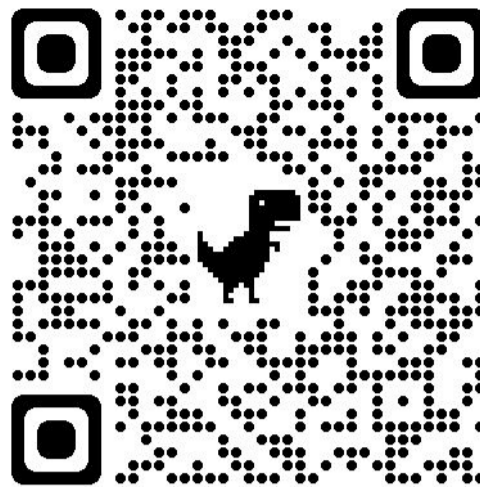


Análisis informático de estos ejercicios disponibles en lichess, Código QR o:

<https://lichess.org/study/rBXKBatQ>

Computer analysis of these exercises available at lichess, QR Code or:

<https://lichess.org/study/rBXKBatQ>



Jaque mate a, b, c

Desarrolla tus habilidades de táctica de ajedrez, visualización, memoria y jaque mate con estos ejercicios de progresión de jaque mate. Un jaque mate en una posición es seguido por un jaque mate coincidente en dos posiciones que es seguido por un jaque mate coincidente en tres posiciones.

Vea la posición 1a, luego 1b y luego 1c para ver un ejemplo de la progresión.

¿Es el jaque mate en uno demasiado fácil? Salta al jaque mate en dos o al jaque mate en tres.

¿Es demasiado difícil el jaque mate en tres? Mire hacia atrás o recuerde el jaque mate en dos y el jaque mate en uno de la misma secuencia forzada.

Checkmate a, b, c

Develop your chess tactics, visualization, memory and checkmate skills with these checkmate progression exercises. A checkmate in one position is followed by a matching checkmate in two position that is followed by a matching checkmate in three position.

See position 1a, then 1b and then 1c for an example of the progression.

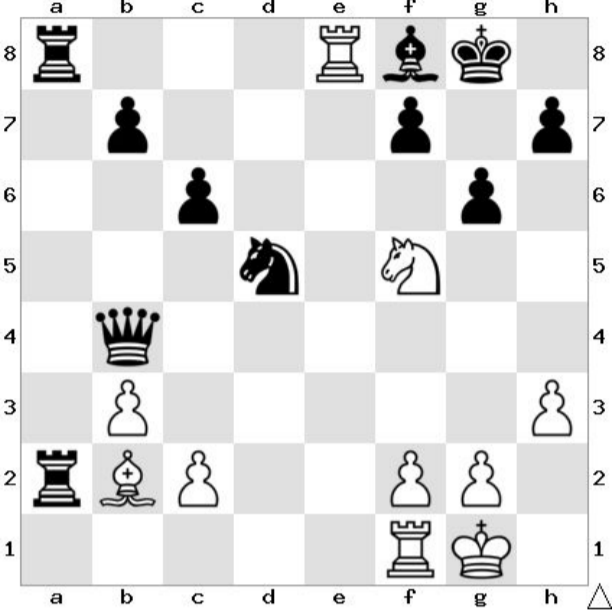
Is checkmate in one too easy? Jump ahead to the checkmate in two or checkmate in three.

Is checkmate in three too hard? Look back or remember the checkmate in two and checkmate in one from the same forced sequence.

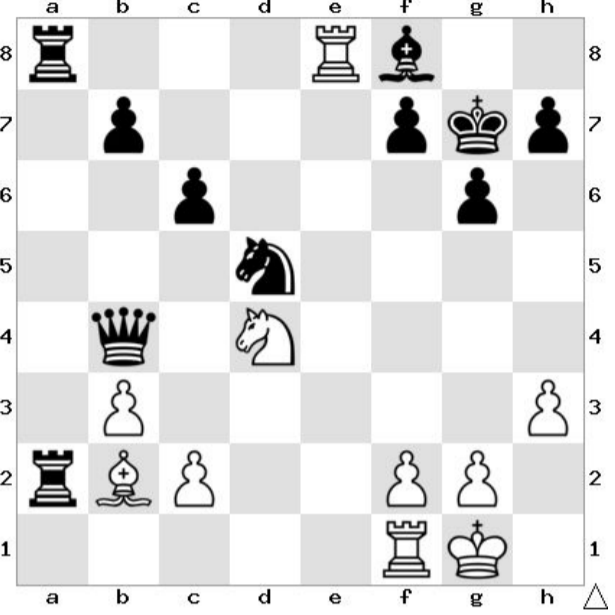
Ejercicios 1-2

Exercises 1-2

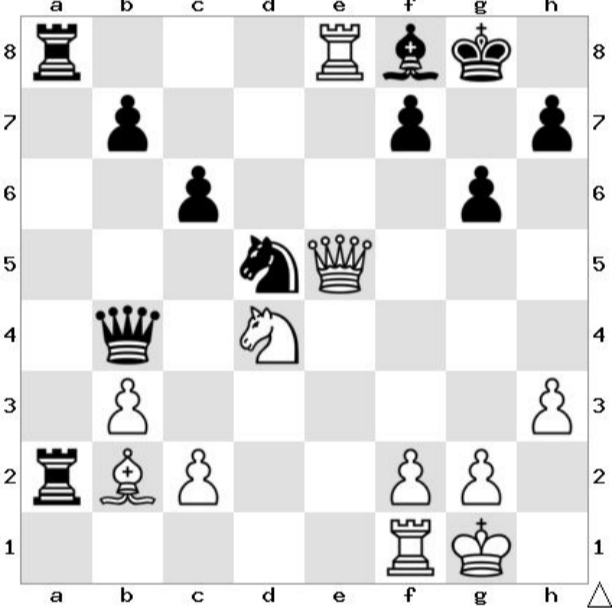
Las blancas para moverse. | White to move.



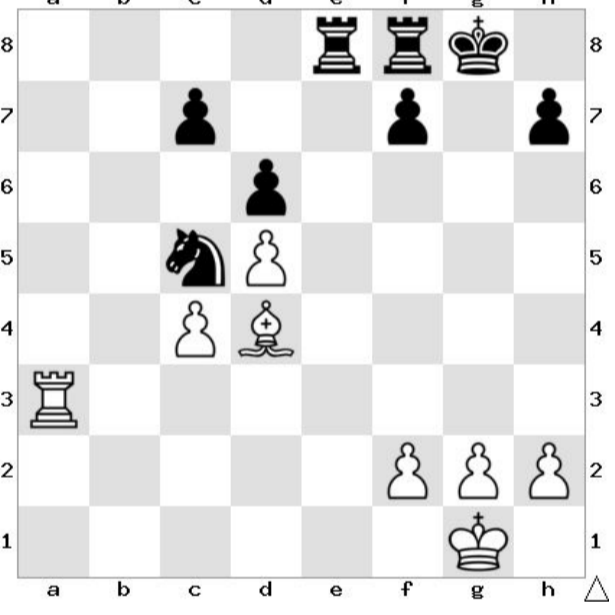
1a



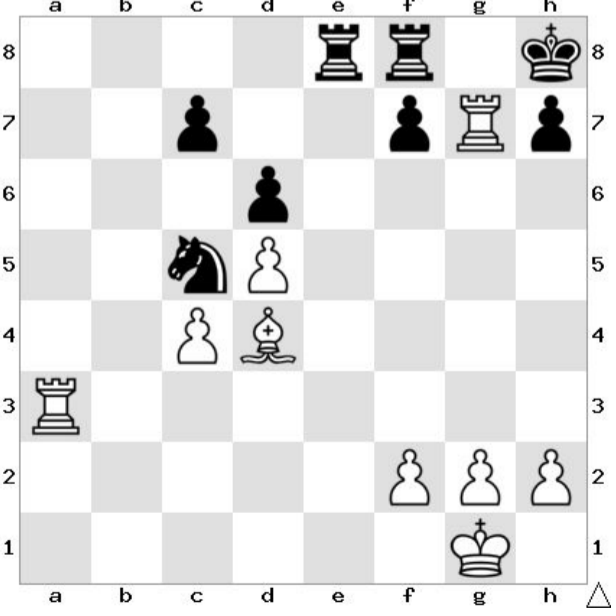
1b



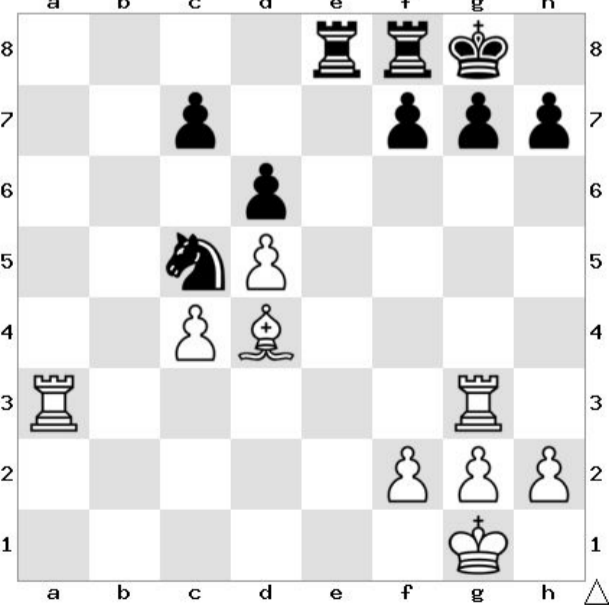
1c



2a



2b

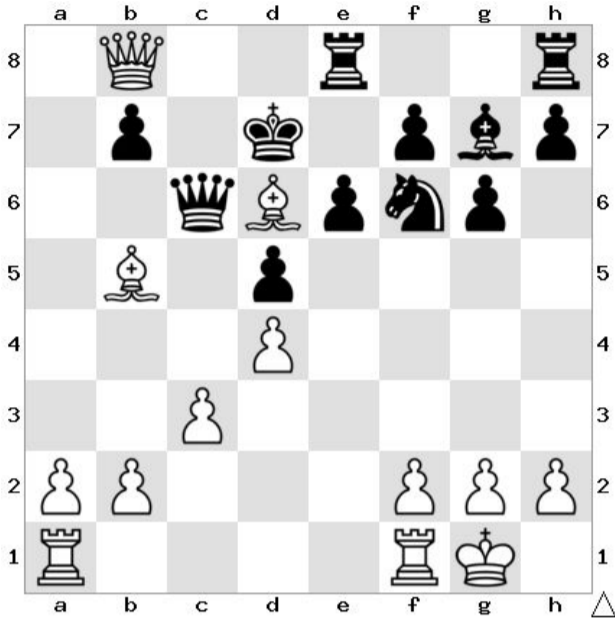


2c

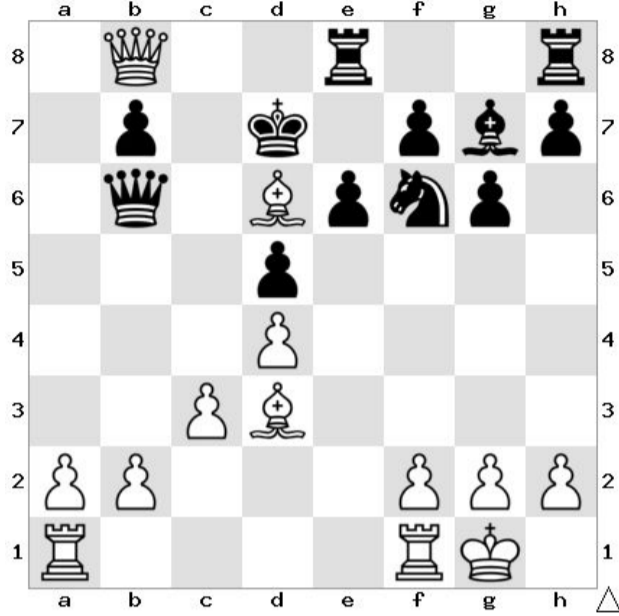
Ejercicios 3-4

Exercises 3-4

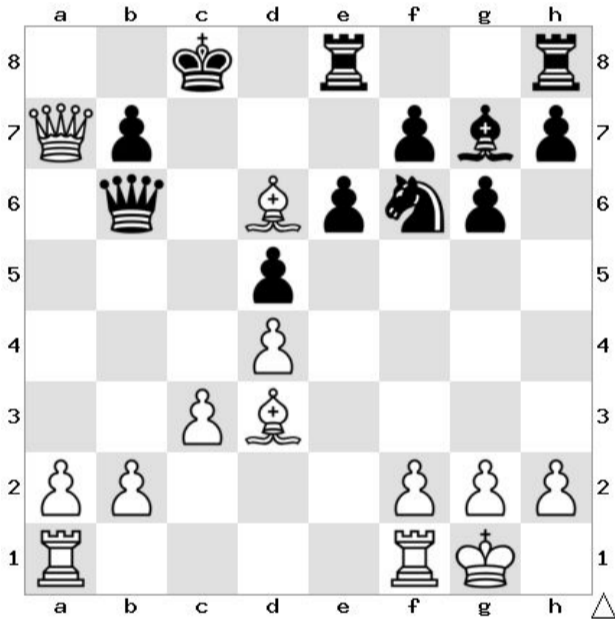
Las blancas para moverse. | White to move.



