

Level 1:

- If you have taken the Level 0 class in the spring or summer, this is the class for you
- If you can solve these questions correctly, this is the class for you

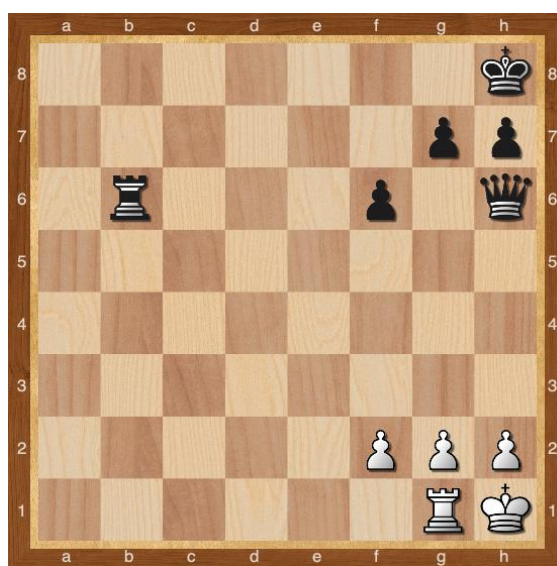
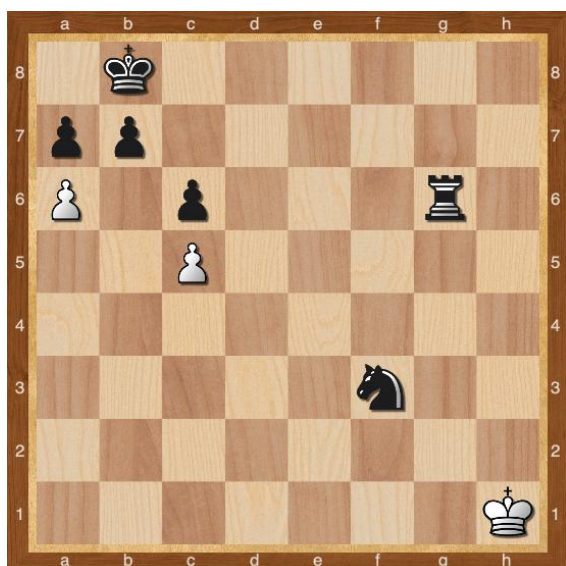
1. Find a good capture for white



2. Find how white can do a checkmate in 1 move



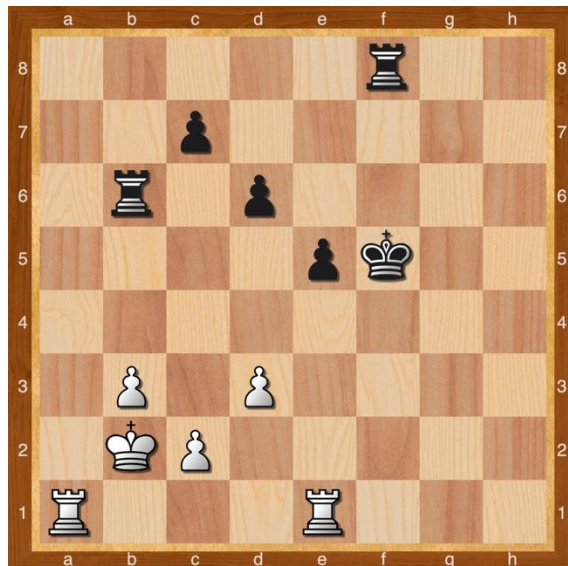
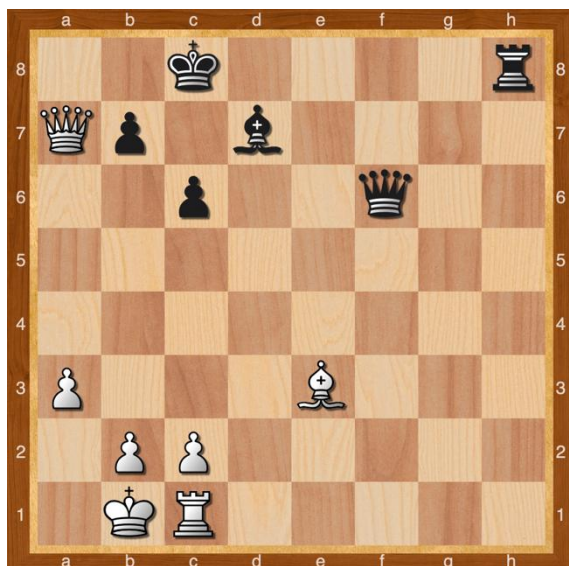
3. It is white's turn, is this a stalemate?



