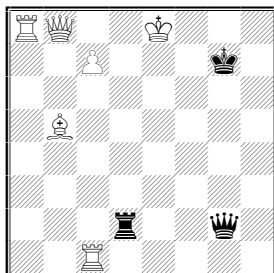


ВЛАДИМИР КУЗЬМИЧЕВ (VLADIMIR KUZMICHEV)

№ 1

Polski Związek Szachowy, 2nd Prize

(published only in April 2019 together with the awarding of the competition)



+ C+ 6+3

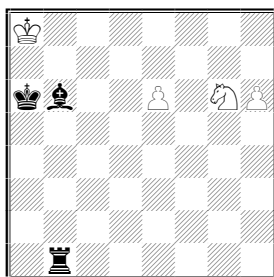
1.Bd7? Qg6+! 2.Kd8 Qf6+! 3.Kc8 Qf8+! 4.Kb7 Qb4+! 5.Kc8 Qf8+! = =

**1.Bd3!! R*d3 2.Rg1!! Q*g1 3.Qb2+! Kh7 4.Qh8+!! K*h8
5.Kf7+! Kh7 6.Rh8+!! K*h8 7.c8Q+! Kh7 8.Qf5+! Kh6
9.Qf6+! Kh5 10.Qh8+! Kg4 11.Qg7+/Qg8+
9...Kh7 10.Qh4#**

*(3... Rd4 4.Q:d4! Q:d4 5.c8Q! and white wins,
since the white king moves away from the check on the b8,
for example: 5... Qe4+ 6.Kd8 Qh4+ 7.Kc7 Qf4+
8.Kb7 Qb4+ 9.Ka7 Qd4 10.Kb8 Qb4+/Qf4+
11.Qb7+/Qc7+)*

№ 2

Polski Związek Szachowy, 2020, 2nd Prize



+ C+ 4+3

1.e7! Re1

Thematic try:

2.h7? Bd4 3.Se5 – Novotny's move (with threats 4.h8Q/e8Q)

3...B*e5? 4.e8Q!

But: 3...R*e5! – refutation according to Novotny

4.h8Q R*e7! 5.Qc8 Kb5! 6.~ Bc5 ==

3.Kb8 Kb6! 4.Se5 (4...R*e5? 5.h8Q! R*e7 6.Qd8+/Q*d4+)

4...B*e5! - the second other refutation according to Novotny.

The result is a complete cycle according to Novotny

with two different thematic rebuttals in false

attempts, which then become options.

Else: 4.Kc8 Kc6! 5.Se5+ R*e5! 6.h8Q R*e7 7.Q*d4 Re8+ != =

(5...B*e5 6.e8Q+!)

It will play correctly:

2.Kb8! Bc4 3.Kc8!

(Additionally: 3.Kc7? Re6! 4.Kd7 R*g6! 5.e8Q R*a6! 6.Qa8+ Kb5!

7.Qd5 Bc5! = =

4.h7 Be5+! 5.Kd7 Rd6+! 6.Kc8 6.Rc6+! = =)

3...Bb2 4.h7! Kb6

(Additionally: 4.Kd7? Rd1+! 5.Ke6 Re1+! 6.Kf7 Rf1+! 7.Kg8 Re1!

8.h7 Re6! (8...Kb6? 9.Se5!) 9.Kf7 Rf6! – echo-refutation)

5.Kd7! Rd1+ 6.Ke6! Re1+ 7.Kf7! Rf1+ 8.Kg8! Re1 – and only now the sacrifice according to

Novotny:

9.Se5!

9...B*e5 10.e8Q! – with imminent danger threat 11.h8Q

9...R*e5 10.h8Q! Rg7+ 11.Kf7! B*h8 12.e8Q! Rg7+

13.Ke6! – and white wins

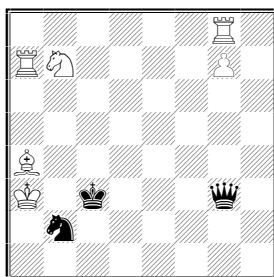
For instance: 13... Rh7 14.Qg8 Rh5 15.Kd7 Kc5

16.Qf8+ Kb6 17.Qd8+ Kb5 18.Qe8 Rh3 19.Qg6 Be5

20.Qe4 Rh5 21.Qe2+

№3.

ChessStar, 2021, 1st Special Prize



= C+ 6+3

1.Ka2!! Qg2! – Black exchanges the royal battery for an even more dangerous one.

- knight threatening checkmate in three moves

(1...Qf2? 2.Rf8! == 1...Qh2? 2.Rh8! ==)

2.Bc6!! – bishop sacrifice **2...Q*c6** **3.Sc5!!** – knight sacrifice .