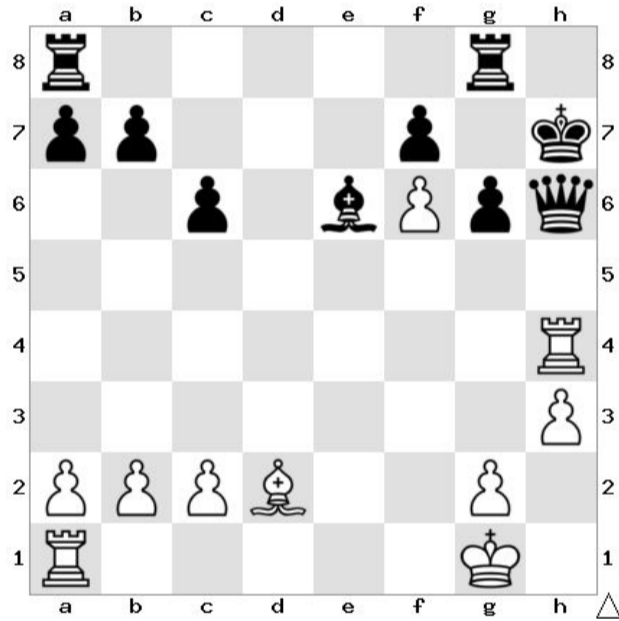
3a



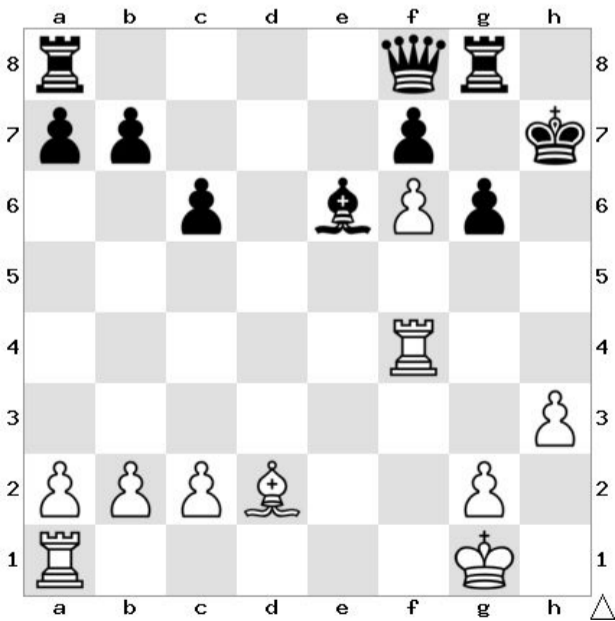
3b



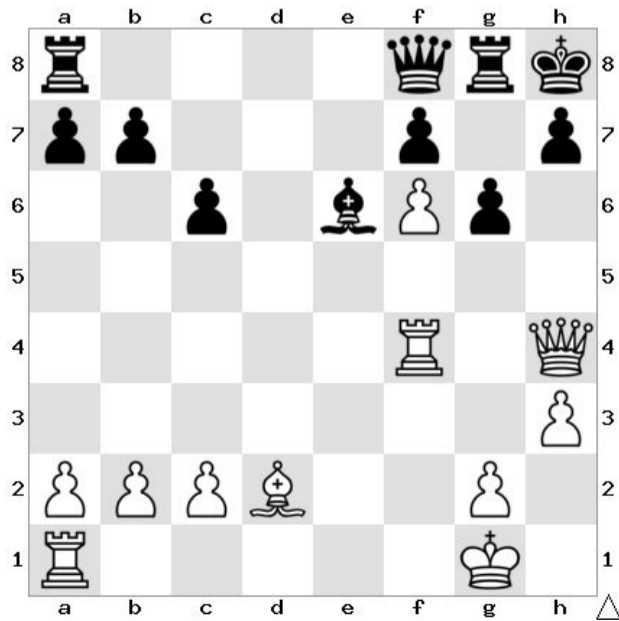
3c



4a



4b

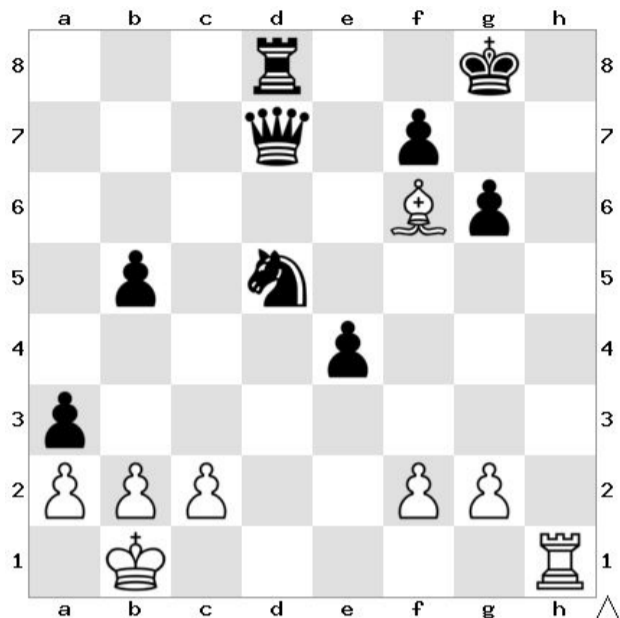


4c

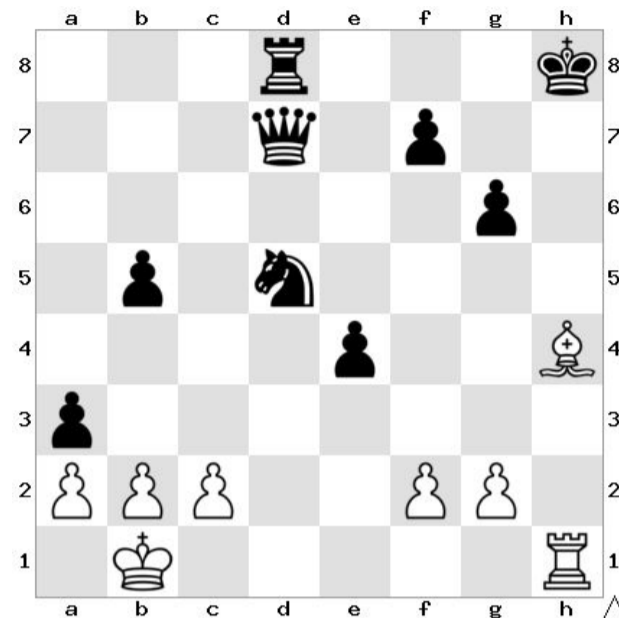
Ejercicios 5-6

Exercises 5-6

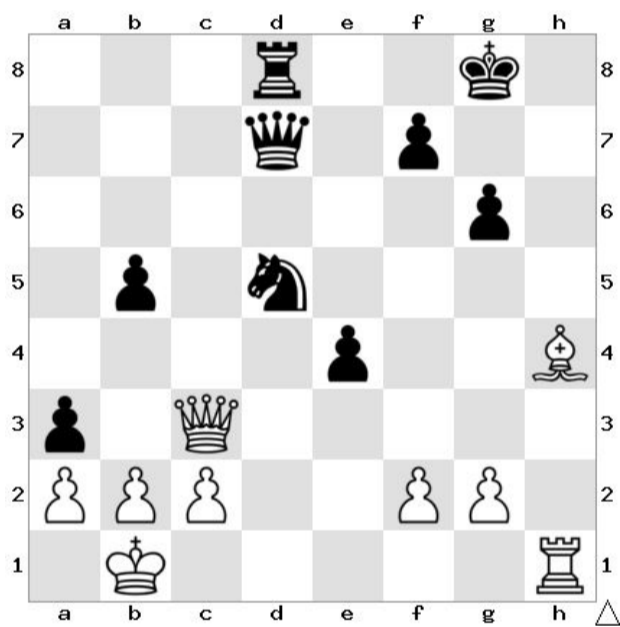
Las blancas para moverse. | White to move.



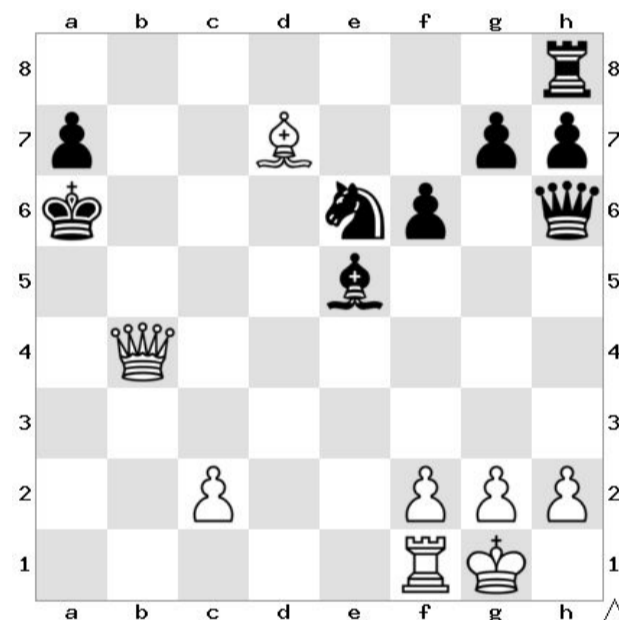
5a



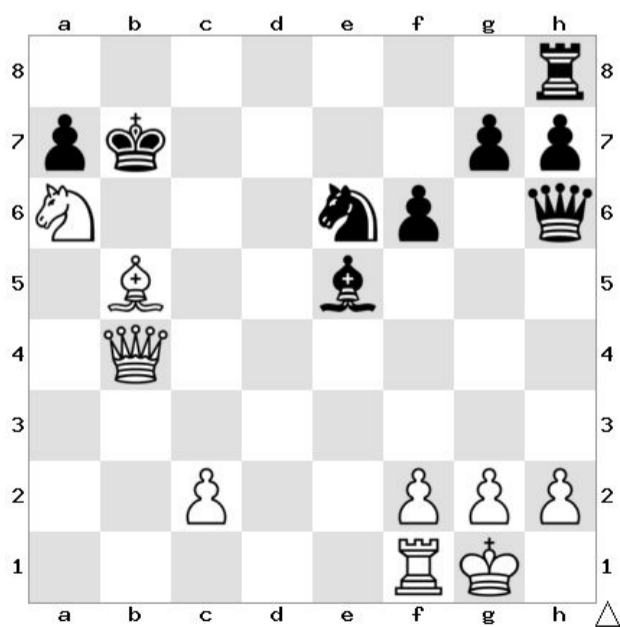
5b



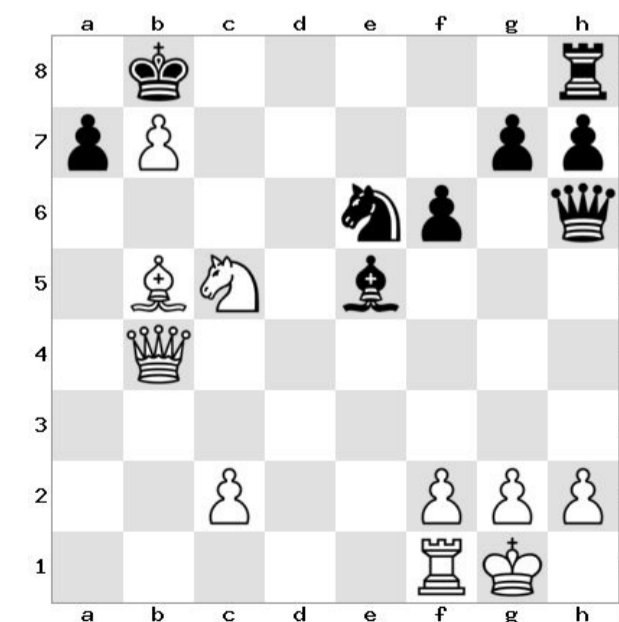
5c



6a



6b



6c

Respuestas 1-6

R = Rey, D = Dama, T = Torre, A = Alfil, C = Caballo, # = jaque mate, + = jaque.

- 1a. 1. Ch6#
- 1b. 1. Cf5+ Rg8 2. Ch6#.
- 1c. 1. Dg7+ Rxc7 2. Cf5+ Rg8 3. Ch6#.
- 2a. 1. Tg3#.
- 2b. 1. Tg8+ Rxc8 2. Tg3#.
- 2c. 1. Txc7+ Rh8 2. Tg8+ Rxc8 3. Tg3#.

- 3a. 1. Dc7#.
- 3b. 1. Ab5+ Dc6 (1. ... Dxb5 2. Dc7#) 2. Dc7#.
- 3c. 1. Db8+ Rd7 2. Ab5+ Dc6 (2. ... Dxb5 3. Dc7#) 3. Dc7#.
- 4a. 1. Txe6#.
- 4b. 1. Te4+ Dh6 2. Txe6#.
- 4c. 1. Dxe7+ Rxe7 2. Te4+ Dh6 3. Txe6#.

- 5a. 1. Te8#.
- 5b. 1. Af6+ Rg8 2. Te8#.
- 5c. 1. Dh8+ Rxe8 2. Af6+ Rg8 3. Te8#.
- 6a. 1. Db5#.
- 6b. 1. Ad7+ Rxa6 (1... Ra8 2. Ac6#) 2. Db5#.
- 6c. 1. Ca6+ Rxb7 2. Ad7+ Rxa6 (2... Ra8 3. Ac6#) 3. Db5#.

