



Quartz 51

January 2021

Jubilee Issue

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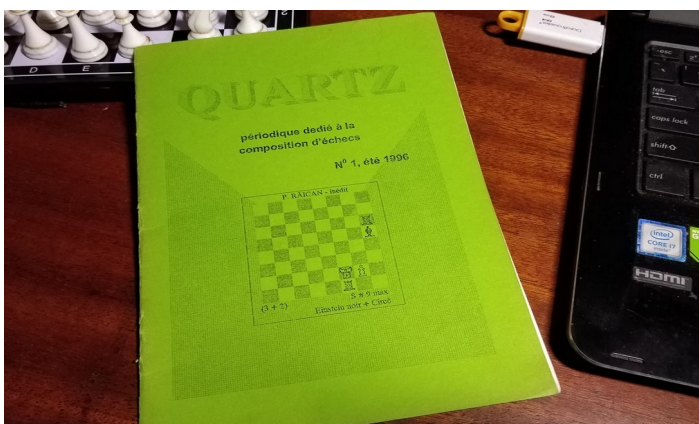
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Piccola strada – pittura di Marco Bonavoglia

Editorial

June 1996 is the birth date of Quartz magazine, therefore we are celebrating **25 years** of uninterrupted appearance.

The original name was **Quartz – periodique dédié à la composition échiquéenne**. I chose this name in French because Phenix was for me an editorial model.



in photo, the first number of Quartz

The reason that led me to launch the magazine is anecdotal. I sent a proof game to **Buletin Problemistic**, and the editor answered me a little guilty: “We do not publish retro problems, send it elsewhere”. Almost instantly, I thought I could edit my own magazine.

The first years were quite difficult, because I didn't have a PC (It was only in 2001 that I bought a computer). But the enthusiasm was great and the staff created was very strong: **Ion Murarasu, Vlaicu Crisan and Eric Huber**. Ion died regrettably in 2010.

Contributions to the art of composition

Over time, Quartz introduced some revolutionary ideas. In **2000**, I fixed a long helpmate with neutral pieces **changing the h# stipulation with hs#** (I had just seen this type of problem in Phenix)

I showed the problem to my team, then Eric wrote an article called **Les aidés-inverses féériques**. This genre was quickly embraced by the world of composition. Petko Petkov was then a great propagandist of this resurrected kind of chess problems.

Another interesting idea was introduced in the retro genre. Quartz exemplified in 2007 a **combination between Proca Retractors and Assassin Circe**. This pairing of conditions soon proved its justification by winning prizes in various tournaments. An article on this theme could be read in Quartz 36/2011.

In 2011, **Dominique Forlot** described his discovery, **Memory Circe**, in France Echecs. Then, Quartz synthesizes the new condition and a thematic tourney is launched. Meanwhile, **François Labelle** implemented this condition in his program **Jacobi**.

In the end of 2015, I discovered a proof game with unidentified units by the late Romanian **Vasile Tacu** (Europe Echecs, 1991). Quartz expands this type of proof games in the fairy realm, then calls the genre **Tacu's Enigma**.

In recent years, Quartz launched two new fairy conditions: **Leffie** (which is for Eiffel what Isardam is for Madrasi) and **Anti Circe Cage** (which is actually a combination between Anti Circe and Cage Chess).

Thematic Tournaments

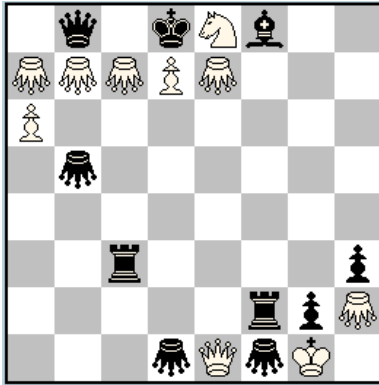
Quartz enjoyed launching thematic tournaments. This happened from the beginning, with a TT dedicated to all problems in which a condition is fulfilled by a single camp. You could see next page, as a gift, **all first prizes** obtained in TT Quartz over the time.

In **2015**, all old issues of Quartz magazine were posted in very good conditions in Marian Stere's website, **Stere.ro**.

All first prizes of TTs Quartz

1) J. Lörinc

1st Prize, TT1 Quartz 1997

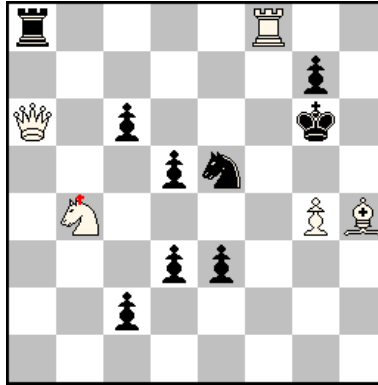


10+10 #4

Patrouille blanc
Sans prise pour les Noirs

2) J. Lörinc

1st Prize, TT2 Quartz 1999

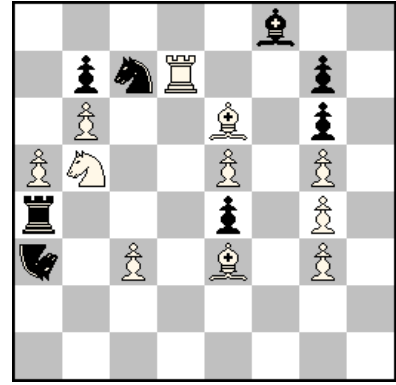


6+8 ser-s#6

Echecs Fantômes
b) -bPg7

3) E. Huber

1st Prize, TT3 Quartz 2000



11+8 s#2

Republicains II
Noctambule a3

1) Required theme: any conditions, but **fulfilled by a single camp**.

Sol: **1.Sg7!** [2.Se6+]

1...Re2 2.Gh4+ Rf2 3.Se6+ Re3 4.Ga5†

2...Rg3 3.Ga5+ Rd2 4.Se6†

1...Re3 2.Ga5+ Rd2 3.Gh4+ Rg3 4.Se6†

2...Rc3 3.Se6+ Re2 4.Gh4† Tested by WinChloe.

2) Required condition: **Echecs Fantômes**

At b4 is a Royal Knight.

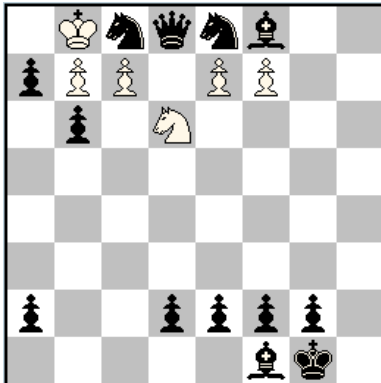
Sol: a) 1.Bf6 2.Qxc6(»c6) 3.Qxc2(»c2)(c6) 4.Bxe5(»Se5) 5.Bf4(Se5) 6.Qxd3(»d3)(c2)+ Sxd3†

b) 1.Rf5 2.Qxd3(»d3) 3.Qxd5(»d5)(d3) 4.Rxe5(»Se5) 5.Re7(Se5) 6.Qxc6(»c6)(d5)+ Sxc6†

Tested by WinChloe. Black Pe3 added to avoid a cook in b)

4) M. Caillaud

1st Prize, TT4 Quartz 2002



6+13 hs#4

Anticirce

3) Condition: **Echecs Republicains (with fairy element)**

Sol: **1.Td2!** [2.Th2(Rh7)+ Nb1(Rh5)#]

1...Nc2 2.Fd7(Rc6)+ Rxd7(Rd4)#

1...Nxb5 2.Ta2(Ra3)+ Rxa2(Rc4)#

1...Nc4 2.Th2(Rh7)+ Nd2(Rh5)#

1...Nxe5,Ne1 2.Th2(Rh7)+ Nf3(Rh5)#

1...Nb1 2.Th2(Rh6)+ Rh7(Rh5)# Rep.II: Après un mat orthodoxe dû à l'apparition d'un Roi, surgit un autre mat dû à l'apparition de l'autre Roi (mats croisés).

4) Required stipulation: **Aides-inverses feeriques**

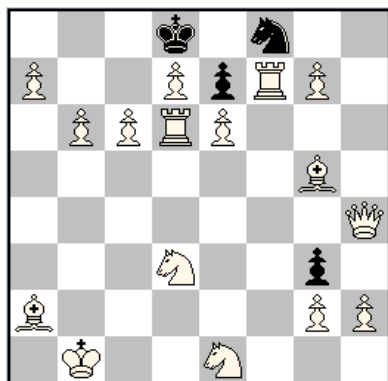
1.cxd8=D(Dd1) exd1=C(Cg8) 2.bxc8=C(Cb1) axb1=F(Fc8)

3.exf8=F(Fc1) dxc1=D(Dd8) 4.fxe8=T(Th1)+ gxh1=T(Ta8)#

2 x AUW bicolores. Probably the first tournament with this required theme.

5) J. Lörinc

1st Prize, TT5 Quartz 2003



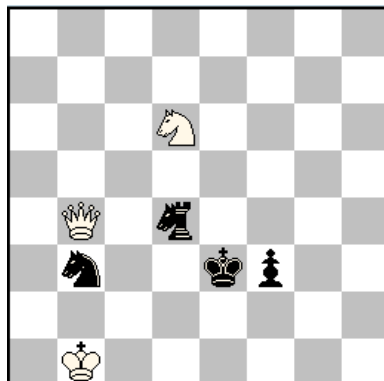
16+4

s#11

Eiffel

6) E. Huber & V. Crisan

Prize, TT6 Quartz 2004



3+4

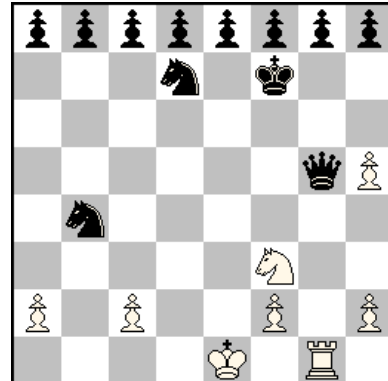
hs#3

Augsburg + Circe

b) Qb4 = R+B

7) N. Dupont

1st Prize, TT7 Quartz 2008



8+12

PG20

Take&Make

5) Required theme: Eiffel Echecs.

Sol: 1.Dh5! g×h2 2.Fç1 é×d6 3.g4 d5 4.g5 d4 5.Cç5 d3 6.g×f8=C d2 7.é7+ d×é1=D 8.Dé2+ D×é2 9.ç7+ Dé5 10.a8=T+ h1=F 11.Cé4+ F×é4# AUW avec beaucoup des motivations Eiffel.

