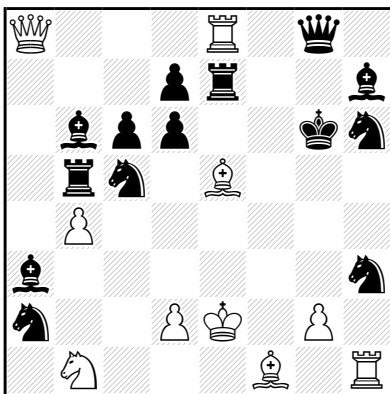


WCCI 2013-2015, section H (retro)  
Nicolas Dupont  
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**Number 1**

Nicolas Dupont  
16562 Die Schwalbe 2015 276



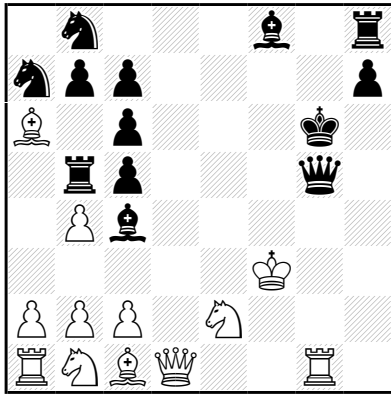
PG 34.0      C?      (10+14)

1.f4 a5 2.f5 a4 3.f6 Ra5 4.fxe7 f5 5.h4 Kf7 6.e8=R f4 7.Re6 f3 8.Rc6 bxc6 9.h5 Ba6 10.h6 Bd3 11.hxg7 h5 12.e4 Nh6 13.e5 Bh7 14.g8=B+ Kg6 15.Bb3 axb3 16.a4 Rb5 17.a5 h4 18.a6 h3 19.a7 h2 20.a8=Q hxg1=N 21.Qa7 Nh3 22.Qg1 bxc2 23.Ra8 Ba3 24.b4 Na6 25.Bb2 c1=N 26.e6 Na2 27.e7 f2+ 28.Ke2 fxg1=B 29.e8=N Bb6 30.Nd6 Re8+ 31.Be5 Re7 32.Qa4 Qg8 33.Re8 Nc5 (C+) 34.Qa8 cxd6

The Ceriani-Frolkin AUW, especially when mono-colored, is maybe the most emblematic theme in the whole Proof Game genre. This entry reinforces it with the addition of 2 anti-Pronkin pieces - the Queen and the Rook. The notation, in the "Future Proof Game" language, reads AP(Q,R) & CF(B,S).

## Number 2

Nicolas Dupont  
15807 Die Schwalbe 2013 263  
Dedicated to Silvio Baier  
Fourth Prize



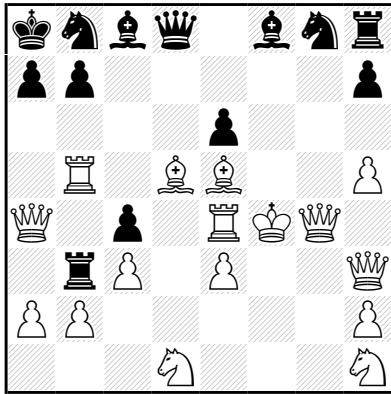
PG 27.5      C+      (12+13)

1.f4 g5 2.f5 g4 3.f6 g3 4.fxe7 gxh2 5.g4 f5 6.g5 f4 7.g6 f3 8.g7 Kf7 9.e8=R Qg5 10.Re6 Ne7 11.Rb6  
axb6 12.e4 Ra5 13.Ba6 f2+ 14.Ke2 f1=R 15.g8=R Rf3 16.Rg6 Rc3 17.dxc3 Nec6 18.Kf3 Na7 19.Rc6 dxc6  
20.Ne2 Kg6 21.Rg1 h1=R 22.e5 Rh4 23.e6 Rb4 24.e7 Be6 25.e8=R Bc4 26.Re5 Rab5 27.Rc5 bxc5  
28.cxb4

This proof game is showing, for the very first time, 5 Ceriani-Frolkin Rooks (3 White and 2 Black). The same content with Queens or Bishops was already known, it thus only remains the Knight case to be constructed. The notation, in the "Future Proof Game" language, reads CF(R,R,R) & CF(r,r).

## Number 3

Nicolas Dupont  
Fide World Cup 2015  
Second Prize



PG 27.5      C?      (16+13)

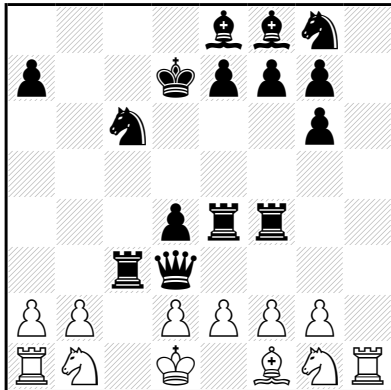
1. d4 c5 2. d5 Nc6 3. dxc6 d5 4. c7 Bg4 5. c8=Q Bh5 6. Qh3 e6 7. f4 Qe7 8. f5 O-O-O 9. f6 Kb8 10. fxe7 f5  
11. g4 f4 12. gxh5 f3 13. Bf4+ Ka8 14. e3 f2+ 15. Ke2 d4 16. Kf3 d3 17. Ne2 d2 18. Rg1 Rd3 19. Rg5 Rb3  
20. Bg2 f1=B 21. Ng3 Bb5 22. Nh1 Bd7 23. e8=Q+ Bc8 24. Qa4 c4 25. Rb5 g5 26. Be5 g4+ 27. Kf4 g3  
28. Qdg4 d1=Q 29. Nc3 Qd8 30. Bd5 g2 31. Rd1 g1=N 32. Rd4 Nf3 33. Re4 Nd4 34. Nd1 (C+) Nc6 35. c3  
Nb8

