



Quartz 55

October 2022

Voiliers - peinture de Cristi Bâlea (Sulina)

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Testing Series movers

The **series movers** is a fascinating area of chess composition. The databases PDB or WinChloe contain many problems of this genre. At the beginning, I was interested in length records, but last time my attention was directed to series movers with promotions. The masters in domain are mainly Al. Atanasijevic, Jeremy Morse, Bo Lindgren, Unto Heinonen, Zdravko Maslar, Michel Caillaud and George P. Sphicas, many of their works found space in the FIDE albums.

Sometimes, I found demolished problems and tried to fix them. But how to verify? The actual programs Popeye, Alybadix, Gustav are all powerless when they have to test problems with more than 20-25 moves. However, a "manual intelligent mode" can be adopted even it does not provide full verification. Next, we want to show you step by step how we can do a partially test using Jacobi. This method allowed me to demolish a few series movers so far, some of them already published in the albums. Further, this algorithm will be named "method".

If the initial position of a series mover is A and the final position is B (obtained after the last move of the series) then **we can test the sequence A to B** with this code on Jacobi:

```
forsyth A
stip ser-dia N
forsyth B
```

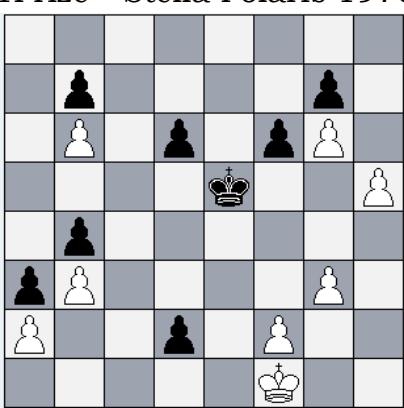
If the series is made by Black, the following option must be added: "option FirstToMove black" (use the button First move override)

Examples

Take for example this problem:

1) Vilmos Schneider

1Prize - Stella Polaris 1970



1) Author's solution:

```
1.d1=B 2. Bxb3 3.Be6 4.b3 5.b2 6.b1=B 7. Bbxa2 8.Bad5 9.a2
10.a1=B 11.Bd4 12.Bxb6 13.Bd4 14.b5 15.b4 16.b3 17.b2
18.b1=B 19.Bxg6 20.Bgf5 21.g6 22.gxh5 23.h4 24.h3 25.h2
26.h1=B 27.Bhe4 f4#
```

To have a start, must begin with this code (for some reasons, I used Jacobi version 0.6.7):

```
forsyth A
stip ser-dia N
option FirstToMove black
```

Pieces

So, particularly:

```
forsyth 8/1p4p1/1P1p1pP1/4k2P/1p6/pP4P1/P2p1P2/5K2
```

option FirstToMove black

stip ser-dia27

pieces

The commands are: 1) Set problem 2) Start

The position A was obtained on diagram.

The second step is to play by hand the author's solution, but only the Black moves (use the mouse for that). We obtained the final position B. This position B will then replace the "pieces" in the fourth line:

```
forsyth 8/1p4p1/1P1p1pP1/4k2P/1p6/pP4P1/P2p1P2/5K2
```

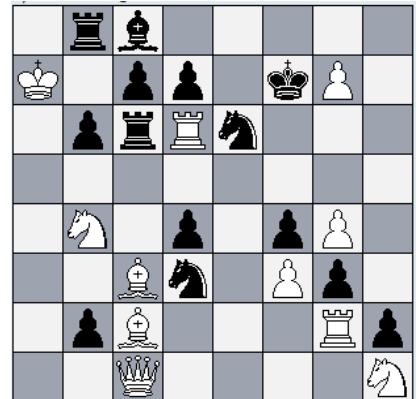
option FirstToMove black

stip ser-dia27

pieces white Kf1 Pf2g3 black Ke5 Bd4e4d5f5e6 Pd6f6

2) Norman Trigoboff

1HM - The Problemist 1987



11+14 ser-h=26

1) Set problem 2) Start

The output will be the author's solution, but also hundred of alternative solutions, like this:

1.d1=B 2.Bxb3 3.Bxa2 4.Be6 5.a2 6.a1=B 7.Bd4 8.b3
9.b2 10.b1=B 11.Bxg6 12.Bxb6 13.Bd4 14.Bgf5 15.b5
16.b4 17.b3 18.b2 19.g6 20.b1=B 21.gxh5 22.h4
23.h3 24.h2 25.h1=B 26.Bhd5 27.Bbe4

The first problem demolished with "the method" was **2** (P1114005)

Using this code:

pieces whit ka7 qc1 rd6g2 bc2c3 sb4h1 pf3g4g7 blac kf7 rb8c6 bc8 sd3e6
pb2b6c7d4d7f4g3h2

option FirstToMove black

stip ser-dia 26

pieces white Ka7 Qc1 Rd6 Bc2c3 Sb4 Pg4g7 black Kg6 Rb6b8 Bd5a6c6b7a8c8 Se4e6
Pc4b5d7

....we find the author's solution:

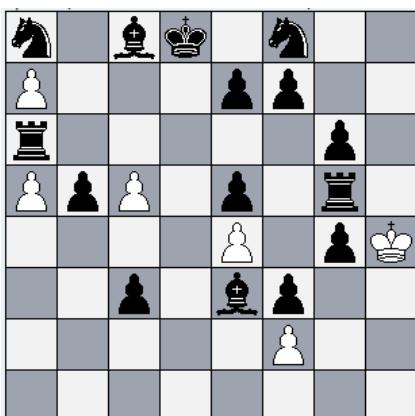
1.b1=B 2.Ba2 3.Bc4 4.B4a6 5.b5 6.Rcb6 7.c5 8.c4 9.Sdc5 10.d3 11.d2 12.d1=B 13.Bxf3
14.Ba8 15.f3 16.f2 17.f1=B 18.Bfxg2 19.Bgb7 20.g2 21.gxh1=B 22.Bhc6 23.h1=B 24.Bhd5
25.Se4 26.Kg6 (26...g8=B=)

5 black and 1 white Bishop promotions but also alternative solutions, like this:

1.b1=B 2.Sdc5 3.Ba2 4.d3 5.d2 6.d1=B 7.Bxf3 8.Bxg2 9.f3 10.f2 11.f1=B 12.Bfa6 13.b5
14.Rcb6 15.Ba8 16.g2 17.gxh1=B 18.Bhb7 19.h1=B 20.Bhd5 21.Se4 22.c5 23.Bdc6
24.Bad5 25.c4 26.Kg6 (26...g8=B=)

