Champagne Tourney Batumi 2023

The Tourney is opened worldwide.

It is divided in 2 sections (with separate awards):

A. ProofGames  B. Any other kind of Retro problems

In the past year, we had to say a sad farewell to two esteemed Champagne participants: Anna O'Donovan and Marco Bonavoglia.

Theme (Marco Bonavoglia in memoriam):

Castling (in any form: normal, fake, illegal, fairy...)

Example for Section A:

Marco BONAVOGLIA
Happy New Year, Best Problems 2023


In diagram position, no castling move is possible:
White has already castled and Rook h8 is an impostor.
A last proofgame by Marco, composed in hospital.
Example for Section B:

**Marco BONAVOGLIA**

*feenschach 1990*

![Chess Board Diagram](image)

h² b) ñé4→é5 (10+9)

a) 1.Dg4 Sd5 2.Dd7 Sd6‡
   (1.0-0? illegal)

b) 1.0-0 Sf5 2.Tf7 Scé7‡

If 0-0 is legal then white Rook b8 is promoted and 7 captures by white Pawns occurred:

é2×d3×ç4×b5×a6(-a7)×b8=T and g×f×é

In a), the only black square available for a capture is b8, that black Bishop f8 cannot reach.

Fairy conditions (but not fairy pieces) are allowed in both sections.

Maximum 2 entries per composer per section (collaboration counts for 1 full entry).

Maximum 1 non computer tested entry per composer in section A
The formula with Eric as a director and Laurent and Christian
as sponsors was first prompted by unusual conditions.

It ran smoothly in the past years, so it was decided to keep it!

Entries to the director Eric Pichouron, by Tuesday 5th September 20:00 PM
e-mail : chesschampagne@gmail.com
who will transmit problems to the judge Michel Caillaud in anonymous form.

Prizes in each section :
subscription to Phénix 2023 for the first place, Winchloé light for the second place

Thanks to Laurent Riguet and Christian Poisson for providing the Prizes!

Phénix, created by Denis Blondel, now edited by Laurent, is the french problem
magazine, with retro section run by Thierry Le Gleuher, and regularly published retro
articles.

http://www.phenix-echecs.fr/

Winchloé light, developed by Christian, is a problem database, updated every month
(now 892493 problems and studies).

The most complete database for Proofgames (now 9154 of them).
http://winchloe.free.fr/
Award Champagne Tourney Batumi 2023
Judge Michel Caillaud

Great thanks to the director Eric Pichouron who received the entries and submitted them to me in anonymous form, in a first step without solutions and comments. Since the time when the problems are presented to me anonymously and without solutions, the solving appeal has become an important issue (of course subjective). The theme of this year is already well explored, so nothing totally new was expected in the orthodox field. But as expressed some years ago by Roberto Osorio, with which I fully agree, the important thing is not only “what is done” but “the way it is done” (some will call it the “artistic touch”).

Dealing with an important number of entries in a short time was done by comparing them two by two, and stopping the process shortly before the award ceremony. For those who are wandering, that is why the commendations are ordered...

Section A

28 entries; 24 participants from 17 countries
3 entries were cooked (A8,A24,A27).

List of participants:
Kevin Begley (U.S.A.) – A15
Dirk Borst (Netherlands) – A23
Jeff Coakley (Canada) – A20, A21
Anirudh Daga (India) – A26,A27
Paz Einat (Israël) – A14
Bjorn Enemark (Danemark) – A25
Christoph Fieberg (Germany) – A9
Andrey Frolikin (Ukraine) – A17
Theodoros Giakatis (Greece) – A12,A13
Bernd Gräfrath (Germany) – A1,A2
Valery Gurov (Russia) – A24*
Joachim Hambros (Austria) – A6
Marko Klasinc (Slovenia) – A16
Marek Kolcak (Slovakia) – A28
Ralf Krätschmer (Germany) – A7
Jorge Lois (Argentina) – A10*
Velmurugan Nallusamy (India) – A19
Mario Parrinello (Italy) – A11
Kostas Prentos (U.S.A.) – A3,A4
Roberto Osorio (Argentina) – A10*
Paul Raican (Romania) – A5,A8
Peter van den Heuvel (Netherlands) – A22
Igor Vereshchagin (Russia) – A24*
Pascal Wassong (France) – A18
1° Prize : A23 - Dirk BORST

