



Hiver en Tulcea - peinture de Gh. Neață

Contents

Anti-Parry Series by P. Răican.....	p.899
Implementing Anti-Parry Series by F. Labelle.....	p.904
TT 15 Quartz – Anti-Parry Series with fairy element.....	p.905
Murfatlar TT 4 2021, Vertical Cylinder – Ranking.....	p.906
Award of JT Quartz 25, judge Thomas Brand.....	p.910
En bref.....	p.916

Anti-Parry Series

Dan Meinking in Memoriam

In 2012, Nicolas Dupont introduced the condition Anti-parry, as a derivation from Parry series. The main host at the time was the Forum of chessproblems.ca, managed by Cornel Păcurar.

Definition (simplified) 1) The series side, and only it, may play an admissible *auto-check*, except for its last move, which must remain legal.
 2) When such an admissible auto-check occurs, the idle side must move, so that neither side is in-check after this move; this is called an *anti-parry*. If such an anti-parry doesn't exist, the admissible auto-check is forbidden.
 3) After such an auto-check/anti-parry, the series side continues the series.

The notations *psr* and *phsr* become *aser* and *ahsr* to retain the same protocol as for Parry Series.

A) Articles

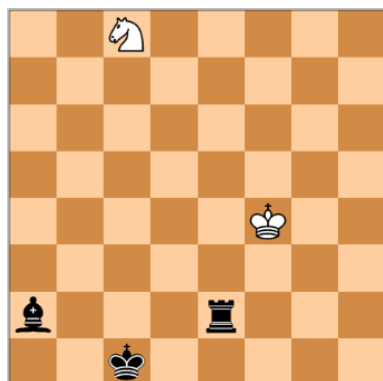
A first article was by N. Dupont, in *StrateGems* 59/2012.
 It contains 25 problems, divided in four categories:
 - Direct series with defensive anti-parry moves;
 - Direct series with helpful anti-parry moves;
 - Help series with checkmate aim;
 - Help series with stalemate aim.

B) Examples

We made a similar division (as in Dupont's article)

a) Direct series with defensive anti-parry moves

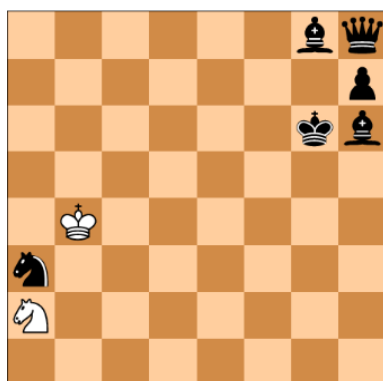
AP1) Olivier Pucher
 StrateGems 2012



2+3

aser-#11

AP2) Dan Meinking
 Chessproblems.ca 2012
 4th Prize



2+6

aser-#19

AP1) 1.Sd6 2.Se4 3.Ke5
 4.Kd5!+ Bb1 5.Sf2 6.Ke4!+
 Rc2 7.Kf3 8.Kg2 9.Kf1
 10.Ke1 11.Sd3#

AP2) 1.Ka4 2.Sb4 3.Sc6
 4.Sd8 5.Kb3!+ Sc4 6.Kc2
 7.Kd2!+ Se3 8.Kd3 9.Kc4!+
 Sd5 10.Kd3 11.Ke3!+ Sf4
 12.Ke4 13.Kd5!+ Se6 14.Ke4
 15.Kf4!+ Sg5 16.Ke5!+ Kg7
 17.Ke6!+ Sf7 18.Kf5 19.Se6#
 (Jacobi ½+ in about 1
 minute, dedicated to G.P.
 Spicas)

AP1) was partially checked by Jacobi with this input:
 stip auser-#11 pieces white Kf4 Sc8 black Kc1 ba2 re2
 condition antiparry

The verification is partial because Jacobi's stipulation *auser-* only looks for solutions where the idle side's moves are unique. Solutions where the idle side can choose between two or more defensive moves will be missed.

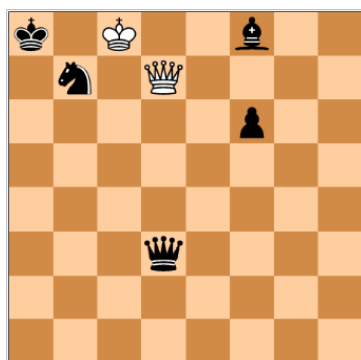
Regrettably, the author of **AP2**, **AP4** and **AP6** (exquisite works), passed away in 2012.

AP3)

1.Sa4 2.Kb2 3.Kc2!+ Ba2 4.Kd3 5.Ke4!+ Sd5 6.Kf5 7.Ke6
8.Kd7 9.Kc8!+ Qa7 10.Kd8 11.Ke7!+ Sc7 12.Ke6!+ Sd5
13.Kf5 14.Ke4 15.Ke3!+ Sb6 16.Kd4 17.Kc5!+ d5 18.Kb4
19.Sc5# (Jacobi½+ in about 1 minute)

AP4) Dan Meinking

Chessproblems.ca 2012
1st Prize

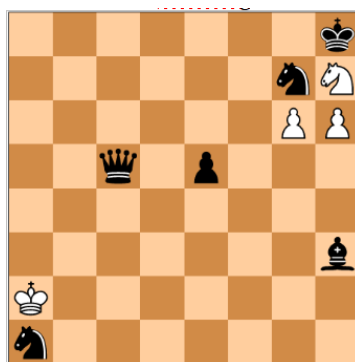


2+5 aser-s#20

AP4) 1.Qh7 2.Kd8!+ Sd6 3.Kd7 4.Ke6 5.Ke5!+ f5 6.Kf6
7.Kg7!+ Be7 8.Kg6 9.Kxf5!+ Se4 10.Kg5!+ Sf6 11.Kh6
12.Kg7 13.Kf8!+ Bd8 14.Kf7 15.Ke6 16.Kd7!+ Sd5 17.Kc6
18.Kb6!+ Sc7 19.Ka6!+ Sb5 20.Qa7+ Sxa7# (Jacobi½+ in
about 2 minutes)

AP5) P. Răican

Chessproblems.ca 2012
Commendation

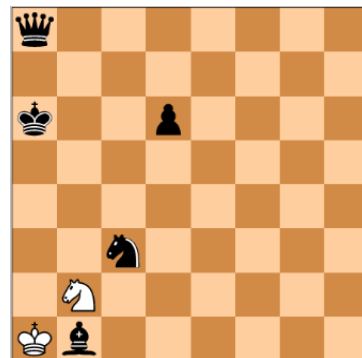


4+6 aser-s#24

AP5) 1.Kb3!+ Sc2 (first, wK must
escape from the SouthWest corner)
2.Kb2 3.Kc1 4.Kd2 5.Ke3!+ Sd4
6.Kf4!+ e4 7.Kg3 8.Kh4 9.Kh5!+ Sf5
10.Kg5 11.Kf4 12.Kxe4 13.Kd3
14.Kd2 15.Ke1 16.Kf1!+ Bg4
17.Ke2!+ Sf3 18.Ke3!+ Sd4 19.Kf4
20.Kg5!+ Se5 21.Kf6 22.Ke6!+ Sf5
23.Sf6 24.g7+ Sxg7# (Jacobi½+,
dedicated to D. Meinking)

AP3) Olivier Pucher

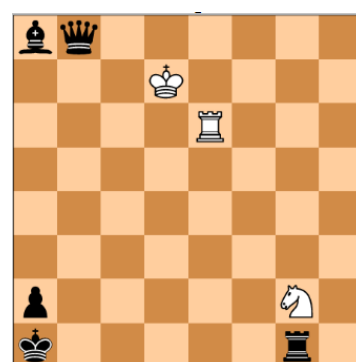
StrateGems 2012
Commendation



2+5 aser-#19

AP6) D. Meinking

Chessproblems.ca 2012
2nd Prize

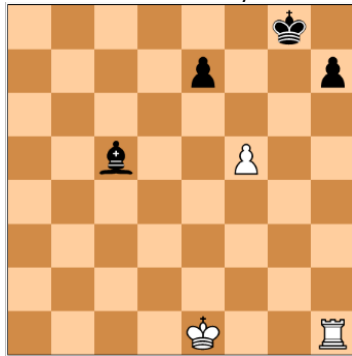


3+5 aser-s#25

AP6) 1.Rg6 2-5.Kh3 6.Sf4 7.Kh2 8.Kh1 Rg2 9.Sd3 10.Kh2!+ Rg3 11.Kg2!+ Rf3 12.Kg3!+ Rf4
13.Kf3!+ Re4 14.Kf4!+ Re5 15.Ke4!+ Rd5 16.Ke5!+ Rd6 17.Kd5!+ Rc6 18.Kd6!+ Rc7 19.Kc6!+
Rb7 (now, the bQ could not move at b1) 20.Kd5 21.Ke4 22.Kf3 23.Kg2 24.Kh1 25.Rg1+ Rb1#
(Jacobi½ in about 2.5h, dedicated to N. Dupont)

AP7) N. Dupont

StrateGems 59/2012



3+4

ahser-#5

b) Direct series with helpful anti-parry moves

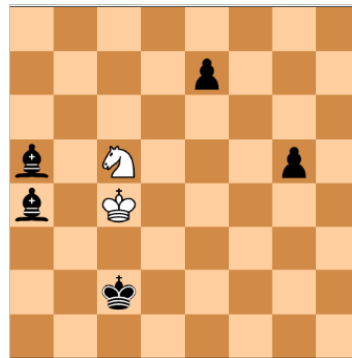
AP7) 1.O-O!+ Bd6 2.Kh2!+ e5 3.fxe6 e.p.!+ Bf8 4.e7 5.exf8=Q# Valladao in a clear presentation.

