

BEST PROBLEMS

Rassegna dei migliori problemi

diretta da **Antonio Garofalo**

Anno IX - n.36

ottobre - dicembre 2005

Hanno collaborato a questo numero:

C. J. Feather, Mr. Veneziano

EDITORIALE

Nuovi partecipanti ai concorsi di BP (welcome): Pierre Tritten, Jean François Baudoin, Islam Kazimov, V. Kopyl, V. Pogorelov, Boris Shorokhov.

Con mio grande piacere (finalmente!) mi giungono commenti alle soluzioni da parte di un lettore, si tratta del noto compositore argentino Gaspar Julio Perrone, di chiara ascendenza italiana.

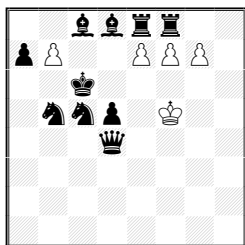
Come è capitato in passato, la prima pagina è dedicata ai tasks. Nel diagramma 1496 potete vedere il maggior numero di promozioni a ♖ (4) in un Serie diretto matto. Il diagramma 1497 invece mostra il maggior numero di promozioni a ♖ (3) in uno stallo. Il precedente record era di T. Kardos (diag. A) battuto sia per il minor numero di mosse sia in economia.

La maggiore autorità in materia, Sir Jeremy Morse, conferma la validità dei due nuovi tasks records. Va citato anche il n.1431 su BP35, del quale trovate la soluzione a pag. 327. Anche in questo fascicolo viene pubblicato, fra gli inediti, un nuovo task record. Gli "accaniti solutori" di BP saranno capaci di scovarlo?

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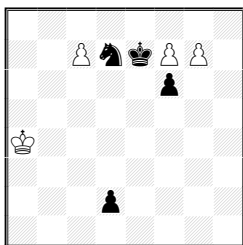
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1496. E. Minerva
(Original)



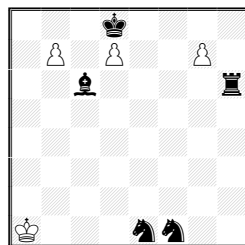
Serie ≠4 (5+10) C+

1497. E. Minerva & A. Garofalo - (Original)



H=3,5 (4+4) C+

A) T. Kardos
The Problemist 1981

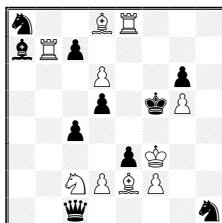


H=4,5 (4+5) C+

Soluzioni: 1496) 1.bxc8♖, 2.gxf8♖, 3.fxe8♖, 4.exd8♖≠ **1497)** 1...f8♖ 2.d1♖ ♖xf6 3.♖f8 gxf8♖ 4.♖d8 cxd8♖ = **A)** 1...b8♖+ 2.♖c7 d8♖ 3.♖h8 gxh8♖ 4.♖h2 ♖xh2 5.♖c2+ ♖xc2 =

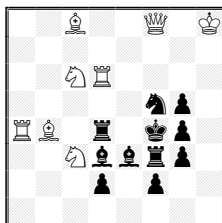
Inediti

1435. D. Srinivasan
India



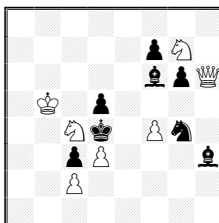
≠2 (10+10) C+

1436. Vlad. Aleksan-
drov - Russia



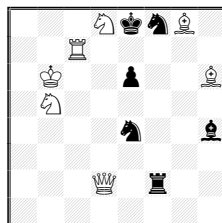
≠2* vv (8+11) C+

1437. M. Righi
Italia



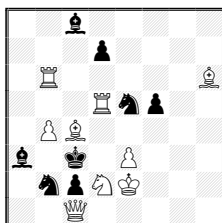
≠2 (7+8) C+

1438. P. Tritten
Francia



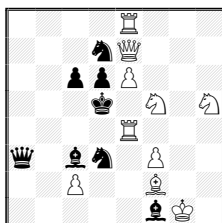
≠2 (7+6) C+

1439. E. Petite
Spagna



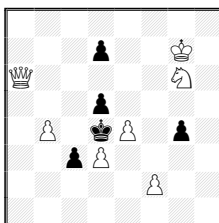
≠2 vv (9+8) C+

1440. G. Maleika
Germania



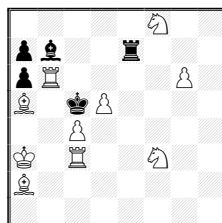
≠2 (10+8) C+

1441. V. Buka
Russia



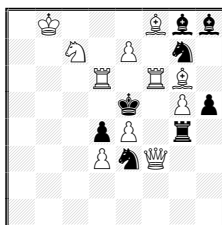
≠2 (7+5) C+

1442. I. Kazimov
Azerbaijan



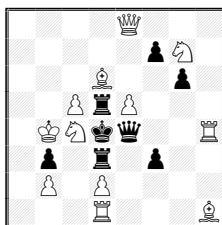
≠2* v... (10+5) C+

1443. I. Kazimov
Azerbaijan



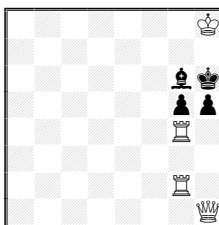
≠2 v (11+8) C+

1444. A. Dikusarov
Russia



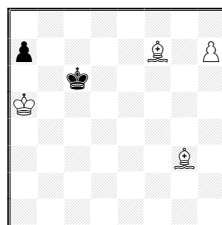
≠2 vv (12+8) C+

1445. V. V. Kichigin
Russia



≠2 vv (4+4) C+

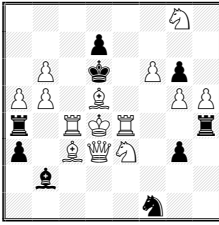
1446. A. Dikusarov
Russia



≠2 (4+2) C+

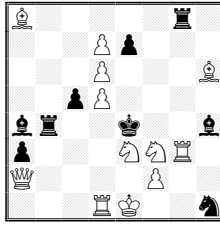
≠2 - n. 1435-1446 (Judge 2005-2006: S. Trommler)

1447. A. Solovei
Russia



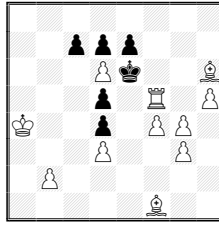
≠3 (14+9) C+

1448. A. Solovei
Russia



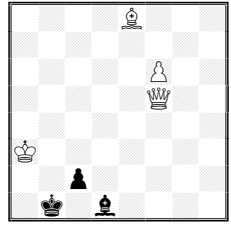
≠3 (12+9) C+

1449. V. V. Kichigin
Russia



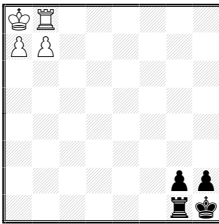
≠3 (11+6) C+

1450. V. V. Kichigin
Russia



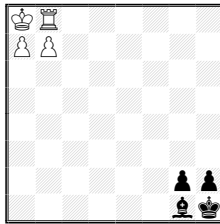
≠3 v (4+3) C+

1451. E. Minerva
Italia



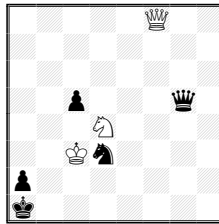
+ (4+4) (°)
(°) Due studi fratelli, ma non gemelli...

1452. E. Minerva
Italia



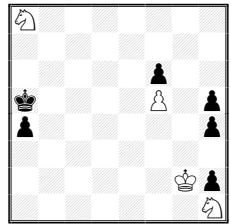
= (4+4) (°)

1453. V. S. Kovalenko
Russia



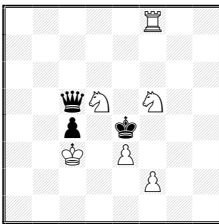
+ (3+5)

1454. M. Campioli
Italia



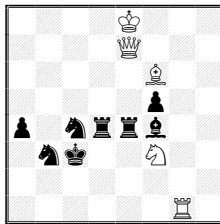
= (4+6)

1455. F. Vecu
Romania



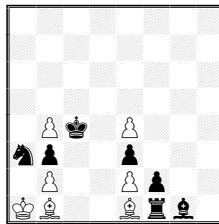
H≠2 (6+3) C+
2111

1456. J. Lozek
Slovacchia



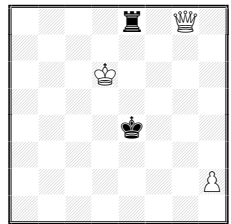
H≠2 (5+8) C+
b) ♖b3-c2

1457. K. Drazkowski
Polonia



H≠2 (7+7) C+
2111

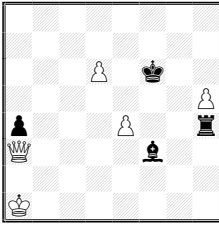
1458. A. Dikusarov
Russia



H≠2 (3+2) C+
3111

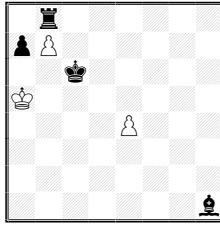
≠3 - n. 1447-1450 (Judge 2004-2005: A. Garofalo)
Studies - n. 1451-1454 (Judge 2004-2006: R. Messa)
H≠2 - n. 1455-1458 [+1495] (Judge 2004-2005: T. Garai)

1459. A. Dikusarov & A. Garofalo
Russia/Italia



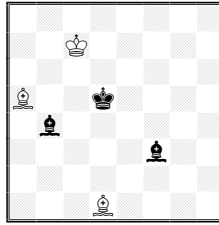
H≠2 (5+4) C+
3111

1460. A. Dikusarov
Russia



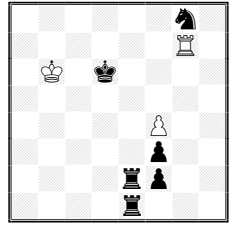
H≠2 (3+6) C+
3111

1461. S. Hudak
Slovacchia



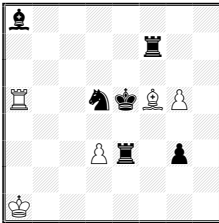
H≠2 (3+3) C+
2111

1462. V. Krivenko, V. Kopyl & V. Pogorelov
Ucraina



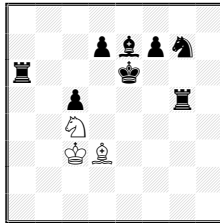
H≠2 (3+6) C+
2111

1463. P. G. Soranzo
Italia



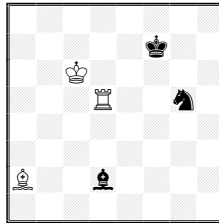
H≠2 (5+6) C+
b) ♖g3

1464. M. Kolesnik & R. Zalokotsky -
Ucraina



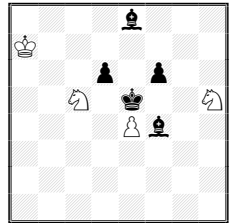
H≠2 (3+8) C+
3111

1465. M. Kolesnik & R. Zalokotsky -
Ucraina



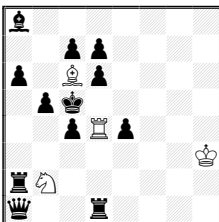
H≠2 (3+3) C+
(°)

1466. S. Pirrone
Italia



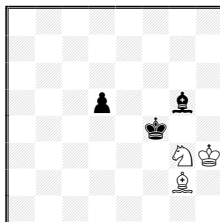
H≠2 (4+5) C+
(°)

1467. B. Shorokhov
Russia



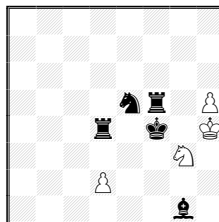
H≠2,5 (4+12) C+
2 sol.

1468. M. Grushko
Israele



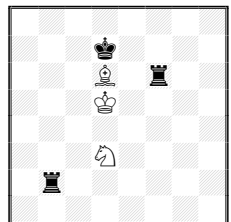
H≠3 (3+3) C+
2 sol.

1469. M. Righi
Italia



H≠3 (4+5) C+
2 sol.

