	White	Black	White	Black
8				
7	1. _____	<u>Nf6</u>	1. _____	<u>Nd6</u>
6				
5	2. _____		2. _____	
4				
3				
2				
1				
a b c d e f g h				

**White to move.**

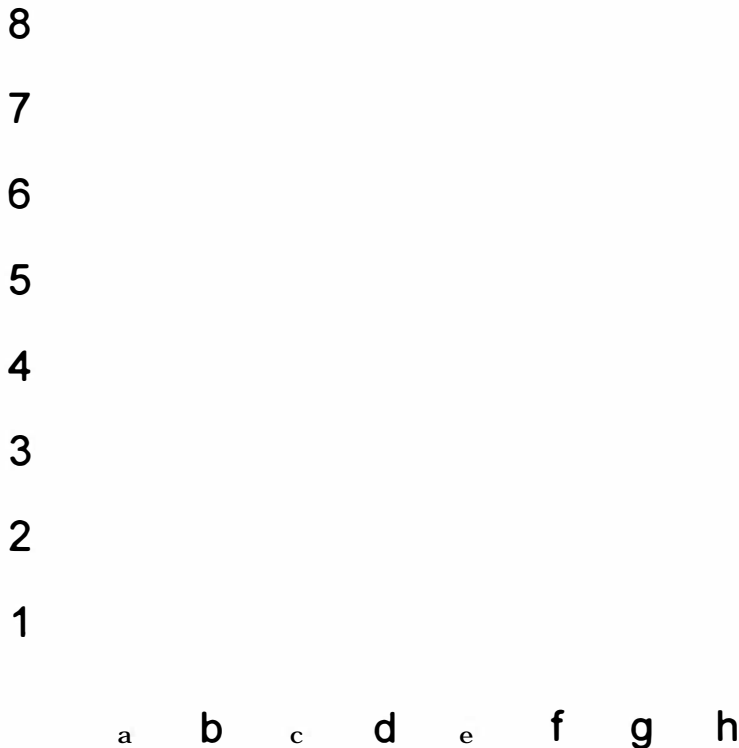
Win a Black Knight in two moves.

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	Black
8		
7	1. Re1 +	K moves
6		
5	2. <u>Rxe8</u>	
4		
3		
2		
1		
a	b	c
d	e	f
g	h	


**White to move.**

Win the Black Rook in two moves.

This one is done for you.

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

Diagram 220

	White	Black
8		
7		
6		
5		
4		
3		
2		
1		
a	b	c
d	e	f
g	h	

**White to move.**

Win the Black Knight in two moves.

White plays Bc1+, skewering the Black Knight. Black moves the King (K moves), and White plays Bxg8, winning the Knight.

# 8 Skewers instruction

Diagram 221

	White	Black
8		
7		<u>Rm oves</u>
6		
5		
4		
3		
a b c d e f g h		

**White to move.**

Win the Black Knight in two moves.

White plays Oe4. attacking the Black Rook and skewering the Black Knight on b71When Black moves the Rook, White plays Qxb7, winning the Knight.

	White	Black	White	Black
8				
7	1. . . .	_____ +	1. . . .	_____ +
6				
5	2. Kxf1	_____ +	2. Kxf1	_____ +
4				
3	3. Ke2	_____ +	3. Re1??	_____ #
2				
1	4. Km oves			
a b c d e f g h				

**Black to move.**

Win the White Rook on e6 in fourm oves.

Black plays . . . Oxf1+, forcing White to play Kxf1. Next. Black plays . . . Rd1+, forcing Ke2. Then. Black plays Re 1+, skewering the White Rook on e6. and winning it on the next move (.. . Rxe6).

# 8 Skewers

	White	Black
7	1	+ <u>Km oves</u>
6		
5		
4		
3		

a b c d e f g h

**White to move.**

Win the Black Queen for a Bishop in two moves.

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

	White	Black
8		
7	1. _____	+ <u>Km oves</u>
6		
5	2. _____	
4		
3		
2		
1		

a b c d e f g h

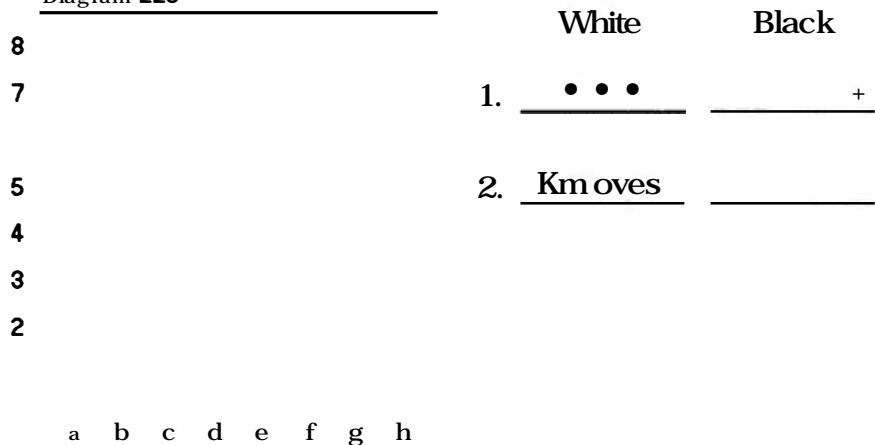
**White to move.**

Win a Black Bishop in two moves.

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

# 8 Skewers

Diagram 225

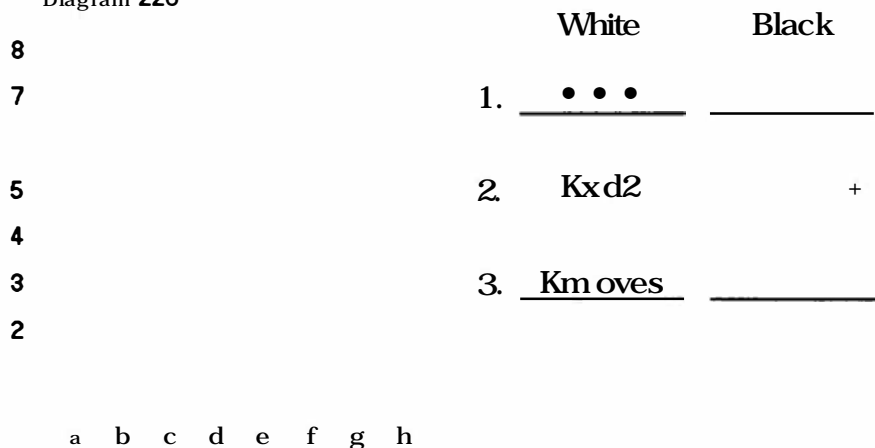


**Black to move.**

Win a Rook in twom oves.

Use a Bishop Skewer: attacking the White King and the Rook behind it.

Diagram 226



**Black to move.**

Win a Bishop in threem oves.

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

## 8

## S k e w e r s

8

7

6

5

4

3

1



# 8 Skewers

White      Black  
Qm oves

a b c d e f g h

**White to move.**

Win a Black Rook for a Bishop  
 (the exchange) in twom oves.

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

8  
7  
6  
5  
4  
3  
2  
1

White      Black  
 1. \_\_\_\_\_ dxe5  
 2. \_\_\_\_\_ Qm oves  
 3. \_\_\_\_\_

a b c d e f g h

**White to move.**

Win a Black Rook for a Bishop  
 (the exchange) in threem oves.

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

# 8 Skewers

	White	Black
1	• • •	_____
2.		_____

a b c d e f g h

**Black to move.**

Win a White Rook for a Bishop in two moves.

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

	White	Black
1.	• • •	_____
2.		_____
3.	- ♘ -	_____

a b c d e f g h

**Black to move.**

Win a White Rook for a Bishop in three moves.

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

		White	Black
8			
7		• • •	
6			
5		a m o v e s	
3			
2			

Notice that the White pawn on f is pinned.

a b o d e f g h

**Black to move.**

Win a W ite Rook for a Bishop in t o m o v e s.

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

		White	Black
8			
7		1. _____	R m o v e s
6			
5		2. _____	
4			
3			
2			
1			

a b o d e f g h

**White to move.**

Win the Black Knight in t o m o v e s.

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

# 8 Skewers

Diagram 235

	White	Black	White	Black
8				
7	1. _____	<u>Rdd8</u>	1. _____	<u>Rfd8</u>
5	2. _____		2. _____	
4				
3				

a b c d e f g h

**White to move.**

Win a Black Rook for a Bishop in twom oves.

Use a Bishop Skewer, attacking both Black Rooks.

Diagram 236

	White	Black	White	Black
8				
7		<u>Rgh6</u>	1. _____	<u>Rhg5</u>
6				
5				

a b c d e f g h

**White to move.**

Win the Black Rook for a Bishop in twom oves.

Use a Bishop Skewer. attacking both Black Rooks

# 8 Skewers

Diagram 237

8

7

3

2

1

# 8 Skewers

	White	Black
1	+	<u>K moves</u>

a b c d e f g h

**White to move.**

Win the Black Queen in two moves.

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

	White	Black
1.	<u>          </u> +	<u>Nxh7</u>
2.	<u>          </u> +	<u>K     -</u>

a b c d e f g h

**White to move.**

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

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

# 8 Skewers

White                      Black

Q moves

7  
6  
5  
4  
3

a   b   c   d   e   f   g   h

**White to move.**

----- Win the Black Bishop in two

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

White                      Black

1.                           Q moves

8  
7  
6  
5  
4  
3  
2  
1

a   b   c   d   e   f   g   h

**White to move.**

----- Win the Black Knight in two

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

# 8 Skewers

	White	Black
7	1. _____	<u>dx e5?</u>
6		
5	2. _____ +	<u>Km oves</u>
4		
3	3. _____	
2		
	a b c d e f g h	

**White to move.**

Win the Black Knight and Queen for t o Rooks in threem oves.

Begin with a Rook sacrifice (Rx e5). Follow this with a Rook Skewer, attacking the Black King and the Queen behind it.

Diagram 244

	White	Black
8		
7	1. • • •	_____ +
6		
5	2. <u>Bxc6</u>	_____ +
4		
3	3. <u>Km oves</u>	_____
2		
1		
	a b c d e f g h	

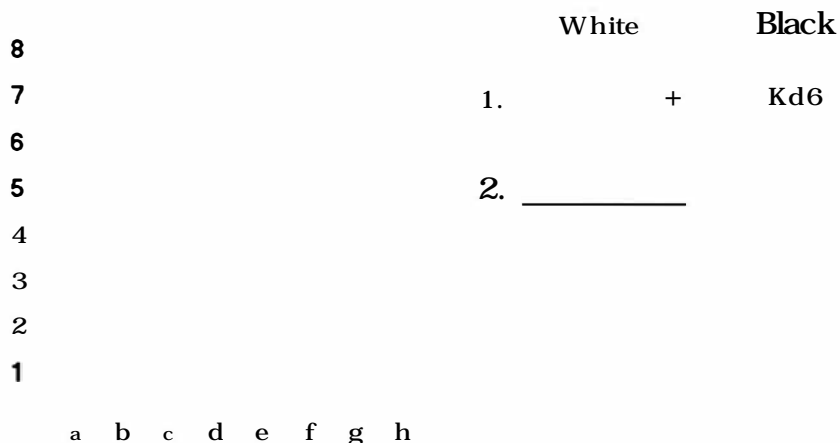
**Black to move.**

Win the White Queen for a Knight in threem oves.

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



# 8 Skewers

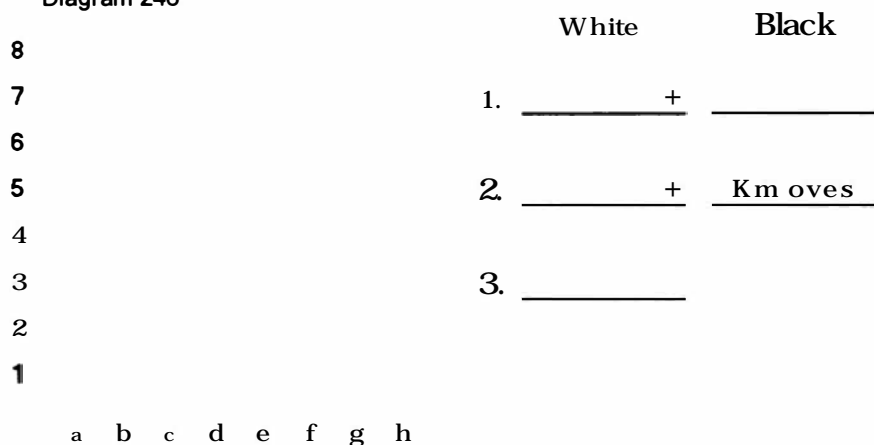


**White to move.**

Win the **Black** Queen for a Knight in t o m oves.

Use a Queen S kewer; attacking the Black King and the Queen behind it.

Diagram 246



**White to move.**

Win the **Black** Queen in three m oves.

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

# 8 Skewers

	White	Black
7	1. _____ +	<u>K</u> -
6		
5		
4		
3		

a b c d e f g h

**White to move.**

Win the Black Queen in two moves.

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

	White	Black
8		
7	1. _____ +	<u>Km oves</u>
6		
5	2. _____	
4		
3		

a b c d e f g h

**White to move.**

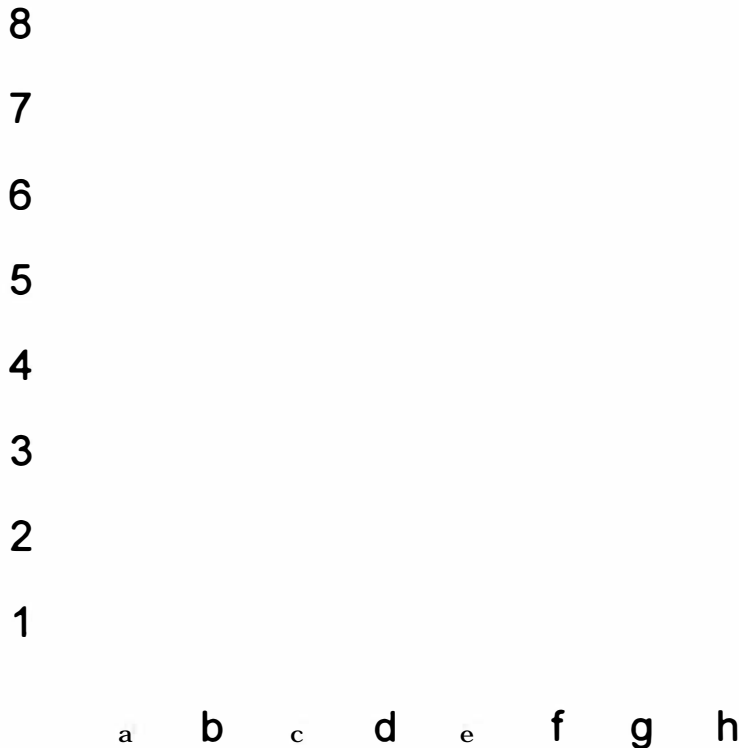
Win the Black Rook in two moves.

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

# 9 Double Threats

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

		White	Black	White	Black
8					
7		1. Rc5	Ba1??	1. Rc5	Km oves
6					
5		2. Rc8 #		2. Rxc3	
4					
3					
2					
1					
	a b c d e f g h				

**White to move.**

Checkmate or win the Black Bishop in two moves.

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.

This one is done for you.

Diagram 251

		White	Black	White	Black
8					
7		1. _____	Rm oves??	1. _____	Nm oves
6					
5		2. _____ #			
4					
3					
2					
	a b c d e f g h				

**White to move.**

**I** Checkmate or win the Black Rook in two moves.

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.

Your turn now!

# 9 Double Threats instruction


	White	Black	White	Black
8				
7		NbS??	1.	<u>f</u>
6				
5	2. <u>        </u> #		2. <u>                </u>	
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Checkmate or win the Black Knight in two moves.

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.

Diagram 253

	White	Black	White	Black
8				
7	1. <u>                </u>	<u>Qxe7??</u>		<u>g6/h6</u>
6				
5	2. <u>                </u> #			
4				
3				
2				
	a	b	c	d
	e	f	g	h

**White to move.**

Checkmate or win the Black Queen in two moves.

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.

# 9 Double Threats

	White	Black	White	Black
8				
7	1.     • • •	_____	1.     • • •	_____
6				
5	2.     Ba8??	#	2. <u>Km oves</u>	_____
4				
3				
2				
1				
	a   b   c   d   e   f   g   h			

**Black to move.**

Checkmate or win the White Bishop in two moves.

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

	White	Black	White	Black
8				
7	1. _____	Qxc7??		<u>h6</u>
6				
5	2. _____ #			
4				
3				
2				
1				
	a   b   c   d   e   f   g   h			

**White to move.**

Checkmate or win the Black Queen in two moves.

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

# 9 Double Threats

8

7

6

5

3

2

White

Black

White

Black

1.     ● ● ●

2.     Q x e 1 ? ?

1.     ● ● ●

2.     Q x f 2

a

b

c

d

e

f

g

h

Black to move.

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

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

8

7

6

5

4

3

2

1

White

Black

White

Black

2.     #

Q x e 5 ? ?

R x f

a

b

c

d

e

f

g

h

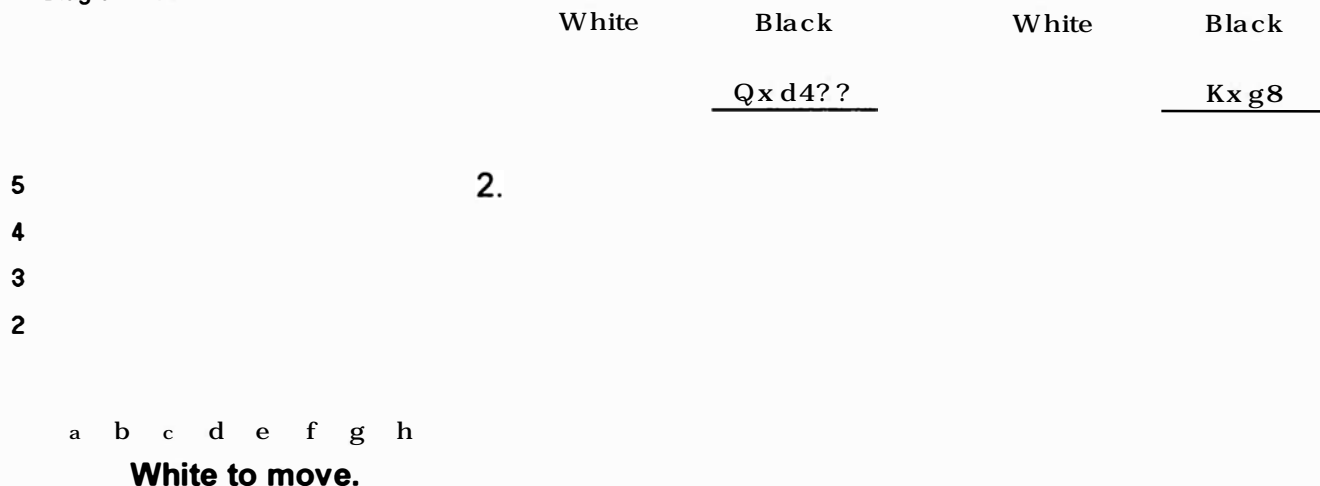
White to move.

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

Use a Queen move that threatens checkmate by the White Queen (Q xg7#) and attacks the Black Queen.

# 9 Double Threats

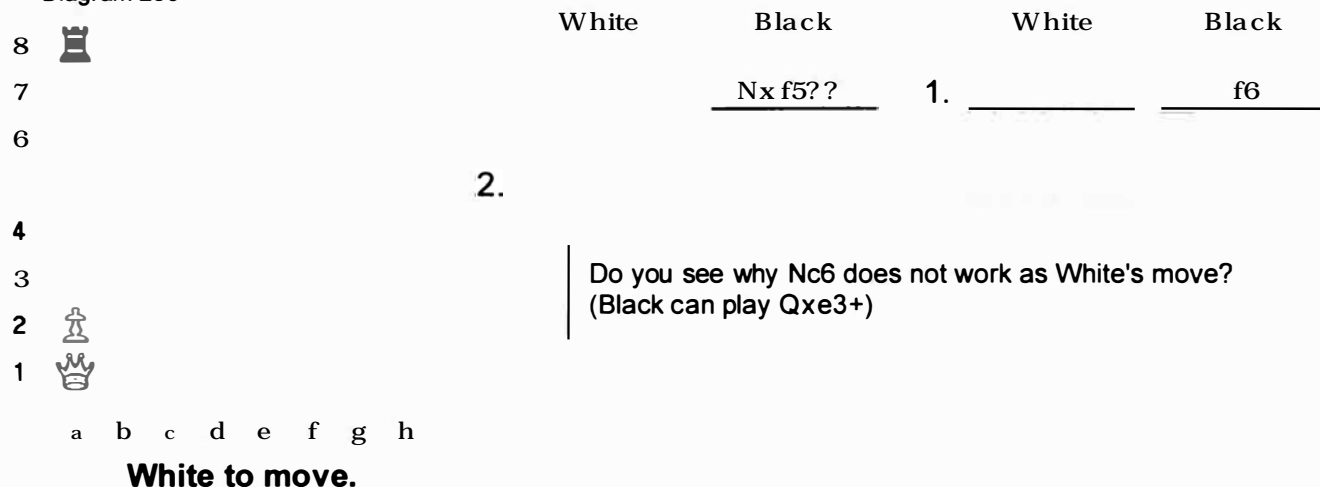
Diagram 258



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

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.

