

# WORLD CUP - 2011

## SECTION RETROS

(FINAL AWARD)

**PARTICIPANTS:** №1. Paul Raican (Romania), №2. Janko Furman (Slovenia), №3. Aleksandr Semenenko (Ukraine), №4. Dragan Lj. Petrovic (Serbia), №5. Vlaicu Crisan (Romania), №6. Per Olin (Finland), №7. Klaus Wenda (Austria), №8. Mario Parrinello (Italy), №9. Silvio Baier (Germany), №10. Bernd Grafrath (Germany), №11. Nicolas Dupont (France), №12. Henryk Grudzinski (Poland), №13. Bojan Basic (Serbia), №14. Anatolij Vasilenko (Ukraine), №15. Stanislav Vokal (Slovakia).

**Cooks:** №10: No solution: 10.Sg5?? is illegal, 10.K/Qxe2 is forced.

№12: Dual 13.- c5 14.bxc6 e.p.; №5. Cooked in 8 moves, for example: 1.Kg2xPg3(g7, -bRg7) h2=h1=B+ 2.Sf4-g6 Rh7-g7+ 3.Kg1-g2 h3-h2+ 4.Kh2-g1 g4-g3+ 5.Kg2-h2 h4-h3+ 6.Kf2-g2 Bg7-h8 7.f7-f6 Bf8-g7 8.Rg6BFh6(Bf8, -wQf8) & 1.Qb4+ Ke5#.

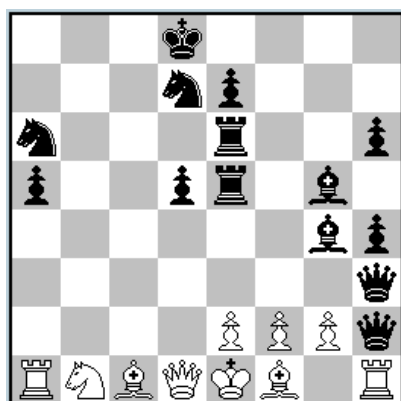
### Introduction

A total of 15 compositions took part. From the Director, Petko A. Petkow, I received anonymous diagrams. Three entries were cooked (see above). The retro genre, including proof games, has developed tremendously in recent years, so it is increasingly demanding to compose problems which can enter the award in world-wide attended tournaments like the World Cup. Nevertheless there were a number of remarkable entries which could be included in this award. The rate of three out of 15 problems ( 33,3%) is quite high, but the following problems are worth to be well-known in the community. The three prizes are of almost equal (outstanding) quality.

**Silvio Baier (Germany)**

**1<sup>st</sup> Prize**

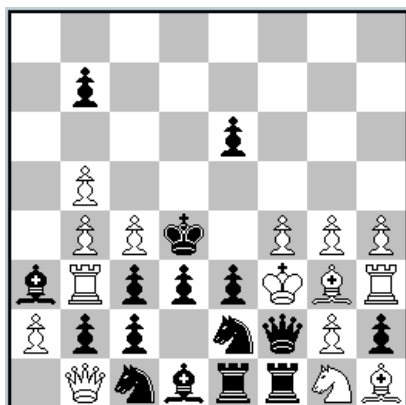
**Cup winner**



**PG in 50 single moves (10+14)**

**Slvio Baier (Germany) - 1<sup>st</sup> Prize - Cup winner - №9.** A brilliant proof game! The perfect solution (only thematic white moves) ends in a perfect position (complete white homebase), and it includes a four-fold Ceriani - Frolkin with white bishops. This theme repeatedly has been shown, but here two of the bishops are captured by officers, not by pawns: The first bishop is captured by Re6, the last by Sd7. These more subtle captures let me prefer this problem compared to the 3<sup>rd</sup> Prize, although two black queens are present in the diagram. (This feature nicely adds an obvious black excelsior march plus promotion to the invisible four white excelsior marches and promotions.) I like the elegant play, even in details, e.g. the zigzag of [Bf8]. **1.d4 h5 2.d5 h4 3.d6 Rh5 4.dxc7 d5 5.a4 Qd7 6.a5 Qh3 7.a6 Bg4 8.axb7 a5 9.c8=B Ra6 10.Be6 Rxe6 11.b4 Sa6 12.b8=B f5 13.Bg3 f4 14.b5 fxg3 15.b6 gxh2 16.b7 hxg1=Q 17.b8=B Qgh2 18.Bbf4 Rhe5 19.Bh6 gxh6 20.c4 Bg7 21.c5 Bf6 22.c6 Bg5 23.c7 Sf6 24.c8=B Kd8 25.Bd7 Sxd7.**

