

Section: Retros

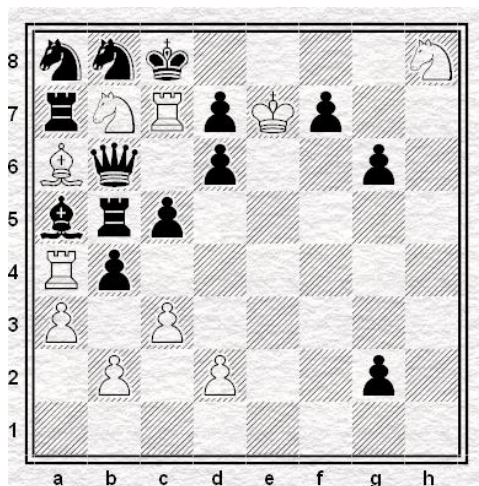
Entries from Andrey Frolkin (Kiev, Ukraine)

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1.

FIDE World Cup for Chess Composition 2013

2nd Prize



10+14 Add a piece on e8 and release the position.

Minimum number of single moves after the last bK move?

One obvious capture for White is Rc6xc7+. Two black pieces are missing: a pawn and the light-squared bishop. The latter cannot be either uncaptured on c7 or added on e8; hence the piece to be added is white.

In case of Rc6xPc7+, White's balance: 10 (pieces on the board) + 4 (axb, bxc, e7xd6, hxg) + 1 (Bc1) + 1 (Xe8) = 16.

In case of Rc6xYc7+ (Y≠P), White's balance: 10 + 4 (axb, b3xa2/c2>a1/c1=Y, e7xd6, hxg) + 1 (Bc1) + 1 (Xe8) = 16. (If an alternative balance is suggested: 10 + 4 (axb, bxc, c7xd6, hxg) + 1 (Bc1) + 1 (Xe8) = 16, then e7>e1=Y, but in that case Black is out of balance: 14 + 1 (Rc6xc7+) + 2 (exd, fxe>e8) = 17.)

In either case, the white f-pawn had to capture fxe>e8; also, e2>e8 and h2>h8. Both balances are closed. The piece to be added is a wS.

Retract: 1.Rc6xSc7+ Se6-c7 2.Sc7-e8+ Sf4-e6 3.h7-h8=S! Sd3-f4 4.h6-h7 Sc1-d3 5.h5-h6 Sd3-c1 6.Kf8-e7 Sc1-d3 7.a2-a3 c2-c1=S 8.Ra3-a4 b3xSc2 9.Sd4-c2 a4xSb3! 10.Se6-d4 g3-g2 11.Sg7-d5 g4-g3 12.Se8-g7 g5-g4 13.e7-e8=S! h6xPg5 14.e6-e7 h7-h6 15.f5xBe6 B~-e6 ... 19.Se8-g7 B~ 20.e7-e8=S! B~ 21.e6-e7 e7xQd6 22.Q~-d6 Kd8-c8 23.Sd6-b7+, etc. Thus, **at least 43 single moves must have been played after the last bK move.**

The knight which is added on e8 is an **anti-Pronkin** piece – an original piece occupying a square where **two** white pawns previously promoted to pieces of the same type (**theme doubling**). All in all, **4 promotions to knights** and **three promoted (CF) pieces** captured in retroplay.

Try: 9...a4xQb3? 10.Se6-d4 g3-g2 11.Sd8-e6 g4-g3 12.Qe6-b3 g5-g4 13.Qe8-e6 h6xPg5 14.e7-e8=Q h7-h6 15.e6-e7 and retrostalemate for Black (15...g7-g6? and e7xd6 can no longer be legally retracted).

WCCI 2013-2015

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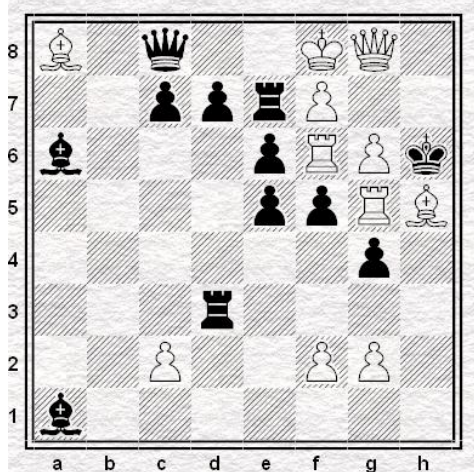
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2.

