

# 18<sup>th</sup> TZUICA TOURNEY AWARD – 2020

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## TZUICA TOURNEY 2020 ANNOUNCEMENT

**Theme:** Helpself compositions (**hs#n/hs=n**) with **at least 2 solutions showing the Schnoebelen theme**. This year's tourney is dedicated to Guy Sobrecases.

Please take in consideration the following **definitions**:

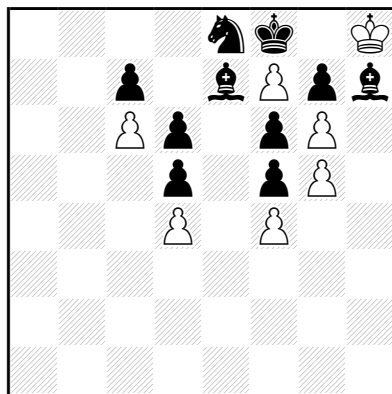
**1.** In a **help-selfmate** problem in 'n' moves (denoted **hs#n**), White starts and Black collaborates with White in order to reach a position of **s#1** (selfmate in one move) at move 'n' (the last move). Helpselfstalemates are also accepted.

**2. Schnoebelen theme:** A promoted unit, which has not played after its promotion, is captured on its promotion square.

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.

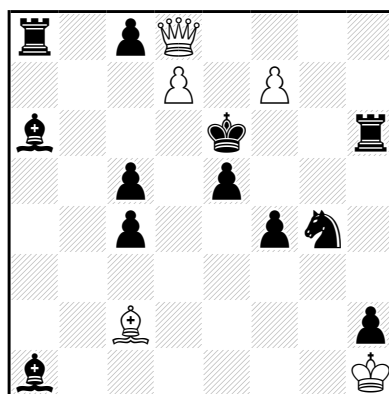
**Example 1 for Orthodox section**  
Guy SOBRECASSES  
France-Echecs 2006



hs=3 2.1.1.1.1.1 (7+10)

1.gxf6 gxf6 2.g7+ Kxf7 3.g8=Q+ Bxg8=  
1.gxh7 Bd8 2.g6 Ke7 3.f8=S Kxf8=

**Example 2 for Fairy Section**  
Manfred RITTIRSCH & Hans GRUBER  
1<sup>st</sup> Prize, Andernach 2003



hs#2 2.1.1.1 (5+12)  
SuperCirce

1.dxc8=R(+bPg8) Bxc8(+wRf3)  
2.fxg8=B(+bPd1=B)+ Bxf3(+wRe6)#  
1.dxc8=S(+bPe8) Rxc8(+wSf1)  
2.fx8=Q(+bPe1=Q)+ Qxf1(+wSe7)#

Participants:

Andrey Frolkin 12\*; Bojan Basic 37; Emanuel Navon 39\*, 40\*, 41\*; Franz Pachl 13\*; Gábor Tar 16, 17\*, 18\*; Geoff Foster 20; Hubert Gockel 4; Igor Kochulov 11; Igor Vereshchagin 12\*; Jacques Dupin 42\*; János Csák 2, 3, 5, 7, 14, 17\*, 18\*; Luis Miguel Martin 33, 34, 35; Mario Parrinello 21, 22; Maryan Kerhuel 42\*; Menachem Witztum 39\*, 40\*, 41\*; Michel Caillaud 42\*; Petko Petkov 30, 31, 32; Rainer Kuhn 23; Ralf Krätschmer 10, 13\*, 19, 27; Roméo Bedoni 24\*; Sébastien Luce 1, 6, 15, 24\*; Themis Argirakopoulos 8, 9, 38\*; Theodoros Giakatis 28, 29, 38\*

## INTRODUCTION

For 2020 we decided to continue the tradition of organizing the Romanian Tzuica tournament, in spite of the lack of WFCC congress this year. We had hoped that the composers would be happy to have their creativity stimulated and we weren't actually too wrong: we received the respectable amount of 42 problems from 23 composers from 13 countries.

True, the chosen theme was perhaps more challenging than in the previous years. What we expected were original forms of the Schnoebelen theme, instead of the traditional immediate capture of the promoting white piece with check. We therefore praised the problems in which there is a delay between the promotion and the capture and the problems showing black Schnoebelen.

