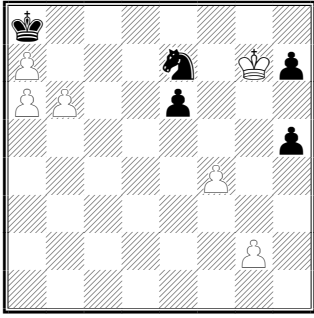


1. Sergey Osintsev (Russia)

Composing Tourney of FRME, 2021, 2 prize



6+5

+

Logical try 1.Kf7? Nd5! 2.Kxe6 (2.g3 h4! 3.gxh4 Nxf4=) 2...Nxf4+ 3.Kd6 h4! 4.Kc6 h5 5.Kd6 h3! 6.gxh3 h4! 7.Kc6 Ne6 8.Kd5 (8.Kd7 Nc5+ 9.Kc8 Nxa6=) and if 8...Nf4+? 9.Kd6! Nd5, then 10.b7+! (not 10.Kxd5?!) 10...Kxa7 11.Kxd5+-, but 8...Nc5! 9.Kxc5= stalemate, there is no f5 pawn on the board! (пат, на доске нет пешки f5!) 9.b7+ Nxb7!; 9.Kd6 Nxa6! 10.Kc6 Nb4+!=

**1.Kf6! Ng6!** 1...Nd5+ 2.Ke5! Nxb6 3.Kxe6 Nc4 4.f5 Ne3 5.g3! (5.f6? Nxc2 6.Kf5=) 5...Ng4 6.f6+-

**2.f5!!** White paradoxically creates a passed pawn for black (белые парадоксально создают для черных проходную пешку)! Logical try 2.Kxe6? Nxf4+ etc; 2.g3? h4! 3.gxh4 Nxf4=

**2...exf5 3.Ke6** There was just a pawn on this square! (На этом поле только что была пешка!)

**3...Nf4+**

**4.Kd6 h4**

**5.Kc6! Ne6**

**6.Kd5! Nf4+**

**7.Kd6 h6**

**8.Kc6 Ne6**

**9.Kd5 Nf4+**

**10.Kd6 h5**

**11.Kc6 Ne6**

**12.Kd5 Nf4+**

**13.Kd6 h3**

**14.gxh3 h4**

**15.Kc6 Ne6**

**16.Kd5 Ng7** After 16...Nf4+ 17.Kd6+- the remaining f5 pawn brings black a loss (оставшаяся на доске пешка f5 приносит черным проигрыш); 16...f4 17.Kxe6 f3 18.Kd7(d6) f2 19.Kc7 f1Q 20.b7+ Kxa7 21.b8Q+ Kxa6 22.Qb6#

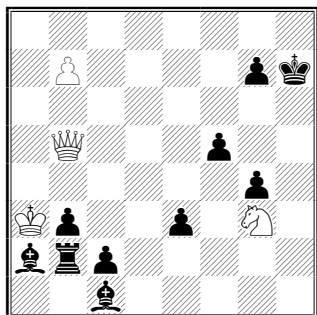
**17.Kd6!** Lost of time 17.Kc6?! Ne6 18.Kd5 Ng7 and the position will be repeated.

**17...f4**

**18.Kd7!+-** 18.Kc7? Ne8+! 19.Kc8 Nd6+ 20.Kd7 Nb5! 21.b7+ Kxa7 22.Kc8 Nd6+ 23.Kc7 Ne8(b5)+ 24.Kc8 Nd6+= perpetual check.

Systematic movement, "the effect of foresight" (Систематическое движение, «эффект предвидения»).

2. Sergey Osintsev (Russia)  
 UAPA-14 Section A1: Win  
 2021, Prize



4+10 black move +

White ruins Black's Fortress (тема: разрушение крепости).

**1...Rb1+ 2.Kb4!** 2.Ka4? b2! 3.Qxf5+ g6 4.Qd7+ Bf7! 5.Qxf7+ Kh6 6.Kb3 Ra1! 7.Qf4+ Kh7 8.Qc7+ Kh6=

**2...Ba3+!** 2...Bd2+ 3.Ka4 b2 4.Qxf5+ g6 5.Qxc2+-

Thematic try 3.Ka5? b2! 4.Qxf5+ g6 5.Qd7+ Be7! 6.Qxe7+ Bf7! 7.Qxf7+ Kh6 8.Qf4+ Kh7 9.Qc7+ Kh6= Having sacrificed the Bishops, Black freed the a-file. Black has two fortresses: the black King with pawns successfully opposes the white Queen and Knight, the Rook and pawns mutually defend each other. White cannot strengthen his position (пожертвовав слонов, черные освободили линию «а». У черных две крепости: черный король с пешками успешно противостоит белым ферзю и коню, ладья и пешки взаимно защищают друг друга. Белые не могут усилить свою позицию). It is impossible 10.Qxc2?? Ra1+ 11.Kb6 b1Q+-+

