

**AUSTRALIAN JUNIOR CHESS PROBLEM-SOLVING CHAMPIONSHIP
MELBOURNE, 17 January 2012**

Report by Nigel Nettheim

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1. This was the sixth year of the problem-solving event, following Canberra 2007, Sydney 2008, Adelaide 2009, Hobart 2010 and Melbourne 2011. Reports on earlier events can be seen via <http://OzProblems.com>.
2. A separate paper was set for each of the two broadest age groups (U12 and U18), with a few tasks in common. The numbers of solvers are shown in Table 1. The total number of junior solvers was 81 (up from 77 last year).
3. Each solver was provided with a board and men.
4. The time taken was noted when each question sheet was returned, to be used to break ties. Few competitors left particularly early, and quite a large number stayed for the whole two hours.
5. The solutions, with diagrams, are included at the end of this file. I also have spare hard-copies of the question papers that may be requested.
6. My article entitled "A Quick Introduction to Chess Problems and End-game Studies", which I had originally prepared for the 2007 Championship, was made available on the present Championship's web site. Just before solving started, I asked competitors whether they had read that article, and this time a fair proportion had. The article is of some value in making sure that all competitors know in advance what problems and studies are, and that they have been exposed to a suitable introduction to them, with examples. Before solving started I also explained what "Mate in 2 moves" means, because not all entrants may have been familiar with the term.
7. The format of the question sheet continues to work well: a single A3 sheet folded over to take up A4 size, with only the instructions on the front page so that the sheet could be placed unopened on the tables in advance.
8. During the solving period, Andrew Ballam and I acted as invigilators and were available to answer questions from the competitors. Only a few questions were asked, the most common being how many moves need be written down, especially for studies (the answer is given on the front page of the question sheet).
9. Marking was carried out by myself, with further checking by Ian Rogers in cases where the results were close. For the first time a tie resulted, for the U18 boys' championship. Both scored almost full marks, and both took the same time.
10. There was some discussion as to whether a single paper for all entrants would be preferable to the two separate papers used this time.
11. The markers' job is assumed to be finished when the total marks have been reported in each of the 12 age-group/gender sections. Then the tournament organizers apply a method of

determining prizes according to their desired scheme. The markers have a role to play in breaking ties and in recommending any special awards.

12. The list of prize-winners is available on the Championship web site at <https://sites.google.com/a/2012ausjuniorchamps.com/ajcc/results> and click on "Final bulletin". Many prizes were presented, including medals, and subscriptions to Australasian Chess kindly donated by Brian Jones.

13. Very many thanks indeed are offered to Geoff Foster for once again carrying out the time-consuming expert job of setting the tasks and preparing the papers and solutions for printing. I collaborated here by proposing studies and solving the tasks.

14. The general impression from their comments was that competitors enjoyed the event. The administrators also seemed very satisfied with it. It has been reported that parents like the "examination" atmosphere of the event, making it seem somewhat similar to a school exam and thus suggesting that chess is not just a matter of their children playing games – an unforeseen favourable effect.

15. Again the influence of coaches in promoting problem-solving was noticeable, and is to be encouraged. Even composition has occasionally been attempted by juniors, and is a long-term goal of the solving activity.

16. As always, our policy has been not to release individual results. The reasons for this include the following: (i) No disparagement was ever intended towards those scoring low marks, especially as some may never have seen a formal problem or endgame study before. (ii) Requests for revision might lead to prolonged correspondence for which there simply isn't time, and the marking has already been done with all required care (see paragraph 9). (iii) In cases where it had already become clear that prizes would not be affected, less attention was sometimes given to the awarding of partial credit or the resolving of small differences between markers, as a purely practical matter; in such cases a final mark is therefore not available. (iv) The marks scored have meaning only in relation to the particular tasks set and their difficulty, so that comparisons from year to year, or to school-work exams, would not be valid.

17. A table of marks awarded for each task is not given this year. I had given it for the first event in 2007, for the event was then novel – the world's first junior solving competition, as far as we knew – and we had no knowledge whether it would suit juniors. I also tabulated the marks for each task in the following years but, now that the event has become established, that table seems less necessary. The average marks are, however, shown in Table 2. When setting the tasks it is desired that the marks be not too low, so that solvers get some satisfaction from their efforts, and that was achieved fairly well. On the other hand, some difficult tasks are needed in an attempt to separate the best solvers. Girls and boys performed equally well on average; girls having a small advantage in all age groups except the oldest.

18. The question sheets and the solution sheets follow this report.

Best wishes for the future!

Nigel Nettheim, 8 September 2012.

