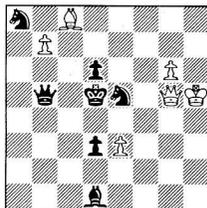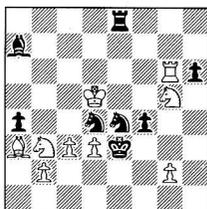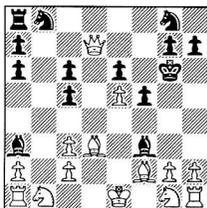**G3 Michel Caillaud**
3 pl Liga Problemista TT 2007

H#2 AntiCirce
(b/c/d) g5=wR/wB/wS

G4 Mario Parrinello
1 Pr Chess Composition
Microweb TT 2007
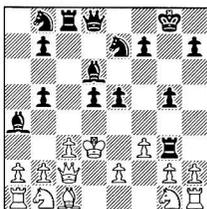

HS#3½ 2 solutions
Madrasi RI

H1 Roberto Osorio &
Jorge Joaquin Lois
1 Pr Die Schwalbe 2008

PG 20.0

H2 Gianni Donati & Olli Heimo
Dedicated to Günter Lauinger
2 Pr Die Schwalbe 2008

PG 19.0

1...Sf4 (also 1...Sb4) **2.Qf6 B**. There is one by-play variation, but it too makes use of the T&M effect: **1...Rb6 2.Sxb6-b5** (Black cannot play 2...Kxc5? because a further step to c6 would be illegal).

This month's other two selections are also to be found in the recent Album. Like G1, **G3** inhabits the world of AntiCirce, but here we are in helpmate mode. In each of the four phases, linked by what is known as Forsberg twinning, White captures on a8 with promotion to a unit that is then reborn on the bottom rank. What ensures unity in this skilfully constructed problem is the fact that each time White promotes to the same piece as the one he already has on g5. (a) **1.Bg4 bxa8Q[Qd1] 2.Sc4 Qf3#** (the bB must play to g4 so that the wQ arriving on f3 shuts it off, since 3.Bd1! would prevent the mate). (b) **1.Qc6 bxa8R[Rh1] 2.Sxg6[Sg8] Rh4#** (h1 is vacated so that the Rg5 gives mate). (c) **1.d2 bxa8B[Bf1] 2.Ke6 Bc4#** (e6 is accessible because, with another B on f1, the guard by the Bc8 is nullified). (d) **1.Qe8 bxa8S[Sb1] 2.Ke4 Sc3#** (e4 accessible because b1 is occupied). Typical Caillaud brilliance!

G4 makes use of the genre **Madrasi RI** (Rex inclusive): any unit observed by an enemy unit of the same kind is paralysed and may not move, check or capture, but it may in turn paralyse. Black's first move un-paralyses a bS, White then shuts off a black guard-unit, Black self-paralyses to allow a wK-capture that paralyses both Ks, whereupon Black paralyses the remaining wS to allow a check followed by a mating recapture. Too complicated? Set it up on a board and play the solutions through to savour the effects! **1...axb3 2.Rb6 Re6 3.Kxe4 Sf3 4.Bc5+ Bxb6#**; and **1...hxg5 2.Be7 Bc5 3.Kxd4 Sd2 4.Re6+ Rxe7#**. There is something Madrasi-specific about almost every move – a great achievement.

PROOF GAMES AND RETROS, by Bernd Gräfrath

Nicolas Dupont is an expert on orthodox proof games, both as a composer and as a judge. In his award on the relevant problems from *Die Schwalbe* 2008, some very fine problems reached the top spots.

H1 is another "future proof game". Nicolas mentions the criticism that some problems of this type mix unrelated thematic content; but he points out that this is certainly not true for the present case. The problem is all about knights: two white Ceriani-Frolkin-knights are thematically connected with two black knights that perform a Platzwechsel (exchange of place). Solution: 1.f4 e6 2.f5 Ba3 3.f6 Qe7 4.fxe7 f5 5.b4 Kf7 6.e8=S c5 7.Sc7 Sf6 8.Sa6 bxa6 9.b5 Bb7 10.b6 Bf3 11.b7 Sc6 12.b8=S Se7 13.Sc6 Rhb8 14.e4 Rb3 15.e5 Rc3 16.dxc3 dxc6 17.Be3 Sd7 18.Bf2 Sb8 19.Qd7 Kg6 20.Bd3 Sg8. The composers use impressive technique to justify the Platzwechsel: a switchback of the knights would need fewer moves, but this is excluded by the finely adjusted interplay of the white and black units. Nicolas praises the stylistic purity, the rich thematic content, and the perfect harmony of this problem. I agree, although the doubled pawns are not so nice to look at. But perhaps it is otherwise impossible to realise the chosen complex themes!?

