



GEORGE KOLTANOWSKI'S

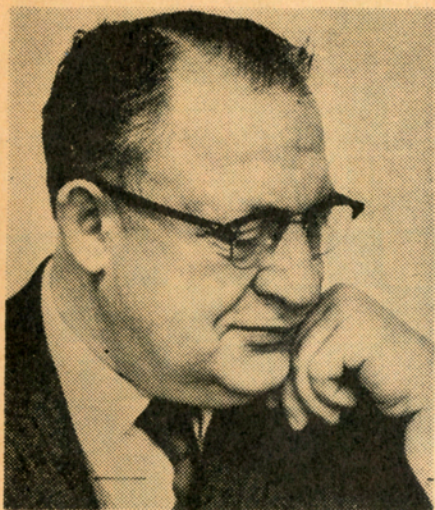
CHESS



PROBLEMS

George Koltanowski.

it's your move



In the following pages you will find a number of problems and end-game studies composed by yours truly.

I hope you will have fun solving them—and only look at the solution when you have completed your task.

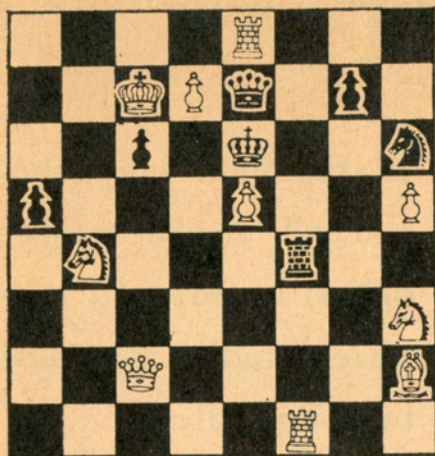
Write down your solution and the amount of time taken to solve each problem.

By the way, White always moves up the board and Black down.

George Koltanowski.

George Koltanowski, International Chess Master

2 moves ♦♦♦



PROBLEM No. 1

SOLUTION:

1 _____

2 _____

1 _____

2 _____

TIME _____

PROBLEM No. 2

SOLUTION:

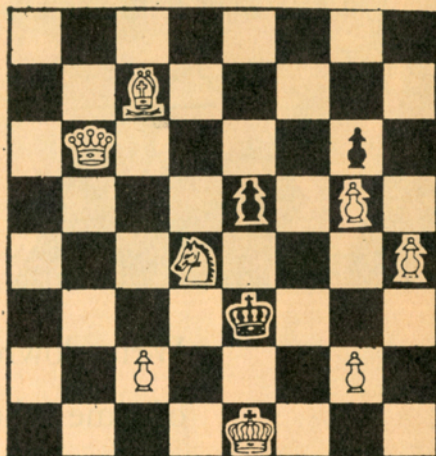
1 _____

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1 _____

2 _____

TIME _____



PROBLEM No. 3

SOLUTION:

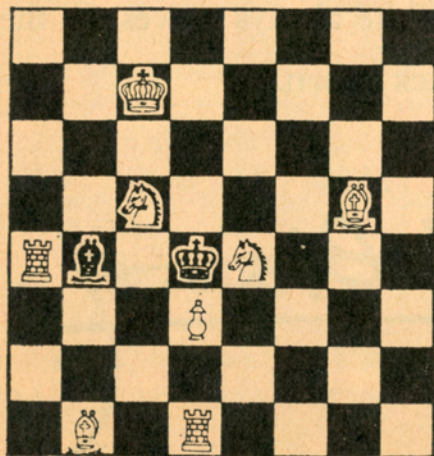
1 _____

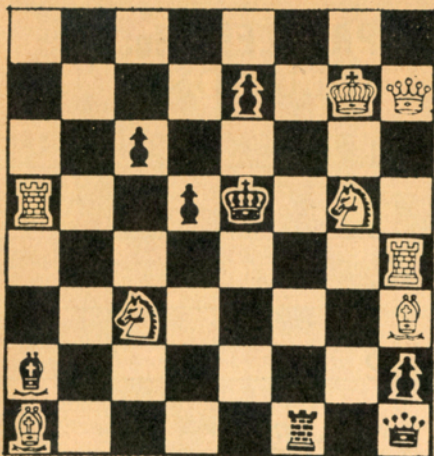
2 _____

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TIME _____





PROBLEM No. 4

SOLUTION:

1 _____

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2 _____

TIME _____

PROBLEM No. 5

SOLUTION:

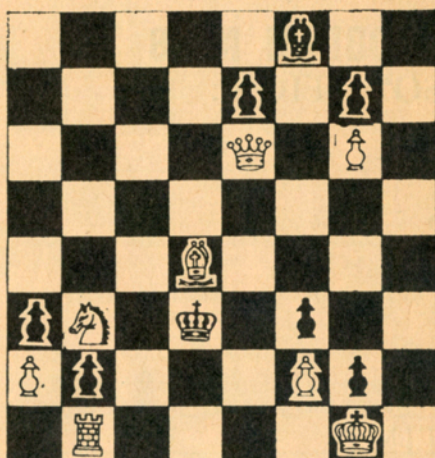
1 _____

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2 _____

TIME _____



PROBLEM No. 6

SOLUTION:

