

Introduction

When Julia asked me to judge the [2017-2018 Retro & PG problems](#) on *Julia's Fairies* I did not hesitate to accept, because I love Retro's, Proof Games, Fairies *and* her website.

At a certain point last year, I had good hopes that the number of compositions would reach 64, a perfect number in this context. Then some problems were cooked, corrections and versions were published, more cooks were found and after the smoke had lifted, 55 compositions remained to be judged. One author alone, Andreas Thoma, was responsible for 45% of these, contributing 25 retractors in three interesting articles. Unfortunately, [No. 1223.1](#) by Günther Weeth & Klaus Wenda was found to be cooked shortly before I finished my award and has not yet been corrected.

To some originals (e.g. [No. 1297](#) by Shumeiko) versions were suggested by others or by the author himself. I did not take these versions into consideration for the award, unless the web master gave them a new diagram and a new number. [No.1349](#) by Arno Tüngler, a series mover, was published in the retro section by mistake and will be judged in the non-retro section.

To assess the quality of the competing compositions I rated them roughly on 3 main qualities: Ambition, Originality and Construction. With *Ambition* I mean the extent to which the composer has tried to show a spectacular, daring, difficult or at least interesting theme. Fortunately for the judge, making his job easier, a lot of lightweights could be found among the 55 originals, lacking the ambition to feature in the award. *Originality* can be present in the theme itself, in the chosen form or it can be the result of a new record. *Construction* not only refers to the pieces on the board but also to the chosen stipulation, fairy conditions and fairy pieces, and how they are used.

There were a few notable trends, i.e. Schnoebelen pieces, Valladao's and Undefined pieces. To start with the latter: I am not a great fan of Undefined pieces. For me, an uninteresting Proof Game does not suddenly become interesting when the identity of the pieces is obscured, although I like the added mystery when the position is a homebase on both sides.

About the Valladao theme: what makes a Valladao problem interesting? Composers doubled the theme, added the Ceriani-Frolkin or the Schnoebelen theme, or even constructed a double *one-sided* Valladao. All publishable efforts, but certain conditions make the composer's life too easy and the result less interesting. The motivation behind an e.p. capture (as opposed to the corresponding non-e.p. capture) vanishes completely if Madrasi is used: non-e.p. PxP captures are illegal in Madrasi!

But the most obvious trend was the Schnoebelen theme. Among the 55 participating problems I counted 14 Schnoebelen pieces, 10 of which were Queens; surely a record in itself! Being a fan of the Schnoebelen theme, I enjoyed all the different realisations. The Queen promotions made me think though: are these *true* Schnoebelen Queens? In the spirit that the inventor had in mind? The definition is simple: a Schnoebelen Queen is a promoted Queen which is captured without having moved. But then why did it have to be a Queen? Consider a white Schnoebelen Rook in an orthodox game. Why did it have to be a Rook? Because the other three options would have disrupted the black play. *So the Rook was the only option left*. It was not chosen because of its strength or its properties, but because of the properties of the other three! That, for me, is the true Schnoebelen idea: a promoted piece, which has not moved *and whose power has not been used in any way*, is captured. A promotion to Dummy would have worked just as well. If we apply this to the Schnoebelen Queens in this tourney, all have a different motivation. In Extinction chess, the Queen promotion can be motivated by the need to parry a check. In Masand, the power of the Schnoebelen Queen causes colour changes. In Immun chess, a Queen might be the only piece which can be captured, because

the others are immune. But things are potentially different in Madrasi, where the other units might paralyse something, so the Queen is the only option left. That, theoretically, would constitute a true Schnoebelen Queen for me.

To conclude this introduction, I would like to clear up a misunderstanding which became apparent in the discussion regarding [No. 1316](#), a Proof Game in 11.5 moves (but is more widespread than that). Some argued that a shorter game, leading to the diagram, would be a cook. No, it most certainly would not!

A sequence of moves can only be a cook if it satisfies the stipulation (see also WFCC Codex Articles 9, 10, 11, 13 and 3). So the question is: *What does the stipulation of a Proof Game mean, exactly? Which games satisfy the stipulation?*

When the Proof Game genre really took off in the 1980s, the stipulation was originally written like *Position after the 12th move of White. How did the game go?*. This specifically states that White has made 12 moves and it asks for the game score up to and including that 12th white move, making it clear that a shorter game would not satisfy the stipulation, by definition.

It was soon recognised that a PG in which several, even dualistic short sequences lead to the diagram, but which had only one solution in the stipulated number of moves, could in fact be very interesting (and was not cooked)! The famous PG in 4.0 moves by Tibor Orbán, die Schwalbe 1976, is a classic example. Later, composers and editors started to abbreviate the long stipulation *Position after the 12th white move. How did the game go?* to simply *Proof Game in 11.5 moves*. This was much shorter but logically it still meant the same: the stipulation asks for a game with exactly 12 white moves and exactly 11 black moves. So a shorter game, be it in 11.0 or 9.5 or 3.0 moves, cannot be a cook because it does not satisfy the stipulation. Of course, if the position of an orthodox PG in 11.5 can be reached in 9.5 moves, we can conclude that a cook exists, starting e.g. 1.Sa3 Sa6 2.Sb1 Sb8, *but the 9.5 move sequence itself is not a cook* as it does not satisfy the stipulation!

