

SECTION G: FAIRIES

Judging countries: Belarus, Romania, Slovakia, Sweden, Switzerland

Reserve: Slovenia

Theme (proposed by Slovakia): Mate in 3 moves with fairy pieces from one (and only one) of the following families:

1. Grasshopper, Rookhopper, Bishopper, Nightriderhopper
2. Lion, Rook-Lion, Bishop-Lion, Nightrider-Lion
3. Leo, Pao, Vao, Nao

A thematic mate is possible thanks to the deactivation of the lines of two or more black fairy pieces. This can be done by White or by Black or in combination by White and Black. The thematic black piece must already be present on the thematic line in the diagram position. Any type of deactivation is allowed: removing the hurdle, adding an extra hurdle, pin, capture, removal of the line-piece, etc.

Definition of pieces

Family 1.

Grasshopper: moves along Queen lines, but must hop over another unit of either colour ("the hurdle") and land on the next square beyond.

Rookhopper: moves like a Grasshopper, but only along Rook lines.

Bishopper: moves like a Grasshopper, but only along Bishop lines.

Nightriderhopper: moves like a Grasshopper, but along Nightrider lines.

Family 2.

Lion: moves like a Grasshopper, but the hurdle can occupy any square between the departure and arrival squares.

Rook-Lion: moves like a Lion, but only along Rook lines.

Bishop-Lion: moves like a Lion, but only along Bishop lines.

Nightrider-Lion: moves like a Lion, but along Nightrider lines.

Family 3.

Leo: captures like a Lion, and moves without capture like a Queen.

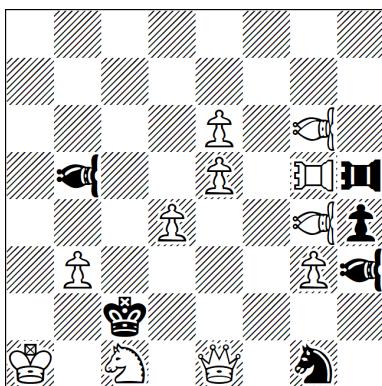
Pao: moves like a Leo, but only along Rook lines.

Vao: moves like a Leo, but only along Bishop lines.

Nao: moves like a Leo, but along Nightrider lines.

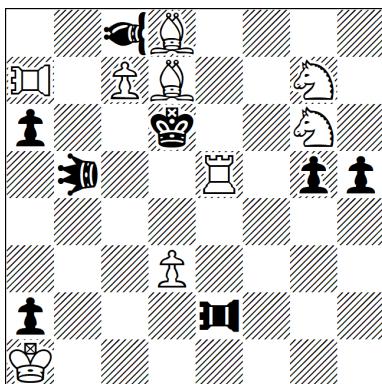
[*Nightrider*: moves along straight lines whose squares are lying a Knight's move away from each other.]

G01



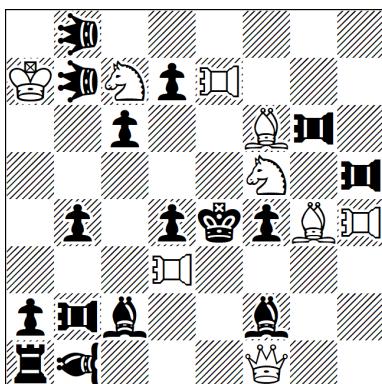
‡3 Lions (11+6)

G02



‡3 Lions (9+8)

G03



‡3 Chinese Riders (9+16)

1.g×h4! waiting
 1...BL×e6 2.BLd7 [3.BLf5,BLa4†]
 1...RL×e5 2.RLd5 [3.RLf5,Qd2†]
 1...Sf3,Se2 2.Qd1+ Kc3 3.Sa2†

Deactivation of black line-pieces due to Zugzwang.

1.d4! [2.Sh8 [3.Sf7†]]
 1...Lle8 2.Ba4 [3.Sf5†] RLe6 3.S×e8† (2.Sh8? Lla4+!)
 1...Llf5 2.Ra5 [3.Se8†] BLe6 3.S×f5† (2.Sh8? Lla5+!)
 1...RLe7 2.S×e7 [3.S×c8,Rd5†]

Lines to e8: Lion b5-e8 and Rook-Lion e2-e8.

Lines to f5: Lion b5-f5 and Bishop-Lion c8-f5.

Pseudo-le Grand.

1.Sg7? [2.Sge6+ PAe5 3.Sc5,Sg5†]

1...d5 2.Sce6+ PAe5,LEe5 3.Sg5†

1...d6 2.Sce6+ PAe5 3.Sc5,Sg5†

but 1...Ke3!

1.PAe8! [2.Se6+ LEe5 3.Sc5†]

1...d5 2.Se7+ PAe5 3.Sf5†

1...d6 2.Be7+ PAe6 3.Bf6†

1...VA×d3 2.Qg2+ PA×g2 3.Be7† (2.Be7+? PAe6 3.Qg2+ Ke5!)

1...B×d3 2.Qh1+ PA×h1 3.Se7† (2.Se7+? PAe5 3.Qh1+? Ke3!)

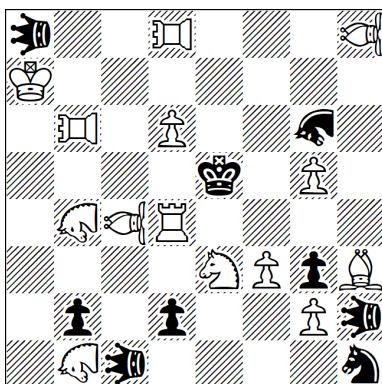
Adabashev complex:

a) 1...d6 & 1...d5 with form and antiform of the required theme (closing and opening of black lines), switchbacks;

b) 1...VA×d3 & B×d3 with self-block, deactivation of the lines of black PAg6 and PAh5, dual avoidance.

Dombrovskis effect.

G04



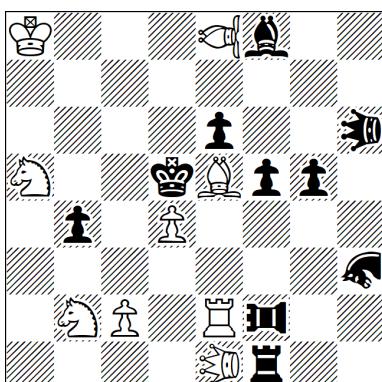
‡3 Chinese Riders (14+9)

1.Sd1! [2.Rd5+ Kf4 3.Rf5†]
 1...LE×g5 2.NAf6+ LEh×h8/LEa×h8 3.f4/NAa3†
 1...LEg1 2.NAa3+ LEc×a3/LEa×a3 3.f4/NAf6†
 1...LE×g2 2.f4+ LEc×f4/LEh×f4 3.NAa3/NAf6†

Jacobs theme.

Cyclic control of the squares h8, a3 and f4 by three black fairy pieces.

G05



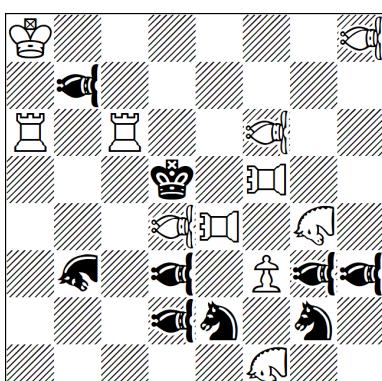
‡3 Chinese Riders (9+10)

1.Sa4! [2.c4+ b×c3 e.p. 3.S×c3†]
 1...PA×c2 2.Sb6+ NA×b6/LE×b6 3.VAf7/LED2†
 1...NAg1 2.LEd2+ PA×d2/LE×d2 3.VAf7/Sb6†
 1...LEh4 2.VAf7+ PA×f7/NA×f7 3.LEd2/Sb6†

Jacobs theme.

Cyclic control of the squares b6, d2 and f7 by three black fairy pieces.

G06



‡3 Chinese Riders (11+9)

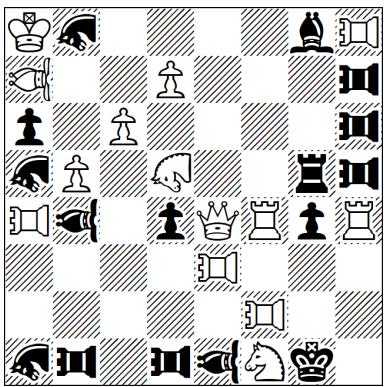
1.Rab6! [2.Rd6+ Kc5 3.VAe7†]
 1...Sgf4 2.NAge3+ NA×f1/VA×f1 3.PAee5/VAd5†
 1...Sef4 2.PAe3+ VA×f1/NA×f1 3.VAde5/NAe5†
 1...VAdf4 2.VAe3+ VAd×f1/VAh×f1 3.NAe5/PAee5†

Cyclic Carousel structure at 2nd move.

At each step, all moves are played on the same square (variations at 1st move, white 2nd moves, black 2nd moves, mates).

