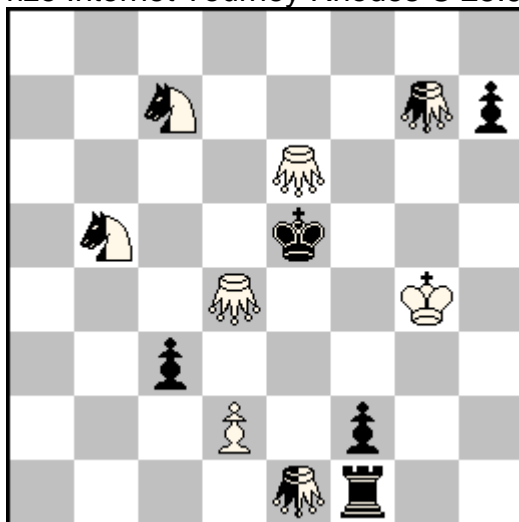




No 1 - Juraj Lörinc
4th Prize Internet Tourney Rhodes C 25.9.2021



h#2,5 (4+5+4) C+ WinChloe
  = grasshopper
 2.1.1.1.1

Theme of the tourney:

Helpmates in 2 to 3 moves are required with neutral units (pawns included, kings not allowed). In each phase a neutral unit plays when it is Black's turn to move and later when it is White's turn to move or vice versa. The thematic moves could be played immediately (one right after the other) or with a delay. Fairy pieces are allowed, but fairy conditions are not.

Solution:

1...d3 2.nG×e6 nGh3 3. nGh8 Gdf6#
 1...Kg5 2. nG×d4 nGdg1 3. nGe3 G6e4#

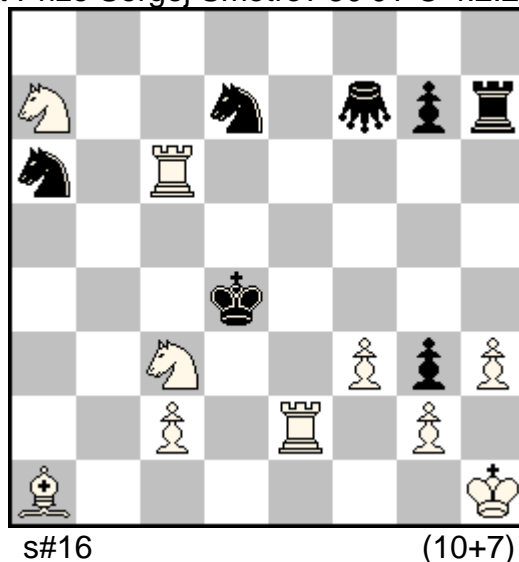
Judge Kostas Prentos:

An appealing construction of a column of Grasshoppers in one solution and a diagonal in the other, aiming at the black King. The wG is the nearest to the bK and serves as the hurdle that cannot be moved away by Black; one nG gives mate; the second nG pins its counterpart and also guards the hurdle, so that the bK cannot take it. The role of the thematic nG is slightly unbalanced between the two phases: In the orthogonal setting it gives mate, while in the diagonal setting it pins and guards a flight.

It seems illogical that a neutral Grasshopper must waste a move to capture a white Grasshopper, instead of letting the white Grasshopper do the same job. The reason is the timing. A white Grasshopper would need two moves to reach its destination, but only W2 is available for White. Some moves must be played by Black. The neutral Grasshoppers can do what the white Grasshoppers cannot: Be moved by both sides. Impeccable logic! Among all the entries, this one puts the theme of the tourney in the spotlight, in the most original way. This paradox influenced my decision very positively.

Juraj Lörinc, Pažitková 5, SK - 82101 Bratislava – Ružinov, Slovakia
 juraj.lorinc@gmail.com

No 2 - Juraj Lörinc
1st Prize Sergej Smotrov 50 JT C 4.2.2020



Vertical Mirror Circle
grasshopper f7

Vertical Mirror Circe: A captured unit is reborn on a square related to its usual Circe square by mirror reflection with respect to a vertical axis of the board, e.g. g1>b1, b1>g1, b8>g8, c1>f1.

Main plan is explained by the first try:

1.Sc5+? Kd5! 2.Sc7+ Gxc7(Sb1) 3.Sc3+ Kd4 4.Sc5+ Kd5 5.Sxc7(Gf1)+ Sxc7(Sb1) 6.Sc3+ Kd4
7.Sd5+ Kxd5(Sg1)#, but 2...Sxc7(Sb1)!

