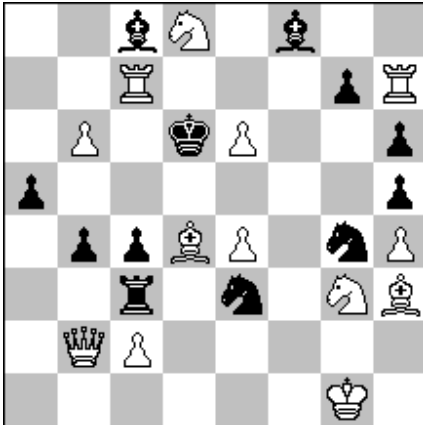


Open Solving

I round

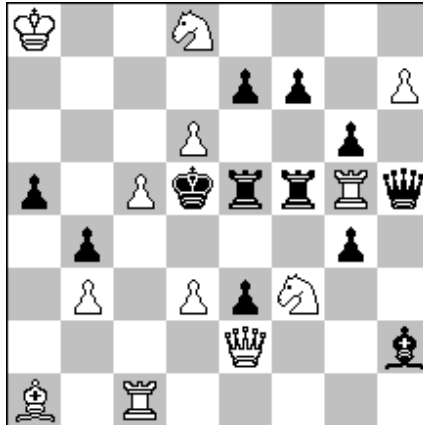
The best 6 are taken into account

I.



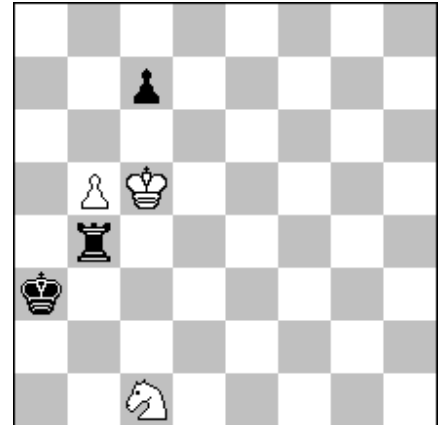
#2

II.



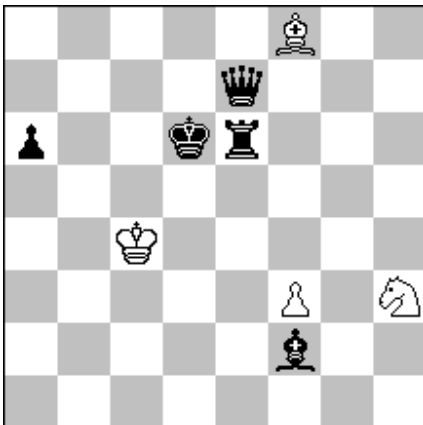
#3

III.



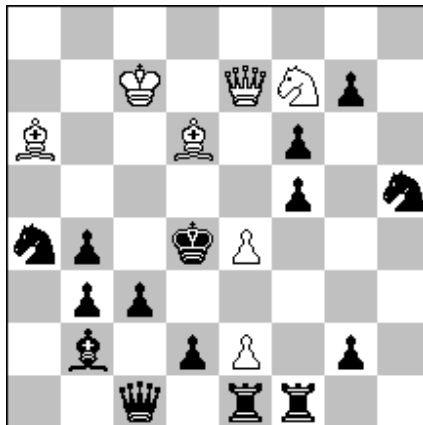
=

IV.



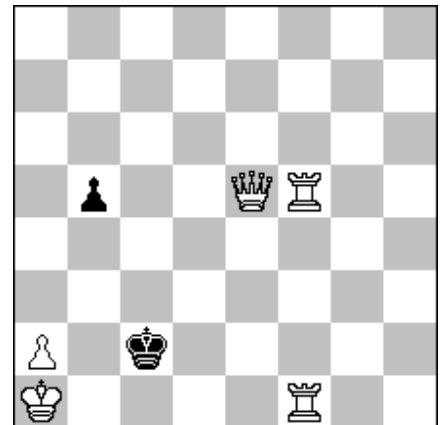
h#3 3 solutions
(1sol.- 1,5; 2sol.- 3; 3sol.- 5)

V.



