

## Award of Murfatlar tourney WCCC Vilnius 2019

**Theme:** Proof games with Duelist and, eventually, with another fairy condition (without fairy units). 25 PGs was received and one was demolished.

The tourney attracted many consecrated PG composers, but was a surprise for me to receive problems from newcomers in this field: Ralf Kratscmer, Pierre Tritten, Luis Miguel Martin, Boris Shorokhov, Ralf Kohring. Duelist chess is a condition whose strategy is to make many exchanges of duelist unit. We have simple maneuvers like the capture, checking the King, blocking a Pawn. But it is much appreciated “tricks” like stalemating the King or pinning the duelist. If the duelist condition is used only in order to eliminate cooks, then such proof games aren't enough good, i.m.o. The level of the tournament was very high and it gave me a lot of pleasure. I congratulate all the participants for their contribution.

My ranking is presented from Commendations to Prizes.

**Comm – Luis Miguel Martin:** Typical maneuvers by black Bishop, in order to change the duelist. However, the moves are too mechanical.

1.Sf3 g5 2.Sh4 gxh4 3.h3 f5 4.f3 f4 5.Kf2 Bg7 6.Kg1 Bd4+ 7.Kh2 Bf2 8.e3 Bg3+ 9.Kg1 Be1 10.Kh2 Bf2 11.Bd3 Be1 12.Bf5 Bg3+ 13.Kg1 Be1 14.Kh2 Bf2 15.d3 Bg3+ 16.Kg1 Be1 17.Kh2 Bf2 18.Bd2 Be1 19.Bc3 Bf2 20.Bg7 Bg3+ 21.Kg1 Be1 22.Kh2 Bf2 23.Qd2 Be1 24.Qc3 Bf2 25.Qf6 Bg3+ 26.Kg1 Be1 27.Kh2 Bf2 28.Sc3 Bg1+ 29.Raxg1 Sh6 30.Rf1 Sg4+ 31.Kg1 Sh6 32.Kf2 Sg8 33.Ke1 .

**Comm – V. Crisan & E. Huber:** Cute promotions in a very elegant form. Here, the condition is used only to eliminate alternative solutions.

1.d4 g5 2.d5 g4 3.d6 g3 4.dxc7=Q gxf2=S 5.Qd6 Sxd1 6.Qxd1  
1.f4 c5 2.f5 c4 3.f6 c3 4.fxg7=Q cxd2=R 5.Qd4 Rxd1+ 6.Qxd1 (Jacobi+)

**Comm – B. Gräfrath:** Black S Phoenix and 2 x S Anti-Pronkin (one of them is captured). Bernd is a promoter of this condition.

1.g4 c5 2.g5 c4 3.g6 c3 4.gxh7 cxb2 5.hxg8=S bxa1=S 6.Sf6+ gxf6 7.Sh3 f5 8.Sf4 Qa5 9.Sd5 Qxd2+ 10.Sxd2 Bh6 11.Se4 Bxc1 12.S(e)f6+ Kf8 13.Sg8 Kxg8 14.Sxe7+ Kh7 15.Sg8. (Jacobi+)

Luis Miguel Martín

Comm



PG 32.5 Duelist

15+15

V. Crisan & E. Huber

Comm



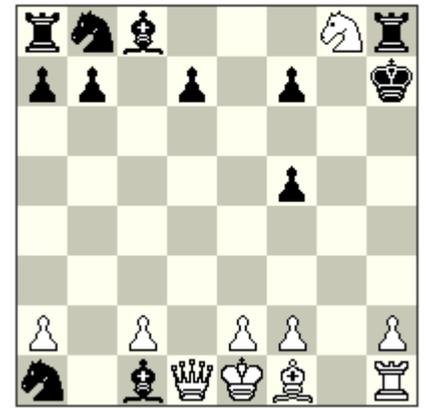
PG 5.5 Duelist & Glasgow

14+14

2solutions

Bernd Gräfrath

Comm



PG 14.5 Duelist

10+12

**Comm – F. Labelle:** White makes only pawn moves. This problem reminds me the attempts to make Pawn hesitations, Die Schwalbe 2008.

