Step 2 plus

3 Mate in one / Double check: A

1) 1. Re8#
2) 1. ... Rb1#
3) 1. ... Ng3#
4) 1. ... Bxc3#
5) 1. Bxd5#
6) 1. d8Q#
7) 1. Nf7#
8) 1. Nf8#
9) 1. Nxd6#
10) 1. ... exd4#
11) 1. Rc7#
12) 1. Rc4#

4 Mate in one / Double check: B

1) 1. Nb4#
2) 1. ... Rf3#
3) Drawing
4) 1. Nd7#
5) 1. Bg5#
6) 1. ... Nf3#
7) 1. Ne4#
8) 1. ... Rxg3#
9) 1. Nd6#
10) 1. Bxb5#
11) 1. ... Rc2#
12) 1. Re7#

5 Threatening mate / Bringing in the chaser: A

1) 1. Qd5
2) 1. Qf7
3) 1. Qh6
4) 1. Qg6
5) 1. Qd3
6) 1. ... Qg4
7) 1. Qg2
8) 1. Qh6 Qxf6 2. Qf8#
9) 1. d5
10) 1. Rh1
11) 1. Bh3
12) 1. Nd5 Ne2 2. Rc7#; 1. ... exd5 2. exd5#

6 Threatening mate / Bringing in the helper: A

1) 1. ... Nh4
2) 1. Nf6 Kg7 2. Qh7#
3) 1. Bb7
4) 1. Ra1
5) 1. Bh6
6) 1. Ng5
7) 1. ... f3 2. Rg1 Qh4#
8) 1. Bg6
9) 1. Bc5
10) 1. h3
11) 1. Qf7
12) 1. Re7

7 Threatening mate / Bringing in the guard: A

1) 1. ... Kg3
2) 1. Qg7
3) 1. f4
4) 1. Bg3
5) 1. d6
6) 1. Rf1
7) 1. Bf6
8) 1. ... Nf4
9) 1. Kb4
10) 1. ... b3
11) 1. Nb6
12) 1. Rd7

8 Mate in two / Cooperation (♖ ♖): A

1) 1. R2g4
2) 1. Rb2 Kd1 2. Rf1#
3) 1. Rh7 Ke8 2. Rg8#
4) 1. Re3 Kg1 2. Re1#
5) 1. Rc6 Kf5 2. Rd5#
6) 1. Rhf2 Ke5 2. Re3# (2. Re2#)
7) 1. Rb5 Kd6 2. Rf6#
8) 1. Kc7 Ka5 2. Ra8#
9) 1. Rh7 Kf5 2. Rh5#
10) 1. Ka5 Kh3 2. Rh1#
11) Drawing
12) 1. Re7 Kd1 2. Rd3#

10 Pawn endings / Play the best move: A

1) 1. b4
2) 1. ... h3

3) 1. f7 Kxf7 2. Kd5
4) 1. g3
5) 1. Ka6
6) 1. ... Kc5
7) 1. Kf4 Kg2 (1. ... Ke2 2. Kxe4) 2. Kxg4
8) 1. ... c2 (1. ... b2 2. h7 b1Q 3. h8Q+ Qb8 4. Qh1+) 2. h7 c1Q+
9) 1. f4+ Kxf4 2. Kxd6
10) 1. b8Q+ Kxb8 2. f8Q+
11) 1. h3 Kg3 2. Kxh6 Kxh3 3. g5
12) 1. h5

11 Pawn endings / Play the best move: B

1) 1. ... Kb8
2) 1. b4 Kg3 stalemate
3) 1. ... g6
4) 1. ... a5
5) 1. g5 fxg5 2. fxg5
6) 1. ... g4 2. hxg4 Kxg4
7) 1. Kf1
8) 1. Ke2
9) 1. ... h5
10) 1. Kf8 h2 2. g7 h1Q 3. g8Q+
11) 1. ... Ke5
12) 1. Kd3 (1. cxb5 Kxd5) 1. ... bxc4+ 2. Kxc4

