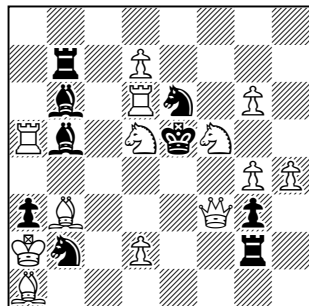
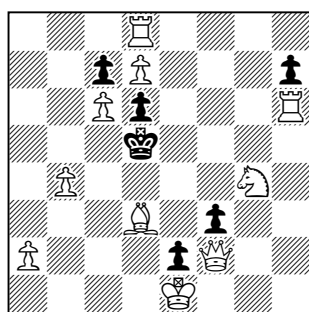


A1 Wieland Bruch after
S.Brehmer
3 Pr *Die Schwalbe* 1996



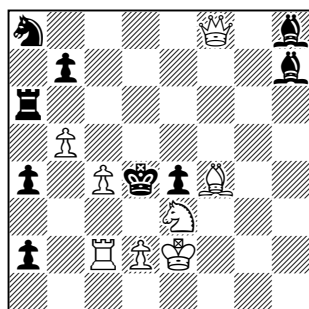
#2

A2 Gyorgy Bakcsi
2 Pr *Problemblad* 1971



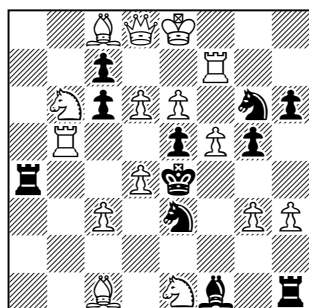
#2 b/c/d/e) after key of
a/b/c/d)

A3 Hubert Gockel
C *Die Schwalbe* 1992



#2 (tries)

**B1 Ladislav Salai jr.,
Emil Klemanic,
Michal Dragoun**
The Problemist 2010



#3

BCPS 2012 Tourney Announcement

To coincide with the 2012 London Olympic Games, the British Chess Problem Society is announcing a composition tourney. The three top prizes in each section will receive medals. The closing date is 31.10.2011 and the awards will be made by the time of the Games. No more than 3 compositions per composer per section. Entries should be submitted to Stephen Emmerson. E-mail entries (preferred) can be sent to stephen.emmerson@ntlworld.com, only one entry per email please. Postal entries can be sent to 2 Sevenoaks Road, Reading, Berks. RG6 7NT (U.K.) postmarked not later than the closing date, each entry should be on a separate sheet of paper please. The tourney is not connected with any official IOC or London 2012 event.

The tourney will be in 6 sections, as follows:

A Two-movers. Judge: Christopher Reeves.

Required is any imaginative interpretation of the Olympic symbol, namely the 5-fold interlaced De Coubertin Rings by means of a chess compositional theme or form. In its standard representation the rings comprise an open chain (A-B-C-D-E) intended to depict the five Continents. However, as chess problemists 'GENS UNA SUMUS': we constitute a single brotherhood. And so, for the purposes of this tourney it is also permissible for composers to represent the De Coubertin rings by means of a circular or closed chain: (A-B-C-D-E-A).

The chain may be shown by means either of changed play, try play or by a series of linked variations within a single-phase problem. Twins, zeropositions etc. may also be used to convey the desired effect. The sequence must be confined to five stages or component elements only and be demonstrated in the written solution by means of the letters A-E. Preference will be given to features such as originality of concept, transparency, and clarity of symbolic representation.

A1 1.d8S? (2.Rxe6) Se~/Bd7 2.Q(x)f4/Sf7, but 1...Re7! 1.Sd~(c7) A? Se~ a! 1.Sf6 B!/? Se~ 2.Qe4, but 1...Sg5 b! 1.Sde3 C!/? Se~ 2.Sc4 but 1...Sd4 c! 1.Sf4 D!/? Se~ 2.Sd3 but 1...Sxf4 d! 1.Sde7 E!/? Se~ 2.Sc6 but 1...Sd8 e! 1.Sb4! Se~/Sd8/Sf4/Sd4!/Sc5!! 2.Sd3,Sc6/Sd3/Sc6/Qe3/d4. *Connecting link: WS and BS correspondence in a White Correction sequence. Open chain.*

A2 a) 1.a4 A b) 1.a5 B c) 1.a6 C d) 1.a7 D e) 1.a8S E *Connecting link: Key move of twin (b) only possible after key move of (a), and so on. Open chain.*

A3 1.Qb4 A? (2.c5 B) Sb6! 1.c5 B? (2.Rc4 C) Bg8! 1.Rc3 C? (2.Sc2 D) a1S! 1.Sg4 D? (2.Be3 E) e3! 1.Bd6 E! (2.Qxh8 A) *Connecting link: Threat pieces replace try-making pieces sequentially through the five phases. Closed chain.*

B Three-movers. Judges: Don Smedley & Jim Grevatt.

