BEST PROBLEMS

Rassegna dei migliori problemi

diretta da **Antonio Garofalo**

Col sostegno dell'API (Associazione Problemistica Italiana)

Hanno collaborato a questo numero:

in redazione - C. J. Feather, V. Rallo, Mr. Veneziano;

Hanno collaborato a questo fascicolo: M. Bonavoglia.

EDITORIALE

Diamo il benvenuto (welcome) a Mihajlo Milanovic, Ivan Skoba, Daniel Wirajaya.

A causa della grande diffusione di internet ho deciso che dal 2015 questa rivista sarà pubblicata in forma solo elettronica (formato PDF), salvo che per gli abbonati/sostenitori. Pertanto, i compositori che mi invieranno le loro opere su carta avranno la <u>certezza</u> della pubblicazione ma non vedranno la loro opera pubblicata. Naturalmente quando respingerò un problema sarà mia cura scrivere al compositore.

[*Because of the great diffusion of internet I have decided that from year 2015 this magazine will be published only in electronic form (PDF), except that for the subscribers and supporters. Therefore, the composers that will send me their works on paper will have the <u>certainty</u> of the publication but they won't see their published work. Naturally when I will reject a problem it will be my care to write to the composer.*]

Obituary (Necrologi)

Continua l'epidemia che sembra aver colpito il problemismo mondiale. Nel giro di un mese hanno lasciato questa valle di lacrime due grandi compositori, particolarmente esperti nei Selfmate:

Paul Valois (06/03/1946 - 15/05/2014)
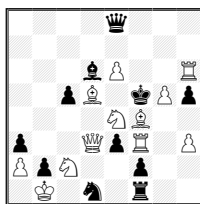2nd Prize - *Gazeta Czestochowska* 1972
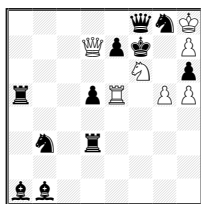
S≠2 (7+11) C+

1.♖f5! [2.hxg8=♕+ ♕xg8≠]

1…♖c3,♖d4 2.♘e4+ ♘f6≠ 1…d4 2.♘d5+ ♘f6≠

1…♘d4 2.♘xg8+ ♘xf5≠ 1…♗xf6+ 2.♖xf6+ ♘xf6≠

Uri Avner (13/01/1941 – 10/06/2014)
1st Prize - *Probleemblad* 1992
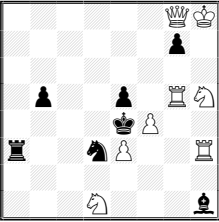

S≠3 (12+11) C+

1.♗c6! [2.♗e5+ ♔xe5 3.♕c3+ ♘xc3≠]

1…♕g6 2.♘xd6+ ♔xe6 3.♕xe3+ ♘xe3≠

1…♕xc6 2.♘xc5+ ♕e4 3.♘xe3+ ♘xe3≠

1…♗xf4 2.♖f6+ ♔e5 3.♕c3+ ♘xc3≠

Inediti

3248. A. Dikusarov
Russia

3249. A. Dikusarov
Russia

3250. N. Zujev
Lituania

3251. G. Sardella
Italia

≠2 (8+7) C+   ≠2 (10+9) C+   ≠2* v... (4+3) C+   ≠2 (8+6) C+

3252. D. Wirajaya
Indonesia
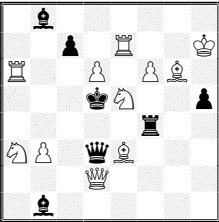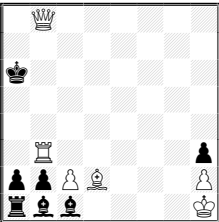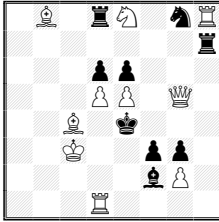
3253. Z. Labai
Slovacchia
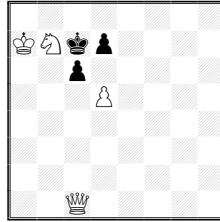
3254. E. Petite +
Spagna
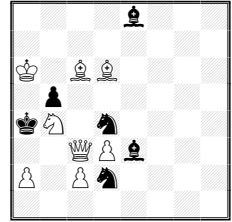
3255. V. Aleksandrov
Russia

≠2* (11+7) C+   ≠2 v... (12+9) C+   ≠3 (14+4) C+   ≠3 (7+11) C+

3256. J. Pitkanen
Finlandia

3257. S. B. Dowd
USA

3258. P. L. Placanico
Italia
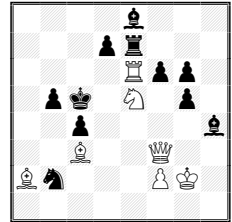
3259. M. Kuligin
Ucraina
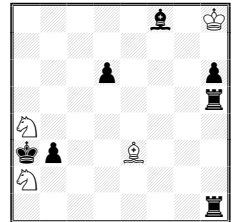
S≠3 (6+7) C+   S≠3* (6+5) C+   H≠2 (3+7) C+
2 sol.   H≠2 (4+7) C+
3 sol.

≠2 - n. 3248-3253 (Judge 2013-2014: NN).
≠3 - n. 3254-3255 (Judge 2014-2015: Antonio Garofalo).
S≠2/3 - n. 3256-3257 (Judge 2014-2016: NN).

3260. A. Dikusarov
Russia
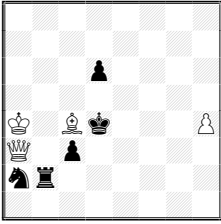
3261. A. Dikusarov
Russia
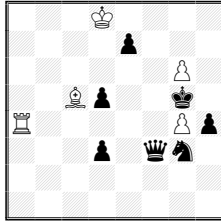
3262. A. Dikusarov
Russia
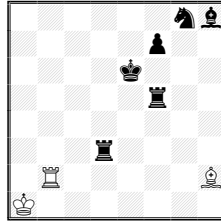
3263. F. Magini
Italia

H≠2 (4+5) C+
5 sol.

H≠2 (5+7) C+
4 sol.

H≠2 (3+6) C+
b) ♗h2-a3
c) ♗h2-b8
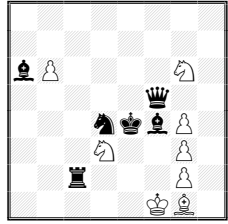
H≠2 (8+6) C+
3 sol.

3264. N. Zujev
Lituania
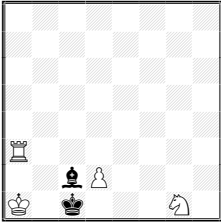
3265. J. F. Carf
Francia
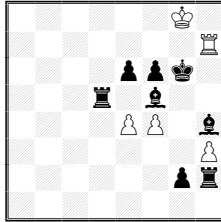
3266. K. R. Chandra-sekaran - India
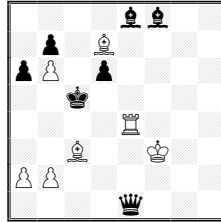
3267. J. Carf
Francia

H≠2 (4+2) C+
2 sol.

H≠2 (5+8) C+
2 sol.

H≠2 (7+7) C+
5 sol.
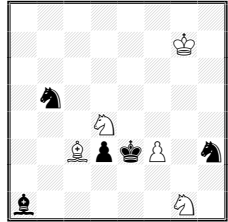
H≠2 (5+5) C+
2 sol.

3268. J. Carf
Francia
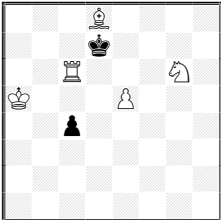
3269. P. G. Soranzo
Italia
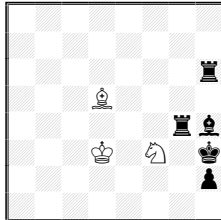
3270. P. G. Soranzo
Italia
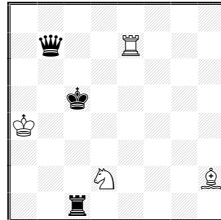
3271. E. Zimmer
Polonia

H≠2 (5+2) C+
2 sol.

H≠2 (3+5) C+
2 sol.

H≠2 (4+3) C+
2 sol.
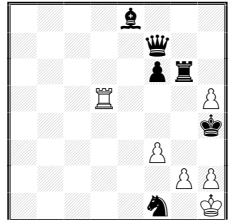
H≠2 (6+6) C+
4 sol.

H≠2 - n. 3258-3273 (Judge 2014-2015: NN).

3272. G. Brunori
Italia
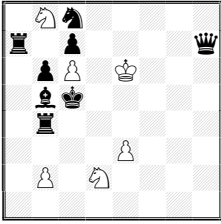
3273. M. Milanovic
Serbia
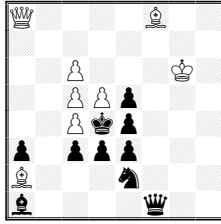
3274. V. Rallo
Italia
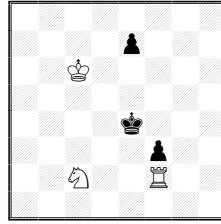
3275. Z. Nikolic
Serbia

H≠2 (6+8) C+
b) c) d) ♙b2-b3-g5-f6

H≠2 (8+10) C+
3 sol.

H≠2,5 (3+3) C+
b) ♟e7-d3
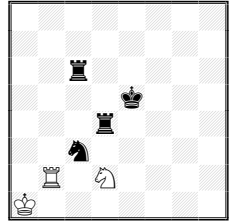
H≠3 (3+4) C+
b) ♖c6-f2
c) ♖b2↔♘d2

3276. A. Dikusarov
Russia
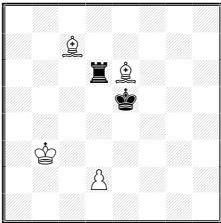
3277. A. Dikusarov
Russia
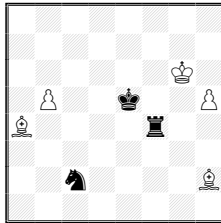
3278. S. Luce &
A. Bienabe – Francia
Dedicated to V. Rallo
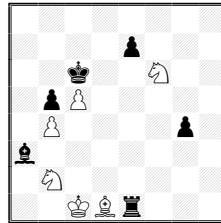
3279. K. R. Chandra-
sekaran - India

H≠3 (4+2) C+
b) ♔b3-e2

H≠3 (5+3) C+
b) ♘c2-e6
c) ♔e4-b4

H≠3 (6+6) C+
2 sol.
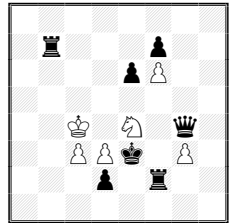
H≠3 (6+7) C+
2 sol.

