QUARTZ 44

Dec 2017

Mark Kirtley

The Problemist, July 2014

PG 20   15+15

Contents

Exchange between Q and K in proof games

P. Răican

This theme means that Queen and King of same color exchange places in course of a proof game. Sure, the paradox is when after the first switch of places, these units make the second switch, such that they return to their original positions.

I selected six proof games, here in chronological order:

A) 1.e4 f5 2.e5 Sf6 3.exf6 e5 4.f7+ Ke7 5.Qh5 Qe8 6.Qh6 gxh6 7.Ke2 Bg7 8.f8=Q+ Kd8 9.Qf6+ Qe7 10.Kf3 Ke8 11.Kg3 Qd8.

The first PG that I know, with a clever realization of the theme.

B) 1.h4 f5 2.Rh3 f4 3.Rb3 f3 4.Rb6 axb6 5.h5 Ra3 6.h6 Rd3 7.a4 gxh6 8.a5 bxa5 9.Ra4 b6 10.Rd4 Bb7 11.Rd6 exd6 12.e3 Se7 13.Qe2 Sc8 14.Kd1 Be7 15.Qe1 0-0 16.Be2 Kh8 17.Qf1 fxe2+ 18.Ke1 Rf3 19.Sa3 Th3 20. g3 Bh1 21.Qg2 Qg8 22.Qc6 Qb3 23.cxb3 Bd8 24.Qc2 c6 25.Qd1 Bc7.

WQ make a complicated maneuver of 7 moves in order to allow a switchback of his husband. From the beginning, we understand that the theme is hard to build.

A) Michel Caillaud

Comm, Problemesis 2000
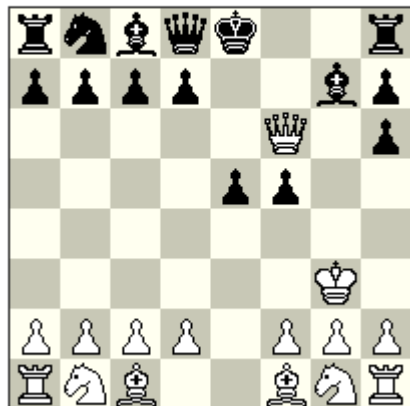
PG 11   15+15

B) Mark Kirtley, Gianni Donati

Probleemblad 2001

PG 25   11+15

C) 1.d3 e5 2.Qd2 Ba3 3.Qb4 Qe7 4.Kd2 Kd8 5.Kc3 Qe8 6.Qf8 Sf6 7.Qg8 Bf8 8.Bg5 Ke7 9.Kb4 h6 10.Sc3 hxg5 11.Rd1 Rh3 12.Rd2 Rg3 13.hxg3 Qd8 14.Rh6 Sh5 15.Ra6 d6 16.Sd1 Bh3 17. gxh3 Sf4 18.Bg2 Sg6 19.Be4 Sh8 20.Bh7 Ke8.

Here, the double exchange between bQ and bK is not obvious in the diagram, because at first glance the white Q also seems to have been able to come across the h-line. This PG is a version of one by G. Denkovski, see D.
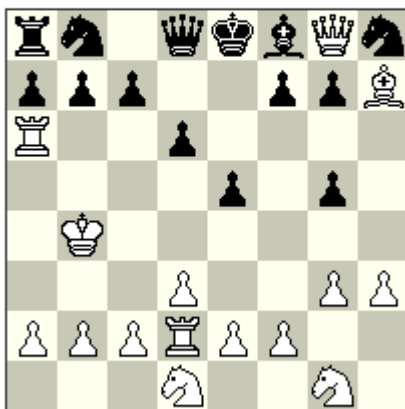
D) 1.d3 e6 2.Qd2 Qe7 3.Qb4 Kd8 4.Kd2 Qe8 5.Qxf8 Se7 6.Qxh8 Se7-c6 7.Qf8 Sa5 8.Qd6 Qe7 9.Kc3 Ke8 10.Kb4 Qd8.

E) 1.h4 Sc6 2.h5 Rb8 3.h6 gxh6 4.Rxh6 Bxh6 5.a4 Be3 6.Ra3 h5 7.Rb3 Sh6 8.Rxb7 0-0 9.Rb3 Rxb3 10.a5 Rd3 11.c3 Ba6 12.Qa4 Qa8 13.Qh4 Sb4 14.f3 Qxf3 15.Kd1 Qxf1+ 16.Qe1 Qf5 17.Qh4 Qxa5 18.Ke1 Sd5 19.Qa4 Rb8 20.Qd1.

An original way to make the theme.

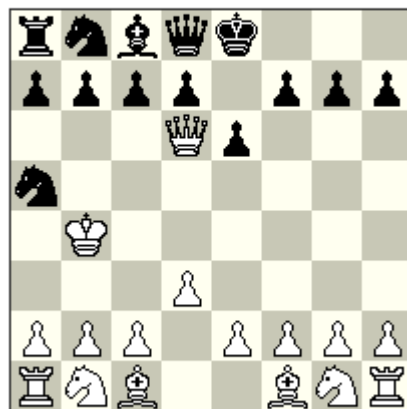**C)** Gligor Denkovski, Michel Caillaud

Probleemblad 2004

PG 20   15+14

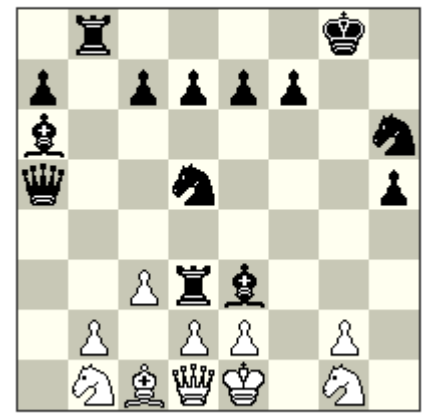**D)** Gligor Denkovski

Orbit 2003

PG 10   16+14

E) Unto Heinonen

3HM, StrateGems 2006

PG 19.5   10+14

F) Mark finally found his best realization in ....2014. This is a convinced proof of perseverance:

1.Sc3 f5 2.Sd5 f4 3.Sxe7 f3 4.Sd5 Bd6 5.Sb6 axb6 6.g4 Ra3 7.g5 Rd3 8.g6 Qg5 9.e3 Se7 10.Se2 Qg1 11.Sc3 Bg3 12.Qe2 d6 13.Kd1 Bd7 14.Qe1 Bb5 15.Bh3 S8c6 16.Bg2 Kd7 17.Bf1 Ra8 18.Qe2 Kc8 19.Ke1 Kb8 20.Qd1 Sc8.

