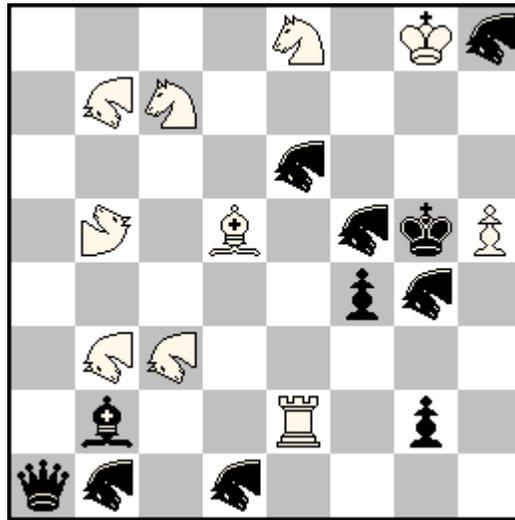


**No 1 - Juraj Lörinc**  
 1st Prize 43rd World Chess Olympiad 2018  
 C 20.9.2018



#2

(10+11) C+

Take & Make

 = nightrider-hopper  
 = camel

1.CA×e6(CAa8)? [2.Se6#]  
 1...NH×e2(NHe6) **a** 2.Be4# **A**  
 1...NH×d5(NHe6) **b** 2.Re4# **B**  
 1...Qa6 2.S×a6(Se6)#  
 1...Q×a8(Qd7)!

1.R×e6(Ra8)? [2.Se6#]  
 1...NH×d5(NHe6) **b** 2.CAe4# **C**  
 1...NH×b5(NHe6) **c** 2.Be4# **A**  
 1...Q×a8(Qa6) 2.S×a6(Se6)#  
 1...Qa6 2.S×a6(Se6)#  
 1...Q×a8(Qc8)!

**1.B×e6(Ba8)!** [2.Se6#]  
 1...NH×b5(NHe6) **c** 2.Re4# **B**  
 1...NH×e2(NHe6) **a** 2.CAe4# **C**  
 1...Qa6 2.S×a6(Se6)#

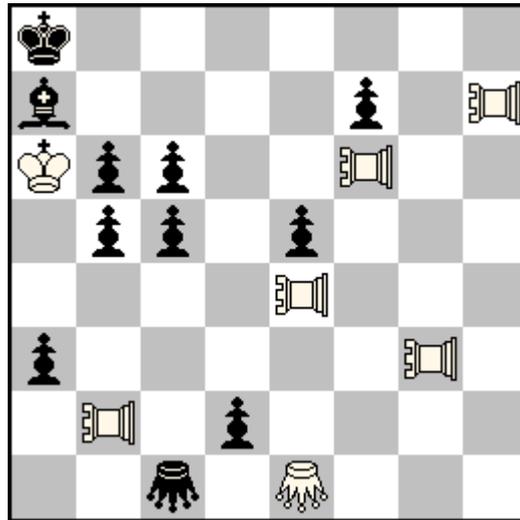
Three keys on the same squares e6-a8 and carousel change with antibattery mates on the same square e4.

White wants to checkmate on e4, but Black could initially parry that by B×c3 with choice of three make squares: a6, g1 and e6. One of relevant hurdles is removed by the key (always clearing e6 for threat), the other by black defence capturing it on the way to e6 (re-blocking it as a defence motif) and the remaining hurdle checkmates by becoming hurdle on e4.

The specific refutations take advantage of White piece appearing on a8.

Judge: P. Petkov.

**No 2 - Juraj Lörinc**  
 2nd Prize Tzuica Beograd 2016  
 C 3.8.2016



hs#33\* (7+11) C+

Double Maximummer

♟♞ = grasshopper

♖ = wazir

Everything is ready at the beginning, if he was to move, Black would be forced to checkmate by

1...Gc1-f1#

But it is White to move. And there are prepared two roundtrips - 4 moves long for White e1-h4-e7-b4, 5 moves long for Black c1-e3-h3-h8-h6-c1. This way the relative position of wG and bG slightly changes over time...