Table 1. Number of Competitors, in each Age Group and each Gender

Age	U8	U10	U12	U14	U16	U18	Adult	Total
Male	4	15	15	23	2	7	1	68
Female	0	2	6	2	2	2	0	14
Total	4	17	21	25	4	9	1	82

Table 2. Average marks/120, in each Age Group and each Gender

Age	U8	U10	U12	U14	U16	U18	All
Male	29.0	41.1	32.5	43.9	23.0	55.8	40.6
Female	-	47.5	43.0	50.0	29.0	29.0	40.6
All	29.0	41.9	35.5	44.4	26.0	50.4	40.6

Major Sponsor



**AUSTRALIAN JUNIOR CHESS
PROBLEM-SOLVING CHAMPIONSHIP
MELBOURNE 2012**

UNDER 12, UNDER 10 AND UNDER 8

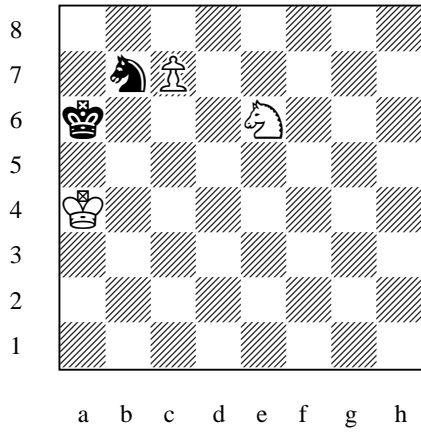
NAME: _____

AGE GROUP (U12 / U10 / U8): _____ **BOY / GIRL:** _____

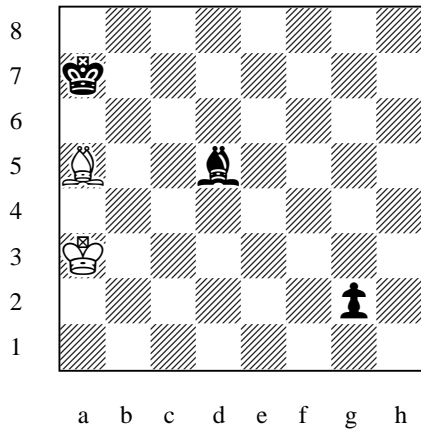
In all problems White is playing up the board. All tasks are worth equal marks. They are ordered according to estimated difficulty, easiest first. It is recommended to start at the top and work through in approximate order.

Please write your solution in the space provided next to the diagram, or draw arrow(s) on the diagram if that can be done clearly. For 2-move problems, just give White's first move. For studies, just go far enough to reach a clearly winning, or drawing, position, without giving minor details.

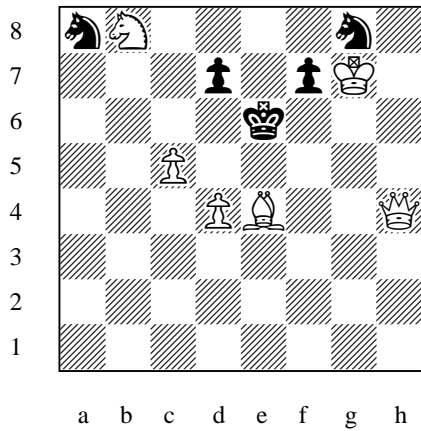
Quite a lot of tasks are set; solve as many as you can, but there is no expectation that you will solve them all! An answer sheet will be available at the end of the solving period.



1) White to play and mate in 2 moves
 (Hint – a pawn can promote to ♔, ♚, ♛ or ♜)



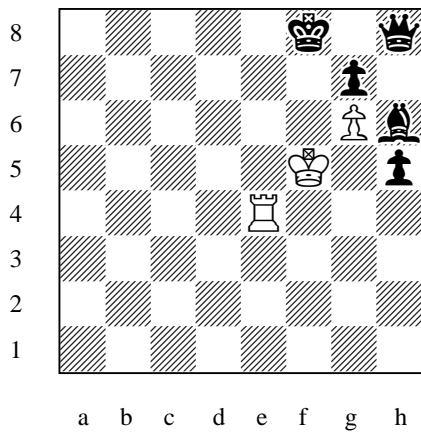
2) White to play and Draw
 (Hint – watch out for stalemate!)



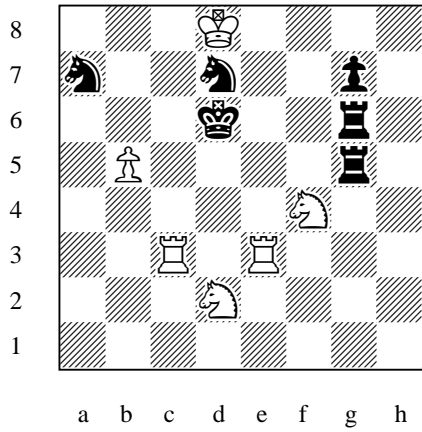
3) White to play and mate in 2 moves
 The key is either 1. ♛c6 or 1. ♛g6.

Which one? _____

How would Black answer the other? _____



4) White to play and Draw
 (Hint – watch out for stalemate!)

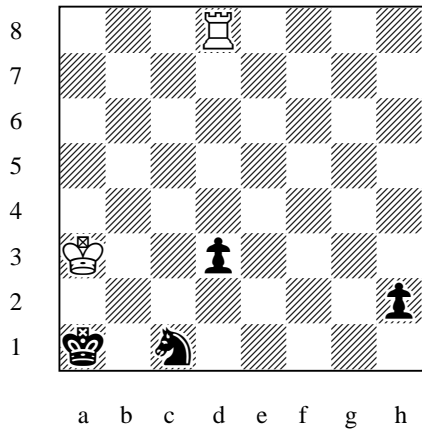


5) White to play and mate in 2 moves

The key is either 1.♖c7 or 1.♖e7.

