ANDA FAIRY PLANET

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EDITORIAL

In this issue, we offer interesting articles by Geoff Foster and Václav Kotěšovec, as well as 20 original problems by world-renowned authors.

For the first time, there is a new section dedicated to Bulgarian discoveries in chess composition.

For the "Originals" section, all types of problems are accepted except Retros and Studies. There is no restriction on the theme, but all problems must be computer tested (please specify the computer program that was used for testing). Comments must be concise and written in English.

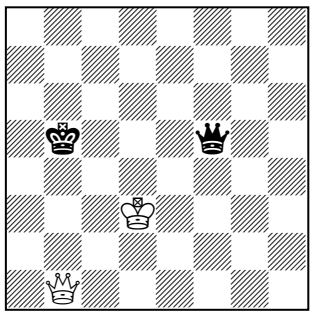
Anda Fairy Planet is a non-commercial, electronic publication with a strictly defined chess theme. The magazine is distributed free of charge and its main goal is to demonstrate leading trends in the development of chess composition in the world, as well as the Bulgarian contribution to this art.

AFP TANAGRA SHOW, by Geoff Foster

Some interesting ideas from the world arena

Under the *Madrasi* fairy condition, a unit (not K) that is observed by a similar enemy unit is paralysed, and can neither move, capture nor check, but may paralyse in turn. Under *Isardam* (which is "Madrasi" spelt backwards), a Madrasi type of paralysis is prohibited, even following the capture of a king. This means that in **1** neither king is in check, because after 1.Qxb5?? or 1…Qxd3?? the queens would be observing each other, which is prohibited. Also, the wK may not move off the b1-f5 line for the same reason (this is known as an Isardam *spike*).

1 Eric Huber & Vlaicu Crişan
2 HM *Problem Online* 2007

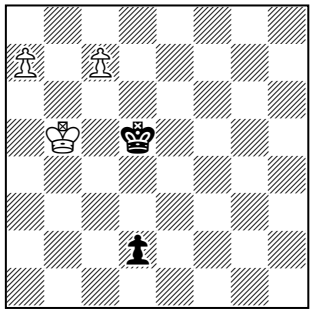


HS#3 3 solutions
Isardam

The solutions are 1.Qc2 Kb4 2.Qc3+ Qa5 3.Kc4+ Qc5#; 1.Ke4 Kc4 2.Qd3+ Qb5 3.Kd4+ Qd5#; and 1.Kc2 Kc4 2.Qb3+ Qd5 3.Kc3+ Qd3#. Chameleon echo mates in solutions I and II, with a rotation in solution III. Looking at the first solution, the wQ heads for c3, but it must keep observing the wK in order to avoid self-check. One possibility is 1.Qb3?, but then 1…Kb4?? is illegal. Therefore 1.Qc2! Kb4 2.Qc3+. Black removes the check by once again observing his king with 2…Qa5. The bK is spiked, so the wK can safely deliver check with 3.Kc4+. The bK has no legal move, so Black's only option is to reply with 3…Qc5#, spiking the wK. This is mate because Black is threatening to play 4…Kxc4, and if 4.Qa3?? (yet another spike) then 4…Qxc4 would be allowed.

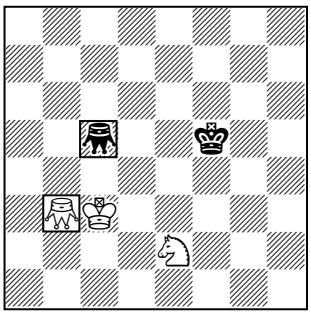
Eiffel is similar to Madrasi, but units paralyse enemy units as follows: P > S > B > R > Q > P. Under *Leffie* (which is "Eiffel" spelt backwards) an Eiffel type of paralysis is prohibited. This small change from Isardam allows more complex effects, because in Leffie a spike can sometimes be set up using either of *two* types of enemy unit. This is seen in **2**. (a) 1.a8R d1Q 2.Rd8 Qd4 3.Kc6+ Qc5#; (b) 1.c8Q e1R 2.a8B+ Re4 3.Kc5+ Rc4#. In (a) Black promotes to queen, which can be involved in a spike with either a rook (which paralyses a queen in Eiffel) or a pawn (which is paralysed by a queen in Eiffel). The solution begins with a R/Q spike: 1.a8R d1Q 2.Rd8. Now the bQ heads for c5 while maintaining its lateral observation of the bK: 2…Qd4. The wK can safely play 3.Kc6+, and now the rook is too far away to participate in a spike of the wK. Instead Black must play 3…Qc5#, which is a Q/P spike! In (b) Black promotes to rook, which can be involved in a spike with either a bishop (which paralyses a rook in Eiffel) or a queen (which is paralysed by a rook in Eiffel). This time the spike of the bK is set up by 1.c8Q e1R 2.a8B+ Re4, with 3.Kc5+ forcing the R/Q spike 3…Rc4#. The really clever point about this problem is the wPc7. It takes part in both of the final spikes, but in (a) it remains stationary as a pawn, while in (b) it promotes to queen! The queen promotion has another use in giving White something to do while waiting for 1…e1R.

2 Eric Huber & Vlaicu Crişan
dedicated to Paul Răican
3 Pr *Phénix* 2019



HS#3 (b) Pd2>e2
Leffie

3 Juraj Lörinc
3-4 Pr (section B)
Danka Petkova-100 MT
2020-21



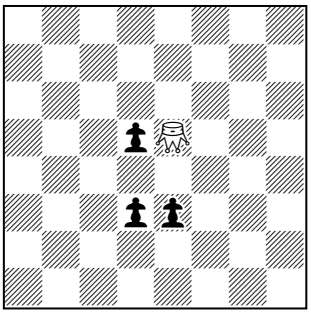
H#3½ 2 solutions
Bul Grasshoppers

In **3** the fairy pieces are *Bulgarian Grasshoppers*, which move like a Grasshopper but the hurdle must also make a non-capturing Grasshopper move (the move is illegal if it cannot). The solutions are: 1…Sd4+ 2.BGe3(Sb2) Sc4 3.Ke6 BGd5(Sc2) 4.BGb3(Kc1) BGf7(Ka2)#; and 1…BGd3(Ke3) 2.BGf2(Kc3) Sd4+ 3.BGc5(Sd2) Sb3 4.BGc2(Ka3) BGg6(Kb1)#. The judge, Petko Petkov, commented: "Ideal echo-mates after beautiful thematic finales, attained by a specific and interesting mating move. The bK is transported to the mating square by means of the Bul second step; the bBG hurdle cannot jump away as both wS and wBG cannot make the second step. A memorable Tanagra!"

