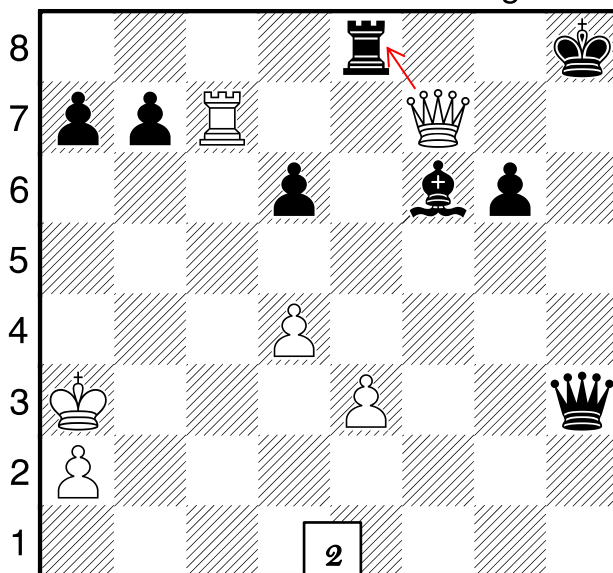
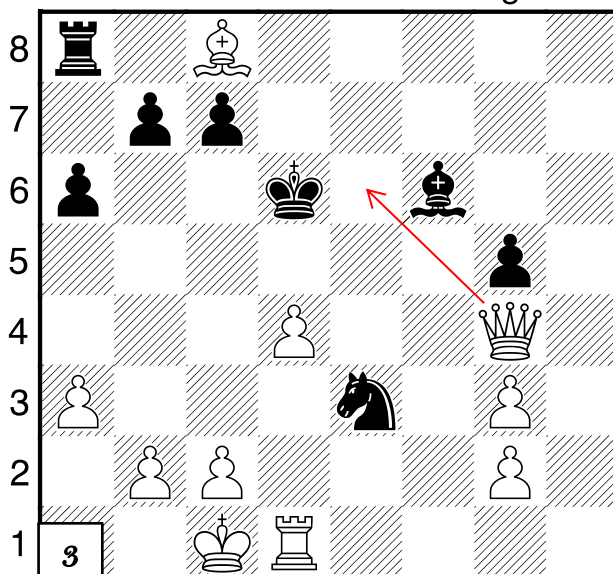


a b c d e f g h



a b c d e f g h



a b c d e f g h

ANSWERS

1-5 are one move checkmates, #6 is 3 moves. Checkmate ends the game!

There are two ways to explain the answers: one is with what's called "notation"

1: is Qh7#. The other way is drawing arrows to show moves.

Notation conventions: K is king, Q is queen, N is knight, B is bishop & R is rook.

Squares are lower case letters first then numbers. Check is +, "x" is capture & checkmate is #.

2: QxRe8#.

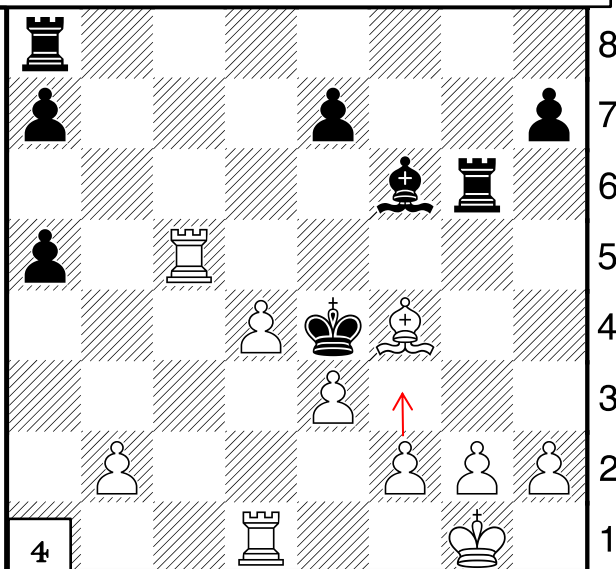
3: Qd7# or Qe6#.

4: f3# (when a move isn't preceded by a piece it's a pawn).

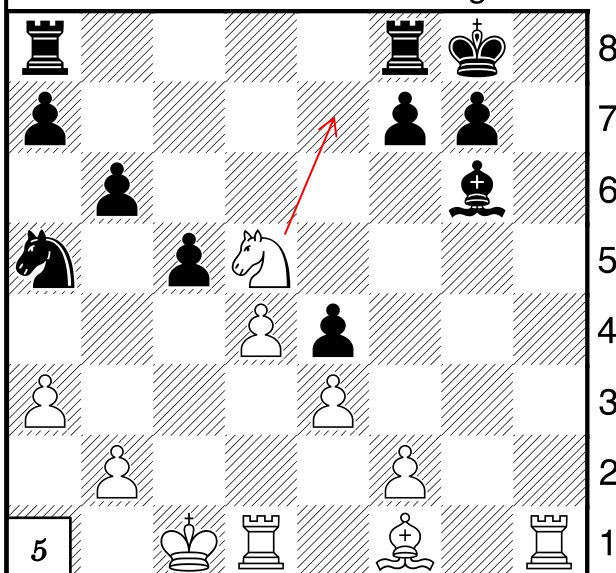
5: Ne7#.

