

Great thanks to Eric Pichouron who submitted to me the entries in anonymous form.
Due to short delay in producing the award, some non computer-tested entries could not be deeply tested...

Here are some criteria I used for the appreciation of the problems.

- number of promoted pieces (of course...).
- number of moves by the promoted pieces.
- lesser number of captures by the promoted pieces.
- capturing piece not being a Pawn
 - when a Pawn, “invisibility” of the capturing path on the diagram.
- last thematic capture not being a check on the diagram.

Section A

27 entries; 23 participants from 15 countries; 2 entries were cooked (A20,A27).

List of participants :

Silvio Baier (Germany) – A10,A14*
Michael Barth (Germany) – A14*
Arnold Beine (Germany) – A5,A6
Marco Bonavoglia (Italy) – A15
Dirk Borst (Netherlands) – A23
Ofer Comay (Israël) – A7,A8
Vlaicu Crisan (Romania) – A20*
Anirudh Daga (India) (13 years old!!) – A12,A13
Ivan Denkovski (Macedonia) – A3,A4
Jacques Dupin (France) – A11
Bjorn Enemark (Danemark) – A1
Andrey Frolkin (Ukraine) – A21*, A22*
Bernd Graefrath (Germany) – A2
Eric Huber (Romania) – A20*
Marek Kolcak (Slovakia) – A17
Jorge Lois (Argentina) – A24,A25*
Oto Mihalco (Slovakia) – A18
Per Olin (Finland) – A16
Roberto Osorio (Argentina) – A25*,A26
Paul Raican (Romania) – A9
Victor Sizonenko (Ukraine) – A27
Igor Vereschagin (Russia) – A21*, A22*
Hitoshi Yanami (Japan) – A19

The number of entries was high and the level was quite good, each of them worth publication in any magazine.

The work of the judge is to do a selection and I found it hard in a short time.

Some good problems (A3,A7,A19) that showed the theme with additional non thematic but valuable content, which would certainly have been included with lower participation,

were excluded so that the selection was for problems concentrating mainly on the theme. When 2 problems showed similar content (though in different form) I chose one :

A2, A13 : A2 selected because of the switchback by the capturing King.

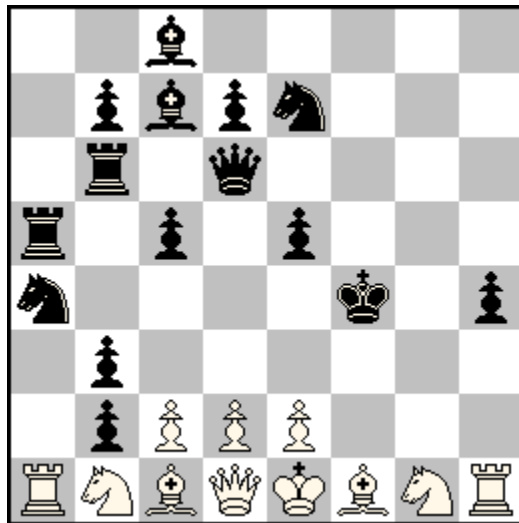
A24, A25 : A25 selected because of the better artistic feeling by the judge.

Some words about other non selected entries.

A1 : with the used condition, captures leave pieces on the board.

A15 : the theme in 2 solutions, but I found the solutions too similar.

1° Prize : A10 – Silvio BAIER



2b5/1pbps3/1r1q4/r1p1p3/s4k1p/1p6/1pPPP3/RSBQKBSR
SPG 28.0 (11+15) C+

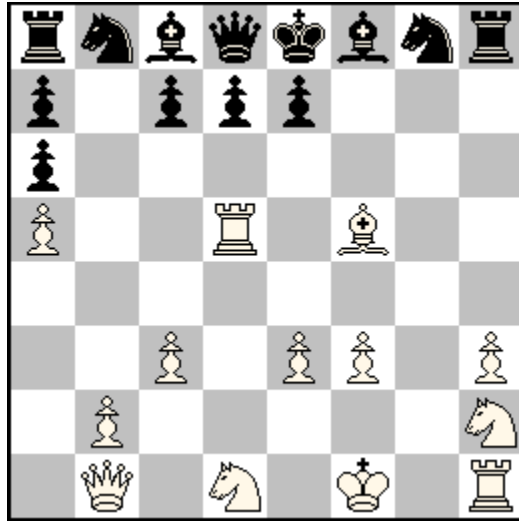
1.h4 a5 2.h5 a4 3.h6 a3 4.h×g7 a×b2 5.a4 Ta6 6.a5 Tb6 7.a6 h5 8.a7 h4 9.a8=D Th5
10.Da2 Ta5 11.f4 é5 12.Dé6+ f×é6 13.f5 Kf7 14.f6 Kg6 15.f7 Ld6 16.f8=D Sa6 17.Df3
Df6 18.Dd5 Sé7 19.g8=T+ Kf5 20.Tg4 é×d5 21.Tç4 d×ç4 22.g4+ Kf4 23.g5 Sç5 24.g6
Sa4 25.g7 ç5 26.g8=T Lç7 27.Tg3 Dd6 28.Tb3 ç×b3

A record of 4 promoted pieces captured by a unique piece (black Pawn f7).

A clockwork piece where each promoted piece reach its capture square in exactly 2 moves.

No unthematical white move. A brilliant technical achievement!

2° Prize : A25 – Roberto OSORIO & Jorge LOIS



rsbqkbsr/p1ppp3/p7/P2R1B2/8/2P1PP1P/1P5S/1Q1S1K1R
 SPG 22.0 (13+13) C+

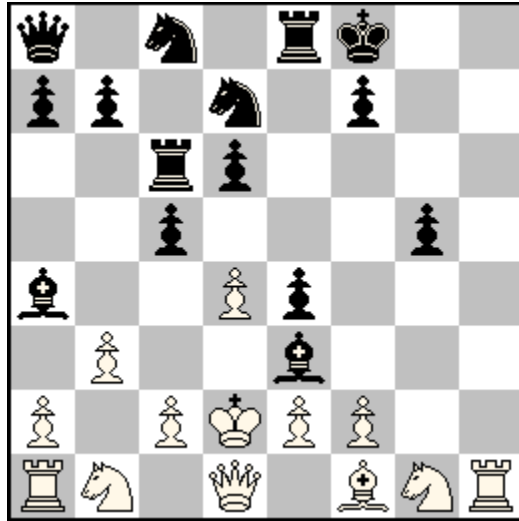
1.a4 f5 2.a5 f4 3.a6 f3 4.Ta5 f×g2 5.Sf3 **g1=L** 6.Lh3 g5 7.Lf5 g4 8.h3 g3 9.Sh2 g2 10.f3
 Ld4 11.Td5 Lç3 12.**d×ç3 g1=L** 13.Lf4 Lç5 14.Lg3 Lb4 15.**ç×b4** h5 16.Sç3 h4 17.Db1
 h×g3 18.Sd1 g2 19.ç3 **g1=L** 20.Kf1 Lb6 21.é3 La5 22.**b×a5 b×a6**

3 promoted pieces captured by a single Pawn already exist (some examples can be found among the 11th WCCT entries, and some others existed before...).

