

## In this issue

The first article “Repelling or what?” could have been named also “In search of a name”, as David Brown have [recently commented](#) on Julia’s Fairies website. There is one effect used in fairy compositions that seemingly doesn’t have established name. Of course, it should be named. We have discussed it with David a lot recently, but we could not conclude with any clear favourite. My favourite term is “repelling”.

The selection from recent awards follows together with some related problems. The originals column continues with two originals. And on the last page you can find the summary of currently open Conflictio tourneys.

Stay safe and enjoy Conflictio!

Juraj Lörinc

---

## Repelling or what?

In chess composition we have names for various effects and mechanisms allowing us to describe strategical content of problems in generally understandable way. The terms like battery or pin came from the over-the-board chess and fairy chess composers have created terms like anti-battery, by making some considerations. Yet, seemingly there is an effect that doesn’t have an established name in spite of being closely related to the previous terms.

Let’s start with battery. It is explained in detail e.g. in the Encyclopedia of Chess Problems by Velimirović & Valtonen, from which the starting part is selected:

### **BATTERY**

*An arrangement of two pieces where on, a **front piece**, screens the activity of a line-mover of the same colour, a **rear***

***piece**, aimed at certain target, typically the opponent’s King.*

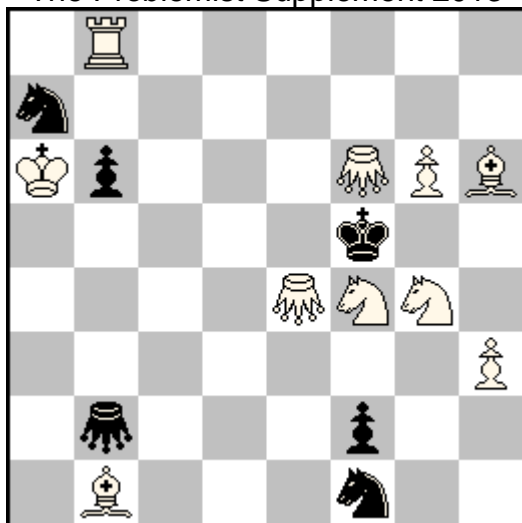
So battery is a setup and then move of front piece (also called firing piece) activates rear piece. It is important to note that at core of such orthodox **battery activation** is **departure** of front piece. This allows generalization of battery to fairy chess where many diverse batteries have been seen.

I have chosen to illustrate all key terms by twomovers with grasshoppers only and no other fairy elements. My choice is motivated by a wish to show them with minimum fairy elements and to have some degree of comparability.

Two problems illustrating batteries in this article are **560** and **561**. In both of them grasshoppers actively participate in batteries – in **560** they are front pieces with orthodox piece in the roles of rear pieces, in **561** the roles are switched.

### 560 - Juraj Lörinc

The Problemist Supplement 2013



#2 (10+6) C+

= grasshopper

1.Ga1? [2.Rf8#] Sc8!

1.Re8? [2.Re5#] Gg7!

**1.Rf8!** [2.Ga1#]

1...Gg7 2.Gh8#

1...Gg2 2.Gh1#

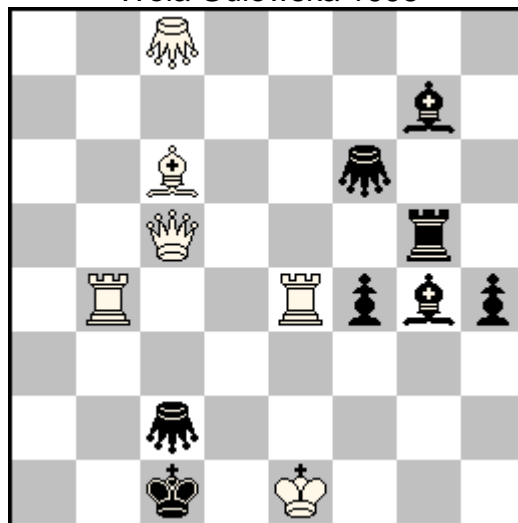
1...Gb7 2.Ga8#

Departures of Ge5 and Gf6 activate batteries directly aimed at bK. The batteries are here used as means to show the main theme – mating moves to 4 corners.

### 561 - Juraj Lörinc

3rd Honourable Mention

Wola Gulowska 1995



#2 (6+8) C+

= grasshopper

1.Qc3? [2.Qa3#, Qd2#, Qb2#, Qa1#] Gb2!

1.Qd4? [2.Qd2#, Qb2#, Qa1#] Gc3!

1.Qf2? [2.Qd2#, Qxf4#] Rd5!

**1.Qf5!** [2.Qxf4#]

1...Rxf5 2.Bd5#

1...Bxf5 2.Bd7#

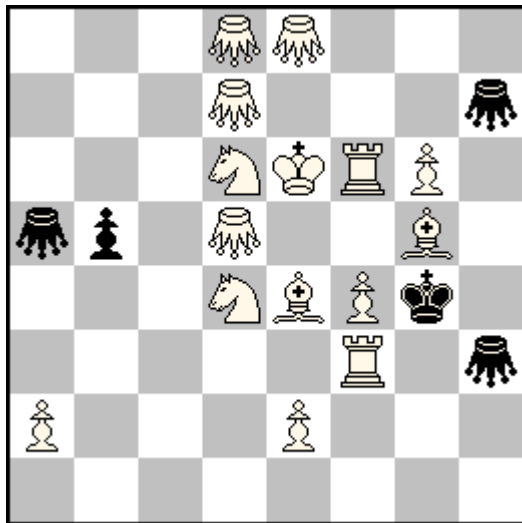
1...Gxf5, Gc7 2.Rec4#

Here active moves of wQ with multiple threats are refuted and relatively humble move to f5 with single threat is the key. It is important that no instance of wQ departure threatens any mate by vertical battery with wB as front piece and wG as rear piece as hurdle c2 would be free to jump away. This becomes possible after bR/bB captures on f5, wB fires direct battery, with hurdle c2 immobilized.

Let's move on to the effect with no orthodox instance, but with established name: **antibattery**. Grasshoppers require a hurdle to be able to attack specific square. In **561** this hurdle was black and already present on the relevant

square (c2). But what is it when a friendly piece of the attacking grasshopper arrives to the hurdle square and in this way activates grasshopper? Let's analyse that in **562**.