1.g3 Sc6 2.g4 Se5 3.g5 Sg6 4.e4 Sf4 5.e5 Se6 6.c4 Sd4 7.c5 Sc6 8.a4 Sa5 9.b4 Sc4 10.b5 Sb6 11.d4 Sc4 12.d5 Sd6 13.f4 Se4 14.f5 Sf6 15.h4 Sg4 16.h5 Sh6 17.a5.

**Comm – B. Shorokhov:** bS circuit in 2 phases.

1.Sf3 Sc6 2.Se5 Sxe5 3.g4 Sxg4 4.e3! Sxf2 5.e4 Sxe4 6.c3! Sxd2 7.c4 Sxc4 8.a3! Sxb2 9.a4 Sxa4 10.Rg1 Sc5 11.Rg2 Sa6 12.Ra2 Sb8.

1.f4 Sh6 2.f5 Sxf5 3.g3 Sxg3 4.d3! Sxe2 5.d4 Sxd4 6.Se2 Sxe2 7.c3 Sxc3 8.b3! Sxa2 9.b4 Sxb4 10.Rg1 Sd5 11.Rg2 Sf6 12.Ra2 Sg8.

**5<sup>th</sup> HM – F. Labelle:** *Swapping of Knights. There are predecessors that are either capture-free or ending with an initial game array, but for the first time we have both properties. The NoCapture condition is used to trap and untrap the duelist knights. Tempo Pe2. [author]*

1.e3 Sc6 2.e4 Se5 3.f4 Sg4 4.f5 Sf6 5.h4 Sg4 6.h5 Sh6 7.g4 Sf6 8.g5 Sd5 9.g6 Sc3 10.Ba6 Sb5 11.d3 Sd4 12.Qd2 Sc6 13.Qc3 Sb8 14.Qc6 Sg8 15.Qe6.

**3<sup>rd</sup> - 4<sup>th</sup> HM ex-aequo – Rolf Kohring/N. Dupont:** Valladao + B. Anti Pronkin / Valladao + Q Schnoebelen.

(R. Kohring): 1. e4 e6 2. e5 h5 3. h3 h4 4. d4 d5 5. exd6 ep. Be7 6. dxe7 Sh6 7. exd8=B Sf5 8. Bxh4 Sxh4 9. Bf4 Sf3+ 10. gxf3 0-0 11. Bg5 Kh8 12. Bd8.

(N. Dupont – dedicated to B. Gräfrath): 1.d4 d5 2.g4 Sd7 3.g5 Sf6 4.gxf6 Kd7 5.fxe7 Kd6 6.e8=Q Qxe8 7.f3 Qxe2+ 8.Sxe2 g5 9.Sf4 gxf4 10.Bc4 dxc4 11.c3 b5 12.b4 cxb3 e.p. 13.O-O.

*Under the same condition, Bernd shows the Valladao theme and a Schnoebelen Queen in distinct entries (1763 Mat Plus 2010 and 14379 Die Schwalbe 2010). Here those 2 features are unified in a single PG.*

