

Knight Level - Problem Set #2

NAME _____ GRADE _____ DATE _____

In each case, it is white's turn to move. White can checkmate black in one move.
Draw a line from white's piece to the checkmating square.

1.

a b c d e f g h

2.

a b c d e f g h

3.

a b c d e f g h

4.

a b c d e f g h

5.

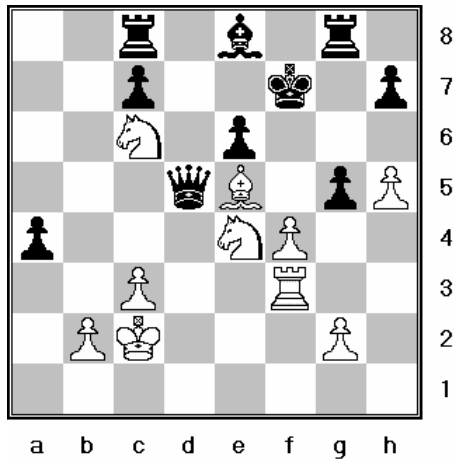
a b c d e f g h

6.

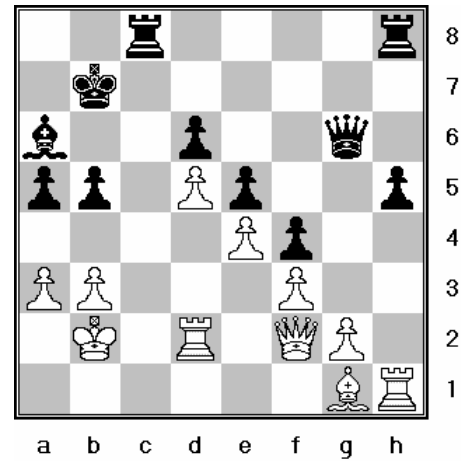
a b c d e f g h

Still White to move Checkmate in one

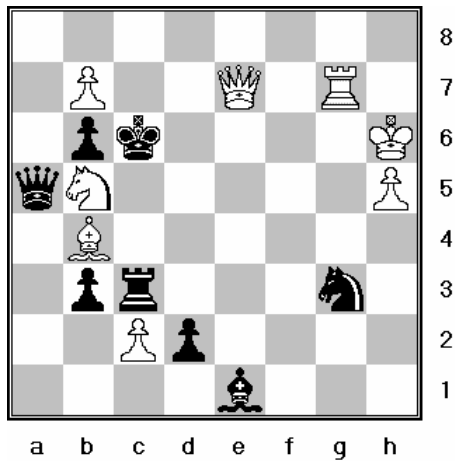
7.



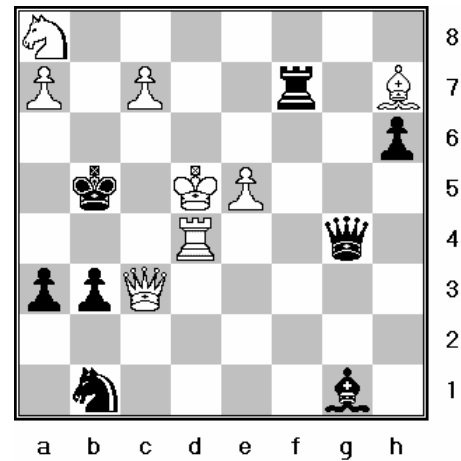
8.



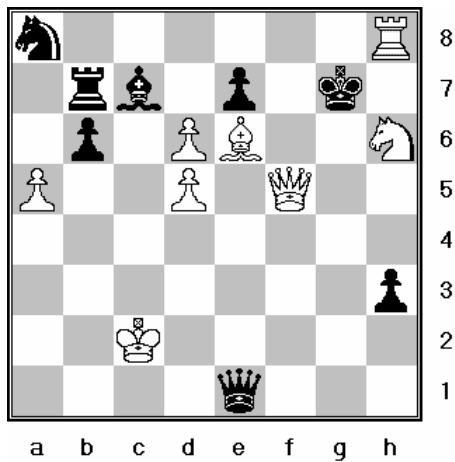
9.