Here the captures (by white Pawn d2) are made invisible on the diagram and white Pawn a5 is an impostor Pawn.

2 entries (A24,A25) displayed a similar motivation and I selected this one for its very strong artistic appeal. The promotions are on the same square, the moves by the promoted Bishops are echoed, and as a nice finishing touch, the moves of the sacrificed white Bishop also echo that of the black ones!

3° Prize : A26 –Roberto OSORIO



q1s1rk2/pp1s1p2/2rp4/2p3p1/b2Pp3/1P2b3/P1PKPP2/RS1Q1BSR
SPG 19.0 (13+15)

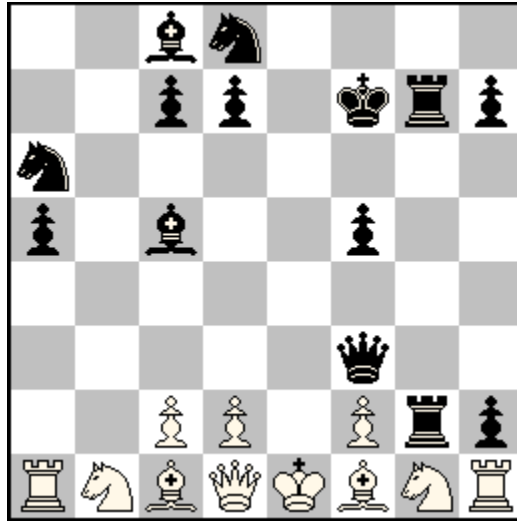
1.b3 é5 2.La3 é4 3.Ld6 **L×d6** 4.g4 Sé7 5.g5 0-0 6.g6 Té8 7.g×h7+ Kf8 8.**h8=L** g5 9.Lé5
ç5 10.Lf4 **L×f4** 11.h4 d6 12.h5 Ld7 13.h6 La4 14.h7 Sd7 15.**h8=L** Tç8 16.Ld4 Tç6
17.Lé3 Da8 18.d4 Sç8 19.Kd2 **L×é3+**

Black Bishop f8 plays 3 moves capturing « in the air » 3 white Bishops, first white original Bishop c1 (Champagne 2020!), then 2 promoted Bishops (Champagne 2021). This is motivated by the fact that there is no other way to get rid of these pieces. Another artistic rendering and the necessary technical check at the end is easily forgiven.

I was of course sensitive to the fact that the composer included 2 successive Champagne themes in a unified way...

(the composer gives it as C+, but I hardly believe it ; the problem is correct though, as the 4 possible positions before last move are tested with Natch 3.3 : HC+ rather than C+?!)

4° Prize : A21 – Andrey FROLKIN & Igor VERESCHAGIN

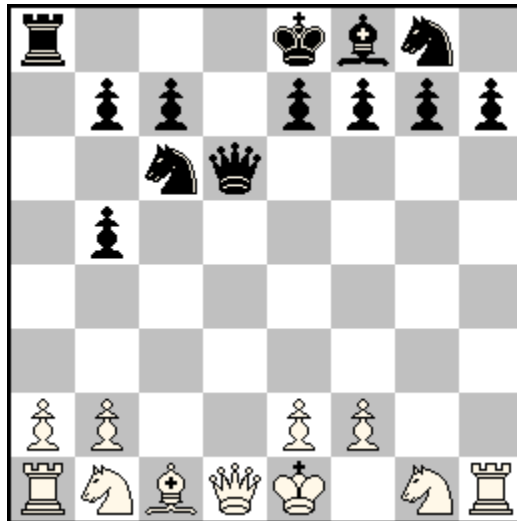


2bs4/2pp1krp/s7/p1b2p2/8/5q2/2PP1Prp/RSBQKBSR
SPG 19.0 (11+14) C+

1.a4 g5 2.a5 g4 3.a6 g3 4.a×b7 a5 5.b4 Ta6 6.b5 Tg6 7.b6 Sa6 8.**b8=S** g×h2 9.Sc6 T×g2
10.S×é7 **S×é7** 11.b7 Thg8 12.**b8=S** T8g7 13.Sc6 **S×ç6** 14.é4 Df6 15.é5 Df3 16.é6 f5
17.é7 Kf7 18.**é8=T** Lç5 19.**Td8 S×d8**

A record of 3 promoted pieces captured by a piece which is not a Pawn (here : bSg8).
Expertly done with the capture on é7 a little blemish.
The overall artistic impression (admittedly subjectivity by the judge) is the reason why this
problem, anyway very good, is behind the 2 previous ones.

Special Prize : A6 – Arnold BEINE



r3kbs1/1pp1pppp/2sq4/1p6/8/8/PP2PP2/RSBQK1SR

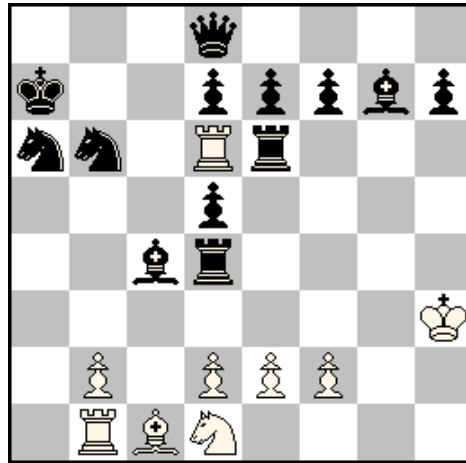
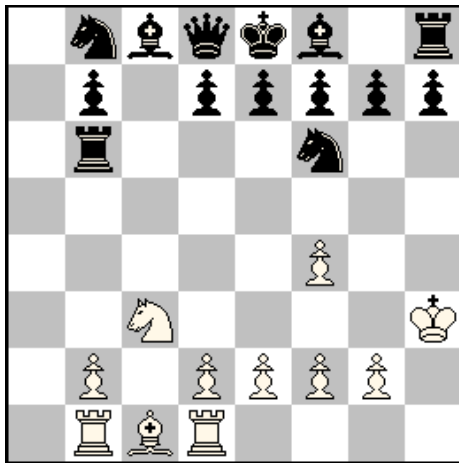
SPG 7.0 Annan + Make&Take (11+13) C+

1.g2-g6×h8=S db5 2.Sg6+ a7-ç6×g6 3.h2-d6×d8=T Sç6 4.Td5 g6-é6×d5 5.ç2-f5×ç8=S d5-g2×f1=D 6.d8=S D-d2×d8 7.Sd6 D-é6×d6

An impressive content : 4 thematic captures by the same piece, as in the first Prize. Black Pawn a7 make the first 2 captures as a Pawn then the following 2 as a promoted Queen that goes “Pronkin en passant”!!

