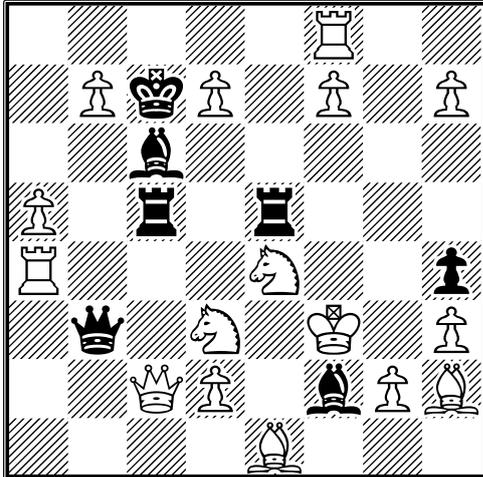


No.1:

Borislav Gadjanski, JF-2021-II

3rd Prize



white Kf3 Qc2 Rf8a4 Be1h2 Se4d3 Pb7h7d2g2f7d7h3a5
black Kc7 Qb3 Re5c5 Bf2c6 Ph4

FEN: 5R2/1PkP1P1P/2b5/P1r1r3/R3N2p/1q1N1K1P/2QP1bPB/4B3

hs#3 **Take&Make** 16+7 C+

b) ♖c5→h4

Solutions:

a) 1. ♘d:c5→c3 ♙:c3→e2+ 2. ♚:e2→a6 ♜:e4→d6 3. ♙:f2→a7 ♙:a4→c4#

b) 1. ♘d:f2→e3 ♙:e3→g4+ 2. ♚:g4→g7 ♙:e4→c3 3. ♜:h4→h6 ♜:e1→g3#

3x2 paradoxical Pelle movements:

a) Orthogonal: ♘d3→c3, e3

b) Diagonal: ♜e5→d6, g3

c) Orthogonal: ♙c6→c4, c3

All moves in solutions are a different Take&Make moves!

Zugzwang after White's last moves!

Mutual functions of 3 pairs of pieces: ♙c6/♜e5, ♙e1/♜a4 & ♙f2/♜c5 (h4)

Mates with double-check with the reciprocal BR-batteries where the both pieces are pinned (before and after the last move).

Solutions in full notation (Popeye):

a)

1.Sd3*c5-c3 Qb3*c3-e2 + 2.Kf3*e2-a6 Re5*e4-d6 3.Be1*f2-a7 Bc6*a4-c4 #

b) Rc5->h4

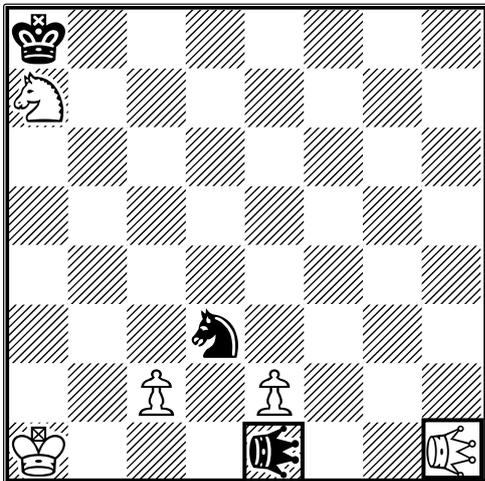
1.Sd3*f2-e3 Qb3*e3-g4 + 2.Kf3*g4-g7 Bc6*e4-c3 3.Ra4*h4-h6 Re5*e1-g3 #

Judge: N. Shankar Ram

No.2

Borislav Gadjanski, *Danka Petkova* – 100 MT Section C, 2020-2021

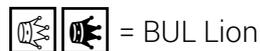
1st Prize



FEN: k7/N7/8/8/8/3n4/2P1P3/K3(q1)2(Q1)

hs#3 **2 sols** 5+3 C+

BUL Lion: Moves like a Lion ((0,1)+(1,1)Prolonged Hopper), but the hurdle must also make a non-capturing Lion move (the move is impossible if it cannot).



