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## One Pawn Valladao

The well-known master of composition, Michel Caillaud, joins us and sent this interesting article in Proof Games area.

Fine observer, he links two ideas, one by Guy Sobrecases and the other by P. Răican and E. Huber, synthesizing them in a third work, which he kindly sends us for publication. (Red.)

The Valladao theme is well known and it is present in a lot of problems, including Proof Games. The solution must display the 3 special moves: promotion, *en passant* capture and castling.

opv1) **R. Osorio & J. J. Lois**  
6 Prize, Die Schwalbe 2009



(15+15)

Circe

PG 19

opv2) **Guy Sobrecases**  
1 Comm, feenschach 2009

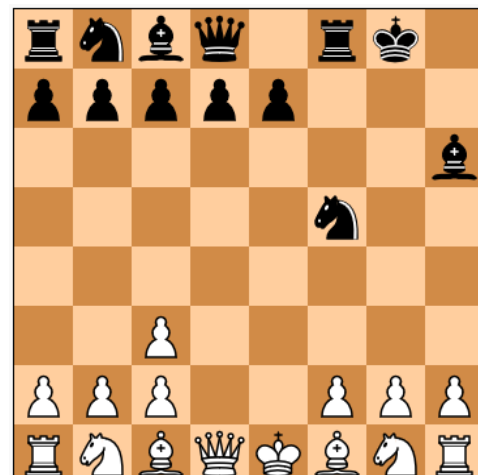


(15+12)

Hypervolage

PG 5.5

opv3) **Michel Caillaud**  
original



(15+13)

Hypervolage

PG 7.5

At the WCCC Meeting 2009 in Rio, Roberto Osorio made a memorable musical presentation of a stunning conception. Music accompanying the lecture was that of the song *Samba de Uma Nota so* (One Note Samba) by Carlos Jobim, where the melody is built upon a single note. The lecture was about the problem 1, where the three moves of the Valladao are performed by a single Pawn: it captures *en passant*, promotes to a Rook and the promoted Rook is part of the castling move. Of course, One Pawn Valladao is possible only with some fairy condition. In 1, the trick is the Circe rebirth of the promoted Rook. It is desirable that no promoted Rook is apparent on the diagram and here it is successfully done by capturing the promoted Rook (Ceriani Frolkin). [problem dedicated to Enzo Minerva and to Rio 2009 Meeting]

Sol: 1.h4 g5 2.h×g5(g7) b6 3.Th6 Fa6 4.T×b6(b7) h5 5.é4 Th6 6.D×h5(h7) Tç6 7.Cf3 Tç3 8.Fç4 d5 9.d3 Dd7 10.Cbd2 Da4 11.Cb3 Cç6 12.Fd2 0-0-0 13.Dh3+ f5 **14.g×f6 e.p.(f7)+** Rb8 15.f×é7 Ra8 **16.é8=T** T×é8(Th1) **17.0-0** Fç5 18.é×d5(d7) Té1 19.Rh1 **T×f1+**

Red: partially tested with  
cond circe

stip dia 10 forsyth rs2kbs1/ppp1pppp/bR6/3p2PQ/q1B1P3/2rP1S2/PPPS1PP1/R1B1K3

stip dia 9 forsyth k5s1/pppp1ppp/bRs5/2bP4/q1B5/1SrP1S1Q/PPPB1PP1/R4r1K

Same year, Guy Sobrecases demonstrated that the Hypervolage condition allows to perform very short Valladao Proof Games (see problem 2).

Sol: 1.h4 g5 2.h×g5 f5 **3.g×f6 e.p.** Ch6(B) 4.f×é7 F×h6 **5.é×d8=C 0-0** 6.Cf7(N) (Jacobi+)

10 years later, Paul Răican and Eric Huber published in Quartz 48 #c3, unfortunately cooked, a new One Pawn Valladao, where the castling Rook is produced by a different trick than in 1: promoting with change of color, thanks to the #color condition. When connecting these elements, problem 3 came easily under the hand.

Sol: 1.é4 f5 2.é×f5 g5 **3.f×g6 e.p.** Ch6(B) 4.g×h7 Tg8(B) 5.Tg3(N) Tç3 6.Cf5(N) Fh6 **7.h8=T(N) 0-0** 8.d×ç3 (Jacobi+)

This problem is dedicated to Guy Sobrecases, Paul Răican and Eric Huber.

Michel Caillaud, Dec.2019

## Award of TT13 Quartz – Leffie Chess fairies section

judge P. Răican

Apparently, it is difficult to classify in a new genre, but Leffie is similar to Isardam, so I had to do a research of what has been created so far with Isardam. I received 11 works from 7 authors: N. Dupont 1, J. Lőrinc 2, M. Rittirsch 3, Jaroslav Stun 4, 5, 6, 7, A. Beine 8, E. Huber 9\*, 10\*, 11, V. Crişan 9\*, 10\*. Seven of them were classified, all are tested by Jacobi.

### 1<sup>st</sup> Prize: Manfred Rittirsch

I spent some time to understand the reason for each promotion, but this was totally worth it. This work was done with the precision of a clock-worker, a splendid *chef d'oeuvre*.

Sol:

1.g1=R b8=B 2.c1=R h8=B#

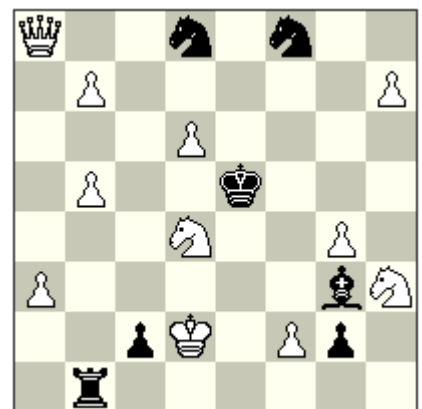
1.g1=S b8=Q 2.c1=S h8=Q#

Double AUW.

Must see that every promotion and the order of moves are dictated only by Leffie.