According to Nicolas, **H2** represents the "mysterious" Donati-style, which runs the risk of offering problems which are mere puzzles. But in the present case, there is also impressive thematic content: we witness roundtrips of the wBc1 and of the bQd8 (and a Ceriani-Frolkin-S). The most interesting aspect of these roundtrips is brought to light by focussing on the question: What is their motivation? The wBf1 has to be captured, and it turns out that only the bQ is able to perform this feat in time. Surprisingly, the bQ has to use the square c1, and this forces the wBc1 to take a long and complicated route all over the board. I like this entertaining problem very much! Solution: 1.d4 e5 2.Bh6 Qg5 3.d5 Qc1 4.d6 g5 5.dxc7 d5 6.Bg7 Bd7 7.c8=S Bd6 8.Sb6 axb6 9.Bf6 Ra3 10.Bd8 Rg3 11.f3 Ba4 12.Kf2 b5 13.Ba5 Se7 14.Bd2 0-0 15.c3 Rc8 16.Qc2 Qxf1+ 17.Ke3 Qf2+ 18.Kd3 Qb6 19.Bc1 Qd8.

H3 offers another great knight story, in one of its finest forms: In the centre of the drama, we see two Schnoebelen-knights! This theme is a special case of the Ceriani-Frolkin-theme (in which promoted pieces are captured): The promoted

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piece does not leave the promotion square before being captured, but its identity can nevertheless be determined with certainty. In the present case, both Schnoebelen-knights even use the same thematic square (g8); and there are two additional subplots: a Ceriani-Frolkin-S promoting at c8, and an original wS moving from the first to the eighth rank (from g1 to d8). Of course, these subplots add to the thematic richness of the problem; but on the other hand, this raises the question whether these elements could not be constructed in an even more complex way, for inclusion in the main theme: Is it perhaps possible to show a third Schnoebelen-S, preferably on the same thematic square as the two other ones? And if you want a really big challenge, here is another dream: Could the original wS perhaps move to the thematic promotion square of the captured promoted knights, thus realizing the Anti-Pronkin-theme? Solution: 1.h4 Sh6 2.h5 Sf5 3.h6 f6 4.hxg7 h5 5.g8=S Bh6 6.b4 Be3 7.b5 Bc5 8.b6 Sd4 9.bxc7 b5 10.g4 Bb7 11.c8=S Bd5 12.Sb6 axb6 13.g5 Ra3 14.g6 Re3 15.g7 Kf7 16.Sh3 Qxg8 17.Sf4 Qh7 18.Se6 Rc8 19.g8=S Rc7 20.Sd8+ Kf8 21.Rg1 Bxg8.

H3 Kostas Prentos
3 Pr Die Schwalbe 2008

PG 21.0

BCPS AWARD: HELPMATE MOREMOVERS 2014

By John Nunn

I would like to thank Christopher Jones for the chance to judge this tourney. It was a brave decision on his part as this is the first helpmate tourney I have judged, and I hope that he will not have cause to regret it!

43 problems participated in the tourney, and the standard was slightly above average. While there were many noteworthy problems, there were also quite a few which only repeated known themes and did not strike any special chord with me. Despite having solved thousands of helpmates in the course of training for my solving activities, I still feel a spark of excitement when I see something really special, and the two prize-winners definitely fell into this category.

Readers may be interested in my method of tackling the award. First of all, I assembled a computer file of the 43 problems, which I then printed out, minus solutions and composers' names. The next step was to solve, or attempt to solve, all the problems. I succeeded in a reasonable time with 41 of the problems, but I could only find two of the four solutions in H3767 and only one of the two solutions in PS2827. After solving each problem, I noted down my immediate impressions on the hard copy. Then I went back and considered each problem more carefully, writing down any further thoughts. Next I looked at the solvers' comments in *The Problemist*, but these did not cause me to change anything. Then I divided the problems into various categories, such as potential prize winners, HMs, etc. These were gradually refined over the weeks to follow, and I also looked for possible anticipations. I would also like to thank Michael McDowell for his assistance with this last task.

