Step 2

3 *Test / Mix (1st step): A*

1) 1. Qa8# (mate in one)
2) 1. Nc7# (mate in one)
3) 1. ... Bf3# (mate in one)
4) 1. ... b6 (defending by protecting)
5) 1. ... Rf7 (defending by protecting)
6) 1. Bf1 (getting out of check: interposing)
7) 1. Bg1 (1. Bxc1 Rxc1#) (getting out of check: interposing)
8) 1. ... Kh8 (1. ... Kf8 2. Qf7#; 1. ... Kg7 2. Qf6#) (getting out of check: moving away)
9) 1. Kg1 (1. Ke1? Bc3#) (getting out of check: moving away)
10) 1. Bxc7 or 1. Nxc7 (twofold attack)
11) 1. ... Nxe4 or 1. ... Bxe4 (twofold attack)
12) 1. Bxf7+ (1. Rxf7? axb3) (twofold attack)

5 *Double attack / Setting up a double attack: A*

1) ♕d7, ♕f7
   Wrong: ♕b3 Rb6, ♕d5 Rc6
2) ♕b8, ♕f6, ♕h2
3) ♕a8, ♕b7, ♕f5, ♕g8
   Wrong: ♕d8/♕d7 Nd6
4) ♕a1, ♕a7, ♕c4
   Wrong: ♕d1 Nb3, ♕d7 Nb5
5) ♕e4, ♕f4, ♕g8
6) ♕a5, ♕d5, ♕g2
7) ♕a2, ♕a8, ♕d5, ♕d8, ♕g5
8) ♕c1, ♕c5
9) ♕b1, ♕c2, ♕f2
   Wrong: ♕b5 Be5
10) ♕d6, ♕e6, ♕f6, ♕g1
11) ♕a2
    Wrong: ♕f5 Nf4 is protected
12) ♕b6, ♕f4
    Wrong: ♕d8/♕d6 Nd5, ♕h4 Ne4

6 *Double attack / Queen: A*

1) 1. ... Qe1+ 2. Kh2 Qxc3
2) 1. Qc6+ Kf8 4. Qxb5
3) 1. Qb2+ 2. Rf2 Qxb3
4) 1. Qd4+ Kg8 3. Qxa7
5) 1. Qc7+ Ka8 2. Qxe7
6) 1. Qb5+ Kf7 2. Qxa4
7) 1. Qh6+ Kg8 2. Qxh4
8) 1. Qd5+ Ke7 2. Qxb3
9) 1. Qxb4+ Kf6 2. Qxa3
10) 1. Qc4+ Kb8 2. Qxh4
11) 1. Qd6+ Kb7 2. Qxf6
12) 1. ... Qc6+ 2. Kg1 Qxc2

7 *Double attack / Queen: B*

1) 1. Qc7 Bd5 2. Qxe7
2) 1. Qb5 Kf8 2. Qxa4
3) 1. Qd6 Rb4 2. Qxf6
4) 1. Qxb7 Rd8 2. Qxa7 (1. ... Rxc3 2. Qa8+) 2. bxc3
5) Drawing
6) 1. Qd3 Rxh2+ 2. Kxh2
7) 1. … Qe7 2. Bf3 Qxb4
8) 1. Qf2 Rd7 2. Qxf6
9) 1. Qd1 Rd5 2. Qxa4
10) 1. Qh8 Kb8 2. Qxh5
11) 1. … Qh5 2. Be7 (otherwise 2. ... Qxb5 or 2. .... Qxh4) 2. ... Qe5+
12) 1. Qxh4 Qb7 2. Qxb4

9 *Double attack / Queen: C*

1) 1. Qc4
2) 1. Qe5
3) 1. Qd6 (1. Qh5 and 1. Qd5 only win a pawn.)
4) 1. Qf2
5) 1. … Qg5
6) 1. … Qc3
7) 1. … Qb5
8) 1. Qg5
9) 1. ... Qb7
10) 1. Qc3
11) 1. ... Qh4
12) 1. Qf2

