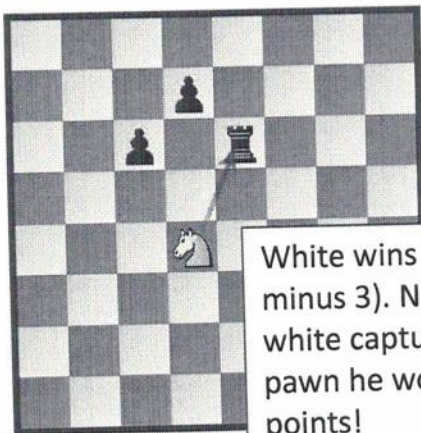




The Profitable Trade

Show a profitable trade and write down how many points it wins after black captures back. The first one has been done for you.

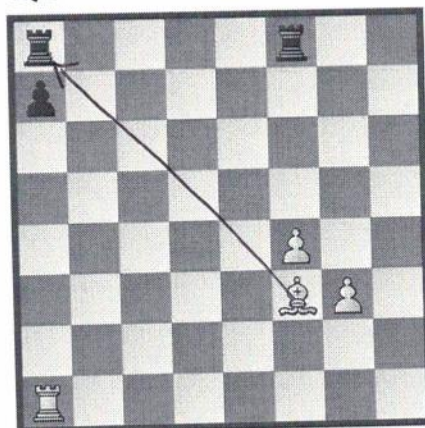
Q1



White wins 2 points (5 minus 3). Note that if white captured the pawn he would lose 2 points!

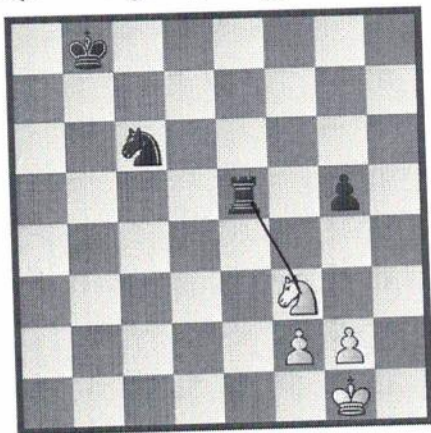
Q2

$$5 - 3 = 2$$



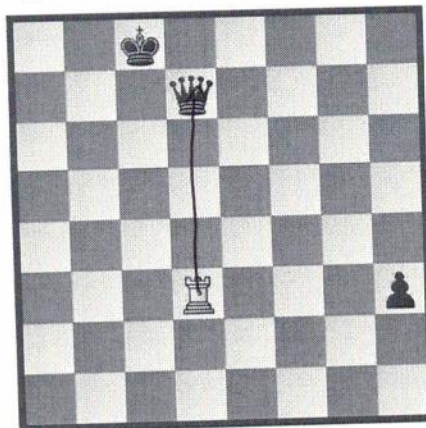
Q3

$$5 - 3 = 2$$



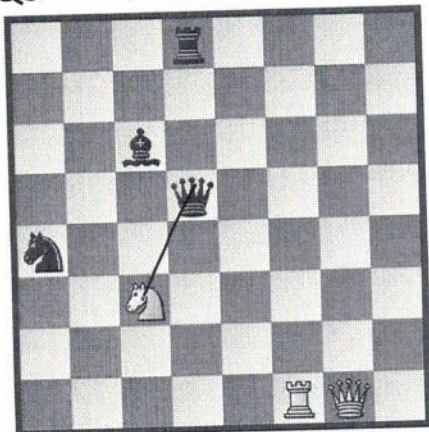
Q4

$$9 - 5 = 4$$



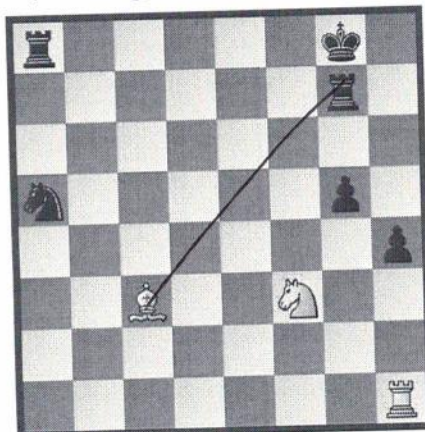
Q5

$$9 - 3 = 6$$



Q6

$$5 - 3 = 2$$

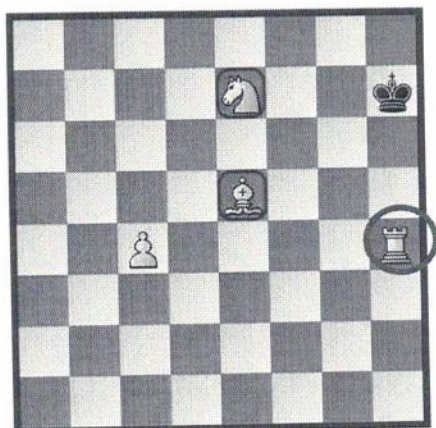




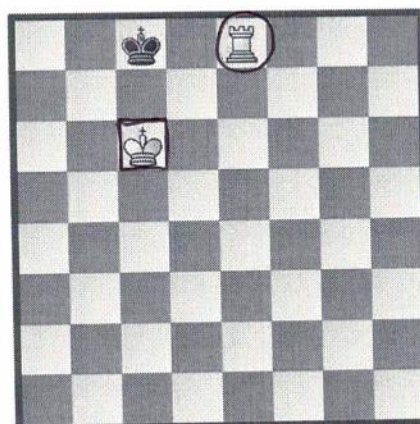
Attackers and Guards

In the following positions put a circle around "The Attacker" (the piece giving check) and a square around the Guard (the piece or pieces covering the escape squares). There may be more than one Guard. The first one has been done for you

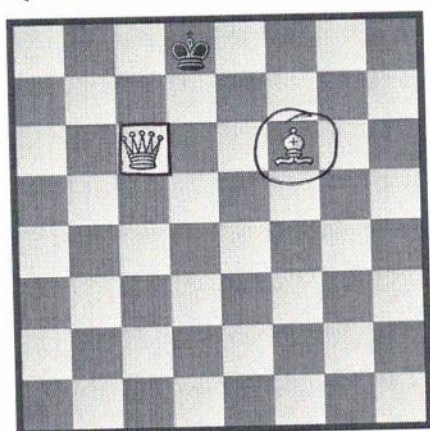
Q1



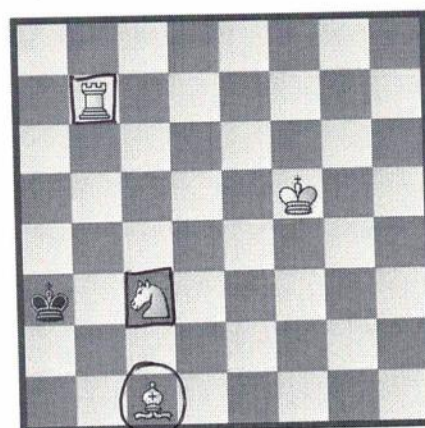
Q2



Q3

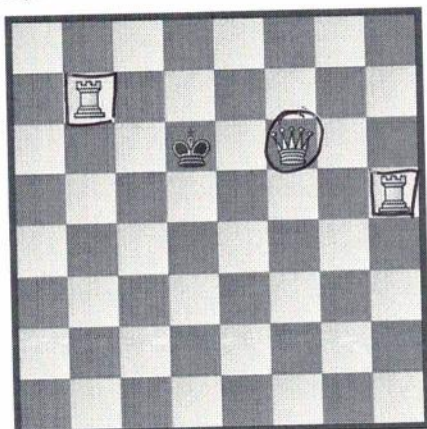


Q4

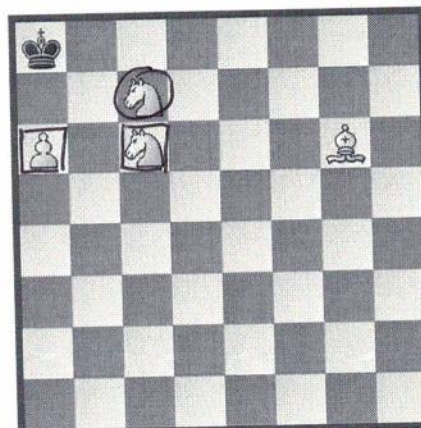


The King
is neither
Attacker or
Guard here

Q5



Q6

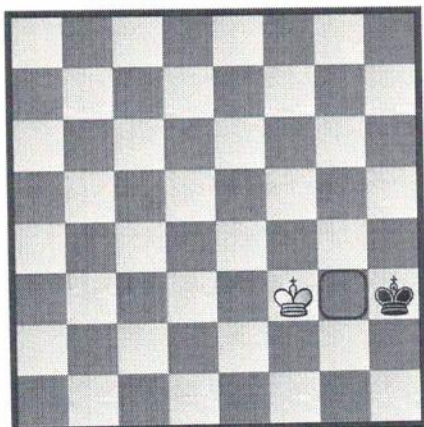




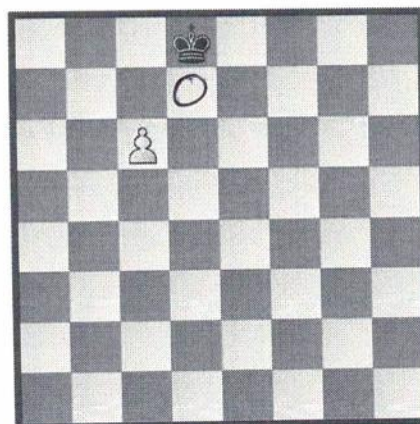
In Your Face Mate

In the following positions mark on the board where you would place a white Queen to deliver an "In Your Face" checkmate to the black King. The first one has been done for you.