My only reserve is that the combination of strong fairy conditions make it almost out of human reach (I feel quite unable to solve such a problem).

1° HM : A16 – Per OLIN



1sbqkb1r/1p1ppppp/1r3s2/8/5P2/2S4K/1P1PPP1/1RBR4

SPG 18.0 (11+14) C+

3q4/k2pppbp/ss1Rr3/3p4/2br4/7K/1P1PPP2/1RBS4

b) SPG18.0 from position a) (9+13) C+

a) 1.Sf3 a5 2.Sd4 a4 3.Sb3 a×b3 4.a4 Ta6 5.a5 Tb6 6.a6 b×ç2 7.a7 ç×d1=S 8.a8=D Sé3 9.Da4 S×f1 10.Dd1 Sg3 11.h×g3 ç5 12.0-0 ç4 13.Kh2 ç3 14.Kh3 ç2 15.Sç3 ç×d1=D 16.Tb1 Da4 17.Td1 Df4 18.g×f4 Sf6

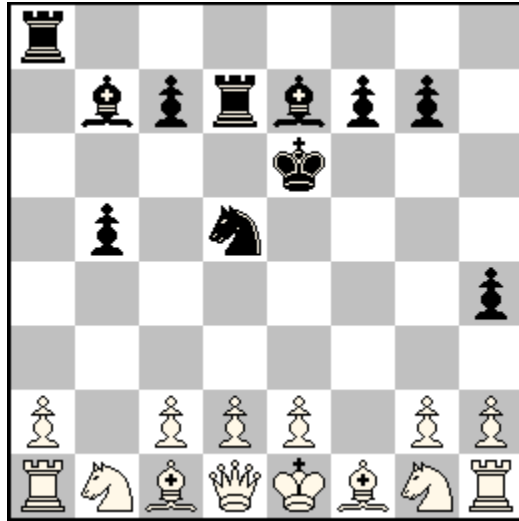
b) 1.f5 Sd5 2.f6 Té6 3.f×g7 Da5 4.g8=S Kd8 5.Sf6 Tg8 6.Tg1 Tg4 7.Sd1 Td4 8.g4 Kç7 9.g5 Kb6 10.g6 Ka7 11.g7 Dd8 12.g8=D Sb6 13.Dg2 Lg7 14.Dç6 b×ç6 15.Tg5 La6 16.Td5 Lç4 17.Td6 Sa6 18.Sd5 ç×d5

I am not a big fan of such a presentation. I consider it more as two distinct problems (of course with expertise of composer needed) than an unified concept.

However, the composer did it in one of the best ways here. The 2 “twins” have the same number of moves and the color echo is good : same type of promotions on a unique square.

a) is better with both promotions capturing a Queen, the second Queen being a Pronkin, so that a) “alone” would also have got a good place in the award.

2° HM : A22 – Igor VERESCHAGIN & Andrey FROLKIN

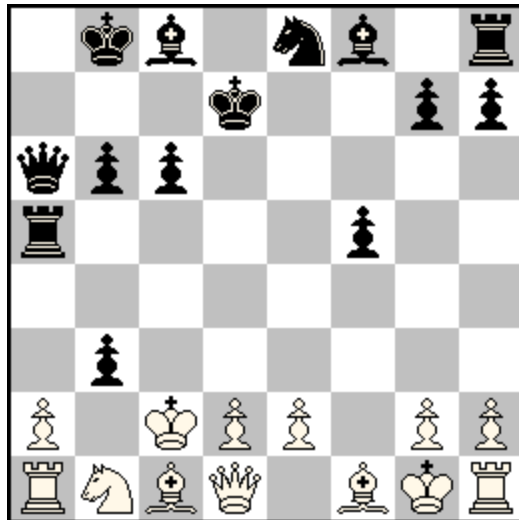


r7/1bprbpp1/4k3/1p1s4/7p/8/P1PPP1PP/RSBQKBSR
 SPG 11.0 (14+11) C+

1.f4 Sf6 2.f5 Sd5 3.f6 h5 4.f×é7 h4 5.é×d8=T+ Ké7 6.b4 Ké6 7.b5 Lé7 8.b6 T×d8
 9.b×a7 b5 10.a×b8=S Lb7 11.S×d7 T×d7

Several entries display the theme in the « minimal » number of 12,0 moves (for orthodox SPGs). But A22 cleverly shows that the real minimal is in fact 11,0 moves, using a Schoebelen promotion.

3° HM : A9 - Paul RAICAN

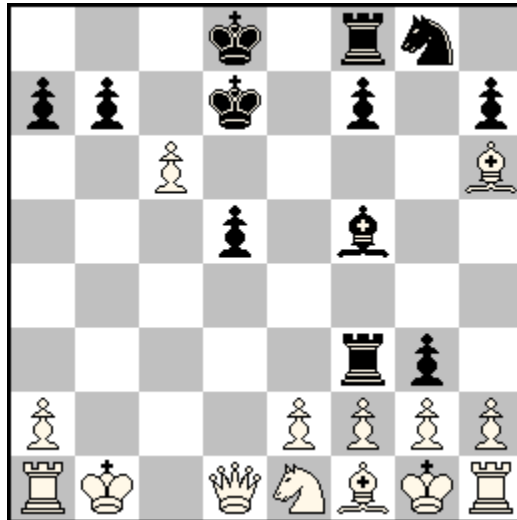


1kb1sb1r/3k2pp/qpp5/r4p2/8/1p6/P1KPP1PP/RSBQ1BKR
 SPG 12.5 Knightmate + Glasgow (13+14) C+

1.ç4 a5 2.ç5 a4 3.ç6 Ta5 4.ç×d7=T ç6 5.f4 Db6 6.f5 Da6 7.f6 b6 8.f×é7=L f5 9.SKç2 Kf7 10.SKa3 K×é7 11.Kç2 K×d7+ 12.b4 a×b3 e.p.+ 13.SKb1

Combination of several fairy elements makes me generally suspicious (not only in the frame of retro problems); the justification of the combination is not always convincing. Éric PICHOURON already demonstrated that Schnoebelen promotions can be played in Knightmate without moving the royal Knight. The addition of Glasgow allows such promotions of different kinds, thus justifying the combination.

