

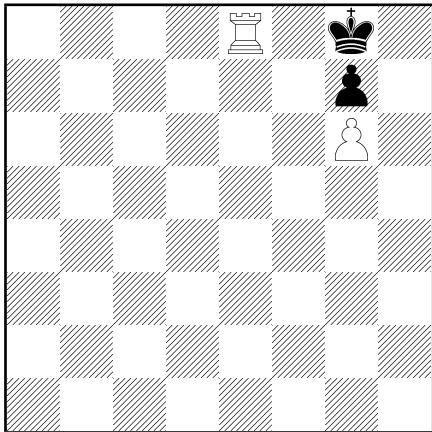
Comprehensive Chess Course, Volume II

Lesson 10 Homework

(Answers are in the book.)

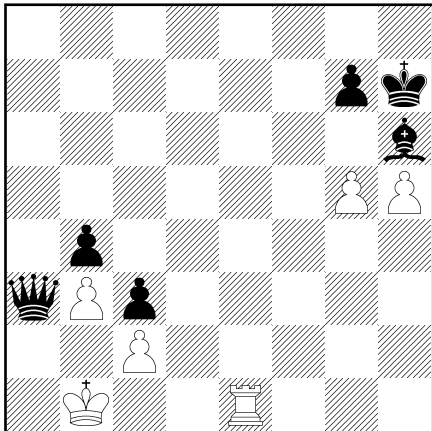
I. Remember the patterns shown in each of the odd-numbered diagrams 453 – 463 and use them in solving the corresponding even-numbered diagrams 454 – 464

453



pattern

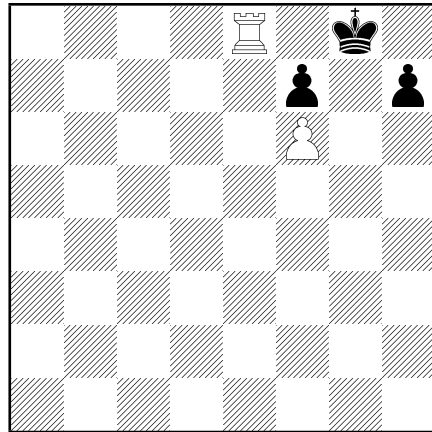
454



White to play and mate in two moves.

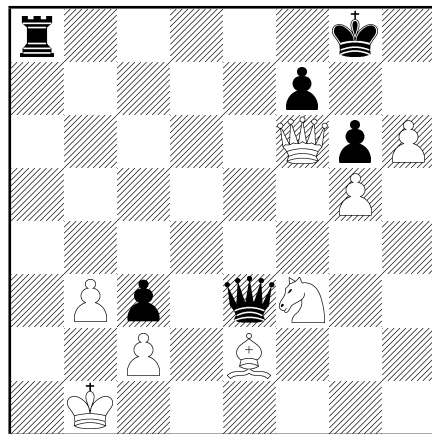
WHITE	BLACK
1.	
2.	

455



pattern

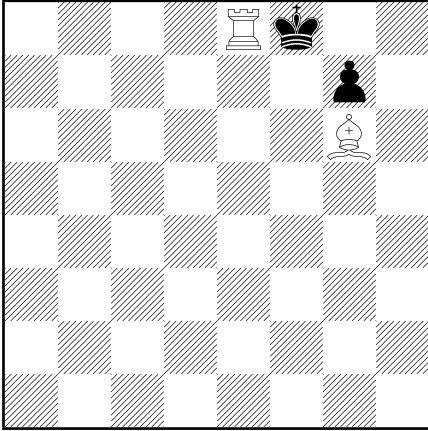
456



Black to play and mate in two moves.

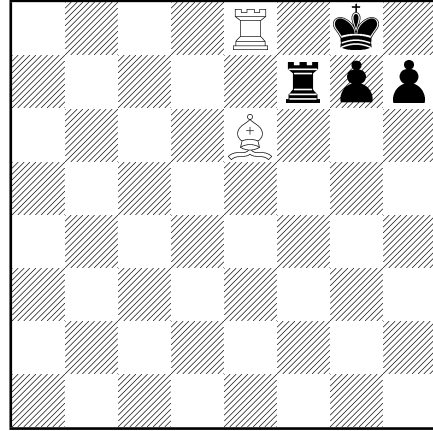
WHITE	BLACK
1.	
2.	