Some people, unaware of this history, started to write *PG in exactly 5.0 moves* when a shorter game existed. Not only is the word *exactly* superfluous here (*PG in 5.0 moves* means precisely the same, as we saw) but it spoils part of the fun as well. Much more interesting to let the solver discover for himself there is a shorter game leading to the diagram, but losing one or two tempi is not easy! For me, besides the historical argument and the logical argument, this is the artistic argument: it makes a PG more interesting if there is a shorter game leading to the diagram! But this can never be a cook so there is no need to write “exact” and no need whatsoever to add a half-move for “correctness” as some people have done in the past.

I myself published a PG in Probleemblad 2007 with a) PG in 11.0 moves and b) PG in 11.5 moves (the positions were identical). I expect that nobody will seriously argue that part b) was cooked by the a)-solution.

Where does this misunderstanding come from? I think there are two main reasons.

Firstly, people tend to take conventions from orthodox moremovers or selfmates and apply them to Proof Games, a completely different genre! Thus they argue that “a short solution is a cook”. In a moremover or a selfmate, yes, but not automatically so in a Proof Game! Proof Games have their own conventions.

Secondly, some confusion no doubt stems from the use of the term “Shortest Proof Game” (SPG). In the discussion regarding No. 1316 it was even stated that “All proof games are assumed to be shortest proof games (SPG), unless otherwise specified”. Assumed by who? Certainly not by me, nor by many other Proof Game specialists and not by the editors of the FIDE Albums, as we shall see later on. And such an assumption cannot be found in the codex either. No, the opposite is true: *the solution of a Proof Game is not necessarily the shortest game leading to the diagram, unless the stipulation reads “SPG?”*

Unfortunately, the first (otherwise wonderful!) book on Proof Games by Frolkin & Wilts (1991) was confusingly called *Shortest Proof Games*, but of course it contained non-shortest PGs as well. Notwithstanding the title, the unambiguous but long format “Position after the 12th move of White. How did the game go?” was used throughout the book (except for some dualistic PGs). So the title said “Shortest” but the stipulations in the book did not.

Although stipulations like “SPG in 7.0 moves” were used for a while, consensus now seems to be that this

'double' information is unnecessary and even potentially ambiguous (should the solver look for the *shortest* game or for a game in exactly 7.0 moves?). Logically, the stipulation "Shortest Proof Game?" should only be used *without* giving the number of moves. *And in such an SPG only, a short solution (shorter than the intention) DOES constitute a cook.*

So the stipulation in [No. 1335](#) by De Heer should read "PG 8.5" or "SPG?" (not SPG 8.5), while [No. 1340](#) by Prentos correctly uses the stipulation "SPG & #1" (number of moves not given, and interestingly different in each twin!).

And the word "genau" in the stipulation of the aforementioned PG by Tibor Orbán in the PDB [pdb.dieschwalbe.de/search.jsp?expression=PROBID='P0000811'], and in many others, can be stricken.

It is interesting to follow the confusion around the Proof Game stipulation in the FIDE Albums. Before the 1980-82 edition, only non-unique PGs appeared in the Albums. The stipulation read, in German and English: *Kürzeste Beweispartie?/ Shortest Test-Game?* Then, in the 1980-82 Album, 4 unique PGs appeared (and one dualistic PG). The stipulations were in German only, but rather diverse: a PG with *Stellung nach dem 30. Zug von Schwarz. Wie verlief die Partie?* stood next to a PG with: *Matt im 25. Zug von Weiss. Wie verlief die Partie?* and next to another one with: *Beweispartie in 37 Einzelzügen!*

The following Album used only the first of those 3 stipulations, accurate but long.

Then the 1986-88 Album introduced the French language and two new, but different ways of formulating the stipulation: *Plus courte partie justificative en 18 coups / Beweispartie in 18 Zügen*. So French solvers were told to find the *shortest* game (in 18 moves), while for the Germans any game in 18 moves would do. As if to further illustrate the confusion, the 1989-91 Album added the English language but used a different stipulation in each language. Under one diagram it said: *Plus courte partie justificative en 19,0 coups / Stellung nach dem 19. Zug von Schwarz. Wie verlief die Partie? / Helpgame in 19.0 moves*. All this was supposed to mean exactly the same of course, although only the German was completely unambiguous, translating into: *Which legal game, consisting of 19 white & 19 black moves, leads to the diagram?* For me this proves that not only the German, but all three languages meant to say that a shorter game would not satisfy the stipulation and could never be a cook.

