

Solutions to Terribly Tough Tests

Take one point for each correct answer. You can keep score by ticking a box on the right-hand side of each answer with a pencil. At the end of each part, add up your score and see how well you did!

PART ONE

Terribly wrong
(no points) **Terribly right**
(one point)

Terribly Tough Test Number One (from page 8)

- 1) A **white bishop** and a **black king**.
- 2) The four **ROOKS** are missing.
- 3) There are **16 pawns** (eight white and eight black).
- 4) There are **four knights** (two white and two black).

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Two (from page 12)

- 1) The **black pawn**.
- 2) **No**. The black pawn is in the way.
- 3) **Two pieces** (the black queen and the black bishop).
- 4) The **white pawn**.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Three (from page 16)

- 1) **Two pieces** (the black bishop and the black rook).
- 2) **No**. The white pawn is in the way.
- 3) **Yes**, the white king can capture the black knight.
- 4) The black king has **only one legal move** here (sideways).

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Four (from page 20)

- 1) **No**. A pawn can only move two squares from its *starting* position.
- 2) The **white rook**.
- 3) The **black rook**.
- 4) The knight attacks **three** pieces (White's bishop, queen and rook).

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Now Add up Your Points for Part One

All 16	Grand Alligator Standard	12-15	Excellent!	8-11	Very Good
4-7	Average	0-3	More practice needed		

PART TWO

Terribly wrong
(no points) **Terribly right**
(one point)

Terribly Tough Test Number Five (from page 30)

- 1) **1 d4**. The "1" shows it is move one; "d4" is the pawn's arrival square.
- 2) **1... ♖c2**. The rook moves to the c2 square.
- 3) **1 ♞xc6**. The knight captures on the c6 square.
- 4) **1... ♗xb2**. The bishop captures on the b2 square.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Six (from page 34)

- 1) It is a **bad trade**. White loses a knight (value three pawns) for only one pawn.
- 2) The swap is **equal**. Each player has captured a bishop.
- 3) Black should capture the **white rook** (worth five pawns).
- 4) Swapping a queen (worth nine pawns) for a rook (worth five pawns) is a **very bad trade**.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Seven (from page 42)

- 1) **1... ♖xd2**.
- 2) Yes, Black has the capture **1...exd4**.
- 3) **1 ♗f5**.
- 4) The queen should capture the **black rook**.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

PART TWO (Continued)

Terribly wrong
(no points)

Terribly right
(one point)

Terribly Tough Test Number Eight (from page 48)

- | | | |
|--|--------------------------|--------------------------|
| 1) 1...♖d4+ puts the white king in check from the black knight. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) 1 ♜b5+ puts the black king in check from the white bishop. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3) There are two ways to get out of check: 1...♙f8 or 1...♚g7. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4) There are four ways to block the check: ♘d5, ♗e4, ♙e4 or the pawn move e4. | <input type="checkbox"/> | <input type="checkbox"/> |

Terribly Tough Test Number Nine (from page 54)

- | | | |
|---|--------------------------|--------------------------|
| 1) 1 ♔b7 is checkmate. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) 1 ♖e8 is checkmate on the back rank. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3) Black should prefer 1...♗c2 checkmate! | <input type="checkbox"/> | <input type="checkbox"/> |
| 4) It is not checkmate as Black's queen can be captured with 1 ♙xe1. | <input type="checkbox"/> | <input type="checkbox"/> |

Now Add up Your Points for Part Two

All 20	Grand Alligator Standard	16-19	Excellent!	10-15	Very Good
5-9	Average	0-4	More practice needed		

PART THREE

Terribly wrong
(no points)

Terribly right
(one point)

Terribly Tough Test Number Ten (from page 60)

- | | | |
|---|--------------------------|--------------------------|
| 1) No. Black cannot castle because his knight is in the way. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) No. The g1 square is attacked by Black's queen. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3) The d1 square . | <input type="checkbox"/> | <input type="checkbox"/> |
| 4) The g8 square . | <input type="checkbox"/> | <input type="checkbox"/> |

Terribly Tough Test Number Eleven (from page 66)

