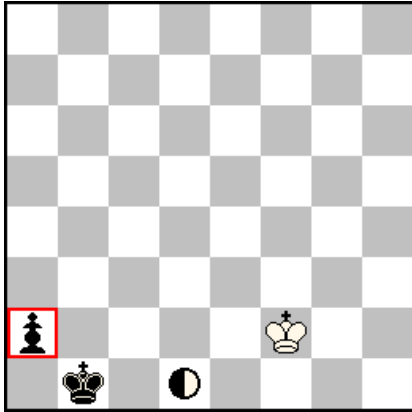


1.  
**Diyan Kostadinov (Bulgaria)**  
**JuliasFairies -**  
**Christmas Blitz 2014**  
**1<sup>st</sup> Prize**



- a) 1.Kc2(Ie2) Ke2(Id2) 2.a1hnR=n(Id1) hnRb1=w(Ie1) =  
b) 1.a1hnB=n(Ie1) Ke3(Id2) 2.Ka2(Ic3) hnBf6=w(Ih8) =  
c) 1.a1I(Ie1,Ia1) Kf3(Ie2,Ia2) 2.Kh6(If2,Ib2) Ke2(Ie1,Ia1) =  
d) 1.a1hnS=n(Ie1) hnSc2=w(Ig2)+ 2.Kb3(Ig1) Kg2(Ih1) =  
e) 1.a1hnQ=n(Ie1)+ Ke2(If2) 2.Ka3(Ie1) hnQd1=w(Ih1) =

H=2 (1+2+1) C+  
b) from a) > Id1-e2  
c) from b) > Kb1-g6  
d) from c) > Kg6-b4  
e) from d) > Kf2-d1

**d1: Imitator a2: Half-neutral**

Super AUW with 5 promotions in Tanagra form and without repetition of moves.

**Judge – Petko Petkov:** *“A happy treasure trove! Super AUW with 5 promotions realised with only 3 pieces and 1 Imitator without repetition of white and black King’s moves! This wonderful Task is a good illustration of the potential of half-neutral pieces (here the bhPa2) in combination with Imitators!”*

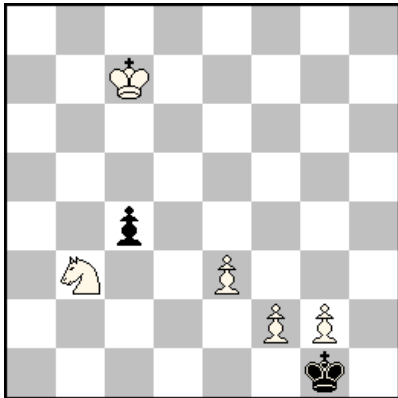
**Imitator (I):** A unit which must exactly imitate every move in length & direction, otherwise the move is illegal.

**Half-neutral piece:** a piece which change it's colour when it has been moved. When it is white or black, it becomes neutral. When it is neutral, it becomes white if it has been moved by white, and black if it has been moved by black.

By the notation: “h”=half-neutral piece, states are marked with “w”(white), “b”(black) and “n”(neutral).

2.

**Diyan Kostadinov (Bulgaria)**  
**FIDE World Cup 2015**  
**4<sup>th</sup> Prize**



a) 1...g3!! 2.cxb3-c1=B(rSc7) rSd5 3.Bxe3-e4(wKd5)+  
Kxe4-g2(rBg1)#  
[1...g4? 2.cxb3-c1=B(rSc7) rSd5 3.Bxe3-e4(wKd5)+  
Kxe4-g2(rBg1) 4.rBxf2-f4!]

b) 1...f4!! 2.cxb3-d1=S(rBc7) rBe5 3.Sxe3-e4(wKe5)  
Kxe4-f2(rSg1)#  
[1...f3? 2.cxb3-d1=S(rBc7) rBe5 3.Sxe3-e4(wKe5)  
Kxe4-f2(rSg1) 4.rSxf3-f4!]

**H#2.5 b) wBb3 (5+2) C+**  
**Take & Make**  
**KoBul Kings**

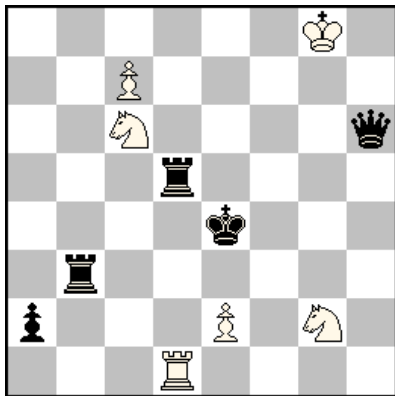
Square vacations, fairy mates, thematic tries, under-promotions, sacrifices,  
Forsberg twins, Miniature, black Minimal, dynamic play all over the board.