**Dragan Lj. Petrovic (Serbia)  
2<sup>nd</sup> Prize**



**Circe**

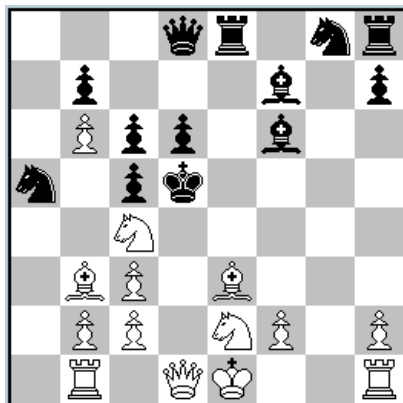
**History of the Pb7? (15+16)**

**Dragan Lj. Petrovic (Serbia) - 2<sup>nd</sup> Prize №4.** After a 14 moves (and files) long journey the black pawn returns to its diagram square b7! The first goal – after some nice introductory Circe play – is to draw the white Pg2 out of the cage in order to get some space in the South-East of the board. Thus the black pawn has to walk to the g-file and to recapture on g6. In order to achieve this, the white knight repeatedly has to return to b1, so that it can be recaptured. Interestingly, after the 26<sup>th</sup> move, the second white knight has to enter the theatre and helps its colleague. In the 33<sup>rd</sup> move, the release of the white Pg2 has been achieved. Then the white bishop is released as well; therefore, not by 33.f7xPg6 [Pg2], but only by 33.h7xPg6 [Pg2]. In order to overcome the obstacle of the black Re1, which hinders to untie the position by Qe1, Rg1 and Kg2, the thematic black pawn must then return in order to draw the white Pa2 out of the cage!

A fantastic travel in the spirit of Jules Verne (in 63 moves around the board)! **1.Qg1xSf2 [Sg1]+ a4xPb5 [Pb7] 2.c6xSb5 Sd6-b5+ 3.c7-c6 Se4-d6 4.e7-e6 Sc5xPe4 [Pe7] 5.e5-e4+ Qa1-b1 6.e7-e5! Se4xPc5 [Pc7] 7.c6-c5**

