

The 9th World Championship in Composing for Individuals WCCI 2022-2024

Winners: Section H – Retros

1st Place Silvio Baier	2nd Place Dmitrii Baibikov	3rd Place Andriv Frolkin
40 Points	38 Points	37 Points
1. H001_6-1: 11.5 Points	1. H022_6-1: 10 Points	1. H005_6-1: 9.5 Points
2. H001_6-2: 10.5 Points	2. H022_6-2: 9.5 Points	2. H005_6-2: 9.5 Points
3. H001_6-4: 9 Points	3. H022_6-4: 9 Points	3. H005_6-3: 9 Points
4. H001_6-5: 9 Points	4. H022_6-6: 9.5 Points	4. H005_6-5: 9 Points

Other top entries:

Joachim Hambros, H028_6-1: 10.5 Points

H001_6-1:11.5 Points

Silvio Baier after Nicolas Dupont 19676v Die Schwalbe 2/2024 325 dedicated to Reto Aschwanden



PG in C+ (13+13)32.0 moves

1) Silvio Baier:

FEN: r1k1B1nr/1b2pp2/3bpp2/1qpPQ3/1B6/2PPP3/1P5K/RN2n1NR FPG notation: PR(R,R,r,r) & SW(S,s)

Pronkin theme with all four original rooks and additional switchbacks of a white and a black knight. Echoed technique including castling on both sides.

H001_6-2:10.5 Points Silvio Baier 11. WCCT 2022

1. place section H



 $\begin{array}{ccc} \mathrm{PG \ in} & \mathrm{C+} & (13{+}13) \\ \mathrm{30.0 \ moves} \end{array}$

2) Silvio Baier:

1.e4 f5 2.e5 Sf6 3.e:f6 e5 4.h4 e4 5.h5 e3 6.h6 e2 7.h:g7 h5 8.g8=Q h4 9.Qb3 h3 10.Qb6 a:b6 11.g4 Ra3 12.Bg2 Rc3 13.d:c3 h2 14.Bh6 f4 15.Kd2 e1=R 16.Sh3 Re5 17.Re1 h1=S 18.g5 Sg3 19.g6 Sf5 20.g7 Se7 21.g8=B Bg7 22.Bc4 d5 23.a4 O-O 24.a5 Kh8 25.a6 Sg8 26.a7 Qe7 27.a8=Q d:c4 28.Qa3 Ra5 29.Qc5 Ra8 30.Ra5 b:c5

FEN: rnb2rnk/1pp1q1b1/5P1B/R1p5/2p2p2/2P4N/1PPK1PB1/1N1QR3 FPG notation: CF(Q,Q,B) & PR(r,s)

2,5 times 11. WCCT theme with Allumwandlung+1.

H001_6-4:9 Points Silvio Baier

version (47) Die Schwalbe 2/2023 319



 $\begin{array}{ccc} \text{PG in} & \text{C+} & (13{+}14) \\ \text{29.5 moves} \end{array}$

4) Silvio Baier:

 $\begin{array}{l} 1.\text{Sc3 h5 } 2.\text{Se4 h4 } 3.\text{Sg3 h:g3 } 4.\text{h4 a5 } 5.\text{h5 a4 } 6.\text{h6 a3 } 7.\text{h7 a:b2 } 8.\text{a4 b1} = \text{S } 9.\text{a5} \\ \text{Sc3 } 10.\text{d:c3 } \text{d5 } 11.\text{Qd4 } \text{Qd7 } 12.\text{Qf6 } \text{d4 } 13.\text{Kd2 } \text{d3 } 14.\text{Ke3 } \text{d2 } 15.\text{a6 } \text{d1} = \text{Q } 16.\text{a7} \\ \text{Q1d5 } 17.\text{Bd2 } \text{Qf3} + 18.\text{e:f3 } \text{e:f6 } 19.\text{Bc4 } \text{Bb4 } 20.\text{Se2 } \text{Se7 } 21.\text{Rhc1 } \text{Rf8 } 22.\text{h8} = \text{Q} \\ \text{Sa6 } 23.\text{Qh1 } \text{Qh3 } 24.\text{Qd1 } \text{Bd7 } 25.\text{Sg1 } \text{O-O-O } 26.\text{a8} = \text{S } \text{c5 } 27.\text{Sc7 } \text{Sg8 } 28.\text{Sb5 } \text{Sc7} \\ 29.\text{Sa3 } \text{Se8 } 30.\text{Sb1} \end{array}$