**3.Ka4!!** The better this move is, it will be revealed later (чем лучше этот ход, станет понятно позже).

**3...b2!** 3...c1Q 4.Qxf5+ g6 5.Qf7+ Kh6 6.b8Q Qc6+ 7.Kxa3 Qc5+ 8.Qb4 Qc1+ 9.Ka4 Qc6+ 10.Qb5 Qxb5+ 11.Kxb5 b2! 12.Qf8+! Kh7 13.Ne4!+-

**4.Qxf5+** 4.b8Q?? Be6! 5.Q5e8 Bf8!! 6.Qxe6 Ra1+-+

**4...g6 5.Qd7+** 5.Qxc2? Bd6! 6.Ne4 Rf1 7.Qxb2 Rf4 8.Qh2+ Kg7 9.Qb2+ Kh7! =

**5...Be7!** **6.Qxe7+** 6.b8Q? Bf7!! 7.Qxb2 Rxb2 8.Qxe7=

**6...Bf7!** **7.Qxf7+ Kh6**

**8.Qf8+!** Thematic try 8.Qf4+?! Kh7 9.Kb3? c1Q 10.b8Q Qd1+ 11.Kb4 Qd2+! 12.Kb3=

**8...Kh7 9.Qe7+ Kh6**

**10.Qxe3+ Kh7**

**11.Qe7+** 11.Kb3? c1Q 12.Qe7+ Kh6=

**11...Kh6 12.Qf8+** Try to destroy the fortress with the help of Knight sacrifices are ineffective (попытки разрушить крепость с помощью жертвоприношений коня неэффективны) 12.Nf5+?! gxf5 13.Qf6+ Kh5(h7)= or 12.Qh4+?! Kg7 13.Nh5+?! gxf5 14.Qg5+ Kf7! =

**12...Kh7 13.Qf7+ Kh6**

**14.Qf4+!** **Kh7** Having eliminated the pawn, the Queen came back, and White carries out the main plan, prepared 12 moves back by the move 3.Ka4! (уничтожив пешку, ферзь вернулся, и белые осуществляют основной план, подготовленный 12 ходов назад ходом 3.Кра4!).

**15.Kb3!** 15.Qc7+?! Kh6 16.Kb3? c1Q 17.b8Q Qe3(d1)+ 18.Qc3 Qe6+! 19.Kb4 Qe7+! 20.Kb5 Qd7+! 21.Qc6 Qxc6+ 22.Kxc6 Rc1+ 23.Kd5! b1Q 24.Qh8+ Kg5 25.Ne4+ Qxe4+! 26.Kxe4=

**15...c1Q 16.b8Q Qd1+**

**17.Kb4 Qa4+!** or 17...Qe1+ 18.Kb5 Qa5+ 19.Kxa5+-

**18.Kxa4 Ra1+ 19.Kb5! b1Q+**

**20.Kc6! Qc2+ 21.Kd7! Rd1+**

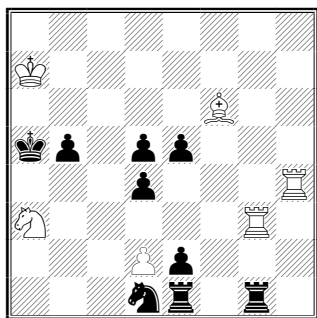
**22.Ke7! Qc5+ 23.Kf6! Qc6+**

**24.Kg5 Rd5+ 25.Kxg4 Qe6+**

**26.Kf3+-**

The logical study, "the effect of foresight".

3. Sergey Osintsev (Russia)  
 ChessStar, 2020, 1 prize



6+9 +

**1.Nc4+!! Kb4** 1...dxc4 2.Ra3+ Kb4 3.Be7#; 1...bxc4 2.Ra3+ Kb5 3.Rh7 c3 4.d3 Kb4 5.Be7+ Kb5 6.Rh6 c2 7.Rb6#

**2.Ra3!** The Knight is now under three captures! 2...Kxc4 3.d3+ Kb4 4.Be7# model mate; 2...bxc4 3.Be7+ Kb5 4.Rh6 c3 5.d3 Rg7 6.Rb6#; 2...Ref1 3.Be7+ Kxc4 4.d3# model mate; 2...dxc4 3.Be7#; 2...e4 3.Be7+ Kxc4 4.d3+ exd3 5.Rh6 b4 6.Rc6+ Kb5 7.Rc5#

