Week 12

Solve these problems. Black to move and checkmate in 1 or 2 moves.

| 1... | Nd2 |
| 2. Kf1 | Qh1 |

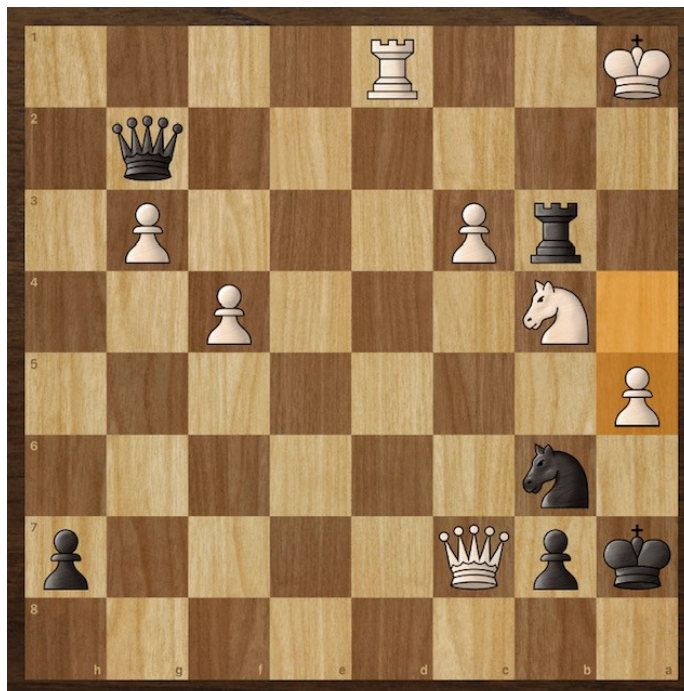| 1... | Rh6 | 1... | Rh6 |
| 2. g4 | Qh1 | 2. g3 | Qh2 |

1... Nxf3

1... Rh8
2. Nh2   RxNh2
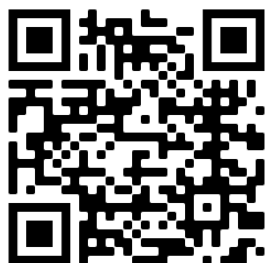3. KxNh2 Rh8

1...   Qxg3
2. Rg1   Rxh2

1... Qb2

1...   Qxf3
2. Kg1   Nh3

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!