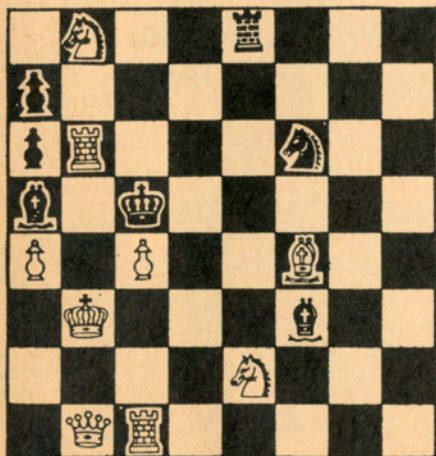
1 _____

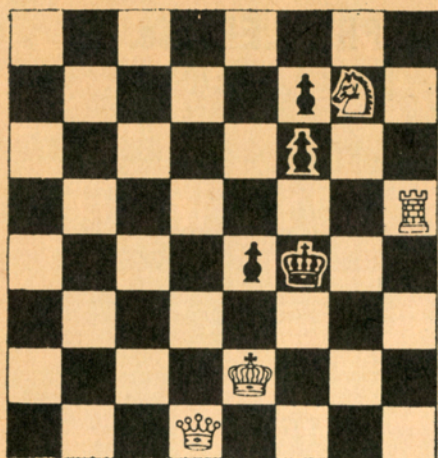
2 _____

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2 _____

TIME _____





PROBLEM No. 14
SOLUTION:

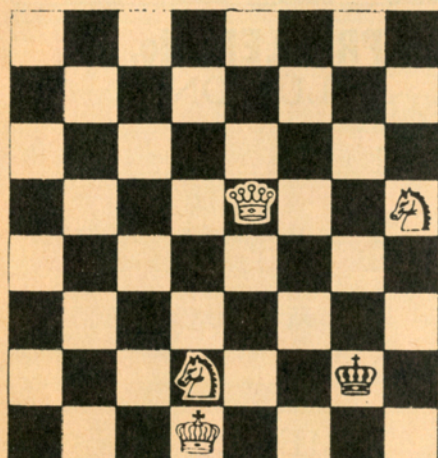
1 _____

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2 _____

TIME _____



PROBLEM No. 13
SOLUTION:

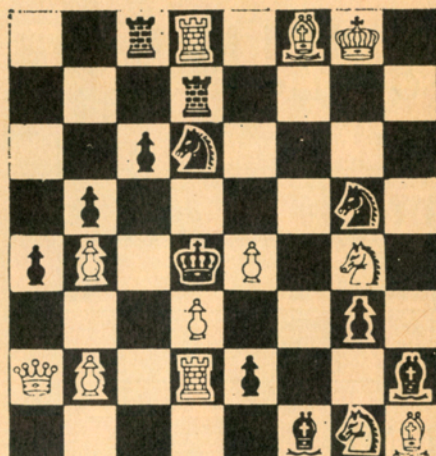
1 _____

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2 _____

TIME _____



PROBLEM No. 15
SOLUTION:

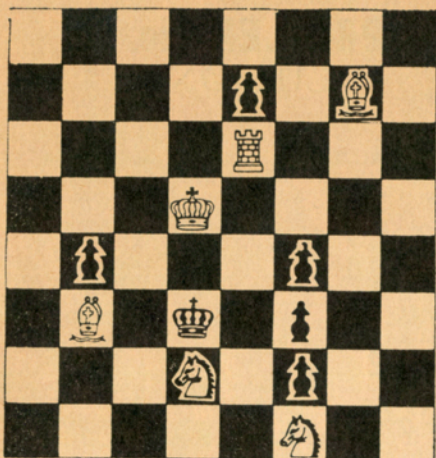
1 _____

2 _____

1 _____

2 _____

TIME _____



PROBLEM No. 17
SOLUTION:

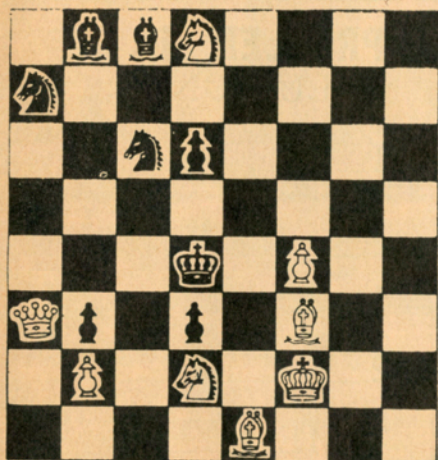
1 _____

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1 _____

2 _____

TIME _____



PROBLEM No. 16
SOLUTION:

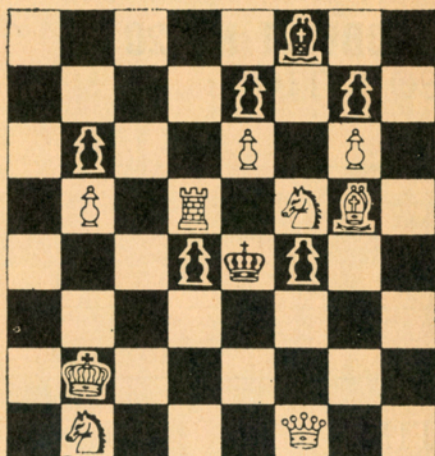
1 _____

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1 _____

2 _____

TIME _____



PROBLEM No. 18
SOLUTION:

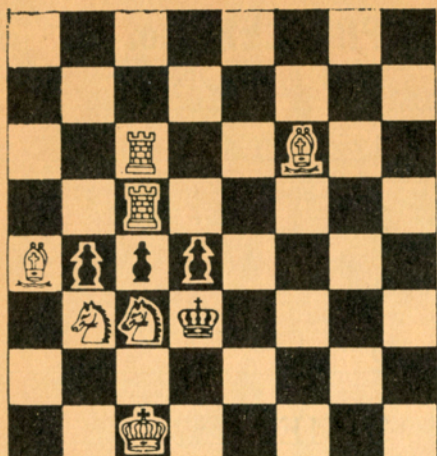
1 _____

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1 _____

2 _____

TIME _____



PROBLEM No. 20
SOLUTION:

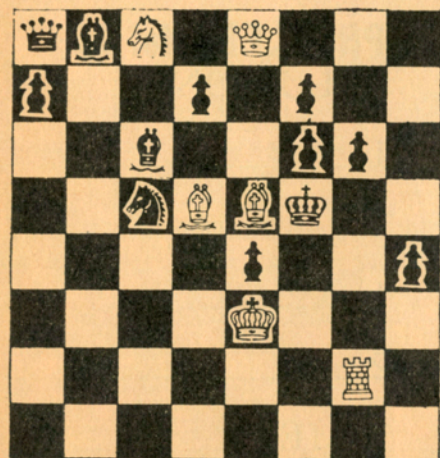
1. _____

2. _____

1. _____

2. _____

TIME _____



PROBLEM No. 19
SOLUTION:

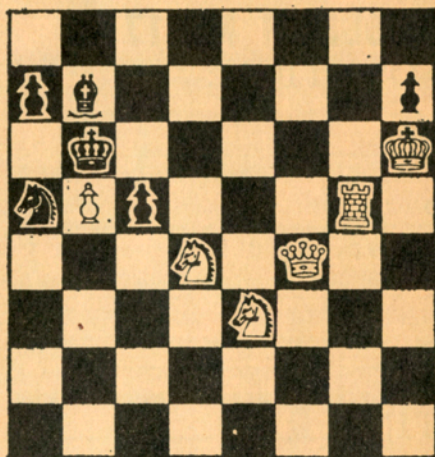
1. _____

2. _____

1. _____

2. _____

TIME _____



PROBLEM No. 21
SOLUTION:

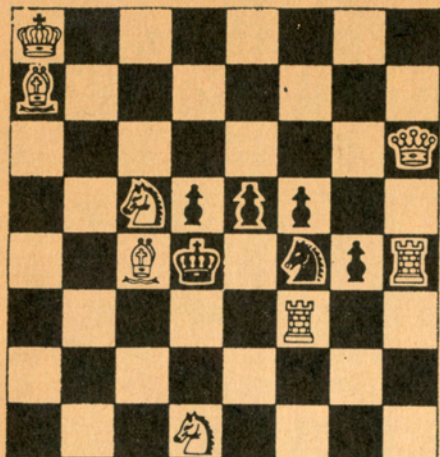
1. _____

2. _____

1. _____

2. _____

TIME _____



PROBLEM No. 23

SOLUTION:

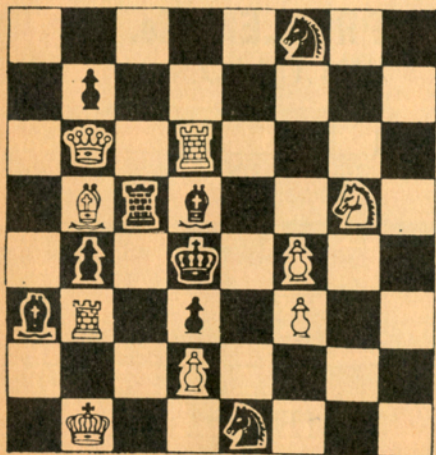
1 _____

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TIME _____



PROBLEM No. 22

SOLUTION:

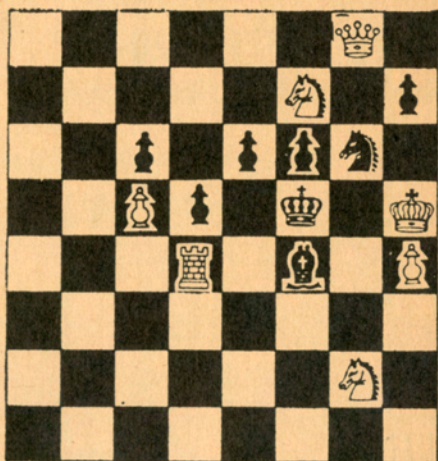
1 _____

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TIME _____



PROBLEM No. 24

SOLUTION:

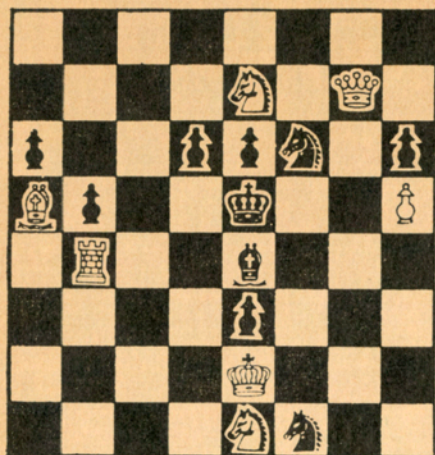
1 _____

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TIME _____



PROBLEM No. 25

SOLUTION:

1 _____

2 _____

1 _____

2 _____

TIME _____

PROBLEM No. 26

SOLUTION:

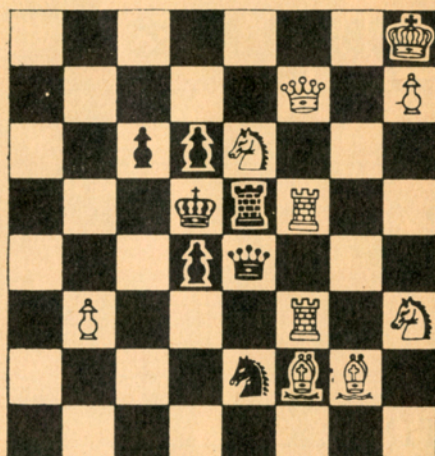
1 _____

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2 _____

TIME _____



PROBLEM No. 27

SOLUTION:

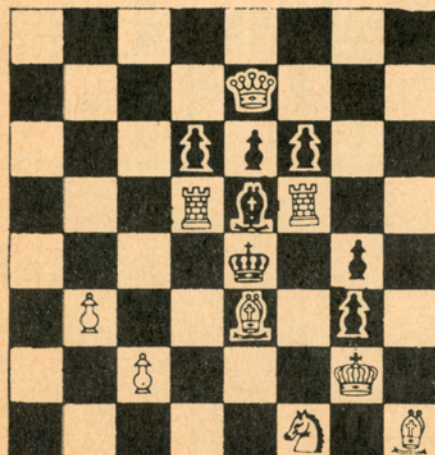
1 _____

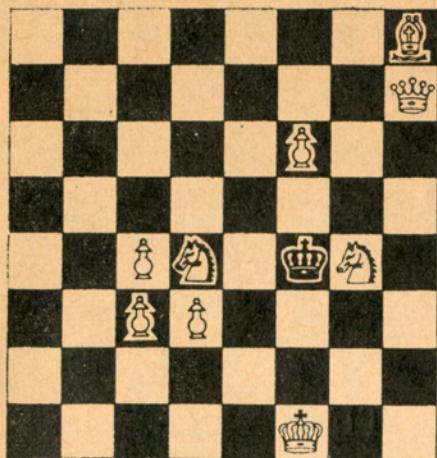
2 _____

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TIME _____





PROBLEM No. 29
SOLUTION:

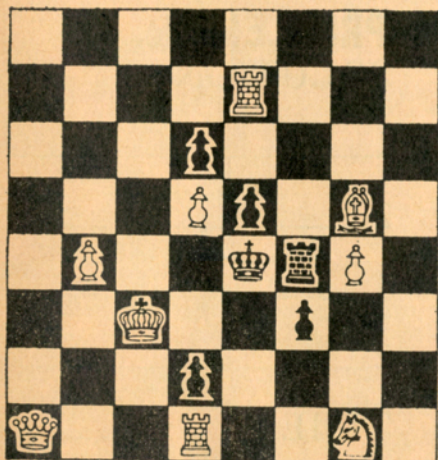
1 _____

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2 _____

TIME _____



PROBLEM No. 28
SOLUTION:

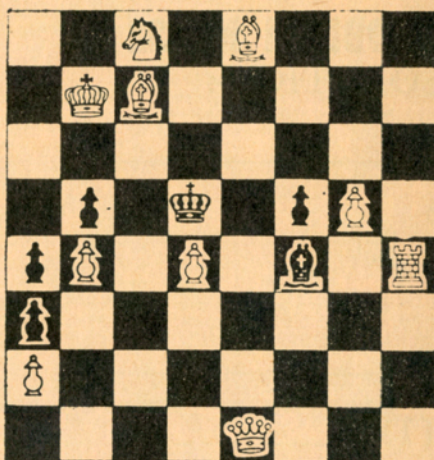
1 _____

2 _____

1 _____

2 _____

TIME _____



PROBLEM No. 30
SOLUTION:

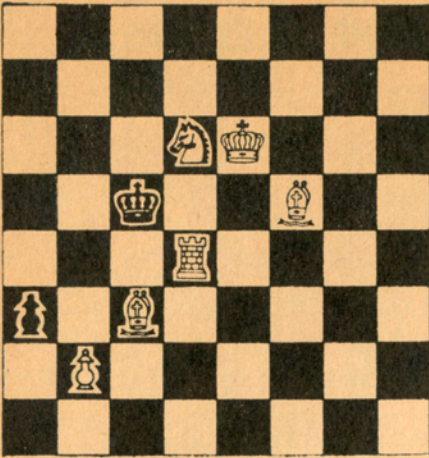
1 _____

2 _____

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2 _____

TIME _____



PROBLEM No. 32

SOLUTION:

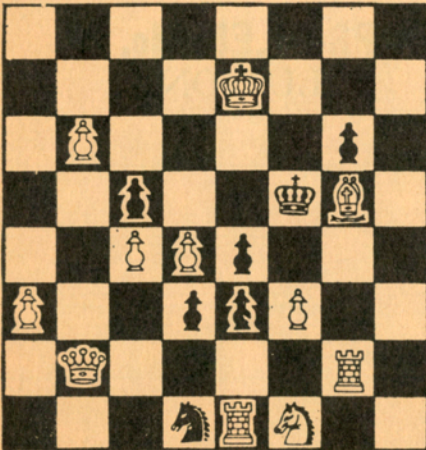
1 _____

2 _____

1 _____

2 _____

TIME _____



PROBLEM No. 31

SOLUTION:

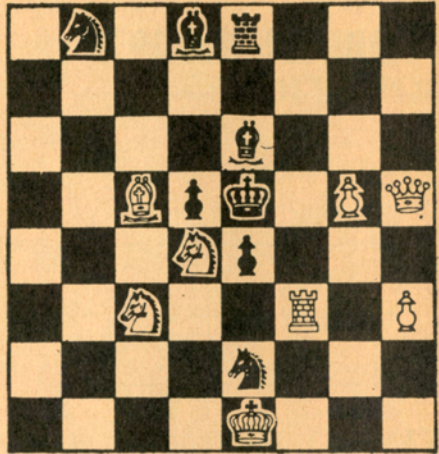
1 _____

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1 _____

2 _____

TIME _____



PROBLEM No. 33

SOLUTION:

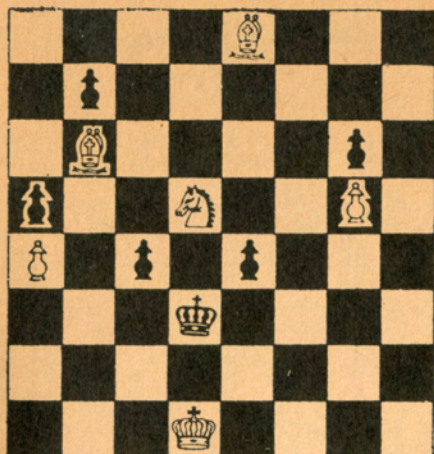
1 _____

2 _____

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2 _____

TIME _____



PROBLEM No. 34
SOLUTION:

1 _____

2 _____

1 _____

2 _____

TIME _____

PROBLEM No. 35
SOLUTION:

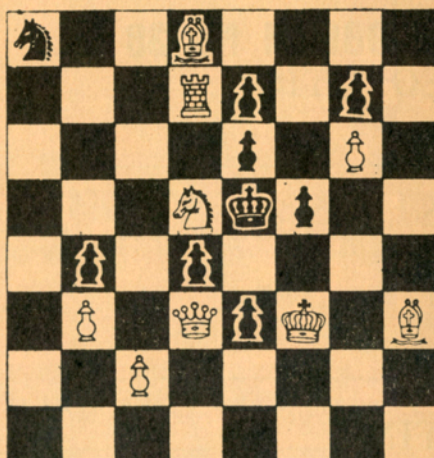
1 _____

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TIME _____



PROBLEM No. 36
SOLUTION:

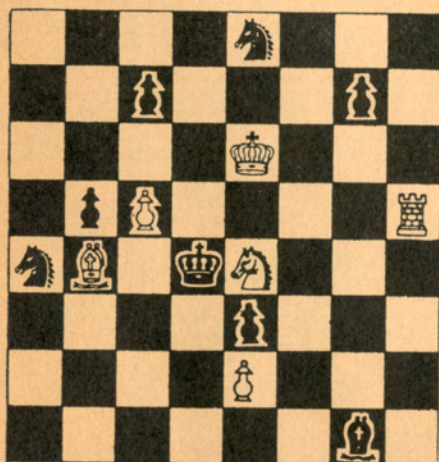
1 _____

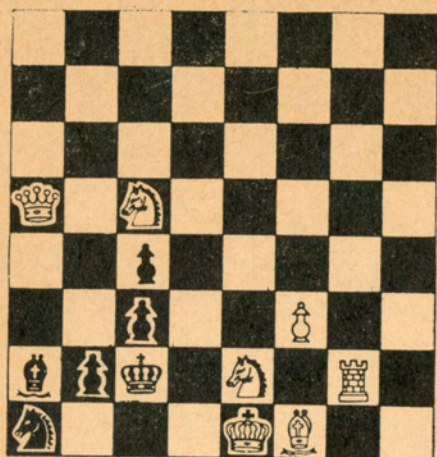
2 _____

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TIME _____





PROBLEM No. 37

SOLUTION:

