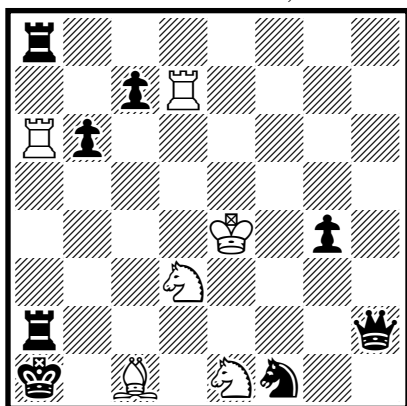


2.

Adrian STORISTEANU

F1043. *Probleemblad* 4, Oct.-Dec. 2014



h≠2 circe (6+8)
b) ♖f1

- a) **1.Sd2+ * Bxd2[+bSb8] 2.Sxd7[+wRh1]** Sc2≠ 3.Ra2xc2[+wSb1]??**
* 1.Se3? Bxe3[+bSb8] ... fails to 3.Qxc2[+wSb1]!
** 2.Sxa6[+wRh1]?
- b) **1.Bg2+ * Sxg2[+bBc8] 2.Bxd7[+wRh1]** Bb2≠ 3.Ra2xb2[+wBc1]??**
* 1.Bxd3[+wSb1]+? Sxd3[+bBc8] ... fails to 3.Qxb2[+wBc1]!
** 2.Bxa6[+wRh1]?

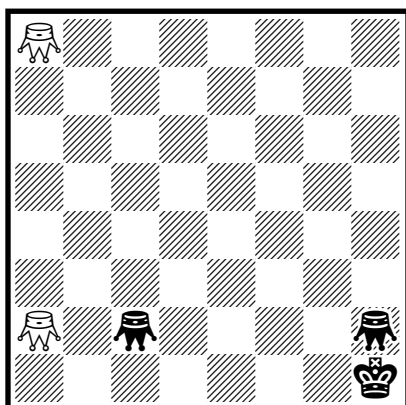
Double-check circe-style pin mates. **Dual avoidance** on black's first move motivated by the need to shut off the bQ. The dual avoidance (or, rather, 'discriminating accuracy') on black's 2nd move (which brings over, through rebirth, a wR as white battery's rear piece) highlights the need to pin bRa2 in the mate (even though it is a double-check mate).

3.
Adrian STORISTEANU

Alex Ettinger 90 MT 2013 (Tanagras)

Variantim 65, April 2015

1st Prize



h≠4 (2+3)
 anti-supercirce, platzwechsel circe
 2.1.1

b) ♖a8 ↔ ♜h2

a) 1.Kh1-g2 Ga8-h1 2.Kg2xh1[bKh1→a1][+wGg2] Gg2-b2
 3.Gh2xb2[bGb2→b2][+wGh2] Gh2xb2[wGb2→b8][+bGh2] 4.Gh2-b2*
 Ga2xc2[wGc2→h8][+bGa2]≠

* *third consecutive Gh2 ► b2 move – an orthogonal G manoeuvre to relocate the wG via anti-supercirce*

1.Gh2-b2 Ga2xc2[wGc2→f2][+bGa2] 2.Kh1-h2 Gf2xa2[wGa2→g8][+bGf2] 3.Gb2-g2 Ga8-h1

4.Kh2xh1[bKh1→h1][+wGh2] Gh2xf2[wGf2→a8][+bGh2]≠

BK switchback, wGa8 rundlauf, bGh2 apparent-rundlauf.

b) 1.Kh1xh2[bKh2→b7][+wGh1]
Gh1xa8[wGa8→a8][+bGh1] 2.Gh1xa8[bGa8→b2][+wGh1] Gh1-a8*
 3.Kb7-b8 Ga8-c8 4.Kb8xc8[bKc8→a1][+wGb8] Ga2xc2[wGc2→h8][+bGa2]≠

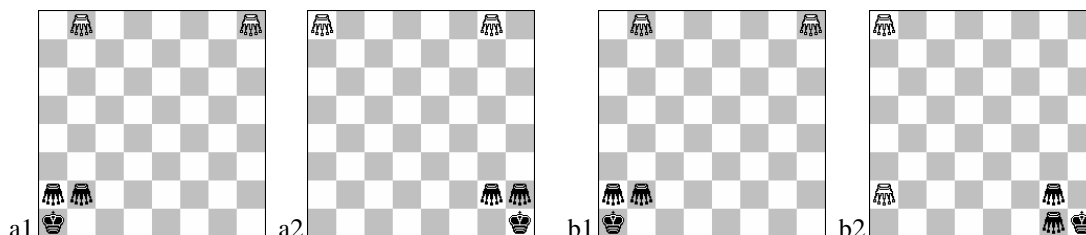
* *third consecutive Gh1 ► a8 move – a G manoeuvre similar to twin a)'s, but diagonal and used here to toss a bG*

1.Kh1xh2[bKh2→b2][+wGh1] Ga2xc2[wGc2→g2][+bGa2] 2.Ga8xh1[bGh1→g3][+wGa8]

Gg2xa2[wGa2→g1][+bGg2] 3.Kb2-a2 Ga8-a1 4.Ka2xa1[bKa1→h1][+wGa2] Gg1xg3[wGg3→a8][+bGg1]≠

BK rundlauf, wGa2 apparent-rundlauf.