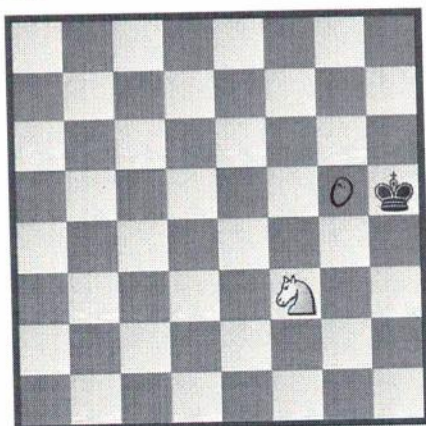
Q1



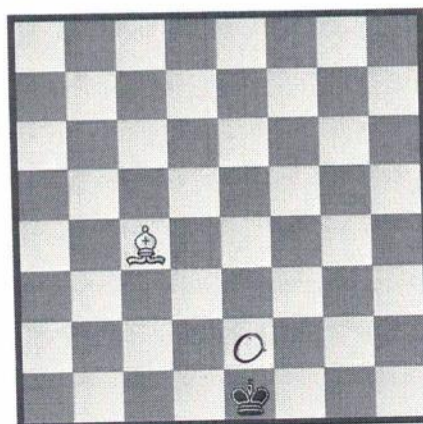
Q2



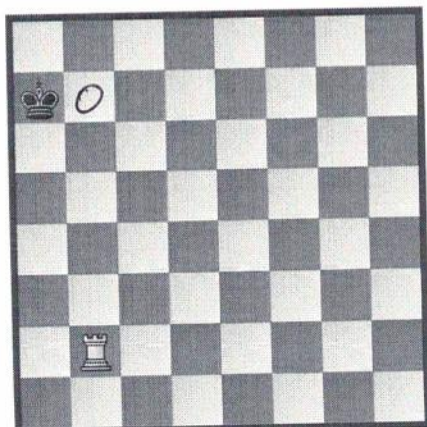
Q3



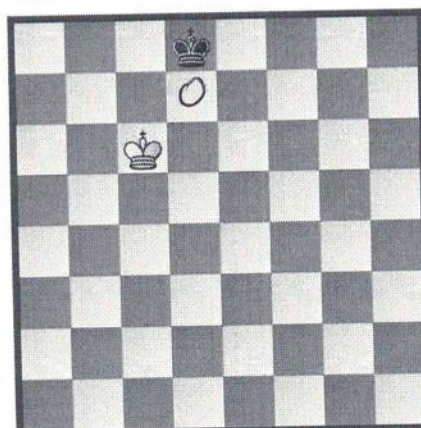
Q4



Q5



Q6

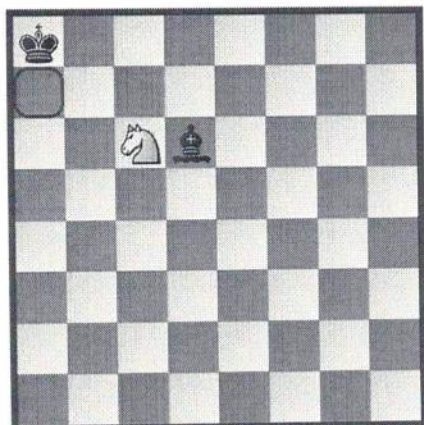




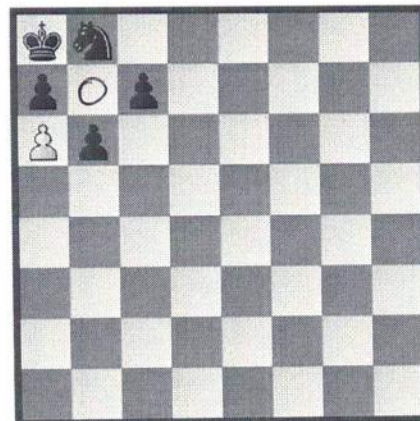
Place the Attacker

In the following positions mark the square where you would place the white Attacker (currently off the board in the top right corner) on the board to deliver a checkmate. *Hint: make sure it cannot be captured.* The first one has been done for you.

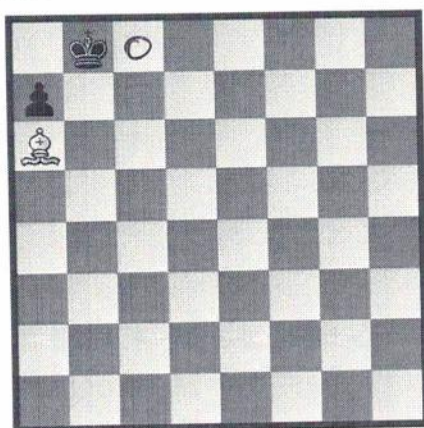
Q1



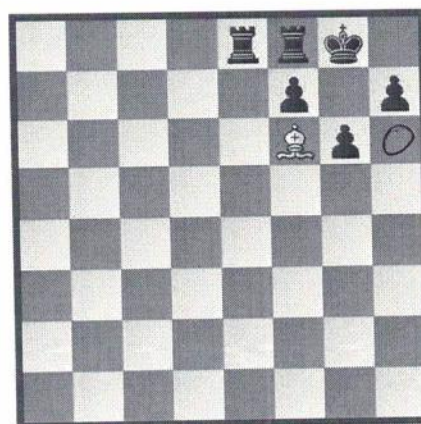
Q2



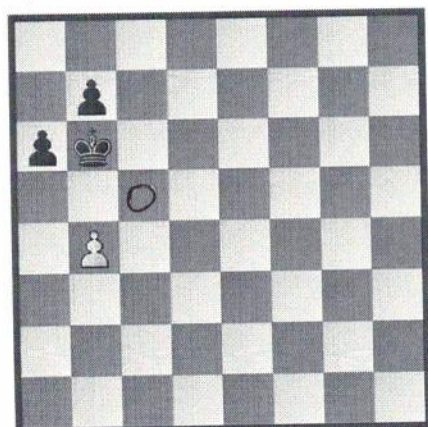
Q3



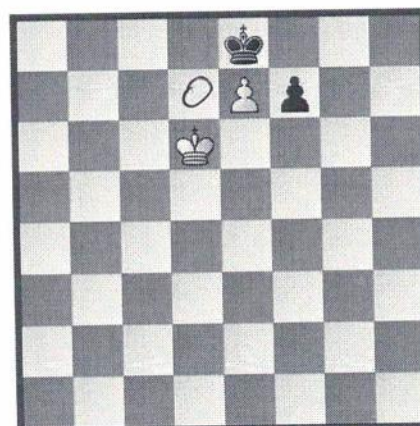
Q4



Q5



Q6



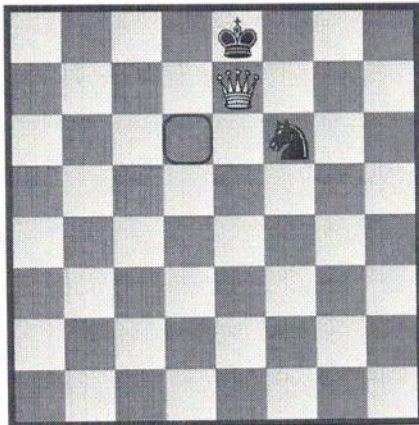


Place the Guard

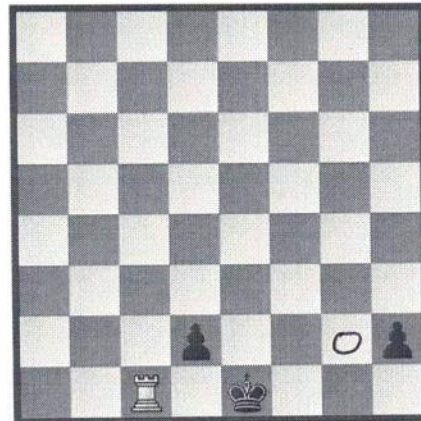
In the following positions mark the square where you would place the white Guard (currently off the board in the top right corner) on the board to help deliver a checkmate.

Hint: make sure it cannot be captured. The first one has been done for you.

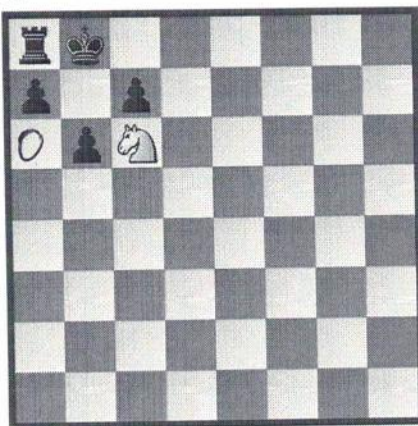
Q1



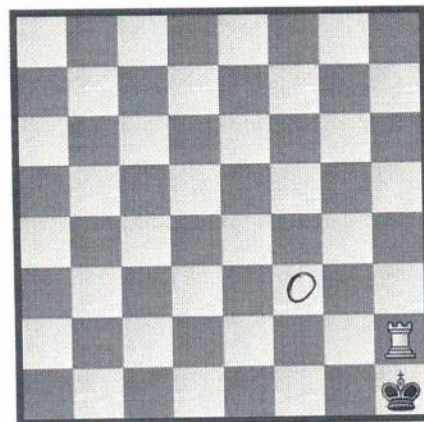
Q2



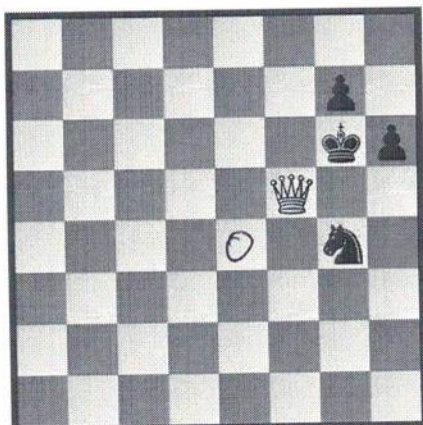
Q3



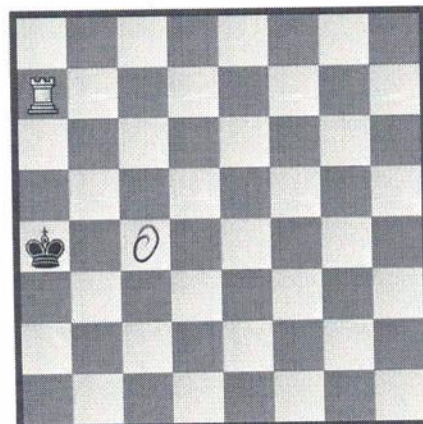
Q4



Q5



Q6

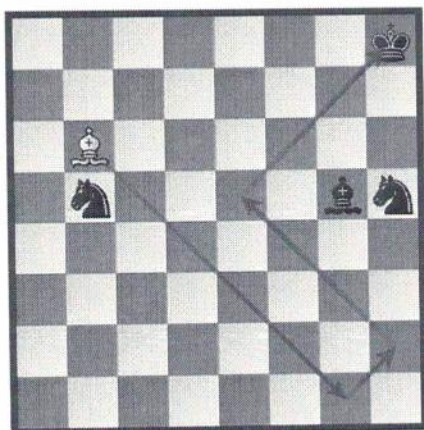




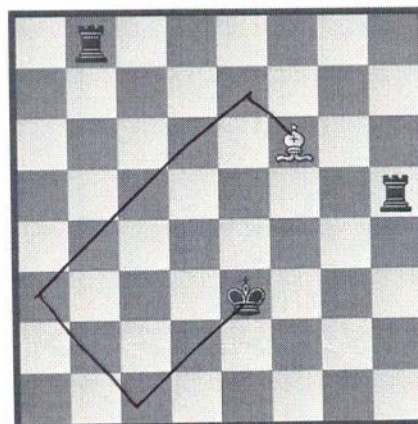
Chess Mazes

In these chess mazes you have to capture the black King in 4 moves – but only by moving to “safe squares”. You cannot capture any other piece (ignore that in a ‘real’ game you cannot capture the King)! The first one is done for you.

