Quartz 52

Avril 2021

Contents

Winter in Tulcea – painting by Gh. Neaţã

***Quartz** is happy to publish two articles about Chess960. After a brief review about what has taken place in the over-the-board competitive side, **Per Olin** writes about the problem side of Chess960. Further, **François Labelle** writes about the computer programming when the checking software was created.*

Chess960 - a peaceful youth

by Per Olin

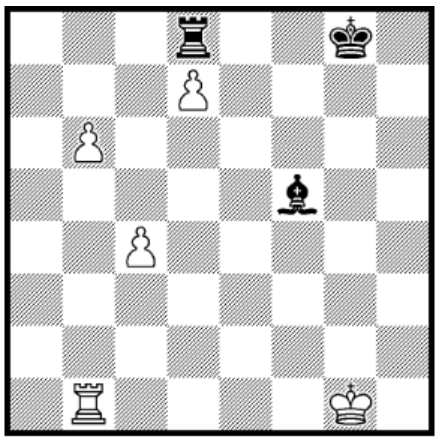
Fischer Random Chess, later in the chess rules renamed to ***Chess960***, was invented by former world chess champion **Robert Fischer** (1943-2008). He announced this variation in June 1996 in Buenos Aires. The random setup makes knowledge of standard opening theory less important; further, Chess960 was expected to decrease the amount of draws in competitive chess. In 2008, FIDE added Chess960 as an appendix to the official rules of chess. Beginning on February 9, 2018, reigning Chess960 champion Hikaru Nakamura was invited to play a 16-game Chess960 exhibition match against the current world champion **Magnus Carlsen** at the Henie Onstad Kunstsenter in Oslo, Norway. Carlsen won the match with a 14–10 score; different amounts of points were distributed based on the time allotted to finish the game.

FIDE World Fischer Random Chess Championship 2019 tournament was the first world championship in Chess960 officially recognized by FIDE. It was held with online qualifiers, followed by over-the-board semifinal matches and a final match in Norway in fall 2019, with a prize fund of $375,000. **Wesley So** won the championship in the final match against Carlsen.

FIDE president **Arkady Dvorkovich** commented: *It is an unprecedented move that the International Chess Federation recognizes a new variety of chess, so this was a decision that required to be carefully thought out. But we believe that Fischer Random is a positive innovation: It injects new energies and enthusiasm into our game, but at the same time it doesn't mean a rupture with our classical chess and its tradition. It is probably for this reason that Fischer Random chess has won the favor of the chess community, including the top players and the world champion himself. FIDE couldn't be oblivious to that: It was time to embrace and incorporate this modality of chess.*

In Chess960 the piece setup is randomized with the number indicating different possibilities. Shortly: the officers are on the 1st and 8th rank, White and Black have the same pieces on the same lines; the king is placed between the rooks; the bishops are placed on squares of different color; after c-side castling the kings always end up on c1/c8 and the rook on d1/d8 and after g-side castling the kings always end up on g1/g8 and the rooks on f1/f8; when castling, the king can not pass a square guarded by an opponent piece; eight pawns are placed on 2nd and 7th rank.

With the **25th birthday** in the horizon for Chess960 can be noted that in problem chess not very much has taken place. Retros is the genre to get most of the new form. Castling has additional nuances, which gives good opportunities; legality can get a subgroup 'Chess960 legality'.



5+3 Chess960 win

With Norway promoting and sponsoring Chess960 it is convenient to start by a Norwegian composer.

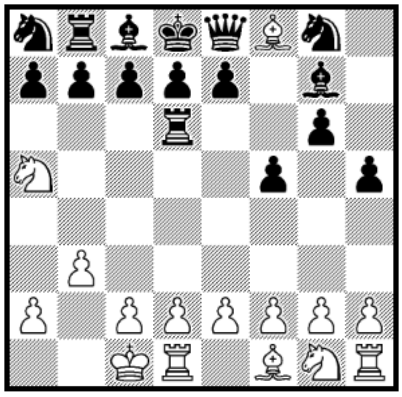
A) Geir Sune Tallaksen Østmoe
MatPlus.net Forum 24/08/2018

1.c5 Bxd7 **2.O-O-O!** (2.Rd1? O-O-O!)
Kf8 3.Rxd7! Rxd7 4.c6 Ke7 5. b7 *wins*
By castling, White fixes the initial positions of the castling pieces to have been Rb1/b8, Kg/g8 and Rh1/h8. If White does not castle in his 2nd move, then Black castles indicating a different rooks setup; this is supported by the Codex rule that castling is allowed, if it can not be shown to be illegal.

A fruitful area in retro composing is for proof games. The possibility that the proof game starts from an unknown initial position gives an additional dimension to the problem: the solver has to find the initial position of the pieces. A situation, where it is recommendable to use Chess960, is when starting from the traditional initial position gives away much of the solution. An example is **B,** which is more a combination than a deep strategic problem. Bobby Fisher was the master of combinations!

When searching for the Chess960 initial game array (Chess960IGA), then move counting is a good method.
Chess960IGA: The positions of the bishops are fixed by wBf1 and bBc8. A white rook starts on h1 or g1 accompanied by a knight on g1 or h1 (a white queen on g1 or h1 would have to be captured on its initial square).

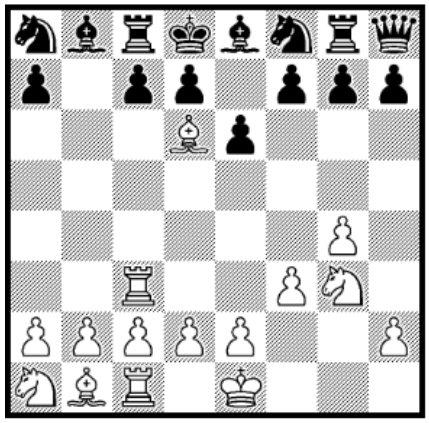
B) Per Olin
Die Schwalbe, 2019



15+16 Chess960 PG12

With Rg1 and Nh1 the regrouping of these pieces takes 6 moves. In addition there are 7 more white moves visible in the diagram position, which would take the total up to 13 moves. Therefore, rooks start on h1/h8 and knights on g1/g8. Similarly can be deduced that the Rb8 and Na8 are in their initial positions: if starting with Ra8 and Nb8, then the regrouping needs 6 moves; further there are 7 other black moves visible as Bg7, which started on f8, needs at least two moves to let the white bishop to f8. With the initial positions of six pieces on 1st/8th rank deduced, there remains the position of kings and queens. The try from Chess960IGA NRBKQBNR with the play 1.Nb3 h5 2.Na5 Rh6 3.b3 Rd6 4.Bb2 g6 5.Kc1 Bh6 6.Bg7 Be3 7.Kb2 Bc5 8.Ka1/Qc1 Ba3(+) 9.Qc1/Ka1 Bxc1 10.Bf8 Ba3 11.Td1 Bb2+ 12.Kb1 Bg7 13.Kc1 f5 requires one move over the stipulated by both parties. The other way around for kings and queens, i.e. Qd1/d8 and Ke1/e8, gives the sought Chess960IGA NRBQKBNR.
Play from NRBQKBNR 1.Nb3 h5 2.Na5 Rh6 3.b3 Rd6 4.Bb2 g6 5.Qc1 Bh6 6.Bg7 f5 7.Qb2 Kf7 8.O-O-O Qf8 9.Qf6+ Ke8 10.Qf7+ Kd8 11.Qe8+ Qxe8 12.Bf8 Bg7.