Lois theme (Platzwechsel performed and reversed) between King and Queen of the same color is not new, but I'm hoping that motivating the Platzwechsel so as to unpin the King's Bishop is new. (author)

F) Mark Kirtley

The Problemist, July 2014
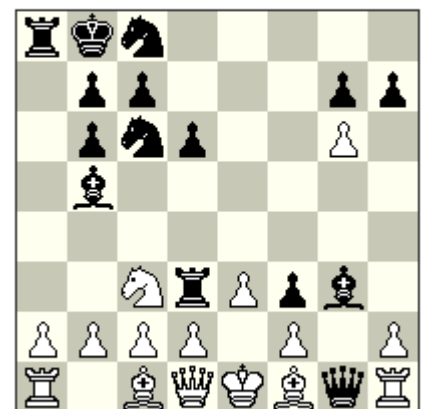
PG 20   15+15

# Checkmate proof games with unspecified pieces

by Nicolas Dupont

When reading the Quartz TT10 rules, I quickly realized that a closely related theme might be interesting too: **a diagram position where the side on move is already checkmated**, instead of a #1 stipulation. Indeed this new theme allows problems where the mating move is not unique, and sometimes the position is more mysterious (and hence more attractive) after the mating move than before it.

I submitted this new idea for a workshop in the France Echecs website and numerous interesting positions were posted there, or sent to me privately. Here is presented a selection of what I think are the best achievements. Remember that the main "novelty" of the Quartz TT10 is that the diagram position is showing only the squares where some piece is standing, but neither its type nor its color.

This note contains 4 illustrations in the orthodox setting, and 4 with some fairy condition. All those problems are C+ **Jacobi** - except the last one - a very recent and excellent program by the Canadian François Labelle.
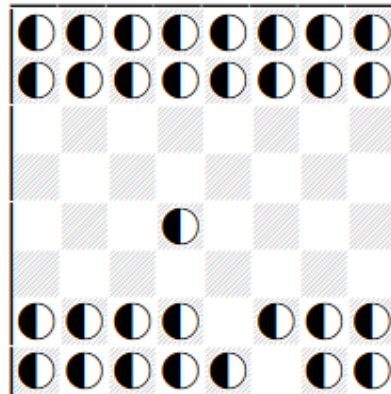
Orthodox problems

N°1 Paul Raican
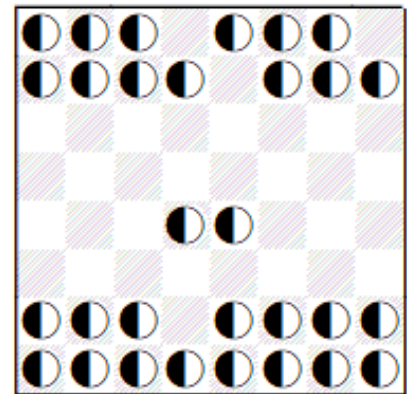Version Nicolas Dupont
France Echecs 2017

N°2 Joachim Iglesias & François Labelle
France Echecs 2017

N°3 Joachim Iglesias
Version Nicolas Dupont
France Echecs 2017
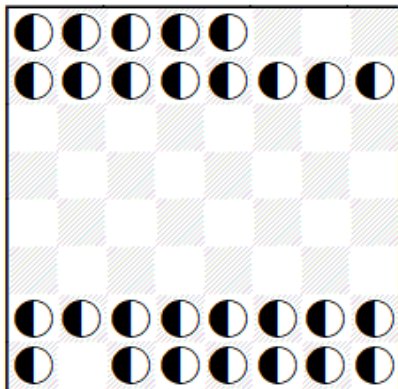
PG 5.5   (0+0+28)   C+
Checkmate position
Undefined pieces

PG 5.5   (0+0+31)   C+
2 solutions
Checkmate position
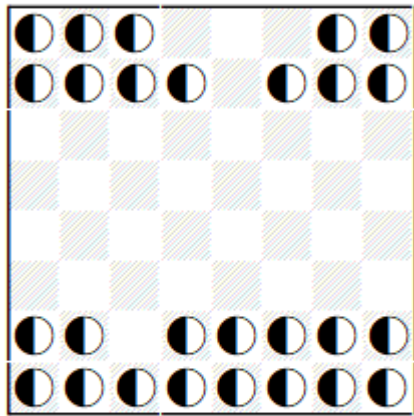Undefined pieces

PG 5.0   (0+0+30)   C+
Checkmate position
Undefined pieces

N1) 1.Sc3 d5 2.Sxd5 Qd7 3.Sxe7 Kd8 4.Sxg8 Be7 5.Sh6 Re8 6.Sxf7#

N2) 1.e4 f6 2.Bc4 f5 3.exf5 Sh6 4.f6 Sf5 5.Bg8 Sd4 6.f7# Jacobi found the second solution:
1.e4 f5 2.Bc4 Sf6 3.Bg8 d5 4.exf5 Sfd7 5.f6 d4 6.f7#

N3) 1.d4 Sf6 2.Bg5 Se4 3.Bxe7 Rg8 4.Bg5 Qf6 5.Bc1 Qxf2#

N°4 Joachim Iglesias
France Echecs 2017

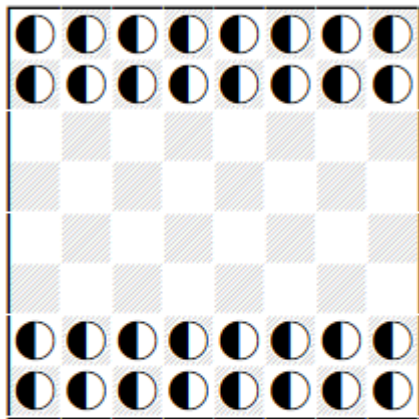PG 7.5   (0+0+27)   C+
Checkmate position
Undefined pieces

N4) 1.c4 e6 2.c5 Bd6 3.cxd6 Se7 4.dxe7 e5 5.cxd8=S 0-0 6.Sc6 Kh8 7.Sxe5 Rg8 8.Sxf7#

It's interesting that Jacobi says *unique solution* after ~ 57 hours.
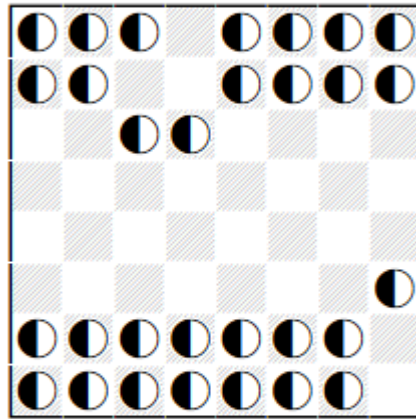
Fairy problems

