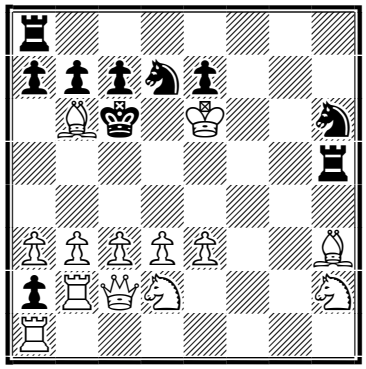
H008-1 Baier, Silvio – **10.5** points
The 5th FIDE World Cup, 2017
1st Prize

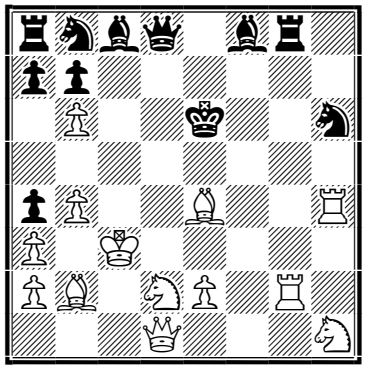


PG 30.5 C+ 13+10

1.h4 f5 2.h5 f4 3.h6 f3 4.h:g7 h5 5.g4 h4 6.g5 ♖h5 7.g6 ♘h6 8.g8=♗ ♗g7 9.♗b3 ♗c3 10.g7 h3 11.g8=♗ h2 12.♗gc4 d5 13.d:c3 d:c4 14.♗e3 ♕d3 15.♗b6 ♕e3 16.f:e3 c:b3 17.♔f2 b:a2 18.♔g3 f2 19.♗h3 f1=♕ 20.♘d2 ♕f7 21.♘gf3 ♕b3 22.c:b3 ♗f5 23.♕c2 ♔d7 24.♖hb1 h1=♕ 25.♘h2 ♕c6 26.♔f4 ♕a4+ 27.♔e5 ♕a3 28.b:a3 ♔c6 29.♖bb2 ♗d3+ 30.♔e6 ♘d7 31.e:d3

FPG notation is CF(B,B) & IP(CF(q,q),q,b,b).
Judge's comment: The bPa2 originates from d7, having captured the missing 3 white pieces. 19 white moves are visible in the diagram. The remaining 12 white moves were made by the two kingside pawns that promoted and sacrificed on the way of the bPd7 to a2. The third white piece that was captured by the black pawn must have been the wPa2 on its original square. Therefore, the 5 white pawns that appear on the third rank are Impostors; they have left their original files, each capturing one black piece westward. The missing black pieces are the Queen, two Bishops and three kingside pawns. One of these pawns was captured by a white pawn en route to promotion, but the remaining two black pawns must have been captured after promotion by the white Impostor pawns. The thematic content can be described as follows: Two white Ceriani/Frolkin Bishops were captured by the bPd7. Two black Ceriani/Frolkin Queens, together with the original black Queen and two Bishops were captured by the white Impostor pawns. There are already several examples by Osorio & Lois, in which 4 Impostor pawns captured two original and two promoted pieces. The composer of H02 raises the bar by adding a fifth thematic pawn and for good measure he throws in two more Ceriani/Frolkin pieces for the opposite side. It is surprising (at least to me) that it is still possible to demonstrate quite original content by extending well known patterns to a higher level. The economy is impeccable. Also noteworthy is the interaction between the white and black moves and in particular, the path followed by the promoted bQh1. A truly remarkable composition!

H008-2 Baier, Silvio – **10.5** points
after Nicolas Dupont
The 6th FIDE World Cup, 2018
2nd Prize

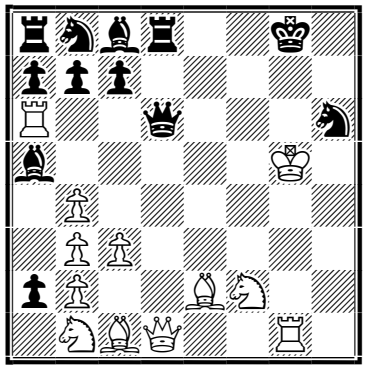


PG 33.0 C+ 13+11

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

The second 4+2 Ceriani-Frolkin combination – here with harmonic distribution (QqqBbb); Bristol-Klasinc (Qd1 for Ra1).
Judge's comment: 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: q+b; black promotions: q+q+b+b). 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.Qh1!!.

H008-3 Baier, Silvio - **10** points
StrateGems, 2016
1st Prize

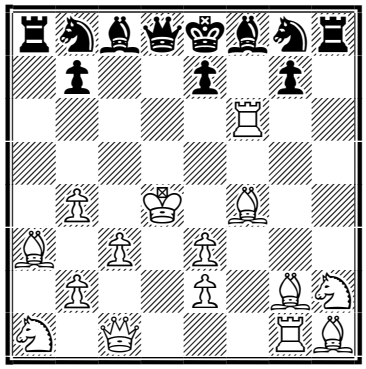


PG 31.5 C+ 12+12

1.h4 e5 2.h5 e4 3.h6 e3 4.h:g7 h5 5.g4 h4 6.g5 h3 7.g6 h2 8.♘h3 ♘h6 9.♖g1 h1=♕ 10.g8=♗ ♕c6 11.g7 ♕c3 12.d:c3 e:f2+ 13.♔d2 f5 14.e4 f4 15.♗e2 f3 16.♔e3 f1=♘+ 17.♔f4 ♘d2 18.e5 ♘b3 19.a:b3 ♗b4 20.♖a6 ♗a5 21.b4 f2 22.♗b3 f1=♘ 23.g8=♗ ♘d2 24.♗gc4 d5 25.e6 ♕d6+ 26.♔g5 0-0 27.e7 d:c4 28.e8=♕ c:b3 29.♕a4 ♖d8 30.♕a2 b:a2 31.♘f2 ♘b3 32.c:b3

