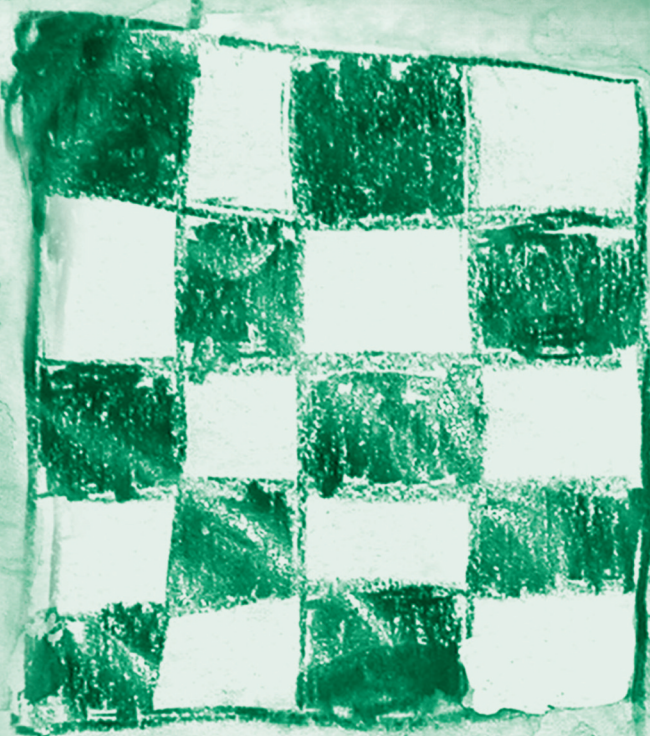


Lega Corsa di Scacchi

Librettu d'allinamentu di scacchi

Livelli 1 è 2



Akha Vilaisarn

A parolla di u Presidente

« S'ella hè un bloccu di marmeru a strategia, a tattica hè u tagliolu impugnatu da u maestru per creà capi d'opera », dicia u 9^o campione di u mondu, Tigran Petrossian.

Anu qualcosa di maravigliosu e tattiche. I pezzi giranu, volanu, s'inticcianu, girivoltanu, sbarcanu nantu à a bona cantarella è ghjè fatta l'affare !

Furcina, mattu di u corridò, basgiu di a morte è altri colpi di u pastore ùn vi teneranu più secreti. Fate i vostri primi passi cù stu librettu d'allinamentu è diventate un ghjucatore di prima trinca.

Siate i benvenuti in u mondu magicu di a tattica. Campatevi !

Akkha Vilaisarn

Maestru di a Federazione Internazionale di Scacchi

Presidente di a Lega Corsa di Scacchi

« Si la stratégie est un bloc de marbre, la tactique est le ciseau que manie le maître pour créer des chefs-d'œuvre » disait le 9^e champion du monde, Tigran Petrossian.

Les tactiques ont quelque chose de merveilleux. Les pièces tournoient, volent, s'entrechoquent, virevoltent, atterrissent sur la bonne case et c'est gagné !

Fourchette, mat du couloir, baiser de la mort et autres coup du berger n'auront plus de secret pour vous. Faites vos premiers pas avec ce livret d'entraînement et devenez un joueur confirmé.

Bienvenu dans le monde magique de la tactique. Amusez-vous !

Akkha Vilaisarn

Maître de la Fédération Internationale des Echecs

Président de la Ligue Corse des Echecs

Livellu 1



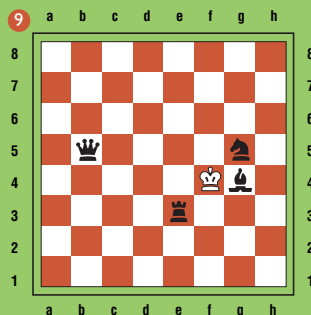
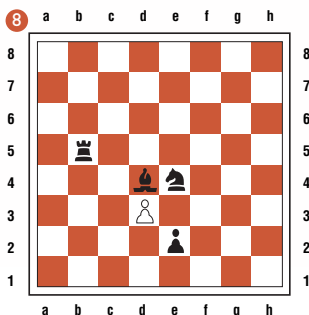
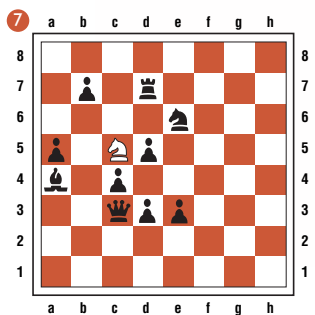
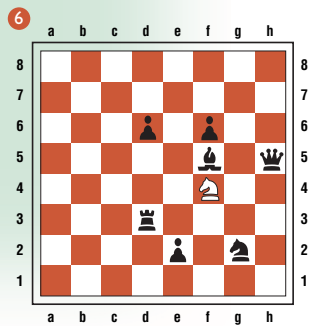
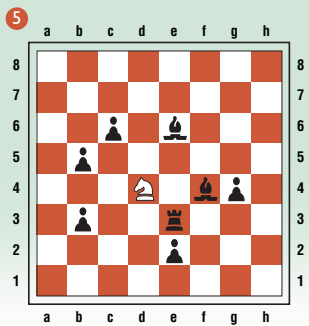
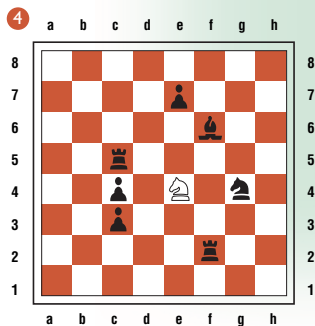
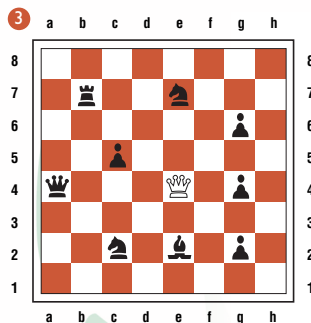
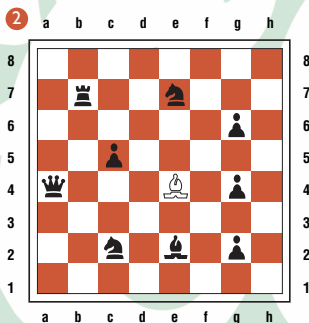
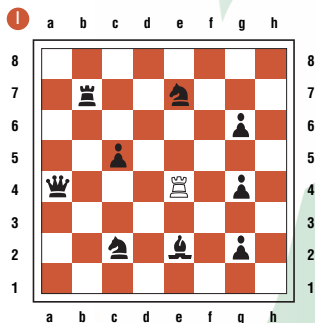
Spiazzamentu di e pezze

Déplacement des pièces



Inturniegħja e pezze nere ch'elli ponu agguantà i Bianchi senza perde nunda.

Entoure les pièces noires que les Blancs peuvent capturer sans rien perdre.



L'arruccamentu

Le roque

Nota "0-0" s'elli ponu fà l'arruccamentu minò i Bianchi.
Nota "0-0-0" s'elli ponu fà l'arruccamentu maiò i Bianchi.
Infine nota "mancunu" s'elli ùn ponu micca arruccà i Bianchi.

Note "0-0" si les Blancs peuvent faire le petit roque.
Note "0-0-0" si les Blancs peuvent faire le grand roque.
Enfin note "aucun" si les Blancs ne peuvent pas roquer.



1

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠	♙				♠		♠
	a	b	c	d	e	f	g	h

2

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

3

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

4

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

5

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

6

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

7

	a	b	c	d	e	f	g	h
8	♠					♠	♠	
7	♠	♠	♠			♠	♠	
6			♙					♙
5								
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

8

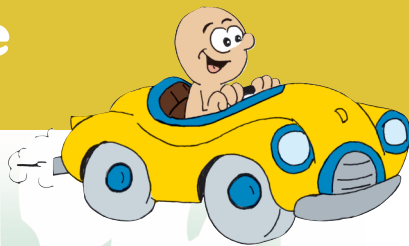
	a	b	c	d	e	f	g	h
8	♠		♙			♠	♠	
7	♠	♠	♠			♠	♠	
6	♙		♙					♙
5			♙			♙		
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

9

	a	b	c	d	e	f	g	h
8	♠		♙		♙		♠	♠
7	♠	♠	♠		♙		♠	♠
6	♙		♙		♙			♙
5			♙			♙		
4								
3								
2	♙	♙	♙			♙	♙	♙
1	♠					♠		♠
	a	b	c	d	e	f	g	h

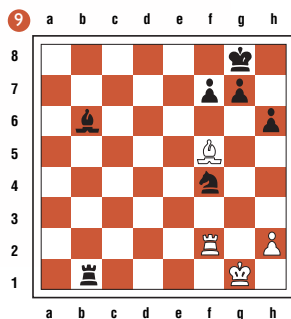
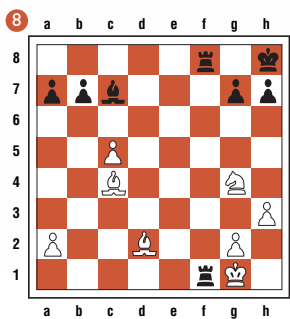
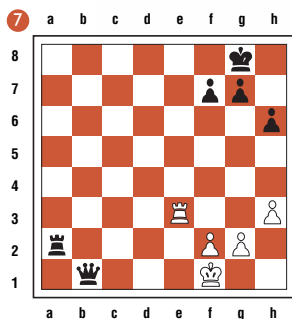
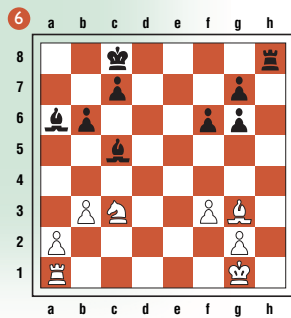
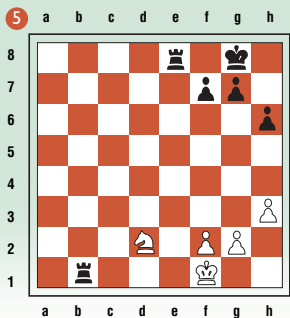
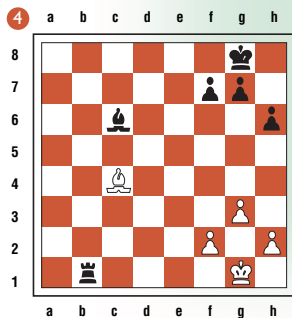
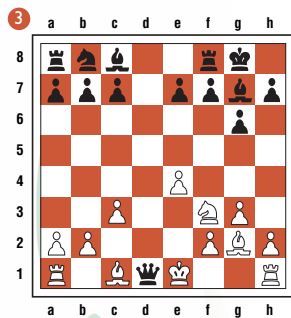
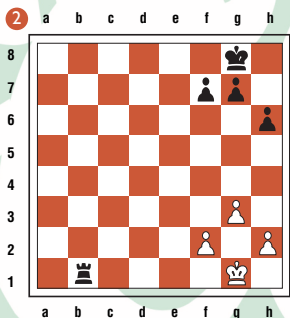
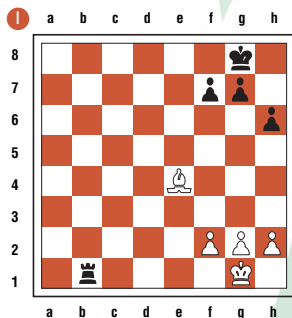
Salvà u Rè

Sauver le Roi



Si i Bianchi. U to Rè hè in scaccu.
Trova una mossa chì salva u Rè.

Tu as les Blancs. Ton Roi est en échec. Trouve un coup qui sauve le Roi.

