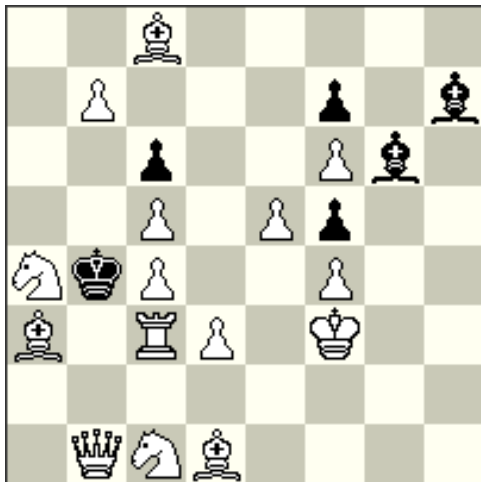




# QUARTZ 38

February 2013

**814) B. Koludrović**  
HR



(15+6) ser-h pin 136  
C+

1.Ka5 2.Ka6 3.Ka7 4.Kb8 5.Kc7 6.Kd8  
7.Ke8 8.Kf8 9.Kg8 10.Kh8 11.Bg8  
21.Kxd1 42.Kxa4 64.Kxc3 87.Kxa3  
112.Kxc5 129.Ke8 136.Ka4 Bd7 and bPc6  
is pinned. A fantastic record of the  
Croatian expert (P.R.) The previous  
length record was one move shorter.

## Series help-self-targetsquare

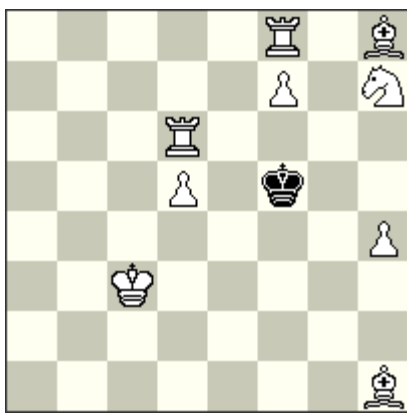
- in the memory of Dan Meinking -

by P.Răican and A. Tüngler

### Introduction

2012 was the year when I (P.Răican) first read seriously the booklet 398 *Zuglängen Rekorde Im Serienzüger* (Miloš Tomašević -2003). I found there the following problem:

M. & R. Tomasević  
Problemkiste 1990



(9+1)

ser-h=62

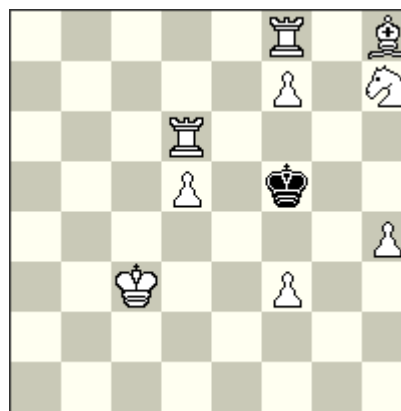
1.Kf5-f4 2.Kf4-e3 3.Ke3-e2 4.Ke2-d1 5.Kd1-c1  
6.Kc1-b1 7.Kb1-a2 8.Ka2-a3 9.Ka3-a4 10.Ka4-b5  
11.Kb5-c5 12.Kc5\*d6 13.Kd6-c5 14.Kc5-b5 15.Kb5-a4  
16.Ka4-a3 17.Ka3-a2 18.Ka2-b1 19.Kb1-c1  
20.Kc1-d1 21.Kd1-e2 22.Ke2-e3 23.Ke3-f4 24.Kf4-f5  
25.Kf5-g6 26.Kg6\*h7 27.Kh7-g6 28.Kg6-f5  
29.Kf5-f4 30.Kf4-e3 31.Ke3-e2 32.Ke2-d1 33.Kd1-c1  
34.Kc1-b1 35.Kb1-a2 36.Ka2-a3 37.Ka3-a4  
38.Ka4-b5 39.Kb5-c5 40.Kc5-d6 41.Kd6-e7  
42.Ke7\*f8 43.Kf8-e7 44.Ke7-d6 45.Kd6-c5 46.Kc5-b5  
47.Kb5-a4 48.Ka4-a3 49.Ka3-a2 50.Ka2-b1  
51.Kb1-c1 52.Kc1-d1 53.Kd1-e2 54.Ke2-e3 55.Ke3-f4  
56.Kf4-f5 57.Kf5-g6 58.Kg6-h7 59.Kh7\*h8  
60.Kh8-g7 61.Kg7-f6 62.Kf6-e5 f7-f8=Q =

The problem is the length record for this kind of stipulation and for ten units. In the final position, wBh1 defends d5. If wBh1 is replaced by a white Pawn f3, d5 square is released, then my first reaction was to check the new position with serial help-self target d5 stipulation. In German, target d5 means Ziel d5, so Popeye is able to verify with ser-hsZd5 N (N= number of moves): Black makes first a series of N moves, then White makes a move which force the Black to reach d5. And the problem works:

P. R. after

M. & R. Tomasević

1.Kf5-f4 2.Kf4-e3 3.Ke3-e2 4.Ke2-d1 5.Kd1-c1  
6.Kc1-b1 7.Kb1-a2 8.Ka2-a3 9.Ka3-a4 10.Ka4-b5  
11.Kb5-c5 12.Kc5\*d6 13.Kd6-c5 14.Kc5-b5 15.Kb5-a4  
16.Ka4-a3 17.Ka3-a2 18.Ka2-b1 19.Kb1-c1  
20.Kc1-d1 21.Kd1-e2 22.Ke2-e3 23.Ke3-f4 24.Kf4-f5  
25.Kf5-g6 26.Kg6\*h7 27.Kh7-g6 28.Kg6-f5  
29.Kf5-f4 30.Kf4-e3 31.Ke3-e2 32.Ke2-d1 33.Kd1-c1  
34.Kc1-b1 35.Kb1-a2 36.Ka2-a3 37.Ka3-a4  
38.Ka4-b5 39.Kb5-c5 40.Kc5-d6 41.Kd6-e7  
42.Ke7\*f8 43.Kf8-e7 44.Ke7-d6 45.Kd6-c5 46.Kc5-b5  
47.Kb5-a4 48.Ka4-a3 49.Ka3-a2 50.Ka2-b1  
51.Kb1-c1 52.Kc1-d1 53.Kd1-e2 54.Ke2-e3 55.Ke3-f4  
56.Kf4-f5 57.Kf5-g6 58.Kg6-h7 59.Kh7\*h8  
60.Kh8-g7 61.Kg7-f6 62.Kf6-e5 & 1.f7-f8=Q  
Ke5\*d5 z



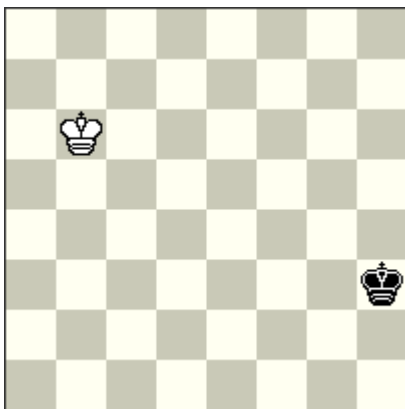
(9+1)

ser-hsZd5 62 C+

## Length records for ser-hsZ N, micro-competition

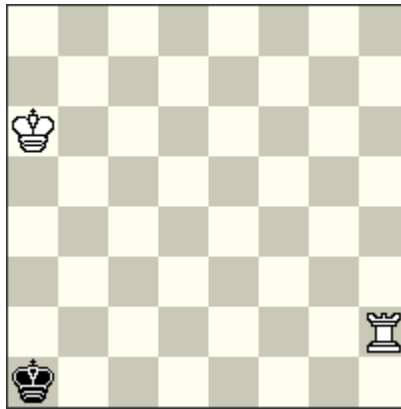
The next step was to post the almost new genre on Cornel's ChessProblems.ca site. Soon, it was read by my friend Arno Tüngler, who advised me to try finding all ser-hsZ records starting with two units. The idea was quickly shared and a micro-competition (between Arno and me) started. This little contest took a few months and the problems were posted one by one in a chaotic order. We show you here the result of our work, with the hope that you will appreciate it.