13 Opening / Best move? : A

1) c2-c3
   This pawn move is the best of the three. The bishop cannot move to c5 (an active place for the bishop) because d4 wins another tempo. The moves 1. Nc3 and 1. Bd2 are not bad.
2) Qf3-g3
   Playing two times with the same piece is correct when you can get a clear advantage. The queen attacks two pawns. The move 1. Be3 is better than 1. Nd5.
3) Ng8-f6
   Developing is the best. White can reply 2. Be3 after a check by the queen. The queen is in the way of his own bishop. Capturing on f3 is a bad move. The pin is useful for Black.
4) Bf8-g7
   Black must develop. The bishop move prepares 2. ... Nge7. Right away the move is very bad: Nf6#. The move 1. ... Bg4 is a waste of time if White plays h3.
5) Qd1-d2
   After 1. g3 Nf3# White is mated. Capturing on d4 is not to be considered, because after 1. ... cxd4 the knight must return to b1 (2. Nb5 Qa5+).
6) Qd4-d3

The logical place for the queen. On e3 she is in the way of the bishop on c1. On d1 the queen must be developed again.

7) Nc6-d4
   A fine move. The threat is Nxc2+ and besides that the move clears square c6. After that the irritating knight on d5 can be chased away. After 1. ... Nf6 the move 2. Bg5 annoys. This move is annoying after 1. ... Be6 as well (2. ... f6 3. Nxf6+)
8) Nf3-g5
   Black cannot protect f7.
9) Ng8-f6
   Developing is correct. Capturing on d4 only supports White's development and 1. ... Qf6 is bad on account of 2. Ndb5.
10) c2-c3
   The most natural move. Also 1. Nxd4 is a good move. The position arises now and then, because trainers (?) recommend their pupils this trap. After 1. Nxe5 Qg5 2. Nxf7 Qxg2 3. Rf1 Qxe4+ 4. Be2 Nf3# the point is on the scoreboard.
11) Qd1-e2
   Wins a pawn after 1. ... Qe7 2. Qxe4 d6. After the popular response 1. ... Nf6, 2. Nc6+ decides. Nothing brings 1. Qf3 Nf6. The pawn move is too tame.
12) c6-c5
   Very strong because White cannot take (Qb4+). The bishop on h6 faces a well protected pawn. On d6 the bishop is better off.

14 Opening / Play the best move: A

1) 1. Rxd1
2) 1. Nc3
3) 1. Qe2
4) 1. dxe5 Bxf3 2. Qxf3 dxe5 3. Bc4
5) 1. Ba3
6) 1. d6 Bf8 2. Qe2+
7) 1. ... d4 2. Ne4? Nxe4 en 3. ... Bb4+
8) 1. Ng5
9) 1. exd4 (1. Nxd4 Qa5+; 1. Qxd4 Nc6)
10) 1. e4
11) 1. ... d5
12) 1. ... e6! (1. ... Rc8? 2. Nf6+)

15 Opening / Tactics: A

1) 1. Qb5+ (double attack: queen)
2) 1. ... Bb4 (pin)
3) 1. Nxf6+ (eliminating the defence: capturing + material)
4) 1. ... Nf3+ 2. gxf3 Qxd4 (discovered attack)
5) 1. Bxf7+ (eliminating the defence: capturing + material)
6) 1. Qa4+ (double attack)
7) 1. Bh5 (pin)
8) 1. Bxc6+ bxc6 2. Qxd4 (eliminating the defence: capturing + material)
9) Drawing
10) 1. Nc6 (double attack: knight)
11) 1. ... Qh4+ (double attack: queen)
12) 1. Bb5 (pin)

