Stepping stones 1

3: *How does the rook move?*

1) drawing
2) +: a4, b4, c4, d4, f4 , g4, h4, e1, e2, e3, e5, e6, e7, e8,
3) +: a1, b1, c1, d1, e1, f1, h1, g2, g3, g4, g5, g6, g7, g8
4) +: b8, c8, d8, e8, f8, g8, h8, a1, a2, a3, a4, a5, a6, a7
5) +: b5, c5, d5, e5, f5, g5, h5, a1, a2, a3, a4, a6, a7, a8
6) +: a5, b5, d5, e5, f5, g5, h5, c1, c2, c3, c4, c6, c7, c8

4: *How does the bishop move?*

1) +: a1 b2, c3, d4, f6 , g7, h8, b8, c7, d6, f4, g3, h2
2) +: a1 b2, c3, e5, f6 , g7, h8, a7, b6, d4, e3, f2, g1
3) +: c1, d2, e3, f4, h6, d8, e7, f6, h4
4) +: b7, c6, d5, e4, f3, g2, h1
5) +: d1, e2, f3, h5, c8, d7, e6, f5, h3
6) +: a1 b2, d4, e5, f6 , g7, h8, a5, b4, d2, e1

5: *How does the queen move?*

1) +: a2, b2, c2, d2, e2, f2, h2, g1, g3, g4, g5, g6, g7, g8, a8, b7, c6, d5, e4, f3, h1, f1, h3
2) +: a5, b5, c5, d5, f5, g5, h5, e1, e2, e3, e4, e6, e7, e8, a1 b2, c3, d4, f6 , g7, h8, b8, c7, d6, f4, g3, h2
3) +: a1, b2, c3, e5, f6, g7, h8, d1, d2, d3, d5, d6, d7, d8, a4 b4, c4, e4, f4 , g4, h4, a7, b6, c5, e3, f2, g1
4) +: b1, b2, b3, b4, b5, b7, b8, a6, c6, d6, e6, f6, g6, h6, a5, c7, d8, a7, c5, d4, e3, f2, g1
5) +: a1, a2, a3, a4, a6, a7, a8, b1, c1, d1, e1, f1, g1, h1, b2, c3, d4, e5, f6, g7, h8
6) +: a6, b6, d6, e6, f6, g6, h1, h2, h3, h4, h5, h6, h7, h8, c1, d2, e3, f4, g5, f8, g7

6: *How does the queen move?*

1) +: d3, d4, d5, e5, f5, f4, f3, e3
2) drawing
3) +: b8, c7, a7
4) +: a1, a2, a3, b3, c3, c2, c1, b1
5) +: d5, d6, d7, e7, f7, f6, f5, e5
6) +: g4, g5, g6, h6, h4

7: *How does the knight move?*

1) +: a4, c4, d3, d1
2) +: b6, c7
3) +: e2, e4, f5, h5, h1, f1
4) +: a5, a7, b8, d8, e7, e5, d4, b4
5) +: c3, c5, d6, f6, g5, g3, f2, d2
6) +: f3, f5, g6, g2

8: *How does the knight move?*

1) +: b4, b6, c7, e7, f6, f4, e3, c3
2) +: b3, b5, c6, e6, f5, f3, e2, c2
3) +: b6, b8, f8, f6, e5, c5
4) +: b3, c2
5) +: b4, c3, c1
6) +: d2, d4, e5, g5, h4, h2, g1, e1

9: *Choose the quickest route*

1) Rd1-d6-b6
2) Bc1-g5-d8
3) Qa1-d4-d6
4) Nd3-f4-d5
5) Kd4-c5-b5
6) Nc2-d4-f5

10: *Choose the quickest route*

1) Rc6-h6-h2
2) Bd7-c6-h1
3) Qg5-c5-a7
4) drawing
5) Kh4-g3-f2
6) Nd5-b6-a8

11: *Moving and capturing*

1) example
2) +: c4, e6, f7, g8, e4
   x: c6, f3
3) +: b5, c5, d5, d4, d3
   x: b3
4) +: a1, b2, c3, e5, e3, f2
   x: g1
5) +: b1, b5
   x: c4
6) +: a2, a3, a4, b1, b2, c3
   x: a4, d4