Harmonious sixfold Ceriani-Frolkin (Q,q,B,B,s,s).
Judge's comment: A new 6-fold Ceriani-Frolkin combination with excellent homogeneity: 2 white Bishops, 2 black Knights and a bi-colored couple of Queens. It is denoted CF(B,B) & CF(s,s) & CF(Q,q) in the Future Proof Game language and is historically the fifth such CF rendition among nineteen (see the whole collection in Silvio's article published in Die Schwalbe 284, April 2017). Each such content is very interesting, but this one is particularly appealing, and hence deserves the highest distinction, because it shows the best economy ever demonstrated for such a homogeneous 6-fold CF combination (which in turn implies the lack of any flaw in the construction): the number of captures (8) is the least to have been shown – as well as for some other problems of the collection – although it is theoretically possible to decrease this bound to 7 (leading to an extremely difficult open challenge). The number of at-home pieces (10) and finally the number of moves (31.5) make it a unique record, besides the non-homogeneous combination CF(R,B,B,q,b,s), which is the overall record inside the 6-CF family, with 8 captures, 11 at-home pieces and 31.0 moves.

H008-4 Baier, Silvio - **9** points
StrateGems, 2016
3rd Prize



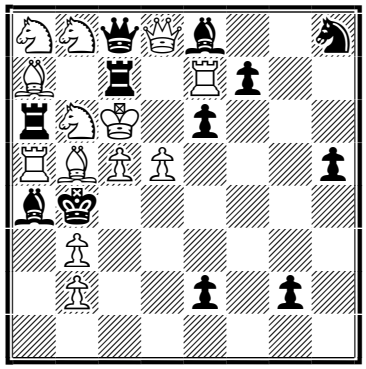
PG 32 C+ 15+11

1.d4 f5 2.d5 f4 3.d6 f3 4.d:c7 d5 5.♗f4 d4 6.♔d2 d3 7.♔c3 d2 8.♕c1 d1=♕ 9.c:b8=♗ ♕1d5 10.♘d2 ♕b3+ 11.a:b3 h5 12.♖a6 h4 13.♖f6 h3 14.♗bd6 h:g2 15.h4 a5 16.h5 a4 17.h6 a3 18.h7 a2 19.h:g8=♗ a1=♕ 20.♗d5 ♕a7 21.♗a3 ♕e3+ 22.f:e3 f2 23.♘f3 g1=♘ 24.♘h2 ♘f3 25.♖g1 ♘e5 26.♗h1 ♘d7 27.♗fg2 f1=♘ 28.b4 ♘g3 29.♘b3 ♘f5 30.♘a1 ♘h6 31.♔d4 ♘g8 32.c3 ♘b8+

Combination of Pronkin (s,s) and Ceriani-Frolkin (q,q) with black homebase.

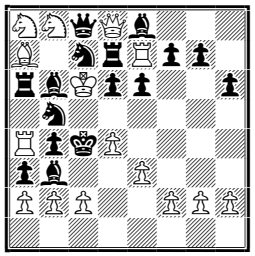
Judge's comment: This excellent problem demonstrates 2 black Ceriani-Frolkin Queens and 2 black Pronkin Knights, hence CF(q,q) & PR(q,q) in the Future Proof Game language. Such a mono-color combination CF(X,X) & PR(Y,Y), or CF(x,x) & PR(y,y), when performed by Black, is very appealing and difficult to construct. Each case where Y is not a Knight (clearly the toughest piece to fill the Pronkin theme) has been solved, and when Y is a Knight only the case CF(S,S) & PR(S,S) was previously known. Silvio's entry is filling an important gap – it only remains for CF(B,B) & PR(S,S) and CF(R,R) & PR(S,S) to be constructed, in order to complete the family. Move economy is perfect as Black is home-sided, but the economy regarding promotions and captures (2 visible promotions and 6 captures) is not perfect. However, it is very unclear how to get rid of those superfluous elements in such a complicated task. Generally speaking, I consider extra material as a flaw if, and only if, I feel it might be possible to show the same (strong) content without using that trick. Note that fully perfect economy (home-sided non-thematic side, no visible promotion and 4 captures – the theoretical minimum) has been reached twice inside the family – combinations CF(R,R) & PR(R,R) and CF(S,S) & PR(B,B) – also by Silvio, the specialist of this setting.

H226-1 Baibikov, Dmitrij – **10.5** points
Probleemblad, 2018



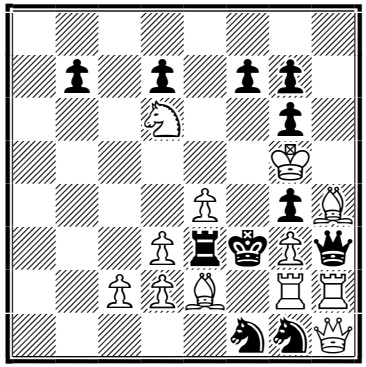
What was the position 68 single moves ago? 13+12