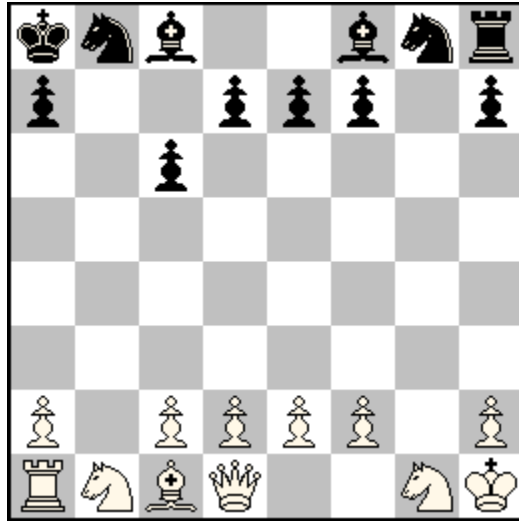
Annex A9
Éric PICHOURON
Phénix 2020



3k1rs1/pp1k1p1p/2P4B/3p1b2/8/5rp1/P3PPPP/RK1QSBKR
 SPG 14,0 Knightmate (14+12) C+

1.d4 g5 2.d5 g4 3.d6 g3 4.d×é7 d5 5.b4 Lf5 6.b5 Kç8 7.b6 Kd7 8.b×ç7 Tç8 9.ç×d8=L Tç3 10.é×f8=L Tf3 11.ç4 K×f8 12.ç5 Kf67 13.ç6 0-0 14.Lh6 K×d8

4° HM : A5 – Arnold BEINE



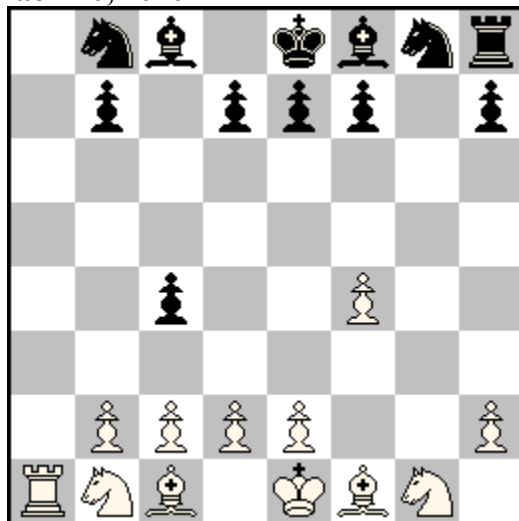
ksb2bsr/p2ppp1p/2p5/8/8/8/P1PPPP1P/RSBQ2SK
 SPG 5.5 Make&Take (12+12) C+

1.g3 **b×f1=S+** 2.**K×f1** c6 3.g×d8=**S+** **K×d8** 4.b×a8=**S+** **K×a8** 5.Ké1 **g×h1=S+**
 6.**K×h1**

Schnoebelen promotions are already the subject of several Make & Take proofgames. Annex also shows a bicolor doubling of the theme + swithbacks by the capturing pieces. In A5, no switchbabks but color echo in the play and shortest number of moves.

Annex A5

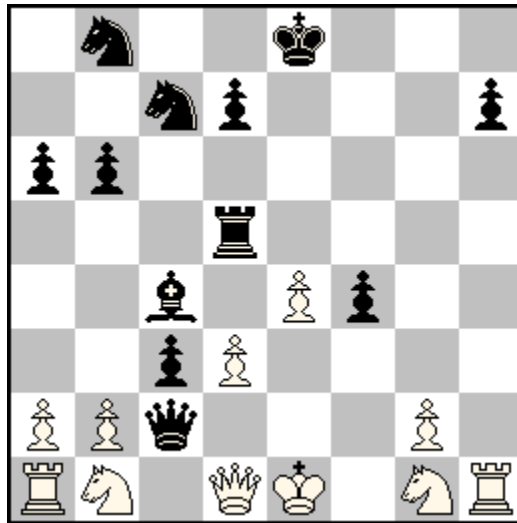
Michel CAILLAUD & Éric HUBER
 3° Prize, Jubilé Feenschach-70, 2020



1sb1kbsr/1p1ppp1p/8/8/2p2P2/8/1PPPP2P/RSB1KBS1
 SPG 7,0 Make&Take (12+12) C+

1.g3 ç5 2.g×d8=S+ S×d8 3.f4 g×h1=S+ 4.K×h1 ç4 5.Dé1 a×é1=S+ 6.K×é1 Tb8
 7.a×b8=S+ S×b8

5° HM : A14 – Michael BARTH & Silvio BAIER



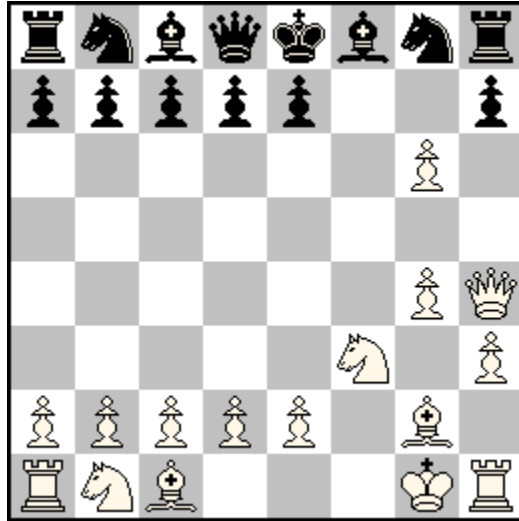
1s2k3/2sp3p/pp6/3r4/2b1Pp2/2pP4/PPq3P1/RS1QK1SR
 SPG 17.0 (11+12) C+

1.f4 Sf6 2.f5 Sd5 3.f6 a5 4.f×é7 f5 5.é×f8=L f4 6.Lb4 a×b4 7.é4 Ta5 8.La6 b×a6 9.d3
 Lb7 10.Lé3 Dç8 11.Lb6 ç×b6 12.h4 D×ç2 13.h5 Sç7 14.h6 Ld5 15.h×g7 Lç4
 16.g×h8=L Td5 17.Lç3 b×ç3

The Pawn captures are made invisible, implying «cyclical exchange » of 3 Pawns, 1 of them capturing the promoted Bishops, the 2 others capturing the original ones.