Thomas Brand's Retro Blog 2015 (December 4)

http://www.thbrand.de/downloads/Kislyak_Theme_Frolkin.pdf



11+12 Release the position

The cage in the upper right corner of the board can only be released following the emergence of a shield on h7; then $Qg8>h8$, $Kf8>g8$, shield on f8.

$g7-g8=Q?$ or $h7xg8=Q$ results in 5 captures by white pawns, while only 4 black pieces are missing.

Cage release scenario 1: $bS>g7$, $Se8xBg7$, $Bh8-g7+$, $h7-h8=B$, $Qh8-g8$, etc; 4 captures by the white pawns f7 and g6; but there is no bS in the diagram position; 12 (black pieces on the board) + 4 (dxexf, exfxg) + 1 (bS) = 17. **Cage release scenario 2:** $wS>g7$, $Se8xRg7$, $Rh7-g7$, $Qh8-g8$, etc.

Black balance: $12 + 2$ (exf, hxg) + 1 (bRh7) = 15.

White balance: $11 + 3$ (fxe, gxf, hxg) + 1 (wS) = 15.

Moreover, none of the pieces outside the cage, including the wS that must be uncaptured, can perform the shielding on f8; to that end, a bB/S or a wQ/R is needed.

In view of this, the general balance of the position is:

$15 + 15 + 1$ ($d6xe7>e8$ or wPd was captured on its file) + 1 (piece for the shielding on f8) = 32.

If the f8-shield is a black piece, $Kg8xB/Sf8$ is required. The black a- or b-pawn must have captured the wS; then one more capture is required to account for the sides' a- and b-pawns, increasing the general balance to 33.

To account for the a- and b-pawns as well as for the uncapture of the white knight and the white shield on f8, Black had to cross-capture on the a- and b-files.

Retract: $1...Qb7-c8+$ (retraction to a file which happens to be one of the two on which **Kislyak theme** is presented)
 $2.a7-a8=B$ $Bc4-a6$ $3.a6-a7$ $Qb1-b7$ $4.a5-a6$ $b2-b1=Q$ $5.a4-a5$ $b3-b2$ $6.a3-a4$ $a4xSb3!$ These 11 single moves were unique ones. $7.Sd4-b3$ $Bc3-a1$ $8.Sb5-d4$ $Rd1-d3$ $9.Sd6-b5$ $Ra1-d1$ $10.Se8-d6$ $a2-a1=R$ $11.Sg7-e8$ $B~$ $12.Se8xRg7$ $Rh7-g7$ $13.Qh8-g8$ $B~$ $14.Kg8-f8$ $B~$ $15.Sd6-e8$ $B~$... $20.b7-b8=S$... $24.b2-b4$ $b3xRa2!$ ($b3xQa2?$) $25.Ra1-a2$... $30.Rf8-a8(b8)$ $Re8-e7$ $31.a2-a3!$ $Ra8-e8$ The "mobile part" of the upper cage has been released, but the "immovable part" – on the squares e5, e6, f5, f6, f7, g4, g5, g6, h5 – is yet to be released. $32.Re8-f8$ $Ra5-a8$ $33.e7-e8=R!$ ~ $34.d6xSe7$ ($d6xQe7$ is also possible) $Sc6-e7+$ $35.~e7-e6$.

AUW on the a- and b-files: $a1=R$, $a8=B$, $b1=Q$, $b8=S$; there is also a non-thematic promotion: $e8=R$. **For the first time ever, two promoted pieces are uncaptured** in the process of Kislyak theme implementation. The problem presents a considerable improvement compared to **P1000208** in the PDB.

Kislyak theme:

Unpromotion by both sides on adjacent files, followed (in retro-play) by uncapture performed by one of the pawns, resulting in both pawns finding themselves on the same file, with the white pawn being placed on the board "below" its black counterpart.