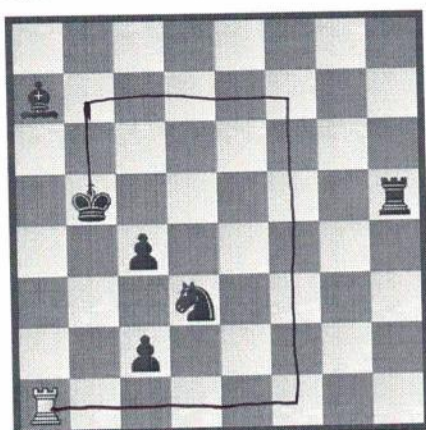
Q1



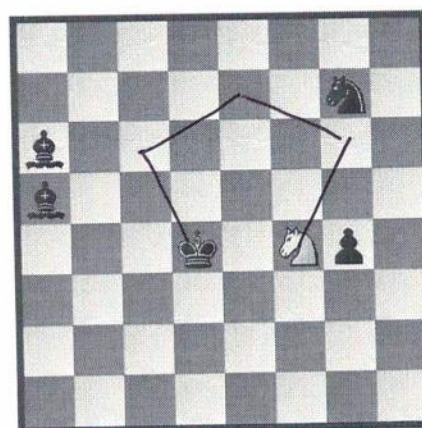
Q2



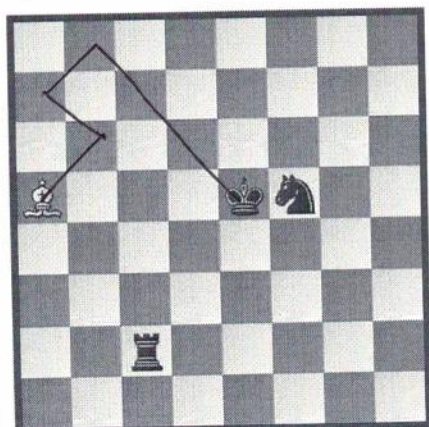
Q3



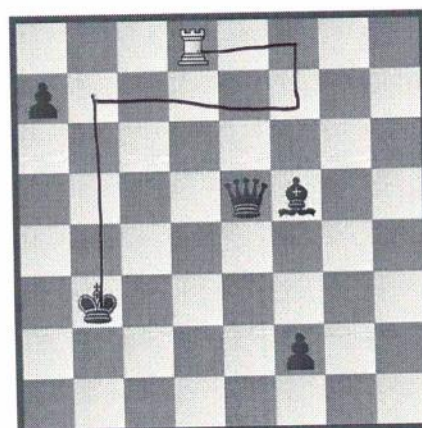
Q4



Q5



Q6





Safe, Safe Enough, Not Safe?

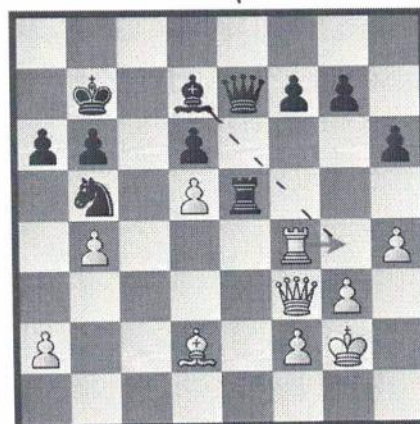
For each position write down whether the arrowed move is safe, safe enough or not safe. The first one is done for you.

Q1

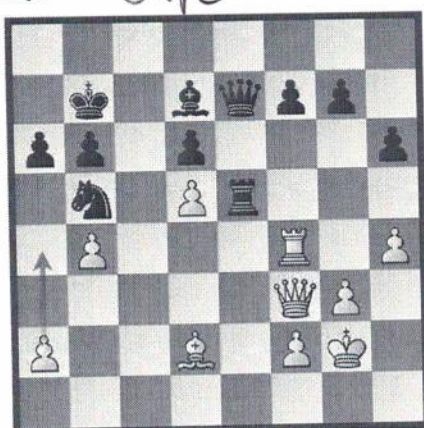
SAFE ENOUGH!



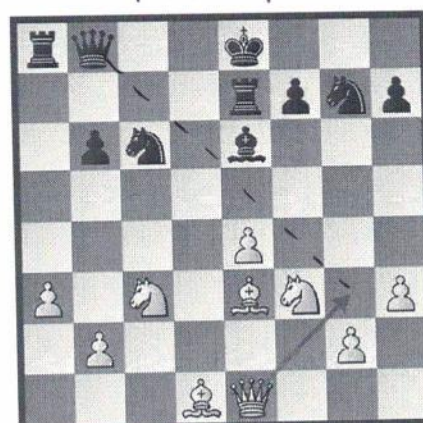
Q2 Not Safe



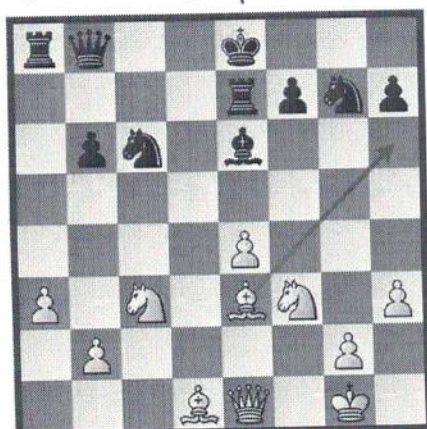
Q3 Safe



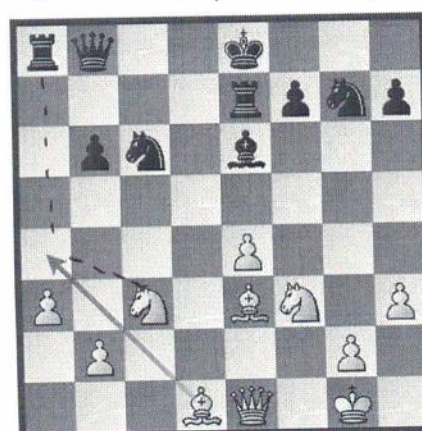
Q4 Not Safe



Q5 Safe



Q6 Safe enough

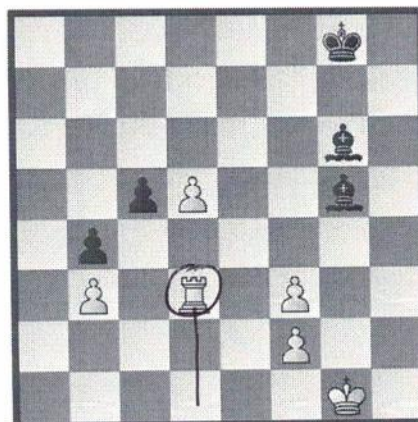




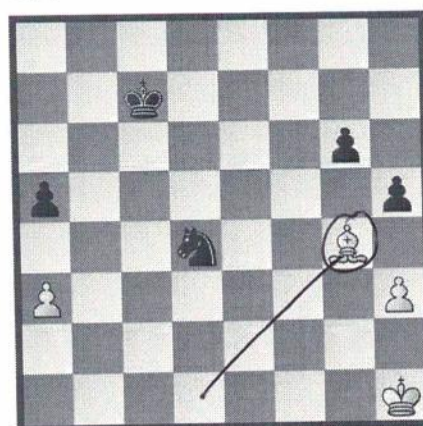
Sarah Hegarty Chess
MAKE YOUR WINNING MOVE

Sarah Hegarty Chess
MAKE YOUR WINNING MOVE

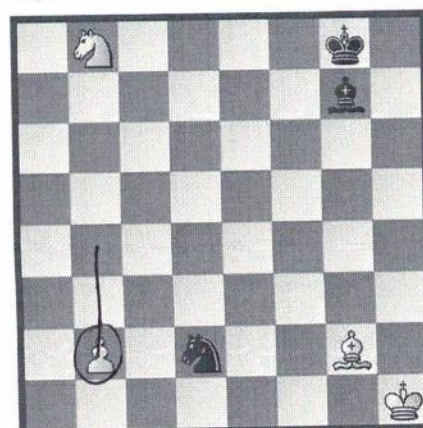
Q2



Q4



Q6

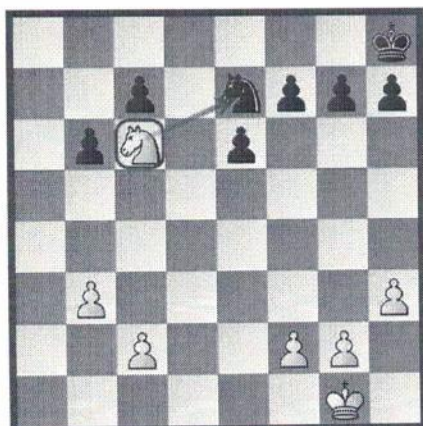




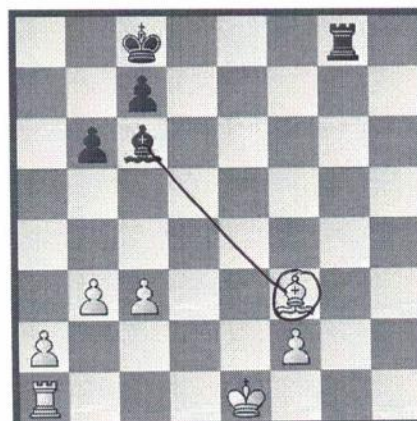
Defend by Capturing

Circle the white piece that is attacked and show how you can defend it by **CAPTURING** the attacker. The first one has been done for you

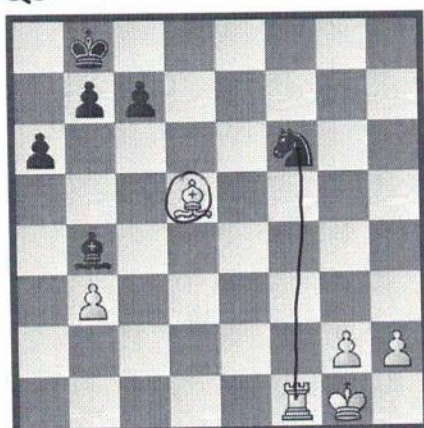
Q1



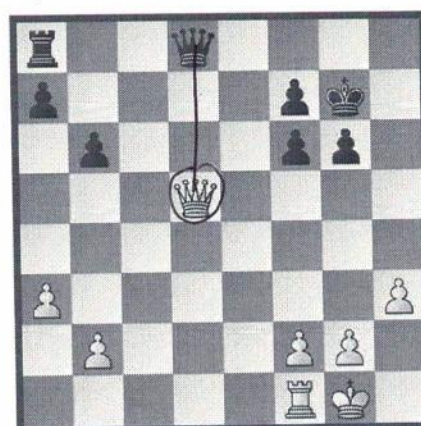
Q2



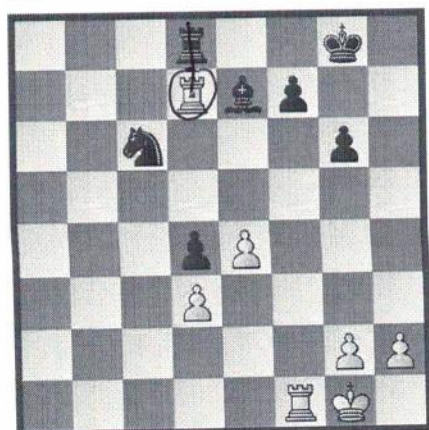
Q3



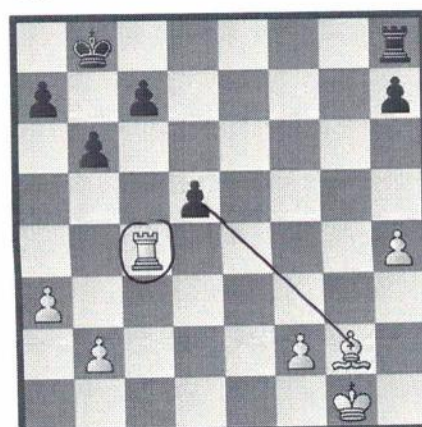
Q4



Q5



Q6

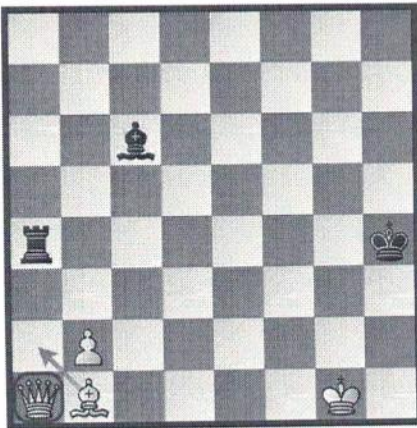




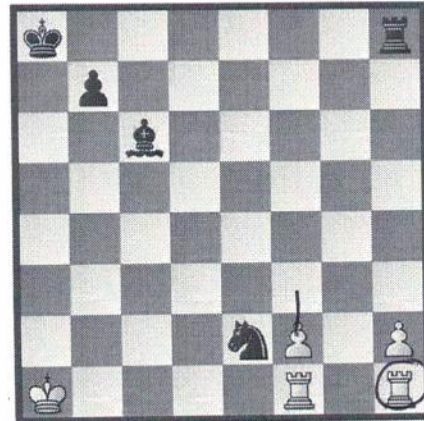
Defend by Blocking

Circle the white piece that is attacked and show how you can defend it by **BLOCKING** the attack. The first one has been done for you