12: *Moving and capturing*

1) +: b6, d6, e6, f6, c3, c4, c5, c7,c8
   x: c2, g6
2) +: a2, c4, d5, e6, a4, c2, d1
   x: f7
3) +: b3, c6, f5, f3, e2
   x: b5, e6
4) +: d6, e7, g7, h6, h4, e3
   x: d4, g3
5) +: d1, d2, d3, d4, d6, a2, b3, c4, e6, f7, a8, b7, c6, e4
   x: c5, e5, f3
6) +: b3, c2
   x: b5, c6, e6, f5, f3, e2

13: *Good and bad moves*

1) example
2) +: a8, e4, g2, h1, e2, h5
   –: b7, c6, d5, d1, g4
3) +: a7, b7, d7, g7, h7, f1, f3, f5, f6, b3, d5, e6, g8, e6, e8, g6, h5
   –: c7, e7, f2, f4, f8, a2, c4
4) +: a4, b4, c4, e4, g4, d1, d2, d3, d5, d7, a1, b2, c3, f6, g7, h8, a7, c5, f2, g1
   –: b6, d6, d8, f4, h4, e3
5) +: a5, b6, d2,b2
   –: a3, d6, e5, e3
6) +: a3, a5, d2, b2
   –: b6, d6, e5, e3

14: *Good and bad moves*

1) +: a4, c4, f4, g4, h4, e2, e8
   –: b4, d4, e1, e3, e5, e6, e7
2) +: c1, d2, f4, h4
   –: e3, h6, d8, e7, f6
3) +: b3, b5, f5, e2, c2
   –: c6, e6, f3
4) +: e5, f4, g5
   –: e4, e6, f6, g4
5) drawing
6) +: d1
   –: a4, c4, d3

15: *Attack safely*

1) 1. Bg1-d4
2) 1. Rb8-b3
3) 1. … Qe2-c4
4) 1. Ba4-d7
5) 1. Nh4-f5
6) 1. Qg1-d4; Qg1-a1

16: *Attack safely*

1) 1. Bd2-e3
2) 1. Bd3-g6
3) 1. … Nd5-f4
4) 1. … Kf4-e4
5) 1. Nb7-c5
6) 1. Ra4-d4; Ra4-d4

17: *Choose the safe route*

1) Rb2-b6-g6
2) Be2-g4-c8
3) Nc3-e4-f6
4) Qb2-h8-h6 or Qb2-d2-h6
5) Ke2-f3-f4
6) Nb6-a8-c7

18: *How does the white pawn move* ↑

1) +: e4
2) +: b3, b4
3) drawing
4) x: f5
5) +: e6; x: d6, f6
6) +: g3, g4

19: *How does the black pawn* ↓

1) +: f6, f5
2) +: b3
3) +: g5; x: f5
4) +: f4; x: e4, g4
5) +: d5; x: e5
6) +: b6, b5; x: c6

20: *Promotion*

1) +: d7 Q
2) +: b1 Q
   x: c1 Q
3) 1. drawing
4) 1. drawing
5) 1. drawing
6) 1. drawing

21: *Good and bad moves*

1) +: a2, b2, c2, f2, g2, e1, e4
   –: d2, h2, e3, e5, e6, e7, e8
2) +: d7, e6, d3, b3
   –: a4, a6, b7, e4

3) +: a1, f6, h8, e3
–: b2, c3, e5, g7, a7, b6, c5, f2, g1
4) +: d6, h6, h4
–: d4, e7, g7, g3, e3
5) +: a5, c5, e5, g5, d6, d8, a2, c4, f7, g8, a8, c6, g2
–: b5, f5, h5, d1, d2, d3, d4, d7, b3, e6, b7, e4, f3, h1
6) +: b1, b2, b5, d6, e7, d2, e1
–: a4, c4, d4, e4, f4, g4, h4, b3, b6, b7, b8, a3, c5, f8, a5, c3

22: *Good and bad moves*

1) +: b5, b4
–: a5, a3
2) +: c4, g8, b7, c6
–: e6, f7, e4, f3, g2, h1
3) +: xb7, c8, f5, e4, c4
–: e8, f7
4) drawing
5) +: c3, d1, d5, d7
–: e3, f3, g3, d2, d4, d6
6) +: b4, c4, e4, f4, h4, xd1, d2, d3, d5, d6, d7, d8, c5, xf2, e5, h8
–: a4, g4, f6, g7, e3

