

FIDE

Album

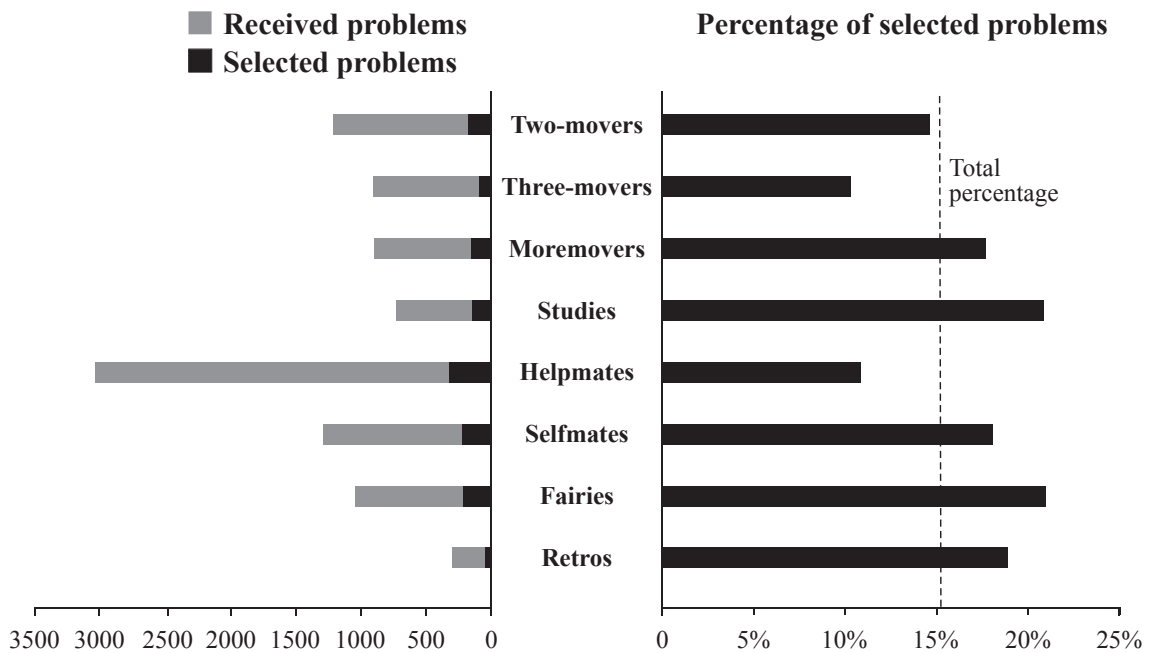
2007 – 2009

Bratislava 2015

STATISTICS

FIDE ALBUM 2007-2009

Section	Number of problems received	Number of problems selected	Percentage
Two-movers	1216	178	14.64
Three-movers	906	93	10.26
Moremovers	898	159	17.71
Studies	733	153	20.87
Helpmates	3039	330	10.86
Selfmates	1294	234	18.08
Fairies	1054	221	20.97
Retros	307	58	18.89
Total	9447	1426	15.09



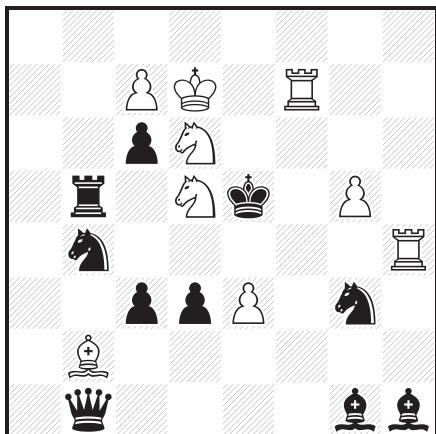
A. Hirschenson & U. Avner

Liga na Makedonski

Problemisti 2009

1st Place

A61



#2

(9+10) C+

A61 - Aaron Hirschenson & Uri Avner (3.5+2.5+1.5=7.5)

- | | |
|---|--|
| 1... ♖×d5,c×d5 2. ♜e7# A | 1. ♘×c3? [2. ♘c4 C , ♜e7# A] |
| 1... ♙×d5 2. ♙×c3# B | 1... ♙d5 2. ♘×b1# |
| 1... ♘×d5 2. ♘c4# C | 1... ♚a2! |
| 1. ♘f4? [2. ♜e7 A , ♙×c3# B] | 1. ♘f6! [2. ♜e7 A , ♙×c3# B] |
| 1... ♘d5 2. ♘g6# | 1... ♘d5 2. ♘g4# |
| 1... ♘f5 2. ♜×f5# | 1... ♘f5 2. ♘c4# C |
| 1... ♙×e3! | |
| 1. ♘e7? [2. ♙×c3 B , ♘c4# C] | |
| 1... ♜d5 2. ♘g6# | |
| 1... ♜c5! | |

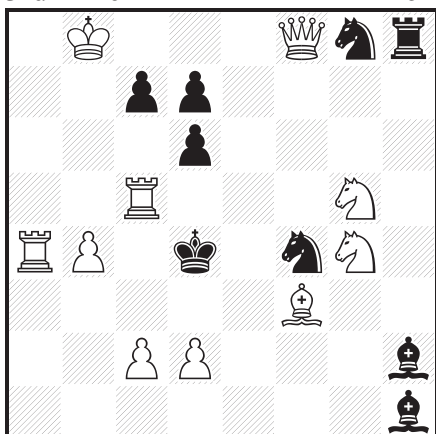
Stocchi blocks from set play changed after cyclic double threats.