rs1q1rk1/ppp1p1pp/3p3s/8/8/bB1P2PS/bPP1P1PS/R1B2RK1
SPG 13,5 Circé Rex Inclusiv (13+15)

1.g3 e6 2.Fh3 Fa3 3.F×e6(é7) Ch6 4.Ch3 0-0 5.F×f7 d6 6.F×g8(Ré8) T×f2 7.0-0
T×f1(Th1) 8.d3 T×d1 9.Cd2 T×g1(Ré1)+ 10.Cf1 T×g3(g2) 11.h×g3(Th8) Fé6 12.Ch2
F×a2 13.Fb3 0-0 14.0-0

4 0-0 in a single line!! 2 by White and 2 by Black, thus doubling the idea in Annex A23.
This is done in a short and clear proofgame. The Deus ex Machina is the Rook h8 who has
to capture white Queen on d1 and then be captured on g3. White Bishop has to capture on
f7 without checking the King on e8 to open the road to f1 and white King has to clear the
road to d1. Wonderful. Masterful.

Annex A23 - Dirk BORST 2° Place Nunspeet 2005

rsbq1bsr/ppk1ppp/2B5/4p3/8/3PSSr1/PPP2PPP/R1BQ1RK1
SPG 9,5 Circé Rex Inclusiv (15+16) C+
1. g3 d5 2. Fg2 d4 3. Fc6+ Rd7 4. Cf3 d3 5. 0-0 d×e2 6. d3 e×f1=T Th1 7. Cbd2 T×g1(Re1)+ 8. Cf1 T×g3(g2) 9. C×e3 e×f5 10. 0-0

2° Prize: A10 - Roberto OSORIO, Jorge J. LOIS

A “simple” fake 0-0? This is operated thanks to a fascinating clockwork mechanism and with a long walk by the black King. The star move is the unexpected 0-0-0!! with switchback by the Rook a8: on the surface, 0-0-0 is unnecessary and Rook a8 just have to wait in the corner... As finishing touches, Rook d1 contributes to the illusion of a white 0-0-0 and black Queen returns to home square.
3° Prize : A28 – Marek KOLCAK


2 “invisible” 0-0, the white one followed by a fake 0-0-0 and the black one by a return of the King and a sibling Rook a8. The maximal idea with 2 fake 0-0-0 was done in Annex A28. Here, you have to think twice before discovering that things are not what they appear to be. “The way it is done...”

Annex A28 - Nicolas DUPONT, Marek KOLCAK

1° Com Die Schwalbe 2019
Why so low an award for this task? I was not the judge but I imagine some spoiling elements such as the positions of the Queens (similarly to the 1st Com in this tourney) were deprecative.

4° Prize: A22 – Peter VAN DEN HEUVEL

Another excellent clockwork mechanism with a hidden white 0-0, followed by returns by white King and Rook h1. The Deus ex Machina is the black Queen visiting e1 as is not immediately seen. In addition we have black 0-0 with return by Rook h8.

