Step 2 plus

3 *Mate in one / Double check: A*

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

4 *Mate in one / Double check: B*

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

5 *Threatening mate / Bringing in the chaser: A*

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

6 *Threatening mate / Bringing in the helper: A*

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

7 *Threatening mate / Bringing in the guard: A*

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

8 *Mate in two / Cooperation (♖♖): A*

1) 1. R2g4	3) 1. Rh7 Ke8 2.	Re1#
2) 1. Rb2 Kd1 2.	Rg8#	5) 1. Rc6 Kf5 2.
Rf1#	4) 1. Re3 Kg1 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 ending / 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 ending / 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 *The opening / Mix: 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 Bb4+
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. ...
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 *Double attack / Queen: A*

1) 1. Qb5+
2) 1. Qa4+
3) 1. ... Qh4+
4) 1. ... Qb4+
5) 1. Qh5+
6) 1. Qe1+
7) 1. Qc4
8) 1. ... Qf5
9) Drawing
10) 1. Qd5
11) 1. ... Qf6
12) 1. ... Qe5

16 *Pin / Mix: A*

1) 1. ... Bb4
2) 1. Bh5
3) 1. Bb5
4) 1. Bg5

5) 1. ... Bg5
6) 1. Re1
7) 1. ... Bf4
8) 1. Bh3

9) 1. Qb3
10) 1. ... Qc5
11) 1. Qc3
12) 1. ... Ba4

17 *Eliminating of the defence / Capturing + material: A*

1) 1. Nxf6+ exf6 2. Qxg4
2) 1. Bxc6+ bxc6 2. Qxd4
3) 1. ... Bxc3+ 2. bxc3 Qxd5
4) 1. ... Qxd4 2. Nxd4 Bxa4

5) 1. Bxf6 Bxf6 2. Nxd7
6) 1. ... Nxf3+ 2. Qxf3 Qxg5
7) 1. Nxf6+ Qxf6 2. Qxf6
8) 1. ... Bxf3 2. Qxf3 Qxg5

9) 1. ... Nxe3 2. fxe3 Qxg5
10) 1. Bxc6+ bxc6 2. Qxb4
11) 1. Bxc6 dxc6 2. Nxb4
12) 1. ... Bxc4 2. Bxc4 Nxb6

18 *Discovered attack / Mix: A*

1) 1. ... Nf3+ 2. gxf3 Qxd4
2) 1. Bb5+ c6 2. Qxd5
3) 1. Ne6+ fxe6 2. Qxd8+
4) 1. e5 dxe5 2. Bxc6

5) 1. c5 bxc5 2. Bxa6
6) 1. ... Bb4+ 2. Qd2 Bxd2+
7) 1. dxc5 Qxc5 2. Qxg4
8) 1. ... Nxd4 2. Qd1 Nxf3+

9) 1. ... Nb6 2. Bb3 Qxd6
10) 1. Bb5+ Nd7 2. Qxd5
11) Drawing
12) 1. Be4 Nxe4 2. Qd8#

19 *Eliminating of the defence / Mix: A*

1) 1. Bxf7+
2) 1. f7+
3) 1. h6
4) 1. ... Bxd4+
5) 1. f4
6) 1. Bxf7+
7) 1. Nh4
8) 1. ... Bf4
9) 1. Na5
10) 1. b4
11) 1. Nc4 Qd5 2. Bxe7 (2. Qxd5

exd5 3. Bxe7 Re8 brings in just a pawn)
12) 1. Bxd7+

21 *Defending / Getting out of check in a clever way: A*

1) 1. Bf2+
2) 1. b4 e5 2. Qc3
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 in a clever way: 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 / Defending 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. Rg3
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) Ra1-f1-f7+
3) Rh3-a3-a1-b1+
4) Ra6-a1-c1-c3+

5) Rd2-d1-c1-c4+
6) Rb1-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) Ra5-b5-b8-c8-c7+

28 *Route planner / Give a safe check: B*

1) Bc1-b2-g7-f8+	5) Bd5-c6-a4-c2+	9) Bb6-e3-c1-b2+
2) Be4-g2-h3-c8+	6) Ba5-b6-a7-b8+	10) Bb6-g1-h2-e5+
3) Bd3-b1-a2+	7) Be7-b4-e1-f2+	11) Bd8-b6-g1-h2+
4) Bc6-d7-h3-f1+	8) Ba4-d1-h5-f7+	12) Bf8-g7-e5-g3+

29 *Route planner / Give a safe check: C*

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

30 *Route planner / Choose the safe way: A*

1) example: Rg6-b6-b1-g1	7) Nb3-c5-b7-d6-f7-h8
2) Rc1-c3-b3-b6	8) Nb3-d4-b5-d6-f7-h8
3) Rb1-b3-g3-g8-h8	9) Nb3-d4-f3-h2-g4-h6-f7-h8
4) Bg2-f1-a6-c8-d7	10) Bc4-g8-h7-f5-g4-d1-c2-b1
5) Bf2-b6-d8-f6-h8	11) Nc2-e1-g2-f4-e2-c3-b5-c7-a8
6) Qa1-a8-h1-h2	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	7) Drawing
2) Kd2-e1-f1-g2-g3-h4-g5-h6	8) Drawing
3) Kc1-b1-a2-a3-b4-a5-a6-a7-b8- c8-d8-e8-f7	9) Kg7-h6-g5-f5-e5-d6-c5-b5-a4- b3-c2-d2-e1-f1-g1
4) Kc1-b2-b3-c4-d4-e5-e6-f7-f8	10) Drawing
5) Ke8-d8-c8-b8-a7-b6-a5-b4-a3- b2-c1-d2-e1-f2-g1	11) Drawing
6) Kb4-c3-d2-e1-f2-g1-h2-h3-g4- f4-e5-f6	12) Kg1-f2-e2-d2-c3-d4-c5-c6-d7- e6-f6-g5-h4-h3

