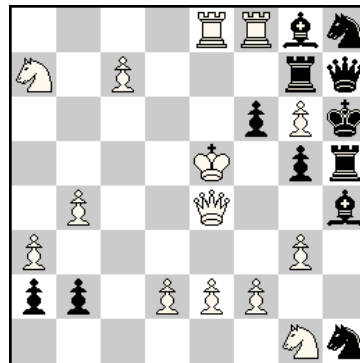


Thierry LE GLEUHER

17347 die Schwalbe 289
Februar 2018

(14+12)

47 last single moves ?

1. ... f7-f6+ 2.Kd4-e5 h2-h1=N 3.Kd3-d4 h3-h2 4.Kc2xPd3 d4-d3+ 5.Kd1-c2 d5-d4 6.Qb1-e4 d6-d5 7.Re3-e8 d7-d6 8.Rb3xPe3 e4-e3 9.c6-c7 e5-e4 10.c5-c6 e6-e5 11.c4-c5 e7-e6 12.c2-c4 c3xBb2 13.Ke1-d1 c4-c3 14.Qd1-b1 c5-c4 15.Bc1-b2 c6-c5 16.Rb1-b3 c7-c6 17.b2-b4 b3xBa2 18.Nc8-a7 b4-b3 19.Bb3-a2 b5-b4 20.Ba4-b3 b6-b5 21.Bc6xPa4 a5-a4 22.Bg2-c6 a6-a5 23.Bf1-g2 a7-a6 24.g2-g3 Bg3-h4

Task of 23 black Pawns moves in the retro play (single moves type), but P1012937 (3bB) and P1012938 (4bB) have 24 bP moves and P0001711 (3bB 3wQ) has 26 bP moves in a retro play completely determined (see also Gerd Wilts 7511v *Die Schwalbe* 131 10/1991 1st Preis P0000243 (5bP moving) 49 last single moves?) or P0000244 (5bP moving) Gerd Wilts 7512 *Die Schwalbe* 131 10/1991 4th Lob 47 last single moves?)

But here, 7 bPs played in the retro-play (including 3 captured bPs and 1 promoted in bN) and there is no promoted piece visible on the diagram.

The Northeast cage is based on 12702 die Schwalbe 213 juni 2005

4° Prix die Schwalbe 2005 (Fide 2004-06 3,5+3+3=9,5).

But here the solution is longer and positions of the white pieces are different.

Demonstration:

If the last move was e7xBf6+ (black square), bP on a2 should have play in the axe and wPa and b captured twice to avoid the bPa. But, in this case, wP captured 3 times, including the capture of one of the bPd or f, which have captured 1 time to be promoted, the other bP has been captured in its own column. So, wPc played in the axe, but bPc, which should have been captured, never promoted → impossible. The last move was f7-f6+, locking the Northeast cage.

If bPa2 comes directly from a7, wPa and b captured twice and wPc played in the axe. Two of the bPc, d and e must participate changing their column at least 1 time (with 1 capture twice), which force d7xwBc and c7xwBb, and bPb, h and e played in the axes. To take back b2xXa3, we need to retract wQB to c1. We can do that by c3xBb2, after retracting wPc in c2, which is non-compatible with the promotion of the bPd in c1 (it's no more possible to uncapture directly a black piece to order to unpromote it on c1).

Thus, bPa2 and b2 captured twice (wQB, wKB), and bPd and e played in the axes. The wPa and b never cross captured (no enough black pieces available), and come respectively directly from column a and b.

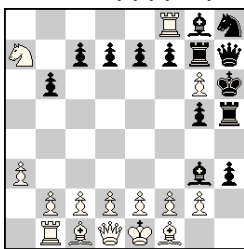
As bPa2 and b2 captured on different coloured squares, they obligatory come from columns b and c.

So, bPa has been captured for free in its column.

The Northeast cage can be unlocked only after the retro-move g2-g3, which impose to have the wKB on f1. This Bishop has to be uncaptured by b3xBa2 (white square), after the retraction of the wPb on b2, and of course wQB on c1. This wBc1 has to be uncaptured by c3xBb2 (black square) after the retraction of the wPc on c2. It's so necessary to return the wRa1 in its home cage, but also the wK and wQ in their home position before to close the line of wPs by g2-g3.

As the last move is black (f7-f6+), we have to retract as many black tempo (f7-f6+ included) as white moves before Blacks can retract Bg3-h4. But Whites have to retract at least 20 moves: wK(5), wQ(2), wQB(1), wKB(3), wRb1(3), wPb(1), wPg(1) and wPc(4). In the same timing, bP on the diagram have only 13 moves available (including h3-h2-h1=N and f7-f6+). We can uncapture bPd and e on d3 and e3 without losing white tempo, but that add only 7 more black tempo (notice that bPb7 and d7 can not be both on departure cases because of the bBc8!). It's just sufficient to a try from the following position:

5Rbn/N1pppprq/1p4Pk/6pr/8/P5bp/1PPPPPP1/1RBQKBN1

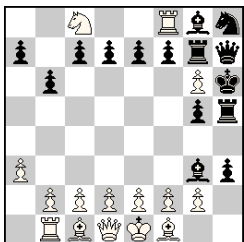


1.... Bh4 2.g3 b5 3.Bg2 b4 4.Bd5 c6 5.Ba2 b3??? but Whites should play a fatal tempo. The wK must move by the left to capture bPe3 on its trajectory!

We therefore resolve to uncapture bPa on a4 to have 3 more black tempo (the maximum) spending 2 additional white moves.

We can try with the wQ: wQd1xPa4-c6-e4(+1) with wRb1-c1-c3xPe3-e8(+1)
From the following position:

2N2Rbn/p1pppprq/1p4Pk/6pr/8/P5bp/1PPPPPP1/1RBQKBN1



and forward:

1.... Bh4 2.g3 b5 3.Bg2 b4 4.Bd5 a6 5.Ba2 b3 6.Na7 bxa2 7.b4 c6 8.Bb2 c5 9.Rc1 c4 but Whites have no move any more. Again the wK must move through d1-c2xPd3...

