

WFCC 70JT: Section G (Fairies)

Preliminary Award by Maryan Kerhuel

I have been much honored to receive the responsibility for judging this section.

51 entries have arrived, among which 13 problems were with an antagonistic stipulation (direct/self/reflex), 31 problems with a help play stipulation (help/helpself), 6 series problems, and 1 endgame study.

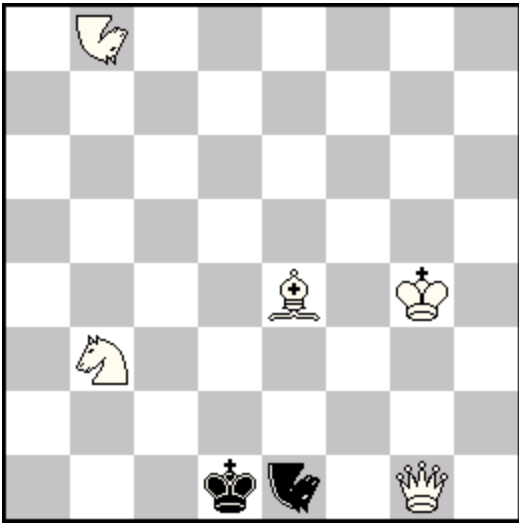
I have chosen to select entries showing rather complex solutions, either because of their length or their thematic play. The average level is high globally. Prizes have an additional aesthetic value.

It will appear clearly to any reader that the ranking of problems of all types has not been an easy task, mainly because of the variety of the stipulations, and more precisely because the comparison between problems with antagonistic play and problems with help play can easily give doubts to the judge of the tournament! On this particular point, the award reflects the personal taste of the judge. He cannot really evaluate the merits of the problems belonging to these two categories by referring to the same scale of “points”. (the criteria, like difficulty or originality, may be the same, but how do you compare a “difficult” direct mate problem and a “difficult” helpmate problem?).

Also the appraisal of long problems with few pieces was a source of embarrassment, because their existence relies most often on computer assistance, and so they should, in an ideal world, be judged separately, as they are competing with problems using less computer help. As we are not in an ideal world, I simply apply some "discount" when evaluating such problems.

Maryan Kerhuel
30-Sep-2026

1st Prize G06



R#68 ♞♟Nightriders (5+2) C+

But here the computer help is well hidden and the "discount" is not so important that it would deprive the problem from gaining the first place, because of the gap with the other entries

It appears that if the wK was on a8 there would be 1.Bb7 Kc2 2.Qa7 Ng5#

So let us see what kind of tortuous path the K takes to reach that square.

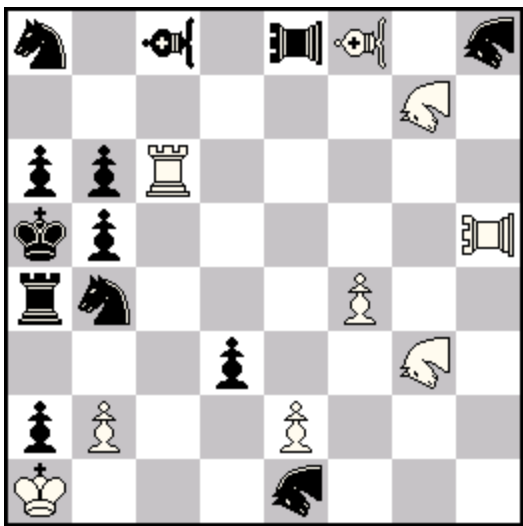
1.Nh5! Ke2 2.Nf4+ Kd1 3.Nd8 (3.Ne6? Ke2 4.Nd4+ Kd1 5.Nb5 Ke2 6.Nh8+ Kd1, but 5.Bc2 or 5.Bf3#)
3...Ke2 4.Nc6+ Kd1 5.Ne5 Ke2 6.Nc1+ Kd1 7.Nf7 Ke2 8.Nh8+ Kd1 9.Kf4 Ke2 10.Kf5+ Kd1 11.Kg6 Ke2 12.Kf6+ Kd1 13.Nf7 Ke2 14.Nc1+ Kd1 15.Ne5 Ke2 16.Nc6+ (16.Ng6+ Kd1 17.Nc8 Ke2 18.Na4+ Kd1 19.Nb6? but 19.Nc3#)
16...Kd1 17.Nd8 Ke2 18.Nf4+ Kd1 19.Nb6 Ke2 20.Sd4+ Kd1 21.Ke7 Kc1 22.Nc4 Kd1 23.Sb3 (23.Kd6? Kc1 24.Qxe1#)
23...Ke2 24.Ng6+ Kd1 25.Ne5 Ke2 26.Nc6+ Kd1 27.Nd8 Ke2 28.Nf4+ Kd1 29.Nb6 Ke2 30.Sd4+ Kd1 31.Kd6 Kc1 32.Nc4 Kd1 33.Sb3 Ke2 34.Ng6+ Kd1 35.Ne5 (35.Ne7? Ke2 36.Nc6+, but 36.Nc3#; 35.Nc8? Ke2 36.Na4+ Kd1 37.Nb2 Ke2 38.Nf4+ Kd1 39.Nh5 Ke2 40.Nb8+, but 37.Nc3#)
35...Ke2 36.Nc6+ Kd1 37.Nd8 Ke2 38.Nf4+ Kd1 39.Nh5 Ke2 40.Nb8+ Kd1 41.Kc6 Ke2 42.Kc7+ Kd1 43.Nh5 Ke2 44.Nf4+ Kd1 45.Nb6 Ke2 46.Sd4+ Kd1 47.Kb8 Kc1 48.Nc4 Kd1 49.Sb3 Ke2 50.Ng6+ Kd1 51.Ne5 (51.Ne7? 51.Nc8 Ke2 52.Na4+? Kd1 53.Nb6, but 53.Nc3#)
51...Ke2 52.Nc6+ Kd1 53.Nd8 Ke2 54.Nf4+ Kd1 55.Nb6 Ke2 56.Sd4+ Kd1 57.Ka8 Kc1 58.Nc4 Kd1 59.Sb3 Ke2 60.Ng6+ Kd1 61.Ne5 (61.Ne7?)
61...Ke2 62.Nc6+ Kd1 63.Nd8 Ke2 64.Nf4+ Kd1 65.Nh5 Ke2 66.Nb8+ Kd1 and now 67.Bb7 Kc2 68.Qa7 Ng5#

At first the bK oscillates between d1 and e2. White is obliged to give check when the bK is on e2. When the wN is on h8, White create two N/K batteries in a row, and the wK reaches f6 from g4 in 4 moves, and not in 2 moves. Then a long sequence of 10 moves is repeated 3 times (15. Ne5 to 24.Ng6+, 25.Ne5 to 34.Ng6+, 51.Ne5 to 60.Ng6+) and at one moment during the sequence the bK is obliged to oscillate once between d1 and c1 and, in the meantime, the wK can make one move without having to create a battery or fire a battery. Note that after the 40th white move the wN is back on b8 while the wK is on d6, and that the distance a8-d6 is the same as the distance d6-g4. Between the second and the third 10-moves sequence two things happen: a new battery is activated with wN on b8 and wK playing 41.Kc6 ...42.Kc7+, and a shorter sequence including the change of oscillation already seen via c1 (44.Nf4+ to 50.Ng6+) brings one more wK move. Altogether the K moves 10 times.

