

Step 3

2 Test / Mix (2nd step): A

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|---|-------------------------|
| 1) 1. ... Qa5+ | 7) 1. Kd6 |
| 2) 1. Bd5 | 8) 1. Qa6+ Kc7 2. Qb7# |
| 3) 1. ... Rxh3+ (1. ... Qxf3? 2. Bxf3 Rxh3+ 3. Kg2) | 9) 1. Qc5 |
| 4) 1. Ne1 | 10) 1. Qd3+ Ke6 2. Qd7# |
| 5) 1. Be5 | 11) 1. d6+ |
| 6) 1. ... Ne2+ (1. ... Nf3+? 2. Qxf3) | 12) 1. Bxd6+ |

3 Test / Mix (2nd step): B

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|---|---|
| 1) 1. Rxd4 Qxb4 2. Rxb4 | 8) 1. Ba4 Ra5 2. Bc6# |
| 2) 1. Rf7 | 9) 1. Qa3 |
| 3) 1. Ne7+ Kh7 2. Rxf8 | 10) 1. ... Rxa3 2. bxa3 Rxc3 |
| 4) 1. Ne7+; 1. Qxb6? Bxg6 | 11) 1. Ne7+ and 2. Qxh7# |
| 5) 1. Qg6 Kg8 2. Qxa6 | 12) 1. ... Rxc3 and 2. ... Rxe2; 1. ... b4? 2. Bf1! |
| 6) 1. Qe7 | |
| 7) 1. ... Rf4 2. Bxf4 Bxf3+; 2. Qxb7 Rxb7 | |

5 Double attack / Discovered and double check: A

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|------------------------|-------------------------|
| 1) 1. Nc6+ | 7) 1. ... Rd1# |
| 2) 1. ... Bb4 | 8) 1. Bxd6# |
| 3) 1. Ne3+ (1. Nxd6+?) | 9) 1. ... Bb4# |
| 4) 1. Bb5+ | 10) 1. Rd8# |
| 5) 1. Nxb6+ | 11) 1. Nf6# |
| 6) 1. ... Bxa3+ | 12) 1. Rd7+ Ke8 2. Rxc7 |

6 Mate / Mate in two (double check): A

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|----------------------------|--|
| 1) 1. Bg5+ Ke8 2. Rd8# | 8) 1. ... Nh3+ and 2. ... Qg1# |
| 2) 1. Rxh5+ and 2. Rh8# | 9) 1. ... Nd4+ and 2. ... Nc2# |
| 3) 1. ... Bd3+ 2. Ke1 Rf1# | 10) 1. ... Nf2+ and 2. ... Nxh3# |
| 4) Drawing | 11) 1. Bxe5+ Kb6 2. Bc7#; 1. ... Kd7 2. Rc7# |
| 5) Drawing | |
| 6) 1. Nf6+ Kh8 2. Qh7# | 12) 1. Re8+ Kd7 2. Bb5# |
| 7) 1. ... Ne3+ 2. Kg1 Rf1# | |

8 Pin / Attack on a pinned piece: A

- 1) 1. Bg4
- 2) 1. Re4
- 3) Drawing
- 4) 1. Ng5
- 5) 1. e5
- 6) Drawing
- 7) 1. ... Bd5 (1. ... Bh3? 2. Qxc6)
- 8) 1. ... f5 (1. ... Re8 2. Qc4)
- 9) 1. Qf5+ (1. Qf4 Rxc7+)
- 10) 1. g6
- 11) 1. c4
- 12) 1. ... Bh3

9 Pin / Attack on a pinned piece: B

- 1) 1. ... f4
- 2) 1. ... Nc6 (1. ... Nf5? 2. Qxf5)
- 3) 1. Rad1 (1. Red1 Ke7)
- 4) 1. ... Rf2 (1. ... Rb3? 2. Kg2)
- 5) 1. ... Ne4
- 6) 1. Bh6 (1. Bd4? Rxd4)
- 7) 1. ... Bf3
- 8) 1. ... Ra7 (1. ... Rd8? 2. Rxd8)
- 9) 1. ... Ne7
- 10) 1. Rf4
- 11) 1. g3 Nh3 2. Bh6#
- 12) 1. Qh6 (1. Qg5 Ng6)