6: 1) Qxa6+, 2) Kb8, 3) Qb7#.

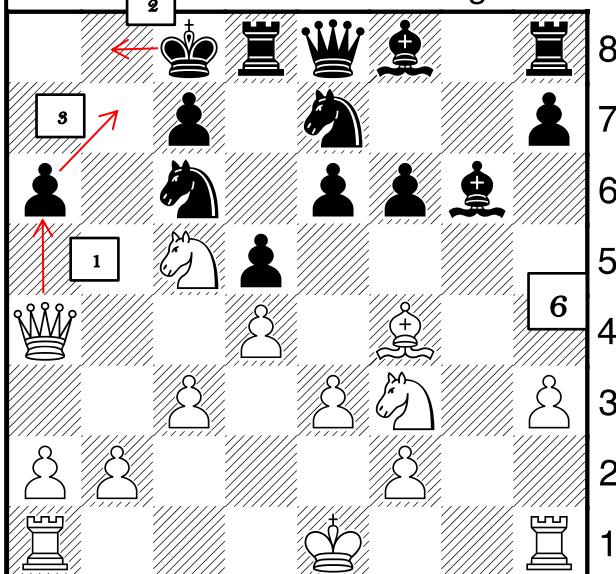
Like arrows or notation better?



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a b c d e f g h

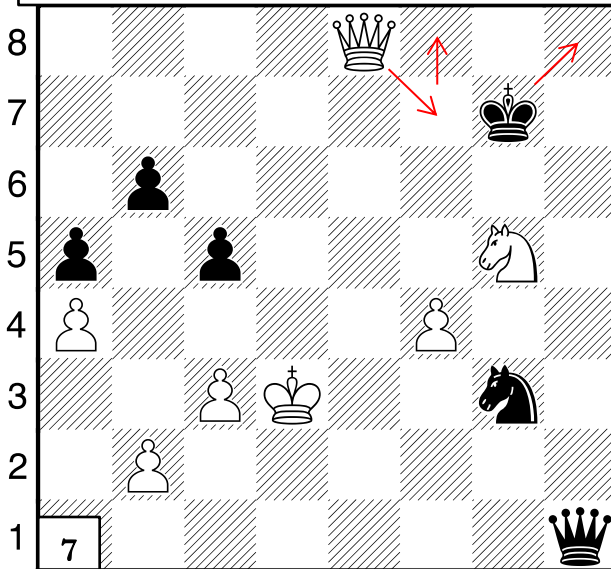


a b c d e f g h

NAME: _____

Increase your creativity: complete my puzzles!

Oct 5, 2019



7

a b c d e f g h

All here are checkmates.
7 – 9 are three moves, 10 could be 3 or 5, 11: 5 moves, 12 is 7 moves.
These show you how to think!

7: Look for checks with your most powerful piece, your queen! 1) Qf7 2) Kh8 3) Qf8# (the N attacks h7).

8: 1) Qc4+ 2) Ka5 3) Qb5# (arrows show alt solution).

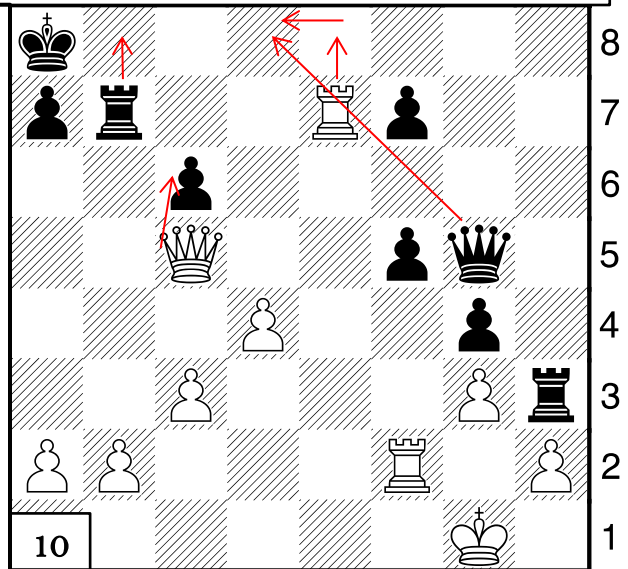
9: 1) Rf8+, 2) Kd7, 3) Qe6#.

10: 1) Re8+, 2) Qd8 3) RxQd8+ 4) Rb8 5) Qxc6# (black could miss blocking with his Q making it 3 moves).