So, try wRb1-b3-f3xPe3-e8

1.... Bh4 2.g3 b5 3.Bg2 b4 4.Bd5 a6 5.Ba2 b3 6.Na7 bxa2 7.b4 c6 8.Rb3 c5 9.Bb2 c4 10.Rf3 c3 but Whites have no move any more.

So the last possibility, if we want to capture bPa with the wQ, is to play: Qd1xPa4-b5(b3 or c2)xPd3-e4 with Rb1-b3xPe3-e8 and especially Ke1-f1-g2-f3 ...

Try: 1.... Bh4 2.g3 b5 3.Bg2 b4 4.Bd5 c6 5.Ba2 b3 6.Kf1 bxa2 7.b4 c5 8.Rb3 c4 9.Bb2 h2 10.Kg2 c3 11.Kf3 but bPe can not pass from e4 to e3, due to the advanced wK position!

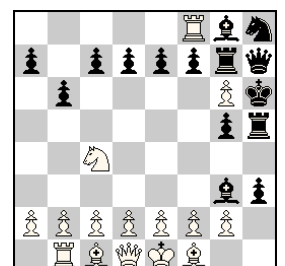
We cannot envisage Qd1xPa4-e4 (+0) with b2-b3-b4 (+1), because of the wR trajectory.

We must therefore resolve to capture the bPa4 with the wB (see solution)

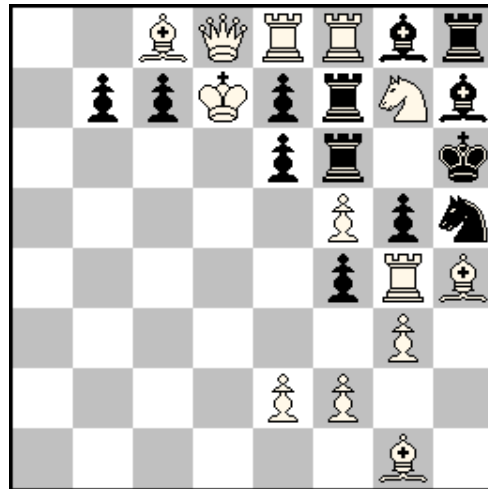
Try to capture bPa on a3 with a wN give 1 more black move, and the cost is only 1 white Pawn move (a2-a3), but fails because we need to capture quickly wPa3, as following:

5Rbn/p1pppprq/1p4Pk/6pr/2N5/6bp/PPPPPP1/1RBQKBN1

1.... Bh4 2.g3 a6 3.Bg2 a5 4.Bd5 a4 and White have no move any more!



Thierry LE GLEUHER
 dedicated to L. Ceriani
 2BQRRbr/1ppKprNb/4pr1k/5Ppn/5pRB/6P1/4PP2/6B1



R0286 StrateGems 81
 January/March 2018

(13+13) C+
 101 last single moves ?

The only possible balance is:

Black: d7xe6 and a7xb→b1=R(B) (or axbxc→=R) + h7→h1=B(R). wPb could have been captured for free.

White: hxgxf, a2→a7xb8=B, d2→d8=R

So

- retro-move g2-g3 is impossible before the return of wBf1.

And there is a corridor in North-West cage :

square f6-f7-f8-g8-h8-h7-h6-g6-f6 for Rooks

diagonal square f7-g8-h7-g6-f7 for Bishops

and an area h6-h7-h8-g8-f7-f6-e5 for black King with only one escape square (e5).

Of course, the retro-move Rf8-e8 leads to a black retro-pat, and it's impossible to move Knights.

The retro play is very long and we need to find a Pawn retro-move to stop the sequence before to reach more than 101 retro-moves.

d7xe6 is not envisageable due to bBc8, and the only Pawn move must be g6-g5, but we need after that to have another black-retro move. So, try to escape the bK through e5 as soon as possible !

retro: 1. ... Rg6-f6 2. Bh2-g1 Rf6-f7 3. Bg1-h2 Bf7-g8 4. Bh2-g1 Bg8-h7 5. Bg1-h2 Kh7-h6 6. Bh2-g1 Rh6-g6 7. Bg1-h2 Bg6-f7 8. Bh2-g1 Bf7-g8 9. Bg1-h2 Rg8-h8 10. Bh2-g1 Kh8-h7 11. Bg1-h2 Bh7-g6 12. Bh2-g1 Bg6-f7 13. Rf7-f8 Rf8-g8 14. Bg1-h2 Bg8-h7 15. Bh2-g1 Bh7-g6 16. Bg1-h2 Rg6-f6 17. Rf6-f7 Bf7-g8 18. Bh2-g1 Bg8-h7 19. Bg1-h2 Rh7-h6 20. Bh2-g1 Rh6-g6 21. Bg1-h2 Bg6-f7 22. Bh2-g1 Bf7-g8 23. Bg1-h2 Kg8-h8 24. Bh2-g1 Rh8-h7 25. Bg1-h2 Kh7-g8 26. Bh2-g1 Rg8-h8 27. Bg1-h2 Kh8-h7 28. Bh2-g1 Bh7-g6 29. Bg1-h2 Bg6-f7 30. Bh2-g1 Rf7-f8 31. Bg1-h2 Rf8-g8 32. Bh2-g1 Bg8-h7 33. Bg1-h2 Bh7-g6 34. Rg6-f6 Rf6-f7 35. Bh2-g1 Bf7-g8 36. Bg1-h2 Bg8-h7 37. Bh2-g1 Rh7-h6 38. Rh6-g6 Bg6-f7 39. Bg1-h2 Bf7-g8 40. Bh2-g1 Kg8-h8 41. Bg1-h2 Rh8-h7 42. Bh2-g1 Bh7-g6 43. Bg1-h2 Bg6-f7 44. Bh2-g1 Kf7-g8 45. Bg1-h2 Bg8-h7 46. Bh2-g1 Bh7-g6 47. Bg1-h2 Rg6-f6 48. Bh2-g1 Kf6-f7 49. Bg1-h2 Ke5-f6 50. Bh2-g1 Rf6-g6 51. Bg1-h2 **g6-g5**

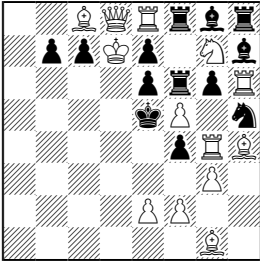
100 single moves have been played after g6-g5, and the diagram position is null.
That demonstrate that the last move should have been black.