1 _____

2 _____

1 _____

2 _____

TIME _____

PROBLEM No. 38

SOLUTION:

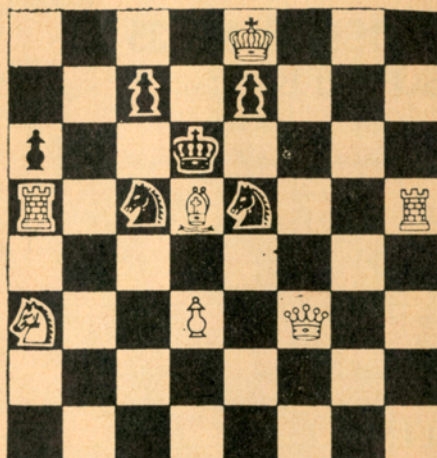
1 _____

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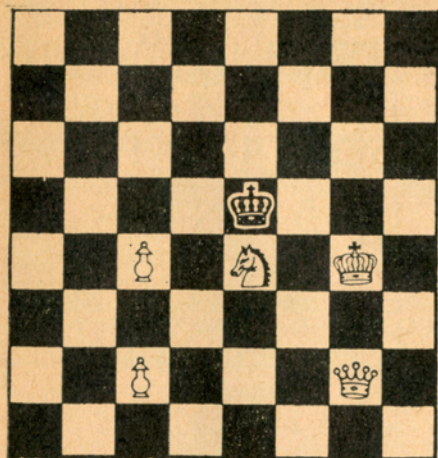
1 _____

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TIME _____



3 moves ...



PROBLEM No. 1

SOLUTION:

1 _____

2 _____

3 _____

1 _____

2 _____

3 _____

PROBLEM No. 2

SOLUTION:

1 _____

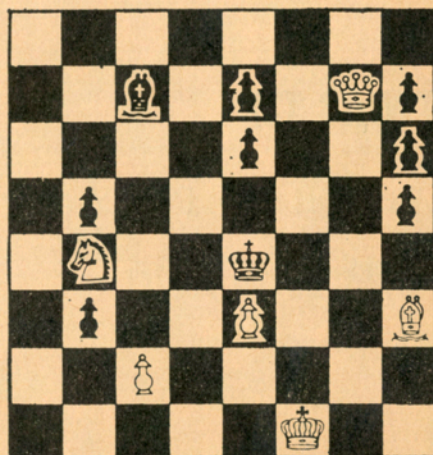
2 _____

3 _____

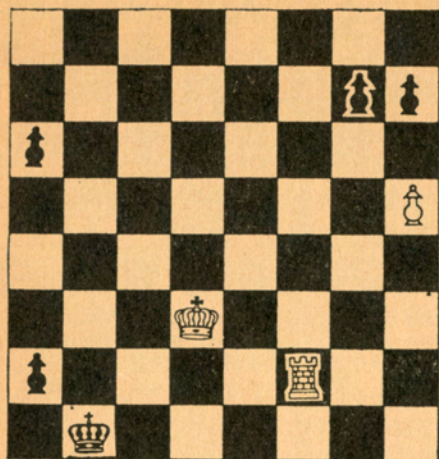
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2 _____



END GAME No. 1



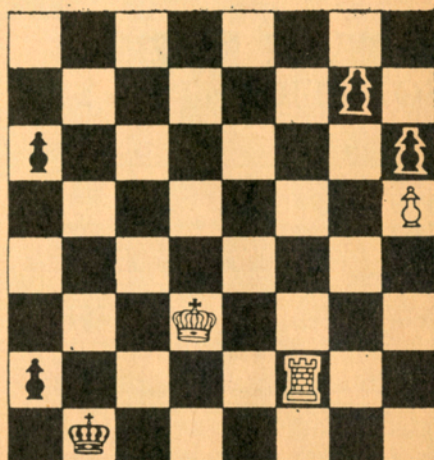
TWINS (1)

WHITE TO PLAY
AND WIN.

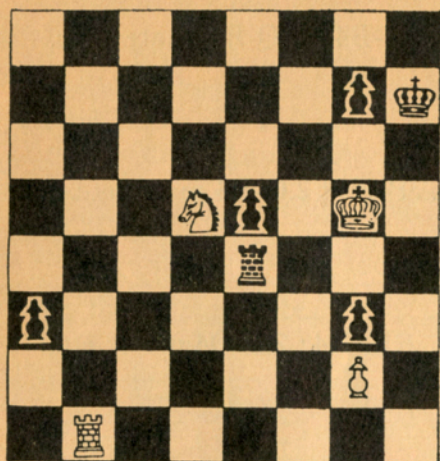
END GAME No. 2

TWINS (2)

WHITE TO PLAY
AND WIN.

