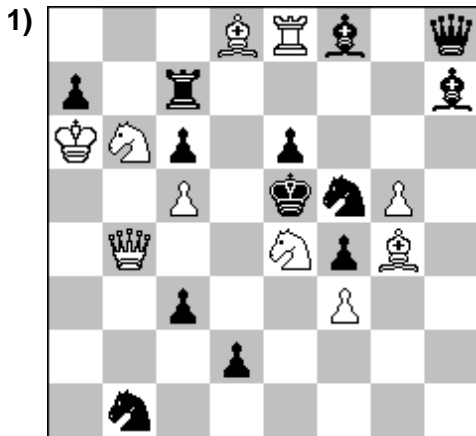


WINTON BRITISH CHESS SOLVING CHAMPIONSHIP 2018-2019
THE FINAL CHAMPIONSHIP SECTION
ETON COLLEGE, Saturday 23rd February 2019

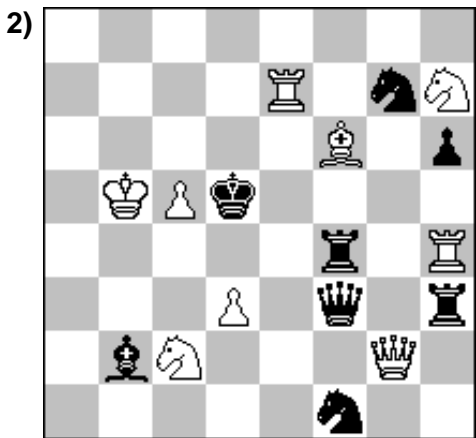
ROUND 1: Twomovers

TIME: 20 minutes

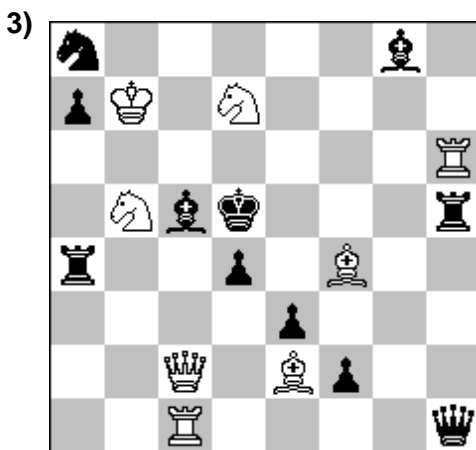
SOLVER:



Mate in 2 (10 + 13)
5 points



Mate in 2 (9 + 8)
5 points



Mate in 2 (8 + 11)
5 points

INSTRUCTIONS AND GUIDANCE

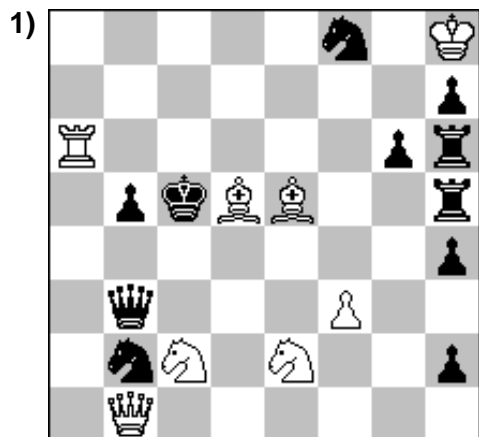
In all three problems, White is to play and force mate in 2 moves.
Give White's first move (the key) only.

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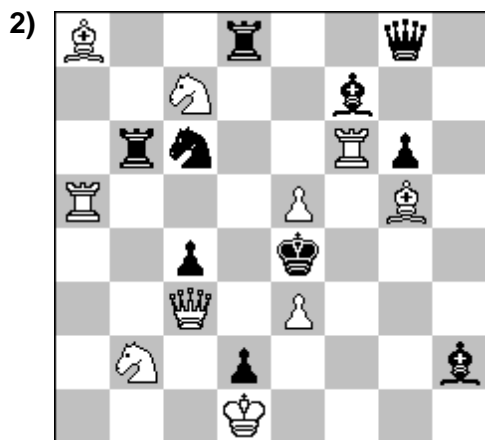
ROUND 2: Threemovers

TIME: 40 minutes

SOLVER:



Mate in 3 (8 + 11)
5 points



Mate in 3 (10 + 10)
5 points

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 full-length 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.

