



Chess
Meets
HANGMAN!

Download & Print Edition

This version of *Chess Meets Hangman*
may be photocopied for instructional
USE. Copyright © 2000 Prof. Chester Nuhmentz, Jr.

Problem Set 1

www.professorchess.com

Prof. Chester Nuhmentz, Jr.

By the time someone has played their first dozen games of chess, they've had many chances to think ...

If only it was my turn to move, not hers!

OR ...

I was so close to winning when he ...

OR ...

I had a great plan,
but didn't get a chance to try it!

A game of chess is a race where speed is measured by MOVES not minutes!

The victor of a chess game is the player whose moves were most POWERFUL. That is, the player who **delivered checkmate in fewer moves** than his opponent could.

You're probably already familiar with the word guessing game called *Hangman*. In *Hangman*, like in chess, **you try to save your neck by making every move count.**

You're likely to be hung before you reach the finish line if you move quickly but without much thought or planning.

Remember,
5 well-planned moves are always
SPEEDIER than 25 reckless ones!

The exercises in this book will help you improve your use of time. By practicing delivering checkmates **efficiently**, you'll learn to make better use of every move.

Just like a careless guess can cost you your neck in *Hangman*, reckless moves in chess will shorten your life on the board!

So get out your chess set or fire up your chess computer to see if you can beat
THE CHESS HANGMAN!

Chess Meets **HANGMAN!**

Overview -- Part I

- There are 20 **Chess Meets Hangman** problems in this collection. Each problem gives a chess position in which White has a large advantage over Black:
 - ◇ In problems 1-5, White has the advantage of a **queen**.
 - ◇ In problems 6-10, White has **2 rooks** against a lone king.
 - ◇ Black's lone king faces **a rook** in problems 11-15.
 - ◇ White can win by **promoting a pawn** in problems 16-20.
- In all problems, it is White's turn to move. *Your task is to learn to play the White pieces in these positions with enough skill to deliver checkmate in a specified number of moves.*
- The number of moves that you're allowed to use to give checkmate varies. **You're always given more than enough moves to force checkmate** against a strong opponent.
- Every time White makes a move, Black (The Executioner) should cross off a number on the form , and may (just like in *Hangman*) draw an item on the gallows. On the score forms is information about how to declare a winner!

Chess Meets **HANGMAN!**

Overview -- Part II

- Practice playing both the White and Black positions against strong opponents or a chess computer. If you think a problem's too easy, pick a lower number for your allowable number of moves, or a tougher opponent!
- Even though computers can be tough opponents, they play differently than humans. For example, a computer will usually not set a weak trap to "trick" you into stalemate, like your "friends" might!
- Some of these problems can take many more moves than a traditional game of Hangman. If you run out of things to add to your gallows artwork, consider these ideas: *contact lenses (!), wristwatches, tattoos, socks, band-aids, freckles, pagers, designer shoes, braces, pockets, rings, body piercings, eye brows, bow ties, fingernails, moustaches, toupees, necklaces, headphones, body casts, logos.*
- These exercises are ideal for working on chess when time is limited (recess, between games, when mom called for dinner 6 minutes ago!)

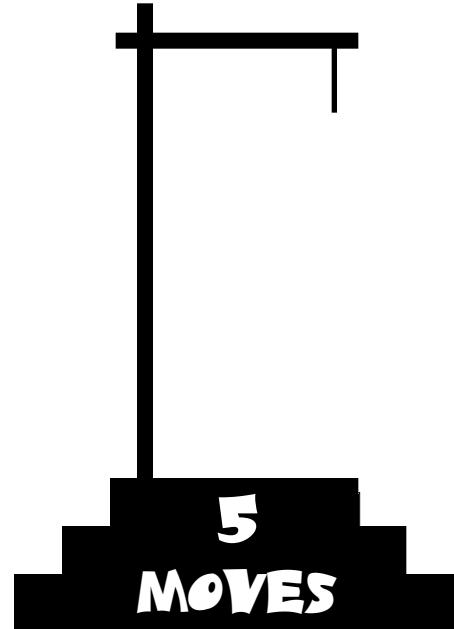
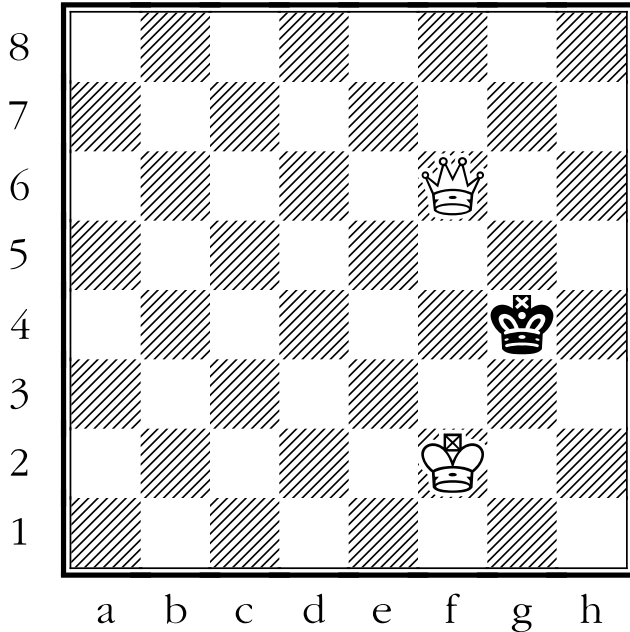
#1

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: A king fighting by itself nearly always does best by moving toward the center of the board at every opportunity. In a losing position, don't give up too early -- see if you can get into stalemate or other type of draw.