P. Murashev

Schach-Aktiv 2008

3rd Prize

A62



#2

(10+9) C+

A62 - Pavel Murashev (2+3+2.5=7.5)

- | | |
|-------------------------------------|-------------------------------------|
| 1. ♘e4? [2. b5# A] | 1. ♙e2? [2. c3# B (2. ♜d5?)] |
| 1... ♘d5! c | 1... ♘d5 c 2. ♜c4# C |
| 1. ♜e5? [2. b5# A (2. ♜e4?)] | 1... ♘×e2 2. ♚f2# |
| 1... c5 2. b×c5# | 1... ♜h3! |
| 1... ♘d5 c 2. ♜e4# | 1.d3! [2. ♜c4# C] |
| 1... ♘d3! b | 1... d5 a 2. b5# A |
| 1. ♘e5? [2. c3# B] | 1... ♘×d3 b 2. c3# B |
| 1... ♘d5 c , ♘e2 2. ♜(×)d5# | 1... ♙×f3 2. ♘×f3# |
| (2. ♜c4? C) | 1... d×c5 2. ♚×c5# |
| 1... d×e5 2. b5# A | |
| 1... d5! a | |

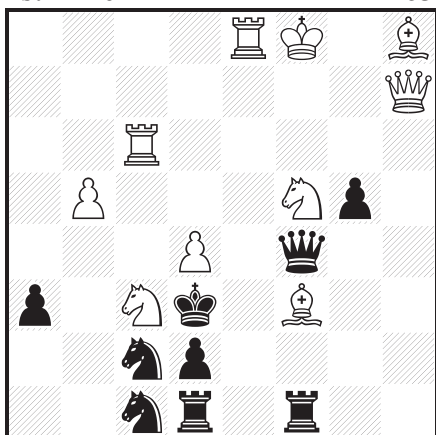
Double pseudo le Grand, Hannelius, changed mates.

D. Stojnić

Sredba na Solidarnosta 2007-09

1st Prize

A63



#2

(10+9) C+

A63 - Dragan Stojnić (3+2.5+3.5=9)

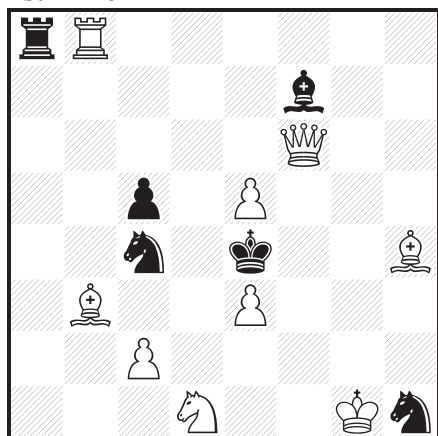
- | | |
|---------------------|--------------------------|
| 1... ♚c7 2. ♙e4# | 1. ♘d5! [2. ♜c3#] |
| (2. ♘g7?, ♘e7?) | 1... ♚c7 2. ♘fe7# |
| 1. ♘c~? [2. ♜c3#] | (2. ♙e4?, ♘g7?) |
| 1... ♚c7! | 1... ♘a2, ♘e2 2. ♙(×)e2# |
| 1. ♘e2!? [2. ♜c3#] | 1... ♚d6+ 2. ♘×d6# |
| 1... ♚c7 2. ♘g7# | 1... ♚×d4 2. ♘×d4# |
| (2. ♘e7?, ♙e4?) | 1... ♚×f5+ 2. ♚×f5# |
| 1... ♘a2! (2. ♙e2?) | |

White interference mates changed between set play and white correction play.

M. Marandyuk
 Moscow Tourney 2009

1st Prize

B1



#3

(9+6) C+

B1 - Mikhail Marandyuk (3+2.5+3=8.5)

1. ♖d8? [2. ♕f4# A] ♖×d8!

1. ♙g5? [2. ♗c3# B] ♖a1!

1. ♖c8! [2. ♕f4+ A ♙d5 3. ♙×c4#]

1... ♗×e3 a 2. ♗c3+ B ♙d4 3. e6#

1... ♖a4 2. ♖d8 [3. ♕f4# A] ♗×e3 a 3. ♗c3# B

1... ♖×c8 2. ♙g5 [3. ♗c3# B] ♗×e3 a 3. ♕f4# A

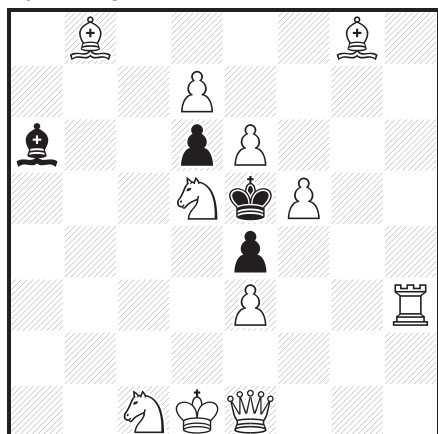
Le Grand theme shown in variations combined with exchange of White's 2nd and 3rd moves.

A. Sygurov

H. Weissauer-85 JT,
 Die Schwalbe 2006-08

4th Prize

B2



#3

(11+4) C+

B2 - Aleksandr Sygurov (2.5+3+2.5=8)

1. ♖h4! [2. ♕c3+ B ♙×d5 a/♙×f5 b 3. e7/♕f6#]

1... ♙c4 2. ♕g3+ A ♙×d5 a/♙×f5 b 3. ♕×d6/♖h5#

1... ♙e2+ 2. ♕×e2 ♙×d5 a/♙×f5 b 3. ♕b5/♕h5#

1... ♙×d5 a 2. ♕a5+ ♙b5/♙c6/♙c4 3. ♕×b5/d8=♗/♖×e4#

1... ♙×f5 b 2. ♕f2+ ♙g6, ♙g5/♙e5 3. ♕f6/♖h5#

Zagoruiko theme 3×2 (threat + two variations).

