# I.A.P. CHESS PROBLEM COMPETITION

THE OBJECT -- Solve all five chess problems. Don't worry if you've never solved chess problems before. All you need know to solve these problems are the rules of chess and a lot of logic.

PRIZES -- First prize is $30,
second prize is $20.

HOW TO WIN -- Give your complete solution to Brad Schaefer (Rm 37-576, Westgate #1005, or at Chess Club on Saturday). A complete solution must list the main variations of all five problems. Complete solutions which are recieved on the same day will be concidered to have been recieved simultaneously. The first and second complete solutions recieved will win the first and second prizes. Ties will be broken by the thoroughness of the solutions.

OTHER RULES -- Any member of the M.I.T.-Wellesley community is elegible to recieve a prize. Any number of people can work together as a team. Brad Schaefer (x3-7554 or 494-0263) is the final authority in any dispute. the problems were chosen with the help of Prof. R. Stanley and J. Shipman.
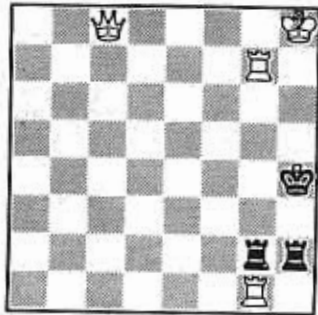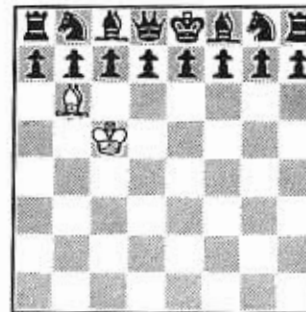
PROBLEM #1. White to move and mate in two. White makes a move such that upon any reply by Black then White has a mate on the move.
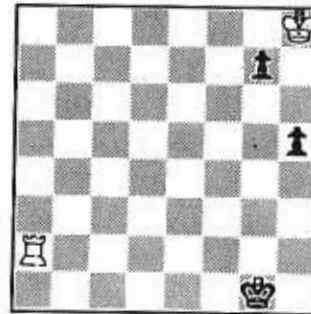
PROBLEM #2. White to move and win.
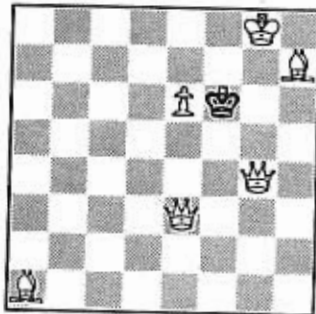
PROBLEM #3. The adjacent position arose in a legal game of chess. What were the last six single moves (three each by White and Black)?

PROBLEM #4. Helpmate in four. Black moves first and cooperates with White so that White mates Black on White's fourth move.

PROBLEM #5. White to move and mate in three.