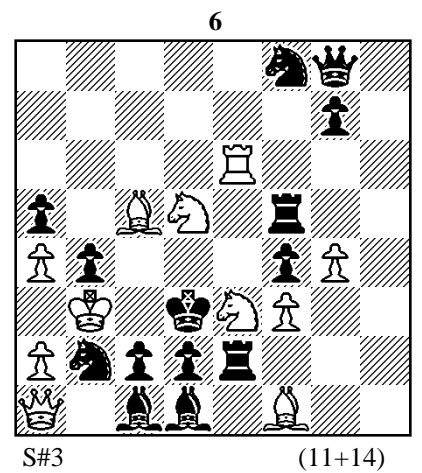
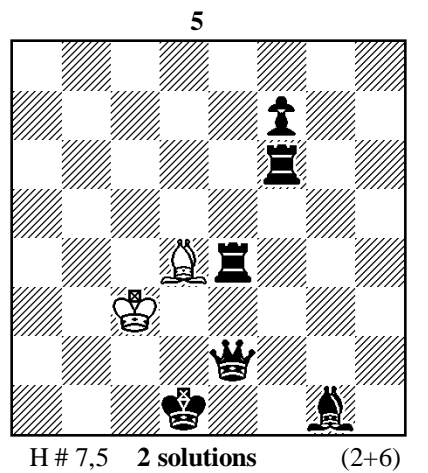
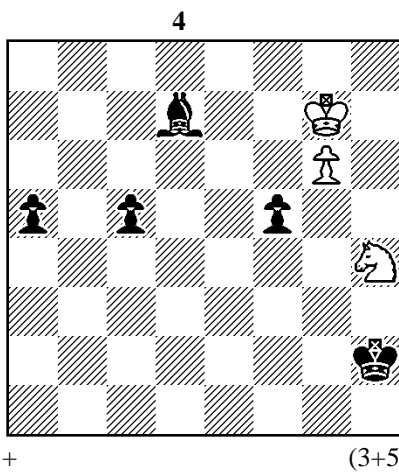
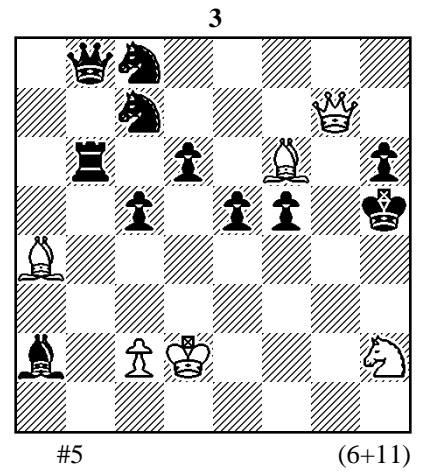
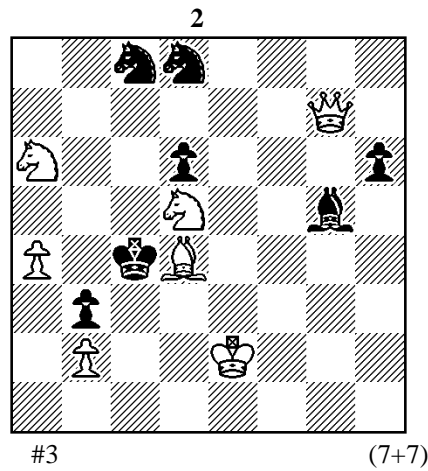
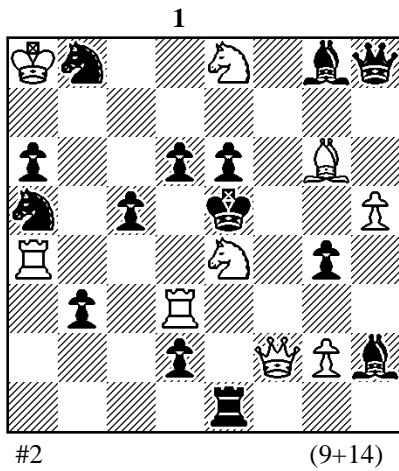


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ROUND 1 - PROBLEMS Time 2 hours



2#: Give the key.

3# and n-#: give key, possible threat and all variations till and including white's last but one move.