C) Andrew Buchanan
MatPlus.net Forum 23/04/2018

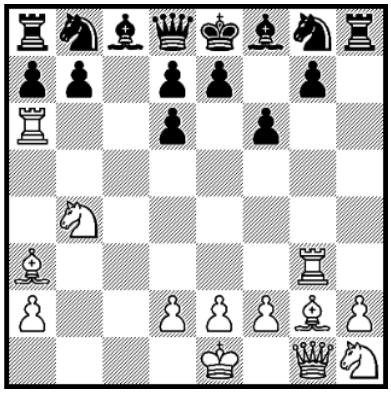


15+15 Chess960 PG8.5

C is an entertaining proof game, where the initial position can be deduced easily. Play from NBRKBNRQ: 1.g4 0-0-0 2.Qxb7 Kxb7 3.Rg3 Kc6 4.Rc3+ Kd6 5.f3 e6 6.Bg3+ Ke7 7.Ke1 Rc8 8.Bd6+ Kd8 9.Ng3 - What a joy to compose a problem like this! The composer is not served a certain initial position, he is master of his own fate, he constructs the initial position that best serves his idea; note how well the initial location of every officer is motivated.

In C, the solution can be written in a very short way, i.e. piece setup and play. In **D**, deducing the initial position is more complicated; by the earlier mentioned move count method two tries can be eliminated.

D) Per Olin
Die Schwalbe 287/2017



13+15 PG16
Chess960

The problem was published as a correction of one from Die Schwalbe 267/2014.
The pawn structure and the placement Black's bishops show that in the Chess960IGA the bishops are on c- and f-files. A black rook can start on d8 or e8, become captured and replaced by the promoted h-pawn; this is too slow and therefore the black rooks start on a8 or b8 and g8 or h8. The solution centers around the question has on d6 been captured the white c-pawn, a white piece that has been replaced by a promoted piece or the promoted white g-pawn.

Tries: **1) The black h-pawn has promoted and moved to d6 to be captured by the white c-pawn.** If from Chess960IGA RNBQKBRN the play starts by e.g. 1.g4 h5 2.Rg3 hxg4 3.Rh3 g3 4.c4 g2 5.Nc3 g1=Q 6.Nd5 Qg3 7.Rb1 Qc3 8.Qb3 Qxb2 9.Qg3 Qf6 10.c5 Qd6 11.cxd6 etc then Black stays within the stipulated 16 moves, but White needs 18 moves. **2) A white rook has been captured on d6 and the white g-pawn was promoted to rook**. Shortest sequence is then from Chess960IGA NRBKQBRN. In the play starting with 1.g4 f6 2.Rg3 Qf7 3.Rd3 Ke8 4.Rd6 cxd6 5.b3 Qxb3 6.g5 Nf7 7.g6 Nc7 8.gxh7 Na6 9.h8=R etc Black stays within the stipulated 16 moves, but White needs 19 moves.

Solution: **The promoted white g-pawn has been captured on d6** From Chess960IGA NRBKQBRN the play is 1.g4 f6 2.g5 Nf7 3.g6 Nh6 4.gxh7 Qg6 **5.h8=N** Ke8 6.Nf7 Rh8 7.Nd6+ cxd6 8.Rg3 Nc7 9.Bg2 Na6 10.Qg1 Qxc2+ 11.Ke1 Qxb2 12.Nc2 Qb6 13.Ba3 Qd8 14.Rb6 Ra8 15.Nb4 Nb8 16.Ra6 Ng8.
Three pairs of swapping places by black officers.

When searching the initial position requires much argumentation, then the solution might turn out quite extensive. Examples of this are P1383320 in Chess Problem Database Server and an original problem in **an article in Problemas** January 2021, page 1033. An extreme can be found in the **retroblog of Thomas Brand** on 21 June 2020.

It is also possible to end up in the same diagram position from different initial positions. Here two examples in algebraic notation:

E) Andrew Buchanan, MatPlus.net Forum 11/05/2020
bbnrrkqn/pppppppp/8/8/8/8/PPPPPPPP/BBNRRKQN Chess960 a) Shortest proof game b) Second shortest proof game.
Solution: a) BBNRKNRQ 1.Ng3 Ng6 2.0-0 0-0 3.Rfe1 Rfe8 4.Kf1 Kf8 5.Qg1 Qg8 6.Nh1 Nh8 b) BBNRKRQN 1.Ng3 Ng6 2.Qh1 Qh8 3.0-0 0-0 4.Rfe1 Rfe8 5. Kf1 Kf8 6.Qg1 Qg8 7.Nh1 Nh8

F) Per Olin original
rnbk1bnr/pp1pp1pp/8/q1p5/3P1B2/5p1Q/PPPNPPPP/2KR1BNR PG 6.0 Chess960 Two solutions RNBQKBNR 1.d4 f5 2.Qd3 f4 3.Qh3 f3 4.Bf4 c5 5.Nd2 Qa5 6.0-0-0 Kd8 and RNBKQBNR 1.d4 f5 2.Qc3 f4 3.Qh3 f3 4.Bf4 Qh5 5.Nd2 Qa5 6.0-0-0 c5. In F certainly room for improvement; the reader is invited to take action!

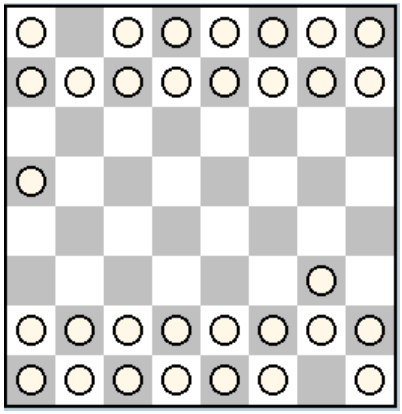
With a standardized initial position (leaving out A-to-B-problems), we can distinguish four types of proof games: **1)** traditional proof games
2) proof games staring from a given Chess960 initial position or evident from the diagram

3) proof games starting from an unknown initial position to be found by the solver.

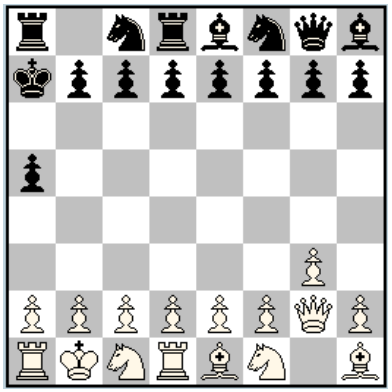
Up to now most of the energy of composers has been directed towards the first one, i.e. traditional proof games. When this is getting exhausted, Chess960 will offer refreshing opportunities, just like in competitive chess.

For problem chess purposes Chess960 has not been defined to be orthodox; it has therefore to be considered to be fairy chess until defined in some other way. Chess960 can be combined with other fairy forms, which is seen in **G** with undefined pieces and in the original **H** by the Chief Editor.

G) A. Brobecker
Die Schwalbe 287/2017

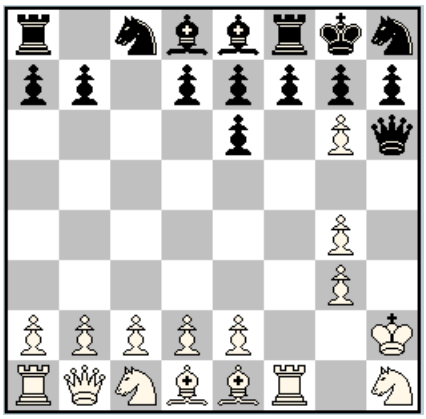


32 undefined units
Position after 2 moves, #1
Chess960



16+16 Position after 2 moves, #1
Chess960

H) P. Rãican
original



16+16 Chess960
Annan Chess
a) SPG b) #1

Sol G:
(RKNRBNQB) **1.g3 a5 2.Qg2 Ka7**
White checkmates: **3.Qxb7#**

On g3 can be no black piece. If it is a white knight, then some other white piece has moved to f1 or h1, but there is no mate in sight. On g3 is a pawn, the mate comes by wQg2 and wBh1. On a5 is not a black knight as it would prevent the mate on b7; on a5 is a pawn and the 2nd move by Black was K/Q/Bb8-a7. The bQ starts on g8 and the bishop on dark squares on h8, which fixes the piece on a7 to be bK, that started on b8 with a rook on a8. The black bishop on light squares can not start on c8, as it would prevent the mate on b7; the bishop starts on e8. A knight on d8 would cover b7, therefore a rook is on d8 leaving c8 and f8 for the knights. The Chess960IGA is RKNRBNQB and the play has been 1.g3 a5 2.Qg2 Ka7, with mate following by 3.Qxb7#.

