ChessDepth Academy



FREE TRAINING PACK

Beginner's Complete Pack

Stop losing pieces, open like a coach, spot the basic tactics and mates, and win simple endgames

- How to think every move
- Opening rules & traps
- Free pieces
- Checkmate patterns
- Forks, pins & skewers
- Pawn endgames
- 4-week plan
- 60 exercises

For players who know the rules · roughly 400–1100 rating

chessdepth.in

How to use this pack

You know how the pieces move. This pack teaches what to do with them: how to stop losing pieces, how to start a game, the tactics and mates that decide most beginner games, and how to win simple endgames. Every chapter ends with exercises, and all answers are explained at the back.

1 **Read, then solve**
Read the chapter, then do its exercises from the diagrams, without moving the pieces.

2 **Write your answer**
Write the whole move (and the reply you expect) before you turn to the answers.

3 **Learn from the answers**
Each answer explains why the move works. That reason is what you will remember in your games.

4 **Play and review**
Play slow games and check each one with the review checklist on page 19.

What's inside

1 **How to think on every move** p. 3
2 **Opening principles** p. 4
3 **Free pieces and safe trades** p. 6
4 **Checkmate patterns** p. 9
5 **Forks, pins and skewers** p. 13
6 **Pawn endgames: the square rule** p. 17
7 **When there is no tactic** p. 19
8 **Your 4-week plan** p. 20
9 **Answers** p. 21

Reading the diagrams

In the puzzles, the side to move is at the **bottom**.

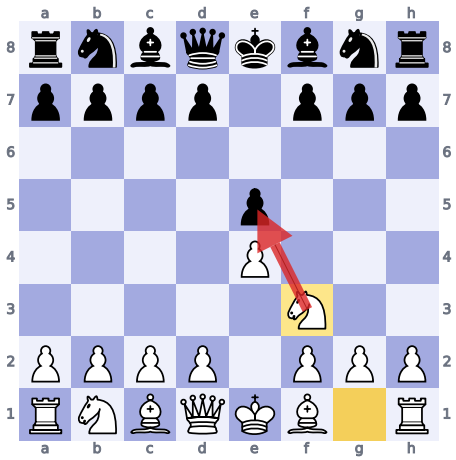
Yellow squares show the **last move** played.

○ White to move · ● Black to move

+ check · **#** checkmate · **x** capture · **!** strong move · **?** mistake

1 How to think on every move

Most beginner games are lost by one careless move. A short routine stops that.



After 1.e4 e5 2.Nf3, what does the knight want? It attacks the pawn on e5. Answer the threat (2...Nc6) before doing anything else.

Before your move: three questions

1. **What does my opponent's last move want?** Look at what the moved piece attacks now, and what it uncovered.
2. **Are all my pieces safe?** Is any piece attacked and not defended, or attacked by something cheaper?
3. **Checks, captures and threats.** List every check, every capture and every threat you can make, then pick the best.

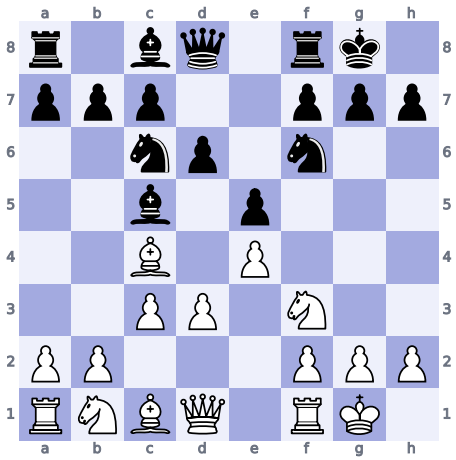
After you choose: the blunder check

Before you touch the piece, imagine the board after your move and ask one more time: **can my opponent check me, capture something, or attack something big?** If the answer is yes, look again. This ten-second check saves more games than any opening trick.

> Play slow games while you learn (15 minutes or more for each player), so you have time for the routine. Fast games teach fast mistakes.

2 Opening principles

You don't need to memorise openings yet. Follow the principles and you will reach good positions.



A model Italian Game: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d3 d6 6.O-O O-O. Both sides have followed every rule.

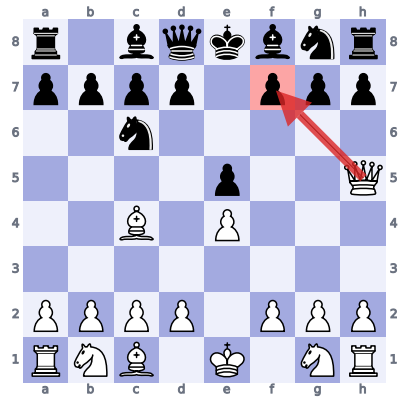
Seven rules for the first ten moves

1. Start with a **centre pawn**: e4 or d4 (e5 or d5 for Black).
2. **Knights before bishops**: knights know where they belong (f3 and c3).
3. Develop **towards the centre**, each piece once.
4. **Castle** within the first ten moves.
5. Keep the **queen at home** until your minor pieces are out.
6. Don't grab **edge pawns** while you are undeveloped.
7. **Connect your rooks**: when nothing stands between them, your opening is done.

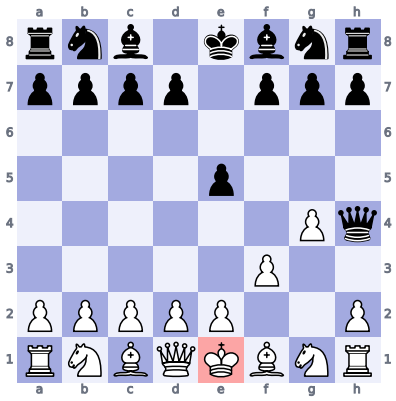
> The three classic beginner mistakes: moving the same piece again and again, early queen raids, and pushing the f-pawn and g-pawn in front of your own king.

2 Three traps to know

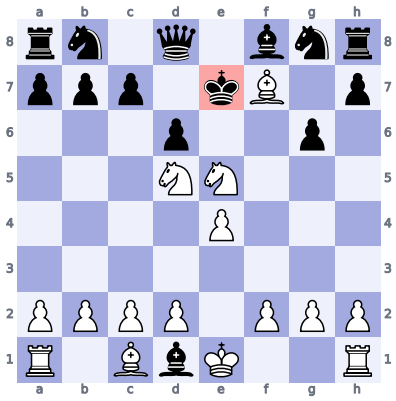
Know them so they never happen to you, and so you can punish them.



Scholar's mate threat. After 1.e4 e5 2.Bc4 Nc6 3.Qh5, White threatens Qxf7#. Defend with 3...g6 or 3...Qe7.



Fool's mate. 1.f3 e5 2.g4?? Qh4#. Two weakening pawn moves in front of the king, and it is over.



Légal's mate. 1.e4 e5 2.Nf3 d6 3.Bc4 Bg4 4.Nc3 g6? 5.Nxe5! Bxd1?? 6.Bxf7+ Ke7 7.Nd5#.

What the traps teach

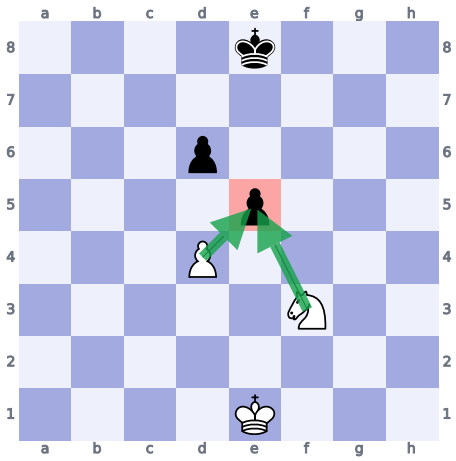
- **f7 and f2 are weak** at the start: only the king defends them. Watch every queen or bishop that aims there.
- Pawn moves in front of your king **open lines** to it. Move them only with a reason.
- In Légal's mate Black grabbed the queen and lost to mate: before you take a big piece, **check what your opponent gets in return**. A queen that is "free" may be bait.

> Don't play for traps yourself. Play good developing moves; traps catch only players who ignore threats, and the routine on page 3 protects you.

3 Free pieces and safe trades

Count attackers and defenders, and use the points.

Queen	Rook	Bishop	Knight	Pawn
9	5	3	3	1



The e5-pawn is attacked twice (pawn d4, knight f3) and defended once (pawn d6). After dxe5 dxe5 Nxe5 White wins a pawn.

Count before you capture

When a piece is attacked, count how many times it is **attacked** and how many times it is **defended**. More attackers than defenders usually means you can win it. Capture with your **cheapest piece first**, so that what you give back is worth less than what you take.

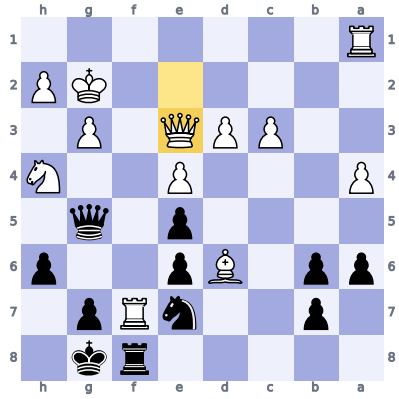
A piece that is attacked and not defended at all is **free**: take it. Strong players lose very few free pieces, because they check every move, and they never miss one the opponent leaves.

- Trade when you are **ahead in material**: every trade makes your extra piece count for more.
- Avoid trades when you are **behind**.
- A queen for a rook, or a rook for a knight, is a **loss** unless you get something big (like mate) for it.

3 Exercise A: win the free piece

Real-game positions. The side to move is at the bottom; the yellow squares show the last move. Find the capture that wins material.

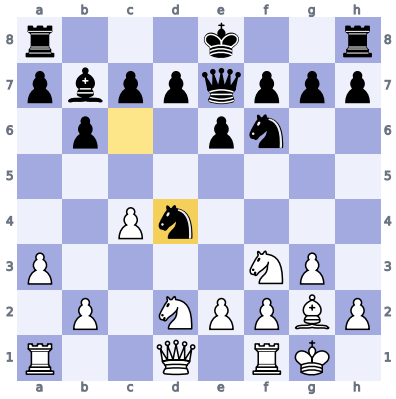
1 ● Black to move



Hint: Which piece has no defender?

Your answer:

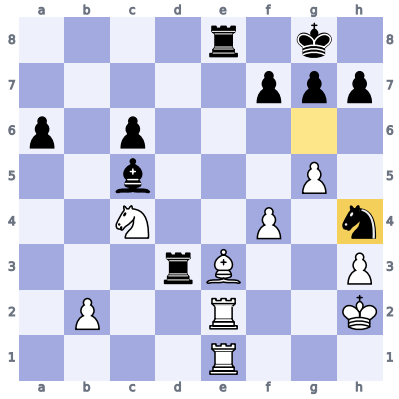
2 ○ White to move



Hint: Which piece has no defender?