Diagram 259





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

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

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





# 9 Double Threats

		White	Black	White	Black
8					
7		1. 		1. 	
6					
5		2. <u>Rd7??</u>	<u>#</u>	2. <u>Nm oves</u>	
4					
3					
2					
1					
	a b c d e f g h				

**Black to move.**

Checkmate or win the White Rook on c7 in twom oves.

Use a Bishop move that threatens checkmate by the Black Rook (. . . R xh2) and attacks the V hite Rook on c7.

		White	Black	White	Black
8					
7		1. 		1. 	
6					
5		2. <u>Rxd4??</u>	<u>#</u>	2. <u>Nf2</u>	
4					
3					
2					
1					
	a b c d e f g h				

**Black to move.**

Checkmate or win the White Rook on h4 in twom oves.

Use a Queen move tthat threatens checkmate and attacks the \ hite Rook on h4

# 9 Double Threats

Diagram 262

	W	ite	Black	W	ite	Black
8						
7			<u>R m oves??</u>	1. <u>          </u>	<u>g6</u>	
6						
5		2. <u>          </u>	<b>#</b>	2. <u>          </u>		
3						
2						
	a	b	c	d	e	f g h

**White to move.**

Checkmate or win the Black Rook in twom oves.

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

	White	Black	White	Black
8				
7	1. <u>          </u>	<u>g6??</u>	1. <u>          </u>	<u>Kf8</u>
6				
5	2. <u>          </u>	<u>          </u>	2. <u>          </u>	<u>          </u>
4				
3	3. <u>          </u>	<b>#</b>		
2				
1				
	a	b	c	d e f g h

**White to move.**

Checkmate in threem oves or win the Black Rook in t o m oves.

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

# 9 Double Threats

Diagram 264

	White	Black	White	Black
8				
7	1. ● ● ●		1. ● ● ●	
6				
5	2. Ra6??	#	2. Bf5	
4				
3				
2				
1				
	a b c d e f g h			

**Black to move.**

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

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

Diagram 265

	White	Black	White	Black
8				
7	1. ● ● ●	+	1. ● ● ●	+
6				
5	2. g3		2. g3	
4				
3	3. Ra6??	#	3. Bf5	
2				
1				
	a b c d e f g h			

**Black to move.**

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

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

# 9 Double Threats

		W	ite		Black		W	ite		Black
8										
7										
6										
5										
4										
3										
2										
1										
	a	b	c	d	e	f	g	h		

**White to move.**

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

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

		W	ite		Black		W	ite		Black
8										
7										
6										
5										
4										
3										
	a	b	c	d	e	f	g	h		

**White to move.**

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

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

# 9 Double Threats

	White	Black	White	Black
8				
7	1. _____	RedS??	1. _____	f
6				
5	2. _____#		2. _____	
4				
3				

a b c d e f g h

**White to move.**

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

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

	White	Black	White	Black
8				
7	1. _____	Rxd6?	1. _____	Rxd6?
6				
5	2. _____	RedS??	2. _____	f6
4				
3	3. _____#		3. _____	
2				
1				

a b c d e f g h

**White to move.**

Checkmate or win the Black Bishop in three moves.

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

# 9 Double Threats

Diagram 270

	White	Black	White	Black
7	1. ● ● ●		1. ● ● ●	
6				
5	2. <u>Rd3??</u>	<u>#</u>	2. <u>g3/f4</u>	
3				
2				
	a b c d e f g h			

**Black to move.**

Checkmate or win a White Rook in two moves.

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

Diagram 271

	White	Black	White	Black
7	1. ● ● ●		1. ● ● ●	
6				
5	2. <u>Rxd4?</u>		2. <u>Rxd4?</u>	
3	3. <u>Rd3??</u>	<u>#</u>	3. <u>g3/f4</u>	
2				
	a b c d e f g h			

**Black to move.**

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

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

# 9 Double Threats

	White	Black	White	Black				
7	1. _____	c5??		f5/g6				
5	2.							
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

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



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

Diagram 273

Diagram 275

	White	Black	White	Black				
8								
7	1. _____	ReB??	1.	Qh5				
6								
5	2. _____ +	Kf8	2. _____					
4								
3	3. _____ #							
2								
1								
	a	b	c	d	e	f	g	h

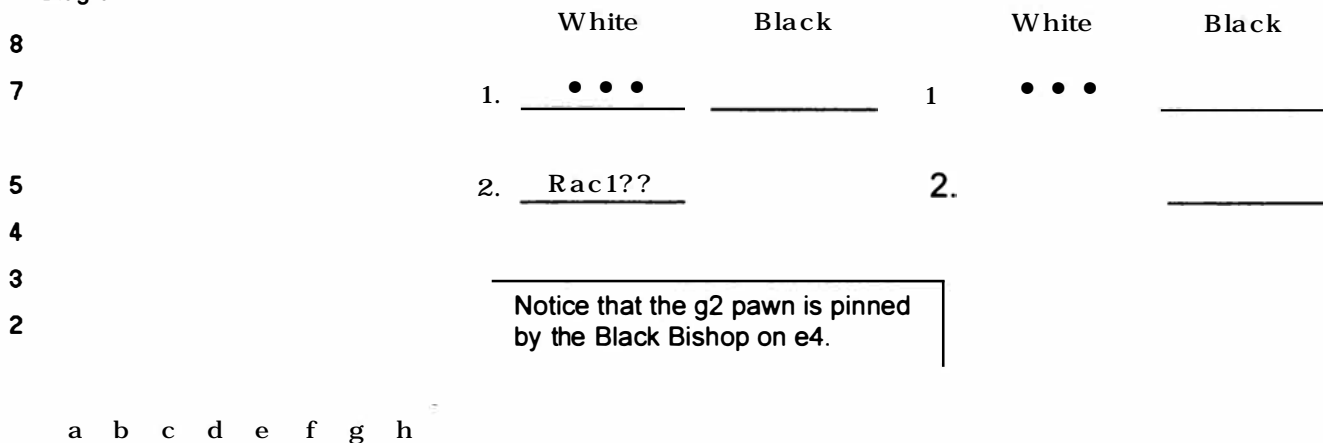
**White to move.**

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

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

# 9 Double Threats

Diagram 274

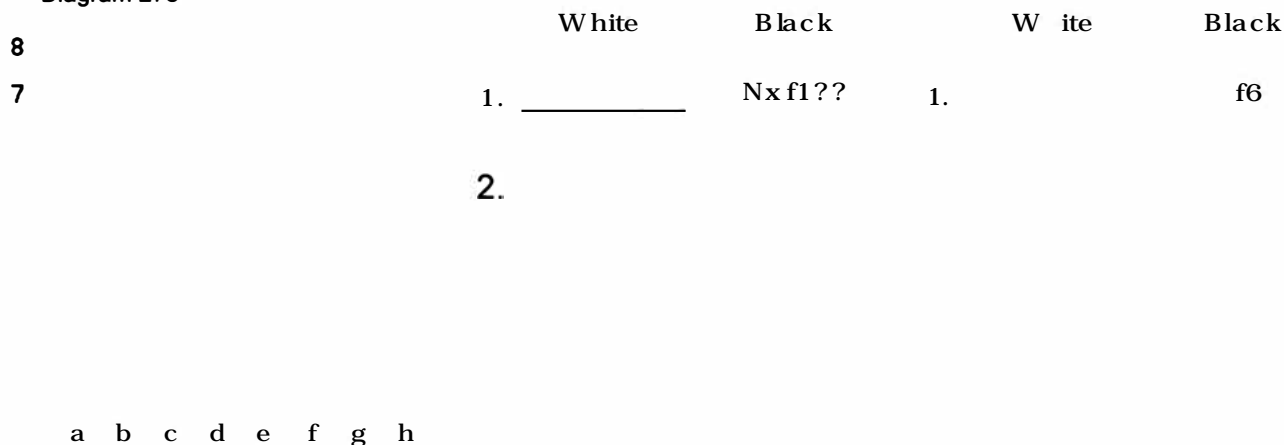


**Black to move.**

Checkmate or win the White Bishop in two moves.

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

Diagram 275



**White to move.**

Checkmate or win the Black Knight on e3 in two moves.

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



# 9 Double Threats

Diagram 276

	White	Black	White	Black
8				
7	1. ● ● ●	_____	1. ● ● ●	_____
5	2. Nf3??	_____ +	2. Qf3	_____
4				
3				
2				
	a b c d e f g h			

**Black to move.**

Win the White Rook or Knight in twom oves.

Use a Queen move that attacks the White Rook and Knight.

	White	Black	White	Black
8				
7	1. ● ● ●	_____	1. ● ● ●	_____
6				
5	2. Rx e3??	_____ #	2. Qd1	_____
4				
3				
2				
1				
	a b c d e f g h			

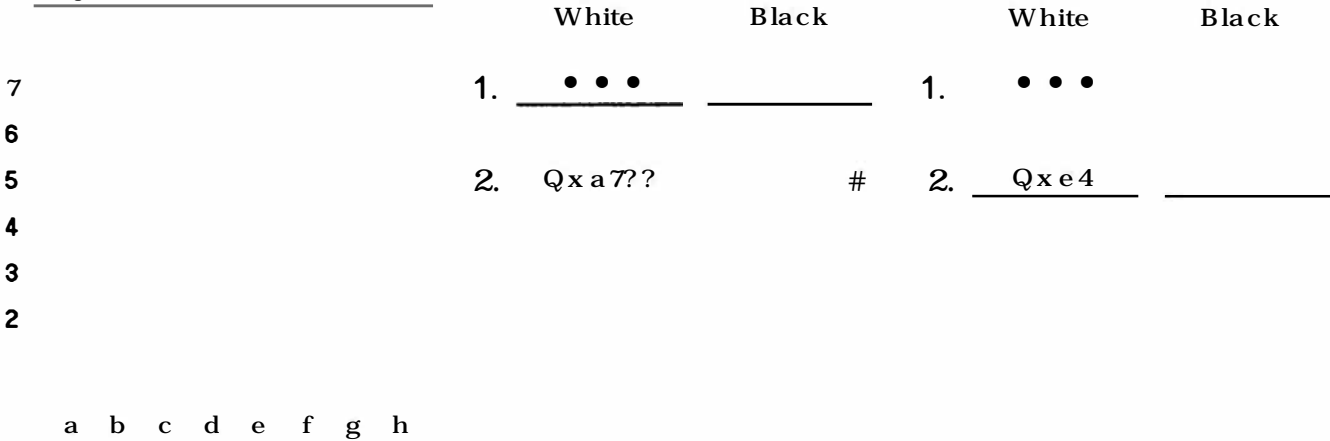
**Black to move.**

Checkmate or win the White Knight in twom oves.

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.**

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

Use a Bishop move that both threatens checkmate by the Knight on g5 (. . . Nh3#) and attacks the White Queen.

a b c d e f g h

**White to move.**

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

Use a Knight move that both threatens checkmate by the White Queen in two moves and attacks the Black Queen.

# 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

	White	Black
8		
7	1. <u>Bxb6</u>	<u>axb6</u>
6		
5	2. <u>a7!</u>	<u>K B m oves</u>
4		
3	3. <u>a8 = Q</u>	
2		
1		
a b c d e f g h		


This one is done for you.

**White to move.**

Promote the a-pawn to a Queen in three moves.

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	Black
8 		
7	1. _____	<u>gxf6</u>
6		
5	2. _____	<u>K N m oves</u>
4		
3	3. _____ = Q	
2		
1		
a b c d e f g h		

Your turn now!

**White to move.**

Promote the g-pawn to a Queen in three moves.

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

	White	Black
8		
7	1. _____	<u>ax b6</u>
6		
5	2. _____	<u>Anym ove</u>
4		
3	3. _____ = Q	
2		
1		
	a b c d e f g h	

**White to move.**

Prom ote the a-pawn to a Queen in three m oves.

White plays Oxb6!, winning a Rook or creating a passed a-pawn that Black cannot stop. When Black plays . . . axb6, White plays a7, followed by a8=O!-

Diagram 284

	White	Black	White	Black
8				
7	1. _____	<u>Kh6</u>	1. _____ ??	
6			<u>stalement</u>	
5	2. _____			
4				
3				
2				
1				
	a b c d e f g h			

**White to move.**

## Underpromotion

When a pawn reaches the 8th 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

# 10 Promoting Pawns

	White				Black			
8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

Win the Black Queen and end up a Knight and Rook ahead in two moves.

Underpromote the c-pawn, forking the Black King and Queen. This underpromotion wins the Black Queen as a result.

Diagram 286

	White				Black			
8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h


**White to move.**

Win the Black Queen and end up a Knight ahead in two moves.


Underpromote the d-pawn, forking the Black King and Queen. This underpromotion wins the Black Queen as a result.

# 10 Promoting Pawns


Diagram 287

	White	Black
8		
7	1. 	
6		
5	2. <u>hxg3</u>	
4		
3	3. <u>Any move</u>	<u>= Q</u>
2		
1		
	a b c d e f g h	


**Black to move.**

 Promote the h-pawn to a Queen in three moves.

Start with a Bishop sacrifice. Follow this by pushing the passed h-pawn.

	White	Black
8		
7	1. 	
6		
5	2. <u>bx a4</u>	
4		
3	3. <u>ax b3</u>	
	4. <u>move</u>	<u>= Q</u>
	a b c d e f g h	

**Black to move.**

 Promote the a-pawn to a Queen in four moves.

Begin with a Bishop sacrifice (... Ba4!). Next, use a pawn sacrifice (... b3!). Finally, push the passed a-pawn.

# 10 Promoting Pawns

Diagram 289

	White	Black	White	Black
8				
7	1. _____	<u>Bx d4</u>	1. _____	<u>Kb6?</u>
6				
5	2. _____ = Q		2. _____ +	<u>Kx c5</u>
4				
3			3. _____ = Q+	
2				
1				
	a b c d e f g h			

**White to move.**

Promote the f-pawn to a Queen in two or three moves.

Use a Bishop sacrifice. Make a Bishop move that pins the Black Bishop to its King, allowing the f-pawn to Queen safely!

White	Black
1. _____	<u>Kx f4</u>
	<u>Any move</u>
	<u>Any move</u>
4. _____ = Q	

a b c d e f g h

**White to move.**

Promote the h-pawn to a Queen in four moves.

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	Black
8		
7	1.	
6		
5	2. _____	<u>N moves</u>
4		
3	3. _____	<u>Any move</u>
2		
	4. _____ = Q	
a b c d e f g h		

**White to move.**

Promote the h-pawn to a Queen in four moves.

Use a Knight sacrifice (Nxg7!). Follow this by pushing the h-pawn, a pawn that Black cannot stop.

	White	Black	White	Black
8				
7	1. . . .	_____	1. . . .	_____
5	2. <u>Rxe1</u>	_____	2. <u>Ne2?</u>	_____
4				
3	3. <u>Kxe1</u>	_____	3. <u>Nxg1</u>	_____
1	4. <u>Any move</u>	<u>= Q</u>	4. <u>Any move</u>	<u>= Q</u>
a b c d e f g h				

**Black to move.**

Promote the h-pawn to a Queen in four moves.

Use a Rook trade (. . . Re1!). Follow this by a Knight sacrifice. Then, push the h-pawn to the queening square.

# 10 Promoting Pawns

	White	Black	White	Black
8				
7	1. _____ +	<u>RxdB</u>	1. _____ +	<u>RxdB</u>
6				
5	2. _____ +	<u>KxfB</u>	2. _____ +	<u>Kd7??</u>
4				
3	3. _____ = Q+		3. _____ = Q+	
2				
1				
	a b c d e f g h			

**White to move.**

Promote the c-pawn to a Queen in three moves.

Use a Rook check, protected by the c-pawn. Follow this by a Rook sacrifice check (RfB+). Then, promote the c-pawn.

	White	Black
8		
7	1. _____ +	<u>Rxd6</u>
6		
5	2. _____ = Q	
4		
3		
2		
1		
	a b c d e f g h	

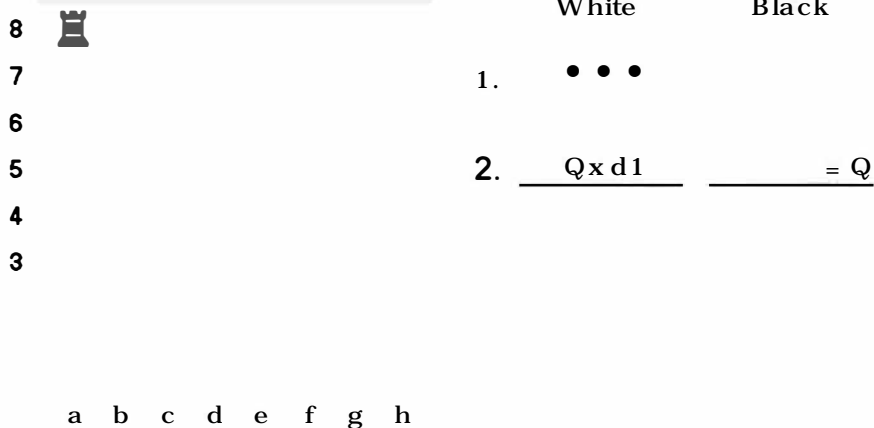
**White to move.**

Promote the b7 pawn to a Queen in two moves.


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.

# 10 Promoting Pawns

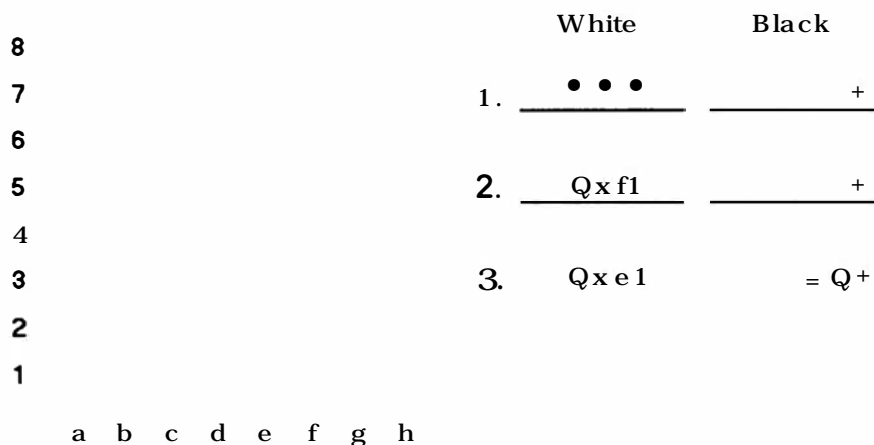
Diagram 295




**Black to move.**

 Promote the a-pawn to a Queen in two moves.

Start with a Queen sacrifice ( . . . Q x d 1). Follow this by promoting the a-pawn to a Queen.



**Black to move.**

 Promote the f-pawn to a Queen in three moves.

Start with a Queen sacrifice check ( . . . Q x f 1+). Follow this with a Rook check. Then, recapture to promote the f-pawn to a Queen.

# 10 Promoting Pawns

	White	Black
8		
7	1. _____	cx d5
6		
5	2. _____	<u>Anym ove</u>
4		
3	3. _____	Anym ove
2		
1	4. _____ = Q	
a b c d e f g h		

**White to move.**

Promote the a-pawn to a Queen in four moves.

Start with a Queen sacrifice. This sacrifice makes it possible to promote the a-pawn to a Queen.

Diagram 298

	White	Black	White	Black
8				
7	1. _____ +	<u>Qx d6</u>	1. _____ +	<u>Qx d6</u>
6				
5	2. _____	<u>Anym ove</u>	2. _____	<u>Qx c7?</u>
4				
3	3. _____ = Q		3. _____	
2				
1				
a b c d e f g h				

**White to move.**

Promote the c-pawn to a Queen, or (after a Queen trade) end up a Rook ahead in three moves.

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	Black
8		
7	1. _____	<u>fx e6</u>
6		
5	2. _____	<u>Q g7</u>
4		
3	3. _____ = Q	
a b c d e f g h		

**White to move.**

Promote the f-pawn to a Queen in three moves.

Start with a Queen sacrifice (Qxe6!). This sacrifice makes it possible to promote the f-pawn to a Queen.

	White	Black
8		
7	1. _____ +	<u>Kh7</u>
6		
5	2. _____	<u>fx e6</u>
4		
3	3. _____	<u>Q g7</u>
2		
1	4. _____ = Q	
a b c d e f g h		

**White to move.**

Promote the f-pawn to a Queen in four moves.

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	Black
8		
7	1. _____ +	_____ Kg8
6		
5	2. _____ +	_____ Q x e8
4		
3	3. _____ = Q +	

a b c d e f g h

**White to move.**

Promote the d-pawn to a Queen in three moves.

Use two Queen checks, forcing a Queen trade.

	White	Black
8		
7	1. _____ +	_____ Q x e6
6		
5	2. _____	_____ Any move
4		
3	3. _____ = Q	

a b c d e f g h

**White to move.**

Promote the e7 pawn to a Queen in three moves.

Use a Queen check to force a Queen trade. Follow this by promoting the e-pawn to a Queen.

# 10 Promoting Pawns

Diagram 303

	White	Black	White	Black
8				
7	1. _____	Kd7	1. _____	_____
6				
5	2. _____ = Q	Nxf8	2. _____ = Q <sup>+</sup>	
4				
3	3. _____			
2				
1				
	a b c d e f g h			

White to move.

Win the Black Knight for a pawn in three moves, or promote the f-pawn to a Queen in two moves.

Begin by attacking the f8 square with the Bishop. Then, promote the f-pawn to a Queen.