3280. Z. Nikolic
Serbia
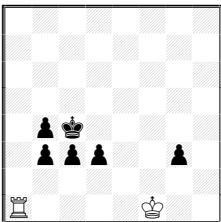
3281. M. Rimkus
Lituania
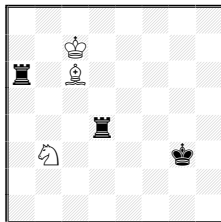
3282. M. Rimkus
Lituania
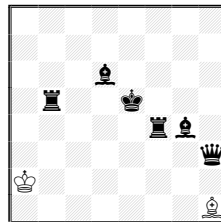
3283. N. Zujev
Lituania

H≠4 (2+6) C+
b) ♟b4-b5

H≠4,5 (3+3) C+
2 sol.

H≠5 (2+6) C+
2 sol.
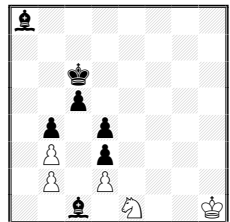
H≠5,5 (5+7) C+
1 sol.

H≠2.5/3 - **n. 3274-3279** (Judge 2014-2015: NN).
H≠n - **n. 3280-3285** (Judge 2014-2015: NN).

3284. J. Pitkanen
Finlandia
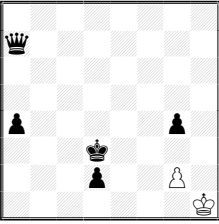
3285. A. Dikusarov
Russia
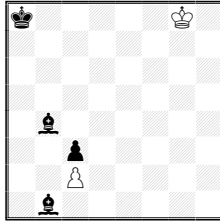
3286. S. Luce
Francia

3287. V. Kozhakin
Russia

H≠7 (2+5) C+
b) ♔d3−c1

H≠7 (2+4) C+
1 sol.
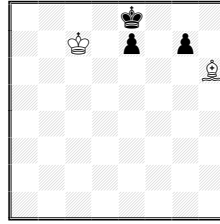
H≠3 (2+3) C+
b) ♗g7
PWC, Take&Make
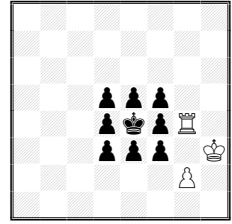
H≠2 (3+9) C+
b) ♗g2
Take&Make

3288. V. Kozhakin
Russia

3289. R. Kohring
Germania

3290. R. Kohring
Germania

3291. T. Ersek
Ungheria
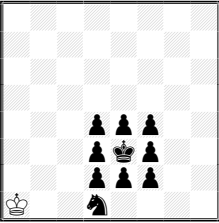
H≠2 (1+10) C+
b) ♞d1-f1
Anti-Andernach
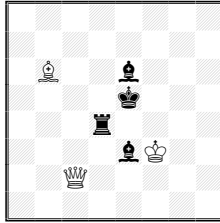
Ser-H≠6 (3+4) C+
2 sol.
Alphabet chess

S≠9 (2+5) C+
Maximum
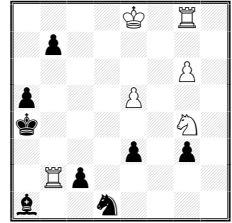
H=5 (6+8) C+
1 sol.
Circe

3292. K. Soulivy
Rep. Ceca

3293. H. Nieuwhart
Olanda

3294. M. Crucioli
Italia

3295. I. Skoba
Rep. Ceca
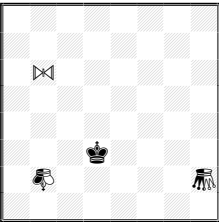
H≠2 (1+1+2) C+
↑   sol. 3.1.1.6.
↑
↑ b6 = Non-stop Equihopper, b2 = Erlking, h2 = Empress.
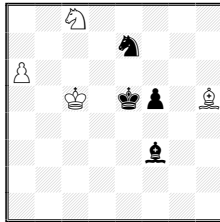
H≠2 (4+4) C+
2 sol.
KobulKings
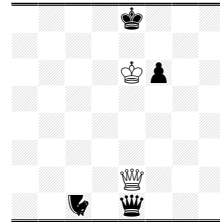
H≠1 (2+4) C+
2 sol.
Vertical cylinder
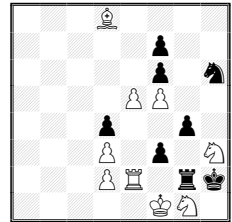
Ser-hs≠8 (9+8) C+
2 sol.

Fairies n. 3286-3303 (Judge 2014-2015: NN).

3296. A. Styopochkin
Russia

3297. E. Zimmer
Polonia

3298. R. Cassano & M. Crucioli - Italia

3299. F. Simoni
Italia

H≠4 (4+2) C+
2 sol. Köko
♘=Antelope
♝=Lions

H≠3 (5+6) C+
b) H=3
♟=Orphans
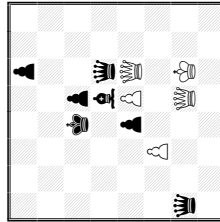
H≠2 (5+7) C+
1 sol.
♕=Nereid
◁ ◀=Marine Pawn
♖♜=Siren
♘♞=Poseidon
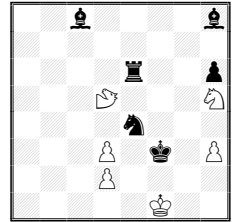
H≠2 (6+6) C+
2 sol.
♘=Marine Knight

3300. G. J. Perrone
Argentina
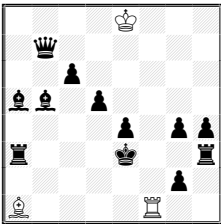
3301. V. Kotesovec
Rep. Ceca

3302. V. Agostini & M. Parrinello - Italia
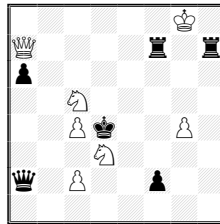
3303. C. J. Feather
Gran Bretagna

HS=4 (3+12) C+
b) ♔e8-h8

Ser-H≠21 (3+6) C+
2 sol.
♝=Kangaroo

HS≠3 (7+6) C+
b) ♕a7-d1
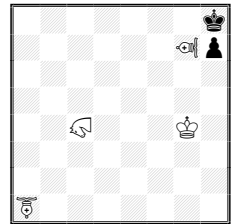
Ser-H≠33 (4+2) C+
PWC
♗=ContraBishopper
♘=Rose-Lion
♕=Nereid

Note agli inediti

Alphabet chess = Each move of either side must be by the piece occupying the first square in the order of a1, a2, a3...b1, b2, b3...c1, c2, c3... etc., which is able to make a legal move. Castling is permitted if the King has the right to make a legal alphabetical move, provided the usual other rules for that move are obeyed.

Anti-Andernach = on playing a move other than a capture, a unit changes colour. A neutral unit moved by White becomes black, and *vice versa*. Castling is allowed when a new w♖ appears on a1/h1 or a new b♜ on a8/h8. [Un pezzo cambia colore quando muove, non quando cattura. Un pezzo neutro mosso dal Bianco diventa Nero e viceversa. L'arrocco è consentito quando una nuova ♖ appare in a1/h1 o una nuova ♜ in a8/h8.]

Marine Knight = Hopper 1,2. Moves as Knight provided destination is vacant, captures an enemy on (1,2) by a leap to (2,4) – which again must be vacant.

ContraBishopper = la famiglia dei contra-hopper ha necessità di avere l'ostacolo a contatto e può cadere a qualsiasi distanza dall'ostacolo (al contrario del Grasshopper che invece cade appena dopo l'ostacolo). **[Bishopper:** a **Grasshopper** moving on Bishop-lines only.]

Empress = Rook+Knight (♖+♘)

Erlking = moves one square diagonally or orthogonally, like king, but without his King's function. [other definition: **Erlking = Vizir**+**Fers**.]

Kangaroo = moves along Queen-lines over two units of either colour to the square immediately beyond the further unit. A capture may be made on the arrival square, but the hurdles are not affected.

KobulKings = when a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if their result is self-check because of the transformation of the Kings according to KoBul rules. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if he has not already moved; however he may already have been transformed. In the case of capture by a King in AntiCirce he is reborn on his initial square and may castle. If the capture is by a King which is in the form of some Royal piece, he is reborn on the initial square of that piece.

Marine Pawn = Moves as a pawn, but captures by hopping over its enemy diagonally forward. MP may be captured en passant by an enemy Pawn or Marine Pawn and may capture en passant an enemy Pawn or Marine Pawn. The Marine Pawn can promote to Siren, Triton, Nereid, Marine Knight or to any other fairy or orthodox piece that stands on the board.

Nereid = a marine piece which moves like a Bishop but captures like a **Bishop-Locust**.

Non-stop Equihopper = hops over a hurdle symmetrically (i. e. NEg6 can over hurdle on d4 to a2). On straight lines it cannot be interrupted (in position NEg8 with hurdles on g6 and g5 it can both to g4 and g2).

Orphan: a unit which can move only when attacked by an opposing unit, whose power it then takes on. If attacked by several units, it takes on the power of each such unit, and it can transfer all assumed power(s) to another Orphan of the opposite colour. [L'Orfano è un pezzo che può muovere solo quando è sotto attacco di un pezzo nemico, dal quale esso prende il potere. Cioè se viene attaccato da una Torre, l'Orfano muove come una Torre. Ciò accade anche quando è lo stesso Orfano, una volta che ha mosso, a mettersi sotto minaccia del pezzo nemico. Ecco perché quando è vicino al Re avversario, ne prende il potere e pertanto gli dà scacco. Se l'Orfano è attaccato da diverse unità avversarie, prende il potere di tutte loro. Un Orfano può far da ponte fra due Orfani nemici, trasferendo il potere da uno all'altro.]

Poseidon = The Marine King is named "Poseidon". The Poseidon moves like a King when not capturing, and captures adjacent pieces like a Locust.

PWC = PlatzWechselCirce - A captured unit is reborn, according to **Circe** rules, on the departure square of the capturing unit. (Quando viene fatta una cattura, l'unità catturata viene piazzata nella casa del pezzo che l'ha appena catturata, in pratica scambiandosi il posto con il pezzo catturante.)

Rose-Lion = moves like a **Lion**, but only along a **Rose**'s circular path.

Siren = (0,1)+(1,1) Marine Queen: moves as a Queen but captures only as a Locust.