10 *Double attack / Setting up a double attack: B*

1) ♕d5
2) ♕c1
3) ♕d5
4) ♕b5
5) ♕h7
6) ♕f2
7) ♕a4
8) ♕e4

9) ♕d8
10) ♕f5
11) ♕f6
12) ♕f4

11 *Double attack / Queen: D*

1) 1. ... Qxc5+ (1. ... Qe2? 2. Qxg7#) 2. Qf2 Qxh5
2) 1. Qf8+ Kd7 2. Qxa3
3) 1. Qh5+ Qg6 2. Qxc5
4) 1. Qh3+ Kg8 2. Qxc3
5) 1. Qa4 Rc8 2. Qxa3
6) 1. … Qe2 2. Rxd6 Qxb5
7) 1. ... Qc6 2. f3 Qxa6
8) 1. Qa7 Bg4 2. Qxa5
9) 1. Qe4 Re8 2. Qxa8
10) 1. Qa7 (1. Qf3 Nxh1)
11) 1. ... Qc6 2. d5 Qxa4
12) Drawing

12 *Double attack / Queen: E*

1) 1. ... Qb4+ 2. c3 Qxc4
2) 1. Qh6 f6 2. Qxh3
3) 1. Qd4 Ra4 2. Qxf6
4) 1. Qa4+ Nc6 2. Qxg4
5) 1. Qb3+ Qe6 2. Qxb7
6) 1. Qa4 c6 2. Qxa5
7) 1. Qd1+ Ke7 2. Qxa4
8) 1. ... Qd5 2. Kg1 Qxb5
9) 1. ... Qe7 2. Bh5 Qxh4
10) 1. ... Qg3 2. Re2 Qxb3
11) 1. ... Qg4 2. g3 Qxd1+
12) 1. Qe5+ Ka8 2. Rxg7 or 2. Qxg7

14 *The pin / Pin: A*

1) 1. ... Bb5
2) 1. Ra5
3) 1. ... Qh6
4) 1. Bc5
5) 1. Rd4
6) 1. ... Qc6
7) 1. Bh4
8) 1. ... Rc4
9) 1. Be4
10) 1. Bb5
11) 1. ... Be5
12) Drawing

15 *The pin / Setting up a pin: A*

1) ♖a8
2) ♗e5
3) ♖e6
4) ♜h2
5) ♝c5 or ♝d4
6) ♕a8
7) ♗h1
8) ♕a3
9) ♖c4
10) ♕a4
11) ♝g5
12) ♖a4

16 *The pin / Pin: B*

1) 1. Qe4
2) 1. ... Rc8
3) 1. ... Qc5
4) 1. Rc7
5) 1. Bb2
6) 1. Bb5
7) Drawing
8) Drawing
9) 1. Bf3
10) Drawing
11) Drawing
12) 1. ... Re8

17 *The pin / Pin: C*

1) 1. Rd1
2) 1. ... Bb4
3) 1. Re1
4) 1. ... Bc6
5) 1. ... Qd6 (1. … Qxf2+ wins material but not enough.)
6) 1. ... Bc5
7) 1. Qb4
8) 1. Bf1
9) 1. ... Qa8
10) 1. Qb1
11) 1. Qd1! (1. Qd2? Bxf2+)
12) 1. Bf1

19 *Elimination of the defence / Capturing + material: A*

1) 1. Bxf6+ Kxf6 2. Rxd5
2) 1. ... Nxc4+ 2. bxc4 Rxe2+
3) 1. Bxg6+ Kxg6 2. Nxe5+
4) 1. ... Rxg2 2. Kxg2 Kxg7

5) 1. Rxh7 Kxh7 2. Kxe4
6) 1. Bxb6 axb6 2. Rxd7
7) 1. Rxd8 Bxd8 2. Bxd5
8) 1. Nxc5 (1. … Bxa4? 2. Nxa4) 1. ... bxc5 2. Bxd7
9) 1. ... Qxc2 2. Rxc2 Bxa4
10) 1. Nxf6 Rxf6 2. Rxc3
11) 1. ... Rxe2 2. Rxe2 Bxc4
12) 1. Rxc7 Nxc7 2. Rxe7