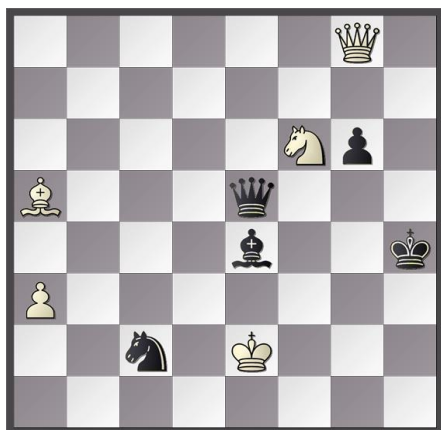
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ROUND 3: Two endgame studies

TIME: 60 minutes

SOLVER:

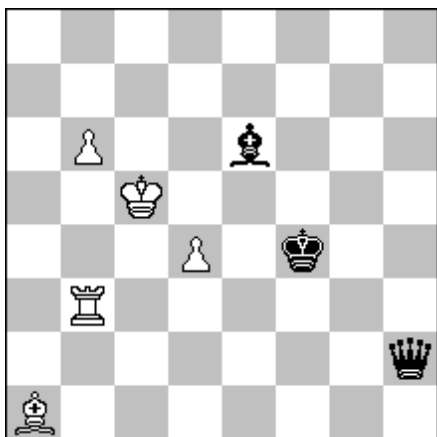
1)



White to play and win

(5 + 5)
5 points

2)



White to play and draw

(5 + 3)
5 points

INSTRUCTIONS AND GUIDANCE

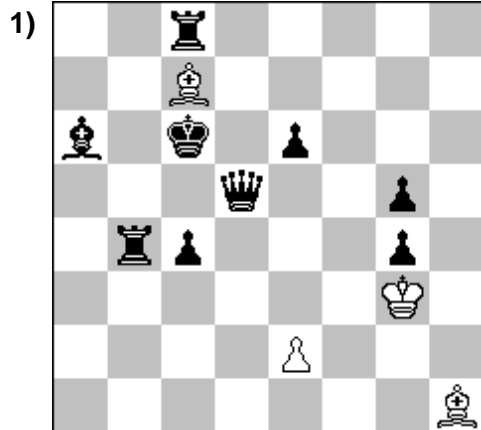
Points will only be given for the composer's intended main line, which may split, from move 2 onwards, into more than a single line, depending on Black's replies. This intention comprises the only line(s) that the composer has ensured will be sound (i.e. dual free) and it is possible that it does not follow Black's strongest move(s). In number 1 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! In number 2 the same instructions apply, except that White must draw, not win.

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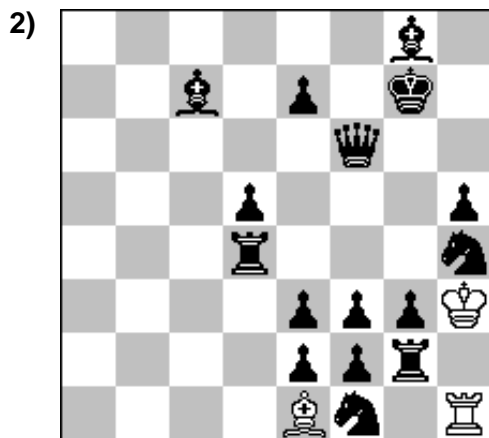
ROUND 4: Helpmates

TIME: 30 minutes

SOLVER:



H#3 (3 solutions) (4 + 9)
 5 points (1½ + 2 + 1½)



H#4 (2 solutions) (3 + 16)
 5 points (2½ + 2½)

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 each solution. In each solution, the move numbering and sequence is:

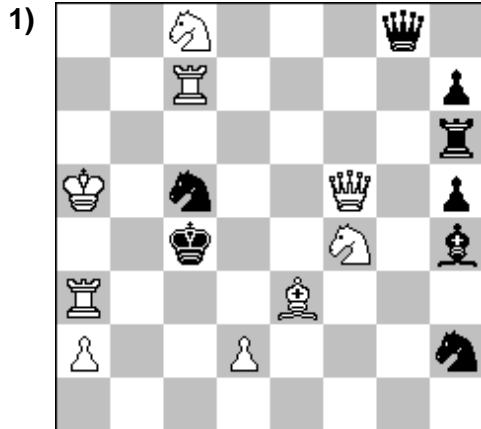
1.B W 2.B W 3.B W 4.B W

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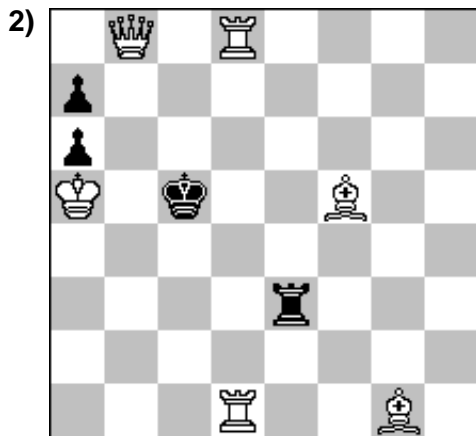
ROUND 6: Selfmates

TIME: 30 minutes

SOLVER:



Selfmate in 3 (9 + 8)
5 points



Selfmate in 5 (6 + 4)
5 points

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 5 in No. 2). These **full-length** variations are to be written up to White's last move (move 3 in No. 1 and move 5 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 5 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 full-length 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.