Take&Make = Take & Make: after any capture, the capturing unit **must** make a move that could be made by the captured unit, and this move cannot be another capture.

Vertical cylinder = a board on which the a- and h-files are joined. Any unit may cross the join as it moves.

[Thanks to Julia Vysotska site: http://juliasfairies.com/fairy-terms/]

Soluzioni Inediti

Fascicolo n. 71

Commenti degli autori e del redattore.

3248. (≠2, Andreï Dikusarov)
6QK/6p1/8/1p2p1RN/4kP2/r2nP2R/8/3N3b
1.♕a2! tempo 1…♖~ 2.♘c3≠ 1…♖b3 2.♕a8≠ 1…♖a8+ 2.♕xa8≠ 1…♘~ 2.♕f2≠ 1…♗g2
2.♕xg2≠ 1…♗f3 2.♘g3≠ 1…b4 2.♕c4≠ 1…g6 2.♘f6≠ 1…exf4 2.♕d5≠

3249. (≠2, Andreï Dikusarov)
1B1rN1nR/7r/3pp3/3PP1Q1/2B1k3/2K2p1/5bP1/3R4
1.dxe6! [2.♗d5≠] 1…d5 2.♗d3≠ 1…♗e1+ 2.♖xe1≠ 1…♗d4+ 2.♖xd4≠ 1…dxe5 2.♕xe5≠
1…♖c8 2.♘xd6≠ 1…♘e7/♘f6 2.♘(x)f6≠ 1…♖c7 2.♖h4≠

3250. (≠2, Nikolaj Zujev)
8/KNkp4/2p5/3P4/8/8/2Q5
1…c5 2.♕xc5≠ 1…d6 2.♕xc6≠ 1.♕c2? tempo, ma 1…♔c8! 1.♕c3? tempo, ma 1…♔c8!
1.♕c4? tempo, ma 1…♔c8! 1.♕c5? tempo, ma 1…♔c8! 1.♕g5! [2.♕d8≠] 1…cxd5 2.♕c1≠

3251. (≠2, Giuseppe Sardella)
4b3/8/K1BB4/1p6/kN1N4/2QPb3/P1Pn4/8
1.♘d5! [2.♘b6≠ 2.♕a3≠ 2.♕b4≠ 2.♕a5≠] 1…♘xc6 2.♕a3≠ 1…♘xc2 2.♕a5≠ 1…♘4b3
2.♕b4≠ Riduzione di minacce multiple.

3252. (≠2, Daniel Wirajaya)
1b6/2p1R2K/R2P1PB1/3kN2p/5r2/NP1qB3/3Q4/1b6
1…cxd6 2.♖a5≠ A 1…♖e4 2.♗f7≠ B 1…♖c4 2.bxc4≠   1.♘ec4! [2.♖e5≠] 1…cxd6
2.♕a5≠ C 1…♖e4 2.♗xe4≠ D 1…♖f5 2.♗f7≠ B 1…♖xc4 2.bxc4≠ Matti cambiati.

3253. (≠2, Zoltán Labai)
3N4/4p1K1/R2PB3/2p1k1B1/1P1Pp3/1ppR4/2P2P1b/Q5Nr
1.♕xc3? A [2.♕xc5≠]
1…c4 a 2.♕xd4≠ 1…dxc3 b 2.♖d5≠ B 1…e3 c 2.♖xe3≠ D 1…exd3 2.♕e1≠ ma 1…exd6!
1.♖e3? D [2.♘f3≠ E] 1…dxe3 2.♕xc3≠ A 1…♗xg1 2.f4≠ ma 1…♖xg1!
1.♖f3? [2.♖f5≠] 1…exf3 2.♕e1≠ C 1…♗f4 2.♗xf4≠ 1…d3 2.♕xc3≠ ma 1…e3!
1.♖xc3? [2.♖xc5≠] 1…c4 a 2.♕a5≠ F 1…dxc3 b 2.♕xc3≠ A 1…e3 c 2.♖xe3≠ D ma
1…exd6! 1.♖xd4! [2.♖d5≠] 1…e3 c 2.♘f3≠ E 1…cxd4 2.♕a5≠ F 1…♔xd4 2.♘c6≠

3254. (≠3, Efrén Petite +)
8/3P3p/4BP1R/Q3PPBp/3K1PkP/6P1/6R1/n5N1
1.♕a2! [2.♕e2≠] 1…♘c2+ 2.♖xc2 ♔xg3 3.♖g2≠ 1…♘b3+ 2.♗xb3 ♔xf5 3.♗e6≠

3255. (≠3, Vladimir Alexandrov)
4b3/3pr3/4Rpp1/1pk1N1p1/2p4b/2B2Q2/Bn3PK1/8
1.♖a6! [2.♕e3+ ♔d5 3.♕d4≠]
1…♘d1 2.♘d3+ cxd3 3.♕d5≠ 1…♗xf2 2.♕xf2+ ♔d5 3.♕d4≠
1…♖xe5 2.♕xf6 [3.♕d6‡] ♖d5 3.♕b6≠ 2…♖e6 3.♕d4≠ 2…♔d5 3.♕xe5≠ 2…b4 3.♖a5≠
1…d6 2.♖c6+ ♗xc6 3.♕xc6≠ 1…fxe5 2.♕b4+ ♔xb4 3.♕a3≠ 2…♔d4 3.♖d6≠

3256. (S≠3, Jorma Pitkanen)
1Q6/8/k7/8/1R5p/ppPB3P/rbb4K
1.♔g1! tempo 1…♗xc2 2.♕c8+ ♔a7 3.♗e3+ ♗xe3≠ 1…♗xd2 2.♖a3+ ♗a5 3.♔h1 ♗xc2≠

3257. (S≠3, Steven B. Dowd)
R7/bp6/kp6/3N4/1BKp4/1Q1N4/8/8
1…b5≠ 1.♗a3! [2.♗b4 b5≠]
1…♔a5 2.♕a4+ ♔xa4 3.♗b4 b5≠ 1…b5+ 2.♔b4 b6 3.♘c5+ bxc5≠ Matto apparente.

3258. (H≠2, Pietro Luciano Placanico)
8/1bpp4/7R/1pp1N3/4kp2/2K5/8/8
1.♔e3 ♖e6 2.♗f3 ♘g4≠ 1.♔d5 ♘g6 2.♔c6 ♘e7≠

3259. (H≠2, Mikola Kuligin)
5b1K/8/3p3p/7r/N7/kp2B3/N7/7r
1.♖a1 ♗c1+ 2.♔xa2 ♘c3≠ 1.♖a5 ♗c5+ 2.♔xa4 ♘c3≠ 1.d5 ♘2c3 2.♗c5 ♗xc5≠

3260. (H≠2, Andreï Dikusarov)
8/8/3p4/8/K1Bk3P/Q1p5/nr6/8
1.♖e2 ♗d3 2.♖e3 ♕xd6≠ 1.♖b5 ♕c1 2.♖c5 ♕f4≠ 1.♖b6 ♕xc3+ 2.♔c5 ♗xa2≠
1.♔e5 ♕c5+ 2.♔f6 ♕g5≠ 1.c2 ♕xd6+ 2.♔c3 ♕d3≠

3261. (H≠2, Andreï Dikusarov)
3K8/4p3/6P1/2Bp2k1/R5Pp/3p1qn1/8/8
1.♕f5 ♔xe7 2.♕xg6 ♗e3≠ 1.♔f6 ♗d4+ 2.♔e6 ♖a6≠
1.h3 ♖f4 2.♔h4 ♗xe7≠ 1.e5 ♗b4 2.♔f4 ♗d2≠

3262. (H≠2, Andreï Dikusarov)
6nb/5p2/4k3/5r2/8/3r4/1R5B/K7
a) 1.♖c3 ♖d2 2.♘e7 ♖d6≠ b) 1.♘f6 ♖b7 2.♖dd5 ♖e7≠ c) 1.♖f6 ♖b5 2.♖d7 ♖e5≠

3263. (H≠2, Fabio Magini)
8/8/bP4N1/5q2/3nkbP1/3N2P1/2r3P1/5KB1
1.♘e2 ♗c5 2.♕d5 ♘f2≠ 1.♗e5+ ♘gf4 2.♖e2 ♘c5≠ 1.♕d5 ♘ge5 2.♘f3 gxf3≠

3264. (H≠2, Nikolaj Zujev)
8/8/8/8/R7/2bP4/K1k3N1
1.♗d1 ♘f3 2.♔c2 ♖c3≠ 1.♔xd2 ♖d3+ 2.♔c1 ♘e2≠

3265. (H≠2, Jean-François Carf)
6K1/7R/4ppk1/3r1b2/4PP1b/7P/6pr/8
1.♗g5 h4 2.♗h3 h5≠ 1.♗g4 hxg4 2.♖h5 gxh5≠

3266. (H≠2, K. R. Chandrasekaran)
4bb2/1p1B4/pP1p4/2k5/4R3/2B2K2/PP6/4q3
1.♕d2 ♗a5 2.♕d5 b4≠ 1.♗f7 ♗xe1 2.♗d5 ♗f2≠ 1.d5 ♖a4 2.♗d6 ♗d4≠
1.a5 ♗d4+ 2.♔b4 ♗e3≠ 1.♔d5 ♖d4+ 2.♔e5 ♖d2≠

Three self-blocks in the same square d5 are shown in three solutions. Bishop-Rook battery with closure of the queen line is shown in two solutions. Anti-critical play and interchange of white first and second moves are also shown (Author).

3267. (H≠2, Jean Carf)
8/6K1/8/1n6/3N4/2BpkP1n/8/b5N1
1.♘f4 ♗e1 2.♘c3 ♘f5≠ 1.♘f2 ♘b3 2.♘d4 ♗d2≠

3268. (H≠2, Jean Carf)
3B4/3k4/2R3N1/K3P3/2p5/8/8/8
1.♔xd8 e6 2.♔e8 ♖c8≠ 1.♔xc6 ♘e7+ 2.♔c5 ♗b6≠
Semplice miniatura con Zilahi.