N°5 François Labelle
Original

a)PG 1.0   (0+0+32)   C+
b)PG 2.5
Checkmate position
Undefined pieces
Circe equipollents & Volage
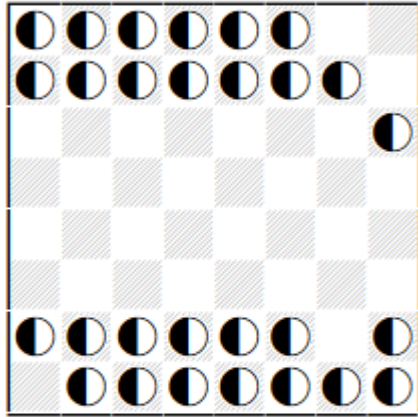
N°6 Paul Raican
France Echecs 2017

PG 3.5   (0+0+30)   C+
Checkmate position
Undefined pieces
Einstein

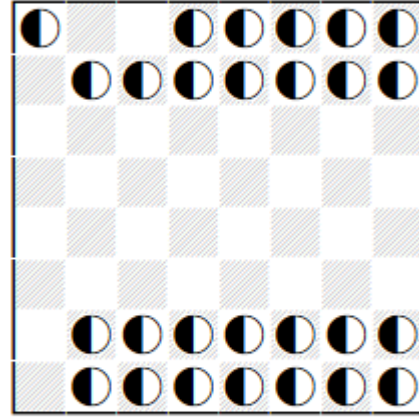**N5)** a)1.f3=b f2#   b) 1.d3=b f6=w 2.Sd2=b dxc2 [+wPb1] 3.f7#
N6) 1.h3 c6 2.Rh2=B Qc7=R 3.Bxc7=R d6 4.Rxc8=Q#

N°7 Paul Raican
Original

N°8 Bernard Delobel
France Echecs 2017

PG 5.5 (0+0+28) C+	PG 7.5 (0+0+27) C?
Checkmate position	Checkmate position
Undefined pieces	Undefined pieces
Einstein	Take & Make

N7) 1.g4 f5 2.gxf5=S Sh6=P 3.Sxh6=B Rg8=B 4.Bg5=S Bxa2=R 5.Rxa2=Q h6 6.Sf7=P#

N8) 1.a4 b5 2.axb5-b4 a5 3.Rxa5-a4 Ra5 4.bxa5-a8=S Sa6 5.Sxc7-c6 Sb4 6.Ra8 Ba6 7.Sxb4-d5 Bb7 8.Sc7#

Note of Editor: Very good addition to the so called Tacu's Enigma. Our warm gratitude to Nicolas for his idea.

TT10 Quartz
Theme: Fairy Proof Games with unidentified men
In memoriam Ion Murãraşu
Award by Mark RIDLEY

It was a nice surprise to receive an e-mail from **Paul Rãican** to judge this tourney. It is true I have judged tourneys before, but those were where I acted either as replacement or emergency judge, or in theme tourneys where I have a specific interest, readers for example will remember my projects on the Babson Task and Fairy Kings.

However, one does not turn down an invitation from Paul lightly, and I offered to take on the task provided another more experienced judge assisted where necessary. I must therefore thank **Tadashi Wakashima** for his assistance.

Paul's invitation came as a reply to a question I e-mailed a few years ago. I heard **Ion Murãraşu** had died, and had asked if Quartz was planning a memorial tourney for him. Paul's reply was to invite me to judge this tourney. Consequently, I propose to add *in memoriam Ion Murãraşu* at this TT10. A decision I hope meets everyone's approval.

Note of Editor*: A memorial tourney Ion Murãraşu has been organized by Quartz in 2011. The subject of the tourney was Memory Circe.*

In the end, Director **Dinu-Ioan Nicula** sent me 46 problems to judge.

Strictly speaking, I am not a Retros judge so what criteria was I to judge the entries on.

Economy: Normally idle or uneconomical force is frowned on, however in proof games for legality such pieces must be present. However, I have been tough on entries where the fairy conditions have been poorly used.

Originality: As in any tourney this is important. I have therefore tried to reward such problems.

Theme: Again thematic content is important, and those which impressed me best have gained the highest places.

Let me give a few examples why certain entries got rejected.

5 (Huber) showed a mate by double check, however, it was not clear to me what else the composer was aiming to show Hence I deleted it.

14 (Brobecker) with its Knight Mate Chess (kings are replaced by royal knights, while knights are replaced by non-royal kings) is interesting. It misses the award, but has much promise especially in promotion to kings which being non-royal can be captured. The themes of Schnoebelen King or Pronkin King (with e1 the thematic square) come to mind.

15 (Brobecker) used Einstein Chess but the mate was a purely orthodox one. To me that was a serious weakness.

16 (Brobecker) as with **14** starting the game with a fairy piece replacing an orthodox piece is not new. Here Grasshoppers replaced Queens. However, the wG never moves. Bearing in mind I was trying to be tough on problems with uneconomic fairy force how was I to treat this entry? The wG I feel has stayed as a wQ, or could even have been removed from the board (i.e. give odds) without affecting the solution. I therefore felt it necessary to discard this problem with its otherwise pleasant theme. The problem by Peter Fayers and Cedric Lytton shows the idea better in Retro format (see the Appendix)

27 (Frolkin & Tylor) showed switchbacks by both kings but little else. So I felt an award was inappropriate.

45 (Raican & Iglesias) has received the 1st honorable mention in a preliminary phase, but was later demolished with the new program Jacobi.

Overall, I feel the standard of the entries is good and therefore 16 problems have been chosen for the award.

1st Prize 26 Frolkin & Tylor

All-in Chess is making a welcome comeback, either in combination with Growing Men or on its own account as here. There is excellent use of the All-in Chess rule, with the composer stating that the play consists of three pieces each making a series of three or more consecutive moves, something hardly possible in other fairy forms. In all a fine proof game which soon emerged as the front-runner.
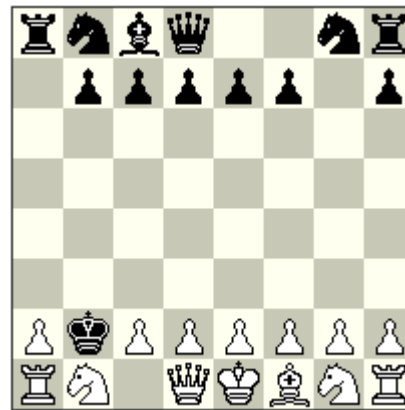
A.Frolkin & C.Tylor
1st Prize, TT10 Quartz
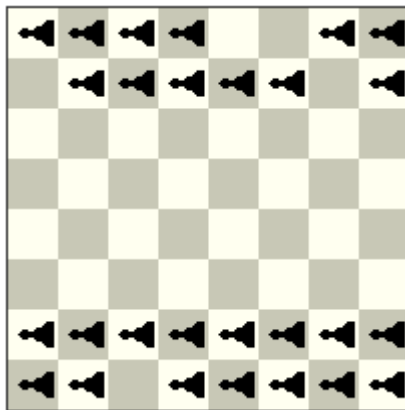
PG 7 & #1

8.Kc1#

All-in Chess

1.bPa5 bPa4 2.bPa3 bPaxb2 3.wBxb2 wBxg7 4.wBxf8 bKxf8 5.bKg7 bKf6 6.bKe5 bKd4 7.bKc3+ bKb2 & 8.bKc1#

In the move 8.bKc1#, White moves the bK into a check from the wQ, which cannot move away to release the check. Black cannot reply 8...bKb2?, since that would repeat the position after move B7; however, if White had attempted to mate by 8.bKxb1+, 8...bKb2 could have been played since the B7 position would not be repeated.

