The 6th FIDE World Cup in Composing

# Section H – Retros and Proofgames

Final award by

**Hans Gruber**

M M X V I I I

# Participants

| | | | |
|---|---|---|---|
| H01 | A. Kuprin (UKR) | H10 | B. Graefrath (DEU) |
| H02 | A. Oganesjan (RUS) | H11 | P. Olin (FIN) |
| H03 | S. Vokal (SVK) | H12 | A. Storisteanu (CAN) |
| H04 | N. Dupont (FRA) | H13 | P. Rāican (ROU) |
| H05 | R. Osorio (ARG) | H14 | V. Crişan (ROU) |
| H06 | O. Lysjanyi (UKR) | H15 | V. Syzonenko (UKR) |
| H07 | H. Grudziński (POL) | H16 | A. Frolkin (UKR) |
| H08 | S. Baier (DEU) | H17 | M. Kozulya (UKR) |
| H09 | E. Huber (ROU) | | |

A total of 17 problems competed – they were of extremely different quality. Some problems were trivial and lacked any originality, but the prize-winners are on world-class level.

1ˢᵗ Prize – Gold medal
ANDREY FROLKIN
*Ukraine*
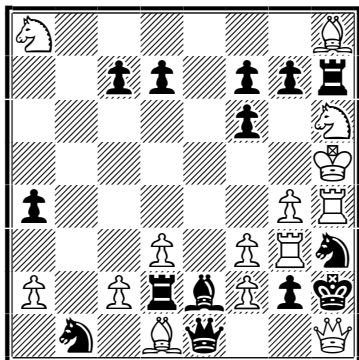
Release the position        14+14

The black pawns captured the two missing white pieces: e7:f6 and h:g. White captured one black piece on f3 (e2:f3), which was not the dark-squared black bishop. The white h-pawn promoted on h8 to bishop (without capturing). The black b-pawn promoted on b1 (without capturing), because it could not be sacrificed on f3. The white b-pawn captured the dark-squared black bishop on the a-file and promoted on a8, because it could not be sacrificed on f6 or on the g-file. Thus the balances are closed; the cage is released through e7:f6, but only after the black dark-squared bishop (having been uncaptured on the a-file) returned to f8. The last move was R 1.♕f1-h1+.

Now there is a logical try, the main plan, which fails to an obstacle. R 1.– b2-b1=♘? 2.a7-a8=♘ b3-b2 3.a6-a7 b4-b3 4.a5-a6 b5-b4 6.b4:♝a5 ♝b6-a5 7.b3-b4 ♝c5-b6 8.b2-b3 ♝f8-c5 (or 6.– b6-b5 7.b3-b4 ♝b4-a5 8.b2-b3 ♝f8-b4, an unessential dual) 9.♔g5-h5 e7:f6+. This would release the position, however, 9.♔g5-h5?? is illegal, because there is a second check by the black ♘h3.

In order to overcome the obstacle, a foreplan is played in which the black knight on h3 is replaced by a white knight. This creates a new obstacle, White's retro-stalemate. In order to overcome this obstacle, the white knight h6 has to be replaced by a black knight in addition: R 1.– ♘c3-b1! 2.♘b6-a8 ♘e4-c3 3.♘d5-b6 ♘d6-e4 4.♘f4-d5 ♘g5-h3 5.♘h3-f4+ (the obstacle is overcome!) ♞f5-d6 6.♞g8-h6 ♞h6-f5+ (the new obstacle is overcome! Now the released knights take the diagram positions of the other pair of knights) 7.♞e7-g8 ♞e4-g5 8.♞d5-e7 ♘c3-e4 9.♞b6-d5 ♘b1-c3 10.♞a8-b6.

Now the diagram position (having retracted 1.♕f1-h1+) returned, but with a white knight on h3 and a black knight on h6! Now the main plan works. 10.– b2-b1=♘ 11.a7-a8=♘ b3-b2 12.a6-a7

3

b4-b3 13.a5-a6 b5-b4 14.b4:Ba5 ♝b6-a5 15.b3-b4 ♝c5-b6 16.b2-b3 ♝f8-c5 17.♔g5-h5! e7:♝/♘f6+.