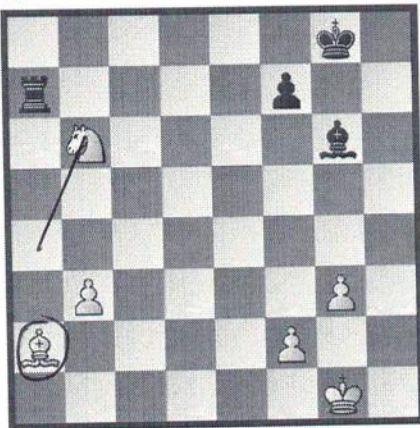
Q1



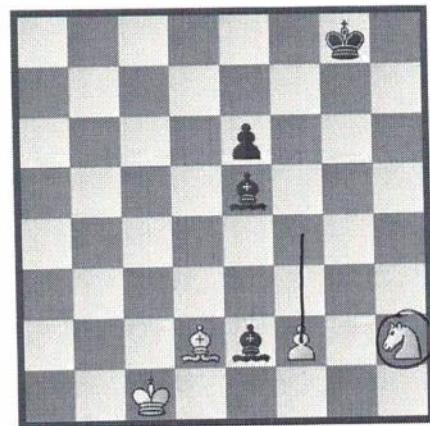
Q2



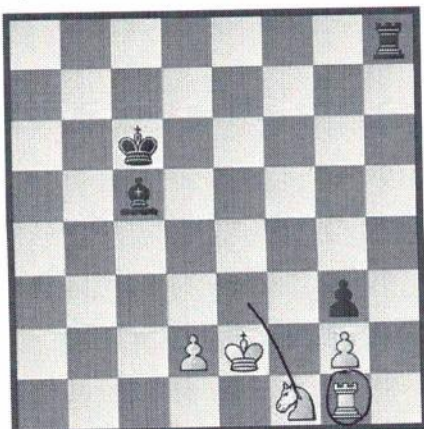
Q3



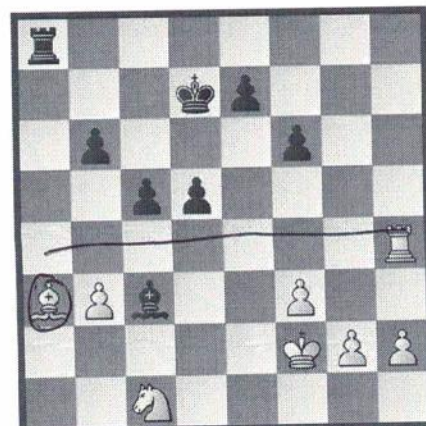
Q4



Q5



Q6

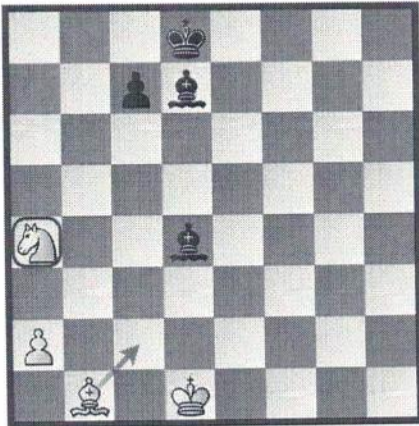




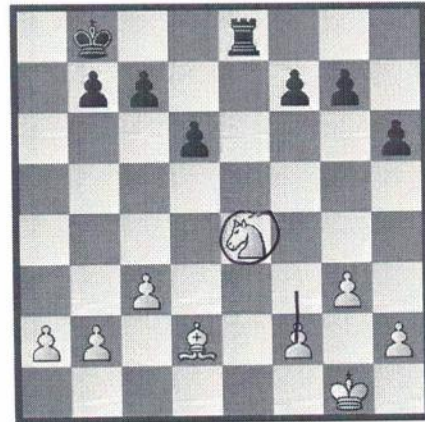
Defend by Protecting

Circle the white piece that is attacked and show how you can defend it by **PROTECTING** the attacked piece. The first one has been done for you

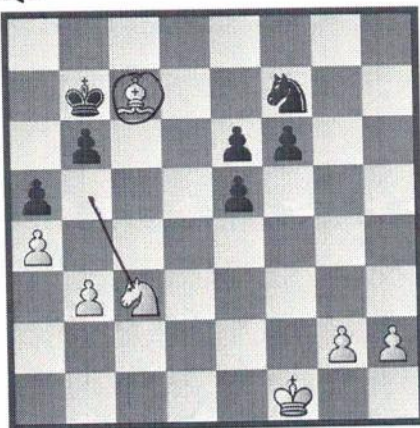
Q1



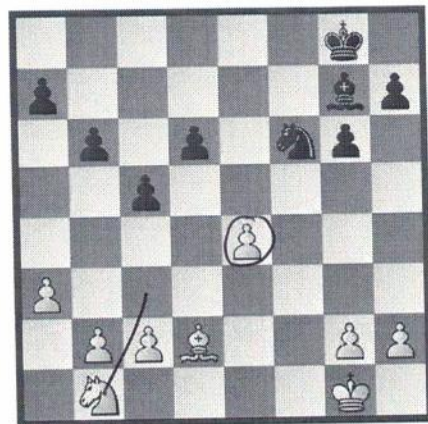
Q2



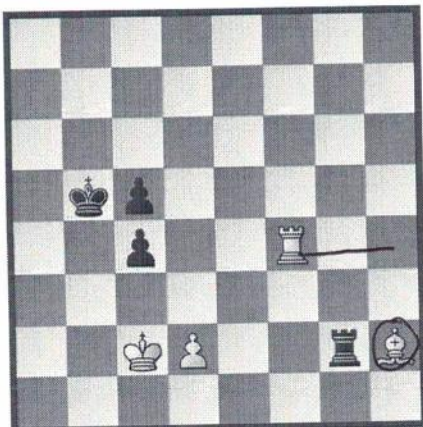
Q3



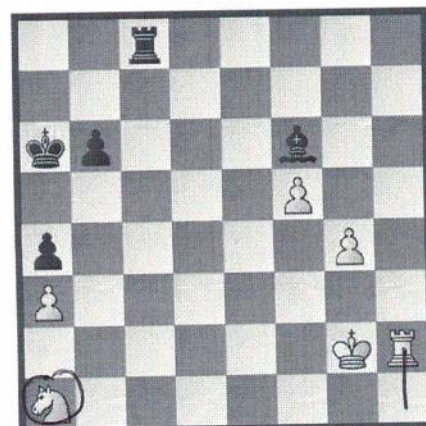
Q4



Q5



Q6

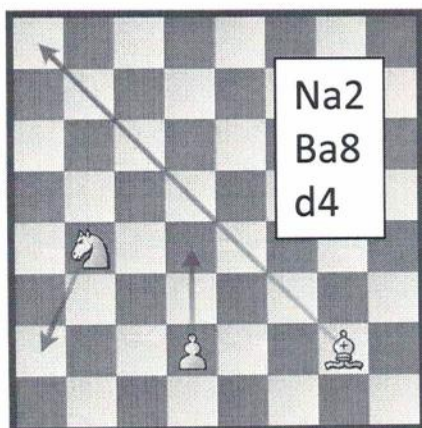




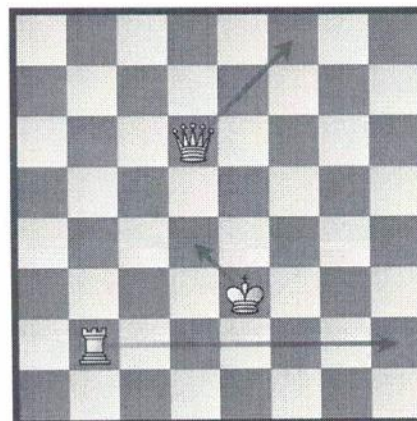
Write down the move

Write down the moves indicated by the arrows. The first one has been done for you.

Q1

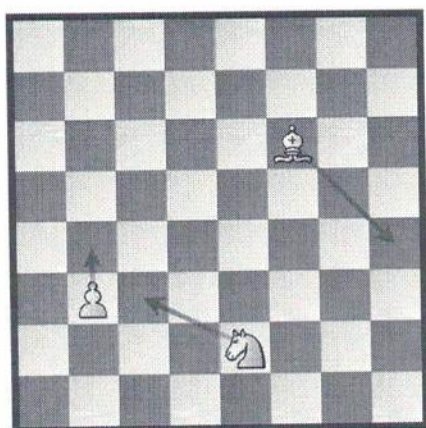


Q2



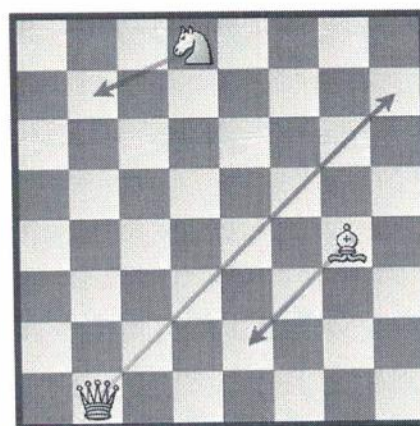
QF8
KD4
RH2

Q3



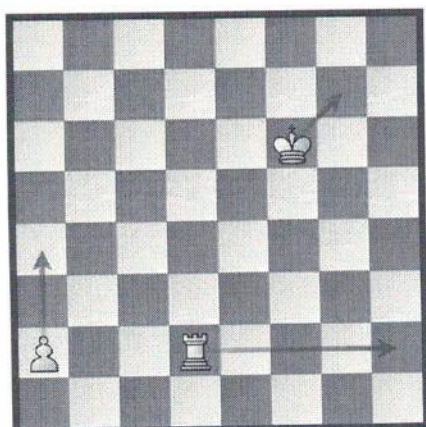
BH4
NC3
B4

Q4



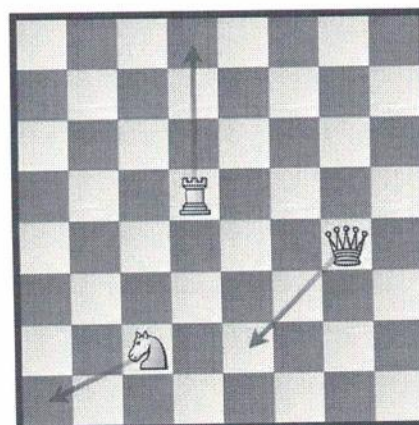
NB7
QH7
BE2

Q5



KG7
A4
RH2

Q6



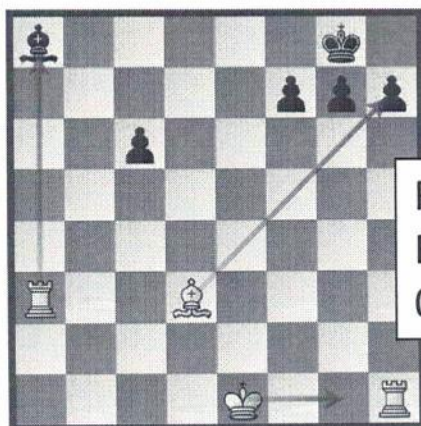
RD8
QE2
NA1



Write down the move

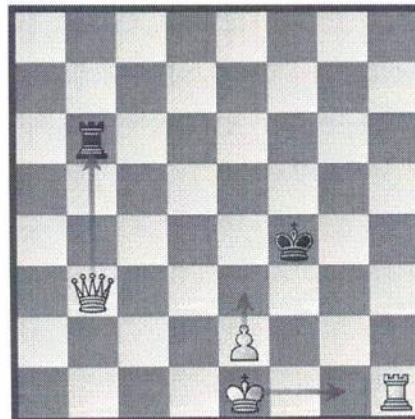
Write down the moves indicated by the arrows – using special symbols if necessary. *Hint: sometimes more than one special symbol is required.* The first one has been done for you.