Retract
1... ♖d7×♕c7+ 2.d4-d5 ♘g6-h8 3.c4-c5 ♘f4-g6 4.c2-c4 ♘d5-f4 5.♕g3-c7 ♘c7-d5+ 6.♕g8-g3 h6-h5 7.g7-g8=♕ g3-g2 8.g6-g7 g4-g3 9.h5×♘g6 ♘f4-g6 10.h4-h5 ♘d5-f4 11.h3-h4 ♘c3-d5 12.♙d3-b5 ♘b5-c3+ 13.♙h7-d3 g5-g4 14.♙g8-h7 g6-g5 15.g7-g8=♙e3-e2 16.f6×♙g7 ♙h8-g7 17.f5-f6 ♙e5-h8 18.h2-h3 ♙d6-e5 19.f4-f5 ♙c5-d6 20.♘c4-b6 ♙b6-c5+ 21.♘e5-c4 g7-g6 22.♘g6-e5 e4-e3 23.♘h8-g6 e5-e4 24.h7-h8=♘ d6×Pe5 25.g6×♕h7 ♕h8-h7 26.g5-g6 ♕h7-h8 27.g4-g5 ♕d3-h7 28.g3-g4 ♕d1-d3 29.g2-g3 ♕a1-d1 30.f3-f4 a2-a1=♕ 31.f2-f3 a3-a2 32.a2×Pb3 ♔c4-b4 33.e4-e5 b4-b3 34.e3-e4 ♙b3-a4 35.♖a4-a5 and we see next compelled position that must occur at this exact moment after 68 single moves:



New (after 76 years) record for "The longest deferred exact position".

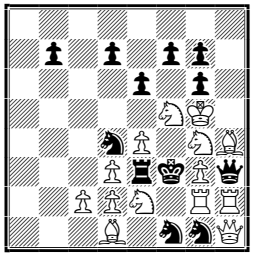
H226-2 Baibikov, Dmitrij – **10.5** points
JT "S. Volobujev – 60", 2018
1st-2nd Prize



First move of wPa2? 12+11

Sides' balances:
– White: 12 (on diagram) + 3 (were captured by black Pawns: e×f×g, h7×Xg6) = 15
– Black: 11 (on diagram) + 4 (2 were captured by white Pawns: e2×d3, f×e; 1 was captured on last move 1.Bd1×Xe2+; bBc8 was captured on its own square) = 15
There are 1 white and 1 black units left in reserve. Such minimum of captures is necessary for absent white Pawns (a2 and b2) and for black Pawns (a7 and c7) in order to leave Queen's side. Thus, balances are closed:
– White: 12 (on diagram) + 4 (were captured) = 16
– Black: 11 (on diagram) + 5 (were captured) = 16
After retract 1.Bd1×Xe2+ retroknot on squares c2, d1, d2, d3, e2, e3, e4, f1, f3, f7, g1, g2, g3, g5, g6, g7, h1, h2, h3, h4 can be released only after retromove by Black h7×Xg6. But this must be preceded by unpromotion of white piece on the square h8 with retract of white Pawn at least on the square h6: h7-h8=X and h6-h7.
Retro: **1.Bd1×Se2+** (only bS during unpinning can go out of retroknot). Black has only retro moves with the bPg4. Tempoplay is starting: **1...f5×Sg4** (in case 1...f5×Qg4? uncapture 2.Qh5×Xg4+ is not provided due to black balance; in case 1...f5×Rg4? white Rook will not be able to leave the square g4) **2.Sb5-d6** (during Black makes tempos, white Knight goes to unpin bSe2) **2...e6×Sf5** (if 2...e6×Q(R)f5? 3.Q(R)~-f5+ and retrostalemate to Black; in case 2...e6×Bf5? wBf5 will not help to release retroknot) **3.Sc3-b5** and further, for example, after 3...**Sd4-e2 4.Se2-c3+** appears position A with 3 Knights out of retroknot (see next page).

A



Before move Se2-c3+

White Knights cannot get on square h8. For this purpose only the Queen or Rook are needed. If unpromotion of white Knight and black Knight on squares a8 and b1 and uncapture of white Queen on square b2 are occurred (for example, position B), then the next retroplay leads to retrostalemate: 1.Qb6-b2 a4-a3 2.Qd8-b6 a5-a4 3.Qh8-d8 a6-a5 4.h7-h8=Q a7-a6 5.h6-h7 h7×Sg6 6.Kh5-g5 and retrostalemate to Black. To get the missing Black tempomove, it is necessary unpromotion of the second white Knight on square c8 and uncapture the black Pawn on square c4 (for example, position C). Now the retroplay is possible: 1.Qe5-b2! a4-a3 2.Qb8-e5 a5-a4 3.Qh8-b8 a6-a5 4.h7-h8=Q a7-a6 5.h6-h7 h7×Sg6 6.Kh5-g5 c5-c4 7.Bg5-h4! Qf5-h3+ and retroknot is released. For transition from position A to position C it must be made an odd number of retromoves from both sides, since in position A Black's turn to retract the move and in position C the last retromove belongs to Black, too.

For Black:

– transition of black Knight from square d4 to square b1 – requires an odd number of retromoves;

– black Pawn a3 makes 2 retromoves (b2-b1=S and a3×Qb2) – even.

In all, for Black: odd + even = odd

Therefore, White has to make an even number of retromoves:

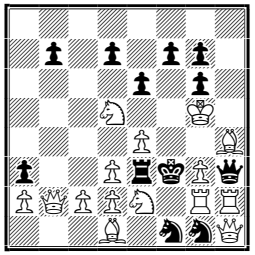
– transition of white Knight from square f5 to square c8 – even number of retromoves;

– wPb3 makes 5 retromoves (c7-c8=S, c4-c5-c6-c7, b3×Pc4) – odd;

– transition of white Knight from square g4 on square a8 – even.

