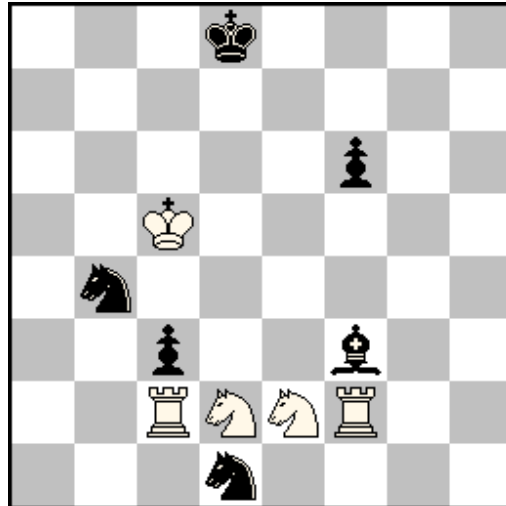


N° 1

Pierre TRITTEN

Julia's Fairies n° 1169 - 2016

5th HM



White : Kc5 Rc2 Rf2 Sd2 Se2
Black : Kd8 Bf3 Sb4 Sd1 Pf6 Pc3

h‡2 (5+6) C+ WinChloé
4.1.1.1
Antircé couscous Cheylan

Solution :

1.c×d2(Sg1) R×f3(Rc8)+ 2.K×c8(Kh1) Sg3‡
1.B×e2(Bb1) R×c3(Rc7) 2..K×c7(Ka1) Sb3‡
1.S×c2(Sh1) S×c3(Sc7) 2.K×c7(Kg1) Rg2‡
1.S×f2(Sa1) S×f3(Sc8) 2.K×c8(Kb1) Rb2‡

- Fourfold cyclic Zilahi
- Cyclic interchange of function between white pieces Sd2, Se2, Rc2, Rf2 (passive sacrifice for self-blocking black piece / specific sacrifice for black King / passive anticipatory guard / mate)
- Chameleon echo model mates

Antircé couscous Cheylan : the capturing piece reappears on the Circe rebirth square of the captured one. If this square is occupied, the capture is forbidden. Captures on rebirth squares are not allowed.

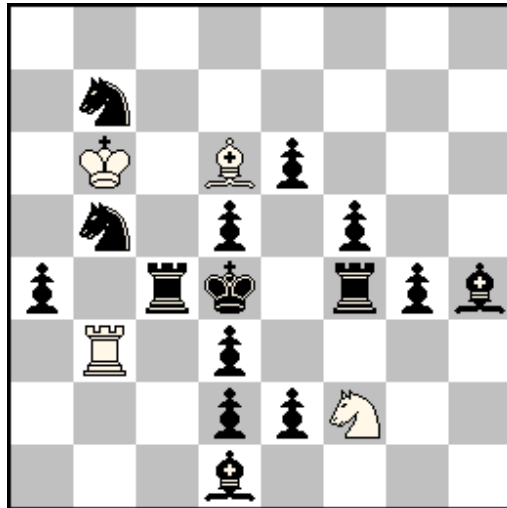
N° 2

Pierre TRITTEN

'Le manège enchanté'

Problem Paradise F840 (07/2017)

No award available



White : Kb6 Rb3 Bd6 Sf2

Black : Kd4 Rc4f4 Bh4d1 Sb7b5 Pe6d5f5a4g4d3d2e2

h†2

(4+15) C+ WinChloé

b) - ♠d5

c) ♠d5→e4

Take & Make

Solution :