Q1



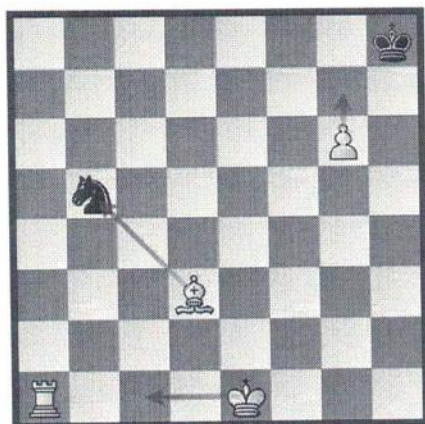
Rxa8#
Bxh7+
O-O

Q2



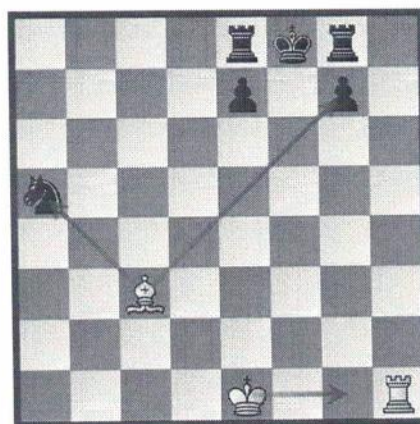
QxB6
E3+
O-O+

Q3



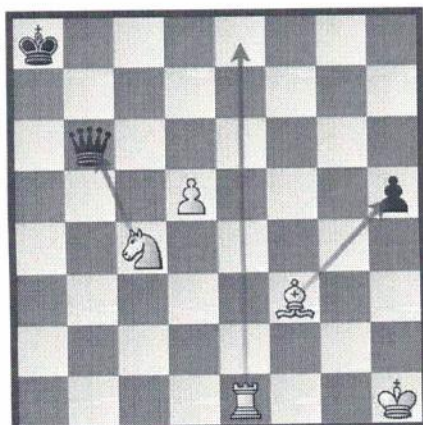
G7+
BxB5
O-O-O

Q4



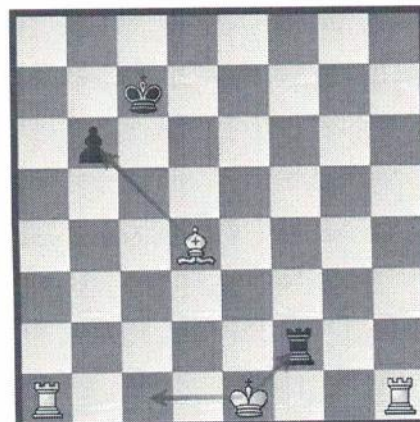
BxG7+
O-O#
BxA5

Q5



RE8+
BxH5
NxB6+

Q6



BxB6+
KxH2
O-O-O



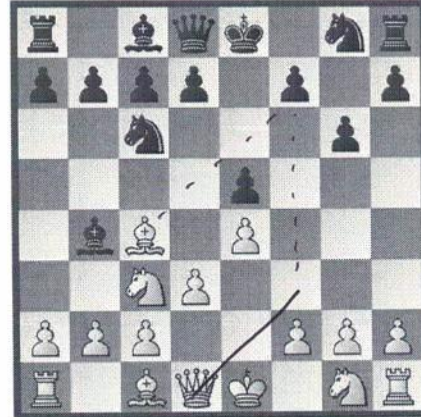
Checkmate on f7

'Threaten' checkmate by attacking f7. The first one has been done for you

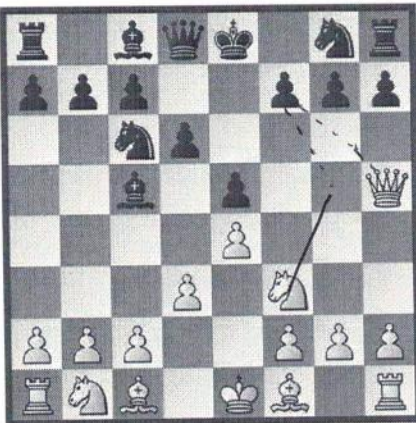
Q1



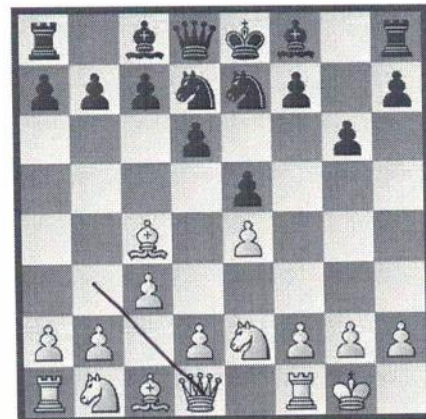
Q2



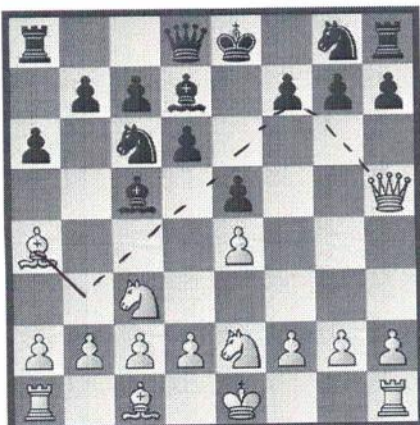
Q3



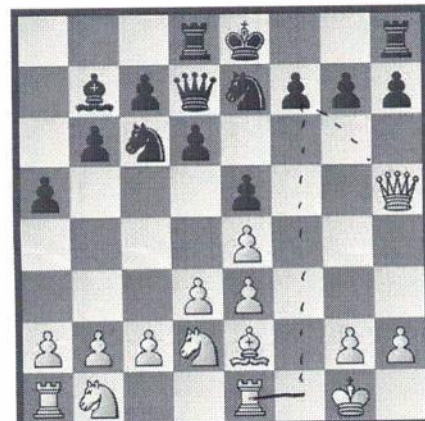
Q4



Q5



Q6

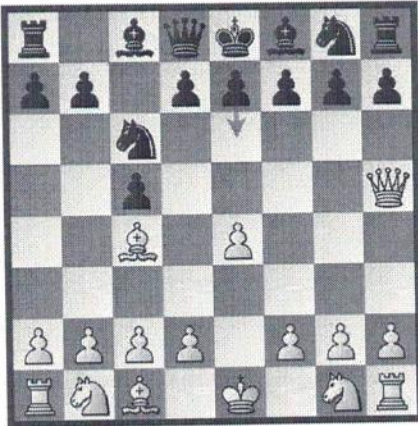




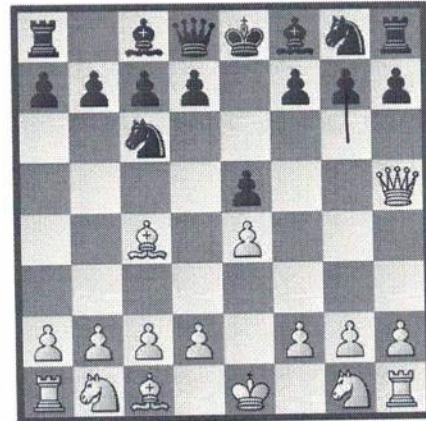
Defend Scholar's Mate

Playing as black, defend against Scholar's Mate using the technique described above the diagram. The first one has been done for you.

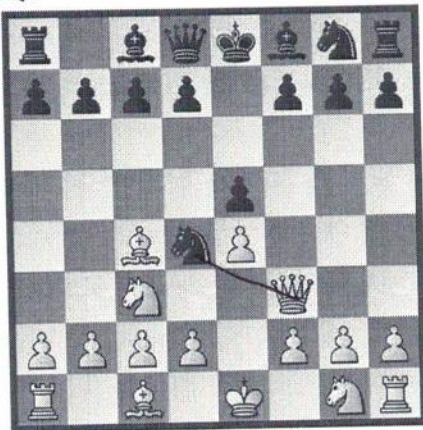
Q1 Block



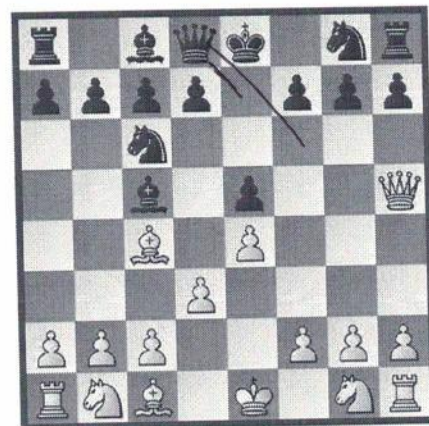
Q2 Block



Q3 Capture

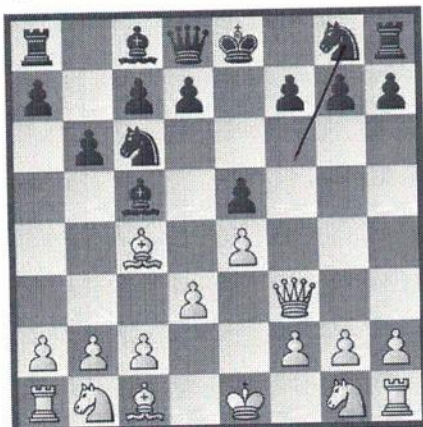


Q4 Protect



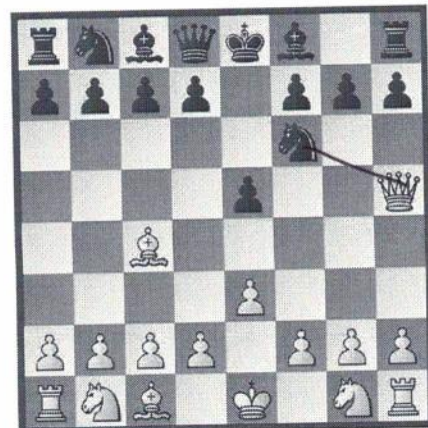
Both
Moves
are
good

Q5 Block



QF6 is
also
ok

Q6 Capture

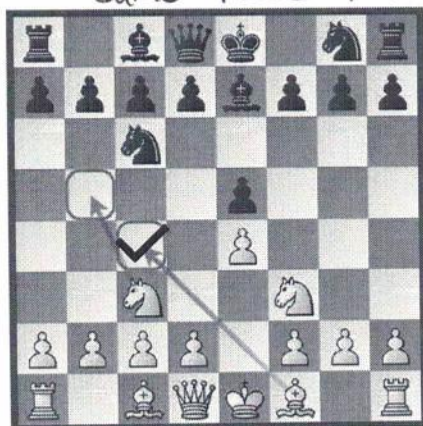




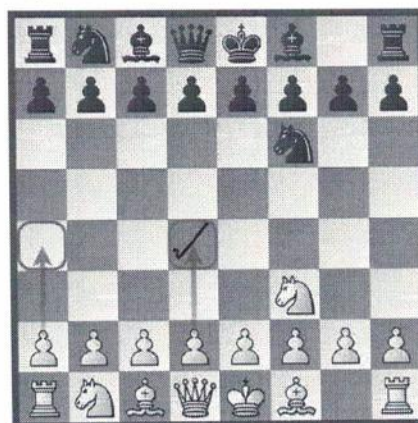
Opening

In the following positions two options are shown. Based on what you have learned so far tick the option that you think is best. The first one is done for you.

