16th TZUICA TOURNEY AWARD - 2019

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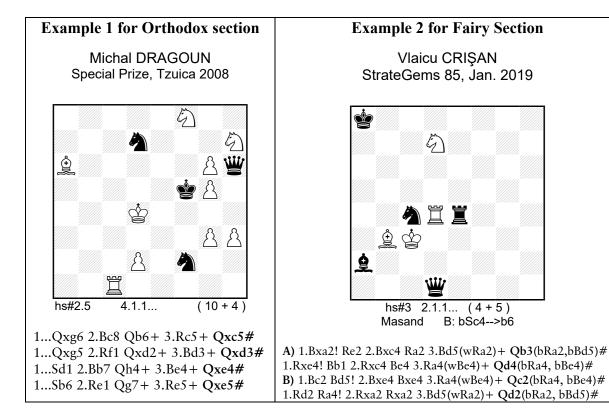
TZUICA TOURNEY 2019 ANNOUNCEMENT

Theme: Helpself compositions (hs#n/hs=n) with at least three (stale)mates by the same piece on different squares.

Please take in consideration the following **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). Helpselfstalemates are also accepted.
- **2.** (stale)mates by the same piece on different squares: At least 3 different (stale)mating moves are made by the same unit moving to different squares on the last move.

Problems with twins or zeroposition are allowed. All fairy pieces and conditions are accepted, provided that the problem is checked by a known solving program.



Participants:

Andrey Frolkin 49*, 50*, 51*; Cornel Păcurar 8, 9, 12, 62; Dieter Müller[†] 32, 33*; Dmitry Turevski 59; Emanuel Navon 37*, 67*; Emil Klemanic 57*, 58*; Franz Pachl 7*, 10, 11, 14*, 22, 29; Gábor Tar 13*, 15, 16; Gerard Smits 66*; Hans Uitenbroek 66*; Igor Kochulov 35; Igor Vereshchagin 49*, 50*, 51*; Jaroslav Štúň 43, 44, 45, 46, 47, 48; Juraj Lörinc 42, 61; Karol Mlynka 4, 5, 6; Ladislav Packa 57*, 58*; Ladislav Salai jr 57*, 58*; Michal Dragoun 57*, 58*; Luis Miguel Martin 38, 39; Mario Parrinello 52, 53, 54, 55; Mark Erenburg 68, 69; Menachem Witztum 36, 37*, 67*; Michel Caillaud 63; Ofer Comay 65; Paz Einat 31; Petko Petkov 60; Rainer Kuhn 17, 18, 19, 20, 21; Ralf Krätschmer 7*, 14*, 34; René J. Millour 64; Sven Trommler 33*; Themis Argirakopoulos 23, 24, 25, 26, 27, 30, 56*; Theodoros Giakatis 40, 41, 56*; Václav Kotěšovec 1, 2, 3; Velko Alexandrov 28; Zoltán Laborczi 13*

INTRODUCTION

69 problems by 35 composers from 14 countries have taken part in this tourney. We initially thought that the theme was rather difficult, but the number of entries seems to have proven that we were wrong.

As usual we awarded problems that showed the theme intensively and we praised rich strategy as well as a good and pleasant construction, with all white or black officers used in the solutions. Interplay must also play a role in the solution.

Some entries with small constructional blemishes, such as unused white / black figures in at least one phase have been sadly left out of the present award. We hope, however, their authors will be able to find out improved settings and even win prizes in other tournaments.

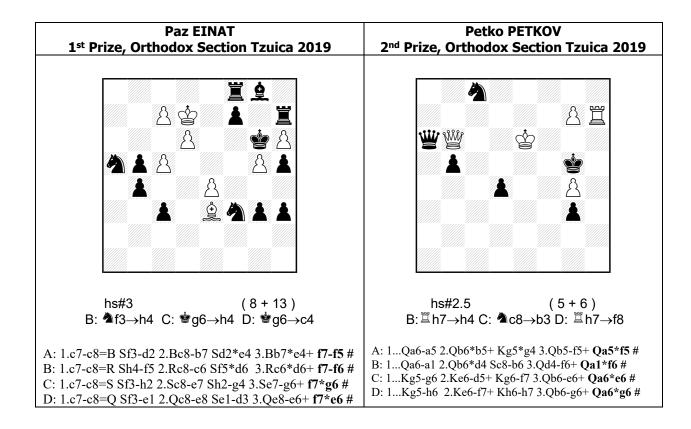


ORTHODOX SECTION

The participation in this section was higher than usual: 24 entries by 21 composers from 10 countries. But the quality was high and some good problems that are not awarded here (because of their relatively weaker achievement of the thematic requirement) will undoubtedly be successful in other tourneys, which is the reason why we let their authors retrieve their works for publication.