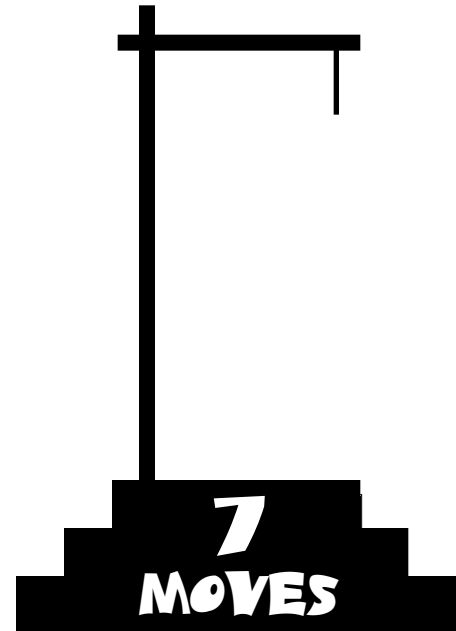
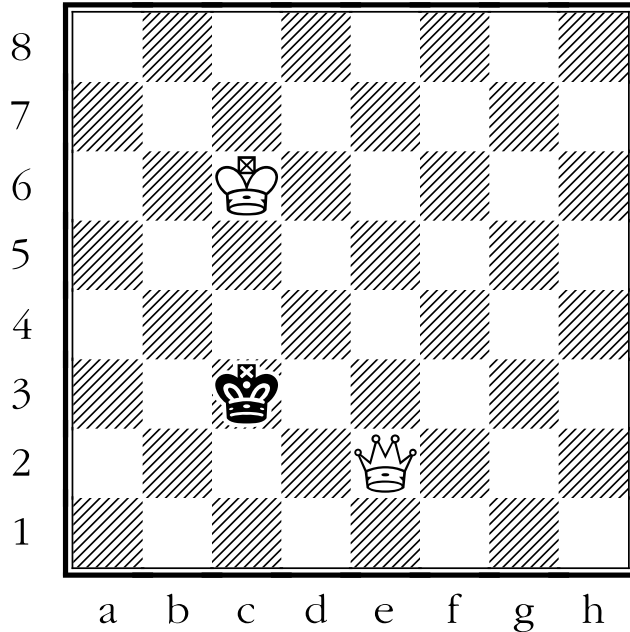
#2

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw.

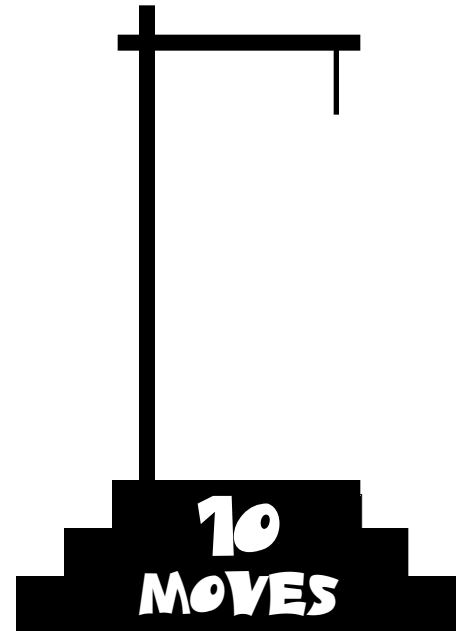
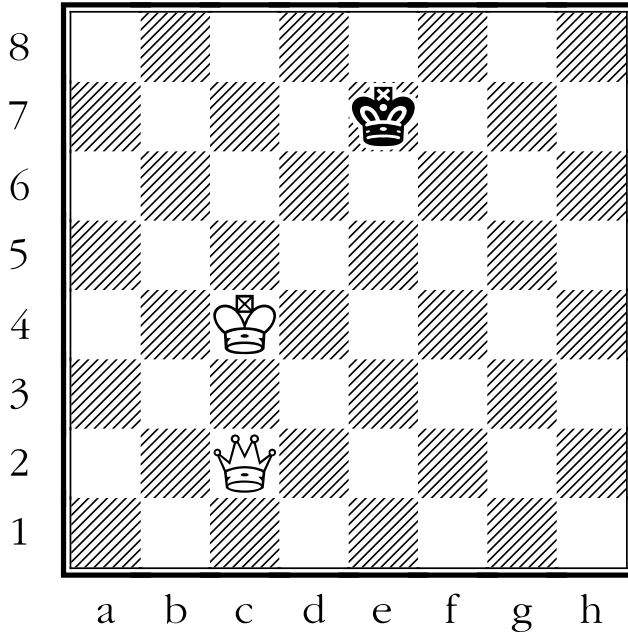
#3

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: A king fighting by itself nearly always does best by moving toward the center of the board at every opportunity. In a losing position, don't give up too early -- see if you can get into stalemate or other type of draw.

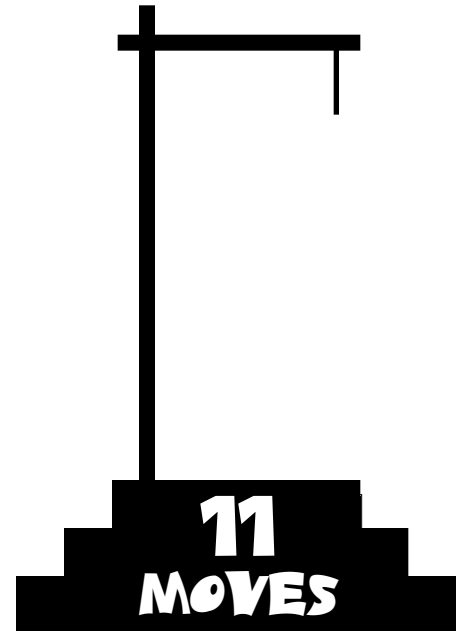
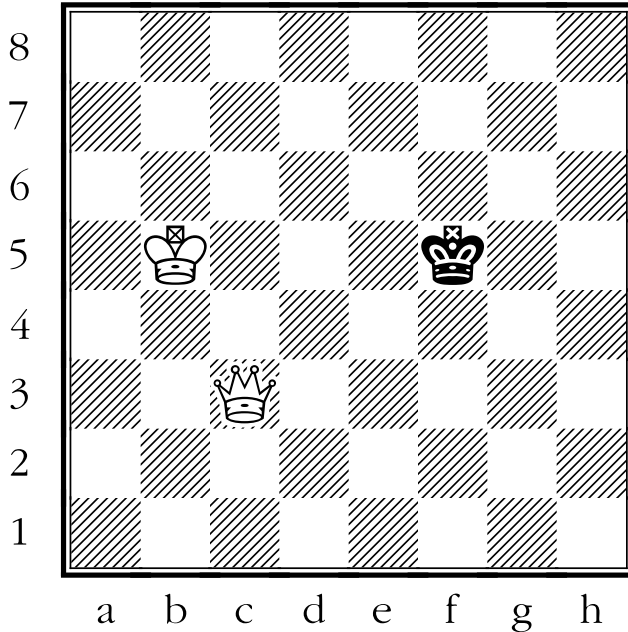
#4

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

• White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw.