Commended without order
(ordered by number of moves and pieces)

A11 – Jacques DUPIN



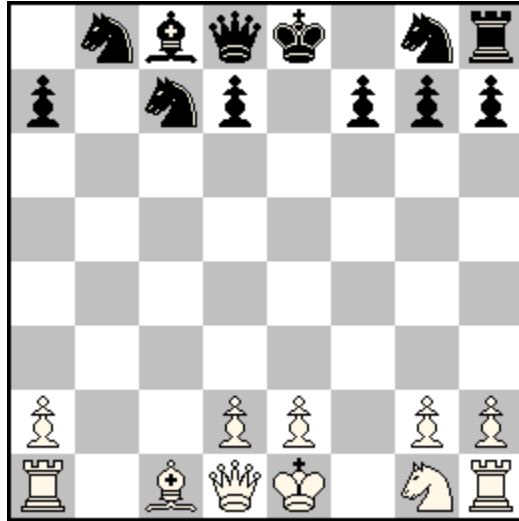
rsbqkbsr/ppppp2p/6P1/8/6PQ/5S1P/PPPPP1B1/RSB3KR
SPG 7.5 Anti Take&Make non strict (Circe Make) (16+14) C+

1.g4 f5 2.g×f5(f4) g5 3.f×g6 e.p.(g4) g3 4.f×g3(g2) **g×f1=L(Lg2)** 5.**K×f1** f×g3(g4)
6.Dé1 g×h2(h3) 7.Dh4 **h×g1=S(Sf3)** 8.**K×g1**

In the past, new fairy conditions appeared from the imagination of problemists. With development of Winchloé and Jacobi, “computer generated conditions” are appearing. The composer seems to be one of those who explore them. The result with 2 Schnoebelen promotions is quite fresh. I found no existing example (with any stipulation) with this new condition.

Anti Take&Make : when captured, a piece (King excepted) is reborn, playing a captureless move from capture square; when the rebirth is impossible, the capture is impossible.
Anti Take&Make non strict : when the rebirth is impossible, the captured piece disappears.

A18 – Oto MIHALCO

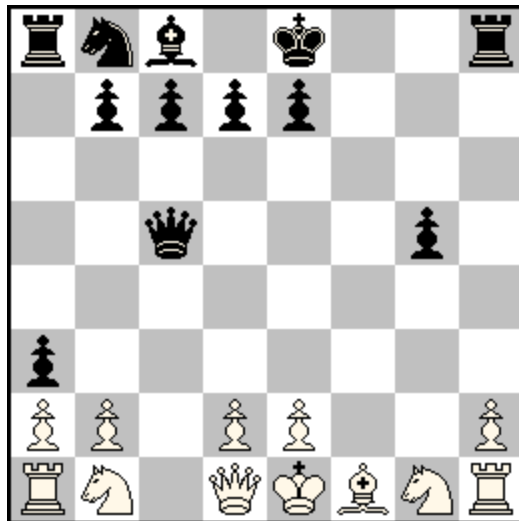


1sbqk1sr/p1sp1ppp/8/8/8/8/P2PP1PP/R1BQK1SR
SPG 12.0 (11+12) C+

1.f4 b5 2.f5 b4 3.f6 b3 4.f×é7 b×ç2 5.é×f8=L ç×b1=S 6.La3 S×a3 7.b4 Sç4 8.b5 Sé3
9.b6 S×f1 10.b7 Sé3 11.b×a8=S Sd5 12.S×ç7+ S×ç7

The only entry where the thematic captures are made by a promoted piece.
The drawback is a promoted piece apparent on the diagram.

A2 – Bernd GRAEFRATH

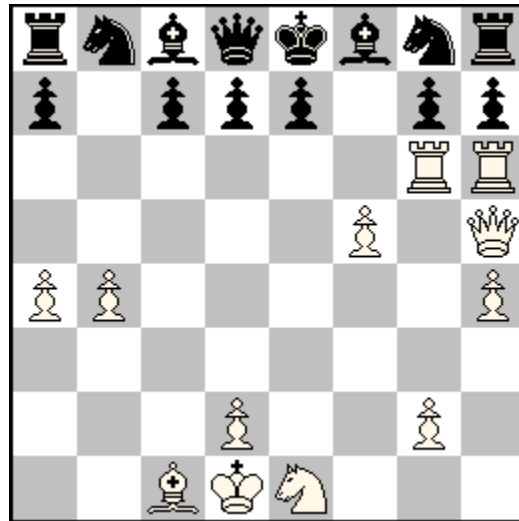


rsb1k2r/1pppp3/8/2q3p1/8/p7/PP1PP2P/RS1QKBSR
SPG 12.0 (12+12) C+

1.g4 a5 2.g5 a4 3.g6 a3 4.g×h7 g5 5.h×g8=L Lg7 6.L×f7+ K×f7 7.f4 Dg8 8.f5 Dh7
9.f6 D×ç2 10.f×g7 D×ç1 11.g8=T Dç5 12.Té8 K×é8

Thematic captures by a piece performing a switchback (black King).

A17- Marek KOLCAK

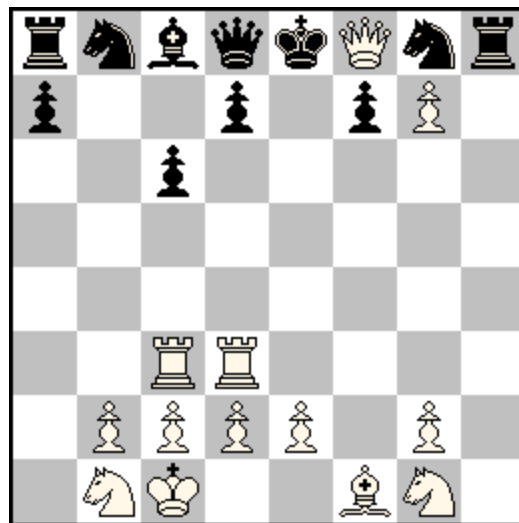


rsbqkbsr/p1ppp1pp/6RR/5P1Q/PP5P/8/3P2P1/2BKs3
 SPG 13.5 (12+14) C+

1.a4 f5 2.Ta3 f4 3.Tg3 f3 4.Tg6 f×é2 5.f4 **é×f1=S** 6.f5 Sg3 7.**h×g3** b5 8.Thh6 b4 9.Dh5
 b3 10.Sf3 b×ç2 11.b4 **ç×b1=D** 12.Kd1 Dé4 13.Sé1 Dh4 14.**g×h4**

The Pawn captures are made invisible in a neat realization.

