



The 6th FIDE World Cup in Composing

Section C – Moremovers

Final award by

Mark Erenburg

MMXVIII

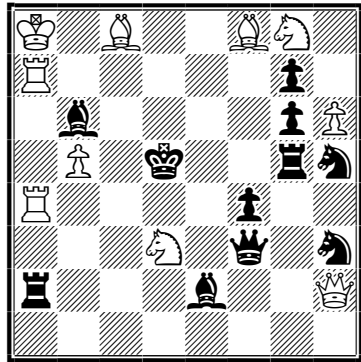
Participants

C01	V. Kozhakin (RUS)	C16	J. Aldea (PHL)
C02	A. Litvinov (LTU)	C17	B. Kozdon (DEU)
C03	E. Fomichev (RUS)	C18	B. Majoros (HUN)
C04	G. Popov (RUS)	C19	A. Feoktistov (RUS)
C05	I. Yarmonov (UKR)	C20	A. Gasparyan (ARM)
C06	A. Sygurov (RUS)	C21	V. Syzonenko (UKR)
C07	V. Aksenov (UKR)	C22	M. Kostylev (RUS)
C08	V. Volchek (BLR)	C23	F. Davidenko (RUS)
C09	V. Samilo (UKR)	C24	F. Karmil (TUR)
C10	G. Atayants (RUS)	C25	R. Krätschmer (DEU)
C11	A. Kuzovkov (RUS)	C26	B. Miloseski (MKD)
C12	S. Abramenko (RUS)	C27	V. Yuzyuk (UKR)
C13	S. Vokal (SVK)	C28	U. Marks (DEU)
C14	K. Mlynka (SVK)	C29	L. Neweklowsky (DEU)
C15	S. Radović (SRB)		

I would like to thank the organizers for inviting me to judge the moremovers section. I received 29 anonymous problems from the director of the tournament. Unfortunately, the overall level turned out to be lower than expected: especially this concerns 4-5 movers, where there were practically no problems of deep strategic style. Often, the apparent lack of content was replaced by lengthy authorial comments. One-line entries without any memorable idea do not correspond to the modern level of composition. The same is true with respect to "mansubs" and entries with multiple twins who can try their luck in the helpmates section. Several other entries were discarded due to lack of unity or significant technical shortcomings. Finally, I had to eliminate C20 because of a strong predecessor- yacpdb/67430, and C26 which is cooked in nine moves.

I preferred problems that along with a good technical presentation also produce a sufficient artistic impression. inevitably, personal taste played a decisive role in the award rating.

1st Prize – Gold medal
 FEDOR DAVIDENKO
Russian Federation



#10

10+11

1. ♖:f4!

[1... ♕:d3/♗:d3 2. ♖d6#; 1... ♕c5
 2. ♖c4#; 1... ♖:a4 2. ♗e7#]

1... ♗5:f4 2. ♗e7+ ♖d6+ 3. ♗c6+
 ♖d5 4. ♗d7+ ♖e6 5. ♗:g7+ ♖d5
 6. ♗d7+ ♖e6 7. ♗b7+ ♖d5 8. ♗e7+
 ♖d6 9. ♗g8+ ♖d5 10. ♗f6#

[5... ♖f6 6. ♗e7#; 7... ♖f6 8. ♗g7#]
 1... ♗3:f4 2. ♗d7+ ♖e6+ 3. ♗b7+
 ♖d5 4. ♗e7+ ♖d6 5. ♗:g6+ ♖d5
 6. ♗e7+ ♖d6 7. ♗c6+ ♖d5 8. ♗d7+
 ♖e6 9. ♗:g7+ ♖d5 10. ♗:g5#

[9... ♖f6 10. ♗e7#]
 [1... ♖:f4 2. ♗d7+ ♖e6 3. ♗c7+ ♖d5
 4. ♗e7+ ♖d6 5. ♗c6#]

1. ♗d7+?... 9. ♗:g5+ ♗:g5+!