*Checked by Jacobi. [author]*

Francois Labelle

Comm

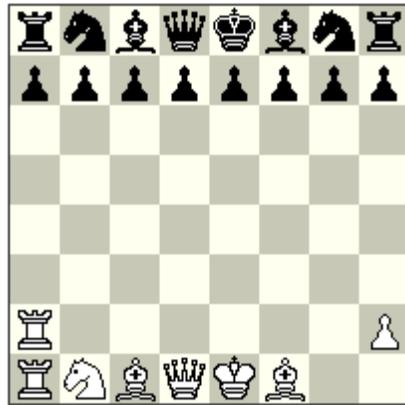


PG 16.5 Duelist

16+16

Boris Shorokhov

Comm



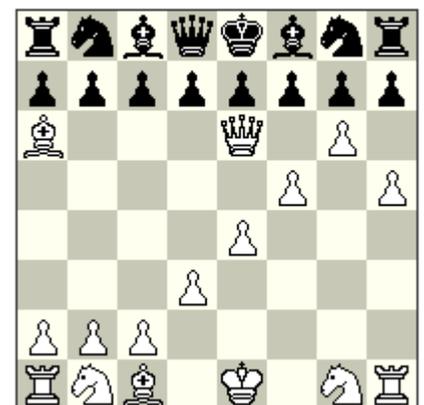
PG 12 Duelist

8+16

2solutions

Francois Labelle

5th HM



PG 14.5 Duelist

16+16

No capture

## Rolf Kohring

3rd - 4th HM ex-aequo



PG 11.5 Duelist

15+11

## Nicolas Dupont

3rd - 4th HM ex-aequo

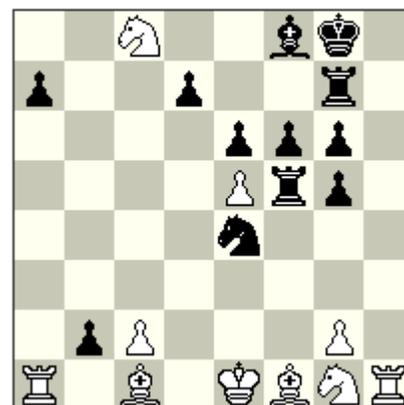


PG 12.5 Duelist

11+13

## Kostas Prentos

2nd HM



PG 23.5 Duelist

10+12

**2<sup>nd</sup> HM – K. Prentos:** Three S Schnoebelen are complemented by a S Anti Pronkin. A magnificent task.

1.e4 e6 2.e5 g5 3.Qg4 f6 4.Qh5+ Ke7 5.Qg6 hxc6 6.a4 c5 7.a5 c4 8.a6 c3 9.axb7 cxb2 10.bxc8=S+ Qxc8 11.d4 Qc5 12.dxc5 Sa6 13.c6 Sc5 14.c7 Se4 15.c8=S+ Rxc8 16.h4 Rc3 17.h5 Rf3 18.h6 Rxf2 19.h7 Rf5 20.hxc8=S+ Rxc8 21.Sc3 Rg7 22.Sd5+ Kf7 23.Sb6 Kg8 24.Sc8 .

**1<sup>st</sup> HM – K. Prentos:** The imaginative author had the idea to increase the number of S Schnoebelen using a second condition. Jacobi + in about 28 hours.

1.d4 f5 2.d5 f4 3.d6 f3 4.dxc7=S+ Qxc7 5.h4 Qc4 6.h5 Qxa2 7.h6 Qd5 8.hxc7=S+ Bxc7 9.Ra2 Bc3+ 10.Sxc3 fxc2=S+ 11.Bxc2 b5 12.Be4 b4 13.Bd3 b3 14.Bc4 bxc2=S+ 15.Qxc2.

**Special Prize – M. Caillaud:** Yes, you read it right: 45 moves are necessary for this PG. The French master shows a repeated maneuver by wKing/bKnight in order to obtain stalemated positions of white King. The play could be boring for some people, but the author must be appreciated for his attempts to create the good order of white moves.

1.Sf3 b6 2.Se5 b5 3.Sc4 bxc4 4.Sc3 d6 5.Sb5 d5 6.Sd4 f6 7.Sf5 Sh6 8.Sd6+ cxd6 9.g3 Sg4 10.Bg2 Se5 11.Bf3 Sd3+ 12.Kf1 Se5 13.Kg2 Sg4 14.Kg1 Se3 15.b4 Sg2 16.b5 Sf4 17.b6 Sh3+ 18.Kg2 Sf4+ 19.Kf1 Sg2 20.Kg1 Se3 21.Rb1 Sg2 22.Rb4 Sf4 23.Ra4! Sh3+ 24.Kg2 Sf4+ 25.Kf1 Sg2 26.Kg1 Se3 27.a3 Sg2 28.Bb2 Sf4 29.Ba1 Sh3+ 30.Kg2 Sf4+ 31.Kf1 Sg2 32.Kg1 Se3 33.Qb1 Sg2 34.Qb3 Sf4 35.Qd3 Sh3+ 36.Kg2 Sf4+ 37.Kf1 Sg2 38.Kg1 Se3 39.Rb4 Sg2 40.Rb1 Sf4 41.Rc1 Sh3+ 42.Kg2 Sg5 43.Kf1 Sf7 44.Ke1 Sh6 45.Kd1 Sg8. Circuit of 38 moves by the Knight g8!

