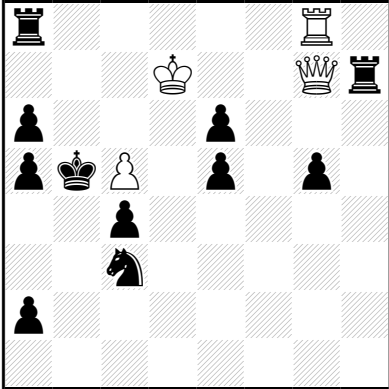
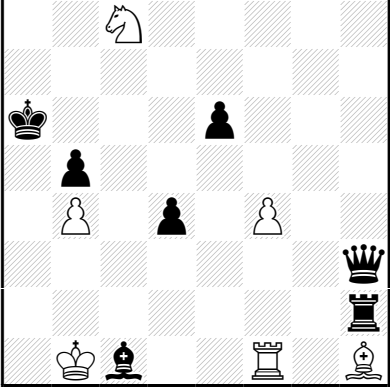


13th TZUICA TOURNEY – Ostroda 2015

Theme: Help-selfmates (**hs#n**) with **at least two solutions featuring pin mates.**

Definitions:

1. In a help-selfmate problem in 'n' moves (denoted **hs#n**), White starts and Black collaborates with White in order to reach a position of **s#1** (selfmate in one move) at move 'n' (the last move).
2. Pin: A piece is pinned if, not being on the board, its King could be captured by a piece which cannot do it because the pinned piece is there.
3. **Pin mate** in helpselfmate: a white piece is pinned **during the solution** and the pin is needed for the mate.

<p align="center">Example 1 for Orthodox section Bo LINDGREN 6th HM, feenschach 1991</p>	<p align="center">Example 2 for Fairy Section Nikola PREDRAG 7th Prize, Julia's Fairies TT1 2012</p>
<div style="text-align: center;">  <p>hs#4 3.1.1... (4 + 11)</p> </div> <p>1.Rb8+ Kxc5 2.Kc8 Sd5 3.Qb7 Rd7 4.Qb6+ Sxb6# 1.Rc8 Sd5 2.Kd8 Sb4 3.Qc7 Re7 4.Qc6+ Sxc6# 1.Rd8 Kxc5 2.Ke8 Sb5 3.Qd7 Rf7 4.Qd6+ Sxd6#</p> <p>In each solution, the white Rook is pinned by bRa8 and cannot capture the bS.</p>	<div style="text-align: center;">  <p>hs#3 2.1.1.1.1.1 (6 + 7) AntiCirce</p> </div> <p>1.Bb7 Bxf4(Bf8) 2.Kc1 Bh6+ 3.Rf8+ Qf1# (wRf8 is pinned by bBh6)</p> <p>1.Rxc1(Ra1) d3 2.Ra2 Rb2+ 3.Ba8+ Qh1# (wBa8 is pinned by bRb2)</p>

A fair number of 47 problems by 34 composers from 15 countries have taken part in this tourney.

Our first decision as judges was to establish eliminatory criteria.

- In the first place and according to our thematic requirement, the composition must show pin mates. We made it clear in our definition (see above) that the white piece should be **pinned during the solution** and that the pin should be needed for the mate. However, we did receive several non-thematic entries, where the white pieces were already pinned in the initial position.
- We valued highest the pins that are obtained dynamically during the play, meaning that ideally the royal unit, the pinner and the pinned unit all move during the solution. This was achieved by several composers in both sections.

- In the orthodox section, strategic elements and perfect presentation were essential for obtaining a prize.
- In the fairy section, on the one hand we favoured intensive presentations of the theme (triple, quadruple pins), but on the other hand we were also strict concerning other specific fairy aspects (fairy density) and formal aspects (for instance, useless units). We praised good and pleasant construction, with all white or black officers used in the solutions. Interplay must also play an essential role in the solution.

We have discarded problems showing unaesthetical captures of pieces, with repeated moves or lacking sufficient unity, hoping the authors will be able to improve them.

