

AUSTRALIAN JUNIOR CHESS
PROBLEM SOLVING CHAMPIONSHIP
BRISBANE 2017

NAME: _____

AGE GROUP (circle): U8 U10 U12 U14 U16 U18

YEAR OF BIRTH: _____

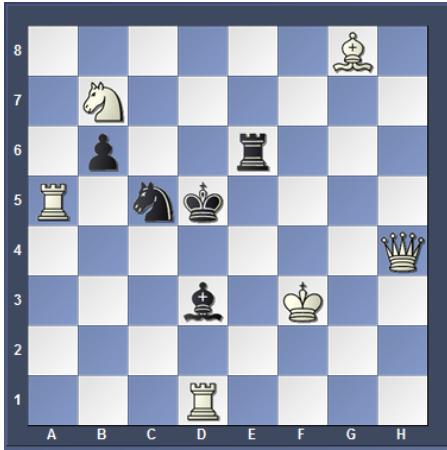
(circle): BOY GIRL

In all diagrams White is playing up the board. All tasks are worth equal marks. They are ordered according to estimated difficulty, easiest first. It is recommended to start at the beginning and work through in approximate order.

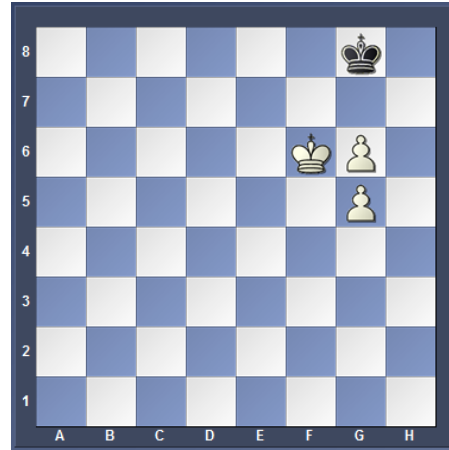
Please write your solution in the space provided near the diagram. For two move problems, just give White's first move. For 3-move problems, give up to White's second move. For endgame studies, just go far enough to reach a clearly winning, or drawing, position, without giving minor details. Partial answers may receive partial credit.

Solve as many tasks as you can, but there is no expectation that you will solve them all! As a guide, those who are young or new to solving might expect to do well on the first page, tasks 1 – 5; more experienced solvers might do well also on the second page, thus tasks 1 – 10; experts might also succeed with some on the last page. But there are no restrictions: anyone may attempt any of the tasks, and everyone, including experts, should start at the beginning.

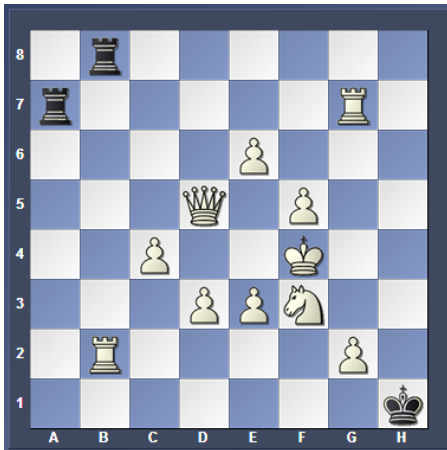
An answer sheet will be available at the end of the solving period.



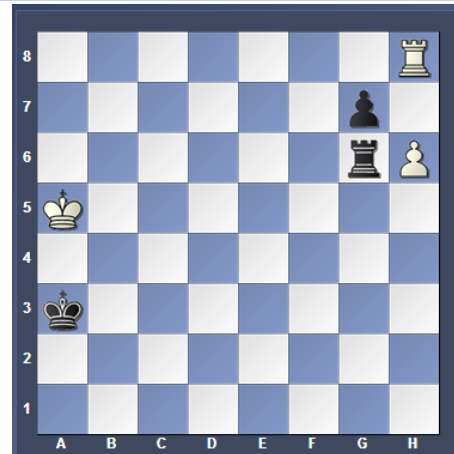
1) White to play and mate in 1 move.



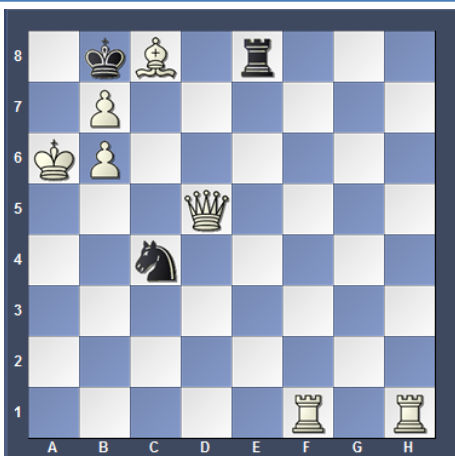
2) White to play and win.



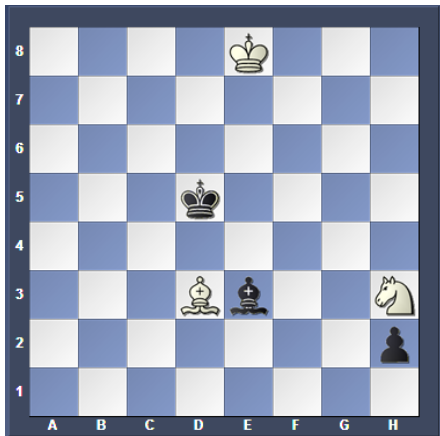
3) White to play and mate in 2 moves.