Original focal play, reminding the Jacobs theme, but working here in a completely different way.
 3 anti-battery mates and 3 anti-battery 2nd moves.

G07



†3

Lions

(14+16)

1.RLe5? [2.RLf5+ d3,RL×a7,RLb6 3.RL×g5‡]

1...Rg6 2.RLf7+ d3 3.RLd4‡

1...Rg7 2.RLf6+ d3 3.RLd4‡

but 1...BLg3!

1.RLe7? [2.RLf6+ d3 3.RLd4‡]

1...Rg6 2.RLf5+ d3 3.RLd4‡

1...Rg7 2.RLf7+ d3,RLb6,RLc5 3.RL×g7‡

but 1...BLf8!

1.RLe6? [2.RLf7+ d3 3.RLd4‡]

1...Rg6 2.RLf6+ d3,RL×a7,RLc5 3.RL×g6‡

1...Rg7 2.RLf5+ d3 3.RLd4‡

but 1...NLf6!

1.RLf5? [2.RLe5+ d3,RL×a7,RLb6 3.RL×g5‡]

1...Rg6 2.RLe7+ d3 3.RLd4‡

1...Rg7 2.RLe6+ d3 3.RLd4‡

but 1...NLg2!

1.RLf6? [2.RLe7+ d3 3.RLd4‡]

1...Rg6 2.RLe6+ d3,RL×a7,RLc5 3.RL×g6‡

1...Rg7 2.RLe5+ d3 3.RLd4‡

but 1...Be6!

1.RLf7! [2.RLe6+ d3 3.RLd4‡]

1...Rg6 2.RLe5+ d3 3.RLd4‡

1...Rg7 2.RLe7+ d3,RLb6,RLc5 3.RL×g7‡

1...Re5 2.RL×e5+ d3,RLb6 3.Rh×g4‡

1...RLe5,RLf5,RLb6,RLe7 2.Rh1+ RL×h1 3.Q×h1‡

Six phases contain the following blend of themes:

- twice the complete Shedey cycle with six different continuations (A1-B1-C1 and A2-B2-C2)

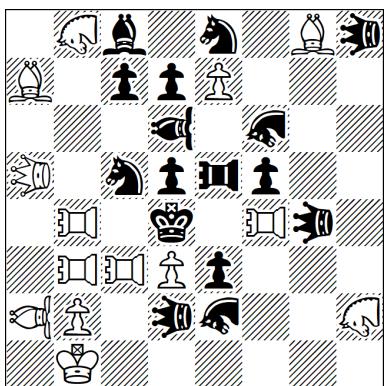
- three times the key-threat reversal (A1-A2, B1-B2, C1-C2)

- six times the key-continuation reversal (A1-B2, A1-C2, B1-C2, B1-A2, C1-A2, C1-B2)

Six different mates, all of them are WCCT-thematic.

The first composition of its kind.

G08



‡3 Chinese Riders (14+16)

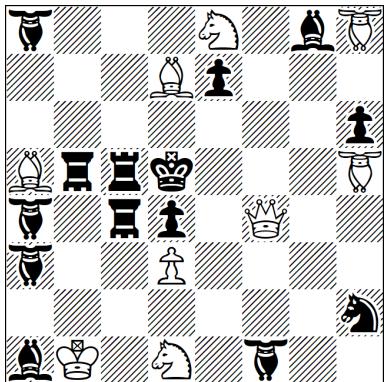
- 1.B×d5? [2.Bc4+ LE×b4,VA×b4 3.B×c5†]
 1...LE×b4 2.Bc6+ VA×b8/NA×b8 3.Be4/Bf3†
 1...NA×b4 2.Be4+ LE×f4/VA×f4 3.Bf3/Bc6†
 1...VA×b4 2.Bf3+ NA×h2/LE×h2 3.Bc6/Be4†
 but 1...LEf8!

- 1.LE×d5? [2.LEc4+ LE×b4,VA×b4 3.B×c5†]
 1...LE×b4 2.LEc6+ VA×b8/NA×b8 3.LEe4/LEf3†
 1...NA×b4 2.LEe4+ LE×f4/VA×f4 3.LEf3/LEc6†
 1...VA×b4 2.LEf3+ NA×h2/LE×h2 3.LEc6/LEe4†
 but 1...PAe6!

- 1.VA×d5! [2.VAc4+ LE×b4,VA×b4 3.B×c5†]
 1...LE×b4 2.VAc6+ VA×b8/NA×b8 3.VAe4/VAf3†
 1...NA×b4 2.VAe4+ LE×f4/VA×f4 3.VAf3/VAc6†
 1...VA×b4 2.VAf3+ NA×h2/LE×h2 3.VAc6/VAe4†

Zagoruiko 3×3. Each phase presents a cycle of second and mating moves (a total of 3 cycles). Moves to same square by White and by Black. Change of types of pieces making moves to same squares. Task: 18 thematic variations.

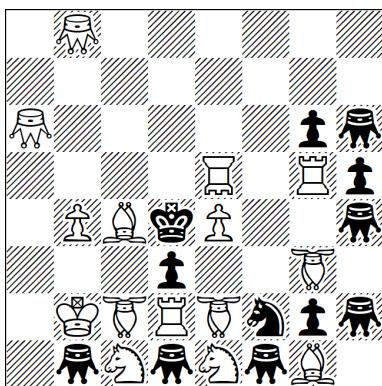
G09



‡3 Hoppers (9+14)

- 1.Bb4! [2.Qd6+ e×d6 3.Sf6†]
 1...Rc6 2.Se3+ d×e3 3.Qe4†
 1...e5 2.Sf6+ Kd6 3.Q×e5†
 1...Sg4 2.BHf3 [3.Qe4†]

G10



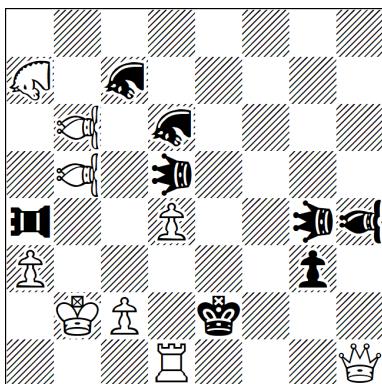
‡3 Hoppers (15+12)

1.Bg8? [2.BHc4 [3.Se2†] G×c4 3.Sf3†]
1...Ghh1 2.G×h6 [3.Gh8,Gf6†] G×h6 3.B×f2†
but 1...G2f4!

1.Be6! [2.BHc4 [3.Se2†] G×c4 3.Sf3†]
1...Gbb3 2.Sf3+ Gd×f3/Gf×f3 3.S×b3/R×d3†
1...Gff3 2.Sb3+ Gb×b3/Gd×b3 3.R×d3/S×f3†
1...Gdb3,Gdf3 2.R×d3+ Gf×d3/Gb×d3 3.S(x)f3/S(x)b3†
1...G2f4 2.Gf6+ G4×f6/G6×f6 3.B×f2/G×f4†
1...G6f4 2.B×f2+ G2×f2/G4×f2 3.G×f4/Gf6†
1...Ghh1 2.Gf4+ G6×f4/G2×f4 3.Gf6/B×f2†

Double Jacobs, Babushka, two sets of cyclic Zilahi.
Thematic threat.

G11

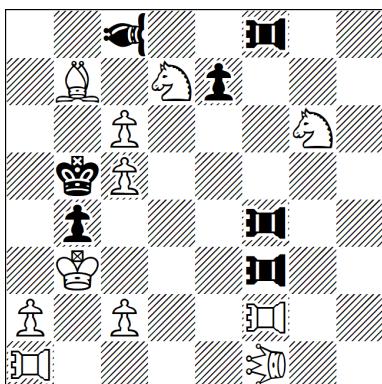


‡3 Lions (9+8)

1.Kb3! [2.Rd2+ K×d2/Li×d2 3.Qd1/c4†]
1...Lld×d1+ 2.c4+ Kd2 3.Q×d1†
1...Llg×d1+ 2.Kc4+ Kd2,Lld3 3.Q×d1†
1...BLe1 2.Qg2+ Li×g2 3.Rd3†
1...Llg1 2.Kc4+ Lld3 3.Qe4†
1...RLa2 2.Qe4+ NLe3 3.Q×e3†

In the threat and 2 variations with reciprocal dual avoidance, both black Lions lose control of d1; or each Lion is decoyed from another line after closure of the bottom rank by Black.

G12



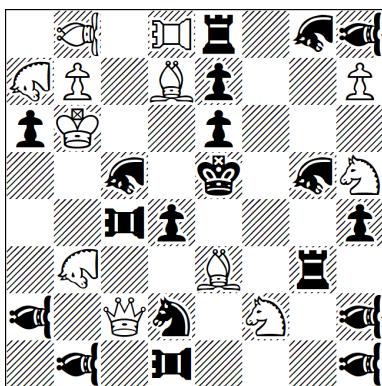
‡3 Lions (11+7)

1.RL×f4? [2.a4+ b×a3 e.p. 3.c4†]
1...BLe6 2.S×e7 [3.Ba6†] RLa3 3.LIf5†
but 1...RLa3!