2nd Prize 29 Frolkin & Tylor

Retro problems making use of the three-fold repetition rule in the past or up to the diagram positio are not new. For example see B. Ostruh & M. Klasinc 1st Honorable Mention *The Problemist* 1977-1978 (R34). Some like the mentioned have used purely orthodox play while others have used fairy play.

The present problem scores not just for showing it in a proof game, but the fact the *mating move* produces the three-fold repetition and as such the game is automatically drawn. I find this problem very humorous hence its high distinction.

A.Frolkin & C.Tylor
2nd Prize, TT10 Quartz
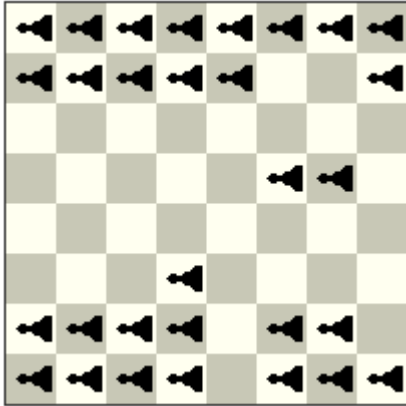
PG 6 & #1, with this mating
move drawing the game
#C Chess

1.e4 f5 2.exf5 g5 3.Qh5# [bQh5] Qxh2 4.Bd3 Qh5 5.Kf1 Qd1# [wQd1] 6.Qh5# [bQh5] Qd1# [score 2-2, wQd1] & 7.Qh5# [bQh5] – which will produce the position after move W5 for the third time, and therefore draw by threefold repetition!
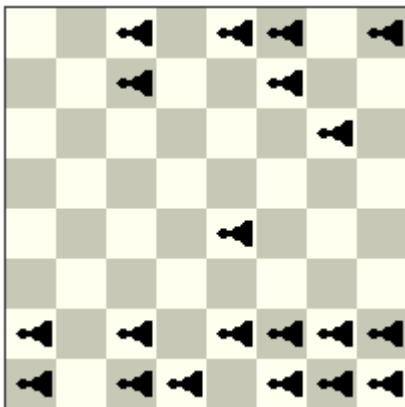
In **#C Chess**, play is completely normal except that it is not necessarily ended by mate or by any number of mates. Whenever either side mates, the color of the mating piece is changed; if a legal position results, play continues normally with the mated side making the next move.

3rd Prize 34 Frolkin & Tylor

Three problems showing the new concept of Kk Chess were entered for this tourney, and I judged this to be the best of them. The opening moves set up an oscillation for the bQ. Meanwhile, the wPb2 marches up the board and promotes to wQ before returning to b2 on move 14. Apart from this long range switchback, the wPb2 accounts for all the missing units before playing to set up the lone mate 19.Sh3#. The fact White ends the game mating even though Black leads 1-13 is a delightful touch.

A.Frolkin & C.Tylor
3rd Prize, TT10 Quartz

PG 18 & #1 final
Kk Chess, score in diagram
position 0-13

1.Sc3 Sf6 2.Sd5 Se4 3.Sxe7 Sxd2 4.Sg6 Sxf1 5.Qxd7+ Qxd7 6.Kxf1 Qd1# [0-1, wK>e8, bK>f1] 7.b4 Qd7# [wK>f1, bK>e8] 8.b5 Qd1# [wK>e8, bK>f1] 9.b6 Qd7# [wK>f1, bK>e8] 10.bxa7 Qd1# [wK>e8, bK>f1] 11.axb8=Q Qd7# [wK>f1, bK>e8] 12.Qxa8 Qd1# [wK>e8, bK>f1] 13.Qxb7 Qd7# [wK>f1, bK>e8] 14.Qb2 Qd1# [wK>e8, bK>f1] 15.Qxg7 Qd7# [wK>f1, bK>e8] 16.Qxh7 Qd1# [wK>e8, bK>f1] 17.Qh4 Qd7# [wK>f1, bK>e8] 18.Qe4 Qd1# [0-13, wK>e8, bK>f1] & 19.Sh3#
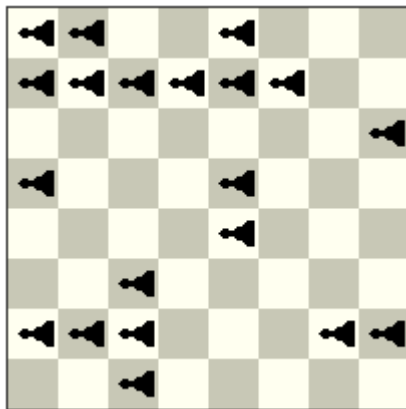
In **Kk Chess**, play is completely normal except that it is not necessarily ended by mate or by any number of mates. Whenever either side mates, the two kings are interchanged; if a legal position results, play continues normally with the mated side making the next move. The concluding #1 has to be of the *final mate* type in which no further play is possible because interchanging the two kings leaves the wK in illegal self-check.

4ᵗʰ Prize 31 Frolkin & Tylor

Three problems showed the new form of #R Chess, and I judged this was the best of them. I love the way White builds up a 2-0 lead, and is brought back level (fixed or not), and the fact two pieces go in one move after White's fourth move raises the problem up a notch. The problem with its White O-O-O and Black Queen promotion makes one wonder if an e.p. capture can be added in another setting to show a full Valladao Task.

A.Frolkin & C.Tylor
4ᵗʰ Prize, TT10 Quartz

PG 15 & #1
#R Chess, score in diagram
position 2-2

1.e4 g5 2.Qh5 g4 3.Bc4 g3 4.Bxf7# [1-0, -bBf7; 2-0, -wQh5] Bg7 5.Sc3 Bxc3 6.dxc3 Sh6 7.Bxh6 Rf8 8.O-O-O gxf2 9.Re1 fxe1=Q# [2-1, -bQe1] 10.Sf3 d6 11.Se5 dxe5 12.Rf1 Qd5 13.Rf7 Bd7 14.Rxh7 Rf1# [2-2, -bRf1] 15.Rf7 & 16.Rf8# [3-2].