**562 - Waldemar Tura**  
Commendation Schach-Echo 1971



#2 (15+5) C+  
♟♟ = grasshopper

**1.Ke5!** [2.f5#, Rf5#, Bf5#, S4f5#, Gf5#, S6f5#]

1...Gh2+ 2.f5#

1...Gh8+ 2.Rf5#

1...Ge3+ 2.Bf5#

1...Ga1+ 2.S4f5#

1...Gc5+,b4+ 2.Gf5#

1...Gc7+ 2.S6f5#

In the key wK leaves e6 and thus aims Gd7 at bK. The only reason why bK is not checked is that square f5 is empty. That is why arrival of any white piece to f5 checks bK. Six threats are separated by grasshoppers checks to wK, making always the choice of piece to arrive on f5.

This is an antibattery. What does the Encyclopedia say about it?

## ANTI-BATTERY

*Fairy effect. Arrival of the front piece to the line allow the hopper of the same colour to attack the adversary King (or the enemy unit).*

In the other words, this can be described analogously to battery:

Antibattery is a setup and then move of front piece (also called hurdle) activates rear piece. It is important to note that at core of such **antibattery activation** is **arrival** of front piece.

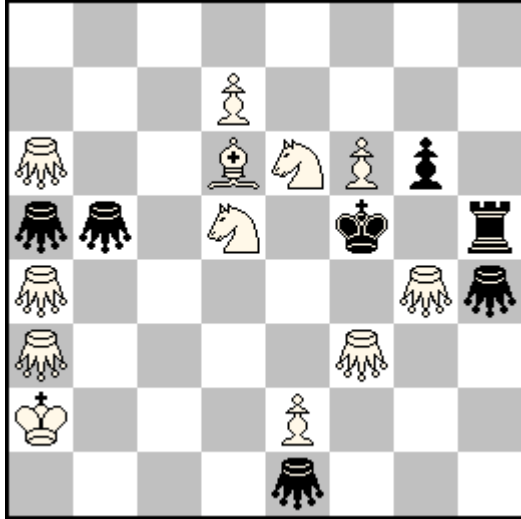
Needless to say, this simple description (as well as that of a battery) can be much complicated in various fairy settings, but this seems to be a generally accepted approach. To simplify even further:

- battery: rear piece is activated by departure of front piece
- antibattery: rear piece is activated by arrival of front piece.

**563** and **564** are two more examples that I could not resist to quote due to their particularities:

- in **563** arrivals of white pieces to f4 activate up to three different anti-batteries at the same time – Ga4 to g4, Gf3 to f5 and Gg4 to e4,
- **564** shows with extreme material imbalance mix of batteries and antibatteries.

**563 - Udo Degener & Torsten Linss**  
2nd Prize Die Schwalbe 1991



#2 (12+7) C+  
♟♞ = grasshopper

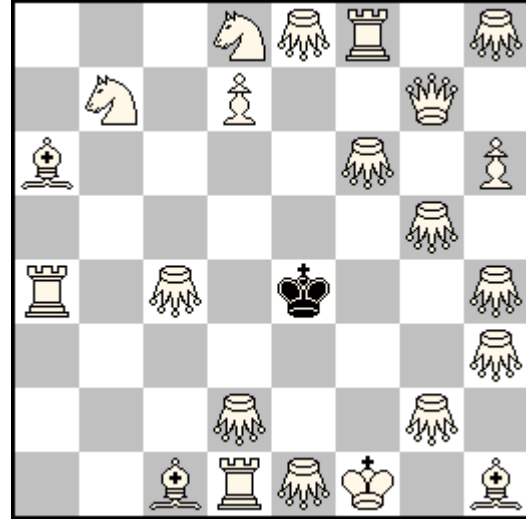
1.d8=Q? [2.Sdf4# **B**]  
1...Ke4 **a** 2.Bf4# **A**  
1...Ge7!

1.Gc4? [2.Bf4# **A**]  
1...Ke4 **a** 2.Sef4# **C**  
1...Kxg4 **b** 2.Sdf4# **B**  
1...Ge5!

**1.Gg3!** [2.Sef4# **C**]  
1...Ke4 **a** 2.Sdf4# **B**  
1...Kxg4 **b** 2.Bf4# **A**

Besides being strategically unified, this problem shows also rather difficult combination of Shedey cycle and Ukrainian cycle

**564 - Roméo Bedoni**  
Phénix 2013



#2 (22+1) C+  
♟ = grasshopper

**1.Ggg8!** zz  
1...Kd5 2.Ge6#  
1...Kf3 2.Ge4#  
1...Kd3 2.Ge2#  
1...Kf5 2.Gf4#  
1...Kd4 2.Ge4#  
1...Kf4 2.Gf3#  
1...Ke3 2.Gf4#  
1...Ke5 2.Gd4#

Note that bK has eight flights after the key and despite appearance there is no repetition of mating moves – all of them are made possible by bK moves.

Having covered activation of lines, let's move on to the opposite of a kind: prevention of some moves. Here one of the key terms is that of pin, also coming from orthodox chess. A term „pin“ is covered extensively in the Encyclopedia, let's take the first definition about moves prevented due to resulting illegal check.

## PIN

*The effect of a line-piece that prevents an opposing unit from moving due to a subsequent exposed (illegal) check.*

This can also be rephrased. **Pin** is a setup where **a piece cannot depart** from a specific square or line as this would result in the illegal self-check. In this way a move along the pin line (Pelle move) is allowed.

For illustration of pins involving grasshoppers as pinning piece I have chosen two problems **565** and **566**.

In **565** there is a key future pin line placed on the 6th rank. If Gb6 moves away, Re6 becomes pinned by Ga6 and if Re6 moves away, Gb6 is pinned. (This is actually a halfpin well known from orthodox problems). It is just a matter of forced self-blocking thanks to threat that both Gb6 and Re6 have to arrive to f6 – Ga8 already has hurdle there.

