WCCC 2016 Open Solving Tourney 01.08.2016

Round 1   Time 90 min.
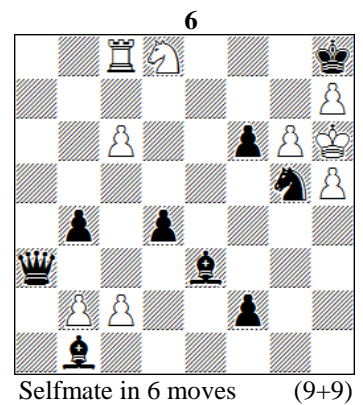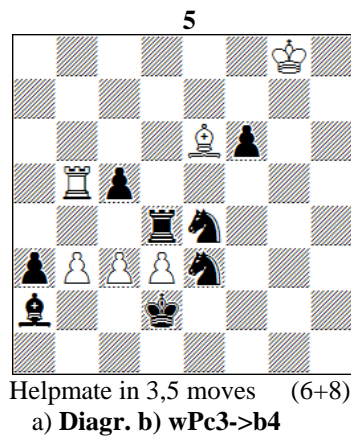
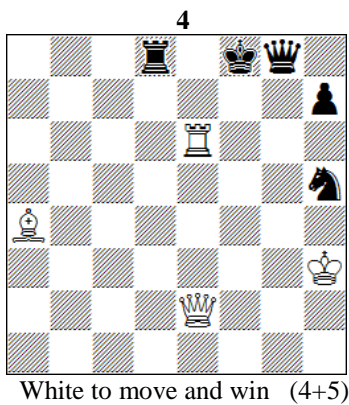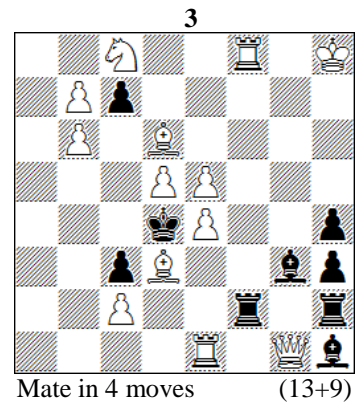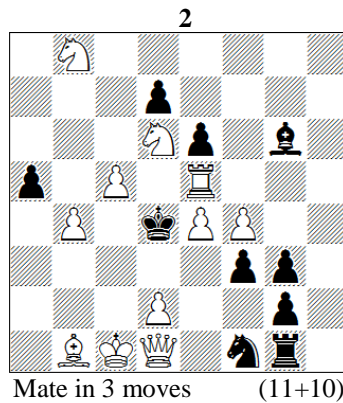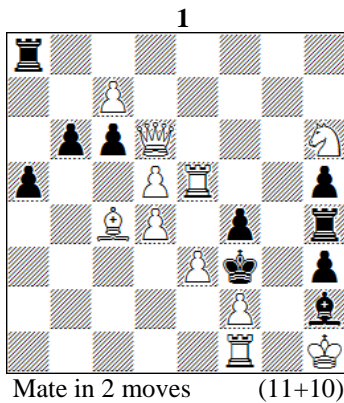**1**

Mate in 2 moves   (11+10)

2

Mate in 3 moves   (11+10)

3

Mate in 4 moves   (13+9)

4

White to move and win   (4+5)

5

Helpmate in 3,5 moves   (6+8)
a) **Diagr. b) wPc3->b4**

6

Selfmate in 6 moves   (9+9)

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.
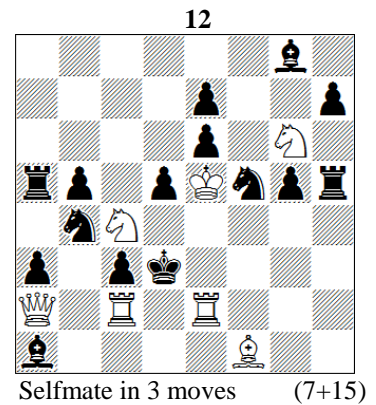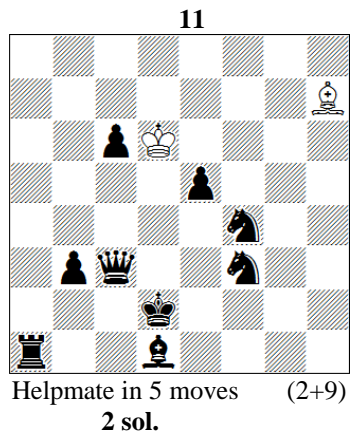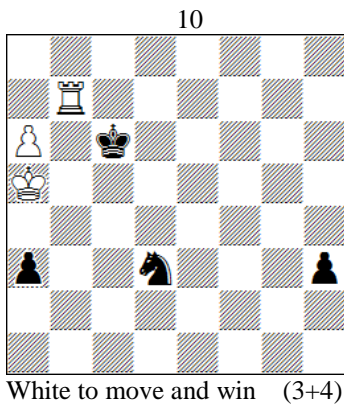H#3,5: give the complete solutions (1 sol=2,5 pt; 2 sol=5 pts).
S#6: key, possible threat and all variations of full length till white's last move.

H#3,5 = H#4 0.1…. (White begins)

Round 2   Time 90 min.

7

Mate in 2 moves   (10+10)

8

Mate in 3 moves   (6+7)

9

Mate in 5 moves   (8+11)

10

White to move and win   (3+4)

11

Helpmate in 5 moves   (2+9)
2 sol.

12

Selfmate in 3 moves   (7+15)

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.
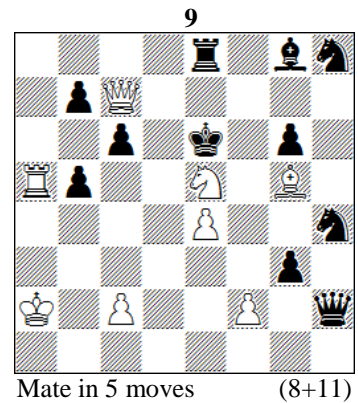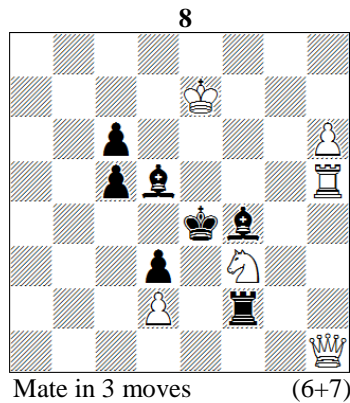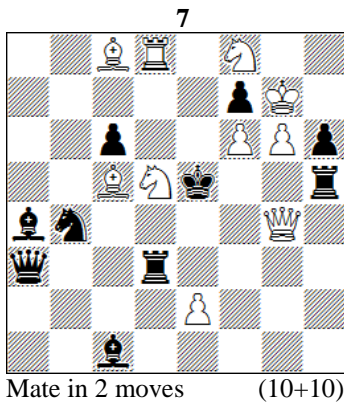
H#5: give the complete solutions (1 sol=2,5 pt; 2 sol=5 pts).

S#3: key, possible threat and all variations of full length till white's last move.