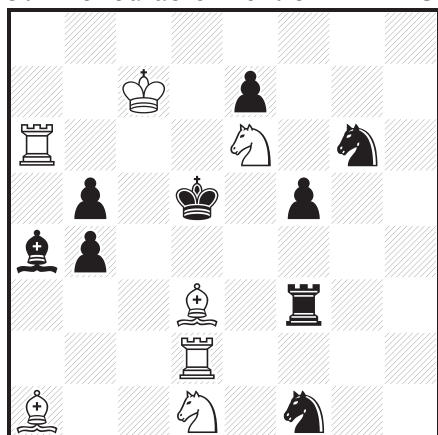
Variations with changed continuations and variations with changed mates after the same black moves.

Š. Sovik

L. Szwedowski-75 JT,
 Rozmaitości szachowe 2008

5th Honourable Mention

B3



#3

(7+9) C+

B3 - Štefan Sovik (3+3+3=9)

1. ♙b7! [2. ♗c7+ ♙c5 3. ♖c6#]

1... b3 2. ♙c4+ ♙e4 a/♙×c4 b 3. ♙d5 A/♖d4# B

1... ♗e5 2. ♙e4+ ♙×e4 a/♙c4 b 3. ♖d4 B/♙d5# A

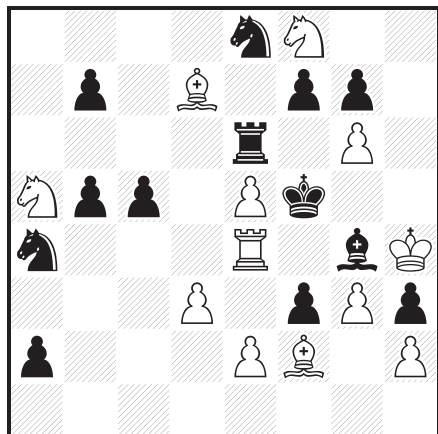
1... ♖×d3 2. ♖×d3+ ♙e4 a/♙c4 b 3. ♗f2/♗b2#

Reciprocally changed mates in variations. Also Zagoruiko 3×2 shown with additional variation 1...R×d3.

D. Werner

H. Schudel MT,
 idee & form 2008-09 (v)

1st Prize

C134

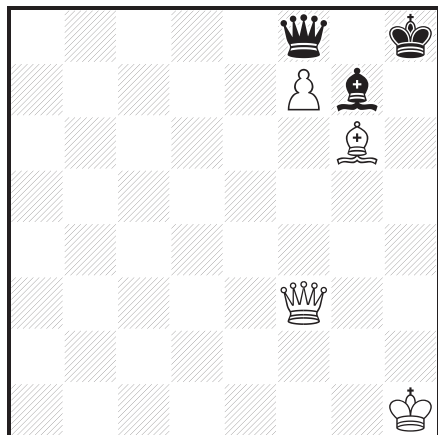
#8

(12+13) C+

B. Kozdon

H. Schudel MT,
 idee & form 2008-09

2nd Prize

C135

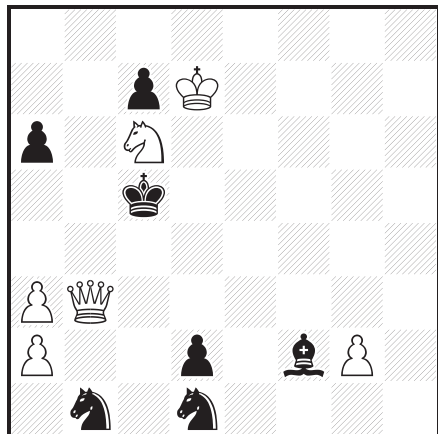
#9

(4+3) C+

H.P. Rehm

TT Der Standard 2006-07

2nd Prize

C136

#9

(6+7) C+

C134 - Dieter Werner (3+2.5+2.5=8)

1.gxf7? g5#!

1.exf3? ♙xf3! 2.g4+ ♙xg4 3.gxf7 g5+ 4.♖g3 ♜g7!

5.♜xb7 ♜h5#!

1.♙d4! [2.♚f4#] cxd4 2.exf3 [3.fxg4#] ♙xf3 3.g4+ ♙xg4

4.gxf7 [5.♙xe6#] g5+ 5.♖g3 ♜g7 6.♜xb7 [7.♜d6#] ♜h5+

7.♖f2 ♜g7 8.♜d6#

4... ♜c5 5.♙xe6+ ♜xe6 6.fxe8=♚ g5+ 7.♖g3 ~

8.♚xe6, ♚g6, ♚f7#

After removing the mate of the white king in a Berlin theme try by unblocking a flight square a new Berlin mate on the new flight square is possible which is downgraded to a check by another foreplan unblocking another flight square of the white king.

C135 - Baldur Kozdon (3+2+2.5=7.5)

1.♚h3+? ♙h6!

1.♙e4? [2.♚f5] ♚d6!

1.♚h5+! ♙h6 2.♚e5+ ♙g7 3.♚e8 ♙h6 4.♙f5

(4.♙e4? ♖g7 5.♚e5+ ♖xf7!) ♙g7 5.♙e4 ♙h6

6.♚e5+ ♙g7 7.♚f5 [8.♚h7#] ♚g8

8.♚g6 ♚a8 9.♚h7#

Turton safeguarded (with much loss of time) by a pendulum manoeuvre pinning the black queen.

C136 - Hans Peter Rehm (2+2.5+3=7.5)

1.♜d8! [2.♜e6#] ♖d4 2.♜e6+ ♖e5 3.♚f3 [4.♚f4+,g4] ♙b6

4.♜d8 [5.♜c6#] ♖d4 5.♜c6+ ♖c4 6.♚b3+ ♖c5

7.♚d3 [8.♚d4+ ♖b5 9.♚b4#] a5 8.a4 ~ 9.♚b5, ♚d4#

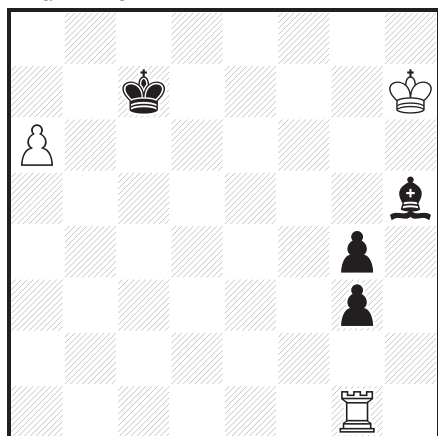
Pendulum manoeuvre using all white pieces except king and pawns to force a critical move.

