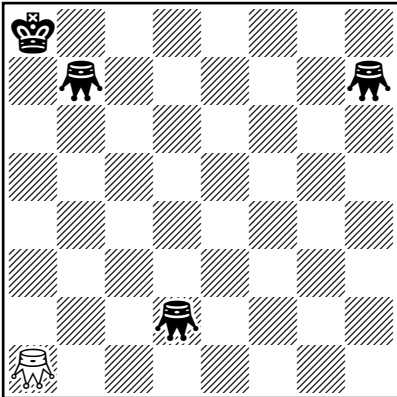


1.

Adrian STORISTEANU

p.345, G12. *ChessProblems.ca Bulletin* 9, 8/2016



1st Prize



ser-#35

(1+4)

messigny

  grasshopper (G)

1.Ga1↔Gh7 2.Gh7-a7 3.Ga7-c7 4.Gc7↔Gb7 5.Gb7-d7 6.Gd7-d1 7.Gd1↔Ga1 8.Ga1-e1 9.Ge1-c1  
10.Gc1-e3 11.Ge3↔Gd2 12.Gd2-f4 13.Gf4↔Gc7 14.Gc7-g3 15.Gg3↔Gf4 16.Gf4-h2 17.Gh2↔Ge3  
18.Ge3-h3 19.Gh3-h1 20.Gh1↔Gh2 21.Gh2-f4 22.Gf4↔Gg3 23.Gg3-e5 24.Ge5↔Gf4 25.Gf4-d6  
26.Gd6↔Ge5 27.Ge5-c7 28.Gc7↔Gd1 29.Gd1-d7 30.Gd7-b7 31.Gb7↔Gd6 32.Gd6-b8 33.Gb8↔Gc7  
34.Gc7-a7 35.Ga7↔Gh1≠

Judge: “The sheer amount of Messigny Chess changes (15!!) is amazing and amusing. The weak grasshopper thus gets an enormous mobility. After a long journey through the chicanes the black Gb7 returns to its home place (b7-c7-f4-g3-f4-e5-d6-b7).”

---

Messigny – instead of a regular move, any unit (Ks included) may be swapped with another of the same type but opposite colour, provided neither of the units involved was swapped in the immediately preceding halfmove

C+ Popeye v4.79

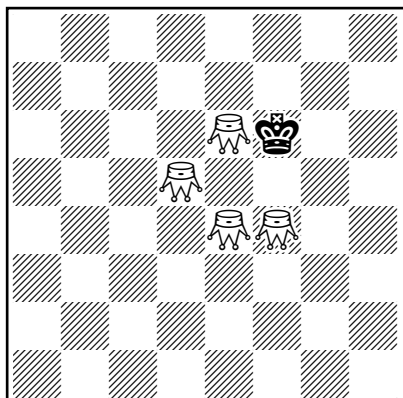
Adrian Storisteanu – adrianstori@gmail.com

2.

**Adrian STORISTEANU**

*Czechoslovakia 100 TT 2018 (section C)*

2nd Honourable Mention



ser-h≠12 (4+1)

take&make, platzwechsel circe

2 solutions

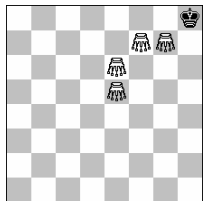
♟ grasshopper (G)

1. 1.Kf6-e5 2.Ke5xe4-c6[+wGe5]\* 3.Kc6xd5-f7[+wGc6] 4.Kf7xe6-e4[+wGf7] 5.Ke4xf4-d6[+wGe4]  
 6.Kd6-d5 7.Kd5xe4-e6[+wGd5] 8.Ke6xd5-b7[+wGe6] 9.Kb7xc6-f6[+wGb7] 10.Kf6-g6 11.Kg6-h7  
 12.Kh7-h8 Gb7-g7≠

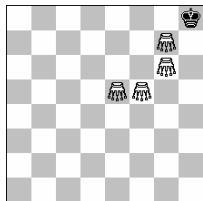
\**Try*: 2.Ke5xe4-g4[+wGe5]? also solves uniquely, but takes two moves too long – 3.Kg4xf4-d6[+wGg4]  
 4.Kd6xd5-f5[+wGd6] 5.Kf5xe5-e7[+wGf5] 6.Ke7xd6-f6[+wGe7] 7.Kf6xe6-e8[+wGf6] 8.Ke8-f8  
 9.Kf8xe7-g5[+wGf8] 10.Kg5xf5-f7[+wGg5] 11.Kf7-g7 12.Kg7xf8-f5[+wGg7] 13.Kf5xg4-g6[+wGf5]  
 14.Kg6xf6-h8[+wGg6] Gg5-e5≠

