



# MAT PLUS

No. 26

Summer 2007

General Editor: **Milan Velimirović**, Milentija Popovića 35/6, 11070 Novi Beograd, Serbia (mivel@sezampro.com) – Editor of Threemovers, Moremovers, Selfmates  
 Twomovers: **Paz Einat**, 45a Moshe Levi Str, 74207 Nes Ziona, Israel (paz@pazeinat.com)  
 Endgames: **Iuri Akobia**, 72B Iosebidge str. ap 132, Tbilisi 0160, Georgia (akobia@geo.net.ge)  
 Helpmates: **Harry Fougiaxis**, Delvinou 4, GR-11363 Athens, Greece (harryfou@ath.forthnet.gr)  
 Fairies: **Eric Huber**, CP 13-72, 024240 Bucharest, Romania (hubereric@yahoo.fr)  
 Retro/Math.: **Hans Gruber**, Ostengasse 34, D-93047 Regensburg, Germany (hg.fee@t-online.de)  
 Experts: **Colin Sydenham** (English language supervisor), **Ilja Ketris** (Russian language supervisor)  
 Web locations: [www.matplus.net](http://www.matplus.net) / [www.matplus.org.yu](http://www.matplus.org.yu)

*Mat Plus* & *Mat Plus Review* are issued quarterly and are successors of *Mat Plus – The Best of Chess Problems* (1994–1999, Vol. 1 & 2, Nos. 1–24). Yearly subscription: 40.- Euros (see details on Web site)

## LIGA PROBLEMISTA 2007 2<sup>nd</sup> Round: Mates in 2 moves

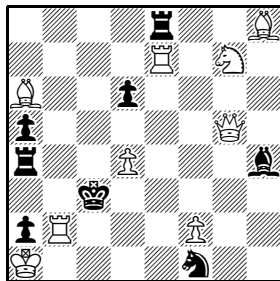
Theme: At least one changed mate or threat from the same white battery in at least three phases.

In this round 18 authors took part with total of 29 entries.

**1st Place No.21 – Michel Caillaud (France).** A perfect realisation of Zagoruiko 3x2. Transformation of passive halfbattery to thematic battery with beautiful change of mates motivated by dual avoidance and control of lines. Excellent!

\*1... Kxd4 2.Sxe8#, 1... Rxd4 2.Qc1#  
 1.Qf5? ~ 2.Qd3#, 1... Kxd4 2.Se6#, 1... Rxd4 2.Qc2#, 1... Rc4!  
 1.Qb5! ~ 2.Qd3#, 1... Kxd4 2.Sf5#, 1... Rxd4 2.Qb3#, 1... Rc4 2.Qxc4#

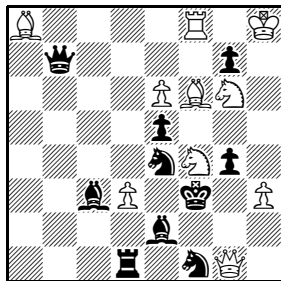
**Michel Caillaud**  
1.Place LP 2/2007



≠2\*~

9+8

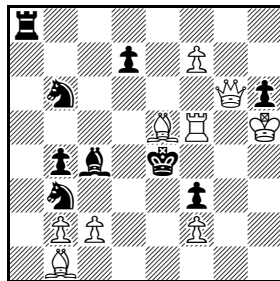
**Darko Šaljić**  
2.Place LP 2/2007



≠2\*~

10+10

**Marjan Kovačević**  
3.Place LP 2/2007



≠2\*~

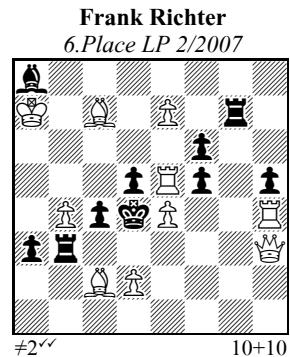
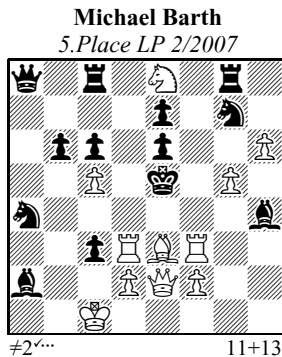
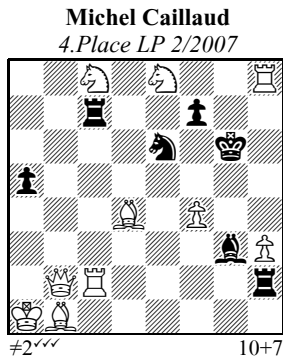
9+9

**2nd Place No.6 – Darko Šaljić (Serbia).** An interesting combination of halfbattery and halfpin. Here again the thematic changes are based on control of lines. The contents is spiced by a Goethart mate and a Schiffman defence. Reversal of moves in try and actual play.

- \*1... exf4 2.Sh4#
- 1.Sh5? (A) ~ 2.Sh4#, 1... Sf2 2.Bg5# (B), 1... Bxd3!
- 1.Be7? ~ 2.Sh4#, 1... Sf2 2.Sd5# (2.Sg2?), 1... Sf6!
- 1.Bxe5?! ~ 2.Sh4#, 1... Sf2 2.Sg2# (2.Sd5?), 1... Qe7 2.Bxe4#, 1... Be1!
- 1.Bg5! (B) ~ 2.Sh4#, 1... Sf2 2.Sh5# (A) (2.Sg2?; 2.Sd5?), 1... Be1 2.Sxe5#

**3rd Place No.19 – Marjan Kovačević (Serbia).** The sole entry with two thematic batteries and 3x2 changed mates. However, there are two significant flaws, one is the unprovided flight and the other is that it is taken in remaining phases. The give and take key is not sufficient compensation to allow a higher placing of this problem.

- \*1... Bxf7 2.c4#, 1... Sd5 2.Rg5#
- 1.Bc3? ~ 2.Qg4#, 1... Bxf7 2.cxb3#, 1... Sd5 2.Rf6#, 1... Rg8!
- 1.Bb8! ~ 2.Qg4#, 1... Bxf7 2.c3#, 1... Sd5 2.Rf4#, 1... Kd4 2.Qg4#
- (1.Bg7? ~ 2.Qg4#, 1... Bxf7 2.cxb3/c3/c4#, 1... Sd5!)



**4th Place No.21 - Michel Caillaud (France).** White correction with interferences on two black lines and changed guards of f4. A drawback here is again the unprovided flight, which in addition defeats a random try. Three double-check mates.

- 1.Bd~? ~ 2.Qf6#, 1... Kf5!
- 1.Bc5!? ~ 2.Qf6#, 1... Kf5 2.Rf2#, 1... Sd4!
- 1.Bf2!~ 2.Qf6#, 1... Kf5 2.Rc4#, 1... Bh4!
- 1.Be3! ~ 2.Qf6#, 1... Kf5 2.Rc5#, 1... Bh4 2.Rg2#, 1... Sd4 2.Rc6#, 1... Rc3 2.Se7#

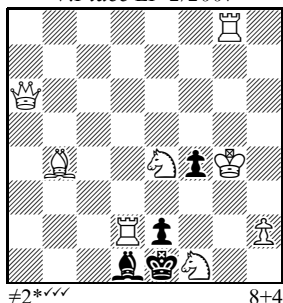
**5th Place No.5 – Michael Barth (Germany).** Two reversive complexes of the Dombrovskis theme, in a frequently utilized mechanism, and cyclic pseudo Le Grand. Despite the unprovided flight and the symmetry, 5 thematic mates by the white bishop deserves attention.