Y. Bazlov

M. Doré-75 JT 2008

2nd Prize

D7



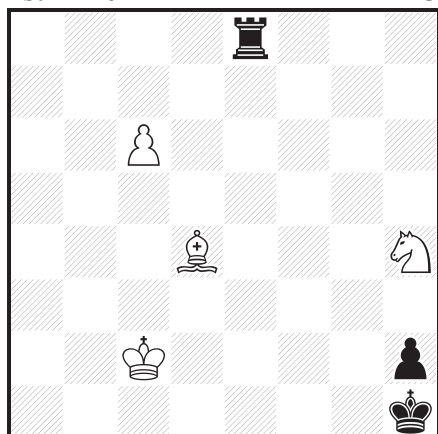
+ (3+4)

L. Salai Jr

Československý šach 2007-08

1st Prize

D8



+ (4+3)

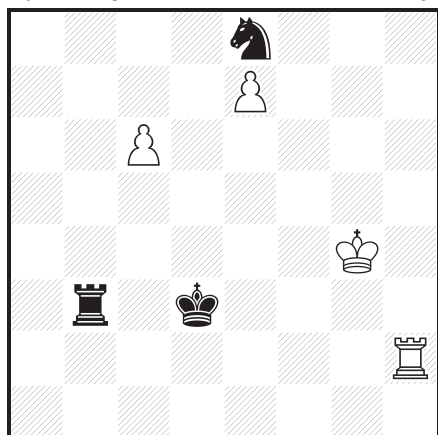
H. van der Heijden

Olympic Tourney,

Dresden 2007-08

4th Prize

D9



+ (4+3)

D7 - Yuri Bazlov (3+2.5+2.5=8)

1. ♖b1 (1.a7? ♜b7 2. ♖a1 ♜a8 =) 1...g2 2.a7 g1=♚ 3.a8=♘+ (3. ♖×g1? ♜b7 4. ♜h6 ♙e8! 5. ♖a1 ♜a8 6. ♜g5 g3 7. ♜f4 g2 =) 3...♜c6 4. ♖×g1 ♜b7 5. ♖c1 (5. ♜h6? ♙f7 6. ♖d1 ♙e8 7. ♜g5 ♙c6 8. ♖a1 g3 =) 5...♜×a8 6. ♖c5 ♙f7 7. ♜g7 ♙e6 (7...♙a2 8. ♖a5+ 1-0; 7...♙b3 8. ♖a5+ ♜b7 9. ♖b5+ 1-0) 8. ♜f6 ♙d7 (8...♙g8 9. ♖c8+ 1-0) 9. ♜e7 ♙a4 10. ♖a5+ 1-0 Domination.

D8 - Ladislav Salai Jr (4+4+3=11)

1.c7 ♖e7! 2. ♙b6! (2.c8=♚? ♖c7+ 3. ♚×c7 =; 2. ♙e5? ♖×e5 3.c8=♚ ♖c5+! 4. ♚×c5 =) 2...♖e3! 3. ♘f3 (3. ♙×e3? =; 3. ♜d2? ♖d3+ 4. ♜e1 ♖e3+ 5. ♜f2 ♖f3+ 6. ♜e2 ♖c3! 7. ♜d2 ♖d3+ perpetual check) 3...♖e8 4. ♘e1 ♖e3 5. ♜d2 (5. ♙d4? ♖e7! 6. ♙e5? ♖×e5! 7.c8=♚ ♖c5+! 8. ♚×c5 =) 5...♖c3! 6. ♘f3! (6. ♜e2? ♖c1! 7. ♜d3 ♖d1+ 8. ♜c2 ♖c1+ 9. ♜b3 (9. ♜×c1 =), e.g. 9... ♖b1+ 10. ♜a4 ♖a1+ 11. ♜b5 ♖b1+ 12. ♜c6 ♖×e1 13.c8=♚ ♖c1+) 6...♖c6 7. ♘h4 ♖c3! 8. ♜e2 (8. ♜×c3? =) 8...♖c6 9. ♜d3! (9. ♜f3? ♖×c7! 10. ♙×c7 ♜g1 =) 9...♖c4! 10. ♜e3 ♜g1 (10... ♖e4+ 11. ♜d2 ♖d4+ 12. ♜e2 ♖e4+ 13. ♙e3 ♖c4 14. ♙f4! 1-0) 11. ♜e2+ ♜h1 12. ♜d3 ♖c6 13. ♜e4 (13. ♜d4? ♜g1 =) 13...♖c4+ 14. ♜d5 (14. ♜e5? ♖×c7! 15. ♙×c7 ♜g1 =) 14...♖c6! 15. ♘f3! ♜g2 16. ♘×h2 1-0

Preparatory manoeuvre, switchback, triangulation, stalemate avoidance.