HSZ1) A. Tüngler



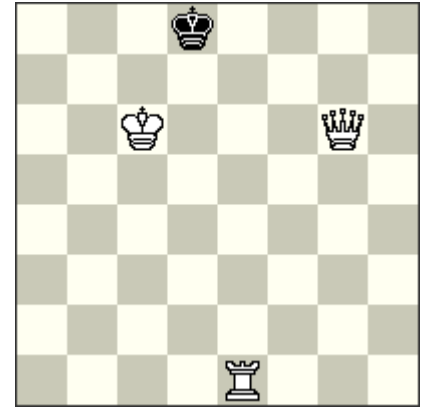
(1+1) ser-hsZa7 7

HSZ2) A. Tüngler



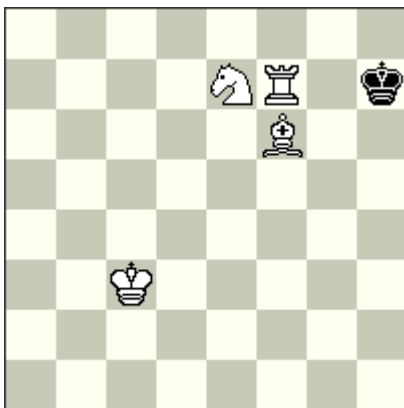
(2+1) ser-hsZb8 14

HSZ3) A. Tüngler



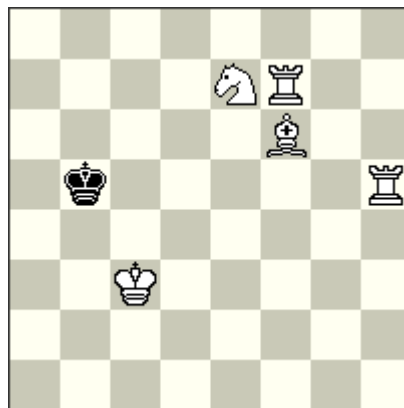
(3+1) ser-hsZg7 20

HSZ4) A. Tüngler



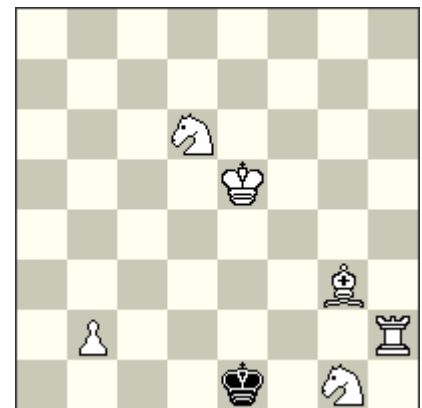
(4+1) ser-hsZg7 32

HSZ5) A. Tüngler



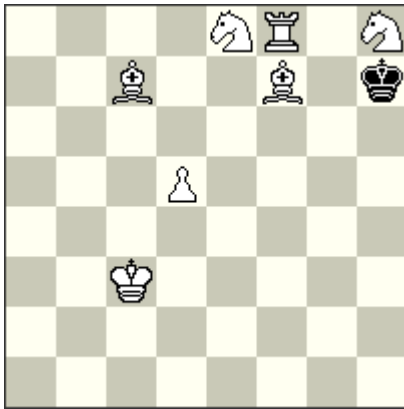
(5+1) ser-hsZg7 40

HSZ6) A. Tüngler



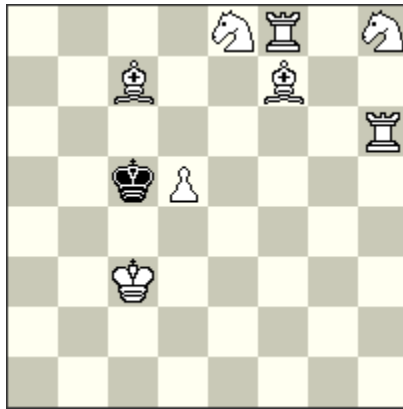
(6+1) ser-hsZd4 54

HSZ7) P. Răican



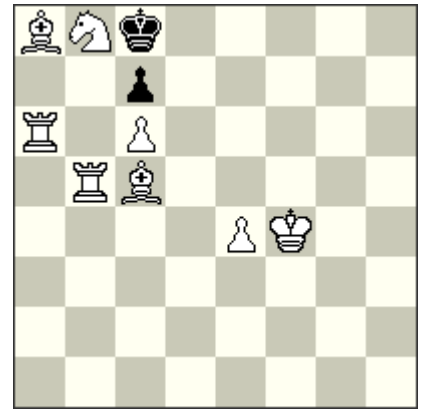
(7+1) ser-hsZd5 63

HSZ8) P. Răican



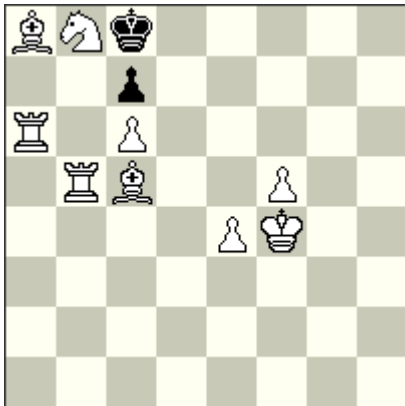
(8+1) ser-hsZd5 74

HSZ9) A. Tüngler



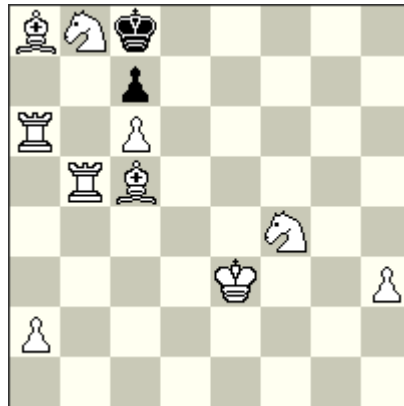
(8+2) ser-hsZc6 81

HSZ10) A. Tüngler



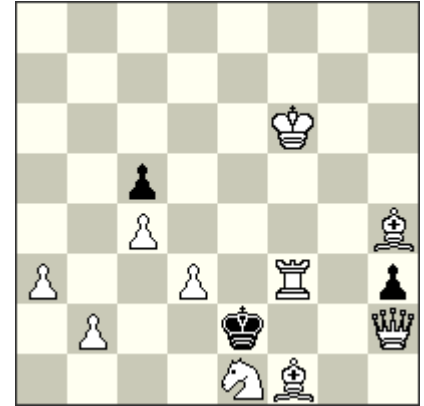
(9+2) ser-hsZc6 86

HSZ11) A. Tüngler



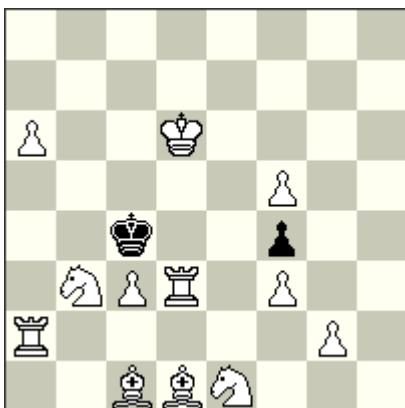
(10+2) ser-hsZc6 96

HSZ12) P. Răican



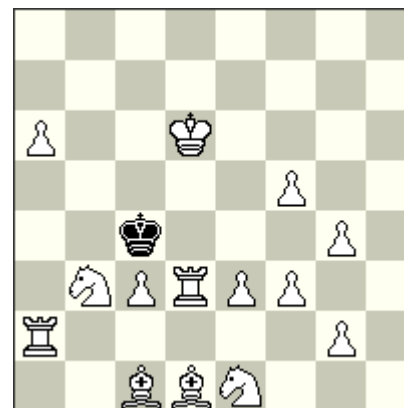
(10+3) ser-hsZg2 103

HSZ13) A. Tüngler



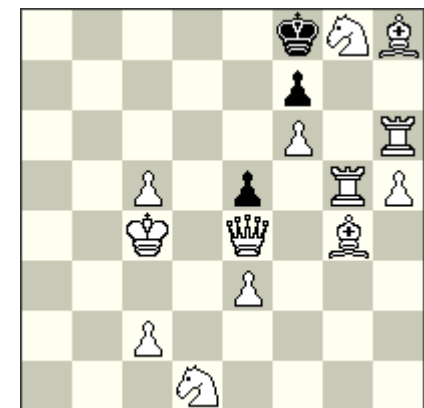
(12+2) ser-hsZd2 108

HSZ14) P. Răican



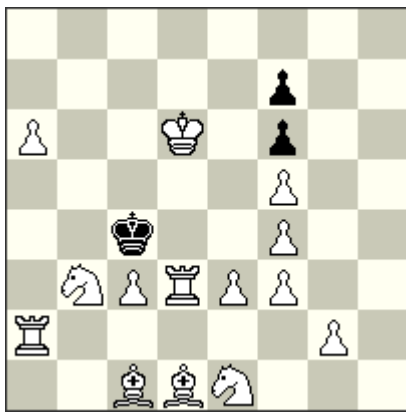
(14+1) ser-hsZc8 114

HSZ15) P. Răican



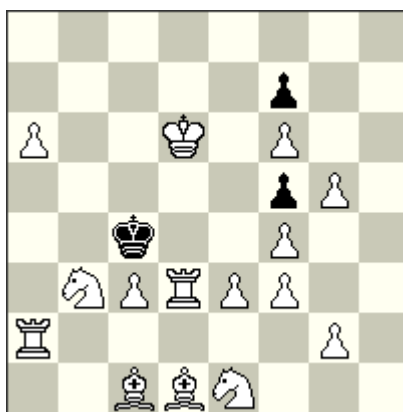
(13+3) ser-hsZh8 116

HSZ16) A. Tüngler



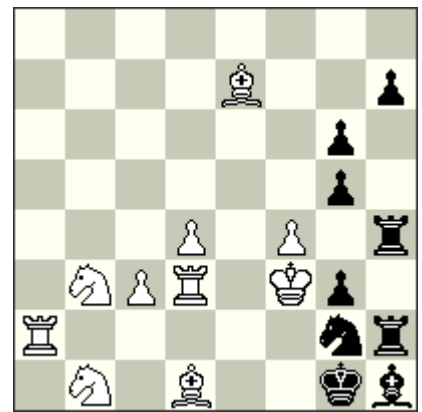
(14+3) ser-hsZc8 121

HSZ17) A. Tüngler



(15+3) ser-hsZc8 128

HSZ18) A. Tüngler  
after M. Ott



(10+9) ser-hsZf4 134

HSZ19) A. Tüngler  
after M. Ott



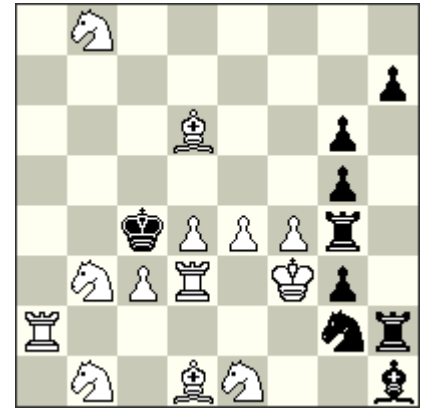
(11+9) ser-hsZf4 137

HSZ20) A. Tüngler  
after M. Ott



(10+11) ser-hsZd6 159

HSZ21) P. Răican  
after M. Ott



(13+9) ser-hsZf4 183

**Solutions:**

- 1) 1.Kh3-g4 2.Kg4-f5 3.Kf5-e6 4.Ke6-d7 5.Kd7-c8 6.Kc8-b8 7.Kb8-a8 & Kb6-c7 Ka8-a7 z
- 2) 1.Ka1-b1 7.Kg1\*h2 8.Kh2-g3 14.Kb8-a8 & Ka6-b6 Ka8-b8 z
- 3) 1.Kd8-c8 2.Kc8-b8 9.Kd2\*e1 10.Ke1-d2 20.Ke7-f8 & 1.Qg6-e6 Kf8-g7 z
- 4) 1.Kh7-h6 16.Ke6\*f7 17.Kf7-e6 32.Kh6-h7 & 1.Bf6-g7 Kh7\*g7 z
- 5) 1.Kb5-a4 10.Kg4\*h5 11.Kh5-g4 12.Kg4-f3 13.Kf3-e2 14.Ke2-d1 15.Kd1-c1 16.Kc1-b1 17.Kb1-a2 18.Ka2-a3 19.Ka3-a4 20.Ka4-b5 21.Kb5-c5 22.Kc5-d6 23.Kd6-e6 24.Ke6\*f7 40.Kh6-h7 & 1.Bf6-g7 Kh7\*g7 z
- 6) 1.Ke1-d1 16.Kg4\*g3 34.Kf1\*g1 35.Kg1-f1 36.Kf1-e1 54.Ke3-d3 and 1.Ke5-f4 Kd3-d4 z
- 7) 1.Kh7-h6 2.Kh6-g5 3.Kg5-g4 4.Kg4-f3 5.Kf3-e2 6.Ke2-d1 7.Kd1-c1 8.Kc1-b1 9.Kb1-a2 10.Ka2-a3 11.Ka3-a4 12.Ka4-b5 13.Kb5-a6 14.Ka6-b7 15.Kb7-c8 16.Kc8-d7 17.Kd7-e7 18.Ke7\*f8 37.Kh7\*h8 56.Ke7\*f7 57.Kf7-e7 58.Ke7-d7 59.Kd7-c8 60.Kc8-b7 61.Kb7-a6 62.Ka6-b5 63.Kb5-c5 & 1.Se8-d6 Kc5\*d5 z
- 8) 1.Kc5-b5 12.Kg5\*h6 29.Ke7\*f8 48.Kh7\*h8 67.Ke7\*f7 68.Kf7-e7 69.Ke7-d7 70.Kd7-c8 71.Kc8-b7 72.Kb7-a6 73.Ka6-b5 74.Kb5-c5 & 1.Se8-d6 Kc5\*d5 z