101 single moves are completely determined.

This problem is stamped C+ because I checked the cage with a personal program.
I think my program is correct but, it was not the case by the past.

or from the following intermediate position

2BQRrbr/1ppKp1Nb/4prpR/4kP1n/5pRB/6P1/4PP2/6B1



(13+13)

1.... **g6-g5** 2.Bg1-h2 Rf6-g6 3.Bh2-g1 Ke5-f6 4.Bg1-h2 Kf6-f7 5.Bh2-g1 Rg6-f6
6.Bg1-h2 Bh7-g6 7.Bh2-g1 Bg8-h7 8.Bg1-h2 Kf7-g8 9.Bh2-g1 Bg6-f7 10.Bg1-h2 Bh7-g6
11.Bh2-g1 Rh8-h7 12.Bg1-h2 Kg8-h8 13.Bh2-g1 Bf7-g8 14.Bg1-h2 Bg6-f7 15.Rh6-g6
Rh7-h6 16.Bh2-g1 Bg8-h7 17.Bg1-h2 Bf7-g8 18.Bh2-g1 Rf6-f7 19.Rg6-f6 Bh7-g6
20.Bg1-h2 Bg8-h7 21.Bh2-g1 Rf8-g8 22.Bg1-h2 Rf7-f8 23.Bh2-g1 Bg6-f7 24.Bg1-h2
Bh7-g6 25.Bh2-g1 Kh8-h7 26.Bg1-h2 Rg8-h8 27.Bh2-g1 Kh7-g8 28.Bg1-h2 Rh8-h7
29.Bh2-g1 Kg8-h8 30.Bg1-h2 Bf7-g8 31.Bh2-g1 Bg6-f7 32.Bg1-h2 Rh6-g6 33.Bh2-g1
Rh7-h6 34.Bg1-h2 Bg8-h7 35.Bh2-g1 Bf7-g8 36.Rf6-f7 Rg6-f6 37.Bg1-h2 Bh7-g6
38.Bh2-g1 Bg8-h7 39.Bg1-h2 Rf8-g8 40.Rf7-f8 Bg6-f7 41.Bh2-g1 Bh7-g6 42.Bg1-h2
Kh8-h7 43.Bh2-g1 Rg8-h8 44.Bg1-h2 Bf7-g8 45.Bh2-g1 Bg6-f7 46.Bg1-h2 Rh6-g6
47.Bh2-g1 Kh7-h6 48.Bg1-h2 Bg8-h7 49.Bh2-g1 Bf7-g8 50.Bg1-h2 Rf6-f7 51.Bh2-g1
Rg6-f6
null

This problem is an A26/101, was a new record of last single moves type A when it
was published.

The previous record was A26/100

Thierry Le Gleuher (T5 p.10465 Phénix 265 Septembre 2016)

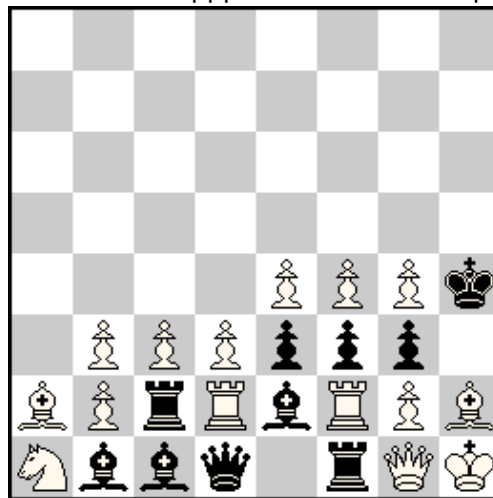
après G. Breyer & G. Wilts

1B6/KpN1p3/QRpkP2p/rbp1p3/RqP5/brP5/bPP5/NB6

(13+13) C+, 100 last single moves ?

The actual record is my A25/101 with another matrix.

Thierry LE GLEUHER
8/8/8/8/4PPPk/1PPPppp1/BPrRbRPB/Nbbq1rQK



R 479
Probleemblad 76-3
juli-september 2018

(15+10)
101 last single moves?

A25-101

The bB promoted on white square hasn't been promoted on h1 (square blocked), nor on f1 which would require at least 2 captures by bP, while only one white unit is missing.

On b1 after a2xb1=B, the bPa would have taken the only missing white unit (the wN) and the wPe4 and f4 should then have let pass the bPe3 and f3, what with a2xb3 and h3xg4 imposes here 6 captures by wPs, it means the 6 missing black units, but the bPc should never left its column, which would be impossible.

To have a bB promotion on b1 after c2xb1=B, one must cross the wPc3 and d3, but it would take 4 additional captures to unlock the structure (wPe4-f4/bPe3-f3) or a total 8 captures by wP, which is impossible.

The promoted bB has therefore been promoted on d1!

The promoted bP cannot come from e7, because there would be 1 capture by bP too.

If he comes to c7, wPe4 and f4 have let pass the bPe3 and f3, which requires 4 captures by wP, axb and hxg makes 6 captures by PB, either all the black missing units. The bPd in particular had to participate, so the capture sequences are necessarily:

- c7xNd2-d1=B
- d7-d1=X or d7-d3 (captured by wPe2)
- a7-a1=Y
- h7-h1=Z
- and
- a2xPb3
- e2xd3 (or e2xPd3 if the bPd hasn't been promoted)
- d3xe4
- f2xe3xf4(f2xg2xf4)
- h3xg4

If the bPd was promoted in the axis as a bB, the wP currently in e3 had to

deviate, which requires 2 extra captures by wP. As the bPf3 come necessarily from f7 (otherwise it would take 2 captures by bP), the wPf4 bypassed the bPf3, which leads to 6 captures by wP, also including axb and hxg. This is the same deduction, which is necessary for the bPd3. So we'll have also exd and dxex for wP, and the same sequences of Pawn captures as before.