457



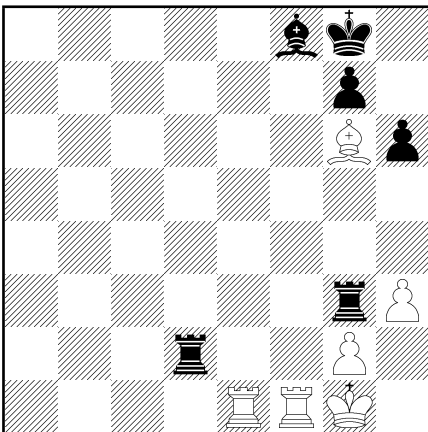
pattern

459

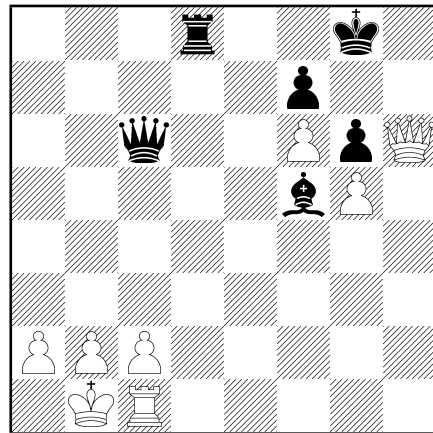


pattern

458



460



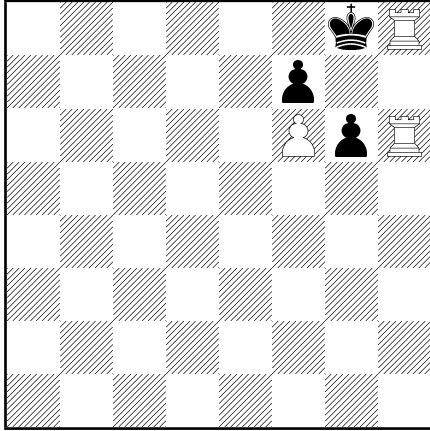
White to play and mate in two moves.

	WHITE	BLACK
1.		
2.		

Black to play and mate in two moves.

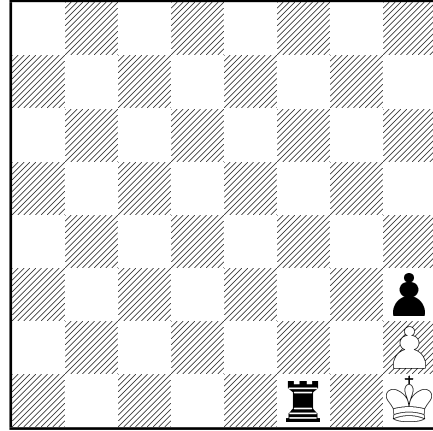
	WHITE	BLACK
1.		
2.		

461



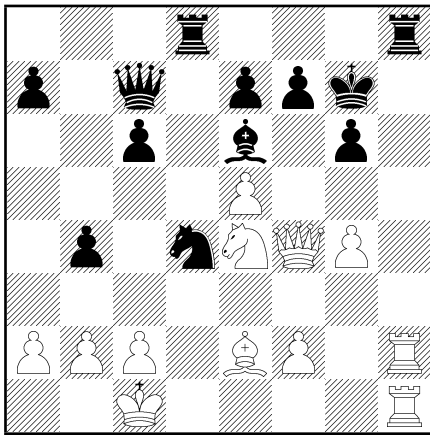
pattern

463

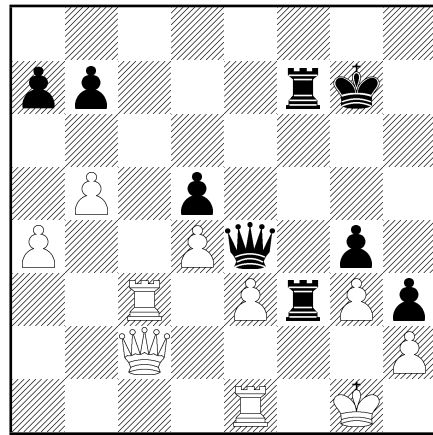


pattern

462



464



White to play and mate in three moves.

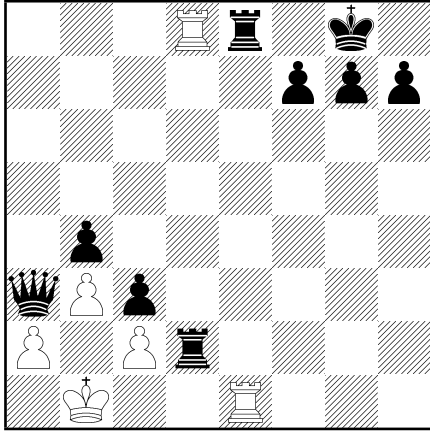
WHITE	BLACK
1.	
2.	
3.	

