Step 1

The answers from this edition onwards are given in the short notation. If you teach your students the long notation, then the answers from a previous edition should be used. All tasks have the same answers (except for page 55).

3 Board / Naming the squares: A

1) f3 a8 c6
2) g8 e7 c3
3) g4 d5 c2
4) c5 h5 b2
5) e3 d6 b7
6) d4 f5 c2
7) f6 b1 d5
8) d8 g4 e6
9) g5 b4 c6
10) f4 e6 b7
11) c3 h5 e2
12) f7 b6 d1

4 Rules of the game / Movement or the pieces: A

1) Rb4: b1, b2, b3, b5, b6, b7, b8, a4, c4, d4, e4, f4, g4, h4
2) Bd7: a4, b5, c6, e8, c8, e6, f5, g4, h3
3) Ne4: c3, c5, d6, f6, g5, g3, f2, d2
4) Qg7: a7, b7, c7, d7, e7, f7, h7, g1, g2, g3, g4, g5, g6, g8, f6, e5, d4, c3, b2, a1, h8, f8, h6
5) Kb3: a2, a3, a4, b4, c4, c3, c2, b2
6) Ng5: e4, e6, f7, h7, h3, f3
7) Rh8: a8, b8, c8, d8, e8, f8, g8, h1, h2, h3, h4, h5, h6, h7
8) Qe4: a4, b4, c4, d4, f4, g4, h4, e1, e2, e3, e5, e6, e7, e8, d3, c2, b1, d5, c6, b7, a8, f3, g2, h1, f5, g6, h7
9) Ke8: d8, d7, e7, f7, f8
10) Na7: b5, c6, c8
11) Be3: d4, c5, b6, a7, f2, g1, d2, c1, f4, g5, h6
12) Rg2: a2, b2, c2, d2, e2, f2, h2, g1, g3, g4, g5, g6, g7, g8

8 Rules or the game / Moves or the pieces: B

1) d2, e5, g1, h2, xh4, xg5
2) c4, e6, f7, g8, e4, xb3, xf3
3) c4, b4, e4, xd5
4) d5, e6, e7, e8, d4, f6, f4, xc3, xe4, xf5, xg3
5) c6, c8, a7, b7, d7, e7, f7, g7, h7
6) d2, f4, f2, g1, xg5
7) c4, c3, c6, c7, d5, xb5, xc2
8) g3, g5, g6, f3, f5, h3, h4, h5, xe6, xg7
9) c8, e8, f5, f7, xc4, xe4
10) e1, e3, e4, e5, e6, e7, e8, a2, b2, c2, d2, f2, g2, h2, d1, f1, xd3
11) Drawing
12) b2, c1, e1, f4, xc5, xe5

9 Attacking / Attack: A

1) 1. Bg4
2) 1. Nf6
3) 1. ... Rd1 or 1. ... Re5
4) 1. ... Qd2 or 1. ... Qf7 1. ... Qa2
5) 1. Rd8
6) 1. Nd6
7) 1. Bh5
8) 1. Rg6
9) 1. ... Nd3
10) 1. Bb4
11) 1. ... Qh8
12) 1. Bd5

11 Rules or the game / Moves or the pawn: A

1) f6, f5
2) a3, a4
3) d4
4) d5, xe5
5) e3, e4, xd3
6) d6, xc6, xe6
7) c8Q, c8R, c8B, c8N
8) e1Q, xd1Q, xf1Q (R,B,N) 12 possible moves

9) Drawing
10) no pawn move possible
11) xb4
12) b5, xc5

12 Attacking / Creating an attack: A

1) rook on the 2nd rank or on the g-file.
2) Nc3, e3, f4, f6, e7, c7, b6, b4
3) bishop on a2/g8, f1/a6
4) Be6 or Bd7
5) Nd5, e8, g8, h7, h5
6) Nb6
7) Ra3, c3, h3
8) Qb2, c3
9) Ka7, a8, c8
10) Qg8, Qh6
11) Kg8
12) Nc2