(the meeting was saddened by the shocking news of Peter's death; he sent this problem to Dirk Borst for testing; Dirk then submitted it to Eric; some last moves had to be omitted because of cooks, without changing much the content; still, the testing was very difficult and the C+ was possible only thanks to Reto Aschwanden who tested the problem with his program Stelvio on his super-computer).
1° HM : A17 – Andrey FROLKIN

2sB2k1/p1ps1rpp/2prpp2/3q3B/3P2bK/2S1PP2/1PP2P1P/R3SR2
SPG 21,0 (14+14) C+

Fa3 10.Td1 Cé7 11.Td3 0-0 12.T×a3 Td8 13.Cç3 Td6 14.Tf1 a1=D 15.Cé1 Dd1
16.Ta1 Df3 17.g×f3 Cd7 18.Rg2 Tf8 19.Rg3 Cç8 20.Fd8 f6 21.Rh4 Tf7

The 0-0 are real but at some point in the solution (14th move for White, 18th move for Black) the « real » castling Rook is replaced by a fake castling Rook. The interest is concentrated on the white part with an exchange of place between the castling Rook and the original Rook a1 and elaborate motivations including capture of black colored Bishop and black Ceriani-Frolkin Queen.
r3k1s1/p2p1pp1/1ps1B3/q1p5/7B/bP6/PrPPP1P/2KR2Sb
SPG 16,5                       (12+14) C+

1.g3 h5 2.Fh3 h4 3.Fé6 h×g3 4.Ch3 Th4 5.0-0 g2 6.b3 g×f1=T+ 7.Rg2 T×d1 8.Fa3
Fh1 16.Td1 Cç6 17.Cg1

A good puzzle. Rook b2 makes obvious that white 0-0-0 is fake. But white 0-0 is less
obvious and Rook d1 being the original Rook a1 is not expected in this kind of position.
Valuable additions are the « Prenix » Rook, original Rook being captured « in the air »,
and the switchback by white Knight g1.
This condition is often a nightmare for the solvers. But this is not the case here and the composer succeeded to produce a clear execution of his idea. Regular castlings are prohibited as Kings are playing like Queens (well...see also 2° HM in section B for an exception), so two fake 0-0 are required.
4° HM e.a. : A3 – Kostas PRENTOS

2k4r/pppB2p1/2sp1s1B/4ppbr/Pq2PPPp/S2P1Q2/1PP1S2P/2KR1R2
SPG 15,0 Anticirce          (16+15) C+

1.€4 h5 2.Fb5 h4 3.d3 Th5 4.Fh6 €5 5.f4 F€7 6.Df3 Fg5 7.Cé2 D€7 8.0-0 Db4 9.a4 d6
10.Ca3 Fh3 11.Fd7 Cç6 12.g4 0-0-0 13.Rg2 f5 14.R×h3(Ré1) Cf6 15.0-0-0 Th8

4° HM e.a. : A4 – Kostas PRENTOS

rs1q1r1b/p1ppppkB/6ps/7p/8/2S1PS2/P1PPRPPP/2BQ1RK1
SPG 11,5 Anticirce          (15+14) C+

1.€3 h5 2.Fd3 Ch6 3.Fh7 g6 4.Cf3 Fg7 5.0-0 F×b2(Ff8) 6.Cç3 Fg7 7.Tb1 0-0
8.T×b7(Th1) Fa6 9.Té1+ Ff1 10.Té2 Fh8 11.R×f1(Ré1)+ Rg7 12.0-0
These two problems are cleverly using the Anticircé condition to display 2 castling moves by the white King, on different sides in A4, on the same side in A3. Some common features with Annex A4 (in Anti-Super-Circé instead of Anticircé). The ranking would have been better but for the first Prize...

Annex A4 - Michel CAILLAUD, Dirk BORST

1° Place Andernach 2004

rB2k1sr/pp1ppp2/2sp2p1/2p5/3P2b1/S7/PPP1PPPP/1SbR1RK1
SPG 11,5 (14+15)

Anti-Super-Circé

1.d4 ç5 2.Ff4 Cç6 3.Fb8 d6 4.Dd3 Fg4 5.Dg6 h×g6(d7) 6.Ca3 g6 7.0-0-0 Da5 8.Cf3 Dé1 9.Cd2 D×f1(Db1)+ 10.R×b1(Ré1) Fh6 11.Cdb1 Fç1 12.0-0

5° HM : A14 – Paz EINAT

rsb3k1/ppp5/3brsp1/Q7/1BB5/2Sdq4/PPP3P1/2KR3R
SPG 13,5 (11+12) C+

Exchange of the castling Rook (d1) and the original Rook (h1) (a theme already seen in 1° HM). The sequence of moves including some little surprises (T×é2!) runs smoothly.