a) 1.Re4 Bf4 2.a×b3-c3 S×d1-b3†

b) 1.Sc3 Rb5 2.B×f2-e4 B×f4-f2†

c) 1.Bc2 Sd1 2.S7×d6-e5 R×b5-d6†

The whole white moves make a Merry-go-round

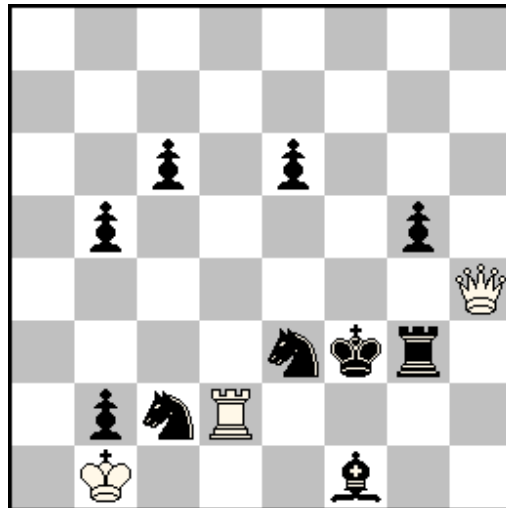
- First white move on square freed by Black, second one on square cleared by Black
- Cyclic Zilahi
- Cycle of white moves, once capturing, once not

N° 3

Pierre TRITTEN

17337, Die Schwalbe 289 (fév. 18)

No award available



White : Kb1 Qh4 Rd2

Black : Kf3 Rg3 Bf1 Se3 Sc2 Pc6 Pe6 Pb5 Pg5 Pb2

h‡2 (3+10) C+ WinChloé
2.1.1.1
b) ♖f1→h2
2.1.1.1
Anticirce

Solution :

a) 1.Sd1 Qe4 2.Kg4 R×d1(Rh1)‡
1.Se1 Qh1+ 2.Ke2 Qh5‡

b) 1.e5 Rd1 2.Kf4 Rf1‡
1.Sa1 Qa4 2.Kf2 Q×a1(Qd1)‡

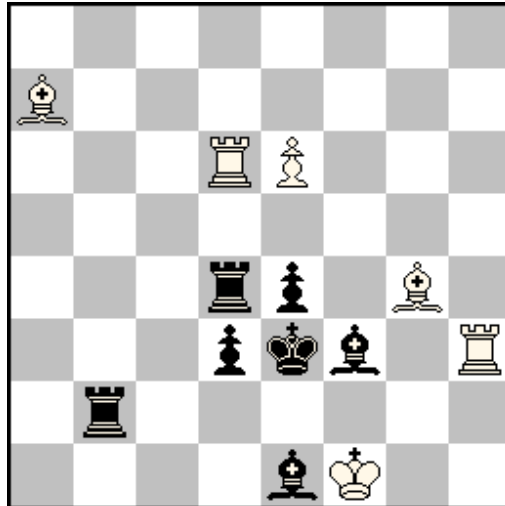
- Fairy HOTF
- Two solutions with reciprocal batteries, where black piece occupies white rebirth square
- Two solutions with reciprocal batteries and double checks, where white piece occupies white rebirth square

N° 4

Pierre TRITTEN

43rd World Chess Olympiad - Batumi 2018

4th Prize



White : Kf1 Rd6 Rh3 Ba7 Bg4 Pe6
Black : Ke3 Rd4 Rb2 Bf3 Be1 Pe4 Pd3

h‡2 (6+7) C+ WinChloé
2.1.1.1
Breton

Solution :

1.Bh4 R×h4(×g4) 2.Rd2 R×d4(×d4)‡
1.Rb8 B×b8(×d6) 2.Bd2 B×f3(×f3)‡

The first black sacrifice is motivated by the need for White to clear a line, allowing white capturing piece guard f4. Black second move blocks d2 and White can mate by a specific self-annihilation battery.

