

Prof. Chester Nuhmentz, Jr.

Chess Training Material

www.professorchess.com

Information About **Homework Set A**

- The 16 pages of chess exercises in Set A are intended to be printed double-sided. If you're printing the homework just for yourself, you probably won't want to bother with this. But if you're making copies for a group (and have access to a photocopy machine that makes double-sided copies without jamming!), try putting the exercises onto 8 sheets of paper.
- Each homework sheet is divided into 3 sections:
 - the 1st section always contains exercises to practice spotting potential captures and checks.
 - the 3rd section always has to do with chess terminology.
 - the middle section varies. On odd-numbered sheets, this section has exercises to practice visualizing knight moves. On even-numbered sheets, Section 2 has exercises for improving your ability to imagine how chessmen might work together.
- The basic instructions for the exercises are printed on each sheet. Students can choose to make the exercises more or less difficult to fit their needs. Special instructions are provided which explain how to do this.
- Please don't publish or alter this material without written permission from the author. Thank you!

Homework Sheet 1

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

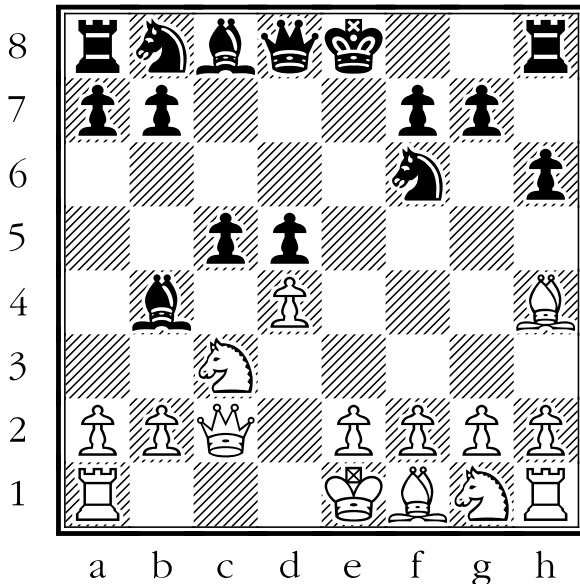
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



1. O-O-O Bxc3 (Levels 3-4)

2. Qxc3 g7-g5 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White
could make a capture:

2

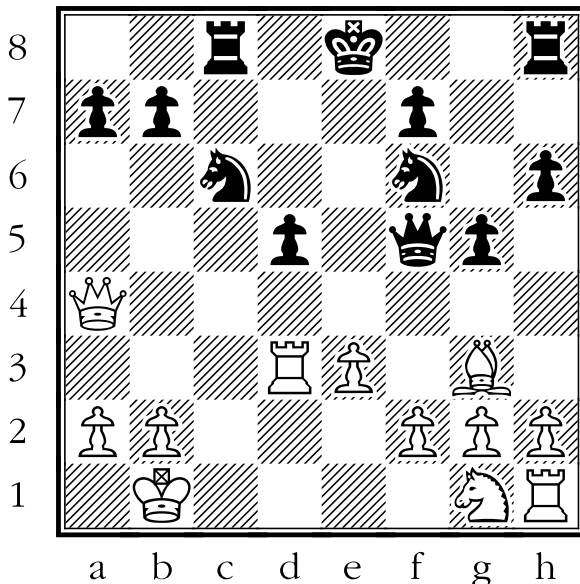
Write every way Black
could make a capture:

3

Write every way White
could give check:

4

Write every way Black
could give check:



1. e3-e4 Nxe4 (Levels 3-4)

2. Ka1 O-O (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White
could make a capture:

6

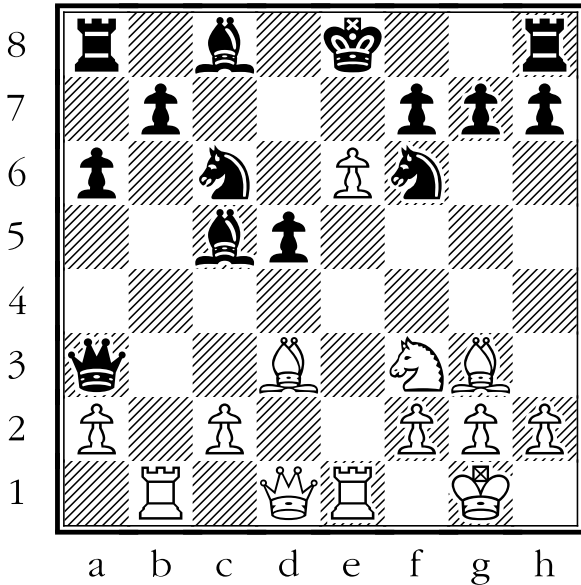
Write every way Black
could make a capture:

7

Write every way White
could give check:

8

Write every way Black
could give check:



Problems 9-12: More Captures and Checks

9

Write every way White could make a capture:

10

Write every way Black could make a capture:

11

Write every way White could give check:

12

Write every way Black could give check:

1. e6xf7+ Kxf7 (Levels 3-4)
2. Bh4 Nb4 (Levels 5-6)

Problems 13-21: Visualizing Knight Moves

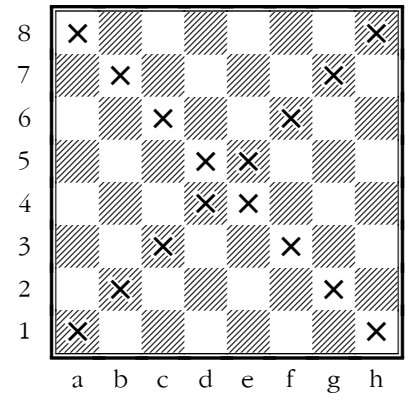
For each problem, a starting square and an ending square are listed. Find the shortest path for a knight to move from the first square to the second one. There will often be more than one correct answer. A solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the Xs!