1470. N. Bantysh
Bielorussia



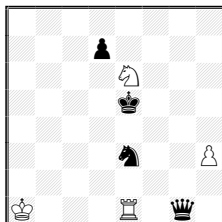
H≠3 (3+3) C+
121111

(°) Zeroposition: a) ♖f7-g8, b) ♜g5-d7, c) ♖f7↔♔a2 (°°) b) ♔e8-b5, c) =b) ♜h5-e8, d) =c) ♔b5-h5, e) =d) ♔f4-d4, f) =e) ♔h5-a4, g) =f) ♜e8-b5, h) =g) ♔a4-h5

H≠2 - n. 1459-1466 [+1495] (Judge 2004-2005: T. Garai)

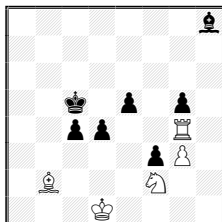
H≠3/n - n. 1467-1470 [+1497] (Judge 2004-2005: P. A. Petkov)

1471. K. Muralidharan
India



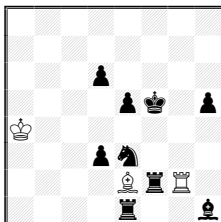
H≠3 (4+4) C+
2 sol.

1472. A. Onkoud
Marocco



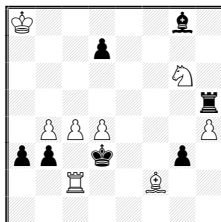
H≠3 (5+7) C+
2 sol.

1473. A. Onkoud
Marocco



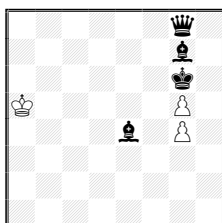
H≠3 (3+9) C+
2 sol.

1474. A. Onkoud
Marocco



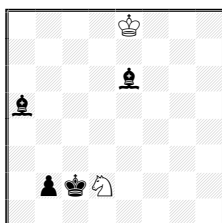
H≠3 (8+7) C+
4 sol.

1475. F. Vecu
Romania



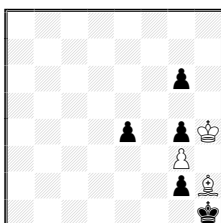
H≠4 (3+4) C+
2 sol.

1476. N. Kuligin
Ucraina



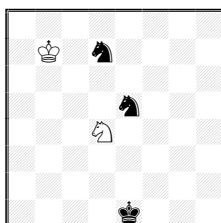
H≠5 (2+4) C+
1 sol.

1477. A. Grigorjan
Armenia



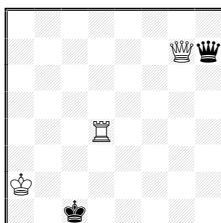
H≠6 (3+5) C+
1 sol.

1478. A. Grigorjan
Armenia



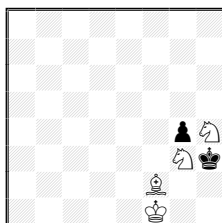
H≠6 (2+3) C+
1 sol.

1479. I. Bryukhanov
Ucraina



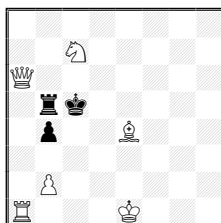
S≠6 (3+2) C+

1480. J. F. Baudoin
& J. Carf - Francia



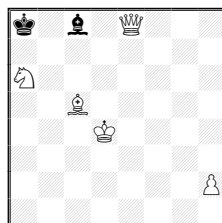
S≠8 (4+2) C+

1481. A. Strebkovs
Lettonia



S≠16 (6+3) C-

1482. J. F. Baudoin
Francia

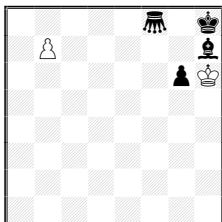


S≠16 (5+2) C-

H≠3/n - n. 1471-1478 [+1497] (Judge 2004-2005: P. A. Petkov)

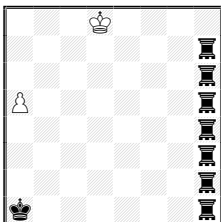
S≠2/3/n - n. 1479-1482 (Judge 2005-2006: D. Kostadinov)

1483. I. Dulbergs
Lettonia



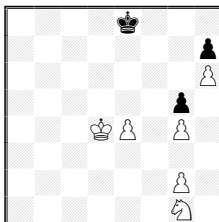
S≠7 v... (2+4) C+
Maximum.

1484. I. Dulbergs
Lettonia



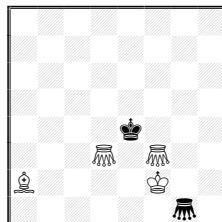
Ser. H=15 (2+8) C-
Rookhoppers

1485. V. Rallo
Italia



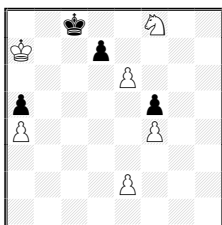
Ser. H≠10 (6+3) C+

1486. V. Rallo
Italia



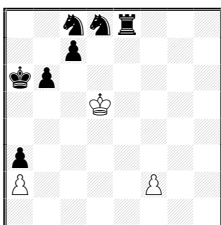
H≠2,5 (4+2) C+
b) ♖a2-g8
Grasshoppers

1487. A. Grigorjan
Armenia



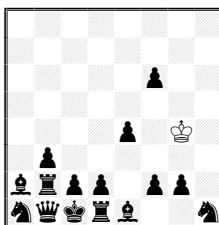
Ser. H≠20 (6+4) C+

1488. J. A. Pancaldo &
H. G. Zucal - Argentina



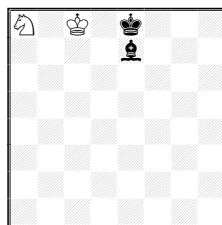
Ser. S≠17 (3+7) C+

1489. O. Paradzinski
Ucraina



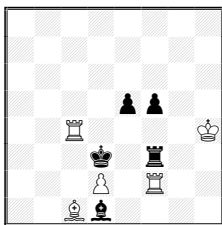
Ser. S≠23 (1+15) C+
Platzwechsel circe

1490. O. Paradzinski
Ucraina



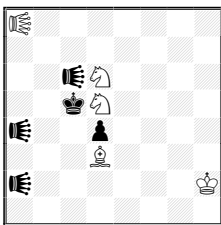
Ser. ≠7 (2+2) C+
Patrol chess, Circe

1491. G. Bakcsi
Ungheria



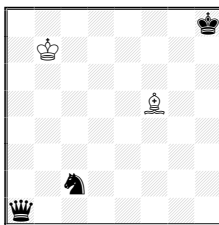
Ser. H=10 (5+5) C+

1492. J. Lörinc
Slovacchia



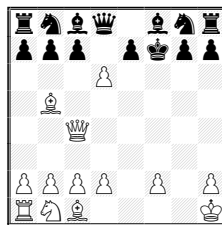
Ser. H≠12* (5+5) C+
Canguri (Kangaroos)

1493. E. Minerva
Italia



H≠3 (2+3) C+
b) ♖f5, Sentinelles
Einstein chess

1494. E. Minerva
Italia



SPG 8.5 (13+14) C+

Fairy n. 1483-1494 [+1496] (judge 2004-2005: R. Aschwanden)

Note agli inediti.

Maximummer, Einstein chess, matto a serie diretto, vedere BP35.

Sentinelles e Grasshoppers, sono stati descritti ormai troppe volte.

Ser. = Serie, seguito dal tipo di problema, ad esempio automatto, aiutomatto o diretto.

Rookhoppers = ha le stesse proprietà del Grillo ma muove solo come una Torre.

1486 - Come sempre quando l'enunciato (negli aiutomatti) è con la virgola significa che muove il bianco.

Platzwechsel circe - Il pezzo catturato rinasce nella casa appena lasciata dal pezzo che lo ha catturato.

Patrol chess - Scacchi pattuglia. Un pezzo può catturare, e quindi minacciare il re avverso, solo se è sostenuto da un pezzo compagno. (A piece can capture only if it is controlled. A piece is controlled if it could be captured by a piece of its own side.)

Canguri (Kangaroos) - Come ben spiegato in un articolo di Mario Parrinello, i canguri possono saltare solo 2 pezzi (non uno!) di qualsiasi colore, e cadere nella casa appena dopo il secondo ostacolo. Nel **1492** il gioco apparente è 1...♖b7≠ ma tocca al nero muovere e questo matto viene distrutto.

Soluzioni Inediti

Fascicolo n. 35

Commenti degli autori, di Gaspar Julio Perrone (Argentina) e del redattore.

Please note, from issue no.33, direct ≠ problems are not published on this magazine.

1375. (≠2, Strebkovs)

1.♙e8? ♙h5? [2.♘d7≠ 2.♘g4≠] 1...♖c8/♗a4 2.♘h5≠ ma 1...♖f5!

1.♙e6! [2.♘h5≠ 2.♘e8≠] 1...♖c7 2.♘g4≠ 1...♗g6 2.♘d7≠ 1...♘xd5 2.♗f7≠

1376. (≠2, Aleksandrov)

1.♖f5? [2.♗a5≠] 1...♙d5 2.♘xd5≠ 1...♘e5 2.♘e4≠ 1...♘d3 2.♖xd3≠ 1...d5 2.♗xb3≠ 1...♘c2 2.♖d3≠ 1...♗e4+ 2.♘xe4≠ ma 1...♗e5!

1.♖e6! [2.♘d5≠ 2.♘e4≠] 1...♘e7 2.♖e5≠ 1...♘d3 2.♗xd3≠ 1...d5 2.♖c6≠

1377. (≠2, Aleksandrov)

1.e4? [2.♖f3≠] inversione fra chiave e minaccia 1...fxe4 2.♖f1≠ ma 1...♗xe4!

1.♖d5? [2.♖xd4≠] 1...♘e6 2.♖xf5≠ 1...♗d8 2.♘e5≠ 1...♗e4 2.♖b3≠ ma 1...♗xe3!

1.♖f3! [2.e4≠] 1...♗xe3 2.♘e5≠ 1...♗e4 2.♖d1≠ 2.♖e2≠ 1...dxe3 2.♖d5≠

1378. (≠2, Placanico)

1.♙e8? [2.♙c6≠] ma 1...♗xd4! 1.♗b1? [2.♗b5≠] ma 1...♙d6! 1.♙f4! [2.♙e4≠ 2.♗e5≠] Novotny

1379. (≠2, Placanico)

1.♘f2? [2.♘e4≠ 2.♘d1≠] ma 1...h1♗! 1...♗e5 2.♙d4/♘d1≠ 1...♗d5 2.♘xd5/♘e4≠ 1...♗h4 2.♘d1/♘d5≠ 1...h1♗ 2.♘e4≠ 1...h1♙ 2.♘d1≠ ma 1...h1♗!

1.♘e5! [2.♘d5≠ 2.♙d4≠] 1...♗xe5 2.♘d5≠ 1...♗xe5 2.♙d4≠ Novotny nella soluzione.

1380. (≠2, Maleika)

1.♗h4! [2.f5≠] 1...♙xe3 2.f3≠ A 2.♙xd5≠ B 1...♙d6 2.♙xd5≠ B 2.♙xg6≠ C 1...♘f6 2.♙xg6≠ C 2.♘xc5≠ D 1...♘de5 2.♘xc5≠ D 2.fxe5≠ E 1...♘ce5 2.fxe5≠ E 2.♘d2≠ F 1...♘xe3 2.♘d2≠ F 2.f3≠ A

Ciclo di duali AB-BC-CD-DE-EF-FA

1381. (#2, Giacobbe)

1.c7? (A) [2. ♖d4≠ (B)] 1... ♗~ (a) 2.e5≠ (C) 1... ♗xe4 (b) 2. ♗xe4≠ ma 1... ♗g7!
 1.e5! (C) [2. ♗f4≠] 1... ♗~ (a) 2.c7≠ (A) 1... ♗e4 (b) 2. ♗d4≠ (B)
 b) 1.e5? (C) [2. ♗f4≠] 1... ♗~ (a) 2.c7≠ (A) 1... ♗e4 (b) 2. ♗d4≠ (B) ma 1... ♗h4!
 1.c7! (A) [2. ♗d4≠ (B)] 1... ♗~ (a) 2.e5≠ (C) 1... ♗xe4 (b) 2. ♗xe4≠
 Dombrovskis (Paradoxe). Scambio totale fra GV e GR nei due gemelli.

1382. (#2, Dikusarov)

1. ♗f5+? ♗e8! 1. ♗b5+? ♗e6! 1. ♗g5! tempo 1... ♗c8 2. ♗f5≠ 1... ♗e6 2. ♗f5≠ 1... ♗c6 2. ♗b5≠ 1... ♗e8
 2. ♗e7≠ Stella di Re, chiave give and take.

