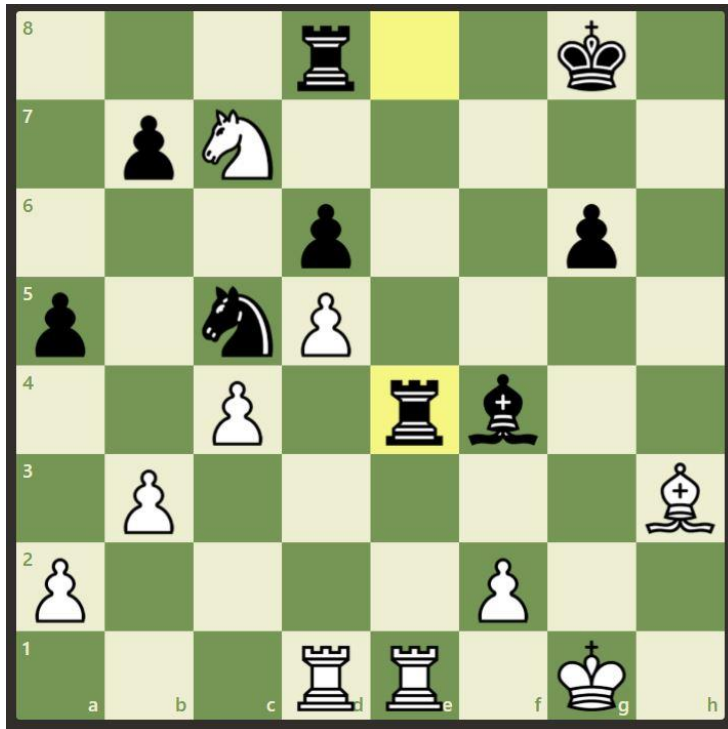


Road to Mastery Puzzle Sheet 1

10/10	Grandmaster	Elo: 2500+
9/10	Master	Elo: 2200-2500
8/10	Expert	Elo: 2000-2200
7/10	Class A	Elo: 1800-2000
6/10	Class B	Elo: 1600-1800
5/10	Class C	Elo: 1400-1600
4/10	Class D	Elo: 1200-1400
3/10	Class E	Elo: 1000-1200
2/10 or less	Beginner	Elo: Under 1000

Coach M's Tip: In each position, the last move played is shown. For each position, choose among the given selections of moves. Correct moves along with OK ones, poor ones, and blunders are given. Points will be awarded for a correct choice while points will be deducted for choosing badly. Good Luck!

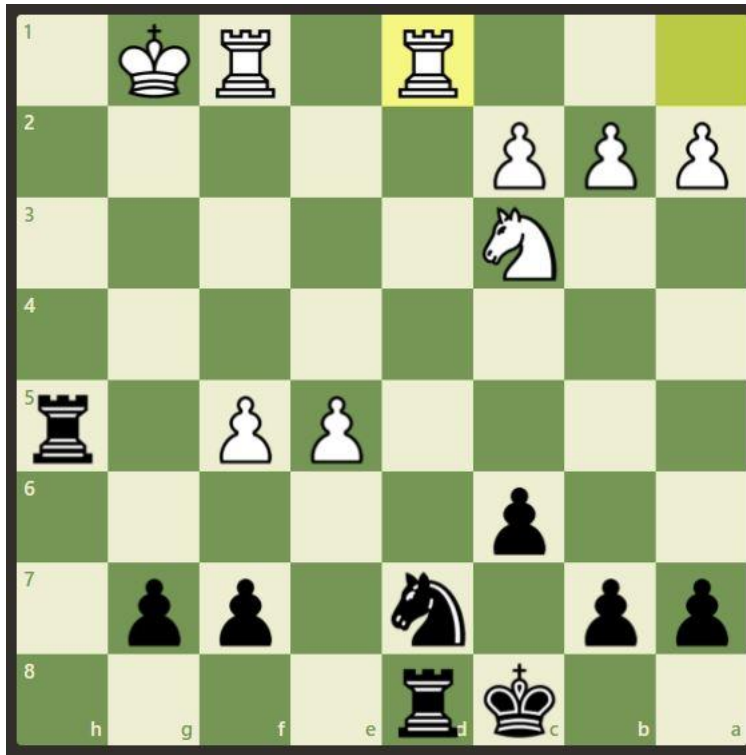
1.