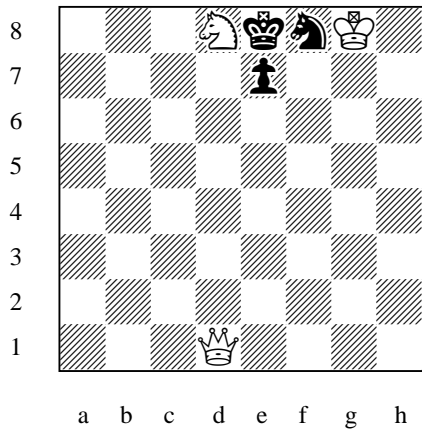
Which one? _____

How would Black answer the other? _____

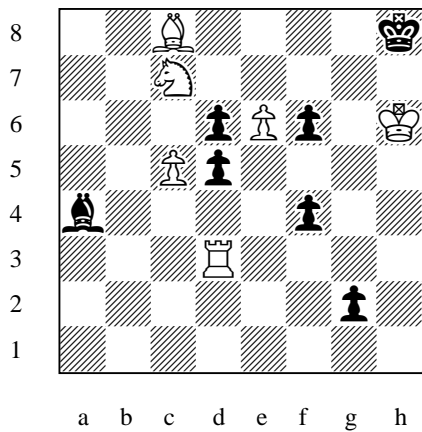


6) White to play and Draw

(Hint – watch out for stalemate!)

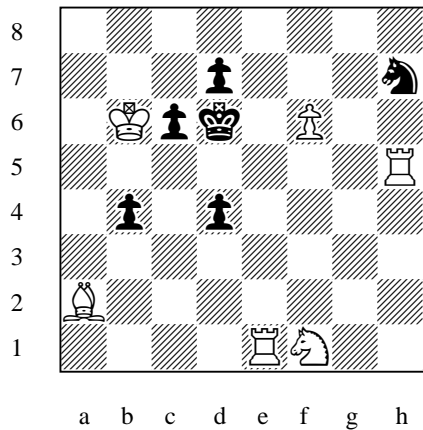


7) White to play and mate in 2 moves

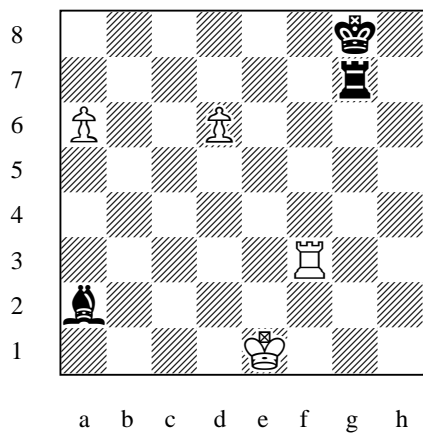


8) White to play and Draw

(Hint – watch out for stalemate!)

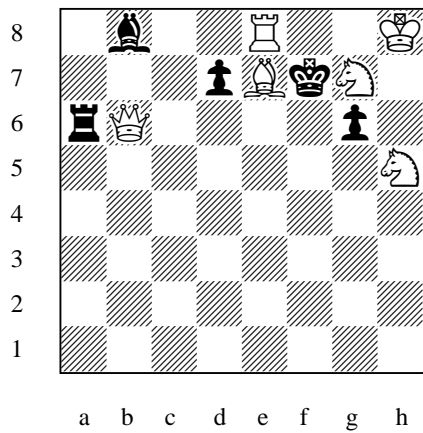


9) White to play and mate in 2 moves

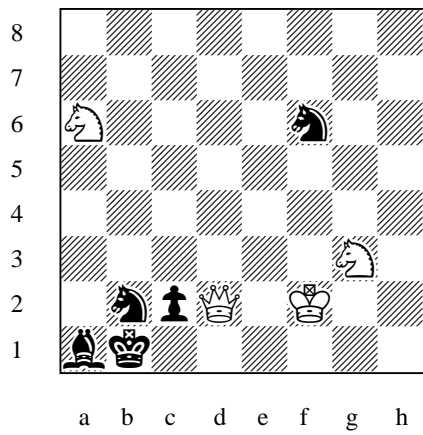


10) White to play and Win

(Note: ♔+♕ v ♖+♗+♘ is a draw in general)

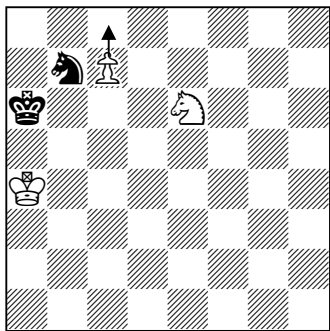


11) White to play and mate in 2 moves



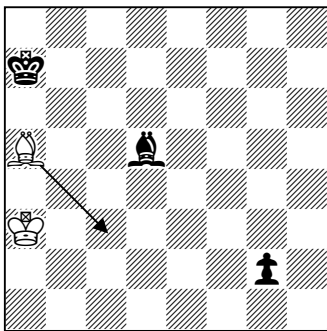
12) White to play and Win

**AUSTRALIAN JUNIOR CHESS PROBLEM-SOLVING CHAMPIONSHIP MELBOURNE 2012
UNDER 12/10/8 SOLUTIONS**



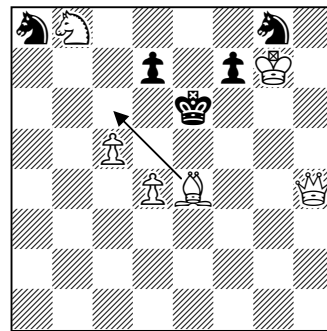
1) Mate in 2
(hint – A pawn can promote to ♖, ♗, ♘ or ♙.)