11 Mate / Mate in two (access): A

- 1) RR
- 2) 1. Qxa7+ Kxa7 2. Ra2#
- 3) 1. ... Qxh2+ 2. Bxh2 Rhxh2#
- 4) 1. Qxg7+ Kxg7 2. R1h7#
- 5) 1. Ne6+ fxe6 2. Rf1#
- 6) 1. Qxh6+ (1. Rxh6+ Kg8!) 1. ... Bxh6 2. Rxh6#
- 7) Mating patterns: QB
- 8) 1. Rxc6+ bxc6 2. Qa6#
- 9) 1. ... Rxh2+ 2. Kxh2 Qh4#
- 10) 1. Bxb7+ Kxb7 2. Qc6#
- 11) 1. Nh5 gxh5 2. Qxh7#
- 12) 1. Ng5+ hxg5 2. Qh5#
- 11) 1. ... Qxh2+ 2. Kxh2 Bf1#
- 12) 1. ... Qa3 2. bxa3 Rb1#

12 Mate / Mate in two (access): B

- 1) Mating patterns: RN
- 2) 1. Qxh7+ Kxh7 2. Rh3#
- 3) 1. ... Qxa2+ 2. Kxa2 Ra8#
- 4) 1. Qxh7+ (1. Ng6+? hxg6) 1. ... Kxh7 2. Rh2#
- 5) 1. Qg6 (1. Qh4 h6; 1. Nxb7 Nf5; 1. Bxh7 Re7) 1. ... hxg6 2. Rh3#
- 6) 1. Qc8+ (1. Nc7+ Kb8) 1. ... Bxc8 2. Nc7#
- 7) Mating patterns: RB
- 8) 1. Qxd8+ Kxd8 2. Re8#.
- 9) 1. ... Rxh2+ (1. ... Re1+ 2. Nf1) 2. Kxh2 Rh8#
- 10) 1. Qxf5+ (1. Qg2 Bxc5) 1. ... exf5 2. Rg8#
- 11) 1. ... Qxh2+ 2. Kxh2 Bf1#
- 12) 1. ... Qa3 2. bxa3 Rb1#

13 Mate / Mate in two (access): C

- 1) Mating patterns: BB
- 2) 1. Qxa6+ (1. Bg2 Ba7) 1. ... bxa6 2. Bg2#

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|--|---|
| 3) 1. Qxf7+ (1. Bb3 Rf8) 1. ...
Kxf7 2. Bb3# | 7) Mating patterns: Mix |
| 4) 1. Qxe6+ (1. Nb5 Qxh2+ 2.
Kxh2 hxg5+) 1. ... fxe6 2. Bg6# | 8) 1. ... Nf3+ 2. gxf3 Reg8# |
| 5) 1. ... Qxc3+ (1. ... Qf5 2. Bb3;
1. ... Ba3 2. Nb1) 2. bxc3 Ba3# | 9) 1. ... Ng4+ 2. hxg4 Rh6# |
| 6) 1. ... Qf3+ 2. gxf3 Bh3# | 10) 1. Qxh5 (1. Bxg6 fxg6) 1. ...
gxh5 2. Bh7# |
| | 11) 1. ... Qxh3 2. gxh3 Bf3# |
| | 12) 1. ... Qxf2+ 2. Kxf2 Bc5# |

15 Pawn ending / The square of the pawn: A

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|------------------------------|-------------------------------|
| 1) 1. ... Kf5; ½-½ | 7) Drawing |
| 2) 1. ... Kf3 2. a4 Ke4; ½-½ | 8) Drawing |
| 3) 1. Kf4; 1-0 | 9) 1. Ka6; 1-0 |
| 4) 1. Kc6 Ke7 2. Kc7; 1-0 | 10) 1. e6; 1-0 |
| 5) 1. Kd5; 1-0 | 11) 1. Kc6 or 1. e6; 1-0 |
| 6) 1. ... Kc2; 0-1 | 12) 1. ... e4 2. dxe4 h5; 0-1 |