FEN: 2krnrn1/1p1b1pp1/5p2/2p5/1bB5/2P1KPpq/2PB1PP1/RNRQ2N1 FPG notation: CF(q,s) & PR(Q,S) & SW(S,s)

2 times WCCT-11 theme (b1, d1) with corresponding Ceriani-Frolkin promotions (knight and queen promotions on b1 and d1, respectively); additional switchbacks of a white and a black knight to let the rooks (and one queen) pass (Klasinc).

H001_6-5:9 Points Silvio Baier

11. WCCT 2022 3.-4. place section H



PG in C+ (12+13)22.0 moves

5) Silvio Baier:

 $\begin{array}{l} 1.c4\ e6\ 2.c5\ Qg5\ 3.c6\ Ke7\ 4.c:d7\ c5\ 5.d8 = B + \ Ke8\ 6.Bb6\ a:b6\ 7.h4\ Ra4\ 8.h:g5\\ Rg4\ 9.Rh6\ c4\ 10.Rg6\ h5\ 11.a4\ h4\ 12.a5\ h3\ 13.a6\ h2\ 14.a7\ h1 = S\ 15.a8 = R\ Sg3\\ 16.R8a3\ S:f1\ 17.Rh3\ Sg3\ 18.f:g3\ c3\ 19.Kf2\ c:d2\ 20.Qf1\ d1 = Q\ 21.Rh1\ Qd8\ 22.Ke1\\ f:g6\end{array}$

FEN: 1nbqkbnr/1p4p1/1p2p1p1/6P1/6r1/6P1/1P2P1P1/RNB1KQNR FPG notation: CF(B,s) & PR(R,q) & SW(K,k)

2 times 11. WCCT theme with Allumwandlung and additional switchbacks of both kings (Klasinc on white's side) as well as switchback of the black Ceriani-Frolkin knight.

Dmitrij Baibikov 19338, *Die Schwalbe*, Heft 320, 2023



a) Last 10 single moves?b) What were the captures?Strictly growing men

Strictly growing men: Each unit must move further than it moved the last time (distances measured geometrically between square centers). This restriction also holds for the effect on the opponent's King (check only in case if the distance between the checking unit and opponent's King is longer than the distance of the last move of this checking unit).

Solution.

Retro: **1...Ke8×Qf8** (Just before this retromove was the next winning alternative: 0...Ke7 1.Qa8! Kf6 2.Qa1#) **2.Kd1×Rc2 Rh2-c2 3.Ke1-d1 Rh5×Rh2 4.Ra2-h2 Rh7×Rh5 5.Ra8×Qa2 Qg8-a2 6.Ra3×Ba8** and further 6...Qg1-g8 7.Ra7-a3 Be4-a8 8.Ra4-a7 Bb7×Pe4 9.e2-e4 Bc8-b7 10.Ra2×Ra4 Rh4×Pa4 11.Ra5×Ph5 Rb4×Ph4 12.Rg5×Pa5 Rg4×Pb4 13.Rb5-g5 (without uncapture!) Rc4×Pg4 14.Rf5×Pb5 Rc7×Pc4 15.c2-c4 Qc5×Sg1 (15...Qb6×Sg1? – illegal) 16.Rf2×Pf5 f7-f5 17.Rh2-f2 Qf2-c5 18.Qc5-f8 Qf6×Pf2 19.Qg5×Pc5 (19.Qe3×Pc5? – illegal) 19...Qc6×Bf6 20.Ba1×Sf6 Ra7-c7 21.Bd4-a1 Qe6×Bc6 22.Qe3×Pg5 Qd7-e6 23.Bb2×Pe5 Qd8-d7 24.Qc3-e3 Sg8-f6 25.Qd2×Bc3 e7-e5 26.Qd1-d2 Bh8×Sc3 27.Bc1-b2 Bd4-h8 28.Ra1-a2 Rh8-h7 29.Sb1-c3 Bg7×Pd4 30.d2-d4 Bf8-g7 31.Bh1×Sc6 Ra8-a7 32.Bd5-h1 Sb8-c6 33.Bg2×Pd5 d7-d5 34.Rh1-h2 c7-c5 35.Bf1-g2 h7-h5 36.h2-h4 g7-g5 37.g2-g4 b7-b5 38.b2-b4 a7-a5 39.a2-a4

