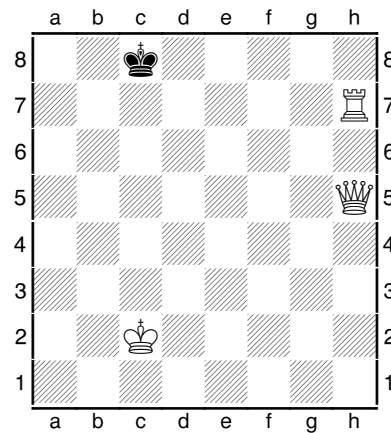
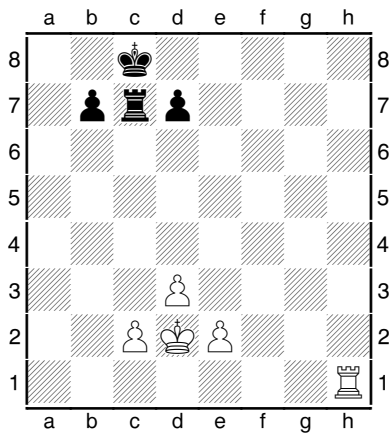
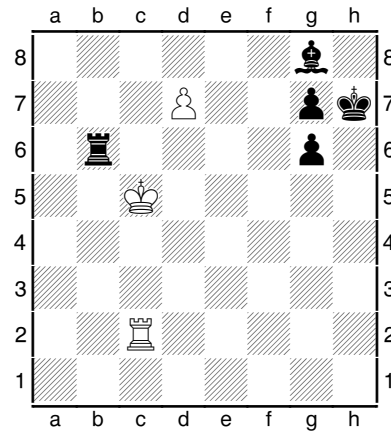
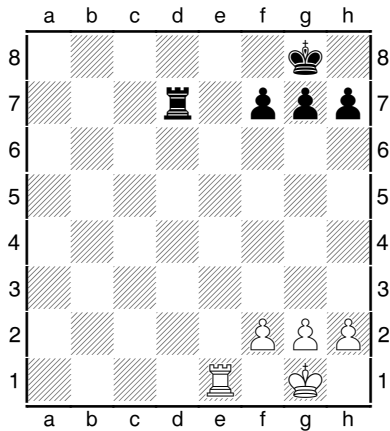
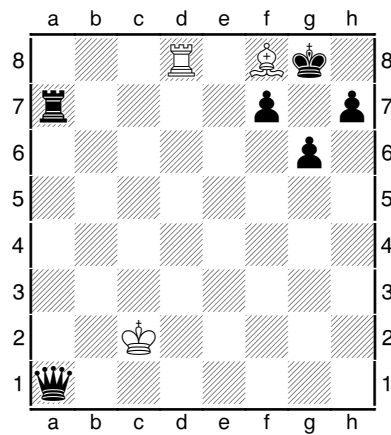
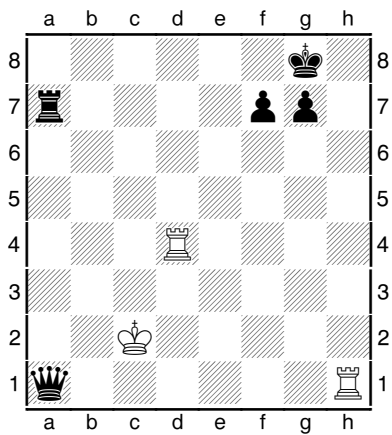
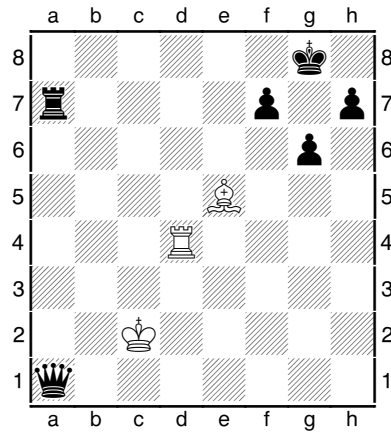
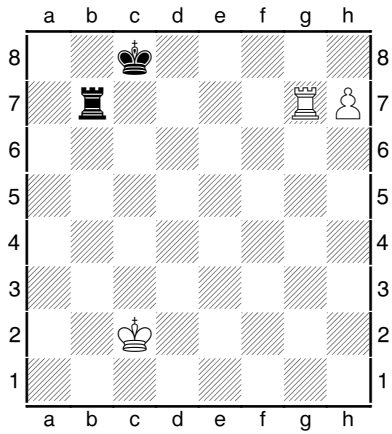
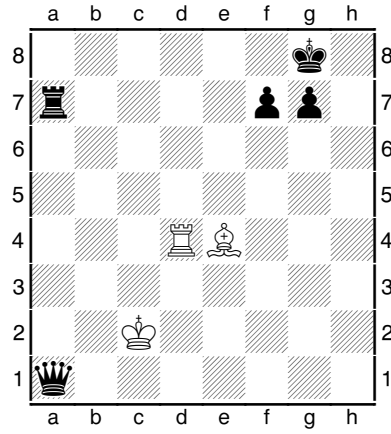
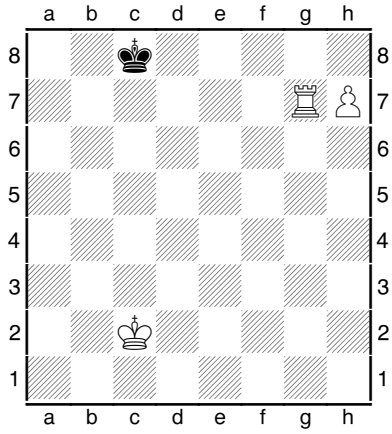


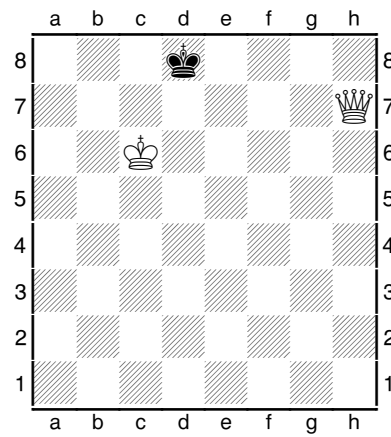
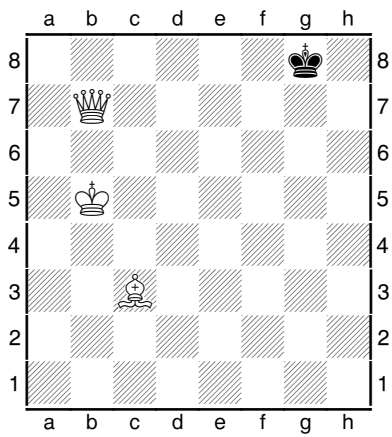
