

Picturing Checkmate Patterns

Below are 12 chess diagrams. On each one, 5 squares are marked by **Xs**. Above each diagram are 5 chessmen.

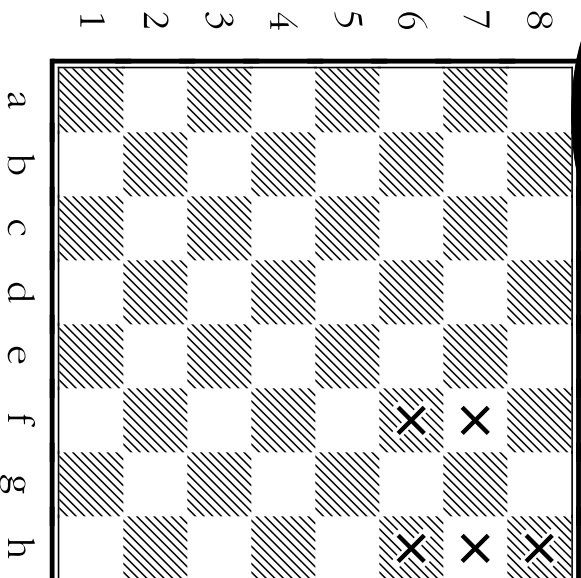
Your job is to figure out exactly how the 5 chessmen should be arranged on the 5 marked squares so that **Black is in checkmate**.

Be sure the position could be reached legally in a game.

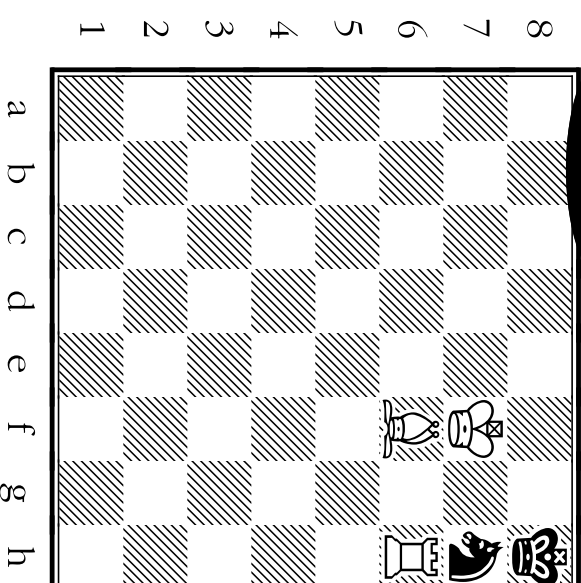
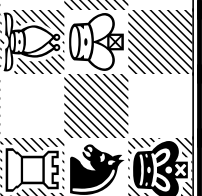
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These problems may be photocopied for instructional use.