20 *Elimination of the defence / Chasing away + material: A*

1) 1. ... b4
2) 1. ... g4
3) 1. c4
4) 1. Bc5
5) 1. Rf2+
6) 1. ... Rh4+
7) Drawing
8) Drawing
9) 1. ... Bh6 (1. … Ba3? 2. Ra1)
10) 1. Bd3 (1. Bh5? Re5)
11) 1. ... Na5 (1. … Ne5? 2. Rc3)
12) 1. ... Rad8

21 *Elimination of the defence / Capturing + material: B*

1) 1. Bxd5+ exd5 2. Qxf4
2) 1. Rxg6 hxg6 2. Qxh8+
3) 1. Rxf7+ Kxf7 2. Qxe5
4) 1. ... Bxd4 2. Qxb6 (2. exd4 Qxb3) 2. ... Bxb6
5) 1. ... Qxg2+ 2. Kxg2 Bxe4+
6) 1. Rxc6+ Nxc6 2. Kxg2
7) 1. Nxe8 Rxe8 (1. .... Qe7 2. Nf6+) 2. Qxf7+
8) 1. Rxe6 Rxe6 2. Qxg4
9) 1. Nxh6+ Kh8 2. Qxg5
10) 1. ... Qxe3+ 2. Bxe3 Nxe4
11) 1. exf7+ Nxf7 2. Qxg6
12) 1. Rxf6 Rxf6 2. Rxf5

22 *Elimination of the defence / Luring away + material: B*

1) 1. b6 Bxb6 2. Bxe5
2) 1. Re5+ Kxe5 2. Qxc5
3) 1. Nxd5+ (1. Rxa6? Nxc3+ or Bxa6+) 1. ... Bxd5 2. Rxa6
4) 1. f6+ Kxf6 2. Rxd7
5) 1. ... Bd2+ 2. Bxd2 Rxh4
6) 1. ... d4 2. Bxd4 Bxb4+
7) 1. Bxc5 dxc5 2. Rxe5
8) 1. … Rxf2 2. Bxf2 Kxg5
9) 1. … Rxd1 2. Qxd1 Qxf2
10) 1. ... b5 2. Qxb5 Rxe4
11) 1. ... Ra1+ 2. Bxa1 Qxc5 (2. Bg1 Qxc5; 1. … Qxc5? 2. Bxc5 Ra1+ 3. Bg1)
12) 1. Ng5+ (1. Rxc7+? Bxc7+) 1. ... Bxg5 (otherwise 2. Nxe6) 2. Rxc7+

24 *Opening / Golden rules: A*

1) **Bc4:** The bishop controls the centre and has some control over the opponents side of the board.
   Bd3: The bishop blocks the d2 pawn, which blocks the bishop on c1.
   Na3: On a3 the knight has less mobility and no control of the centre.
2) **Bc4** The bishop controls the centre and has some influence over the opponents side of the board.
   Bb5+ Giving check is not correct in this position. Black can play 1. … c6 and the bishop must move again.
   Be2 Too modest. The move of the bishop makes castling possible but the bishop does not control the centre.
3) **Nc6** The best way to protect the pawn on e5.
   f6 The pawn on f6 is in the way of the knight on g8. Moving this pawn can expose the uncastled Black king to an attack. It is too early to explain the consequences of 2. Nxe5.
   Qe7 The queen protects the pawn on e5 but prevents the bishop on f8 from coming out.
4) **Nc6** A developing move attacking the queen. White must lose time now because the queen has to move again.
   c5 The pawn attacks the queen, but on c5 the pawn is a bit in the way of the bishop on f8.
   d6 Not a bad move, but not the best. White plays 2. Nf3 and on 2. … Nc6 White can play 3. Bb5 and keep the queen on d4.
5) **Nf3** The best square for the knight. White can castle next move.
   Qf3 Only if Black is not careful, is this a good move, but after 1. … Nf6 Black has parried the mating threat. The queen on f3 is in the way of the knight on g1.
   Qh5 Black plays 1. … Qe7 and on the next move chases away the queen with 2. … Nf6 costing White time.
6) **0-0** Black protects f7 with a developing move.