ORTHODOX SECTION

This section is well represented, with 27 problems by 22 authors from 11 countries. The level of the section was very good and the top 3 compositions are really excellent.

Among the problems that did not make it, we have a special thought for the orthodox **TZ07 (Kf6/Kb5)** which showed indirect black royal batteries transformed into direct black battery and an active white King. The lack of interplay marred the general impression and was the only reason why it was not included in this award.

Several problems were left out due to the lack of dynamism of the pin and they will enjoy more success in other non-thematical tourneys:

TZ09 was left out because the white King reaches the half-pin line during the solution, but the white units are already there.

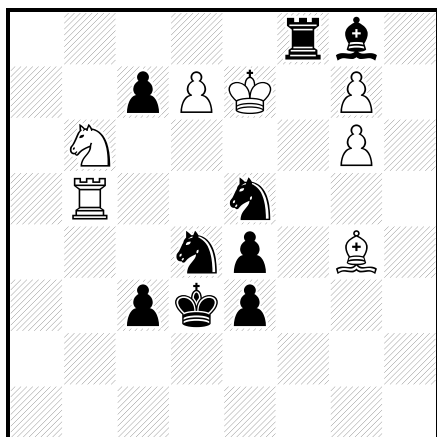
TZ11 presents a very clear AUW and 4 excellent solutions, but in the diagram, almost all pieces are in position for the pin and the pin is formed already on W1.

TZ30 was to be retained in the award, when we found the partial anticipation of Appendix A, which shows the Loshinsky magnet in hs#3.5.

TZ35 closes the list of orthodox problems regretfully excluded from the award. The 3 mates with cyclic double pin of the white pieces is a superb idea, but the present achievement has too many deficiencies to hope for a high distinction (White play not unified at W1, wRb8 spectator in two solutions and bSa6 is a pure cookstopper). We gather that the author will receive a well deserved prize with this idea in another tourney.

We propose the following ranking:

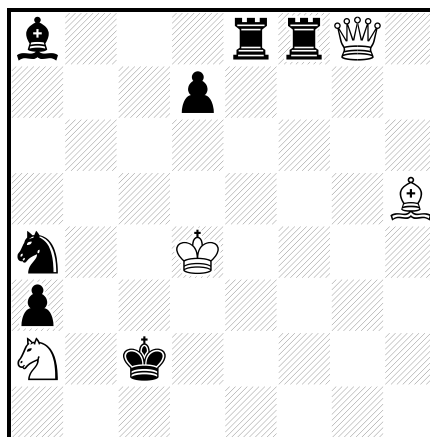
Franz PACHL and Ralf KRÄTSCHMER
1st Prize, Orthodox Section Tzuica 2015



HS#3.5 (7+9) C+
 B: bPe4↔bSd4

A: 1... Ba2 2.Bd1 Sb3 3.Ke6 Sxg6! (Sc6?)
 4.Rd5+ Sd4#
 B: 1...Rf1 2.Rb2 Sf2 3.Kf6 Sc6! (Sxg6?) 4.Bf5+
 Se4#

Kostas PRENTOS
2nd Prize, Orthodox Section Tzuica 2015



HS#3.5 (4+7) C+
 B: -wSa2

A: 1...Bh1 2.Qg2+ Kb3 3.Kd5 Rf1 4.Bd1+
 Rxd1#
 B: 1...Re1 2.Be2 Sb2 3.Ke3 Kc3 4.Qc4+ Sxc4#

1st Prize: Franz PACHL and Ralf KRÄTSCHMER (Germany)

All three thematic pieces (King, pinner and pinned unit) reach the thematic pin line during the solution. Besides, the line is closed by Black **before** the white piece arrives on the pin line. This AntiZielElement is highly original and popped this composition to the top place. The black dual avoidance, the mating switchback and the three duos significantly enrich its contents.

