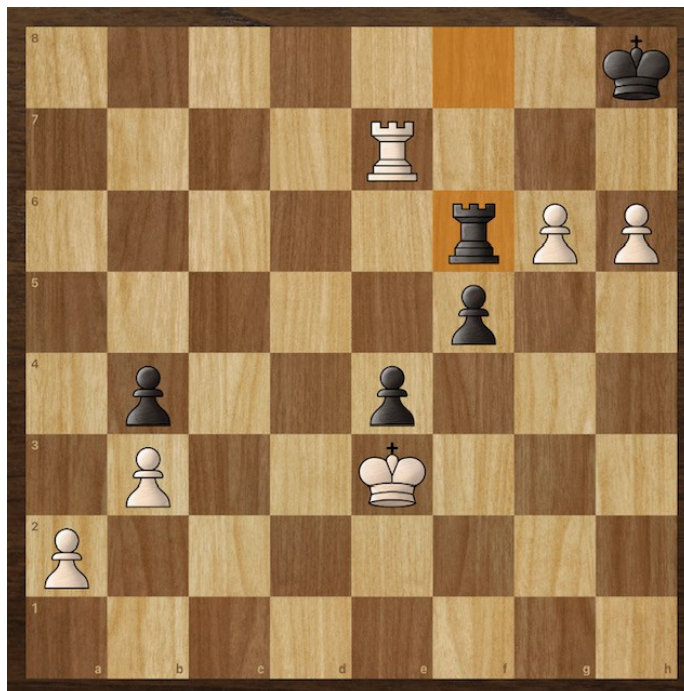


Week 10

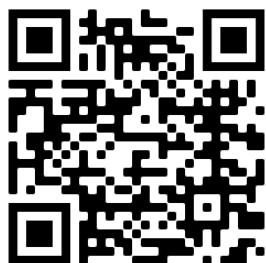
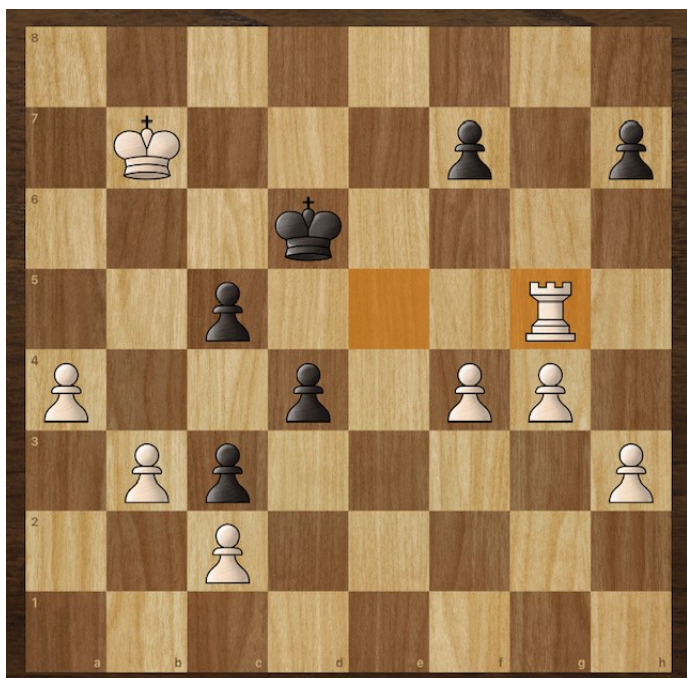
Solve these problems. White to move and win.



White to move and checkmate.



Black to move and make a queen.



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!