In **#R Chess**, play is completely normal except that it is not necessarily ended by mate or by any number of mates. Whenever either side mates, the mating piece is removed; if a legal position results, play continues normally with the mated side making the next move.

1ˢᵗ HM 41 Rãican & Ganapathi

The excellent use of the sentinels pion adverse rule lead to an attractive mate. In addition we see no fewer than three promotions including a Ceriani-Frolkin Rook. Taking both points together, a high place in the award is deserved by this problem.
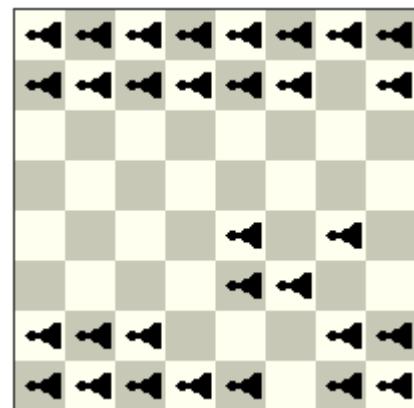
Sol.: 1.e4 g5 2.Be2 g4 3.Bxg4 [bPe2] **exd1=R+** 4.Ke2 Rd2+ 5.Kxd2 [bPe2] **e1=S** 6.Ke3 [bPd2] **d1=Q** 7.f3 & 7....Sxg2# (8.Kf2 [bPe3]? self-check)

Try: 1.e4 g5 2.Qe2? g4 3.Qxg4 [bPe2] **exf1=S** 4.Ke2 Sxd2 5.Kxd2 [bPe2] **e1=S** 6.Ke3 [bPd2] **d1=Q** 7.f3 & 7....Sxg2+ 8.Qxg2 [bPg4]!

Jacobi+

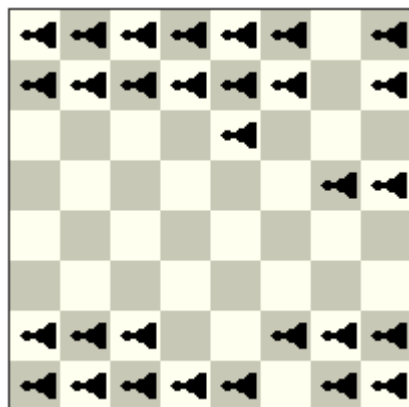### P. Rãican & G. Ganapathi
1ˢᵗ HM, TT10 Quartz

PG 6.5 & #1 by Black
Sentinels Pion adverse

P. Rãican
2nd HM, TT10 Quartz

PG 4 & #1
Take&Make Chess

2nd HM 43 Rãican (after Brobecker)

A fine addition to the quoted problem by A. Brobecker. I like the *Take and Make* motives very much, and the try 5.e6xf7-f6+? exf6-f7! is a nasty sting in the tail.

1.e2-e3 Sf6 2.Be2 Se4 3.Bh5 Sxd2-d4 4.exd4-e6 g5 then **5.e6xf7-f5 #** (5.e6xf7-f6+? exf6-f7!)

Brobecker's problem:
Kamikaze Chess

1.e3 Sf6 2.Be2 Se4 3.Bh5 Sxd2 4.Qd5 g5 5.Qxf7#
Kamikaze Chess (B.G. Laws, 1928): A unit making a capture disappears with the captured unit. The King cannot capture.
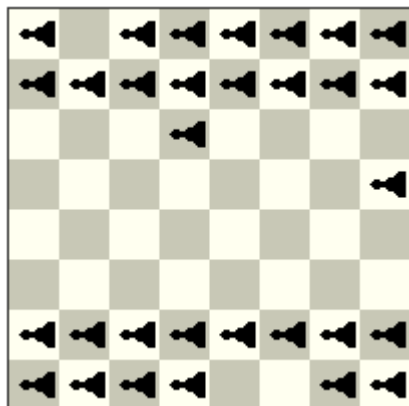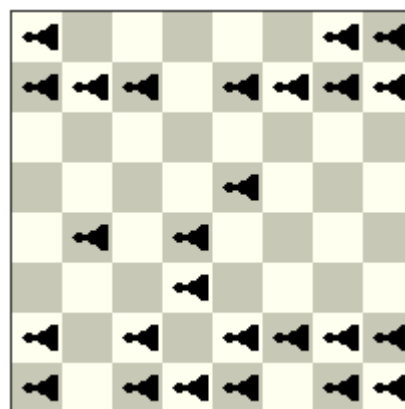
3rd HM 46 Rãican & Grudzinski

The promotion by Take and Make means of wPg2 to wR on c8 followed by its capture on c6 is a surprise and the problem deserves its distinction for that.

The promoted Rook is captured on c6, then we have a Ceriani-Frolkin Rook.

1.d3 e5 2.Bg5 Ba3 3.Sxa3-b4 Qxg5-c1 4.Sc6 dxc6-e7 5.b4 Bh3 **6.gxh3-c8=R+!** Kd7 7.Rxb8-c6 Kxc6-c3 8.Bg2 Kd4, then 9.Qxc1-b2#

P. Rãican & Grudzinski
3rd HM, TT10 Quartz

PG 8 & #1
Take&Make Chess

F. Labelle
4th HM, TT10 Quartz

Lortap
a) PG in 4.0, #1
b) PG in 5.0, #1

4th HM 18 Labelle

This twin problem contains play making good use of the Lortap rule. In a) we have shut off play (4.Ke2) so 5.Bxf7 is mate. In the b) solution, wBf1 goes to bBc8 game array square. It is a surprise that we have an exchange of position between: I) Bh6 and Bc8 II) Ke2 and Pg2.
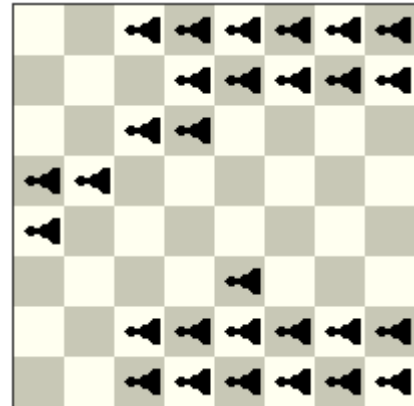
a) 1.e2-e4 Sb8-a6 2.Bf1-e2 Sa6-c5 3.Be2-h5 Sxe4 4.Ke1-e2 Se4-d6 & 5.Bh5xf7#

b) 1.g2-g4 d7-d6 2.Bf1-h3 Bc8-f5 3.Ke1-f1 Bf5xg4 4.Kf1-g2 Bg4-h5 5.Bh3-c8 Sb8-d7 & 6.Bc8xd7#

Jacobi+

E. Huber
5th HM, TT10 Quartz

PG 8 & #1
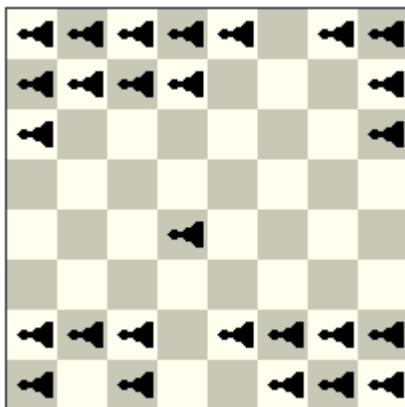Alphabetic Chess

5th HM 4 Huber

A nice Alphabetical Chess problem. I do not recall having seen it in proof games before. The smothered mate is attractive.

