



The 10<sup>th</sup> FIDE World Cup in Composing

# Section B – Threemovers

Preliminary award by

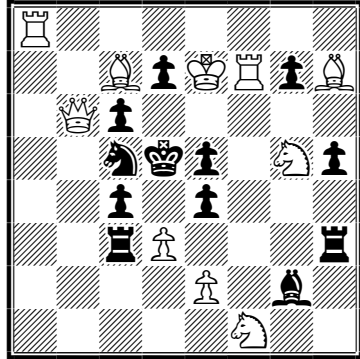
**Sergey Ivanovich Tkachenko**

MMXXII

I have received 35 anonymous threemovers from the Director. Despite I have included less than a half problems into an award, a level of the tourney was good!

I tried to proceed from the classical principles of approach to the threemover-genre, to my knowledges and experience. I tried maximally to exclude a subjectivism in the award.

B23 – 1<sup>st</sup> Prize



#3

10+12

1.Bg8! - 2.Rf5+ Se6 (a) 3.R:e5#,  
2...Kd4 (b) 3.B:e5#

1...B:f1 2.Rf4+ Se6 (a) 3.d:e4#,  
2...Kd4 (b) 3.R:e4#

1...c:d3 2.Rf3+ Se6 (a) 3.Se3#,  
2...Kd4 (b) 3.e3#

1...d6 2.Rf6+ Se6 (a) 3.B:e6#,  
2...Kd4 (b) 3.R:d6#

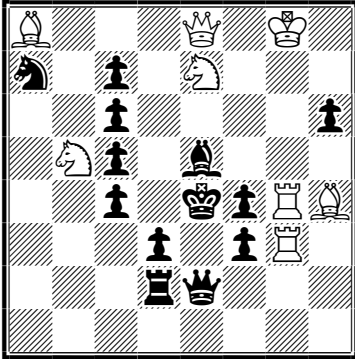
1...Se6 (a) 2.Ra5+ c5 3.Qd6#,  
2...Sc5 3.Q:c5#

1...Kd4 (b) 2.Se6+ Kd5 3.Q:c5#,  
2...d:e6 3.Rd8#



Zagoruiko 4x2 with mates on the same squares. Tactics and geometry are on the high level! Excellent transferring of twomover motifs in threemover genre. The key is also simpatico.

B28 – 2<sup>nd</sup> Prize



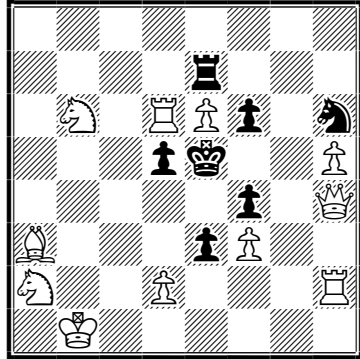
#3

8+13

- 1.Sg6! –(Ke3) 2.Q:e5+ Kf2 3.Rg1#  
 1...Kf5 2.Sc3 (A) - 3.Qd7# (B)  
 2...B~ (a) 3.R:f4# (C)  
 2...Bd6! (b) 3.Qf7# (D)  
 1...Kd5 2.R:f4 (C) - 3.Qf7# (D)  
 2...B~ (a) 3.Qd7# (B)  
 2...Bd6! (b) 3.Sc3# (A)  
 2...B:f4! 3.S:f4#  
 2...S:b5 3.Q:c6#

Djurasevic 4x2. Reversal implemenation for New-Strategic school in threemover. It's good that the author was managed to do a threat in three moves. Not enough strategy but can it be requested here?!

B19 – 3<sup>rd</sup> Prize



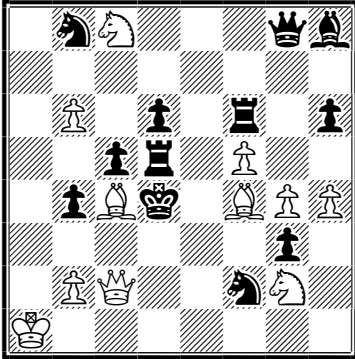
#3

11+7

- \*1...Sg4(g8,f7) 2.d4+  
 2...K:d4 (a) 3.R:d5# (A)  
 2...Kf5 (b) 3.Q:g4# (D)  
 1.Sc1! - 2.Sd3+  
 2...Kd4 (a) 3.R:d5# (A)  
 2...Kf5 (b) 3.Q:f4# (B)  
 1...Rd7 2.S:d7+  
 2...Kd4 (a) 3.Q:f4# (B)  
 2...Kf5 (b) 3.Q:f6# (C)  
 1...e:d2 2.Re2+  
 2...Kd4 (a) 3.Q:f6# (C)  
 2...Kf5 (b) 3.R:d5# (A)

Cycle of Rice (or maybe of Livshic?!) in light position. I enjoyed it very much. Not enough strategy, no uniformity in Black defenses?! But a performing is nice!!! The author did it purposefully.

