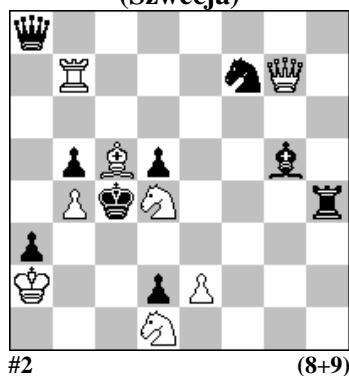


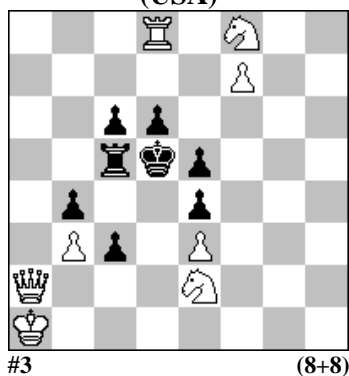
POLSKI ZWIĄZEK SZACHOWY 2022

ORYGINAŁY 14 VI 2022 [2655 – 2660]

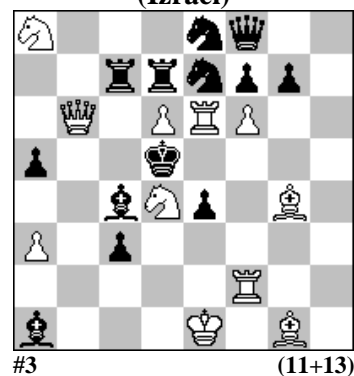
2655. Marek DREJAK
(Szwecja)



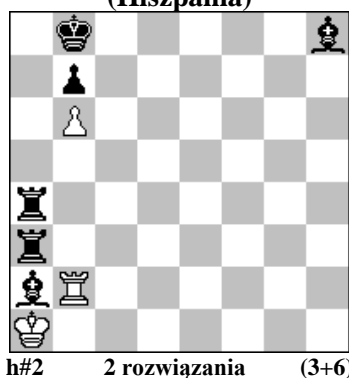
2656. Rauf ALIOVSADZADE
(USA)



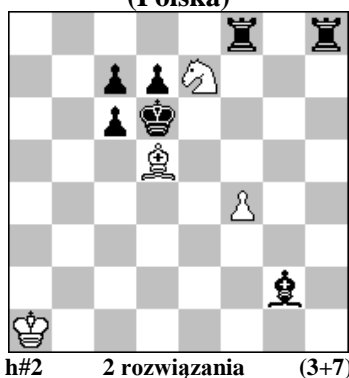
2657. Leonid MAKARONEZ
(Izrael)



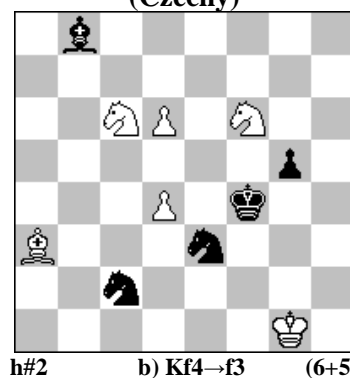
2658 Miguel URIS
(Hiszpania)



2659. Stefan MILEWSKI
(Polska)



2660. Miroslav BILY
(Czechy)



- 2655 **DREJAK** 1...W:d4 2.H:d4# 1.Sc6? ~ 2.Hc3# 1...Hh8 a 2.Sa5# A 1...Se5 b 2.S:e5# B 1...d5~ 2.H:f7# 1...Wd4/h3 2.H:d4# 1...Gf6! c 1.Sf5? ~ 2.Hc3# 1...Se5 b 2.Sd6# C 1...Gf6 c 2.Sfe3# D 1...d5~ 2.H:f7# 1...Wd4/h3 2.H:d4# 1...Hh8! a 1.Sb3? ~ 2.Hc3# 1...Hh8 a 2.Sa5# A 1...Gf6 c 2.S:d2# E 1...d5~ 2.H:f7# 1...Wd4/h3 2.H:d4# 1...Se5! b 1.Sf3? ~ 2.Hc3# 1...Se5 b 2.S:e5# B 1...Gf6 c 2.S:d2# E 1...d5~ 2.H:f7# 1...Wd4 2.H:d4# 1...Hh8 a 1.Sc2? ~ 2.Hc3# 1...Hh8 a 2.S:a3# F 1...Gf6 c 2.Sce3# D 1...d5~ 2.H:f7# 1...Wd4/h3 2.H:d4# 1...Se5 b 1.S:b5! ~ 2.Hc3# 1...Hh8 a /:b7 2.S:a3# F 1...Se5 b 2.Sd6# C 1...Gf6 c 2.Se3# G 1...d5~ 2.H:f7# 1...Wd4/h3 2.H:d4#
- 2656 **ALIOVSADZADE** 1...Wc4 2.b:c4+ Kc5 3.Sd7# 1...Wb5 2.S:c3+ b:c3 3.b4# (2...Kc5 3.Sd7#) 1.Ha7! (2.W:d6+ K:d6 3.Hd7#) 1...Wc4 2.Hc7 (3.H:d6#) Kc5 3.Ha5# 1...Wb5 2.Sf4+ e:f4 3.Hd4#. Zamiana . 1...Wa5+ 2.H:a5+ c5 3.Ha8#.
- 2657 **MAKARONEZ** 1.Sc2? ~ 2.Se3# 1...Sf5 2.Wf5+ Ke6 3.Sd4# 1...f:e6 2.Se3+ Ke5 3.Gh2# 1...Wc5! 1.Sc6! ~ 2.We5+ Kd6 3.Hc5# 1...c2 2,Wd2+ Gd4 3.Wd4# 1...Wc6 2.Hd4+ Kd4 3.Wd2# 1...Sc6 2.Hc5+ Kc5 3.Wf5# 1...Sg6 2.Wf5+ Ke6 3.Sd4# 1...f:e6 2.Wf4! e3 3.Wd4# 1...g:f6 2.Wf6 c2 3.Hc5#.
- 2658 **URIS** 1.Wd4 Wc2 2.Ka8 Wc8# 1.Wc3 Wh2 2.Wb3+ W:h8#. Exchange of functions (bRa3/bRa4, Interfered / Interfering). Hesitation (bR) - Model mate (×2). [A]
- 2659 **MILEWSKI** 1.c5 Gf7 2.Gc6 Sf5# 1.Wf5 Gg8 2.Wc5 Sc8#. Ambush (bR). Bi-valve (wB-bB-bR - wB-bR-bR). Blocking piece replacement (bP-bB). Model mates. [A]
- 2660 **BILY** a) 1.S:d4 S:d4 2.G:d6 G:d6# b) 1.G:d6 G:d6 2.S:d4 S:d4#. Active sacrifice (black) × 4, Analogy (complete), Exchange of functions (wBa3/wSc6, Guard / Mate), Exchange of moves (B1/B2), Exchange of moves (W1/W2). [HA]