

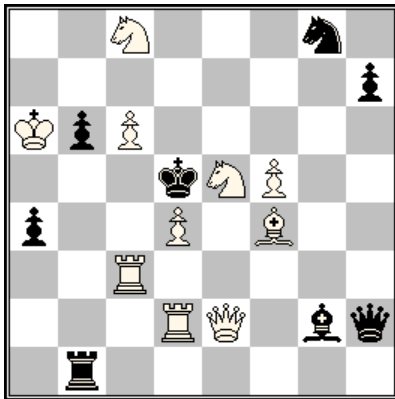
WCCT-10 CLARIFICATION DOCUMENT #1

Section A: Twomovers

Question: Is the example **CA1** thematic? Moves 1.Sd3 and 1.Sc4 prevent black from defending against the threat with 1...Bf1 (by pinning), but the move 1...Bf1 never reappears as a defence. That is, only the threat mate is secured by preventing the pin.

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1 PI USSR - Yugoslavia 1976-77



♯2

(10+8)

1.Se~? [2.Qe5,Qe6♯]

1... Be4 2.Qc4♯

1... Re1 2.Sxb6♯,
but 1...Bf1!

1.Sd3? [2.Qe5♯]

1... Re1 2.Sb4♯

but 1...Be4!

1.Sc4! [2.Qe6♯]

1... Be4 2.Se3♯

1... Re1 2.S4xb6♯

(1...Qh6 2.Qxg2♯)

Answer: Yes, this example is thematic. The thematic purpose of 1.Sd3 and 1.Sc4 is obvious from the 1.Se~? and no additional proof in the solution is required by the theme definition.

Section B: Threemovers

Question: Is it allowed to have different tactical motives in different variations?

Answer: Yes, it is allowed. According to the theme definition, no comparison between variations is required to define if specific variation is thematic.

Section G: Fairies

Clarification:

1. The definition of **Take&Make** should include the following statement.

Pawns can never move to the first rank of their own colour.

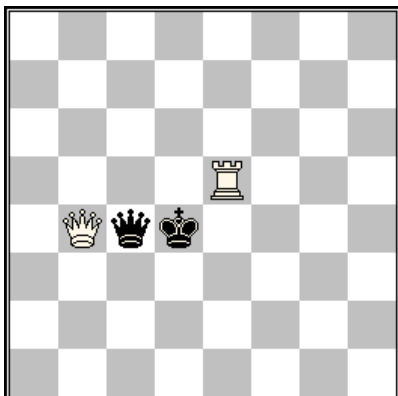
Both **Popeye** and **WinChloe** software correctly interpret this rule. As a result, **pawns cannot be placed on the first rank of their own colour in diagram position.**

2. It is recommended to use move-like recoding of moves, not Circe-like recording provided by **WinChloe**. For example, the solutions of example G1 from the Announcement are better written in the following way.

1.Qxc8-c2 Bxh2-e2 2.Kc3 Bxe6-e5#
1.Qxb8-f4 Rxc1-d3+ 2.Ke5 Bxh5-g7#

Question: Are the following moves thematic (See scheme CG1): **1.Kxe5-e3** or **1.Qxb4-b5**?
The moves **1.Ke3** and **1.Qb5** are possible on empty board but illegal in this position.

CG1



Answer: Yes, the moves like **1.Kxe5-e3** and **1.Qxb4-b5** are considered thematic.

Section H: Retros

Clarification: It is allowed to have promoted pieces in diagram position (as in example H3 from the Announcement), as the play starts from initial game array and not from diagram position.

Question: Are proof games "A to B", where position A is not the initial game array, permissible?

Answer: No.

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