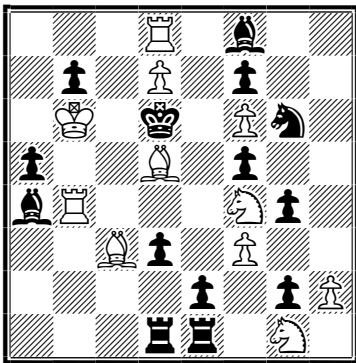
1. ♗e7+?... 9. ♗f6+ ♗:f6!

Theme of 10th WCCT. The key with sacrifice of white Queen. Further play in two reciprocal variants is precisely motivated by need to neutralize the crosscheck



of Black. The front piece of the first white battery self-pins and gives a time to the front piece of the second battery to eliminate the last obstacle and in its turn to close the diagonal. And then the unpinned first piece makes a decisive blow. A perfect exchange of functions in a sharp tactical arrangement and logical performance.

2nd Prize – Silver medal
ALEKSANDR KUZOVKOV
Russian Federation



#4

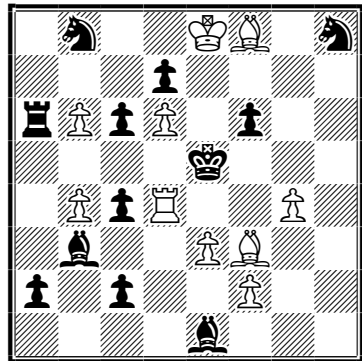
11+14

1. ♖d4! ~ 2. ♜f7+ ♚e5 3. ♜e4+ ♚d6
4. ♜e6#; 1...♜b3 2. ♜b7+ ♚e5
3. ♜c4+ ♚d6 4. ♜c6#; 1...♜b1+
2. ♜b3+ ♚e5 3. ♜d5+ ♚f4 4. ♜d2#;
1...g:f3 2. ♜:f3+ ♚e5 3. ♜d3+ ♚f4
4. ♜h3#; 1...Ke5 2. ♜g6+ fg 3.f4+
♚f6 4. ♜e4#

The attractive successive synthesis of two geometrical elements: big star of white Bishop on W2 and cross of white Rook on W3. Flight-giving key exposures

white King to check but it's a little bit unpleasant that white Rook is already under attack in the initial position. Furthermore, there is a problem with similar ideayacpdb/195142 with more subtle play and light position. Nevertheless, in my opinion, to motivate a big Bishop star is much more ambitious and therefore the realization of such a difficult complex is a remarkable achievement and deserves a top recognition.

3rd Prize – Bronze medal
ALEKSANDR FEOKTISTOV
Russian Federation



#8

10+12

The initial position gives to White a try, after 1. ♜e4+?! ♚d5 2. ♜e7+ ♚:d6, to succeed in two different ways: Plan A: 3. ♚d8? - 4. ♜e8 #, but 3...♜g6!; and Plan B: 3. ♜e4+? ♚d5 4. ♜c5? - 5. ♜e7#, but 4...♜:b4! Defending from the threat, Black weakens its position,

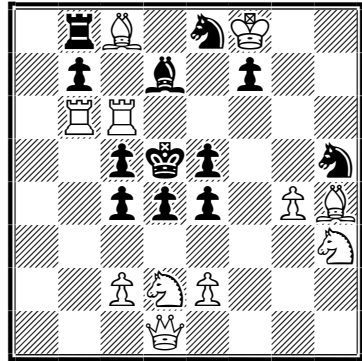
allowing White to realize one of the attacking combinations.