- 1.Rd7? ~ 2.Bd4# (X), 1... Bd5! (x)
- 1.Rf7? ~ 2.Bf4# (Y), 1... Sf5! (y)
- 1.cxb6? ~ 2.Bc5# (A), 1... cxd2+ 2.Bxd2# (B), 1... Bxg5 2.Bxg5# (C), 1... c5!
- 1.dxc3? ~ 2.Bd2# (B), 1... Bxg5 2.Bxg5# (C), 1... Sxc5 2.Bxc5# (A), 1... Sxc3!
- 1.g6! ~ 2.Bg5# (C), 1... Sxc5 2.Bxc5# (A), 1... cxd2+ 2.Bxd2# (B), 1... Bd5 2.Bd4# (X), 1... Sf5 2.Bf4# (Y), 1... Bxf2 2.Bxf2#, 1... Ke4 2.Bg5#

**6th Place No.2 – Frank Richter (Germany).** Three thematic changes by a pawn battery. The problem has no flaws, but the conception is rather simple.

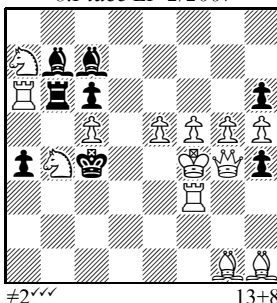
- 1.Re6? ~ 2.Bb6#, 1... Rxe7 2.exf5#, 1... Rxb4 2.Qe3#, 1... c3 2.Qd3#, 1... dxe4!  
 1.Qxf5? ~ 2.Bb6#, 1... Rxe7 2.exd5#, 1... Rxb4 2.Qf2#, 1... c3!  
 1.Rxf5! ~ 2.Bb6#, 1... Rxe7 2.e5#, 1... Rxb4 2.Qe3#, 1... c3 2.Qd3#

**Marjan Kovačević**  
7.Place LP 2/2007



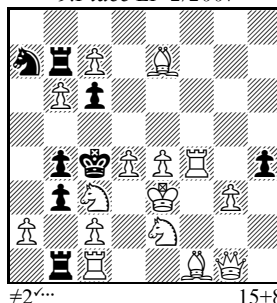
#2\*~ 8+4

**Ricardo de Mattos Vieira**  
8.Place LP 2/2007



#2~ 13+8

**Georg Pongrac**  
9.Place LP 2/2007



#2~ 15+8

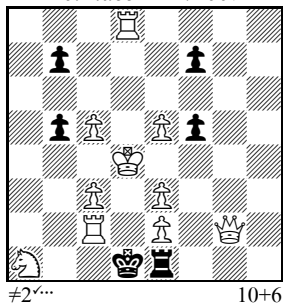
**7th Place No.18 – Marjan Kovačević (Serbia).** Unusual realisation of thematic changes based on the position of the WK. There is an interesting Dombro-try Qa1, and additional try Kf3 defeated by - mate! However, there are minor duals, some promotions and an unprovided flight.

- \*1... exf1=Q+(exf1=S+) 2.Re2#  
 1.Kh3? (~), 1... exf1=Q+ 2.Rdg2#, 1... exf1=S 2.Re2#, 1... f3!  
 1.Kf3? (~), 1... exf1=S+ 2.Re2#, 1... exf1Q#!  
 1.Kxf4! (~), 1... exf1=Q+ 2.Rf2#, 1... exf1=S 2.Re2#, 1... Kxf1(a) 2.Rxd1#(A), 1... B~ 2.Qxe2#  
 [1.Qa1? ~ 2.Rxd1#(A), 1... exf1=Q+(exf1=S+) 2.Qxd1#, 1... Kxf1!(a)]

**8th Place No.17 – Ricardo de Mattos Vieira (Brazil).** Triple release of the white king and white queen lines. Good try Rd3 with line-interference. The only drawback is the unprovided flight.

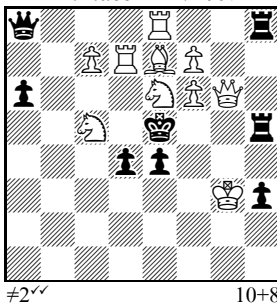
- 1.gxh6? ~ 2.Kg5#, 1... Rxb4 2.Qg8#, 1... Bd8!  
 1.f6? ~ 2.Kf5#, 1... Rxb4 2.Qe6#, 1... Bc8!  
 1.Ra3! ~ 2.Kf3#, 1... Rxb4 2.Qe2#, 1... Kxb4 2.xR6a4#  
 1.Rd3? ~ 2.Kf3#, 1... Rxb4! 2.Qe2?

**Boško Milošević**  
10.Place LP 2/2007



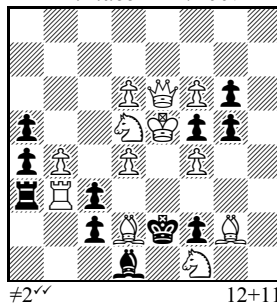
#2~ 10+6

**Frank Richter**  
11.Place LP 2/2007



#2~ 10+8

**Ricardo de Mattos Vieira**  
12.Place LP 2/2007



#2~ 12+11

**9th Place No.28 – Georg Pongrac (Austria).**

1.Bh3? ~ 2.Be6#, 1... bxc3!; 1.Sa4? ~ 2.Sec3#, 1... Rxc1 2.Sxc1#, 1... Kb5!  
 1.Rxb1? ~ 2.axb3/cxb3#, 1... bxc3 2.Sc1#, 1... b3~ 2.Rxb4#, 1... b2!  
 1.d5? ~ 2.e5#, 1... bxc3 2.Sd4#, 1... cxd5 2.exd5#, 1... Sb5!; 1.gxh4? ~ 2.Qg8#, 1... bxc3 2.Sg3#, 1... Rb8!  
 1.Rf5! ~ 2.Rc5#, 1... bxc3 2.Sf4#

**10th Place No.9 – Boško Milošeski (Macedonia).**

1.c4? ~ 2.Kc3# 1... b4! a, 1.e4? ~ 2.Ke3# 1... f4! b, 1.c6? ~ 2.Kc5# 1... b6! c, 1.e6? ~ 2.Ke5# 1... f6! d  
 1.Kd5! (~), 1... b4(a) 2.Kc4#, 1... f4(b) 2.Ke4#, 1... b6(c) 2.Kc6#, 1... f6(d) 2.Ke6#, 1... Rxe2 2.Qxe2#, 1...  
 Rf1 2.Qxf1#, 1... Rg1 2.Qxg1#, 1... Rh1 2.Qxh1#

**11th Place No.4 – Frank Richter (Germany)**

1.Sf4? ~ 2.Bd6#, 1... Rg5+ 2.Qxg5#, 1... d3!;  
 1.Sf8? ~ 2.Bd8#, 1... Qxe8 2.Qxe4#, 1... Rxf8 2.Qxh5#, 1... Qd5 2.Bd6#, 1... Rg5+ 2.Qxg5#, 1... Qc6!  
 1.Sd8! ~ 2.Bf8#, 1... Qxd8,Rxe8,Qd5, Qc6,Rg5+ 2.Qxe4,Qxh5,Bd6,Sxc6, Qxg5#

**12th Place No.16 – Ricardo de Mattos Vieira (Brazil)**

1.d7? ~ 2.Qa6#, 1... cxd2 2.Kd6#, 1... c1=S!; 1.Sb6? ~ 2.Qc4#, 1... cxd2 2.Kd5#, 1... c1=S!  
 1.fxc5! ~ 2.Sf4#, 1... cxd2 2.Kf4#

Reserve problem No.1 – Michael Barth (Germany)

Valjevo, May 2005

Dragan Stojnić

**LP 2007 - 2<sup>nd</sup> Round Summary:**

Participants: Boško Milošeski, Macedonia – 9, 10; Darko Šaljić, Serbia – 6; Dragoljub Đokić, Serbia – 27; Frank Richter, Germany – 2, 3, 4; Georg Pongrac, Austria – 29; Georgi Hadži-Vaskov, Macedonia – 28; Gorazd Kodrić, Serbia – 15; Marjan Kovačević, Serbia – 18, 19; Michael Barth, Germany – 1, 5; Michel Caillaud, France – 20, 21; Mihajlo Milanović, Serbia – 22; Milan Mitrović, Serbia – 8; Miroslav Subotić, Serbia – 7; Nikola Miljković, Serbia – 23, 25; Philippe Robert, France – 11; Radomir Nikitović, Serbia – 24, 26; Ricardo de Mattos Vieira, Brazil – 16, 17; Slavko Radovanović, Serbia – 12, 13, 14.