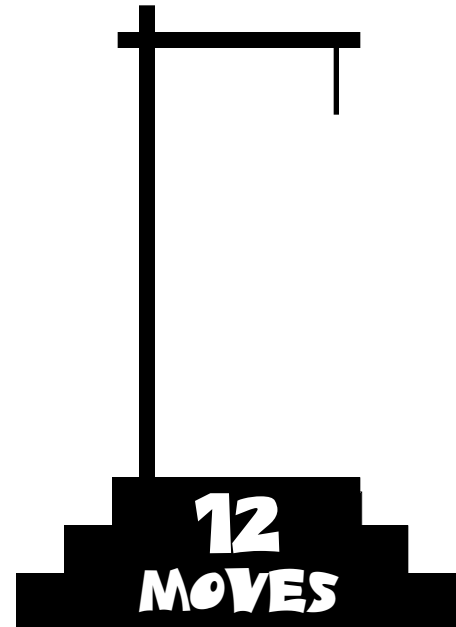
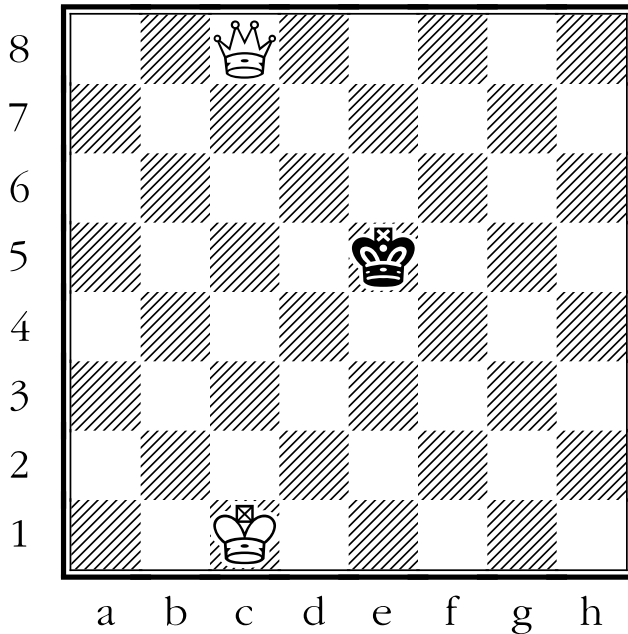
#5

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|------------------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw.

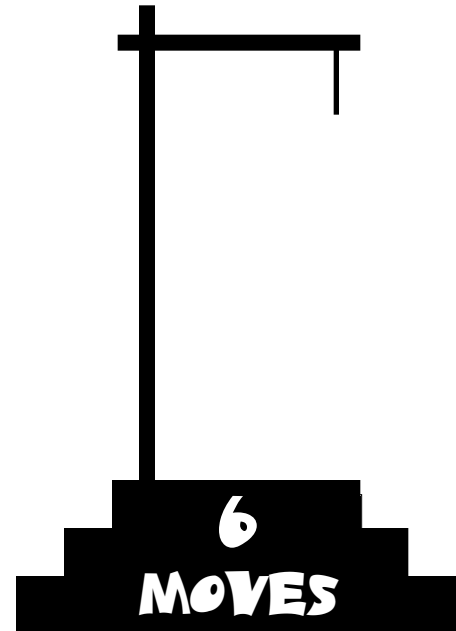
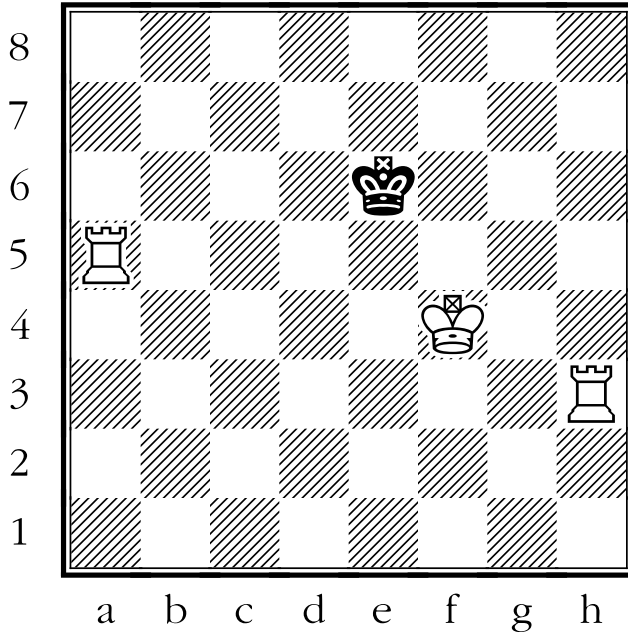
#6

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

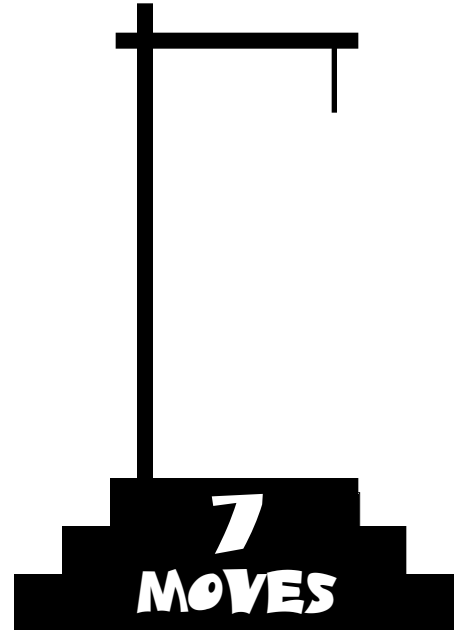
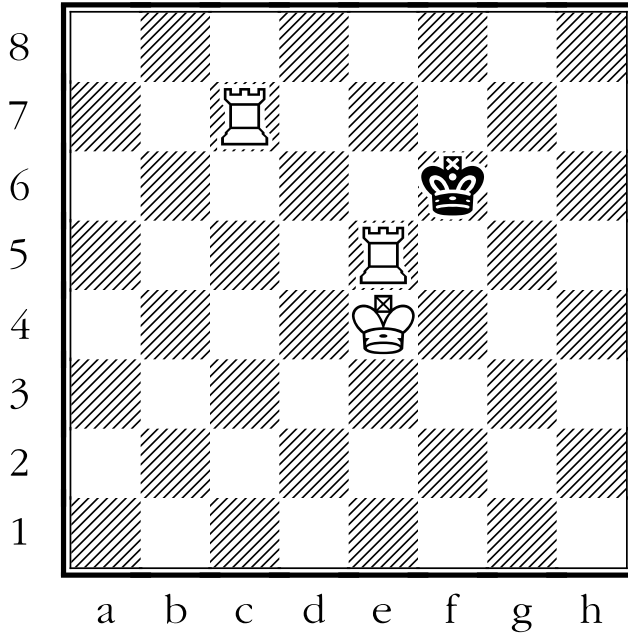
#7