Answers 1-6

K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, # = checkmate, + = check.

- 1a. 1. Nh6#
- 1b. 1. Nf5+ Kg8 2. Nh6#.
- 1c. 1. Qg7+ Kxc7 2. Nf5+ Kg8 3. Nh6#.
- 2a. 1. Rg3#.
- 2b. 1. Rg8+ Kxc8 2. Rg3#.
- 2c. 1. Rxc7+ Kh8 2. Rg8+ Kxc8 3. Rg3#.

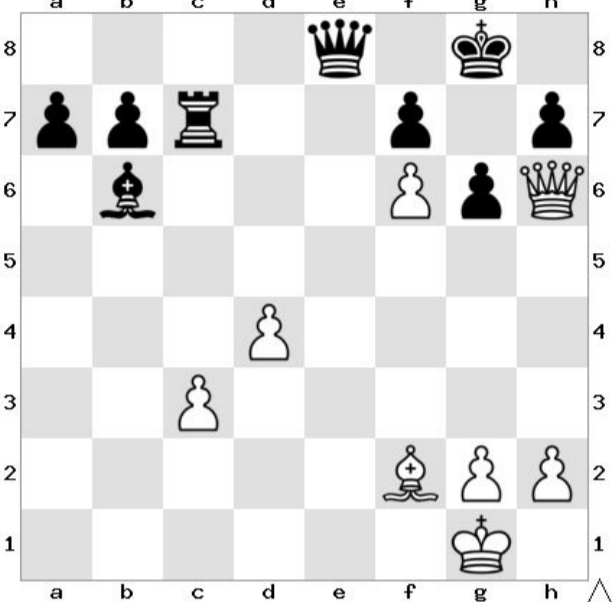
- 3a. 1. Qc7#.
- 3b. 1. Bb5+ Qc6 (1. ... Qxb5 2. Qc7#) 2. Qc7#.
- 3c. 1. Qb8+ Kd7 2. Bb5+ Qc6 (2. ... Qxb5 3. Qc7#) 3. Qc7#.
- 4a. 1. Rxe6#.
- 4b. 1. Re4+ Qh6 2. Rxe6#.
- 4c. 1. Qxe7+ Kxe7 2. Re4+ Qh6 3. Rxe6#.

- 5a. 1. Re8#.
- 5b. 1. Bf6+ Kg8 2. Re8#.
- 5c. 1. Qh8+ Kxe8 2. Bf6+ Kg8 3. Re8#.
- 6a. 1. Qb5#.
- 6b. 1. Bd7+ Kxa6 (1. ... Ka8 2. Bc6#) 2. Qb5#.
- 6c. 1. Na6+ Kxb7 2. Bd7+ Kxa6 (2. ... Ka8 3. Bc6#) 3. Qb5#.

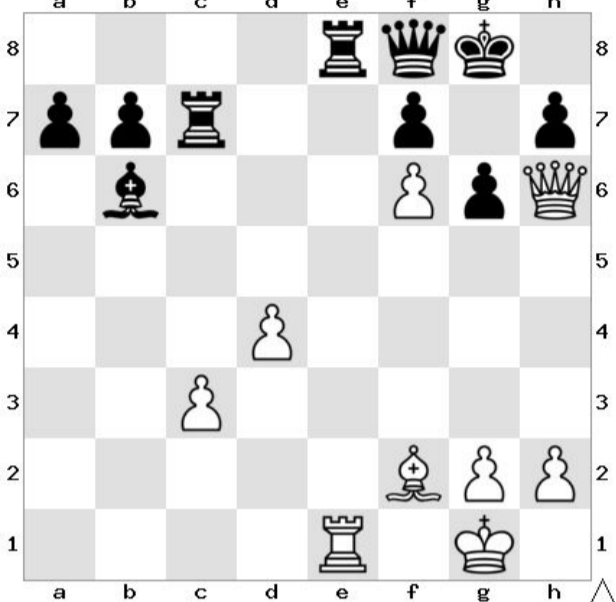
Ejercicios 7-8

Exercises 7-8

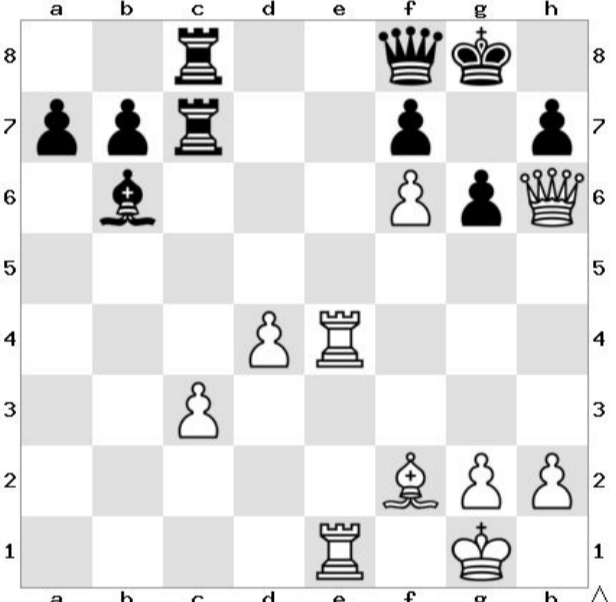
Las blancas para moverse. | White to move.



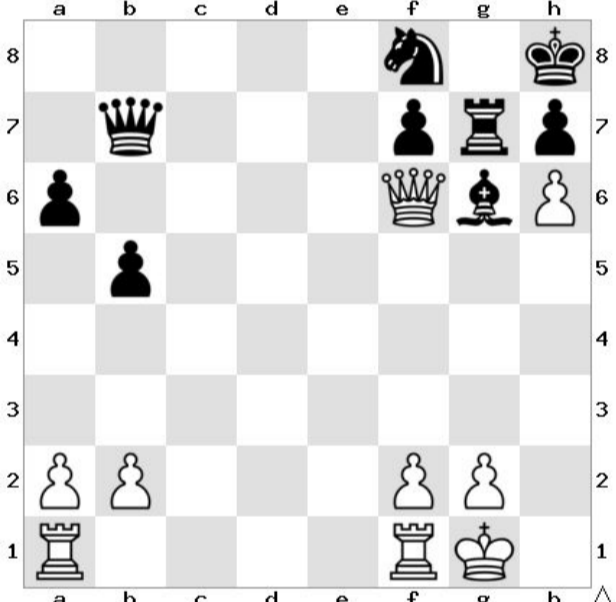
7a



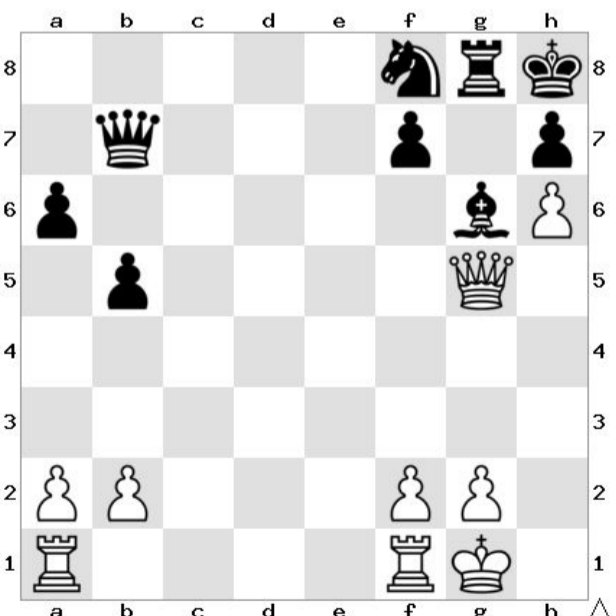
7b



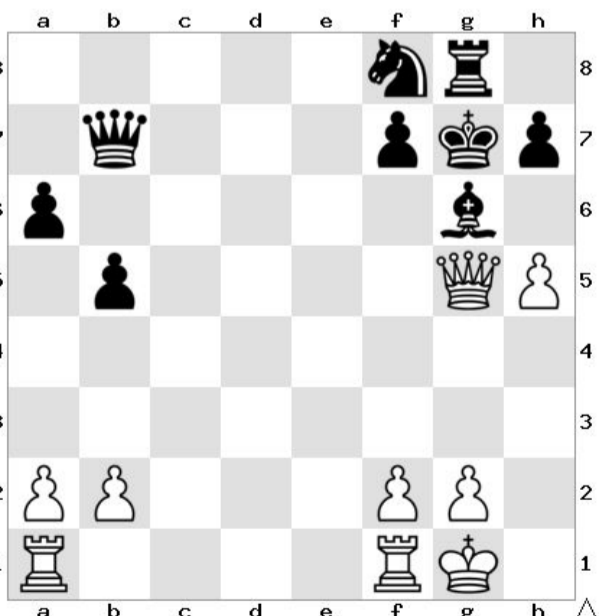
7c



8a



8b

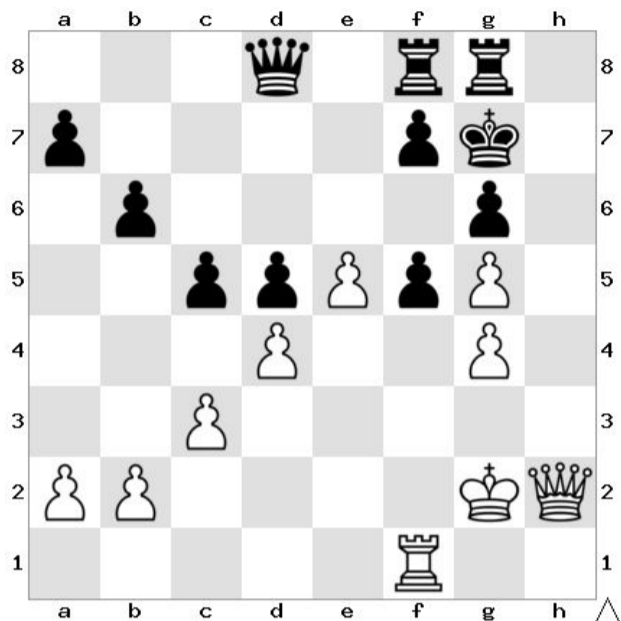


8c

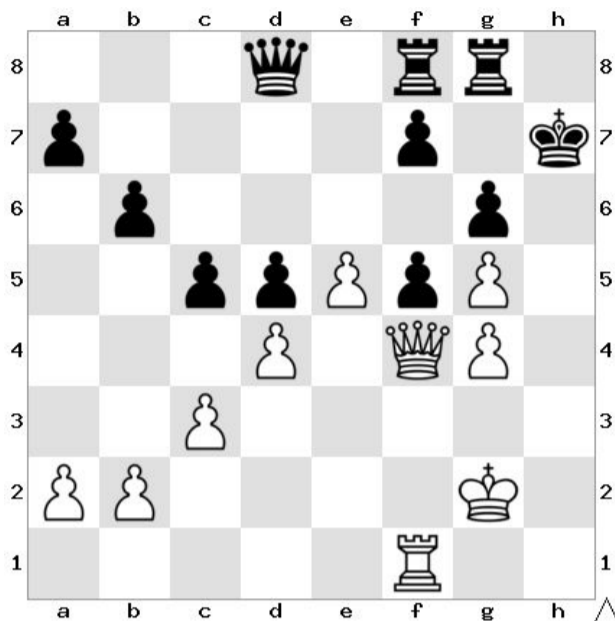
Ejercicios 9-10

Exercises 9-10

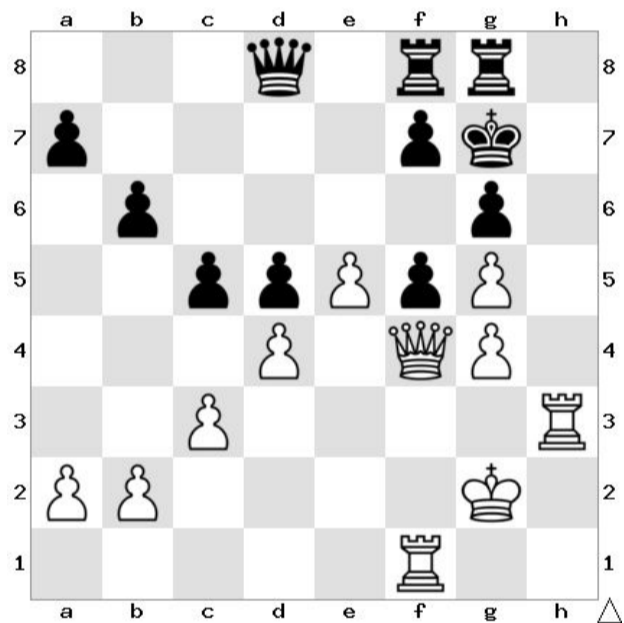
Las blancas para moverse. | White to move.