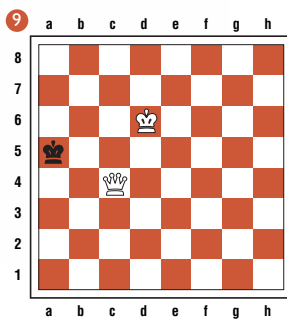
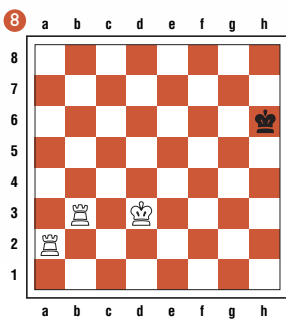
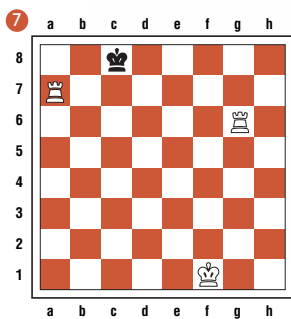
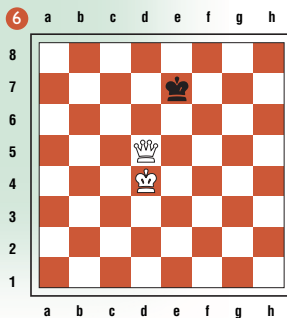
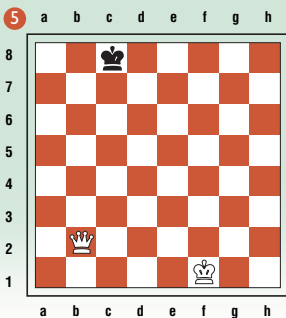
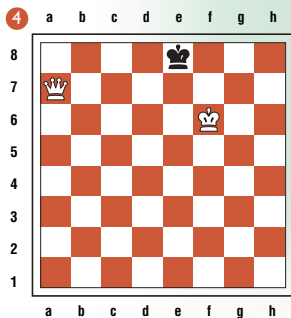
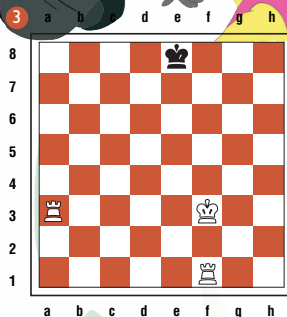
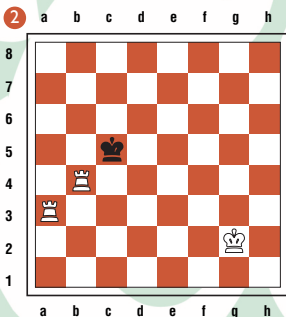
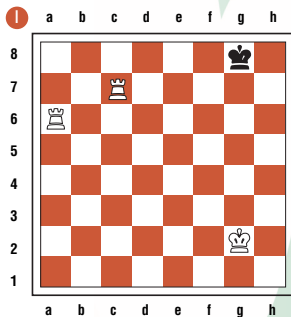
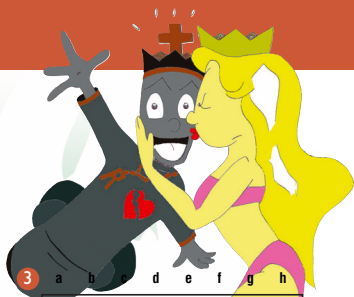


Scale/Basgiu di a morte

Escalier/Baiser de la mort

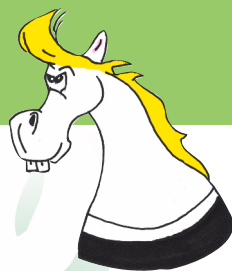
Avenu da vede a to tecnica. Ghjoca u colpu u megliu pè i Bianchi.

Voyons ta technique. Joue le meilleur coup pour les Blancs.



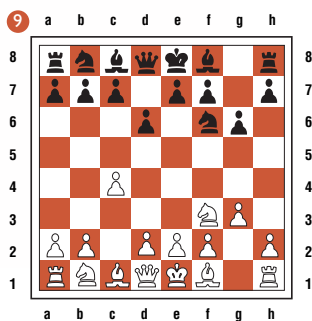
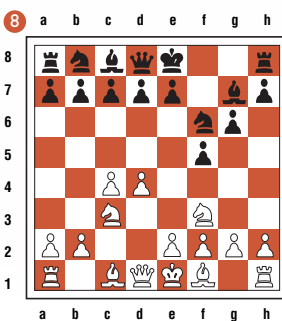
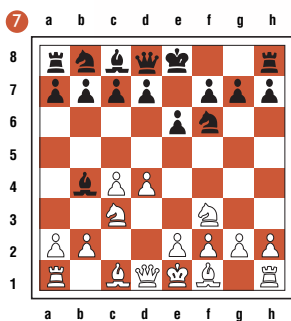
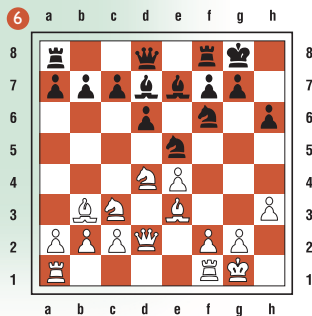
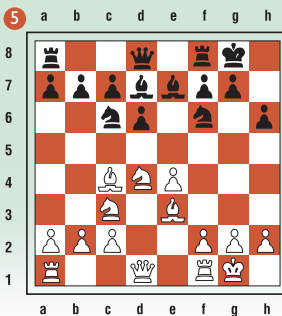
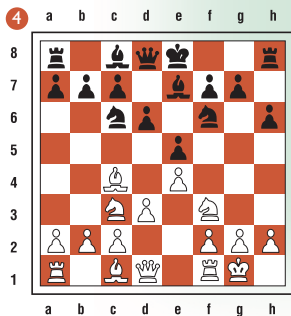
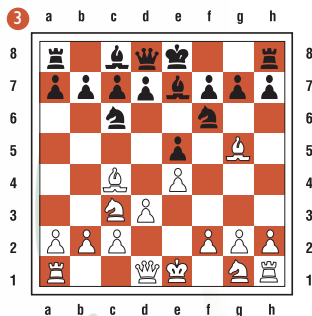
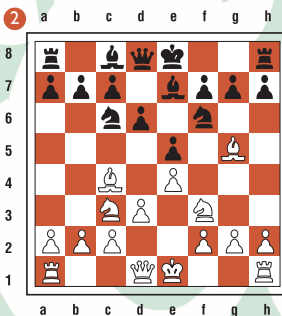
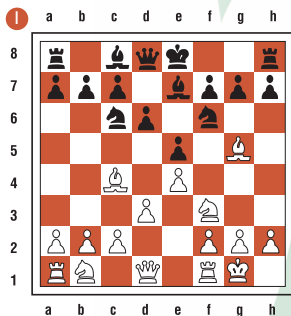
Sviluppu

Développement



Ghjoca una mossa pè i Bianchi chì sviluppa una pezza in u centru.

Joue un coup qui développe une pièce au centre pour les Blancs.



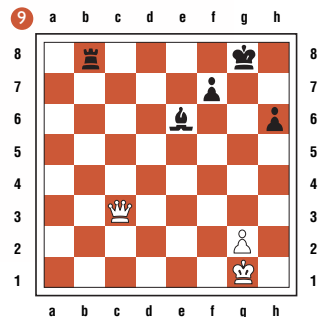
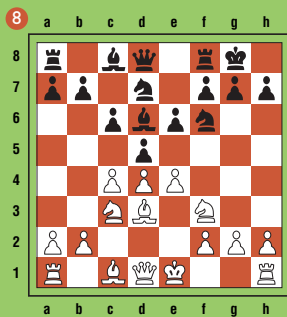
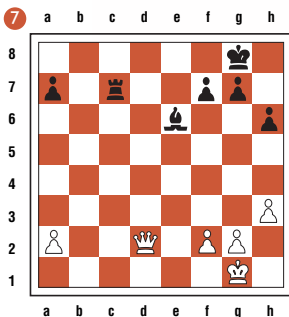
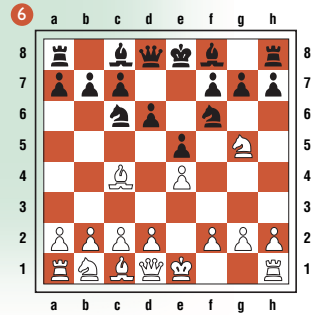
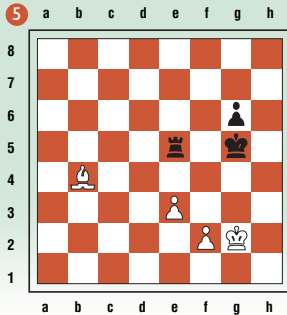
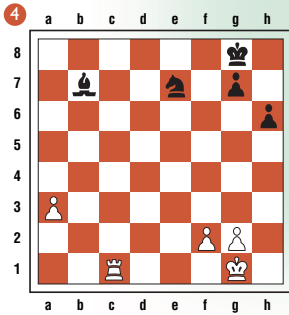
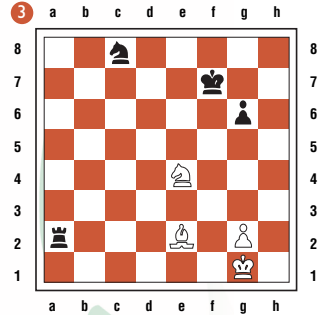
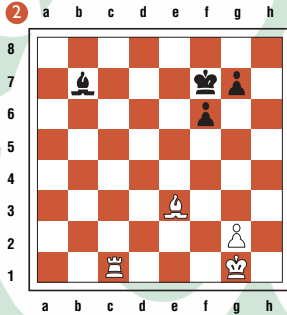
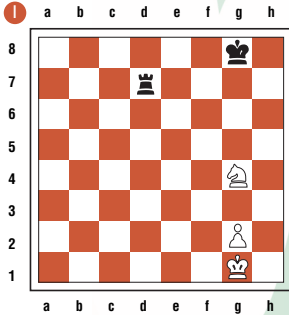
L'attaccu doppiu

L'attaque double



Ghjocanu i Bianchi è vincenu a robba.

Les Blancs jouent et gagnent du matériel.



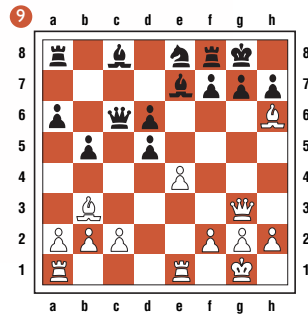
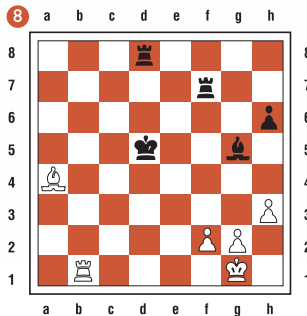
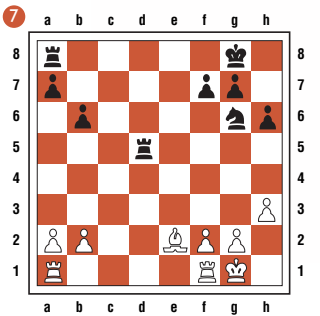
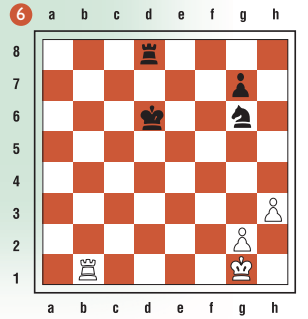
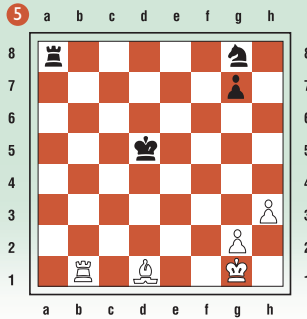
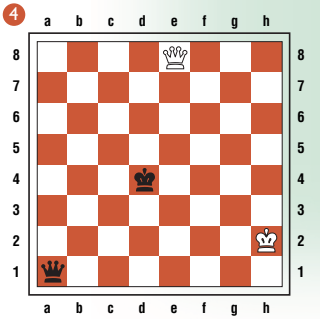
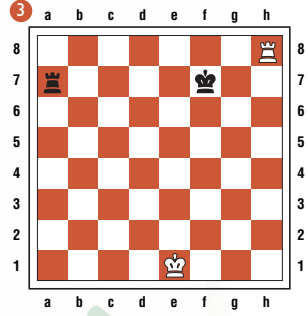
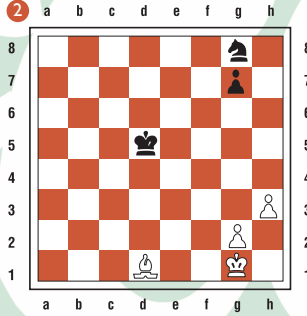
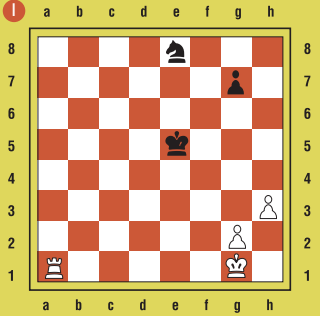
Infilata

Enfilade



Ghjocanu i Bianchi è vincenu a robba.

Les Blancs jouent et gagnent du matériel.



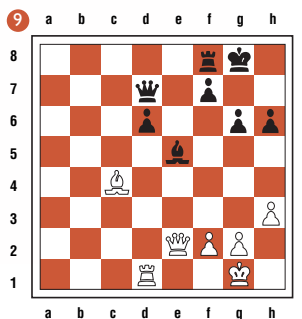
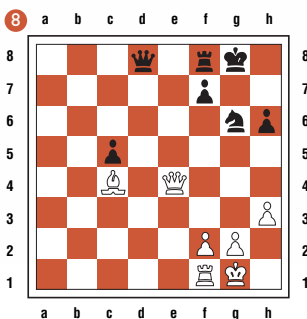
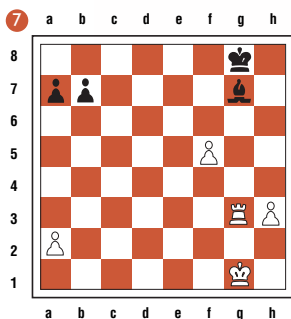
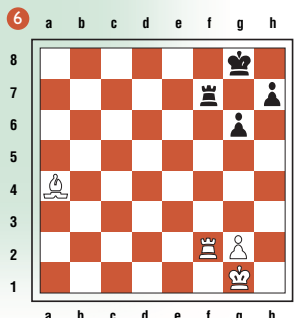
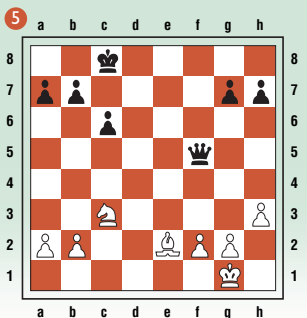
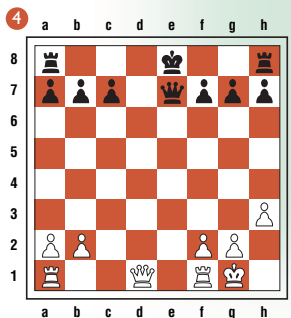
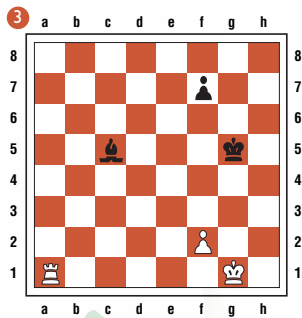
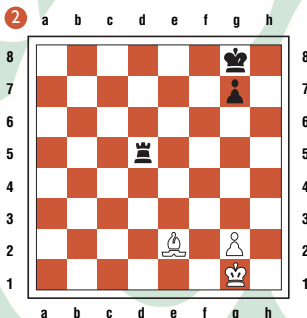
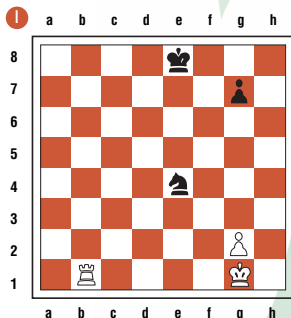
L'inchjudera

Le clouage



Ghjoçanu i Bianchi è vincenu a robba.

