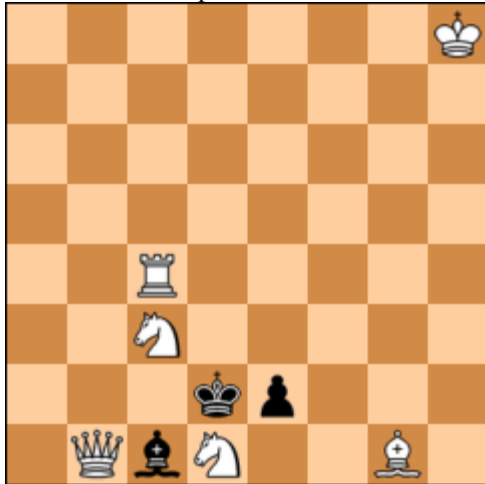


Required are orthodox #2s with any theme (please state it) or number of units, but *extreme economy of force for the theme shown*. "Conventional flaws" (as in 3-9 below), twins etc (8), even zero positions (9), are allowed but may be somewhat penalised. Developments of old positions (preferably cited) and/or alternative versions (2-3, 6-7) of entries are welcome. **Entries may be either (A) emailed to the judge mlipton@onetel.com by 12 noon on Thursday 30 March, or (B) if composed by an attender at the Nottingham Weekend Conference, handed to him before 8 p.m. on Sunday 2 April.** All entries are eligible for honours, but only those composed by attenders *and* submitted personally will receive tangible rewards (books).

1 O. Stocchi v.2nd pr. L'Italia Scaccistica 1958. #2. Zagoruyko, for dual-avoiding self-blocks by promoting P; 8 units

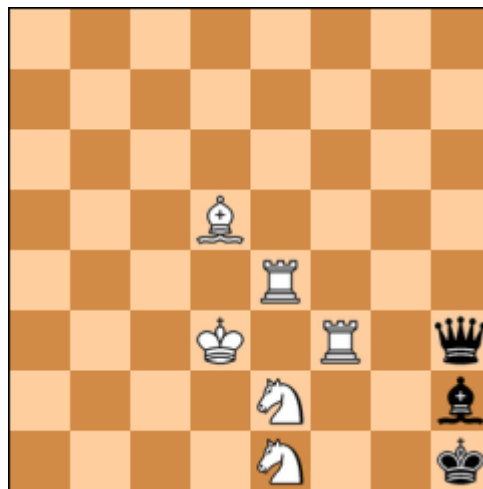
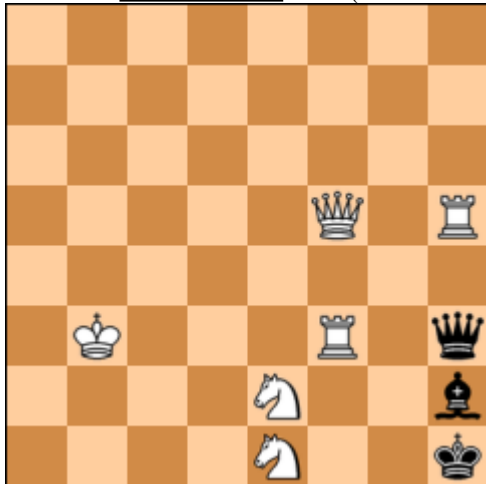


Set e1Q/e1S 2.Rd4 (Be3?)/2.Be3 (Rd4?).

1.Se3? e1Q/e1S 2.Qc2 (Sf1?)/2.Sf1 (Qc2?). B~ 2.Sce4. 1...Bb2!

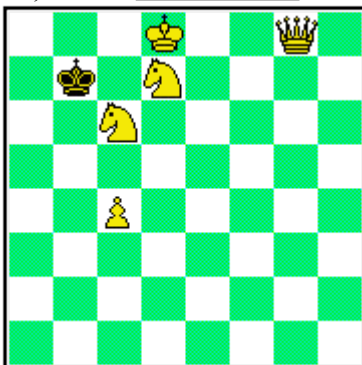
1.Sf2! e1Q/e1S 2.Qd3 (Sfe4?)/2.Sfe4 (Qd3?). (Ke1/Ke3 2.Qxc1/Qd3. B~ 2.Sfe4)

2 & 3 ML The Problemist 1953 (both v. 2017, unpub.) #2. Complete half-pin + unpin of white; 9 units.



2 1.Qd5 (1.Qe4? Qe6+) ~2.Rxh3. Qg2 2.Rf1. Bg3 2.Rf2. (Qg3/Qxf3 2.Rxg3/Qxf3). Key just OK. Bad dual 1...Qh4.
 3 1.Rh4 ~2.Rxh3. Qg2 2.Rf1. Bg3 2.Rf2. Qf5+ 2.Rxf5. (Qg3/Qxf3 2.Rxg3/Bxf3). [1.Rg4,Re3?? Qh7+ 2.Rf5 but 1...Bg3 or Qg2]. Key provides 1...Qxf3+, as do all sensible 1st moves. 2 uses WB instead of 1's WQ and adds a third unpin, 1...Qf5+. Dual 1...Qxh4 stays.

