

3rd Sant'Ambrogio Chess Problems Meeting Quick Fairy Tourney award

I received 15 problems in anonymus form. The average level was rather good and the first placed problems show excellent strategy.

The theme was: "Help-selfmates in 3 moves (hs#3) are required with the following theme: the mating moves occur on the <u>same</u> square. At least two phases are required (twins, multisolutions) but Zeropositions or duplex are not allowed. No fairy conditions or pieces are permitted except Grasshoppers".

The best miniature in the tourney suffers from too many white repetitions and therefore was excluded. Moreover several problems were downgraded due to constructional drawbacks such as idle pieces (black or white). In this regard, I must underline that the black and white economy is a controversial point in this relatively new genre of composition and, as far as I know, there has been only one try to make clear this topic. According to this theoretical attempt, it is well known and accepted by the vast majority of the leading HS composers that **all** black and white pieces (with the exception of pawns) must be useful in **all** solutions/phases.

Finally, as a general remark, I noticed that surprisingly only one third of the entries shows Grasshoppers as the main actors, while I expected more intensive use of this "old" fairy piece.

1st Prize M.Caillaud: Excellent echo strategy with ODT effects. But apart from this visual attractive feature, we admire pin model mates and perfect exchange of function between black and white pieces. A clear winner.

2nd Prize M.Caillaud: The only problem in the tourney with 3 phases which is undoubtely an excellent achievement; this can forgive the wRa1 which is idle in one solution.

 3^{rd} Prize M.Caillaud: The most convincing problem with Grasshoppers together with the 1^{st} Comm. It is attractive that in a solution White checks with an orthodox piece and Black mates exploiting an anti-battery, while in the other a white anti-battery forces the mate by the black Queen. The author's comment is appropriate: "Antibattery or not antibattery. That is the question".

4th Prize A.Garofalo: A very nice combination of black Pickabish and pins of one of two mating pieces in turn. The fact that the thematic interferences on d6 are also selfblocks does not bother me, but the twinning mechanism seems rather weak.

HM G.Brunori & M.Guida & F.Simoni: Interesting creation of two black batteries thanks to the exchange of function between the bR and bB. Besides the entirely static pin involving the bSg1, it is a pity that this technical piece does not guard the bK's field in B) as it does in the first phase.

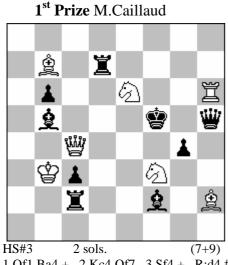
1st Commendation U.Avner: An interesting combination of creation of royal batteries and play of

cross-checks. It is the only problem to show doubling the theme thanks to the double mates on the same square which is, on the other hand, another controversial aspect of the HS genre and on which opinions differ. Though the complexity is to be appreciated, it has to be said that the problem is not entirely homogeneous since only in A) a black piece is pinned by the Gg6 and moreover the bBf2 is idle in the first phase.

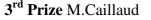
2nd Commendation L.Miguel: One of the best use of a black halfbattery with good exchange of functions between black and white pieces. Unfortunately the wBf8 does not play at all, acting as cookstopper; the version in brackets avoids this serious drawback [White Rd7 Qa5 Bh4 Pb3 Ka2; Black Kc8 Gg8 Pb7 Pc7 Sf7 Se6 Pc5 Pb4 Pf4 Bc2 HS#3 B) remove pc7].

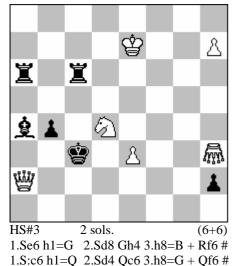
3rd Commendation A.Armeni: Another problem with black halfbattery here combined with two different routes to the square d4 for the wRf1 which on the way captures a black pawn to allow access of one of the two thematic black pieces at B2. Unfortunately the bSf8 is idle in A).

