

Step 1

3 Board / Naming the squares: A

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|-------------|-------------|--------------|
| 1) f3 a8 c6 | 5) e3 d6 b7 | 9) g5 b4 c6 |
| 2) g8 e7 c3 | 6) d4 f5 c2 | 10) f4 e6 b7 |
| 3) g4 d5 c2 | 7) f6 b1 d5 | 11) c3 h5 e2 |
| 4) c5 h5 b2 | 8) d8 g4 e6 | 12) f7 b6 d1 |

4 Rules of the game / Movement or the pieces: A

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| 1) Rb4: b1, b2, b3, b5, b6, b7, b8, a4, c4, d4, e4, f4, g4, h4 | 7) Rh8: a8, b8, c8, d8, e8, f8, g8, h1, h2, h3, h4, h5, h6, h7 |
| 2) Bd7: a4, b5, c6, e8, c8, e6, f5, g4, h3 | 8) Qe4: a4, b4, c4, d4, f4, g4, h4, e1, e2, e3, e5, e6, e7, e8, d3, c2, b1, d5, c6, b7, a8, f3, g2, h1, f5, g6, h7 |
| 3) Ne4: c3, c5, d6, f6, g5, g3, f2, d2 | 9) Ke8: d8, d7, e7, f7, f8 |
| 4) Qg7: a7, b7, c7, d7, e7, f7, h7, g1, g2, g3, g4, g5, g6, g8, f6, e5, d4, c3, b2, a1, h8, f8, h6 | 10) Na7: b5, c6, c8 |
| 5) Kb3: a2, a3, a4, b4, c4, c3, c2, b2 | 11) Be3: d4, c5, b6, a7, f2, g1, d2, c1, f4, g5, h6 |
| 6) Ng5: e4, e6, f7, h7, h3, f3 | 12) Rg2: a2, b2, c2, d2, e2, f2, h2, g1, g3, g4, g5, g6, g7, g8 |

8 Rules or the game / Moves or the pieces: B

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|---|---|
| 1) d2, e5, g1, h2, xh4, xg5 | 8) g3, g5, g6, f3, f5, h3, h4, h5, xe6, xg7 |
| 2) c4, e6, f7, g8, e4, xb3, xf3 | 9) c8, e8, f5, f7, xc4, xe4 |
| 3) c4, b4, e4, xd5 | 10) e1, e3, e4, e5, e6, e7, e8, a2, b2, c2, d2, f2, g2, h2, d1, f1, xd3 |
| 4) d5, e6, e7, e8, d4, f6, f4, xc3, xe4, xf5, xg3 | 11) Drawing |
| 5) c6, c8, a7, b7, d7, e7, f7, g7, h7 | 12) b2, c1, e1, f4, xc5, xe5 |
| 6) d2, f4, f2, g1, xg5 | |
| 7) c4, c3, c6, c7, d5, xb5, xc2 | |

9 Attacking / Attack: A

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|-----------------------------------|---|------------------|
| 1) 1. Be2-g4 | 4) 1. ... Qd5-d2 or 1. ... Qd5-f7 1. ... Qd5-a2 | 6) 1. Nb7-d6 |
| 2) 1. Ne4-f6 | 5) 1. Rb8-d8 | 7) 1. Be2-h5 |
| 3) 1. ... Rd5-d1 or 1. ... Rd5-e5 | | 8) 1. Rg2-g6 |
| | | 9) 1. ... Nc5-d3 |

- 10) 1. Ba5-b4 11) 1. ... Qa8-h8 12) 1. Bg2-d5

11 Rules or the game / Moves or the pawn: A

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|-----------------|----------------------------------|------------------------------|
| 1) f6, f5 | 7) c8Q, c8R, c8B,
c8N | 10) no pawn move
possible |
| 2) a3, a4 | | 11) xb4 |
| 3) d4 | 8) e1Q, xd1Q, xf1Q
(R,B,N) 12 | 12) b5, xc5 |
| 4) d5, xe5 | | |
| 5) e3, e4, xd3 | possible moves | |
| 6) d6, xc6, xe6 | 9) Drawing | |

12 Attacking / Creating an attack: A

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|--|---------------------------|----------------|
| 1) rook on 2nd rank
or on the g-file. | 4) Be6 or Bd7 | 9) Ka7, a8, c8 |
| 2) Nc3, e3, f4, f6, e7,
c7, b6, b4 | 5) Nd5, e8, g8, h7,
h5 | 10) Qg8, Qh6 |
| 3) bishop on a2/g8,
f1/a6 | 6) Nb6 | 11) Kg8 |
| | 7) Ra3, c3, h3 | 12) Nc2 |
| | 8) Qb2, c3 | |