9) 1.Kc8-d8 13.Kc4\*b5 27.Kc8\*b8 42.Kb5\*a6 58.Kb8\*a8 74.Kb5\*c6 75.Kc6-b5 76.Kb5-c4 77.Kc4-d3 78.Kd3-e2 79.Ke2-f1 80.Kf1-g2 81.Kg2-h1 & 1.Kf4-g3 c7-c6 z

10) 1.Kc8-d8 14.Kc4\*b5 29.Kc8\*b8 45.Kb5\*a6 62.Kb8\*a8 79.Kb5\*c6 80.Kc6-b5 81.Kb5-c4 82.Kc4-d3 83.Kd3-e2 84.Ke2-f1 85.Kf1-g2 86.Kg2-h1 & 1.Kf4-g3 c7-c6 z

11) 1.Kc8-d8 16.Kc4\*b5 33.Kc8\*b8 51.Kb5\*a6 70.Kb8\*a8 89.Kb5\*c6 90.Kc6-b5 91.Kb5-c4 92.Kc4-c3 93.Kc3-e2 94.Kc2-d1 95.Kd1-e1 96.Ke1-f1 & 1.Ke3-d2 c7-c6 z

12) 1.Ke2-d1 17.Kh5\*h4 34.Kd1\*e1 52.Kg4\*f3 71.Ke1\*f1 92.Ke3\*d3 93.Kd3\*c4 94.Kc4-d3 95.c5-c4 96.c4-c3 97.c3-c2 98.c2-c1=B 99.Bc1-e3 100.Be3-f2 101.Kd3-e2 102.Ke2-f1 103.Bf2-e1 & 1.Qh2-g2 + Kf1\*g2 (or h3xg2) z

13) 1.Kc4-b5 2.Kb5-b6 3.Kb6-a7 4.Ka7-b8 5.Kb8-c8 6.Kc8-d8 7.Kd8-e8 8.Ke8-f7 9.Kf7-f6 10.Kf6-g5 11.Kg5-h4 12.Kh4-g3 13.Kg3-h2 14.Kh2-g1 15.Kg1-f1 16.Kf1\*e1 33.Kc4\*d3 51.Ke1\*d1 69.Kc4\*b3 88.Kd1\*c1 89.Kc1-d1 90.Kd1-e1 91.Ke1-f1 92.Kf1-g1 93.Kg1-h2 94.Kh2-g3 95.Kg3-h4 96.Kh4-g5 97.Kg5-f6 98.Kf6-f7 99.Kf7-e8 100.Ke8-d8 101.Kd8-c8 102.Kc8-b8 103.Kb8-a7 104.Ka7-b6 105.Kb6-b5 106.Kb5-c4 107.Kc4-d3 108.Kd3-e3 & 1.Ra2-d2 Ke3\*d2 z

14) 1.Kc4-b5 16.Kf1\*e1 33.Kc4\*d3 51.Ke1\*d1 69.Kc4\*b3 88.Kd1\*c1 108.Kd3\*e3 109.Ke3-f4 110.Kf4-g5 111.Kg5-f6 112.Kf6-f7 113.Kf7-e8 114.Ke8-d8 & 1.Ra2-e2 Kd8-c8 z

15) 1.Kf8-e8 2.Ke8-d8 3.Kd8-c7 4.Kc7-b8 5.Kb8-a7 6.Ka7-a6 7.Ka6-a5 8.Ka5-a4 9.Ka4-a3 10.Ka3-a2 11.Ka2-b1 12.Kb1-c1 13.Kc1-d2 14.Kd2-e1 15.Ke1-f1 16.Kf1-g1 17.Kg1-h2 18.Kh2-g3 19.Kg3-h4 20.Kh4\*g5 41.Kf8\*g8 63.Kg5\*h6 86.Kg8\*h8 109.Kg5\*f6 110.Kf6-g7 111.f7-f5 112.f5-f4 113.f4-f3 114.f3-f2 115.f2-f1=R 116.Rf1-f8 & 1.Qe4-g6 + Kg7-h8 z

16) 1.Kc4-b5 17.Kf1\*e1 35.Kc4\*d3 54.Ke1\*d1 73.Kc4\*b3 93.Kd1\*c1 114.Kd3\*e3 115.Ke3\*f4 116.Kf4-g5 117.Kg5-h6 118.Kh6-g7 119.Kg7-f8 120.Kf8-e8 121.Ke8-d8 & 1.Ra2-e2 Kd8-c8 z

17) 1.Kc4-b5 18.Kf1\*e1 37.Kc4\*d3 57.Ke1\*d1 77.Kc4\*b3 98.Kd1\*c1 120.Kd3\*e3 121.Ke3-d3 122.Kd3-c4 123.Kc4-b5 124.Kb5-b6 125.Kb6-a7 126.Ka7-b8 127.Kb8-c8 128.Kc8-d8 & 1.Ra2-e2 Kd8-c8 z

18) 1.Rh4-g4 2.Rh2-h6 3.Kg1-h2 4.Kh2-h3 5.Kh3-h4 6.Kh4-h5 7.Rg4-h4 8.Rh4-h2 9.Kh5-h4 10.Kh4-h3 11.Rh6-h4 12.Rh4-g4 13.Kh3-h4 14.Kh4-h5 21.Kc4\*d3 22.Kd3-c4 23.Kc4-d5 24.Kd5-e6 25.Ke6-f7 26.Kf7-g7 27.Kg7-h6 28.Kh6-h5 29.Kh5-h4 30.Kh4-h3 31.Rg4-h4 32.Rh4-h6 33.Kh3-h4 34.Kh4-h5 35.Rh2-h4 36.Rh4-g4 37.Kh5-h4 38.Kh4-h3 39.Kh3-h2 40.Kh2-g1 41.Kg1-f1 42.Kf1-e1 43.Ke1\*d1 65.Kc4\*b3 89.Kc1\*b1 113.Kc4\*c3 114.Kc3\*d4 115.Kd4-d5 116.Kd5-e6 117.Ke6-f7 118.Kf7-g7 119.Kg7-h6 120.Kh6-h5 121.Kh5-h4 122.Kh4-h3 123.Rg4-h4 124.Rh4-h6 125.Kh3-h4 126.Kh4-h5 127.Rh2-h4 128.Rh4-g4 129.Kh5-h4 130.Kh4-h3 131.Kh3-h2 132.Rh6-h3 133.h7-h5 134.h5-h4 & 1.Be7-c5 R(P)xf4 z

19) 1.Rh4-g4 2.Rh2-h6 3.Kg1-h2 4.Kh2-h3 5.Kh3-h4 6.Kh4-h5 7.Rg4-h4 8.Rh4-h2 9.Kh5-h4 10.Kh4-h3 11.Rh6-h4 12.Rh4-g4 13.Kh3-h4 24.Kc4\*d3 46.Ke1\*d1 68.Kc4\*b3 92.Kc1\*b1 116.Kc4\*c3 117.Kc3\*d4 118.Kd4-d5 119.Kd5-e6 120.Ke6-f7 121.Kf7-g7 122.Kg7-h6 123.Kh6-h5 124.Kh5-h4 125.Kh4-h3 126.Rg4-h4 127.Rh4-h6 128.Kh3-h4 129.Kh4-h5 130.Rh2-h4 131.Rh4-g4 132.Kh5-h4 133.Kh4-h3 134.Kh3-h2 135.Rh6-h3 136.h7-h5 137.h5-h4 & 1.Be7-c5 R(P)xf4 z

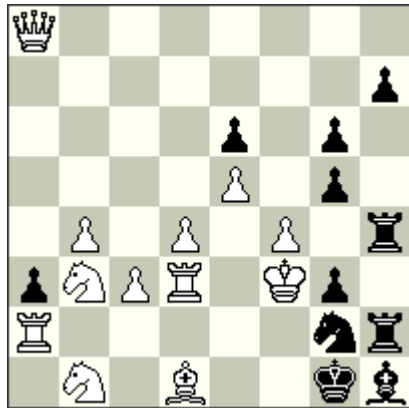
20) 1.Rh4-g4 2.Rh2-h6 3.Kg1-h2 4.Kh2-h3 5.Kh3-h4 6.Kh4-h5 7.Rg4-h4 8.Rh4-h2 9.Kh5-h4 10.Kh4-h3 11.Rh6-h4 12.Rh4-g4 13.Kh3-h4 14.Kh4-h5 15.Kh5-h6 16.Kh6-g7 17.Kg7-f7 18.Kf7-e8 19.Ke8-d8 20.Kd8-c8 21.Kc8-b7 22.Kb7-b6 23.Kb6-b5 24.Kb5-c4 25.Kc4\*d3 26.Kd3-c4 51.Ke1\*d1 77.Kc4\*b3 105.Kc1\*b1 133.Kc4\*c3 134.Kc3\*d4 135.Kd4-c4 156.Kh3-h2 157.Rh6-h3 158.h7-h5 159.h5-h4 & 1.Bd6-c5 d7-d6 z

21) 1.Kc4-b5 2.Kb5-b6 3.Kb6-b7 4.Kb7-c8 5.Kc8-d8 6.Kd8-e8 7.Ke8-f7 8.Kf7-g7 9.Kg7-h6 10.Kh6-h5 11.Kh5-h4 12.Kh4-h3 13.Rg4-h4 14.Rh4-h6 15.Kh3-h4 16.Kh4-h5 17.Rh2-h4 18.Rh4-g4 19.Kh5-h4 20.Kh4-h3 21.Kh3-h2 22.Kh2-g1 23.Kg1-f1 24.Kf1\*e1 25.Ke1-f1 49.Kc4\*d3 48.Kd3-c4 75.Ke1\*d1 76.Kd1-e1 101.Kc4\*b3 102.Kb3-c4 129.Kc1\*b1 130.Kb1-c1 157.Kc4\*c3 158.Kc3\*d4 159.Kd4-c4 160.Kc4-b5 161.Kb5-b6 162.Kb6-b7 163.Kb7-c8 164.Kc8-d8 165.Kd8-e8 166.Ke8-f7 167.Kf7-g7 168.Kg7-h6 169.Kh6-h5 170.Kh5-h4 171.Kh4-h3 172.Rg4-h4 173.Rh4-h6 174.Kh3-h4 175.Kh4-h5 176.Rh2-h4 177.Rh4-g4 178.Kh5-h4 179.Kh4-h3 180.Kh3-h2 181.Rh6-h3 182.h7-h5 183.h5-h4 & 1.Bd6-c5 R,Pxf4 Z This last work utilized promoted force and – as 18, 19 and 20 – is built with Ott's matrix.

