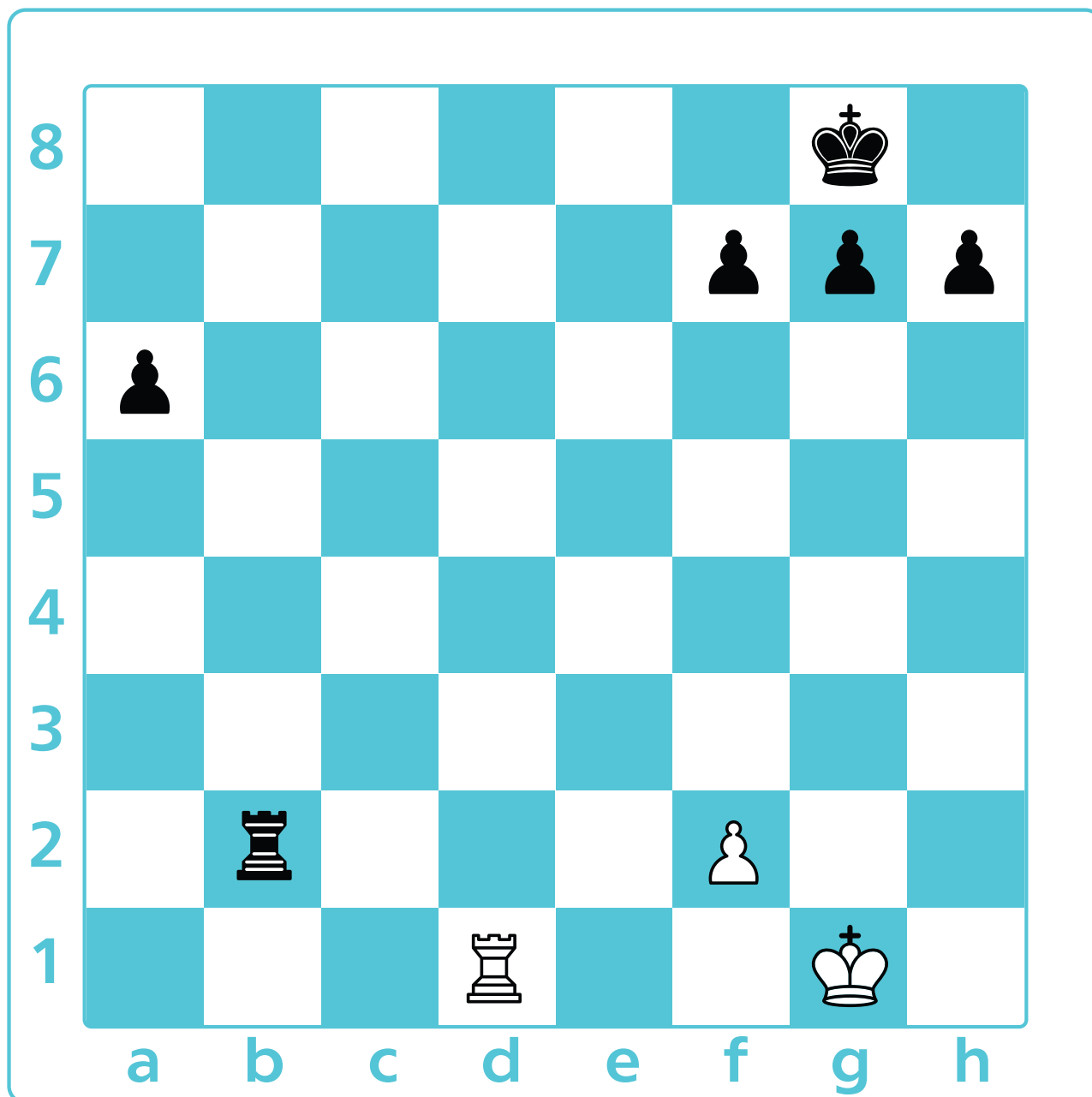


# One Move Checkmates:

## Puzzle 1

White to move. Draw a line to show a move that will checkmate the black king. Then check the correct notation of your move.



f2-f3#

Rd1-d8#

Rd1-d5#

Rb2-a8#

Kg1-g2#

a6-a7#