2. 1.Kf6xe6-e3[+wGf6] 2.Ke3-f2 3.Kf2-g3 4.Kg3xf4-d4[+wGg3] 5.Kd4-e5 6.Ke5xd5-f3[+wGe5]  
 7.Kf3-f4 8.Kf4xe5-g7[+wGf4] 9.Kg7xf6-f3[+wGg7] 10.Kf3-f2 11.Kf2-g1 12.Kg1-h1 Gg7-g2≠

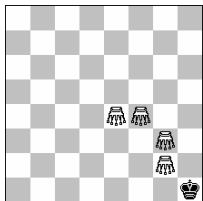
The mates:



*solution 1.*



*try*



*solution 2.*

Chameleon echoes (in two solutions + a try), fairy mates. Symbolic problem “C”.

Take&make – having captured, a unit must immediately, as part of its move, play a non-capturing move from the capture square, using only the powers of movement of the captured unit (if no such move is available, the capture is illegal); checks are orthodox (after the notional capture of the checked K, the checking unit does not move away from the K’s square)

Platzwechsel circe (PWC) – a captured unit (not a K) is reborn on the square vacated by its captor (if it is empty)

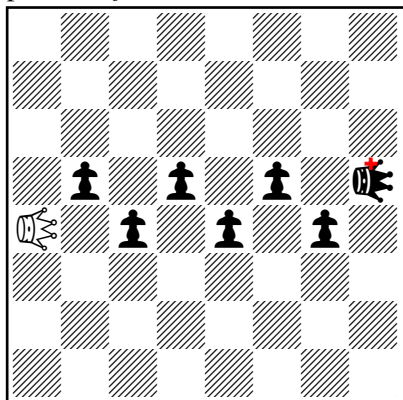
C+ Popeye v4.79 (*N.B.* on a capture, the ‘make’ part of the move is carried out first, and then the captured piece is reborn on the captor’s original square (the PWC part of the move))

**Adrian Storisteanu** – adrianstori@gmail.com

3.

Adrian STORISTEANU

p.461, 1. *feenschach* 219, 5-6/2016



ser-=34 (1+7)

enemy sentinels

♟ locust a4 (L)

♞ royal locust h5

- 1.La4xc4-d4[+bPa4]
- 2.Ld4xe4-f4[+bPd4]
- 3.Lf4xf5-f6[+bPf4]
- 4.Lf6xf4-f3[+bPf6]
- 5.Lf3xf6-f7[+bPf3]
- 6.Lf7xd5-c4[+bPf7]
- 7.Lc4xd4-e4[+bPc4]
- 8.Le4xf3-g2[+bPe4]
- 9.Lg2xe4-d5[+bPg2]
- 10.Ld5xf7-g8[+bPd5]
- 11.Lg8xg4-g3
- 12.Lg3xg2-g1[+bPg3]
- 13.Lg1xg3-g4
- 14.Lg4xc4-b4[+bPg4]
- 15.Lb4xb5-b6[+bPb4]
- 16.Lb6xb4-b3[+bPb6]
- 17.Lb3xd5-e6[+bPb3]
- 18.Le6xb3-a2[+bPe6]
- 19.La2xa4-a5[+bPa2]
- 20.La5xa2-a1[+bPa5]
- 21.La1xa5-a6
- 22.La6xb6-c6[+bPa6]
- 23.Lc6xe6-f6[+bPc6]
- 24.Lf6xc6-b6[+bPf6]
- 25.Lb6xf6-g6[+bPb6]
- 26.Lg6xg4-g3[+bPg6]
- 27.Lg3xg6-g7[+bPg3]
- 28.Lg7xg3-g2[+bPg7]
- 29.Lg2xg7-g8[+bPg2]
- 30.Lg8xg2-g1
- 31.Lg1xb6-a7
- 32.La7xa6-a5[+bPa7]
- 33.La5xa7-a8[+bPa5]
- 34.La8xa5-a4= *rundlauf*.

Anti-sentinels play: the wL cleans out the bPs methodically, one by one, through captures from the 1st and 8th ranks, where no replacing sentinels appear. The final stalemate picture is the diagram with the bPs simply erased.

The stipulation does *not* have to specify the number of moves (i.e., it can be just “ser=”), as it is unique: the problem only solves in exactly 34 moves (see article in referenced source).