There is a very unusual feature here: two distinct strategies are applied several times to make precise moves available for the wK. A number of dualistic sequences fail due to the reflex obligation for White to play Nc3#, and two fail because of Q x e1# or Be2/Be3#. Also the wN performs many switchbacks.

A memorable problem!

2nd Prize G14



#2 (9+13) C+
♖♗ = Rook Lion
♘♙ = Bishop Lion
♚♛ = Nightrider Lion
SAT

1. Rd6? ~ 2. BLxb4# A
1... NLc5 a 2. NLxa6# B
(2.NLxa4/RLxb5+? bxa4/axb5!)
1... Sb~ (Sd5/Sc2) 2. Rxb6#
1... Sc6!

1. e4? ~ 2. NLxa6# B
1... NLc5 a 2. RLxb5# C
(2.NLxa4/BLxb4+? bxa4/Rxb4!)
1... Sc7 2. Rxb6#
1... NLb7!

1. f5? ~ 2. RLxb5# C
1... NLc5 a 2. NLxa4# D
(2.NLxa6/BLxb4+? Sxa6/Rxb4!)
1... Sc7 2. Rxb6#
1... RLb8!

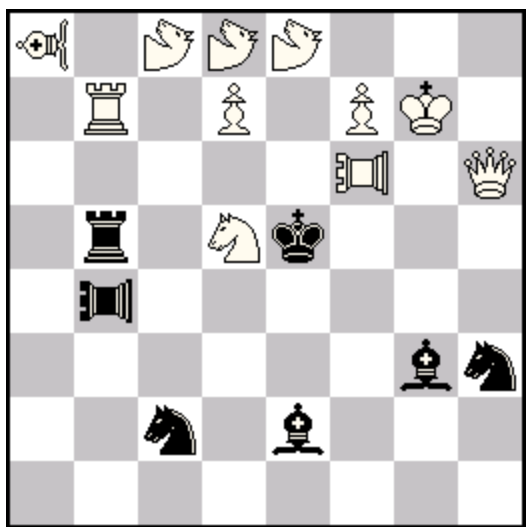
1. Re6! ~ 2. NLxa4# D
1... NLc5 a 2. BLxb4# A
(2.NLxa6/RLxb5+? Sxa6/axb5!)
1... RLe4 2. NLxa6# B
1... RLe5/BLf5 2. RLxb5# C
1... Ra3 2. Rxb6#

With SAT the rules of chess are radically modified: a K is submitted to a check only when it is legal for him to play on a flight square. For example, on the diagram the move wRxb6 gives check because the bK can play on b6. But Sxb6 parries! The bSa8 “guards square b6” in some way. On the diagram the bK is blocked by 5 black pieces, among which 4 thematic ones (namely Ra4, Sb4, pawns b5 and a6) “guard” cyclically a square occupied by another thematic piece, like Sa8 was “guarding” b6 in the example. But any move by these “guards” is forbidden because it would grant a flight square to the bK, whereas Sa8 was free to play. The tries and the keys of the solution offer a hurdle to one of the white x-Lion thematic pieces which can then set mate after a sacrifice on one of the occupied squares near the bK. The defense by 1...NLc5 is played on the square where all the thematic white lines cross. It defends against the sacrifice planned in the threat, but also eliminates the control of White on the square of the sacrifice, therefore the “guard” positioned on that square cannot move, and White take advantage of the situation and set mate by capturing on the square which is not “guarded” anymore by the paralyzed black piece.

All four thematic mates appear in the main play. There are specific motivations for the black moves 1...NLb7/RLb8! (refutations) and 1...RLe4/RLe5 (defenses in the main play).

Splendid 4-fold Ukrainian cycle (cyclic Le Grand theme) based on a very logical mechanism.

3rd Prize G31



#2 (11+7) C+

♖♗ = Pao
♜ = Vao
♘ = Rose

Primary Barnes try: if the wPao moves downwards or to a6 and b6 (1.PA~/PAa6/PAb6?), the following mates are threatened: 2.Qf6# A 2.Qe6# B 2.Qd6# C but 1...R(x)b6!

In three phases White corrects by protecting the mating piece from Rb6 but the number of threats is reduced to one because of white anti-dual effects resulting from the key move. These three phases constitute a complete Tertiary Threat Correction where the threats reappear as mates in variations progressively.

- 1.PAe6 !? [2.Qf6# A] Bh4!
- 1.PAd6 !!? [2.Qe6# B] and not 2.Qf6+ B? Ke4! because PAd6 and Qf6 both interfere with ROe8.
- 1...PAe4 2.Qf6# A B2 Somov
- 1...R x d5 2.ROc6# B2 Somov
- byplay:
- 1...Sd4 2.Qe3#
- 1...Sd4,Sg5 2.Q(x)g5#
- 1..Bg4 !
- 1.PAc6 !!! [2.Qd6# C] gives flight square d5. Not 2.Qf6+ A? Kxd5! nor 2.Qe6+ B? Kd4! because PAc6 and Qe6 both interfere with ROd8 and PAc6 interferes with VAa8.
- 1...Rxd5 2.Qf6# A changed
- 1...PAd4 2.Qe6# B B2 Somov
- 1...Kxd5 2.Rxb5# (not 2.Qd6+? Bxd6! the K opens a line for the Bishop).

Visual patterns: the threat piece follows the key piece (Magnet theme).

Chameleon echo between the double interference of ROe8 in one phase, of Rd8 in another, and more globally between the two following systems:

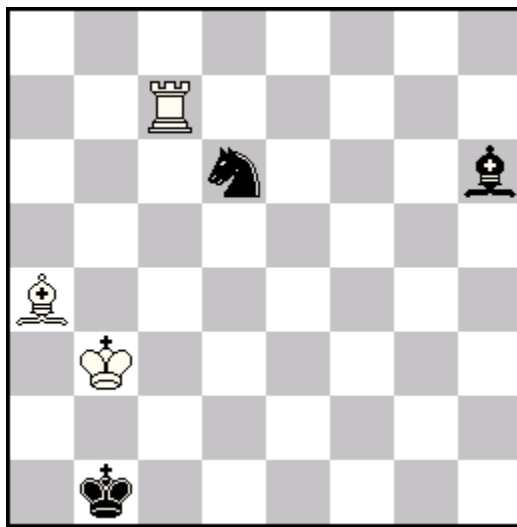
- 1.PAe6? [2.Qf6#] Bh4! and 1.PAd6? [2.Qe6# (2.Qf6? Ke4!)] PAe4 2.Qf6#
- 1.PAd6? [2.Qe6#] Bg4! and 1.PAc6! [2.Qd6# (2.Qe6! Kd4!)] Pad4 2.Qe6#

the first one being shifted by exactly one square to the left to give birth to the second one.