After White's third move, a branching into two thematic options, artistically related to each other:

a) First option:

3...Qd5+ 4.Kb1! Q*g8 (4...Qf5+ 5.Ka2!)

5.Se4+! Kd4 6.Sf6! – magnificent knight maneuver to the other flank

6...Qb3 7.Ra3!! – rook sacrifice

7...Qb5 (7...Qb4 8.Kc2! Sc4 9.Rd3+ ! ==) **8.Ra5!! Qb4 9.Kc2 ! Qc3+ 10.Kb1!**

10...Sc4 11.Rd5+! Ke3 12.Re5+!! Kf3 13.Rf5+! Ke2 14.Rf2+!! ==

12...Kd3 13.Re3+!! S*e3 14.g8Q! ==

10...Sd3 11.Rd5+! Kc4 12.Rc5+!! S*c5 13.g8Q+! ==

11...Ke3 12.Re5+!! == 9...Sa4 10.Rd5+! Kc4 11.Rc5+!! ==

7...Qb6 8.Ra6!! Qb4 9.Rd6+!! Q*d6 10.g8Q! ==

7...Qb7 8.Ra7!! Qb3 (8...Qb4 9.Rd7+ ! ==)

9.Ra3!! Qb5 10.Ra5!! Qb3 11.Ra3!! Qb7 12.Ra7!!

– The eternal sacrifice of the rook without a check on the three squares a3, a5. a7.

In addition, this variant features an additional nine (!!) rook sacrifices in different situations.

b) Second option:

3...Q*c5 4.Rc8!! – rook sacrifice **4...Q*c8 5.Rc7+!!** – second rook sacrifice

5...Q*c7 6.g8Q! Sc4 7.Qh8+! – first in one corner **7...Kc2**

(7...Se5 8.Qh2! Qa7+ 9.Kb1 Qb7+ 10.Ka1! Sd3 11.Qh8+! Kb3 12.Qg8+! Kc3

13.Qh8+! Kc2 14.Qh2+! Kb3 15.Qa2+! ==

7...Kd3 7.Qh3+! ==)

8.Qa8!! – then a fantastic quiet move to the opposite corner!

8...Qh2 9.Qh1!! – жертва ферзя с игрой в третий угол.

(at this moment the final of the study <https://www.yacpdb.org/#286699> appears,

and in the version itself the development of the study by Kondratiev and Umnov takes place, USSR Team Championship, 1978)

9...Qf2 10.Qg1!! Qd2 11.Qe1!! Qg2 12.Qh1!!

– The eternal sacrifice of the queen without a check on the three squares h1, g1, e1

It should be noted that the entire second thematic option consists of victims. In total, five (!) figures are sacrificed in the thematic version.

And the eternal sacrifice of the queen in the finale is thematically original underlined by preliminary exact sacrifices of all other pieces.

The whole solution implements the synthesis of two options that go to various eternal echo victims.

And the preliminary sacrifices of other pieces in the second variant and the various rook sacrifices in the first variant are also thematic and, in general, an artistic full-fledged formulation of the idea.

In total, in both variants, 19 direct different sacrifices of white pieces are obtained (one sacrifice of the bishop, one sacrifice of the knight, 14 sacrifices of the rook, 3 sacrifices of the queen)

In addition, the presented options artistically echo each other with multiple echoes:

1) In one option, in the final there is an eternal sacrifice of the rook, in another, the queen

2) In one option, the eternal sacrifice goes vertically, in the other horizontally.

3) In both options, the eternal sacrifice goes through three fields.

4) In one option, the eternal sacrifice comes with a diagonal strike, and in the other with a horizontal one. And here and there eternal sacrifices go without check.

5) In one option, a black knight battery is involved in the final, in another version, the royal battery.

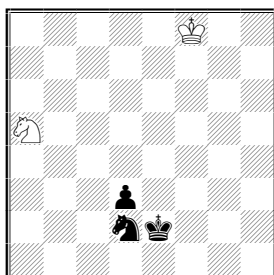
6) In one option, the motive of the eternal sacrifice is a stalemate, and in another variant, the motive is a distraction from the pawn promotion field.

7) In one option, a preliminary maneuver in front of the eternal victims

carried out by the queen in the corners, and in the second variant by the knight with a transfer to the other flank.