white Ka1 Sa7 Pc2e2 BLih1
black Ka8 Sd3 BLie1

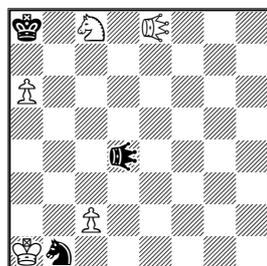
Solutions:

- I) 1.BLih1-c1 (BLie1→b1) BLib1-d1(BLic1→e1)
2.BLie1-e8 (♙f2→a6) BLid1-d4 (♘d3→b1) 3.♘c8 + ♘c3#
- II) 1.BLih1-d1 (BLie1→c1) BLic1-c5 (♙c2→f2) 2.♘c6 BLic5-g1 (♙f2→c2)
3.BLid1-f3 (♙e2→b2) + ♘c1#

Reciprocal orthogonal-diagonal creation of white and black BLI+S Anti-battery. 8 x Bul effects.
Four Anti-batteries. Model mates. No Capturing

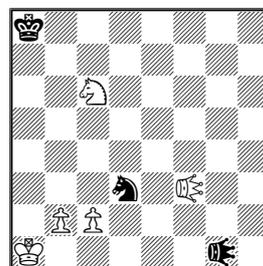
Positions after the check in the last white's move

1st solution

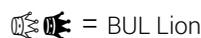


3... ♘c3! #

2nd solution



3... ♘c1! #

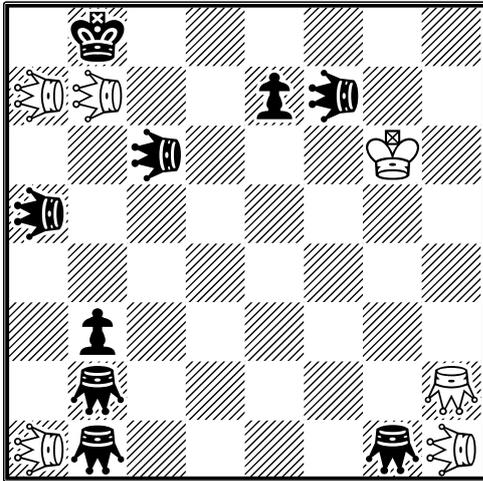


Judge: Petko A. Petkov

No.3

Borislav Gadjanski, JF-2020-1

No. 1500 (Award not available)



a1, a7, b7, h1, a5, c6, f7: Lion (♁)
 h2, b1, b2, g1 : Grasshopper (♂)

white Kg6 Ll1h1b7a7 Gh2
 black Kb8 Gb1g1b2 Ll1a5c6f7 Pb3e7

FEN: 1k6/(Q3)(Q3)2p(q3)2/2(q3)3K1/(q3)7/8/1p6/1(q2)5(Q2)/(Q3)(q2)4(q2)(Q3)

hs#3.5 Take&Make 6+9 C+ (by Popeye & WinChloe)
2 sols

Solutions:

I 1... ♁h7 2.♁b1 ♁:a1→g1 3.♁:h7→h1 ♁:a7→a1 4.♁b7:f7→a7+ ♁a5→a8#
 (4... ♁:h2→a2+?? Self-check) (5. ♁h2→a2?? Self-check)

II 1... ♁g7 2.♁g1 ♁:h1→b1 3.♁:g7→a1 ♁:b7→h1 4.♁a7:f7→b7+ ♁c6→a8#

Four pairs of fairy pieces exchange their functions in perfect orthogonal-diagonal transformations.

Reciprocal final corner-positions of the kings.

Second black moves = passive annihilation.

4+4 Take&Make moves (capturing).

All moves are with a jump over a hurdle (pieces).

Some moves are with two jumps.

Both solutions have a total of 9 + 9 jumps!