## Conclusions

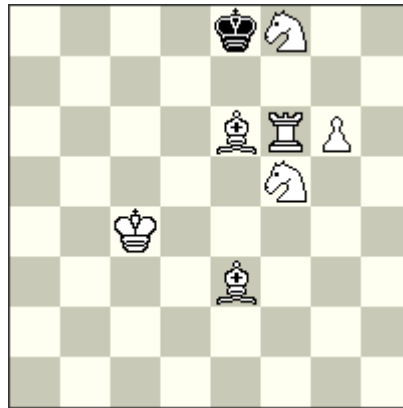
The unexpected disappearance of our chess friend Dan Meinking last November was a tough loss for the world of chess composition and particularly for the community of ChessProblems.ca. We want to pay a tribute to this great innovator in fairy composition and this little article is dedicated to his memory. On January 1st 2011 Dan Meinking composed a problem inspired by Markus Ott's famous ser-h=153, a ser-hxZ 153. Have a look at A):

A) D. Meinking  
StrateGems 55/2011  
after M.Ott



(12+11) ser-hxZ 153

B) A. Tüngler  
equivalent with HSZ7



(7+1) ser-hsZf7 63

Dan had the idea to replace the black Pawn f4 (in Ott's problem) with a white one. His idea was cleverly adopted by Arno to create three of the length records in ser-hsZ.

Solution of A: 1.Rg4 2.Rh6 6.Kh5 8.Rh2 10.Kh3 12.Rg4 24.Kxd3 36.Kh3 38.Rh6 40.Kh5 42.Rg4 49.Kxd1 74.Kxb3 101.Kxb1 128.Kxc3 129.Kxd4 141.Kh3 143.Rh6 145.Kh5 147.Rg4 150.Kh2 151.Rh3 153.h4 Qa7 capture Zug.

When this article was almost ready for publication, Arno found B), which is equivalent with HSZ7: 1.Ke8-d8 2.Kd8-c7 3.Kc7-b7 4.Kb7-a6 5.Ka6-a5 6.Ka5-a4 7.Ka4-a3 8.Ka3-b2 9.Kb2-c2 10.Kc2-d1 11.Kd1-e2 12.Ke2-f3 13.Kf3-e4 14.Ke4-e5 15.Ke5\*f6 31.Ke8\*f8 47.Kh5\*g6 63.Ke8-f8 & 1.Be6-f7 Kf8\*f7 z

The readers are encouraged to find themselves new improvements of the above problems.

### Table of length records:

Units	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Moves	7	14	20	32*	40	54*	63	74	81	86	96	103*	108	114	116	121	128	134	137	159	183
Authors	AT	AT	AT	AT	AT	AT	PR/AT	PR	AT	AT	AT	PR	AT	PR	PR	AT	AT	AT	AT	AT	PR

\* denotes King in check in the initial position

## Échecs Sentinelles

- à la mémoire de Denis Blondel -

par P.Răican

Quelques jours avant ma décision d'éditer enfin *Quartz* 38, j'ai redécouvert par hasard mon article écrit en 1990 (donc il y a 23 ans) dédié aux Échecs Sentinelles. Cet article a été jusqu'à présent inédit et sa lecture m'a donné une sorte de nostalgie. Que les lecteurs décident si ce genre est toujours actuel. Je présente l'article presque inchangé et seul le problème final a été ajouté.

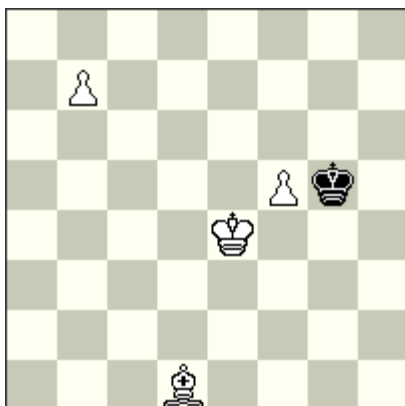
Je veux dédier l'article à celui qui reste dans la mémoire des compositeurs comme le catalyseur du mouvement problémiste en France et ailleurs, Denis Blondel. Sa revue, Phénix, demeure un standard de qualité parmi les divers magazines dédiés aux Échecs artistiques.

Ce genre est une idée de **C. K. Ananthanarayanan** présentée pour la première fois dans *The Hindu* en 1984.

L'idée de base est très simple: lorsqu'une pièce joue, elle laisse sur la case qu'elle vient de quitter, un Pion de sa propre couleur (une Sentinelle). La règle ne s'applique pas aux Pions et aux pièces quittant la 1ère et la 8ème rangée. Lorsqu'un camp a déjà ses huit Pions, la possibilité pour ce camp de laisser une Sentinelle n'existe plus.

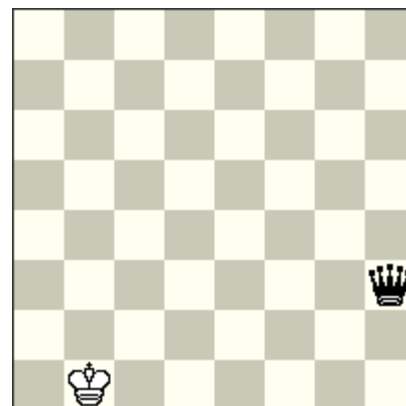
Le **I**, prototype du genre, en montre clairement l'essence. Il faut remarquer que tous les mats sont purs. Par exemple, après 1.b8=D Rh6 2.Dh8#, l'absence du Fd1 permettrait 2. ...Rh5! car le RN laisse en h6 une Sentinelle noire. (1. ...Rh4/6 2.Dh2/8#)

### I) C.K. Ananthanarayanan The Hindu 1984



(4+1) #2  
Échecs Sentinelles

### II) P. Răican TT2Phénix - 1988



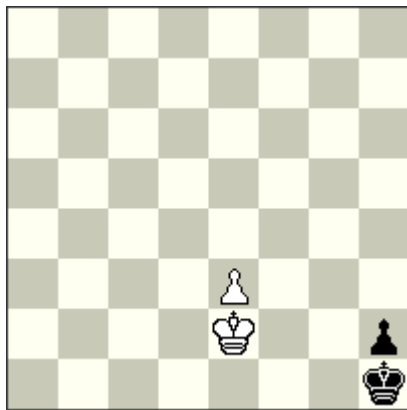
(1+1) s#2 max  
Échecs Sentinelles  
b) Cylindre vertical  
c) Cylindre horizontal  
s#3 max



- II) a) 1.Ra2 Dc8(ph3) 2.Ra1(pa2) Dc1#**  
 b) 1.Rb2 Dc(e)8(ph3) 2.Rb1(pb2) Dd1#  
 c) 1.Ra1(pb1) Da4(ph3)+ 2.Rb8(pa1) Dh5(pa4) 3.Ra8(pb8) Da6(ph5)#

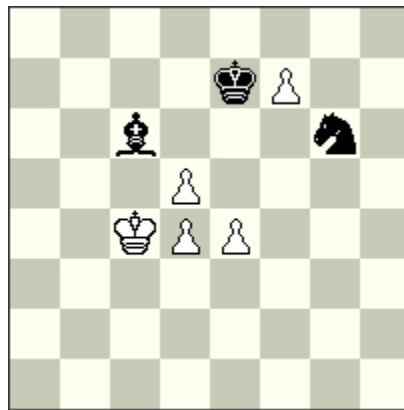
L'apparition d'un Pion noir interdit le retour de la Dame noire sur la case initiale.

**III) P. Râican**  
 2Rec., Phénix 1993



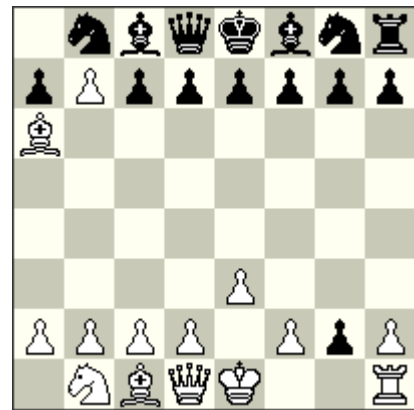
(2+2) s#2 max  
 Blancs et Noirs reprennent  
 5 coups, puis  
 h==1  
 Échecs Sentinelles

**IV) P. Râican**  
 Phénix 1993



(5+3) Proca  
 Retractor (-3) & s#1  
 BlackMax  
 Échecs Sentinelles

**V) P. Râican**  
 inédite



(14+15) PJ 10.5  
 Échecs Sentinelles

- III) (-1) d2xCe3 Cf1xFe3 (-2) Fd2-e3(pd2) f2-f1=C (-3) Fe1xFd2 Pe3xPf2 (-4) Ff2-e1(pf2) Fe1-d2 (-5) Fg1xPf2 Ff2-e1(pf2), puis 1.Fxg1(pf2) Rf1(pe2) ==**

**IV) Le problème III) était un retractor aidé. Par contre, ce IV) est un retractor défensif, donc type Proca. (-1) Rd5-c4(pd5)! Maintenant le Roi blanc est en retro-échec, donc le Fc6 doit être retiré (avec conditions Blackmax et Sentinelles) Il n'y a que deux retraits Fa8xXc6 et Fe8xXc6, mais quelle décapture?**

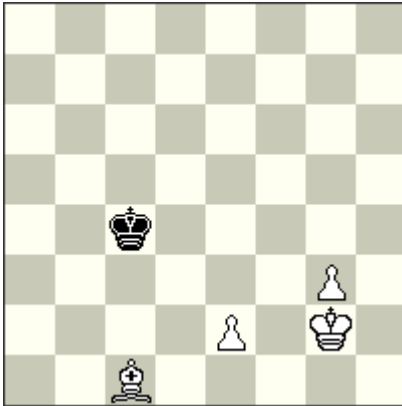
Par exemple, si (-1) ...Fa8xD/Tc6? alors (-2) D(T)c1xTc6 et puis 1.D(T)h1 Tc1(pc6)#  
 si (-1) ...Fa8xCc6? alors (-2) Cb8xTc6 et puis 1.Ca6 Tc1(pc6)# Dans tous les cas, l'énoncé est réalisé rapidement. C'est pourquoi les Noirs choisissent la décapture la plus défavorable : (-1) ...Fa8xFc6!  
 (-2) Fe8xPc6! Pb7xCc6 (cette décapture est obligatoire, parce qu'une autre ne convient pas au règle BlackMax) (-3) Cb8xTc6 (enfin une Tour noire est decapturée) & 1.Cd7 Tc1(pc6)#