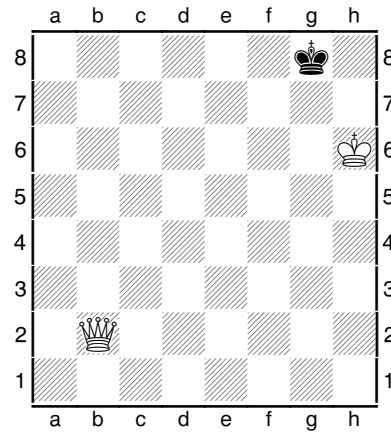
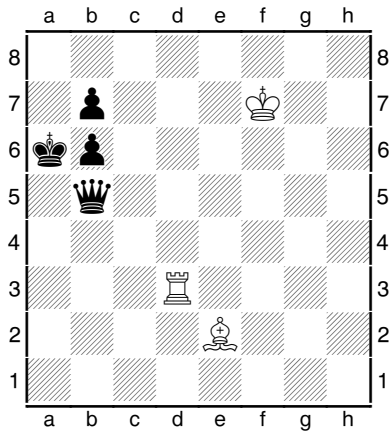
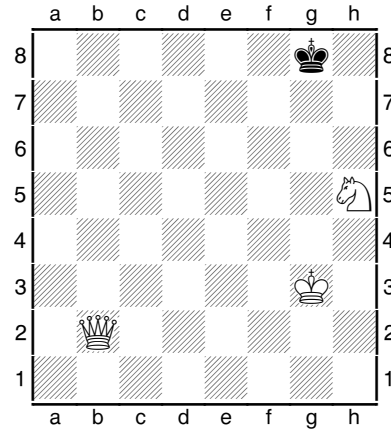
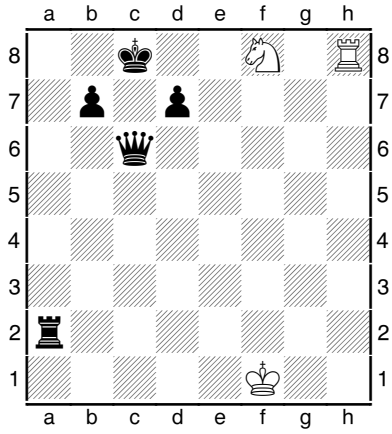
Introduction:

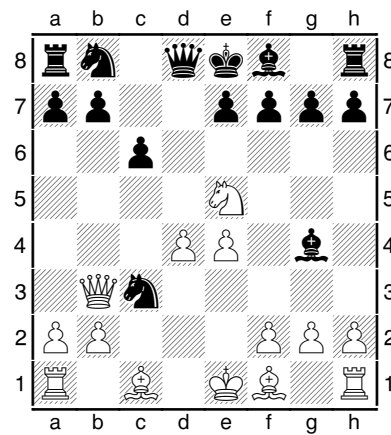
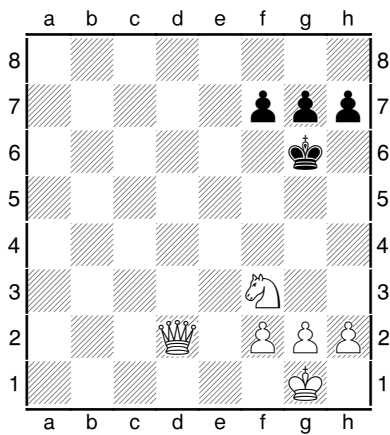
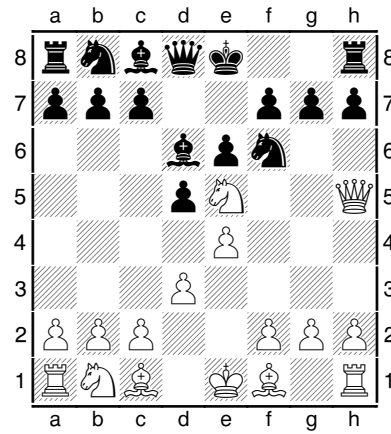
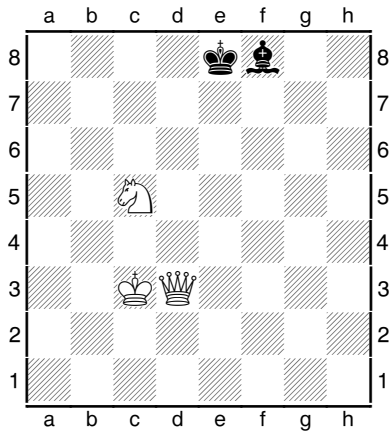
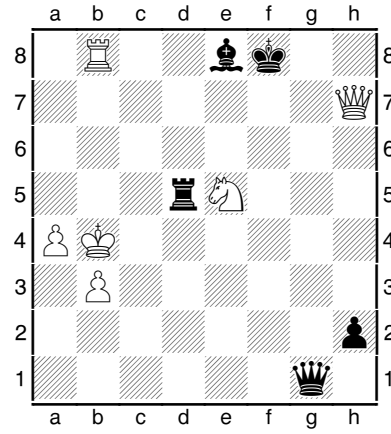
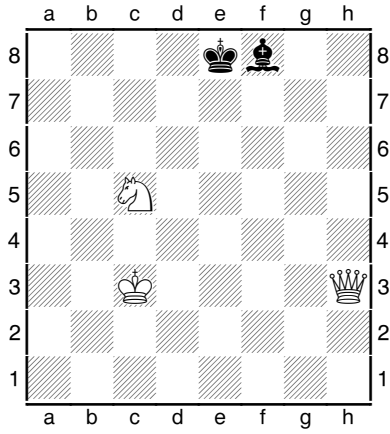
This is a collection of positions where it is Whites turn to move and can win with checkmate in one (1) move. These problems are for beginning chess players who need to recognize checkmate. Each problem has only one solution. One move and only one move delivers checkmate. There is no solutions section so you need to figure it all out by yourself. The problems start out very easy and get harder. Be careful, there are a few tricky ones. Watch for pins, forks, discovered attacks and piece promotion. Good luck!