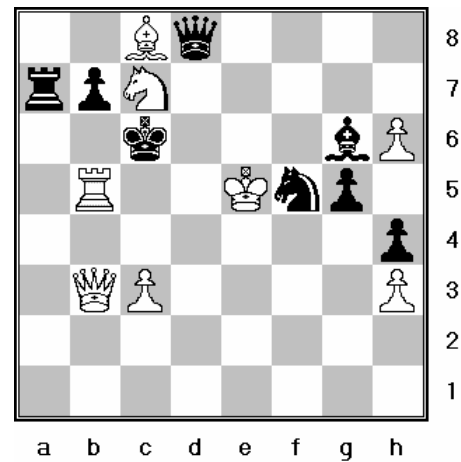
10.



11

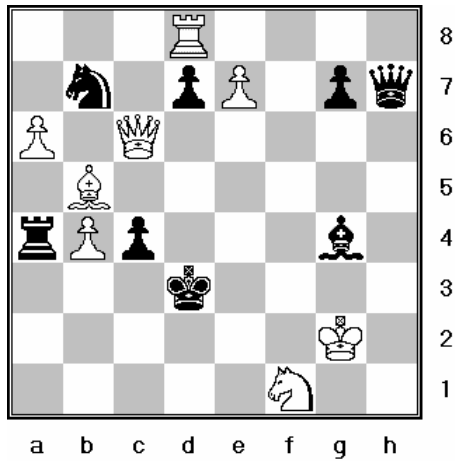


12.

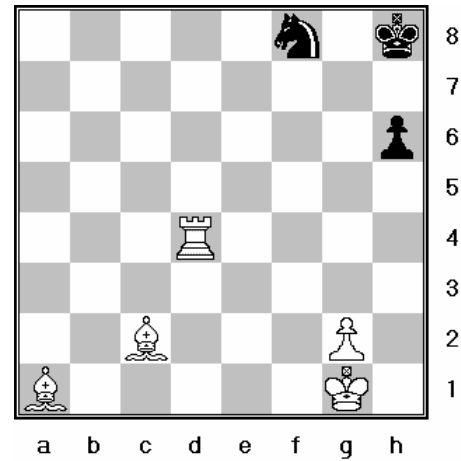


Still White to move Checkmate in one

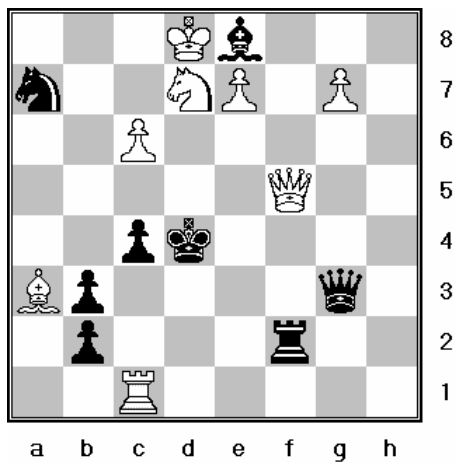
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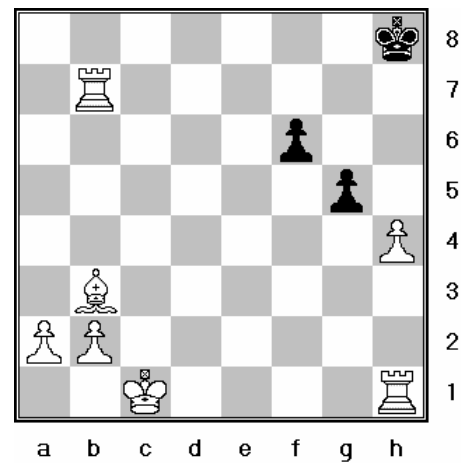
14.



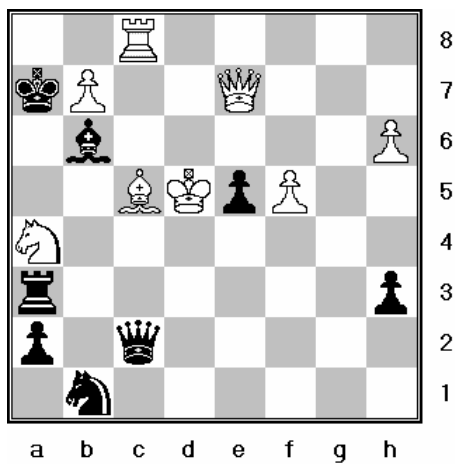
15.



16.



17.



18.