Levels 3-4: You may look at the diagram on the right for help. BUT, you must find answers that use NONE of the squares on the main diagonals. The squares you may not use in your answers are marked by Xs.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing a chessboard. All squares (including the diagonals) may be used.



- 13 a7 - b5 - c7 - a6 14 b1 _____ c2 15 e8 _____ g6
- 16 e6 _____ d6 17 g6 _____ g4 18 d3 _____ g6
- 19 c5 _____ f5 20 h4 _____ h3 21 f2 _____ g3

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

- 22 Zabaglione
- 23 Zwischenzug
- 24 J'adoube
- 25 Julienne

Homework Sheet 2

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

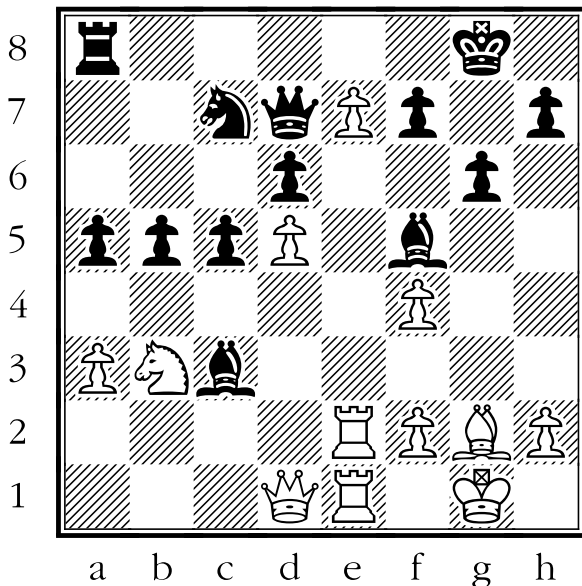
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



1. e7-e8(Q)+ Rxe8 (Levels 3-4)

2. Rxe8+ Nxe8 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White could make a capture:

2

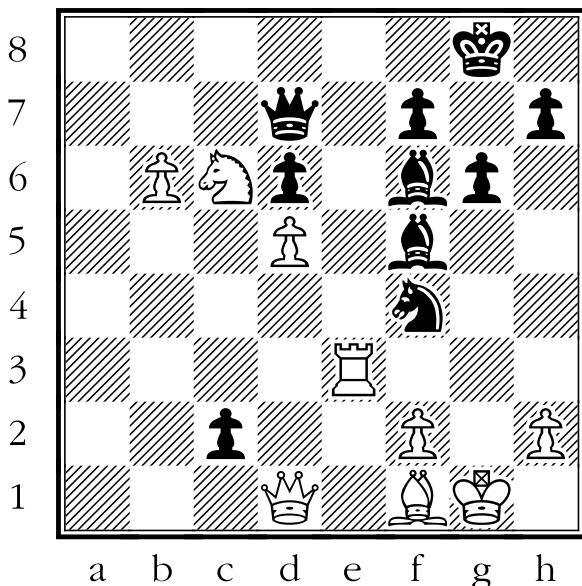
Write every way Black could make a capture:

3

Write every way White could give check:

4

Write every way Black could give check:



1. Qc1 Nxd5 (Levels 3-4)

2. Rb3 Nxb6 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White could make a capture:

6

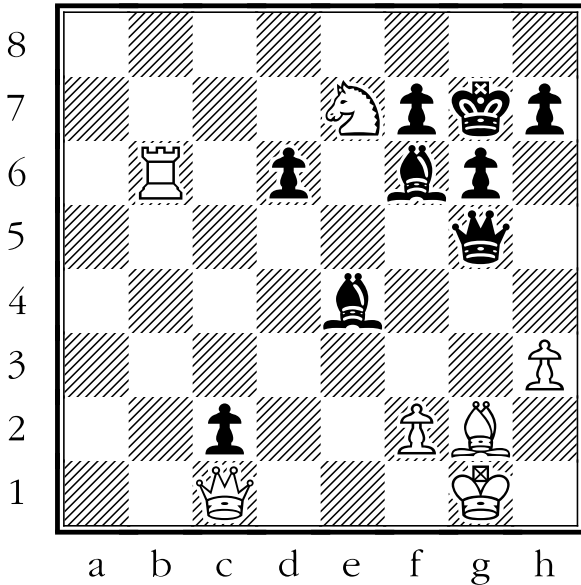
Write every way Black could make a capture:

7

Write every way White could give check:

8

Write every way Black could give check:



Problems 9-12: More Captures and Checks

9 Write every way White could make a capture:

10 Write every way Black could make a capture:

11 Write every way White could give check:

12 Write every way Black could give check:

- a b c d e f g h
1. Nf5+ g6xf5 (Levels 3-4)
 2. Qxg5+ Bxg5 (Levels 5-6)

Problems 13-21: Seeing Connections on the Board

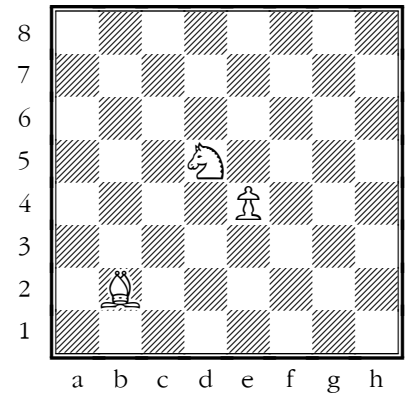
For each problem, two black chessmen are listed. Beside each one is the name of a square. First, imagine these two chessmen being placed on a chess board at their marked squares. Then write the names of all squares that are attacked by both chessmen. The solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the white chessmen! Imagine the 2 chessmen on an empty board.