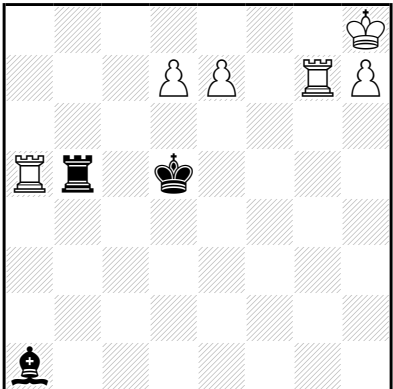
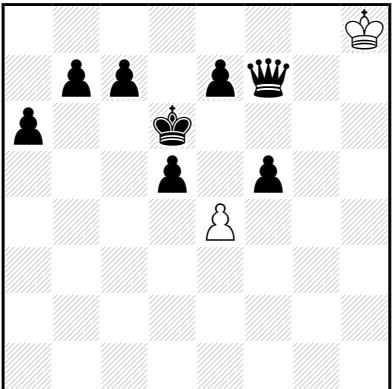
Unfortunately, as in previous years, we had some entries with smaller or higher constructional blemishes, such as unused white / black officers in one or more phases (3, 5, 7, 12, 16, 37, 39, 40), repeated moves (5, 16, 39, 40) or lack of interplay. We also received two unthematical superb entries, showing the set theme in a single phase in a task rendering. Sadly, we had to exclude them from the award, although we are sure they will not go unnoticed when they are published. The same fate awaited entries where the Schnoebelen theme was not the focus of the problem but only the background feature of an otherwise praiseworthy strategy: these entries will certainly be successful in an informal tourney.

The tourney was dedicated to **Guy Sobrecases** because he was especially interested in showing the Schnoebelen theme in fairy problems with innovating ideas. Such ideas are displayed in the annexed problems (**Appendix A-B**) as well as in **Example 1** for the Orthodox section of our tourney.



## ORTHODOX SECTION

Almost half of the received entries were orthodox. We had 19 entries from 13 composers from 10 countries. The overall level of the section was average, with no really outstanding compositions. We hoped to see more Schnoebelen promotions in Rook and Bishop, but alas, the Queen and Knight promotions prevailed. Due to the lack of surprise element, we decided to start our award from Honourable Mentions.

<b>Petko PETKOV</b> <b>1<sup>st</sup> HM, Orthodox Section Tzuica 2020</b>	<b>János CSÁK &amp; Gábor TAR</b> <b>2<sup>nd</sup> HM, Orthodox Section Tzuica 2020</b>
	
<p>hs#2.5 (6 + 3)            B: ♖d7→f7 C: ♖e7→c7</p> <p>A: 1...Kd6 2.d8=S Re5 3.e8=S+ Rxe8#            B: 1...Ke6 2.e8=S Rf5 3.f8=S+ Rxf8#            C: 1...Kc6 2.c8=S Rd5 3.d8=S+ Rxd8#</p>	<p>hs=4 (2 + 8)            B: ♜f5→c6 C: ♖e4→b4 D: ♚d6→c6</p> <p>A: 1.exf5 e6 2.f6 Qd7 3.f7 Kc7 4.f8=Q+ Kxf8 =            B: 1.exd5 Kc5 2.dxc6 Kb6 3.cxb7 Ka7 4.b8=Q+ Kxb8 =            C: 1.b5 b6 2.bxa6 Kc6 3.a7 Kb7 4.a8=Q+ Kxa8 =            D: 1.exd5+ Kb6 2.d6 c6 3.d7 Kc7 4.d8=Q+ Kxd8 =</p>

### 1<sup>st</sup> Honourable Mention: Petko PETKOV (Bulgaria)

By far the most artistic presentation from the whole section, in which the captured promotion pawn is announced by another pawn promotion! This triple Knight Schnoebelen rendering is shown with ultimate economy (both in terms of force and time): there are only 2.5 moves in the solution and 9 pieces on the board. Yet only the lack of interplay hindered rewarding this superb problem a prize. The chameleon echo pin mates are aesthetically pleasing. The play is actually very similar in all solutions, thanks to the twinning involving the shift of the non-thematic pawn.

### 2<sup>nd</sup> Honourable Mention: János CSÁK & Gábor TAR (Hungary)

This minimal also earns a top place, due to the achieved task: 4 white promoted Queens are immediately captured in the solution, with the ensuing stalemate being almost the same. The economy is exemplary and the fact the white pawn promotes on 4 different squares is also a nice enhancement. We didn't find the rather heterogeneous twinning to be disturbing. The same authors managed also to show the same idea in different settings, but this one is the most intensive from a merely thematic point of view.

### 3<sup>rd</sup> Honourable Mention: Kostas PRENTOS (USA)

The only competing entry showing the set theme for black pieces and moreover in the delayed form! This problem would have won a prize, had it been more economical. The motivation of the delayed capture is taken from the retros genre: the promoted unit must not guard the King's path. The similar last white move – although capturing a different black unit – is a slight weakness. Nevertheless this original interpretation is worth admiring.

#### Commendations without order

### Commendation: Mario PARRINELLO (Italy)

The two white Knight promotions are captured by the black King, using again the same motivation as in the 3<sup>rd</sup> HM – the path of the black King to its final square. As a positive remark we also note the exchange of functions between the two thematic white Pawns (promotion to “neutral” piece vs guard of c8). However, the obvious symmetry slightly mars the otherwise very positive impressions. An exquisite presentation, masterfully shown!