Solutions in full notation (Popeye):

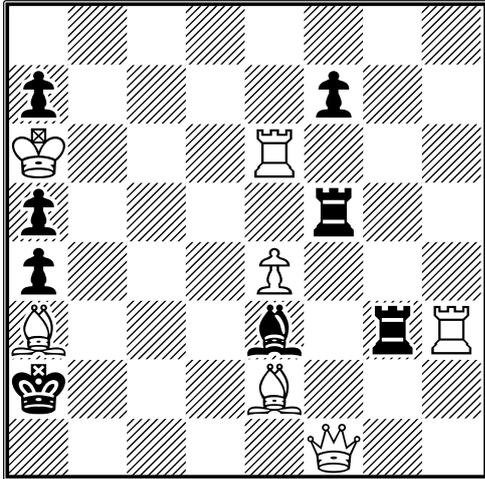
1...Gb1-h7 2.Llh1-b1 Gg1*a1-g1 3.Kg6*h7-h1 Kb8*a7-a1 4.Llb7*f7-a7 + Ll1a5-a8 #

1...Gg1-g7 2.Ll1a1-g1 Gb1*h1-b1 3.Kg6*g7-a1 Kb8*b7-h1 4.Ll1a7*f7-b7 + Ll1c6-a8 #

No.4

Borislav Gadjanski, JF-2021-II

8th Prize



white Ka6 Qf1 Rh3e6 Ba3e2 Pe4
black Ka2 Rf5g3 Be3 Pa4a7a5f7

FEN: 8/p4p2/K3R3/p4r2/p3P3/B3b1rR/k3B3/5Q2

hs#4 **2 sols** 7+8 C+

Solutions:

I 1. ♖h5 ♗g1 2. ♗:f7 ♖f2 3. ♗:a7 ♖g8 4. ♖a6+ ♖:f7#
II 1. ♖f6 ♖h5 2. ♖f2 ♗g5 3. ♗:a5 ♖:a3 4. ♗a6+ ♗Bd2#

Reciprocal Peri-critical (Herlin) maneuvers by wR&wB + reciprocal Critical (Indian) maneuvers by bR&bB.

A unique combination of both maneuvers in two phases and reciprocal form (?)

Self-blocks on a6 by wR&wB, guarding duties and line-opening by bRg3.

The mechanism uses all 8x8 space of the board, and all 4 edges.

Solutions in full notation (Popeye):

1.Be2-h5 Be3-g1 2.Bh5*f7 Rf5-f2 3.Ka6*a7 Rg3-g8 4.Re6-a6 + Rf2*f7 #

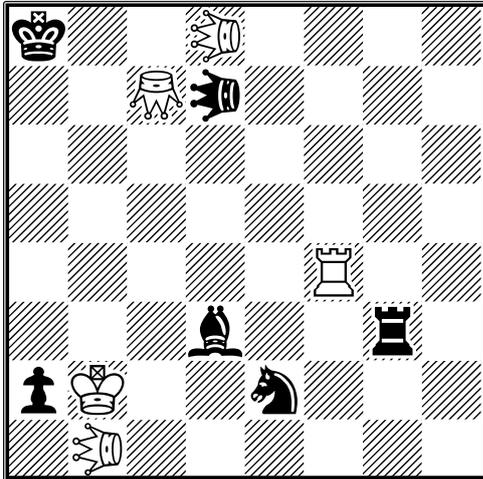
1.Re6-f6 Rf5-h5 2.Rf6-f2 Be3-g5 3.Ka6*a5 Rg3*a3 4.Be2-a6 + Bg5-d2 #

Judge: N. Shankar Ram

No.5

Borislav Gadjanski, JF-2020-II

No. 1528 (Award not available)



b1, d8, d7: Lion (♁)
c7: Grasshopper (♁)

white L1b1d8 Rf4 Kb2 Gc7
black Pa2 Se2 Ka8 Bd3 Rg3 L1d7

FEN: k2(Q3)4/2(Q2)(q3)4/8/8/5R2/3b2r1/pK2n3/1(Q3)6

hs#3.5* Take&Make 5+6 C+

Set Play:

1... ... 2. ♁:d3→b5 ♁a7 3. ♁:g3→a3+ ♁:f4→a4+ 4. ♁:a2→a1 ♁:a3→a5#

Solution:

1... a1=♁! 2. ♁:d3→h7 ♁b7 3. ♁:g3→g2+ ♁:f4→f3 4. ♁:a1→h1 ♁:g2→e4#

Orthogonal-diagonal echo mats with zugzwang in the last move.

