



GENS UNA SUMUS

The 9<sup>th</sup> FIDE World Cup in Composing

# Section C – Moremovers

Final award by

**Mark Erenburg**

MMXXI

## Participants

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C01 Fomichev E. (RUS)	C21 Sygurov A. (RUS)
C02 Kostylev M. (RUS)	C22 Svitek M. (CZE)
C03 Tribowski M. (GER)	C23 García C. E. (VEN)
C04 Tkachenko S. I. (UKR)	C24 Gasparyan A. (ARM)
C05 Shifrin S. (ISR)	C25 Gatti D. (ITA)
C06 Abramenko S. (RUS)	C26 Efremov M. (RUS)
C07 Majoros B. (HUN)	C27 Feoktistov A. (RUS)
C08 Varitsky A. (BLR)	C28 Kuzovkov A. (RUS)
C09 Yarmonov I. (UKR)	C29 Miloseski B. (MKD)
C10 Abdullayev E. (AZE)	C30 Karmil F. (TUR)
C11 Delobel B. (FRA)	C31 Samilo V. (UKR)
C12 Sayman U. (TUR)	C32 Yarosh L. (RUS)
C13 Vokál S. (SVK)	C33 Pankratiev A. (RUS)
C14 Jordan G. (GER)	C34 Cherniavskiy M. (UKR)
C15 Labai Z. (SVK)	C35 Gavrilovski Z. (MKD)
C16 Krätschmer R. (GER)	C36 Tang X. (CHN)
C17 Atayants G. (RUS)	C37 Giurgean V. (ROM)
C18 Popov G. (RUS)	C38 Stojnic M. (SRB)
C19 Dimitrov O. (BUL)	C39 Javadzade S. (AZE)
C20 Mlynka K. (SVK)	C40 Syzonenko V. (UKR)

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I would like to thank the organizers for inviting me to judge the moremovers section.

I received 40 problems in anonymous form from the director of the tournament. The average level was good. In my award, I tried to highlight the best, in my opinion, examples of various styles of the moremovers genre. First of all, preference was given to problems with a clearly accentuated idea and a homogeneous systemic play, and all other things being equal, the aesthetic impression of the problem was of decisive importance for me. At the first stage, the following compositions, claiming distinction, were excluded:

**C18:** A brilliant attempt 1.Rg5? suggests a continuation in the spirit of the 11th WCCT theme. Instead, we suddenly get a not very interesting forced attack with the capture of the black rook and without a model mate. An attractive idea from the try goes somewhere on the far periphery – as a justification why 1...c:d3 is not allowed, but as a variant of the solution it does not work, since checkmate is given a move earlier. It's a pity.

**C19:** The original route of the white knight with elements of logics, but completely unacceptable technical design. A computer checking for 3 days made it possible to replace the black queen with a pawn, reduce the number of pieces and, most importantly, give the problem a perfect logical form with the return of the knight to its original square before the realization of the main plan. I am sure that the author will

independently be able to adequately implement an interesting idea.

**C24:** Black tries to stalemate itself by using successive underpromotions. White prevents it using the same idea. Nice, but there is a strong predecessor [yacpdb/67430](#) with very similar dynamics of struggle. Replacing the black rook with a knight and, accordingly, promoting the second white pawn into a knight instead of a rook does not make the problem quite original in this case and also simplifies the final.

After the publication of the preliminary results and receiving comments from the participants, the final list of awards has undergone significant changes.