Sol H:
a) (RQNBBKRN) **1.g2-g6 c7-e6 2.h2-g4 Qh2 3.f2-g3 Qh6 4.0-0! 0-0! 5.Kh2**
b) **5... h7-g5#** Specific checkmate
5. ...f7xf1=S+? 6.e2xf1!
Jacobi+

Summing up by **two questions,** one general and one in form of a motto designed for proof games: Will the second quarter of a century for Chess960 be as peaceful as the first one? Why give away the initial position of a proof game, if it can be left for the solver to find out?

*Chess960 proof games can be tested by **Jacobi**, for which we are grateful to its creator **François Labelle**. Long ones might have to be split into parts and /or aided by constraints. Covering a wide area of possible initial positions of course requires more time than when testing a proof game from the standard initial position. E.g. problem B above can, depending on the computer equipment, be tested in a couple of hours.We asked François to tell us a few words about the process of implementing the condition and he kindly sent the following text.*

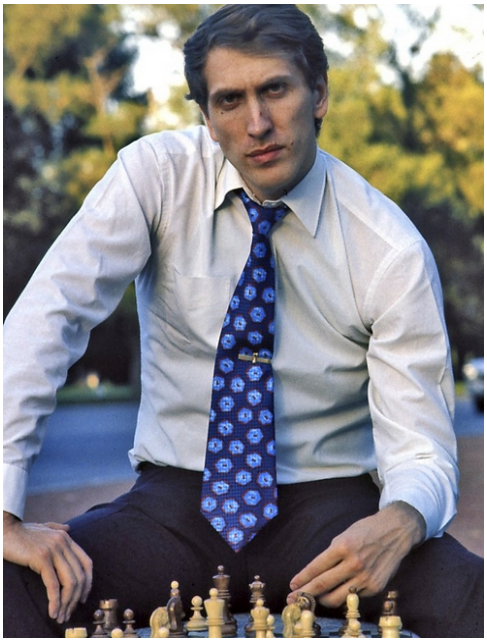
Implementing Chess960

by François Labelle

Chess960 was added in Jacobi v0.2.2 (November 2017). Programming it took 6 days. Jacobi solves Chess960 proof games by trying every starting position in *ID order* invented by **Reinhard Scharnagl**, starting with ID 0 (BBQSSRKR), and ending with ID 959 (RKRSSQBB).

The most difficult part was **the special castling**. In orthodox chess, tracking castling rights requires 4 bits (white O-O, white O-O-O, black O-O, and black O-O-O). In fairy chess where rebirth is possible, castling rights must be tracked at the piece level, so it requires 6 bits (castling rights at a1, e1, h1, a8, e8, and h8). Chess960 complicates this even further as the six squares can vary.

The internal representation of a move also had to be changed. Before, I was representing castling as a king move. In other words, white O-O was represented as Ke1-g1, and when the engine saw Ke1-g1 it knew that it meant O-O because the normal move Ke1-g1 is not legal. In Chess960, this no longer works as Kf1-g1 can be both a normal move and a castling move, so the engine cannot tell which one is meant unless I add a bit to distinguish them. To be fair, representing castling as a king move doesn't work with other fairy conditions like Point Reflection, so the extra bit would have been needed eventually. It's just that Chess960 was the first added condition to require it.



Bobby Fischer
in 1971

Another Chess960 castling complication is the fact that the king or rook final square can be occupied before castling. The king and rook can sometimes even swap places. These corner cases are almost an invitation for bugs. A good way to check for bugs is to compute the number of possible Chess960 games at the end of the n-th ply, and to compare it with numbers obtained with another program. My numbers agreed with numbers obtained from the chess engine **The Baron 3.41**, but disagreed with numbers from an earlier version of The Baron. Fortunately for me, the bug was in the earlier version of The Baron, but the mismatch illustrates that the risk of bugs is very real when programming Chess960. The number of possible Chess960 games at the end of the n-th ply is available at *http://oeis.org/A157851*

JT Quartz 25 – Chess960

It is a wonderful coincidence that **Quartz magazine** and **Chess960** are the same age, **25 years old**. So, it is a good opportunity to launch **JT Quartz 25**, whose the required genre is Chess 960. The tournament has two sections:

a) **proof games** in Chess 960, but mandatory combined **with another fairy genre** (but not fairy pieces). See G and H from the article;

b) other **retro problems**. See A from the article.

Judge: **Thomas Brand**

Send the works before September 1st, 2021, to the Director of this TT, Vlaicu CRISAN, e-mail <vlaicu_crisan@yahoo.com>

Just received from Germany these exciting words. Thank you, Hans!

Quartz 25
A jubilee tribute from **feenschach**

On behalf of the German fairy chess magazine feenschach, I warmly congratulate our Romanian sister magazine Quartz on the Silver Jubilee. The fairy chess community is deeply grateful to Paul Raican for his committed work as an Editor and his decisions which always made Quartz unique in our field. The trademark of Quartz had been from its beginning the area of fairy retros, in particular fairy proof games. Many new developments were first published in Quartz or were intensively investigated in this journal. This is a remarkably difficult, but promising field of fairy chess compositions. Of course, Quartz is open for all sorts of fairy chess. In feenschach, we were particularly happy to discover that a fairy condition that was very prominent in the early years of our journal – then still under the title of FEENSCHACH – recently was rediscovered and explored in Quartz: the family of checking zigzag problems. It was a great honour that I was invited to judge the theme tournament.

I hope that Quartz will continue to be published for at least 25 more years – it is always a pleasure to receive a new issue.

Hans Gruber, March 20nd, 2021, Regensburg, Germany

Saving Failed Ships (I)

*Sub acest nume, care s-ar traduce în română **Salvând Corăbii Eşuate,** începem o rubrică nouă, ce constă in căutarea de versiuni ale unor opere demolate sau insolubile. Am ales limba română din respect pentru compozitorul abordat in acest prim episod.(*)*

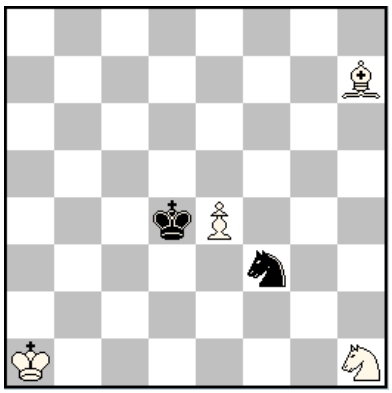
** Under this name we start a new section, which consists in searching for versions of demolished or unsound works. I chose the Romanian language out of respect for the composers approached in this first episode*

Studii de Virgil Nestorescu (1929-2018)

Maestrul a creat cu predilecţie studii începând cu 1949 pâna puţin după 2000. Numărul **46/2018** al revistei **Quartz** îi este dedicat si conţine ultimul său articol. A fost un compozitor prolific si pasionat, reuşind să producă plăcere şi dezlegătorilor. Nu a folosit de loc programele de verificare, aşa ca nu e de mirare dacă descoperim unele studii defecte. E foarte uşor să-i urmărim evoluţia, întrucât a scos două cărţi cu studii alese, una în **1984** (Studii de Şah) şi alta în **1999** (Probleme şi studii alese). Ultima, tipărită în condiţii grafice excelente la editura Gambit a domnului **Marian Stere**.

În miniatura alaturată, autorul a ales o linie de joc începând cu 6...Kc5. Shredder a permis o continuare interesantă **6...Se6**, necalculată de autor în acea vreme. Cu aceasta variantă adăugată, studiul contribuie la teoria finalurilor KBNP vs KN.

