**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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| **CA1** | **Milan Velimirovic**  1 Pl USSR - Yugoslavia 1976-77    ‡2 (10+8) | 1.Se~? [2.Qe5,Qe6‡] 1… Be4 2.Qc4# 1… Re1 2.S×b6#, 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.S4×b6‡ (1…Qh6 2.Q×g2‡) |

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.Q×c8–c2** B×h2–e2 2.Kc3 B×e6–e5‡

**1.Q×b8–f4** R×c1–d3+ 2.Ke5 B×h5–g7‡

Question:Are the following moves thematic (See scheme CG1): **1.K×e5–e3** or **1.Q×b4–b5**? The moves **1.Ke3** and **1.Qb5** are possible on empty board but illegal in this position.

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| **CG1** |  |

Answer:Yes, the moves like **1.K×e5–e3** and **1.Q×b4–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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