Choose from:

- (a) Ne6
- (b) RxR
- (c) Be6+
- (d) f3
- (e) Kf1

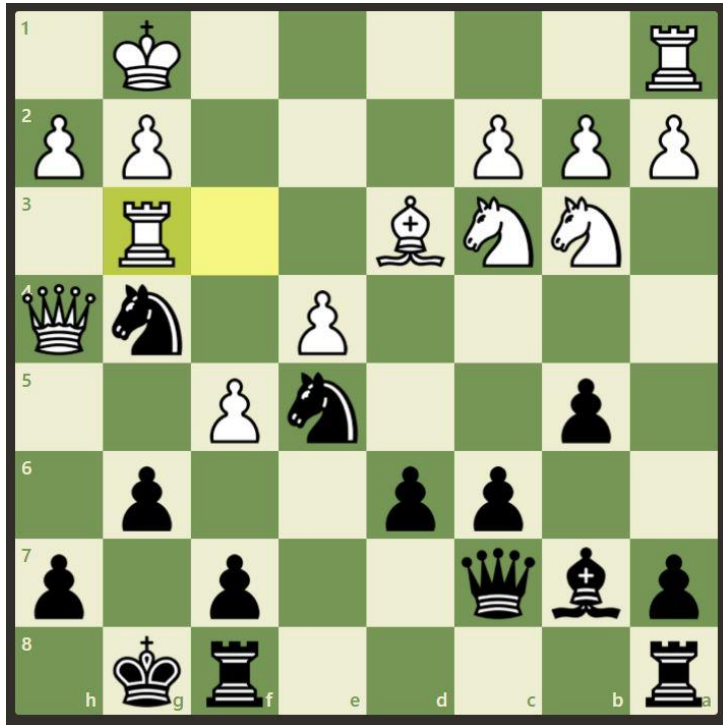
2.



Choose from:

- (a) Nxe
- (b) Rdh8
- (c) Rg5+
- (d) Kc7
- (e) Re8

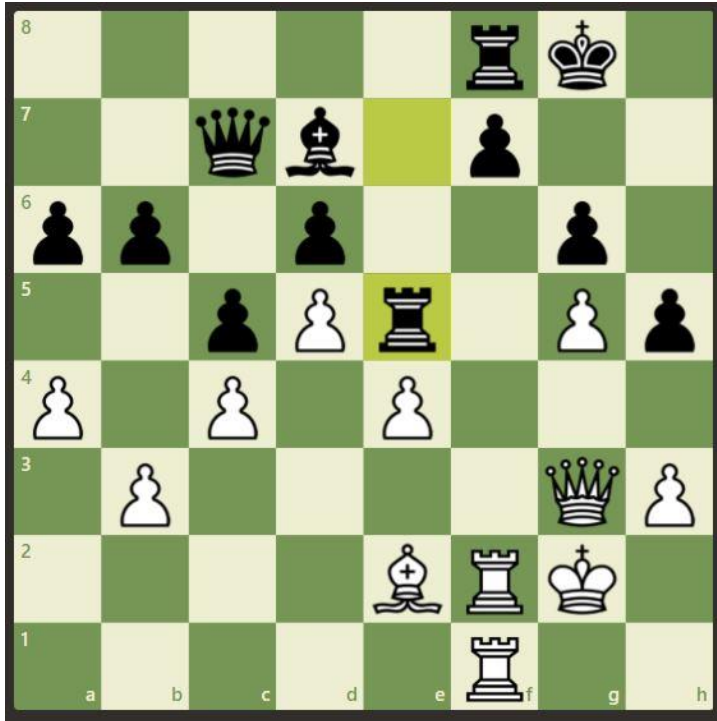
3.