The mates are echoed over the a1-h8 diagonal, but the play is far from symmetrical. Most pieces make a different number of moves between solutions, and even moves that have similar functions occur at different stages of the solutions. The first 5 half-moves are used to prepare for the spectacular finale in which both kings make Grasshopper second steps. In the second solution the black pieces and wK are already on the desired squares, so it is just a matter of getting the wBG to d3 and the wS to b3, which could easily be done if we had a normal white Grasshopper. 1…BGd3(Ke3) gets the wBG to d3 as desired, but the wK hurdle must make a Grasshopper second step and so ends up on e3. This is fixed when 2.BGf2(Kc3) returns the wK to c3, but now the bBG must return to c5. This is accomplished by 2…Sd4+ 3.BGc5(Sd2), and the Grasshopper second step of the wS from d4 to d2 removes the check to the bK and allows 3…Sb3.

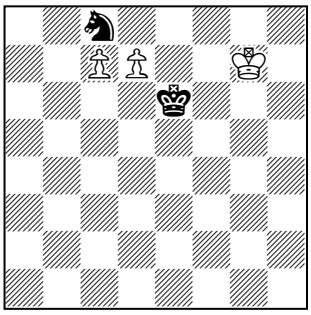
4 uses a *royal* Bulgarian Grasshopper. 1…e2 (A) 2.rBGe1(Pc4) d2+ (B) 3.rBGc3(Pd6) d4#; 1…d2 (B) 2.rBGe2(Pe1=BG) d4 (C) 3.rBGc2(Pd5) d3#; 1…d4 (C) 2.rBGc3(Pd2) e2 (A) 3.rBGe1(Pd4) d2#. Echo mates, in which one pawn gives mate, one guards squares on the c- and e-files, and the third is immobilised. The full cycle of moves d5-d4, d3-d2 and e3-e2 is not quite achieved, as e3-e2 does not occur as a mate. The judge, Petko Petkov, commented as follows: "With only four units on the board, the author shows a simple but interesting cyclical play of black pawns (AB-BC-CA). If you try to find other similar mechanisms, you will be convinced that this is not an easy goal. Of course, here the complete cycle of black moves (ABC/BCA/CAB) is unfortunately not possible."

4 Jaroslav Stun
HM (section C)
Danka Petkova-100 MT
2020-21



HS#2½ 3 solutions
Royal Bul Grasshopper

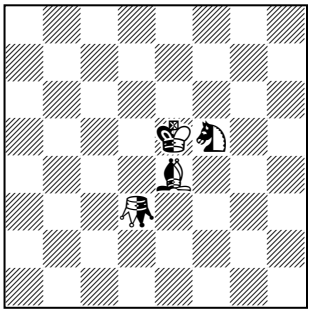
5 Kostas Prentos
5 Pr *Phénix* 2019



HS#4 (b) Kg7>f8
Annan

5 uses the *Annan* fairy condition, in which a unit (Ks included) when standing one square directly forward of another unit of its own side, moves as that other unit. (a) 1.d8=Q Sd6 2.c8=S Se4 3.Se7 Sg3 4.Sg6+ Kf7#. The bS heads for g3, where it guards f5 and h5 in the mate. After 4.Sg6+ the wK gives check as a knight and also attacks f5. Black's only move is 4…Kf7#, which is mate as the wK (moving as S) has no escape square. In (b) the promotions are reciprocally changed: 1.d8=S+ Kf5 2.Sf7 Sb6 3.c8=Q+ Kf6 4.Qe6+ Kg7#. This time the bS plays just one move, with the bK making two moves before the mate. After 4.Qe6+ the wK guards e6, so 4…Kg7# is forced, which is mate as the bSb6 guards d7 and the wQ blocks e6.

6 Udo Degener
Pat a Mat 2019
(version by Geoff Foster)



H#4 2 solutions
Annan, Functionary chess

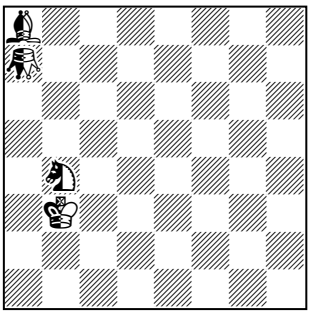
As well as Annan, **6** uses *Functionary chess*, in which a unit (inc. Ks) may only move, capture or check when observed by an enemy unit. This combination of conditions is extremely confusing, because each neutral piece must be regarded as being friendly (for Annan) and opposing (for Functionary) at the same time!

The first solution is 1.nSe3 nSd5 2.nGd6+ nKf6+ 3.nBg6 nBh5 4.nKe7 nGe8#. After 1.nSe3 the nBe4 (which Black moves as K) observes the nS, which is thus able to move again: 1…nSd5. This creates a hurdle and allows 2.nGd6+. This is check because the nGd6 (which White moves as S) observes the nBe4 which (moving as K) attacks the nKe5. Now 2…nKe5-f6+ is check from nSd5, which is observed by nBe4. Then 3.nBg6! removes the observation (not 3.nBf3??), followed by 3…nBh5 (moving to the edge of the board). Then after 4.nKe7 the nGd6 (which White moves as S) plays 4…nGd6-e8#. This is mate because White moves the nGe8 as K, with the nBh5 observing the nGe8. Black moves the nK as G which thus has no move, while Black is unable to move the nGe8 because the nBh5 is on the edge of the board, and after 5.nGe6?? the nGe6 (which Black moves as K) would observe the nSd5, which would thus give check!

The second solution is 1.nSd6+ nSb7 2.nSc5+ nKc7 3.nBc6 nBa5 4.nKd7 nGd8#. The nS must go to c5 so that when the nB later moves to c6 it will be able to move as S. However 1.nSd4+? fails because White would move nSd4 as G (1…nSe6??). After 2.nSc5+ the nBe4 is observed and can now move (it also gives check, moving as K). White moves the nK as B and plays 2…nKe5-c7, then 3.nBc6 nBc6-a5 (moving as S). Play proceeds 4.nKd7 nGd8#, a chameleon echo.

The original version of **6** had twinning with 5 solutions. I was judge of the tourney and suggested the 2-solution version to Udo. He agreed that a chameleon echo without twining was more interesting, saying that my version was like a gazelle compared to his elephant of a problem. I did not include his problem in my award as we intended to publish the version as a joint original, but I don't think that was ever done. Subsequently a 2-solution Ser-H#11 by Udo that used the same material and fairy conditions was awarded 2nd Prize *Phénix* 2019. It is quoted here as **7**. 1.nKa5 2.nSa6 3.nGb6 4.nKc6 5.nGd6 6.nKb6 7.nSc7 8.nBb7 9.nBa6 10.nSd5 11.nKc7 nGc8#; and 1.nKc5 2.nSd5 3.nSb6 4.nBh1 5.nKc6 6.nSa8 7.nKb7 8.nGc6 9.nSc7 10.nSb5 11.nGa8 nKa7#. The idea is better in series-mover form, as the move order is forced in interesting ways, and it is less confusing when the same side makes all the moves (except for the mating move).