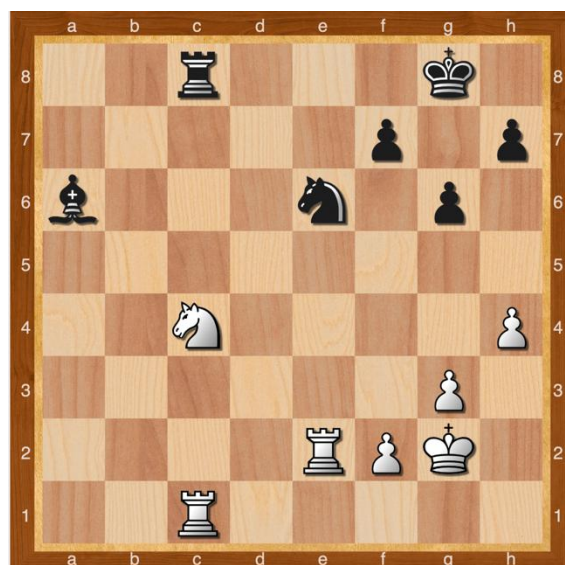
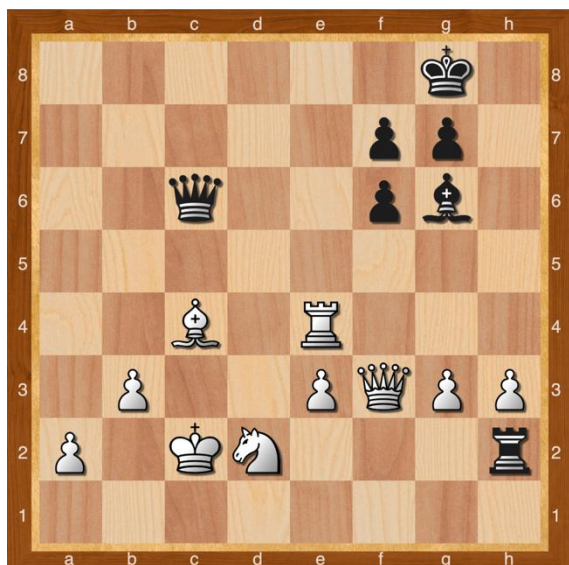
4. Find how white can do a real fork in 1 move



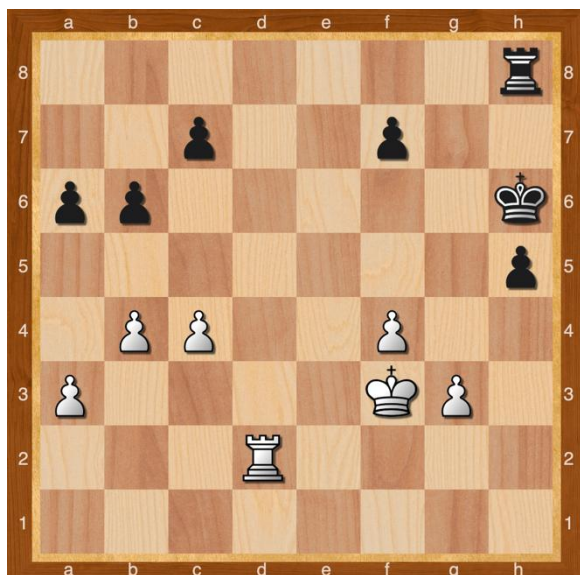
5. Find how white can do a skewer in 1 move