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

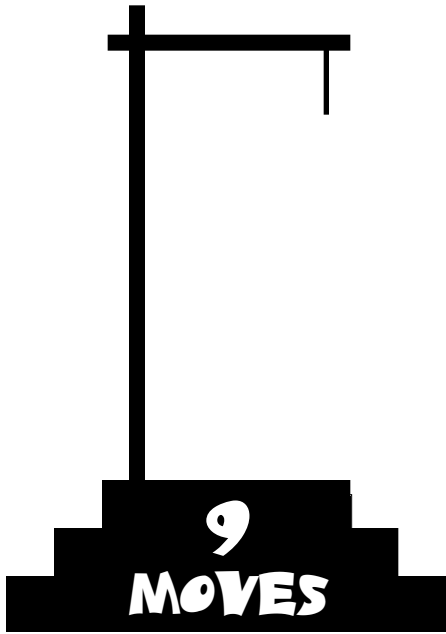
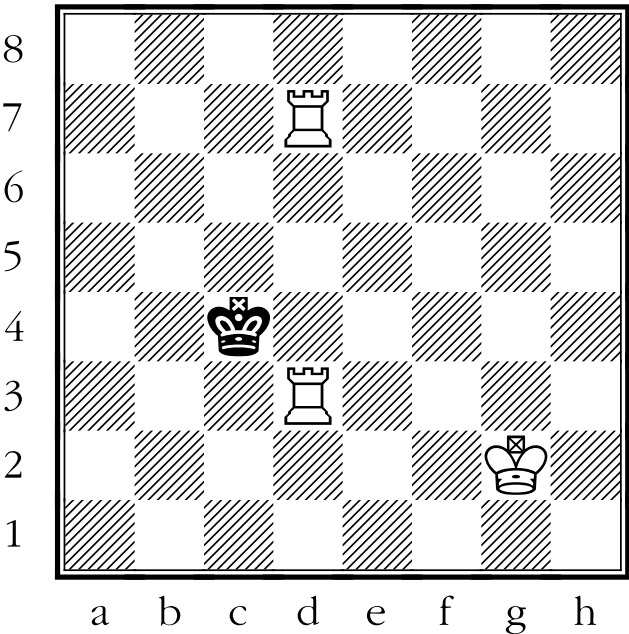
#8

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

• White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWES!

After the allowed number of moves, White had not checkmated Black.

White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

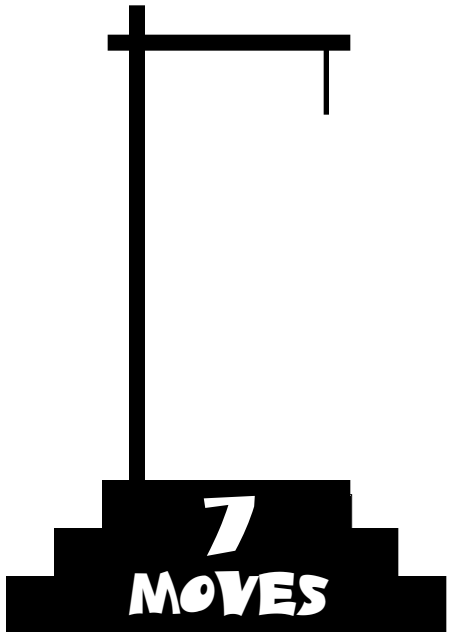
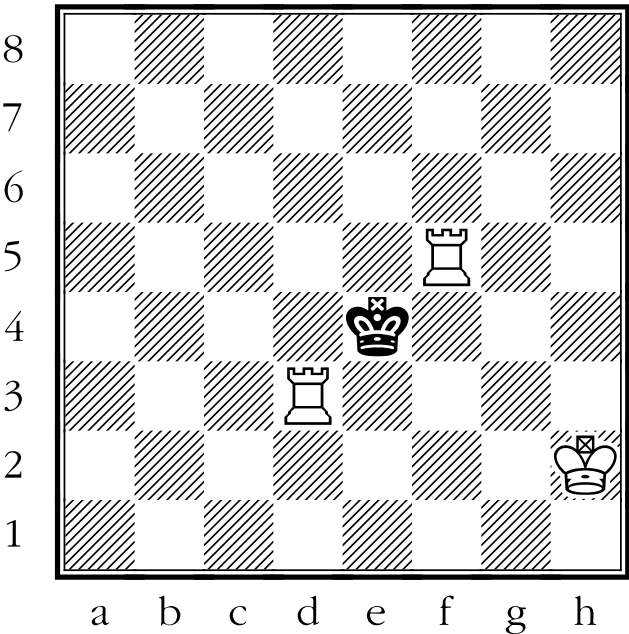
Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

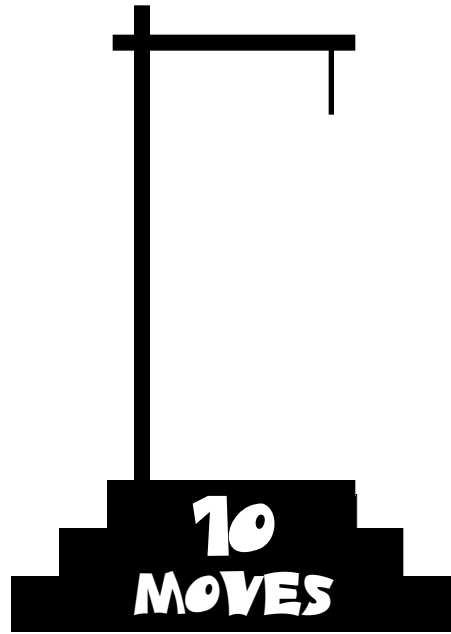
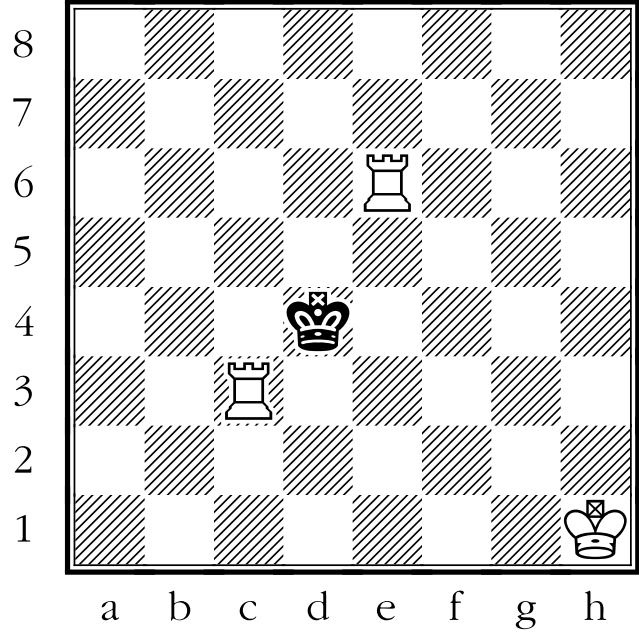
#10

Chess Meets HANGMAN!