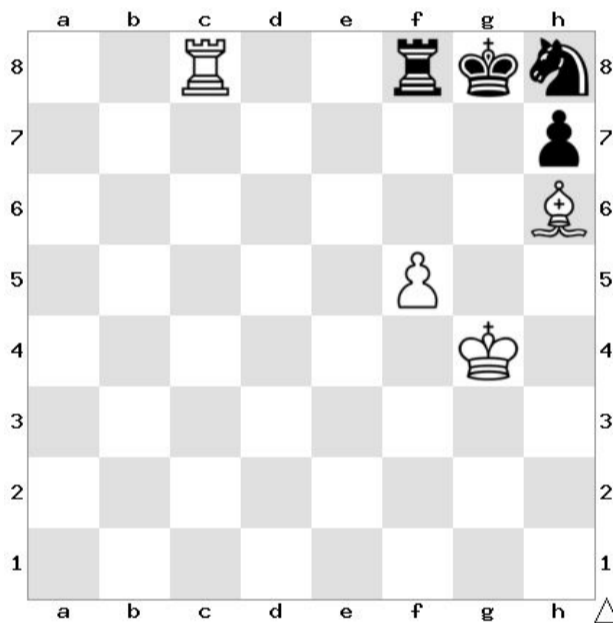
9a



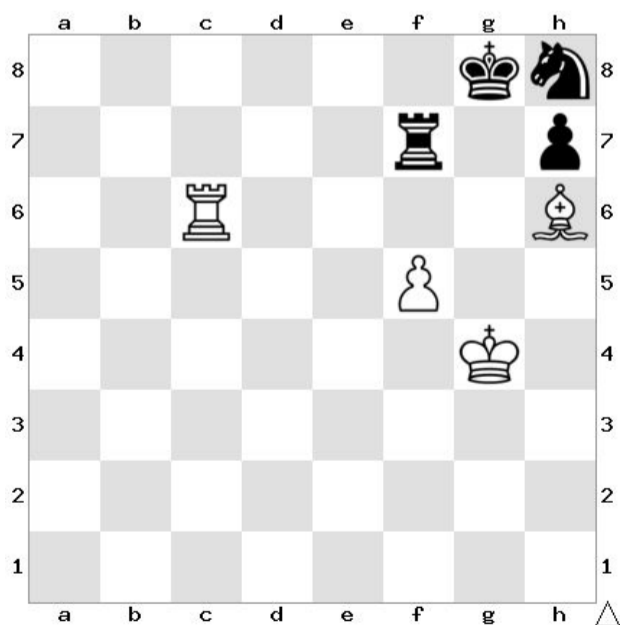
9b



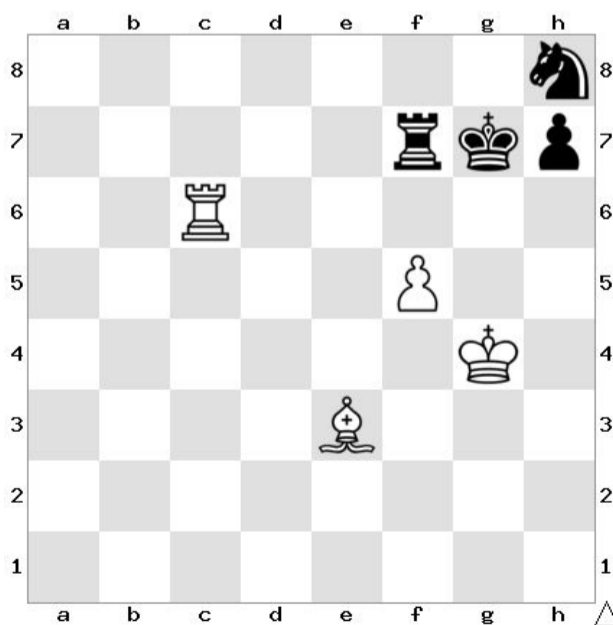
9c



10a



10b

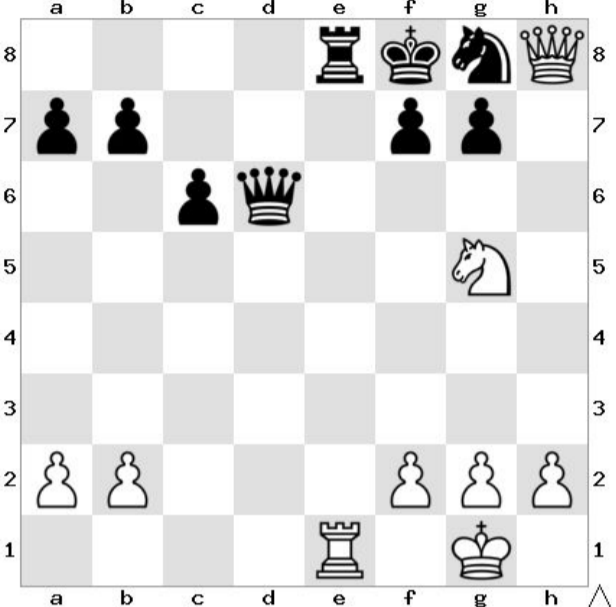


10c

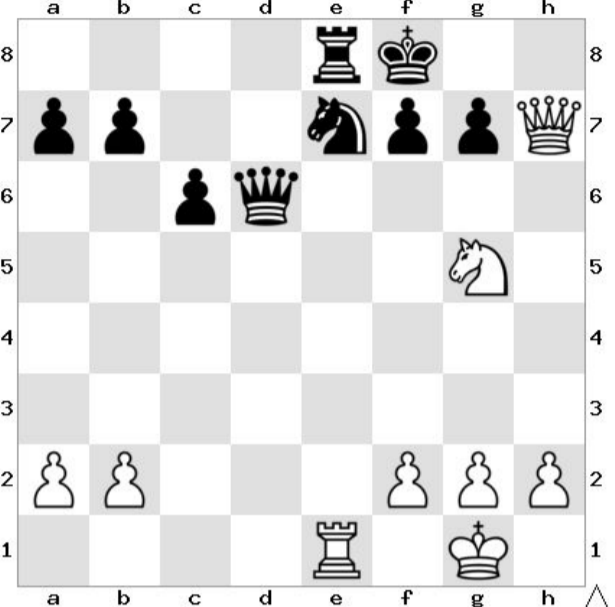
Ejercicios 11-12

Exercises 11-12

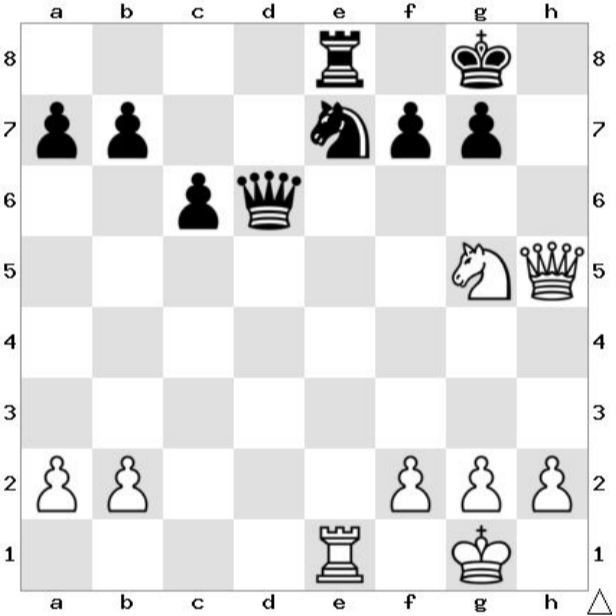
Las blancas para moverse. | White to move.



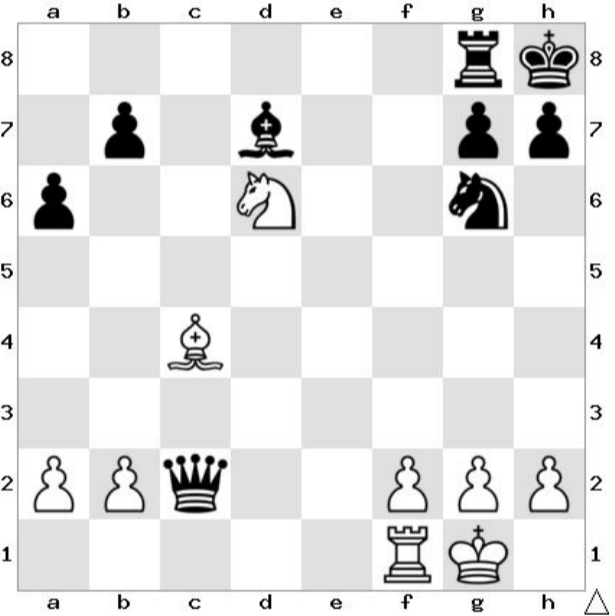
11a



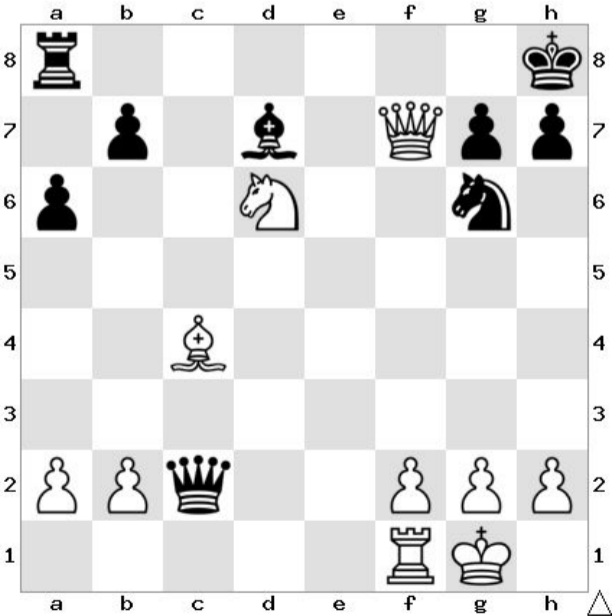
11b



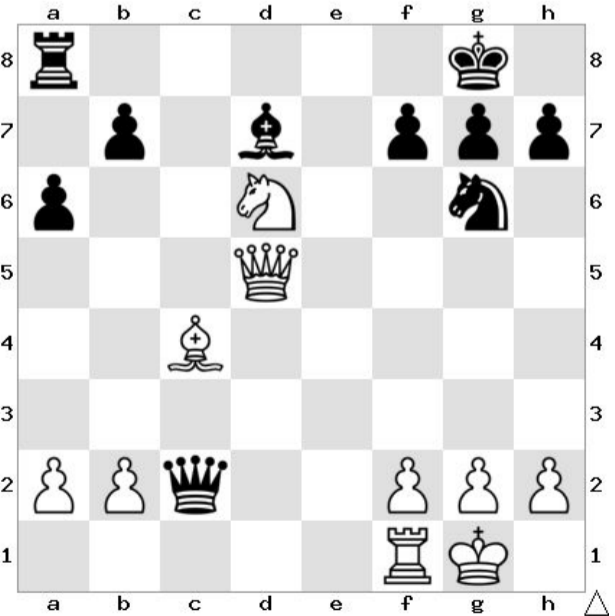
11c



12a



12b



12c

Respuestas 7-12

R = Rey, D = Dama, T = Torre, A = Alfil, C = Caballo, # = jaque mate, + = jaque.

- 7a. 1. Dg7#.
- 7b. 1. Txe8 Dxe8 (1. ... g5 2. Dg7#) 2. Dg7#.
- 7c. 1. Te8 Txe8 2. Txe8 Dxe8 (2. ... g5 3. Dg7#) 3. Dg7#.
- 8a. 1. Dxc7#.
- 8b. 1. Df6+ Tg7 2. Dxc7#.
- 8c. 1. h6+ Rh8 2. Df6+ Tg7 3. Dxc7#.

- 9a. 1. Dh6#.
- 9b. 1. Dh2+ Rg7 2. Dh6#.
- 9c. 1. Th7+ Rxh7 2. Dh2+ Rg7 3. Dh6#.
- 10a. 1. Txf8#.
- 10b. 1. Tc8+ Tf8 2. Txf8#.
- 10c. 1. Ah6+ Rg8 2. Tc8+ Tf8 3. Txf8#.

- 11a. 1. Ch7#.
- 11b. 1. Dh8+ Cg8 2. Ch7#.
- 11c. 1. Dh7+ Rf8 2. Dh8+ Cg8 3. Ch7#.
- 12a. 1. Cf7#.
- 12b. 1. Dg8+ Txc8 3. Cf7#.
- 12c. 1. Dxf7+ Rh8 2. Dg8+ Txc8 3. Cf7#.

Answers 7-12

K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, # = checkmate, + = check.

- 7a. 1. Qg7#.
- 7b. 1. Rxe8 Qxe8 (1. ... g5 2. Qg7#) 2. Qg7#.
- 7c. 1. Re8 Rxe8 2. Rxe8 Qxe8 (2. ... g5 3. Qg7#) 3. Qg7#.
- 8a. 1. Qxc7#.
- 8b. 1. Qf6+ Rg7 2. Qxc7#.
- 8c. 1. h6+ Kh8 2. Qf6+ Rg7 3. Qxc7#.

