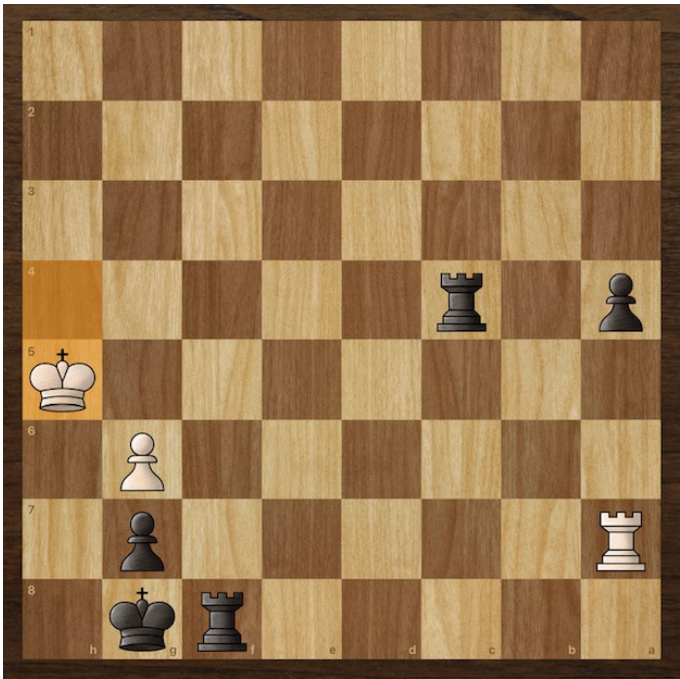


Week 11

Solve these problems. Black to move and checkmate.



- 1... Nf2
- 2. Kg1 Nxh3
- 3. Kh1 Qg1
- 4. RxQ Nf2 checkmate



- 1... Rf5



- 1... QxRf1



- 1... Qd1

Black to move and win.



1... RxBf3



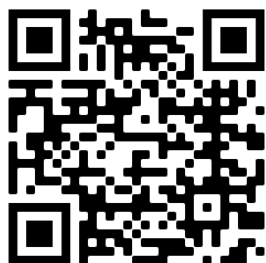
1... QxNe2
2. QxQe2 Ng3
3. Kh2 NxQe2



1... Rg3
2. KxRg3 Bxe2



1... Nh3
2. Kh1 Nxf2
3. Kg1 NxQd1



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!