

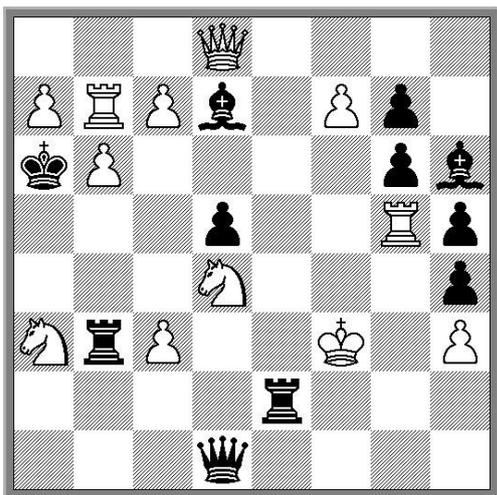
WORLD CHAMPIONSHIP IN COMPOSING FOR INDIVIDUALS
(WCCI) 2016-2018

Section s#
José A. Garzón

Problem 1

José A. Garzón

Pat a Mat, nº 102, December 2017



(12+11)

s#8

3Q4/PRPb1Pp1/kP4pb/3p2Rp/3N3p/NrP2K1P/4r3/3q4

1.a8=R+! Kxb7 2.Ra7+ Kxb6 3.c8=S+ Kc5 4.Rc7+ Bc6

5.Sxb3+ Qxb3 6.f8=B+ Re7 7.Qxd5+ Qxd5+

8.Kf4 (blocus)

8...Qe5#

8...Qf5#

8...Qxg5#

8...Bxg5#

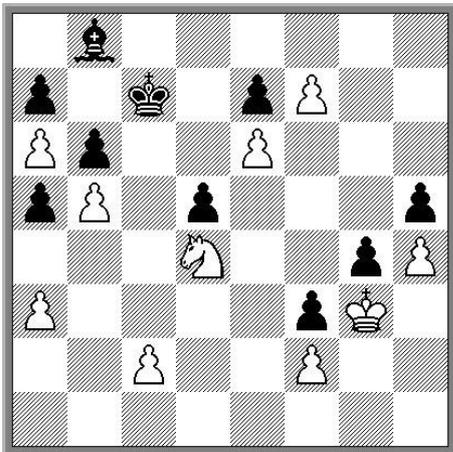
Promotion Key —initial flight square—subpromotion (x3) —self-pin—
pinned pieces (x4) in blocus position (8.Kf4!) —mate on flight square—
Pacioli's mate (x2; =Pelle)—all pieces required in final position

Author's note: The called *Pelle move* — including checkmate with that movement—
appears already in an early collection of modern chess problems (*partitis ala rabiosa*) of
Renaissance mathematician Luca Pacioli (c.1445-1517). Further information:
GARZÓN, José Antonio. «Temas de Historia del Ajedrez: Luca Pacioli, un matemático
ajedrecista del Renacimiento», *Revista Capakhine*, nº 11, octubre de 2017, pp. 38-44.
GARZÓN, José A. Luca Pacioli, padre del movimiento Pelle. «*Sinfonie scacchistiche*»,
131, Gennaio-Marzo, 2018, pp. 217-220.

Problem 2

José A. Garzón

Sinfonie Scacchistiche, nº 131, Gennaio-marzo 2018



(10+10)

s#5

1b6/p1k1pP2/Pp2P3/pP1p3p/3N2pP/P4pK1/2P2P2/8

Pacioli's zipper

(La cremallera de Luca Pacioli)

1.f8=R? a4 2.Rd8 Kxd8#; but 1...Kd6!

1.c3? a4 2.f8=Q Kd6 3.Qf4+ Kc5 4.Qc7+ Bxc7#; 1...Kd6!