La deuxième variante est symétrique: (-1) ...Fe8xFc6! (-2) Fa8xPc6! Pd7xCc6 (-3) Cd8xTc6 & 1.Cb7 Tc1(pc6)#

**V) 1.e3 a6 2.Fxa6 Ta7 3.Fxb7 Txa2(pa7) 4.Fa6(pb7) Txb2(pa2) 5.Txa2 Txc2(pb2) 6.Txb2(pa2) Txd2(pc2) 7.Txc2(pb2) Txf2(pd2)+ 8.Txd2(pc2) Txc2(pf2)+ 9.Txf2(pd2) Txc2(pg2) 10.Tf1(pf2) Txh1 11.Txh1. L'élément surprise de cette partie justificative est la réapparition sur leurs cases initiales des Pions blancs.**

**VI) P. Răican**

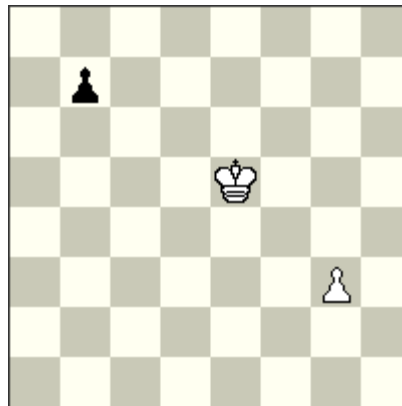
1Rec., W. Dittmann70JT  
Die Schwalbe 2004



(4+1) Proca  
Retractor (-7) & r=1  
AntiCirce  
Échecs Sentinelles

**VII) E. Huber**

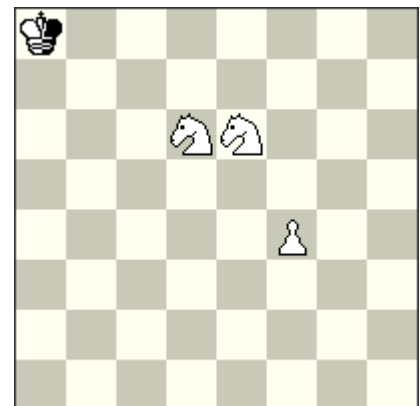
dédié a P. Răican pour  
ses 56 ans



(2+1) ser-hs=56  
ChameleonChess  
Échecs Sentinelles  
BlackMax

**VIII) P. Harris**

feenschach 2010



(3+0+1) ser-hs#34  
ChameleonChess  
Échecs Sentinelles  
BlackMax

**VI) R:** 1.Fb8x Ff4(Fc1)! Fc1-f4 2.Rf1-g2 c2-c1=F 3.Re1-f1 c3-c2 4.Ke1xFd1(Re1)! Rc3-c4(pc3)  
5.f2xDe3(pe2)! Dc1-e3 6.Rf2xTg2(Re1, +pf2) Tg1-g2+ 7.Fg3-b8(pg3) & 1.Fh2(pg3) Fg4=

En AntiCirce la pièce prise disparaît, alors que la pièce prenante renaît sur sa case d'origine.  
Une prise est impossible si la case de renaissance de la pièce prenante est occupée.

**VII) Ici,** les Échecs Sentinelles sont combinés avec Chameleon Chess et BlackMaximummer.

Exactement les mêmes conditions ont été utilisées par P. Harris dans VIII, ou l'énoncé était ser-hs#. Alors, j'ai posé la question s'il est possible de changer l'énoncé en ser-hs= et Eric a répondu par cette magistrale œuvre. Solution: 1.b7-b5 2.b5-b4 3.b4-b3 4.b3-b2 5.b2-b1=F! 6.Fb1-h7=T 7.Th7-a7=D[+Ph7] 8.Da7-g1=C[+Pa7] 9.Cg1-h3=F 10.Fh3-c8=T[+Ph3] 11.Tc8-c1=D 12.Dc1-h6=C 13.Ch6-g8=F[+Ph6] 14.Fg8-a2=T 15.Ta2-h2=D[+Pa2] 16.Dh2-b2=C[+Ph2] 17.Cb2-c4=F[+Pb2] 18.Fc4-g8=T[+Pc4] 19.Tg8-a8=D 20.Da8-h1=C 21.Ch1-f2=F 22.Ff2-b6=T 23.Tb6-g6=D 24.Dg6-b1=C 25.Cb1-a3=F 26.Fa3-f8=T 27.Tf8-f1=D 28.Df1-f8=C 29.Cf8-d7=F 30.Fd7-a4=T 31.a7-a5 32.h6-h5 33.h7-h6! 34.h5-h4 35.h4xg3 36.h2-h1=C! 37.Ch1-f2=F 38.Ff2-a7=T[+Pf2] 39.Ta7-h7=D 40.Dh7-b1=C 41.Cb1-a3=F 42.Fa3-f8=T 43.Tf8-a8=D 44.Da8-h1=C 45.f2-f1=D! 46.Df1-f8=C 47.Cf8-e6=F 48.Fe6-g8=T[+Pe6] 49.Tg8-a8=D 50.Da8-g2=C 51.Cg2-h4=F 52.Fh4-d8=T 53.Td8-d1=D 54.Dd1-d8=C 55.Ch1-f2=F 56.Ff2-a7=T & 1.Re5-f6[+Pe5] Ta7-h7=D = Promotions en C, F et D. Rundlauf 36.h1=C ... 44.Dh1=C, ordre exacte des coups 32-34 (auteur).

**VIII) 1. nRa7 2. nRb8 [+pa7] 3. a5 4. nRa7 5. nRb8 [+pa7] 6. a6 7. nRa7 8. nRb8 [+pa7] 9. a4 12.a1=D 13. Dh8=C 14. Cf7=F 15. Fh5=T [+pf7] 16. Ta5=D [+ph5] 17. Dg5=C [+pa5] 18. Ch3=F [+pg5] 19.Fxe6=T [+ph3] 20. Te1=D [+pe6] 21. Db4=C 22. Ca2=F 23. Fd5=T 24. Td1=D 25. Dxd6=C 26.Cc8=F 27.f5 28. nRc7 29. nRd6 30. nRc5 31. nRd4 32. nRe3 33. nRf2 34. Fd7=T & 1.nRf1 [+pf2] Td1=D# C'est le problème qui a inspiré VII, mais qui a une énoncé et solution différente. Voir P1207375 dans PDB.**

**Notes actuelles sur l'article:**

A l'époque, j'étais fasciné par les rétro-coups qui *mangent* les Pions, c'est pourquoi j'ai composé IV et VI. Le problème IV est l'un des premiers dans le domaine Proca Retractor féérique. Le VI est probablement l'ancêtre des problèmes Proca Retractors AntiCirce, qui ont connu un grand succès ces dernières années grâce aux deux titans: Wolfgang Dittmann et Klaus Wenda.

V) est ma dernière version d'une idée de 25 années. Une première version a été publiée dans Problem Paradise 23/2002, puis classifiée (2MH par H. Gruber), puis disqualifiée pour cause de double solution. Je ne sais pas si cette dernière version est correcte.

**Quelques versions des Échecs Sentinelles**

**1) Les Sentinelles en Pions Adverses**

C'est la version où les Pions pondus sont de couleur opposée. Le problème suivant a plusieurs conditions: **IX)** 1...Cb1-d2=F 2.Rh1-g1 Fd2-h6=T[+Pd2] 3.d2-d1=T Th6-a6=D[+Ph6] 4.Td1-d2=D Da6-f1=C[+Pa6] 5.Dd2-h2=C[+wPd2] Sf1-e3=B #

1...Sb1-c3=B 2.Kh1-h2 Bc3-h8=R[+bPc3] + 3.Kh2-d2[+wPh2] Rh8-a8=Q 4.Kd2-e1[+wPd2] Qa8-h1=S 5.c3\*d2 Sh1-g3=B #

1...Sb1-a3=B 2.Kh1-h2 Ba3-f8=R[+bPa3] 3.a3-a2 Rf8-a8=Q 4.a2-a1=Q Qa8-h1=S 5.Qa1-g1=S Sh1-g3=B # Mats écho. C'est dommage que les dernières deux solutions ont le même coup matant (en échange, les mats sont différents).

**2) Les Sentinelles en Pions Neutres**

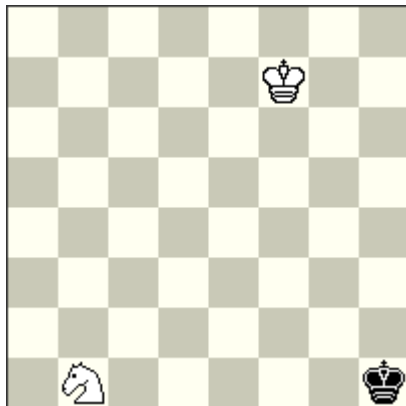
Ici, les pièces (neutres ou pas) laissent sur les cases qu'elles quittent des Pions neutres.

**X)** [problème partiel] 1. ... nRxf6 [nPe1=nT] [+nPg6]+ 2. nTxe5 [nPe8=nT] nTxe5 [nTg5]= Seulement le jumeau a) a été donné.

**3) Sentinelles totalmax n**

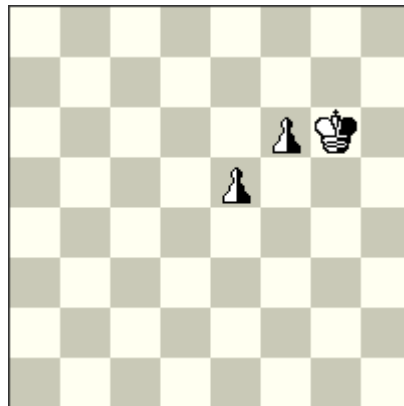
En 2000, Klaus Wenda et Bernd Ellinghoven ont eu l'idée de limiter le nombre des Sentinelles à n. **XI)** Directement 1.Fg4+? Cxg4[+pf2?] n'est pas possible, puisque les quatre Pions sont déjà sur place. 1.Dd8+? Rxd8 2.f8=D+ Rd7 3.Fg4+ Cxg4(pf2)+, mais 4.Dxf2! Donc, il y a une manœuvre préparatoire: **1.De8+!** Rd6 2.Db8+ Rd7 3.Cf6+! Re7 4.Cxd5(pf6)++ Rd7 (Pion d5 a disparu) **5.Dd8+!** Rxd8 6.f8=D+ Rd7 7.Fg4+ Cxg4(pf2)# Problème logique.

