



The 3<sup>rd</sup> FIDE World Cup in Composing

# Section H – Retros and Proofgames

Preliminary award by

**Silvio Baier**

MMXIII

## Participants

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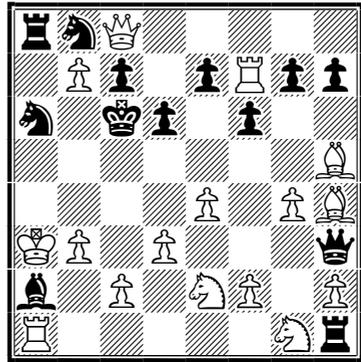
H01	A. Garofalo (ITA)	H11	R. Osorio (ARG)
H02	O. Lysjanyj (UKR)	H12	S. Vokál (SVK)
H03	N. Dupont (FRA)	H13	P. Raican (ROM)
H04	P. Olin (FIN)	H14	H. Grudziński (POL)
H05	A. Frolkin (UKR)	H15	A. Ivanov (MDA)
H06	M. Parrinello (ITA)	H16	J. Lörinc (SVK)
H07	K. Wenda (AUT)	H17	J. Lois (ARG)
H08	C. Pacurar (CAN)	H18	D. L. Petrović (SRB)
H09	V. Crişan (ROM)	H19	A. Vasilenko (UKR)
H10	Y. Ben Zvi (ISR)		

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Compared to previous years (FIDE World Cups & Olympic Tournaments) the number of entries was slightly increased. One problem (H02) was obviously incorrect. Many thanks to Mario Richter, who also cooked H12 and H15. Thus, 16 problems remain to be considered: 7 orthodox proof games, one fairy proof game, 2 classical and one fairy retros, one help retractor and 4 proca retractors. As always it was not easy to compare and rank problems of very different genres. Although I'm much more familiar with proof games I think I was able to understand the intentions of all problems. Fortunately, the average quality was very high, so that I could award a substantial number of problems. The three Prize problems are outstanding and the final ranking is perhaps influenced by my personal taste. I thank Thomas Brand for discussion on the contents and Geoff Foster for English language corrections and propose the following ranking:

1<sup>st</sup> Prize – The Cup winner  
 ROBERTO OSORIO  
*Argentina*

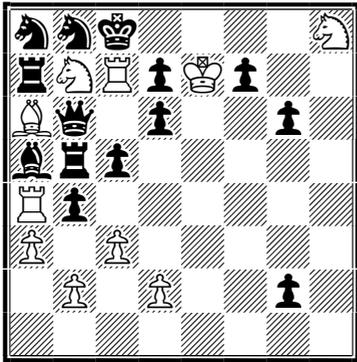


PG in 25.5      C?      16+13

1.a4 d6 2.a5 ♖d7 3.a6 ♗h3  
 4.a:b7 a5 5.e4 a4 6.♙e2 a3 7.♙h5  
 a2 8.♗g4 ♙a3 9.♙e2 ♙f3 10.d3  
 ♙e6 11.♙g5 ♙d7 12.♙d2 ♙c6  
 13.0-0-0 a1♙ 14.♙h4 ♙a2 15.b3  
 ♙f6 16.♙b2 ♙fd7 17.♙:a1 ♙b1  
 18.♙a8 ♙a6 19.♙:f8 f6 20.♙f7  
 ♙a8 21.♙a3 ♙db8 22.♗c8 ♙a2  
 23.g4 ♙g3 24.♙a1 ♙g1 25.♙f3  
 ♙h1 26.♙fg1.

Clearly the best proof game. It is a Future Proof Game with the very deep content of four(!) Siblings (two rooks and two knights) harmonically split. To find motivations is an extremely difficult task. Here the key question is how to enable a white rook to move from a1 to f7 via a8 and f8 in three moves. Therefore ♙a7, ♙a8 and ♙b8 have to clear the path. The play is nicely enriched by a number of additional features such as Schnobelen Promotion (♙a1), two switchbacks (♙a1 and ♙a2) and the pseudo tempo move ♙a3-f3. Great.

2<sup>nd</sup> Prize  
 ANDREY FROLKIN  
 Ukraine



Add a piece on e8 C? 10+14  
 and release the  
 position.  
 Minimum  
 number of single  
 moves after the  
 last ♔ move?