First, there were additional losses:

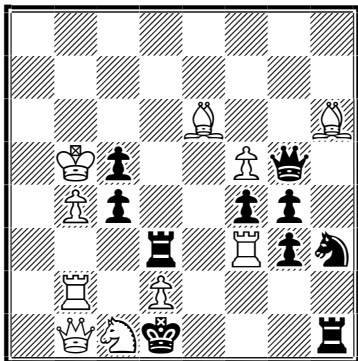
- unfortunately, the problem **C16**, which was initially placed in second place, has several predecessors at once, the most powerful of which are – C121 AF 2001-2003 and C152 AF 2007-2009 – with an absolutely conceptually identical play, they favorably differ in a lighter position, more subtle motivations for the implementation of the preliminary plan and the final model checkmate;

- the white material and the mechanism used in **C37** were at one time developed in detail in the problems of Joseph Krikheli, one of which, [yacpdb/188662](#), is, according to the judge, a strong predecessor, and with a more powerful and prolonged play.

Secondly, it turned out that special distinctions can still be given, which the judge gladly did.

As a result, the final ranking looks as follows:

1<sup>st</sup> Prize – Gold medal  
EUGENE FOMICHEV  
*Russia*



#4

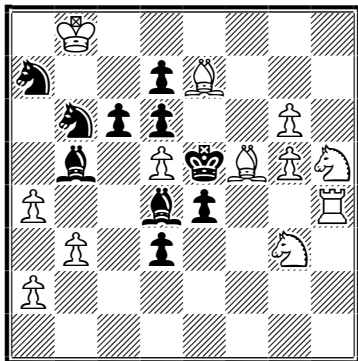
10+10

1. ♖d5! – 2. ♖a2+ ♜e2 3. ♖c3+!  
♜:c3 4. d:c3#, 1... ♗:f5 2. ♖:d3+ ♜e2  
3. ♜e3+! f:e3 4. d:e3#, 1...c:b4 2. ♖b3+  
♜e2 3. ♖d4+! ♜:d4 4. d3#, 1... ♗f6(g7)  
2. ♖:d3+ ♜e2 3. ♖:f4+! ♖:f4 4. d4#

Additional game: 1...g:f3 2. ♖:f3+!  
♜:f3 3. d3! – 4. ♖~# , 1... ♜:d5 2. ♖b3+  
♜e2 3. ♗e4+ ♜d1 4. ♜b1#.

Successive play of two white batteries with Albino on the mating move! A powerful task concept is presented for the first time - and in a light design, with an excellent key and good additional play. The repetition of W2 in two variants, of course, is a drawback - the judge himself does not like it, but there are exceptions to any rule - and, I am convinced, this is the very rare case. In terms of the complexity and scale of the idea, the task is so superior to the others that yes, "loss of ribbon" does not mean in this case the loss of place. Let others do better.

2<sup>nd</sup> Prize – Silver medal  
ALEKSANDR KUZOVKOV  
*Russia*



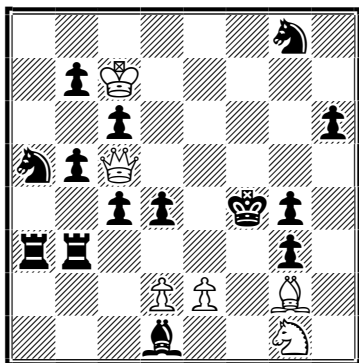
#4

12+10

1. ♖f4? (A) - 2. ♖f6# (B), 1... ♖:d5!  
(a), 1. ♖f6? (C) - 2. ♜:e4# (D), 1...c:d5! (b)  
1. a3! – 2. ♖f6+ (B) ♜:d5 3. ♖f4+  
(A) ♜c5 4. ♖:e4#  
1... ♖e3 2. ♜:e4+ (D) ♜:d5  
3. ♖f6+ (C) ♜c5 4. b4#  
1... ♖bc8 2. ♖f6! (C) – 3. ♜:e4#  
(D); 2...c:d5 (b) 3. ♖:d7+ ♖:d7  
4. ♖f6# (B)  
1... ♖:a4 2. ♖f4! (A) – 3. ♖f6#  
(B), 2... ♖:d5 (a) 3. ♖:d3+ e:d3  
4. ♜e4# (D).