Les Blancs jouent et gagnent du matériel.



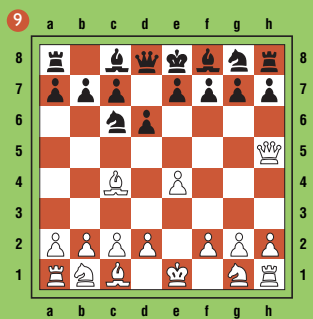
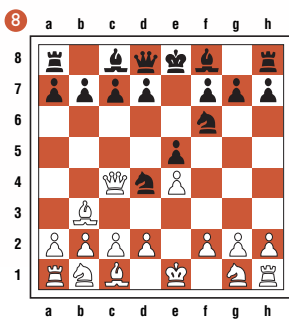
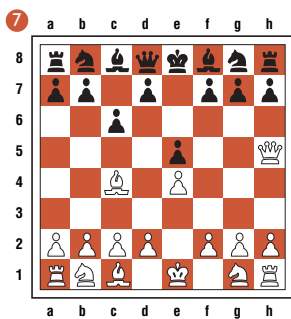
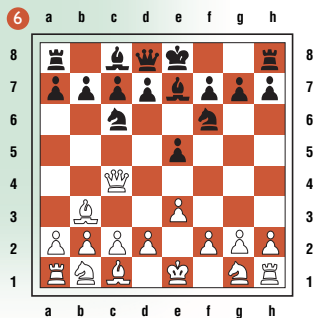
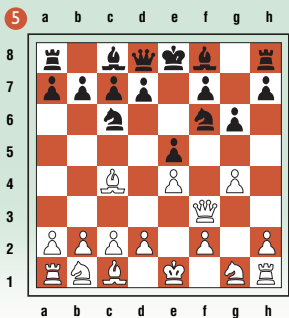
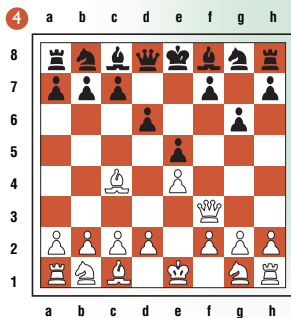
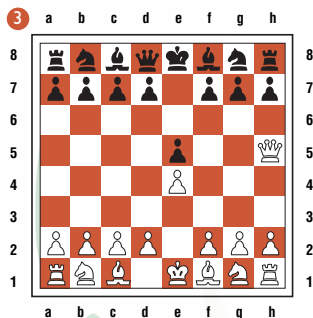
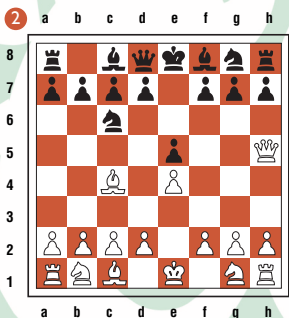
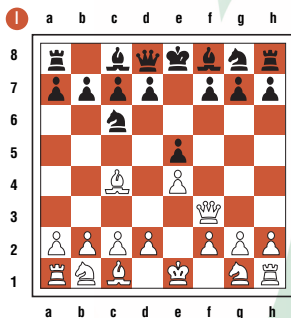
Colpu di u pastore

Coup du berger



Sì i Neri. Provanu i Bianchi à fà ti u terribile colpu di u pastore. Riflette bè è difenditi !

Tu as les Noirs. Les Blancs essaient de te faire le terrible coup du berger. Réfléchis bien et défends-toi !



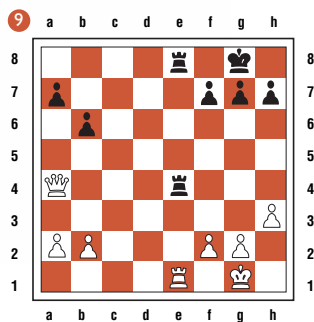
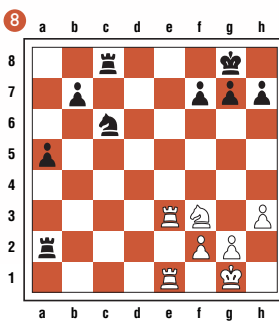
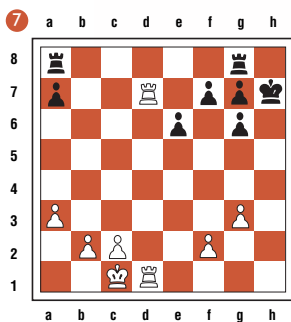
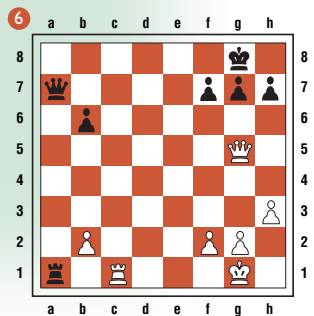
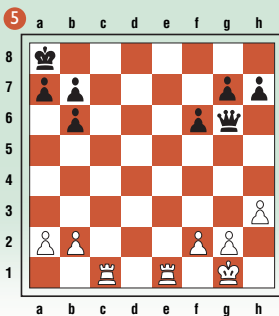
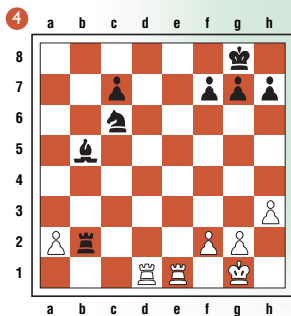
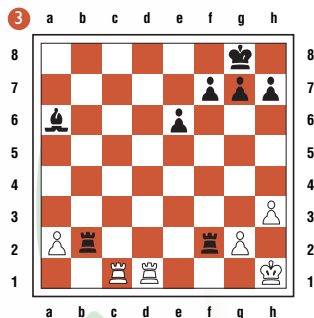
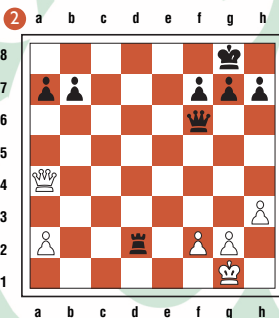
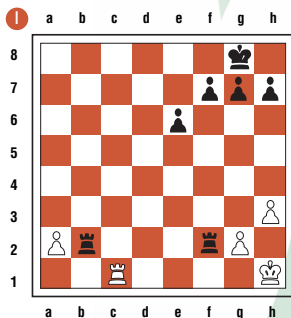
U mattu di u curridò

Le mat du couloir



Un mattu terrible : u mattu di u curridò. Attenti, l'ultimi dui diagrammi sò in due mosse. Sì i Bianchi.

Un mat terrible : le mat du couloir. Attention, les deux derniers diagrammes sont en deux coups. Tu as les Blancs.



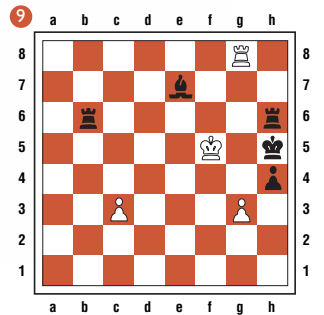
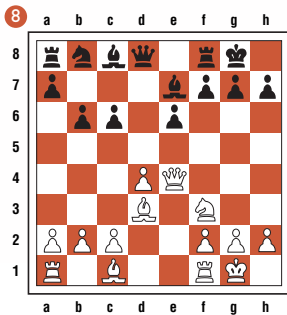
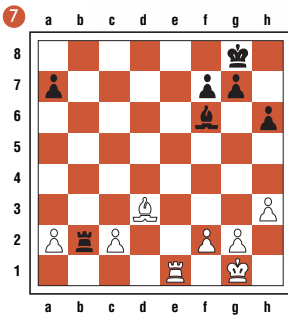
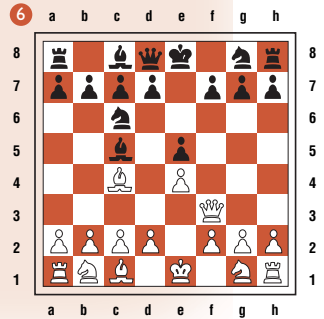
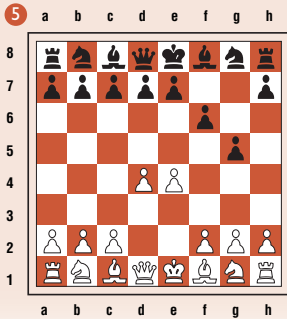
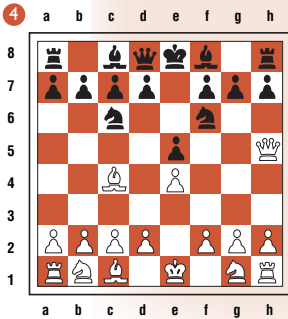
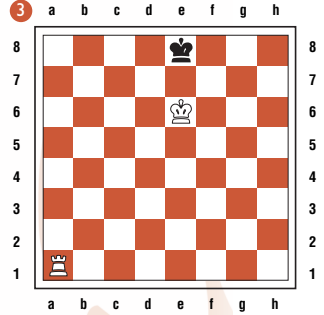
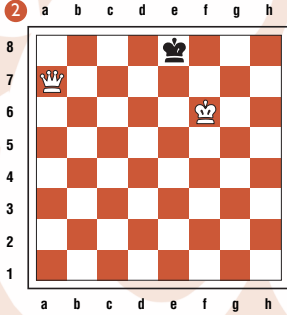
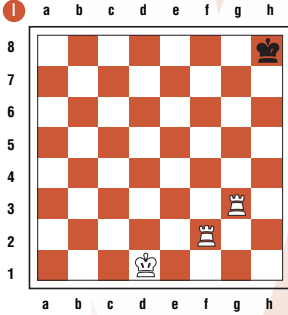
Mattu in una mossa (I)

Mat en un coup (I)



Ghjocanu i Bianchi è facenu mattu in una mossa.

Les Blancs jouent et font échec et mat en un coup.

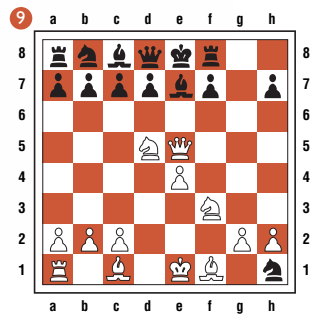
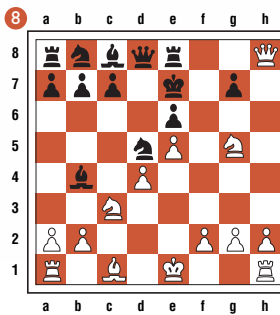
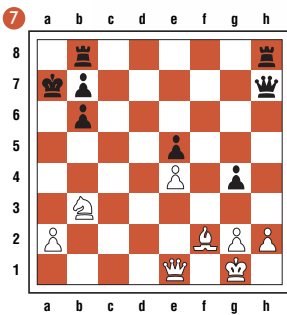
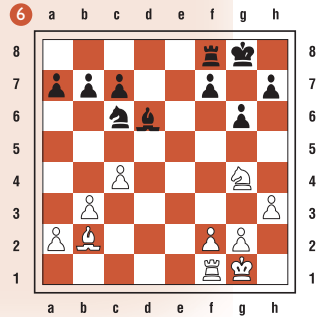
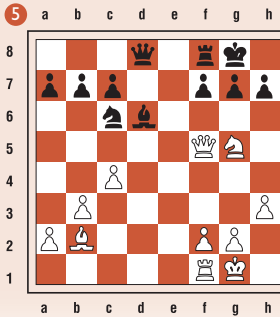
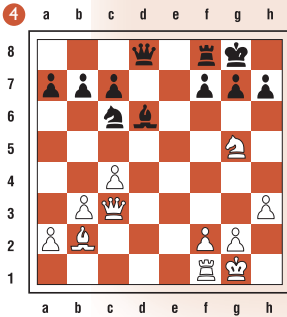
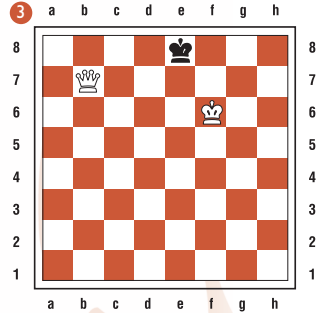
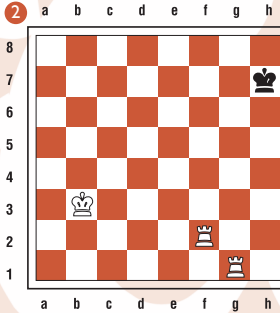
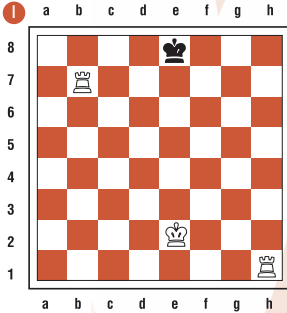


Mattu in una mossa (2)

Mat en un coup (2)

Ghjocanu i Bianchi è facenu mattu in una mossa.

