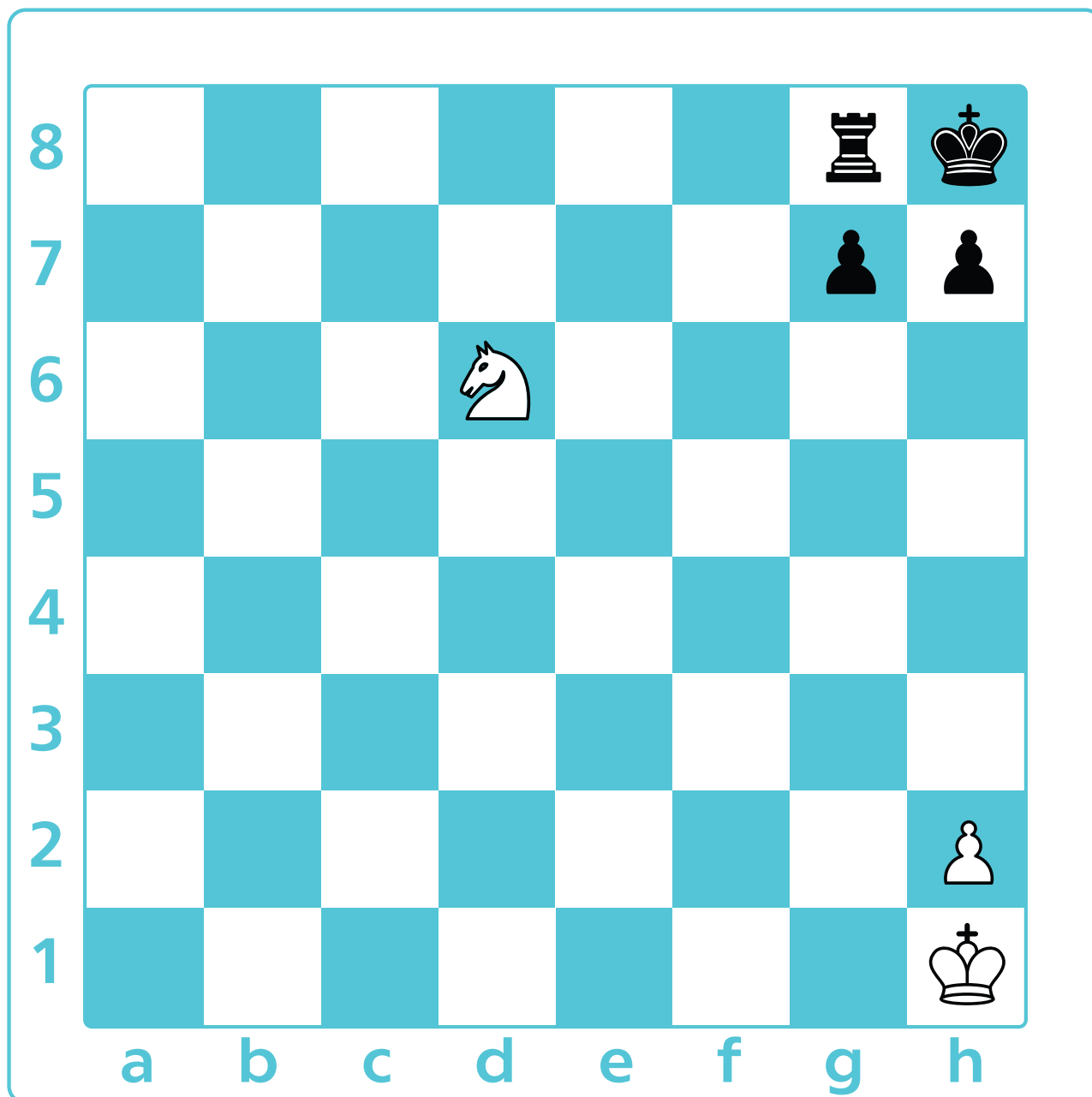


# One Move Checkmates:

## Puzzle 2

White to move. Put an "x" to show the correct move that will put the black king in check. Then check the correct notation of your move.



**Kd6-d8#**

**Nd6-e8#**

**Nd6-f7#**

**Nd6-f5#**

**h2-h3**

**Rg8-a8**