**Murfatlar 2018 Award**

**Theme:** Proof games with Berolina Pawns and, eventually, with another fairy condition (without fairy units).

22 PGs was received and two were demolished. Special thanks must go to Nicolas Dupont, who sent me no less than 7 works of high quality.

About the condition Berolina, let speak Dirk Borst about: *It was my first attempt at Berolina Pawns and I must say I like them very much! They have a lot of interesting potential I think.*

The level of the tournament was very high, in my opinion. This tournament gave me a lot of pleasure and I congratulate all the participants for their contribution. Berolina Pawns was also the condition of RIFACE 2018 meeting in France, but here we had the possibility to combine this genre with another fairy condition. Two problems had exceeded expectations and so, two Super Prizes were awarded.

Our ranking is presented from Commendations to Super Prizes.

**Commendation – M. Parinello & M. Bonavoglia:** The Italians used Andernach to produce a smart trick: invisible captures. This condition was also used at Champagne TT, Belgrad 2016 (see A). I searched for a third impostor, but Jacobi gave me cooks.

1.d2-b4 g7-f6 2.Bh6 hxh6=w 3.h6-g7 Rh3 4.gxg8=S=b Bh6 5.Qc1 Bxc1=w.

**Commendation – N. Dupont:** Nicolas found this sympa trick for Q Schnoebelen, grace to Black Minimummer rules. Completely checked by Jacobi.


**Commendation – M. Parinello:** All black units at home is always nice. Here, Circe condition facilitates this task.


- Capture-free.
- Two white knights and one white rook participate in the solution. Round Trip (SS). Switchback (R).
- Strange bK path, going through b4 [author]


1.BPab3 Sf6 puis 2.Ra6 BPxa6 3.BPge4 BPab5 4.BPf5 Ra4 5.BPg6 Rg4 6.BPhf4 Sd5 7.Rh6 BPxh6 8.BPh7= R BPg5 9.Rh1 **Rhh4** 10.BPbd4 BPf5 11.BPc5 Kf7 12.BPb6 Kg8 13.BP7=R Sb6 14.Ra1
Comments: Economic RR-Pronkin (only 2 thematic captures). Moreover, the length 13.5 seems to be the best possible lower bound. I tried to get the maximum of at-home pieces (21), but maybe it is possible to improve it. The problem is C+ Jacobi. [author]

1st HM ex-aequo – A. Frolkin & I. Vereshchagin / Dirk Borst: It is surprising to see that these works could participate also at Champagne 2018. I liked a lot that the authors surpassed the difficulties caused by the special Pawns and that they realized the task without another added genre. These problems are, in my opinion, superior to the 2nd Prize, RIFACE 2018. (see B) However, during the Congress, I realized the task with one more castling and one more promotion and is for this reason that these problems got only a Honorable Mention.

Solutions:
Valladao task.
Special HM – Th. Le Gleuher: It is interesting that Thierry had the same idea with Alexandre Leroux (see C). But here we have all 32 units on the board. The existence of a predecessor brought to this cute work only a Special Honorable Mention.

5th Prize – Peter van den Heuvel: I was not only impressed by the Pawns embroidery, but the author managed to show an unexpected capture of different four officers on the thematic squares. I hope that Peter, a very imaginative composer, was awakened from hibernation by this tournament.

4th Prize – N. Dupont: The released Rook a1 captures the Pawns a7, b7 then g7, h7 because they are double attacked. Very convinced double Q-Schnoebelen, in Dupont style.
3rd Prize - M. Caillaud: It is quickly inferred that the black Pawns embroidery have been made with the help of a white Knight. But this Knight must first be brought to g8 by a black Knight. It is to be admired how the author succeeded in obtaining a unique sequence of moves and, moreover, bringing both Knights back to the formation.

1.fd4 Sf6 2.e3 Sd5 3.d×d5(Sd2)! S×b1(Sg8) 4.Sh6 Sc3 5.Kd2 (c×c3(Sc2)? self-check) h×h6(Sh7) (avoiding intervention of this move with the white Knight moves was the main technical issue; now black Knight has to reintegrate g8 before main manoeuver) 6.c×c3(Sc2) Sb4 7.e6 Sd5 8.Kd3 Sf6 9.Qd2 Sg8 10.Sf6+ f×f6(Sf7) 11.Sd6+ d×d6(Sd7) 12.Sb6 b×b6(Sb7) 13.Sc4 Ba6+! (tempo) 14.Sc4 Bb7 15.Sa3 Bc8 16.Sb1.