7 Udo Degener
2 Pr *Phénox* 2019

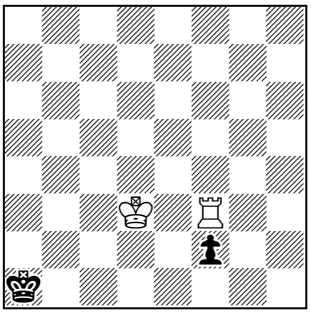


Ser-H#11 2 solutions
Annan, Functionary chess
Grasshopper a7

8 uses the little-known fairy condition *AntiNeuKöko*: a piece that is in contact with another piece must not be in contact with another piece after it moves; a piece that is not in contact with another piece must be in contact with another piece after it moves. The first solution is (a) 1.Ke3 f1=S+ 2.Kd2 Sg3 3.Ra3 Se2 4.Kc1 Kb2#. In the mate the wK is not able to move, because it would remain in contact with another piece. The notable move here is 3.Ra3!, which allows Black to play 4…Kb2#, as 5.Kxb2?? is illegal. The close attempt 3.Rb3? also achieves this, but then 4…Ka2! would be possible. Note that 3.Ra3! corrects this same weakness, because 4…Ka2?? 5.Rxa2!

In (b), with wK starting on g2, we have 1.Kh1 f1=B 2.Rf2 Bh3 3.Rh2 Bf1 4.Rh3 Bg2#. In this solution the immediate 2.Rh3?? is illegal, so the wR and Bb shuffle around, with the wR legalising the bB's moves. Twin (c), with wK on h2, has a similar-looking position, but now 1.Kg3 is legal while 1.Kh1?? is not. The solution is 1.Kg3 f1=Q 2.Kh2 Qh1+ 3.Rh3 Qc6 4.Kh1 Qg2#. The move 3…Qc6! is amazingly clever, with close attempts 3…Qb7? and 3…Qd5? failing as the bQ then has legal moves next to the bK. Twin (d), with bK starting on c1, has solution 1.Ke4 f1=R 2.Kd5 Rf2 3.Rb3 Kc2 4.Rb8 Rd2#. Here 4.Rb8! is a highly unusual hideaway, with 4.Rb7? allowing 5.Kc6!

8 Maryan Kerhuel & Jacques Rotenberg
3 Pr (Fairies section)
Julia's Fairies 2021-I



HS#4 AntiNeuKöko
(b) Kd3>g2 (c) Kd3>h2
(d) Ka1>c1

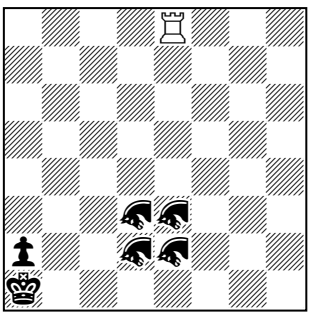
The judge, Ofer Comay, commented: "An amazing discovery of an AUW with 4 pieces, and with clever fairy ideas which motivate the non-obvious moves 3.Re3-a3 in a), 2…Bf1-h3 in b), 3…Qh1-c6 in c) and 4.Rb3-b8 in d). It is very rare to find so much richness and harmony in such a very light position."

CURIOUS STALEMATES IN PLATZWECHSELCIRCE

by Václav Kotěšovec

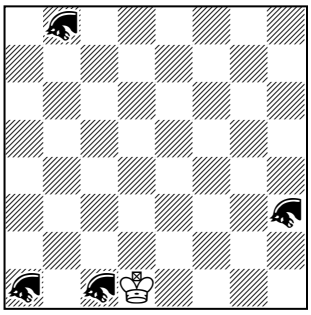
Recently I dealt with various unusual stalemate arrangements of pieces that are created by one white piece that successively stacks all the black pieces in a final constellation using PWC. In the article "Records in ser-#= PWC problems with one white piece", *Bulletin ChessProblems.ca* 18/2020, p.876-884, http://bulletin.chessproblems.ca/pdf/cpb-18.pdf we find various arrangements of 8 black Grasshoppers in a single line. Furthermore, I have published several problems without kings with echoes in all 4 corners of the chessboard, where the stalemate is achieved by blocking the black pieces against each other. One such problem was #19 in *Anda Fairy Planet* 4/2023. It also occurred to me that this method could be used to get black leapers to a square in the middle of the chessboard, from where they could no longer make any moves. More precisely, if an [x,y] leaper is on an (n x n) chessboard, then when 2x > n or 2y > n, there are squares in the middle of the board from where such a leaper cannot make any move. However, in the WinChloe database I found **1**, where Roméo Bedoni and Jacques Dupin had the same idea in 2013. 1.Re5 2.Rxe3([1,5]e5) 3.Re4 4.Rxe2([1,5]e4) 5.Re3 6.Rxd3([1,5]e3) 7.Rd5 8.Rxd2([1,5]d5) 9.Rd4 10.Rxe4([1,5]d4) 11.Rxe3([1,5]e4) 12.Rb3=.

1 Roméo Bedoni & Jacques Dupin
6 HM *Phénix* 2013



Ser-=12 PWC
[1,5] Leaper

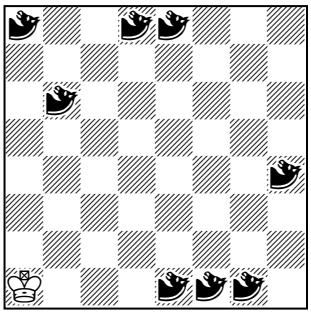
2 Václav Kotěšovec
Original



Ser-=39 PWC
[1,5] Leaper

I tried experimenting with this material and the result was **2**, in which the white king moves all 4 black [1,5] leapers sequentially to the centre of the board where they remain stationary. This is the maximum possible length of series direct stalemate with this material. 1.Ke2 2.Kf3 3.Kg4 4.Kxh3([1,5]g4) 5.Kg3 6.Kf4 7.Kxg4([1,5]f4) 8.Kf5 9.Ke6 10.Kd7 11.Kc7 12.Kxb8([1,5]c7) 13.Kb7 14.Kc6 15.Kxc7([1,5]c6) 16.Kd7 17.Ke6 18.Ke5 19.Kxf4([1,5]e5) 20.Ke3 21.Kd2 22.Kxc1([1,5]d2) 23.Kb2 24.Kxa1([1,5]b2) 25.Ka2 26.Kb3 27.Kc3 28.Kxb2([1,5]c3) 29.Kc2 30.Kd3 31.Kxd2([1,5]d3) 32.Ke3 33.Ke4 34.Kxd3([1,5]e4) 35.Kd4 36.Kxc3([1,5]d4) 37.Kc4 38.Kd5 39.Kxc6([1,5]d5)=.