Black to play and mate in three moves.

WHITE	BLACK
1.	
2.	
3.	

II. In Diagrams 465 – 476 find the strongest continuation. Use the tactical device of “back-rank mate.”

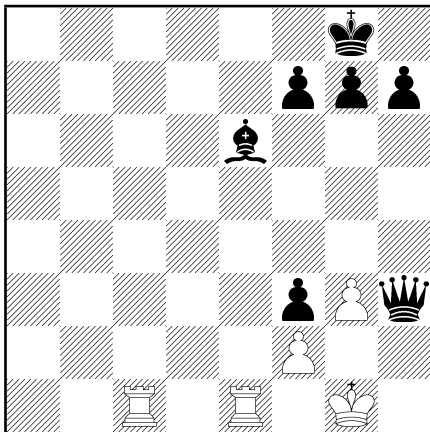
465



White to play and mate in two moves.

WHITE	BLACK
1.	
2.	

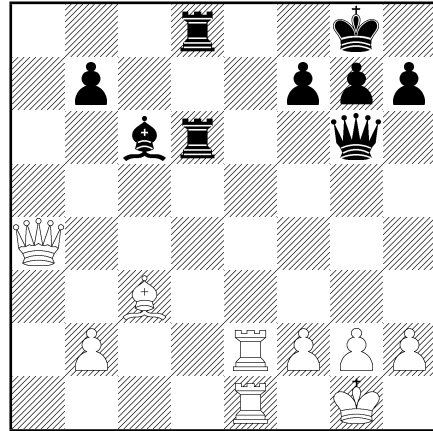
466



White to play and mate in two moves.

WHITE	BLACK
1.	
2.	

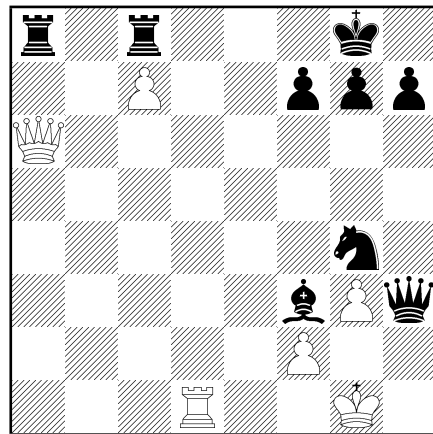
467



White to play and mate in three moves.

WHITE	BLACK
1.	
2.	
3.	

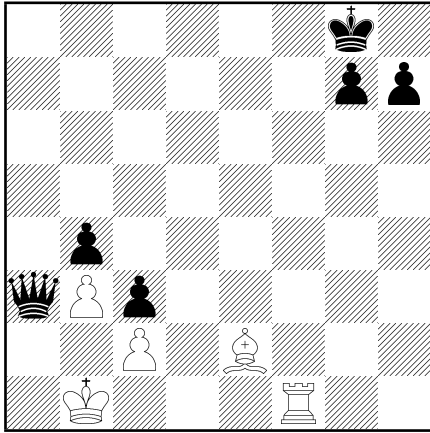
468



White to play and mate in three moves.

WHITE	BLACK
1.	
2.	

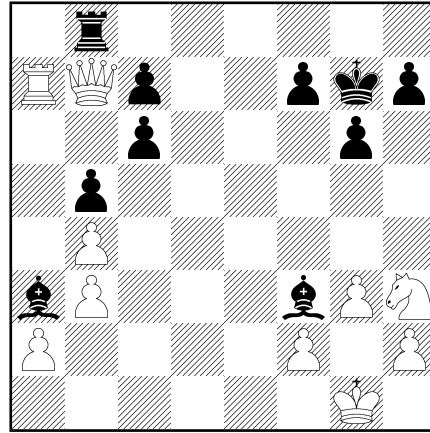
469



White to play and mate in two moves.

WHITE	BLACK
1.	
2.	

