Step 2

3 *Test / Mix (1ˢᵗ step): A*

1) 1. Qd5-a8#
2) 1. Ne6-c7#
3) 1. ... Be2-f3#
4) 1. ... b7-b6
5) 1. ... Rf8-f7
6) 1. Bg2-f1
7) stalemate
8) mate
9) stalemate
10) 1. Bg3xc7 or 1. Nd5xc7
11) 1. ... Nf6xe4 or 1. ... Bb7xe4
12) 1. Bb3xf7+; 1. Rf1xf7? a4xb3

4 *Test / Mix (1ˢᵗ step): B*

1) 1. ... Bc5xf2+
2) Drawing
3) Drawing
4) 1. Bb2-g7#
5) 1. ... Qh4-e1#
6) 1. ... Qd4xb2#
7) 1. ... Rh6-a6
8) 1. ... Ne5-c6
9) 1. Rc1xc2
10) 1. Ne4-f6#
11) 1. ... Rh3-f3#
12) 1. ... Bf8xb4

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

1) d7, f7
   Wrong: Qb3 Rb6, Qd5 Rc6
2) b8, f6, h2
3) a8, b7, f5, g8
   Wrong: Qd8/d7 Nd6
4) a1, a7, c4
   Wrong: Qd1 Nb3, Qd7 Nb5
5) e4, f4, g8
6) a5, d5, g2
7) a2, a8, d5, d8, g5
8) c1, c5
9) b1, c2, f2
   Wrong: Qb5 Be5
10) d6, e6, f6, g1
11) a2
    Wrong: Qf5 (Nf4 is protected)
12) b6, f4
    Wrong: Qd8/d6 Nd5, Qh4 Ne4

7 *Double attack / Queen: A*

1) 1. Qe7-e1+
2) 1. Qc2-c6+
3) 1. Qg7-b2+
4) 1. Qg4-d4+
5) 1. Qc2-c7+
6) 1. Qe2-b5+
7) 1. Qd2-h6+
8) 1. Qf3-d5+
9) 1. Qe1xb4+
10) 1. Qf1-c4+
11) 1. Qd1-d6+
12) 1. ... Qf6-c6+

8 *Double attack / Queen: B*

1) 1. Qc2-c7
2) 1. Qe2-b5
3) 1. Qd1-d6
4) 1. Qf3xb7
5) Drawing
6) 1. Qf3-d3
7) 1. … Qd8-e7
8) 1. Qd2-f2
9) 1. Qd6-d1
10) 1. Qd4-h8
11) 1. … Qd1-h5
12) 1. Qf2xh4

10 *Double attack / Queen: C*

1) 1. Qf1-c4
2) 1. Qe2-e5
3) 1. Qd1-d6 (1. Qd1-h5 and 1. Qd1-d5 only win a pawn.)
4) 1. Qa2-f2
5) 1. … Qb5-g5
6) 1. … Qa5-c3

7) 1. … Qd7-b5   9) 1. ... Qf7-b7   11) 1. ... Qd8-h4
8) 1. Qd2-g5   10) 1. Qb2-c3   12) 1. Qd4-f2

11 *Double attack / Setting up a double attack: B*
1) Qd5   5) Qh7   9) Qd8
2) Qc1   6) Qf2   10) Qf5
3) Qd5   7) Qa4   11) Qf6
4) Qb5   8) Qe4   12) Qf4

12 *Double attack / Queen: D*
1) 1. ... Qe7xc5+   6) 1. … Qe3-e2   f3 Nf2xh1)
2) 1. Qf3-f8+   7) 1. ... Qe8-c6   11) 1. ... Qf6-c6
3) 1. Qd1-h5+   8) 1. Qf2-a7   12) Drawing
4) 1. Qd7-h3+   9) 1. Qe2-e4
5) 1. Qc4-a4   10) 1. Qa8-a7 (1. Qa8-

