

## Hit, Miss or Trap? LEVEL 1

### Answers

No	Theme	Analysis
1	Net +	1.Ng3!
2	Mate -	1.Bh6? Qe1#
3	Take for Nothing +	1.Qxa5! wins
4	Decoy =	1.Rxg7+ and 2.Rg1 Qxg1+ is at best a draw
5	Undermining=	1.Bxc6 Qxd1+!
6	Take for Nothing =	Nothing works...
7	Decoy +	1.Qxh7+ Kxh7 2.Nf8+ and 3.Nxd7
8	Discovery =	1.Nc3+ and 2.Nxe4 is still just a draw
9	Undermining+	1.Bxc6! and 2.Nxe5 wins
10	Net -	1.c5? allows 1...Qa2#
11	Discovery -	1.Ng6+? Kd8 2.Nxh8?? Qxh2#

12	Mate +	1...Bxg3+ 2.hxg3 Qxg3# (or ...Qxg3+ first)
13	Pin =	1.Bc5 Rxe1+ 2.Rxe1 Qf7=
14	Mate =	1.Qg8+ Rxg8 2.Nf7+ is not mate: 2...Nxf7
15	Fork +	1.Nxc7+ is a simple fork
16	Fork -	1.Nxf7? Rhf8! pins and wins
17	Pin +	1.Bb5! pins and wins
18	Net =	1.g3 Qg6+! e.g. 2.Qc2 Be7 escapes the net
19	Undermining-	1.Rxb6 axb6 2.Qxd6 Qxa2#
20	Fork =	1. Nd6+ Bxd6=
21	Pin -	Tricky: 1.Nxd4? cxd4 2.Bxc6 Qd7!!
22	Discovery +	1...Bxf2+ and 2...Rxa5 wins
23	Take for Nothing -	I watched this happen: 1.Qxh4? Qc3+ 2.Ka2 Qxd2+
24	Decoy -	1.f6? Bxf6 2.Bxd6? exd6 3.Rxf6?? is clever but 3...Rc1+ 4.Rf1 Rxf1 is mate!