## Kostas Prentos

1st HM



PG 14.5 Duelist & Glasgow 11+11

## Michel Caillaud

Special Prize

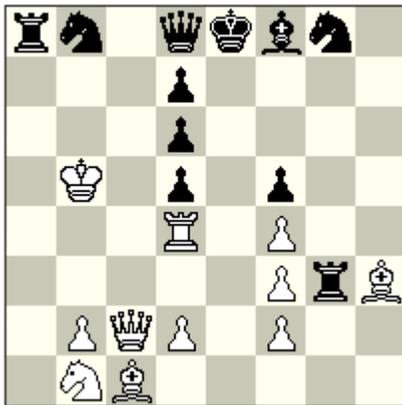


PG 45 Duelist

13+16

## Kostas Prentos

5th Prize

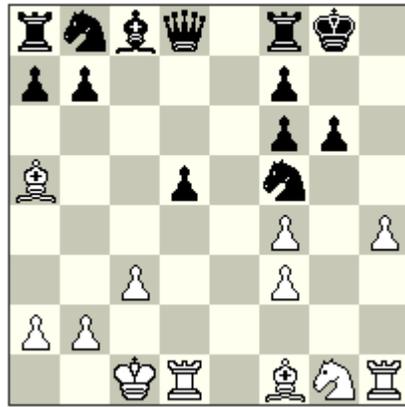


PG 24.5 Duelist

11+11

## Kostas Prentos

4th Prize



PG 15.5 Duelist

12+13

## Michel Caillaud

3rd Prize



PG 23 Duelist

15+14

**5<sup>th</sup> Prize – K. Prentos:** Five S Ceriani-Frolkin in a very outstanding creation. The last capture is possible only after a stalemated position of white King.

1.a4 g5 2.a5 g4 3.a6 g3 4.axb7 gxh2 5.bxc8=S hxg1=S 6.Sd6+ cxd6 7.Ra4 d5 8.Rd4 Sf3+ 9.gxf3 f5 10.f4 h5 11.c4 h4 12.c5 h3 13.c6 h2 14.c7 Rh3 15.c8=S Rg3 16.Sd6+ exd6 17.Rg1 hxg1=S 18.Bh3 Sf3+ 19.exf3 a5 20.Ke2 a4 21.Kd3 a3 22.Kc3 a2 23.Kb4 a1=S 24.Kb5 Sc2 25.Qxc2.

Another try to make S Ceriani-Frolkin was by Mario Parinello, but he achieved only four.

**4<sup>th</sup> Prize – K. Prentos:** An unique PG which shows double Valladao in this tourney. In Duelist Chess, the *en passant* moves are both achieved by specific means: the captured Pawn must play a double step move in order to block the path of an adversary Pawn. Jacobi+ in about 1h30min.

1.g4 g6 2.g5 c5 3.c3 c4 4.h4 h5 5.gxh6 e.p. Bg7 6.hxg7 Sh6 7.g8=S Sf5 8.Sf6+ exf6 9.f4 d5 10.d4 cxd3 e.p. 11.Qc2 dxc2 12.Be3 cxb1=S 13.Bb6 Sd2 14.Ba5 Sf3+ 15.exf3 O-O 16.O-O-O.