**2...Rg7+!**

**3.Bxg7 Rf1**

**4.Bxe5 Rf7+** 4...bxc4 5.Bd6+ Kb5 6.Rh7 e1Q 7.Rb7+ Kc6 8.Ra6#

**5.Kb6 Rd7**

**6.Bxd4** threat 7.Bc5#

**6...Rb7+!** **7.Kc6!!** Refusal from capture! Logical try 7.Kxb7? e1Q 8.Bc3+ Nxc3 9.Ne3+!? Qxh4 10.Nc2+ Kc5 11.Rxc3+ Kd6!-+

**7...Rc7+** **8.Kxc7** the King accepted the sacrifice, but on an adjacent square!

**8...e1Q** **9.Bc3+!** 9.Kd6?! bxc4! 10.Bc5+ Kb5 11.Rh8 c3! 12.Rb3+ Kc4 13.Rb4+ Kd3 14.Rd4+ Kc2= 12.Rb8+ Kc4 13.Rb4+ Kd3=

**9...Nxc3** 9...Kc5 10.d4+-

**10.Ne3+!!** Offer to choose any Rook! 10.dxc3+? Kc5=

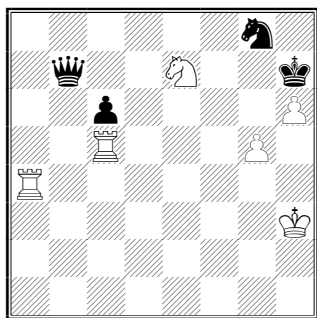
**10...Qxh4** 10...Kxa3 11.Nc2+ Kb2 12.Nxe1+-

**11.Nc2+ Kc5** 11...Kc4 12.Rxc3# model mate.

**12.Rxc3+ Qc4** **13.d4#!** Ideal mate.

The logical choice in the study on the mat.

4. Sergey Osintsev (Russia)  
MT S. Zakharov, 2021, 3 prize



6+4 +

**1.g6+** 1.Nxg8? Qb3+ 2.Kg2 Qxa4 3.Nf6+ Kg6=

**1...Kh8** 1...Kxh6 2.Rh4+ Kg7 3.Rh7+-

**2.g7+** 2.Nxg8? Qb3+ 3.Rc3!! (3.Kg2? Qxa4 4.Nf6 Qa2+= "mad" Queen!) 3...Qxc3+ (3...Qxa4? 4.Nf6+- and the c-pawn prevents the queen from becoming "mad") 4.Kg4! Qe5!! the only way to perpetual check 5.Nf6! Qe6+! 6.Kg5 Qe5+ 7.Kg4 Qe6+=

**2...Kh7**

**3.Nxg8! Qb3+**

**4.Kh4!!** Under the capture of the Rook with a check! Inaccurate 4.Kg4?! and the Queen will choose the Knight 4...Qxg8! 5.Rg5 and the white King was under checks 5...Qe6+! 6.Kf3 Qf6+ 7.Kg4 Qe6+ 8.Kh4 Qe1+! 9.Rg3 Qh1+! (9...Qe7+? 10.Kh3!+-) 10.Kg4 Qd1+= perpetual check; 4.Kg2? Qxa4 5.Nf6+ Kxh6 6.g8Q Qe4+! 7.Nxe4= stalemate! 4.Kh2? Qxa4 5.Nf6+ Kxh6 6.g8Q Qh4+!= "mad" Queen!

**4...Qxa4+** 4...Qxg8 5.Rg5!+-

**5.Kg5 Kxg8** 5...Qd1 6.Nf6#! model mate.

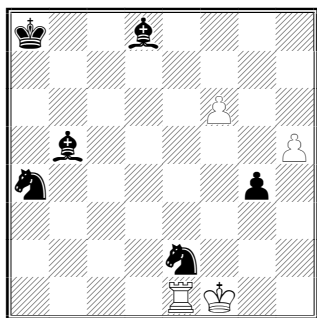
How to get to the eighth horizontal? 9.Rf5? or 9.Re5?

The right decision **6.Ra5!!** Doubling the theme - the capture of the second Rook by check!

**6...Qxa5+** **7.Kg6** There is no defense against checkmate, black is powerless with an extra Queen on an empty board!

**7...c5** **8.h7#!**

5. Sergey Osintsev (Russia)  
Gravure, 2020, 2 prize



4+6 =

**1.f7 Be7!** 1...Nf4+ 2.Kg1 Bb6+ 3.Kh2 Bc5 4.Re8+ Kb7 5.h6=

**2.h6!** Nf4+ The white King has a chance to be active and help the pawns 3.Kf2? Bc5+! 4.Kg3 Nh5+ 5.Kxg4 Nf6+ 6.Kf5, but 6...Nh7! 7.Kg6 Bd3+-+ and black wins.