13 *Double attack / Queen: E*
1) 1. ... Qe7-b4+   5) 1. Qd1-b3+   9) 1. ... Qd7-e7
2) 1. Qd2-h6   6) 1. Qd1-a4   10) 1. ... Qb8-g3
3) 1. Qc4-d4   7) 1. Qe2-d1+   11) 1. ... Qd7-g4
4) 1. Qd1-a4+   8) 1. ... Qa2-d5   12) 1. Qe2-e5+

14 *Double attack / Queen: F*
1) 1. Qf3-f6   6) 1. Qd2-b4   11) 1. ... Qd8-b6
2) 1. ... Qc7xc2   7) 1. Qf2-c2+   12) 1. Qe3-c5 (1.
3) 1. ... Qf7-a7+   8) 1. ... Qf7-a2   Qe3xa7 only wins a
4) 1. Qg7-b2   9) 1. ... Qe6-c4   pawn.)
5) 1. Qc1-h1   10) 1. ... Qe8-d8

16 *The pin / Pin: A*
1) 1. ... Be8-b5   6) 1. ... Qd6-c5 (c6,   10) 1. Bf1-b5
2) 1. Ra1-a5   c7)   11) 1. ... Bg7-e5
3) 1. ... Qh8-h6   7) 1. Bf2-h4   12) Drawing
4) 1. Bd6-c5   8) 1. ... Rh4-c4
5) 1. Ra4-d4   9) 1. Bc2-e4

17 *The pin / Setting up a pin: A*
1) Ra8   5) Bc5 or Bd4   9) Rc4
2) Be5   6) Qa8   10) Qa4
3) Qe6   7) Bh1   11) Bg5
4) Rh2   8) Qa3   12) Ra4

18 *The pin / Pin: B*

1) 1. Qe2-e4
2) 1. ... Rf8-c8
3) 1. ... Qd6-c5
4) 1. Rc5-c7
5) 1. Bc1-b2
6) 1. Bd3-b5
7) Drawing
8) Drawing
9) 1. Be2-f3
10) Drawing
11) Drawing
12) 1. ... Rf8-e8

19 *The pin / Pin: C*

1) 1. Ra1-d1
2) 1. ... Be7-b4
3) 1. Rf1-e1
4) 1. ... Ba4-c6
5) 1. ... Qd4-d6
6) 1. ... Be7-c5
7) 1. Qe1-b4
8) 1. Bh3-f1
9) 1. ... Qf8-a8
10) 1. Qe1-b1
11) 1. Qc2-d1 !
   (1. Qc2-d2?
   Bd4xf2+)
12) 1. Bg2-f1

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

1) 1. Bb2xf6+ Ke7xf6 2. Rd1xd5
2) 1. ... Nb6xc4+ 2. b3xc4 Re8xe2+
3) 1. Bd3xg6+ Kf7xg6 2. Nf3xe5+
4) 1. ... Ra2xg2 2. Kh1xg2 Kh7xg7
5) 1. Rh1xh7 Kg8xh7 2. Kf3xe4
6) 1. Be3xb6 a7xb6 2. Rd1xd7
7) 1. Re8xd8 Bf6xd8 2. Bb3xd5
8) 1. Nd3xc5 b6xc5 2. Ba4xd7; 1. …
   Bd7xa4 2. Nc5xa4
9) 1. ... Qg6xc2 2. Rc1xc2 Bd7xa4
10) 1. Ng4xf6 Rf8xf6 2. Re3xc3
11) 1. ... Ra2xe2 2. Re1xe2 Be6xc4
12) 1. Rc1xc7 Na6xc7 2. Re1xe7

