

Solving Show (rules)

This competition is open for all individual solvers.

It consists of 9 rounds (one participant against another participant) – 3 problems per round (#2, h#2 and s#2). The problems to be solved are presented on screen (one problem appears for two minutes). Each round pairs of participants are chosen by the Swiss system. A solver, who thinks that solved the problem, writes the solution on the sheet provided by the judge. After that he can't make any changes. His opponent may write only a different move during the remaining time of two minutes.

The solutions are to be written in algebraic notation, it is enough to write only the key move (i. e. in helpmates – the 1st black move). The correct solution of a problem scores 1 point. Incorrect or incomplete solution score zero point. So the round may end: 3:0 (win), 2:0 (win), 2:1 (win), 1:0 (win), 1:1 (draw) or 0:0 (draw). The total number of wins determines the ranking (draw is equal to $\frac{1}{2}$ win).

In the event of a tie on wins, the place is determined by points difference rather than by the coefficient (*Buchholz*). In cases that are not described here and on other uncertainty during the competition, decisions are made by the judge's discretion.