

In this issue

Reminder of running tourney for fairy twomovers opens the issue that is slightly shorter than usual. Then we have the pleasure to publish the preliminary award of the 1st TT of Conflictio prepared by Narayan Shankar Ram. Fairy elements used in the award are added to make sure the content is understandable also for uninitiated to some fairy forms. Enjoy!

Juraj Lörinc

Brabec 80 JT C 31.12.2018 reminder

Slovak Organization for Chess Composition (SOKŠ) has announced international jubilee tourney on the occasion of the 80th birthday of Juraj Brabec (26.5.2018).

The tourney is dedicated to #2 with changes (new-strategical twomovers) employing at least one „oblique grasshopper“, differing from the ordinary grasshoppers by the fact that they turn direction of their move in the following way:

- moose by 45°,
- eagle by 90°,
- sparrow by 135° and
- and hamster by 180°.

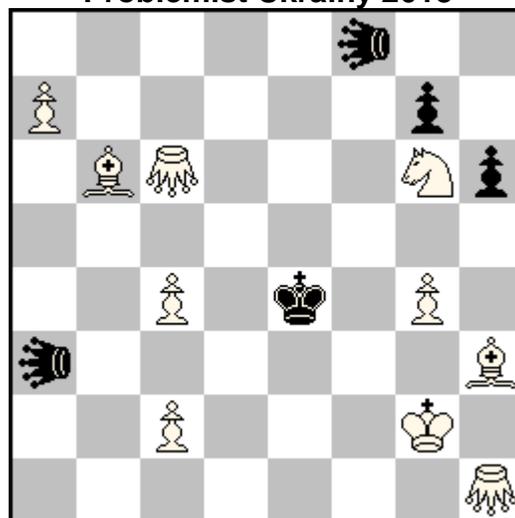
Utilization of other fairy elements is allowed; the tourney will be judged by jubilee Juraj Brabec.

The entries should be sent by e-mail to the address of tourney director Juraj Lörinc (juraj.lorinc@gmail.com) until 31.12.2018.

Examples with animated diagrams and announcement in pdf format you can find on SOKŠ web site: <https://soks.sk/juraj-brabec-80-jt-c-31-12-2018/>.

115 is a recently published example by jubilee himself.

115 - Juraj Brabec Problemist Ukrainy 2018



#2

(10+5) C+

☞ = eagle

☞ = grasshopper

1.Gcf3? **C** [2.a8=Q#]
1...EAb2 **a** 2.Kg3# **A**
1...EAb7 **b** 2.Kf2# **B**
1...EAf6!

1.Kg3? **A** [2.Gd5#]
1...EAb2 **a** 2.Gf3# **C**
1...EAb7 **b** 2.Bg2# **D**
1...EA×g4!

1.Kf2! **B** [2.Gd5#]
1...EAb2 **a** 2.Bg2# **D**
1...EAb7 **b** 2.Gf3# **C**
1...EAg2 2.B×g2#

White play is concentrated along the long diagonal a8-h1, with mates from a8, h1, c6 and g2. Black eagles play very important role with multiple guarding and repelling duties, partly neutralizing the symmetrical feeling of the position.

The change in three phases is of Z-32-24 family, including two key-mate reversals. Moreover two phases with wK-keys show reciprocal change and thus **115** could also participate in our 1st TT. What brings me to the award itself...

1st TT Conflictio C 10.10.2018 (award by Narayan Shankar Ram)

At the outset, my congratulations to Juraj for taking an initiative to stop the downtrend in the composition of antagonistic stipulations. Towards this objective, the starting of *Conflictio* and this 1st TT are promising first steps.

The TT attracted only 6 entries. There may be various reasons: Conflict(!) with other tourneys, Difficulty of theme, not enough “marketing”, etc. However, such initiatives will face difficulties and we should persevere!

