

## Dom Springaren fantasi 2009

Not: Domarna sände sin text redan 2016, men den måste ha försvunnit i ett svart hål på redaktionen. Bättre sent än aldrig publiceras den här.

65 problems competed in this *fantasi* section of Springaren 2009 originals. In fact this section is a farrago of all problems which are not orthodox direct mates, selfmates, helpmates or endgame studies. These include all fairy problems, but also all retro problems and even problems that have no fairy or retro element, but have twins with different stipulations and could not be strictly included in one orthodox section (for instance 1207 with twins A) h#2 B) s#2, or 1217 with twins A) #3 and B) Bh1→a8 #4).

Anyway, in order to take into account the wide and wild variety of stipulations, we have split the award in two sections, A. Fairies (57 entries) and B. Retro problems (8 entries).

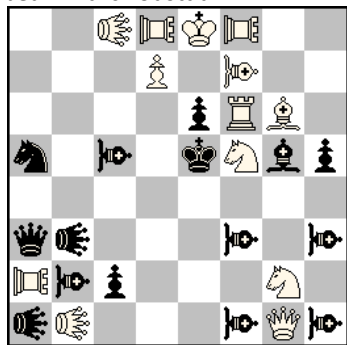
We did not retain in the award problems without fairy or retro elements. We have also discarded problems showing unaesthetical captures of pieces, with repeated moves or lacking sufficient unity.

### Section A. Fairies

Two problems almost made it into the award. 11614 (Henry Tanner & Guy Sobrecases) uses motivations that have already been met in Follow-my-leader problems, but what disturbed us most was the repeated moves. 11778 (Gyorgy Bakcsi) is composed in the pleasant humoristic style of the Hungarian GM, but white sacrifices in UltraSchachZwang were presented better and diagonally in a problem by the same author published in StrateGems.

1 Pr 11698

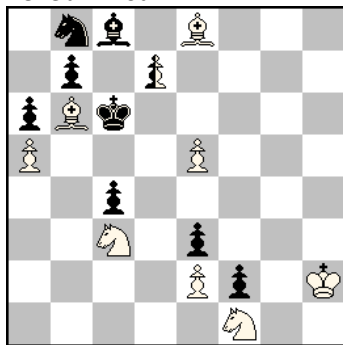
Jean-Marc Loustau



#2 Lejon, T-lejon, L-lejon

2 Pr 11608

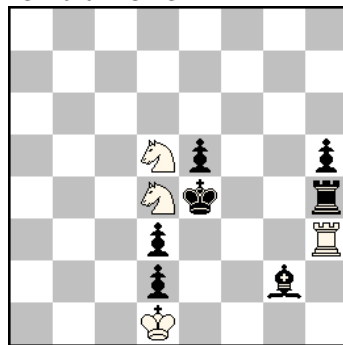
René J Millour



sh#5 \*\* 2 lösn Circe

1 HO 11617

Lennart Werner



sh#7 B: vLh3

### 1<sup>st</sup> Prize – 11698. Jean-Marc Loustau

Here we can see a very convincing presentation of a 4<sup>th</sup> degree white correction. Any random move of wSf5 will threaten 2.Rxe6#, but Black can directly parry the threat with 1...Sc4! The first correction 1.Se7!? creates a hurdle for bBc5, hence the first refutation 1...BLxf6! [2.Lb5#?? BLxf8!!] The second correction 1.Sd6!? maintains the first weakness and creates another one – the loss of guard over d4, hence the second refutation 1...Lle1! [2.Qd4#?? Kxd4!!] The third correction 1.Sd4!!!! maintains both weaknesses and creates another one – providing black a control over e3, hence the third refutation 1...Bxf6! [2.Qe3#?? BLxe3!!] Only the fourth correction 1.Se3!!!! which accumulates all previous

weaknesses will work. Of course, the author counts the random move as being already a first degree, an opinion with which we tend to disagree, as there is actually no white damage created by the key. In spite of the theoretical debate, which must remain of secondary importance, this splendid composition fully deserves top honors. We don't think the unused wLb1 in the real play is a blemish.

1.- exf5 2.Txf5#

1.Sf~? (2.Txe6#) 1.- LLxf6 2.Llb5#, 1.- Lle1 2.Dd4#, 1.- Lxf6 2.De3#

men 1.- Sc4! (2.Txe6+? Llx6!)