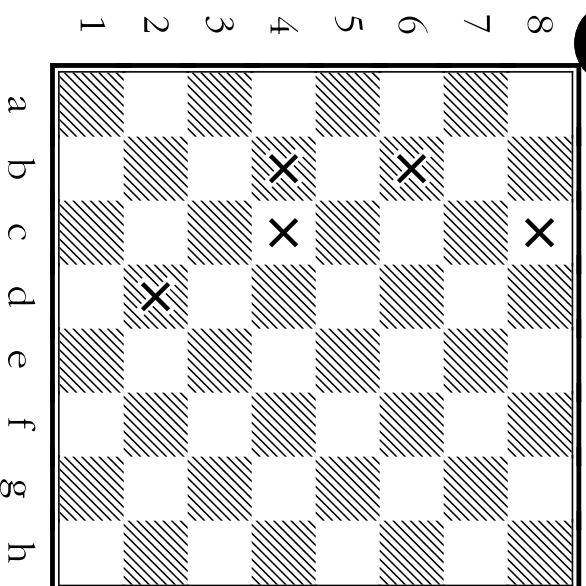
Sample Problem



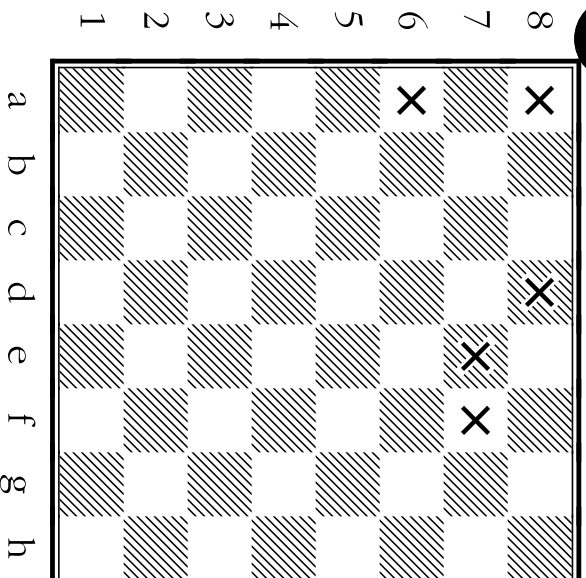
Sample Solution



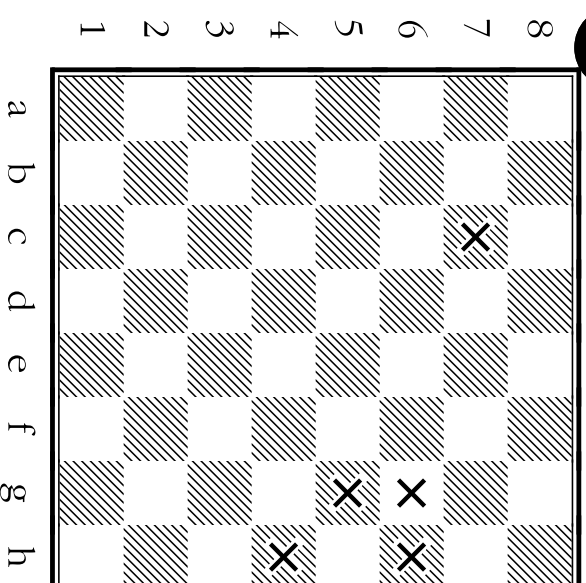
1



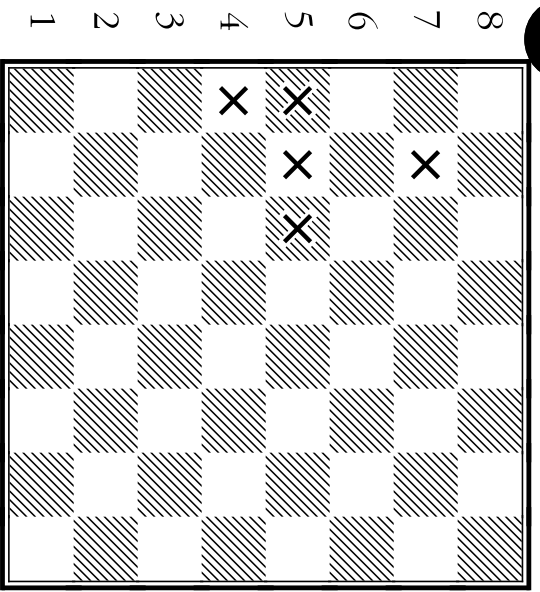
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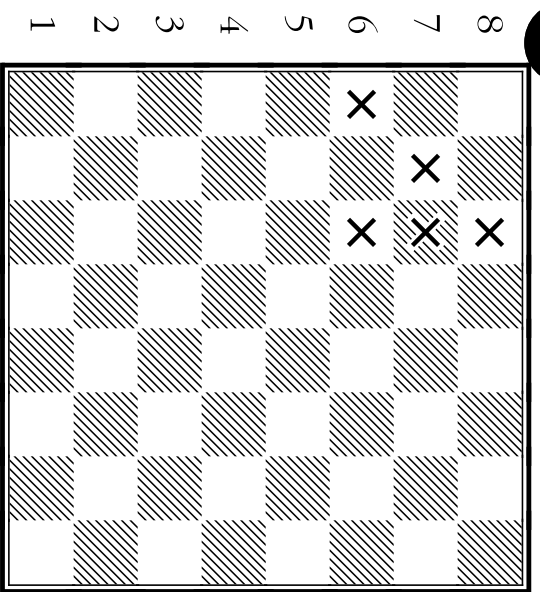
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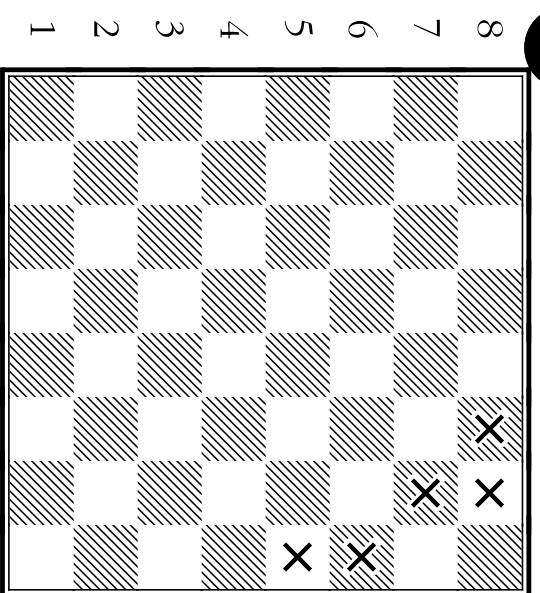
4