A thematically brilliant problem, blending modern themes (White Correction, TTC, Barnes) and old ones (Somov), with the addition of an artistic touch.

The whole story is derived from the position of the three Roses standing side by side!

4th Prize G07



#7 Anticirce (3+3) C+

1.Be8? [2.Ka2/Kb2#]

1...Sxe8(g8)!

The S is to be removed. This can be done by attacking it with the R, threatening RxS(Ra1)#. But 1.Rc6 makes Be8 impossible and White must first play an anticritical move to d7

1.Bd7? [2.Rc6 [3.Rxd6(Ra1)#]]

1...Bd2! 2.Rc6? Bc3! 3.Rxd6(Ra1)+ Bxa1(Bf8)!

White prepares the capture of Bd2

1.Rc2? [2.Bd7 [3.Rc6 [4.R x d6 (Ra1)#]]] the key creates a weakness because the R is within reach of the bK,

so 1...Sb5! 2.Bxb5(Bf1) Kxc2(Ke8)!

Solution :

1.Rc6! [2.Rxd6(Ra1#)] Ka1 (1...S any 2.R x h6(Ra1)# 1...Sb5 2.B x b5(Bf1) 3.Bd3+ Ka1 4.Ra6#)

2.Rc2 [3.Ra2+ Kb1 4.Ra1# Swiss theme] Kb1 with tempo gain for White

3.Bd7! Bg5/Bf4/Be3 (3....Bd2 4.R x d2(Ra1#)

4.Rc6 (Klasinc theme) Sb5/Sb7/Se4/Sf5

5.Be8! [6.Ka2/Kb2#] Bd2 and the B can defend against the threat by 6...Be1 !

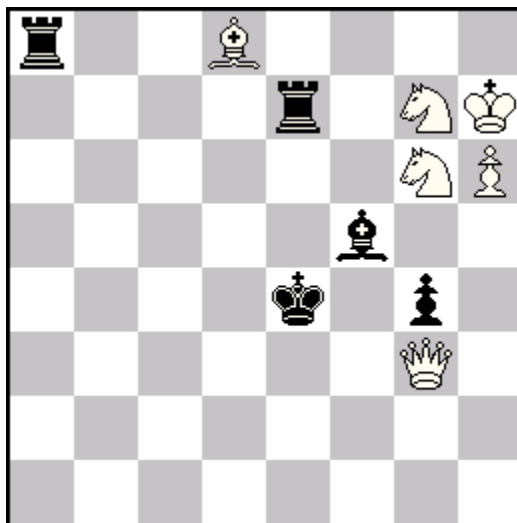
6.Rc1+ final sacrifice Bxc1(Bf8)

7.Kb2# model mate

Amazing succession of logical tries with six pieces only on the chessboard.

Besides the themes mentioned by the author, there are nice moves by the wR on column c, the first one, 1.Rc6!, with an antiZiel look.

5th Prize G38



HS#3.5

(6+5) C+

b) ♖d8→h3

a) 1... Kd5 2. Bb6! (Qc7? self-interference) Bd3! (Bb1/Bc2?) 3. Qc7 Re4 4. Se7+ Rxe7#

b) 1... Rc7! (Rb7/Rea7?) 2. Bf1! (Qg2? self-interference) Bd7 3. Qg2+ Ke3 4. Sf5+ Bxf5#

The comparison between the solutions reveals that:

1) Black preparatory moves are played by K,B,R in a) and R,B,K in b) (reverse order), while White play the same type of piece at the same moment.

2) wQ and wB play a complementary role to control flight squares with self-interference forcing the order of their moves and they exchange the colour of the squares controlled diagonally (bicolour echo).

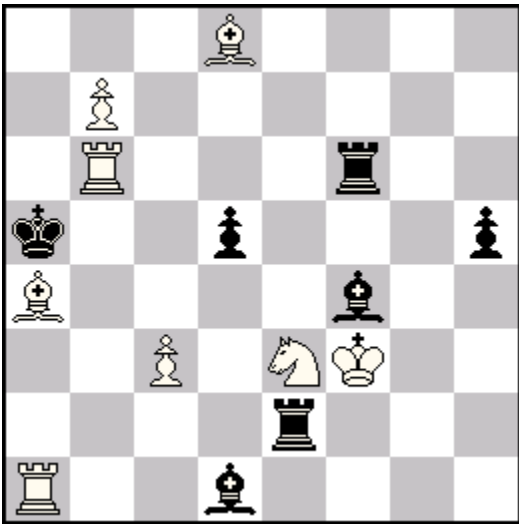
3) bR and bB play each a precise anticritical move followed by a battery creation by the other piece, with exchange of functions for them.

4) There is an unpinning of the wS which will check the bK and a pinning of the other wS on the mating move, with exchange of functions between the two wS.

5) Model mates

A very elegant work, with the usual theme of battery building being exposed at its best.

6th Prize G25

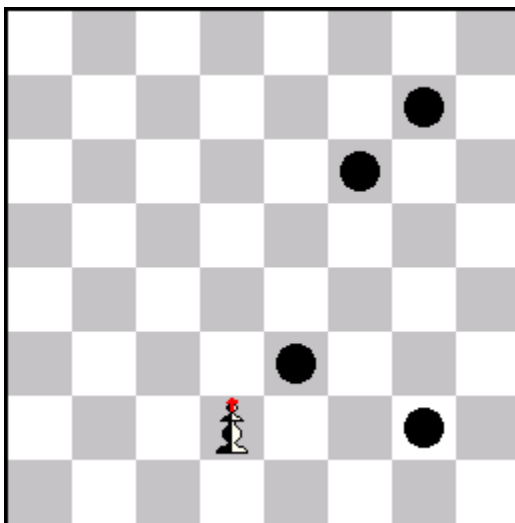


HS#3 (8+7) C+
Madrasi
b) ♖e3→e4

- a) 1.Sc2 Bh2 2.Bc7 d4 3.Be8+ Kxb6#
b) 1.Sd6 Rh2 2.Ra2 h4 3.Rc6+ Kxa4#

Excellent homogeneity between the two solutions with interesting tempo moves by the pawns. Five pairs of pieces exchange their functions : Ba4/Rb6, Bd8/Ra1, Bf4/Re2, Bd1/ Rf6 and d5/h5 these two pawns playing the tempo move in one solution (active function) and guarding a flight square in the other without having to move (passive function). There is a clear ODT echo because the moves B1, W2, W3, B3 are diagonal in the first solution and orthogonal in the second.