14 Defending / Protecting: A

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|------------------|------------------|------------------|
| 1) 1. c2-c3 | 5) 1. Bf2-d4 | 9) 1. Nc3-d5 |
| 2) 1. ... g7-g6 | 6) 1. Nb1-c3 | 10) 1. ... f6-f5 |
| 3) 1. ... Ka8-b8 | 7) 1. ... Ng4-f6 | 11) 1. Rd4-d3 |
| 4) 1. Rf1-c1 | 8) 1. Kg1-g2 | 12) 1. Nc3-e2 |

15 Defending / Moving away: A

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|------------------|------------------|-------------------|
| 1) 1. e4-e5 | 5) 1. Re5xh5 | 9) 1. Qd5-a2 |
| 2) 1. ... b6-b5 | 6) 1. ... Bc5-e3 | 10) 1. Ne3-d5 |
| 3) 1. ... Rd6-d8 | 7) 1. ... Bg5-c1 | 11) 1. ... Nb7-d6 |
| 4) 1. Nd5-e3 | 8) 1. ... Qa5-c5 | 12) 1. Rf3-a3 |

16 Material / Capturing an unprotected piece: A

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|------------------|-------------------|
| 1) 1. Bc4xe6 | 7) 1. Qd2xa5 |
| 2) 1. ... Be7xg5 | 8) 1. ... Qf7xf1 |
| 3) 1. Nc3xd5 | 9) 1. Kf3xe4 |
| 4) 1. ... Ne4xd2 | 10) 1. ... Kg8xf7 |
| 5) 1. Rd1xd6 | 11) 1. ... d5xc4 |
| 6) 1. ... Ra7xa3 | 12) 1. ... Bd4xb6 |

17 Defending / Capturing the attacker: A

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|------------------|-------------|
| 1) 1. ... Ne7xd5 | 2) 1. e4xd5 |
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| 3) 1. ... f5xe4 | 8) 1. Bg5xe7 |
| 4) 1. ... Bc5xd4 | 9) 1. ... Ng5xf3 |
| 5) 1. ... Rc3xc1 | 10) 1. Qd5xd8 |
| 6) 1. ... Be5xc3 | 11) 1. Nd4xe6 |
| 7) 1. Re2xe7 | 12) 1. Re7xe8+ |

18 Material / Capturing an unprotected piece: B

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|------------------|-------------------|
| 1) Drawing | 7) 1. ... a6xb5 |
| 2) 1. d4xc5 | 8) 1. Qd2xh6 |
| 3) 1. ... Re8xe2 | 9) 1. Bg2xa8 |
| 4) 1. ... Rf8xf3 | 10) 1. ... Nd5xf4 |
| 5) 1. ... Qf3xh1 | 11) 1. Nd6xe4 |
| 6) 1. Nd4xc6 | 12) 1. ... Qg4xd7 |

19 Test / Repetition: A

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|---------------------|-------------------|
| 1) 1. Be6, Bd7 | 7) 1. ... Ra7xa3 |
| 2) 1. c8Q (R, B, N) | 8) 1. Kg1-g2 |
| 3) 1. Nb7-d6 | 9) 1. ... Bc5-e3 |
| 4) 1. ... Nc5-d3 | 10) 1. Nb6 |
| 5) 1. ... f6-f5 | 11) |
| 6) | 12) 1. ... Qf7xf1 |

20 Test / Mix: A

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|--|------------------------------------|
| 1) 1. ... Nd7-b6 | d6, d7, d8, e5, f6, e4, g4, h4, |
| 2) 1. ... Nf6-d7 | d3, d1, c3, a1. |
| 3) 1. Re4xe6 | – b2, d2, e3, f4, f2, g1 |
| 4) 1. ... Bb6-d4 | 9) 1. ... Bf8xb4 |
| 5) 1. ... Nd8xc6 | 10) 1. Bd6-g3 or 1. Bd6-f4; not 1. |
| 6) b4, c4, e4, f4, g4, h4, d3, d2,
d1, d5, d6, d7, d8 | f2-f4 because of 1. ...
Qe4xe3. |
| 7) + a2, c4, e6, c6, a8, e4, f3,
h1; – b3, b7, f7, g8, g2 | 11) 1. Nd5-c7 |
| 8) + a4, b4, c4, a7, b6, c5, d5, | 12) 1. Ne6xd4 |