### Manfred Rittirsch

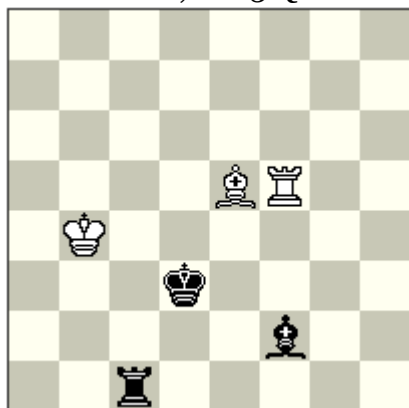
1<sup>st</sup> Prize, TT13 Quartz



11+7      Leffie      h#2  
2 sol.

**Eric Huber**

2<sup>nd</sup> Prize, TT13 Quartz



3+3      Leffie +      hs#3  
 Andernach  
 2 sol.

**2<sup>nd</sup> Prize: Eric Huber**

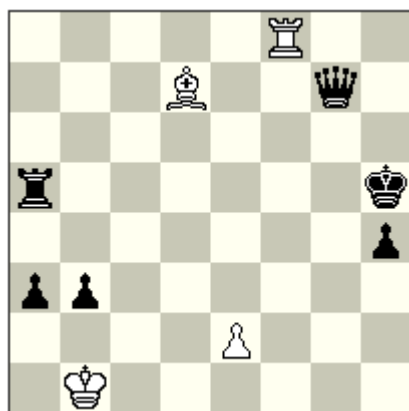
The combination Leffie + Andernach is a pattern of Eric, which provokes paradoxical moves. A similar work (as well judged by me) was produced in 2006 and granted the first Prize (see **A** in the Annex).

Sol: 1.Bd4 Kd2 2.Ra5 Be1 3.Be3+ Kxe3#  
 1.Rf6 Kd4 2.Rb6 Ra1 3.Kc5++ Kxe5#

In the first solution, 3.Be3 is check because after Bxe2, Bishop becomes black (Andernach condition). In the second solution, 1. ...Kd4 is not self-check because after Bxd4, Bishop becomes black and observe white Rook f6, illegal with Leffie.

**E. Huber & V. Crişan**

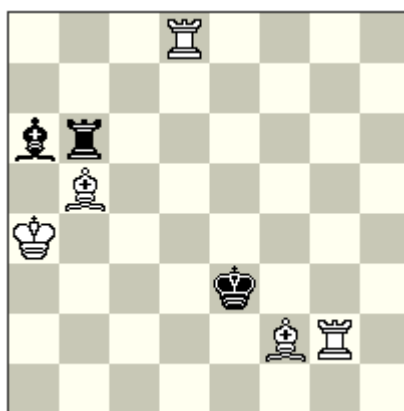
1<sup>st</sup> HM, TT13 Quartz



4+6      Leffie      hs#3  
 b) Ph4 → h3

**Jaroslav Štun**

2<sup>nd</sup> HM, TT13 Quartz



5+3      Leffie      ser-hs#9

**Jaroslav Štun**

3<sup>rd</sup> HM, TT13 Quartz



4+4      Leffie      ser-hs#8

**1<sup>st</sup> HM: E. Huber & V. Crişan**

A good strategy, Black is forced to checkmate by specific Leffie motivation, in two phases.

- a) 1.e4 Qh6 2.Rg8 Rd5 3.Be8+ Rd1#
- b) 1.Bxh3 Rg5 2.Bf5 Qb7 3.Rh8+ Qh1#

**2<sup>nd</sup> HM: Jaroslav Štun**

Here, a good impression makes the black move of Bishop from a6 to d7 and back. It is not good 8.Be8? & 1.Rc2+ Bxb5# because Black has 2.Be8-f7!

Sol: 1.Bc8 2.Bd7 3.Kd4 4.Rf6 5.Rxf2 6.Ra2 7.Kc4 8.Bc8 9.Ba6 & 1.Rc2+ Bxb5#  
 Pin and unpin. Checkmate by specific move.

**3<sup>rd</sup> HM: Jaroslav Štun**

Typically check and checkmates by Kings, exploiting spike lines. The idea is not new, it becomes from 1997 (see **B** in the Annex)

Sol: 1.Rg6 2.Rg8 3.Sd4 4.Rh7 5.Ke4 6.Kd5 7.Sc2 8.Rb7+ & 1.Kc5+ Rxb4#  
*Self-pinned and self-pinning pieces exchange their role. (author)*

Commendations without order:

**Comm: Juraj Lörinc**

Like in 3<sup>rd</sup> HM, we have here check and checkmates by Kings in two phases. The white Queen which does not move, detract from a better place.

Sol: 1...Kc2 2.fxg8=B Rf1 3.Bh7+ Rb1+ 4.Kc3+ Rb3#  
 1...Kb2 2.gxf8=B Rg1 3.Bg7+ Ra1 4.Kb3+ Ra3#

**Comm: E. Huber & V. Crişan**

Homogeneous and specific play in a light position.

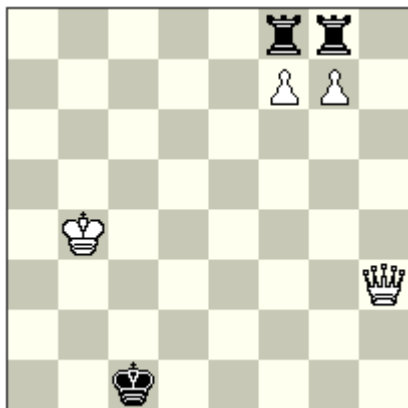
Sol: 1.Bg2 Rh6+ 2.Kd5+ Rc6#      1.Bf1 Rh5 2.Kd6+ Qh2#

Finally, I want to thank all participants in this tournament. While we were doing this ranking, something out of the ordinary happened. A 2006 problem of Eric with Eiffel condition was further verified with Leffie condition and, as a big surprise, Jacobi offered a unique solution after 6 hours. This problem is from now dedicated to my daughter, who turns 31 this March. Solution:

a) 1.c8=R e1=B 2.Rc2 g1=R 3.g8=Q+ Kh4 4.h8=R+ Bc3#  
 b) 1.Kd2 Kh2 2.Ke3 e1=Q+ 3.Kf3 Qh1 4.Kxg2+ Qg1#

**J. Lörinc**

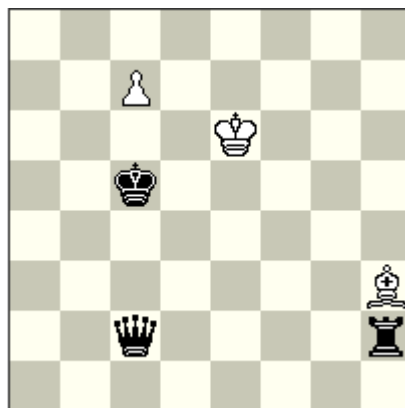
Comm, TT13 Quartz



4+3      Leffie      hs#3.5  
 2 sol.