The quality of the entries was very good and all have been included in the award! I have added additional explanations in the solutions for some of the entries involving fairy conditions. I feel this is important, since we need to get more composers interested in antagonistic stipulations as well as the newer fairy conditions. In this age of attention deficit,

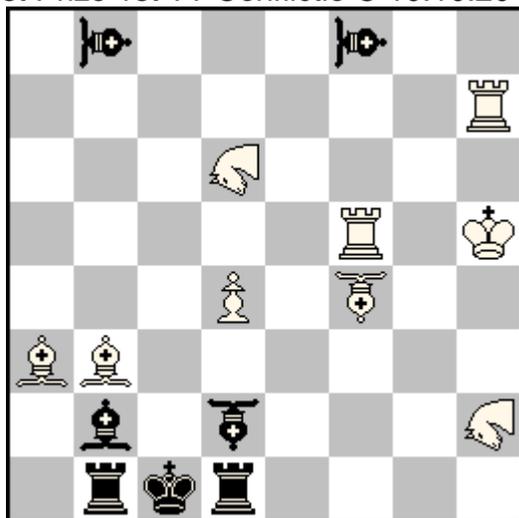
without such explanations, the casual reader/composer may just give a cursory glance at the patterns and move on to the next helpselfmate! Hopefully, here, the readers will be more able to grasp and understand the interesting motivations behind the changed play and patterns... and be inspired to try their own hand.

I have also included the tabular representation for the move patterns popularized by Brabec and Gvozdják.

My thanks to Juraj for inviting me to act as judge. My thanks and congratulations to all the participating composers.

116 - Georgy Evseev

1st Prize 1st TT Conflictio C 10.10.2018



#2* (9+7) C+

Disparate PY

♞♞ = bishop lion

♞♞ = fersrider, ♞ = rose

- 1...Bb2-a1 2.FRf4×d2# (1...Bb2~)
 1...Bb2-c3 **a** (2.FRf4×d2? Bc3×d2!
 3.Ba3×c1??) 2.Rf5-c5# **A** (2...Rb2?,
 2.Rh7-c7? 3.BLf8×a3!)
 1...FRd2-e1 2.Ba3×b2# (1...BBd2~)
 1...FRd2-c3 **b** (2.Ba3×b2? Bc3×b2!
 3.Bf4×c1??) 2.Rh7-c7# **B** (2...Rd2?,
 2.Rf5-c5? 3.BLb8×f4!)

- 1.ROd6-b5!** [2.ROb5-e2#]
 1...Bb2-c3 **a** 2.Rh7-c7# **B** (2...Rb2?,
 2.Rf5-c5? BLf8×a3!)
 1...FRd2-c3 **b** 2.Rf5-c5# **A** (2...Rd2?,
 2.Rh7-c7? BLb8×f4!)
 1...Rd1-e1 2.FRf4×d2#
 1...Rb1-a1 2.Ba3×b2#

		a	b	c	d	e	f
		A	B	C	D		
		B	A			C	D

A very well thought out and complex combination of Disparate condition and change mechanism using Bishop Lions.

The basic idea is to pin the two black bishops on c3 so that they cannot move. This activates the white bishops on a3 and f4. Also, the BRs cannot interpose on b2/d2 due to the Disparate condition (last move by WRs on c5/c7!).

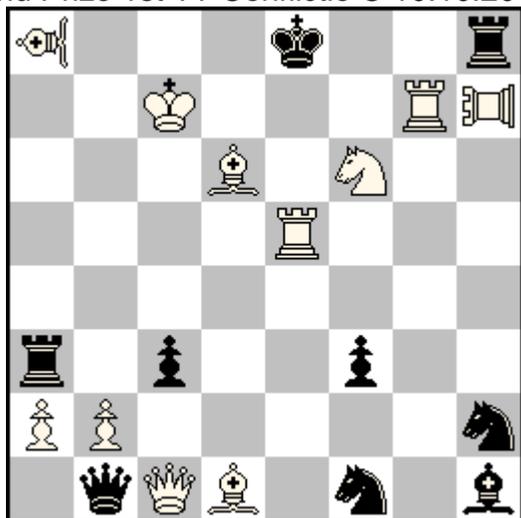
To this is added the change mechanism involving the two black FLs on b8 and f8. In the set play, white has to close the black FL lines b8-f4/f8-a3. And in the actual play, white has to avoid re-enabling them.

To top it off, the set play mates after the black bishop random moves, reappear in the actual play after two different black defences.

The construction is impeccable, with only a sole "technical" piece (WPd4).

117 - Hubert Gockel

2nd Prize 1st TT Conflictio C 10.10.2018



#2

(11+9) C+

AMU
Antircirce

♙ = vao, ♖ = pao

		a	b	c	d
		A	B	C	
		B	A		D

Another intricate combination, this time of AMU and Anti-Circe.

In each phase, after the black defences, either white VAa8 or PAh7 is attacked exactly once, so only they can mate.