The quite logical term *Helpgame* did not survive, as the 1992-94 Album tried to bring some order in the chaos. It reintroduced the German term *Beweispartie* with the new translation *Proof game*, making the German and English text identical. But the French was still different: *Plus courte partie justificative en 21,5 coups / Beweispartie in 21,5 Zügen / Proof game in 21.5 moves*. In the following Album, the French text was finally corrected, but suddenly the German and the English stipulation mentioned single moves: *Partie justificative en 21,0 coups / Beweispartie in 42 Einzelzügen / Proofgame in 42 single moves*. Fortunately, this folly was short-lived, for in the 1998-2000 Album the Proof Game stipulation found its definitive form: *Partie justificative en 18,0 coups / Beweispartie in 18,0 Zügen / Proofgame in 18.0 moves*. And so it remained, until the 2007-09 Album dropped the French and the German altogether and changed *Proofgame* back into *Proof game*. I wonder when we will see the ultra-short "PG 18" in the Album (it will still mean the same thing!).

Non-awarded compositions

In the spirit of the introduction, I would like to comment on a few compositions which did not make it into the award.

[No. 1201.1](#) Buchanan

Is this a retro problem? Yes and no. White cannot have moved last, so it is White to move. That is all the retro content there is, the rest is forward play. Now the author reasons as follows: there is a retro element, therefore this is a retro problem and because it is a retro problem, the Dead Position rule applies (according to codex articles 15 and 17A) and therefore the only correct solution contains a Schnoebelen Queen.

Codex article 15 says: *If the first move does not lie with the conventional party, this should either be indicated in the stipulation or deducible from retroanalysis*. It does not say: such a problem is a retro problem. Codex article 17A says: *Unless expressly stipulated, the rule of dead position does not apply to the solution of chess compositions except for retro-problems*. It does not say: the Dead Position rule applies

in the forward play, after some retroanalysis has established which side moves first.

The author's line of reasoning supposes a certain interpretation of codex articles 15 and 17A; an interpretation which not everybody will agree to. This attempt to realise an orthodox Schnoebelen Queen made me smile, but nothing more.

No. 1226 Emmerson

Nice and quick bicolour Schnoebelen Kings, but the fairy condition makes it very easy. Anticipation: Michael Barth, Die Schwalbe 2013, with a double homebase: 1.b4 g5 2.b5 g4 3.b6 g3 4.bxc7 gxf2+ 5.cxd8=K+ f×g1=K 6.R×g1 K×d8 7.Rh1 Ke8.

No. 1237.1 Rāican

A fairy condition should add interest, not primarily make the composer's life easier. Here the e.p.-capture is made easy by Volage.

No. 1297 Shumeiko and No. 1310 Mintz

Both of these might have been a little more interesting with Undefined pieces (if correct, of course).

No. 1316 Ganapathi & Dupont

Schnoebelen Queen, cheaply bought with Immun chess. The Queen triangle is a nice touch, but a little more is needed for a Commendation, especially because 2 Schnoebelen Queens on the same square has been done in Immun chess (Mario Parrinello, PG 13.5, Strategems 2010).

It goes without saying that a shorter sequence is not cook, as I explained in the introduction.

No. 1232.1 Dupont

I liked the first, symmetrical position better. This one falls just short of a Commendation.

No. 1336 Dupont

According to the author, this might be the first one-sided double Valladao, where moreover the promoted pieces are captured (Ceriani-Frolkin theme). Now Madrasi makes the CF-promotions easy end the e.p.-captures extremely easy (non-e.p. Pawn x Pawn captures are illegal!). And Rokagogo, which makes castling easy, is only used for the final move.

All in all, not a convincing presentation in my opinion.

No. 1340 Prentos

Original concept, although the Anti-Andernach trick to restore the Pawn ranks is well known. Funny that the SPG length goes down by a half-move per twin. But the content leans heavily on the Undefined pieces and Masand is used only for the final move, producing not very subtle mating positions.

No. 1345 Rāican

Too bad an extra Rook and Bishop are still visible in the diagram. This would have earned a Commendation otherwise. In a Proof Game it is always better to erase your tracks!