Thus, the idea is to attract Gf7 to c7, capture it with tempo and rebirth at f1, then to sacrifice wS at d5 forcing its rebirth and hence also checkmate over immobilized Sg1. However Black can capture at c7 by the knight first, refuting the play.

The first preparatory plan decoys Sa6 away, but then capture of attracted Gc7 is checkmating Black:

1.Sa2+ Kd5 2.Sb4+ Sxb4(Sb1) 3.Sc3+ Kd4 4.Sc5+ Kd5 5.Sc7+ Gxc7(Sb1) 6.Sc3+ Kd4
7.Sc5+? Kd5! 8.Sxc7(Gf1)# - it is too early to play 7.Sc5+.

Therefore, it is necessary to open Rh7 to c7 by forcing line openings by Sd7 and Pg7 by the second preparatory plan. However, there is still choice to be made:

1.Sa2+ Kd5 2.Sb4+ Sxb4(Sb1) 3.Sc3+ Kd4 4.Sc5+ Kd5 5.Sc7+ Gxc7(Sb1) 6.Sc3+ Kd4 7.Se4+?
Kd5! 8.Sf6+ Sxf6(Sb1)! 9.Sc3+ Kd4 10.Se4+ Kd5 11.Sxf6(Sg8)+ Sxf6(Sb1)! – captured black Sf6
is always reborn at g8, allowing Black to avoid gxf6.

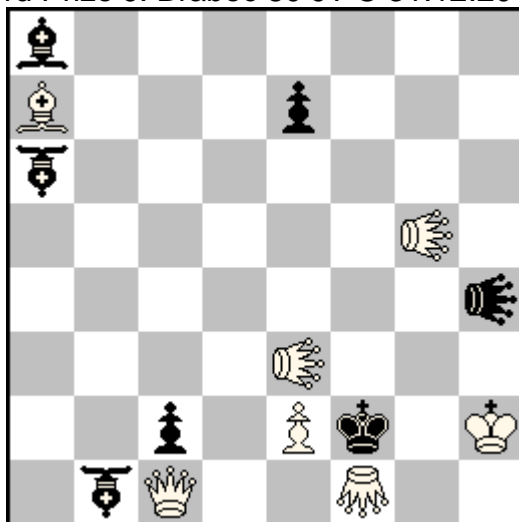
Finally the correct solution is the following:

1.Sa2+! Kd5 2.Sb4+ Sxb4(Sb1) 3.Sc3+ Kd4 **4.Sc5+!** Kd5 5.Sc7+ Gxc7(Sb1) 6.Sc3+ Kd4
7.Sa4+! Kd5 8.Sb6+ Sxb6(Sb1) 9.Sc3+ Kd4 **10.Se4+!** Kd5 11.Sf6+ gxf6(Sb1) 12.Sc3+ Kd4
13.Sc5+! Kd5 14.Sxc7(Gf1)+ Rxc7(Sb1) 15.Sc3+ Kd4 **16.Sd5+!** Kxd5(Sg1)#

Knight battery is fired 6 times, to squares a2, a4, b5 (2x), d5, e4, with precise underlying logic. The mechanism of repeated Siers battery with single active knight was used in direct #6 by Thorsten Zirkwitz and later by Lörinc&Loustau, here the use is multiplied even more, with both fairy elements playing important role in the content.

Constructional remark: I was considering adding bPh5 to avoid the unprovided check by Rh7, but the judge preferred the position without it as white play does not provide Black any tempo anyway.

No 3 - Juraj Lörinc
3rd Prize J. Brabec 80 JT C 31.12.2018



#2 (7+7) C+ WinChloe

♗ = bishopper, ♗♗ = grasshopper, ♗♗♗ = moose

1...BHd3 **a** 2.Md8# **A**
1...Bf3 **b** 2.Mf8# **B**

1.Gd3? [2.Md8# **A**]
1...e6 **c** 2.Md7# **C**
1...e5 **d** 2.Med6# **D**
1...Be4 **e** 2.Md5# **E**
1...M×e2 **f** 2.Qf1# **X**
1...Mf1 **g** 2.Q×f1# **X**
1...BH×e2 **x** 2.M×c2# **Y**
1...Bd5!