1.Se7!?! (parerar Sc4 men ger LLc5 en bock) 1.- Sc4 2.Sc6#

men 1.- LLxf6! (2.Llb5? LLxf8!)

1.Sd6!?! (parerar Sc4, upprepar blottan att ge Llc5 en bock, kompenserar genom att ställa en bock på b8-e5, men stoppar Dd4# genom att avskära d8-d4)

1.- Sc4 2.Sxc4#, 1.- LLxf6 2.Llb8# (1.- Llx7 2.Sxf7#)

men 1.- Lle1! (2.Dd4+? Kxd4!)

1.Sd4!?! (parerar Sc4, upprepar blottan att ge Llc5 en bock, kompenserar genom att hindra LLxf6, hindrar Dd4#, kompenserar genom att ställa en bock på c3-e5, men stoppar De3# genom att ställa en bock på c5-e3) 1.- Sc4 2.Sc6#, 1.- LLxf6? omöjligt, 1.- Lle1 2.Llc3#

men 1.- Lxf6! (2.De3+? LLxe3!)

1.Se3!!!! (parerar Sc4, upprepar blottan att ge Llc5 en bock, kompenserar genom att ställa en bock på e2-e5, hindrar Dd4#, kompenserar genom att avskära e1-e6, hindrar De3#, kompenserar genom att avskära b3-g3)

1.- Sc4 2.Sxc4#, 1.- LLxf6 2.Tle2#, 1.- Lle1 2.Txe6# (=hotet), 1.- Lxf6 2.Dh2#

## 2<sup>nd</sup> Prize – 11608. René J. Millour

When Chris Feather initiated the theme of neutral pawn double promotion in serial help-mates, he would have been probably surprised to learn the theme can be doubled! Although the first composer to achieve this result, Gerard Bouma in the 1<sup>st</sup> Prize from Problem Paradise 1<sup>st</sup> Thematic Tournament, used also Circe, his problem employed twins. Moreover, René realized the double rendition without twins and employing a very high density of Circe effects. This impressive task shows also a neat dual avoidance. An outstanding composition, where the neutral pawn is the fulcrum of each phase.

1.- dxc8nD# (1.- dxc8=nT? nTxe8!) 1.- d8=nS#

1.Lxd7(nBd2) 2.d1=nD 3.nDxf1(Sb1) 4.nDd1! (nDh3+?) 5.Lxe8(Lf1), Lg2# (2 d1=nT? .. 6.nTd5!)

1.Sxd7(nBd2) 2.d1=nS 3.nSxc3(Sg1) 4.fxg1=T (fxg1=D+?) 5.Txf1(Sb1), Sxc3(nSb8)#

## 1<sup>st</sup> Honorable Mention – 11617. Lennart Werner

This would have definitely won a prize. However, Lennart's own previous ser-h#7, showing much of the same thematic (9474 Springaren 03/2000), hindered a higher classification. We can't speak about self-anticipation, because in 11617 we have self-blocks cleverly engineered by both bR and bB. The twinning is subtle and enforces the already impressive orthogonal-diagonal correspondence play.

a: 1.Kxd5 2.Te4 3.Te3 4.Ke4 5.Kf4 6.Ld5 7.Ke4, Th4#

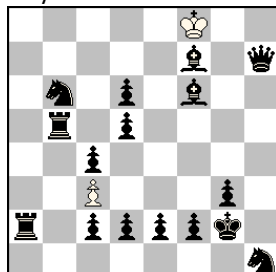
b: 1.Kxd4 2.Le4 3.Lf5 4.Ke4 5.Kf3 6.Td4 7.Ke4, Lg2#

## 2<sup>nd</sup> Honorable Mention – 11609. Guy Sobrecases

This is a typical solver problem, which we warmly recommend for enjoyment. The Lortap tricks in this serial direct composition produce a very good impression, especially the line openings and closings by the white Rook that justify the move order. We particularly like the interesting specific finale, with direct contact between Kings.