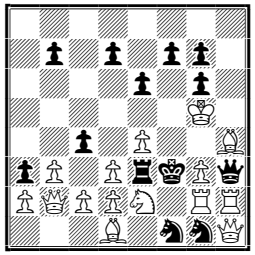
In all, for White without retromoves of wPa2: even + odd + even = odd Therefore, wPa2 makes an odd number (5) of retromoves: a7-a8=S, a2-a4-a5-a6-a7.

B



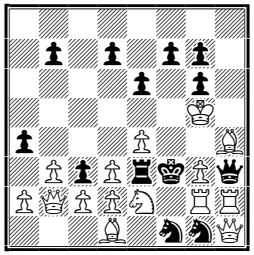
Before move a3×Qb2

C



Before move a3×Qb2

D



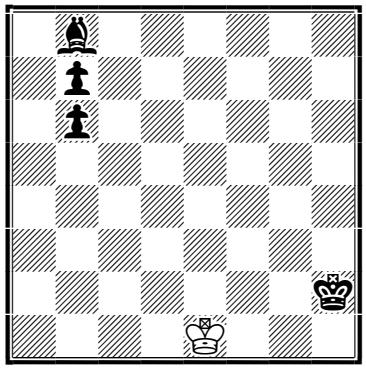
Before move c3×Qb2

If in position C black Pawns from a3 and c4 place to squares a4 and c3 (position D), the retroplay is also possible, but with another exact path of white Queen: 1.Qa3-b2 a5-a4 2.Qf8-a3 c4-c3 3.Qh8-f8 c5-c4 4.h7-h8=Q c6-c5 5.h6-h7 h7×Sg6 6.Kh5-g5 c7-c6 7.Bg5-h4 Qf5-h3+ and retroknot is released. At similar calculations, we get the same result: wPa2 makes an odd number of retromoves. So, the first move of wPa2 was move **a2-a4!**

For the first time, impossibility of losing tempo by promoted pieces was realized in hidden form – 3 promoted Knights are absent on the board. Bicolor quartex (QSSs). Variation RA.

Note. Bicolor quartex QSSs is realized for the first time. Earlier QQBs, QQss and QQqs (A-C) were realized.

H226-3 Baibikov, Dmitrij – **9.75** points
Strategems, 2017



-38 & #1 1+4
Anti-Circe Proca

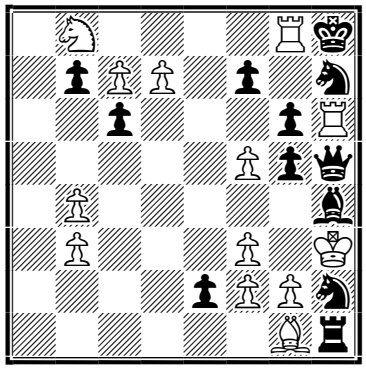
Retract:

1.♔e1×Pf2(+w♔e1) f3-f2+ 2.♔e2×Pd2(+w♔e1) f4-f3+ 3.♔e1-e2 d3-d2+ 4.♔e1×♖d1(+w♔e1) ♖d2-d1+ 5.♔f2×♘f1(+w♔e1) ♖d1-d2+ 6.♔e1-f2 ♖d2-d1+ 7.♔f3×♙g2(+w♔e1) ♙h3-g2+ 8.♔f2-f3 ♖d1-d2+ 9.♔e1-f2 ♖d2-d1+ 10.♔g4×♘f5(+w♔e1) ♙g2-h3+ 11.♔f3-g4 ♙h3-g2+ 12.♔f2-f3 ♖d1-d2+ 13.♔e1-f2 ♖d2-d1+ 14.♔h5×♙g6(+w♔e1) ♙h7-g6+ 15.♔g4-h5 ♙g2-h3+ 16.♔f3-g4 ♙h3-g2+ 17.♔f2-f3 ♖d1-d2+ 18.♔e1-f2 ♖d2-d1+ 19.♔g5×Ph6(+w♔e1) ♘g7-f5+ 20.♔g4-g5 ♙g2-h3+ 21.♔f3-g4 ♙h3-g2+ 22.♔f2-f3 ♖d1-d2+ 23.♔e1-f2 ♖d2-d1+ 24.♔g4×Pf5(+w♔e1) [Not 24.♔g4× ♖h5(+w♔e1)? ♙g2-h3+ 25.♔f3-g4 ♙h3-g2+ 26.♔f2-f3 ♖d1-d2+ 27.♔e1-f2 ♖d2-d1+ & forward defense: 1... ♖e5#] **24...♙g2-h3+ 25.♔f3-g4 ♙h3-g2+ 26.♔f2-f3 ♖d1-d2+ 27.♔e1-f2 ♖d2-d1+ 28.♔g4×♖h5(+w♔e1) ♙g2-h3+ 29.♔f3-g4 ♙h3-g2+ 30.♔f2-f3 ♖d1-d2+ 31.♔e1-f2 ♖d2-d1+ 32.♔c5×♙c6(+w♔e1)** [Not 32.♔c5×Pc6(+w♔e1)? c7-c6+!] **32...Bc7-b8+ 33.♔d6-c5 ♙d8-c7+ 34.♔e6-d6 ♘e8-g7+ 35.♔d5-e6 ♙~-c6+ 36.♔e4-d5 ♙e7-d8+ 37.♔e3-e4 ♘g3-f1+ 38.♔f2-e3 & 1.♔g1#.**

Two records are in an Anti-Circe Proca defensive retractor:
– the largest number (11) of uncaptures
– the length record for Rex Solus.

Also, Selfblock (bs), Model mate, Tanagra.