Two records are in Fairy Retro:

- the length record for 'Last single moves?' problems for KK-position,
- the largest number (30) of exact uncaptures.

Dmitrij Baibikov

AA128, The Hopper Magazine, Issue 8, 2024



(3+13)
a) Last 63 single moves?
b) Which King visited squares a2, b6, f2, g6?
Start position: Ps instead of Bs and Ss
Contra Parrain Circe
Image = Grasshopper (G)
Image = Locust (L)
Image = Dabbaba (DA)
Image = (0,6)-Leaper (06)

 \bigcirc = Ubi-Ubi (UU)

Parrain Circe: captured units are reborn, but on completion of the move following the capture move. The length and direction of this following move is the same as the length and direction from the capture square to the rebirth square. If that square is occupied or does not lie on the board, the captured unit does not return. **Contra Parrain Circe**: as Parrain Circe, but the direction from capture to rebirth square is in the opposite sense to that of the subsequent move.

Locust: Moves along Queen lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Leapers: Pieces which move directly from one square to another, without passing through any other, even when there are other squares on a straight line between the starting and ending square of the move. **Dabbaba**: (0,2)-Leaper.

Ubi-Ubi: In one move it makes any sequence of knight jumps; a capture is possible only at the end.

Solution.

Retro: 1.Kc1-d1[+UUd7]# DAg7×UUe7 2.06h7-h1[+UUe7]+ Gg1×UUe1 3.Kb1-c1[+UUe1]+ g2×UUf1=L+ 4.Ka1-b1[+UUf1]+ f2×UUg1=G 5.06h1-h7[+UUg1]+ DAg5×UUg7 6.Ka2-a1[+UUg7]+ Ge4×UUg6 7.Ka3-a2[+UUg6]+ DAg3×UUg5 8.Ka4-a3[+UUg5]+ h5×UUg4 9.Ka5-a6[+UUg4]+ DAg1×UUg3 10.Ka6-a5[+UUg3]+ h3×UUg2 11.Ka7-a6[+UUg2]+ h2×UUg1=DA[+Lb8] 12.Kb6×La7[+UUg1]+ e3×UUf2[+La7]+ 13.Kc5×Lb6[+UUf2]+ d4×UUe3[+Lb6]+ 14.Kb4×Lc5[+UUe3]+ g5×UUf4[+Lc5]+ 15.Ka3×Lb4[+UUf4]+ h6×UUg5[+Lb4] 16.Kb3×La3[+UUg5]+ Kg4×UUf5 (16...Kg6×UUf5? 17.Ka2-b3[+UUf5] Kg7×UUg6[+La3]+ 18.Ka1×La2[+UUg6]+ Kf7×UUg7 19.Kb1-a1[+UUg7] Kg7×UUf7 20.Ka1-b1[+UUf7] and perpetual motion; 16...Kg6×UUf5[+Gc4]? 