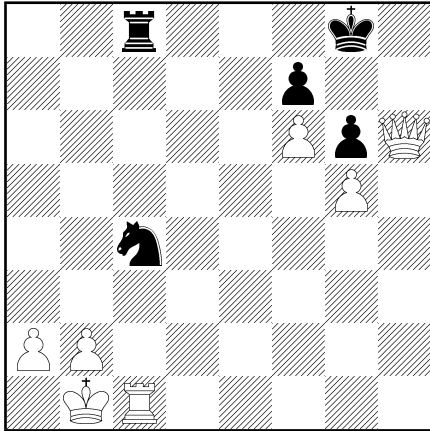
471



Black to play and mate in three moves.

WHITE	BLACK
1.	
2.	
3.	

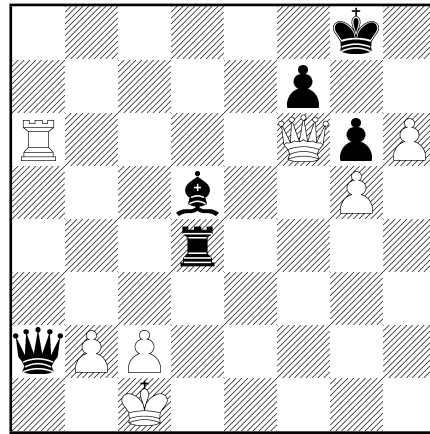
470



Black to play and mate in two moves.

WHITE	BLACK
1.	
2.	

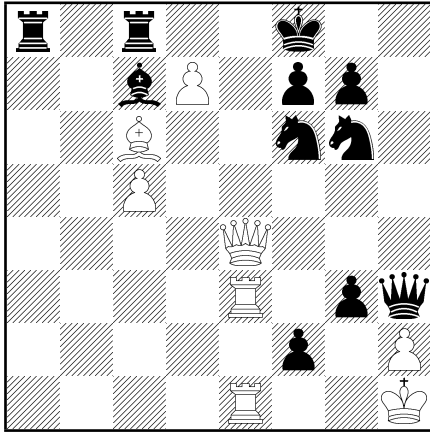
472



Black to play and mate in two moves.

WHITE	BLACK
1.	
2.	

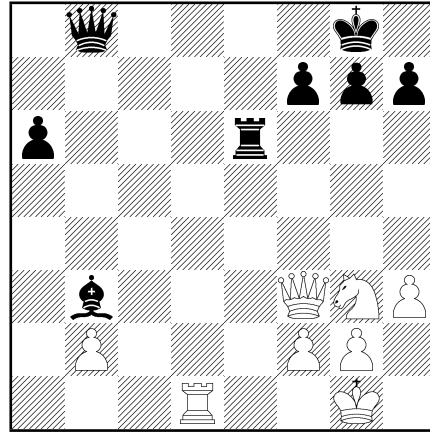
473



White to play and mate in four moves.

WHITE	BLACK
1.	
2.	
3.	
4.	

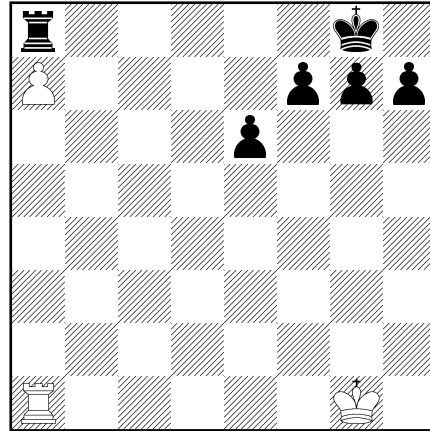
475



White to play and win a piece.

WHITE	BLACK
1.	
2.	

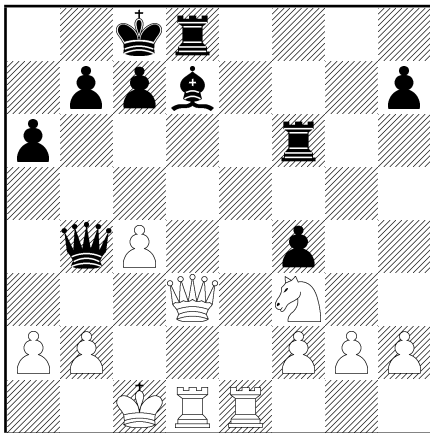
476



White to play and win.

WHITE	BLACK
1.	
2.	

