

# Karol Mlynka 70 Jubilee Tourney C 11.08.2014

## Section B (fairies)

### *Preliminary award*

Theme: **Cyclic change of defence motifs or harmful effects.**

Judge: Karol Mlynka (e-mail: [karol.mlynka@pobox.sk](mailto:karol.mlynka@pobox.sk))

First of all, I would like to thank all those who published the information on my jubilee tournament and, of course, the participants for their high quality contributions. Although the announcement had allowed any kind of chess composition and any stipulations, only twomovers with cyclic change of defensive motifs were submitted. Not even a single problem did come on the theme change of harmful effects. Much to my regret, there were no threemovers or selfmates.

The participants were not numerous but can be counted among the finest chess composers, as reflected in the award itself.

### **Participants:**

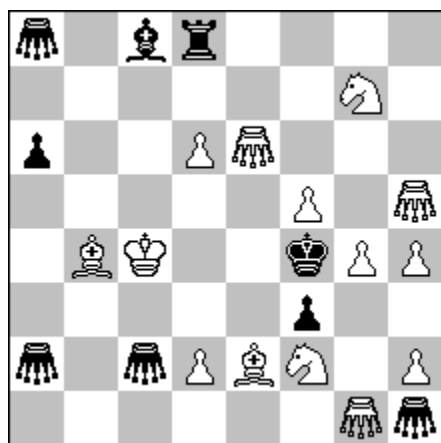
(10 problems – 8 composers)

Valerio Agostini (Italy: B1), Juraj Brabec (Slovakia: B6, B7, B8), Ján Golha (Slovakia: B10), Juraj Lörinc (Slovakia: B2, B5\*), Emil Klemanič (Slovakia: B9), Dieter Müller (Germany: B3), Ladislav Packa (Slovakia: B5\*), Miroslav Svítek (Czech republic: B4).

### **1st Prize**

**Emil Klemanič** (Slovakia)

**B9. KM70JT C 11.08.2014 = C+**



1.B\*f3? ~ 2.Sd3#,  
1...Gf1 A 2.Sh3#,  
1...G\*d2 B 2.B\*d2#,  
1...B\*e6+ C 2.S\*e6#,  
1...R\*d6 D 2.B\*d6#, 1...Ge2!,  
**1.Kd4!** ~ 2.Sd3#,  
1...Gf1 D 2.Sh3#,  
1...G\*d2 A 2.B\*d2#,  
1...B\*e6 B 2.S\*e6#,  
1...R\*d6+ C 2.B\*d6#  
**OM-24-44A/349S**

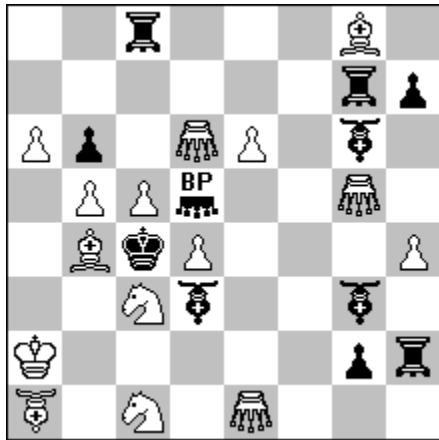
#2 (14+9)

G<grasshopper>a2,a7,c2,e6,g1,h1,h5

## 2nd Prize

Juraj Brabec (Slovakia)

B7. KM70JT C 11.08.2014 = C+



1.Gb1? ~ 2.Ge4#, 1...BP\*d4[+wPd2] a A 2.e7#,  
1...BH\*b5[+wPb2] b B 2.b3#,  
1...b\*c5[+wPc2] c C 2.c\*d3[+bBHd1]#, 1...BHc2!,  
1.G\*g2? ~ 2.Gc6#, 1...BP\*d4[+wPd2] a B 2.e7#,  
1...BH\*b5[+wPb2] b D 2.b3#,  
1...b\*c5[+wPc2] c A 2.c\*d3[+bBHd1]#, 1...BHc7!,  
**1.a7!** ~ 2.Ga6#, 1...BP\*d4[+wPd2] a E 2.e7#,  
1...BH\*b5[+wPb2] b A 2.b3#,  
1...b\*c5[+wPc2] c B 2.c\*d3[+bBHd1]#.  
**OM-33-35 (with OM-32-32)**