<b>Kostas PRENTOS</b> <b>3<sup>rd</sup> HM, Orthodox Section Tzuica 2020</b>	<b>Mario PARRINELLO</b> <b>Comm. , Orthodox Section Tzuica 2020</b>
<div data-bbox="310 957 698 1346" data-label="Image"> </div> <p data-bbox="337 1388 670 1451"> hs#3.5 ( 6 + 10 )  B: ♖f3→c5 </p> <p data-bbox="199 1486 761 1545"> A: 1...e1=S 2.d4 Sxd4 3.Kd2 f3 4.Rxe1+ Se2#  B: 1...e1=B 2.d3+ Sxd3+ 3.Kc2 Sb3 4.Rxe1+ Sxe1# </p>	<div data-bbox="933 957 1321 1346" data-label="Image"> </div> <p data-bbox="976 1388 1279 1451"> hs#4 ( 10 + 6 )  B: ♜b5↔♞d5 </p> <p data-bbox="836 1486 1393 1602"> A: 1.b8=S Kb6 2.Rxb5+ Ka7 3.Ra5+ Kxb8 4.Rb1+ Rxb1#  B: 1.d8=S Kd6 2.Rxd5+ Ke7 3.Re5+ Kxd8 4.Rd1+ Rxd1# </p>

## Commendation: Petko PETKOV (Bulgaria)

We faced a serious ethical dilemma: should we retain this problem in the award or should we leave it to the author for publication in other part in order to get a higher recognition?

This Meredith is perhaps more suitable for a different tournament, with the sparkling white AUW and the two additional black promotions particularly shadowing the two immediate captures of the Schnoebelen Queen and Knight. We eventually decided to include this problem in the award, but could not place it higher again due to the lack of interplay.

<b>Petko PETKOV</b>	
<b>Commendation, Orthodox Section Tzuica 2020</b>	
hs#4	( 6 + 5 )
B: ♖d7→b7	
A: 1.d8=R a1=R 2.Ra8 Rc1 3.Ra7 Rc6 4.c8=S+ Rxc8#	
B: 1.c8=B a1=Q 2.Bd7 Qa3 3.Bb5 Qd6 4.b8=Q+ Qxb8#	



## FAIRY SECTION

We must admit this section exceeded our expectations, due to the out-of-the-box interpretations of the theme. In spite of the rather reduced participation (23 entries from 19 composers from 9 countries), the level of the tournament was quite high, with many problems worth retaining. We could hardly refrain ourselves from including all of them in the award!

We would particularly like to draw attention to the most troubling 37 – the only entry featuring a King Schnoebelen, which took us a fair amount of time to properly understand. Regretfully we had to discard this very original entry after discovering that there are unused black pieces in two out of the four phases. We hope the author will be able to find a better setting and win a well deserved prize in a different competition. Problems 10 and 19 were not thematic because they were one-liners. We also rejected 36 because according to our understanding it didn't show a proper Schnoebelen, but a pseudo Schnoebelen (see the comment of the 2<sup>nd</sup> Prize).

<b>Petko PETKOV</b> <b>1<sup>st</sup> Prize, Fairy Section Tzuica 2020</b>	<b>M. CAILLAUD, M. KERHUEL &amp; J. DUPIN</b> <b>2<sup>nd</sup> Prize, Fairy Section Tzuica 2020</b>
<div data-bbox="318 300 708 688" style="text-align: center;"> </div> <p style="text-align: center;"> hs#3.5    2.1.1...    ( 8 + 7 )  Circe &amp; AntiAndernach  Grasshopper ♗d4, Nightrider ♞h3  Camel ♖c1, Camel-Hopper ♞d6 </p> <p> (I) 1...e1=wR 2.b8=bB fxe1=CH[+wRa1] 3.Rb1=b Bc6=w  4.axb8=CA[+bBf8]+ Rxb8#  (II) 1...f1=wQ 2.a8=bS exf1=N[+wQd1] 3.Qf3=b Bb5=w  4.bxa8=G[+bSg8]+ Qxa8# </p>	<div data-bbox="943 300 1333 688" style="text-align: center;"> </div> <p style="text-align: center;"> hs#2.5    2.1.1...    ( 8 + 7 )  Breton </p> <p> (I) 1...exd1=S[-bRb8] 2.b8=S Rxb8[-bSg1] 3.e8=S+  Rxe8[-bSd1]#  (II) 1...exd1=B[-bRe8] 2.e8=B Rxe8[-bBf1] 3.b8=B+  Rxb8[-bBd1]# </p>