11: 1) Nxf7+ (double check which is check with two pieces, here the N & Q, forcing the K to move). 2) Kg7 3) Qh6+ 4) Kg8 5) Qh8#

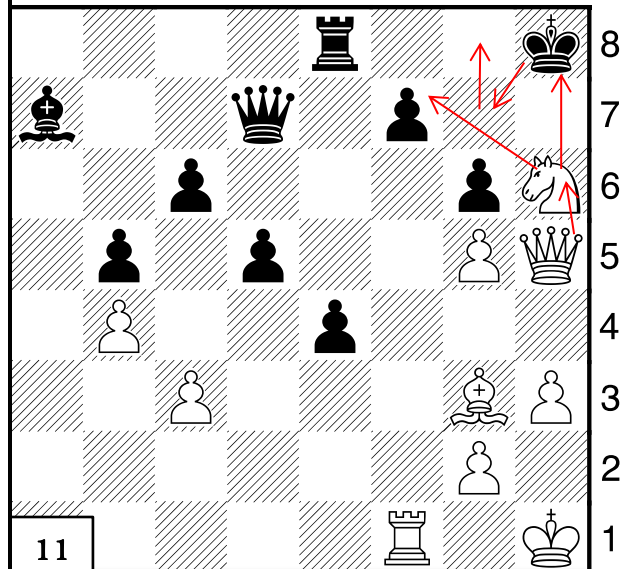
12: 1) Bxf5+ 2) BxBf5 3) QxBf5+ 4) Kh8 5) RxBh6+ 6) Qh7 7) QxQh7#

Notation: castling on the King side is "O-O" and on the Queen side is "O-O-O". Notate your games!



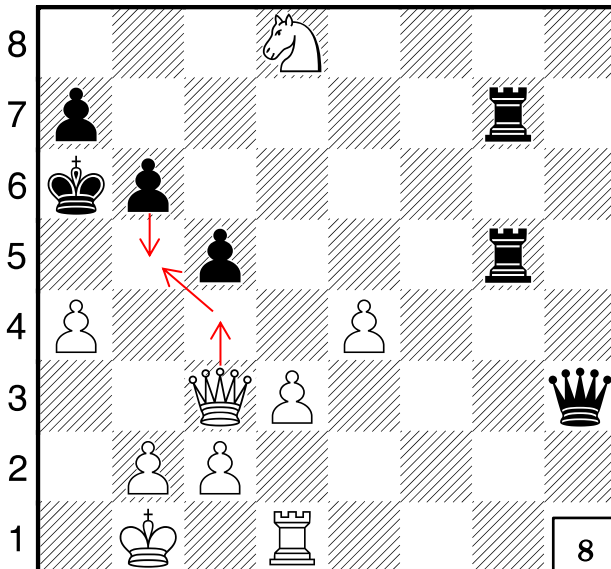
10

a b c d e f g h



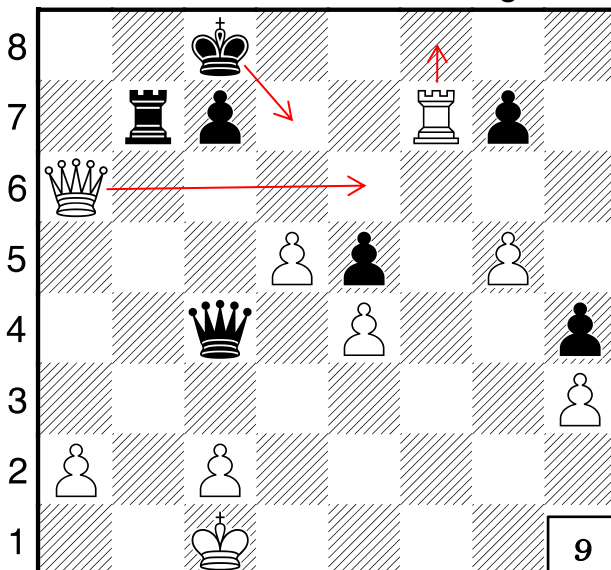
11

a b c d e f g h

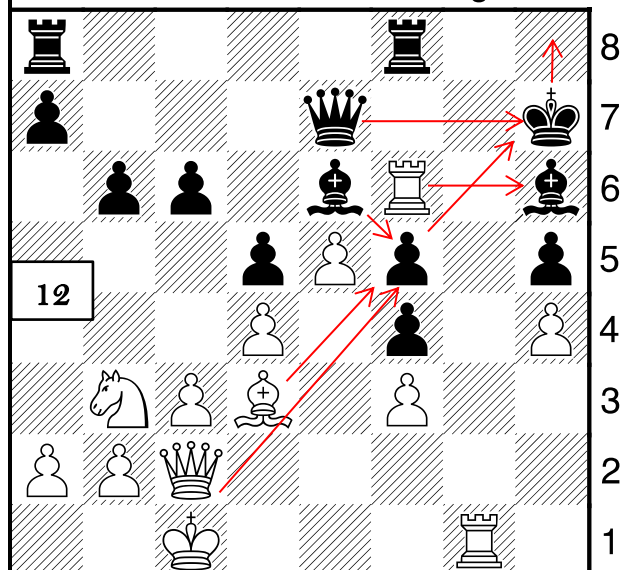


8

a b c d e f g h



9



12

a b c d e f g h