3 Václav Kotěšovec
Original

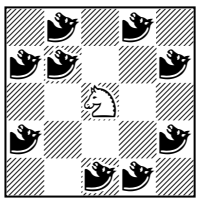


Ser-=58 PWC
[1,6] Leaper

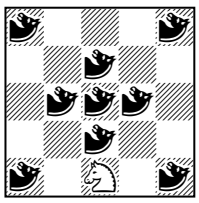
3 contains 8 black [1,6] leapers. 1.Kb1 2.Kc1 3.Kd1 4.Kxe1([1,6]d1) 5.Kxf1([1,6]e1) 6.Kg2 7.Kxg1([1,6]g2) 8.Kh2 9.Kg3 10.Kf3 11.Kxg2([1,6]f3) 12.Kf1 13.Kxe1([1,6]f1) 14.Kxd1([1,6]e1) 15.Kc1 16.Kb1 17.Ka2 18.Ka3 19.Kb4 20.Kc5 21.Kxb6([1,6]c5) 22.Kb7 23.Kxa8([1,6]b7) 24.Kb8 25.Kc7 26.Kxd8([1,6]c7) 27.Kxe8([1,6]d8) 28.Kf8 29.Kg8 30.Kh7 31.Kg6 32.Kg5 33.Kxh4([1,6]g5) 34.Kg3 35.Kf2 36.Kxe1([1,6]f2) 37.Kd2 38.Ke3 39.Kxf2([1,6]e3) 40.Kxf1([1,6]f2) 41.Ke1 42.Kd2 43.Kd3 44.Kxe3([1,6]d3) 45.Kxf2([1,6]e3) 46.Kg3 47.Kf4 48.Kxg5([1,6]f4) 49.Kf6 50.Ke7 51.Kxd8([1,6]e7) 52.Kd7 53.Ke6 54.Kxe7([1,6]e6) 55.Kd6 56.Kxc7([1,6]d6) 57.Kc6 58.Kxb7([1,6]c6)=. Theoretically, a total of 16 such leapers could be constrained in this way in a 4x4 square in the centre of an 8x8 chessboard, but to completely explore all such positions is beyond the time capabilities of my computer system. I therefore tried smaller chessboards where I was able to construct the stalemate arrangements complete.

4 on a 5x5 board contains 9 black Zebras, 5 of which are moved to the centre of the board and the remaining 4 are blocked in the corners. 1.Sxd5(Zc3) 2.Se3 3.Sxd1(Ze3) 4.Sb2 5.Sxa4(Zb2) 6.Sc5 7.Sxe4(Zc5) 8.Sd2 9.Sc4 10.Sxb2(Zc4) 11.Sd3 12.Sxb4(Zd3) 13.Sc2 14.Se1 15.Sxd3(Ze1) 16.Sxc5(Zd3) 17.Sb3 18.Sxc1(Zb3) 19.Sxa2(Zc1) 20.Sb4 21.Sc2 22.Sa1 23.Sxb3(Za1) 24.Sa5 25.Sxc4(Za5) 26.Se5 27.Sxd3(Ze5) 28.Sxc1(Zd3) 29.Sxe2(Zc1) 30.Sd4 31.Sxb5(Zd4) 32.Sa3 33.Sc4 34.Sxe3(Zc4) 35.Sc2 36.Sxd4(Zc2) 37.Sb3 38.Sxc1(Zb3)=.

4 Václav Kotěšovec
Original

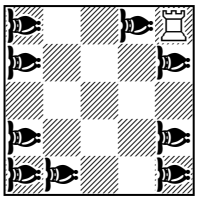


Ser-=38 PWC
Zebra
5x5 chessboard

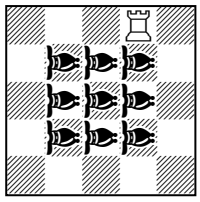


stalemate position

5 Václav Kotěšovec
Original



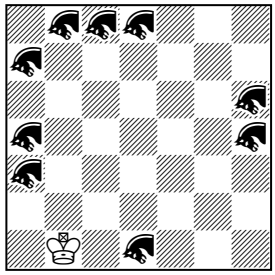
Ser-=30 PWC
Giraffe



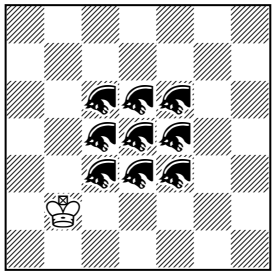
stalemate position
5x5 chessboard

5 on a 5x5 board contains 9 black Giraffes, which are stacked by the white rook in a 3x3 square in the middle of the board. 1.Rxe4(GIe5) 2.Rc4 3.Rxa4(GIc4) 4.Rb4 5.Rxb1(GIb4) 6.Rb2 7.Rxa2(GIb2) 8.Ra3 9.Rd3 10.Rxd5(GId3) 11.Rxa5(GId5) 12.Ra3 13.Rxa1(GIa3) 14.Rc1 15.Rc3 16.Rxa3(GIc3) 17.Rb3 18.Rxb2(GIb3) 19.Rxe2(GIb2) 20.Rxe1(GIe2) 21.Rc1 22.Rc2 23.Rxe2(GIc2) 24.Rd2 25.Rxd3(GId2) 26.Rxd5(GId3) 27.Rxe5(GId5) 28.Re4 29.Rd4 30.Rxd5(GId4)=.

6 Václav Kotěšovec
Original



Ser-=68 PWC
[1,5] Leaper



stalemate position
7x7 chessboard

6 on a 7x7 board contains 9 black [1,5] leapers, which the white king moves into a 3x3 square in the middle of the board. 1.Kc1 2.Kxd1([1,5]c1) 3.Ke1 4.Kf1 5.Kg2 6.Kg3 7.Kxg4([1,5]g3) 8.Kxg5([1,5]g4) 9.Kf6 10.Ke6 11.Kxd7([1,5]e6) 12.Kxc7([1,5]d7) 13.Kxb7([1,5]c7) 14.Kc6 15.Kd5 16.Kxe6([1,5]d5) 17.Kxd7([1,5]e6) 18.Kxc7([1,5]d7) 19.Kc6 20.Kc5 21.Kd4 22.Kxd5([1,5]d4) 23.Kxe6([1,5]d5) 24.Kf6 25.Kg5 26.Kxg4([1,5]g5) 27.Kxg3([1,5]g4) 28.Kg2 29.Kf1 30.Ke1 31.Kd2 32.Kxc1([1,5]d2) 33.Kb2 34.Kxa3([1,5]b2) 35.Kxa4([1,5]a3) 36.Ka5 37.Kxa6([1,5]a5) 38.Kb7 39.Kc6 40.Kxd7([1,5]c6) 41.Ke6 42.Kf5 43.Kxg4([1,5]f5) 44.Kf3 45.Ke4 46.Kxf5([1,5]e4) 47.Kxg5([1,5]f5) 48.Kg4 49.Kf3 50.Ke3 51.Kxd2([1,5]e3) 52.Kd3 53.Kxe4([1,5]d3) 54.Kxf5([1,5]e4) 55.Ke5 56.Kxd5([1,5]e5) 57.Kxc6([1,5]d5) 58.Kb5 59.Kxa5([1,5]b5) 60.Kb4 61.Kxa3([1,5]b4) 62.Kb3 63.Kc4 64.Kxb5([1,5]c4) 65.Kc5 66.Kxb4([1,5]c5) 67.Kc3 68.Kxb2([1,5]c3)=.