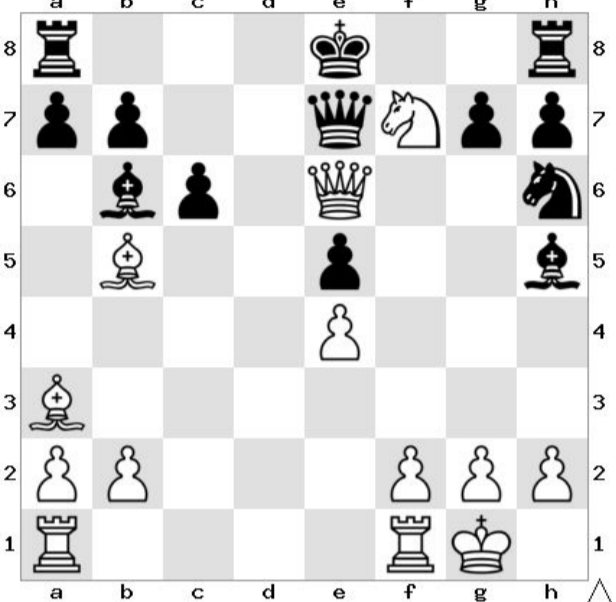
- 9a. 1. Qh6#.
- 9b. 1. Qh2+ Kg7 2. Qh6#.
- 9c. 1. Rh7+ Kxh7 2. Qh2+ Kg7 3. Qh6#.
- 10a. 1. Rxf8#.
- 10b. 1. Rc8+ Rf8 2. Rxf8#.
- 10c. 1. Bh6+ Kg8 2. Rc8+ Rf8 3. Rxf8#.

- 11a. 1. Nh7#.
- 11b. 1. Qh8+ Ng8 2. Nh7#.
- 11c. 1. Qh7+ Kf8 2. Qh8+ Ng8 3. Nh7#.
- 12a. 1. Nf7#.
- 12b. 1. Qg8+ Rxc8 3. Nf7#.
- 12c. 1. Qxf7+ Kh8 2. Qg8+ Rxc8 3. Nf7#.

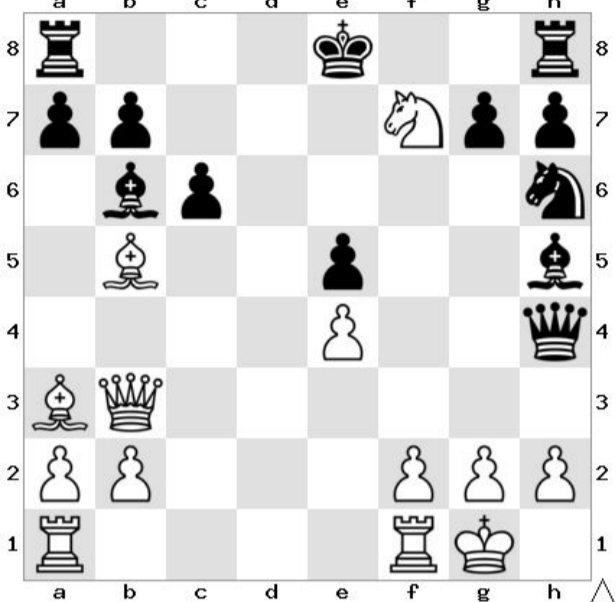
Ejercicios 13-14

Exercises 13-14

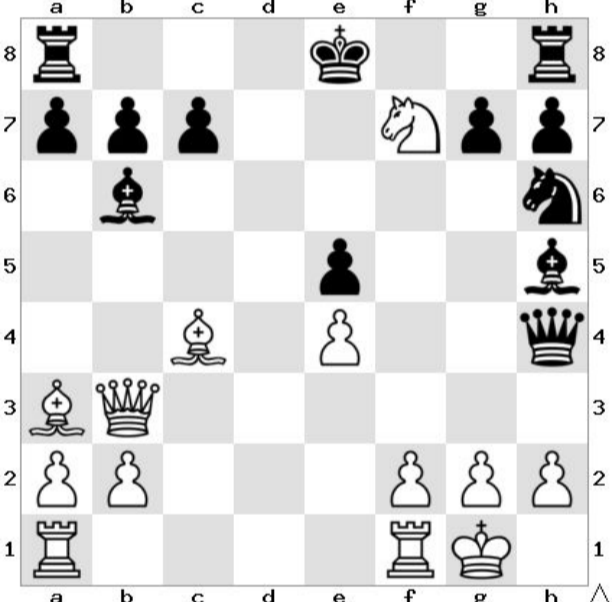
Las blancas para moverse. | White to move.



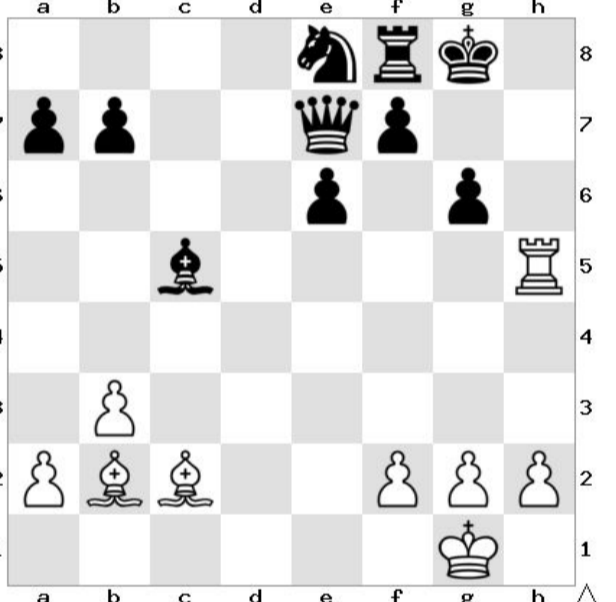
13a



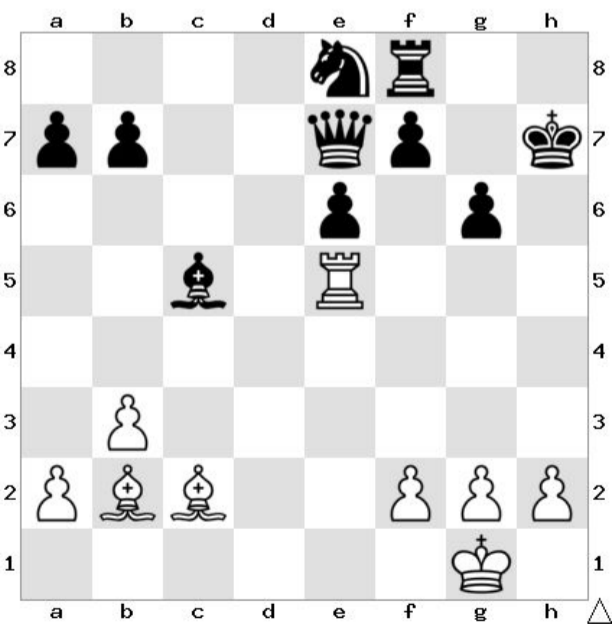
13b



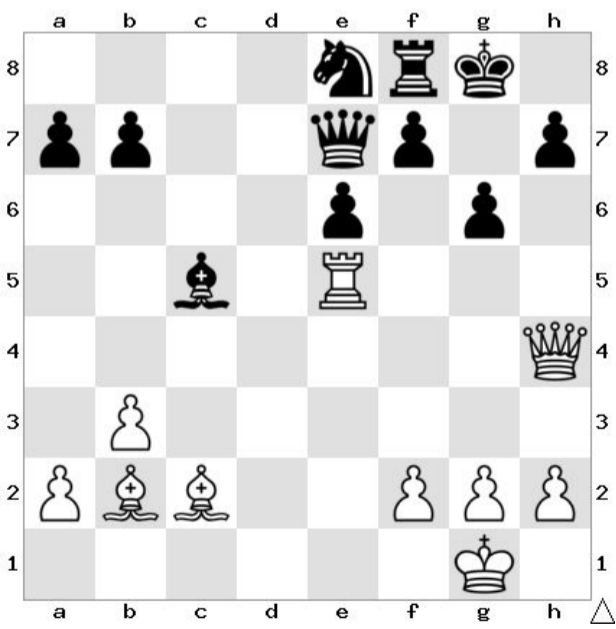
13c



14a



14b

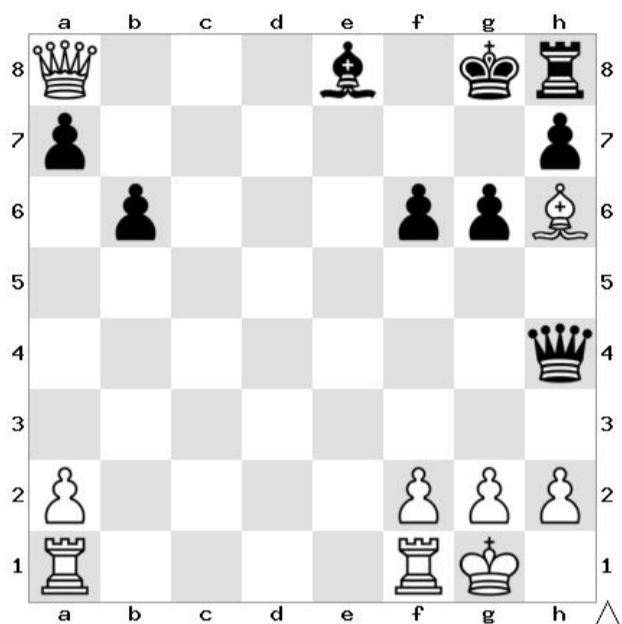


14c

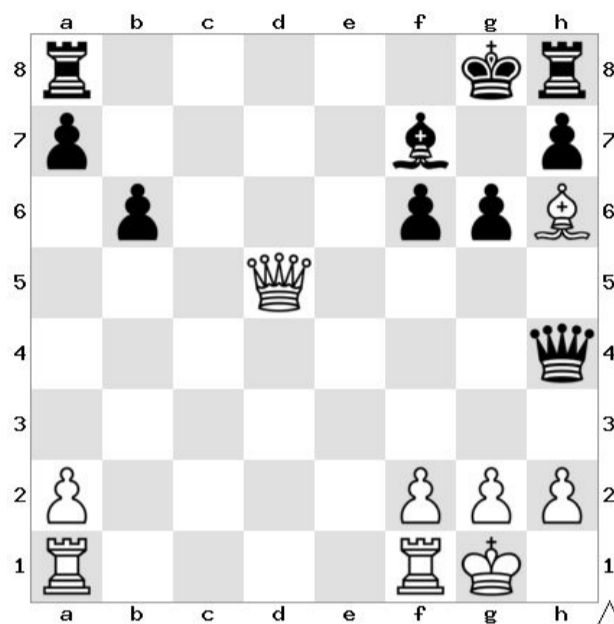
Ejercicios 15-16

Exercises 15-16

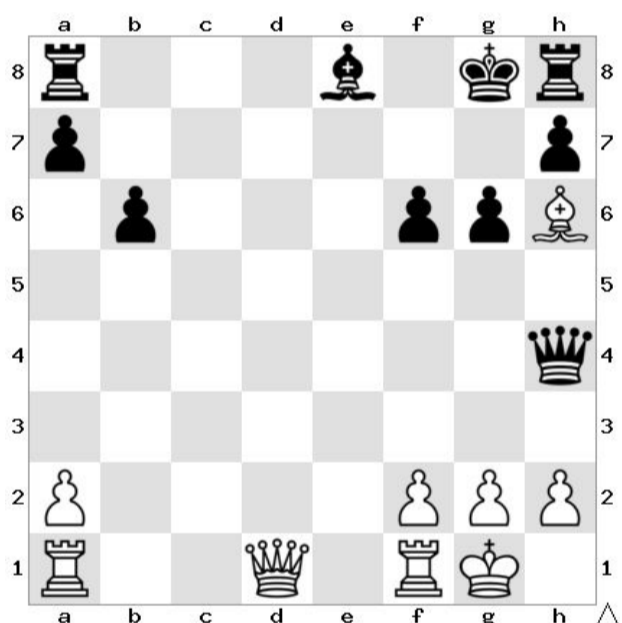
Las blancas para moverse. | White to move.