Your answer:

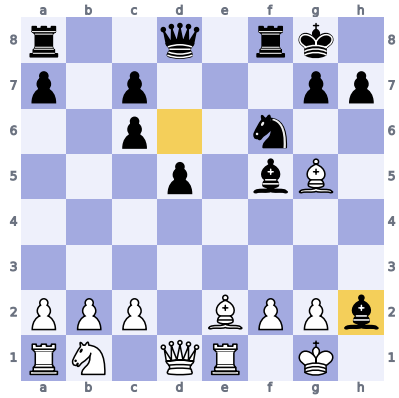
3 ○ White to move



Hint: Which piece has no defender?

Your answer:

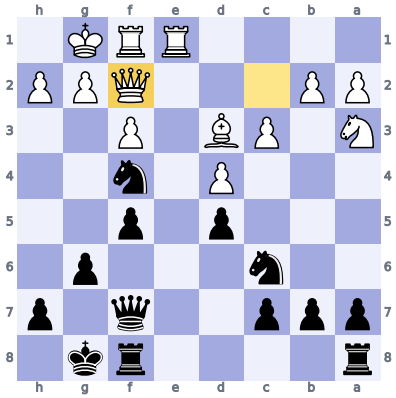
4 ○ White to move



Hint: Which piece has no defender?

Your answer:

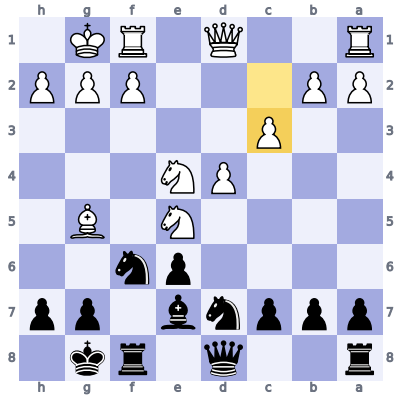
5 ● Black to move



Hint: Which piece has no defender?

Your answer:

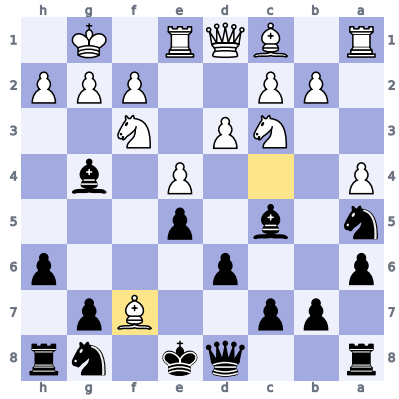
6 ● Black to move



Hint: Which piece has no defender?

Your answer:

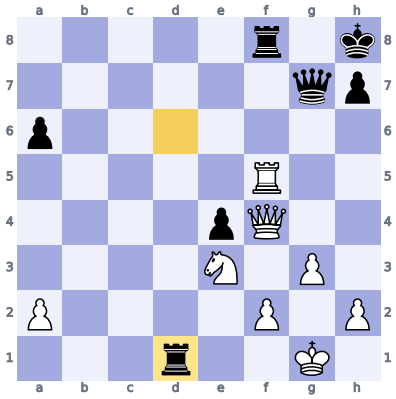
7 ● Black to move



Hint: Which piece has no defender?

Your answer:

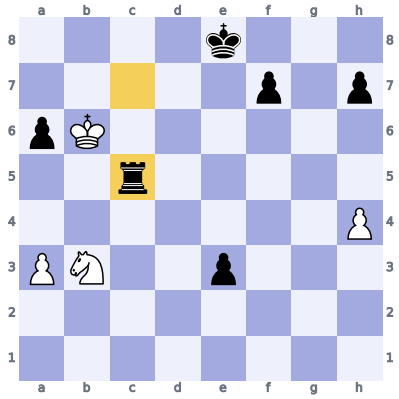
8 ○ White to move



Hint: Which piece has no defender?

Your answer:

9 ○ White to move

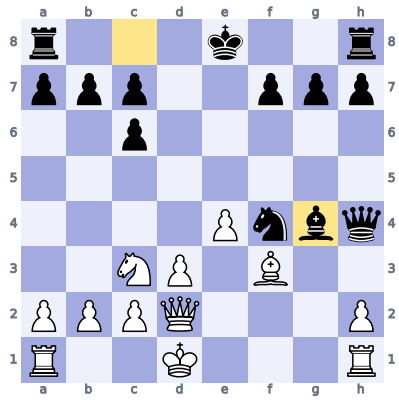


Hint: Which piece has no defender?

Your answer:

3 Exercise A: win the free piece (continued)

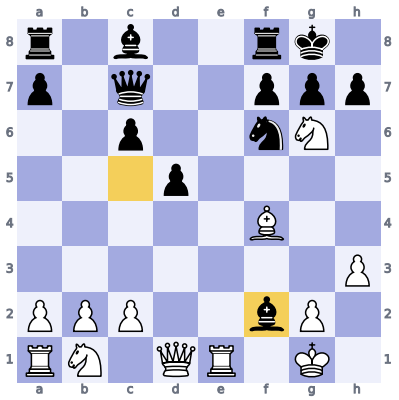
10 ○ White to move



Hint: Which piece has no defender?

Your answer:

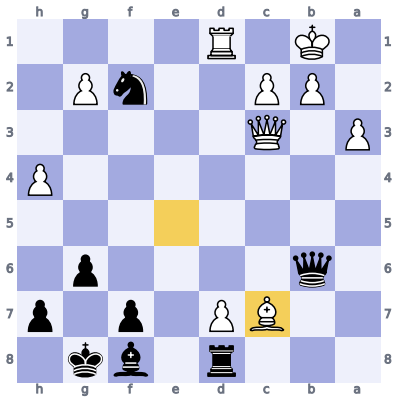
11 ○ White to move



Hint: Which piece has no defender?

Your answer:

12 ● Black to move

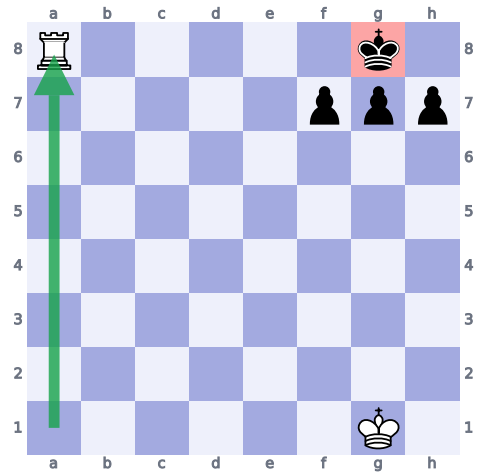


Hint: Which piece has no defender?

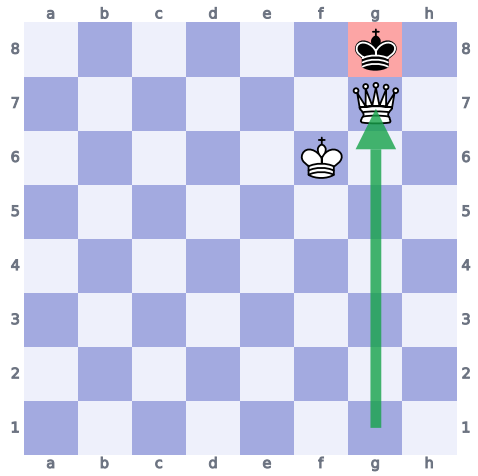
Your answer:

4 Checkmate patterns

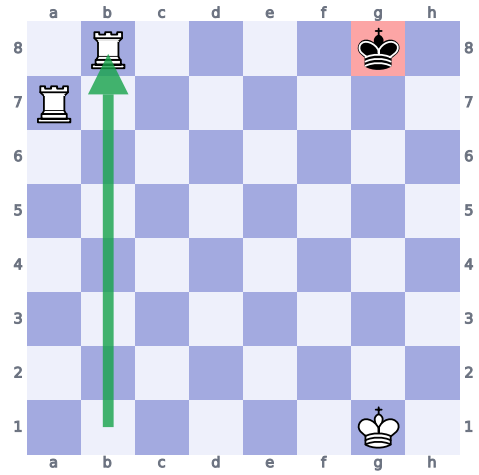
Mates repeat. Learn the pictures and you will find them in your games.



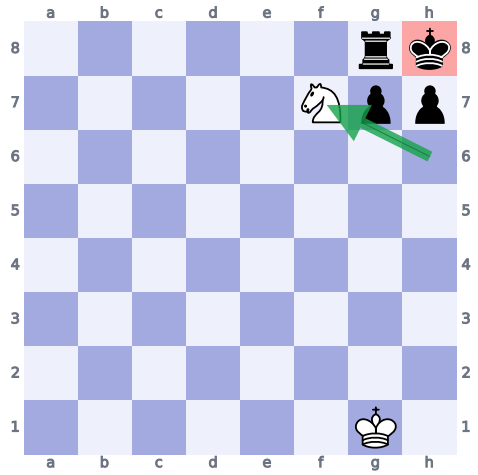
Back-rank mate. The king is shut in by its own pawns, and a rook or queen checks along the back rank.



The queen's kiss. The queen right next to the king, protected (here by the king on f6).



The ladder. One rook guards a row, the other checks on the edge.



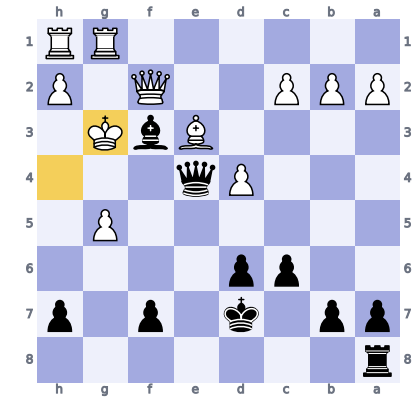
Smothered mate. A knight checks a king surrounded by its own pieces.

> Give your own king **luft** (air): one pawn move like h3 or h6, made at a quiet moment, stops back-rank mates for the whole game.

4 Exercise B: mate in one

Find the move that gives checkmate at once.

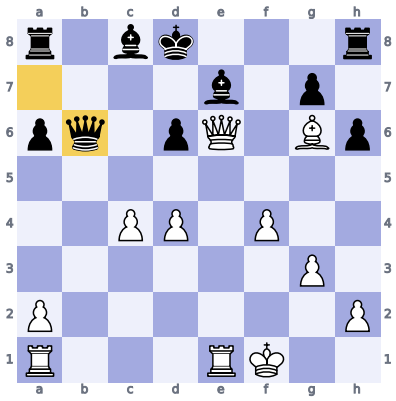
13 ● Black mates in one



Hint: Try every check first.

Your answer:

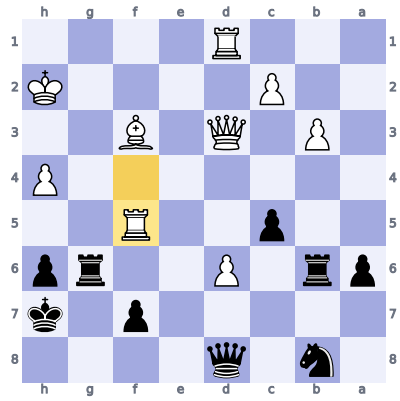
14 ○ White mates in one



Hint: Try every check first.

