



The 10th FIDE World Cup in Composing

Section G – Fairies

Preliminary award by

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MMXXII

There were 39 entries this time. A respectable number, compared to the previous years: 48 (2013), 51 (2015), 40 (2017), 24 (2018), 33 (2019), 43 (2020) and 46 (2021). The average quality of the entries was not high, but the problems selected for the award are all very good examples of their respective types.

There were 14 problems with antagonistic play, 20 with help play, 4 with series play and 1 constructional problem.

9 problems had fairy pieces, 11 had fairy conditions, 10 had both and 9 had neither (also known as *Heterodox* problems).

One problem featured a 3-dimensional board and one was an endgame study with a fairy element.

There were 3 Wenigsteiners (1-4 pieces), 1 Tanagra (5), 3 Miniatures (6-7), 7 Gravures (8-10), 4 Merediths (11-12), 7 with 13-15 pieces (the new category introduced in the JF-10JT) and 14 with more than 15 pieces.

For those who like such things, a more detailed table can be seen here:

<https://www.dropbox.com/s/1066such7o8a41i5/wc-10-stats.jpg?dl=0>

Remarks about some of the problems not in the award:

G1 (#1, Ke1-Ke8, 8+5): A not very convincing attempt to use an apparent ambiguity in FIDE law 3.7.5.1 (2018).

G3 (#3, Kg2-Ke5, 11+10): A 2-mover Lacny theme matrix converted to variations of a 3-mover, à la WCCT-11 B section theme. But the 4

additional fairy pieces, including dummy pawns are excessive.

G4 (h#2, nKb3, 1+3+2): In each solution, one of the 3 additional fairy pieces only serve to introduce an interposition defence to the mate by the WN, which however is illegal due to the rebirth of the NB/NR on a3/f7/c4. Two of these pieces are thus idle in each solution;

G7 (h=4, Ka3-Kc5, 5+6): Partial anticipation – Erich Bartel, Commend, Springaren 2008, h=3.5, Circe,

5q1B/4P1P1/8/5k2/8/1p6/ppp5/7K. 1...gxf8=S(Qd8) 2.b1=B Ba1 3.b2 exd8=Q 4.bxa1=R(Bc1) Qd4=

G8 (#67, Ka6-Ka8, 6+9): Dual at turning point.

G10 (hs#3, Kd3-Ke5, 6+6): Not very unified. The Annan condition kicks in only on the last move.

G16 (h#2.5, Kb3-Ke3, 1+3+4): WK in check in two of the twins.

G25 (hs#5, Kd7-Ka8, 14+7): Technical dummy pawns.

G27 (=, Kd3-Kh2, 8+11): More a hs=-idea than an endgame study.

G31 (hs=3, Ke1-Kd8, 5+9): Partial anticipation – yacpdb/262763.

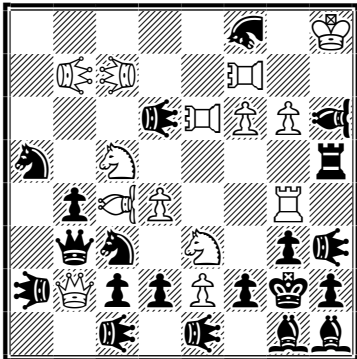
G32 (hs#3.5, Kf7-Ke1, 5+11): Technical fairy piece on d1 (which functions as a knight) to prevent a dual in b).

G33 (#2, Kc8-Ka3, 6+7): Anticipation – P1342630

G37 (h#2, Ka2-Ke4, 5+11). Similar task achieved without twinning: <https://juliassfairies.com/problems/no-1321/>

G38 (#9, Kf2-Kg4, 12+13): WK is in check in the diagram position. All the play, except for the last move, takes place on the "ground floor".