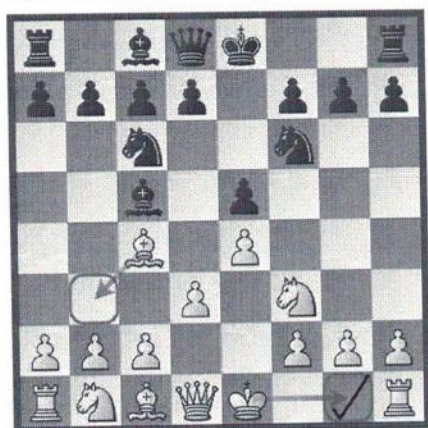
Q1 Try not to move the Same Piece twice



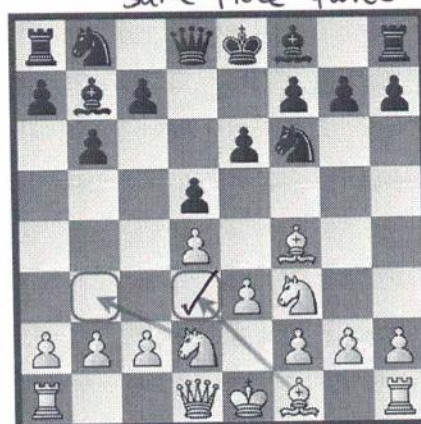
-Centre
Q2 - Allows bishop to develop



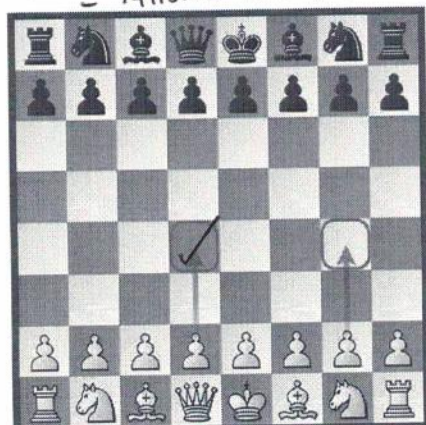
Q3 Get the King to Safety



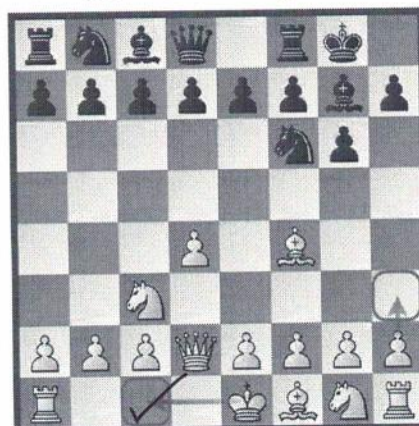
Q4 Try not to move the Same Piece twice



Q5 - Centre
- Allows bishop to develop



Q6 Get the King to Safety

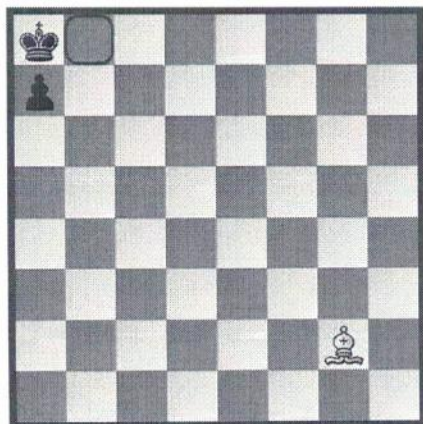




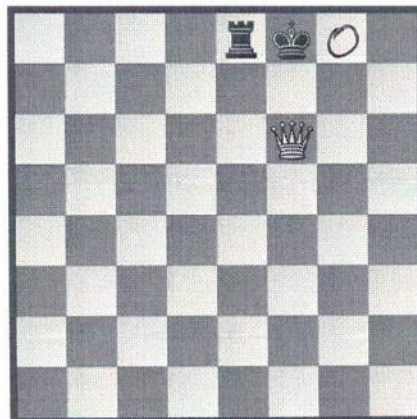
Blocked In

In the following positions mark on the board where you would place the black piece (currently standing off the board in the top right hand corner) to block in the black King so that he is in checkmate. The first one has been done for you.

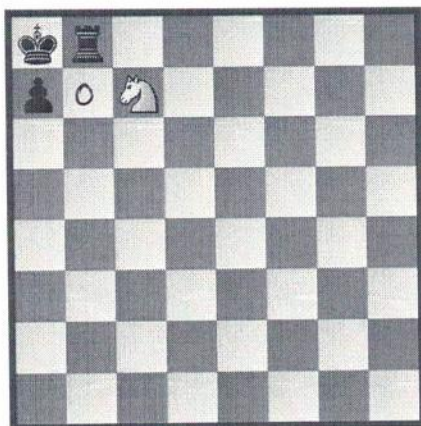
Q1



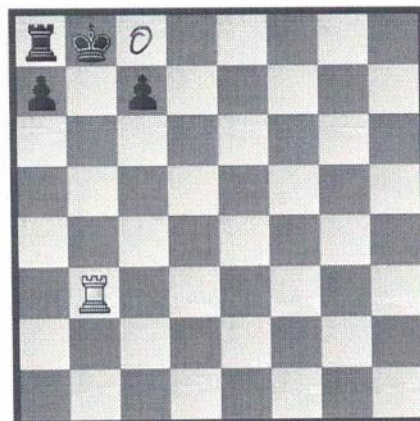
Q2



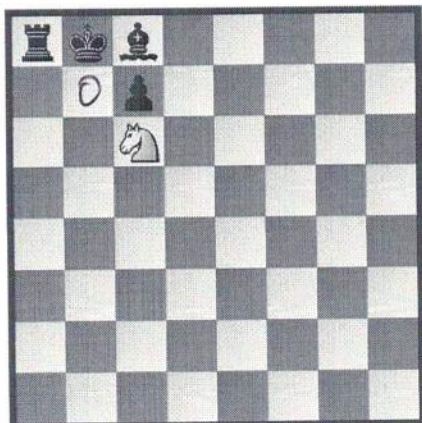
Q3



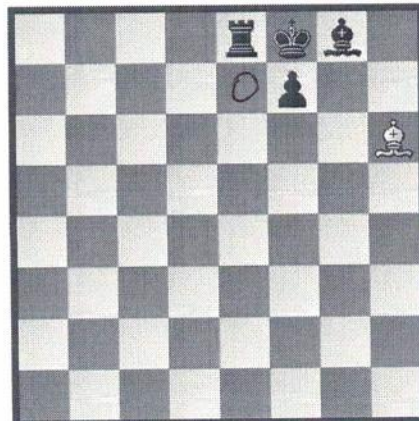
Q4



Q5



Q6

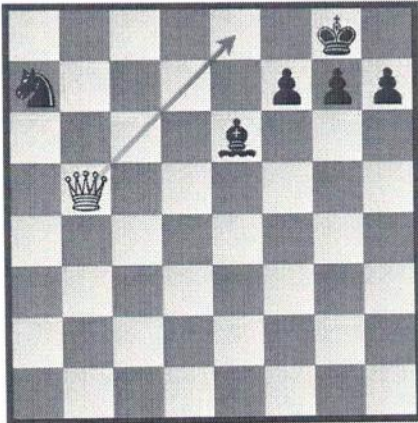




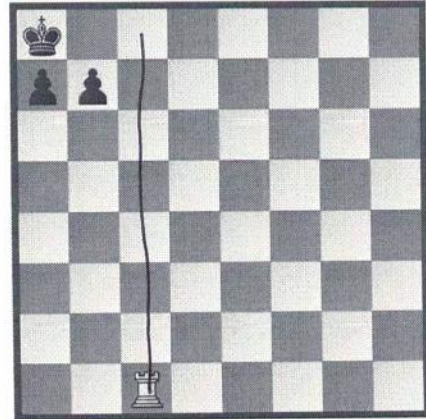
Back Rank Mate

In the following positions show how the Rook or the Queen can swoop to the back rank to deliver checkmate. *Hint: make sure black cannot block the attack or capture the Attacker.* The first one has been done for you.

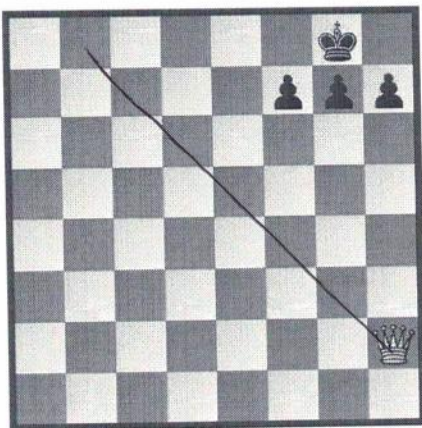
Q1



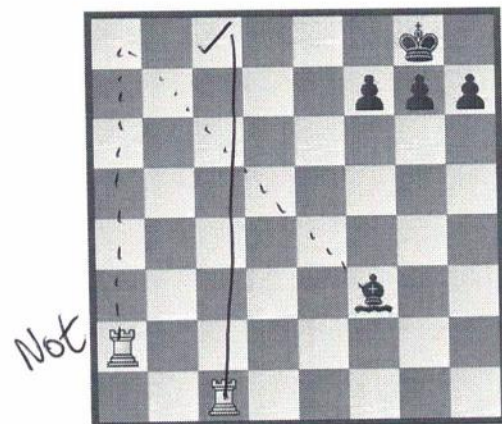
Q2



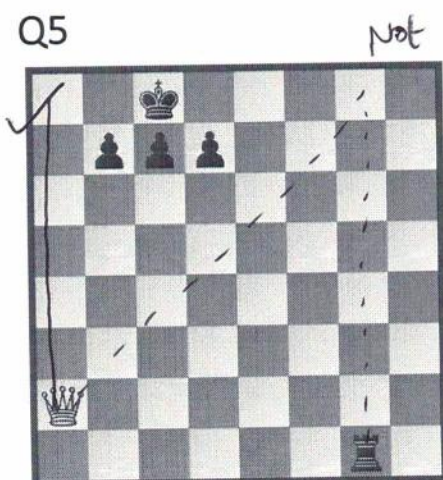
Q3



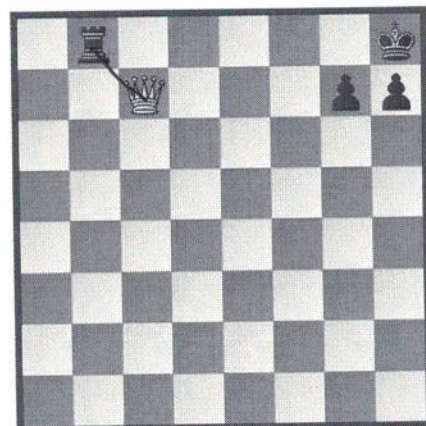
Q4



Q5



Q6

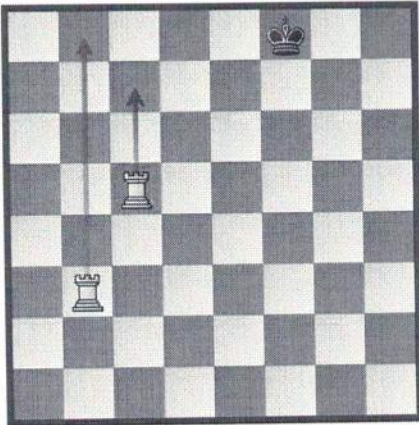




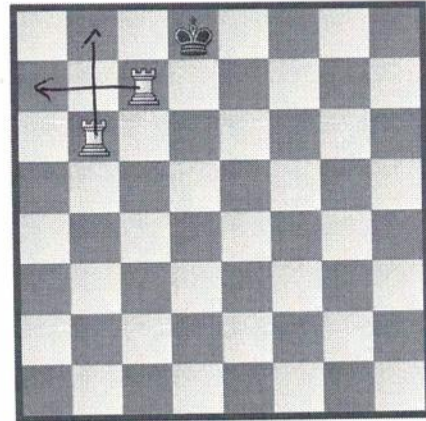
Lawn mower Mate

In the following positions show how with **two moves in a row** you can put black in checkmate. Hint: Sometimes you need to bring in the Guard and sometimes you need to use **The Switch**. The first one has been done for you.

