

# 2019-2021 WCCI entries – [moremovers](#)

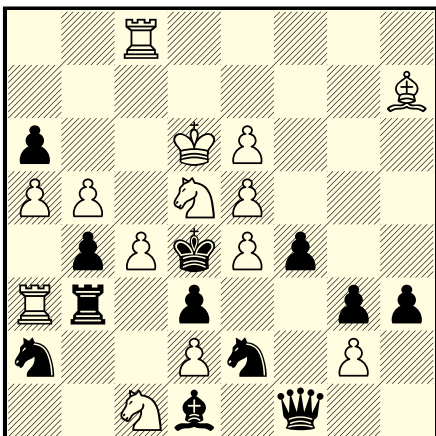
Mihailo Stojnic

All problems appeared during 2019-2021 period at:  
<https://sites.google.com/view/mihailoswebsite/mihailos-chess-composition>

1

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≠ 5

C<sup>+</sup> 14 + 12

**Solution** (Adabashev with two pairs of variants):

1.Se7! ~ 2.Rc5 ~ 3.Sc6#

1...Sac3(a) 2.Sf5+(A) Kxe4 3.Se7+ Kd4 4.Sc6+(B) Kxc4 5.Bxd3#

1...Sec3(b) 2.Sc6+(B) Kxc4 3.Se7+ Kd4 4.Sf5+(A) Kxe4 5.Rc4#

1...bxa3(c) 2.Sf5+(A)(2.Sc6+(B)?) Kxe4 3.Sg7+ Kd4 4.e7 ~ 5.Se6#

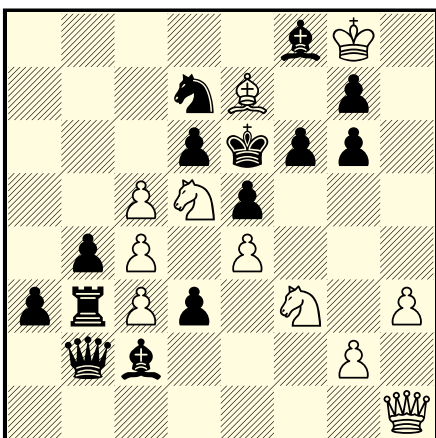
1...Qxg2(d) 2.Sc6+(B)(2.Sf5+(A)?) Kxc4 3.Sd8+ Kd4 4.e7 ~ 5. Se6#

**Comment:** An *Adabashev* with two pairs of variants. The first pair is with the reciprocal *zigzag switchback* to enable *pawns e4/c4 annihilations* and mates by B/R. The second pair is with the *delayed Siers battery* play that eventually utilizes mating after *de-blocking on e6*. Reciprocal change of white 2nd and 4th moves in the first pair and reciprocal dual avoidance in the second pair. Short but *quiet, anti-critical threat* and a complete *diagonal/lateral* harmony within both pairs of main thematic variants.

2

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*2.HM 8th FIDE World Cup 2020*



≠ 4

C+ 11 + 14

**Solution (Adabashev with two pairs of variants):**

1.c6! ~ 2.Bd8 ~ 3.Sc7#

1...Sb8(**a**) 2.Sd4+(**A**)(2.Sg5+(**C**)?) exd4 3.Qh2(**B**) 4.Qxd6#  
3...Bxe7 4.Sc7#

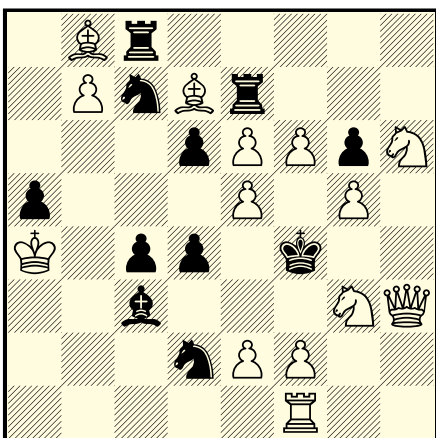
1...Sb6(**b**)(Sc5) 2.Sg5+(**C**)(2.Sd4+(**A**)?) fxg5 3.Qf1(**D**) ~ 4.Qf7#

1... bxc3(**c**) 2.Qh2(**B**)(2.Qf1(**D**)?) ~ 3.Sd4+(**A**) exd4 4.Qxd6#

1...d2(**d**) 2.Qf1(**D**)(2.Qh2(**B**)?) ~ 3.Sg5+(**C**) fxg5 4.Qf7#

**Comment:** An *Adabashev* with two pairs of variants and *reciprocal* change of white 2nd and 3rd moves (**AB-BA** and **CD-DC**). Reciprocal dual avoidance combined with reciprocal sacrificial opening of white lines **f1-f7** and **h2-d6** and a complete *diagonal/lateral* harmony between both pair of variants.