14 Defending / Protecting: A

1) 1. c3
2) 1. ... g6
3) 1. ... Kb8
4) 1. Rc1
5) 1. Bd4
6) 1. Nc3
7) 1. ... Nf6
8) 1. Kg2
9) 1. Nd5
10) 1. ... f5
11) 1. Rd3
12) 1. Ne2

15 Defending / Moving away: A

1) 1. e5
2) 1. … b5
3) 1. ... Rd8
4) 1. Ne3
5) 1. Rxh5
6) 1. ... Be3
7) 1. … Bc1
8) 1. … Qc5
9) 1. Qa2
10) 1. Nd5
11) 1. … Nd6
12) 1. Ra3

16 Material / Capturing an unprotected piece: A

1) 1. Bxe6
2) 1. ... Bxg5
3) 1. Nxd5
4) 1. ... Nxd2
5) 1. Rxd6
6) 1. ... Rxa3
7) 1. Qxa5
8) 1. ... Qxf1
9) 1. Kxe4
10) 1. ... Kxf7
11) 1. ... dxc4
12) 1. ... Bxb6

17 Defending / Capturing the attacker: A

1) 1. ... Nxd5
2) 1. exd5
3) 1. ... fxe4
4) 1. ... Bxd4
5) 1. ... Rxc1
6) 1. ... Bxc3
7) 1. Rxe7
8) 1. Bxe7
9) 1. ... Nxf3
10) 1. Qxd8
11) 1. Nxe6
12) 1. Rxe8+

18 Material / Capturing an unprotected piece: B

1) Drawing
2) 1. dxc5
3) 1. ... Rxe2
4) 1. ... Rxf3
5) 1. ... Qxh1
6) 1. Nxc6
7) 1. ... axb5
8) 1. Qxh6
9) 1. Bxa8
10) 1. ... Nxf4
11) 1. Nxe4
12) 1. ... Qxd7

19 Test / Repetition: A

1) 1. Be6, Bd7
2) 1. c8Q (R, B, N)

3) 1. Nd6
4) 1. ... Nd3
5) 1. ... f5
6)
7) 1. ... Rxa3
8) 1. Kg2
9) 1. ... Be3
10) 1. Nb6
11) Nc8, Ne8, Nf5, Nxc4, Nxe4
12) 1. ... Qxf1

20 Test / Mix: A

1) 1. ... Nb6
2) 1. ... Nd7
3) 1. Rxe6
4) 1. ... Bd4
5) 1. ... Nxc6
6) b4, c4, e4, f4, g4, h4, d3, d2, d1, d5, d6, d7, d8
7) + a2, c4, e6, c6, a8, e4, f3, h1; – b3, b7, f7, g8, g2
8) + a4, b4, c4, a7, b6, c5, d5, d6, d7, d8, e5, f6, e4, g4, h4, d3, d1, c3, a1
   – b2, d2, e3, f4, f2, g1
9) 1. ... Bxb4
10) 1. Bg3 or 1. Bf4; not 1. f4 because of 1. … Qxe3
11) 1. Nc7
12) 1. Nxd4

22 Attacking / Giving check: A

1) 1. Bd6+
2) Drawing
3) 1. ... Nc5+; 1. … Rxc3+ gives up material.
4) 1. Bxc6+
5) 1. ... b5+
6) 1. … Rd2+
7) 1. Rd5+
8) 1. Bb5+
9) 1. ... Qb4+
10) 1. Nxc6+ or 1. Ng6+, but that wins no pawn.
11) 1. ... Nd3+
12) 1. Qg2+

23 Defending / Getting out of check: A

1) 1. Kh1
2) 1. ... Rxd8
3) 1. Kg1
4) 1. ... Bh6
5) 1. ... Kh8
6) 1. Kg2
7) 1. ... Nxc6
8) 1. ... axb5
9) 1. Kg2
10) 1. ... Qg7
11) 1. f4
12) 1. … Kh8

