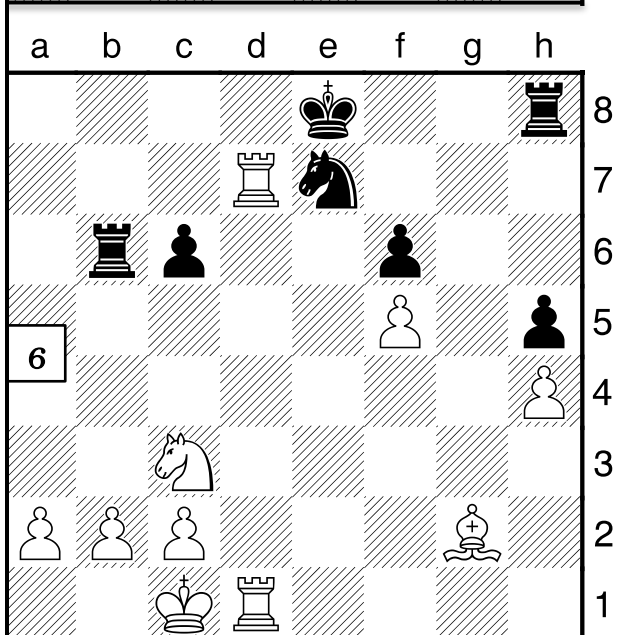
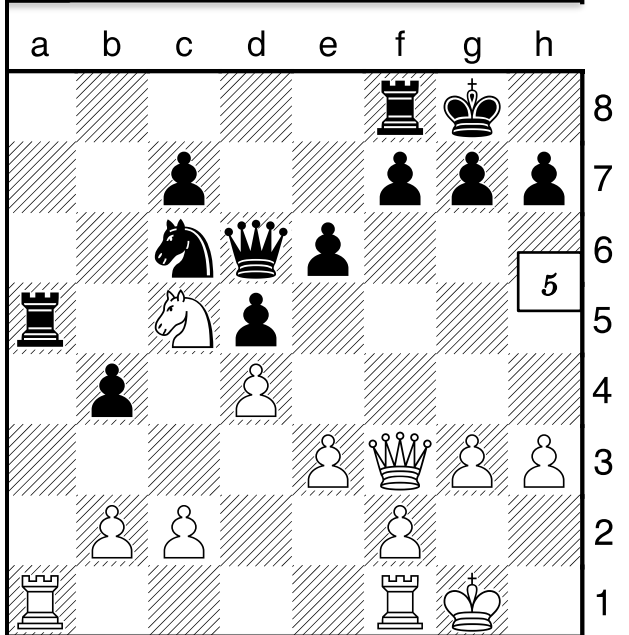
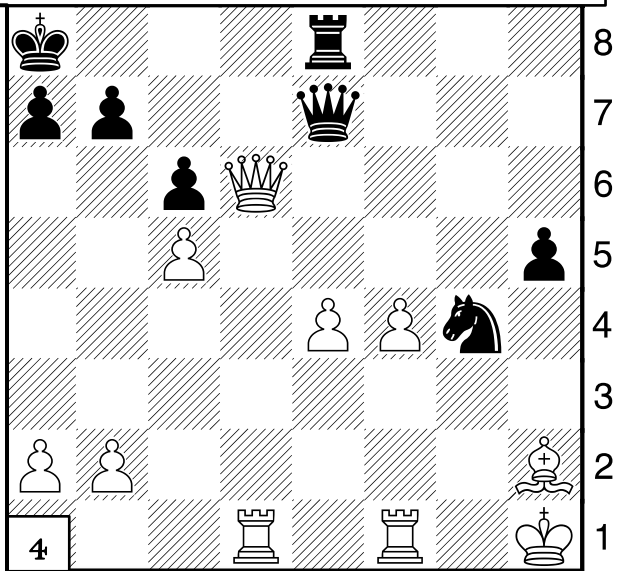


ANSWERS
IN BOXES !!