16 Opening / Tactics: B

1) 1. ... Bxc3+ 2. bxc3 Qxd5 (eliminating the defence: capturing + material)
2) 1. Ne6+ fxe6 2. Qxd8+ (discovered attack)
3) 1. h6 (eliminating the defence: chasing away + material)
4) 1. ... Qb4+ (double attack: queen)
5) 1. Bg5 (pin)
6) 1. ... Qxd4 (eliminating the defence: capturing + material)
7) 1. e5 dxe5 2. Bxc6 (discovered attack)
8) 1. ... Bxd4+ (eliminating the defence: luring away + material)
9) 1. Qh5+ (double attack: queen)
10) 1. ... Bg5 (pin)
11) 1. Bxf6 Bxf6 2. Nxd7 (eliminating the defence: capturing + material)
12) 1. c5 bxc5 2. Bxa6 (discovered attack)

17 Opening / Tactics: C

1) 1. f4 (eliminating the defence: chasing away + material)
2) 1. Qe1+ Be7 2. Qxa5 (double attack: queen)
3) 1. Re1 (pin)
4) 1. ... Nxf3+ 2. Qxf3 Qxg5 (eliminating the defence: capturing + material)
5) 1. ... Bb4+ 2. Qd2 Bxd2+ (discovered attack)
6) 1. Nh5 (1. Nd5 Bxg3+) 1. ... Qxd4 2. Bxf4 (double attack: knight)
7) 1. Qc4 (double attack: queen)
8) 1. ... Bf4 (pin)
9) 1. Nh4 (eliminating the defence: chasing away + material)
10) 1. dxc5 Qxc5 2. Qxg4 (discovered attack)
11) 1. Nxf6+ (eliminating the defence: capturing + material)
12) 1. ... Qf5 (double attack: queen)

18 Opening / Tactics: D

1) 1. Bh3 (pin)
2) 1. ... Bxf3 (eliminating the defence: capturing + material)
3) 1. ... Nxd4 2. Nxd4 Qxc1+ (2. Qd1 Nxf3+ and Qxe5+) (discovered attack)
4) 1. ... Bf4 (eliminating the defence: chasing away + material)
5) 1. ... Qc5 (pin)
6) 1. Qb3 (pin)
7) 1. ... Nxe3 (eliminating the defence: capturing + material)
8) 1. ... Nb6 2. Bb3 Qxd6 (discovered attack)
9) 1. Na5 (eliminating the defence: chasing away + material)
10) 1. Qd5 (double attack: queen)
11) Drawing
12) 1. Nc4 Qd5 2. Bxe7 (eliminating the defence: chasing away + material)

19 Opening / Tactics: E

1) 1. Bb5+ Nd7 2. Qxd5 (discovered attack)
2) 1. Bxc6+ bxc6 2. Qxb4 (eliminating the defence:

capturing + material)
3) 1. ... Qf6 2. f3 Qxa1 (double attack: queen)
4) 1. Qc3 (pin)
5) 1. b4 (eliminating the defence: luring away + material)
6) 1. Bb5+ c6 2. Qxd5 (discovered attack)
7) 1. Bxc6 dxc6 2. Nxb4 (eliminating the defence: capturing + material)
8) 1. ... Qe5 (double attack: queen)
9) 1. ... Ba4 (pin)
10) 1. Bxd7+ (eliminating the defence: luring away + material)
11) 1. Be4 Nxe4 2. Qd8# (discovered attack)
12) 1. ... Bxc4 2. Bxc4 Nxb6 (eliminating the defence: capturing + material)

21 Defending / Getting out of check: A

1) 1. Bf2+
2) 1. b4 0-0 2. bxa5; 1. ... e5 2. Qxe5+ (with check).
3) 1. Rc3
4) 1. Bd2
5) 1. Rf1+
6) 1. ... c6 2. Qxa5 Nxc2
7) 1. Kf8 Bxa2 stalemate
8) 1. Kf1
9) 1. Kf2
10) 1. ... Qe7 2. fxe7 Bg7
11) 1. Re1
12) 1. Kf1