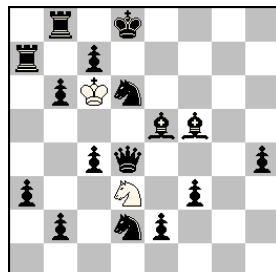
1.Ke8 2.Kd7 .. 4.Kxb5 5.Kxb6 6.Kb5 7.Kxc4 8.Kb3 .. 10.c5 11.cxd6 .. 13.d8=T! 14.Txd5 15.Tf5  
 Opens the f7-a2 line to patrol the bRa2 by the bBf7, allowing the capture of the bPc2 by the wK;  
 closes the bQ h7-c2 line (förf.) 16.Kxc2 17.Kxd2 18.Kxe2 (18.Tf2+?) 19.Txf2 20.Tf1 (20.Kf3??  
 illegal självschack) 21.Kf3 (22.Txh1?? illegalt i Lortap) 22.Txh1#

2 HO 11609  
 Guy Sobrecases



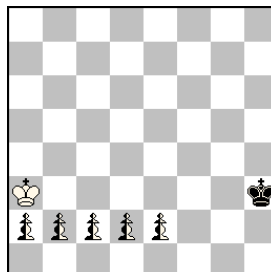
ser- #22 Lortap

3 HO 11781  
 David Durham



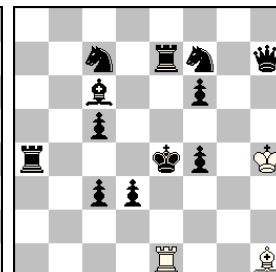
h=15 Circe

1 Omn 11615  
 Andreas Thoma



h#4 AntiCirce  
 Svart måste schacka

2 Omn 11787  
 Abdelaziz Onkoud



h#2 2 lösn  
 Provokatörer

### 3<sup>rd</sup> Honorable Mention – 11781. David Durham

A difficult task: achieving a stalemate position under Circe rules with all black pieces present on the board. Although the idea is not new (see Eeltje Visserman, feenschach 1974 and Manfred Seidel, Schach-Echo 1984), it is for the first time that it is shown with white minimal and using wS as thematic piece. It is equally appealing that the wS gets captured twice during the solution and is reborn on two different fields.

1.Tab7 Sxb2 2.Ke7 Sxc4 3.Tf8 Sxe5 4.Tf7 Sxf3 5.Th7 Sxh4 6.Txh4(Sg1) Sxe2 7.Kd8 Sxd4 8.Kc8 Sxf5 9.Kb8 Sxd6 10.b5 Sxb5 11.Txb5(Šb1) Sxd2 12.Ka8 Kxc7 13.Tc4 Sxc4 14.Ka7 Sxa3 15.Ka8 Sxb5=

### 1<sup>st</sup> Commendation – 11615. Andreas Thoma

This innocent looking composition is actually a pearl rendering for the first time a neutral AUW in UltraSchachZwang. The whole sequence is complimented by a superb nQ corner-to-corner move and AntiCirce effects. By far, the best miniature from the tournament!

Interestingly, only older versions of Popeye (up to 4.62) can solve this problem. Composers are advised not to use more recent versions of the software to check their UltraSchachZwang problems.

1.b1=nS+ Ka4 2.cxb1=nT>a8+ nTg8 3.a1=nD+ nDh8+ 4.d1=nL+ (parerar vits schack genom att nD inte längre kan återfödas på d1) nLxe2>f1# (matt genom dubbelschack)

### 2<sup>nd</sup> Commendation – 11787. Abdelaziz Onkoud

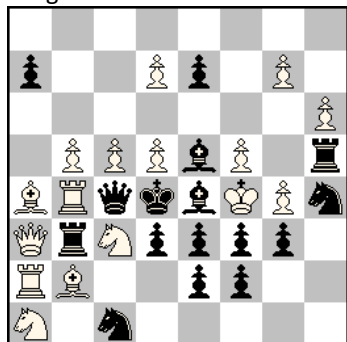
In spite of certain resemblance with the commendation received by the same author in the France-Echecs Christmas tournament, we appreciated as original the paradoxical annihilation of black pieces (AntiZiel element), hence the double motivation of black second moves. As a simple matter of taste, we would have preferred, though, only the specific Provocation motivation (e.g. the guard of wR / wB) to be present.

1.Kf5 Tx e7 2.Sd5 Le4#  
 1.Kd4 Lxc6 2.Se5 Te4#

## Section B. Retro

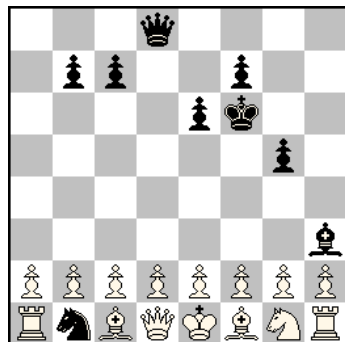
The retro section offered a varied selection of retro genres: classical retro with Circe condition, orthodox and fairy proof games as well as fairy Proca Retractor. Their level was also quite satisfactory, since almost all of them were worthy of a distinction.