---

Enemy sentinels (Fr. sentinelles pion adverse) – when a piece moves from a square other than on the 1st or 8th ranks, it leaves behind an enemy pawn on its departure square, unless there are already 8 pawns of that colour present

Locust – a grasshopper that can only move to the vacant square beyond an adverse hurdle, capturing it in the process

C+ Popeye v4.79

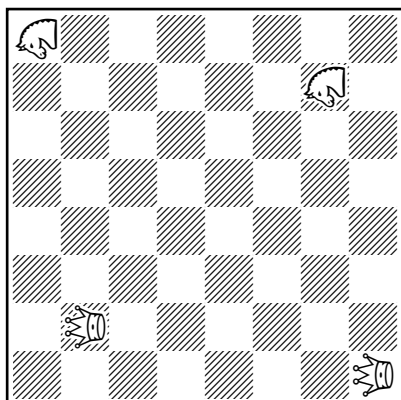
Adrian Storisteanu – adrianstori@gmail.com

4.

Adrian STORISTEANU

p.650, Op.4 *ChessProblems.ca Bulletin* 13, 12/2017

7th Prize



ser-!=15 (4+0)

♁ contra-grasshopper (CG)

🦩 flamingo (FL)

1-6.FLg7-a6-g5-a4-g3-a2-g1 7.CGh1-a1 8-14.FLg1-a2-g3-a4-g5-a6-g7 *rundlauf* -h1 15.CGa1-g7 !=

The diagram position turns truly symmetrical in the finale: platzwechsel CGh1↔FLg7.

Judge: “A beautiful find. The flamingo on g7 migrates south and then back north, just to exchange places with the contra-grasshopper and get the position to a complete standstill.”

---

Ser-!= – direct series auto-stalemate: white plays the number of moves stipulated to place itself in stalemate

Contra-grasshopper – moves and captures like a grasshopper, but with a contrarian streak: the CG must be adjacent to the hurdle to hop, landing anywhere on the line beyond

Flamingo – 1,6 leaper (named 16 in Popeye)

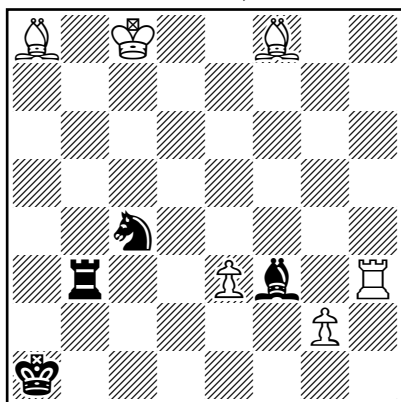
C+ Popeye v4.79

Adrian Storisteanu – adrianstori@gmail.com

5.

Adrian STORISTEANU

1311. *Gaudium* 159, 1/2016



pser-h≠4

(6+4)

circe

1.Bb7+ Kb8 2.Bxa8[+wBf1]+ Kxa8[+bBc8] 3.Ra3+ Bxa3[+bRh8] 4.Bxh3[+wRh1]+ Bxc4[+bSg8]≠

White and black batteries created through circe rebirths. The bB interferes with the bR on three different lines. Two different batteries are fired by the bR-bB team. Model mate.

---

Pser-h≠ – parry-series helpmate: series-mover in which black may at any time check white, white then parries the check with a helpful move, after which the regular black series resumes

C+ Popeye v4.79

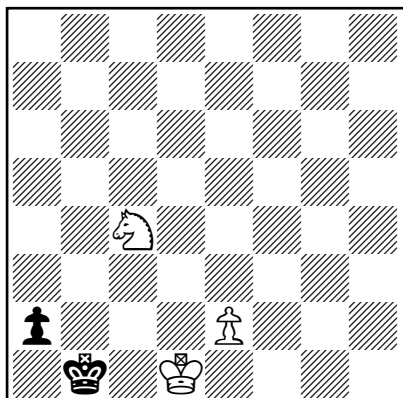
Adrian Storisteanu – adrianstori@gmail.com

6.

**Adrian STORISTEANU**

*Michael Grushko 60 JT 2016*

3rd Honourable Mention (tanagras)



ser-h≠12  
messigny

(3+2)

1.Ka1 2.Ka1↔Kd1 3.Kd1-c2 4.Kb3 5.Kb3↔Ka1 6.Pa2↔Pe2 7.e2-e1S 8.Se1↔Sc4 9.Sc4-a3 10.Sb1  
11.Sb1↔Se1 12.Se1-c2 Sb1↔Sc2≠ (13.Ka1↔Kb3??)

Messigny place exchanges between all like-piece pairs (K, P, S) in order to resettle all the units for the mate.

---

Messigny – instead of a regular move, any unit (Ks included) may be swapped with another of the same type but opposite colour, provided neither of the units involved was swapped in the immediately preceding halfmove

C+ Popeye v4.79

Award published 20/12/2016 online on *Julia's Fairies*, and in *Variantim* 70, 12/2016

**Adrian Storisteanu** – adrianstori@gmail.com