Your answer:

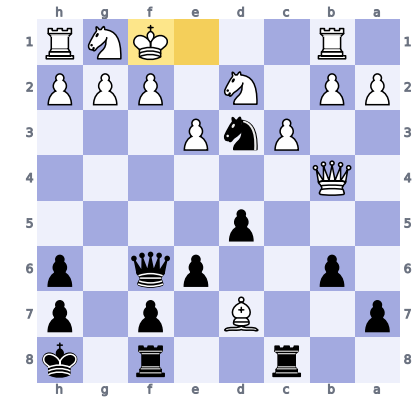
15 ● Black mates in one



Hint: Try every check first.

Your answer:

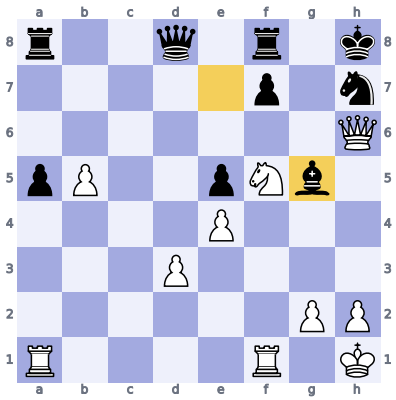
16 ● Black mates in one



Hint: Try every check first.

Your answer:

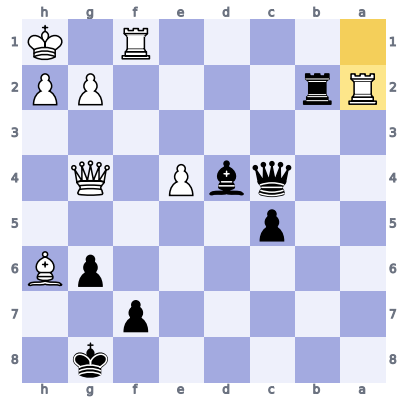
17 ○ White mates in one



Hint: Try every check first.

Your answer:

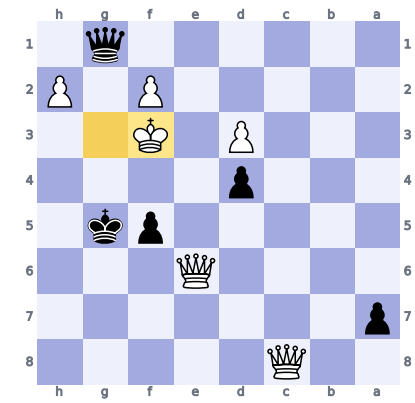
18 ● Black mates in one



Hint: Try every check first.

Your answer:

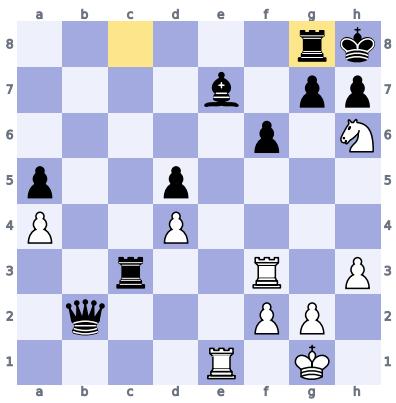
19 ● Black mates in one



Hint: Try every check first.

Your answer:

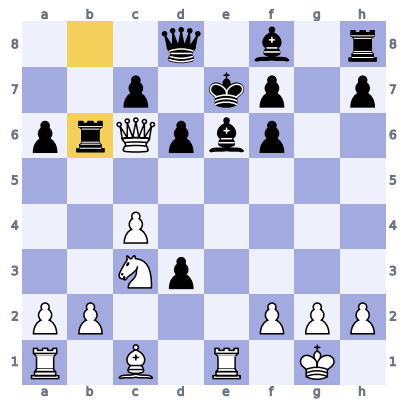
20 ○ White mates in one



Hint: Try every check first.

Your answer:

21 ○ White mates in one

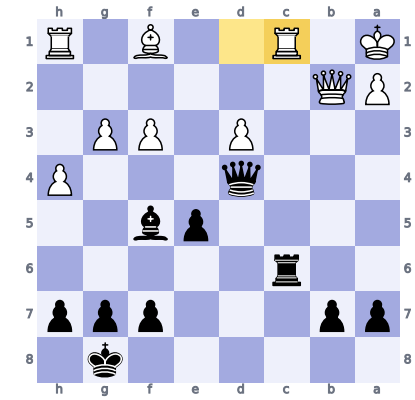


Hint: Try every check first.

Your answer:

4 Exercise B: mate in one (continued)

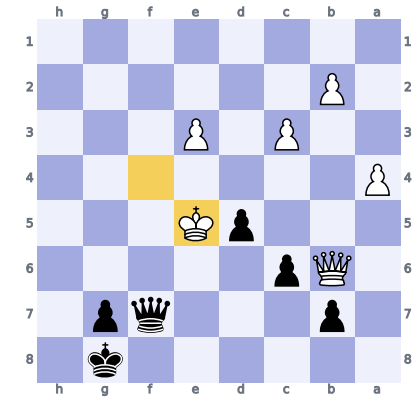
22 ● Black mates in one



Hint: Try every check first.

Your answer:

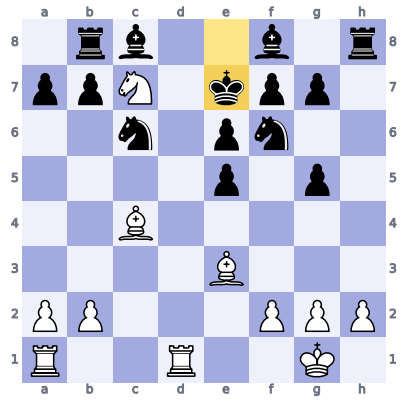
23 ● Black mates in one



Hint: Try every check first.

Your answer:

24 ○ White mates in one



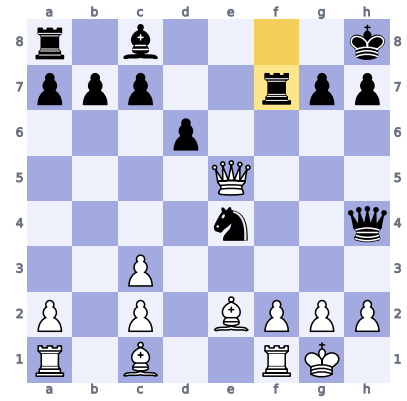
Hint: Try every check first.

Your answer:

4 Exercise C: mate in two

Two moves: a forcing first move (usually a check), and mate next move whatever the opponent does.

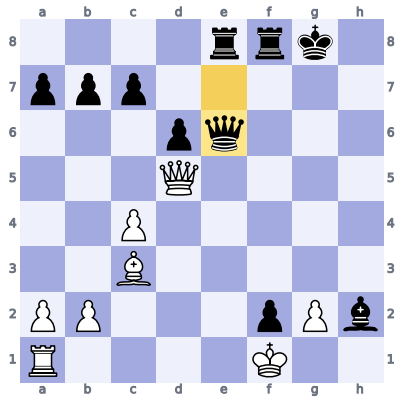
25 ○ White mates in two



Hint: Start with a check.

Your answer:

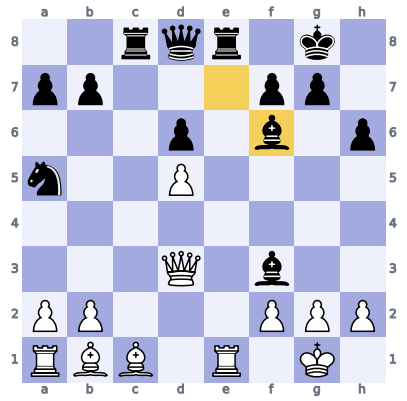
26 ○ White mates in two



Hint: Start with a check.

Your answer:

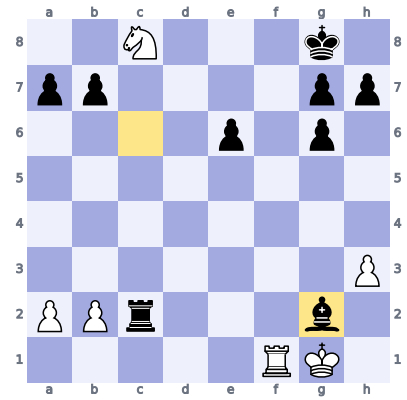
27 ○ White mates in two



Hint: Start with a check.

Your answer:

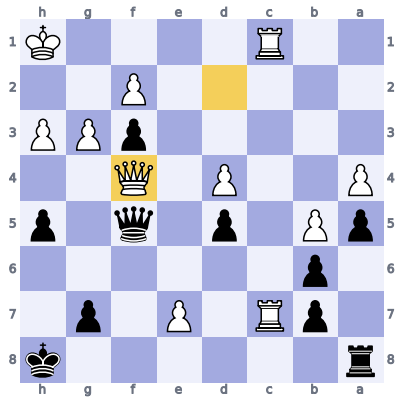
28 ○ White mates in two



Hint: Start with a check.

Your answer:

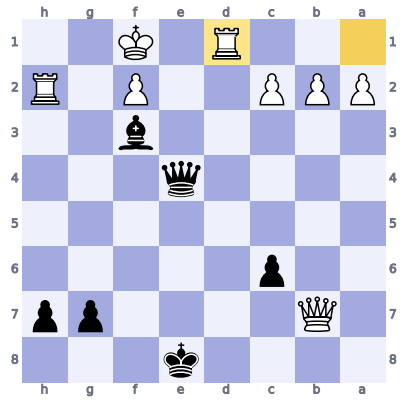
29 ● Black mates in two



Hint: Start with a check.

Your answer:

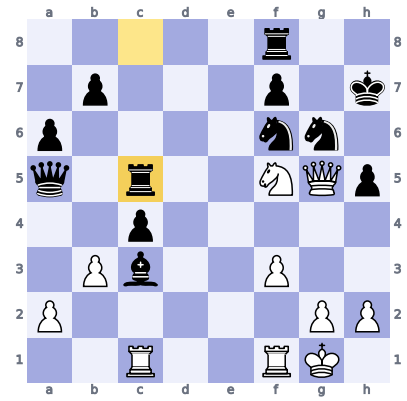
30 ● Black mates in two



Hint: Start with a check.

Your answer:

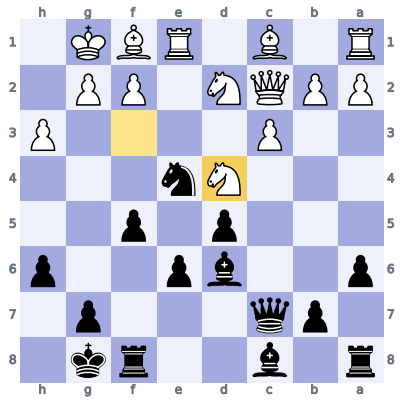
31 ○ White mates in two



Hint: Start with a check.

Your answer:

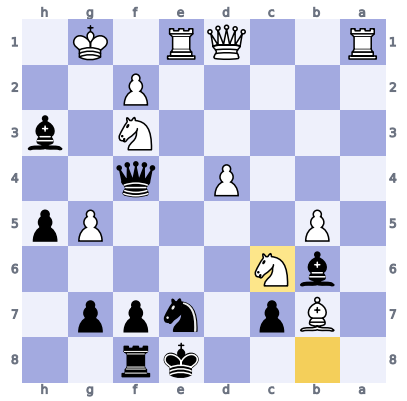
32 ● Black mates in two



Hint: Start with a check.