#2 Circe (15+11)

BP<berolina pawn>d5

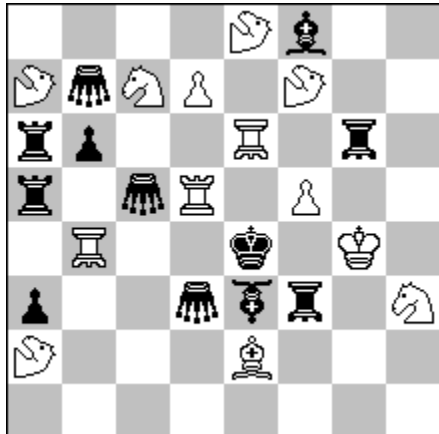
RH<rook hopper>c8, g7, h2

BH<bishop hopper>a1, d3, g3, g6

## 3rd Prize

Ján Golha (Slovakia)

B10. KM70JT C 11.08.2014 = C+



1.NHh2? ~ 2.NHd4#,  
1... Gd6 A 2.B\*f3#,  
1... RHf6 B 2.B\*d3#,  
1... b5 C 2.NHc3#,  
1... Gc8 D 2.Sf2#, 1... Ra4!,  
**1.NHc1!** ~ 2.NHe5#,  
1... Gd6 B 2.B\*f3#,  
1... RHf6 C 2.B\*d3#,  
1... b5 D 2.NHc3#,  
1... Gc8 A 2.Sf2#.  
**OM-24-44/45SS**

#2 BH<bishop hopper>e3 (13+12)

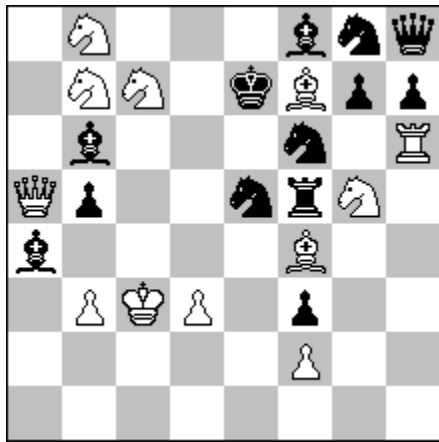
RH<rook hopper>b4, e6, f3, g6

NH<nightrider hopper> a2, a7, f7, e8

### Special Prize

Juraj Lörinc & Ladislav Packa (Slovakia)

B5. KM70JT C 11.08.2014 = C+



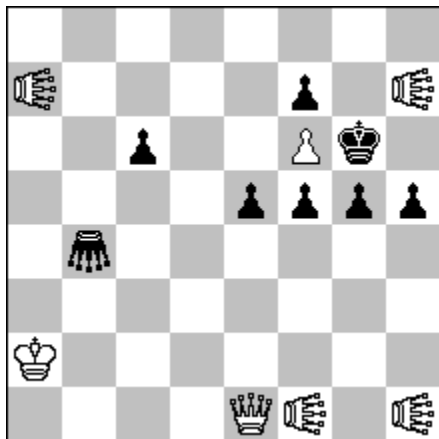
1.Bh5? ~ 2.Sd5#,  
1...Sc6 A 2.Bd6#,  
1...b4 B 2.Qc5#,  
1...Sd5 C 2.Re6#,  
1...g6!,  
**1.Be8!** ~ 2.Sc6#,  
1...Sc6 B 2.Bd6#,  
1...b4 C 2.Qc5#,  
1...Sd5 A 2.Re6#.  
**OM-23-33/58S**

#2 AntiCirce Calvet (12+13)

### 1st Honourable Mention

Juraj Lörinc (Slovakia)