1383. (#3, Muralidharan)

1. ♗b8! tempo 1... ♗a4 2. ♗c4 [3. ♗b4≠] 1... ♗a6 2. ♗c6 [3. ♗ab4≠]

1384. (#3, Solovei)

1. ♗xe3? [2. ♗f5≠] ma 1... ♗xe3! 1. ♗xh6? [2. ♗f5≠] ma 1... ♗xh6+! 1.b4? [2.bxc5≠] ma 1... axb3 e.p!
 1. ♗c3? [2. ♗e5≠] ma 1... ♗c7! 1. ♗d1! tempo 1... ♗f6 2. ♗xh6 [3. ♗f5≠] 1... ♗h2 2. ♗xe3 [3. ♗f5≠]
 1... ♗c7 2. ♗c3 [3. ♗e5≠] 1... a3 2.b4 [3.bxc5≠] cxb4 3.c5≠ Balbo

1385. (#3, Labai)

1. ♗xg5! [2.dxe8♗+ A ♗xe8 3. ♗xh7≠ B] 1... ♗g7 2. ♗xh7+ B ♗xh7 3. ♗g5≠ C 1... ♗xg5+ 2. ♗xg5+ C
 ♗xg5 3.dxe8♗≠ A [1... ♗c7 2. ♗f5+ exf5 3.e5≠ 1... ♗d6 2. ♗xe6+ ♗xe6 3. ♗xh7≠ 2... ♗xe6 3. ♗e5≠
 1... ♗xe5+ 2.dxe5+ ♗xe5 3. ♗b2≠] Ciclo delle seconde e terze mosse bianche.

1386. (#3, Fomichev)

1. ♗xc4! [2. ♗xb4+ ♗e3 3. ♗d4≠ e 3. ♗d4≠] 1... ♗b8 2. ♗f4+ gx f4 3. ♗d3≠ 1... ♗cb7 2. ♗e4+ ♗xe4 3. ♗c3≠
 (♗d3?) 2... ♗e3 3. ♗d3≠ 1... e1 ♗ 2. ♗gxe1 [3. ♗c3/♗cd1/♗xb4≠] ♗xc4+ 3. ♗xc4≠ Pin + unpins of wQ after
 moving of ambushing black pieces, antiduals in mates (Fomichev).

1387. (+, Josten)

1. ♗xd2 b2 2. ♗xb2 ♗xb2 3. ♗c4+ dxc4 4.0-0-0+ ♗e5 5. ♗xb2 f3 [5... ♗e4 6. ♗c3 f3 7. ♗e1+ ♗f4 8. ♗d2 +]
 6. ♗c3 ♗e4 [6... ♗f4 7. ♗d2 c3+ 8. ♗xc3 +-] 7. ♗e1+ [7. ♗d2? ♗d4 8. ♗a1 c3+ 9. ♗c2 f2 10. ♗f1 ♗e3 =]
 7... ♗f4 8. ♗d2 [8. ♗xc4? f2 9. ♗f1 ♗e3 =] 8...c3+ 9. ♗d3 +- [9. ♗xc3? f2 10. ♗a1 ♗e3 =] +-

1388. (=, Minerva, after I. Pratsseruk)

1. ♗e6+ [1. ♗xd1? ♗xd4+ 2. ♗g8 ♗e5 3.h7 ♗g6 4. ♗c2 ♗f5 5. ♗f7 ♗g5 6. ♗b1 ♗fe7-+] 1... ♗e5 2.h7
 2. ♗xd1? ♗xe6 3. ♗b3+ ♗e7 4.h7 ♗d4+ 5. ♗g8 ♗h8!-+] 2... ♗xb3 3.h8 ♗xe6 [3... ♗xe6 4. ♗g8+ ♗e7
 5. ♗xb3 =] 4. ♗g6+ ♗e4 5. ♗h1+ ♗d4 6. ♗a1+ ♗d5 7. ♗a8+ ♗e5 8. ♗h8+ ♗e5 9. ♗a8+ ♗d4 10. ♗a1+ ♗e4
 11. ♗h1+ ♗e5 12. ♗h8+ = Carosello di ♗ nei 4 cantoni. Va precisato che, per errore del redattore, è stata
 omessa l'indicazione del "dopo Pratsseruk"

1389. (H#2, Soranzo)

1. ♗a6 ♗c6 2. ♗b5 ♗a5≠ 1. ♗b3 ♗d7 2. ♗a4 ♗c5≠

1390. (H#2, Chebanov)

1. ♗g4 ♗f4 2. ♗xf4 ♗g6≠ 1. ♗f4 ♗e4+ 2. ♗xe4 ♗c6≠ 1. ♗e4 ♗d4 2. ♗xd4 ♗xf5≠

Movimento della Torre bianca nella linea di inchiodatura per sacrificarsi, peccato che nella prima soluzione
 (♗g4) l'♗a2 non ha funzione.

1391. (H#2, Pirrone)

1. ♗e3 ♗f5 2. ♗f4 ♗h4≠ 1. ♗f4 ♗d3 2. ♗e3 ♗e1≠ Inversione delle mosse nere.

1392. (H#2, Strebkovs)

1. fxe4 ♗xd4 2. ♗f5 ♗d2≠ 1. ♗g3 ♗xd4+ 2. ♗d6 ♗c3≠ Batterie bianche reciproche. Switchback

1393. (H#2, Rallo)

a) 1. ♗d4 ♗g4 2. ♗c4 ♗b2≠ b) 1. ♗f4 ♗g4 2. ♗e4 ♗f2≠ Pezzo bianco inchiodato che a sua volta inchioda il
 pezzo che in precedenza lo inchiodava. Come dire, dolce sapore della vendetta.

1394. (H#2, Rallo)

1. ♗f6 ♗d7 2. ♗e4 ♗d6≠ 1. ♗d4 ♗h5 2. ♗d5 ♗xe7≠ 1. ♗d6 ♗f6+ 2. ♗c5 ♗xb4≠ I due pezzi neri ♗b4/♗e7
 nella prima soluzione aprono linee che consentono il matto ai pezzi bianchi ♗f7/♗a3; nelle altre due
 soluzioni i due pezzi neri vengono catturati, a turno, da quegli stessi pezzi bianchi (Rallo).

1395. (H≠2, Muralidharan)

1.♙b5 ♖ac2+ 2.♗c4 ♙d5≠ 1.♙e2 ♖ec2+ 2.♗d3 ♚d5≠ Autoblocco preventivo.

1396. (H≠2, Fomichev)

a) 1.♙xe5 ♚c7 2.♗d5 ♖b4≠ b) 1.♙xd7 ♚e6 2.♗d5 ♖f4≠ Capture of wRooks taking key-move d5, Umnov-moves by other wRook, mates from indirect battery (Fomichev).

1397. (H≠2, Dikusarov)

a) 1.♙f5 b8♙ 2.♗d5 ♗e8≠ b) 1.♙d7 bxa8♙ 2.♙e7 ♗d5≠ c) 1.♙d6 b8♙ 2.♗d5 ♗e8≠ d) 1.♙h5 bxa8♙ 2.♙h6 ♗g8≠

1398. (H≠2, Grigorjan)

1.♖c8 ♙d6+ 2.♗c7 ♙b8≠ 1.♙b5 ♖e8 2.♙b8 ♖c7≠

1399. (H≠2, Soranzo)

1.♙xc4 ♙f4+ 2.♗d5 ♙xd6≠ 1.♙f4 ♙xc5 2.♙f6 ♙xd6≠ 1.♙d5 cxd5 2.♗xd5 ♙xc5≠ 1.♖f5 ♙d1 2.♗e4 ♙xe6≠

1400. (H≠2, Parzuch/Jasik/Szwedowski)

a) 1.♗f2 c8♙ 2.♙e2 ♗c5≠ b) 1.♖f2 c8♙ 2.♗h3 ♙h8≠ c) 1.♗e8 c8♙ 2.♖f7 ♙g8≠ d) 1.♗b6 ♙c1 2.♖b5 c8♙≠ Autoblocco sulla casa lasciata dal re nero ma solo in 3 casi su 4, Umnov nero. AUW di un pedone bianco che promuove sempre nella stessa casa. Un buon setting per un tema noto.

1401. (H≠2, Vecu)

1.♙h3 ♙e3 2.fxe3 ♙a4≠ 1.♙h4 ♙g2+ 2.fxg2 h3≠ Sacrifici delle torri bianche.

1402. (H≠2, Kuligin)

1.d1♙ ♙bb7 2.♙d6 ♙hc7≠ 1.c1♙ ♙hb7 2.♙c5 ♙l6≠ Eco specchio diagonale.

1403. (H≠2,5, Stojoski)

a) 1...♙f8 2.♙e4 ♙e8 3.♙dd4 ♙h6≠ b) 1...♙a3 2.♙d3 ♙b3 3.♙d4 ♙c1≠ Eco specchio diagonale, matti su inchiodatura delle medesime torri.

1404. (H≠3, Nahnybida)

a) 1.♙c3+ ♗b1 2.♙d4 ♖c3 3.♙c5 ♖b5≠ b) 1.h1♙+ ♗b2 2.♙h6 ♖e5 3.♙e6 ♖f7≠ Autoblocchi con interferenze alla regina nera, gradevole lavoro.

1405. (H≠3, Nahnybida)

1.♙g4 ♙f6 2.♗e3 ♙g7 3.♗f4 ♙h6≠ 1.♙d4 ♙c4+ 2.♗e4 ♙b5 3.♙d3 ♙c6≠ Autoblocco preventivo, eco camaleonte a specchio verticale, ottimo.

1406. (H≠3, Bantysh)

1.♙e2+ ♗g3 (A) 2.♗e3 ♙c2 (B) 3.♙d4 ♖c4≠ (C) 1.♙d5 ♖c4 (C) 2.♗e4 ♗g3 (A) 3.♙d4 ♙c2≠ (B)

Ciclo di mosse bianche, autoblocco preventivo con matto ideale.

1407. (H≠3, Smecca/Bussetta/Garofalo)

1.♗xf5 ♖xc5 2.♗f4 ♙h7 3.♙g4 ♖d3≠ 1.♗xe5 ♖xg5 2.♗d4 ♗c2 3.♙e4 ♖xf3≠ Cattura di pedone bianco per sgomberare la linea al pezzo nero che dovrà autobloccarsi.

1408. (H≠3, Giacobbe)

1.♙h3 ♙e1 2.♙e4 ♙h4 3.♙f3 ♖g2≠ 1.♗e4 ♖xg4 2.♙f4 ♙xc5 3.♙f3 ♖f2≠

1409. (H≠3, Jones)

a) 1.♙a4 ♙b1 2.♙f4 ♙e6+ 3.♗e4 ♙e1≠ b) 1.♙c4 ♙xf3 2.♙f7 ♙b5 3.♗e6 ♙g4≠ Autoblocco in due mosse per poi posizionare il Re nero nella casa di matto attraversata dal pezzo nero autobloccante.

1410. (H≠3, Kolesnik/Zalokotsky)

1.e3 ♙h1 2.♙g2+ ♙xg2 3.♙a2 ♙xa2≠ 1.c3 ♙a1 2.♙a2 ♙xa2 3.♙d5 ♙xd5≠ Switchback, batteria reciproca, movimento sulla linea di inchiodatura, sacrificio dei pezzi neri inchiodati sulla casa di intersezione della batteria, un eccellente lavoro.

1411. (H≠4, Vecu)

a) 1.a1♖ b6+ 2.♗a6 b7 3.♖xb3 b8♙ 4.♖a5 b5≠ b) 1.a1♙ b6+ 2.♗c6 b7 3.♙a8 bxa8♙+ 4.♗b5 ♗b7≠ Due promozioni minori nere e due promozioni bianche a Donna in diverse case, matti modelli. Piacevole (GJP).

1412. (H≠5,5, Shapiro)

1... ♖f5 2.g2 ♗e3 3.♙f2+ ♗d1 4.g1 ♗c3 5.♙h4 ♗b5 6.♙d8 ♗a7≠ Interessante motivazione per lo scambio del pezzo che chiude la linea, il quale ha bisogno di un'autoinchiodatura bianca transitoria che determina il viaggio del Cavallo (GJP). Accurata manovra del Cavallo bianco per parare lo scacco e poi fare matto grazie alla schiodatura con promozione a pezzo minore.

1413. (H≠6, Babic)

1. ♗d6 cxd6 2. ♖f7 d7 3. ♖f3 gxf3 4. ♗c7 fxe4 5. ♗d6 d8 ♖+ 6. ♗e5 ♖e7≠

1. ♗b6 cxb6 2. ♗c8 b7+ 3. ♗d7 b8 ♖ 4. ♗e6 ♖xg3 5. ♗f5 ♖g7 6. ♖e6 g4≠

Due promozioni a Donna in sequenze complicate con matti modello. Veramente strano che nella stessa pagina d'inediti due problemi molto diversi (1411 e 1413) arrivano agli stessi matti (GJP). E non è una cosa voluta dal redattore, ma del tutto casuale, tanto che solo dopo la segnalazione di Gaspar me ne sono accorto!