1.S×e7! [2.Ba6†]
1...RLf6 2.c4+ b×c3 e.p. 3.a4†
1...RLa3,RLa4 2.RLf5+ BL×f5 3.LI×f5†

Thematic lines: f1-f6, f3-a3, f4-a4.
Exchange of W2/W3 moves.

G13

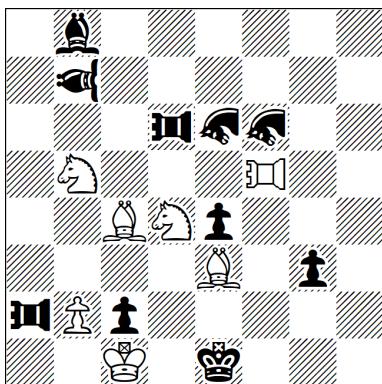


‡3 Chinese Riders (12+19)

- 1.Qg6! [2.Qxe6#]
- 1...PAcc1.PAc3 2.Qe4+ Sxe4 3.Sd3#
- 1...PAc2 2.Qxg5+ Rxg5 3.Bf4#
- 1...PAA4 2.Qf5+ exf5 3.Kc7# (2.Qf6+? exf6 3.Kc6+ PAxa7!)
- 1...PAb4 2.Qf6+ exf6 3.Kc6# (2.Qf5+? exf5 3.Kc7+ PAxb8!)
- 1...NAf6 2.Sd3+ PAxd3 3.Bxd4#
- 1...VAf6 2.h8=VA+ VAxd8 3.Qxe6#

Lines to c6: Pao c4-c6 and Nao g8-c6.
 Lines to c7: Pao c4-c7 and Nao g5-c7.
 Lines to f4: Pao c4-f4 and Vao h2-f4.
 Lines to d3: Pao d1-d3 and Vao b1-d3.
 Lines to d4: Pao d1-d4 and Vao h8-d4.

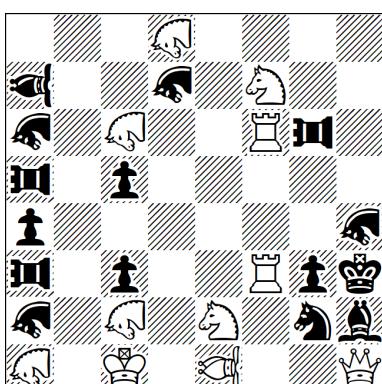
G14



‡3 Chinese Riders (7+10)

- 1.Sa3! [2.Sdx2+ PAxc2 3.Sxc2#]
- 1...NAg4 2.Sf3+ exf3,VAxf3 3.Bd2#
- 1...PAc6 2.Sf3+ exf3 3.Bd2#

G15

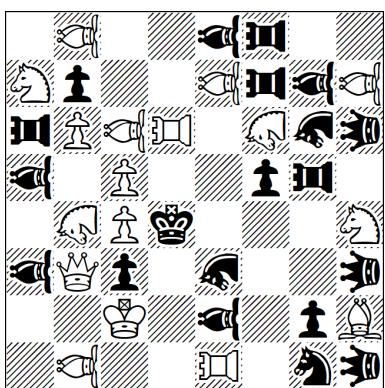


‡3 Chinese Riders (11+15)

- 1.Re6! [2.Qxg2+ PAxg2 3.Sf4#]
- 1...NAxa1 2.Ree3 [3.Sg1#] c4/S~ 3.Rxg3/S(x)f4#
- 1...PAxa1 2.Re4 [3.Rxg3#] c4 3.Sg5#
- 1...NAxd8 2.Re5 [3.Sg5#] c4 3.Sg1#

Cyclic le Grand (Ukrainian theme).
 6 black thematic lines.
 The deactivation of thematic black lines occurs at 3 steps:
 1st black move, 2nd white move, 2nd black move (so each variation shows three deactivations).
 No white pawns, all W2 moves by the same unit.

G16



‡3 Chinese Riders (17+20)

- 1.VAg8! [2.Sxf5+ PAxf5 3.VAgd5‡]
- 1...NAg4 2.NAbd5+ VAxd6 3.Qxc3‡
- 1...PAg4 2.NAfd5+ LExd6 3.Be5‡
- 1...VAg4 2.VAd5+ PAxd6 3.Sb5‡

3 × thematic white removal of hurdle with harmful opening of fairy lines.

2 × thematic black removal of the line-piece.

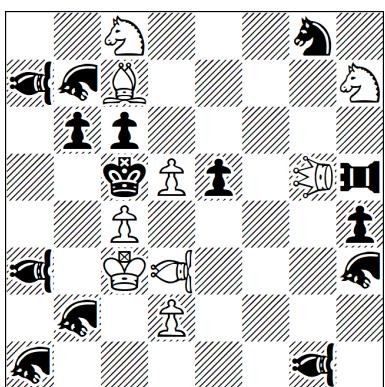
1 × thematic black removal of hurdle.

3 × W2 moves on the same square.

3 × B1 moves on the same square.

3 × B2 moves on the same square.

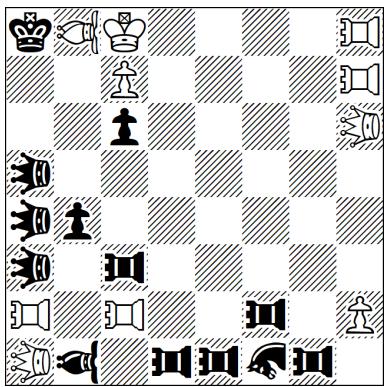
G17



‡3 Chinese Riders (9+14)

- 1.VAe4! [2.d4‡]
- 1...NAd3 2.Sf8 [3.Se6‡] VAxf8 3.Bd6‡
- 1...NAe3 2.d6+ NAhd5/NAed5,NAf5 3.Bxb6/d4‡
- 1...b5 2.d4+ VAxd4 3.LEe3‡
- 1...NAf5 2.LExe5+ PAxe5 3.d4‡

G18



†3

Lions

(10+13)

1.BLd6+? LId8 2.RLc5 [3.Llh1†] RLd7 3.c×d8=LI†
but 1...Lle8!

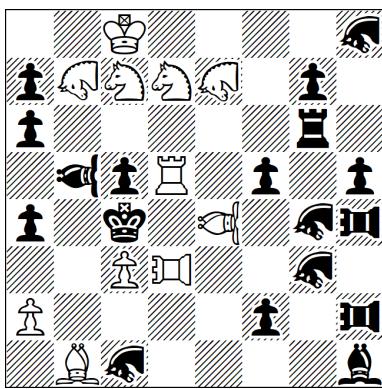
1.RL×a4+?
but 1...LId8!

1.RL×c6? [2.Llh1+, Ll×a3, RL×a4+]
1...Lle7 2.BLe5+ Ka7 3.RLd7†
1...Llh3 2.Ll×a4+ Ll×a2, Llaa3 3.Lle4†
1...Llf3 2.BLf4+ Llf8 3.Llh1†
1...Lle3 2.BLe5+ Llee8 3.Llh1†
1...Llh4 2.RL×a5 [3.Lla6†] RL×a1/Lla4 3.BLd6/Ll×a4†
1...Lle4 2.BLe5+ Lle8 3.Llh1†
but 1...LId7!

1.RLc5! [2.Llh1+ Llf3/Lle4/Lld5 3.BLf4/BLe5/BLd6†]
1...Llh3 2.Ll×a4+ Ll×a2, Llaa3 3.Lle4†
1...Llf3 2.BLf4+ Llf8 3.Llh1†
1...Lle3 2.BLe5+ Llee8 3.Llh1†
1...Lld3 2.BLd6+ Lld8 3.Llh1†
1...Lld7 2.K×d7+ RLd8/Kb7, Ka7 3.c×d8=LI/c8=LI†
1...Llh4 2.RL×a5 [3.Lla6†] RL×a1/Lla4 3.BLd6/Ll×a4†
1...Lle4 2.BLe5+ Lle8 3.Llh1†
1...Llh5 2.BLd6+ RLd8 3.K×d8†
1...Lld5 2.BLd6+ Lld8 3.Llh1†

17 fairy pieces, all of them thematically active,
21 thematic mates with 2-5 thematic elements,
dual-free, no cook stoppers.

G19



†3 Chinese Riders (11+18)

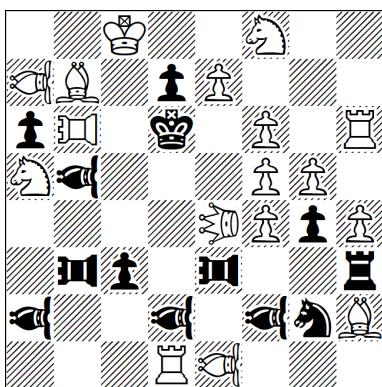
1.PAf3? [2.Se5‡]
but 1...Re6!

