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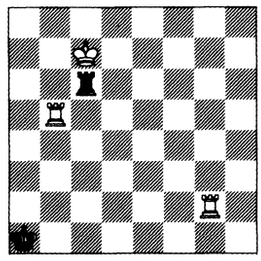
C GBR class 0500

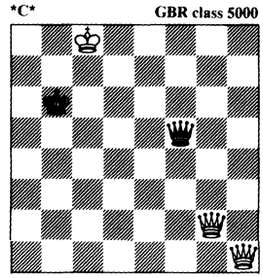


White to Move 3+2

Ken Thompson's algorithm produces a maximum length win, to checkmate.

1.	Kd8	Rd6+
2.	Ke7	Re6+
3.	Kf8	Rf6+
4.	Kg7	Rf7+
5.	Kh8	Rh7+
6.	Kg8	Rh8+
7.	Kf7	Rf8+
8.	Ke6	Rf6+
9.	Kd5	Rf4+
10.	Kc4	Rf4+
11.	Kc3	Rc4+
12.	Kd2	Rd4+
13.	Kel	Rd1+
14.	Ke2	Rel+
15.	Kf3	Re3+
16.	Kf4	Rf3+
17.	Kg5	Rf8
18.	Rg4	Ra8
19.	Kf5	Ka2
20.	Rd4	Ka3
21.	Ke4	Rh8
22.	Kd3	Rh1
23.	Kc2	Rh2+
24.	Kc3	Rh3+
25.	Rd3	Rxd3+
26.	Kxd3	Ka4
27.	Kc4	Ka3
28.	Rb6	Ka2
29.	Kc3	Kal
30.	Kc2	Ka2
31.	Ra6	mate.

C GBR class 5000



White to Move 3+2

Ken Thompson's algorithm produces a maximum length win, to checkmate.

1.	Kd8	Qf8+
2.	Kd7	Qf7+
3.	Kd6	Qf6+
4.	Kd5	Qc6+
5.	Kd4	Qa4+
6.	Ke3	Qa3+
7.	Kf2	Qc5+
8.	Kf3	Qd5+
9.	Ke3	Qc5+
10.	Ke4	Qe7+
11.	Kf3	Qf6+
12.	Ke3	Qc3+
13.	Ke4	Qb4+
14.	Kd5	Qb5+
15.	Kd6	Qc5+
16.	Ke6	Qc8+
17.	Kf7	Qc7+
18.	Kg6	Qd6+
19.	Kh7	Qd7+
20.	Qg7	Qf5+
21.	Qg6+	Qxg6+
22.	Kxg6	Kb5
23.	Qd1	Kc5
24.	Kf6	Kb4
25.	Ke5	Kb5
26.	Qd5+	Kb4
27.	Kd4	Ka3
28.	Qb5	Ka2
29.	Kc3	Ka3
30.	Qa5	mate.