Theme: In the initial position, White has at least one battery or half-battery (direct or indirect). White's first move places another white piece or pawn on this battery line. (White may have other batteries or half-batteries, but the battery to which the key move is made may not be a masked battery.). No twins, zeropositions.

B1 1.Sd7! (>2.Sf6+ A Kxf5 3.e7 B) g4 2.e7 B ~/Sd5 3.Sf6 A/Sc5 C; 1...Bc4 2.Sc5+ C Kd5 3.dxc7 D; 1...Ra8 2.dxc7D ~/exd4 3.Sc5 C/Sf6 A. (1...Sg4 2.hxg4)

B2 Set 1...Kxd5 2.Re5+ Kd4 3.Bxb2. 1.Sf3! (>2.Qg6+ Kxd5 3.Qe6) Kxd5 2.Bb7+ Bc6,c6 3.Qg5; 1...Qxe4 2.Se5+ Qxe5/Kxd5 3.Rd6/Qxe4; 1...Rxd5 2.Sd4+ Rxd4 3.Re6; 1...B~ 2.Qg6+ Kb5 3.Q(x)a6.

C Moremovers. Judge: Jörg Kuhlmann.

Theme: A direct battery is fired; subsequently the rear piece sacrifices itself by moving along the battery line. The thematic battery (batteries), which may be white or black, may be either present in the diagram or created during the play.

D Helpmates. Judges: Chris. J. Feather & Michael McDowell.

Required are orthodox helpmates meeting the following conditions:

Part (a): $h\#n$, where $n = \frac{1}{2}, 1, 1\frac{1}{2}, 2$ and so on. Any kind of twinning leads to Part (b): $h\#(n+2)$.

The sequence may be continued as far as desired, increasing length by 2 each time: part (c) $h\#(n+4)$, part (d): $h\#(n+6)$ and so on.

Each part must have a single solution (no thematic setplay, no duplex). Preference will be given to problems with a thematic connection between the parts.

D1 a) 1... c6 2.Rb7 c7 3.Ra7 c8Q# b) 1... Kh2 2.Rb6 cxb6 3.g1R bxc7 4.Rb1 c8Q+ 5.Rb8 Qa6# Echo mates; different routes $c5 > c8$.

E Selfmates. Judge: Uri Avner.

Theme: Required are Selfmates in 3 moves, with a mixed-colour bi-valve play by White. This means that at least one white non-capturing move will show (at any point during play) a simultaneous opening of a white line and closing of a black line, or vice-versa (i.e., opening of a black line and closing of a white line). The opened and/or closed lines may be anticipatory and/or masked lines.

E1 1.Qe1! (2.h8=Q(B)+ e5 3.Bc5+ S:c5#); 1...Qe3 2.Sb6+ Ke4 3.Sc3+ Sxc3#; 1...Rd3 (Re2) 2.Sc5+ Kxc4 3.Qc3+ Sxc3#; (1...Qxf1 2.Qe4+ Kxe4 3.Sc5+ Sxc5#)

E2 1.c3? (-) 2.Bd1 (3.Sd4+ Sc2#), but 1...Rg5! 2.Bd1 Rg2! 1.Sd2? (-) Rg5 2.Bd1 (3.c4+ Sc2#), but 1...Rf5! 2.Bd1 Rxf3! 1.Bd1! (-) 1...R~ 2.Qd4 (3.Sc4+ Sxa6#); 1...Rg5! 2.Sd2 (3.c4+ Sc2#) (2...Rg2 ineffective); 1...Rf5! 2.c3 (3.Sd4+ Sc2#) (2...Rxf3 ineffective). *Opening Bd1's line and (potentially) closing bR's lines on 2nd and 3rd ranks. Notice that the simultaneous closing of Be1's line is not thematic. Also, Black's simultaneous last move opening of Ba3's line and closing of Bd1's lines is a nice, but non-thematic counterpart.*

E3 1.Sb3? (2.Ra5+ Kb6 3.Qxd4+ Sxd4#) but 1...Qxd7!, Qxe7! 1.Se6! (2.Ra5+ Kb6 3.Qxd4+ Sxd4#) 1...Qxd7 2.Qf5+! (Qd5+?) Qd5 3.Sxd4+ Sxd4#; 1...Qxe7 2.Qe5+! (Qf5+?) Qc5 3.Sxd4+ Sxd4#; (1...Sf3 2.Qe5+ Sxe5 3.Sxd4+ Sxd4#) *Here the key, 1.Se6!, is thematic: it clears the 5th rank for the wQ and closes 2 future lines of the bQ.*

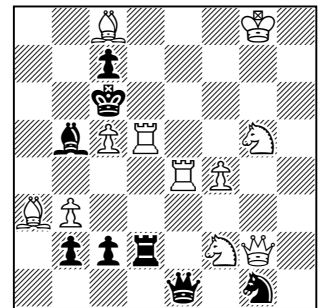
F Fairies. Judge: Cedric Lytton.

