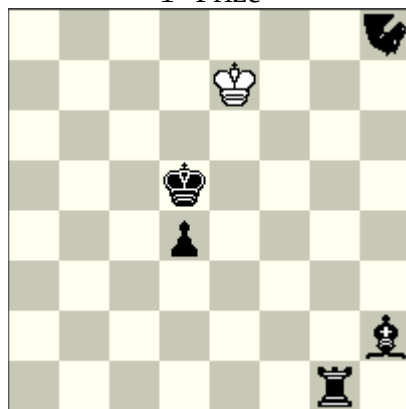


No.1

Julia Vysotska  
Julia's Fairies - 2014-I, No.500  
1<sup>st</sup> Prize



h#2      2 solutions      1+5

Anti-Andernach  
Take&Make, Anti-Take&Make  
Nightrider h8

I. 1.Bh2-e5=w Be5×h8-b5[+bNd6] 2.Rg1-g6=w Rg6×d6-f5[+bNe4] #

II. 1.Nh8-e2=w Ne2×g1-g6[+bRc1] 2.Bh2-f4=w Bf4×c1-h1[+bRc5] #

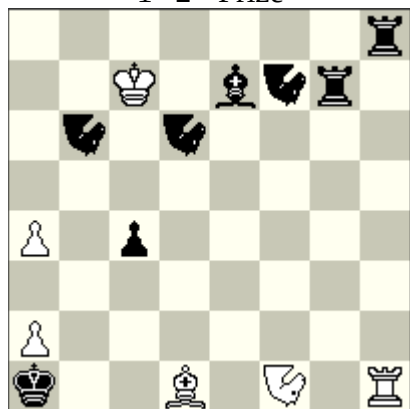
(C+ by Popeye)

A dynamic cyclic play of three black pieces demonstrates all effects of three fairy conditions. Pseudo-sacrifices, ideal mates, white minimal, miniature.

By the judge, Vlaicu Crişan: “An outstanding dynamic composition, which received perfect scores both for technical merit and artistic value. First, thanks to Anti-Andernach condition, black pieces are turned to white color. Then, thanks to Take&Make and Anti-Take&Make white pieces are positioned around the black King, while the remaining black piece blocks the remaining flight. To my own knowledge, it is for the first time when these three conditions have been mixed together! The cyclic exchange of roles between three black pieces – as pointed out by Kjell Widlert – and the ideal mates demonstrate that both the idea and the form are perfect. [...]”

No.2

Julia Vysotska  
 Andon Petkov 100 MT - 2015  
 1<sup>st</sup>-2<sup>nd</sup> Prize



hs#3.5      2 solutions      6+8

Take&Make

Anti-Andernach

Nightrider f1, f7, b6, d6

I. 1...Nf7-g5=w 2.Bd1-b3=b Be7×g5-h7 + 3.Kc7×d6-h4 Nb6-f4=w 4.Nf1×b3-c2 + Bh7×c2-e1 #

II. 1...Be7-g5=w 2.Nf1-b3=b Nf7×g5-h6 + 3.Kc7×b6-h3 Nd6-b5=w 4.Bd1×b3-d4 + Nh6×d4-g1 #

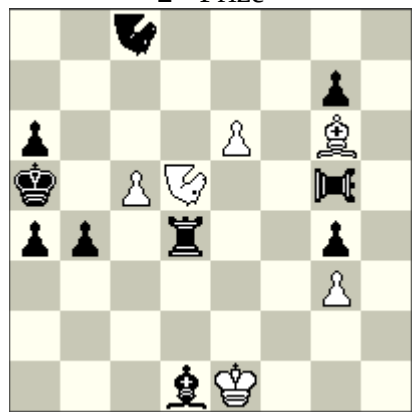
(C+ by Popeye)

Two almost identical half-batteries in front of each other. There're white and black Bishops and Nightriders, but paradoxacally the white ones need to become black and the black ones to become white. Black half-battery is fully destroyed, and a new black batteries are created vertically on h-file. Long moves of the wK, three changes of color and of function, four Take&Make moves in each solution.