1. ♖c8=♘! ♗ any 2. ♘c5



2) Draw
(hint – watch out for stalemate!)

1. ♖c3 ♗g1=♖
2. ♖d4+ ♖x d4 stalemate

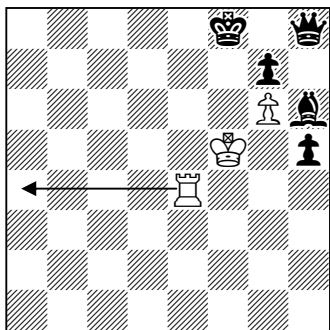


3) Mate in 2
(The key is either 1. ♖c6 or 1. ♖g6. Which one? How would Black answer the other?)

J Haring, 2HM,
L'Italia Scacchistica, 1959

1. ♖c6! (threat 2. ♗e4)
1. ... ♗f6 2. ♗xf6
1. ... ♗f5 2. ♗e1
1. ... ♗d5 2. ♖d7
1. ... ♗f5 2. ♖x d7

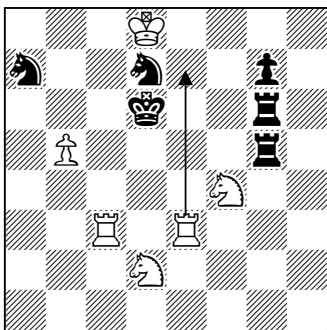
1. ♖g6? fails against ♗f6!



4) Draw
(hint – watch out for stalemate!)

L Kubbel,
Ribak Primorja, 1911

1. ♖a4! ♖e7
2. ♖a7+ ♖d6
3. ♖a8! ♖xa8 stalemate

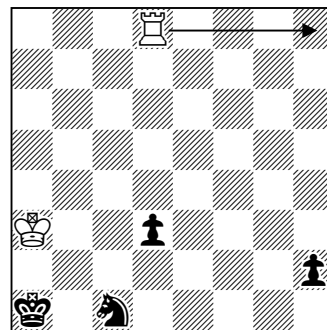


5) Mate in 2
(The key is either 1. ♖c7 or 1. ♖e7. Which one? How would Black answer the other?)

J Haring, 1HM,
Springaren, 1959

1. ♖e7! (threat 2. ♘e4)
1. ... ♗c5 2. ♘c4
1. ... ♗e5 2. ♖x d7
1. ... ♗f6 2. ♖e6
1. ... ♗c6+ 2. ♖x c6

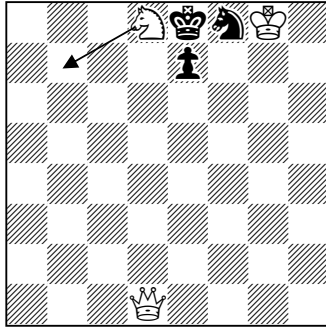
1. ♖c7? fails against ♗b6!



6) Draw
(hint – watch out for stalemate!)

based on a study by
V&M Platov, 1906

1. ♖h8 ♗d2
2. ♖x h2 ♗d1=♖
3. ♖a2+ ♖b1
4. ♖b2+ ♖a1
5. ♖a2+ ♗xa2 stalemate



7) Mate in 2

V Chepizhny (after M.Lokker),
Die Schwalbe, 1984

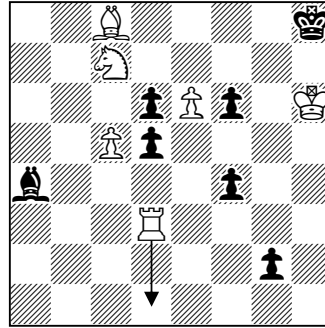
1. ♖b7! (threat 2. ♕d8)

1. ... ♜d7 2. ♕h5

1. ... ♜e6 2. ♕a4

1. ♘f7? ♜d7!

1. ♘c6? ♜e6!



8) Draw

(hint – watch out for stalemate!)