Your answer:

33 ● Black mates in two

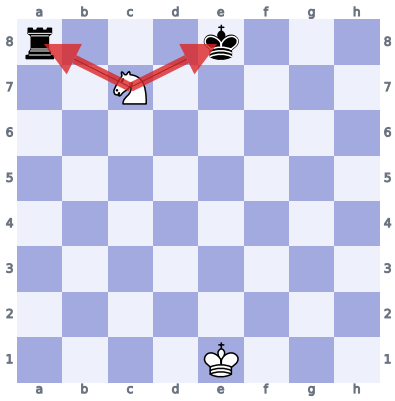


Hint: Start with a check.

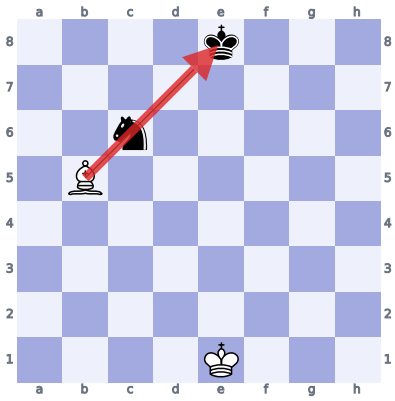
Your answer:

5 Forks, pins and skewers

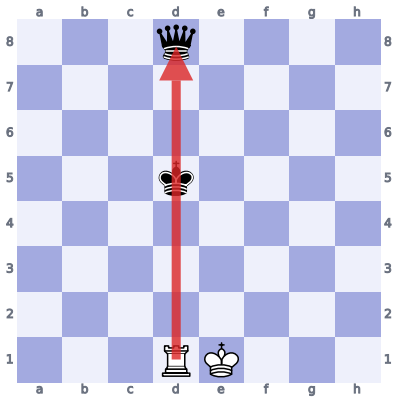
The three tactics that win most games below 1200.



Fork. Nc7+ attacks the king and the rook on a8 at once. The king moves, and Nxa8 follows.



Pin. The bishop on b5 pins the knight on c6 to the king: the knight may not move.



Skewer. Rd1+ checks the king; when it steps aside, Rxd8 wins the queen behind it.

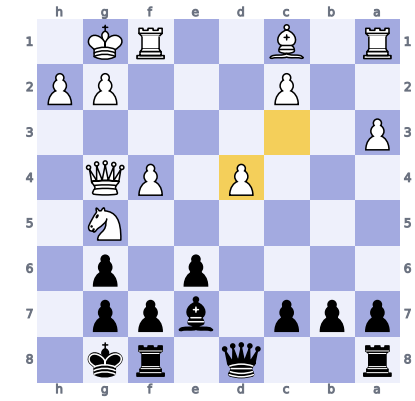
How to spot them

- **Forks:** look for two enemy pieces (or king and a piece) that one of your pieces could attack from the same square. Knights and queens are the best forkers, but pawns fork too.
- **Pins and skewers:** look for two enemy pieces on the same line (file, rank or diagonal). If the more valuable one is behind, pin it; if it is in front, skewer it. Kings and queens on open lines are the usual victims.
- The strongest versions come **with check**, because the opponent has no time to save the other piece.
- A **pinned** piece is a bad defender: count it out when you count defenders, and attack it again.

5 Exercise D: forks

Find the move that uses the tactic and wins material.

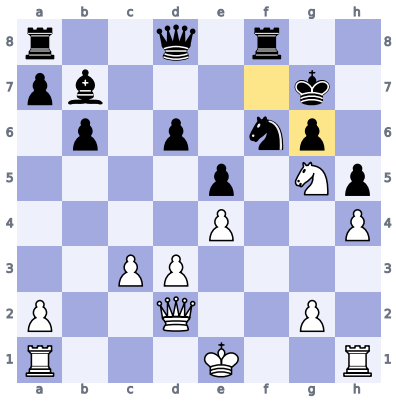
34 ● Black to move



Hint: Attack two things at once.

Your answer:

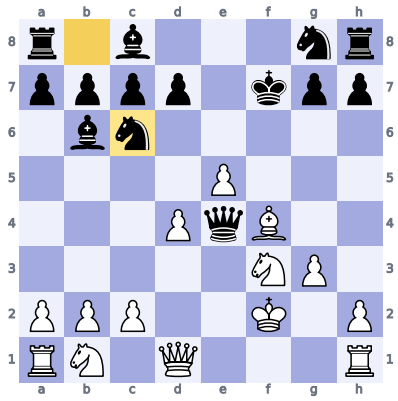
35 ○ White to move



Hint: Attack two things at once.

Your answer:

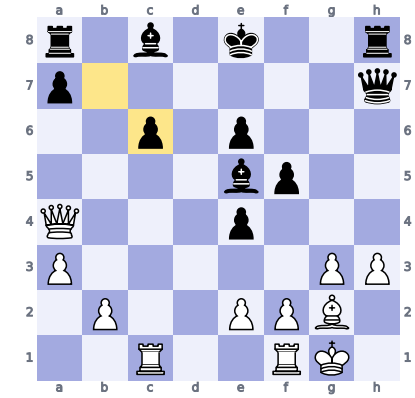
36 ○ White to move



Hint: Attack two things at once.

Your answer:

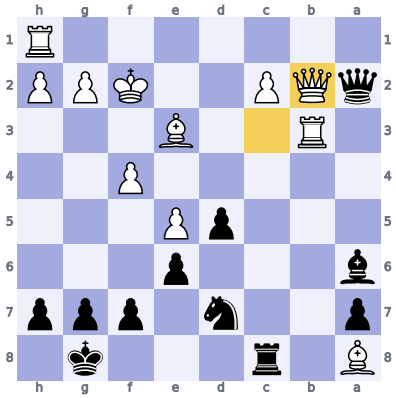
37 ○ White to move



Hint: Attack two things at once.

Your answer:

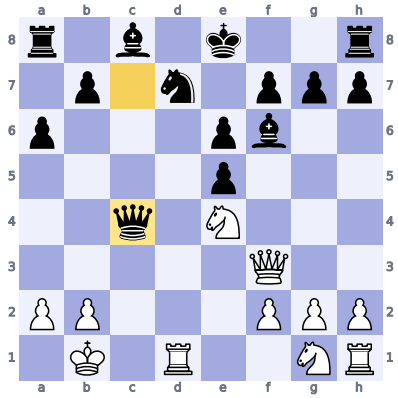
38 ● Black to move



Hint: Attack two things at once.

Your answer:

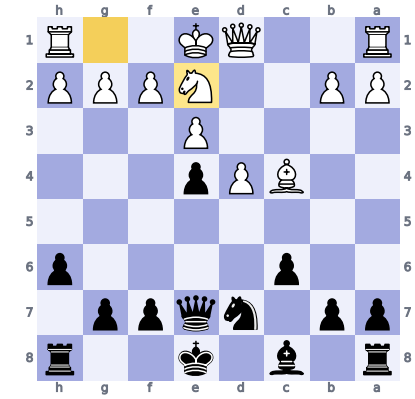
39 ○ White to move



Hint: Attack two things at once.

Your answer:

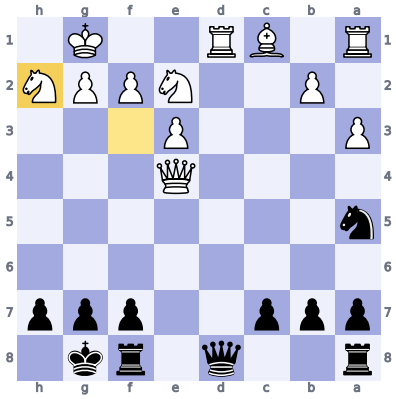
40 ● Black to move



Hint: Attack two things at once.

Your answer:

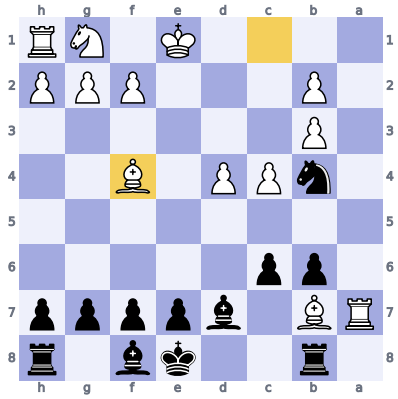
41 ● Black to move



Hint: Attack two things at once.

Your answer:

42 ● Black to move



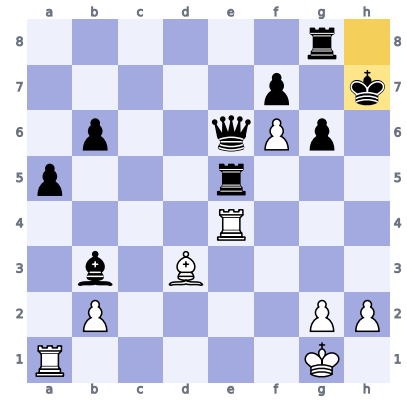
Hint: Attack two things at once.

Your answer:

5 Exercise E: pins

Find the move that uses the tactic and wins material.

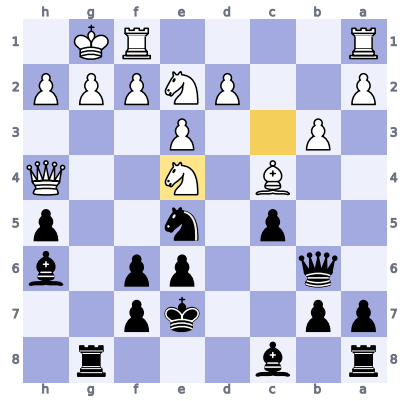
43 ○ White to move



Hint: Use a piece that can't move.

Your answer:

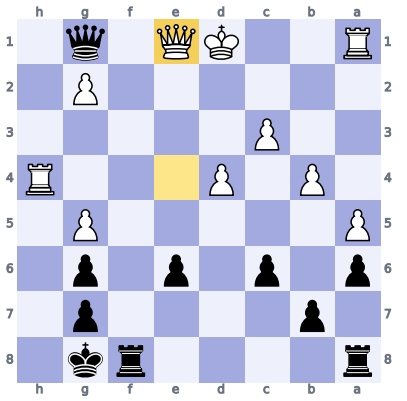
44 ● Black to move



Hint: Use a piece that can't move.

Your answer:

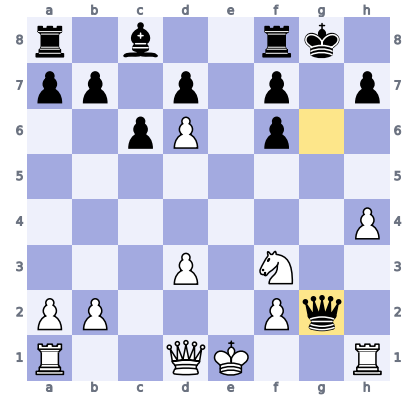
45 ● Black to move



Hint: Use a piece that can't move.