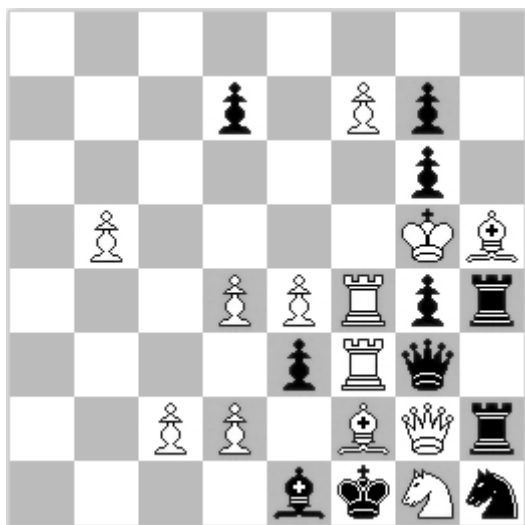
The awarded compositions

No. 1351 Dmitrij Baibikov

Israel

Retro & PG problems JF – R2017-18

1st Prize



Last 20 single moves? (13+11) C-
Promotion in Grasshopper allowed

1st Prize: No. 1351 Dmitrij Baibikov

1...h×g6 2.h7 c5 3.h8=G c4 4.Gf6 c3 5.Gb2 c×b2 6.b4 b1=G 7.b5 Gd3 8.e×d3 Ge2+ 9.Gg4+ Gg2 10.d4 f×g4 11.Q×g2+

This completely orthodox knot of pieces without promoted force has a very surprising solution: 2 white and 2 black Grasshoppers have to be uncaptured to untangle the position. First, the SE-corner must be locked in a little more by the forced retractions f5×g4 and e2×d3, losing the freedom that the white Rook and Knight had. And f6-f7 cannot be retracted, because the cage will only open after g6×f7 and f7-f5 have been retracted! The motivation for the 4 Grasshoppers is interesting: the first 2 uncaptures must be Grasshoppers to avoid an early retro-stalemate; and then they exchange places, a nice touch! The other 2 must be Grasshoppers in order to reach their promotion squares quickly, before the other side runs out of Pawn retractions.

Four Grasshopper-uncaptures is a record in this kind of Retro, as far as I know. The fact that the diagram contains no Grasshoppers is another plus. Beautiful construction, and a pleasure to solve.

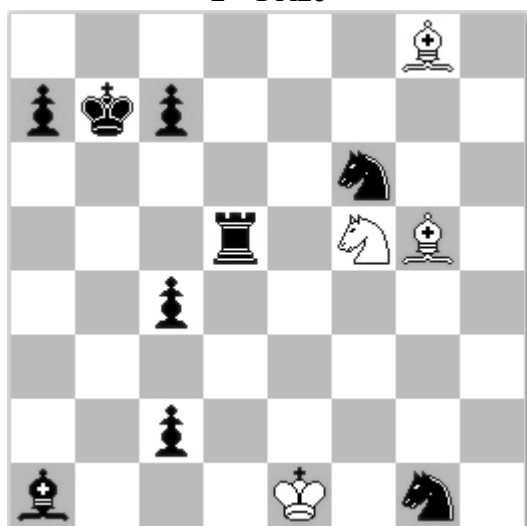
No. 1357 Günther Weeth &

Dmitrij Baibikov

Germany / Israel

Retro & PG problems JF – R2017-18

2nd Prize



-25 & #1 Proca Retractor (4+9)
Anti-Circe

2nd Prize:

No. 1357 Günther Weeth & Dmitrij Baibikov

1.Ke1×d2[K→e1] d3-d2+ 2.Ke2×f2[K→e1] d4-d3+ 3.Ke1-e2 Be3-f2+ 4.Kb3×b4[K→e1] Ra4-b4+ 5.Kc3-b3 a2-a1=B+ 6.Kd2-c3 Bf2-e3+ 7.Ke1-d2 Be3-f2+ 8.Kb5×a5[K→e1] Rd8-d5+ 9.Kb4-b5 Ra3-b4+ 10.Kc3-b4 Ra4-a3+ 11.Kd2-c3 Bf2-e3+ 12.Ke1-d2 Be3-f2+ 13.Kb5×a6[K→e1] Kc8-b7+ 14.Kb4-b5 Ra3-a4+ 15.Kc3-b4 Ra4-a3+ 16.Kd2-c3 Bf2-e3+ 17.Ke1-d2 Be3-f2+ 18.Kb4×b5[K→e1]! Ra3-a4+ 19.Kc3-b4 Ra4-a3+ 20.Kd2-c3 Bf2-e3+ 21.Ke1-d2 Be3-f2+ 22.Kh7×h8[K→e1] 0-0-0+ 23.Kh6-h7 Sh7-f6+ 24.Be7-g5 Bf2-e3+ 25.Be6-g8 – fw.1.Sg7 #

First, White prepares a return path from the b-file to e1 and then uses this path to precisely place a number of black units on the a-file in such a way that the black King is forced back to c8 and a black Rook to d8. The main plan is to retract Kh7×Rh8[Ke1] and make Black retract 0-0-0, but for this plan to work, Black must not be able to recapture anything with his new Rook h8. Therefore the path is used once more, bringing the 15th black unit on the board, a Pawn b5. This modifies the capture balance in such a way that after 22.Kh7×Rh8[Ke1]!, all the black captures were made by Pawns, including one capture by the h-Pawn to promote on g1. Now all is well and 22. ...

