



Chess worksheet: Stopping a checkmate threat

12 puzzles · Levels 1, 2, 3 · answers and explanations at the end

Name _____

Date _____



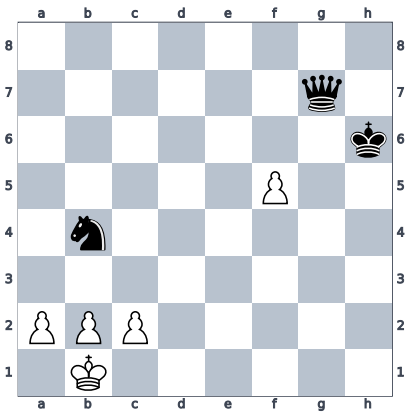
More practice in the Karotto app, with a voice guide and hints. Scan the code or visit playkarotto.com

Write the move (for example $\text{d}f3$ 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 1

1 White to move

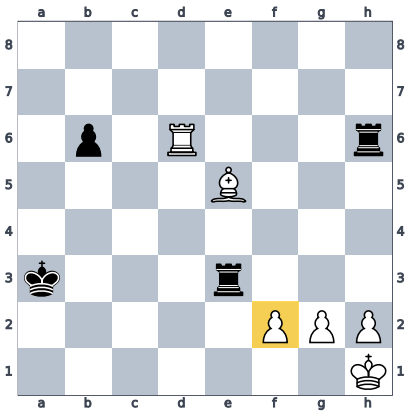


White to move. Black threatens checkmate next move.
Stop it!

Move: _____

Level 2

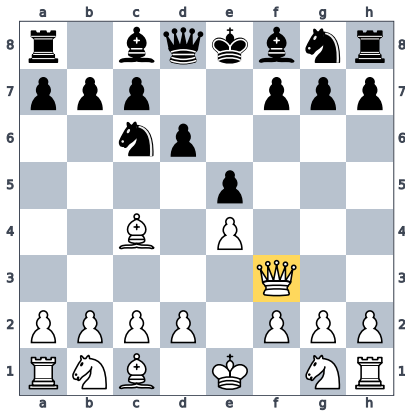
2 White to move



Black threatens checkmate. The glowing piece can stop it.
Find the square!

Move: _____

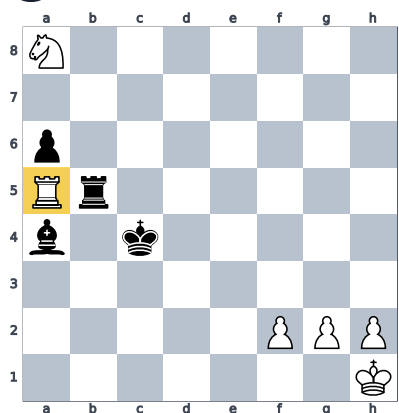
3 White to move



The glowing queen and the bishop both aim at f7. Find the checkmate!

Move: _____

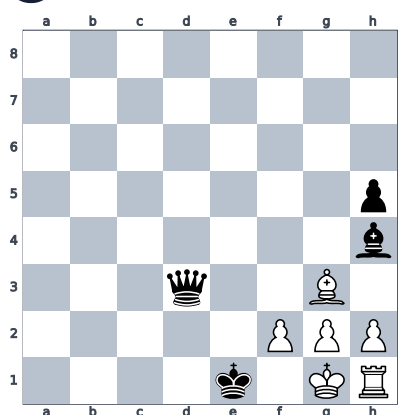
4 White to move



The glowing piece could capture something, but first you must stop the checkmate!

Move: _____

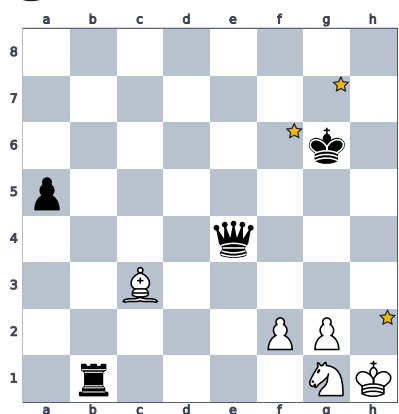
6 White to move



White to move. Black is threatening checkmate, so stop it first!

Move: _____

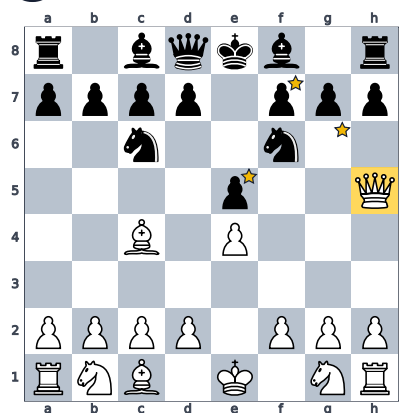
8 White to move



Black threatens checkmate! There are three stars, and only one stops it. Pick one!