The promoted knights are replaced with original ones (pseudo-anti-Pronkin theme), with a kind of exchange of knights' positions. This seems to be the first-ever cage-based retro with New-German logical play, with a a clear main plan and a clear foreplan. It is an ingenious idea to show such a manoeuvre in a help-play retractor. An outstanding achievement of immense originality in a classical genre.
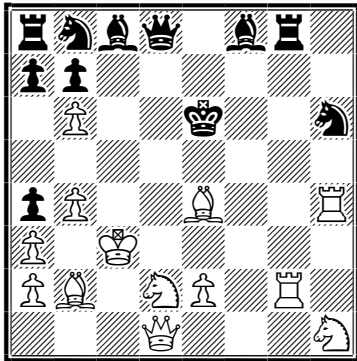
PG 33,0                    13+11

1.f4 h5 2.f5 h4 3.f6 h3 4.f:e7 h:g2 5.h4 g5 6.h5 g4 7.♖h4 g3 8.♘h3 g1=♝ 9.♝g2 ♝b6 10.♝e4 g2 11.h6 g1=♝ 12.h7 ♝gc5 13.d4 d5 14.d:c5 d4 15.♔d2 d3 16.♔c3 d2 17.♕h1 d1=♕ 18.c:b6 ♕1d6 19.♘d2 ♕a3+

20.b:a3 f5 21.♝b2 f4 22.♖g1 f3 23.♖g2 f2 24.♕d1 f1=♕ 25.♘f2 ♘h6 26.♘h1 ♖g8 27.h8=♕ ♕f7 28.♕d4 ♕b3+ 29.c:b3 ♔f7 30.e8=♝+ ♔e6 31.♝b5 c6 32.♕a4 c:b5 33.b4 b:a4

Only very few examples exist of a six-fold rendering of the Ceriani-Frolkin theme in a proof game, this might even be the first presentation of a harmonic 2+4 Ceriani-Frolkin (white promotions: ♕+♝; black romotions: ♕+♕+♝+♝). Only two non-thematic captures are needed to show this theme, ending in an open, fleet-footed diagram position. The absolute highlight, however, is the switchback of the white queen, with one of the most stunning moves I ever saw in a proof game: 17.♕h1!!

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PG 24,5          11+15

PG 22,5          14+12
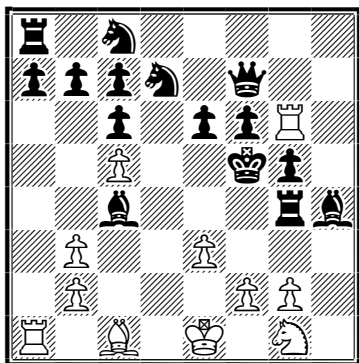
**1.e3 h5 2.♕g4 h:g4 3.♗b5 ♖h4 4.♗c6 d:c6 5.d4 ♚d7 6.d5 ♕e8 7.d6 ♚e6 8.d7 ♚f5 9.d8=♕ ♗e6 10.♕d1 ♘d7 11.♕f3 g:f3 12.c4 ♖g4 13.c5 ♗c4 14.h4 e6 15.h5 ♘e7 16.h6 ♘c8 17.h7 ♗e7 18.♖h6 ♗h4 19.h8=♕ g5 20.♕d4 f6 21.♘c3 ♕f7 22.♘e2 f:e2 23.♕d1 e:d1=♗ 24.♖g6 ♗b3 25.a:b3**

Two white queen promotions, both queens perform the Pronkin theme. Promotions and moves to d1 occur only after the original queen was captured. Both Pronkin queens are captured by exactly that pawn which captured the original queen. The pawn promotes to bishop, and this bishop then is captured (Ceriani-Frolkin) so that no trace is left of the whole complex manoeuvre. An excellent and original presentation in a field which intensively has been investigated in recent years.
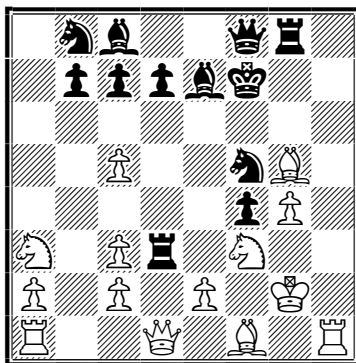
**1.h4 a5 2.h5 a4 3.h6 a3 4.h:g7 h5 5.b4 ♘h6 6.g8=♕ h4 7.♕g7 ♖g8 8.♕b2 a:b2 9.f4 ♖a3 10.f5 ♖d3 11.♘a3 b1=♘ 12.f6 ♘c3 13.f:e7 f5 14.d:c3 ♖f7 15.♗g5 f4 16.e8=♖ ♘f5 17.♖e3 ♗e7 18.g4 ♕f8 19.♖g3 h:g3 20.♘f3 g2 21.♔f2 g1=♗+ 22.♔g2 ♗c5 23.b:c5**

A bicoloured Ceriani-Frolkin AUW in which the two thematic white promoted pieces are captured by the two thematic black pawns on their way to the promotion rank. A perfectly harmonious presentation of an ambitious theme.