1.Ge1-h4 Gc1-e3 2.Gh4-e7 Ge3-h3 3.Ge7-b4 Gh3-h8 4.Gb4-e1 (1st White RT finished) Gh8-h6 5.Ge1-h4 Gh6-c1 (1st Black RT finished) 6.Gh4-e7 Gc1-e3 7.Ge7-b4 Ge3-h3 8.Gb4-e1 (2nd White RT finished) Gh3-h8 9.Ge1-h4 Gh8-h6 10.Gh4-e7 Gh6-c1 (2nd Black RT finished) 11.Ge7-b4 Gc1-e3 12.Gb4-e1 (3rd White RT finished) Ge3-h3 13.Ge1-h4

Here we have got to the situation of collision between two round trips and the Black's one becomes derailed.

13...Gh3-h5 14.Gh4-e7 Gh5-e8 15.Ge7-b4 Ge8×e4

Black annihilates the unit preventing longer move from e1 than to h4, derailing in effect the White's original round trip too.

16.Gb4-e1 (4th White RT finished) Ge4-b7

And from here Black starts a new round trip - non-thematical for Tzuica in as it is only 3 moves long b7-g7-g2-b7.

17.Ge1-e6 Gb7-g7 18.Ge6×b6

White annihilates piece standing on the line a7-d4, allowing a new White round trip d4-a1-a4-a7-d4.

18...Gg7-g2 19.Gb6-d4 Gg2-b7 20.Gd4-a1 Gb7-g7 21.Ga1-a4 Gg7-g2 22.Ga4xa7

The square b6 is no longer guarded, this guard will be replaced later.

22...Gg2-b7 23.Ga7-d4 (*5th White RT finished*) Gb7-g7 24.Gd4-a1 Gg7-g2 25.Ga1-a4 Gg2-b7 26.Ga4-a7 Gb7-g7 27.Ga7xg7

White captured the key black piece, stripping Black of all "long" moves, now it is White's turn to rotate in the triangle g7-g2-b7-g7.

27...a3xb2 28.Gg7-g2

Suddenly Black has a wealth of moves available, especially both pawns on the second row can promote immediately to anything. What should Black promote?

28...d2-d1=G!! 29.Gg2-b7

Grasshopper promotion on d1 means that Black can promote once again as Gd1 has no moves available!

29...b2-b1=R! 30.Gb7-g7 Gd1-a1 31.Gg7-g2 Ga1xf6

Guard on b6 is replaced and thus Black can be "forced" to mate on the a-file.

32.Gg2-b7 Rb1-h1 33.Gb7-g7 Rh1-a1#

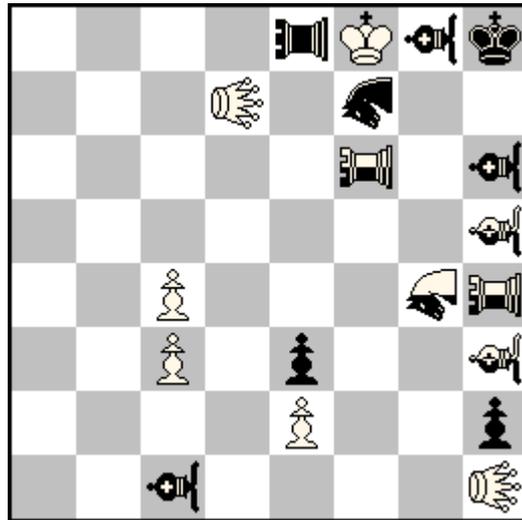
7 regular full roundtrips in the spirit of the Tzuica tourney (of length 4 or more), some more could be counted of length 3. Despite Double Maximummer condition there is important help-element in the action. Important set play.

Judges: V. Crisan & E. Huber.

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**No 3 - Juraj Lörinc**  
 3rd Prize Marianka Cup 2016  
 C 17.8.2016



#2 (6+8+5) C+

☞ = lion, ♞♞ = nightrider locust  
 ♗♗ = bishop locust, ♖♖ = rook locust

1.nBLO×g4-f5? **A** zz  
 1...nRLO×c4-b4 **x** 2.LI×h5# **D**  
 1...nBLO×e2-d1 **y** 2.LI×h4# **E**  
 1...nRLO×f5-f4 **a** 2.LIa1# **K**  
 1...nBLO×d7-c8!