P Larsen,

Tidskrift for Skak, 1917

(version)

1. ♖d1 ♜x d1

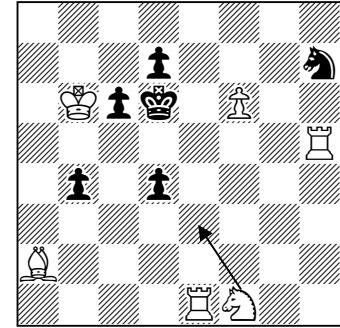
2. ♙e7 ♜a4

3. ♘b5 ♜x b5

4. ♙c6 ♜x c6

5. ♘d7 ♜x d7

6. ♙e8=♙+ ♜x e8 stalemate



9) Mate in 2

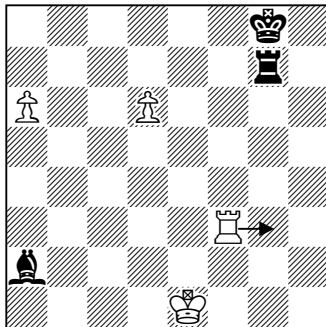
V Chepizhny, 1 Prize,
Kudesnik, 2005

1. ♘e3! (threats 2. ♘c4, ♘f5)

1. ... ♜x e3 2. ♖d1

1. ♘d2? ♜g5!

1. ♘g3? ♜b3!



10) Win

(Note: ♙+♙ v ♜+♜+♙ is a draw in general)

E Af Hallstrom,
Suomen Shakki, 1946

1. ♖g3 ♜x g3

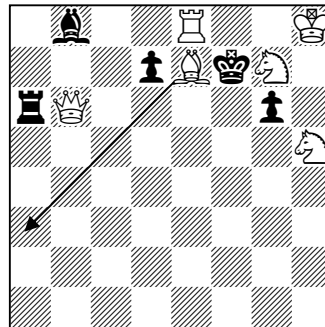
2. ♙d7! ♜d3

3. ♙a7 ♜d5

4. ♙d8=♙+

(2. ♙a7? ♜a3 3. ♙d7 ♜x a7

4. ♙d8=♙+ ♜f7 no win)



11) Mate in 2

C Sydenham, comm.,
Portugese Chess Federation,
Meredith Ty, 1990

1. ♘a3! (threat 2. ♖f8)

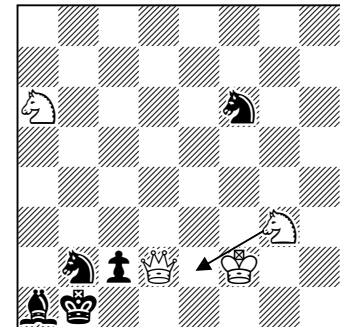
1. ... ♜d6 2. ♕f2

1. ... ♜d6 2. ♕b3

1. ... ♜x a3 2. ♕f6

1. ♘c5? ♜d6!

1. ♘b4? ♜d6!



12) Win

J Schwerts,
Rigaer Tageblatt, 1900

1. ♘e2! ♜e4+

2. ♕g2! ♜x d2

3. ♘c3+ ♜c1

4. ♘c5 ♜b any

5. ♘d3#

(4..... ♜d any

5. ♘b3#)

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PROBLEM-SOLVING CHAMPIONSHIP
MELBOURNE 2012**

UNDER 18, UNDER 16 AND UNDER 14

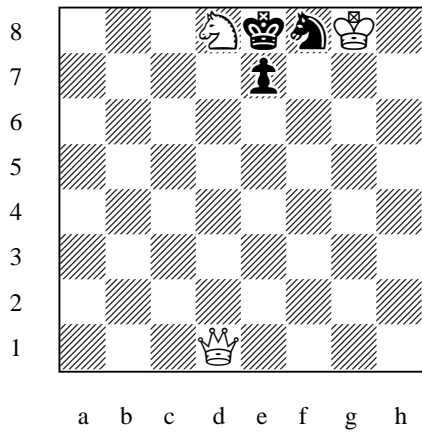
NAME: _____

AGE GROUP (U18 / U16 / U14): _____ **BOY / GIRL:** _____

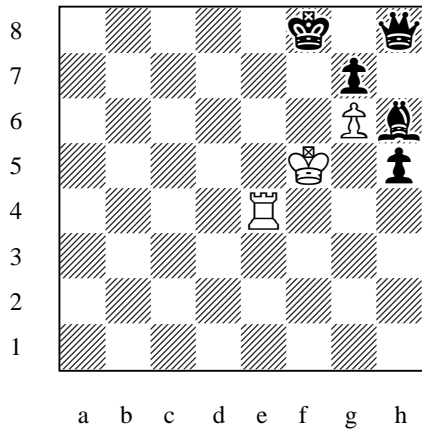
In all problems White is playing up the board. All tasks are worth equal marks. They are ordered according to estimated difficulty, easiest first. It is recommended to start at the top and work through in approximate order.

Please write your solution in the space provided next to the diagram. For 2-move problems, just give White's first move; for the 7-move problem, give all the moves. For studies, just go far enough to reach a clearly winning, or drawing, position, without giving minor details.

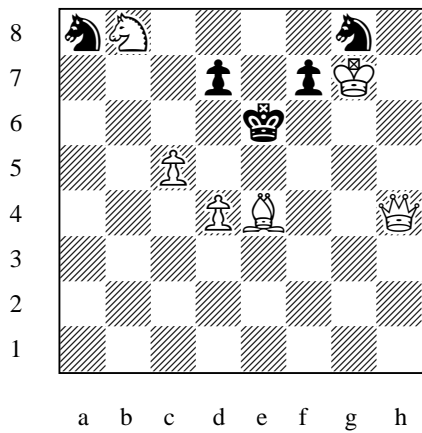
Quite a lot of tasks are set; solve as many as you can, but there is no expectation that you will solve them all! An answer sheet will be available at the end of the solving period.