**Ranking after 2<sup>nd</sup> Round:** Ricardo de Mattos Vieira 26(4)/2, Michel Caillaud 25(13)/1, Menachem Witztum 25(7)/1, Georg Pongrac 25/2, Darko Šaljić 20/1, Marjan Kovačević 16(9)/1, Christer Jonsson 13(2)/1, Emanuel Navon 11(10)/1, Frank Richter 11(5)/2, Michael Barth 11(3)/1, Boško Milošeski 11(2)/2, Georgi Hadži-Vaskov 11/2, Mihajlo Milanović 8/2, Misha Shapiro 8/1, Slobodan Šaletić 7(2)/1, Slavko Radovanović 3/2, Miroslav Subotić 2/1, Philippe Robert 2/1, Gorazd Kodrić 1/2, Nikola Miljković 1/2, Radomir Nikitović 1/2, Dragoljub Đokić 1/1, Milan Mitrović 1/1, Aleksandr Semenenko 0/1, Jorge Joaquín Lois 0/1, Tode Ilievski 0/1, Živa Tomić 0/1.

\* scores: points(reserve points)/rounds

**Liga Problemista 1/2007-06-06****Addendum**

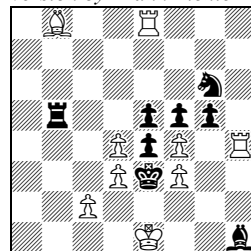
The problem alongside was initially submitted by Frank Richter with a white Bb1 instead of the pawns on c2 and d3, and it was disqualified because of the idle white material (as the composer writes, he had an unfortunate momentary blunder that the bishop was necessary to guard e4...) I deem that this post-award version deserves to be quoted, as it is better constructed.

Harry Fougiaxis, the judge of the 1<sup>st</sup> round**Ricardo Vieira**

2-3 pl Liga Problemista

1/2007 (v)

version by Frank Richter



h#2 2111 9+8

1.cxf3 dxc5 2.Rxc5 Ba7#

1.cxd4 fxe4 2.Bxe4 Rh3#



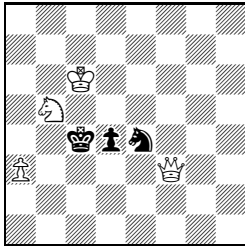
# ORIGINAL PROBLEMS

## Judges 2007:

Twomovers: **Peter Gvozdják**, Slovakia  
 Threemovers: **Milan Velimirović**, Serbia  
 Moremovers: **Hans Peter Rehm**, Germany  
 Endgames: **Iuri Akobia**, Georgia  
 Selfmates: **Uri Avner**, Israel  
 Helpmate twomovers: **Thomas Maeder**, Switzerland  
 Helpmate moremovers: **Michel Caillaud**, France  
 Fairy problems: **Petko A. Petkov**, Bulgaria  
 Retro & Math: **Wolfgang Dittman**, Germany

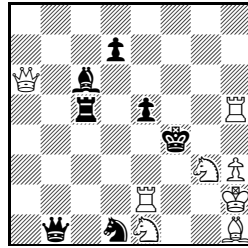
## Twomovers

660. Dmitri Turevski  
*Russia*



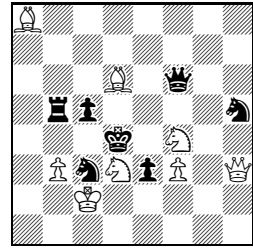
≠2\* 4+3

661. Mohamed Jamal Elbaz  
*Morocco*



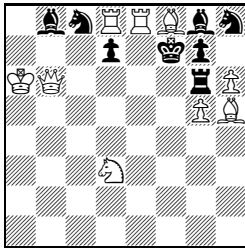
≠2✓ 8+7

662. Semion Shifrin  
*Israel*



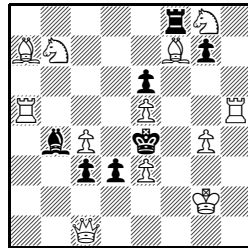
≠2✓✓✓ 8+7

663. Miroslav Subotić  
*Serbia*



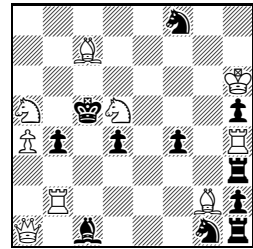
≠2✓✓✓ 9+8

664. Abdelaziz Onkoud  
*Morocco*



≠2✓✓✓ 12+7

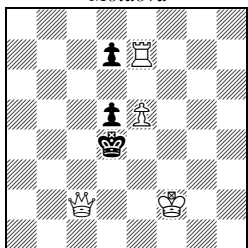
665. Dragan Stojnić  
*Serbia*



≠2 9+11

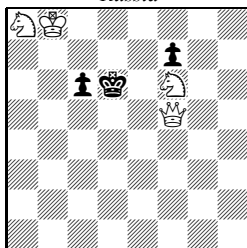
Threemovers

666. Mihail Croitor  
Moldova



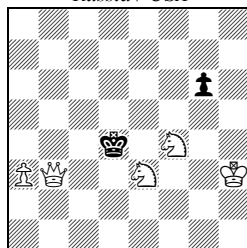
≠3 4+3

667. Alena Kozhakina  
Russia



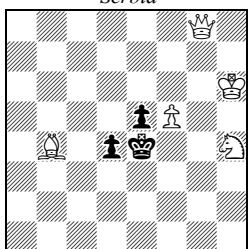
≠3✓ 4+3

668. Vladimir Kozhakin  
Steven Dowd  
Russia / USA



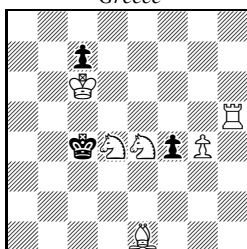
≠3✓✓ 5+2

669. Petrašin Petrašinović  
Serbia



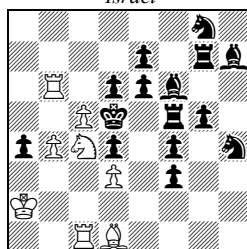
≠3✓... 5+3

670. Kostas Prentos  
Greece



≠3✓✓ 6+3

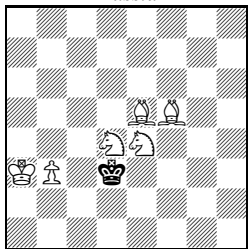
671. Arieh Grinblat  
Uri Avner  
Israel