Kornilov, Frolkin, P1000208, **9.5** FIDE Album points

One promoted piece (wS) is uncaptured.

The second thematic event ($b4xBa3$ or $b3xBa2$) resulting in $b8=R$ and $a1=R$ **occurs when the cage has already been released. No AUW.**

WCCI 2013-2015

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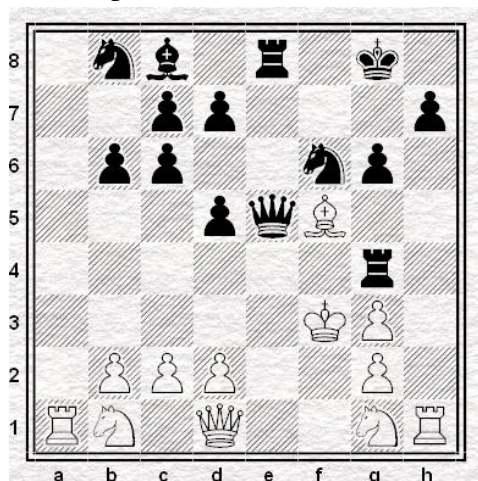
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3.

StrateGems 72, October-December 2015

R0242, p. 205



12+14 SPG in 24.5 moves C+

1sb1r1k1/2pp3p/1pp2sp1/3pqB2/6r1/5KP1/1PPP2P1/RS1Q2SR

49 single moves. 12 + 14

The resolution begins at Sat Jun 13 13:09:49 2015

Solution 1 (position 14)

1. Pf2-f4	Pg7-g6	2. Pf4-f5	Bf8-h6	3. Pf5-f6	Bh6-g7
4. Pf6xg7	Pf7-f5	5. Pe2-e4	Sg8-f6	6. Pg7-g8=B	Pf5-f4
7. Bg8-d5	Pe7-e6	8. Pe4-e5	Pe6xd5	9. Pe5-e6	O-O
10. Pe6-e7	Pf4-f3	11. Pe7-e8=R	Pf3-f2	12. Ke1-e2	Qd8-e7
13. Ke2-f3	Qe7-e5	14. Re8-e6	Rf8-e8	15. Re6-b6	Pa7xb6
16. Bf1-d3	Ra8-a4	17. Bd3-f5	Ra4-g4	18. Pa2-a4	Pf2-f1=S
19. Pa4-a5	Sf1-g3	20. Pa5-a6	Sg3-e2	21. Pa6-a7	Se2xc1
22. Pa7-a8=Q	Sc1-e2	23. Qa8-a4	Se2-g3	24. Qa4-c6	Pb7xc6
25. Ph2xg3					

The resolution ends at Sat Jun 13 13:10:59 2015

Resolution time : 1 mn 9.63 s.

The **unique feature** of this SPG is that it presents a **CF AUW (3+1) without a single PxP capture**. Typically, a CF PG starts with a pawn advancing and capturing an opponent's pawn on the 7th or 2nd rank. This trick has been the basis for all remarkable CF PGs. But it does make things a lot easier for the composer. Ruling out a PxP move requires subtle motivation. Besides, following a PxP capture three pawns can promote (2+1). To promote three pawns without a PxP move, at least two captures are needed, but one should expect that e.g. in most cases of one-sided CF SPGs it will be three.

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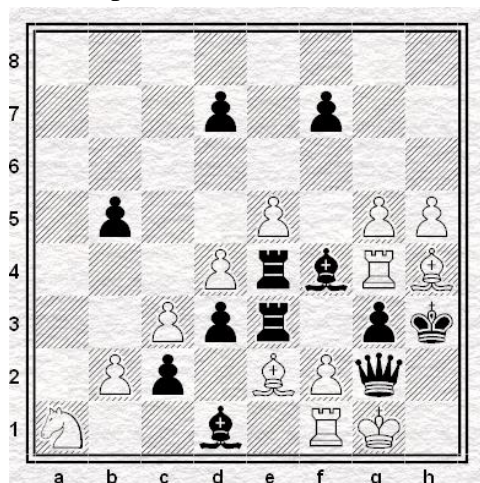
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4.