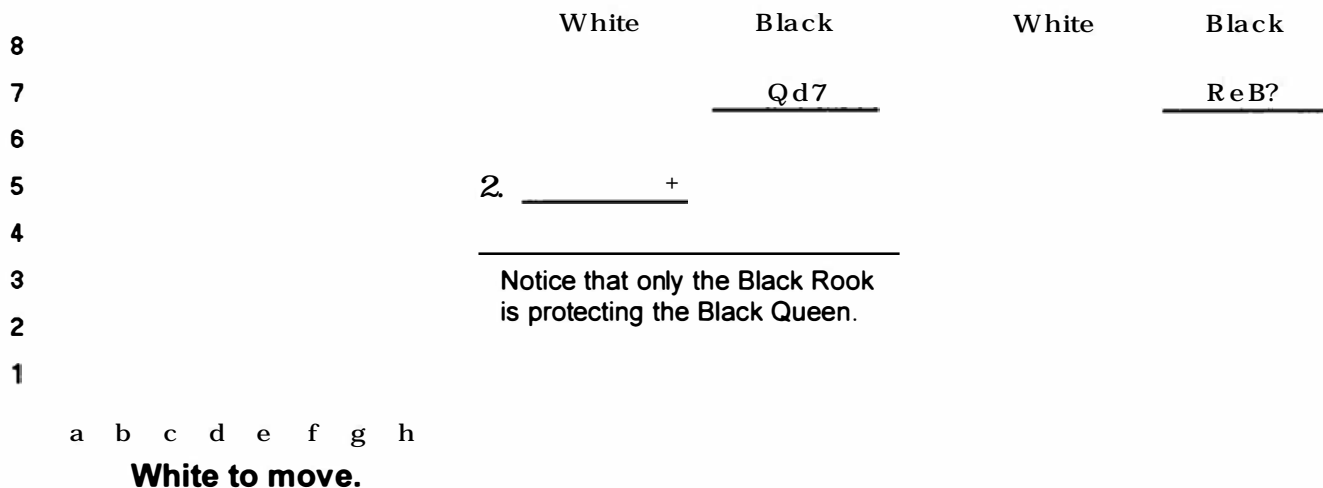
	White	Black	White	Black
8				
7	1. _____ +	Kh8	1. _____ +	Nxc4??
6				
5	2. _____	g6	2. _____ #	
4				
3	3. _____ = Q	Nxe8		
2				
1	4. _____			
	a b c d e f g h			

White to move.

Win the Black Knight for a pawn in four moves, or checkmate in two moves.

Begin with a Bishop check. Follow this by attacking the e8 square with the Bishop. Then, promote the e-pawn to a Queen.

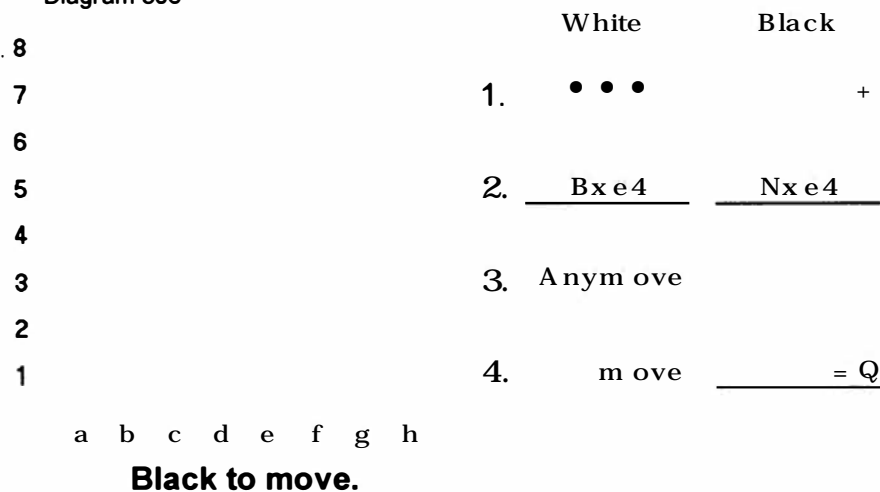
# 10 Promoting Pawns



Win the Black Rook or Queen  
in two moves.

Push the e-pawn, threatening  
the Black Rook.

Diagram 306



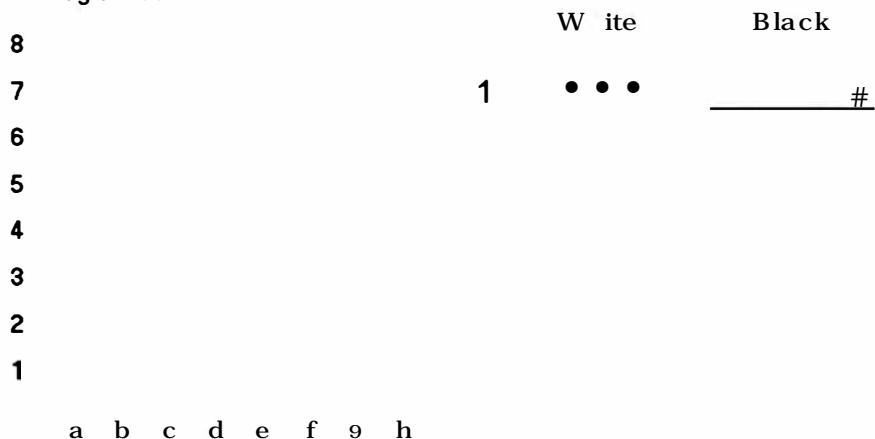
Force a Bishop and Knight  
trade, and promote the c-pawn  
to a Queen in four moves.

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.



# 10 Promoting Pawns

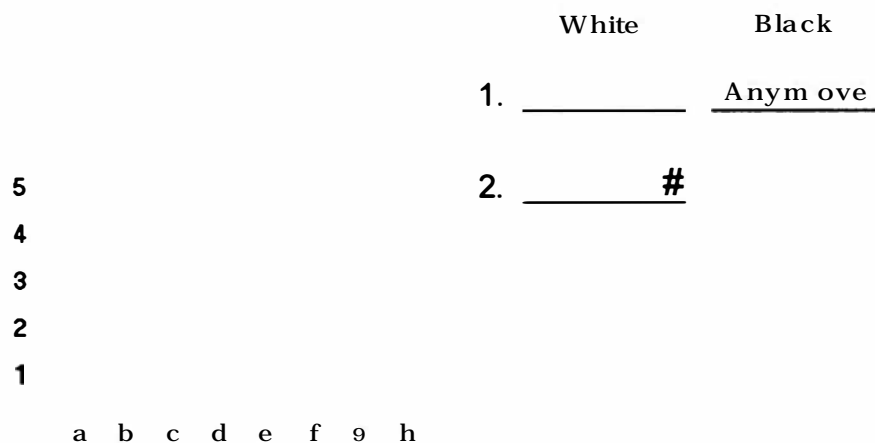
Diagram 307



**Black to move.**

Checkmate in one move.

Use an Underpromotion.  
(Promote the pawn to something other than a Queen!)

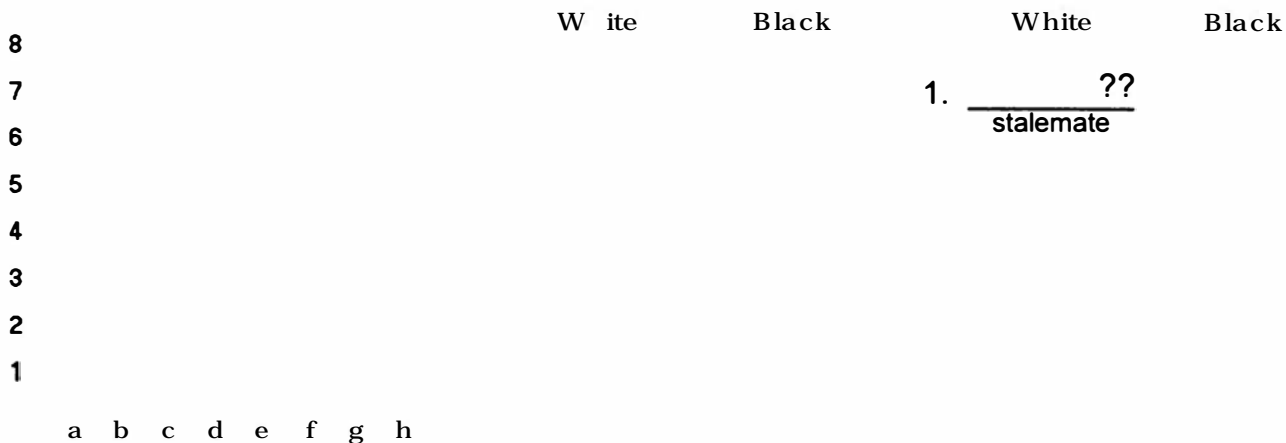


**White to move.**

Checkmate in two moves.

Use an Underpromotion. Black cannot stop White from putting a Knight on c7 and checkmating!

# 10 Promoting Pawns



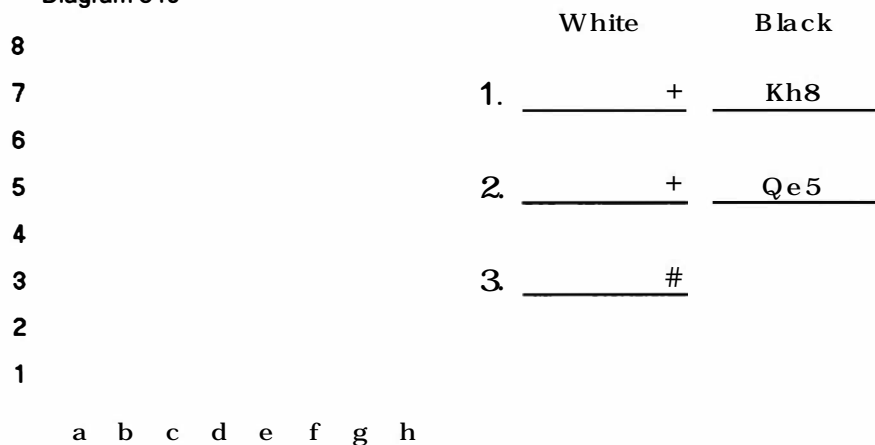
**White to move.**

Come out a Rook ahead and avoid a stalemate draw.



Use an Underpromotion.

Diagram 310



**White to move.**

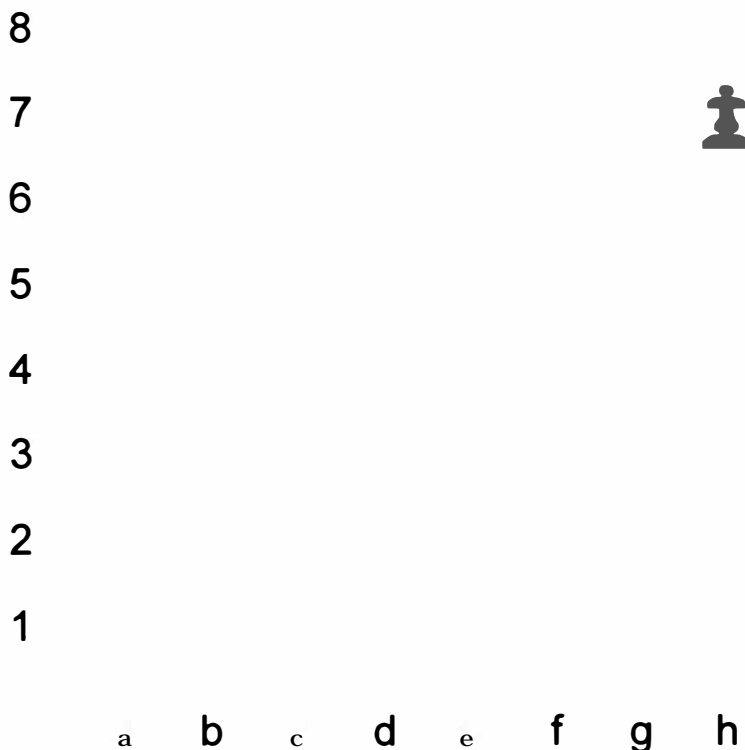
Checkmate in three moves.

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

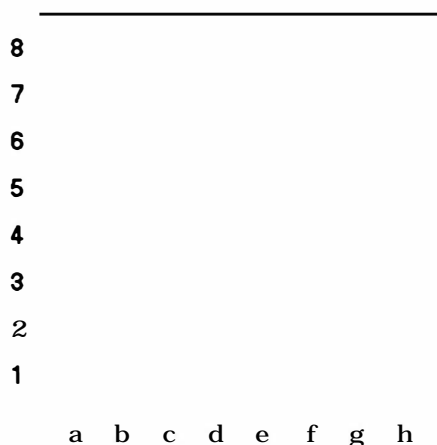


**Black to move.**

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 instruction



- |    | White       | Black |
|----|-------------|-------|
| 1. | Rc8 +       | Rxc8  |
| 2. | <u>Qxb2</u> |       |

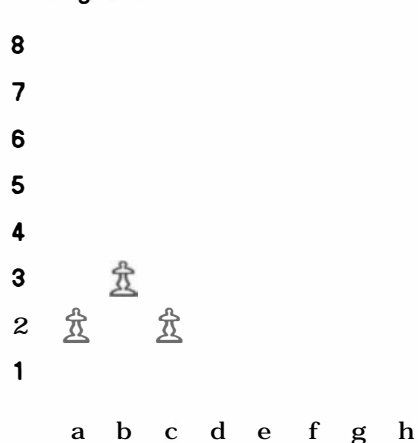
This one is done for you.

**White to move.**

Win the Black Queen for a Rook in two moves.

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               | Black              |
|----|---------------------|--------------------|
| 1. | <u>          </u> + | <u>          </u>  |
| 2. | <u>          </u> + | <u>    Kg7    </u> |

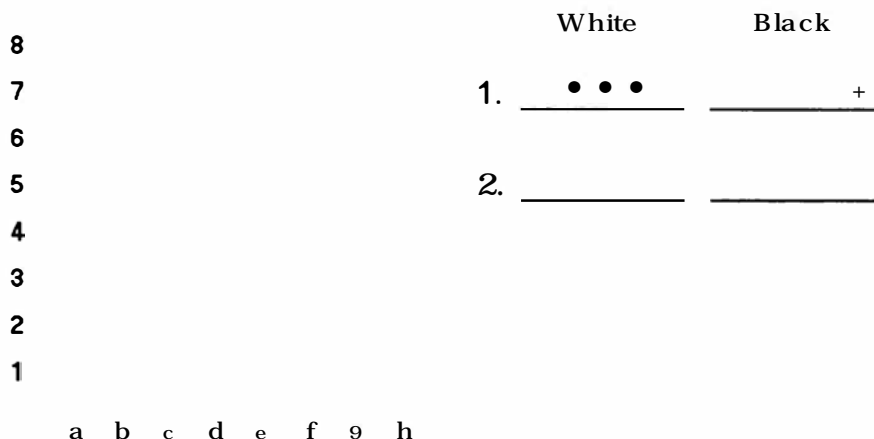
Your turn now!

**White to move.**

Win the Black Rook in three moves.

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 fxe4, capturing the Queen.

# 11 Removing the Guard instruction

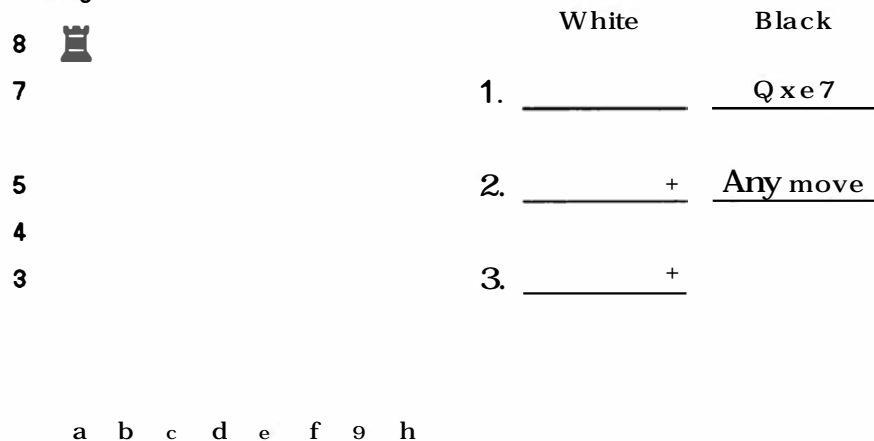


**Black to move.**

Win the White Queen for a Rook in two moves.

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

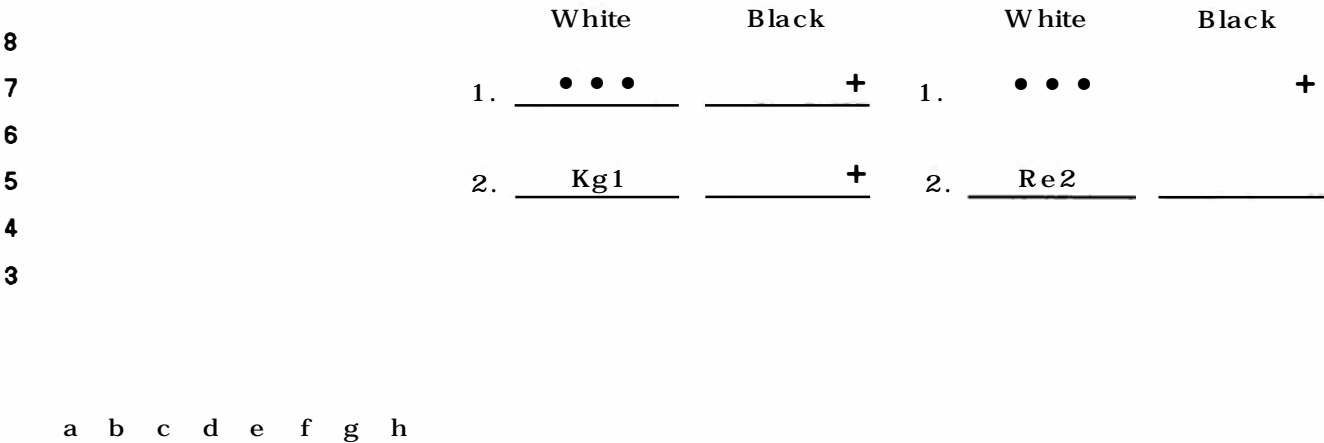


**White to move.**

Win both Black Rooks for a Rook in three moves.

White plays Re7 attacking the Black Queen. Black's best move is . . . Qxe7. Black's move is a sacrifice, the Black Rook on d5. White then plays Oxd5+. After Black moves, White plays Oxa8-

# 11 Removing the Guard

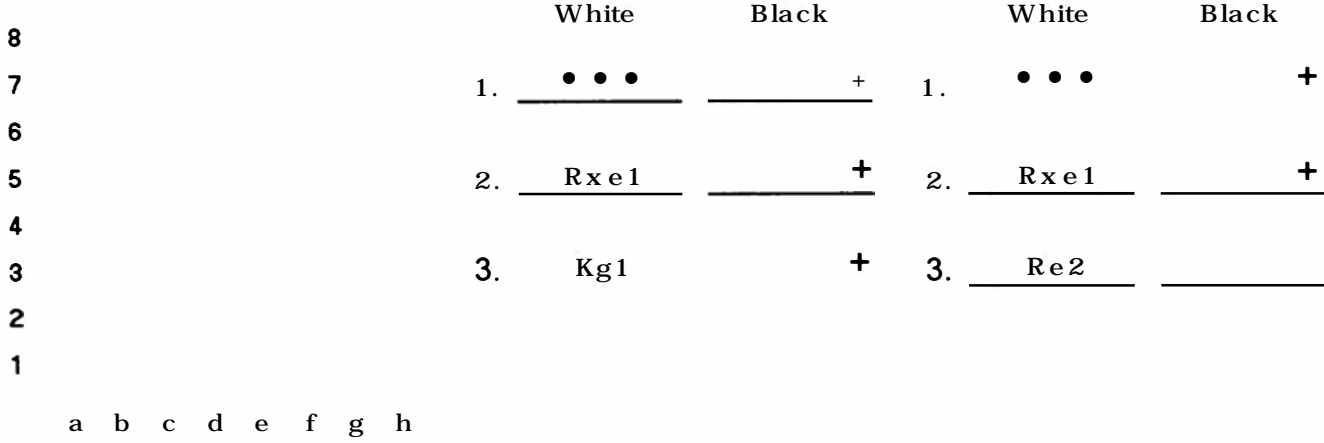


**Black to move.**

Win the White Rook in two moves.

Use a Bishop check to Remove the Guard (the King) from the White Rook.

Diagram 317

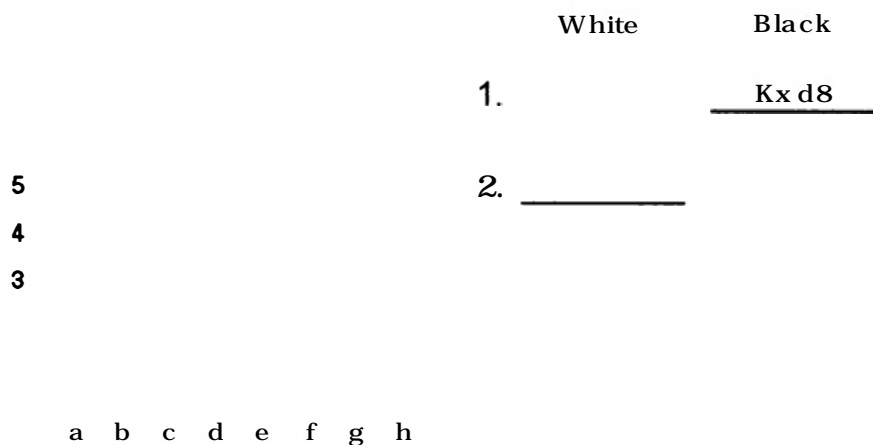


**Black to move.**

Win a White Rook in three moves.