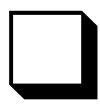
www.professorchess.com

White:		Date:	
Black:		Recorded By:	



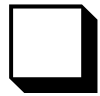
- | | |
|------------------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

• White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

After the allowed number of moves, White had not checkmated Black.

White allowed a drawn position to be reached.

*Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)*

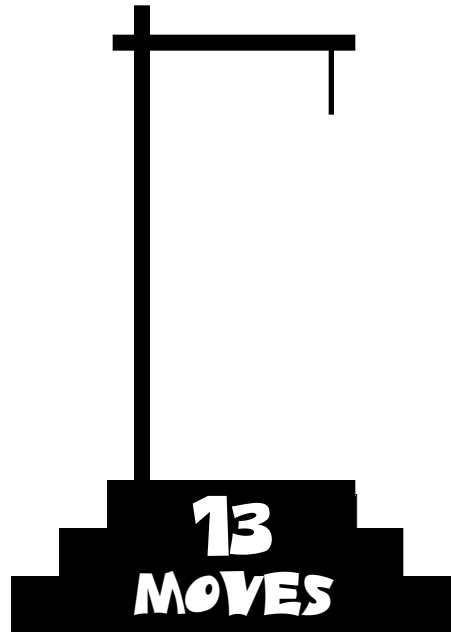
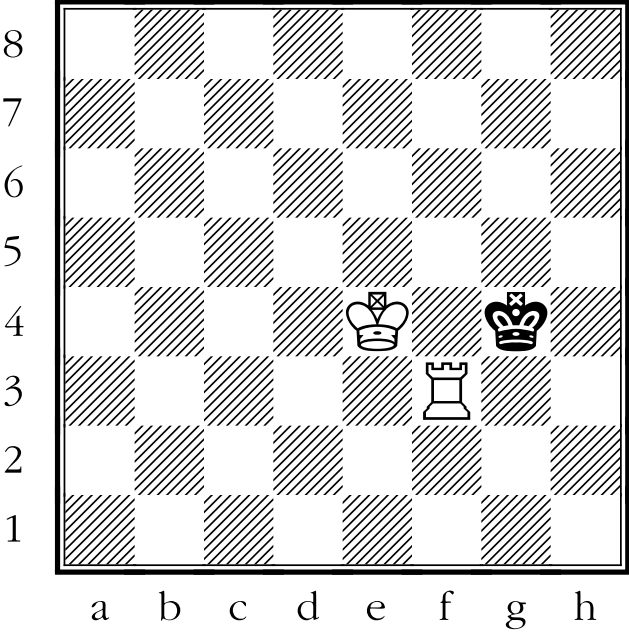
Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|----------------------|
| 1. _____ | 13. 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...

- White May Go Free!**
 - White successfully checkmated Black in the allowed number of moves. **Congratulations!**
- WHITE GOES TO THE GALLOW!**
 - After the allowed number of moves, White had not checkmated Black.
 - White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
 (Photocopying this form for instructional use is permitted.)

Hints to Black: A king fighting by itself nearly always does best by moving toward the center of the board at every opportunity. In a losing position, don't give up too early -- see if you can get into stalemate or other type of draw.

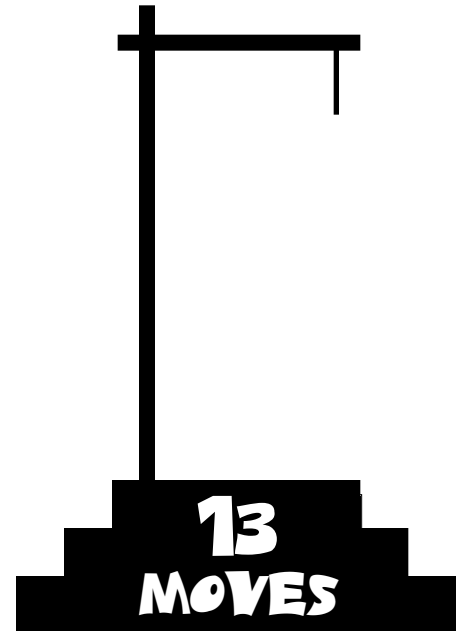
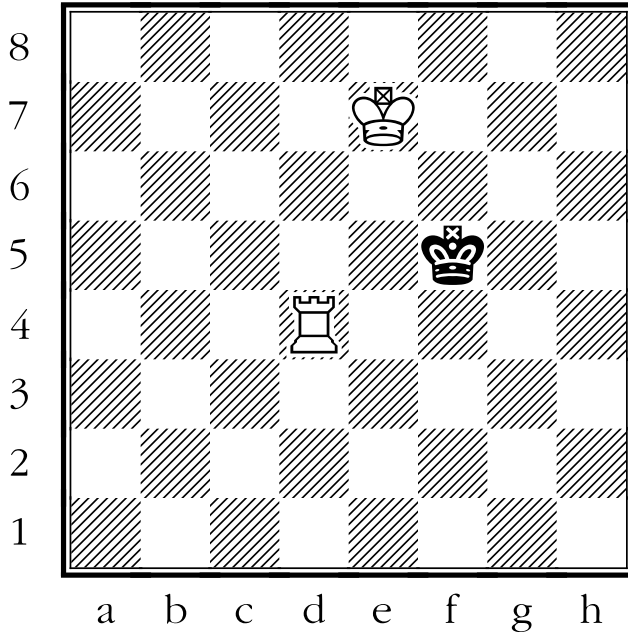
#12

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|----------------------|
| 1. _____ | 13. 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