### 1<sup>st</sup> Prize: Petko PETKOV (Bulgaria)

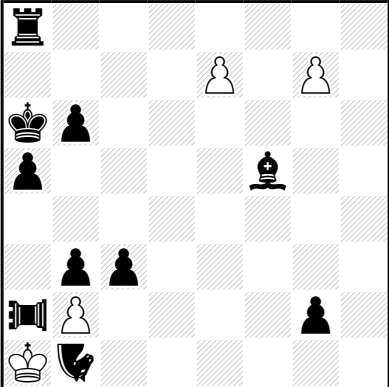
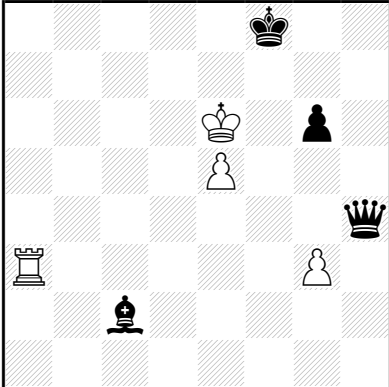
The very clever combination of fairy conditions facilitates a six-fold rendering of the Schnoebelen theme: wR, bB and wCA in the first solution, respectively wQ, bS and wG in the second. The initial promoted pieces instantly change their colours due to AntiAndernach condition and can be subsequently captured by the sibling pawns. The right choice of promotion is allowed by the Circe rebirth of the captured piece. Each solution ends with a double Schnoebelen capture – a theme probably shown for the first time. The whole complex is perhaps outshaded by the 8 spectacular different promotions showing a mixed super-AUW. The technique is flawless, with all the employed fairy elements having an active role in each phase.

### 2<sup>nd</sup> Prize: Michel CAILLAUD, Maryan KERHUEL & Jacques DUPIN (France)

This was a kind of a last minute entry, but what a huge surprise was hidden! The short and very intensive presentation instantly reminded us of some of the participating entries from the 17<sup>th</sup> Thematic Tournament organized by Phénix on Breton. Although that award is still not published, we praise the double white Schnoebelen in each phase – Knights in the first solution, Bishops in the second.

But wait: what about the black promoted piece on the first move, disappearing after the last black move – isn't that also a Schnoebelen? Well, we can call it only a *Pseudo Schnoebelen*, because the black piece is not captured directly by White but it is removed indirectly as a consequence of

the capture of a white piece. However, these two pseudo Schnoebelen are a great and inspired addition to the required theme.

<p style="text-align: center;"><b>Mario PARRINELLO</b> 3<sup>rd</sup> Prize, Fairy Section Tzuica 2020</p>	<p style="text-align: center;"><b>Geoff FOSTER</b> 1<sup>st</sup> Sp. Prize, Fairy Section Tzuica 2020</p>
<div style="text-align: center;">  </div> <p style="text-align: center;">hs#3.5 B: ♠g2→e2 (4 + 10) Nightrider ♞b1 Contra-RookHopper ♞a2 KoBulKings</p> <p>A: 1...g1=CRH 2.e8=CRH Rxe8 (a1=rCRH) 3.rCRHxg1(a6=rCRH) rCRHh6 4.g8=S+ Rxxg8(g1=rS)# B: 1...e1=CRH 2.g8=CRH Rxxg8 (a1=rCRH) 3.rCRHxe1(a6=rCRH) rCRHd6 4.e8=S+ Rxe8(e1=rS)#</p>	<div style="text-align: center;">  </div> <p style="text-align: center;">hs#2.5 B: ♠e5→h6 (4 + 4) GhostChess Take&amp;Make</p> <p>A: 1...Ba4 2.Rxa4→d7[buBa4] uBxd7→e7[wuRd7] 3.gxh4→h8=Q[buQh4]+ uQxh8→g8[wuQh8]# B: 1...Bb3+ 2.Rxb3→d5[buBb3] uBxd5→e5[wuRd5] 3.gxh4→d8=R[buQh4]+ uQxd8→e8[wuRd8]#</p>

### 3<sup>rd</sup> Prize: Mario PARRINELLO (Italy)

The imaginative author found another fairy effect enabling the Schnoebelen theme. Thanks to the effective usage of KoBul Kings condition, the captured piece is immediately transposed into the adverse side's King. Moreover, with a Contra RookHopper promotee, fewer squares need to be guarded when attacking the new royal piece. So, we have another six-fold rendering of the theme, with the same pieces being captured in both solution: a white Contra RookHopper, a black Contra RookHopper and a white Knight. The black Bf5, Nb1 and CRHa2, although passive, guard the white King's flights. A highly impressive task and a well deserved prize! See **Appendix C** for a previous KoBul Kings fourfold Schnoebelen.

### 1<sup>st</sup> Special Prize: Geoff FOSTER (Australia)

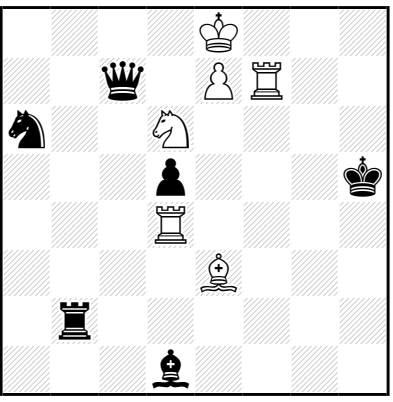
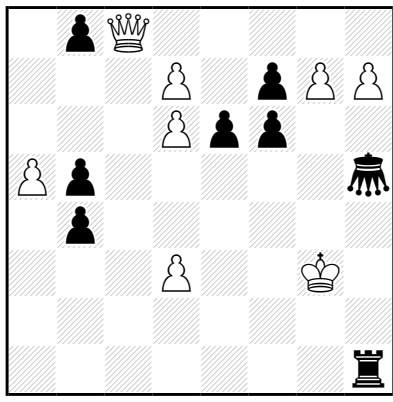
According to our criteria, with only two Schnoebelen the problem should be relegated to commendations level. But in this case, we had no choice but make an exception due to the absolutely amazing idea: the Schnoebelen piece actually forces the capturing unit to make a Pelle "Make" move after being captured, because it has become an activated ghost! This combination of two fairy conditions allows a highly original interpretation of the theme in an unbelievable economic setting. The required theme is combined with another difficult theme: the mutual captures between wR and bB and wP and bQ in each phase. By all standards this should be a prize winner in any tournament, so we simply acknowledge with a standing ovation.