Move: _____

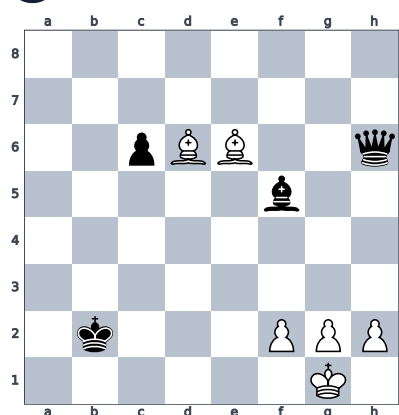
5 White to move



Black just made a mistake! The queen is glowing. There are three stars, and only one is checkmate. Pick one!

Move: _____

7 White to move

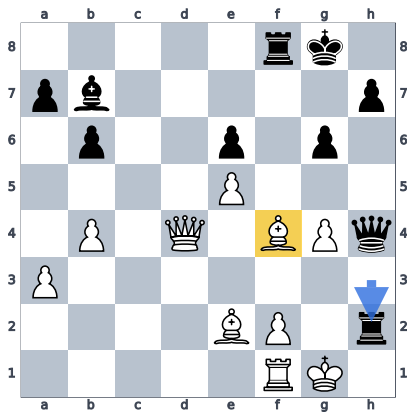


White to move. Find the best move!

Move: _____

Level 3

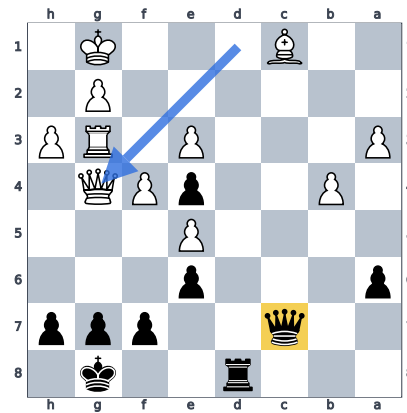
9 White to move



The glowing piece can stop the checkmate. Your move!

Move: _____

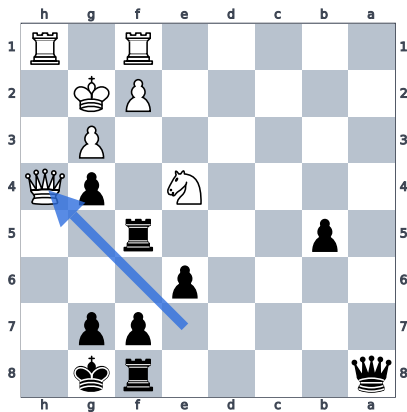
10 Black to move



Your opponent threatens checkmate. The glowing piece can save you. Your move!

Move: _____

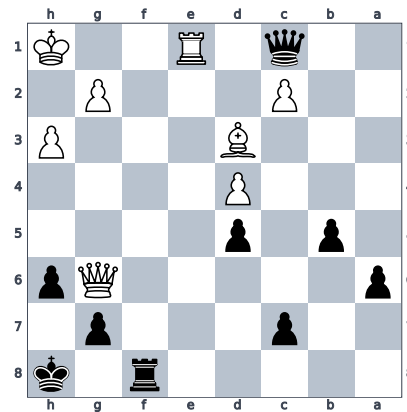
11 Black to move



Your opponent is threatening checkmate. Stop it first!

Move: _____

12 Black to move



Black to move. Find the best move!

Move: _____

Answers and explanations: Stopping a checkmate threat

1. **b3** · Level 1

Why: Before every move, remember to check what your opponent is threatening.

2. **fxe3** · Level 2

Why: Black can't checkmate anymore.

3. **xf7#** · Level 2

Why: Square f7 was guarded only by the king, and the queen is backed up by the bishop, so the king can't take it.

4. **xa4+** · Level 2

Why: Black can't checkmate anymore.

5. **xf7#** · Level 2

Why: Square f7 was guarded only by the king, and the queen is backed up by the bishop, so the king can't take it.

6. **f3+** · Level 2

Why: Black can't checkmate anymore.

7. **e5+** · Level 2

Why: Black can't checkmate anymore.

8. **h2** · Level 2

Why: Black can't checkmate anymore.

9. **1. xh2 2. f3** · Level 3

Why: You take the rook; even if Black takes back, you're still ahead. Then you win the rook.

10. **1... xc1+ 2. h2 g6** · Level 3

Why: The queen on c1 checks the king and attacks a pawn at the same time: White must save the king, so you win material. Then you can take the bishop.

11. **1... xe4+ 2. g1 f6** · Level 3

Why: You take the knight and White can't take back. Then you win another knight.

12. **1... xe1+ 2. h2 g8** · Level 3

Why: You take the rook and White can't take back. Then you win another rook.