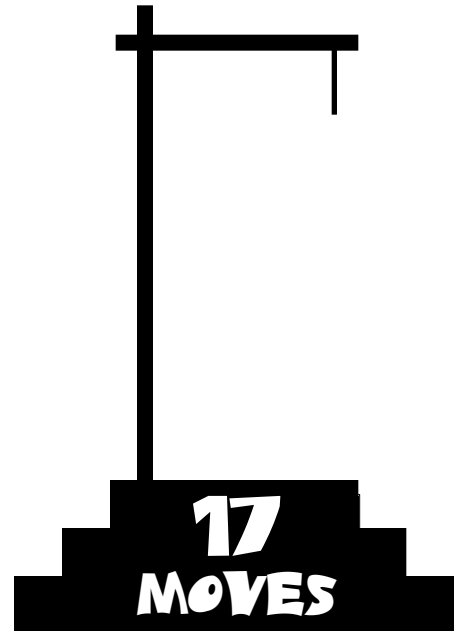
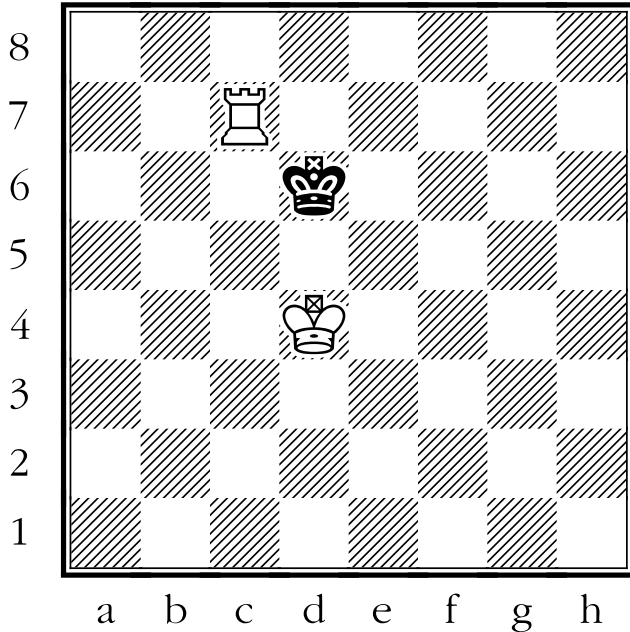
#13

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

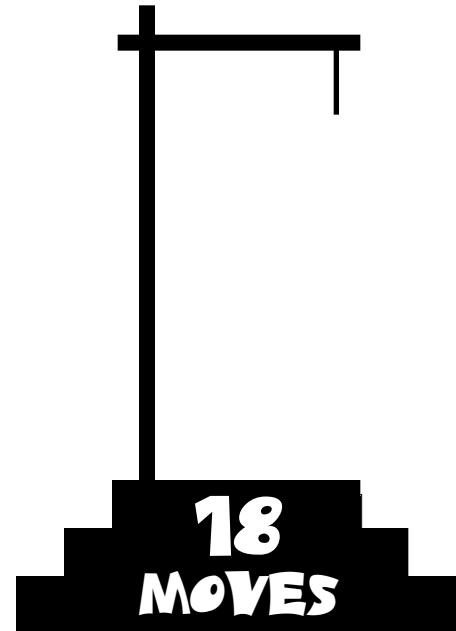
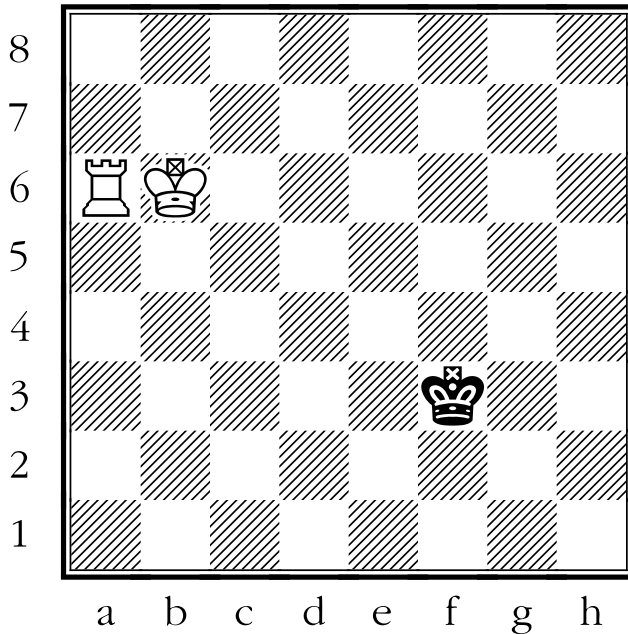
#14

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: A king fighting by itself nearly always does best by moving toward the center of the board at every opportunity. In a losing position, don't give up too early -- see if you can get into stalemate or other type of draw.

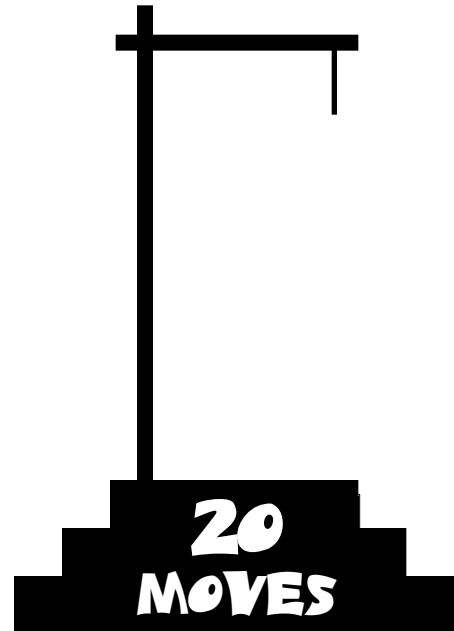
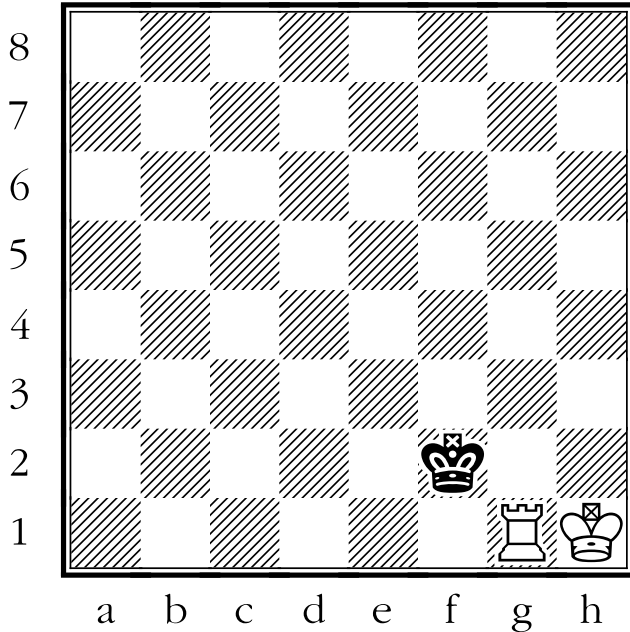
#15

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!