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.

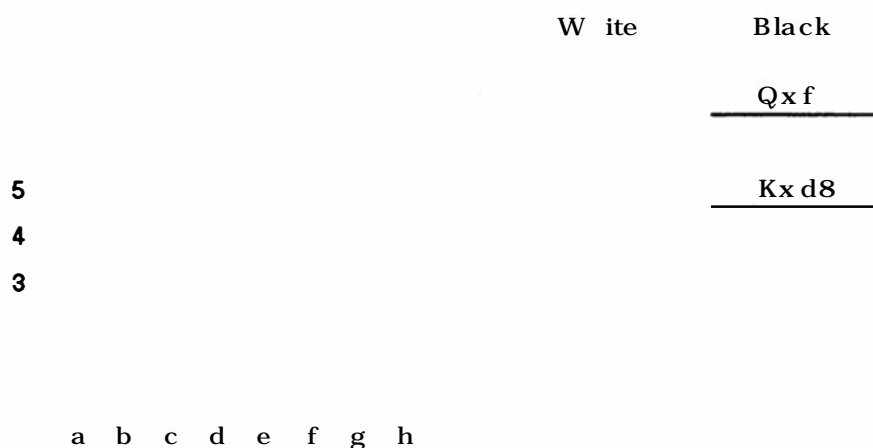
# 11 Removing the Guard



**White to move.**

Win the Black Queen for a Rook in two moves.

Use a Rook sacrifice check to Remove the Guard (the King) from the Black Queen.



**White to move.**

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

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

	White	Black
7	1. _____ +	<u>Km oves</u>
6		
5		
4		
3		

a b c d e f g h

**White to move.**

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

Use a Queen check to Remove the Guard (the King) from the Black Knight.

Diagram 321

	White	Black
7	1. _____ +	<u>Kg7</u>
6		
5	2. _____ +	<u>Km oves</u>
4		
3	3. _____	

a b c d e f g h

**White to move.**

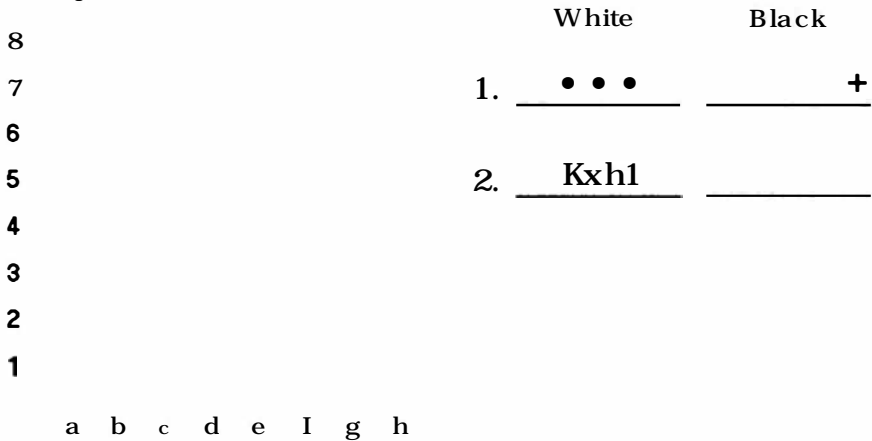
Win the **Black** Knight in three moves.

Use two Queen checks to Remove the Guard (the King) from the Black Knight



# 11 Removing the Guard

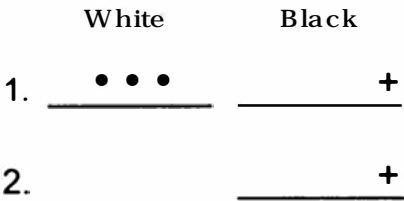
Diagram 322



**Black to move.**

----- Win the White Queen for a Rook in two moves.

Use a Rook sacrifice check to Remove the Guard (the King) from the White Queen.



a b c d e f g h

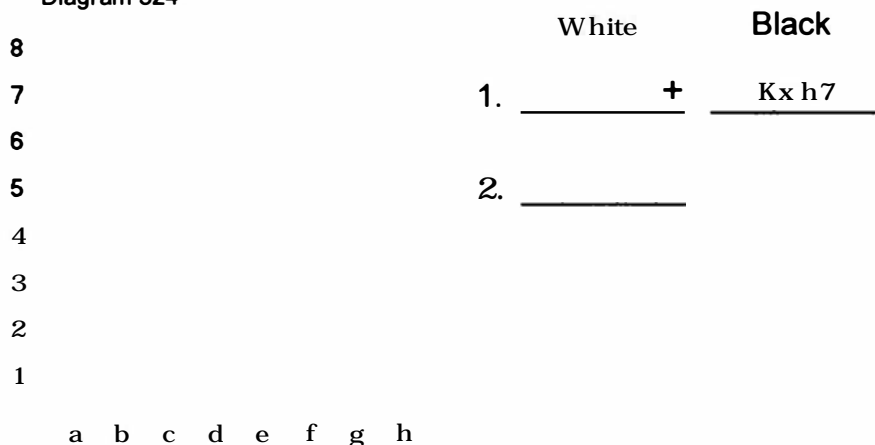
**Black to move.**

----- Win the White Queen for a Bishop in two moves.

Use a Bishop sacrifice check to Remove the Guard (the King) from the White Queen.

# 11 Removing the Guard

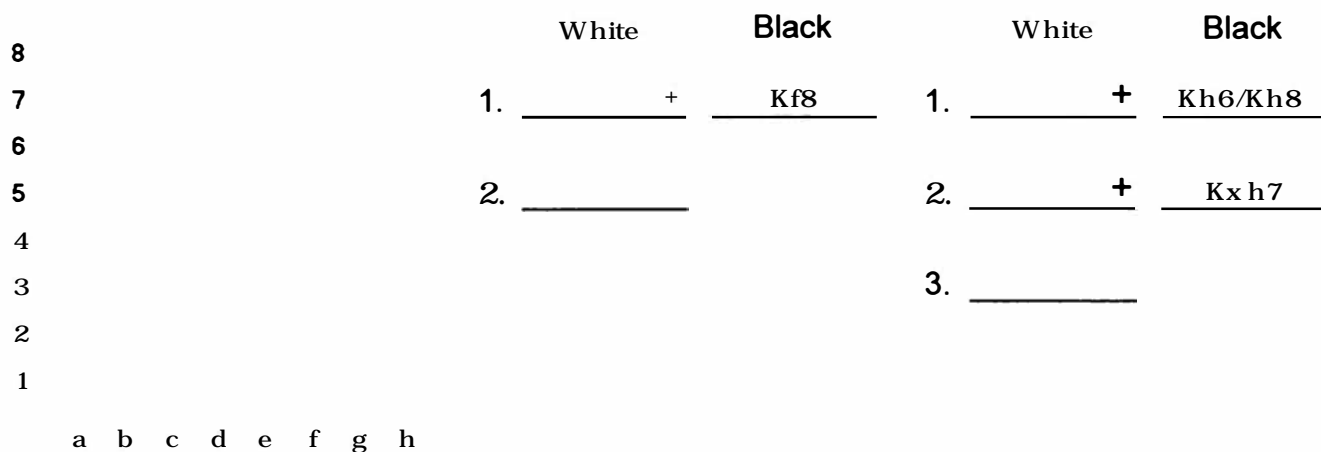
Diagram 324



**White to move.**

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

Use a Rook sacrifice check to Remove the Guard (the King) from the Black Rook.



**White to move.**

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

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

	White	Black	White	Black
7	1. <u>• • •</u>	<u>          </u>	1. <u>• • •</u>	
6				
5	2. <u>Nxd4??</u>	<u>#</u>	2. <u>hxg4!</u>	<u>          </u> +
4				
3				
a b c d e f g h				

**Black to move.**

Checkmate or win the Queen  
for two Knights in two moves.

Use a Knight move to attack the  
White Queen or to Remove the  
Guard (the Knight) from the h2  
square.

Diagram 327

	White	Black	White	Black
8				
7	1. <u>• • •</u>		1. <u>• • •</u>	
6				
5	2. <u>bxc3</u>	<u>g5!</u>	2. <u>bxc3</u>	<u>g5!</u>
4				
3	3. <u>N moves</u>		3. <u>B moves</u>	<u>          </u>
a b c d e f g h				

**Black to move.**

Win the White Bishop or the  
Knight on f4 in three moves.

Begin by capturing the White  
Knight on c3 (... Bxc3). Then,  
push the g-pawn to Remove the  
Guard (the remaining Knight)  
from the Bishop.

# 11 Removing the Guard

Diagram 328

	White				Black			
8								
7						<u>Rxe8</u>		
6								
5								
4								
3								
	a	b	c	d	e	f	g	h

**White to move.**

Win the Knight on f in two moves.

Use a Knight capture to Remove the Guard (the Bishop) from the Knight on f .

	White				Black			
8								
7						<u>Bxe5</u>		
6								
5								
4								
3								
2								
	a	b	c	d	e	f	g	h

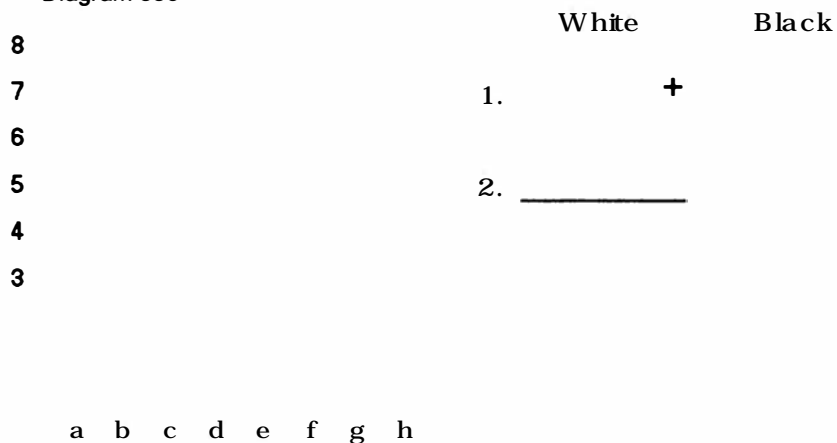
**White to move.**

Win the Black e-pawn in two moves.

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

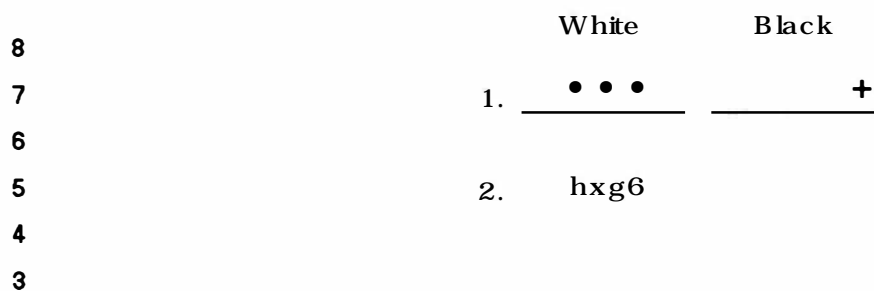
Diagram 330



**White to move.**

Win the Black Queen in two moves.

Use a Rook check to Remove the Guard (the Bishop) from the Black Queen.



**Black to move.**

Win the White Bishop in two moves.

Use a Rook sacrifice check to Remove the Guard (the Bishop) from the White Rook.

# 11 Removing the Guard

		White	Black	White	Black
8					
7		1. _____ +	<u>Rxe8</u>	1. _____ +	<u>Kg7</u>
6					
5		2. _____		2. _____	
4					
3					
2					
1					
	a b c d e f g h				

**White to move.**

Win the Black Queen for a Rook in t o moves.

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

Diagram 333

		White	Black	White	Black
8					
7		1. _____ +	<u>Rxf8</u>	1. _____ +	<u>Kh7</u>
5				2. _____	
4					
3					
2					
	a b c d e f g h				

**White to move.**

Win the Black Queen for a Rook, or win a Rook for free, in t o moves.

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

# 11 Removing the Guard

8		White	Black		White	Black
7		1. _____ +	_____ Kg7		1. _____ +	_____ Rxd8
6						
5		2. _____			2. _____	
4						
3						
	a b c d e f g h					

**White to move.**

Win the Black Rook, or the Queen for a Rook, in two moves.

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

8		White	Black
7		1. _____ +	_____ Rxd8
6			
5			
4			
3			
2			
1			
	a b c d e f g h		

**White to move.**

Win the Black Queen for a Rook in two moves.

Use a Rook sacrifice check to Remove the Guard (the Rook) from the Black Queen.

# 11 Removing the Guard

	White	Black	White	Black
7	1. <u>• • •</u>	<u>+</u>	1. <u>• • •</u>	<u>+</u>
6				
5	2. <u>Rxb1</u>	<u></u>	2. <u>Kf2??</u>	<u>#</u>
4				
3				
2				
	a b c d e f g h			

**Black to move.**

Win the White Queen for a Rook, or checkmate, in two moves.

Use a Rook sacrifice check to Remove the Guard (the Rook) from the White Queen.

	White	Black
8		
7	1. <u>• • •</u>	<u>+</u>
6		
5	2. <u>Rxd1</u>	<u></u>
4		
3		
	a b c d e f g h	

**Black to move.**

Win the White Bishop in two moves.

Use a Rook sacrifice check to Remove the Guard (the Rook on c1) from the Rook on c3.



# 11 Removing the Guard

	White	Black	White	Black
7		<u>Qxe8</u>		<u>Kf</u>
6				
5	2.		2. _____	#
4				
3				
	a	b	c	d
	e	f	g	h

**White to move.**

Checkmate on g7 or f8 in two moves.



Use a Rook sacrifice to Remove the Guard (the Queen) from the g7 square.

	White	Black	White	Black
8				
7	1. ● ● ●	+	1. ● ● ●	+
6				
5	2. <u>Nxe1</u>	<u>#</u>	2. <u>Qxe1</u>	<u>#</u>
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**Black to move.**

Checkmate on g2 or h1 in two moves.

Use a Rook sacrifice check to Remove the Guard (the Queen's Knight) from the g2 square to the h1 square.

# 11 Removing the Guard

	White	Black	White	Black				
7		<u>Rxa6?</u>	1. <u>                    </u>	<u>Qxa6?</u>				
6								
5	2.		2. <u>                    </u>	<b>#</b>				
4								
3								
2								
	a	b	c	d	e	f	g	h

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!

**White to move.**

Checkmate in two moves.

Use a Rook sacrifice (Rxa6) to Remove the Guard (the Queen or the Rook) from the d7 square or the d8 square.

Diagram 341

Diagram 6.11

	White	Black	White	Black			
8							
7		<u>Qxb8</u>	1. _____	<u>Rxb8</u>			
5	2.		2. _____	<u>#</u>			
4							
3							
a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.

Use a Rook sacrifice to Remove the Guard (the Queen or the Rook). setting up either Nxf # or Qg7#.

# 12 Perpetual Check introduction

**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

kft

ks2

t

B2hh2kng



# 12 Perpetual Check instruction

	White	Black
8		
7	1. _____ +	<u>fxg6</u>
6		
5	2. _____ +	_____
4		
3	3. _____ +	_____
2		
1	4. _____ +, etc.	
	draw	
a b c d e f g h		

**White to move.**

Avoid checkmate (...Qa1# or ...Qb2#), and draw this other ise losing position by using a Perpetual Check.

White plays R xg6+, sacrificing a Rook. Black plays ...fxg6. White then plays Q xg6+, and alternately checks the Black King (Qg6+ and Qh6+). Black cannot escape check. Draw!

Diagram 346

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	_____
4		
3	3. _____ +	_____
2		
1	4. _____ +, etc.	
	draw	
a b c d e f g h		

**White to move.**

Draw this other ise losing position by using a Perpetual Check.

White plays ReB+ 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

	White	Black
8		
7	1. ● ● ●	+
6		
5	2. Kh2	+
4		
3	3. Kh1	+, etc.
2		draw
1		
	a b c d e f g h	

**Black to move.**

Draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the Black Knight.

	White	Black
8		
7	1. _____ +	Kh7
6		
5	2. _____ +	Kh8
4		
3	3. _____ +, etc.	
2	draw	
1		
	a b c d e f g h	

**White to move.**

Avoid checkmate and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Knight.

# 12 Perpetual Check

	White	Black	White	Black
8				
7	1. ● ● ●	+	1. ● ● ●	+
6				
5	2. Kd1	+	2. Kb1	+
4				
3	3. Kc1	+	3. Ka1??	#
2		draw		
1				
	a b c d e f g h			

Black to move.

Avoid checkmate (Qg7#), and draw this other ise losing position by using a Perpetual Check, or checkmate in three moves!.

Use a Perpetual Check from the Black Knight.

	White	Black
8		
7	1. _____ +	Kf8
6		
5	2. _____ +	Ke8/g8
4		
3	3. _____ +	Kf8
2		
1	4. _____ +, etc.	
	draw	
	a b c d e f g h	

White to move.

Draw this other ise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Knight.


# 12 Perpetual Check

		White	Black		White	Black
8						
7		1. ● ● ●	+	1.	● ● ●	+
6						
5		2. <u>Kh1/h3</u>	+	2.	<u>Kh1</u>	+
3		3. <u>Kh2</u>	+	3.	<u>Kg1</u>	+
2		4. <u>Kh1/h3</u>	+	4.	<u>Kh1</u>	+
			draw			draw
	a b c d e f g h					

**Black to move.**

Draw this otherwise losing position by using a Perpetual Check.

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.

		White	Black		White	Black
8						
		1. +	<u>Kg8</u>	1.	+	<u>Kh8??</u>
6						
5		2. +	<u>Kg7</u>	2.	+	<u>Kg8</u>
4						
3		3. +	<u>Kg8</u>	3.	<u>#</u>	
		4. <u>          </u> +, etc.				
		draw				
	a b c d e f g h					

**White to move.**

Draw this otherwise losing position by using a Perpetual Check, or checkmate in three moves!

Use a Perpetual Check from the White Knight.



# 12 Perpetual Check

8		White	Black		White	Black
7		1. _____ +	_____ Kg8	1.	Bf5/e4+?	_____ Qh6! Blocks the check!
5		2. _____ +	_____ Kh8			
4						
3		3. _____ +, etc.				
2		draw				
	a b c d e f g h					

White to move.

Draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Bishop and Rook.

Diagram 354

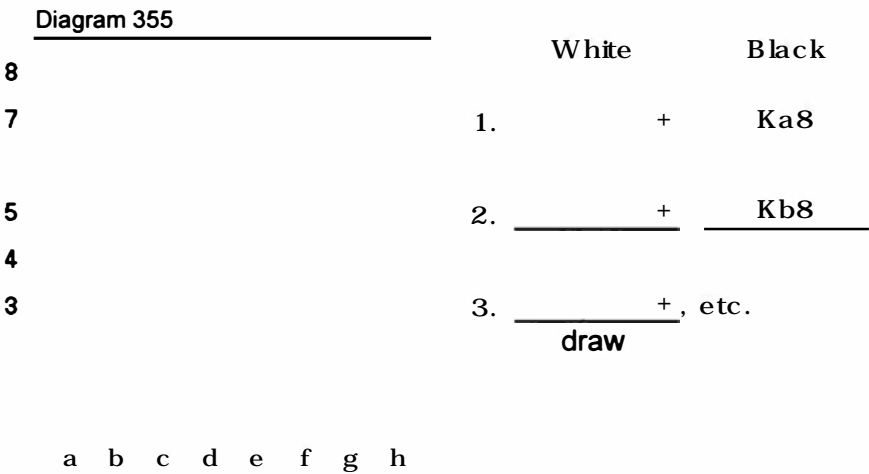
8		White	Black
7		1. _____ +	_____ Kh7
6			
5		2. _____ +	_____ Kg8
4			
3		3. _____ +, etc.	
		draw	
	a b c d e f g h		

White to move.

Avoid checkmate and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from White's White Bishop.

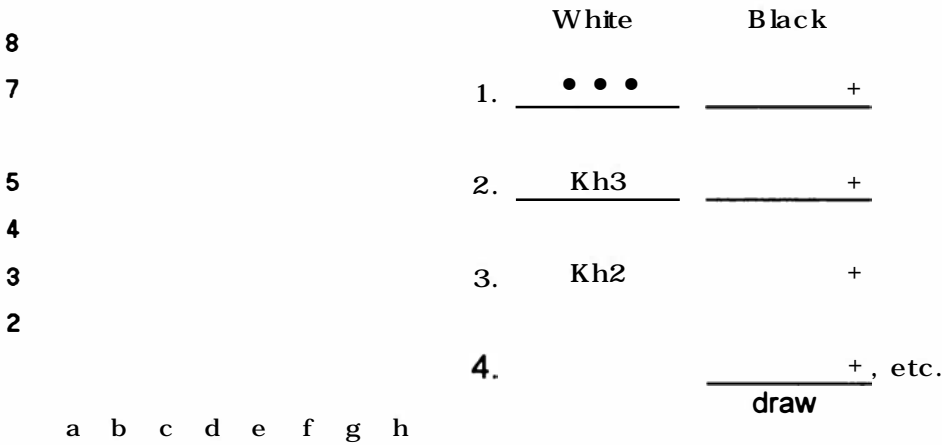
# 12 Perpetual Check



**White to move.**

Avoid checkmate (. . . Rc1#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Rook.