№ 4

FIDE CUP, 2019, 1st Special Prize



= C+ 2+3

1.Ke7! Kd1 2.Ke6! (2.Kd7? Kc1! 3.Kc6 Kb2! 4.Kb5 Ka3!! 5.Kc5 Sb3+!
6.Kc4 d2! 7.Kc3 d1Q! 8.Sc4+ Ka2! – black wins 4... Kc3? 5.Ka4! Sc4
6.Sb3! Sb6+ 7.Ka3! Sc4+ 8.Ka4! Kb2 9.Kb4! Sb6 10.Sd2! = =)
2... Kc1 (2... Kc2 3.Sc6! ~ 4.Sb4+ = = 3...Kc3 4.Se5! = =)
3.Kd7!! (3.Ke5? Kc2! 4.Ke4 Sf3+!
3.Kd5? Kb1! 4.Ke6 Kb2! 5.Kd5 Kc3! 6.Sb7 Se4!! 7.K*e4 d2! – black wins)
3... Kb1 (3... Kb2 4.Ke6! Kc3 5.Kd5! = =)
4.Ke7!! Ka1 (4... Ka2 Sc6! ~ 5.Sb4/Se5 = =)
5.Kd7! (5.Kd6? Ka2!! 6.Kd5 Kb1!! 7.Kd4 Kc2!
7.Ke6 Kb2! 8.Kd5 Kc3! 9.Sb7 Se4!! 10.K*e4 d2!)
5... Kb1 (5... Ka2 6.Sc6! ~ 7.Sb4/Se5 = =)
6.Ke7! Kc1 7.Kd7! Kb2 8.Ke6! Kc3 9.Kd5! Kb2
10.Ke6!! Kc1 11.Kd7!! Kb1 12.Ke7! = =

The original eternal maneuver!

For the first time, the running (dance) of two kings along the four fields of correspondence towards each other and back along the same fields is presented.

1.... Sf3 2.Sb3! Ke3 3.Kd6! Sd2 (3...Sd4 4.Sa5! Ke4 5.Sc4! Sb3 6.Ke6! Kd4 7.Se5! Sc5+ 8.Kf5!
d2 9.Sf3+! = =)
4.Sa5! Kd4 5.Kc6! Se4 (5...Sc4 6.Sb3! Kc3 7.Sc5! d2 8.Se4+! = =)
6.Kb5! Kc3 7.Sc4! Kb3 8.Sa5+! Kb2 9.Kb4! Sd2
(9.Ka4? Sc3+! 10.Kb4 Sd5+! 11.Ka4 Sb6+! 12.Kb4 d2!- black wins)
10.Ka4!! Kc3 11.Kb5! Se4 12.Sc4! = =

The original eternal maneuver - dance of two kings and two knights.

Try: **1.Kf7? Sf3!** (1...Se4? 2.Sc4! Sd6+ 3.S*d6 d2 4.Se4! d1Q 5.Sc3+! = =)
2.Sb3 Ke3! (2.Sc4 Se5+! 3.S*e5 d2!)
3.Kf6 Sd2!! (3... Sd4? 4.Sa5! Kd2 5.Sc4+! Kc3
6.Sa3! Kb3 7.Sb1! Sf3 8.Kf5! Kb2 9.Ke4! Se5 10.Sd2! Kc2 11.Sf1! = =)
4.Sc1 Se4+! 5.Ke5 d2! – black wins

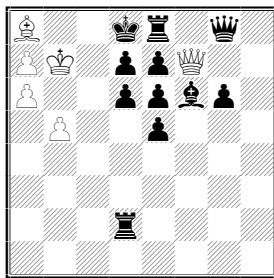
For the first time, two different options are presented thematically with different finals of long perpetual movements (highlighted in blue) and which are thus artistically and ideologically connected with each other.

In the first version, perpetual motion along the four fields of correspondence is created by kings, in the second variant, both kings and both knights create perpetual motion.

№5.

Polski Związek Szachowy, 2021,

The results of the awards have not been summed up yet



= C+ 6+11

There is a Try thematic attempt for a draw:

1.b6? – and if Black plays 1...Rc2?, to после 2.Kb8!! Rc8+ 3.Kb7 – Black has no winning move, and after:

*3...Q*f7 White gets a stalemate with white bishop and pawn “walling up”.*

But, this is a “Mirage” that escapes with other moves by black.

Right:

1.Kb8! – paradoxically, White refuses a possible “mirage” and changes the game, and first there is a “unwalling” of the white bishop, and then two thematic options follow:

*a) 1...Q*f7 2.Be4!! Rd5! – blocking the bishop's file 3.b6!*

*(hasty 3.a8Q? R*b5+ 4.Bb7 hoping for 5.a7 with a stalemate, but Black is in this position win, for example: 4...Bg5 5.a7 Rc5! 6.Ba6 Rc7! 7.Qg2 Qf4 8.Qb2 Qf3 9.a8Q Qc6 10.Qab7 R*b7 11.Q*b7 Q*b7)*

3...Rc5 4.Bb7!!