After the allowed number of moves, White had not checkmated Black.



White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

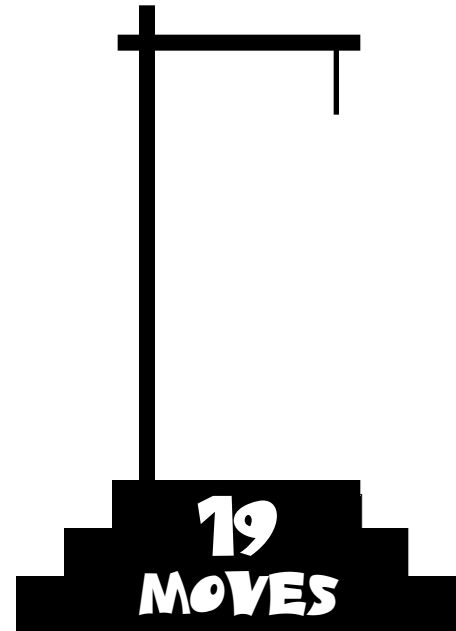
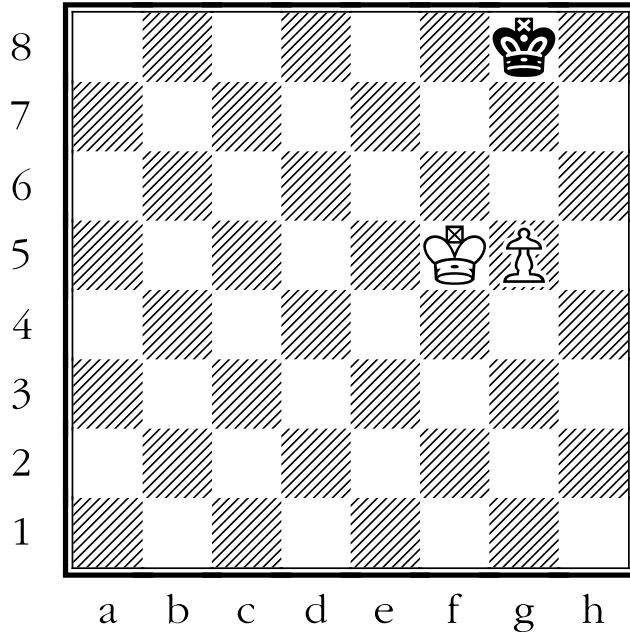
Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWES!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

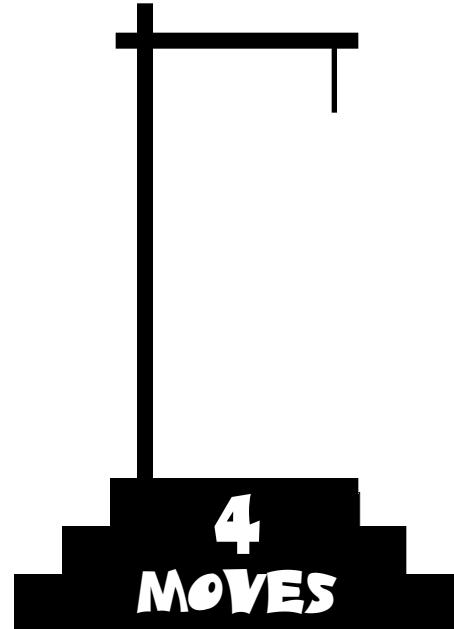
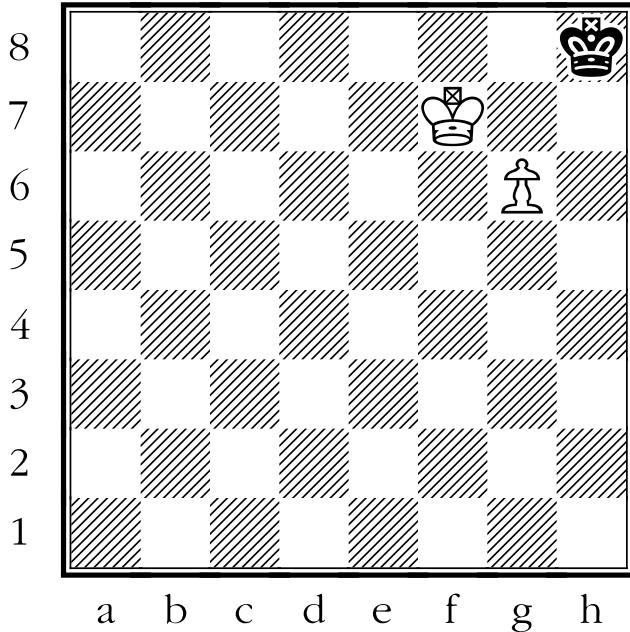
Hints to Black: When defending against a single charging pawn, it's usually best for a king to try to stay directly in front of the pawn. Rather than take a loss, see if you can get into stalemate or other type of draw.

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

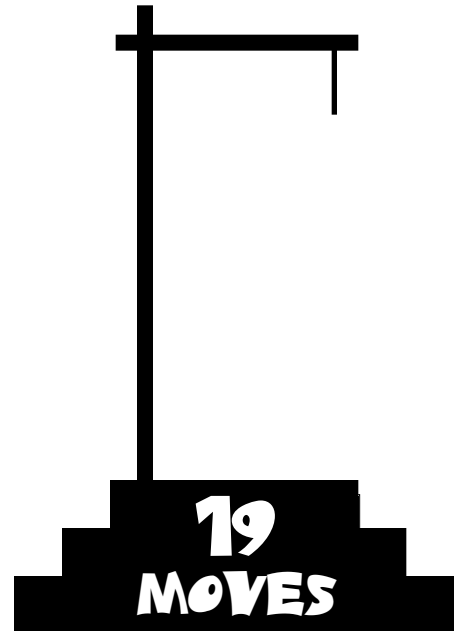
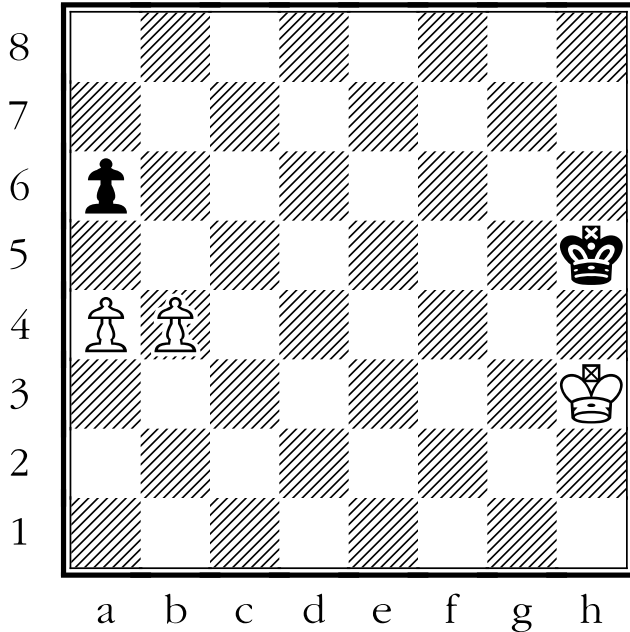
#18