1.VAf3? [2.R×c5‡]
but 1...Rc6!

1.Bc2! [2.Bb3+ a×b3 3.a×b3‡]
1...NAh6 2.PAf3 [3.Se5‡] Re6/NA×e7 3.PAf4/R×c5‡
1...PA×c2 2.VAf3 [3.R×c5‡] Rc6 3.VAe2‡

2 × thematic white removal of hurdle.
4 × thematic black removal of hurdle.
1 × thematic black removal of the line piece along the thematic line.
2 × W2 moves on the same square.
2 × thematic tries in two moves.
Reciprocal change of functions of PA/VA
(front and rear piece of an anti-battery)

G20

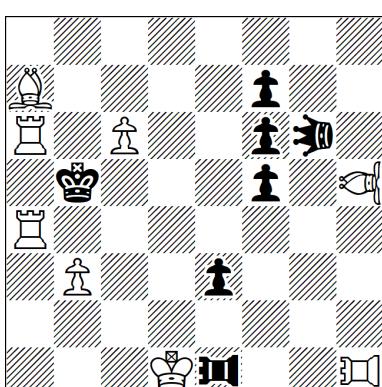


†3 Chinese Riders (17+13)

1.S×d7! [2.f7+ K×e7 3.f8=Q‡]
1...R×h4 2.Sc5 [3.LEb4‡]
2...PAd3/VAd3,VAc4/VA×c5/PA×b6,PAb4/S×f4
3.e8=S/Bc6/VAg3/Sc4/B×f4‡ (2.LEb4? S×f4!)
1...S×h4 2.LEb4 [3.Sc5‡] PAd3/VAd3 3.Bc6/e8=S‡
(2.Sc5? VA×c5!)
1...VAc4 2.e8=S+ PA×e8 3.Bc6‡

Thematic lines: b5-e8, d3-e8, b3-b6, f2-b6.
Key-threat reversal (or Reversal II) and reciprocal changes in the two main variations.

G21

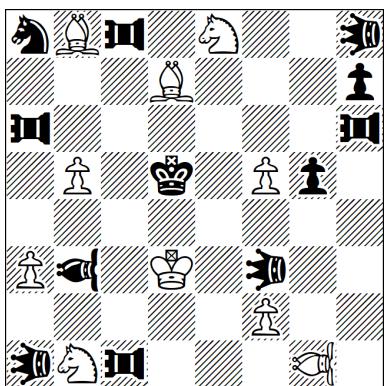


†3 Lions (8+7)

1.B×e3! [2.Rb6‡]
1...LId6 2.BLe8+ RL×e8 3.RLb1‡
1...RLe6 2.RLb1+ Ll×b1 3.BLe8‡

Thematic lines: h5-e8, h1-b1, g6-b1, e1-e8.
Exchange of W2/W3 moves.
Zilahi.

G22



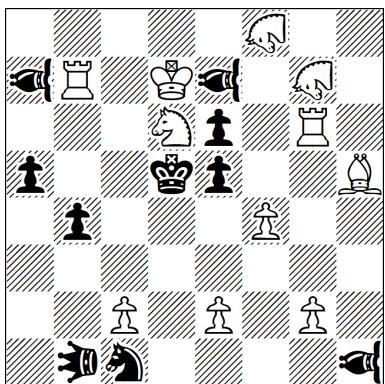
‡3 Lions (10+12)

1.Bh2! waiting

- 1...Lla5,Lla4 2.Sc3+ Llxc3 3.Sf6† (3.Bc6+? RLxc6!)
- 1...RLhh1 2.Sf6+ Llx6 3.Bc6† (3.Sc3+? Llx3!)
- 1...RLg8,RLf8 2.Bc6+ Llx6 3.Sc3† (3.Sf6+? RLxf6!)
- 1...RLch1 2.Sc3+ Llx3 3.Bc6† (3.Sf6+? Llx6!)
- 1...RLa2 2.Bc6+ Llx6 3.Sf6† (3.Sc3+? RLxc3!)
- 1...Lld8 2.Sf6+ Llx6 3.Sc3† (3.Bc6+? RLxc6!)
- 1...g4 2.Bf4 [3.Sf6†] Llc6/Llc3/BLe6/Sb6
- 3.Bxc6/Sxc3/Bxe6/Sc7†

A total of 9 thematic lines are deactivated in the 6 thematic variations after the key: f3-c3, f3-f6 and f3-c6 all twice; a1-f6, a6-f6, c1-c6, c8-c3, h6-c6 and h8-c3. Doubled and reversed cycle of W2 and W3 moves. Cyclic dual avoidance in White's mating move.

G23

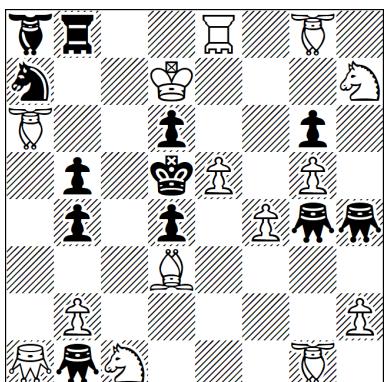


‡3 Chinese Riders (11+10)

1.Rg5! [2.Rxe5†]

- 1...Sd3 2.Bf3+ VAxf3 3.e4†
- 1...VAb8 2.c4+ bxc3 e.p. 3.Rb5†

G24

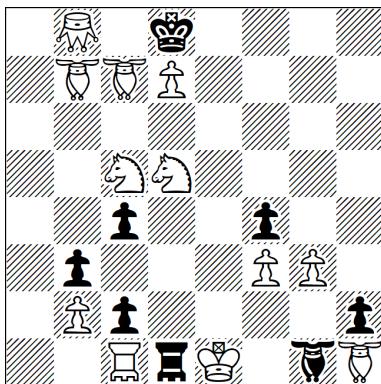


‡3 Hoppers (14+12)

1.Sa2! [2.Bc4+ bxc4 3.Sxb4†]

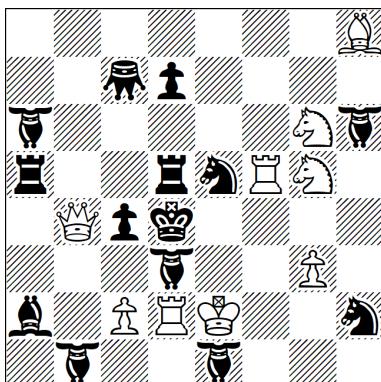
- 1...Sc6 2.Be4+ Gxe4 3.e6†
- 1...Gxf4 2.Sf6+ Kxe5 3.b3†
- 1...Gbe4 2.Gh1+ Gxh1/Ge~ 3.Sf6/Be4†

G25



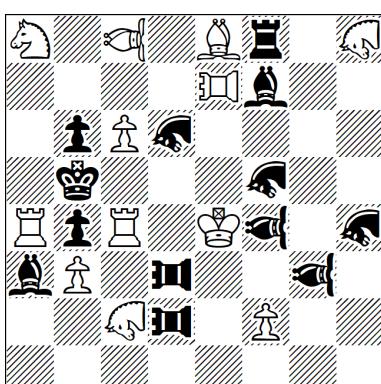
‡3 Hoppers (12+8)

G26



‡3 Hoppers (9+14)

G27



‡3 Chinese Riders (12+13)

1.Kd2? [2.Gd6†]
but 1...RHd3!

1.Kf2? [2.Gb6†]
but 1...BHe3!

1.Ke2! waiting
1...c3 2.Kd3 [3.Gd6†] RHd4 3.Gb6†
1...fxg3 2.Ke3 [3.Gb6†] BHd4 3.Gd6†

Grimshaw.

1.Se7! [2.Rf4+ Gxf4,BHxf4 3.Sf5†]
1...Rd6 2.Sf3+ Shxf3,Ke4 3.Rf4†
(2.Se6+? Rx e6 3.Rf4+ Gxf4!)
1...Rdb5 2.c3+ Gxc3,BHxc3 3.Rxd3†
(2.Rxd3+? BHxd3 c3+ Gxc3!)
1...Rdc5 2.Rxd3+ BHxd3,BHbxd3 3.c3†
(2.c3+? BHxc3 3.Rxd3+ BHxd3!)
(1...Gxe7 2.Se6+,Rxd3+)

Triple deactivation of lines of black fairy pieces on B1 and W2 moves: 1) c7-f4 after 1...Rd6 and h6-f4 after 2.Sf3+; 2) a6-d3 after 1...Rdb5 and c1-d3 after 2.c3+; and 3) c7-c3 after 1...Rdc5 and e1-c3 after 2.Rxd3+. Exchanged W2 and W3 moves and reciprocal dual avoidance after 1...Rdb5/Rdc5. Change of function of the move 2.Rf4 (W2 in the threat, W3 after 1...Rd6).