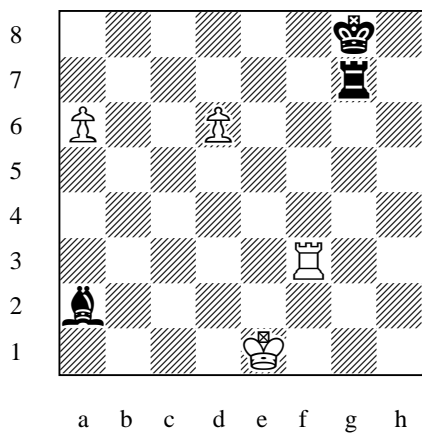
1) White to play and mate in 2 moves



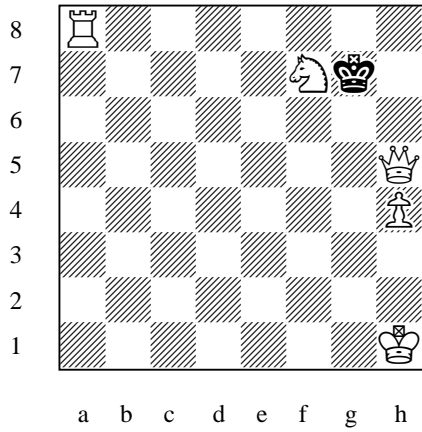
2) White to play and Draw
(Hint – watch out for stalemate!)



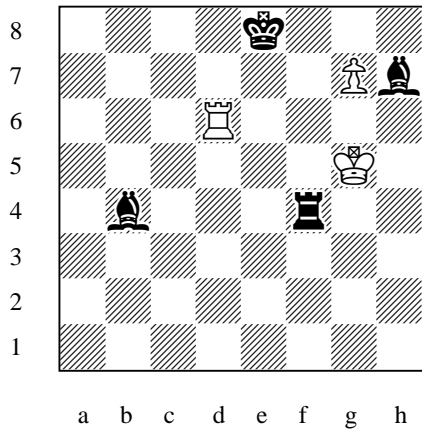
3) White to play and mate in 2 moves



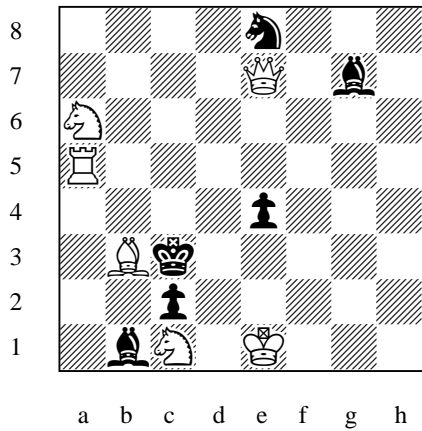
4) White to play and Win
(Note: ♖+♗ v ♜+♝+♞ is a draw in general)