Among the 3-fold “economic” (the number of thematic units is equal to the number of captures) mono-colored Pronkin combinations with different piece-types, only the (Queen, Bishop, Knight) case was missing – which is fulfilled by this entry. This is a solution to Open Problem 14 in my recent feenschach article.

## Number 4

Nicolas Dupont

16362 Die Schwalbe 2015 273



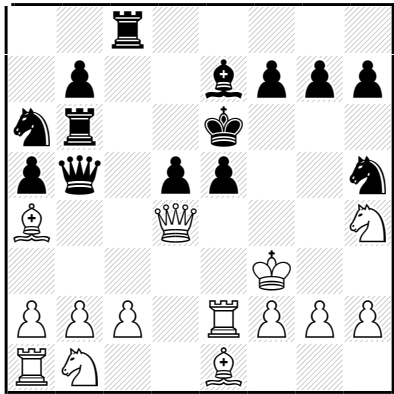
PG 22.0 C? (12+15)

1.c4 d5 2.Qc2 d4 3.Qg6 hxc6 4.c5 Rh3 5.c6 Rc3 6.cxb7 c5 7.h4 Nc6 8.b8=Q d3 9.Qb3 Rxc1+ 10.Qd1 Rc4 11.Qc2 dxc2 12.h5 Qd3 13.h6 Bd7 14.h7 O-O-O 15.h8=Q Be8 16.Qh2 Rdd4 17.Qb8+ Kd7 18.Qb3 c1=R+ 19.Qd1 R1c3 20.Qa4 Rf4 21.Kd1 Rce4 22.Qd4+ (C+) cxd4

This entry shows 2 white promoted Queens performing the Pronkin and the Pawn Circuit theme (they move to the respective original square of the Pawns from which they are issued), and are finally captured in a crossed way – making the full procedure almost invisible. The notation, in the "Future Proof Game" language, reads (CC&PR&PC)(Q,Q).

## Number 5

Nicolas Dupont  
528 Julia's Fairies 2014  
First Prize



PG 16.0      C?      (14+14)

Disparate

1.d4 Nf6 2.d5 Nh5 3.Qd4 a5 4.Nf3 Ra6 5.d6 Rb6 6.dxc7 Na6 7.Bd2 d5 8.Nh4 Bg4 9.c8=Q Bxe2 10.Kxe2 e5 11.Kf3 Qd7 12.Bb5 Ke7 13.Ba4 Ke6 14.Re1 Be7 15.Re2 Qb5 16.Be1 (C+) Rxc8

The Disparate fairy condition means that each move must be followed by a move from a piece of different nature. This entry shows a Schnoebelen Queen (the promoted Queen is captured without having moved – a trick which is impossible to construct in an orthodox manner).

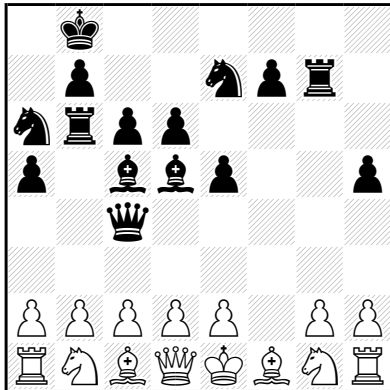
## Number 6

Nicolas Dupont

480 Julia's Fairies 2014

Dedicated to Jacques Dupin

Second Prize



PG 21.5      C+      (15+15)

Back Home

1.f2-f4 e7-e5 2.f4-f5 Qd8-g5 3.f5-f6 c7-c6 4.Sg1-h3 Qg5-h4 + 5.Sh3-f2 Qh4-c4 6.Sf2-e4 Ke8-d8 7.Se4-d6 Kd8-c7 8.Sd6-f5 Bf8-c5 9.Sf5-e7 d7-d6 10.Se7-g6 h7-h5 11.Sg6-f8 Rh8-h6 12.Sf8-h7 Rh6-g6 13.Sh7-f8 Bc8-e6 14.Sf8-d7 Be6-d5 15.Sd7-b6 a7-a5 16.Sb6-c8 Ra8-a6 17.Sc8-a7 Ra6-b6 18.f6xg7 Sb8-a6 19.Sa7-b5 + Kc7-b8 20.Sb5-d4 Rg6xg7 21.Sd4-f3 Sg8-e7 22.Sf3-g1

The Back Home fairy condition means that the side on move must play some unit on its initial square, when such a (legal) move is available. It implies that it is not easy for an officer (especially a Knight) to develop. Such a white Knight is used, via a 18-moves circuit, as the only tool to allow the full black side development.