Checked by Jacobi with this code:

stip ahser-#5 pieces white Ke1 rh1 pf5 black kg8 bc5 pe7h7
condition antiparry

AP8) A. Tüngler

2nd Prize, Series section
StrateGems 59/2012

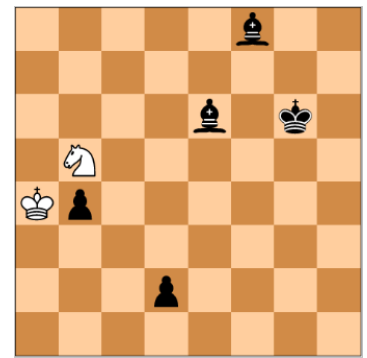


2+5

ahser-#19

AP9) D. Meinking, P. Răican & A. Tüngler

2nd HM, Series section
StrateGems 59/2012



2+5

ahser-#25

AP8) 1.Sb7 2.Kc5 3.Kb6!+ Bd2

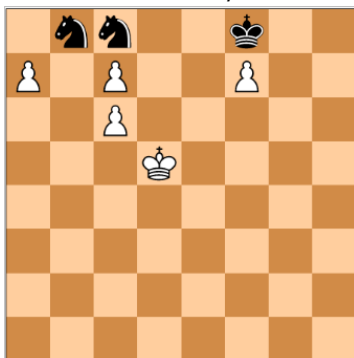
4.Ka5!+ Kc3 5.Kb5!+ Bd1 6.Ka4!+ Be2
7.Kb5!+ Kd3 8.Ka5!+ Be3 9.Kb6!+ Kd4
10.Kb5!+ Bf3 11.Kc6!+ Ke4 12.Kb6!+
Bf4 13.Kc7!+ Ke5 14.Kc6!+ Bg4
15.Kd7!+ Kf5 16.Kd6!+ e5 17.Ke7
18.Kf7 19.Sd6#

Jacobi verified the last 15 moves.

This work and the following (AP9) were
very well appreciated by the judge
Hans Gruber, in 2012.

AP10) O. Pucher

StrateGems 59/2012



5+3

ahser-h#3

2 sol

**AP9) 1.Sa3 2.Kc5 3.Kc6 4.Kd7 !+ Ba2 5.Ke7!+ Bg7 6.Kf8!+ Ba1
7.Kg8!+ Bb1 8.Kh8!+ Kf6 9.Kh7!+ Kf5 10.Kg7!+ Ke5 11.Kg6!+ Ke4
12.Kf6!+ Kd4 13.Kf5!+ Kd3 14.Ke5!+ Kc3 15.Ke4!+ Ba2 16.Kd5!+
Kb3 17.Kd4!+ Kb2 18.Kc4!+ b3 19.Kd3 20.Ke2 21.Ke1!+ d1=B
22.Ke2!+ Bc2 23.Kd1!+ Bb1 24.Kd2 25.Sc4#**

Too complicate to be entirely verified by Jacobi (only the last 16
moves checked).

c) Help series

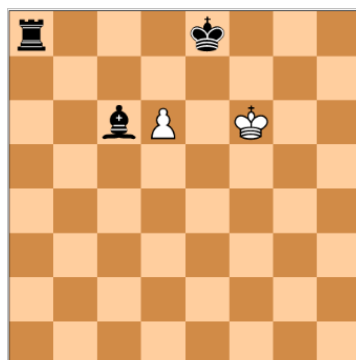
In this category, the promotion was a sought-after theme.

**AP10) 1.Ke8!+ f8=S 2.Kd8!+ cxb8=R 3.Kc7 Se6#
1.Ke7 2.Kd8!+ cxb8=B 3.Sxa7 f8=Q#
AUW**

AP11) O. Pucher &

N. Dupont

France-Echecs 2012

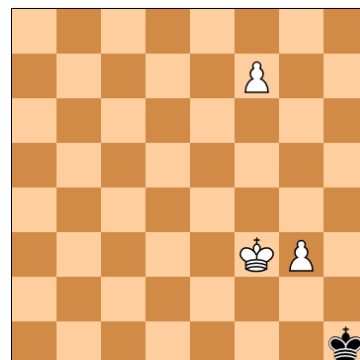


2+3

aser-h#6

AP12) A. Tüngler

mpk-Blätter 2012



3+1

aser-h=17

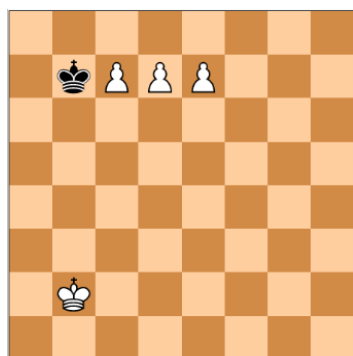
AP11) 1.O-O 2.Be8 3.Kc7!+ d7 4.Kc8!+ dxe8=Q 5.Rd7!+ Qe5 6.Kd8 Qb8#

Jacobi solves this in few seconds.

AP12) 1.Kh2 2.Kh3 3.Kh4!+ g4 4.Kh5!+ g5 5.Kh6!+ g6 6.Kh7!+ g7 7.Kg8!+ f8=S 8.Kh8!+ g8=S 9.Kh7!+ Sg6 10.Kh6!+ Sf6 11.Kh5!+ Sg4 12.Kh4!+ Sf4 13.Kh3!+ Se2 14.Kh2!+ Sf2 15.Kh1!+ Sh3 16.Kh2 17.Kh1 Kg3 =

AP13) A. Tüngler

StrateGems 59/2012

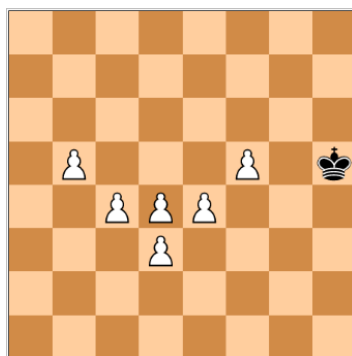


4+1

aser-h=12

AP14) Dominique Forlot

StrateGems 59/2012



6+1

aser-h=15

AP13) 1.Kc8!+ d8=S 2.Kb7!+ Sc6

3.Ka7!+ Sb4 4.Kb8!+ c8=B 5.Kb7!+ Be6 6.Kc8!+ Bb3 7.Kd8!+ e8=S 8.Kc7!+ Sd6 9.Kc6!+ Sd5 10.Kb5!+ Sc8 11.Ka4!+ Bc4 12.Ka5 Kb3= (Jacobi+ ~30min)

AP14) 1.Kg6!+ f6 2.Kg7!+ f7 3.Kf6 4.Ke5!+ d5 5.Kf5!+ e5 6.Ke6!+ d6 7.Ke7!+ d7 8.Kd6!+ e6 9.Kc6!+ b6 10.Kd5!+ c5 11.Ke4!+ d4 12.Ke5!+ d5 13.Kd6!+ c6 14.Kc7!+ b7 15.Kd8 d6= (Jacobi+)

Interesting symetry of Pawns at beginning and in the stalemate position.