ANDA FAIRY PLANET – 2023-2024

The tournaments for 2023-2024: any kind of fairy stipulations (excluding Retros), conditions, pieces and themes in 4 sections:

a) direct problems of any kind (#2-n, S#2-n, R#2-n, etc.)

b) problems of any kind with more than 5 units on the board

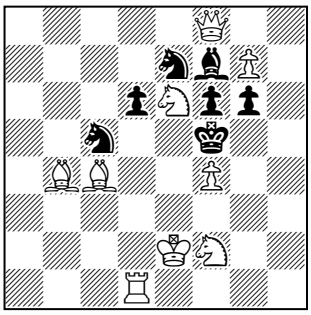
c) Tanagra problems of any kind with up to 5 units on the board

d) series movers of any kind.

Judge in all sections is P.A.Petkov. Send to Petko Petkov: ppetkov2702@gmail.com

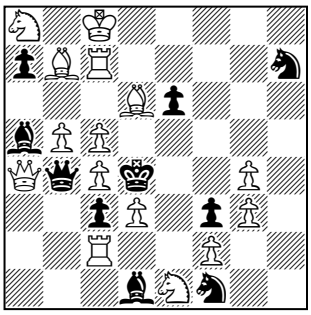
For Anda Fairy Planet No 6 (October 2023) you can send originals to 31sr August 2023.