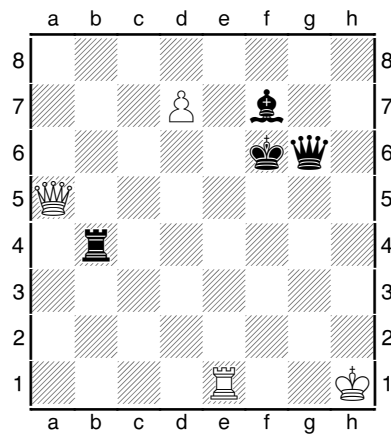
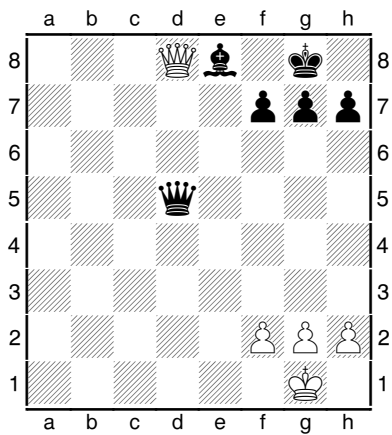
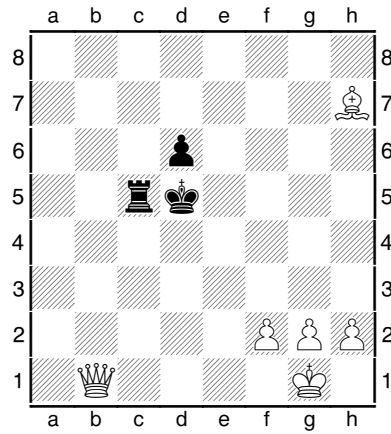
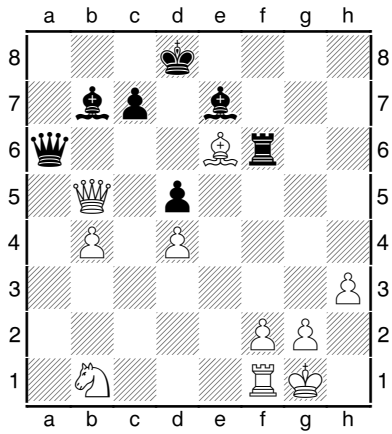
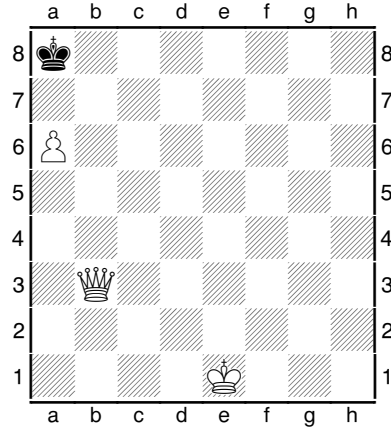
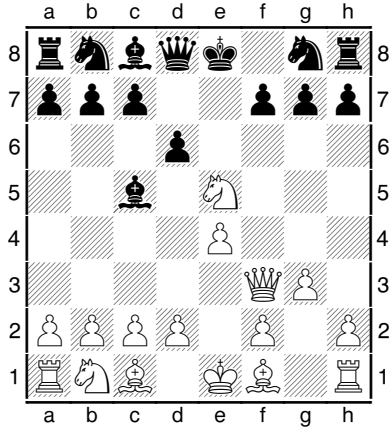


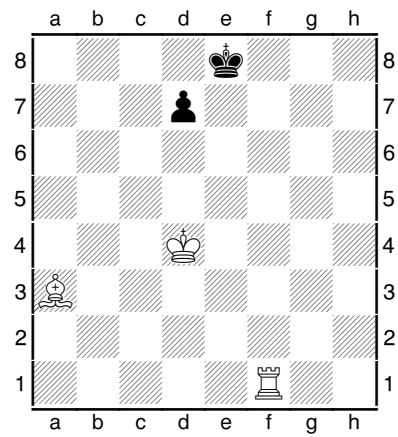
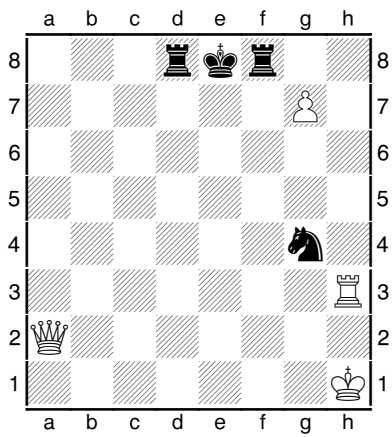
