



Chess worksheet: Decoys, clearance and interference

12 puzzles · Levels 2, 4 · answers and explanations at the end

Name _____

Date _____



More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example $\Delta f3$ or $Nf3$) or draw an arrow on the board. The board always faces the side to move.
Yellow square: the piece to move (the "glowing piece" in the question). · Stars: squares you could move to; only one is right. · Letters A, B, C on squares: the options to choose from. · Arrow: the last move, or a move the question gives you. · Red square: a piece under attack. · Blue square: a piece or square to watch.

Level 2

1

White to move

The glowing piece is the bait: move it where the king can take it. When the king takes the bait, it leaves its post, and you capture the other piece.

Move: _____

2

White to move

Which black piece is guarded only by the king? The glowing piece drops the bait to lure the king away, then you capture!

Move: _____

3

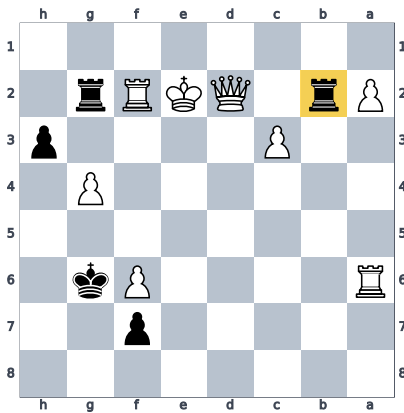
White to move

White to move. Drop the bait to lure the guard away, then take a piece worth more than the bait!

Move: _____

Level 4

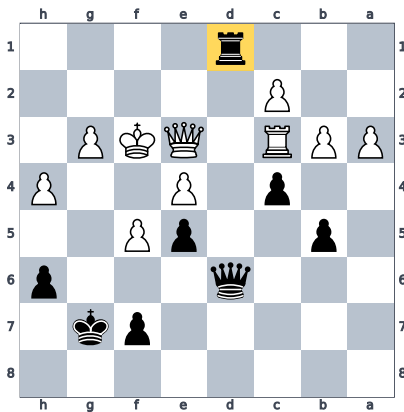
4 Black to move



The glowing piece is the rook on b2. Sacrifice it to pull the white king away!

Move: _____

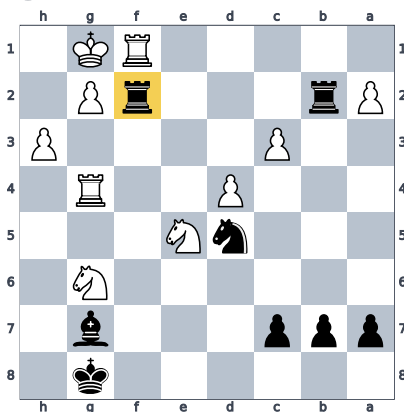
6 Black to move



The glowing piece is the rook on d1. Move it somewhere with check to make way for the queen!

Move: _____

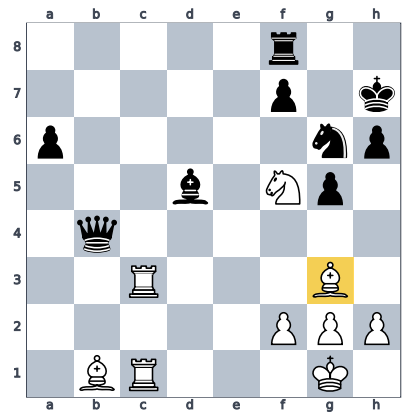
8 Black to move



The glowing piece is the rook on f2. Trade the rook to pull the white king to f1!

Move: _____

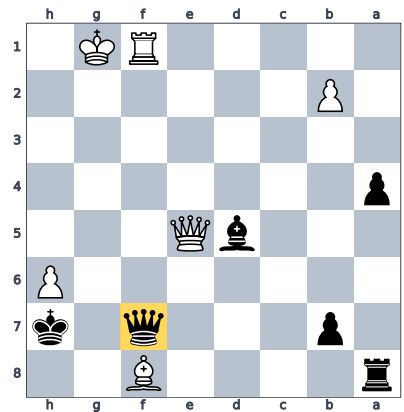
5 White to move



The glowing piece is the bishop. Chase the black queen with a bishop move!

Move: _____

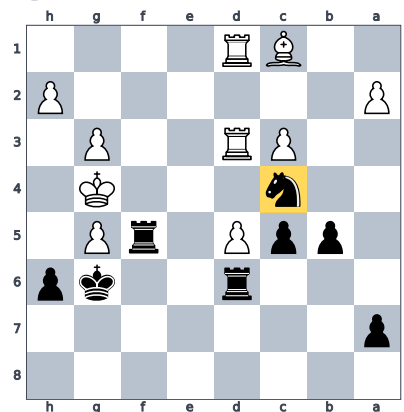
7 Black to move



The glowing piece is the queen. First move it off the f-file with check!