Here is the award:

1st Prize: H3753 Gerard Smits 1...Rxh2 2.Kg7 Rxh8 3.Rh7 Rc8 4.Sh5 Rxc5 5.Kh8 Rf5 6.Sg7 Rf8#; 1...Ra8 2.Sf5 Rxh8 3.Rg8 Rh3 4.Kg7 Rxd3 5.Kh8 Rd6 6.Sg7 Rh6#. A single rook spiral has been seen before, but this problem shows two spirals running in opposite directions. Black's move-order is cleverly forced in both solutions and the setting is quite open and appealing, with just one pawn on the board. It's possible to find things to criticise; for example, some black moves are repeated in the two solutions, and the rook spirals are in a sense forced by the need to capture certain black pieces (the d3-bishop when the rook ends up on h6 and the c5-bishop when the rook ends up on f8), but the overall impact overshadows any minor quibbles. The fact that the black knight takes different routes to g7 in the two solutions is a major plus point.

2nd Prize: H3752 Viktoras Paliulionis 1.b1Q+ Sf1 2.Qa2 Se3 3.Ka8 Sd5 4.Qb8 Be4 5.Qaa7+ Sb6#; 1.b1B Kf2 2.Bd3 Ke3 3.Ba6 Sc4 4.Kc6 Kd4 5.Kb5 Be8#. What makes a good 'anti-identical' helpmate? In my view, there are two important factors. The first is that the solutions should be balanced, with roughly the same degree of interest and complexity. If one
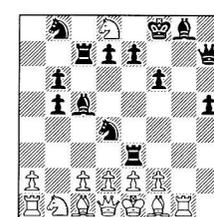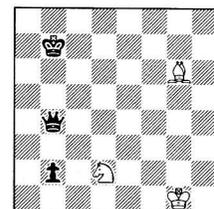
H3753 Gerard Smits
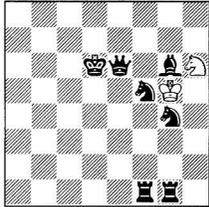1 Pr The Problemist 2014
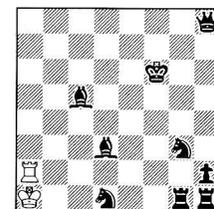
H#5½ 2 solutions

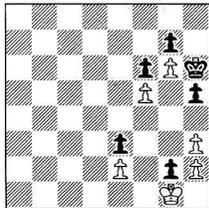**H3752 Viktoras Paliulionis**
2 Pr The Problemist 2014

H#5 2 solutions

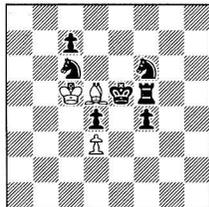**H3767 Jacques Rotenberg & Guy Sobrecases**
1 HM *The Problemist* 2014

H#5½ 4 solutions

H3770 Jorma Pitkänen
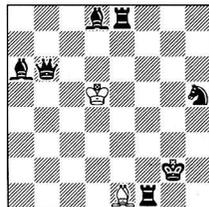2 HM *The Problemist* 2014

H#8

H3736 Stephen Taylor
3 HM *The Problemist* 2014

H#4½

H3800 Zlatko Mihajloski
4 HM *The Problemist* 2014

H#5

solution overshadows the other, it gives the appearance of one intended solution and one solution thrown up by the computer. Of course, that may have been the way the problem was composed in any case but, as in so many cases, it's the appearance that counts. The second factor is that if you are going 'anti-identical', then you should go the whole way and the problem shouldn't look like a failed attempt to create two thematically related solutions. Thus, the greater the difference in strategy and play the better.

Here both solutions are of considerable interest. In the first, the black play is enforced by two factors: the need to unpin the knight at move 2 (this prevents a rook promotion), and the need to delay playing the check on a7 until White has set up his battery. Even though it does not move, the white king plays a major part in this solution. In the second solution, the king is more active and marches forward to participate in the mate itself. The contrast between the two solutions is enhanced by three factors: the different promotions, the different directions taken by the black king, and the contrasting roles played by the white king.