22 Defending / Getting out of check: B

1) 1. ... Kf8
2) 1. ... Kf8
3) 1. ... Rf8
4) 1. Bf3 (1. Bxf1 stalemate) 1. ... Qa1 2. Rh5#
5) 1. Kf6 Rb4 2. Kf5
6) 1. ... Qxe5+
7) 1. ... Kxd7
8) 1. Nbc3 (1. Bd2 Nd3#)
9) 1. Be3 Bc5 2. Bxc5 Qxc5+ 3. Qd4
10) 1. Qe2
11) 1. ... Nxf6 (1. ... Qxf6 2. Rxh5+)
12) 1. ... Bg4 (1. ... Kh8 2. Qxf8#) 2. Rxg4+ Kh8

23 Defending / Choose the correct capture: A

1) 1. ... fxe6
2) 1. axb4
3) 1. hxg4#
4) Drawing
5) Drawing
6) 1. ... Nxe6
7) 1. cxb3 (1. axb3 Rxc2)
8) 1. Bxd1
9) 1. ... Nxf6
10) 1. cxb3 (1. axb3 Qc1+)
11) 1. Rxb4
12) 1. dxc4

24 Defending / Defending against scholar's mate: A

1) 1. ... dxe5
2) 1. ... Nf6 of 1. ... Ng5 (1. ... d5 2. Qxf7#)
3) 1. ... d5 is better than 1. ... Qe7)
4) 1. ... g6
5) 1. ... Qxd5 (1. ... Bxf2+ 2. Ke2 Qxd5 3. Bxd5)
6) 1. ... Be6 (1. ... Nf6 2. Bxf7#)
7) 1. ... e6
8) 1. ... Nf6
9) Drawing
10) 1. ... f5 (1. ... Ne5 2. Qf6)
11) 1. ... d5
12) 1. ... d5 2. exd5 e4

25 Defending / Defend against a passed pawn: A

1) 1. Bd4 b1Q 2. Bf6#
2) 1. c4+ Kxc4 2. Kc2
3) 1. Be1! (1. Bxf4+? Kf3!)
4) 1. ... e4+ 2. Kxe4 Be5
5) 1. Ba5
6) 1. Ra1 Rg1+ (otherwise 2. Rf1) 2. Kd2
7) 1. Ra3+ Kb4 2. Ra1
8) 1. Kf6
9) 1. Rf1
10) 1. Bg6
11) 1. Rg3 h2 2. Rxg2+
12) 1. h4! g2 (1. ... gxf2 2. Ke2) 2. Nh3

27 Route planner / Give a safe check: A

1) Drawing
2) Ra6-Ra1-f1-f7+
3) Rh3-a3-a1-b1+
4) Ra6-a1-c1-c3+
5) Rd2-d1-c1-c4+
6) Rg8-Rb8-b2-a2+

7) Rd8-f8-f7-b7+
8) Rg3-h3-h7-f7+
9) Re1-e8-b8-b5+
10) Rh3-h4-g4-g1+
11) Ra7-a5-c5-c8+
12) Rb5-b8-d8-d7+

28 Route planner / Give a safe check: B

1) Bc1-b2-g7-f8+
2) Be4-g2-h3-c8+
3) Bd1-c2-b1-a2+
4) Bc6-d7-h3-f1+
5) Bd5-c6-a4-c2+
6) Ba5-b6-a7-b8+
7) Be7-b4-e1-f2+
8) Ba4-d1-h5-f7+
9) Bb6-e3-c1-b2+
10) Bb6-g1-h2-e5+
11) Bd8-b6-g1-h2+
12) Bf8-g7-e5-g3+

29 Route planner / Give a safe check: C

1) Qg2-c2-c3+
2) Qh2-a2-a8+
3) Qc7-b7-a8+
4) Qf1-f8-g8+
5) Qc7-g3-h4+
6) Qf1-a6-a7+
7) Qf4-f1-d1+
8) Qd2-a5-b5+
9) Qb7-a7-a2+
10) Qf6-a1-h1+
11) Qa4-a2-h2+
12) Qh8-a8-a1+