By the judge, Petko A. Petkov: *“A unique duel: White B/N/R half-battery against black B/N/R half-battery combined with reciprocal white and black "sacrifices" of the forward half-battery pieces! Active w.King, change of function of three pairs of thematic pieces: Nb6/Nd6; Bd1/Nf1; Be7/Nf7. Creation of black batteries N/R and B/R, Zilahi theme in an excellent construction! In my opinion, one of the best fairy opuses by Julia [...]”*

No.3

Julia Vysotska  
4<sup>th</sup> FIDE World Cup in Composing - 2015, Section G: Fairies  
2<sup>nd</sup> Prize



hs#3      b) Bd1 → h3      6+10  
Back-To-Back  
Nightrider d5, c8  
Rook-lion g5

a) 1.Nd5-e5 RLg5-f4 2.Bg6-f5 Nc8-e4 3.Ne5-c1 + RLf4×c1 #

b) 1.Nd5-f5 RLg5-h4 2.Bg6-h5 g7-g6 3.Nf5-e7 + RLh4×e7 #

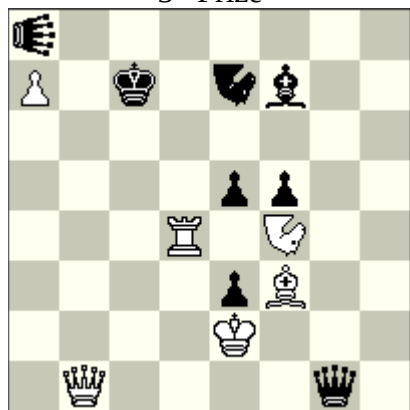
(C+ by Popeye)

Strategic Back-to-Back play of wB/bRL/wN. In the final, the only possible white defenses by wB (Bc2/Be8, using BTB effect) are eliminated on the second black move (Ne4/g6).

By the judge, Tadashi Wakashima: “*Highly strategic and original hs# in Back-to-Back which was first proposed in the 14th Japanese Sake Tourney last year. Particularly interesting is lineclosing motivation Ne4/g6 which prevents white’s defenses by wB. If this maneuver can be shown as Ne4/Ng6, then it would be much better (but Nc8 must guard the square f2, alas). Anyway, this fine problem is a definite evidence that Back-to-Back is full of possibilities for further explorations.*”

No.4

Julia Vysotska  
13<sup>th</sup> Tzuica Tourney - 2015, Fairy section  
3<sup>rd</sup> Prize



hs#2.5      2 solutions      6+8

Nightrider f4, e7

Lion a8

- I. 1...Ne7-g6 2.Rd4-d2 LIa8-a2 + 3.Qb1-c2 + Bf7-c4 # (4. Q×c4, Qd3? ; Rd3? ; Nd3?)  
 II. 1...Bf7-h5 2.Qb1-d3 LIa8-a6 + 3.Rd4-c4 + Ne7-c6 # (4. R×c6, Rd4? ; Qd4? ; B×c6?)

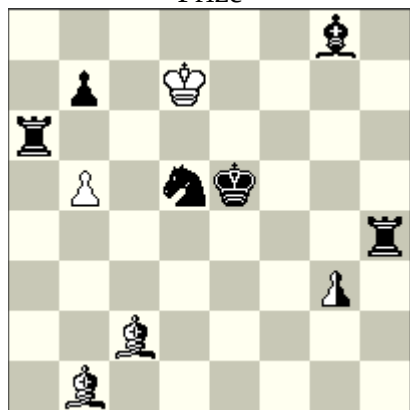
(C+ by Popeye)

Pin mates with three pieces pinned during a play in two phases. Reciprocal play of three pairs of pieces. ODT.

By the judges, Vlaicu Crişan & Eric Huber: *“Perfect thematic density: again all moves are thematic. The solutions are short and dense, with a firework of checks and cross-checks in the last three half-moves. The final ending, with triple white pin and black self-pin, is memorable. Let’s note also that we have three duos. The construction is skilfully arranged, with wPa7 serving both as a guard for a flight and as a hurdle for the black Lion. Such accurate details actually make the difference between good problems and great compositions!”*

No.5

Julia Vysotska  
15<sup>th</sup> Japanese Sake - 2015  
Prize



h#2 b) Face-To-Face 2+6+3  
Back-To-Back

a) Back-to-Back:

Thematic try: 1. Rb4? nBa2? and 2.Ra1 is impossible!

1.Ra6-a1 nBb1-a2 2.Rh4-b4 nBa2×a1 #

b) Face-to-Face:

Thematic try: 1. Rb6? nBh7? and 2.Rh8 is impossible!