16 Test / Repetition: A

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|-----------------|------------------------------|
| 1) 1. Ne3+ | 7) 1. ... e4 2. dxe4 h5; 0-1 |
| 2) 1. Ka6 | 8) 1. Qxd8+ Kxd8 2. Re8# |
| 3) 1. Bxe5+ | 9) 1. ... Bxa3+ |
| 4) 1. Nf6# | 10) 1. ... Rf2 |
| 5) 1. ... Qxc3+ | 11) 1. Re8+ Kd7 2. Bb5# |
| 6) 1. ... Bd3+ | 12) 1. Rf4 |

17 Test / Mix: C

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|--|----------------------------------|
| 1) 1. Ke6+ | 7) 1. Ra3+ |
| 2) 1. Kd4 | 8) 1. Kb7 Ke7 2. Kc7 |
| 3) 1. ... Rh5+; 2... Rh4# | 9) 1. Rxa6+ Kxa6 2. Qa1# |
| 4) 1. ... Rd5 | 10) 1. Nf6+ Kh8 2. Rh4# |
| 5) 1. ... Bb4+ and 2... Re1# | 11) 1. f6 exf6 2. e6; 1. e6?? f6 |
| 6) 1. ... Rg4+ 2. hxg4 Qh2#; 2.
Kh1 Qxh3# | 12) 1. Be5! (1. Qe5? Nxd3) |

19 Elimination of the defence / Capturing + mate: A

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|------------------------------|--------------------------------|
| 1) 1. Qxh8+ and 2. Rd8# | 7) 1. Qxd4+ and 2. b6# |
| 2) 1. ... Qxh4 and 2... Nf2# | 8) 1. Qxf6+ and 2. Re8# |
| 3) 1. Nxc7+ Bxc7 2. Bb5# | 9) 1. ... Rxc4 and 2. ... Ba3# |
| 4) 1. ... Rxd1 and 2... Bf3# | 10) 1. Qxg7+ Nxg7 2. Nh6# |
| 5) 1. Nxb7+ Nxb7 2. Ng6# | 11) 1. Qxb8+ and 2. Bxb5# |
| 6) 1. ... Rxd1+ 2. Nxd1 Qf1# | 12) 1. ... Qxb3 and 2. Bc5+ |

20 Elimination of the defence / Luring away + mate: A

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|-------------------------------|--|
| 1) 1. ... Rc1+ 2. Bxc1 Re1# | 8) 1. ... Re3+ 2. fxe3 Qg3# |
| 2) 1. Ra8+ Bxa8 2. Re8# | 9) 1. Qxf6+ Rxf6 2. Rd8+ |
| 3) 1. Rd8+ Qxd8 2. Qxc3+ | 10) 1. ... Rb1+ 2. Bxb1 Qf1# |
| 4) 1. ... Rxd4 2. Nxd4? Qxh2# | 11) 1. ... Qxb2+ (1. ... Rc1 2. Qa8+) 2. Rxb2 Rc1# |
| 5) 1. ... Nd4 2. Nxd4+? Rc1+ | 12) 1. ... Ne3+ 2. fxe3 Qf1# |
| 6) 1. ... Qb6+ 2. Rxb6? Rf1# | |
| 7) 1. Qh8+ Kxh8 2. Rxf8# | |

21 Elimination of the defence / Chasing away + mate: B

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|------------------------------|-----------------------------|
| 1) 1. Qxf6+ Rxf6 2. Rd8+ | 7) 1. Qh8+ Kxh8 2. Rxf8# |
| 2) 1. ... Re3+ 2. fxe3 Qg3# | 8) 1. ... Ne3+ 2. fxe3 Qf1# |
| 3) 1. Rd8+ Qxd8 2. Qxc3+ | 9) 1. Qxg6 hxg6? 2. Rh4# |
| 4) 1. ... Rxd4 2. Nxd4? Qh2# | 10) 1. ... Re3 2. Qxe3 Qh1# |
| 5) 1. ... Nd4 2. Rf2 Nxe2 | 11) Drawing |
| 6) 1. ... Qb6+ 2. Rxb6 Rf1# | 12) Drawing |