The mechanism works by the closure of the black lines b1-h7 and a3-a8, in combination with the unguards/attacks of a8/h7 by the BKe8/g8 and BRh8/f8.

The by play shows additional Anti-Circe effects.

“V-victory” indeed, as the author noted, though V stands for too many other things these days!

1.Bc2? [2.Q×b1(Qd1)#] [mate by wSf6, since b1 is now vacant. wQ is attacked exactly once by bQ]

1...0-0 **a** 2.PA×h1(PAh8)# **A** [mate by wRg7 (h1 vacant). f8 blocked by bR. PAh7 attacked once by bKg8. 1...VAXh1(VAh8)?? - VAa8 is attacked twice by bRa3/bRf8!]

1...Rf8 **b** 2.VA×h1(VAh8)# **B** [mate by wRg7 (h1 vacant). f8 blocked by rR. VAa8 attacked once by bRa3. 1...PAXh1(PAh8)?? PAh7 is not attacked by bQb1!]

1...Sd2 **c** 2.Q×h1(Qd1)# **C** [mate by wRe5 (h1 vacant). 2...Kf8?? 3.Bxf8, since c1 now vacant]

1...Sg4!

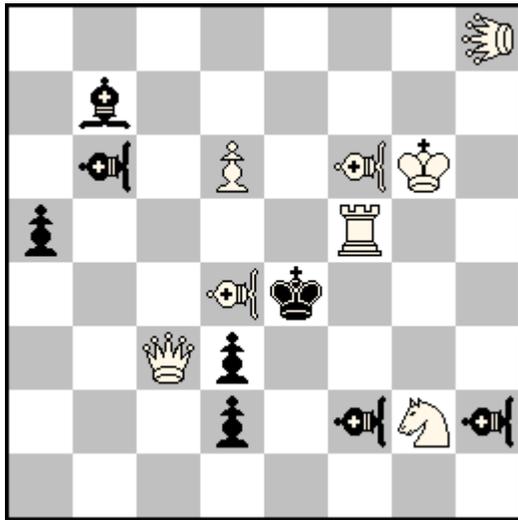
1.Ba4! [2.Q×b1(Qd1)#]

1...0-0 **a** 2.VA×h1(VAh8)# **B** [mate by wRg7(h1 vacant). f8 blocked by bR. VAa8 attacked once by BRf8. 1...PAXh1(Vh8)?? PAh7 is attacked twice by bQb1/bKg8!]

1...Rf8 **b** 2.PA×h1(PAh8)# **A** [mate by wRg7 (h1 vacant). f8 blocked by bR. PAh7 attacked once by bQb1. 1...VAXh1(VAh8)?? VAa8 is not attacked by bRa3!]

1...Sg4 **d** 2.Q×f1(Qd1)# **D** [mate by wBa4(f1 vacant). 2...Kf8?? 3.Bxf8, since c1 now vacant]

118 - Juraj Brabec & Juraj Lörinc
 1st Honourable Mention
 1st TT Conflictio C 10.10.2018



#2 (8+8) C+

♖♗ = vao, ♚ = leo

		a	b
		A	B
C		E	F
D		F	E
E		C	D

A 4x2 Zagoruyko. The 1st phase is strictly non-thematic but adds value.

The 2nd and 3rd phases show the reciprocal change: the two black Vaos exchange their functions of being able to move or capture on d4.

The 4th phase has one of the thematic mates coming in as the key. The tries of the 2nd and 3rd phases now reappear as battery mates, showing a doubled sequence reversal a.k.a *Salazar* theme.

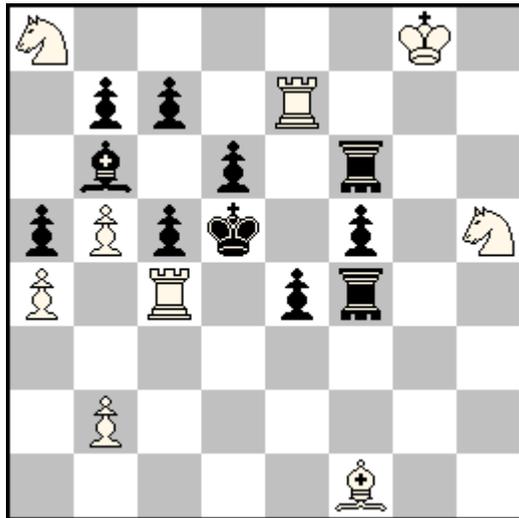
- 1.Qxd2? [2.Qf4#]
- 1...VAfg3 a 2.Qe1# A
- 1...VAc7 b 2.Qe3# B
- 1...VAe5 2.LEh1#
- 1...VAe3!