22 Attacking / Giving check: A

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|---|-------------------|
| 1) 1. Bf4-d6+ | 5) 1. ... b7-b5+ |
| 2) Drawing | 6) 1. ... Rd8-d2+ |
| 3) 1. ... Nd7-c5+; 1. ... Rc8xc3+
gives up material. | 7) 1. Rd1-d5+ |
| 4) 1. Bg2xc6+ | 8) 1. Bf1-b5+ |
| | 9) 1. ... Qd6-b4+ |

10) 1. Ne5xc6+ or 1. Ne5-g6+
but that wins no pawn.

11) 1. ... Nb4-d3+
12) 1. Qa2-g2+

23 Defending / Getting out or check: A

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|--------------------------|--------------------------|-------------------|
| 1) 1. Kg1-h1 | Kf7-g8? 2. | 10) 1. ... Qd7-g7 |
| 2) 1. Kh1-g1 | Qf6xb6 | 11) 1. Nd1-c3 |
| 3) 1. ... Kg8-h8 | 7) 1. ... Nd7xf6; 1. ... | 12) 1. Bf1-e2; 1. |
| 4) 1. ... Kg8-g7, h8 | Kg8-g7 2. Nf6xe8 | Qd1-e2; |
| 5) 1. ... Rc8xd8 | 8) 1. ... a6xb5 | 1. Ng1-e2 |
| 6) 1. ... Qb6xf6; 1. ... | 9) 1. ... Re7-b7 | |

24 Defending / Getting out of check: B

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|--------------------------|------------------|-------------------|
| 1) 1. ... Nb8xc6 | 5) Drawing | Kg1-h1? h6xg5 |
| 2) 1. Kh1-g2 | 6) 1. ... Ra7xa3 | 10) 1. Kb1-a1 |
| 3) 1. ... Kd5-c5; 1. ... | 7) 1. Nb3xc5 | 11) 1. Nc4-d2 |
| e5-e4? 2. Bf3xe4+ | 8) 1. ... Kc8-b8 | 12) 1. Bg5-d2; 1. |
| 4) 1. ... Nd7-f6 | 9) 1. Bg5-e3; 1. | Kd1-c1? Rd5xg5 |

26 Mate / Mate in one: A

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|-------------------|-------------------|
| 1) 1. Qf7-b7# | 7) Drawing |
| 2) 1. ... Qc3-b4# | 8) Drawing |
| 3) 1. ... Qc1-g5# | 9) 1. ... Qd6xh2# |
| 4) 1. ... Qb8-b2# | 10) Drawing |
| 5) 1. a7xb8Q# | 11) Drawing |
| 6) 1. Qa4xd7# | 12) 1. Qb2-b7# |

27 Mate / Creating mate: A

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|--------|---------|
| 1) Qb5 | 7) Rf8 |
| 2) Qb2 | 8) Re7 |
| 3) Qg7 | 9) Qf4 |
| 4) Qg2 | 10) Bg7 |
| 5) Qb8 | 11) b7 |
| 6) Qg7 | 12) Qh1 |

28 Mate / Creating mate: B

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|------------------------|-----------------|--------------|
| 1) Rh1 | move must be 1. | 9) Qc8 |
| 2) Qa8, Qb7 | g7xh8R#) | 10) Qf8 |
| 3) Ba2, Bb3, Bc4 | 6) Nf2 | 11) Bh7 |
| 4) Nh6, Ne7 | 7) Bc3...h8 | 12) Bf2, Be1 |
| 5) Ra8...e8, Rh8 (last | 8) Re3 | |

29 Mate / Mate in one: B

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|----------------------|--------------------|
| 1) 1. Qc8-a8# | 7) 1. Qa6-h6# |
| 2) 1. ... Rc6-h6# | 8) 1. ... Bf5-e4# |
| 3) 1. Bb3-d5# | 9) 1. ... Nd4-c2# |
| 4) 1. Qc1-c8# | 10) 1. ... Be3-f2# |
| 5) 1. ... e2-e1Q(R)# | 11) 1. Rc1-e1# |
| 6) 1. ... Rb6-b1# | 12) 1. Bh7-g6# |