G18 – 1st Prize



#2 14+20
FunctionaryChess

c7, a2: Lion (♁)
e6, f7: Rook-Lion (♁)
c4, h6: Bishop-Lion (♁)
b7, c1, e1, h3, d6: Kangaroo Lion (♁)
f8: Nightrider Lion (♁)

1. ♖e4? (A) - 2. d5# (B)
1... ♗:c4 (a) 2. ♜f4# (D)
1... ♘:c4 (b) 2. ♞f4# (E)
1... ♙:c4 (c) 2. ♚f4# (F)
1... ♛:g6!

1. d5? (B) - 2. ♞c6# (C)
1... ♗:c4 (a) 2. ♞f4# (E)
1... ♘:c4 (b) 2. ♚f4# (F)
1... ♙:c4 (c) 2. ♜f4# (D)
1... ♙a4!

1. ♞c6! (C) - 2. ♖e4# (A)
1... ♗:c4 (a) 2. ♚f4# (F)
1... ♘:c4 (b) 2. ♜f4# (D)
1... ♙:c4 (c) 2. ♞f4# (E)
1... ♙a4(a3) 2. ♞f4#

In each phase, after white's first move, the lines from c4 to c7, f7 and g4 have either 0, 1 or 2 pieces on them. White's first moves rotate this status cyclically. This effects a cyclic change of the guard, from c4, by the ♙b3, ♘a2 and ♗c1 of ♘c7, ♞f7 and ♜g4, which produces a 3x3 Lacny.

This mechanism was earlier seen in yacpdb/298225.

Here, in addition, a combination with the Reeves theme (Cyclic Anti-Reversal of Key move and threat) is shown, which seems to be a first:

		1...x	1...y	1...z
1.A?	2.B#	2.D#	2.E#	2.F#
1.B?	2.C#	2.E#	2.F#	2.D#
1.C!	2.A#	2.F#	2.D#	2.E#

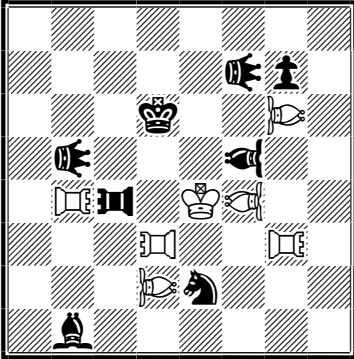
The anti-reversal is effected by a deactivation of the lines ♗e1-♞e6, ♜h5-♖c5 and ♞f8-♖d4.

The tries/key and threat all activate a Kangaroo Lion anti-battery ♗b7-♙g2.

The thematic mates are created by a B/W anti-battery ♞h6-♖e3.

Despite the use of 34 pieces, the construction is clear, with all fairy pieces from the extended Lion family. Only the ♗h3 being used to block a ♙ flight, instead of a BP, to prevent duals. The seemingly out of play ♙b2 is used to guard the 3 black thematic pieces ♙b3, ♘a2 and ♗c1, which otherwise could not move.

G19 – 2nd Prize



h#2 2 sol. 7+8
 Take & Make

- d3, c4: Pao (♖)
- f4, f5: Vao (♗)
- b5, f7: Bul Leo (♘)
- b4, g3: Bul Pao (♙)
- d2, g6: Bul Vao (♚)

1. ♗:f4→h6(b♖g5) ♗:h6→h2(b♗f4)
2. ♗:d3→d5(b♖c5)+ ♖:f4→h6(w♚e8)#

1. ♗:d3→b3(b♖c3)+ ♖:b3→d1(b♖d3)
2. ♗:f4→e5(b♗e6) ♗:d3→a3(w♚b7)#

A combination of T&M with Bul Chinese riders. T&M already implies pieces flying around the board and its combination with Bul pieces makes things even more dizzying!

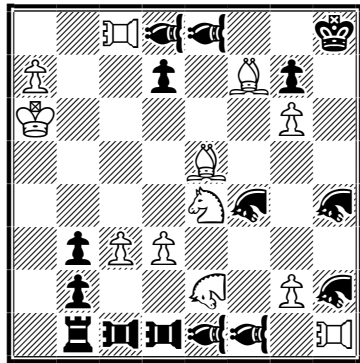
Each move in the two solutions is a capture with both the capturer and the hurdle moving to new squares. There are a total of 16 such movements in the two solutions.