23 Defending / Defending against a double attack: A

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|---------------|------------------------------|
| 1) 1. ... Bg7 | 7) 1. ... Bb7 |
| 2) 1. ... Rd5 | 8) 1. ... Rb6 |
| 3) 1. ... Bf6 | 9) 1. ... Bd4! / 1. ... Bxb2 |
| 4) 1. ... Qe6 | 10) 1. ... Bc5+ |
| 5) 1. Ng3 | 11) 1. Ba3+ |
| 6) 1. Nf3 | 12) 1. ... Rf6+ |

24 Double attack / Temptation: A

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| 1) 1. Qh4+; 1. Qc3+? Ne5 | 7) 1. Qe5; 1. Qd5 / c5? Ng3+ |
| 2) 1. ... Qb8+; 1. ... Qd2+? 2. Ne2 | 8) 1. Qd2; 1. Qe5? Nb4+ |
| 3) 1. ... Qc3; 1. ... Qb6 / d8? 2. Ra1 | 9) 1. ... Qd1+; 1. ... Qd5+? 2. Qg2 |
| 4) 1. Qb3+; 1. Qd5+ Be6 | 10) 1. ... Qh3+; 1. ... Qg4+ 2. Ng3; 1. ... Qd3 2. Re3 |
| 5) 1. ... Qc1+; 1. ... Qc5+? 2. Bf2 | 11) 1. ... Qd8+; 1. ... Qd6+ 2. Bd3 |
| 6) 1. ... Qa3+; 1. ... Qg5+? 2. Rd2+ | 12) 1. ... Qb6+; 1. ... Qg4+? 2. Ng2 or 2. Ng3 |

25 Mini plan / Weakening the opponent's pawn structure: A

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|------------------------|-------------------------------------|
| 1) 1. c6 bxc6 2. Bxa6 | 5) Drawing |
| 2) 1. e6 fxe6 2. Ng5 | 6) Drawing |
| 3) 1. Bxf5 gxf5 2. Nh4 | 7) 1. Bxf6 gxf6 2. Nh4; 1. ... Bxf6 |
| 4) 1. a6 bxa6 2. Bxc6 | 2. Nxc5 |

- 8) Drawing
- 9) Drawing
- 10) 1. f6

- 11) 1. ... c6 2. Bxc6 Rxb2
- 12) 1. ... c5 (to stop d4)

27 Draw / Perpetual check: A

- 1) 1. Qe8+ Kh7 2. Qh5+ Kg8 3. Qe8+
- 2) 1. Qg5+ Kh7 2. Qh5+ Kg7 3. Qg5+
- 3) 1. ... Qf2+ 2. Kh1 Qf1+
- 4) Drawing
- 5) Drawing
- 6) 1. Nf6+ Kf8 2. Nxb7+ Kg8 3. Nf6+
- 7) 1. Rxb6+ fxg6 2. Qxb6+ Kh8 3. Qh6+
- 8) 1. Nf7+ Kg8 2. Nh6+ Kh8 3. Nf7+
- 9) 1. ... Rd2+ 2. Kb1 Rd1+
- 10) 1. ... Ne3+ 2. Kg1 Nf5+ 3. Kf1 Ne3+
- 11) 1. Nh5+ gxh5 2. Qg5+ Kh8 3. Qf6+
- 12) 1. ... Ng3+ 2. Kh2 Nf1+ 3. Kh1 Ng3+

28 Draw / Stalemate: A

- 1) 1. Qd4+ (1. Qb4+? axb4) 1. ... Kxd4 stalemate
- 2) 1. Kc4 Rxb8 stalemate
- 3) 1. Rc1 Qxc1 stalemate (1. ... Kd3 2. Rxc3+ Kxc3)
- 4) 1. ... Kh8 2. Qxf7 stalemate
- 5) 1. Qe7+ Qxe7 stalemate
- 6) 1. Qg6+ Bxg6 stalemate
- 7) 1. Qb7+ Qxb7 stalemate
- 8) 1. Qf5+ Qxf5 stalemate (1. ... Kh6 2. Qf6+ Qxf6 stalemate)
- 9) 1. Kh4 Rxf3 stalemate
- 10) 1. Ka6! Qxc6 stalemate
- 11) 1. Ne2+ Qxg3 stalemate
- 12) 1. Nd5+ Bxd5 stalemate

