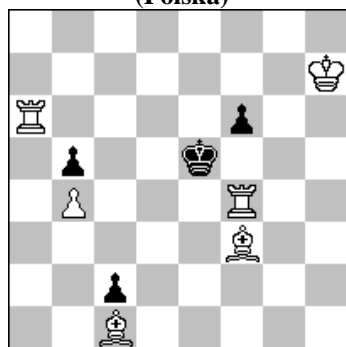


POLSKI ZWIĄZEK SZACHOWY 2021

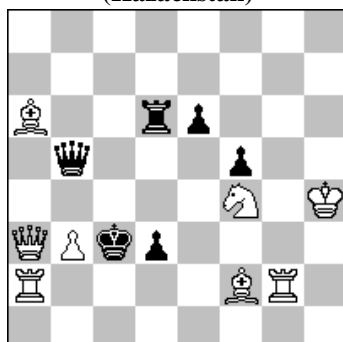
ORYGINAŁY 2 XI 2021 [2488 – 2493]

2488. Marian FRAK  
(Polska)



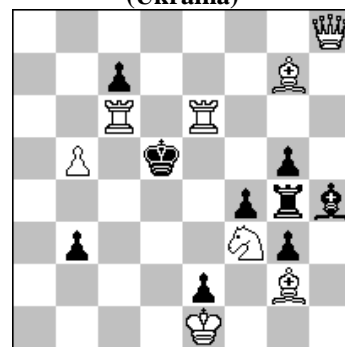
#2 b) Pb5→c3 (6+4)

2489. Nikolaj AKIMOW  
(Kazachstan)



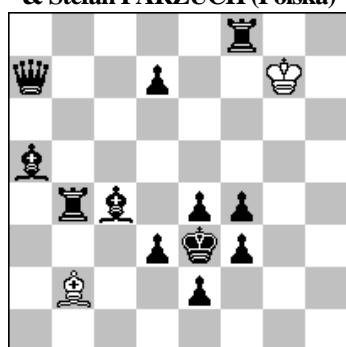
#2 (8+6)

2490. Walerij GORBUNOW  
(Ukraina)



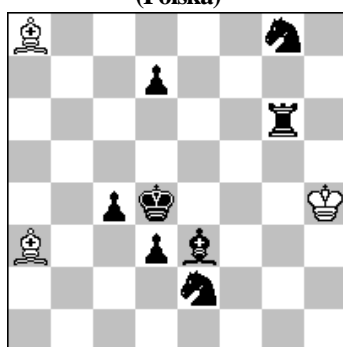
s#5 (8+9)

2491. Tadeusz LEHMANN  
& Stefan PARZUCH (Polska)



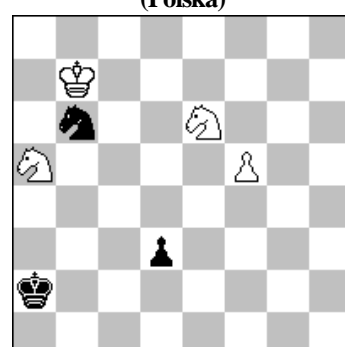
h#2 b) Pf4→f2 (2+12)

2492. Stefan MILEWSKI  
(Polska)



h#3 2 rozwiązania (3+8)

2493. Andrzej BABIARZ  
(Polska)



+ (4+3)

2488 FRAK a) 1.Wg4? Kf5! 1.Wh4! Kf5 2.Wh5# 1...f5 2.Gb2# b) 1.Wc4! Kf5 2.Wc5# 1...f5 2.Gf4#. Bliźniak z zamianą 2 matów i wstępami oddającymi pole w obu pozycjach.

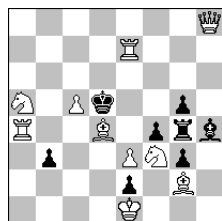
2489 AKIMOW 1...H~ /Hb4/Hc4/Ha4 2.b4/Hb2/b:c4/b:a4# 1.G:b5? Wa6! 1.Wg1? d2! 1.Wg3! ~ 2.Se2# 1...Wd4 2.Ge1# 1...He5/Hb4/Hc4/Ha4 2.b4/Hb2/b:c4/b:a4#.

2490 GORBUNOW 1.We3! b2 2.G:b2 f:e3 3.S:g5+ We4 4.Hc3 G:g5 5.Hd2+ e:d2# 1...f:e3 2.Sd2,d4+ We4 3.S:b3 g4 4.Hh5+ Gg5 5. Sd2 e:d2#. A rare pawn regular mat involving both mustangs and 3 black pawns without blocked squares. The main task of whites is to attract the pawn f4 and the Bishop h4 on d2 and g5, respectively.

These "attractive" functions, alternating, perform the Horse and Queen, but in different ways. The Horse attracts the Bishop to g5 sacrificing itself; the Queen keeps the Bishop on the pin. Horse "lies" under the pawn, using zugzwang, and the Queen – shah. Alternately white Bishop and again, a hard-working Horse, "deal with" with the "walking" pawn b3. [Autor]

Nieprzyjemny dual eliminuje ponizsza korekta:

v. 2490



s#5 (10+8)

1.Wc4! b2 2.G:b2 f:e3 3.S:g5+ We4 4.Hc3 G:g5 5.Hd2+ e:d2#  
1...f:e3 2.Sd2+ We4 3.Sd:b3 g4 4.Hh5+ Gg5 5.Sd2 e:d2#.

2491 LEHMANN & PARZUCH a) 1.Wb6 Ga3 2.Gd2 Gc5# b) 1.Gf7 Gf6 2.Wd4 Gg5#. Przesłony, otwieranie linii, blokowanie wolnych pól. Minimalne zadanie z matami wzorowymi. [Autorzy]

2492 MILEWSKI 1.Gf4 Gb4 2.Ge5 Ge1 3.Sc3 Gf2# 1.d5 Gd6 2.Ke4 Gg3 3.Kf3 G:d5#. Maty wzorowe. [Autor]

2493 BABIARZ 1.Sc5! (1.Sf4? d2! =; 1.K:b6? d2!) 1.... d2 2.Se4! d1S! (feniks z wyprzedzeniem 2...d1H 3.Sc3+! +-)  
3.K:b6! (3.f6? Sd7! =) 3.... Se3! 4.Sc3+! (4.f6? Sd5+! =) 4.... Ka1! 5.Sb3+!! (5.f6? Sg4! 6.f7 Se5! 7.f8S! - trzy skoczki wygrywają z jednym, ale 7.... Sc4+!! 8.S:c4 pat - ukryty sens ruchu czarnego króla do rogu!) 5.... Kb2 6.Sd1+! (6.f6? Sg4! =) 6.... K:b3 7.S:e3 (7.f6?) - wygrana. Biały piechur nie może wejść do akcji, aż po zakończeniu walki konnicy. [Autor]