I explain the answers with what's called "notation".
Notation conventions:
K is king,
Q is queen,
N is knight,
B is bishop &
R is rook.
Squares are lower case letters

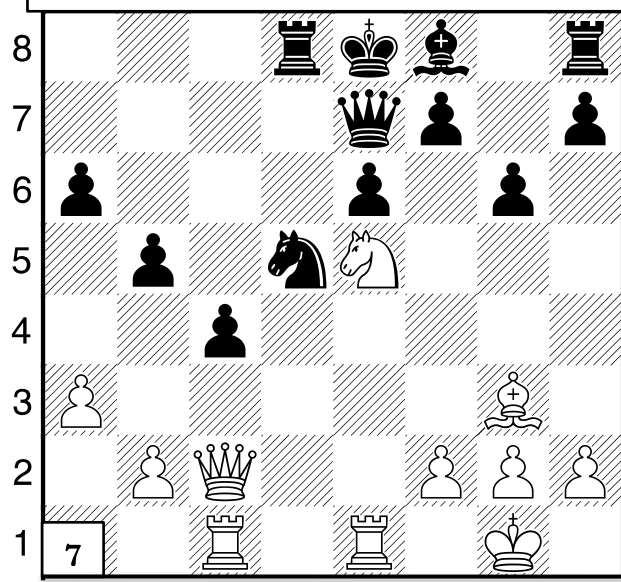
first then numbers. Check is +, "x" is capture & checkmate is #.
Castling on the King side is "O-O" and on the Queen side is "O-O-O".
Notate your games! Is my K safe? Why did my opponent make that move? Are my pieces safe? Do I have any checks, captures, threats of check and/or threats of capture?
What order is best?

- 1: Qh8#!
- 2: Qd6#!
- 3: QxBg6! Pawn f7 can't take because it is pinned: if it does Bc4xK!
- 4: QxQe7 free Q! If RxQe7 white has Rd8#!
- 5: Nb7 forking Q and R, winning Ra5!
- 6: Rd8+, Kf7, RxRh8!

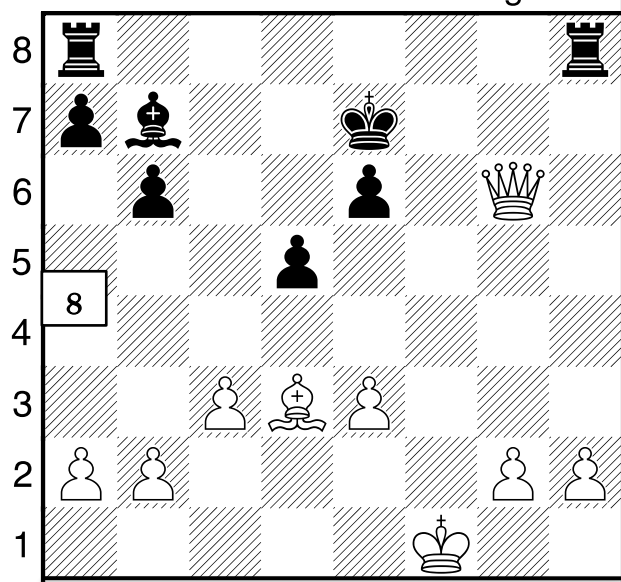


NAME: _____

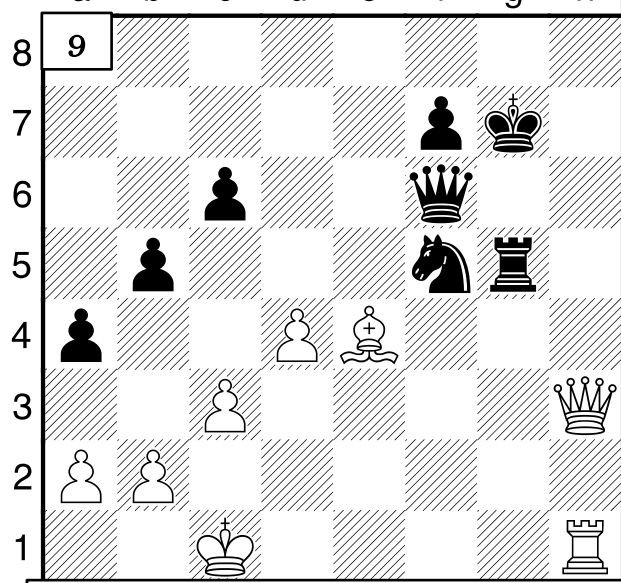
Increase your creativity: complete my puzzles! Nov 16, 2019



