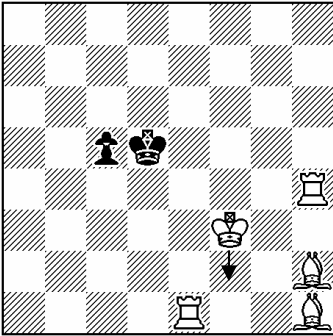
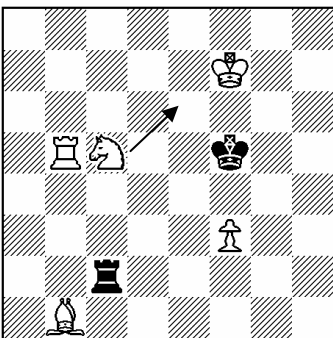


UNDER 10 AND UNDER 8 - SOLUTIONS



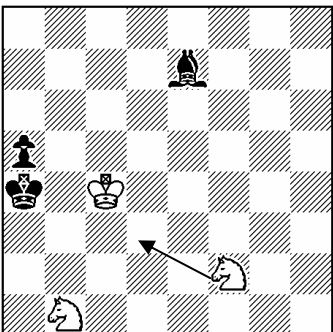
1) White to play and mate in 1 move (7 points)

1.Kf2! mate



2) White to play and mate in 1 move (8 points)

1.Ne6! mate



3) White to play and mate in 2 moves (14 points)

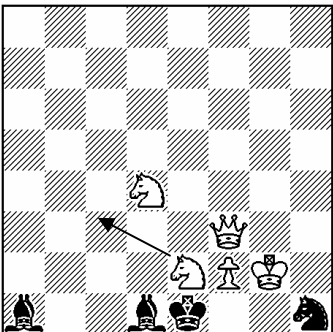
R Lincoln, *The Problemist*, 1993

1.Nd1? threatens Nb2 and Ndc3, but there is no mate after 1...Bf6!
1.Ne4? threatens Nec3 but there is no mate after 1...Bb4!

The key is 1.Nd3!, which threatens Nb2.

if 1... Bf6 then 2.Nc5

if 1... Ba3 then 2.Nc3



4) White to play and mate in 2 moves (15 points)

P Wenman, *200 Assorted Problems*, 1946

1.Nc3! with a threat of 2.Qxd1

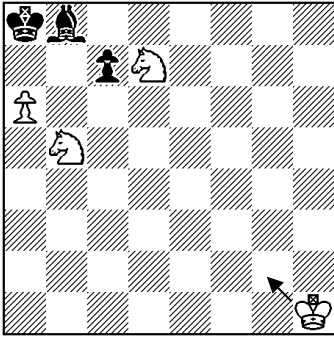
if 1... Kd2 then 2.Qe3

if 1... Bxf3+ then 2.Nxf3

if 1... Bxc3 then 2.Qxc3

if 1... Be2 then 2.Qxe2

if 1... Nxf2 then 2.Qxf2



5) White to play and mate in 2 moves (12 points)

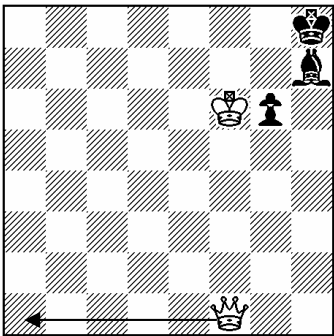
Anonymous

All Black moves are provided with a mate, so a waiting move will do.

Try: 1.Kg1? but Ba7+!

Try: 1.Kh2 but c6+ or c5+!

Solution: 1.Kg2!



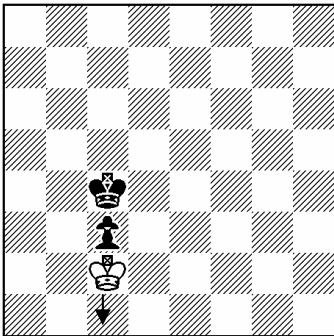
6) White to play and mate in 2 moves (17 points)

S Loyd, *Detroit Free Press*, 1877 (version)

1.Qa1! with a threat of 2.Kf7

if 1... Bg8 then 2.Kxg6

if 1... Kg8 then 2.Qa8



7) White to play and draw (11 points)

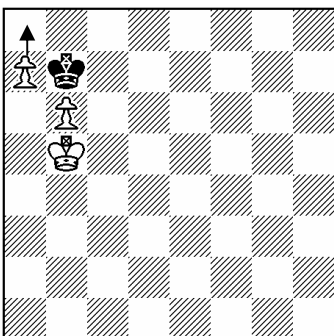
Anonymous

1.Kc1

if 1... Kb3 then 2.Kb1

if 1... Kd3 then 2.Kd1

if 1... K else then 2.Kc2



8) White to play and win (16 points)

Anonymous

1.a8=Q+ Kxa8 2.Ka6 or Kc6 Kb8 3.b7