# CHESS PROBLEM CONTEST

PURPOSE: To have fun and win prize money by solving four chess problems. Don't worry if you are not a chess player, because the strategies and ideas of chess problems bear little resemblence to those of the regular game.

PRIZES: A first prize of $30 and a second prize of $20 will be given to the first two correct solutions. All solutions submitted on the same day will be concidered as being submitted simultaneously. Tie break will be by who submits the most number of correct solutions to problem number four.

HOW TO WIN: Get your solutions in before midnight to Brad Schaefer (253-7554, 494-0263, Room 37-576, or Westgate #1005). Problem solutions will be posted outside room 37-576 as soon as both prizes have been won.

HINTS: The first move of the coreect solution of almost all chess problems is (a) never a check (b) never a capture (c) often very innocuous and (d) often dumb looking. Don't forget about tricks like under promotion and capturing en passent.

RANDOM: The winner must be a person or group from the MIT/Wellesley community. This activity is noncompetitive. Brad Schaefer will be the final authority in all disputes. This activity is sponsored by the MIT Chess Club. Funding for the prizes was provided by the IAP Funding Committee and the problems were provided by Prof. R. Stanley.
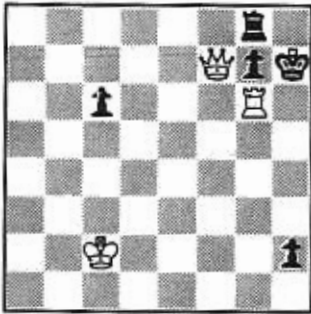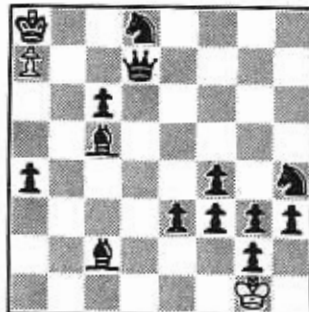

PROBLEM 1: Mate in 2. White moves such that upon any reply by Black, he has mate on the move.
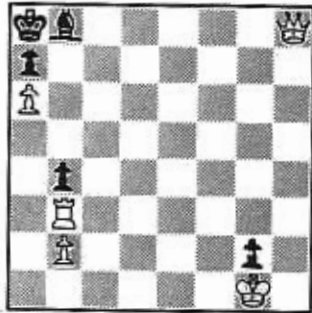
PROBLEM 2: Mate in 3. White makes three moves (and Black has two moves in between) such that White's last move checkmates Black.
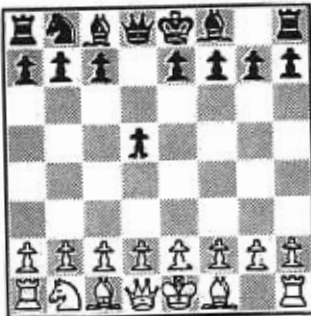
PROBLEM 3: It is now White's turn to make his fifth move. What are all previous moves in this game?

PROBLEM 4: Helpmate in 7. Black moves first and cooperates with White so that White mates Black on White's seventh move.