

Chess 012: Strategy and Tactics for 1200 – 1500 Players Pretest

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The purpose of this pretest is to give potential students an idea of what the level of this class will be and what their strength is relative to the class.

Each problem is worth 1 point if you find the correct move.

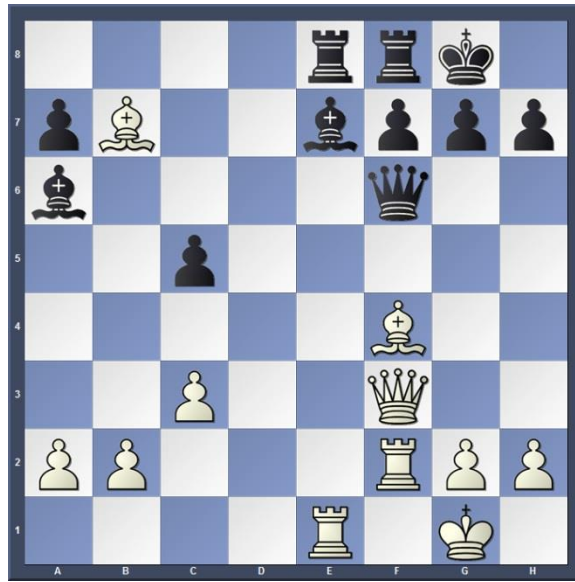
You are part of the targeted pool of students if you score between 3 and 7 points on this pretest. If you score less than 3, then this class might be advanced for you and if you score more than 7, then this class may be a bit basic for you.

You are allowed to spend only 30 seconds per problem.

This pretest should not be taken too seriously; however, if you score 0 or 10, then this course is not for you.

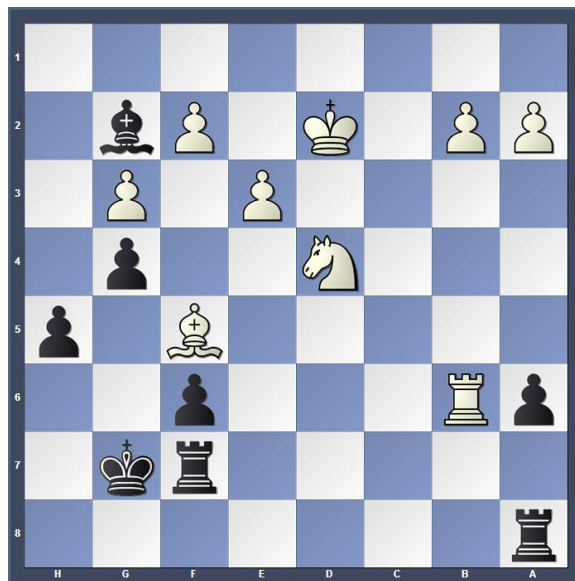
I am still designing this class but I am optimizing it for players in the 1200 to 1500 USCF / FIDE rating range. There will be several optional homework assignments in addition to the required coursework. This means while the core of the class will focus at the 1200 – 1500 level, there will be additional content to explore for both higher rated and lower rated players!

Problem 1: White to Move



What is White's best move? _____

Problem 2: Black to Move



What is Black's best move? _____

Problem 3: White to Move



What is White's best move? _____

Problem 4: White to Move



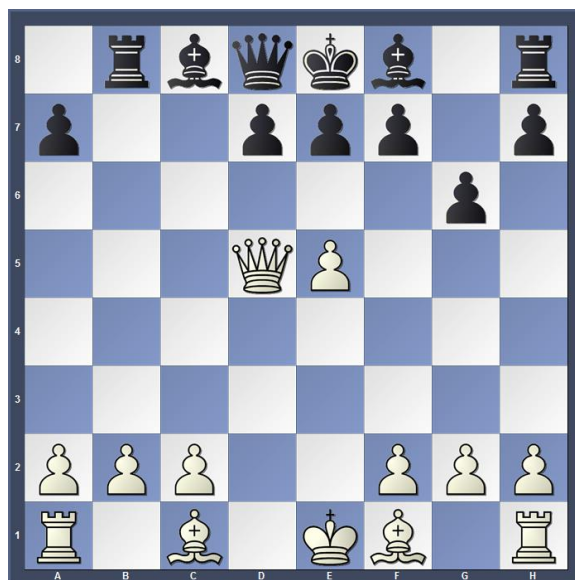
What is White's best move? _____

Problem 5: Black to Move



What is Black's best move? _____

Problem 6: White to Move



What is White's best move? _____

Problem 7: White to Move



What is White's best move? _____

Problem 8: White to Move



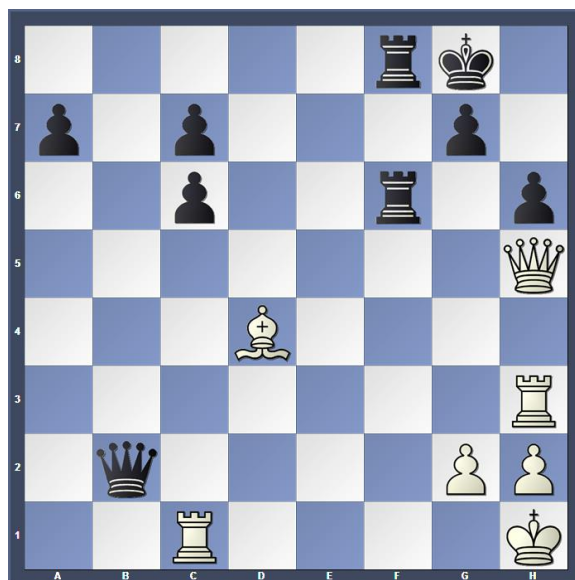
What is White's best move? _____

Problem 9: Black to Move



What is Black's best move? _____

Problem 10: White to Move



What is White's best move? _____