Anyway, we can't retract away:

- a2xb3, if bPa has not been unpromoted,
- c2-c3, if the wN is on a1,
- e2xd3, if the wKB is not on f1,
- h3xg4, if bPh is not returned in h4 after be unpromoted.

Try 1:

We can try to unpromote the bB on d1 first. We can do with sequences ranging from 14 to 56 single moves. Unfortunately, the positions that will result will no longer open.

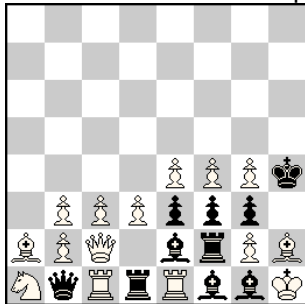
Try 2:

Another try that looks promising is first to unpromote a bQ (or bR) on d1. With d2-d1=Q, we can do with sequences ranging from 22 to 78 single moves, but the position will stay blocked again.

Try 3:

With d2-d1=R, we can do with sequences ranging from 38 to 98 single moves, and most are insoluble, but at least a position (reached in 98 single moves) can continue to release the cage.

8/8/8/8/4PPPk/1PPPppp1/BPQ1brPB/NqRrRbbK

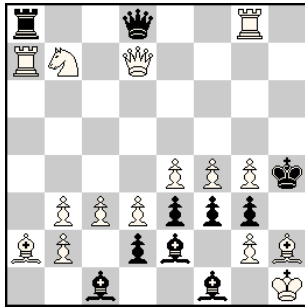


in 98

retro: 1... d2-d1=R 2.Rd1-c1 Qc1-b1 3.Qb1-c2 Qc2-c1 4.Qc1-b1 Qc2-b1 5.Nc2-a1 Qa1-b1 6.Bb1-a2 etc ...

As soon as we will have out the bQ or a bR by a1, we'll have the following pseudo-open position.

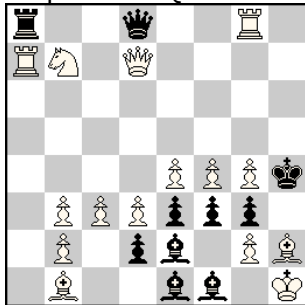
r2q2R1/RN1Q4/8/8/4PPPk/1PPPppp1/BP1pb1PB/2b2b1K



(15+10)

or

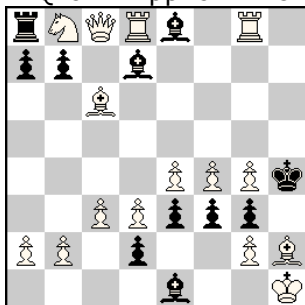
r2q2R1/RN1Q4/8/8/4PPPk/1PPPppp1/1P1pb1PB/1B2bb1K



(15+10)

We can retract first promotion on a1, then a2xb3 and unlock the Bishop on white squares to have:

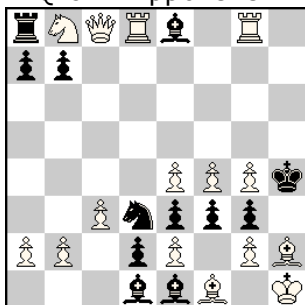
rNQRb1R1/pp1b4/2B5/8/4PPPk/2PPppp1/PP1p2PB/4b2K



(15+11)

But now we must return the wBf1 and a bB, then retract e2xNd3. But it is impossible to pass the wK in this case to the left of the chessboard.

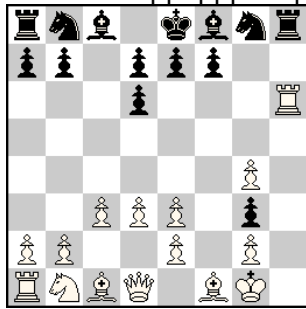
rNQRb1R1/pp6/8/8/4PPPk/2Pnppp1/PP1pP1PB/3bbB1K



(15+12)

It's already too late to unpromote a bN on h1. We can still try to unlock the bPs structure to get to the next position:

rnb1kbnr/pp1ppp2/3p3R/8/6P1/2PPP1p1/PP2P1P1/RNBQ1BK1



(15+14)

We see that it is impossible to unpromote a black piece on h1 because the cage of the wK (h1-g1).

→ We must therefore resolve to unlock the position by a1 as soon as possible.

Try 4:

Try out a bR is 2 single moves too long.

Retro : 1. ... Qe1-d1 2.Rd1-d2 Qd2-e1 3.Re1-d1 Bd1-e2 4.Re2-f2 Rf2-f1
 5.Rf1-e1 Qe1-d2 6.Rd2-e2 Be2-d1 7.Rd1-d2 Bd2-c1 8.Rc1-d1 Qd1-e1 9.Re1-f1
 Bf1-e2 10.Re2-e1 Be1-d2 11.Rd2-e2 Qe2-d1 12.Rd1-c1 Rc1-c2 13.Rc2-d2 Bd2-e1
 14.Re1-d1 Qd1-e2 15.Re2-e1 Be1-d2 16.Rd2-c2 Qc2-d1 17.Rd1-d2 Bd2-e1 18.Re1-
 e2 Be2-f1 19.Rf1-e1 Be1-d2 20.Rd2-d1 Bd1-e2 21.Re2-d2 Bd2-e1 22.Re1-f1 Rf1-
 f2 23.Rf2-e2 Be2-d1 24.Rd1-e1 Be1-d2 25.Rd2-d1 Bd1-e2 26.Re2-f2 Bf2-e1
 27.Re1-e2 Be2-d1 28.Rd1-e1 Re1-f1 29.Qf1-g1 Bg1-f2 30.Qf2-f1 Rf1-e1 31.Re1-
 d1 Qd1-c2 32.Rc2-d2 Qd2-d1 33.Rd1-e1 Qe1-d2 34.Rd2-d1 Qd1-e1 35.Qe1-f2 Rf2-
 f1 36.Qf1-e1 Qe1-d1 37.Rd1-d2 Qd2-e1 38.Qe1-f1 Bf1-e2 39.Qe2-e1 Qe1-d2
 40.Qd2-e2 Qe2-e1 41.Re1-d1 Rd1-c1 42.Qc1-d2 Qd2-e2 43.Re2-e1 Qe1-d2 44.Rd2-
 c2 Bc2-b1 45.Qb1-c1 Rc1-d1 46.Rd1-d2 Qd2-e1 47.Re1-d1 Bd1-c2 48.Qc2-b1 Rb1-
 c1 49.Qc1-c2 Qc2-d2 50.Qd2-c1 Qc1-c2 51.Nc2-a1 Ra1-b1 52.Bb1-a2 **a2-a1=R**
 102 single moves would have been played without being able to meet the 50
 moves rule; 2 single moves too!