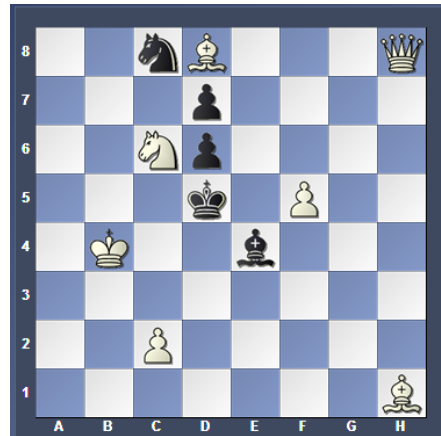
4) White to play and win.



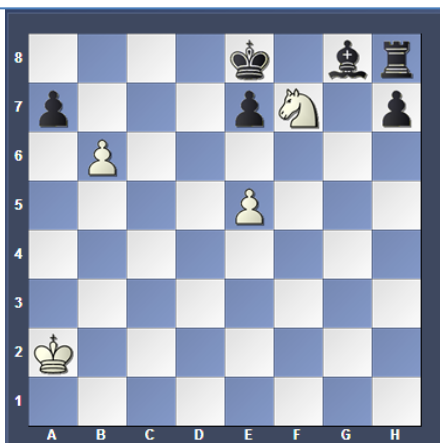
5) White to play and mate in 2 moves.



6) White to play and draw.
 Hints: Look for ways to stalemate white's king.
 The main line takes 4 moves.



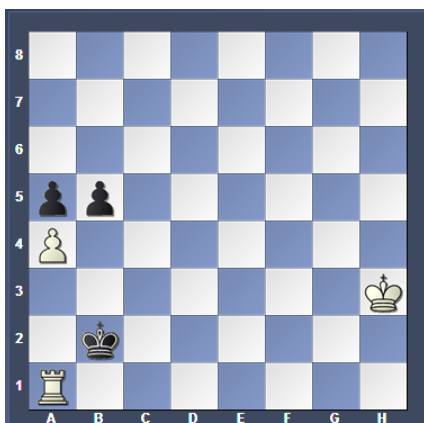
7) White to play and mate in 2 moves.



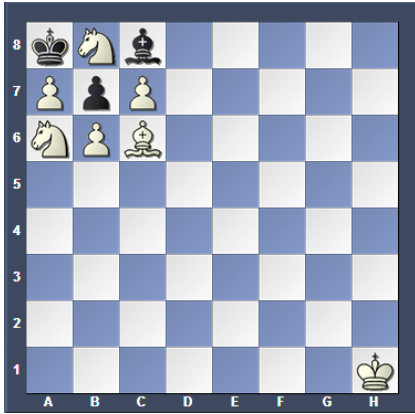
8) White to play and draw.
 Hints: What piece did black move last?
 Look for stalemate again.



9) White to play and mate in 2 moves.



10) White to play and win.
 Hints:
 Queen vs rook's pawn on the seventh rank is a draw generally.
 Queen vs rook's pawn on the sixth rank is a win generally.



Show the key move and 2 variations, such that white's 2nd move is different in each variation.

11) White to play and mate in 3 moves.

Key move

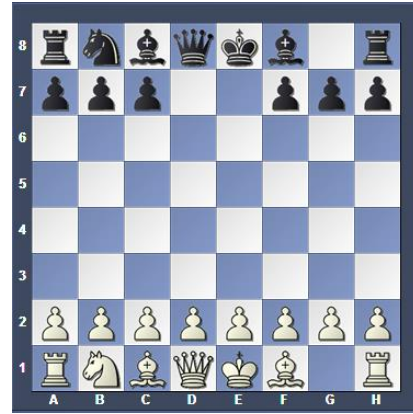
1: _____

If 1: . . . _____

or if 1: . . . _____

Then 2: _____

Then 2: _____



This position arose after black's 4th move in a legal (but unusual!) game of chess.

What were the moves?

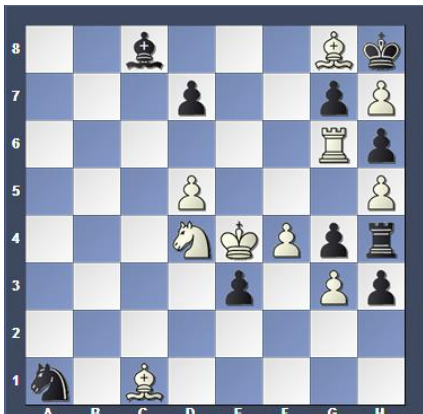
12) Proof Game in 4

1. _____

2. _____

3. _____

4. _____



Show the key move and 2 variations, such that white's 2nd move is different in each variation.

13) White to play and mate in 3 moves

Key move |

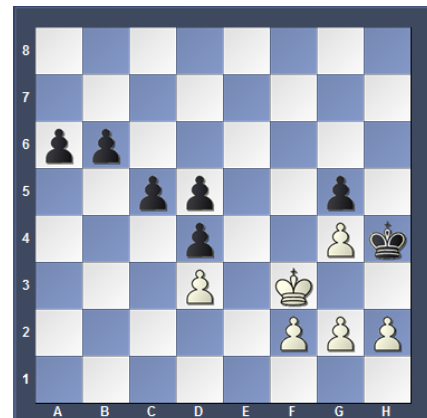
1: _____

If 1: . . . _____

or if 1: . . . _____

Then 2: _____

Then 2: _____



14) White to play and win.



15) White to play and mate in 2 moves.