AP15) 1.Kg2 2.Kg3!+ f3 3.Kf4!+ e4 4.Kg4!+ f4 5.Kg5!+ f5 6.Kf6!+ e6 7.Kg6!+ f6 8.Kg7!+ f7 9.Kg8!+ f8=S 10.Kf7!+ e7 11.Ke6!+ Sg6 12.Kd5!+ e5 13.Kc4!+ b4 14.Kc5!+ b5 15.Kc6!+ b6 16.Kc7!+ b7 17.Kc8!+ b8=S 18.Kd7!+ Sc6 19.Ke8 e6= Jacobi+

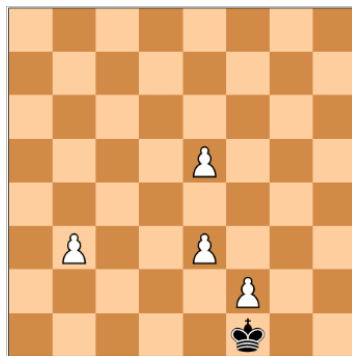
No white King in this problem and in AP13)

AP16) 11.Kh2 2.Kg3 3.Kf4 4.Ke5 5.Kd6!+ c6 6.Kc5!+ b5 7.Kb6 8.Ka6!+ b6 9.Kb7!+ c7 10.Kb8!+ c8=S 11.Kc7!+ b7 12.Kd6!+ Sa7 13.Ke5 14.Kf4 15.Kg3 16.Kh2 17.Kh1 b8=B= Jacobi+ bK circuit

AP15) P. Răican &

N. Dupont

StrateGems 59/2012



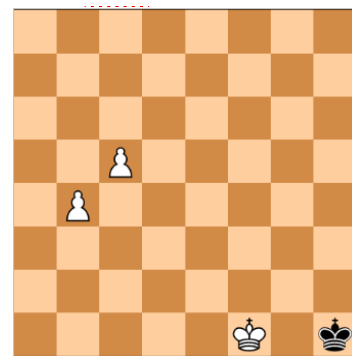
4+1

aser-h=19

AP16) P. Răican &

N. Dupont

France-Echecs 2012

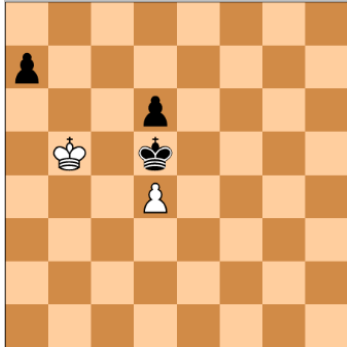


3+1

aser-h=17

**AP17) O. Pucher &
A. Tüngler**

4th HM, Series section
StrateGems 59/2012



2+3 aser-h=21

AP17) 1.a5 2.a4 3.a3 4.a2 **5.a1=S** 6.Sb3 7.Sc5 8.Ke5!
+ dxc5 9.d5 10.d4 11.d3 12.d2 **13.d1=B** 14.Bf3 15.Bb7
16.Kd6!+ c6 17.Kd7!+ cxb7 18.Kc8!+ **b8=B** 19.Kc7!+ Ba7
20.Kb7 21.Ka8 Kb6= (Jacobi+ ~8h30min)

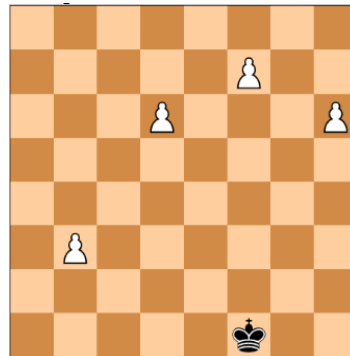
A spectacular and long series with three minor promotions.

About the stalemate position: It is difficult to stalemate the black King because an auto-check could be a valid defense.

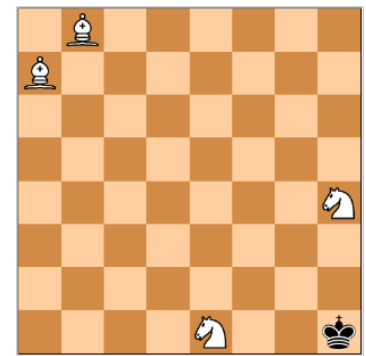
AP18) N. Dupont

Chessproblems.ca 2012
Commendation

AP18) 1.Ke2 2.Kd3 3.Kc4!+ b4
4.Kc5!+ b5 5.Kb6 6.Kc7!+ d7 7.Kc8!+
d8=B 8.Kc7!+ Bh4! 9.Kc6!+ b6
10.Kc7!+ b7 11.Kd8!+ Bf2 12.Ke8!+
f8=S 13.Kf7 14.Kg7!+ h7 15.Kg8!+
h8=S 16.Kf7!+ Sg6 17.Ke7!+ Sh4
18.Ke6!+ Sg6 19.Kf5!+ Sf3 20.Kf4!+
Sh4 21.Kg3!+ Ba7 22.Kh2!+ Se1
23.Kh1 **b8=B=** (Jacobi can't solve
this, but the last 15 moves)
The stalemate position deserves a
diagram. Here, whatever is the auto-
check move from Kh1, white is unable
to undo it.



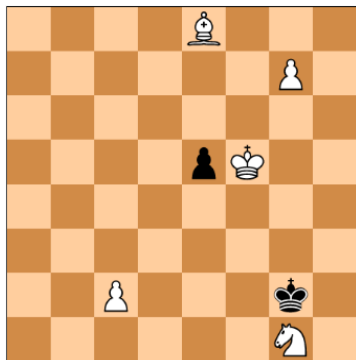
4+1 aser-h=23



4+1 stalemate position

AP19) P. Răican

original



5+2 aser-hsep11

C) Anti-parry series with fairy elements

This is a section that has never been researched before, to my knowledge.

In the first example, we have an exotic aim: **aser-helpself en passant!**

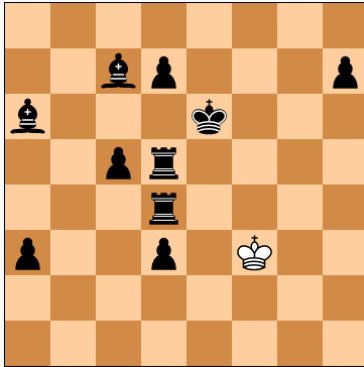
AP19) Solution: 1.Kh3!+ Sf3 2.Kh4!+ Sd4 3.Kh5!+ Bb5 4.Kh6
5.Kh7 6.Kg8 7.Kf8!+ **g8=S** 8.Ke7!+ Sf6 9.Kd6 10.Kd5!+ Se4 11.exd4
and **1.c4+ dxc3 e.p.**

Checked by Jacobi with:

stip ahser-hsep11 pieces white Kf5 Be8 Pc2g7 sg1 black Kg2 pe5
condition antiparry

**AP20) O. Pucher &
P. Răican**

Chessproblems.ca 2012
3rd Prize



1+10 aser-reflex=47

AP20) 1.Ke3 2.Kd2 3.Kc3 4.Kb4!+ c4 5.Kc5!+ Rd6
6.Kb4 7.Kc3 8.Kd2 9.Ke3 10.Kf4!+ R4d5 11.Kg5!+ Rd4!
(11...Ke5? 12.Kg4 13.Kf3 14.Ke2!+ d2 15.Kxd2!+ Kd4 16.Kc1
17.Kb2 a2 18.Kb3+ c3 19.Kb2!+ c2 20.Kc1 Kc3=) 12.Kh6
13.Kg7 14.Kf8 15.Ke8 16.Kd8!+ Bb8 17.Ke8 22.Kf4!+ R4d5
23.Ke3 24.Kd2 27.Kc5!+ Rd4 28.Kb6!+ R6d5 29.Kc6!+ d6
30.Kc7!+ Ba7 36.Kg5!+ Ke5 37.Kg4!+ Ke4 38.Kg3 39.Kf2
40.Ke2!+ d2 41.Ke1!+ d1B/S 42.Kxd1!+ Kd3 43.Kc1 44.Kb2!
+ a2 45.Kb3!+ c3 46.Kb2!+ c2 47.Kc1 Kc3 =

This problem could not be tested by Jacobi, because the solution has non-unique black moves (see 11.Rd4 and 11.Ke5). It has a little fairy element: the stipulation is **reflex=**, not selfmate=.

D) Anti-parry on Jacobi

In 2017, *François Labelle* has implemented this condition/stipulation in his program **Jacobi**. This was an important step in providing composers with a helpful working tool. At the same time, the program created a framework conducive to tackling this difficult area of composition with confidence.

Francois kindly sent to us a little article about the process of implementing Anti-parry.

Implementing Anti-Parry Series
by François Labelle

The condition *AntiParry* was implemented in the first version of Jacobi (v.0.1, October 2017). I guess I wanted to have at least one showcase condition not in Popeye. Composers seem to focus mainly on Anti-Parry Series (as opposed to anti-parry moves by both colors), so at first it was tempting to implement just Anti-Parry Series, but ultimately I chose to implement something more general.

To understand why, let's start with a simple question. Is a series problem a stipulation or a fairy condition (*Black never moves*)? Both Popeye and WinChloe treat it as a stipulation. In other words, having a side pass its turn is simple enough that it doesn't deserve to be a fairy condition.

For Parry Series, there is a split: *Popeye* treats it as a (fancy) stipulation, but *WinChloe* treats it as a fairy condition called **Black moves only if it is in check**. For Jacobi, I took Popeye's viewpoint.