1.Kxf5? [2.PAb7†]
1...PAf3+ 2.Kxf4 [3.Sc7†] NAxh8 3.PAb7,VAd7†
but 1...NAxh8!

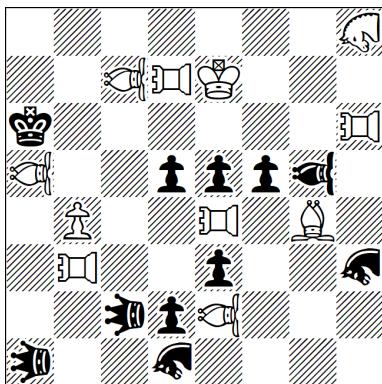
1.Kxf4? [2.Sc7†]
but 1...NAxh8!

1.Kxd3? [2.VAd7†]
but 1...NAxh8!

1.Ra6! [2.Rxb6+ Ka5 3.NAe3†]
1...VAe3 2.Kxf5 [3.PAb7†] NAxh8 3.Sc7†
1...PAe3 2.Kxf4 [3.Sc7†] NAxh8 3.VAd7†
1...NAe3 2.Kxd3 [3.VAd7†] NAxh8 3.PAb7†
1...PAe2 2.Kxd3 [3.VAd7†]

Defences on the threat square (Umnov II effect). Ukrainian cycle.

G28



‡3 Lions (11+11)

1.RLh4! [2.RLc4+ LI×e2 3.RLa4†]

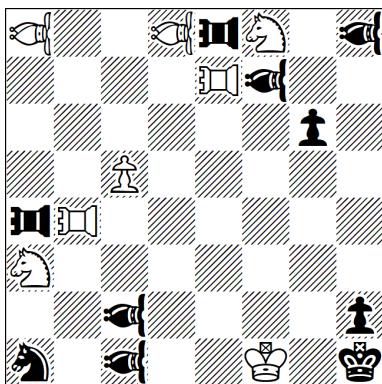
1...d4 2.Kf6+ LIg6 3.K×g6†

1...e4 2.Kd6+ NLb6 3.b5†

1...f4 2.Ke6+ LIf6 3.K×f6†

3 thematic lines with cyclic effect
caused by transfer of P-hurdle

G29



‡3 Lions (8+10)

1.Se6? waiting

1...RLh4 2.RLe4+ BLd5,RL×a8 3.RL×h4†

1...RLa2 2.RLe4+ BLd5,RLe×a8,RLa×a8,RLg2 3.RLh4†

1...BLh5 2.c6+ RL×a8/RLe4 3.RLe1/RLh4†

1...BLh7 2.RL×h7+ BLh5,RLh4 3.RLh3†

1...g5 2.RLh7+ BLh6,RLh4 3.RLh3†

but 1...Sb3!

1.BLg5! [2.c6+ RLee4/RLae4 3.RLe1/RLh4†]

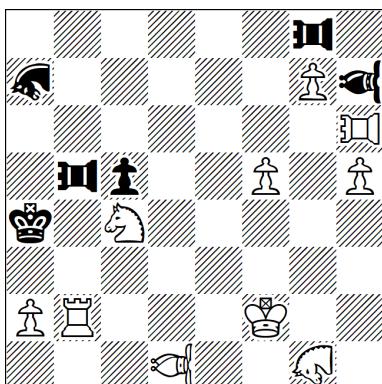
1...RLg8 2.Se6 [3.RLe1†]

1...RLa2 2.Sc4 [3.RLh4†]

1...BLh7 2.RL×h7+ BLh5,BLh6/RLh4 3.RLh3/RLb7,RLh3,c6†

Zugzwang after 1.Se6? is only a false track in this problem.

G30



‡3 Lions (10+6)

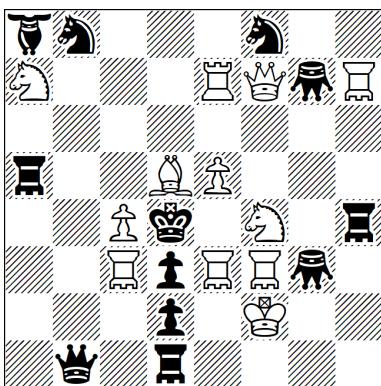
1.f6! [2.Ke2+ NLc3/RL×g1 3.Rb3/RLh4†]

1...RLg6 2.Rb3+ BLc2/NL×d1 3.RLh4/Ke2†

1...RLf5 2.RLh4+ RLg4/BLe4 3.Ke2/Rb3†

Jacobs cycle.

G31



‡3 Hoppers (12+12)

1.Qf5! [2.Q×d3+ RH×d3/Q×d3 3.Se2/Sb5†]

1...Gg2 2.RHd7+ Sf×d7/Sb×d7 3.Se6/Sc6†

1...RH×e5 2.Se2+ (2.Se6+?) RH×e2,d×e2 3.Q(×)e5†

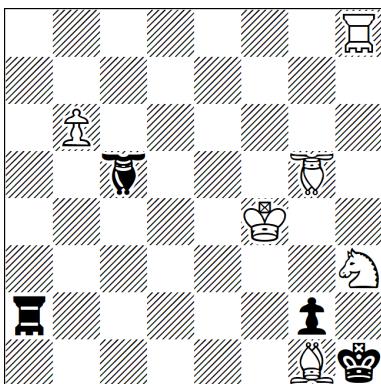
1...G×e5 2.Sb5+ Q×b5 3.Q×e5†

1...BHe4 2.Se6+ (2.Se2+?) S×e6 3.Q×e4†

1...RHe4 2.Sc6+ S×c6 3.Q×e4†

Two pairs of reciprocal deactivation of lines of the black fairy pieces: I) a5-e5 and g3-e5 after 1...RH×e5/G×e5; II) a8-e4 and h4-e4 after 1...BHe4/RHe4. Three pairs of variations with thematically connected white play: I) double sacrifice in the threat and after 1...Gg2; II) removal of the white hurdle from f4 on the W2 move with reciprocal dual avoidance after 1...RH×e5/BHe4; III) adding an extra hurdle on b5 or c6 on the W2 move after 1...G×e5/RHe4. Change of functions of 4 white moves which are W3 moves in the threat and after 1...Gg2, and also W2 moves in the thematic variations. Transfer of mates after different B2 moves in the thematic variations.

G32

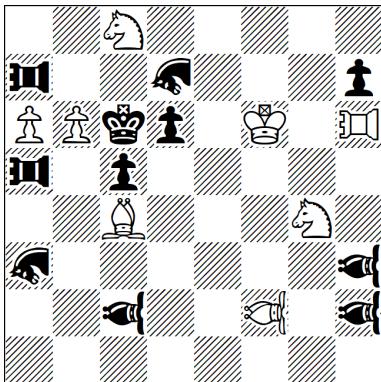


‡3 Hoppers (6+4)

1.Kg3? RHh2 2.B×h2 [3.Sf2,Sf4,Sg1†]
but 1...BHa7!1.b7? waiting
but 1...RHh2!

1.BHe3! RHh2 2.RH×h2 BHa7,BHf2 3.S(×)f2†

G33



‡3 Lions (8+11)

1.S×d6! [2.Bb5+ Kd5 3.Se3†]

1...RLh5,RLg5,RLd5,RLe5 2.S(×)e5+ NL×e5 3.K×e5†

1...RLf5 2.Se4+ NLg6 3.Se5†

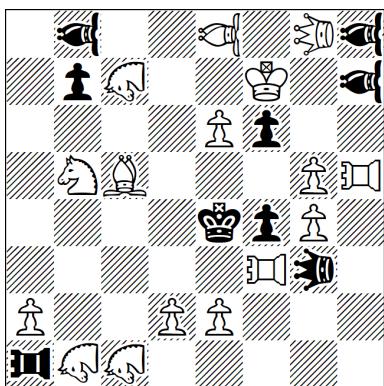
1...BLe6 2.K×e6 [3.Bb5†] RL~5 3.B(×)d5†

1...NLa1 2.Se5+ NL×e5,RL×e5 3.Ke7†

1...NLg6 2.Sb5 [3.Se5†]

The threat creates a fairy-battery with 2 firing units.

G34



‡3 Chinese Riders (16+9)

1...f5 2.Sc3+ LE×c3/Ke5 3.d3/LE×b8†
1...fxg5 2.d3+ LE×d3,VA×d3 3.Sc3†

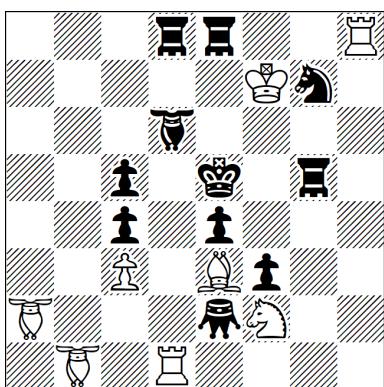
1.Kg6? [2.PAh1 [3.PAe1†] LEe1,LEf2,LEg1 3.d3†]
1...f5 2.d3+ LE×d3 3.Sc3†
1...fxg5 2.Sc3+ LE×c3 3.d3†
1...LEh3 2.NAa6+ b×a6,PA×a6 3.Sd6†
but 1...PA×c1!

