

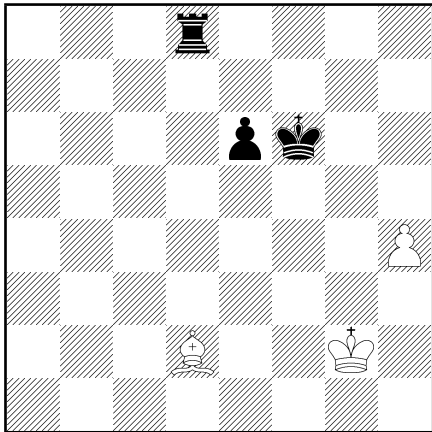
Comprehensive Chess Course, Volume II

Lesson 9 Homework

(Answers are in the book.)

I. Diagrams 385-390. Use the skewer tactical device in the solution.

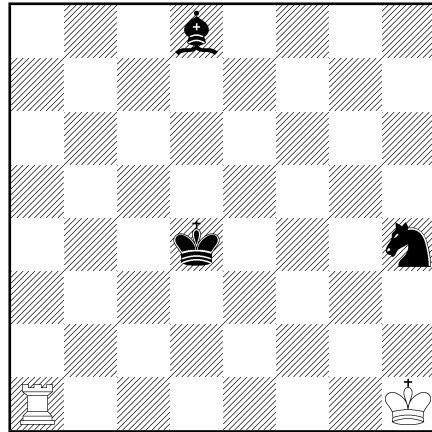
385



White to play and win the Rook.

WHITE	BLACK
1.	
2.	
3.	
4.	

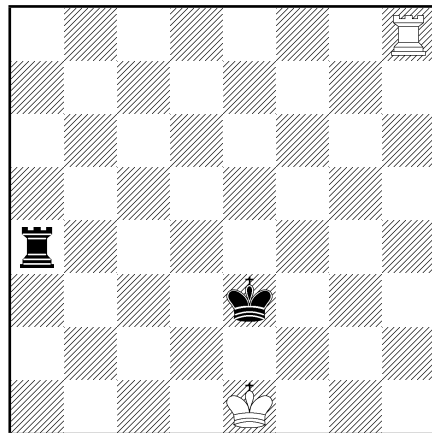
386



White to play and win a piece.

WHITE	BLACK
1.	
2.	
3.	
4.	

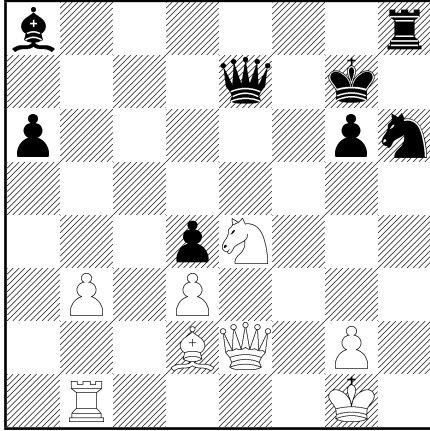
387



White to play and win the Rook.

WHITE	BLACK
1.	
2.	
3.	
4.	

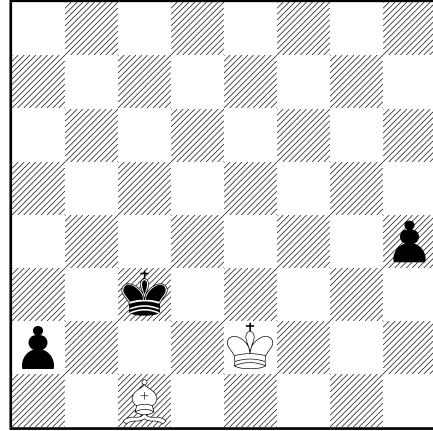
388



White to play and win the exchange.

WHITE	BLACK
1.	
2.	
3.	
4.	

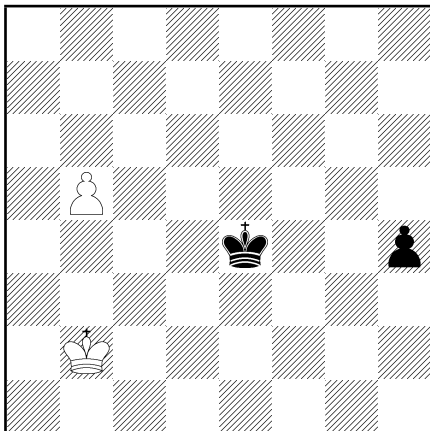
390



White to play and draw.

WHITE	BLACK
1.	
2.	
3.	
4.	