- 1.VAc5? C [2.Qe5#]
- 1...VAfg3 a 2.Qc4# E
- 1...VAc7 b 2.Qd4# F
- 1...VAf4 2.LEh1#
- 1...VAd4!

- 1.VAe3? D [2.Qe5#]
- 1...VAfg3 a 2.Qd4# F
- 1...VAc7 b 2.Qc4# E
- 1...VAf4 2.LEh1#
- 1...VAd4!

- 1.Qc4! E** [2.Rf4#]
- 1...VAfg3 a 2.VAc5# C
- 1...VAc7 b 2.VAe3# D

119 - Raffi Ruppin
 2nd Honourable Mention
 1st TT Conflictio C 10.10.2018



#2 (9+11) C+

b) Anticirce

♖ = rookhopper

a)

1.b3! zz

1...c6 **a** 2.S×b6# **A**

1...Ba7 **b** 2.S×c7# **B**

1...RHd4 **c** 2.S×f6# **C**

1...RHc6 **d** 2.S×f4# **D**

1...e3 2.Bg2#

b)

1.Kf8! zz

1...c6 **a** 2.Sc7# **B**

1...Ba7 **b** 2.Sb6# **A**

1...RHd4 **c** 2.Sf4# **D**

1...RHc6 **d** 2.Sf6# **C**

1...e3 2.Bg2#

		a	b	c	d
E		A	B	C	D
F		B	A	D	C

The only doubling of the theme in the entries. Uses condition change mechanism, from orthodox to Anticirce. Unguards in a). Unblocks in b).

In b), black can't capture due to his Anticirce rebirth squares being occupied. And white can't mate by capture, due to the mating Ss being immediately transported to g1.

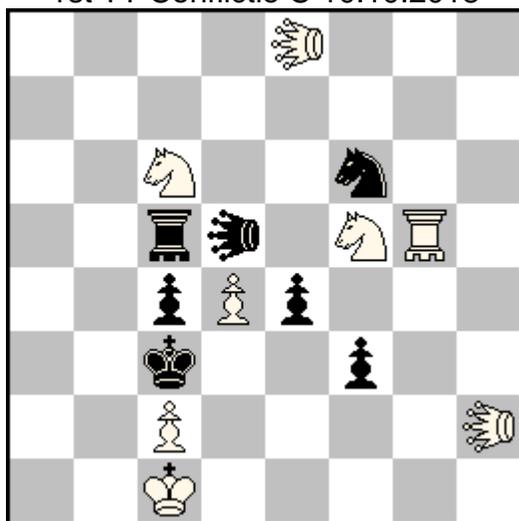
b) could be done with a "no captures" condition, but anti-circe is more interesting and gives different motivations for white and black.

There are two neatly differentiated keys here, unlike other condition change problems with a common key.

120 - Juraj Brabec

1st Commendation

1st TT Conflictio C 10.10.2018



#2

(8+7) C+

♖♗ = rookhopper

♘♙ = leo

		a	b	c	d	e
		A	B	A	B	C
		B	A	B	A	D

Reciprocal change after random and correction moves of a black piece. This could actually be classified as a secondary Le Grand/Ukraine theme. A familiar mechanism with Leos is used with black corrections and white mates on the same square.

The duplication of the mates after moves by the 2nd black piece does not add much.

There is a nice additional change after 1...Sf6-d7.

1.Sf5-g3? [2.RHg5×c5#]

1...LEd5~ **a** 2.LEe8-e5# **A**

1...LEd5-e5! **b** 2.LEh2×e5# **B**

1...RHc5~ **c** 2.LEe8-e5# **A**

1...RHc5-e5! **d** 2.LEh2×e5# **B**

1...Sf6-d7 **e** 2.Sg3×e4# **C**

1...LEd5-e6!