3) George P. Sphicas

StrateGems 64/2013



6+15 ser-s#65

As I just said, some important problems were already cooked with "method", see **3**:

Because of the big number of moves, I checked only the last moves (with wKg1):

pieces white Kg1 Pf2e4a5c5a7 black Kd8 Rg5a6 Bc8 Sa8f8
Pf3g4b5e5g6e7f7

stip ser-dia48

pieces white Kc6 Qd7 Rb6 Bb7 Sd5 Pc5 black Kd8 Bc8 Pe7
Cook offered by Jacobi in 3 seconds:

1.Kh2 2.Kg3 3.Kh4 4.Kxg5 5.Kh4 6.Kg3 7.Kh2 8.Kg1 9.Kf1
10.Ke1 11.Kd2 12.Kc3 13.Kb4 14.Kxb5 15.Kc4 16.Kd5
17.Kxe5 18.Kf4 19.e5 20.e6 21.Kxg4 22.Kxf3 23.Ke4 24.f4
25.Kd5 26.f5 27.fgx6 28.exf7 29.g7 30.gxf8=S 31.Sd7
32.Sb6 33.Sxa8 34.Sc7 35.a8=R 36.Se8 37.f8=Q 38.Rxa6
39.Kc6 40.Rb6 41.a6 42.a7 43.a8=B 44.Qf5 45.Sc7 46.Sd5
47.Bb7 48.Qd7+ (Bxd7#)

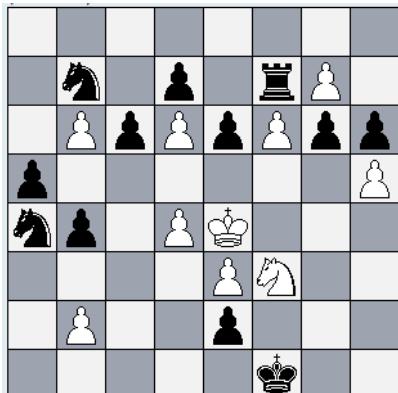
You must to see that the number of move was reduced at 48. Author's solution was:

7.Kc2 8.Kxc3 (Kd3?) 10.Kxe3 18.Kxg5 21.Kxf8! 34.Kxb5 37.Kxe5 38.Kd4! 41.exf7 42.f8=S
45.Sxa8 46.Sc7 47.a8=R 48.Rxa6 49.Rb6 52.a8=Q 53.Qxf3 54.Qxg4 57.fgx6 59.g8=B 61.Bb7
63.Kc6 64.Sd5 65.Qd7+ Bxd7#

This problem is an original from the article "Series movers with AUW: Shortest and longest" .

4) George P. Sphicas

2nd Prize, U.S. Problem Bulletin
Nov.-Dec.1990



10+12

ser-s#31

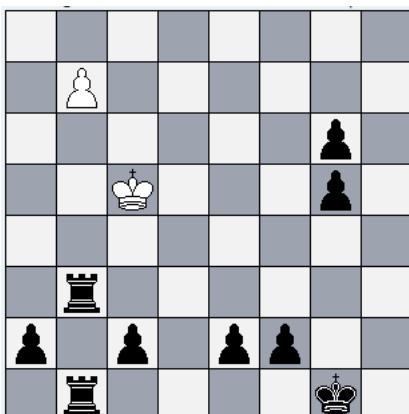
This little alteration gave an alternative solutions with **bQc5**:
17.Sc_d3 18.b_b7 19.b_b8=Q 20.Qxb4 21.Qc5 22.b_b4 23.bxa5
24.a_a6 25.a_a7 26.a_a8=S 27.Sb_b6 28.Sxa4 29.Sc_c3 30.Sxe2 31.Sef4
exf5# (or gxf5#)

A well-known work by the late **Zdravko Maslar** (b.1932-d.2022) was cooked by method, see **5** (P1112565)

Author's solution: **1.b8=R** 2.Rbh8 **3.c8=B** 4.c7 **5.d8=S** 6.Be6
7.Bg8 8.Sf7 **9.c8=Q** 10.Qh3 11.Kh7 12.d5 13.d6 14.d7
15.d8=R 16.Rd6 17.Rg6 18.d4 19.d5 20.d6 21.d7 **22.d8=B**
23.Bg5 24.Bh6 25.Qf1+ Kxf1= Cooked by:
1.b8=B 2.c8=B 3.Bf4 4.Bh6 5.c7 6.d8=R 7.Kh7 8.d5 9.d6
10.d7 11.Rg8 12.d8=R 13.Be6 14.Rg6 15.d4 16.d5 17.d6
18.d7 19.Rh8 20.d8=S 21.Bg8 22.Sf7 23.c8=Q 24.Qc4
25.Qf1+ KxQ=

6) Bo Lindgren

Probleemblad 2003



2+9

h=9

Circe

A special case is **4** (P1111703):

Checking with the method, we find unique solution:

1. g8=S 2. Sxh6 3. Sf5 4. h6 5. h7 6. h8=S 7. Sxf7 8. S7g5 9. f7 10. f8=S 11. Sxd7 12. S7e5 13. d7 14. d8=S 15. Sxb7 16. S7c5 17. b7 18. b8=S 19. S8a6 20. Sxb4 21. Sbd3 22. b4 23. bxa5 24. a6 25. a7 26. a8=S 27. S8b6 28. S6xa4 29. Sc3 30. Sxe2 31. S2f4 exf5#

But I suspected the unit c5 could be something else (not a Knight). Then, in position B I required xc5:

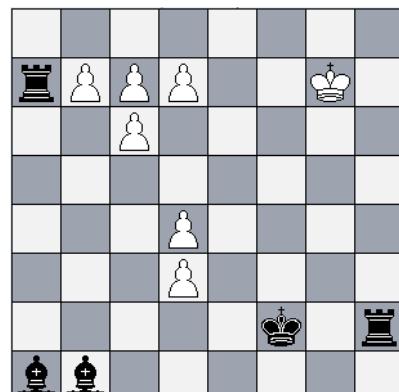
pieces whit ke4 sf3 pb2b6d4d6e3f6g7h5 blac kf1 sa4b7 rf7 pa5b4c6d7e6e2g6h6

stip ser-dia 31

pieces white Ke4 rd3 sf3f4 xc5 se5f5g5 Pe3d4 black Kf1
Pc6e6g6

5) Z. Maslar

Probleemblad 1980



7+5

ser-s=25

Must say that the method can be used to test long helpmates.
For example, see **6** (P1293535)

option FirstToMove black
forsyth 8/1P6/6p1/2K3p1/8/1r6/p1p1pp2/1r4k1
stip dia9
pieces white Ke2 Qg4 black Kg1 Qh1 Rh2 Bh3 Sg2 Pg5g6