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## 3ʳᵈ Honourable Mention
### VLAICU CRIȘAN
*Romania*
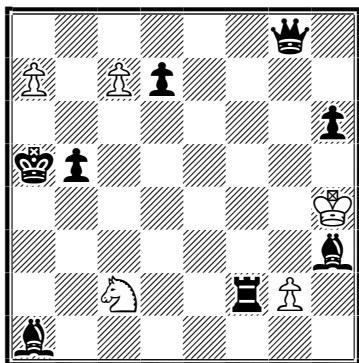


-7 Proca Retractor & #1          5+8
AntiCirce Assassin

R  1.h5:Pg6 e. p. [+W♙g2] g7-g5+  2.♔g5-h4 h7-h6+  3.♔f5-g5! f4:♙g3 e. p. [+B♙g7, capturing B♖g7!]++ 4.g2-g4 ♖g4-g7+ 5.♔e5-f5! e4:Pd3 e. p. [+B♙d7, capturing B♖d7!]+ (4.− c4:Pd3 e. p.+? is illegal because of the opposition W♙c7/B♙c4 which is not permitted in Anticirce; 4.− a2-a1=♗+? analogously is illegal because of the opposition W♙a7/B♙a2) 6.d2-d4 ♖d4-d7+ 7.c5:Pd6 e. p. [+W♙d2, capturing W♖d2!] & forward: 1.♖:d4 [+W♖a1, capturing B♗a1!]#

An entertaining Anticirce Assassin retractor adventure – presenting a dense and ambitious programme: two white and two black en passant capture retractions! Three of them make use of the fairy specific feature that a second piece can be uncaptured in a move by the rebirth of the capturing piece. Two black rooks and one white rook thus magically appear on the board. Against its will, the black side is forced to uncapture rooks in order to be able to continue retracting after the (forced) retraction of the white pawn double step. Very appropriately, the final forward move also captures two black pieces. The mating move is played by a piece that appears only in White's last move.

## 1st Commendation
### MIKHAIL KOZULYA
*Ukraine*
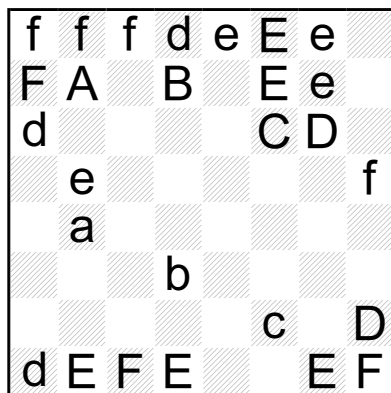


Last move?     3 sol.          13+14

Same (capital and small) letters represent the same types of pieces. There is a total of 27 pieces on the board, of which there is exactly one A/a, B/b, C/c each. There are 2+3 D/d, 5+4 E/e, 3+4 F/f. Pawns cannot be D/d, E/e, F/f, because they cannot stand on the 1st/8th rank. If queens were among D/d, E/e, F/f, a total of 11

promotions would have occurred. In order to achieve these, too many pawn captures would be required. (To check the balances, it has to be taken into account that the two pawns stand back-to-back.) Thus, D/d, E/e, F/f are rooks, bishops and knights. A/a, B/b, C/c are kings, queens and pawns. There exist three solutions (see diagrams); if kings are set as A/a (analogously for B/b and C/c), all other pieces can be determined. The pieces of each subset are cyclically arranged among the three solutions.
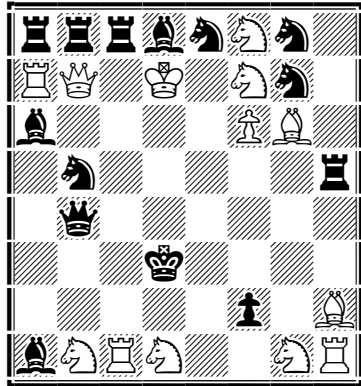
The last moves are uniquely determined: **I b6-b7+; II f5-f6+; III d6-d7+**.