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C<sup>+</sup> 14 + 11

**Set play (Reciprocal AB-BA; 3-Cycle CB-BA-AC):**

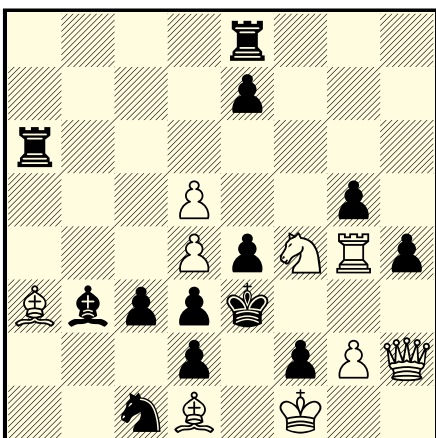
- 1...Sxe6(a) 2.Bxd6(A) ~ 3.Qh4,Qg4#  
 2...Sc5+ 3.Kb5 ~ 4.Qh4(B),Qg4#(C)  
 3...Kxg5,Sf3 4.f4,Qg4#  
 2...Kxg5 3.Qg4+(C) Kxh6 4.Qh4(B),Rh1#  
 1...Sd5(b) 2.Qh4+(B) Kxe5 3.Sg4+ Kf4 4.Bxd6#(A)  
 1...Sa6(c) 2.Bxd6(A) ~ 3.Qh4,Qg4#  
 2...Sc5+ 3.Kb5 ~ 4.Qh4,Qg4#  
 3...Kxg5,Sf3 4.f4,Qg4(C)#

**Solution (Tura reciprocal AB-BA; 3-Cycle BC-CE-EB; 4-Cycle BA-AC-CE-EB):**

- 1.Bc6! ~ 2.Qg4+(C)(2.Qh4+(B)?) Kxe5 3.f4#(D)  
 1...Sxe6(a) 2.Qh4+(B)(2.Qg4+(C)?) Kxe5 3.Sg4+ Kf4 4.Bxd6#(A)  
 1...Sd5(b) 2.Bxd6(A) ~ 3.Qh4,Qg4#  
 2...Sb6+ 3.Kb5 ~ 4.Qh4,Qg4#  
 3...Kxg5,Sf3 4.f4(D),Qg4#(C)  
 2...Se3 3.Qh4+(B) Sg4 4.Qxg4#(C)  
 2...Kxg5 3.Qg4+(C) Kxh6 4.Qh4(B),Rh1#  
 1...d5(d) 2.fxe7 ~ 3.Qg4+(C)(3.Qh4+(B)?) Kxe5 4.Sf7#(E)  
 2...Kxe5 3.Sf7+(E) Kf4 4.Qh4#(B)(4.Qg4#(C)?)

**Comment:** *Tura reciprocal* change of white continuations (AB/BA→BA/AB) after (a,b) combined with multiple cyclic changes of white moves and dual-avoidances. After the key, **3-cycle** (BC-CE-EB) of white 3rd and 4th moves, and a **4-cycle** (BA-AC-CE-EB) of white 2nd and 4th and 3rd and 4th moves. In the set play, **3-cycle** (CB-BA-AC). Double *reciprocal dual-avoidance* (C/B-B/C) (the first one in the threat and after 1...Sxe6(a) and the second one in two sub-variants after 1...d5(d)) plus an additional reciprocal (BC-CB) change of these moves after 1...Sd5(b).

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≠ 4\*√...

C+ 9+13

**Set play:**

1...e5(a) 2.Qh3+(A) Kxd4 3.Qe3+ Kxe3 4.Bc5#(B) (self-block by Pe5 ultimately enables 2.Qh3+(A))  
3... Kc4 4.Qc5#

1...Bxd5(b) 2.Bc5(B) ~ 3.Sxd5,Qh3#

2...e6 3.Qh3#(A)

2...Se2 3.Sxd5# (checking by capturing Bd5 ultimately enables 2.Bc5(B))

2...gxf4 3.Qxf4#

1...Re6(c)(Ra~) 2.Se6(C) (~ 3.Qh3#(A)) Bxd1(e),Se2,Rf8 3.Rxe4+ Kxe4 4.Qe5#

1...h3 2.Bc5(B) (~ 3.Qg3,Qh3#) Bxd1(e) 3.Qg3+ Bf3 4.Qxf2#(D)

**Logical tries (Guarding d4 or providing mate for king's flight 1...Kxd4(d)):**

1.Qh3+(A)? Kxd4(d) 2.Qe3+ Ke5 3.Rxg5+ Kf6 4.Sh5+ Kf7!