Other effects shown are sacrifice, anti-battery formation, selfblock, BK flight unguard/guard, mate with double check from double

anti-batteries. There is also a full ODT and a function exchange between 5 pairs of pieces.

Lucid construction, with only b1, e2 and g7 used for stopping cooks.

G30 – 3rd Prize



r#3 12+15

- d8, e8, e1, f1: Vao (♗)
- f4, h4, e2, h2: Nao (♘)
- c8, c1, d1, h1: Pao (♖)

- *1... ♖a1+ 2. ♚b6 b1♖#
1. ♖a8! - 2. ♚d5 (A) - 3. ♚d6 (B) ♖a1#
 - 2...d6 3. ♚d4 (C) ♖a1#
 - 2... ♖a1+ 3. ♚b7 b1♖#
 - 1...d6 2. ♚d4 (C) - 3. ♚d5 (A) ♖a1#
 - 2...d5 3. ♚d6 (B) ♖a1#
 - 2... ♖a1+ 3. ♚b6 b1♖#
 - 1...d5 2. ♚d6 (B) - 3. ♚d4 (C) ♖a1#
 - 2...d4 3. ♚d5 (A) ♖a1#
 - 2... ♖a1+ 3. ♚b5 b1♖#

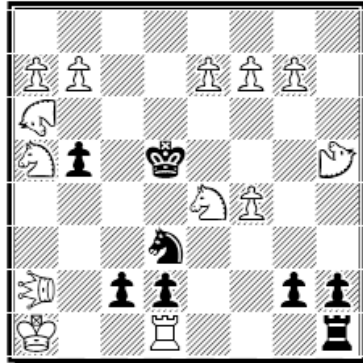
For 3... ♖a1# to work, the ♔'s 3 flights b5/b6/b7 have to be guarded. To achieve this, the 3 ♘ lines h2-b5, f4-b6, h4-b7, and initially the ♘ line e8-b5 are used with hurdles on the d-file. The b♗ acts as one of the hurdles and the remaining two are by the white ♖ and ♙s. In the threat and two variations, the b♗ executes consecutive (anti!)bi-valve moves.

Dual avoidance showing the anti-reversal feature is also seen:

2. ♖d6? ♖a1+ 3. ♔b6 b1♖+ 4. ♖b5!
 1...d6 2. ♙d5? d:e5!
 1...d5 2. ♙d4? d:e4!

A 3x3 pseudo-Djurasevic cycle is the final result, which inherently includes a cyclic Key-threat anti-reversal. Achieved with activation and de-activation of the black chinese lines e8-b5, h4-b7, f4-b6 and h2-b5. Also seen are Umnov effects in the variations. A fine utilisation of the properties of Chinese pieces.

G14 – 4th Prize



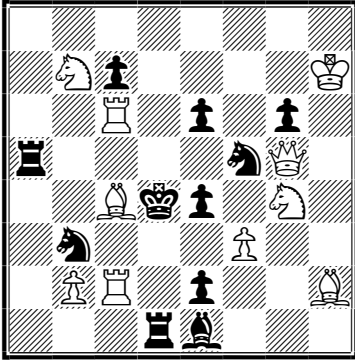
hs#2 7 sol. 13+8

- a6: Zebra (♗)
 h5: Camel (♘)
 a2: Lion (♙)

1. f8♗ c:d1♙ 2. ♗f3+ ♙:f3#
 1. ♖b1 c:b1♗ 2. b8♘+ ♗b8#
 1. ♖c1 d:c1♗ 2. a8♗+ ♗c6#
 1. ♖g1 h:g1♗ 2. g8♗+ ♗g8#
 1. ♖f1 g:f1♗ 2. f8♘+ ♗:f8#
 1. ♖e1 d:e1♗ 2. e8♗+ ♗:e8#
 1. a8♘ c:d1♙ 2. ♖c3+ ♖:c3#

Task with 14 promotions. 7 battery mates after promotions on the 1st rank using the Avner mechanism (capture of a pinned white piece to form a battery). In addition, 7 promotions on the 8th rank. Also shows the theme of the [19th Tzuica TT](#), 2021 (Pelle moves). Indeed, the 5th prize there, in the fairy section, shows a similar mechanism!