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

1) 1. ... b5-b4
2) 1. ... g5-g4
3) 1. c2-c4
4) 1. Bf2-c5
5) 1. Rd2-f2+
6) 1. ... Rh8-h4+
7) Drawing
8) Drawing
9) 1. ... Bf8-h6; 1. …
   Bf8-a3? 2. Ra1.
10) 1. Bg6-d3; 1. Bg6-
    h5? Re2-e5.
11) 1. ... Nc6-a5; 1. …
    Nc6-e5?
12) 1. ... Ra8-d8

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

1) 1. Bb3xd5+
2) 1. Rg1xg6
3) 1. Ra7xf7+
4) 1. ... Bc5xd4
5) 1. ... Qg7xg2+
6) 1. Rh6xc6+
7) 1. Nc7xe8
8) 1. Re1xe6
9) 1. Nf5xh6+
10) 1. ... Qc5xe3+
11) 1. e6xf7+
12) 1. Re6xf6

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

1) 1. b5-b6
2) 1. Re2-e5+
3) 1. Nc3-d5
4) 1. f5-f6+
5) 1. ... Ba5-d2+
6) 1. ... d5-d4
7) 1. Bf2xc5 d6xc5 2.
   Re1xe5
8) 1. … Rf8xf2 2.
   Be3xf2 Kg6xg5
9) 1. … Rd2xd1 2.
   Qf1xd1 Qe3xf2
10) 1. ... b7-b5 2.
    Qc4xb5 Re8xe4
11) 1. ... Ra8-a1+ 2.
    Bd4xa1 Qc7xc5; 2.
    Bd4-g1 Qc7xc5; 1.
    … Qc7xc5? 2.
    Bd4xc5 Ra8-a1+ 3.
    Bc5-g1
12) 1. Nf3-g5+ Bd8xg5
    (otherwise 2.
    Ng5xe6) 2.
    Rc1xc7+

1) **Bf1-c4:**   The bishop controls the centre and has some control over the opponents side of the board.

     Bf1-d3:   The bishop blocks the d2 pawn, which blocks the bishop on c1.

     Nb1-a3:   On a3 the knight has less mobility and no control of the centre.

2) **Bf1-c4**   The bishop controls the centre and has some influence over the opponents side of the board.

     Bf1-b5+   Giving check is not correct in this position. Black can play 1. … c7-c6 and the bishop must move again.

     Bf1-e2   Too modest. The move of the bishop makes castling possible but the bishop does not control the centre.

3) **Nb8-c6**   The best way to protect the pawn on e5.

     f7-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. Nf3xe5.

     Qd8-e7   The queen protects the pawn on e5 but prevents the bishop on f8 from coming out.

4) **Nb8-c6**   A developing move attacking the queen. White must lose time now because the queen has to move again.

     c7-c5   The pawn attacks the queen, but on c5 the pawn is a bit in the way of the bishop on f8.

     d7-d6   Not a bad move, but not the best. White plays 2. Ng1-f3 and on 2. … Nb8-c6 White can play 3. Bf1-b5 and keep the queen on d4.

5) **Ng1-f3**   The best square for the knight. White can castle next move.

     Qd1-f3   Only if Black is not careful, is this a good move, but after 1. … Ng8-f6 Black has parried the mating threat. The queen on f3 is in the way of the knight on g1.

     Qd1-h5   Black plays 1. … Qd8-e7 and on the next move chases away the queen with 2. … Ng8-f6 costing White time.

6) **0-0**   Black protects f7 with a developing move.

     Qd8-e7   The queen does not really protect f7. She is too valuable.

     Rh8-f8   Not a proper protecting move. Black cannot castle kingside any longer.

7) **0-0**   The king is safe. Excellent move.

     Bg5-e3   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.

     Bg5xf6   An unnecessary exchange. Do not exchange if not necessary.

8) **Ng8-f6**   The right move. Here the knight controls two centre squares.

     Ng8-e7   The knight on e7 has less mobility than on f6. From there it controls two squares in the centre.

     Bc8-d7   A developing move, but the bishop is not so active on d7.

9) **0-0**   White correctly applies the third golden rule – king safety.