H226-4 Baibikov, Dmitrij – **9** points
MT "A. Troisky – 150", 2017
1st Prize



Last 41 single moves? 13+12

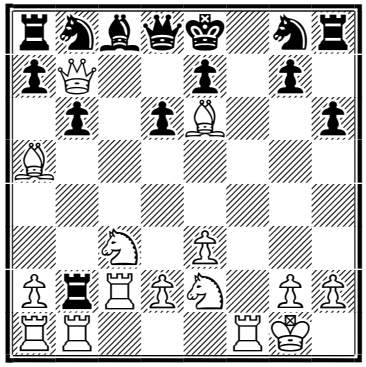
Sides' balances are closed.
– White: 13 (on diagram) + 3 (were captured by black Pawns: c×b(d), d7×c6 and h×g) = 16
– Black: 12 (on diagram) + 4 (were captured by white Pawns: a×b, e2×f3, h×g×f) = 16
Therefore, black Pawn a7 has promoted on square a1, and black Pawn c7 either has promoted on b1 or d1, or was captured by white Pawn on file b.
As balance of Black is closed, the last move of White was without capturing: 1.Rg7-g8+. And we see high-rise retroknot on squares f2, f3, f7, g1, g2, g5, g6, g7, h1, h2, h3, h4, h5, h6, h7, h8, which could be released only after retract retromove Qf3-h5. But before this retromove must be the following: one of the pieces has to stand on square g3 for screening white King from check by black Queen from square f3; white Pawn f3 must retract on square e2 in order to free the square f3 for black Queen, and before that wBf1 has to retract on its own square. Uncapture by white Pawn g4×Xf5 before releasing retromove Qf3-h5 leads to illegality, since diagonal f3-h5 will be closed by white Pawn, and further retromove g3-g4 leads to illegal position of wBg1.

Retro:

I phase. The purpose of the first phase – transition white Knight b8 on square f6 for possibility to unpin black Knight h7. At this time Black make tempomoves by Pawn. **1.Rg7-g8+ e3-e2 2.Sa6-b8 e4-e3 3.Sc5-a6 e5-e4 4.Se4-c5** (here was possibility en passant) **4...e7-e5! 5.Sf6-e4** and now black Knight h7 is unpinned **5...Sf8-h7 6.Sh7-f6+**
II phase. The purpose of the second phase – transition black Knight f8 on square a1 for unpromotion bP on file a and for possibility uncapture black light-squared Bishop and its transition on square c8. At this time White make tempomoves by Pawns. **6...Se6-f8 7.d6-d7 Sd4-e6 8.d5-d6 Sc2-d4 9.d4-d5 Sa1-c2 10.d3-d4 a2-a1S 11.d2-d3 a3-a2 12.a2×Bb3 Be6-b3 13.b3-b4 Bc8-e6 14.f4-f5** and now white light-squared Bishop is uncapture **14...c6×Bc6+**
III phase. The purpose of the third phase – transition white Bishop c6 on square f1 for possibility uncaptured black Knight f3 with simultaneous freeing the square f3. At this time Black make tempomoves by Pawn. **15.Bb5-c6 a4-a3 16.Bf1-b5 a5-a4** and now black Knight is promoted **17.e2×Sf3.**
IV phase. The purpose of the fourth phase – transition black Knight f3 on square g3 for retroscreening black Queen. At this time White make tempomoves by Pawn. **17...Sd4-f3 18.c6-c7 Sf5-d4 19.c5-c6 Sg3-f5** (retroscreen**) 20.c4-c5** and now retroknot is released **20...Qf3-h5 21.Rh5-h6** etc.

Phases of transformation and possibility of en passant – themes were discovered by Aleksey Troitsky – are realized in record of exact retroplay (41 single moves) for peculiar position: officers stand at the edge of the board, and Pawns are in inner small quadrate b2-b7-g7-g2.

H015-1 Dupont, Nicolas – **10.5** points
Die Schwalbe, 2017
Dedicated to Jorge Lois

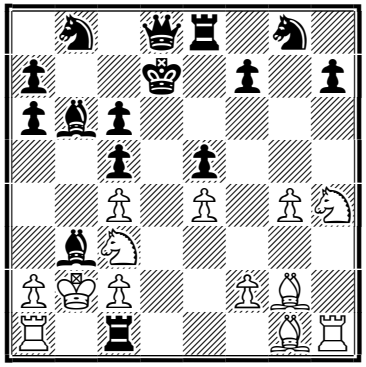


PG 26.0 C+ 15+14

1.e3 f5 2.♙c4 f4 3.♙e6 f3 4.♕:f3 d6 5.♘e2 ♕d7 6.O-O ♔d8 7.♕:f8+ ♕e8 8.♕f3 b6 9.♕b7 c5 10.f4 c4 11.f5 c3 12.f6 c:b2 13.c4 ♕d7 14.c5 ♔e8 15.c6 ♕d8 16.c7 ♙d7 17.c8=♖ h6 18.♖c2 ♙c8 19.♘bc3 b1=♖ 20.♙a3 ♖b2 21.♖fb1 ♕d7 22.f7+ ♔d8 23.f8=♖+ ♕e8 24.♖ff1 ♕d7 25.♙b4 ♔e8 26.♙a5 ♕d8

The black (King/Queen) couple interchanges 4 times onto initial squares, leading to the very first illustration of a double Lois theme. The symbolized notation, in the "future proof game" language, reads (LO & LO)(qk).