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

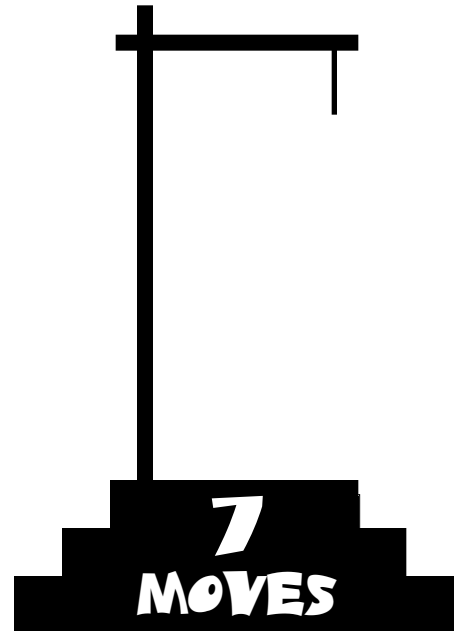
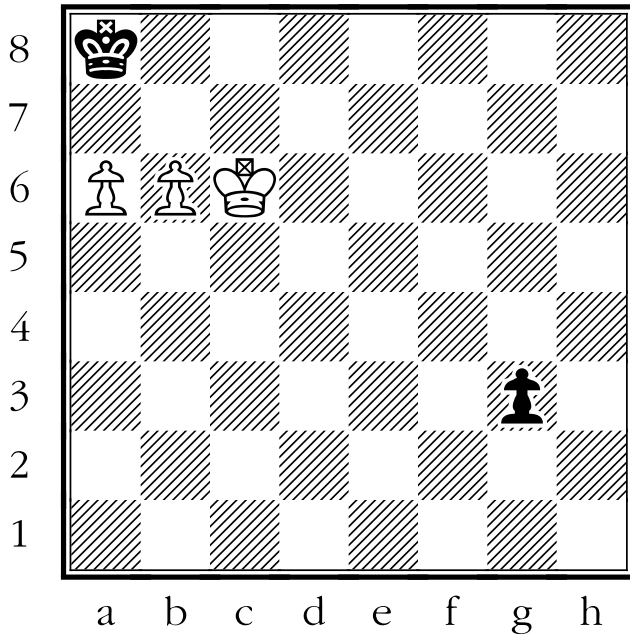
Hints to Black: To avoid being trapped, try to keep your king away from the edge on an open board. Rather than take a loss, see if you can get into stalemate or other type of draw. Threaten unprotected white pieces with capture - you may catch your opponent off guard!

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWES!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.
- Black somehow managed to checkmate White!

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
(Photocopying this form for instructional use is permitted.)

Hints to Black: Rather than take a loss, see if you can get into stalemate or other type of draw. Consider pushing your pawns when not in check. If your opponent isn't alert, you may be able to gain a queen by promotion.

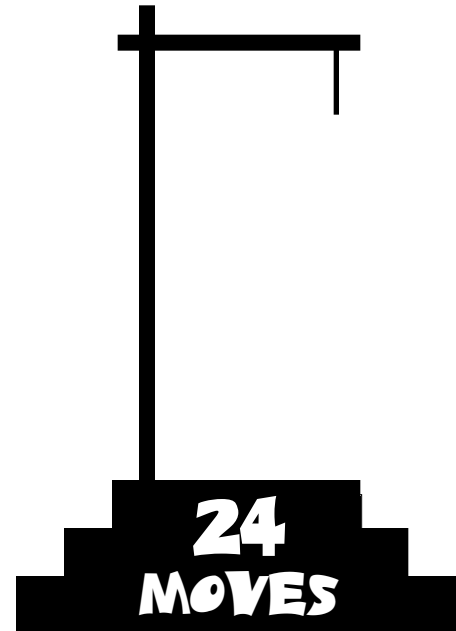
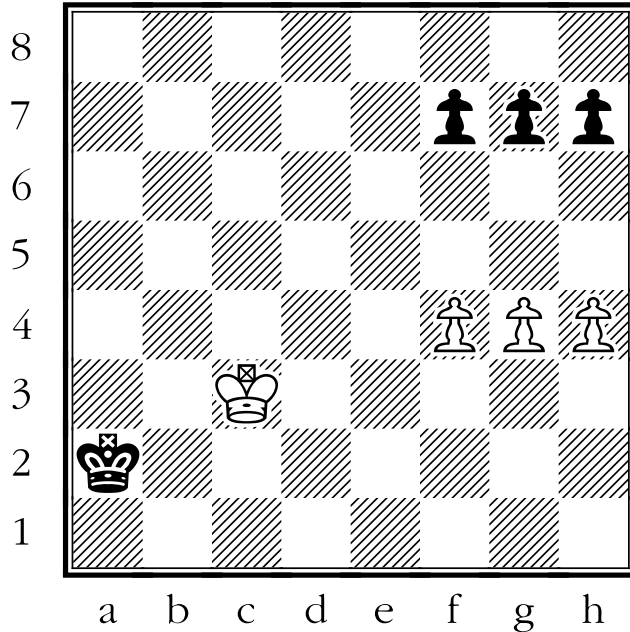
#20

Chess Meets HANGMAN!



www.professorchess.com

White:		Date:	
Black:		Recorded By:	



- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

And the Verdict Is ...



White May Go Free!

- White successfully checkmated Black in the allowed number of moves. **Congratulations!**



WHITE GOES TO THE GALLOWS!

- After the allowed number of moves, White had not checkmated Black.
- White allowed a drawn position to be reached.
- Black somehow managed to checkmate White!

Copyright © 1997-2002 Prof. Chester Nuhmentz, Jr.
 (Photocopying this form for instructional use is permitted.)

Hints to Black: When in a king and pawn endgame, it's very important to make your king as active as possible. The player who succeeds in moving her queen to the key part of the board first has a huge advantage.