389

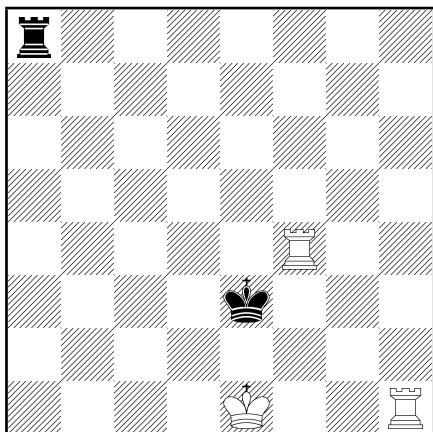


White to play. How does he win?

WHITE	BLACK
1.	
2.	
3.	
4.	

II. In Diagrams 391 - 396 find a combination that uses the skewer tactical device.

391

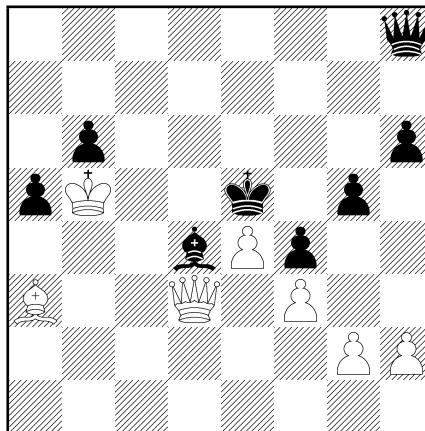


How does White win? (2 solutions)

WHITE	BLACK
1.	
2.	
3.	
4.	

WHITE	BLACK
1.	
2.	
3.	

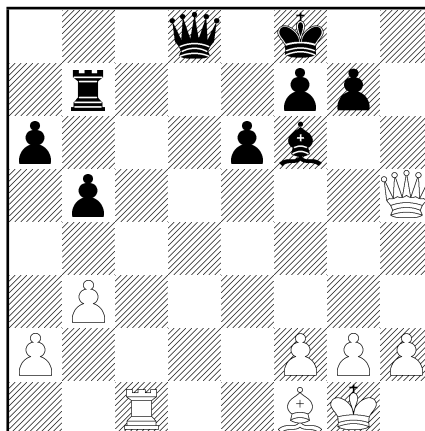
392



White to play and win material.

WHITE	BLACK
1.	
2.	
3.	
4.	

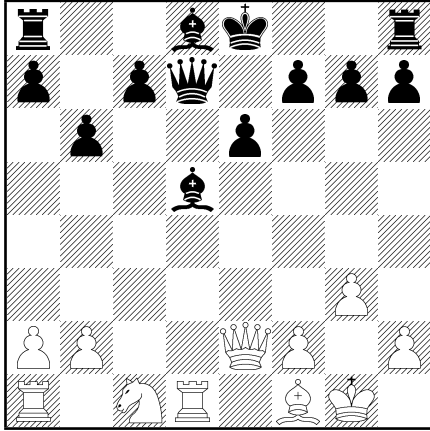
393



Find a forced win for White.

WHITE	BLACK
1.	
2.	
3.	
4.	

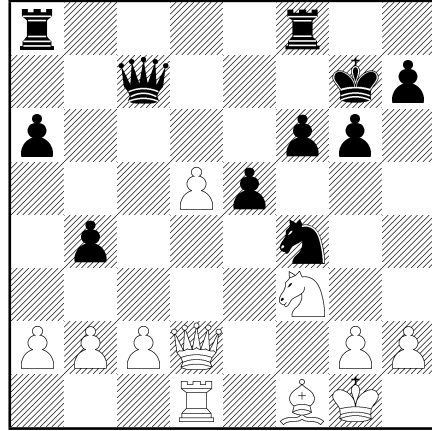
394



How can White win material?

WHITE	BLACK
1.	
2.	
3.	
4.	

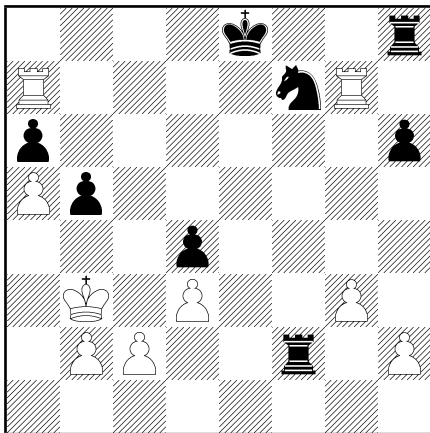
396



Black to play and win material.

WHITE	BLACK
1.	
2.	
3.	
4.	