**Black to move.**

Draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the Black Rook.

# 12 Perpetual Check

	White	Black
8		
7	1.            +	Kg8
6		
5	2.   Rhg7 +	Kh8
4		
3	3. _____ +, etc.	
2	draw	
1		
	a  b  c  d  e  f  g  h	

White to move.

Avoid checkmate (. . . Qa3#) and draw this other ise losing position by using a Perpetual Check.

Use a Perpetual Check from a White Rook.

Diagram 358

	White	Black
8		
7	1. _____ +	Ka7
6		
5	2. _____ +	Ka8/b8
4		
3	3. _____ +, etc.	
2	draw	
1		
	a  b  c  d  e  f  g  h	

White to move.

Draw this other ise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Rook.

# 12 Perpetual Check

Diagram 359

	White	Black
8		
7	1. _____ +	<u>Ka7/b7</u>
5	2. _____ +	<u>Ka8/b8</u>
4		
3	3. _____ +, etc.	
2	<u>draw</u>	
a b c d e f g h		

**White to move.**

Draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Rook.

Diagram 360

	White	Black	White	Black
8				
7	1. _____ +	<u>Nxb7</u>	1. _____ +	<u>Nxb7</u>
6				
5	2. _____ +	<u>Ka8</u>	2. _____ +	<u>Kc8??</u>
4				
3	3. _____ +	<u>Kb8</u>	3. _____ <b>#</b>	
	4. _____ +, etc.			
	<u>draw</u>			
a b c d e f g h				

**White to move.**

Draw this otherwise losing position by using a Perpetual Check, or checkmate in three moves.

Begin with a Queen sacrifice check. Follow this with a Perpetual Check from a White Rook.

# 12 Perpetual Check

Diagram 361

	White	Black
8		
7	1.     ●   ●   ●	_____ +
6		
5	2.     Kh 1/h2	_____ +
4		
3	3.     Kg 1	_____ +, etc.
		draw
a   b   c   d   e   f   g   h	<div>Notice that the Black Bishop is pinning the White f2 pawn.</div>	
<b>Black to move.</b>		

Avoid checkmate (Qd8+ and Rxd8#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the Black Rook.

	White	Black
8		
7	1. ● ● ●	+
6		
5	2. hx g3	+
4		
3	3. Kh 1/h2	+
2		
1	4.	+, etc.
a b c d e f g h		draw
Black to move.		

Avoid checkmate (Qd8+ and Rxd8#) and draw this otherwise losing position by using a Perpetual Check.

Begin with a Queen sacrifice check. Next, use a Perpetual Check from the Black Rook.

# 12 Perpetual Check

Diagram 363

	White	Black
8		
7	1. _____ +	_____ Kh7
6		
5	2. _____ +	_____ Kh8
4		
3	3. _____ +, etc.	
2	draw	
1		
	a b c d e f g h	

**White to move.**

Stop Black from promoting the h-pawn and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Queen.

	White	Black
8		
7	1. • • •	_____ +
5	2. _____ Kh1	_____ +
4		
3	3. _____ Kg1	_____ +, etc.
2		draw
	a b c d e f g h	

**Black to move.**

Avoid checkmate (Qb7#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the Black Queen.

# 12 Perpetual Check

Diagram 365

	White	Black
8		
7	1. _____ +	_____ Kh7
6		
5	2. _____ +	_____ Kg8
4		
3	3. _____ +, etc.	
2	draw	
1		
	a b c d e f g h	

White to move.

----- Draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Queen.

	White	Black
8		
7	1. _____ +	_____ Rx e8
6		
5	2. _____ +	_____ Kh7
4		
3	3. _____ +	_____ Kg8
2		
1	4. _____ +, etc.	
	draw	
	a b c d e f g h	

White to move.

----- Draw this otherwise losing position by using a Perpetual Check.

Begin with a Rook check. Next, use a Perpetual Check from the White Queen.

# 12 Perpetual Check

Diagram 367

	White	Black
8		
7	1. _____ +	Kb5
5	2. _____ +	Ka5
4		
3	3. _____ +, etc.	
2	draw	
a b c d e f g h		

**White to move.**

Avoid checkmate (. . . Qa1/b1#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Queen.

Diagram 368

	White	Black
8		
7	1. _____ +	Ke7
6		
5	2. _____ +	Kf8
4		
3	3. _____ +	Ke7
	4. _____ +, etc.	
	draw	
a b c d e f g h		

**White to move.**

Avoid checkmate (. . . Re1+ and . . . Rxe1#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Queen.



## 12 Perpetual Check

[illegible]

## White to move.

Avoid being checkmated or losing the Queen (... Rf1+ or ... Rb8+). Draw this other losing position by using Perpetual Check.

Use a Perpetual Check from the White Queen.

### Diagram 370

Diagram 673

		White	Black
8			
7	1.	<u>          </u> +	<u>Kh8</u>
6			
5	2.	<u>          </u> +	<u>Kg8</u>
4			
3	3.	<u>          </u> +, etc.	
2		<b>draw</b>	
1			
	<b>a</b>	<b>b</b>	<b>c</b>
	<b>d</b>	<b>e</b>	<b>f</b>
	<b>g</b>	<b>h</b>	

Notice that the White Bishop is pinning the Black **f7** pawn.

## White to move.

Avoid checkmate (. . . Qa 1# or . . . Qb2#) and draw this otherwise losing position by using a Perpetual Check.

Use a Perpetual Check from the White Queen.

# 12 Perpetual Check

Diagram 371

	White	Black
8		
7	1. ● ● ●	+
6		
5	2. hx g3	+
4		
3	3. Kh 1	+
2		
1	4.	
a b c d e f g h		

**Black to move.**

----- Avoid checkmate (Qb7#) and draw this other ise losing position by using a Perpetual Check.

Begin with a Rook sacrifice check. Follow this with a Perpetual Check from the Black Queen.

	White	Black
8		
7	1. ● ● ●	+
6		
5	2. a/cx b3	+
4		
3	3. a/cx b3	+
	4. Ka 1	+, etc.
a b c d e f g h		draw

**Black to move.**

----- Avoid checkmate (Qh7#) and draw this other ise losing position by using a Perpetual Check.

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

8

7

6

5

4

3

2

1

a   b   c   d   e   f   g   h

**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

	White	Black	White	Black
8				
7	1. <u>Kd6</u>	<u>Kf7/Kf8</u>	1. <u>Ra8/Rc8</u>	<u>Kf8</u>
6				
5	2. <u>Rxd8/Rxd8+</u>		2. <u>Rxd8+</u>	
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Win the Black Bishop in two moves.

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.

Diagram 375

	White	Black	White	Black
8				
7	1. _____ +	<u>stalemate</u>	1. _____ +	<u>Kc ??</u>
6				
5			2. _____	
4				
3				
2				
1				
	a	b	c	d
	e	f	g	h

**White to move.**

Draw this otherwise losing position in one move or win the Black Queen in two moves.

**Your turn now!**

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.

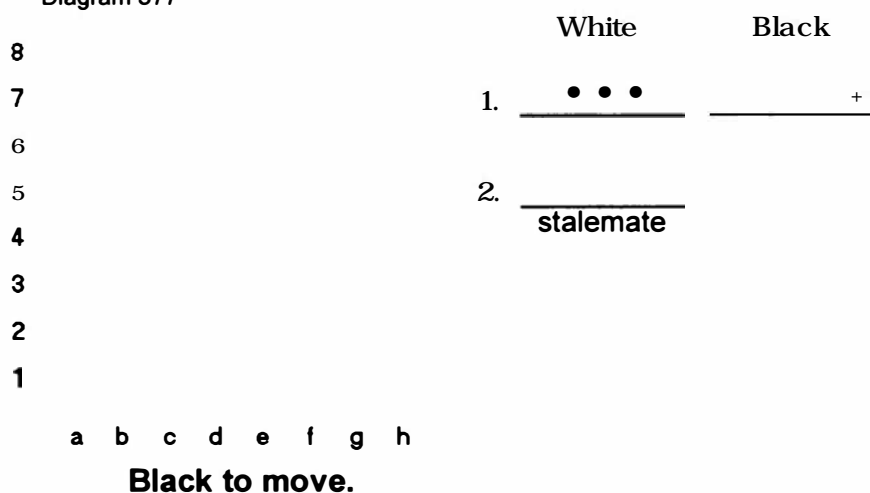
# 13 Zugzwang/Stalemate instruction



Checkmate in two moves.

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#.

Diagram 377



Draw this otherwise losing position.

Black plays ... Nc7+!, leaving White only one move. White must take the Knight (Bx c7), forcing a stalemate draw.

# 13 Zugzwang/Stalemate

	<hr/>								White	Black
8										
7								1.	<hr/>	<hr/> Kc8
6										
5								2.	<hr/>	#
4										
3										
2										
1										
	a	b	c	d	e	f	g	h		

**White to move.**

Checkmate in two moves.

Use a Queen move to put Black into Zugzwang, forcing the Black King to move to c8 where White will checkmate it.

	<hr/>								White	Black
8										
7								1.		K moves
6										
5								2.	<hr/>	
4										
3										
2										
	a	b	c	d	e	f	g	h		

**White to move.**

Win the pinned Black Rook in two moves.

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	Black	White	Black
8				
7	1. _____	<u>Ka8</u>	1. <u>g8= Q/R??</u>	stalemate
6				
5	2. _____ +	<u>Ka7</u>		
4				
3	3. _____ #			
2				
1				
	a b c d e f g h			

**White to move.**

Avoid a stalemate draw, and  
checkmate in three moves.

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

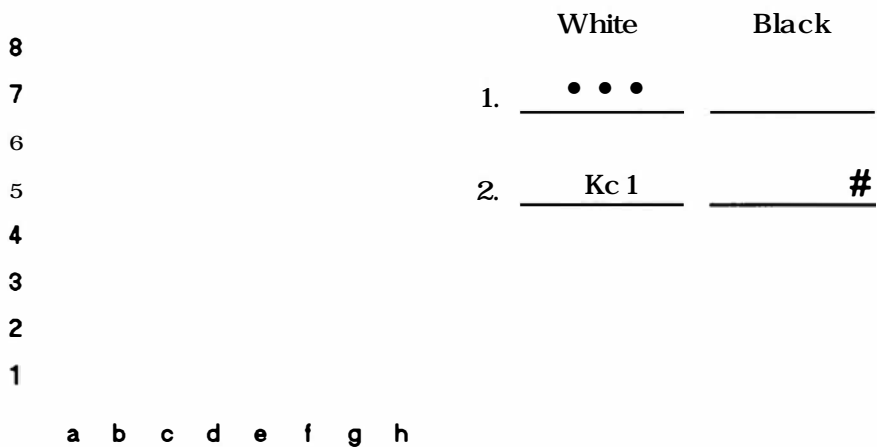
	White	Black	White	Black
8				
7	1. • • •	_____	1. • • •	_____
6				
5	2. <u>Ne3</u>	<u>#</u>	2. <u>Ne5</u>	<u>#</u>
4				
3				
2				
1				
	a b c d e f g h			

**Black to move.**

Checkmate in two moves.

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

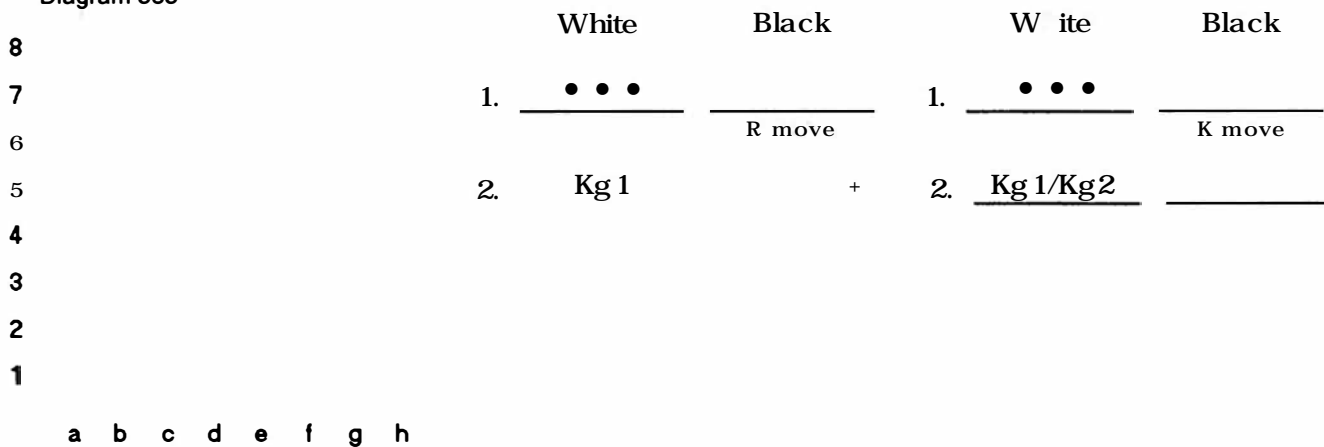


## Black to move.

Checkmate in two moves.

Use a Rook move to put White in Zugzwang, forcing the White King to move to c1.

**Diagram 383**



**Black to move.**

Win the White Bishop in two moves.

Use a Rook or King move to put White in Zugzwang, forcing the White King to leave the Bishop unprotected.



## 13 Zugzwang/Stalemate

**Diagram 384**

	White	Black	White	Black
7	1. _____	Rxa7	1. _____	Kd6
6				
5	2. _____ +	K moves	2. _____	
4				
3	3. _____			

**a   b   c   d   e   f   g   h**

## White to move.

Win the Black Rook for a pawn in three moves, or promote the a-pawn in two moves.

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.

8	White	Black	White	Black
7	1. _____	Rx a7	1. _____	Kd6
6				
5	2. _____ +	K moves	2. _____	
4				
3	3. _____			
2				
1				

**a   b   c   d   e   f   g   h**

**White to move.**

Win the Black Rook for a pawn in three moves, or promote the a-pawn in two moves.

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		Black		White		Black	
8								
7				<u>gx h6</u>			<u>B moves</u>	
6								
5		2.				2.		
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

**White to move.**

Checkmate in two moves.

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	
8								
7				<u>Qx g5</u>			<u>Qg6</u>	
6								
5		2.				2.		
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

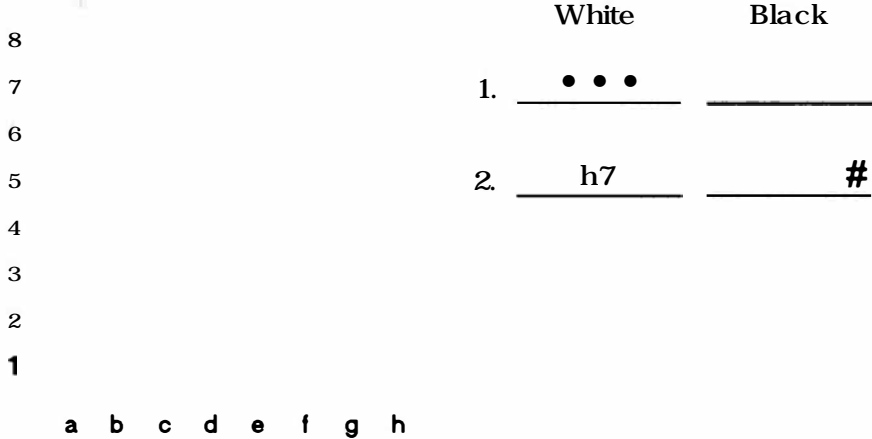
**White to move.**

Trap the Black Queen and win it for a Rook in two moves.

Use a Rook move to put Black in Zugzwang, forcing Black to make a game-losing Queen move.

# 13 Zugzwang/Stalemate

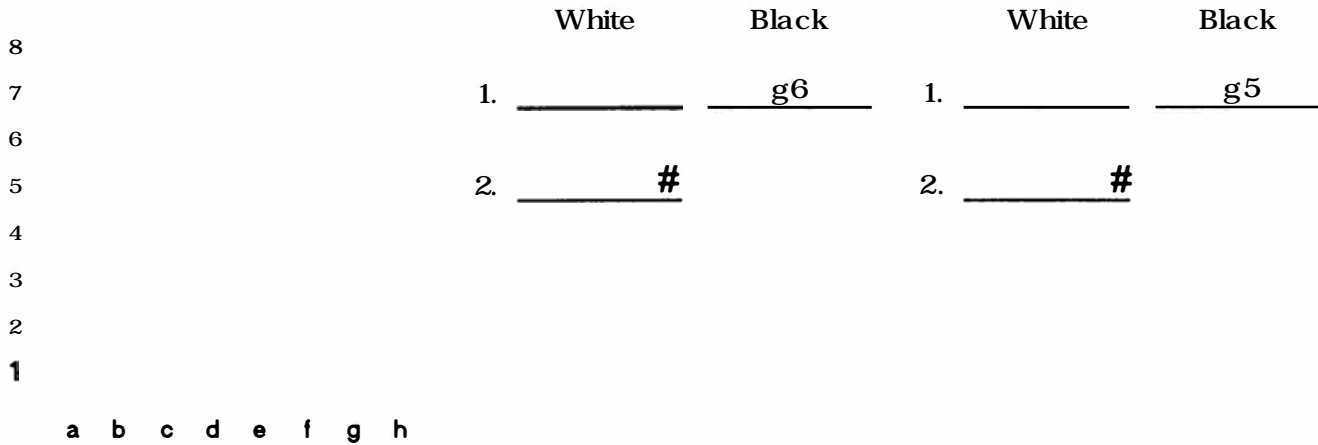
Diagram 388



Black to move.

Checkmate in two moves.

Use a Knight move to put White in Zugzwang, allowing White only a pawn move. Follow this by mate with the Black Knight.



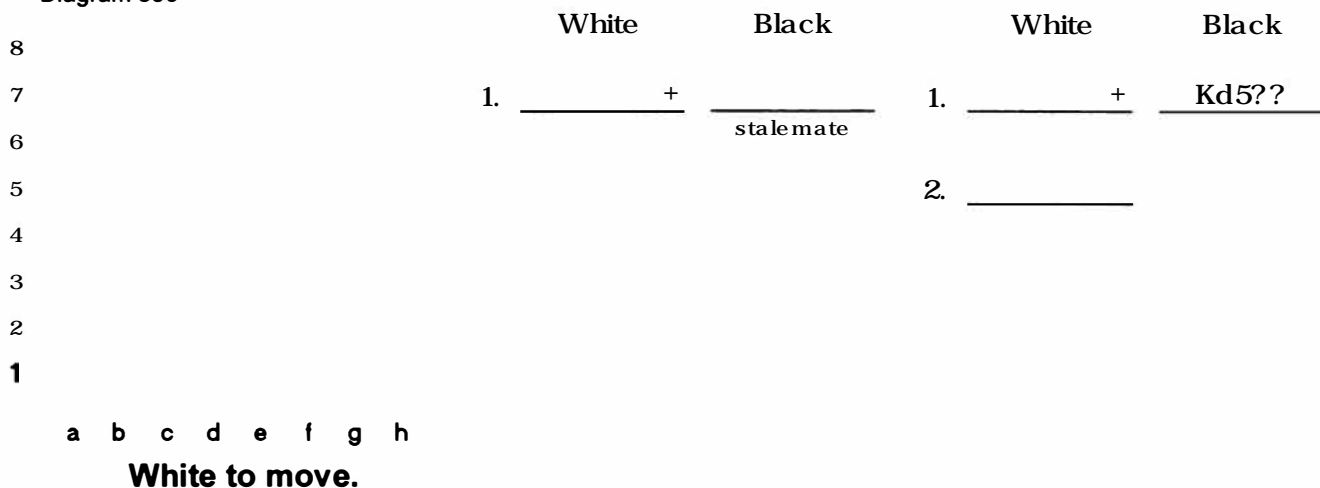
White to move.

Checkmate in two moves.

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.

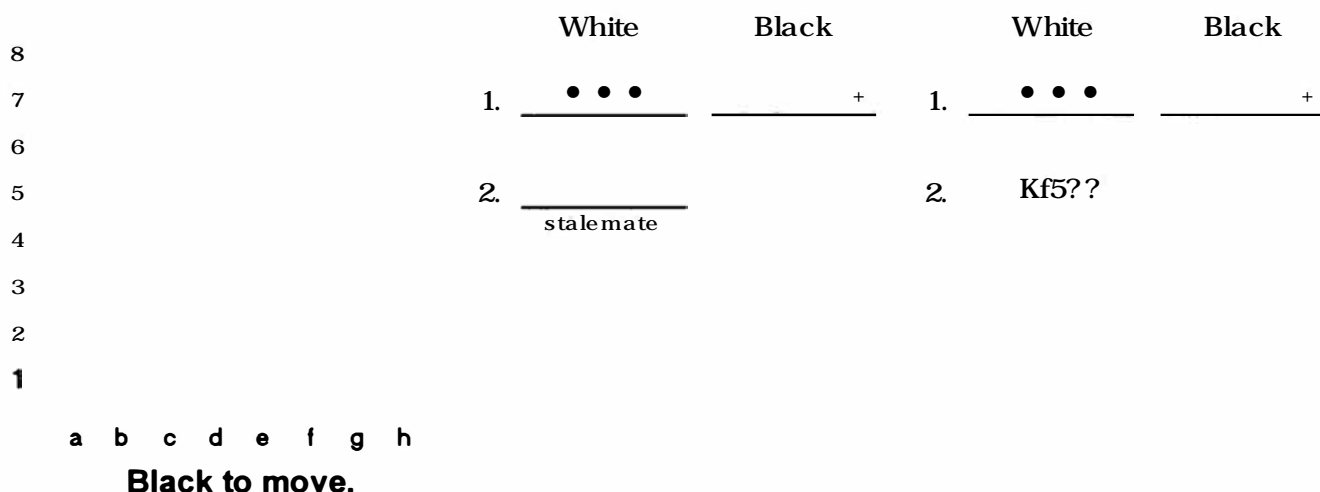
# 13 Zugzwang/Stalemate

Diagram 390



Draw this other ise losing position in one move, or win the Black Queen in two moves.