StrateGems 72, October-December 2015

R0241, p. 205



13+12 Add a wS on the 1st rank;
last inevitable check in retroplay?

If the bPg3 did not make a capture, all missing black pieces must have been captured by white pawns (d2xc3, c3xd4, hxg, gxh); white balance: 13 + 1 (the knight to be added) + 1 (e4xd3) + 1 (wPa was captured on its file – and then a7>a1) = 16. But after retracting 1...Qf3-g2# 2.Re1-f1 b6-b5 3.Kf1-g1 Kh2-h3 the cage cannot be released **in this case** on account of lack of black tempos, since the only way to release the cage is to uncastle.

Therefore, white balance: 13 + 1 (the knight to be added) + 1 (e4xd3) + 1 (hxg) = 16.

Black balance: 12 + 2 (d2xc3, c3xd4) + 1 (either axb>b8 – in this case a7>a1 for Black – or the black a-pawn was captured on its file and a2>a8) + 1 (bPg was captured on its file) = 16.

To release the cage, White has to uncapture two black pawns – thus providing Black with the necessary tempos; but, as we will see later, it is also necessary to reserve a tempo for White.

The white knight can only be added on b1.

Retract: 1...Qf3-g2# 2.Re1-f1 b6-b5 3.Kf1-g1 Kh2-h3 4-9.Sb1>g6 K~ 10.Sf8xPg6! K~ 11-13.Sf8>a8 K~ 14.a7-a8=S K~ 15-18.a7>a3! (a7>a2?) K~ 19-21.Sa1>a4 K~ 22.Sc5xPa4! K~-h2 23.Sb3-c5 Kh2~- 24.Sd2-b3 Kh3-h2 25.Kg1-f1 g7-g6 26.Sf1-d2 a5-a4 27.Sh2-f1 a6-a5 28.Rf1-e1 a7-a6 29.0-0 Qg2-f3 30.a2-a3! (30.Bf1-e2? Be2-d1+ 31.a2-a3 Rf3-e3 – retrostalemate for White; 30.Bf3-e2? Be2-d1+ 31.a2-a3 – retrostalemate for Black) 30...Rf3-e3 31.Bf1-e2 Be3-f4+! (last check to the wK, an inevitable one) and the cage is released.

Tries: uncapture of bPa on a3 – retrostalemate for White; adding wS on c1 – retroopposition; adding wS on e1: retract 1...Qf3-g2+ 2.Sg2-e1 b6-b5 3.Re1-f1 – retrostalemate for Black.

The problem is most likely a record for longest retroplay in a problem featuring a retrocage that is released by means of uncastling.

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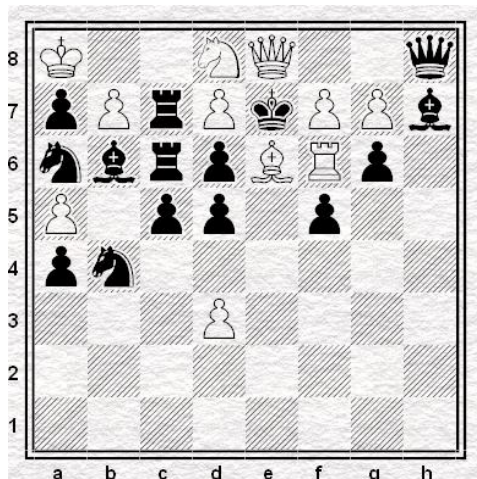
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5.

feenschach Heft 213, May-June 2015

No. 11185, p. 137



11+15 Release the position

Black balance: $15 + 1$ ($c6xd7$, but not $e6xd7$, as we will see after establishing the white balance) = 16.

White balance: $11 + 2$ ($b5xa4$, exd) + 3 ($f7xg6$, $g6xf5$, $hxg>g1$ – or the wPh was captured on its file and the bPh promoted on $h1$) = 16.

Retract $1.Qg8-e8\#$ – and then a “main plan” attempt: $1\dots Sb8-a6?$ $2.d2-d3 Rc8-c7$ – retrostalemate for White (obstacle). To overcome the obstacle, tempos are needed.

