# Prof. Chester CNukmentz, Jr. <br> Chess Training Material 

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## Information About <br> 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 evennumbered 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!
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## Homework Sheet 1

## 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.

NAME: $\qquad$

DATE:

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

Problems 1-4: Spotting Captures and Checks


Write every way White could make a capture:
$\qquad$
$\qquad$


Write every way White could give check:
$\qquad$
$\square$

## Problems 5-8: More Captures and Checks



Write every way White could make a capture:


Write every way White could give check:


Write every way Black could make a capture:

## 8

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.


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
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## Homework Sheet 2

## 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.

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



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）尝d3 d2 | （14）易e7 d7 | （15）式f2 学g5 |
| :---: | :---: | :---: |
| （16）${ }^{\text {a }} \mathrm{g} 6$ 易 h 5 | （17）直c5 宔c4 | （18）桨b5 c3 |
| 19完e3x道e1 |  | （21）䏚a5 宫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 CHESS．Mark an F if you think it has to do with FOOD．You＇re welcome to do some research to help answer these！

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## Homework Sheet 3

## 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.

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




## 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 d 2 $\qquad$ e2 14 d 8
c5 15 c5 f5
$16 c 4$ $\qquad$ d3
$17 \mathrm{f6}$
f4
18 gle5
19 d 6 $\qquad$ g3 20 b8 c7
21 d 2

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 $\boldsymbol{F}$ if you think it has to do with EOOD. You're welcome to do some research to help answer these!
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## Homework Sheet 4

## 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.

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



## 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 | $64, c 5, e 5$ | （14）式7 㿼g4 | （15）畳e6 学d7 |
| :---: | :---: | :---: | :---: |
| （16） 44 道c5 |  | （17）㦯d5 恜h6 | （18）管c5 是b2 |
|  |  | 20）쓸e4 至h6 | （21）学d5 國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！

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## Homework Sheet 5

## 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.

NAME: $\qquad$

DATE:

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Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.
Problems 1-4: Spotting Captures and Checks

Write every way White could make a capture:

Write every way White could give check:

| $\square$ |  |
| :--- | :--- |
| $\square$ | $\square$ |



## Problems 5-8: More Captures and Checks



Write every way White could make a capture:


Write every way White could give check:


Write every way Black could make a capture:

## 8

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 $\qquad$ d2 (14) c7
b6 15 b5
(16) b1
e5 17 a5
d6
(18) e6 f5
19 g8 $\qquad$ f2 20 b8 c8
(21) b6
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## Homework Sheet 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.

NAME: $\qquad$

DATE:

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


Problems 1-4: Spotting Captures and Checks


Write every way White could make a capture:


## Problems 5-8: More Captures and Checks



Write every way White could make a capture:


Write every way White could give check:


Write every way Black could make a capture:

## 8

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．）


| （13）第b4 串c3 | $a 3,63, c 4, c 5$ | （14）党c6 学h6 | （15）d5 g5 |
| :---: | :---: | :---: | :---: |
| （16）d4 是d7 |  | （17）㿼d8 克c5 | （18）䢕f7 宣g2 |
| （19）d7 d5 |  | 20）学d5 䍖e7 | （21）串b8 愛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！

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## Homework Sheet 7

## 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.

NAME: $\qquad$

DATE:

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


Problems 1-4: Spotting Captures and Checks


Write every way White could make a capture:


## Problems 5-8: More Captures and Checks



Write every way White could make a capture:


Write every way White could give check:


Write every way Black could make a capture:

## 8

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.

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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 $\qquad$
f1 $14{ }^{4}$
g3 15 d 4 e5
(16) 8 $\qquad$ eb 17 c6 c3
1894
$\qquad$ h7 20 bl

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 $\boldsymbol{F}$ if you think it has to do with EOOD. You're welcome to do some research to help answer these!
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## Homework Sheet 8

## 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.

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Levels 5-6: Imagine the board after both moves given for each side. Answer based on this new position.
Problems 1-4: Spotting Captures and Checks

Write every way White could make a capture:

$\square \quad \square$


## Problems 5-8: More Captures and Checks



Write every way White could make a capture:


Write every way White could give check:


Write every way Black could make a capture:

## 8

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）丠f4 具h1 | c1，f1，f2，f4，f6 | （14） 0 c3＋4 |
| :---: | :---: | :---: |
| （16）士5 宔a4 |  | （17）遈h7 桨f6 |
| 19 是e6 宣h4 |  | （20） 土 $^{\text {f }}$ 首g4 |

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！
（15） $\boldsymbol{E} \mathrm{d} 7)^{2} 5$
（18）曾h4 ${ }^{(1)} 1$
（21） 0106
$\qquad$ CHESS．Mark an $\boldsymbol{F}$ if you think it has to do with FOOD．You＇re welcome to do some research to help answer these！