Your answer:

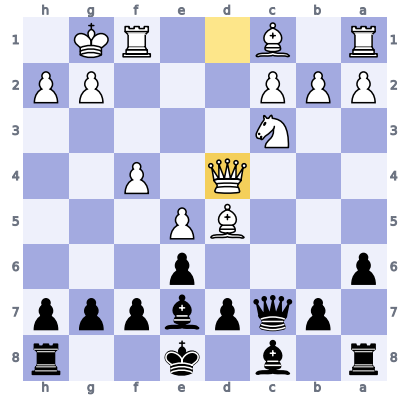
46 ○ White to move



Hint: Use a piece that can't move.

Your answer:

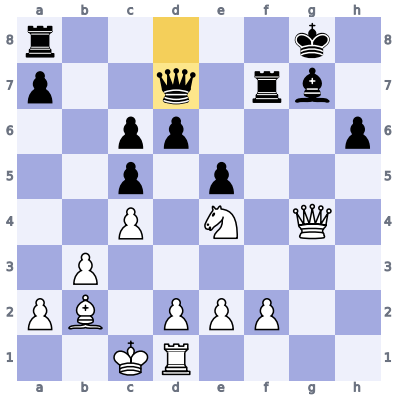
47 ● Black to move



Hint: Use a piece that can't move.

Your answer:

48 ○ White to move



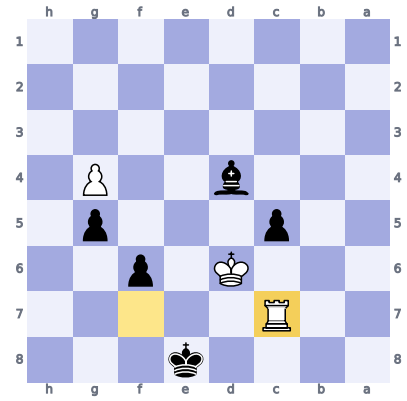
Hint: Use a piece that can't move.

Your answer:

5 Exercise F: skewers

Find the move that uses the tactic and wins material.

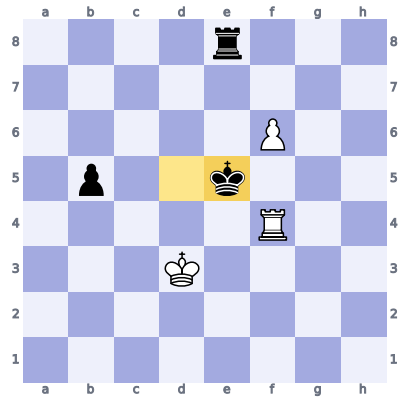
49 ● Black to move



Hint: Check along a line.

Your answer:

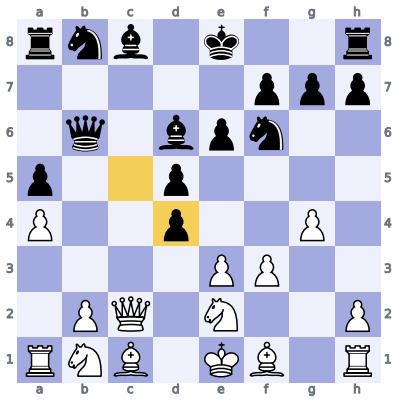
50 ○ White to move



Hint: Check along a line.

Your answer:

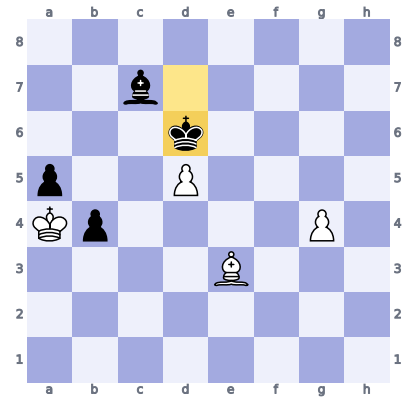
51 ○ White to move



Hint: Check along a line.

Your answer:

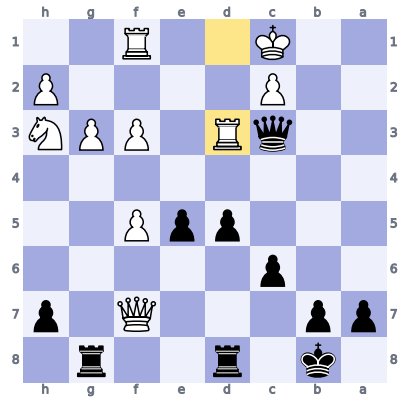
52 ○ White to move



Hint: Check along a line.

Your answer:

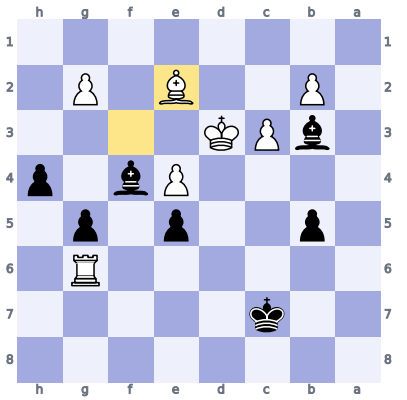
53 ● Black to move



Hint: Check along a line.

Your answer:

54 ● Black to move



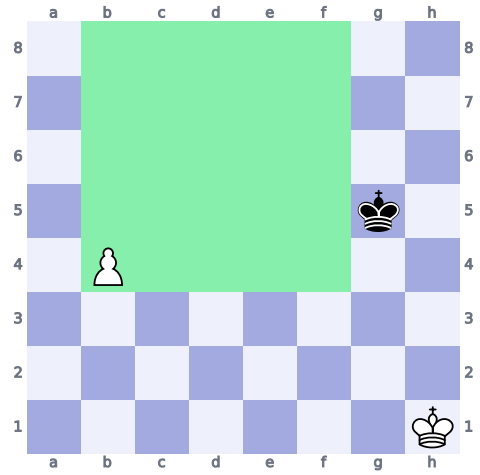
Hint: Check along a line.

Your answer:

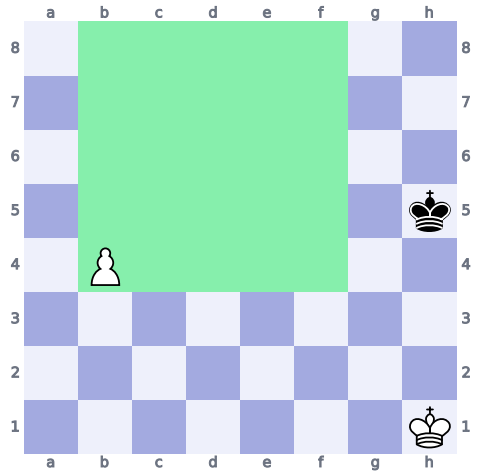
6 Pawn endgames: the square rule

When only kings and pawns are left, counting decides the game.

With few pieces left, the **king becomes a fighting piece**: bring it to the centre and towards the pawns. A passed pawn (no enemy pawn can stop it) wants to run to the last rank and become a queen.

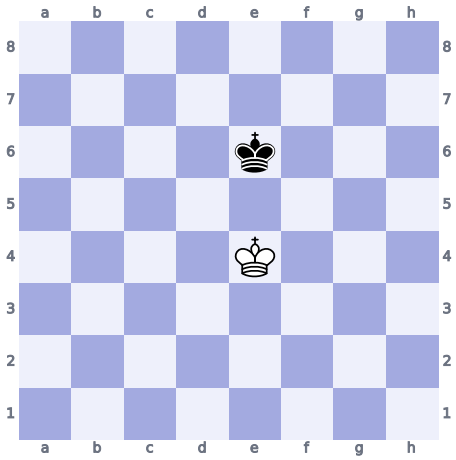


Black to move: draw. Draw the square from the pawn (b4) to the promotion rank: b4-b8-f8-f4. Kf4 steps inside it, and the king catches the pawn.



Black to move: White wins. From h5 the king can't step into the square in one move. The pawn runs b5-b6-b7-b8 and promotes.

- **The square rule:** if the defending king can step into the pawn's square, it catches the pawn. If not, the pawn queens. (This is when the attacking king is too far away to help.)
- A pawn on its **starting square** can jump two squares: draw the square from the square in front of it.
- If it is the pawn's side to move, push the pawn one square first in your head, then draw the square.



Opposition: the kings face each other with one square between. Whoever must move has to give way.

Two more king-and-pawn ideas

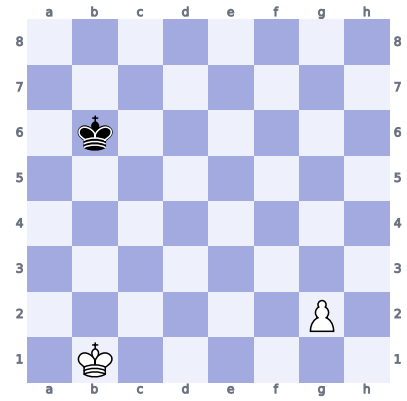
Opposition. Kings can't stand next to each other, so when they face each other with one square between, the side to move must step aside and let the other king through. Having the opposition (making your opponent move) is often what wins.

King in front. In king and pawn against king, put your king **in front of the pawn**, not behind it: it clears the way and escorts the pawn home.

6 Exercise G: can the black king catch the pawn?

White to move. The white king is too far away to help. Use the square rule: does the pawn queen, or does the black king catch it?

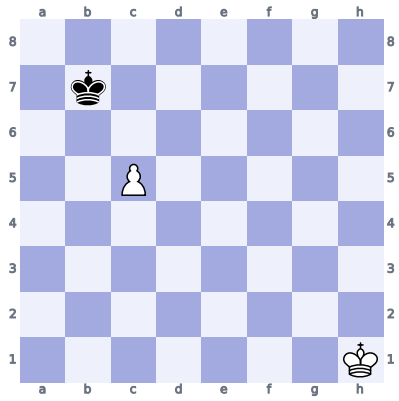
55 Catch the pawn?



White to move

Your answer:

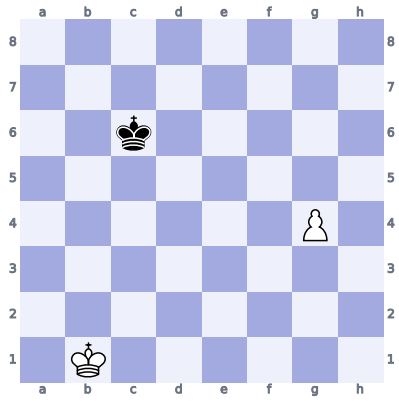
56 Catch the pawn?



White to move

Your answer:

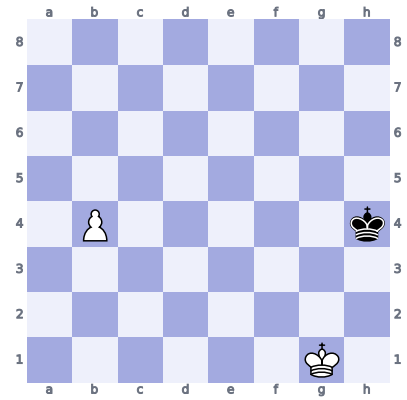
57 Catch the pawn?