**IX) P. Răican**  
inédit



(2+1) h#4.5  
ChameleonChess Sentinelles en pions adverses Rois Transmutés  
Whitemax, 3 solutions

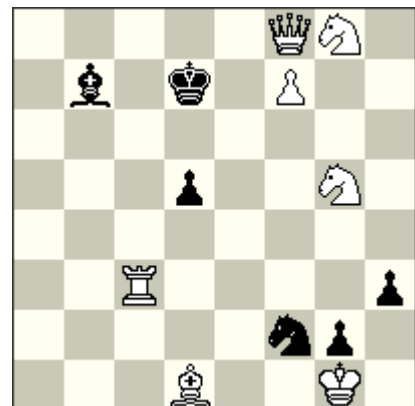
**X) P. Harris**  
Problem Paradise 2010



(0+0+3) h=1.5  
Sentinelles en pion neutres  
Super Circe

**XI) M. Rittirsch & H.P.Rehm**

1Prix, Andernach 2000



(7+6) s#7  
Échecs Sentinelles  
totalmax = 4

**XII) P. Răican**

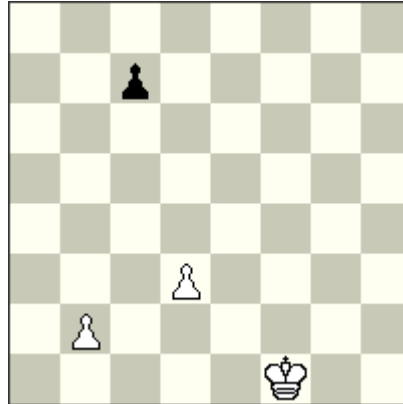
Phénix 2004 - à la mémoire  
de J.M.Trillon

**4) Sentinelles angevines**

Un coup est possible si la position qui en résulte est légale d'après les règles orthodoxes.

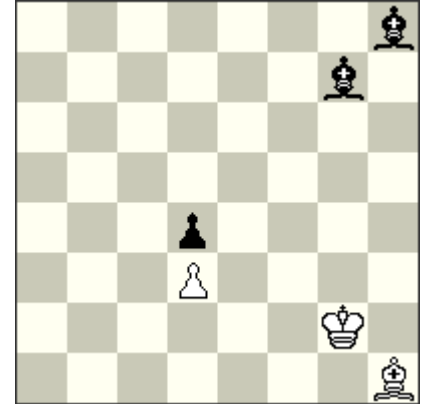
Variante proposée par J.M.Trillon.

**XII) 1. c5 b4 5. c1=F b8=D 6. Fb2 Da7 7. Fh8 [+pb2] Da1 [+pa7] 8. bxa1=F a8=F 9. Fad4 Fh1 10. Fdg7 [+pd4] Rg2== Si Fg7/Rg2 bougent, ils laissent des Pions illégaux sur g7/g2.**



(3+1) h==10  
Sentinelles angevines

**XII) position finale**



(3+3) Double pat avec les règles Sentinelles angevines

**5) Sentinelles ultra-angevines**

En Sentinelles ultra-angevines, les règles Sentinelles s'appliquent, mais, à tout moment, la position doit être légale **du point de vue orthodoxe non royal**, l'analyse de la légalité se faisant jusqu'à la capture d'un Roi.

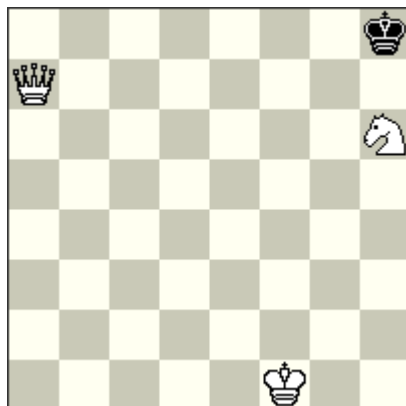
**XIII) 1.Dg1(pa7)! Rh7 2.Dg8+ Rxh6(+ph7) 3.a8=F Rh5(+ph6) 4.Fh1 Rh4(+ph5) 5.Rg2 Rh3(+ph4)#**

**XIV) 1.Rf1 2.Rg2 3.Rg3(+g2) 4.Rg4(+g3) 5.Rf5(+g4) 6.Rxf6(+f5) 7.Rf7(+f6) 8.Re6(+f7)#**

**1.Rd1 2.Rc2 3.Rc3(+c2) 4.Rb4(+c3) 5.Rb5(+b4) 6.Rb6(+b5) 7.Rb7(+b6) 8.Rc6(+b7)#**

**XIII) V. Crisan**

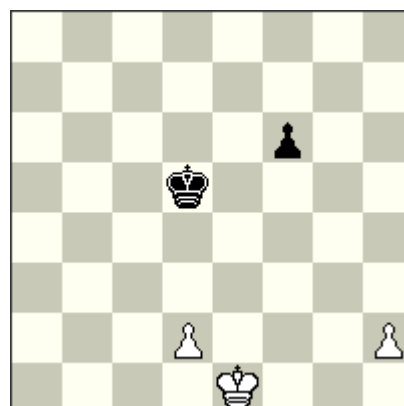
1Réc - Phénix 1997



(3+1) s#5  
Sentinelles ultra-angevines

**XIV) P. Răican**

3Prix - Phénix 1997

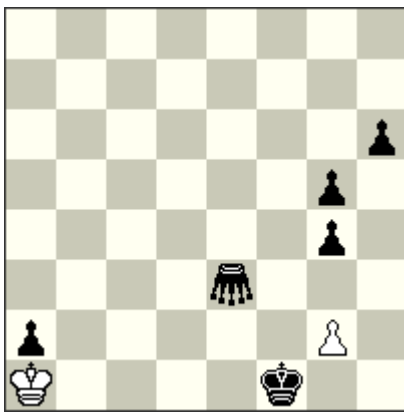


(3+2) ser-#8  
Sentinelles ultra-angevines  
2 solutions

## Originals

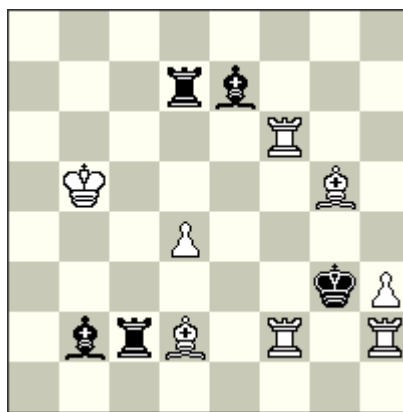
### Fairies & Retros

**809) V. Kotesovec**  
CZ



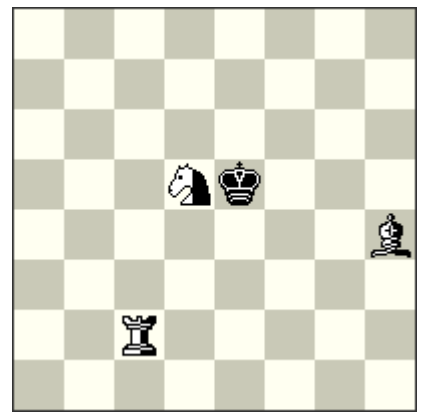
(2+6) ser-h=11  
2 solutions

**810) V. Crisan**  
& **S. K. Balasubramanian**  
RO & IND



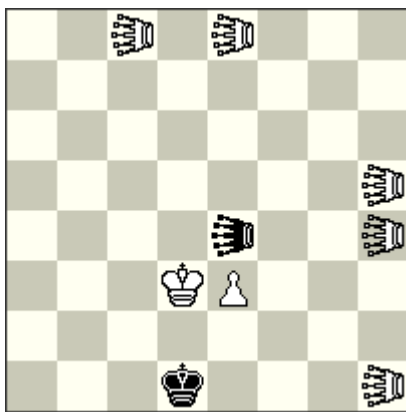
(8+5) hs#4  
Isardam  
2 solutions

**811) G. Foster**  
AUS



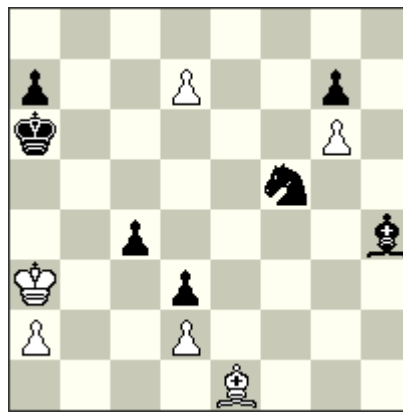
(0+1+3) ser-h#5  
PWC Take&MakeChess 2 sol  
b) nBh4 → f8