a b c d e f g h



a b c d e f g h



a b c d e f g h

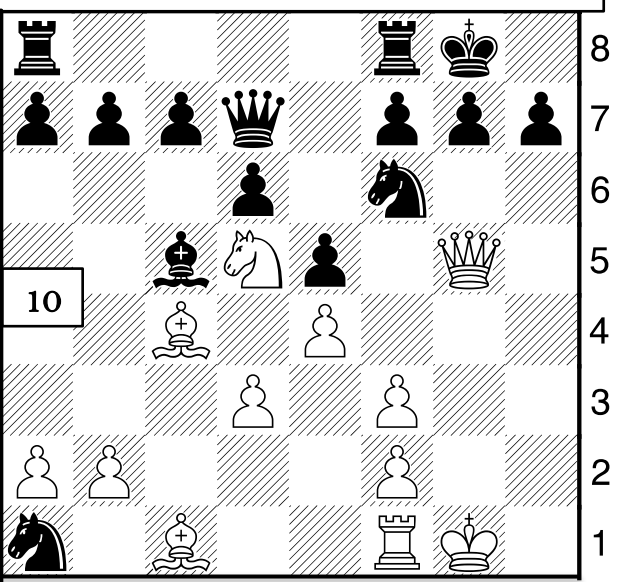
**Maine Team
Championship
March 7:
Bangor**

When you have multiple moves that are checks and/or captures order & position matter!

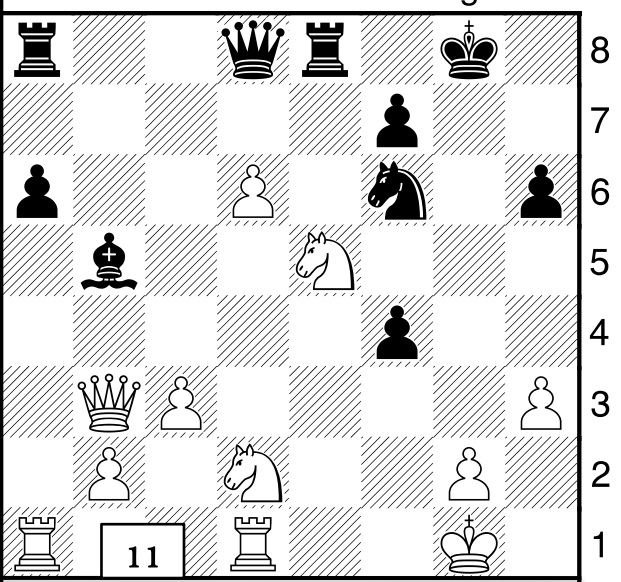
These diagrams are pictures of the puzzles we do in class. I'd love it if you'd go over them with your child!

- 7: Nc6 fork(N Double attack)! Qd7, NxRd8.
- 8: Qg7+, Kd6, QxBb7.
- 9: Qh8+, Kg6, Qh7#!
- 10: NxNf6+! K must move: g7 can't take it's pinned, NxQd7!
- 11: Qxf7+! Kh8, Ng6#!
- 12: Q trap! How to get out? Take the R? No! Look for check! Bh6+!! RxBh6, f3xNe4 minimizes the damage!

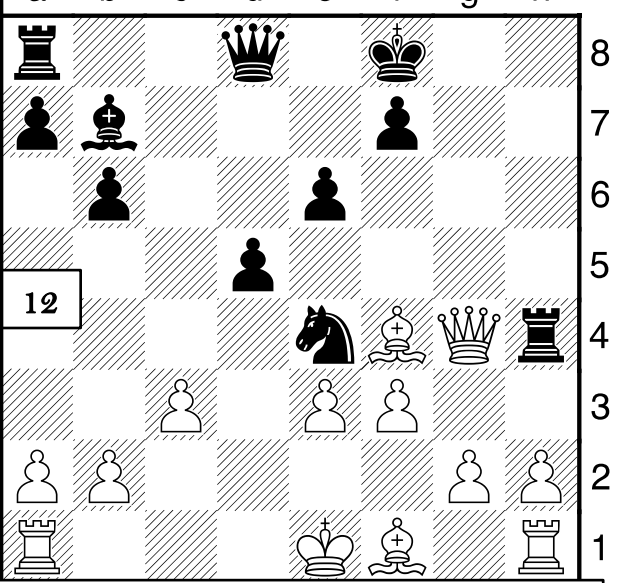
Questions? Get on my weekly email list: email BruceHaffner@gmail.com, call 847-987-3091.



a b c d e f g h



a b c d e f g h



a b c d e f g h