3269. (H≠2, Pier Giorgio Soranzo)
8/8/7r/3B4/6rb/3K1N1k/7p/8
1.♗g3 ♘e1 2.♖hh4 ♗g2≠ 1.♗g2 ♘e4 2.♗g3 ♗f5≠

3270. (H≠2, Pier Giorgio Soranzo)
8/1q2R3/8/2k5/K7/8/3N3B/2r5
1.♕d5 ♘c4 2.♔c6 ♖c7≠ 1.♔d5 ♖e6 2.♔c5 ♖d6≠

3271. (H≠2, Eligiusz Zimmer)
4b3/5q2/5pr1/3R3P/7k/5P2/6PP/5n1K
1.♘xh2 ♔xh2 2.♖h6 g3≠ 1.♖xg2 ♔xg2 2.♘g3 hxg3≠
1.♖h6 ♖g5 2.♖xh5 ♖g4≠ 1.♕h7 g4 2.♕xh5 ♖xh5≠ Zilahi, sacrifici neri, HOTF.

3272. (H≠2, Gabriele Brunori)
1Nn5/r1p1q/1pP1K3/1bk5/1r6/4P3/1P1N4/8
a) 1.♖a3 bxa3 2.♖c4 ♘b3≠ b) 1.♖aa4 bxa4 2.♗xc6 ♘a6≠
c) 1.♘d6 g6 2.♘c4 ♘e4≠ d) 1.♘e7 f7 2.♘xc6 ♘d7≠ HOTF con gemelli coerenti.

3273. (H≠2, Mihajlo Milanovic)
Q4B2/8/2P3K1/2PPp3/2Pkp3/p1ppp3/B3n3/b4q2
1.♕h3 ♕d8 2.♕e6+ dxe6≠ 1.♕xf8 ♕a7 2.♕d6+ cxd6≠ 1.♕b1 ♕a4 2.♕b5 cxb5≠
Formazione di batterie bianche ♕♗ con 3 sacrifici della Donna nera. Ottimo.

3274. (H≠2.5, Vito Rallo)
8/4p3/2K5/8/4k3/5p2/2N2R2/8
a) 1…♖xf3 2.♔e5 ♖f5+ 3.♔e6 ♘d4≠ b) 1…♘d4 2.♔e3 ♔d5 3.d2 ♖xf3≠
Scambio della 1ª e 3ª mossa.

3275. (H≠3, Zoran Nikolic)
8/8/2r5/4k3/3r4/2n5/1R1N4/K7
a) 1.♖cc4 ♘b3 2.♔e4 ♖e2+ 3.♔d3 ♘c1≠
b) 1.♖f5 ♖b6 2.♖df4 ♖d6 3.♔e4 ♘c4≠
c) 1.♖e6 ♖f2 2.♖dd6 ♖f4 3.♔d5 ♘d3≠

3276. (H≠3, Andreï Dikusarov)
8/2B5/3rB3/4k3/8/1K6/3P4/8
a) 1.♔d4 ♗c4 2.♔c5 ♔c3 3.♖c6 d4≠ b) 1.♔e4 ♗b6 2.♖d5 ♗e3 3.♔e5 d3≠

3277. (H≠3, Andreï Dikusarov)
8/8/6K1/1P2k2P/B4r2/8/2n4B/8
a) 1.♘e3 ♗g1 2.♖e4 ♗d1 3.♔f4 ♗h2≠
b) 1.♔e4 h6 2.♖f6+ ♔h5 3.♔f5 ♗c2≠
c) 1.♔a5 ♗b3 2.♖a4 ♗c4 3.♘b4 ♗c7≠

3278. (H≠3, Sébastien Luce, Alain Bienabe)
Dedicated to Vito Rallo
8/4p3/2k2N2/1pP5/1P4p1/b7/1N6/2KBr3
1.♗xb2+ ♔d2 2.♗e5 ♗b3 3.♗c7 ♗d5≠ 1.♖xd1+ ♔c2 2.♖d7 ♘c4 3.♖c7 ♘a5≠
Zilahi, autoblocco in c7 di due pezzi diversi con matto modello.

3279. (H≠3, K. R. Chandrasekaran)
8/1r3p2/4pP2/8/2K1N1q1/2PPk1P1/3p1r2/8
1.♖e7 fxe7 2.♕e2 ♘f6 3.♖f3 ♘g4≠ 1.♖b4+ cxb4 2.♕f3 ♘c3 3.♖e2 ♘d1≠
The critical squares c3 and f6 are vacated by rook sacrifices.The second move of black unpins
white knight. The black queen and rook occupy e2 and f3 in different order (Author).

3280. (H≠4, Zoran Nikolic)
8/8/8/8/1pk5/1ppp2p1/8/R4K2
a) 1.c2 ♔g2 2.c1=♕ ♔f3 3.♕g5 ♔e4 4.♕b5 ♖c1≠
b) 1.d2 ♔e2 2.d1=♖ ♔e3 3.♖d5 ♖d1 4.♖c5 ♖d4≠

3281. (H≠4.5, Mechislovas Rimkus)
8/2K5/r1B5/3r4/1N4k1/8/8
1…♘c1 2.♖e4 ♔d6 3.♔f4 ♔c5 4.♔e5 ♗d7 5.♖f6 ♘d3≠
1…♘d2 2.♖g4 ♔d6 3.♔h4 ♔e5 4.♔g5 ♗e8 5.♖h6 ♘f3≠
Matti ideali a eco.

3282. (H≠5, Mechislovas Rimkus)
8/8/3b4/1r2k3/5rb1/7q/K7/7B
1.♗f3 ♗g2 2.♔e4 ♗f1 3.♖e5 ♔b3 4.♗c5 ♔c4 5.♗e3 ♗d3≠
1.♔e6 ♗f3 2.♖g5 ♔b3 3.♖f6 ♔c4 4.♔f5 ♔d5 5.♗f4 ♗e4≠
Matti modello a eco.

3283. (H≠5.5, Nikolaj Zujev)
b7/8/2k5/2p5/1p1p4/1P1P4/1P1P4/2b1N2K
1…♘xd3 2.c4 ♘xb4+ 3.♔c5+ ♘d5 4.♗c6 d3 5.♗f4 bxc4 6.♗d6 b4≠
È necessaria una promozione pregressa (♗c1).

3284. (H≠7, Jorma Pitkanen)
8/q7/8/8/p5p1/3k4/3p2P1/7K
a) 1.♔e4 ♔h2 2.♔f5 ♔g3 3.♔g6 ♔xg4 4.♔h6 ♔f5 5.d1=♗ ♔f6 6.♗h5 g4 7.♕h7 g5≠
b) 1.♕e7 g3 2.♕h4+ gxh4 3.a3 h5 4.a2 h6 5.a1=♖ h7 6.♖a2 h8=♕ 7.♖c2 ♕a1≠
Peccato che ci siano solo 3 promozioni. Le due soluzioni per quanto interessanti sono leggermente disomogenee.

3285. (H≠7, Andreï Dikusarov)
k5K1/8/8/8/1b6/2p5/2P5/1b6
1.♗a2+ ♔h8! 2.♗b3 cxb3 3.♗c5 b4 4.c2 bxc5 5.c1=♖ c6 6.♖a1 c7 7.♖a7 c8=♕≠

3286. (H≠3, Sébastien Luce)
4k3/2K1p1p1/7B/8/8/8/8/8
a) 1.♔f7 ♗xg7(♗g6;h6)+ 2.♔f8 ♗f7 3.♔xf7(♔e8;♗f8) ♗xh6(♗h5;f8)≠
b) 1.♗xh6(♗g5;♗g7) ♗f6 2.exf6(g7;♗e7) ♗f8 3.♗e7 ♗xg7(♗g6;f8)≠
Circuiti d'Alfiere.

3287. (H≠2, Vladimir Kozhakin)
8/8/8/3ppp2/3pkpR1/3ppp1K/6P1/8
a) 1.f2 g3 2.f1=♘ gxf4(f3)≠
b) 1.fxg2(f3) ♖g2 2.e2 ♖xe2(♖e1)≠

3288. (H≠2, Vladimir Kozhakin)
8/8/8/3ppp2/3pkp2/3ppp2/K2n4
a) 1.f1=♕(W) ♕xd1 2.e1=♗(W) ♕xd2≠
b) 1.d1=♕(W) ♕xf1 2.e1=♗(W) ♕xf2≠

3289. (Ser-H≠6, Rolf Kohring)
8/8/1B2b3/4k3/3r4/4bK2/2Q5/8
1.♖g4 2.♗h6 3.♔f6 4.♗f7 5.♔g5 6.♗h5 ♗d8≠
1.♖e4 2.♗xb6 3.♗d8 4.♗f6 5.♖d4 6.♖d6 ♕e4≠

3290. (S≠9, Rolf Kohring)

8/b7/8/2p2p2/4b3/2R5/4K3/7k

1.♔f2! ♝a8 2.♔g3 ♝g2 3.♖c1+ ♝f1 4.♖xc5 ♝a6 5.♖c2 ♝g1 6.♔h3 ♝a7 7.♖h2+ ♔g1 8.♖e2 ♝f2 9.♖e3 ♝f1≠

3291. (H=5, Tibor Ersek)

4K1R1/1p6/6P1/p3P3/k5N1/4p1p1/1Rp5/b2n4

1.♘f2 ♖xc2(c7) 2.♘xg4(♘b1) ♖xc7 3.♘xe5(e2) ♖xb7 4.♘xg6(g2) ♖b2 5.♘f4 ♖g4=

Circuito di Torre e bella manovra del Cavallo nero per arrivare a uno stallo in parte Circe.

3292. (H≠2, Kostej Soulivy)

1.♔e3 nEMxb2[+nEKc4] 2.nEMxb6[+wNEa6] nEMxc4[+nEKe2] ≠
1.♔e3 nEMxb2[+nEKd5] 2.nEMxb6[+wNEb7] nEMxd5[+nEKf3] ≠
1.♔d4 nEMxb2[+nEKc6] 2.nEMxb6[+wNEa8] nEMxc6[+nEKe4] ≠
1.♔d4 nEMxb2[+nEKe6] 2.nEMxb6[+wNEg8] nEMxe6[+nEKc4] ≠
1.♔e4 nEMxb2[+nEKd6] 2.nEMxb6[+wNEb8] nEMxd6[+nEKf4] ≠
1.♔e4 nEMxb2[+nEKf6] 2.nEMxb6[+wNEh8] nEMxf6[+nEKd4] ≠

Sixfold echo, which is probably task with this material. On the other hand, captures on b2 and b6 are in all solutions the same (what is surely a flaw), but with different replacements of captured units. Erlking moves one square diagonally or orthogonally - like king, but without his King's function. Nonstop equihopper hops over a hurdle symmetrically (i. e. NEg6 can over hurdle on d4 to a2). On straight lines it cannot be interrupted (in position NEg8 with hurdles on g6 and g5 it can both to g4 and g2) (Author).