2nd Prize: Kostas PRENTOS (United States)

The most economic achievement of the tourney. In this problem too all three different white and black pieces reach the pin line during the solutions. The epitome of elegance and refinement, in an unbelievable Meredith setting and long moves played by both sides. The slight mismatch in the motivation of black moves doesn't detract at all the artistic impression.

Michel CAILLAUD 3rd Prize, Orthodox Section Tzuica 2015 (v)	Ralf KRÄTSCHMER 1st HM, Orthodox Section Tzuica 2015
<div data-bbox="250 304 683 735" data-label="Image"> </div> <p data-bbox="233 785 698 848"> HS#4.5 (6+12) C+ 2.1.1... </p> <p data-bbox="142 884 764 1005"> A: 1...Bc2 2.Rd2 Rb8 3.Bd5 Rb2 4.Qb8+ Kd7 5.Bf3+ Bd3# B: 1...R8g4 2.Bf3 Be8 3.Rd5 Bh5 4.Qd8+ Kb7 5.Rd2+ Re4# </p>	<div data-bbox="928 304 1362 735" data-label="Image"> </div> <p data-bbox="911 785 1375 848"> HS#3.5 (7+9) C+ B: bSf2→f3 </p> <p data-bbox="812 915 1455 978"> A: 1...Bxc7 2.Qd6 Kc4 3.Ke5 Sb5 4.d3+ Sxd3# B: 1...Bc8 2.Qd7+ Kc5 3.Ke6 Sc4 4.d4+ Sxd4# </p>

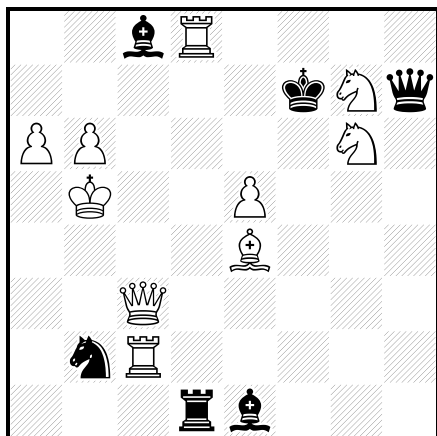
3rd Prize: Michel CAILLAUD (France)

Clearly the most ambitious composition from the orthodox section! Here the mating unit is the first to reach the thematic pin line, with the pinned unit and the pinner (in two steps) reaching it at later stages. The subtle reasons for the anticipatory self-pin echo those from the 1st Prize, with the final batteries duel being thoroughly prepared thanks to a deep and cleverly thought inter-play. Only the lack of wK move hindered a higher classification for this sumptuous presentation in diagonal-orthogonal correspondence.

1st Honourable Mention: Ralf KRÄTSCHMER (Germany)

In this problem as well the pinning is built dynamically, as in the top two prizes. The same white unit is pinned in both twins. B1 in the first solution is with capture, in order to ensure the uniqueness of the first move. Without this little defect, the problem would have received a prize too.

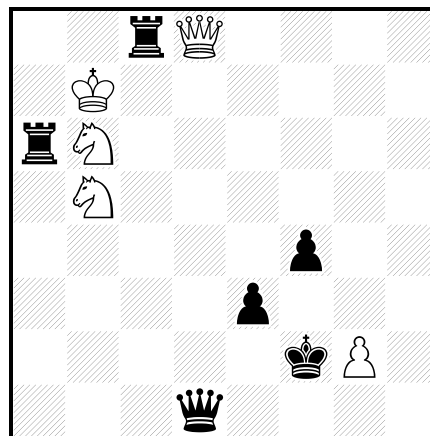
Hans Peter REHM & Kjell WIDLERT
2nd HM, Orthodox Section Tzuica 2015