1414. (H≠7, Carf)

1. ♙h6 ♙g5 2. ♖d1 ♙h4 3. ♙d2 ♗d6 4.e4 ♗e5 5.e3 ♗f4 6.e2+ ♗g3 7. ♗e1 ♗g2≠ Bristol nero e manovra pericritica bianca (casa critica g3); la "imboscata" viene prima e il "bosco" (pezzo frontale) dopo. Molto interessante (GJP). Mosse critiche ♙h6, ♖d1, interferenza ♙d2.

1415. (H≠7, Grigorjan)

1. b1 ♙+ ♗g7 2. ♙a2 ♗e3 3.g4 ♗f6 4.g3 ♗e5 5.g2 ♗d4 6.g1 ♖ ♗c3 7. ♖b1 ♗c2≠ Tanagra, due promozioni per autobloccare e sequenza ingegnosa per evitare i duali (GJP). Sono chiamati tanagra i problemi con al massimo 5 pezzi.

1416. (S≠3, Tkachenko)

1. ♖h1! tempo

1... ♖xb1 2. ♖f8+ ♗xg6 3. ♖e4+ ♖xe4≠ 1... ♖xa4 2. ♖g7+ ♗e8 3. ♖c6+ ♖xc6≠

1... ♖a3 2. ♖g7+ ♗xf6 3. ♖f3+ ♖xf3≠ 1... ♖a2 2. ♗g5+ hxg5 3. ♖d5+ ♖xd5≠

Quattro variazioni tematiche determinate dalle mosse di Donna nera. Un buon lavoro (GJP). Quattro sacrifici della donna bianca sulla grande diagonale.

1417. (S≠3, Dikusarov)

1. ♖f3! tempo 1... ♗f7 2. ♖g5+ ♗xg5 3. ♖e4+ ♗xe4≠ 1... ♗g6 2. ♖e7+ ♗xe7 3. ♖d5+ ♗xd5≠ La simmetria totale non è molto apprezzata in questi giorni (GJP). Doppio sacrificio ♖♖.

1418. (S≠4, Fomichev)

1. ♙a7! [2. ♖c6+ dxc6 3. ♖b8+ ♗d7/♗c7 4. ♖b7+ ♖xb7≠

1... d5 2. ♖c5+ ♗d7 3. ♖c7+ ♗e8 4. ♖b8+ ♖xb8≠

1... d6 2. ♖c4+ ♗d7 3. ♖c7+ ♗e8 4. ♖b8+ ♖xb8≠

1... h1 ♖♙ ♙ 2. ♖c5+ ♖♙c6 3. ♖b8+ ♗c7 4. ♖b7+ ♖xb7≠

Bristol + cleaning of the line 'b' (Fomichev). La minaccia e una difesa formano una coppia tematica, le altre due difese, un'altra coppia; ma le ripetizioni delle mosse 3 e 4 nuociono un tantino al problema (GJP).

1419. (S≠9, Oven/Dikusarov)

1. ♖f4+ ♗xf4 2. ♗g2+ ♗xg2 3. ♖g4+ ♗h3 4. ♖h5+ ♗h4 5. ♖g2+ exf5 6. b8 ♙ f4 7. ♙a7 f3 8. ♙f2 fxg2 9. ♖f3+ ♗xf3≠ Cinque pezzi sacrificati in nove mosse pare non comune (GJP).

1420. (S≠13, Kirillov/Mishko)

GA 1. . ♗~ 2. ♖d7+ ♗e8 3. ♖e7+ ♗f8 4. ♗c7 ♖xf6 5. ♖e4+ ♖d6 6. ♖f4+ ♗e7 7. ♗b8 ♗d7 8. ♖f7+ ♗c6 9. ♖c7+ ♗xb5 10. ♖c5+ ♗a6 11. ♖a7+ ♗b5 12. ♙c4+ ♗c6 13. ♗d8+ ♖xd8≠

GR: 1. ♙h7! ♗~ 2. ♖d5+ ♗e8 3. ♖c5 ♗~ 4. ♖cf5+ ♗e8 5. ♖d6 ♗~ 6. ♖dd5+ ♗e8 7. ♗d6 ♗f8 8. ♖e6+ ♗e8 9. ♖g8+ ♖f8 10. ♖fe5! ♖xg8 11. ♗5d6+ ♗f8 12. ♗f5+ ♗e8 13. ♙g6+ ♖xg6≠ Demolito (cooked); soluzione più corta, con duale: 1.e4 (tempo) ♗e7/♗f8 2. ♖d7+ ♗e8 3. ♖e7+ ♗f8 4. ♗c7 ♖xf6 5. ♖h7+ ♖d6 6. ♙f7 ♗e7 7. ♗c3 ♗f8 8. ♖g8+ ♗e7 9. ♗b8 ♗d7 10. ♙c4+ ♗c6 11. ♗a5+ ♗b6 12. ♖d8+ ♖xd8≠ (8. ♗b8 ♗e7 9. ♖g8 ♗d7 10. ♙c4+ ♗c6 etc.). Anche 1. ♗c3 con molti duali (GJP).

1421. (S≠15, Gordian/Orlov)

1. h8 ♖+ ♙f6 2. ♖h3+ ♙xh3 3. ♙e1+ ♗d4 4. d8 ♖+ ♙xd8 5. ♗xe2+ ♗d5 6. ♗f4+ ♗d4 7. ♙f2+ ♗c3 8. ♖e3+ ♗d4 9. ♖e7+ ♗c3 10. ♗e2+ ♗b3 11. ♗c1+ ♗c3 12. ♙e1+ ♗d4 13. ♖d2+ ♗c3 14. ♖de2+ ♗d4 15. ♖d7+ ♙xd7≠

1422. (S≠19, Murarasu)

1. ♖c3+ ♗d4 2. ♗e2+ ♗e4 3. ♖c4+ ♗d4 4. e8♖+ ♗e7 5. ♖g6+ ♗e5 6. ♗f5+ ♗e4 7. ♗g5+ ♗f3 8. ♖d5+ ♗e4 9. ♖gf7+ ♗f6 10. ♖b3+ ♗e3 11. ♖h5+ ♗e4 12. ♖e6+ ♗e5 13. ♖h4+ ♗f3 14. ♖d5+ ♗e4 15. ♖h3+ ♗g3 16. ♖b3+ ♗e3 17. ♗f5+ ♗e4 18. ♖g4+ ♗f4 19. ♖c2+ ♗d3≠ The building of a black batterie Bishop-Rook, and 2 white selfblocks (Murarasu). Molte demolizioni. Per esempio: 1. ♖c4+ ♗d4 2. e8♖+ ♗e7 3. ♖g6+ ♗e5 4. ♗f5+ ♗e4 5. ♖xf2+ ♗e5 6. ♗f5+ ♗e4 7. ♗xc5+ ♗f3/♗f4 8. ♖f1+ ♗f2 9. ♗f5+ ♗e4 10. ♗d6+ ♗d4 11. ♖xf2+ ♗e3 12. ♖h5 a5 13. ♖g1 (♗f3 etc.) a4 14. ♖a1+ (♗f3 etc.) ♗c3 15. ♗f3 a3 16. ♗e1 a2 17. ♖f5/♖b5 h5 18. ♗f4+ ♗e3 19. ♖c1+ ♗xc1≠; [12. ♖e8 h5 13. ♗hx5 a5 14. ♖b5 a4 15. ♗c1 (♗e5 etc.) ♗c3 16. ♗c5+ ♗d4 17. ♗c4+ ♗d3 18. ♗f4+/♗g4+ etc. ♗c3 19. ♖e1+ ♗xe1≠ (GJP).

1423. (S=10, Grushko)

1. b4! ♖c8 2. a4 ♖h3 3. a5 ♖c8 4. a6 ♖h3 5. a7 ♖c8 6. a8♖ ♖f8 7. ♖f3 ♖xb4 8. ♖g2+ ♖g4 9. ♖d5+ ♖e6 10. ♖b3 ♖xb3 = 1. b3! ♖a4 2. ♗b2 ♖h4 3. a4 ♖xa4 4. b4 ♖e8 5. b5 ♖e1 6. b6 ♖e8 7. b7 ♖e1 8. b8♖+ ♖e8 9. ♖b3+ ♖e6 10. ♗a1 ♖xb3 =

1424. (H≠5, Grushko)

a) 1. Ge2 ♗b1 2. Gxg2(Gg8) Ge2 3. ♗d1 Gg1 4. Gxe2(Ge8) ♗b2 5. Gd2 Ge1≠ 1. ♗c3 ♗b1 2. Gxa2(Ga8) Gxa2(Ga1) 3. ♗b4 ♗c2 4. ♗a3 Ga4+ 5. ♗a2 Ga3≠ b) 1... Gc4 2. ♗c2 Gc1 3. Gd1 Gc3 4. ♗c1 Ge2 5. Gd2 Gc2≠ Matti Circe da antibatteria, un solo matto modello. La costruzione del gemello stona (GJP).

1425. (H≠4,5, Grushko)

1... ♗e5(♗) 2. c4 ♗xc4(♗)+ 3. ♗c6 ♗xd3(♖) 4. ♗c4(♗) ♗e4 5. ♗d5(♗) ♗xd5(♖)≠ Lavoro esemplificativo sulla condizione, con matto ideale (GJP).

1426. (Serie H=17, Perrone)

1. ♗xf6 2. ♗c3 3. ♗d5 4. ♗b7 5. ♖d5 6. ♗c5 7. ♗b4 8. ♖d6 9. ♗7d5 10. ♗e3 11. ♗f4 12. g3 13. g2 14. g1 ♖ 15. ♖g4 16. ♖c8 17. ♖f8 gxf8♖ = Autoschiadure, autoinchiodature, molto transitivo su d5 (GJP).

1427. (Serie H≠7, Lucchesini)

1. d2 2. d1G 3. Gd5 4. ♗c5 5. ♗c6 6. ♗c5 7. ♗g1, Gh1≠ Non è matto modello; il Re bianco dovrebbe essere spostato lontano dal gioco, per esempio in h8 (GJP).

1428. (S≠8, Miloskeski)

1... ♖a6≠ 1. ♗a2! ♖a6+ 2. ♗xb3 ♖h6 3. ♗b4 ♖a6 4. ♗c5 ♖h6 5. ♗d4 ♖a6 6. ♗e3 ♖h6 7. ♗xe2 ♖a6+ 8. ♗e1 ♖f1≠ Miniature, mate changed (Miloskeski).

1429. (HS≠4, Oven/Dikusarov)

1. ♖h1 ♗xa2 2. ♗c2 ♗g8 3. ♖a1 h1♖ 4. b4+ ♖xa1≠ demolito da: 1. ♗c2 h1♖ 2. b4 ♖a1 3. ♖f3 ♗xa2 4. ♖f8+ ♗g8≠ 1. ♗c2 h1♖ 2. ♖f3 ♖a1 3. b4 ... 1. ♗c2 h1♖ 2. ♖f3 ♗xa2 3. b4 ♖a1 ... 1. b4 h1♖ 2. ♗c2 ... 1. b4 h1♖ 2. ♖f3 ♗xa2 3. ♗c2 ... 1. ♖f3 h1♖ 2. ♗c2 ... 1. ♖f3 h1♖ 2. b4 ... 1. ♖f3 ♗xa2 2. ♗c2 h1♖ ... 1. ♖f3 ♗xa2 2. b4 h1♖ ... (GJP) Lo stesso Perrone propone la correzione +♗f4.

1430. (Serie S=11, Foster)

1. ♗xg7 2. n♗h8(n♗) 3. ♗h7 4. ♗g8 5. ♖f8 6. ♗e7 7. ♖f7 8. ♗f8 9. ♗g7 10. ♗g8 11. h7 = 1. ♗xg7 2. ♗xh7 3. ♖g7 4. ♗f7 5. ♗e7 6. f7 7. ♖f6 8. ♗g7 9. ♗f8 10. ♖h8 11. g7 =

1431. (H≠8, Minerva/Garofalo)

1. ♖h6+ ♗h2 2. ♖c1 f4 3. ♖c8 fxe5 4. ♖h3 e6 5. ♖a3 e3 6. ♖f8 e7 7. ♖f1 e8♖ 8. ♖a6 ♖b8≠

As WINCHLOE database confirms, the first Helpmate with black Queen eight points star roundtrip, usually are selfmate. With Excelsior.