     Nf3xe5   The pawn on e5 can not be taken so easily. Black wins the knight

	by the double attack: 1. … Qd8-a5+.
Nf3-g5	A premature attack on f7. Black plays 1. … d7-d5.
10) **Ng1-f3**	The move of the knight enables castling. On f3 the knight attacks e5 and he controls two centre squares.
Bf1-b5	This is a good move when there is a knight on c6. The bishop can be chased away by a pawn.
d2-d3	Not a bad move but the bishop on f1 can not be developed to an active square anymore.
11) **e2-e3**	White must parry the threat Qh4xf2#. This is the only way.
d2-d4	Defends against the mate on f2, but after 1. … Bc5xd4 White just loses a pawn and there is the same mating threat.
Ng1-f3	Sometimes developing is not right. Black gives mate on f2.
12) **Qd1-d5**	Now and then a quick attack on f7 is correct. Black can protect f7 only by 1. … Ng8-h6, but with 'capturing + material' (2. Bc1xh6). White wins material.
Nb1-c3	Good move but not the best. There are always exceptions to the rules.
0-0	Good move but not the best.

27 *Test / Repetition: A*

1) 1. ... Ra8-d8
2) Ra8
3) 1. Qe2-e4
4) 1. ... Qg6xc2
5) 1. ... Rf8-c8
6) Qa2
7) Drawing
8) 1. Rh1xh7
9) 1. ... Rf8-e8
10) Qf4
11) 1. ... Qa6-f6
12) 1. Bd3-b5

28 *Test / Mix: C*

1) 1. Bf1-b5 (pin)
2) 1. ... Bf8-h6 (pin)
3) 1. Rf1-e1 (pin)
4) 1. Re1xe5 (capturing + material)
5) 1. Ng3xe4 (capturing + material)
6) 1. ... Rf8xf3 (capturing + material)
7) 1. Qe7-e3+ (double attack: queen)
8) 1. ... Qg6-c2+ (double attack: queen)
9) 1. ... Qd7-b7
10) 1. ... Ra1xe1 (luring away + material)
11) 1. Be3-h6+ (luring away + material)
12) 1. Nf3-e5 (chasing away + material)

29 *Test / Mix: D*

1) 1. ... Bh4-f6 (pin)
2) 1. Qd4-d1 (pin)
3) 1. ... Ra8-d8 (pin)
4) 1. Rg1xg7+ (capturing + material)
5) 1. Qd4xf6+ (capturing + material)
6) 1. Re1xe5 (capturing + material)
7) 1. ... Qg6-f6 (double attack: queen)
8) 1. Qe2-h5 (double attack: queen)
9) 1. Qh4-d8 (double

attack: queen)

10) 1. ... b7-b5 (luring away + material)

11) 1. Rh1-h8+ (luring away + material)

12) 1. Ne5-c4 (chasing

away + material)

30 *Test / Mix: E*

1) 1. ... Qc7-f4+ (double attack: queen)
2) 1. Bg2xd5 (pin)
3) 1. ... Qa5xd2+ (capturing + material)
4) 1. Bc2-b3+ (chasing away + material); 1.

Bc2-h7+ Kg8-f7 is not working.

5) 1. Bg3xd6+ (capturing + material)
6) 1. Qd1-a4+ (double attack: queen)
7) 1. Nf5xg7 (capturing + material)

8) 1. Rd1-d8+ (luring away + material)
9) Drawing
10) 1. ... Rf8-d8 (pin)
11) 1. ... Qe3-e4 (double attack: queen)
12) Drawing

31 *Mate / Composing mate: A*

1) Qa4, b3
2) Qf6, c4 / Qd6, e5
3) Rg1, Nf3
4) Ra6, Na3
5) Re7, Ne6
6) Qd4, Rf6
7) Qh3, Rf3 /
Qh3, Rf3
8) Qd5, Re5
9) Qg6, Bh6
10) Qd6, Bg6
11) Kb4, Rd5
12) Qg7, f6, h6 / Qd7, g7