For Anti-Parry Series, I thought that the stipulation crossed a line because it required new moves (auto-checks) that are not legal in orthodox chess, so technically it required a fairy condition. Fortunately, the article by Nicolas Dupont in *StrateGems* 59 (2012) defined the condition Anti-Parry that I needed.

Anti-Parry Chess

In this section, I describe the Anti-Parry condition from the point of view of a programmer.

In orthodox chess, a player about to move can be in check or not in check (two possible states). The player cannot be in the state **checking** because that would imply that on the previous move the opponent's king was left under attack, which is illegal.

In Anti-Parry, the novelty is that players about to move can be checking, but the rules enforce that they cannot be both checking and in-check at the same time, so a player about to move can be in three possible states: *in-check*, *checking*, or *neither*. The fairy condition can be described by the set of transitions allowed. This is given below in table form, where states are given relative to the same player (the player moving).

State before moving	State after moving		
	in check	checking	neither
(1) in check	✗ reject	✓ accept	✓ accept
(2) checking	✗ reject	✗ reject	✓ accept
(3) neither	✓ accept (*)	✓ accept	✓ accept

(*) in addition, the opponent must have a legal move.

Additional details

According to article 1.4.1 of the *Laws of Chess* (2018), the player to move cannot capture the opponent's King. This rule is normally not programmed in a chess engine because it should never occur in a game if previous moves are all legal. In Anti-Parry, the ability to move into check exposes our king to capture, so we actually need to program the rule forbidding the capture of a king.

One rule remains. In Anti-Parry, castling through check is permitted, but only if the player is also in check after castling. This was implemented in v0.6.2 (February 2019).

Reduction to Anti-Parry Series

In Jacobi, Anti-Parry Series is implemented by combining the stipulation *ahser-* (the idle side moves only when it is giving check) and the fairy condition *AntiParry*.

The stipulation *ahser-* implies that when the idle side is woken up and about to move, it is always in the state **checking** (row #2 of the table), where the only possible transition is to the state **neither**. This means that the series side is always in the state *neither* when about to move (row #3 of the table). The set of possible transitions become vastly simplified and we recover the rules given in Paul's preceding article.

TT15 Quartz

We believe that it's time to launch **TT 15 Quartz**, whose the required genre is **Anti-Parry Series**. The tournament has a unique section: Anti-Parry Series *mandatory combined with a unique fairy element (fairy condition OR fairy piece OR fairy board OR fairy stipulation)*, see AP19, AP20 from the article.

Send the works before July 15, 2021, to the judge P. Răican, <quarpaz1@yahoo.fr>

Ranking of Murfatlar Tourney for Proof Games - 4th edition

Theme: *Proof Games on Vertical Cylinder with another fairy element added were required.*

I received **19 works** by **8 authors**:

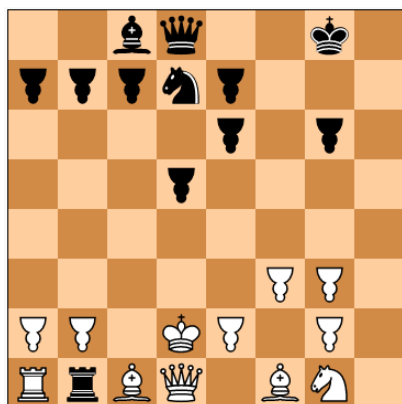
Michel **CAILLAUD** (1, 18), Stephan **DIETRICH** (2, 3, 4, 5), Alan **BELL** (6), Kostas **PRENTOS** (7, 8), Marco **BONAVOGLIA** (9), Jacques **DUPIN** (10, 11, 12, 13), Arnold **BEINE** (14, 15, 16, 17), Dirk **BORST** (19) from 6 countries: Ireland, Germany, France, U.S., Italy and Holland.

I found not same enthusiasm as in the previous Murfatlar TT editions, but I identified many exciting works. So, the average quality of the works was high. Welcome to Jacques DUPIN from France, who contributed first time to our tournament.

The ranking is shown in reverse order: **Commendations** (interesting works), **Honorable Mentions** (very good problems) and **Prizes** (outstanding problems).
Commendations (without order):

Alan BELL

Comm, Murfatlar4, 2021



12+12 PG 10.5
Vertical Cylinder
Berolina Pawns

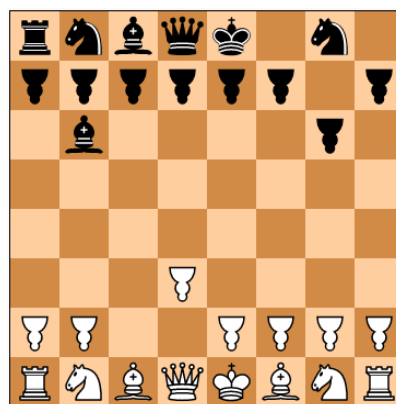
Alan BELL(6) - Comm: Adding Berolina Pawns, the author remember us of Murfatlar first edition.

Sol:

1.BPca4 BPfd5 2.BPh5 BPe6 3.BPg6 Sd7 4.BPxg7+ BPg6
5.BPhg3 Rxh1 6.BPxg8=R Rxa1 7.Rh8 Rxb1 8.Rh1 Bxd2+
9.Kxd2 O-O-O-O 10.Ra1 Rf3 11.BPx3 (Jacobi+)

Marco BONAVOGLIA

Comm, Murfatlar4, 2021



15+15 PG 9.5
Vertical Cylinder
Berolina Pawns

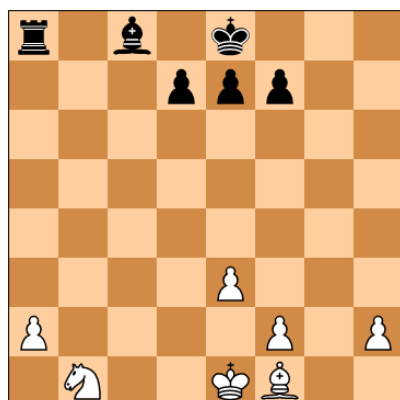
Marco BONAVOGLIA(9) - Comm: In few moves, many themes reached: Pronkin Qd1, impostor Ra8, switchback Sg8.

Sol:

1.BPcd3 Sf6 2.Qg6 BPxg6 3.BPdb4 Bh6 4.BPa5 Be3 5.BPh6
Rf8 6.BPg7 Rag8 7.BPxg8=Q Bb6 8.Qg7 Ra8 9.Qd2 Sg8
10.Qd1 (Jacobi+)

Arnold BEINE

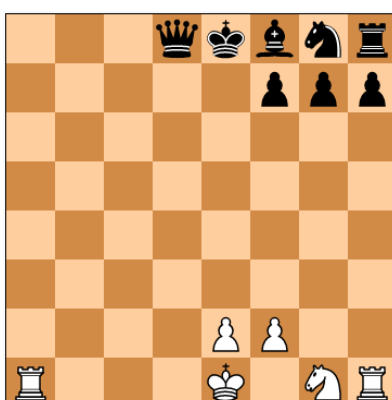
Comm, Murfatlar4, 2021



7+6 PG 10.5
Vertical Cylinder
Chameleon Chess

Michel CAILLAUD

Comm, Murfatlar4, 2021



6+8 PG 10.5
Vertical Cylinder
Andernach

Arnold BEINE(14) - Comm:
Massacre with impostor Sb1.

Sol:

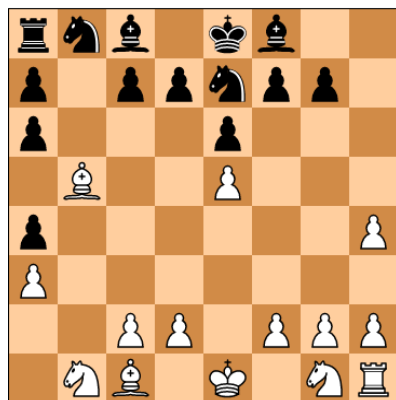
1.e3 g5 2.Qxb7=S Bxd2=R
3.Sxd8=B Rxc2=Q 4.Bxc7=R
Qxb2=S 5.Rxa7=Q Sxh1=B
6.Bxg5=R Bxg2=R 7.Rxg8=Q+
Rgxg8=Q 8.Qxb8=S Qxg1=S
9.Sxh7=B Rxh7=Q 10.Rxg1=Q
Qxb1=S 11.Qxb1=S (Jacobi+)

Michel CAILLAUD(18) - Comm: Another massacre, this time with impostor Qd8.

Sol: 1.d4 e5 2.Bxa7=b Qxb2=w 3.Qxb7=b Qxg2=w 4.Qxa8=b Bxd4=w 5.Bxd7=b Qxa2=w 6.Qxd7=b
Qxd4=w 7.Qxe5=b Qxh2=w 8.Qxc7=b Qxc2=w 9.Qxc8=b Qxb1=w 10.Qxb8=b Qd8 11.Qxd8=b
(Jacobi+)

Kostas PRENTOS

HM3, Murfatlar4, 2021



14+14 PG 7.5
Vertical Cylinder
Take&Make

Kostas PRENTOS(8) - HM3: A specific null move (in the Make part) is possible on a vertical cylinder. And this happens 4 times!