3293. (H≠2, Hans Nieuwhart)

2N5/4n3/P7/2K1kp1B/8/5b2/8/8

1.♝c6 ♘xe7 2.♝d7 ♔d4≠ 1.♔e6 ♝xf3 2.♝♔xc8 ♝b7≠

1) 1.♝c6 ♘xe7 2.♝d7 ♔d4≠ (b♔ moves like a ♞)
2) 1.♔e6 ♝xf3 k♔xc8 ♝b7≠ (b♔ moves like a ♝ and w♔ moves like a ♘)

3294. (H≠1, Marco Crucioli)

4k3/8/4Kp2/8/8/4Q3/2s1q3

1.♕g3 ♕c8≠ 1.Ne4 ♕g8≠

Commento: 1.♕g3 ♕c8≠ (via h5, a6) [1…♕g8?]
1.Ne4 (via a2, g3) ♕g8≠ (via a6, h7) [1…♕c8?]
1.Ne5? controlla sia c8 che g8.
Due doppie schiodature della Donna bianca con duale evitato (Author).

3295. (Serie-hs≠8+1, Ivan Skoba)

3B4/5p2/5p1n/4PP2/3p2p1/3P1p1N/3PR1rk/5KN1

1.♔g3 2.♖h2 3.♖xh3 4.♖h5 5.♖xf5 6.♖xe5 7.f5 8.f4 & 1.♖g2+ fxg2≠
1.g3 2.♘g4 3.♘xe5 4.♘g4 5.♘f2 6.♘h1 7.f2 8.♖xg1+ & 1.♘xg1 g2≠

3296. (H≠4, Anatoly Styopochkin)

1.cxb1=LI ANf5 2.♔f6 ANb2 3.LIe1 LIf1 4.LIe7 ♔f2≠
1.cxd1=LI ♔e1 2.LIf1 ♔f2 3.LIf6 LIg1 4.♔g5 ♔g2≠

3297, (H≠3, Eligiusz Zimmer)

6k1/x4px1/8/8/4p3/8/3PPP2/3nKR2

a) 1.♘xf2 ♔xf2 2.♔f8 ♖a1 3.Oe7 ♖a8≠
b) 1.♘e3 fxe3 2.♔h8 ♖xf7 3.Og8 ♖xa7=

3298. (H≠2, Roberto Cassano, Marco Crucioli)
8/8/v2zZ1J1/2vwV1Z1/2j1v3/5V2/8/6z1
1.SIxe5-f4 SIexe4-e3 2.NExf3-g2 SIxc5-b5≠

3299. (H≠2, Francesco Simoni)
2b4b/8/4r2p/3O3N/4n3/3P1k1P/3P4/5K2
1.♘f6 CMc3 2.♖e2 CMxe2-g1≠ 1.♖e5 CMf6 2.♗g4 CMxg4-h2≠

In mate the white CM jumps in d4 (or e5). These squares are guarded by the b♗h8 which would avoid the mate by a move in that square, so in B1 black interferes the bishop and open a a black line. In B2 the black piece which line was opened in B1, sacrifices itself to allow the double jump of the CM in mate (Author).

3300. (hs=4, Gaspar J. Perrone)
4K3/1q6/2p5/bb1p4/4p1pp/r3k2r/6p1/B4R2
a) 1.♗h8 ♖d3 2.♖f6 ♔d4 3.♗g7 ♖he3 4.♖xc6+ ♕xg7=
b) 1.♖f8 ♗e2 2.♗f6 ♔f3 3.♖f7 ♖e4 4.♗xh4+ ♕xf7=

Indian, Grimshaw, tempo move (Author).

3301. (Serie-H≠21, Václav Kotesovec)
1.♔b4 2.KAa3 3.KAd6 4.KAc7 5.KAb8 6.KAa3 7.♔b5 8.KAa8 9.♔a5 10.KAa2 11.♔a6 12.KAa7 13.♔b7 14.KAa8 15.♔c8 16.KAd8 17.KAe8 18.♔d7 19.KAe7 20.KAf8 21.KAc8 c6≠
1.♔d2 2.KAc2 3.KAf2 4.♔e3 5.♔f4 6.♔f5 7.KAf6 8.KAf7 9.KAf4 10.♔g6 11.♔f7 12.♔e7 13.KAb4 14.KAg4 15.KAh4 16.KAd8 17.KAg5 18.♔f7 19.♔g6 20.♔f5 21.KAg6 e4≠

3302. (hs≠3, Valerio Agostini, Mario Parrinello)
6K1/Q4r1r/p7/2N5/2Pk2P1/3N4/q1P2p2/8
a) 1.♘e6+ ♔e4 2.♕xf2 ♕a5 3.♘g5+ ♕xg5≠ b) 1.♘f4+ ♔e5 2.♕d8 ♕xc2 3.♘g6+ ♕xg6≠

3303. (Serie-H≠33, Chris J. Feather)
7k/6Pp/8/8/2M3K1/8/8/C7
1…♜b2≠
1.h6 2.♔g8 3.♔f7 4.♔xg7(♜f7) 5.♔f6 6.♔xf7(♜f6) 7.♔e6 8.♔xf6(♜e6) 9.♔e5 10.♔xe6(♜e5) 11.♔d5 12.♔e4 13.♔xe5(♜e4) 14.♔d4 15.♔c3 16.♔b2 17.♔xa1(♜b2) 18.♔a2 19.♔b3 20.♔xb2(♜b3) 21.♔c3 22.♔xc4(♘c3) 23.♔xb3(♜c4) 24.♔b4 25.♔c5 26.♔xc4(♜c5) 27.♔d4 28.♔xe4(♜d4) 29.♔d3 30.♔e2 31.♔f1 32.♔g2 33.♔h1, ♔g3≠

("A complete rose 360-degree route such as b4-c2-e1-g2-h4-g6-e7-c6-b4 does make a kind of octagon, but since most rose moves are shorter than that, being blocked by the board edge or by other pieces, I don't think that it is a very helpful description. Obviously in the present problem a Contragrasshopper on 'a1' would create many cooks." Author)

Nel gioco apparente 1…Neb2≠ (Nereide va in b2). Ma il Nero deve muovere e quindi 1.h6! impedisce al Rose-Lion di controllare g8 usando come "ostacolo" il ♔ bianco; quindi 2.♔g8 diventa possibile. 30.♔e2 naturalmente è legale in quanto il Rose-Lion cattura solo i pezzi nemici oltre l'ostacolo.

Tourney announcement (Annunci di concorsi)

Alberto Armeni-70 Jubilee Tourney
Theme Valladao: en passant, castle king, promotion, in every solution.
Are request: Serie-directmate, Serie-helpmate, Serie-selfmate, Parry-series; maximum 9 moves.
Are allowed (<u>but they are not obligatory</u>) pieces and fairy conditions.
Are allowed any type of twins and/or more solutions.
The judges will appreciate mostly well known pieces and conditions.
This is a formal tourney, then will be published only the problems in award.
Send to Antonio Garofalo, via Collodi 13, 70124 Bari – Italy; perseus@bestproblems.it
All the problems have to be controllable from one of these programs: Popeye, Winchloe, Alybadix/Fairybadix. To signal with what program has been checked by the author.
Deadline: 31/12/2014. Judges: Alberto Armeni, Antonio Garofalo.

Examples:
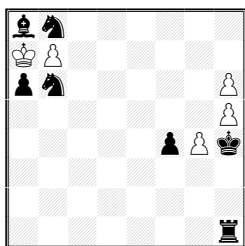
← **Alberto Armeni**
Chess Problems.ca 2011 - Commendation
Ser-H≠6 (5+7) C+
Anticirce

1.fxg3 e.p. (♟g7) 2.♚xh5 (♚e8) 3.♜xh6 (♜h8) 4.0-0 5.♚h8
6.♜g8, bxa8=♜ (♜h1≠)
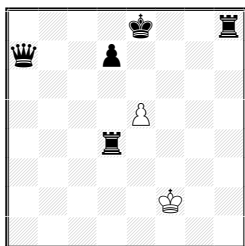
← **Alberto Armeni**
Chess Problems.ca 2013
Ser-H≠6 (2+5) C+
Parry-Series

1.♜dh4+ ♚f3 2.♜4h7 3.0-0-0+ ♚e4 4.d5+ exd6 e.p. 5.♛e7+ dxe7
6.♚h8 exf8=♛≠

Book-mate

Recentemente ho letto un interessante romanzo poliziesco di Arnaldur Indridason dal titolo: "Sfida cruciale", ambientato a Reykjavik, capitale dell'Islanda, nell'anno 1972. Fu l'anno dell'epico match Spassky-Fischer. Infatti nel romanzo il match viene nominato spesso, e anzi la fase conclusiva della storia avviene nel palazzetto dove si svolgevano le partite. Per buona parte del libro i due investigatori sospettano che l'assassinio di un giovane, in un cinema, possa essere legato proprio al match, in quanto il o gli assassini sembravano essere stranieri e in quei giorni c'erano tanti stranieri a Reykjavik, soprattutto russi e americani. Sembrava che potesse essere una faccenda spionistica, come se il giovane avesse sentito qualcosa che non doveva sentire.

In effetti il ragazzo aveva l'abitudine di registrare su nastro – vi ricordate i vecchi registratori a nastro? – il sonoro dei films. Casualmente aveva registrato una conversazione fra due tizi, nella sala di un cinema. Conversazione in inglese, probabilmente, e chissà se il povero ragazzo conosceva la lingua? Non è dato saperlo, ma i due assassini o uno di essi, senza alcuna remora, lo fanno fuori. È lecito da parte dei due investigatori sospettare che sia una faccenda spionistica, in quell'epoca di guerra fredda.

Gli scacchi c'entrano nella storia perché c'era il sospetto che i russi volesero uccidere Fischer, visto l'andamento del match. Oppure che tutto il match fosse manipolato. Infatti ci fu una partita, la terza, che fu giocata nella sala del ping-pong, senza pubblico e cineprese. Perché? Tutti ricordano le bizze fatte da Fischer. Ma se fosse stato vero che misteriose tecnologie disturbassero il campione americano? Non dico altro, per non rivelare il finale, nel caso che qualcuno dei lettori voglia leggere questo libro.

