

# WINNING CHESS PUZZLES

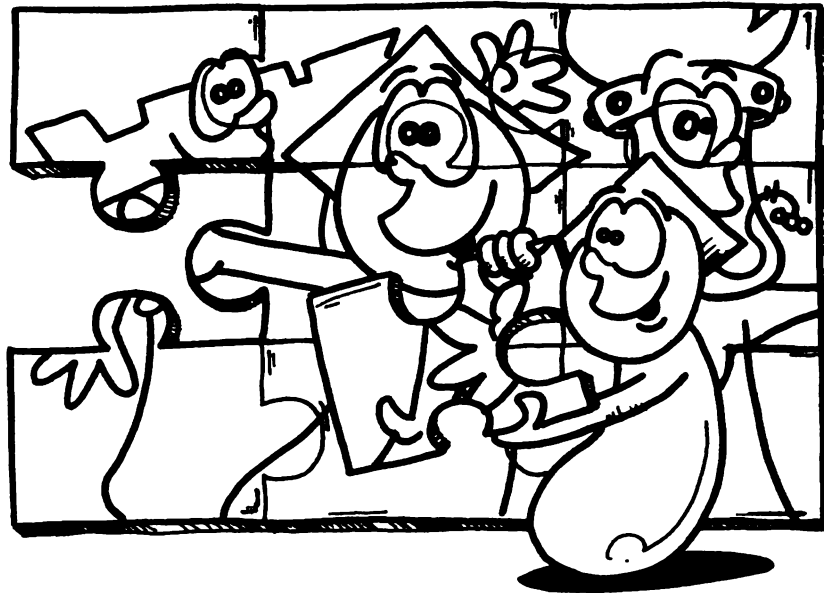
**FOR KIDS** volume 2



**JEFF COAKLEY**

**WINNING  
CHESS  
PUZZLES  
FOR KIDS**

**VOLUME 2**



**JEFF COAKLEY**

illustrations by Antoine Duff

# WINNING CHESS PUZZLES FOR KIDS

## Volume 2

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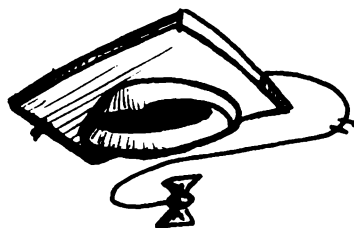
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*dedicated to*

Sam Loyd

“What is learned with pleasure is never forgotten.”



# HEY FRIENDS

*It's me again,  
KIRIL the PAWN.*

**WELCOME TO  
VOLUME TWO!**



If you liked the first volume of *Winning Chess Puzzles For Kids*, then you're sure to enjoy this book too. It's packed with the same great stuff. Lots of fun puzzles and lots of challenging problems, what more could you ask for?

This workbook continues where Volume 1 left off, including the numbers on some of the sheets. For example, the first contest here is #41.

The normal chess exercises (mates and tactics) are a little more advanced than *Volume 1*. The first sheets may seem easy, but they get much tougher as the book goes on. The important thing is to spend enough time on each position to find the correct answer. Don't be satisfied with scoring 80%. Accuracy is an important part of being a strong chess player, and solving these problems is a good way to develop that skill.

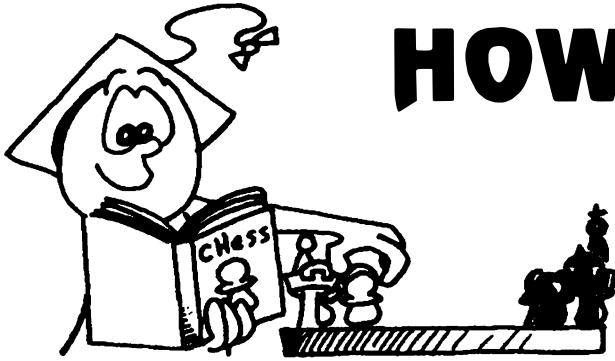
White moves first in most diagrams. Examples with black to play are clearly marked. Solutions are given at the back of the book. A pointing finger on each exercise sheet tells you which page. ♞ 250 means "see page 250".