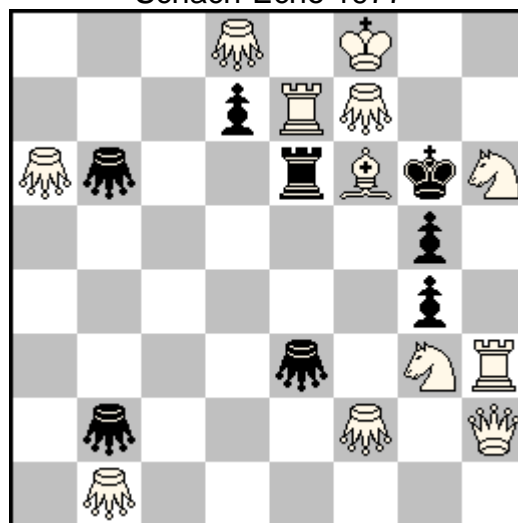
In **566**, there are actually four future pin setups, those by Ga8, Gd8, Gg5 and Gh1. All of them miss hurdle (at c6, d6, e5 and e4, respectively) and thus pins become effective only after black departures to the given squares.

What else you can find in **565** and **566**?

## 565 - Krasimir Gandev

5th Honourable Mention

Schach-Echo 1977



#2 (12+8) C+

  = grasshopper

**1.Gg8!** [2.Bg7#]

1...Rxf6 2.Shf5#

1...Gxf6+ 2.Gf5#

1...Kxf6 2.Sgf5#

1...Gxh6 2.Rxh6#

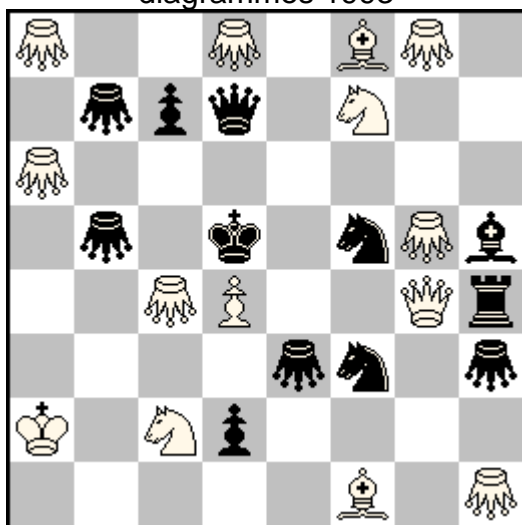
(1...Gxf2 2.Shf5#,Gf5#)

Firstly, the key gives additional flight (f6) to one present in the diagram (h7). Thus, black defences 1...Rxf6 and 1...Gxf6 combine halfpin transformation to pins with selfblocks.

White has to cope with the flight f7 and does so by mates 2.Shf5# and 2.Gf5# that both indirect batteries to h7 as well as activate antibattery on the b1-g6 diagonal.

Thus **565** combines all three terms already discussed: battery, antibattery and pin.

**566 - Christian Poisson**  
 2nd-3rd Prize ex aequo  
 diagrammes 1993



#2 (14+12) C+

 = grasshopper

- 1.Gcc8!** [2.Bc4#]  
 1...Ge4 2.Gxd2#  
 1...Se5 2.Sxe3#  
 1...Sd6 2.Qe6#  
 1...Qc6,Gb5~ 2.Sb4#

Only four variation, but still exceptional twomover. The point is in the way of pins construction. If variations are analysed in the presented order, we get the following mechanism:

- move of Gc6 pins Sf3,
- move of Sf3 pins Sf5,
- move of Sf5 pins Qd7,
- move of Qd7 pins Gb7.

Of course, there must be some additional motivation ensuring there are no duals

Can you guess what is missing from the system of effects covered by article so far?

While activation of rear piece was done by departure and arrival (in battery and antibattery, respectively), in the area of prevented moves we have so far only

prevented departure. Logically, there should be an arrival pendant. It is exactly... no name effect until now.

**EFFECT TO BE NAMED (ETBN)**

**ETBN** is a setup where **a piece cannot arrive** to a specific square or line as this would result in the illegal self-check.

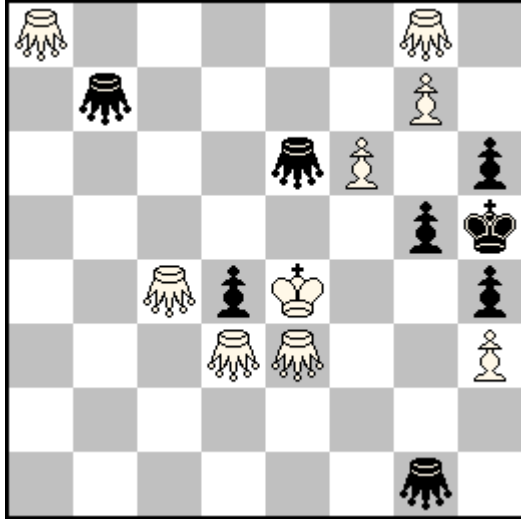
Such effect is probably impossible in orthodox chess, just like antibattery. In fairy chess there are many ways how to arrange it, two examples being **567** and **568**. This article is motivated by publication of this [twomover with orphans](#) by David Brown, where the effect appeared as well.

How should it be named? There are multiple suggestions

- **repelling** – rather descriptive suggestion,
- antipin – it relates to pin just like antibattery relates to battery, but I find it rather confusing,
- non-move – until arrival the move seems fine, but then it turns out to be illegal
- reasonable acronym,
- ....

Personally, I prefer the first choice – **repelling** – and unless there is some better suggestion generally accepted soon, this is the name I will be using and advocating. Just for the record, I have read it with connection of some grasshopper examples long time ago, if I am not wrong, Newman Guttman have used it in comments, but I can't prove it. Suffices to say, I have not coined it.

**567 - Newman Guttman**  
StrateGems 1999



#2 (9+8) C+  
♟♟ = grasshopper

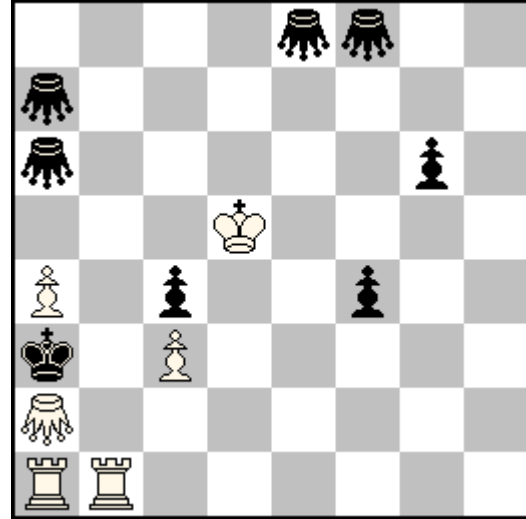
- 1.Ge2!** [2.Gf5#]
- 1...Ggg6 2.Gc5#
- 1...Geg6 2.Ge5#
- 1...Gh7 2.Gdd5#
- 1...Gf3 2.Gh8#

Already the key contains repelling, it prevents Pg5 from entering g4. As a consequence, the pawn is immobilized and the threat Gf5# is created.

