

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

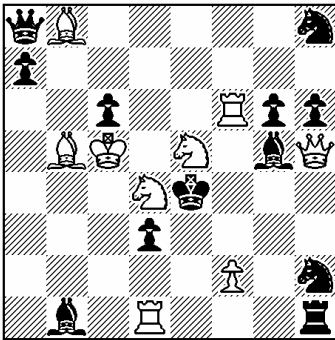
C Mansfield, *The Observer*, 1936

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.

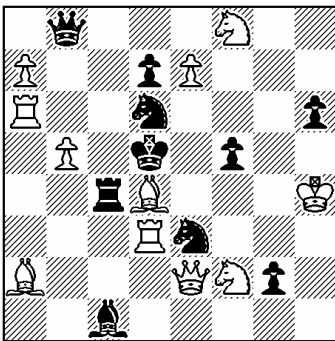


7) White to play and mate in 2 moves (11 points)

J Szogy, 1<sup>st</sup> 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.

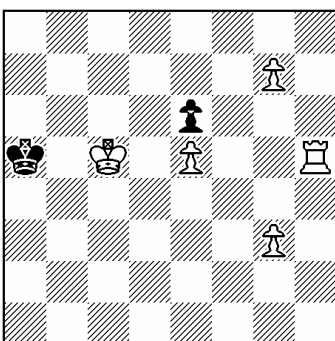
Key: 1.Nd7!



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

O Stocchi, 1<sup>st</sup> 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)

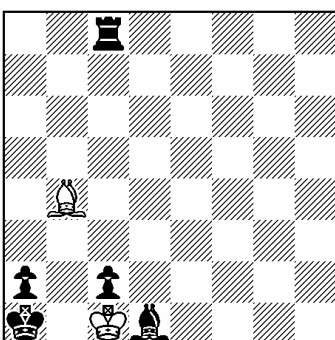
J Grande, *Problem*, 1964

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