# MindSports Olympiad 2025 – Chess Problem Solving

Introduction and instructions

There are 10 problems for solving. Each is worth 5 points. The first four are 'Mate in 2' problems – find the one white move that forces mate on move 2. For these problems, the 5 points simply require you to put down that one move – there's no extra credit for saying what the mating moves are after various black replies.

We then move on to two 'Mate in 3' problems. For these, you are required to give the unique key move, together with any threat created by the key move, plus White's second move after any black move that defeats the threat. Here is an example:
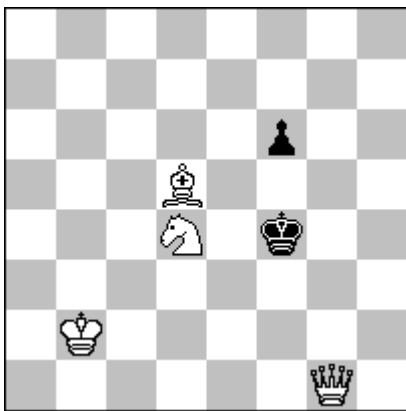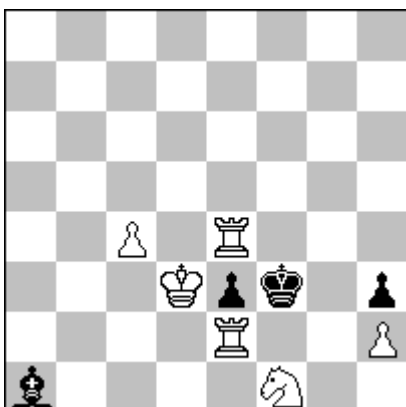

Mate in 3

(Otto Wurzburg, 1905)

In this case, to get full points you need to give all that appears in **bold**:

1.**Bh1** (2 points)
1…f5 2.Nf3 Ke4 3.Qd4   (1.5 points)
1…Ke5 2.Qg3+ Kxd4 3.Qc3   (1.5 points)

In this case, the keymove created zugzwang. Another example, one in which the keymove creates a threat:

Mate in 3

(Hans Hofman, 1943)

1.**Nxe3** (threat **2.Re1** and 3.Rf1) (1 point)
1**…Bc3 2.Nc2** and either 3.Nd4 or 3.Ne1 (1 point)
1**…Bd4 2.Ng4** and either 3.Rf2 or 3.Ne5 (1 point)
1**…Be5 2.Rxe5** and 3.Rf5 (1 point)
1**…Bf6 2.Nf5** and 3.Nh4 or 3.Nd4 (1 point)

Problem 7 is a mate in 4. The above comments about 'Mate in 3' problems apply, save, of course, that you are having to go as far as White's 3rd move, not his 2nd move.

Next we have a selfmate. In a selfmate, White plays and forces an unwilling Black to mate White. Here is an example:
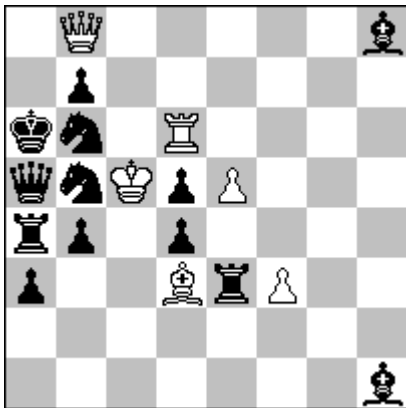
Selfmate in 2

(V. Kopyl, 2017)

1.**e6** (threat **2.Bxb5**+ [2…Qxb5#]) (1 point)
1**…Re5 2.Rxb6**+ [2…Qxb6#] (2 points)
1**…Rxd3 2.Qa8**+ [2…Na7#] (2 points)

Again, it is what is in **bold** that is what you require for full points.

Finally we have two helpmates – here, White and Black conspire together to reach a position in which Black is checkmated. You are required to give each sequence of moves accurately to get points. By convention, Black's moves are given first, as shown in the example below, though of course any way of showing the right moves in the right order will score –
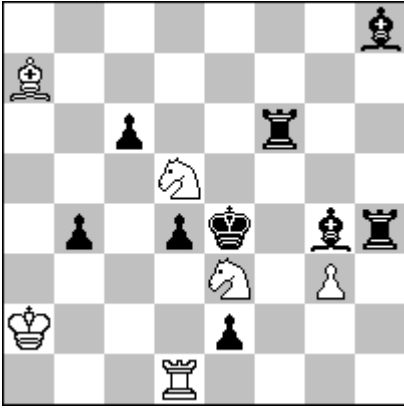
Helpmate in 2 - 2 solutions

(J.Lois and J.Kapros, 2016)

1.Rf3 Nf6+ 2.Kxe3 Bxd4 (2.5 points)
1.Be6 Ng4 2.Kxd5 Rxd4 (2.5 points)

Best of luck for your solving! The highest score of course wins; if there is a tie then the tie is resolved in favour of the solver that completed solving earlier. (If that doesn't resolve the tie, then a tie it remains!)