23: *Attack*

1) 1. g4-g5
2) 1. f2-f4
3) 1. Nd2-e4
4) 1. … Nd6-c4
5) 1. Rh1-a1
6) 1. … c7-c5

24: *Attack safely*

1) 1. b2-b4
2) 1. Bf3-c6
3) drawing
4) 1. Bd7-c8
5) 1. Ng2-e3
6) 1. Kh2-g3

25: *Attack safely*

1) 1. … Nd6-e4
2) 1. Nc3-e4
3) 1. … c7-c5
4) 1. … Kh7-g6
5) 1. Bd2-f4
6) 1. Bf1-h3

26: *Choose the safe route*

1) Kc3-d4-c5-b6
2) Kd6-e5-d4-d3
3) Bc2-e4-c6-b5
4) Nf3-d4-b5-a7
5) Ra1-a6-h6-h5
6) drawing

27: *Choose the safe route*

1) Nc1-e2-f4-d5; Nc1-d3-f4-d5
2) Ne2-d4-f5-g7
3) Bh2-d6-a3-b2
4) Bc8-h3-g2-h1
5) Rc8-c5-a5-a3
6) Kb2-a3-b4-c5

28: *Attack the correct piece*

1) 1. … Ra7-a4
2) 1. … Qf4-f3
3) 1. … Rb4-b3
4) 1. … Qh8-h3; 1. … Qh8-g8
5) 1. Qc1-b1; 1. Qc1-b2
6) 1. Qa8

29: *Capture a piece*

1) 1. Be4xg6
2) 1. Nd4xf5
3) 1. … Rd8xd4
4) 1. … Kd5xc4
5) 1. … Qg6xc2
6) 1. e3xf4

30: *Capture a piece*

1) 1. Bh3xd7
2) 1. Re3xe8
3) 1. … Ke5xf4
4) 1. d4xe5
5) 1. Nc4xa5
6) 1. Qg2xa8

31: *Which piece is in danger?*

1) drawing
2) drawing
3) drawing
4) drawing
5) Bd4: 1. Bd4-e3
6) Ra8: 1. … Ra8-d8

32: *Which piece is in danger?*

1) Nc5: 1. … Nc5-e6
2) Be3: 1. Kg1-f2
3) Ng4: 1. Ng4xe5
4) Rf4: 1. Rf4-f3
5) Ne5: 1. … Ne5-c6
6) Nd6: 1. … Kb7-c7

33: *Which piece is in danger?*

1) Rd5: 1. … Rd5-d2
2) Nf6: 1. … Nf6-d7
3) Ne4: 1. … Rh5-e5
4) 1. Bb5: 1. … c7-c6
5) 1. Nd4: 1. Nd4-c6
6) 1. Bc6: 1. Bc6-b7

34: *Move away safely*

1) 1. e4-e5
2) 1. … Re5-e7
3) 1. Nd4-c2
4) 1. … Ne4-g5
5) 1. … Bg5-h6
6) 1. … Qa7-b8

35: *Protecting*

1) 1. Bc4-e2
2) 1. Kb3-a4
3) drawing
4) drawing
5) drawing
6) drawing

36: *Protecting*

1) 1. … Rg3-g7
2) 1. Rh1-a1

3) 1. Ng1-f3
4) 1. … b7-b5
5) 1. b2-b4
6) 1. … c7-c6

37: *Attack safely*
1) 1. … c7-c5
2) 1. … Ra7-a2
3) 1. Ne3-g4
4) 1. … Nd7-f6
5) 1. Rh1-c1
6) 1. … Qg7-c3

38: *Capture an unprotected piece*
1) 1. Ne3xg4
2) 1. … Kd5xe4
3) drawing
4) 1. … Nd4xc2
5) 1. … Bg6xe4
6) 1. Rf4xa4

39: *Capture the piece which is attacking*
1) 1. … Ng4xe3
2) 1. … c5xd4
3) 1. … Bb6xd4
4) 1. … Ra2xe2
5) 1. Bh3xd7
6) 1. Rh5xd5