17.Kc4×Gb3[+UUf5]+Gb1×UUe4+ 18.Kd5-c4[+UUe4]+ e4×UUd3 19.Ke5-d5[+UUd3]+ b4×UUc3 20.Kf4-e5[+UUc3]+ a5×UUb4 21.Kg3-f4[+UUb4] b6×UUa5[+Ph4]+ 22.Kf2×Pg3[+UUa5] c7×UUb6[+Pg3]+ 23.Ke1×Pf2[+UUb6]+ and illegal check) 17.Ka4-b3[+UUf5]+ Kg3×UUg4[+La3]+ 18.Ka5×La4[+UUg4]+ Kg2×UUg3[+La4]+ 19.Ka6×La5[+UUg3]+ Kg1×UUg2[+La5]+ 20.Ka7×La6[+UUg2]+ Kf2×UUg1 21.Kb6-a7[+UUg1]+ (21.Kb6×Ra7[+UUg1]+? – illegal, since bRa7 later attacks square a2) 21...Ke2×UUf2[+La6]+ 22.Kc6×Lb6[+UUf2]+ Kd2×UUe2[+Lb6]+ 23.Kd6×Lc6[+UUe2]+ Kc2×UUd2[+Lc6]+ 24.Ke6×Ld6[+UUd2]+ Kb2×UUc2[+Ld6]+ 25.Kf6×Le6[+UUc2]+ Ka2×UUb2[+Le6]+ 26.Kg6×Lf6[+UUb2]+ Kb3×UUa2 27.Kf5-g6[+UUa2]+ Kb4×UUb3[+Lf6]+ 28.Kf4×Lf5[+UUb3]+ Kb5×UUb4[+Lf5]+ 29.Kf3×Lf4[+UUb4]+ Kb6×UUb5[+Lf4]+ 30.Kf2×Lf3[+UUb5]+ (wK visited a2, b6, f2, g6) 30...Kb7×UUb6[+Lf3]+ 31.Kf1×Lf2[+UUb6]+ Kc7×UUb7 32.Ke1-f1[+UUb7]+ and further 32...Kd7×UUc7 33.Kd1-e1[+UUc7]+ Ke7×UUd7 34.Kc1-d1[+UUd7]+ Kf7×UUe7 35.Kb1-c1[+UUe7]+ Kg6×UUf7 (and bK(!) visited a2, b6, f2, g6) 36.Ka2-b1[+UUf7]+ Kg5×UUg6 37.Ka3-a2[+UUg6]+ Kg4×UUg5 38.Ka4-a3[+UUg5]+ Kg3×UUg4 39.Ka5-a4[+UUg4]+ $Kh3 \times UUg3[+Bh3] 40.UUh1 \times Pg3[+06h1] + f4 \times 06g3$ etc.

KK-waltz on 4 parts of the board (NW/NE/SW/SE); long uncheck phase: at least 80 single moves with 40 White unattacks; Fairy intensified unpromotions (3...g2×UUf1=G, 4...f2×UUg1=L+, 11...h2×UUg1=DA[+Lb8]), systematic movement (KK) with turns and cross-checks are in exact retroplay (63 single moves); length record for 'Last single moves?' Fairy problems without using Fairy boards.

Dmitrij Baibikov

R383, Problem Paradise, Issue 107, 2024



Solution:

Everything is ready for #1: Retract $1.Ba3 \times Xb2 + \& 1.0-0#$. But retract $1.Ba3 \times Pb2 +$ leads to illegal position and retract $1.Ba3 \times Q(R,B)b2 +$ is legal, but retroknot on squares a1, a2, a3, a5, a6, a7, b1, b2, b3, b4, b5, b6, c1, c2, c3, c4, d3, d4, d7, e1 cannot be released without moving of wK and 1.0-0# in this case is illegal. All that remains is to retract $1.Ba3 \times Sb2 +$ and prove that the retroknot can be released without moving of wK.