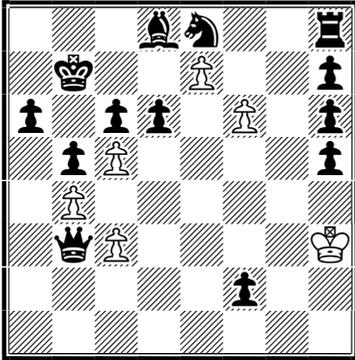
A black pawn and the black ♖c8 are missing. Since the latter cannot be captured on the last move ♔c6:c7+, the added piece on e8 must be white - a promoted bishop or a knight. If ♔c6:Δc7+, black captures are a:b, b:c, e7:d6, h:g, and Δe2 and f2 have to be promoted on e8 and Δh2 on h8. The cage can only be opened with e7:Δd6 after unpromotion of two white pawns, but here there is an e:xtreme shortage of black moves. Hence, an officer was captured on c7. Here, also 4 captures by black pawns are needed: a:b, b3:a2/c2-a1/c1, e7:d6, h:g (a:b, b:c, c7:d6, h:g and e7-e1 does not work, since there are not enough black pieces

for white e:d and f:e-e8). Δe2 and f2 promote on e8 after f:e (the ♖c8 is captured here) and Δh2 on h8. A w♖e8 does not work for the same reason as above. Hence, the piece to add is a white knight with an alternative possibility to resolve the position:

1. ♔c6:Δc7+ Δe6-c7 2. Δc7-e8+ Δf4-e6 3. h7-h8Δ Δd3-f4 4. h6-h7 Δc1-d3 5. h5-h6 Δd3-c1 6. ♔f8-e7 Δc1-d3 7. a2-a3 c2-c1Δ 8. ♔a3-a4 b3:Δc2 9. Δd4-c2 a4:Δb3 (9...a4:♔b3? 10. Δe6-d4 g3-g2 11. Δd8-e6 g4-g3 12. ♔e6-b3 g5-g4 13. ♔e8-e6 h6:Δg5 14. e7-e8♔ h7-h6 15. e6-e7 and retrostalemate for Black) 10. Δe6-d4 g3-g2 11. Δg7-e6 g4-g3 12. Δe8-g7 g5-g4 13. e7-e8Δ h6:Δg5 14. e6-e7 h7-h6 15. f5:Δe6 Δ~e6 ... 19. Δe8-f6 Δ~ 20. e7-e8Δ Δ~ 21. e6-e7 e7:♔d6 22. ♔~d6 ♔d8-c8 23. Δd6-b7+...; at least 43 single moves after the last Black King move.

The added knight on e8 is an Anti-Pronkin piece. Before this two promoted (on e8) white knights are captured. Furthermore there is also a Ceriani-Frolkin knight on Black's side and an additional knight promotion on h8. This is an extraordinary content for a classical retro and, thus, deserves a very high ranking. The try 9...a4:♔b3 leading to retrostalemate is a nice bonus. I don't consider the additional question as relevant, but this had no influence on the ranking.

3<sup>rd</sup> Prize  
 CORNEL PACURAR  
 Canada



-9 & #1 Circe Assassin 6+13  
 Proca C?  
 Retractor

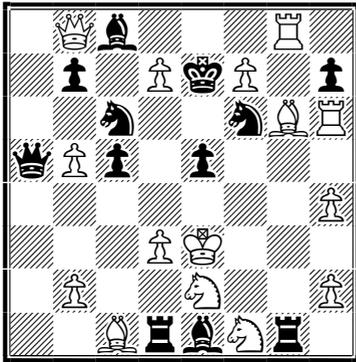
1. ♖f5: Δ h7 (+b Δ h7, - w ♖h7) & 1. ♖f5-c8#? 1... ♔:c8 (+w ♖d1)!

1. ♘g2: Δ h3 (+b Δ h7, - b ♗h7) h4-h3+ 2.g7: ♖ h8 (+b ♖ h8, - w Δ h8) ♗c7-e8+ 3.g6-g7 ♗g8-h7+ 4.g5-g6 h7-h6+ 5.g4-g5 h6-h5+ 6.a3: ♖b4 (+b ♖ h8, -b ♖ h8) ♗c4-g8+ 7.g3-g4 h5-h4+ (7. ♘g3-g2? h5-h4+ 8.b2: ♖c3 (+b ♖ h8, -b ♗h8) f3-f2+) 8.b2: ♖c3 (+b ♖ h8, -b ♗h8!) (8.b2: ♖c3(+b ♖ h8)? ♗d3:b2 (+w Δ b2, -b ♗b2)+) ♗d3-c4+ (8...f3-f2??) 9. ♖f5: Δ h7 (+b Δ h7, - w ♖h7) & 1. ♖f5-c8#.

