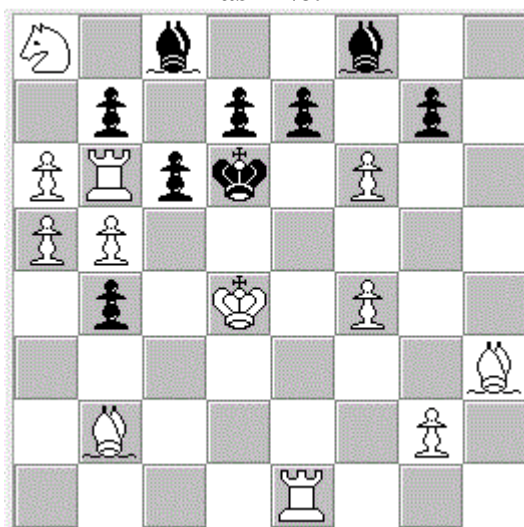## 6 All-Russian competition in remote solving of chess compositions.

Solutions and requests for clarifications are to be sent no later than January 15, 2020 (Moscow time), only by e-mail to the address of the chief judge, Grigory Popov: popovgl@yandex.ru

Task No. 1

#2   (12+9)

FEN: N1b2b2/1p1pp1p1/PRpk1P2/PP6/1p1K1P2/7B/1B4P1/4R3

Stipulation: No need to look for a solution in the diagram position!

1) In the diagram position, find a twin (twins) in which the stipulation "Mate in 2 moves" can be fulfilled. A twin can only be formed from the original diagram by removing or adding one piece (pawn) or by shifting one piece (pawn) to another square.
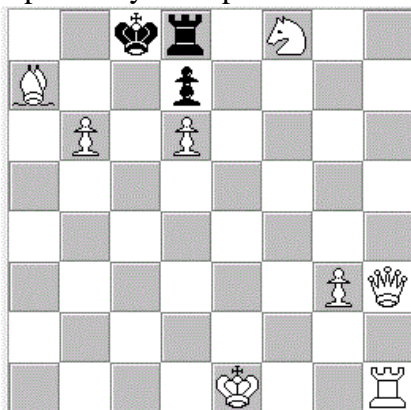
For example: remove the b4-pawn, or add any knight on h7, or shift Bf8 to a1.

2) The resulting twin must have a unique last black move preceded by a unique white move proving that the position of the twin could originate from the initial game array.

It is required that the solution of the twin as well as the preceding moves include moves with (thematically) similar characteristics (for example castlings or promotions or en passant captures).

For each twin meeting such requirement, the participant will receive **2 points.**
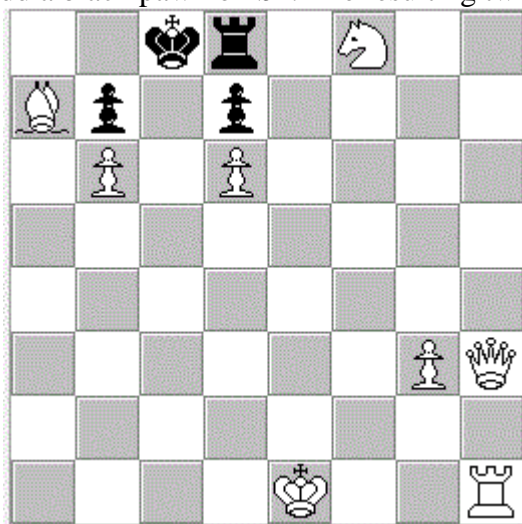
Explanatory example to task No. 1

#2   (8+3(+1))

FEN: 2kr1N2/B2p4/1P1P4/8/8/6PQ/8/4K2R

Stipulation: In this position, a twin is to be formed with the stipulation "Mate in 2 moves" and the following specific feature:

in the resulting position, moves of the solution and the previous play (retroplay) must have the same characteristic (theme) in the solution and theme in previous play (retroplay).

The solution to this example is to add a black pawn on **b7**. The resulting twin position is as follows:
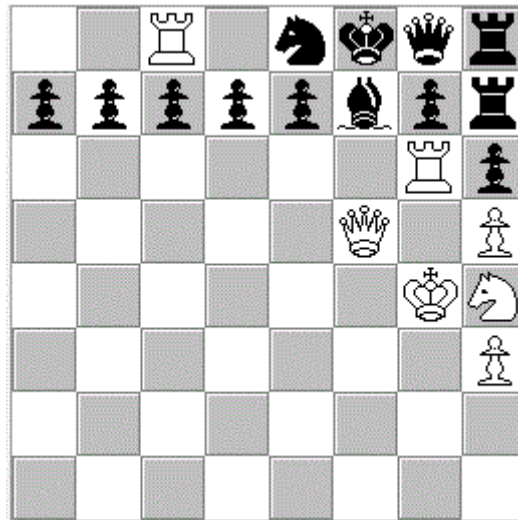

#2   (8+4)

This position could only arise if Black has just played long castling.

That is, the previous move was 0. ... **0-0-0**. The key move in the solution is 1. **0-0**

The common characteristic (theme) of the moves of the solution and of the previous play is castling.

