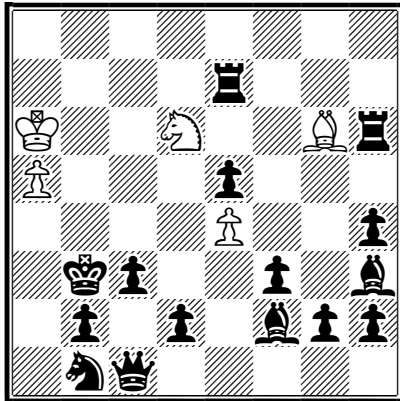


**Velko Alexandrov, Bulgaria**  
 CSÁK – MAJOROS – PÁSZTOR  
 (34), 2021  
 Tibor ÉRSEK - 80 JT  
 1st Prize



h#3

**Intelligent**  
 b) Move b3 f4

5+15

Popeye Windows-64Bit v4.87 (1024 KB)

a)

1.Kb3-c2 Bg6-e8 2.Rh6\*d6 + Be8-c6 3.Rd6-d3 Bc6-a4  
 # (MM)

b) bKb3-->f4

1.Kf4-g3 Sd6-e8 2.Rh6\*g6 + Se8-f6 3.Rg6-g4 Sf6-h5  
 # (MM)

AntiZielElement (B2, check) × 2

Chernous theme × 2

Exchange of functions (wSd6/wBg6, Captured / Mate)

Half-pin (white)

Long-trip (wB, 3)

Long-trip (wS, 3)

Play on the same square (W1, 2)

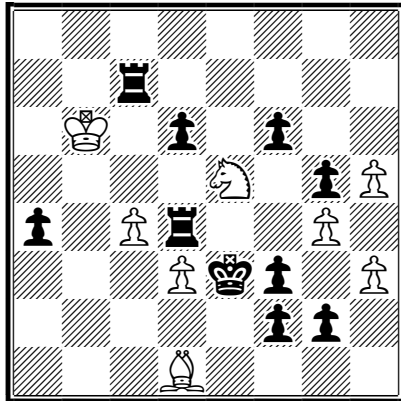
Self-pin/unpin (white) × 2

Zilahi (passive, BS, 2)

8/4r3/K2S2Br/P3p3/4P2p/1kp2p1b/1p1p1bpp/1sq5

**Velko Alexandrov, Bulgaria**  
 ANDREW KALOTAY 80 JUBILEE  
 TOURNEY  
 2nd-3rd HM

2



h#3

8+10

Popeye Windows-64Bit v4.87 (1024 KB)

1.Rd4\*d3 Bd1-c2 2.Ke3-e2 Se5\*f3 3.Ke2-f1 Bc2\*d3 # (MM)

1.Rd4\*c4 Bd1-b3 2.Ke3-d4 Se5-c6 + 3.Kd4-d5 Bb3\*c4 # (MM)

1.Rd4\*g4 Bd1\*f3 2.Ke3-f4 Se5-g6 + 3.Kf4-f5 Bf3\*g4 # (MM)

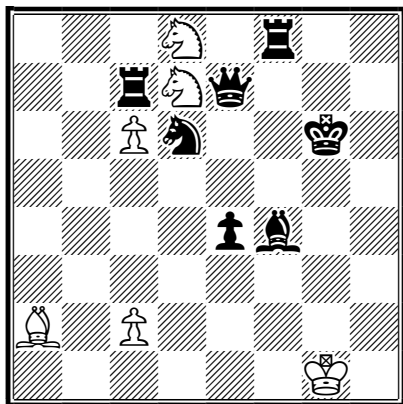
8/2r5/1K1p1p2/4N1pP/p1Pr2P1/3Pkp1P/5pp1/3B4

Another excellent 3-solution problem, distinguished by its move-by-move correspondence: moves of the d4R on B1, wB moves on W1 and W3, bK moves on B2 and B3 and wS moves on W2. As in the 8th Prize winner, the bK makes three Knight's-move-shaped journeys. We have three nice model mates. The reason I haven't placed this problem higher is that in all these mates there have had to be a lot of pieces standing idly by; and perhaps also that the captures at c4 and g4, in contrast to the capture at d3, serve also the further purpose of making d5/f5 available to the bK. Such fine discriminations are applied only because of the strength of this tourney! Judge: GM Christopher Jones

8/2r5/1K1p1p2/4S1pP/p1Pr2P1/3Pkp1P/5pp1/3B4

3

**Velko Alexandrov, Bulgaria**  
Moskovski konkurs 2021  
3rd Prize



h#3

b) Move a2 a1

6+7

Popeye Windows-64Bit v4.87 (1024 KB)

a)