## 2<sup>nd</sup> Special Prize: Luis Miguel MARTIN (Spain)

A superb demonstration in Isardam effects, worth studying in detail! W1 opens the prospective line of attack against the black King, while closing the black line supporting the black King. After the black Queen checks and the white King vacates the promotion square, the interfered black piece must play in order to add another guard on the promotion square. The promotions in Bishop and Rook can't be simply countered by black switchbacks thanks to the foresight effect introduced by the key. So Black has no choice but to capture the promoted white piece. The presence of wSd6 guarding e8 ensures an accurate dual avoidance in both phases, forcing a mate by double check. In spite of only doubling the Schnoebelen theme, this Meredith will surely be very appreciated for its fine content by the connoisseurs.

## 1<sup>st</sup> Honorable Mention: Themistoklis ARGIRAKOPOULOS (Greece)

A solid and convincing presentation of a four-fold immediate Schnoebelen with excellent unity! Curiously: had this problem participated in last year's tournament, it would have definitely won a prize, as it also shows a four-fold mate by the same black piece. First, the black royal Grasshopper gets on its final square thanks to AntiSuperCirce. The white promoted piece is immediately captured, changing the white King into a royal piece, due to KoBul Kings. The sparkling conclusion is achieved after the white Queen captures a black Pawn, turning the royal black Grasshopper back into a King and forcing it to deliver the mate.

<b>Luis Miguel MARTIN</b> <b>2<sup>nd</sup> Sp. Prize, Fairy Section Tzuica 2020</b>	<b>Themistoklis ARGIRAKOPOULOS</b> <b>1<sup>st</sup> HM, Fairy Section Tzuica 2020</b>
	
<p>hs#3    B: ♔h5→e2    ( 6 + 6 )  Isardam</p> <p>A: 1.Rf3 Qb8+ 2.Kd7 Ba4+ 3.e8=B+ Qxe8#  B: 1.Bd2 Qc6+ 2.Kd8 Rb8+ 3.e8=R+ Qxe8#</p>	<p>hs#2.5    4.1.1...    ( 8 + 8 )  AntiSuperCirce KobulKings  royal Grasshopper h5</p> <p>(I) 1...rGxa5[brGa5→e1] 2.h8=S Rxh8[g3=rS][bRh8→h4]  3.Qxb8[e1=K][wQb8→c1]+ Kf2#  (II) 1...rGxa5[brGa5→f1] 2.h8=R Rxh8[g3=rR][bRh8→h4]  3.Qxb8[f1=K][wQb8→d1]+ Kf2#  (III) 1...rGxa5[brGa5→g1] 2.h8=B Rxh8[g3=rB][bRh8→c4]  3.Qxb8[g1=K][wQb8→e1]+ Kg2#  (IV) 1...rGxa5[brGa5→f5] 2.h8=G Rxh8[g3=rG][bRh8→a8]  3.Qxb8[f5=K][wQb8→h5]+ Kf4#</p>



## 2<sup>nd</sup> Honorable Mention: Theodoros GIAKATIS (Greece)

The author submitted two versions of the same idea. While we generally prefer the other version, we decided to retain no.29 because it shows the theme more intensively, with all the four captured pieces being Black. The Circe condition ensures that the captured piece has a role to play afterwards: the black Bishop as a rear battery piece, while the black Rook / Bishop blocking a flight. The white Locust is not just a technical capturing unit: it also guards the white Queen in the final position. But the highlight move is undoubtedly the subtle dual avoidance motivation in the black Nightrider's play, which must prospectively obstruct the 'd' file against 5.Qd1-d7, while paying attention not to guard f7 (in a) or h7 (in b).

The black Zebra not fitting quite properly in the whole picture hinders a higher classification. A somewhat similar quadruple Schnoebelen can be found in **Appendix D** with a richer strategy.

### Commendations (without order)

#### Commendation: Igor KOCHULOV (Russia)

Here we can see only two Schnoebelen captures, but the reciprocal Schnoebelen captures of neutral pieces are probably shown for the first time. After capturing the neutral Knight, the neutral black Queen is pinned in both mating positions. We liked a lot the consecutive cross-checks – an artistic feature which reminded us another Tzuica Tournament.

In **Appendix E** you can find the Schnoebelen capture of a neutral unit and pins between a neutral Queen and a neutral Rose.

