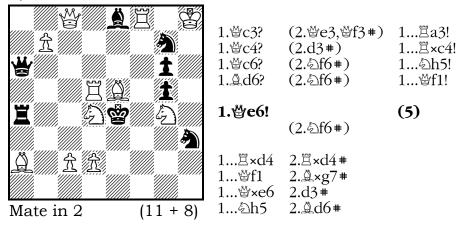
ROUND 1: Twomovers – TIME: 20 minutes

SOLVER:

1) Jacobus Haring

1/2 Prize, Nederlandse Bond van Probleemvrienden-35 JT, 1966



2) Vassyl Dyachuk & Vassyl Markovtsy

2nd Prize, Lukyanov-60 MT, 2007-2008



3) Aleksandr Mikholap

2nd Prize, Zvyazda, 1988



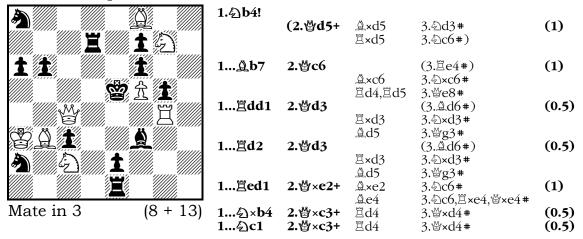
INSTRUCTIONS AND GUIDANCE. In all three problems, White is to play and force mate in 2 moves. Give White's first move (the key) only.

ROUND 2: Threemovers – TIME: 40 minutes

SOLVER:

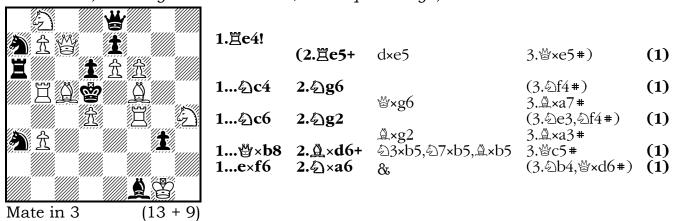
4) Yuri Gorbatenko

3rd Prize, SuperProblem, 2015



5) Allard Eerkes & Megchiel Schrader

2nd Comm., Het Belgisch Schaakbord/L'Échiquier Belge, 1983-1984



INSTRUCTIONS AND GUIDANCE. In each problem White is to play and force mate in 3 moves. In these **directmates** give White's first move and all variations after that where Black manages to put off mate until White's third move. These **full-length** variations are to be written up to White's second move. Inferior black moves that lead to mate before White's third move need not be given. The next paragraph about **threats** applies.

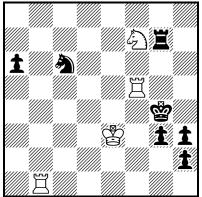
Threats. A threat is what White would play to fulfil the stipulation if Black were to miss his next move. Thus, in a "mate in 2", any threat carried by the first move would be of immediate mate. If, after any White move (including the first), there is one or more <u>full-length</u> threats (i.e. that fulfil the stipulation on White's last-allowed move), it or they can be written down as part of the solution. If such a threat or threats are written, then you only need to give thereafter variations that don't lead to any of the threats. If you want to save yourself writing and give the marker less work, do use this shorthand, but remember that not all White moves carry threats and that some threats are not full-length. There are no points for short threats because they are not full-length variations. Also, no points will be given for threats that never come about because all Black's moves defeat them.

ROUND 3: Endgame studies - TIME: 60 minutes

SOLVER:

6) Ernst Pogosyants (v. Mario Garcia, 2012)

Schweizerische Schachzeitung, 1976



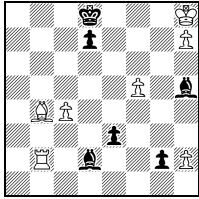
White to play and win (4 + 7)

1.≝bf1	(1)
1g2 (i) 2.42h6+	(0.5)
2曾g3 3.閏1f3+	(0.5)
3當h4 4. 閏3f4+	(1)
4 ' g3 5. Eg5 +	(1)
5∐×g5 6.∐g4+	(0.5)
6買×g4 7. 公 f5#	(0.5)

i) 1...當h4 2.這1f4+ 買g4 3.這f6 g2 (3...這×f4 4.當×f4 & 5.這h6#) 4.這h6+ 當g3 5. 買f3#; 1...買g5 2.這×g5+ 當h4 3.買f4#

7) Andrei Jasik

HM., StrateGems, 2014



White to play and win (7 + 6)

1.≝b1	(1)
1爲d1 2.買×d1 e2 3.買×d2	(0.5)
3g1=營 (i) 4.萬×e2 營d4+ 5.萬e5 (ii)	(0.5)
5 않c 7 (iii) 6 .এ a5+ (iv)	(1)
6 \$d6 (v) 7.\$g8	(0.5)
7∜×c4+ (vi) 8.\(\mathbb{e}6+\) (vii)	(0.5)
8 $\mathbf{d} \times \mathbf{e} = \mathbf{e} \cdot \mathbf{f} + (viii) \mathbf{f} \cdot \mathbf{e} \cdot \mathbf{f} $ (ix)	(0.5)
10營c8+ 11.營g7 營b7+ 12.營h6	(0.5)