Pr 11788  
Dragan Petrović



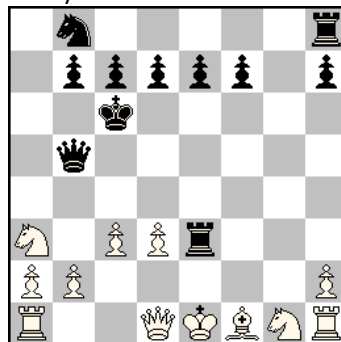
Lös upp ställningen Circe

1 HO 11783  
Unto Heinonen



Bevisparti i 12

2 HO 11782  
Henryk Grudzinski



Bevisparti i 13,5  
Take & Make Provokatörer

### Prize – 11788. Dragan Petrović

The resolution of almost blocked positions in Circe can offer surprising moments. After the introduction, both wS and bB gets relocated to h5, respectively c3. In order to release the pinned black officer a long sequence is required in which the white Knight gets captured several times. The whole shuffle gets to the culminating point after 35 moves, when the pinned black Bishop uncaptures the white Knight, which in turn uncaptures a black pawn. This very intricate composition, typical for the imposing style of the composer, clearly deserves the top honors.

1.– Lf6-e5 2.g6-g7 Lg7-f6 3.d6-d7 Lf8-g7 4.Sb1xLc3(Lf8) Tg5xSh5(Sb1) 5.Sf6-h5 (The wS is out of the cage. If we succeed to shift the Pe7 to g7 the position will be opened by hxPg6 and g7. This transport requires the uncaptures of the wS on e6 and f6. The core of the problem is the uncapture on e6, ie to enable the arrival of the wS on b1 again) Th5-g5 6.Sd7-f6 Tg5-h5 7.Se5-d7 Th5-g5 8.Sf7xBc5(Be7) e6-e5+ .. 11.Sa5-b7 Tg5-h5 12.Sb7xBa5(Ba7) Th5-g5 .. 14.Sf7-d8 Th5-g5 15.Sg5-f7 (The wS disposed of the bPP but after 15.– a6 16.Sh3 Rg5 17.Sg1 BxSc3 we have troubles. Yes, at that moment the aP should be on c7 and after Sb1xPc3(Pc7) the wS just helped to replace the Bc3 with the bP!! Therefore:) e7-e6! 16.Sh3-g5 Tg5-h5 17.Sg1-h3 b6xSa5(Sg1) .. 21.Se5-f7 Tg5-h5 22.Sd7,f7xBc5(Be7) e7-e5+! 23.Se5-d7,f7 Th5-g5 24.Sf7xBc5 e6-e5+ 25.Sg5-f7 e7-e5 26.Sh3-g5 Tg5-h5 27.Sg1-h3 c7xSb6(Sg1) (Once more to g1 to set the Bc3 free and to arrive to b1) .. 29.Se5-d7 Tg5-h5 30 Sd7,f7xBc5 e7-e5+ 31.Se5-d7,f7 Th5-g5 32.Sf7xBc5 e6-e5+ 33.Sg5-f7 e7-e6 34.Sh3-g5 Tg5-h5 35.Sg1-h3 Ld2xSc3(Sg1)! 36.Sb1xBc3(Bc7) Le1-d2 37.Sd2-b1 Th5-g5 38.Sb1-d2 Tg5xSh5(Sb1) (The wS is free again. From now on it is easy) 41.Se5-d7 Th5-g5 42.Sf7xBc5 e6-e5+ 43.Sg5-f7 Ld2-e1 44.Sh3-g5 Tg5-h5 45.Sg1-h3 Le1xSd2(Sg1) 46.Sb1-d2 f7xSe6(Sb1) 47.Sc7-e6+ Th5-g5 .. 49.Sf6-e8 Th5-g5 50 Sh7xBf6(Bf7) Ld2-e1 51.Sg5-h7 Le1-d2 52.Sh3-g5 Tg5-h5 53.Sg1-h3 g7xSf6(Sg1) 54.h5xBg6(Bg7) g7-g6 etc.