HS#3 (10+6) C+
 2.1.1.1.1.1

1.Qb3+ Rd5+ 2.Rc5 Qg8 3.Rd7+ Bxd7#
 1.Qc7+ Bd7+ 2.Rc6 Qxg7 3.Bd5+ Rxd5#

Jorge LOIS & Jorge KAPROS
1st Comm., Orthodox Section Tzuica 2015



HS#3.5 (5+6) C+
 B: wSb6→c6

A: 1...Kxg2 2.Sc7 Kf3 3.Kc6 Ke4 4.Qd5+ Qxd5#
 B: 1...Ra5 2.Kb6 e2 3.Kc5 Ke3 4.Qd4+ Qxd4#

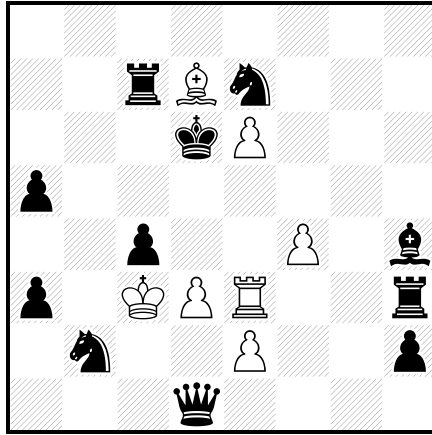
2nd Honourable Mention: Hans Peter REHM & Kjell WIDLERT (Germany & Sweden)

First the black pinner gets pinned before the white pinned unit gets on the pin line – even if this is not thematic it nicely complements the required theme. Also B1 and B3 are reversed – an idea that has been shown by several participants. This is certainly the most convincing presentation of this motive. Also wRd8 and wBe4 change their functions. However, a small drawback is that the black Queen serves solely for blocking a flight.

1st Commendation: Jorge LOIS & Jorge KAPROS (Argentina)

Usually the two model mates in chameleon echo with double pin of the white Knights in Meredith presentation would have deserved a higher place in the award. Unfortunately strategy is reduced to pushing the Kings to their final position. In order to ensure the echo pin mates, the authors had to minimize the mobility of heavy pieces, but that means no interplay in A) and weak interplay in B).

Dieter MÜLLER & Michael BARTH
2nd Comm., Orthodox Section Tzuica 2015



HS#3 (7+11) C+
B: bSb2→g2

A: 1.dxc4 Sd3 2.Re5 Bf2 3.Rd5+ Sxd5#
B: 1.Re5 Se3 2.dxc4 Bf6 3.c5+ Rxc5#

2nd Commendation: Dieter MÜLLER & Michael BARTH (Germany)

Despite the repetition of white moves and the heavy construction, the problem deserves recognition for the originality of the concept (initially half-pinned units are pinned on a different line.) and the purity of the moves' aim.

FAIRY SECTION

This section is also well represented: 20 problems composed by 19 authors from 10 countries. In this section we expected the authors' imaginations to take over, because theoretically in fairy chess many things, such as multiple pins by a single piece, are possible.

When launching this tourney, we only knew of one helpselfmate featuring mate with four pinned white pieces. That is Petko Petkov's Commendation, StrateGems 2010, which displays 2 solutions ending with mate by quadruple pin (see **Appendix B**). We expected some surprises here and were not disappointed, since four problems competing in the fairy section displayed **multiple pins** – an amazing technical achievement.

We generally specify in our award that in an informal competition, the ranking could have been different. Because this is a thematic tournament, we generally favour the density of the thematic presentation.

Some problems did not make it into this award but certainly deserve to be mentioned here.

TZ04 – rejected despite the mates with double pin. The use of the fairy pieces (Antelope especially) is not convincing in this context. Besides, Bh1 serves in twin b) only to prevent the capture Nxb8(>Nh1). We hope that the author will be able to compose a more convincing work based on this ambitious idea.

TZ05: the white Rook helps the black Grasshopper to reach the pin line before it pins itself. However, the rest of the problem is rather shallow, even though the mates given by antibattery are unified.

TZ27 is the most economical work of the tournament (9 units only) and a very original interpretation of the pre-pin. However, the use of a Berolina SuperPawn to force move order, as well as the weak KoBul Kings specificity suggest that the author could obtain more from this very promising idea.

