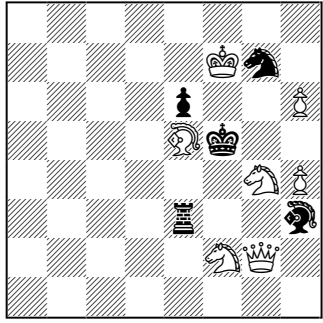
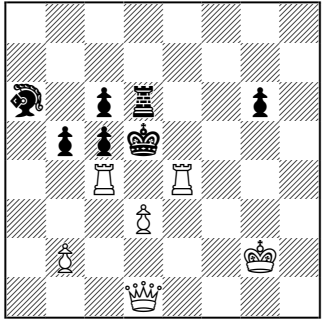
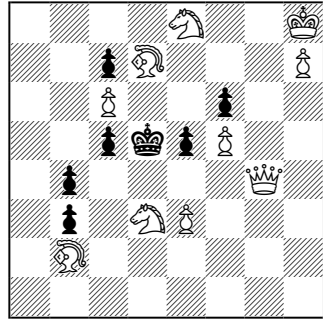
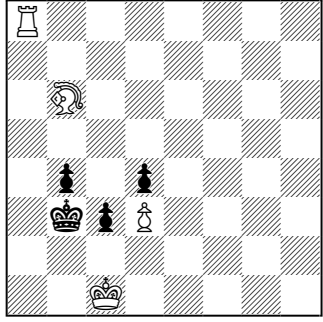
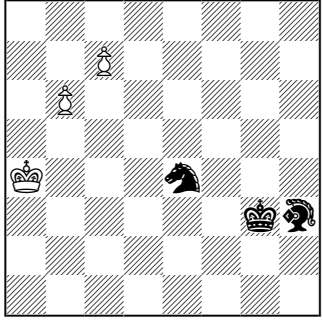
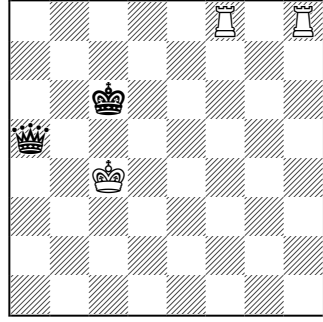
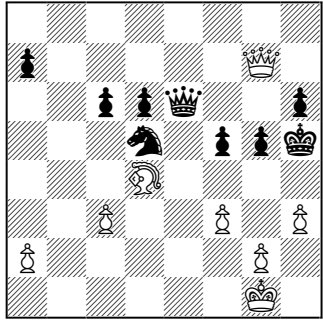
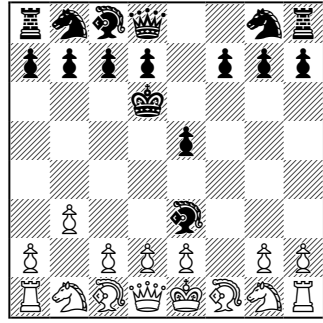




Accademia Scacchi Milano
II Torneo di Soluzione problemi - Gara 3 - 2011/2012

<p>1</p>  <p style="text-align: center;">#2 (7+5) il bianco muove e matta in due mosse</p>	<p>2</p>  <p style="text-align: center;">#2 (6+7) il bianco muove e matta in due mosse</p>	<p>3</p>  <p style="text-align: center;">#2 (10+7) il bianco muove e matta in due mosse</p>
<p>4</p>  <p style="text-align: center;">#3 (4+4) il bianco muove e matta in tre mosse</p>	<p>5</p>  <p style="text-align: center;">= (3+3) il bianco muove e patta</p>	<p>6</p>  <p style="text-align: center;">+ (3+2) il bianco muove e vince</p>
<p>7</p>  <p style="text-align: center;">combinazione (8+9) il bianco muove e vince</p>	<p>8</p>  <p style="text-align: center;">spg 6.5 (15+16) posizione dopo la settima mossa del bianco. Ricostruire la partita</p>	