

S#2 (10 + 10)

JAROSŁAW BRZOZOWICZ- POLAND (NR 1)

PZSZACH(POLISHCHESSFED2013)-4PR

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

1...Bd5-c4 (c)
 2.Se4-c3 +(A) 2...Sb1*c3 #
 1...Bd5-c6 (d)
 2.Sb5-c3 +(B) 2...Sb1*c3 #

1.Sb5-d4 + ?
 1...Bd5-c6 (d)
 2.Se4-c3 +(A) 2...Sb1*c3 #
 1...b7-b5 (e)
 2.Se4-c3 +(A) 2...Sb1*c3 #

but

1...Sa5-c6 ! (b)

1.Bc5-b4 ? threat:

2.Se4-c3 + (A) 2...Sb1*c3 #

but

1...Bd5*e4 ! (f)

1.Bd7-g4 ? threat:

2.Se4-c3 + (A) 2...Sb1*c3 #

2.Sb5-c3 + (B) 2...Sb1*c3 #

1...Ka4*b5 (g)

2.Se4-c3 + (A) 2...Sb1*c3 #

1...Bd5*e4 (f)

2.Sb5-c3 + (B) 2...Sb1*c3 #

but

1...Sa5-c4 ! (a)

1...Sa5-c6 ! (b)

1.Bc5-b6 ! threat:

2.Qd6-a3 + 2...Sb1*a3 #

1...Sa5-c4 (a)

2.Se4-c3 +(A) 2...Sb1*c3 #

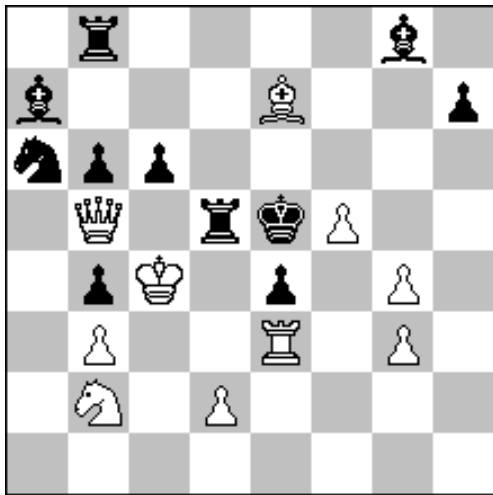
1...Sa5-c6 (b)

2.Sb5-c3 (B)+ 2...Sb1*c3 #

1...Bd5-c6

2.Sb5-c3 + 2...Sb1*c3 #

Theme-Žuk



S#2 (10 + 11)

JAROSŁAW BRZOZOWICZ- POLAND(NR2)

PZSZACH(POLISHCHESSFED2014)1PR

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

1...Sa6-c5(a)
2.d2-d4 +(A)
2...Rd5*d4 # (2.Sd3+?)

1...c6-c5 (b)
2.Sb2-d3 + (2.d4+?)
2...Rd5*d3 #

1.Qb5-c5 ? threat:
2.Qc5-d4 +
2...Rd5*d4 #
2.Qc5-d6 +
2...Rd5*d6 #

1...Sa6*c5
2.d2-d4 +
2...Rd5*d4 #

1...Sa6-c7
2.Qc5-d4 +
2...Rd5*d4 #

1...b6*c5
2.Sb2-d3 +
2...Rd5*d3 #

but

1...b6-b5 +!

1.Qb5*b6 ! threat:
2.Sb2-d3 + (B)
2...Rd5*d3 #
2.d2-d4 + (A)
2...Rd5*d4 #

1...Sa6-c5 (a)
2.Qb6-c7 + (C)
2...Rd5-d6 #

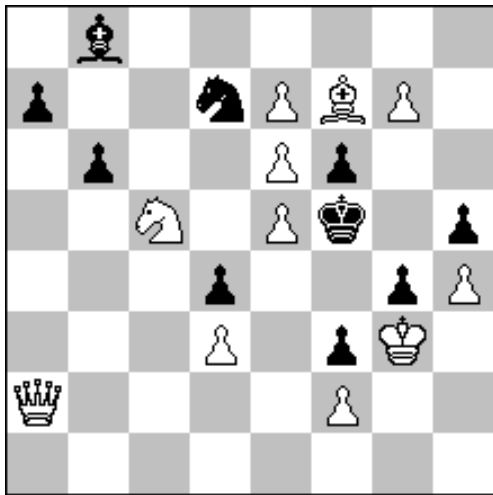
1...Sa6-c7
2.Qb6*c7 +
2...Rd5-d6 #

1...c6-c5 (b)
2.Qb6-d6 + (D)
2...Rd5*d6 #

1...Ba7*b6
2.Sb2-d3 +
2...Rd5*d3 #

1...Bg8-e6
2.d2-d4 +
2...Rd5*d4 #

Theme Luukonen-Žuk 9new idea)