D9 - Harold van der Heijden (2.5+2.5+3=8)

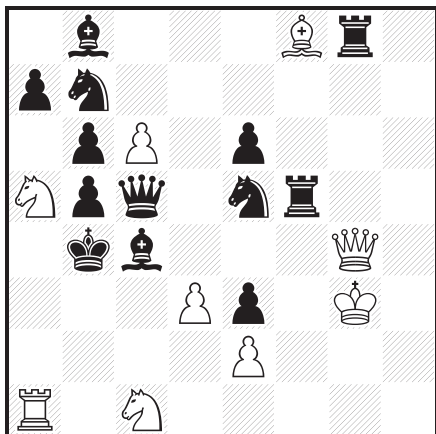
1. ♖h8 ♖b8 2.c7! ♖b4+ (2... ♖c8 3. ♖×e8 ♖×e8 4. ♜f5 ♜d4 5. ♜e6 1-0) 3. ♜f5! (Thematic try: 3. ♜g5? ♘×c7 4. ♖c8 ♘e6+! 5. ♜f6 ♖b6! 6. ♜f7 ♘g5+ =) 3...♘×c7 4. ♖c8 A) 4... ♖b5+ 5. ♜g6! (Thematic try: 5. ♜g4? ♖b4+ 6. ♜f3 ♖f4+! 7. ♜×f4 ♘d5+ 8. ♜e5 ♘×e7 9. ♖d8+ ♜c4 10. ♖d7 ♘c6+ =) 5... ♖b6+ 6. ♜g7! (Thematic try: 6. ♜f7? ♖b7! 7. ♜g8 (7. ♖×c7 ♖×c7 =) 7... ♘d5 8.e8=♚ ♘f6+ =; thematic try: 6. ♜h7? ♘d5! 7. ♖d8 ♖b7 8. ♖×d5+ ♜e4! =) 6... ♖b7 7. ♜h8! (Thematic try: 7. ♜f8? ♘e6+ =; thematic try: 7. ♜g8? ♘d5! 8.e8=♚ ♘f6+ =) 7... ♘e8 8. ♖×e8 ♜e4 9. ♜g7 (♜g8) ♜e5 10. ♜f7 1-0 B) 4... ♖f4+ 5. ♜g6! (Thematic try: 5. ♜×f4? ♘d5+ 6. ♜e5 ♘×e7 7. ♖d8+ ♜c4! 8. ♖d7 ♘c6+ =; thematic try: 5. ♜g5? ♘e6+ =, e.g. 6. ♜g6 ♖e4) 5... ♖g4+ 6. ♜h6! (Thematic try: 6. ♜h5? ♘d5! 7.e8=♚ ♘f6+ =; thematic try: 6. ♜f7? (♜h7?) ♖c4! =) 6... ♖h4+ 7. ♜g5! ♖e4 8. ♖×c7 1-0

Accurate wK moves.

M. Parrinello

StrateGems 2007

2nd Prize

E31

h#2 2.1.1.1. (9+13) C+

E31 - Mario Parrinello (3+3+3=9)

1. ♖f4 ♔g7 (♕g7?) 2. ♘×c6 ♘×c6#

1. ♘d6 ♕g7 (♔g7?) 2. ♘×d3 ♘×d3#

The B1 moves neutralize the black battery so that the black knight can sacrifice on B2 to clear the mating squares.

At the same time they self-unpin by interference, therefore

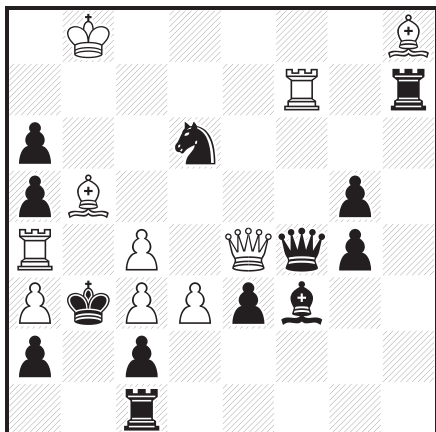
White should be careful in using the right piece for the ambush.

Dual avoidance, pin-mates.

V. Gurov

Orbit 2009-II

1st Prize

E32

h#2 2.1.1.1. (10+13) C+

E32 - Valery Gurov (4+3.5+3.5=11)

1. ♔×e4 (♔~?) ♖b7 (♕c6?) 2. ♘f7 ♕c6#

1. ♔×f7 (♔~?) ♔b7 (♕d7?) 2. ♘e4 ♕d7#

The black queen hideaways abandon the black battery and capture the unnecessary thematic piece.

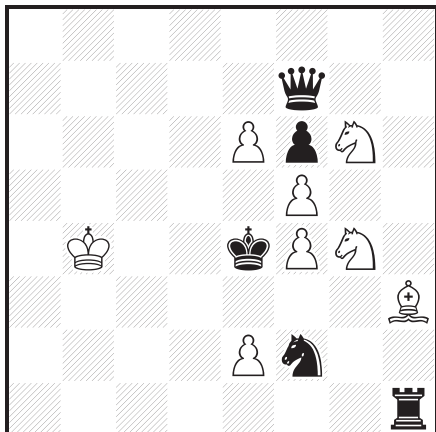
The released black knight should interfere with a black piece on the square vacated in W1 move, thus the white moves cannot work in reverse order.

Dual-avoidance effect, white/black FML moves, battery shut-off mates, Zilahi.

V. Chepizhny

Ukraine - Russia - Macedonia 2008-09

3rd Place

E33

h#2 3.1.1.1. (8+5) C+

E33 - Viktor Chepizhny (2.5+3+2=7.5)

1. ♔×e6 ♔c3 (♔c4?, ♔c5?) 2. ♔×f5 ♕g2#

1. ♔a7 ♔c4 (♔c5?, ♔c3?) 2. ♔e3 ♘×f6#

1. ♘d1 ♔c5 (♔c3?, ♔c4?) 2. ♘e3 ♘f2#

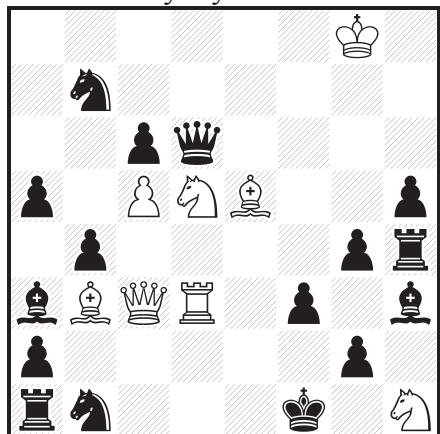
Triple avoidance; in each solution Black needs to block a square and rules out two of the three potential ways of the white king to guard a flight.