24 Defending / Getting out of check: B

1) 1. Nxe4
2) 1 … Kb8
3) 1. ... Nf6
4) 1. ... Rxa3
5) Drawing
6) 1. ... Bxg6
7) 1. Bf1
8) 1. Kxd4
9) 1. … Rb7
10) 1. … Ka6
11) 1. Nd2
12) 1. Nc3

26 Mate / Mate in one: A

1) 1. Qb7#
2) 1. ... Qb4#
3) 1. ... Qg5#
4) 1. ... Qb2#
5) 1. axb8Q#
6) 1. Qxd7#
7) Drawing
8) Drawing
9) 1. ... Qxh2#
10) Drawing
11) Drawing
12) 1. Qb7#

27 Mate / Creating mate: A

1) Qb5
2) Qb2
3) Qg7
4) Qg2
5) Qb8
6) Qg7
7) Rf8
8) Re7
9) Qf4
10) Bg7
11) b7
12) Qh1

28 Mate / Creating mate: B

1) Rh1
2) Qa8, Qb7
3) Ba2, Bb3, Bc4
4) Nh6, Ne7
5) Ra8...e8, Rh8 (last move must be 1. gxh8R#)
6) Nf2
7) Bc3...h8
8) Re3
9) Qc8
10) Qf8
11) Bh7
12) Bf2, Be1

29 Mate / Mate in one: B

1) 1. Qa8#
2) 1. ... Rh6#
3) 1. Bd5#
4) 1. Qc8#
5) 1. ... e1Q(R)#
6) 1. ... Rb1#
7) 1. Qh6#
8) 1. ... Be4#
9) 1. ... Nc2#
10) 1. ... Bf2#
11) 1. Re1#
12) 1. Bg6#

30 Mate / Mate in one: C

1) 1. Qe8#
2) 1. ... Qh2#
3) 1. Qa4#
4) 1. ... Nf2#
5) 1. ... b2#
6) 1. ... Rb1#
7) 1. ... Na3#
8) 1. ... g2#
9) 1. Be4#
10) 1. Rg3#
11) Drawing
12) 1. ... h2#

31 Mate / Creating mate: C

1) Qd7
2) Qh5
3) Bh6 (Bh8 is mate but there is no legal move leading to this position.)
4) Re8, Rd8
5) Qe8
6) Nf7
7) Rc7
8) c5
9) Ng4
10) Ba6
11) Nb3
12) Rh5

32 Mate / Creating mate: D

1) Kc6, Kc4
2) g3
3) Qe6, Qf7
4) Ne2
5) f5
6) Qe3
7) Bc4
8) Rf8, Rg8, Rh8
9) Bh4
10) Bd4
11) Nb3
12) g4

33 Mate / Mate in one: D

1) 1. Nf7#
2) 1. Nh6#
3) 1. ... h2#
4) 1. Ng6#
5) 1. ... d1Q/B#
6) 1. ... Qa1#
7) Drawing
8) 1. ... Rxh2#
9) 1. Bxf6#
10) 1. ... Nc2#
11) 1. Rh5#; 1. Rh3+? Nh4
12) 1. ... Qh6#

34 Mate / Mate in one: E

1) 1. Re8#
2) 1. ... Bf3#
3) 1. ... Be4#
4) 1. ... Qh1#
5) 1. ... Qc1#
6) 1. Ra6#
7) 1. d8Q(R)#
8) 1. ... Qa3#
9) 1. ... Bxc3#
10) 1. ... Re8#
11) 1. Nf7#
12) 1. Be4#

35 Mate / Mate in one: F

1) 1. Qg8#
2) 1. Qg7#
3) 1. ... b1Q#
4) 1. ... Qg1#
5) 1. ... Qg2#
6) 1. ... Qxc2#
7) 1. ... Rxh2#
8) 1. ... Rf1#
9) 1. Qb6#
10) 1. ... Rxh2#
11) 1. Qxb7#
12) 1. g7#

36 Mate / Mate in one: G

1) 1. Re8#
2) 1. g7#
3) 1. ... Qh4#
4) 1. ... Be4#
5) 1. b7#
6) 1. ... Rg5#
7) 1. Nf7#
8) Drawing
9) 1. ... Qe1#
10) 1. Na6#
11) 1. a7#
12) 1. ... Nf7#