1.Rh4-h8 nBc2-h7 2.Ra6-b6 nBh7×h8 #

(C+ by Popeye)

Paradoxical mate by one neutral piece in two phases: with Back-to-Back and Face-to-Face conditions. BTB/FTF effects in:

- mating move where nB being in pair with bR captures bR to move to the diagonal's corner where it can't escape;

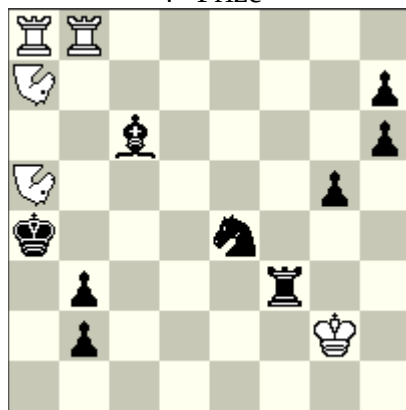
- pin of the bSd5 using BTB/FTF pair wPb5+bR.

Change of functions for two pairs of pieces nBb1/nBc2 and bRa6/bRh4. Anti-critical moves of the bRs. Meredith. Model mates.

By the judges, Tadashi Wakashima, Toshiki Kobayashi, Masato Yoshii: “A clear winner. Who could dream that such a perfect FTF/BTB reversal can be realized? Nice FTF/BTB-specific pinmates. Exchange of functions for two pairs of pieces nBb1/nBc1 abd bRa6/bRh4. This masterpiece will surely remain in our memory for a long time.”

No.6

Julia Vysotska  
 Julia's Fairies - 2013-III, No.400  
 Dedicated to Petko A. Petkov  
 4<sup>th</sup> Prize



hs#3      2 solutions      5+9

Take&Make

Nightrider a7, a5

I. 1.Na7-b5 Se4-g3 2.Kg2×g3-h5 Bc6×b5-d1 3.Na5-e3 + Rf3×e3-a5 #

II. 1.Na5-b7 Rf3-f1 2.Kg2×f1-b1 Bc6×b7-f5 3.Na7-c3 + Se4×c3-a7 #

(C+ by Popeye)

The initial black half-battery transforms into two new black batteries created on the different lines. Activity of the white King. Two pairs of pieces reciprocally change their functions.

By the judge, Eric Huber: *“Amateurs of battery play will be delighted by this problem. The white and black half-batteries both play and thus the two front pieces of each half-battery exchange their functions. The initial black half-battery transforms into two new black batteries created on different lines. In the same time, the active white King enables mates on different fields and lines. [...]”*

Definitions of Fairy elements used:

**Take & Make:** Having captured, a unit must immediately, as part of its move, play a non-capturing move in imitation of the captured unit from the capture-square. If no such move is available, the capture is illegal. Promotion by capture occurs only when a pawn arrives on the promotion rank as the result of a take&make move. Checks are as in normal chess: after the notional capture of the checked K, the checking unit does not move away from the King's square.

**Anti-Take&Make (= Circe Take & Make):** Every capture ("take") must be complemented by a further step ("make" which is not a capture) by the captured piece (Kings excluded), which must move from its square or vanish (according to the wishes of the capturing side in case of options). The capture is forbidden if the captured unit has no possible moves. Promotions at the end of the "make" element are normal.

**Anti-Andernach:** A piece (excluding King) changes its color after any non-capturing move. After capture, the piece retains its color. Rooks on a1, h1, a8 and h8 can be used for castling, provided the usual other rules for that move are satisfied. After castling, Rooks do not change color, If White makes a non-capturing move with neutral or halfneutral piece, that piece becomes black and vice versa.

**Back-To-Back:** When pieces of opposite colors stand back-to-back with each other on the same file (white piece is on the top of black!), they exchange their roles. A pawn on the first rank cannot move. Any piece can make an en passant capture when it has got a role of Pawn by Back-To-Back.

**Face-To-Face:** When pieces of opposite colors stand face-to-face with each other on the same file (black piece is on the top of white!), they exchange their roles. A pawn on the first rank cannot move. Any piece can make an en passant capture when it has got a role of Pawn by Face-To-Face.

**Nightrider(N):** (1,2) Rider. Operates along straight lines with squares lying a Knight's move away from each other.

**Lion(LI):** Moves along Queen lines over another unit of either color to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

**Rook-Lion(RL):** (0,1) Lion. Moves along Rook lines over another unit of either color to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.