An outstanding Proca Retractor with a nice logic and many fairy-specific effects. The main plan is simply refuted by capturing the mating piece. Hence a preparatory manoeuvre for indirect guard of the white queen

is needed. The well-hidden idea is to use a still missing black bishop (in the mating position ♔:c8 (+w ♖d1) is self-check - ♖d1:d3 (+b ♗c8, -b ♘c8)). The play is enriched by a number of nice specific details: an active pawn suicide on W2, an active queen suicide on W9, exact annihilations of several black pieces on h8, excelsior-like play of the white pawn and a specific mating position. The try 8.b2: ♖c3 (+b ♖ h8)? especially impresses me. The reason for the passive annihilation of b ♗h8 is to avoid its active suicide via ♗d3:b2 (+w Δ b2, -b ♗b2)+. A nice bonus is the uncapture of the black bishop and the white queen on the same square.

1<sup>st</sup> Honourable Mention  
 NICOLAS DUPONT  
*France*



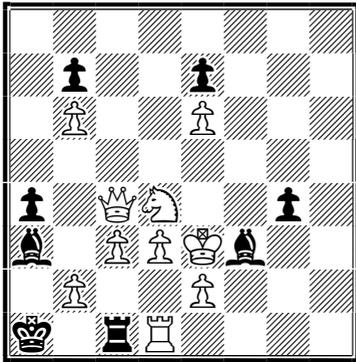
PG in 27.0      C?      15+12

1.c4 f5 2.♚a4 f4 3.♚:a7 f3  
 4.a4 f:e2 5.f4 g5 6.♜f2 e1♙+  
 7.♜e3 ♙h4 8.g3 g4 9.g:h4 g3  
 10.♙d3 g2 11.♙e2 g1♞ 12.f5 ♞g5  
 13.f6 ♞b5 14.a:b5 e5 15.♞a6 ♙b4  
 16.f7+ ♜e7 17. ♞h6 ♙f6 18.c5  
 ♞g8 19.c6 ♞g1 20.c:d7 ♞d1  
 21.♞g1 c5 22.♞g8 ♙c6 23.♚b8  
 ♞a4 24.♙g6 ♚a5 25.d3 ♙e1  
 26.♙d2 ♞g4 27.♙f1 (C+) ♞g1.

A very good Proof Game that would get a prize in a usual informal tourney, but here the competition is so strong that only a Honourable Mention is possible. This is probably the first presentation of three Anti-Pronkin pieces. Two black pawns promote to bishop on e1 and to rook on g1, respectively, and are eventually captured. Thereafter the original ♙f8 moves to e1 and the two rooks move to g1 subsequently. This is

difficult to achieve, but to get a prize in this strong tournament a third Ceriani-Frolkin promotion had to be shown. Furthermore I somewhat dislike the technical captures c:d7 and ♚:a7. Nevertheless impressive.

2<sup>nd</sup> Honourable Mention  
 VLAICU CRIȘAN  
 Romania



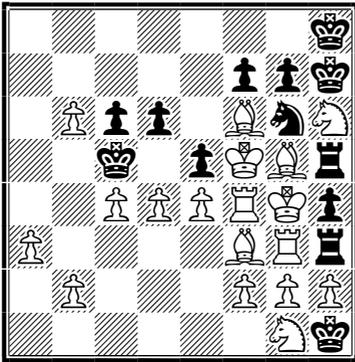
-9 & #1    Circe Assassin    10+8  
 Proca            C?  
 Retractor

1.d5:e5 e.p. (+b Δ e7) e7-e5  
 2.♙d2: Δ e3 (+b Δ e7, -w♙e7) f4:e4  
 e.p. (+w Δ e2)+ 3.e2-e4 ♖e4:e2  
 (+w Δ e2, -b ♖e2)+ 4.♙c2-d2 ♖b1-  
 c1+ 5.♙b3-c2 a5-a4+ 6.c5:b5 e.p.  
 (+b Δ b7) b7-b5 7.♙c2: Δ b3  
 (+b Δ b7, -b♙b7) a4:b4 e.p.  
 (+w Δ b2)+ 8.b2-b4 ♖b4:b2  
 (+w Δ b2, -b ♖b2) 9.♙b5-d4 &  
 1.♖:b1 (+b ♖a8) ♖:b5 (+w ♙b1, -  
 w ♖b1)#.

