

Quick Show (rules)

This competition is open for all individual solvers. It consists of 1 round – 30 problems (10 #2, 10 h#2 and 10 s#2). The problems to be solved are presented on screen (one problem appears for one minute). A solver writes the solutions on the sheet provided by the judge. 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 5 points. Incorrect solution scores zero points. If the solution is not written, a solver gains 2 points. When the end of the competition is declared the solvers stop writing and wait until the judge collects all the solving sheets. The number of points determines the ranking (i. e. a solver with more points will be ranked higher). In the event of a tie on points, the place is determined by the better solution of the last problems. In cases that are not described here and on other uncertainty during the competition, decisions are made by the judge's discretion.