**3.Kg1! Bc5+** 3...Nh3+? 4.Kg2!=

**4.Kh2 g3+!**

**5.Kxg3 Nh5+**

**6.Kh2!!** Anything but this! 6.Kh4? Nf6! 7.Re8+ Bxe8! 8.h7 Bf2+ 9.Kg5 Nxh7+-+ or 6.Kg4? Nf6+ 7.Kf5 Nh7-+ Loses also 6.Kg2? Nf6! 7.Re8+ Bxe8 8.h7 Bc6+-+ or 6.Kf3? Nf6! 7.Re8+ Bxe8 8.h7 Bc6+-+ or 6.Kh3 Nf6 7.Re8+ Bxe8 8.h7 Bd7+-+

**6...Nf6**

**7.Re8+!! Bxe8!** 7...Kb7 8.f8Q Bxf8 9.Rxf8=

**8.h7!!** 8.fxe8Q+? Nxe8 9.h7 Bd4-+

**8...Bd6+**

**9.Kg1!! Bxf7**

**10.h8Q+ Ne8!** 10...Ng8 11.Qh1+ Kb8 12.Qc6=

**11.Qa1!** 11.Qh1+? Kb8 12.Qc6 Nc5!-+

**11...Bb3**

**12.Qh8! Bc5+**

**13.Kh2!** Tries 13.Kf1? The white King is in check 13...Bc4+! 14.Ke1 Bb5-+ or 13.Kg2? Bd5+! 14.Kh2 Bc6-+

**13...Bf7**

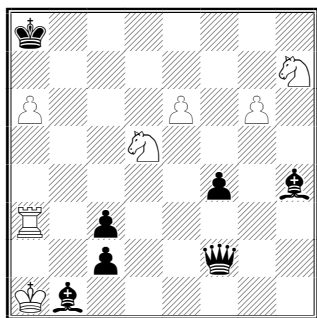
**14.Qa1 Bd6+**

**15.Kg1!** Try 15.Kh3? The white King is in check 15...Be6+! 16.Kh4 Bd7-+

**15...Bb3**

**16.Qh8=** Pendulum positional draw. Logical choice of moves by the white King.

6. Sergey Osintsev (Russia)  
 MT Y. Belyakin, 2021, 1 prize



7+7 =

**1.g7** 1.Rxc3? c1Q 2.Rxc1 Qa2#

**1...Qg1 2.Nb6+!** A safe choice for whites and not at all dangerous for blacks 2.Nc7+? Ka7 3.Nb5+ Kb6--+

**2...Ka7** After capturing 2...Qxb6 White has the only way to save himself 3.g8Q+ Bd8 4.Qg2+ Ka7 5.Qg7+ Qc7 6.Qd4(g1)+ Qb6 7.Qg7+ Bc7 8.Rxc3 Qxa6+ 9.Kb2 Qb7+ 10.Kc1! Qh1+ 11.Kb2 Qb7+ 12.Kc1= At the beginning White gives perpetual check, then Black has to make perpetual check!

**3.Nc8+ Ka8 4.Nb6+ Kb8 5.a7+!** Permutation of moves loses 5.g8Q+? Qxg8 6.a7+ Kb7! 7.a8Q+ Qxa8 8.Nxa8-- no check!

**5...Kc7 6.g8Q! Qxg8 7.a8Q Qxa8 8.Nxa8+** with check!

**8...Kb7 9.Rb3+!!** Farsighted stalemate game! Whites sacrifice a knight first, thematic try 9.Rxc3? f3 10.Kb2 f2 11.Rf3 Be7! 12.Rxf2 Ba3+!--+

**9...Kxa8 10.Rxc3** 10.Ra3+? Kb7! 11.Rxc3 f3 12.Kb2 f2--+

**10...f3 10...Be7 11.Kb2=**

**11.Ng5!** 11.Kb2? f2 12.Rf3 Kb7 13.Nf6 Bg5--+

**11...Bxg5 12.e7!** Second Knight and pawn sacrifice!

**12...Bxe7 13.Rxf3** Thematic try 13.Ra3+?! Bxa3?= stalemate or 13...Kb8? 14.Rxf3=, but 13...Kb7! 14.Rxf3 c1Q--+; also no chance 13.Kb2? Bf6 14.Kc1 f2 15.Rf3 Bg5+--+

**13...c1Q 14.Rf8+ Ka7 15.Ra8+ Kb7 16.Rb8+!** The Rook is "mad", but checks must be given carefully, 16.Ra7+? Kc8! 17.Ra8+ Kd7! 18.Rd8+ Ke6 19.Rd6+ Kf7--+

**16...Kc7 17.Rc8+!** Kxc8= stalemate.

**13...c1R!** but... **14.Ra3+!** Bxa3= again stalemate. Refusal from capture will result in the loss of material, 14...Kb7 15.Rb3+ Kc6 16.Rxb1 Bf6+ 17.Ka2=