1.nBLO×g4-f3? **C** zz  
 1...nBLO×d7-c8 **z** 2.LI×h4# **E**  
 1...nRLO×c4-b4 **x** 2.LI×h3# **F**  
 1...nRLO×f3-f2 **c** 2.LIa1# **K**  
 1...nBLO×e2-d1!

1.nRLO×g4-f4? **B** zz  
 1...nBLO×e2-d1 **y** 2.LI×h3# **F**  
 1...nBLO×d7-c8 **z** 2.LI×h5# **D**  
 1...nRLO×f4-f3 **b** 2.LIa1# **K**  
 1...nRLO×c4-b4!

1.LIa1! **K** [2.LId4#]  
 1...nBLO×g4-f5 **A** 2.nRLO×f5-f4# **a**  
 1...nRLO×g4-f4 **B** 2.nRLO×f4-f3# **b**  
 1...nBLO×g4-f3 **C** 2.nRLO×f3-f2# **c**

Change in four phases and three variations with summary symbol Z-43-97, consisting of

- carousel change with defences **xyz** and mates **DEF**,
- three-phase transference of mate **K** with defences **abc**, and
- radical change in the solution.

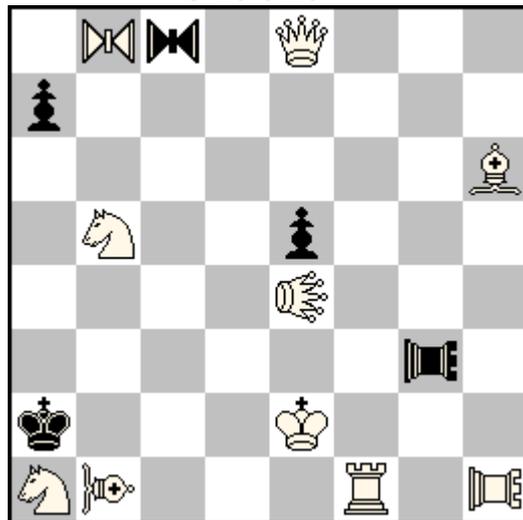
Moreover mate **K** becomes the key of the solution and thanks to the use of neutral pieces tries **ABC** become defences, while defences **abc** become checkmates.

Judge: J. Brabec

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**No 4 - Juraj Lörinc**  
 2nd Prize Marianka Cup 2017  
 C 23.8.2017



#2 (10+5) C+

Transmuting kings

= moose, = equihopper

= sparrow, = eagle

1...EQg2 2.Md1#

1.Md1+? **A** K×b8!

1.EAd3+? **B** Kb7!

1.SPb2+? **C** Kb6!

1.Q×c8? [2.EAd3#  
2.Md1#]

1...a5!

1.Qc6? [2.EAd3#  
2.SPb2#]

1...EQc4!

1.EQb2? [2.Md1#]

1...EAd4 2.Mc3#

1...a5 2.EAd3#

1...a6!

1.Q×e5? [2.Md1# **A**]

1...a5 **a** 2.EAd3# **B**

1...a6 **b** 2.SPb2# **C**

1...EAd4!

1.Qe7? [2.EAd3# **B**]

1...a5 **a** 2.SPb2# **C**

1...a6 **b** 2.Md1# **A**

1...EQg2!

**1.Qd8!** [2.SPb2# **C**]

1...a5 **a** 2.Md1# **A**

1...a6 **b** 2.EAd3# **B**

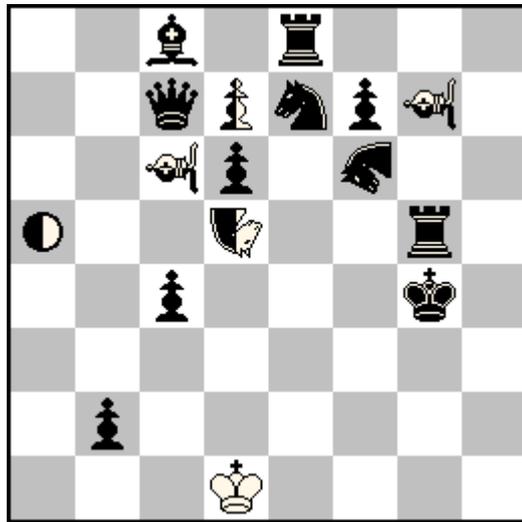
Three checking tries by thematical pieces Me4, EAh1, and SPb1 are defended by long moves of transmuting king, setting the idea of White's attacks: guarding of some of squares b8, b7, b6.