- Fun fact: two authors sent exactly the same problem (TZ08 and TZ69). It is an economical realization of the theme in 4 solutions with 6 units on the board, but the mate is the same in each solution.
- TZ67 was not thematical.
- TZ28 was anticipated by a 2012 problem (Appendix A).
- The rejected orthodox entries TZ38, TZ39, TZ52 and TZ57 deserve a special mention: the theme was achieved in a rather mechanical way and we finally decided to award only one of the four entries (TZ39), which was more ambitious strategically.

We propose the following ranking:



1st Prize: Paz EINAT (Israel)

The thematic combination enthused us from the start: white Allumwandlung and Pickaninny, made for the first time in helpselfmate. In the first two solutions the black Knight is sacrificed actively in order to be captured by the white piece promoted on W1. In the other two solutions, the bS is a self-blocker, and the promoted white piece is sacrificed in order to be captured by the Pickaninny bP.

This wP-bP duel in 4 phases represents a remarkable and unique achievement in this tourney, hence the first place.

2nd Prize: Petko PETKOV (Bulgaria)

Another duel between two pieces (wQ-bQ) in four phases under the form of a HelpSelfmate Of The Future (HSOTF). The technical mastery of the author allowed him to implement an ambitious strategy in Meredith culminating in the mixed-colored Bristol: direct unpins of the wQ and ambushes of the bQ in the first duet of solutions, and active play of both Kings in the second duet.

This is a superclass work that convincingly demonstrates the qualitative standard that must be reached to obtain a prestigious award in the tourney.

1st Honourable Mention: Franz PACHL (Germany)

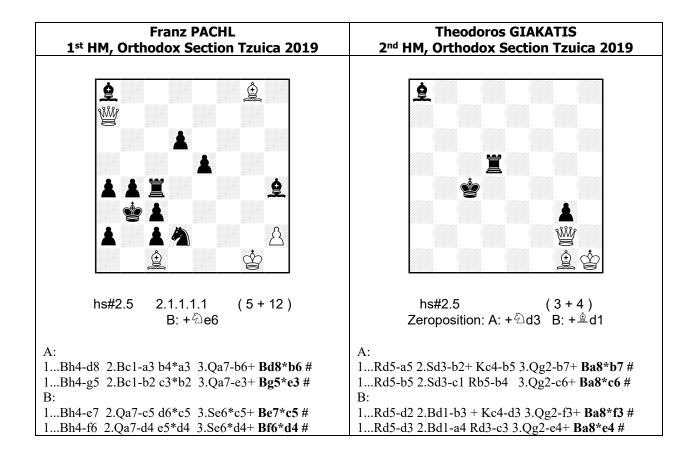
In a matrix with obvious symmetrical aftertaste, the author managed to show a new and unified HSOTF based on white sacrifices. The wBc1 is sacrificed twice in the first twin and the bQ twice in the second twin.

The keys and mates are played by the same bB capturing a white piece that checks the bK.

2nd Honourable Mention: Theodoros GIAKATIS (Greece)

In spite of its zeroposition, the only miniature of the orthodox section deservedly appears in a front place in the award. The four solutions presenting a new duel wQ-bB have in common two features: bR selfblocks and Pelle moves by the wQ.

Congratulations to the Greek composer for the skillful construction.



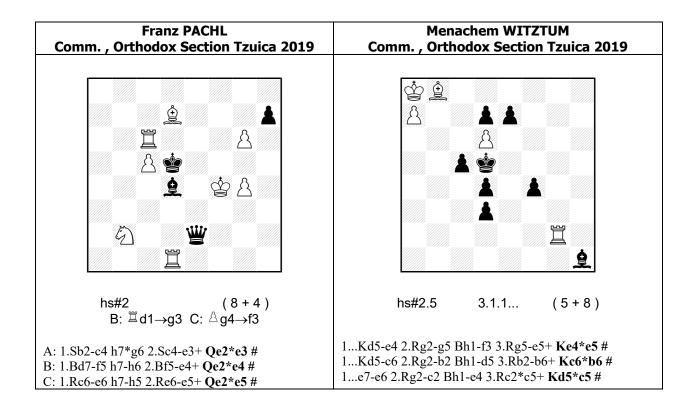
Commendations without order

Commendation: Franz PACHL (Germany)

In this Meredith the black Queen gives three different mates on three different squares after a not so well unified twinning. We noticed that three different white officers are sacrificed on the last move and that the first black move is played by the same black Pawn on three different squares.

Commendation: Menachem WITZTUM (Israel)

Original use of a masked royal diagonal battery. The rear piece of the battery moves long the battery line to selfblock on B2 and the masking unit (wR) sacrifices itself on W3.



Commendation: Menachem WITZTUM & Emanuel NAVON (Israel)

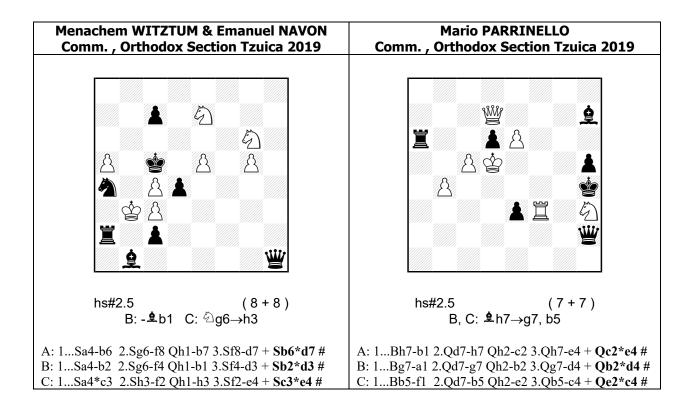
Three different black batteries bQ-bS are built and fired in three phases, with a wS-bS duel on the last move.