G15 – 1st Honorable Mention



#2

10+11

Breton adverse
Bolero

1. ♖:c7[-e4]? - 2. ♜2e4# (A) / ♜e4# (B) / ♜6e4# (C)

1... ♗c5 (x) 2. ♗e5# (D)

1... ♗d2 2. ♜d3#

1... ♜e5 2. ♗:e5[-d1]#

1... ♗5e4! (y)

1. ♜:e6[-e4]? - 2. ♜2e4# (A) / ♜e4# (B)

1... ♗c5 (x) 2. ♜d5# (E)

1... ♗e4 (y) 2. ♜6:e4[-b3]# (C)

1... ♜e5 2. ♗:e5[-d1]#

1... ♗d2!

1. ♜:e2[-e4]? - 2. ♜e4# (B) / ♜6e4# (C)

1... ♗e4 (y) 2. ♜:e4[-b3]# (A)

1... ♜e5 2. ♗:e5[-d1]#

1... ♗d2 2. ♜d3#

1... ♗c5! (x)

1. ♜:g6[-e4]! - 2. ♜6e4# (C) / ♜2e4# (A)

1... ♗c5 (x) 2. ♜e5# (F)

1... ♗e4 (y) 2. ♜:e4[-b3]# (B)

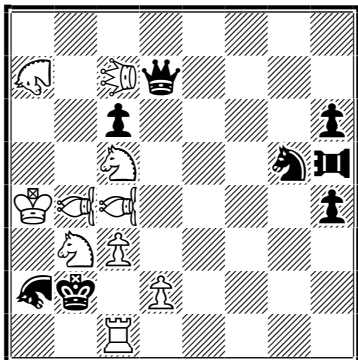
1... ♜e5 2. ♗:e5[-d1]#

1... ♗d2 2. ♜d3#

		X	Y
	ABC	D	!
	AB	E	C
	BC	!	A
	CA	F	B

Ukraine theme with two threats in each phase and a separate try with all 3 threats refuted by the thematic black move. There seems to be no established name for this combination! 3 additional changes after another black move interfering with BRa5. All threats, defences and mates on e4. The properties of the two fairy conditions are well used.

G22 – 2nd Honorable Mention



#3 10+8

h5: Pao (♘)
 c7: Leo (♗)
 b4, c4: Vao (♖)
 a7, a2: Nao (♙)

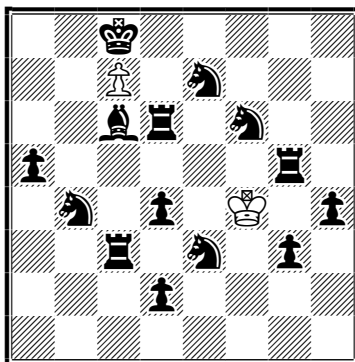
1. ♗b8!! - 2. ♕d4+ ♖c1/♗b7 3. ♕d3#
 1... ♗f5 2. ♗e5+! ♗e5 3. ♕d3#
 (2... ♖e5?)
 1... ♗h3 2. ♗h2+! ♗h2(g2) 3. ♕d3#
 (2... ♖h2?)
 1... ♗h7 2. ♗h8+! ♗h8(g7) 3. ♕d3#
 (2... ♖h8?)
 1... ♗a7+ 2. ♖a5+ ♗b4/♗b6(b7,b8)
 3. ♕d3#
 1... ♗d2 2. ♖d2+ ♗b4 3. ♕d3#

1. ♗b7? ♖c5!
 1. ♗d6? ♗a7+!