Y. Mintz

after W. Shinkman

Zadachi i Etyudy 2009

F234



s#255

(8+16)

F234 - Yaakov Mintz (2+3+4=9)

1. ♖d1+! ♜e2 2. ♙c4+ ♜×d1 3. ♙b3+ ♜e2 4. ♜g3+ ♜f2
5. ♜d4+ ♜e1 6. ♜g1+ ♜d2 7. ♜e4+ ♜e2 8. ♜f2+ ♜d3
9. ♜d4+ ♜e2 10. ♙c4+ ♜e1 11. ♜f2+ ♜d1 12. ♙b3+ ♜c1
13. ♜e3+ ♜d2 14. ♜×d2+ ♜b1 15. ♜d3+ ♜c1 16. ♜c4+ ♜b1
17. ♙c2+ ♜c1 18. ♙a4+ ♜b1 19. ♜d3+ ♜c1 20. ♜e3+ ♜b1
21. ♜d2+ ♜c1 22. ♜×f3+ ♜b1 23. ♜d2+ ♜c1 24. ♜c4+ ♜b1
25. ♜d3+ ♜c1 26. ♜d2+ ♜b1 27. ♜d1+ ♙c1 28. ♜a3+ b×a3
29. ♜b3+ ♙b2 30. ♜d3+ ♜c1 31. ♜e3+ ♜b1 32. ♜e4+ ♜c1
33. ♙f4+ ♜×f4 34. ♜×f4+ ♜b1 35. ♜e4+ ♜c1 36. ♜e3+ ♜b1
37. ♜e1+ ♙c1 38. ♜e4+ ♜b2 39. ♜e5+ ♜b1 40. ♜f5+ ♜b2
41. ♜f6+ ♜b1 42. ♜g6+ ♜b2 43. ♜g7+ ♜b1 44. ♜×b7+ ♙b2
45. ♜h7+ ♜c1 46. ♜h6+ ♜b1 47. ♜g6+ ♜c1 48. ♜g5+ ♜b1
49. ♜f5+ ♜c1 50. ♜f4+ ♜b1 51. ♜e4+ ♜c1 52. ♜e3+ ♜b1
53. ♜e1+ ♙c1 54. ♜e4+ ♜b2 55. ♜d4+ ♜b1 56. ♜c3+ ♜b2
57. ♜e4+ ♜b1 58. ♜d3+ ♜b2 59. ♜c3+ ♜b1 60. ♜b3+ ♙b2
61. ♜d3+ ♜c1 62. ♜e3+ ♜b1 63. ♜g1+ ♙c1 64. ♜g3 ♜b2
65. ♜d4+ ♜b1 66. ♜e4+ ♜b2 67. ♜e5+ ♜b1 68. ♜f5+ ♜b2 69. ♜f6+ ♜b1 70. ♜g6+ ♜b2 71. ♜g7+ ♜b1
72. ♜b7+ ♙b2 73. ♜h7+ ♜c1 74. ♜h6+ ♜b1 75. ♜g6+ ♜c1 76. ♜g5+ ♜b1 77. ♜f5+ ♜c1
78. ♜f4+ ♜b1 79. ♜e4+ ♜c1 80. ♜e3+ ♜b1 81. ♜g1+ ♙c1 82. ♜f8 ♜b2 83. ♜d4+ ♜b1
84. ♜e4+ ♜b2 85. ♜e5+ ♜b1 86. ♜f5+ ♜b2 87. ♜f6+ ♜b1 88. ♜g6+ ♜b2 89. ♜g7+ ♜b1
90. ♜b7+ ♙b2 91. ♜h7+ ♜c1 92. ♜h6+ ♜b1 93. ♜g6+ ♜c1 94. ♜g5+ ♜b1 95. ♜f5+ ♜c1
96. ♜f4+ ♜b1 97. ♜e4+ ♜c1 98. ♜e3+ ♜b1 99. ♜g1+ ♙c1 100. ♜e8 ♜b2 101. ♜d4+ ♜b1
102. ♜e4+ ♜b2 103. ♜e5+ ♜b1 104. ♜f5+ ♜b2 105. ♜f6+ ♜b1 106. ♜g6+ ♜b2 107. ♜g7+ ♜b1
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Move record.

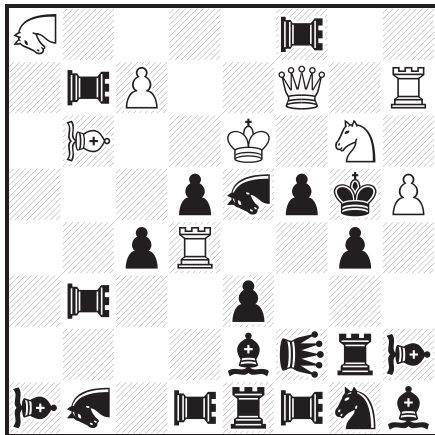
R. Aschwanden

dedicated to P. Gvozdjak

Die Schwalbe 2009

2nd Prize

G98



#2

(9+21) C+

♘♙ = Lion

♖♗ = Rook-Lion

♞♟ = Nightrider-Lion

♘♙ = Bishop-Lion

G98 - Reto Aschwanden (3.5+4+4=11.5)

1. ♖f4? **B** [2. ♔×d5# **C**]

1... ♔d3 **a** 2. ♔d6# **D**

1... ♖g3 **b** 2. ♔×e5# **E**

1... c3 **c** 2. ♕f6# **F**

1... ♔f3 **d** 2. ♕×f5# **G**

1... ♞d4 **e** 2. ♞×e3# **A** (2. ♕f6??, 2. ♔d6??)