A sophisticated four-variant logical-tactical complex in the form of Adabashev 2 + 2. The first pair of variants with a change of move-functions in relation to thematic tries. In the second pair, after the black piece is distracted, one of the tries goes through with the subsequent evacuation sacrifice of the white knight and the mate from another try. Everything is very whole and harmonious.

3<sup>rd</sup> Prize – Bronze medal  
 VIKTOR SYZONENKO  
 Ukraine



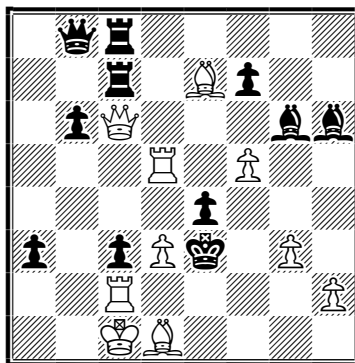
#9

6+14

1. ♖d6? (2. ♜e5#) 1... ♜e3!  
 1.e4! (2. ♜f5#) 1...d:e3 e.p.  
 2. ♗e2+! (2. ♖d6? ♜d3+; 2.d4? c:d3  
 e.p. 3. ♖d6 ♗c4+ 4. ♖e6 e2! –  
 unblock square e3) 2...♗:e2 3.d4!  
 (4. ♜e5#) 3...c:d3 e.p. 4. ♖d6 ♗c4+  
 5. ♖e6 (6. ♜f5#) 5...♗e7 6. ♜:e7  
 (7. ♜f6#) 6...♗f3 7. ♜f6+ ♖e4  
 8. ♗:f3+ g:f3 9. ♜h4# – model  
 "minimal" mate.

In the age of computers and "letter" themes, the problems of the popular style remain competitive, because everything depends on the content. In this piece of art we have: elements of logic, three consecutive sacrifices by White, three active self-blocks by Black (including two en passant captures) and for a snack – the model "minimal" mate in the center of the board. Thanks to the author for the pleasure.

4<sup>th</sup> Prize  
 ZORAN GAVRILOVSKI  
 Macedonia



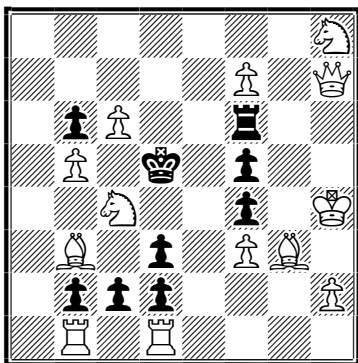
#4

10+11

1. ♗g4? (2. ♜e2#) 1...e:d3! (x)  
 1. ♜f6? (2. ♜d4#) 1... ♜c4!  
 1. ♗f6! – 2. ♜e2+ ♖f3+ 3. ♜d2+  
 ♖e3 4. ♗d4# (A)  
 1...e:d3 (x) 2. ♜e5+ ♖d4+  
 3. ♜e3+ ♖:e3 4. ♜f3#  
 1...♗h5 2. ♗d4+ (A) ♖:d3+  
 3. ♗e3+ ♖:e3 4. ♜:h6#.

Only three variants, but with rich tactical content. Three times on the second move, White creates batteries, and after black defenses in a reciprocal manner. The batteries then play with crosschecks. The white queen mates after the "cooperative" clearance of the lines. Separately, all these elements have been encountered repeatedly, but such a specific complex is apparently presented for the first time.

Special Prize  
LEONID YAROSH  
*Russia*



#4

13+9

1. f8♖? ♜:f8!