AS: 1. a1=D b8=D 2. Da8 Dxb3 3. e1=T Dxb1 4. cxb1=L[+wDd1]
Dxb1[+sLc8] 5. Dh1 Dxe1[+sTh8] 6. fxe1=S[+wDd1] Kd4 7. Th2
Ke3 8. Lh3 Dg4+ 9. Sg2+ Ke2=

Cook (with method) 1.R1b2 Kd4 2.a1=Q b8=Q 3.Qa8 Qxb3 4.e1=S
Qxc2 [+bPc7] 5.f1=B Qxc7 6.Bh3 Ke3 7.Qh1 Qc4 8.Rh2 Qg4+
9.Sg2+ Ke2=

Michel Caillaud has an interesting discovery, another option is **AddPieces**: only part of the final position is given and some pieces may be missing. This was used to cook the following problem (see 7):

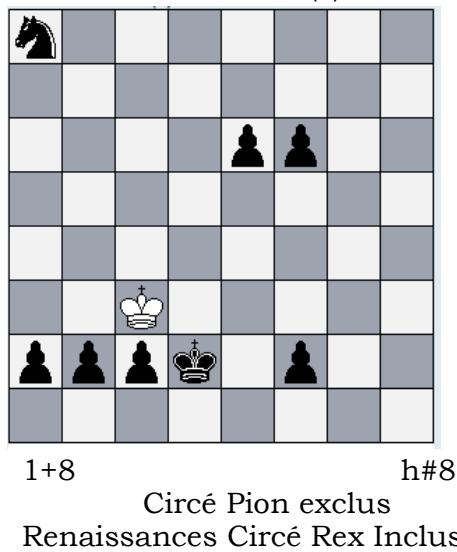
AS: 1.b1=S Kb2 2.a1=R K×a1(Rh8) 3.Re8 K×b1(Sg8) 4.c1=B K×c1(Bf8)+ 5.Ke1 Kc2 6.Se7 Kd3 7.f1=Q+ Ke3 8.Qe2+ K×e2(Qd8) #

But cook:

1.a1=B Kb3 2.b1=R Ka2 3.c1=Q K×a1(Bf8) 4.Sb6 K×b1(Ra8) 5.Re8 K×c1(Qd8)+ 6.Ke1 Kc2 7.Sd5 Kd3 8.Se7+ Ke2#

**7) Thomas BRAND, Jörg KUHLMANN,
Bo LINDGREN, A. TÜNGLER & K. WIDLERT**

feenschach 1982 (v)



The cook was produced with Jacobi0.7.5 and the following data (some part of the final position is guessed and the rest is left to the solving program):

pieces

White Kc3 Black Kd2 Sa8

Pe6f6a2b2c2f2

option FirstToMove black
stip dia8.0 pieces

White Ke2 Black Ke1 Qd8 Re8 Bf8

AddPieces

cond Circe RexInclusive

PawnExclusive

test #

He didn't indicate a piece on e7 in the final position because of the possibilities Qd8-e7 or Bf8-e7 instead of Sg8-e7. But **Xe7** could be used.

With the improved data:

pieces

White Kc3 Black Kd2 Sa8 Pe6f6a2b2c2f2

option FirstToMove black

stip dia8.0 pieces

White Ke2 Black Ke1 Qd8 Re8 Bf8 **Xe7 AddPieces**

cond Circe RexInclusive PawnExclusive

test #

the process is accelerated and the cooks appear after 3 minutes instead of 30 minutes without Xe7.

Using method, more old problems were demolished:

G.P.Sphicas, Quartz 35/2010, ser-s#26 (P1248645): cook 1. a8=S 2. Sc7 3. Sb5 4.f6 5. f7 6. f8=S 7. Sg6 8. Se5 9. Sd4 10. Rd5 11. Sc5 12. a4 13. a5 14. a6 15.a7 16. a8=R 17. Ra3 18. Re3 19.Sbd3 20. b4 21. b5 22. b6 23. b7 24. b8=Q 25.Qh8 26.d8=B cxd5#

G.P.Sphicas after V. Schneider, Phenix 1993, ser-s=25 (in WinChloe database):

cooked by 1.g8=S 2.Se7 3.f8=S 4.Se6 5.Sc7 6.b8=S 7.Sc6 8.Sxd4 9.Se6 10.d4 11.dxc5 12.g5 13.cxb6 14.g6 15.b7 16.g7 17.b8=S 18.g8=S 19.Sc6 20.b6 21.b7 22.b8=S 23.Sh6 24.Sf7 25.Se5+

G.P.Sphicas, Die Schwalbe 198/2002, ser-s#33 (P1009386): cook 1.g4 2.Rd3 3.f4 4.Kb3 5.f5 6.gxh5 7.f6 8.h6 9.h7 10.h8=Q 11.Qxh4 12.Qxa4 13.h4 14.Kc3 15.Qxc2 16.a4 17.a5 18.h5 19.a6 20.h6 21.a7 22.f7 23.h7 24.a8=S 25.f8=B 26.h8=R 27.Sb6 28.Sc4 29.Sd2 30.Rh4 31.Rc4 32.Bb4 33.Qb2+ Bxb2#

Bo Lindgren, Mat(Belgrade) 1989, ser-s#34 (P1237446): cook 1.e8=B 2.Bxd7 3.Be8 4.d7 5.Bxf7 6.Bc4 7.f7 8.f8=B 9.Bxh6 10.Be3 11.h6 12.h7 13.h8=R 14.Rxh4 15.Re4 16.h4 17.h5 18.h6 19.h7 20.h8=Q 21.Qxa8 22.Qd5 23.a8=Q 24.Qxa3 25.Qac5 26.a4 27.a5 28.a6 29.a7 30.d8=Q 31.a8=R 32.Ra1 33.Qda5 34.Qc3+ Bxc3#
Can be easily fixed by moving Pe7 to g7 (1.g8=B 2.Bxf7 etc)