29 Draw / Mix: A

- 1) 1. ... Ne5+ 2. Kf5 Nxd7
- 2) 1. Bg3 Qxg3 pat
- 3) 1. Rh7+ Kg8 2. Rg7+
- 4) 1. Rb2+ Nc2 2. Rxa2
- 5) 1. Rb2 and 2. Rxc2
- 6) 1. Rf4+ Qxf4 stalemate
- 7) 1. ... c1N+ (1. ... c1Q? 2. Qa2#)
- 8) 1. ... Qe6+ 2. Qxe6 pat
- 9) 1. Bb6 Qe7 2. Bc5 Qd8 3. Bb6
- 10) 1. Rf6+ Bxf6 stalemate; 1. ... Kxf6 2. Kxb2
- 11) 1. Rxb7+ Kxb7 2. Qg5+ Kh8 3. Qf6+
- 12) 1. ... Bg5 2. Qg3 Bf4 3. Qh4 (3. Qf3 Bg5) 3. ... Bg5

31 Double attack / X-ray check: A

- 1) 1. ... Rh5+
- 2) 1. ... Bh7+
- 3) 1. ... Rh1+
- 4) 1. Bg5+
- 5) 1. Rc8+
- 6) 1. ... Rc1+
- 7) 1. Rc7+
- 8) 1. Qc6+
- 9) 1. Qh8+
- 10) 1. Bc5+ (1. Bh4+? Kd7)
- 11) 1. ... Bh5+
- 12) 1. Qd6+

32 Double attack / X-ray attack: A

- 1) Drawing
- 2) Drawing
- 3) 1. ... Rc8
- 4) 1. ... Bg5
- 5) 1. Bc5
- 6) 1. ... Ba6
- 7) 1. Bd5
- 8) 1. Be6+
- 9) 1. ... Bb8
- 10) 1. Bd6
- 11) 1. Qh2
- 12) 1. Be7

33 Test / Repetition: B

- 1) 1. Qf7+ Kh8 2. Qf8#
- 2) 1. Bd6
- 3) 1. Nxc7+ Bxc7 2. Bb5#
- 4) 1. ... Qe6+ 2. Qxe6 pat
- 5) 1. Rxc6+ fxc6 2. Rxc6+
- 6) 1. Qh8+
- 7) 1. ... Bf6
- 8) 1. ... Rxc4 and 2. ... Ba3#
- 9) 1. Rb2
- 10) 1. ... Rf6+
- 11) 1. f5
- 12) 1. ... Ng3+

34 Test / Mix: D

- 1) 1. Nxf6+ Qxf6 2. Qxh7#
- 2) 1. ... Qf5 (x-ray attack)
- 3) 1. ... Rd8 2. Qxb6 Rxd1+
- 4) 1. Nxd7 Rxd7 2. Rxh6#
- 5) 1. ... Rd1+ 2. Bf1 Qh1#; 2. Rf1 Qxg2#
- 6) 1. ... Ra1+ 2. Ke2 Rxc1
- 7) 1. ... Rg6
- 8) 1. Kh1 (1. Bxc5+ Kxc5 0-1) 1. ... Qxf2 stalemate
- 9) 1. ... Rh7 and 2. ... Rxb7
- 10) 1. ... Qd8+; 1. ... Qf4+? 2. Be3
- 11) 1. Qf3; 1. Qb7 ? Nxd4
- 12) 1. Ba4+ Kd5 2. Bb3+

35 Test / Mix: E

- 1) Drawing
- 2) 1. Qxc7 Qxc7 2. Re8+
- 3) 1. Qg6+
- 4) 1. ... Ke4
- 5) 1. ... Qg7
- 6) 1. Rf4+ Kxf4 stalemate
- 7) 1. e4
- 8) 1. ... Rf8
- 9) 1. Qxc5+ Qxc5 2. Ba6#