30 Route planner / Choose the safe way: A

1) example: Rg6-b6-b1-g1
2) Rc1-c3-b3-b6
3) Rb2-b3-g3-g8-h8
4) Bg2-f1-a6-c8-d7
5) Bf2-b6-d8-f6-h8
6) Qa1-a8-h1-h2
7) Nb3-c5-b7-d6-f7-h8
8) Nb3-d4-b5-d6-f7-h8
9) Nb3-d4-f3-h2-g4-h6-f7-h8
10) Bc4-g8-h7-f5-g4-d1-c2-b1
11) Nc2-e1-g2-f4-e2-c3-b5-c7-a8
12) Kb2-c1-d1-e2-e3-f4-e5-e6-e7-f8

31 Route planner / Choose the safe way: B

1) Kb1-a2-a3-b4-a5-b6-a7-a8
2) Kd2-e1-f1-g2-g3-h4-g5-h6
3) Kc1-b1-a2-a3-b4-a5-a6-a7-b8-c8-d8-e8-f7
4) Kc1-b2-b3-c4-d4-e5-e6-f7-f8
5) Ke8-d8-c8-b8-a7-b6-a5-b4-a3-b2-c1-d2-e1-f2-g1
6) Kb4-c3-d2-e1-f2-g1-h2-h3-g4-f4-e5-f6
7) Drawing
8) Drawing
9) Kg7-h6-g5-f5-e5-d6-c5-b5-a4-b3-c2-d2-e1-f1-g1
10) Drawing
11) Drawing
12) Kg1-f2-e2-d2-c3-d4-c5-c6-d7-e6-f6-g5-h4-h3

32 Mate planner / Deliver mate: A

1) example
2) Ba2 – Qb3#
3) Bg5 – Nf6#
4) Re4 – Bb7
5) Kg2 – Qe4#
6) b3 – Qc4#; b4 – Qd3
7) Bb7 – Qc6#; Lc4 – Qb7#
8) Rb5 – Nb2
9) Rg4 – Qa5
10) Ba5 – Qd5; Qa6 – Bd6
11) Nd2 – Qd6
12) Qb2 – Qb4

33 Mate planner / Deliver mate: B

1) Qc6 – Bg5#
2) Qc4 – Qe4#
3) Qh7 – Bf5 – Qd7#
4) Bh5-e8-c6#
5) Qe6 – g4#
6) Rh7 – Nb6 – a7#
7) Qc1 – Bh1 – Qc6 – Qb7#
8) Bd2 – Bh6 – Rc8#
9) Bb4 – Bf8 – Bh6 – Rf8#
(in a previous version with the colours reversed: Bb5 – Bf1 – Bh3 – Rf1#)
10) Bh5 – Qh2#
11) Nf3-d2-b3-c1-a2-b4-a6#
12) Ng3-e2-c1-d3-e5-d7#

34 Route planner / Capture all black pieces: A

1) Drawing
2) Qa2xb1xb2xg7
3) Qc4xf7xf5xg4xh3
4) Kf7-e7-d8-c7xc6-d5xe4
5) Qb4xf8xf5xd3
6) Re7xe4xd4xd2
7) h4-hxg5 f5-fxe6-e7-e8N Nxg7
8) Ke4xe3xe2 Rxb5
9) Re5xe3xe2 Kxb5
10) Nxb2-d3xc5xe6
11) Bd7xg4-e2xd3xg6
12) Nf2-h1-g3-f1-h2-f3-h4-g2-f4xe6xc7xd5

36 Mate / Creating mate (♕♘): A

1) ♕a3 / ♘d2
2) ♕b7 / ♘c4
3) ♕h5 / ♘e7
4) ♕e1 / ♘c2
5) ♕c7 / ♘f4
6) ♕f6 / ♘h6
7) ♕a7 / ♘d4
8) ♕h8 / ♘g6
9) ♕e3 / ♘e7
10) ♕e6/ ♘g6
11) ♕c4 / ♘g4
12) ♕a5 / ♘d8