6) Required condition: Augsburg Circe

Sol: 1.Dd6 Cc5 2.Rc1 Ic6 3.D+Cd3+ C×d3(Dd1,Cb1)#

1.T×d4(Fb4;Th8,Cb8) Tb8 2.Td2 T+C×b4(Fc1) 3.Fd2+ C×d2(Ta1,Fc1)# Double blocking of flights by Circe rebirth on the mating move! (judge J. Lörinc)

7) Condition: Take&Make (retros)

1.Sc3 Sf6 2.Se4 Sd5 3.Sf6+ e×f6(g8) 4.Rb1 Ba3 5.b×a3(Sf8) Qg5 6.Sg6 h×g6(f8) 7.Rb6 Rh3 8.g×h3(Sh8) Sb4 9.Sg6 f×g6(h8) 10.Bg2 Kf7 11.Bc6 d×c6(e8) 12.Bb2 Bg4 13.Bf6 Bf3 14.e×f3(h5) Sd7 15.Qf3 Rc8 16.Qc6 b×c6(a8) 17.Sf3 c×b6(b8) 18.Rg1 Rc3 19.d×c3(Sc8) g×f6(d8) 20.Sb6 a×b6(c8)

Dedicated to M. Caillaud, on his fifty birthday.

8) Required condition: Memory Circe with two sections: fairies and retros.

Sol: 1.Rc4 Kxc4(+Sc3) 2.LEc7 PAf4 3.Bc5+ VAXc7(-Rc4)# [3...Kxc5(+Rc4)?]

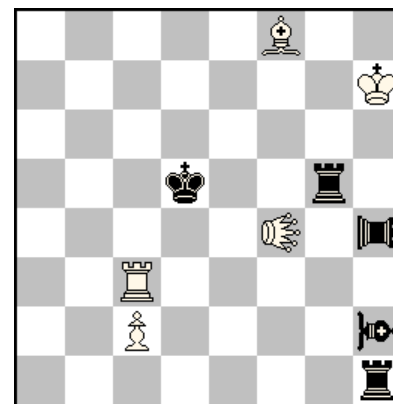
1.Bd6 Kxd6(+Sf8) 2.LEb4 VAF4 3.Rc5+ PAXb4(-Bd6)# [3...Kxc5(+Bd6)?]

A perfect ortho-diagonal correspondence in an economical presentation and with model mates. Black and White create anti-batteries.

8) V. Crisan

1st Prize, TT8 Quartz 2012

Section fairies



5+5

2 sol

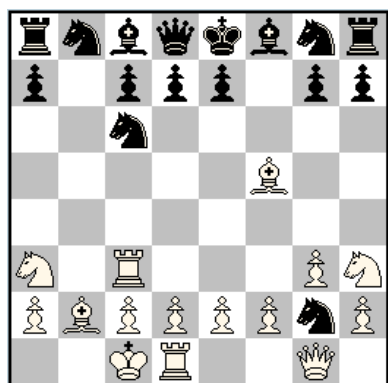
hs#3

Memory Circe

Leo f4, Pao h4, Vao h2

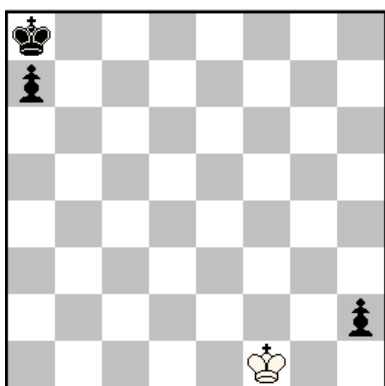
9) N. Dupont

1st Prize, TT8 Quartz 2012(v)
Section retros



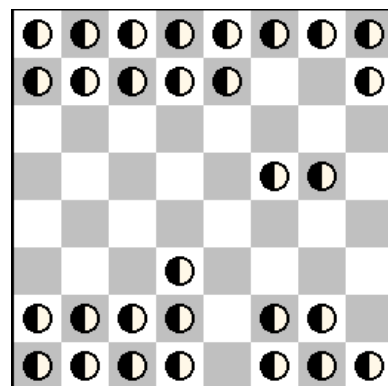
15+16 PG14.5
Memory Circe
Rex Inclusive

10) V. Crisan & E. Huber
1st Prize, TT9 Quartz 2015



1+3 pser-h#7
AntiCirce
b) Ka8→h8

11) A.Frolkin & C.Tylor
1st Prize, TT10 Quartz 2017



PG 6 & #1, with this mating
move drawing the game
#C Chess

9) Memory Circe retros

A paradox possible, I think, in Memory Circe only: both castlings are made by the same side! It is remarkable that the author managed to overcome the inherent technical difficulties to achieve this bold idea.

Sol: 1.g4 d5 2.Bg2 d4 3.Bd5 d3 4.Sf3 dxe2 5.O-O exf1=S(+Pe2) 6.Kg2 Sg3 7.Qg1 c5 8.Kf1 c4 9.Ke1 c3 10.Bc4 cxd2(+Rf1) 11.hxg3 Kd7 12.Sh2 dxe1=S 13.Bd2 Sf3 14.exf3(+Ke1) a5 15.f4 a4 16.Ba5 Kc6 17.Sd2 Kb5 18.O-O-O

This version was made in 2019, after the implementation of Memory Circe in **Jacobi**, the program of Francois Labelle.

10) Required theme: ParrySeries of any type, with fairy pieces or/and additional fairy conditions.

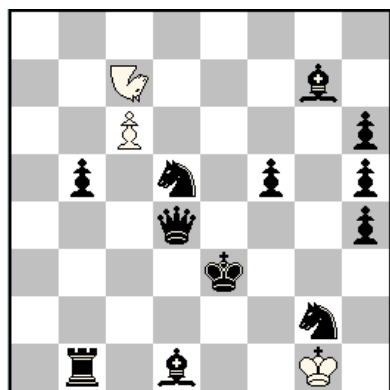
Sol: a) 1.h1=F 2.Fg2+ Ré2 3.Ff3+ Rd3 4.Fé4+ Rc4 5.Fd5+ Rb5 6.Fç6+ Ra6 7.Fé8 Rb7†
b) 1.h1=C 2.Cg3+ Rf2 3.Cé4+ Rf3 4.Cg5+ Rf4 5.Cé6+ Rf5 6.Cg7+ Rg6 7.Cé8 Rh7# There are two long diagonal and orthogonal wK walks, both consisting of 5 parry moves.
Judge: K. Widlert

11) Theme: Tacu's Enigma (see the definition in Quartz 43/2016)

Sol: 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.

12) Theodoros Giakatis

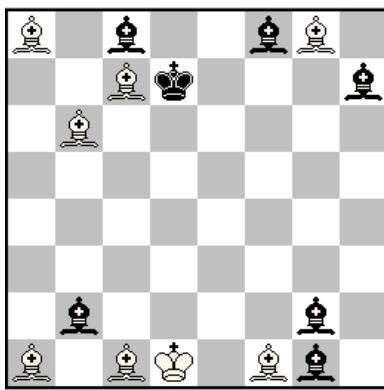
1st Prize, TT11 Quartz 2019
Section fairies



3+12 Glasgow h#3
b) wBc7 c) wRc7

13) F. Labelle

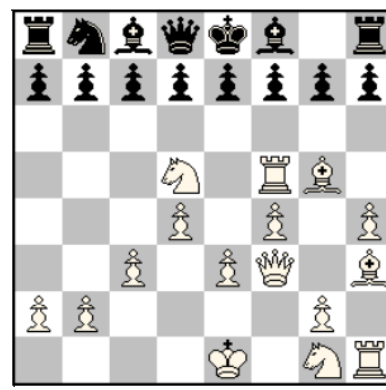
1st Prize, TT11 Quartz 2019
Section retros



8+7 Glasgow PG 15.5
Mirror Circle

14) Michel Caillaud

Prize, TT12 Quartz 2019



16+15 Roque PG 31
Checking Zigzag

12) Condition required: Glasgow with two sections: fairies and retros.

Sol:

a) 1.Qf6 Na8 2.Kf4 c7=Q+ 3.Kg5 Qg3#

b) 1.Qg4 Bb8 2.Kf3 c7=R 3.Kg3 Rc3#

c) 1.Qb2 Rc8 2.Kd2 c7=B 3.Kc1 Bf4#

Judge: Paz Einat

13) Glasgow (retros)

Sol: 1.d4 e5 2.dxe5 f6 3.Qxd7 [+bPd2=R]+ Kxd7 4.exf6 Rxe2 [+wPe7=B]+ 5.Kd1 Rxf2 [+wPf7=B] 6.Bxd8 Rxc2 7.Bxc7 Rxh2 8.Bxb8 Rxc2 [+wPc7=B] 9.fxg7=B [+bPg2=B] b6 10.Bxh8 Rxb2 [+wPb7=B] 11.Bxa8 Rxa2 12.Rxh7 [+bPh2=B] Rxa1 13.Bxa1 Bxg1 14.Bxa7 [+bPa2=B] Bxb1 15.Bxg8+ Bxh7 16.Ba7xb6 [+bPb2=B] The result achieved in this proof game would already be prize-worthy, but with the unparalleled actuality of an otherwise empty board (apart from the KK, of course!) it is nothing less than sensational. Judge: M. Rittirsch

14) Condition: Checking Zigzag with fairy element

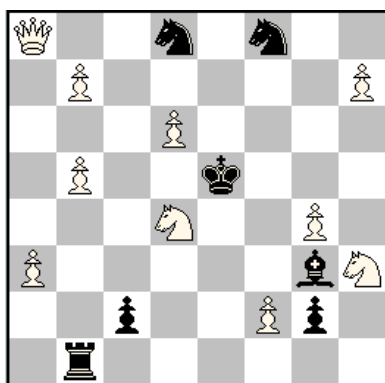
Sol: 1.Sc3 2.Sd5 3.c3 4.Qa4 5.Qh4 6.d4 7.Bf4 8.Rd1 9.Rd3 10.Rh3 11.e3 12.Ke2 13.Kf3 14.Kg4 Sh6+ 15.Kf3 16.Ke2 17.Ke1 18.Be2 19.Bg4 20.f3 **21.0-0 [Kg3, Qf2]** Sf5+ 22.Bxf5 23.Rh5 24.h4 25.Bh3 26.Rf5 27.Bg5 28.f4 29.Qf3 30.Kf2 31.Ke1

Would only this problem have been submitted, the tournament would have been a success! What a surprising (long) solution with two switchbacks of the white king after long marches. This is spectacular in a problem that resembles a series proof game. The problem demonstrates a perfect usage of the extra condition – with a good understanding of economy: It is not quantity that counts but quality! This is shown by the author's remark: *No other castling than the thematic one.* [judge: Hans Gruber]

What happened to the missing knight g8? Obviously it must have been captured when White had no other legal move – given the mobility of white pieces it is clear that the knight checked just before it was captured. What the hell was the white move before Black checked? If the king would already have been on its square, Black had had to check previously. If the last move was a move by the king, White has the option to return the king rather than to capture (so the capture is not legal). If the white king entered its square from an extra flight that is covered by the knight, then the knight had had to check previously as well. The *only* solution to this dilemma is a fairy castling which simultaneously blocks the king's last flight! Everything is focussed on this *queen of the moves*, **21.0-0 [Kg3, Qf2]!**
 Judge: H. Gruber

15) Manfred Rittirsch

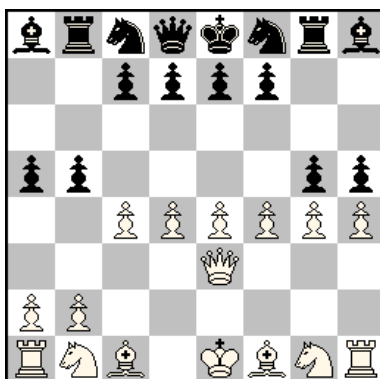
1st Prize, TT13 Quartz 2020
 Section fairies



11+7 Leffie h#2
 2 sol.