**3<sup>rd</sup> Prize – M. Caillaud:** A suitable proof game, which make me happy that I chose the Duelist condition for this tournament. The trick is here the systematic maneuver by bQ, in order to create stalemated positions of wK. Moreover, in solution the castling and uncastling occurred.

1.g3 Sc6 2.g4 Se5 3.g5 Sg6 4.Bh3 Sh4 5.Bxd7+ Qxd7 6.d3 Qd4 7.Sh3 Qc3+ 8.Sd2 Qb4 **9.O-O! Qe4** 10.Sb3 **Qg4+** 11.Kh1 **Qg3** 12.Be3 **Qf3+** 13.Kg1 **Qe4** 14.Qd2 **Qg4+** 15.Kh1 **Qg3** 16.Rad1 **Qf3+** 17.Kg1 **Qe4** 18.f3 **Qf4** 19.Sc1 **Qg4+** 20.Kf2 Qg1+ 21.Ke1 Qg2 22.Rh1 Qg3+ 23.hxg3 Sf5.

**1<sup>st</sup> -2<sup>nd</sup> Prize – Dirk Borst:** A tremendous work: Schnoebelen AUW. The author used weeks to verify this problem. I know only two other fairy PGs which achieved Schnoebelen AUW, see the Appendix.

1.g4 g6 2.g5 e5 3.e3 e4 4.Be2 h5 5.Bxh5 gxh5 6.h4 d5 7.g6 d4 8.g7 dxe3 9.gxf8=B! exf2+ 10.Ke2 fxg1=Q! 11.Qxg1 e3 12.Qf2 (tempo) exd2 13.Qxa7 dxc1=R 14.Qe3+ Kd7 15.Qe4 Qxf8 16.Qg4+ hxg4 17.Sd2 g3 18.Sb3 g2 19.Sxc1 g1=S+ 20.Rxg1 Se7.

**1<sup>st</sup> -2<sup>nd</sup> Prize – M. Caillaud:** After such a collection of prizes, what else could impress me? And yes, an exquisit piece of art was realized. I was not able to distinguish between this last two problems. Must read the author's explanation:

*En Madrasi, on dispose d'un mécanisme spécifique pour motiver le changement de duelliste: la paralysie. La position de la Dame b2 s'explique par la sortie du Fou ç1. Le Fou doit rester à l'extérieur pendant que la Dame sort. Il faut un Fou promu qui le paralyse pour expliquer cela!*

*1.g4 f6 2.g5 h5 3.Ch3 h4 4.Cf4 h3 5.Cg2 h×g2 6.h4 g1=F!*

*le Fou paralysant apparaît 7.h5 Fh2 8.h6 Fd6 9.b3 Fb4 10.Fb2 Fa5 11.Fé5 Fç3*

*les Fous sont paralysés ; la Dame peut sortir 12.Dç1 d5 13.Da3 d4 14.Da4+ Dd7*

*les Fous sont dé-paralysés et les Dames paralysées le Fou peut rentrer (en dé-paralysant les Dames au passage pour préparer la fin)*

*15.Fd6 ç6 16.Fç5 Fa5 17.Fa3 Fç3 18.Fç1 Fb2*

*les Fous sont re-paralysés pour que les Dames puissent rejouer*

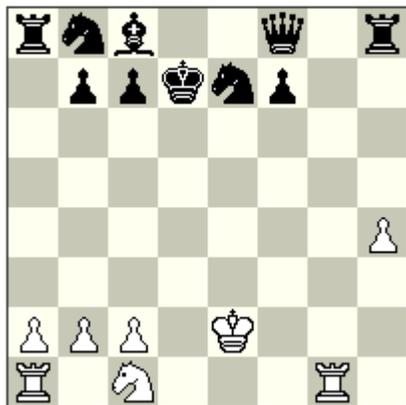
*19.Da3 Dd8 20.D×b2*

*les traces de la manœuvre sont (presque) effacées (capture du Fou Ceriani-Frolkin Prentos)*