1432. (Serie =13, Grigorjan)

1. e7 2. e8♗ 3. ♗b5 4. ♗xf1 5. ♗xh3 6. ♗g2 7. h4 8. h5 9. h6 10. hxg7 11. g8♖ 12. ♖xb3 13. ♖xb6 =

1433. (≠3, Kuloyan)

1. c6! [2. ♖d2+ cxd2(♖f8) 3. ♖c5≠] 1... ♗a5 2. ♖xc3+ ♗xc3(♖f8) 3. ♖b4≠ 1... ♗xa6(♗f8) 2. ♗e6+ ♗e3 3. ♗c4≠ 1... ♗xa2(♗f8) 2. ♗c5+ ♗d5 3. ♖b3≠ 1... ♗xg8(♗f8) 2. ♖d1+ ♗e3 3. ♗xg4≠ 1... e3 2. ♗xf3+ gxf3(♗f8) 3. ♗e6≠ 1... ♗e3 2. ♗c4+ ♗d4 3. ♖d1≠ 2... ♗xf4 3. ♗xf3≠

1434. (Serie H≠11, Rallo)

1. ♗a2 2. ♗xb3 3. ♗a4 4. b3 5. b2 6. b1♖ 7. ♖g1 8. ♖xc5 9. ♖a3 10. b4 11. ♗a5 ♗c5≠ Difficile da risolvere (GJP).

Award Memorial Luigi Vitale - Fairy section

by Antonio Garofalo

Al settore fairy del Memorial Vitale hanno partecipato 36 lavori, di media qualità. È stato, per me, difficile giudicare problemi con condizioni fairy ed eventuali pezzi eterodossi non comparabili fra loro, per questo - ancor più del solito - il giudizio è del tutto personale. Ecco quindi il mio verdetto:

1st Pr. - Michel Caillaud

1. d1 ♔ h3 2. ♔g4 hxg4 3. ♕f5 gxf5 4. ♕e6 fxe6 5. ♕d7 exd7 6. ♖a6 dxc8 ♕≠
1. g1 ♖ h4 2. ♖g5 hxg5 3. ♖f6 gxf6 4. ♖e7+ fxe7 5. ♖a8 exd8 ♖+ 6. ♕xd8 ♖xa7≠

"Analogous programme displayed in both solutions: 1) promotion to black Phoenix 2) diagonal white Pawn march with repeated sacrifices of black Phoenix 3) placing of black King 4) white minor promotion with definitive capture of black Phoenix 5) model mate with Circe-taboo promoted piece. Each element taken individually is very well known, but the combination in 2 phases (24 different moves!) is new, I think." (Caillaud)

I agree with what the author says. The only feature I dislike is the fact that the promotions in the second solution are not homogeneous (♕♕-♖♖). *Sono in pieno accordo con le parole dell'autore. Dispiacciono solo le promozioni non omogenee (♕♕-♖♖).*

2nd Pr. - Klaus Wenda

a) 1. c5 d4 2. c4 d5 3. c3 d6 4. c2 d7 5. cxb1 ♕(♕c8), dxc8 ♕(♕f1)≠
b) 1. b5 a4 2. b4 a5 3. b3 a6 4. b2 a7 5. bxc1 ♗ axb8 ♗(♗g1)≠

Four Excelsiors and corresponding promotion ♕/♕, ♗/♗. Although the fairy pieces are necessary (because normal ones would prevent the solutions), they seem rather underexploited.

I pezzi fairy, pur necessari (quelli normali impedirebbero le soluzioni) mi sembrano comunque poco o nulla sfruttati.

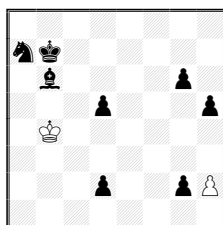
3rd Pr. - Arnold Beine

1. a5 d4 2. c5 dxc6 3. ♖b6 cxb7 4. ♖h6 bxc8 ♗ 5. ♖c1+ ♖a2 6. ♖h6 ♗d6+ 7. ♖xd6 ♖b1 8. ♖h2 ♖a1 9. ♖b8 d5 10. ♖h2 d6 11. ♖a2+ ♖xa2 12. 0-0-0 dxe7 13. d5 ♖b3 14. ♖d6 ♖a4 15. ♖h6 ♖b5 16. ♖a6 ♖xa6 17. g5 ♖b5 18. ♕h6 ♖c6 19. ♕f8 exf8 ♖/♖≠

The Valadão theme appeals greatly to me. I dislike only the minor dual ♖♖≠

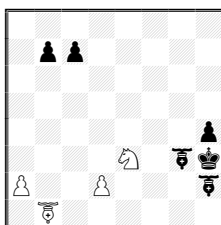
Il tema Valadão (en passant, arrocco, promozione nella stessa soluzione) mi è molto gradito; disturba solo il duale minore ♖♖≠

1st Pr.
Michel Caillaud



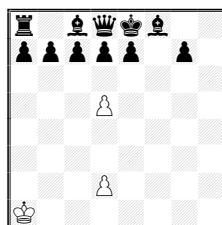
H≠6 (2+8) C+
2 sol. - Circe

2nd Pr.
Klaus Wenda



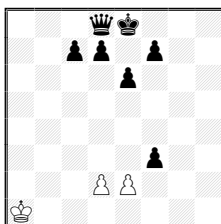
H≠5 (4+6) C+
b) ♖b1→c1
Anticirce - ♖ ♖=Fers

3rd Pr.
Arnold Beine



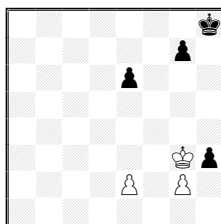
H≠19 (3+11) C+
Black & white
Maximummer

1st Hon. Ment.
Arnold Beine



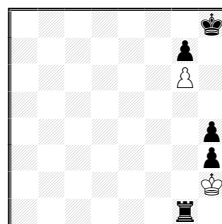
H≠17 (3+7) C+
Black & white
Maximumber, Köko

2nd Hon. Ment.
Zoltán Laborczi



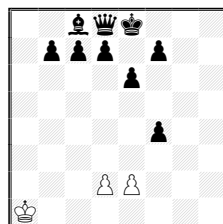
H≠8,5 (3+4) C+
Madrasi, Circe

3rd Hon. Ment.
Zoltán Laborczi



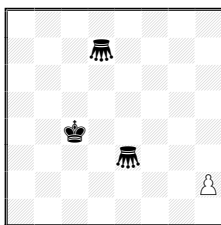
H≠5,5 (2+5) C+
Madrasi, Circe

4th Hon. Ment.
Arnold Beine



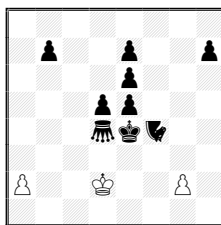
H≠18,5 (3+9) C+
Black & white
Maximumber, Köko

1st Commend.
Ion Murarasu



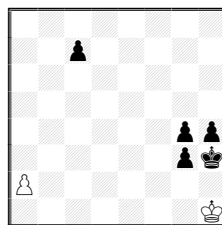
H≠6 (1+3) C+
♁=Grasshoppers

2nd Commend.
Dieter Müller



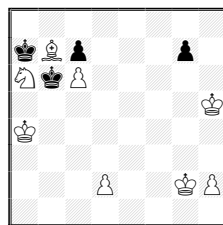
H≠6 (3+9) C+
♁=Nightrider
♁=Grasshopper

Special Commend.
Juraj Lörinc



H≠5 (2+5) C+
Circe Promotions

Special Commend.
Enzo Minerva



H≠5 (8+4) C-
Rex Multiplex

1st Hon. Ment. - Arnold Beine

[1. ♖f6 e4 2. ♗b2 d4 3. ♗b8 d5 4. ♗b1 dxe6 5. ♗b8] exf7+ 6. d5 e5 7. ♗b1 ♔b2 8. ♗g6 e6 9. ♗b1 ♔c1 10. ♗g6 f8 ♚ 11. ♗b1 ♚d7 12. ♗b8 ♚b6 13. ♗d8 ♚xd5 14. ♗xd5 e7 15. ♗d1 ♚d2 16. ♚d7 ♔c1 17. ♗d6 e8 ♗≠

[1. ♖f6 e4 2. ♗b2 d4 3. ♗b8 d5 4. ♗b1 dxe6 5. ♗b8] exd7+ 6. f5 e5 7. ♗b1 ♔b2 8. ♗e4 e6 9. ♗b7 e7+ 10. ♚f7 e8 ♗ 11. ♗e4 ♗xe4 12. ♚g6 ♗b7 13. ♚f6 ♗e4 14. fx4 d8 ♗ 15. ♚e5 ♗d3 16. ♚f4 ♗d8 17. ♚e3 ♗d2≠

A problem which is full of themes and effects: Zilahi, chameleon echo, 180° echo, Köko model mate; Phoenix, Ceriani-Frolkin and others. It is a pity that the first 5 moves are the same. *Un problema pieno di temi ed effetti: Zilahi, eco-camaleonte, eco a 180° con matto modello basato sulla condizione Koko, Phenix, Ceriani-Frolkin e altri ancora. Peccato le prime 5 mosse uguali.*

2nd Hon. Ment. - Zoltán Laborczi

1... ♔xh3[♠h7] 2. h5 ♔h2! 3. h4 g4 4. h3 ♔g3 5. h2 g5 6. h1 ♗ g6 7. ♗h7 gxh7[♗a8] 8. ♗g8 hxg8 ♗[♗a8]+ 9. ♗xg8[♗d1] ♗h1≠

Double Excelsior (the ♗ is first replaced from the 3rd rank), triangulation by the white ♔ and double and mutual Circe captures, in miniature. *Doppio Excelsior (il ♗h3 viene reinviato alla casa di partenza), triangolazione del ♔ bianco con doppie e mutue catture Circe, in una miniatura.*

3rd Hon. Ment. - Zoltán Laborczi

1... ♖xh3[♠h7] 2. ♜xg6[♠g2] g4 3. ♜f6 g5 4.g6 gxf6 5. ♖g8! (g5?) f7+ 6. ♖h8 f8♖≠
Excelsior by a non-paralysed pawn on the 6th rank, as well as a double waiting move, in miniature. *Excelsior di un pedone non paralizzato (sfuggito all'effetto Madrasì) con doppia mossa di attesa, ancora in una miniatura.*

4th Hon. Ment. - Arnold Beine

1...e4 2. ♖g5 d4 3. ♖d8 d5 4. ♖g5 dxe6 5. ♖d8 exf7+ 6. ♖e7 e5 7. ♖g8 e6 8. ♖g3 exd7 9. ♖g8 dxc8♜ 10. ♖g3 ♜g8 11. ♖xg8 f8♖ 12. ♖a2 ♖a8 13. ♖f7 ♖g8 14. ♖a2 ♖xa2 15. ♖d8 ♖a8+ 16.c6 ♖a2 17.b5 ♖d5 18. ♖c7 ♖a2 19. ♖b6 ♖a7≠

Double white Excelsior with different promotions, Köko-model mate and Ceriani-Frolkin. *Doppio Excelsior bianco con promozione differente, matto modello in condizione Köko e tema Ceriani-Frolkin (un pezzo promosso viene poi catturato).*

1st Commend. - Ion Murarasu

1. ♖d5 h3 2. ♖e6 h4 3. Ge7 h5 4. ♖f7 h6 5. ♖f8 h7 6. Gf7 h8♖≠
1. ♖c5 h4 2. Gb6 h5 3. ♖c6 h6 4. Gb5 h7 5. ♖b7 h8♖ 6. ♖a6 ♖a8≠
Ideal mates and other pleasant effects, including a chameleon echo rotated 90°.
Matti ideali e altri effetti gradevoli, fra i quali eco-camaleonte a 90°

2nd Commend. - Dieter Müller

(Promotion allowed only to pieces already present on the board. *Promozione permessa solo ai pezzi presenti sulla scacchiera.*)

1. b5! a3! 2. b4 a4 3. b3 a5 4. b2 a6 5. b1G a7 6. Gf5 a8G≠
1. h5! a4! 2. h4 a5 3. h3 a6 4. h2 axb7 5. h1N b8N 6. Nf5 Na6≠
Change of block on f5 and model mates. *Cambio di autoblocco in f5 a matti modello.*

I have a particular predilection for the \$100 theme, which accounts for these final two commendations, to Lörinc and Minerva. *Ho una particolare predilezione per il tema dei 100 \$, ecco il motivo di queste due ultime lodi a Lörinc e Minerva.*

Special Commend. - Juraj Lörinc

1. c5 a4 2. c4 a5 3. c3 a6 4. c2 a7 5. c1 ♘(♘b8) axb8 ♘(♘g1)≠
Ceriani-Frolkin, \$100 theme