1. ♖g2! ~ 2.f4+ ♜e6 3. ♞e4+ ♜d5
 4. ♞e5#
 1... ♖g6 2.f4+! ♜:f4 (2. ♜f7? c3+!
 3. ♜:g6 ♖d5!) 3. ♞e4+ ♜d5 4. ♞:f4+
 ♜e6! 5. ♞e4+ ♜d5 6. ♞e7+! ♜:d6
 (6. ♜e7? c3? 7. ♞f4+ ♜e5 8. ♞f5#,
 6... ♖:b4!) 7. ♜d8!(A) ~ 8. ♞e8#
 (7. ♜f7? c3+? 8. ♞e6#, 7... ♞:b6!);
 1... ♖:f2 2. ♞e4+! ♜d5 3. ♞e7+
 ♜:d6 (3. ♜e7? ♖:e3! 4. ♜:f6 a1♚+!)
 4. ♞e4+ ♜d5 5. ♖c5!(B) c3 6. ♞e4-
 e7+! ♜c4 (6. ♜e7? ♖g6+! 7. ♜:f6
 ♖h4+!) 7. ♖f1+ ♜d5 8.e4# - model
 (1... f5 2. ♖g7+ ♜e6 3. ♖h3! & #5)
 (3. ♜d8? ♖g6! 1... ♖g6 ... 7. ♜d8!
 4. ♜d8? ♖f7+!, 2. ♜f7? c3+!, 7. ♜f7?
 ♞:b6!, 6. ♜e7? ♖:b4!, 3. ♜e7?
 ♖:e3!, 6. ♜e7? ♖g6+!)

The first variant is a little bit inferior to the second: W2 coincides with the threat, capture of interfering black piece comparing to deflection in the second variant. Anyway, a clear presentation of "rather rare example of the long bivariant logical problem"(the author). It is only worth to note that detailing of numerous attempts and their refutation is unnecessary and only obscures the content of this good problem.



1st Honourable Mention
 VLADIMIR SAMILO
 Ukraine



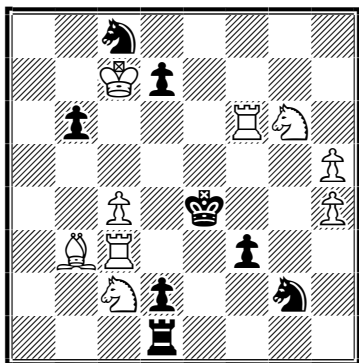
#4

11+12

1. ♜e7! ~ 2. ♞d6+ ♜:d6 3. ♞:d6#
 1...b:c6 2. ♜:c4! ♜:c4 3. ♖a6+
 ♜d5(♜c3) 4.c4(♖e1)# (4...dc??);
 2...e3 3. ♜:e3+ (3. ♞d3? e4!) ♜e4
 4. ♞d3#; 2...d3 3.c3! ♜:c4(e3)
 4. ♞b3(♞:d3)#
 1... ♖:c6 2. ♜:e4! ♜:e4 3. ♖f5+
 ♜d5(♜f3) 4.e4(♖f2)# (4...de??);
 2...c3 3. ♜:c3+ (3. ♞d3? c4!) ♜c4
 4. ♞d3#; 2...d3 3. ♖f2! ♜:e4(c3)
 4. ♞h1(♞:d3)#

Two thematic variants are though somewhat simmetrical, but pretty diversified tactically: white Knight sacrifices, white Bishop ambush game, overcoming of en passant defence, activation of Queen and Bishop h4 and so on. The play is completely homogeneous in all continuations. The drawbacks are a short threat and a lack of response to white Rook captures in the initial position.

2nd Honourable Mention
IGOR YARMONOV
Ukraine



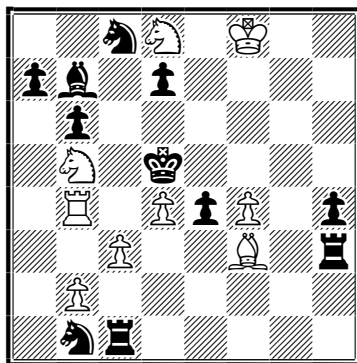
#4

9+8

- 1.c5! ~ 2.♙d5+! ♔:d5 3.♖f5+ ♕e4(♕e6) 4.♗e5(♘d4)#
 1...d6 2.♗e3+! ♘:e3 3.♗e6+ ♕d3(♕f5) 4.♗:e3(♘:e3)#
 1...b:c5 2.♗f4+! ♘:f4 3.♗c4+ ♕d3(♕f5, ♕d5) 4.♘:f4(♗:f4, ♗d4)#
 1...♘e7 2.♘:e7 b:c5 3.♙d5+ ♕e5 4.♗f5#; 2...Ke5 3.♗f5+ ♕e4 4.♙d5#

Two white ♗/♘ pairs with the support of a Bishop besieged the fortress. In two reciprocal variants White sacrifices one Rook to decoy a black Knight to the square where it will be captured by the pieces of corresponding pair. Here a widespread mechanism is not too deployed but elegantly designed, with active interplay of all white pieces. The threat is organically fit into the content.