Sd2xPe4 [Pe7] 8.e5-e4+ Sb1-d2 9.**d7xSc6 [Sb1]** Se7-c6+ 10.e6-e5 Sd5-e7 11.e7-e6 Sf6xPd5 [Pd7] 12.d6-d5 Se4-f6 13.d7-d6 Sd6xPe4 [Pe7] 14.e5-e4+ Se4xPd6 [Pd7] 15.e7-e5! Sf6xPe4 [Pe7] 16.e5-e4+ Sd5-f6 17.d7-d6 Sf6xPd5 [Pd7] 18.e6-e5 Se4-f6 19.e7-e6 Sd2xPe4 [Pe7] 20.e5-e4+ Sb1-d2 21.**e6xSd5 [Sb1]** Sf6-d5 22.e7-e6 Se4-f6 23.e6-e5 Sd2xPe4 [Pe7] 24.e5-e4+ (this is the diagrammed Pb7) Sb1-d2 25.f7xSe6 [Sb1] Sg5-e6+ 26.e6-e5 Se4xPf2 [Pf7] 27.e7-e6 Sd2xPe4 [Pe7] 28.e5-e4+ Sb1-d2 29.e6-e5 Se4-g5 30.e7 Sd2xPe4 [Pe7] (watch that now all 32 pieces are on the lower half of the board) 31.**f5xSe4 [Sb1]+** Sb1-d2 32.**g6xSf5 [Sb1]** Sg7-f5+ 33.**h7xPg6 [Pg2]!** Bg2-h1 34.Qh1-g1 g5-g6 35.Rg1-f1 Bf1-g2 36.Rg2-g1+ Sd2-e4 37.Qg1-h1 Sb1-d2 38.Qh1-g1 Sh5-g7 39.Qg1-h1 Sf6xPh5 [Ph7] 40.**g6xSh5 [Sb1]** Se4-f6 41.**f7xBg6 [Bf1]** Bf5-g6 42.Qf1-g1 Sd2-e4 43.Rg1-g2 Sf6-h5 44.Rh1-g1 Se4-f6 45.Qg1-f1 Bd7xPf5 [Pf7] 46.Qf1-g1 Sb1-d2 47.**e6xSf5 [Sb1]** Sd6-f5+ 48.e7-e6 Sd2xPe4 [Pe7] 49.e5-e4+ Sb1-d2 50.e6-e5 Se4-d6 51.e7-e6 Sd2xPe4 [Pe7] 52.**d5xSe4 [Sb1]+** Sb1-d2 53.**c6xSd5 [Sb1]** Sd2-e4 54.Qg1-f1 Sb1-d2 55.**b7xSc6 [Sb1]** Se7-c6+ 56.Qf1-g1 Bb5-d7 57.Qg1-f1 Bd7xPb5 [Pb7] 58.Qf1-g1 Sf6-d5 59.Qg1-f1 Se4-f6 60.Qf1-g1 Sd2-e4 61.Qg1-f1 Sb1-d2 62.**a6xSb5 [Sb1]** Sd6-b5+ 63.**b7xPa6 [Pa2]!** (Return to b7!) Se4-d6 64.Sa2-c1 Sd2-e4 65.Qf1-g1 Sb1-d2 66.Sc1xSe2 [Sb1] Sg1-e2+ 67.Re2-e1+ Kg2-f3 68.Qe1-f1+.

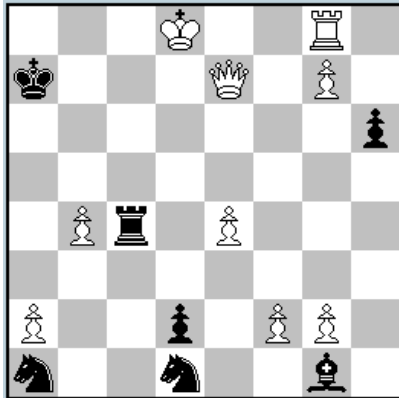
**Nicolas Dupont (France)**  
3<sup>rd</sup> Prize



**PG in 57 single moves (14+13)**

**Nicolas Dupont (France) - 3<sup>rd</sup> Prize - №11.** White and black Ceriani-Frolkin and Pronkin queen promotions, nicely enriched by the “false Lois theme” (Lois theme: double interchange of two pieces; here Ke1 and Qd1 exchange places twice, but during the first exchange the original queen is substituted by the Pronkin queen, so it is a "false" exchange). The solution contains a rich program and many surprises. As a solver, I was convinced that this problem could not be sound, but it is indicated as “C+”. 1.a4 c5 2.a5 Qb6 3.axb6 a5 4.e4 a4 5.Bc4 a3 6.Bb3 a2 7.Sa3 Sc6 8.Rb1 a1=Q 9.Sc4 Qa5 10.g4 Qc3 11.dxc3 Sa5 12.Qd6 exd6 13.g5 Ke7 14.g6 Ke6 15.gxf7 g5 16.e5 Bg7 17.f8=Q g4 18.Qf3 g3 19.Qc6 dxc6 20.Kd1 Kd5 21.e6 g2 22.e7 Be6 23.e8=Q Bf7 24.Qe1 Re8 25.Se2 g1=Q 26.Be3 Qg5 27.Kd2 Qd8 28.Qd1 Bf6 29.Ke1+.