≠3 8+15

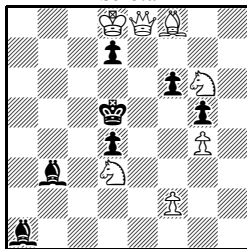
Moremovers

672. Vladimir Kozhakin  
Russia



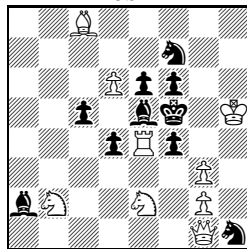
≠4 6+1

673. Petrašin Petrašinović  
Serbia



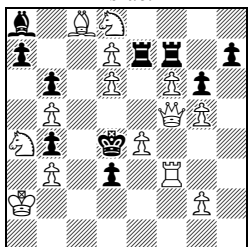
≠4 7+7

674. Steven Dowd  
USA



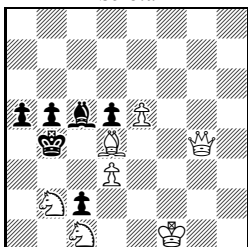
≠4 9+10

**675. Leonid Makaronetz**  
**Leonid Lyubashevsky**  
*Israel*



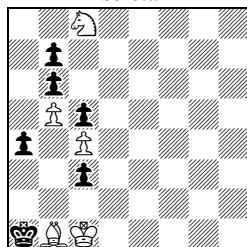
≠4                      14+10

**676. Borislav Stojanović**  
*Serbia*



≠5                      7+6

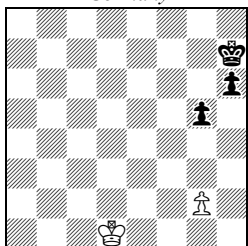
**677. Borislav Stojanović**  
*Serbia*



≠10                      5+6

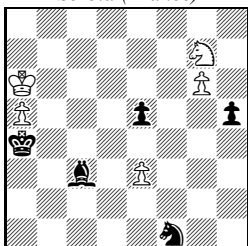
**Endgames**

**678. Siegfried Hornecker**  
*Germany*



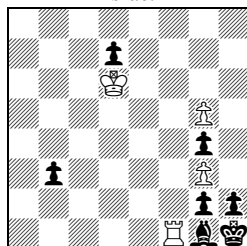
=                      2+3

**679. Mirko Miljanić**  
 (corr. Daniel Keith)  
*Serbia (France)*



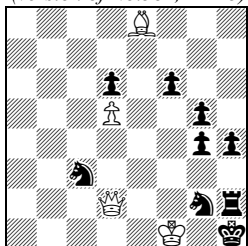
+                      5+5

**680. Yochanan Afek**  
*Israel*



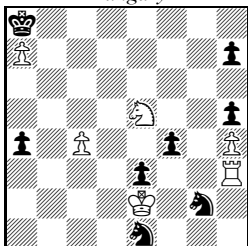
+                      4+7

**681. Árpád Ruzs**  
*Romania*  
 (version of No.581, MP25)



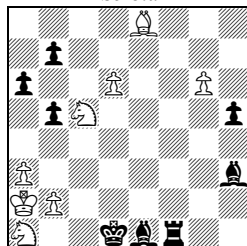
=                      4+9

**682. János Mikitovics**  
*Hungary*



=                      6+8

**683. Mirko Marković**  
*Serbia*

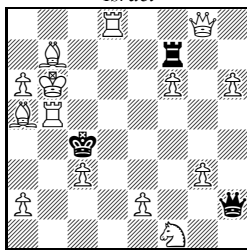


+                      8+8

Selfmates

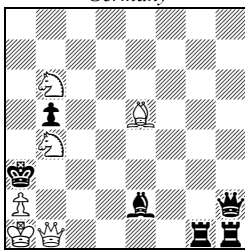
685. Gady Costeff  
Uri Avner  
Ofer Comay  
Paz Einat