<b>Theodoros GIAKATIS</b> <b>2<sup>nd</sup> HM, Fairy Section Tzuica 2020</b>	<b>Igor KOCHULOV</b> <b>Comm. , Fairy Section Tzuica 2020</b>
<div data-bbox="349 1176 738 1564" style="text-align: center;"> </div> <p data-bbox="349 1606 738 1711" style="text-align: center;"> hs#3.5 B: ♖d1→f1 ( 8 + 12 )  Circe  Nightrider ♞b4, Zebra ♞e8, Locusts ♞b1c1 </p> <p data-bbox="194 1732 876 1848"> A: 1...exd1=B+ 2.Lxd1-e1[+bBc8] fxe1=R 3.Lxe1-f1[+bRh8]  Nd5 4.Qf7+ Rxf7[+wQd1]#  B: 1...exf1=B 2.Lxf1-g1[+bBc8] fxg1=B 3.Lxg1-h1[+bBf8]  Nd3 4.Qh7+ Rxh7[+wQd1]# </p>	<div data-bbox="974 1176 1364 1564" style="text-align: center;"> </div> <p data-bbox="998 1606 1339 1680" style="text-align: center;"> hs#3.5 ( 4 + 8 + 2 )  B: ♙h8 </p> <p data-bbox="909 1701 1380 1837"> A: 1...Kb6 2.nPd8=nQ Ka7 3.nQd7 Bh6+  4.nPc8=nS+ nQxc8#  B: 1...Kd6 2.nPxb8=nQ+ Ke6 3.nQc8 Bd6+  4.nPd8=nS+ nQxd8# </p>

**Commendation: Sébastien LUCE (France)**

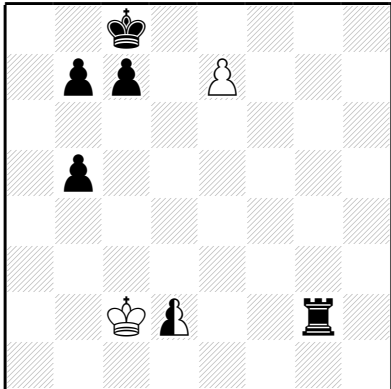
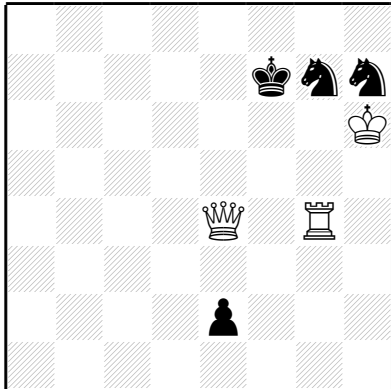
An amusing composition, with an original treat: the captured Schnoebelen piece actually delivers the check mate, owing to the Circe Turncoats condition.

It is however easier to see the mixed AUW than the third Schnoebelen capture of the neutral Knight.

**Commendation: Kostas PRENTOS (Greece)**

Another lightweight composition – a miniature – with solver appeal! The Circe condition allows the black Schnoebelen piece to be reborn as the rear battery piece. The exchange of roles is not perfect – neither between the white heavy pieces, nor between the black Knights, but one shouldn't request too much. Actually this is the only problem from the tournament featuring the difficult pair Rook / Bishop at Black.

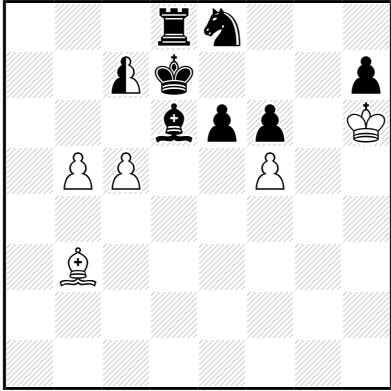
The problem reminded us of the formidable record presentation of 2x2 Schnoebelen in Circe hs#2 which you can see in **Appendix F**.

<p align="center"><b>Sébastien LUCE</b> Commendation, Fairy Section Tzuica 2020</p>	<p align="center"><b>Kostas PRENTOS</b> Commendation, Fairy Section Tzuica 2020</p>
<div style="text-align: center;">  </div> <p align="center">hs#2.5 2.1.1... ( 2 + 5 + 1 ) Circe Turncoats</p> <p>(I) 1...nPd1=nS+ 2.Kxd1[+nSg8] nSf6 3.e8=R+nSxe8[+bRh1]# (II) 1...nPd1=nB+ 2.Kb1 nBh5 3.e8=Q+nBxe8[+bQd1]#</p>	<div style="text-align: center;">  </div> <p align="center">hs#3 2.1.1... ( 3 + 4 ) Circe</p> <p>(I) 1.Rg1 e1=B 2.Rxe1[+bBf8] Sf6 3.Qe6+ Sxe6[+wQd1]# (II) 1.Rg5 e1=R 2.Qxe1[+bRh8] Kg8 3.Qe8+ Sf8#</p>

**Commendation: Ralf KRÄTSCHMER (Germany)**

The same difficult thematic pair mentioned above (Rook / Bishop) is shown using a neutral piece, blocked in the final position by a black Bishop. Thanks to Circe condition, the neutral piece can't capture the black Bishop, as it will reborn with check on f8.