**Klaus Wenda (Austria)**  
**1st Honourable Mention**



**-15, then S#1**  
**Defensive retractor, type Proca**  
**Anticirce (9+7)**

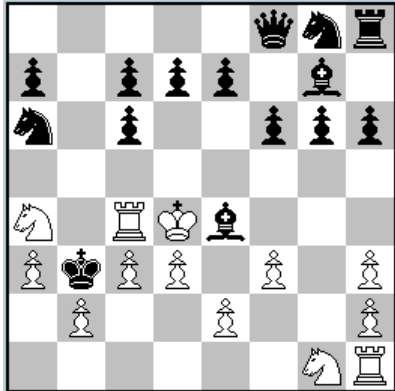
**Klaus Wenda (Austria) - 1st Honourable Mention - №7.** This crystal-clear logical problem shows perfect co-operation of the white king and the white queen. Their nicely intertwined pendulums create a block of the square d4 and thus enable White to play the main plan. The tries are important: One shows why it is essential to retract the en passant capture, the other shows why the en passant capture cannot be played prematurely, even if the trick with the draw pendulum is included.

Main plan: R 1.Kc8-d8? Ka8-a7+ 2.b6xQa7 [Pa2] & 1.b7+ Qxb7 [Qd8]#, but 1.- Rd4-c4+!

**R 1.Kc7-d8! Rd4-c4+ 2.Kd6-c7 Rc4-d4+ 3.h2xBg3 [Pg2] Bh4-g3+ 4.Kc7-d6 Rd4-c4+ 5.Kd8-c7 Rc4-d4+ 6.Qe5-e7 Bg3-h4+ 7.Kc7-d8 Rd4-c4+ 8.Kd6-c7 Rc4-d4+ 9.Qf6-e5 Bh4-g3+ 10.Kc7-d6 Rd4-c4+ 11.Kd8-c7 Rc4-d4+ 12.Qd4-f6 Bg3-h4+ 13.e5xPf6 e.p. [Pf2] f7-f5 and now the main plan: 14.Kc8-d8! Ka8-a7+ 15.b6xQa7 [Pa2] & 1.b7+ Qxb7 [Qd8]#.**

Thematic tries: (1.Kc7-d8 Rd4-c4+2.Kd6-c7 Rc4-d4+) Not 3.f3xBf4 [Pf2]? Bg5-f4+ etc. 12.Qd4-f6 Bf4-g5+ 13.Kc8-d8? Bc7-f4+! (the diagonal f4-b8 cannot be closed) (1.Kc8-d8 Rd4-c4+) 2.e5,g5xPf6 e.p. [Pf2]? f7-f5 (in order to initiate a draw pendulum) 3.Kd8-c8 Rc4-d4+ 4.Kc8-d8 Rd4-c4+ 5.Kd8-c8 Rc4-d4+ 6.Kc8-d8 Bc5-g1+! (6.- Rd4-c4+? now illegal, but the open diagonal g1-a7 allows Black to avoid 6.- Ka8-a7+).

**Mario Parrinello (Italy)**  
**2<sup>nd</sup> Honourable Mention**



**PG in 41 single moves (13+15)**

**Mario Parrinello (Italy) – 2<sup>nd</sup> Honourable Mention №8** - Quite hidden rook siblings on both sides: The cross captures of [Pg7] and [Ph7] and the switchback of the incarcerated [Sg1] disguise the manoeuvres. The rook routes from a1 to c4 and from a8 to h3 turn out to be very complicated (and require many moves), in particular, because the gate b7 can only be opened after the gate g2 already has been opened. So it is wise to let the siblings play.

**1.Sc3 f6 2.Sa4 Kf7 3.c3 Ke6 4.Qc2 Kd5 5.Qg6 hxg6 6.a3 Th3 7.gxh3 Kc4 8.Bg2 Kb3 9.Bc6 bxc6 10.Sf3 Ba6 11.Rg1 Bd3 12.Rg4 Sa6 13.Rc4 Be4 14.d3 Rb8 15.Kd2 Rb5 16.Ke3 Rh5 17.Kd4 Rh8 18.Bh6 gxh6 19.Rh1 Bg7 20.Sg1 Qf8 21.f3.**

**Hans Gruber (Germany)**  
International judge