- 10) 1. Qxh5 gxh5 2. Bh7# (mate by access) 12) 1. Qc5+ and 2. Qxb4!; 2. Qxa7? Re1#
- 11) 1. Bxg6#

37 *Defending / Defending against a pin: A*

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|--|---------------------------|
| 1) 1. ... c6 | 6) 1. ... Rxe2 |
| 2) 1. ... Ne6 (1. ... Ne4? 2. f3) | 7) 1. Bd3; 1. Rfb2 ? Rcb7 |
| 3) 1. ... Rd7 (1. ... Rc7 2. Rxc7) | 8) 1. Be2 |
| 4) 1. Ne2 | 9) 1. ... Nxf3+ |
| 5) 1. ... Qxe2 (1. ... Qg5? 2. Rae1 ; 1. ... Qe6 2. Bc4 and 3. Rfe1) | 10) 1. ... Ne6 |
| | 11) 1. Ne2 |
| | 12) 1. ... Qxg2+ |

38 *Defending / Defending against a pin: B*

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|-------------------------------------|----------------|
| 1) 1. Ng5+ | 7) 1. ... Qf6 |
| 2) 1. ... Nxf3! 2. Rxc2 Ne1+ | 8) 1. ... Rd8 |
| 3) 1. Rh1 | 9) 1. Nd3 |
| 4) 1. ... Nd3+; 1. ... Ng4+ 2.Kg3 | 10) 1. Nb4 |
| 5) 1. Bxf7+ | 11) 1. Qh5+ |
| 6) 1. ... Rxd1; 1. ... Rd4? 2. Qe8+ | 12) 1. ... Qa8 |

40 *Mobility / Trapping: A*

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|---------------|----------------|
| 1) 1. a4 | 7) 1. ... c4 |
| 2) 1. Ne3 | 8) 1. Bd2 |
| 3) 1. h4 | 9) 1. e5 |
| 4) 1. ... Rh8 | 10) 1. ... Nf6 |
| 5) 1. ... Nh4 | 11) 1. Be2 |
| 6) 1. Na4 | 12) 1. ... Nb8 |

41 *Mobility / Trapping: B*

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|-----------------------|----------------|
| 1) 1. ... Qa5 | 7) 1. Nh4 |
| 2) 1. a4 | 8) 1. ... c4 |
| 3) 1. e5 dxe5 2. fxe5 | 9) 1. Kg3 |
| 4) 1. g4 | 10) 1. Nf4 |
| 5) Drawing | 11) 1. Nc4 |
| 6) 1. Nc3 | 12) 1. ... Bg6 |

43 *Pawn ending / Marking the key squares: A*

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|---------------|---------------|-----------------------|
| 1) a4, b4, c4 | 3) e7, f7, g7 | 5) c6, d6, e6 |
| 2) e4, f4, g4 | 4) b3, c3, d3 | 6) b7, b8, c8, d8, d7 |

7) b3, c3, d3
8) f2, g2, h2

9) a5, b5, c5
10) Drawing

11) Drawing
12) Drawing

44 Pawn ending / Key squares: A

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|---|---|
| 1) 1. Kc6 Kd8 2. Kb7 | 2. d4) 2. ... Kd7 3. d4 |
| 2) 1. Kg6 Kg8 2. g5 Kh8 3. Kf7 | 8) 1. Ke6 (1. e4 Kf8 2. e5 |
| 3) 1. Kg5 Kh7 2. Kf6 | Ke8 3. Ke6) 1. ... Kf8 2. e4 |
| 4) 1. Kd6 Ke8 2. Kc7 | Ke8 3. e5 |
| 5) 1. Kb6! (1. b6? stalemate) 1. ...
Kb8 2. Ka6 Ka8 3. b6 Kb8 4.
b7 | 9) 1. b3 (1. Kb4 Kb6 2. b3) 1.
... Kb6 2. b3 |
| 6) 1. c5 Kc8 2. Kc6 Kb8 3. Kd7 | 10) Drawing |
| 7) 1. Ke5 Ke7 2. Kd5 (or first | 11) Drawing |
| | 12) Drawing |