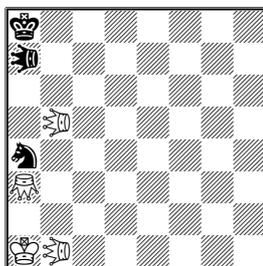
5+5 T&M moves.

Schnoebelen in the very first black and the last white move

(Schnoebelen: A promoted unit, which has not played after its promotion, is captured on its promotion square.)

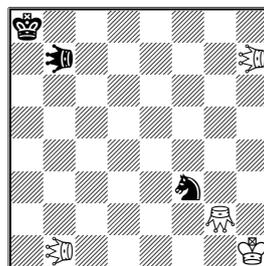
Ideal and unique zugzwang positions with same pieces:

zzw in set play



♁:a3→a5#

zzw in solution



♁:g2→e4#

Solutions in full notation (Popeye):

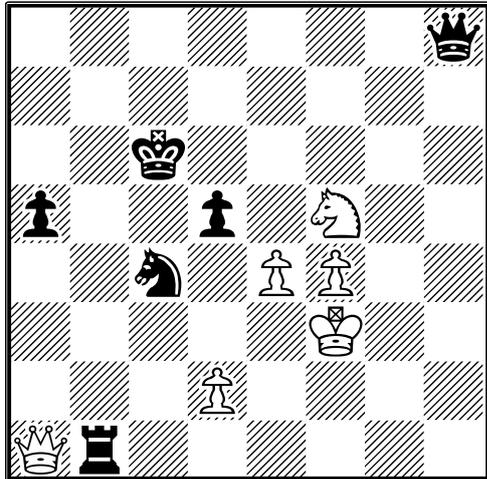
1... ... 2.L1d8*d3-b5 L1d7-a7 3.Gc7*g3-a3 + Se2*f4-a4 + 4.Kb2*a2-a1 L1a7*a3-a5 #

1...a2-a1=L1 2.L1d8*d3-h7 L1d7-b7 3.Gc7*g3-g2 + Se2*f4-f3 4.Kb2*a1-h1 L1b7*g2-e4 #

No.6

Borislav Gadjanski, *Problem Paradise*, 2019

88/F1076 (Award not available)



white Kf3 Qa1 Sf5 Pe4f4d2
black Kc6 Qh8 Rb1Sc4 Pa5d5

FEN: 7q/8/2k5/p2p1N2/2n1PP2/5K2/3P4/Qr6

hs#4 2 sols 6+6 C+

Solutions:

- I) 1. ♔:a5A ♖b8 2.e:d5+B ♔b7 c 3. ♔e4D ♔c3 e 4. ♘d6+F ♘:d6# g
II) 1. ♔g2C d:e4 b 2. ♔f6+E ♔d5 d 3.d4 ♔h4 a 4. ♘e3+G ♘:e3# f

Reciprocal black and white help-play (like a pendulum)

The inspiration is The 19th Japanese Sake tournament and "Point Reflection" condition.

7 centrally symmetric pairs of W/B moves in 2 solutions or 7 pairs of "point reflection moves with opposite colors"

Uppercase: white move, Lowercase: black move

The same letters: centrally symmetrical W/B moves

A/a = Qa1-a5 / Qh8-h4, B/b = ed5 / de4, C/c = Kf3-g2 / Kc6-b7, D/d = Kf3-e4 / Kc6-d5,
E/e = Qa1-f6 / Qh8-c3, F/f = Sf5-d6 / Sc4-e3, G/g = Sf5-e3 / Sc4-d6