Another interesting Circe-Assassin-Proca. While in the 3rd Prize problem the logical strategy dominates, we see here more catchpenny effects. The play is entwined around four en-passant captures, two by each side, which is probably new in Circe Assassin Procas. Usually en-passant captures are quite brutal, since

they permit only one retracting move, but there are also two black en-passant captures, so I do not consider this to be a major defect. Rather the motivation for the exact black retracting move after the white pawn double step is not that easy to achieve. The play is quite symmetric with respect to the mirror line (between c and d file), but it is nicely interrupted by adding bishops of different colour to guard the flights an c1 and d2, respectively. Many fairy-specific effects (e.g. active suicide on B3 and B8) are shown and the play is nicely distributed over all pieces, but to receive a prize deeper strategy is necessary.

3<sup>rd</sup> Honourable Mention  
 DRAGAN LJ. PETROVIĆ  
*Serbia*



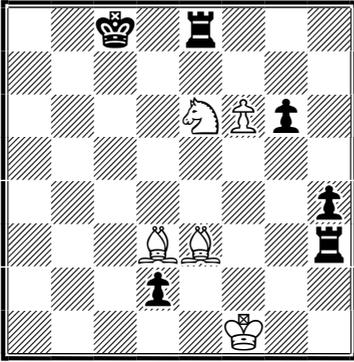
Least Wandelschach 18+13  
 number of C?  
 Queens  
 moves?

- 1.d3-d4+ ♔d4-c5 2.a2-a3 a3-a2=w ♘ 3.b5-b6 a4-a3 4.b4-b5 a5-a4 5.b3-b4 a7-a5 6.a6-a7=b ♘ ♚c5-d4 7.a5-a6 ♚b6-c5 8.a4-a5+ ♚c7-b6 9.a3-a4 ♚d7-c7 10.a2-a3 ♚e8-d7 11.♞e6-e8=b ♚ d7-d6 12.♞d6-e6 a3-a2=w ♘ 13.♞d5-d6 a4-a3 14.♞c5-d5 a5-a4 15.♞b5-c5 a6-a5 16.♞a5-b5 a7-a6 17.♞a1-a5 ♞a4-a1=w ♞ 18.a6-a7=b ♘ ♞b4-a4 19.a5-a6 ♞b6-b4 20.a4-a5 ♞a6-b6 21.a2-a4 ♞a8-a6 22.♞b6-a8=b ♞ a3-a2=w ♘ 23.♞d5-b6 a4-a3 24.♞c3d5 a5-a4 25.♞b1-c3 a7-a5 26.a6-a7=b ♘ ♞c3-b1=w ♞ 27.a5-a6 ♞d5-c3 28.a4-a5 ♞b4-d5 29.a3-a4 ♞a6-b4 30.a2-a3 ♞b8-a6 31.♞d6-b8=b ♞ a3-a2=w ♘ 32.♞c5-d6 a4-a3 33.♞e3-c5 a5-a4 34.♞c1-e3 a7-a5 35.a6-a7=b ♘ ♞e3-c1=w ♞ 36.a5-a6 ♞c5-e3 37.a4-a5 ♞f8-c5 38.a2-a4 e7-e5 39.♞e5-f6 a3-a2=w ♘ 40.♞d4-e5 a4-a3 41.♞e3-d4 a5-a4 42.♞c1-e3 a7-a5 43.♞a1-c1=w ♞ ♞a4-a1=w ♞ 44.a6-

a7=b ♘ ♞b4-a4 45.a5-a6 ♞b6-b4 46.a4-a5 ♞a6-b6 47.a2-a4 ♞a8-a6 48.♞b6-a8=b ♞ a3-a2=w ♘ 49.♞d5-b6 a4-a3 50.♞c3-d5 a5-a4 51.♞d5-c3 a6-a5 52.♞c3-d5 a7-a6 53.♞b1-c3 ♞c3-b1=w ♞ 54.a6-a7=b ♘ ♞a4-c3 55.a5-a6 ♞c5-a4 56.a4-a5 ♞a6-c5 57.a2-a4 ♞c5-a6 58.c3-c4 ♞e6-c5 59.♞f6-g5 ♞g5-e6+ 60.♞d4-f6 a3-a2=w ♘ 61.♞e3-d4 a4-a3 62.♞c1-e3 a5-a4 63.e3-e4 c7-c6 64.♞e4-f5 ♞e6-g5+ etc. The Queens only made one move each - they transformed on the first and eighth row, respectively.