After 1.Ba3×Sb2+ the balances of the sides are closed: W.: 12 (on board) + 4 (captured: $a5 \times b4$, $c4 \times d3$, $g4 \times h3$, $h3 \times g2$) = 16 B.: 15 (on board) + 1 (wPf captured black light-squared B) = 16

It follows that the retroknot can only be released by move b7-b6. But before that, bB must return home to square c8. It could not be captured on black square g3 $(f2 \times Bg3)$ – color effect. So, needs white unpromotion on e8 or g8 for uncapture bB by wPf. Trying immediately to uncapture this white promoted piece does not work, since 2 black pawns tempomoves will not be enough: R.: 1.Ba3×Sb2+ g4×Qh3 2.e3-e4 g5-g4 3.Qe6-h3 g6-g5 4.Qe8-e6 g7-g6 5.e7-e8=Q ?? 6.e6-e7 ?? 7.f5×Be6 etc. Therefore, for uncapturing white promoted piece needs another bP: h3×Xg2. For this needs to unpin bSb2 by missed white piece. Only wS can unpin at bSb2. So, R.: 1.Ba3×Sb2+ g4×Sh3. Now wS goes to b2, and Black at this time makes pawn tempomoves. 2.Sf4-h3 (2.Sf2-h3? g5-g4 3.Sd1-f2 Sa4-b2 4.Sb2-d1+ Sc5-a4 5.e3-e4 Se4-c5 6.h3-h4 Sg5-e4 7.h2-h3 Sh3-g5 8.e2-e3 Sg1-h3 and retrostalemate to White.) 2...g5-g4 3.Se6-f4 g6-g5 4.Sc5-e6 g7-g6 5.Sa4-c5 Sd1-b2 6.Sb2-a4+. Now bS goes to g1 for unpromotion, and White at this time makes pawn tempomoves. 6...Sf2-d1 7.e3-e4 Sh3-f2 8.e2-e3 Sg1-h3 9.h3-h4 g2-g1=S 10.h2-h3 h3×Qg2. Now wQ goes to e8 for unpromotion, and Black at this time makes pawn tempomoves. 11.Qa8-g2 h4-h3 12.Qe8-a8 h5-h4 13.e7-e8=Q h6-h5 14.e6-e7 h7-h6 15.f5×Be6. Now the 4th phase started. 15...Bd5-e6 16.f4-f5 Bb7-d5 17.f3-f4 Bc8-b7 18.f2-f3 b7-b6 etc.

So, after retraction 1.Ba3×Sb2+ Castling is legal.

Record: 19th Century Retractor (Help-retractor with 1 retraction only) with Castling as mating move in direct play and with longest as possible exact retroplay (36 single moves) for proving Castling rights. Phases transformation. Uncaptures and then unpromotions (bS, wQ).

 Dmitrij Baibikov

 13201, feenschach, Heft 256, 2024

 இஇஇ

 ▲ ▲ ▲ △ ④



Last 31 single moves? Grid Chess

Grid Chess: all moves and checks must end in a different grid square from where they start.

Solution:

A pawn needs to make at least 3 captures to reach the last line in Grid Chess, and White has only 2 units(= pawns) missing, while Black has 12 units on the board and at least 2 units captured by wPf7. It follows that all pawns missing on the board did not reach promotion squares and were captured earlier. So, the last move **R: 1...Sh2-f1#** was without capture. Now 2.e2-e3? is impossible, since wBe8 cannot be promoted. It is also impossible 2.Qg1×Sf2? Kg6-h7 3.Sf6-h5 etc., since in this case the balances of the sides are closed:

W.: 14 (on board) + 2 (captured: [Pb2], [Pc2] on Q-side) = 16

B.: 13 (on board) + 3 (captured: [Pa7] on Q-side, [Pg7] and [Bc8] by [Ph2]) = 16 and it follows from this that there was h2-h4×Pg5×Bf6-f7. But [Bc8] cannot be captured on square f6 – color effect. Therefore, only **2.f6-f7** remains. Now 2...Rg6×Xg4 is also illegal, since missing [Pb2], [Pc2] were captured on the Q-side.