16) N. Dupont

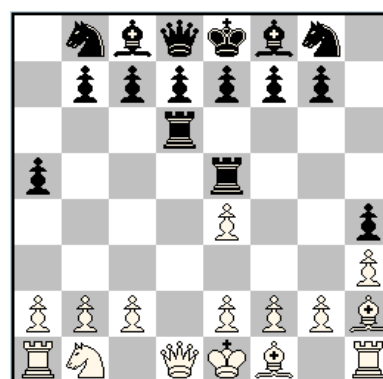
1st Prize, TT13 Quartz 2020
 Section retros



16+16 Leffie PG 22
 Retour

17) Michel Caillaud

1st Prize, Christmas TT 2019-20



15+16 #color PG 18.5

15) Required condition: Leffie

Sol: 1.g1=R b8=B 2.c1=R h8=B# 1.g1=S b8=Q 2.c1=S h8=Q#

Double AUW. Must see that every promotion and the order of moves are dictated only by **Leffie**: Un coup est illégal s'il laisse une pièce paralysée en Eiffel.

16) Leffie (retros)

Sol: 1.d4 Cf6 2.Fh6 g5 3.é4 Tg8 4.Fg7 a5 5.Dd3 h5 6.h4 Ch7 7.Fé5 Fh6 8.Fg7 Cf8 9.Fé5 Tg6 10.Ff4 Fg7 11.Fç1 Fh8 12.f4 Tg8 13.Dé3 Cç6 14.Fa6 b5 15.g4 Tb8 16.Fb7 Ca7 17.Fd5 Fa6 18.Fb7 Cç8 19.Fd5 Tb6 20.Fç4 Fb7 21.Ff1 Fa8 22.ç4 Tb8.

What makes this seemingly easy theme a difficult challenge is the fairy condition Backhome imposing the switchback of any piece to its original square. However, thanks to Leffie, White can successfully disturb the return by creating illegal paralysis. Judge: V. Crisan

17) Required condition: #color

La capture blanche d'×é est illégale en orthodoxe (seul un Cavalier blanc manque). En #color, le changement de couleur d'un CB est nécessaire. La « complication » est que la forteresse autour du Roi noir rend un mat « simple » impossible. Il faut donc « casser » la forteresse, avec retour, ce qui entraîne deux autres changements de couleur [auteur] Sol: 1.d3 a5 2.Rd2 Ta6 3.Ré3 Th6 4.Rf4 Th3 5.Rg5 Ch6 6.Ff4 f6#(Pbf6) 7.Cf3 Cg8 8.Rf5 Th6 9.h3 Rf7 10.Fh2 Dé8 11.Cg5#(CNg5) Cé4 12.d×é4 Dd8 13.Dd5+ Ré8 14.f7#(PNf7) Td6 15.Rf4 h5 16.Ré3 h4 17.Rd2 Th5 18.Ré1 Té5 19.Dd1. Switchbacks des RBé1, DBd1, RNé8, DNd8, CNg8 et PNf7(!)

Active Delayed Sacrifices of White Figures in Longer Helpmates

Vlaicu Crisan wrote this well documented article some weeks before the edition of Quartz 51. It is a valuable contribution in the theory of helpmates field.

This article treats only a subset of the imposed theme E from **WCCT-11** – as it does not cover the particular case of pawn sacrifices. The main interest of the article relies in discovering the main motivations of the active delayed sacrifices.

Theme (proposed by Israel): Helpmates in 3.5 to n moves. During the solution White moves a piece or a pawn to a square where it is going to be captured by Black, but not immediately.

A. Pure Sacrifices

The pure sacrifices are the sacrifices of the white figures on free squares, i.e. not previously occupied by any black pieces. This thematic form is more rarely seen, as there are fewer available motivations for the active delayed sacrifices.

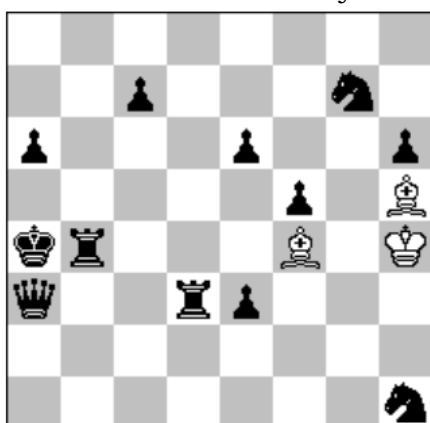
A1. Decoy of a Black Pawn

The decoy of a black pawn can be used for blocking a flight square (see example 1). Here, the order of moves is forced thanks to the need to avoid the interference of wB by the bP. The white Bishops exchange their roles (Zilahi), leading to charming chameleon echo mates. The white King move in the second solution unpins the dark squared Bishop.

Another used motivation for the decoy of a black pawn is for promotion reasons. The delay in accepting the white sacrifice can be introduced by a similar black sacrifice (see example 2). The promoted black piece performs a selfblock, while the promoted white piece delivers the mate. Here again we can admire echo mates. The twin shifting the black pawn c5 is needed in order to avoid the secondary solution 1.Ba3 Sf1 2.Be7 fxe7 3.gxf1=B g8=Q 4.Bb5 Qa8#

1) Aleksandr Semenenko & Valery Semenenko

2nd Prize Uralskie Skazy 2000



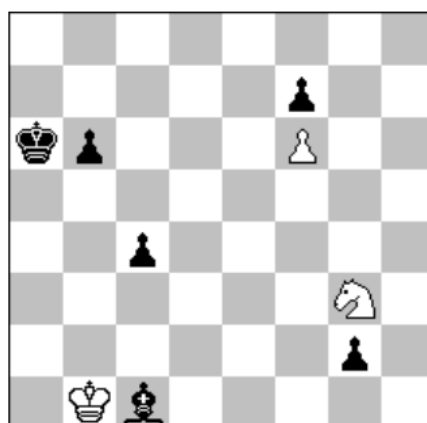
3+12

2 sol

h#4

2) Christer Jonsson

Problem-Forum 2004



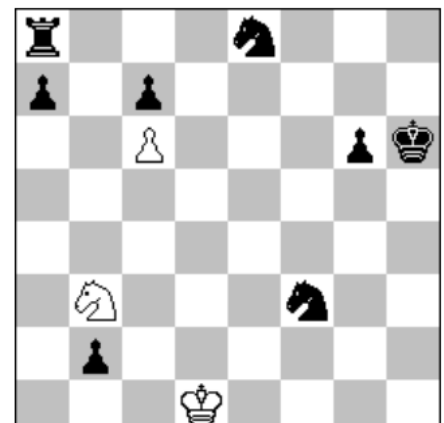
3+6

B: bPc4→c5

h#4

3) Christer Jonsson & Rolf Wiehagen

Suomen Tehtavaniekat 2007



3+8

2 sol

h#4

Sol 1: 1.Rbb3 Bd6 2.a5 **Bb4** 3.c5 Bf3 4.**cxb4** Bc6#

1.Ka5 Be8 2.Qa4 **Bb5** 3.c6 Kh3 4.**cxb5** Bc7#

2: A: 1.Ba3 **Sh1** 2.Be7 fxe7 3.**gxh1=B** e8=Q 4.Bb7 Qa4#

B: 1.Bh6 **Sf1** 2.Bg7 fxg7 3.**gxf1=B** g8=Q 4.Bb5 Qa8#

3: 1.Se5 **Sa1** 2.Sd7 cxd7 3.**bxa1=B** d8=Q 4.Bg7 Qh4#

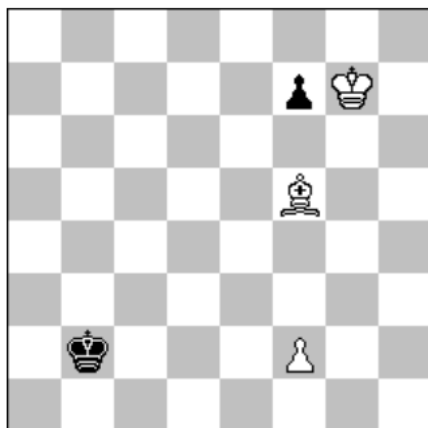
1.Sd6 **Sc1** 2.Sb7 cxb7 3.**bxc1=B** bxa8=Q 4.Bg5 Qh8#

Three years later, the author and his collaborator managed to show same idea in a multi-solutions form, using the same pattern of black promotions in Bishop and white promotions in Queen (see example **3**). The trick was to replace the black Bishop with two black Knights. The bSe8 can sacrifice itself on d7, but that is not a good option, because bSf3 guards h4. Unfortunately bSf3 has no similar choice, in spite of the fact the bSe8 already obstructs the 8th rank.

Our next example (**4**) is the most economic rendering of the theme. The white Bishop occupies initially the square on which the black pawn must advance by a double step. Both pawns perform Excelsior, with the usual promotions in black Rook and white Queen following the double race.