We have reached the following ranking:

Petko PETKOV 1st Prize, Fairy Section Tzuica 2015	Petko PETKOV 2nd Prize, Fairy Section Tzuica 2015
<div data-bbox="256 302 688 732" data-label="Image"> </div> <p data-bbox="224 785 721 877"> HS#3.5 B: wKg5→f3 (10+8) C+ Chameleons: Qa5, Qd5, Qe3 Rose: d1 </p> <p data-bbox="139 915 704 1039"> A: 1...Rg7 2.Sd7 cQa2=cS 3.Kf6 cSc1=cB 4.cQe3-d4=cS+ Bxd4# B: 1...Bh4 2.Sf2 cQb6=cS 3.Kg4 cSa8=cB 4.cQd5-d4=cS+ Rxd4# </p>	<div data-bbox="935 302 1367 732" data-label="Image"> </div> <p data-bbox="935 785 1367 947"> HS#3 2.1.1... (7+5) C+ Lion c1 Vao g4 Nao d5 Kangaroo-Lion (3) - g7, g8 </p> <p data-bbox="805 978 1406 1039"> 1.NAf1 KL3g1 2.VAd1 KL3a1+ 3.Qb1+ Kg7# 1.LIc6 KL3g2 2.VAf3 KL3a8+ 3.Qb7+ Kg6# </p>

1st Prize: Petko PETKOV (Bulgaria)

In the initial position there are two indirect black batteries with the same rear piece (bROd1). In each solution, a wS frees the square where the white King will be mated and anticipatorily pins itself on the black Rose's line. The wK's move to the mate square also pins another white piece. Finally, the mating move also indirectly pins the third white piece!

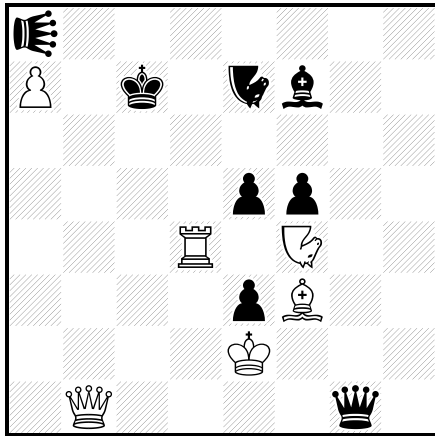
The author has ingeniously concealed the construction difficulties. The interplay appears strictly on the first moves of the solution. In spite of "only" three pins, the fact that all white pieces are pinned by the same black Rose on different lines and the rich strategy (black ambush, white-black and white-white FML and the three duos) clearly raises this problem to the top. A clear winner!

2nd Prize: Petko PETKOV (Bulgaria)

All moves are thematic: three white pieces move to the pin line and Kangaroo-Lion(3) needs two consecutive moves to reach its destination on the pin line. What is finally obtained is a mate with quadruple pin of white pieces in a surprisingly economic position (Meredith) thanks to the inspired use of the black KL3. The adequate use of the white pieces is determined by their capacity to parry the mate if the pin wasn't effective.

An impressive demonstration of particular technical virtuosity by the Bulgarian Grandmaster!

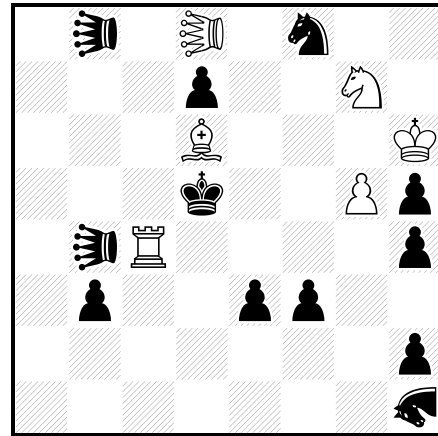
Julia VYSOTSKA
3rd Prize, Fairy Section Tzuica 2015