37 Mate / Creating mate (♕♗): B

1) ♕a8 / ♗c6
2) ♕h4 / ♗d5
3) ♕a7 / ♗c5
4) ♕d4 / ♗h3; ♗c7 ♕f7 (in a previous edition the ♔ was on d3; ♕e4 /♗e7 is correct too then)
5) ♕e5 /♗b5
6) ♕g1 / ♗d1
7) ♕e6 / ♗b6
8) ♕g6 / ♗h6
9) ♕g4 / ♗d4
10) ♕e7 / ♗e3
11) ♕d8 / ♗d5
12) ♕d5 / ♗d8

38 Mate / Creating mate (♖♘): C

1) ♖b5 / ♘c3
2) ♖b5 / ♘a3; ♖b5 / ♘d6
3) ♖e7 /♘e6
4) ♖c5 / ♘d3
5) ♖c6 / ♘e7
6) ♖a6 / ♘a3
7) ♖e5 / ♘f7
8) ♖d5 / ♘d2
9) ♖b5 / ♘c3
10) ♖f7 / ♘g6
11) ♖e7 / ♘a7
12) Drawing

39 Mate / Creating mate (♗♗ / ♗♘ / ♘♘): D

1) ♗g2 / ♗e3
2) ♗b4 / ♗d1
3) ♗f3 / ♗e3
4) ♗f5 ♗f7 / ♗h8 (last move h8♗ or gxh8♗)
5) ♗c6 / ♘d7
6) ♗c5 / ♘c7
7) ♗c5 / ♘c7
8) ♗e5 / ♘h6
9) ♘c3 / ♘f3
10) ♘f3 / ♘g3
11) ♘h6 / ♘e6
12) ♘f4 / ♘e4

40 Mate / Creating mate (♖ or ♗ or ♘): E

1) ♖c2 - ♗a3 - ♘d3
2) ♖c6 - ♗b7 - ♘c7
3) ♖b2 - ♗a4 - ♘a1
4) ♖e6 - ♗b8 - ♘c4
5) ♖a6 - ♗c5 - ♘c8
6) ♖f5 - ♗g7 - ♘g4
7) ♖f5 - ♗d6 - ♘g6
8) ♖h3 - ♗e1 - ♘f5
9) ♖f5 - ♗e3 - ♘e6
10) ♖b3 - ♗e1 - ♘a2
11) ♖d5 - ♗b4 - ♘b7
12) ♖d4 - ♗f5 - ♘f2

41 Mate / Creating mate: F

1) ♔c5, ♕d6, ♖f4
♚e5
2) ♔c8, ♕d8, ♗g8
♚e7
3) ♔g8, ♕f8, ♘c5
♚e8

4) ♕c5, ♘d3, ♗f5
♚d4, ♟d5 (or ♚d5, ♟d4)
5) ♔b2, ♕c3, ♘g5, ♘e7
♚d4
6) ♔c1, ♕f1, ♘c2, ♘d2
♚e2
7) ♔e4, ♖h6, ♘f7
♚g5, ♟g4
8) ♔g7, ♖e5, ♘g2
♚g5, ♟g4
9) ♗e3, ♖h6, ♔e6
♚g5, ♟g4
10) ♔e6, ♖c3, ♘h3
♚f4, ♞g4, ♝e4
11) ♔g3, ♗c2, ♗f2
♚e3, ♟d2, ♟e2
12) ♔e2, ♗c3, ♘d6
♚e4, ♟d5, ♟f4

43 Draw / Forcing stalemate: A

1) 1. ... Qb7+ 2. Kxb7 stalemate
2) 1. ... g6+ 2. Kxg6 stalemate
3) 1. Ra5+ Bxa5 stalemate
4) 1. Bxg5+ Bxg5 stalemate
5) 1. ... Rf4+ 2. Qxf4 stalemate
6) 1. Qd8+ Qxd8 stalemate
7) 1. Qg8+ Rxg8 stalemate
8) 1. Qg3+ Kxg3 stalemate
9) 1. Qh3+ Qxh3 stalemate
10) 1. ... Nc4+ 2. Bxc4 stalemate
11) 1. ... Bc7+ 2. Qxc7 stalemate
12) 1. Rf7 Kxf7 stalemate