**812) G. Foster**  
AUS



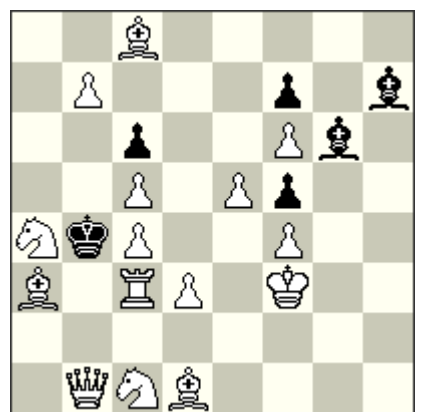
(7+2) hs#5  
5+1 Edgehogs

**813) J. Dupin & P. Răican**  
F & RO



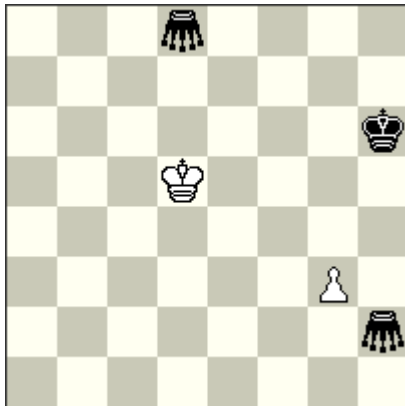
(6+7) C- h#Z10

**814) B. Koludrović**  
HR



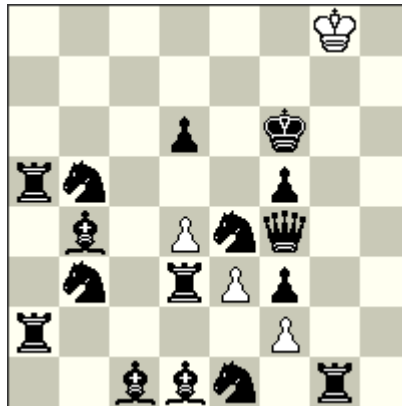
(15+6) ser-h pin 136  
C+

**815) C. Păcurar**  
Canada



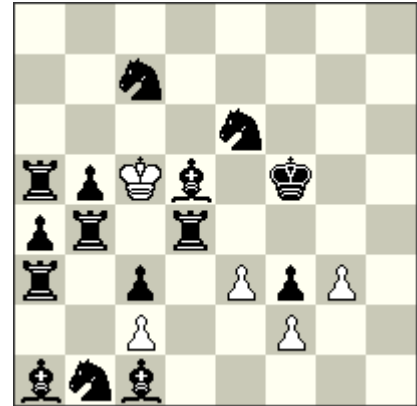
(2+3) C+ h#5  
3 solutions

**816) A. Tüngler**  
Kyrgyzstan(KS)



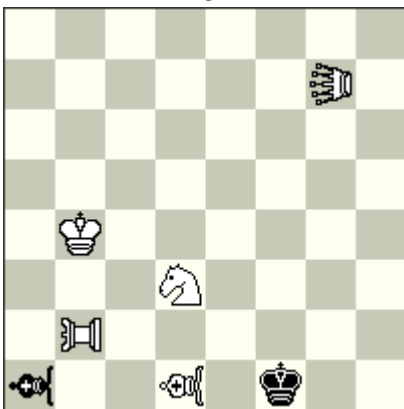
(4+16) C+ ser-+130

**817) A. Tüngler**  
KS



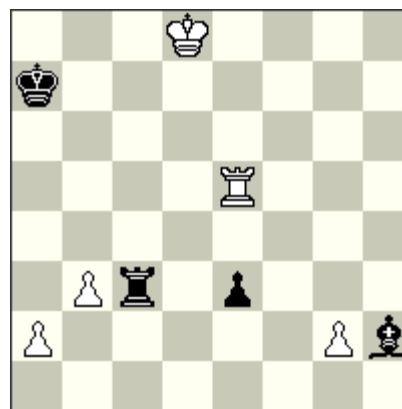
(5+15) C+ ser-RK136

**818) A. Tüngler**  
KS



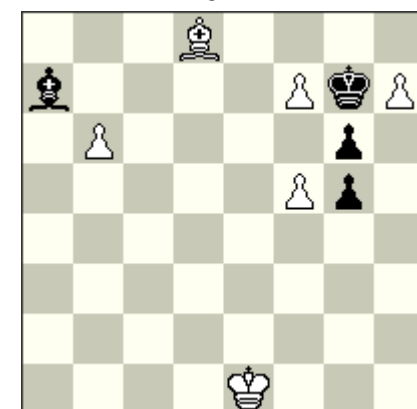
(5+2) ser-h=53  
Marin pieces: Sirene g7  
Nereid a1, d1, Triton b2  
Circe

**819) K. Wenda**  
A



(5+4) -14 & s#1 Proca  
Anticirce

**820) G. Weeth & K. Wenda**  
D & A



(6+4) -6 & s#1 Proca  
Anticirce MagicSq a4  
Type II

**821) P. Răican**  
RO



(16+16) PG 19.5  
Circé Cage

### Definitions:

**Chameleon Chess:** At the completion of every move, a unit with this characteristic changes type. The types form a cycle which may theoretically be predefined in any way but is usually taken to be the default option S-B-R-Q-S... Promotion may be to a chameleon at any stage in the cycle.

**Edgehog:** Moves on Queen lines to or from the board edge, but not both.

**Isardam:** Isardam is the reverse of Madrasi and is in fact related to it. Moves which would lead to a Madrasi paralysis are illegal. A King is therefore not in check if capturing the King would lead to a Madrasi paralysis.

**PWC:** When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. A pawn rising on its row of promotion will promote, the choice of the promotion is determined by the camp making the capture. A Pawn is immovable on its 1st rank.

**Take&Make:** When a piece X captures (the phase Take) a piece Y, it should play from the square of capture a non-capturing move taking the movement of the captured piece Y (the phase Make). If such a move does not exist, X cannot be captured by Y. Checks are orthodox. The Pawn promotion can be performed only during the Make phase.

## Solutions Quartz 38/2013

**809 (Kotesovec):** 1.Ke2 2.Ge1 3.Ke3 4.Ge4 5.Kf4 6.Kf5 7.Gg6 8.Kf4 9.Kg3 10.Kh4 11.Kh5 g3=  
1.Kf2 2.Kg3 3.Kf4 4.g3 5.g4 6.Gg5 7.Kf5 8.Kg6 9.Kh5 10.Kh4 11.h5 Kxa2=

**810 (Crisan & Balasubramanian):** 1.Kb5-b4 Rc2-c3 + 2.Kb4xc3 Be7-b4 3.Rf6-g6 Rd7xd4  
4.Bg5-f6 + Rd4-d3 # (5.Rc2? due to Bd2; 5.Rc6? due to Bf6)  
1.Kb5-c6 Be7-d6 + 2.Kc6xd6 Rc2-c6 3.Bd2-e1 Bb2xd4 4.Rf2-d2 + Bd4-e5 # (5.Bb4? due to Rd2;  
5.Be7? due to Rf6)

**811 (Foster):** a) 1.nRc2-h2 2.nRh2xh4-g3 [+nBh2] 3.Ke5xd5-e7 [+nSe5] 4.nSe5-f7 5.Ke7xf7-h8  
[+nSe7] nBh2xg3-c3 [+nRh2] #  
1.Ke5-d4 2.Kd4xd5-b4 [+nSd4] 3.nSd4xc2-c4 [+nRd4] 4.Kb4xc4-b2 [+nSb4] 5.Kb2-a1  
nRd4xh4-e1 [+nBd4] #

b) 1.nBf8-b4 2.nSd5xb4-c3 [+nBd5] 3.Ke5xd5-h1 [+nBe5] 4.nBe5xc3-b1 [+nSe5] 5.nSe5-g4  
nBb1xc2-c6 [+nRb1] #  
1.nBf8-c5 2.nRc2xc5-b4 [+nBc2] 3.nBc2-e4 4.Ke5xe4-h1 [+nBe5] 5.nSd5xb4-g4 [+nRd5]  
nRd5xe5-a1 [+nBd5] #

This problem was inspired by a helpmate by Vlaicu Crisan & Eric Huber, published in *Quartz* 2010 and awarded Wenigsteiner of the Year 2010 [h#2.5 (b)Rf6>e7 (2 solutions), Take&Make + PWC, Kd5/Rf6/Bc3/Sd4]. However my problem does not have the King mated in all 4 corners! (author)

**812 (Foster):** 1.EHc8-c3 EHe4-a8 2.EHh4-c4 EHa8-e4 3.EHh5-c5 EHe4-h4 4.EHe8-e5 EHh4-d4  
5.EHh1-e4 EHD4-d8 # The Edgheog goes to a8 and then **switchbacks** to e4. Then 3...EHh4 4...  
EHD4 is almost another **switchback**, but longer!

**813 (Dupin & Răican):** 1.c3 d8=T! 2.c2 Txd3 3.c1=T! Tb3 4.Tc5 d4 5.Fe7 d5 6.Ff8 d6 7.Ce7 d7  
8.Tc3 d8=T! 9.Ra5 Td2 10.a6 Tdb2 #Z Le genre mat(pat, capture)zug a été inventé par le regretté  
Dan Meinking en 2010. Ici, nous avons trois promotions en Tours (authors). The aim of X-Zugzwang -  
where X can be mate, stalemate, check, capture, etc. – is achieved when the side on-move:  
- has one or more legal moves that achieve X; AND  
- has no legal moves that fail to achieve X; AND  
- is NOT in check

The problems **814**, **816** and **817** are all recently discovered length records for those stipulations and with promoted units.

**814 (Koludrović):** 10.Kh8 11.Bg8 21.Kxd1 42.Kxa4 64.Kxc3 87.Kxa3 112.Kxc5 129.Ke8 136.Ka4 Bd7 and bPc6 is pinned. A fantastic record of the Croatian expert (P.R.) The previous length record was one move shorter.

**815 (Păcurar):** 1.Gh2-f4 g3-g4 2.Kh6-h7 g4-g5 3.Gd8-h4 Kd5-e6 4.Gh4-h8 Ke6-f7  
5.Gf4-h6 g5-g6 #

1.Gh2-h7 Kd5-d4 2.Gd8-d3 Kd4-e5 3.Gd3-h3 Ke5-f6 4.Gh3-f3 g3-g4 5.Gf3-h5 g4-g5 #  
1.Gd8-d4 Kd5-e4 2.Kh6-h5 Ke4-e3 3.Gd4-f2 Ke3-e4 4.Gh2-h6 Ke4-f5 5.Gf2-h4 g3-g4 #  
Three Echo mates.

**816 (Tüngler):** 1.Kg8-h7 2.e3\*f4 3.Kh7-h6 4.Kh6-h5 5.Kh5-h4 6.Kh4-h3 7.Kh3-h2 8.Kh2\*g1 9.Kg1-h2 10.Kh2-h3 11.Kh3-h4 12.Kh4-h5 13.Kh5-h6 14.Kh6-h7 15.Kh7-g8 16.Kg8-f8 17.Kf8-e8 18.Ke8-d7 19.Kd7-c6 20.Kc6-d5 21.Kd5-c4 22.Kc4\*b4 23.Kb4-c4 24.Kc4-d5 25.Kd5-c6 26.Kc6-d7 27.Kd7-e8 28.Ke8-f8 29.Kf8-g8 30.Kg8-h7 31.Kh7-h6 32.Kh6-h5 33.Kh5-h4 34.Kh4-h3 35.Kh3-h2 36.Kh2-g1 37.Kg1-f1 38.Kf1\*e1 39.Ke1-f1 40.Kf1-g1 41.Kg1-h2 42.Kh2-h3 43.Kh3-h4 44.Kh4-h5 45.Kh5-h6 46.Kh6-h7 47.Kh7-g8 48.Kg8-f8 49.Kf8-e8 50.Ke8-d7 51.Kd7-c6 52.Kc6-d5 53.Kd5-c4 54.Kc4\*d3 55.Kd3-c4 56.Kc4-d5 57.Kd5-c6 58.Kc6-d7 59.Kd7-e8 60.Ke8-f8 61.Kf8-g8 62.Kg8-h7 63.Kh7-h6 64.Kh6-h5 65.Kh5-h4 66.Kh4-h3 67.Kh3-h2 68.Kh2-g1 69.Kg1-f1 70.Kf1-e1 71.Ke1\*d1 72.Kd1-e1 73.Ke1-f1 74.Kf1-g1 75.Kg1-h2 76.Kh2-h3 77.Kh3-h4 78.Kh4-h5 79.Kh5-h6 80.Kh6-h7 81.Kh7-g8 82.Kg8-f8 83.Kf8-e8 84.Ke8-d7 85.Kd7-c6 86.Kc6-d5 87.Kd5-c4 88.Kc4\*b3 89.Kb3-c4 90.Kc4-d5 91.Kd5-c6 92.Kc6-d7 93.Kd7-e8 94.Ke8-f8 95.Kf8-g8 96.Kg8-h7 97.Kh7-h6 98.Kh6-h5 99.Kh5-h4 100.Kh4-h3 101.Kh3-h2 102.Kh2-g1 103.Kg1-f1 104.Kf1-e1 105.Ke1-d1 106.Kd1\*c1 107.Kc1-d1 108.Kd1-e1 109.Ke1-f1 110.Kf1-g1 111.Kg1-h2 112.Kh2-h3 113.Kh3-h4 114.Kh4-h5 115.Kh5-h6 116.Kh6-h7 117.Kh7-g8 118.Kg8-f8 119.Kf8-e8 120.Ke8-d7 121.Kd7-c6 122.Kc6-d5 123.Kd5-c4 124.Kc4-d3 125.Kd3-e3 126.Ke3\*f3 127.Kf3-e3 128.f2-f3 129.f3\*e4 130.e4-e5 +