22 Leonid Lyubashevsky & Leonid Makaronez
(Israel)



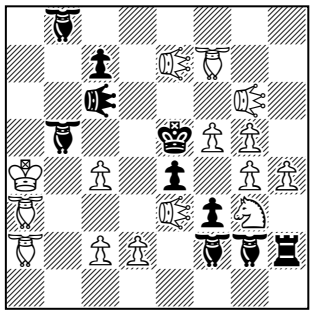
#3

23 Leonid Makaronez, Daniil Yakimovich (USA) **& Rauf Aliovsadzade** (USA)



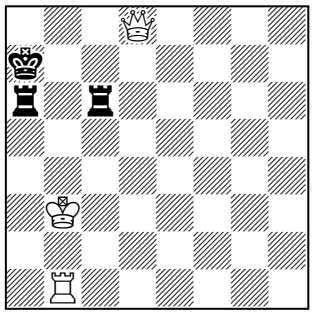
#3

24 Gérard Doukhan
(France)



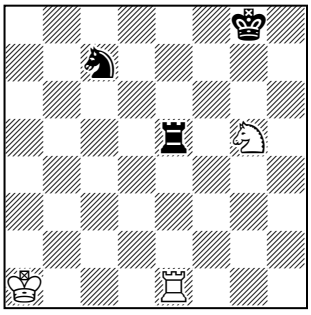
#3
Alfil Fers

25 N. Shankar Ram
(India)



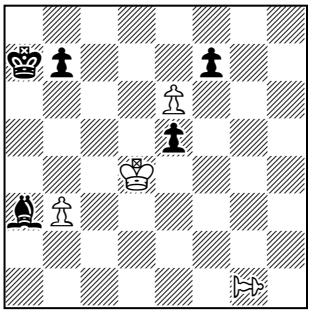
H#1½ 6 solutions
Influencer

26 Daniel Novomesky
(Slovakia)



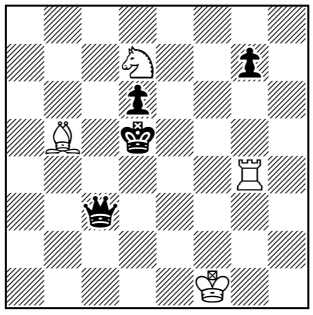
H#2 (b) Re1>e7
Functionary Chess

27 K. Seetharaman
(India)



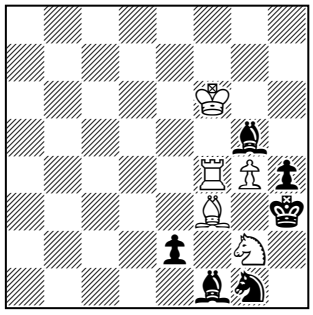
#2 Anti-Kings
Non-stop Equihopper

28 Hubert Gockel
(Germany)



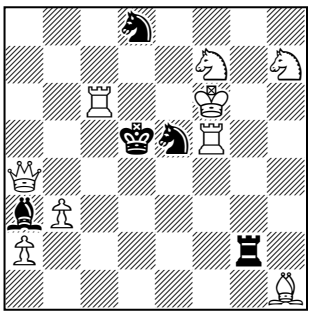
H#2 2 solutions
Influencer

29 Mario Parrinello
(Italy)



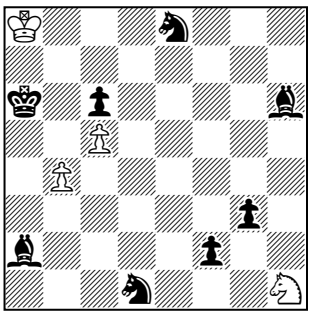
H#2 3 solutions
Pepo

30 Manfred Rittirsch
(Germany)



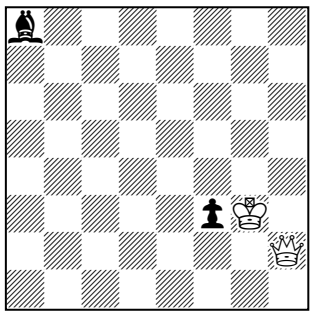
HS#2 2 solutions
Bolero

31 Antonio Garofalo
(Italy)



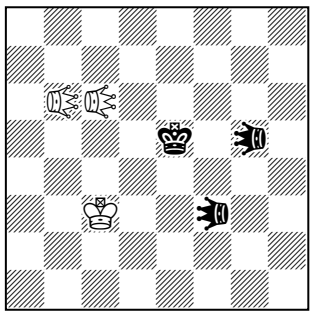
H#2½ 2 solutions
Frankfurt Chess

32 N. Shankar Ram
(India)



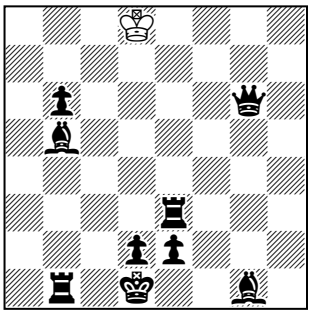
=3 2 solutions
Influencer

33 Daniel Novomesky
(Slovakia)



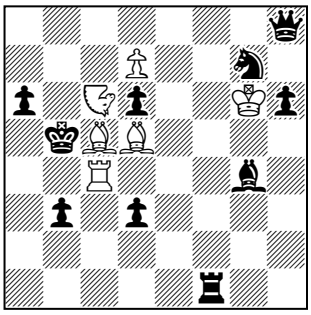
HS#3 (b) g5>c4
Dragon Siren

34 Antonio Garofalo
(Italy)



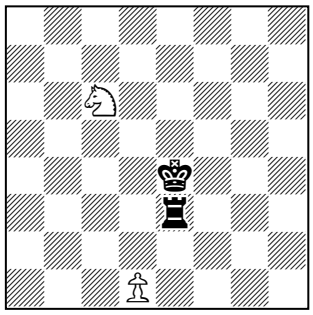
H#3 (b) Kd1>c1
Frankfurt Chess

35 Hiroaki Maeshima
(Japan)



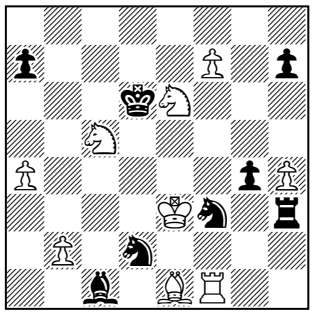
HS#3 2 solutions
Nightrider

36 Geoff Foster
(Australia)



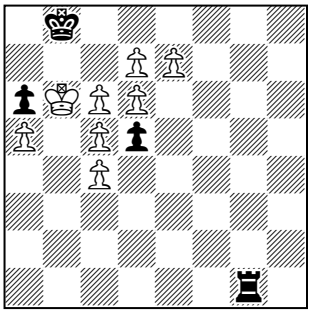
H#4 2 solutions
Influencer

37 Vlaicu Crişan
(Romania)



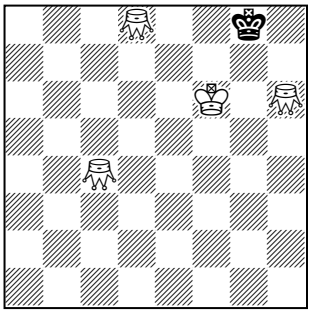
HS#4 2 solutions
Take&Make

38 Sébastien Luce
(France)



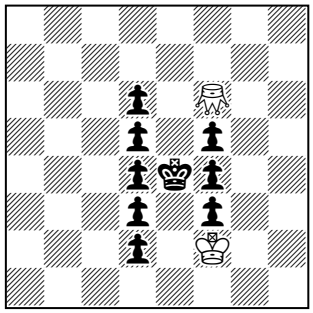
H==5
Volage

39 Sébastien Luce
(France)



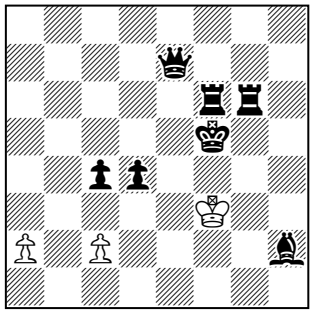
H#5½ 2 solutions
Anti-Andernach
Grasshopper

40 Sébastien Luce
(France)
dedicated to Hervé Roy



Ser-#12
Sentinelles Pion advers
Grasshopper

41 Daniel Novomesky
(Slovakia)



Ser-S#18

SOLUTIONS

22 (Lyubashevsky & Makaronez) Set: 1…Sg8 2.Rd5+ Kxe6 3.Qxd6. **1.Rg1!** (>2.Rg5+ **A** fxg5 3.Qxf7 **B**) 1…Sd7 2.Qxf7 **B** Sc5(e5) 3.Rg5 **A**. 1…Se4 2.Sd4+ Kxf4 3.Sd3. 1…Sxe6 2.Bd3+ Kxf4 3.Bxd6. 1…d5 2.Sd4+ Kxf4 3.Qb8. 1…Sd5(g8) 2.Sd4+ Kxf4 3.Qxd6. Reciprocal change of white 2-3 moves, self-block, active sacrifice, changed mate (Authors).

23 (Makaronez, Yakimovich & Aliovsadzade) 1.Rd7! (>2.Be7+ Ke5 3.d4) 1…Sf6 2.Be5+ Kxe5 3.d4; 2…Kxc5 3.Bd4. 1…Bc7 2.Bxc7+ Kxc5 3.Qxa7. 1…Qxc5+ 2.Bxc5+ Kxc5 3.d4; 2…Ke5 3.Bd4. Bishop's Star. Additionally: 1…Qxb5 2.cxb5+ Bb4 3.Qxb4. 1…Sf8 2.Bxf8+ Ke5 3.Bg7. 1…Se3 2.fxe3+ Kxe3 3.Bf4. 1…Sxg3 2.Bf4+ Kxc5 3.Be3. Bishop's star after play of white B/R battery (Authors).

24 (Doukhan) 1.c5? **B** (>2.FEf6#) 1…ALd4 2.c3 **A** (>3.cxd4) AL~ 3.FEf6; but 1…ALxh4! 1.c3? **A** (>2.Sh5 **E** (>3.FEf4) ALd6 3.FEf6) 1…Rxh4 2.c5 **B** (>3.FEf6) ALd4 3.cxd4. 1…ALd7 2.FEf6+ Kd6 3.c5; but 1…ALd3! **1.Sh5! E** (>2.c3 **A** (>3.FEf4 **C**) ALd6 3.FEf6 **D**) self-block; 1…Rxh4 2.c5 **B** (>3.FEf6 **D**) ALd4 3.FEf4 **C** block at 1st move, self-block & Pseudo Le Grand. 1…ALd3 2.FEf4+ **C** Kd4 3.c3. A distant self-block. 1…ALd7 2.FEf6+ **D** Kd6 3.c5 **B** distant self-block. Complex Adabashev synthesis involving two pairs of homogeneous variations. First pair: (threat and first defence): Pseudo Le Grand theme and block mates. In the second pair, we have distant blocks by the ALb5; the same second moves **CD** which make the threats and mates of the first pair, flight of bK. The mates are the second moves of the first pair **AB**. Regarding the general theme, we also need to note: logical theme between the 2 tries and the real play; cycle of 1st and 2nd moves between the 2 tries and the real play **BA AE** & **EB**; cycle of 2nd and 3rd moves between the threat and the 3 defences **AD DB BC** & **CA**; exchange of 1st and 2nd moves (threat reversal) **BA-AB** between the 2 tries; double exchange of second and third moves **AC-CA** and **BD-DB**; double Urania theme for the moves c3 and c5. Theme of Bedrich Formánek Jubilee 90T: three-movers composed according to the rules of Shatranj (old Arabic chess). The use of queens and bishops is not allowed, but instead composers must use the Fers (1:1 Leaper) and the Alfil (2:2 Leaper) in any number (Author).

25 (Shankar Ram) 1…Rh1 2.Rg6 Rh7[g6=P]#; 1…Rg1 2.Rf6 Rg7[f6=P]#; 1…Rf1 2.Re6 Rf7[e6=P]#; 1…Re1 2.Rd6 Re7[d6=P]#; 1…Rd1 2.Kb7 Rd7[c6=P]#; 1…Rc1 2.Rcb6+ Rc7[b6=P]#. Duel bR/wR (Author). Nice tempo move 2.Kb7 in 1…Rd1 solution (G.Foster).

26 (Novomesky) (a) 1.Re7 Re6 2.Rg7 Re8#. (b) 1.Se8 Rg7+ 2.Kf8 Se6#. Loshinsky, bicolour Bristol, self-blocking, model mates, miniature (Author). The wR is observed by the bS on 3 different squares: e6/e8 in (a), and g7 in (b), where it prevents 3.Ke7??. The wS is observed by the bR in both mates (GF).