Les Blancs jouent et font échec et mat en un coup.



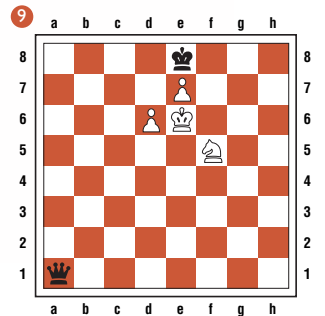
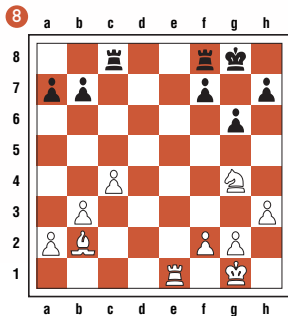
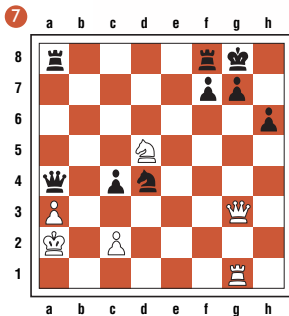
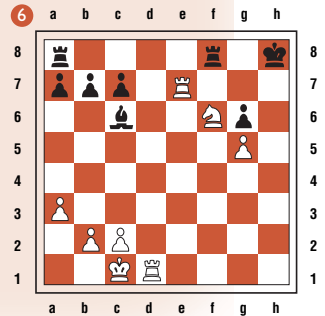
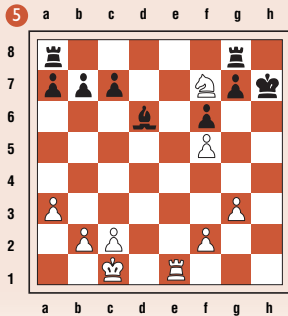
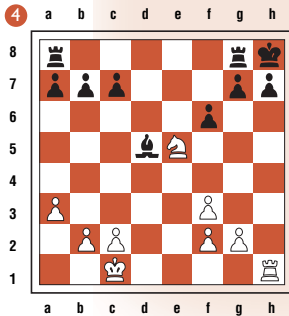
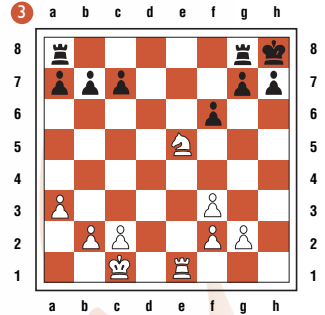
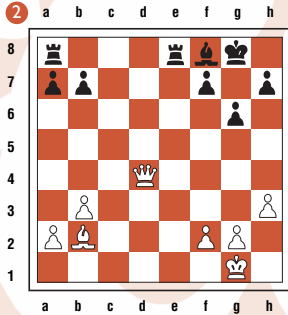
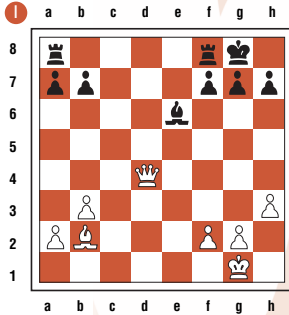
Mattu in una mossa (3)

Mat en un coup (3)



Ghjocanu i Bianchi è facenu mattu in una mossa.

Les Blancs jouent et font échec et mat en un coup.



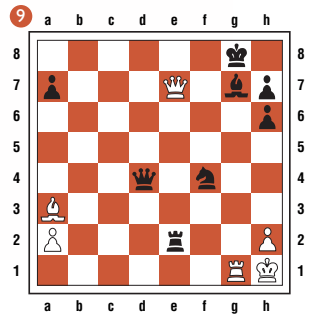
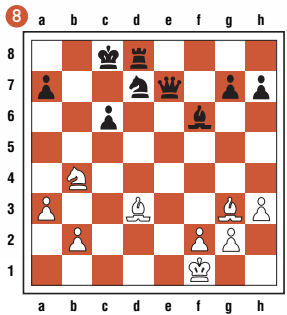
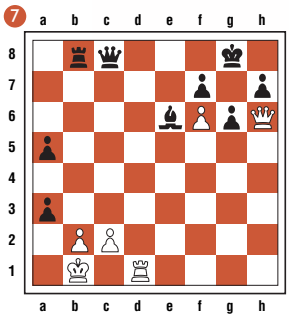
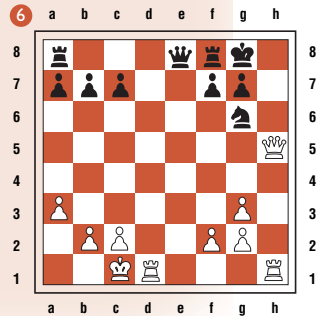
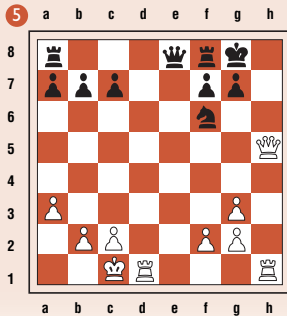
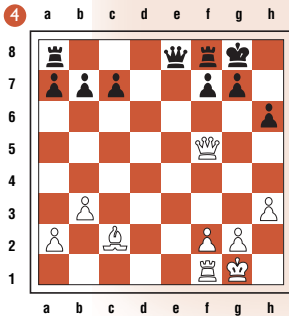
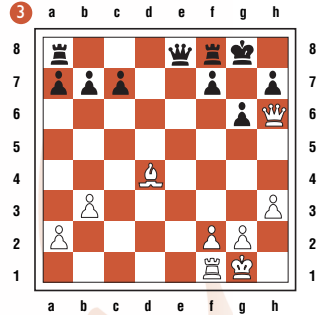
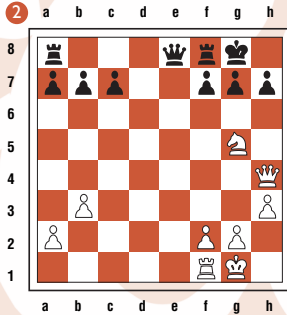
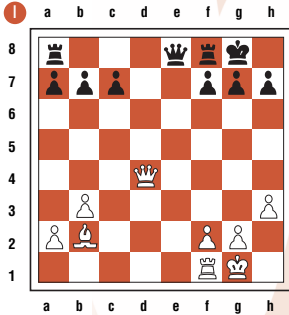
Mattu in una mossa (4)

Mat en un coup (4)



Ghjocanu i Bianchi è facenu mattu in una mossa.

Les Blancs jouent et font échec et mat en un coup.



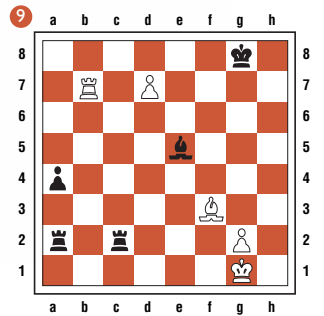
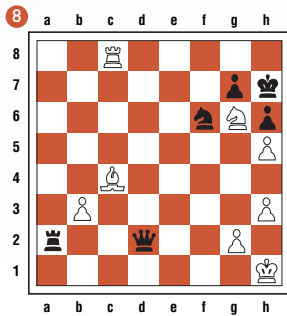
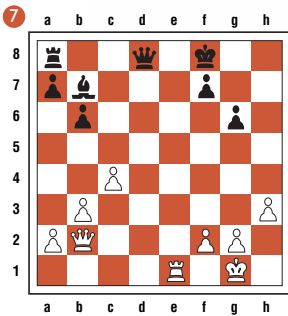
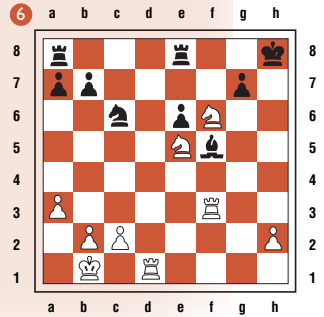
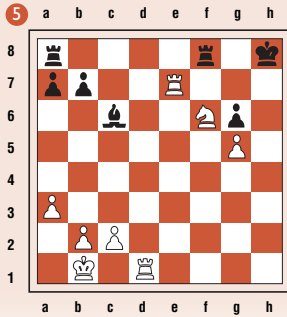
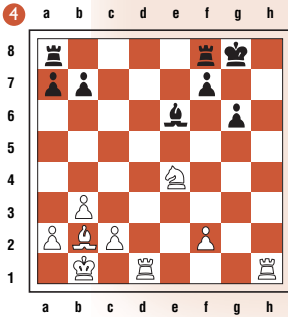
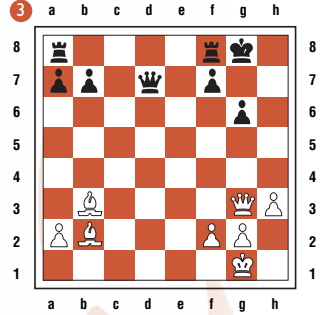
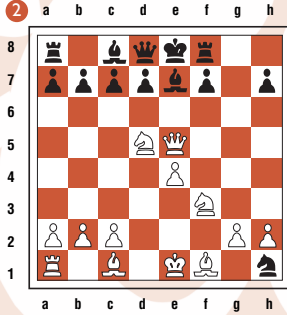
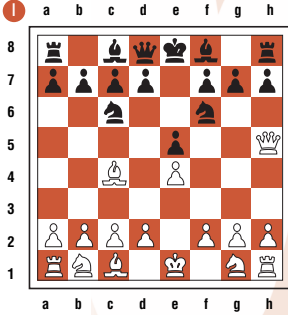
Mattu in una mossa (5)

Mat en un coup (5)



Ghjocanu i Bianchi è facenu mattu in una mossa.

Les Blancs jouent et font échec et mat en un coup.



Livellu 2



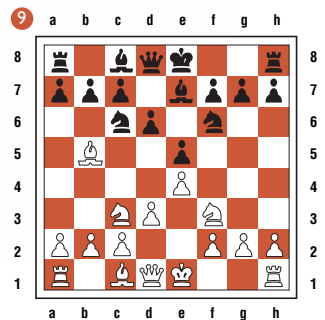
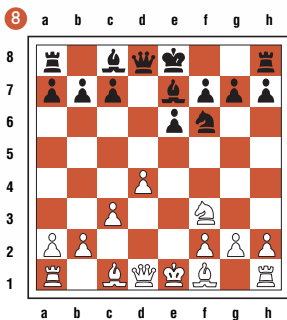
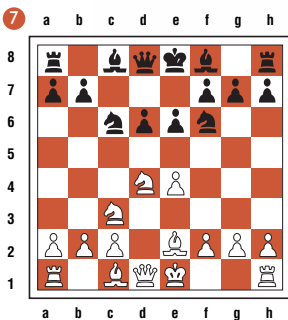
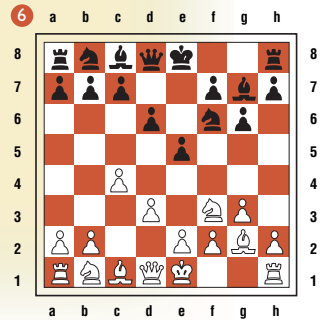
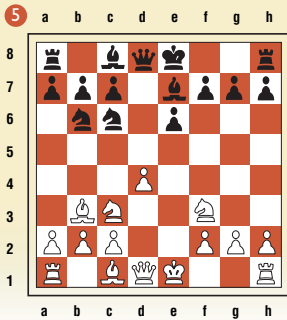
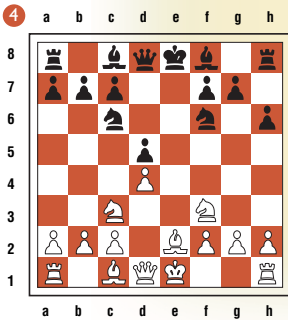
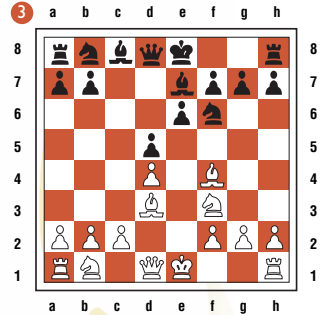
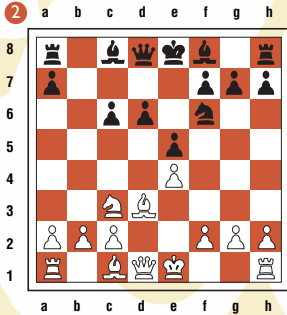
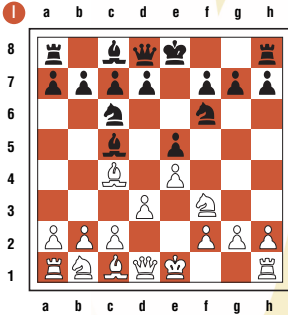
Colpi candidati / sviluppo (1)

Coups candidats / développement (1)



Dà trè mosse pussibile pè i Bianchi. Attenti, ti dumandemu trè pussibilità è micca trè mosse in fila.

