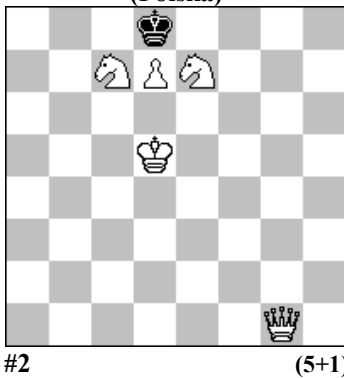
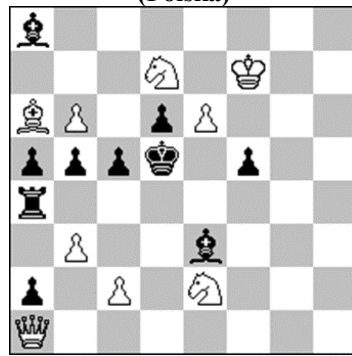


1779v. Andrzej BABIARZ  
(Polska)



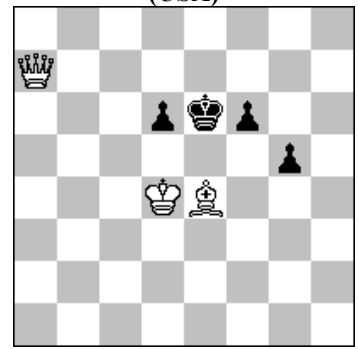
#2 (5+1)

1780. Stefan MILEWSKI  
(Polska)



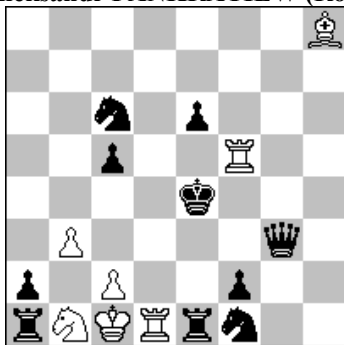
#2 (9+10)

1781. Rauf ALIOVSADZADE  
(USA)



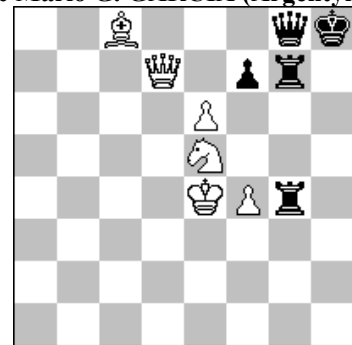
#3 (3+4)

1782. Michaił GIERSZYNSKIJ (Ukraina)  
& Aleksandr PANKRATIEW (Rosja)



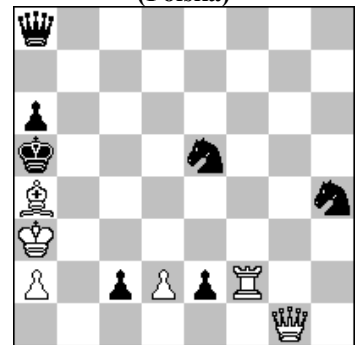
h#2 b) b. Gb1 (7+10)

1783. Peter S. KRUG (Austria)  
& Mario G. GARCIA (Argentyna)



+ (6+5)

1784. Andrzej JASIK  
(Polska)



= (6+7)