46 Pin / Mate thanks to the pin: A

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|----------------|-----------------|
| 1) 1. Qxd7# | 7) 1. Qxf5# |
| 2) 1. Nb6# | 8) 1. Rf8# |
| 3) 1. Qg8# | 9) 1. Rxe6# |
| 4) 1. ... Qf1# | 10) 1. Qxh7# |
| 5) 1. Qxh7# | 11) 1. ... Re1# |
| 6) 1. Qb6# | 12) 1. Nf7# |

47 Pin / A pinned piece is not a good defender: A

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|---------------------------|-------------|
| 1) 1. Nf6+ | 7) 1. Bxf6 |
| 2) 1. c8Q (1. Bxd6+? Kd7) | 8) 1. Qf8# |
| 3) 1. ... Ng3# | 9) 1. Rxe7 |
| 4) 1. ... Nxe2+ | 10) 1. Rxe4 |
| 5) 1. Bxd5 | 11) 1. Qd8# |
| 6) 1. Rxe6+ | 12) 1. Rxe7 |

48 Pin / A pinned piece is not a good defender: B

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|--|----------------|
| 1) 1. Nc6+ | 7) 1. ... Rxd3 |
| 2) 1. ... Ne2+ (1. ... Bxg2? 2.
Rxf4+; 1. ... Nxc2 2. b5) | 8) 1. ... Bf3 |
| 3) 1. Rxb4 | 9) 1. Re6# |
| 4) 1. ... Ng3 | 10) 1. ... Qc3 |
| 5) 1. ... Nxb7 (1. ... g4? 2. b8Q) | 11) 1. Qxd5 |
| 6) 1. Bxd7 (1. Qxd7? Qxc2#) | 12) 1. Ne6 |

49 Pin / Mix: A

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|---------------------------|----------------|
| 1) 1. Qc2 (1. Qc1? Bxf2+) | 7) 1. Qg5 |
| 2) 1. Bc5 | 8) 1. ... Qe6 |
| 3) 1. Rd3 | 9) Drawing |
| 4) 1. ... Bxg5 | 10) 1. Rg3 |
| 5) 1. ... Nb3+ | 11) 1. Rb7 |
| 6) 1. b4 | 12) 1. ... Rc5 |

50 Orientation / Identify the threat: A

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|---|---------------------------------------|
| 1) 1. ... Qb4+ (1. 0-0 or 1. Bxc6) | 6) 1. ... Nxe4 (1. Rfe1) |
| 2) 2. Rh8+ (1. ... a6 / 1. ... Qf2+) | 7) 2. Bxc6 (1. ... Rxd1) |
| 3) 2. Nd6 (1. ... Be7) | 8) 1. ... Bxc3 (1. Bxg7 / 1. Qa3) |
| 4) 2. Rd1 (1. ... Qe8; 1. ... Qd8?
2. Rd1) | 9) 1. ... Ne5+ (1. Rf5 / 1. Rf6+) |
| 5) 2. Qe3 and 2. Rxa7+ (1. ...
Rbe8!) | 10) 2. Rxe4 (1. ... Qc6 / 1. ... Qf5) |
| | 11) 2. Rg7+ (1. ... Ne4+) |
| | 12) 2. Nc7+ (1. ... Ke7) |

51 Orientation / Identify the threat: B

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|-----------------------------------|--|
| 1) 1. ... Nxd5 (1. Rb1 / 1. Rd1) | 8) 2. Bc3 (1. ... Qe5) |
| 2) 2. Qe4 (1. ... Kh7) | 9) 2. Re8 or 2. Rc3 (1. ... Bf7 or 1.
... Rc8) |
| 3) 2. f4 (1. ... g5 / 1. ... Kg8) | 10) Drawing |
| 4) 2. Bd2 (1. ... Nd7) 2. a3? Bd6 | 11) Drawing |
| 5) 2. Bxc6 (1. ... Nf6) | 12) 2. Qd2/3 or 2. Qf5 (1. ... Qc7;
1. ... Qe7) |
| 6) 2. Qf6 (1. ... Bd6) | |
| 7) 2. c5 (1. ... Bb4) | |