Retract: $1\dots S\sim b4$ $2.Kb8-a8 Sb4-a6+$ – and then, while the white king oscillates, $Sc2>h1$, $h2-h1=S$, $Ph2>h5!$ (but not higher!), $Sb4>h4$, $S\sim xPh4$, ..., $19.Ka8-b8 Sa6-b4$ $20.d2-d3 Sb8-a6$ $21.h3-h4 Rc8-c7$ $22.h2-h3 Bc7-b6$ $23.b6-b7 h6-h5!$ $24.b5-b6$ and the position is released.

If the black pawn is retracted to $h5$ and the white pawn is uncaptured on $h4$, White has to lose a tempo (e.g. $d2-d3$) to avoid retroopposition between the wK and the bS ; then $18.Ka8-b8 Sa6-b4$ $19.h4-h5 Sb8-a6$ $20.h3-h4 Rc8-c7$ $21.h2-h3 Bc7-b6$ $22.b6-b7$ – retrostalemate for Black – or $21\dots Rc7-c6$ – retrostalemate for White.

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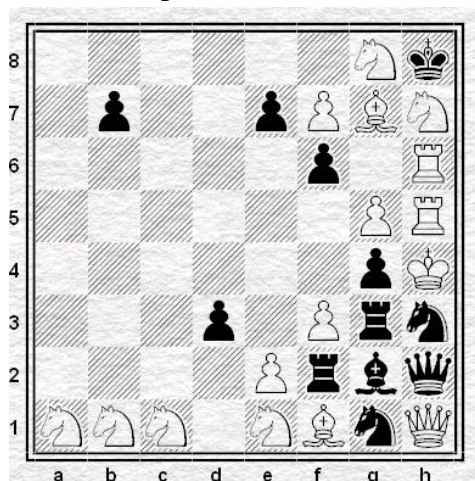
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6.

Die Schwalbe Heft 276, December 2015

No. 16557, p. 329



16+12 Minimum number of single moves after the last bS move?

Black balance: $12 + 4 (bxa>a8=S, dxc>c8=S, g6xf7, h4xg5) = 16$.

Other promotions: $a2>a8=S, c2>c8=S, h7>h1$.

After retracting $1.Bf8-g7+ d4-d3$ $2.Rg6-h6 d5-d4$, an attempt to release the retrocage immediately fails on account of retrostalemate: $3.Rh6-h5? d6-d5$ $4.Kh5-h4$ – retrostalemate for Black.

Solution: retract $3.Bh6-f8!$ $d6-d5$ $4.Sf8-h7 Kh7-h8$ $5.Sd7-f8+ Kh8-h7$ $6-10.Sa1>a8 Kh8>h7$ $11.a7-a8=S Kh8-h7$ $12-15.a7>a3 Kh8>h8$ $16-19.Sb1>a8 Kh8>h8$ $20.a7-a8=S Kh7-h8$ $21-23.a7>a4 Kh7>h8$ $24.b3xPa4 Kh7-h8$ $25-29.Sc1>c8 Kh7>h8$ $30.c7-c8=S Kh7-h8$ $31-34.c7>c2 Kh7>h7$ $35-39.Se1>c8 Kh7>h8$ $40.c7-c8=S Kh7-h8$ $41-44.c7>c3 Kh7>h7$ $45.d2xPc3 Kh8-h7$ $46.Sf8-d7 a5-a4$ $47.Sh7-f8 a6-a5$ $48.Bf8-h6 a7-a6$ $49.Rg7-g6 c4-c3$ $50.Rh6-h5 c5-c4$ $51.Kh5-h4 c6-c5$ $52.Kg6-h5 c7-c6$ $53.Kf5-g6 Sf4-h3$ and the cage is released.

The black pawns can also be uncaptured on a3 and c4, but that dual is clearly unessential for such types of problems.

Most likely, this problem sets the following records for release-the-position retros:

1. maximum number of pendulum moves by a king (42);
2. maximum number of pieces that have to unpromote in order to provide the other side with the required number of tempos (4 unpromoting pieces).