3rd Honourable Mention
RALF KRÄTSCHMER
Germany



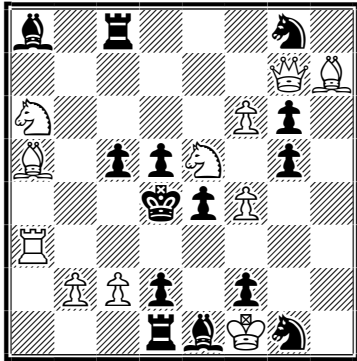
#12

9+11

- 1.♙h5? e3 2.♙f3+ ♗:f3!
 1.♘c7+ ♕d6 2.♘e8+ ♕d5 3.♗b4+ ♕d5 ♕c4 4.♙e2+ ♗d3 5.♗b4+ ♕d5 6.♘c7+ ♕d6 7.♘b5+ ♕d5 8.♙h5 ♗:d4 (8... e3? 9. ♙f3#) 9.♗:d4+ ♕c5 10.♙e2 a5 11.b4+ a:b4 12.c:b4#

Immediate attempt 1.♙h5? doesn't work since f3 square is under control of black Rook. Therefore, White realizes a preliminary plan, provoking critical move 4...♗d3. Now, with the resumption of the main plan, unblocking move ♙e3 is no longer possible and black Rook has to defend in a different way- Roman theme. Introductory play with multiple switchbacks is attractive, but it's a pity that 9. ♗:d4 is not already a mate, since a technical continuation in as many as three moves breaks a balance and reduces an overall impression.

1st Commendation
 SERGEY ABRAMENKO
 Russian Federation



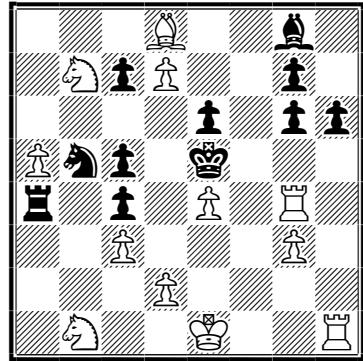
#4

11+14

1. ♖d7 ~ 2. ♖a4+ c4 3. ♜b6+ ♜c5
 4. ♜:c5#; 1... ♜c6 2.c3+ ♜e3 3.c4+
 ♜d4(♜:f4) 4. ♖:d5#(♜:g6)#;
 1... ♜c6 2. ♜c3+ ♜e3 3. ♜b4+
 ♜d4(♜:f4) 4. ♜:c5(♜:g6)#; 1...g:f4
 2. ♜f3+ ♜:f3 3. ♜c3+ ♜e3(Kc4)
 4. ♜e5(♖a4)#; 2...e:f3 3. ♜c3+
 ♜e3(Kc4) 4. ♖e6(♖a4)#; 1...e3
 2. ♜c3+ ♜e4 3. ♜:g6+ ♜:f4 4. ♖g4#

Defending from the threat, Black closes the line of white Queen with Grimshaw interference and White uses this in a further battery play. The idea is not new and was encountered even in more interesting decoration-yacpdb/94179, yacpdb/225290- but here the composer managed to keep a full-length threat.