Grasshopper defences to g6 and h7 defend by repelling – white is prevented from entering f5. But those by Gb7 and Ge6 give up repelling on other lines, allowing White to enter d5 and e5 afterwards, respectively. Another defence 1...Gf3 neutralizes the effect of the key, i.e. removes repelling on Pg5 from g4.

The content is strongly focused on repelling, isn't it?

**568 - Knud Hannemann**  
Skakbladet 1957



#2 (6+8) C+  
♟♟ = grasshopper

- 1.Kxc4? [2.Gd5#] Gg8!
- 1.Kd4? [2.Gd5#] Gd8!
- 1.Ke4? [2.Gd5#] Ga8!
- 1.Kc5? [2.Gd5#] Gh5!
- 1.Ke5? [2.Gd5#] Ga5!
- 1.Kc6? [2.Gd5#] Gf3!
- 1.Kd6? [2.Gd5#] Gd3!

- 1.Ke6!** [2.Gd5#]
- 1...Kxa4 2.Ga5#

Here in all phases wK vacates d5 for Ga2, making threat possible. But Black refutes seven times thanks to repelling of wG from d5.

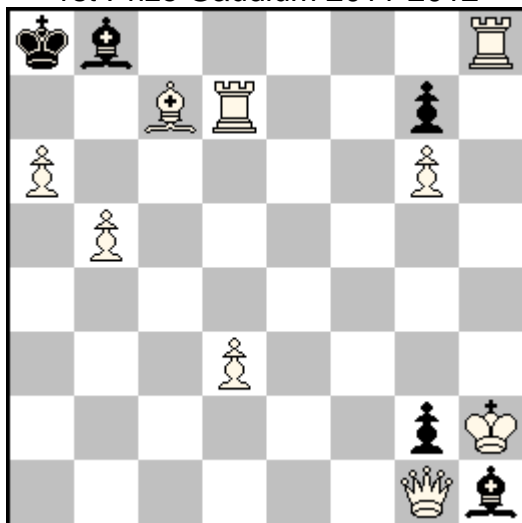
I am sure you can find many other examples in various settings. And if you would like to explore it in the Conflictio-related settings, I will be happy to include your works among Conflictio originals.

Juraj Lörinc

## From recent awards

Awards were flowing in high numbers recently and there is a lot to choose from. Let's start with e-zine that partially inspired Conflictio – German Gaudium and its selfmate tourney.

### 569 - Alexander Lehmkuhl 1st Prize Gaudium 2011-2012



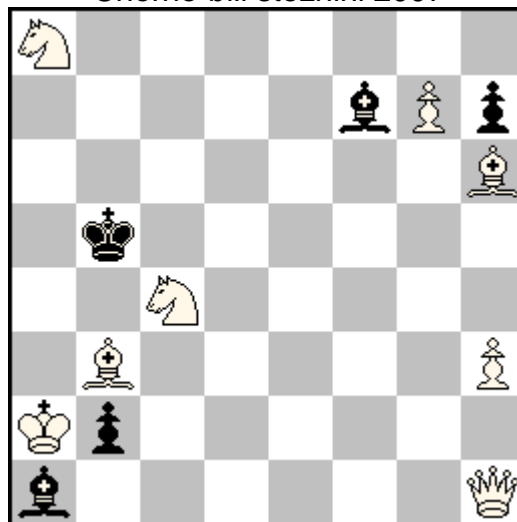
s#11 (9+5)

**1.Rd4!** Ka7 2.Rdd8+ Ka8 3.d4 Ka7 4.d5+ Ka8 5.Rh6 g×h6 6.Bg3 h5 7.d6 h4 ;8.Qa7+ K×a7 9.Bf2+ Ka8 10.Kg1 h3 11.d7 h2#

The flight-check tempo mechanism opening the play is followed by mobilization of Pg6, using Rh8 replaced by Rd7-d4-d8 manoeuvre. It is important that white d-pawn interferes with Bb8 so that white bishop can block f2 in time.

In the construction of the **569**, there is an interesting configuration in the SE corner – white king steps into mating net using bishop in the corner. This appears also in **570**, where White checks until the moment when wK can step under the bP.

### 570 - Michail Gershinskij Chorno-bili stezhini 2007



s#13 (8+5)

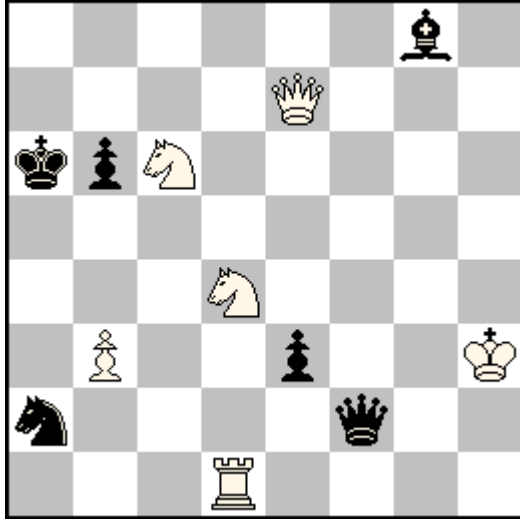
**1.Qb7+!** Kc5 2.Qb6+ Kd5 3.Sc7+ Ke4 4.Qe3+ Kf5 5.Bc2+ Kf6 6.g8=S+ B×g8 7.Qg5+ Kf7 8.Bg6+ h×g6 9.Kb1 Bh7 10.Sd6+ Kg8 11.Qd5+ Kh8 12.Sf7+ Kg8 13.Qa2 g5#

Other elements include forcing bK into the opposite corner (in **569** he is already there) and also setup of the pawn battery. It is rather positive that after initial driving of bK to the NE corner there is a space for quiet moves. In both cases bK limits mobility of the bB. Selfblock by wQ is rather surprising, yet her majesty still has an active say in the final position, guarding Sf7.

