ERRATA WINNING CHESS EXERCISES FOR KIDS first edition 2004	
Five diagrams were changed for the second edition. 87-1 and 94-8 had errors which precluded the intended solution.	
Best Move Contest 22, diagram 5.	Add a black bishop on d6.
Best Move Contest 37, diagram 4.	Remove the white pawn on b2.
Best Move Contest 44, diagram 9. (solution, page 169)	There are three moves that draw in this position. The simplest way is the solution given in the book with 1.Ra3! The other two drawing lines are:
	1.Kd1 Ke3 2.Rd5 = (1Kd3 2.Ra3+ =)
	1.Ra8 Ke3 2.Re8+ Kd3 3.Rd8 Rh1+ 4.Kf2 4Kc3 5.Kf2! =
	4Rd1 5.Ra8! = (not 5.Rc8+? Kd2 -+) Diagram 44-9 was replaced in the second edition with
	a similar position that eliminates the alternate draws.
Best Move Contest 71, diagram 7.	Put the black king on f8 (not g8). With the king on g8, 1.Qg3 is still the correct move, with play similar to the variations given.
Best Move Contest 87, diagram 1.	Add a white bishop on d5. Without this piece, there is no forced mate, only a perpetual check by 1.Nf5+.
Best Move Contest 94, diagram 8.	Put the white king on h1 (not g1). With the king on g1, 1.Nd5 loses to the discovered check 1Ne2+.
Best Move Contest 99, question 10.	Change the question to: What is the most pieces on the board (without any pawns) so that it is impossible for either side to checkmate? If pawns are allowed, the answer is much larger (28).
page 146, solution 19-10.	Change the answer to: pawn (Also the king and rook if you count the castling move!)
page 163, solution 39-8.	The first sample game begins 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd8 4.Nf3 Bg4 5.d4 (not 5.Nc3).
page 166, solution 42-9.	After 1.Qd3+ Kc1, white plays 2.Qf1+ Kb2 3.Qe2+
page 173, solution 48-7.	Change third sentence to "The knight on c3"
page 197, solution 68-10.	Change the answer to: 6 when one check is by a pawn (For example, with white Re1 e3 vs. black Ke5 d4, after the move 1.exd4+.)
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