There are 2 retroknots. One is on squares d2, e1, e3, f2, f3, f4, g2, g3, g4, h2 and it can only be released by move e2-e3. But before that, wBe8 must return home to square f1. Now it is inside the 2nd retroknot. It is on squares d7, e6, e7, e8, f5, f8, g7, h5, h7 and can only be released after move Kg6-h7. But square g6 is attacked by wBe8. Therefore, need a retroscreen on square f7. If try to do this by bS, then 2 white tempomoves will not be enough. For example: 2...c5-c4 3.g5×Sf6 Sd5-f6 4.h4×Pg5 Sc7×Pd5 5.c4×Bd5 Sb5-c7 6.c2-c4 Sd6-b5 7.?? Sf7-d6 8.?? Kg6-h7 9.Sf6-h5 etc. All that remains is to uncapture [Bc8] on square f7. Only wQf2 can do this, which must first be unpinned. 2...c5-c4 3.g5×Sf6. bS goes to square f2, and White at this time makes pawn tempomoves. 3...b6×Pc5! wP appeared and then

made 2 tempomoves. **4.c4-c5** (4.h4×Pg5? Sd5-f6 5.c4-c5 Sc3-d5 and retrostalemate to White.) **4...Sd5-f6 5.c2-c4 Sc3-d5 6.h4×Pg5 Sd1-c3 7.Qg1-f2** (7.Qf1-f2? - illegal) **7...Sf2-d1+.** Now wQ goes to square f7, and Black at this time makes pawn tempomoves. **8.Qf1-g1 b5-b4 9.Qc4-f1 c6×Pb5** A wB has appeared, which will come in handy later. **10.Qa4-c4 c7-c6 11.Qd4×Ba4!** sB appeared and then made 2 tempomoves. **11...a5-a4 12.Qf6-d4 a7-a5 13.Qf7-f6.** And now possible **13...Kg6-h7 14.Qg8×Bf7+! Kh7-g6 15.b4-b5!** Another tempomove. **15...Kg6-h7 16.Sf6-h5 Kh7-g6!** (16...h7-h6? – illegal, since the retroknot is not released!) and further, for example, 17.Se4-f6+ Bg6-f7 18.Sh5-g7 Rg7-e7 19.Sc3-e4 Bf7-g6 20.Sa4-c3 Kg6-h7 21.Sf6-h5 Kh7-g6 22.Se4-f6+ e7-e6 23. ~ Bb3-f7 24.Bh5-e8 ~ 25.Bf7-h5 ~ 26.Bc4-f7 ~ 27.Bf1-c4 ~ 28.e2-e3 etc. (The 1st wK move was 0-0-0)

Phases transformation with P-uncaptures for tempomoves (3...b6×Pc5 & 9...c6×Pb5 & 11.Qd4×Pa4), retrobattery play (7.Qg1-f2 Sf2-d1+) and piece-uncapture-piece for retroscreen on thematic line (14.Qg8×Bf7+) are realized in exact retroplay (31 single moves). Chameleon history of 2 zig-zag bPs (b7-b6×Pc5-c4 & c7-c6×Pb5-b4). Consecutive releasing of retroknots. Length record for 'Last single moves?' Grid Chess problems.

Additional note: a pawn cannot make 3 moves in a row in Grid Chess without capturing. Therefore, for lengthening tempoplay it is necessary to use pawn moves with capture and/or use more than 1 pawn for P-tempos. In this problem, both of these techniques are used in both phases: in each phase, tempomoves are made with 2 pawns and one of them makes at least 1 capture.

H005_6-1: 9.5 Points

Andriy Frolkin 21st Ukrainian Team Championship, 2023 Section H: Retros

1st place



a b c d e f g h q4rk1/2ppp2p/n1p2n2/rb6/2PK1b2/P5N1/1PPP3P/1NBQ3R 12+13 SPG 23.5 C+

Tourney theme:

A pawn captures a promoted piece and promotes. The capture and promotion can occur on the same move.