4) Evgeny Fomichev

Comm feenschach 59 TT 2005



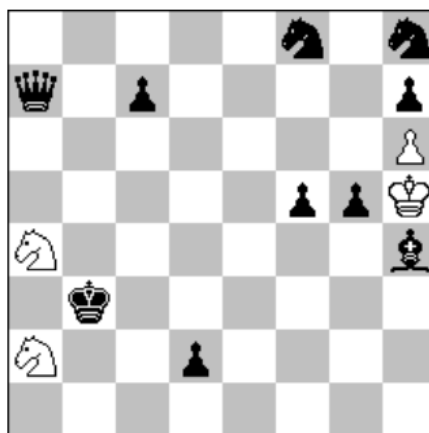
3+2

h#4

B: bKb2↔wKg7

5) Chris Feather

2nd Prize, Shakhmatna Misl 2005



4+10

2 sol

h#4

Sol 4:

A: 1.Ka1 Be4 2.f5 f4 3.fxe4 f5 4.e3 f6 5.e2 f7 6.e1=R f8=Q 7.Rb1 Qa3#

B: 1.Kh8 Bg4 2.f5 f4 3.fxg4 f5 4.g3 f6 5.g2 f7 6.g1=R f8=Q+ 7.Rg8 Qh6#

5:

1.c5 **Sb4** 2.Qg7 hxg7 3.**cxh4** gxh8=Q 4.Ka2 Qb2#

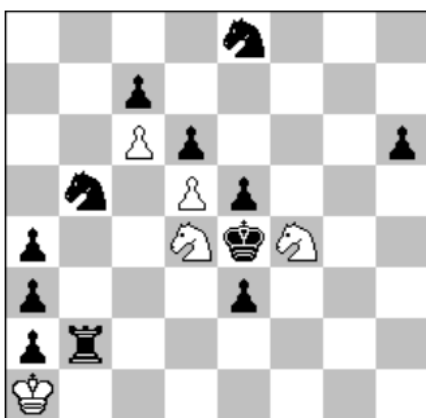
1.Qd4 **Sb6** 2.Qg7 hxg7 3.**cxh4** gxf8=Q 4.Ka4 Qb4#

A2. Lack of tempo

More subtle is a sacrifice for purely tempo reasons (see example **5**). Here the white sacrifices are justified by the lack of tempo. As the black King must eventually arrive on the squares occupied previously by the white Knights, White has to place the Knight on a square where it can be captured by Black. Please note how the promotion of the white Pawn is forced: the black Queen a7 can reach to g7 either in one move (after the bPc7 moves) or in two moves (in case bPc7 doesn't move). Based on Black's choice, a dual avoidance in W1 is ensured, as the white Knight must go on the square controlled by this pawn.

A similar reasoning appears also in example 6. We will easily recognize the trademark of the same pattern: the white King is placed in a coffin, the thematic white figures are Knights and a white pawn must promote in order to mate. The author was perhaps not very happy with the technical wPd5, so he published one year later an improved version together with Gerald Smits in feenschach 2007, given here only in FEN notation: 4s3/2p2s2/p1Pp2p1/4p3/3SkS2/pp2r3/b7/K1b5. What is particularly appealing in this setting is that both Knights sacrifice on the same square. It is also interesting to study why 1... Sb5? doesn't work in the first solution and 1... Sg2? doesn't work in the second.

6) Marcel Tribowski

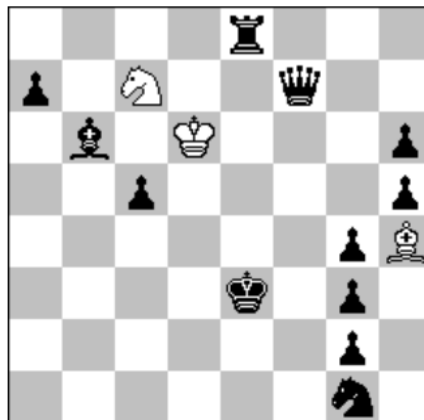
3rd Comm feenschach 2006 $5+12$

2 Sol

h#4

7) Fadil Abdurahmanovic & Eckart Kummer

1st – 2nd Prize ex aequo
idee & form 2011



3+12

2 Sol

h#4

Sol 6:

1.Sc3 **Sde2** 2.Rb7 cxb7
3.**Sxe2** b8=Q 4.Kd4 Qb4#
1.Sf6 **Sfe2** 2.Sd7 cxd7 3.**Rxe2**
d8=Q 4.Kf4 Qh4#

7:

1.Qf1 **Se6** 2.Kf2 Ke5 3.**Rxe6+**
Kf4 4.Re2 Bxg3#
1.Qf3 **Be7** 2.Kf4 Ke6 3.**Rxe7+**
Kf6 4.Re4 Sd5#

A3. Shield

Another original motivation is to use the white piece as a shield, allowing the passage of its own King before being captured. This can be seen in the following outstanding joint composition (see 7). The black Rook must block a flight after capturing the white piece. The white pieces exchange their roles (Zilahi) and both mates are model.

A4. White hideaway

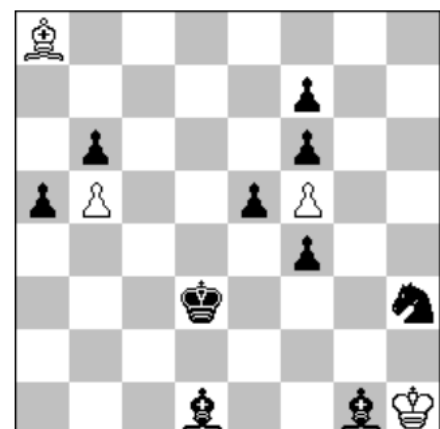
A variation of the lack of tempo is the lack of White hideaway: the white piece must go in order to allow the access of the black King to its mating square. In example **8**, the white Bishop has no possibility to leave the light squared diagonal and therefore White needs to sacrifice it on the mating field. The captured is delayed for two different reasons. First Black must also sacrifice a piece in order to help the advance of the white Pawn. Second: the black King needs two steps in order to arrive on its destination square. The accurate order of moves is ensured by the black Bishop's selfblock on the square previously left by the King.

Sol 8:

1.Bh5 **Bf3** 2.Bg6 fxg6 3.Ke3 g7 4.**Kxf3** g8=Q 5.Be3 Qg2#
1.Sg5 **Bd5** 2.Se6 fxe6 3.Kd4 e7 4.**Kxd5** e8=Q 5.Bd4 Qc6#

8) Marcel Tribowski

4th HM feenschach 2005



4+10

2 sol

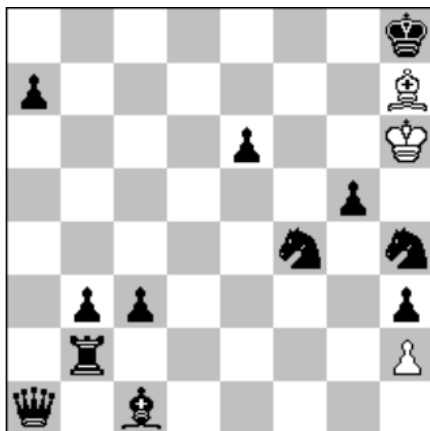
h#5

A5. Mixed forms

Of course, the mixed form is also possible. In the example **9**, in the first solution we see a lack of tempo, while in the second the decoy of a black pawn. W1 in the first solution is highly unexpected – showing what Ofer Comay calls a deep “foresight”. The white Bishop can’t simply play on any square from the long diagonal. The second solution seems similar at the first glance, but the different paths of wPh2 towards g7 and the other black pawn promoted to Bishop on b1 provide enough differentiations.

9) Christopher Jones & Jorge Lois

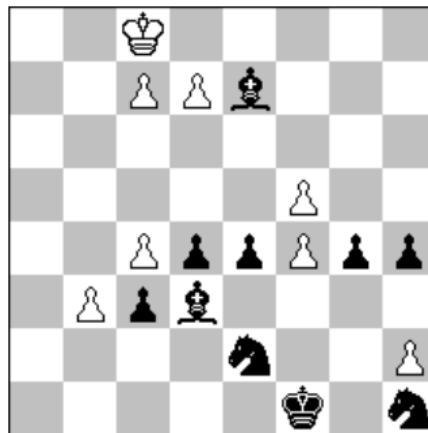
1st Prize Springaren 2008 (v)



3+12 2 sol h#6

10) Michel Caillaud

4th Prize Die Schwalbe 1996



8+10 2 sol h#4

Sol **9**:

1.Rg2 **Bg8** 2.Rg3 hxc3 3.b2
gxc4 4.b1=B hxc5 5.Bh7
g6 6.**Bxc8** g7#
1.g4 **Bb1** 2.g3 hxc3 3.c2 g4
4.**cxb1=B** g5 5.Bh7 g6
6.Bg8 g7#

Sol **10**:

1.Kf2 d8=R 2.Ke3 **R:d4**
3.Bd8 c:d8=B 4.**K:d4** Bb6#
1.Bd8 c:d8=B 2.Kg2 **B:h4**
3.Kh3 d8=R 4.**K:h4** Rh8#

B. Impure Sacrifices

The impure sacrifices are the sacrifices of the white figures on squares previously occupied by the black pieces. The motivations seen in the case of pure sacrifices are also possible. However, we will mainly focus on the particular motivations typical for this form.

B1. Kniest - a side captures on the square where the opposite King will be mated.

The Kniest theme is quite appropriate the realizing the thematic requirements. In the example **10**, Michel Caillaud used two white pawns promoting on the same square (d8) in the same figures in both phases (wPc7 in Bishop and wPd7 in Rook) in order to double the theme. The first promoted piece is sacrificed on a square initially occupied by a black pawn. The black King f1 needs three moves to reach that square, the remaining move being the sacrifice of bBf6 on the promotion square. The main interest of the problem actually resides in understanding why none of the promotions can be a white Queen.

In the next problem (**11**), the white pieces can't free directly the mating square – they must capture first the ideally placed black Knight. Although the black King can immediately accept the white sacrifice, the delay is subtly explained by the need to substitute the captured black Knight by its sibling. The substitution must occur before the other white piece goes to the mating square – which is the same (f4) in both solutions. Therefore, the Follow-My-Leader effect is another motivation to delay the capture of the actively sacrificed white figure.