G.P.Sphicas, feenschach July-Sept 2003, ser-h=32 (P1085366): cook 1.a1=B 2.Ka2 3.Ka3 4.b1=S 5.Sd2 6.h3 7.Sf1 8.h1=R 9.Rh2 10.Ra2 11.h2 12.h1=R 13.Rh4 14.Ra4 15.h4 16.h3 17.h2 18.h1=R 19.Rh5 20.Re5 21.h5 22.h4 23.h3 24.h2 25.h1=Q 26.Qh6 27.Sd2 28.Sb3 29.Kb2 30.R4a3 31.a4 32.Qc1+

G.P.Sphicas, The Problemist Nov 2003, ser-s#44 (P1292273): cook 1.fxe8=R 2.Rh8 3.e8=R 4.Re2 5.Rxh4 6.Rxf4 7.h4 8.Rf3 9.h5 10.h4 11.h6 12.h5 13.h7 14.h6 15.h8=B 16.h7 17.Bxc3 18.Kd2 19.Ke3 20.Bd2 21.c4 22.c5 23.cxd6 24.d7 25.d6 26.d8=Q 27.d7 28.h8=B 29.Qxb6 30.Qxb7 31.b6 32.b5 33.Qe4 34.b7 35.b6 36.b8=Q 37.b7 38.d8=R 39.Qbf4 40.b8=Q 41.Qb3 42.Rd3 43.Bd4 44.Qd1+ Sxd1#

Cook found with this code:

forsyth 4s3/1p2PP2/1p1p4/1P1P4/1P3p1p/2p4P/1sP4P/2K4k

stip ser-dia 44

pieces white Ke3 Qd1 **xd3 xd4** qf4 Re2f3 Bd2 **xe4** black Kh1 Sb2

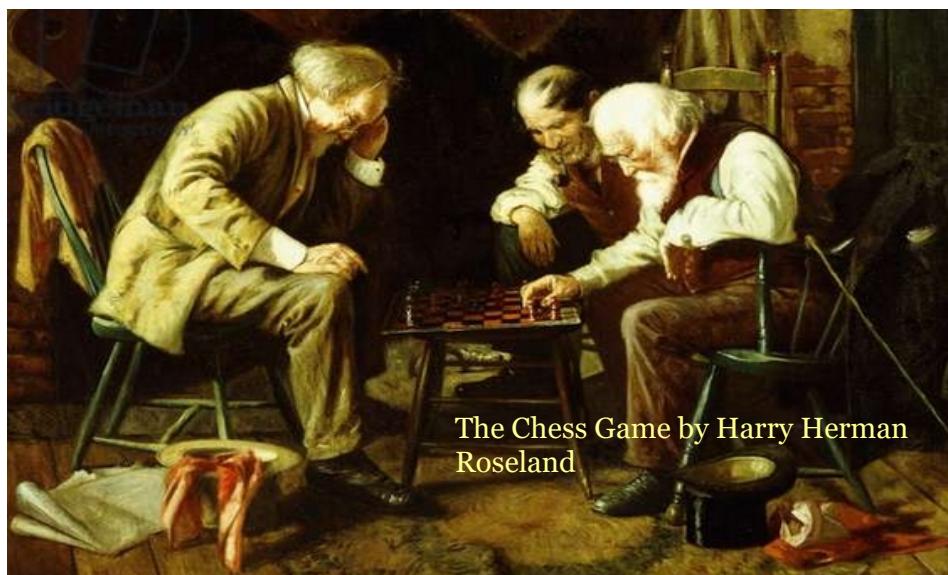
stip hs#0.5

The units d3, d4 and e4 were noted xd3, xd4 and xe4, because they were suspected to be something else than in author's solution.

At the end, must add good news. The brilliant P1278403, **G.P.Sphicas, 1stPrize - StrateGems 64/2013, ser-s#37** (in memoriam Dan Meinking) and P1112253, **Bo Lindgren, 1stPrize feenschach 1987, ser-s#42** (Walter Jörgensen zum 70 Geburtstag) both of them with two successive AUWs have successfully passed "the method" test.

I must thank to François Labelle (the programmer of Jacobi) and to Arnold Beine (the editor of fairies Die Schwalbe) for over-advising this article.

Paul Răican
Tulcea, June 24, 2022



Murfatlar Thematic Tourney for Proof Games - 5th edition WCCC Fujairah 2022

The horse has a special place in the culture of Arab countries. So this year we chose a condition in which the king is replaced by a horse.

At **RIFACE 2019**, the annual meeting of French composers, a retro tourney was launched, the required condition being **Knightmate**. At **Murfatlar TT5**, this condition is also required, but it can be combined (but no mandatory) with **an additional fairy condition**, no fairy units (see example 3).

Definition Knightmate: In the initial game position, the kings are replaced by royal knights and the knights by non-royal kings. Kings may be captured and created by promotion, promotion to knights is not permitted.

Examples:

**1) P. Wassong
1HM, RIFACE 2019**



Sol 1: 1.f4 g6 2.f5 Bh6 3.f6 Kg7 4.fxg7 Be3 5.gxh8=K Bb6 6.d4 Sf6 7.Sd3 Qxh8

King Schnoebelen

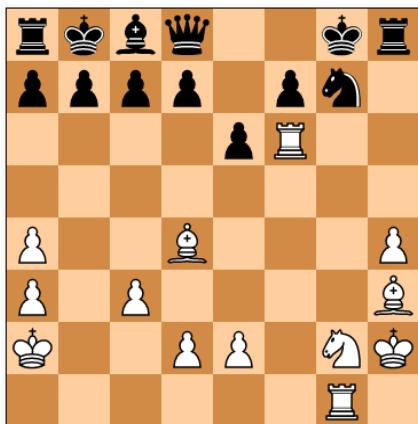
Sol 2: 1.a4 e6 2.Ka2 Ba3 3.bxa3 h5 4.Bb2 h4 5.Bd4 h3 6.c3 hxg2 7.h4 g5 8.Kh2 g1=B 9.Bh3 g4 10.Sg2 g3 11.Qxg1 gxf2 12.Rf1 fxg1=B 13.Rf6 Sg7 14.Rxg1.

2xB Schnoebelen, Jacobi+

15+14 PG7
Knightmate

2) P. Răican

The Problemist Nov.2021



13+13 PG13.5
Knightmate

3) P. Răican

3HM, Champagne Rhodes 2021



13+14 PG12.5
Knightmate Glasgow

Sol 3: 1.c4 a5 2.c5 a4 3.c6 Ra5 4.cxd7=R c6 5.f4 Qb6 6.f5 Qa6 7.f6 b6 8.fxe7=B f5 9.Sc2 Kf7 10.Sa3 Kxe7 11.Kc2 Kxd7+ 12.b4 axb3 e.p.++ 13.Sb1

RB Schnoebelen + en passant

As a curiosity, in the combination **Knightmate + Einstein**, the transformation after capture is **Pawn→King→Bishop→Rook→Queen→Queen**

Deadline: November 15, 2022.