The threat opens the battery b8-b2 by the ♕b3 and shuts off the ♗ from d3. The ♗ makes 3 anti-peri-critical moves to f5, h3 and h7 to retain guard of d3. But these interfere with lines of the ♖h5, allowing the ♗ to check on e5, h8 and h2 and force the ♗ to unguard

d3 again. The ♗/♗ duel is reminiscent of Loyd's "love chase"! Two more defences by the ♗ on b7 and d2 are met by the ♖b4 opening the battery b8-b2.

G20 – 3rd Honorable Mention



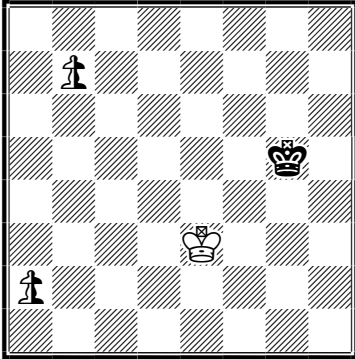
ser-=20

2+14

1. ♖g5 2. ♖h4 3. ♖g3 4. ♖f4!
 5. ♖e5 6. ♖d6 7. ♖e7 8. ♖f6
 9. ♖e5! 10. ♖d4 11. ♖c3 12. ♖d2
 13. ♖e3 14. ♖d4! 15. ♖c5 16. ♖b6
 17. ♖a5 18. ♖b4 19. ♖c5! 20. ♖c6=

Four separate square rundlaufs by the ♖ (f4-e5-f6-g5-f4, e5-d6-e7-f6-e5, d4-c3-d2-e3-d4, c5-b6-a5-b4-c5) are executed in the course of the solution. White minimal, Durbar and Long march. Seems original.

G23 – 4th Honorable Mention



hs#3 b) + ♖c7 1+1+2
 Anticipés
 Transmission menace

a) The solution of b) fails due to 4. ♖a7(c8)!

1. ♔f3 ♔h5 2. b8♙ (neither ♔ is in check because any move of the ♙ attacking them would be a selfcheck by attack of the other ♔ by transmission)

2... ♙g8+ (check by ♗a2-e2/f2/g2:f3. Not ♗a2-b3/d5/f7:f3 due to selfcheck)

3. ♗a2-h2+ (check by ♗h2-h4:h5)

3...h1♙#! (mate by ♙h1-f2:f3/e2/e3/e4. If ♔f4, then ♙b8/c4/f8/g3:f4.

Not 3...h1♙/♖ selfcheck

Not 3...h1♗ selfcheck by transmission from f3.)

b) The solution of a) is prevented by ♗c7 (1. ♔f3 ♔h5 2. b8♙?? self-check [♗c7-g3/f4:f3])

1. ♔e4 ♔h4 2. b8♖ ♖a8+ (by ♗a2-a4:e4)

3. ♗a2-g2+ (by ♗g2-g3/g4:h4)

3...g1♙#! (by ♙g8/a1/a7, ♙a8:e4) (3...g1♖/♗/♙ are selfchecks: g1♖? => ♖h1:h4.

g1♗? => ♗f2:h4.

g1♙? => ♙f3:h4.

g1♙ works because any attack of the ♔ by white is not possible as it creates selfcheck (♔h4:e4).

The ♖ can't escape anywhere because of self-checks:

♖a1: ♖b1:e4; ♖a2: ♖g2:e4

♖a3: ♖d3/f3:e4; ♖a5: ♖d5/f5:e4

♖a6: ♖g6:e4; ♖a7: c7-e7:e4

♖b8: ♖b1:e4; ♖c8: c7-c4:e4

♖d8: ♖d3/d5:e4; ♖f8: ♖f3/f5:e4

♖g8: ♖g2/g6:e4.

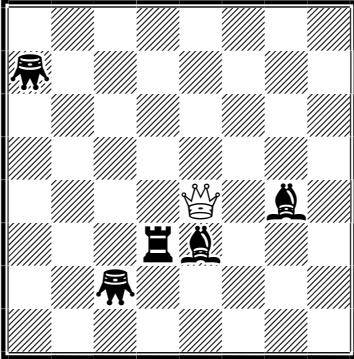
♖h8: selfcheck by transmission ♔h4:e4).