001) V. Nestorescu
4HM, Schakend Nederland 1988

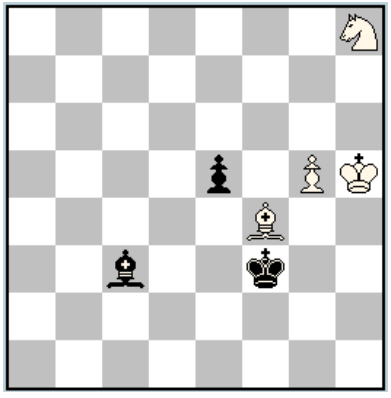


4+2 win

1.Sf2 Sg5 2.Bg6 Ke3 3.Sg4+ Kf4 4.Sf6 Ke5 5.Sd7+ Kd6 6.Sb8 **Se6** 7.Bf7 Sg5 8.Bd5 Sh7 9.Ba8! Sf6 10.Sa6! Ke5 11.Sc5 Kd4 12.Sb3+ Ke5 (12... Ke3 e5)13.Nd2 ±

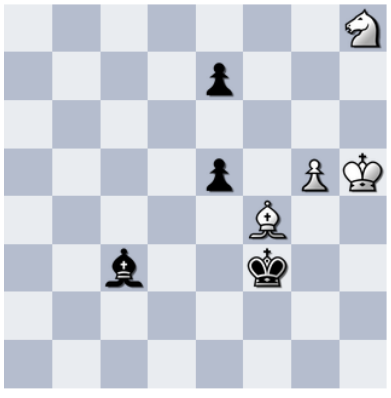
Cam din aceeaşi perioadă, maestrul are o miniatură interesantă, dar demolată, **002**: **1.Bd2!** Bxd2 2.g6 e4 3.g7 e3 4.Sg6! e2 5.Sh4+ Kf2 6.g8=Q e1=Q 7.Qg2+ Ke3 8.Qh3+ Ke4 9.Qf5+ Ke4/Ke3 10.Sf3+/Sg2+ furculiţa calului. **Syzygy-tables** ne arata următoarea dublă: **1.Bc1!** e4 2.Sg6! e3 3.Sh4+ Kf2 4.Kg4 e2 5.Sf3 cu câştig alb.
Ideea autorului a putut fi salvată prin adăugarea unui pion negru la e7, v.**003**:

002) V.Nestorescu
Suomen Shakki 1984



4+3 ±

003) V.Nestorescu
Suomen Shakki 1984
version by P. Rãican



4+4 ±

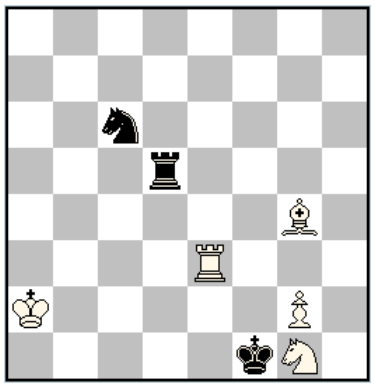
Sol **003**:
1.Bd2! Bxd2 2.g6 e4 3.g7 e3 4.Sg6! e2 5.Sh4+ Kf2 6.g8=Q e1=Q 7.Qg2+ Ke3 8.Qh3+ Ke4 9.Qf5+ Ke4/Ke3 10.Sf3+/Sg2+

1.Bc1? e4! 2.Sg6 e3 3.Sh4+ Kf2 4.Kg4 e5! =

Este interesant că, un an mai târziu, autorul obține o altă versiune a acestui studiu, înlocuind wBf4 cu wSf1: **1.Sd2** Bxd2 2.g6 e4 3.g7 e3 4.Sg6! e2 5.Sh4+ Kf2 6.g8=Q e1=Q 7.Qg2+ Ke3 8.Qh3+ Ke2 9.Qf3# Nici acesta nu e însă corect: 1.g6! sau 1.Sf7! sunt si ele câştigătoare [totuşi, studiul a fost inclus in **Albumul FIDE 1983-1985**]

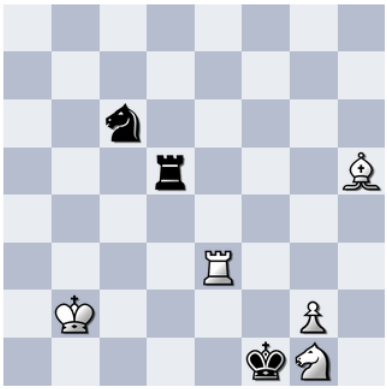
Studiul publicat în The Problemist ne prezintă un mat surprinzător, v.**004**:
1.Bf3 Ra5+ 2.Kb2 Rb5+ 3.Rb3 Rxb3+ 4.Kxb3 Sd4+ 5.Kc3! Sf5 6.Sh3 Sh4 7.Kd2 Sxg2 8.Be2#
Cook: 2. ...Se5! 3.Rxe5 Rxe5 (Beasley)
Uşor de corectat, prin scurtarea soluției, v.**005**:

004) V.Nestorescu
The Problemist 1988



5+3 ±

005) V.Nestorescu
The Problemist 1988
version by P. Rãican

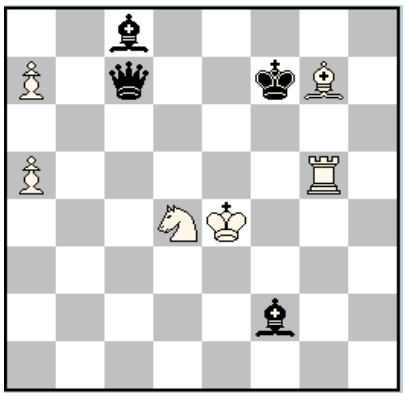


5+3 ±

Sol **005**:
1.Bf3 Rb5+ 2.Rb3 Rxb3+ 3.Kxb3 Sd4+ 4.Kc3! Sf5 5.Sh3 Sh4 6.Kd2 Sxg2 7.Be2#
Verificat cu **Stockfish** şi **syzygy-tables**

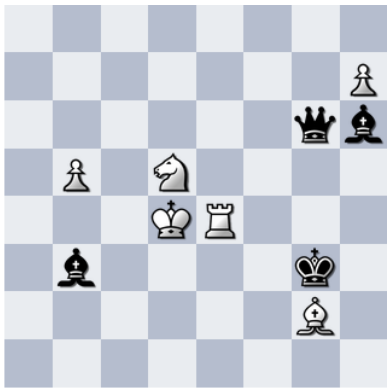
Mi-a plăcut ideea din studiul **006**: Intenția: **1.a8=Q!** Bb7+ 2.Kd3 Bxa8 3.Rf5+ Kg6 4.Rg5+ Kh7 5.Rh5+ Kg8 6.Rh8+ Kf7 7.Rxa8 Qg3+ 8.Kc4 Qc7+/Kxg7 9.Kd3/Sf5+ =
Stockfish vede însă o insolubilitate în una din variante: **3...Kg8!** 4.Rf8+ Kh7 5.Rh8+ Kg6 6.Rh6+ Kf7 7.Rf6+ Kxg7! 8.Se6+ Kxf6 9.Sxc7 Bc6 negrul câştigă. Bănuind ca studiul poate fi corectat, am căutat o reconstrucție. În mod surprinzător, aceasta a venit după multe ore de încercări, prin simpla rotire a tablei cu 90 de grade, v.**007**:

006) V.Nestorescu
M2, R. R. de Şah 1980



6+4 =

007) V.Nestorescu
M2, R. R. de Şah 1980
version by P. Rãican



6+4 =

Sol **007**:
1.h8=Q! Bg7+ 2.Kc5 Bxh8 3.Re3+ Kf2 (3...Kh2 4.Rh3+ Kg1 5.Rh1+ Kf2 6.Rf1+ Kg3 7.Rf3+ Kxg2 8.Sf4+ Kxf3 9.Sxg6=, Shredder) **4.Re2+!** Kg1 5.Re1+ Kh2 6.Rh1+ Kg3 7.Rxh8 Qc2+ 8.Kd6 Kxg2/Qg6+ 9.Se3+/Kc5=

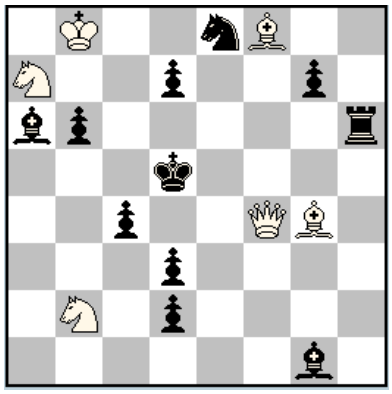
Maestrul a fost interesat şi de problemele cu mat în **n mutări**.

