

Name

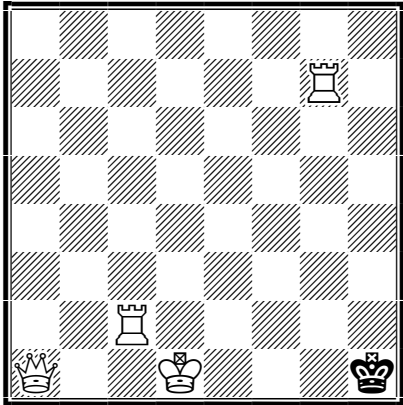
Time

Complete the next 6 diagrams with one or more pieces to get correct problems (2 x #2, 1 endgame, 2 x h#2 & 1 h=3), and write their solutions. For #2s and endgame write only the 1st move, for helpmates and help-stalemate – the unique sequence of all half-moves.

3 out of the 6 tasks could be solved in 2 different ways. Each correct solution scores 1 point, and the maximum is 9 points. Time: 90 minutes.

Pieces to add: a) Any white or black piece (including Pawn); b) Concrete white and/or black piece(s).

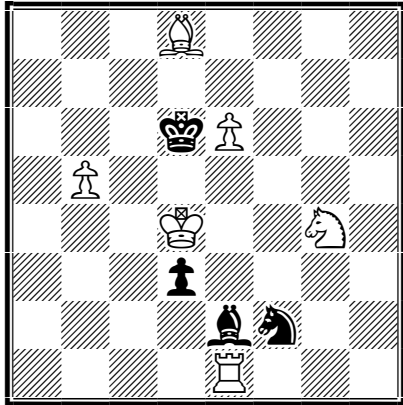
1.



Add a white piece for a correct #2

Add: \_\_\_\_\_ Solution: 1. \_\_\_\_\_

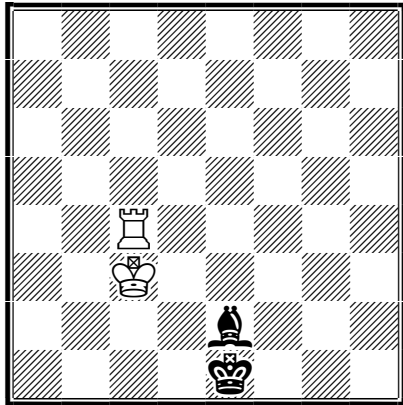
2.



Add white Bishop (wB) for a correct #2

Add: wB\_\_\_ Solution: 1. \_\_\_\_\_

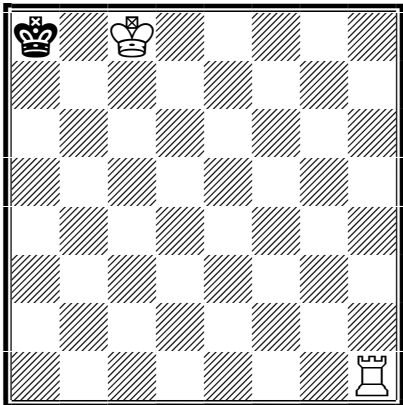
3.



Add white Knight (wS) for a correct Win

Add: wS\_\_\_ Solution: 1. \_\_\_\_\_

4.

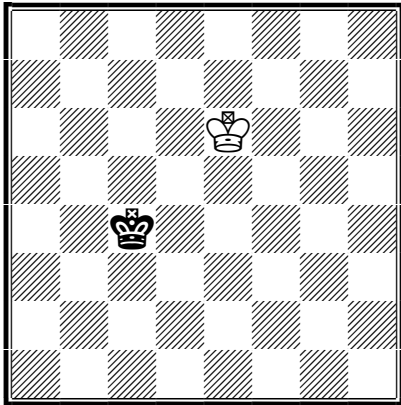


Add a piece for a correct h#2 (2 options)

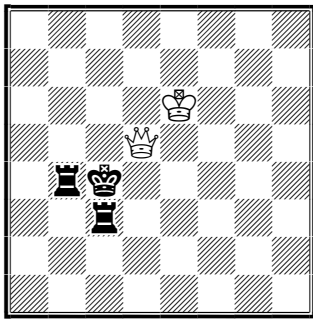
I Add: \_\_\_\_\_ Solution: 1. \_\_\_\_\_ 2. \_\_\_\_\_

II Add: \_\_\_\_\_ Solution: 1. \_\_\_\_\_ 2. \_\_\_\_\_

5.



Add white Queen (wQ) and 2 black Rooks (bR) for a correct h#2 with the next mating position (2 options):



h#2

2+3

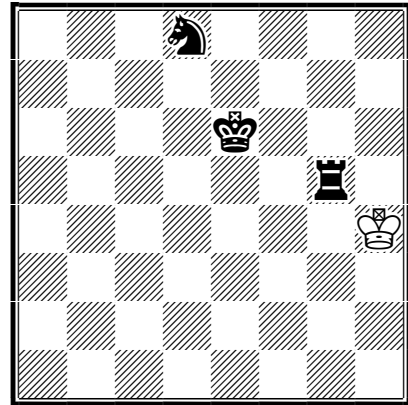
I) Add: wQ\_\_\_ bR\_\_\_ bR\_\_\_

Solution: 1. \_\_\_\_\_ 2. \_\_\_\_\_

II) Add: wQ\_\_\_ bR\_\_\_ bR\_\_\_

Solution: 1. \_\_\_\_\_ 2. \_\_\_\_\_

6.



Add a piece for a correct h=3 (2 options)

I) Add: \_\_\_\_\_

Solution:

1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_

II) Add: \_\_\_\_\_

Solution:

1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_