40: *Move away safely*
1) 1. Nf3-d2
2) 1. … Be5-d6
3) 1. Rd6-d3
4) drawing
5) 1. b3-b4
6) 1. … Nb5-d6

41: *Capture an unprotected piece*
1) 1. Be3xh6
2) 1. Kd3xc3
3) 1. Rb5xf5
4) 1. … Qf5xc2
5) 1. … Nd5xf4
6) 1. c4xd5

42: *Where can the king go?*
1) example
2) +: d3, e4, e2
3) +: d3, d4, e5, e3
4) +: a2
5) +: f2, h3
6) +: e1

43: *Where can the king go?*
1) example
2) xg7
3) +: f3, h3, xh4
4) +: b3, d5, xc5
5) +: f1, h1, xh3
6) +: a4, c5, xc5

44: *Show all the possible ways to give check*
1) example
2) Qb4+, Qd4+, Qd8+, Qf2+, Qf6+, Qh6+
3) Qa5+, Qd2+, Qd5+, Qg2+, Qg8+
4) Qa3+, Qa8+, Qc3+, Qd1+

5) 1. Qa7+, Qb2+, Qb4+, Qb6+, Qc7+, Qe1+, Qe3+, Qf4+, Qd6+, Qd8+, Qe5+, Qf4+ Qg5
6) Qa1+, Qb2+, Qc3+, Qc5+,

45: *Show all the possible ways to give check*

1) Qb5+, Qc3+, Qc5+, Qc7+, Qe2+
2) Qa5+, Qc4+, Qc5+, Qd6+, Qe5+, Qf7+
3) drawing
4) drawing
5) drawing
6) drawing

46: *Give check*

1) 1. Bf3-d5+
2) 1. Re2-g2+
3) 1. Qe2-e8+
4) 1. Nc3-d5+
5) 1. Bc3xe5+
6) 1. Nd5-e7+

47: *Give check safely*

1) 1. Bd2-b4+
2) 1. Rc3-g3+
3) 1. Re2-e7+
4) 1. Qe4-g6+
5) 1. … Ne5-f3+
6) 1. Qg4-d4+

48: *Give check safely*

1) 1. f5-f6+
2) 1. Re4-e7+
3) 1. … e6-e5+
4) 1. … Rd5-d4+
5) drawing
6) drawing

49: *Getting out of check: moving away*

1) 1. Kg1-g2
2) 1. … Kh8-g8
3) 1. Kg1-h2
4) 1. … Kc8-d8
5) 1. Ka4-a5
6) 1. Kb2-a3

50: *Getting out of check: moving away*

1) 1. Kc2-c1
2) 1. … Kh7-g8
3) 1. Kg2-h1
4) 1. Kb2-a2
5) 1. … Kg8-h7
6) 1. … Ke8-f8

51: *Getting out of check: capturing*

1) 1. Kc1xd2
2) 1. Nc3xd1
3) 1. … Bg8xf7
4) 1. … Nf6xh5
5) 1. Ne2xd4
6) 1. Qd5xh1

52: *Getting out of check: capturing*

1) 1. Rc5xc2
2) drawing

3) 1. … Nf6xe4
4) 1. … Nc5xe4
5) 1. … Ke6xd6
6) 1. … Nc7xd5

53: *Getting out of check: interposing*
1) 1. Rf2-f1
2) 1. Ba3-b2
3) 1. g2-g3
4) 1. … Bf8-g7
5) 1. Ng1-h3
6) 1. Bd6-a3

54: *Getting out of check: interposing*
1) 1. drawing
2) 1. … Rd8-d7
3) 1. … Ne5-g6
4) 1. g4-g5
5) 1. … Rc8-c7
6) 1. … Bg5-d8

55: *Getting out of check: interposing*
1) 1. Rc3-c1
2) 1. g2-g4
3) 1. Bg1-h2
4) 1. … Nb4-d5
5) 1. … Qg3-g7
6) 1. … c7-c6

56*: Choose the quickest route*
1) Ba2-e6-g4-d1
2) Rh2-h1-b1-b7
3) drawing
4) drawing
5) drawing
6) drawing