El publică în **Gambit** (1994), următoarea problemă, v.**008**: Intenție: **1.Sa4!** [2.Sc3+] d1=S 2.Bf3+ Ke6 3.Sc6! dxc6 4.Bg4+ Kd5 5.Qf5+ Kd4 6.Bc5+! bxc5 7.Qf4+ Kd5 8.Sb6#

Această frumoasă problemă este însă demolată de: **1.Sd1!** Rd6 2.Sc3+ Kc5 3.Sa4+, #6

Ideea de corectare a venit de la mutarea **pionului d3 la e2**. Astfel, a apărut un mat suplimenar cu regele negru la d3.

008) V.Nestorescu
Gambit 1994



6+11 #8

009) V.Nestorescu
Gambit 1994
version by P. Rãican

6+10 #9

Sol 009:
1.Bg4+! Kd5 **2.Sa4!** [3.Sc3+] **d1=S** (2...Re7 3.Bxe7 d1=S 4.Qf5+ Kd4 5.Sc6+ Rxc6 6.Qf4+ Kd5 7.Bf3+ Ke6 8.Qf6#) **3.Bf3+** (try: 3.Qf5+? Kd4 4.Bc5+ bxc5 5.Sc6+ bxc6 6.Qf4+ Kd5 7.Sb6#, but 5...Rxc6!) **3...Ke6 4.Sc6! dxc6 5.Bg4+ Kd5 6.Qf5+ Kd4 7.Bc5+! bxc5 8.Qf4+ Kd5/Kd3 9.Sb6/Bf5#**

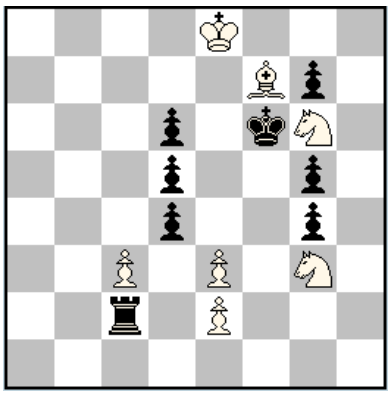
Dublă închidere de linii, switchbacks

În anii tinereții obține locul I cu o problemă interesantă, **010**:

1.e4! dxe4 2.Sh5+ Kf5 3.Se7+ Ke5 4.Sc6+ Kf5 5.Sxd4+ Ke5 6.Sc6+ Kf5 7.Se7+ Ke5 8.Sg6+ Kf5 9.Sg3+ Kf6 10.Sxe4+ Kf5 11.Sxd6+ Kf6 12.Se4+ Kf5 13.Sg3+ Kf6 **14.e4!** Re2(Rh2) 15.Sh5(e5)# Exista insa jocul alternativ: 3.Ke7! G3 4.Sxg7+ Kg4 5.Be6#

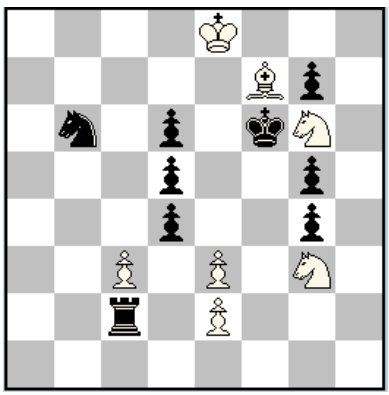
Din fericire, se corectează uşor prin adăugarea unui cal negru, v.**011**(soluție neschimbată). Verificată de Gustav.

010) V.Nestorescu
Locul I
Camp. Romaniei 1971-72



7+8 #15

011) V.Nestorescu
Locul 1 (version)
Camp. Romaniei 1971-72



7+9 #15

Materialul pe care îl avem de cercetat este practic inepuizabil, aşa că alte si alte episoade vor urma. Cititorii sunt invitați să contribuie cu propriile lor descoperiri de *corăbii eşuate.*

P. Rãican

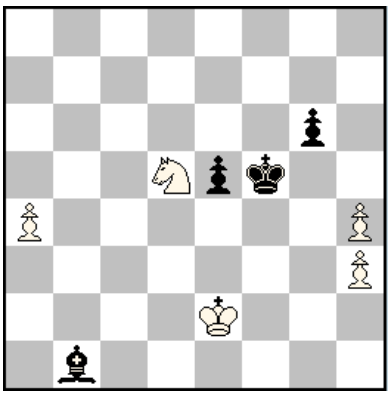
Readers are invited to contribute their own discoveries of *failed ships*. An **workshop** is open at
https://forums.chessproblems.ca/viewtopic.php?f=21&t=470&sid=673f1a91f65d39848898c816d0e9323f

The Theme of Domination in Chess Studies

Domination *is one of the oldest themes in chess studies. It occurs when a piece has a relatively wide choice of destination squares, but nevertheless cannot avoid being captured.*

The term was introduced into endgame literature by the famous French composer ***Henri Rinck*** *(1870-1952). Our selection begins with some works from the book* ***"Domination in 2545 endgame studies"*** *by* ***Ghenrikh Kasparian*** *(1910-1995). Kasparian's classification is based on the material of the final position:* ***Minor Piece traps Minor Piece****,* ***Two Minor Pieces trap One****,* ***Minor Piece traps Rook,*** *and so on.*

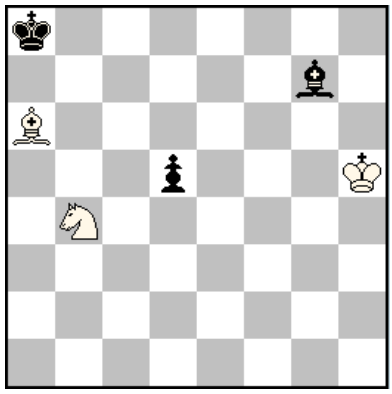
G. Kasparyan
Ajedrez 1957



5+4 ±

Sol: **1.Sc3!** Bc2 2.a5 Bb3 3.a6 Bc4+ 4.Ke3 Bxa6 5.Se4 *zz*

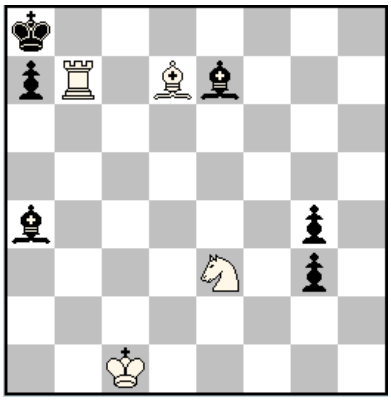
V. Halberstadt
L'Italia Scacchistica 1953



3+3 ±

Sol: **1.Sc6!** d4 2.Kg6 Bh8 3.Bd3! (3.Kh7? Bf6 4.Kg6 Bh4=) 3... Kb7 4.Sd8+ K~ 5.Sf7±

D. Grechkin
Shakhmatny Listok 1931
4th Prize

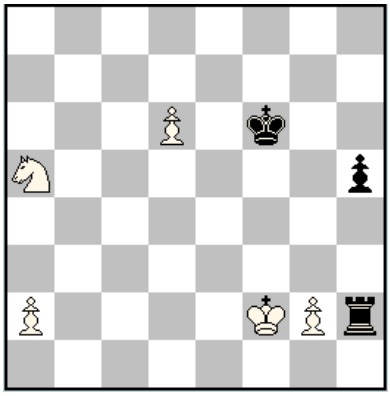


4+6 ±

Sol: **1.Bc8** g2 2.S×g2 Bg5+ 3.Kb1 Bc6 4.Rg7 Be4+ 5.Ka2 Bd5+ 6.Ka3 Bc1+ 7.Ka4 B×g2 8.Bb7+ B×b7 9.Rg8+ Bc8 10.R×c8+