**Take & Make:** Every capture ("take") must be complemented by a further step ("make": *not* a capture) by the **capturing** piece, using the movement of the captured unit, otherwise the capture is illegal. Pawns may not end up on their own first rank. Captures on the promotion rank lead to promotions only if the pawn is still on the promotion rank after the "make" part of the move. Promotions at the end of the "make" element are normal.

**KoBul Kings:** When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again.

3.

**Diyan Kostadinov (Bulgaria)**  
**Julia's Fairies 2014 III**  
**2<sup>nd</sup> Honourable Mention**



a) 1...a1Q! 2.c8B! Qd4 3.Rxd4(bQb3)+ Rxd4(wRc8)#  
[2.c8Q? Qd4 3.Rxd4(bQb3)+ Rxd4+ 4.Qe6+!?!]

b) 1...a1B! 2.c8Q! Bc3 3.Sxc3(bBb3)+ Sxc3(wSc8)#  
[2.c8B? Bc3 3.Sxc3(bBb3)+ Sxc3+ 4.Be6!?!]

**HS#2.5 Circle SneK (6+5) C+**  
**b) All Rooks = Knights**

Reciprocal promotions, creation of black batteries, Meredith,  
dual avoidance, good fairy play, interesting unusual twin form.

**Judge - Kjell Widlert:** “Circle SneK is a promising new condition: its circle of promotions make the rule easy to remember ... and the possibilities for interesting strategies seem great. Here, the piece on b3 must be promoted to form a mating battery – so with a Rb3, White must capture a Q, and with a Sb3, White must capture a B; this determines the promotion on a1. But the really interesting part is the handling of f5: White must guard the square, which can only be done from c8, but without guarding e6 and thereby stopping the mate. The solution to the riddle is to have the piece on c8 promote on Black’s mating move, so f5 (and e6) are guarded before the mating move but not after it! So with a wR being captured in the mating move, White promotes to a Bc8 which Black then promotes to a R, and with a wS being captured in the mating move, White promotes to a Q which Black then promotes to a S. This motif might be useful in other problems.

The twinning change is essential regarding the piece on b3, but in principle, the changes on d1 and d5 might have been avoided in a different matrix. But on the other hand, this unusual twinning is a neat way to make the whole play work.”

**Circle SneK:** When a **Queen** is captured - a Rook (or Royal Rook) of the same color (if exists on the board) becoming Queen; When a **Rook** is captured – a Bishop (or Royal Bishop) of the same color (if exists on the board) becoming Rook; When a **Bishop** is captured - a Knight (or Royal Knight) of the same color (if exists on the board) becoming Bishop; When a **Knight** is captured – a Queen (or Royal Queen) of the same color (if exist on the board) becoming Knight. Only one piece may change its type after a capture.

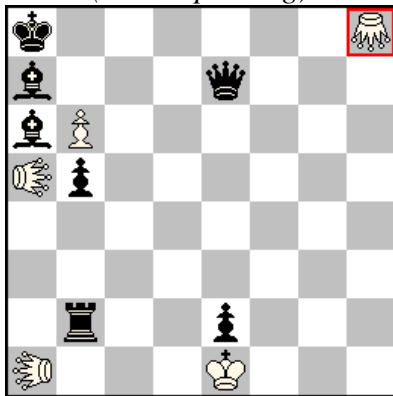
In case of option – the *capturing* side choose which piece will be transformed.

The capture and the change of type is a single move. If this full move result a selfcheck - the capture is forbidden.

The capture of a pawn is normal. The capture is normal also in the case when there is no piece on the board which should be transformed. Castling with Royal piece is not allowed.

4.

**Diyan Kostadinov (Bulgaria)**  
**KoBulChess 2013**  
*(Award pending)*



**a) 1...Qf7! 2.Lid8+ Bb7 3.hnGc8=nG+ hnGe8=bG#**  
 [3...hnGa6=bG?? selfcheck] [3...Bb8?? selfcheck]  
 [1...Qc5? 2.Lid8+ Bb7 3.hnGc8=nG+ hnGc4=bG!]