1.f4 a5 2.f5 a4 3.f6 Ra5 4.fxg7 f5 5.Kf2 Sf6 6.**g8=Q** f4 7.Qg3 f3 8.Ke3 Bh6+ 9.Kd4 Bf4 10.Qge1 f2 11.g4 <u>fxe1=S</u> 12.Bg2 Sd3 13.Bc6 bxc6 14.g5 Ba6 15.g6 Bb5 16.g7 Sa6 17.**g8=B** Qa8 18.Bb3 <u>axb3</u> 19.a3 0-0 20.Ra2 bxa2 21.*exd3* **a1=Q** 22.Se2 Qa2 23.Sg3 Qc4+ 24.*dxc4*

(Bold: thematic promotions; <u>underlined</u>: thematic captures; *italics*: captures related to the theme.)

Each of two thematic black pawns captures a promoted white piece (Q and B) and promotes (to S and Q); then both black promoted pieces are captured by the same white pawn ("captures related to the tourney theme").

H005_6-2: 9.5 Points

Andriy Frolkin Yoav Ben-Zvi MT 2022 1st Hon. Mention (improved version)



rnQq2nr/pppbp2p/3R4/7k/2PP1PB1/1PRpPN1P/P2N4/b4KB1 15+14 SPG in 24.5 moves C+

<u>Tourney theme:</u> **Clearance manoeuvres with pure motivation in a SPG.**

1.c4 f5 2.Qa4 f4 3.b3 f3 4.Bb2 fxg2 5.f4 Kf7 6.Sf3 g1=B 7.Bh3 Bb6 8.Rg1 d5 9.Rg6 Bf5 10.Rd6 g5 11.Qd7 g4 12.Qc8 g3 13.Bg4 g2 14.h3 g1=B 15.Kf1 Bgc5 16.Bd4 Bg7 17.Bg1 Be3 18.dxe3 d4 19.Sd2 d3 20.Rc1 Ba1 21.Rc3 Bd4 22.exd4 Bd7 23.Be6+ Kg6 24.e3 Kh5 25.Bg4+

This is an improved version of the original 1st Hon. Mention: several new features have been added. This version was not submitted to the tourney because back in 2022 it was impossible to computertest it within a reasonable period of time. Testing could be performed only when the solving program Stelvio became available.

There are several cases of clearance here:

1) a promoted black bishop (6...g1=B) clears the way for the original white dark-squared bishop, which then reciprocates (7...Bb6; 16.Bd4; 17.Bg1; 17...Be3);

2) a promoted black bishop (14...g1=B) clears the way for the original white dark-squared bishop, which then reciprocates (15...Bgc5; 16.Bd4; 17.Bg1; 21.Bd4);

3) the first promoted black bishop clears the way for the second promoted black bishop (7...Bb6; 15...Bgc5);

4) the original black light-squared bishop clears the way for the original white queen (9...Bf5; 11.Qd7; 12.Qc8);

5) the original black light-squared bishop clears the way for its white counterpart (22...Bd7; 23.Be6+); and finally,

6) the white Pd2 clears the way, by means of captures, for the white Pe2 (18.dxe3, 22.exd4; 24.e3).

Other features: Ceriani-Frolkin theme (capture of 2 black promoted bishops); "deviant" white pawn d4, which leaves its home file and then returns (d2xe3xd4); screening of g6 (23.Be6+ Kg6); switchback (25.Bg4+).

H005_6-3: 9 Points

Andriy Frolkin Yoav Ben-Zvi MT 2022 2nd Prize



1q2ks1b/2pb4/ppp4s/3p3p/4P2r/P4p1r/RP1P1P2/1SBQK1SR 12+15 SPG 21.0 C+

<u>Tourney theme:</u> **Clearance manoeuvres with pure motivation in a SPG.**

1.h4 f5 2.h5 f4 3.h6 f3 4.hxg7 h5 5.a3 Sh6 6.g8=B Bg7 7.Ba2 Rg8 8.c4 Bh8 9.c5 Rg3 10.c6 Rh3 11.g4 dxc6 12.g5 Sd7 13.g6 Sf8 14.g7 Bd7 15.g8=Q Qb8 16.Qb3 e6 17.Qb6 axb6 18.Bd5 Ra4 19.Ra2 Rah4 20.e4 exd5 21.Ba6 bxa6

A promoted white bishop clears the way for a promoted white queen (7.Ba2, 16.Qb3); then both promoted pieces are captured (17...axQb6, 20...exBd5) – Ceriani-Frolkin theme; also, cross-capture 17...a7xb6, 21...b7xa6.