7...Kb8 8.B×g4 B×g2 9.Rg8+ Kb7 10.Bc8+ Kc7 11.R×g2 K×c8 12.Rc2+ ±

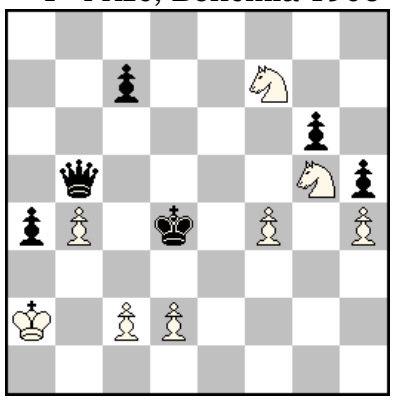
L. Kubbel
Niva 1911



5+3 ±

Sol: **1.d7** Ke7 2.Kg1 Rh4 3.g3 Ra(e)4 (3...Rg4 4.Sc6+ K×d7 5.Se5+) 4.Sb7 K×d7 5.Sc5+ ±

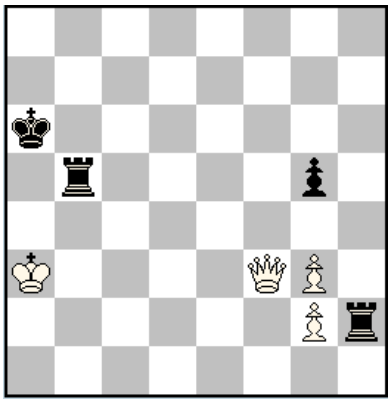
H. Rinck
1st Prize, Bohemia 1906



8+6 ±

Sol: **1.Se6+** Kc4 2.Sxc7 Qb6 (2... Qb8 3.Se5+ Kd4 4.Sc6+) 3.d3+ Kd4 4.Sd8! Qf6 5.Sde6+ K~ 6.Sd5+; 1... Ke4 2.Sfg5+ Kd5 3.Sxc7+ forks.

Lev Olmusky
Shakhmatny (Riga) 1961
2nd Prize



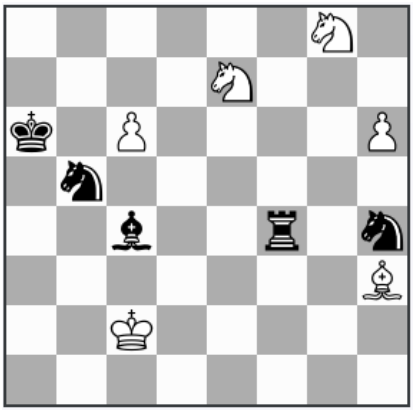
4+4 ±

Sol: **1.Qa8+** Kb6 2.Ka4 Rc5 3.Qb8+ Kc6 4.Kb4 Rd5 5.Qc8+ Kd6 6.Kc4 Re5 7.Qd8+ Ke6 8.Kd4 Rf5 9.Qe8+ Kf6 10.Ke4 ± Systematic movement of the pieces.

*Domination appears to be the required theme of the **4h International Internet Tournament**, held by the **Argentine Chess Union** in 2016-2017. The tournament was judged by **Vladimir Tarasiuk**. Here is a selection of classified studies.*

*Section A1: **Three minor pieces dominate one or two minor pieces.***

Pavel Arestov
1st Prize - 4th UAPA(A1)

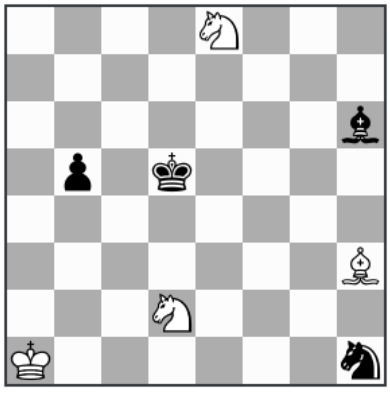


6+5 ±

Sol (Arestov): **1.c7!**
1.h7? Rf2+ 2.Kc1 Nd4 3.h8Q Nb3+ 4.Kd1 Rd2+ 5.Ke1 Nf3#.
1...Nxc7 2.h7 Ng6! 3.Nxg6 Bd3+ 4.Kb3! Thematic try:
4.Kc1? *Rc4+!* (but not 4...Rh4? 5.Nxh4 Bxh7 6.Bf1+ Ka5 7.Nf6±)
5.Kb2 *Rb4+!* (but not 5...Rh4? 6.Nxh4 Bxh7 7.Bf1+ Ka5 8.Nf6±)
6.Kc1 Rc4+ 7.Kd2 Rh4! 8.Nxh4 Bxh7 9.Bf1+ Ka5 10.Nf6 Bb1 11.Kc1 Ba2=
4.Kxd3? Rf3+ 5.Ke4 Rxh3 =
4.Kc3? Nd5+ 5.Kxd3 Rf3+ =
4.Kd2? Rh4! 5.Nxh4 Bxh7 =
4...Rh4! 5.Nxh4 Bxh7 6.Bf1+! [6.Nf6? Bd3! =] **6...Ka5 7.Nf6! Bb1 8.Kb2!** ± Domination, win.

Judge's opinion: *Elegant work of the author with a purely executed theme in which an interesting actual solution is closely interlaced with a false trace! The correct choice of the white King on the fourth move with the refusal to take the bishop does not leave any escape routes for the black Bishop in the final. Study decorates the counter play of black with the sacrifice of two figures.*

Richard Becker
2nd Prize - 4th UAPA(A1)

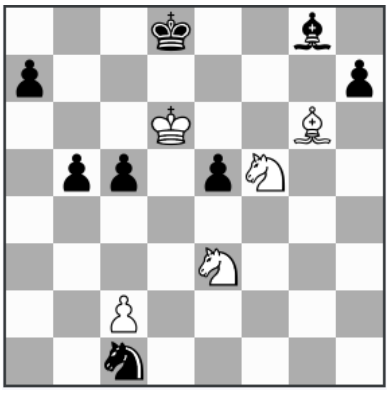


4+4 ±

Sol (Becker):
1.Bg2+ Ke6 2.Ne4 Bf4 3.Ng7+ Kf7 4.Nh5 Be5+ 5.Kb1!
5.Ka2? Kg6 6.Bf3 Kh6! 7.Kb3 Bd4=
5...Kg6 6.Bf3 Kh6 7.Kc2 b4
7...Bd4 *8.Kd3!* Be5 9.Ke2 b4 10.Kf1 b3 11.Kg2! b2 12.Nd2 Bc3 13.Nb1±
8.Kb3 Bd4 9.Kc4! Be3 10.Nhf6! Nf2 11.Nxf2 Bxf2 12.Ng4±

Judge's opinion: *Impeccably 9-entry game without captures. White skillfully uses the bad position of the Knight in the corner! Compare the study of the author from Chess Life, 2000, with a change of sides and a positional draw.*

Jan Timman & Mario Garcia
3rd Prize - 4th UAPA(A1)



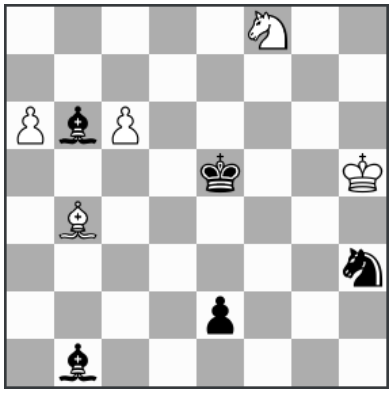
5+8 ±

Sol (Timman & Garcia): **1.Bh5! b4 2.Ne7 b3**
2…Ba2 3.N3f5±
3.cxb3 Bxb3 4.N3f5 [threaten 5.Ng7] **Ba2**
4…Ba4 5.Ng7 Bd7 *6.Be8!* Bxe8 (6…Bh3 7.Bb5) 7.Ne6#
or 4…e4 5.Ng7 Nd3 6.Nc6+ Kc8 7.Bg4+ Kb7 8.Na5+
5.Nc6+!
5.Ng7? *Nd3!* 6.Bg4 *Nb4!*=
5…Kc8 6.Na5! Kb8
6…Nb3 7.Ne7+ Kb8 8.Nc6+ Ka8 9.Nxb3 Bxb3 10.Bf3! c4 11.Kc7 a5 12.Ne7+ Ka7 13.Bb7
7.Ne7!
7.Bf3? Bb3 8.Ne7 *Ba4!*=
7…e4 8.Bg4!