Corner, ideal, chameleon echo mates:



h≠4 Anti-supercirce + Platzwechsel circe (PWC), grasshoppers (G), no wK – on a capture: (i) the capturing unit (including a K) is reborn on any empty square of the board, and (ii) the captured unit (not a K) is reborn on the square vacated by its captor (if still empty)

C+ Popeye v4.73 (WinChloe may need the option “captures sur case de renaissance autorisées”!?)

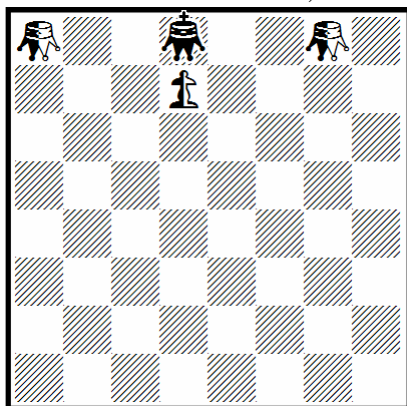
Alex Ettinger 90 MT – closing date: 30-Nov.-2013; award published: 2-April-2015 on *Julia’s Fairies* (online), and in pp.15-17 *Variantim* 65, April 2015

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4.




Adrian STORISTEANU

16167. *Die Schwalbe* 270, Dec. 2014



h≠5

(0+1+3n)

-  = royal grasshopper
-  = neutral pawn
-  = neutral grasshopper

Either side can move a neutral piece, but only white can play here nGa8-e8+ (for black, a self-check). Hence black idles: **1.nPd7-d6!** *tempo* – a neutral P’s move, unlike a regular P’s, can be later reversed (by the other side). **1...nGa8-e8+ 2.nGe8-h8 nPd6-d7!** *switchback* – corrects the damage done earlier by the black tempo. **3.nGg8-c8 nGc8-e8+ 4.rGd8-f8 nPd7-d8=nG+ 5.nGe8-c8 switchback nGd8-g8≠.**

The tempo and its undoing cost a whole full-move, though their timing precludes a solution in **4** (i.e., eight single moves). But there surely must be a solution in **4.5** moves (a set play), black no longer compelled to play that unneeded, damaging 1.nPd6!? Turns out there is not – a tempo, by *either* side (most pieces being neutral), is still needed for this mate sequence. After 1...nGe8+ 2.nGh8, it is either 2...*wait??* 3.nGc8 or 2...nGc8 3.*wait??*, followed by 3...nGe8+ etc.: white must play the checks, black the replies (and the rG), and either the rest – that’s where a tempo would fit in. But none is available. So whereas 2...nPd7 does necessary undoing, it is, at the same time, a white waiting move. A *nontempo tempo*. Similarly, 1.nPd6 waits it out alright but, we now know, also gives white *something* to do/undo later. There is, likewise, no solution in **5.5** (white to play, and having an extra move available).

A neutral pawn moves and the move is afterwards undone, due to both immediate and delayed **tempo** motivations. **Symmetrical** position, **asymmetrical** post-key solution.

h≠5 black royal grasshopper (rG) d8, neutral pawn, neutral grasshoppers (nG), no wK

C+ Popeye v4.73

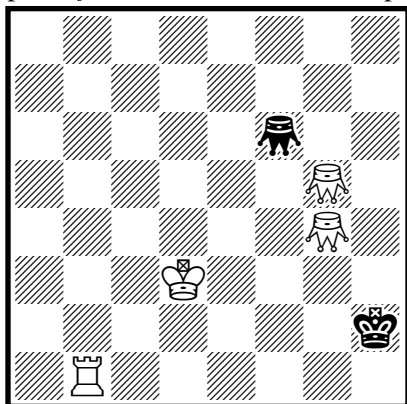
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5.

Adrian STORISTEANU

to Theodor Tauber & Zvi Roth

p.484 *feenschach* 206, March-April 2014



$h \neq 2$ (4+2)

circe or vertical-mirror circe?

b) $- \text{♖f6}$

a) 1.Gf6-h4 Gg5-g3 2.Gh4-f4 Rh1≠.

The wGg3 is self-guarding in both circe 3.Kxg3?? [+wGg8+!] and vertical-mirror circe [+wGb8+!], whereas wRh1 only in vertical-mirror circe – 3.Kxh1?? [+wRa1+!]. Therefore —

in a) it's *vertical-mirror circe*

b) 1.Kg2 Gg5-g3+ 2.Kf2 Rf1≠.