Many of the problems can be solved from the diagram, without setting up the pieces on a chess board. But you may want to set up the harder positions, like the mates in 2, so you can see more clearly. If you use a board, try to find the answer without moving the pieces, just like during a game.

Thanks again to my pals from *Scholar's Mate* magazine, especially Rocky Rook, Biff the B, Lily Pawn, and Frizoon. We hope you have a good time with our puzzles!

**Kiril**

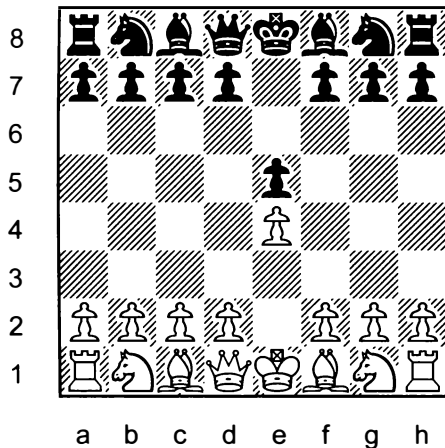




# HOW TO READ A CHESS GAME

Reading chess is as easy as A B C! The board has 8 *files* and 8 *ranks*. Files are the rows of squares that go up and down. Each one is named by a letter. Ranks are the rows that go sideways. Each one is named by a number.

Every square has its own name too. The first part is its file. The second part is its rank. In this diagram, the white pawn has moved to **e4** and the black pawn to **e5**.



When a move is written down, the first capital letter shows which piece moves. **Q** is queen. **R** is rook. **B** is bishop. **N** is knight because the king is **K**. If there's no capital letter, that means a pawn moves.

The next thing written is the square the piece moves to. **Bc4** shows that a *bishop moves to the square c4*.

When a piece is captured, an **x** is put before the square. **Qxf7** means that a *queen takes on f7*.

If a pawn makes a capture, the letter of the file it starts on is given first, and then an **x**, followed by the square it takes on. **exd5** says a *pawn on the e-file captures on the square d5*.

Sometimes two pieces of the same kind can move to the same square. When that happens, another small letter is written after the piece to show which file it came from. **Rae1** means the *rook on the a-file moves to square e1*.

If the pieces that can move to the same square are on the same file, then the number of the rank that it started on is used instead. **N6e4** says that the *knight on the 6th rank moves to e4*.

Here are some special symbols :

+	check
#	checkmate
O-O	castles kingside
O-O-O	castles queenside
e. p.	en passant
=Q	promotes to queen
1 - 0	white wins
0 - 1	black wins
½ - ½	draw
!	excellent move
?	mistake
!?	cool move
?!	weird (weak) move

The game below is written in *algebraic notation*. Kiril was new to chess and fell into an old trap called **Scholar's Mate**.

white:	<b>ROCKY</b>	black:	<b>KIRIL</b>
1.	<b>e4</b>		<b>e5</b>
2.	<b>Qh5</b>		<b>d6</b>
3.	<b>Bc4</b>		<b>Nf6?</b>
4.	<b>Qxf7#</b>		

Oh no! Kiril got mated in just four moves. That was no fun!

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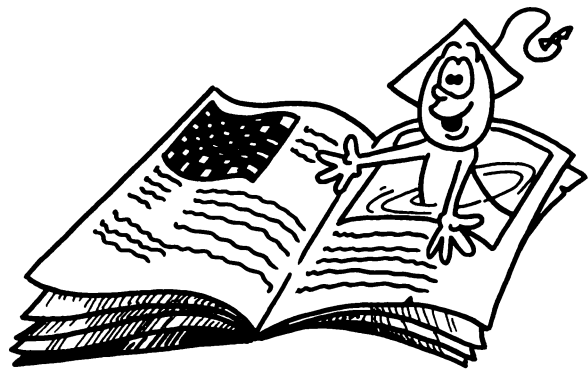
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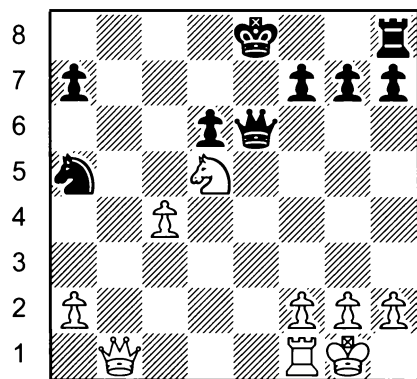
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# TACTICS 101