The idea of bQ-bS batteries was shown before by Mario Parrinello, 2nd HM, Orthodox section Tzuica 2014 (**Appendix B**).

Commendation: Mario PARRINELLO (Italy)

A two-colored Bristol wQ-bB with FollowMyLeader effect, combined with a black Turton bB-bQ and concluded with a duel wQ-bQ.

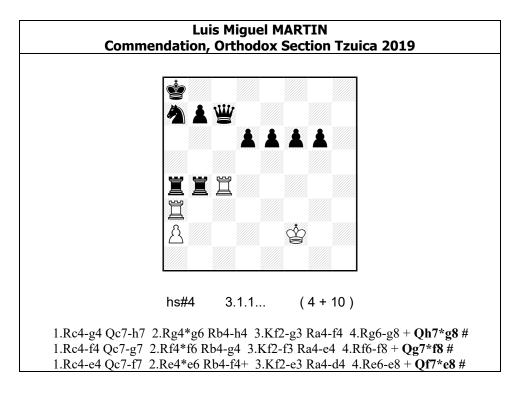
The construction can be slightly improved (bPb7c7 replacing bRa6 and wPb4).



Commendation: Luis Miguel MARTIN (Spain)

This is the most successful presentation of chameleon echo mates in the orthodox section of the tourney.

The black Bristol bR-bR and the mixed-colored Bristol wR-bR harmoniously round out the wR-bQ duel.



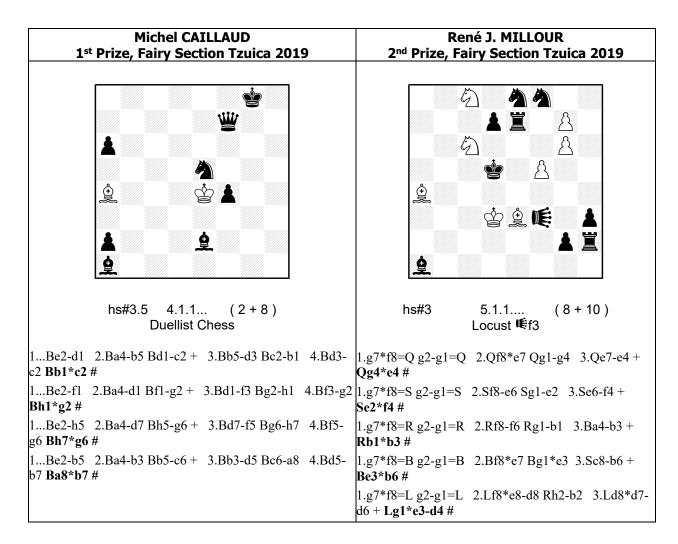


FAIRY SECTION

We received 45 entries by 27 composers from 12 countries. The level of this section was also high and composers displayed overwhelming fantasy.

TZ35 is not thematical because mates were given on the same square.

We decided to award prizes to the compositions showing the theme with minimum 4 thematic phases. On top we placed two problems in multi-solutions form. We have reached the following ranking for the fairy section:



1st Prize: Michel CAILLAUD (France)

This composition wins a bottle for its simplicity: four mates given by the same bB from different directions! The fairy condition – perhaps inspired by the Murfatlar 2019 tournament? – facilitates the realization of the task, which has its resemblance with the theme of Yves Cheylan-60 Jubilee Tourney.

The light construction is perfect and will stick a long time in your memory.

2nd Prize: René J. MILLOUR (France)

The promotions master returns to the Romanian Tzuica tournament with his trademark super Babson. Yes, this is thematic, as the original black Pawn is "the same piece" after promotion. The promotion duals are cleverly avoided, as seen in the tries 1.gxf8=Q g1=R? 2.Qf6 Rb1 3.Bb3+ Rxb3+ 4.Qc3! 1.gxf8=Q g1=B? 2.Qxe7 Bxe3 3.Sb6+ Bxb6+ 4.Qe3!

As in the previous problem, there is just one fairy element present on the board (bLOf3), which plays an essential role in four solutions, excepting the "R" one.

A huge technical task absolutely not devoid of subtlety and artistic value!