S#3 (11 + 10)

JAROSŁAW BRZOZOWICZ-POLAND(nr3)

4th FIDE WORLD CUP 2015 3HM

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

- 1...Sd7*e5 (a)
- 2.e7-e8=B (B) threat:
- 3.Bf7-g6 + 3...Se5*g6 #
- 2.g7-g8 =B (A) threat:
- 3.Bg8-h7 + 3...Se5-g6 #

- 1.Sc5-b3 ? (C)threat:
- 2.Sb3*d4 + 2...Kf5*e5
- 3.Qa2-d5 + 3...Ke5*d5 #

- 1...f6*e5 (b)
- 2.g7-g8=S (D) threat:
- 3.Sb3*d4 + 3...e5*d4 #

- 1...Sd7*e5 (a)
- 2.g7-g8=B (A) (2.e8=B ?(B)) threat:
- 3.Bg8-h7 + 3...Se5-g6 #

but

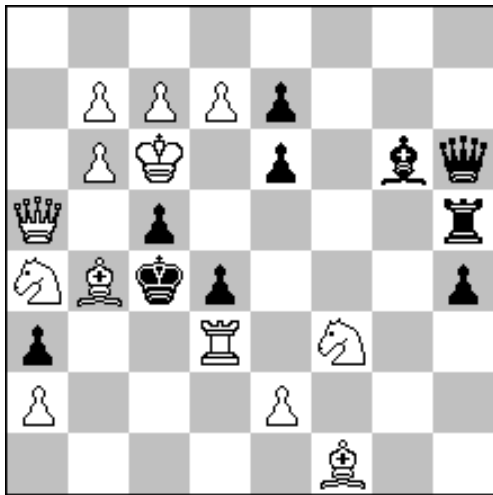
- 1...Kf5*e5 !

- 1.g7-g8=S ! (D) threat:
- 2.Sg8-h6 + 2...Kf5*e5
- 3.Qa2-d5 + 3...Ke5*d5 #

- 1...f6*e5 (b)
- 2.Sc5-b3 (C) threat:
- 3.Sb3*d4 + 3...e5*d4 #

- 1...Sd7*e5 (a)
- 2.e7-e8=B (B)threat:
- 3.Bf7-g6 + 3...Se5*g6 #

Makihovi,reversal,promotion,change mates.



S#3 (13 + 10)

JAROSŁAW BRZOZOWICZ -POLAND(NR4)

PZSZACH(POLISH CHESS F.2014) 4PR

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

- 1...c5*b4
- 2.Sa4-b2 + 2...a3*b2
- 3.Qa5-c5 + 3...Rh5*c5 #
- 1...Bg6*d3
- 2.Qa5-a6 + 2...Kc4*b4
- 3.Qa6-b5 + 3...Bd3*b5 #
- 1...Qh6-g5
- 2.Rd3*d4 + 2...c5*d4
- 3.Qa5-b5 + 3...Qg5*b5 #

- 1.Bb4-e1 ! threat:
- 2.Sa4-b2 + 2...a3*b2
- 3.Qa5*c5 + 3...Rh5*c5 #
- 1...e6-e5 (a)
- 2.Rd3-c3 + 2...d4*c3
- (2.Rd4+?.c,ed4 3.e3+.d3 !)
- 3.e2-e3 + 3...Bg6-d3 #
- 1...Bg6-f5 (b)
- 2.Rd3*d4 + 2...c5*d4
- 3.Qa5-d5 + 3...e6*d5 #

- 1.Bb4-d2 ? threat:
- 2.Sa4-b2 +
- 2...a3*b2
- 3.Qa5*c5 +
- 3...Rh5*c5 #
- 1...e6-e5 (a)
- 2.Rd3-c3 + 2...d4*c3
- 3.e2-e3 + 3...Bg6-d3 #

but

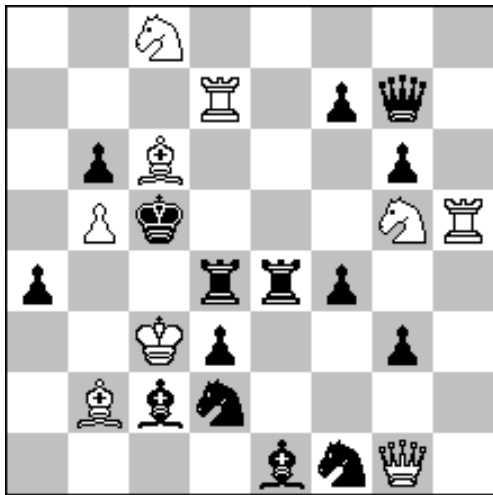
- 1...Bg6-f5 ! (b) (.....4.Bh6?)

