



Chess worksheet: Saving a draw

12 puzzles · Levels 4, 5, 6 · answers and explanations at the end

Name _____

Date _____



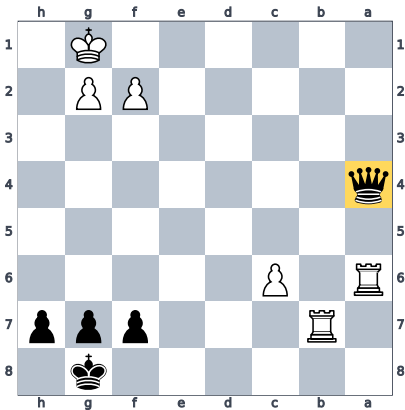
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example Qf3 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 4

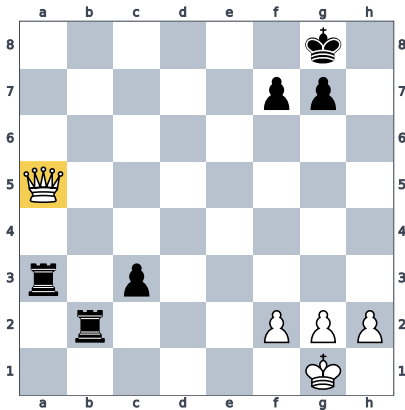
1 Black to move



The glowing piece is the queen. Keep checking and don't let the white king rest!

Move: _____

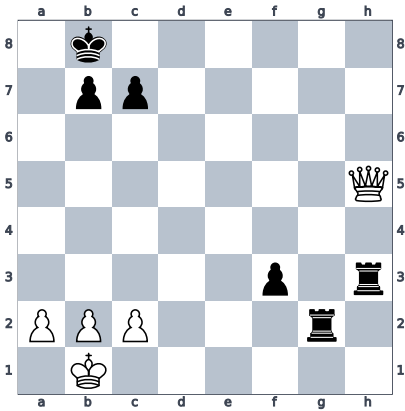
2 White to move



The glowing piece is the queen. Keep checking to hold the draw!

Move: _____

3 White to move

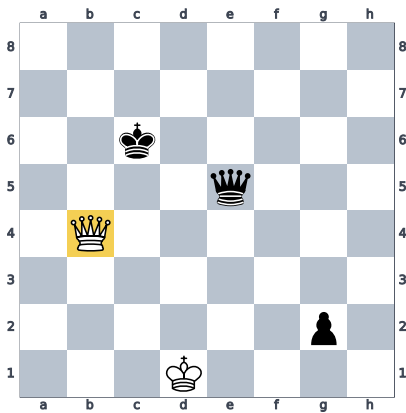


You're losing, so hold the draw with perpetual check!

Move: _____

Level 5

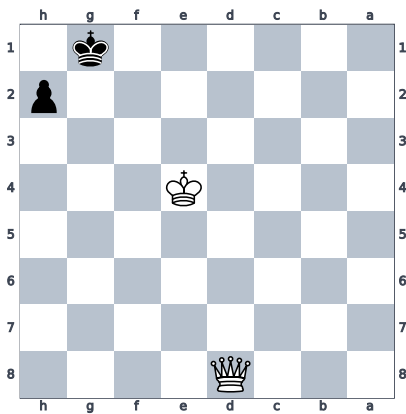
4 White to move



The glowing queen keeps checking. Hold the draw!

Move: _____

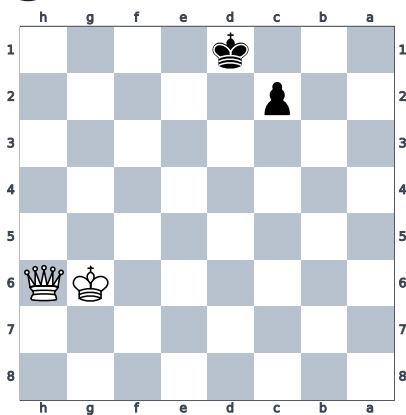
6 Black to move



You have fewer pieces. Find a way to draw!

Move: _____

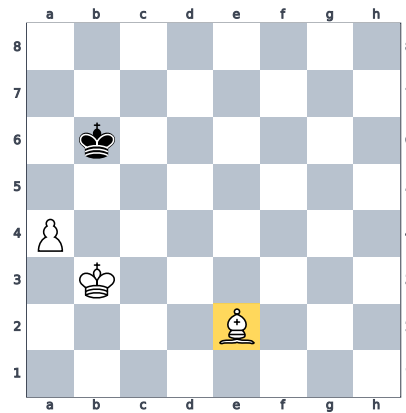
8 Black to move



Black to move. Find the best move!

Move: _____

5 White to move

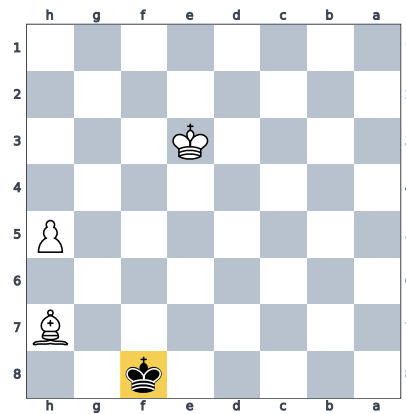


White moves first. Win or draw this time? Look at the bishop's color!

☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

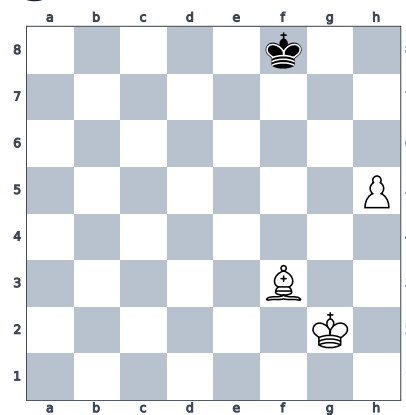
7 Black to move



The black king is glowing. Hold the draw in the corner!

Move: _____

9 White to move



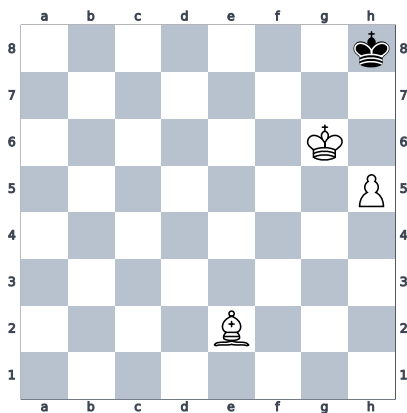
White moves first. Is this game a win or a draw?

☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C _____

Level 6

10 White to move

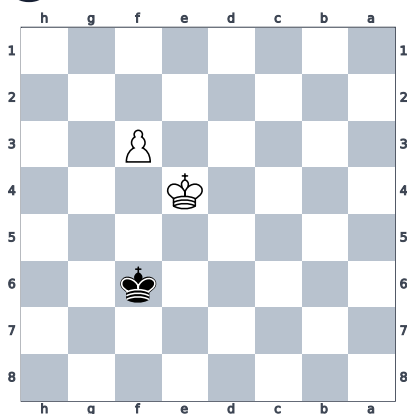


White is a bishop and a pawn ahead. White to move. What is the result of this game?

- ☐ A White wins ☐ B Draw ☐ C Black wins

Circle: A B C

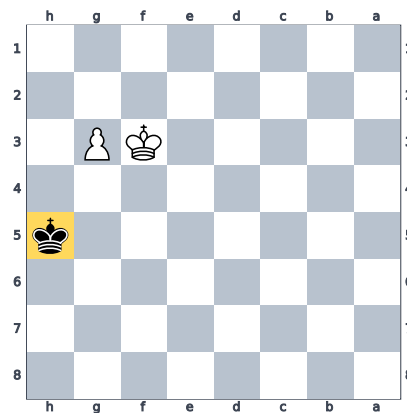
12 Black to move



Black to move. Hold the draw, don't lose!

Move: _____

11 Black to move



The glowing piece is the one that needs to move. Hold the draw, don't lose!

Move: _____

Answers and explanations: Saving a draw

1. 1...♔d1+ 2.♕h2 ♔h5+ · Level 4

Why: The queen checks on d1, then h5; the white king runs back and forth but can't escape: draw.

2. 1.♔d8+ ♕h7 2.♔h4+ · Level 4

Why: The queen checks on d8, then h4; the black king can't escape: draw.

3. 1.♔e8+ ♕a7 2.♔a4+ · Level 4

Why: The queen checks on e8, then a4; the black king runs back and forth but can't escape: draw.

4. 1.♔a4+ ♕c5 2.♔c2+ ♕b4 3.♔xg2 ♔a1+ 4.♕e2 · Level 5

Why: The queen keeps checking until it can take the pawn on g2. Queen against queen: a draw!

5. A (White wins) · 1.♕b4 ♕c6 2.a5 ♕d5 3.♕b5 ♕d4 · Level 5

Why: The a-pawn promotes on the light square a8, and the white bishop moves on light squares too: it guards the corner square, and the black king can't hold on.

6. 1...h1=♔+ 2.♕d3 ♔g2 3.♔d4+ ♕f1 4.♔a1+ ♕f2 · Level 5

Why: The pawn becomes a queen with check, then the black queen stays near the king: queen against queen is a draw.

7. 1...♕g7 2.h6+ ♕xh6 · Level 5

Why: The black king heads to the corner and takes the h-pawn. With no pawns left, it's a draw!

8. 1...c1=♔ 2.♔xc1+ ♕xc1 · Level 5

Why: The pawn becomes a queen, the white queen has to take the new queen, and the black king takes back. Only two kings are left: a draw!

9. B (Draw) · 1.h6 ♕f7 2.h7 ♕g7 3.h8=♔+ ♕xh8 · Level 5

Why: The square h8 is dark, but the white bishop moves on light squares. The black king reaches the corner in time, so White can't win.

10. B (Draw) · ♕c4 · Level 6

Why: The white bishop is a different color from the promotion square in the corner, so it can't drive the black king out. That's a fortress.

11. 1...♕g5 2.g4 ♕f6 3.g5+ ♕xg5 · Level 6

Why: The black king goes to g5 to block the g-pawn. When the pawn moves to g4, the king steps back to f6, still holding the square in front of the pawn. When the pawn goes on to g5, the king takes it: a draw.

12. 1...♕e6 2.f4 ♕f6 3.f5 ♕e7 4.f6+ ♕xf6 · Level 6

Why: The black king faces the white king and doesn't let it get in front of the pawn. When the pawn moves up, the black king takes it: a draw.