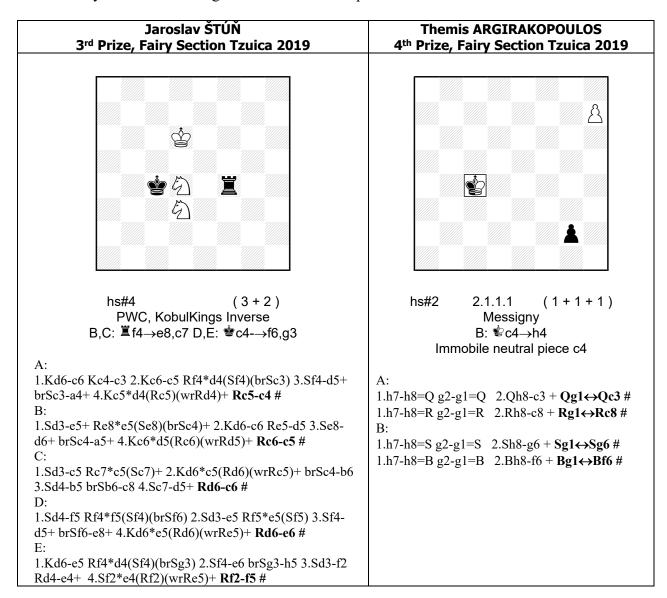
3rd Prize: Jaroslav ŠTÚŇ (Slovakia)

Here we have 5 mates by the same bR shown in 5 twins. The mechanism uses the fairy conditions PWC and KoBul Kings Inverse has been previously shown by Jaroslav in his 2nd HM, Romanian Tzuica 2017 (**Appendix** C), but here we can see 5 echo mates.

By far this is the most successful exploration of the thematic requirements using the Bohemian approach.

4th Prize: Themis ARGIRAKOPOULOS (Greece)

Another Babson task achieved with minimal force in 2 twins: only three pieces are present on the board. The thematic bPg2 mates after promotion on 4 different squares: c3, c8, f6 and g6. The royal neutral dummy is certainly a heavy-handed trick, but the Wenigsteiner position provides enough compensation. The author sent us several settings exploring the same mechanism, but eventually the first rendering was still the most impressive.



5th Prize: Cornel PĂCURAR (Canada)

One of the most economic renderings of the tournament: two pieces. Besides, it is the only problem from the award using the helpself stalemate stipulation! Yes, Haaner makes this idea possible as we already knew from previous works (see **Appendix D**). However, the four corners theme has not been shown before and this significantly enhances the overall value of the problem, in spite of having two entirely symmetrical second solutions.

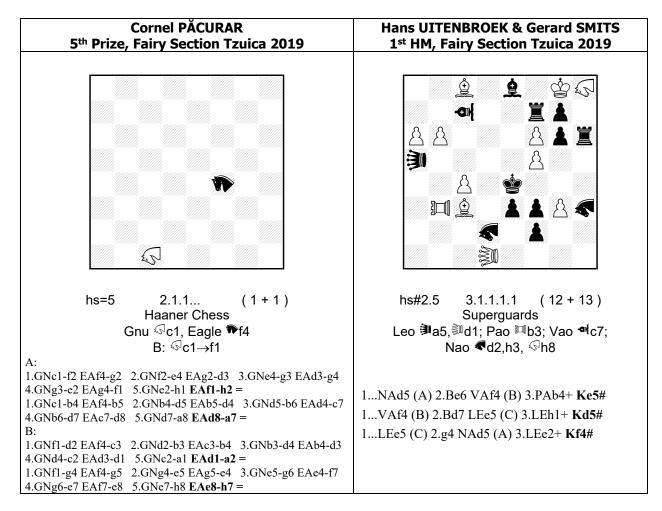


The Honorable Mentions have been awarded to less intensive presentations of the theme (3 phases), showing either very ambitious strategic content or highly artistic renderings flawlessly executed. We won't be surprised if some of them find their way into the future FIDE Album.



1st Honorable Mention: Hans UITENBROEK & Gerard SMITS (Netherlands)

Impressive cycle of black moves motivated by the need to close the prospective lines of guard towards the bK (e7-e4, h4-e4 and c6-e4). A slight blemish is the usage of wNAh8 in only one phase. Maybe in this case it would have been worth adding an extra bPh7, although it will make the already crowded position even heavier?

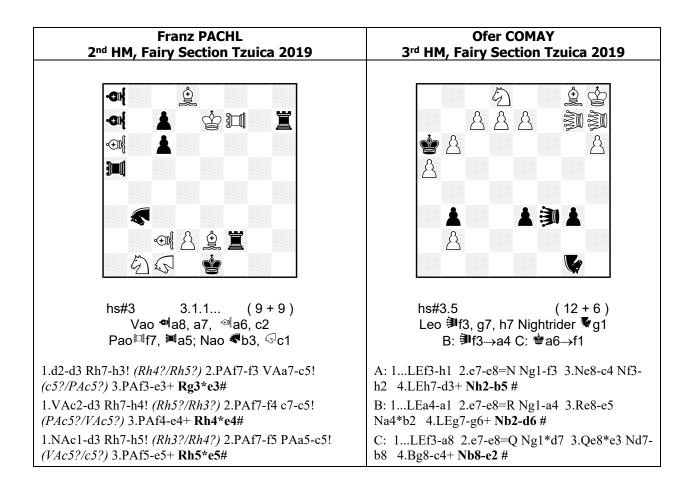


2nd Honorable Mention: Franz PACHL (Germany)

Very subtle trial avoidance on the same square, both at W1 (d3) and B2 (c5), superbly underlining the unpin and its subsequent capture of the wPAf7 by the bRh7. Highly intellectual content work, worth deep analysis.