32 *Mate planner / Find the quickest mate: A*

1) example	5) Kf2 – Qe4#	9) Rg4 – Qa5
2) Ba2 – Qb3#	6) b3 – Qc4	10) Ba5 – Qd5
3) Bg5 – Nf6#	7) Bb7 – Qc6	11) Nd2 – Qd6
4) Re4 – Bb7	8) Rb5 – Nb2	12) Qb2 – Qb4

33 *Mate planner / Find the quickest mate: B*

1) Qc6 – Bg5#	3) Qh7 – Bf5 – Qd7#
2) Qc4 – Qe4#	4) Bh5-e8-c6#

5) Qe6 – g4#

6) Rh7 – Nb6 – a7#

7) Qc1 – Bh1 – Qc6 – Qb7#

8) Bd2 – Bh6 – Rc8#

9) 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-Be2xd3xg6

12) Nf2-h1-g3-f1-h2-f3-h4-g2-
f4xe6xc7xd5

36 *Mat / Creating mate: A*

1) Qa3 / Nd2

2) Nc4 / Qb7

3) Qh5 / Ne7

4) Nc2 / Qe3

5) Nf4 / Qc7

6) Qf6 / Nh6

7) Qa7 / Nd4

8) Ng6 / Qh8

9) Nf4 / Qc5

10) Ng6 / Qe6

11) Ng4 / Qc4

12) Na6 / Qe6

37 *Mat / Creating mate: B*

1) Bc6 / Qa8

2) Bd5 / Qh4

3) Bc5 / Qa7

4) Bh3 / Qd4

5) Bb5 / Qe5

6) Qg1 / Bd1

7) Qe6 / Bb6

8) Qg6 / Bh6

9) Bd4 / Qg4

10) Be3 / Qe7

11) Qd8 / Bd5

12) Bd8 / Qd5

39 *Mat / Creating mate: C*

1) Nc3 / Rb5

2) Na3 / Rb5

3) Ne6 / Re7

4) Rc5 / Nd3

5) Rc6 / Ne7

6) Ra6 / Na3

7) Nf7 / Re5

8) Rd5 / Nd2

9) Nc3 / Rb5

10) Ng6 / Rf7

11) Na7 / Re7

12) Drawing

40 *Mat / Creating mate: D*

1) Bg2 / Be3

2) Bb4 / Bd1

3) Bf3 / Be3

4) Bf5 / Bh8

5) Nd7 / Bc6

6) Nc7 / Bc5

7) Bc5 / Nc7

8) Be5 / Nh6

9) Nc3 / Nf3
10) Nf3 / Ng3
11) Nh6 / Ne6
12) Nf4 / Ne4

40 *Mat / Creating mate: E*
1) Rc2 - Ba3 - Nd3
2) Rc6 - Bb7 - Nc7
3) Rb2 - Ba4 - Na1
4) Re6 - Bb8 - Nc4
5) Ra6 - Bc5 - Nc8
6) Rf5 - Bg7 - Ng4
7) Rf5 - Bd6 - Ng6
8) Rh3 - Be1 - Nf5
9) Rf5 - Be3 - Ne6
10) Rb3 - Be1 - Na2
11) Rd5 - Bb4 - Nb7
12) Rd4 - Bf5 - Nf2

41 *Creating mate / Put the pieces on the right squares: A*
1) White: Kc5, Qd6, Rf4
   Black: Ke5
2) White: Kc8, Qd8, Bg8.
   Black: Ke7
3) White: Kg8, Qf8, Nc5
   Black: Ke8
4) White: Qc5, Nd3, Bf5
   Black: Kd4
5) White: Kb2,Qc3, Ng5, Ne7
   Black: Kd4
6) White: Kc1, Qf1, Nc2, Nd2
   Black: Ke2
7) White: Ke4, Rh6, Nf7
   Black: Kg5
8) White: Kg7, Re5, Ng2
   Black: Kg5, g4
9) White: Be3, Rh6, Ke6
   Black: Kg5, g4
10) White: Ke6, Rc3, Nh3
    Black: Kf4, Ng4, Be4
11) Dot g2 ⇨ g3. White: Kg3,
    Bc2, Bf2. Black: Ke3, d2, e2
12) White: Ke2, Bc3, Nd6
    Black: Ke4, 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
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
    stalemate
2) Yes
3) No: 1. ... Ke4
4) Yes
5) Yes: 1. ... Rb3+
    2. axb3 axb3
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) a8 a6 h8 e6
7) f5 f3 h5 h3
8) h1 f1 a7 h8
9) a3 b6 e7 h8 c3
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 *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. Qxe8+
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: pawn on a2 and a3 is not possible
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) No: g2-g4 must be the last move, but how the bishop came on h1?

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.