- 1779v. **BABIARZ** (wg R. Collinson i W. Kuzmiczew) Gra iluzoryczna: 1.Kc6? K:e7! 1.Ke6? K:c7! 1.Kd6? ~ 2.Hg8#, ale pat! 1.Hc5? K:d7 2.Hd6#?, ale retropat! Rozwiązanie: na posunięciu czarne:: 0....K:c7 1.Ha7+ Kd8 2.Sc6#; 0. ...K:e7 1.Hg7+ Kd8 2.Se6#; 0....K:d7 1.Hc5 Kd8 2.Hd6#. W stosunku do zadania W. Kuzmiczewa - Szachmatnyje zadaczi i etudy 1995 (B: Kc5, Ha1, Gd7, Sc7, Se7, Cz: Kd8 2#) zamieniono na polu d7 gońca na pionka, wzbogacając równocześnie grę nielegalną i legalną przy zachowaniu formy miniatury. [Autor]
- 1780 **MILEWSKI** 1...Gc6 a 2.Sf6# A 1.G:b5? ~ 2.Sf6# A 1...Wd4 b 2.Sc3# B 1...c4,Ke4,Gd4 2.Hh1# 1...Gg5! 1.Hh8! ~ 2.H:a8# 1...Gc6 a 2.Sc3# B 1...Gb7 2.G:b7# 1...Ke4 2.Hh1# 1...Kc6 2.H:a8# 1.b7? ~ 2.b:a8H# 1...Kc6! Themes: Black correction; Diagonal-orthogonal echo; Corner corner (diagonal); 4 corners; Promotion; Anti-Reversal; Anti-Reversal-threat; Urania. [Autor]
- 1781 **ALIOVSADZADE** 1.Hh7! ~ 2.Gd5/Gf5# 1...d5 2.Gf5+ Kd6 3.Hd7#1...f5 2.Gd5+ Kf6 3.Hf7#. Kubbel theme in miniature.[Autor]
- 1782 **GIERSZYNSKIJ & PANKRATIEW** a) 1.Hd3 We5+ 2.Kd4 c3# b) 1.Sd2 Ge5 2.Kd5 c4#.
- 1783 **KRUG & GARCIA** 1.e7! (Tematowa złuda: 1.e:f7 W:f4+! 2.K:f4 W:f7+ 3.S:f7+ H:f7+ 4.H:f7 pat lub 1.S:f7+? Kh7=) 1...f5+ (1...Wg1 2.e8H f5+ 3.K:f5+- W:d7 4.H:g8+ K:g8 5.G:d7 +-) 2.H:f5 W:f4+! (2...W:e7 3.Hh5+! [3.H:g4? Hc4+ 4.Kf5 H:c8+=] 3...Hh7+ [3...Wh7 4.H:g4 Ha2 5.Ge6 +-] 4.H:h7+ K:h7 5.G:g4 +-) 3.K:f4 (3.H:f4? W:e7 4.Hh6+ Hh7+=) 3...Wf7! gra na pata (3...W:e7 4.Sg6+/Hf6+-) 4.S:f7+ (4.H:f7? Hg4+ 5.K:g4= pat) 4...H:f7 5.Ge6! (Złuda : 5.e8H+? H:e8 6.Hf6+ Kh7 7.Gf5+ Kg8 8.Ge6+ Kh7 9.Kg5 Hh5+! 10.K:h5= pat) 5...H:e7 6.He5+! +- wygrana, np. 6...Hg7 7.Hh5+/Hb8 7...Hh7 8.He8+ Kg7 9.He7+ Kh6 10.Hg5#. Theme: Elimination of the threat of stalemate in the black counterplay. [Autorzy]
- 1784 **JASIK** 1.d3! (1.W:e2? c1H 2.H:c1 Hf8+ 3.Kb3 Hb4+ 4.Kc2 H:a4+ 5.Kb1 Hb5+ 6.Kc2 2.H:e2 +-) 1...Shf3! 2.W:f3! Sc1+! 3.d:c4 (3.Kb3? Hb8+ 4.K:c4 Hb1 -+) 3...H:f3+ 4.Gb3 (4.Kb2? K:a4 -+) 4...Hf8+ (4...Hf2 5.Hg5+ Kb6 6.Hd8+ Kc5 7.Hd5+ =) 5.Kb2 (5.c5? Hf1 -+) 5...c1H+! 6.H:c1 (6.K:c1 Hf1+ -+) 6...Hf6+ 7.Ka3 (7.Kc2? Hf5+ 8.Kc3 He5+ 9.Kd2 Hf4+ 10.Kc2 H:c1+ 11.K:c1 e1H+ -+) 7...He7+ 8.c5 e1H 9.Hc3+! H:c3 pat.