3rd Honorable Mention: Ofer COMAY (Israel)

A successful strategic combination: the white promotions (W2) are mixed with the creation of complete black anti-batteries having the rear piece (bLE) in the corner. A remarkable feature is the mating move(s) without capture, by the interfering front piece (bN). The whole conception leaves a strong sense of unity, in spite of small dissimilarities in the white play.



4th Honorable Mention: Dieter MÜLLER† & Sven TROMMLER (Germany)

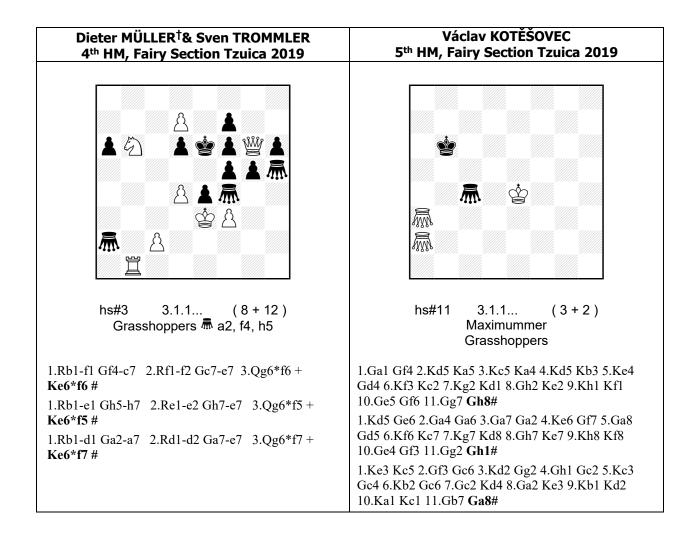
In each solution a bG goes to e7 creating a royal anti-battery, while the wR takes up the duty of selfblocking the flight initially guarded by the bG. Moreover, the wQ sacrifices itself next to the bK on a field also initially guarded by the same bG.

There are some drawbacks: the unused wSb6 in one solution, inherent to the scheme, and the absence of interplay.

5th Honorable Mention: Václav KOTĚŠOVEC (Czech Republic)

Another spectacular composition in Bohemian style: three model mates are methodically built in eleven moves in three different corners. The economy is amazing and only one half-move is repeated (Ke4-d5).

The author also sent us two other remarkable compositions – they don't figure in the present award simply because they could effortlessly win prizes in other competitions. We can't resist the temptation of quoting in the annex two other amazing masterpieces by the same author (see **Appendix E** and **Appendix F**).



6th Honorable Mention: Dmitry TURESVKI (Russia)

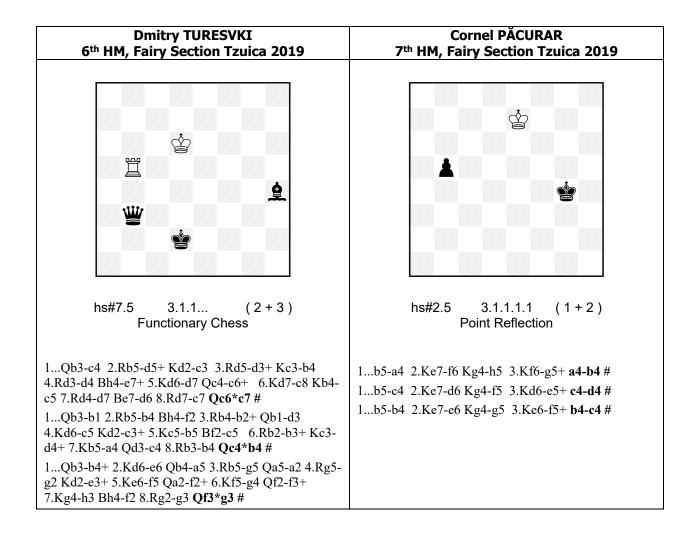
Three model mates on three different edges of the board after an unbelievable zugzwang! Dmitry is one of the leading experts in Functionary Chess, as his prize-winning compositions from SuperProblem.ru TT 226 convincingly demonstrate (see **Appendix G**).

This truly amazing composition simply outshadows even the first prize from the aforementioned competition.

7th Honorable Mention: Cornel PĂCURAR (Canada)

An elegant and super-economic rendering of the imposed theme using the extremely surprising Point Reflection. Thanks to this newly invented fairy condition, one can obtain unexpected (chameleon) echo mates given by a black pawn making horizontal moves from the bK symmetric square to the wK symmetric square.

We won't be at all surprised if this composition will also figure in the award of the Wenigsteiner of the Year 2019!