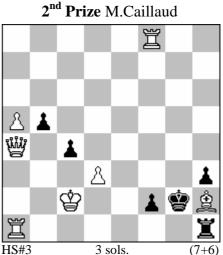
4th Commendation V.Agostini & G.Brunori: Interesting strategy involving in both solutions the captures of the rear piece of the firing white battery while the front one interferes with one of the two mating pieces. Here too it has to be noted constructional drawbacks (the bQg1 and bSb3 are idle in turn).



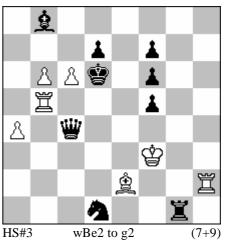
1.Qf1 Ba4 + 2.Kc4 Qf7 3.Sf4 + R:d4 # 1.Qc8 Rb2 + 2.K:c3 Qh3 3.Sed4 + B:d4 #





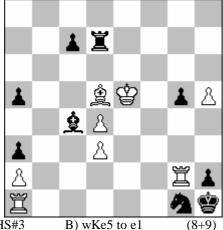


 $\begin{array}{r} 11.0 \text{ m}^{10} \text{ f} 1=B & 2.\text{Kd1 c:d3 } 3.\text{Qd2} + \text{Be2} \ \# \\ 1.\text{Rg1} + \text{f:g1=S} & 2.\text{Kc1 c3 } 3.\text{Qc2} + \text{Se2} \ \# \\ 1.\text{Re1 b4} & 2.\text{Qe8 f:e1=R} & 3.\text{Qe2} + \text{R:e2} \ \# \\ & \mathbf{4^{\text{th}} Prize } \text{A.Garofalo} \end{array}$

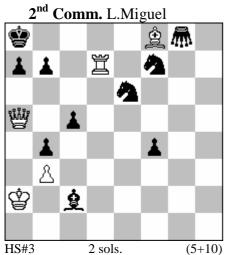


A) 1.Bd3 K:c6 2.Rc2 Bd6 3.Be4 + f:e4 # B) 1.Rh4 Ke6 2.Bh3 d6 3.Re4 + Q:e4 #

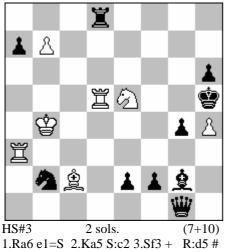
HM G.Brunori & M.Guida & F.Simoni



HS#3 A) 1.Kf5 Ba6 2.Kg4 Bc8 3.Rg3 + R:d5 # B) 1.Kd2 Rd6 2.Kc3 Rc6 3.Rd2 + B:d5 #

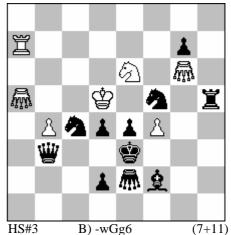


1.Rd1 Se5 2.Ra1 Sd3 3.Qd8 + S:d8 # 1.Qa3 Sd4 2.Qb2 S:b3 3.Rd8 + S:d8 #4th Comm. V.Agostini & G.Brunori



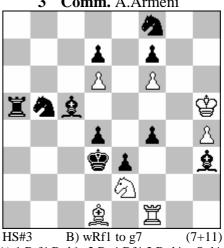
1.Rh3 Qa1 2.Kb3 e1=B 3.Sd7 + B:d5 #

1st Comm. U.Avner



A) 1.Rc7 Kd3 2.Gd8 Sce3++ 3.Ke5+ Sd5# and Qd5# B) 1.Ga8 Kf3 2.Rxg7 Sfe3++ 3.Kxd4+ Sd5# and Rd5#

3rd Comm. A.Armeni



A) 1.R:f4 B:d6 2.Re4 Bf4 3.R:d4 + S:d4 # B) 1.R:f7 S:d6 2.R:d7 Sf7 3.R:d4 + B:d4 #

