

Serbia – Israel Chess Problem Composition tourney

The Serbian and Israeli Chess Problem Associations are announcing a composition match in two sections: mate in two moves and helpmate in three moves.

Terms:

Each country can send up to 12 problems to each of the sections. In the award only the 6 best problems from each country will be included. A composer can participate, per section, in 2 problems if he is the sole composer, or in 3 problems if he is co-composer on at least 2 of them.

Closing date: March 31, 2009.

Each country will send its problems to the tourney director, **Harry Fougiaxis**, until the closing date. The Director will reproduce all the problems in each section in an anonymous fashion and will order them numerically according to: 1. the position of the White King, 2. the position of the Black King, and 3. the number of pieces. The director will then send the problems to the judges.

The judges will send their awards to the director. The director will then decipher the author(s) and country of each problem, will retain only the top 6 problems from each country in each section, and will produce the awards with the judges' comments. The problems not included in the awards will not be mentioned and the authors will be free to publish them as originals.

In each section the 1st place gets 12 points, and each lower place gets 1 point less, so that 12th place gets 1 point.

Section A

Direct mate in two moves. Judge: John Rice

In the solution and at least one try, at least one thematic mate is created by a move appearing on the same square where the threat appeared. Battery mates are allowed. It is emphasized that the threat and the thematic mate must appear within the same phase.



1.Qh6? ~ 2. Rf8# (A)

1... Rg6 2. Qf8# (A)

1... Rg7 2. Qe6#

1... Rg8 2. Re7#

1... Sg6!

1... Ke8: 2. Re5#

(A - square f8)

1. Re6! ~ 2. Rf6# (B)

1... Rg6 2. Re7#

1... Rg7 2. Qe8#

1... Rg8 2. Qf6# (B)

1... Ke6: 2. Re5#

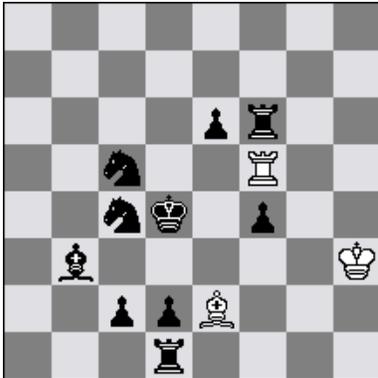
(B - square f6)

Section B

Helpmate in three moves. Judge: Mario Parrinello

A H#3 of at least 2 phases is required. On the 1st move of each phase a white piece (not pawn) evacuates square X. On the 3rd move the black king occupies square X. The phases can be of any kind (set, multiple solutions, twins etc.) but zeroposition settings are not allowed.

Christer Jonsson
Prize Sachova Skladba 2004



H3#

(3+10)

1.Ke4 R:c5 2.Se5 Kh4 3.Kf5 Bd3 #
(BK takes the place of the WRf5)

1.Ke3 B:c4 2.Sd3 Kg2 3.Ke2 Re5 #
(BK takes the place of the WBe2)