11) Mikola Kolesnik & Aleksandr Semenenko

3rd HM, Zlatko Mihajloski 65 JT 2012



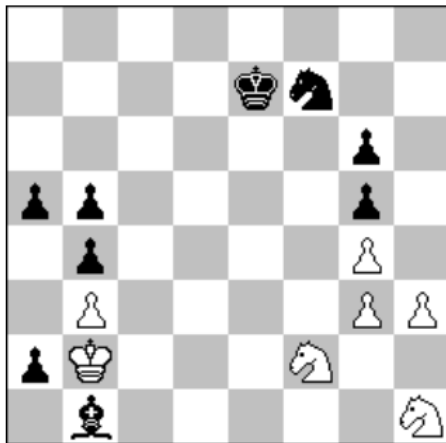
5+13 B: wKb6→f5 h#4

Sol:**11**

A: 1.Kb3 Bxe5 2.Kc4 **Bxd4** 3.Se5
Rf3 4.**Kxd4** Rf4#
B: 1.Kc2 Rxf3 2.Kd2 **Rxe3** 3.Sf3
Be5 4.**Kxe3** Bf4#

12) Christer Jonsson

5th Place Tetragon Sinfonie
Scacchistiche 2016-17



7+9

2 sol

h#4

Our last example (12) shows another paradoxical effect: at B1, the bBb1 must first sacrifice itself against the thematic white Kniest Knight due to lack of hideaway! This black active sacrifice matches quite well the subsequent white active sacrifice. Again we see a clever and deep foresight: the motivation of the black sacrifice becomes apparent only after the last white move. The rest of the play lacks strategic depth – but it is nevertheless very pleasant.

Sol 12:

1.Bd3 Sxd3 2.Kd6 **Sxb4** 3.Kc5 Sf2 4.**Kxb4** Sd3#

1.Be4 Sxe4 2.Sh6 **Sxg5** 3.Kf6 Sf2 4.**Kxg5** Se4#

We hope these examples will inspire the composers during to create other memorable examples and – why not – find their own motivations to show the theme.

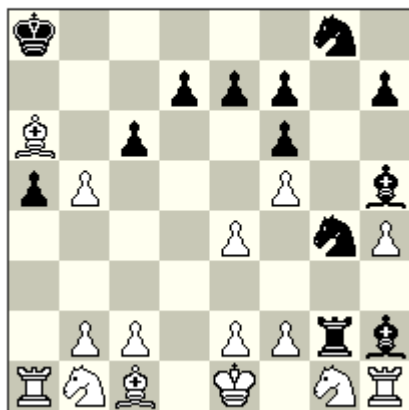
13th September 2020 Cluj-Napoca

A special Shield in proof games: wRb7

The next collection uses an idea which has been shown many times. A white Rook has to be brought to b7 in order to shield the black King from a check of a wBa6, thus allowing castling. Then, the wR is brought back by a complicated path.

Michel Caillaud

1st Prize, Phenix 1999



PG 25.5

15+13

Let begin with an old problem by Michel Caillaud.

1.a4 b5 2.axb5 Bb7 **3.Ra6** Bf3 **4.Rb6** Bh5
5.g4 Sc6 6.Bg2 Se5 7.Bb7 a5 8.Ba6 c6 **9.Rb7**
Qb6 10.h4 Qe3 11.dxe3 **O-O-O** **12.Rc7+** Kb8
13.Qd6 Ka8 14.Qf6 gxf6 15.e4 Bh6 16.Be3 Bf4
17.Ba7 Sh6 18.Bb8 Rdg8 **19.Rc8** (here is another
shield: wBb8) Rg5 **20.Rg8** Rf5 21.gxf5 Bh2
22.Rg3 Rg8 **23.Ra3** Rg2 **24.Ra1** Seg4 25.Bf4 Sg8
26.Bc1.

Ra1 circuit (9 moves), Bc1 circuit.

Satoshi Hashimoto is another composer who attacked the subject:

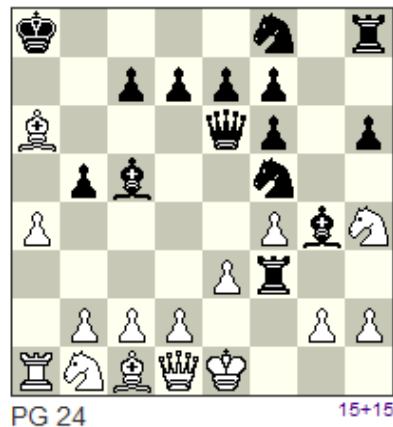
1.h4 e6 **2.Rh3** Bb4 **3.Rc3** d6 4.e3 Sd7 5.Ba6 b5 6.Qh5 Bb7 7.Qe5 Bf3 **8.Rc6** g5 **9.Rb6** c6 **10.Rb7** Qb6 11.Se2 **O-O-O** **12.Rc7++** Kb8 13.Kd1 Ka8 14.d3 Sb8 **15.Re7** Be1 **16.Re8** Se7 **17.Rg8** Rf8 **18.Rg6** Rhg8 **19.Rf6** Sg6 **20.Rf4** Sh8 **21.Rg4** Rg6 **22.Rg3** g4 **23.Rh3** g3 **24.Rh1**

Rh1 circuit (16 moves)

Joachim Iglesias made the theme with a little twist: the thematic wR goes from h1, reached b7 then a1: 1.a4 Sc6 2.Ra3 Se5 3.Rf3 Sg6 4.Rf6 gxf6 5.Sf3 Bh6 6.Sh4 Be3 7.f4 Bc5 8.e3 Sh6 9.Ba6 b5 **10.Rf1** Bb7 **11.Rf3** Qb8 **12.Rg3** Bf3 **13.Rg5** Qb6 **14.Rd5** Qe6 **15.Rd6** Sf5 **16.Rb6** h6 **17.Rb7** **O-O-O** **18.Rxa7+** Kb8 **19.Rb7+** Ka8 **20.Rb6** Rdg8 **21.Rd6** Sf8 **22.Rd3** Rg3 **23.Ra3** Bg4 **24.Ra1** Rf3.

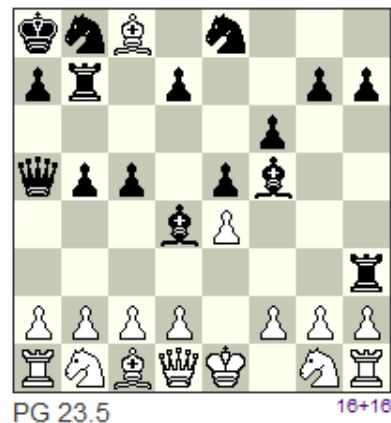
Joachim Iglesias

Problemesis 2004



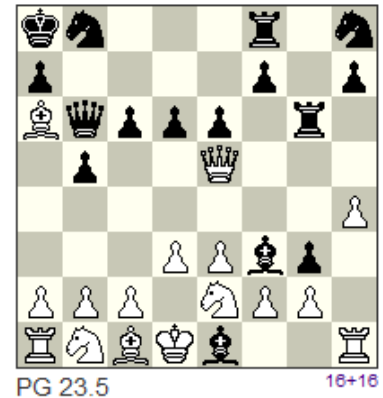
Rustam Ubaidullaev

2nd Prize, The Problemist 2011-12



Satoshi Hashimoto

1st HM, Probleemblad 2001



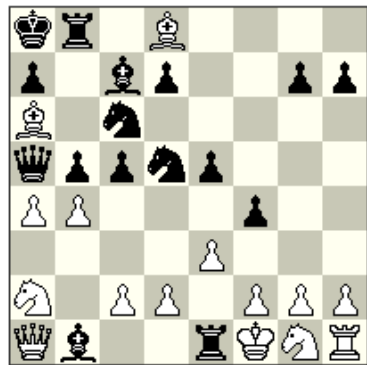
The following pg made sensation in the U.K. solving team, in 2012.

Sol: 1.e3 e5 2.Ba6 b5 3.Sh3 Bb7 4.O-O Be4 5.Re1 Bf5 6.e4 Bc5 7.Re3 Bd4 8.Rg3 c5 9.Rg6 Qa5 10.Rb6 Sc6 11.Rb7 o-o-o 12.Rc7+ Kb8 13.Rb7+ Ka8 14.Rb6 Rb8 15.Bc8 Rb7 16.Kf1 Sb8 17.Rg6 Sf6 18.Rg3 Re8 19.Re3 Re6 20.Re1 Se8 21.Ke2 Rh6 22.Rh1 f6 23.Sg1 Rh3 24.Ke1.

Castling by both sides, 3 white switchbacks and 1 black switchback, all to provide a guard on b7 to allow Black's O-O-O. Fine construction and difficult play (C.C. Frankis) Completely refutes the notion that chess is merely complicated and not profound (C.C.Lytton) A masterpiece, which should feature in anthologies for decades to come (Mark Thornton)

Rustam Ubaidullaev

2nd Prize, StrateGems 2012(v)



PG 27

15+16

N. Dupont & M. Caillaud

1st Prize Brand & Gräfrath 120 JT, Die Schwalbe 2019



PG 29.5 exactly

15+16

The Russian composer sent a similar problem in 2012 to StrateGems. Here, the white Rook does not return to its home square, but is captured somewhere on the white first rank.

1.e3 c5 2.Ba6 b5 3.a4 Bb7 **4.Ra3** Bd5 **5.Rd3** Ba2 **6.Rd6** Qa5 **7.Rb6** Sc6 **8.Rb7** O-O-O **9.Rc7+** Kb8 10.b4 Ka8 11.Bb2 Rb8 12.Bf6 e5 **13.Rc8** Bd6 **14.Re8** Bc7 15.Bd8 Sf6 **16.Re6** Re8 **17.Rd6** Re6 **18.Rd3** Rd6 **19.Rb3** Rd3 **20.Rb2** Rb3 21.Sc3 Sd5 22.Qa1 f5 **23.Rb1** f4 **24.Rd1** Rb1 25.Kf1 Rc1 **26.Re1** Bb1 27.Sa2 Rxe1+

The pg produced by two known French composers is probably the best one. It was produced for Brand & Gräfrath 120 JT and received the first Prize.

Sol: 1.e3 a5 2.Ba6 b5 3.Sh3 Bb7 **4.Rf1** Bf3 5.e4 Bxd1 6.f3 g6 **7.Rf2** Bg7 **8.Re2** Bd4 **9.Re3** Bb6 **10.Rd3** c5 **11.Rd6** Qc7 **12.Rc6** Qf4 **13.Rc7** Sc6 **14.Rb7** O-O-O **15.Rc7** Kb8 **16.Rc8+** Ka7 **17.Rb8** Rc8 18.c4 Rc7 **19.Rf8** f6 **20.Rf7** h5 **21.Rh7** h4 22.Rh5 Sh6 23.Rd5 Sg4 24.Rd3 Rh5 25.Re3 Rd5 26.Re2 Rd3 27.Rf2 Rc3 **28.Rf1** Sf2 29.Rg1 Qg4 30.Rh1.