Use a Rook sacrifice check to force a Stalemate draw.



## To Do

Draw this other ise losing position in one move, or Win the White Queen in two moves.

Use a Rook sacrifice check to force a Stalemate draw.

# 13 Zugzwang/Stalemate

8

7

6

5

4

3

2

1

a

b

c

d

e

f

g

h

**Black to move.**

White	Black	White	Black
1.		1.	
2.		2.	
		3.	

**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.

Avoid checkmate (Q h1#) and draw this other wise 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*.

8

7

6

5

4

3

2

1

a

b

c

d

e

f

g

h

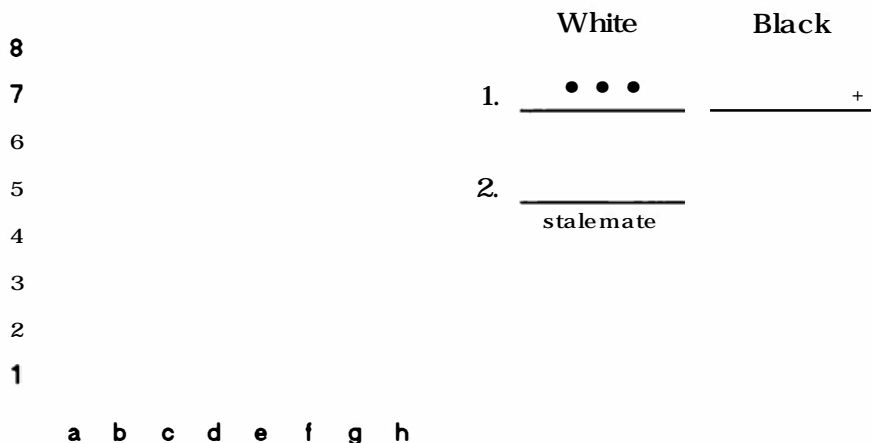
**Black to move.**

White	Black	White	Black
1.		1.	
2.		2.	
		3.	

Avoid checkmate and draw this other wise losing position by **stalemate** or by **lack of material**.

Use a Rook sacrifice check.

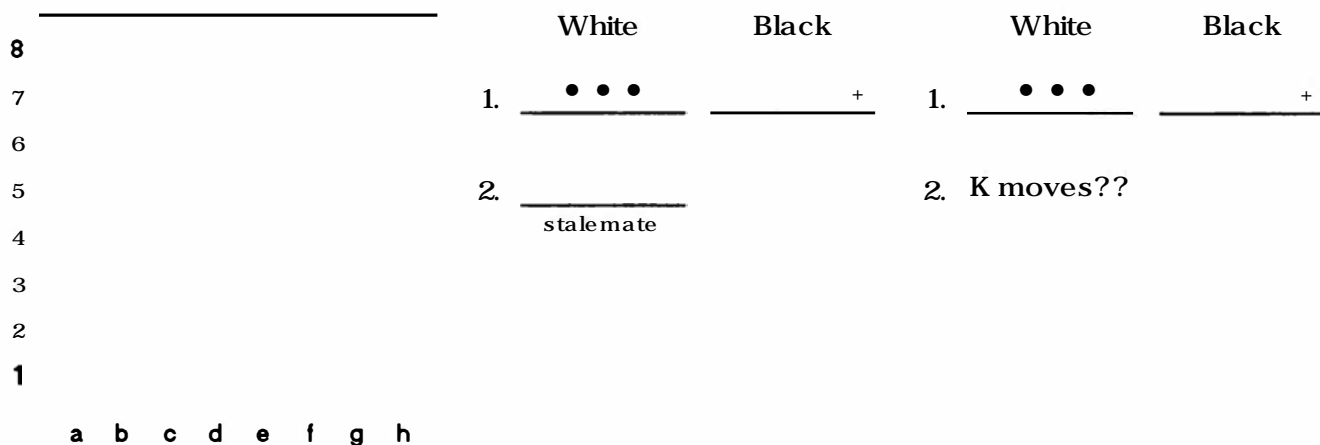
# 13 Zugzwang/Stalemate



**Black to move.**

Draw this other ise losing position.

Use a Rook sacrifice check to force S talemate draw!



**Black to move.**

Draw this other ise losing position in one move, or win the White Queen in two moves.

Use a Rook sacrifice check to force a S talemate draw!

# 13 Zugzwang/Stalemate

Diagram 396

	White	Black	White	Black
8				
7	1. _____ +			<u>Kf ??</u>
6		stalemate		
5				

a b c d e f g h

White to move.

Draw this other wise losing position in one move, or win the Black Bishop in two moves.

Use a Bishop sacrifice check to force a Stalemate draw.

	White	Black	White	Black
8				
7	1. _____ +	_____	1. _____ +	<u>Ka5/b6?</u>
6		stalemate		
5			2. _____	
4				
3				
2				
1				

a b c d e f g h

White to move.

Draw this other wise losing position in one move, or win the Black Bishop in two moves.

Use a Bishop sacrifice check to force a Stalemate draw.

# 13 Zugzwang/Stalemate

Diagram 398

	White	Black	White	Black
	1.	+		<u>Kb8??</u>
5		stalemate		
4				
3				
2				
a	b	c	d	e
	f	g	h	

White to move.

Draw this otherwise losing position in one move, or win the Black Queen in two moves.

Use a Queen sacrifice check to force a Stalemate draw.

	White	Black	White	Black
8				
7	1. ● ● ●	+	1. ● ● ●	+
6				
5	2. _____		2. <u>g3??</u>	_____
4	stalemate			
3				
2				
1				
a	b	c	d	e
	f	g	h	

Black to move.

Use a Queen sacrifice check to force a Stalemate draw.

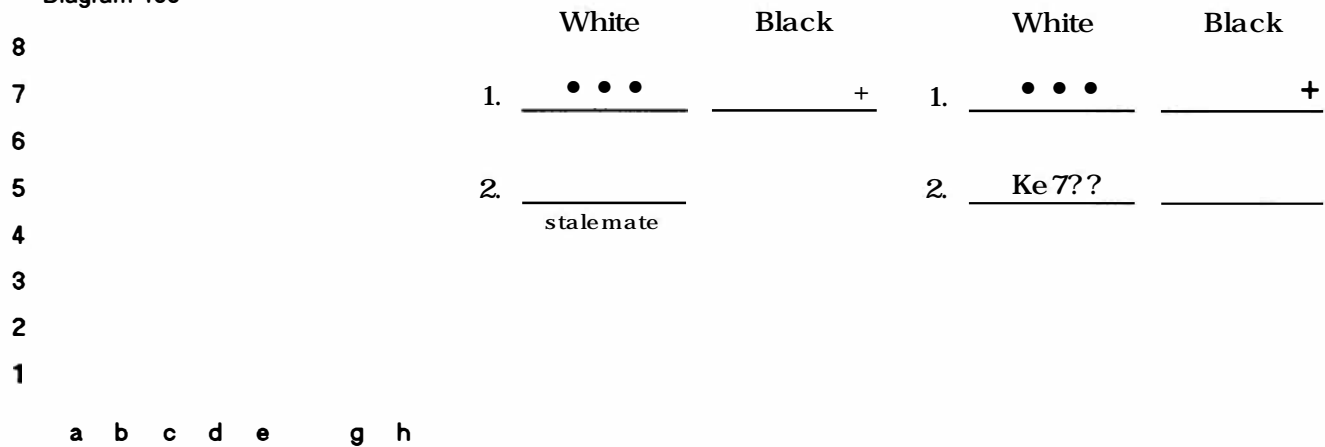
To Do

Draw this otherwise losing position in one move, or win the White Queen in two moves.



# 13 Zugzwang/Stalemate

Diagram 400

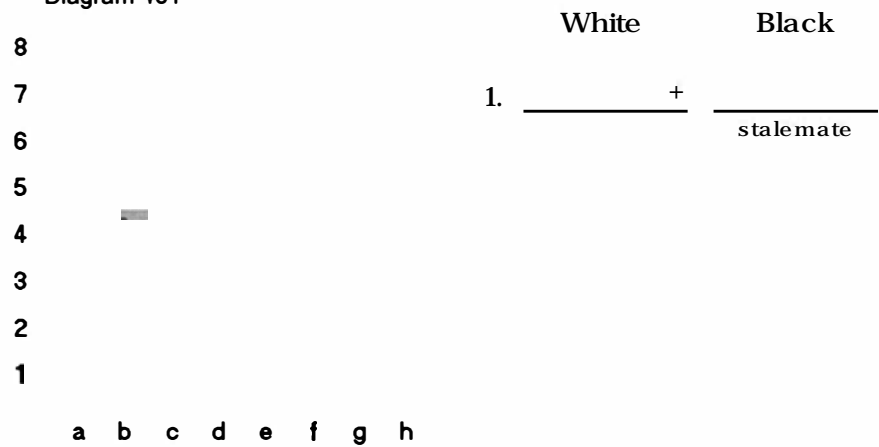


Black to move.

Draw this otherwise losing position in one move, or win the White Queen in two moves.

Use a Queen sacrifice check to force a Stalemate draw.

Diagram 401



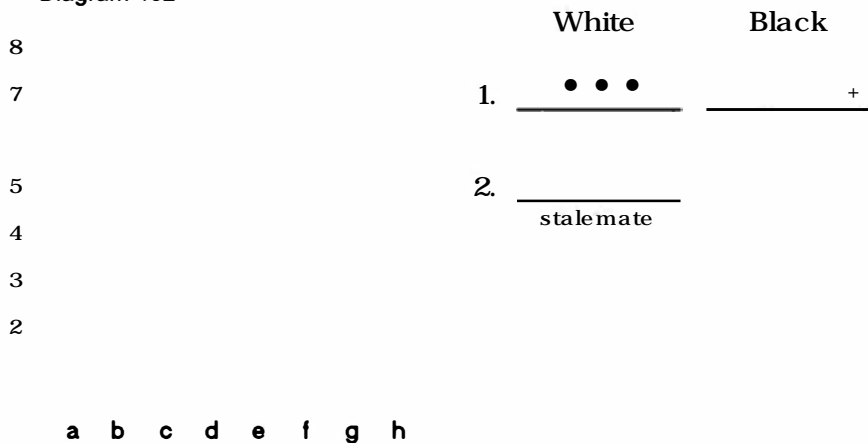
White to move.

Draw this otherwise losing position in one move.

Use a Queen sacrifice check to force a Stalemate draw.

# 13 Zugzwang/Stalemate

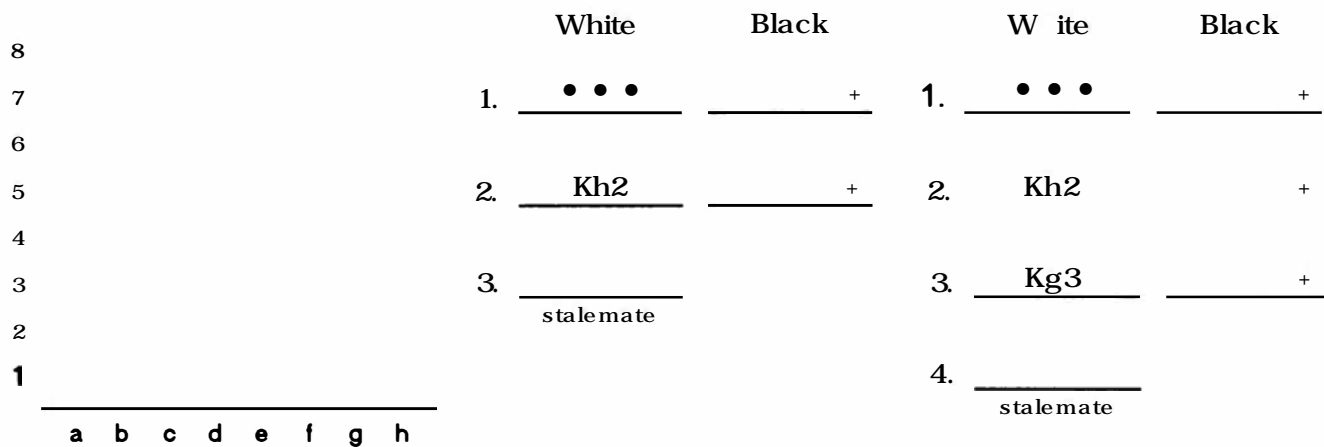
Diagram 402



**Black to move.**

Draw this other wise losing position.

Use a Queen sacrifice check to force a Stalemate draw.



**Black to move.**

Draw this other wise losing position in two or three moves.

Begin with a pawn promotion and Queen check. Next, use one or two Queen sacrifice checks to force a Stalemate draw.

# 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.**

	White	Black
8		
7	1. <u>Bd6++</u>	<u>K moves</u>
6		
5	2. <u>Bxc5</u>	
3		
2		
	This one is done for you.	

a b c d e f g h

**White to move.**

Win the Black Bishop in two moves.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork

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	Black
7	1. _____ +	<u>K moves</u>
6		
5	2. _____	
4		
3		

a b c d e f g h

**White to move.**

----- Win the Black Queen  
in t o 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

	White	Black	White	Black
8				
7	1. _____	Nf moves	1. _____	<u>Nd moves</u>
6				
5	2. _____		2. _____	
4				
3				

a b c d e f g h

**White to move.**

----- Win a Black Knight  
in two moves.

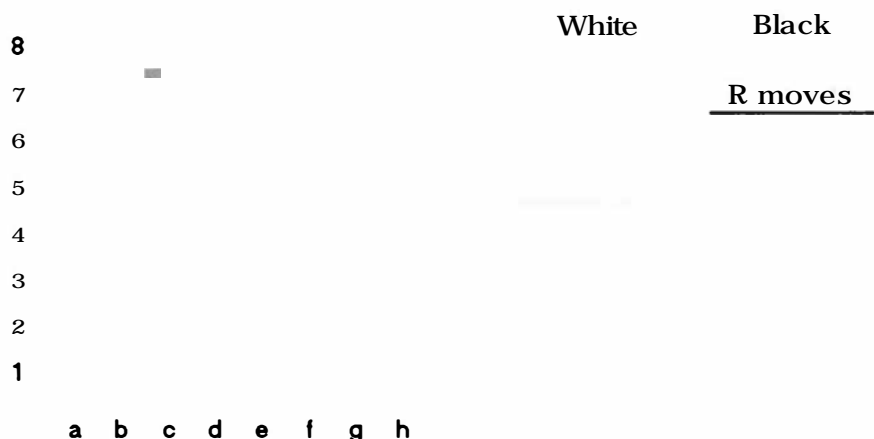
**Circle the Tactic(s):**

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.



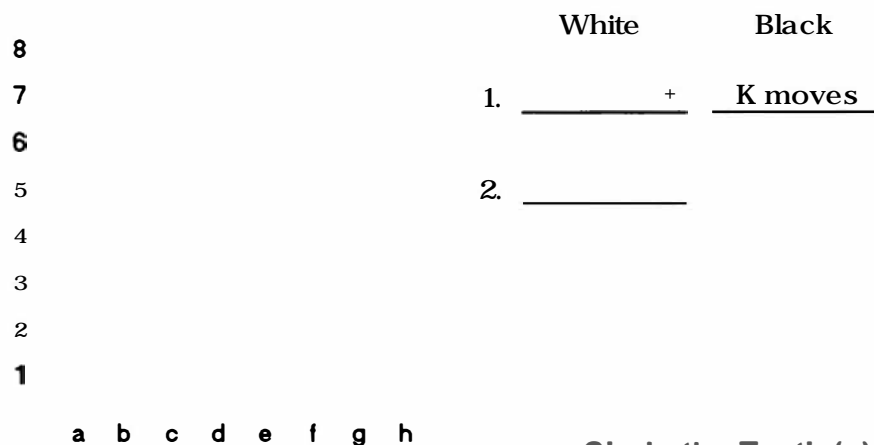
**White to move.**

Win the Black Knight  
in two 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



**White to move.**

Win the Black Queen  
in two 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.

	W ite	Black	W ite	Black
7	1. _____ +	Qf	1. _____ +	
6				
5	2. _____ +		2. _____	
4				
3				
2				

a b c d e f g h

**White to move.**

W n the Black Queen  
for a Bishop in two  
moves.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered At ack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

	W ite	Black
8		
7	1. _____	a6
6		
5	2. _____	Any move
4		
3	3. _____	
2		
1		

a b c d e f g h

**White to move.**

W n the Black Rook  
in three moves.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered At ack

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	Black		White	Black
1.	_____+	K _____-	1.	_____+	Ne 7??
2.	_____		2.	_____#	

a b c d e f g h

White to move.

Win the Black Queen, or checkmate, in two 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

	White	Black		White	Black
8			1.	_____+	Kb8??
7					stalemate
5			2.	_____	
4					
3					
2					

a b c d e f g h

White to move.

Draw this otherwise losing position in one move, or win the Black Queen in two 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.**

8  
7  
6  
5  
4  
3  
2

1B

s nipg vha

**a   b   c   d   e   f   g   h**

**White to move.**

Win the Black Knight  
in three moves.

**Diagram 414**

7				
6				
5				
4				
3				

**a   b   c   d   e   f   g   h**

**White to move.**

Checkmate in two moves.



# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

	White	Black
7	1.	<u>Nx h7</u>
6		
5	2. <u>                  </u> +	<u>K moves</u>
4		
3		

a b c d e f g h

**White to move.**

Win the Black Queen  
and Black Knight for a  
Rook in three 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

	White	Black		White	Black
8					
7	1. <u>• • •</u>	<u>                  </u> +	1.	<u>• • •</u>	<u>                  </u> +
6					
5	2. <u>Bxg4</u>		2.	<u>K moves?</u>	
4					
3					
2					
1					

a b c d e f g h

**Black to move.**

Win the White Queen  
for a Knight in two  
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.

	White	Black
8		
7	1. _____	+
6		
5	2. _____	+
4		
3	3. _____	#
2		
1		

a b c d e f g h

**White to move.**

Checkmate in three 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

	White	Black		White	Black
8					
7	1. _____	Qh5	1. _____	ReB??	
6					
5	2. _____		2. _____	+	Kf8
4					
3			3. _____	#	
2					
1					

a b c d e f g h

**White to move.**

Win a Black Bishop in two moves or checkmate in three 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.

8

7

6

5

4

3

W

ite

Black

1.

\_\_\_\_\_

+

\_\_\_\_\_

K moves

2.

\_\_\_\_\_

a b c d e f g h

White to move.

W n a pawn and the Black Bishop in two moves.

Circle the Tactic(s):

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered At ack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

Diagram 420

8

7

5

4

3

2

W

ite

Black

1.

\_\_\_\_\_

ax b6

2.

\_\_\_\_\_

Any move

3.

\_\_\_\_\_

a b c d e f g h

White to move.

Promote the a-pawn in three 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 421

	White	Black
8		
7	1. _____ +	_____ Kh7
6		
5	2. _____ +	
4		
3	3. _____	

a b c d e f g h

**White to move.**

Win the Black Rook  
in three 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

	White	Black
8		
7	1. _____ +	_____
6		
5	2. _____ +	_____
4		
3	3. _____ +	_____
2		
1	4. _____	_____

a b c d e f g h

**White to move.**

Draw this otherwise  
losing position.