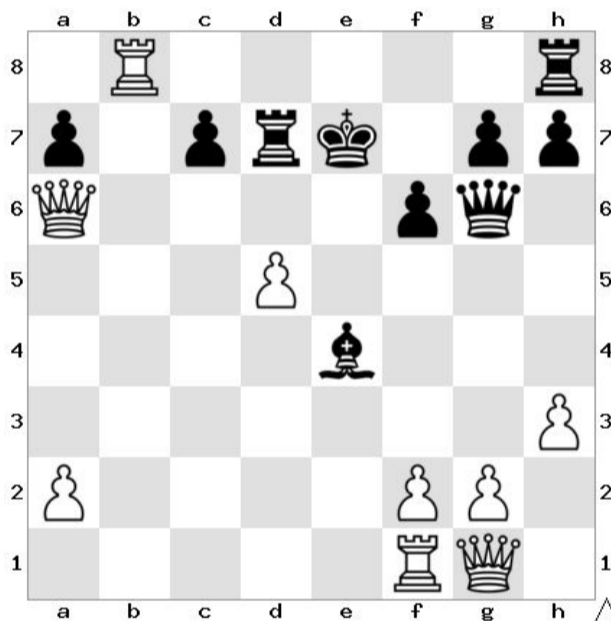
15a



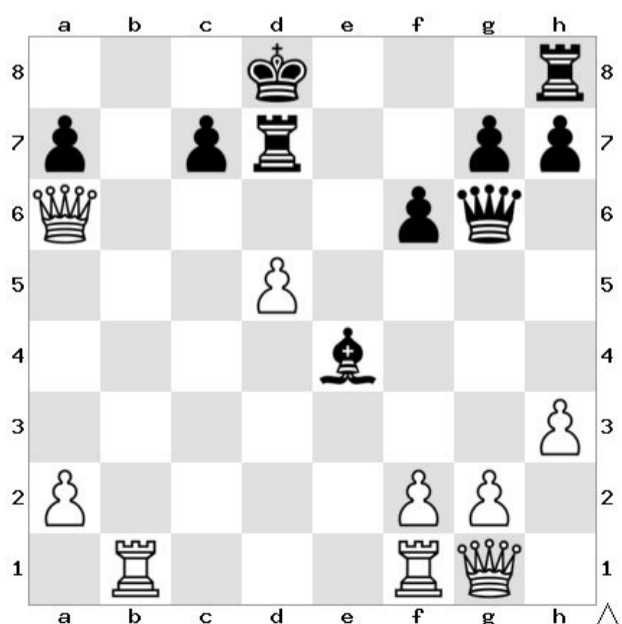
15b



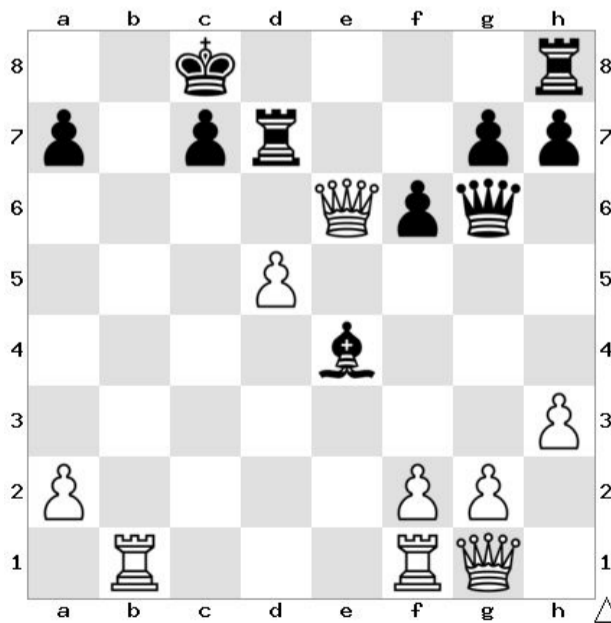
15c



16a



16b

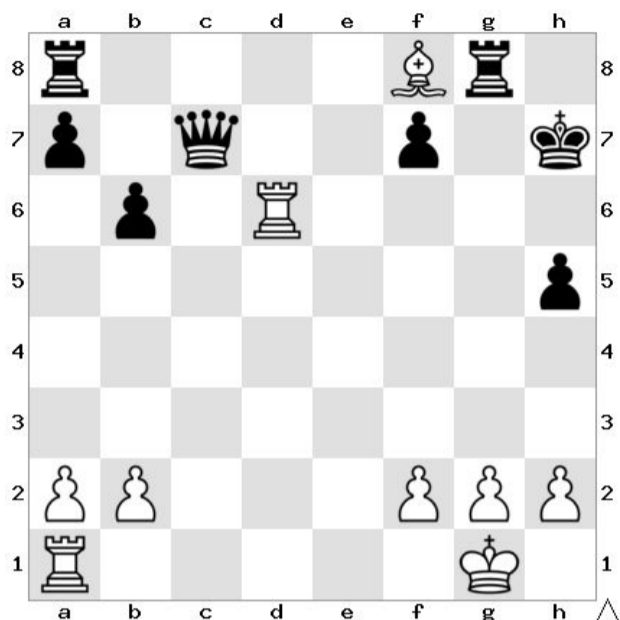


16c

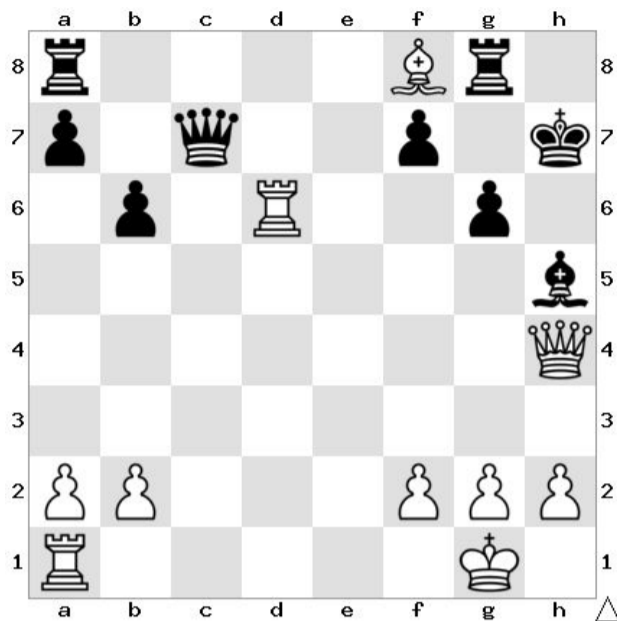
Ejercicios 17-18

Exercises 17-18

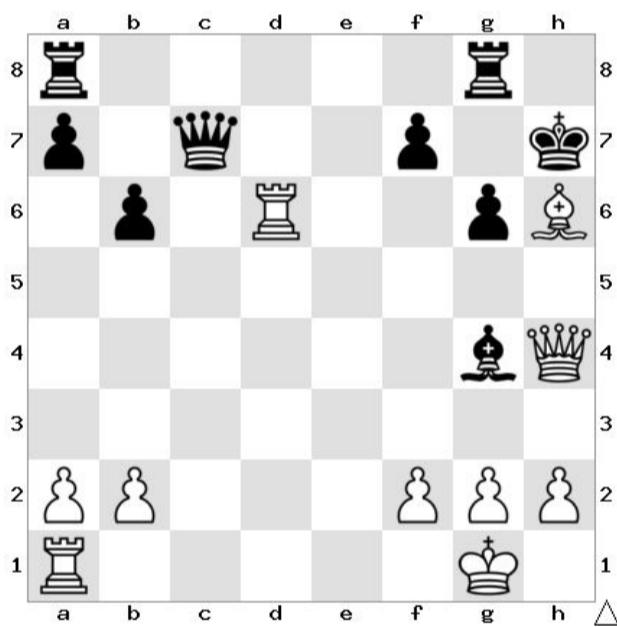
Las blancas para moverse. | White to move.



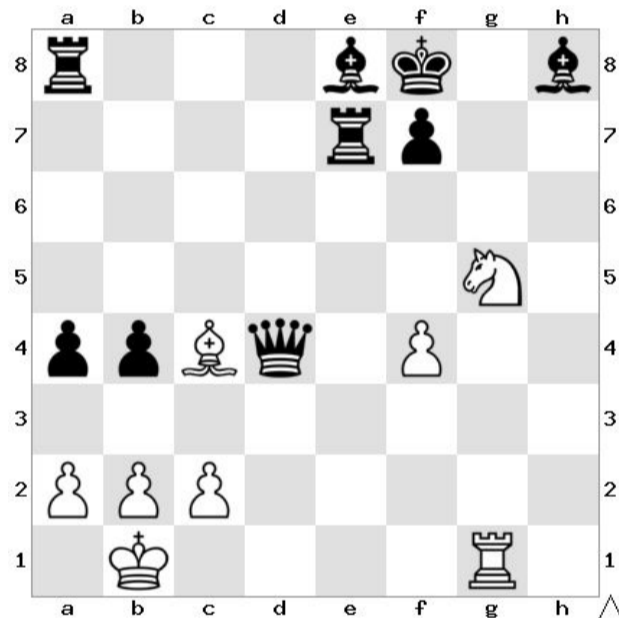
17a



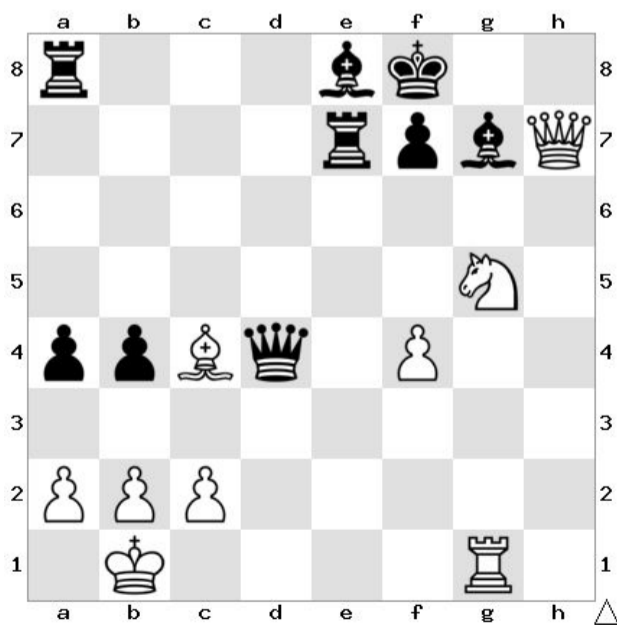
17b



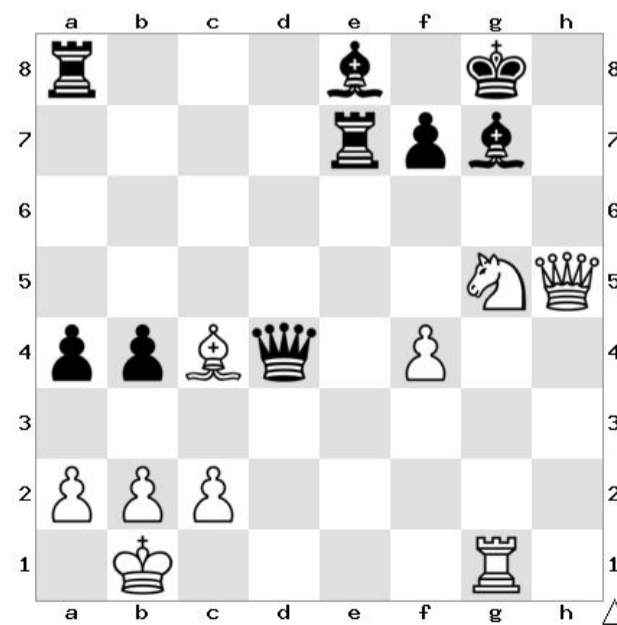
17c



18a



18b



18c

Respuestas 13-18

R = Rey, D = Dama, T = Torre, A = Alfil, C = Caballo, # = jaque mate, + = jaque.

- 13a. 1. Dxe7#.
13b. 1, De6+ De7 2. Dxe7#.
13c. 1. Ab5+ c6 2. De6+ De7 3. Dxe7#.
14a. 1. Th8#.
14b. 1. Th5+ Rg8 2. Th8#.
14c. 1. Dxe7+ Rxe7 2. Th5+ Rg8 3. Th8#.
- 15a. 1. Dxe8#.
15b. 1. Dxa8+ Ae8 2. Dxe8#.
15c. 1. Dd5+ Af7 2. Dxa8+ Ae8 3. Dxe8#.
16a. 1. De6#.
16b. 1. Tb8+ Re7 2. De6#.
16c. 1. Da6+ Rd8 2. Tb8+ Re7 3. De6#.
- 17a. 1. Th6#.
17b. 1. Dxe5+ gxe5 2. Th6#.
17c. 1. Af8+ Ah5 2. Dxe5+ gxe5 3. Th6#.
18a. 1. Ch7#.
18b. 1. Dh8+ Axf8 2. Ch7#.
18c. 1. Dh7+ Rf8 2. Dh8+ Axf8 3. Ch7#.

Answers 13-18

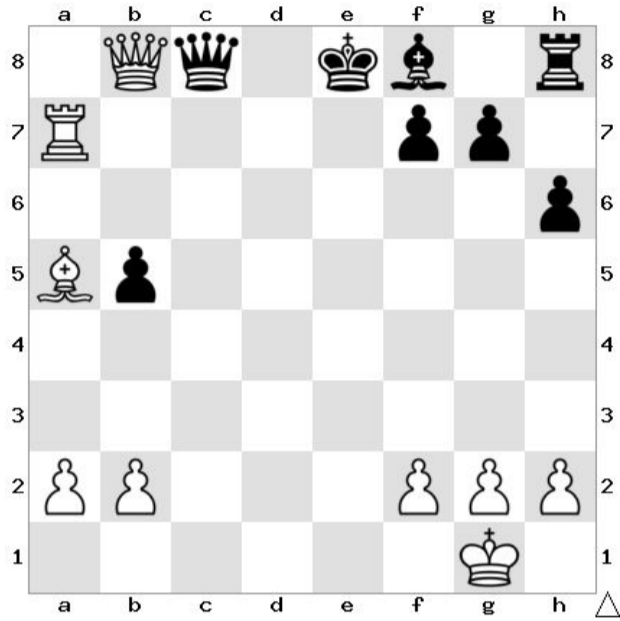
K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, # = checkmate, + = check.