H015-2 Dupont, Nicolas – **10.5** points
WCCT, 2016
2nd Place

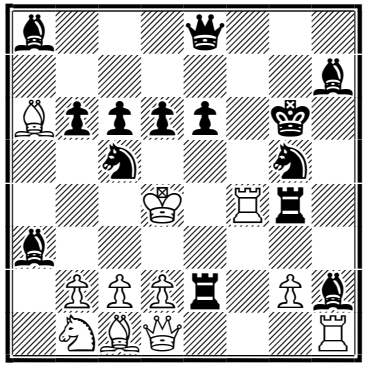


PG 25.0 C+ 13+15

1.e4 ♘c6 2.♕e2 ♖b8 3.♕a6 b:a6 4.♘f3 ♖b3 5.♘h4 ♖c3 6.b4 e5 7.b5 ♙c5 8.b6 ♘ce7 9.b7 ♙b6 10.b8=♘ c5 11.♘c6 d:c6 12.d:c3 ♙e6 13.♙f4 ♙b3 14.c4 ♘f6 15.♘c3 ♘d7 16.O-O-O g5 17.♖d3 g4 18.♖h3 g3 19.♔b2 g:h2 20.g4 ♘b8 21.♙g2 ♔d7 22.♖a1 h1=♖ 23.♙h2 ♖c1 24.♙g1 ♖e8 25.♖h1 ♘g8

Interchange of the original white Rooks coupled with interchange of the original black Knights, the whole without any capture on the way. The symbolized notation, in the "future proof game" language, reads IN(RR) & IN(ss).

H015-3 Dupont, Nicolas – **9** points
Strategems, 2016
Dedicated to Jorge Lois & Roberto Osorio

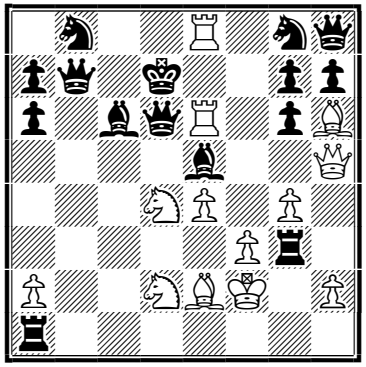


PG 32.0 C+ 11+14

1.f4 ♘f6 2.f5 ♘e4 3.f6 ♘g5 4.f:e7 f5 5.h4 ♔f7 6.e8=♖ f4 7.♖e6 f3 8.♖b6 a:b6 9.h5 ♖a4 10.h6 ♖g4 11.h:g7 h5 12.a4 h4 13.a5 h3 14.a6 h2 15.a7 h:g1=♗ 16.a8=♕ ♗h2 17.♕a4 ♘a6 18.♕c6 b:c6 19.♖a4 ♗a3 20.e4 ♘c5 21.♗a6 f2+ 22.♔e2 f1=♗+ 23.♔e3 ♗d3 24.e5 ♗h7 25.e6+ ♔g6 26.e7 ♗b7 27.e8=♘ ♗a8 28.♘d6 c:d6 29.♖f4 ♖e8+ 30.♔d4 ♖e2 31.g8=♗ ♕e8 32.♗e6 d:e6

Mono-color AUW where the 4 thematic captures lead to 4 impostor Pawns (each of them stands on a line which is not its original one, but could have been according to retro-analysis). As byproduct the diagram position shows no doubled Pawns.

H015-4 Dupont, Nicolas – **9** points
Die Schwalbe, 2017

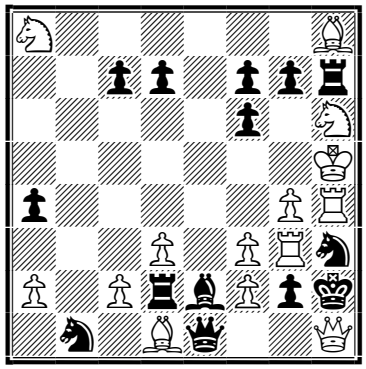


PG 30.5 C+ 13+15

1.d4 c5 2.d5 c4 3.d6 c3 4.d:e7 c:b2 5.c4 d5 6.c5 d4 7.c6 d3 8.c7 ♔d7 9.e8=♖ ♗d6 10.♖e6 ♗e5 11.♖a6 b:a6 12.e4 ♗b7 13.c8=♖ ♘e7 14.♖c6 ♖f8 15.♖g6 f:g6 16.♕h5 ♖f3 17.g4 ♖g3 18.f3 d2+ 19.♔f2 d1=♕ 20.♗h6 ♕d6 21.♘d2 ♕h8 22.♖c1 ♘g8 23.♖c8 ♘c6 24.♖e8 ♖c8 25.♘e2 ♘b8 26.♘d4 ♖c1 27.♗e2 ♖a1 28.♖c1 b1=♕ 29.♖cc8 ♗c6 30.♖e6 ♕b7 31.♖ce8

Each original white Rook performs twice the anti-Pronkin theme (on squares c8 and e8). As a bonus, each original black Knight performs the Switchback theme, the whole without any capture on the way. The symbolized notation, in the "future proof game" language, reads (AP & AP)(R,R) & SW(s,s).

H229-1 Frolkin, Andrey – **11.25** points
The 6th FIDE World Cup in Composing, 2018
1st Prize



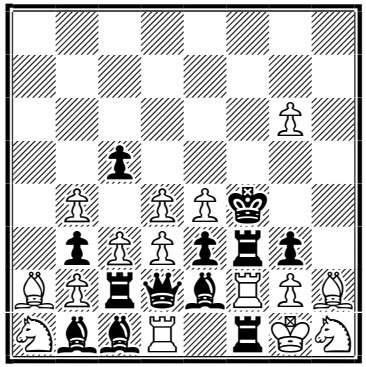
Release the position 14+14

The balances are closed; the cage is released through e7:f6; the black dark-squared bishop was captured by the white b-pawn, which was promoted on a8. First we retract - **1.♕f1-h1+**
Then we present the main plan. -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 (or -6...b6-b5 -7.b3-b4 ♙b4-a5 -8.b2-b3 ♙f8-b4, but this dual is unessential) -8.b2-b3 ♙f8-c5 and at this point -9.♔g5-h5 would release the position, but this retromove fails in view of illegal double check – the black ♘h3 provides an extra guard of the g5-square (obstacle). The obstacle is removed with the help of a foreplan.