**E. Huber & V. Crişan**

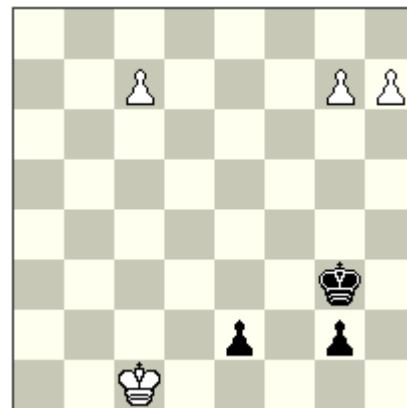
Comm, TT13 Quartz



3+3      Leffie      hs#2  
 2 sol.

**E. Huber & P. Răican**

dedicated to Mara



4+3      Eiffel      hs#4  
 b) Leffie (2020)

**Annex**

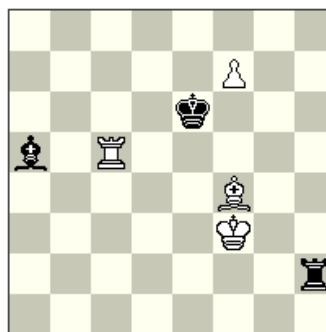
**A) Eric Huber - 1<sup>st</sup> Prize exaequo, StrateGems 2006**

a) 1.f8=R Kf5 2.Bh6 Rh5 3.Kf4+ Bd2#  
 b) 1.f8=B Kd6 2.Rc8 Bb4 3.Kc7+ Rc2#  
 Jacobi+

**B) Ronald Turnbull & St. Emmerson The Problemist**

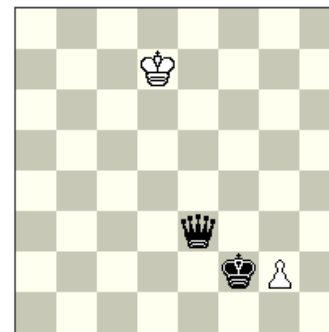
1.g4 2.g5 3.g6 4.g7 5.g8=Q 6.Ke6 7.Kf5  
 8.Qg2 9.Kg4 10.Kh3 11.Kh2 12.Qg1 13.Kg2+  
 Qg3#  
 Jacobi+

**A) E. Huber**  
 1Prize exaequo, SG 2006



4+3      Isardam+      hs#3  
 Andernach  
 b) Kf3 → b8

**B) R. Turnbull & St. Emmerson**  
 The Problemist, Jan 1997



2+2      Isardam      ser-s#13

## Award of TT13 Quartz – Leffie Chess retro section

judge V. Crişan

There were 12 entries in the competition belonging to 7 composers. Two of the entries were unfortunately cooked. Even if the participation may seem low at the first sight, the level of tournament is very good. I eventually decided to retain all the remaining proof games in the award – a decision which will be better understood by carefully studying them.

Judging fairy proof games requires establishing different criteria compared to orthodox proof games or fairies. The originality in this context means expressing ideas or themes genuinely exploiting the subtleties of the fairy condition(s) employed and not merely realizing the already well-known orthodox proof games themes with fairy means. The economy is related to the lowest possible number of captures in expressing the theme and also the overall number of moves required to show the thematic content. The aesthetics of the final position requires as many pieces to be at home and/or clearing the evident traces of the theme. Last, but not least, the fairy condition(s) should be intensively exploited throughout the whole solution and the interplay should have a central role during the proof game.

Another particular mention requires attention – the soundness of the compositions. In this tourney I was particularly lucky to have the tremendous support of authors, who provided extensive testing of their proof games using Jacobi – the superb program created by François Labelle. This helping tool enabled the composers check their daring ideas and increased significantly the overall quality of the submitted problems. In accordance with the terminology proposed by Michel Caillaud, Nicolas Dupont and François Labelle in their explanatory article published on Julia’s Fairies website, some problems are marked as HC+, which means they are tested by the computer with human-provided constraints.

The top three prizes are outstanding: they scored very well at all the criteria stipulated in the introduction. It is amazing to study them in detail and discover their intrinsic qualities and logic.

### 1<sup>st</sup> Prize: Nicolas Dupont

The theme of this proof game can be observed at the first glance: both black trio (r, s, b) cyclically exchanged their original squares. What makes this seemingly easy theme a difficult challenge is the fairy condition Backhome imposing the switchback of any piece to its original square. However, thanks to Leffie, White can successfully disturb the return by creating illegal paralysis. Still the whole interchange requires at least 3 moves for black Bishop and black Rook and 7 moves for the white Bishop. But that’s only the beginning – the solver must also discover on which side the first interchange should be performed: the Queen’s side or the King’s side. The whole clue of the challenge is provided by the subtle play of the white Queen and the obstruction of diagonal c1-f4 hinders the alternate option. 1.d4 Cf6 2.Fh6 g5 3.é4 Tg8 4.Fg7 a5 5.Dd3 h5 6.h4 Ch7 7.Fé5 Fh6 8.Fg7 Cf8 9.Fé5 Tg6 10.Ff4 Fg7 11.Fç1 Fh8 12.f4 Tg8 13.Dé3 Cç6 14.Fa6 b5 15.g4 Tb8 16.Fb7 Ca7 17.Fd5 Fa6 18.Fb7 Cç8 19.Fd5 Tb6 20.Fç4 Fb7 21.Ff1 Fa8 22.ç4 Tb8. (HC+, the first 16 moves tested by Jacobi)

**Nicolas Dupont**  
1<sup>st</sup> Prize, TT13 Quartz



16+16

Leffie+ PG22  
Backhome



**Michel Caillaud**

2<sup>nd</sup> Prize, TT13 Quartz



14+15      Leffie      PG16.5

**2<sup>nd</sup> Prize: Michel Caillaud**

Both sides have home-based officers, so the question is how the pawns could be shifted from the *b* file to the *a* file. The absence of *e* file pawns suggests their promotions, which means both Kings should move during the solution. Moreover, due to Leffie constraints, the black Queen should also move and the only safe square is c8, which means the black Bishop should also move. The key moment of the solution is the invulnerability of both Kings – a specific Leffie motivation. Eventually both pawns promote and then are captured – the Ceriani-Frolkin theme – clearing the traces of the idea and then all pieces return to their initial positions.