Special Prize G18



HS#5.5 (0+4+1) C+

● = Imitator e3, f6, g2, g7

♙ = Royal Neutral Pd2

**Sentinelles Pion Neutre
(No promotion to Imitator)**

b) ●g2→f3

c) ●g2→e4

d) ●g7→h4

Popeye accepts this problem, but not Winchloe, because the former rejects any clash between a Sentinelles pawn and the Imitator. After a move, the birth of the pawn takes place first, the Imitator move comes next and cannot overlap the pawn (that rule does not apply to the capture of the King).

a) 1...nrPd2-d1[Ie2,f5,g1,g6]=**nrB** 2.nrBd1-b3[Ic4,d7,e3,e8] nrBb3-c2[Id3,e6,f2,f7][+nPb3] + 3.nrBc2-d3[Ie4,f7,g3,g8][+nPc2] nPc2-c1[Ie3,f6,g2,g7]=**nQ** 4.nQc1-b2[Id4,e7,f3,f8] nQb2-a1[Ic3,d6,e2,e7][+nPb2] 5.nPb3-b4[Ic4,d7,e3,e8] nrBd3-b1[Ia2,b5,c1,c6][+nPd3] 6.nQa1-a2[Ia3,b6,c2,c7] nQa2-a3[Ia4,b7,c3,c8][+nPa2] #

b) 1...nrPd2-d1[Ie2,f5,f2,g6]=**nrQ** 2.nrQd1-d2[Ie3,f6,f3,g7] nrQd2-b2[Ic3,d6,d3,e7][+nPd2] 3.nrQb2-c2[Id3,e6,e3,f7][+nPb2] nPd2-d1[Id2,e5,e2,f6]=**nS** 4.nrQc2-a4[Ib4,c7,c4,d8][+nPc2] nrQa4-c4[Id4,e7,e4,f8][+nPa4] 5.nrQc4-d4[Ie4,f7,f4,g8][+nPc4] nrQd4-e3[If3,g6,g3,h7][+nPd4] 6.nrQe3-a3[Ib3,c6,c3,d7][+nPe3] nrQa3-b3[Ic3,d6,d3,e7][+nPa3] #

c) 1...nrPd2-d1[Ie2,f5,e3,g6]=**nrS** 2.nrSd1-b2[Ic3,d6,c4,e7] nrSb2-d1[Ie2,f5,e3,g6][+nPb2] 3.nrSd1-c3[Id4,e7,d5,f8] nPb2-b1[Id3,e6,d4,f7]=**nr** 4.nRb1-d1[If3,g6,f4,h7] nRd1-d2[If4,g7,f5,h8] 5.nRd2-a2[Ic4,d7,c5,e8][+nPd2] nrSc3-b1[Ib2,c5,b3,d6][+nPc3] 6.nPd2*c3[Ia3,b6,a4,c7] nRa2-a3[Ia4,b7,a5,c8][+nPa2] #

d) 1...nrPd2-d1[Ie2,f5,g1,h3]=**nrR** 2.nrRd1-a1[Ib2,c5,d1,e3] nrRa1-a2[Ib3,c6,d2,e4] 3.nrRa2-a4[Ib5,c8,d4,e6][+nPa2] nPa2-a1[Ib4,c7,d3,e5]=**nB** 4.nrRa4-c4[Id4,e7,f3,g5][+nPa4] nrRc4-c5[Id5,e8,f4,g6][+nPc4] 5.nrRc5-d5[Ie5,f8,g4,h6][+nPc5] nrRd5-d3[Ie3,f6,g2,h4][+nPd5] 6.nrRd3-a3[Ib3,c6,d2,e4][+nPd3] nrRa3-b3[Ic3,d6,e2,f4][+nPa3] #

- Double AUW (a royal one by the same pawn, and a non-royal one in 4 different columns), cyclically arranged!

- Two pairs of mating moves with the same starting and ending square (a2-a3 and a3-b3).

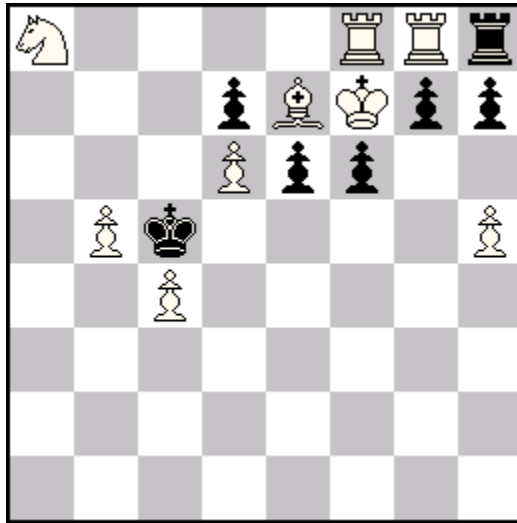
- In solutions b) and d) the choice of the non-royal promotions is forced by the sole reason to avoid negative effects of the other possible promotions (in other words, promotions to dummies would work as well).

Among the similarities between a) and c) on one side, b) and d) on the other, note that a non royal piece mates in the first pair, and that a royal piece mates in the second. So we have a light HOTF structure.

A lot of computer help has probably been necessary to assign the Imitators at the right place, and the "discount" mentioned in the introduction results in a special prize being given.

This futuristic work features two AUWs, without the help of conditions like Madrasi or Isardam, and with Imitators playing an enormous role.

1st Honourable Mention G01



HS#6

(9+7) C+

A fairly visible maneuver by the white Rs will put the black R in action.

1.Rb8 e5 2.Rgd8 Re8 3.Bxf6 Re6 4.Rg8 Kxd6 5.Rbf8 Re8 tempo 6.Be7+ Rxe7#

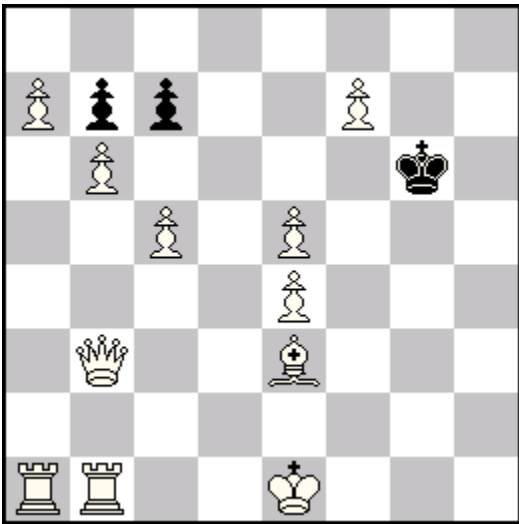
The appellations Klasinc-Bristol and Klasinc-Loyd have become well-known.