A probably very original fairy retro problem with the rare condition Wandelschach. 16 officers and 15 pawns (which cannot transform to officers) on the board require that the w ♘ a2 (now on b6) captures b ♘ b7 and w ♘ a3 is the original b ♘ a7. To release the position e3-e4 is necessary, but before that a white bishop has to move back to c1. Consequently the second white bishop has to be retransformed on c1 before, hence the ♞f6 is transformed and the ♞g5 is the original w ♞c1. To move ♞f6 back to c1, e7-e5 has to played and, hence, a black bishop has to move to f8 first. The only possible piece is the ♚c5. It is not easy to get a black bishop out of it. Only backtransformation via kRrSsBb works. Also the backtransformation of ♞f6 (BRrSs) is nice. The required tempo moves provide the a-pawn with several transformations. The play is very fairy-specific, but not very complex. It is sufficient to find the right transformation and that's it. Nevertheless the high originality deserves an Honourable Mention.

1<sup>st</sup> Commendation  
PAUL RAICAN  
*Romania*



-25 & #1 Circe Assassin 5+6  
Proca C?  
Retractor

1. ♖d4-e3 ♜h2-h3+ 2. ♜e2-d3 ♜h3-h2+ 3. ♜f8-e6 ♜d8-e8+ 4. ♜d3-e2 ♜h2-h3+ 5. ♜e3-d4 ♜e8-d8+(i) (5... ♜d7-c8? double-retrocheck) 6. ♜e4-d3 ♜d8-e8+ 7. ♜g2-e4 ♜h3-h2+ 8. ♜d5-g2 ♜e8-d8+ (ii) 9. ♜e4-d5 ♜d8-e8+ 10. ♜d3-e4 ♜e8-d8+ 11. ♜h6-e3 ♜h2-h3+ 12. ♜e4-d3 (draw pendulum) ♜d8-e8+ 13. ♜d3-e4 ♜e8-d8+ 14. ♜e4-d3 ♜d8-e8+ 15. ♜d3-e4 0-0-0+! 16. ♜e2-d3 ♜h3-h2+ 17. ♜f3-e2 ♜h2-h3+ 18. ♜g2-f3 ♜h3-h2+ 19. ♜f3: ♜g2 (+b ♜a8, -b ♜a8) ♜h2-h3+ 20. ♜g4-f3 ♜e2-g2+ 21. ♜e6: ♜g4 (+b ♜a8, -b ♜a8) ♜g2-e2 22. ♜e4: ♜a8 (+b ♜a8, -w ♜a8) ♜g5-g4+ 23. ♜d5: ♜a8 (+b ♜a8, -w ♜a8) ♜g3-g5+ 24. ♜g8: ♜e6 (+b ♜a8, -b ♜a8) ♜c6-e6+ 25. ♜e6-f8 & 1. ♜c7+ ♜:c7 (+w ♜g1)#.

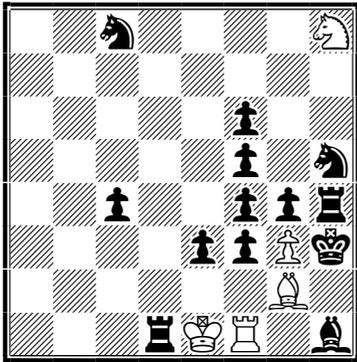
(25. ♜:g2 (+b ♜a8, -b ♜a8))? self-check)

(i) 5...0-0-0 6. ♜e2-d3 ♜h3-h2+ 7. ♜h1: ♜a8 (+b ♜a8) ♜g3-h3+ 8. ♜f3-h1 ♜g4-g3 9. ♜e4: ♜a8 (+b ♜a8) ♜g5-g4+ 10. ♜d5-e4 ♜g4-g5+ 11. ♜c4-d5 ♜g5-g4+ 12. ♜d5-f3 ♜g3-g5+ 13. ♜f2: ♜f1 (+b ♜a8) ♜c1-f1+ 14. ♜e6-f8 & 1. ♜c6+ ♜f7#.