HS#2.5 2.1.1... (6+8) C+
 Lion a8
 Nightriders f4, e7

1...Ng6 2.Rd2 LIa2+ 3.Qc2+ Bc4#
 1...Bh5 2.Qd3 LIa6+ 3.Rc4+ Nc6#

Mario PARRINELLO
1st HM, Fairy Section Tzuica 2015



HS#3 (6+12) C+
 B: wLEd8→a2
 Leos d8, b8, b4
 Kangaroo h1

A: 1.Rxh4 LE4b6+ 2.Bf4+ Ke4 3.Bxh2+ LE8f4#
 B: 1.Bxh2 LE8b6 2.Rf4+ Ke5 3.Rxh4+ LE4f4#

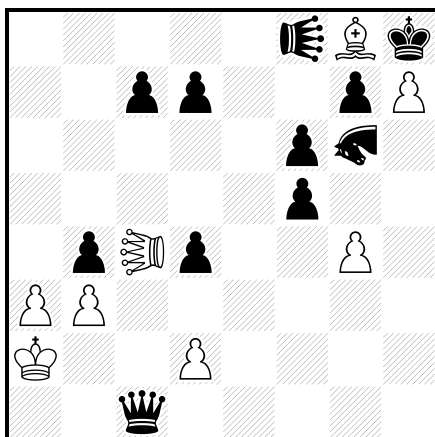
3rd Prize: Julia VYSOTSKA (Latvia)

Perfect thematic density: again all moves are thematic. The solutions are short and dense, with a firework of checks and cross-checks in the last three half-moves. The final ending, with triple white pin and black self-pin, is memorable. Let's note also that we have three duos. The construction is skilfully arranged, with wPa7 serving both as a guard for a flight and as a hurdle for the black Lion. Such accurate details actually make the difference between good problems and great compositions!

1st Honourable Mention: Mario PARRINELLO (Italy)

The rich strategy of checks and cross-checks is completed with the creation of a white batteries and FML anti-battery mates with two white pieces pinned in the final position on the same line. The full exchange of roles between white Rook and Bishop matches the diagonal-orthogonal correspondence full exchange of roles between black Leos. However, the immobility of the black Kangaroo prevents higher ranking.

Themis ARGIRAKOPOULOS
2nd HM, Fairy Section Tzuica 2015

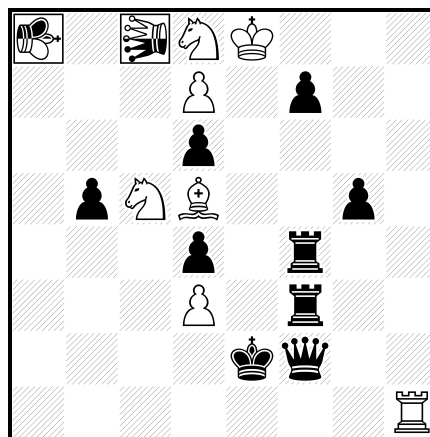


HS#3 (8+11) C+

b) bPb4→a4
 Sentinelles
 Moose g6
 Super-Leo f8
 Leo c4

A: 1.LEe2(+c4) SLd6 2.LEg2(+e2) SLh2(+d6)
 3.LEh3(+g2)+ Mxh3(+g6)#
 B: 1.LEd5(+c4) SLe8 2.LEf7(+d5) SLe6
 3.LEf8(+f7)+ Mxf8(+g6)#

Franz PACHL
1st Comm., Fairy Section Tzuica 2015



HS#3 (7+9+2) C+

Halfneutral: Zebrarider a8,
 Camelrider c8
 B: bBf4

A: 1.nhCRxf7=wh Rxf7 2.Bc4 Qe3+! (Re3+?)
 3.Se4+ nhZRc5=bh#
 B: 1.nhZRxd6=wh Bxd6 2.Sb3 Re3+! (Qe3+?)
 3.Be4+ nhCRd5=bh#

