

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

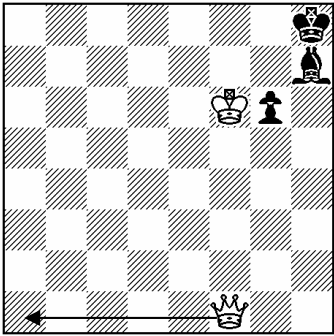
Anonymous

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!



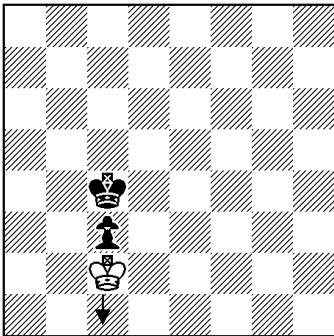
6) White to play and mate in 2 moves (17 points)

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)

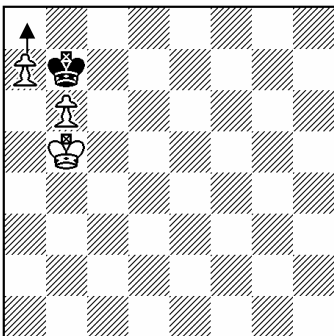
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1.Kc1

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