Sol:

1.e4 b5 2.Qa6 hxa6 3.e5 Rh3 4. axh3 e6 5.Ra4 bxa4 6.Bb5
Qa3 7.h4 Se7 8.bxa3 (Jacobi+)

Michel CAILLAUD(1) - HM2: Masked journey of white King, justified by #R (#Removal Chess) condition.

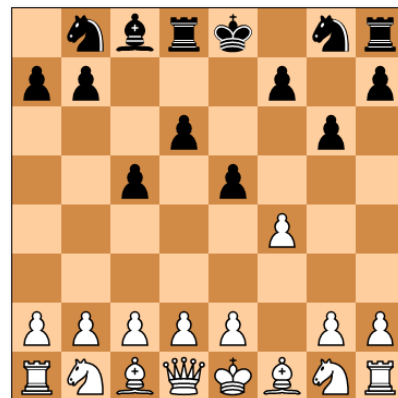
Sol:

1.f3 d6 2.Kf2 Bh3 3.Kg3 Sd7 4.Kh4 e5+ 5.Ka5 g6# [-Bf8]
6.f4 c5# [-Qd8] 7.Kh4 Rd8 8.Kg3 Sb8 9.Kf2 Bc8 10.Ke1
(Jacobi+ in about 26h)

#R: The play is completely normal except that it is not necessarily ended by mate. Whenever either side checkmates, the mating piece is (mating pieces are) removed. (feenschach 212/2015)

Michel CAILLAUD

HM2, Murfatlar4, 2021



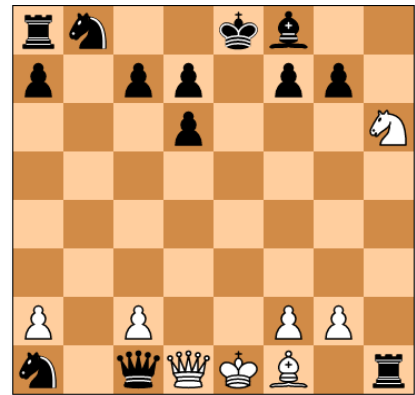
16+14 PG 9.5
Vertical Cylinder #R

Jacques DUPIN(13) - HM1: Maybe somebody asks what is the point of this problem, because all moves are almost forced. The answer is that, in this long PG, *many times a Queen or another is pinned* and then a shorter move are to be made. A very good find by the French composer.

Sol:

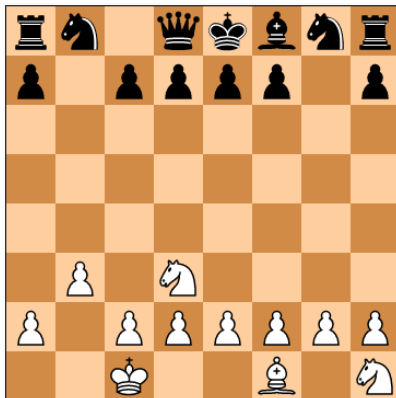
1.Sh3 Sf6 2.Sa5 Se4 3.Sxb7 Sxd2 4.Sd6+ exd6 5.Sc3 Bxe2 6.Sa4 Bc8 **7.Qxc8** (Qd8 pinned) Sb3 8.Qd1 Qxb2 9.Qc8+ Qd8 10.Qd1 **Qxc1** (Qd1 pinned) 11.Bxh7 Qd8 **12.Qc8** (Qd8 pinned) Sxa1 13.Qd1 **Qc1** (Qd1 pinned) 14.Bf1 Qd8 **15.Qc8** (Qd8 pinned) Rxh2 16.Bg8 Rh8 17.Bf1 **Rxh1** (Bf1 pinned) 18.Qd1 **Qc1** (Qd1 pinned) 19.Sh6 (Jacobi+)

Jacques DUPIN
HM1, Murfatlar4, 2021



8+13 PG 18.5
Vertical Cylinder
Double Max

Arnold BEINE
P4, Murfatlar4, 2021



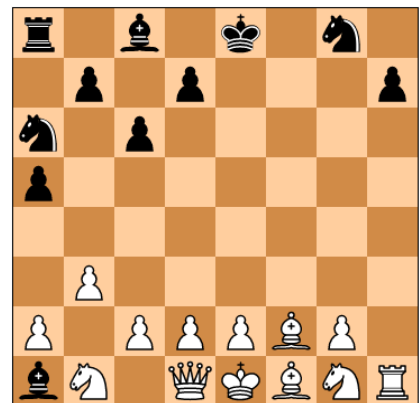
12+13 PG 6.5
Vertical Cylinder
make&take&make

Arnold BEINE(17) - 4th Prize: Arnold is a specialist in make&take or make&take&make. Here, he realized a spectacular accumulation of themes in 6.5 moves only.

Sol:

1.b3 g7-b2xc1-b2 2.Sa3 **b1=S** 3.Qd1-b2xb1-c3 b7-b4xc3-b2 4.O-O-O **b1=S** **5.e2-b7xc8-e2 Sb1-b2xh1-b1** 6.Sa3-h1 Sb1-b2xd1-e1 7.Sg1-f3xe1-d3
Schnoebelen (s), Ceriani-Frolkin (s), 2 one-move roundtrips, black homebase

Jacques DUPIN
P3, Murfatlar4, 2021



13+11 PG 10
Vertical Cylinder
Multicaptures

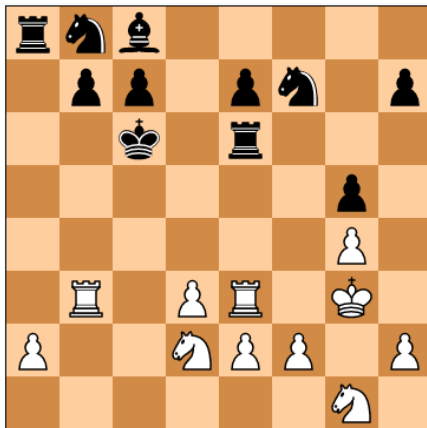
Jacques DUPIN(13) - 3rd Prize: Jacques found another specificity of the cylindrical board: *a long-moving unit can observe another unit from 2 directions*. So, this unit can capture the observed piece in Multicaptures genre!

Sol:

1.b3 c6 2.Ba3 Qb6 **3.Bxe7** (bPe7 observed by wBa3 via b4-c5-d6 or via h4-g5-f6) **Qxf2** (wPf2 observed by bQb6 via c5-d4-e3 or via a5-h4-g3) 4.Bb2 f6 **5.Bxf6** Bd6 6.Bc3 **Bxh2** **7.Bxg7** a5 8.Bd4 Sa6 **9.Bxh8** Be5 10.Bxf2 **Bxa1**

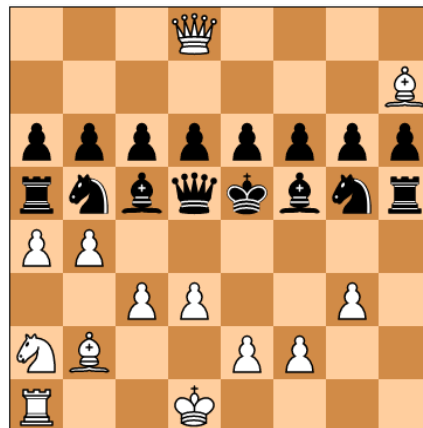
Editorial notes: 4th and 3rd Prize both tested by M. Caillaud with Jacobi

Kostas PRENTOS
P2, Murfatlar4, 2021



11+11 PG 10.5
Vertical Cylinder
Take&Make

Dirk BORST
P1, Murfatlar4, 2021



13+16 PG 22
Vertical Cylinder
Circe

Kostas PRENTOS(7) - 2nd Prize:

Sol: 1.g4 Sh6 2.Bc6 dxc6-f1=S 3.Kxf1-g3 Qd3++ 4.cxd3-d8=S Kxd8-c6 5.Qg6+ fxg6-d1=S 6.d3 Sf7 7.Bh6 axh6-c1=S 8.Sd2 g5 9.Rxc1-b3 Bc3 10.bxc3-f8=S Rxf8-e6 11.Rxd1-e3.

Five Schnoebelen promotions to Knights (SSsss).

Eight moves cross the imaginary vertical line between the a and h files (author). Kostas followed the realization of multi-Schnoebelen S in previous works, see for example the amazing **A** in the appendix.