395

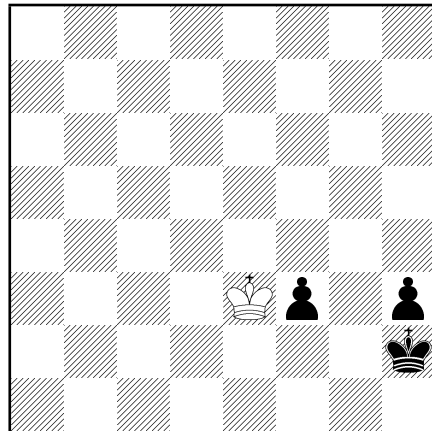


White to play. Can he win the Knight?

WHITE	BLACK
1.	
2.	
3.	
4.	

III. Diagrams 397 - 402 deal with Rook-pawn endgames.

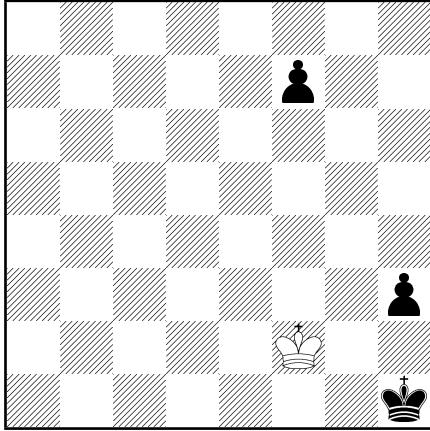
397



White to play and draw.

WHITE	BLACK
1.	
2.	
3.	
4.	

398

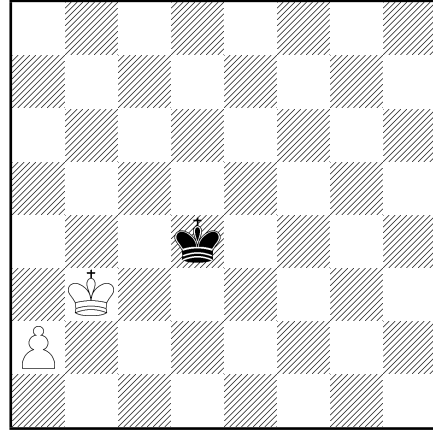


How should the game end with White to play?  
With Black to play?

WHITE	BLACK
1.	
2.	
3.	
4.	

WHITE	BLACK
1.	
2.	
3.	
4.	

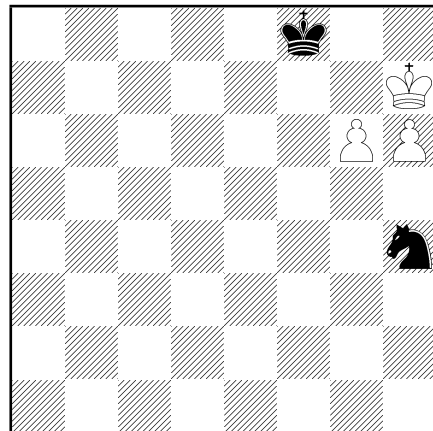
399



White to play. Can he win?

WHITE	BLACK
1.	
2.	
3.	
4.	

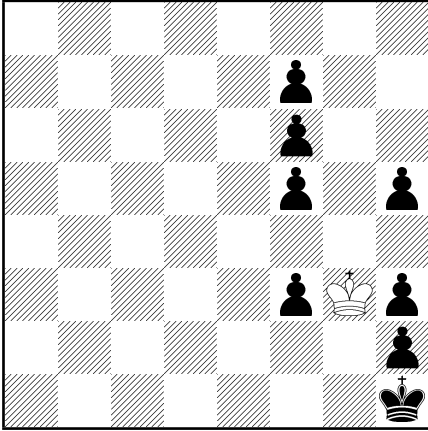
400



Black to play. Can he save himself?

WHITE	BLACK
1.	
2.	
3.	
4.	

401



Can this position occur in a game? If yes, can White avoid losing if it is his turn to play?

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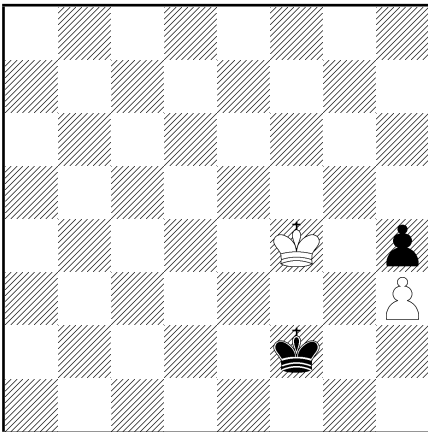


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402



Black to play and draw.

WHITE	BLACK
1.	
2.	
3.	
4.	