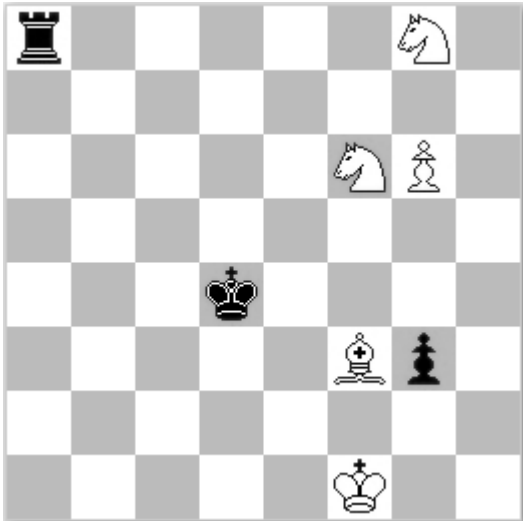
0-0-0+ is forced. The rest of the play is not trivial: even a check from the black Be3 is used to weave the Anticirce-specific mating net and of course 24. ... Kf8-e8?? is illegal because of the castling.
Original and very interesting.

No. 1309 Paul Răican

Romania

Retro & PG problems JF – R2017-18

3rd Prize



-17 & =1 Proca Retractor (5+3)
Circe Assassin

3rd Prize: No. 1309 Paul Răican

1.Ph7×Rg8=S(Ra8, -wBa8)! Rg7-g8+ 2.Bb7-a8 Rg8-g7+ 3.Bc8-b7 Rg7-g8+ 4.Bd7-c8 Rg8-g7+ 5.Be8-d7 Rg7-g8+ 6.Bf7-e8 Rg8-g7+ 7.Bc4-f7 Ke5-d4+ 8.Bd5-c4 Kf5-e5+ (1st time this position) 9.Kg1-f1 Kf4-f5+ 10.Kf1-g1 Kf5-f4+ (2nd time) 11.Kg1-f1 Kf4-f5+ 12.Kf1-g1 Kg5-f4+! (avoids the draw by repetition) 13.Bg4-f3 Kh6-g5+ 14.Bh5-g4 Kg7-h6+ 15.Bf7-d5 Kh8-g7+ 16.Be8-f7 Rg7-g8+ 17.Se4-f6 & 1.S×g3(Pg7, -bRg7) =

With the white King on f1, the black King is pushed by 2 same-colour Bishops to f5. Then the white King switches to g1 and back again, creating an Assassin-specific draw pendulum in order to drive the black King to g5. From there, the Bishops push the King to h8 where it can be stalemated. A well-told story and a highly original composition, hinting once more at the no doubt extensive possibilities for Proca-retractors with Circe Assassin. The fine staircase movement of the Bishop on the 7th & 8th rank is a bonus. The only thing left to wish for is an Assassin-specific stalemate position (or mate or selfmate, for that matter).

No. 1338 Kostas Prentos

U.S.A.

Retro & PG problems JF – R2017-18

1st Honourable Mention



PG 11.0 Masand (11+10)

1st Honourable Mention: No. 1338 Kostas Prentos

1.d3 e5 2.Kd2 Qg5 [e5,g7=w][g2=b]+ 3.Ke1 h5 4.Bf4 Rh6 5.g×f8=Q [h6,f7,g8=w]++ K×f8 6.e3 g×f1=Q [g1,f2,d3=b]++ 7.K×f1 d6 8.R×g1 f×g1=Q [g5=w] [h2,e3=b]+ 9.Q×g1 h×g1=Q [e3=w][g8=b]+ 10.K×g1 Bg4 11.f×g8=Q [g4=w][a2=b]+ K×g8 dia

Five checking Schnoebelen Queens, causing a host of colour changes before they disappear; what a spectacle! Of course Masand makes it easy to show a Schnoebelen Queen, but five consecutive ones is still a big achievement and the construction is quite clever. Because of the black Pa2 the diagram position is illegal in an orthodox game, which is a small pity.

To add 12.Be2 d×e2 13.Sc3 e×d1=Q+[h5,d6=w][a1,c2=b] 14.S×d1 for a 6th Schnoebelen Queen, as Paul Răican suggested, is worth examining. It might even lead to a joint composition by Prentos & Răican. However, I have judged the position as it was published, and I do not consider a suggestion in a comment to constitute an original composition.