The authors raise the record to an incredible 24 rook moves. And moreover, not a single capture occurs!

As a variation, the white shield Rook b7 could be replaced by a black Rook b2, as in the following and last two proof games.

Sol: 1.e4 Sf6 2.e5 Se4 3.Bc4 f6 4.Bg8 d7-d5 5.h4 Bh3 6.a4 e6 7.a5 Ba3 8.b4 h5 9.Bb2 **Rh6** 10.Qd1xh5+ **Rg6** 11.Qh8 **Rg3** 12.Bd4 **Rg3-b3** 13.Sc3 **Rb2** 14.O-O-O **Ra2+** 15.Kb1 Bc1 16.a6 **Ra5** 17.a6xb7 Sa6 18.b8Q **Rc5** 19.Qb5+ **Rc6** 20.Qf1 **Rd6** 21.e5xd6.

1.h4 Sf6 2.Rh3 Se4 3.Rf3 Sg5 4.Rf6 exf6 5.g3 Ba3 6.b4 O-O 7.Bb2 **Re8** 8.Be5 **Re6** 9.Sc3 **Ra6** 10.Qb1 Bc1 11.Qb3 **Ra3** 12.Qe6 **Rb3** 13. Bg2 Ba3 14.Bc6 **Rb2** **15.O-O-O** **Rb1+** 16.Kxb1 Bb2 17.a3 bxc6 18.Ka2 Ba6 19.Kb3 Bc4+ 20.Ka4 Ba2 21.Ka5 Bb1 22.Rxb1.

Paul Raican

The Problemist 2011

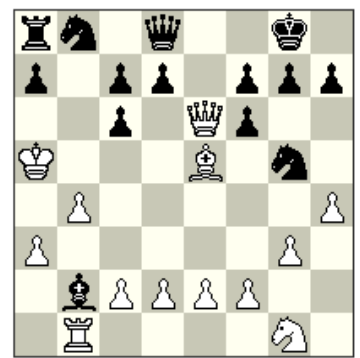


PG 20.5

16+13

Dan Meinking

Good Companions Q.C.T. 2010



PG 21.5

13+14

Award of Murfatlar Tourney for Proof Games - 3rd edition

Theme: Proof Games in which **Point Reflection** condition must be presented. The authors could add another fairy condition, but not fairy pieces.

Definition: When two pieces of any colour stand on the squares which are symmetric to the central point of the chessboard (e.g. a1-h8, g3-b6), they exchange their role (i.e. power of movement). A Pawn on the first rank and its corresponding unit on the eight rank cannot move by themselves. Only non-reflected K and R can castle, and only non-reflected Ps can make en passant captures.

I received **27 works** by **14 authors**:

Allan **BELL** (1, 3, 6), Ralf **KRAETSCHMER** (2, 7), Pierre **TRITTEN** (4), Eric **PICHOIRON** (5, 20), Themis **ARGIRAKOPOULOS** (8), Andrey **FROLKIN** (9*, 10*), Igor **VERESHCHAGIN** (9*, 10*), Kostas **PRENTOS** (11, 12, 13, 21), Mario **PARRINELLO** (14, 15*), Marco **BONAVOGLIA** (15*, 18, 19), Gregor **WERNER** (16), Michel **CAILLAUD** (17, 22), Vlaicu **CRISAN** (23), Arnold **BEINE** (24, 25, 26, 27)
(from 9 countries: Ireland, Germany, France, Greece, Ukraine, Russian Federation, U.S., Italy, Romania)

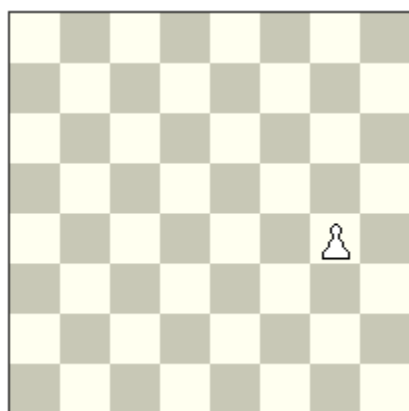
When this tourney was launched, I knew that the condition is hard to manage (Jacobi tries to move even the Pawns apparently in their original squares). Then, it is amazing that so many composers dare to participate. Moreover, the average quality of the works was unexpectedly high. I'm glad to see that this tourney discovered some new names in retro field (Tritten, Argirakopoulos) and resurrected my friend from France, Eric Pichouron.

The ranking is shown in reverse order: **Commendations** (works which deserve to study, with adequate construction and economy), **Honorable Mentions** (very good problems showing the theme clearly but perhaps not intensively or very originally) and **Prizes** (outstanding problems).

Commendations (without order):

Pierre TRITTEN

Comm, Murfatlar3, 2020



1+0

PG 4

See the text

Pierre TRITTEN (4) - Comm: A good *One unit* with a surprising stipulation: PG 4 with triple check and mate, Add units, Point Reflection.

Tested with this code:

stip dia 4 pieces white Pg4 black addpieces

test +++

test #

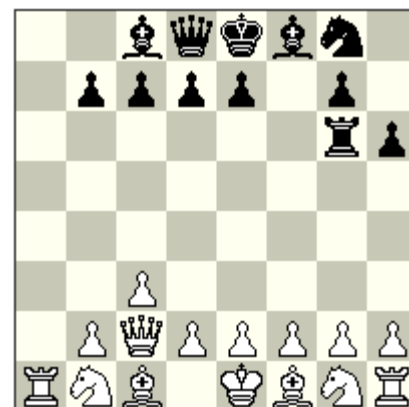
condition PointReflection

Sol: 1.e4 Sc6 2.e5 Sd4 3.eg4 e5 4.Ke2 ef3#(Jacobi+)

The third check is from black King!

Note: The French author has a "twin" in the recent **Sinfonie Scacchistiche: wPf3**, PG4, Add Pieces for a triple check and mate, condition Lortap.

Marco BONAVOGLIA
Comm, Murfatlar3, 2020



15+12 PG 6.5
Point Reflection

Marco BONAVOGLIA (19) - Comm: Rook Phoenix-Pronkin and S Schnoebelen. **WCCT11** theme in a short PG!

Sol: 1.c3 h6 2.Qc2 Rh7 3.axa7 fa2 **4.axb8=R axa1=S**
5.Ra6 Rh8 6.Rxa8 Rg6 7.Rxa1 (Jacobi+)
Ralf Kraetchmer made another R Phoenix-Pronkin, but without S Schnoebelen.

**M. PARRINELLO &
M. BONAVOGLIA**
Comm, Murfatlar3, 2020

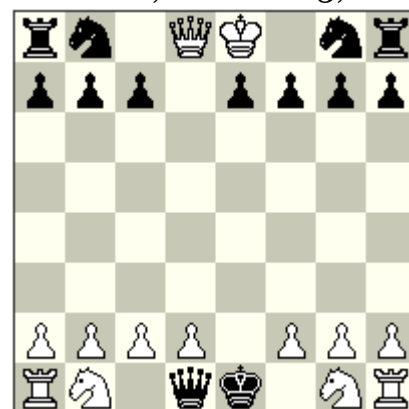
M. PARRINELLO & M. BONAVOGLIA (15*)
Comm: The Italians used intensively the condition, to obtain this figurative image: all black and white pawns placed face to face.

Sol: 1.Sf3 a6 2.Rg1 Ra7 3.h5 b6 4.Sh4 Rb7 5.g5 c6 6.Bh3 Rc7
7.f5 d6 8.Kg3 Rd7 9.e5 e6 10.Qe2 Re7 11.d5 f6 12.Bf4 Rf7
13.c5 g6 14.Sc3 Rg7 15.b5 h6 16.Qb2 Rh7 17.a5 Ra7 18.Rg1-e2 Ra8.

We have had great fun in composing this PG, thanks also to this fairy condition that seems to be very promising. This PG is not fully checked (despite our best efforts to check it) but we do believe the idea is worth presenting. [authors]

16+16 PG 18
Point Reflection

R. KRAETSCHMER
Comm, Murfatlar3, 2020

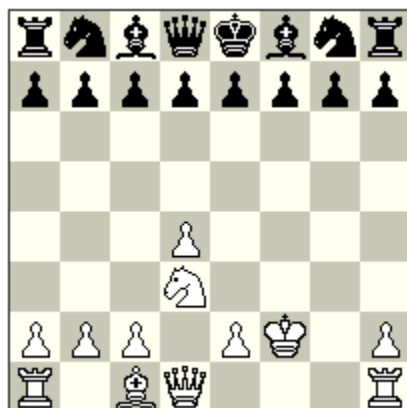


13+13 PG 9
Point Reflection

Ralf KRAETSCHMER (7) - Comm: Change of places between white and black Royal pairs. Theme already made in orthodox form (see A). But the merit of the work is that the theme is realized in 9 moves only:
1.e4 d5 2.Bb5+ Kxb5 3.Qg4 dxe4 4.Kxe4 Kf1 5.Qxc8 Qd5+
6.Ka4 Kxc1 7.Qxf8 Ke1 8.Qd8 Qh5 9.Ke8 Qd1.
The problem is totally tested as dia 8.5.

Arnold BEINE

Comm, Murfatlar3, 2020



12+16

PG 8

Point Reflection
make&take

Arnold BEINE (26) - Comm: Solution:

1.Sh3 B-e6xh3 2.d4 B-h4xf2 3.Sd2 B-f3xg2+ 4.Kg3 Bg1
5.Sd3 B-e3xf1+ 6.Kf4 Bh3+ 7.Ke3 Be6+ (check because of
point reflection) 8.Kf2 Bf8.

Complete black homebase, **circuit of bB**.