B2. KM70JT C 11.08.2014 = C+



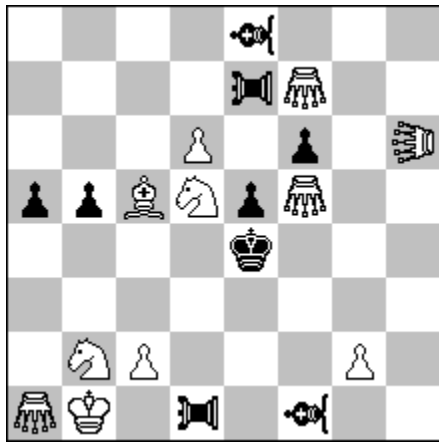
1.Llh2? ~ 2.LId6#,  
1...f4 A 2.Qe4#,  
1...e4 B 2.LI\*c6#,  
1...c5 C 2.LIg1#,  
1...g4!,  
**1.LIb7!** ~ 2.LIg2#,  
1...f4 C 2.Qe4#,  
1...e4 A 2.LI\*c6#,  
1...c5 B 2.LIg1#.  
**OM-23-33/6SS**

#2 G<grasshopper>b4 (7+8)  
LI<lion>a7, h7, f1, h1

## 2nd Honourable Mention

Juraj Brabec (Slovakia)

B6 KM70JT C 11.08.2014 = C+



1.Gc3? ~ 2.Gc6#,  
1...VAc4 A 2.LEh1#,  
1...PAe6 B 2.LEh7#,  
1...VAc6 C 2.LEg6#,  
1...PAd7!,  
**1.Ga6!** ~ 2.Ge6#,  
1...VAc4 B 2.LEh1#,  
1...PAe6 C 2.LEh7#,  
1...VAc6 A 2.LEg6#,  
(1...VAd3+ 2.c\*d3 #)  
**OM-23-33/46S**

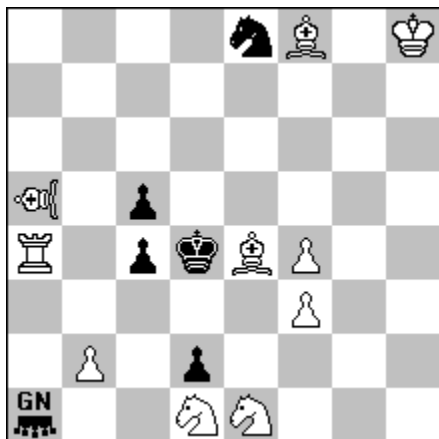
#2 Circe (11+9)

LE<leo>h6  
PA<pao>d1, e7  
VA<vao>e8, f1  
G<grasshopper>a1, f5, f7

## Commended

Valerio Agostini (Italy)

B1. KM70JT C 11.08.2014 = C+



1.b4? ~ 2.B\*c5#,  
1...GNb3 A 2.Sc2#,  
1...GN\*b4 B 2.LB\*b4-c3#,  
1...Sd6 C 2.Bg7#,  
1...c3!,  
**1.b3!** ~ 2.R\*c4#,  
1...GN\*b3 B 2.Sc2#,  
1...GNb4 C 2.LB\*b4-c3#,  
1...Sd6 A 2.Bg7#.  
**OM-23-33/346**

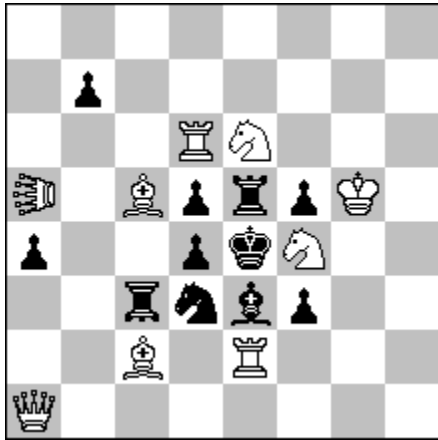
#2 GN<gnu>a1 (10+6)