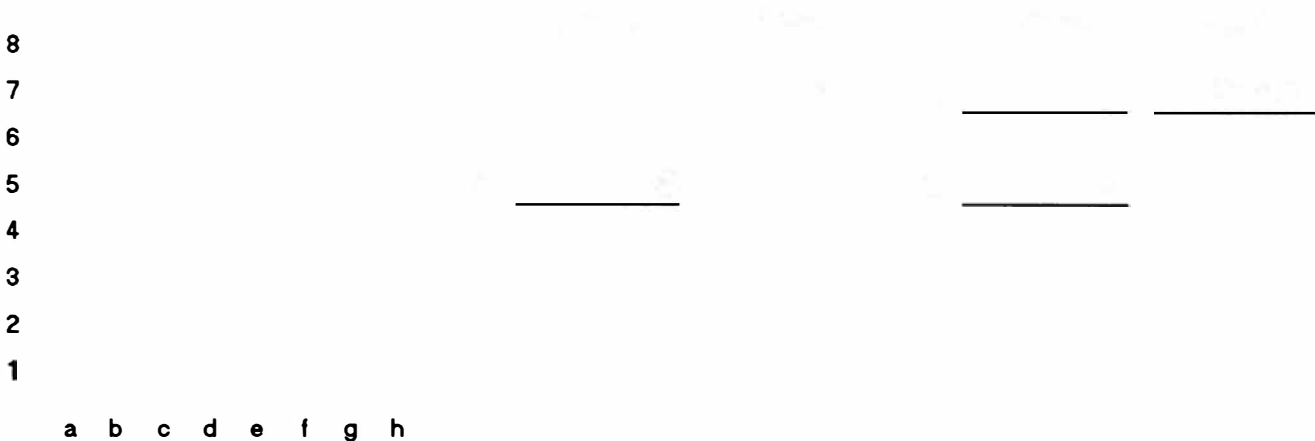
**Circle the Tactic(s):**

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

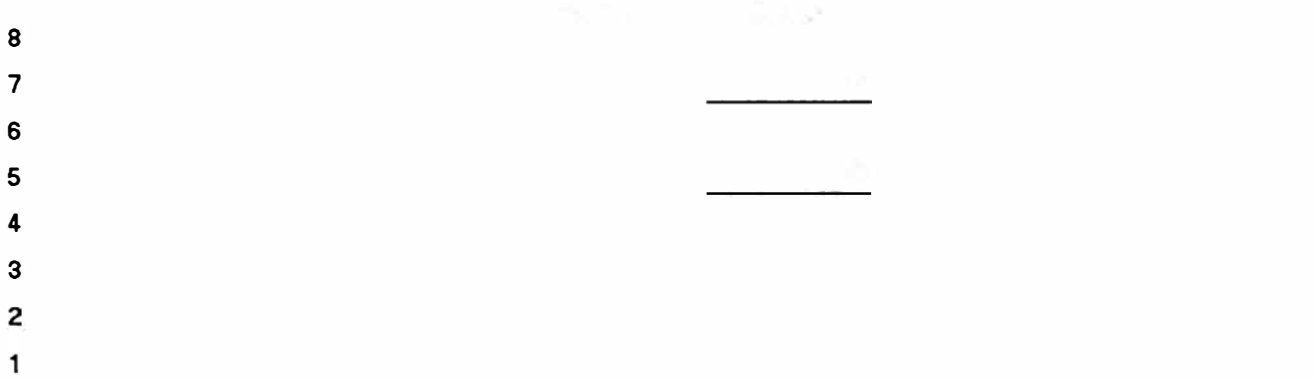
Record the answers to the problems and circle the tactic(s) used to solve them.



White to move.

Checkmate in two moves.

Diagram 424

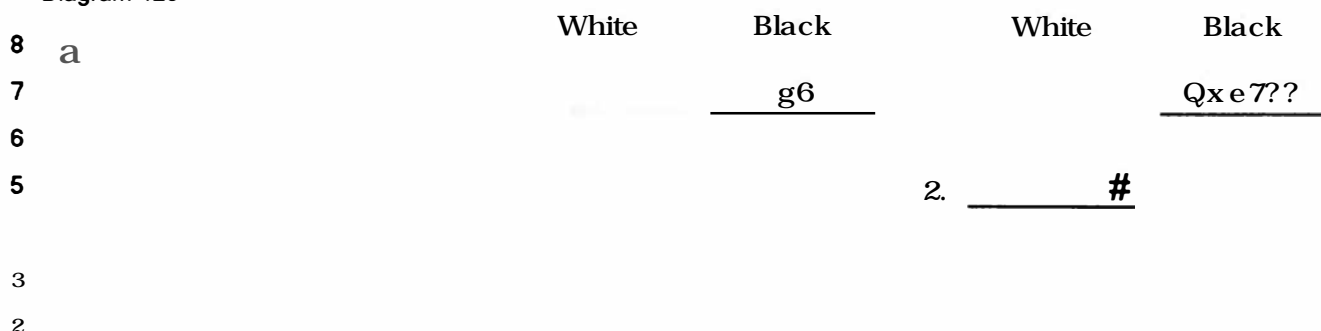


8 € \$(td X rRĐ`p R 1° B•tD 6 \$8 Å \$(tg P#2@R % a \*B•G9t° ` •€“M3—A6 r C ÛĐ ýÀ • d ^Ü RÜ e

# 14 Quizzes: Identifying Tactics

Record the answers to the problems and circle the tactic(s) used to solve them.

Diagram 425



a b c d e f g h

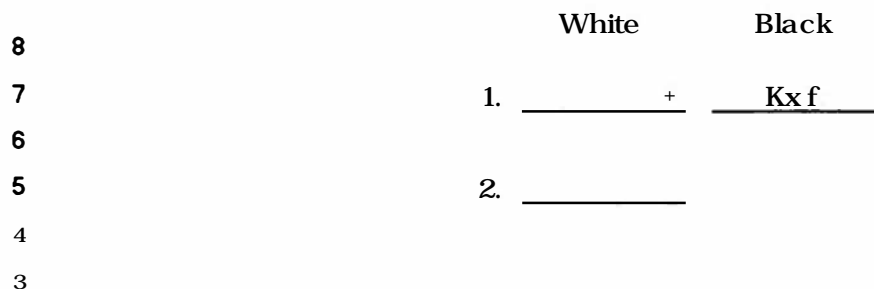
**White to move.**

----- Win the Black Queen,  
or checkmate, in two  
moves.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate



a b c d e f g h

**White to move.**

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

		White	Black
8			
7		1.   •••	_____+
6			
5		2.   a/cx b3	_____+
4			
3		3.   a/cx b3	_____+
		4.   Ka 1	_____+, etc.
			draw

a b c d e f g h

**Black to move.**

----- Draw this other ise  
losing position.

**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

		White	Black
8			
7		1. _____+	_____Kx h7
6			
5		2. _____	
4			
3			
2			
1			

a b c d e f g h

**White to move.**

----- Win the Black Knight  
in two moves.

**Circle the Tactic(s):**

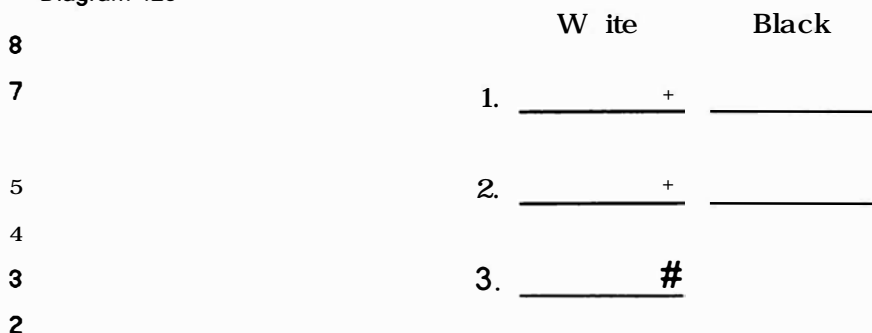
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

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 429



a b c d e f g h

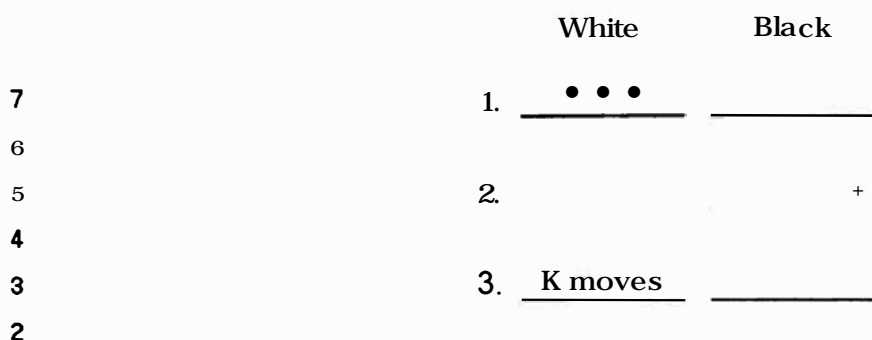
**White to move.**

Checkmate in three 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



a b c d e f g h

**Black to move.**

Win the White Bishop in three moves.

**Circle the Tactic(s):**

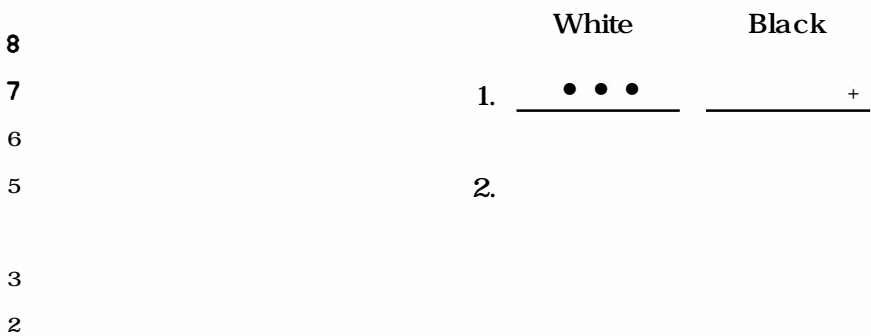
Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Discovered Check  
Double Check  
Discovered Attack

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.



a b c d e f g h

Black to move.

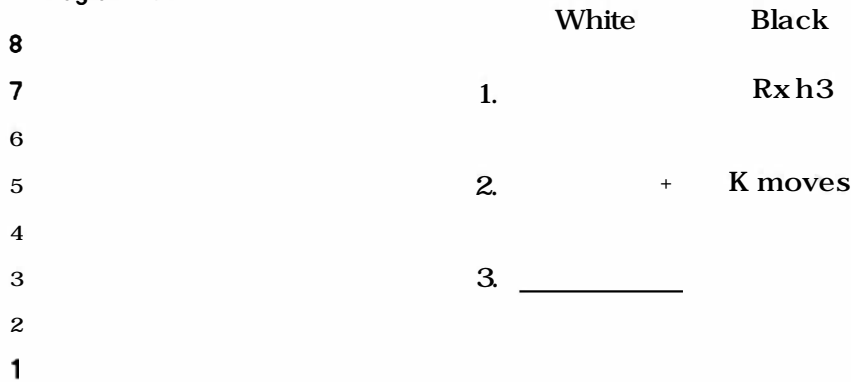
----- Win the White Queen  
for a Rook in two  
moves.

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 432



a b c d e f g h

White to move.

----- Win the Black Bishop  
and pawn in three  
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.

	White	Black
8		
7	1. ● ● ●	+
6		
5	2.	+
3	3. K moves	

a b c d e f g h

**Black to move.**

Win the White Bishop  
in three moves.

**Circle the Tactic(s):**

Pin  
Back Rank Combination  
Knight Fork  
Other Fork  
Check  
Check  
Discovered Attack

Skewer  
Double Threat  
Promoting a Pawn  
Removing the Guard  
Perpetual Check  
Zugzwang/Stalemate

	White	Black
8		
7	1. +	Kx g7
6		
5	2. +	K moves
4		
3	3.	
2		
1		

a b c d e f g h

**White to move.**

Win the Black Bishop  
in three 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

# 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

The figure consists of three chessboard diagrams, each showing a portion of the board from the 2nd to the 8th rank and the 1st to the 8th file.

- Diagram 1:** Shows Black pawns on b3, c3, d3, and e3. A White Bishop is on f1 and a White Knight is on g1. The text below states: "Black's pawns limit the movement of the White Bishop and Knight."
- Diagram 2:** Shows White Rooks on c2 and c3. The text below states: "White's Rooks are doubled. They completely control the open c-file."
- Diagram 3:** Shows a Black Knight on c3 and a Black pawn on d4. The text below states: "Black has a Knight outpost on c3, protected by the Black pawn on d4."

## End-Game Principles Illustrated

# 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 started each chapter, the date you finished, and the number of problems that you solved correctly.

Chapter	Diagrams	Date Started	Date Finished	Number Correct
<b>1</b> Pins	3 to 31			/29
<b>2</b> Back Rank Combin.	34 to 62			/29
<b>3</b> Knight Forks	65 to 93			/29
<b>4</b> Other Forks/D. Attacks	96 to 124			/29
<b>5</b> Discovered Checks	127 to 155			/29
<b>6</b> Double Checks	158 to 186			/29
<b>7</b> Discovered 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> Removing the Guard	313 to 341			/29
<b>12</b> Perpetual Check	344 to 372			/29
<b>13</b> Zugzwang/Stalemate	375 to 403			/29
<b>14</b> Quizzes	406 to 434			/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. Re 1    Qxe 1+    1. Re 1    Q ??
2. Qxe 1+            2. Rxe 4

### Diagram 3

1.            Bd5    1.            Bd5
2. Km.    Bxe 4    2. P m.    Bxe 4+

## Page 4

### Diagram 4

1. Bb5    Qxb5    1. Bb5    Bd7
2. Nxb5            2. Bxc6

## Page 4

### Diagram 5

1. Rxe 4            R e4
2. Bd3            Any move
3. Bxe 4

## Page 5

### Diagram 6

1.            Bc 7    1.            B 7
2. Km.    Bxe 5    2. P m.    Bxe 5+

### Diagram 7

1. Qa 1            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.            Bc 7    1.            Bc 7
2. Kf4            Kf6    2. Kf4            Kf6
3. P m.    Bxe 5+    3. Km.    Bxe 5

## Page 8

### Diagram 12

1. RoB    QxaB    1. RoB    QfB
2. BxaB            2. Rx B+

## ANSWER KEY

### 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#  |         |

## CHESS TACTICS FOR STUDENTS

### 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# |
|--------|------|

## ANSWER KEY

### 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+ 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#

## CHES TACTICS FOR STUDENTS

### Page 30

#### Diagram 56

1. Re8+ Nxe8
2. Rxe8+ Bf8
3. Rxf8#

### Page 31

#### Diagram 57

1. Qxg1+ Rc1#
2. Kxg1

#### 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.



## ANSWER KEY

### Page 35

#### Diagram 64

1. Nd6+ K moves
2. Nxb7

#### Diagram 65

1. Ngf6+ gx6
2. Ndx6+ K moves
3. Nxd7

### Page 36

#### Diagram 66

1. Bx7+ Kx7
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 Nxe2

#### 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 Nx3

#### Diagram 79

1. Rxc6+ Qxc6
2. Ne7+ K moves
3. Nxc6

### Page 43

#### Diagram 80

1. Rx8+ Rx8
2. Rx8+ Qx8
3. Nxe6+ K moves
4. Nx8

## CHES TACTICS FOR STUDENTS

### Page 43

#### Diagram 81

1. Nbd6+ Bxd6?
2. Nxd6+ K moves
3. Nx7 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. Qgl+
2. Kxgl Nxe2+
3. K moves Nxc1

## ANSWER KEY

### Page 47

#### Diagram 88

1. Qxc8+ Rxc8
2. Ne6+ K moves
3. N/Rxg7

#### Diagram 89

1. Qx3
2. gx3 Ne2+
3. K moves Nxd4

### Page 48

#### Diagram 9

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 Nx4

### Page 50

#### Diagram 94

Circle the White Rook and Bishop.

### Page 51

#### Diagram 95

1. Ke5 1. Ke5
2. Bm. 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. Rxo7

#### 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 10

1. Qd8+ Kh7
2. Qxo5

### 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 10

1. Rg7+ Kg7
2. Qd+ K moves
3. Qxo7

### Page 56

#### Diagram 105

1. Qxe6+ Kf8 1. Qxe6+ kd8
2. Qxc8+ Kg7 2. Qxg8+ Kc7
3. Qb7+ Kh6 3. Qxo2
4. Qxb

#### Diagram 106

1. Re2+ 1. Rb7
2. K m. Rxb2 2. N m. Rxb2+

### Page 57

#### Diagram 107

1. Rd7 Kg8 1. Rd7 b /Rb8
2. Rxb7 2. Rxh7

#### Diagram 108

1. Rg5+ K moves
2. Rxg4

### Page 58

#### Diagram 109

1. Nxc4 Nxc4
2. Rg5+ K moves
3. Rxg4

#### Diagram 110

1. Nxb7 Bxb7 1. Nxb7 o5?
2. Rc7+ K m. 2. Nxo5! Bxo5
3. Rxb7 3. Rc5! Be6
4. Rxo5

### Page 59

#### Diagram 111

1. K . K .

## ANSWER KEY

### Page 59

Diagram 112

- |         |      |         |      |
|---------|------|---------|------|
| 1. BeS  | N m. | 1. BeS  | 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. RoB+ | 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?   | Bx4+ |
| 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. eS   | Be7 | 1. eS   | BxeS |
| 2. exf6 |     | 2. dxeS |      |

### Page 63

Diagram 120

- |            |       |
|------------|-------|
| 1. ...     | cs    |
| 2. Nf3     | c4    |
| 3. Q moves | cx b3 |

### Page 64

Diagram 121

- |         |      |        |     |
|---------|------|--------|-----|
| 1. f4   | Bd6  | 1. f4  | Bd6 |
| 2. eS   | N m. | 2. es  | Be7 |
| 3. exd6 |      | 3. ex6 |     |

Diagram 122

- |            |      |
|------------|------|
| 1.         | Bx4+ |
| 2. K4      | 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+ |     |

## CHES TACTICS FOR STUDENTS

### Page 68

Diagram 128

- |          |     |
|----------|-----|
| 1. Nxe5+ | Kh8 |
| 2. Nxc4  |     |

Diagram 129

- |          |      |          |      |
|----------|------|----------|------|
| 1. Rh8+  | Kxh8 | 1. Rh8+  | Kxh8 |
| 2. Bxc7+ | Rxc7 | 2. Bxc7+ | Kxc7 |
| 3. QxdS  |      | 3. QxdS  |      |

### 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. Bx6 |     | 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+ |       |

## ANSWER KEY

## CHES TACTICS FOR STUDENTS

### Page 72

#### Diagram 137

1. Qx8 Qx8
2. c8=Q/R+ Kg8
3. Q/Rx8+

### Page 73

#### Diagram 138

1. NeS+ K moves
2. Nx7

#### Diagram 139

1. Nc6+ Be7 1. Nc6+ Q7
2. Nxd8 2. Nxe7

### Page 74

#### Diagram 140

1. Nc5+ Q6 1. NcS+ Be6
2. Nxe6 2. Nxo6

#### Diagram 141

1. Ne4+ Km./f6 1. Ne4+ Qd/c3/b2?
2. Nxd2 2. Bxd4/c3/b2+

### Page 75

#### Diagram 142

1. Qxb7+ Kxb7 1. Qxb7+ Kxb7
2. Nc4+ Km. 2. Nc+ Qb3/b
3. Nxo3 3. Rxb3/b+

#### Diagram 143

1. Rxh6+ Kxh6
2. NxdS+ Any move
3. Nxe7

### Page 76

#### Diagram 144

1. NoS+ Kb8 1. NoS+ Kd8
2. Qb 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+ Km. 1. Bd6+ Ne??
2. BxcS 2. Qxe71

#### Diagram 147

1. ... Bxc2+ 1. ... Bxc2+
2. Q3 Rx3+ 2. Km.? Bxb3

### Page 78

#### Diagram 148

1. Be8/dS+ Km. 1. Be8/dS+ Ne7
2. Bxc6 2. Rxe7+

#### Diagram 149

1. b Nc6 1. b Nb3/c4
2. Be8/dS+ Km. 2. Bxb3/c4+
3. Bxc6

### Page 79

#### Diagram 150

1. Rb+ Kmoves
2. Rxb7

#### Diagram 151

1. R1+ Kmoves
2. Rxc1

### Page 80

#### Diagram 152

1. Qxb cxb
2. Re1+ Kmoves
3. Rx1

### Page 80

#### Diagram 153

1. Rxg7+ Kh8
2. Rg8++ KxB
3. Rg1#

### Page 81

#### Diagram 154

1. Rxb7+ Kg8
2. Rg7+ KhB
3. Rxo7+ Kg8
4. Rxo8+

#### Diagram 155

1. Rx7+ KgB
2. Rg7+ Kh8
3. Rxg6+ R6
4. Bx6

### Page 82

#### Diagram 156

Circle the White Queen and the White Knight.

### Page 83

#### Diagram 157

1. Nf6

#### Diagram 158

1. BbS

### Page 84

#### Diagram 159

1. BgS++ Ke8 1. BgS++ Kc7
2. Rd8# 2. Bd8#

#### Diagram 160

1. Qd8+ Kxd8 1. Qd8+ Kxd8
2. B S++ Ke8 2. Bg5++ Kc7
3. Rd8 3. Bd8#

## ANSWER KEY

### Page 85

#### Diagram 161

1. ... Nf3!

#### Diagram 162

1. Nf6

### Page 86

#### Diagram 163

1. Ng6

#### Diagram 16

1. ... Rx 1#

### Page 87

#### Diagram 16

1. Nc5++ Kb8  
2. Na6

#### Diagram 16

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. Nx 7+ Kg8  
2. Nh6++ Kh8 2. Nh6++ Kf8?  
3. Qg8+! Rxxg8 3. Qtl #  
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. Ke 1 R 1#

### 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. Kd 1 Re 1#

#### Diagram 176

1. ... Qxd4 1. ... Qxd4  
2. Bd3! Qg4/d6/b6 2. exd4?? Bb4++  
3. Kd 1 Re 1#

### Page 93

#### Diagram 177

1. Ba5++ Kc8/Ke8  
2. Rd8#

## CHESS TACTICS FOR STUDENTS

### 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+ ex 5  
2. Be5#

#### Diagram 182

1. Nf6+ Bx 6? 1. Nf6+ Qx 6  
2. Bb5 2. Qd8+! Bxd8  
3. Bb5#

### Page 96

#### Diagram 183

1. Bx ++ Kd8 1. Bxf7++ Kx 7??  
2. Qe8+ Kc 7 2. Qe6#  
3. Qxa8

#### Diagram 18

1. Qg2+  
2. Kxg2 Rxxg3#

### Page 97

#### Diagram 185

1. Rg8++ Kxg8  
2. Rg 1#

## ANSWER KEY

### Page 97

Diagram 186

1. Rg8++ KxB
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+ gxxh6
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. Be? 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       |

## CHESS TACTICS FOR STUDENTS

### Page 107

Diagram 20

1. Bb4 Rxe4
2. Bxa5

Diagram 205

1. Be? ReB?
2. Bb Rxe4
3. Bxa5

### Page 108

Diagram 206

1. Bh7+ K/Nxh7
2. Qxd4

Diagram 207

1. Bx7+ Kx7
2. Qxd6

### Page 109

Diagram 208

1. Bxe6+ Bxe6
2. Qxc1

Diagram 209

1. Nxc7 Qxc1??
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

Dla gram 2 13

1.