A4 – Ivan DENKOVSKI

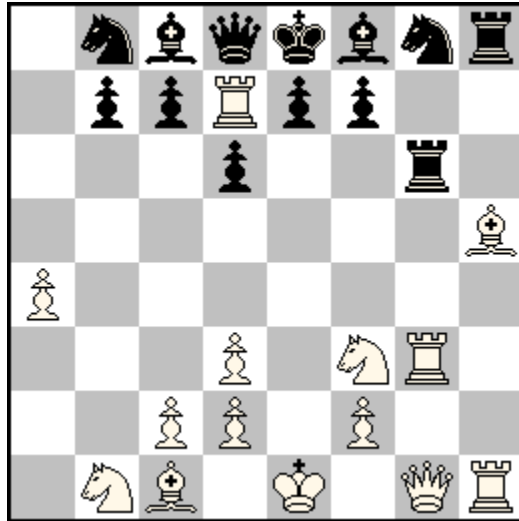


rsbqkQsr/p2p1pP1/2p5/8/8/2RR4/1PPPP1P1/1SK2BS1
 SPG 15.5 (13+11) C+

1.a4 b5 2.Ta3 b×a4 3.Tç3 a3 4.h4 a2 5.h5 a1=S 6.h6 Sb3 7.h×g7 h5 8.Thh3 h4 9.Thd3 h3 10.f4 h2 11.f5 h1=S 12.f6 Sf2 13.f×é7 S×d1 14.K×d1 S×ç1 15.K×ç1 ç6 16.é×f8=D‡

Rule and exception : I generally considered capture by the promoted piece as a drawback. Here it contributes to the homogeneity of the result, nicely crowned by a Phenix promotion.

A23 – Dirk BORST



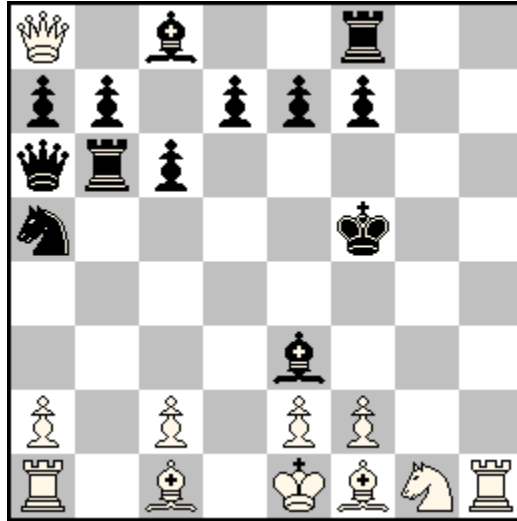
1sbqkbsr/1ppRpp2/3p2r1/7B/P7/3P1SR1/2PP1P2/1SB1K1QR
SPG 16.5 Circé Rex Inclusiv (14+13)

1.b4 g5 2.b5 g4 3.b6 g3 4.b×a7 g×h2 5.a×b8=T Ta6 6.a4 Tg6 7.Ta3 d6 8.Tg3 Lf5
9.T×d8+ Kd7 10.T×d7(Ké8) Ld3 11.é×d3(Lç8) h5 12.Lé2 h4 13.Lh5 h3 14.Sf3 h×g2
15.0-0 g×f1=D(Th1) 16.D×f1(Dd8) h×g1=S(Ké1) 17.D×g1(Sb8)

With Circé condition, captured pieces don't disappear, which is not so in the spirit of the theme. This is compensated by disappearance of original pieces, so that the promoted pieces are both Schnoebelen and Pronkin ! The promoted piece on the diagram is a drawback.

Good use of the Rex inclusiv condition with both white and black King involved. Thematic promotions replace white King and Rook in their initial position after castling.

A12 – Anirudh DAGA

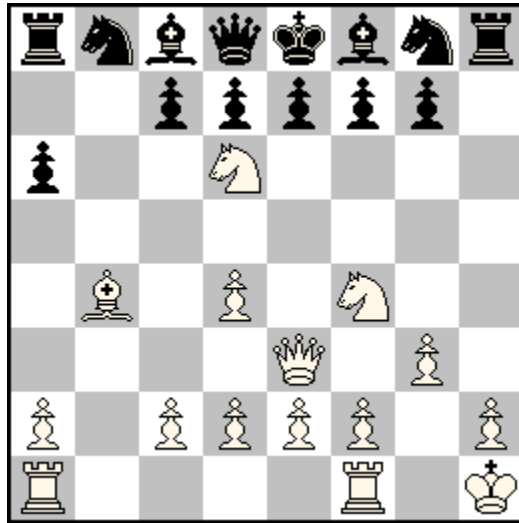


Q1b2r2/pp1ppp2/qrp5/s4k2/8/4b3/P1P1PP2/R1B1KBSR
 SPG 18.0 (11+13) C+

1.g4 Sç6 2.g5 Sa5 3.g6 ç6 4.g×h7 Db6 5.**h×g8=S** Da6 6.Sf6+ **g×f6** 7.h4 Lh6 8.h5 Lé3
 9.h6 0-0 10.h7+ Kg7 11.**h8=D+** Kg6 12.Dh2 Kf5 13.Dé5+ **f×é5** 14.d4 é×d4 15.Sç3
 d×ç3 16.Dd6 ç×b2 17.Db8 **b1=T** 18.D×a8 Tb6

The thematic Pawn captures are made invisible on the diagram as the Pawn goes on to disappear as a Phenix piece. A blemish is that the Phenix Rook is obviously promoted. (A posteriori : it is striking that such a bold concept was produced by a 13 years old composer who started composing some months ago!!)

A8 – Ofer COMAY



rsbqkbsr/2ppppp1/p2S4/8/1B1P1S2/4Q1P1/P1PPPP1P/R4R1K
SPG 18.5 (15+14) C+

1.g3 h5 2.Lh3 h4 3.Lg2 h3 4.Sa3 h×g2 5.Sh3 **g1=S** 6.Sf4 Sh3 7.Sç4 Sg5 8.0-0 Sé4 9.Kh1
Sç3 10.**b×ç3** b6! 11.La3 b5 12.Ld6 b4 13.Dç1 b3 14.Da3 b2 15.Dç5 **b1=D** 16.Dé3 Db6
17.Lb4 Dd4 18.**ç×d4** a6 19.Sd6+

The only entry where one of the promoted pieces plays more than 2 captureless moves (promoted Knight plays 4 captureless moves). The tempo by the other promoting Pawn is a nice addition.