30 Mate / Mate in one: C

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|-------------------|-------------------|
| 1) 1. Qa4-e8# | 7) 1. ... Nc4-a3# |
| 2) 1. ... Qh7-h2# | 8) 1. ... g3-g2# |
| 3) 1. Qc2-a4# | 9) 1. Bg6-e4# |
| 4) 1. ... Ng4-f2# | 10) 1. Rb3-g3# |
| 5) 1. ... b3-b2# | 11) Drawing |
| 6) 1. ... Rb2-b1# | 12) 1. ... h3-h2# |

31 Mate / Creating mate: C

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|---|---------|
| 1) Qd7 | 6) Nf7 |
| 2) Qh5 | 7) Rc7 |
| 3) Bh6 (Bh8 is mate but there is no legal move leading to this position.) | 8) c5 |
| 4) Re8, Rd8 | 9) Ng4 |
| 5) Qe8 | 10) Ba6 |
| | 11) Nb3 |
| | 12) Rh5 |

32 Mate / Creating mate: D

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|-------------|------------------|
| 1) Kc6, Kc4 | 7) Bc4 |
| 2) g3 | 8) Rf8, Rg8, Rh8 |
| 3) Qe6, Qf7 | 9) Bh4 |
| 4) Ne2 | 10) Bd4 |
| 5) f5 | 11) Nb3 |
| 6) Qe3 | 12) g4 |

33 Mate / Mate in one: D

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|---------------------|--------------------|
| 1) 1. Ng5-f7# | 6) 1. ... Qf6-a1# |
| 2) 1. Ng4-h6# | 7) Drawing |
| 3) 1. ... h3-h2# | 8) 1. ... Rc2xh2# |
| 4) 1. Ne5-g6# | 9) 1. Bb2xf6# |
| 5) 1. ... d2-d1Q/B# | 10) 1. ... Nb4-c2# |

11) 1. Ra5-h5#; 1. Rg3-h3+?
Ng6-h4

12) 1. ... Qd2-h6#

34 Mate / Mate in one: E

- 1) 1. Re6-e8#
- 2) 1. ... Bb7-f3#
- 3) 1. ... Bh7-e4#
- 4) 1. ... Qf1-h1#
- 5) 1. ... Qc8-c1#
- 6) 1. Rg6-a6#

- 7) 1. d7-d8Q(R)#
- 8) 1. ... Qg3-a3#
- 9) 1. ... Bg7xc3#
- 10) 1. ... Ra8-e8#
- 11) 1. Ne5-f7#
- 12) 1. Bb1-e4#

35 Mate / Mate in one: F

- 1) 1. Qd5-g8#
- 2) Drawing
- 3) 1. ... b2-b1Q#
- 4) 1. ... Qc5-g1#
- 5) 1. ... Qg7-g2#
- 6) 1. ... Qa4xc2#

- 7) 1. ... Rd2xh2#
- 8) 1. ... Rf8-f1#
- 9) 1. Qd8-b6#
- 10) 1. ... Rb2xh2#
- 11) 1. Qf3xb7#
- 12) 1. g6-g7#

36 Mate / Mate in one: G

- 1) 1. Re1-e8#
- 2) 1. g6-g7#
- 3) 1. ... Qf2-h4#
- 4) 1. ... Bg6-e4#
- 5) 1. b6-b7#
- 6) 1. ... Ra5-g5#

- 7) 1. Ne5-f7#
- 8) Drawing
- 9) 1. ... Qa5-e1#
- 10) 1. Nc5-a6#
- 11) 1. a6-a7#
- 12) 1. ... Ne5-f7#

37 Mate / Mate in one: H

- 1) 1. ... Qb8-h2#
- 2) 1. Nb5-c7#
- 3) 1. Qf3-f7#
- 4) 1. ... Nf5-g3#
- 5) 1. Qd1-h5#
- 6) 1. ... Ra2-e2#

- 7) 1. Bc4-f7#
- 8) 1. Rd1-h1#
- 9) 1. b7-b8Q/R#
- 10) 1. Bc1-h6#
- 11) 1. ... f2-f1N#
- 12) 1. Rd1xd8#

39 Rules or the game / Castling: A

- 1) no (the king has moved)
- 2) no (the bishop is in between king and rook)
- 3) no (White is in check)

- 4) no (after castling Black would be in check)
- 5) yes
- 6) no (the king must pass d1 and

there he would be in check)

- 7) yes
- 8) no (after castling White would be in check)
- 9) no (the king must pass d8 and

there he would be in check)