**571** is more-or-less standard Smotrov quality.



**571 - Sergej Smotrov**  
2nd Prize Gaudium 2011-2012



s#15

(6+6)

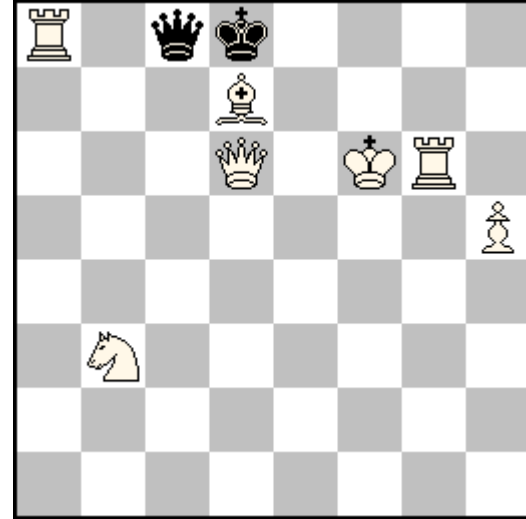
1.Qa3+? Kb7 2.Qa8+ Kc7? 3.Se6+  
Bxe6#  
2...Kxa8!

**1.Sb8+!** Ka5 2.Sdc6+ Kb5 3.Sa7+ Ka5  
4.Sbc6+ Ka6 5.Qa3+ Kb7 6.Rd7+ Ka8  
7.Rd8+ Kb7 8.Qe7+ Ka6 9.Sb8+ Ka5  
10.Sac6+ Kb5 11.Sd4+ Ka5 12.Sbc6+  
Ka6 13.Qa3+ Kb7 14.Qa8+ Kc7 15.Se6+  
Bxe6#

The main plan is three moves long, Sergej usually used shorter main plans – so for me this is rather positive deviation. The pendulum manoeuvre in the first 12 moves results in Rd1 being transferred to d8. The rook guards a8 from there and the main plan can follow.

I was rather surprised that it is not so easy to find a longer selfmate with refutation by black move into corner. **572** was perhaps the most interesting example.

**572 - Steven B. Dowd**  
4th Prize KoBulChess 2014



s#7

(7+2) C+

1.Sd4? zz Qxa8!

1.Sc5? zz Qb8!

**1.Sa5!** zz

1...Qxa8 2.Bf5+ Ke8 3.Qd7+ Kf8 4.Qg7+  
Ke8 5.Qf7+ Kd8 6.Sb7+ Qxb7 7.Qe7+  
Qxe7#

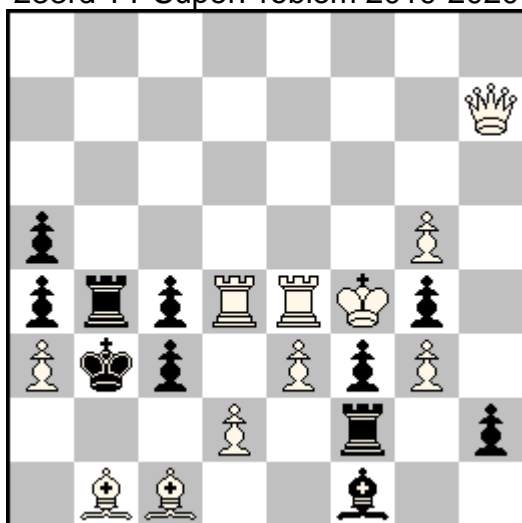
1...Qb8 2.Kg5 Qxa8,Qc8 3.Bg4+ Ke8  
4.Rg8+ Kf7 5.Qg6+ Ke7 6.Sc6+ Qxc6  
7.Qf6+ Qxf6#

The structure of the try play is understandable. In the first variation wS has to go to b7, in the second variation to c6. While in tries only one variation is covered, the key provides access to both squares for wS. Of course, the nicest part are the echo model checkmates.

### 573 - Jozef Havran

1st Prize

233rd TT SuperProblem 2019-2020



#3

(11+11) C+

1...Rb5 2.Re5 [3.Rxb5#, Qc2#]

1...Rb6 2.Re6 [3.Rxb6#, Qc2#]

1...Rb8 2.Re8 [3.Rxb8#, Qc2#]

1.Qh8? [2.Rd3 [3.Rxc3#, Qxc3#]]

1...Rb7 2.Rd7 [3.Rxb7#, Qxc3#]

1...h1=Q!

**1.Qg7!** [2.Rd3 [3.Rxc3#, Qxc3#]]

1...Rb5 2.Rd5 [3.Rxb5#, Qxc3#]

1...Rb6 2.Rd6 [3.Rxb6#, Qxc3#]

1...Rb8 2.Rd8 [3.Rxb8#, Qxc3#]

1...Rxd2 2.Rxd2 [3.Ba2#] c3~ 3.Qb2#

The theme of the TT was the following:

#3, where in each of at least three variations of actual solution:

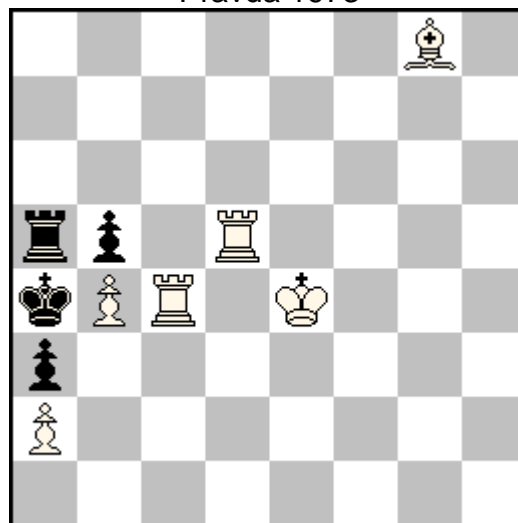
1. Black first move is executed by the same thematic Black piece;
2. White second move is executed by the same thematic White piece;
3. thematic White piece attacks thematic Black piece on second move and/or captures it on mating move.

Each thematic piece could be a Pawn or an officer of any type, except a King.

Jozef Havran managed to show the theme with changed play. Similar changes were shown also in 574, but 573 feels more like thoroughbread.