Donne trois coups possibles pour les Blancs. Attention, on te demande trois possibilités et non trois coups à la suite.

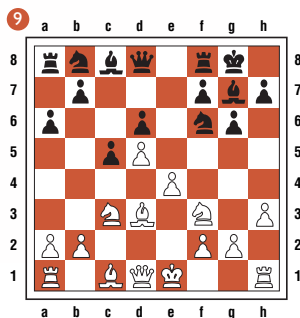
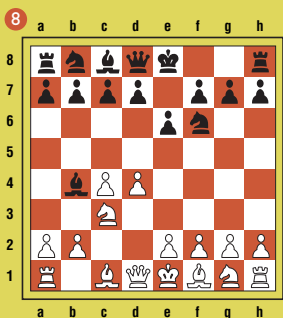
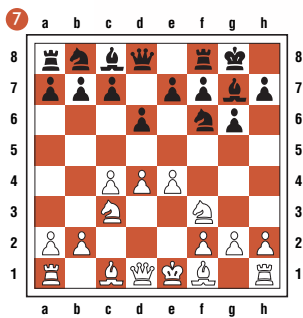
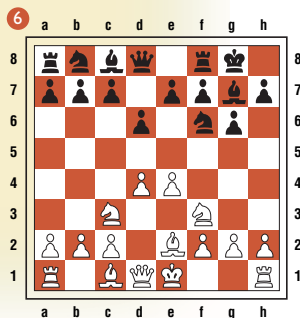
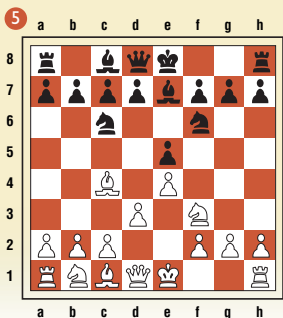
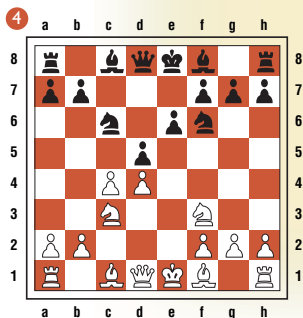
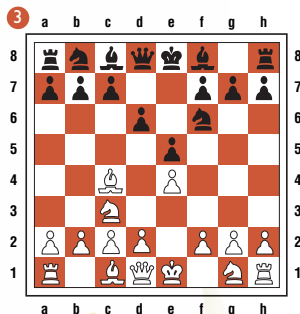
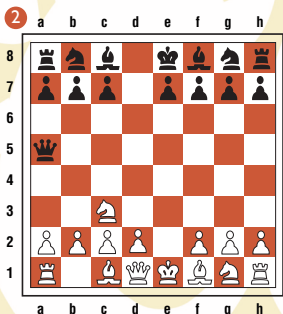
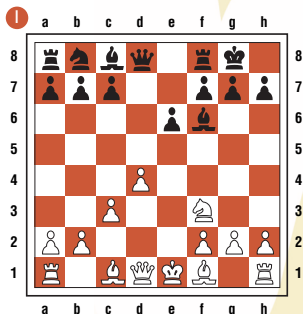


Colpi candidati / sviluppo (2)

Coups candidats / développement (2)

Dà trè mosse pussibile pè i Bianchi. Attenti, ti dumandemu trè pussibilità è micca trè mosse in fila.

Donne trois coups possibles pour les Blancs. Attention, on te demande trois possibilités et non trois coups à la suite.

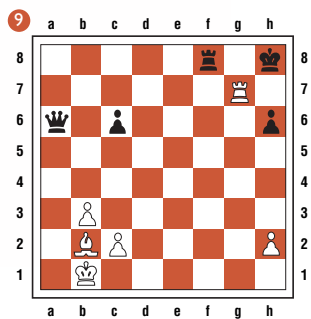
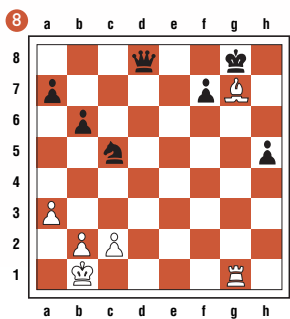
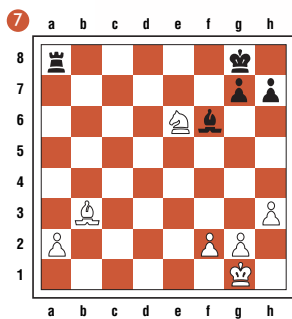
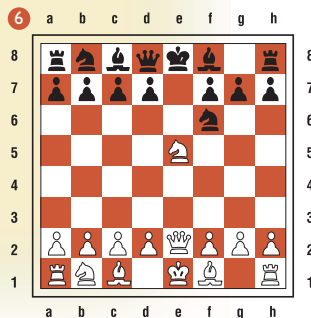
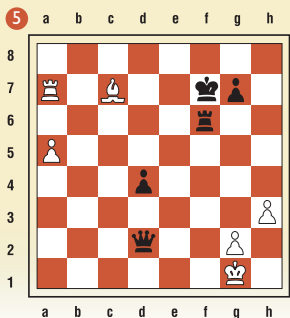
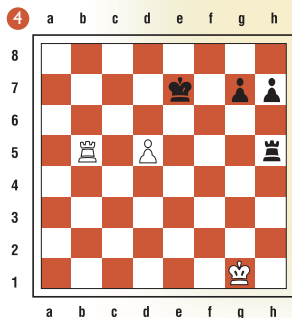
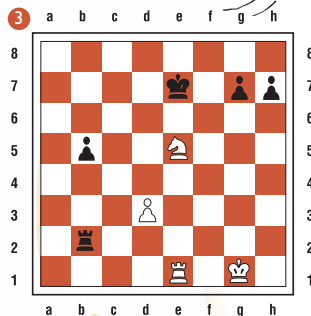
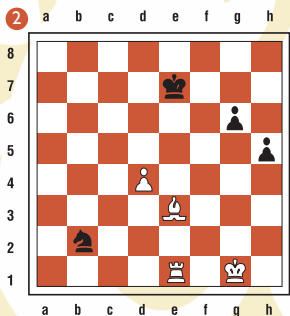
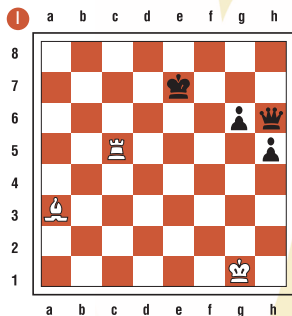


Attaccu à l'apertu

Attaque à la découverte

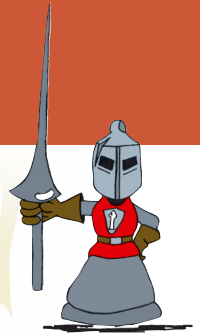
Ghjocanu i Bianchi è vincenu a robba.

Les Blancs jouent et gagnent du matériel.



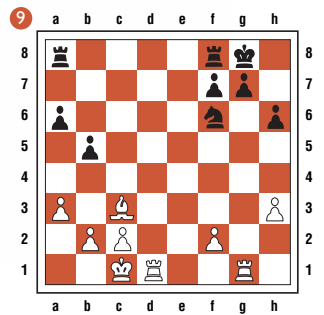
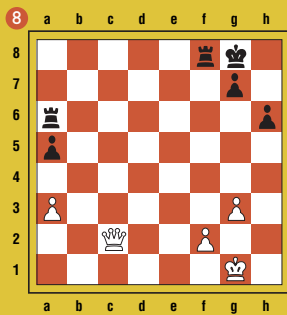
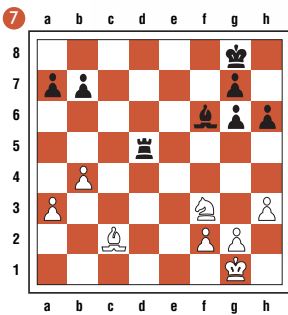
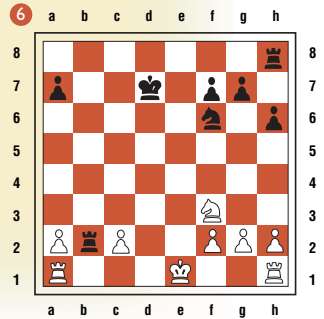
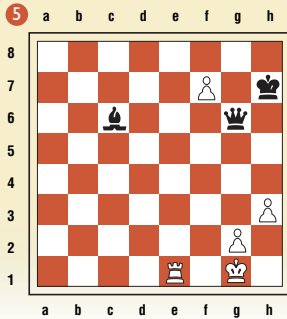
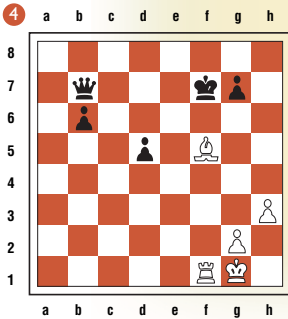
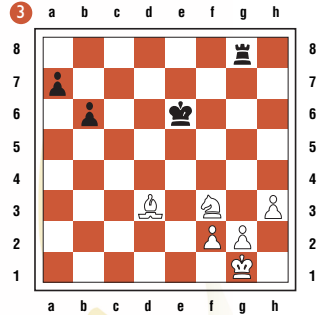
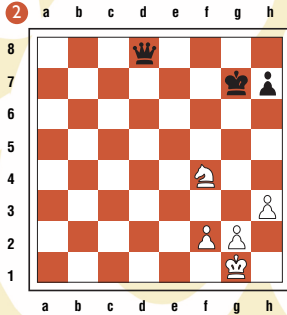
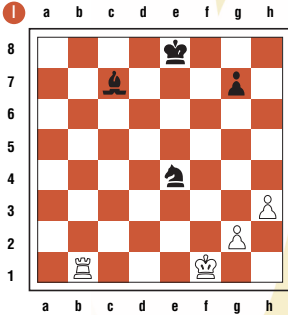
Tattica (1)

Tactique (1)



Avenu da vede s'è tu ai l'ochjata. Ghjocanu i Bianchi è vincenu una pezza. Indicheghja a tattica aduprata (furcina, inchjudera, infilata...)

Voyons si tu as le coup d'œil. Les Blancs jouent et gagnent une pièce. Indique la tactique utilisée (fourchette, clouage, enfilade...)

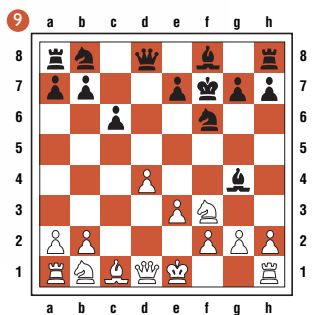
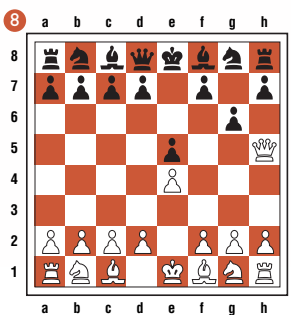
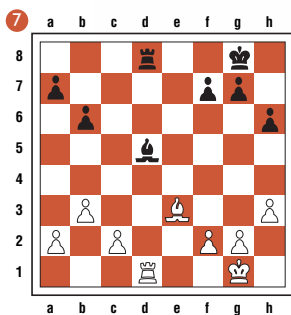
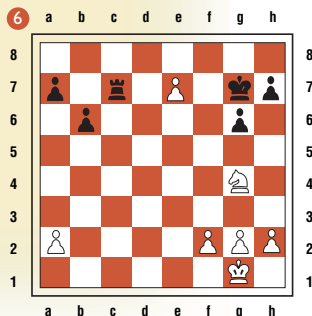
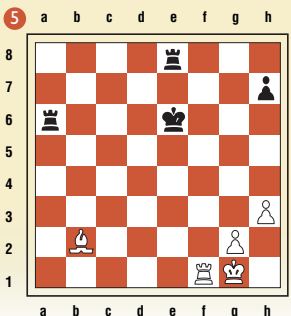
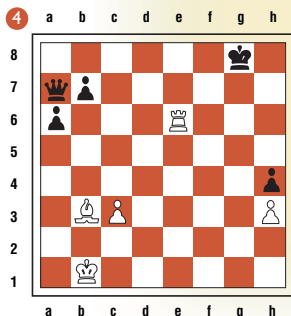
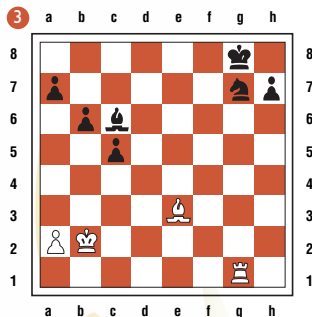
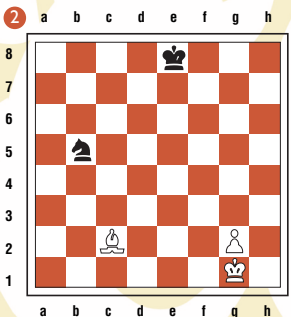
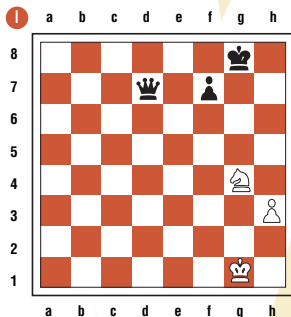


Tattica (2)

Tactique (2)

Avenu da vede s'è tu ai l'ochjata. Ghjocanu i Bianchi è vincenu una pezza. Indicheghja a tattica aduprata (furchina, inchjudera, infilata...)