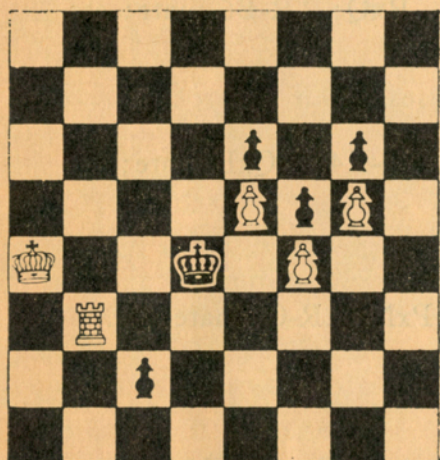


END GAME No. 3



WHITE TO PLAY
AND WIN.

END GAME No. 4



WHITE TO PLAY
AND DRAW.

2 movers

No. 1:

1.Q-K4,RxQ; 2.N-N5 mate; or 1...R-B4; 2.Q-B4 mate; etc.
Time limit: 3 minutes

No. 2:

1.Q-QB6,KxN; 2.B-N6 mate; or 1...P-K5; 2.Q-B3 mate; etc.
Time limit: 5 minutes.

No. 3:

1.N-B3,KxNB4; 2.B-K3 mate; or 1...K-K4; 2.P-Q4 mate; etc.
Time limit: 3 minutes.

No. 4:

1.Q-N1,RxQ; 2.N-B7 mate; or 1...Q-K5; 2.QNxQ mate; etc.
Time limit: 10 minutes.

No. 5:

1.B-K5,K-K5; 2.N-B5 mate; or 1...K-K7; 2.Q-B4 mate; etc.
Time limit: 5 minutes.

No. 6:

1.Q-K4,BxQ; 2.B-K3 mate; or 1...RxQ; 2.R-B6 mate; etc.
Time limit: 15 minutes.

No. 7:

1.Q-R4,RxQ; 2.N-K3 mate; or 1...K-K4; 2.QxP mate; etc.
Time limit: 5 minutes.

No. 8:

1.N-B5,QxQ; 2.N-K7 mate; or 1...PxN; 2.R-Q4 mate; etc.
Time limit: 3 minutes.

No. 9:

1.B-N1,QxNch; 2.P-K4 mate; or 1...NxR; 2.Q-K5 mate; etc.
Time limit: 4 minutes.

No. 10:

1.N-K6,KxN; 2.R-K1 mate; or 1...BxN; 2.B-N7 mate; etc.
Time limit: 15 minutes.

No. 11:

1.K-B1,P-B8=Qch; 2.N2-Q1 mate; or 1...K-B8; 2.NxP mate; etc.
Time limit: 10 minutes.

No. 12:

1.Q-R5,KxRR8; 2.Q-B3 mate; or 1...KxRB8; 2.Q-Q2 mate; etc.
Time limit: 5 minutes.

No. 13:

1.N-B5,K-K4; 2.Q-Q6 mate; or 1...K-N5; 2.K-K3 mate; etc.
Time limit: 4 minutes.

No. 14:

1.Q-B7,N3xQ; 2.B-B5 mate; or 1...P-N7; 2.Q-B2 mate; etc.
Time limit: 12 minutes.

No. 15:

1.N-B3,KxN; 2.Q-K2 mate; or 1...K-R8; 2.Q-R2 mate; etc.
Time limit: 2 minutes.

No. 16:

1.K-K5, K-B6; 2.K-K4 mate; or 1...K-K7; 2.K-Q4 mate.
Time limit: 5 minutes.

No. 17:

1.N-K3,QPxN; 2.N-B3 mate; or 1...BPxN; 2.Q-B5 mate; etc.
Time limit: 10 minutes.

No. 18:

1.Q-R6,BxQ; 2.N-K6 mate; or 1...K-B4; 2.NxP mate; etc.
Time limit: 10 minutes.

No. 19:

1.R-K5,KxN; 2.R-K3 mate; or 1...BPxN; 2.B-N5 mate; etc.
Time limit: 5 minutes.

No. 20:

1.Q-N8,PxN; 2.Q-Q8 mate; or 1...N-B3; 2.N-B4 mate; etc.
Time limit: 3 minutes.

No. 21:

1.Q-R8,BxB; 2.N-K7 mate; or 1...KxB; 2.R-N5 mate; etc.
Time limit: 5 minutes.

No. 22:

1.Q-QB6,KxB; 2.Q-R4 mate; or 1...PxR; 2.QxP mate; etc.
Time limit: 3 minutes.

No. 23:

1.Q-N8,BxQ; 2.N-K3 mate; or 1...P-K4; 2.Q-B8 mate; etc.
Time limit: 3 minutes.