Judge: P. Răican, quarpaz1@yahoo.fr

Prize: The collection **Remarkable Selfmates Circe** (a Quartz supplement from 2021) with dedication.

Proca Retractors Anticirce on Vertical Cylinder

A) The genesis of Vertical Cylinder

David Pritchard [1] notes in *The Encyclopedia of Chess Variants* that the Marquis Teodoro Ciccolini played on a **cylindrical board** in the early 1800s and A. Piccinini used it as a theme for Chess problems starting in 1907.

Definition: The game uses the same rules and pieces as regular Chess but the left and right edges of the board are considered to be connected, so if a piece moves off one side, it emerges on the other. Castling remains unchanged from orthodox Chess, but expanded castling is possible by allowing the King to castle with a Rook across the board edge (King castles with the a1 Rook by moving to g1 and the Rook moving to f1, or the King castles with the h1 Rook by moving to c1 and the Rook moving to d1.)

[1] **David B. Pritchard** (b.1919 – d.2005), author of *The Encyclopedia of Chess Variants*, *Popular Chess Variants*, and several other books on games, and chairman of the British Chess Variants Society. During and after the Second World War Pritchard was an RAF pilot who served mainly in the Far East, obtaining the rank of squadron leader.

B) The genesis of Proca Retractors Anticirce

We know that Proca Retractors year of birth can be precisely defined as the last months of 1923 and the beginning 1924. About that time the pioneer problems of the Romanian composer **Zeno Proca [2]** introduced first a **defensif Retractor**. But it was only as late as in 2001 that the combination of the Proca retractor with the condition **Anticirce** brought about a real change on the retro area. **Wolfgang Dittmann [3]** was the **protagonist of this retro species to more than 200 compositions**. In addition to that, quite a number of such problems were composed by **Klaus Wenda, Andreas Thoma, Vlaicu Crisan, Günther Weeth** and by the author of this essay.

[2] **Zeno Proca** (b.1906 – d.1936) was one of the strongest chess players of Romania in the end of 1920s.

[3] **Wolfgang Dittmann** (b.1933 – d.2014) dedicated a bulky chapter comprehending ample material to the presentation of the new species in his book *Der Blick zurück*

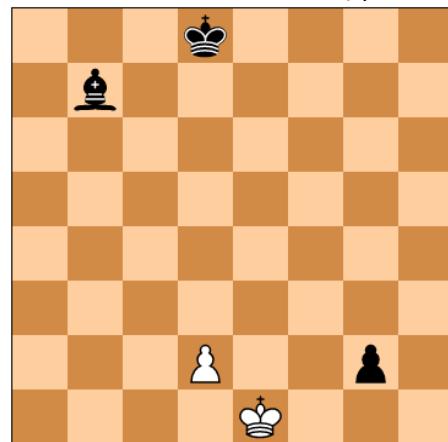
C) Examples:

The combination **Proca Anticirce+Vertical Cylinder** seems to be feasible, as the following examples demonstrate.

1) 1.Kf1xPf2>Ke1! g3-g2+ 2.Ke1-f1 f3-f2+ 3.Ke2xQe3 Qe7-e3+ 4.c6xQd7>d2 & 1.c7+ **K~#**

In a vertical Cylinder, bBb7 controls the diagonal a8-h1, but also c8-a6-h5-g4-f3-e2-d1. The checkmate is given by battery Q/K.

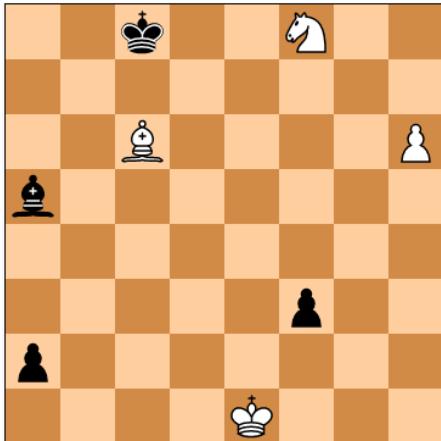
1) P. Răican
Sinfonie Scacchistiche 149/2021



2+3 Proca -4 & s#1
Anticirce vertical Cylinder

2) P. Răican

StrateGems 97/2022 (v)



4+4 Proca -9 & #1
Anticirce vertical Cylinder

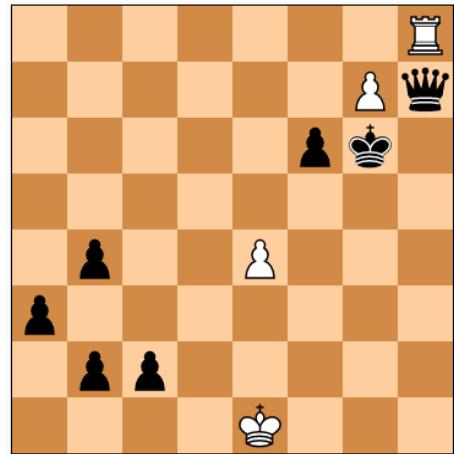
The second problem exploits the extended castling:

2) Sol: 1.Ke7xRe8>Ke1 Rd8-e8+ 2.Kd6-e7 Re8-d8+ 3.Ke5-d6 Rd8-e8+ 4.Kd4-e5 Re8-d8+ 5.Ke3-d4 Rd8-e8+ 6.Kd2-e3 Re8-d8+ 7.Ke1-d2 Rd8-e8+ 8.Kd6xRd7>e1 **0-0-0-0+!** (bK is now on e8 and bR on h8) **9.Se6 & 1.Ba4#**

Specific Cylinder checkmate, with **bRd7 pinned by the mating unit.**

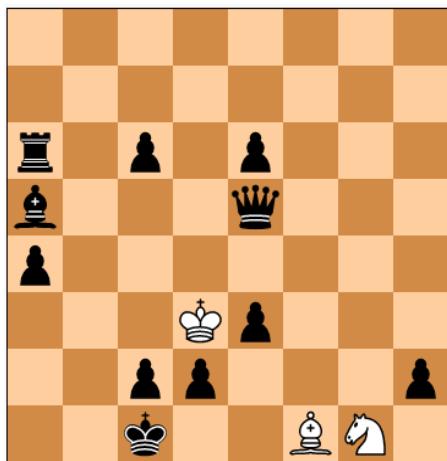
3) P. Răican

Problem Paradise 99/2022



4+7 Proca -9 & #1
Anticirce vertical Cylinder

4) P. Răican original



3+11 Klan -5 & #1
Anticirce type Cheylan
vertical Cylinder

An old idea by W. Dittmann (see P1009491) could be transposed in Klan retractor, Anticirce Cheylan + vertical Cylinder:

4) Sol:

1.Se8xRd6[>wSg1] Ra8-a6+ 2.Bg8xBh7[>wBf1]
Ra8xBc8+!>bRa8 (2... Ra8xQc8+[+bRa8]?) 3.Kc3-d3 Bd8-a5+ 4.Kb3-c3 a5-a4+ 5.Ka2-b3 & **1.Kb1#**
(1.Kb2#? is selfcheck from bBd8)

White Kb1 is no more checked by bPc2.

If 4... Rb7xRb5[Ra8) then 5.Kc3! and 1.Rxb7(Rh1)# (5.Ka2? and 1.Rxb7(Rh1)+ Qa1!)

I hope many other Proca Retractors on vertical Cylinder will follow.

Another star has fallen: Unto Heinonen

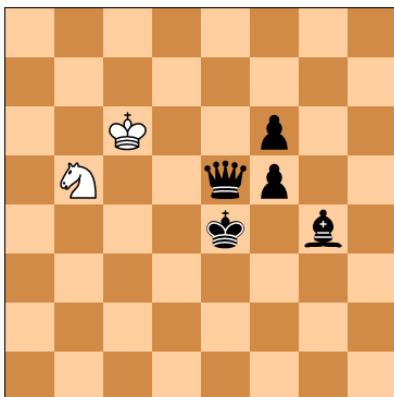
The whole community of composers was shocked and saddened to hear the bad news that **Unto Heinonen** (b.1946) passed away. I extracted some comments:

- *Unto was one of my much admired composers. A great loss. I lack words to express my sadness* (Michel Caillaud)
- *One of (for me) the greatest composers ever* (Joost de Heer)

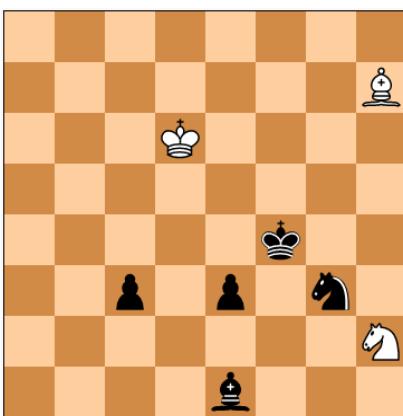
Unto Heinonen composed almost everything and made this with a jeweler's hand. A whole book could be written with his works. I will try to highlight a few.

1) Unto HEINONEN

2HM, The Problemist Sept.1991



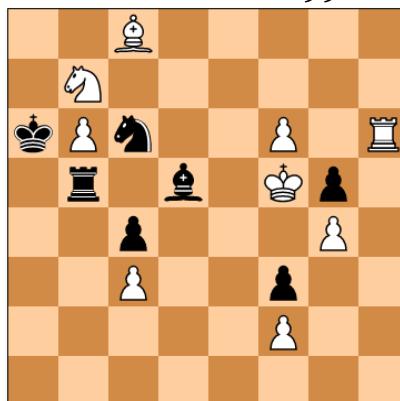
2+5 b) Pf6 to f4 h#4



$3+5$ $h\#3$
Anticircle 2 solutions

2) Unto HEINONEN

Probleemblad 1992



4) Unto HEINONEN



+9
Circle 4 solutions

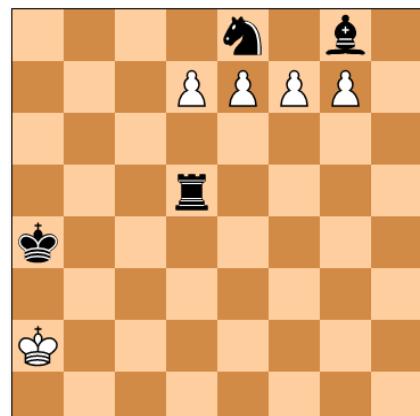
1) Sol:

- a) 1. f4 Sa7 2. Dh5! Sc8 3. Kf5
 Kd5 4. Dg5 Se7#
 b) 1. f3 Sc7 2. Dh2! Kc5 3. Kf4
 Kd4 4. Dg3 Se6#

Tempo moves by black Queen.

- 2)** b) 1. Sa5 f7 2. Lxf7+ Sc5#
w) 1. ... Tg6 Sd8 2. Sa5+ Lb7#

5) Unto HEINONEN
Springaren 102/2006



ser-s#9
Anticirce

- 3)** 1.Bf2 Bb1 2.Kf3 Ke5 3.c2 Bxc2 [wBc2->f1]# 1.Bd2 Sf1 2.Ke4 Kc5 3.Kd3 Sxg3 [wSg3->g1]#
Specific Anticirce batteries in an impeccable construction

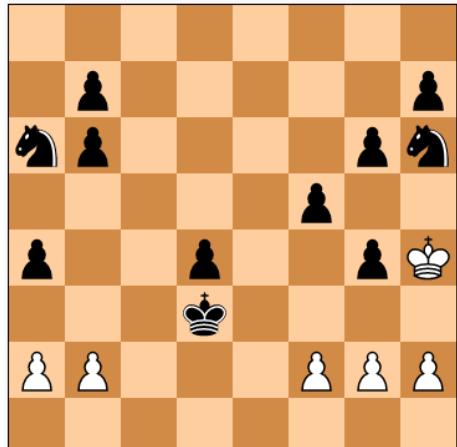
4) 1.Rb2 **d8=R** 2.Qxd8 [+wRa1]+ Sxe3 [+bPe7]# 1.Kc4 **dxc8=Q** [+bSg8] 2.Qxc8 [+wQd1] Sdc7#
1.Bb2 **dxc8=S [+bSg8]** 2.Rxc8 [+wSb1] Sdc3# 1.Sb6 **d8=B** 2.Rxd8 [+wBc1] Sxb6 [+bSb8]#
Unto mastered the circe condition very well when Popeye hadn't appeared.