1.Bc5(B)? ~ 2.Qh3#(A) but 1...Bxd1(e)! (2.d6 Be2+!; 2.Qh3+ Bf3 3.d6 Be2+?? but 3...d1~!)

1.Se6(C)? ~ 2.Qh3#(A) but 1...Rxe6(c)! (2.Qh3+ Kxd4 3.Qe3+ Ke5! (4.Qxe4+ Kf6!; 4.Qxg5+ Kd4!))

1.g3? ~ 2.Qxf2#

1...Kxd4(d) 2.Qxf2+(D) e3 3.Qxe3+ Kxe3,Kc4 4.Sg2,Qc5#

2...Ke5 3.Rxg5+ Kf6 4.Se6/h3# but 1...hxg3!

**Solution (Ideal anti-reciprocal in try form; Tura reciprocal; Adabashev; Dombro-Vladimirov):**

1.Sg6! ~ 2.Rxe4+ Kxe4 3.Qe5#

1...e5(a) 2.Bc5(B) ~ 3.dxe5,Qh3#

2...Se2 3.dxe5+ Sd4 4.Qh3#(A) (checking by capturing Pe5 ultimately enables 2.Bc5(B))

(1...e5(a) 2.Qh3+(A)? Kxd4(d) 3.Qe3+ Kxd5 4.Qxe4+ Ke6! – anti-reciprocal – the reason why 2.Qh3+(A)? doesn't follow after 1...e5(a) is not the absence of S from f4!)

1...Bxd5(b) 2.Qh3+(A) Kxd4 3.Qe3+ Kxe3 4.Bc5#(B) (self-block by Bd5 ultimately enables 2.Qh3+(A))

3...Kc4 4.Qc5#

(1...Bxd5(b) 2.Bc5(B)? (~ 3.Qh3#) Rf8,Rf6 3.Rxe4+ Bxe4,Kxe4 4.d5,Qe5# but 2...Se2! 3.Rxe4+ Bxe4! – anti-reciprocal – the reason why 2.Bc5(B)? doesn't follow after 1...Bxd5(b) is not the absence of S from f4!)

1...Re6(c) 2.Qh3+(A) Kxd4 3.Qe3+ Kxd5 4.Qc5# (Pd4 annihilated, B/Q mate on c5, rook self-block on e6)

3...Kxe3,Kc4 4.Bc5,Qc5#

1...Kxd4(d) 2.Qe5+(E) Kc4 3.Qxe4+ Kb5 4.Qb4# (Pd4 annihilated, B/Q mate on b4, rook self-block on a6)

**Comment:** *Anti-reciprocal* concept in its *ideal try form* probably shown for the very first time in orthodox #4 combined with *Tura reciprocal changes*, two additional changes after 1...Re6(c) and 1...Kxd4(d), logical tries, *Dombro-Vladimirov* (Ac,cA – cC,Cc), and an *Adabashev* with 3 pairs of variants (2+1, 2 working pairs and 1 trying pair). The three *Adabashev* pairs consists of: 1) Reciprocal change of white 2nd and 4th moves after (a,b); 2) *Ideal anti-reciprocal* dual-avoidance (try form) after (a,b); and 3) *King's annihilations of Pd4* that open queen's lines e3-c5 and e4-b4 and enable queen maneuvers to ultimately achieve two analogous mating positions after (c,d) (bishop supports queen to mate on c5 and b4 with rook

→ Continued on the next page

self-blocks on e6 and a6). The mechanism of reciprocal changes has a fully analogous logic as well. Namely, bishop on d5 and pawn on e5 reciprocally change the roles between either being *distant self-blocks* or being the pieces whose *capturing enables mating* via 3.Sxd5+ and 3.dxe5+.

★ **Anti-reciprocal** – possible schemes:

**Try form**

Defenses	Phase 1	Phase 2
a	A	B(C?)
b	B	A(D?)