The order of moves is purely Leffie motivated: for instance both 1...b5? and 1...e5? fail due to the illegal Leffie paralysis of wRh1 by the bBb7, respectively of the wPh4 by

the bQd8. The motivation of the capture-free switchbacks makes this problem memorable: wBg2 and wSf3 ensure no black promotion is possible on e1, while bQc8, bBb7 and bSc6 ensure no white promotion is possible on d8. The order of return at homebase is also justified by Leffie: bS can't play at b8 before the bB, because wRh1 can't be observed by the bB.

1.h4 Cç6 2.h5 é5 3.g4 é4 4.Fg2 é3 5.Cf3 é×f2 6.é4 b5 7.é5 Fb7 8.é6 Dç8 9.é7 Rd8 10.é8=T f1=F 11.Té4 Ré8 12.Ta4 b×a4 13.b4 Ffa6 14.Ff1 Cb8 15.b5 Dd8 16.b×a6 Fç8 17.Cg1 (Jacobi+)

**3<sup>rd</sup> Prize: Nicolas Dupont**

Almost all the black moves are determined: without the black castling, both the bRa8 and the bKe8 made three moves. Moreover, the white pawns g2 and h2 could not have been captured prior their promotion. The key point of the construction is to determine the sequence of the promotions of white pieces and the release of the specific spiking of wPg2 plays an essential role. The result is a monocolour Schnoebelen AUW (including the Queen) in a fully thematic proof game – a theme impossible to show in orthodox proof games. Therefore, Leffie & Glasgow becomes the second fairy combination allowing the realization of this ambitious idea – those interested to discover the prior

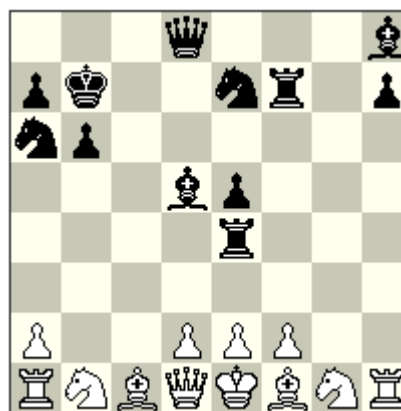
renderings are invited to read the article *Schnoebelen Theme in Shortest Proof Games* published in CPB 11/2017.

Thanks to Black's very clever play and Leffie potential paralysis, the choice of white promotions is drastically diminished, hence avoiding the unwanted duals. An amazing task achievement.

1.b4 é5 2.b5 Cé7 3.b6 Ca6 4.b×ç7=T! b6 5.ç4 Fb7 6.ç5 Fd5 7.ç6 Tç8 8.ç×d7=D! R×d7 9.h4 R×ç7 10.h5 Rb7 11.h6 Tç4 12.h×g7=C! Té4 13.g4 F×g7 14.g5 Tf8 15.g6 Fh8 16.g×f7=F! T×f7. (the first 13 moves checked by Jacobi)

**Nicolas Dupont**

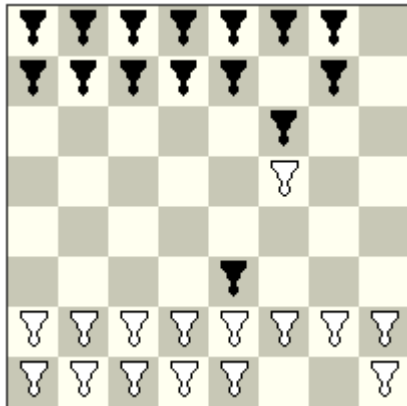
3<sup>rd</sup> Prize, TT13 Quartz



12+12      Leffie+      PG16  
Glasgow

**F. Labelle**

Special Prize, TT13 Quartz



15+15 Undefined pieces  
SPG 5 & #1  
a)Leffie b)Leffie type B

**Special Prize: François Labelle**

This proof game was the only attempt from the tourney to exploit the difference between the two types of Leffie. It is not possible to show two different proof games ending in the same position, so the author managed to present the idea by using Undefined pieces, a fairy condition which made the object of Quartz's 10<sup>th</sup> TT. The solution a) doesn't work in Leffie type B because 6.Bh5 is an illegal self-check, while the solution b) doesn't work in standard Leffie because 6.Bg6 is not check. In spite of the rather orthodox play in both twins, this puzzle will surely satisfy the demands of the most exigent solvers.

- a) 1.Cf3 h5 2.é3 h4 3.C×h4 f6 4.Cf5 Th3 5.Fé2 T×é3 & 6.Fh5#
  - b) 1.é3 f5 2.Fd3 f4 3.F×h7 f×é3 4.Ff5 Cf6 5.Cé2 Tg8 & 6.Fg6#
- Jacobi+

**1<sup>st</sup> HM: Nicolas Dupont**

The mixed Valladao (white promotion and black castling + en passant) is nicely complimented by four capture-free white switchbacks: Sb1, Qd1, Ke1 and promoted Be6. All the switchbacks are Leffie motivated: the wS must go on a3 in order to avoid bQa5 contact with wPa2, the wB must leave e6 in order to allow bR access to g8, while the wK and wQ must move in order to avoid wQ contact with bPd3. The double step of wPd2 is also necessary due to the presence of bSe4. Also it is a particularly appealing feature that the white promoted Bishop is captured after its switchback (Ceriani-Frolkin). An impressive and remarkable content, simply unlucky to compare with the 2<sup>nd</sup> prize winner!

- 1.f4 Cf6 2.f5 Cé4 3.f6 ç5 4.f×g7 ç4 5.g8=F Fg7 6.Ca3 Fç3 7.Cf3 f6 8.Fé6 Da5 9.Fh3 o-o 10.Rf2 Rh8 11.Dé1 Tg8 12.d4 ç×d3 e.p. 13.Cd2 Tg3 14.Dd1 Dg5 15.Ré1 Fa5 16.Fé6 d×é6 17.Cab1. (Jacobi+)

**2<sup>nd</sup> HM: Manfred Rittirsch**

The initial position immediately raises a question in Smullyan's style: who captured the missing wRa1? The absence of wPc2 suggests a bS infiltrates on this square. In order to eliminate the wK check, a wB should appear on d3.