1. ♔f2! -(♜e6) 2. f8♖! ♜:f8  
3. ♖d7+! ♜f6 4. ♔d4#;

1...c1♔! 2. f8♔! ♜h6+ 3. ♔:h6  
♜e6 4. ♖f7# (2. f8♖? ♜h6+! 3. ♖:h6  
stalemate);

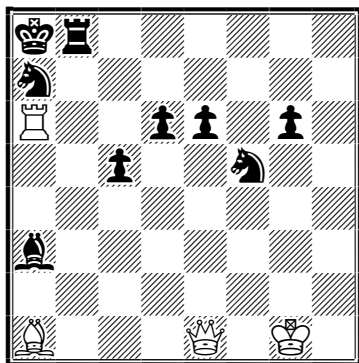
1...c1♔! 2. f8♔! ♜h6+ 3. ♖:h6!  
♔b3 4. ♖e6#, 2...♔:b3 3. ♖g8+ ♜e6  
4. ♖e6# (2. f8♖? ♔:b3! 3. ♖g8+ ♜e6!);

1...c1♔! 2. f8♔! ♜:c4! 3. ♔f6!  
♜e5 4. ♖:f5# (2. f8♖? ♜:c4! 3. ♖:f6  
stalemate);

1...c1♖! 2. f8♖! ♖c4! 3. ♖:f6!  
♖b3 4. ♖g8(f7)# (2. f8♔? ♖:c4!  
3. ♔:f6 ♖:b3!).

28 years after the world famous first moremover with Babson's task, the author presents new achievement - for the first time "without captures on the first and second moves of White." It is a pity, that the key is flight-taking, but "the weight is taken" and the composer continues to work...

1<sup>st</sup> Honorable Mention  
BERNARD DELOBEL  
*France*



#19

4+9

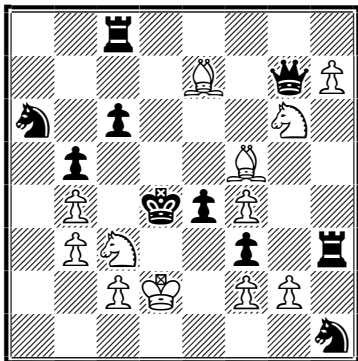
1. ♖:e6? ♜b1+ 2. ♜f2 ♜b8 3. ♖e8+  
♔c8? 4. ♔f6 ♜b7 5. ♜c6 ♜c7 6. ♜:c7  
♜:c7 7. ♔d8+ ♜b8 8. ♖b5+ ♜a7  
9. ♖d7+ ♜a6 10. ♖c6+ ♜a7 11. ♖:c8  
♔d4 12. ♖c7+ ♜a8 13. ♖a5+ ♜b7/b8  
14. ♖b6+ ♜a8 15. ♔c7 ♔c6 16. ♖:c6+  
♜a7 17. ♖b6+ ♜a8 18. ♖b8#, 3...♜b7!

1. ♖a5! ♜b1+ 2. ♜f2! ♜b7 3. ♖d8+  
♜b8 4. ♖d7 ♜b7 5. ♖e8+ ♜b8 6. ♖f7  
♜b7 7. ♖g8+ ♜b8 8. ♖h7 ♜b7 9. ♖h8+  
♜b8 10. ♖h1+! d5 11. ♖h7 ♜b7  
12. ♖g8+ ♜b8 13. ♖f7 ♜b7 14. ♖e8+  
♜b8 15. ♖c6+ ♜b7 16. ♔e5 ♔e7  
17. ♖e8+ ♔c8 18. ♖:c8+ ♜b8 19. ♖:b8#

To achieve a decisive advantage, White must bring the bishop into play, which is hindered by the black pawn d6. To eliminate this obstacle, the white queen makes a systematic 13-move maneuver to visit the three flanks of the board. The key exposes white king to check, and on the second move must choose the exact place so as not to interfere with the queen on

the tenth! The try, indicated by the author, in my opinion, has nothing to do with the solution.