Italy – Israel Friendly Match
in Chess Problem Composition - Announcement

We are delighted to announce the friendly match between our countries. The match will be in three sections:
A) Mate in 2 moves; B) Helpmate in 2.5 or 3 moves; C) Fairy problems

Tourney organizers and country captains:
Antonio Garopalo – Italy
Evgeny Bourd & Shaul Shamir – Israel
The tourney director will be Julia Vysotska - Latvia

Each country will be represented by 6 problems in each section. Each composer can compose, as a single author, no more than 3 problems in one section. In cases of multiple authorship the contributing values of each composer will be according to the number of authors. Thus, for problems with 2 authors each is accounted for half a problem, for 3 authors each is accounted for one third, etc. This means that a composer can participate in more than 3 problems in cases of multiple authorship.

All problems will be ranked by the judges, from 1st to 12th place. The points will be given as follows:
1st Place = 14 points; 2nd place = 12 points; 3rd place = 10 points; 4th place = 9 points; 5th place = 8 points… 12th place = 1 point.

The country accumulating the most points in a certain section will be the winner of that section. The overall winner will be determined by combining the points of all three sections.

Each country, through the captains, will send the problems that represent it to the tourney director until December 31, 2014. The tourney director will send the problems, anonymously, to the judges. Thus, each judge will receive 12 anonymous problems ordered, as done in WCCT, initially according to the WK position.

The tourney director will also send the all problems, again anonymously, to the team captains. This will allow each country to examine the problems of the other country. Each country can send comments concerning originality, legality, or on the correctness of the solution provided (e.g. duals, multiple refutations to tries). No comments on thematic issues can be sent as this is the concern of the judges. Comments can be sent to the tourney director until March 31, 2015.

Intended end of judgment period is end of June, 2015 and announcement of the result should be in July 2015.
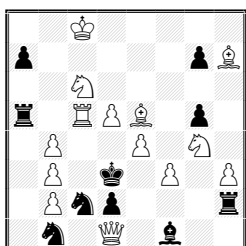
Wishing success to everyone

Shaul Shamir, Evgeny Bourd, Antonio Garofalo

A) Mate in 2 moves. Judge: Claude Wiedenhoff, France

Theme: in at least two phases different threat mates are given at the square vacated by the key piece. Showing the theme in multiple solutions is acceptable. In the example the key piece is ♗e5 and the threats are 2.♘ge5≠, 2.♘ce5≠, 2.e5≠

Example:

← **Claude Wiedenhoff** - Original

≠2 (14+10) C+

1.♗d4? threat: 2.♘ge5≠ but 1...♗xh3!
1.♗c3? threat: 2.♘ce5≠ but 1...♖xc5!
1.♗xg7! threat: 2.e5≠
1...♘c3 2.♖xc3≠
1...♘e3 2.♘ge5≠
1...♘d4 2.♘ce5≠
1...♖e2 2.♕xc2≠
1...♖xh3 2.♕xf1≠

B) Helpmate in 2.5 or 3 moves. Judge: Christopher Jones, UK

Theme: in the diagram position a black piece X stands on square A where it interferes with a black piece Y. In the course of the solution X moves away from square A and then returns to it. Y does not move. In the mate position, Y would prevent the mate were it not for its being interfered with by X. Square A is not adjacent to the b♚ in the mate position. In the second and any further solutions, the theme can be shown using either the same or other pieces. Anticipatory interferences lines are permitted.

Example:
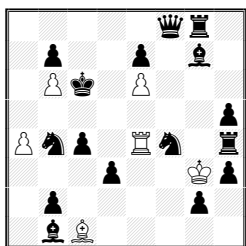
← **Christopher J. A. Jones** - ID 441669

2nd Comm. *Die Schwalbe* 2009

H≠3 b)♗b1-d5 (6+16) C+

a) 1.♘g6 ♗f4 2.♘d5 ♗c7 3.♘gf4 ♖xc4≠
b) 1.♘xe6 ♖f4 2.♔c5 ♖f6 3.♘f4 ♗e3≠

C) Fairy. Judge: Juraj Lörinc, Slovakia

Genre: Mate in 3 moves with at least one of Chinese pieces Pao, Vao, Leo, or Nao. Any numbers of fairy pieces of these types are allowed, but no other fairy pieces or fairy conditions.

Theme: The same white Chinese piece makes at least 3 different 2nd moves (attacks). The 2nd move of a threat can be counted as thematical. The thematic play can be shown between set play and/or tries and/or solution(s). For example, it is possible to have the single thematic 2nd move in each of three phases, or in 1+2 style etc. It is possible to use any number of the listed Chinese pieces for any purposes in the problems - for blocking, cook-stopping, guarding, etc.

Definitions:

Leo: without capturing moves as a Queen, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Pao: without capturing moves as a Rook, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Vao: without capturing moves as a Bishop, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Nao: without capturing moves as a regular Nightrider, but captures (and checks) by hopping over any piece and landing on any square beyond it to make the capture.

Examples:
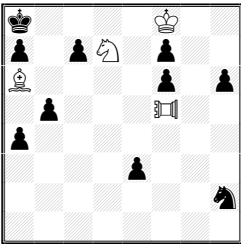
← **Zdeněk Mach** – ID 63185
The Fairy Chess Review 1938
≠3 (4+10) C+
▣=Pao

1.PAf4! [2.PAb4 [3.♗b7≠]]
1...c5 2.PAxf7 [3.♗b7≠]
1...b4 2.PAxa4 [3.♗c8≠]

Economical position contains single white Pao who makes exactly three quiet attacks, with three model mates.
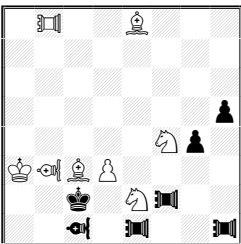
← **Juraj Lorinc** – ID 367331
Jubilee E. Manolas-60 2010 – 4ᵗʰ Comm.
≠3 (8+7) C+
◁ ◀=Vao ▣ ▦=Pao

1.♗a4! [2.VAf7+ ♚b1 3.VAg6≠]
1…PAhg1 2.Vg8+ ♚b1 3.Vh7≠
1…PAg2 2.Ve6+ ♚b1 3.Vf5≠
1…PAeg1 2.Vd5+ ♚b1 3.Ve4≠

Thematical Vaos with emphasis on the analogy of variations. The guard-unguard by black Paos is answered by Siers battery play with white Vao as front piece.

← **Brian D. Stephenson** - ID 392791
The Problemist 1990
≠3 (13+12) C+
◧=Vao, ▨▥=Leo, ▥▦=Pao

1.Paf4! [2.LEf6+ gxf6 3.PAxf6≠]
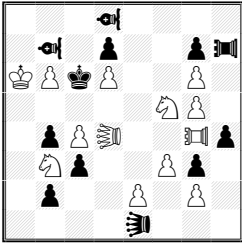1…PAh6 2.LEd1 [3.♘fd4≠] LEd2 3.♘e7≠
1…Vf6 2.LEg1 [3.♘bd4≠] LEf2 3.♘a5≠

While the threat is ordinary, the two variation attacks show specific Chinese strategy: "Leo moves into position so that White can activate its line as indirect antibattery in the variation threat. Black moves onto the line, counting upon the line deactivation by the variation threat, but this means line is already activated and White can play differently"
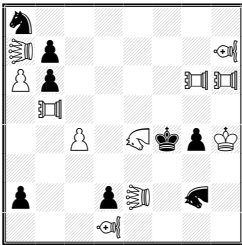
← **Ladislav Salai jr. & Michal Dragoun** – ID 455804
Šachová skladba 2013
≠3 (11+8) C+
◔◆=Nao, ◧=Vao, ▨=Leo, ▥=Pao
1.Pab4! tempo
1…NAe1 2.NAg3+ ♚e5 3.LEh2≠
1…g3 2.NAg5+ ♚e5 3.LEh5≠
1…b5 2.NAc5+ ♚e5 3.LE×b5≠
1…b×a6 2.NAf6+ ♚e5 3.LEg7≠
1…a1=~ 2.NAc3+ ♚e5 3.LE×a1≠
1…♘c7 2.NAd6+ ♚e5 3.LE×c7≠

The final example by Czechoslovak duo (recently very active in the genre of fairy ≠3) has the fourth Chinese piece in the main role. After unexpected zugzwang NAe4 makes six different moves with unified aim of providing the hurdle for further checkmate by white leos.

Marco Bonavoglia-60 Jubilee Tourney Award

Participants (alphabetical order):
Allan Bell, Michel Caillaud, Bernd Graefrath, Tim Halbacher, Jorge J. Lois,
René J. Millour, Per Olin, Roberto Osorio, Paul Raican.

The theme required **proof games** with **multisolutions and/or twins**, showing **bicolor strategy**. I received 14 problems in anonimous format from the director Antonio Garofalo (many thanks to him!); not so many but the theme was a difficult one, and my congratulations to all the authors that managed to overcome the difficulties.
Before the real award, some words about the problems that didn't make it; I hope the problems could be improved, some of the ideas were interesting.

- (SPG 3.0 b) h5 in g4) Too small and nothing really new. The twin gives away the solution.
- (SPG 4.0 b) magic square f4) the twin is half move shorter and I believe with the same idea it should be possible to do something more interesting.
- (SPG 3.0 PWC) too small and with only one move different. Using PWC helps the realization of the theme, but could be used for a bigger problem.
- (SPG 4.0 Hypervolage and Annan) the mechanism shown in a) has already been used (in Andernach Chess) and the difference in length does not help.
- (SPG 9.0 Haan Chess b) –Pe2 spg 9.5) It is the same idea of the first example in the announcement and in my opinion a twin that changes the number of moves is acceptable only if nothing else is changed. I also don't like when the condition is basically used as a cook stopper.