Try I : 8.Nec6+? Ka8 9.Kc7 *Be6!* (no 9…Nb3? 10.Nxb3 Bxb3 11.Ne7 Be6 12.Be8 a5 13.Bc6+ Ka7 14.Bb7 Bd7 15.Bxe4±) 10.Nd8 Bd5!=
8…Nb3 9.Nac6+!
Try II : 9.Nec6+? Ka8 10.Bc8 Nxa5 11.Nxa5 *Bf7!* (no 11…e3? 12.Bb7+ Kb8 13.Ba6 e2 14.Nc6+ Ka8 15.Kc7) 12.Kc7 (12.Nc6 Be8!=) 12…Bd5! 13.Nc4 *e3!*=
9…Kb7 10.Bc8+ Kb6 11.Nd5+ Kb5 12.Nc3+! Kc4 13.Nxa2 Kd3
13…e3 14.Ba6# mate
14.Ne5+ Kc2 15.Nc4 e3 16.Bf5+ [16.Nxe3? Kb2=]

Judge's opinion: *Interesting content and positional struggle of both sides, in which the game finishes catching a black Bishop after 9 moves, after quietly entering the field a2!*

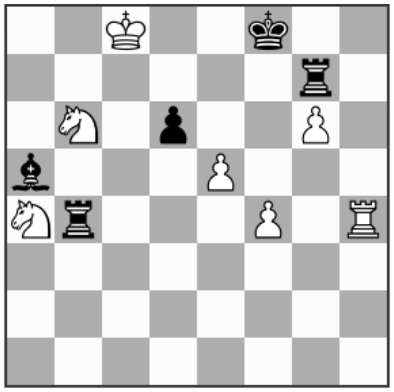
Pavel Arestov
1st HM - 4th UAPA(A1)



5+5 ±

Sol (Arestov):
1.Nd7+ Kd4 2.a7!
2.Nxb6? Nf4+ 3.Kg4 (3.Kh4 Ne6=) *Nd3!* 4.c7 Nxb4 5.c8=Q e1=Q =
2…Nf4+
2…Bxa7 3.c7 Nf4+ 4.Kg4 main line
3.Kg4! Bxa7 4.c7 Bf5+
4…Nd5 5.c8Q Nxb4 6.Qh8+ Ke3 7.Qh6+ Kd3 8.Ne5+
5.Kxf5 e1Q 6.Bxe1 Nd5 7.c8N! Domination
7.c8Q? Ne7+; 7.Bf2+? Kd3 =
7…Ne3+
7…Bc5 8.Bf2+ Ne3+ 9.Kf4 ±
8.Kg5! (8.Ke6? Bc5=) **8…Bc5 9.Nxc5 Kxc5 10.Bf2 Kd4 11.Kf4±**

Yuri Bazlov
1st Prize - 4th UAPA(A2)



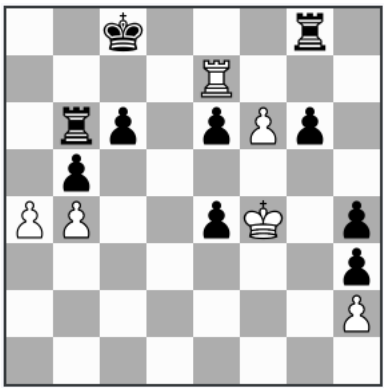
7+5 ±

Section A2: ***Rook against Rook***

Sol (Bazlov): **1.Rh8+! Ke7**
1…Rg8 2.Nd7+ Kg7+ 3.Rxg8+ Kxg8 4.e6 Kg7 5.e7 Re4 6.Ne5 Rxf4 7.Kd7! Rf8 8.exf8Q+ Kxf8 9.Kxd6±
2.Rh7! Kf8 3.e6! Rxg6
3…Rxf4 4.Rh8+ Rg8 5.Nd7+ Ke7+ 6.Rxg8 Rc4+ 7.Nac5±
4.f5! Rxe6 5.Nd7+!
5.fxe6? Bxb6 6.Kd7 Rxa4 7.e7+ Kg8 8.e8Q+ Kxh7 9.Kxd6 *Ra7!* 10.Kc6 *Bg1!* (10… Bf2? 11.Qe4+) 11.Qh5+ *Kg8!* 12.Qd5+ Rf7 13.Qd8+ Kh7! 14.Qh4+ Kg8=
5…Ke8 6.fxe6 Bd8 7.Nab6 Rxb6 8.e7!
8.Nxb6? Bxb6=
8…Rc6+ 9.Kb7 Rc7+ 10.Kb8 Rxd7 11.exd8Q+

a) 11…Rxd8+ 12.Kc7 domination **12…Ra8 13.Rh8+**
b)11…Kxd8 12.Rh8+ Ke7 13.Kc8 domination **13…Ra7 14.Rh7+**
Judge's opinion: *A memorable work in which both variants end in two echoes domination of the black Rook, which gives the work a special attraction! The struggle of both sides deserves high praise, and the study itself demonstrates how to load the figures leaving the board during the game. I hope that the analysis of this amazing work will bring a lot of pleasure.*

Pavel Arestov
2nd Prize - 4th UAPA(A2)

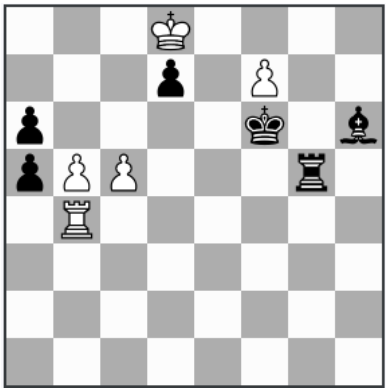


6+10 ±

Sol (Arestov):
1.f7 e5+ 2.Ke3!
Thematic try: 2.Kxe4? Rf8 3.Re8+ Kd7! 4.Rxf8 Ke7 5.Ra8 Kxf7 6.a5 Rb7 7.a6 *Re7!* 8.a7 Ke6! 9.Ke3 e4 10.Kxe4 Kd6+ 11.Kd4 Rd7=
2…Rf8 3.Re8+ Kd7 4.Rxf8 Ke7 5.Ra8! Kxf7 6.a5 Rb7 7.a6 Re7 8.a7! (8.Kxe4? *Kf6!* =) **8…Ke6**
8…Kg7 9.Rg8+ Kxg8 10.a8Q+-
9.Kxe4 *zz* **9…g5 10.Rh8! Rxa7 11.Rh6+ Kf7 12.Rh7+ Kg6 13.Rxa7** win.