The addition of 2 the last halfmoves is arguable.

Section B

6 entries; 5 participants from 5 countries.

List of participants :

Dmitry Baibikov (Israël) – B5,B6

Vlaicu Crisan (Romania) – B1

Joaquim Crusats (Spain) – B2

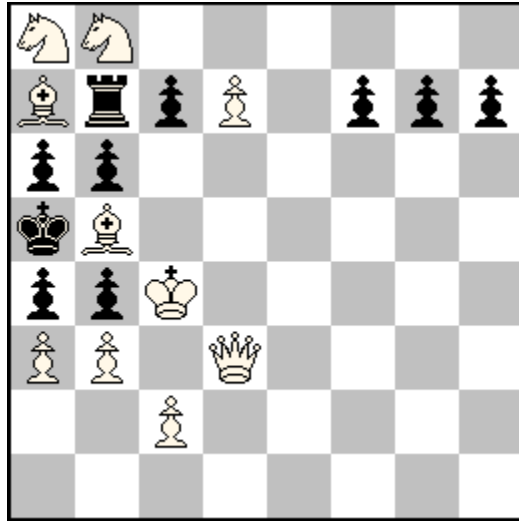
Andrey Frolkin (Ukraine) – B3,B4*

Igor Vereschagin (Russia) – B4*

With low participation, I included all the entries in the award.

B1,B3,B4 have been corrected after the versions presented for the award ceremony (on 22nd October) have been cooked.

1st Prize : B5 – Dmitry BAIBIKOV



SS6/BrpP1ppp/pp6/kB6/ppK5/PP1Q4/2P5/8

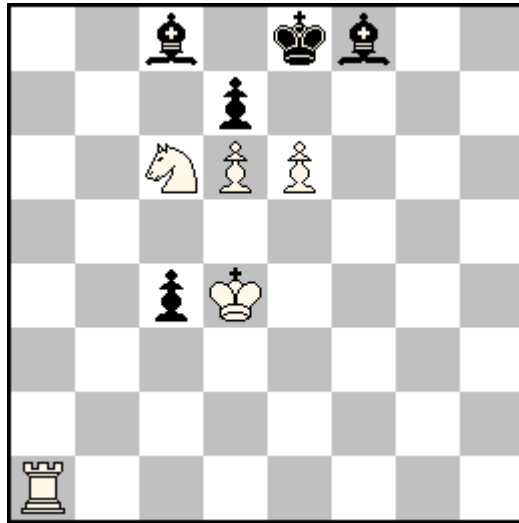
White to move. History of black Pawns a4 and b4? (10+10)

Retro: -1...c5×Sb4 -2.Kd4-c4 d6×Sç5+ -3.Lç4-b5 b5×Sa4 and further -4.Sd5-b4 ç6×Sb5 -5.Sf6-d5 Kb4-a5 -6.a2-a3+, then: Sè8-f6, é7-è8=S, f6×Té7, Té7 to h8, g5×Lf6, Lf6 to f8, Sç5 to é8, é7-è8=S, Pé7 to é2, Sb5 to é8, é7-è8=S, Pé7 to é3, Sa4 to é8, é7-è8=S, é6-é7, é7×Td6 and position unlocks (further d7×Tç6).

The theme is performed by bPd7 and bPé7, each capturing 2 of the 4 promoted Knights, and also on their first moves a white Rook, completing the histories of the Pawns so that they are perfectly echoed, chameleon-like : P×T×S×S.

An impressive achievement.

2nd Prize : B1v – Vlaicu CRISAN



2b1kb2/3p4/2SPP3/8/2pK4/8/8/R7

-8 & s‡1 Proca Retractor Circe Assassin (5+5)

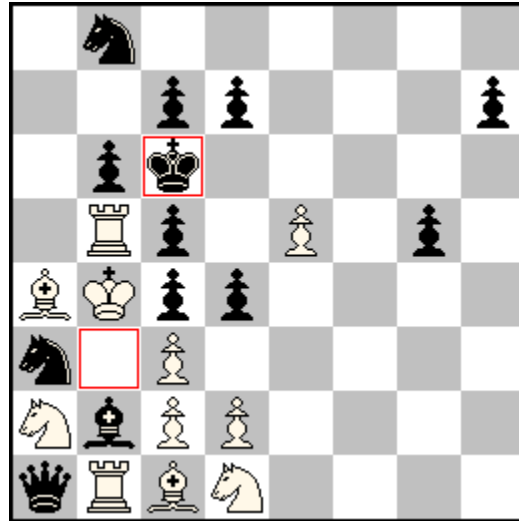
- 1. **Tb1**×**La1**(Lf8,-bLf8) **a2-a1=L+** -2.Kd3×Pd4(Pd7,-bTd7) ç5-ç4+
 -3. **Tc1**×**Lb1**(Lç8,-bLç8) **b2-b1=L+** -4.Kd2-d3 Tè7-d7++
 -5. **Td1**×**Lç1**(Lf8,-bTf8) **ç2-ç1=L+** -6.Ké2-d2 Td7-é7++
 -7. **Td3**×**Ld1**(Lç8,-wSç8) **d2-d1=L+** -8.d5-d6 & 1.Sd6+ T×d6(Sg1)‡

4 Schnoebelen Bishops uncaptured by white Rook.

Circe Assassin allows spectacular solutions and economical positions.

The result is hard to solve (if possibly solvable...).