1.a2-a4 a7-a5 2.Ra1-a3 Ra8-a6 3.Ra3-b3 Ra6-d6 4.Sb1-a3 b7-b5 5.Sa3xb5 Sb8-a6 6.Rb3-e3 Sa6-c5 7.b2-b3 Sc5xa4 8.b3xa4 c7-c6 & 9.Sb5xd6#

Jacobi+

A.Frolkin & C.Tylor
1 Comm, TT10 Quartz

PG 9 & #1
90° Rotation Chess
(counterclockwise)

1 Commendation 37 Frolkin & Tylor

In 90° Rotation Chess, play is completely normal except that it is not necessarily ended by mate or by any number of mates. Whenever either side mates, the mating position is rotated (clockwise in this original) by 90 degrees (any Ps appearing on the 1st or 8th ranks as a result of this being taken as immobile); if a legal position results, play continues normally with the mated side making the next move. The notation used in the solution gives the position of the original a1 corner after each rotation.

1.d4 e5 2.dxe5 Qg5 3.Qd6 Sf6 4.Qxf6 Qxc1# [a1=h1] 5.gxh3 Bf1 6.h4 Ka6 7.Qa4# [a1=h8] fxe1=Q 8.f8=Q Qa5 9.Qf2 Qa6 & 10.Qe1# (final mate).

P. Rãican
2 Comm, TT10 Quartz
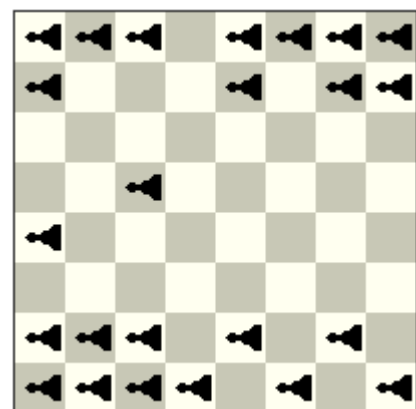
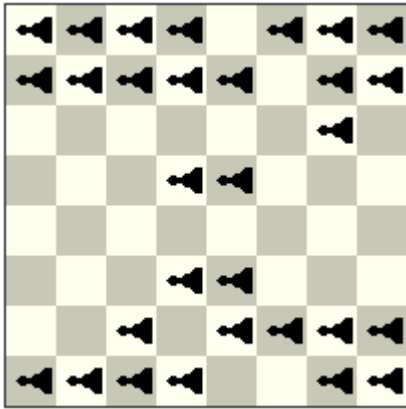

PG 5.5 & #1 by Black
Annan Chess

2 Commendation 38 Rãican

The fine use of the Annan rule leads to escalator of wPd2 and bPc7. In turn these lead to an unexpected Phenix wS and bQ.

1.f2xa7 d7-a4 **2.d2xd8=S!** c7xh2 3.Sxf7 **hxg1=Q!** 4.Sxh8 Qxa7 5.Kf2 b7-c5 6.Kxc5 & **6...Qa5#**
Specific mate. Jacobi+

P. Rãican
3 Comm, TT10 Quartz

Parryhser-dia 9 moves, then
#1 by Black.
Annan Chess

3 Commendation 42 Rãican

This was one of two problems with the stipulation Parry helpseries-diagram problem. 42 with its combination with Annan Chess is better, with the escalator of bPa7 and promotion to S on the mating move, suggests a commendation is justified. Whether parry helpseries diagram problems have a future with or without additional fairy rules we will have to see.

1.e2-e3 2.Bc4 3.Bxf7+ Kxf7 4.c2-g6+ Ke6 5.d2-d5+ Ke5 6.b2-d3 7.a2-e2 8.Kd2 9.Kc2 & **9...a7xa1=S #**
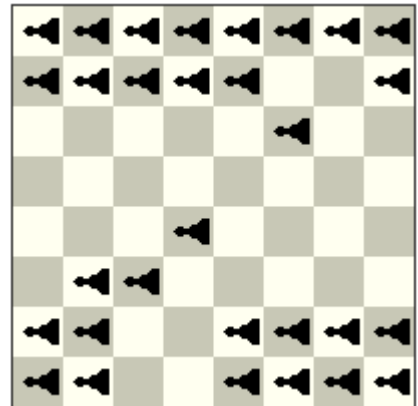Specific mate. Jacobi+

4 Commendation 9 Crişan

A most unexpected Frolkin bQ. I do not recall seeing a quicker one in proof games, and the mate certainly raises a smile.
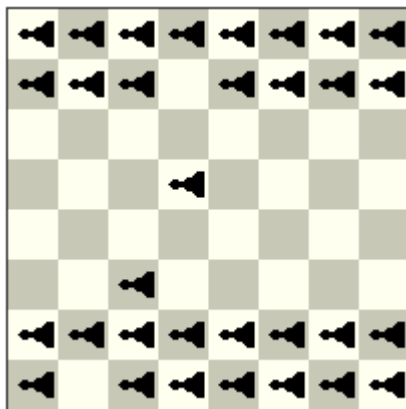1.d4 f6 2.Bh6 gxh6-c1=Q! 3.c3 Qxd1-b3 & 4.axb3-f7#

V. Crişan
4 Comm, TT10 Quartz

PG3 & #1, Take&Make

V. Crişan
5 Comm, TT10 Quartz

PG3 & #1, PWC
a) White to move (after Black's 3rd move)
b) Black to move (after White's 3rd move)