37 Mate / Mate in one: H

1) 1. ... Qh2#
2) 1. Nc7#
3) 1. Qf7#
4) 1. ... Ng3#
5) 1. Qh5#
6) 1. ... Re2#
7) 1. Bf7#
8) 1. Rh1#
9) 1. b8Q/R#
10) 1. Bh6#
11) 1. ... f1N#
12) 1. Rxd8#

39 Rules or the game / Castling: A

1) no (the king has moved)
2) no (the bishop is in between king and rook)
3) no (White is in check)
4) no (after castling Black would be in check)
5) yes
6) no (the king must pass d1 and there he would be in check)
7) yes
8) no (after castling White would be in check)
9) no (the king must pass d8 and there he would be in check)
10) yes
11) yes
12) no (White is in check)

41 Material / Profitable exchange: A

1) 1. exf6 gxf6 (2 points)
2) 1. exd6 cxd6 (4 points)
3) 1. ... Nxd3 cxd3 (2 points)
4) 1. Bxa8 Rxa8 (2 points)
5) 1. Rxd7 Nxd7 (4 points)
6) 1. Nxd5 exd5 (2 points)
7) 1. ... Bxc1 2. Rxc1 (2 points)
8) 1. ... Rxf2+ 2. Kxf2 (4 points)
9) 1. ... dxc3 2. bxc3 (2 points)
10) 1. Nxe6 fxe6 (6 points)
11) 1. ... Bxf4 2. gxf4 (6 points)
12) 1. ... dxc3 2. bxc3 (2 points)

42 Material / Profitable exchange: B

1) 1. dxc6 bxc6 (2 points)
2) 1. fxe6 fxe6 (2 points)
3) 1. fxe5 dxe5 (4 points)
4) 1. Nxc8 Qxc8 (2 points)
5) 1. ... Nxd2+ 2. Nxd2 (6 points)
6) 1. ... Bxc1 2. Rxc1 (2 points)
7) Drawing
8) 1. ... Nxd4 2. exd4 (2 points)
9) 1. ... gxf3 2. Bxf3 (2 points)
10) 1. ... Bxg7 2. Bxg7 (2 points)
11) 1. ... Rxb3 2. axb3 (4 points)
12) 1. Bxa7 Nxa7 (2 points)

43 Test / Repetition: A

1) 1. ... Nc2#
2) 1. Qxd7#
3) 1. Nc3
4) no (in check after castling)
5) 1. Rxd7
6) 1. ... Nd3+
7) 1. ... axb5
8) 1. Rh5#
9) 1. Rc7#
10) 1. ... h2#
11) 1. ... Rd2+
12) 1. Nxe6

44 Test / Mix: B

1) 1. Nh6#
2) 1. ... Bxg2 2. Rxg2 (2 points)
3) yes
4) 1. ... Nc4
5) 1. Bxg2
6) 1. Qxb6
7) 1. Qh5#
8) 1. Bd4
9) 1. Bf5#
10) 1. ... Rxb7 (4 points)
11) 1. Nb7#
12) 1. Rxe5

46 Material / Capturing a piece which is attacked twice: A

1) 1. Rcxe7 (or 1. Raxe7) 1. ... Rxe7 2. Rxe7 (3 points)
2) 1. ... Rxe5 or 1. ... Nxe5 (3 points)
3) 1. ... Bxe5 2. Bxe5 Rxe5 (3 points)
4) 1. Nxe5 (or 1. Bxe5) 2. Nxe5 2. Bxe5 (3 points)
5) 1. ... Nxg3 or 1. … Bxg3 (1 point)
6) 1. Nxf7 or 1. Bxf7 (1 point)
7) 1. ... Rxe7 (5 points)
8) 1. Rxe5 (5 points)
9) 1. Nxe5 or 1. fxe5 (1 point)
10) 1. ... cxd4 (1 point)
11) 1. Bxc6+ bxc6 2. Rxc6 (1 point)
12) 1. Bxd5 Bxd5 2. Kxd5