**Solution form**

Defenses	Phase 1	Phase 2
a	A	C(B?)
b	B	D(A?)

**Ideal try form**

Defenses	Phase 1	Phase 2
a	A	B(A?)
b	B	A(B?)

- *The anti-reciprocal concept* – in addition to ensuring the presence of reciprocal changes (**AB-BA**) for each of the continuations (**B**) or (**A**) there should be another possible continuation, say (**C**) or (**D**)
- Three forms: 1) *try form*, 2) *solution form*, and 3) *ideal try/solution form*
- *The try form* – the reciprocal continuations work but the new ones, (**C**) and (**D**), fail
- *The solution form* – the new ones, (**C**) and (**D**), work whereas the reciprocal ones, (**B**) and (**A**), fail
- *Ideal try form* – (**C=A**) and (**D=B**) and one has an *extra paradox* (*Ideal solution form* would just have (**A**) and (**B**) exchange the roles in terms of what succeeds and what fails)
- *Extra paradox* – reciprocal changes work and the non-reciprocal don't but the reason for them not working *must be different* than usual – *Real vs Virtual*
- *Example: the above problem*
  - In the solution, the usual way to have 2.Bc5(**B**) fail after 1...Bxd5(**b**) would be the absence of S from f4 and its inability to capture and check on d5. As indicated above, that is clearly not the reason why 2.Bc5(**B**) fails. It is in fact White's inability to utilize (after 2...Se2!) maneuver 3.Rxe4+ Bxe4 4.d5# which didn't exist in the set play and is introduced after the key as a fully new route to mate
  - Similarly, the usual reason for having 2.Qh3+(**A**) fail after 1...e5(**a**) would be the fact that d5 is unguarded. Again, as it is indicated above, that is clearly not the reason why 2.Qh3+(**A**) fails. The reason for its failure is pawn e5's interference on e4-e6 line and White's ultimate inability to utilize the maneuver 2.Qh3+ Kxd4 3.Qe3+ Kxd5 4.Qxe4# which again didn't exist in the set play and is introduced after the key as a yet another route to mate
  - *Extra paradox – Real vs Virtual:*
    - \* the *usual reason* why 2.Bc5(**B**) and 2.Qh3+(**A**) fail after 1...Bxd5(**b**) and 1...e5(**a**) in the post the key play is *virtual*, i.e. the absence of S on f4 (after the key S is not on f4 anyway)
    - \* the *anti-reciprocal reason* why 2.Bc5(**B**) and 2.Qh3+(**A**) fail after 1...Bxd5(**b**) and 1...e5(**a**) in the post the key play is *real*, i.e. direct guarding e4 by Bd5 and interfering on e4-e6 by e5.

Similar *anti-* concepts can be defined for pretty much any of the modern themes. For example, for Lacny the schemes are given below (as Lacny's have at least three mates another cycle (**B/C/A**) is also possible as *anti-* form). Studying further along the lines of these ideas seems as a rather promising path for future explorations. It is fairly obvious that the *anti-* concepts are much harder to conceive than the usual ones (they have the same requirements as the standard themes plus the *anti-* components as well). However, the final products are expected to be of a much higher quality. It doesn't take a lot to recognize that the above problem is by far the best chess problem that I have ever created.

★ **Anti-Lacny** – possible schemes:

**Try form**

Defenses	Phase 1	Phase 2
a	A	C(D?)
b	B	A(E?)
c	C	B(F?)

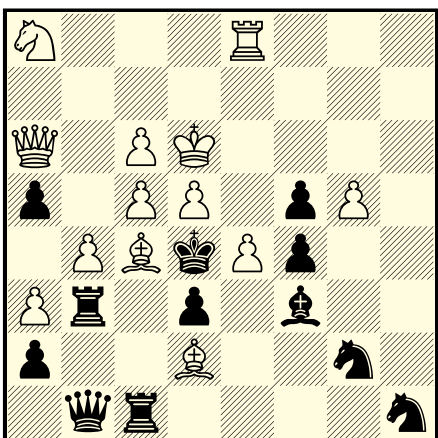
**Solution form (cycle as try)**

Defenses	Phase 1	Phase 2
a	A	D(C?)
b	B	E(A?)
c	C	F(B?)

**Ideal try form**

Defenses	Phase 1	Phase 2
a	A	C(A?/B?)
b	B	A(B?/C?)
c	C	B(C?/A?)