All the commendations display original, fresh, interesting and valuable ideas in 3 phases, but having a less than perfect presentation.

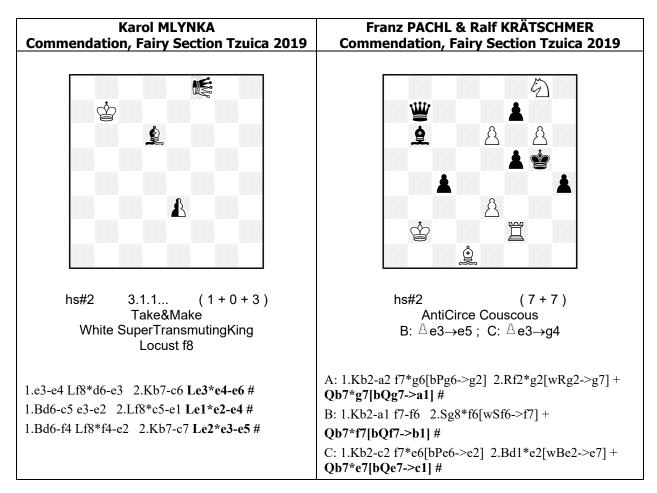
Commendations (without order)

Commendation: Karol MLYNKA (Slovakia)

Another Wenigsteiner exploiting a known feature: the theoretical impossibility to capture a Locust in Take&Make. The author imaginatively used a white SuperTransmutedKing in order to ensure the immobility of the King after the Locust check. Although the three solutions are not ending in echo mates, this Wenigsteiner with wK mated on 3 different squares is still very appealing.

Commendation: Franz PACHL & Ralf KRÄTSCHMER (Germany)

The white King is specifically mated on three different squares by an insurgent bQ capturing alternatively the three white officers. The AntiCirce Couscous effects are very pleasing and the model mates are very attractive, with perfect strategical unity in all the solutions and highly intensive usage of the fairy condition. Don't get fooled by the apparently low placing of the composition: this is really an excellent problem, a little bit unlucky in this thematic tournament!



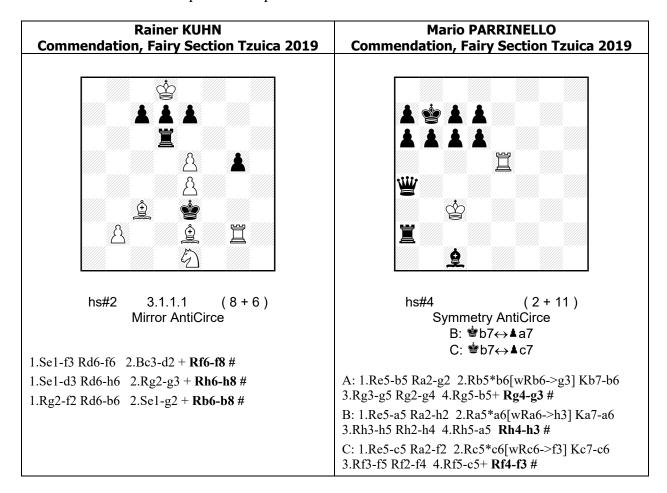
Commendation: Rainer KUHN (Germany)

This seems to be the best among the several interesting problems sent by the imaginative German composer. The bR delivers three mates by occupying the rebirth square of the white piece checking the bK. The multi-solutions form is perfect, but there is no cycle in the play of white pieces. Another slight blemish is the lack of interplay. We hope the usage of Mirror AntiCirce, scarcely used before, will be stimulated in the future!

Commendation: Mario PARRINELLO (Italy)

A highly humorous composition: the wR must first vacate the square where the bK will get attacked (pseudo-Kniest?) and then will return on the square where it played on the first move, completing an original three moves Rundlauf! This very appropriate usage of the Symmetry AntiCirce typical strategy must be recognized and praised, although the lack of interplay slightly mars the overall impression. The most intriguing move of the solution is definitely B3: black must first block the rebirth square of wR hence forcing the mating move.

We are aware it is rather unusual to place such a top quality problem in the last place of the award, but we wanted to stress once again that the exceptional level of the tournament managed to exceed even our most optimistic expectations!



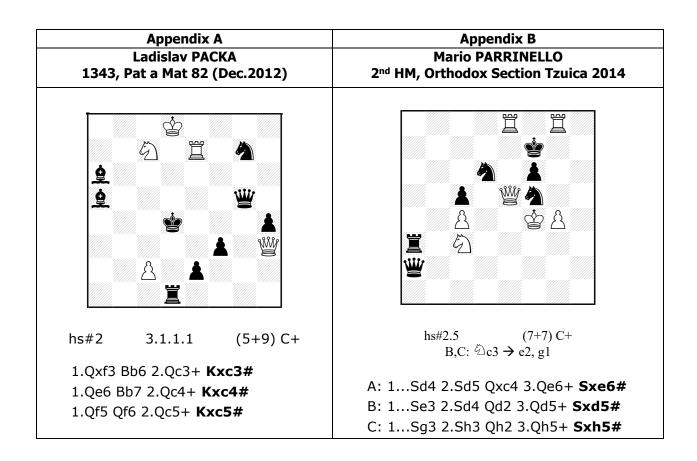


We thank to all the participants for their efforts and wish them also enjoy the excitement produced by their beautiful problems.