5 Commendation 7 Crişan

In a) we have a smothered mate by use of the PWC rule. In b) we see a promotion again, using the PWC rule and another thematic mate occurs. The two fine mates persuade me the problem deserves a commendation.
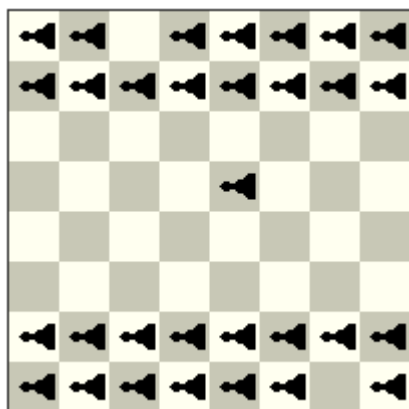
a) 1.Sc3 d5 2.Sxd5(c3) cxb2(c3) 3.Sxe7(d5) Sxe7(wSg8) & 4.Sf6#
b) 1.Sc3 d5 2.Sxd5(c3) cxb2(c3)+ 3.Bxb2(c1=Q) & 3...Qxd2(c1)#
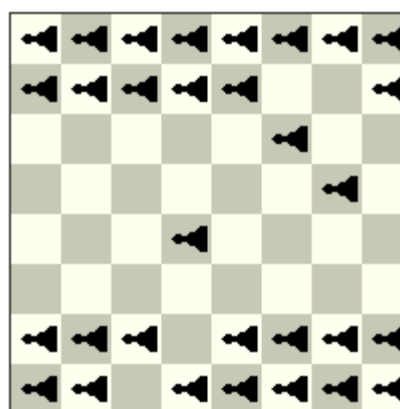
Specific mates.   Jacobi+

A. Brobecker
6 Comm, TT10 Quartz

G. Ganapathi
7 Comm, TT10 Quartz

PG 2 & #1
Chess960

PG 2 & #1
Einstein Chess

6 Commendation 13 Brobecker

A fine Chess 960 problem. The retro analysis is not difficult in this example, and I hope it encourages composers to try it with or without additional fairy rules.

(BQSBRKSR) 1.Sf3 e5 2.Sxe5 Sce7 3.Sxd7# Jacobi+

Chess 960 (Robert James Fischer):
The back row setup is selected randomly but the King must be between the two Rooks, and Bishops must be of opposite colour. White setup mirrors Black's.
The rules of castling in Chess960:
After a-side castling (queen-side castling in standard chess), the king finishes on the c-file (c1 for White; c8 for Black) and the a-side rook finishes on the d-file (d1 for White; d8 for Black). The move is notated 0-0-0 as in standard chess.
After h-side castling (king-side castling in standard chess), the king finishes on the g-file and the h-side rook finishes on the f-file. The move is notated 0-0 as in standard chess.
Castling has the same prerequisites as castling under standard chess rules, namely:
The king and the castling rook must not have previously moved.
No square from the king's initial square to the king's final square may be under attack by an enemy piece.
All the squares between the king's initial and final squares (including the final square), and all the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and rook.

7 Commendation 22 Ganapathi

This problem strikes me as an Einstein Chess *Fool's Mate* for Black. The Einstein rule is used to lose a tempo and make the move order unique, whereas if the orthodox rules were in force, the problem would be ruined by duals on both sides. Does this amuse? I think so, and I think it can claim a place in the award if only by the slimmest of margins.

1.d2-d4 g7-g5 2.Bc1*g5=R f7-f6 & 3.Rg5-h5=B#   Jacobi+

Conclusion

It now remains for me to thank all the composers who entered this tourney. I also want to thank Dinu-Ioan Nicula for acting as controller, and once again Tadashi Wakashima for his support.

However, the biggest thank you must go to Paul Rãican, for his invitation to judge this unusual tourney, especially as I am not strictly a Retro judge. I hope more proof games of these types (with or without fairy conditions) will be composed. The task has been a hard one, but one that I will remember for a very long time.

Mark Ridley, October 2017

Editor's Note: *I received this award 3 months after the end of the contest and this is rare in the world of composition. Reading it, I have seen that the judges understood very well the requirements of this new genre. In conclusion, the judges did a very good job and helped with the success of the tournament. All my gratitude! Special thanks go to Francois Labelle, who helps a lot with his new program Jacobi.*

Appendix I

Peter Fayers
Cedric Lytton
The Problemist 1995
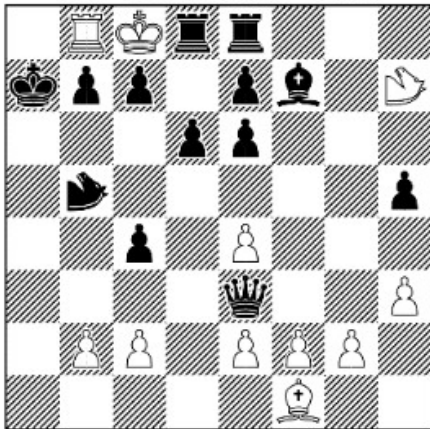
Game played with   (11+13)
Equihoppers instead of Knights.
What was captured where?

Black has just played Rd7xd8+ which besides Pf7xe6, (Pa7)xbxc and (Pg7)-g3xh2 on its way to promotion to h1 to Black Equihopper now on b5, accounts for all missing white units. What unit did White move last? Not Eh7 (wPc2 prevents Eb1-b7). Not h2-h3 which occurred before (Pg7) went through. White might just have played d3xEe4 (the other missing units (Bc8), (Eb8) could not get there). This E, checking wK must at once retract Ea4-e4 without capture, and then White cannot retract Pd2-d3 locking in (Bc1). So either now or one the next move, White moved whatever was captures on d8. Not Q,R,B nor (for purists) possibly promoted S since bKa7 stops Sc6-d8; this also explains placement of bBc7 which stops Sc6-d8. So it must have been a wE promoted by (pa2)-a7xb8E.

So Black has just played **Rd7xEd8**. This E must have been captured on d8, else wK must have been in illegal check – there are no spare victims for bRe8 (Bf8) and (Eg8) could not get there, so **ExExd8** accounts for (Eb8).

Hence, **(Bf8)** captured on b8, **(Eg8)** on e4 after all. For White, **(Rh1)** fell on h2, **(Eg1)** on c5, **(Bc1)** on b6 leaving **wQ on e6**.

Glasgow Chess

P. Rãican

Definition: Pawns are promotes on their seventh (white) or second (black) rank instead of the eight or first.