5



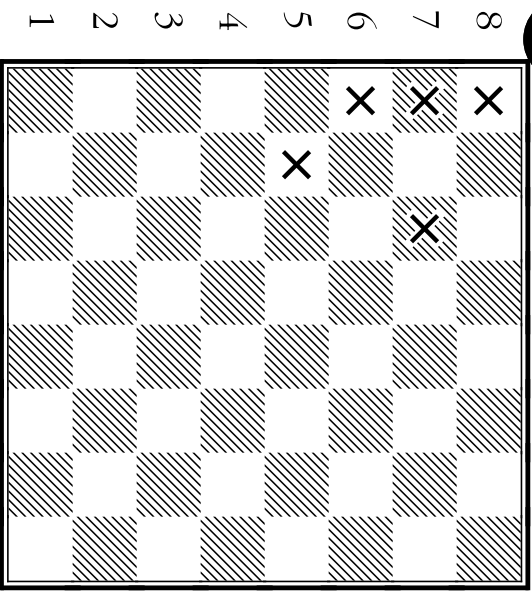
6



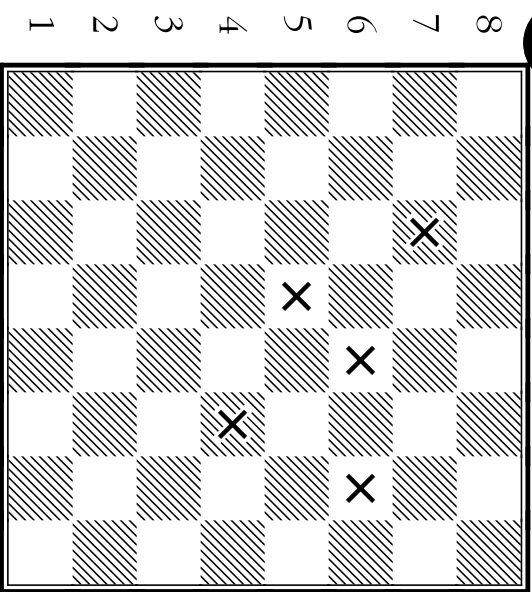
Instructions: Arrange the 5 chessmen on the marked squares so Black is in checkmate. This sheet may be photocopied for instructional use.

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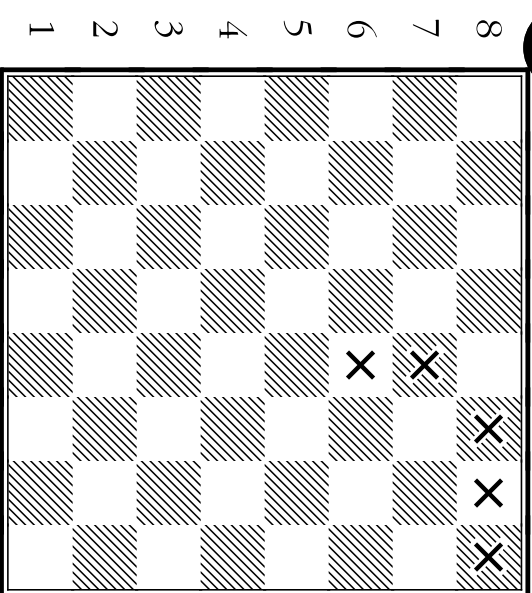
7