2nd Commendation
 GRIGORY ATAYANTS
 Russian Federation



#4

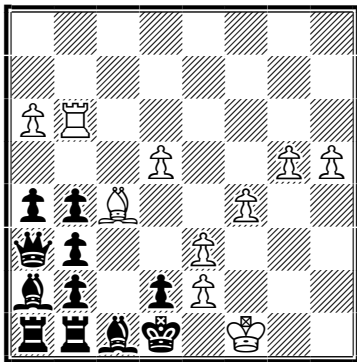
12+11

1.d4+? c:d4 2. ♜d2 ~ 3. ♜f3#, but
 1...c:d3(e.p.)!
 1. 0-0! ~ 2. ♜:c7+(A) ♜:c7 3.d8=♜
 ~ 4. ♜c6#; 1... ♜f7 2. ♜f6+ g:f6
 3.d8=♖ ~/f5 4. ♖:f6#/♖h8#
 1... ♜:a5 2.d4+ c:d3(e.p.)/c:d4 3.
 ♜d2 ~ 4. ♜:c4(♜f3)#; 1... ♜b4
 2. ♜a3! ~ 3. ♜b5 ~ 4. ♜:c7#(A);
 2...h5 3. ♜g5+ ♜:e4 4. ♜:c5#;
 2... ♜d6 3. ♜:c7(A) ~/♜b6(♜:b7)
 4. ♜:d6#/♜:c4#; 2... ♜:c3 3.d:c3
 ~/♜b6(♜:b7) 4. ♜:c7#(A)/♜:c4#

There are not many fourmovers with Valladao task, and even less with two promotions. These variants are nice and the problem could have been placed higher, but a closer look revealed several moments. First, the attempt indicated by the author is impossible, since after 1. d4+? c:d4 2. ♜d2 follows a simple 2... ♜a1+. Next, technical variant 1... ♜b4 is

smear, and "change of functions" of move ♖c7 has an accidental character. But personally for me the most unpleasant thing is unwanted dual in 1... ♖:a5 2.d4+ c:d4 (instead 2..c:d3 e.p.) which gives to the realization of whole idea a somewhat artificial coloring.

3rd Commendation
LUTZ NEWEKLOWSKY
Germany



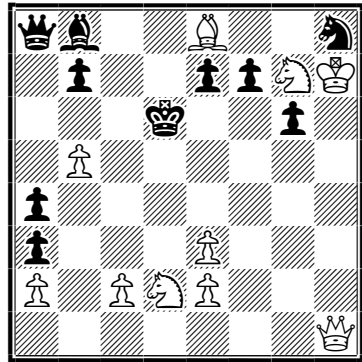
#15

10+11

1.d6 ♖c2 2.♔d3+ ♖d1 3.♔b5 ♖c2
4.♖c6+ ♖d1 5.♔c4 ♖c2 6.♔g8+
♖d1 7.♖b6 ♖c2 8.♔h7+ ♖d1 9.g6
♖c2 10.g7+ ♖d1 11.♔g8 ♖c2
12.♖c6+ ♖d1 13.♔c4 ♖c2
14.♔:b3+ ♖:b3 15.g8=♖#

Very well-known material for long moremovers. Standard maneuvers lead to final combination and mate by g-pawn promotion. I don't like weak duals on the mating move.

4th Commendation
VIKTOR VOLCHEK
Belarus



#4

10+10

1.♖d1! ~ (♔a7) 2.♔c4+ ♖c5
3.♖d4+ ♖b4 4.c3#; 2... ♖c7
3.♖d7+ ♖b8 4.♖d8#;
1...e5 2.♔e4+ ♖e7 3.♖g8! ~
4.♖d7# (3...♔d6 4.♖:d6#);
2... ♖c7 3.♖d6+ ♖c8 4.♖d7#;
1... ♖e5 2.♔f3+ ♖f6 3.♖d4+ e5
4.♖d8# (3...♔e5 4.♖:e5#);
1... ♖c5 2.♔b3+ ♖b6 3.♖d8+ ♖a7
4.♖a5# (3...♔c7 4.♖d4#);
1... ♖c7 2.♔c4! ♔a7 3.♖d7+ ♖b8
4.♖d8

Flight-giving key creates ♔/♖ battery which is activated four times on the second move. Unfortunately, the further play is rather boring and not sophisticated.