Choose from:

- (a) h5
- (b) gxf
- (c) Qb6+
- (d) NxB
- (e) b5

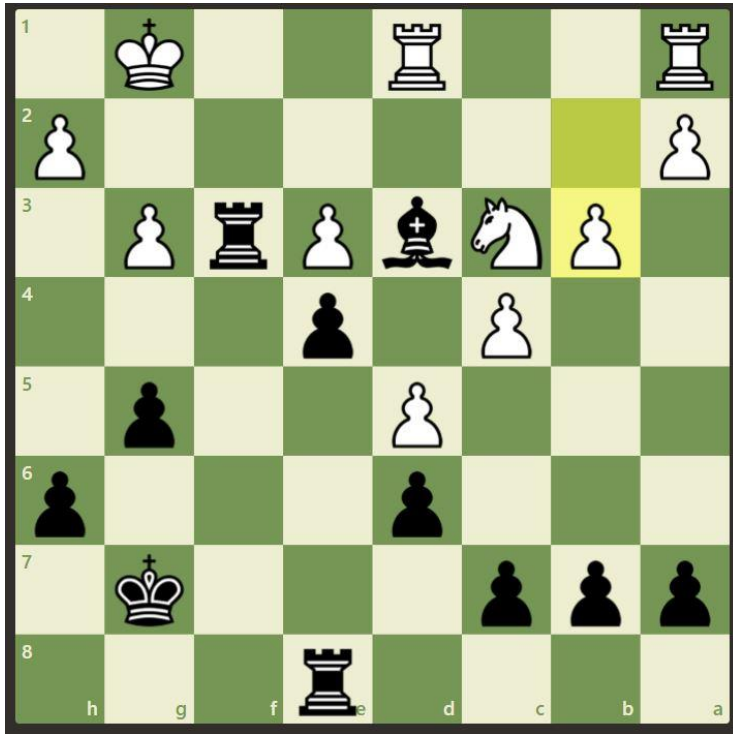
4.



Choose from:

- (a) Bf3
- (b) Bd3
- (c) h4
- (d) Rf6
- (e) Qf4

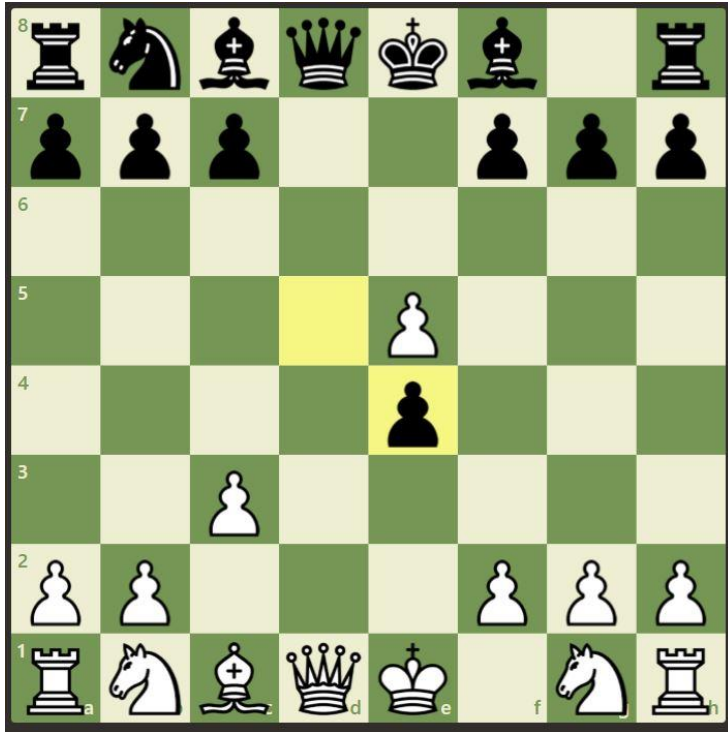
5.