Qe7 The queen does not really protect f7. She is too valuable.
Rf8 Not a proper protecting move. Black cannot castle kingside any longer.

7) **0-0** The king is safe. Excellent move.
Be3 The bishop is well placed on g5. There is no reason to move the same piece twice in the opening unless it is under attack.
Bxf6 An unnecessary exchange. Do not exchange if not necessary.

8) **Nf6** The right move. Here the knight controls two centre squares.
Nge7 The knight on e7 has less mobility than on f6. From there it controls two squares in the centre.
Bd7 A developing move, but the bishop is not so active on d7.

9) **0-0** White correctly applies the third golden rule – king safety.
fxe5 The pawn on e5 cannot be taken so easily. Black wins the knight by the double attack: 1. … Qa5+.
Ng5 A premature attack on f7. Black plays 1. ... d5.

10) **Nf3** The move of the knight enables castling. On f3 the knight attacks e5 and he controls two centre squares.
Bb5 This is a good move when there is a knight on c6. The bishop can be chased away by a pawn.
d3 Not a bad move but the bishop on f1 cannot be developed to an active square anymore.

11) **e3** White must parry the threat Qxf2#. This is the only way.
d4 Defends against the mate on f2, but after 1. … Bxd4 White just loses a pawn and there is the same mating threat.
Nf3 Sometimes developing is not right. Black gives mate on f2.

12) **Qd5** Now and then a quick attack on f7 is correct. Black can protect f7 only by 1. … Nh6, but with 'capturing + material' (2. Bxh6). White wins material.
Nc3 Good move but not the best. There are always exceptions to the rules.
0-0 Good move but not the best.

***25** Test / Repetition: A*

1) 1. ... Rad8
2) ♖a8
3) 1. Qe4
4) 1. ... Qxc2
5) 1. ... Rc8
6) ♕a2
7) Drawing
8) 1. Rxh7
9) 1. ... Re8
10) ♕b6, ♕f4
11) 1. Qe5
12) 1. Bb5

***26** Test / Mix: B*

1) 1. Bb5 (pin)
2) 1. ... Bh6 (pin)
3) 1. Re1 (pin)
4) 1. Rxe5 (capturing + material)
5) 1. Nxe4 (capturing + material)
6) 1. ... Rxf3 (capturing + material)
7) 1. Qe3+ (double attack: queen)
8) 1. ... Qc2+ (double attack: queen)
9) 1. ... Qb7 (double attack: queen)
10) 1. ... Rxe1 (luring away + material)
11) 1. Bh6+ (luring away + material)
12) 1. Ne5 (chasing away + material)

***27** Test / Mix: C*

1) 1. ... Bf6 (pin)
2) 1. Bb5 (pin)
3) 1. ... Rd8 (pin)
4) 1. Rxg7+ (capturing + material)
5) 1. Qxf6+ (capturing + material)
6) 1. Rxe5 (capturing + material)
7) 1. ... Qf6 (double attack: queen)
8) 1. Qh5 (double attack: queen)
9) 1. Qd8 (double attack: queen)
10) 1. ... b5 (luring away + material)
11) 1. Rh8+ (luring away + material)
12) 1. Nc4 (chasing away + material)

***28** Mate / Composing mate: A*

1) ♕b7, ♙c6
2) ♕a7, ♙a3
3) ♕a4, ♙b3
4) ♖g1, ♘f3
5) ♖a5, ♘d7
6) ♖b5, ♘c3
7) ♖a8, ♗c6
8) ♖f8, ♗h6