44 Stalemate danger! / Lifting stalemate: A

1) 1. Ne6
2) 1. ... b5 2. axb5 c3
3) 1. Bg8
4) 1. Kh1 (1. Kg1) 1. ... Kxh3 2. f5
5) 1. ... Bb3 2. Kxb3 c1Q
6) 1. Ra6 bxa6 2. b7
7) 1. Bc4 bxc4 2. b5
8) 1. Nb1 axb1Q+ 2. Rxb1+
9) 1. ... Rf6
10) 1. Nf3 gxf3 2. Kg1
11) 1. Kd3 (1. Bxc5 dxc5 2. d6 Kb2 3. d7 a1Q 4. d8Q Qc1+ is a draw; 1. Bb4 cxb4 2. Kc2 b3+ 3. Kxb3 is stalemate)
12) 1. Bg8

45 Stalemate danger! / Avoiding stalemate: A

1) 1. c8R
2) Drawing
3) 1. Bg4+
4) 1. Rc1
5) 1. Rd3+
6) 1. Qd5
7) 1. ... Qf3+ (1. ... Qxf2 stalemate)
8) 1. ... Rd6
9) 1. ... b1R of 1. ... b1B
10) 1. Ka1
11) 1. Bb7 Qb8 2. Bg2#
12) 1. ... Qg3

46 Forced stalemate / Yes or no: A

1) No: 1. ... Bb1
2) Yes
3) No: 1. ... Ke4
4) Yes
5) Yes: 1. ... Rb3+ 2. axb3 axb3 stalemate
6) Yes
7) Yes
8) No: 1. ... Qb3
9) No: 1. Rg6+
10) No: 1. ... f3
11) Yes: 1. Rg4 hxg4 2. hxg4
12) No: 1. Kb4 Kb2 2. Qh2+ Ka1 3. Qe5#

47 Stalemate / Where is the king stalemated: A

1) ♔a2 ♔a4 ♔c4
2) ♔f1 ♔h1 ♔e3
3) ♔h3 ♔h5 ♔h1
4) ♔a1 ♔h2 ♔g7 ♔h4
5) ♚a7 ♚h7 ♚h5 ♚c7
6) ♔a3 ♔b6 ♔c3 ♔e7
7) ♔f5 ♔f3 ♔h5 ♔h3
8) ♔h1 ♔f1 ♔a7 ♔h8
9) ♔a8 ♔c8 ♔h8 ♔a6 ♔e6
10) ♚d8 ♚f8 ♚h8 ♚h6 ♚h4
11) ♔a1 ♔a3 ♔c3 ♔e3 ♔g5 ♔h8
12) ♔f8 ♔g6 ♔g4 ♔e4 ♔c5 ♔c1 ♔a1

49 Material / Winning material: A

1) 1. Qxf8+
2) 1. Qxf6+

3) 1. b8Q (1. bxc8Q+ Bxc8 2. Kf3 Bd6) 1. ... Rxb8 2. Rxb8+
4) 1. Qe5+
5) 1. Bc6 Qf8 2. Bxa8
6) 1. Bd5+ Kh8 2. Bxe4
7) 1. ... Kd6 2. Rg5 gxh5
8) 1. Qxf8+
9) 1. Qg2+ N7g6 2. fxe6
10) 1. Qc3
11) 1. Rh1 (1. dxe8Q+ Kxe8; 1. d8Q Qc5)
12) 1. ... Qxa4