### 574 - Zoltán Labai

Pravda 1973



#3

(6+4) C+

1.Rdd4? [2.Rc~]

1...Ra8 2.Rc8 [3.Bb3,Rxa8#]

1...Ra7 2.Rc7 [3.Bb3,Rxa7#]

1...Ra6 2.Rc6 [3.Bb3,Rxa6#]

1...bxc4!

**1.Rcd4!** [2.R5~]

1...Ra8 2.Rd8 [3.Bb3,Rxa8#]

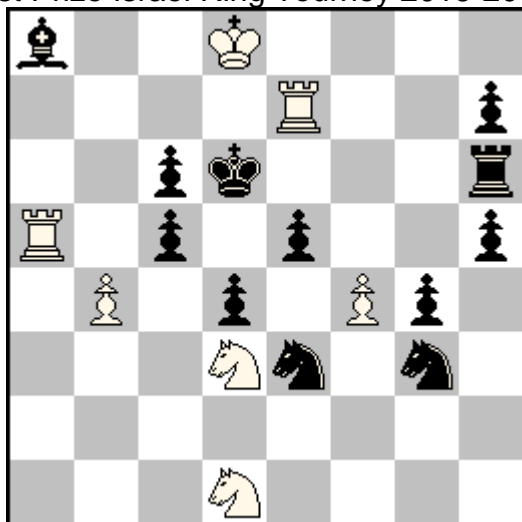
1...Ra7 2.Rd7 [3.Bb3,Rxa7#]

1...Ra6 2.Rd6 [3.Bb3,Rxa6#]

Israel Ring Tourney 2016-2017 was a strong tourney.

### 575 - Alexandr Kuzovkov

1st Prize Israel Ring Tourney 2016-2017



#3

(7+12) C+

1.S1f2? [2.fxe5+ **A** Kd5 3.Rxc5#]  
 1...Sc4 **a** 2.bxc5+ **B** Kd5 3.Sb4#  
 1...Kd5 **b** 2.Rxc5+ **C** Kd6 3.fxe5#  
 1...Se4 **c** 2.Rxe5 **D** [3.Sxe4#] Se~ 3.bxc5#  
 1...e4!

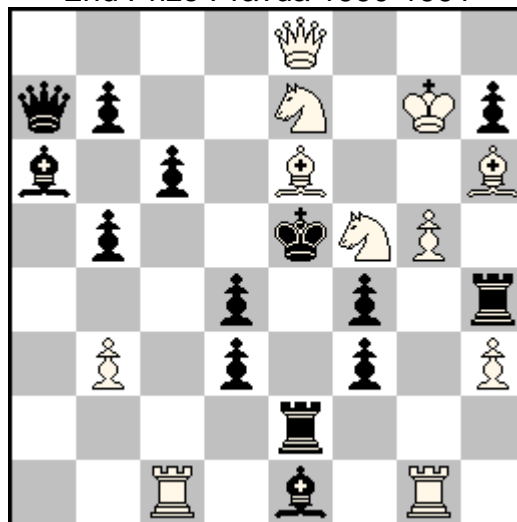
**1.S1b2!** [2.bxc5+ **B** Kd5 3.Rxe5#]  
 1...Sc4 **a** 2.Rxc5 **C** [3.Sxc4#] Sc~ 3.fxe5#  
 1...Kd5 **b** 2.Rxe5+ **D** Kd6 3.bxc5#  
 1...Se4 **c** 2.fxe5+ **A** Kd5 3.Sf4#

Fourfold Shedy cycle in #3 is introduced by two symmetrical keys by the out-of-play Sd1. While the variation play is symmetrical when one compares two phases, inside each phase there are welcome irregularities. Note especially quiet 2nd moves.

Also **576** shows fourfold Shedy cycle in the symmetrical mechanism.

### 576 - Ľudovít Lehen & Peter Gvozdják

2nd Prize Pravda 1990-1991



#3

(11+14) C+

1.Bd7? [2.Sg8+ **A** Kd5 3.Sf6#]  
 1...Qb8 **a** 2.Sc8+ **B** Kd5 3.Sb6#  
 1...Bb4 **b** 2.Sxc6+ **C** Kd5 3.Sxb4#  
 1...Rxh6 **c** 2.Sg6+ **D** Kd5 3.Sxf4#  
 1...Bc3!

**1.Bf7!** [2.Sc8+ **B** Kxf5 3.Sd6#]  
 1...Qb8 **a** 2.Sxc6+ **C** Kxf5 3.Sxd4#  
 1...Bb4 **b** 2.Sg6+ **D** Kxf5 3.Sxh4#  
 1...Rxh6 **c** 2.Sg8+ **A** Kxf5 3.Sxh6#  
 2... Re6 3.Qxe6#  
 (1...b6 2.Sxc6+ Kxf5 3.Sxd4#  
 1...Qc5 2.Rxc5+)

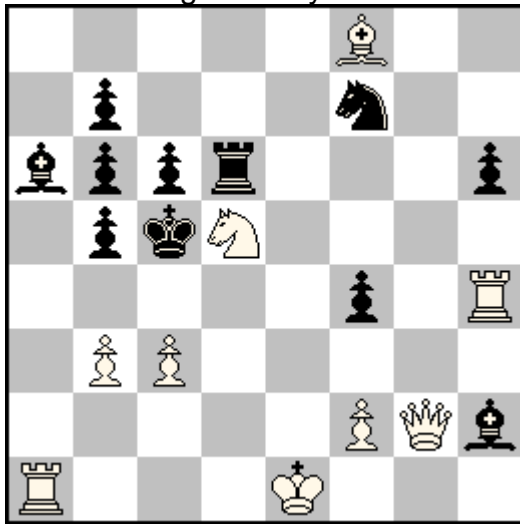
Of course, in **576** there are two points worth mentioning:

- both key take flight e6,
- Siers battery mechanism is much more common for showing Cyclone themes in #3.

On the other hand, **576** will be 30 years old soon.

Next two problems **577** and **578** show difficult Vladimirov theme in the #3 settings.

