

Belgrade Internet Tourneys 2017

Announcement

There will be three tourneys: Group A (#2), Group B (h#2) and Group C (HS# Max 2.5) with the same closing date: May 23rd 2017. Groups A & B will be judged as standard formal tourneys. Group C will be judged by solvers and composers themselves, in a special Composing-Solving-Judging contest on May 26th 2017, the first day of the Belgrade Problem Chess Festival 2017. All the problems sent to Group C will find their places in the award, if their composers participate in the CSJ contest as solvers and judges, or if someone represents them in CSJ contest.

Each composer may send only one problem per group (individual or joint), different versions of the same problem will not be accepted.

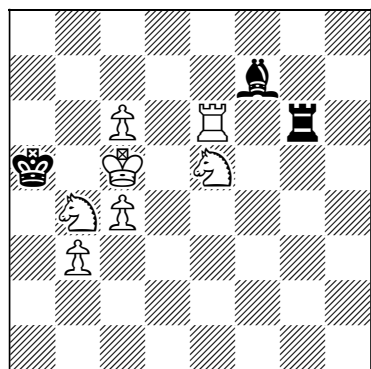
The BIT 2017 will use the method of entering originals for the tourney directly to the Mat Plus website (with automatic confirmation), created by Milan Velimirovic (click "Originals" on the main Mat Plus Menu on the left side). Composers unable to use it may send their entries by e-mail to the Mat Plus administrator: borislav.gadjanski@gmail.com.

Group A – #2

Thematic condition: Double White-Black gate-opening: Solution begins with simultaneous opening of two (or more) black lines. Black pieces use this effect as double gate-opening, to create variations by moving over critical field vacated by the white key-piece.

Judge: Marjan Kovačević

Example – Scheme



#2

7+3

1.Re7! threat: 2.Ra7#

1...Bxc4 2.Sxc4#, 1...Rxc6+ 2.Sexc6#

Group B – h#2

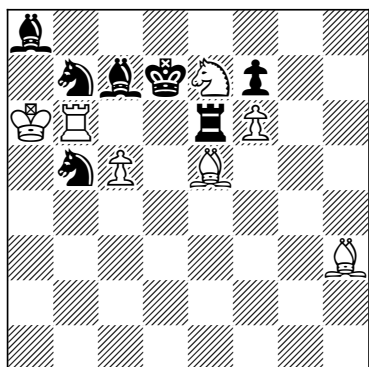
Thematic condition: White-Black + Black-White form of the Klasinc theme: a piece A opens a line to allow move by a line-piece B of opposite colour (gate-opening), then the piece A performs switchback. At least two thematic phases (multiple solutions, or set-play + solutions accepted, but not twins!).

Judge: Miodrag Mladenović

Example

Andre Caresmel

7.Pl. International Team Match 1970



h#2 2 Solutions 7+7

1.S7d6 Rb8 2.Sb7+ c6#

1.Bd8 Sf5 2.Re8 Se7#

Both forms in 2 solutions, the only example we found!

Group C – HS# Max 2.5, 2 Solutions

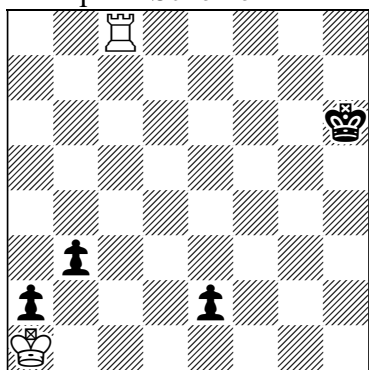
Thematic condition: Help-selfmate Max is a new condition, with the help-play before the last two half-moves, presenting S#1 Maximummer (Black has to play the geometrically longest move).

The length of single diagonal move is $\sqrt{2} \approx 1.41$, the length of S move is $\sqrt{5} \approx 2.24$, and the length of Castling is the sum of the distances moved by the king and rook (so the length of queenside castling is 5).

Judges: Participants of the BPCF 2017

ATTENTION: There seem to be no program checking HS# Max condition. So, the solvers in the BPCF 2017 would get additional points for a cook.

Example – Scheme



HS#Max 2.5 2 Solutions 2+4

1...e1B 2.Rf8 Bh4 3.Rf6+ Bxf6#

1...e1R+ 2.Rc1 Rh1 3.Rb1 Rxb1#