

Week 10

Solve these problems. White to move and win.



1. Qxg6 Kd7
2. Qe6 Kf8
3. Bxh6



1. Ng5 Ke7
2. NxQe4



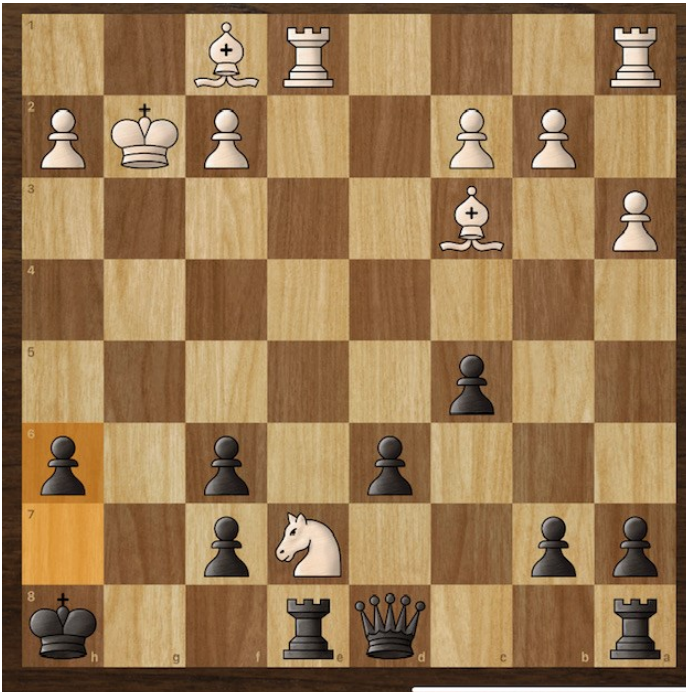
1. RxNf6 NxRf6
2. QxNf6 QxQf6
3. Nh5 Kh7
4. NxQf6



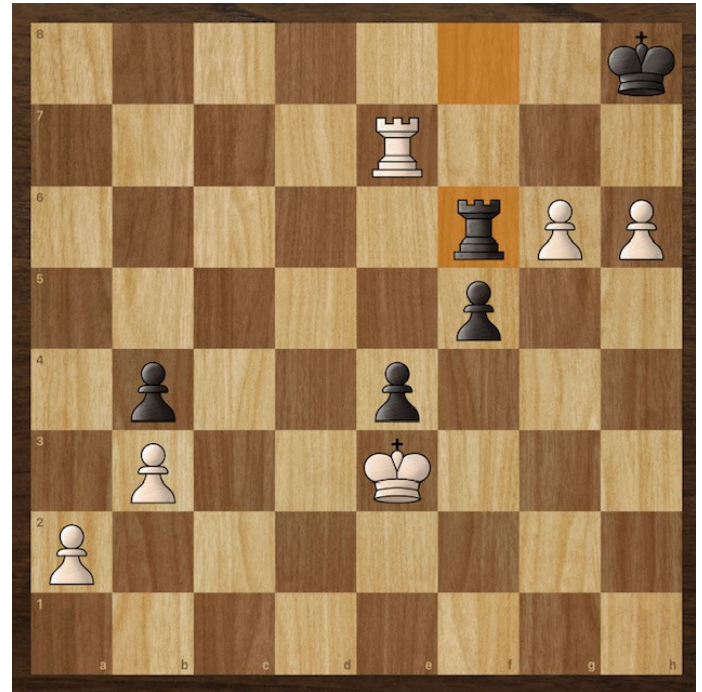
1. RxRd8

White to move and checkmate.

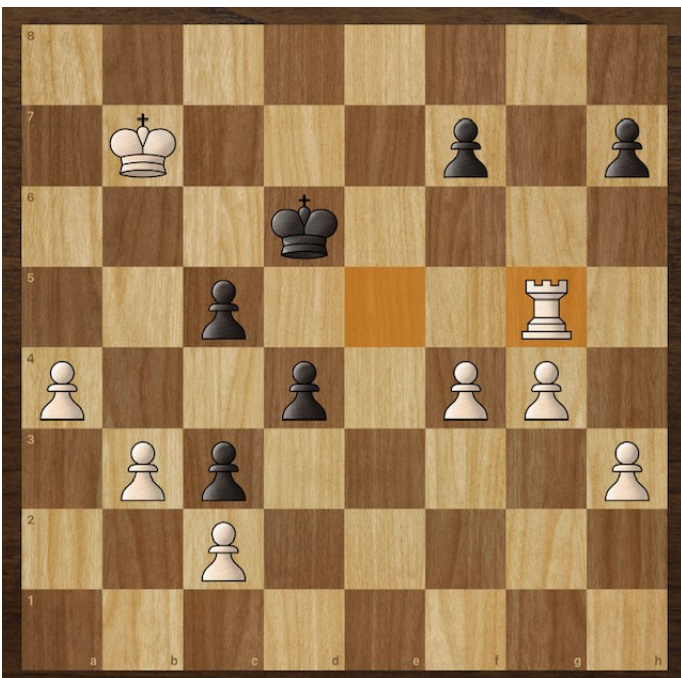
1. Bxf6 Kh7
2. Bd3 checkmate



1. Re8 Rf8
2. RxR checkmate



Black to move and make a queen.



1. ... d3
2. cxd3 c2
3. a5 c1 = Q



1. ... Bd4
2. Rf2 h2
3. Kxg2 h1 = Q



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!