I kept in the Award most of the originals (9 out of 14). I'm really satisfied with the quality of the prizes and the different ways in which the theme was achieved.
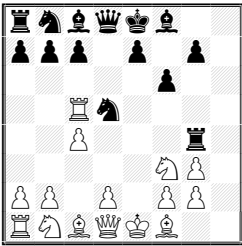
←1st Prize: Michel Caillaud - *M. Bonavoglia 60 JT*
rnbqkb2/ppp1p1p1/5p2/2Rn4/2P3r1/5NP1/PP1P1PP1/RNBQKB2
SPG 12,5 (15+14) C+ - 2 sol.
1.c4 d5 2.♕c2 d4 3.♕xh7 d3 4.♔d1 dxe2 5.♔c2 e1=♕ 6.♘f3 ♕e5
7.♔d1 ♕g3 8.♕c2 ♖h4 9.hxg3 ♖g4 10.♖h5 ♘f6 11.♖c5 ♘d5
12.♔e1 f6 13.♕d1
1.e4 ♘f6 2.e5 ♘d5 3.e6 f6 4.exd7 ♔f7 5.♘f3 ♕e8 6.d8=♕ h5
7.♕d6 h4 8.♕g3 hxg3 9.hxg3 ♕d8 10.♖h4 ♔e8 11.♖c4 ♖h4
12.♖c5 ♖g4 13.c4

Two completely different PGs lead to the same position with the same effects of W&B Ceriani Queens being captured on the same square (in itself a difficult task) and two double switchbacks of King and Queen. A wonderful problem!
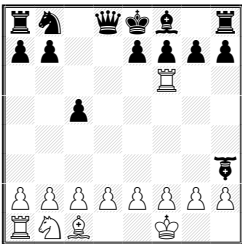
**← 2nd Prize: René J. Millour** - *M. Bonavoglia 60 JT*
SPG Alice 10,0 (13+14) - b) w♕f6
1.♘f3→B ♘f6→B 2.♘e5→A ♖g8→B 3.♘xd7→B ♖g1→A
4.♘e5→A ♖xf1→B 5.♘f3→B ♖xf3→A 6.0-0→B c6→B
7.♕h1→B c5→A 8.♕h3→A ♖xh3→B 9.♖xf6→A ♖h8→B
10.♔f1→A ♗h3→B.
b) 1.♘f3→B c6→B 2.♘e5→A ♕b6→B 3.♘xd7→B ♕g1→A
4.♘e5→A ♕xf1→B 5.♘f3→B ♕xf3→A 6.0-0→B ♘f6→B
7.♖xf6→A ♕xf6→B 8.♕f1→B ♕d8→B 9.♕f6→A c5→A
10.♔f1→A ♗h3→B.

Very good idea and also a nice Forsberg twin. Change of functions between Black Rook and Queen (performing a rundlauf) and between white Queen and Rook (one sacrificed and the other ending in 'f6'). White play is similar in both solutions, but the author managed to have a smooth and interesting interplay. I still wonder why the problem doesn't stop at move 9.0 since the last two moves don't seem to add anything to the problem, but this is the author choice.
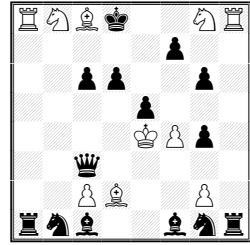
3rd Prize: Per Olin - *M. Bonavoglia 60 JT*
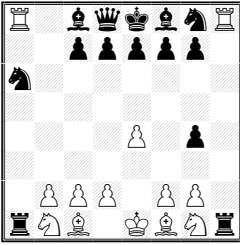
**A**
SPG 8.5
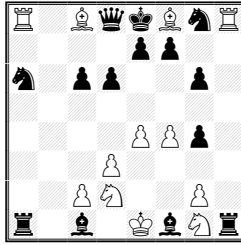
B
A→B SPG 8.5

C
B→C = SPG 13.0

The idea is not new but here is done three times (the only entry with the theme in triplicate) thanks to the clever use of the a=>b as twinning device. I'm sure the author struggled to keep the WB in f8 in the final position, which is the only (small) flaw. [C+ Popeye by Author]

a) 1.e4 h5 2.♕g4 hxg4 3.h3 ♖xh3 4.a3 ♖xa3 5.♖h8 ♖h3 6.♖xa7 ♖h1 7.♖xb7 ♖a1 8.♖a7 ♘a6 9.♖a8

b) 1. - d6 2.♗c4 ♗d7 3.♗e6 ♗b5 4.♗c8 ♗f1 5.d3 g6 6.♗h6 ♗g7 7.f4 ♗xb2 8.♗f8 ♗c1 9.♘d2 c6

c) 1.♘gf3 ♘f6 2.♘e5 ♘xe4 3.♘d7 ♘c3 4.♘e4 ♕a5 5.♘f6+ ♔d8 6.♘g8 ♘c5 7.♗g7 ♘b1+ 8.♗c3 e5 9.♗d2 ♕c3 10.♔f2 ♘xd3+ 11.♔e3 ♘e1+ 12.♔e4 ♘f3 13.♘b8 ♘g1
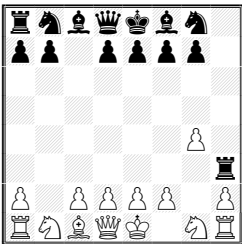
← **1st Hon. Mention: Michel Caillaud -** *M. Bonavoglia 60 JT*
rnbqkbn1/pp1pppp1/8/8/6P1/7r/P1PPPP1P/RNBQK1NR
SPG 6.0 (14+14) C+ 2 sol.

1.g4 c5 2.♗g2 c4 3.♗e4 c3 4.♗xh7 cxb2 5.♗xb2 ♖xh7 6.♗c1 ♖h3
1.b4 h5 2.b5 h4 3.b6 h3 4.bxc7 ♕xc7 5.g4 ♕d8 6.♗xh3 ♖xh3

The theme is realized by the w♗ and b♕ performing a switchback and even better by White 'b' pawn and Black 'c'. The only common move in the two solutions is White 'g2-g4'!
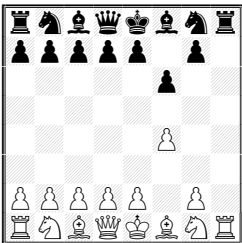
← **2nd Hon. Mention: Jorge J. Lois & Roberto Osorio**
M. Bonavoglia 60 JT
rnbqkbnr/ppppp1p1/5p2/8/5P2/8/PPPPP1P1/RNBQKBNR
SPG 5.0 (15+15) C+

1.f4 h5 2.♘f3 h4 3.♘xh4 f6 4.♘f3 ♖xh2 5.♘g1 ♖h8
1.h4 ♘f6 2.h5 ♘xh5 3.f4 ♘f6 4.♖xh7 ♘g8 5.♖h1 f6

Perfectly thematic with a double rundlauf in both solutions. The Knights task is to capture the 'h' pawn while the Rooks make a switchback.
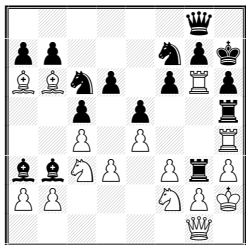
←**Special Hon. Mention: Allan Bell -** *M. Bonavoglia 60 JT*
6q1/pp3npk/BBnp1pRp/2p1p2r/2P1P2R/bbNP1PrP/PP3NPK/6Q1
SPG 24.5 (16+16) C-
a)
1.e4 *e5* 2.♗a6 *♗a3* 3.d3 *d6* 4.♗e3 *♗e6* 5.♗b6 *♗b3* 6.c4 *c5*
7.♘c3 *♘c6* 8.♖c1 *♖c8* 9.♖c2 *♖c7* 10.♖e2 *♖e7* 11.♖e3 *♖e6*
12.♖h3 *♖h6* 13.♖h4 *♖h5* 14.♘h3 *♘h6* 15.O-O *O-O* 16.♖e1 *♖e8*
17.♖e3 *♖e6* 18.♖**f3** *♖**g6*** 19.♖**f6** *♖**g3*** 20.♖**g6** *f6* 21.*f3* ♘f7
22.♘*f2* h6 23.*h3* ♔h7 24.♔h2 ♕g8 25.♕*g1*
b) Black moves first
b) 1.e5 *e4* 2.♗a3 *♗a6* 3.d6 *d3* 4.♗e6 *♗e3* 5.♗b3 *♗b6* 6.c5 *c4*
7.♘c6 *♘c3* 8.♖c8 *♖c1* 9.♖c7 *♖c2* 10.♖e7 *♖e2* 11.♖e6 *♖e3*
12.♖h6 *♖h3* 13.♖h5 *♖h4* 14.♘h6 *♘h3* 15.O-O *O-O* 16.♖e8 *♖e1*
17.♖e6 *♖e3* 18.♖**f6** *♖**g3*** 19.♖**f3** *♖**g6*** 20.♖**g3** *f3* 21.*f6* ♘f2
22.♘*f7* h3 23.*h6* ♔h2 24.♔h7 ♕g1 25.♕*g8*

An original idea. The final position is completely simmetrical but black has the move, a paradox
that has been achieved by the Rooks in moves 18-20. The PG was built in such a way that the play
can be completely reversed when black is to move. I had some difficulty in placing this one,
because even if the idea is a clever one, the twin with black to move does not really add much to
the problem and the interesting strategy is confined in those three moves by the Rooks.

Commendation without order:
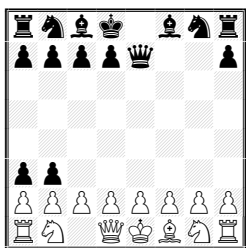
← **Commend.: Bernd Graefrath -** *M. Bonavoglia 60 JT*
rnbk1bnr/ppppq2p/8/8/pp6/PPPPPPPP/RN1QKBNR
SPG 5.0 (15+15) C+ b) ♟b3-c3
Circe antipode, Hypervolage
a) 1.d3(B) g5 2.♗xg5(c1=♕) ♕xd1(W;♕h5) 3.♗xe7(a3) ♕xe7
4.♕xf7(b3)+ ♔d8 5.♕xe7(B) d2(W)
b) 1.b3(B) f6(W) 2.♗a3 b2(W) 3.♗xe7(a3) ♘xe7(W) 4.fxg7(c3)
♕xe7 5.g8=♘(B) ♔d8

    Phoenix/Pronkin doubled for white (♕d1) and black (♘g8).
Switchback of the w♙ (d2 and b2) and White Homebase. Hypervolage clearly helps for quick
promotions and I feel that the first solution has more interest than the second: I like that in a) the
b♕e7 is actually the original w♕d1.
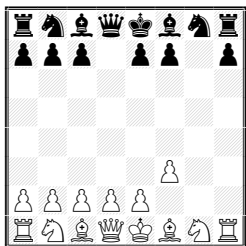
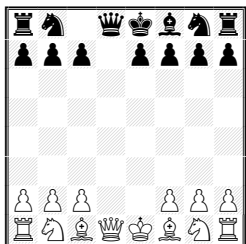← **Commend.: Michel Caillaud -** *M. Bonavoglia 60 JT*
rnbqkbnr/ppp1pp1p/8/8/5P2/PPPPP3/RNBQKBNR
SPG 6.0 (14+14) C+ b) -♟e7 Einstein
a) 1.h4 g5 2.♖h3(♗) gxh4(♘) 3.♗xd7(♖) ♘xg2(♗) 4.♖d5(♗)
♗h1(♘) 5.♗xh1(♖) ♔d7 6.f3 ♔e8
b) 1.h4 g5 2.hxg5(♘) e6 3.♘xe6(♗) ♕g5(♖) 4.♗xd7(♖) ♖xg2(♕)
5.♖d8(♗) ♕d5(♖) 6.f3 ♖xd8(♕)
Nice white and black rundlauf. The first solution has also a tempo
switchback by the black King (the only possible oscillation in
Einstein Chess).