Special Commend. - Enzo Minerva

1.g5 d4 2.g4 d5 3.g3 d6 4.gxh2 dxc7 5.h1 ♘ c8 ♘≠
\$100 theme

(translated by C. J. Feather)
Bari, August 2005, **A. Garofalo**

Fairies' Award 'Best Problems' 2002-2003

by Laurent Riguet

The 92 problems to be judged (46 for 2002 and 46 for 2003) were as follows:

BP21: 616 - 617 - 618 - 619 - 620 - 622 - 623

BP22: 632 - 634 - 637 - 658 - 659 - 660 - 661 - 662 - 663 - 664 - 665 - 666 - 667 - 685 - 686 - 687

BP23: 715 - 719 - 720 - 721 - 722 - 723 - 724 - 725 - 726 - 727 - 728 - 729 - 730 - 731

BP24: 748 - 749 - 766 - 767 - 768 - 769 - 770 - 771 - 782 - 783

BP25: 792 - 793 - 819 - 820 - 821 - 822 - 823 - 824 - 825 - 826 - 827

BP26: 860 - 861 - 862 - 863 - 864 - 865 - 866 - 867

BP27: 913 - 914 - 915 - 916 - 917 - 918 - 919 - 920 - 921 - 922 - 923 - 924 - 925 - 926 - 927

BP28: 986 - 987 - 988 - 989 - 990 - 991 - 992 - 993 - 994 - 995 - 996

The following compositions are cooked:

663: for example : 1.♔c2 ♖b8 2.♗b3 ♘xc8 3.♔c2 ♘xd7 4.♖cb2 c8 5.♖bb1 ♜c2 =

729: 1.♙c5 ♖c6 2.♙xa7 ♖b5 3.♙b6 ♖c4 4.♙d4 a7 5.♙b2 a8 6.♙#

824: 1.♙e7 2.♙d6(+e7) 3.♙c5(+d6) 4.♙b4(+c5) 5.♙a3(+b4) 6.♙a2(+a3) 7.♙b2(+a2) 8.a1♙

9.♙a2(+b2) 10.♙b1(+a2) ♙d3#

865: 1.d3 ♘f6 2.♙d2 ♘e4+ 3.dxe4(N) e3+ 4.♙d3 exf2(B) 5.♙d4 g5 6.♙c3...

920: no solution : 1.FEg7! h6 2.FEh8 h5 3.FEe7 h4 4.FEe7 h3 5.FEg5 h2 6.FEh4 h1=NF
7.FEhg3 NFh3(FE)!

925: cooked in 19 1.fxe3 3.e1 4.♘d8 6.♖b6 11.d1♙ 12.♙b3 13.♜d1 14.♜d7 15.♙d5 16.♙a8

17.c6 18.♜a7 19.♖b7 exd8 6.♙#

986: a) 1.♙a5 2.♜xa6 3.♜c6 4.♖xc5 5.♖b5 6.♖a6 ♖xc6=... b) 1.♙xc5 2.♙a7 3.♙xb8 4.♙xc7
5.♙d8 6.♜xa6 7.♖c7+ ♜xa6 =...

996: 1.e4 h5 2.♙a6 ♜h6 3.♜xh5(h7) g5 4.♘f3 ♙g7 5.0-0 ♜xa6 6.e5 ♘f6 7.♜e1 ♘c6

8.exf6(♘b8) ♙xf6 9.♜xg5(g7) ♜xa2 10.♜e5 ♘a6 11.♜h6 ♜b8 12.♜xa2(♜a8) ♙xe5(♜a1)...

All problems have been tested except the following:

634 - 659 - 664 - 728 - 769 - 770 - 860 - 863 - 913 - 923 - 987 - 990 - 993

Problem 621, already published in *Best Problems* 2001, (as n°578) was not considered.

I believe that some problems, although not rewarded, require some explanation:

619: captures of white pieces but the Circe condition does not add any interesting strategic element.

622: the dual is not real, as Black can play 7.♙g5(+♙g6)!!

660: a pleasing idea but the thematic unity is not perfect between the two solutions.

686: the move 6.♙a1!!, although surprising and nice, seems too slight by itself for a reward.

687: Branko Koludrovic (especially in feenschach) has composed long SH≠s with similar ideas, but more complex and elaborate.

721: Argentinian twins but there is not much unity in the solutions.

723: thematically too simple, although quite nice.

727: two fairy pieces is excessive for an idea that looks as though it could be shown with orthodox means.

730: an idea which has often been shown before (use of a black bishop to let the black king circle a white rook)

767: Allumwandlung and Fleck: a pity that the position is completely "Madrasified".

768: a rook-rook duel in Madrasi is an amusing idea, but here it seems mechanical and not very original.

769-770: original incursion into exotic play, but the retro-idea really seems too simple and self-evident, even for me, a non-specialist.

819: Banny theme, rather simple in fairy effects, but well-conceived nevertheless.

822: the fairy interest created by the siren is very slight.

825: perfect chameleon-echo, but the three fairy pieces (one of them rather out of keeping with the others) do lower the overall aesthetic impression.

- 866: choice of ♖ moves, making very simple (too simple?) use of the Circe condition.
 867: sarcophagus, but no element of surprise.
 916: anecdotal use of the hippogriff (the knight-component is useful only in guarding c1).
 917: amusing idea of white bishops being captured either by black pawns or by the black king.
 918: the interesting final positions cannot outweigh the ill-matched and ill-unified manoeuvres leading to them.
 992: nice, but rather simple strategy.

First of all, I wish to thank the editor of *Best Problems* for entrusting me with this award. It was a pleasure for me to make choices and to ponder on how to distil the quintessence of these two years. My personal tastes have, of course, influenced my final selection. I attach particular value to the idea that fairy conditions (or pieces) should be essential to the work and not simply "exotic", showing solutions with no intrinsic interest other than mere correctness (C+). I have chosen to make a separate award for each year.

Year 2002

1st Prize: Reto Aschwanen (667)

Everything revolves around the control of d1 by the "Cavalier fonctionnaire" c3 which prevents **BLxd1!**; White will then close the lines c8-c3 and g7-c3, to "deactivate" the knight. Black will be able to defend himself, either by giving a flight square to the white king (g2), or by moving the pivot of the four thematic white pieces (the white **BL** and **RL** not being able to play the second white move). As often with Cyclone problems, geometry is everywhere (the quadrilateral b8-a6-h6-h2 - centred on d6 - and c8-c3-g7-g4). A fairly complex problem, although it seems perfectly intelligible once one has become familiar with the specifics of the position. Without doubt the most ambitious work of the year 2002.

- 1.BLc7? **A** [2.RLf6 **B** BLxd1≠] 1...♗f2 **a** 2.RLc6 **C** ♖xg4≠ 1...d5 **b** 2.BLe5 **D** BLxd1≠ 1...BLxd1+ 2.♗xd1 BLxd1≠ but 1...♗b6!
 1.RLf6? **B** [2.BLc7 **A** BLxd1≠] 1...♗f2 **a** 2.BLe5 **D** ♖xg4≠ 1...d5 **b** 2.RLc6 **C** BLxd1≠ 1...BLxd1+ 2.♗xd1 BLxd1≠ but 1...♗g3!
 1.RLc6? **C** [2.BLe5 **D** BLxd1≠] 1...♗f2 **a** 2.BLc7 **A** ♖xg4≠ 1...d5 **b** 2.RLf6 **B** BLxd1≠ 1...BLxd1+ 2.♗xd1 BLxd1≠ but 1...♗c7!
 1.BLe5! **D** [2.RLc6 **C** BLxd1≠] 1...♗f2 **a** 2.RLf6 **B** ♖xg4≠ 1...d5 **b** 2.BLc7 **A** BLxd1≠ 1...dxe5
 2.BLc7 BLxd1≠ 1...BLxd1+ 2.♗xd1 BLxd1≠

2nd Prize: Mario Parrinello (726)

Cycles are everywhere in this problem, which runs like a piece of well-lubricated machinery: the bishop (rook, knight) blocks the rebirth square of the rook (knight, bishop); the promoted knight (bishop, rook) mates on the original square (in the diagram) of the bishop (rook, knight). The setting is so natural as to be a miracle!

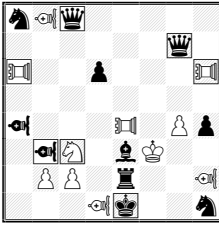
- 1.♗e7 f8♘ 2.♗c8 ♖f5≠ 1.♖b6 f8♘ 2.♖b8 ♗d6≠ 1.♗c6 f8♗ 2.♗a8 ♗d7≠

3rd Prize: Julio A. Pancaldo and Hector G. Zucal (722)

Excellent echo-mates with a remarkable and specific final setting. Note how precise the construction is. This work made me think that grasshoppers still have things to show in long-helpmates!

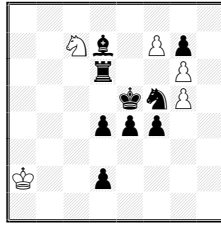
- 1.♗ce6 a6 2.♗c5 Gd4 3.♗ce4 a7 4.♗g3 a8♖ 5.♗f4 ♖e4≠ b) 1.♗d5 a6 2.♗e3 Gf2 3.♗f4 a7 4.♗g4 a8♖ 5.♗e5 ♖f3≠

1st Pr.
667. R. Aschwanden



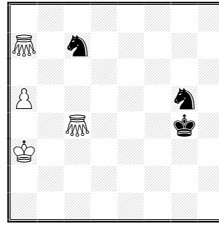
R≠2 (v. note)

2nd Pr.
726. M. Parrinello



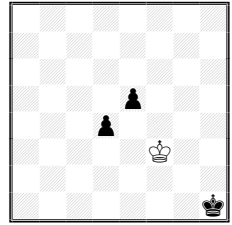
H≠2 Anti-Circe
3111 (v. note)

3rd Pr.
722. J. A. Pancaldo &
H. G. Zucal



H≠5 b) Gc4-f1

1st Hon. Ment.
623. C. Poisson



S≠20 (v. note)

1st Honorable Mention: Christian Poisson (623)

The manoeuvres are rather difficult to discover (and the play of the white king to dominate the black knights is rather disconcerting); but they are still logically aimed at reaching the final result of the mate by the two knights. This work being less original with respect to previous problems by the same author (a dozen or so of them), I was prevented from placing it higher in the award.

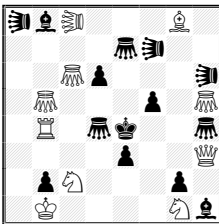
1. ♖e2 d3+ 2. ♖e1 d2+ 3. ♖f2 d1 ♖+ 4. ♖f3 e4+ 5. ♖g3 6. ♖h3 ♗f2+ 7. ♖h4 8. ♖h5 9. ♖h6 ♗g4+ 10. ♖h5 ♗f6+ 11. ♖h4 12. ♖g3 ♗h5+ 13. ♖f2 e3+ 14. ♖e1 15. ♖d1 e2+ 16. ♖c2 e1 ♗+ 17. ♖c1 ♗d3+ 18. ♖d1 ♗b2+/♗f2+ 19. ♖e1 ♗d3+ 20. ♖f1 ♗g3≠

2nd Honorable Mention: Dragan Stojnic (658)

Dombro-Lacny with four links, associated with pin-mates. I very much regret that two different fairy pieces are present (although they are only slightly different).

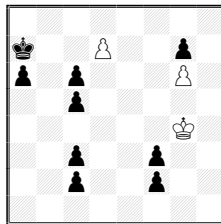
1. Ga4? (2. ♙xd4≠A) 1... ♖d5 2. ♗xf5≠B 1... ♖f4 2. ♗f3≠C 1... ♖d3 2. ♗xe3≠D ma 1...f4! 1. Gg5! (2. ♗xf5≠B) 1... ♖d5 2. ♗f3≠C 1... ♖f4 2. ♗xe3≠D 1... ♖d3 2. ♙xd4≠A 1... Gf6 . ♙xd4≠

2nd Hon. Ment.
658. D. Stojnic



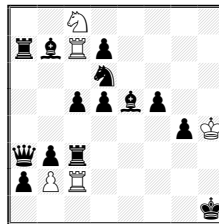
≠2 v
♗ = Lion
♗ = Grasshopper

3rd Hon. Ment.
664. O. Paradzinsky



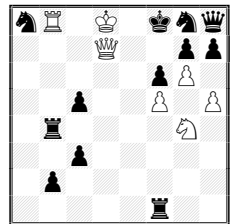
H=8 Circe 1 sol.