This problem presents new developments which are listed by the author:

- Reciprocal 2-1/1-2 Klasinc (first presentation in orthodox hs#)
- 2-in-1 white/black Klasinc (2 wRs open a line for bR and return to their previous squares)
- 1-in-2 black/white Klasinc (bR opens a line for 2 wRs and returns to its previous square)
- Invisible Klasinc (first double presentation in orthodox hs#)
- Bristol form: wRf8 vacates f8 and opens wRg8 for g8-d8-g8 maneuver.
- Normal form: wBe7 vacates e7 and opens bRe8 for e8-e6-e8 maneuver.
- Cyclic Klasinc: wRf8 → wRg8 (Invisible Klasinc, Bristol form), wRg8 → bRh8 (part of 2-in-1 white/black Klasinc), bRh8 → wRf8 (part of 1-in-2 black/white Klasinc).

Well done.

2nd Honourable Mention G17



HS#7 (11+3) C+

b) ♖f7→g7

c) ♔g6→c8

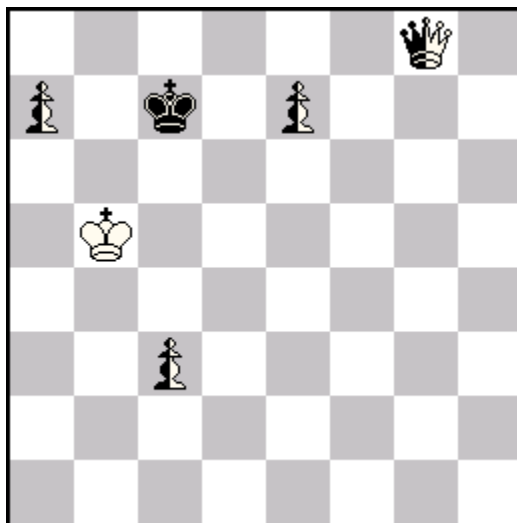
a): 1.bxc7 b5 2.f8R! b4 3.Rf4 Kh6 4.Qf7 b3 5.Rd1 b2 6.Rc1 bxc1Q 7.Rf1+ Qxe3#

b): 1.g8B! c6 2.Bd5 cxd5 3.Kf2 d4 4.Rh1 dxe3+ 5.Kg1 e2 6.Rf1 e1Q 7.Qg3+ Qxg3#

c): 1.f8S! cxb6 2.Se6 bxc5 3.Sd4 cxd4 4.Rb2 dxe3 5.0-0-0 e2 6.Rb1 e1Q 7.Qc3+ Qxc3#

Mixed AUW. The Excelsior marches and the epaulette echo mates are not surprising but secure homogeneity. White Bristol in a) and b) and Klasinc with castling in c).

3rd Honourable Mention G22



HS#3.5 (1+1+4) C+

♔ ♚ = Neutral pieces
Circe Power Transfer

b) ♔g8→f8

With Circe Power Transfer if the rebirth square of a piece (except a King) is occupied then that piece moves like the one on the rebirth square. Otherwise it moves normally.

Here again the black King sets mate:

a) 1...b4 the pawn moves like a K and goes backwards

2. a8=nS+! nSd8 the S moves like a Q and performs a critical move

3. nQf8 the nQ will guard b4

3...Kc8

4. exd8=nQ+ Kb7# the pawn b4 playing as a K is able to capture the wK

b) 1...Kb7

2. e8=nR nQa3

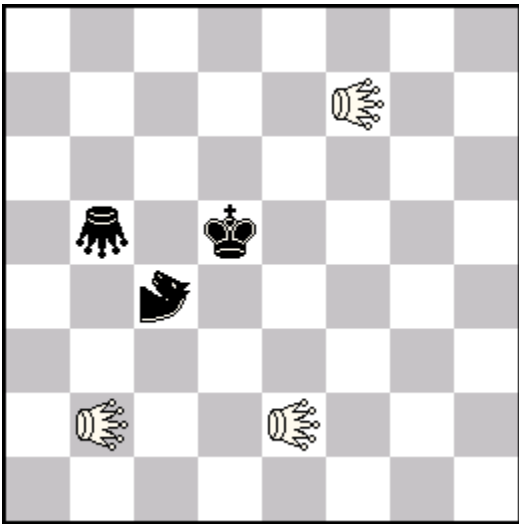
3. c4 nRg8! the nR is positioned to soon guard... c4

4. a8=nB+ traditional block of a nB in the corner (4.a8=Q+?)

4...Kc7# switchback of the bK

Very subtle neutral AUW, after an excellent twinning.

4th Honourable Mention G03



H=11 4 Solutions (3+3)

 = Sparrow

 = Grasshopper

 = Kangaroo

1.Ke6 KAa6 2.Gb1 KAb3 3.SPb6 KAf6 4.Ke5 KAa1 5.Kd4 KAe5 6.Kc3 KAf6 7.Kb4 KAb7
8.Kb3 KAb2 9.Ka2 KAg7 10.Ka1 KAd4 11.SPa2 KAc3=

1.Gd3 KAb5 2.Gd6 KAb3 3.Kc6 KAb1 4.Gb6 KAb7 5.SPd5 KAe4 6.SPb4 KAb7 7.Gb8 KAf3
8.Kb6 KAb7 9.Ka7 KAg2 10.Ka8 KAd5 11.SPa7 KAc6=

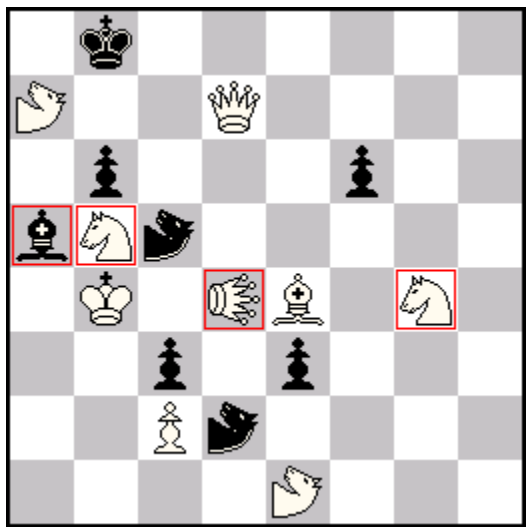
1.Kd6 KAa6 2.SPf6 KAg6 3.SPe6 KAc6 4.Gd7 KAf6 5.Ke7 KAc7 6.Kf7 KAg7 7.Kg8 KAh8
8.Gh7 KAe5 9.SPe7 KAd4 10.Kh8 KAc3 11.SPg8 KAf6=

1.Ge5 KAb3 2.Ke4 KAe6 3.Ke3 KAa2 4.Ge2 KAd5 5.SPc3 KAf3 6.Kf2 KAg2 7.Kg1 KAh1
8.Gh2 KAe4 9.SPe2 KAd5 10.Kh1 KAc6 11.SPg1 KAf3=

4-fold exact and beautiful echo in four corners, obtained without any twinning.