27 (Seetharaman) 1.Kc5+? Kb6! **1.b4!** zz 1…b6 2.Kc5; 1…b5 2.Kc4; 1…Bb2,Bxb4 2.Kc3; 1…Bc1 2.Ke3; 1…fxe6 2.Kd5; 1…e4+ 2.Kd3; 1…f6 2.Kxe5; 1…f5 2.Ke4. Maximum of 8 mates by wK (Author). The Equihopper is a clever choice of rear battery piece, because it attacks a7 but otherwise has no move. The *non-stop* variety is used so that Black is able to play 1…b6 (GF).

28 (Gockel) I. 1.Qd4 Sc5[d4=P] 2.g6 (g5?) Rg5#. II 1.Qc5[b5=P] Re4 2.g5 (g6?) Sf6#. Model mates (in solution II only thanks to bQ converting wBb5 to pawn, so that c4 is *only* guarded by wRe4 in the mating position!). Dual avoiding moves by bPg7 on B2 (Author). In solution I Black avoids 2.g5[g4=P]?, while in solution II Black avoids 2.g6? Sf6+ 3.g5[f6=P]! (GF).

29 (Parrinello) I. 1.Sxf3 **a** Rxf3 **A** 2.Bf4 **b** Sxf4# **B**. II 1.Bxf4 **b** Sxf4 **B** 2.Bg2 **c** Bxg2# **C**. III. 1.Bxg2 **c** Bxg2 **C** 2.Sf3 **a** Rxf3# **A**. Cycle AB-BC-CA of white moves in Meredith setting (Author). B2 moves to the square that was vacated on W1 (GF).

30 (Rittirsch) I. 1.Sh7-h6 Sd8-h8 2.Sf7-g8 Sh8-h7#. II. 1.Sf7-e6 Sd8-c8 2.Sh7-b7 Sc8-d7#. 2x imprisonment of the bS for a forced mate. Only knights move! (Author).

31 (Garofalo) 1…Sxg3(=P) 2.Bf4 gxf4(=B) 3.Sc7+ Bxc7(=S)#. II.1…Sxf2(=P) 2.Se3 fxe3(=S) 3.Bc4 Sxc4(=B)#. Play with echo-motifs and model mates (Author).

32 (Shankar Ram) 1.Qg1? f2[g1=P]! I. **1.Qf2!** 1…Be4 2.Qe3[e4=P] f2[e3=P] 3.Kxf2; 1…Bd5 2.Qd4[d5=P] f2 3.Kxf2; 1…Bc6 2.Qc5[c6=P] f2 3.Kxf2; 1…Bb7 2.Qb6[b7=P] f2 3.Kxf2. II. **1.Kf2!** 1…Be4 2.Qe5[e4=P] e3+ 3.Qxe3; 1…Bd5 2.Qd6[d5=P] d4 3.Qxd4, 1…Bc6 2.Qc7[c6=P] c5 3.Qxc5, 1…Bb7 2.Qb8[b7=P] b5 3.Qxb5, 2…b6 3.Qxb6. bB/wQ duel in both solutions. Four changed continuations after bB moves (Author).

33 (Novomesky) (a) 1.Kd3 DRd4 2.SId6+ Kd5 3.SIbc6 + DRe4#; (b) 1.SIcc7+ Kd5 2.SIbc6+ Kc5 3.SI7b6+ DRd4#. Exchange of places of white pieces, check answered by a check, move pinning the piece that moves, chameleon echo, miniature (Author).

34 (Garofalo) (a) 1.Bd7 Kxd7(rB) 2.Rb5 rBxb5(rR) 3.Qb1+ rRxb1(rQ)#; (b) 1.Re7 Kxe7(rR) 2.Qg7+ rRxg7(rQ) 3.d1=R rQc3#. Diagonal-orthogonal echo. Model mates in a Rex Solus problem (Author).

35 (Maeshima) I. 1.Re4 Bf3 2.Bc4+ Ka4 3.Bxa6+ Bxe4#; II. 1.Ne7 Sf5 2.Bc6+ Ka5 3.Ba4+ Sxe7#. N/B and R/B batteries created in the course of the solutions: retreating moves with line pieces, bishop's FML moves and battery firing. White Indian theme. Exchange of functions Nc6/Rc4 (captured/guard) and thus B1 Sg7/Bg4 (mate/guard.) Black line closing (1…Bf3/Sf5) and opening (3…Bxe4/Sxe7), B1 can be regarded as AntiZielElement (Author).

36 (Foster) I. 1.Re2[d1=R] Sb8 2.Rb2 Rc1[b2=P] 3.b1Q[c1=Q] Qd2 4.Qb7[b8=Q] Qbf4#; II. 1.Rd3 Se7 2.Rd8[e7=P] e8Q[d8=Q]+ 3.Kf4 Qe6 4.Qd2[d1=Q] Qdg4#. Chameleon echo mates. White units exchange roles (Author).

37 (Crişan) I. 1.Kxd2-b3 Be3 2.Bb4 **A** Se1 3.Rf6 **B** Kxc5-a6 4.Sc5+ Bxc5-e6#; II. 1.Kxf3-g5 Re3 2.Rf6 **B** Sf1 3.Bb4 **A** Kxe6-f8 4.Se6+ Rxe6-c5#. Four pairs of pieces exchange their roles: wRf1/wBe1: rear white battery piece vs. self-block (the same moves have different functions); wSc5/wSe6: passive annihilation by the black king vs. active sacrifice on sibling's square; bRh3/bBc1: rear black battery piece vs. front black battery piece; bSd2/bSf3: passive annihilation by the white king vs. [extended] flight guard. Similar strategy by both sides: the two direct batteries having the knights as front pieces are destroyed. Echo movements by the kings. Rich interplay and diagonal-orthogonal correspondence (Author).

38 (Luce) 1.Rg7 e8=bS 2.Sxd6 d8=bS 3.Ra7 cxd5 4.S6b7 cxb7 5.Sc6 dxc6==. A kind of pinned stalemate with Volage effect. At the end Rxb7=w or Ra8=w is self-check as well as c7=b (Author).

39 (Luce) I. 1…Ge6=b 2.Kh7 Gf7=b 3.Gg8=w Ke7 4.Gd7=w Ke8 5.Kg7 Gh7=b 6.Kh8 Kf7#; II. 1…Kg5 2.Kf7 Gg8=b 3.Kg7 Gh4=b 4.Kh8 Gh3=b 5.Gh2=w Kh6 6.Gh7=w Kg6#. Diagonal mirror echo with creation of royal battery (Author).