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$\neq 7^{\checkmark}$   $C^+$  13 + 12

**Solution (Double reciprocal zigzag switchback; dual avoidances):**

1.Sc7! ~ 2.Rc5 ~ 3.Sc6#

1...Sg3(a) 2.Sb5+(A)(2.Se6+(B)?) Kxc4 3.Sc7+ Kd4 4.Se6+(B) Kxe4 5.Qc4+ Rxc4 6.Sc7+ Kd4 7.Sb5#(A)  
(1...Sg3(a) 2.g6(C)? ~ 2.Se6+ Kxe4 3.Sg5+ Kd4 4.Sxf3# but 2...Bg4(e! Sxe4+(f)!)  
(1...Sg3(a) 2.Bxb3(D)? (~ 3.Sb5#) Qxb3(h) 3.Sb5+ Kc4 4.Ke5 (~ 5.Sb~#) Qb4 5.Sd4+ but 2...Sxe4+(f)!)

1...Se3(b) 2.Se6+(B)(2.Sb5+(A)?) Kxe4 3.Sc7+ Kd4 4.Sb5!+(A) Kxc4 5.Re4+ f/Bxe4 6.Sc7+ Kd4 7.Se6#(B)  
(1...Se3(b) 2.g6(C)? ~ 3.Se6+ Kxe4 4.Sg5+ Kd4 5.Sxf3#  
2...Bg4(e) 3.Bxb3(D) ~ 4.Sb5#  
3...Qxb3(h) 4.Sb5+ Kc4 5.Ke5 (~ 6.Sb~#) Qxb4 6.Sd4+ Qb5,Kxc5 7.Qxb5#,Se6# but 2...Sxc4+(g)!)  
(1...Se3(b) 2.Bxb3(D)? (~ 3.Sb5#) Sc4+(g) 3.Qxc4 Rxc4 4.Sb5#  
but 2...Qxb3(h)! (3.Sb5+ Kc4 4.Ke5 (~ 5.Sb~#) but 4...Sg4+!))

1...Bh5(c) 2.g6(C) ~ 3.Re5 ~ 4.Se6#  
2...Sg3(a),Sf2 3.Se6+ Kxe4 4.Sg5+ Kd4 5.Re5 (~ 6.Se6#) Se4+ 6.Rxe4+ fxe4 7.Se6#  
2...Bxg6(j) 3.Se6+ Kxe4 4.Sg5+ Kd4 5.Sf3# (5-move Siers R/S battery play)  
2...Bg4(e) 3.Re5 (~ 4.Se6#) fxe4 4.Sb5+ Kxc4 5.Rxe4#  
2...Qb2(d),Se3(b),Rb2,Rc2,Rd1 3.Se6+ Kxe4 4.Sg5+ Kd4 5.Re4+ fxe4 6.Se6#  
(1...Bh5(c) 2.Bxb3(D)? (~ 3.Sb5#) Qxb3(h) 3.Sb5+ Kc4 4.Ke5 (~ 5.Sb~#) but 1...Bxe8(i)!)  
1...Qb2(d) 2.Se6+ Kxe4 3.Sg7+ Qe5+ 4.Rxe5+ Kd4 5.Se6/xf5# (5-move Siers R/S battery plat)  
(1...Sf2,Rb2,Rb4,Rc2,Rd1 2.Se6+ Kxe4 3.Sg7+ Kd4 4.Sxf5#)

**Logical tries (Flight-giving key; Quiet play; Queen/rook corrective duel):**  
1.Qb7? ~ 2.Sb6,Ba6,Bb5 ~ 3.Qg7#  
but 1...Rxb4(k)! (2.Bb5 Rxb5!,2.Sb6 Rxb6!,2.Ba6(G Rxb7(m)!) 1...Rb2(l)!)  
1.Qa7!? ~ 2.Sb6,Ba6,Bb5 ~ 3.Qg7#  
1...Kxc4 2.Sb6+(E) Kd4,Kb5 3.Qg7(F),a4/Qa5#  
1...Se3(b),Qb2(d),Rc2,Rd1 2.Qg7+(F) Kxc4 3.Sb6+(E) Kb5 4.a4+ Ka6 5.Ra8,Qb7#  
1...Rxb4(k) 2.Ba6(G) ~ 3.Qg7#  
2...Rb7(m) 3.cxb7 ~ 4.c6+ Qb6 5.Qxb6+ Rc5 6.Qxc5# (3...Qb6+ 4.Qb6 etc.)  
3...Qc2 4.b8Q (~ 5.Qg7#) Qxc5+ 5.Qxc5+ Rxc5 6.Qb6/a7/b2+  
4...Qxd2 5.c6+ Kc3,Rc5 6.Qxc5#  
(3...Qc2 4.b8B? (~ 5.Qg7#) Qxc5+ 5.Qxc5+ Rxc5 6.Ba7 ~ 7.Bxc5# but 4...Qxd2!)  
but 1...Rb2(l)!