After capturing the wR, the bS returns to its original square, while the promoted wB also returns to its promotion square, where it will be captured by the bQ: that's the Donati JT-50 theme! An original interpretation of an orthodox theme using fairy motivated means. The wP split double step and the bQ switchback embellish the already impressive content.

- 1.c4 Sc6 2.c5 Sd4 3.c6 e6 4.cxb7 Bb4 5.bxc8=B Ba5 6.Ba6 Sc2+ 7.Bd3 Sxa1 8.h3 Sc2 9.Rh2 Sd4 10.Ba6 Sc6 11.Bc8 Qxc8 12.h4 Sb8 13.h5 Qd8
- Jacobi+

**Nicolas Dupont**

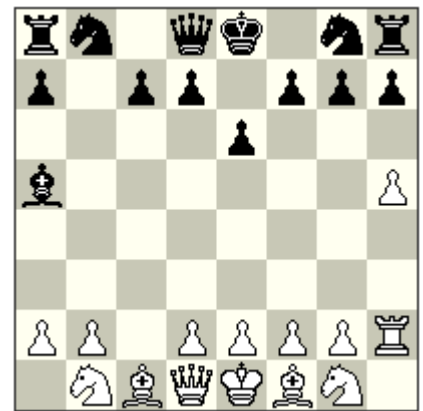
1<sup>st</sup> HM, TT13 Quartz



14+15 Leffie PG16.5

**Manfred Rittirsch**

2<sup>nd</sup> HM, TT13 Quartz



14+14 Leffie PG13

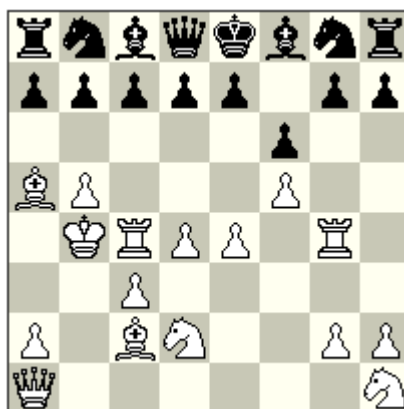


**Nicolas Dupont**  
Comm, TT13 Quartz



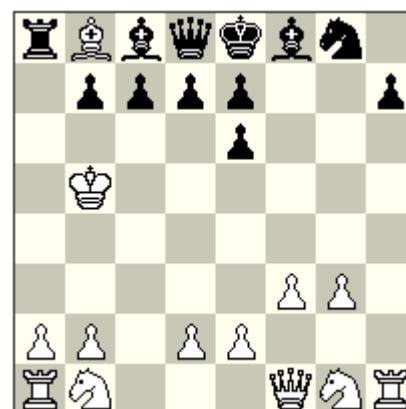
14+15      Leffie      PG17

**Nicolas Dupont**  
Comm, TT13 Quartz



16+16      Leffie+      PG27  
maximum

**Manfred Rittirsch**  
Comm, TT13 Quartz



13+12      Leffie      PG19

### Comm: Nicolas Dupont

The author managed to skillfully show a Schnoebelen Queen in only 8.5 moves and then extended the proof game by adding the castling and the en passant capture. The result is a monocolour Valladao with the minimum number of captures in only 17 moves. Unfortunately only two out of the three special moves are using specific Leffie effects – the castling being fully orthodox.

1.a4 c5 2.Ta3 c4 3.Tf3 c3 4.h4 cxb2 5.c4 Ca6 6.Cc3 **b1=D** 7.Fa3 Cc5 8.Fb4 Cé4 9.Dxb1 g5 10.Rd1 Fg7 11.Rc2 Fé5 12.Rb3 Fh2 13.g3 Cgf6 14.Fh3 **o-o** 15.Fé6 Cé8 16.Tf6 g4 17.f4 **gxf3 e.p.** (the first 16 and the last 16 moves checked by Jacobi)

### Comm: Nicolas Dupont

Some proof games stick into the memory just for one single move. This is the case here and its memorable 5<sup>th</sup> white move, pinning both black Knights and forcing a pawn move. The capture-free 26-moves exchange of original black Knights might be a record. The dynamic of the solution can be easily understood: bSb8 must arrive on g6 in order to allow the advance of bPf7, then bSh6 must quickly go to b8, else wPb5 will block it. At this moment, wBd3 forces the remaining bS to oscillate between h4 and g6. Once wBd3 goes to c2, the bS is free to go to g8, but using a strange way, as the normal route (via e6-g5-f7) is thwarted by wPf2 moves. Why only a commendation? I had somehow the feeling the economy of moves principle hinders a higher classification. Also the second fairy condition employed (Maximum) seems somehow technical and not genuinely connected to the main theme, like in the 1<sup>st</sup> prize winner.

1.é4 Cc6 2.Cé2 Cé5 3.Cg3 Cg6 4.d4 Ch6 **5.Dh5!** f6 6.Dd1 Cf7 7.Fd3 Cd6 8.Tf1 Cc4 9.Ch1 Ca5 10.Fd2 Cc6 11.b4 Cb8 12.b5 Ch4 13.Fa5 Cg6 14.Rd2 Ch4 15.Rc3 Cg6 16.Cd2 Ch4 17.Tb1 Cg6 18.Tb4 Ch4 19.Tc4 Cg6 20.Rb4 Ch4 21.c3 Cg6 22.Fc2 Cf4 23.Da1 Cd3 24.f4 Cf2 25.f5 Cg4 26.Tf4 Ch6 27.Tg4 Cg8 (HC+)

### Comm: No. 9 - Manfred Rittirsch

Here the key question is: who captured the missing wBc1? Surprisingly, it turns out the black King must take a 14-moves long trip in order to capture the wBc1 and then return to its original square! In order to ensure the black King's invulnerability on d3, a black Knight must also go on e4 and subsequently return to its original square. The second time the black King passes through d3, its invulnerability is ensured by the white Queen e1, specifically spiking wPe2. The promoted white Bishop replaces the captured one – that's Phoenix theme, a little bit too obvious, but providing some additional interplay. In the end all the traces of black play are removed, making this composition a refined intellectual puzzle.