No. 1257 Nicolas Dupont

France

Retro & PG problems JF – R2017-18

2nd Honourable Mention



PG 17.0

(14+15)

Black reflex #

2nd Honourable Mention: No. 1257 Nicolas Dupont

1.h4 Sh6 2.h5 Sf5 3.h6 g×h6 4.c4 Bg7 5.c5 Be5 6.c6 Sg7
 7.c×b7 c5 8.Rh2 Sc6 9.b8=Q Ba6 10.f3 Bd3 11.Kf2 Bg6
 12.Ke3 f5 13.Kd3 Kf7 14.Kc4 Kf6 15.Kb5 Kg5 16.Ka6
 B×b8 17.Kb7 Qc8+ dia

Schnoebelen Queen b8, because any other promotion would allow the reflex 10... Bg3# or 16... Qb6#. Highly original; good construction. Not a 'true' Schnoebelen according to my analysis in the introduction, but the motivation is interesting nevertheless. The condition also helps to fix the move order: 8.f3? Bg3#! This may very well be the first example of a *Reflex Proof Game*, and it certainly is a fine one! The last moves (17.Kb7 Qc8+) could be skipped without affecting the content, but they serve to hide the capture on b8 a little better.

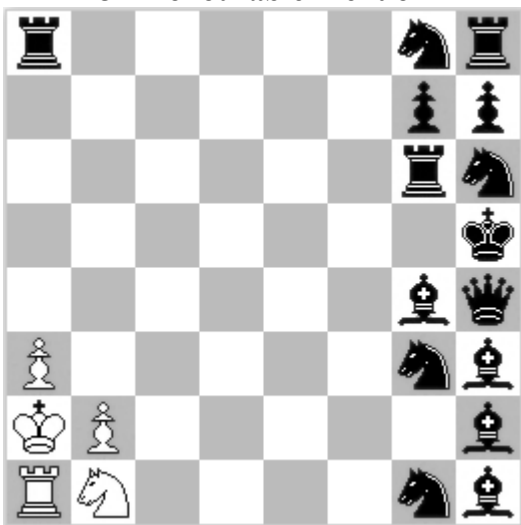
No. 1352 Stephen Emmerson

U.K.

Retro & PG problems JF – R2017-18

Dedicated to Frank Moralee

3rd Honourable Mention



PG 73.0

(5+15) C-

ABC

3rd Honourable Mention:

No. No. 1352 Stephen Emmerson

1.a3 a5 2.Ra2 a4 3.Ra1 Ra5 4.Ra2 Rc5 5.Ra1 b5 6.Ra2 b4
 7.Ra1 b3 8.Ra2 b×c2 9.Ra1 Sc6 10.Ra2 c×d1=B 11.Ra1
 R×c1 12.Ra2 Rc5 13.Ra1 Rg5 14.Ra2 Sd4 15.Ra1 c5
 16.Ra2 c4 17.Ra1 c3 18.Ra2 c2 19.Ra1 c1=R 20.Ra2 Rc6
 21.Ra1 Rg6 22.Ra2 Bb7 23.Ra1 B×g2 24.Ra2 B×e2
 25.Ra1 Sf5 26.Ra2 d5 27.Ra1 d4 28.Ra2 d3 29.Ra1 Qd4
 30.Ra2 Qh4 31.Ra1 B×f1 32.Ra2 e5 33.Ra1 e4 34.Ra2 e3
 35.Ra1 e2 36.Ra2 Ke7 37.Ra1 Kf6 38.Ra2 Sh6 39.Ra1 Kf5
 40.Ra2 Kg4 41.Ra1 f5 42.Ra2 f4 43.Ra1 f3 44.Ra2 Bd6
 45.Ra1 B×h2 46.Ra2 B×h1 47.Ra1 Bh3 48.Ra2 Kh5 49.Ra1
 Rc5 50.Ra2 Rc2 51.Ra1 R×d2 52.Ra2 Rc2 53.Ra1 Rc1+
 54.Kd2 Rd1+ 55.Kc3 Re1 56.Ra2 d2 57.Ra1 d1=B 58.Ra2
 Bc2 59.Ra1 Be4 60.Ra2 Rc1+ 61.Kb4 Rc8 62.Ra1 Rf8
 63.Ra2 e1=S 64.Ra1 Sd3+ 65.K×a4 S×f2 66.Ra2 Bf5+
 67.Kb3 Se4 68.Ra1 Sg3 69.Ra2 f2 70.Ra1 f×g1=S 71.Ra2
 Bg4 72.Ra1 Rb8+ 73.Ka2 Ra8 dia

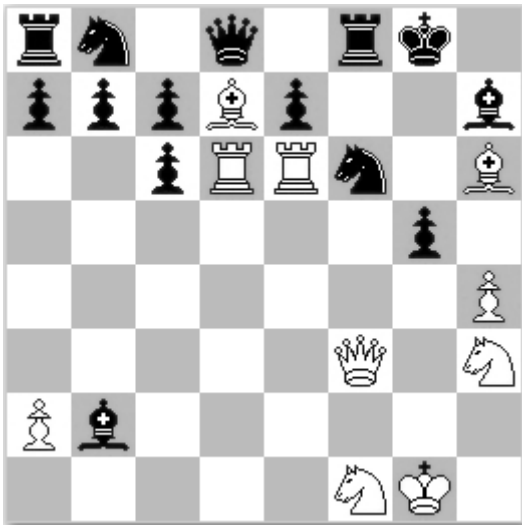
A crazy and funny ABC length record which the author himself has broken shortly after publication (see <http://chess.stephen29emmerson.fastmail.fm/longalpha.html>). The 17-move circuit by the black Rook is surprising and well-constructed. However, the 33 white Rook switchbacks are in itself not very impressive because the mechanism (1.a3 2.Ra2 3.Ra1 etc.) springs more or less automatically from the condition ABC and was already known from Michel Caillaud's 3rd Prize, D.Innocenti-44, Phénix 2002 (which had no obtrusive promoted force but was later cooked).