- 13a. 1. Qxe7#.
13b. 1, Qe6+ Qe7 2. Qxe7#.
13c. 1. Bb5+ c6 2. Qe6+ Qe7 3. Qxe7#.
14a. 1. Rh8#.
14b. 1. Rh5+ Kg8 2. Rh8#.
14c. 1. Qxe7+ Kxe7 2. Rh5+ Kg8 3. Rh8#.
- 15a. 1. Qxe8#.
15b. 1. Qxa8+ Be8 2. Qxe8#.
15c. 1. Qd5+ Bf7 2. Qxa8+ Be8 3. Qxe8#.
16a. 1. Qe6#.
16b. 1. Rb8+ Ke7 2. Qe6#.
16c. 1. Qa6+ Kd8 2. Rb8+ Ke7 3. Qe6#.
- 17a. 1. Rh6#.
17b. 1. Qxe5+ gxe5 2. Rh6#.
17c. 1. Bf8+ Bh5 2. Qxe5+ gxe5 3. Rh6#.
18a. 1. Nh7#.
18b. 1. Qh8+ Bxf8 2. Nh7#.
18c. 1. Qh7+ Kf8 2. Qh8+ Bxf8 3. Nh7#.

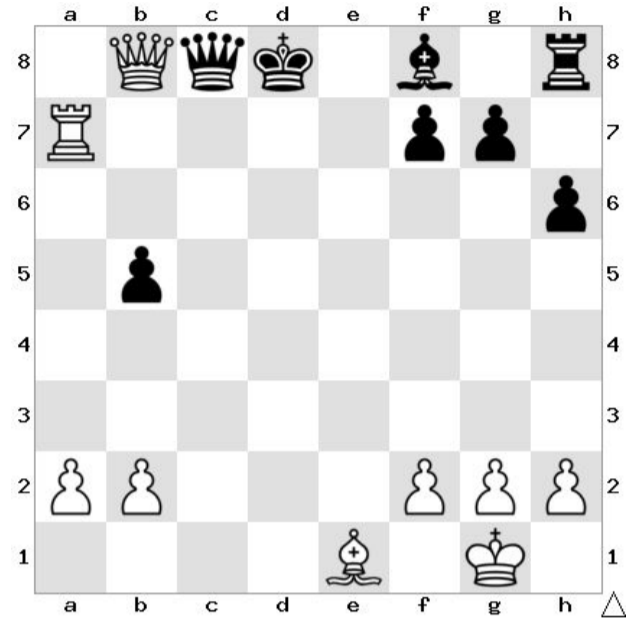
Ejercicios 19-20

Exercises 19-20

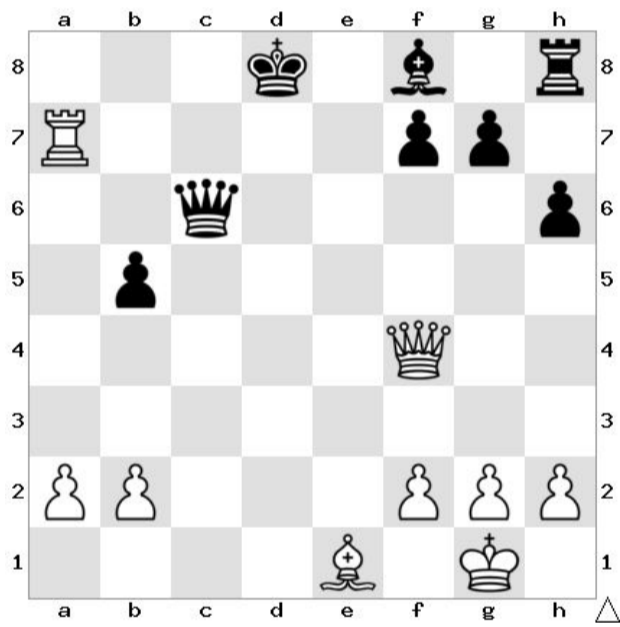
Las blancas para moverse. | White to move.



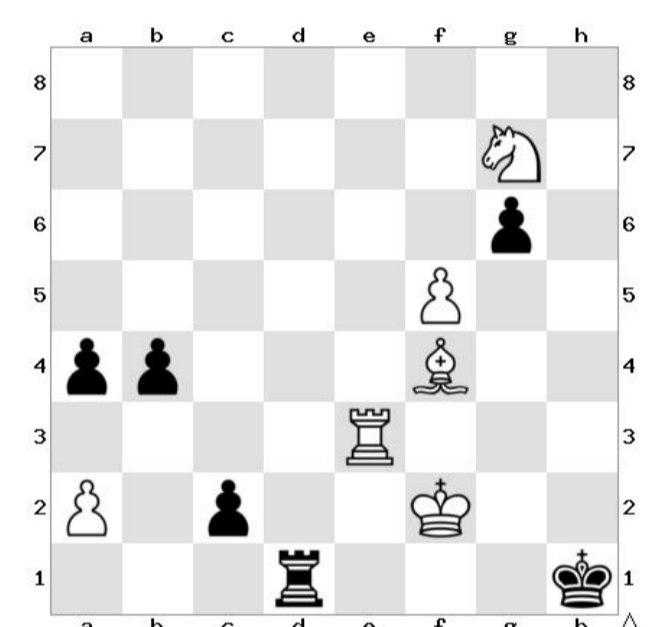
19a



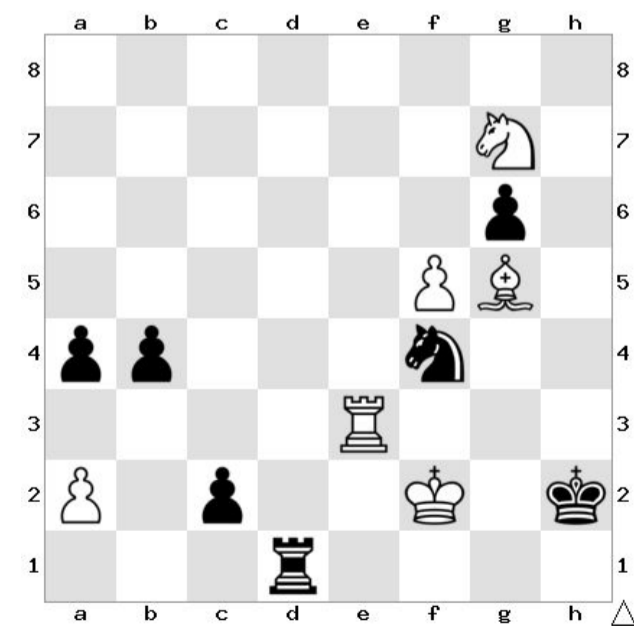
19b



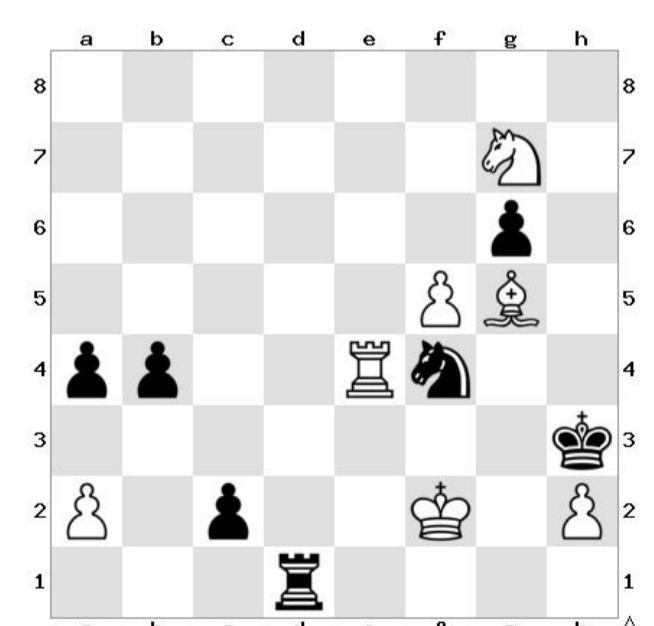
19c



20a



20b

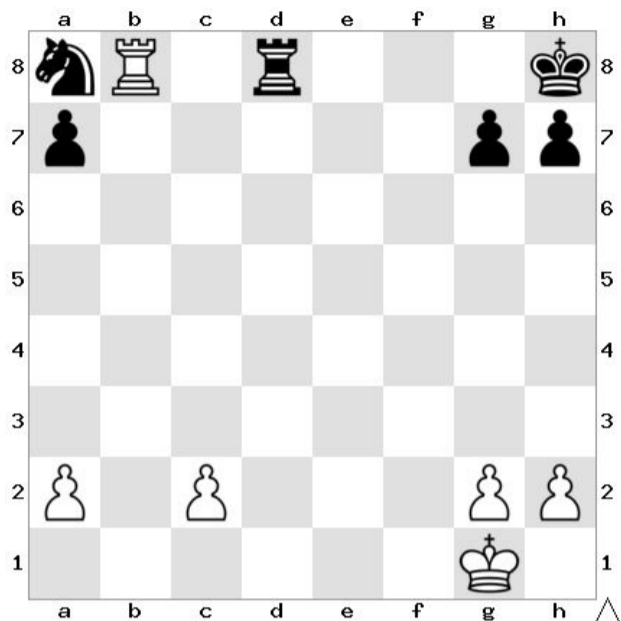


20c

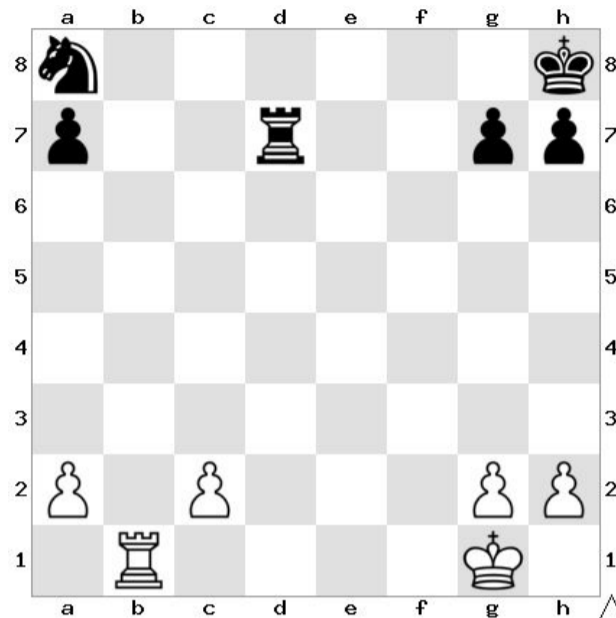
Ejercicios 21-22

Exercises 21-22

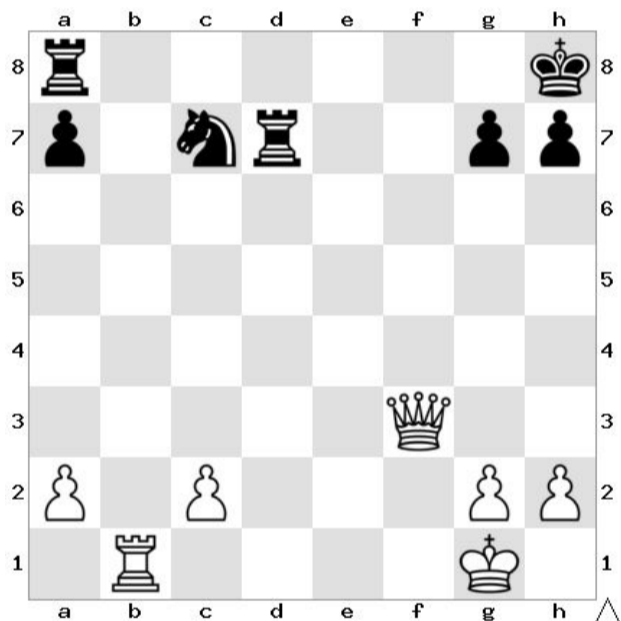
Las blancas para moverse. | White to move.