**b) 1...Qf8! 2.Lid5+ Bb8 3.hnGc6=nG+ hnGe4=bG#**  
 [3...hnGa4=bG?? selfcheck] [3...Bb7?? selfcheck]  
 [1...Qf6? 2.Lid5+ Bb8 3.hnGc6=nG+ hnGg6=bG!]

**HS#2.5 b)hnGh8→h1 (5+7) C+**  
 □=Half-neutral ♁=Grasshopper  
 ♁=Lion ♁=KangarooLion

Zabunov theme with initial Lion/KangarooLion battery and creation of anti-batteries, specific fairy play with dual avoidance and thematic tries, black selfblocks after unpins, ODT, Meredith.

**Grasshopper (G):** Hops on Q-lines over any one unit (the hurdle) to the next square beyond. Q-hopper would be a more sensible name.

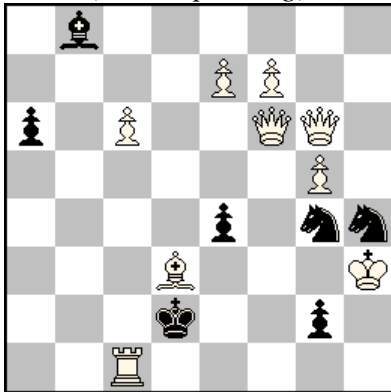
**Lion (Li):** a grasshopper which can move to *any* square beyond the hurdle.

**Kangaroo-Lion (KL):** As a Lion but requiring 2 (not necessarily adjacent) hurdles on the same line and lands to any square beyond the second hurdle.

**Half-neutral piece:** a piece which change it's colour when it has been moved. When it is white or black, it becomes neutral. When it is neutral, it becomes white if it has been moved by white, and black if it has been moved by black.

5.

**Diyan Kostadinov (Bulgaria)**  
**The Problemist 2015**  
*(Award pending)*



a) **1.Rg1! Kxd3(K=rB=>c8) 2.Qg8+ Sxf6(S=Q=>d8)#**  
[3.Kxh4(K=rS=>g1)??]

b) **1.Bb1! Kxc1(K=rR=>h8) 2.Qc8+ Sxg6(S=Q=>d8)#**  
[3.Kxg4(K=rS=>b1)??]

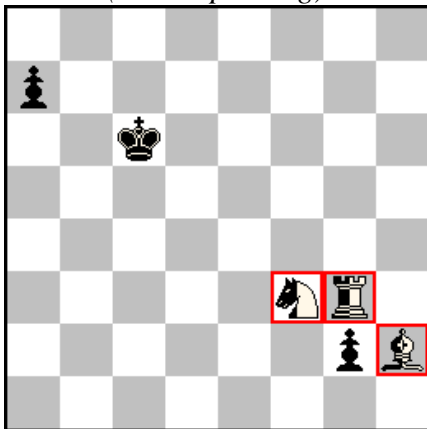
**HS#2 b) Qf6-e6 (9+7) C+**  
**Anti Circe Clone**

Creation of black Royal batteries, ODT, selfblocks on g1/b1,  
change of functions between wB/wR, wQ/wQ and bS/bS.

**Anti Circe Clone:** A capturing piece (including King) takes the nature of the captured piece and then goes to its Circe rebirth square. The checking/mating piece do not take the nature of the King and its returning square is according its own nature.

6.

**Diyan Kostadinov (Bulgaria)**  
**KoBulChess 2015**  
(Award pending)



a) 1.g1S! hnBxg3=w(c6=rR) 2.rRa6 hnSxg1=w(a6=rS) =

b) 1.g1B! hnRxf3=w(c6=rS) 2.rSa5 hnBxg1=w(a5=rB) =

c) 1.g1R! hnSxh2=w(c6=rB) 2.rBa4 hnRxg1=w (a4=rR) =

H=2 (0+3+3) C+

b) Pa7-a6 c) Pa7-a5

**KoBul Kings, Disparate**  
**f3, g3, h2: Half-neutral pieces**

Cyclic change of functions, promotions, Miniature. In the initial position all pieces can be moved by black. Two moves later they are transformed, blocked, paralyzed or captured. Total analogy in the play in all solutions.

**KoBul Kings:** When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if they result in self-check by the transformed King.

**Disparate (Echecs Disparates):** when a piece has moved, the opponent's piece of same nature can not be moved on the next move.

**Half-neutral piece:** a piece which change it's colour when it has been moved. When it is white or black, it becomes neutral. When it is neutral, it becomes white if it has been moved by white, and black if it has been moved by black.