1.Gf3? [2.Mf8# **B**]
1...e6 **c** 2.Mf7# **F**
1...e5 **d** 2.Mf6# **G**
1...Be4 **e** 2.Mf5# **H**
1...M×e2 **f** 2.Mg4# **K**
1...Mf5 **y** 2.Qg1# **L**
1...Mf1! **g**

1.Qd2! [2.Mg2#]
1...M×e2 **f** 2.Q×e2# **M**
1...M×f1 **g** 2.Md1# **N**
1...c1=Q **z** 2.Md3# **Q**

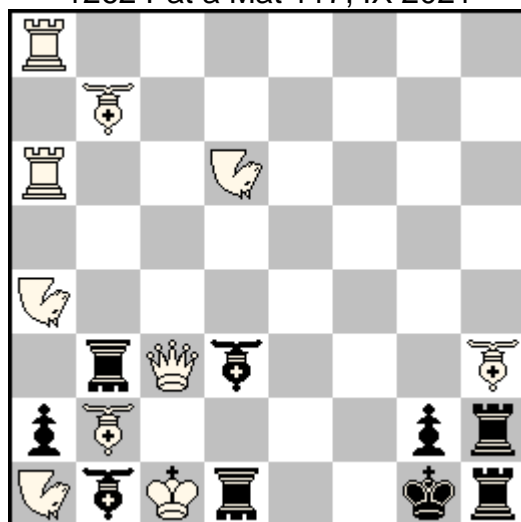
	a	b	c	d	e	f	g	x	y	z
A	B									
B			C	D	E	X	X	Y		
			F	G	H	K	!		L	
						M	N			Q

Moose battery Ba7-Me3 cannot fire immediately due to potential flight e2. Thus White guards it by the 1st or the threat move (besides set play defences providing potential hurdles). The black error of set variations is used as attacking motif of tries, with 3 defences 1...e6, e5, Se4 shortening the jump lengths with change of mates. This gives already 10 battery mates. And in by-variations of tries and in the solution the battery fires four more times. Full use of the moose battery. Additionally change of move function of the set mates.

Award: Pat a Mat 107, III 2019

Juraj Lörinc, Pažitková 5, SK - 82101 Bratislava – Ružinov, Slovakia
juraj.lorinc@gmail.com

No 4 - Juraj Lörinc
1262 Pat a Mat 117, IX 2021



#2 (10+9) C+ WinChloe

Transmuting kings

♖ = rookhopper, ♗ ♘ = bishopper, ♞ = nightrider

1.Rh8? zz
1...R×h3! **a**
1...RHb8 **b** 2.Qf6# **A**
1...BHe4 **c** 2.Qg7# **B**
1...RHd4 **d** 2.Qc6# **C**

1.Rf8? zz
1...R×h3 **a** 2.Qg7# **B**
1...RHb8 **b** 2.Qh8# **D**
1...BHe4! **c**
1...RHd4 **d** 2.Qc8# **F**

1.Rd8? zz
1...R×h3 **a** 2.Qf6# **A**
1...RHb8! **b**
1...BHe4 **c** 2.Qh8# **D**
1...RHd4 **d** 2.Q×d3# **E**

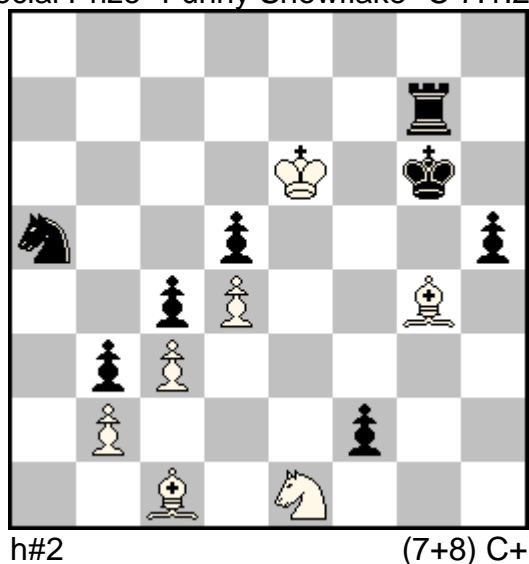
1.Re8! zz
1...R×h3 **a** 2.Qc6# **C**
1...RHb8 **b** 2.Q×d3# **E**
1...BHe4 **c** 2.Qc8# **F**
1...RHd4 **d** 2.Re1# **G**

	a	b	c	d
		A	B	C
	A		D	E
	B	D		F
	C	E	F	G

Carousel change in 4 phases, with 3 variations per phase and added the last mate in the solution. It is based on the guarding of four potential flights of the bK when he is attacked by the white Na4: h3, d7, f3 and e5. Six different battery mates by wQ.