- 10) yes
- 11) yes
- 12) no (White is in check)

41 Material / Profitable exchange: A

- 1) 1. e5xf6 g7xf6 (2 points) (4 points)
- 2) 1. e5xd6 c7xd6 (4 points) 9) 1. ... d4xc3 2. b2xc3 (2 points)
- 3) 1. ... Nc5xd3 c2xd3 (2 points) 10) 1. Nd4xe6 f7xe6 (6 points)
- 4) 1. Bg2xa8 Rf8xa8 (2 points) 11) 1. ... Bd6xf4 2. g3xf4 (6 points)
- 5) 1. Rd1xd7 Nf6xd7 (4 points) 12) 1. ... d4xc3 2. b2xc3 (2 points)
- 6) 1. Nc3xd5 e6xd5 (2 points)
- 7) 1. ... Bg5xc1 2. Rf1xc1 (2 points)
- 8) 1. ... Ra2xf2+ 2. Kg2xf2

42 Material / Profitable exchange: B

- 1) 1. d5xc6 b7xc6 (2 points) 8) 1. ... Nc6xd4 2. e3xd4 (2 points)
- 2) 1. f5xe6 f7xe6 (2 points) 9) 1. ... g4xf3 2. Be2xf3 (2 points)
- 3) 1. f4xe5 d6xe5 (4 points) 10) 1. ... Bc3xg7 2. Bb2xg7 (2 points)
- 4) 1. Ne7xc8 Qc4xc8 (2 points) 11) 1. ... Rd3xb3 2. a2xb3 (4 points)
- 5) 1. ... Nc4xd2+ 2. Nf3xd2 (6 points) 12) 1. Be3xa7 Nc6xa7 (2 points)
- 6) 1. ... Bh6xc1 2. Rf1xc1 (2 points)
- 7) Drawing

43 Test / Mix: A

- 1) 1. ... Nd4-c2# 7) 1. ... a6xb5
- 2) 1. Qa4xd7# 8) 1. Ra5-h5#
- 3) 1. Nd1-c3 9) 1. Rc7#
- 4) no (in check after castling) 10) 1. ... h3-h2#
- 5) 1. Rd1xd7 11) 1. ... Rd8-d2+
- 6) 1. ... Nb4-d3+ 12) 1. Nd4xe6

44 Test / Mix: B

- 1) 1. Ng4-h6# 3) yes
- 2) 1. ... Bc6xg2 2. Rg1xg2 (2 points) 4) 1. ... Nd6-c4
- 5) 1. Bc6xg2

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|---------------|------------------------------|
| 6) 1. Qd4xb6 | 10) 1. ... Rb2xb7 (4 points) |
| 7) 1. Qe5-h5# | 11) 1. Nc5-b7# |
| 8) 1. Bb2-d4 | 12) 1. Re1xe5 |
| 9) 1. Bh7-f5# | |

46 Material / Capturing a piece which is attacked twice: A

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|---|--|
| 1) 1. Rc7xe7 (or 1. Re1xe7)
Re8xe7 2. Re1xe7 (3 points) | 6) 1. Ne5xf7 or 1. Bb3xf7 (1 point) |
| 2) 1. ... Re8xe5 or 1. ... Nd7xe5 (3 points) | 7) 1. ... Re8xe7 (5 points) |
| 3) 1. ... Bf6xe5 2. Lb2xe5
Re8xe5 (3 points) | 8) 1. Re1xe5 (5 points) |
| 4) 1. Nf3xe5 (or 1. Bc3xe5) 2.
Nc6xe5 2. Bc3xe5 (3 points) | 9) 1. Nd3xe5 or 1. f4xe5 (1 point) |
| 5) 1. ... Ne4xg3 or 1. ... Bd6xg3 (1 point) | 10) 1. ... c5xd4 (1 point) |
| | 11) 1. Bb5xc6+ b7xc6 2. Rc1xc6 (1 point) |
| | 12) 1. Bg2xd5 Lb7xd5 2. Kd4xd5 |