**Logical tries (Flight-giving key; Quiet play; Queen/rook corrective duel):**

1.Qb7? ~ 2.Sb6,Ba6,Bb5 ~ 3.Qg7#

but 1...Rxb4(k)! (2.Bb5 Rxb5!,2.Sb6 Rxb6!,2.Ba6(G Rxb7(m)!) 1...Rb2(l)!)

1.Qa7!? ~ 2.Sb6,Ba6,Bb5 ~ 3.Qg7#

1...Kxc4 2.Sb6+(E) Kd4,Kb5 3.Qg7(F),a4/Qa5#

1...Se3(b),Qb2(d),Rc2,Rd1 2.Qg7+(F) Kxc4 3.Sb6+(E) Kb5 4.a4+ Ka6 5.Ra8,Qb7#

1...Rxb4(k) 2.Ba6(G) ~ 3.Qg7#

2...Rb7(m) 3.cxb7 ~ 4.c6+ Qb6 5.Qxb6+ Rc5 6.Qxc5# (3...Qb6+ 4.Qb6 etc.)

3...Qc2 4.b8Q (~ 5.Qg7#) Qxc5+ 5.Qxc5+ Rxc5 6.Qb6/a7/b2+

4...Qxd2 5.c6+ Kc3,Rc5 6.Qxc5#

(3...Qc2 4.b8B? (~ 5.Qg7#) Qxc5+ 5.Qxc5+ Rxc5 6.Ba7 ~ 7.Bxc5# but 4...Qxd2!)

but 1...Rb2(l)!

**Comment:**

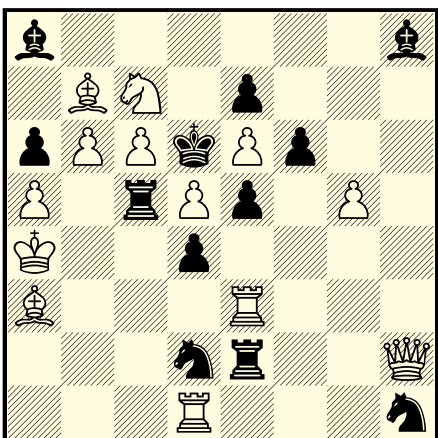
- An *Adabashev* with two pairs of variants, strategic dual avoidances, and a transformation from logical quiet play in tries to more modern battery creations in the actual play. In two main variants after (a,b) → **Continued on the next page**

wS does *double reciprocal zigzag switchback* maneuver to enable reciprocal sacrificial annihilations of pawns c4 and e4 to ultimately create self-blocks. In addition to these two maneuvers (**A,B**) white also has two strong continuations (**C,D**) that revolve around battery creations on queen and rook lines a6-c4 and e8-e4 and are the major overall mechanism components after (**c**) and as dual-avoiding variants after (**a,b**).

- Dual-avoiding play is very rich. In addition to reciprocal dual-avoidances (**A/B**) that are governed by the choice of bS, after (**a,b**) (**C**) is avoided by bS checks whereas (**D**) is reciprocally avoided either by a bS check or by 2...Qxb3(**h**). After (**c**), (**C**) works and (**D**) is avoided by (**i**).
- Logical tries rely on moving the queen across the board along the 7th rank to check from g7 and contain quiet play with corrective wQ/bR duel, a changed continuation after 1...Se3(**b**),Qb2(**d**), and a reciprocal change of white 2nd and 3rd moves (**EF-FE**) after the king's flight and 1...Se3(**b**),Qb2(**d**).