Commend.
618. F. Sabol



H≠2 Circe 2111

Commend.
634. N. Zinoviev



=37

3rd Honorable Mention: Oleg Paradzinsky (664)

I very much like the idea, inconspicuous in the diagram position, of shutting up the black king with his own pawns in the middle of the board. Despite my efforts, I failed to cook it. So much the better!

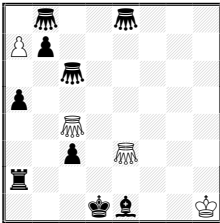
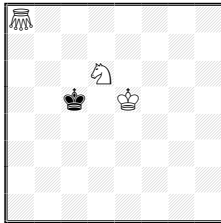
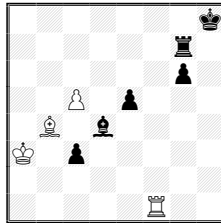
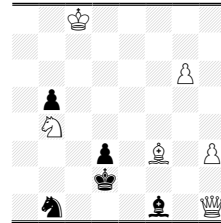
1. ♖b6 d8♙+ 2. ♖b5 ♙f6 3. gxf6 (+♙c1) g7 4. ♖c4 g8♙+ 5. ♖d4 ♙d5 6. cxd5 (+♙f1) ♙b5 7. axb5 (+♙f1) ♙c4 8. bxc4 (+♙f1) ♖f5 =

Commendations (without order):

Frantisek Sabol (618)

Classical creation of white batteries with Circe rebirth. The mates are orthodox and the setting rather heavy, but the Circe strategy is excellent. The author has worked on this theme several times in the past.

1. ♘xc8 (+w♘b1) ♙g5 2. ♙xc7 (+w♙a1) ♘xc3 (+b♙h8)≠ 1. ♙xc8 (+w♘b1) ♙h5 2. ♙xc7 (+w♙a1) ♘xa3 (+♙d8)≠

Commend.	Commend.	Commend.	Commend.
661. L. Szwedowski	665. D. Novomesky	749. V. Cacace	771. L. Perrone
			
H≠2 Circe 2111	H≠6 2 sol.	S≠5 Maximummer	Serie H=4 Scacchiera cilindrica verticale (v. note)

Nikolai Zinoviev (634)

Monovariant task, impressive at first: after a period of reflexion (with the help of the solution!), one can finally appreciate some of the classical themes of this kind of problem: staircase and piece circuit for one thing.

1. ♙d6+ ♘e7 2. ♙xc7+ ♙g8 3. ♙e6+ ♙f8 4. ♙d6+ ♙g8 5. ♙d5+ ♙f8 6. ♙xc5+ ♙g8 7. ♙d5+ ♙f8 8. ♙d6+ ♙g8 9. ♙e7+! ♙xb8 10. ♘h6+ gxh6 11. ♙e6+ ♙g7 12. ♙xf6+ ♙g8 13. ♙e6+ ♙g7 14. f6+ ♙xf6 15. ♙xf6+ ♙g8 16. ♙e6+ ♙g7 17. ♙e5+ ♙g8 18. ♙xb8+ ♙g7 19. ♙e5+ ♙g8 20. ♙d5+ ♙g7 21. ♙d4+ ♙g8 22. ♙c4+ ♙g7 23. ♙xc3+ ♙g8 24. ♙b3+ ♙g7 25. ♙xb2+ ♙g8 26. ♙a2+ ♙g7 27. ♙a1+ ♙g8 28. ♙xa8+ ♙g7 29. ♙xh8+ ♙xh8 30. ♙f7 hxg6 h5 32. g7+ ♙h7 33. g8♙+ ♙h6 34. ♙f6 h4 35. ♙g5+ ♙h7 36. ♙xh4+ ♙g8 37. ♙h6 =

Leopold Szwedowski (661)

Very attractive content with black Grimshaw, minor white promotions and dual-avoidance (but I regret that its motivations are not very subtle: simple loss of control of e2 and c3).

1. ♙d2 a8♙! 2. Gcxa8! (Gcxa8?) ♙e2≠ 1. ♙d2 a8♘! 2. Gcxa8! (Gcxa8?) ♘xc3≠

Daniel Novomesky (665)

Chameleon echo mates in two opposite corners, in a very clear setting and with well-known material; in spite of my research, I have not found any anticipation of this little gem.

1.♔c6 ♕e4 2.♔d7 Gf3 3.♕e7 Gd5 4.♔f8 ♕f5 5.♔g8 ♕g6 6.♔h8 ♖f7≠ 1.♔b6 ♖c4+ 2.♔a6 Ga5 3.♔b5 Gc5 4.♔a6 ♔d6 5.♔a7 ♕c7 6.♔a8 ♖b6≠

V. Cacace (749)

In my view, the only selfmate maximummer of this collection to contain any really worthwhile strategy: creation of a black battery which is absolutely invisible in the set position.

1.♖f7 ♕g1 2.♖b7 ♕xc5 3.♖b8+ ♕f8 4.♕e7 ♖xe7 5.♖b3 ♖a7≠

Leonardo Perrone (771)

Highly original twins where everything turns on the fact that White controls a2, c2, e2 and g2, the black pawn blocks b2, d2, f2 and h2, and the white queen controls d2, f2, h2 and b2 and pins the black pieces (cylinder-specifically). Depending on the solution of the initial setting, the turns go from left to right, or from right to left (with, each time, a succession of five solutions). A very original concept, cleverly using the fairy conditions.

1) 1.♕e2 2.♕d1 3.♔c1 4.d2, ♖a1= 1b) 1.♔d2 2.♖h2 3.♖f1 4.♕e1, ♖c1= 1c) 1.♔f2 2.♕b3 3.♕h1 4.♔g1, ♖e1= 1d) 1.♔h2 2.♖d2 3.♖b1 4.♔a1, ♖g1= 1e) 1.♔b2 2.♕b3 3.♕d1 4.♔c1, ♖a1=

2) 1.♖c3 2.♖d1 3.♕e1 4.d2, ♖g1= 2b) 1.♔d2 2.♕d3 3.♕b1 4.♔c1, ♖e1= 2c) 1.♔b2 2.♖f2 3.♖h1 4.♔a1, ♖c1= 2d) 1.♔h2 2.♕d3 3.♕f1 4.♔g1, ♖a1= 2e) 1.♔f2 2.♖b2 3.♖d1 4.♕e1 ♖g1=

Note

n.667) White Bishoplion (=BL) d1, h2, b8; Rooklion (=RL) e4; white beamte unit: ♖c3, Rooklion a6, h6.

Black Bishoplion a4, black beamte unit: Bishoplion b3, ♖c8, ♖g7, ♕e1 **Beamte unit:** a unit that may move, capture or give check only if it is observed by a unit of the opposite colour.

726) Anti-Circe: On making a capture, any unit (including ♔) is reborn on its game-array square (as determined according to **Circe** rules), and the captured unit disappears. Since rebirth is obligatory, a capture is legal only if the relevant rebirth-square is unoccupied. A capture may be made from a rebirth-square. Promotion with capture is legal provided the rebirth-square of the promoted unit is unoccupied. In **Anti-Circe type Calvet** capture on a rebirth-square is allowed (it is default type if type is omitted).

In **Anti-Circe type Cheylan** capture on a rebirth-square is not allowed.

[Il pezzo che cattura, incluso il ♔, rinasce nella sua casa di partenza, similmente come avviene con le regole Circe, laddove però è il pezzo catturato che rinasce. Siccome la rinascita è obbligatoria, la cattura è legale solo se la casa di rinascita è libera.]

n.623) - Black moves only to check (il nero muove solo se può fare scacco).

n.771) Il problema ha una forma gemellare inusuale, la posizione data ha due soluzioni; ogni gemello si ottiene dalla posizione finale di stallo del precedente, perciò dalle due soluzioni in questione si diramano due serie gemellari, con questo schema:

	Soluzione 1 →	1b - 1c - 1d - 1e
diagramma <		gemelli:
	Soluzione 2 →	2b - 2c - 2d - 2e

Per un totale di 9 gemelli e 10 soluzioni.

1b) ♔d2-f2, 1c) ♔f2-h2, 1d) ♔h2-b2, 1e) ♔b2-d2

2b) ♔d2-b2, 2c) ♔b2-h2, 2d) ♔h2-f2, 2e) ♔f2-d2

Year 2003

1st Prize - Petko Petkov (915)

The best problem in the tourney! A perfectly coordinated and unified mechanism shown in a nice setting : white Siers batteries combined with a cycle of promotions. Perhaps the systematic progress of the black King is slightly regrettable, but the general impression is undeniably a powerful one.

1. CAe6! (2. ♖e5+ ♜xc6 3. ♖xc3+ ♜d5 4. ♖c5+ ♜e4 5. LEe1+ ♖xe1≠)
 1... bxc1 ♙ 2. d8=CA ♜xc8 3. CAg7+ ♜c7 4. CAh4+ ♜d6 5. CAxe3+ ♙xc3≠
 1... bxc1 ♚ 2. d8=LE+ ♜xc8 3. LEd7+ ♜c7 4. LEd3+ ♜d6 5. ♙d4+ ♚xd3≠
 1... bxc1=CA 2. d8♚+ ♜xc8 3. ♚f7+ ♜c7 4. ♚e5+ ♜d6 5. ♖d4+ CAxd4≠
 1... bxc1=LE 2. d8♙+ ♜xc8 3. ♙e7+ ♜c7 4. ♙g5+ ♜d6 5. ♙f4+ LExf4≠

2nd Prize - Sergei Smotrov (993)

An anthology of four white batteries aimed at achieving the fore-plan consisting in capture of the Nf3: 1. ♙xe5+? Nxe5+!! The whole thing is very harmonious and the sequencing of the various batteries is pleasant to study and very coherent.

1. ♙xe5+ Nxe5! 1. ♖d3+ ♜c5 2. ♖d5+ ♜c6 3. ♖d4+ ♜c5 4. ♙b6+ ♜b5 5. ♙d8+ ♜c5 6. ♖c4+ ♜d6 7. ♖a4+ ♜c5 8. ♙b6+ ♜b5 9. ♙a5+ ♜c5 10. ♖c7+ ♜b5 11. ♙c6+ ♜c5 12. ♙xf3+! ♜b5 13. ♙c6+ ♜c5 14. ♙e4+ ♜b5 15. ♖b7+ ♜c5 16. ♖c4+ ♜d6 17. ♖d4+ ♜c5 18. ♙b6+ ♜b5 19. ♙c7+ ♜c5 20. ♖d5+ ♜c6 21. ♖d3+ ♜c5 22. ♖c3+ ♜d4, and 23. ♙xe5+ ♖xe5≠

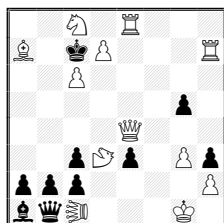
3rd Prize - Petko Petkov (991)

The thematic content of this work is logical, and that is what earns it its distinction. It shows familiar themes and requires no modern letter-problem expertise. It is nice still to meet such problems in light settings (old themes never die !).

However I regret the lack of variety in the white play. The b2 Pao plays nearly all White's moves, except 2. ♚g5≠ and 2. ♖xe1≠, and in my opinion the mates PAc2, PAc3, PAc4 on the one hand, and PAD2, PAe3 and PAF4 on the other, are equivalent.

