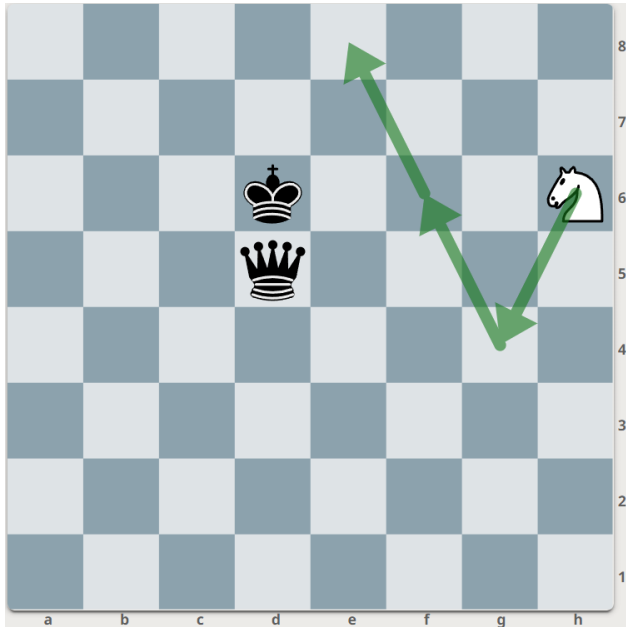


## Meltham and Denby Dale Training Pack 600-1000

### Week 2: Giving a safe check

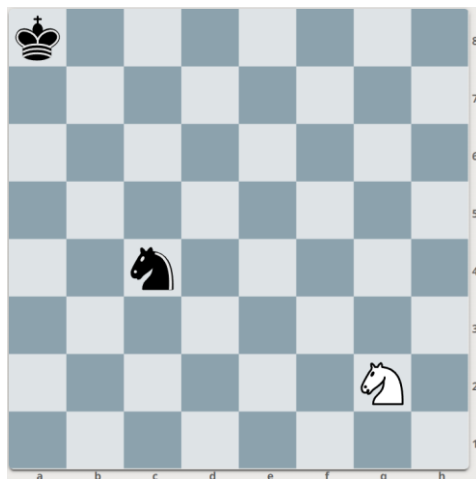


Your mission in each puzzle this week is to use the White knight to put the king safely in check in **three moves**. The rules:

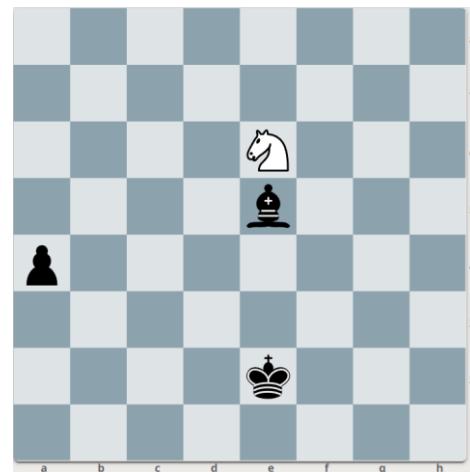
- 1) Black cannot move – White gets three consecutive moves
- 2) White can never move onto a square where he could be captured (so in this position, the knight cannot move to f5 as the queen could take it)
- 3) You must give the check on the third move in each puzzle

In this position – the White knight needs to play 1.Ng4, 2.Nf6 and 3.Ne8+

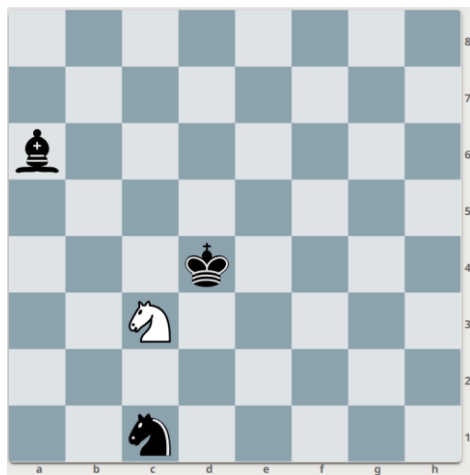
1 – White to move. Check Black in 3 moves



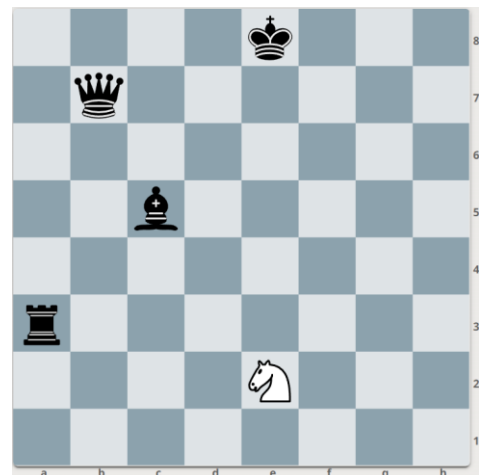
2 – White to move. Check Black in 3 moves



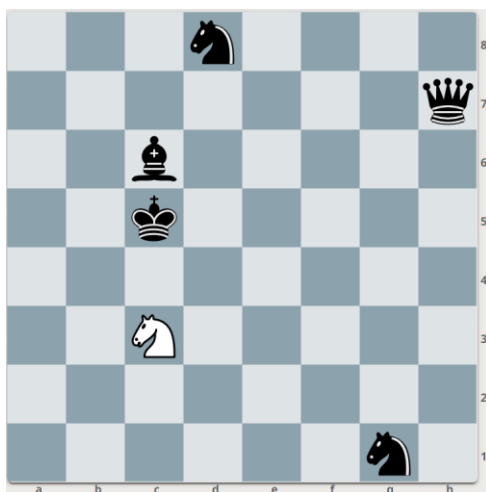
3 – White to move. Check Black in 3 moves



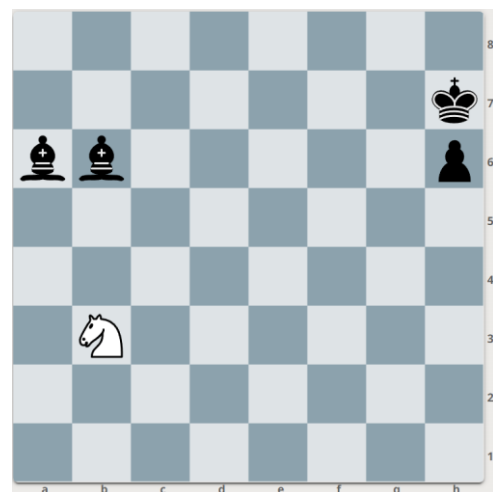
4 – White to move. Check Black in 3 moves



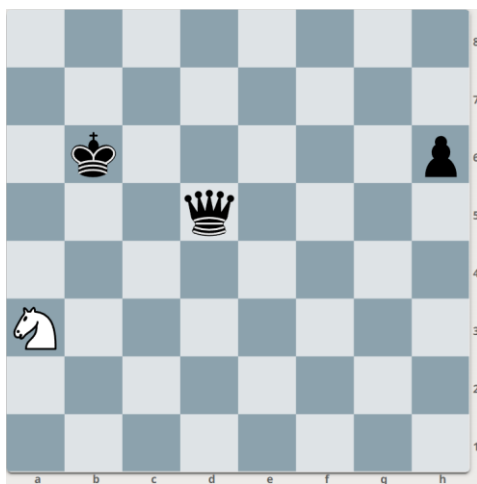
5 – White to move. Check Black in 3 moves



6 – White to move. Check Black in 3 moves



7 – White to move. Check Black in 3 moves



8 – White to move. Check Black in 3 moves