An additional idea, always welcome when the main theme has become familiar, is almost completed here: in three solutions, but not in the second one, a KA visits the same corner as does the black K a few moves later.

5th Honourable Mention G28



S#3 3 Solutions (9+8) C+

= Paralysing piece

  = Camel

 = Lion

In this problem the CAd2 must be paralyzed, and the CAc5 left free to move.

1.pLlb2! zz

1...CAxb2 **a** 2.CAxb2 **A** CAd2~ 3.CAbc5+ bxc5#

1...CAd8 **b** 2.CAf4 **B** CAd8~ 3.CAfc5+ bxc5#

1...CAf4 **c** 2.CAd8 **C** CAf4~ 3.CAdc5+ bxc5#

1.pLld8! zz

1...CAb2 **a** 2.CAf4 **B** CAb2~ 3.CAfc5+ bxc5#

1...CAxd8 **b** 2.CAxd8 **C** CAd2~ 3.CAdc5+ bxc5#

1...CAf4 **c** 2.CAb2 **A** CAf4~ 3.CAbc5+ bxc5#

1.pLlf4! zz

1...CAb2 **a** 2.CAd8 **C** CAb2~ 3.CAdc5+ bxc5#

1...CAd8 **b** 2.CAb2 **A** CAd8~ 3.CAbc5+ bxc5#

1...CAxf4 **c** 2.CAxf4 **B** CAd2~ 3.CAfc5+ bxc5#

Either CAe1 (via b2 or f4) or CAa7 (via b8) must sacrifice on c5.

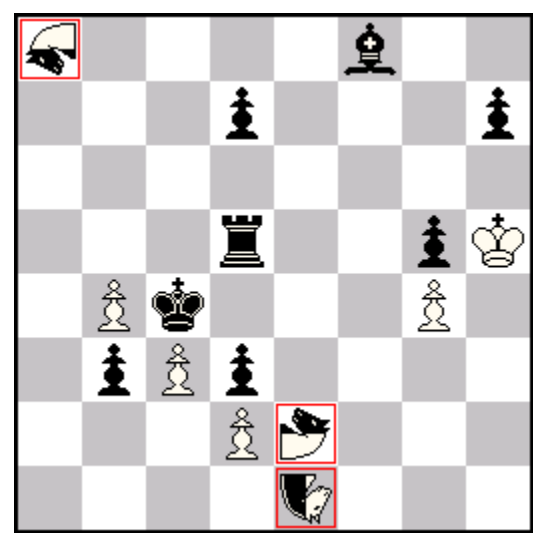
In each solution the LId4 paralyzes the CAd2 and occupies one thematic square on the path of the wCAs. If the CAc5 captures the key piece it must be immediately captured in return, and the CAd2, on zugzwang, abandons the guard of c5. If the CAc5 plays on one of the two other thematic squares it must not be captured because of stalemate, so the CAe1 plays on the thematic square left empty and again, on zugzwang, Black cannot preserve the guard of c5.

So we have a complete 3x3 Lacny theme when we confront move B1 and move W2. But also another one when we confront move B1 and move W3, and that extends the theme!

A clever mechanism.

The image of the mate is unique, which is not bothering too much in a selfmate problem.

6th Honourable Mention G16



HS#2.5 (5+8+3) C+

b) ♞a8→c8

c) ♞a8→f4

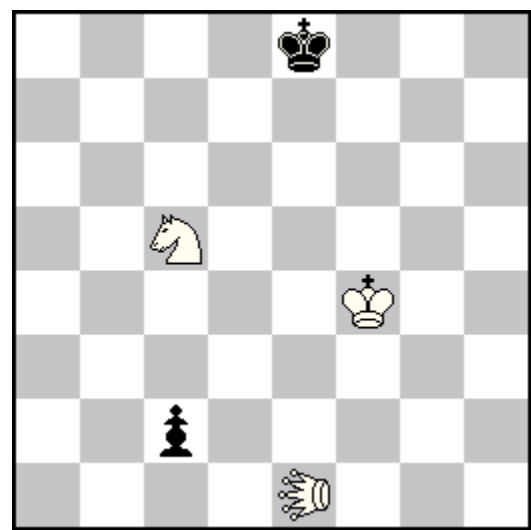
- = Half-Neutral piece (HN)
- ♞ = Nightrider (N)
- ♜ = Camelrider (CR)
- ♝ = Zebrarider (ZR)

Square b5 must be guarded.

- a) 1...HNZRnc5(B) 2.HNNnf3(W) HNZRf7(N) 3.HNCRnb1(W)+ HNZRnxb1(B)#
- b) 1...HNNnc2(B) 2.HNCRnh3(W) HNNxg4(N) 3.HNZRnf6(W)+ HNNnxf6(B)#
- c) 1...HNCRnf5(B) 2.HNZRnh1(W) HNCR e8(N) 3.HNNng2(W)+ HNCRnxc2(B)#

Only the half-neutral pieces play.
Cyclic exchange of functions between them.
Extreme homogeneity, on the other hand not much complexity.

7th Honourable Mention G45



(3+2) C+

 **Bul Grashopper (GB)**

a) diagram : h#4 2 solutions

b)  e8→h7: h#3.5 2 solutions

c)  e8→d6: h#4 1 solution

a)

1.c1=Q+ Kf5 2.Qc3 GBb4(Qc6) 3.Kf8 GBd6(Se7) no check by the GB because the S, having no hurdle available, cannot proceed with the requested G move 4.Qe8 Kf6# specific mate by the K providing that hurdle.

1.c1=B+ Ke4 2.Bg5 GBe5(Ke6) 3.Be7 GBb5(Sf8) 4.Bd8 Sd7#

2 echo chameleon ideal mates where the GB captures the bK

b)

1...Sd3 2.c1=S GBb1(Sg5) 3.Kh6 Kg4 4.Sh7 GBe4(Sf5)#

1...Se4 2.c1=R GBe5(Sg4) 3.Rc8 Kg5 4.Rh8 Sf6#

2 echo chameleon ideal mates with the S capturing the bK

c)

1.c1=GB Ke3 2.GBf4(Kb6) Se4+ 3.GBc7(Kb8) GBe5(Se6)+ 4.Ka8 S x c7#

The cherry on the cake: this solution supplements the work with a fairy promotion in GB. The latter disappears in the end, allowing a new ideal mate.

Of course the twinning method is disputable, but this super AUW, with distinct 3 mate images, in tanagra format, merits to be seen in the award.