Voyons si tu as le coup d'œil. Les Blancs jouent et gagnent une pièce. Indique la tactique utilisée (fourchette, clouage, enfilade...)

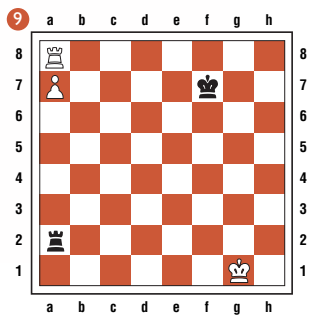
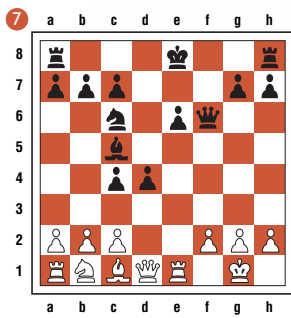
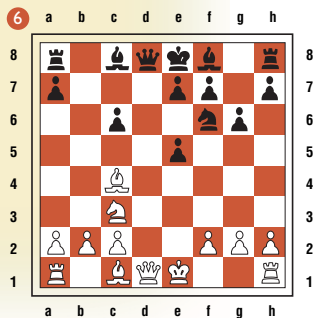
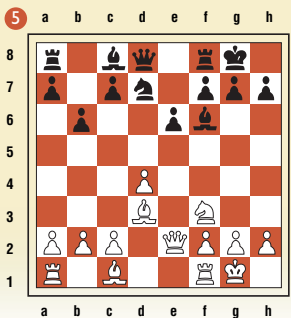
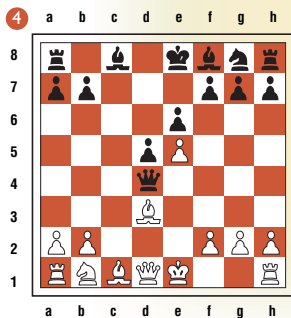
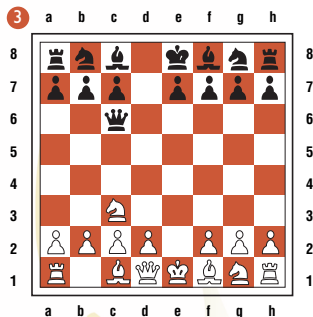
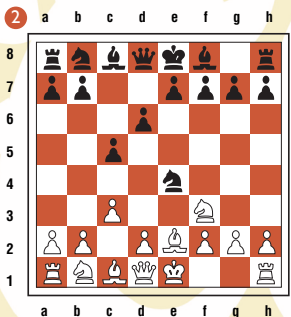
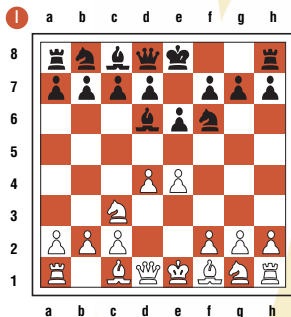


Tattica (3)

Tactique (3)

Avenu da vede s'è tu ai l'ochjata. Ghjocanu i Bianchi è vincenu una pezza. Indicheghja a tattica aduprata (furchina, inchjudera, infilata...)

Voyons si tu as le coup d'œil. Les Blancs jouent et gagnent une pièce. Indique la tactique utilisée (fourchette, clouage, enfilade...)



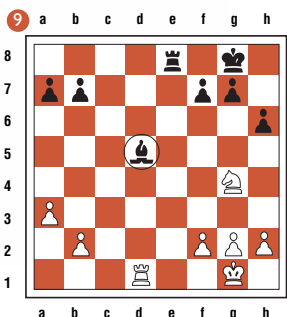
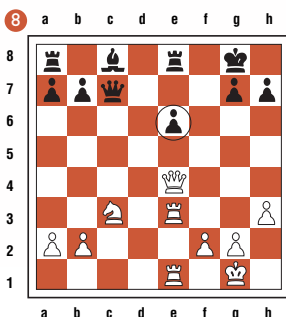
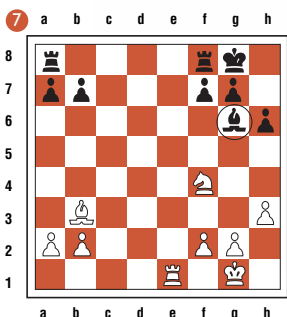
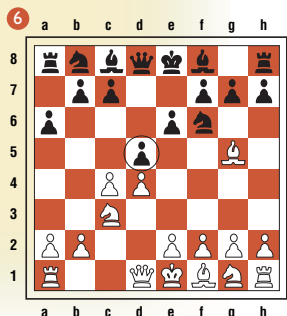
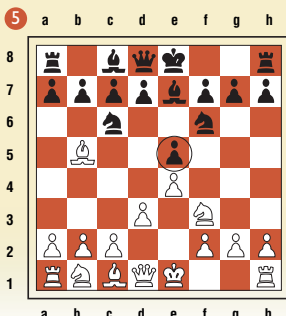
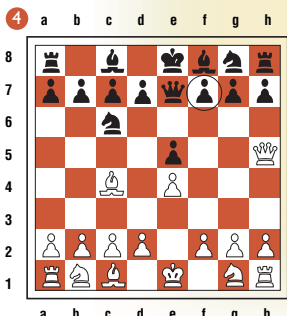
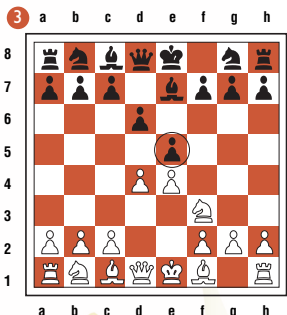
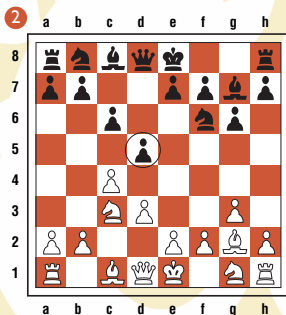
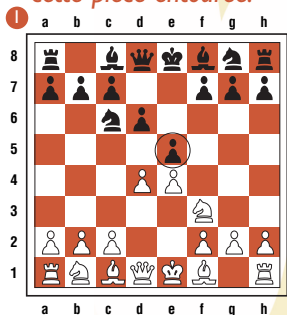
Attaccanti / difensori (1)

Attaquants / défenseurs (1)



Una pezza nera hè inturniata. Dà l'attaccanti ed i difensori di sta pezza. Indicheghja allora s'elli vincenu u materiale i Bianchi agguantendu sta pezza inturniata.

Une pièce noire est entourée. Donne les attaquants et les défenseurs de cette pièce. Indique alors si les Blancs gagnent du matériel en capturant cette pièce entourée.



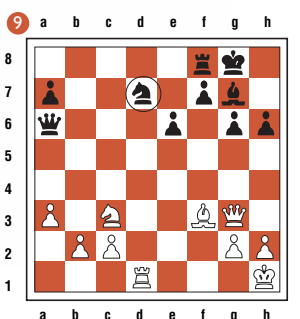
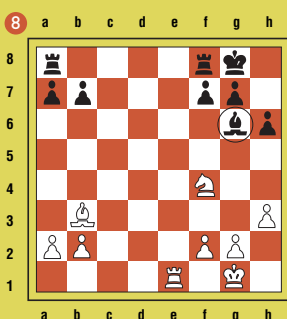
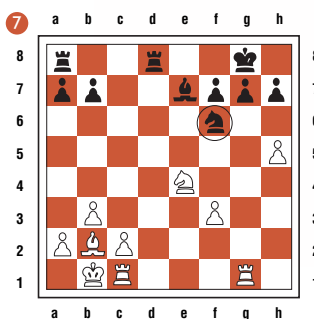
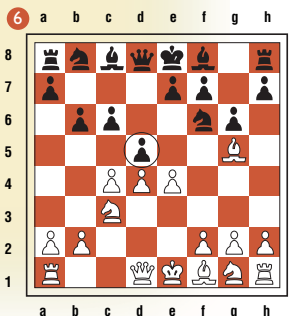
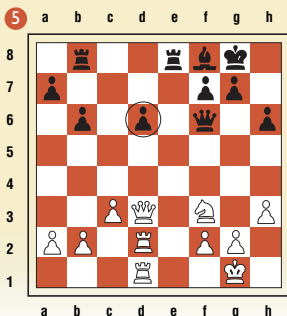
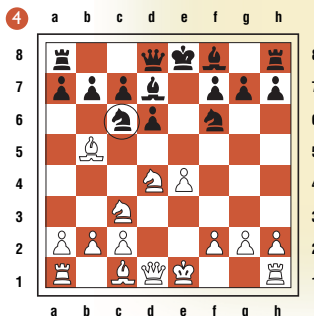
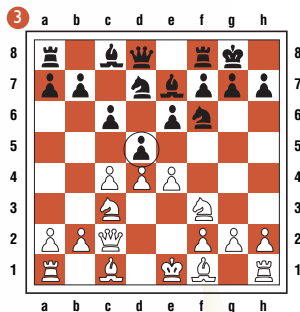
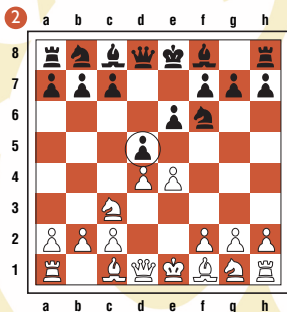
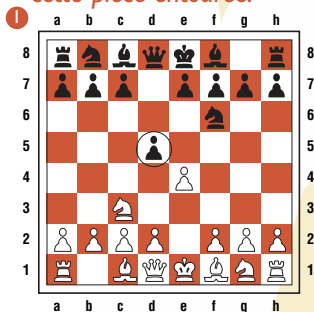
Attaccanti / difensori (2)

Attaquants / défenseurs (2)



Una pezza nera hè inturniata. Dà l'attaccanti ed i difensori di sta pezza. Indicheghja allora s'elli vincenu u materiale i Bianchi agguantendu sta pezza inturniata.

Une pièce noire est entourée. Donne les attaquants et les défenseurs de cette pièce. Indique alors si les Blancs gagnent du matériel en capturant cette pièce entourée.



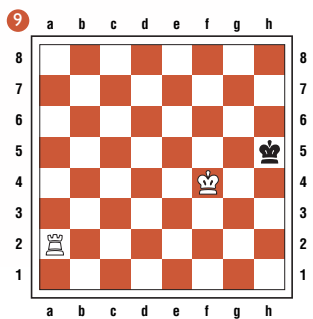
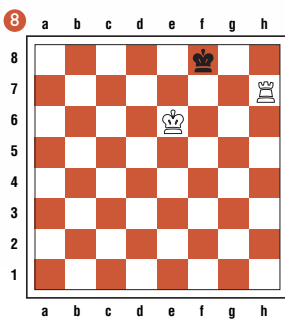
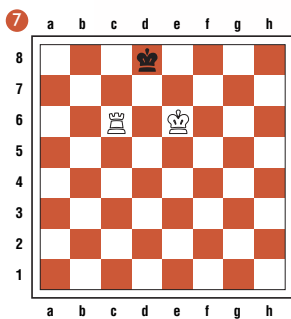
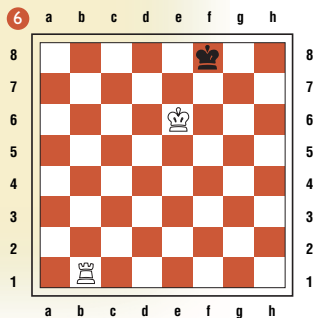
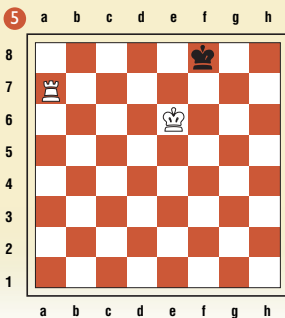
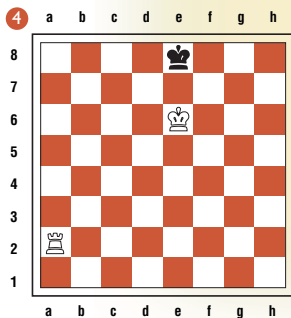
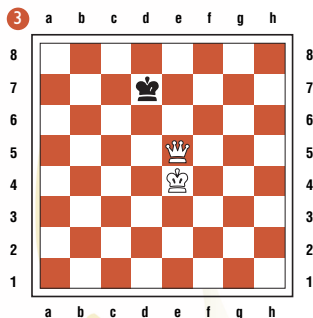
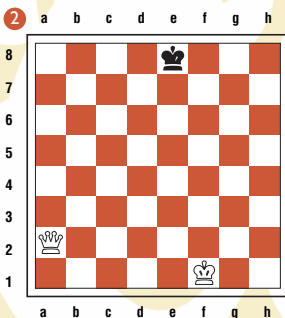
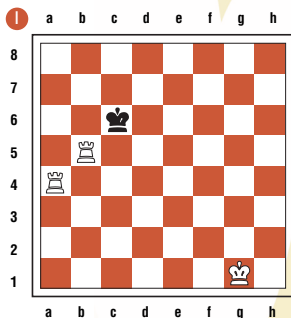
Tecnica

