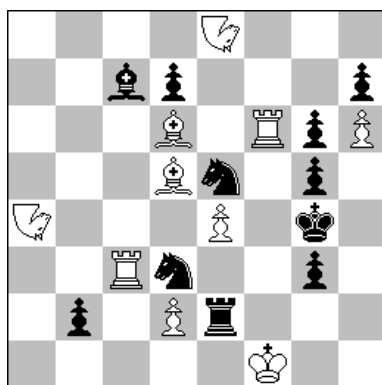


1



H#2 A-B 10+11

1

PARRINELLO Mario

StrateGems 2002

2° Premio

Nightriders a4, e8 (2+0)

A - diagramma :

1.Cf4 Txf4+ 2.Rxf4 NAb2#

B - Na4 > b6 :

1.Cf3 Txf3+ 2.Rxf3 NAd7#

2

PARRINELLO Mario

Best Problems 2002

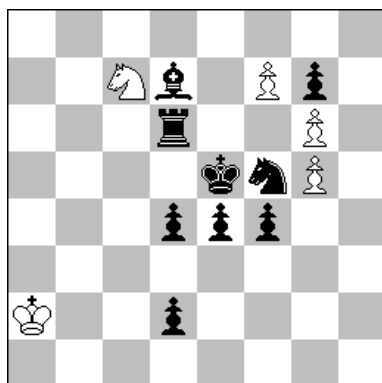
2° Premio

Condizione : **Anti-CIRCE**

Soluzione 1 : **1.Ce7 f8T 2.Cc8 Tf5#**

Soluzione 2 : **1.Tb6 f8A 2.Tb8 Ad6#**

Soluzione 3 : **1.Ac6 f8C 2.Aa8 Cd7#**



H#2 3111 5+9

3

CUPPINI Alessandro

Pat a Mat TTy 2001

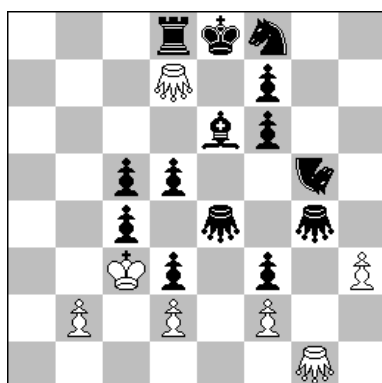
2° Premio

Grasshoppers d7, g1, e4, g4 (2+2)

Nightrider g5 (0+1)

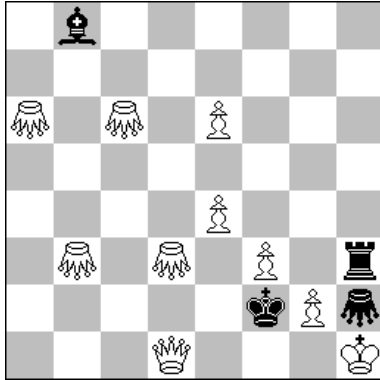
Gioco Apparente : 1... GR-f5 2.Ch7 GRxg5 3.GR.e-g6 GR-h5 4.GR-d7 GR-h8#

Soluzione : **1.GR-g6 GR-f5 2.Ad7 GR-h5 3.Ce6 GR-e3**
4.GR-h7 GR-h8#



H#4* 7+14

2



4

CUPPINI Alessandro

Thema Danicum 2004

2° Premio

Grasshoppers a6, b3, c6, d3, h2 (4+1)

Soluzione : **1.g3!** (De2+, GRxe2≠), **Th4 (1)**; **2.g4, Th5**; **3.g5, Th6**;
4.g6, Th7; **5.g7, Th8**; **6.g8GR, Txc8/~**; **7.Dg1+/
De2+, T/GRxD≠**

(1) - 1... Txc3; 2.Dg1+, Txc1≠

Se **1.g4?**, Txf3!