**817 (Tüngler):** 1.Kc5-b6 2.Kb6\*a5 3.Ka5-b6 4.Kb6-a7 5.Ka7-b8 6.Kb8-c8 7.Kc8-d7 8.Kd7-e7 9.Ke7-f7 10.Kf7-g8 11.Kg8-h7 12.Kh7-h6 13.Kh6-h5 14.e3\*d4 15.Kh5-h4 16.Kh4-h3 17.Kh3-h2 18.Kh2-g1 19.Kg1-f1 20.Kf1-e1 21.Ke1-d1 22.Kd1\*c1 23.Kc1-d1 24.Kd1-e1 25.Ke1-f1 26.Kf1-g1 27.Kg1-h2 28.Kh2-h3 29.Kh3-h4 30.Kh4-h5 31.Kh5-h6 32.Kh6-h7 33.Kh7-g8 34.Kg8-f7 35.Kf7-e7 36.Ke7-d7 37.Kd7-c8 38.Kc8-b8 39.Kb8-a7 40.Ka7-b6 41.Kb6-a5 42.Ka5\*b4 43.Kb4-a5 44.Ka5-b6 45.Kb6-a7 46.Ka7-b8 47.Kb8-c8 48.Kc8-d7 49.Kd7-e7 50.Ke7-f7 51.Kf7-g8 52.Kg8-h7 53.Kh7-h6 54.Kh6-h5 55.Kh5-h4 56.Kh4-h3 57.Kh3-h2 58.Kh2-g1 59.Kg1-f1 60.Kf1-e1 61.Ke1-d1 62.Kd1-c1 63.Kc1\*b1 64.Kb1-c1 65.Kc1-d1 66.Kd1-e1 67.Ke1-f1 68.Kf1-g1 69.Kg1-h2 70.Kh2-h3 71.Kh3-h4 72.Kh4-h5 73.Kh5-h6 74.Kh6-h7 75.Kh7-g8 76.Kg8-f7 77.Kf7-e7 78.Ke7-d7 79.Kd7-c8 80.Kc8-b8 81.Kb8-a7 82.Ka7-b6 83.Kb6-a5 84.Ka5-b4 85.Kb4\*a3 86.Ka3-b4 87.Kb4-a5 88.Ka5-b6 89.Kb6-a7 90.Ka7-b8 91.Kb8-c8 92.Kc8-d7 93.Kd7-e7 94.Ke7-f7 95.Kf7-g8 96.Kg8-h7 97.Kh7-h6 98.Kh6-h5 99.Kh5-h4 100.Kh4-h3 101.Kh3-h2 102.Kh2-g1 103.Kg1-f1 104.Kf1-e1 105.Ke1-d1 106.Kd1-c1 107.Kc1-b1 108.Kb1\*a1 109.Ka1-b1 110.Kb1-c1 111.Kc1-d1 112.Kd1-e1 113.Ke1-f1 114.Kf1-g1 115.Kg1-h2 116.Kh2-h3 117.Kh3-h4 118.Kh4-h5 119.Kh5-h6 120.Kh6-h7 121.Kh7-g8 122.Kg8-f7 123.Kf7-e7 124.Ke7-d7 125.Kd7-c8 126.Kc8-b8 127.Kb8-a7 128.Ka7-b6 129.Kb6-a5 130.Ka5-b4 131.Kb4\*c3 132.Kc3-b4 133.c2-c4 134.c4\*d5 135.d5\*e6 136.Kb4-c5. Ser-RK means series circuit (German: Rückkehr, Rück = back,kehr = traffic)



**818 (Tüngler):** 1.Kf1-g1 2.Kg1-h2 3.Kh2-h3 4.Kh3-h4 5.Kh4-h5 6.Kh5-h6 7.Kh6-h7 8.Kh7-g8 9.Kg8-f8 10.Kf8-e8 11.Ke8-d8 12.Kd8-c8 13.Kc8-b8 14.Kb8-a7 15.Ka7-b6 16.Kb6-c6 17.Kc6-d5 18.Kd5-e4 19.Ke4\*d3 [+wSb1] 20.Kd3-e4 21.Ke4-d5 22.Kd5-c6 23.Kc6-b6 24.Kb6-a7 25.Ka7-b8 26.Kb8-c8 27.Kc8-d8 28.Kd8-e8 29.Ke8-f8 30.Kf8-g8 31.Kg8-h7 32.Kh7-h6 33.Kh6-h5 34.Kh5-h4 35.Kh4-h3 36.Kh3-h2 37.Kh2-g1 38.Kg1-f1 39.Kf1-e1 40.Ke1\*d1 [+wNDd8] 41.Kd1-c1 42.Kc1\*b2 [+wTRb8] 43.Kb2-c2 44.Kc2-d3 45.Kd3-e4 46.Ke4-d5 47.Kd5-c6 48.NDa1\*g7-h8 [+wSIg8] 49.NDh8-d4 50.NDd4-b6 51.Kc6-b7 52.Kb7-a6 53.NDb6-a7 SIg8-a2 =

**819 (Wenda):** R: **1.Kc7-d8!** Rd3-c3+ 2.Kd6-c7 Rc3-d3+ 3.Rg5-e5 Bg1-h2+ 4.f2xBg3(pg2) Bh4-g3+ 5.Kc7-d6 Rd3-c3+ 6.Kd8-c7 Rc3-d3+ **7.Re5-g5** (Rückkehr) Bg3-h4+ 8.Kc8-d8 Rd3-c3+ 9.g5xf6 e.p. (pf2) f7-f5 10.Kd8-c8 Rc3-d3+ 11.Kc8-d8 Rd3-c3+ 12.Kd8-c8 Rc3-d3+ 13.Kc8-d8 **Ka8-a7+** (avoids tie by repetition) 14.b6xQa7(pa2) & 1.b7+ Qxb7(Qd8)#  
 Logical try: R: **1.Kc8-d8?** Rd3-c3+ 2.f(h)5xg6 e.p.(pg2) g7-g5 3.Kd8-c8 Rc3-d3+ 4.Kc8-d8 Rd3-c3+ 5.Kd8-c8 Rc3-d3+ 6.Kc8-d8 Ka8-a7+[forced] 7.b6xQa7(pa2) & 1.b7+ Qxb7(Qd8)+ **2.Kxd8(Kd1)!**  
 Theme: Uncapture of a black Bishop in the fore-plan to guard the K's flight e1.

**820 (Weeth & Wenda):** 1.Kb8xBc8[Ke1]! Kf8-g7+ 2.wBe8xRa4[bBc8] g7-g6 3.wRa1-a4 g6-g5 4.wRa1xPa3[Ra1] a4-a3 5.Rh1xSh4[Ra1] Sf3,g2-h4 6.Rb7xQd7[Rh1] & 1.Be7+ Qxe7[Qd8]# (not 2.wBb5,c6xRa4[bBc8]? .... 1.Be7+ Kxf7[Ke8]!) (not 4.Rh1xSh4[Ra1]? R any x Xa4[bR any > wRh1]!!) (not 5.Rh1xSh2[Ra1]? Sf1,g4-h2.... 1.Be7+ Qxe7[Qd8]+ 2.Kxa7[Ke1]!!)

Thematic content: threefold utilization of a MagSq; strategic highlight: prophylactic occupation of the MagSq by a black unit in order to prevent Black from **himself** making use of the wRh1 in the way of uncapturing on a4.

pro domo: compare G. Weeth in his article on the Magic Square in Die Schwalbe 2010, no.14382  
 This problem here makes use of the same matrix and shows an intensified realization of the idea in a more economical form.

**821 (Răican):** 1.a4 Sf6 2.a5 Se4 3.Ra4 Sxd2(Pa3) 4.Rf4 Sa6 5.e4 Sc5 6.Qf3 Sxf3+(Qg5)! 7.Ke2 Sxg1+(Sd4) 8.Rxg1(Sh3) Sxf2(Pf6) 9.Kxf2(Se6) Sxf4(Rh1) 10.Bxf4(Se6) Sxf4(Bh6) **11.Qxc5(Sg8)** Sxh6(Bb6) 12.g4 Sxg4+(Pc3) 13.Rxg4(Sa4) Sxc3(Pb5) 14.Sxc3(Sa4) Sxc5(Qa6) 15.Sd5 axb6(Bc6) **16.Rxf4(Sb8)** Sxc6(Bg1) 17.Sxb6(Pg2) Sxe4+(Pg8=S) **18.Rxe4(Sb8)** Sb4 19.Sh6 Sxc2(Pe3) **20.Sxc2(Sg8).**

Lois theme Sb8/Sg8, sibling Rh1. Is this PG unique?

The complete definition of Circe Cage (by N. Dupont & Et. Dupuis):

1. *Captured pieces are reborn if there is one or more rebirth squares for the captured piece. When there are none, the captured piece is definitively removed from the board. As kings can not be captured, checks and mates are orthodox.*

2. *Rebirth squares are called cages. A cage for a given piece is a square such that if the given piece lied on that square, its only legal moves would be captures.*

3. *When there are more than one cage, the side making the capture chooses the rebirth square from the available cages.*

4. *Cages are determined after the capture has taken place.*

5. *White pawns may reborn on the first row, from which they can move like ordinary pawns, including making a double step from the second row. Same for black pawns.*

6. *White pawns may also reborn as promoted pieces on the last row. In such case, the rebirth square must be a cage for the promoted piece, the type of which is chosen by the side making the capture. Same for black pawns.*

7. *A reborn piece is "brand new"; its move history is lost. For example, a white rook reborn on h1 retrieves the ability to castle.*

## **Tournament announcements**

### **StrateGems**

#### **Dan Meinking Memorial Tourney announcement (Meinking-MT)**

StrateGems is announcing a memorial tourney for **Parry Series of any type**, *with no fairy pieces or additional fairy conditions*. Please send your entries to the director Mike Precic by email only: *StrategemsGC@gmail.com*. Due date is September 30<sup>th</sup> 2013. The judge is Cornel Păcurar. The awarded composers will receive book prizes and free electronic subscriptions to StrateGems. The award will be published in the January 2014 issue of StrateGems.

#### **QuartzTT9 (Meinking fairyMT)**

As you have seen, the American tourney does not allow fairy parry series problems. Quartz launches a complementary fairy section and requests **Parry Series of any type**, *with fairy pieces or/and additional fairy conditions*. Due date is December 31, 2013. Send please your entries to the director Dinu-Ioan Nicula by email only: *tt9quartz@gmail.com* The judge will be announced.