A bewildering combination of three disparate fairy elements: Neutral pieces, Anticipes and Transmission menace, which produces totally surprising finales. Though there are only 4 and 5 pieces, a deep study of the solutions is required to fully understand what is going on!

[**Transmission menace:** a piece can also move like the threatening unit(s).

Anticipés: The Winchloe definition is: "A king is also in check if he can be put in check." Author's proposed definition: "A King is in check when the other side can capture him on the next move (as per chess rules) and also when the other side can capture him playing two legal moves in a row".]

G5 – 5th Honorable Mention



sd=16 4 sol. 1+5
PlatzWechselCirce

a7, c2: Grasshopper (♞)
(No kings)

1. ♖:g4(♙e4) 2. ♗:g1 3. ♘:e3(♙g1)
4. ♙:d3(♚e3) 5. ♘:f1 6. ♙:g1(♙f1)
7. ♘:e3(♚g1) 8. ♙:a7(♞e3) 9. ♘:h7
10. ♘:h1 11. ♙:e4(♙h1) 12. ♗:g2
13. ♙:c2(♞g2) 14. ♙:e2 15. ♙:e3(♞e2)
16. ♙:f2=

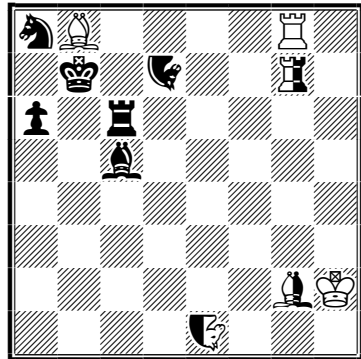
1. ♗:d4 2. ♙:g4(♙d4) 3. ♗:g7
4. ♙:a7(♞g7) 5. ♙:a1 6. ♙:d4(♙a1)
7. ♙:b2 8. ♙:g7(♞b2) 9. ♗:g1 10. ♗:c1
11. ♙:e3(♙c1) 12. ♗:d2 13. ♙:c2(♞d2)
14. ♙:b1 15. ♙:d3(♚b1) 16. ♙:c2=

1. ♙:e3(♙e4) 2. ♗:g3 3. ♙:d3(♚g3)
4. ♙:c2(♞d3) 5. ♙:c8 6. ♙:g4(♙c8)
7. ♙:d7 8. ♙:d3(♞d7) 9. ♙:d5 10. ♙:a8
11. ♙:e4(♙a8) 12. ♙:b7 13. ♙:a7(♞b7)
14. ♙:b8 15. ♙:g3(♚b8) 16. ♙:c7=

1. ♙:h7 2. ♙:a7(♞h7) 3. ♗:g7
4. ♙:g4(♙g7) 5. ♙:c8 6. ♙:h8 7. ♙:g7(♙h8)
8. ♙:h7(♞g7) 9. ♙:d3(♚h7) 10. ♙:g6
11. ♙:c2(♞g6) 12. ♙:h2 13. ♙:h6
14. ♙:e3(♙h6) 15. ♙:g5 16. ♙:g6(♞g5)=

A 16-move four-fold echo in four corners. The ♚ is hemmed in by the two ♙s and a ♞. The ♙s by the two ♞s and the ♞s by the ♗.

G9 – 1st Commendation



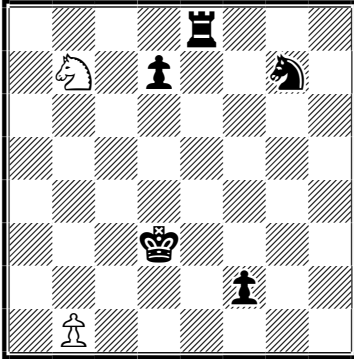
h#2 3 sol. 3+6+3

Breton adverse
d7, e1: Nightrider (♞)

1. ♞:g5 ♞:e4 2. ♚b6 ♙:e4(-d7)#
1. ♞:g3 ♞:d3 2. ♙b6 ♞:d3(-c6)#
1. ♙d5 ♙:f7 2. ♞b6 ♞:f7(-c5)#

Each of the three neutral pinning pieces interfere on each other's pin line in a cycle, followed by the unpinned piece blocking b6, followed by a Breton specific double check mate by capture of the unpinning piece that also removes the pinned piece on the remaining pin line. An ingenious cyclic play matrix.