50 The pin / Pin: A

1) 1. Re2
2) 1. ... Qa5
3) 1. Bf4
4) 1. Qf3
5) 1. Bf4
6) 1. ... Bb4
7) 1. Qe2
8) 1. Bc3
9) 1. Qe4
10) 1. Rh4
11) 1. Qa4
12) 1. Qd4

51 Double attack / Mating threat: A

1) 1. ... Kc5 2. c3 Ra8#
2) 1. Nd3 Re3 2. Rd4#
3) 1. Bb3 a1Q 2. Bf7#
4) 1. Kc4
5) 1. Kg3 Kg6 (1. ... Bb1 2. Nf4#) 2. Nf4+
6) 1. Kf5 Rxe7 2. g4#
7) 1. Nf4 Rh1 2. Rc6#
8) 1. Kb3
9) 1. Nf4 Rg1 2. Rd5#
10) 1. c4 Nxc4 (1. ... Nd1 2. b3#) 2. Nc3#
11) 1. Kg2 Re1 2. Bf6#
12) 1. Rb2! Qg1 2. Bb7#

52 Passed pawn / Cashing in a passed pawn: A

1) 1. f7
2) 1. ... Ba4
3) 1. Nxe6 Qf6+ 2. Nd4
4) 1. f8Q+ Kxf8 2. Qxd7
5) 1. c7
6) 1. a7
7) 1. Nd5+
8) 1. Ke6
9) 1. Kf5
10) 1. Qg7+ Qxg7 2. hxg7 a3 3. g8Q
11) 1. Nc4
12) 1. Bb3 Be6 2. Bxe6

53 Passed pawn / Cashing in a passed pawn: B

1) 1. Bh7+ Kxh7 2. g8Q#
2) 1. b6 (1. Be7 Kc3 2. d8Q Bxd8 3. Bxd8 b6)
3) 1. ... Bh3+ 2. Kxh3 exf1Q+
4) 1. Bb4 (1. Bg7 Bxa3) 1. ... Bxb4 2. axb4
5) 1. Rg5 Rxg5 2. h8Q
6) 1. ... Kb8
7) 1. Rb7+ Rxb7 2. cxb7
8) 1. f3+ Kxf3 2. c7
9) 1. Ba5+
10) 1. ... Rg8
11) 1. ... Rb1
12) 1. b8Q+

54 Material / Winning material: B

1) 1. ... Qxf5
2) 1. Rxe7 Rxe7 2. Qxe7 Qxe7 3. Rxe7
3) 1. ... Rxc4
4) 1. ... Qxd5 (1. ... Bxc6 2. Ne7#)
5) 1. Nxd4
6) 1. fxg7 Qa5
7) 1. ... Bxf3
8) 1. ... Nxg6
9) 1. ... dxc4 2. Rxc4 Qd5
10) 1. ... Rxc3 2. Bxc3 Qxc3
11) 1. Qxb4
12) 1. Bxd6

55 Rules / Legal position (Yes or no): A

1) example
2) text
3) example
4) No: The pawn on a3 must come from a2 or b2 (after a2-a3 or b2xa3 respectively). Both moves are impossible because there are pawns on a2 and b2.

5) Yes
6) No: before the last move White was in check.
7) Yes: b2-b1Q+ is the last move.
8) Drawing
9) Drawing
10) Yes: Black is in stalemate.
11) Yes: b2-b1N is the last move.
12) Yes: f4xe3+ is the last move.

56 Rules / Legal position (Yes or no): A

1) No: before the last move Black was in check.
2) Yes: b7xc8R+ is last move.
3) No: before the last move White was in check.
4) Yes: Rc6-c8+ is the last move.
5) No: Black doesn't have a last move.
6) Yes: Kg2-h2 is last move.
7) Yes: f3xg4 must be the last move played. With the white pawn on g3, there is no last move
8) Yes: 4 (5) promotions to a queen.
9) No: two white bishops and 8 pawns.
10) No: Black has a double pawn and White still has all his pieces.
11) Yes: a5 is the last move.
12) No: The black bishop cannot give check on a6.