Vlaicu Crişan & Eric Huber August 24th 2019, Vilnius

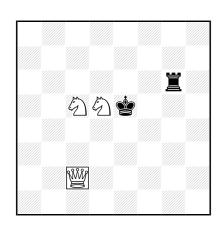


APPENDICES



Appendix C Jaroslav ŠTÚŇ 2nd HM, Fairy Section Tzuica 2017

Appendix D Ion MURĂRAȘU 1st HM, 4th TT Quartz 2012



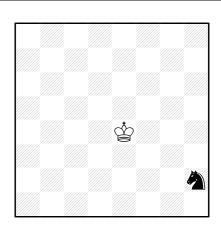
hs#4 (3+2)
B: ≝g6→f5; C: ♚e5→c6; D: C + wrQc2→f8
PWC + KoBul Kings Inverse
White Royal Queen

A: 1.rQxg6[bRc2; wrRg6] Kd4 2.rRd6 Kxc5[wSd4; brSc5] 3.Sb3+ rSb7+ 4.rRd7+ **Rc7#**

B: 1.Se6 Kxe6[wSe5; brSe6] 2.rQxf5[bRc2; wrRf5] Rc6 3.Sc7+ rSg7+ 4.rRg5+ **Rg6#**

C: 1.rQb3 Rd6 2.Se6 Rxd5[wSd6; brSc6] 3.Sd4+ rSa5+ 4.rQxd5[bRb3; wrRd5]+ **Rb5#**

D: 1.rQb8 Kxc5[wSc6; brSc5] 2.Se5 Rd6 3.Sd7+ rSa6+ 4. rQxd6[bRb8; wrRd6]+ **Rb6#**



hs#5 2.1.1... (1+1) Haaner Chess B: **2**h2→d5

A:

1.Kf5 Sg4 2.Kg6 Sf6 3.Kg7 Sg8 4.Kh7 Sh6 5.Kh8 **Sf7**#

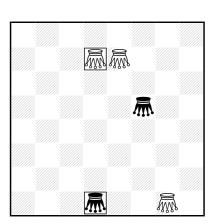
1.Ke3 Sf1+ 2.Kf2 Sd2 3.Ke2 Sb3 4.Kd1 Sa1 5.Ke1 **Sc2#**

B:

1.Kd3 Sc3 2.Kd4 Sb5+ 3.Kc5 Sa3 4.Kb4 Sb1 5.Kc4 **Sd2**#

1.Kf5 Sf6 2.Ke5 Sd7+ 3.Kd6 Sf8 4.Ke7 Kh7 5.Ke6 **Sg5**#

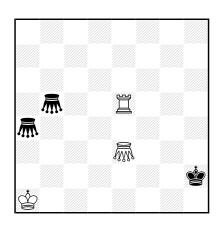
Appendix E Václav KOTĚŠOVEC Special Prize, Pat a Mat 2016



hs#12 4.1.1... (3+2) Grasshoppers g1e7f5; royal Grasshoppers d1d7

- 1.Gc1 GKb1 2.Gc7 GKg6 3.Gc8 GKe4 4.Gc6 Gc8 5.Ge7 GKb7 6.GKa7 Ga6 7.GKa5 GKd5 8.Ge4 Ga4 9.GKe5 GKf5 10.Gg6 GKh7 11.GKe8 GKd7+ 12.GKh5 **Ge8**#
- 1.GKg4 GKh5 2.Gg5 GKf3 3.Ge5 Gd5 4.GKe2 GKc6 5.Ge4+ Gf5 6.Gg5 Gh5 7.Gb7 Gd1 8.Gd5 GKe4 9.GKe5 GKe6 10.Gf7 GKg8 11.GKh5 GKg4+ 12.GKe8 **Gh5**#
- 1.Gc7 GKd8 2.Ge7 GKf6 3.Gc7 Gf7 4.GKg7 Gf5 5.GKe5 GKd4 6.Gc5 Gd5 7.Ge3 Gf5 8.GKc3 GKb2 9.Gb3 GKb4 10.GKa5 GKb2 11.GKd8 GKb4 12.Gb5 **Ga5**#
- 1.GKf7 Gf8 2.GKd7 GKd8 3.GKf7 Gff6 4.Gg7 GKg5 5.GKf5 GKe7 6.Gd7 GKg5 7.GKh5 Gh4 8.GKf5 GKe5 9.GKd5 GKc5 10.Gb6 GKa7 11.GKd8 GKe7+ 12.GKa5 **Gd8**#

