

Beckett's Last Chance Saloon Problems

Name: _____

School: _____

Age: _____

Do have a go at solving the following 'Chess Problems'. They are not positions from games: they are composed (constructed) for enjoyment. White plays up the board in each position and the numbers in parentheses below the diagrams on the right are the numbers of white and black pieces. The stipulations are below the diagrams on the left and are defined in the following paragraphs. Write your answers to the right of the diagrams and send your answers to Phill Beckett at:

dep.manager.secondary@englishchess.org.uk

by the end of January.

'#1' means **'White to play and mate in one move.'** Give White's first move only.

'#2' means **'White to play and force mate in two moves against any defence.'** Give White's first move only.

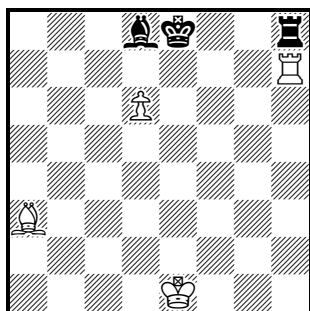
'#3' means **'White to play and force mate in three moves against any defence.'** Give White's first move and all variations (up to White's second move only) leading to mate on White's third move. You do not need to give variations where White can mate on his second move.

'S#2' means **'White to play and force Black to mate White on Black's second move at latest.'** Give White's first move and each variation up to White's second move. The normal rules of chess apply. Just the aim has changed. Remember, Black is trying to avoid mating White!

'H#2' means **'Black starts and helps White to deliver mate on White's second move'**. Give all moves in each solution. The move sequence is '1.B W 2.B W#'. Each of these helpmate problems has two solutions. The normal rules of chess apply. Just the aim has changed.

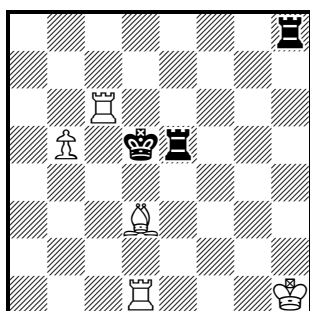
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1)



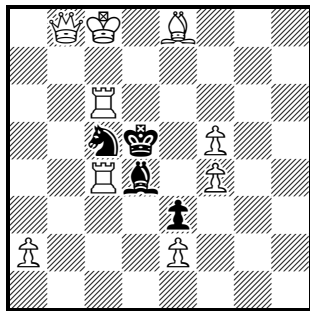
#1 (4 + 3)

2)



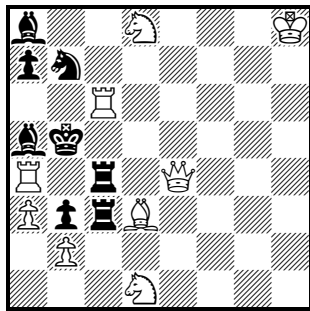
#1 (5 + 3)

3)



#2 (9 + 4)

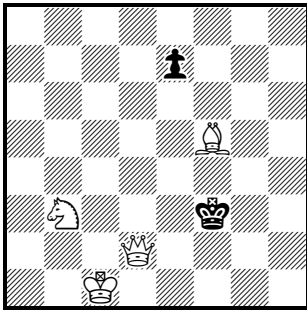
4)



#2 (9 + 8)

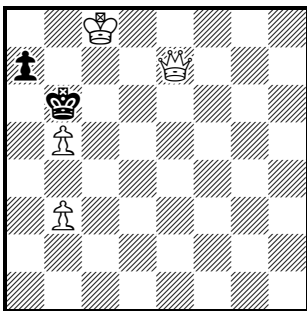
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5)



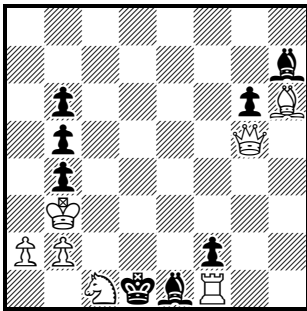
#3 (4 + 2)

6)



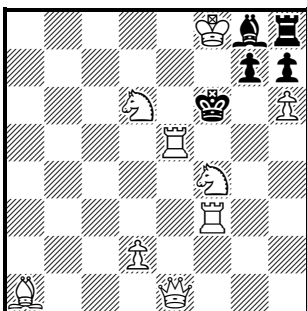
#3 (4 + 2)

7)



S#2 (7 + 8)

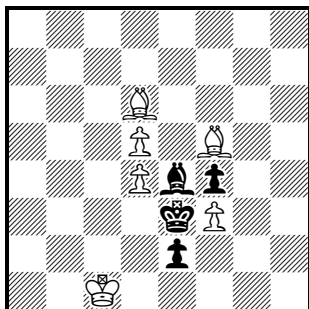
8)



S#2 (9 + 5)

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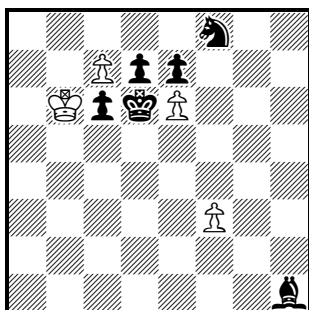
9)



H#2 (6 + 4)

2 solutions

10)



H#2 (4 + 6)

2 solutions