32 *Mate / Mate in two: A*

1) 1. Rf5-f7+ Ka7-b8 2. Rg6-g8#; smart is 1. Rf5-b5 Ka7-a8 2. Rg6-a6#
2) 1. Rb1-b7+ Kh7-g8 2. Ra1-a8#
3) 1. Rb2-g2+ Kg7-h6 2. Ra1-h1#
4) 1. Qh2-g2+ Ka8-b8 2. Qg2-b7#
5) 1. Qf3-f7+ Kg8-h8 2. Qf7xg7#

6) 1. … Qd3-e3+ 2. Kf2-f1 Qe3-e1#
7) 1. ... Be7-c5+ 2. Kg1-h1 Rf8-f1#
8) 1. ... Bg4-f3+ 2. Kg2-f1 Rh8-h1#
9) 1. ... Bf5-h3+ 2. Kg2-g1 Rf8-f1#
10) 1. … Rd8-g8+ 2. Kg2-h1 Nd3-f2#
11) 1. Nd5-e7+ Kg8-h7 2. Rg2-h2#
12) 1. ... Nd4-f3+ 2. Kg1-h1 Ra2xh2#

33 *Mate / Mate in two: B*

1) 1. ... Re8xe1+ 2. Rd1xe1 Re8xe1#
2) 1. Qc7-c8+ Rb8xc8 2. Rc1xc8#
3) 1. Rc1xc8+ Re8xc8 2. Qa6xc8#
4) 1. ... Qe3-e1+ 2. Rd1xe1 Re8xe1#
5) 1. Qc3xe5+ Qc7xe5 2. Bb2xe5#
6) Drawing

7) 1. Ne4-f6+ Kg8-g7 2. Qf5-h7#
8) 1. … Qf4-f3+ 2. Kg2-g1 Nd4-e2#
9) Drawing
10) 1. Qa4-e8+ Kh8-h7 2. Qe8-g8#
11) 1. Qe3-a3+ Ka7-b7 2. Qa3-a6#
12) 1. … Qd7-d5+ 2. Kg2-f1 Qd5-f3#

34 *Mate / Mate in two: C*

1) 1. Qd7-d1+ Ka4-b4 2. Qd1-d4#
2) 1. Re1-e8+ Kb8-a7 2. Re8-a8#
3) 1. … Bh5-f3+ 2. Kh1-h2 Bf8-d6#

4) 1. Qd4xf6+ Ne8xf6 2. Bb2xf6#
5) 1. Qh6xh7+ Kg8xf8 2. Qh7-h8#
6) 1. … Re8-e1+ 2. Ra1xe1

Qh4xe1#
7) 1. Ne8-f6+ Bd4xf6 2. Re1-e8#
8) 1. … Be5-f4+ 2. Kd2-c3 Qf1-a1+
9) 1. ... Rb3-a3+ 2. Ra4xa3 Qb5-b2#

10) 1. Nf4-e6+ Kf8-e8 2. Rb7-e7#
11) 1. Qh7-h8+ Kf8-e7 2. Qh8xg7#
12) 1. Qe6-c8+ Kf8e7 2. Rh6-e6#

35 *Mate / Mate in two: D*
1) 1. Na4-b6+ Kc8-d8 2. Ra1-a8#
2) 1. ... Re8-e1+ 2. Kb1-c2 Qa3-c1#
3) 1. Qh1-h8+ Kf8-e7 2. Rc4-c7#
4) 1. ... Qh6-c6+ 2. Kh1-g1 Qc6-g2#
5) 1. Qd4-b6+ a7xb6 2. Be3xb6#
6) 1. ... Rd8-d1+ 2. Kf1-e2 Rd1-e1#