1.g3 Cf6 2.Fh3 Cé4 3.Fé6 fxe6 4.h4 Rf7 5.h5 Rf6 6.h6 Ré5 7.hxg7 Rd4 **8.gxh8=F+** Rd3! 9.Fd4 Rxc2 10.Fxa7 Cf6 11.f3 Rxc1 12.Rf2 Rc2 13.Dé1 Rd3 14.Fxb8 Rd4 15.Df1 Ré5 16.Ré3 Cg8 17.Rd3 Rf6 18.Rc4 Rf7 19.Rb5 Ré8 (the first 13 moves checked by Jacobi)

**Eric Huber**

Comm, TT13 Quartz



12+13

Leffie

PG 11

**Comm: Eric Huber**

This problem earns its deserved place in the award just for showing a Leffie specific castling based on black King's invulnerability! Was this paradoxical idea doubled, the proof game would have definitely been a prize. The extra wB Schnoebelen is a nice add-on, removing any obvious trace of the idea. From a merely technical perspective, there are some captures which are not connected to the main theme, but ensure the soundness of this lovely shortie.

1.h4 Ch6 2.h5 Cf5 3.h6 a5 4.hxg7 Ta6 5.Th6 Txh6 6.Cf3 e6 7.Ce5 Fé7 8.Cxd7 Fxd7 9.g3 **o-o!** 10.Fh3 Txh3 **11.gxf8=F!** Dxf8 Jacobi+

My thanks go to the tournament organizer – Paul Răican, who invited me to act both as tournament director and judge for this section, and to all the participants for their very entertaining proof games. Let's hope new Leffie proof games will appear in the future.

Vlaicu Crişan

Cluj-Napoca, 9<sup>th</sup> March 2020

**Award of Christmas Quartz contest 2019**

**#color Proof Games**

judge **P. Răican**

Until February 1st, the deadline for submitting the works, we have received only 6 proof games. The number is not great, but the quality of the works is more than satisfactory, which leads us to believe that this condition has a future in the retro world. Our readers will be convinced themselves when they will see the creations of the two authors: Michel Caillaud and François Labelle. As judge, I decided to publish the Proof Games with the author's comments. Let's begin with Michel (his text is in italic format):

**Introduction à la petite série**

*(les problèmes ont été composés avant l'annonce du tournoi!)*

*L'intention était de produire des positions en 31 pièces (16+15 ou 15+16), illégales à cause d'une **capture par Pion** apparente. L'explication standard de cette capture en condition #color demande le changement de couleur de la pièce manquante.*

*Je me suis plus intéressé à la stratégie qu'aux « thèmes »*

*(qui sont naturellement produits, comme le switchback).*

*Pour plus d'intérêt, j'ai cherché en général une « complication »*

*qui entraîne au moins un changement supplémentaire de couleur.*

*L'exception est l'entrée 1, produit d'une démolition de l'entrée 2 par*

*Jacobi!*

**Vérification avec Jacobi.**

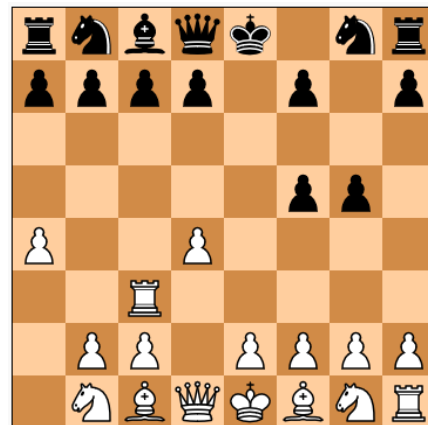
*Elle est lente car Jacobi envisage des switchbacks de Pions (comme on en trouve dans le problème #c1 ou les entrées 3, 4).*

*Elle peut être accélérée en immobilisant les Pions au moyen de la contrainte Jacobi Pa2(0..0) (etc.). C'est ainsi qu'une version de l'entrée 2 a été démolie, ce qui a permis de composer l'entrée 1.*

**1) Michel Caillaud**

Christmas contest 2019

dedicated to F. Labelle



16+15

#color

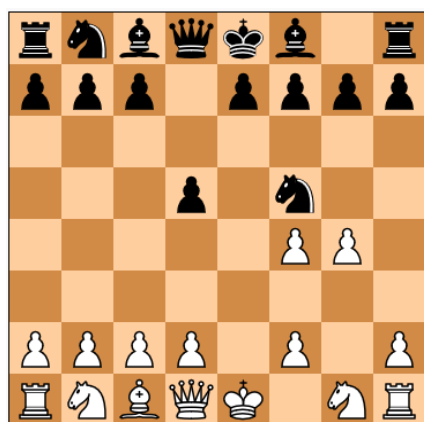
PG 10

**1)** La capture noire  $e7 \times f6$  est illégale en orthodoxe (seule une pièce noire, le  $FNf8$ , manque). En #color, le changement de couleur du  $FNf8$  est nécessaire. L'essai avec un mat par  $Fd2$  avec blocage de  $d1$  par un Cavalier ( $Cc3-Db1-Cd1$ ) demande 13 coups blancs. Mater le RB sur  $e3$  demande aussi trop de coups.  
 1.d4 Cf6 2.Rd2 C $\acute{e}$ 4+ 3.R $\acute{e}$ 3 g5 4.a4 Fg7 5.Ta3 F $\acute{e}$ 5 6.T $\acute{c}$ 3 Cd2 7.Td3 Ff4( $FNf4$ ) 8.F $\acute{e}$ 5 C $\acute{e}$ 4 9.T $\acute{c}$ 3 Cf6 10.Rd2 Cg8 11.Ff6  $\acute{e} \times f6$  12.R $\acute{e}$ 1 f5

Donc 1.d4 g6 2.Fg5 Fh6 3.Ff6  $\acute{e} \times f6$  4.a4 f5 5.Ta3 Dg5 6.T $\acute{c}$ 3 D $\acute{c}$ 1 7.Ca3 **Fd2#(FBd2)** (Bristol!) 8.Fh6 Dg5 (Bristol r $\acute{e}$ ciproque!) 9.Cb1 Dd8 10.F $\acute{c}$ 1 g5 **Bristols r $\acute{e}$ ciproques + Fou  $\acute{c}$ 1 imposteur + Switchbacks des CBb1 et Dnd8.** [Red: les premiers 8 coups test $\acute{e}$ es par Jacobi dans ~1h30min]