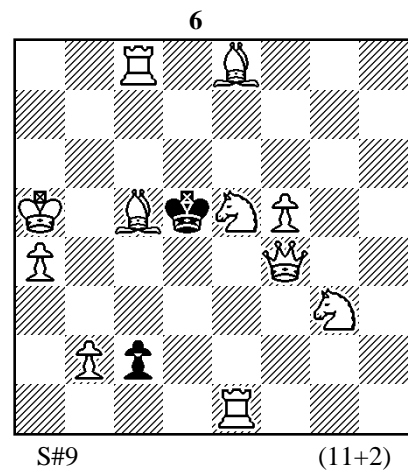
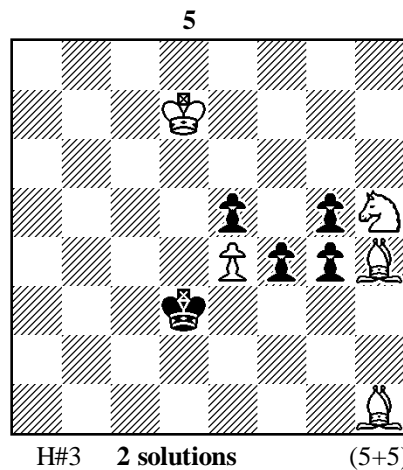
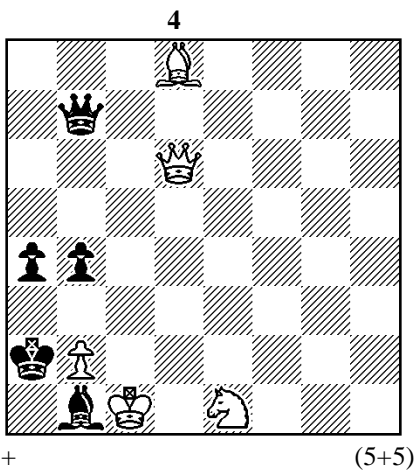
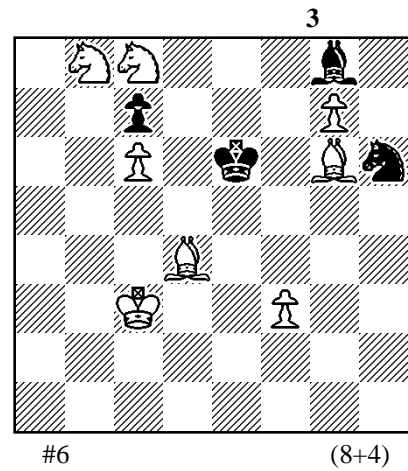
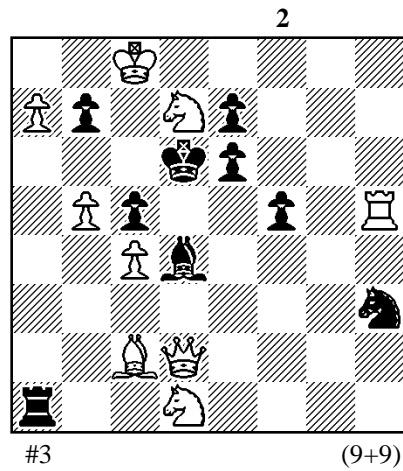
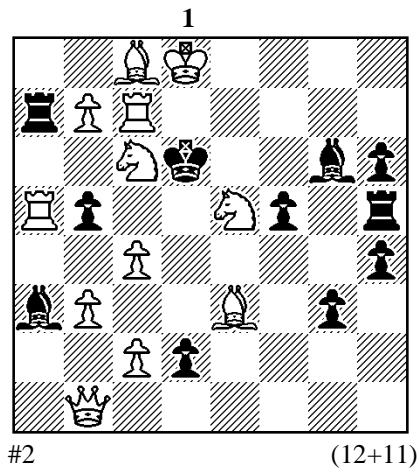
EG: give all moves up to an obvious win or draw.

H#: give the complete solutions (for one solution you will get 2,5 pts.).

S#: key, possible threat and all variations till white's last move.

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ROUND 2 - PROBLEMS Time 2 hours



2#: Give the key.

3# and n-#: give key, possible threat and all variations till and including white's last but one move.

EG: give all moves up to an obvious win or draw.

H#: give the complete solutions (for one solution you will get 2,5 pts.).

S#: key, possible threat and all variations till white's last move.