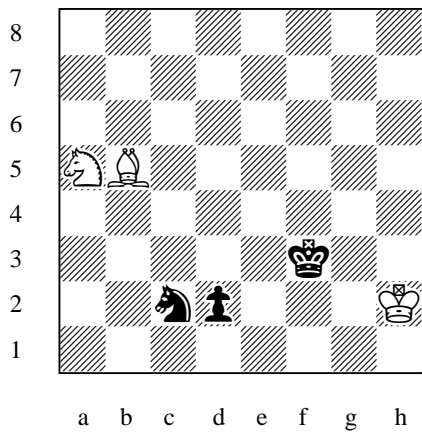
5) White to play and mate in 2 moves



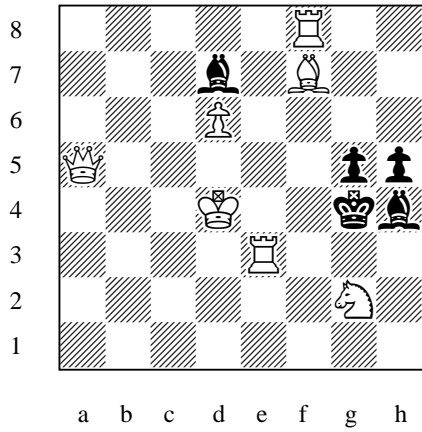
6) White to play and Draw



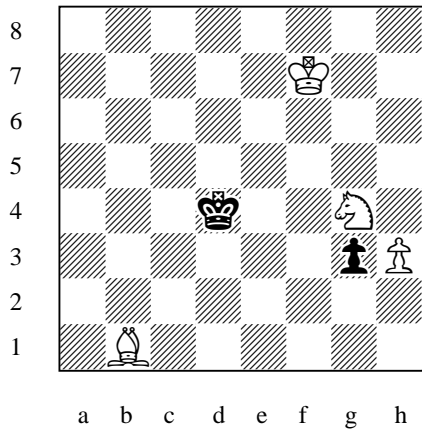
7) White to play and mate in 2 moves



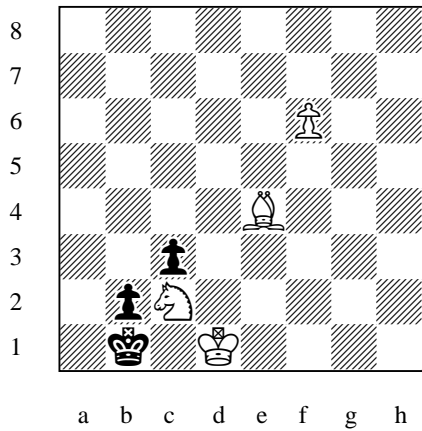
8) White to play and Draw



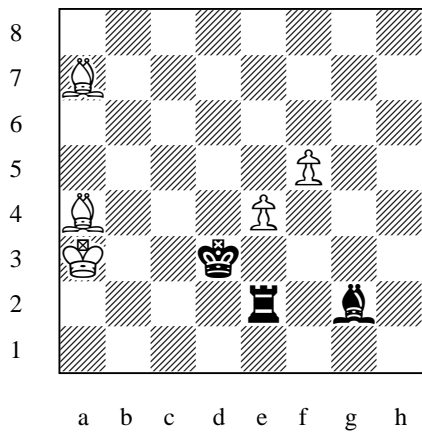
9) White to play and mate in 2 moves



10) White to play and Win

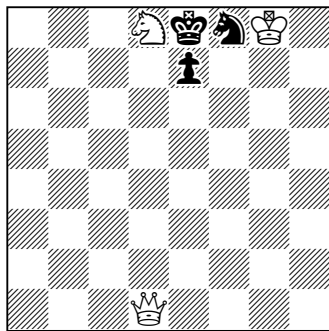


11) White to play and mate in 7 moves



12) White to play and Win
 (Note: ♖+♗+♔ v ♚ wins)

**AUSTRALIAN JUNIOR CHESS PROBLEM-SOLVING CHAMPIONSHIP MELBOURNE 2012
UNDER 18/16/14 SOLUTIONS**



1) Mate in 2

V Chepizhny (after M.Lokker),
Die Schwalbe, 1984

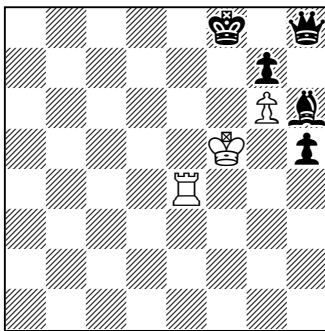
Try: 1. ♖f7? but ♜d7!

Try: 1. ♖c6? but ♜e6!

1. ♖b7! (threat 2. ♖d8)

1. ... ♜d7 2. ♖h5

1. ... ♜e6 2. ♖a4



2) Draw

(hint – watch out for stalemate!)

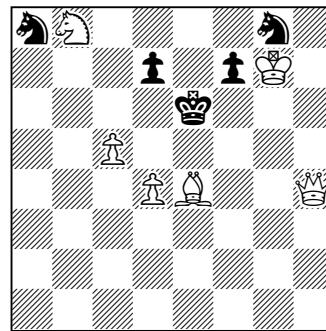
L Kubbel,

Ribak Primorja, 1911

1. ♖a4! ♜e7

2. ♖a7+ ♜d6

3. ♖a8! ♜xa8 stalemate



3) Mate in 2

J Haring, 2HM,

L'Italia Scacchistica, 1959

Try: 1. ♙b7? but ♜f5!

Try: 1. ♙g2? but ♜d5!

Try: 1. ♙g6? but ♜f6!

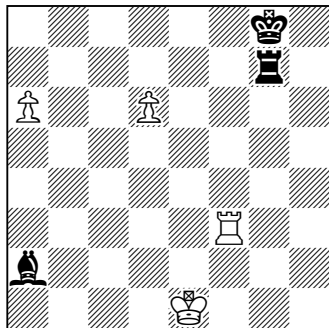
1. ♙c6! (threat 2. ♙e4)

1. ... ♜f6 2. ♙xf6

1. ... ♜f5 2. ♙e1

1. ... ♜d5 2. ♙d7

1. ... ♜f5 2. ♙xd7



4) Win

(Note: ♖+♗ v ♜+♙+♚ is a draw in general)

E Af Hallstrom,

Suomen Shakki, 1946

1. ♖g3 ♜xg3

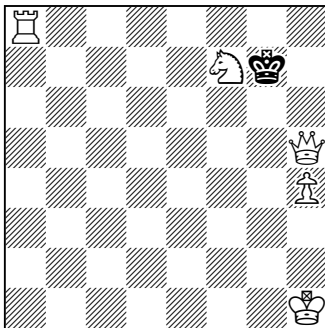
2. ♙d7! ♜d3

3. ♙a7 ♙d5

4. ♙d8=♙+

(2. ♙a7? ♜a3 3. ♙d7 ♜xa7

4. ♙d8=♙+ ♜f7 no win)