7) 1. Bc3-a5+ Kc7-c8 2. Rd1-d8#
8) Drawing
9) Drawing
10) 1. ... Rd3-a3+ 2. Ka4-b5 c7-c6#
11) 1. … Qf2-f3+ 2. Kh1-h2 Qf3-h3#
12) 1. ... Ne4-g3+ 2. Kh1-g1 Rd2xg2#

36 *Double attack / Knight: A*
1) 1. Nd5xc7+
2) 1. Nc4-d6+
3) 1. Nf5-d6+
4) 1. Nb5xc7+ (1. Bf4xc7 only wins a pawn)
5) 1. Nc4xb6)
6) 1. ... Nf5-d6

7) 1. Ne4-d6
8) 1. Nb5-c7 (1. Nb5-d6? Re8-e7)
9) 1. Nf4-e6 (1. Nf4-d5 Nb8-a6)
10) 1. ... Ne6-g5
11) 1. ... Nc5-d3 (1. …

Nf4-d3? 2. Nb3xc5+; 1. … Nc5xb3 2. Bd1xb3 Nf4-d3 is correct too)
12) 1. Nf4-d5 (1. Nc3-d5? Qc7xc2#)

37 *Double attack / Knight: B*
1) 1. Nc4-e3
2) 1. Nc5-e6+
3) 1. ... Ne5xd3+
4) 1. Ne4-d6+
5) 1. e7-e8N+ (1. Nf4-e6+ is against the rules; 1. e7-e8Q

Qc7xc2#)
6) 1. Ne5xf7+
7) 1. ... Nc4-d6
8) 1. ... Ne5-f3
9) 1. ... Ne5-f3+
10) 1. ... Nf6-g8 (1. … Nf6-d5? 2.

Bg2xd5)
11) 1. Nf4-g6+
12) 1. ... Nh5-g3 (1. … Nc6-d4? 2. Qe2-d1 but Black is better)

38 *Mate / Mate in two (rook):E*
1) 1. Rf7-f1
2) 1. Rf6-a6 or 1. Kf8-f7
3) 1. ... Rc1-d1
4) 1. ... Kc4-b3

5) 1. ... Kc6-c7
6) 1. Ka5-b6
7) 1. Rd1-d7
8) 1. Ra1-a2
9) Drawing

10) 1. Kd5-e6
11) 1. Ke2-d3
12) 1. Rh2-h8 or 1. Kc2-b3

39 *Test / Mix: F*
1) 1. Bf5xd7 Rc7xd7 2. Nd3xe5 (capturing + material)
2) 1. ... Qa5-a2+ 2. Kb1-c1

Qa2xc2 # (mate in two)
3) 1. Qd2-d7 (double attack: queen)
4) 1. Qe4-c6+ Ke8-f8 2. Qc6xa8#

(mate in two)
5) 1. ... Rb8-e8 (pin)
6) 1. Qd1-a4+ (double attack: queen)
7) 1. Rh1xh6+ Bg7xh6 2. Qe2xe5+;
1. Qe2xe5+ brings in a pawn
(luring away + material).
8) 1. Ne5-d7+ (double attack:
knight)

9) 1. ... e5xd4+ 2. Nf3xd4 Rc8xc5
(capturing + material)
10) 1. Ra1-a8 and if the bishop
moves, mate on h8 follows (pin)
11) 1. Qc3-e5+ Kb8-a8 2. Qe5-e8#
(mate in two)
12) 1. ... Qf6-b2 (double attack:
queen)

40 *Test / Mix: G*
1) 1. Bf3-d5 (pin)
2) 1. Qf7-g8+ (mate in two)
3) 1. ... Nc5-d3 with mating threat on
b2 (double attack: knight)
4) 1. ... Qc7xc4 2. Nd2xc4 Rd8xd5
(capturing + material)
5) 1. Qd1-c2 (double attack: queen)
6) 1. Re6-a6+ Ka7-b8 2. Nc5-d7#