Technique



**Avemu da vede s'è tù ai una buona tecnica.
Ghjoca u colpu u megliu pè i Bianchi.**

**Voyons si tu as une bonne technique.
Joue le meilleur coup pour les Blancs.**

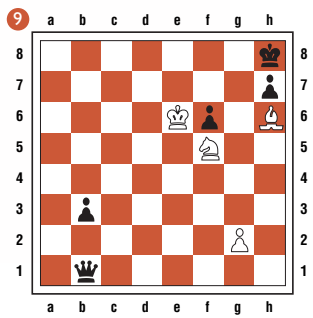
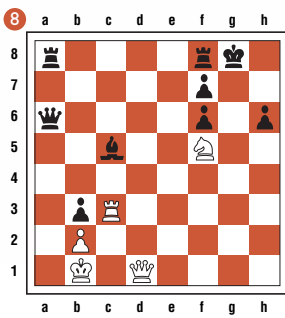
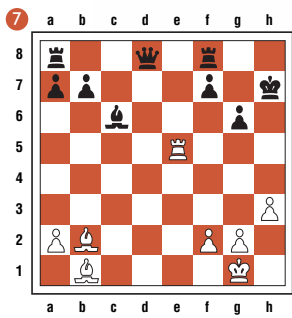
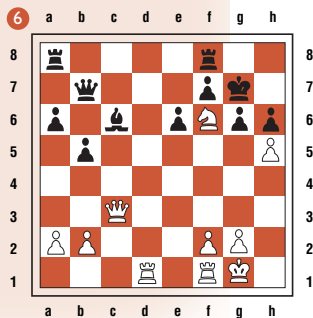
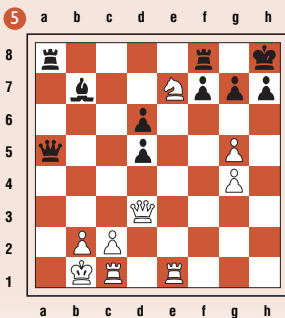
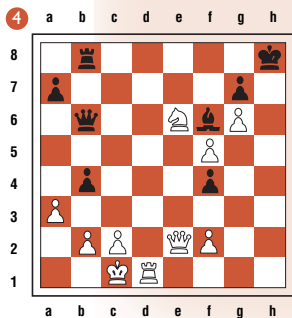
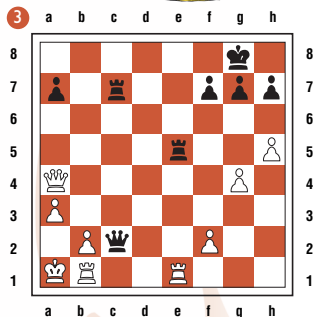
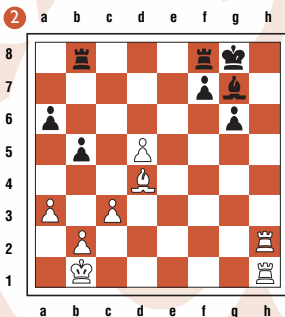
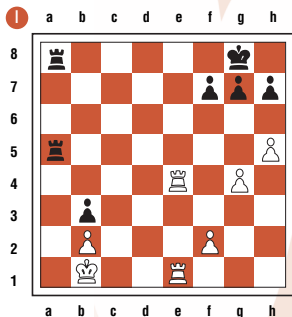


Mattu in duie mosse (1)

Mat en deux coups (1)

Ghjocanu i Bianchi è facenu mattu in duie mosse.

Les Blancs jouent et font échec et mat en deux coups.



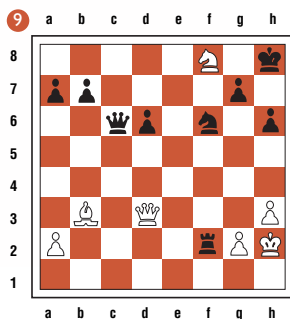
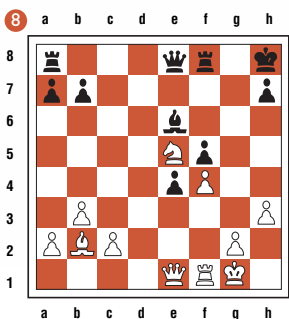
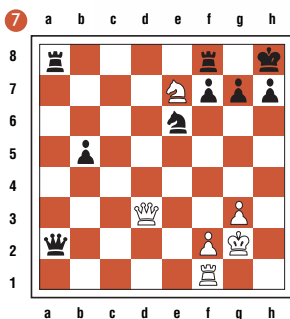
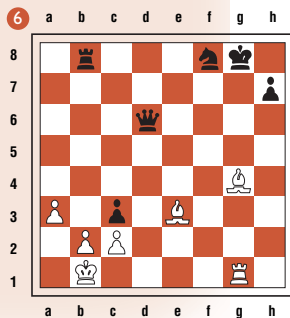
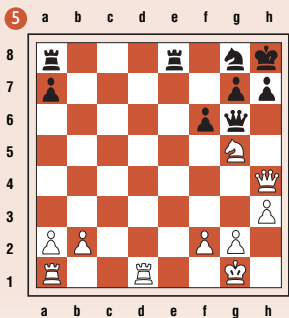
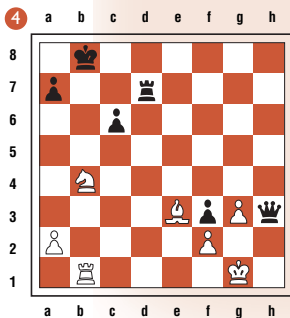
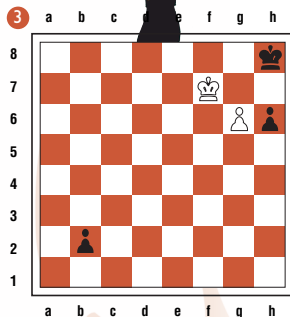
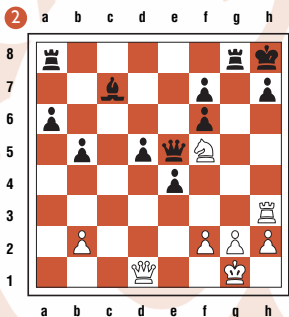
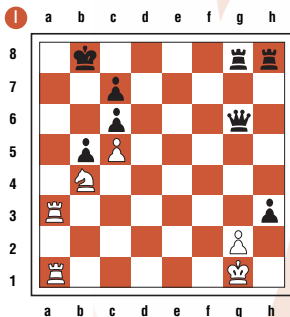
Mattu in duie mosse (2)

Mat en deux coups (2)



Ghjocanu i Bianchi è facenu mattu in duie mosse.

Les Blancs jouent et font échec et mat en deux coups.



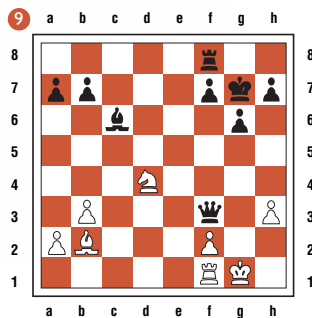
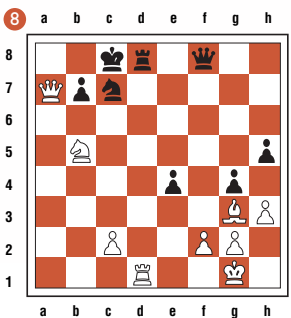
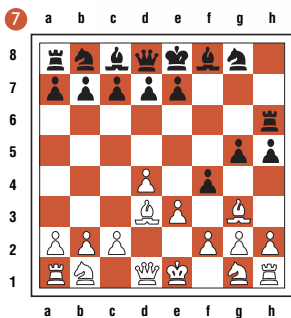
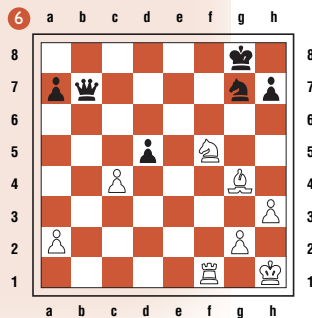
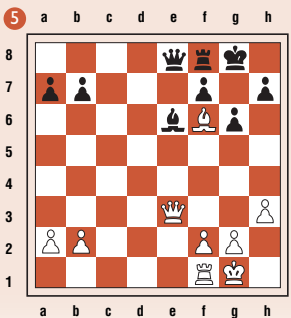
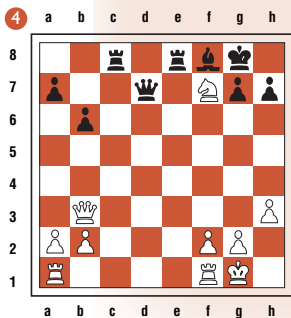
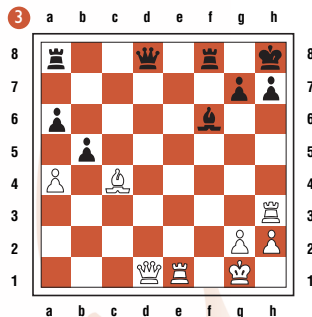
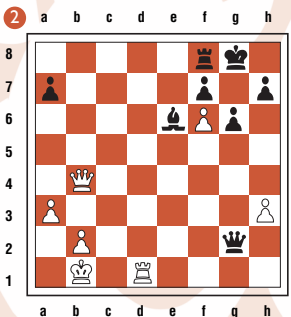
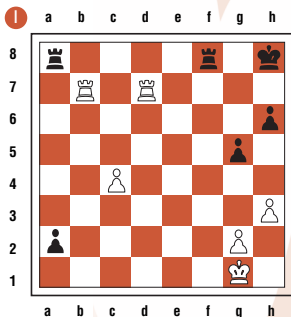
Mattu in duie mosse (3)

Mat en deux coups (3)



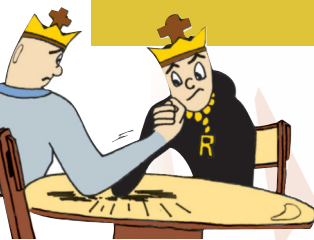
Ghjocanu i Bianchi è facenu mattu in duie mosse.

Les Blancs jouent et font échec et mat en deux coups.



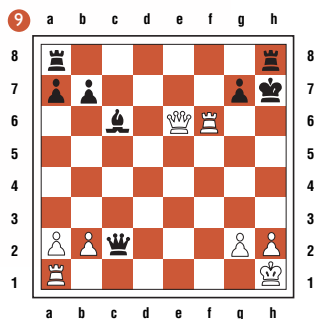
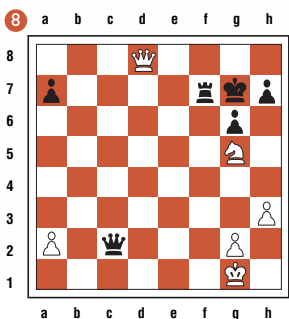
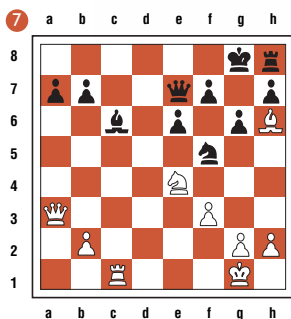
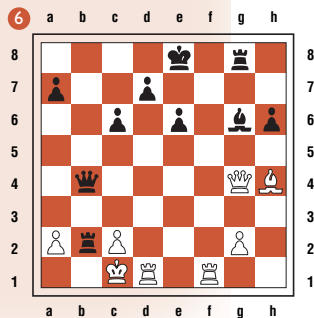
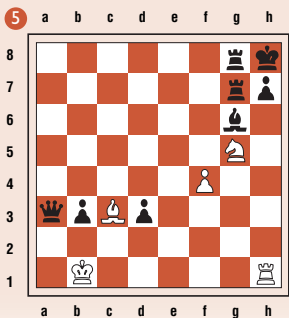
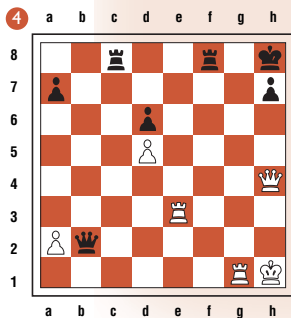
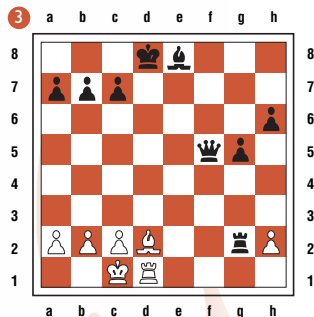
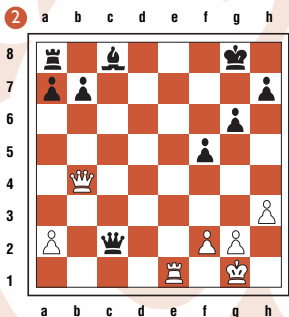
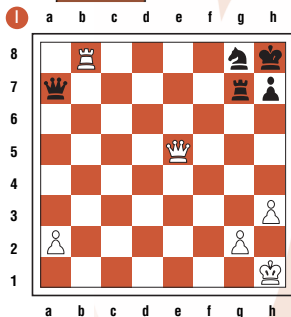
Mattu in duie mosse (4)

Mat en deux coups (4)



Ghjocanu i Bianchi è facenu mattu in duie mosse.