**Ralf KRÄTSCHMER**  
**Commendation, Orthodox Section Tzuica 2020**



hs#2.5 B: ♗f6→g6 ( 5 + 7 + 1 )  
Circe

A: 1...Bh2 **2.c8=nR** Bh2-g1 3.fxe6[+bPe7]+ **Kxc8**[+nRh1]#  
B: 1...Be5 **2.cxd8=nB**[+bRh8] Bb2 3.Bxe6[+bPe7]+ **Kxd8**[+nBc1]#

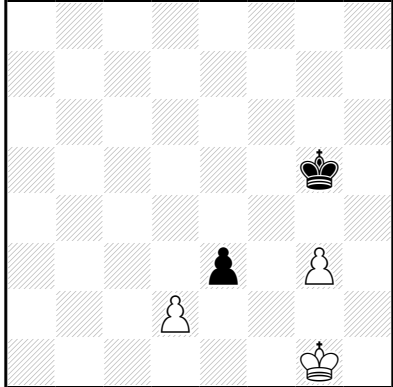
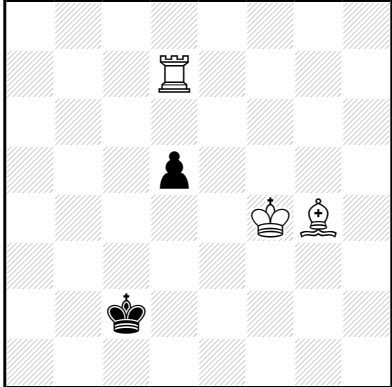
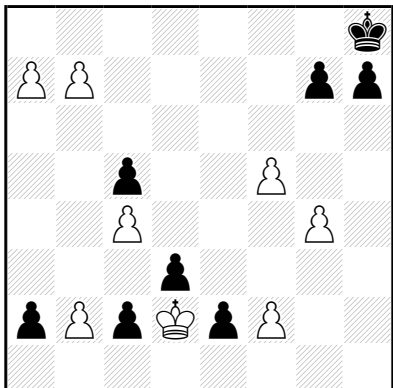
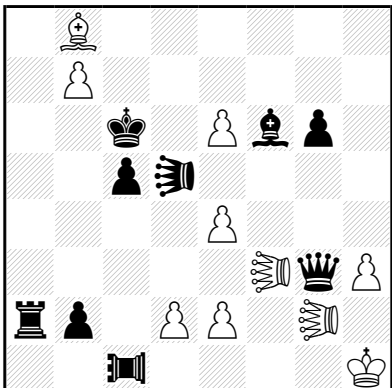


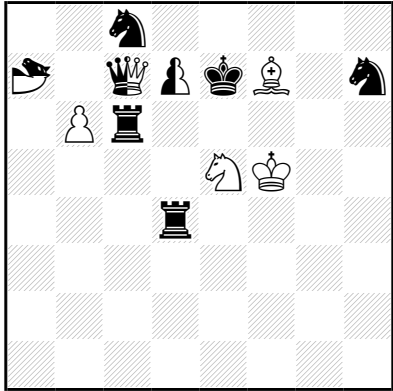
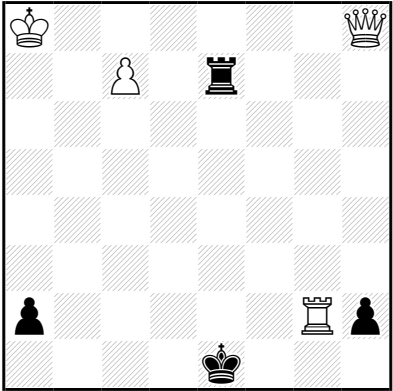
We thank to all the participants for their efforts and wish them also enjoy the excitement produced by their beautiful problems.

Vlaicu Crişan & Eric Huber  
October 14<sup>th</sup> 2020, Cluj-Napoca & Bucharest