- 1.Bb4-c3 ? threat:
- 2.Sa4-b2 + 2...a3*b2
- 3.Qa5*c5 + 3...Rh5*c5 #
- 1...Bg6-f5 (b)
- 2.Rd3*d4 + 2...c5*d4
- 3.Qa5-d5 + 3...e6*d5 #

but

- 1...e6-e5 ! (a) (2.Rc3?)

Theme Hoffman



S#2 (9 + 15)

JAROSŁAW BRZOZOWICZ -POLAND (NR5)

IWANOW`82 2015 2HM

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

1...Be1-f2 (a)
 2.Rd7-d5 + 2...Rd4*d5 #
 1...Re4-e3 (b)
 2.Rd7-d5 + 2...Rd4*d5 #

(1.Sge4? #!) (1.Ba3? #!)

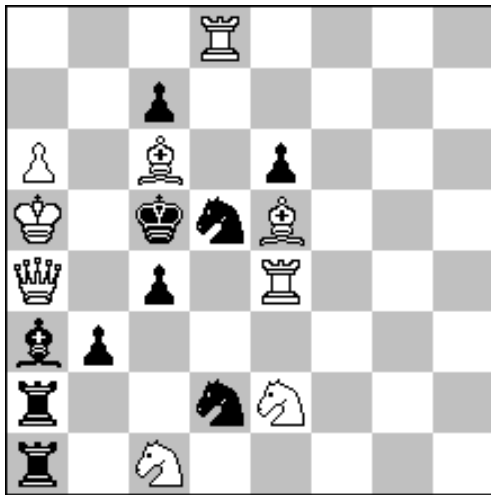
1.Sc8-d6 ! threat:

2.Sd6*e4 +
 2...Sd2*e4 #

1...Re4---
 2.Qg1*d4 + 2...Qg7*d4 #
 1...Re4-e3 (b)
 2.Bb2-a3 + 2...Rd4-b4 #
 1...Re4-e5
 2.Sg5-e4 + 2...Sd2*e4 #

1...f7-f5
 2.Sg5*e4 + 2...Sd2*e4 #
 1...Qg7-e5
 2.Sg5*e4 + 2...Sd2*e4 #
 1...Be1-f2 (a)
 2.Bb2-a3 + 2...Rd4-b4 #
 1...Sf1-e3
 2.Bb2-a3 + 2...Rd4-b4 #

Black correction theme Częstochowski.
 change mates



S#3 (9 + 10)

JAROSŁAW BRZOZOWICZ-POLAND (NR6)

XII WARSAW GRAND PRIX 2013 1HM

Solution:

Popeye Windows-32Bit v4.69 (4096 KB)

1...Ba3*c1
2.Re4*c4 + 2...Sd2*c4 #

1...Ba3-b2
2.Re4*c4 + 2...Sd2*c4 #

1...Sd5-b4
2.Re4*c4 +
2...Kc5*c4
3.Qa4*b4 +
3...Ba3*b4 #

1...Sd5-c3
2.Qa4-b4 +
2...Kc5*c6
3.Qb4-b6 +
3...c7*b6 #

1.Se2-d4 ! threat:
2.Rd8*d5 +
2...e6*d5
3.Qa4-b4 +
3...Ba3*b4 #

1...Ba3*c1
2.Sd4*b3 +
2...c4*b3
3.Re4-c4 + 3...Sd2*c4 #

1...Ba3-b2
2.Sc1-d3 +
2...c4*d3
3.Sd4*b3 + 3...Sd2*b3 #

1.Qa4*a3 + ?
1...Kc5*c6
2.Qa3-a4 +
2...Kc6-c5
3.Re4*c4 + 3...Sd2*c4 #

1...Sd5-b4
2.Be5-d4 +
2...Kc5*c6
3.Qa3-a4 + 3...Ra2*a4 #

but

1...Ra2*a3 + !

Self-pin

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