2<sup>nd</sup> Honorable Mention  
GRIGORY ATAYANTS  
*Russia*



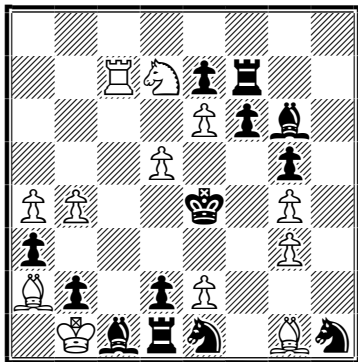
#4

12+10

1. ♖e6! – 2. ♙c5+ ♚:c5 3. ♚:b5+ c:b5 4.c3#; 1... ♚:e7 2.h8♙+ ♜h:h8 3. ♚e2+ ♜f:e2 4.c3#, 2... ♜c:h8 3. ♚:b5+ c:b5 4.c3#; 1... ♙f8 2. ♘d1! (3.c3#) 2... ♙:f4+ 3. ♚e3! - 4.c3#, 3... ♙:e3+ 4.f:e3#; 2...e3+ 3. ♜f:e3+ ♙e4 4. ♘c3#; 1... ♘:b4 2. ♘a4! (3. ♙c5/c3#) 2...e3+ 3. ♜f:e3+ ♙e4 4. ♘c5#; 1... ♙e5 2. ♚:e5 ♚:b4 3. ♚:c6+ ♜:c6/♘:c6 4. ♘:b5#.

Another nice example with Adabashev synthesis 2+2. A pair of variants with quiet bounces of the white knight is good, especially after 1... ♙f8. The second pair is not bad either, although the tactical motives for a white piece sacrifice are different: in one case- anticipatory line closing, in the other- simple distraction of Black Rook.

3<sup>rd</sup> Honorable Mention  
ALEKSANDR FEOKTISTOV  
*Russia*



#9

12+13

1. ♜c4+? (A) ♙:d5+ 2.e4+ ♙:e4+ 3. ♜c2+ ♙d6 4. ♙c5+ ♙c6! 5.b5+(B) ♙b7!

1. ♙b6? (C) (2. ♜c4+ ♙:d5+ 3.e4+ ♙:e4+ 4. ♜c2+ ♙d6 5. ♙c7#) 1... ♘c2 2. ♜:c2! ♜e1! 3. ♜c4+! (A) ♙:d5+ 4.e4+! ♜:e4! 5. ♜d4+! ♙c6 6. ♙d5+! (D) ♙d6 7. ♙:e4+ ♙:e6 8. ♘c5+ ♙e5 9. ♜d5#, 1... ♘f3!

1. ♜c3? (E) – 2. ♜e3+ ♙d4+ 3. ♜d3+ ♙e4 4. ♜d4#

1... ♘d3 2. ♜c4+! (A) ♙:d5 3. ♜c3+! (E) ♙d6 4.e:d3! ♜:g1! (4... ♘f2? 5. ♙:f2 – #9) 5.b5! (B) (6. ♜c6#) ♙:d3+ 6. ♜:d3+ ♙c7 7. ♜c3+ (E) ♙b7 8. ♙d5+ (D) ♙a7 9. ♜c7#; 7... ♙d8 8. ♘b6! ~ 9. ♜c8#

1... ♘g2 2. ♙b6! (C) ♜e1! 3. ♜c4+! (A) ♙:d5+ 4.e4+! ♜:e4! 5. ♜d4+! ♙c6 6. ♙d5+! (D) ♙d6 7. ♙:e4+ ♙:e6 8. ♘c5+ ♙e5 9. ♜d5# 1... ♘:g3! 2. ♜e3+ ♙f4+!