1st Honourable Mention H3767 Jacques Rotenberg & Guy Sobrecases 1...Sg8 2.Ke5 Se7 3.Sd6 Kh4 4.Be4 Kh5 5.Rd1 Kg5 6.Rd5 Sc6#; 1...Sg8 2.Sg7 Sh6 3.Rf8 Sf7+ 4.Ke7 Kf4 5.Kf6 Sh6 6.Rf7 Sg8#; 1...Sxg4 2.Sg3 Kh6 3.Se7 Kg7 4.Rf7+ Kh8 5.Kf8 Se5 6.Qe8 Sxg6#; 1...Sxf5+ 2.Kc7 Sg7 3.Qc8 Kxg6 4.Rd1 Kf7 5.Kd8 Kf8 6.Rd7 Se6#. This is an enhanced version of an earlier problem, but the difference is so great that it can be considered a fresh composition. The problem has a great deal of content and it's certainly a real challenge for solvers. The first solution contains a triangulation by the white king, while the second features a double switchback by the white knight. The third and fourth solutions end in echoed mating positions, but of these the 1...Sxg4 solution, with its anticipatory shut-off of the g1-rook, is much superior. Despite all these positive features, the problem somehow lacks unity, like a meal with a number of delicious courses which do not quite fit together. It's also a flaw that two of the solutions start with the same move – if only the four solutions had started with each of White's four legal moves! Incidentally, I think it's unfair not to indicate to solvers when this occurs.

2nd Honourable mention: H3770 Jorma Pitkänen 1.Kg5 h4+ 2.Kxf5 h3 3.Kxg6 Kh2 4.Kh6 Kg3 5.g1Q+ Kf4 6.g5+ Kf5 7.Qb1+ Kxf6 8.Qh7 hxg5#. The highest-placed single-solution helpmate. It's unusual to see a helpmate containing only pawns, and the merit of this problem is based on its overall impact rather than on any single feature. The black king performs a modest Rundlauf while White eases his pawns forward to provide an escape route for his king to slip away from g1 without capturing the g2-pawn. The final self-block on h7 by the black queen comes as a surprise and makes use of the diagonal b1-h7, cleared by Black's earlier capture of the white pawns. While not deep, this is a good solver's helpmate which creates an agreeable impression.

3rd Honourable mention: H3736 Stephen Taylor 1...Bxc6 2.Ke6+ Kxd4 3.Sd5 Kc5 4.Sf6+ Bd5+ 5.Ke5 d4#. Another simple but elegant single-solution helpmate. A quadruple switchback is presented in a relatively lightweight setting. The only jarring note is the rather brutal capture on the first move.

4th Honourable mention: H3800 Zlatko Mihajloski 1.Qg1 Ba5 2.Kf2 Kd4 3.Be2 Kc3 4.Ke1 Bb4 5.Qf2 Kc2#. A typical helpmate idea is for a line-moving piece to overshoot its final destination, only to return to the correct square later. In this problem both White and Black perform such a manoeuvre. In White's case, the motivation is not to fall into zugzwang, as would happen if he played 1 Qg1 Bb4?. Note that this is not the same thing as providing a waiting move since the eventual Ba5-b4 does not just wait, but also removes the bishop from the attack of the d8-bishop. Of course, with so many pieces Black's overshoot cannot have the same motivation. Instead, the queen must move to g1 because there's no other way to reach f2 in two moves while allowing the white king access to d4. The idea is packaged neatly in an attractive pawnless position.

5th Honourable mention: H3785 Stefan Milewski 1.Ra5 Kxe6 2.Se5 Bc6 3.Sc5+ Kd5 4.Sf3+ Kc4 5.Sb7 Kb3 6.Ra1 Bxe4#. The black knights have to

H3785 Stefan Milewski
5 HM *The Problemist* 2014

H#6

H3768 Henk Weenink
1 C *The Problemist* 2014

H#6 2 solutions

H3735 Ljubomir Ugren
2 C *The Problemist* 2014

H#4 (b) +bBd8

H3781 Stephen Taylor
3 C *The Problemist* 2014

H#4 (b) Rd3↔Rf3

H3754 Fadil Abdurahmanović & Zlatko Mihajloski
4 C *The Problemist* 2014

H#6

perform an elaborate dance to set up the mate; first they block two lateral lines leading to d5, then they block two diagonal lines leading to e4. Simple but appealing.