### 1<sup>st</sup> Honorable Mention – 11783. Unto Heinonen

After a long merry-go-round, the white Knight gets captured on its initial square. There are several close tries failing to lack of white tempo. Although the area covered by the

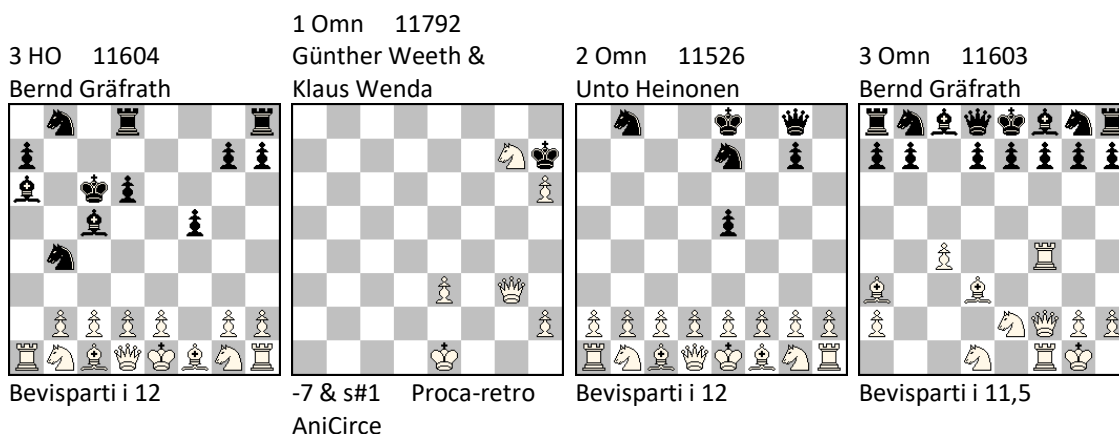
white piece circuit is not maximal, this homebase proof game will stick in the memory for the impressive just-in-time active sacrifices of black Rooks.

1.Sc3 Sf6 2.Se4 Sd5 3.Sg5 Sc3 4.Sxh7 g5 5.Sxf8 Th6 6.Sxd7 Tc6 7.Sxb8 Lh3 8.Sxc6 e6 9.Sxa7 Ke7 10.Sb5 Ta3 11.Sxa3 Kf6 12.Sb1 Sxb1

## 2<sup>nd</sup> Honorable Mention – 11782. Henryk Grudzinski

A real bag of tricks, displaying both originality and fantasy! Two Ceriani-Frolkin promotions and one Pronkin promotion are shown in less than 12 moves, thanks to several Take&Make accelerated moves. One can only regret the Provocation Chess effects are less spectacular, they are nonetheless essential in the whole play. Let's hope this proof game will remain sound.

1.c3 d6 2.Da4 (*inte schack pga provokatörer-regeln*) Lh3 3.Dd7+ Dxd7-b5 4.gxh3-c8=S Kd7 (*observerar Sc8*) 5.Sxa7-a6 Kc6 6.Sc5 Ta4 7.d3 Te4 8.Lf4 (*observerar d6*) dxc5-d7 Ceriani-Frolkin 9.Lh6 (*observerar g7*) gxh6-c1=L 10.Sa3 Le3 (*observerar f2*) 11.fxe3-h6 Ceriani-Frolkin Lg7 12.hxg7-f8=D Sh6 13.Dxh6-g4 (*observerar e4*) Txe2-e3 (*inte schack*) 14.Dd1 Pronkin



## 3<sup>rd</sup> Honorable Mention – 11604. Bernd Gräfrath

The mixture of a Schnoebelen promotion and a Donati promotion is very appealing and hopefully original. In accordance with the neo-German logical school canons, the presentation is clear-cut, without any additional motives obscuring the main theme.

1.f4 Sf6 2.f5 Sd5 3.f6 Sb4 4.fxe7 f5 5.exd8=L Lc5 6.a4 d6 7.a5 Kd7 8.a6 Kc6 9.axb7 Sd7 10.b8=L La6 11.Lbxc7 Taxd8 12.Lb8 Sxb8

## 1<sup>st</sup> Commendation – 11792. Günther Weeth & Klaus Wenda

The forward stipulation #1 in a Rex Solus presentation raises a smile. This miniature is the most economical rendering of a draw pendulum with quiet moves we have ever seen. With the exception of the introduction, all the play is based on black zugzwang. Subtle and intriguing!