Special Prize : B6- **Dmitry BAIBIKOV**



1s6/2pp3p/1p\$k5/1Rp1P1p1/BKpp4/s\$1P5/SbPP4/qRBS4

Solve the position (11+13)

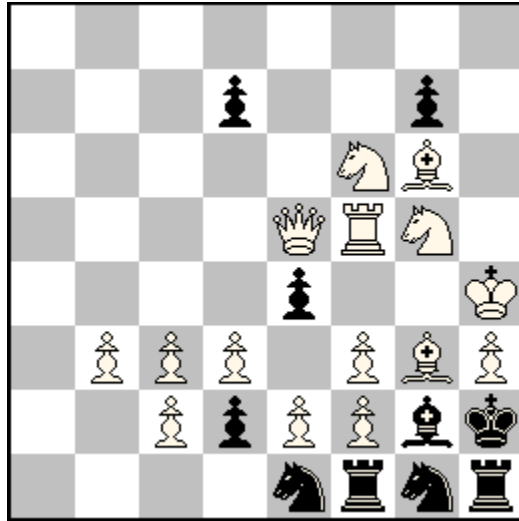
□=Trou de ver (Wormhole)

Retro : -1...**d6xSç5+** -2.Sé4-ç5 (-2.Sé6-ç5? d5-d4 -3.Sf8-é6 é7×Ld6 -4.f7-f8=S é6×Td5 -5.f6-f7 g6-g5 -6.g5×f6?? illegal, as with b2×ç3 and h6×g7 all 3 white captures would be on black square, leaving unexplained disappearance of bLç8) and further -2...d5-d4 -3.Sf6-g8 **é7×Ld6** -4.Sg8-f6 **é6×Td5** -5.**g7-g8=S** g6-g5 -6.h6×Tg7, then : Tg7 to h8, Td5 to f8, **f7-f8=T**, Pf7 to f2, Ld6 to f8, **f7-f8=L**, f6-f7, **f7×Dé6**, Dé6 to a6, Sd1 to b7(retroscreen), Da8-a6, **a7-a8=D**, a6-a7, a7×Db6, Db6 to d1, Ka5-b4, ç5-ç4, Kç4-b3(Kç6) and position unlocks.

The theme is performed by bPé7 and bPf7, each capturing 2 of the 4 promoted pieces. The fairy element has the same function as additional stipulations used in some problems by Nikita Plaksin or Aleksandr Zolotarev (such as “Minimal number of moves of a given piece”) : fixing some pieces in the cage (here bKç6 and wLa4), otherwise the resolution is orthodox with known patterns such as d7, é6, g6, h7 excluding Knight promotions on f8. The result is an impressive monochromatic AUW Ceriani-Frolkin, that has not yet been shown in purely orthodox classical retro form.

I modified the presentation : the composer submitted it as a board-jigsaw-puzzle, what I considered unneeded as the content was already very rich...

1° HM : B3v – Andrey FROLKIN



8/6p1/5SSR/4QR2/4p2K/1PPPPBP/2pPrPbk/4sBsr

Last 4 single moves? (15+10)

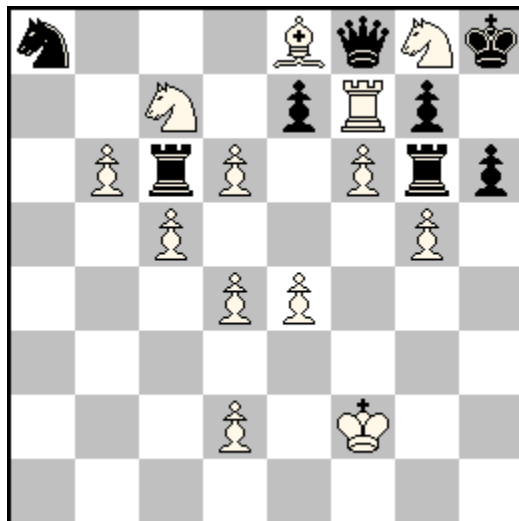
-1.Lf4×Sg3+ Sh5-g3 -2.Lé3×Lf4+ Sg3-h5

then Lf4 to a1; a3-a2-a1=L; a2×Db3; Sg3 to b1; b3-b2-b1=S; b2×Lç3; ç3×Td2

The theme in classical retro form, with the capturing piece not being a Pawn.

The nice point is that -2.Lé3×Pf4+? doesn't work. The promoted Knight cannot reach a1 so it has to unpromote on b1 to unlock the cage and another promoted piece has to be produced to unpromote on a1.

2° HM : B2 – Joaquim CRUSATS



s3BqSk/2S1pRp1/1PrP1Prp/2P3P1/3PP3/8/3P1K2/8

-9 & †1 Proca Retractor (6+4)

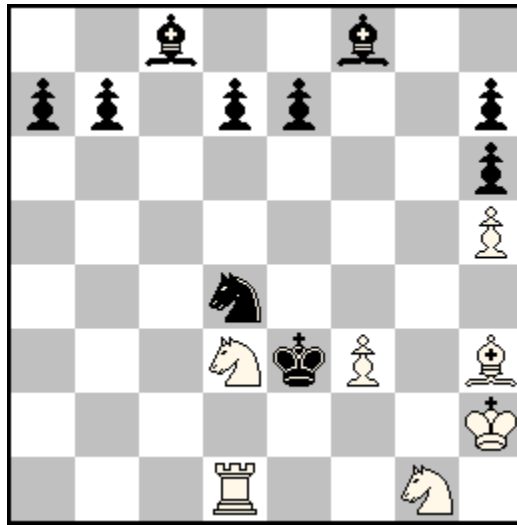
Main plan : -1...h7-h6 -2.Sh6-g8 & 1. T×f8‡ but -1...Kh7-h8!

Solution :

-1. **é5×Ld6** Kh7-h8 -2. **f4×Lé5** Kh8-h7 -3. **g3×Lf4** Kh7-h8 -4. **h2×Lg3** Lh4×(D/T/L)g3+ (first occurrence of this position) -5. Kg1-f2 Kh8-h7 -6. Kf2-g1 Kh7-h8 (second occurrence) -7. Kg1-f2 Kh8-h7 -8. Kf2-g1 and now -8...Kh8-h7 ? is illegal because of triple repetition of the position so : -8...h7-h6 (only legal move) -9. Sh6-g8 & 1.T×f8‡

4 promoted black Bishops captured by white Pawn (black Pawn é7 and g7 ensure that the Bishops are promoted). The motivation is that the uncaptured pieces must be restricted and not provide unwanted moves. I was not so convinced by the result, with lengthy finale after the thematic retroplay.

Com : B4v – Igor VERESCHAGIN & Andrey FROLKIN
dedicated to Mario RICHTER



2b2b2/pp1pp2p/3s3p/7P/8/3SkP1B/7K/3Q4
-2 & s‡1 Help Retractor (7+10)

With a selfmate goal, White is to retract first :

-1. **Kg3×Th2!** g7×Sh6 -2. **Kh4×Tg3** & 1.Nf5+ N×f5‡

Black Pawns and Bishops ensures that the 2 Rooks uncaptured by white King are promoted ones.

A nice puzzle, but 7 black pieces are added artificially to fulfill the thematic requirement.