9) ♖a5, ♗d8
10) ♕e7, ♘f5
11) ♘g6, ♕d7
12) ♘e7, ♕f6

29 *Mate / Mate in two: A*

1) 1. Rf7+ Kb8 2. Rg8#; smart is 1. Rb5 Ka8 2. Ra6#
2) 1. Rb7+ Kg8 2. Ra8#
3) 1. Rg2+ Kh6 2. Rh1#
4) 1. Qg6+ Kg8 2. Rb8#
5) 1. Qb8+ Ka6 2. Ra1#
6) Drawing
7) 1. Bf7+ Kh6 2. Rh2#
8) 1. ... Bf3+ 2. Kf1 Rh1#
9) Drawing
10) 1. … Rg8+ 2. Kh1 Nf2#
11) 1. Ne7+ Kh7 2. Rh2#
12) 1. ... Nf3+ 2. Kh1 Rxh2#

30 *Mate / Mate in two: B*

1) 1. ... Qe1+ 2. Rxe1 Rxe1#
2) 1. Rxa7+ Bxa7 2. Rxa7#
3) 1. Qd8+ Nxd8 2. Rxd8#
4) 1. Qg7+ Qxg7 2. fxg7#
5) 1. ... Re1+ 2. Rxe1 Qxe1#
6) 1. ... Rh1+ 2. Nxh1 Rxh1#
7) 1. Qxf6+ Nxf6 2. Bxf6#
8) 1. ... Nf2+ 2. Nxf2 Nxf2#
9) 1. Qxe6+ Bxe6 2. Rxe6+
10) 1. Qf8+ Rxf8 2. Rxf8#
11) 1. Qh6+ Rxh6 2. Rxh6#
12) 1. Qf6+ Bxf6 2. Bxf6#

31 *Mate / Mate in two: C*

1) 1. Qe8+ Kh7 2. Qg8#
2) 1. Qg2+ Kb8 2. Qb7#
3) 1. Qc5+ Ka6 2. Qa5#
4) 1. Qa5+ Kc6 2. Qc5#
5) 1. Re8+ Ka7 2. Ra8#
6) 1. ... Rd1+ 2. Ke2 Re1#
7) 1. Qh7+ Kf8 2. Qg8#
8) 1. Qa3+ Kb7 2. Qa6#
9) 1. ... Qf3+ 2. Kh2 Qh3#
10) 1. Qb7+ Kh6 (1. ... Kg8 2. Qg7#) 2. Qh1#
11) 1. ... Qc6+ 2. Kg1 Qg2#
12) 1. ... Qd5+ 2. Kf1 Qf3#

32 Mate / Mate in two: D

1) 1. ... Bf3+ 2. Kh2 Bd6#
2) 1. Nf6+ Kg7 2. Qh7#
3) 1. Nb6+ Kd8 2. Ra8#
4) 1. ... Re1+ 2. Kc2 Qc1#
5) 1. ... Qf3+ 2. Kg1 Ne2#
6) 1. Qh8+ Ke7 2. Rc7#
7) 1. Ba5+ Kc8 2. Rd8#
8) Drawing
9) Drawing
10) 1. Ne6+ Kg8 2. Rg7#
11) 1. ... Bf4+ 2. Kc3 Qa1#
12) 1. Qc8+ Ke7 2. Re6#

34 *Double attack / ♖♗♘♙♔: A*

1) 1. ... Ne2+ 2. Kh1 Nxg3+
2) 1. Kc3 (1. Be5? Nf3+ – X-ray attack step 3)
3) 1. Rd8+
4) 1. Nd6+
5) 1. Bd5+
6) 1. f4 Nxc4 2. Bxc4 (2. Rxc4)
7) 1. Rc7
8) 1. Nc7 (1. Nd6 Re7)
9) 1. Ne6
10) 1. Bc7
11) Drawing
12) Drawing

35 *Double attack / ♖♗♘♙♔: B*

1) 1. Ne3
2) 1. Rf5+
3) 1. ... Be5+ 2. Qxe5+ Nxe5 or 2. ... Rxe5
4) 1. Nfd5 (1. Ncd5? Qxc2#)
5) 1. Bxc6
6) 1. ... Nd6 2. Bd3 Nxe4
7) 1. ... Kd7 2. Ra8 Kxd6
8) 1. Re4 Kb8 2. Rxe2
9) 1. ... Ng5
10) 1. ... fxg2
11) 1. Ng6+
12) 1. Rb7 Ka5 (1. ... Be6 2. Ra7#) 2. Rxd7