Solution :

Retro : 1. ... Qe1-d1 2.Rd1-d2 Qd2-e1 3.Re1-d1 Bd1-e2 4.Re2-f2 Rf2-f1
 5.Rf1-e1 Qe1-d2 6.Rd2-e2 Be2-d1 7.Rd1-d2 Bd2-c1 8.Rc1-d1 Qd1-e1 9.Re1-f1
 Bf1-e2 10.Re2-e1 Be1-d2 11.Rd2-e2 Qe2-d1 12.Rd1-c1 Rc1-c2 13.Rc2-d2 Bd2-e1
 14.Re1-d1 Qd1-e2 15.Re2-e1 Be1-d2 16.Rd2-c2 Qc2-d1 17.Rd1-d2 Bd2-e1 18.Re1-
 e2 Be2-f1 19.Rf1-e1 Be1-d2 20.Rd2-d1 Bd1-e2 21.Re2-d2 Bd2-e1 22.Re1-f1 Rf1-
 f2 23.Rf2-e2 Be2-d1 24.Rd1-e1 Be1-d2 25.Rd2-d1 Bd1-e2 26.Re2-f2 Bf2-e1
 27.Re1-e2 Be2-d1 28.Rd1-e1 Re1-f1 29.Qf1-g1 Bg1-f2 30.Qf2-f1 Rf1-e1 31.Re1-
 d1 Qd1-c2 32.Rc2-d2 Qd2-d1 33.Rd1-e1 Qe1-d2 34.Rd2-d1 Rd1-c1 35.Rc1-c2 Bc2-
 b1 36.Rb1-c1 Rc1-d1 37.Rd1-d2 Qd2-e1 38.Qe1-f2 Rf2-f1 39.Qf1-e1 Qe1-d2
 40.Rd2-d1 Qd1-e1 41.Qe1-f1 Bf1-e2 42.Re2-d2 Qd2-d1 43.Qd1-e1 Qe1-d2 44.Qd2-
 d1 Bd1-c2 45.Qc2-d2 Qd2-e1 46.Re1-e2 Be2-d1 47.Qd1-c2 Qc2-d2 48.Qd2-d1 Rd1-
 c1 49.Rc1-b1 Qb1-c2 50.Nc2-a1 Qa1-b1 51.Bb1-a2 **a2-a1=Q**

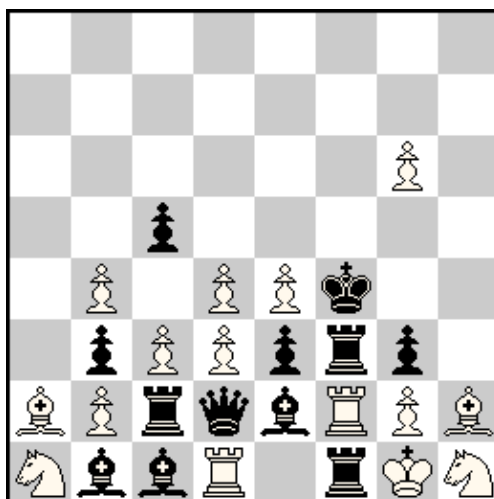
From 1. ... Qe1-d1 ... to ... 51.Bb1-a2, 100 single moves have been played and the diagram position is draw.

101 last single moves completely determined (A25/101). Record for last single moves Type A with 25 pieces.

The last records (A25/86, B25/90, C25/101 and A26/101) disappeared from the list, due to this A25/101.

Notice that the matrix has been checked by a personal program and also tested by Winchloé entering some fixed pieces and the objective to have a black piece on a1. It's the reason why it could be considered as C+. The pieces participating in the cage are the same than for some of my other records, and the maximum made today is 109 single moves (C28/109 see die Schwalbe 2018). But here, the structure permits to decrease the number of pieces on chessboard (25) to gain some ranks in the record table. The try number 3 is not easy to refute, because we need to retract very deeply before to convince of the impossibility.

Thierry LE GLEUHER
 8/8/6P1/2p5/1P1PPk2/1pPPprp1/BPrqbRPB/NbbR1rKN



C p.481
 Die Schwalbe 291
 Juni 2018

(15+12)
 109 last single moves?

1... Re1xQf1+ (only possibility since all the wPs are on the chessboard; uncapture a wB, wN or wR would not unlock the position anyway).

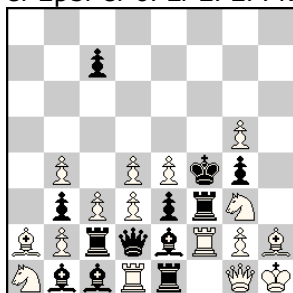
White captures: a3xb4, exd, f3xe4, h4xg5(h3xg4)
 Black capture: R xQf1+
 So, Black promotions: f7→f1=B, a7→a1=x, h7-h1=Y

Especially the second black Bishop on white square imposes a promotion on f1. As bPs never captured,

- The retro-move f3xe4 cannot occur until the bPf did not return on f4.
- Similarly, h5xg6 (or h4xg5, or h3xg4) is not permitted until the bPh (promoted) is not returned to h6 or h5, and a3xb4 as long as the bPa (promoted) is not returned to a4.
- e2xPd3 is excluded during the retro-play because of the wBf1 and black promotion on f1, but also because it's not possible to uncapture a bP on d3 (bPd3 and wPd4 could not cross themselves).
- d2-d3 is also excluded because the wBh2 will not be able to return to c1.
- c2-c3 is also rejected as the wN is on a1.