The wRf1 is self-guarding in both circe 3.Kxf1?? [+wRh1+!] and vertical-mirror circe [+wRa1+!], but wGg3 only in circe – 3.Kxg3?? [+wGg8+!]. So —

in b) it's *circe*

The same two white pieces are both self-guarding at the end of each solution. One self-protection works in both types of circe, the other only in one – consequently determining, post-mortem, which genre actually solves each twin. **Genre-dual avoidance**, a novel extension of the regular hybrid problem.

The twinning serves as a first, rough discriminant between the two move sequences – it sharpens the notion of genre dual avoidance and is, thus, thematic (this role is shouldered entirely by the bG – specifically, its presence: a) 1.Kg2 Gg3+ 2.Kf2 Rf1≠?? Gxf1!, respectively absence: b) 1.Gh4??).

The particular circe type does not constitute an additional change in the *twinning specification*, but is an intrinsic part of the *solution*. (With, e.g., a bPf7 instead of bGf6, the stipulation can be “ $h \neq 2$ a) circe, b) vertical-mirror circe” – a sound, regular hybrid problem, but then the whole novel concept is forfeited.) Along the same lines, there are – thematically – no captures during the solutions' move sequences, which would otherwise provide an early clue (through the circe-specific rebirths) as to the particular genre.

Model mates.

$h \neq 2$ circe or vertical-mirror circe?, grasshoppers (G)

Vertical-mirror circe (Fr. *circé inversé*) – captured pieces are reborn on the squares vertically-symmetric to the regular circe ones

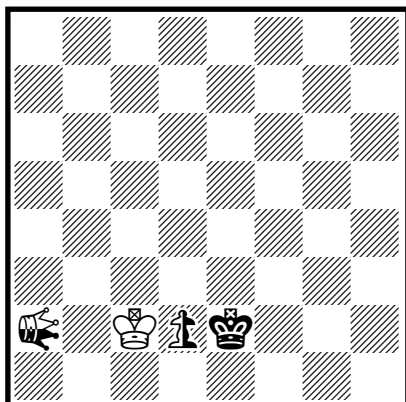
C+ Popeye v4.73

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6.
Adrian STORISTEANU

Denis Blondel MT 2014 (Section B)

5th Honourable Mention



$h==2^*$ (1+1+2n)
 anti-supercirce, platzwechsel circe

2.1.1

♠ = neutral pawn
 ♞ = neutral locust

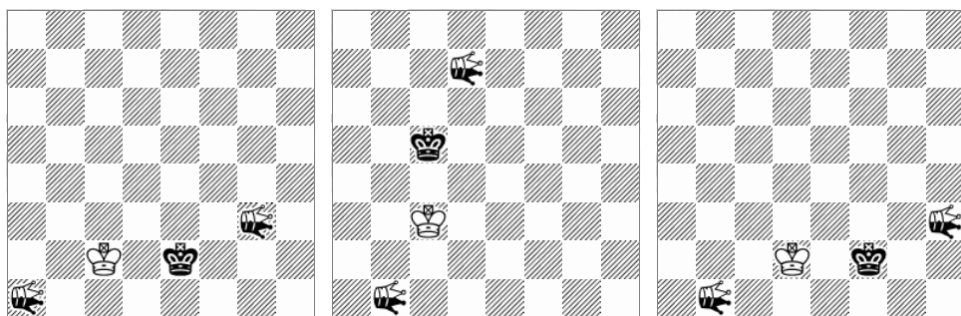
Set:

1...Kc2xd2[wKd2→a1][+nPc2] 2.nLa2xc2-d2[nLd2→g3][+nPa2] Ka1xa2[wKa2→c2][+nPa1=nL] ==

Solutions:

1.Ke2xd2[bKd2→c5][+nPc2]+ Kc2-b1 2.nLa2xe2-f2[nLf2→d7][+nPa2]+ Kb1xa2[wKa2→c3][+nPb1=nL] ==

1.Ke2-f2 Kc2-b1 2.nLa2xd2-e2[nLe2→h3][+nPa2]+ Kb1xa2[wKa2→d2][+nPb1=nL] ==



Echoes in set play and two solutions. The nPd2 is repeatedly ‘captured’ by all three other units (prior to, and for its promotion), in order to reposition – via the fairy side effects – both these units and the pawn itself.

$h==2^*$ anti-supercirce, platzwechsel circe, neutral pawn, neutral locust (nL)

Locust – moves on Q-lines but *only* to capture an enemy unit, arriving on the square immediately beyond that unit, which must be vacant

Anti-supercirce + Platzwechsel circe (PWC) – on a capture: (i) the capturing unit (including a K) is reborn on any empty square of the board, and (ii) the captured unit (not a K) is reborn on the square vacated by its captor (if still empty)

C+ Popeye v4.73 (WinChloe may need the option “captures sur case de renaissance autorisées”!?)

Denis Blondel MT 2014 – closing date: 30-April-2014; award published: 31-Dec.-2015, both distributed by e-mail and made available on *Julia’s Fairies* (online). Section B = locusts and/or roses, any fairy pieces and conditions

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