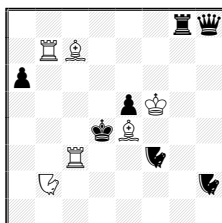
1... ♚b5~+ 2. PAAb2≠ 1... ♚d6+ 2. PAD2≠ 1. PAB3? [2. ♙c3≠] 1... ♚b5~+ 2. PAAb3≠ 1... ♚d6+ 2. PAe3≠ 1... PAB2 2. ♖xe1≠ 1... PAA5 2. ♚g5≠ but 1... PAA4! 1. PAB4! [2. ♙c3≠] 1... ♚b5~+ 2. PAAb4≠ 1... ♚d6+ 2. PAF4≠ 1... PAB2 2. ♖xe1≠ 1... PAA5 2. ♚g5≠

1st Pr.
915. P. A. Petkov



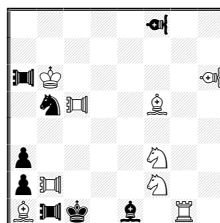
S≠5
♙ = Camel
♖ = Leo

2nd Pr.
993. S. Smotrov



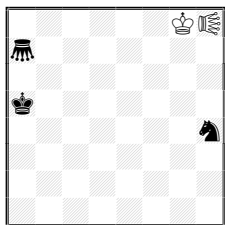
S≠23
♙♚ = Nightrider

3rd Pr.
991. P. A. Petkov



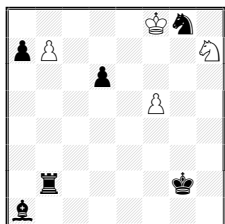
≠2 * v
♙♚ = Vao
♖♚ = Pao

1st Hon. Ment.
826. D. Novomesky



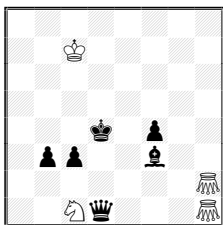
Serie H≠13 2 sol.
Kóko, ♁ = Lion
♁ = Grasshopper

Commend.
793. M. Travasoni &
A. Garofalo



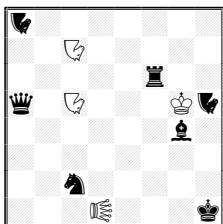
S≠7 Maximummer

2nd Hon. Ment.
990. J. A. Pancaldo &
H. G. Zucal



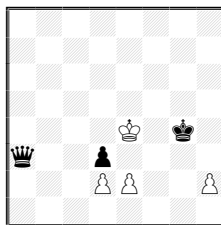
Serie H=14
♁ = Grasshopper

Commend.
820. G. M. Frantzo &
A. Smecca



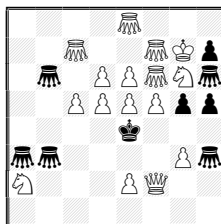
H≠2 2111
♁♁ = Nightrider
♁ = Lion

3rd Hon. Ment.
862. G. J. Perrone



Serie S≠21 - 1 sol.

Commend.
988. A. Cuppini



≠2 vv
♁♁ Grasshoppers

1st Hon. Ment. - Daniel Novomesky (826)

Excellent, unified manoeuvres with diagonal/orthogonal echo. I liked the way in which the black knight (whisked off to b1) is brought back without losing too much time. Very good!

1.♔b6 2.Gc5 3.♔c6 4.♔d5 5.Ge5 6.♔e4 7.♔f4 8.Gg3 9.♔g2 10.Gg1 11.♔g3 12.♔h2
13.♔h1, ♔h7≠ 1.Ga4 2.♔b4 3.Gc4 4.♔c3 5.♔d3 6.Ge2 7.♔f3 8.♔d2 9.♔c2 10.♔b1
11.♔b2 12.Ga2 13.♔a1, ♔g7≠

2nd Hon. Ment. - Julio Alberto Pancaldo and Hector Guillermo Zucal (990)

The great attraction of such a problem is of course the superb final position. In studying the setting one discovers small subtleties: for example, why should the black Queen go specifically to d2 and not to e1, f1 or d3? (in order to allow 11.♔b2).

1.♔d2 2.♔d1 3.f3 4.f2 5.f1♔ 6.♔e3 7.♔c2 8.♔a1 9.c2 10.♔c3 11.♔b2 12.♔b1 13.♔b4
14.♔b8+, Gxb8 =

3rd Hon. Ment. - Gaspar Julio Perrone (862)

I hesitated a long time before choosing which one of the four series-selfmates of the author I was going to reward. I finally selected the one which impressed me as the most aesthetic. I very much like non-obvious moves such as ♖c3 and ♜e1. Besides, the setting is very lean, which does not make the solving any easier, and the mate is an ideal one.

1.h4 2.h5 3.h6 4.h7 5.h8 ♜ 6. ♖c3 7. ♘xd3 8.e4 9.e5 10.e6 11.e7 12.e8 ♜ 13. ♜e1 14. ♘e2 15.d4 16.d5 17.d6 18.d7 19.d8 ♜ 20. ♜dd2 21. ♜f3+, ♜xf3#

Commendations (without order):

Marco Travasoni and Antonio Garfalo (793)

Amusing double switchback by black pieces in a genre (the selfmate maximummer) which is often confined to unattractive themes.

1.f6 ♜xb7 2.f7 ♘h8 3.fxg8 ♜+ ♜g7 4. ♜b3 ♜b7 5. ♘g8 ♘a1 6. ♜b2+ ♜xb2 7. ♘h8 ♜b8#

Georgy Frantsov and Angelo Smecca (820)

A work rich in strategic effects, although the overall impression is somewhat disjointed. I enjoyed the white play particularly (Nightrider on e1(d1), control of h2(g2)), but the black play rather less (interceptions by Nf4 or ♘b4).

1. ♘e6 Nb5 2.Nf4 Ne1# 1. ♘f5 N5e6 2. ♘b4 Nf1#

Alessandro Cuppini (988)

Triple Schiffmann defences but it is a pity that the position is so heavy and static.

1. ♘e7? [2.Gxh7#] 1...Gh3xe6 2. ♜f3# 1...Gb3xe6 2. ♘c3# 1...Gb6xe6 2. ♜d4# but 1...Gh6xe6!

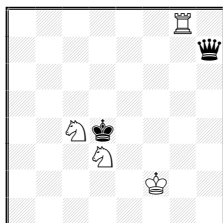
1. Gxh7! [2. ♘e7#] 1...Ghxe6 2. ♜f3# 1...Gb3xe6 2. ♘c3# 1...G6xe6 2. ♜d4#

Velizy-Villacoublay, April 2005

Laurent Riguet

Opera Prima

1495. J. Alfred
Pendelbury - USA
(Original)



H#2 (4+2) C+
b) ♜f2-b6

In questa piccola, saltuarria (e rara!) rubrica intendo pubblicare eventuali opere prime di nuovi autori.

Mi giunge appunto questo H#2 dalla Stato di Washington, (U.S.A.) da un abituale solutore, che per la prima volta si cimenta in una composizione.

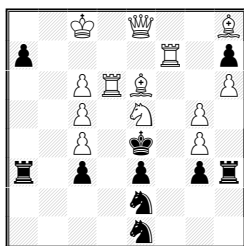
Ho buone speranze di pubblicare in questa rubrica anche l'opera prima di un compositore italiano, anzi, addirittura pugliese, un nuovo sostenitore di *Best Problems*. Rimaniamo in attesa.

Questa opera prima mostra autoblocchi, matti ideali, eco specchio diagonale, in miniatura aristocratica.



Gara di Ricostruzione

Soluzione della gara n.26 - BP34

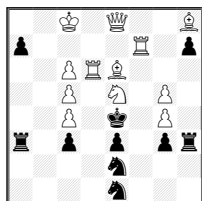


←Shergili Sukhitashvili, *Schach-Echo* 1981

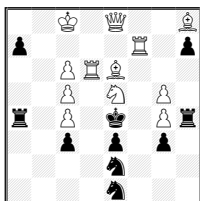
≠2 (13+10) C+

1...♖d4 2.♙d5≠ 1...♗f4 2.♙f5≠
 1.c7? [2.♖c6≠] 1...♗d4 2.♙d5≠ **A** 1...♗f4 2.♙f5≠ **B** ma 1...♖a6!
 1.♙d1? [2.♙d5≠ **A**] ma 1...♗d3! **a**
 1.♙f1? [2.♙f5≠ **B**] ma 1...♗f3! **b**
 1.♗g6! [2.♙d7≠]
 1...♗d4 2.♙xd4≠ 1...♗f4 2.♙xf4≠
 1...♗d3 **a** 2.♙d5≠ **A** 1...♗f3 **b** 2.♙f5≠ **B**
 Chernet, Somov B2, Dombrovskis, Rukhlis, Pseudo-Le Grand.

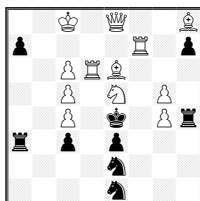
Petite & Rallo



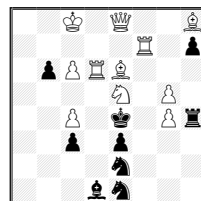
Muralidharan



Pernaric



Pernaric (2)



Classifica:

- 1° Muralidharan -7
- 2°/3° Petite -2
- 2°/3° Rallo -2
- 4° Pernaric +3

Petite e Rallo hanno inviato un posizione identica fra loro e con un risparmio di un ♖ rispetto all'originale; Muralidharan ha fatto lo stesso, solo ha spostato le torri una riga più sopra. Pernaric ha fatto un grave errore, dato che il tentativo 1.♙f1? viene sventato in due modi, 1...♗f3! ♗g3! Pertanto prende 3 punti positivi come penalità (ricordo

che vince chi risparmia quanto più materiale è possibile). Pernaric ha anche proposto una posizione più leggera (diagramma 2) modificando però le mosse indicate (1.c7? ma 1...♙a4!), cosa non valida ai fini della gara, anche se sempre gradita. E comunque ha lo stesso difetto del primo diagramma. In complesso una puntata un po' scialba.

Valore dei pezzi sulla scacchiera:

♖=10, ♗=7, ♙=4, ♗=4, ♖=2; ♙=8, ♗=5, ♙=3, ♗=3, ♖=1 Fairy pieces = 5 (white), 4 (Black).

Proposta n. 28

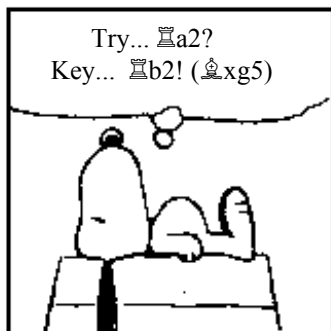
Ricostruire un H≠2 con la seguente soluzione:

1.♗xg6 ♖g7 2.♗e5 ♖xg3≠ 1.♗xe4 ♖e5 2.♗c3 ♖e3≠ 1.♙xd2 ♖c3 2.♙d4 ♖e1≠

A. G.

NUTS

di Mr. Veneziano



N. 10

Albert ed Emanuel

Matematica e filosofia furono fra i maggiori interessi di Emanuel Lasker, autore di varie pubblicazioni in entrambi i soggetti. Arrivò addirittura a contestare la teoria della relatività direttamente ad Albert Einstein, suo amico, per via della velocità della luce ... Lo stesso Einstein scrisse: «Mi piace molto lo slancio di Lasker verso l'indipendenza, verso l'autoaffermazione - si tratta di una qualità così rara in una generazione dove quasi tutti gli intellettuali appartengono alla categoria dei conformisti».

La critica dei filosofi al pensiero di Lasker fu quella di non aver formulato un sistema unitario. Per Lasker tutto viene inevitabilmente ricondotto alla forma costante della lotta, esattamente come lui intendeva gli scacchi: *Struggle*, del 1907, il primo dei suoi quattro lavori filosofici, ne è la più limpida dimostrazione.

Fu anche giocatore di golf, whist e bridge raggiungendo in questo il livello di giocatore internazionale nei primi anni '30.

Poteva una personalità così eclettica non interessarsi alla composizione? Se i pochi studi a lui attribuiti vantano una pur minima popolarità, prati-

Pubblicazione trimestrale senza scopo di lucro.

Per riceverla, contattare:

(✉) Antonio Garofalo, via Colloidi n.13
70124 Bari - Italy

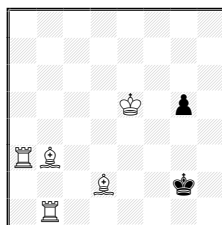
☎ E-mail: antgarofalo@tiscali.it

☎ 080/5564025 - ☎ CCP: 17784703

camente sconosciuti sono i rarissimi problemi da lui composti. Ecco un diretto in tre di discreta levatura.

Emanuel Lasker

Wiener Schachzeitung 1904



≠3 (5+2) C+

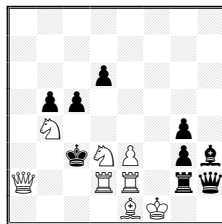
1. ♖b2! [2. ♙xg5+ ♖~1/♖~3 3. ♖a1/♙d1, e6≠]
1... ♖f3, ♖h3 2. ♙e1 [3. ♙d1, ♙e6≠] 1... ♖g3
2. ♙e1+ ♖g4/♖f3, ♖h3 3. ♙d1/ ♙d1, ♙e6≠

Mr. V.

Errata Corrige (Corrections)

Because of an error on the part of the Editor, the diagram reproduced in the selfmates award was the original one, whose position is illegal, whereas the author had already made a correction (see BP31, last page). Anyhow the author has now sent a much lighter version, and the judge confirms the award of third prize to this setting.

3° Pr. 1053. D. Kostadinov



S≠3

1. ♖g8? 1. ♖f7? tempo, ma 1... cxb4!
1. ♖e6! tempo
1... d5 2. ♖b2+ ♖c4 3. ♖ec2+ ♖xc2≠
1... cxb4 2. ♖c2+ ♖xd3 3. ♖ed2+ ♖xd2≠
1... c4 2. ♖a2+ ♖b3 3. ♖eb2+ ♖xb2≠