- | | | |
|---|--------------------------|--------------------------|
| 1) Black wins by 1...bxc1=♔ checkmate – simultaneously capturing a rook and promoting to a new queen. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) 1 g7 wins easily: Black's king is too far away to stop the pawn promoting next move. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3) White wins with 1 a7 h2 2 a8=♔. The new white queen now controls Black's potential queening square. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4) Underpromotion to a knight with 1 c8=♞+ wins. The black king and queen are both under attack. | <input type="checkbox"/> | <input type="checkbox"/> |

Terribly Tough Test Number Twelve (from page 70)

- | | | |
|--|--------------------------|--------------------------|
| 1) The white pawn ends up on the c6 square. | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) No. As White's pawn has advanced from the e3 square (instead of the e2 square), an <i>en passant</i> capture is not legal. | <input type="checkbox"/> | <input type="checkbox"/> |
| 3) There are two ways to capture <i>en passant</i> here: 1 exf6 or 1 gxf6. | <input type="checkbox"/> | <input type="checkbox"/> |
| 4) No. | <input type="checkbox"/> | <input type="checkbox"/> |

Now Add up Your Points for Part Three

All 12	Grand Alligator Standard	9-11	Excellent!	6-8	Very Good
3-5	Average	0-2	More practice needed		

PART FOUR

**Terribly
wrong
(no points)**

**Terribly
right
(one point)**

Terribly Tough Test Number Thirteen (from page 76)

- 1) **A big mistake.** 1 ♖xf7 gives Black a draw by stalemate.
- 2) **No.** White is not stalemated – he still has the pawn move 1 f4.
- 3) **1 ♖e8+** sets up a draw by *perpetual check* – 1...♔h7 2 ♖h5+ ♔g8 3 ♖e8+ etc.
- 4) **1...♔c3** (the only move for Black to keep defending his pawn) **stalemates** the white king, so the game is drawn.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Fourteen (from page 82)

- 1) There are **three** ways to checkmate: 1...♖a1, 1...♗b1 and 1...♗d2.
- 2) **1 ♖b2.** A mistake would be 1 ♔c5, putting Black in *stalemate*.
- 3) **1 ♖b8** is checkmate.
- 4) **1...♗g2+** forces White's king back (2 ♔c1 or 2 ♔b1 or 2 ♔a1) after which Black plays **2...♗h1 checkmate.**

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Now Add up Your Points for Part Four

All 8	Grand Alligator Standard	6-7	Excellent!	4-5	Very Good
2-3	Average	0-1	More practice needed		

PART FIVE

**Terribly
wrong
(no points)**

**Terribly
right
(one point)**

Terribly Tough Test Number Fifteen (from page 88)

- 1) **1 ♞c7.** The knight *forks* the two black rooks.
- 2) **1...♗d4+** *forks* the **white king on g1** and the **white rook on a1.**
- 3) **1 ♕b5** *pins* the black queen against the black king.
- 4) **1...♗a1+** is a *skewer*. White's king must move, when Black captures a rook for free with 2...♗xh1.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Sixteen (from page 96)

- 1) **1 e4** is a better opening move than 1 h3. It fights for central territory, and assists with White's later piece development.
- 2) The **French Defense.**
- 3) **No,** 3...♞f6 is **not** a good move: White has 4 ♖xf7 checkmate!
- 4) **White** has a much better position: his piece development is more advanced, his pawns control the center, and he has already castled.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Terribly Tough Test Number Seventeen (from page 100)

- 1) **1 ♖xd7!** wins: 1...♖xd7 2 ♗b8+ forces a back-rank checkmate next move.
- 2) **1 ♖h8+!** (a rook sacrifice) ♔xh8 2 ♖h6+ ♔g8 3 ♖g7 checkmate.
- 3) **1 ♖xh7** is crushing. On 1...♔xh7, 2 ♗h1+ ♔g8 3 ♗h8 is checkmate.
- 4) The queen sacrifice **1 ♖g8+** forces either 1...♞xg8 or 1...♗xg8, whereupon **2 ♞f7** is checkmate.

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Now Add up Your Points for Part Five

All 12	Grand Alligator Standard	8-11	Excellent!	6-7	Very Good
3-5	Average	0-2	More practice needed		