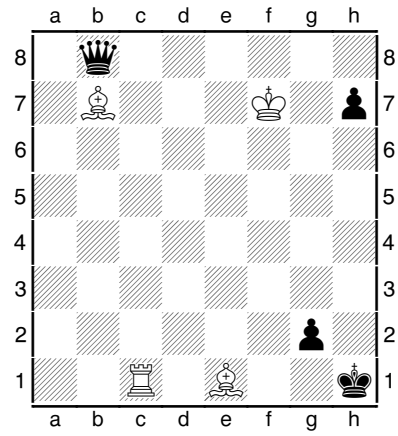
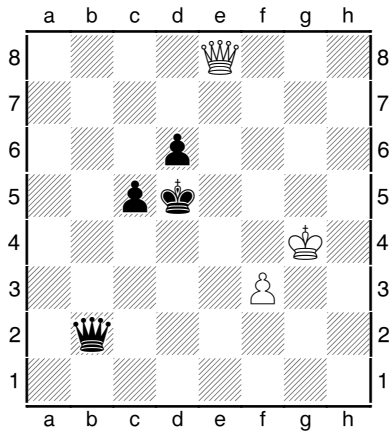
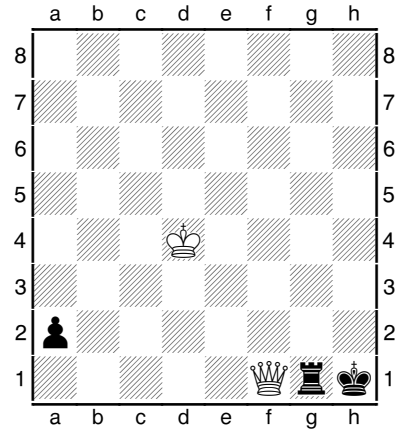
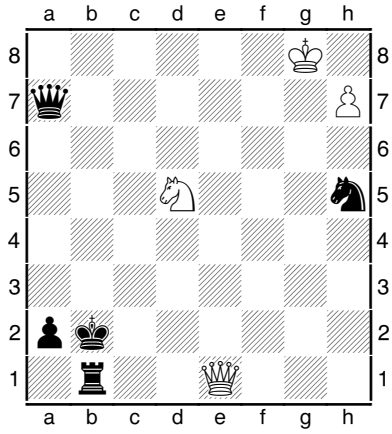
White to Move, Checkmate in 1 Move



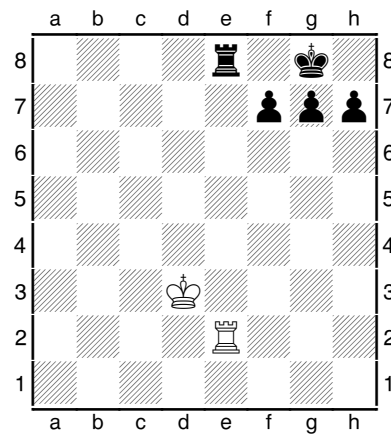
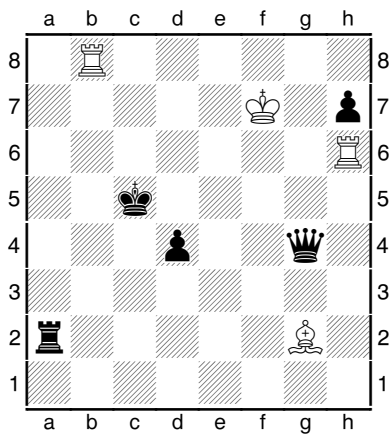
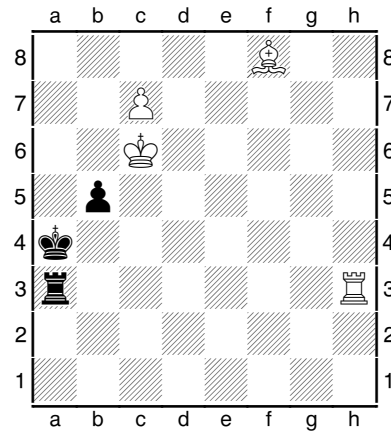