B26 – 1<sup>st</sup> Honorable Mention



#3

11+12

1.Bc~? - 2.Qc4#, 1...Rd~!  
 1.Ba2? - 2.Qc4#, 1...b3 2.Qc3+  
 Ke4 3.Qe3#, 1...Rd:f5 2.Qd2+  
 Sd3/Ke4 3.Qe3#, 1...Re5!

1.Sa7? - 2.Sb5#, 1...Qe8!  
 1.Se1? - 2.Sf3#, 1...Q:g4!

1.b3!! - 2.Qd2+ Ke4 3.Qe3#,  
 2...Sd3 3.Q:d3#

1...Re6 2.Be2! ~ 3.Qc4# (2...Rd~? /  
 2...Re1?)

1...Rf7 2.Ba6! ~ 3.Qc4# (2...Rd~? /  
 2...Ra7?)

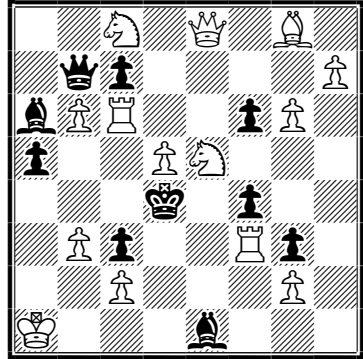
1...Rf8 2.Sa7! - 3.Sb5# (2...Qe8?),  
 2...Sd3 3.Q:d3#

1...Rg6 2.Se1! ~ 3.Sf3# (2...Q:g4?),  
 2...Sd3 3.Q:d3#

(1...Rf:f5 2.Be3+ Ke5 3.Q:f5#  
 1...Q:g4 2.Qd2+ Ke4 3.Q:d5#)

Good but somewhat old-fashioned  
 strategy. Maybe in another tourney  
 another judge would give a Prize...

B1 – 2<sup>nd</sup> Honorable Mention



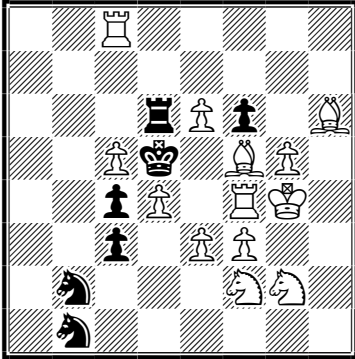
#3

14+10

1.Sc4? Q:c6! 1.Sd3? Bd2!  
 1.Rd3+? Ke4! 1.Rc4+? B:c4!  
**1.Qe7! - 2.Sc4! Bd2 3.Rd3# (A)**  
**1...cb6 2.Rd3+! (A) B:d3 3.Sf3#,**  
 2...Ke4 3.Sd6#  
**1...Q:c8 2.Rc4+! (B) B:c4 3.Sc6#**  
**1...Bf2 2.Re3!! K:e3 3.Sf3#,**  
**2...Be2 3.Qc5#**  
**1...Bd2 2.R:f4+!! Ke3 3.Sd3#,**  
**2...B:f4 3.Sf3#**  
 (1...Ke4 2.R:f6! Q:c6 3.R6:f4#,  
 1...fe5 2.h8Q! Q:c6 3.Qh:e5#)

Yes, 2+2+2... But it got a little  
 boring.

B4 – 3<sup>rd</sup> Honorable Mention



#3

13+7

1.Re4? Sd3!; 1.Se4? R:e6!

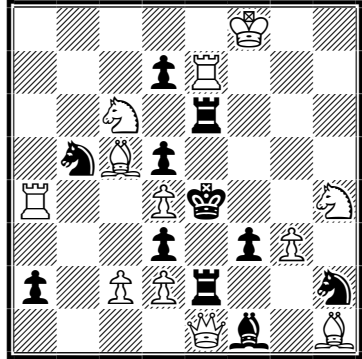
1.e7? – 2.Be4+ Ke6 3.e8Q#,  
 1...Re6 2.Re4! – 3.B:e6# / 3.Sf4#,  
 2...R:e4! 3.f:e4#, 1...Rd7 2.e8Q!  
 Re7 3.Qc6#, 1...Sd2!

1.Bg7? – 2.e4+ K:d4 3.B:f6#, 1...Re6  
 2.Re4! – 3.B:e6, Sf4#, 2...R:e4! 3.fe4#,  
 1...Sd2 2.Se4! – 3.S:c3, S:f6#,  
 2...S:e4! 3.fe4#, 1...Rc6 2.Rd8+ Rd6  
 3.R:d6#, 1...Sd3!

