ROUND 1: Twomovers - TIME: 20 minutes

SOLVER:

1) Vittorio de Barbieri

L'Italia Scacchistica, 1918



Mate in 2

(7 + 4)

2) Henk Prins

2nd Prize, Het Belgisch Schaakbord (L'Echiquier Belge), 1985-1986



3) Friedrich von Wardener Tagliche Rundschau, 1904



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:

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4) Donald G McIntyre

Natal Mercury, 1917



5) Vitaly Stolyarov									
1st Prize, Zaporizka pravda, 1978									
<u>ä</u>									
	1.B	g2! (2.Bh3+ @	Ke4	3.Qg2#)					
	1	d3 2.Qxh7+ (kg4,Sg6	3.Qh3#					
			Ke6	3.f5#					
	1	Sg6 2.Qc8+ @	Sd7	3.Qxd7#					
	@ 1.	5/3.5/5.0							
Mate in 3	(5 + 8)								

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) Samuel Isenegger

2nd Comm., Gunst MT, 1958



White to play and win (4 + 4)

7) Aleksandr Maksimovskikh & Vladimir Shupletsov HM., Birnov MT, 1987



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 duals.

1.闫d2 勾c6+ 2.曾d3 曾f1#

(2.5)

(2.5)

ROUND 4: Helpmates – TIME: 30 minutes

SOLVER:

8) Gligor Denkovski

6th Place, Match: Yugoslavia - Sweden, 1987-1988



Helpmate in 2 (5 + 7) 2 solutions

9) Neal Turner Comm., Suomen Shakki, 1989



INSTRUCTIONS AND GUIDANCE

(1) Helpmate in 2. Black plays first and co-operates with White to enable White to mate Black on White's 2nd 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

(2) Helpmate in 6. Black plays first and co-operates with White to enable White to mate Black on White's 6th 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 5.B W 6.B W

ROUND 5: Moremovers - TIME: 50 minutes

1.¤f6!

1...g5

SOLVER:

10) Evgeny Fomichev

64 Shakhmatnoe obozrenie, 1980



Mate in 4

(5 + 7)

1...g×f6 2.**≜h6 f5 3.≜d2** f4 4.≜e1**# (2.5)**

3. @a3 f3 4. @d6#

(2.5)

g×f4

11) Jožef Čengeri

1st Comm., Serbian Championship, 2003-2006



1.2a4! ()

(2.@f4#)

2.邕f4

1... 🖞 × a2 2. 🖞 c2 🗳 × a1 3. Ý c5 🗳 a2 4. Ý d3 🗳 a1 5. Ý c1 a2 6. Ú b3 # (2.5) 1... 🖞 × a4 2. 🖞 c4 🖞 × a5 3. Ý d4 🗳 a4 4. Ý e5 🗳 a5 5. Ý × c7+ 🗳 a4 6. Ú c3 # (2.5)

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) Vojko Bartolovic

1st Comm., Arbejder Skak, 1955



13) Ilja Mikan Národni osvobozeni, 1947 (v)



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 2 in No. 1 and move 3 in No. 2). These full-length variations are to be written up to White's last move (move 2 in No. 1 and move 3 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 2 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 Cat B (Great Britain, Slough 22.02.2020)

ID	Tag	Difficulty	Average	5(Correct Solution)			- (No Solution)
9	H#6	952	0.24	1	0	9	11
13	S#3	834	0.83	3	1	11	6
5	#3	780	1.10	3	4	11	3
6	+	752	1.24	2	6	11	2
7	+	720	1.40	2	17	0	2
3	#2	666	1.67	7	0	13	1
4	#3	620	1.90	8	0	12	1
11	#6	596	2.02	8	1	9	3
2	#2	572	2.14	9	0	11	1
8	H#2	572	2.14	8	2	6	5
12	S#2	552	2.24	7	3	10	1
1	#2	476	2.62	11	0	10	0
10	#4	310	3.45	14	1	4	2

Problems Difficulty (21 Solvers)

Created by WFCC Solving Tournament Manager