36 *Double attack / Mix: A*

1) 1. ... Qxc2
2) 1. Rc4
3) 1. Nd6+ (1. Qxb7+ Rc7)
4) 1. Kd4

5) 1. e8N+
6) 1. ... Qd8
7) 1. Bd7
8) 1. ... Qa7+
9) 1. Rd8+ Kg7 2. Rxc8
10) 1. ... Ng8
11) 1. c5
12) 1. Qb2

37 *Double attack / Mix: B*

1) 1. ... Rc2+
2) 1. ... Qb6
3) 1. Nf7+ (1. Ng6+? Kh7 2. Nxe7 Rd1+) 1. ... Kh7 2. Nxd8
4) 1. Rd7+
5) 1. ... Bxg3+
6) 1. ... Qa2
7) 1. c4
8) 1. Bc7
9) 1. Qh1
10) 1. Bc4 (1. Bb5 Ne5)
11) 1. ... Ncd3 (1. ... Nxb3 2. Bxb3 Nd3 3. Bxg8)
12) 1. ... f6 (1. ... Bxe5? 2. Rd8+ Rxd8 3. Rxd8#)

38 *Double attack / Cooperation of two pieces: A*

1) 1. Qd4 and 2. Nxe4
2) 1. Qe3+ Qe6 2. Bxh6
3) 1. … Bd3
4) 1. Qc5 Rb7 2. Nxc7
5) 1. Ne7
6) 1. Qc2 and 2. Rxc8
7) 1. … Qa5 2. Be3 Bxg5
8) 1. Qc1 0-0 2. Bxh6
9) 1. Qg3
10) 1. ... Kc6 threatening 2. ... Rc1# and 2. ... Kxd7
11) 1. Bd4
12) 1. Qa2 (1. Ng6+? Kg8 2. Qa2+ Qf7+)

39 *Mate / Mate in two (rook):E*

1) 1. Rf1
2) 1. Ra6 or 1. Kf7
3) 1. ... Rd1
4) 1. ... Kb3
5) 1. ... Kc7
6) 1. Kb6
7) 1. Rd7
8) 1. Ra2
9) Drawing
10) 1. Ke6
11) 1. Kd3
12) 1. Rh8 or 1. Kb3

40 *Test / Mix: D*

1) 1. Bxd7 7xd7 2. Nxe5 (capturing + material)
2) 1. ... Qa2+ 2. Kc1 Qxc2 # (mate in two)
3) 1. Qd7 (double attack: queen)
4) 1. Qc6+ Kf8 2. Qxa8# (mate in two)
5) 1. ... Re8 (pin)
6) 1. Qa4+ (double attack: queen)
7) 1. Rxh6+ Bxh6 2. Qxe5+; 1. Qxe5+ brings in a pawn only (luring away + material).
8) 1. Nd7+ (double attack: knight)
9) 1. ... exd4+ 2. Nxd4 Rxc5 (capturing + material)
10) 1. Ra8 and if the bishop moves, mate on h8 follows (pin)
11) 1. Qe5+ Ka8 2. Qe8# (mate in two)
12) 1. ... Qb2 (double attack: queen)

41 *Test / Mix: E*

1) picture
2) picture
3) 1. ... Nd3 with mating threat on b2 (double attack: knight)
4) 1. ... Qxc4 2. Nxc4 Rxd5 (capturing + material)
5) 1. Qc2 (double attack: queen)
6) 1. Ra6+ Kb8 2. Nd7# (mate in two)
7) 1. ... Ra2 (pin)
8) 1. Qg2 (double attack: queen)
9) 1. b4 and 2. Rxf5 (chasing away + material)
10) 1. Raa7 (pin+eliminating the defender) 1. ... Nd5 2. Rxc6
11) 1. ... Qd6 (pin)
12) 1. Nf6+ (double attack: knight)