(mate in two)
7) 1. ... Ra8-a2 (pin)
8) 1. Qe2-g2 (double attack: queen)
9) 1. b2-b4 en 2. Rf2xf5 (chasing
away + material)
10) 1. Ra1-a7 (pin)
11) 1. ... Qg6-d6 (pin)
12) 1. Nh5-f6+ (double attack: knight)

41 *Double attack / Rook, bishop, pawn, king: A*
1) 1. Rd2-d8+   5) 1. Bf3-d5+   9) 1. ... d5-d4
2) 1. Rf1-f5+   6) 1. Bg2xc6   10) 1. ... f3xg2
3) 1. Re4-c4   7) 1. Ba4-d7   11) 1. c4-c5
4) 1. Rc1-c7   8) 1. Bg3-c7   12) 1. Kd2-c3

42 *Double attack / Rook, bishop, pawn, king: B*
1) 1. ... Rc8-c2+   5) 1. ... Bd6xg3+   9) Drawing
2) 1. Bg3-e5+   6) 1. Bf3-d5   10) 1. Be2-c4
3) 1. Rd1-d7   7) 1. c2-c4   11) Drawing
4) 1. Rh5-g5+   8) Drawing   12) Drawing

43 *Double attack / Cooperation of two pieces: B*
1) 1. Qd2-d4 f7-f6 2. Ng3xe4
2) 1. Qf3-e3+ Qd7-e6 2. Bg5xh6
3) 1. … Bg6-d3
4) 1. Qf8-c5 Ra7-b7 2. Na6xc7
5) 1. Nd5-e7
6) 1. Qb3-c2 g7-g6 2. Rc3xc8
7) 1. … Qb6-a5 2. Bc1-e3 Be7xg5

8) 1. Qd1-c1 0-0 2. Be3xh6
9) 1. Qf3-g3
10) 1. ... Bb7-e4
11) 1. Bg7-d4
12) 1. Qa7-a2; 1. Nh4-g6+? Kh8-g8
2. Qa7-a2+ Qc7-f7+

45 *Double attack / Discovered attack: A*
1) 1. Nd4-f5+   3) 1. Rc4-c8+   5) 1. ... Nf3-h4+
2) 1. Ne4-d6+   4) 1. Ne5-c6+   6) 1. Rf7xa7+

7) 1. e4-e5+   9) 1. Kf2-g3   11) 1. ... Bd6-h2+
8) 1. ... d4-d3+   10) 1. ... Kc5-b5   12) 1. Bd3xh7+

46 *Double attack / Discovered attack: B*
1) 1. … Bb6-d4+   5) 1. … Bc6xf3   9) 1. Be4-c6
2) 1. d3-d4+   6) Drawing   10) 1. … d5xc4
3) 1. ... Re5-g5+   7) 1. Ne4-c5   11) 1. … Nd6-e4
4) 1. Bd3-b5+   8) 1. … Rc4xd4   12) 1. … c6-c5

47 *Double attack / Discovered attack: C*
1) 1. ... d4-d3+   1. Ne4-f6+?   9) 1. Ne5xc6
2) 1. ... d7-d5   Nd7xf6   10) 1. ... Re6-h6
3) 1. Re4-e8+   6) 1. Re5-b5+   11) 1. Ne4-f6+
4) 1. d4-d5   7) 1. ... Ng5-e4   12) 1. ... Re4-e1+
5) 1. Ne4-g5+;   8) 1. ... Bd6xh2+

48 *Double attack / Discovered attack: D*
1) 1. Bb4-e7   6) 1. Nd4-f5   11) 1. Ne4-d2!; 1.
2) 1. … Bc5-b4   7) 1. Re4-e7   Ne4xc5? b6xc5 2.
3) 1. … Nd4-e2+   8) 1. Nc3-d1   Qf3-a8 Qb3-b8
4) 1. … Bc5-b4   9) 1. … Nd5-c3   12) 1. Be4-f5; 1. Be4-
5) 1. Ne3-f5   10) 1. Rf4-f8   g2? Qh3-d7