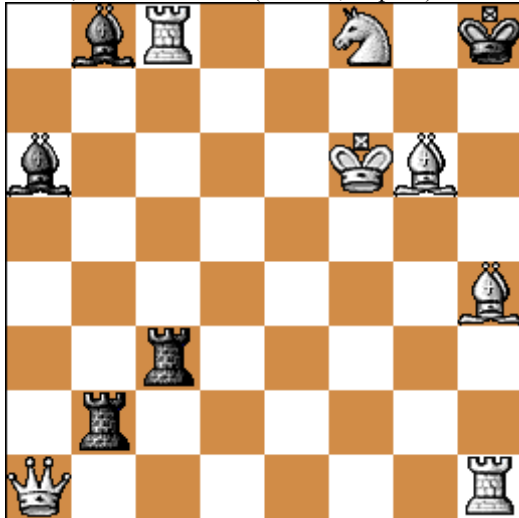
4 ML, 2nd h.m. The Problemist 1991. #2. Zagoruyko 3x2 flights (plus changed half-phase for each flight); 6 units



Set Ka8/Kxc6 2.Kc7/Qd5. 1.Qg3? Ka8/Kxc6 2.Qb8/Qc7. Ka6!

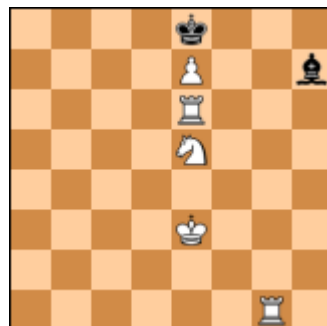
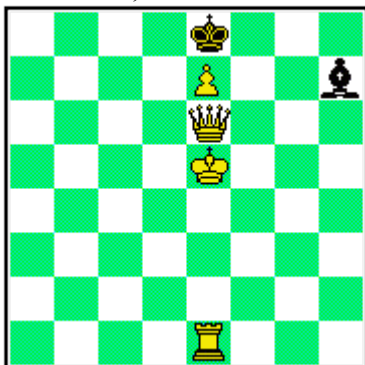
1. Qg1! Ka8/Kxc6 2.Qa7/Qb6. Unpleasant dual Ka6 2.Qa7/b6.
 Half-phases 1.Ke7? Kxc6 2.Qc8; 1...Kc7! 1.Qf7? Ka8 2.Sb6; 1...Ka6! [repeated]. (1.Qd5? Ka6 2.Qb5; Ka8!)

5 ML, BCM 1964. #2 (v. 2015, unpub.) #2. Complete half-pin + cross-check + interference; 12 units.



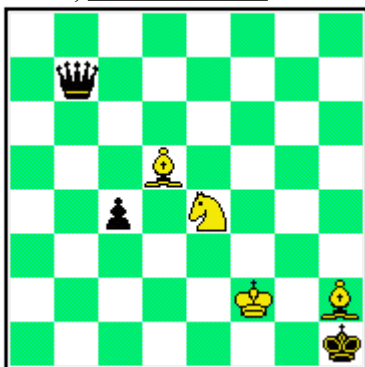
1.Kf7 ~(Rf3+,Rf2+) 2.Bf6. Rc7+ 2.Be7. Rb7+ 2.Sd7. 1...Bc4+ 2.Se6 is a third cross-check interference; 1...Rf2/3+ turns the threat into a fourth cross-check. The key is so bad it's funny; it goes the whole hippopotamus.

6 and 7. ML, The Problemist 1992. #2. Seven WR tries defeated by 7 distinct BB moves; 6 (or 7) units.



6 1.Ra1/b/c/d/f/g/h1 Be4/xb1/c2/d3/f5/g6/g8! 1.Kd6, B~ 2Qg8. All R tries on rank. WR "camouflage"; dual 1...Bg6.
 7: as 6 but 1.Rg1? Bg6! is replaced by 1.R~g? Bg6! (1.Rg8+? Bxg8!) Key now 1.Rg7 B~ 2.Rg8.

8. ML, The Problemist 9-2006. #2. Twin: BQb7→a8.

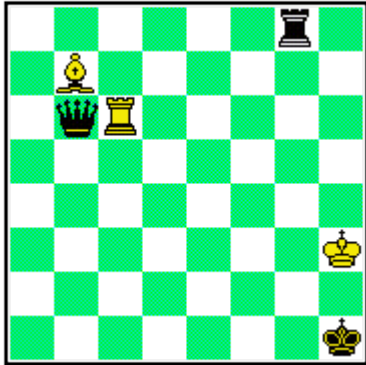


1.Bg1? ~2.Sg3. Qb2+/Qb6+ 2.Sd2/Sc5 but Qf7+!
 1.Kg3! ~2.Sf2. Qb3+/Qc7+/Qg8+ 2.Sc3/Sd6/ Sg5.

Twin 1.Kg3? ~2.Sf2. Qa3+/Qb8+ 2.Sc3/Sg5. Qg8+!
 1.Bg1! ~2.Sg3. Qa2+/Qa7+/Qf8+ 2.Sd2/Sc5/Sf6.

Twins together show 10 cross-checks + complete wheel, but refutations of tries are obvious checks.

9 ML, TP 1993. #2 Zeroposition: a) +wBe1; b) +wRf3; c) in b), BQb6→e3. Three Mansfield couplets; 6 (??) units.



- a) 1.Rc1+! Qc6(or Qxb7)/Rg2 2.Bg3/Bf2
- b) 1.Rf1+! Qg1/Rg1 2.Rg6/Rxb6. [1.Rc1+? Qg1 2.Rg3; 1...Rg1!]
- c) 1.Rc1+! Qg1/Rg1 2..Rg3/Rxe3. (Qxc1 2.Rf1)

Three Mansfield self-pin couplets in miniature, thanks to the dubious magic of the zero-position.