43 *Double attack / Discovered attack: A*

1) 1. Nf5+
2) 1. Nd6+
3) 1. Rc8+
4) 1. Nc6+
5) 1. ... Nh4+
6) 1. ♖xa7+
7) 1. e5+
8) 1. ... d3+
9) 1. Kg3
10) 1. ... Kb5
11) 1. ... Bh2+
12) 1. Bxh7+

44 *Double attack / Discovered attack: B*

1) 1. … Bd4+
2) 1. d4+
3) 1. ... Rg5+
4) 1. Bb5+
5) 1. … Bxf3
6) Drawing
7) 1. Nc5
8) 1. … Rxd4
9) 1. Bc6
10) 1. … dxc4
11) 1. … Ne4
12) 1. … c5

45 *Double attack / Discovered attack: C*

1) 1. ... d3+
2) 1. ... d5
3) 1. Re8+
4) 1. d5
5) 1. Ng5+; 1. Nf6+? Nxf6
6) 1. Rb5+
7) 1. ... Ne4
8) 1. ... Bxh2+
9) 1. Nxc6
10) 1. ... Rh6
11) 1. Nf6+
12) 1. ... Re1+

46 *Double attack / Discovered attack: D*

1) 1. Be7
2) 1. … Bb4
3) 1. … Ne2+
4) 1. … Bb4
5) 1. Nf5
6) 1. Nf5
7) 1. Re7
8) 1. Nd1
9) 1. … Nc3
10) 1. Rf8
11) 1. Nd2! (1. Nxc5? bxc5 2. Qa8 Qb8)
12) 1. Bf5 (1. Bg2? Qd7)

48 *Defending / Defending against mate: A*

1) 1. Re1
2) 1. … Rg6 (otherwise 2. Na4# or 2. Ne4#)
3) 1. … fxg4
4) 1. Qd5
5) 1. … Kh7
6) 1. … Rd1+ 2. Rxd1 Kxa8
7) 1. … Nf6
8) 1. … Qd8
9) 1. ... Qh6
10) 1. Kg1
11) 1. … c4
12) Drawing

49 *Defending / Defending against mate: B*

1) no
2) 1. … Qxb3 2. Rc8+ Qg8
3) 1. … Rd1+
4) no, because 1. … Qb8 2. Qa5+; 1. … Kb8 2. Qd8+ or 1. … Qa4 2. Qd8#
5) no
6) 1. Qxb7
7) 1. e8N+
8) no
9) 1. Nh3
10) 1. Kb1
11) no
12) no

51 Winning material / Intermediate move: A

1) 1. Rd8+ Kh7 2. Qxh4
2) 1. Bxg5 Nxg5 2. Rxd7
3) 1. ... Bd4 2. Qe1 fxg3
4) 1. ... Ba6+ (1. ... Kxd7 2. Kxf1; 1. ... Rh1 2. Rg7)
5) 1. Bxc6+ Nxc6 2. hxg4
6) 1. Qh3 (1. Nxa4 Nxd3; 1. Qd5 Qc2)
7) 1. Bxd6 (1. gxf5? Nxb5) 1. ... Bxd6 2. gxf5
8) 1. Rc8+ {1. Rd1 Qb4; 1. Rc2 Qd7 (1. ... Qd3? 2. Rc8+)} 1. ... Kg7 2. Qxe4
9) 1. ... Nf4 (1. ... dxe3+ 2. Kxd3) 2. Nc2 Nxh5
10) 1. Bd3+ (1. Rxd8? Rxb5) 1. ... Kh6 2. Rxd8
11) 1. Qg1+ (1. axb5 Nxa7) 1. ... Kf8 2. axb5
12) 1. ... Qxd1+ 2. Rxd1 Rxh8