1st Commendation: H3768 Henk Weenink 1.f1R g3 2.Rf5 gxf5 3.Kc4 fxe6 4.Kd5 exf7 5.Ke6 f8S+ 6.Kf5 g4#; 1.Bg7 Kg3 2.Rf5 gxf5 3.Kc4 f6 4.Kd3 f7 5.Ke2 f8Q 6.Kf1 Qxf2#. This is a case in which the two solutions are of different quality. The first solution is excellent, with a double underpromotion and an attractive mating finale. It's a neat touch that the white pawn removes the e6-pawn on its way to the eighth rank, thus providing a route for the black king to reach the mating square, and such interactions between white and black play are always desirable. Unfortunately, the second solution is not of the same standard. True, it adds a third promotion to queen, but this is inherently less surprising and in addition the mating position is very mundane.

2nd Commendation: H3735 Ljubomir Ugren (a) 1.Bxb7 a6 2.0-0-0 a7 3.Qb8 a8S 4.Sbc7 Sb6#; (b) 1.Qf7 Kb4 2.Bb6 axb6 3.Sec7 bxc7 4.Rd8 cxd8Q#. A typical castling/non-castling helpmate, enlivened by the different white promotions in the two solutions. It's appealing that the black rook also moves to d8 in the non-castling solution. Incidentally, I found the second part quite hard to solve. One defect is the brutal twinning, which cuts out the castling solution by simply blocking it.

3rd Commendation: H3781 Stephen Taylor (a) 1.Rf4 Rd5 2.Rd4 g4 3.Kf3 Rf5+ 4.Ke4 f3#; (b) 1.Re3 c4 2.Kd3 g3 3.Ke4 d4 4.Rd3 Rf4#. A solver's problem, with two neat solutions. I found the first part quite tricky, since there are tempting possibilities which don't quite work, such as 1.Re3 g4 2.Kf3 c3 3.Ke4 f4 4.Rf3 Rd4, foiled by the bishop on g1, or 1.Re3 g4 2.Kf3 Rd5 3.Kf4 f3 4.Rg3?? Rf5.

4th Commendation: H3754 Fadil Abdurahmanović & Zlatko Mihajloski 1.Bc2 Bxc4 2.Bxe4 Ba2 3.Bxd5 Kd3 4.Bb3 Ke4 5.Kc4 Bb1 6.b4 Bd3#.

Double-bishop Rundlauf, with the two bishops moving in rectangles of the same dimensions. However, the impact is reduced when the bishops are so hemmed in by pawns that they can hardly move.

(Many thanks go to John Nunn for his lucid award, which will remain open for three months. Any claims should be addressed to Christopher Jones in the first instance – Ed.)
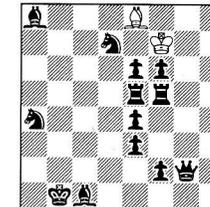
SOLUTIONS TO GAME-DETERMINING MOVE PROBLEMS

(From page 312)

(3) 1.d4 e6 2.Bd2 Bc5 3.dxc5 Ke7 4.c6 Qe8 5.cxd7 c6 6.d8=B+ Kd7 7.B2g5#

(4) 1.c4 d5 2.c5 Qd6 3.c6 Qc5 4.cxb7 Qxc1 5.Qxc1 Kd7 6.bxc8=Q+ Kd6 7.Q1xc7#

(6) 1.e3 d5 2.Ke2 d4 3.Kd3 dxe3+ 4.Kc3 e2 5.b3 exd1=Q 6.Ba3 Q8xd2+ 7.Kb2 Q1c1#

(7) 1.d4 b5 2.Qd3 b4 3.Qa6 b3 4.Qxc8 bxc2 5.Qxb8 Qxb8 6.Be3 cxb1=Q+ 7.Kd2 Q8xb2#

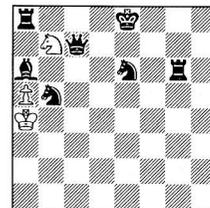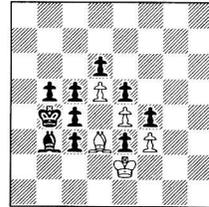**(8)** 1.e4 d5 2.exd5 Sc6 3.dxc6 a5 4.cxb7 Kd7 5.bxc8=Q+ Kc6 6.Qf3+ Kb6 7.Qf6+ Ka7 8.Qfa6#