**1.Rc7! – 2.Be4+! K:e6 3.R:f6#**  
**1...fg5 2.e4+! K:d4 3.Bg7#**  
**1...Re6 2.Re4! – 3.B:e6# / 3.Sf4#,**  
**2...R:e4! 3.fe4#**  
**1...Sd2 2.Se4! – 3.S:c3# / 3.S:f6#,**  
**2...S:e4! 3.f:e4#**  
 (1...Rd7 2.e:d7! – 3.d8Q#)

The logical complex looks convincing! Pity that there isn't much space in the game.

B13 – Commendation



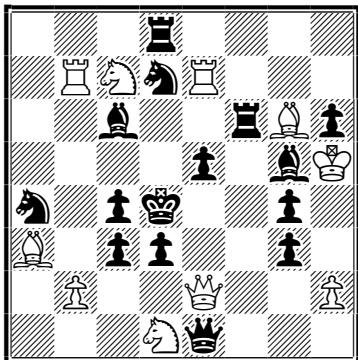
#3

12+11

**1.Se5! (2.c:d3#)**  
**1...Rf6+ 2.Sf7+ Re6 3.Sg5#**  
**1...d:c2 (y) 2.d3+ Ke3 3.Sf5#**  
**1...R:e1 2.Sg4 - 3.Sf6# (A) / Sf2# (B)**  
**2...R:e2 3.Sf6# (A)**  
**2...dxc2 (y) 3.Sf2# (B)**  
**2...S:d4 (x) 3.R:d4# (C)**  
**2...S:g4 3.B:f3#**  
**1.Sd4 (x) 2.Sd7 - 3.R:d4# (C) / R:e6# (D)**  
**2...d:c2 (y) 3.R:d4# (C)**  
**2...a1Q 3.R:e6# (D)**

A geometry looks good, if only there was a full-length threat in addition...

B27 – Commendation



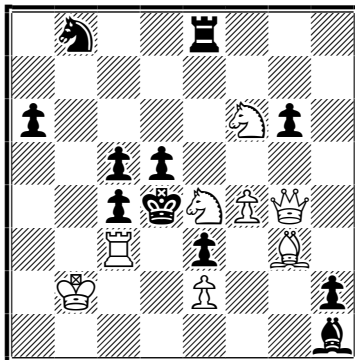
#3

10+15

- 1.Rb5! - 2.Rd5+ B:d5 3.Sb5#  
 1...Sac5/Sab6 2.Q:e5+ Q:e5  
 3.b:c3#, 2...S:e5 3.B:c5#  
 1...Sd~ 2.b:c3+ Q:c3 3.Q:e5#,  
 2...S:c3 3.Bc5#  
 1...Qh1 2.Bc5+ Sa:c5 3.b:c3#,  
 2...Sd:c5 3.Q:e5#  
 1...B:b5 2.S:b5+ Kd5 3.Be4#  
 1...Rb8 2.R:d7+ Bd5 3.Rd(b):d5#,  
 2...B:d7 3.Rd5#, 2...Rd6 3.Se6#

Yes, variations and mates are many but it's kind of chaotic...

B29 – Commendation



#3

8+11

- \*1...d:e4  
 2.Bf2 (A) ~(R:e4?)/e:f2 3.B:e3#e3#  
 2.Qg5 (B) ~(B:e4?)/Rd8(R:e5)  
 3.Q:d5#/Q(:)e5#  
 1.Bf2? (A) - 2.B:e3#, 1...R:e4! (x)  
 1.Qg5? (B) - 2.Q:d5#, 1...B:e4! (y)  
 1.Qf3? (C) - 2.Q:e3# (E), 1...R:e4 (x)  
 2.Q:h1 ~ 3.Qd1#, 1...B:f3! (m)  
 1.Qe6? (D) - 2.Q:d5# (F), 1...B:e4 (y)  
 2.Bf2 ~e:f2 3.B:e3#e3#, 1...R:e6! (n)  
 1.Sg5! - 2.f5+ Re4 (x) / Be4 (y)  
 3.Se6# (G) / Sf3# (H)  
 1...Re4 (x) 2.Qe6! (D) - 3.Q:d5# (F),  
 2...R:f4 3.Q:e3# (E), 2...R:e6 (n)  
 3.S:e6# (G), 2...Re5 3.Q:e5#  
 1...Be4 (y) 2.Qf3! (C) - 3.Q:e3# (E), 2...B~  
 3.Q:d5# (F), 2...B:f3 (m) 3.S:f3# (H)

Just a good, albeit well-known scheme. The play is enjoyable, but nothing more.

Congratulations to the winners.  
 Peace and goodness to all!

Sergey Ivanovich Tkachenko,  
 August 01, 2022