Israel



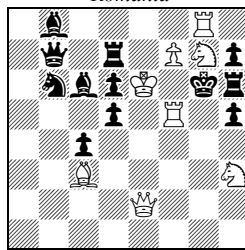
s#3✓✓✓ 14+3

684. Frank Richter  
Germany



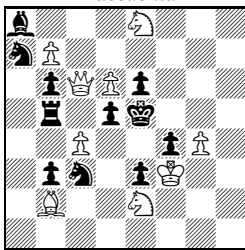
s#2 6+6

686. Ion Murarasu  
Romania



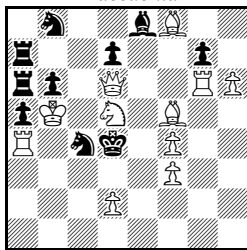
s#3 8+12

687. Živko Janevski  
Macedonia



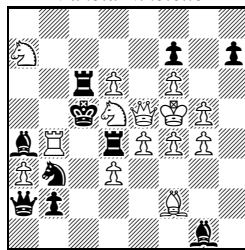
s#3 9+11

688. Živko Janevski  
Macedonia



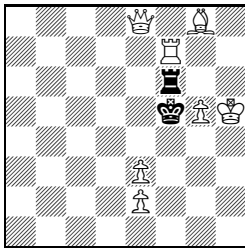
s#3 11+10

689. Rade Blagojević  
Serbia  
In Memoriam  
Vukota Nikoletić



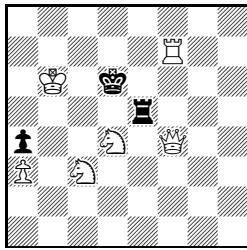
s#3 14+10

690. Pavlos Moutecidis  
Greece



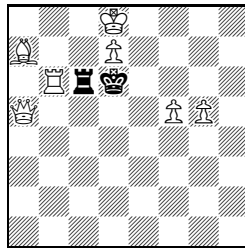
s#12\* 7+2

691. Pavlos Moutecidis  
Greece



s#12 2 sol 6+3

692. Pavlos Moutecidis  
Greece

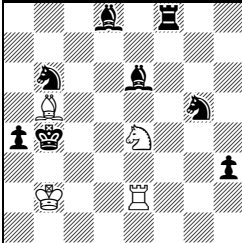


s#14 7+2



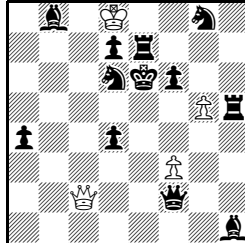
Helpmates

693. Jozef Ložek  
Slovakia



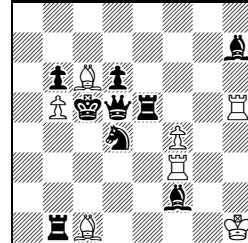
h#2 b) ♚b4→g4 4+8

694. Boško Milošeski  
Macedonia



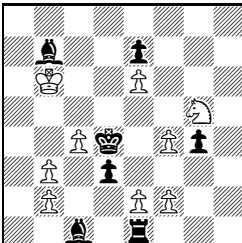
h#2 b) ♜f6→f5 4+12

695. Paz Einat  
Israel



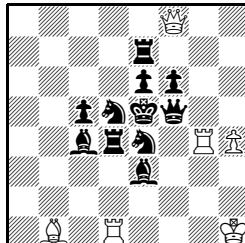
h#2 b) ♞d4→b4 7+9

696. Jean Carf  
France



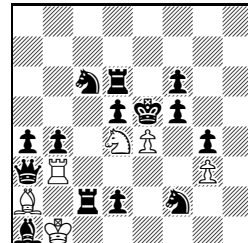
h#2 3111 9+7

697. Misha Shapiro  
Israel



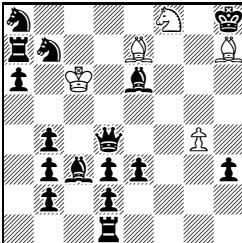
h#2 b) ♞b1→c1 6+11

698. Ricardo Vieira  
Brazil



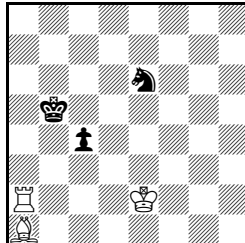
h#2 b) -♜d6 6+14

699. Jozef Ložek  
Slovakia



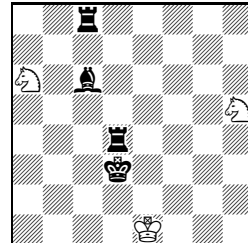
h#2 4111 5+16

700. Borislav Ilinčić  
Serbia



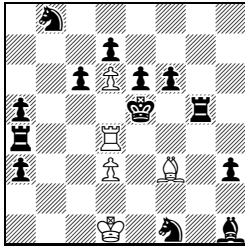
h#3 211... 3+3

701. Steven Dowd  
Mirko Degenkolbe  
USA / Germany  
Dedicated to Christer Jonsson



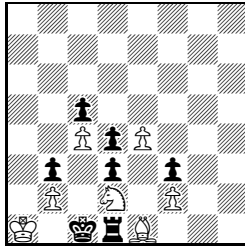
h#3 b) ♞h5→h3 3+4

702. Christopher J.A. Jones  
Great Britain



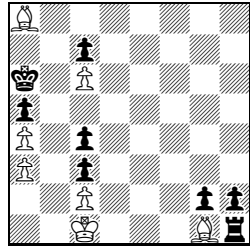
h#3 b) a d3→c4 5+13

703. Steven Dowd  
Guy Sobrecases  
USA / France



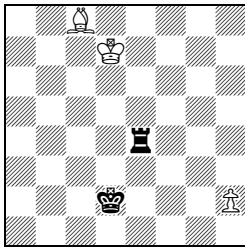
h#4\* 211... 7+7

704. Anatoly Stypochkin  
Russia



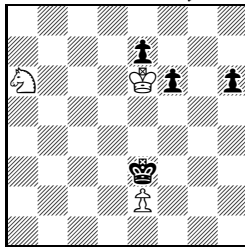
h#4\* 7+8

705. Žarko Pešikan  
Serbia



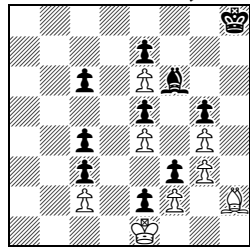
h#6 3+2

706. Steven Dowd  
Mirko Degenkolbe  
USA / Germany



h#6 3+4

707. Steven Dowd  
Mirko Degenkolbe  
USA / Germany

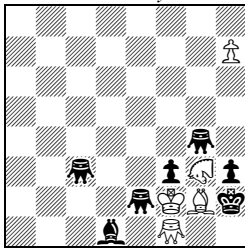


h#12 8+10

### Fairies

See pages 38 and 39 for definitions of fairy pieces and conditions.

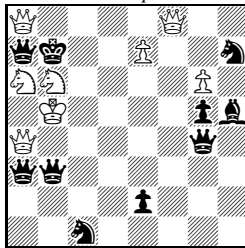
708. Hauke Reddmann  
Germany



#2<sup>✓✓</sup> 5+7

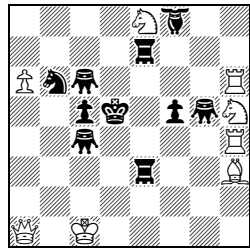
☞ = Rose  
♁♁ = Grasshopper

709. Václav Kotěšovec  
Czech Republic



#2<sup>✓✓</sup> Madrasi 8+10

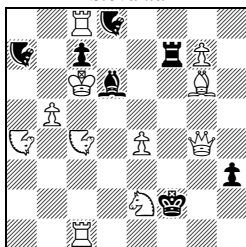
710. Vasyly Dyachuk  
Anatoly Vasilenko  
Ukraine



#2<sup>\*✓✓</sup> 8+10

Anticirce type Cheylan  
♁ = Grasshopper  
♁ = Bishopper  
♁ = Rookhopper

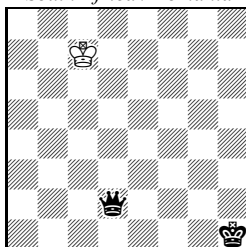
711. Ladislav Packa  
Juraj Lörinc  
Slovakia



#2\* 11+7

Anticirce type Calvet  
♞♠ = Nightrider

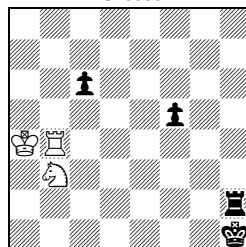
712. Peter Harris  
Eric Huber  
South Africa / Romania



#6 b) ♔d2→h3 1+2

Black Maximummer  
Andernach  
Anti-Andernach  
Sentinelles pion adverse

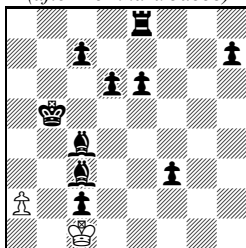
713. Pavlos Moutecidis  
Greece



s#11 3+4

Maximummer

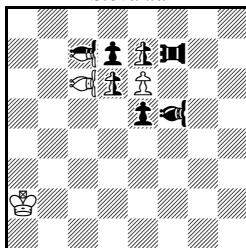
714. Ion Murarasu  
Paul Raican  
Romania  
(after Bernhard Jacob)



s#39 2+10

Circe  
Maximummer

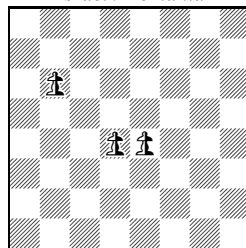
715. Karol Mlynka  
Slovakia



h#2 4111 3+4+3N

AntiCirce type Cheylan  
ParrainCirce  
Royal Bishop-Sparrow f5  
♞♠ = Bishop-Sparrow  
♞♠ = Rook-Moose

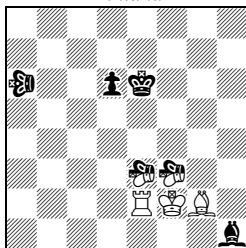
716. Michael Grushko  
Eric Huber  
Israel / Romania



h#2.5 21111 0+0+3N

RepublicanChess  
ParrainCirce  
Einstein

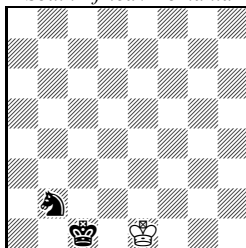
717. Marko Ylijoki  
Finland



h#2.5 21111 3+4+2N

♞♠ = Joker  
b) -♞f2, -♞e6, +♞e6

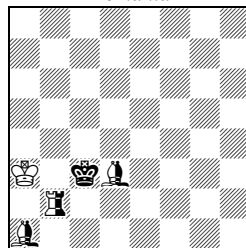
718. Peter Harris  
Eric Huber  
South Africa / Romania



h#3 b) ♔b2 1+2

Transmuting Kings  
Chameleonchess  
Sentinelles  
Andernach+Anti-Andernach

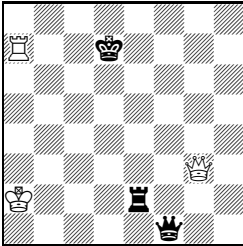
719. Ion Murarasu  
Romania



h#3 b) ♞a3→c3 1+1+3N

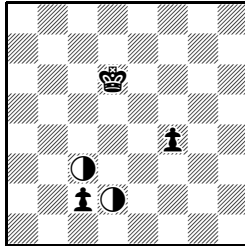
ParrainCirce

720. Peter Harris  
South Africa



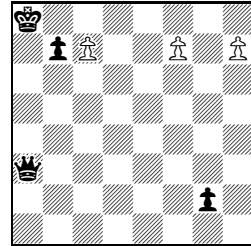
h#3 b) ♔d7→g4 3+3  
c) ♔d7→f7  
Maximummer  
Isardam