LB<bishop locust>a5

## Commended

Miroslav Svítek (Czech republic)

B4. KM70JT C 11.08.2014 = C+



- a) 1.Bc5~? b6!, 1.B\*d4!? R\*e6!,  
**1.Bb6!** ~ 2.Sc5#, 1...WE\*c2 **A** 2.Q\*d4#,  
1...WEc4 **B** 2.B\*d3#,  
1...R\*e6 **C** 2.R\*e6#,  
1...f\*e2 **D** 2.Qh1#;
- b) 1.S\*b7? a3!, 1.Sb3? a\*b3!,  
**1.Sc4!** ~ 2.Sd2#, 1...WE\*c2 **B** 2.Q\*d4#,  
1...WE\*c4 **C** 2.B\*d3#,  
1...R\*e6 **D** 2.R\*e6#,  
1...f\*e2 **A** 2.Qh1#, (1...d\*c4 2.R\*d4#).
- OM-24-44/2470**

#2            b) KAa5↔Se6            (9+11)

KA<kangaroo>a5, WE<wazir>c3

## Defensive motifs:

1. king move from mating net
2. unblocking of the royal square
3. providing flight (*destroying mating net*)
4. direct guarding of the threat
5. guarding by line opening
6. interposing (*interference of the threat line*)
7. unpinning of the guarding piece
8. pinning of the threat piece
9. checking
10. capturing of threat unit
11. special motif

## Definitions

(After *KOBULCHESS.COM & Julia's Fairies*)

- ❖ **Anti-Circe Calvet** (the default type): 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. (JF)
- ❖ **Bishop hopper (BH)** : hops on B-lines over the hurdle to the next square beyond. (KM)
- ❖ **B-Locust (LB)**: a locust confined to B-lines. (KBC)
- ❖ **Berolina Pawn (BP)**: moves diagonally, captures straight ahead and promotes normally. (KBC)
- ❖ **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. (JF)
- ❖ **Gnu (GN)**: a leaper combining camel and knight. (KBC)
- ❖ **Grasshopper (G)**: hops on Q-lines over the hurdle to the next square beyond. (KBC)
- ❖ **Kangaroo (KA)**: as G but requiring 2 (not necessarily adjacent) hurdles on the same line, and landing on the square immediately beyond the second hurdle. (KBC)
- ❖ **Leo (LE)**: (0,1)+(1,1) Chinese. Chinese Queen. Moves as Queen, but captures only by hopping over a hurdle to any square beyond. (JF)
- ❖ **Lion (LI)**: as grasshopper which can move to any square beyond the hurdle. (KBC)
- ❖ **Locust (L)**: a piece which moves only to capture. It lands on the same squares as a grasshopper, but the arrival square must be empty, because the locust captures its hurdle. (KBC)
- ❖ **Nightrider hopper (NH)** : hops on N-lines over the hurdle to the next square beyond. (KM)
- ❖ **Pao (PA)** = (0,1) Chinese. Chinese piece operating along Rook lines: moves as Rook, but captures only by hopping over a hurdle to any square beyond. (JF)
- ❖ **Rook hopper (RH)**: hops on R-lines over the hurdle to the next square beyond.(KM)
- ❖ **Vao (VA)** = (1,1) Chinese. Chinese piece operating along Bishop lines: moves as Bishop, but captures only by hopping over a hurdle to any square beyond. (JF)
- ❖ **Wazir (WE)**: as R but only 1 square = 0+1 Leaper. (KM)

Numerical classification of motifs from the page with definitions used here, for example: OM-24-44/2470, where the number after the slash indicates the kind of defence-specific motifs: **2** = unblock, **4** = guard, **7** = unpin, **0** = capture of threat unit. OM-24-44 expressed that it is a two-phases change of motifs in four variations in total four defenses and four motifs.

Claim within 3 months of publication of the preliminary award to the judge address.  
As no claims were received, the award becomes final.

Bratislava, August 20th 2014.  
Judge

Karol Mlynka, International