**577 - Felix Rossomacho**  
1st Honourable Mention  
Israel Ring Tourney 2016-2017



#3 (9+11) C+

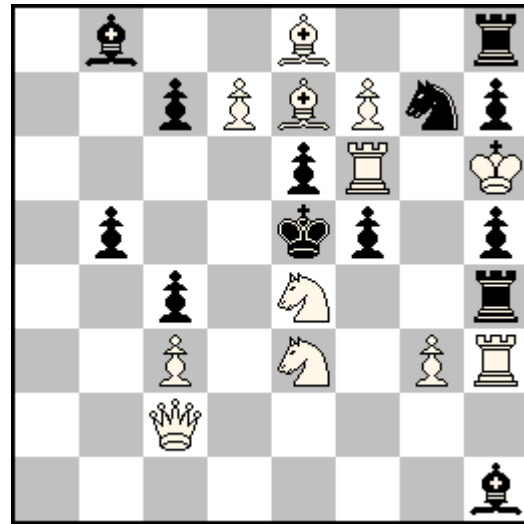
- 1.Sb4? **A** [2.Sd3#] Se5! **a**  
1.Sc7? **B** [2.Se6#] Sg5! **b**

**1.0-0-0!** [2.Qe4 [3.Qb4#, Qd4#, b4#] cxd5 3.Qxd5#]  
1...Se5 **a** 2.Sb4 **A** [3.Bxd6#] Sc4, Sd3+, Sf7 3.S(x)d3#  
1...Sg5 **b** 2.Sc7 **B** [3.Bxd6#] Se4, Sf7 3.Se6#, 2...f3 3.b4#  
1...b4 2.cxb4+ Kb5 3.Qf1#

Knight tries carry threats by the same knight, but are easily refuted by moves of the black counterpart. Then in the variation play, once the bS moves, White exploits activity of Rd1 to create different threat with the same knight moves (essence of Swiss theme). And only when the new threat is parried, White gives the original mates by his knight.

As usually, the castling in the direct-mover bring some additional surprise element, here it is motivated by the need to move wK into safety from check in addition to the wR attack on the d-file.

**578 - Arieh Grinblat & Evgeni Bourd**  
The Problemist 2005



#3 (12+13) C+

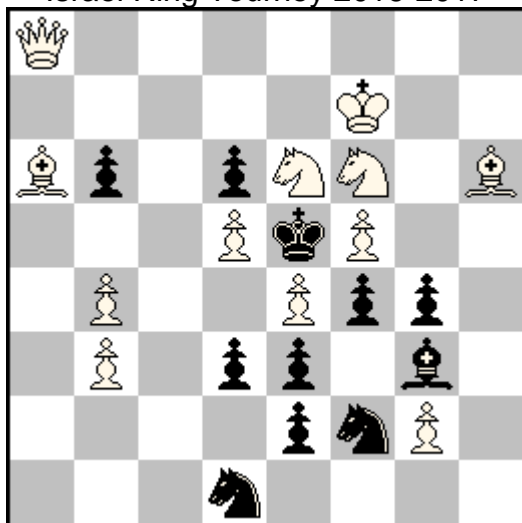
- 1.d8=Q? **A** [2.Qd4#] Rxe4! **a**  
1.d8=S? **B** [2.Sc6#] Bxe4! **b**

**1.Sc5!** [2.Rxe6+ Sxe6 3.Qxf5#]  
1...Re4 **a** 2.d8=Q **A** [3.Sd7#] Rxe3 3.Qd4#  
1...Be4 **b** 2.d8=S **B** [3.Sd7#] Bxc2, Bc6, Bd3 3.S(x)c6#  
1...Rf4 2.gxf4+ Kxf4 3.Qh2#

**578** shows a similar combination of Vladimirov and Swiss themes. Two promotion tries obviously threat mates by promoted pieces, but Black can defend by directly guarding from e4. The key by wS leaves the intersection at e4 to create threat with wQ crossing e4 to f5. At the same time black pair R+B is opened to the potential mating squares d4 and c6, respectively. Finally, Sc5 now provides replacement threat after Grimshaw moves to d4 and promotions with neutralized original threat.

The final pair of problems shows different approaches to Siers batteries.

**579 - Emil Klemanič**  
5th Honourable Mention  
Israel Ring Tourney 2016-2017



#3 (12+11) C+

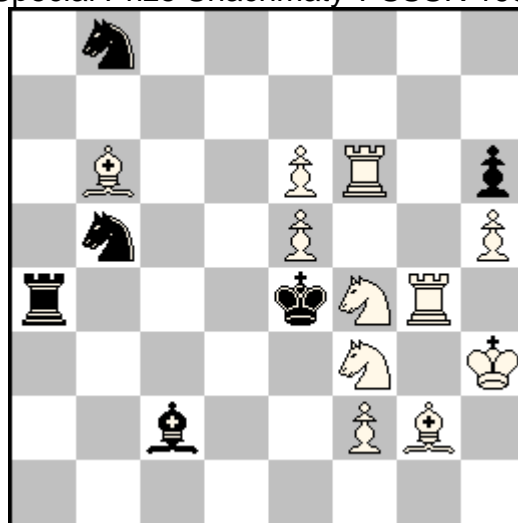
1.Bg7? [2.Se8+ Kxe4 3.Sxd6#]  
1...Sxe4 2.Sxg4+ Kxf5 3.Sh6#  
1...f3 2.Sh5+ Kxe4 3.Sxg3#  
1...Bh4!

**1.Qe8!** [2.Sc7+ Kd4 3.Sb5#]  
1...Sc3 2.Sd8+ Kd4 3.Sc6#  
1...d2 2.Sxf4+ Kd4 3.Sxe2#

Two knights are used for three Siers battery actions each. The phases are naturally differentiated by batteries created and activated and as a result we get the free change of two variations.

A search of similar schemes has revealed **580** where the mechanism was slightly modified for a different result.

**580 - Andrej Lobusov**  
Special Prize Shachmaty v SSSR 1982



#3 (11+6) C+

1.Rgg6? [2.Sg5+ Kxe5 3.Sf7#]  
1...Ra7 2.Sd2+ Kxe5 3.Sc4#  
1...Sd6 2.Sh2+ Kxe5 3.Sg4#  
1...Ra3!