Jacobi+ in more than 20 h

A **circuit of bR**, already realised without Point reflection,
with make&take only: D. Borst, 1HM, TT Andernach 2019.
(see B)

Honorable Mentions:

Allan BELL (6) - 4th HM: A PG with two solutions is
already an achievement. But here, magically a few
connections between solutions happened:

Solutions:

1.b4 e5 2.Bb2 Qe7 **3.d2-c3 Kd8** 4.Qd4 Qg5 5.bc4 Bb4

6.cxb4 eb5 7.Qd1 **Ke8** **8.b4-d2** Qg5-g4

1.d4 e5 **2.Kd2** Qh4 **3.d5** Bb4 **4.Ke1** Qe4+ **5.d5-d2** Bc3

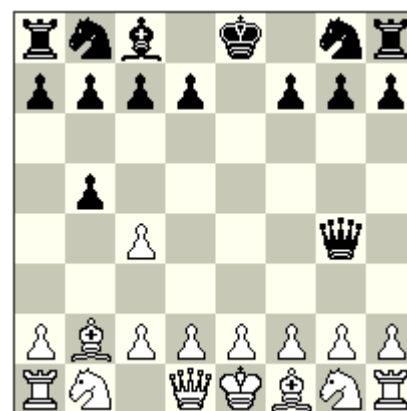
6.bxc3 Qd4 7.Bb2 eb5 8.c4 Qd4-g4

C+ Jacobi 0.7.5

Orthogonal/diagonal rundlaufs by **d2 Pawn** and o/d
switchback of **Kings** in each solution. The use of the second
condition is fully justified.

Allan BELL

4th HM, Murfatlar3, 2020



16+15

2 sol

PG 8

Point Reflection
Fuddled Men

Michel CAILLAUD

3rd HM, Murfatlar3, 2020



16+16

PG12.5

Point Reflection

Michel CAILLAUD (22) - 3rd HM: A majestic idea:
the black units on 8th rank moves like white King or white
Rook, moving on different squares on 1st rank.

Sol: 1.d4 Sa6 2.Bh6 Rb8 3.e3 Rc6 4.Sh3 Sb8 5.Ba6 Rf6
6.Kg1 Sa8 7.Kf1 Bb8 8.Sc3 Qc8 9.Rc1 Kd8 10.Qd3 Be8
11.Rb1 Sf8 12.Ra1 Rf6-g8 13.Sb1. Only bRh8 has unchanged
position. **WCCT10** theme, with fairy condition and
completely tested by Jacobi.

Echange de place cyclique de 7 pièces noires.

*Ce n'est pas nouveau mais la solution est relativement
intense en effets spécifiques. [author]*

Arnold BEINE (27) – 2nd HM:

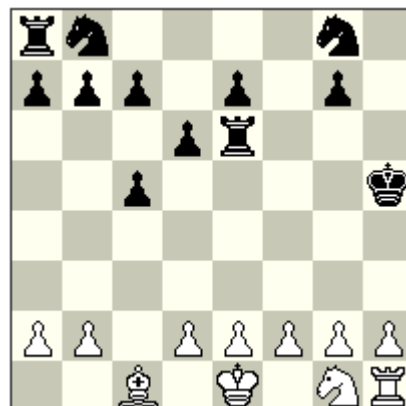
Solution: 1.Sa3 h6 2.Rb1 **h6-e3xd1=Q** 3.Rc3 R-h3xc3 4.S-d6xc8 R-c4xc2 5.Bf1-e3 f7-f4 6.Bc5 Kh5 (this move gives to d1 the power of a **Bishop**) 7.K-f1xd1 (this move gives to d1 the power of a **Rook**) dd6 8.S-e6xd8 f4-e3xc5 9.Se6+ R-e3xe6 10.Ke1.

White homebase, Schnoebelen (bQ), switchback (wK)

Jacobi+ in 90 h

The promotion of a black Pawn in Queen is justified by the moves 6. ...Kh5 and 7.K-f1xd1. Good combination between Point Reflection and make&take.

Arnold BEINE
2nd HM, Murfatlar3, 2020



11+12 PG 9.5
Point Reflection
make&take

Eric PICHOURON

1st HM, Murfatlar3, 2020



15+14 PG 10.5
Point Reflection

Eric PICHOURON (20) - 1st HM: I choose this exquisite version between the two sent by Eric. I liked the steps of white Bishop from c1 to f1; then, finally it captures a Schnoebelen Knight.

Sol: 1.c3 c5 2.Qc2 Qc7 3.fe3 **f7xf1=S** 4.Kf2 Kd8 5.Kxf8 Qf4 **6.Bd1** Bc8-d6 7.ef2 Kc8 8.Ke8 cf5 **9.Be1** Qc4 10.Kd8 f5-f7 **11.Bxf1#** So, we have 2 impostors: Bf1 and Pf7.

c'est C+ jusque 10.0, mais le dernier coup est la clef de tout le problème, un fou imposteur capture un cavalier Schnoebelen.

De 3. ...fxf1=S jusque la fin, c'est C+ aussi.[author]

Prizes:

Andrey FROLKIN & Igor VERESHCHAGIN (9*)

– 6th Prize:

1.Sc3 c5 2.Sd5 Qc7 3.Sf4 cb3 4.Sg6 **bxa1=S** 5.fxf7+ Rxf7 6.Sxf8 Qxh2 **7.cxc8=S axg1=B** 8.Bxh2 Sxh2 9.Bd3 Rxc8 10.Bb5 Rc4 11.Rxg1 Ka8 12.Qxa1

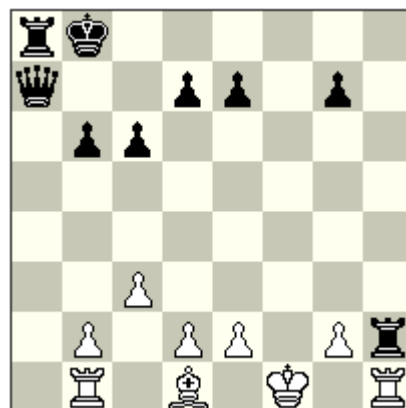
Threefold presentation of **Schnoebelen** theme (wS bB bS). One of the outstanding problems realised for this tourney.

Andrey FROLKIN & Igor VERESHCHAGIN
6th Prize, Murfatlar3, 2020



10+10 PG 11.5
Point Reflection

**Andrey FROLKIN &
Igor VERESHCHAGIN**
5th Prize, Murfatlar3, 2020



9+9 PG 11.5
Point Reflection

Andrey FROLKIN & Igor VERESHCHAGIN (10*)

– 5th Prize:

Solution: 1.c3 c6 2.Qc2 Qc7 3.fxa7 **fxf1=S** 4.**axb8=B** Ba7
5.Sxa7 b6 6.Qxh7 Qxa7 7.**axg8=B** Rxh7 8.Sg6 Rxh2 9.Sxf8
Kxf8 10.Bd1 Kxg8 11.Rb1 Kxb8 12.Kxf1

Threefold presentation of **Schnoebelen** theme (wB wB bS).
The novelty is here that **all thematic pieces are captured by Kings**.

Kostas PRENTOS

4th Prize, Murfatlar3, 2020



13+13 PG 13.5
Point Reflection

Kostas PRENTOS (11) - 4th Prize:

1.b4 f5 2.Bb2
gxb2 3.Sc3 **b1=Q** 4.Sh3 Sxg2 5.Bxg2 bxc2 6.f3 Rg8 7.Kh4
Rb3 8.Sf2 ce6 9.Rxb1 Qa5 10.Kc4 **g1=Q** 11.d4 Sb5 12.Qd2
Rb8 13.Sfd1 Rf4 14.Rxg1

Two **Schnoebelen** promotions in Queen. Like in 2nd HM
(Beine), the **Q promotion** must be justified by moves like
R and B. Here, this happened two times!

Kostas PRENTOS (12) – 3rd Prize:

1.g3 a6 2.Bh3 axe2 3.Bg2 bxc2 4.Sa3 **gxh1=S** 5.Sc4 Rb6
6.gxc7 Rh6 7.**gxf8=S** Sf6 8.Bb3 Rxf8 9.Sh3 **exd1=S+**
10.Kxh1 Kg7 11.ba3 Kg6 12.**a8=S** Bb7+ 13.Kg3 Bxa8
14.Rxd1.

Partial tested with Jacobi v0.7.5

*Four **Schnoebelen** promotions to **Knights** (SSss).
This type of Schnoebelen is rather simple to justify: it only
takes a Knight move by the reflected piece to determine the
type of promoted piece. Several attempts to add a fifth
promotion to Knight were unsuccessful.[author]*

Kostas PRENTOS

3rd Prize, Murfatlar3, 2020



10+12 PG 13.5
Point Reflection

Michel CAILLAUD
2nd Prize, Murfatlar3, 2020



16+15 PG 14.5
Point Reflection
Monochromatic

Kostas PRENTOS (13) - 1st Prize: 1.b4 f5 2.Bb2 gxb2 3.Sc3 **b1=Q** 4.b5 Sxg2 5.Bxg2 bxc2 6.e4 Rg8 7.Sce2 Rc4 8.Rxb1 **gxh1=B** 9.Rb4 Rd5 10.Sh3 fxf2+ 11.Kxh1 **f1=S** 12.exe7 Bb6 **13.exd8=R+** Ke7 14.Qxf1 cc5 15.de1 Sc6 16.ea1 Sxd8. **Schnoebelen AUW** is the Holy Grail of any composer. The Greek author (now a U. S. resident) managed to obtain this - taking into account the condition of the tournament – with a perfect technique.

Schnoebelen AUW (qbsR). The type of promoted pieces is determined by moves of the reflected pieces and in two cases (B & R), also by the position of the opposing King. With the testing limitations, it was very difficult to reach a position that is hopefully sound.[author]

Kostas PRENTOS (21) – Special Prize:

In first instance, I was tempted to return this problem to the author, so that it could participate in another tournament. The problem treats **Schnoebelen AUW**, like in first Prize. Then, I thought I would respect the author's option (to have two versions of the same idea). On closer inspection, I noticed that this latest version is more economical, as the play is accelerated by **Glasgow** condition. The idea of adding Glasgow to Point Reflection struck me as brilliant. That's why I introduced the problem in the ranking with the Special Prize distinction. Must also observe the skill to realize the 4 promotions and there captures in 11.5 moves only.

Sol: 1.d3 h5 2.Qd2 **exe2=B** 3.h4 dh3 4.Qa5 **hgx2=Q** 5.Sh3 **bxh2=R** 6.Rg1 Sb7+ 7.Kc3 Sf3 8.Rxg2 g3 9.Kxb2 **gxf2=S** 10.Sc3 ca6 11.hxf2 Qc7 12.fxe2.