1.Sf5-e7! [2.RHg5×c5#]

1...LEd5~ **a** 2.LEh2-e5# **B**

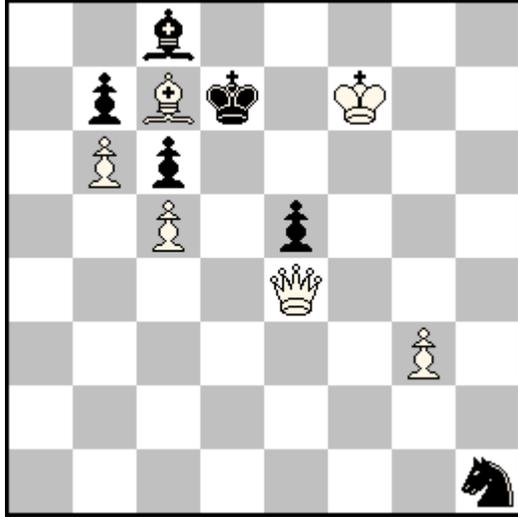
1...LEd5-e5! **b** 2.LEe8×e5# **A**

1...RHc5~ **c** 2.LEh2-e5# **B**

1...RHc5-e5! **d** 2.LEe8×e5# **A**

1...Sf6-d7 **e** 2.Se7×d5# **D**

121 - Eugene Rosner
 2nd Commendation 1st TT Conflictio C
 10.10.2018



#2 (6+6) C+

- a) AMU
- b) Functionary chess

- a) **1.g4!** zz
 1...Sg3 **a** 2.Qd3# **A** [2.Qf5+? Sxf5!]
 1...Sf2 **b** 2.Qf5# **B** [2.Qd3+? Sxd3!]
- b) **1.g4!** zz
 1...Sg3 **a** 2.Qf5# **B** [2.Qd3? not mate as wQ not threatened]
 1...Sf2 **b** 2.Qd3# **A** [2.Qf5? not mate as wQ not threatened]

	a	b
C	A	B
C	B	A

Simple condition change mechanism. In AMU, WQ can *mate* only after it's attacked by BS but has to avoid being captured by it.

In Fonctionnaires, WQ can *move* only after it's attacked by BS and also has to ensure it's attacked *after* its mating move. Now BS can't capture, since it's not attacked.

N.Shankar Ram
 Bangalore
 December 2018

The award is preliminary, open for comments for 3 months, till 8.3.2019. Please send any claims to the address juraj.lorinc+conflictio@gmail.com.

Finally, I would like to thank all participants and to the judge for making this tourney possible.

Juraj Lörinc

Fairy elements used in the 1st TT Conflictio

(definitions are taken slightly redacted from [Julia's Fairies](#))

AMU: Condition AMU means that the piece making the mating move must be before this mating move attacked by exactly one opposite unit.

Anticirce: After a capture the capturing piece (Ks included) must immediately be removed to its game array square (necessarily vacant, else the capture is illegal). Captures on the rebirth square are allowed. Game array squares are determined as in Circe.

Bishop lion: Moves along bishop lines over another unit of either colour to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Circe: Captured units (not Ks) reappear on their game-array squares, of the same colour in the case of pieces, on the file of capture in the case of pawns, and on the promotion square of the file of capture in the case of fairy pieces. If the rebirth square is occupied the capture is normal.

Disparate PY: If one side makes a move with a piece of type "x" (King included), the other side cannot answer

immediately by moving a piece of the same type "x". A pawn promotion is a pawn move.¹

Fersrider: Fairy Bishop. Moves exactly as normal bishop but is considered a fairy piece for purpose of Circe variants and different piece than normal bishop for fairy conditions comparing types of pieces (Madrasi, Disparate, etc.).

Functionary Chess: A piece can move or checks only if it is threatened.

Leo: Chinese Queen. Moves as queen but captures only by hopping over a hurdle to any square beyond.

Pao: Chinese Rook. Moves as rook but captures only by hopping over a hurdle to any square beyond.

Rookhopper: Moves along rook lines over another unit of either colour to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Rose: Octagonal Rider (extends the move of the Knight on a circular path e.g. a4-b6-d7-f6-g4-f2-d1-b2 or a4-c5-e4-f2).

Vao: Chinese Bishop. Moves as bishop but captures only by hopping over a hurdle to any square beyond.

Juraj Lörinc

Conflictio is an e-zine dedicated to chess problems with antagonistic stipulations
Editor: Juraj Lörinc, juraj.lorinc+conflictio@gmail.com

¹ There is a difference between two original implementations of Disparate condition, in WinChloe and Popeye. WinChloe includes also

the implementation identical to Popeye implementation and uses name Disparate PY for it.