721. Marko Ylijoki  
Finland



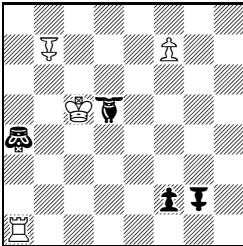
h#4 211... 0+3+2N  
Neutral Orphans

722. Peter Harris  
South Africa



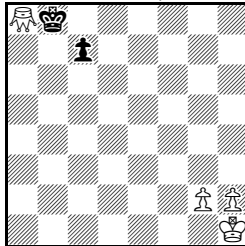
h#5.5 3+4  
Double Maximummer  
Andernach Antiandernach  
Sentinelles pion adverse  
Chameleonchess  
Madras

723. Guy Sobrecases  
France



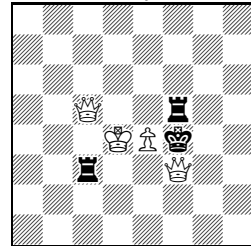
h#6 4+4  
Alice Chess  
Double Maximummer  
(Units upside down are  
on Board B)

724. Arnold Beine  
Germany



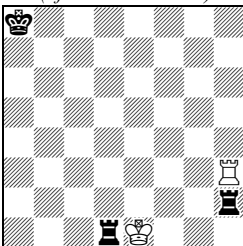
h#17.5 4+2  
Double Maximummer

725. Peter Harris  
South Africa



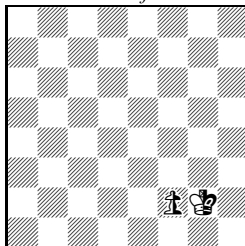
h=1.5 4+3  
PatrolChess  
Supercirce  
Madras  
Sentinelles pion adverse  
Einstein  
a) + Andernach  
b) + Antiandernach

726. Guy Sobrecases  
France  
(after Peter Harris)



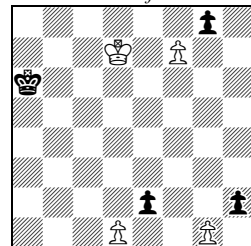
h=2.5b) ♔a8→g8 2+3  
Transmuted Kings  
Anticirce

727. Peter Harris  
South Africa



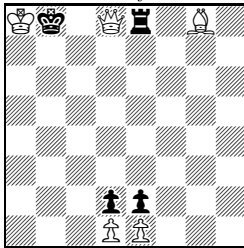
h=3 311111 0+0+2N  
Sentinelles pion adverse

728. Peter Harris  
South Africa



hs#2 4+4  
b) ♜h2→b8  
Anticirce  
Supercirce  
Transmuted Kings

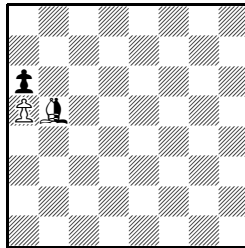
729. Peter Harris  
South Africa



hs#2 5+4

Anticirce  
Supercirce  
Duplex

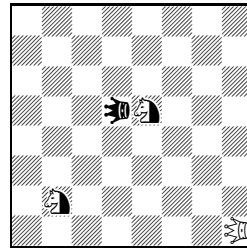
730. Michael Grushko  
Israel



hs#2.5 1+1+1N

b) ♖b5→e8  
RepublicanChess type 2  
Sentinelles  
NorskSjakk

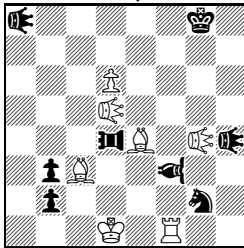
731. Michael Grushko  
Israel



hs#2.5 1+1+2N

b) ♖c5→c2  
RepublicanChess type 2  
ParrainCirce  
♞♞ = Locust

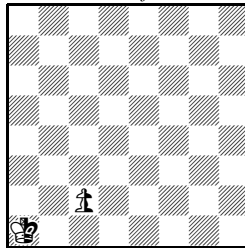
732. Mario Parrinello  
Italy



hs#3 211... 7+8

♞♞ = Leo  
♞♞ = Rook-Lion  
♞♞ = Bishop-Lion

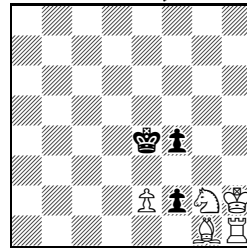
733. Peter Harris  
South Africa



hs#3.5 211... 0+0+2N

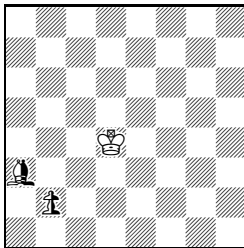
Sentinelles pion adverse

734. Bernd Gräfrath  
Germany



hs#5\* 5+3

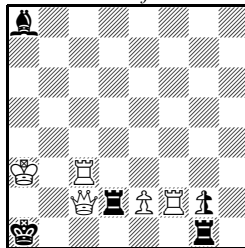
735. Michael Grushko  
Israel



hs#6 1+0+2N

b) ♖d4→b6  
(no black King)  
Chameleonchess  
Maximummer  
Parrain Circe

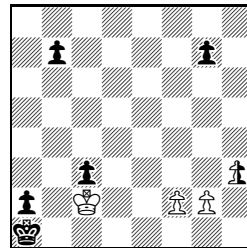
736. Peter Harris  
South Africa



sh#2\* 5+4+1N

Supercirce  
Anticirce  
Sentinelles pion adverse  
Black Maximummer

737. Karol Mlynka  
Slovakia



sh#3 b) ♖c3→c7 3+5+1N

CouscousCirce

## DEFINITIONS OF FAIRY CONDITIONS AND PIECES

**Actuated Revolving Board:** After every half-move, the board rotates 90 degrees clockwise. Thus, after 4 half-moves, we're back to the initial position of the board.

**Alice Chess:** Alice Chess is played on the normal board (A), with an additional board (B) which is empty at the beginning of a game. After moving a piece (begin and end square are on the same board), the piece is moved to the other board. The square it is moved to must be empty on the other board.

Every move must be legal on the board it is played on. So a King can't walk into check given on the board the move is made on, even though the check is only virtual as he is transferred to the other board and can't be captured.

In the diagram, upside down pieces are on the B-board, and the normal pieces are on the A-board.

**Andernach:** On making a capture, a unit (except a King) changes colour (more exactly, it takes the colour of the opposite side; a neutral piece moved by White becomes black...). A "new" white Rook appearing on a1 or h1, or a black Rook on a8 or h8, can castle.

**Anti-Andernach:** On moving, a unit (except a King) changes colour (more exactly, it takes the colour of the opposite side : a neutral piece moved by White becomes black...) but on capturing it keeps its colour. A "new" white Rook appearing on a1 or h1, or a black Rook on a8 or h8, can castle.

**Antircirc:** When a capture is made, the capturing unit (including King) must come back to its rebirth square: if this square is occupied, the capture is forbidden. A Pawn capturing on its promotion rank promotes before it is reborn. Unless otherwise stated, captures on the rebirth square are forbidden.

**Chameleon Chess:** Officers change after their move, they become another officer, according to the cycle: Q→S→B→R→Q.

**Circ:** When a capture is made, the captured unit (except a King) is replaced on its rebirth square if it is empty; otherwise, the captured unit vanishes.