Levels 3-4: You may look at the diagram on the right for help. BUT, your answers should NOT include any squares which are also attacked by one of the white chessmen. For example, you would never write c3.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing the two chessmen on an empty chessboard. (No white chessmen are used.)



- | | | |
|---|-------------------------|-------------------------|
| 13 ♔d3 ♞d2 <u>b1, b3, c4, e4, f3, f1</u> | 14 ♜e7 ♞d7 _____ | 15 ♖f2 ♔g5 _____ |
| 16 ♔g6 ♞h5 _____ | 17 ♙c5 ♖c4 _____ | 18 ♔b5 ♞c3 _____ |
| 19 ♖e3 ♜e1 _____ | 20 ♞e3 ♞h4 _____ | 21 ♔a5 ♖d4 _____ |

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHES. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

- | | |
|------------------------------------|------------------|
| 22 <input type="checkbox"/> | Fingerfehler |
| 23 <input type="checkbox"/> | Quattro formaggi |
| 24 <input type="checkbox"/> | Appenzeller |
| 25 <input type="checkbox"/> | Desperado |

Homework Sheet 3

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

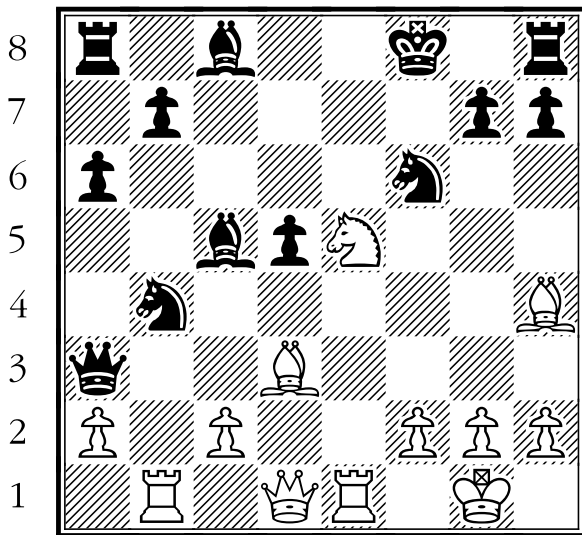
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



a b c d e f g h

1. Bxf6 Nxd3 (Levels 3-4)

2. Bxg7+ Kxg7 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White
could make a capture:

2

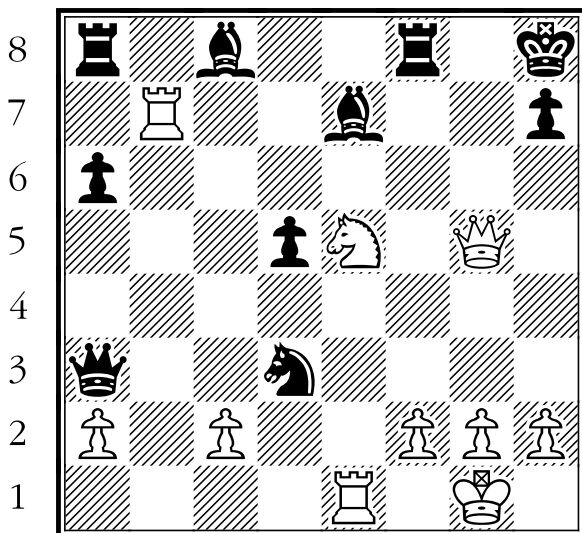
Write every way Black
could make a capture:

3

Write every way White
could give check:

4

Write every way Black
could give check:



a b c d e f g h

1. Ng6+ h7xg6 (Levels 3-4)

2. Qh6+ Kg8 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White
could make a capture:

6

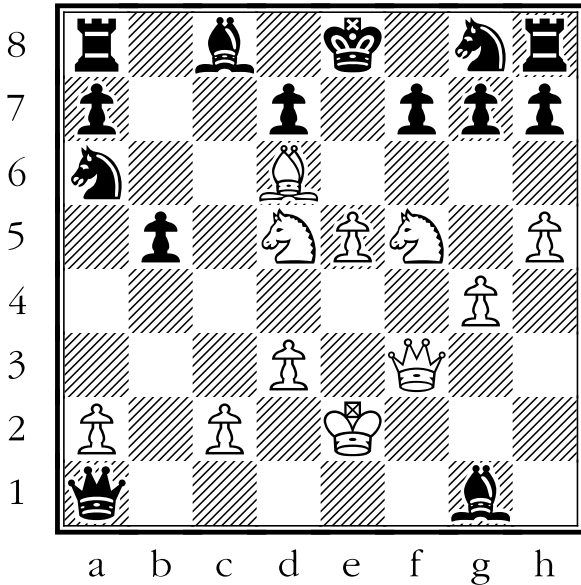
Write every way Black
could make a capture:

7

Write every way White
could give check:

8

Write every way Black
could give check:



1. Nxc7+ Kd8 (Levels 3-4)
2. Qf6+ Nxf6 (Levels 5-6)

Problems 9-12: More Captures and Checks

9

Write every way White could make a capture:

10

Write every way Black could make a capture:

11

Write every way White could give check:

12

Write every way Black could give check:

Problems 13-21: Visualizing Knight Moves

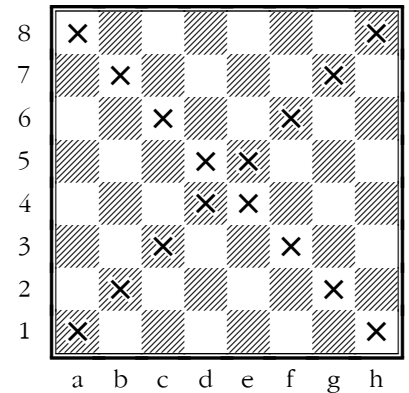
For each problem, a starting square and an ending square are listed. Find the shortest path for a knight to move from the first square to the second one. There will often be more than one correct answer. A solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the Xs!

Levels 3-4: You may look at the diagram on the right for help. BUT, you must find answers that use NONE of the squares on the main diagonals. The squares you may not use in your answers are marked by Xs.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing a chessboard. All squares (including the diagonals) may be used.



- | | | | | | | | | | | | |
|----|----|--------------------|----|----|----|-------|----|----|----|-------|----|
| 13 | d2 | <u>- b3 - c1 -</u> | e2 | 14 | d8 | _____ | c5 | 15 | c5 | _____ | f5 |
| 16 | c4 | _____ | d3 | 17 | f6 | _____ | f4 | 18 | g1 | _____ | e5 |
| 19 | d6 | _____ | g3 | 20 | b8 | _____ | c7 | 21 | d2 | _____ | f4 |

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has to do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

22 Borscht

23 Tapenade

24 Caissa

25 Elo

Homework Sheet 4

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

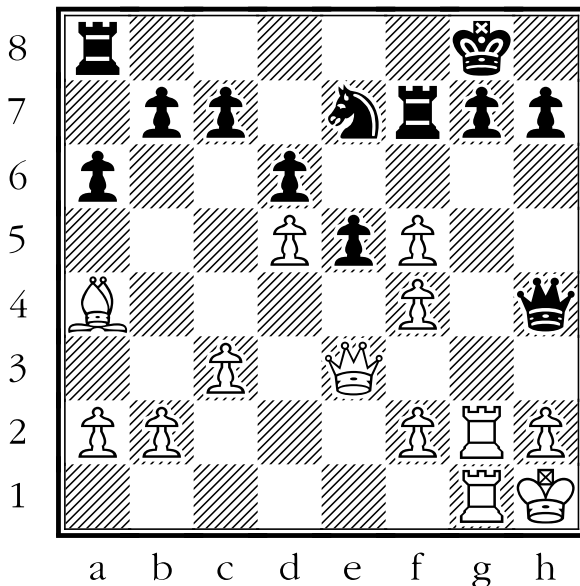
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



a b c d e f g h

1. Bd7 Nxd5 (Levels 3-4)

2. Be6 Nxe3 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White
could make a capture:

2

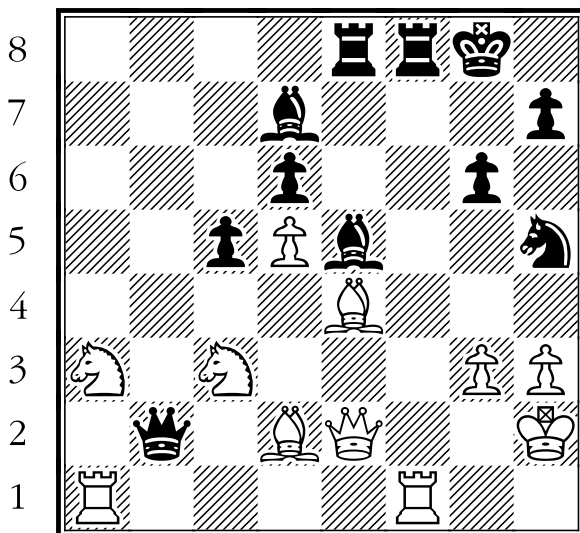
Write every way Black
could make a capture:

3

Write every way White
could give check:

4

Write every way Black
could give check:



a b c d e f g h

1. Nc4 Nxg3 (Levels 3-4)

2. Rxf8+ Rxf8 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White
could make a capture:

6

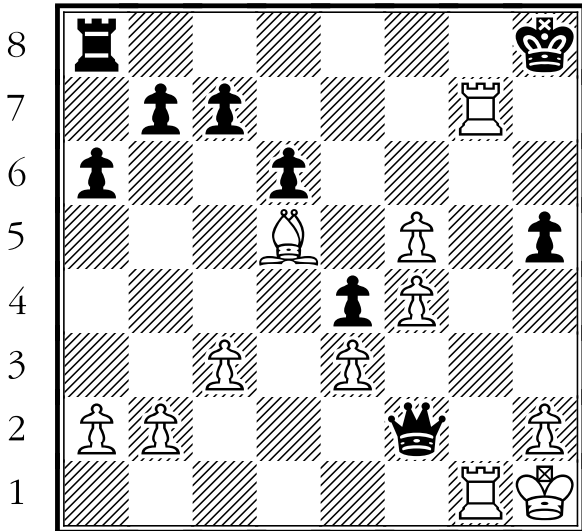
Write every way Black
could make a capture:

7

Write every way White
could give check:

8

Write every way Black
could give check:



- a b c d e f g h
 1. Bxe4 Qxe3 (Levels 3-4)
 2. Bxb7 Rf8 (Levels 5-6)

Problems 9-12: More Captures and Checks

9

Write every way White could make a capture:

10

Write every way Black could make a capture:

11

Write every way White could give check:

12

Write every way Black could give check:

Problems 13-21: Seeing Connections on the Board

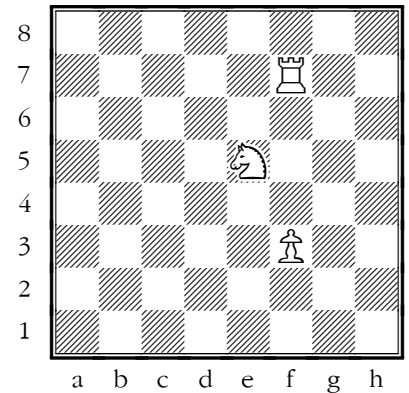
For each problem, two black chessmen are listed. Beside each one is the name of a square. First, imagine these two chessmen being placed on a chess board at their marked squares. Then write the names of all squares that are attacked by both chessmen. The solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the white chessmen! Imagine the 2 chessmen on an empty board.

Levels 3-4: You may look at the diagram on the right for help. BUT, your answers should NOT include any squares which are also attacked by one of the white chessmen. For example, you would never write d7.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing the two chessmen on an empty chessboard. (No white chessmen are used.)



13 ♖d6 ♘d3 b4, c5, e5

14 ♖h7 ♖g4 _____

15 ♔e6 ♔d7 _____

16 ♙f4 ♗c5 _____

17 ♗d5 ♖h6 _____

18 ♔c5 ♗b2 _____

19 ♘d4 ♘g5 _____

20 ♔e4 ♖h6 _____

21 ♔d5 ♖f5 _____

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

22 Gewurztraminer

23 Roy Lopez

24 Luft

25 Piquante

Homework Sheet 5

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

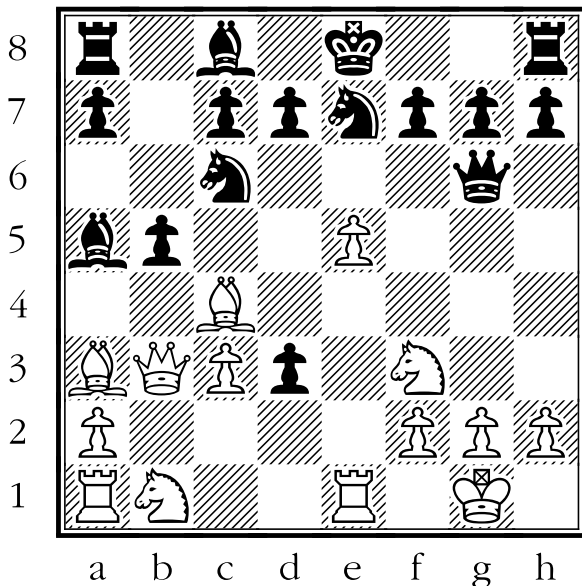
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



Problems 1-4: Spotting Captures and Checks

1

Write every way White could make a capture:

2

Write every way Black could make a capture:

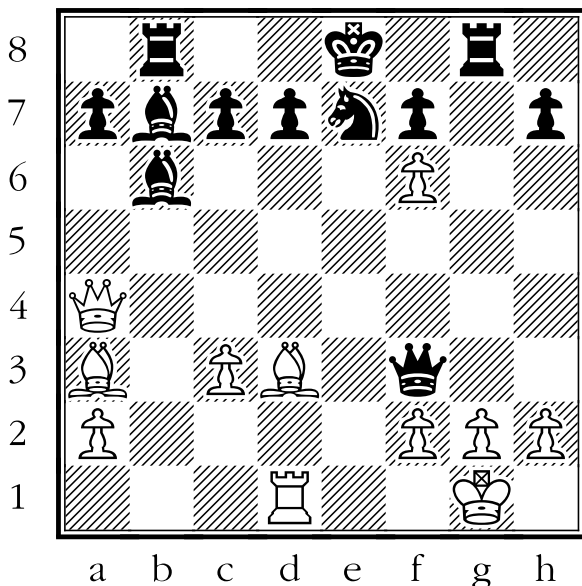
3

Write every way White could give check:

4

Write every way Black could give check:

1. Qxb5 Rb8 (Levels 3-4)
2. Qa4 Bb6 (Levels 5-6)



Problems 5-8: More Captures and Checks

5

Write every way White could make a capture:

6

Write every way Black could make a capture:

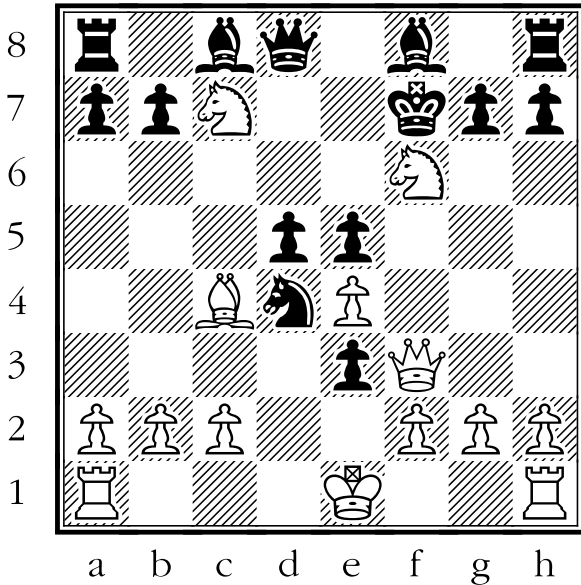
7

Write every way White could give check:

8

Write every way Black could give check:

1. Qxd7+ Kxd7 (Levels 3-4)
2. Bf5+ Ke8 (Levels 5-6)



1. Bxd5+ Kg6 (Levels 3-4)
2. Qh5+ Kxf6 (Levels 5-6)

Problems 9-12: More Captures and Checks

9

Write every way White could make a capture:

10

Write every way Black could make a capture:

11

Write every way White could give check:

12

Write every way Black could give check:

Problems 13-21: Visualizing Knight Moves

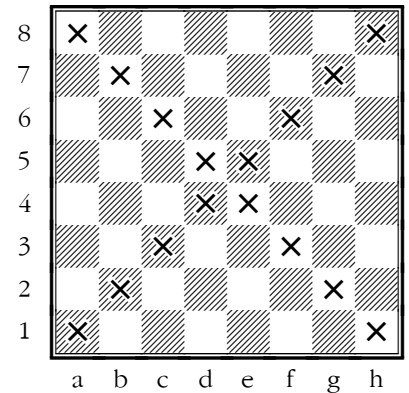
For each problem, a starting square and an ending square are listed. Find the shortest path for a knight to move from the first square to the second one. There will often be more than one correct answer. A solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the Xs!

Levels 3-4: You may look at the diagram on the right for help. BUT, you must find answers that use NONE of the squares on the main diagonals. The squares you may not use in your answers are marked by Xs.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing a chessboard. All squares (including the diagonals) may be used.



- | | | |
|-----------------------------|-----------------------|-----------------------|
| 13 f5 - d6 - c4 - d2 | 14 c7 _____ b6 | 15 b5 _____ f5 |
| 16 b1 _____ e5 | 17 a5 _____ d6 | 18 e6 _____ f5 |
| 19 g8 _____ f2 | 20 b8 _____ c8 | 21 b6 _____ b3 |

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has to do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

- 22** Chaturanga
- 23** En passant
- 24** Bisteeya
- 25** Taragon

Homework Sheet 6

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

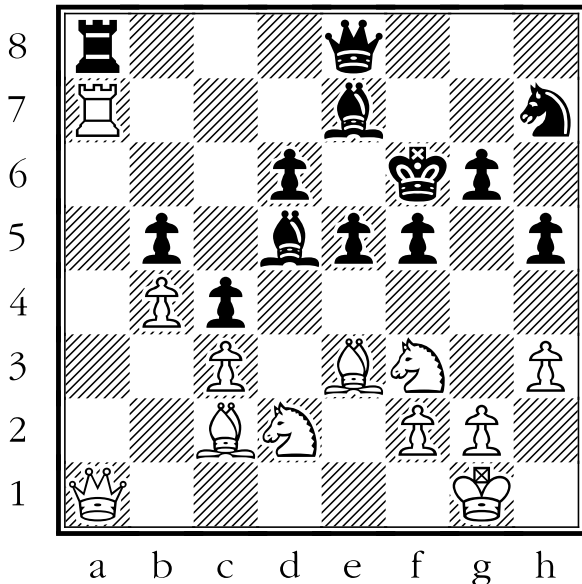
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



1. g2-g4 h5xg4 (Levels 3-4)

2. h3xg4 Rxa7 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White
could make a capture:

2

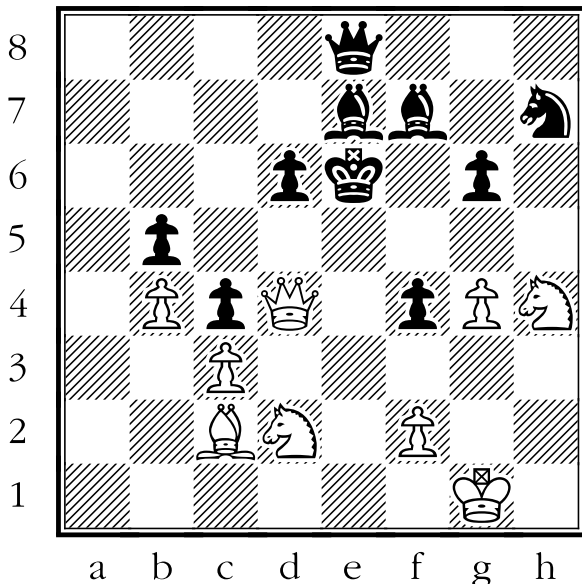
Write every way Black
could make a capture:

3

Write every way White
could give check:

4

Write every way Black
could give check:



1. Nf5 Bf8 (Levels 3-4)

2. Qxf4 Kd7 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White
could make a capture:

6

Write every way Black
could make a capture:

7

Write every way White
could give check:

8

Write every way Black
could give check:

8
7
6
5
4
3
2
1

a b c d e f g h

1. Nxb5 Nf8 (Levels 3-4)
2. Nxd6 Ne6 (Levels 5-6)

Problems 9-12: More Captures and Checks

9
Write every way White could make a capture:

10
Write every way Black could make a capture:

11
Write every way White could give check:

12
Write every way Black could give check:

Problems 13-21: Seeing Connections on the Board

For each problem, two black chessmen are listed. Beside each one is the name of a square. First, imagine these two chessmen being placed on a chess board at their marked squares. Then write the names of all squares that are attacked by both chessmen. The solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the white chessmen! Imagine the 2 chessmen on an empty board.