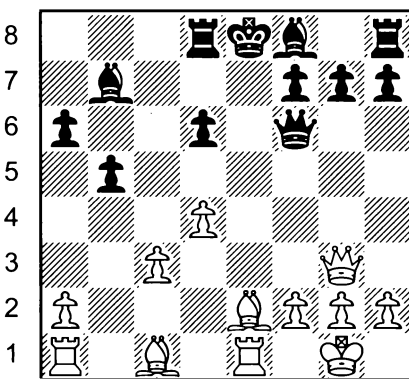
## INTRODUCTION

Tactics are the moves that win games. The basic tactical terms are explained below.

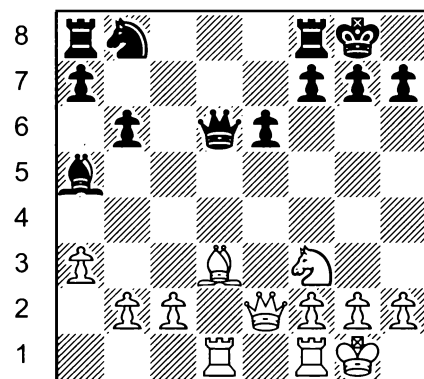
In each *Tactics 101* position, the goal is to find a move that wins a piece (Q, R, B, N) or the exchange (R for B, or R for N). Gaining a pawn is not enough.



① a b c d e f g h



② a b c d e f g h



③ a b c d e f g h

**FORK.** A fork is a tactic where one piece attacks two opposing pieces at the same time. If either attacked piece moves away, the other can still be captured. To win material, the attacked pieces must be undefended or more valuable than the attacking piece.

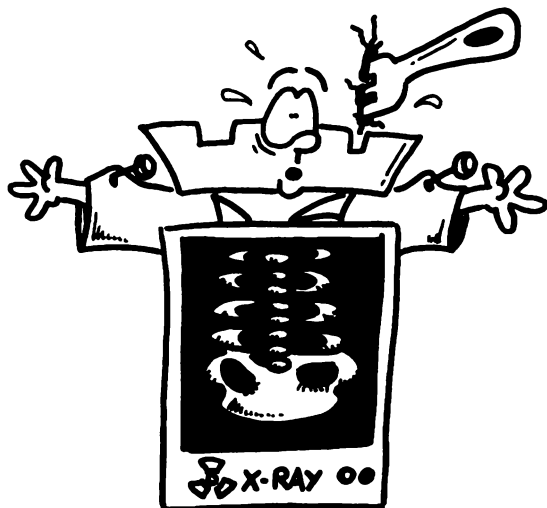
Any piece can fork, even the king. The best forkers are the queen and knight, because they can both move in 8 directions. White has two possible forks in diagram #1: 1.Nc7+ forking the black king and queen, and 1.Qb5+ forking the black king and knight.

**PIN.** A *pin* is a tactic where one piece “attacks” two opposing pieces along the same line. The first piece is attacked directly. The second piece, which is either more valuable or undefended, stands behind it. The second piece is shielded by the first piece, and cannot be captured unless the first piece moves away. Only queens, rooks, and bishops can pin.

Pins can be used in many ways to win material. Pinning a more valuable piece against the king is one common way. White can win material in diagram #1 by 1.Re1, pinning the black queen against the king.

**X-RAY.** An *x-ray* is another tactic where one piece “attacks” two opposing pieces along the same line. The first piece, which is more valuable than the one that stands behind it, is attacked directly. After the first piece moves away, the attacker captures the second piece. To win material, the second piece must either be undefended or more valuable than the attacker. In most x-rays, the first attacked piece is the king or queen.