Thematic 4.Ba8! (White Bishop goes to “walling up”)

4...Rh8 5.b7! Ke8/Rd5 – is a new echo-pat with the “walling up” of the bishop and the king. Only denied:

4...Rc8+! 5.Kb7 – and it seems that White has reached the original plan with a stalemate for “walling up”, which passes for Black's indifferent move.

*But, for example, after 5...R*a8, the “mirage” slips away again and White gets a quick mate: 6.K*a8 Kc8 7.b7+ Kc7 8.b8Q+ Kc6 9.Q*e8 Q*e8#*

*4...Rc6/Rb5 – and now 5.a8Q! R*b6 6.a7!! – and a paradoxical stalemate appears with the pinning of the bishop and the “walling up” of the queen and king.*

7...~/Rb1/Rb2/Rb3/Rb4/Rb5 - and Black cannot avoid it with his (!) move.

Moreover, White can turn a pawn into a queen, and not into a rook:

*Thematic 5.a8R? R*b6! 6.a7 – and, it would seem, White still gets a similar echo-stalemate with a pin and with “walling up” the rook and the king, but this false plan is refuted in the only way:*

6...Rc6! – and Black wins, for example:

*7.B*c6 dc! 8.Kb7+ Kd7 7.Rb8 Qf8 8.a8Q R*b8+ 9.Q*b8 Q*b8+*

b) 1...Rb2

Thematic Try: 2.b6?d5 3.b7!

*3...e4 4.Q*f6!! R*b7+ 5.ab! ef - stalemate with "walling up"*

*(5...d6 6.Q*e6! Q*e6 is a stalemate with "walling up")*

*3...Bh4 4.Q*e6!! R*b7+ 5.ab! de/Q*e6 – stalemate with "walling up"*

*2...R*b6 3.Bb7 Q*f7 4.a8Q! ~/Rb1/Rb2/Rb3/Rb4/Rb5*

5 a7!! - stalemates with " walling up" with a bunch of bishop

But:

*2...e4! 3.b7 Bd4 4.Qf2 B*a7+! – and black wins,*

*(for example: 5.K*a7 Qh8 6.b8Q+ R*b8 7.K*b8 Rf8 8.Qc2 Ke8 9.B*e4 Kf7+ 10.Kb7 Rb8+*

*11.Ka7 Qb2 12.Qc7 Rb4 13.Bb7 g5 14.Q *d7 g4 15.Qc6 d5 – and Black wins as his pawns are unstoppable)*

2.Bb7!! R*b5 3.a8Q! Q*f7 4.a7!! – echo variant with stalemate

with the pinning of the bishop and "walling up" the queen and king.

Presented the original idea of "unwalling – walling up"

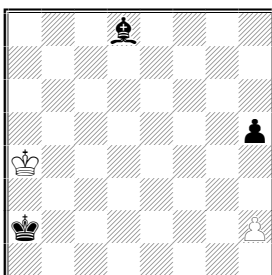
white figures in two variants and Tries in various echo stalemates, including with pin figures.

All white pieces are in stalemate, and stalemate is clean - the squares are not available to the white king for one reason only.

The presence of an inaccessible thematic “mirage” for “walling up” gives a special piquancy.

№6.

ChessStar, 2021, 1st Special Prize



= C+ 2+3

The straight road does not lead to success, for example:

1.Kb4? Kb2 2.Kc4 Kc2 3.Kd4 Kd2 4.Ke4 Ke2 5.Kf4 Kf2

– and Black takes the white pawn without losing yours.

1.Kb5!! – White goes with the “Reti maneuver” to attack the black bishop in order to win the necessary tempo when it retreats:

1...Kb3 2.Kc6! Kc4 3.Kd7! Bb6 4.Ke6! Ke3 5.Kc5! Bf2 6.h4!! B*h4 7.Kg6!

with the inevitable **8.K*h5!** =

(6.Kg5? h4! 7.Kg4 Ke2! 8.Kh3 Ke1! – blacks are not allowed

white king to the saving corner h1 and win)

But, black himself sacrifices the bishop:

3...h4! 4.K*d8 h3!

(and after 5.Ke7? Kd5! 6.Kf6 Ke4! 7.Kg5 Kf3! 8.Kh4 Kg2!

– and black due to the “shoulder push” maneuver win the white pawn with a win)

White is saved by another paradoxical

The “bypass” maneuver is completely in the opposite direction:

5.Kc7!! Kc5 6.Kb7!! Kd5 7.Kb6!! Ke4 8.Kc5! Kf3

9.Ke4! Kg2 10.Ke3! K*h2 11.Kf2!

- with the inevitable threat of 12.Kf1!, which will end either in White's stalemate, or Black's stalemate, = =

A synthesis of maneuvers with the white king playing along all four edges of the board is presented.