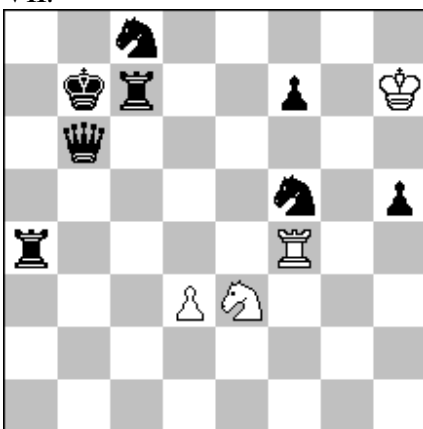
#4

VI.



s#6

VII.



h#4 4 solutions
Madrasi
(1sol.- 2; 2sol.- 3; 3sol.- 4; 4sol.- 5)

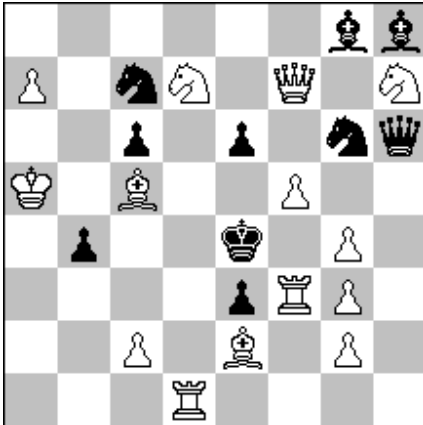
Madrasi:

A problem, where pieces (King excepted) are paralyzed when attacked by an opposing pieces of the same nature. A paralyzed piece (both side) cannot move and does not give check. They remain paralyzed until one of them is captured or another piece comes on the attack line between them.

Open Solving II round

The best 6 are taken into account

VIII.



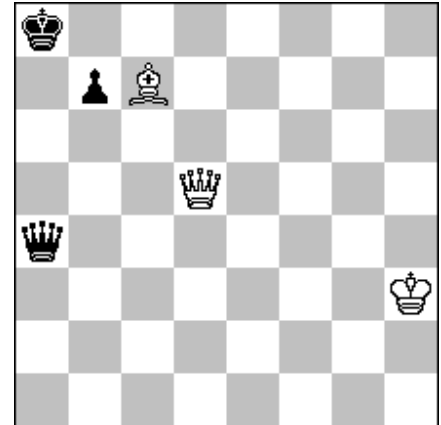
#2 b)ng8->a2 c)oc6->h3
(1sol.- 1,5; 2sol.- 3; 3sol.- 5)

IX.



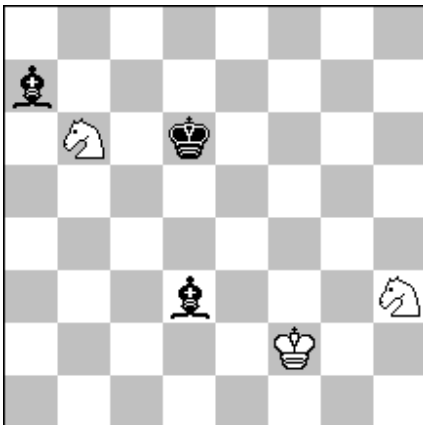
#3

X.



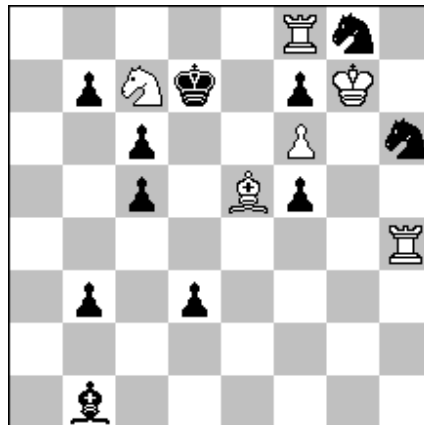
+

XI.



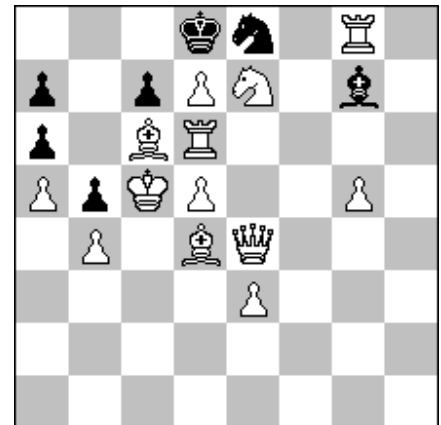
h#4 b)hh3->c3

XII.



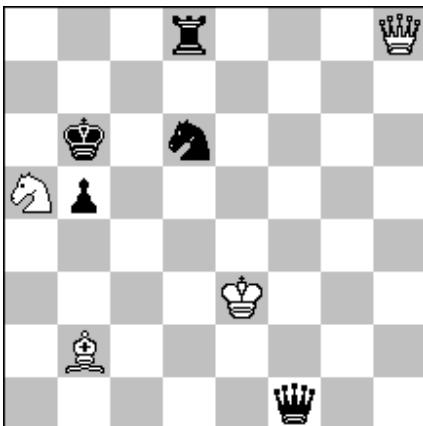
#6

XIII.



s#2

XIV.



s#4 Maximummer

Maximummer:

A problem, where Black must always play its geometrically longest legal moves. A distance between two adjacent orthogonal/horizontal squares is 1, while a distance between two adjacent diagonal squares is $\sqrt{2} \approx 1,41$.