5) **1.d7xe8=R[+wRh1]** 2.Rh1-d1 **3.e8=Q** 4.Qe1 5.Rd1-a1 **6.f7xg8=S[+wSb1]** **7.g8=B**
8.Bg8xd5[+wBf1] 9.Be2 (zz) **Ka4-b3#** Surprising checkmate with King.

6) Unto HEINONEN
1Prize, Excelsiors TT
U.S.P.B 1996-2000

6) 3.b×a6(Sg8) 4.a×b7 **5.b8=B** 6.Bg3 7.f4 8.Be1
 9.Kg3 12.h×g6(g7) 13.g×h7 **14.h×g8=S** 15.S×h6(Sb8)
 16.S×f5(f7) 17.Se3 20.f×g7 **21.g8=Q** 22.Qe8
 23.Q×a4(a7) 24.Qc6 27.a×b6(b7) 28.b×a7 **29.a×b8=R**
 30.R×b7 31.R×f7 32.Rf1 33.Kf2 34.g3 35.Qg2
 d×e3(Sg1)#[

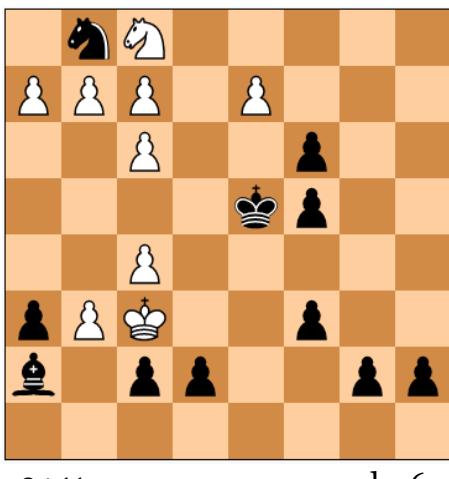
The judge G.P.Sphicas says: *Four excelsiors ending in a ideal mate. A great construction, motivation of promotions and beautiful finale, all contribute to make this a masterpiece. (see SG11/2000)*



6+11 ser-s#35
Circe

7) Unto HEINONEN

The Problemist May 2006



9+11 h=6

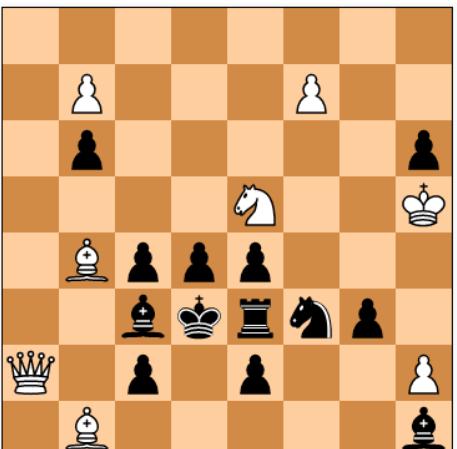
Anticirce

7) Sol:

1.g1=R e8=R+ 2.Ra1 **axb8=S** [wSb8->g1] **3.h1=Q**
 Sxf3 [wSf3->b1] 4.Qxc6 [bQc6->d8] **cxd8=B** [wBd8->c1] **5.d1=B** Bf4+ **6.c1=S b8=Q=**

Brilliant double AUW. Don't know if the judge N. Geissler gave a prize.

8) Unto HEINONEN
The Problemist Nov. 2007



8+13 hs=4
Anticirce Madras

8 is another outstanding work and controversial. At the time, it was unfairly considered cooked.

Sol:

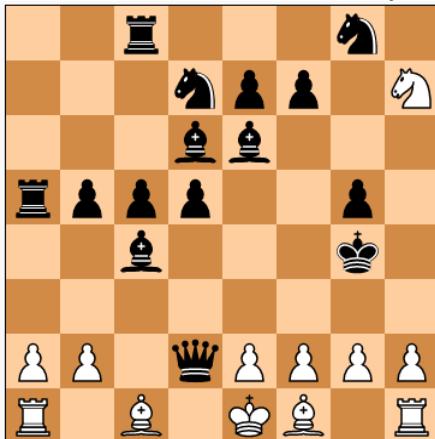
1.b8=R e1Q 2.Rxb6[+wRa1] **cxb1=S[+sSg8]**
3.fxg8=B[+wBf1]+ Qe2 **4.Kxh6[+wKe1]** Bg2=

Mixed AUW; White's castling and the Rook's moves are eliminated by fairy conditions; stalemate by zugzwang [author]

Indeed, **Rb1?** is selfcheck by Sf3, **Rc1** is selfcheck by Bc3, **Rd1** is selfcheck by Qe2. With **4 ...Bg2**, Pawn h2 can't capture Pg3, so the square f2 is then observed. Tested by WinChloe.

9) Unto HEINONEN

2 Prize, The Problemist May 1992



12+15

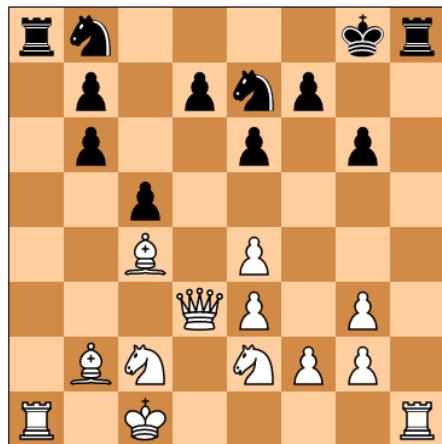
PG26

Unto was very prolific in the proof game area. He produced there monumental works (another book can be published). I chose these three PGs:

9) Sol: 1.Sf3 a5 2.Sd4 a4 3.Sb3 axb3 4.Sc3 bxc2 5.Se4 cxd1=B 6.Sg5 Bb3 7.Sxh7 Bc4 8.Sg5 Rh5 9.Sh7 Rha5 **10.Kd1** (wK begins a long journey to lose a tempo) d5 11.Kc2 Kd7 12.Kc3 Ke6 13.Kd4 Kf5 14.Ke3 Be6 15.Kf3 Sd7 16.Kg3 Rc8 **17.Kh4!** g5+ **18.Kh3!** Bg7 19.Kg3 (back home) Be5+ 20.Kf3 Bd6 21.Ke3 Kg4 22.Kd4 c5+ 23.Kc3 Qb6 24.Kc2 Qb4 25.Kd1 b5 26.Ke1 Qxd2+

10) Unto HEINONEN

2 Prize, Springaren 1996



13+12

PG19

11) Unto HEINONEN

2 HM, StrateGems 89/2020



16+16

PG42.5

Maybe his last PG is the following, which is a length record for a capture-free proof game:

11) Sol: 1.h4 a5 2.Rh3 Ra6 3.Rf3 Rg6 4.Sh3 Rg3 5.Sf4 Rh3 6.g3 Rh2 7.Bh3 Sh6 8.Be6 Sf5 9.Bc4 d5 10.Kf1 Rh1+ 11.Kg2 Rg1+ 12.Kh3 Kd7 13.Kg4 h5+ 14.Kg5 Rh6 15.a4 Rb6 16.Raa3 Kc6 17.Rac3 Rb3 18.Sg6 Ra3 19.b3 Ra2 20.Ba3 Qd6 21.Bc5 Sd7 22.Ba7 Sb6 23.Sh8 Kc5 24.Ba6+ Kb4 25.Rc5 g6 26.Sc3 Bg7 27.Se4 Bc3 28.Qa1 Sd4 29.Kh6 Bd7 30.Kg7 Bb5 31.Kf8 Bd3 32.Ke8 Qc6+ 33.Kd8 Sc4 34.Kc8 Ka3 35.Kb8 Bb4 36.Ka8 Qe8+ 37.Bb8 Sb6+ 38.Ka7 Sa8 39.c4 Sc2 40.Qf6 Sa1 41.Qb6 Kb2 42.Rf6 Kb1 43.Sc3+

It is a correction after 30 years of his 1st Prize, Probleemblad 1991 (P0002554).

En bref◊ **3ème Prix Murfatlar 2018 démolie et corrigé**

I received from Michel Caillaud the following letter:

« J'ai essayé de trouver (pour cet 3eme Prix, N.R.) un moyen de vérifier presque complètement (HC+) avec une contrainte Jacobi.

stip dia15.5 pieces

white Kd3 Qd2 Ra1h1 Bc1f1 Sb1g1 BPa2b2e2g2h2c3e3e6

black Ke8 Qd8 Ra8h8 Bc8f8 Sb8g8 BPb6d6f6h6a7c7e7g7

cond Berolina Circe Couscous

constraints Sb1~h6~f6~d6~b6~b1

et j'ai eu la mauvaise surprise de voir une démolition:

Michel Caillaud

3° Prix, 1° Murfatlar, Ohrid 2018,
correction



16+16

PCPJ 15.5

Bérolina + Circé couscous

cook:

1.fd4 Ca6 2.é3 Cb4 3.Rd2 Cd5 4.Rd3 Cgf6 5.d×d5(Cd2) C×b1(Cg8) 6.é6 Cd2!! 7.D×d2(Cd1)!! Cç3 8.Ch6 Cg8 9.ç×ç3(Cç2) h×h6(Ch7) 10.Cf6+ f×f6(Cf7) 11.Cd6+ d×d6(Cd7) 12.Cb6 b×b6(Cb7) 13.Ca5 Cd4 14.Cç4 Cç6 15.Ca3 Cb8 16.Cb1

la manœuvre **6...Cd2!! 7.D×d2(Cd1)!!** pour gagner un tempo (similairement à la manœuvre Fc8-a6-b7-c8) de la solution est surprenante.

Heureusement, il suffit de remplacer Dd1-d2 par Fc1-d2 dans la solution pour corriger (les données Jacobi modifiées donnent une solution unique).

Voici donc la correction (pour publication dans Quartz), voir B:

Sol:

1.fd4 Cf6 2.é3 Cd5 3.d×d5(Cd2) C×b1(Cg8) 4.Ch6 Cç3 5.Rd2 h×h6(Ch7) 6.ç×ç3(Cç2) Cb4 7.é6 Cd5 8.Rd3 Cf6 **9.Fd2** Cg8 10.Cf6+ f×f6(Cf7) 11.Cd6+ d×d6(Cd7) 12.Cb6 b×b6(Cb7) 13.Ca5 Fa6+! 14.Cç4 Fb7 15.Ca3 Fç8 16.Cb1»

Then, this is from now the 3rd Prize of Michel Caillaud.

◊ **The attempt of a length record for a PG on vertical Cylinder**

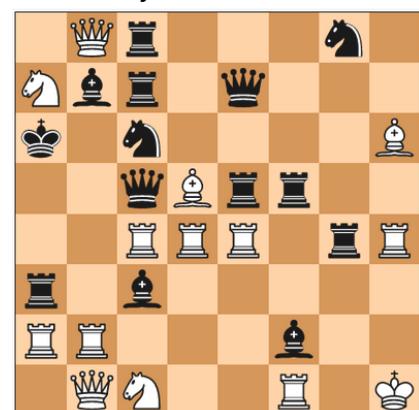
When a new length record for an orthodox PG was established at the end of 2021, I thought that an analogous record can be made for proof games on a vertical Cylinder. Attached is what I found till now:

Sol: 1.a4 h5 2.a5 h4 3.a6 h3 4.axb7 hxg2 5.h4 d5 6.h5 d4 7.h6 d3 8.h7 dxc2 9.d4 a5 10.Bh6 c1=R 11.e4 Rc5 12.Se2 Rh5 13.e5 c5 14.e6 Sc6 15.b8=R a4 16.Rb4 a3 17.Ra4 c4 18.b4 c3 19.b5 c2 20.b6 c1=R 21.b7 Rc4 22.b8=R Qa5+ 23.Rbb4 Bb7 24.Sbc3 O-O-O 25.exf7 e5 26.Rc1 Bc5 27.f8=R (till now as in the orthodox pg) g1=Q 28.Rff4 Qg5 29.Rfh4 Qe7 30.f4 g5 31.f5 g4 32.f6 g3 33.f7 g2 34.f8=R g1=R 35.Rf2 Rgg5 36.Rfb2 a2 37.Bg2 a1=B 38.O-O Bg3 39.Kh1 Be1 40.d5 Bcf2 41.d6 Qc5 42.d7+ Kc7 43.Sb5+ Kb6 44.Qd6 Rhc8 45.Qb8 Rc7 46.Bd5 Rdc8 47.d8=Q e4 48.Qd7 e3 49.Qb1 Rcg4 50.Re4 Re5 51.Rad4 Rhf5 52.Rcc4 Bc3 53.Sc1 e2 54.h8=R e1=R 55.Ra8 Re3 56.Raa2 Ra3 57.Sa7+ Ka6

I tested it splitting the pg as follows: 17, 18, 15 and 7 moves.

Paul Räican

original after Pronkin, Frolikin,
Keym, Tummes



14+14 vertical cylinder
PG57