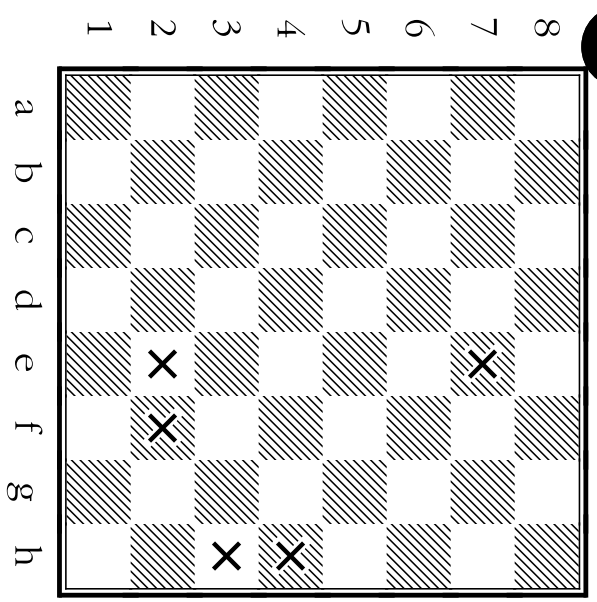
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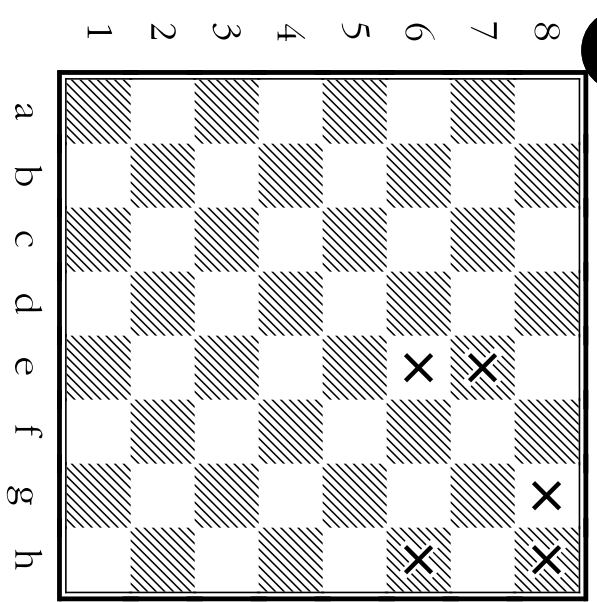
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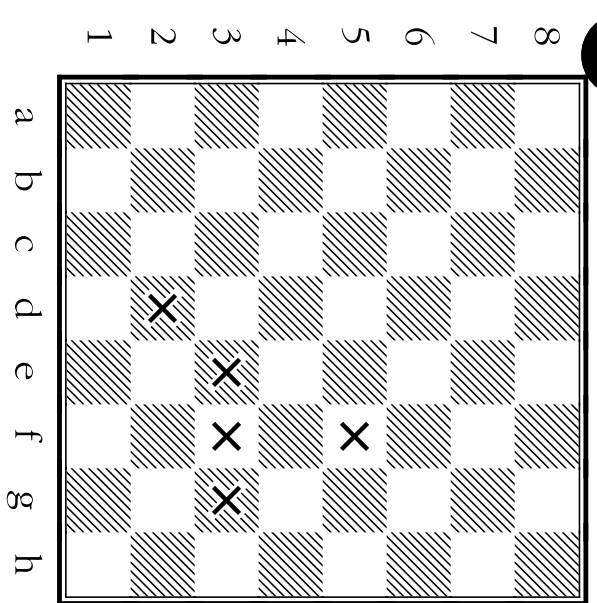
10



11



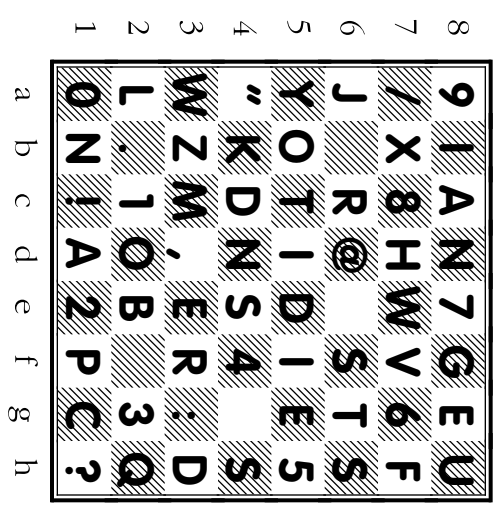
12



The answers to all twelve problems are hidden in a secret file at my web site. To find the file, use the chess board on the right to complete the coded message below. Good Luck!

Prof. Chester Nubnrentz, Jr.

Finish Decoding
From Here! ↓



T	O	F	I	N	D	T	H	E	S	O
g6	d2	b6	h7	d5	h3	g4	c5	d7	e3	f2
h4	h4	d2	f2	g6	b5	g4	g6	b8	b5	b1
f1	f3	b5	e2	a2	g5	c3	e4	d3	e6	f8
d2	d2	f2	f2	g6	b5	g4	g6	d7	d5	h4
e7	a3	e7	b2	f1	c6	b5	h7	g5	e4	h6
d2	f3	g1	d7	g8	h4	f6	b2	g1	b5	c3
a7	e4	h7	a8	b7	b2	d7	g6	c3		