APPENDICES

Appendix A	Appendix B
<p style="text-align: center;"><b>Guy SOBRECASES</b> <b>Mat Plus 2007</b></p>	<p style="text-align: center;"><b>Guy SOBRECASES</b> <b>Vratnica-64 2006</b></p>
<div style="text-align: center;">  </div> <p style="text-align: center;">hs#2.5 2.1.1... (3+2) Super-Circe Vogtländer</p> <p>1...exd2(wPe1) 2.Kh2 dxe1=R(wPe8=Q) 3.Qxe1(bRh5)+ Kh4# 1...Kg4 2.dxe3(bPh1=B) Kxg3(wPe2) 3.Kxh1(bBa8)+ Kf3#</p>	<div style="text-align: center;">  </div> <p style="text-align: center;">hs#2 B: ♠d5→d3 (3+2) Ultra-Patrol Super-Circe</p> <p>A: 1.Rxd5(bPd2) d1=S 2.Bxd1(Sc1)+ Sd3# B: 1.Rxd3(bPd2) d1=B 2.Bxd1(Bc3)+ Bd2#</p>
Appendix C	Appendix D
<p style="text-align: center;"><b>Diyan KOSTADINOV</b> <b>4<sup>th</sup> Prize, Olympic Tourney 2012</b></p>	<p style="text-align: center;"><b>Mario PARRINELLO</b> <b>3<sup>rd</sup> Prize, Mat Plus 2008</b></p>
<div style="text-align: center;">  </div> <p style="text-align: center;">hs#3.5 B: ♠g7→b4 (8+ 8) KoBulKings Madراسi</p> <p>A: 1...a1=Q 2.a8=B Qxa8 (d2=rB) 3.rBf4 c1=B 4.bxa8=R(h8=rQ)+ rQxa8(f4=rR)# B: 1...a1=R 2.a8=S Rxa8(d2=rS) 3.rSb3 c1=S 4.bxa8=Q(h8=rR)+ rRxa8(b3=rQ)#</p>	<div style="text-align: center;">  </div> <p style="text-align: center;">hs#3 B: ♠b7→c7 (10+ 9) Circe ♠♠=Leo ; ♠♠=Pao</p> <p>A: 1.LEf5 b1=R 2.LExb1(bRa8) Bb2 3.bxa8=B+ Rxa8(wBf1)# B: 1.LExg6(bPg7) b1=Q 2.LExb1(bQd8) Rb2 3.cxd8=S+ Bxd8(wSg1)#</p>

Appendix E	Appendix F
<p style="text-align: center;"><b>Michel CAILLAUD</b>  <b>1<sup>st</sup> Comm. K. Solja-60 JT</b>  <b>Tehtävänäiekka 2017-18</b></p>	<p style="text-align: center;"><b>R. GANAPATHI</b>  <b>Mat Plus 2010</b></p>
<div style="text-align: center;">  </div> <p style="text-align: center;">hs#3    2.1.1...    ( 4 + 5 + 3 )  <span style="margin-left: 100px;">♞=Rose</span></p> <p>(I) 1.nQb8 Kd8 2.Bg8 Rcd6 3.dxc8=nR+ nROxc8#  (II) 1.nQd8+ Kd6 2.Bg6 Rc5 3.dxc8=nS+ nQxc8#</p>	<div style="text-align: center;">  </div> <p style="text-align: center;">hs#2    2.1.1.1    ( 4 + 4 )  Circe</p> <p>(I) 1.c8=B h1=Q 2.Qxh1(bQd8)+ Qxc8(wQd1)#  (II) 1.c8=S a1=R+ 2.Qxa1(bRh8)+ Rxc8(bSb1)#</p>



## FAIRY DEFINITIONS

**AntiSuperCirce:** When a capture is made, the capturing unit (including King) must be replaced on any empty square. Exception to the default rules: a Pawn is dummy on its 1st rank.

**Breton:** When a piece is captured, a piece of the same kind of the capturing side must also disappear (if there are any). In case of promotion by capture, the capture precedes the promotion.

**Camel:** (1,3) Leaper

**Camel-Hopper:** Moves like a Grasshopper but on Camelrider's lines only.

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

**Circe:** When a capture is made, the captured unit (except a King) is replaced on its rebirth square (its square in the initial game array) if it is empty : otherwise, the captured unit vanishes.

**Circe Turncoats:** When a piece is captured (King excluded, unless otherwise stated), it must be replaced on its rebirth square (according to the **Circe** rules) if it is empty, then it changes colour. If the rebirth square is occupied, the captured unit vanishes.

**Contra-Rookhopper (CRH):** Moves like a Rookhopper but in reverse: the hurdle must be adjacent to the CRH, which may land anywhere on the line beyond.

**GhostChess:** When a capture is made, the captured unit (King excluded) is reborn on the square where it was captured as soon as that square is empty, and can no longer be captured. The uncapturable unit is noted with “u”.

**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.

**Isardam:** Any move, including capture of the King, is Isardam illegal if a Madrasi-type paralysis would result from it.

**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.

**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.

**Madrasi:** Units, other than Kings, are paralysed when they attack each other. Paralysed units cannot move, capture or give check, their only power being that of causing paralysis.

**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).

**SuperCirce:** When captured, a piece is reborn on any free field on the chess board without causing self-check or selfmate. Possible is also removal of captured piece from the board. The Pawns (white, black, neutrals, half- neutrals) can be reborn on the first or eight row also. When reborn on the first row (for Black) or on the eight row (for White) the promotion is obligatory. When reborn on the first row (for White) or on the eight row (for Black) the Pawns are immovable.

**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.

**Ultra-Patrol:** A piece can move only if it is controlled (guarded by a piece of its own side)

**VogtländerChess:** A side is in check only if it threatens to capture the opposite King.

**Zebra:** (2,3) Leaper