47 Material / Capturing a piece which is attacked twice: B

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|---|--|
| 1) 1. Rd8xf8+ or 1. Rf1xf8+ (5 points) | Bb5xd7 or 1. Bb5xd7 (3 points) |
| 2) 1. Bb2xf6 Be7xf6 2. Rf1xf6 (3 points) | 8) 1. Rc2xc6 Bb7xc6 2. Rc1xc6 (1 point) |
| 3) 1. ... Rd7xd3 2. Rd1xd3
Rd8xd3 (5 points) | 9) 1. Ng5xf7! (more points) or
1. Bc4xf7+ (1 point) |
| 4) 1. Bg5xf6 Bg7xf6 2. Rf1xf6 (3 points) | 10) 1. Qd3xh7# |
| 5) Drawing | 11) 1. Bc4xf7+ (1 point) |
| 6) Drawing | 12) 1. Bd3xa6 Bb7xa6 2. Qe2xa6 (1 point) |
| 7) 1. Qd2xd7 Qd8xd7 2. | |

49 Rules or the game / Mate, stalemate or play: A

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| 1) stalemate | 7) 1. ... a6 |
| 2) 1. ... Bxc8 | 8) 1. ... Kd7 |
| 3) mate | 9) mate |
| 4) Drawing | 10) mate |
| 5) 1. Bf1 | 11) stalemate |
| 6) mate | 12) 1. Nd1 |

50 Mate / Mate in one with the queen: A

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|---------------|---------------|---------------|
| 1) 1. Qc2-c8# | 2) 1. Qd4-h8# | 3) 1. Qh4-e7# |
|---------------|---------------|---------------|

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|-------------------|--------------------|--------------------|
| 4) 1. Qb7-f7# | Qc2-g2#, | Qg3-h3#, |
| 5) 1. Qf7-b7# | 1. Qc2-h2# | 1. Qg3-h4#, 1. |
| 6) 1. Qf6-f1# | 9) 1. Qe2-g4#, 1. | Qg3-g6# |
| 7) 1. Qb3-g8# | Qe2-h2# | 12) 1. Qb5-a4#, 1. |
| 8) 1. Qc2-b1#, 1. | 10) 1. Qd5-a2#, 1. | Qb5-a5#, |
| Qc2-c1#, | Qd5-a8# | 1. Qb5-b7# |
| 1. Qc2-d1#, 1. | 11) 1. Qg3-h2#, 1. | |

51 Test / Repetition: C

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|-----------------------|------------------|-------------------|
| 1) 1. Qb3-g8 | g2, h2 | 10) 1. Bb5xc6+ |
| 2) yes | 6) 1. Re1xe5 | 11) 1. Bb2xf6# |
| 3) 1. ... Be6xc8 | 7) 1. ... a7-a6 | 12) 1. ... Bf6xe5 |
| 4) 1. ... Ne5-f7 | 8) 1. ... Qf1-h1 | |
| 5) 1. Qc2-b1, c1, d1, | 9) 1. ... Rf8-f1 | |

52 Test / Mix: C

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|--|-------------------|
| 1) 1. Rf1xf7 | 6) stalemate |
| 2) 1. Bh3-g2# | 7) 1. Bd7xh3 |
| 3) 1. Rd1xd4 e5xd4 2.
Qb2xd4+; | 8) 1. ... Nd5-f4# |
| 1. Kg1-h1? Bd4xb2 | 9) 1. Be2-h5# |
| 4) 1. ... c7-c6 | 10) 1. c3-c4 |
| 5) 1. ... Nc3xd5 2. Nf4xd5 (2
points) | 11) 1. ... Bf8xa3 |
| | 12) 1. Qd5-f5 |

55 Notation / The long notation: A

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|------------------|------------------|-------------------|
| 1) 1. Rf2-f7 | 5) 1. ... Bg7xa1 | 9) 1. Ne5-f7 mate |
| 2) 1. c2-c4 | 6) 1. Ne3xf5 | 10) 1. ... 0-0-0 |
| 3) 1. ... Nb6-d5 | 7) 1. ... Nb8-d7 | 11) 1. e7-e8Q |
| 4) 1. ... Qd8-h4 | 8) 1. Ra1-e1 | 12) Drawing |

56 Material / Winning material: A

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|------------------|-------------------|-------------------|
| 1) 1. ... Ba6xf1 | 5) 1. Bc5xe7 | 9) 1. Rf7xa7 |
| 2) 1. Rc5xh5 | 6) 1. ... Bc5xe3+ | 10) 1. Bb2xg7 |
| 3) 1. Be4xb7 | 7) 1. Bb5xd7 | 11) 1. ... Qd4xf4 |
| 4) 1. ... Ng4xe3 | 8) 1. Nd5xe3 | 12) 1. g5xf6 |