**1.Bf1!** [2.Sg6+ Kd5 3.Se7#]  
1...Ra7 2.Sd3+ Kd5 3.Sb4#  
1...Sc6 2.Sg2+ Kd5 3.Se3#

In **580** two knight batteries are present in the diagram position and White has to abandon one in each phase as the rear pieces are needed for guarding duties. The move 1.Rgg6 guards f6, while 1.Bf1 guards d3, in each case preparing the threat and variations. (Note that 1.Bg1! provides also flight f3, met by short mate.) The preparation leads to classic change of two continuations, i.e. showing also different new-strategical theme from **579**.

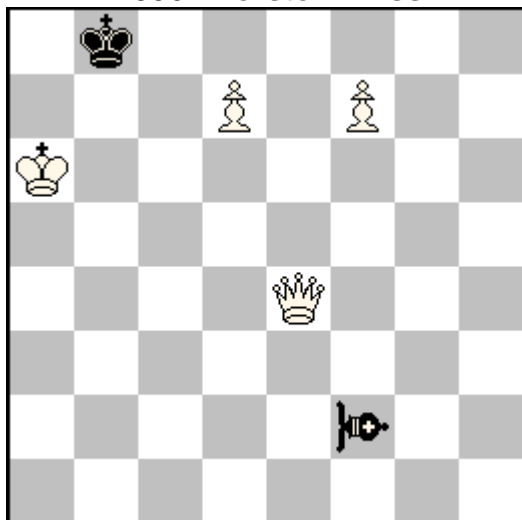
More problems from recent awards to come soon.

Juraj Lörinc

### Fresh clash 3

This time there are two new originals  
**N006** and **N007**.

**N006 - Torsten Linss**



s#9 (4+2) C+

♠ = cardinal

b) ♔a6↔♔b8

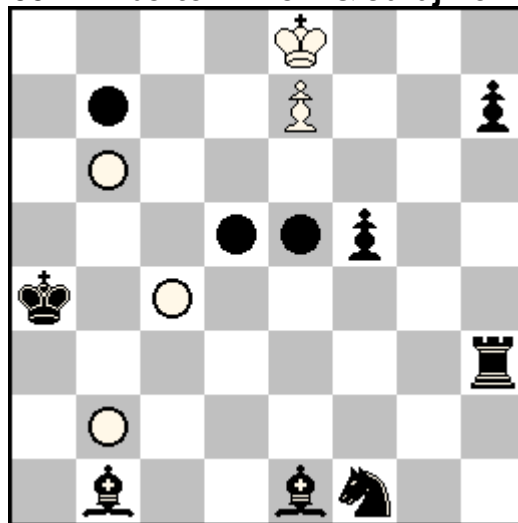
a) 1.d8=R+ Kc7 2.Qb7+ K×d8 3.f8=Q+ CAe8 4.Qb8+ Kd7 5.Qbd6+ Kc8 6.Qf5+ CAd7 7.Qdf8+ Kc7 8.Qe5+ Kc6 9.Qc8+ CA×c8#

b) 1.d8=CA+ Kb5 2.f8=CA+ CAe8 3.Qb4+ Kc6 4.CAb7+ Kd7 5.CAc8+ Kc6 6.Qc4+ Kb6 7.CAc5+ Kc6 8.CAa3+ Kb6 9.Qc7+ CA×c7#

The authors comment was very brief:  
 "changed promotions".

In two positions, promotions are R+Q/CA+CA. Sure, as cardinal is rather mobile piece, White has to resort to checking all the time, but the final positions are well using the cardinal mobility for unusual mating nets.

**N007 - Alberto Armeni & Juraj Lörinc**



#2 (5+10) C+

○● = orphan

1.Kd8? [2.e8=B#] Bh4!

1.Kf8? [2.e8=B#] Bb4!

**1.Kf7!** [2.e8=B#]

1...Rb3 2.O2×b3#

1...Rh6 2.Ob5#

1...Ba2+ 2.Ob5#

1...Bd3+ 2.Ob3#

1...Se3+ 2.Oa3#

1...Sd2+ 2.Oa5#

White has no mobile piece except the king, so it is obvious that he has to make the key. It is also clear that almost any move of wK creates the threat 2.e8=B# (the queen promotion would not work due to Oe5). Black has many ways of defending and all of them activate white orphans. Defences by Rh3 pin Pe7 via chain R-Ob6-Ob7-Pe7-Kf7, but allow checkmating moves of white orphans on the b-file. Other four defences even check wK via chains going through Oc4, but differ in the details of black errors. Bishop checks result in simple mates to squares not guarded (b5 and b3 – note that no checkmating moves repeat – different orphans enter b3 and b5). Knight checks are the most interesting.

They give Oc4 a knight mobility, but that would not be enough for checkmating. It is important that knight moves additionally interfere with Rh3 and Be1, defining arrival squares of checkmating moves.

Would you believe that this twomover was created from helpmate? Alberto has sent me the helpmate with large part of the scheme included and I have got an idea of turning it into direct twomover.

After some unsuccessful attempts by both of us finally the correct rendering emerged. No new-strategical content, but still some interesting strategy. Somebody even might say there is currently fashionable Adabashev synthesis 2+2+2 shown. Labels, labels...

Juraj Lörinc

---

### Annual tourney Conflictio 2020

All kinds of antagonistic problems will be accepted for Originals column (orthodox and fairy direct, self-, reflex mates and other aims of any length, any fairy elements), the main criteria for publication being antagonistic stipulation and sufficient quality. Possible originals from other articles will be included in the competition as well. The tourney will be **judged by Kjell Widlert (Sweden)**, multiple sections might be created based on the quality and quantity of entries. Please, send the originals to Juraj Lörinc (address below).

---

### 2nd TT Conflictio C 10.10.2020

TT for fairy twomovers showing themes of changes of play and move functions. They were analysed and described in the series **Explaining MOV & PAD symbols** (for its eight parts, see issues 13-17, 19-21). The tourney will be **judged by Juraj Brabec (Slovakia)**. Please, send the originals to Juraj Lörinc (address below).

---

### 3rd TT Conflictio C 12.12.2020

TT for fairy problems showing Jacobs theme and/or other closely related themes, as described in two articles in Conflictio 18 and 24. The tourney will be **judged by Narayan Shankar Ram (India)**. Please, send the originals to Juraj Lörinc (address below).

---

**Conflictio** is an e-zine dedicated to chess problems with antagonistic stipulations  
Editor: Juraj Lörinc, [juraj.lorinc+conflictio@gmail.com](mailto:juraj.lorinc+conflictio@gmail.com)