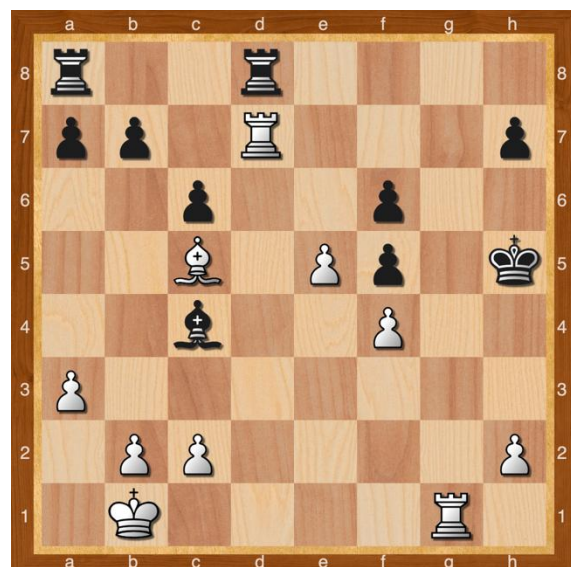
6. Circle the pinned white pieces



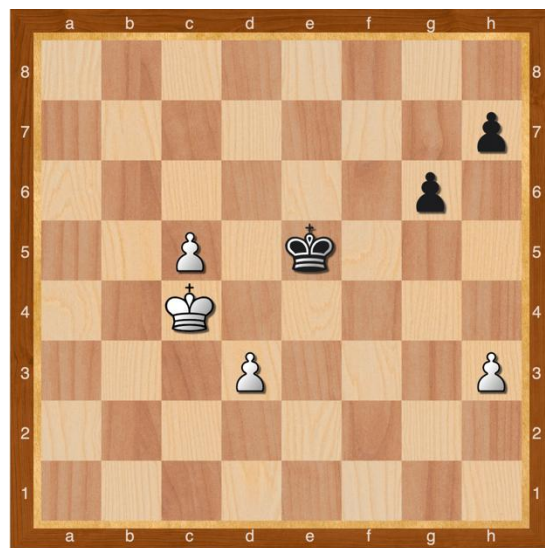
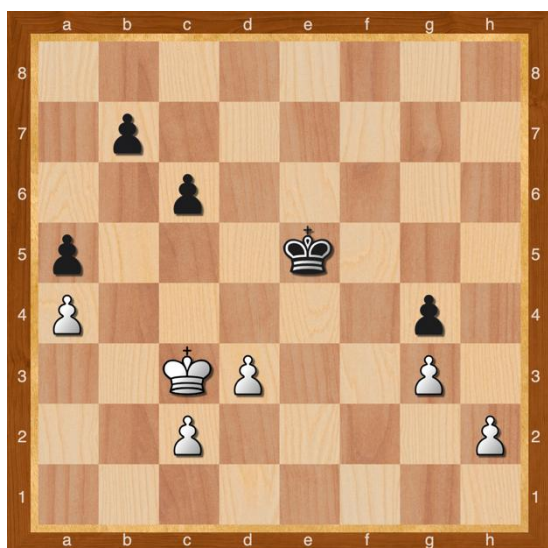
7. Find how we can make an attack plan as white (endgame fundamentals)



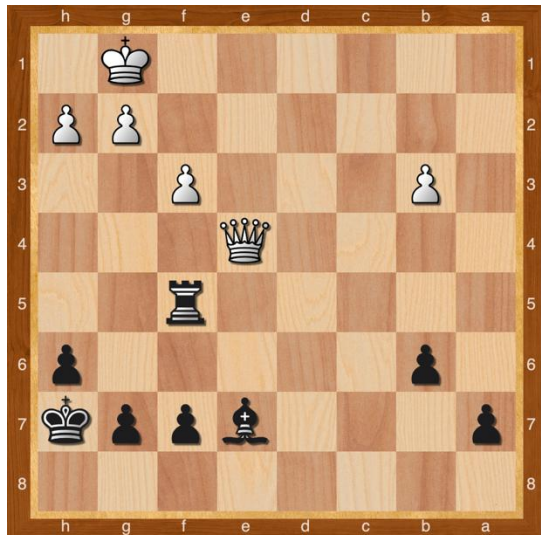
8. Find how white can do a checkmate in 1 move



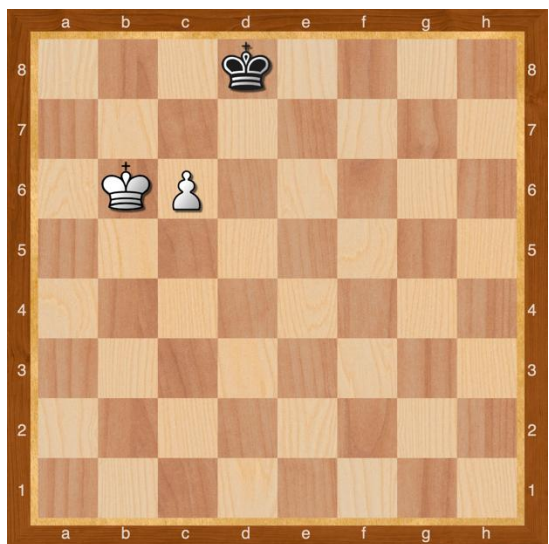
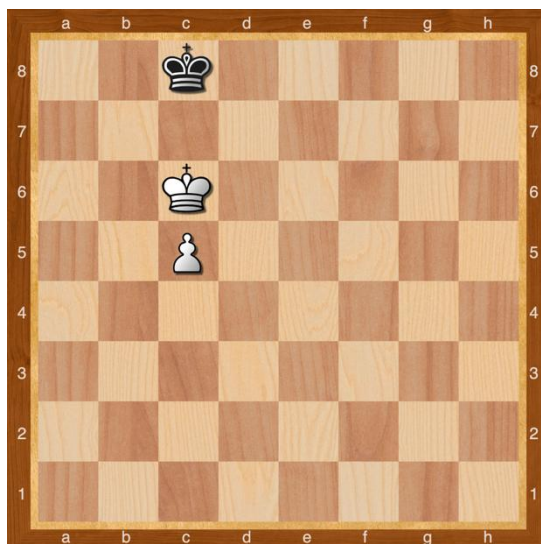
9. Find if there is opposition in these positions (Yes or No)



10. Find how black can defend against the double attack. First identify the double attack, then find the answer.



11. It is white's turn, how can white move according to the opposition pawn promotion plan we learned?



12. White to win in 2 moves