No. 1331 Kostas Prentos

U.S.A.

Retro & PG problems JF – R2017-18

4th Honourable Mention



PG 18.0

(10+14)

Multicaptures

4th Honourable Mention: No. 1331 Kostas Prentos

1.c4 h5 2.c5 h4 3.c6 dxc6 4.g4 hxg4→g3 e.p. 5.h4 Bf5
 6.Bh3 Bh7 7.Bd7 f5 8.Sh3 f4 9.e4 fx e4→e3 e.p. 10.0-0
 gx f2 11.Re1 f1=S 12.Qf3 ex d2 13.Re6 d1=S 14.Bh6 g5
 15.Sd2 Bg7 16.Sxf1 Bxb2 17.Rxd1 Sf6 18.Rdd6 0-0 dia

Not as nice as the predecessor mentioned with the solution (Paul Răican, PG 16.0, after Antonini & Dupont, diagrammes 2009). But even if Multicaptures makes showing e.p.-captures easy, it is still quite an achievement to show 2x Valladao and 2x Schnoebelen, here 1,67 black Valladao and 0,33 white Valladao.

Commendations in order of publication

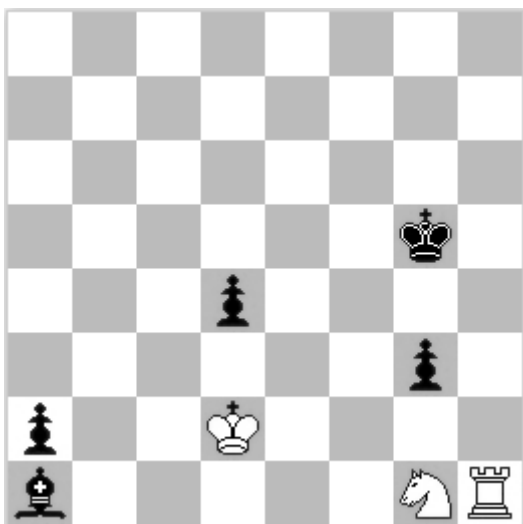
No. 1184.1 Paul Răican

Romania

Retro & PG problems JF – R2017-18

In memory of W. Dittmann

Commendation



-8 & s#1

Proca Retractor

(3+5)

Anti-Circe

Commendation: No. 1184.1 Paul Răican

1.Ke3-d2 Pd5-d4+ 2.Sg6xRe5[S→g1] Rf5-e5+ 3.Kf3-e3
 Re5-f5+ 4.Kf2-f3 Pg4-g3+ 5.Ke1-f2 Rf5-e5+
 6.Kg3xPf4[K→e1] Bg7-a1 7.Rh1xSh5[R→h1] Sf6-h5
 8.Rh8xQe8[R→h1] and 1.Kg3-h4+ Qe8-e1#

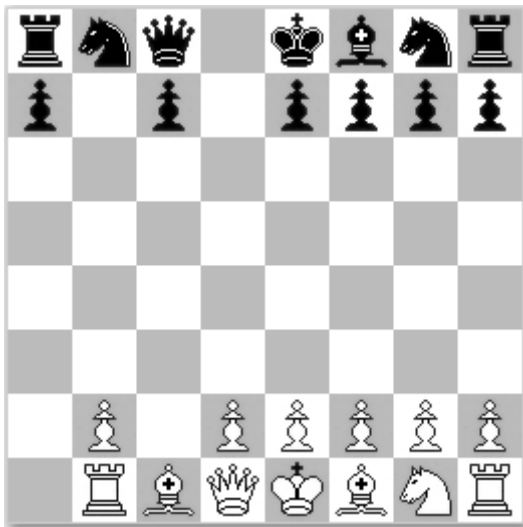
Interesting play, uncapturing 4 black units (RPSQ), culminating in a good Anticirce-specific selfmate. There is a nice try, as indicated by the author: 1.Ke3-d2 Pd5-d4+ 2.Sd3xRe5[Sg1]? Rf5-e5+ 3.Kf3-e3 Re5-f5+ 4.Kf2-f3 Pg4-g3+ 5.Ke1-f2 Rf5-e5+ 6.Kf8xRe8[Ke1] Bh8-a1 7.Rh1xSh7[Rh1] Sf6-h7 8.Kg7-f8 & 1.Kh6+ Re1#, but 7... Rb8-e8!

