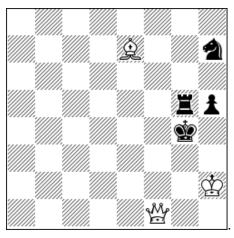


#2 (White to play and mate in 2 moves)

Solution:

1.Nbc5 (5)

Here, a correct first move of White brings all 5 points. 1. Nc5 is incorrect, because it is not indicated which Knight moves

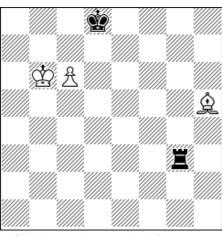


#3 (White to play and mate in 3 moves)

Solution:

- 1.Kg2 threat 2.Qf3+ (1.25)
- 1...Kh4+ 2.Kf3 (1.25)
- 1...Nf6 2.Qxf6 (1.25)
- 1...Rf5 1.Qd1+ (1.25)

The solution written this way to this problem brings all 5 points. Threat and each variation carry 1.25 points each.



+ (White to play and win)

Solution:

1.c7+ (1) Kd7 2.B38+ (1) Kc8 3.Bf7 (1) Re3 4.Bc4 (1) Re8 5. Kc6 (1)

This is clearly the main variation of the study and the only one that is scored, and here every move by White would carry 1 point. Sometimes longer sequences are needed to get points.

Not always it is absolutely clear which variation is the main variation, so it is advisable, in these cases, to write all the variations the solver considers to be relevant.