Once we took the last forced retro-moves 1... Re1xQf1+ 2.g5-g6 g4-g3 3.Ng3-h1+ c6-c5 4.Kh1-g1 c7-c6 5.Qg1-f1 (not 2... c6-c5 2.g4-g5 Kg5-f4 3. ???), we have the following position, where it's White to move:

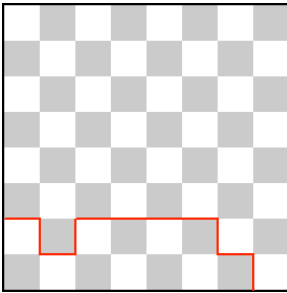
8/2p5/8/6P1/1P1PPkp1/1pPPprN1/BPrqbRPB/NbbRr1QK



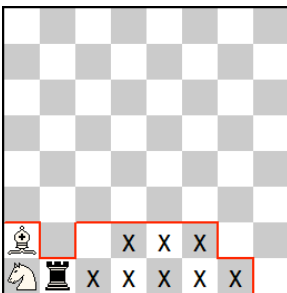
(16+12)
 White to move

The wNg3 is definitely pinned and the wK cannot leave h1, because Blacks should be retro-pat.
 The bRf3 cannot leave f3, because only the wQ could reach f3, square which she would have checked the bK.

The South cage contains the following squares:



We can maneuver inside the cage, but even if using $f2-f1=B$, we should release this cage bringing a bQ or bR on $a1$.



retro : $n.Nc2-a1$ $R(Q)a1-b1$ $n+1.Bb1-a2$ $Ra1$ (or $a2-a1=R$)

For that, we need first to replace the $bBb1$ by a wR , to replace it with a bQ , or replace the $bBb1$ by a wQ , which will be replaced itself in $g1$ by a bB . All this is very long.

Trying to get a $bRa1$ is 2 single moves too long (101 single moves would have been played, which doesn't match with the 50 moves rule).

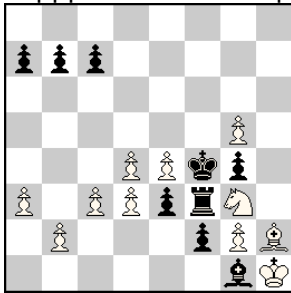
Try:

retro : 1... $Re1 \times Qf1+$ 2. $g5-g6$ $g4-g3$ 3. $Ng3-h1+$ $c6-c5$ 4. $Kh1-g1$ $c7-c6$ 5. $Qg1-f1$ $Rf1-e1$ 6. $Re1-d1$ $Bd1-e2$ 7. $Re2-f2$ $Rf2-f1$ 8. $Rf1-e1$ $Qe1-d2$ 9. $Rd2e2$ $Be2-d1$ 10. $Rd1-d2$ $Bd2-c1$ 11. $Rc1-d1$ $Qd1-e1$ 12. $Re1-f1$ $Bf1-e2$ 13. $Re2-e1$ $Be1-d2$ 14. $Rd2-e2$ $Qe2-d1$ 15. $Rd1-c1$ $Rc1-c2$ 16. $Rc2-d2$ $Bd2-e1$ 17. $Re1-d1$ $Qd1-e2$ 18. $Re2-e1$ $Be1-d2$ 19. $Rd2-c2$ $Qc2-d1$ 20. $Rd1-d2$ $Bd2-e1$ 21. $Re1-e2$ $Be2-f1$ 22. $Rf1-e1$ $Be1-d2$ 23. $Rd2-d1$ $Bd1-e2$ 24. $Re2-d2$ $Bd2-e1$ 25. $Re1-f1$ $Rf1-f2$ 26. $Rf2-e2$ $Be2-d1$ 27. $Rd1-e1$ $Be1-d2$ 28. $Rd2-d1$ $Bd1-e2$ 29. $Re2-f2$ $Bf2-e1$ 30. $Re1-e2$ $Be2-d1$ 31. $Rd1-e1$ $Re1-f1$ 32. $Qf1-g1$ $Bg1-f2$ 33. $Qf2-f1$ $Rf1-e1$ 34. $Re1-d1$ $Qd1-c2$ 35. $Rc2-d2$ $Qd2-d1$ 36. $Rd1-e1$ $Qe1-d2$ 37. $Rd2-d1$ $Qd1-e1$ 38. $Qe1-f2$ $Rf2-f1$ 39. $Qf1-e1$ $Qe1-d1$ 40. $Rd1-d2$ $Qd2-e1$ 41. $Qe1-f1$ $Bf1-e2$ 42. $Qe2-e1$ $Qe1-d2$ 43. $Qd2-e2$ $Qe2-e1$ 44. $Re1-d1$ $Rd1-c1$ 45. $Qc1-d2$ $Qd2-e2$ 46. $Re2-e1$ $Qe1-d2$ 47. $Rd2-c2$ $Bc2-b1$ 48. $Qb1-c1$ $Rc1-d1$ 49. $Rd1-d2$ $Qd2-e1$ 50. $Re1-d1$ $Bd1-c2$ 51. $Qc2-b1$ $Rb1-c1$ 52. $Qc1-c2$ $Qc2-d2$ 53. $Qd2-c1$ $Qc1-c2$ 54. $Nc2-a1$ $Ra1-b1$ 55. $Bb1-a2$ $a2-a1=R$
(from 5. $Qg1-f1$ to 55. $Bb1-a2$ there are 101 single moves!!!)

Finally, try the unpromotion of the bB on $f1$ for more time to open the final cage, does not work.

Indeed, it is quite easy to unpromote a bB on $f1$ before 99 moves with another $bBg1$, but it is forbidden, because after the retro-move $f2-f1=B$ the cage of the bK no longer opens.

8/ppp5/8/6P1/3PPkp1/P1PPprN1/1P3pPB/6bK



bK cage blocked

Avoiding to put a bB in g1, it is no longer possible to unpromote bBf1 in 99 single moves, having a soluble position. We need absolutely the wQ in e2 or e1, or a wR in e1 when the retro-move f2-f1=B occurs.