X-rays are also known as *skewers*. In diagram #1, white skewers the black rook with 1.Qb8+ Kd7 2.Qxh8. In diagram #2, white wins the exchange with the x-ray attack 1.Bg5. After the black queen moves, white can capture with 2.Bxd8.



**DISCOVERED CHECK.** A *discovered check* is a special way of checking. One piece moves, and another piece behind it, that was blocked before, gives check.

The piece that moves to uncover the check has lots of freedom. It can go almost anywhere without being captured, because the opponent must deal with check from a different piece.

As a tactic, discovered checks can be used to win material by making a double attack.

In diagram #2, 1.Bf3+ uncovers a check from the rook on e1 and attacks the black bishop on b7. After 1...Be7, white wins the bishop by 2.Bxb7.

**DOUBLE CHECK.** A *double check* is a move where two pieces give check at the same time. It happens with a discovered check when the piece that moves also checks.

Double checks are extremely powerful because it is impossible for the opponent to block both checks or to capture both attackers. The only way out of a double check is to move the king. In diagram #2, the double check 1.Bxb5# is mate!

**DISCOVERED ATTACK.** In a *discovered attack*, one piece moves so that a line of attack is opened from another piece. It is similar to a discovered check, except that the uncovered piece does not give check; it attacks a piece instead.

Discovered attacks can be used to win material, if the piece that moves also makes an attack or captures something. A common tactic is to give check with the piece that moves.

In diagram #3, 1.Bxh7+ checks the black king and opens a discovered attack on the black queen from the rook on d1. 1...Kxh7 2.Rxd6.

Another discovered attack that wins material is 1.Be4. The bishop attacks the rook on a8, and also uncovers an attack on the queen from the rook on d1.

**DOUBLE ATTACK.** A threat to checkmate is just as forceful as a threat to capture an unguarded or more valuable piece. One way to win material is to attack a piece and threaten mate at the same time. This kind of *double attack* is very similar to a fork.

In diagram #3, white wins with 1.Qe4! which threatens to checkmate by 2.Qxh7# and to win material by 2.Qxa8. Black cannot stop both threats.

**TRAPPING PIECES.** The simplest method to win material is to attack a piece that has nowhere safe to move.

Bishops are often trapped by pawns, like the black bishop in diagram #3 after 1.b4.

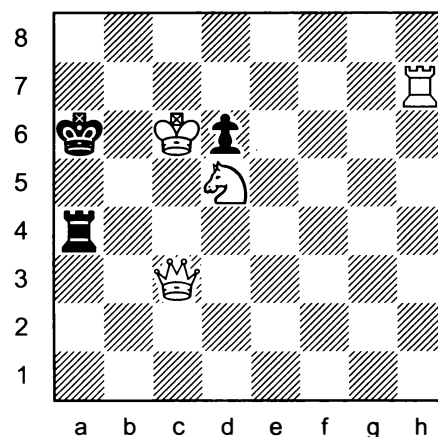
## ABOUT MATE IN 2'S

*When solving a chess problem, we must always play the best moves for black. No fair making bad moves! That's too easy.*

In a mate in 2 problem, white goes first. Then, no matter what move black makes, white gives checkmate on the second turn. In this example, black would be mated after 1.Qd3+ Ka5 2.Qb5#. But this is not the solution, because black can also play 1...Rc4+ and there is no immediate mate.

Against 1.Qb3 (threatening 2.Qb6#), black can delay mate in two ways: checking with 1...Rc4+, or blocking the queen by 1...Rb4. In a real game, these would be bad moves, since the black rook can just be taken. But in a chess problem, they are good because they stop the mate in 2.