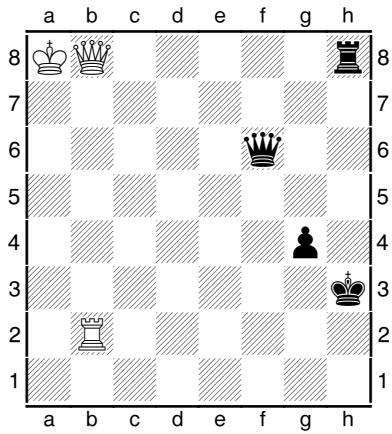
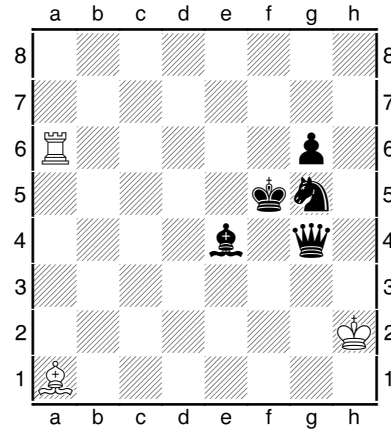
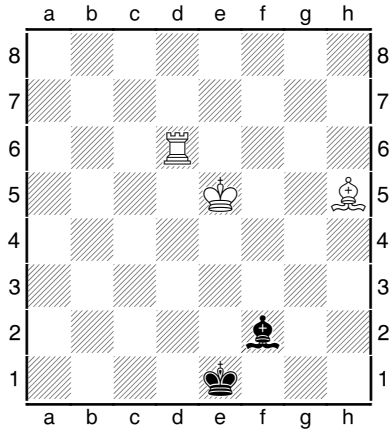


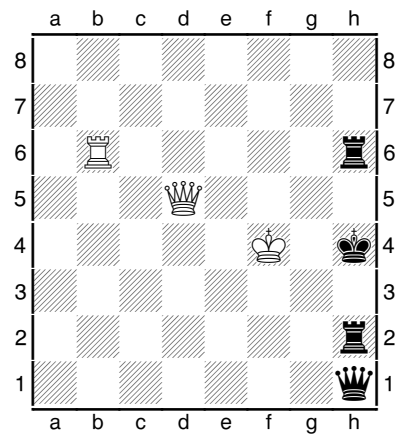
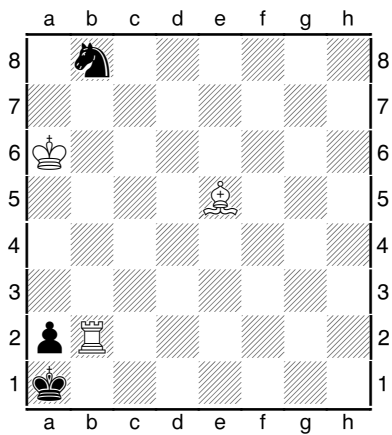
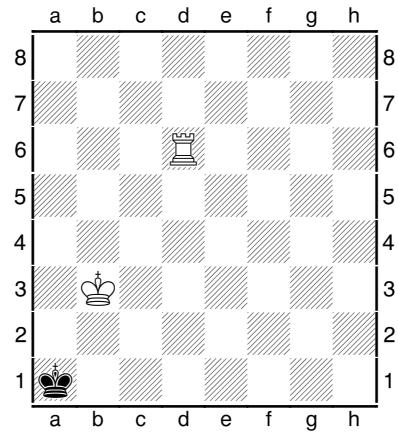
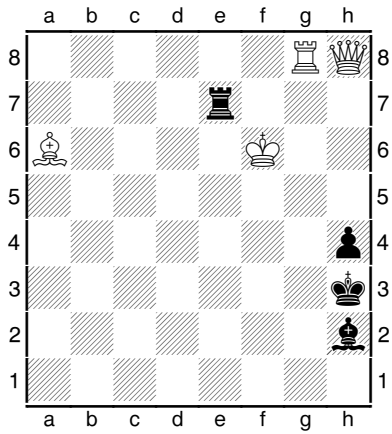
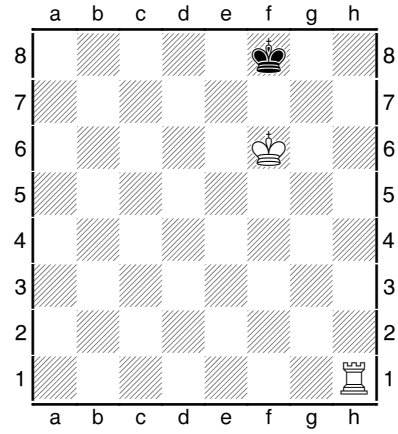