The best we can do is:

Try:

retro : 1. ... as above, and 36... Rd1-c1 37.Rc1-c2 Bc2-b1 38.Rb1-c1 Rc1-d1 39.Rd1-d2 Qd2-e1 40.Qe1-f2 Rf2-f1 41.Qf1-e1 Qe1-d2 42.Rd2-d1 Bd1-e2 43.Re2-d2 Qd2-e1 44.Qe1-f1 Rf1-f2 45.Rf2-e2 Be2-d1 46.Qd1-e1 Re1-f1 47.Rf1-f2 Bf2-g1 48.Rg1-f1 Bf1-e2 49.Qe2-d1 Rd1-e1 50.Qe1-e2 Be2-f1 51.Qf1-e1 Be1-f2 52.Qf2-f1 Bf1-e2 53.Qe2-f2 **f2-f1=B**, but forced now :...54.Qf1-e2 Qe2-d2 and Whites are retro-pat!

Solution :

retro : 1. ... **Re1xQf1+** 2.**g5-g6 g4-g3** 3.Ng3-h1+ **c6-c5** 4.Kh1-g1 **c7-c6** 5.Qg1-f1 Rf1-e1 6.Re1-d1 Bd1-e2 7.Re2-f2 Rf2-f1 8.Rf1-e1 Qe1-d2 9.Rd2-e2 Be2-d1 10.Rd1-d2 Bd2-c1 11.Rc1-d1 Qd1-e1 12.Re1-f1 Bf1-e2 13.Re2-e1 Be1-d2 14.Rd2-e2 Qe2-d1 15.Rd1-c1 Rc1-c2 16.Rc2-d2 Bd2-e1 17.Re1-d1 Qd1-e2 18.Re2-e1 Be1-d2 19.Rd2-c2 Qc2-d1 20.Rd1-d2 Bd2-e1 21.Re1-e2 Be2-f1 22.Rf1-e1 Be1-d2 23.Rd2-d1 Bd1-e2 24.Re2-d2 Bd2-e1 25.Re1-f1 Rf1-f2 26.Rf2-e2 Be2-d1 27.Rd1-e1 Be1-d2 28.Rd2-d1 Bd1-e2 29.Re2-f2 Bf2-e1 30.Re1-e2 Be2-d1 31.Rd1-e1 Re1-f1 32.Qf1-g1 Bg1-f2 33.Qf2-f1 Rf1-e1 34.Re1-d1 Qd1-c2 35.Rc2-d2 Qd2-d1 36.Rd1-e1 Qe1-d2 37.Rd2-d1 Rd1-c1 38.Rc1-c2 Bc2-b1 39.Rb1-c1 Rc1-d1 40.Rd1-d2 Qd2-e1 41.Qe1-f2 Rf2-f1 42.Qf1-e1 Qe1-d2 43.Rd2-d1 Qd1-e1 44.Qe1-f1 Bf1-e2 45.Re2-d2 Qd2-d1 46.Qd1-e1 Qe1-d2 47.Qd2-d1 Bd1-c2 48.Qc2-d2 Qd2-e1 49.Re1-e2 Be2-d1 50.Qd1-c2 Qc2-d2 51.Qd2-d1 Rd1-c1 52.Rc1-b1 Qb1-c2 53.Nc2-a1 Qa1-b1 54.Bb1-a2 **a2-a1=Q** 55.Na1-c2 **a3-a2**

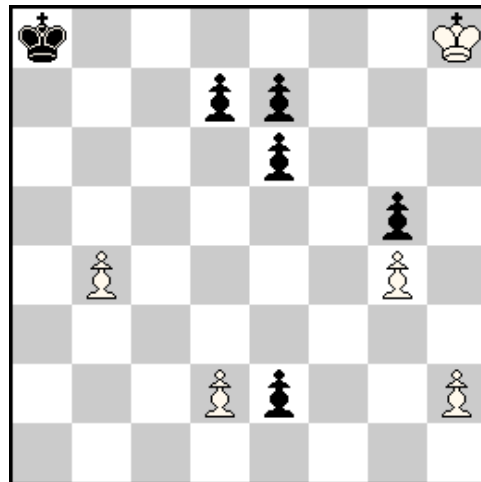
99 single moves from 5.Qg1-f1 ... to ... 54.Bb1-a2

The retro-sequence of 109 single moves is unique.

Absolute record of the longest single retro-move sequence.

This C27-109 problem take the record of the single moves section C (one King is in check), and is the record all sections. The previous record was my C26-102 (see T7 Phénix 265 septembre 2016 : NB6/Kp2p3/QRpkP3/rbp1p2p/RqP5/brP5/bPP5/NB6 102 last single moves?)

Thierry LE GLEUHER



R514
the Problemist 26-3
May 2017

(5+6)

Monochromatic

Where has been captured the wPc2?

The wK passed by h6 after $g7 \times Xf6+$ then $f6 \times Xg5$. This sequence imposes the capture of the bBf8 at home before $g7 \times Xf6+$. Only a white piece promoted on black square can capture bBf8 at home. So, wPf2 has been promoted but neither on f8 nor h8 which remains inaccessible! It is necessary to join b8 or d8!

As the bPg captured 2 times, neither bPa nor bPc could be promoted (not enough pieces available). Let us try $f2-f4 \times Qe5 \times Rd6 \times Pc7 \times Nb8 = Q(R)???$ but the bQ cannot escape ! Open the way to the bQ with $c7 \times Bd6$ prevents the capture of the bR on even line and forces to continue with $Pd6 \times Re5$. It is not then possible any more to capture 2 times with the bPg. There is however another trajectory for wPf: $f2 \times Qe3 \times Rd4 \times Pc5 \times Pb6.e.p. \times Pa7 \times Nb8 = Q(R)$. But it is then necessary initially to capture wNg1 with the bQ (bBf8 captured at home) by opening the square g2 (only passage towards g1 with the wK blocked on e1). $g2 \times Bh3 \times Rg4$ is not possible here because bRa8 and bBc8 are still blocked by bPa and bPb. It is thus necessary to open by $g2-g4$, but by taking care to have passed bPh at least on f3 (bPb7 captured « en passant ») and the bK beyond f5. That requires to have already captured 3 times on white squares (on the 4 captures envisaged) : $h5 \times g4 \times f3$ and $f7 \times e6$. But wRh1 still blocked could not have been captured on f3 (only odd line which is appropriate to him). Thus it will be necessary to capture a wP on a white square, but $c2-c4 \times Bd5 \times Re6$ like $e2-e4 \times Bd5 \times Re6$ or $e2 \times Bf3$ is impossible because bBc8 (and bRa8) are still blocked.

