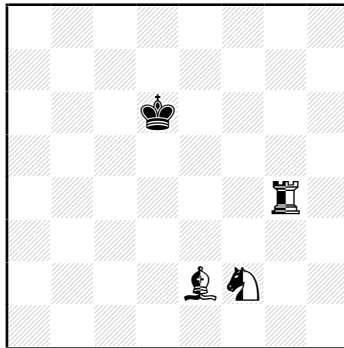


1. Eric Huber
G309 04-08-2020 SuperProblem 2020
Prize, Miniatures section



h#2.5 3.1.1... (0 + 1 + 3)
Transmission Menace

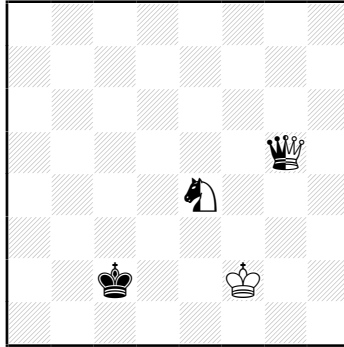
C+ Winchloe

1...nRd7+ 2.Ke5 nRd2+ 3.Kf4 nBe4#
1...nRb4 2.nSg4 nSd4+ 3.nBc4 nBc6#
1...nBd3 2.Ke6 nBf4 3.nSe4 nBf6#

Three chameleon echo mates by specific batteries.
Mate by specific double checks: nB threatened by bK and nS threatened by nR.

Transmission menace: A threatened piece can also move like the threatening unit(s).

2. Eric Huber
3rd Prize 9th FIDE World Cup 2021



h#7 3.1.1... (1 + 1 + 2)
PointReflection
UltraSchachZwang
Functionary

1.nQg5-e7 + Kf2-f3 2.nSe4-g5 + Kf3-e3 3.nSg5-f7 + Ke3-d4 4.nQe7-e5 + Kd4-c3 + 5.Kc2-a3 +
nQe5-g7 6.nSf7-h6 + Kc3-c4 7.nQg7-b2 + Kc4-b4 #
1.nQg5-f6 + Kf2-e3 2.nQf6-f4 + nSe4-d6 + 3.nSd6-e6 + Ke3-d3 4.nQf4-d6 + nSe6-f7 + 5.Kc2-e1 +
nQd6-d7 6.nSf7-d8 + Kd3-e3 7.nQd7-d2 + Ke3-f2 #
1.nQg5-f5 + nSe4-f6 2.Kc2-c3 + Kf2-e3 3.nQf5-g5 + Ke3-e4 4.nQg5-d5 + Ke4-d3 + 5.Kc3-d1 +
nQd5-d8 6.nSf6-e8 + nQd8-e7 7.nQe7-e2 + Kd3-c2 #

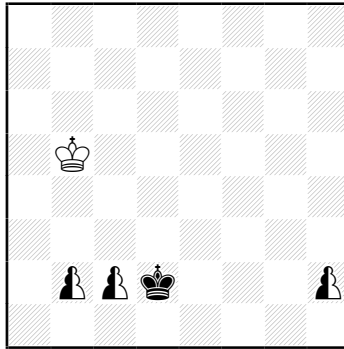
Triple chameleon echo
Reciprocal ecto-batteries including royal ecto-battery
Zabunov
Active play of both Kings
wK Rundlauf in 2nd solution

PointReflection: When two pieces of any color stand on the squares which are symmetric with respect to the central point of the chessboard (eg. a1-h8, b3-g6), they exchange their roles (i.e. powers of movement). A Pawn on the first rank and its corresponding piece on the eighth rank cannot move by themselves. Only non-reflected K and R can castle, and only non-reflected Ps can make en passant.

Functionary Chess: A piece can move only if it is threatened

UltraSchachZwang: Black must check

3. Eric Huber
feenschach 70 JT 2020 1st HM



hs#3 2.1.1... (1 + 1 + 3)
Make&Take

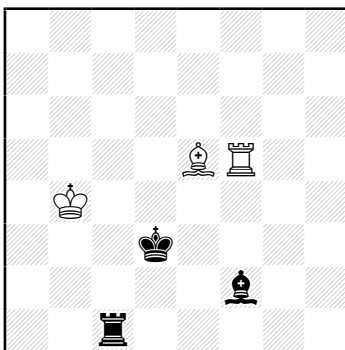
1.nPc2-c3 nPh2-h1=nB 2.Kb5-b4 nBh1-d5 + 3.nBd5*c3 nPb2-b1=nS #
1.Kb5-a4 nPb2-b1=nR + 2.nRb1-e1 + nPh2*e1=nB 3.Ka4-a3 nPc2-c1=nB #

Selfmate by forced unique promotion in nS/nB
Different promotions
Zilahi
Selfpin

Award published on 24.04.2020 on feenschach.de

Make & Take: A capturing unit must first make a non-capturing step in the manner of the unit to be captured unit before capturing normally as part of the same move. Checks are normal.

4. Eric Huber
2nd Prize TT13 Quartz 2020



hs#3 2.1.1... (3 + 3)
Leffie
Andernach

C+ Winchloe

1.Rf6 Kd4 2.Rb6 Ra1 3.Kc5+ Kxe5#
1.Bd4 Kd2 2.Ra5 Be1 3.Be3+ Kxe3#

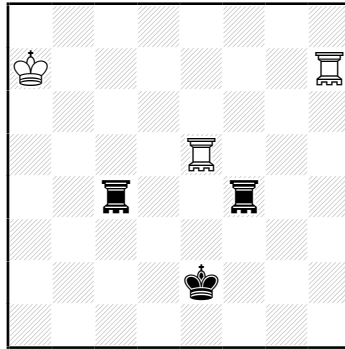
Echo mates on two adjacent diagonals.