Theme: $H\#2-4$, $S\#2-4$, $HS\#2-4$: Moves which would otherwise prevent the mate in helpmate, or attempts to avoid giving mate in selfmate, entail illegal self-checks by arrival (not by departure) effects. Free choice of fairy elements, any number within reason. Twins, multi-solution and duplex accepted.

Rules for examples: *Double Grasshoppers*: make two consecutive G moves. *Madradi*: Units (not K) paralysed when observed by like unit of opposite colour.

B2 Valery Kirillov & Boris Maslov

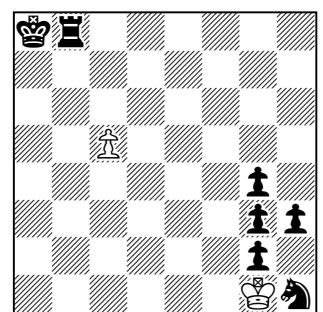
The Problemist 2010



#3

D1

example

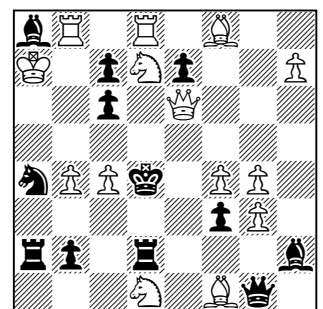


$H\#2\frac{1}{2}$

b) ♖g3->c7 $H\#4\frac{1}{2}$

E1 Uri Avner

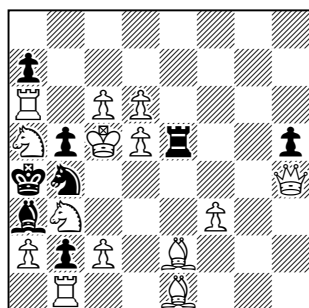
2 Pr *The Problemist* 1991



S#3

E2 Uri Avner

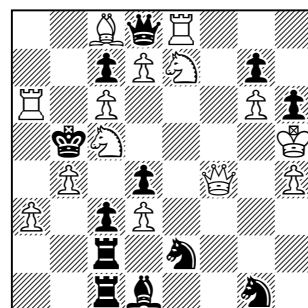
1 Pr Israel Ring Ty 1991



S#3

E3 Uri Avner

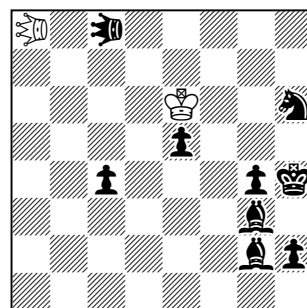
6 PI WCCT-8 2006-8



S#3

F1 Cedric Lytton

v. *La Clé* xi/1969

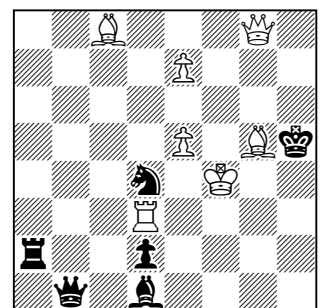


$H\#3$

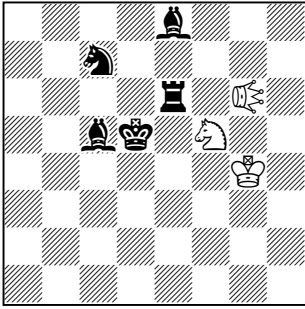
Double Grasshoppers

F2 Cedric Lytton

Problemist Supp. vii/2007



S#4 Madradi

F3 Cedric Lytton*The Problemist* iii/2010

H#2 Circe Radial Leaper

ZP a) ♞g6->h3

b/c) ♞c5->e5/d3

Radial Leaper: hops any enemy unit as a hurdle, lands same distance away from hurdle as it starts, in any direction.

F1 1.Sg8 Kf5 2.DGf6 DGf8 3.Kh3 Kg5 (4.DGh4?? DGf8-h8-h3!, 4.DGf4?? DGf8-f3-h3!, 4.DGf2?? DGf8-f1-h3!, 4.DGb4?? DGf8-a3-h3!)

F2 1.e8B+ Ba4 2.Rh3+ Ra3 3.Bg4+ d1B 4.Qh7 Se6. (4...Sb3?? 5.R-h5! 4...Sb5,c6?? eB-h5!! 4...Sc2,f5?? Q-h5! 4...Sd2?? gB-h5! 4...Sf3??)

F3 (a) 1.Rb6 RLb3 2.Kc6 RLa6# (3.Rb1..b8?? RLa6-BR-c6! 3.Rxa6(RLa8)? RLa8-a6-c6!) (b) 1.Rd6 Kg5 2.Ke6 RLC6# (3.Rc1-c8?? RLC6-BR-e6! 3.R,Bxa6(RLC8)? RLC8-c6-e6! (c) 1.Re5 RLxb8+ 2.Ke4 RLe6# (3.Ra5-f5?? RLe6-BR-e4! 3.Rxe6(RLe8)? RLe8-e6-e4!)

