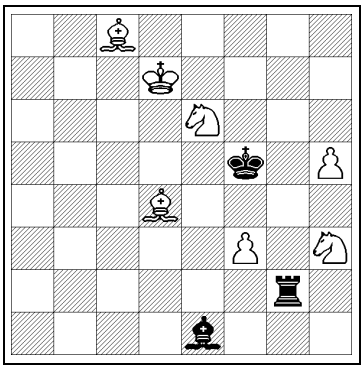
INTERNATIONAL SOLVING CONTEST

22 JANUARY 2006

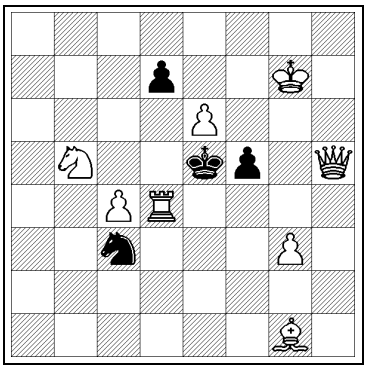
2nd CATEGORY 1st ROUND PROBLEMS Time 2 hours

1.



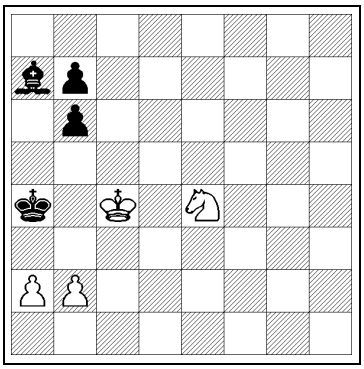
Mate in 2 moves (7+3)

2.



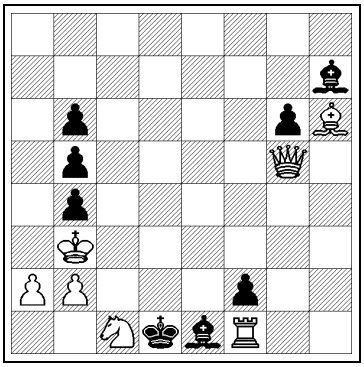
Mate in 2 moves (8+4)

3.



White to move and win (4+4)

4.



Selfmate in 2 moves (7+8)

2#: Give the key.
EG: give all moves up to an obvious win.
S#: key, possible threat and all variations till white's last move.

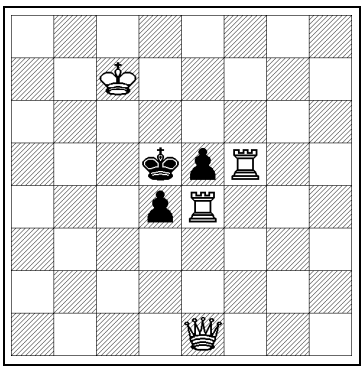
From the WCSC rules:
The solutions are to be written in the following way:
1) in direct mate problems: all moves in all variations of full length including the threat if it is of full length too except the last move of Black and the mating move, i.e. In twomovers only the key; in threemovers all three move variations, including the threat, up to the second white move, etc.
2) in helpmate problems: all moves.
3) in selfmate problems: all moves except the mating move in all variations of full length, including the threat if it is of full length too.
4) in endgames: all moves up to an obvious win or draw.
5) if a threat is not written all required variations (according to a,c,d) are to be given.
6) in problems for which more than one solution is indicated the solver has to give the requested solutions. In all other problems and endgames only one solution is to be given.
7) if a solver believes he has found a cook, he may give it instead of the solution. In this case, he has to give the complete moves of the cook according to point 8.
8) the correct and complete solution or cook of a problem scores 5 points. An incomplete solution scores fewer points.

INTERNATIONAL SOLVING CONTEST

22 JANUARY 2006

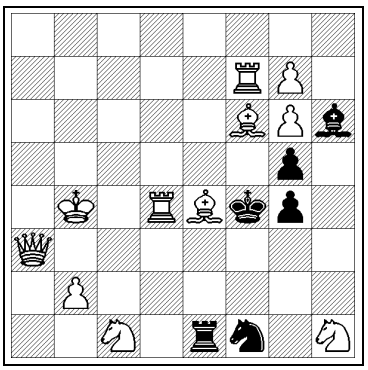
2nd CATEGORY 2nd ROUND PROBLEMS Time 2 hours

5.



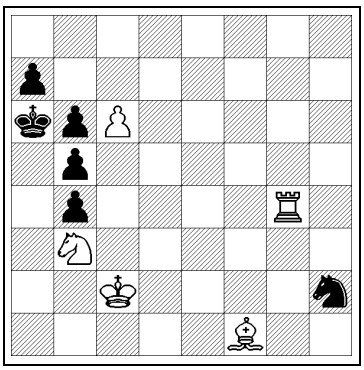
Mate in 2 moves (4+3)

6.



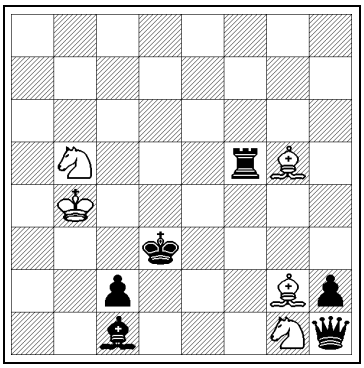
Mate in 2 moves (11+6)

7.



Mate in 3 moves (5+6)

8.



Helpmate in 2 moves (5+6)
2 solutions

2#: Give the key.
3#: give key, possible threat and all variations till and including white's second move.
H#: give the complete solution.

From the WCSC rules:
The solutions are to be written in the following way:
1) in direct mate problems: all moves in all variations of full length including the threat if it is of full length too except the last move of Black and the mating move, i.e. In twomovers only the key; in threemovers all three move variations, including the threat, up to the second white move, etc.
2) in helpmate problems: all moves.
3) in selfmate problems: all moves except the mating move in all variations of full length, including the threat if it is of full length too.
4) in endgames: all moves up to an obvious win or draw.
5) if a threat is not written all required variations (according to a,c,d) are to be given.
6) in problems for which more than one solution is indicated the solver has to give the requested solutions. In all other problems and endgames only one solution is to be given.
7) if a solver believes he has found a cook, he may give it instead of the solution. In this case, he has to give the complete moves of the cook according to point 8.
8) the correct and complete solution or cook of a problem scores 5 points. An incomplete solution scores fewer points.