



Chess worksheet: Opening traps and mistakes

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

Name _____

Date _____



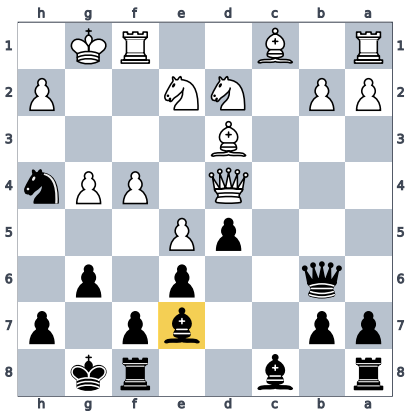
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example $\text{d}3$ 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

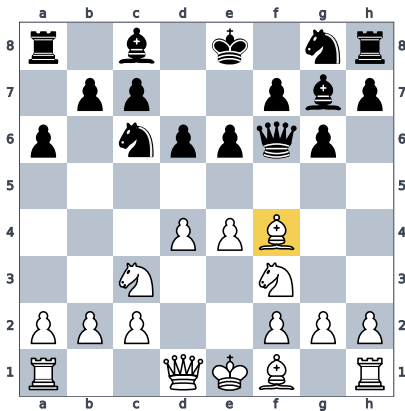
1 Black to move



The glowing piece is the bishop. Pin the white queen to its king!

Move: _____

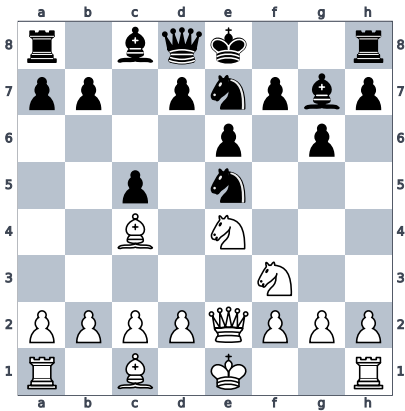
2 White to move



The glowing piece is the bishop. Threaten the black queen so it has no good square left!

Move: _____

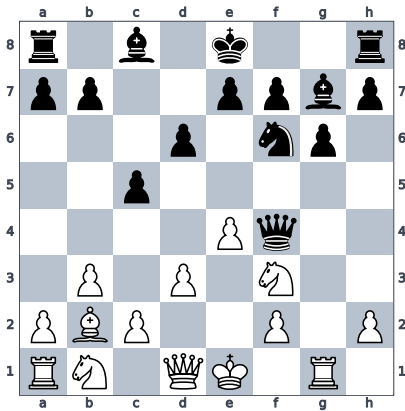
3 White to move



Your opponent just made a mistake. Give check first, then take a piece!

Move: _____

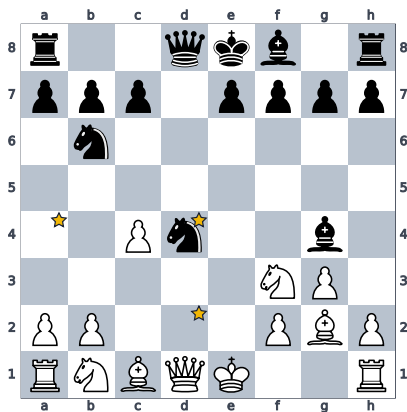
4 White to move



White to move. Find the best move!

Move: _____

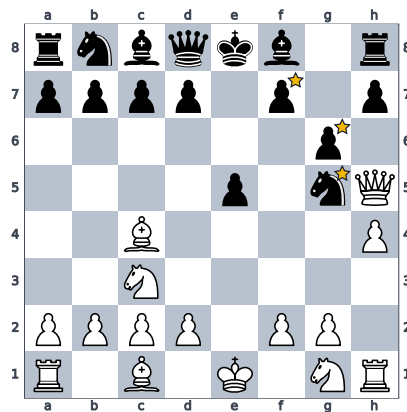
5 White to move



There are three stars; one is taking the knight with your knight. The knight on f3 is pinned to the queen by the bishop. Take with a different piece!

Move: _____

6 White to move

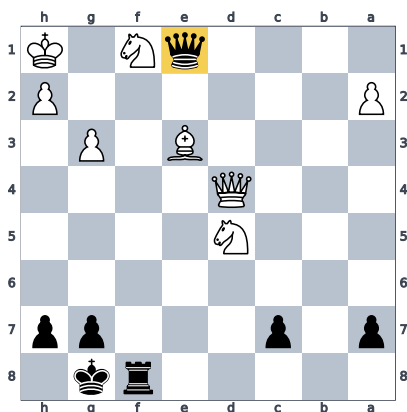


There are three stars; one is taking the knight with a pawn. Your queen is being threatened by the pawn on g6. Take the knight with the queen!

Move: _____

Level 5

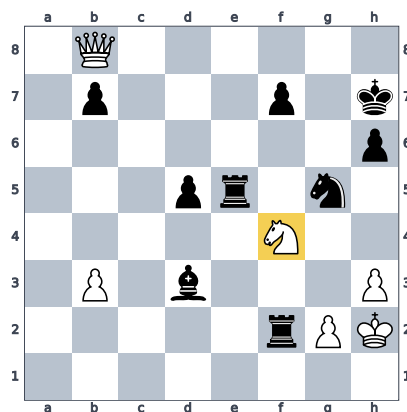
7 Black to move



The glowing queen moves first. White's back row has a weak spot. Find it!