And the correct move is ... ♞ 259



**WHITE TO MATE IN 2**



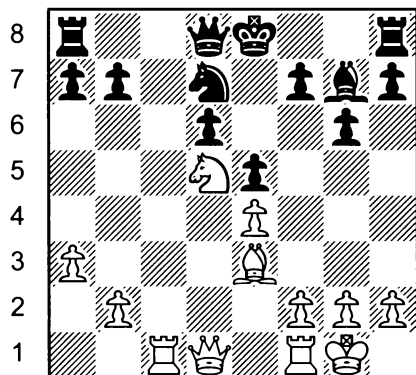
# TACTICS 101

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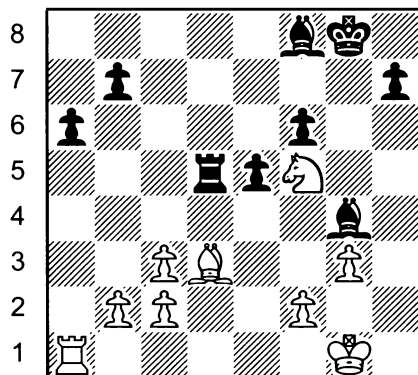
WHITE TO MOVE

FIND the KNIGHT FORKS

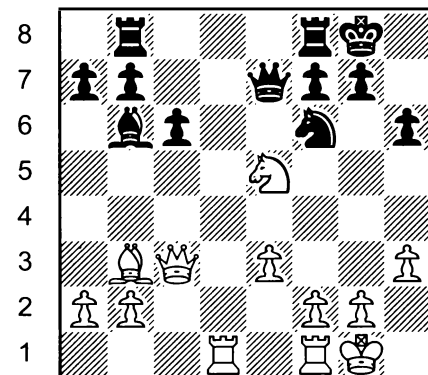
WIN MATERIAL



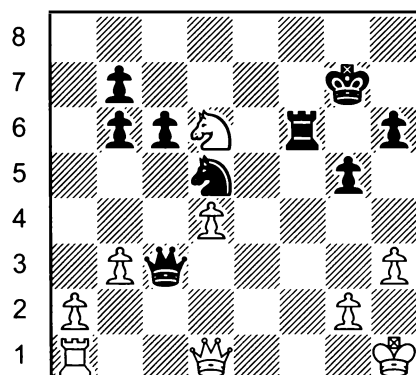
1 a b c d e f g h



2 a b c d e f g h

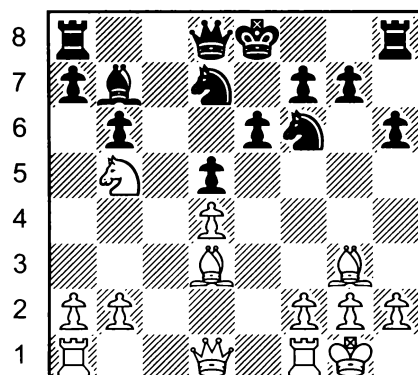


3 a b c d e f g h



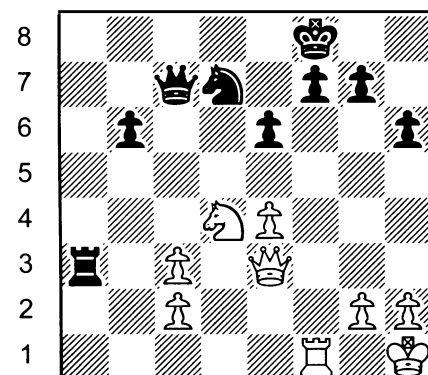
4 a b c d e f g h

FIND 2 FORKS



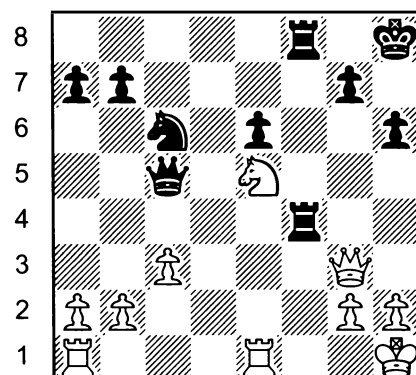
5 a b c d e f g h

FIND 2 FORKS



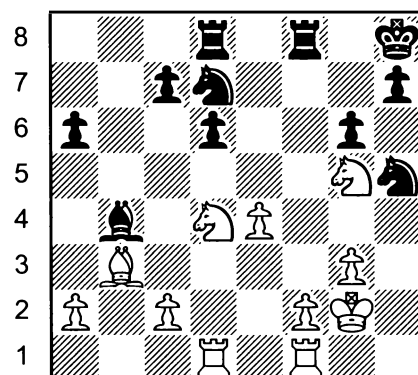
6 a b c d e f g h

FIND 2 FORKS



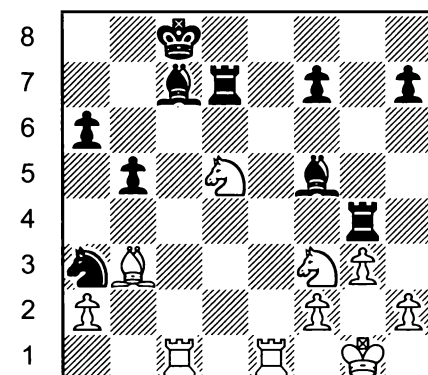
7 a b c d e f g h

FIND 3 FORKS



8 a b c d e f g h

FIND 4 FORKS



9 a b c d e f g h

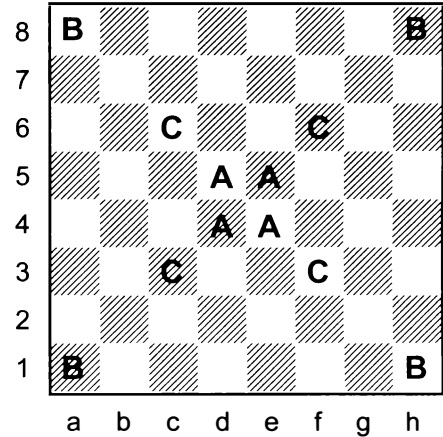
FIND 5 FORKS

# LILY'S PUZZLERS

HI BOYS AND GIRLS!!

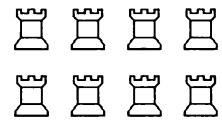
Here's a rook puzzle to keep you busy. Don't forget, a piece does not attack the square that it stands on, which means a second rook will have to attack any occupied squares.

Good luck! ☞ 259



**PLACE 8 ROOKS ON THE BOARD SO THAT ...**

- A. every square is attacked except the four in the centre (d4 d5 e4 e5).**
- B. every square is attacked except the four corners (a1 a8 h1 h8).**