Retract: **-1...♘c3-b1 -2.♘b6-a8 ♘e4-c3 - 3.♘d5-b6 ♘d6-e4 -4.♘f4-d5 ♘g5-h3** (-4... ♘g1-h3? -5.♘h3-f4+ ♘f5-d6 -6.♘g8-h6 ♘h6-f5 -7.♘e7-g8 ♔h1-h2 – no black piece is available for unpromotion on b1) **- 5.♘h3-f4+ ♘f5-d6 - 6.♘g8-h6 ♘h6-f5+ - 7.♘e7-g8 ♘e4-g5 - 8.♘d5-e7 ♘c3-e4 - 9.♘b6-d5 ♘b1-c3 - 10.♘a8-b6** and now the main plan works: **- 10...b2-b1=♘ - 11.a7-a8=♘ b3-b2 - 12.a6-a7 b4-b3 - 13.a5-a6 b5-b4 - 14.b4:♙a5 ♙b6-a5 - 15.b3-b4 ♙c5-b6 - 16.b2-b3 ♙f8-c5** and finally **- 17.♔g5-h5 e7:♙/♘f6+.** There are not enough moves for ♘h3 to get to h6 or for ♘h6 to get to h3; the promoted knights are replaced with original ones (pseudo-anti-Pronkin theme).

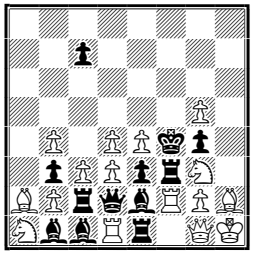
Most likely, this is the first-ever cage-based retro with "logical play" (a clear main plan and a clear foreplan).

H231-4 Le Gleuher, Thierry – **10.5** points
Die Schwalbe, 2018



109 last single moves? 15+12

1.... Re1×Qf1+ (only possibility since all the wPs are on the chessboard; uncapture a wB, wN or wR would not unlock the position anyway).
White captures: a3×b4, e×d, f3×e4, h4×g5(h3×g4)
Black capture: R×Qf1+
So, Black promotions: f7→f1=B, a7→a1=×, h7-h1=Y
Especially the second black Bishop on white square imposes a promotion on f1. As bPs never captured,
- The retro-move f3×e4 cannot occur until the bPf did not return on f4.
- Similarly, h5×g6 (or h4×g5, or h3×g4) is not permitted until the bPh (promoted) is not returned to h6 or h5, and a3×b4 as long as the bPa (promoted) is not returned to a4.
- e2×Pd3 is excluded during the retro-play because of the wBf1 and black promotion on f1, but also because it's not possible to uncapture a bP on d3 (bPd3 and wPd4 could not cross themselves).
- d2-d3 is also excluded because the wBh2 will not be able to return to c1.
- c2-c3 is also rejected as the wN is on a1.
Once we took the last forced retro-moves 1... Re1×Qf1+ 2.g5-g6 g4-g3 3.Ng3-h1+ c6-c5 4.Kh1-g1 c7-c6 5.Qg1-f1 (not 2... c6-c5 2.g4-g5 Kg5-f4 3. ???), we have the following position, where it's White to move (see next page):



White to move

The wNg3 is definitely pinned and the wK cannot leave h1, because Blacks should be retro-pat. The bRf3 cannot leave f3, because only the wQ could reach f3, square which she would have checked the bK.

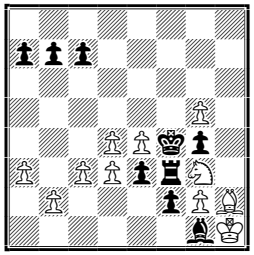
The South cage contains the squares a2, c2, d2, e2, f2, a1, b1, c1, d1, e1, f1, g1. We can maneuver inside the cage, but even if using f2-f1=B, we should release this cage bringing a bQ or bR on a1.

For that, we need first to replace the bBb1 by a wR, to replace it with a bQ, or replace the bBb1 by a wQ, which will be replaced itself in g1 by a bB. All this is very long.

Trying to get a bRa1 is 2 single moves too long (101 single moves would have been played, which doesn't match with the 50 moves rule).