Levels 3-4: You may look at the diagram on the right for help. BUT, your answers should NOT include any squares which are also attacked by one of the white chessmen. For example, you would never write e3.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing the two chessmen on an empty chessboard. (No white chessmen are used.)

8
7
6
5
4
3
2
1

a b c d e f g h

13 ♔ b4 ♖ c3 a3, b3, c4, c5

14 ♖ c6 ♔ h6 _____

15 ♗ d5 ♞ g5 _____

16 ♞ d4 ♗ d7 _____

17 ♖ d8 ♙ c5 _____

18 ♗ f7 ♖ g2 _____

19 ♞ d7 ♞ d5 _____

20 ♔ d5 ♔ e7 _____

21 ♖ b8 ♔ c6 _____

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

22 Zugzwang

23 Bouillabaisse

24 Patzer

25 Shiitake

Homework Sheet 7

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

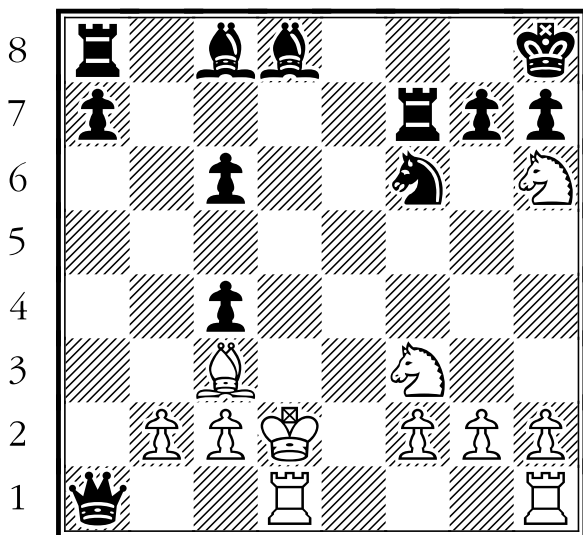
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



a b c d e f g h

1. Nxf7+ Kg8 (Levels 3-4)

2. Rxa1 Kxf7 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White
could make a capture:

2

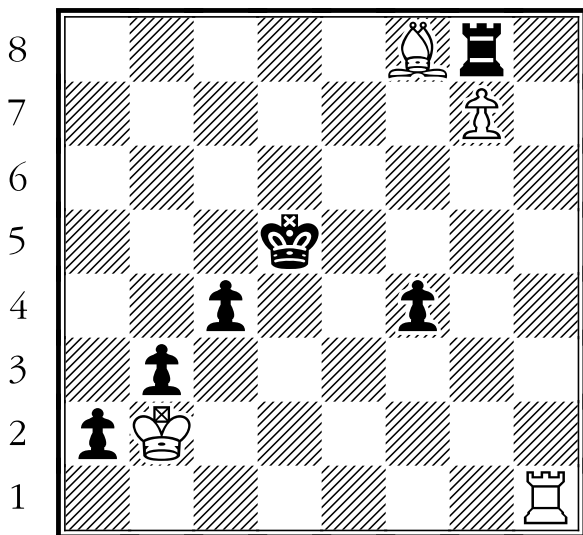
Write every way Black
could make a capture:

3

Write every way White
could give check:

4

Write every way Black
could give check:



a b c d e f g h

1. Rd1+ Ke4 (Levels 3-4)

2. Rc1 Kd3 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White
could make a capture:

6

Write every way Black
could make a capture:

7

Write every way White
could give check:

8

Write every way Black
could give check:

1. Qd3+ f7-f5 (Levels 3-4)
2. Qxf5+ g7-g6 (Levels 5-6)

Problems 9-12: More Captures and Checks

9 Write every way White could make a capture:

10 Write every way Black could make a capture:

11 Write every way White could give check:

12 Write every way Black could give check:

Problems 13-21: Visualizing Knight Moves

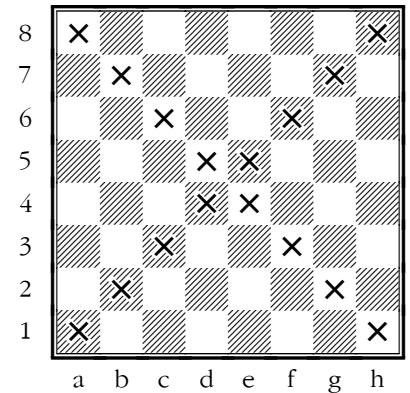
For each problem, a starting square and an ending square are listed. Find the shortest path for a knight to move from the first square to the second one. There will often be more than one correct answer. A solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the Xs!

Levels 3-4: You may look at the diagram on the right for help. BUT, you must find answers that use NONE of the squares on the main diagonals. The squares you may not use in your answers are marked by Xs.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing a chessboard. All squares (including the diagonals) may be used.