474



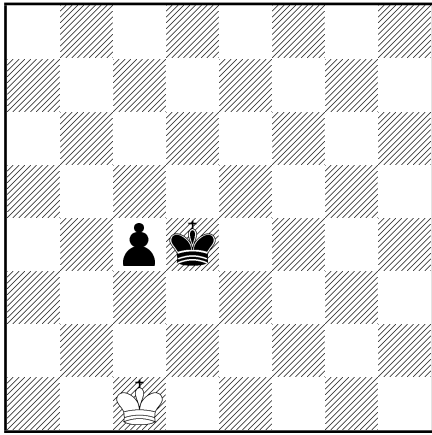
White to play and win.

WHITE	BLACK
1.	
2.	
3.	
4.	

III. Diagrams 477–482 deal with endgames.

478

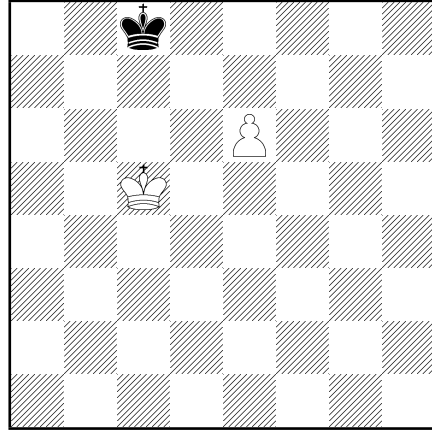
477



Black to play and queen the pawn (two solutions).

WHITE	BLACK
1.	
2.	

WHITE	BLACK
1.	
2.	

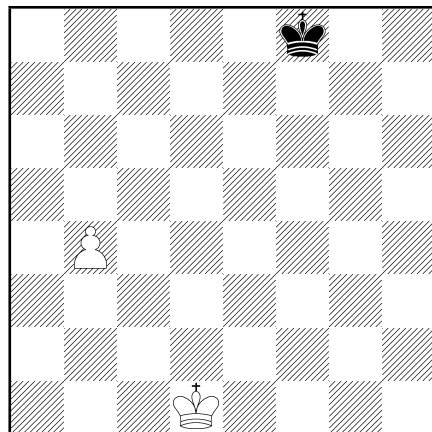


Either side to play. Queen the pawn.

WHITE	BLACK
1.	
2.	

WHITE	BLACK
1.	
2.	

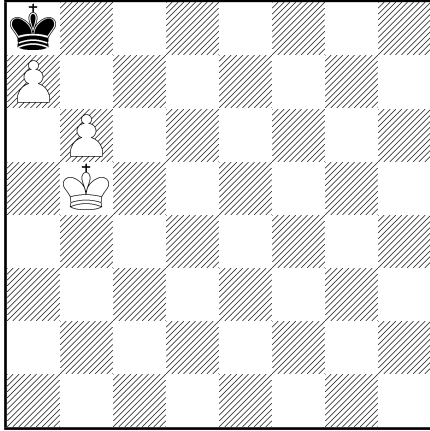
479



White to play. Queen the pawn.

WHITE	BLACK
1.	
2.	

480

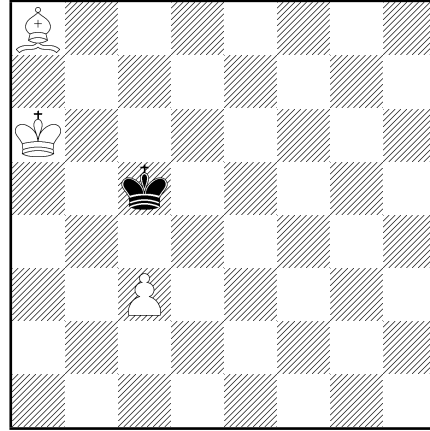


Either side to play. Queen the pawn.

WHITE	BLACK
1.	
2.	

WHITE	BLACK
1.	
2.	

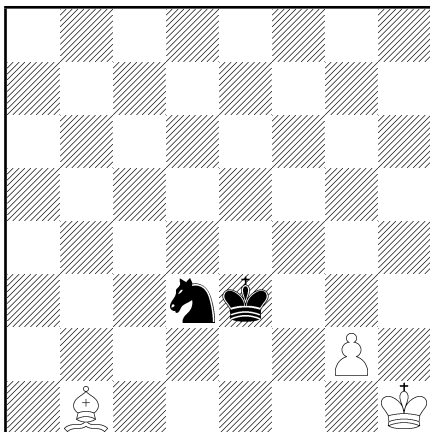
482



White to play. Queen the pawn.

WHITE	BLACK
1.	
2.	

481



White to play. Queen the pawn.

WHITE	BLACK
1.	
2.	