1.Ke1xLf2(Ke1) Lg1-f2+ 2.Kf8xTg8(Ke1) Kh8-h7+ (*enda sättet att förklara schacken från sT*) 3.Dg2-g3 (*annars har svart g2-g1=L*) Lf2-g1 4.Dg3-g2 Lg1-f2 (*svart undviker Le1-f2 i det längsta*) 5.Dg2-g3 Lf2-g1 6.Dg3-g2 Le1-f2! (*återtaget Lg1-f2 skulle innebära att samma ställning förekommit tre gånger i rad = automatisk remi*) 7.Dg6-g3 & framåt 1.Dh7+ Kxg7(Ke8)#, vK kan inte slå sK eftersom e1 är besatt. 1.- Kxh7(Ke8)?? är illegalt pga Sg7.

## 2<sup>nd</sup> Commendation – 11526. Unto Heinonen

Another merry-go-round of wSb1, ending with white homebase after capturing ten black pieces. This massacre proof game finds its place in the award, due to the black King's switchback.

1.Sc3 d5 2.Sxd5 f6 3.Sxf6+ Kf7 4.Sxh7 Le6 5.Sxf8 Th5 6.Sxe6 Tb5 7.Sxc7 e5 8.Sxb5 Se7 9.Sxa7 b5 10.Sxb5 Ta3 11.Sxa3 Dg8 12.Sb1 Ke8

## 3<sup>rd</sup> Commendation – 11603. Bernd Gräfrath

The triple switchback of a promoted officer on its promotion square (Donati theme) – is this a task rendering? The lack of interplay hinders a higher classification.

1.e3 c5 2.Ld3 c4 3.Se2 c3 4.0-0 cxd2 5.De1 d1=S 6.c4 Sxf2 7.Sbc3 Sd1 8.Tf4 Sxb2 9.Df2 Sd1 10.La3 Sxe3 11.Tf1 Sd1 12.Sxd1

Cluj-Napoca & Bucharest, April 2016

Vlaicu Crisan & Eric Huber

**AntiCirce:** vid slag återföds den *slående* pjäsen (inklusive K) obligatoriskt enligt vanliga Circe-regler.

**Lejon, T-lejon, L-lejon:** ett lejon (*Lion*) går på damlinjer men hoppar alltid över den första pjäsen den träffar på och landar på någon av rutorna bakom. T-lejon och L-lejon gör detsamma men bara på torn- respektive löpar-linjer.

**Lortap (Elliuortap):** garderade pjäser kan inte slå och schacka.

**-n & s#1 Proca-retro** innebär att båda sidor tar tillbaka legala drag tills någon direkt efter ett återtag kan göra s#1 i vanligt framåttspel. Den som tar tillbaka bestämmer själv om någon pjäs blev slagen och i så fall vilken.

**Provokatörer:** en pjäs slå och schacka bara om den är observerad av en pjäs av motsatt färg.

**Take&Make:** den som slår måste omedelbart göra ett icke slående drag med den slagngångart (och gångriktning, om en B har slagits). Kan man inte det så är slaget illegalt.

---

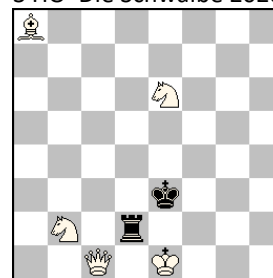
**WFCC-kongressen 2024** kommer att hållas i Jurmala i Lettland, **27 juli – 3 augusti**. Med Julia Vysotska som huvudorganisateur kan vi se fram emot en fin kongress i gammal god stil, med invigningsparty, utflykt, slutbankett och annat som ibland har fallerat på senare år. Plus en lååång sandstrand! En inbjudan kommer säkert i början av året.

## Inte så alldagligt

Denna självmattniatur bjuder på ovanligt spännande spel. Huvudpoängen ser man inte i diagrammet: Sb2 måste till d5, och därför måste La8 dra antikritiskt till h1! Dessutom dansar vit D och svart T trekvarts varv runt granen = svart K.

1.Sa4 Kd3 2.Sac5+ Ke3 3.Sa6 Kd3 4.Sb4+ Ke3 5.Dc5+ Td4 6.Dg5+ Tf4 7.Kd1! Kf2 8.Dg2+ Ke3 9.Dg1+ Tf2 10.Dg5+ Tf4 11.Lh1! Kf2 12.Dg2+ Ke3 13.Sd5+ Kd3 14.Df1+ Txf1#

Hartmut Brozus v,  
3 HO Die Schwalbe 2020



s#14

C+