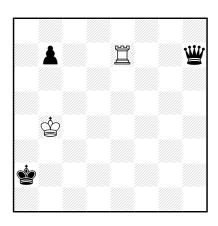
Appendix F Václav KOTĚŠOVEC JF 1423, Julia's Fairies 2019



hs#8 4.1.1... (3 + 3) Maximummer Grasshoppers a4 b5 e3

1.Rh5+ Kg3 2.Gh3 Gc6 3.Rg5+ Kf4 4.Rg4+ Ke3 5.Rc4 Gc3 6.Ra4 Kd2 7.Ra2+ Kc1 8.Gb3 **Gb2**# 1.Kb1 Gf5 2.Ra5 Ga6 3.Ra2+ Kg1 4.Rd2 Kf1 5.Gc1 Ke1 6.Rb2 Kd1 7.Ga3 Ga2 8.Ga1 **Gc2**# 1.Rc5 Gc6 2.Rc2+ Kg3 3.Kb1 Gc1 4.Rc3 Gf4 5.Gb3+ Kf2 6.Rc2+ Ke1 7.Kc1 Gb2 8.Gb1 **Gd2**# 1.Rf5 Gg5 2.Kb1 Gd2 3.Gc1 Kg1 4.Kc2 Gd1 5.Rf3 Gg4 6.Rd3 Gb2 7.Kd1 Kf2 8.Rd2+ **Ge2**#

Appendix G Dmitry TUREVSKI 1st Prize, TT-226 SuperProblem



hs#5.5 3.1.1... (2+3) Functionary Chess

Solution:

5.Ka3 Qa5 6.Rb3 **b4**#

5.Rb2 Qa7 6.Rb5 **b6**# 1...Qh4 2.Ka4 b6 3.Re4 Qh1 4.Re1 Qf1 5.Rb1 Qa6 6.Rb4 **b5**# 1...b5 2.Rc7 Qh2 3.Rc2+ Ka1 4.Rb2 Qd2+

1...Qe4+ 2.Ka5 Qe2 3.Re3 Qf2 4.Re2+ Ka3



FAIRY DEFINITIONS

AntiCirce Couscous: When a piece captures (including King), it must come back to the captured unit's rebirth square : if this square is occupied, the capture is forbidden. A Pawn capturing on its promotion rank promotes before it is reborn. (If type Cheylan, captures on the rebirth square are forbidden).

Duellist Chess: A unit chosen to move make all the moves for its side until it has no further legal move, then another unit can be chosen. The mate and stalemate are orthodox.

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.

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

Gnu: Knight+Camel. Can move like a (1,2) Leaper and like (1,3) Leaper.

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.

Haan / Haaner Chess: Any square once left can be neither occupied nor crossed.

KoBul Kings Inverse: When a black piece (not a Pawn) is captured, the white royal piece takes the nature of the captured piece. When a black pawn is captured, the white royal piece becomes a King. And viceversa for Black capturing a white piece.

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

Locust: (0,1)+(1,1) Locust. Moves along Queen lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Maximummer: A Maximummer is a problem where Black is under the obligation of always playing the (geometrically) longest legal move. (He picks one of the longest when he has a choice.)

Messigny: A piece (King included) can also swap places with an opposite piece of the same nature. Neither of the two pieces must have swap its place the previous move.

Mirror AntiCirce: In Mirror AntiCirce, the rebirth square of a piece is the square occupied at the beginning of an orthodox game by a piece of the same kind and of the other side. When a piece captures (including King), it must come back to its rebirth square: if this square is occupied, the capture is forbidden. A Pawn capturing on its promotion rank promotes before it is reborn.(If type Cheylan, captures on the rebirth square are forbidden).

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.

Point Reflection: When two pieces of any color stand on the squares which are symmetric with respect to the central point of the chessboard (eg. a1-h8, b3-g6), they exchange their roles (i.e. powers of movement). A Pawn on the first rank and its corresponding piece on the eighth rank cannot move by themselves. Only non-reflected K and R can castle, and only non-reflected Ps can make en passant.

PWC (**PlatzWechselCirce**): When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. Exception to the rules by default: A Pawn is immovable on its first rank.

Superguards: any unit (including Kings and pawns) observed by another unit of the same colour cannot be captured. Pinned units also observe.

SuperTransmutingKing (Pressburger King): when checked, a king must play as the unit or units giving check if possible, thereafter the king becomes an ordinary (non-royal unit) of this type permanently. If it is not possible to move as the checking unit, another piece may parry the check and the king does not change. If that is not possible, the king is mated.

Symmetry AntiCirce: as AntiCirce, but the capturing unit is reborn symmetrically with respect to the centre of the board, a capture on h4 would lead to rebirth of the captor on a5, etc. (think of the board rotating 180°)

Take&Make: Having captured, a unit must immediately, as part of its move, play a non-capturing move in imitation of the captured unit from the capture-square. If no such move is available, the capture is illegal. Promotion by capture occurs only when a pawn arrives on the promotion rank as the result of a take&make move. Checks are as in normal chess: after the notional capture of the checked K, the checking unit does not move away from the King's square.

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.