No. 1236 Joost de Heer

The Netherlands

Retro & PG problems JF – R2017-18

Commendation



SPG 6.0

(13+13)

Extinction Chess

Commendation: No. 1236 Joost de Heer

1.a4 d5 2.a5 d4 3.a6 d3 4.a×b7 d×c2+ 5.b×c8=Q+ c×b1=Q 6.R×b1+ Q×c8 dia

Bicolour Schnoebelen Queens in perfect economy, which seems to be new. Extinction Chess makes the theme extremely easy though.

No. 1253 Bernd Gräfrath

Germany

Retro & PG problems JF – R2017-18

Dedicated to François Labelle

Commendation



PG 11.0

(11+12)

Losing Chess

Commendation: No. 1253 Bernd Gräfrath

1.e4 c5 2.Ke2 c4 3.f4 Sf6 4.e5 c3 5.e×f6 c×b2 6.f×g7 b×a1=S 7.g×h8=K S×c2 8.K×h7 Sd4 9.f5 S×f5 10.Kh6 S×h6 11.Ke1 Sg8 dia

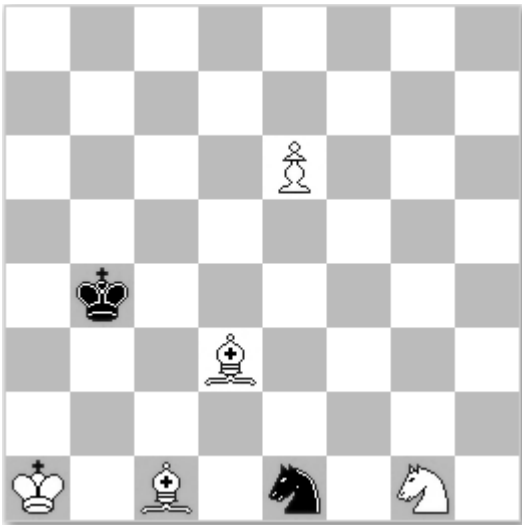
Pronkin Knight, Ceriani-Frolkin King, switchback by King e1, double homebase. All in all, quite a surprising content for 11 moves!

No. 1298.E Andreas Thoma

Germany

Retro & PG problems JF – R2017-18

Commendation



-9 & #1 Proca Retractor (5+2)
Anti-Circe Cheylan

Commendation: No. 1298.E Andreas Thoma

1.Sf7×Bh8[S→g1] Kc3-b4+ 2.Kb2-a1 Kd4-c3+ 3.Kc3-b2 Ke5-d4+ 4.Bg1×Pd4[B→c1] d5-d4+ 5.Kd4-c3 Kf6-e5+ 6.Ke5-d4 Kg7-f6+ 7.Kf6-e5 Kf8-g7+ 8.Sd6-f7 S~-e1/Bg7-h8 9.Bh7-d3 & forward: 1.e6-e7#

A fine example of the author’s new idea ‘Chasing the black King’, presented in a short article. This is the most interesting retractor of the series, firstly because the black line piece is not yet on the board and secondly because of the necessary interruption 4.Bg1×Pd4[wBc1]!

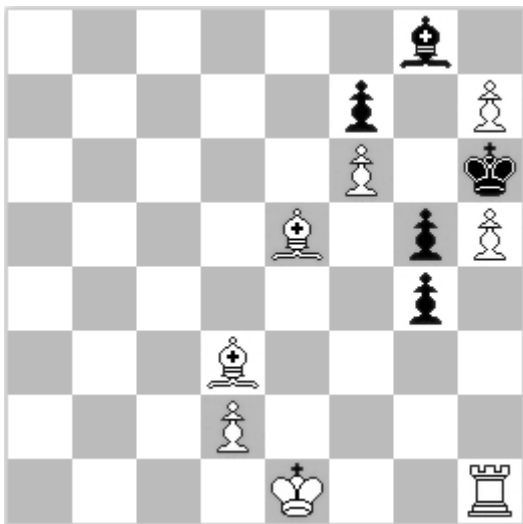
A mechanism which is certainly worth exploring further.

No. 1299 Aleksey Oganessian

Russia

Retro & PG problems JF – R2017-18

Commendation



#1 b) Ke1→f5 ; c) Kh6→f3 (8+5)

Commendation: No. 1299 Aleksey Oganessian

- a) 1.h×g8=S#! (1.h8Q/R#? Bh7!) 1.h×g6 e.p.#?? - not the fact that a last Black move was 0...g7-g5.
- b) 1.h×g5 ep.#! (1.h×g8S#? Kh7!) Without a doubt, the last Black move was 0...g7-g5, but not 0...Kg7-h6, because in this case a White Pawn could not get on f6.
- c) 1.0-0#! (1.Rf1#? Kg2!)

White #1 Valladao in a very economic setting with clever twinning.

