Solve these problems. White to move and win.



- 1. h5 Bxh5
- 2. gXBh5



- 1. Qc8 Kb6
- 2. c5 Qxc5
- 3. dxQc5



- 1. Rg4 Kf7
- 2. Qh7 Kf6
- 3. Rxg3



- 1. NxBc4 RxRb2
- 2. NxRb2



- 1. Rb3 QxRb3
- 2. NxQb3



- 1. RxBd3 RxRd3
- 2. Be4 f5
- 3. BxRd3





- 1. e5 Rf6
- 2. exNd7



1. QxQe5

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!