White to move

Your answer:

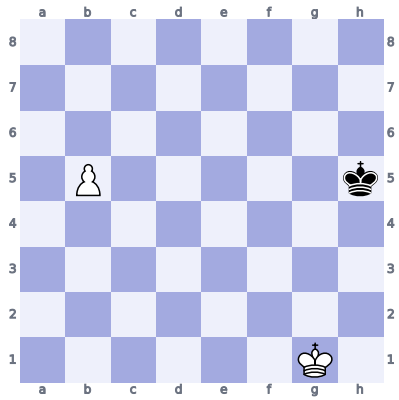
58 Catch the pawn?



White to move

Your answer:

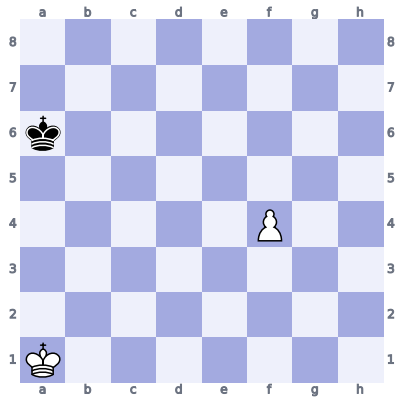
59 Catch the pawn?



White to move

Your answer:

60 Catch the pawn?



White to move

Your answer:

7 When there is no tactic

Most moves in a game are quiet. Here is what to do with them.

1. **Improve your worst piece.** Find the piece doing the least (a bishop blocked by its own pawns, a knight on the edge, a rook on a closed file) and give it a better square.
2. **Rooks on open files.** A file with no pawns on it is a highway for your rooks. Put a rook there, then think about the 7th rank.
3. **Attack what is weak.** An undefended pawn, a piece that only one defender holds, a king with its pawns pushed forward.
4. **Keep your king safe.** Don't push the pawns in front of your castled king without a good reason.
5. **When ahead, simplify.** Trade pieces and head for an endgame you know is winning.

Your game review checklist

After every game, answer:	Yes / No
Did I lose a piece for nothing? Which move, and which question would have saved it?	
Did my opponent leave a piece free that I didn't take?	
Did I castle in the first ten moves, and get all my pieces out?	
Did I miss a check, a capture or a mate (mine or theirs)?	
In the endgame, did I use my king?	
One thing I will do better next game:	

Your 4-week plan

Twenty to thirty minutes a day. Tick each week when you have done it.

When	What to do	Done
Week 1	Chapters 1–3. Exercise A. Use the three questions in every move of every game, even if it feels slow.	
Week 2	Chapter 4. Exercises B and C. Ten mate puzzles a day in the Chess Lab or on any puzzle site.	
Week 3	Chapter 5. Exercises D, E and F. Look for forks, pins and skewers in every game you play and every game you lose.	
Week 4	Chapters 6 and 7. Exercise G. Play out king-and-pawn endings against a friend or the computer.	
Every week	Play at least three slow games (15 minutes each or more). Review each one with the checklist. Redo the exercises you missed.	

Score yourself on the 60 exercises: count the ones you solved without help or the hint.

0–29

Repeat the chapters and redo the exercises next month.

30–45

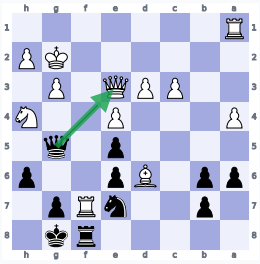
Good progress. Keep playing slow games and solving daily.

46–60

Ready for the Intermediate Worksheets and the 1200–1600 plan.

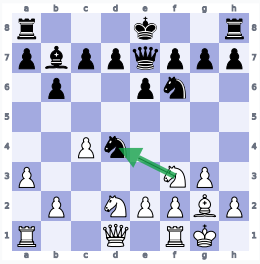
ANSWERS

Puzzles 1–6



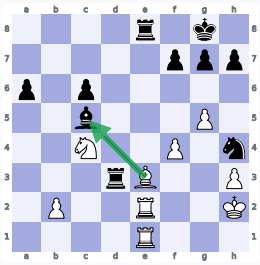
1 **Free piece · Black to move** Puzzle rating 641

26...Qxe3 27.Rxf8+ Kxf8. Qxe3 takes the queen on e3, and nothing can take back. Then check the reply: after Rxf8+, the answer Kxf8 keeps the extra material. Black wins the queen.



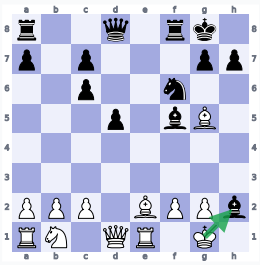
2 **Free piece · White to move** Puzzle rating 767

10.Nxd4 Bxg2 11.Kxg2. Nxd4 takes the knight on d4, and nothing can take back. Then check the reply: after Bxg2, the answer Kxg2 keeps the extra material. White wins a piece.



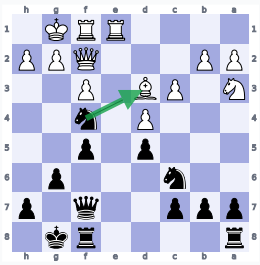
3 **Free piece · White to move** Puzzle rating 770

31.Bxc5 Rxe2+ 32.Rxe2. Bxc5 takes the bishop on c5, and nothing can take back. Then check the reply: after Rxe2+, the answer Rxe2 keeps the extra material. White wins a piece.



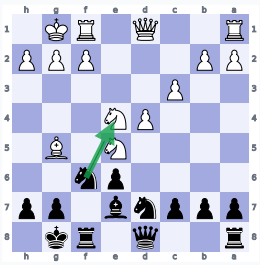
4 **Free piece · White to move** Puzzle rating 877

12.Kxh2 Ng4+ 13.Bxg4. Kxh2 takes the bishop on h2, and nothing can take back. Then check the reply: after Ng4+, the answer Bxg4 keeps the extra material. White wins a piece.



5 **Free piece · Black to move** Puzzle rating 877

18...Nxd3 19.Qd2 Nxe1. Nxd3 takes the bishop on d3, and nothing can take back. Then check the reply: after Qd2, the answer Nxe1 keeps the extra material. Black wins a rook.

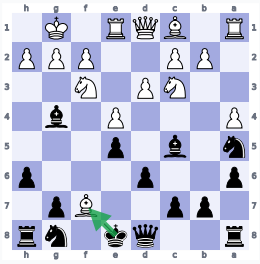


6 **Free piece · Black to move** Puzzle rating 878

11...Nxe4 12.Bxe7 Qxe7. Nxe4 takes the knight on e4, and nothing can take back. Then check the reply: after Bxe7, the answer Qxe7 keeps the extra material. Black wins a piece.

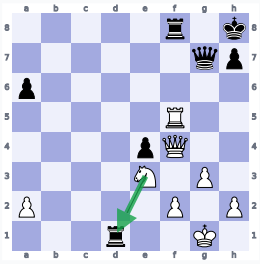
ANSWERS

Puzzles 7–12



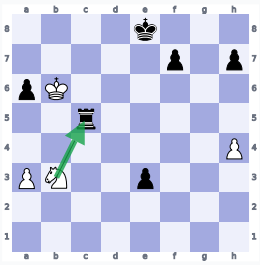
7 **Free piece · Black to move** Puzzle rating 897

9...Kxf7 10.Nxe5+ dxe5. Kxf7 takes the bishop on f7, and nothing can take back. Then check the reply: after Nxe5+, the answer dxe5 keeps the extra material. Black wins a piece.



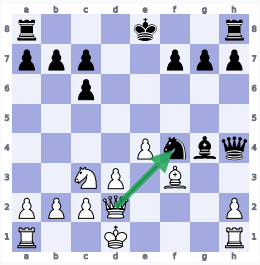
8 **Free piece · White to move** Puzzle rating 932

35.Nxd1 Rxf5 36.Qxf5. Nxd1 takes the rook on d1, and nothing can take back. Then check the reply: after Rxf5, the answer Qxf5 keeps the extra material. White wins a rook.



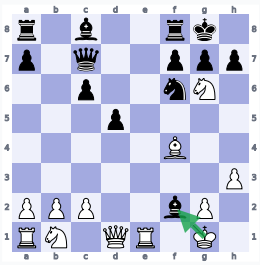
9 **Free piece · White to move** Puzzle rating 1009

48.Nxc5 e2 49.Nd3. Nxc5 takes the rook on c5, and nothing can take back. Then check the reply: after e2, the answer Nd3 keeps the extra material. White wins a rook.



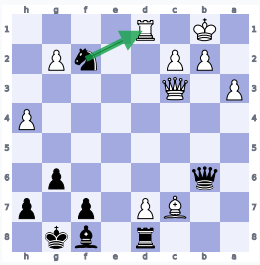
10 **Free piece · White to move** Puzzle rating 1013

13.Qxf4 Bxf3+ 14.Qxf3. Qxf4 takes the knight on f4, and nothing can take back. Then check the reply: after Bxf3+, the answer Qxf3 keeps the extra material. White wins a piece.



11 **Free piece · White to move** Puzzle rating 1024

14.Kxf2 Qb6+ 15.Be3. Kxf2 takes the bishop on f2, and nothing can take back. Then check the reply: after Qb6+, the answer Be3 keeps the extra material. White wins a piece.

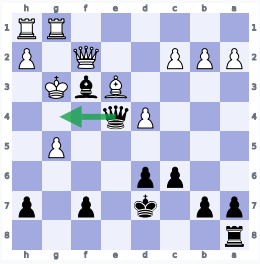


12 **Free piece · Black to move** Puzzle rating 1032

31...Nxd1 32.Bxb6 Nxc3+. Nxd1 takes the rook on d1, and nothing can take back. Then check the reply: after Bxb6, the answer Nxc3+ keeps the extra material. Black wins a rook.

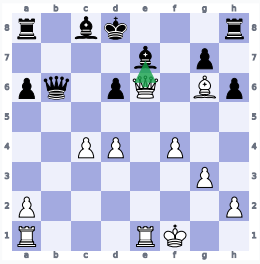
ANSWERS

Puzzles 13–18



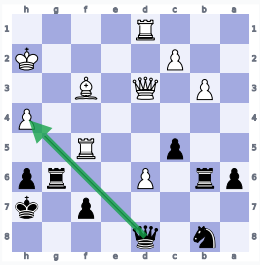
13 **Mate in one · Black to move** Puzzle rating 786

23...Qg4#. The queen on g4 gives check, protected by the bishop on f3. The king is blocked by its own pieces on f2 and h2. Escape squares: the bishop on f3 covers g2.



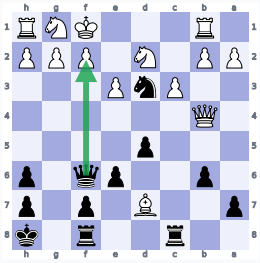
14 **Mate in one · White to move** Puzzle rating 789

25.Qxe7#. The queen on e7 gives check, protected by the rook on e1. The king is blocked by its own pieces on c8. Escape squares: the bishop on g6 covers e8.



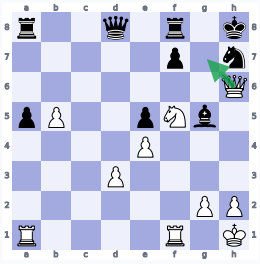
15 **Mate in one · Black to move** Puzzle rating 815

34...Qxh4#. The queen on h4 gives check. Escape squares: the rook on g6 covers g1, g2 and g3.