1° Com: A11 – Mario PARRINELLO

Two fake castlings, well executed with the unifying feature that the « castle Rooks » are captured. The Queens on the diagram are somewhat spoiling the story.
A classical (and not too surprising) rendering with white 0-0-0 followed by sibling Rook h1 and return of the King. Good additions are the switchback by Bishop ç1 and the black Ceriani-Frolkin knight.
Very neat and economical realization of a fake 0-0 followed by the return of the King and the Rook, associated with a Ceriani-Frolkin Queen. The final check is a small blemish, difficult to avoid.
4° Com : A12 – Theodoros GIAKATIS

5rsbqksbr/pppp1pp/8/8/2B1P1Q1/8/PPPP1PPP/RSB2RK1
SPG 5,5 Take&Make       (15+15) C+

1.€4 f5 2.Fç4 f4 3.Cé2 f3 4.Tf1 f×é2(§1=C) 5.Dg4 Cé2 6.R×é2(Rg1)

Charming little thing. Specific fake 0-0 and Prentos Knight.

5° Com : A21 – Jeff COAKLEY

2kr1bsr/pppp2ppp/4p3/8/2P5/8/PP1PPPPP/RSB1KBSR
SPG 7,0                  (15+12) C+


Another nice “shorty”. Black King goes away then comes back to complete the fake 0-0-0.
Section B

19 entries; 21 participants from 17 countries.
2 entries were incorrect (B2,B17).

List of participants:
Dmitry Baibikov (Israël) – B9
Bojan Basic (Serbia) – B19
Andrew Buchanan (Singapore) – B14
Jeff Coakley (Canada) – B13*
Vlaicu Crisan (Romania) – B2*,B5*
Anirudh Daga (India) – B17
Ricardo de Mattos Vieira (Brazil) – B11*
Andrey Frolkin (Ukraine) – B10,B13*
Janko Furman (Slovenia) – B15
Theodoros Giakatis (Greece) – B7,B8
Valery Gurov (Russia) – B16*
Juraj Lörinc (Slovakia) – B12*
Emil Klemanic (Slovakia) – B12*
Per Olin (Finland) – B18
Kostas Prentos (U.S.A.) – B6
Paul Raican (Romania) – B2*
Vidmantas Satkus (Lithuania) - B1
Igor Vereshchagin (Russia) – B16*
Pascal Wassong (France) – B3
Klaus Wenda (Austria) – B4,B5*
Menachem Witztum (Israël) – B11*
A brilliant conception. By uncasting, White creates a retro-stalemate position that can be solved only by providing a capture move by the King or the Rook, thus forcing black to allow this capture. This is done thanks to the clever use of the unusual condition Circé centripète. A breathtaking solution with two uncastlings and every central square used (d5 in the mating move).

**Circé centripète** : when a piece is captured (King excepted), it is placed on the nearest central square (d4, d5, é4, é5) if this square is empty : if not, the piece disappears.
2° Prize: **B1 – Vidmantas SATKUS**

1. R×é4 F×g6+ 2. Rf3 0-0‡

By convention, castle is legal if it cannot be proved otherwise, so this solution is valid. If castle is legal, as proved by this solution, then the last white move must be either ç2-ç4 or é2-é4. So there exists a second solution, but we cannot precise exactly which one.

either:
1. b×ç3 e.p. b8=D 2. Tb4 D×b4‡

or:
1. f×é3 e.p. f8=C 2. Dé4 Cé6‡

An original structure with a clear logic (I found no similar realization) that doesn't fit the usual “classifying boxes”, with a “secondary” Partial Retro Analysis (?!).

I appreciated the polished presentation with promotions unifying the en passant solutions.