52 Winning material / Intermediate move: B

1) 1. b4
2) Drawing
3) 1. Rc8+ (1. Rxc3 Rxa7) 1. ... Rf8 2. Rxc3
4) 1. ... Nf4+ 2. Kf3 Rxc6
5) 1. Nd6 Qe7 2. exf6
6) 1. Ng4 Qg6 2. dxc5
7) 1. Qxc6 (1. Qf8+? Qe8) 1. ... Qxg3+ 2. fxg3
8) 1. Bb3+ Kh7 2. Qxc3

9) 1. ... Rg8+ (1. ... Rd2+ 2. Re2) 2. Kf1 Kxe6
10) 1. Ne4 (1. Nb5? Bc5+)
11) 1. ... Qg7+ (1. ... Qd5+ 2. Rf3)
12) 1. Rc2 (1. Rb1 Rh2)

53 Winning material / Intermediate move: C

1) 1. Ng5 Ba7 (1. ... Qxg5 2. Qxg5) 2. Qh7#
2) 1. ... Qh2 (1. ... Qxd4 2. Qg3)
3) 1. Qd8+ Kh7 2. Qxh4+
4) 1. Qc4+ Kh8 2. Rxa5 Qb1+ 3. Qf1
5) 1. Qe6+ Kh7 2. Rxd4
6) 1. ... dxe4 (1. ... Nxd1? 2. e5+)
7) 1. Qh5+ Kg7 2. Rxf7+ Kg8 3. Qh7#
8) 1. Rh1 Kf8 (1. ... Rxg3+ 2. Kxg3) 2. Qxg4
9) 1. ... b5 2. Qb4 Qxb4 (whether 2. ... Bxc7 or 2. ... Qxc7) 3. axb4 Bxc7
10) 1. ... b4 (1. ... Nxd7? 2. Qxg7#) 2. Qc2 Nxd7
11) 1. Bxf6
12) 1. Rd1 (1. Rc8+ Kg7 2. Qxe4? Qe1+) 1. ... Qxf2 2. Qxe4

***54** Test / Repetition: B*

1) 1. ... Bh2+ (discovered attack)
2) 1. Nc7 (1. Nd6 Re7) (double attack: knight)
3) 1. Bc7 (double attack: bishop)
4) 1. ... Bf4+ 2. Kc3 Qa1# (mate in two)
5) 1. ... Rg6 (defending against mate)
6) 1. ... Ncd3; 1. ... Nfd3? 2. Nxc5+ (double attack: knight)
7) 1. ... Ba6+ 2. Kd2 Kxd7 (intermediate move)
8) 1. d5 (discovered attack)
9) 1. ... Bf3+ 2. Kh2 Bd6# (mate in two)
10) 1. ... Bxf3 (discovered attack)
11) 1. ... Nf3+ 2. Kh2 Rxh2# (mate in two)
12) 1. ... Nc3 (discovered attack)

***55** Test / Mix: F*

1) 1. Ne6+ (double attack: knight)
2) Drawing
3) 1. f8N+ (double attack: knight)
4) 1. ... Kg3 (double attack with two pieces)
5) 1. b4 (double attack: pawn)
6) 1. … Rd1+ (1. … Qxf6+? 2. Re8#) 2. Kf2 Qxf6+ (defending against mate)
7) 1. ... Qc2+ (mate in two)
8) 1. Re7+ (mate in two)
9) 1. ... Qh4+ (mate in two)
10) 1. Bxf7+ (discovered attack)
11) 1. ... Nxf3+ (discovered attack)
12) 1. ... Nd4 (discovered attack)

***56** Test / Mix: G*

1) 1. … Bg6 (1. … g6 2. Rxh7#) (defending against mate)
2) 1. ... Nd3 (double attack: knight)
3) 1. Rxh6+ (discovered attack)
4) 1. Qf6+ (mate in two)
5) 1. d5 (discovered attack)
6) 1. Bxd5+ (double attack: bishop)
7) 1. Nf6+ (mate in two)
8) 1. ... Bc8 (double attack: bishop)
9) 1. Qxh6+ (mate in two)
   1. Rxh6? Kg8
10) 1. ... Nxg3+ (discovered attack)
11) 1. ... Ne4 (double attack: knight)
12) 1. Bd5+ (discovered attack)