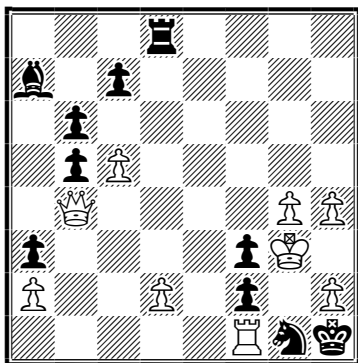
1.b5! (B) – 2.♖c4+! (A) ♔:d5+  
 3.e4+! ♕:e4+ 4.♖c2+ ♔d6 5.♕c5+  
 ♔c7 6.♕b6+(C) ♔b7 7.♕d5+! (D)  
 ♕:d5 8.♖c7+! ♔a8 9.♖a7#

1... ♕f2! 2.♕:f2 (3.♖c4+/♖c3 –  
 #7) ♕g2! 3.♕b6! (C) ♕e3! (3... ♕f3??)  
 [3.♖c4+? ♔:d5+  
 4.e4+ ♕:e4+ 5.♖c2+ ♔d6  
 (6.♕:g3??) – #10;  
 4.♖c2+ ♔e4! 5.♖c3 ♕f5? 6.♖c4+!  
 ♔:d5+ 7.g:f5! ♕e3 8.♕:e3 (9.♖d4#)  
 8... ♔d6 9.♖c6#,  
 but 5... ♖e1!! 6.♖d3 ♖:e2!  
 5.♖c5? ♕e3!, 3.♕a7? ♖f8!]

4.♖c3! (E) (5.♖:e3#) 4... ♕f5!  
 5.♕f2! (6.♖c4+ ♔:d5 7.♖d4#)  
 5... ♕:g3! (5.♖c4+? ♕d4!) 6.♖c4+!  
 (A) (6.♖e3+? ♔f4+!) 6... ♔:d5+  
 7.e4+! ♕:e4+ 8.♖c2+ ♔d6 9.♕:g3#

An interesting play with crosschecks and the struggle between white ♖c7 and ♕g1 with black ♕e1. The author cites a large number of tries, claiming the implementation of three logical themes of the Roman group at once – however, in the judge's opinion, the presented elements of these themes are largely random and do not determine the content of the problem.

1<sup>st</sup> Commendation  
 SERGEY ABRAMENKO  
*Russia*



#4

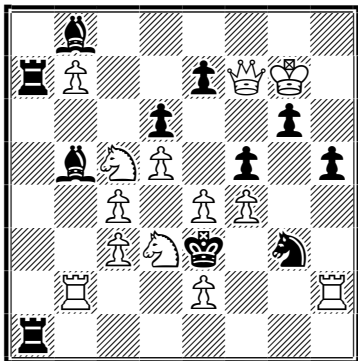
9+10

1.c6! – 2.♖:a3! ♖f8 3.♖:f8 ~  
 4.♖:f3#, 2... ♖d3 3.♖:d3 ~ 4.♖:f3#  
 1... ♖d7 2.♖b3! ♖f7 3.♖:f7 ~  
 4.♖:f3#, 2... ♖d3 3.♖:d3 ~ 4.♖:f3#  
 1... ♖d6 2.♖c3! ♖f6 3.♖:f6 ~  
 4.♖:f3#, 2... ♖d3 3.♖:d3 ~ 4.♖:f3#  
 1... ♖d3 2.♖e4! ♖b3 3.a:b3 ~  
 4.♖:f3#, 2... ♖c3 3.d:c3 ~ 4.♖:f3#  
 1... ♖g8 2.♖f4! ♖f8 3.♖:f8 ~  
 4.♖:f3#, 2... ♖:g4+ 3.♖:g4 ~ 4.♖:f3#  
 1... ♖d4 2.♖:d4 and etc.

The well-known idea of domination of a queen over a rook along two coordinate axes – see, for example, [yacpdb/77474](http://yacpdb/77474) – is presented here in three variants, to which two continuations similar in spirit are added: 1... ♖d3 2.♖e4 and 1... ♖g8 2.♖f4. The author left the typical interpretation with checks, but the play ends after W3. The first move leaves much to be desired.