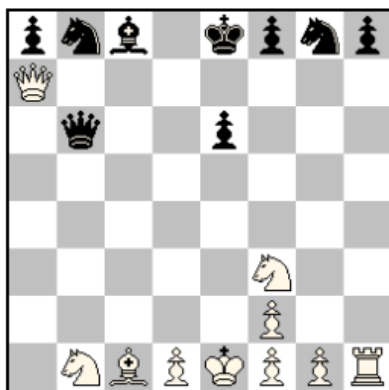
Dirk BORST(19) - 1st Prize: This is the last problem which I received for the tourney, but I knew that it will be the winner, if sound. Dirk chose a difficult task: the arrangement of black figures on the 5th row and of the black Pawns on the 6th

Sol: 1.g3 Sh6 2.Bc6 dxc6 [+wBf1] 3.c3 Qd5 4.Qg6 hxg6 [+wQd1] 5.a4 Bxb1 6.e4 e6 7.Bg8 Bxh2 8.d3 Bc5 9.b4 Sb5 10.Rh6 Bf5 11.Rb6 axb6 12.Sa2 Ra5 13.Qa6 Rhh5 14.Bh6 bxa6 [+wQd1] 15.Qc1 Kd7 16.Kd1 Kd6 17.e5+ Kxe5 [+wPe2] 18.Qd8 gxh6 [+wBc1] 19.Be7 Sh7 20.Bd6+ cxd6 [+wBc1] 21.Bb2 Sg5 22.Bh7 f6.

The added genre is the old Circe. We hope that this ambitious PG will remain standing.

Finally, I want to thank all the participants for the contribution to the success of this edition. The following PG is my dedication to them (see **B**).

A) Kostas PRENTOS
1st Prize, Julia's Fairies 2020



10+9 PG 10.5
Transmission Menace

Appendix

A) Kostas PRENTOS - 1st Prize, Julia's Fairies 2020

Sol: 1.a3 e6 2.a3xf8=S+ h7xf8 3.h2xh8=S a7xa1=S 4.c2xa1 f7xh8 5.a1xa8=S c7xa8 6.Qa4 Qb6 7.Qa7 b7xg2 8.Sf3 gxf1=S+ 9.d2xf1 d7-d1=S+ 10.b2xd1 g7-g1=S 11.e2xg1.

Seven Schnoebelen promotions to Knights (SSSssss).

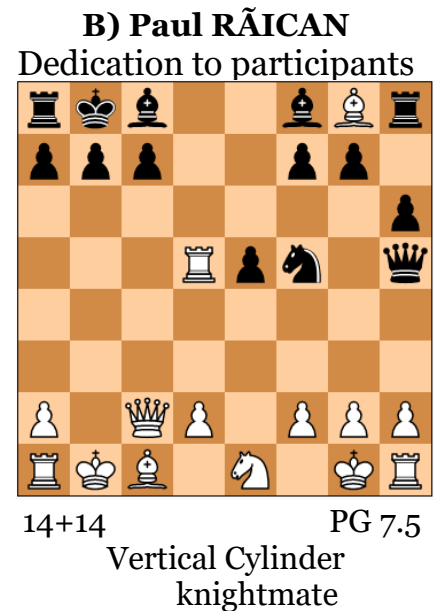
Transmission Menace: In addition to its normal moves, a piece can also move like any unit that threatens it.

B) Paul RĂICAN – original for all participants:

Sol:

1.e4 rSd6 2.e5+ rSf5 3.e6 h6 4.exd7 e5 5.Bxg8 Qxb2 6.d8=R
Qxc2 7.Rd5+ Qh5 **8.Qc2#** (Jacobi+)
Checkmate with two pinned pieces: bPe5 & bQh5.

Knightmate: By default, a King is replaced by a Royal Knight, and both Knights by non-Royal Kings. Promotions to non-royal King are therefore allowed, not to Knight.



Award of Jubilee Tourney Quartz 25 – Chess960 judge Thomas Brand

*Were required A) proof games or B) retro problems in **Chess 960**, but mandatory combined with another fairy genre (but not fairy pieces).*

It was at the same time a great pleasure and honor for me that Paul Răican invited me to judge this double anniversary tournament: Both *Quartz* and *Chess960* could look back on a 25-year success story in 2021.

For problem chess, the area of retroanalysis is obviously the most surprising field when dealing with Chess960: the 959 additional positions, which deviate from the classical initial game array, offer a multitude of possibilities to present interesting topics in a way that is not possible in classical chess. So it's not surprising that until today mainly proof games are presented, where the specific starting position still has to be figured out, or tasks with the manifold possibilities of Chess960 castling.

Combinations with fairy conditions have been represented quite rarely so far, so it's very praiseworthy that the announcement explicitly requested the use of fairy conditions: at least in section A and does not exclude them in section B either.

I was very curious about the outcome and was quite disappointed at first when I received the excellently prepared, anonymized diagrams from tournament director Vlaicu Crișan, as there were only twelve participants (five from section A, seven from section B).

The disappointment quickly disappeared however, because even the first review showed that the level of the tournament is quite high - and I always prefer quality to quantity. After one problem turned out to be cooked and thus only eleven remained in the competition, I decided, after consulting with *Paul Răican* and *Vlaicu Crișan*, to evaluate the two sections in a single judgement.

The fact that I was then able to award five contributions is proof of the quality of the tournament, especially because all the problems submitted seem to me to be worthy of publication.

In the evaluation, I was particularly guided by the connection between the peculiarities of Chess960 and the fairy elements or stipulations used: Both should contribute appropriately to the content.

At first, some brief remarks on the non-awarded problems:

JT02: Cooked; I hope that it can be corrected.

JT03: Formally impressive (*six Schnoebelen* promotions distributed uniformly on white and black), but this “task” is of course achieved quite simple using Masand.

JT06: Here Chess960 is just needed only to fix c1 as a knight starting square, additionally the black uncaptures are pretty arbitrary.

JT08: Nice analysis, but not too profound.

JT09: Seems (only) like a preliminary exercise to JT10.

JT11: Here, again conclusive retroanalysis; it's a pity that the initial position cannot be clearly determined.

JT12: Quite straightforward to solve with only a few Chess960 specifics.

Before I present the honored problems I'd like to thank *Bernd Gräfrath* for fruitful discussions about the entries and to *Dirk Borst* for support in testing/cooking.

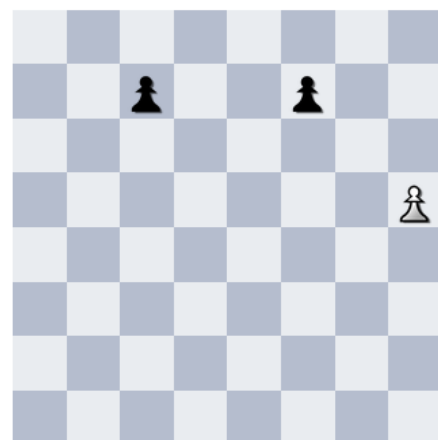
List of authors:

JT01 – Pierre Tritten
 JT02 – Paul Răican
 JT03 – Paul Răican
 JT04 – Per Olin
 JT05 – Bojan Bašić
 JT06 – Bojan Bašić
 JT07 – Per Olin & Michel Caillaud
 JT08 – Joaquim Crusats & Per Olin
 JT09 – Michel Caillaud
 JT10 – Michel Caillaud
 JT11 – Michel Caillaud
 JT12 – Alain Brobecker, dedicated to Per Olin

Monochrome chess is a fairy condition very easy to understand, but the consequences for games and problems are huge. For example, Knights can't move at all, a promotion requires at least four captures. So often monochrome problems show very economic positions, leading to astonishing deep analysis.

JT07 - Per OLIN & Michel Caillaud

1st Prize, JT25 Quartz
 Dedicated to P. Răican



1+2 Visible 15+7 Invisibles
 Seven black officers were captured in 8.5 moves from the initial position.
 Where and by what?
 Chess960 + Monochrome Chess

Here the diagram seems so economic because 22(!) men are invisible. According to the stipulation we know that all black officers have been captured, so White has only two non-capturing moves.

From this tiny bit of information, we can deduce not only the initial game array (IGA) but also exactly all captures of the black officers. This requires exact reasoning and the avoidance of many traps leading to pseudo-solutions.

For me clearly the deepest problem in the tourney, a very elegant one – the clear first prize!