Main puzzle is to explain capture on b6, d6, f6, h6 by bPBs. Doing it with a white Knight is the shortest way in Circe Couscous. But as already 8 other white moves are apparent, the white Knight manoeuver has to be accelerated by Circe Couscous (capture by a black Knight to bring white Knight near black Pawns) (author)

2nd Prize – N. Dupont: This amazing PG has a very quiet final image, which say almost nothing about the all story. But the capture dxd6 (and eventually fxf3) must be justified. So, at a time, Rh8, Qd1, Sg8 become the characters of a scene, which contains a game difficult to predict. We found here also a S Ceriani-Frolkin. The Back home rules are dominating here relative to the Berolina rules, but this negative aspect did not diminish the merits of the problem.


Comments: Intriguing capture of the two missing units. If BPf2 is captured on square d6, then BPe2->f3 and there is no way to capture the Sg8, as the white side can't develop due to back-home necessity. If a white squared BP is captured on square d6, it must have captured the Sg8 too, hence this Knight must stand far away from its original square g8, which is also impossible due to back-home necessity. The only remaining possibility is therefore to promote on square g8 (via h7, allowing black, and then white, to develop), this promotion being captured on square d6, which in turn allows Sg8 to develop (and thereafter to be captured) via the covering of a checking move. (author)
1st Prize – N. Dupont: A memorable problem. The genre Lortap was first launched in Tournoi de Noël 2008 and there, Nicolas Dupont and Michel Caillaud won with a similar idea (see D). But let the author speak:

The capture e3xe4 is impossible as square e3 is observed by the immovable Pf2. Hence the capture d2xd3 is mandatory, which implies that Sb1 Qd1 and Ke1 must have left their observation of square d2 (and then gone back home), and that Bc1 must have been home-captured (and then replaced by a Pronkin promotion). This content is near from the first Prize “Tournoi de Noël de France Echecs 2008”, but with less number of captures and moves.


SuperPrize ex-aequo – N. Dupont: A novelty in my opinion (and in author’s opinion): Valladao task, where the promotion is a Q-Schnoeblen. It is amazing that the author managed the added condition, so that two circuits of Rooks have been introduced. I can’t make a difference of level between this problem and Prentos problem, so I decided to give a second SuperPrize.


Comments: To my best knowledge, a Q-Schnoeblen is completed for the first time to a Valladao. Circuits from Rh1 and Rh8 are added in order to reach an elegant diagram position. The problem is Jacobi C+ until position 12.0 and from position 4.0 to the end. The following simplified version is fully checked: 1.BPhf4 BPge5 2.Rh6 BPc5 3.Rf6 Bd6 4.Re6+ Se7 5.BPg5 O-O 6.BPf4 BPh5 7.BPxg6 e.p. Rxf4 8.BPf7 Ra4 9.BPc4 BPf5 10.Rh6 BPb5 11.BPc8=Q+ Qxe8 12.Rh1.[author]

SuperPrize ex-aequo – K. Prentos: An outstanding work. The author managed both genres intensively and reached a hard task: double Valladao. I appreciated that both promoted Knights disappeared and that only 4 Pawns was captured during the game. A final touch: using Madrasi rules, Kostas achieved a unique sequence of moves, the promotion on g1 must only come after Se2-c1.


Tested with Jacobi v0.5.1 (999 Mb, 11816 sec) Double Valladão, with Ceriani/Frolkin Knights. [author]
Solutions:
A) 1.d3 e5 2.Bf4 Ba3 3.B×e5(b) Be×b2(w) 4.Bc1 B×c1(w).

B) 1.BPe2-c4 BBe7-f6 2.d5 Bc5 3.Qe2+ BPce5 4.d×d6 e.p.+ Se7 5.d×d7 0-0 6.e8==S Be6 7.S×f6+ f×f6.


Definitions

**Andernach:** A capturing piece (excluding King) changes color. After capturing a Rook on a1, h1, a8 and h8, it is possible to castle with the new Rook, provided that all the other rules for castling are satisfied.

**Back-home:** If a side can move a piece (King included) to the square it occupied in the initial position, it must do it, unless a self-check.

**Circe Couscous:** When a capture is made, the captured unit (except a King) is replaced on the capturing unit's rebirth square, if it is empty. If not, the captured unit is annihilated.

**Duellist Chess:** If a side begins play with piece X, this side must play only with X until is impossible to make legal moves with X.

**Glasgow chess:** Pawns are promotes on their seventh (white) or second (black) rank instead of the eight or first.

**Lortap:** A piece can capture only if it is not controlled by a unit of its side.

**Madrasi:** Opposing like units other than Kings are paralyzed, when they attack each other. Paralyzed units cannot move, capture or give check (but it retains the function of paralysing). En passant captures may be made in Madrasi and that is the only way in which one Pawn may capture another.

**Multicaptures:** One piece (King included) can only be captured, if it is attacked at least twice.