Task No. 2

#3   (7(+1)+13)

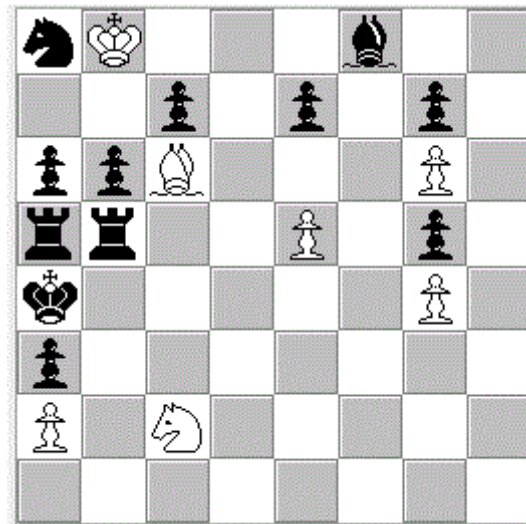FEN: 2R1nkqr/pppppbpr/6Rp/5Q1P/6KN/7P/8/8

Stipulation: No need to look for a solution in the diagram position!

In the diagram position, add ONE white pawn to have a problem with the stipulation "Mate in 3 moves."

When writing down the solution to the problem, it is necessary to present ALL variants ending in 3 moves **(4 points will be awarded for this)**. For indicating duals in these variants, additional points will be awarded **(0.5 point for each dual)**. No points will be given for short variants, ending with mate on the 2nd move, or for duals in them.

For problems with non-intended solutions (cooks), i.e. alternative white moves leading to the fulfillment of the forward stipulation, **0 points** will be awarded.
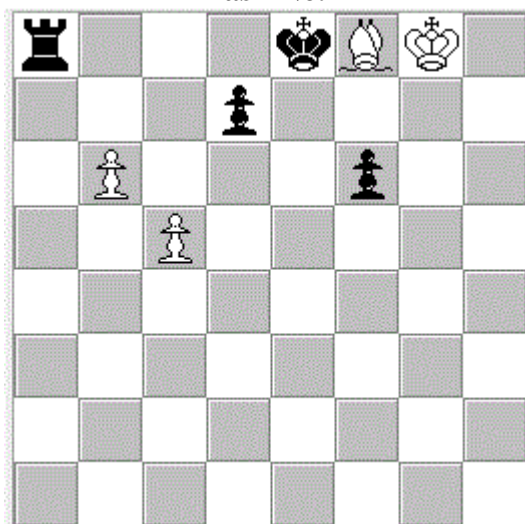
Task No. 3

#N N=?   (7+12)

FEN: nK3b2/2p1p1p1/ppB3P1/rr2P1p1/k5P1/p7/P1N5/8

Stipulation: Determine the minimum number of moves (N) required by White to mate the black king; give the variants ending in N moves **(7 points)**. For indicating duals in these variants, additional points will be awarded **(0.5 point for each dual)**. No points will be given for short variants, ending with mate in less than N moves, or for duals in them.

Task No. 4

Win (4+4(+1))
FEN: r3kBK1/3p4/1P3p2/2P5/8/8/8/8

Stipulation: No need to look for a solution in the diagram position!

In the diagram position, add one black pawn to have an endgame study with the stipulation "White to play and win." Indicate the first 10 moves of the solution **(5 points)**. For indicating duals, additional points will be awarded **(0.5 point for each dual)**.

Task No. 5

H#2 (6+13(+1))
FEN: r1q5/3p4/1N2p1p1/2pn1B2/rpPkPpn1/8/p7/R3K3

Stipulation: No need to look for a solution in the diagram position!

In the diagram position, add one black pawn to have a problem with the stipulation "Helpmate in 2 moves."

For each solution, **2 points** will be awarded. It is required that all white pieces (other than pawns!) – king, rook, bishop, knight – be involved in the mating finales in each of the solutions.

Only one position with the stipulation "Helpmate in 2 moves" will be accepted.

Task No. 6

S#2   (15+6(+1))

FEN: B4B2/2Npr1Pp/N2k3P/8/5PP1/1P2QKP1/2R2Pp1/6Rb

Stipulation: No need to look for a solution in the diagram position!

In the diagram position, add one black pawn to have a problem with the stipulation "Selfmate in 2 moves."

For each variant of the solution, **2 points** will be awarded. Points will only be given for variants with different mating moves by Black. Duals do not count.

Only one position with the stipulation "Selfmate in 2 moves" will be accepted.

Note: In twomovers, threemovers, moremovers and selfmates, White begins the play. But if there is no last black move in the starting position, then Black makes the first move, in view of the mandatory requirement of legality of the position. This does not affect the number of moves in the solution. In all cases, the number of moves made by White is counted.

Additional information:

• In a solver's submission, the number of the task and its solution must be indicated.

• Solutions are to be sent no later than January 15, 2020 (Moscow time), only by e-mail to the address of the chief judge, Grigory Popov: popovgl@yandex.ru .

• Corrections to previously sent solutions will be accepted, provided that they are submitted before the specified deadline. The day of sending the solution will be the last date of correction, having regard to the time when the message was sent.

• Foreign participants can take part in the competition on a hors concours basis.