**Cuckoo Circ:** When a capture is made, the captured unit (except a King) is replaced on the capturing unit rebirth square (according to the "modalités Circé") if it is empty; otherwise, the captured unit vanishes. Here when a promotion by capture occurs, the rebirth square is the one of the promoted piece. The capture of a Pawn is forbidden if it must promote and if one of the possible promotions is a self-check.

**Einstein Chess:** A unit that moves without capturing changes according to the following scheme: Q→R→B→S→P. If there are fairy pieces, a Pawn which moves without capturing becomes one of these fairy pieces, otherwise it remains a Pawn.

A unit that captures changes according to the following scheme: P→S→B→R→Q.

If there are fairy pieces, a Queen which captures becomes one of these fairy pieces, otherwise it remains a Queen.

Exceptions to the default rules :

- A pawn on its 1st rank can move 1, 2 or 3 steps forward.
- No promotions (unless otherwise stated).

**Illegal Cluster:** Illegal position that becomes legal as soon as one piece (except a King) is removed.

**Isardam:** Any move leading to a Madrasi paralysis is illegal.

**Legal Cluster:** Legal position that becomes illegal as soon as one piece is removed.

**Köko** (Contact Chess): A move is possible only if the piece moved arrives on a square next to another unit.

**Madrasi:** A piece of the side to move is paralysed if it is threatened by an opposite unit of the same kind. This rule applies to King in Madrasi Rex Inclusiv but not in Madrasi.

**Messigny chess:** In addition to its proper moves, a piece can interchange its place with an opposite piece of the same kind. A piece can't be interchanged twice consecutively.

**Monochrome chess:** Both sides can make only those moves that begin and end on squares of the same colour (therefore the Knight cannot move at all and only short castling is legal).

**NorskSjakk** (or Norwegian Chess): Only identical units can capture each other. After moving, a Queen becomes Knight, a Knight becomes Queen, a Rook becomes Bishop and a Bishop becomes Rook.

**Parrain Circ:** The single move following a capture, the captured unit (except a King) accomplish, from its capture square, an exact copy of that next move. If the arrival square is occupied or if the journey bring it out of the board, the captured unit vanishes.

**PatrolChess:** Captures can be made and checks given only if the capturing or checking piece is guarded (or "patrolled") by a friendly unit. Non-capturing moves are played as normal.

**Proof Game:** "Help" stipulation where the aim is to reach the diagram position from the game-array.

**PWC** (Platzwechselfirc or Interchange Circ): When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. A Pawn is immovable on its 1st rank.

**Republican Chess:** There are no Kings; if the side which has played can put the opposite King on a square where it would be legally mate, then the opposite side is mate.

**Republican Chess type II:** There are no Kings; if the side which has played can put the opposite King on a square where it would be legally mate, then the opposite King is put on such a square. The opposite side can then put itself the other King on a square where it is mated.

**Retractor.** In a Retractor problem, there are two phases: the retro phase (or retroplay) and the forward phase. In the retro phase, the two sides alternatively take back (retract) their moves. White begins. In the forward phase, there is a stipulation to satisfy.

- A **Proca Retractor** is a defensive retractor: Black opposes White's aim. The side that retracts decides about the type of possibly "uncaptured" piece.
- The stipulation of the forward play is usually direct mate or selfmate. White must avoid Retromate during the retroplay: if the stipulation is direct mate and if Black has the possibility to mate White in the course of the retroplay, he will do so. In "semi-Proca", Black will not take a possible chance to mate White.
- A **Hoeg Retractor** is a help retractor: Black collaborates with White. Usually with a help-stipulation.
- **Help Retractor:** White and/or Black first retract some helping moves.
- **Proca without forward defense (WFD):** In a normal Proca retractor, black can defend by taking back a move which results in a position in which black can reach the aim. This forward defense isn't allowed for "WFD" condition.
- **Series Retractor:** White or Black first retract some series moves.

**Sentinels:** When a piece (not a Pawn) moves, a Pawn of the colour of its side appears on the vacated square if it is not on the first or the last rank, and if there are less than 8 Pawns of that colour on the board.

**Sentinels n/p:** the number of pawns on the board is limited for White to n and for Black to p.

**Sentinelles pion adverse:** after a move by a Piece of one side, the added pawn is of the opposite colour.

**Series-autostalemate:** ser-!-n : series-autostalemate in n moves, that is White plays n moves in a row and puts himself in a position of stalemate.

**Series-proof game or Series-help game:** “Series-direct” stipulation where the aim is to reach the diagram position from the game-array.

**StingChess:** A variant of chess where Kings are Scorpions, i.e. they have the additional movement possibilities of the Grasshopper (K=K+G).

**SuperCirce:** When a capture is made, the captured unit (except a King) can be replaced on any empty square. (Exception to the rules by default: A Pawn is immovable on its 1st rank.)

**Ultraschachzwang:** Black must give check, when he can.

**Ultrapatrol:** Only guarded units can move.

**Vogtländer:** A side is in check only if it threatens to capture the opposite King. (And it is mated if it can't avoid threatening to capture the opposite King.)

## Fairy Pieces

**Amazon:** Combined queen and knight.

**Bishop hopper:** As grasshopper, but moves only along bishop-lines.

**Bishop Locust:** As Locust, but moves only along bishop-lines.

**Camel:** 1,4 leaper. Camel from e5 can leap to d2, b4, b6, d8, f8, h6, h4 or f2.

**Giraffe:** 1,5 leaper. Giraffe e5 can leap to f1, d1, a4 or a6.

**Grasshopper (or Q-hopper):** Moves along queen-lines, but must hop over another piece of either colour and land on the next square beyond.

**Grasshopper-n:** a hopper that moves on Queen lines jumping onto the n-th field after the hurdle. The normal Grasshopper jumps on the first field after the hurdle and therefore it is a Grasshopper-1.

**Hamster:** Moves like a Grasshopper, but goes back over the hurdle. The arrival square is therefore just before the hurdle.

**Imitator:** The Imitator moves the same direction and distance as whichever piece is moving. It can't cross an occupied square (except when it imitates a hopper : The Imitator must also have a hurdle) and must arrive on an empty square.

A move is illegal if it can't be accompanied by a legal move of an Imitator. (An Imitator “monocolore” imitates only the moves of its side.)

**Joker:** moves like the last piece that has moved. (If a pawn promoted at last move, the joker moves like a pawn).

**Kangaroo:** moves like the Grasshopper on Queen lines, but needs two hurdles instead of one.

**Leo:** Moves like a queen but captures an enemy unit by hopping along queen-lines over another unit of either colour. Check is therefore given over another unit. (The same is behaviour of Pao and Vao, only their moves are restricted to rook and bishop lines respectively).

**Lion:** Closely related to the Grasshopper. It too moves along queen-lines and hops over a unit of either colour, but it may

land on any square beyond the hurdle, provided the intervening squares are unoccupied.

**Locust:** The move is along queen-lines, but can only move by capturing an enemy unit, and this it does by hopping over the unit to the next square beyond, capturing as it goes.

**Moose:** moves like a Grasshopper, but deflects 45° either way on passing over the hurdle. The arrival square is adjacent to the hurdle. Bishop-Moose and Rook-Moose move on Bishop, respectively Rook lines and deflect 45° either way on passing over the hurdle.

**Nightrider (or S-rider):** A line-piece which moves performing one or more knight-leaps in a straight line in a single move. Nightrider from a1 can reach (or capture) b3, c5 and d7 or c2, e3 and g4 (but cannot pass occupied square!).