1... ♞d2!

1. ♞×e3! **A** [2. ♖f4# **B**]

1... ♔d3 **a** 2. ♔×d5# **C**

1... ♖g3 **b** 2. ♔d6# **D**

1... c3 **c** 2. ♔×e5# **E**

1... ♔f3 **d** 2. ♕f6# **F**

1... ♞×d4 **e** 2. ♕×f5# **G**

Djurasevic 7/1.

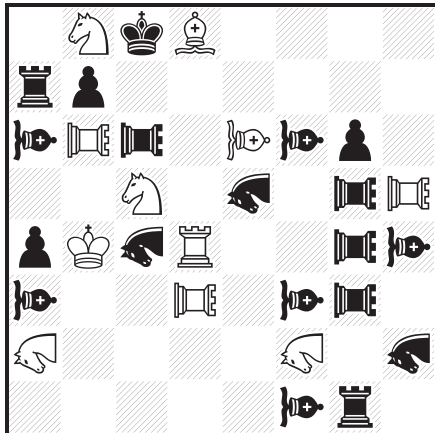
J.-M. Loustau

19. Spišská borovička,

Rhodes 2007

5th Prize

G99



#2

(11+19) C+

♞♟ = Nightrider-Lion

♘♙ = Bishop-Lion

♖♗ = Rook-Lion

G99 - Jean-Marc Loustau (3+3+2.5=8.5)

1... ♞a8+ **b** 2. ♖d7# **A**

1. ♔b5? [2. ♞bd7#]

1... ♞×h5+ **a** 2. ♖d7# **A**

1... ♞a8+ **b** 2. ♞d7# **B**

1... ♞c1+ **c** 2. ♞cd7# **C**

1... ♞d5+ 2. ♞cd7#

1... ♞e3!

1. ♔c3! [2. ♞bd7#]

1... ♞×h5+ **a** 2. ♞d7# **B**

1... ♞a8+ **b** 2. ♞cd7# **C**

1... ♞c1+ **c** 2. ♖d7# **A**

1... ♞e3+ 2. ♞dd6#

1... ♞×c5+ 2. ♞×c5#

Lacny after crosschecks.

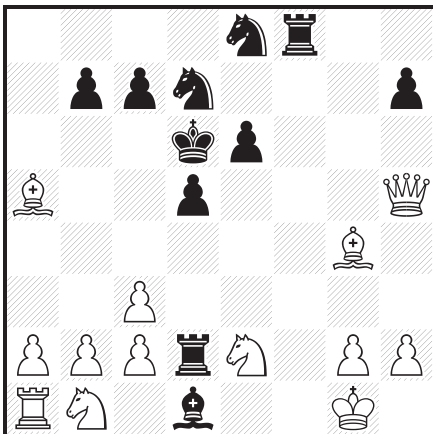
Threat and mates on the same square.

K. Prentos & A. Frolkin

E. Minerva-45 JT,
Best Problems 2007-09

2nd Prize

H23



Proof game (13+11) C+
in 16.0 moves

H23 - Kostas Prentos & Andrey Frolkin (3+2.5+3=8.5)

1. e4 d5 2. ♖h5 ♙g4 3. e5 ♙d1 4. ♙e2 ♚d7 5. ♙g4+ f5
6. e×f6 e.p.+ e6 7. f×g7 ♜f6 8. g×f8=♞ ♜c3 9. d×c3 ♚d6
10. ♙e3 ♜d7 11. ♙×a7 ♞×f8 12. ♙b6 ♞×f2 13. ♙a5 ♞d2
14. ♘e2 ♜gf6 15. 0-0 ♜e8 16. ♞f8 ♞×f8

Tourney theme: Valladao.

The thematic pawn captures e.p. and promotes to a Schnoebelen ♞ on f8. The thematic ♞, after castling, becomes an anti-Pronkin piece on f8, where it is captured.

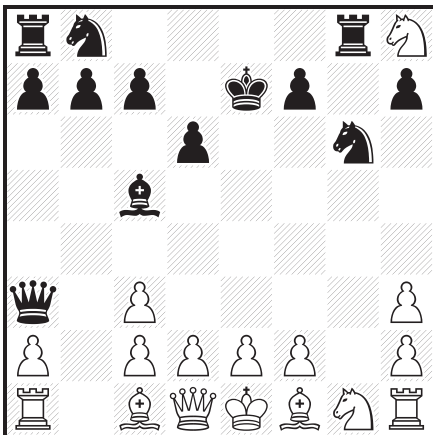
Combination of Valladao with Schnoebelen and captured anti-Pronkin.

M. Caillaud & J. Iglesias

J. Lois-60 JT 2006-07

3rd Prize

H24



Proof game (16+13) C+
in 16.0 moves

H24 - Michel Caillaud & Joachim Iglesias (3+2+3=8)

1. ♘c3 g5 2. ♘d5 g4 3. ♘×e7 g3 4. ♘g6 ♙c5 5. ♘f3 d6
6. ♞g1 ♙h3 7. g×h3 ♜e7 8. ♙g2 ♞g8 9. ♙h1 g2 10. ♞f1 g1=♚
11. ♘h8 ♚g3 12. ♙g2 ♜g6 13. ♞h1 ♚f6 14. ♘g1 ♚a3
15. ♙f1 ♚fc3 16. b×c3 ♚e7

JL-60 theme was "Invisible Platzwechsel": at one point of the PG piece A occupies square X and piece B simultaneously occupies square Y. Some moves after that piece A is on Y and B is simultaneously on X.

Exchange of place by ♙f1 and ♞h1, then switchback.

Purity of aim: manoeuvre is motivated only by win of a tempo.