- Interchange of function between BRb2 and BBe1 (sacrifice / self-block on d2)
- Interchange of function between BRd4 and BBf3 (passive block / captured)
- Interchange of function between WBa7 and WRh3 (guard of f4 / rear battery piece)
- Interchange of function between WRd6 and WBg4 (annihilated by white capture / front piece of specific battery, self-annihilated)

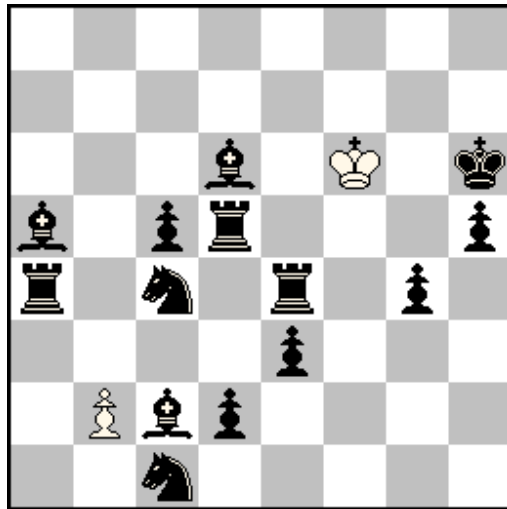
Breton: when a piece is captured, a piece of the same nature belonging to capturing side (if any) must also disappear.

N° 5

Pierre TRITTEN

C10 p. 10744, Phénix 272 (avr. 17)

No award available



White : Kf6 Pb2

Black : Kh6 Rd5 Ra4 Re4 Bd6 Ba5 Bc2 Sc4 Sc1 Pc5 Ph5 Pg4 Pe3 Pd2

h‡2 (2+14) C+ WinChloé
Antircé couscous
4.1.1.1

Solution :

1.Red4 b4 2.Bh7 b×a5(Bf8)‡
1.Re7 b3 2.Rh7 b×c4(Sg8)‡
1.Se5 Kf5 2.Ra3 b×a3(Qh8)‡
1.Bc3+ b×c3(Rf8) 2.Se5 Rh8‡

- Albino
- AUW
- White minimal
- Diagonal-orthogonal correspondence

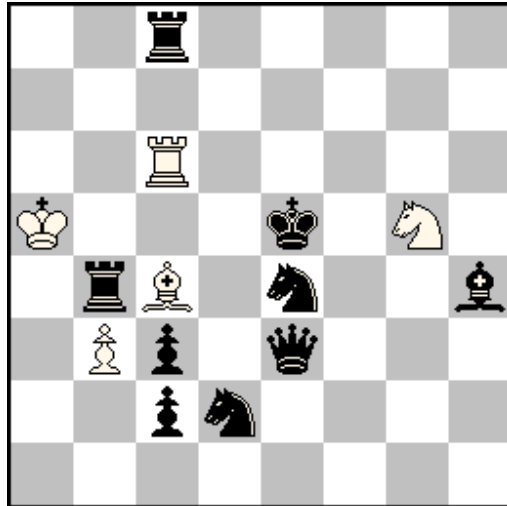
Antircé couscous : the capturing piece reappears on the Circe rebirth square of the captured one. If this square is occupied, the capture is forbidden.

N° 6

Pierre TRITTEN

Jubilee tourney Albinas Biciušas 80 - Sachmatija 2018

1st Prize



White : Ka5 Rc6 Bc4 Sg5 Pb3

Black : Ke5 Qe3 Rc8 Rb4 Bh4 Se4 Sd2 Pc3 Pc2

h†2

(5+9) C+ WinChloé

3.1.1.1

Take & Make

Annan

Solution :

1.B×g5-e6 R×c8-c7 2.Kh8 B×e6-c8†

1.S×c4-e6 Sf3+ 2.Kd3 R×e6-f4†

1.R×c6-e6+ K×b4-b7 2.Ka5 S×e6-c6†

- Cyclic Zilahi, cycle of captures
- First black capture move on the same square e6, allowing black King specific moves
- Mate by capture of piece on e6
- Diagonal-orthogonal correspondence
- Model mates

Annan : when a piece has a piece of the same colour on a square directly behind it, it has the movement capabilities of that piece instead of its own.