(ii) 8...0-0-0 9. ♜f3-d5 ♜h2-h3+ 10. ♜e2-f3 ♜h3-h2+ 11. ♜h1: ♜a8 (+b ♜a8) see (i).

The most difficult (with respect to the ranking) problem of the tournament. The play starts with a nice side-step duel between the bishops and the rooks, followed by a draw pendulum to force the retraction of castling. Thereafter many rooks and bishops have to be uncaptured to build the mating position and to guard black flights. To my mind (my apologies to the author if I was not able to appreciate all the difficult mechanisms) the play appears very chaotic and random, although there are some nice reasons for special uncaptures (e.g. 24. ♜g8: ♜e6 (+b ♜a8, -b ♜a8)? fails due to the missing guard of d8). Furthermore the side variations detract from the overall impression. For those reasons I could not convince myself to give the problem a higher ranking.

2<sup>nd</sup> Commendation  
 KLAUS WENDA  
*Austria*



-7 & #1    Anticirce    5+13  
 Proca Retractor    Cheyland  
 without  
 forward defence    C?

1. ♖e1: ♘d2(♖e1)?    d3-d2+  
 2. h7-h8♗    ♜d2-d1+    3. ♗g1: ♙f2  
 ♙e1-f2+    4. h6-h7    ♘d6-c8! (not  
 4.... ♗g7-h5?)    5. ♗h2-g1    ♘e8-d6+  
 6. ♗g1-h2 (forced),

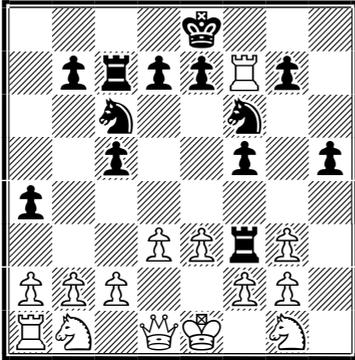
1. ♗e2: ♘d2(♗e1)!    ♘e7-c8+  
 2. ♗e1-e2    d3-d2+    3. h7-h8=♗    ♜d2-  
 d1+    4. ♗g1: ♙f2 (♗e1) (4. ♗g1: ♗f2  
 (♗e1)?    ♗e2-f2+! (e1 remains  
 unoccupied))    ♙e1-f2+    5. h6-h7  
 ♗g7-h5 (to avoid w retro-  
 stalemate; 5.... ♗g8-e7    6. ♗h2-g1  
 ♗~:Xe8 (♗g8)+ is illegal)    6. ♗h2-  
 g1    ♘e8-g7+    7. h5-h6    &  
 1. ♜:e1(♜a1)#.

5.h6-h7. To avoid retrostalemate Black has to play ♗g7-h5, which cleans h5 for the white pawn and allows ♗h2-g1, since Black can answer ♘e8-g7+. The one-move foreplan decoys ♗c8 to eliminate an alternative blocking of e8, whereupon a waiting move at W6 is missing. This is quite subtle tempo play, but I dislike the lengthy solution and the crowded position with many black pawns (which are unfortunately necessary to avoid the defence 5.... ♗g8-e7).

After uncapture of a black pawn on the d-file the pawn structure explains every black capture. The whole play is entwined around the position after

3<sup>rd</sup> Commendation  
 MARIO PARRINELLO  
*Italy*

second switchback ♖f8-f6 would  
 have been nice.



PG in 16.0 C+ 14+13

1.e3 c5 2.♘c4 ♖c7 3.d3  
 ♚g3 4.hg a5 5.♞h6 a4 6.♞c6 h5  
 7.♘d2 ♞h6 8.♘a5 ♞f6 9.♘d8 ♞f3  
 10.♞:c8 f5 11.♞c6 ♚:d8 12.♞f6  
 ♘c6 13.♘f7 ♞c8 14.♘e8 ♞c7  
 15.♞:f8 ♘f6 16.♞f7 ♚:e8.

A very charming proof game with a quite (compared to the higher ranked proof games) simple content: The white bishops have to shield the white rook in order to capture the two black bishops. When the job is done the black king captures the bishops with switchback. This is shown with a relatively low total number of moves and only one additional technical capture. The pawns on b7, d7, e7 and g7 reveal the necessity of the capture on the bishops' original squares. To receive a higher ranking the captures need to be more hidden. A