(I discovered the explanations by the composer shortly before the award ceremony, and found that, of course with the same elements of analysis, he considered only one solution and the en passant solutions as tries... As my presentation granted him a Prize, maybe he will adopt it...)
3° Prize: B9 – Dmitry BAIBIKOV

All-in castling + Vogtländer + Anticircé

-1. Rd1-é2‡ 0-0 (Rg3, Td3) + -2. 0-0-0 (Rf1, Tb1) + Td1-d3 + -3. 0-0 (Rh1, Té1) +
   0-0-0 (Rg1, Tg5) -4. Té8-é1 + Rf1-g1+

A weird and imaginative affair with a bold combination of fairy conditions, some of them very unusual. Once the conditions are understood, the problem is not so difficult to solve, retracting one move after another. A remarkable sequence including 4 castling moves!

All-in Castling: either player having K and R standing (a) three (b) four squares apart in an orthogonal straight line may castle (a) 00 or (b) 000 accordingly, the actual moves of K and R with regard to each other being the same as in normal chess. In addition the following licenses are allowed:
   (1) A player may castle out of check.
   (2) In castling, the K may pass over the intervening square even if guarded by an adverse man.
   (3) In 000, a man of either colour standing between K and R and adjacent to R may be jumped over by R.
   (4) In castling, adverse men may be captured on either or both of the landing squares of K and R.

Vogtländer: a side is mated if it cannot uncheck the opposite side
If 0-0 is legal, then last moves are: -1.g2-g4 g3×Dh2
En passant is possible but black has to legalize it A Posteriori by playing 0-0.

1. f×g3 e.p.  R×g3! 2.ē×d3!
In this position, next move must be 3.0-0
(other choices leaves other possible third black moves: 1...T×g3? 2...Tg1 3.h×g1=X ;
1...f×g3? 2...Cf2 3.h1=X ; 2.ē×f3? Fg2 3.f×g2)
2...Fb4! stalemate !: only possible move 3.0-0 is prevented !.

Here I rather guessed the solution than solved the problem. The logic applied by the composer is very unusual and I am not sure that the « theoricians » will agree with it.
Anyway an original and coherent conception.
I was stunned when discovering the composer's name: a legendary retro composer whom I was delighted to solve the problems in the column run by André Hazebrouck in « Europe Echecs » when I was a student! and inactive in the composing field for a very long time.
Welcome back to him!!
2° HM:
B12 – Juraj LÖRINC, Emil KLEMANIC

2k5/8/8/8/3KP3/8/8/P7
Add ♞ ♞ ♞ ♞ for an Illegal Cluster (3+1)
Point Reflection (Popeye 4.83)

Solution:

This position is illegal (no last black checking move), but becomes legal if omitting one of the non royal units:
-d8 of course
omitting another unit provides a last black move:
-a1 : Th8-d8+
-b1 : Tg8-d8+
-ç1 : Tf8-d8+
-d1 : Té8-d8+
-ç2 : Rd7-ç8+
I was mystified by this one as I was not aware of the Popeye interpretation that castling is possible even if King doesn’t play as a King (a different interpretation than the one used in the 3° HM in section A).

The result is amusing. It is a pity that the "spoiling" wPa1 was needed in the diagram (to avoid some cooks).

It was later pointed that this Popeye behaviour was a bug that was fixed from the version 4.87 onward: [https://github.com/thomas-maeder/popeye/issues/253](https://github.com/thomas-maeder/popeye/issues/253).

Anyway, almost anything is possible in the fairy field, so this castling move can be labelled "Point Reflection type Popeye 4.83", waiting for a more poetic name...

**3° HM : B5v – Vlaicu CRISAN, Klaus WENDA**

-4 : Fd5-a8+
-a8 : 0-0-0+!