Move: _____

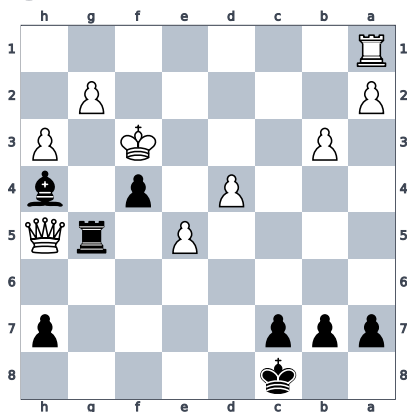
8 White to move



The glowing knight moves first. Which black piece isn't guarded?

Move: _____

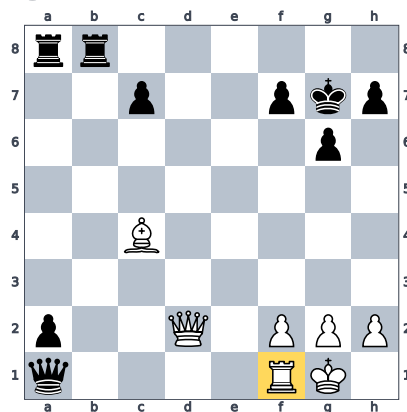
9 Black to move



Find your opponent's weak spot!

Move: _____

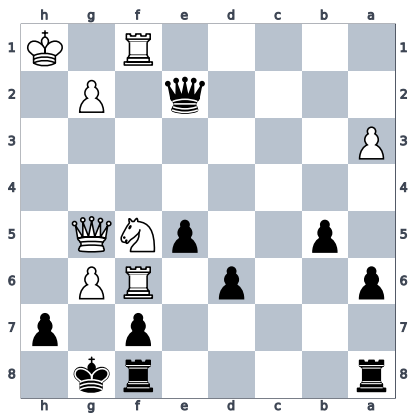
10 White to move



The glowing piece moves first. Can that defender really do two jobs at once?

Move: _____

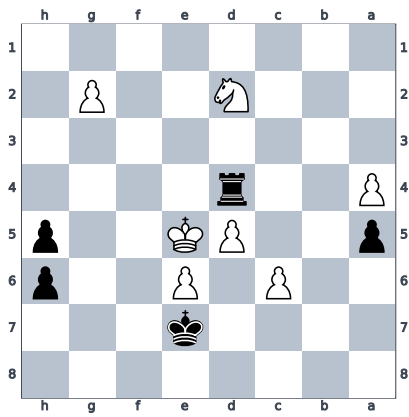
11 Black to move



Black to move. Find the best move!

Move: _____

12 Black to move



Black to move. Find the best move!

Move: _____

Answers and explanations: Opening traps and mistakes

1. 1...♗c5 2.♘b3 ♗xd4+ · Level 4

Why: The bishop goes to c5 and pins the white queen to the king. The queen can't move away: the bishop takes the queen with check.

2. 1.♗g5 ♗xg5 2.♘xg5 · Level 4

Why: The bishop goes to g5 and threatens the black queen. The queen has no safe square, so it takes the bishop, and the knight takes back the queen: a big win for you.

3. 1.♘d6+ ♕f8 2.♘xe5 · Level 4

Why: The knight checks on d6 first, so the black king has to move and loses the right to castle. Then the knight takes the knight on e5: you win material.

4. 1.♗c1 ♗g4 2.♖xg4 · Level 4

Why: The bishop steps back to c1 and threatens the black queen. The queen has no safe square left; if it runs to g4, the rook takes it: you trapped the queen.

5. 1.♗xd4 ♗xd4 2.♘xd4 · Level 4

Why: The queen takes the knight on d4, the black queen takes back, and the knight on f3 takes the queen: you win a knight. If you take with the knight right away, the bishop takes your queen.

6. 1.♗xg5 ♗xg5 2.hxg5 · Level 4

Why: Your queen was being threatened, so it takes the knight on g5 right away. The black queen takes back, and the h-pawn takes the queen: you win a knight.

7. 1...♗xf1+ 2.♗g1 ♗f3# · Level 5

Why: The queen takes the knight on f1 with check, the bishop has to block on g1, then the queen goes to f3 for checkmate. The white king has no room to breathe.

8. 1.♘xd3 ♖ee2 2.♘xf2 · Level 5

Why: The knight takes the unguarded bishop on d3. If the black rook goes to e2, the knight takes the rook on f2 too.

9. 1...♖xh5 2.♕g4 ♖h6 · Level 5

Why: The white queen on h5 isn't guarded: the rook takes the queen. When the white king comes over, the rook steps back to h6, safe.

10. 1.♖xa1 ♖b1+ 2.♗f1 · Level 5

Why: The rook takes the queen on a1. If the black rook checks on b1, the bishop drops back to f1 to block: you are a whole queen up.

11. 1...♗xf1+ 2.♕h2 ♗f4+ 3.♗xf4 exf4 · Level 5

Why: The queen takes the rook on f1 with check, the king runs, and the queen checks again on f4 to force a queen trade: Black is a rook up and escapes checkmate.

12. 1...♖xd2 2.c7 ♖e2+ · Level 5

Why: The rook takes the unguarded knight on d2. Even if the white pawn goes to c7, it's fine: the rook checks on e2 and comes back to stop the c-pawn.