Ceriani-Frolkin piece (♚).

DEFINITIONS OF FAIRY PIECES AND CONDITIONS

A posteriori (AP): an additional condition stating that the legality of some move played during the solution (usually e.p. capture) is validated by subsequent play.

Alfil: 2:2 leaper.

Alice chess: it is played using two boards, A and B. All pieces move as in standard chess. The initial position is on board A, board B starts empty. Single move are made following these three rules:

1. A move must be legal on the board where it is played.
2. A piece can only move or capture if the corresponding destination square on the other board is vacant.
3. After moving, the piece is transferred to the corresponding square on the other board.

Amazon: queen + knight.

AMU: a unit delivering mate must be under attack from one and only one enemy unit before moving.

Anchor-ring: a board combining the properties of the **horizontal** and **vertical cylinders**.

Annan: if a unit (including **king**) is one square directly in front of another unit of its own side (i.e. one rank higher for White, lower for Black) it does not move with its usual power but instead with the power of the unit behind it.

Anti-Andernach: on making a non-capturing move, a unit (not a K) changes colour. A neutral unit making a non-capturing move takes the colour of the side not making the move. Castling is allowed when a wR appears through a non-capturing move of Black on a1/h1, or analogously a bR on a8/h8.

Anti-Circe: on making a capture, any unit (including **king**) is reborn on its game-array square (see **circe**). The captured unit disappears, as in normal chess. Since rebirth is obligatory, a capture is legal only if the relevant rebirth-square

is unoccupied. A capture may be made either from or on a rebirth-square; promotion with capture is legal provided the rebirth-square of the promoted unit is unoccupied. **Anti-circe Cheylan:** a piece may not capture on the rebirth-square of the captured unit (unlike in **anti-circe Calvet**).

Anti-Super-Circe: following a capture, the capturing unit (including **king**) must be reborn on any vacant square. Unless otherwise indicated, capture on a rebirth-square is not allowed. A pawn reborn on the 8th rank must promote, the choice of promotion piece being determined by the side making the capture. A pawn reborn on its own first rank remains immobile.

Bishop-Kangaroo: moves along **bishop** lines over two units of either colour to the square immediately beyond the further unit. A capture may be made on the arrival square, but the hurdles are not affected.

Bishop-Lion: moves like a **lion** but only on **bishop-lines**.

Bishop-Locust: a **locust** capturing on **bishop-lines** only.

Bishopper: moves like a **grasshopper** but only on **bishop-lines**.

Camel: 1:3 leaper.

Camelrider: a **rider** along a straight line on squares lying a **camel's** move away from each other, e.g. a1-b4-c7.

Capturing units are reborn according to the square of the capture: in **anti-circe** the rebirth square is determined by the square where the captured piece stood, not by the arrival square of the capturing piece (relevant e.g. for **locust** captures).

THEME DEFINITIONS

4 corners: moves are made to or from the 4 corners.

7th WCCT theme (section A): single-phase twomover with a combination of at least 3 thematic groupings each containing two or more variations, i.e. at least 6 variations altogether, with different mates in each case.

7th WCCT theme (section D): in a position X of a win or draw study White is prevented by one or more of his own units from carrying out his plan. In the course of the solution White sacrifices this unit or these units passively or actively. Subsequently position X must recur precisely without the sacrificed unit(s), allowing White to proceed with his original plan.

8th WCCT theme (section A): two tries introduce different threats. These threats reappear as mates in the solution, after black correction play.

8th WCCT theme (section B): on the 2nd move a white piece makes a non-checking move pinning a black piece which has just made a move to the square on which it is then pinned. The pinning must be direct, i.e. created by the move of the pinning piece itself. At least 2 variations are required.

8th WCCT theme (section D): in a position in the main line of a win or draw study where an unprotected white or black piece A is directly attacked, White or Black instantaneously (right on the following move) places another piece B (of the same colour as A) en-prise (again unprotected and directly attacked). This thematic move resulting in the two white or the two black pieces A & B hanging, must be a quiet one, i.e. not a check, nor a capture. A and B may be any pieces except pawns.

8th WCCT theme (section E): in a helpmate in 3 moves the white mating piece arrives (on the mating move) on a square that has been vacated by a black piece during the play. The black king and pawns may not function as thematic vacating-pieces. A mate by a direct battery is not allowed.

Albino: 4 different moves by a wP from its starting-square.

Allumwandlung (AUW): promotion (of one or more pawns) to the four different pieces (Q, R, B, S).

Ambush: a piece plays to a square behind another unit so as to exploit the line-opening resulting from that unit's move.

Annihilation: capture of a piece followed by a move of the capturing piece from this square, resulting in a positive effect arising from the disappearance of the captured piece (usually line-opening or vacation of the square).

Anti-Banny: anti-reversal form of Banny pattern with double Vladimirov effect of the key-move: 1.A? 1...a 2.C#, 1...b!; 1.B? 1...b 2.C#, 1...a!; 1.C! 1...a 2.D# (2.A?), 1...b 2.E# (2.B?).

Anti-battery: a piece requiring a hurdle gives check through a move of a piece of the same colour (the hurdle) on to its line.

Anti-Bristol: a piece moves along a line across a critical square towards another piece on the same line whose access to that square is prevented.

Anti-Levman: Black moves off a masked white guard-line, so allowing White to mate by opening this line and simultaneously cutting a second guard-line.

Anti-Pronkin: a promoted piece is captured. The corresponding piece of the same colour from the game-array moves onto the promotion-square.

Anti-reversal (= anti-Salazar I):

1.A 1...a 2.B#; 1.B 1...a 2.A?

Anti-threat-reversal: 1.A [2.B#]; 1.B [2.A?].

Anticipatory self-pin: (in a helpmate) a black piece closes a line of a white piece to free a square for the black king. The bK moves to this square and the pin of the black piece is exploited in the mate.

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