Try: 1... Re1×Qf1+ 2.g5-g6 **g4-g3** 3.Ng3-h1+ **c6-c5** 4.Kh1-g1 **c7-c6** 5.Qg1-f1 Rf1e1 6.Re1-d1 Bd1-e2 7.Re2-f2 Rf2-f1 8.Rf1-e1 Qe1-d2 9.Rd2e2 Be2-d1 10.Rd1-d2 Bd2c1 11.Rc1-d1 Qd1-e1 12.Re1-f1 Bf1-e2 13.Re2-e1 Be1-d2 14.Rd2-e2 Qe2-d1 15.Rd1-c1 Rc1-c2 16.Rc2-d2 Bd2-e1 17.Re1-d1 Qd1-e2 18.Re2-e1 Be1-d2 19.Rd2-c2 Qc2-d1 20.Rd1-d2 Bd2-e1 21.Re1-e2 Be2-f1 22.Rf1-e1 Be1-d2 23.Rd2-d1 Bd1-e2 24.Re2-d2 Bd2-e1 25.Re1-f1 Rf1-f2 26.Rf2-e2 Be2-d1 27.Rd1-e1 Be1-d2 28.Rd2-d1 Bd1-e2 29.Re2-f2 Bf2-e1 30.Re1-e2 Be2-d1 31.Rd1-e1 Re1-f1 32.Qf1-g1 Bg1-f2 33.Qf2-f1 Rf1-e1 34.Re1-d1 Qd1-c2 35.Rc2-d2 Qd2-d1 36.Rd1-e1 Qe1-d2 37.Rd2-d1 Qd1-e1 38.Qe1-f2 Rf2-f1 39.Qf1-e1 Qe1-d1 40.Rd1-d2 Qd2-e1 41.Qe1-f1 Bf1-e2 42.Qe2-e1 Qe1-d2 43.Qd2-e2 Qe2-e1 44.Re1-d1 Rd1-c1 45.Qc1-d2 Qd2-e2 46.Re2-e1 Qe1-d2 47.Rd2-c2 Bc2-b1 48.Qb1-c1 Rc1-d1 49.Rd1-d2 Qd2-e1 50.Re1-d1 Bd1-c2 51.Qc2-b1 Rb1-c1 52.Qc1-c2 Qc2-d2 53.Qd2-c1 Qc1-c2 54.Nc2-a1 Ra1-b1 55.Bb1-a2 a2-a1=R (from 5.Qg1-f1 to 55.Bb1-a2 there are 101 single moves!!!).

Finally, try the unpromotion of the bB on f1 for more time to open the final cage, does not work. Indeed, it is quite easy to unpromote a bB on f1 before 99 moves with another bBg1, but it is forbidden, because after the retro-move f2-f1=B the cage of the bK no longer opens.



bK cage blocked

Avoiding to put a bB in g1, it is no longer possible to unpromote bBf1 in 99 single moves, having a soluble position. We need absolutely the wQ in e2 or e1, or a wR in e1 when the retro-move f2-f1=B occurs. The best we can do is: Try: retro : 1. ... as above, and 36... Rd1-c1 37.Rc1-c2 Bc2-b1 38.Rb1-c1 Rc1-d1 39.Rd1-d2 Qd2-e1 40.Qe1-f2 Rf2-f1 41.Qf1-e1 Qe1-d2 42.Rd2-d1 Bd1-e2 43.Re2-d2 Qd2-e1 44.Qe1-f1 Rf1-f2 45.Rf2-e2 Be2-d1 46.Qd1-e1 Re1-f1 47.Rf1-f2 Bf2-g1 48.Rg1-f1 Bf1-e2 49.Qe2-d1 Rd1-e1 50.Qe1-e2 Be2-f1 51.Qf1-e1 Be1-f2 52.Qf2-f1 Bf1-e2 53.Qe2-f2 **f2-f1=B**, but forced now :...54.Qf1-e2 Qe2-d2 and Whites are retro-pat!

Solution :

1. ... Re1×Qf1+ 2.g5-g6 g4-g3 3.Ng3-h1+ c6-c5 4.Kh1-g1 c7-c6 5.Qg1-f1 Rf1e1 6.Re1-d1 Bd1-e2 7.Re2-f2 Rf2-f1 8.Rf1-e1 Qe1-d2 9.Rd2-e2 Be2-d1 10.Rd1-d2 Bd2-c1 11.Rc1-d1 Qd1-e1 12.Re1-f1 Bf1-e2 13.Re2-e1 Be1-d2 14.Rd2-e2 Qe2-d1 15.Rd1-c1 Rc1-c2 16.Rc2-d2 Bd2-e1 17.Re1-d1 Qd1-e2 18.Re2-e1 Be1-d2 19.Rd2-c2 Qc2-d1 20.Rd1-d2 Bd2-e1 21.Re1-e2 Be2-f1 22.Rf1-e1 Be1-d2 23.Rd2-d1 Bd1-e2 24.Re2-d2 Bd2-e1 25.Re1-f1 Rf1-f2 26.Rf2-e2 Be2-d1 27.Rd1-e1 Be1-d2 28.Rd2-d1 Bd1-e2 29.Re2-f2 Bf2-e1 30.Re1-e2 Be2-d1 31.Rd1-e1 Re1-f1 32.Qf1-g1 Bg1-f2 33.Qf2-f1 Rf1-e1 34.Re1-d1 Qd1-c2 35.Rc2-d2 Qd2-d1 36.Rd1-e1 Qe1-d2 37.Rd2-d1 Rd1-c1 38.Rc1-c2 Bc2-b1 39.Rb1-c1 Rc1-d1 40.Rd1-d2 Qd2-e1 41.Qe1-f2 Rf2-f1 42.Qf1-e1 Qe1-d2 43.Rd2-d1 Qd1-e1 44.Qe1-f1 Bf1-e2 45.Re2-d2 Qd2-d1 46.Qd1-e1 Qe1-d2 47.Qd2-d1 Bd1-c2 48.Qc2-d2 Qd2-e1 49.Re1-e2 Be2-d1 50.Qd1-c2 Qc2-d2 51.Qd2-d1 Rd1-c1 52.Rc1-b1 Qb1-c2 53.Nc2-a1 Qa1-b1 54.Bb1-a2 a2-a1=Q 55.Na1-c2 a3-a2 99 single moves from 5.Qg1-f1 ... to ... 54.Bb1-a2 The retro-sequence of 109 single moves is unique.

Absolute record of the longest single retro-move sequence. This C27-109 problem take the record of the single moves section C (one King is in check), and is the record all sections. The previous record was my C26-102 (see T7 Phénix 265 septembre 2016 : NB6/Kp2p3/QRpkP3/rbp1p2p/RqP5/brP5/bPP5/NB6 102 last single moves?)