50 *Defending / Defending against mate: A*
1) 1. h2-h3   5) 1. … Qf4-h6+   9) 1. ... Nd7-f6
2) 1. Qb5-d5   6) 1. … Rd6-d4   10) 1. Kh1-g1
3) 1. … f5xg4   7) 1. Re8-e1   11) 1. Ra3xf3
4) 1. … Qf6-d8   8) 1. … Nd4-e6   12) Drawing

51 *Defending / Defending against mate: B*
1) no   6) 1. … Qd3xb3 2.   10) 1. Kc1-b1
2) 1. Qb2xb7   Rc1-c8+ Qb3-g8   11) no
3) 1. … Rd6-d1+   7) 1. e7-e8N+   12) no
4) no   8) no
5) no   9) 1. Ng5-h3

53 *Test / Repetition: B*
1) 1. ... Bd6xh2+ (discovered   4) 1. ... Bf5-h3+ (mate in two)
   attack)   5) 1. Rc1-c7 (double attack: rook)
2) 1. Nf5-d6+ (double attack: 6) 1. ... Nc5-d3 (double attack:
   knight)   knight)
3) 1. Bg3-c7 (double attack: 7) 1. Kd2-c3 (double attack: king)
   bishop)   8) 1. Ne5-g6 (double attack:

knight)
9) 1. ... Bh5-f3+ (mate in two)
10) 1. ... Bc6xf3 (discovered attack)

11) 1. ... Nd4-f3+ (mate in two)
12) 1. ... Nd5-c3 (discovered attack)

54 *Test / Mix: H*
1) 1. Ng5-e6+ (double attack: knight)
2) Drawing
3) 1. f7-f8N+ (double attack: knight)
4) 1. ... Kf2-g3 (double attack with two pieces)
5) 1. b2-b4 (double attack: pawn)

6) 1. Bc6-e4 (double attack: bishop)
7) 1. ... Qa4-c2+ (mate in two)
8) 1. Rb7-e7+ (mate in two)
9) 1. ... Qd4-h4+ (mate in two)
10) 1. Bb3xf7+ (discovered attack)
11) 1. ... Ne5xf3+ (discovered attack)
12) 1. ... Nf5-d4 (discovered attack)

55 *Test / Mix: I*
1) 1. Ne3-f5 (double attack with two pieces)
2) 1. ... Nc5-d3 (double attack: knight)
3) 1. Re6xh6+ (discovered attack)
4) 1. Qf5-f6+ (mate in two)
5) 1. d4-d5 (discovered attack)
6) 1. Bf3xd5+ (double attack: bishop)

7) 1. Ne4-f6+ (mate in two)
8) 1. ... Bf5-c8 (double attack: bishop)
9) 1. Qd2xh6+ (mate in two)
   1. Rf6xh6? Kh8-g8
10) 1. ... Ne2xg3+ (discovered attack)
11) 1. ... Nd6-e4 (double attack: knight)
12) 1. Be4-d5+ (discovered attack)

56 *Test / Mix: J*
1) 1. Bb3-d5 (pin)
2) 1. ... Re8xe3+ (capturing + material)
3) 1. ... Nf4-e2+ (double attack: knight)
4) 1. Bf4-e5 (double attack: bishop)
5) 1. Bc2xh7+ (discovered attack)
6) 1. e4-e5 (discovered attack)
7) 1. ... Bc4-d5 (double attack:

bishop)
8) 1. ... Rf8xf2+ (capturing + material)
9) 1. Be2-b5 (pin)
10) 1. ... Rh8-h4+ chasing away + material)
11) 1. Qd3-b5+ (double attack: queen)
12) 1. ... Ne5-f3+ (discovered attack)