

Solve these problems. Black to move and win.



1. ... d4
2. QxBf7 KxQf7
3. BxRd2



1. ... NxBc4



1. ... d4
2. Qg3 d4xNc3



1. ... d5
2. Qb2 d5xBc4



1. ... RxNe4
2. fxRe4 QxQd5



1. ... BxNd4
2. cxBd4 Rxd4
3. Kc1 RxBa4



1. ... QxRe5
2. QxQe5 Ng4
3. Kh3 NxQe5



1. ... Qf3
2. Kh2 RxBd3



Scan the code or visit YpsiLibrary.org/chess-club to find all the homework problems and answers, plus other resources to help you improve your chess skills between club meetings!