The tries with guarding of two squares by wQ bear double threats, refutation 1...a5! uses the new set of potential flights b6, b5, b4 with Qc8, while 1...EQc4! makes one threat impossible and prepares potential flight b4 against the other. The precise attack by equihopper 1.EQb2? guards b8 and provides for strong defence 1...EAd4, but makes impossible SPb2#, so that Black can refute by 1...a6!

Three main phases in the right column are based on the attacks of wQ to squares b8, b7, b6 and change of squares unavailable to bK after defences by Pa7 (with additional guards on b4 and b5). Altogether they create complete Shedy cycle.

Judge: J. Brabec.

**No 5 - Juraj Lörinc**  
 after F. Pacht & D. Müller  
 1st-3rd Prize ex aequo Springaren Summer Tourney  
 C 1.10.2017



h#2 (1+11+5) C+  
 ♞ = rose-hopper, ♞ = nightrider  
 ♞ = quintessence, ♞ = rose  
 3.1.1.1

Quintessence = line piece with unit move of knight turning 90 degrees on each move, e.g. line a1-b3-d2-e4-g3-h5.

1.b1=N dxc8=nRO 2.Nf3 nROaxc4#  
 1.b1=RO d8=nQE 2.ROg3 nQEcxf7#  
 1.b1=QE dxe8=nN 2.QEh3 nNdxf6#

Cycle of promotions N+nRO – RO+nQE – QE+nN with completely analogous strategy involving

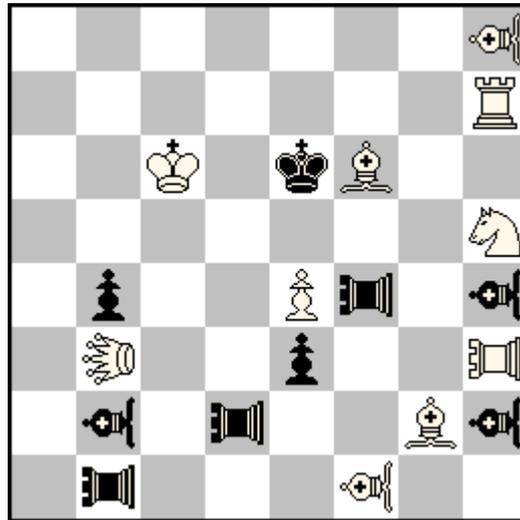
- unpin of nP by black promotion (deactivating pin by RHf6 by hurdle departure)
- three different squares for nP promotion
- block of three different squares by black promotees
- mate by neutral piece no longer needed to guard newly blocked square, by capture on the line with promoted neutral piece behind

Judge: K. Solja  
 Judgement: Springaren 148, XII 2018

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**No 6 - Juraj Lörinc**  
Prize Marianka Cup 2018  
C 22.8.2018



#2

(10+9)

♞♟ = bishop lion  
♜♝ = lion, ♖♗ = rook lion

1.Lf3? [2.Sxf4#]  
1...RLf4~ a 2.RLxe3# **A**  
1...RLd4! b 2.Sg7# **B**  
1...BLg7!!

1.RLc3? [2.Bh3#]  
1...RLf4~ a 2.Llb6# **C**  
1...RLd4! b 2.Llxe3# **D**  
1...RLh1!!

1.RLd3! [2.Bh3#]  
1...RLf4~ a 2.Llxe3# **D**  
1...RLfd4! b 2.Llb6# **C**  
1...RLh1, BLg7 2.BLc4#

Z-32-24 with the same black correction in each phase and reciprocal secondary threat paradox between the second try and the solution. The mechanism is based on the activation and deactivation of many lion lines.

The process of the composing with a lot of background information is detailed in the Conflictio No 8 (available on Julia's Fairies or on request from me).

Judge: J. Brabec

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