Ba6
2.

Qxa6?
3.

Qxa6
1. ...

Ba6
2.

Qc2
- Bxf1

Page 116

Dla gram 222

1.

Qxf1+
2.

Kxf1
3.

Ke2
1. ...

Qxf1+
2.

Kxf1
3.

Re1??
- Rxe1#

Page 120

Dla gram 230

1.

dxe5
2.

Bd6
3.

Bxb8+.
- dxe5
- Q moves
- Kxd

## ANSWER KEY

### Page 125

Diagram 239

1. Rhl + K moves
2. Rxb1

Diagram 240

1. Rhl + Nxhl
2. Rxb1 + K moves
3. Rxb1

### Page 126

Diagram 241

1. Re5 Q moves
2. Rxa5

Diagram 242

1. Rh5 Q moves
2. Ra5

### Page 127

Diagram 243

1. Rxe5 dxe5
2. Rd1 + K moves
3. RxdB

Diagram 244

1. Nc6+
2. Bxc6 Rb1+
3. K moves RxbB

### Page 128

Diagram 245

1. Qg8+ Kd6
2. Qxb3

Diagram 246

1. Ne5+ Ke6
2. QgB+ K moves
3. Qxb3

### Page 129

Diagram 247

1. Qg2+ K moves
2. QxaB

Diagram 248

1. Qh3+ K moves
2. QxcB

### Page 130

Diagram 249

Circle the cBsquare.

### Page 131

Diagram 250

1. Rc5 Ba1?? 1. Rc5 Km.
2. ReB# 2. Rxc3

Diagram 251

1. Be4 Rm.?? 1. Be4 Nm.
2. Rhl # 2. Bxb1

### Page 132

Diagram 252

1. Qd4 Nb5?? 1. Qd4 f6
2. Qgl /hB 2. Qxal

Diagram 253

1. Rel Qxe7?? 1. Rel g6/h6
2. Qhl # 2. Rxd1

### Page 133

Diagram 254

1. Rb4 1. ... Rb4
2. BaS?? Rb1# 2. Km. Rxb1

Diagram 255

1. Bel Qxc7?? 1. Bel h6
2. R81 2. Bxb6

## CHESS TACTICS FOR STUDENTS

### Page 134

Diagram 256

1. Rf2 1. Rf2
2. Qxe1?? Rh2# 2. Qx2 Qx2

Diagram 257

1. Qe5 Qxe5?? 1. Qe5 Rx7
2. RxB 2. Qxc5

### Page 135

Diagram 258

1. Bg8 Qxd4?? 1. BgB KxB
2. Qxh71 2. Rxd6

Diagram 259

1. Nf5 Nx5?? 1. Nf5 f6
2. Qh81 2. Nxe1

### Page 136

Diagram 260

1. Be5 1. Be5
2. Rd7?? Rxd2# 2. Nm. Bxc1

Diagram 261

1. Qel 1. Qel
2. Rxd4?? Qel# 2. Nf2 Qxh4

### Page 137

Diagram 262

1. Q5 Rm.?? 1. Qf5 g6
2. Qxh71 2. QxcB+

Diagram 263

1. Qg5 g6?? 1. Qg5 KfB
2. QxdB+ Qe8 2. QxdB+
3. Qxe81

### Page 138

Diagram 264

1. ... Qel 1. ... Qel
2. Ra6?? Qe21 2. Bf5 Qxa3



## ANSWER KEY

## CHESS TACTICS FOR STUDENTS

### Page 138

Diagram 265

- |               |             |
|---------------|-------------|
| 1. Qc7+       | 1. Qc7+     |
| 2. g3 Qe7     | 2. g3 Qe7   |
| 3. Ra6?? Qe2# | 3. Bf5 Qxa3 |

### Page 139

Diagram 26

- |               |            |
|---------------|------------|
| 1. Nf6 Nxf5?? | 1. Nf6 Bg7 |
| 2. Rh7#       | 2. Bxb1    |

Diagram 267

- |              |            |
|--------------|------------|
| 1. Qe4 Rc3?? | 1. Qe4 Bf5 |
| 2. Qxh7l     | 2. Qxc6    |

### Page 140

Diagram 268

- |               |           |
|---------------|-----------|
| 1. Qe5 RedS?? | 1. Qe5 f6 |
| 2. Qxgl1      | 2. Qxd6   |

Diagram 269

- |               |               |
|---------------|---------------|
| 1. Rxd6 Rxd6? | 1. Rxd6 Rxd6? |
| 2. Qe5 RedS?? | 2. Qe5 f6     |
| 3. Qxgl1      | 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. Qxh7l    | 2. Qxd4      |

### Page 142

Diagram 273

- |              |            |
|--------------|------------|
| 1. Qe4 ReS?? | 1. Qe4 Qh5 |
| 2. Qxh7+ KfS | 2. Qxe7    |
| 3. Qh8l      |            |

### Page 143

Diagram 274

- |                |             |
|----------------|-------------|
| 1. ... Rd3     | 1. ... Rd3  |
| 2. Rac1?? Rh3l | 2. Kh2 Rxc3 |

Diagram 275

- |              |           |
|--------------|-----------|
| 1. Qd4 Nx1?? | 1. Qd4 f6 |
| 2. Qxgl1     | 2. Qxe3   |

### Page 144

Diagram 276

- |               |               |
|---------------|---------------|
| 1. Qc4        | 1. Qc4        |
| 2. Nf3?? Qx1+ | 2. Qf3 Q/Bxh4 |

Diagram 277

- |               |             |
|---------------|-------------|
| 1. ... Qe3    | 1. Qe3      |
| 2. Rxe3?? R1# | 2. Qd1 Qxg5 |

### Page 145

Diagram 278

- |                |              |
|----------------|--------------|
| 1. Be4         | 1. Be4       |
| 2. Qxa7?? Nh3l | 2. Qxe4 Nxe4 |

Diagram 279

- |               |            |
|---------------|------------|
| 1. Ne5 Nxe5?? | 1. Ne5 KgS |
| 2. Qxh5+ KgS  | 2. Nxd7    |
| 3. Qh8l       |            |

### Page 146

Diagram 280

Circle the White Pawn on a6.

### Page 147

Diagram 281

- |         |           |
|---------|-----------|
| 1. Bxb  | axb6      |
| 2. a7   | K/B moves |
| 3. aS=Q |           |

Diagram 282

- |         |           |
|---------|-----------|
| 1. Nx6  | gx6       |
| 2. g7   | K/N moves |
| 3. gS=Q |           |

### Page 148

Diagram 283

- |         |          |
|---------|----------|
| 1. Qxb6 | axb6     |
| 2. a7   | Any move |
| 3. aS=Q |          |

Diagram 28

- |             |           |
|-------------|-----------|
| 1. fS=R Kh6 | 1. fS=Q?? |
| 2. Rh8l     | stalemate |

### Page 149

Diagram 285

- |          |         |
|----------|---------|
| 1. cS=N+ | K moves |
| 2. Nxe7  |         |

Diagram 286

- |          |         |
|----------|---------|
| 1. dS=N+ | K moves |
| 2. Nx7   |         |

### Page 150

Diagram 287

- |                  |
|------------------|
| 1. ... Bxg3      |
| 2. hxg3 h2       |
| 3. Any move hl=Q |

Diagram 288

- |                  |
|------------------|
| 1. Ba4           |
| 2. bxa4 b3       |
| 3. axb3 a2       |
| 4. Any move al=Q |

## ANSWER KEY

### Page 151

Diagram 289

- |         |      |          |      |
|---------|------|----------|------|
| 1. Bd4  | Bxd4 | 1. Bd4   | Kb6? |
| 2. f8=Q |      | 2. Bxc5+ | Kxc5 |
|         |      | 3. f8=Q+ |      |

Diagram 290

- |         |          |
|---------|----------|
| 1. Bf4  | K 4      |
| 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.        | Re 1  | 1.        | Re 1  |
| 2. Rxe 1  | Nxe 1 | 2. Ne 2?  | Rxg 1 |
| 3. Kxe 1  | h2    | 3. Nxg 1  | 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.      | Qxd 1 |
| 2. Qxd1 | a 1=Q |

### Page 154

Diagram 296

- |          |          |
|----------|----------|
| 1.       | Qx 1+    |
| 2. Qx 1  | Re 1+    |
| 3. Qxe 1 | fxe 1=Q+ |

### Page 155

Diagram 297

- |         |          |
|---------|----------|
| 1. Qxd5 | cx d5    |
| 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 |          |

## CHES TACTICS FOR STUDENTS

### Page 158

Diagram 303

- |         |      |          |        |
|---------|------|----------|--------|
| 1. Bg7  | Kd7  | 1. Bg7   | Nxg7?? |
| 2. f8=Q | Nxf8 | 2. f8=Q+ |        |
| 3. Bx 8 |      |          |        |

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. e1      | Qd7 | 1. e1   | ReB? |
| 2. exd8=Q+ |     | 2. Qxd3 |      |

Diagram 306

- |             |       |
|-------------|-------|
| 1.          | e4+   |
| 2. Bxe4     | Nxe4  |
| 3. Any move | c2    |
| 4. Any move | c 1=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# |     |

## ANSWER KEY

### Page 162

Diagram 311

Circle the White Queen.

### Page 163

Diagram 312

1. ReB+ RxcB
2. Qxb2

Diagram 313

1. Qg4+ Qxg4
2. RxeB+ Kg?
3. tsg4

### Page 164

Diagram 314

1. Rgl+
2. Kxgl Qxe2

Diagram 315

1. Re7 Qxe7
2. Qxd5+ Any move
3. QxaB+

### 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. Qx7

### Page 166

Diagram 319

1. Bxf7+ Qxf7
2. RdB+ KxdB
3. Qx7

### Page 167

Diagram 320

1. Qel+ Kmoves
2. Qxf6

Diagram 321

1. Qe6+ Kg?
2. Qel+ Kmoves
3. Qx6

### Page 168

Diagram 322

1. Rh1+
2. Kxhl Qx

Diagram 323

1. Bc2+
2. Kxc2 Qxe4+

### Page 169

Diagram 324

1. Rxh7+ Kxh7
2. Qx6

Diagram 325

1. Rb7+ Kf8 1. Rb7+ Kh6/Kh8
2. Rxh7 2. Rxh7+ Kxh7
3. Qxf6

### Page 170

Diagram 326

1. Nd4 1. Nd4
2. Nxd4?? Qh2# 2. hxg4! Nxe2+

## CHESS TACTICS FOR STUDENTS

### Page 170

Diagram 327

1. ... Bxc3 1. ... Bxc3
2. bxc3 gS! 2. bxc3 gS!
3. N m. Rxe2 3. B m. gx4

### Page 171

Diagram 328

1. NxeB RxeB
2. Qx7

Diagram 329

1. Nxes Bxes 1. Nxe5 ReB
2. Rxb4 2. Nf3

### Page 172

Diagram 330

1. RdB+ BfB
2. Qxb2

Diagram 331

1. Rxg6+
2. hxg6 Rxe4

### Page 173

Diagram 332

1. ReB+ RxeB 1. ReB+ Kg?
2. Qxd5 2. Rxd8

Diagram 333

1. RB+ RxfB 1. RfB+ Kh7
2. Qxe6 2. Qxe8

### Page 174

Diagram 33

1. Rd8+ Kg7 1. Rd8+ Rxd8
2. Q/Rxc8 2. Qxc4

Diagram 335

1. Rd8+ Rxd8
2. Qxc4

## ANSWER KEY

### 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. Qx8     |

Diagram 339

- |             |              |
|-------------|--------------|
| 1. Re1+     | 1. Re1+      |
| 2. Nxe1 Qh1 | 2. Qxe1 Qxg2 |

### Page 177

Diagram 3

- |              |              |
|--------------|--------------|
| 1. Rxa6 Rxa6 | 1. Rxa6 Qxa6 |
| 2. Q8        | 2. Qd7       |

Diagram 3 1

- |             |             |
|-------------|-------------|
| 1. Rb8 Qxb8 | 1. Rb8 Rxb8 |
| 2. Nx7      | 2. Qg7      |

### Page 178

Diagram 3 2

Circle the Black Queen.

### Page 179

Diagram 3

- |                   |
|-------------------|
| 1. Qb3+           |
| 2. Ka1 Qa3+       |
| 3. Kb1 Qb3+, etc. |
| draw              |

### Page 179

Diagram 3 4

- |               |               |
|---------------|---------------|
| 1. Qh5+ Kg8   | 1. Qe8+ Kh7   |
| 2. Qe8+ Kh7   | 2. Qh5+ Kg8   |
| 3. Qh5+, etc. | 3. Qe8+, etc. |
| draw          | draw          |

### Page 180

Diagram 3

- |               |      |
|---------------|------|
| 1. Rxg6+      | fxg6 |
| 2. Qxg6+      | Kh8  |
| 3. Qh6+       | Kg8  |
| 4. Qg6+, etc. |      |
| draw          |      |

Diagram 3

- |               |      |
|---------------|------|
| 1. Re8+       | Rxe8 |
| 2. Qxe8+      | Kh7  |
| 3. Qh5+       | Kg8  |
| 4. Qe8+, etc. |      |
| draw          |      |

### Page 181

Diagram 3 7

- |                   |
|-------------------|
| 1. ... Ng3+       |
| 2. Kh2 Nf1+       |
| 3. Kh1 Ng3+, etc. |
| dra               |

Diagram 3 8

- |               |     |
|---------------|-----|
| 1. Ng6+       | Kh7 |
| 2. Nf8+       | Kh8 |
| 3. Ng6+, etc. |     |
| draw          |     |

### Page 182

Diagram 3 9

- |                   |              |
|-------------------|--------------|
| 1. Na2+           | 1. ... Na2+  |
| 2. Kd1 Nc3+       | 2. Kb1 Nc3+  |
| 3. Kc1 Na2+, etc. | 3. Ka1?? Ra2 |
| dra               |              |

### 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 3 2

- |            |     |         |       |
|------------|-----|---------|-------|
| 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 3

- |               |     |             |      |
|---------------|-----|-------------|------|
| 1. Bg6+       | Kg8 | 1. Bf5/e4+? | Qh6! |
| 2. Bh7+       | Kh8 |             |      |
| 3. Bg6+, etc. |     |             |      |
| draw          |     |             |      |

Diagram 35

- |               |     |
|---------------|-----|
| 1. Be6+       | Kh7 |
| 2. Bf5+       | Kg8 |
| 3. Be6+, etc. |     |
| draw          |     |

### Page 185

Diagram 355

- |               |     |
|---------------|-----|
| 1. Rb7+       | Ka8 |
| 2. Ra7+       | Kb8 |
| 3. Rb7+, etc. |     |
| draw          |     |

## ANSWER KEY

### 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
2. Rb7+ Ka8
3. Rxa7+ Kb8
4. Rab7+, etc.  
draw

### Page 188

Diagram 361

1. Rxg3+
2. Kh1/h2 Rh3+
3. Kg1 Rg3+, etc.  
draw

### Page 188

Diagram 362

1. Qxg3+
2. hxg3 Rxg3+
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 Q3+
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

## CHESS TACTICS FOR STUDENTS

### 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. Qxg6+ Kh8
2. Qxh6+ Kg8
3. Qg6+, etc.  
draw

### Page 193

Diagram 371

1. Rxg3+
2. hxg3 Qxg3+
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.

## ANSWER KEY

## CHES TACTICS FOR STUDENTS

### 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. Rxg3

### 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 38

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 gxh6 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 39

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

## ANSWER KEY

## CHess TACTICS FOR STUDENTS

### Page 207

Diagram 399

- |         |              |
|---------|--------------|
| 1. Qc7+ | 1. Qc7+      |
| 2. Qxc7 | 2. g3?? Qxd7 |
- stalemate

### Page 208

Diagram 400

- |          |               |
|----------|---------------|
| 1. Qxf4+ | 1. Qx4+       |
| 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 40

- |          |        |
|----------|--------|
| 1. Bd6++ | Kmoves |
| 2. Bxc5  |        |

Double Check

Discovered Check

### Page 211

Diagram 405

- |         |        |
|---------|--------|
| 1. Qg2+ | Kmoves |
| 2. Qxa8 |        |

Skewer

### Page 211

Diagram 40

- |         |       |        |       |
|---------|-------|--------|-------|
| 1. Ke3  | Nf m. | 1. Ke3 | Nd m. |
| 2. Rxd8 |       | 2. Kx3 |       |

Discovered Attack

### Page 212

Diagram 407

- |         |        |
|---------|--------|
| 1. Qe4  | Rmoves |
| 2. Qxb7 |        |

Skewer

Diagram 408

- |          |        |
|----------|--------|
| 1. c8=N+ | Kmoves |
| 2. Nxe7  |        |

Promoting a Pawn  
(Underpromotion)

### Page 213

Diagram 409

- |         |     |         |       |
|---------|-----|---------|-------|
| 1. d5+  | Qf6 | 1. d5+  | Kg8?? |
| 2. Bx6+ |     | 2. dxe6 |       |

Discovered Check

Diagram 410

- |         |          |
|---------|----------|
| 1. Qa4  | a6       |
| 2. c4   | Any move |
| 3. cxb5 |          |

Pin

### Page 214

Diagram 411

- |         |     |         |       |
|---------|-----|---------|-------|
| 1. Bd6+ | Km. | 1. Bd6+ | Ne7?? |
| 2. Bxc5 |     | 2. Qxe1 |       |

Discovered Check

Diagram 412

- |            |               |
|------------|---------------|
| 1. Q + Qxf | 1. Qf2+ Kb8?? |
| stalemate  | 2. Qxf1       |

Zugzwang/stalemate

### Page 215

Diagram 413

- |         |          |
|---------|----------|
| 1. Rxe4 | Rxe4     |
| 2. Bd3  | Any move |
| 3. Bxe4 |          |

Pin

Diagram 414

- |          |     |         |     |
|----------|-----|---------|-----|
| 1. Bg5++ | Ke8 | 1. B5++ | Kc7 |
| 2. Rd8   |     | 2. Bd8# |     |

Double Check

Discovered Check

### Page 216

Diagram 415

- |          |        |
|----------|--------|
| 1. Rh7+  | Nxh7   |
| 2. Rxh7+ | Kmoves |
| 3. Rxb7  |        |

Skewer

Diagram 416

- |         |      |         |      |
|---------|------|---------|------|
| 1. ...  | Ng4+ | 1. ...  | Ng4+ |
| 2. Bxg4 | Bxd4 | 2. Km.? | 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

## ANSWER KEY

### Page 218

Diagram 4 19

1. Rxb + Kmoves
2. R b7

Discovered Check

Diagram 420

1. Qxb axb6
2. a7 Any move
3. aB=Q

Promoting a Pawn

### Page 219

Diagram 421

1. RaB+ Kh7
2. Be4+ g6
3. Bxd3

OtherFor s  
(Bishop Fork)

Diagram 422

1. ReB+ RxeB
2. QxeB+ Kh7
3. Qh5+ KgB
4. QeB+, etc.  
draw

Perpetual Check

### Page 220

Diagram 423

1. Rh6 gxb6 1. Rh6 B m.
2. g7 2. Rxh7

Zugz ang/Stalemate

Diagram 424

1. ... Bd4+
2. Kh1 Rf1#

Back Rank Combination

### Page 221

Diagram 425

1. Re7 g6 1. Re7 Qxe7??
2. R d7 2. Qxh7#

Double Threa

Diagram 426

1. Bx + Kx7
2. Qxg4

Discovered At ack

### Page 222

Diagram 427

1. Rxb3+
2. a/cxb3 R b3+
3. a/cxb3 Qxb3+
4. Ka1 Qa3+, etc.  
dra

Per tual Check

Diagram 428

1. R h7+ Kxh7
2. Qx6

Removing the G uard

### Page 223

Diagram 429

1. R/QbB+ QxbB
2. R/QxbB+ ReB
3. R/Qxe8#

Back Rank Combination

Diagram 4 0

1. Qx3
2. gx3 Ne2+
3. Kmoves Nxd4

Removing the G uard  
Knight For

## CHES TACTICS FOR STUDENTS

### Page 224

Diagram 4 1

1. ... Rg1+
2. Kxg1 Qxe2

Removing the G uard

Diagram 4 2

1. Rxh3 R h3
2. Bxe6+ Kmoves
3. Bxh3

O herFor s  
(Bishop Fork)

### Page 225

Diagram 433

1. Qg1+
2. Kxg1 Nxe2+
3. Kmoves Nxc1

Removing the G uard  
Knight For we

Diagram 43

1. Rxg7+ Kxg7
2. Qd4+ Kmoves
3. Qxa7

O herForks  
(Queen For )



# Student Notes

On the following boards, record favorite opening positions, end positions, checkmating positions, and stalemating positions.

8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h

Student Notes

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

8	
7	
6	
5	
4	
3	
2	
1	
	a b c d e f g h

# 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.

## Chess Rules For Students

John A. Bain

An Activity Booklet For Chess Beginners



## CHECKMATE!

### Ideas for Students

John A. Bain

An Activity Booklet For Chess Beginners

## 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<sup>1</sup> 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)**.