1.Sd6-f5 Sd8-e6 2.Kg6-f7 c2-c4 3.Kf7\*e6 c4-c5 # (MM)

b) wBa2-->a1

1.Rf8-f5 Sd7-e5 + 2.Kg6-f6 c2-c3 3.Kf6\*e5 c3-c4 # (MM)

Theme Moldovansky

Active sacrifice (white, delayed) × 2

Exchange of functions (wSd7/wSd8, Active sacrifice / Passive guard)

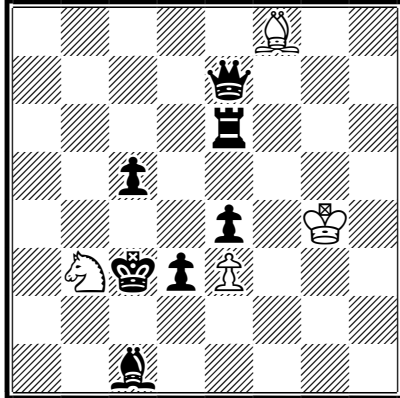
Many-ways (wP, 2)

Play on the same square (B1, 2)

3S1r2/2rSq3/2Ps2k1/8/4pb2/8/B1P5/6K1

**Velko Alexandrov, Bulgaria**  
*SuperProblem (8), 2021*  
QC TT-251  
1st Prize

4



Popeye Windows-64Bit v4.87 (1024 KB)

1.c5-c4 Sb3-a1 2.Qe7-b4 Bf8-c5 3.Bc1-d2 Bc5-d4 #  
(MM)

1.d3-d2 Bf8\*e7 2.Kc3-d3 Sb3\*c1 + 3.Kd3\*e3 Be7\*c5 #  
(MM)

Chumakov theme (qbp, 3)

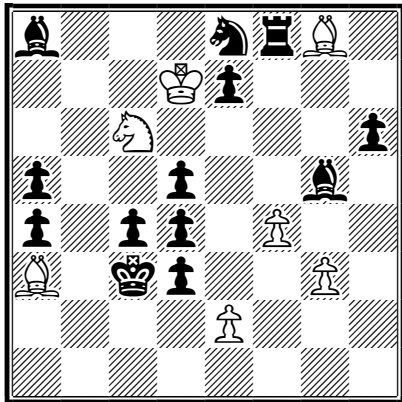
5B2/4q3/4r3/2p5/4p1K1/1SkpP3/8/2b5

h#3

4+7

5

**Velko Alexandrov, Bulgaria**  
*Schach (12-21/19.563), 2021*



h#3      b) Remove d5      7+13

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Bg5-f6 Sc6\*d4 2.Kc3\*d4 Ba3-c5 + 3.Kd4-e4 Bg8-h7 #

b) -bPd5

1.Rf8-f6 Bg8\*c4 2.Kc3\*c4 e2\*d3 + 3.Kc4-d5 Sc6\*e7 #

Active sacrifice (white) × 2

Analogy

Annihilation

Exchange of functions (bBg5/bRf8, Interfered / Interfering)

Exchange of functions (wPe2/wBa3, Guard / Passive guard)

Exchange of functions (wSc6/wBg8, Active sacrifice / Mate)

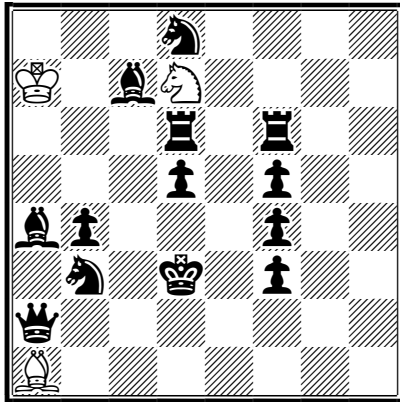
Grimshaw (black)

Zilahi (active, BS, 2)

b3srB1/3Kp3/2S4p/p2p2b1/p1pp1P2/B1kp2P1/4P3/8

**Velko Alexandrov, Bulgaria**  
*Problemist Ukraini*  
 (2(68)/H1252), 2021

6



Popeye Windows-64Bit v4.87 (1024 KB)

a)

1.Bc7-b6 + Ka7-a6 2.Ba4-c6 + Ka6\*b6 3.Kd3-c4  
 Sd7-e5 # (MM)

b) wKa7-->h3

1.f3-f2 Kh3-g2 2.Sb3-d2 Kg2\*f2 3.Kd3-e4 Sd7-c5 #  
 (MM)

Theme Moldovansky  
 Active sacrifice (black, delayed) x 2  
 Exchange of functions (bPf3/bBc7, Active sacrifice  
 / Passive)

h#3

3+13

b) Move a7 h3

3s4/K1bS4/3r1r2/3p1p2/bp3p2/1s1k1p2/q7/B7