Judge's opinion: *A strong false track and the basic line of the study, organically connected with the final position of the mutual zugzwang, make the study interesting and memorable. Impressive paradoxical refusal to capture 2.Ke3!*

Pavel Arestov
HM - 4th UAPA(A2)



7+5 ±

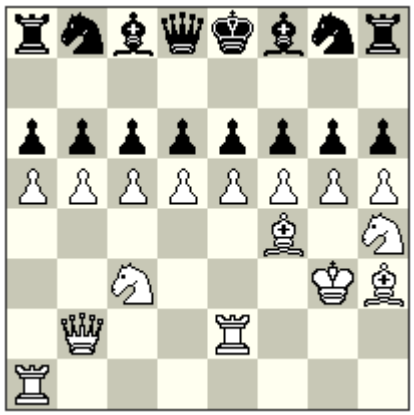
Sol (Arestov): **1.Rf4+ Ke6 2.bxa6 Rxc5 3.f8N+!**
3.f8Q? Bg5+ 4.Ke8 Rc8#
3…Bxf8 4.Rxf8 a4
4…Rc6 5.a7 Ra6 6.Kc7 Rxa7+ 7.Kb6, domination
5.a7 Ra5 6.Kc7! Rxa7+ 7.Kb6! domination with:

A) 7…Kd5 8.Rc8!
Try: 8.Kxa7? Kc4! 9.Kb6 a3 10.Ka5 a2 11.Rf1 Kb3 =
8…a3 9.Kxa7 a2 10.Rc1 win

B) 7…a3 8.Kxa7! a2 9.Rf1 Kd5 10.Rc1! win
Try: 10.Ra1? Kc4 11.Rxa2 d5 12.Kb6 d4 13.Ra4+ Kc3 14.Kc5 d3 15.Ra3+ Kc2 16.Kc4 d2 17.Ra2+ Kc1 18.Kc3 d1N+! =

En bref

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



16+16 PG 18
Point Reflection

• **Eric Pichouron** found a cook studying the proof game by **Parrinello & Bonavoglia**, Commendation at Murfatlar3: 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.Rg1-e2** (which replaces 10.Qe2) Re7 11.d5 f6 12.Bf4 Rf7 13.c5 g6 14.Sc3 Rg7 15.Qc2 h6 16.b5 Rgh7 17.a5 Ra7 18.Qb2 Ra8.

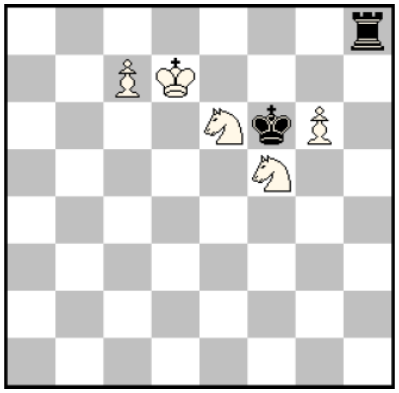
Moreover, he proposes a version:

1.h3 Sh6 2.Rh2 a4 3.g3 Ra5 4.Rg2 b4 5.f3 Ba6 6.Rf2 c4 7.e3 Qc7 8.Re2 d4 9.d3 Kc6 10.Rd2 e4 11.c3 Bd6 12.Rc2 f4 13.b3 Sf5 14.Rb2 g4 15.a3 Qg7 16.Rba2 h4 17.Rh2 Rh5 18.Rh1 (Jacobi+) At my suggestion and with the agreement of all, Eric becomes the third co-author.

M. PARRINELLO,
M. BONAVOGLIA &
E. PICHOURON
Comm, Murfatlar3, 2020(version)

16+16 PG 17.5
Point Reflection

Bojan BASIC
1st Prize , Champagne TT 2020, section B



5+2 -7 & =1 Proca Retractor Frankfurt + white Disparate + white Maximum

Dirk BORST
4th HM , Champagne TT 2020, section A

16+11 PG 17
Anticircé Calvet

• **Bojan BASIC** won the first prize in section **B** of the **Champagne TT 2020**.

Solution: **-1.c6-c7!** Sf7×Rh8(bR) -2.Sg7-f5! Rf8×Sf7(bS) -3.Rg8-h8! Sh7×Rf8(bR) -4.Sh6-f7! Rh8×Sh7(bS) -5.Rc8-f8+! Sf7×Rh8(bR) -6.Sg5-h7+ Rf8×Sf7(bS) -7.Sf5-g7 & 1.S×f8(wR)=

Frankfurt Chess: After a piece captures, it changes to the same type of unit as the captured unit (however, it does not change color). Kings retain their royal status after capturing.

Disparate: If one side makes a move with a piece type ***x*** (black, white, neutral, half-neutral, etc., King included), the other side cannot answer immediately by moving a piece of the same type ***x***.

The solution of this imaginative Proca Retractor is deeply explained by Vlaicu Crişan:

When solving this Proca Retractor compositions, the following principles apply:
- White should be able to force Black to retract his last move.
- White King can't uncapture any black piece because Frankfurt Chess denies such a possibility.
- White retraction should be the longest possible move because of White Maximummer.
- White can't play with a piece previously played by Black because of White Disparate.
- Black must always play a move preserving the legality of the position.

In most Proca Retractor problems, White is able to force Black's retraction by letting the wK in check whenever possible. The general rule doesn't apply in this particular problem, as White also has other means to force specific Black retractions. This is actually the main idea of the problem, used already in the first move as well as in some further moves.

Namely the first move is **-1.c6-c7!** which indeed seems an illegal retraction. However there is a unique possible Black answer that legalizes the retraction. This retraction is **-1... Sf7:Rh8=bR**. After Black's retraction, no wS can move (Disparate) and all possible white moves have the maximum length equal with 1. Already in the first move we can see a capture in the air: Black had to uncapture a White officer.

For the second move White must retract a Knight move: **-2.Sg7-f5!** Now Black can't retract a Knight move due to White Disparate, so it must capture a white Knight on f7 due to Frankfurt Chess. Black must also play a Rook move, otherwise White would have been able to play a longer move with wRh8. The only possible move is therefore forced: **-2...Rf8:Sf7=bR** - the second capture in the air.

For the third move, White retract a Rook move: **-3.Rg8=h8!** Now Black can't retract a Rook move due to White Disparate, so it must capture a white Rook on f8. Black must retract a Knight move, due to the length of the White retraction, hence **-3...Sh7:Rf8=bR** is forced - the third capture in the air.

In the fourth move, the same logic applies after **-4.Sh6-f7!** The only legal Black retraction is **-4... Rh8:Sh7=bS** - another capture in the air. We can see that White and Black moves gradually create a coffin around the Black King. Only now the black King is actually in check, so the retraction **-5.Rc8-f8+!** is very clever, forcing another Black uncapture **-5...Sf7:Rh8=bR**. Again the black King is in check, so another forced retraction follows **-6.Sg5-h7+** which leaves Black no option but **-6...Rf8:Sf7=bS**.

Now White's undoes his second retraction: **-7.Sf5-g7** and stalemates by playing **1.Se6:Rf8=wR=** One important thing to note is that the white King doesn't guard any flight due to White Disparate, so all the squares around the black King are guarded by the uncaptured white officers. Another important note is that **1.Rc8:Rf8=wR=??** is an illegal move due to the specific Disparate paralysis of the wR (i.e. the last Black move must have been played by the Rook).

Two questions are important to consider in this problem. The first is: why -2.Sg7-e6? doesn't work? The not so obvious answer is that Black can play the strong retraction -3…Se6:Rf8=bR! instead of the weaker -3…Sh7:Rf8=bR?
The second question is theoretical: is anyone able to build a legal proof game leading to the critical position (i.e. the position before the forward play)? Fortunately, the current convention in retractor problems is that the author must not fully demonstrate the legality of the position - he should only pay attention to avoid seemingly illegal configurations.

Bearing all these detailed explanations in mind, the reader can better grasp the subtleties of the whole solution. An exquisite demonstration of ingenuity, which requires an out-of-the-box thinking in order to fully understand the author's idea. All fairy conditions are well exploited during the solution, and their original mix enable a task rendering of 6 completely determined uncaptures in a Proca Retractor.

• **Dirk BORST** received the 4th HM with a spectacular PG in section A: 1.h4 g5 2.Rh3 Bg7 3.Rb3 Be5 4.Sh3 Bh2 5.g3 a5 6.Bg2 Ra6 7.Kf1 Rf6 8.Bc6 d6 9.Ba4 Be6 10.Rb5 B×a2(Bc8) 11.b3 Rf3 12.Bb2 Sf6 13.Qc1 Sd5 14.Bg7 **O-O** 15.Qb2 **K×g7(Ke8)** 16.Qh8 **R×h8(R)** 17.Sf4 **O-O**. Repeated Black castling (!)

The required theme was *Capture in the air*: An officer (not a promoted one) is captured by another officer. The captured officer has moved at least once and made no capture.

René Millour (left) is here with P. Rãican in a boat on Lake Ohrid, Northern Macedonia, WCCC 2018