52 Pawn ending / Key squares: B

- | | |
|----------------------------------|--|
| 1) 1. ... Kc7! 2. Kd5 Kd7 ½-½ | 8) 1. ... Kc7! ½-½ (1. ... Kc8? 2.
Kc6) |
| 2) 1. ... Kd8! 2. Kc6 Kc8 ½-½ | 9) 1. ... Kd8 2. Kd5 Kd7 ½-½ |
| 3) 1. Kc3! Kb5 2. Kd4 | 10) 1. Kh4 Kf6 2. Kh5 Kg7 3. Kg5 |
| 4) 1. e4 Kf7 2. Kd6 | 11) 1. Kc3 (1. Ke3? Ke7 ½-½) |
| 5) 1. Ke4! Kf6 2. Kf4 Kg6 3. Kg4 | 1. ... Ke6 2. Kc4 Kd6 3. Kd4 |
| 6) 1. Ke4! Kd6 2. Kd4 | 12) 1. ... Kf6 2. Ke4 Ke6 3. Kd4
Kd6 4. Kc4 Kc6 ½-½ |
| 7) 1. ... Kb7! 2. Ka4 Ka6 ½-½ | |

53 Pawn ending / Key squares: C

- | | |
|-------------------|------------------------------|
| 1) 1. exd4 | 4) 1. ... d3 2. cxd3 Kb6 ½-½ |
| 2) Drawing | 5) 1. ... c5 ½-½ |
| 3) 1. ... Kb8 ½-½ | 6) 1. Kf4 |

- 7) 1. ... d4 2. exd4 Kf8 ½-½
- 8) 1. Kd6!
- 9) 1. g5 Ke7 2. Ke5
- 10) 1. ... f5 2. Ke5 Kf8; 1. ... Ke8
2. f5 Kd7! / 2. Ke6 f5 ½-½

- 11) 1. ... h5 2. Kg5 h4 3. Kxh4 Kh6
½-½
- 12) 1. ... Kc6 ½-½

54 Test / Repetition: C

- 1) 1. Rxe6#
- 2) 1. ... Qf6
- 3) 1. ... c4
- 4) 1. Bxd5
- 5) 1. Kg5
- 6) 1. ... Rd7

- 7) 1. Nf6+
- 8) 1. ... Qa8
- 9) 1. Kb6
- 10) 1. ... Nb8
- 11) 1. Ne2
- 12) 1. Bd2

55 Test / Mix: F

- 1) 1. ... Nb6
- 2) 1. ... Kf3 2. Ke1 Kg2
- 3) 1. Bg5
- 4) 1. Qd4
- 5) 1. ... Ng4 2. Bxd8 Nf2#
- 6) 1. Kh2
- 7) 1. ... Nxb4 2. Bxd7? Bxb2#

- 8) 1. b8Q+ Kxb8 2. Kb6; 2. b6?
Kc8 3. b7+ Kb8
- 9) 1. ... g5 and 2. ... Kg6
- 10) 1. Ra1
- 11) 1. Ne7+ Kh8 2. Ng6+
- 12) 1. Bd5

56 Test / Mix: G

- 1) 1. Rh2+ Bxb2 2. Qh4#
- 2) 1. ... Kd3 2. Kb2 c4 3. Kc1 Kc3
(square of the pawn, helping
and key squares)
- 3) 1. Ng5+; 1. Nf6+? Nxf6 and
Re8
- 4) 1. ... g4
- 5) Drawing

- 6) 1. Rxb6+ Bxb6 2. Rh7#
- 7) 1. Rxb7+
- 8) 1. ... Rh1+
- 9) 1. Qe4+ or 1. Qc6+ or 1.
Qg2+
- 10) 1. Bf4
- 11) 1. Nc8+ Ka8 2. Nb6+
- 12) 1. ... Kc4