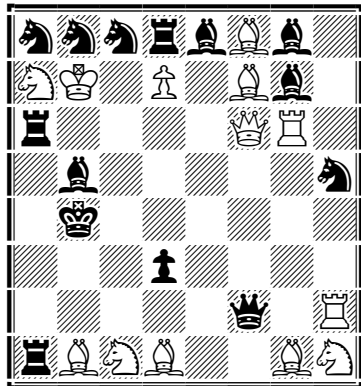A fine achievement, probably the first rebus with three solutions and three different last moves.
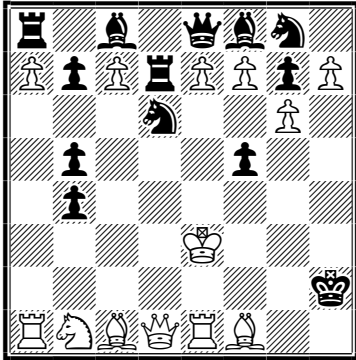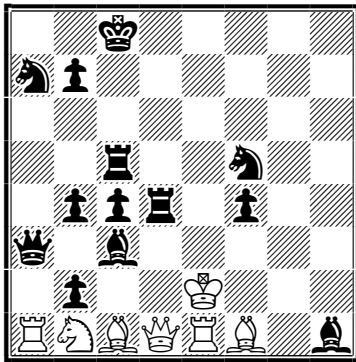
Solution 1



Solution 2



Solution 3



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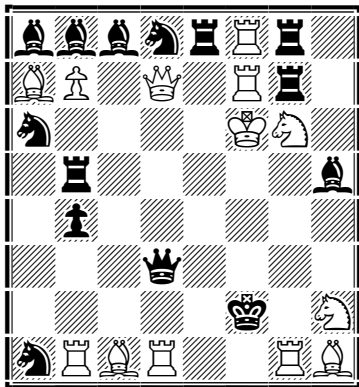
Position A



13+13

Position B



A→B 27,5                    7+13

1.♗c4 b:c4 2.♖a6 ♘b5 3.♖f6 g:f6
4.♔f2 ♗g7 5.♖e5 f:e5 6.♕d4 e:d4
7.♘c3 d:c3 8.♗b2 c:b2 9.f8=♘ ♗c3
10.♗h6 ♖d4 11.♗c1 f4 12.h8=♕+
♗h3 13.♕h5 ♘h6 14.♕d1 ♗g2
15.c8=♗    ♗h1    16.♗h3    ♖c8
17.a8=♖    ♖c5    18.♖a1    ♕a8
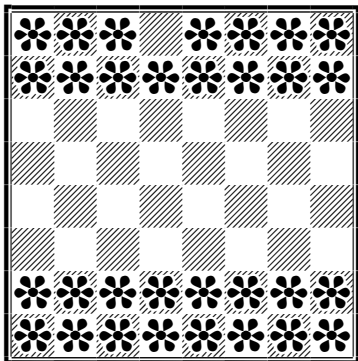
19.e8=♖ ♕a3 20.♖e1 ♘a7 21.♔e2
♔g3 22.♗f1 ♔g4 23.g7 ♔f5
24.g8=♘ ♔e6 25.♘f6 ♘f5 26.♘e4
♔d7 27.♘d2 ♔c8 28.♘b1

Six-fold Pronkin setting, an impressive achievement, although it is much easier in A-to-B chess than in an orthodox proof game. Nevertheless strong constructional skills are needed to find a scheme and an unique solution.

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PG 5,0    2 sol.    31 Undefined Pieces
White is mate
Parrain Circe


**1.d4 e5 2.♕d2 ♛f6 3.d:e5 ♛:e5 [+B♙d4] 4.♕:d4 [+W♙e7] ♛e3 [+B♙d2]+ 5.♕:d2 ♛e2 [+B♙d1=Q]#** (impostors d1, d2, e2, e7) and **1.e4 d5 2.e:d5 e5 [+B♙d3] 3.d:e6 e. p. ♛d5 [+B♙e2] 4.e7 ♛d7 5.♗:e2 d:e2 [+B♙f1=Q]#** (impostors d7, e2, e7, f1)

Echoed manoeuvres (W♕d1-d4-d2 and B♛d8-d5-d7; mates with queen promotions by Circe Parrain rebirths on d1, f1; different white pawns on e7; change of impostors) in two nice solutions from a very funny diagram position in which all traces are nicely disguised.