H005_6-5: 9 Points

Andriy Frolkin *Die Schwalbe* Heft 316, August 2022, No. 19064, page 626 Commendation



nlkq1b2/QR1p1rp1/RPpK1p2/Brp2n2/1p6/pP5P/b1PPP3/1B6 12+15 Release the position

Black balance: 15 (pieces on the board) + 1 (axb) = 16. White balance: 12 + 2 (e7xd6xc5) + 1 (hxg>g1) + 1 (wPf was captured on its home file) [or hxgxf>f1] = 16.

Retract: -1...Se7xPf5#! -2.f4-f5 Qe8-d8 -3.f3-f4 Kd8-c8 -4.Rc7-b7! (f2-f3?/h2-h3?) a4-a3! -5.Rb7c7 Sc7-a8 -6.f2-f3 Se6-c7 -7.Rc7-b7 Sg5-e6 -8.Qb7-a7 Sf3-g5 -9.Ra7-a6 Sg1-f3 -10.Qa6-b7 g2g1=S -11.Rb7-a7 g3-g2 -12.Ra7-b7 g4-g3 -13.Rb7-c7 g5-g4 -14.Rc7-b7 g6-g5 -15.Rb7-c7 h7xPg6 -16.Rc7-b7 Kc8-d8 -17.Rb7-c7++ Kb8-c8 -18.Rc7-b7+ Qc8-e8 -19.g5-g6 Qb7-c8 -20.g4-g5 Qa8b7 -21.h2-h3 (g3-g4? – Rh1 would not be able to get home in subsequent retroplay) Kc8-b8 -22.Rb7-c7++ Kd8-c8 -23.Rc7-b7 Ke8-d8 -24.Rb7-c7 Qc8-a8 -25.Rc7-b7 Qd8-c8 -26.Rb7-c7 Qa8d8 -27.Kc7-d6 Sg6-e7 -28.Kd6-c7 Re7-f7+.

Release of the retrocage in several stages, with escape of bS from the cage for unpromotion, partial restructuring of the cage (exchange of places of wQa7 and wRa6, reshuffling of bK and bQ), double checks to the bK, and waiting moves (tempos).

H028_6-1: 10.5 Points



FEN: 2n5/pb3ppp/3p4/r1pq2b1/4k3/1P4P1/nPPPPP1P/1NBQKB2

Solution: 1.Nf3 Na6 2.Ne5 Rb8 3.Nxd7 Kxd7 4.g3 Ke6 5.Bg2 Kf5 6.Bxb7 Qd5 7.Ba8 Rb3 8.axb3 Nb4 9.Ra6 Na2 10.Rd6 exd6 11.Na3 Be7 12.Nc4 Bg5 13.Ne5 Ne7 14.Nf3 Re8 15.Ng1 Qxh1 16.Bg2 Bb7 17.Bf1 Nc8 18.Nh3 Re5 19.Nf4 Ra5 20.Nd5 c5 21.Nc3 Qd5 22.Nb1 Ke4

Comment by the judge, Thomas Brand:

A completely pure-of-aim, capture free knight rundlauf in 10 moves as impostor with return, i. e. a "virtual double impostor". This is very harmoniously combined with the black-white clearance play on the long diagonal a8-h1. Clearly worked out and strategically demanding theme with splendid interlocking of the white and black play – for me by far the best problem of this tournament.

Checked with Stelvio v2.5