40 (Luce) 1.Gxf4(+bPf6) 2.Gxd4(+bPf4) 3.Gxd2(+bPd4) 4.Ke1 5.Kd1 6.Gxd4(+bPd2) 7.Gxd6(+bPd4) 8.Gg3 9.Ge5 10.Kxd2 11.Gg5(+bPe5) 12.Ge7#. Few problems with Sentinels in opposing pawns have eight pawns. Indeed in this ser#n, if a white piece moves without capture, no black sentinel will appear! But White has to create a sentinel on e5 to imprison the black king. The goal is reached with the following plan: the white Grasshopper captures on d2 to free the access to d1 for the white king. Then the white king captures again on d2 at the right moment with now a total of seven pawns on the board (no black sentinel can appear on the first rank). On move eleven, the white Grasshopper is able to create the self-block on e5. This figurative problem was created for one of my most faithful chess students of the classical chess game (Author).

41 (Novomesky) 1.a4 2.a5 3.a6 4.a7 5.a8=B 6.Bd5 7.Bxc4 8.Be2 9.c4 10.c5 11.c6 12.c7 13.c8=R 14.Rh8 15.Rxh2 16.Rh7 17.Rxe7 18.Re5+ Kxe5#. Two excelsiors, with promotion to bishop and rook, white sacrifice, Ceriani-Frolkin, royal batttery mate, Meredith (Author).

DEFINITIONS

Alfil: (2,2) leaper.

Anti-Andernach: A unit (not K) when moving without capturing, changes colour.

Anti-Kings: A king is in check only when it is not threatened.

Bolero: A piece "x" (except for all kinds of kings and pawns) making capturing moves plays in the usual way. If making a non-capturing move, "x" plays as follows: if located on the files "a" and "h" like a rook, on the files "b" and "g" like a knight, on the files "c" and "f" like a bishop, on the file "d" like a queen and on the file "e" like a king (to all neighbouring squares, but without acquiring royal status). Castling is permitted if the king and the rook are on their starting positions (or with Circe-reborn K and R).

Dragon: Combines the powers of knight + pawn without promotion. Cannot move as a pawn on its first rank.

Fers: (1,1) leaper.

Frankfurt Chess: When a piece captures (king included), it takes the nature of the captured unit (without changing colour). A king capturing becomes a royal unit.

Functionary Chess (Beamtenschach): A unit (inc. Ks) may only move, capture or check when observed by an enemy unit.

Grasshopper: (0,1)+(1,1) Hopper.

Influencer chess: Units become influenced when a unit of the opposing side moves next to them. If the influenced unit stands on the top or bottom rank then it becomes the same type of unit as the influencing unit, otherwise it becomes a pawn. A pawn created on its side's bottom rank cannot move or give check. If an influenced piece becomes a rook, it counts as a new rook and may take part in castling. Kings cannot influence and also are not influenced. The influence is persistent, i.e. it continues even if the influencing unit is no longer on a neighbouring square.

Nightrider: Performs one or more knight steps in a straight line as a single move.

Non-stop Equihopper: makes the same number of steps either side of the hurdle, in any direction; cannot be blocked on any other intermediate square.

Pepo: An attacked king has no power. In particular, it can no longer attack the opposing king. A king can be captured only if it is attacked by at least 2 units.

Sentinelles Pion advers: When a piece (pawn excluded) leaves a square outside the first and last rows, it leaves a pawn of the colour of the other side unless 8 pawns of this colour are already on the board.

Siren: Moves on Q lines, but captures by hopping over the unit being captured to any square beyond, which must be vacant.

Take&Make: a unit (Ks included) upon capturing must make a further non-capturing step in the manner of the captured unit as part of the same move. Such a movement must be possible, otherwise the capture may not be made. A capturing pawn may not be conveyed to the base rank. A pawn promotes only if it is conveyed to the promotion rank by this part of the movement. Checks are normal.

Volage units: change colour the first time they move from light to dark squares, or vice versa (kings excluded).

FRESH THEMES AND IDEAS FROM BULGARIA, by Petko A.Petkov

In this section, problems from Bulgarian composers that demonstrate non-standard themes and ideas will be published. The main emphasis is on demonstrating for the first time new complexes as well as rarely-seen difficult combinations of motifs.

The Bulgarian school of chess composition is a very well-known phenomenon in this arena. I hope that the fresh topics and ideas from Bulgaria will please readers!

The Powerful Static Pawn

This is a super paradoxical theme that can only be realized through the use of the new and still little-known fairy piece called Bulgarian Grasshopper.

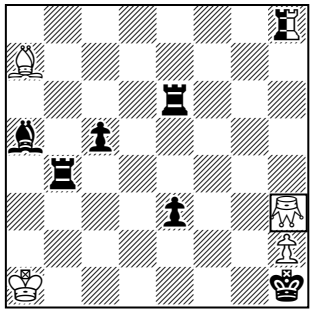
BUL GRASSHOPPER (code BG): Definition (according to WinChloe, where the French name is Sauterelle Bul, code SB): Moves like a Grasshopper ((0,1) + (1,1) Hopper), but the hurdle must also make a Grasshopper move without capture (the move is impossible if it cannot).

The Bulgarian Grasshopper was defined for the first time by Petko A. Petkov in his article HOPPERS WITH MOVABLE HURDLES (HWMH), published in *Anda Fairy Planet* No1 (July, 2020).

A is one of the first examples to show the unusual properties of the BG. Here the black king is not in check from wBGh3, because the hurdle (wPh2) has no second step! The completely static white Ph2 at first glance has incredibly powerful potential! For this reason, this construction could be called a potential Bul battery or a deactivated Bul battery. If we use the modern terminology for this type of special battery, we can also say that the battery is of the so-called *ecto* type. Let's see how this mechanism works in its active role. For example, the move 1…Bc7?? is an illegal self-check because now the battery is activated and the second step Ph2>b8 (Q,R…) becomes possible. I. 1.nRc8 nRc7+ 2.Rd6 nRxc5+ 3.Bc7 nRc2+ 4.Rb2 Bxe3=; II. 1.nRg8 nRg3+ 2.Rf4 nRxe3+ 3.Re5 nRe2+ 4.Bd2 Bxc5=. Thematic complex: model pin-stalemates with 4 pinned pieces in each solution, and in total in the two solutions the thematic pieces occupy 8 different squares! An additional motif is the double annihilation of the black pawns c5 and e3 with the goal of opening the line of the wB.

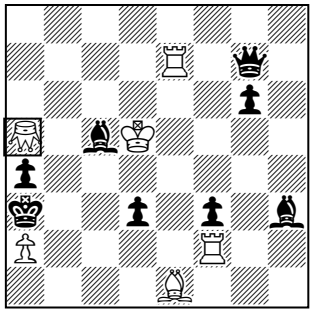
The main hero in **B** is the black Pa4, which is completely immobile in the initial position. Ecto-batteries, familiar from the previous example, lead to two finales with model pin-mates, where the bPa4 is blocked. I.1.Rf7 Be3 2.Rf4+ Bg4 3.Kc6+ Qd7#; II.1.Re6 Bg2 2.Ra6+ Ba7 3.Ke4+ Qd4#.

A Petko A. Petkov
ded. to Christian Poisson
Julia's Fairies 2020



H=4 2 solutions
Bul Grasshopper

B Petko A. Petkov
Original



HS#3 2 solutions
Bul Grasshopper