In Leffie+Andernach, a King attacked on the spike line by the black spiking unit is in check (the effect is similar with the combination Isardam + Andernach).

Andernach Chess: A unit (not K) when capturing, changes colour

Leffie: the piece (except King) cannot attack an opposite piece by the following cycle: P-S-B-R-Q-P, i. e. Pawn cannot attack a Knight, Knight cannot attack a Bishop and etc.

5. Eric Huber
18608 die Schwalbe 309 Juni 2021



h#1.5 3.1.1 (3 + 3)
Anticipés; RL Radial Leapers h7,e5,c4,f4

C+ Winchloe

(I) 1...Kb8! 2.RLf3! (RLf6?/Kd3?) RLC2#	(II) 1...Kb7! 2.RLf6! (RLf3?/Kd3?) RLe4#	(III) 1...Ka8! 2.Kd3! (RLf3?/RLf6?) RLd1#
<p>2.RLc2# gives check via e6, h3 and most of all g2. RLg2 attacks the bK over two hurdles RLf3 and RLf4, which explains why moving the black hurdles doesn't prevent the anticipated mate.</p> <p>RLc2 guards flights d3 via e2, d1 via h1, f1 via c4; RLe5 guards flights e1 and d2 directly, f2 via d4/h4, e3 directly.</p>	<p>2.RLe4# gives check via g2. RLf6 can't parry the check because it provides a hurdle for RLe4 wherever it moves: on g5/c5, RLe4 gives check via e6; on d6/d4/d2 via c2; on f2/f4/f8 via g2.</p> <p>RLe4 guards flights d3 via d5, d1 via a4, f1 via c2 and f3 via c6. RLe5 guards flights e1 via a5, e3 and d2 directly and f2 via e7.</p>	<p>2.RLd1# gives check via b3 and most of all d5. RLd5 attacks the bK over two hurdles RLc4 and RLf4, which explains why moving the black hurdles doesn't prevent the anticipated mate.</p> <p>RLd1 guards flights e2 via d3, c2 directly over hurdle f4; e4 via c2/c6; RLe5 guards flights d2 and e3 directly; d4 via c3/c5 and c3 via e1.</p>

Model mates, thematic tries, triple avoidance.

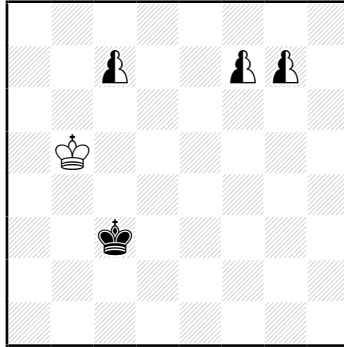
Explanations about the triple avoidance:

- (i) 1...Kb8 2.RLf6? and 1...Ka8 2.RLf6? are illegal because RLh7 gives check to bKe2 via b7 (RLh7 can move to b7 thanks to hurdle e2 and RLb7 would attack bKe2 thanks to hurdle f6)
- (ii) 1...Kb7 2.Kd3? and 2...RLd1? is illegal because RLc4 would give check to wKb7 via g2 (RLc4-g2 thanks to hurdle d1 and RLg2 attacks b7 thanks to hurdle e5)
- 1...Ka8 2.RLf3+? and 2... RLC2? is illegal. RLf3 gives check via b1 thanks to hurdle e5
- (iii) 1...Kb8 2.Kd3? RLd1+ 3.RLg3! and RLd1 doesn't give check to bKd3 by moving to b3 because RLd1-b3 would be illegal (self-check to wKb8 by bRLg3)
- 1...Kb7 2.RLf3? RLC2+ 3.Kf1! because f1 is not guarded. With wKb8, f1 is guarded by RLC2 via c4, but with wKb7 move RLC2-c4 is illegal due to self-check by bRLf3.

Anticipés: 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.

Radial Leaper : moves by jumping over another unit of opposite colour (called a hurdle) in the way that the geometrical distance between destination square and the hurdle square (in any direction) is the same than the distance between the RK square and the hurdle square.

6. Eric Huber
1469 Julia`s Fairies 29.12.2019



h#2.5 2.1.1.1.1 (1 + 1 + 3)
PartialParalysis
Leffie

C+ Winchloe

(I) 1...c7-c8=nQ 2.nQc8-a6 g7-g8=nR 3.nRg8-f8 nQa6-a5#

Black cannot move the nQ away from the bK due to:

- Leffie illegal moves (4.nQa8?? illegal because of nRf8, 4.nQa7/nQa2 illegal because of nPf7)
- and Partial Paralysis (4.nQa6/nQa4??)

(II) 1...c7-c8=nR+ 2.nRc8-b8+ nRb8-b6 3.Kc3-b4 f7-f8=nB#

Black cannot move the nB away because of Leffie illegal moves (4.nBc5?? illegal because of Leffie, that explains the "mysterious" move 2...nRb6) and Partial Paralysis (4.nBxg7??)

Promotions, specific mates

(I) c7 gives mate, g8 promotes with Leffie motives, f7 blocks

(II) c7 promotes with Leffie motives, f7 gives mate, g7 blocks

Leffie: a piece (except King) cannot attack an opposite piece by the following cycle: P-S-B-R-Q-P, i. e. Pawn cannot attack a Knight, Knight cannot attack a Bishop and etc.

Partial Paralysis: If the piece X is attacked by the piece Y then X cannot move as Y.