- 13** e7 - f5 - e3 - f1 **14** g4 _____ g3 **15** d4 _____ e5
- 16** c8 _____ e6 **17** c6 _____ c3 **18** g4 _____ f4
- 19** g8 _____ h7 **20** b1 _____ g3 **21** g3 _____ e5

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

- 22** Escabeche
- 23** Kibitz
- 24** Kohlrabi
- 25** En prise

Homework Sheet 8

NAME: _____

DATE: _____

Check the level
of difficulty you chose
for this homework:

1-2
 3-4
 5-6

Special Instructions for Problems 1-12

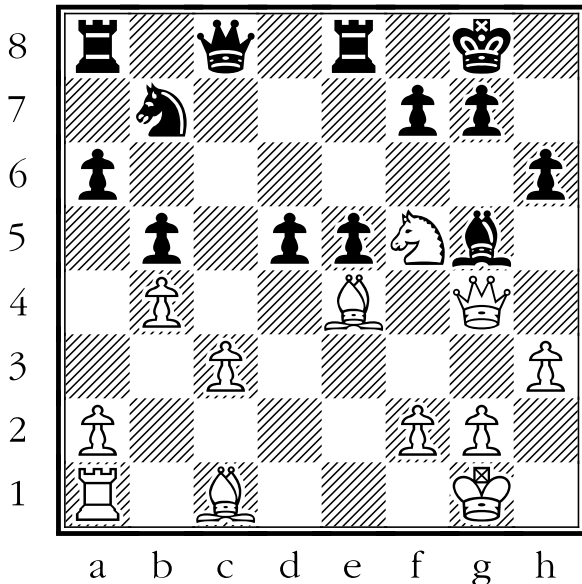
Levels 1-2: Answer these problems based on the diagramed position.

Levels 3-4: Imagine the board after the first pair of moves shown under the diagram. Answer based on this new position.

Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.

Copyright © 2001

Photocopying this form for instructional use is permitted.



1. Bxg5 h6xg5 (Levels 3-4)

2. Qxg5 g7-g6 (Levels 5-6)

Problems 1-4: Spotting Captures and Checks

1

Write every way White could make a capture:

2

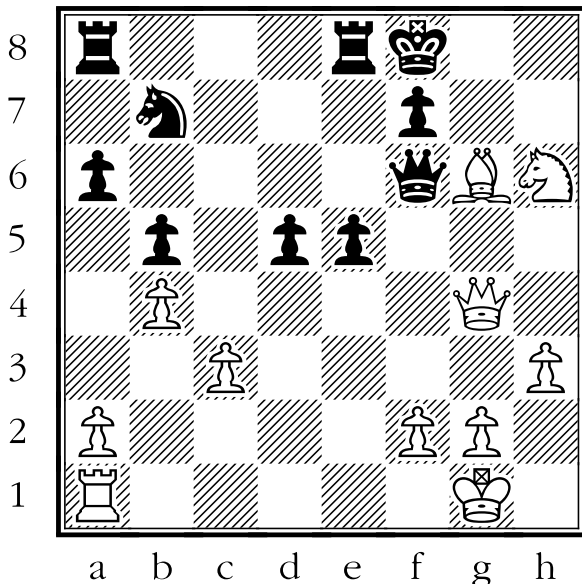
Write every way Black could make a capture:

3

Write every way White could give check:

4

Write every way Black could give check:



1. Bxf7 Qxh6 (Levels 3-4)

2. Qg8+ Ke7 (Levels 5-6)

Problems 5-8: More Captures and Checks

5

Write every way White could make a capture:

6

Write every way Black could make a capture:

7

Write every way White could give check:

8

Write every way Black could give check:

8
7
6
5
4
3
2
1

a b c d e f g h

1. Qd4 Re4 (Levels 3-4)
2. Qb6 Qe6 (Levels 5-6)

Problems 9-12: More Captures and Checks

9
Write every way White could make a capture:

10
Write every way Black could make a capture:

11
Write every way White could give check:

12
Write every way Black could give check:

Problems 13-21: Seeing Connections on the Board

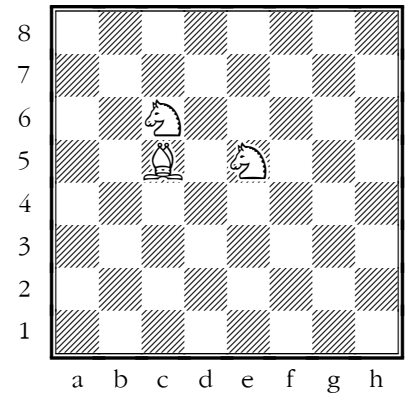
For each problem, two black chessmen are listed. Beside each one is the name of a square. First, imagine these two chessmen being placed on a chess board at their marked squares. Then write the names of all squares that are attacked by both chessmen. The solution for Problem 13 is provided as an example.

Special Instructions for Problems 13-21

Levels 1-2: Use the chess diagram on the right to help you solve these problems. Ignore the white chessmen! Imagine the 2 chessmen on an empty board.

Levels 3-4: You may look at the diagram on the right for help. BUT, your answers should NOT include any squares which are also attacked by one of the white chessmen. For example, you would never write a7.

Levels 5-6: Don't look at a chessboard or diagram! Solve these by visualizing the two chessmen on an empty chessboard. (No white chessmen are used.)



13 ♔f4 ♖h1 c1, f1, h2, h4, h6

14 ♞c3 ♜c4 _____

15 ♖d7 ♞b5 _____

16 ♙f5 ♖a4 _____

17 ♔h7 ♔f6 _____

18 ♜h4 ♔g1 _____

19 ♜e6 ♖h4 _____

20 ♙f7 ♔g4 _____

21 ♞c3 ♞f6 _____

Problems 22-25: Food or Chess???

Instructions for All Levels: Each item includes an answer box and a non-English word. The four words might be related to chess OR they might have been found in an exotic cookbook!

For each problem, mark a **C** if you think the word has do with CHESS. Mark an **F** if you think it has to do with FOOD. You're welcome to do some research to help answer these!

22 Kumquat

23 Mahimahi

24 Gens una sumus

25 Fianchetto