(8+11)

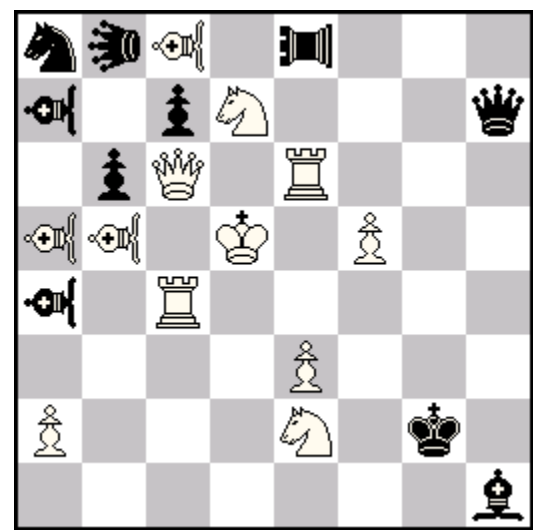
(Moves like a Grasshopper, but makes a Knight leap of about 27° (either way) after passing over the hurdle.)

b) - h3

b) 1...Re8 2.Re3 Bd2 3.Bd5 Qd6 4.h8=Q+ BExd5(BEd1)#

Quite a complex problem.

9th Honourable Mention G35



R#2 (12+10) C+
Leo = Leo
Pao = Pao
Vao = Vao

Checkless Chess

This problem has a thematic key and a thematic threat.

1.e4! [2.e5 Kf1# (Re4?)] Key gives 4 flights

1...Kf1 2.a3 VAb3# (R~?)

1...Kf2 2.Sxb6 Sxb6# (Qxb6?)

1...Kh2 2.VAxc7 Sxc7# (Qxc7?)

1...Kh3 2.f6 Qh5# (Qf5?) (Re5? Se5?)

1...Kf3 2.e5 Ke3# (Re4?)

1...PAxe4 2.Kxe4 Qxf5# (Kxf5?)

1...bxa5 2.Kc5 Sb6#

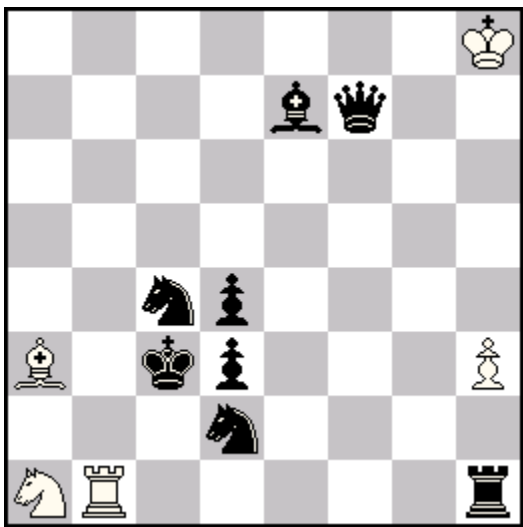
1...LExb5 2.Qd6 c5#

Precise play after 6 specific variations where defenses by White are prevented by the Checkless Chess rule.

The following non thematic try illustrates the complexities of Checkless Chess:

1.Sxb6(Sxb6/Sf8)? [2.Rd6 or Rh6 Qxf5#] Qh6! (best defense) 2.VAb7? with the intention to forbid any move by the wQ, but after 2...Sxb6 3.Qxb6 is playable because it sets mate to the bK!

10th Honourable Mention G19



HS#3.5 (5+8) C+

Madراسي

b) ♖h1→g1

a)

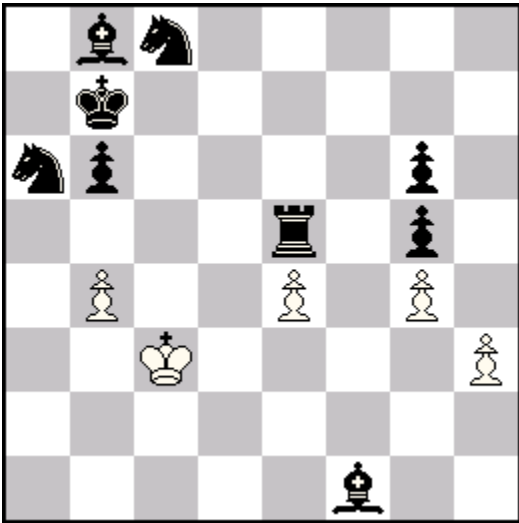
1...Sd2-f1 2.Rb1-b4 Be7-h4 3.Rb4-b1 (switchback) Rh1xh3 4.Ba3-b4+ Bh4-e7# (switchback)

b)

1...Sc4-d6 2.Ba3-c1 Rg1-g7 3.Bc1-a3 (switchback) Be7-f6 4.Rb1-c1+ Rg7-g1# (switchback)

Three pairs of pieces exchange their functions: both bSs, bR and bB, wR and wB.
Very elegant.

Commendation G50

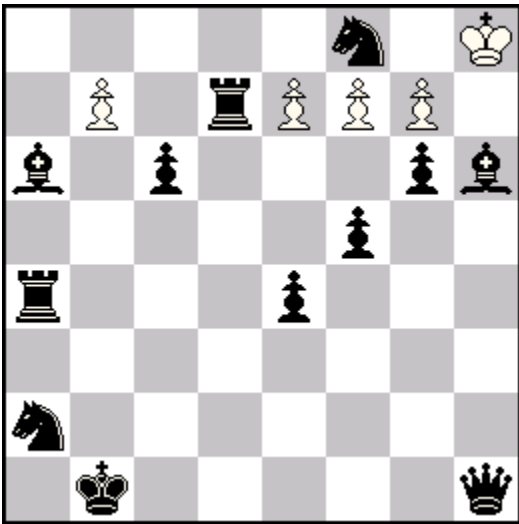


H#2 (5+9) C+
Andernach
b) ♔b7 → f6
c) ♔b7 ↔ ♕e4

- a) 1.Bxh3(=wB)(A) Bg2(X) 2.Rxe4(=wR)(B) Re7#(Y)
- b) 1.Rxe4(=wR)(B) Re7(Y) 2.Sxb4(=wS)(C) Sd5#(Z)
- c) 1.Sxb4(=wS)(C) Sd5(Z) 2.Bxh3(=wB)(A) Bg2#(X)

Black and white moves are displayed respectively in a cycle.
Result thematically interesting, obtained thanks to strong twinning methods.