Solution as given by the author:

By finding the Chess960 initial position is revealed the identity and placement of the invisible pieces in the initial position. From the initial position it is possible to deduce where the captures have taken place. Seven black officers have been captured, out of which the knights have been captured on their original squares on the 8th rank. In monochrome chess a white rook can not reach the 8th rank (except after a promotion). This means the captures that take place on the 8th rank have to be performed by white Q or B. These are therefore the obvious white capturing pieces; one is capturing on light squares and the other on dark squares. To mobilize the two pieces are needed moves by one or two white pawns. The two black pawns c7 and f7 are placed symmetrically giving no trace of what has happened. The wph5 indicates that moves have taken place in the righthand lower corner; from this corner White's Q and B can fast arrive to the opposite upper corner. The pawn h5 can arrive there by three captures or by a double step and one capture. Capturing three times turns out difficult as the first capture, on f3 or h3, can earliest take place in White's 3rd third move. Consequently, White plays g2-g4, which mobilizes the piece starting on h1, and possibly f2-f4. From NRNKRBBQ the play can be e.g. 1.g4 b5 2.Qxa8 Rb6 3.f4 e5 4.Bxb6 Ke7 5.Qxc8 Kf6 6.Qxe8 Bc5 7.Bxc5 g5 8.Qxg8, but Black is unable to have his last officer captured on h5. Similarly, if the wQ and wB swap places, when making two pawn moves White runs out of moves; from NRKRBNQB play could be 1.g4 b5 2.Bxa8 d5 3.f4 Rb6 4.Qxb6 Td6 5.Qxd6 e5 6.Qxf8 Bc6 7.Bxc6 g5 and White has no capturing move. The solution is to have the previous initial position, not to play f4 but move the wQ to g3 followed by Black performing a castling specific for Chess960. The play from NRKRBNQB can have been **1.g4 b5 2.Bxa8 d5 3.Qg3 Bc6 4.Bxc6 Rd6 5.Qxd6 0-0-0 6.Qxd8 g5 7.Qxf8 Qg6 8.Qxh8 Qh5 9.gxh5.**

Solution: by **wQ** have been captured black rooks on d6 and d8, knight on f8 and bishop on h8; by **wB** have been captured **knight on a8 and bishop on c6**; by the white **g-pawn** has been captured the **black queen on h5**.

Redactional Note: This problem has an unusual history. A few days after receiving the paper sent by Vlaicu Crisan for publication, first Dirk Borst then Michel Caillaud demolished this 1st prize. In the end, Per Olin and Michel Caillaud have agreed on a correct version. We are delighted with the result and fully in agreement with the appreciation of the judge.

JT10 - Michel CAILLAUD

2nd Prize, JT25 Quartz



12+16

- a) Initial position?
 - b) SPG in 15 moves
- Chess960
Einstein

Solution as given by the author:

a) wQh1 has never played: Qh1, Qh8 in the starting position.

With the minimum of 4 captured white pieces, the position can only be obtained if the first black move was a castling.

1... 0-0-0 (Bd8)? would leave a bBd8 in the final position, so **1... 0-0 (Bf8)!** : Kf1, Kf8 and Rg1, Rg8 in the starting position.

f8 and h8 being determined and d8 occupied by the bK in the final position, the black bishop on black squares is on b8: Bb1, Bb8 in the starting position.

The first two moves of the game are 1.b~ 0-0 (Bf8)!

2.Bf6=S + g7xf6=S.

(1.c~? 0-0 (Bf8) 2.Bg6=S+ f7xg6=S: the bSg6 cannot go to h8 occupied by the bQ in the final position (Qg8=R; Rg8=B)

2... e7xf6=S? and the bK cannot go out to go to d8; f7xe6=S and the bSe6 cannot go to d8 - occupied by bK in the final position).

Rd1, Rd8 and Sc1, Sc8 in the starting position.

The starting position (**BBSRSKRQ**) is therefore determined regardless of the length of the game!

b) BBSRSKRQ

1.b4 **0-0(Bf8)** 2.Bf6=S+ gxf6=S 3.d4 Kg7 4.Rd2=B Qg8=R 5.Bh6=S Rh8=B 6.Sg8=P Sxg8=B 7.c4 Kf6 8.Bf5=S Sg7=P 9.Sd6=P exd6=S 10.g4 Ke7 11.g5 Ke8 12.g6 Se7=P 13.Rg5=B Rc8=B 14.Bf6=S+ Kd8 15.Se8=P Sxe8=B

Position obtained with a minimum number of captures.

Judge's comment: The funny-looking black position arose by extensively using the up- and downgrading option of Einstein chess. Curiously the author explicitly asks for the IGA although a shortest poof game is requested – in general we have implicitly to deduce the IGA. But here the situation is a different one: The IGA is uniquely determined independently of the length of any proof game.

Quite surprising was for me the necessity for Black to castle in his very first move (into the *wrong direction*!) – the only way to be able to reach the diagram position with only four captures.

So much more than a problem just living from the diagram position, but with interesting and original play!

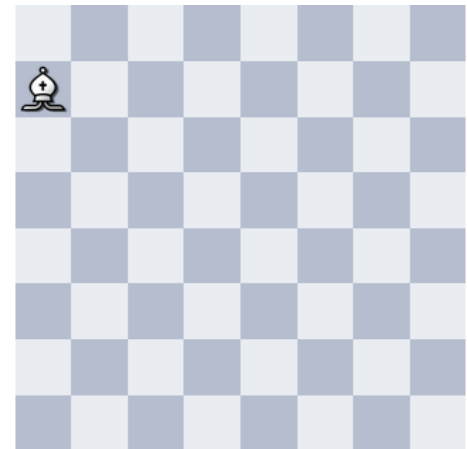
It is surprising how elegant Point Reflection determines the IGA derived from only the bishop on a7. It requires the king on b8 for being mated and according to the Chess960 rules a rook on a8. To avoid Kxa7/Ka6 and Rxa7 we need a rook on g1 and a bishop or knight on h1.

Ba7 must come from f1 (with knight c8) or d1 (with knight e8) to play the solution **1.Be3 c6** (uniquely determined by the stipulated double check!) **2.Bxa7#**. We have to rule out Bf1, since this would allow 2.—Sxa7, so we have Bishop on d1 and Knight on e8. This implies that Bishop on h1 is impossible, so we have Knight on h1. Finally, we obviously still must add Bishop on c1 and Queen on f1 resulting in **(RKBBSQRS)**.

Very elegant deduction of the IGA with clear reasoning and intensive use of Point Reflection; excellent advertising for fairy Chess960!

JT01 - Pierre TRITTEN

Honorable M, JT25 Quartz



1+0 SPG in 1.5 moves
ending in double check mate.

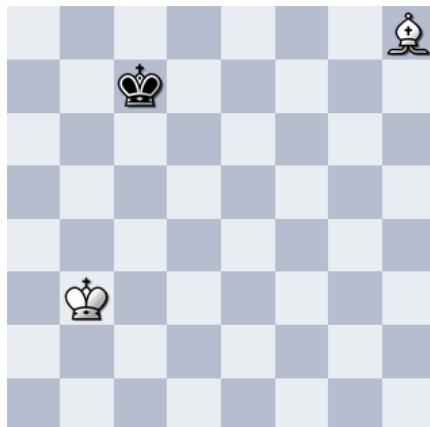
Add pieces.

Chess960

Point Reflection

JT05 - Bojan BAŠIĆ

Comm1, JT25 Quartz



2+1 Add the minimal possible number of pieces and retract 5 halfmoves in order to make the initial game array uniquely determined Chess960

The addition of men for pure help retraction without any fairy condition allows us to exactly determine the IGA – a fine and original idea! Surprisingly this is not *any* sequence of moves, but it includes the three kinds of *special moves* so presenting the Valladao task.

I'm not very happy with the *undefined* specification of the number of men, since it leaves the solver with the open question if his solution is the intended (minimal) one.

So I would prefer to stipulate “Add the minimal possible number of men (i.e. **three**) and retract ...”

Solution as given by the author:

Add: **bRd8, bBg8, bPf7**, then retract: **-1.g7xQh8=B Kc8-c7 -2.h6xPg7 (Ke8,Rd8)0-0-0 -3.g5xPh6 e.p.**

These retractions (including -3.... h7-h5, which is necessarily Black's last move) lock Bg8 and Qh8 in place, and also Ke8 and Rd8 are on their initial positions (due to the castling). Then the other bR started from f8, the dark-squared bishop from b8, and the knights from a8 and c8. So, the initial game array is **SBSRKRBQ**. Valladao!

Notes:

The position of wKb3 is carefully chosen to eliminate a number of cooks:

-2.... (Ke8,Rb8)0-0-0 (IGA: SRSBKRBQ);

-2.... (Kd8,Rb8)0-0-0 (IGA: SRSKRBBQ);

+bRd8, +bBg8, +bPh7, with: -2.f6xPg7 and -3.e5/g5xPf6 e.p.

No uncapture is possible by bK on c7, since any uncapture would interfere with further retractions (uncapturing wQ or wR would put Black in check, while other white pieces would render the castling impossible).

While White's (quite obvious) play determines the eastern part of the IGA, the western one resulting from Black's play is trickier: What about the hole at a8? This can only be dug by c-castling with a kind of line clearance for the Queen.