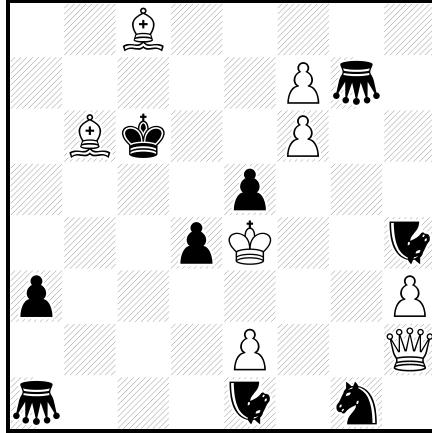
2nd Honourable Mention: Themis ARGIRAKOPOULOS (Greece)

The triple pin mate is achieved with the help of a fairy unit, the SuperLeo, which can capture over 2 hurdles. You certainly need an eagle eye and a sharp mind to anticipate the mate with three pinned units, of which two will be sentinels that will appear on the board during the solution. On the downside, the price paid by this ambitious achievement is the heavy position and the lack of interplay. Question: can anyone obtain a five-fold sentinel presentation of this splendid idea?

1st Commendation: Franz Pachl (Germany)

Once more the solutions are concluded by superb cross-checks. The white batteries with a rear half-neutral piece are activated in critical position, after which the rear piece plays an FML move and thus changed its colour and gives mate. The author has succeeded in elegantly solving the dilemma of the usefulness of the remaining half-neutral unit: it is sacrificed on B1. Finally a single white piece remains pinned. Note that the nature of the pinning unit on e3 is determined by the nature of the pinned unit on e4. From a merely thematic perspective, the pin mates are clearly out-shadowed by the rest of the play.

Dieter MÜLLER
2nd Comm., Fairy Section Tzuica 2015



HS#3 2.1.1... (8+9) C+
 Nightriders,
 Grasshoppers

1.Bc7 Sxe2 2.Qxe2 Ga4+ 3.Qc4+ Nc5#
 1.Ba6 Sxh3 2.Qxh3 Ge7+ 3.Qe6+ Nd6#

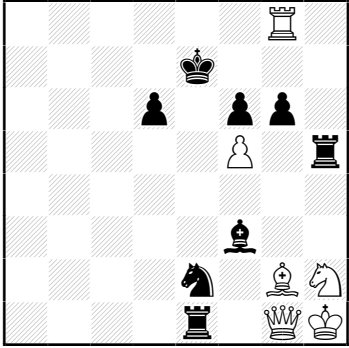
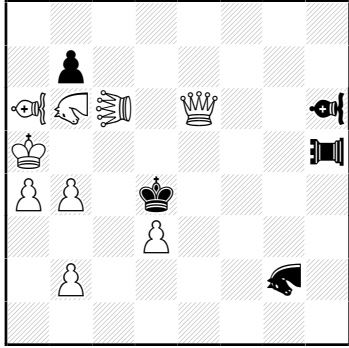
2nd Commendation: Dieter MÜLLER (Germany)

Again we have three duos, if we generously include the white Bishops (partial exchange: passive guard of flights / active guard of flights). The construction is a bit loaded, and moves B1 and W2 seem to be superfluous to our taste. Again just a single white piece remains pinned in the final position. Very pleasant demonstration of Grasshoppers and Nightriders powers!

We conclude this award with our congratulations to the winners and our thanks to all participants for the time spent studying their problems.

