Champagne-Tourney

Theme:

Generalised (anti) Pronkin: – A square is occupied by an original piece and a promoted piece of same nature and colour. Original game-array squares (Pronkin) and promotion squares (anti-Pronkin) are excluded for this tourney, i.e. Pronkin and anti-Pronkin are not thematic!
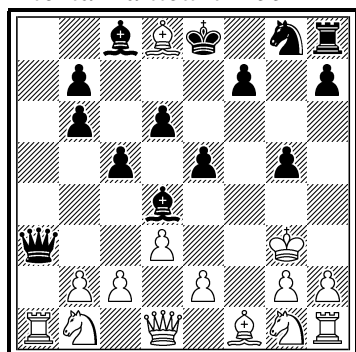
Two sections: A. Proof games, B. any other kind of Retro problems

In B section, in case of positions with few pieces, (such as can be found in Procas...), a piece is considered as original if it cannot be proved promoted.

Illustration/Example(s):

1
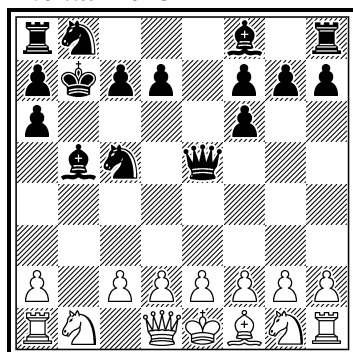**Ivan Denkovski**
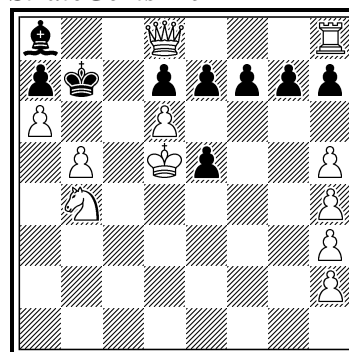**Gligor Denkovski**
Thema Danicum 2001

2
NON THEMATIC !!
Thierry Le Gleuher
Michel Caillaud
Phénix 2015

3
Andrey Frolkin
StrateGems 2011

SPG 12.5   (14+14)

SPG 15.5   (14+16)

Last 8 single   (11+9)
moves?

Dia. 1: 1.f3 e5 2.Kf2 Bc5+ 3.Kg3 d6 4.a4 Sd7 5.a5 Sb6 6.a×b6 a×b6 7.R×a8 Qf6 8.Ra1 Q×f3+ 9.Kh4 Qa3 10.d3 Bd4 11.Bg5 c5 12.**Bd8** g5+ 13.Kg3, 1.d3 g5 2.Be3 Bg7 3.Bb6 a×b6 4.a3! Ra5 5.a4 Rf5 6.a5 R×f2 7.K×f2 Bd4+ 8.Kg3 e5 9.a6 Qe7 10.a7 Qa3 11.**a×b8=B** c5 12.Bc7 d6 13.**Bd8** – The thematical square d8 is occupied by original wBc1 in the 1st solution and by a promoted wB (promoted on b8) in the 2nd solution.

Dia. 2: 1.b4 Sa6 2.Bb2 Sc5 3.Bf6 e×f6 4.**Sf3** De7 5.**Sd4** De5 6.**Sc6** Se7 7.*Sb8* Kd8 8.Sa6 b×a6 9.b5 Bb7 10.b6 Bc6 11.b7 Bb5 12.**b8=S** Kc8 13.**Sc6** Kb7 14.**Sd4** Sc6 15.**Sf3** Sb8 16.*Sg1* – f3, d4 and ç6 would be "Champagne thematic squares", **but the problem is doubly not thematic** because the 2 white Knights also occupy the Pronkin square g1 and the anti-Pronkin square b8.

Dia. 3: -1.a5-a6# **Kb8×Bb7** -2.Bc8-b7+ Kb7-b8+ -3.**c7-c8=B+ Kb6×Bb7** -4.a5-a6+ Ka5-b6... The thematical square b7 is occupied by the original wLf1 and by wL who was promoted into on c8.

Prizes: Bottles of Champain for the winners in the two sections

Judge(s): Michel Caillaud

Entries to: Michel Caillaud (caillaudm@aol.com)

Note: for congress participants only (joint compositions with nonparticipants are admitted).

Maximum 3 entries per composer per section. Collaboration counts for one full entry. Maximum 1 non-computer tested entry per composer in section A. Non-computer tested entries should be submitted preferably before closing time to allow for "human testing". If testing takes too long problems might not be considered.