- C. every square is attacked except c3, c6, f3, f6.**
- D. the fewest squares are attacked.**



REMEMBER, A PIECE DOES NOT ATTACK THE SQUARE IT STANDS ON.

## CHESS-O-WORD

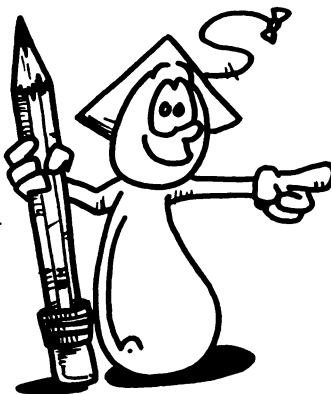
**ISN'T CHESS THE BEST?**

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*In this word search, you are looking for the basic terms of chess.*

The words below are hidden in the puzzle. Some are written forwards and some backwards. Others go up, down, or on a diagonal. Just like a queen! When you find a word, circle it. After you find all the words, there will be three letters not circled. Unscramble those 3 letters to answer the riddle.

- |            |          |
|------------|----------|
| KING       | SET      |
| QUEEN      | BOARD    |
| ROOK       | SQUARE   |
| BISHOP     | FILE     |
| KNIGHT     | RANK     |
| PAWN       | DIAGONAL |
| CAPTURE    | MOVE     |
| CASTLE     | CHECK    |
| PROMOTE    | MATE     |
| EN PASSANT | WIN      |
|            | LOSE     |



D K E R U T P A C B  
 U I K N I G H T I T  
 E N A K N A R S P N  
 T G D G L B H F A A  
 O C R K O O R I W S  
 M H A S P N S L N S  
 O E O T E S A E I A  
 R C B E V O M L W P  
 P K U E L T S A C N  
 S Q U A R E T A M E

**RIDDLE :** *What is a good thing to take to a chess tournament?*

— — —

☞ 303