- i) 3... e1=營 4.萬×g2 營×b4 5.營g8 營×c4+ 6.營g7 營d4+ 7.f6 1-0
- (ii) 5.\$g8? \$g4+ =

(v)

- (iii) 5...≝×e5+ 6.當g8 ≌e8+ 7.⊈f8 1-0
- (iv) 6.\$\mathref{g}8?\mathref{g}\timesc4+7.\$\mathref{g}7\mathref{g}4+=
 - 6...\$c6 7.\$d8 \$\psi \times 6+ 8.\$g8 \$\psi e8+ 9.\$g7 \$\psi e5+ 10.\$\text{\$\$f6 \$\psi \times f5 11.h8=\$\psi 1-0\$}
- (vii) 8.\$\&\delta f8? \&\delta h4 9.\$\\delta b4+ \&\delta \delta e5 10.\$\\delta c3+ \&\delta \delta f5 11.h8=\&\delta \delta \delta h8+ 12.\$\\delta \delta h8 d5 =
- (viii) 9...e5+ 10.當g7 當g4+ 11.當f6 1-0
- (ix) 10.\$\pih7? \pih4+ 11.\$\pig7 \pid4+ 12.\$\pih7 \pih4+ 13.\$\pig7 =

INSTUCTIONS AND GUIDANCE. Points will only be given for the composer's intended main line, which may split, from move 2 onwards, into more than a single line, depending on Black's replies. This intention comprises the only line(s) that the composer has ensured will be sound (i.e. dual free) and it is possible that it does not follow Black's strongest move(s). In both studies give all moves in that line leading to a win while White's winning move is unique, even down to a mate where it is the only way to win. This may involve moves that some may consider trivially easy, but just pretend you are facing an opponent who has to be shown! If you are not sure what the composer's intention is, then give all lines that you see. Assuming that the study is sound, if a Black defence allows White more than one move that wins then it is either not the composer's intention or you have come to the end of the intention. None of the above should be taken as implying that lines that are not the composer's intention will contain duals.

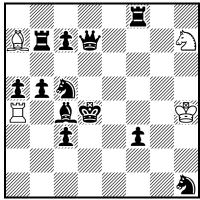
1.曾e3 分f6 2.虽e2 罩d4

ROUND 4: Helpmates – TIME: 30 minutes

SOLVER:

8) Venelin Alaikov

3rd Prize, Dzhon Niman MT, 1996



3.2e6 2g4# 1.曾e4 曾g5 2.勾d3 Qd4 3.Qf7 勾f6#

1. 對b6 買e7 2. 對b4 買×e3 3. 對a5 買×b3 4. 到b4

3.**₽b7** c6+

1.曾d6 曾g6 2.曾e6 莒b4 3.曾d7 c5

1.當c6 営d7 2.勾c7 c5

@ 1.5/3.5/5.0

(2.5)

4.**\(\text{Q} \) e4+ \(\text{\(\etxi\\ \etx{\(\text{\(\text{\(\text{\(\text{\(\text{\(\text{\(\text{\(\text{\\ \etitx\\ \etitx\\ \etitx\\ \etitx\\ \etit\\ \etitx\\ \etitx**

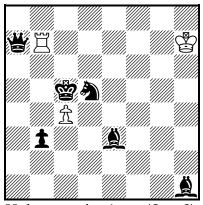
4. \$\d8 \pm d8 \pm a

Helpmate in 3

2 solutions

9) V Koesinerjov

2nd Prize, Probleemblad, 1974



Helpmate in 4 3 solutions

INSTRUCTIONS AND GUIDANCE

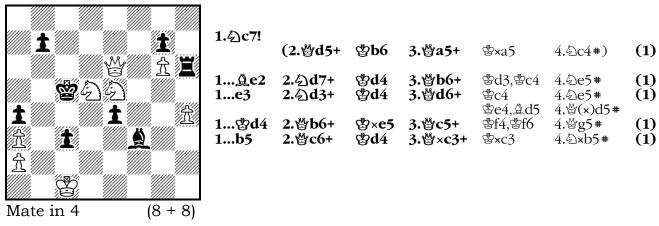
- (1) Helpmate in 3. Black plays first and co-operates with White to enable White to mate Black on White's 3rd move. Give all moves for each side in each solution. In each solution, the move numbering and sequence is:
- 1.B W 2.B W 3.B W
- (2) Helpmate in 4. Black plays first and co-operates with White to enable White to mate Black on White's 4th move. Give all moves for each side. In the solution, the move numbering and sequence is:
- 1.B W 2.B W 3.B W 4.B W

ROUND 5: Moremovers – TIME: 50 minutes

SOLVER:

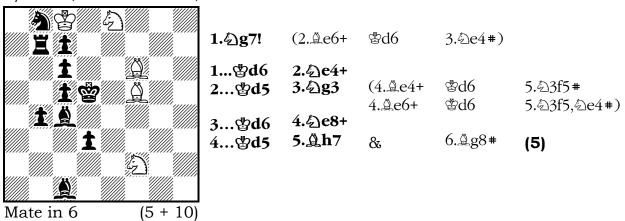
10) Wolfgang Pauly

Deutches Wochenschach, 1913



11) Alois Johandl

2/3 HM., The Problemist, 1993



INSTRUCTIONS AND GUIDANCE

In each problem White is to play and force mate in the number of moves stipulated. In these directmates give White's first move and all variations after that where Black manages to put off mate until White's last-allowed move (move 4 in No. 1 and move 6 in No. 2). These full-length variations are to be written up to White's penultimate move (move 3 in No. 1 and move 5 in No. 2). Inferior black moves that lead to mate before White's last-allowed move need not be given. The next paragraph about **threats** applies.

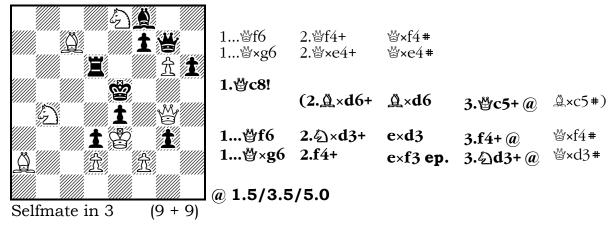
Threats. A threat is what White would play to fulfil the stipulation if Black were to miss his next move. Thus, in a "mate in 2", any threat carried by the first move would be of immediate mate. If, after any white move (including the first), there is one or more <u>full-length</u> threats (i.e. that fulfil the stipulation on White's last-allowed move), it or they can be written down as part of the solution. If such a threat or threats are written, then you only need to give thereafter variations that don't lead to any of the threats. If you want to save yourself writing and give the marker less work, do use this shorthand, but remember that not all white moves carry threats and that some threats are not full-length. There are no points for short threats because they are not full-length variations. Also, no points will be given for threats that never come about because all Black's moves defeat them.

ROUND 6: Selfmates – TIME: 30 minutes

SOLVER:

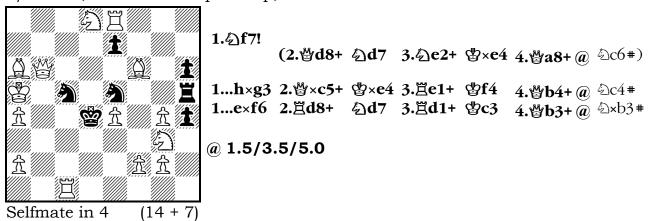
12) Peter Sickinger

3rd Comm., StrateGems, 2017



13) Gennady Kozyura

1/3 Place, Moscow Championship, 2003



INSTRUCTIONS AND GUIDANCE

In each problem White is to play and force Black to mate White in the number of moves stipulated. In these selfmates give White's first move and all variations after that where Black manages to put off mating White until his own last move (move 3 in No. 1 and move 4 in No. 2). These full-length variations are to be written up to White's last move (move 3 in No. 1 and move 4 in No. 2). There is no need to give the move(s) by which Black mates White. Inferior black moves that lead to the mate of White before Black's last move (move 3 in No. 1 and move 4 in No. 2) need not be given. Remember that Black is trying to avoid mating White! The next paragraph about threats applies.

Threats. A threat is what White would play to fulfil the stipulation if Black were to miss his next move. Thus, in a "mate in 2", any threat carried by the first move would be of immediate mate. If, after any White move (including the first), there is one or more <u>full-length</u> threats (i.e. that fulfil the stipulation on White's last-allowed move), it or they can be written down as part of the solution. If such a threat or threats are written, then you only need to give thereafter variations that don't lead to any of the threats. If you want to save yourself writing and give the marker less work, do use this shorthand, but remember that not all White moves carry threats and that some threats are not full-length. There are no points for short threats because they are not full-length variations. Also, no points will be given for threats that never come about because all Black's moves defeat them.

Winton British Chess Solving Championship 2020 (Great Britain, Slough 22.02.2020)

Problems Difficulty (32 Solvers)

ID	Tag	Difficulty	Average	5(Correct Solution)	0 < Pts. < 5	0 (Wrong Solution)	- (No Solution)
7	+	900	0.50	0	15	17	0
9	H#4	768	1.16	2	10	4	16
10	#4	724	1.38	7	3	17	5
13	S#4	654	1.73	7	7	10	8
5	#3	638	1.81	7	8	16	1
8	H#3	624	1.88	12	0	3	17
1	#2	562	2.19	14	0	18	0
2	#2	500	2.50	16	0	16	0
3	#2	438	2.81	18	0	14	0
11	#6	438	2.81	18	0	13	1
6	+	276	3.62	22	5	5	0
4	#3	204	3.98	14	16	1	1
12	S#3	94	4.53	28	2	2	0

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