Move: _____

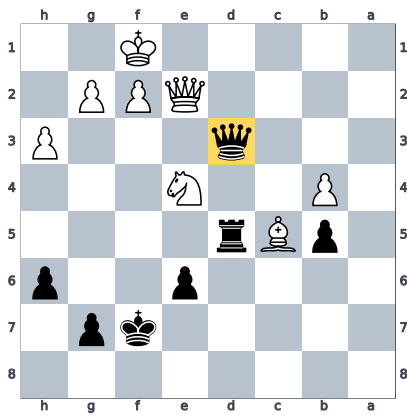
9 Black to move



The glowing piece is the knight. Check with the knight and aim at a big piece too!

Move: _____

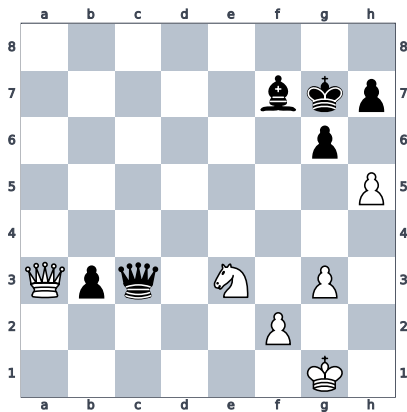
10 Black to move



The glowing piece is the queen. Give check to open the way for the rook!

Move: _____

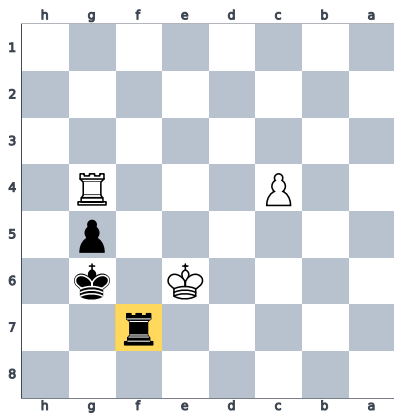
12 White to move



Lure the black king off g7 first, then let the queen give check!

Move: _____

11 Black to move



The glowing piece is the rook. Put it on the fourth rank to cut the white rook's line guarding the pawn on c4!

Move: _____

Answers and explanations: Decoys, clearance and interference

1. 1.♙xh7+ ♕xh7 2.♖xf8 · Level 2

Why: You lose a bishop worth 3 points and win a rook worth 5: you gain 2 points.

2. 1.♙xh7+ ♕xh7 2.♖xf8 · Level 2

Why: You lose a bishop worth 3 points and win a rook worth 5: you gain 2 points.

3. 1.♙xh7+ ♕xh7 2.♖xf8 · Level 2

Why: You lose a bishop worth 3 points and win a rook worth 5: you gain 2 points.

4. 1...♖xd2+ 2.♕xd2 ♖xf2+ · Level 4

Why: The rook takes the queen with check, and the white king takes back, leaving e2. The white rook on f2 loses its guard: the black rook takes it, with check too.

5. 1.♙d6 ♖xc3 2.♖xc3 · Level 4

Why: The bishop goes to d6, attacking the queen and aiming at the rook on f8. The black queen has no good square, so it gives itself up for the rook: you win the queen.

6. 1...♖f1+ 2.♕g2 ♖d1 · Level 4

Why: The rook leaves the d-file with check, leaving d1 for the queen. The queen goes to d1 and, with the rook, closes in on the white king, threatening checkmate.

7. 1...♖g6+ 2.♕f2 ♖xf8+ · Level 4

Why: The queen leaves the f-file with check, and the white king must move. Now the black rook takes the bishop on f8, and the white rook can no longer take the queen.

8. 1...♖xf1+ 2.♕xf1 ♕e3+ · Level 4

Why: The rook trade pulls the white king to f1, then the knight checks on e3, forking the king and the rook on g4: you'll win the rook.

9. 1...♕e5+ 2.♕h3 ♕xd3 · Level 4

Why: The knight checks on e5 and aims at the rook on d3. The white king runs, and the knight takes the rook.

10. 1...♖b1+ 2.♖e1 ♖d1 · Level 4

Why: The queen checks on b1, and the white queen must block on e1. The rook goes to d1 and pins the white queen to the king: you'll win the queen.

11. 1...♖f4 2.♖g2 ♖xc4 · Level 4

Why: The rook steps in on f4, cutting the white rook's guarding line and attacking the rook. The white rook runs, and the black rook takes the pawn on c4.

12. 1.h6+ ♕xh6 2.♖f8+ · Level 4

Why: The pawn sacrifices itself with check and pulls the black king to h6. Now the queen checks on f8, the king must run, and the queen takes the bishop on f7.