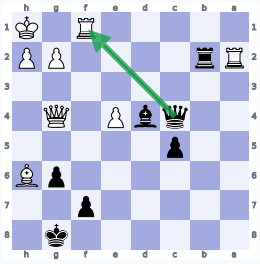
16 **Mate in one · Black to move** Puzzle rating 839

19...Qxf2#. The queen on f2 gives check, protected by the knight on d3. The king is blocked by its own pieces on g1 and g2. Escape squares: the knight on d3 covers e1.



17 **Mate in one · White to move** Puzzle rating 841

30.Qg7#. The queen on g7 gives check, protected by the knight on f5. The king is blocked by its own pieces on h7.

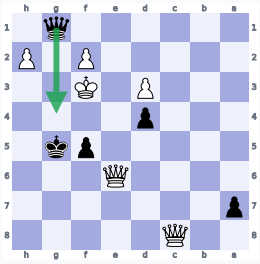


18 **Mate in one · Black to move** Puzzle rating 848

30...Qxf1#. The queen on f1 gives check. The king is blocked by its own pieces on g2 and h2. Escape squares: the bishop on d4 covers g1.

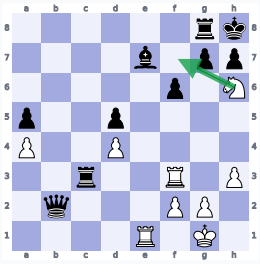
ANSWERS

Puzzles 19–24



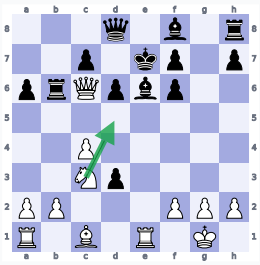
19 **Mate in one · Black to move** Puzzle rating 870

42...Qg4#. The queen on g4 gives check, protected by the pawn on f5 and the king on g5. The king is blocked by its own pieces on f2. Escape squares: the pawn on d4 covers e3, the pawn on f5 covers e4 and the king on g5 covers f4.



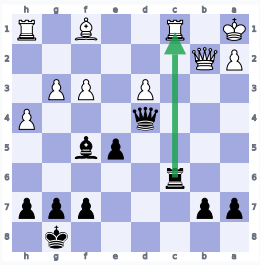
20 **Mate in one · White to move** Puzzle rating 899

33.Nf7#. The knight on f7 gives check. The king is blocked by its own pieces on g7, h7 and g8.



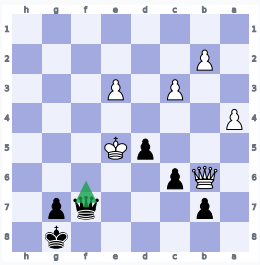
21 **Mate in one · White to move** Puzzle rating 920

17.Nd5#. The knight on d5 gives check. The king is blocked by its own pieces on d6, e6, f6, f7, d8 and f8. Escape squares: the queen on c6 covers d7 and e8.



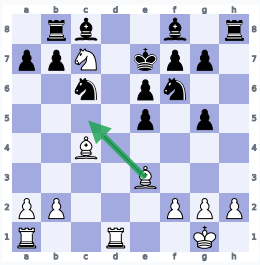
22 **Mate in one · Black to move** Puzzle rating 961

22...Rxc1#. The rook on c1 gives check. The king is blocked by its own pieces on a2 and b2.



23 **Mate in one · Black to move** Puzzle rating 974

41...Qf6#. The queen on f6 gives check, protected by the pawn on g7. Escape squares: the pawn on d5 covers e4 and the pawn on c6 covers d5.

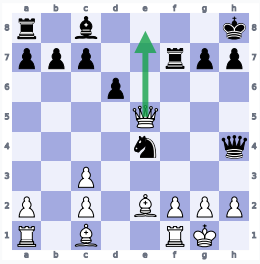


24 **Mate in one · White to move** Puzzle rating 988

15.Bc5#. The bishop on c5 gives check. The king is blocked by its own pieces on e6, f6, f7 and f8. Escape squares: the rook on d1 covers d6, d7 and d8 and the knight on c7 covers e8.

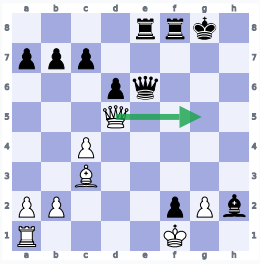
ANSWERS

Puzzles 25–30



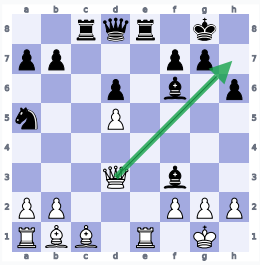
25 **Mate in two · White to move** Puzzle rating 754

15.Qe8+ Rf8 16.Qxf8#. First Qe8+, a check, and after Rf8 the pattern is ready. The queen on f8 gives check. The king is blocked by its own pieces on g7 and h7.



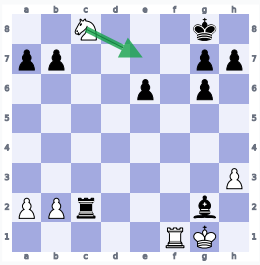
26 **Mate in two · White to move** Puzzle rating 887

24.Qg5+ Qg6 25.Qxg6#. First Qg5+, a check, and after Qg6 the pattern is ready. The queen on g6 gives check. The king is blocked by its own pieces on f8. Escape squares: the bishop on c3 covers g7 and h8.



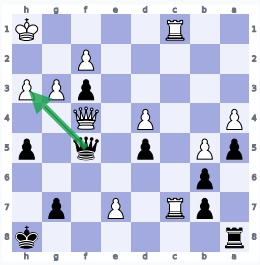
27 **Mate in two · White to move** Puzzle rating 891

17.Qh7+ Kf8 18.Qh8#. First Qh7+, a check, and after Kf8 the pattern is ready. The queen on h8 gives check. The king is blocked by its own pieces on f7, g7 and e8. Escape squares: the rook on e1 covers e7.



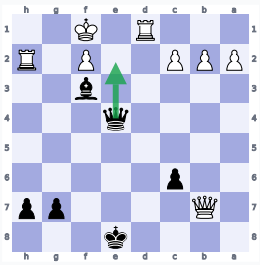
28 **Mate in two · White to move** Puzzle rating 900

28.Ne7+ Kh8 29.Rf8#. First Ne7+, a check, and after Kh8 the pattern is ready. The rook on f8 gives check. The king is blocked by its own pieces on g7 and h7. Escape squares: the knight on e7 covers g8.



29 **Mate in two · Black to move** Puzzle rating 962

38...Qxh3+ 39.Kg1 Qg2#. First Qxh3+, a check, and after Kg1 the pattern is ready. The queen on g2 gives check, protected by the pawn on f3. The king is blocked by its own pieces on f2.

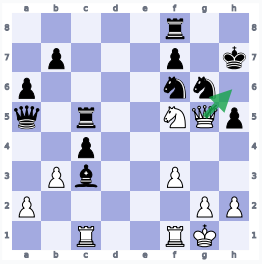


30 **Mate in two · Black to move** Puzzle rating 986

35...Qe2+ 36.Kg1 Qxd1#. First Qe2+, a check, and after Kg1 the pattern is ready. The queen on d1 gives check. The king is blocked by its own pieces on f2 and h2. Escape squares: the bishop on f3 covers h1 and g2.

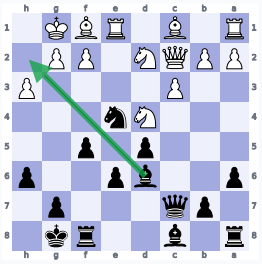
ANSWERS

Puzzles 31–33



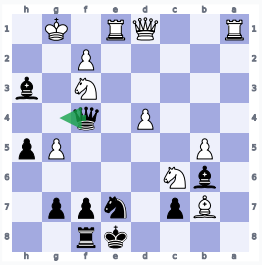
31 **Mate in two · White to move** Puzzle rating 995

26.Qh6+ Kg8 27.Qg7#. First Qh6+, a check, and after Kg8 the pattern is ready. The queen on g7 gives check, protected by the knight on f5. The king is blocked by its own pieces on f7 and f8.



32 **Mate in two · Black to move** Puzzle rating 1071

21...Bh2+ 22.Kh1 Nxf2#. First Bh2+, a check, and after Kh1 the pattern is ready. The knight on f2 gives check. The king is blocked by its own pieces on g2. Escape squares: the bishop on h2 covers g1 and the queen on c7 covers h2.

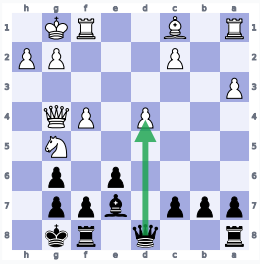


33 **Mate in two · Black to move** Puzzle rating 1078

28...Qg4+ 29.Kh2 Qg2#. First Qg4+, a check, and after Kh2 the pattern is ready. The queen on g2 gives check, protected by the bishop on h3.

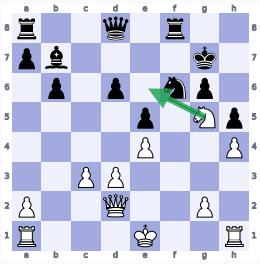
ANSWERS

Puzzles 34–39



34 **Fork · Black to move** Puzzle rating 795

15...Qxd4+ 16.Be3 Qxe3+. Qxd4+ is the fork: the queen on d4 attacks the king and the rook on a1 at the same time, and White can only deal with one of them. Black wins a piece.



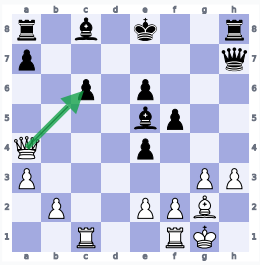
35 **Fork · White to move** Puzzle rating 799

19.Ne6+ Kh7 20.Nxd8. Ne6+ is the fork: the knight on e6 attacks the king and the queen on d8 at the same time, and Black can only deal with one of them. White wins the queen.



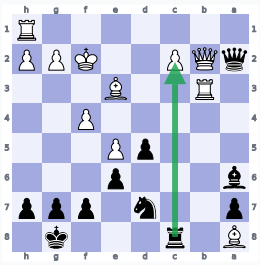
36 **Fork · White to move** Puzzle rating 871

11.Ng5+ Ke8 12.Nxe4. Ng5+ is the fork: the knight on g5 attacks the king and the queen on e4 at the same time, and Black can only deal with one of them. White wins the queen.



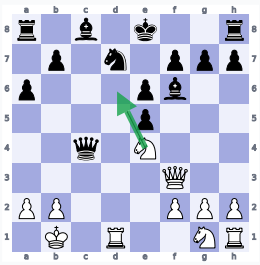
37 **Fork · White to move** Puzzle rating 871

20.Qxc6+ Qd7 21.Qxa8. Qxc6+ is the fork: the queen on c6 attacks the king and the rook on a8 at the same time, and Black can only deal with one of them. White wins a rook.