2<sup>nd</sup> Commendation  
 MARCEL TRIBOWSKI  
*Germany*



#5

13+11

1.e:f5? – 2.♖e6+/♖:e7+, 1...e5!  
 (pre-Bristol)

1.♖e6? (A) – 2.e:f5+, 1...f:e4?  
 2.♜h3 h4(♜g1)/d:c5 3.♖:e4/♜:g3#,  
 1...♙d7! (Black preparation) 2.♙:d7  
 f:e4 3.♜h3 ♜g1! (a) 4.♙7e5 (5.?)

1.♖e7? (B) – 2.e:f5+, 1...f:e4?  
 2.♜h3 h4(♜g1)/♜:b7 3.♖:e4/♜:g3#,  
 1...♜:b7! (Black preparation) 2.♙:b7  
 f:e4 3.♜h3 h4! (b) 4.♙bc5 ♜a7!

1.♜h3! – 2.♜:g3#

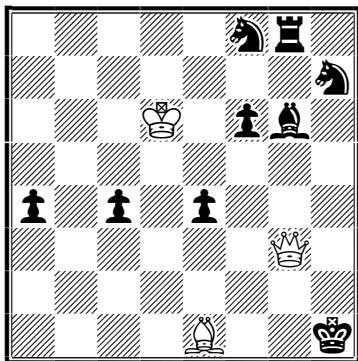
1...♜g1 (a) 2.♖:e7 (B) ♜:b7  
 3.♙:b7 f:e4 4.♙bc5 ~ 5.♖:e4#,  
 4...d:c5 5.♖:c5#; 3...♙d7 4.e:f5+  
 ♙e6 5.♖:e6#

1...h4 (b) 2.♖e6 (A) ♙d7 3.♙:d7  
 f:e4 4.♙7e5 – 5.♙g4#, 4...d:e5  
 5.♖b6#; 4...e:d3 5.♙:d3#

The theme of the 11<sup>th</sup> WCCT is expressed in two variants, which deserves encouragement. Unfortunately, in thematic tries, in addition to 2.e:f5+, the "programmatic" 2.♜h3 also

threatens, which significantly compromises the entire logic of the problem. As a key, the move 1. Rh3, which pins the black knight, is also not entirely successful.

3<sup>rd</sup> Commendation  
 FERHAT KARMIL  
*Turkey*



#17

3+9

1.♖h3+! ♜g1 2.♙g3 e3 3.♙f4  
 ♜f2 4.♖:e3+ ♜f1! (4...♜g2?  
 5.♖e2+! ♜h3 6.♖f3+ ♜h4 7.♖g3+  
 ♜h5 8.♖h3#) 5.♖f3+ ♜e1! 6.♙e3!  
 c3 7.♙d4! ♜d2 8.♖:c3+! ♜d1!  
 9.♖f3+! ♜d2

[9...♜c1 10.♖e3+ ♜d1 11.♙c3  
 ♜c2 12.♖d2+ ♜b3 13.♙d4 a3  
 14.♖c3+ ♜a2 (14...♜a4 15.♙c5 ♜b5  
 16.♖b4+ ♜a6 17.♖b6#) 15.♖c4+  
 ♜b1 16.♖b3+ ♜c1 17.♙e3#]

10.♖e3+! ♜c2 11.♖e2+ ♜c1  
 (11...♜b3? 12.♖b2+ ♜c4 13.♖c3+  
 ♜b5 14.♖c5+ ♜a6 15.♖b6#)  
 12.♙c3! a3! 13.♙b4! ♙c2  
 14.♙:a3+ ♜b1 15.♖b5+ ♙b3  
 16.♖:b3+ ♜a1 17.♖b2#

Probably, for the first time in an orthodox moremovers, a “large snake” of a white bishop is presented. Contrary to the composer’s statement, the problem is not logical. The geometric pattern of the solution breaks down after 8 moves- one would like to continue 9. ♖d3+?? and so on. Additionally, the alternative development of the plot after 8. ♖c3+ ♘e2 and further, after 9. ♖f3+ ♘c1 detracts.

**Mark Erenburg,**  
September 20<sup>th</sup>, 2021