How thus to allow the bQ to go to capture on g1?

It's enough that she hasn't been captured on e3!

For that it is necessary to advance bPc until e3 (bRh8 could have been captured only on d4!) by: $c5 \times Bd4 \times Pe3.e.p.$ (because it is still necessary to capture 2 times with the bPg : $g7 \times$ promoted piece $f6 \times Rg5$) and the captures of the promoted wP are thus : $f2 \times Pe3 \times Rd4 \times Qc5 \times Pb6.e.p. \times Pa7 \times Nb8$.

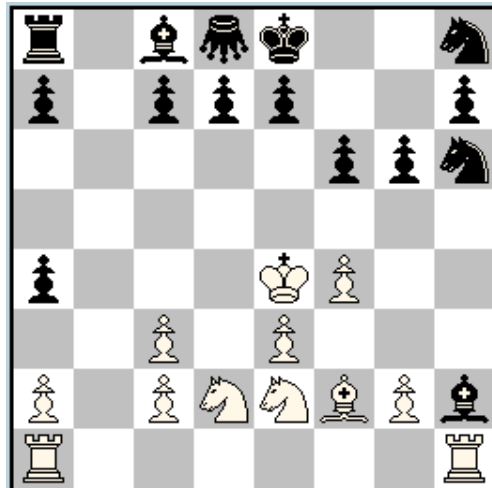
As wPe has been captured « en passant » and that wPa did not take part in the play (too much distant and no possible promotion), the 4 captures of bP can be only: Q, B, R and wPc2. There thus was $c2-c4 \times Bd5 \times Re6$ after the promotion of wPf on b8 and the move $g2-g4$ should not be played too early in order not to block the trajectory of the bK!

The wPc has been captured on e6!

Proof game (not unique of course)

1.b4 c5 2.Bb2 Qc7 3.Bd4 cxd4 4.e4 dxe3ep 5.fxe3 h5 6.Kf2 Qd8 7.Kg3 Qc7+ 8.Kh4 Qf4+
9.Qg4 Qf2+ 10.Kg5 Qxg1 11.Qf5 Rh6 12.Qh7 Rd6 13.Qxg8 Rd4 14.exd4 Qe3+ 15.Kh4 Qe5
16.Qh7 Qc5 17.dxc5 b5 18.cxb6ep Bb7 19.bxa7 Ba6 20.axb8=Q+ Bc8 21.Qf4 Ba6 22.Qh6
Bc4 23.Qd3 Bxa2 24.Qh8 Bxb1 25.Qxf8+ Ra6 26.Qh8# Ba2 27.Qh6 Bd5 28.Qf6 Rc6
29.Kg5 gxf6+ 30.Kh6 Be4 31.c4 Bd5 32.cxd5 Re6 33.dxe6 fxe6 34.Kg7 Kf7+ 35.Qa6+
Kg6+ 36.Be2+ Kf5 37.Bg4+ hxg4 38.Rhf1+ Ke4 39.Rf3 gxf3 40.Ra5 Kd5 41.Qe2+ Kc6
42.Rg5 fxg5 43.Kh8 Kb7 44.Qd1 Ka8 45.Qe2 fxe2 46.g4

Thierry LE GLEUHER



(12+15)

Partie justificative en 17,5 coups ?

Roses d1 et d8 en début de partie.

Mémorial Blondel
2ème Prix section Awww.phenix-echecs.fr
2015p.10188 Phénix 257-258
janvier-février 2016

The wB's in column c involve the capture of the only missing black piece, a bR. Exit the bRh8 by b8 would take 21 moves and switch the bR's would take 22 moves. You have to go to the obvious; the bR went out by the column g, thanks to the cross capture of the bPf and g! (try to escape by column f is impossible because of bBf8). bP's captured the 3 following white pieces (wBf1, wROd1 and wPb promoted in the axis) since the wPh was not able to leave its column, because there is no more black piece to capture. White pieces present on the diagram claim 10 moves, which gives 15 with the promotion on b8 and leaves only 3 moves to reach the square where they have been captured. The wBf1 has been captured on a6, and thus the wROd1 must have been captured on f6 (1 move) and only a promotion in Rose can reach g6 from b8 in 1 move. So, bPb played 3 moves and Blacks can therefore reach the diagram position in 16 moves, so they seemingly have one move margin. The exit of the wBf1 can occur only after having positioned the wPf on f4 and the wBc1 on f2. The bB must therefore be passed on h2, or g3 if he played the missing move (he could not have passed through g1!). You must therefore first, capture the White Rose d1 on f6, exit the bB and the bR (captured on c3), capture the wB on a6, and finally promote a Rose on b8, and move her to g6.

Solution:

1.ROf6+ g×f6 2.b4 Bh6 3.b5 Bf4 4.b6 B×h2 5.f4 Nh6 6.Kf2 Rg8 7.Ke3 (on f3 the wK would be i check by the black Rose) Rg3+ (the bB cannot be on g3 for two reasons: let pass the bR, but also the previously the wK) 8.Ke4 Rc3 9.d×c3 Nc6 10.Be3 Ne5 11.Bf2 Ng6 12.e3 Nh8 13.Ba6 b×a6 (just on time to continue the white play) 14.b7 a5 (Blacks have no more the possibility to perform a triangulation manoeuvre in orthodox way to lose a tempo) 15.b8=RO a4 16.ROg6 f×g6 17.Ne2 ROD8 (the specific tempo of the Rose) 18.Nd2

One white Rose Ceriani-Frolkin

One Rose tempo (null-move)

Two impostor Pawns (f6, g6)

We can also notice:

- The first move of the Rose to f6 has a unique trajectory, instead of the fact that theoretically two trajectories are possible.
- The pseudo-dual of the whites Knights, which would be unavoidable in orthodox, but is no more present here, due to the null-move of the black Rose.
- The impossibility to perform a tempo with the bBh2, which is apparently free.