QRKSRsBB

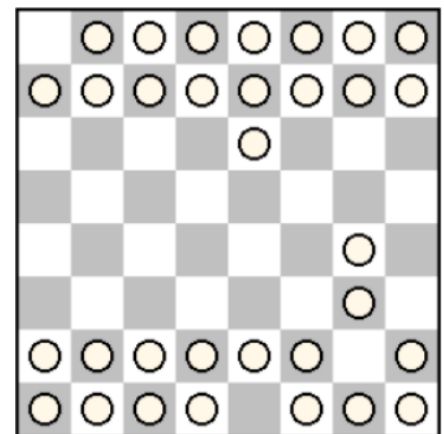
1.g4 Sde6 2.Sg3 o-o-o 3.Rf1 Qb8 (C+ Jacobi)

Bornheim (Germany), February 2022

Thomas Brand

JT04 - Per OLIN

Comm2, JT25 Quartz



SPG in 3.0 moves

32 undefined pieces

○ = Undefined unit

Chess960

Editorial note: Quartz warmly thanks Thomas Brand for this quick and well founded ranking. We can receive complaints from readers three months after publication.



En bref

◇ Tourney name: *The Cherished Outcast*

Stipulation: **PG** (exact proof games), **SPG** (shortest proof games)

Theme: in a diagram position, White pieces are located between 1st and 3rd ranks, Black pieces – between 6th and 8th ranks. The only exception is one *visitor* – an officer on the last rank (either a White officer on 8th rank or a Black one on 1st rank).

The diagram position must have at least 20 pieces and should have only pieces from a single box.

Any kind of multiple phases is allowed, provided each phase is thematic.

Fairy pieces and conditions are not allowed.

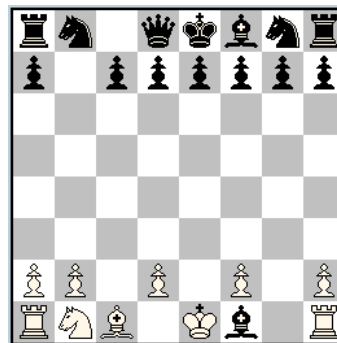
Judge: Michel Caillaud.

Closing date: February 28, 2022

Entries to Aleksey Oganessian via e-mail: alexeioganessian@gmail.com

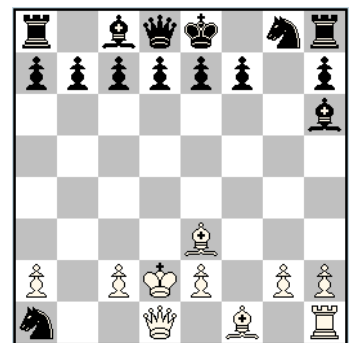
All received problems will be presented to the judge in anonymous form.

Ex1) - Anirudh Daga Julia's fairies 2021



PG 7.5 exactly

Ex2) - Olli Heimo Thema Danicum 1998



PG 9

Ex1)

1.c4 b5 2.Qb3 bxc4 3.Qb7 Bxb7 4.Sa3
Bxg2 5.Sf3 Bxf3 6.Sxc4 Bxe2 7.Sa3
Bxf1 8.Sb1

Ex2)

1.f4 Sc6 2.f5 Se5 3.f6 gxf6 4.Sf3 Bh6
5.Sxe5 fxe5 6.d4 exd4 7.Sc3 dxc3 8.Be3
cxb2 9.Kd2 **bxalS**

◇ **Démolition Prix spécial 8ème TT Quartz 2011-2012** (correction 2014) Michel Caillaud sent us the following note: *Encore une demolition extraordinaire trouvée par Jacobi, en testant les derniers coups avec des contraintes, avec les données suivantes*

stip dia7.5 pieces

white Ke1 Qh8 Ra1g8 Bc1f1 Sb1g1 Pa2b2c2d2e4f2g4h4

black Ke8 Qd8 Ra8 Bc8f8 Sb8 Pg3h3a7b7d5c7e7f7

stip dia16.5 pieces

White Ké1 Qh8 Rg8b5 Bé7h7 Sé5 Pa4b4ç4d4é4f4g4h4

Black Ké8 Qd8 Ra8 Bç8f8 Sb8 Pa3b3ç3d3é3f3g3h3

cond MemoryCirce RelayChess

constraints Ra1>a3~(3) Rh1>h3~(3) Bf1>d3>h7 Sb1(1) Sg1>f3>e5 Pa7>a5~(3)

Pb7>b5~(3) Pc7>c5~(3) Pd7>d5~(3) Pe7>e5~(3) Pf7>f5xe4-e3 Pg7>g5~(3)

Ph7>h5~(3)

et le résultat:

**1.h4 g5 2.Rh3 gxh4 3.Rg3 h3 4.Rxg8 [+wPh4] h5 5.g4 hxg4 6.e4 g3 7.Qh5
d5 8.Qxh8 [+wPg4] dxe4 9.f4 exf3 e.p. [+wPe4] 10.a4 b5 11.Ra3 bxa4
[+wPf4] 12.Rb3 a3 13.Rb5 f5 14.b4 fxe4 [+wPa4] 15.Bd3 e3 16.Bh7 c5
17.d4 cxb4 [+wPe4] 18.Bd2 b3 19.Bb4 e5 20.Be7 exd4 [+wPb4] 21.c4 d3
22.Sxf3 [+wPd4] a5 23.Se5 axb4 [+bPf3] 24.Sc3 bxc3 [+wPb4]**

V. CRISAN

TT8 Quartz, Sp. Prize



15+14

PG 24

Memory Circe
Relay Chess
cooked

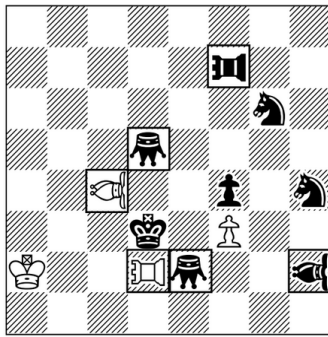
A smart testing, thank you Michel!




♦ **Danka Petkova 100MT**

The required pieces were BUL pieces (BULGARIAN pieces), the new invention of Petko Petkov. In **B** section (helpmates) the winner was Vlaicu Crisan, with this spectacular problem:

Vlaicu Crisan

1 Prize -Danka Petkova 100MT
2020-21, section B



4+8 b) Pf3→e5 h#2
 Bul G  Bul Vao
 Bul Pao

Sol:

- (a) 1.BPAxf3(Pg4) BVAXe2(Kf5) 2.BGg5(Kh5) BPAxh2(BVAe8)#
 (b) 1.BVAXe5(Pg5) BPAxd5(Kf3) 2.BGg4(Kh5) BVAXf7(BPAh1)#

BUL GRASSHOPPER (code BG): Definition (according to WinChloe where the French name is Sauterelle Bul, code SB): Moves like a Grasshopper, but the hurdle must also make a non-capturing Grasshopper move (the move is impossible if it cannot).

BUL PAO (code BPA): Definition (according to WinChloe where the French name is Pao Bul, code PAB): Moves like a Pao, but the hurdle must also make a non-capturing Pao move (the move is impossible if it cannot).

BUL VAO (code BVA): Definition (according to WinChloe where the French name is Vao Bul, code VAB): Moves like a Vao, but the hurdle must also make a non-capturing Vao move (the move is impossible if it cannot).

♦ **Combining Chess960 with Circe** (from an article by M. Caillaud and Andrew Buchanan)

Solution as edited by the author:

1.~ Rd1? 2.~ Bxf5[B~8]?+? 3.Kxf5[Bh1]! or 3.Kxf5[!]

"[]" denotes that the captured officer is annihilated. To validate the checkmate, the mated player must exhaust all possible options.

1.Bxb1[Rd1]! 0-0-0!

Remember in Chess960 castling results in an orthodox castled position. On the queenside, that's Rd1 & Kc1, so the R actually stands still while wK hops over.

The result is d-file and f-file are fixed as home files for rooks & kings, respectively.

2.Bf5! Bxf5[Bg8]#!

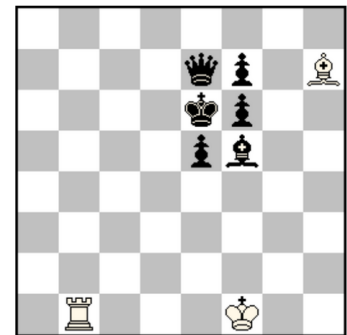
And further, g-file is demonstrated as a home file for bishops.

As the King must start the game between the 2 Rooks, h-file must be the "kingside" home file for rooks. By elimination, b-file is the other home file for bishops.

So 3. Kxf5[Bb1]?? is an illegal self-check.

Michel Caillaud

The Hopper 1/2021



3+6 h#2
 Chess960
 Circe

Dedicated to Sophie Y. HE