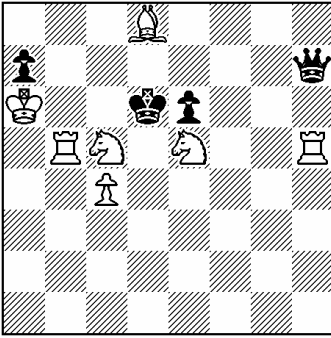


UNDER 18 AND UNDER 16 - SOLUTIONS



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

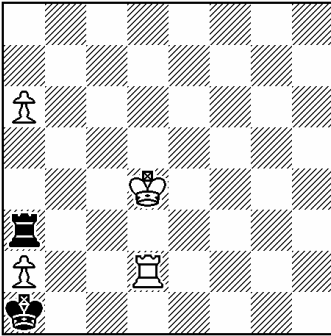
G Foster, *British Chess Magazine*, 1987

All Black moves are provided with a mate, because if the queen moves then White mates by Nb7 or Ne4. Therefore a waiting move will do.

Try: 1.Ra5? but 1..... Qb1!

Try: 1.Rg5? but 1..... Qh1!

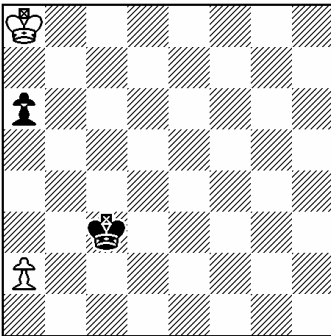
Solution: 1.Rh4! and now if 1..... Kxe5 then 2.Nb7.



2) White to play and win (8 points)

L Prokes, *Sach*, 1941

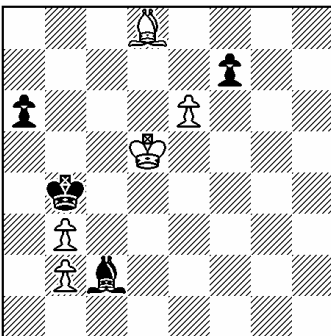
1.Kc4 Rxa6 2.a4! Rxa4+ 3.Kb3



3) White to play and draw (8 points)

L Prokes, *Prace*, 1947

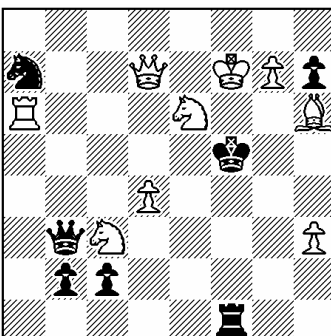
1.Kb7 a5 2.Kc6 a4 3.Kd5 a3 4.Ke4 Kb2 5.Kd3 Kxa2 6.Kc2



4) White to play and win (9 points)

L Prokes, *Schweizerische Arbeiter Schachzeitung*, 1948

1.Ba5+! Kxa5 2.e7 Bxb3+ 3.Kc5 Ba4 4.b4



5) White to play and mate in 2 moves (9 points)

C Mansfield, *Tijdschrift v.d. Ned Indische Schackbond*, 1936

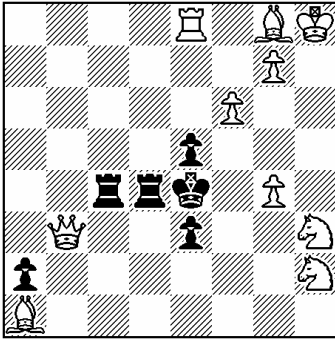
Key: 1.Kf8! which threatens mate by 2.Qf7

if 1.... Kg6+ then 2.Nf4 if 1.Kf6 then 2.Qf7

if 1.... Qb8+ then 2.Nd8 if 1.Qa3+ or Qb4+ then 2.Nc5

if 1.... Qb7 then 2.Nc7 if 1.Qxc3 then 2.Nc5 (not Ng5)

if 1.... Qxe6 then 2.Qxe6



6) White to play and mate in 2 moves (10 points)

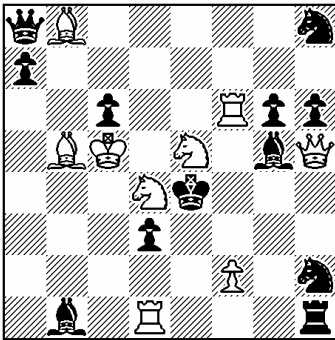
C Mansfield, *The Observer*, 1936

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

Try: 1.Re7? but 1..... Rc8! and White can't play 2.Bh7.

Try: 1.Bf7? but 1..... Rd8! and White can't play 2.Rxe5.

Solution: 1.g5! and now if 1..... Kf5 then 2.Bh7.

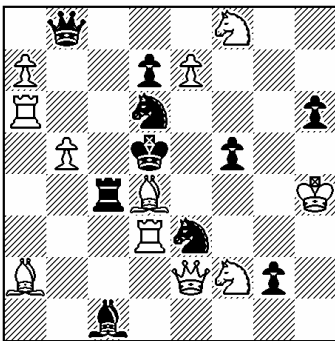


7) White to play and mate in 2 moves (11 points)

J Szogy, 1st Prize, *Magyar Sakkelet*, 1955

Any move of the knight on e5 will threaten mate by Re6, but White must provide a mate for the defence Bxf6. Most moves of the white knight do provide a mate for this defence, but fail because they commit an error of some kind.

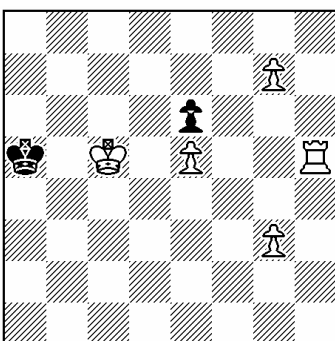
Key: 1.Nd7!



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

O Stocchi, 1st Prize, *Il Problema*, 1934

1.Ng6! (threat 2.Nf4) if 1..... Ke6 then 2.Bxc4 (double pin mate)
 if 1..... Ne4 then 2.Bxe3 if 1..... Nd else then 2.Qf3
 if 1..... Ng4 then 2.Bb6 if 1..... Ne else then 2.Qe5.



9) White to play and mate in 3 moves (10 points)

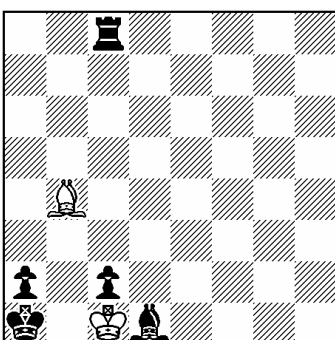
J Grande, *Problem*, 1964

1.Rf5!

if 1..... Ka4 then 2.Rf3 Ka5 3.Ra3

if 1..... Ka6 then 2.Rf7 Ka5 3.Ra7

if 1..... exf5 then 2.g8=Q Ka4/Ka6 2.Qa2/Qa8



10) White to play and mate in 5 moves (15 points)

O T Blathy, *International Chess Magazine*, 1886

1.Bd6 Re8 2.Bc5 Rd8 3.Be7 Rd6/Rf8 4.Bxd6/Bxf8

if 2..... Re4 then 3.Ba3 Rb4 4.Bxb4