Commendation G49



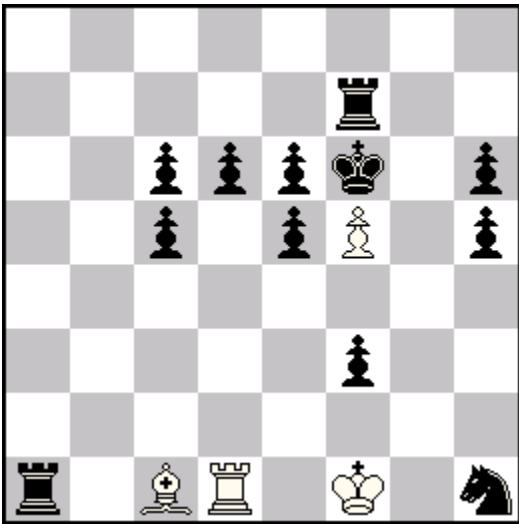
Ser-S#10 (5+12) C+
Circe

1.g7xf8=Q[+bSb8] 2.Qf8xh6[+bBf8] 3.e7xf8=S 4.Sf8xd7[+bRa8] 5.b7xa8=R
6.Ra8xa6[+bBc8] 7.Ra6xa4[+bRa8] 8.Ra4xa2[+bSg8] 9.f7xg8=B 10.Qh6xh1[+bQd8] +
Qd8xg8[+wBf1] #

Besides AUW, the objective of the author was to maximize the number of captures of black officers, there are 10 of them.

This additional theme leads to some artificial construction details : for example without Ra4 we have a ser-s#9.

Commendation G51



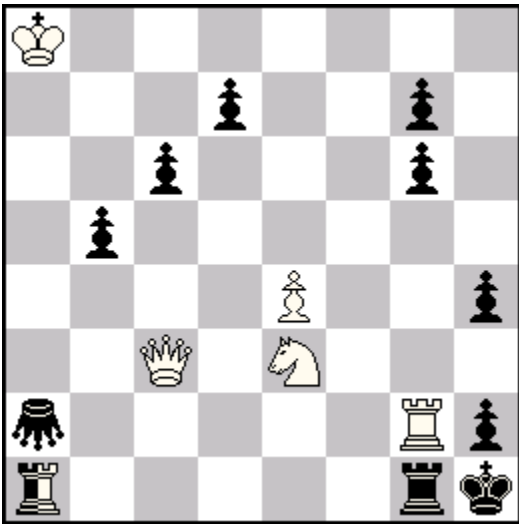
HS#4 2 Solutions (4+12) C+

1.Bxh6 Rh7 2.Bc1! Kg7 3.Rd2 Kh6 4.Rg2+ Rxc1#

1.Rxd6 Rc7 2.Rd1! Ke7 3.Bd2 Kd6 4.Bg5+ Rxd1#

A straightforward presentation of the Kniest theme (the bK is mated on the square occupied by a black piece which has been captured). A critical move brings back the capturing piece to its starting place, and a battery creation follows (The Indian theme). The wR and the wB exchange their functions. ODT echo.

Commendation G41



#3 (5+10+1) C+

 = Neutral Rook
 = Grasshopper

1.Qe5! [2.Rxh2#]

1...Rgf1 2.Re2 [3.Qxh2#] Gf2+ 3.nRxf1# (2.nRxf1+? nRf8+!)

1...Rge1 2.Rd2 [3.Qxh2#] Ge2+ 3.nRxe1# (2.nRxe1+? nRxe3!)

1...Rgd1 2.Rc2 [3.Qxh2#] Gd2+ 3.nRxd1# (2.nRxd1+? nRd4!)

1...Rgc1 2.Rb2 [3.Qxh2#] Gc2+ 3.nRxc1# (2.nRxc1+? nRc3!)

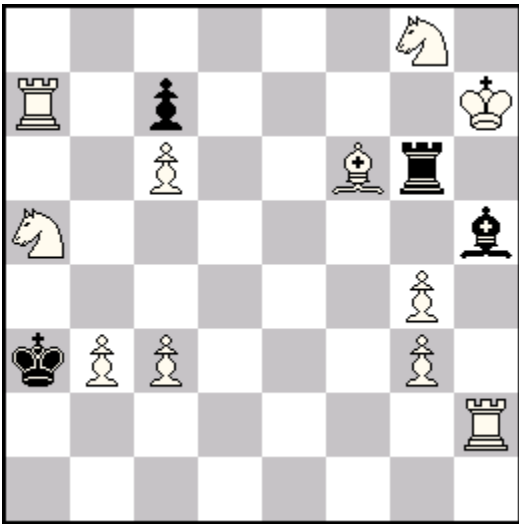
1...Rgb1 2.nRxb1+ nRb4,b3 3.Qa1#

2...nRb2 3.Qxh2#

To defend against Rxh2# the bR unblocks the square g1 and to defend against Qxh2# the bG gives check but obstructs the nR which gives mate.

Humorous change of checking piece on h2.

Commendation G26



Ser-S#7 (11+4) C+

Circe

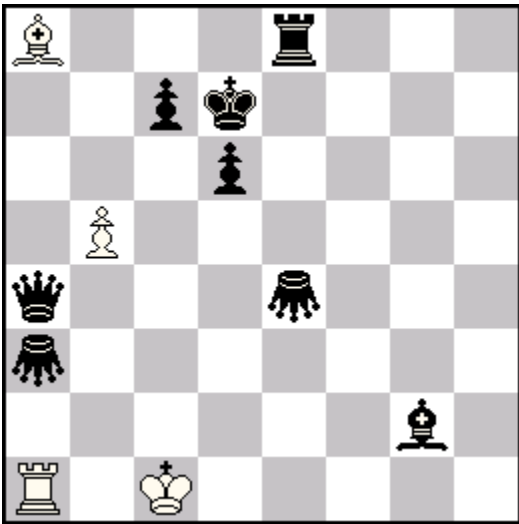
b) ♖a7 → a8

a) 1.Rxc7 2.Rg7 3.c7 4.c8=R 5 gxf5 6.Rc5 7.Rg5 Rh6# (7...Rxf5/Rxf7 [Ra1]? 7...Rxf6 [Bc1]?)

b) 1.Se7 2.Sxg6 3.Kh6 4.Kg5 5.Kh4 6.Kh3 7.Bh4 Bxg4 [Pg2]# (7...Bxg6 [Sb1]?)

Strategy of incarceration of the mating black piece. Black Zilahi!

Commendation G40



H#2.5 (4+8) C+

♟ = Grasshopper

Antircirce

b) ♗ d6 → e6

a) 1...Bxe4[wBe4→f1] 2. Ge7 Bxg2[wBg2→f1] 3. Qxa1[bQa1→d8] Bh3#

b) 1...Rxa3[wRa3→a1] 2. Ge7 Rxa4[wRa4→h1] 3. Bxa8[bBa8→c8] Rd1#

Zihali, Chumakov (each G blocks in one solution, and is captured in the other), exchange of functions between bQ and bB, Model mates.

Diagonal/Orthogonal exchange between the moves of a) and b) respectively. Pleasant content in Meredith format.