← **Commend.: Paul Raican -** *M. Bonavoglia 60 JT*
rn1qkbnr/ppp1pppp/8/8/8/PPP2PPP/RNBQKBNR
SPG 4.0 (14+14) C+ Popeye.   Southern Chess, Sentinels
b) duplex (=horizontal mirror and change of colors)
a) **1.d2xd7+** ♔xd7 2.e2-d2 e7-d6 3.d2xd6 ♗**d7-e7(+b♟d7)** 4.d6xe7 d7xe7.
b) 1.c2-b3 **d7xd2+** 2.♗xd2 f7xb3 **3.♗d2-c2(+♙d2)** bxc2 4.d2xc2 e7-f7.
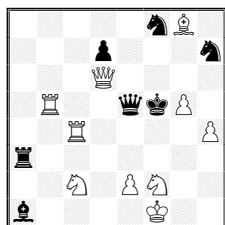
A small but amusing use of Annan (Southern) Chess and Sentinels with moves replicated by the other color.

As usual the award will be final in three months. Send all claims for anticipation and/or unsoundness to the Judge at marco.bonavoglia@tin.it
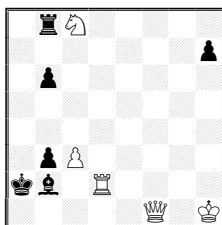
Marco Bonavoglia, Milan, June 2nd 2014

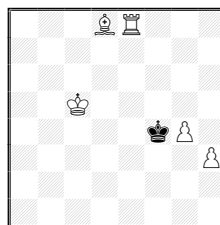# Trash Corner (L'angolino delle fetecchie)

α) R. Riva	β) R. Riva	γ) R. Riva
≠2* v (10+7) C+	≠3 (5+6) C+	H≠2 (5+1) C+ b) after Black first move

α) Rodolfo Riva
1…♕xb5 2.e4/♖f4≠ 1…♖a4 2.♕d3/♘e3≠
1.♖g4? [2.e4≠] 1…♕xb5 2.♖f4≠ 1…♖a4 2.♘e3≠ ma 1…♘xg5!
1.e3! [2.♖f4≠] 1…♘e6 2.♗xh7≠ 1…♘g6 2.♕xd7≠ 1…♘f6 2.♕xf6≠ 1…♗d4 2.♘xd4≠
Ellerman-Makihovi + Le Grand. Composto indipendentemente è risultato anticipato da H. Gockel, 1st Pr. *Schach-Aktiv* 1984: 7A/3A4/p2p4/3rd2T/C5TP/1t1P3t/1P1DP3/3R1C2 (12+6), tre matti cambiati tra GV e GR.

β) Rodolfo Riva
1.♖h2! [2.♕e2 [3.♕xb2≠] ♔a3 3.♕a6≠]
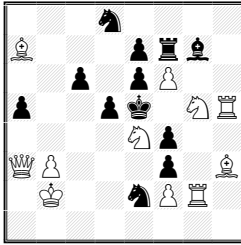1…♖a8 2.♕g2 [3.♕xb2≠] ♔a3 3.♕xa8≠ 1…b5 2.♕f2 [3.♕xb2≠] ♔a3 3.♕a7≠
Un improvement (impoveriment? *[A Rodolfo non mancano mai le battute! NdR]*) relativo a L. N. De Jong & M. Niemeijer, *Magasinet* 1931: 7a/8/3p1P2/2PP4/1pR5/pP1P4/5D2/rc1T4 (8+6).

γ) Rodolfo Riva
a) 1…♗e7 2.♔e5 ♗g5≠ 1.♔g3 ♖e7 2.♔h4 ♖e3≠ b) 1…♖e7 2.♔h4 ♖e3≠ 1.♔f4 ♗e7 2.♔e5 ♗g5≠ L'ortogonale-diagonale più economico in fatto di Perpetuum mobile.

Ricostruzione

← **Valery Shanshin** - (Ricostruzione 59 - BP70)
The Problemist 2014
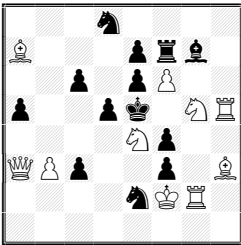3n4/B3prb1/2p1pP2/p2pk1NR/4Np2/QP3p1B/1K2nPR1/8
≠2 (11+12) C+
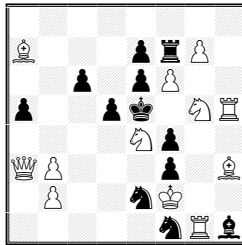1…exf6 2.♕d6≠ 1…dxe4 2.♘h7≠ 1…d4 2.♕c5≠ 1…♘d4 2.♗b8≠
1.♘c5! [2.♘d7≠]
1…exf6 2.♘d3≠ 1…d4 2.♘e4≠ 1…♔d6 2.♗b8≠ 1…♔xf6 2.♘h7≠
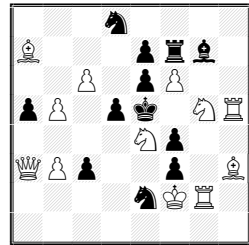(1…♔d4 2.♘xf3≠)

G. Prahl (10+13)   A. Garofalo (12+12)   K. Mlynka (12+12)

Nonostante le tante mosse fornite, la ricostruzione di questo problema si è rivelata molto impegnativa, solo 3 le proposte corrette ricevute. La migliore ricostruzione è quella pervenuta da **Gerd Prahl** - Germania (3n4/B3prb1/2p1pP2/p2pk1NR/4Np2/QPp2p1B/4nKR1/8) che ha utilizzato un pedone nero al posto di uno bianco.

Leggermente più 'pesanti' dell'originale, seppure diverse nella costruzione, per avere utilizzato invece un pedone bianco in più, sono quelle di:

Antonio Garofalo – Italia. (8/B3prP1/2p1pP2/p2pk1NR/4Np2/QP3p1B/1P2nK2/5nRb) e

Karol Mlynka – Slovacchia. (3n4/B3prb1/2P1pP2/pP1pk1NR/4Np2/QPp2p1B/4nKR1/8).

Interessante ma non corretta, perchè non rispetta la soluzione richiesta, quella di **Josè A. Coello Alonso** – Spagna. (3n4/B1p1prb1/p3pP2/3pk1NR/4Np2/QP3p1B/1K2NpR1/8).

Non corretta neppure la ricostruzione di **Pietro L. Placanico** – Italia, con 12+8 pezzi, perché demolita da 1.♘f7!+ (8/B3prp1/5PP1/1P1pk1NR/4Np2/QP3p1B/1K2n3/6R1).

Spero che la prossima ricostruzione sia più facile.

Ricostruzione n. 60 - Ricostruire un ≠2 con la seguente soluzione:
GV: 1.dxc3? [2.♕xe3 (A), ♗d3≠ (B)] ma 1...exf2! (a)
GV: 1.dxe3? [2.♗d3 (B), ♘xc3≠ (C)] ma 1...cxb2! (b)
GV: 1.d3? [2.♘xc3 (C), ♕xe3≠ (A)] ma 1...♗g1! (c)
GR: 1.d4! [2.♕xe3 (A), ♗d3≠ (B), ♘xc3≠ (C)]
1...cxb2 (b) 2.♕xe3≠ (A) 1...♗g1 (c) 2.♗d3≠ (B) 1...exf2 (a) 2.♘xc3≠ (C)

Inviare (send to) **Vito Rallo, via Manzoni n.162; 91100 Trapani (Italy)**.
E-mail: **vitorallo@virgilio.it** - (last available day for to send: 05/09/2014)

Vito Rallo

NUTS (45)

di Mr. Veneziano
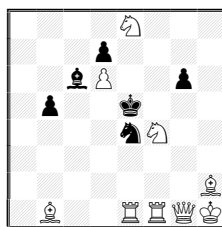mr.veneziano@yahoo.com

**Sweetest nut hath
sourest rind!**

Alla ganapierde

Adriano Chicco - Memorial A. C. White 1952-54
1st Prize

S≠2 (9+6) C+

1.♘c7! [2.♘e2+ ♘g3≠] 1…♔f5 2.♘d3+ ♘f2≠
1…♔xd6 2.♘xg6+ ♘g3≠ 1…♔f6 2.♘fe6+ ♘f2≠

Secondo l'autorevole opinione del Murray (*A History of Chess*) l'automatto è un'invenzione dei compositori europei, dopo che il gioco degli scacchi raggiunse il Vecchio Continente. Infatti, così come in vari giochi con le carte o con i dadi, la modalità di assegnare la vittoria a chi perde la partita, alla vinciperdi o alla ganapierde, dicitura in uso in Italia nel XVI e XVII secolo, era abbastanza popolare anche per il nobil giuoco.

Esempi di problemi inversi, una successiva denominazione oggi in disuso, o appunto automatti si trovano a partire dalle raccolte del *Bonus Socius* e del *Civis Bononiae* del XIII secolo. Tra i cultori italiani di questo genere troviamo due grandi: Luigi Ceriani e Adriano Chicco.

Soluzione Nut 44 (BP70): aggiungere... a) ♖g4, ♜h6, ♗f4, ♙g3, ♟h4; b) ♖f7, ♜h8, ♗e7, ♙f6, ♙g7; c) ♖h6, ♜g6, ♗e7, ♙g5, ♙g7; d) ♖h8, ♜h7, ♗f6, ♙g6, ♟h6; e) ♖d7, ♜f8, ♗c7, ♟d6, ♙e7; f) ♖b5, ♜b6, ♟a6, ♗c7, ♙g7.

Mr. V.

Correzioni (Corrections)

● For author's mistake the problem n. 3217, BP n. 70, has been published to *Pat a Mat* with little modification, both in March 2014 (BP70 #3217 and PaM 87 #512). Apologies from the Author.

● BP70, n. 3215 (Kuligin) is not original: 1016, *Pat a Mat* 79 (juin 12) (ID 458103) pointed out by C. Poisson.

● BP69, problem n. 3175, instead of ♟e5 it was enough one ♟ - BP70, problem n. 3229, there is a misprint: not ♘c3-b3, but is exact ♘c3-d3 - BP70, problem n. 3218, another misprint: the solutions are two, not three (pointed out by P. G. Soranzo).

Contents