Les Blancs jouent et font échec et mat en deux coups.



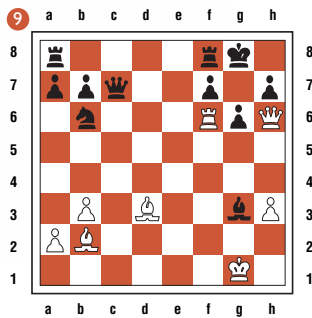
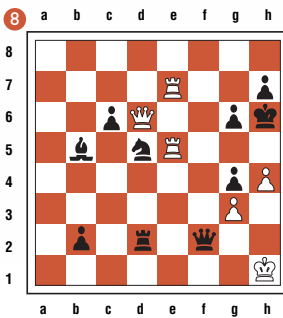
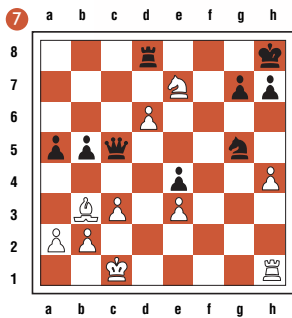
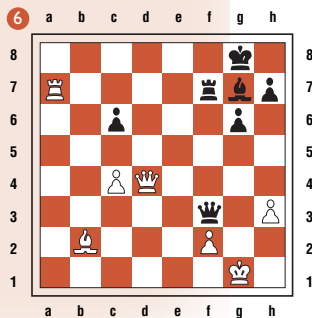
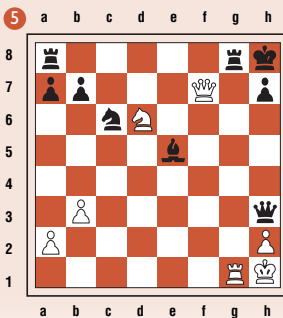
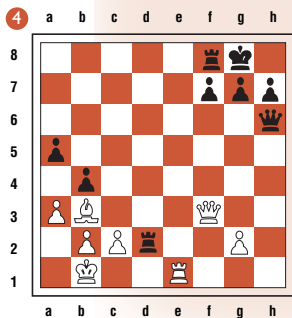
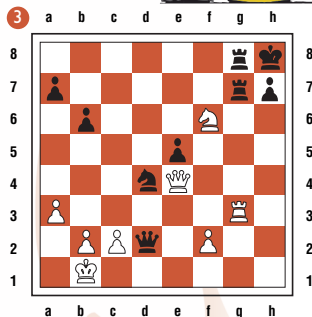
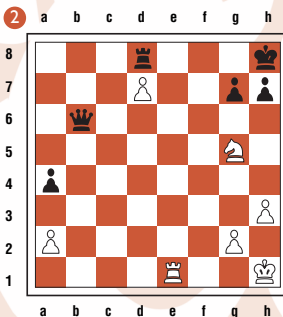
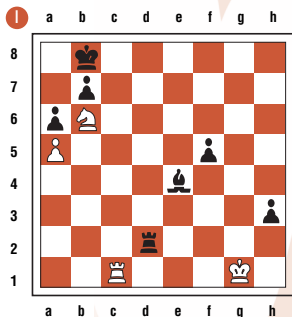
Mattu in duie mosse (5)

Mat en deux coups (5)



Ghjocanu i Bianchi è facenu mattu in duie mosse.

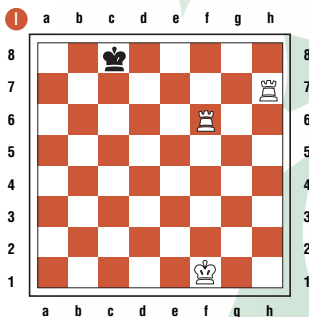
Les Blancs jouent et font échec et mat en deux coups.



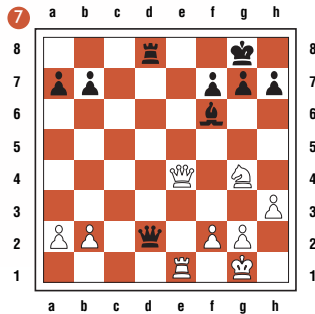
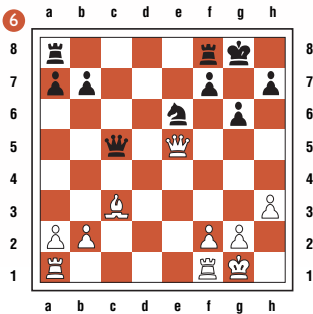
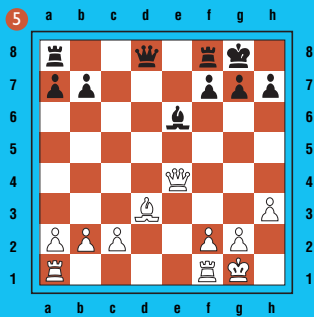
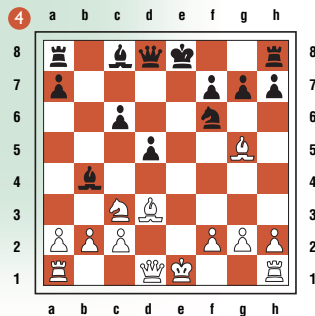
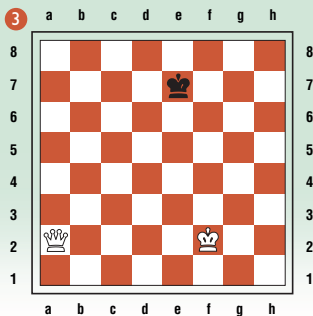
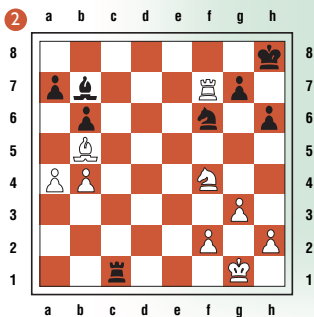
Prova livellu 1

Test niveau 1

Eccu a grande prova finale di u livellu 1 ! A difficultà hè chì, cum'è in una partita, ùn ci hè nimu chì ti dice ciò chì ci vole à fà. Si i Bianchi. Tocc'à tè à ghjucà ! Bona fortuna !



Voici le grand test final du niveau 1 !
La difficulté est que, comme lors d'une partie, on ne te dit pas ce que tu dois faire.
Tu as les Blancs.
A toi de jouer !
Bonne chance !



Prova livellu 2

Test niveau 2

Eccu a grande prova finale di u livellu 2 !

A difficultà hè chì, cum'è in una partita, ùn ci hè nimu chì ti dice ciò chì ci vole à fà. Sì i Bianchi.

Tocc'à tè à ghjucà ! Buona fortuna !

Voici le grand test final du niveau 2 !

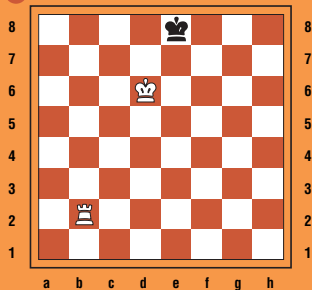
La difficulté est que, comme lors d'une partie, on ne te dit pas ce que tu dois faire.

Tu as les Blancs.

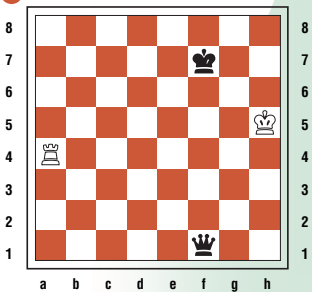
A toi de jouer !

Bonne chance !

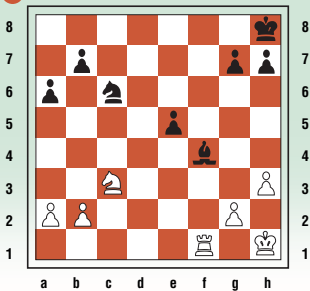
1 a b c d e f g h



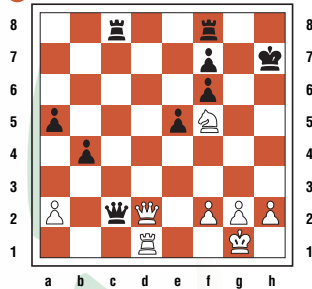
3 a b c d e f g h



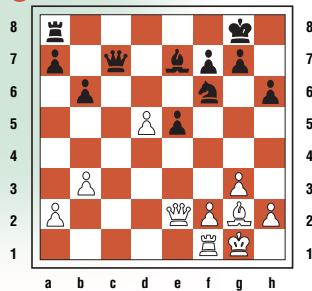
4 a b c d e f g h



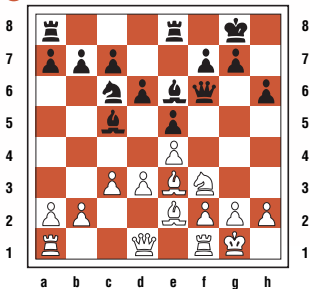
2 a b c d e f g h



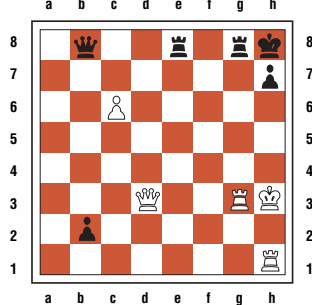
5 a b c d e f g h



6 a b c d e f g h



7 a b c d e f g h



Miniature

Miniatures



Eccu qualchì miniatūra chì ti feranu diventà un attaccante da teme. Righjoca cù accuratezza ogni partite nant' à una scacchera.

Tandu ti tuccherà à :

1. Identificà i sbagli neri.

2. Truvà a cumbinazione finale pè i Bianchi (scaccu mattu in 2 mosse). **Bona Furtuna !**

Voici quelques miniatures qui feront de toi un attaquant redoutable. Rejoue soigneusement chaque partie sur un échiquier. Il te faudra alors :

1. Repérer les fautes des Noirs.

2. Trouver la combinaison finale pour les Blancs (mat en 2 coups).
Bonne chance !

Miniatura 1

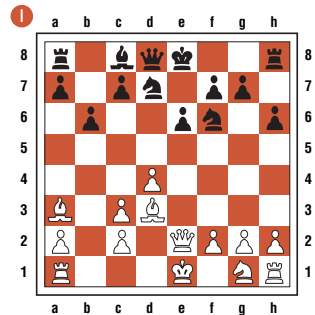
Miniature 1

Avenu da vede s'è tù sì forte quant'è u campione di u mondu Lisandru Alekhine.

Voyons si tu es aussi fort que le Champion du Monde Alexandre Alekhine.

Alekhine-Vasic

1.e4 e6 2.d4 d5 3.Cc3 Fb4 4.Fd3 Fxc3+ 5.bxc3 h6
6.Fa3 Cd7 7.De2 dxe4 8.Fxe4 Cgf6 9.Fd3 b6



après 9. ...b6 / dopu à 9. ...b6

Miniatura 2

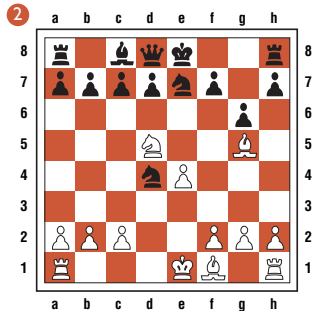
Miniature 2

Avà, prova à ghjucà cum'è u grande Paul Keres !

Maintenant, essaie de jouer comme le grand Paul Kéres !

Keres-Friedrich

1.e4 e5 2.Cf3 Cc6 3.d4 exd4 4.Cxd4 Cge7 5.Cc3
g6 6.Fg5 Fg7 7.Cd5 Fxd4 8.Dxd4 Cxd4



après 8. ... Cxd4 / dopu à 8. ... Cxd4



**FATEVI UN SPORTU,
GHJUCATE À I SCACCHI !**

TROVA U CLUB di a to REGHJONE

CORSICA CHESS CLUB

2, rue du Commandant Lherminier • BASTIA • Tél. 04 95 31 59 15

PION 2B

Salle polyvalente de la Rotonde • BIGUGLIA • Tél. 06 50 28 66 46

I SCACCHI DI U CENTRU

Cafet'universitaire • Campus Mariani • CORTI • Tél. 06 16 72 13 18

ÉCHECS CLUB AJACCIEN

Lieu-dit Fontaine du Vittuloi • AIACCIU • Tél. 07 67 52 90 46

BALAGNA CHESS CLUB

Centre social et jeunesse • Espace Cardellu • CALVI
Tél. 07 88 33 03 06

A TORRA TURCHINA

Espace éducation populaire • "Albert Stefanini"
11, rue César Campinchi • BASTIA • Tél. 06 14 20 48 79

SCACCHERA 'LLU PAZZU

12, rue Pasteur • PORTIVECHJU • Tél. 06 45 81 03 41

CLUB D'ÉCHECS DE CASINCA

Association familiale "Fiumaltu" • Centre social MSA
FULELLI • Tél. 06 83 35 66 13

ÉCHECS CLUB DU FIUM'ORBU

École de GHISUNACCIA ou salle du futsal de PRUNELLI
Tél. 06 20 51 83 97

**TUTTA L'ATTUALITÀ SCACCHISTICA CORSA
È INTERNAZIONALE NANT'À**

www.corse-ehecs.corsica