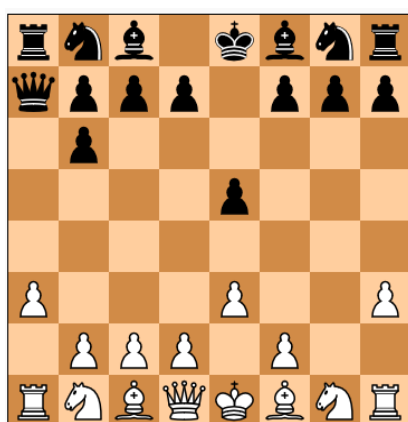
L'intention  $\acute{e}$ tait de publier les 2 positions dans une m $\acute{e}$ me revue pour intriguer les solutionnistes; puis est arriv $\acute{e}$ e l'annonce du Tournoi de No $\acute{e}$ l de Quartz.... Le probl $\acute{e}$ me provient de la d $\acute{e}$ molition d'une version de l'entr $\acute{e}$ e 2 par Jacobi. Extraordinaire qu'une d $\acute{e}$ molition contienne une id $\acute{e}$ e esth $\acute{e}$ tique comme les Bristols r $\acute{e}$ ciproques, d'o $\acute{u}$  la d $\acute{e}$ dicace !

**2) Michel Caillaud**  
Christmas contest 2019



15+16 #color PG 10.5

**3) Michel Caillaud**  
Christmas contest 2019  
HM



15+16 #color PG 14

**4) Michel Caillaud**  
Christmas contest 2019  
1<sup>st</sup> Prize



15+16 #color PG 18.5

**2)** La capture blanche  $\acute{e} \times f$  est illégale en orthodoxe (seule une pi $\acute{e}$ ce blanche, le  $FBf1$ , manque). En #color, le changement de couleur du  $FBf1$  est n $\acute{e}$ cessaire. La « complication » est qu'un seul changement de couleur avec un mat « simple », comme dans l'entr $\acute{e}$ e 1, demande trop de coups. On retrouve des essais semblables  $\grave{a}$  ceux de l'entr $\acute{e}$ e 1 (mat avec blocage par  $CNd8$ , mat du RN en  $\acute{e}6$ ). Le  $CNf5$  fait  $\acute{e}$ chouer la man $\acute{o}$ uvre de l'entr $\acute{e}$ e 1 d'un demi-coup:

1.g3 d5 2.Fg2 Fg4 3.Fh3 Ff3 4. $\acute{e} \times f3$  Ch6 5.f4 Ca6 6.Dg4 Cb8 7.D $\acute{c}$ 8 Ca6 8.Fd7( $FNd7$ ) Fh3 9.Dg4 Cb8 10.Dd1 F $\acute{c}$ 8 11.g4 Cf5

Sol: 1.Cf3 d5 2.C $\acute{e}$ 5 Fg4 3.Cd7 Ff3 4. $\acute{e} \times f3$  Ch6 5.Fb5 Cf5 **6.Cf6#(FNb5,CNf6)** Cg4 le changement de couleur d $\acute{e}$ sir $\acute{e}$  du  $Fbf1$  est obtenu, mais un Cavalier de la mauvaise couleur est cr $\acute{e}$ !  
 7.f4 Cg4- $\acute{e}$ 3 8.g4 **Cg2#(CBg2)** (coucou!) 9.Ch4 Fd7 10.Cf3 F $\acute{c}$ 8 11.Cg1 **Fou  $\acute{c}$ 8 imposteur + Circuit « bicolore » du CBg1.**

HC+ (!) en emp $\acute{e}$ chant les switchbacks de Pions (contraintes Pa2(0..0), etc.)

**3)** La capture noire  $a7 \times b6$  est ill $\acute{e}$ gale en orthodoxe (le  $PBg2$  manquant ne peut atteindre la colonne b). En #color, le  $PBg2$  peut changer de couleur et se promouvoir. La « complication » est que la pi $\acute{e}$ ce promue se trouve de la mauvaise couleur, et qu'il faut encore la faire changer de couleur.

Sol: 1. $\acute{e}$ 3  $\acute{e}$ 5 2.Dh5 R $\acute{e}$ 7 3.g4 Rf6 4.Fh3 D $\acute{e}$ 7 **5.g5#(PNg5)** g4 6.Ff1 g3 7.Dd1 g2 8.C $\acute{e}$ 2 **g1=C** 9.h3 **Cf3#(CBf3)** 10.C $\acute{e}$  $\acute{c}$ 3 Da3 11.Ca4 R $\acute{e}$ 7 12.Cb6  $a \times b6$  13.Cg1 Da7 14.a3 R $\acute{e}$ 8 **Cavalier g1 imposteur (Pronkin?!) + Switchbacks des DBd1, FBf1 et RN $\acute{e}$ 8**

**4)** La capture blanche  $d \times \acute{e}$  est ill $\acute{e}$ gale en orthodoxe (seul un Cavalier blanc manque). En #color, le changement de couleur d'un CB est n $\acute{e}$ cessaire. La « complication » est que la forteresse autour du Roi noir rend un mat « simple » impossible. Il faut donc « casser » la forteresse, avec retour, ce qui entra $\acute{e}$ ne deux autres changements de couleur.

Sol: 1.d3 a5 2.Rd2 Ta6 3.Ré3 Th6 4.Rf4 Th3 5.Rg5 Ch6 6.Ff4 **f6#(PBf6)** 7.Cf3 Cg8 8.Rf5 Th6 9.h3 Rf7 10.Fh2 Dé8 **11.Cg5#(CNg5)** Cè4 12.d×é4 Dd8 13.Dd5+ Ré8 **14.f7#(PNf7)** Td6 15.Rf4 h5 16.Ré3 h4 17.Rd2 Th5 18.Ré1 Tè5 19.Dd1 **Switchbacks des RBé1, DBd1, RNé8, DNd8, CNg8 et PNf7(!)**

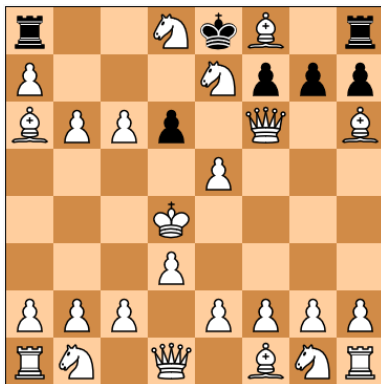
A nice demonstration of how retro problems are created on a given condition, isn't it? For me, as a judge, it is obvious that the complexity of the problems increases progressively from 1 to 4. So, my classification is: 1 = **Comm**, 2 = **Comm**, 3 = **HM**, 4 = **1<sup>st</sup> Prize**.