The birth certificate appears to have been issued in Paisley, near Glasgow, in 1996. There was an annual meeting of problemists and a small tourney of this new genre was proposed by the inventor, **Tom RUSSELL** (b.1925 - d.2000). Here is a classified problem:
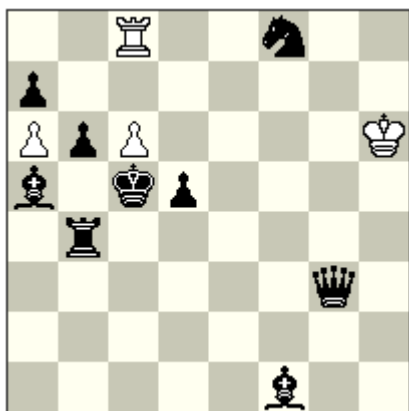
1) 1.Bf1xa6 **c6-c7=Q+** 2.Kc5-b5 Qc7-c6 #   1.Rb4-b5 **c6-c7=B** 2.Ba5-b4 Bc7-e5 #

     1.b6-b5 **c6-c7=R+** 2.Kc5-b6 Rc7-c6 #   1.Bf1-b5 **c6-c7=S** 2.Qg3-d6 + Sc7-e6 #

The genre was later combined with other genres and/or fairy pieces:

2) 1.e4xd3[+nPd2=nS]+ 2.Sd2-c4 3.d3xe3[+nPe2=nR] 4.Re2xh5[+nPh2=nB] 5.Rh5-b5 6.Rb5-b4 7.Bh2xe3[+nBe2=nQ]#   AUW
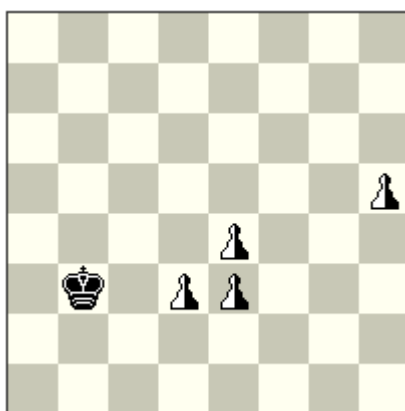

1) M. Caillaud
1 HM, Paisley 1996

(4+9) 4 sol. h#2
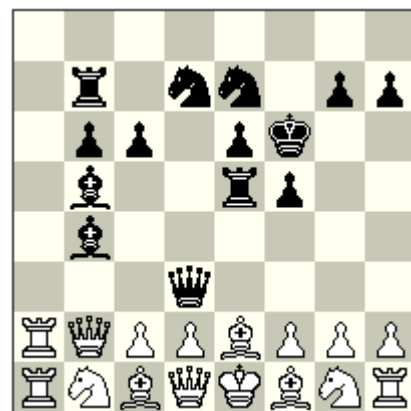Glasgow Chess

2) Joost deHeer
Probleemblad 2003

(0+1+4) ser-#7
Glasgow Chess, Mars Circe
Mirror Circe

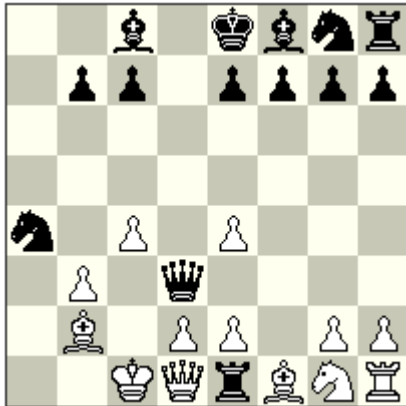**3) P. Rãican**
Problem Paradise 79/2017

(16+14) PG 16.5
Glasgow Chess

A known theme, Pawn circuit, is first time realized with Glasgow Chess rules:

3) 1.e4 f5 2.e5 Kf7 3.e6+ Kf6 **4.exd7=B** e6 5.Bd7-b5 c6 6.Bb5-e2 Qd3 7.b4 Sd7 8.b5 Bb4 9.b6 Se7 **10.bxa7=Q** b6 11.Qa3 Ra5 12.Qb2+ Re5 13.a4 Ba6 14.a5 Bb5 15.a6 Rb8 **16.a7=R** Rb7 17.Ra7-a2. Verified with Jacobi.

4) P. Rãican
Problem Paradise 72/2015

(13+14)   PG 10.5
Southern Glasgow Chess

Glasgow Chess combined with Southern (Annan) Chess gave Southern Glasgow Chess. This PG can be seen also in the Japanese magazine:

4) 1.c2-e4 d7-d3 2.Qc2 **dxc2=S+!** 3.Kd1 Sxa1 **4.f2xa7=Q!** Sb3 5.axb3 Sd7! 6.Qa1 Ra3 7.b2-c4 Sd7-a4 8.Bb2 Ra3xb1+ 9.Kc2 Re1 **10.Qd1** Qd3+ 11.Kc1. Ceriani-Frolkin S, Phoenix-Pronkin Q.

Quartz TT11

Since 1996, Glasgow Chess was very poorly represented and our belief is that this genre has a lot of potential. So, we are launching a thematic tournament, **Quartz TT11**, for problems with Glasgow Chess rules. The tourney has two sections:
    a) fairy problems;
    b) retro problems.
    In both sections, combinations with other genres, fairy units, are allowed, but *Vielväterstellung* problems are not allowed.
    Send problems in an unlimited number to our Director, Dinu-Ioan Nicula,
e-mail: nicudin004@yahoo.com, up to July 1, 2018.
    Judge: Will be designed.

Return to the results of TT9 Quartz (Meinking-fairyMT)

The **3rd Prize, TT9 Quartz** (see Quartz 42/2015, p.725), was demolished by Andrey Frolkin:
1.Sf3 2.Se5 3.Sxd7-d6+ Kd7 **4.d3** 5.Bh6 6.Bxg7-g5 7.Bxe7-e6+ Kxd6-b5 8.Bd7+ Kc5 9.Qc1 10.d4+ Kxd4-d5 11.Sa3 12.Sc4 13.Qd1+ Kxc4-a5 14.Qd6 15.Qxc7-c5+Ka6 16.0-0-0 17.Rd4 18.Rb4 19.c4 20.e3 21.Be2 22.Rd1 23.Ba4 24.Bb3 25.Rd6+ Qxd6-d8 26.Qc6+ Sxc6-e8 27.c5+ b5 28.cxb6-b5 e.p.+. Here is the correction:

P. Rãican
3rd Prize, TT9 Quartz 2015

(12+9)   phser-dia 27.5
Take&Make

Solution:
    1.Sf3 2.Se5 3.Sxd7-d6+ Kd7 4.Sc4 5.Sb6+ cxb6-d5 6.c4 7.Qc2 8.Qf5+ Kd6 9.Qf6+ gxf6-c3 10.d4 11.Bf4+ e5 12.Sd2 13.Se4+ dxe4-d2+ 14.Bxd2-d1 15.Bb3 **16.0-0-0** 17.Rd2 18.dxe5-e4+ **cxd2-d1=B!** 19.e5+ Kc6 20.e4 21.Bd3 22.Rxd1-h5 23.Rxh7-h6+ Bd6 24.Rxd6-c5+ Kb6 25.Rb5+ Ka6 26.Rd5 27.c5+ b5 **28.cxb6-b5+ e.p.**
Ceriani-Frolkin B, Valadao theme.
Check, please!