

Instructions about writing solutions

Each solution starts with a move of White.

Participants are allowed to move pieces on the board while solving

For two-movers, only the first move of White is written.

For three-movers, one should write the first move, the threat (if any), all black defences and the second move of White. Writing only the first move of White is not enough for getting any point. It is not necessary to list short variations, in which white mates in 2 instead of 3 moves.

In studies, all moves are written until there is a clear win or a draw, depending on what is required in the study.

Each problem carries 5 points. In two-movers, only the first move is scored. In three-movers, threat (if any) and all variations are scored. In studies, only white moves are scored; the closer you get to the final position, the more points you get. Only one, the main variation is scored.

We hope that the illustrative examples at the end of this text will make these instructions more understandable.

Classical, abbreviated notation is used. Each participant may use as symbol for a given piece, the initial letter of the name of that piece in his (her) own language, or other language at his (her) choice. Drawing arrows instead of writing will not be acceptable. There will be a field on the answers sheet where he (she) can specify which symbol he (she) is using for each piece.

If two pieces of the same type can come to the same square, it is important to indicate which of the two is in question.

The problems do not have to be solved in order. If someone thinks he (she) has finished before the time is up, he (she) can hand over the sheet with answers, and he (she) will be told how much time has passed.

Time is the first tie-breaker. So, if two solvers have the same number of points, the one who spent less time has the better placement, and if time also is even, the younger competitor will have the advantage.