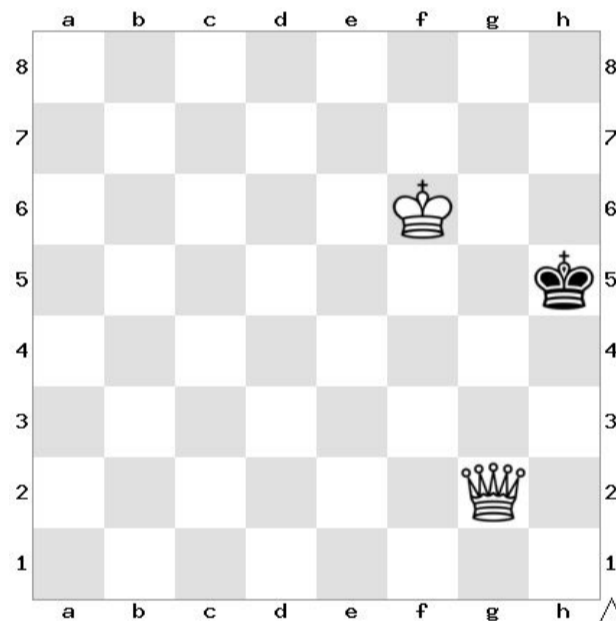
21a



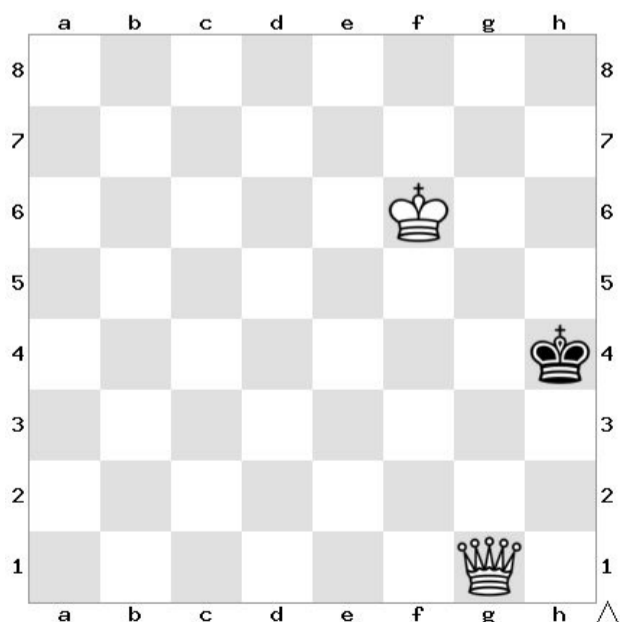
21b



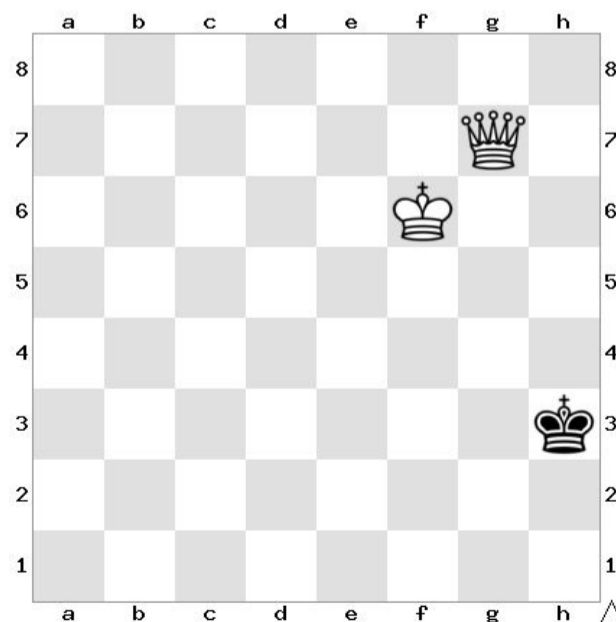
21c



22a



22b

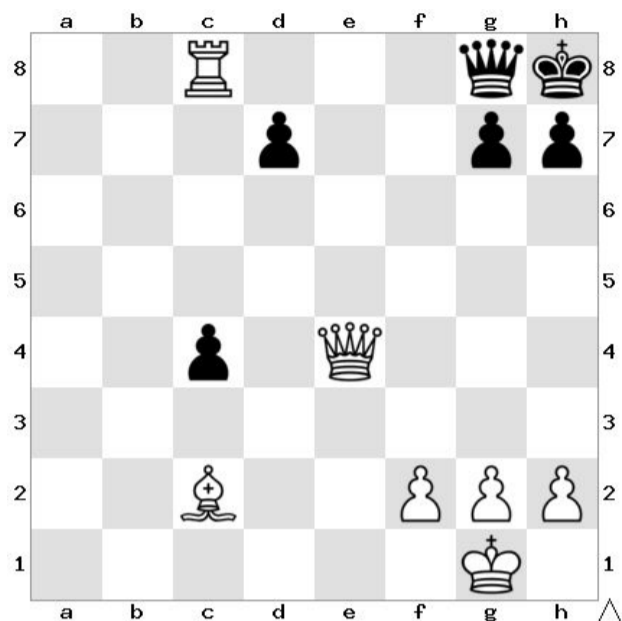


22c

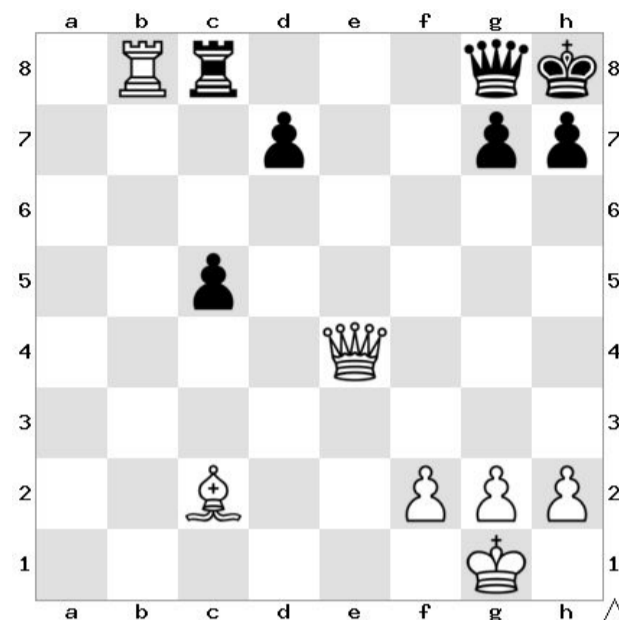
Ejercicios 23-24

Exercises 23-24

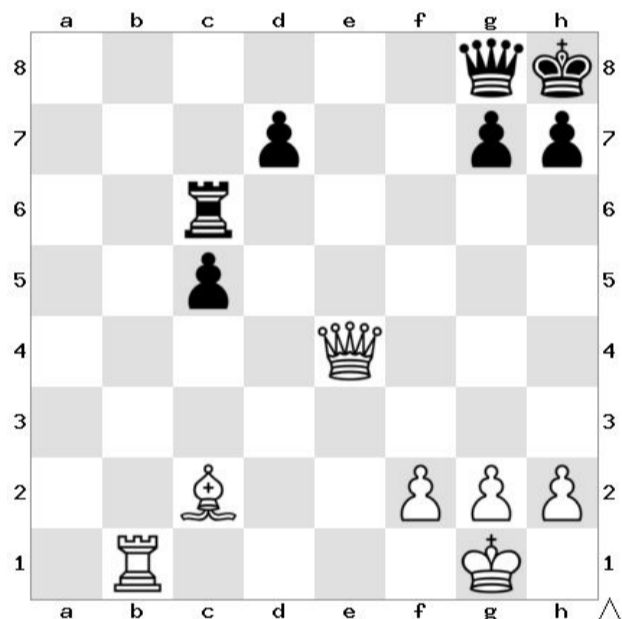
Las blancas para moverse. | White to move.



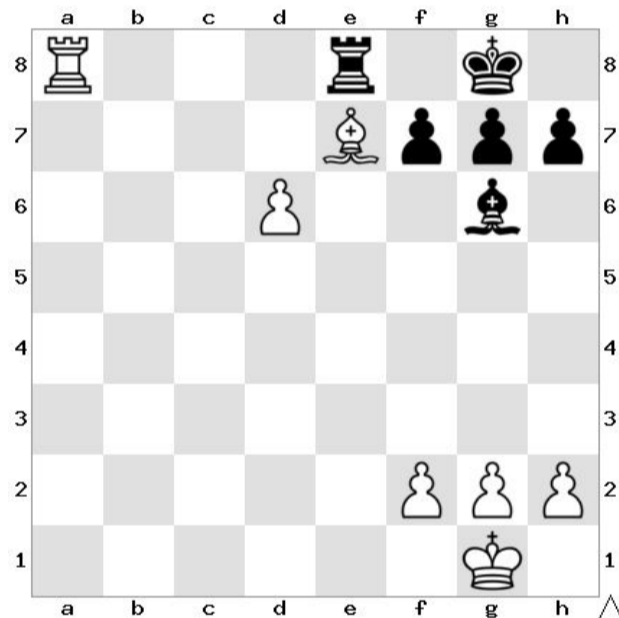
23a



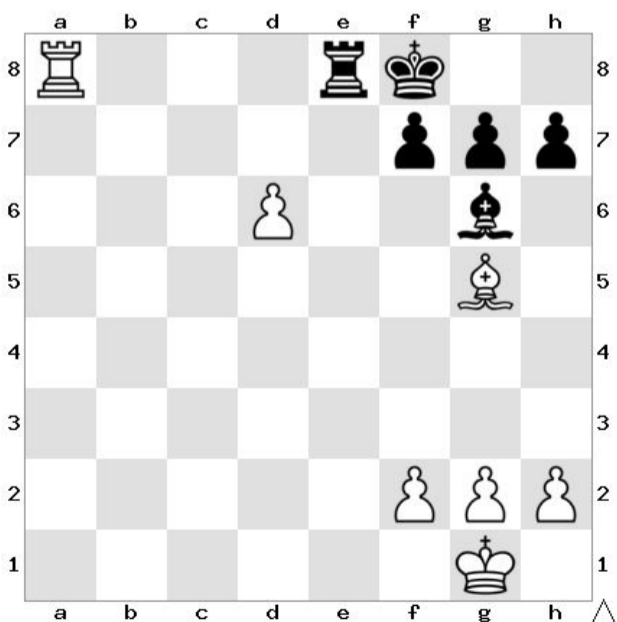
23b



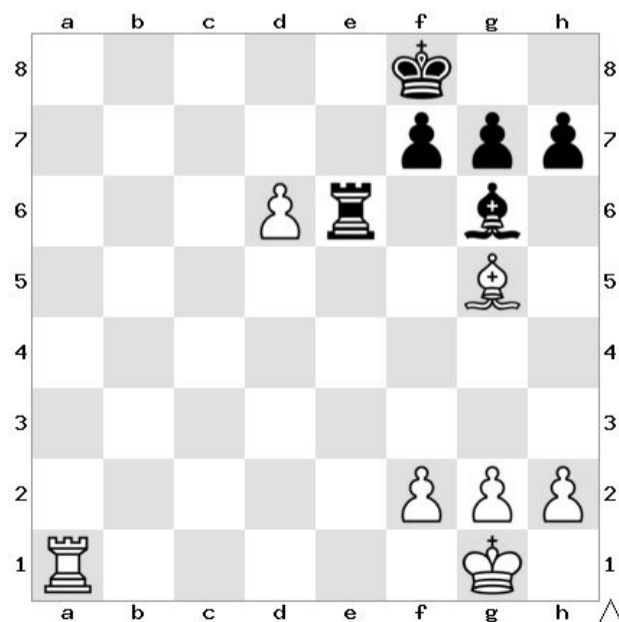
23c



24a



24b



24c

Respuestas 19-24

R = Rey, D = Dama, T = Torre, A = Alfil, C = Caballo, # = jaque mate, + = jaque.

- 19a. 1. Dxc8#.
19b. 1. Aa5+ Re8 2. Dxc8#.
19c. 1. Db8+ Dc8 2. Aa5+ Re8 3. Dxc8#.
20a. 1. Th3#.
20b. 1. Axf4+ Rh1 2. Th3#.
20c. 1. Te3+ Rxh2 (1. ... Rg4 2. Tg3#) 2. Axf4+ Rh1 3. Th3#.

- 21a. 1. Txd8#.
21b. 1. Tb8+ Td8 2. Txd8#.
21c. 1. Dxa8+ Cxa8 2. Tb8+ Td8 3. Txd8#.
22a. 1. Dh3# (or 1. Dg5#).
22b. 1. Dg2 Rh5 2. Dh3# (or 2. Dg5#).
22c. 1. Dg1 Rh4 2. Dg2 Rh5 3. Dh3# (or 3. Dg5#).

- 23a. 1. Dxb7#.
23b. 1. Txc8 c4 (1. ... g6 2. De5#) 2. Dxb7#.
23c. 1. Tb8 Tc8 (1. ... Dxb8 2. Dxb7#) 2. Txc8 c4 (2. ... g6 3. De5#) 3. Dxb7#.
24a. 1. Txe8#.
24b. 1. Ae7+ Rg8 2. Txe8#.
24c. 1. Ta8+ Te8 2. Ae7+ Rg8 3. Txe8#.

Answers 19-24

K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, # = checkmate, + = check.

- 19a. 1. Qxc8#.
19b. 1. Ba5+ Ke8 2. Qxc8#.
19c. 1. Qb8+ Qc8 2. Ba5+ Ke8 3. Qxc8#.
20a. 1. Rh3#.
20b. 1. Bxf4+ Kh1 2. Rh3#.
20c. 1. Re3+ Kxh2 (1. ... Kg4 2. Rg3#) 2. Bxf4+ Kh1 3. Rh3#.
- 21a. 1. Rxd8#.
21b. 1. Rb8+ Rd8 2. Rxd8#.
21c. 1. Qxa8+ Nxa8 2. Rb8+ Rd8 3. Rxd8#.
22a. 1. Qh3# (or 1. Qg5#).
22b. 1. Qg2 Kh5 2. Qh3# (or 2. Qg5#).
22c. 1. Qg1 Kh4 2. Qg2 Kh5 3. Qh3# (or 3. Qg5#).
- 23a. 1. Qxh7#.
23b. 1. Rxc8 c4 (1. ... g6 2. Qe5#) 2. Qxh7#.
23c. 1. Rb8 Rc8 (1. ... Qxb8 2. Qxh7#) 2. Rxc8 c4 (2. ... g6 3. Qe5#) 3. Qxh7#.
24a. 1. Rxe8#.
24b. 1. Be7+ Kg8 2. Rxe8#.
24c. 1. Ra8+ Re8 2. Be7+ Kg8 3. Rxe8#.