Choose from:

- (a) a6
- (b) Ref8
- (c) Rxp
- (d) h5
- (e) b6

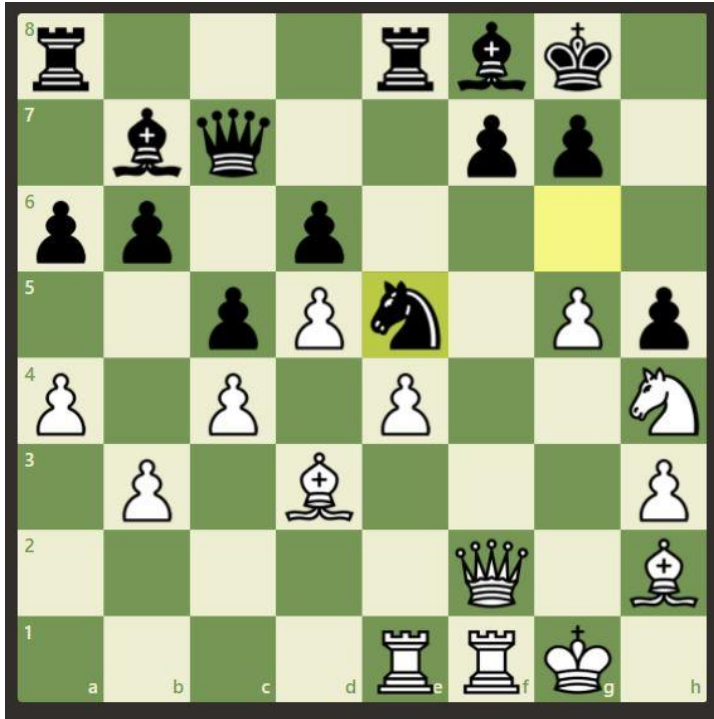
6.



Choose from:

- (a) Qa4+
- (b) QxQ+
- (c) Qc2
- (d) Nd2
- (e) Bf4

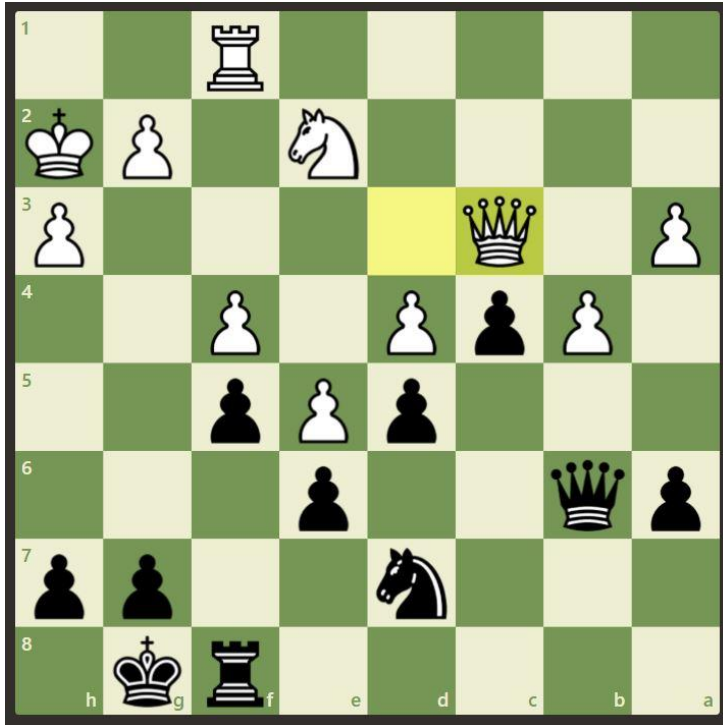
7.



Choose from:

- (a) Be2
- (b) Qe2
- (c) BxN
- (d) g6
- (e) Bc2

8.