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**Set play:**

- 1... ♖e4(a) (♜~) 2. ♜xd4(A) (~ 3. ♘e8≠(B)) ♜c3+ 3. ♜xc3 (~ 4. ♘e8≠/♙xc5≠) ♜a2 4. ♘e8≠(B)  
 1... ♜c4(b)! 2. ♘e8+(B) ♜xd5 3. ♘c7 ♜d6 (♜c4??) 4. ♜xd4≠(A) (**black correction**, **distant self-block** on c4, and a **delayed white reversal AB/BA**)  
 (1... ♜c4(b)! 2. ♜xd4(A)? (~ 3. ♘e8≠(B)) ♜xb6 3. ♘b6 (~ 4. ♘e8≠(B)) but 2... ♜b2+ 3. ♜b3/♙xb2 ♜xe3!/♜c5~!)  
 1... ♜b3(c)! 2. ♜xh1(I) (~ 3. ♘e8≠) (1... ♜b3(c)! is another **black correction**)  
 2... ♜e4 3. ♜xe4 (~ 4. ♘e8/♜f4≠) ♜f6~ 4. ♘e8≠  
 2... ♜g2 3. ♜xg2 (~ 4. ♘e8≠) ♜e4 4. ♜g3/h2≠  
 1... ♜f3!! (2. ♜c1 (~ 3. ♙xc5≠) ♜c2 3. ♜xc2 (~ 4. ♙xc5≠) but 2... ♜a2!)  
 1... ♜xe3 2. ♜h4 (~ 3. ♙xc5+ ♜xc5 4. ♜b4≠/3. ♜e4 ~ 4. ♘e8≠)  
 2... ♙xb7 3. ♙xc5 ♜xc5 4. ♜b4≠

**Thematic try 1:**

1. ♜xe5? ~ 2. ♘e8≠  
 1... ♜xe5 2. ♜xh8 (~ 3. ♜d8≠) ♜e4 3. ♜xd4 (~ 4. ♘e8/♙xc5≠) ♜b3 4. ♘e8≠  
 1... ♜xe5 2. ♙xc5+ ♜xc5 3. ♜xd2 ~ 4. ♜b4≠  
 (1... ♜xe5 2. ♜c1(J) (~ 3. ♙xc5≠)  
 2... ♜c4(b) 2. ♜xc4(E) (~ 3. ♙xc5≠)  
 2... ♜b3(c) 2. ♜xb3(F) (~ 3. ♙xc5≠) but 2... ♜e4(a)!)  
 1... ♜xh2 2. ♜f5 ~ 3. ♘e8≠  
 1... ♜g3!

**Thematic try 2:**

1. ♜h7? ~ 2. ♜xe7+(C)/♙xc5+(D)/♜c1(J)  
 1... ♜xe3 2. ♜xe7+(C) ♜xe7 3. ♙xc5+(D) ♜d8 4. ♘e7≠ (**pure mate**)  
 1... ♙xb7 2. ♙xc5+(D) ♜xc5 3. ♜xe7+(C) ♜c4 4. ♜b4/♜c1≠ (**white reversal CD/DC**)  
 1... ♜e4(a) (♜~) 2. ♜xe4(G) ~ 3. ♘e8≠  
 1... ♜c4(b)! 2. ♘e8+(B) ♜xd5 3. ♜xd4+(A) ♜xd4 4. ♜e4≠ (**black correction** and a **non-delayed white reversal AB/BA** from the solution)  
 1... ♜b3(c) (♜~) 2. ♜xe4(G) ~ 3. ♘e8≠  
 1... ♙g7!  
 (1... ♙g7 2. ♜c1(J) (~ 3. ♙xc5≠)  
 2... ♜e4 2. ♜f5 ♜c4 3. ♘e8≠  
 2... ♜e4(a) 3. ♜xe4(G) (~ 4. ♘e8/♙xc5≠) ♜a2 4. ♘e8≠  
 2... ♜b3(c) 3. ♜xe4(G) ~ 4. ♘e8≠ but 2... ♜c4(b)! (this try shows a **complete Fleck** in a try form)  
 → Continued on the next page

### Thematic try 3:

1. ♖c1(J)? ~ 2. ♗xc5≠  
1... ♜e4(a) 3. ♚xe4(H) (~ 3. ♗xc5≠)  
2... ♖c2, ♚a2 3. ♖/♗xc2, ♗xa2  
1... ♜b3(c) 2. ♗xh1(I) (~ 3. ♗e8≠) ♚g2 3. ♗xg2 (~ 4. ♗e8≠) ♜e4 4. ♗g3/h2≠  
1... ♜c4(b)!