Vlaicu Crişan & Eric Huber
 August 6th, 2015, Cluj-Napoca & Bucharest

Appendixes

Appendix A – ref. TZ30	Appendix B
Petko A. PETKOV 5th HM, StrateGems 2007	Petko A. PETKOV in memoriam D. Petkova Commendation, StrateGems 2010
 <p style="text-align: center;">HS#3.5 (6+8) C+</p> <p style="text-align: center;">2.1.1...</p> <p>1...Rg5 2.Sf1 Rh5+ 3.Qh2 Rh8 4.Qh7+ Rxh7# 1...Bg4 2.Bf1 Bf3+ 3.Qg2 Ba8 4.Qb7+ Bxb7#</p>	 <p style="text-align: center;">HS#3 (9+5) C+</p> <p style="text-align: center;">b) ♘b6</p> <p style="text-align: center;">♞=Nao ; ♞♞=Vao ♞=Leo ; ♞=Pao</p> <p>a) 1.LEc3 Ve3+ 2.Vc4 Vd2+ 3.Qe3+ Kd5# b) 1.LEc7 Vg5+ 2.Vb5 Vd8+ 3.Qd5+ Ke3# Mate by quadruple pin</p>

Fairy definitions

Antelope: (3,4) Leaper.

AntiCirce: 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. AntiCirce Cheylan: As antiCirce Calvet except that captures on the rebirth square are not allowed.

Berolina Pawn: Walk and capture are swapped relative to the orthodox Pawn. The Berolina-Pawn moves without capturing diagonally (possibly two squares if it is on the second row of its side) and captures vertically.

Berolina SuperPawn: It is Berolina-Pawn but its moves and captures are respectively extended to the entire diagonal and the entire column.

Camelrider: (1,3) Rider. (Moves like a Nightrider but on Camel's lines only.)

Chameleon: On completing a move, a Chameleon (from classical standard type) changes into another piece, in the sequence Q-S-B-R-Q... Promotion may be to a chameleon at any stage in the cycle.

Eagle: Moves like a Grasshopper ((0,1)+(1,1)Hopper), but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

Grasshopper: Moves along Q-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.

Half-neutral piece: It can exist in black, white or neutral state. A piece in the neutral state may be moved by Black or White, after which it changes into black or white state respectively. A piece in the black state may be moved only by Black, after which it changes into its neutral state, and similarly for White. By the notation: "h" = half-neutral piece, states are marked with "w"(white), "b"(black) and "n"(neutral). Castling is possible with orthodox (or Circe- reborn) Rooks and half-neutral King (in white phase by white castling and in black phase by black castling). After such castling move, the Kings becomes half-neutral, and could be checked or even mated. This is a special rule for the half-neutrals.

Kangaroo: Moves along Queen-lines like a Grasshopper, but over 2 hurdles (which may or may not stand on adjacent squares) to the square immediately beyond the second hurdle. A capture may be made on arrival, but the hurdles are not affected.

Kangaroo-Lion(3): Jumps over 3 hurdles (implemented in WinChloe as Kangourou-Lion à 3 sautoirs, symbol KL3)

KoBul Kings: When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if their result is self-check because of the transformation of the Kings according to KoBul rules. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if he has not already moved; however he may already have been transformed. In the case of capture by a King in AntiCirce he is reborn on his initial square and may castle. If the capture is by a King which is in the form of some Royal piece, he is reborn on the initial square of that piece.

Leo: (0,1)+(1,1) Chinese. Chinese Queen. Moves as Queen, but captures only by hopping over a hurdle to any square beyond.

Lion: (0,1)+(1,1) Lion. Moves along Queen 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.

Nao: (1,2) Chinese. Chinese piece operating along the lines of Nightrider.

Nightrider: (1,2) Rider. Operates along straight lines with squares lying a Knight's move away from each other.

Pao: (0,1) Chinese. Chinese piece operating along Rook lines: moves as Rook, but captures only by hopping over a hurdle to any square beyond.

Rose: (1,2) 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).

Sentinelles: When a piece (Pawn excluded) leaves a square outside the first and last rows, it leaves a Pawn of the color of the side that played unless 8 Pawns in this color are already on the board.

Super-Leo: Moves like a Leo but captures hopping over 2 hurdles

Vao: (1,1) Chinese. Chinese piece operating along Bishop lines: moves as Bishop, but captures only by hopping over a hurdle to any square beyond.

Zebbarider: (2,3) Rider (like a Nightrider, but on Zebra lines)