Choose from:

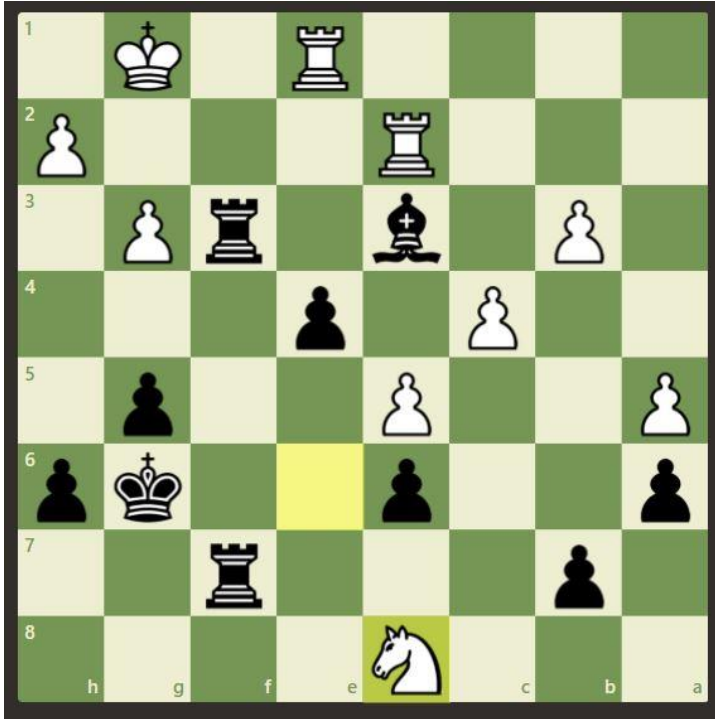
- (a) Rb8
- (b) Qc6
- (c) Nb8
- (d) h6
- (e) Qb5

9.



- Choose from:
- (a) Nxf7
 - (b) g4
 - (c) Nxd
 - (d) Bxd
 - (e) e5

10.



Choose from:

- (a) Rd7
- (b) Re7
- (c) Rc7
- (d) Rf7f6
- (e) Rf1+

Solutions:

1.

Choose from:

- (a) Ne6
- (b) RxR! **+1** Cleanest kill. After NxR, Ne6 forks B and R winning material.
- (c) Be6+
- (d) f3
- (e) Kf1

2.

Choose from:

- (a) Nxe
- (b) Rh8
- (c) Rg5+ **+1** Picks up at least two pawns.
- (d) Kc7
- (e) Re8

3.

Choose from:

(a) h4

(b) gxf

(c) Qb6+ +1 Smother mates or wins large amounts of material.

(d) Nx8

(e) b5

4.

Choose from:

(a) Bf3

(b) Bd3

(c) h4

(d) Rf6 +1 Gives some practical chances.

(e) Qf4

5.

Choose from:

(a) a6

(b) Ref8 +1 Sets up infiltration on the f-file.

(c) Rxp

(d) h5

(e) b6

6.

Choose from:

- (a) Qa4+ **-1** Bd7! and after Qxe, Bc6, black is better.
- (b) QxQ+ **+1**
- (c) Qc2
- (d) Nd2
- (e) Bf4

7.

Choose from:

- (a) Be2
- (b) Qe2
- (c) BxN
- (d) g6 **+1** Works tactically.
- (e) Bc2

8.

Choose from:

- (a) Rb8
- (b) Qc6
- (c) Nb8 **+1** Sends the knight to the correct circuit -> c6. Later, Rb8 and a5 and black is better.
- (d) h6
- (e) Qb5

9.

Choose from:

- (a) N_{xh}+
- (b) g₄
- (c) N_{xd}
- (d) B_{xd}
- (e) e₅ +1 Crushing.

10.

Choose from:

- (a) R_{d7}
- (b) R_{e7}
- (c) R_{c7}
- (d) R_{f7f6} +1 Sets up infiltration on the f-file.
- (e) R_{f1}+