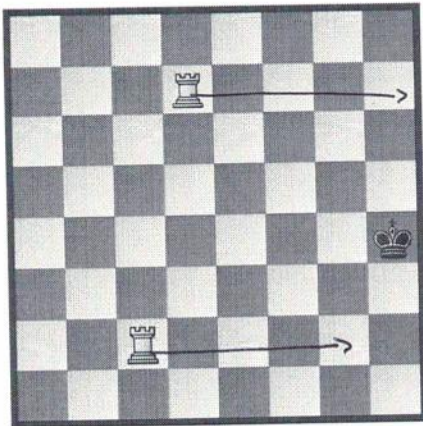
Q1



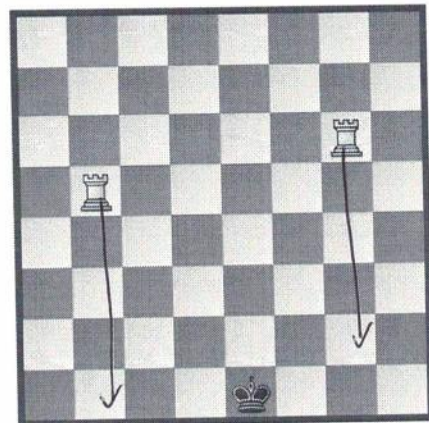
Q2



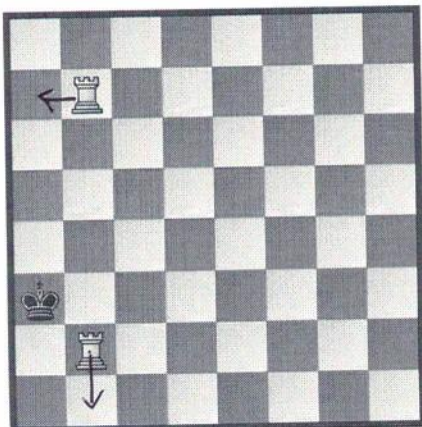
Q3



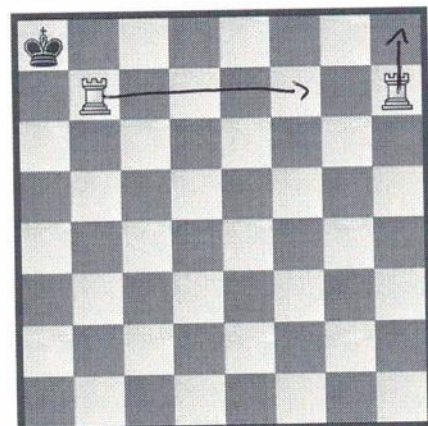
Q4



Q5



Q6

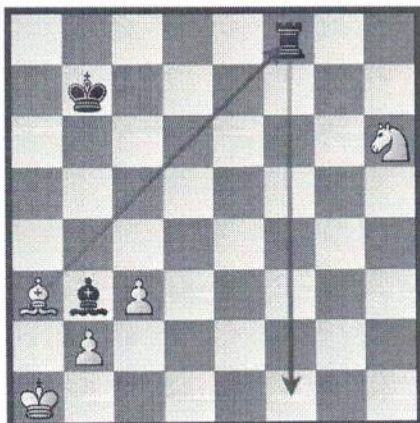




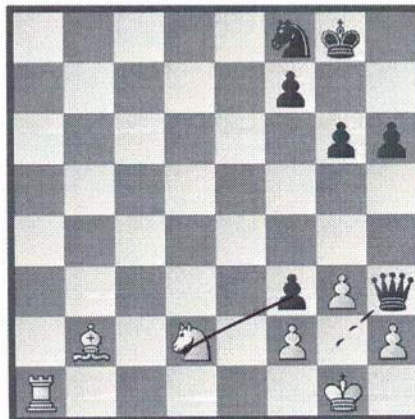
Defend Against Mate - Capture

Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by **CAPTURING**. The first one has been done for you

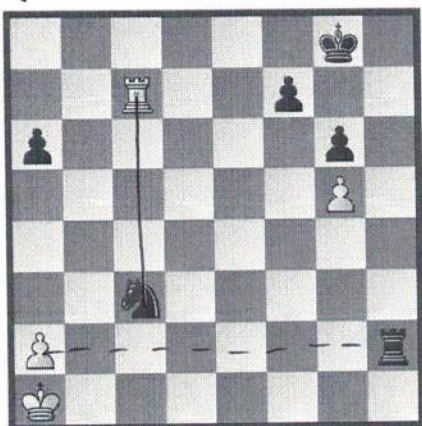
Q1



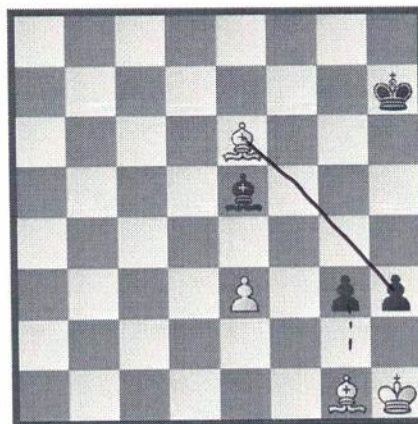
Q2



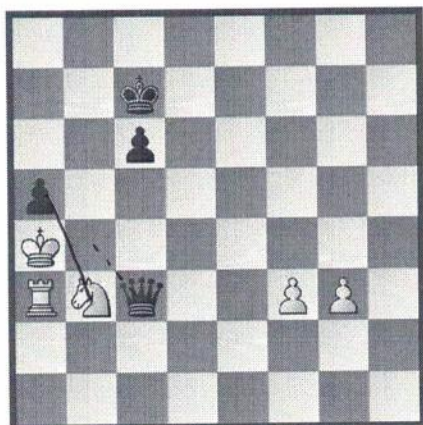
Q3



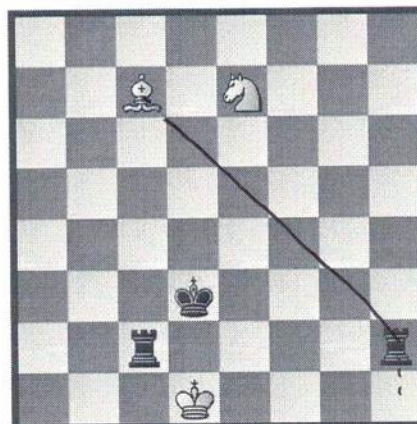
Q4



Q5



Q6



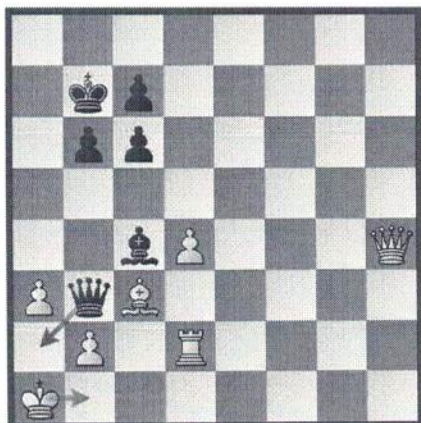


Defend Against Mate – Move Away

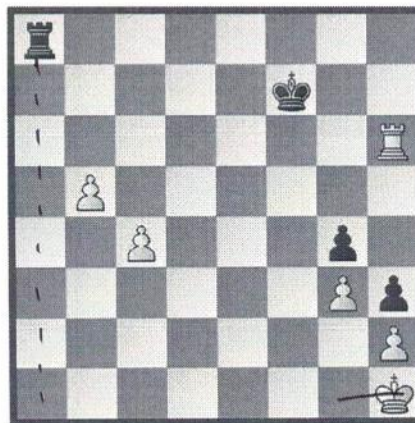
Sarah Hegarty Chess
MAKE YOUR WINNING MOVE

Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by **MOVING AWAY**. *Hint: sometimes you need to make room for the King by moving another piece.* The first one has been done for you.

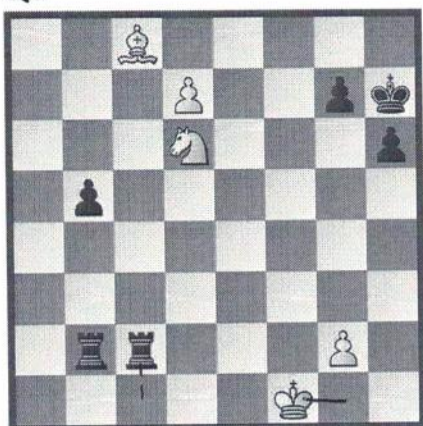
Q1



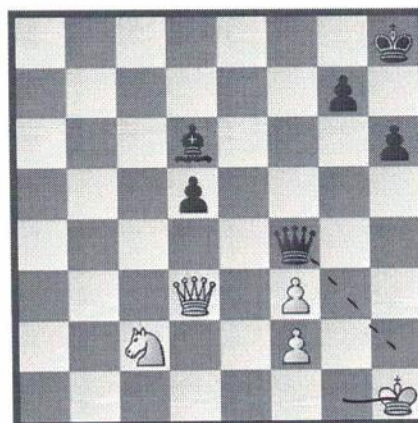
Q2



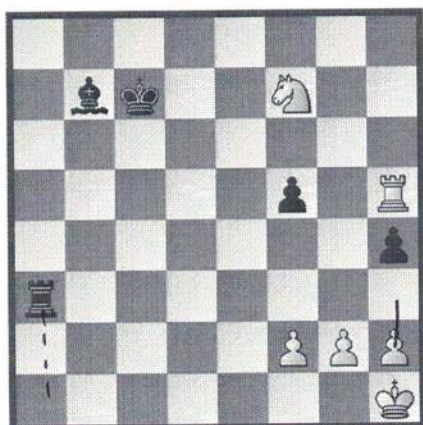
Q3



Q4

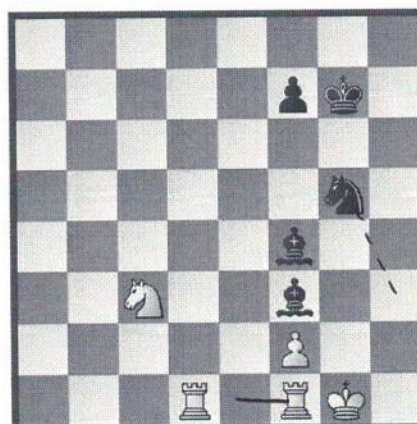


Q5



Left!