Juraj Lörinc, Pažitková 5, SK - 82101 Bratislava – Ružinov, Slovakia
juraj.lorinc@gmail.com

No 5 - Juraj Lörinc
 Special Prize "Funny Snowflake" C 7.1.2020



Anticirce
4.1.1.1

- 1.f×e1=R(Rh8) Ke7 2.Sb7 Bf5#
- 1.f×e1=Q(Qd8) Bd1 2.Qc7 Bc2#
- 1.f×e1=S(Sb8) Be2 2.Sd7 Bd3#
- 1.f×e1=B(Bf8) Bf3 2.Be7 Be4#

AUW. Three completely analogous solutions (Q, S, B promotions), the fourth is different, with 2.Sb7 being pure tempo move. Still, some analogy is retained – strategical content of promotion move B1, then B2 moves to the adjacent squares b7-e7 and all mates are by wB on c2-g6 diagonal.

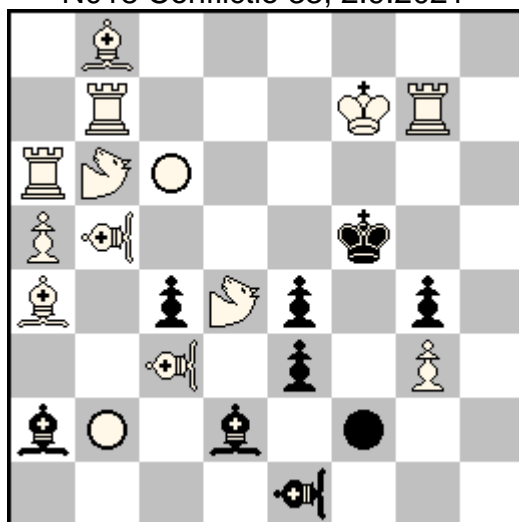
Constructional remarks:

- the position without Sa5 has all three „regular“ solutions, but misses a pure tempo move. To this end, Sa5 is added. This option was chosen from all conceivable pure tempo moves even by added black pawns due to three points: 1...Ke7 excludes possibility of 2.Sc6, then the knight move completes black moves on four adjacent squares in the row (b7-e7) and finally black pawns b3 and c4 needed in other solutions are used also for blocking the knight.
- Bc1 could be replaced by pair of black pawns g5, h6, but for me one piece less and more airy position is preferable.
- the initial promotions could be done also in form d×e1 or f×g1, but the selected f×e1 has for me the most interesting Anticirce content (besides providing promoted piece, it also clears e1 for wK guarding and withdraws bP from possibility to block f1 against checks by wB).

C+ Winchloe

Juraj Lörinc, Pažitková 5, SK - 82101 Bratislava – Ružinov, Slovakia,
 juraj.lorinc@gmail.com

No 6 - Juraj Lörinc
 N018 Conflictio 33, 2.9.2021



#2 (14+9) C+ WinChloe

Breton Adverse

♘ = zebra, ○● = alfil, ♖♜ = camel

3 solutions

Breton Adverse: When a unit is captured, one other unit of its type (if any are present) is removed at the same time. If more than one such unit is present, the choice of which is to be removed is made by the capturer.

1.AL×e4(×g4)! [2.g4#]

1...CA×b2(×e4) **a** 2.Bc2# **A**

1...B×c3(×b5) **b** 2.Bd7# **B**

1...CA×d4(×b6) **c** 2.Rf6# **C**

1.CA×e4(×g4)! [2.g4#]

1...CA×b2(×c6) **a** 2.Bd7# **B**

1...B×c3(×e4) **b** 2.Bc2# **A**

1...CA×d4(×b6) **c** 2.Rb5# **D**

1.Z×e4(×g4)! [2.g4#]

1...CA×b2(×c6) **a** 2.Rf6# **C**

1...B×c3(×b5) **b** 2.Rb5# **D**

1...CA×d4(×e4) **c** 2.Bc2# **A**

- all defences capture black leapers on b2, c3 and d4, thereby removing also the other ones standing at c6, b5, b6 or e4 (depending on which piece made the key),
- the error of black defences is always fairly indirect opening of white lines:
 - Ra6 via b6 and c6 to f6,
 - Rb7 via b6 and b5 to b5,
 - Ba4 via b5 and c6 to d7,
 - c2 to f5 via e4.
- this leads to new-strategical theme carousel change with the same mates on the diagonal Z-33-34 that includes 3 reciprocal changes, with unified Breton adverse motivation.

All three phases are united by multiple elements:

- the keys are played to e4 by three leapers, removing bPg4 and thus threatening g4#,
- Black in turn defends by attacking wPa5 and thus aiming to remove the threat pawn from g4,

		a	b	c
		A	B	C
		B	A	D
		C	D	A

Juraj Lörinc, Pažítková 5, SK - 82101 Bratislava – Ružinov, Slovakia
 juraj.lorinc@gmail.com