If White tries to make this work, not closing the line h8-f6:

-3.C~c5? Rc8-b7+ -4.Rg8-h7 0-0-0+! -5.Db8-b5 & 1.Té1+ T×b8(Th8)+ 2.Rg7!
A splendid work. I enjoyed the many details with intensive exploitation of the Anticircé condition (and fell in some of the traps...). However I didn't feel that castling was the center of the problem, and only this prevented a higher ranking.

4° HM: B10 – Andrey FROLKIN

4SB1s/1p2pp2/4p1Pk/6pr/7b/p5Pr/1PPPp1b/SBB1K2R

Minimum number of moves by wRh1? (14+12)

-1.Cg7-é8 + Fg1-h2 -2.Rf1-é1 Fh2-g1 -3.Rg2-f1 Fg1-h2 -4.Rf3-g2 Th2-h3 -5.Cb3-a1 Tg2-h2 -6.Cd4-b3 h2×Dg1=F -7.Dd1-g1 Tg1-g2 -8.Fa2-b1 Tg2-g1 -9.Té1-h1! Tg1-g2 -10.Rg2-f3 Th1-g1+ -11.Cf3-d4 Tf1-h1 -12.Cg1-f3 a3-a4 -13.Rh1-g2 (at this point, the white king and rook have exchanged places: the king is on h1 and the rook is on é1) h3-h2 -14.Rh2-h1 a5-a4 -15.Cf3-g1 Tg1-f1 -16.Rh1-h2 Tg2-g1+ -17.Rg1-h1 Th2-g2+ -18.Tf1-é1 a6-a5 -19.0-0 Tg2-h2 -20.Cd4-f3 Th2-g2 -21.Fd5-a2 Tg2-h2 -22.Cb5-d4 Th2-g2 -23.Fg2-d5 a7-a6 -24.Ff1-g2 Tg2-h2 -25.Cc3-b5 Th2-g2 -26.g2-g3 and the cage is released

The white Rh1 made a minimum of 2 moves (castling is a king’s move): Tf1-é1 and Té1-h1.

Some classical retro manoeuvres preparing the retraction of g2-g3 while avoiding black retro-stalemate. The thematic result would have been stronger with a “Solve the position” stipulation (what was the composer’s initial intention) rather than the restrictive stipulation.
1° Com : **B13 – Andrey FROLKIN, Jeff COAKLEY**


Solve the position (14+14)

-1.0-0-0 Db7-a7 -2.f2×Cé1=T D~ -3.g3×Cf2 C~ -f2 -4.g4-g3 f2-f3 -5.g5-g4 Cf3-é1
-6.g6-g5 0-0-0 -7.a7-a6 Tc1-ç2(Td1-ç2)

2 castling moves in the retroplay with uniform motivation. Black castle retraction prevents white retrostalemate, then white castle retraction prevents black retrostalemate.

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2° Com : **A12 – Theodoros GIAKATIS**

rRb1k2r/1pp4p/6ps/4Pp2/2B5/1K6/PPPP4/5q2

h+2,5 b) -△é5 (8+11)
a) 1...e6 2.0-0 e7+ 3.Fe6 e×f8=D‡
   1...T×b7 2.Fd7 Fa6 3.0-0-0? Tb5‡ illegal as a7×b8=T implies too many captures.
b) 1...T×b7 2.Fd7 Fa6 3.0-0-0 Tb5‡

Very similar to the example by Marco. Here a castle (without retro) is included in a).

3° Com : **A14 – Andrew BUCHANAN**
dedicated to Anna O’DONOVAN & Marco BONAVOGLIA

8/8/8/6k1/6p1/5P2/8/4K2R

h‡3  A Posteriori  b) - f3  (3+2)

a) 1.g3 Tg1 2.Rh4 Rf1 3.Rh3 Th1‡
b) there exists no h‡3
with black to play, castling is not legal.
by playing 0-0!, White claims he has the move!
1…0-0! (Tf1,g1? doesn't claim the move) 2.Rh4 Rf2 3.Rh3 Th1‡

Another “strange” A Posteriori problem, “typ Keym” according to the composer.
The most economical AP problem ever! (composer).