1.d3+? LE×d3 2.NAa6+ LE×a6,b×a6,PA×a6 3.Sd6†
but 1...VA×d3!

1.Kg7! [2.d3+ LE×d3,VA×d3, 3.Sc3†]
1...f5 2.PAh1 [3.PAe1†] LEe1,LEf2,LEg1 3.d3†
1...fxg5 2.VAg6 [3.LEe8†] LE×c7 3.d3†
1...LE×c7 2.Kg6 [3.d3†]

Pioneer achievement of the combination Zagoruko, Tura, le Grand. Urania, Zilahi, dual avoidance. All play in all phases is thematic.

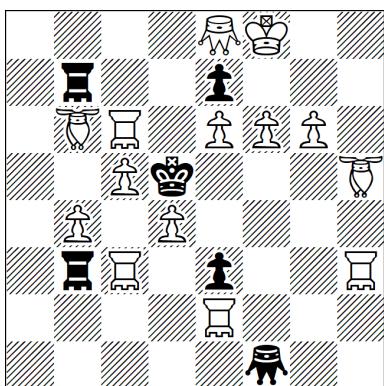
G35



‡3 Hoppers (8+11)

1.Rh4! [2.Bd4+ c×d4 3.c×d4†]
1...Se6 2.R×e4+ G×e4 3.Sg4†
1...Sf5 2.Bf4+ BH×f4 3.Rd5†

G36



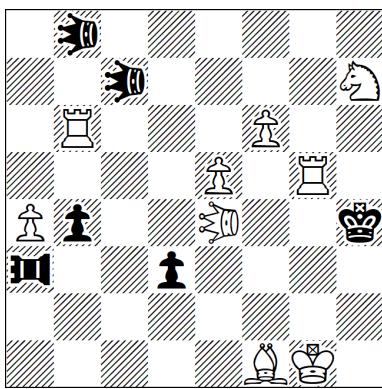
‡3 Hoppers (14+6)

1...Gf7 2.Gg8 RH3b5/RHd3/RH7b5/e×f6
3.RHd3/RH×d3/BH×f7/BH×f7†

1.K×e7! waiting
1...Gd3,Gf7 2.Gb5+ RH3×b5/RH7×b5 3.RH(×)d3/BH(×)f7†
1...RHd3,RH3b5 2.BHf7+ G×f7/RH×f7 3.RH(×)d3/G(×)b5†
1...RHf7,RH7b5 2.RHd3+ G×d3/RH×d3 3.BH(×)f7/G(×)b5†

Cyclic Zilahi, cycle of W2/W3 moves, cycle of B1/B2 moves, exchange of W2/W3 moves, cycle of captures, Babushka, complete pseudo-Kiss theme. The theme is shown in all possible continuations (a total of 16 times: 4 times in set play; 6 × 2 times in solution). Change of W2 move between set play and solution after 1...Gf7. All pieces on the board (with the exception of pawns) have at least two different functions.

G37



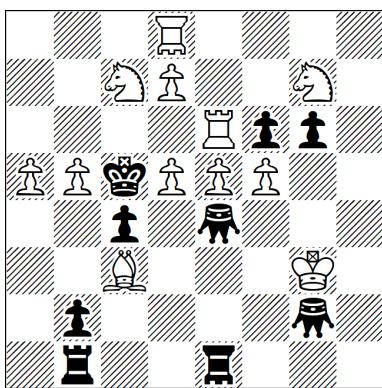
‡3 Lions (9+6)

1.Lle7? [2.f7#]
 1...Ll1xh7 2.Rxb4+ Llf4 3.Rxf4#
 1...RLe3 2.f7+ RLxe7 3.Rh6#
 1...RLa6 2.Rxb4+ Llf4 3.f7#
 but 1...Llf7!

1.Rxb4! [2.Lle7+ Llf4 3.f7#]
 1...RLf3 2.Llh1+ Llf4 3.Kh2#
 1...RLe3 2.Lle1+ Llf4 3.Kf2#
 1...Llb1+ 2.Llx b1+ Llf4 3.Rxf4#

Four thematic variations (one after the try and three after the key). Changed continuations after 1...RLe3 in the try and after key. After key, Zabunov theme shown in threat and first two variations. All three post-key variations are thematic. Royal anti-battery with diagonal-orthogonal correspondence on lines e1-h4 and h1-h4. Check provoking key.

G38



‡3 Hoppers (12+9)

1.exf6? [2.Rc6+ Gxc6 3.Sge6#]
 but 1...Gg4!

1.Rb6! [2.Sa6+ Kxd5 3.Rd6#]
 1...RHa1 2.Rc6+ Gxc6 3.Sge6# (2.exf6? Gg4!, 2.d6? Gd5!)
 1...Ga2 2.Sge6+ Gxe6 3.Rc6# (2.exf6? RHe5!, 2.d6? Ge6!)
 1...Gh1 2.d6 [3.Rc6#] RHe3 3.Sgx e6# (2.exf6? Gg4!)
 1...Gb4 2.exf6 [3.Sge6#] Gg4 3.Rc6# (2.d6? Gxb6!)
 1...Ge6 2.dxe6 [3.Rc6#]
 1...Gc6 2.bxc6 [3.Rb5#] (2.exf6? Gc8!)

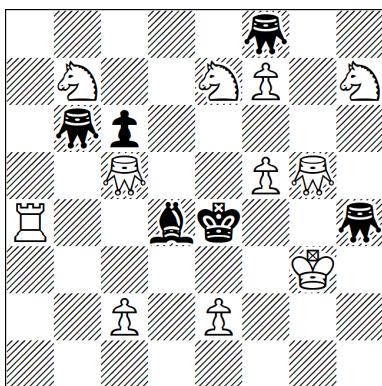
Fivefold presentation of the theme, including two pairs of reciprocal deactivation of the lines e1-e6 and g2-c6:
 a) double dual avoidance with exchanged W2 and W3 moves after 1...RHa1/Ga2; b) pseudo-le Grand and reciprocal dual avoidance after 1...Gh1/Gb4.

12 moves on 6 squares on the 6th row (a6-f6) by 6 white units (W1, W2 and W3 moves in the threat; W2 moves in 6 variations) and 2 black units (Ge4 on e6 and c6, RHe1 on e6).

7 W2 moves on the 6th row (with double play on c6 or e6 in 4 variations).

Play by Black and White on the same squares (e6 and c6). Change of functions of 4 moves and 2 × 2 transfer of mates. Swiss theme and time-shifted Dombrovskis.

G39



‡3 Hoppers (11+6)

1.e3! waiting

- 1...Gb8,Gbd6 2.Sf6+ Gh×f6/Gf×f6 3.R×d4/S(×)d6†
- 1...Gfd6,Gff6 2.R×d4+ Gb×d4/Gh×d4 3.S(×)d6/S(×)f6†
- 1...Gh8,Ghf6 2.Sd6+ Gf×d6/Gb×d6 3.S(×)f6/R×d4†
- 1...Gf2 2.K×f2 Gfd6,Gf6/Gbd6,Gb8 3.S(×)f6/R×d4†

Four thematic variations.

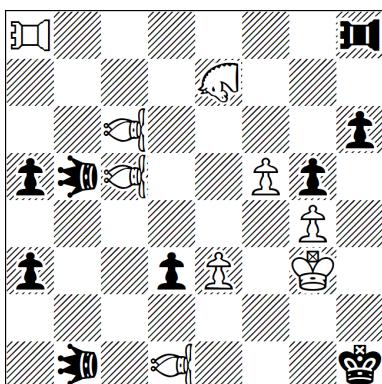
Correction play by Gh4.

Thematic squares d4, d6 and f6.

Cycle of W2 and W3 moves: A-B/C, B-C/A, C-A/B.

Jacobs theme.

G40

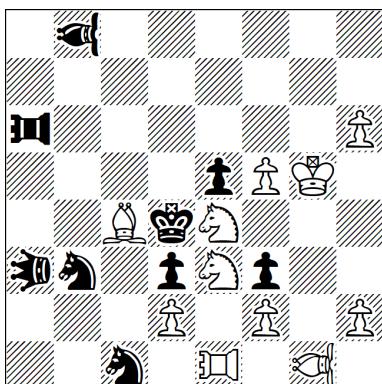


‡3 Lions (9+9)

1.BLh5! [2.Kh3†]

- 1...Lle2 2.BLf3+ Llbe4,Llee4 3.f6†
- 1...Ll5×f5 2.RLa4 [3.RLa1†] d2 3.BLf3†
- 1...Ll1×f5 2.BLf3+ Lld5 3.BLe4†

G41



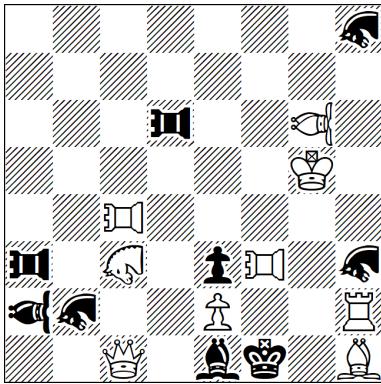
‡3 Chinese Riders (11+9)

1.Be6! [2.Sc4+ K×e4 3.Sd6†]

- 1...Sc5 2.Sd1+ K×e4 3.Sc3†
- 1...VA×h2 2.Sf1+ K×e4 3.Sg3†
- 1...PA×h6 2.Sg4+ K×e4 3.Sf6†

The theme is tripled. Siers battery play.