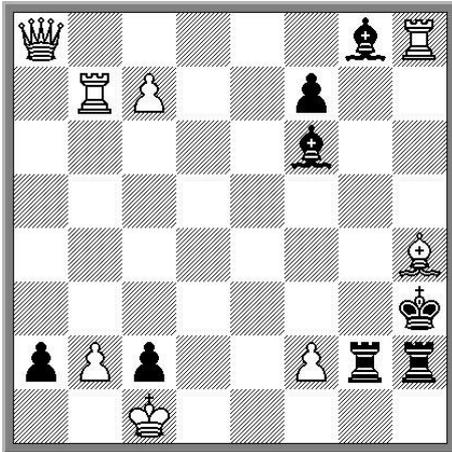
1.f8=Q! Kd6 [1...a4 2.Qd8+ Kxd8#] 2.Qf4+ Rc5 3.Qc7+ Kxd4 4.a4 Ke4
5.Qf4+ Af4#. Cremallera de ida y vuelta (Two-way zipper).

Author's note: see bibliography and comments in problem 1.

Problem 3

José A. Garzón

Pat a Mat, nº 106, September 2017



(8+8) s#5

Q5bR/1RP2p2/5b2/8/7B/7k/pPp2Prr/2K5

1.c8=Q+? Rg4 2.Rb3+ Bc3 3.Bf6+ Bh7 4.Qh1 a1=S!

1.c8=B+ Rg4 2.Rb3+ Bc3 3.Bf6+ Bh7 4.Qh1[zz]

4...a1=B [4...a1=Q/R? #] 5.Ra3 Bxb2#/Rxb1#

4...a1=S 5.Bd7 Sxg3#/Rxb1#

Underpromotion key— underpromotion x3— pinned pieces x4— double zugzwang in the corners (a1/h1) — curious and harmonious initial position

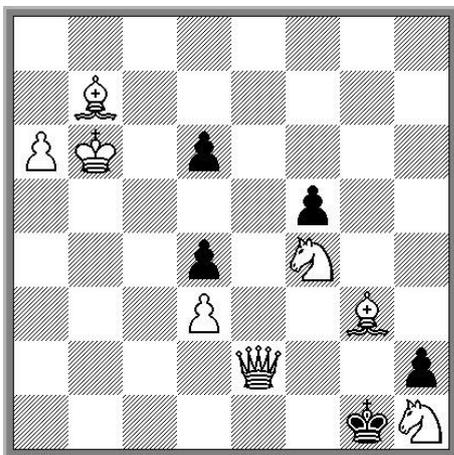
Author's note: the main idea of this problem is made a simultaneous double zugzwang in both corners (a1/h1) after: 4.Qh1! The initial position is curious with the pieces grouped in four islands in the corners, and the files "d" and "e" without pieces. In the final position there are 4 pieces pinned, any in the initial position. In each of four zones of play there is located the white piece (Bc8/Rh8/Rb3/Qh1) that make a pin.

Problem 4

José A. Garzón

Capakhine, nº 6, julio de 2016

Dedicado a Miquel Artigas



(8+5)

s#10

8/1B6/PK1p4/5p2/3p1N2/3P2B1/4Q2p/6kN

Ajedrez del Virrey/Virrey Chess

1.Ka7! d5 2.Sh3+ Kxh1 3.Bb8 f4 4.Qg4 f3 5.Ka8 f2 6.a7 f1=B 7.Qf3
Bg2 8.Qf1+ Bxf1 9.Bxd5+ Bg2 10.Bf3 Bxf3#

Pacioli (Pelle) movement—Ummov deferred

Author's note: The rules of *Virrey Cheds* they were published in my book: *El Ajedrez del Virrey/Virrey Chess* (Valencia, 2015; bilingual edition). Virrey Chess represents a fresh new look into the future of chess. It proposes a reform of its rules, historically founded. Therefore, Virrey Chess is not fairy chess. The rules of *Virrey Chess* are very simple since they are the same as in classical chess, i.e., FIDE's Laws of Chess. There is only one exception, relating to pawn promotion, which is carried out according to the following stipulations:

—Pawn promotion is compulsorily predetermined, the pawn reaching the 8th rank transforming into an identical piece, of the same rank, to the one occupying the same file in the initial array.

—Promotion on the king's file is governed by the same criterion: the pawn is transformed into a piece that has the same move as the king, only not invulnerable, just like any other piece. We call this piece *virrey*. (EK in Popeye).

A piece with the very same movement did already in Arab chess. King Alfonso X the Wise also describes the piece (called *Judge*) in 1283, in a variant of decimal chess.

More information: www.elajedrezdelvirrey.com.