38 **Fork · Black to move** Puzzle rating 935

18...Rxc2+ 19.Qxc2 Qxc2+. Rxc2+ is the fork: the rook on c2 attacks the king and the queen on b2 at the same time, and White can only deal with one of them. Black wins the queen for a rook.

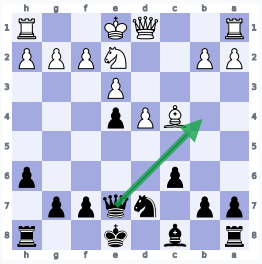


39 **Fork · White to move** Puzzle rating 942

14.Nd6+ Kf8 15.Nxc4. Nd6+ is the fork: the knight on d6 attacks the king and the queen on c4 at the same time, and Black can only deal with one of them. White wins the queen.

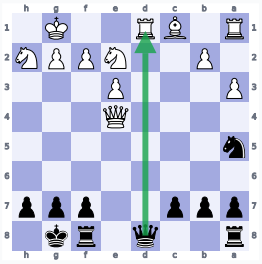
ANSWERS

Puzzles 40–45



40 **Fork · Black to move** Puzzle rating 967

12...Qb4+ 13.Nc3 Qxc4. Qb4+ is the fork: the queen on b4 attacks the king and the bishop on c4 at the same time, and White can only deal with one of them. Black wins a piece.



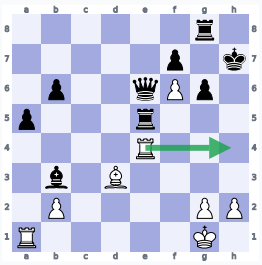
41 **Fork · Black to move** Puzzle rating 984

16...Qxd1+ 17.Nf1 Qxe2. Qxd1+ is the fork: the queen on d1 attacks the king and the knight on e2 at the same time, and White can only deal with one of them. Black wins a rook.



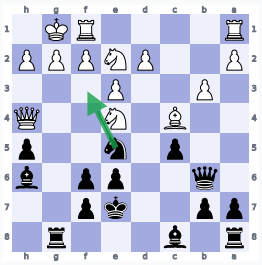
42 **Fork · Black to move** Puzzle rating 1048

14...Nd3+ 15.Kd2 Nxf4. Nd3+ is the fork: the knight on d3 attacks the king and the bishop on f4 at the same time, and White can only deal with one of them. Black wins a piece.



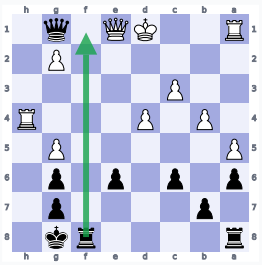
43 **Pin · White to move** Puzzle rating 775

30.Rh4+ Rh5 31.Rxh5#. The key is the pin: the bishop on d3 pins the pawn on g6 to its king, so it can't take part in the defence. Rh4+ exploits it. It ends in checkmate.



44 **Pin · Black to move** Puzzle rating 960

14...Nf3+ 15.Kh1 Nxh4. The key is the pin: the rook on g8 pins the pawn on g2 to its king, so it can't take part in the defence. Nf3+ exploits it. Black wins the queen.

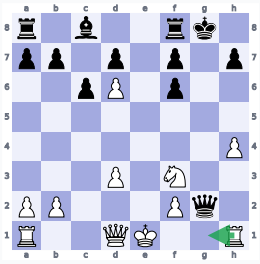


45 **Pin · Black to move** Puzzle rating 1009

27...Rf1 28.Qxf1 Qxf1+. Rf1 pins the queen on e1 to its king: it may not move, and it can't escape the attack. Black wins the queen for a rook.

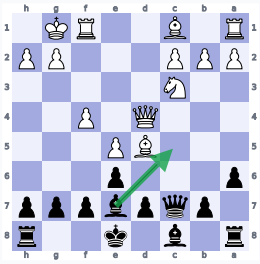
ANSWERS

Puzzles 46–51



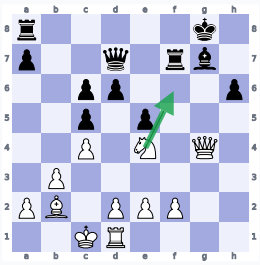
46 **Pin · White to move** Puzzle rating 1016

16.Rg1 Qxg1+ 17.Nxg1. Rg1 pins the queen on g2 to its king: it may not move, and it can't escape the attack. White wins the queen for a rook.



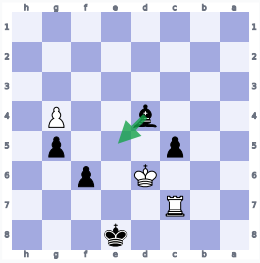
47 **Pin · Black to move** Puzzle rating 1021

11...Bc5 12.Be3 Bxd4. Bc5 pins the queen on d4 to its king: it may not move, and it can't escape the attack. Black wins the queen.



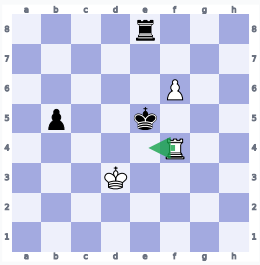
48 **Pin · White to move** Puzzle rating 1095

18.Nf6+ Rxf6 19.Qxd7. The key is the pin: the queen on g4 pins the bishop on g7 to its king, so it can't take part in the defence. Nf6+ exploits it. White wins the queen for a knight.



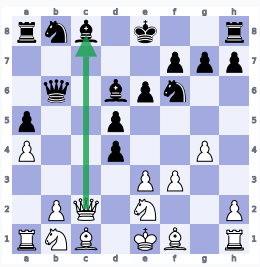
49 **Skewer · Black to move** Puzzle rating 705

57...Be5+ 58.Kxc5 Bxc7. Be5+ is the skewer: the bishop attacks the king, and when it steps aside the rook on c7 behind it is lost. Black wins a piece.



50 **Skewer · White to move** Puzzle rating 886

53.Re4+ Kxf6 54.Rxe8. Re4+ is the skewer: the rook attacks the king, and when it steps aside the rook on e8 behind it is lost. White wins a piece.

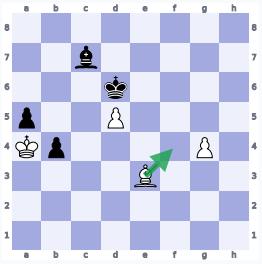


51 **Skewer · White to move** Puzzle rating 888

11.Qxc8+ Ke7 12.Qxh8. Qxc8+ is the skewer: the queen attacks the king, and when it steps aside the rook on h8 behind it is lost. White wins a rook.

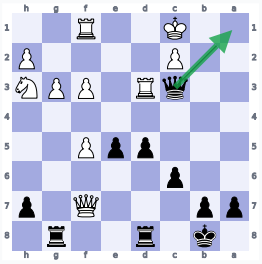
ANSWERS

Puzzles 52–54



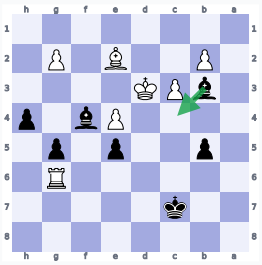
52 **Skewer · White to move** Puzzle rating 928

64.Bf4+ Kc5 65.Bxc7. Bf4+ is the skewer: the bishop attacks the king, and when it steps aside the bishop on c7 behind it is lost. White wins a piece.



53 **Skewer · Black to move** Puzzle rating 942

24...Qa1+ 25.Kd2 Qxf1. Qa1+ is the skewer: the queen attacks the king, and when it steps aside the rook on f1 behind it is lost. Black wins a rook.

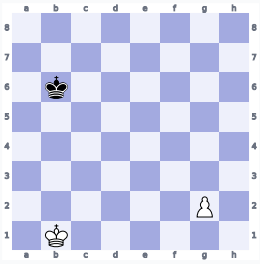


54 **Skewer · Black to move** Puzzle rating 994

44...Bc4+ 45.Kc2 Bxe2. Bc4+ is the skewer: the bishop attacks the king, and when it steps aside the bishop on e2 behind it is lost. Black wins a piece.

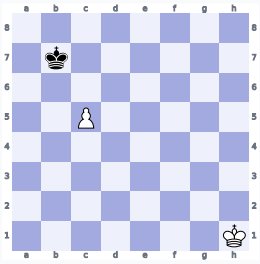
ANSWERS

Exercise G: can the black king catch the pawn?



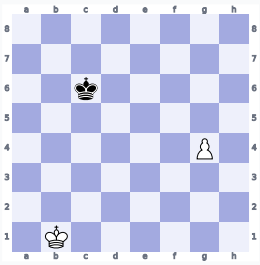
55

Yes, draw. The pawn needs 5 moves to promote on g8 (counting the double step), and the black king needs only 5 to get there, so it arrives in time to take it.



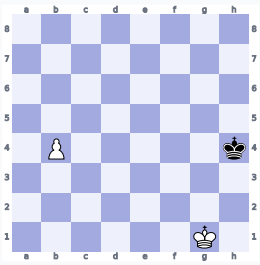
56

Yes, draw. The pawn needs 3 moves to promote on c8, and the black king needs only 1 to get there, so it arrives in time to take it.



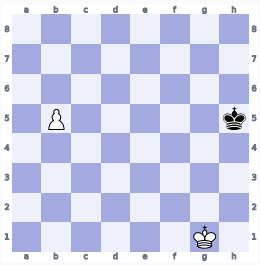
57

Yes, draw. The pawn needs 4 moves to promote on g8, and the black king needs only 4 to get there, so it arrives in time to take it.



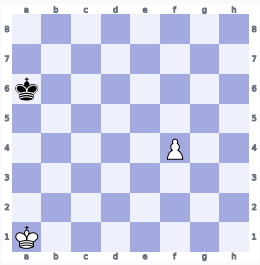
58

No, White wins. The pawn needs 4 moves to promote on b8, but the black king needs 6: it is outside the square and too slow.



59

No, White wins. The pawn needs 3 moves to promote on b8, but the black king needs 6: it is outside the square and too slow.



60

No, White wins. The pawn needs 4 moves to promote on f8, but the black king needs 5: it is outside the square and too slow.

What next?

A little practice every day beats a long session once a week. Here is how ChessDepth can help you keep going.

Chess Lab

Thousands of rated puzzles that adapt to your level, Puzzle Streak, opening courses and a progress dashboard, all in your browser.

chessdepth.in/lab

Free training tools

A new puzzle every day, a blindfold trainer with ten drills, and free worksheet packs.

chessdepth.in/resources

Classes with a coach

Live online classes from beginner to tournament level, in small groups or one-to-one. Your first demo class is free.

chessdepth.in/courses

Exercise tracker

Tick each one you solved without help. Come back to the empty ones a week later.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

ChessDepth Academy

WhatsApp / phone +91 98230 29262 · info@chessdepth.in · Instagram @chessdepth

Puzzle positions from the free Lichess puzzle database (lichess.org, CC0); every solution checked with Stockfish. Written by the coaches of ChessDepth Academy.

© 2026 ChessDepth Academy. This pack is free. Print it, share it with friends, students and parents, and use it in your classes. Please don't sell it or remove our name.