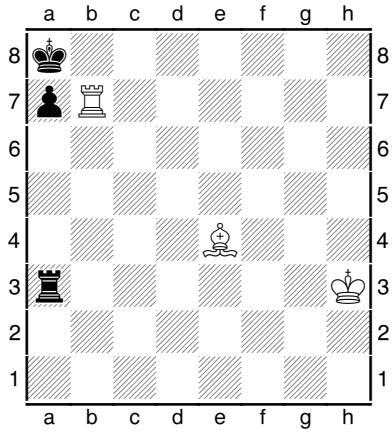
White to Move, Checkmate in 1 Move



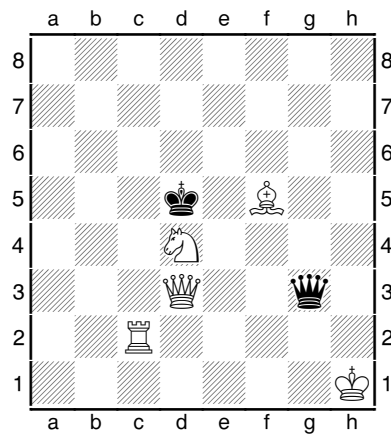
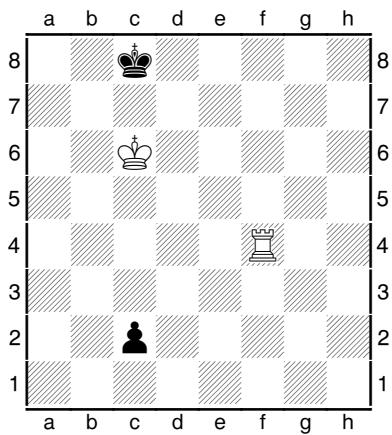
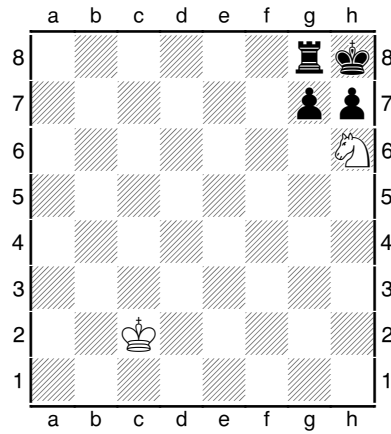
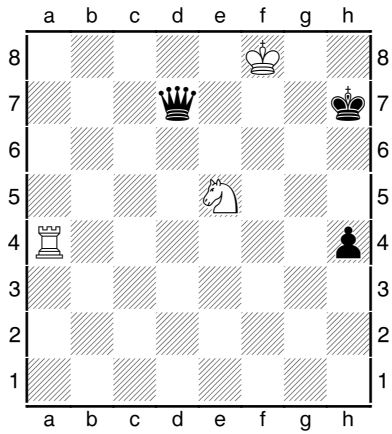
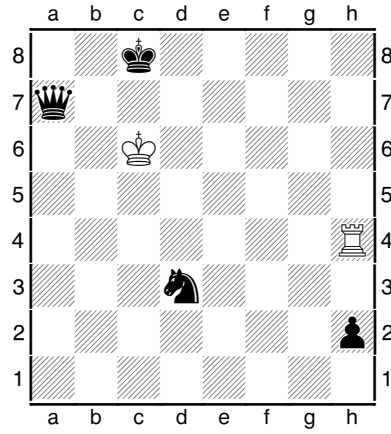
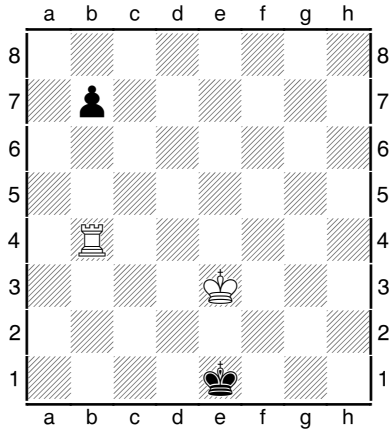


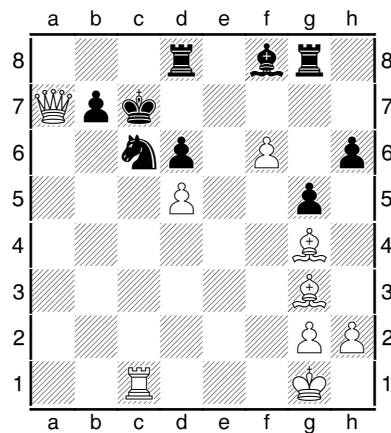