Let now see Labelle's work, then another one by Michel Caillaud. The first took a Commendation, the last the 2<sup>nd</sup> Prize.

### 5) F. Labelle

Christmas contest 2019

Comm



25+7 #color PG12  
Ultra Patrol

Sol:

1.d3 b6 2.Kd2 Bb7 3.Kc3 Qc8 4.Kb4 **Sc6#[c6=w]** 5.Kb5 **a6#[a6=w]** 6.Sd8 **c6#[c6=w]** 7.a7 **Ba6#[a6=w]** 8.Kc5 **Qb8#[b6=w]** 9.Bh6 **Qd6#[d6=w]** 10.Qf6 **e5#[f8=w]** 11.Kd5 **Se7#[e7=w]** 12.Kd4 **d6#[e5=w]**

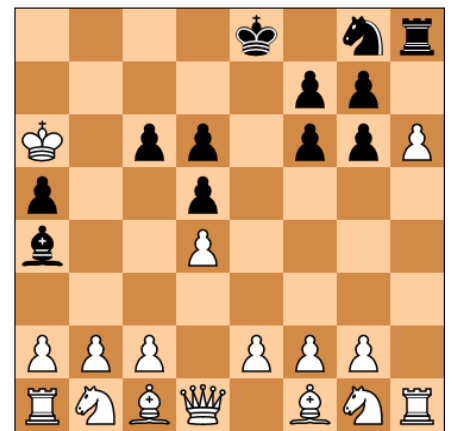
9 consecutive checkmates by Black, each time converting exactly one piece. The last move by Black is auto-stalemate. The first 11 moves were tested [author]

This is probably a record, but the condition UltraPatrol makes it easier to checkmate. I was inspired by this work and, changing #color with #remove, a new problem appeared (see X1)

### 6) Michel Caillaud

Christmas contest 2019

2<sup>nd</sup> Prize



16+12 #color PG 12.5

La position est illégale en orthodoxe : **4 captures par Pions noirs et les 4 pièces manquantes sont noires!**

En #color, les 4 pièces Dame, Tour, Fou, Cavalier doivent changer de couleur avant d'être capturées.

1.d4 d5 2.Rd2 Fd7 3.Rç3 Fa4 4.Rb4 a5+ 5.Rç5 Ta6 6.h4 **Tç6#(TBç6)** 7.h5 b×ç6 8.h6 **Dd6#(DBd6)** 9.Dg6 **Cd7#(CBd7)** 10.Cf6+ **é×f6#(FBf8)** 11.Fd6 ç×d6+ 12.Rb6 h×g6 13.Ra6.

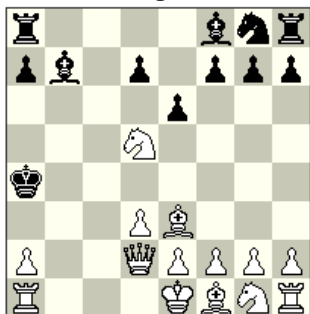
Les 12 premiers coups sont Jacobi + en 2 jours.

Le dernier coup est ajouté pour éloigner le RB de la case de mat.

L'idéal serait un switchback comme dans les entrées 3, 4 mais cela n'a pas pu être fait de façon naturelle... [author]

#### X1) P. Răican

original



14+12 #remove PG13.5  
UltraPatrol

#### X2) P. Răican

original dedicated to F. Labelle



10+15 #color PG13.5

**X1)** 1.d3 b6 2.Kd2 Bb7 3.Kc3 Qc8 4.Kb4 **c5#[-c5]** 5.c4 **Qc5#[-c5]** 6.c5 bxc5 7.Sc3 **Sa6#[-c5]** [-a6] 8.Sd5 e6+ 9.Kc3 Ke7 10.Kd2 Kd6 11.Ke1 Kc5 12.Be3+ Kb4 13.Qd2+ Ka4 **14.b3#[-b3]**  
wK come back and the traces are erased.

**X2)** 1.d4 e5 2.Qd3 Ke7 3.Bg5+ Ke6 4.Be7 e4 **5.Qxe4#[e4=b]** (Labelle's checkmate P1068022) Qxg2 6.Sd2 Qxg1 7.O-O-O Qxf2 8.Re1 **Qxe1#[e1=w]** 9.Qg3 Kd5 10.Qb3+ Kc6 **11.d5#[d5=b]** b5 12.e3 Kb7 **13.Qxb5#[b5=b]** Qb3 14.axb3  
**4 checkmates** in 13.5 moves. Created during this contest.

**Definitions:**

**# color:**

After a checkmate, the colour of the mating piece(s) is changed and the game resumes, if a legal position results.

**# remove:**

After a checkmate, the mating piece(s) is/are removed and the game resumes, if a legal position results.

**Ultra Patrol:**

A piece (inc. Ks) may only move, capture or check when observed by a friendly unit.

Paul Răican  
Tulcea, March 2020

**En bref**

• **The 46<sup>th</sup> Fairy Chess Meeting Andernach 2020** will be held at Hotel Stammbaum, Marktgasse 1, in the period May 21-24. All rooms are reserved for our meeting, for booking please contact the hotel or any other accommodation directly. Arrival (Thursday, May 21) at Ristorante Bellini (Hochstr. 39) or, provided the weather is fine, at Andernach market next door...

• **2<sup>nd</sup> Comm, TT11 Quartz** (Răican, PG16.5 Antipodean Glasgow) was demolished. It is eliminated from the award.

• **Jacobi** was recently enriched with new conditions: make&take, take&make, antitake&make. Well done, François!



*Indian actor, Jay Tavare*