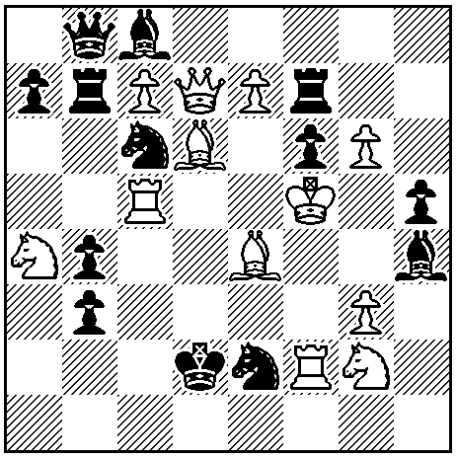
34. Deutsche Meisterschaft im Lösen von Schachproblemen **8. - 9. Mai 2010**
Lübeck

4. Runde 3 x S# 50 min Verbraucht:

Name:	¢	£	¦	¥	¤

10

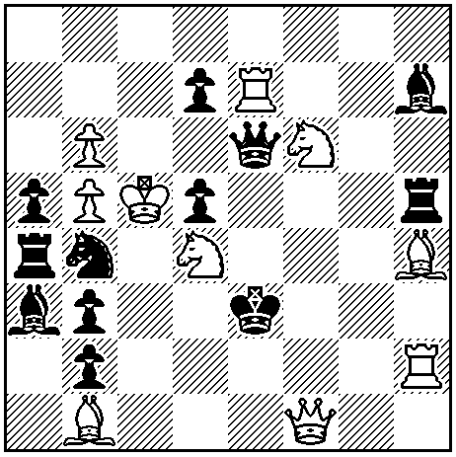


S#2 **(12+13)**

G.F. Anderson,
American Chess Problemist 1949, 1. Pr.

1.	¦c3!	dr.	2.	¥xb4+	@
1.	...	bxc3	2.	¥a3+	@
1.	...	l d1	2.	¥f4+	@
1.	...	v xg3	2.	¥xg3+	@
1.	...	me5	2.	¥xe5+	@
1.	...	mxe7+	2.	¥xe7+	@
1.	...	t b5+	2.	¥c5+	@
1.	...	t xc7	2.	¥xc7+	@
1.	...	t xe7	2.	¥xe7+	@
1.	...	wxc7	2.	¥xc7+	@

11

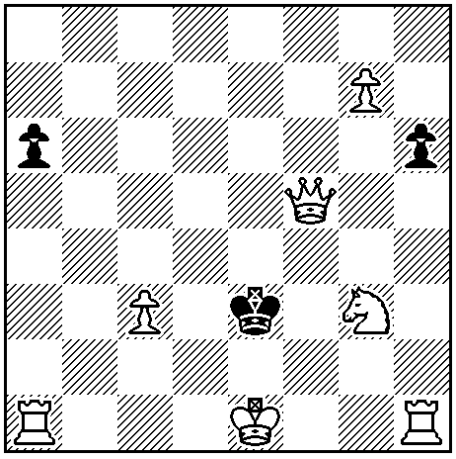


S#3 **(10+12)**

M. Erenburg, U. Avner, Phenix 1994, 1. Pr.

1.	¦f2!	dr.	2.	¤f5+	v xf5	3.	¤xd5+	@
1.	...	...	2.	...	¦xf5	3.	£d3+	@
1.	...	t e5	2.	£h3+	wxh3	3.	¤xd5+	@@
1.	...	v e4	2.	¤g4+	wxg4	3.	£d3+	@@
1.	...	v xb1	2.	¤g4+	l e4	3.	£xb1+	@@
1.	…	v c2	2.	¥xc2	dr.	3.	£d3+	@
1.	…	…	2.	…	bxc2	3.	¤xc2+	@
1.	…	…	2.	…	t xh4	3.	¤xd5+	@

12



S#7 **(7+3)**

U. Heinonen, The Problemist 1989, 4. e.E.

1.	g8¥!	h5	2.	¦h4	a5		
3.	£f4+	l d3	4.	0-0-0+	l xc3		
5.	£b4+	axb4	6.	¥a2	b3	7.	¥b1 @
1.	…	a5	2.	¦a4	h5		
3.	¥h7	h4	4.	£e6+	l f3		
5.	0-0+	l xg3	6.	¥e4	h3	7.	¥h1 @

@	1	2	3	4	5	6	7	8	9	10	11
10	0,5	1	1,5	2	2,5	3	3,5	4	4,5	5	
11	0,5	1	1,5	2	2,3	2,7	3	3,5	4	4,5	5
12	2,5	5									