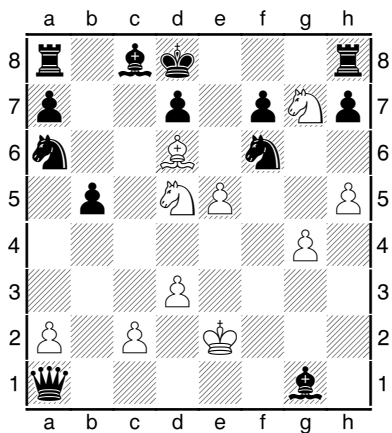
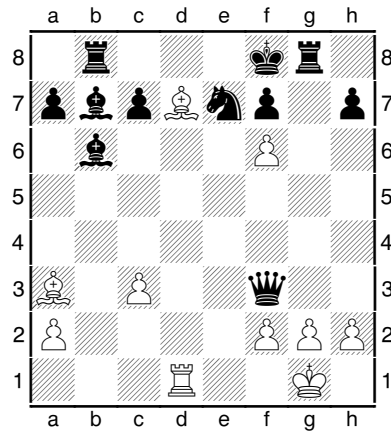
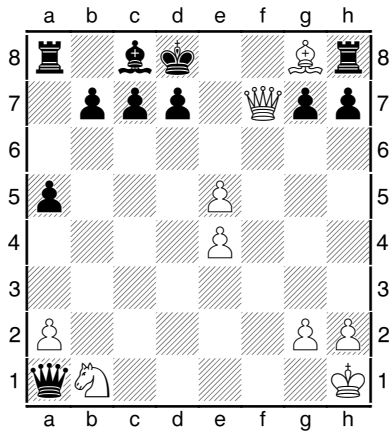
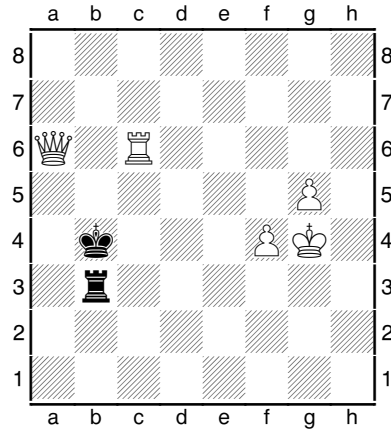
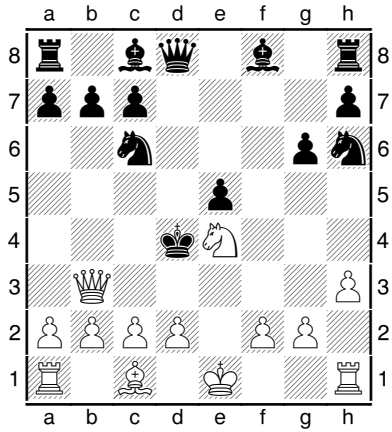
White to Move, Checkmate in 1 Move





White to Move, Checkmate in 1 Move





White to Move, Checkmate in 1 Move