Q6

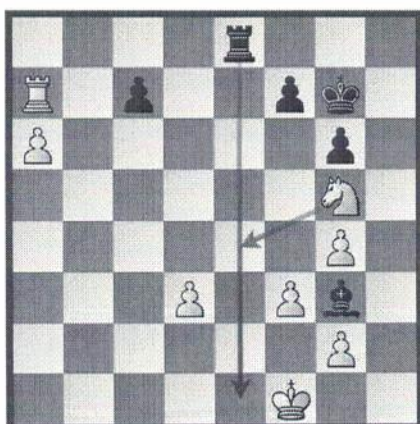




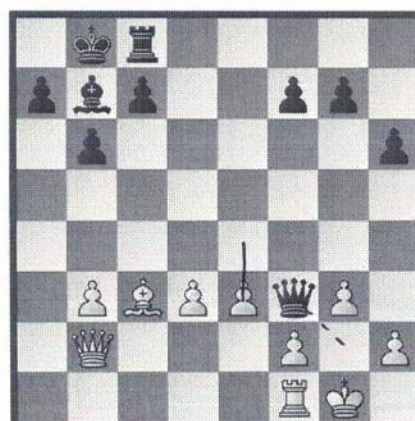
Defend Against Mate – Blocking

Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by **BLOCKING** the attacker. The first one has been done for you.

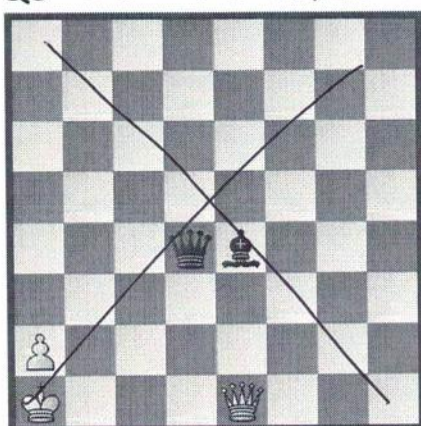
Q1



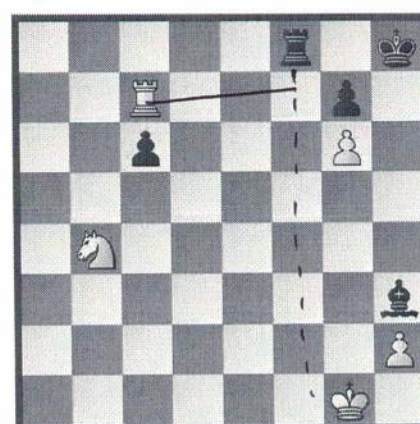
Q2



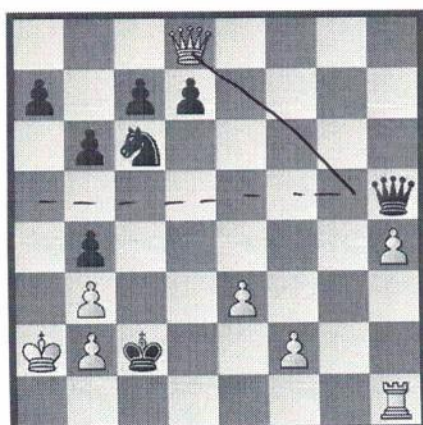
Q3 IGNORE THIS ONE!



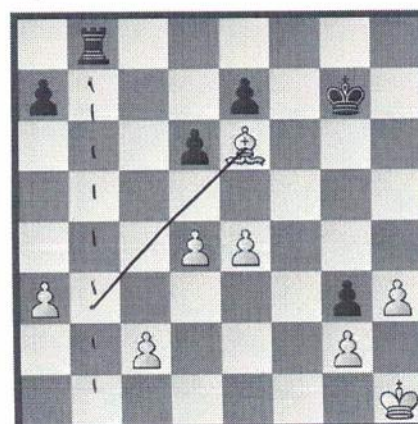
Q4



Q5



Q6

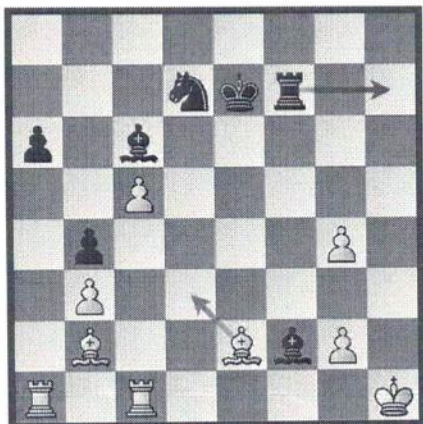




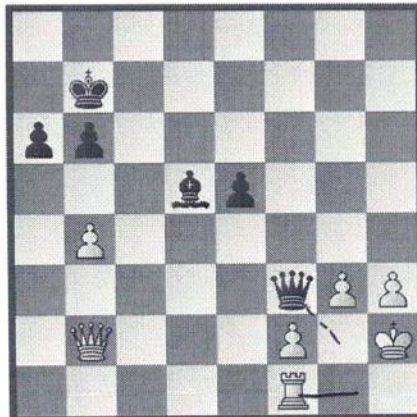
Defend Against Mate – Protect

Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by **PROTECTING** the square that black is threatening checkmate on. The first one has been done for you.

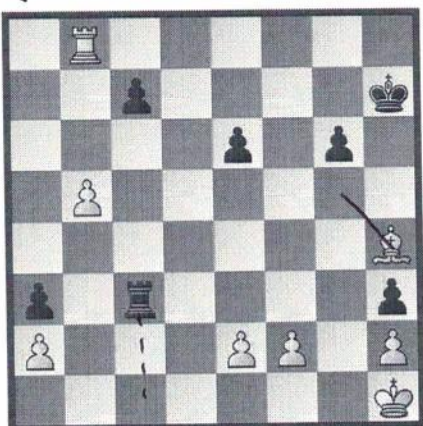
Q1



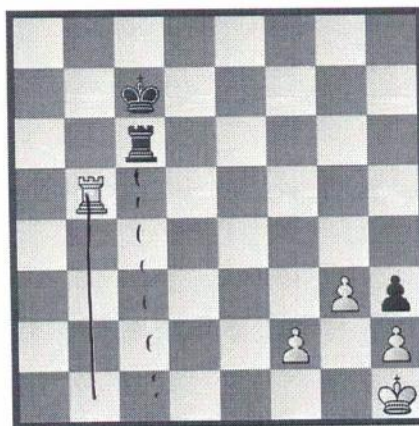
Q2



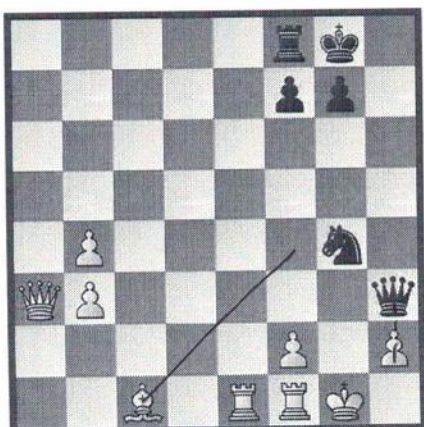
Q3



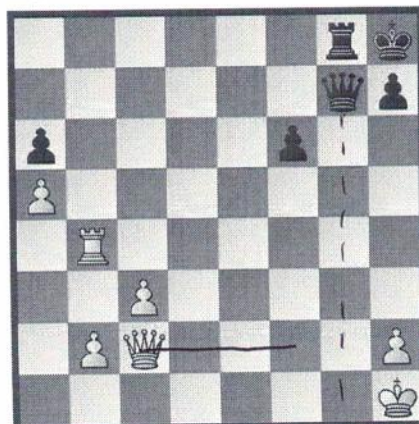
Q4



Q5



Q6



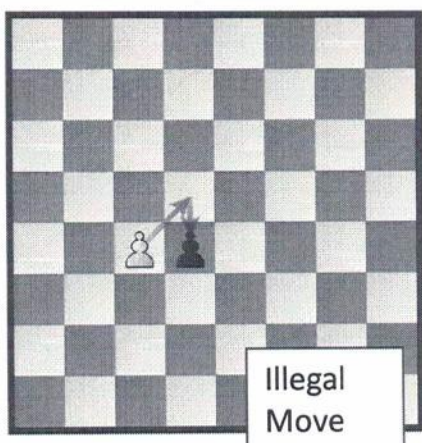
Need to
protect
G1 and
G2.



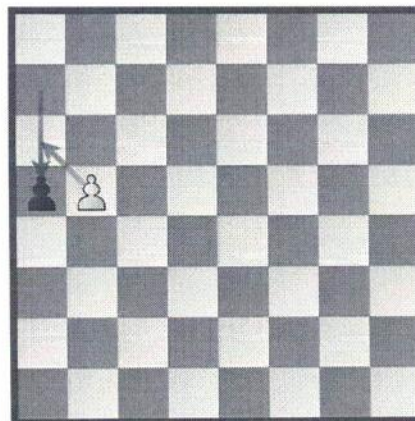
En Passant

Write "Normal Capture", "En Passant" or "Illegal move" to describe white's moves in the following diagrams. Note: the last move by black has also been marked on the board. The first one has been done for you.

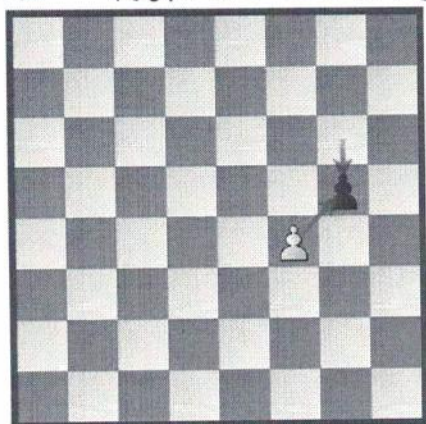
Q1



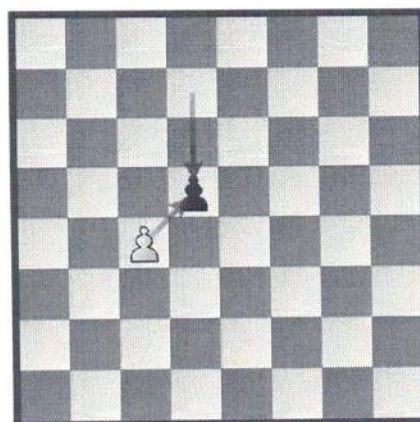
Q2 EN PASSANT



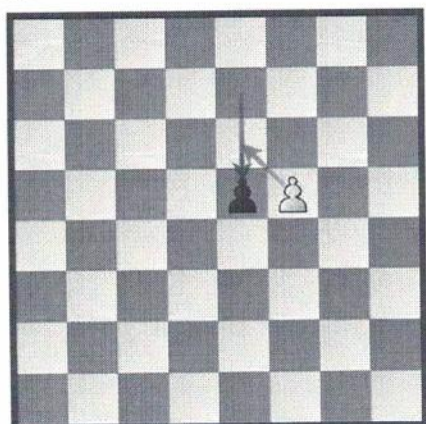
Q3 NORMAL CAPTURE



Q4 NORMAL CAPTURE



Q5 EN PASSANT



Q6 ILLEGAL MOVE