(Together with the set play and the solution this try completes a *Zagoruiko 1+2+2* after 1... ♜e4(a) and 1... ♜b3(c))

### Solution:

1. ♖c3! ~ 2. ♗xc5≠  
1... ♜e4(a)! 2. ♗e8+(B) ♖xd5 3. ♗c7+ ♗d6 (♖e4??) 4. ♖xd4≠(A) (*black correction* and a *distant self-block*)  
(1... ♜e4(a)! 2. ♖xd4(A)? (~ 3. ♗e8≠(B)) ♜xc3+! 3. ♖b3 (~ 3. ♗e8≠(B)) ♚b2+!)  
1... ♜c4(b) (♜~) 2. ♖xd4(A) (~ 3. ♗e8≠(B))  
2... ♜xb6+ 3. ♖xb6 (~ 4. ♗e8/♗xc5≠) ♚a2 4. ♗e8≠(B)  
2... ♜xb2+ 3. ♖b3 (~ 4. ♗e8/♗xc5≠) ♜c4 (♚b2+??) 4. ♗e8≠(B)  
1... ♜b3(c) 2. ♖xd4(A) (~ 3. ♗e8≠(B)) ♜xd4 3. ♗xc5≠  
1... ♜xc3 2. ♗h4 (~ 3. ♗xc5+ ♖xc5 4. ♗b4≠) ♚e4 3. ♗xe4 ~ 4. ♗e8≠

(Together with the set play the solution completes a pair of *reciprocal white continuations/mates changes* in a *delayed Tura* form; also, together with the set play and thematic tries 2 and 3, the solution completes a *Zagoruiko 1+1+2+2* after 1... ♜e4(a) and 1... ♜c4(b))

**Comment:** A pair of *reciprocal white continuations/mates changes* in a *delayed Tura* form (reversal of white second and fourth moves) between the set play and the solution realized through *black corrections*, neutralization of the *checks to the white king* and *distant self-blocks*, and combined with an overall strategic play distributed over three additional thematic tries that brings an extension to a *Zagoruiko 1+1+2+2*, another *Zagoruiko 1+2+2*, another *reversal* of white second and third moves, a *complete Fleck* in a try form, and a plenty of additional *Zagoruiko* type of changes.

### A brief summary:

- The set play and the solution – *reciprocal white continuations/mates changes* with *black corrections* in a *delayed Tura* form after 1... ♜e4(a) and 1... ♜c4(b)
- The set play, thematic tries 2 and 3, and the solution – *Zagoruiko 2+1+1+2* after 1... ♜e4(a) and 1... ♜c4(b) (*Zagoruiko 4×1* after 1... ♜e4(a))
- The set play, thematic try 3, and the solution – *Zagoruiko 2+1+2* after 1... ♜e4(a) and 1... ♜b3(c)
- Three times reversal change of white moves: in the set play between *second* and *fourth* white moves after 1... ♜e4(a) and 1... ♜c4(b) (AB/BA), in thematic try 2 between *second* and *third* white moves after 1... ♚xe3 and 1... ♗xb7 (CD/DC), and in the solution again between *second* and *fourth* white moves after 1... ♜e4(a) and 1... ♜c4(b) (this time in a *Tura reciprocal* way (BA/AB))
- Thematic try 2 – a *complete Fleck* in a try form with three different threats 2. ♗xe7+(C)/2. ♗xc5+(D)/2. ♖c1(J) being the *unique* continuations after 1... ♚xe3, 1... ♗xb7, and 1... ♗g7, respectively
- The set play, thematic tries 2 and 3, and the solution – a  $3 \times 2$  change of the *Zagoruiko* type distributed over four phases after 1... ♜b3(c) and 1... ♜e4(a) with white continuations 2. ♗xh1(I) and 2. ♖xd4(A) in the set play, 2. ♖b3(F) in thematic try 1, 2. ♗xe4(G) in thematic try 2, and 2. ♖xd4(A) and 2. ♗e8+(B) in the solution
- The set play, thematic tries 1 and 2, and the solution – another  $3 \times 2$  change of the *Zagoruiko* type distributed over four phases after 1... ♜b3(c) and 1... ♜c4(b) with white continuations 2. ♗xh1(I) and 2. ♗e8+(B) in the set play, 2. ♖b3(F) and 2. ♖xc4+(E) in thematic try 1, and 2. ♗xe4(G) and 2. ♖xd4(A) in thematic try 2 and the solution, respectively
- The set play, thematic tries 1 and 2 – a  $3 \times 1$  change of the *Zagoruiko* type after 2... ♜e4 with three different ♗ quiet continuations, 3. ♗xe4/3. ♖xd4/3. ♗f5.