G2 – 2nd Commendation



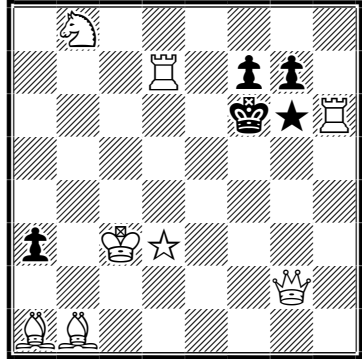
parryhser-#17 2+5
 CircePowerTransfer
 RexInclusive

1. ♖b8 2. ♖c6 3. ♖c7 4. ♖d5 5. ♖d6
6. ♖e4 7. ♖e5+ ♗d5 8. ♖c4+ ♗f5
9. ♖c5 10. ♖e4+ ♗f7 11. ♖e5+
- f:g1 ♗! 12. ♖b2 13. b:a3! 14. ♖:g7+
- ♗b1! 15. ♖:e8+ ♗a2 16. f8 ♗+! ♗g5
17. ♗f5#

A curious combination of stipulation and condition, requiring Jacobi to verify correctness. Long range trips by the ♖(b7-e4-b2-g7-e8), ♗(d3-d5-f5-f7-g5), b ♗(f2-g1-b1-a2) and the w ♗(b1-a3-f8-f5).

Circe Power Transfer – a piece moves like the unit occupying its Circe rebirth square, if such a unit is present. Kings are not affected unless Rex Inclusive.

G24 – 3rd Commendation



s#4* 8+5
 d3, g6: Amazon (☆)

- *1... ☆:h6 2. ♖c2+ ♗e6 3. ☆e3+
 ☆:e3# (MM)

1. ☆c4? g:h6!

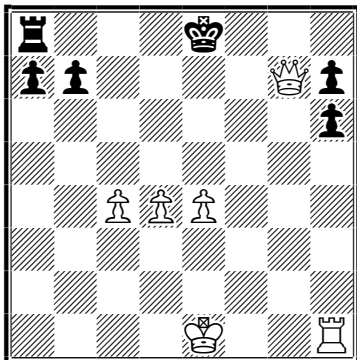
1. ♗d4! - 2. ♗a2! ☆:h6 3. ♗:f7+
 ☆:f7 4. ☆e5+ ☆:e5#

- 1... ☆:h6 2. ♖c5+! ♗e6 3. ♗e7+!
 ♗:e7 4. ☆d6+ ☆d6#

- 1... ♗e6 2. ♗a2+ ♗f6 3. ♗e3+ ♗g5
 4. ☆f4+ ☆:f4#

A Bohemian style selfmate with 1 set model mate and 3 echo model mates after the key, also showing a white Royal battery.

G11 – 4th Commendation



Add b Δ for
a sound #2

6+6

Try +b Δ ~ (e.g. b Δ a5)?

1. ♖f1? and 1.0-0? 1...0-0-0!

(legal) No solution.

Try +b Δ c7?

1. ♖f1! and 1.0-0!

Cook. (0-0-0 illegal).

Try +b Δ d7?

1. ♖f1? and 1.0-0? 1...♔d8!

No solution. (0-0-0 illegal).

Solution +b Δ d3!

1.0-0! (0-0-0 illegal)

1. ♖f1? d2+!

The status of "Add a piece for a sound #2" problems in fairy tourneys is not clear. But this is a good example with double castling, Retro content and 3 tries failing for varied reasons.

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