5) Mate in 2

M Kovacevic, 4HM,

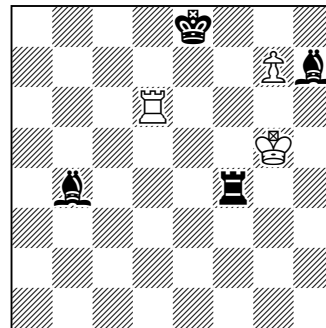
Mat, 1972

1. ♖d8! (waiting)

1. ... ♜f8 2. ♙f7

1. ... ♜f6 2. ♙g5

1. ... ♜g8 2. ♖e6



6) Draw

G Amman & M Minski,

Problem-Forum, 2009

(abbreviated)

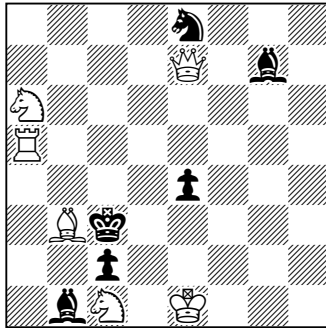
1. ♖h6 ♙g8

2. ♖h8 ♙d2

3. ♖xg8+ ♜f8+

4. ♗g6 ♜xg8

5. ♗h7 ♜f7 stalemate

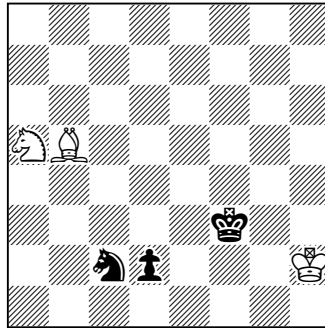


7) Mate in 2

V Rudenko,
Presledovanie Temy, 1983

Try: 1. ♖a2? but ♔b2!
Try: 1. ♖d5? but ♔d4!
Try: 1. ♖f7? but ♗d6!
Try: 1. ♖e6? but ♗f8!

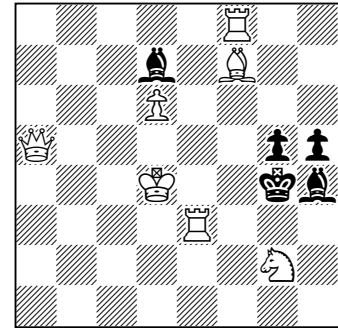
1. ♖g8! (threat 2. ♗b4)
1. ... ♔b2 2. ♗a3
1. ... ♔d4 2. ♗c5
1. ... ♗d6 2. ♗xg7
1. ... ♗f8 2. ♗e5



8) Draw

K L J Jespersen,
Nationaltidende, 1890

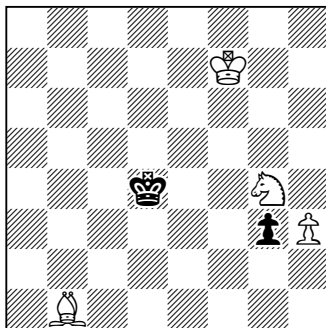
1. ♖e8 ♔g4
2. ♖d7+ ♔f4
3. ♖g4 ♔xg4
4. ♗c4 ♗d1=♔
5. ♗e3+ ♗x e3 stalemate



9) Mate in 2

B P Barnes,
US Problem Bulletin, 1983

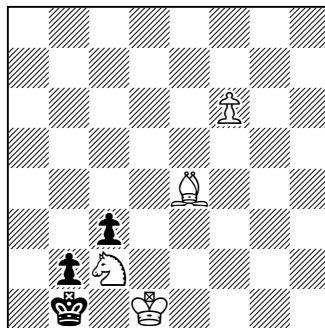
1. ♗a4! (threat 2. ♗x d7)
1. ... ♗c8 2. ♗e5
1. ... ♗f5 2. ♗d1
1. ... ♗ else 2. ♖e6
1. ... ♗f5 2. ♖xh5



10) Win

J Sulc, *Severocesky sach*, 1948

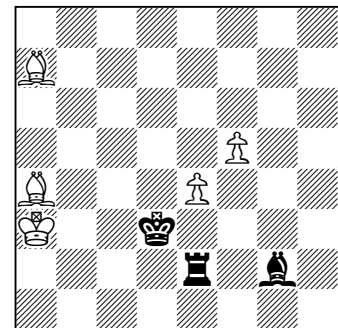
1. ♖a2 ♗g2
2. ♗h2 ♔e4 (or ♔e3)
3. ♗f3 ♔xf3
4. ♖d5+
5. ♖xg2



11) Mate in 7

V Chepizhny,
Special Prize, 64, 1970

1. ♖h7 ♔a2
2. ♖g8+ ♔b1
3. ♗f7 ♔a2
4. ♗f8=♗+ ♔b1
5. ♗f7 ♔a2
6. ♗a7+ ♔b1
7. ♖a2#



12) Win

(Note: ♖+♗+♔ v ♔ wins)

N Kralin, 1-2 Prize,
Vserossiski Ty, 1962

1. ♖b5+ ♔xe4!
2. ♗f6 ♗a2+!
3. ♗xa2 ♔e5
4. ♖d4+! ♔xd4
5. ♖c4! ♔xc4
6. ♗f7

1. ♔d2?
2. ♖xe2 ♔xe2
3. ♗e5 etc.