47 Material / Capturing a piece which is attacked twice: B

1) 1. Rdxf8+ or 1. R1xf8+ (5 points)
2) 1. Bxf6 Bxf6 2. Rxf6 (3 points)
3) 1. ... Rxd3 2. Rxd3 Rxd3 (5 points)
4) 1. Bxf6 Bxf6 2. Rxf6 (3 points)
5) Drawing
6) Drawing
7) 1. Qxd7 Qxd7 2. Bxd7 or 1. Bxd7 (3 points)
8) 1. Rxc6 Bxc6 2. Rxc6 (1 point)
9) 1. Nxf7! (more points) or 1. Bxf7+ (1 point)
10) 1. Qxh7#
11) 1. Bxf7+ (1 point)
12) 1. Bxa6 Bxa6 2. Qxa6 (1 point)

49 Rules or the game / Mate, stalemate or play: A

1) stalemate
2) 1. ... Bxc8
3) mate
4) Drawing
5) 1. Bf1
6) mate
7) 1. ... a6
8) 1. ... Kd7
9) mate
10) mate
11) stalemate
12) 1. Nd1

50 Mate / Mate in one with the queen: A

1) 1. Qc8#
2) 1. Qh8#
3) 1. Qe7#
4) 1. Qf7#
5) 1. Qb7#
6) 1. Qf1#
7) 1. Qg8#
8) 1. Qb1#, 1. Qc1#, 1. Qd1#, 1. Qg2#, 1. Qh2#
9) 1. Qg4#, 1. Qh2#
10) 1. Qa2#, 1. Qa8#
11) 1. Qh2#, 1. Qh3#, 1. Qh4#, 1. Qg6#
12) 1. Qa4#, 1. Qa5#, 1. Qb7#

51 Test / Repetition: C

1) 1. Qg8
2) yes
3) 1. ... Bxc8
4) 1. ... Nf7
5) 1. Qb1, c1, d1, g2, h2
6) 1. Rxe5
7) 1. ... a6
8) 1. ... Qh1
9) 1. ... Rf1
10) 1. Bxc6+
11) 1. Bxf6#
12) 1. ... Bxe5

52 Test / Mix: C

1) 1. Rxf7 (twofold attack)
2) 1. Bg2# (mate in one)
3) 1. Rxd4 exd4 2. Qxd4+; 1. Kh1? Bxb2 (getting out of check)
4) 1. ... c6 (defend by protecting)
5) 1. ... Nxd5 2. Nxd5 (2 points; profitable exchange)
6) stalemate
7) 1. Bxh3 (defend by capturing)
8) 1. ... Nf4# (mate in one)
9) 1. Bh5# (mate in one)
10) 1. c4 (defend by protecting)
11) 1. ... Bxa3 (twofold attack)
12) 1. Qf5 (defend by moving away)

55 Notation / The short notation: A

1) 1. ... Kc6
2) 1. ... c5
3) 1. Rc8+ (1. Re8+? Bxe8)
4) 1. ... Rcd5 (no other safe squares on the 5th rank; a move along the c-file loses the other rook)
5) 1. cxb3 (1. axb3 a2 is less smart)
6) 1. ... Ra1#; 1. 0-0 (the only way to prevent mate)
7) 1. Rxc7 (1. Rxd3? Bxd3)
8) 1. N7f6# (1. N5f6+ Kxe7)
9) 1. ... Rxb4 (1. ... Re7 loses more material)
10) 1. Qxg4 (1. Kxg4+ stalemate ; 1. K move Rxg8)
11) 1. exd8N# (1. exd8Q stalemate)
12) Drawing

56 Material / Winning material: A

1) 1. ... Bxf1
2) 1. Rxh5
3) 1. Bxb7
4) 1. ... Nxe3
5) 1. Bxe7
6) 1. ... Bxe3+
7) 1. Bxd7
8) 1. Nxe3
9) 1. Rxa7
10) 1. Bxg7
11) 1. ... Qxf4
12) 1. gxf6