Michel CAILLAUD (22) – 2nd Prize:

This problems shows a paradoxical situation: with orthodox rules, the position could be reached in 3.5 moves only. But with monochromatic condition, the Knights don't move. The author's explanation:

*En **Point Reflection** + **Monochromatique**, les Blancs doivent capturer le CNb8 d'origine pour activer le CBg1.*

*Le CNb8 du diagramme est donc un **Cavalier Pronkin**!*

1.d4 a5 2.Fd2 ég5 3.Fb4 ç1=C 4.Fd6 ç5 5.F×b8 Dç7 **6.f2-g3** Dé5 7.**d4-ç3** Df4 8.Cé3 **c5-a7** 9.Fd6 Dh4 10.Ch6 Cf4 11.Fç5 Cb8 12.Fé3 **a5-ç7** 13.Fç1 Df6 **14.c3-d2** Db6 **15.g3-f2**

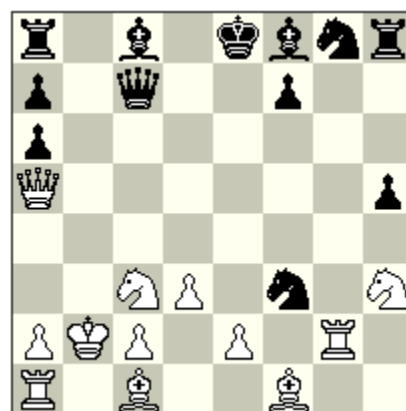
Vérifié partiellement avec Jacobi 0.7.5 et les contraintes Bc1xb8-c1 Pe7-b8=S

Kostas PRENTOS
1st Prize, Murfatlar3, 2020



10+10 PG 16
Point Reflection

Kostas PRENTOS
Special Prize, Murfatlar3, 2020



12+12 PG 11.5
Point Reflection
Glasgow

Author's analyses:

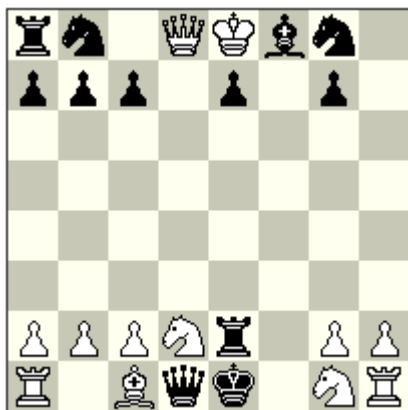
- The first 10.5 moves: {C+; 113044 sec}
- The last 9.5 moves (after 2...exe2=B): {C+; 77224 sec}
- The last 10.0 moves (after 2.Qd2) with Constraints Pa2(0..0) Pc2(0..0) Ra1(0..0) Bf1(0..0) Pf7(0..0) Ra8(0..0) Bc8(0..0) Ke8(0..0) Bf8(0..0) Sg8(0..0) Rh8(0..0): {C+; 734452 sec}
 - The full 11.5 moves with Constraints Sb1>c3 Sg1>h3 Pd2>d3 Qd1>d2>a5 Ke1>c3*b2 Rh1*g2: {C+; 115889 sec}
 - The full 11.5 moves with Constraints Sb1-c3 Sg1-h3 Pd2-d3 Qd1-d2-a5 Ke1-c3*b2 Rh1*g2 in PG demolition mode: Stopped at pass 113 after 433300 sec: No solution was found.

Conclusions: I hope that you had fun lecturing this award. It will be official after 3 month after publication (this time the cook hunters could send me their notes) Thank you very much to all participants and congratulations to the winners. You contribute a lot to the high standard of this competition.

Appendix

A) Unto HEINONEN

1st HM, Sommerturnier, 2003

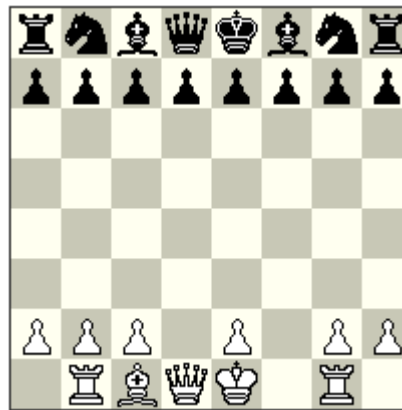


12+12

PG 14

B) Dirk BORST

1st HM, Andernach, 2019(v)



11+16

PG 9

make&take

Solutions:

A) 1.f4 h5 2.Kf2 Rh6 3.Kg3 Re6 4.Kh4 Rxe2 5.Kxh5 Rxd2 6.Bc4 Re2 7.Bxf7+ Kxf7 8.Qxd7 Kf6 9.Qxc8 Qd1 10.Qd8 Kf5 11.Sd2 Kxf4 12.Kg6 Ke3 13.Kf7 Kf2 14.Ke8 Ke1.

B) 1.d4 Sh6 2.Sd3 Rg8 3.Sdf3 Rxf3 4.Sh3 Rxf2 5.Rg1 Rxd4 6.Sf4 Rxf1 7.Sg6+ Rf6 8.Sh8 Rxh8 9.Rb1 Sg8.

En bref

• **Andrey Frolkin** and **Jeff Coakley** kindly sent to us this figurative **retro-rebus**, dedicated to the 25th anniversary of **Quartz**:

Solution:

Q = rook

U = pawn

A = bishop

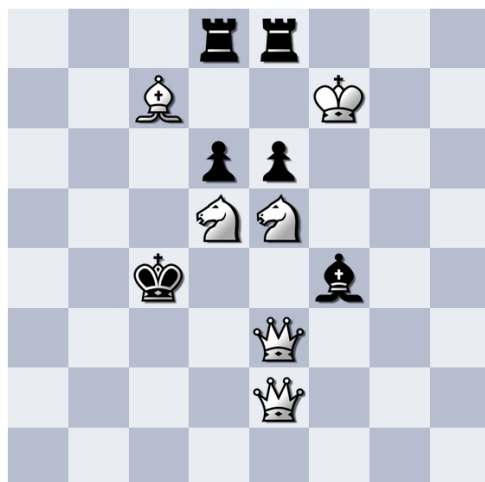
R = king

T = knight

Z = queen

caps = black

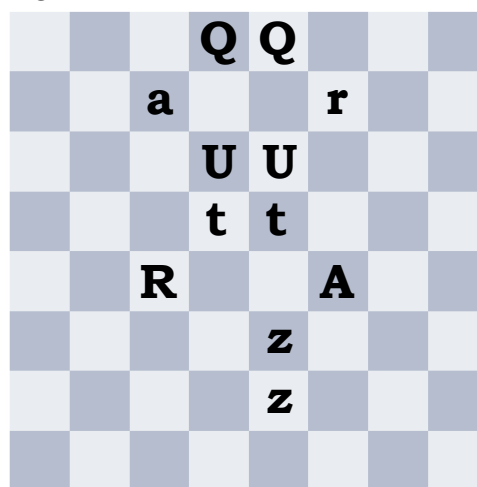
last move: **1.Sd3-e5++**



Andrey Frolkin &

Jeff Coakley

for **Quartz** at his **25th** anniversary



Each letter represents a different type of piece. Uppercase is one colour, lowercase is the other. Determine the position and, if possible, the last move.

King = (AR) Letters with one uppercase, one lowercase.

AR \neq Queen If AR = King Queen Both kings in check.

Queen = (QUTZ) One of the kings is in check by a queen.

The letters QUTZ all attack A and R diagonally.

Bishop = (AR) If Bishop = (QUTZ) Impossible double check by queen and bishop.

Knight = (QUTZ) One of the kings is in check by a knight.

The letters QUTZ all attack A and R knightwise.

There is only one way to assign pieces for a legal double check

R= King, Z = Queen, T= Knight, last move: **Sd3-e5++**. This move may or may not have been a capture.

Q ≠ Pawn On 8th rank. Q= Rook, U= Pawn

Caps = black If caps = white both kings in check (Pe6+).

Andrey Frolkin Kiev, Ukraine

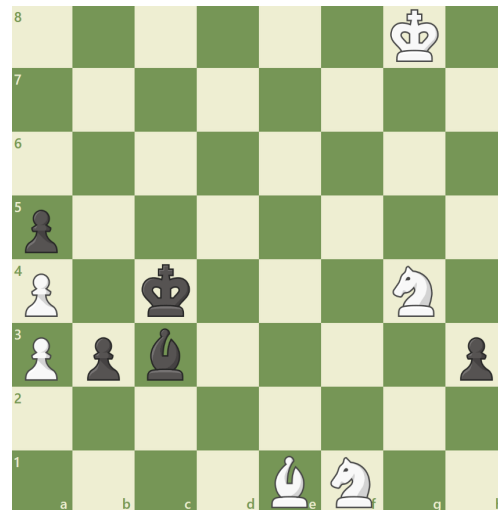
Jeff Coakley Prince Edward Island, Canada

December 2020

Reconstrucție

• Acum, la finalul ediției, am reușit să corectez un studiu publicat în urmă cu 25 de ani (în poziția inițială aveam un pion negru la c3, ceea ce permitea dubla **1.Ce5+**). Mulțumesc lui **Christian POISSON**, care a semnalat această dublă în baza de date din **WinChloe**. Soluția a rămas neschimbată.

Paul Răican
2 Rec, Quartz 2/1996 (v)



6+5

Draw

Solution:

1.Cfe3+!(a) Rd3 2.Fxc3 Rxc3 3.Rf7! Rd3 (3. ...b2 4.Cd1+ Rb3 4.Cxb2 Rxb2 5.Re6 Rxa3 7.Rd5 =) **4.Cd1 Rd2 5.Cb2 Rc2 6.Cc4 Rd3** (6. ...Rc3 7.Cce3) **7.Cb2+ Rc3 8.Cd1+ Rc2 9.Cde3+ Rd3 10.Cd1 Re2 11.Cb2 Rf3 12.Ch2+ Rg3 13.Cf1+ Rg2 14.Ce3+ Rf2 15.Cg4+ Rg3 16.Ce3 Rf3** (16. ...h2 17.Cf1+) **17.Cf1 Rf2 18.Ch2 Rg2 19.Cg4=**

(a) 1.Cge3+? Rd3 2.Fxc3 Rxc3 3.Rf7! Rd3 4.Cd1 Re2! et les Noirs gagnent; 1.Fxc3? Rxc3 2.Cfe3 b2 3.Cd1+ Rb3 4.Cxb2 Rxb2 5.Rf7 Rxa3 les Noirs gagnent; 1.Ce5+? Rd4 2.Cc6+ Rd3 3.Ce5+ Rc2! 4.Ce3+ Rb1! 5.Cf1 c2 6.Fd2 b2 7.Cd3 Ra2! 8.Cxb2 Rxb2 9.Rf7 Rxa3 les Noirs gagnent.

Une curiosité amusante: un perpétuel technique très connu (Cavalier contre Roi et pion à sa sixième rangée) se répète en echo sur l'autre aile.(juge Jean ROCHE)

Verifié avec **Stockfish**.