No. 24:

1.Q-R7,P-N3; 2.Q-N7 mate; or 1...NxP; 2.RxP mate; etc.
Time limit: 3 minutes.

No. 25:

1.Q-N6,BxQ; 2.N-B3 mate; or 1...P-Q4; 2.B-B7 mate; etc.
Time limit: 2 minutes.

No. 26:

1.R-QB3,PxR; 2.N-B7 mate; or 1...NxR; 2.N3-B4 mate; etc.
Time limit: 5 minutes.

No. 27:

1.Q-K8,KxRQ4; 2.Q-R8 mate; or 1...KxRB4; 2.NxP mate; etc.
Time limit: 10 minutes.

No. 28:

1.N-K5,KxN; 2.Q-R2 mate; or 1...K-N6; 2.N-K2 mate; etc.
Time limit: 5 minutes.

No. 29:

1.Q-Q2,K-K3; 2.P-Q5 mate; or 1...BxQ; 2.B-B7 mate; etc.
Time limit: 10 minutes.

No. 30:

1.K-B4,K-K6ch; 2.Q-Q4 mate; or 1...RxP; 2.Q-N1 mate; etc.
Time limit: 10 minutes.

No. 31:

1.B-R5,KxR; 2.B-N6 mate; or 1...PxP; 2.R-B4 mate; etc.
Time limit: 3 minutes.

No. 32:

1.Q-B7,BxQ; 2.R-B5 mate; or 1...PxR; 2.NxBP mate; etc.
Time limit: 3 minutes.

No. 33:

1.Q-Q2,PxQ; 2.PxP mate; or 1...P-K7; 2.Q-B4 mate; etc.
Time limit: 5 minutes.

No. 34:

1.B-KB7,P-B6; 2.N-B4 mate; or 1...P-K6; 2.BxP mate.
Time limit: 5 minutes.

No. 35:

1.Q-R6,P-Q6; 2.Q-R1 mate; or 1...PxN; 2.RxP mate; etc.
Time limit: 15 minutes.

No. 36:

1.R-R4,B-B7; 2.NxB mate; or 1...B-R7; 2.N-N3 mate; etc.
Time limit: 5 minutes.

No. 37:

1.N-QN3, KxN; 2.N-Q4 mate; or 1...BxN; 2.Q-B5 mate; etc.
Time limit: 4 minutes.

No. 38:

1.Q-B5,KxB; 2.Q-Q7 mate; or 1...NB4xP; 2.Q-K6 mate; etc.
Time limit: 8 minutes.

3 moves

No. 1:

1.K-B3,K-B4; 2.Q-N8,K-K4; 3.Q-Q5 mate.
1.....,K-K3; 2.Q-N7,K-B4; 3.Q-B6 mate.
1.....,K-Q5; 2.Q-N5,KxP; 3.Q-QB5 mate.

No. 2:

1.N-Q5,KxN; 2.Q-Q4ch,K-B3; 3.B-N2 mate.
1.....,PxN; 2.K-K2,B-K4; 3.Q-N2 mate.

END-GAME STUDIES

TWIN No. 1:

1.P-R6,PxP; 2.K-B3,P-R8=Qch; 3.K-N3, wins.
1.P-R6,PxP; 2.K-B3,P-R8=Knight; 3.R-N7ch,K-B8;
4.R-QR7,K-N8; 5.RxP,P-R4; 6.R-KR6, wins.

TWIN No. 2:

1.R-B1ch,K-N7; 2.R-QR1,KxR; 3.K-B2,P-R4;
4.K-B1,P-R5; 5.K-B2,P-R6; 6.K-B1,P-N4; 7.PxP e.p. wins.

No. 3:

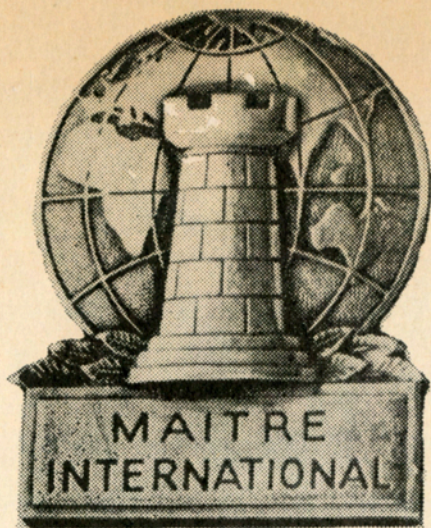
(Dedicated to Grandmaster Paul Keres)

1.N-K7,P-N3; 2.R-N7,P-R7; 3.NxPch,K-N1;
4.K-B6,R-B5ch; 5.NxR,P-R8=Q; 6.R-N7ch,K-B1;
7.N-K6ch,K-K1; 8.R-K7 mate.

No. 4:

1.R-N4ch,K-B4; 2.R-N8, etc. or 1... K-Q4; 2.R-N5ch,
K-B3; 3.R-N3,(R-N8?;K-B2) 3... P-B8=Q; 4.R-B3ch,
QxR; Stalemate.





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