*C+ Jacobi en environ 10 jours (!)*

### Dirk Borst

1st-2nd Prize ex-aequo



PG 20 Duelist

8+10

### Michel Caillaud

1st-2nd Prize ex-aequo



PG 19.5 Duelist & Madrasi 15+15

Paul Răican – Vilnius, August 2019

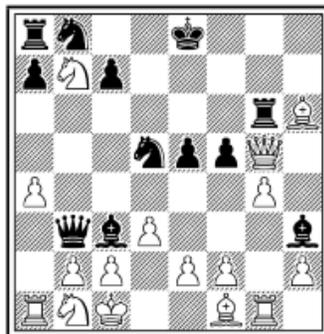
# Appendix

A) Michel Caillaud  
Eric Pichouron  
Eric Huber  
*R203 Problemesis 06/2005*  
1<sup>st</sup> Honourable Mention  
dedicated to Pascal Slechten



SPG in 10.5 (9+15)  
Masand

B) Nicolas Dupont  
*diagrammes 170/2009*



SPG in 13.5 (16+12)  
Cage Circe

## Solutions:

**A)** 1.a4 d5 2.Ra3 d4 3.Rg3 d3 4.Sc3 dxc2 5.d4 Qxd4 6.Bf4 cxd1=Q+[+bPa4,+wQd4, +bPe2] 7.Sxd1 exf1=R+[+bPf2, +bSg1] 8.Kxf1 Sh3 9.Ke2 f1=B+[+bPg2] 10.Rxf1 g1=S+[+wSh3] 11.Qxg1 Schnoebelen qrbs – probably the first AUW-Schnoebelen.

**B)** 1.d3 h6 2.Bxh6(c1=R) g5 (breaking the cage h7 for the Rook) 3.Qxc1 Bg7 4.Qxg5(d1=B) Bc3+ 5.Kxd1 Sf6 6.Sf3 (not playable before, because it creates a cage in g1) Rg8 7.Se5 Rg6 8.Sxd7(g1=Q) (at this stage the promotion can be a Queen, Rook or Bishop) e5 9.Sc5 Bh3 10.g4 (anticipatory destruction of cage h1 for queen) Qd5 11.Rxg1 (demonstrates *a posteriori* that g1 was a Queen, as there is a cage in h1 for the Rook and one in h5 for a Bishop) Qb3 12.Sxb7(c1=S) Sd5 13.a4 (small technical move, not playable before, because it opens the Knight cage) f5 (breaks the cage h8 for the last annihilation) 14.Kxc1. An unbelievable rbqs passive Schnoebelen, with all the promotions and captures performed by White.

## Definitions

**Duelist Chess:** If a side begins playing with piece X, this side must play only with X until it is impossible to make legal moves with X.

**Glasgow chess:** Pawns are promoted on their seventh (white) or second (black) row instead of the eighth or first.

**Madrasi:** Opposing like units other than Kings are paralyzed, when they attack each other. Paralyzed units cannot move, capture or give check (but it retains the function of paralyzing). En passant captures may be made in Madrasi and that is the only way in which one Pawn may capture another.

**Masand:** A piece that directly threatens the opposing King changes the color of all the pieces it controls or attacks (Kings excepted).

**Cage Circe:**

1. Captured pieces are reborn if there is one or more rebirth squares for the captured piece. When there are none, the captured piece is definitively removed from the board. As Kings can not be captured, checks and mates are orthodox.

2. Rebirth squares are called cages. A cage for a given piece is a square such that if the given piece lied on that square, its only legal moves would be captures.

3. When there are more than one cage, the side making the capture chooses the rebirth square from the available cages.

4. Cages are determined after the capture has taken place.

5. White pawns may reborn on the 1st row, from which they can move like ordinary pawns, including making a double step from the second row. Same for black pawns.

6. White pawns may also reborn as promoted pieces on the last row. In such case, the rebirth square must be a cage for the promoted piece, the type of which is choosen by the side making the capture. Same for black pawns.

7. A reborn piece is "brand new"; its move history is lost. For example, a white Rook reborn on h1 retrieves the ability to castle.