G42



- 1.Rg2! [2.Rg1+ K×e2,Kf2 3.Q×e1†]
- 1...NAhd1 2.PAcf4+ NA×f4 3.NAd5†
- 1...PAd1 2.NAd5+ VA×d5 3.VAd3†
- 1...NAbd1 2.VAd3+ PA×d3 3.PAcf4†

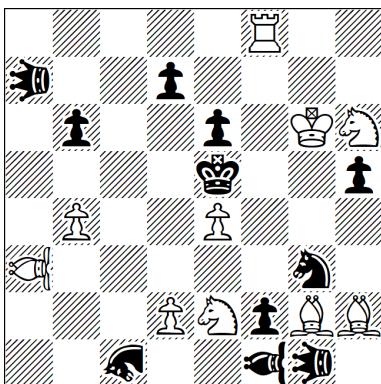
Cycle of W2/W3 moves.

B1 moves on the same square.

6 thematic black lines, 3 of them deactivated by Black at 1st move allowing a "non-activation" by White at 2nd move.

‡3 Chinese Riders (9+9)

G43



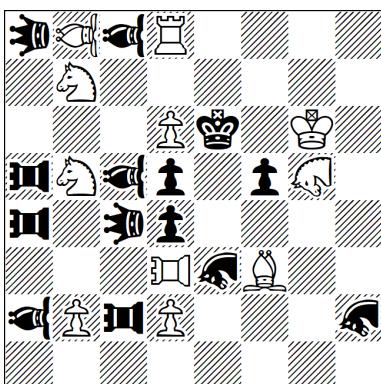
- 1.Rh8! [2.Sg4+ h×g4 3.Rh5†]
- 1...NAb3 2.d4+ LEg×d4/LEa×d4 3.B×g3/Sf7†
- 1...LEh1 2.Sf7+ NA×f7/LE×f7 3.B×g3/d4†
- 1...LEa5 2.B×g3+ NA×g3/LE×g3 3.Sf7/d4†

Jacobs theme.

Cyclic control of the squares d4, f7 and g3 by three black fairy pieces.

‡3 Chinese Riders (10+11)

G44



‡3 Chinese Riders (11+14)

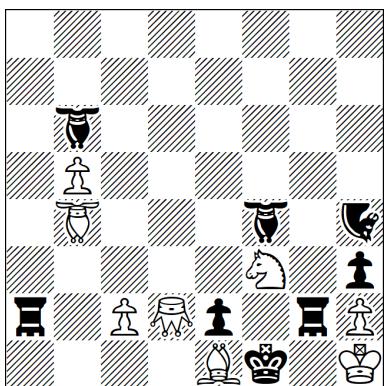
- 1.b3? [2.S×c5+ PAc×c5,PAax×c5 3.B×d5†]
 - 1...LEc3 2.B×d5+ VA×d5,LE×d5 3.S×d4†
 - 1...LEb4 2.S×d4+ NA×d4,PA×d4 3.S×c5†
- but 1...NAhf1!

- 1.b4? [2.B×d5+ VA×d5,LE×d5 3.S×d4†]
 - 1...LEb3 2.S×d4+ NA×d4,PA×d4 3.S×c5†
 - 1...LEc3 2.S×c5+ PAc×c5,PAax×c5 3.B×d5†
- but 1...LEa7!

- 1.NAc3! [2.S×d4+ NA×d4,PA×d4 3.S×c5†]
- 1...LEb4 2.S×c5+ PAc×c5,PAax×c5 3.B×d5†
- 1...LEb3 2.B×d5+ VA×d5,LE×d5 3.S×d4†
- 1...VAd7 2.Re8+ LE×e8 3.Sd8†

Carousel change, triple le Grand (three-move interpretation). Cycle of mating and second moves. The threats and variations are thematic.

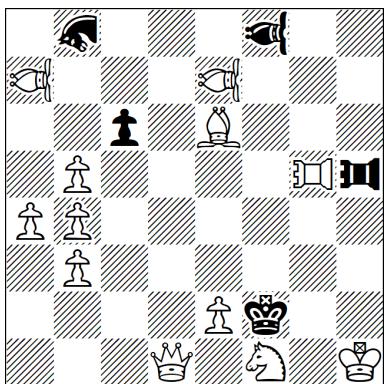
G45



‡3 Hoppers (8+8)

1.Gf2! [2.Gxf4 NHd2,RHad2,RHgd2 3.Gc1†]
1...NHd2 2.c4 [3.Sxd2†]

G46

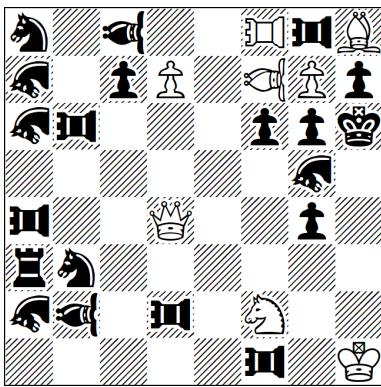


‡3 Lions (12+5)

1.Bc4! waiting
1...RLxb5 2.RLa5 [3.RLa2†] NLxe2 3.Qxe2†
1...BLxb4 2.BLa3 [3.BLc5†] NLxe2 3.Qxe2†
1...RL~ 2.RLc5+ NLd4 3.RLc2†
1...cxb5 2.e3+ RLc5,BLc5 3.Qe2,BLd4†

White chooses carefully to create Zugzwang.

G47



‡3

Lions

(8+20)

1.Q~? [2.d8=NL+ RL×d8 3.S×g4†
2.S×g4+ BL×g4 3.RL×f6†
2.RL×f6+ RL×f6 3.d8=NL†]
but 1...c6!, 1...Sd4!

1.Qd6? [2.d8=NL+ RLd×d8,RLg×d8 3.S×g4†]
1...c6 2.S×g4+ BL×g4,NL×g4 3.RL×f6†
1...Sd4 2.RL×f6+ RLb×f6,RLf×f6,BL×f6 3.d8=NL†
but 1...RLf4!

1.Qb4? [2.S×g4+ RL×g4,BL×g4 3.RL×f6†]
1...c6 2.RL×f6+ RLb×f6,RLf×f6 3.d8=NL†
1...Sd4 2.d8=NL+ RLd×d8,RLg×d8,NL×d8 3.S×g4†
but 1...BLe6!

1.Qe5! [2.RL×f6+ RL×f6,BL×f6 3.d8=NL†]
1...c6 2.d8=NL+ RL×d8,NL×d8 3.S×g4†
1...Sd4 2.S×g4+ RL×g4,BL×g4,NL×g4 3.RL×f6†
1...RLdd8 2.Qh2+ RLh4+ 3.Q×h4†
1...RLgd8 2.RL×f6+ RL×f6,BL×f6 3.g8=S†

There are 9 fairy thematic black lines targeting to 3 mating squares: a4/c8/a7 towards g4; b2/f1/b6 towards f6; d2/g8/a2 towards d8.

A random-move attempt of the wQ (let's say, to e3) explains the mechanism: a triple threat appears with rotated white moves. This, however, fails if Black plays onto either of two intersections c6 or d4. Therefore, White has to correct paradoxically by playing "weaker" moves – creating just a single threat each time.

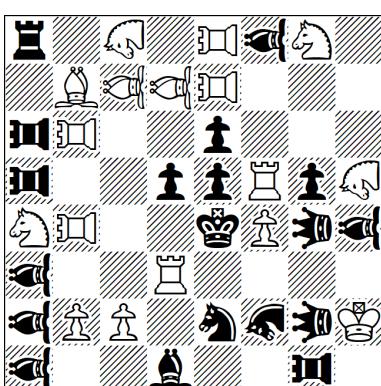
The result is a Dombro- Lačný 3×3 with rotation of W2 and W3 moves across the three phases.

1.PA6b5? [2.Sc3+ S×c3,VA×c3 3.R×e5†]
1...LE2g3 2.Sc5+ VAf×c5,VAa×c5,PA×c5 3.B×d5†
1...LE4g3 2.c4+ NA×b4,VA×b4,Sd4 3.PA×e6†
1...VAg3 2.VAd6+ R×c8 3.Sf6†
1...PA×a4 2.PA×a8 [3.PA×a4,VAd6†]
but 1...PAe1!

1.b3! [2.Sc5+ VAf×c5,VAa×c5 3.R×e5†]
1...LE2g3 2.c4+ NA×b4,VA×b4,Sd4,VAd4 3.B×d5†
1...LE4g3 2.VAd6+ R×c8 3.PAe×e6†
1...VAg3 2.Sc3+ S×c3 3.Sf6†
1...PA×a4 2.R×g5 [3.PA×e6,VAc6†] PAA6 3.R×e5†
1...VA3b2 2.PAd6+ R×c8 3.Sc5†

Thematic Shedey cycle with 4 variations in asymmetric diagonal-orthogonal scheme. Defences on same square. Additional change. 6 thematic variations in solution.

G48

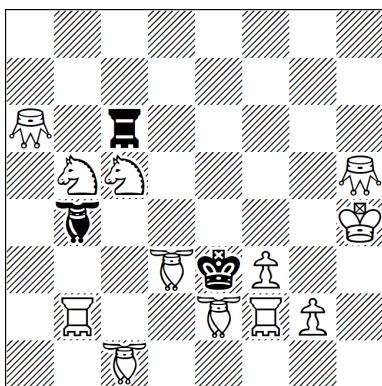


‡3

Chinese Riders

(17+19)

G49



‡3 Hoppers (12+3)

1...RHc4 2.Gxc4 [3.Gh3†]
1...BHD6 2.Gxd6 [3.Gd2†]

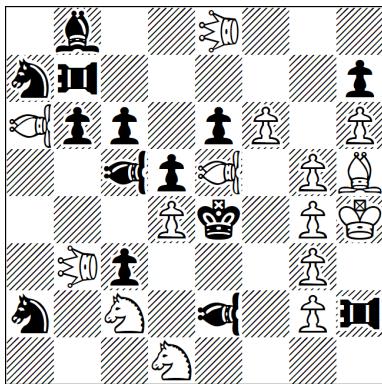
1.BHa3? waiting
but 1...BHD6!

1.BHf4? waiting
1...BHD6 2.Gxd6 [3.Gg3†]
but 1...RHc4!

1.BHf1! waiting
1...RHc4 2.Sd3 RHa4 3.Ga3†
1...BHD6 2.Se4 RHe6 3.Gxe6†

Complete block, with changed play through hurdle change.

G50



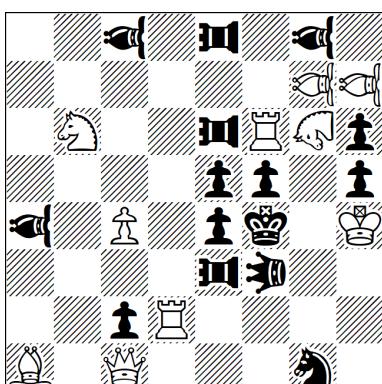
‡3 Chinese Riders (15+14)

1...VAxh5 2.VAd6+ PAe7 3.LEb1†
1...PAxh5 2.VAc7+ VAe7 3.Sf2†

1.LEe7! [2.Bg6+ hxg6 3.LEh7†]
1...VAxh5 2.VAc7+ PAxh5 3.LEb1† (2.LEb1+? PAxh5!
3.VAc7+? Kd3!)
1...PAxh5 2.VAd6+ VAxh5 3.Sf2† (2.Sf2+? VAxf2+!
3.VAd6+??)
1...Bc7 2.LEc4+ dxh4 3.LExb7†

Departure from the lines e2-d3, b7-b1, h2-f2, c5-f2.
Reciprocally changed continuations; Black thematic defences on the same square in the 1st and 2nd move.

G51

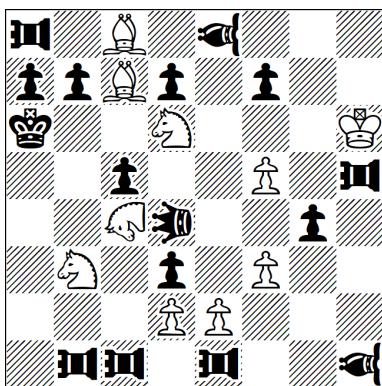


‡3 Chinese Riders (10+15)

1.Rf2! [2.NAe7 [3.Bxe5†] PA6~ 3.Sd5†]
(2.Rf7? [3.Sd5†] but 2...VAb3!
2.Sd7? [3.Rxf5†] PA6~ 3.Bxe5† but 2...PA6e7!)
1...VAc6 2.Rf7 [3.Sd5†] PA6~/PAf6 3.Rxf5/Bxe5†
(2.NAe7? [3.Bxe5†] PA6~ 3.Sd5† but 2...PAxb6!)
1...PA8e7 2.Sd7 [3.Rxf5†] PA6~ 3.Bxe5†
1...VAb3 2.Sc8 [3.Rxf5†]
1...Se2 2.Rxe2 [3.Qxe3†]

Deactivation/neutralization and activation of thematic lines f3-d5, e3-e5, f3-f5, e8-e5, g8-d5, c8-f5.
Cyclic le Grand + pseudo-le Grand. 5 thematic black pieces,
3 different corrections by the thematic PAe6.

G52



‡3 Chinese Riders (10+16)

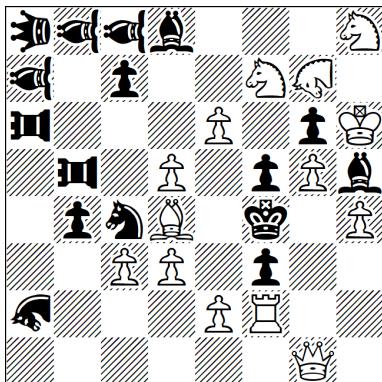
1.e×d3? [2.B×b7+, VA×b7, PA×b7 3.NA×e8†]
 1...LEe5 2.NA×e8+ PAax×e8, PAex×e8 3.S×c5†
 1...LEe4 2.S×c5+ PAc×c5, PAh×c5 3.B×b7†
 but 1...LEe3!

1.f×g4? [2.S×c5+ PAc×c5, PAh×c5 3.B×b7†]
 1...LEe4 2.B×b7+, VA×b7, PA×b7 3.NA×e8†
 1...LEd5 2.NA×e8+ PAax×e8, PAex×e8 3.S×c5†
 but 1...LEb2!

1.f6! [2.NA×e8+ PAax×e8, PAex×e8 3.S×c5†]
 1...LEd5 2.S×c5+ PAc×c5, PAh×c5 3.B×b7†
 1...LEe5 2.B×b7+, VA×b7, PA×b7 3.NA×e8†
 1...LEc3 2.d×c3 [3.S×c5†]

White continuations are cycled in 3 phases as threat and two variations, and also mutually on W2 and W3 moves; Black defences are cycled by pairs in 3 phases; a triple le Grand on W2 moves, but also another triple le Grand on W3 moves.

G53

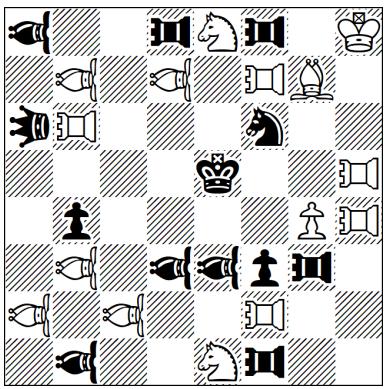


‡3 Chinese Riders (14+16)

1.NAe8? [2.Qh2+, Kg4 3.Bf6†]
 but 1...VA×f2!

1.Kh7! [2.Qh2+, Kg4 3.Sh6†]
 1...c5 2.e3+ S×e3 3.Be5†
 1...c6 2.R×f3+ B×f3 3.S×g6†
 1...VA×f2 2.e3+ S×e3 3.B×e3†
 1...B×g5 2.S×g5 [3.Sh3†] Bg4/NA×g5 3.Qh2/Q×g5†

G54



†3

Lions

(15+13)

1.BLh3? [2.BLcf5+ RLg5 3.S×d3‡]

1...LId6 2.RL7f5+ RLg5 3.B×f6‡

1...BLd5 2.RL2f5+ RLg5 3.S×f3‡

but 1...BLe4!

1.RLg6? [2.RL7f5+ RLg5 3.B×f6‡]

1...BLc6 2.RL2f5+ RLg5 3.S×f3‡

1...RLd6 2.BLf5+ RLg5 3.S×d3‡

but 1...Lla1!

1.BLh1! [2.RL2f5+ RLg5 3.S×f3‡]

1...RLd5 2.BLf5+ RLg5 3.S×d3‡

1...Llc6 2.RL7f5+ RLg5 3.B×f6‡

Cyclic activation and deactivation of lines of three black lion family pieces (a6, a8, d8). Three-phase cycle of threats and second moves of variations. Cycle of defence squares. W2 moves to the same square. All threats and variations are thematic.