**Nightrider hopper:** As grasshopper, but moves only along nightrider-lines.

**Rook hopper:** As grasshopper, but moves only along rook-lines.

**Rook-Lion:** As Lion, but moves only along rook-lines.

**Neutral piece:** A piece that can be moved or captured by either side.

**Orphan:** Dummy piece; moves only like the enemy unit that threatens it.

**Pressburger King:** White SuperTransmuting King: King which definitively takes the nature of the checking piece (and thus loses his royal status). “Pressburger King” is the subject of a current thematical tourney by Slovak review Pat a Mat.

**Rose:** Octagonal Rider(1,2): piece which can make several successive Knight leaps on octagonal lines isometrical to d2-b3-a5-b7-d8-f7-g5-f3-d2.

A Rose moves in the same way to capture or not to capture, the taken unit being on the arrival square.

**Royal Grasshopper (or K-hopper):** Can hop to the first square beyond the adjacent piece.

**Sparrow:** moves like a Grasshopper on Queen lines but deflects 135° either way on passing over the hurdle. The arrival square is adjacent to the hurdle. Bishop-Sparrow and Rook-Sparrow move on Bishop, respectively Rook lines and deflect 135° either way on passing over the hurdle.

**Superpawn:** Pawn for which walk and capture are extended respectively to all the file and to all the diagonal.

**Transmuting Kings:** When a King is in check, he moves only like the checking unit.

**Zebra:** 2,3 leaper. Zebra e5 can move to c2, b3, b7, c8, g8, h7, h3 or g2.

---

## Mat Plus Review - Summer 2007

After Marjan Kovačević's report on the 4th Belgrade Chess Problem Festival, this issue brings articles by participants in this event: Eric Huber's Knight Promotion in Madras Babson Task, Dilemmas by Fadil Abdurahmanović, Miodrag Mladenović's review of 4th and 5th degree corrections in a threemover and an interesting illustration of a Pawn's power in OTB games by Romanian grandmaster Mihail Marin. Then, there is the second part of Milan Velimirović's essay on Stocchi's Blocks..., a selection of Best Bytes from the MatPlus.Net web site, and a reaction by Peter Harris to Chris Feather's Competition and Documentation in the Spring issue and the remaining ranked problems from Liga Problemista since Y2K.

# ERRATA CORRIGE

## Mat Plus No.25 (originals)

p.11, No.564: (Croitor, #3) Anticipated by Denstore (Ion Murarasu) **diagram [A]**.

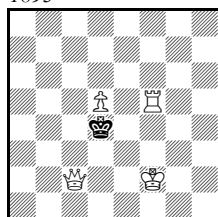
p.17, No620: (Mlynka, h#2) b) –♠d5, +c) –♠b4 (progressive twins, c is built from b). (Siegfried Hornecker)

p.20, 639: (Harris, hs#3) 311... (3 solutions).

p.22, No.657 (Caillaud, SPG) SPG 18.5 (i.e., 37 halfmoves).

[A]

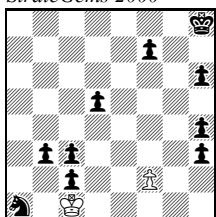
**Darso J. Denstore**  
Philadelphia Inquirer  
1893



#3 4+1  
1.Ke1! Kc3 2.Qa4 Kd3  
3.Rf3

[B] – [6]

**Miomir Nedeljković**  
**Borislav Stojanović**  
StrateGems 2000



h#12 2+10

## Mat Plus Review No.1

p.4, No.8: correct key is: 1.Qxd2. (Hauke Reddmann)

p.5, No.1: Petko A. Petkov, 1 Pr Problemista 1964. (Harry Fougiaxis)

p.7, No.5: Vyacheslav Kopaev, 2 HM Die Schwalbe 1994. In fact, this problem was awarded a 2 HM and the judge was Rolf Wiehagen (cf. the award in Die Schwalbe 174, December 1998). In his report, the judge pointed out that there is a bicolour Platzwechsel between Sc6/Sc2 and Rd7/Sg4, as well. He also commented that the repetition of the move Rd4 is tolerable. (Harry Fougiaxis)

p.7 near bottom: solution a) 1.Sd4 Sxb4 2.Sc6 Re4 Sf2 Sc2#.

p.8, No.6: Michel Caillaud is, in fact, co-author (all three names are necessary). (Harry Fougiaxis)

p.9, No.6: wrong diagram. The correct one is given here as **diagram [B]**. Solution: 1.h2 f3 2.h1S f4 3.Sg3 f5 4.Sh5 f6 5.Sg7 fxg7+ 6.Kh7 g8R 7.h3 Rc8 8.Kg6 Rxc3 9.Kh5 Kd2 10.c1R Ke3 11.Rg1 Kf4 12.Rg6 Rxb3#.

p.9, No.4: the black pa3 is not necessary. (Harry Fougiaxis)

p.22, "Mates in Selfmates", first column: the following text is omitted after the solution of my 1st problem: *Both sort of "sins" are committed here: a) the same mate 3...S:e3 appears on most of the main variations; b) the variation after 1...Sg~ ends with two mates possible.* (Uri Avner)

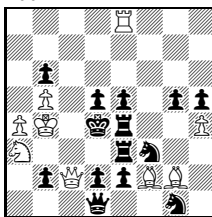
p.24, right column top: the pieces in my s#2 are shifted. And – the correct source is 8597 feenschach 146 2002 (my mistake). (Frank Richter) – **diagram [C]**

Page 35, right column: upper diagram has shifted 8<sup>th</sup> row; correction on **diagram [D]**.

p.53, No.24: instead "1.Sc3? T:c3+! (but also 1...T~+!)" should be: "1.Se3? Tc3+!". (Boško Milošeski)

p.53, No.25: dual in the set play 1...Kxb6 2.Sd7+ and 2.Bc5+. (Harry Fougiaxis)

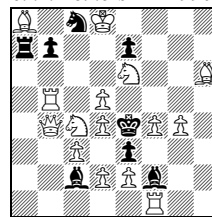
[C] Frank Richter  
8597 feenschach 146  
2002



s#2 9+14

1.Sa6 ~, Qc2, Sf2  
2.Qc4+, Qxc3+, Qxc3+

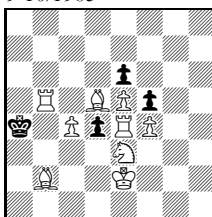
[D] Thorsten Zirkwitz  
Jörg Kuhlmann  
6.hm Reiners MT 1990



#2✓ 15+8

1.S:e3? (2.Sc5#), 1... b6!  
1.d:e3? (2.Sg5#), 1... Bh4!  
1.Q:c7! ~, b5, Bh4, (Sxc7)  
2.Qh7, Sc5, Sg5, (Sd6)#

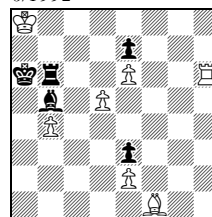
[E] Mario Parrinello  
3.cm Problemeblad  
9-10/1983



h#2 3111 9+4

1. dxc3 Rxc3 2. exd5 Ra3#  
1. fxe4 Bxe4 2. dxc3 Bc2#  
1. exd5 Sxd5 2. fxe4 Sb6#

[F] Hans-Peter Reich  
974 Europa Rochade  
6/1992



h#2 2111 7+5

1. Bxe2 Rh2 2. Bb5 Ra2#  
1. Rxe6 Bh3 2. Rb6 Bc8#

p.54, No.47: totally anticipated by the superior PDB P0521125. (Harry Fougiaxis) – **diagram [E]**

p.61, No.119: a black pawn on f4 is missing. (Harry Fougiaxis)

p.62, No.131: totally anticipated by the superior PDB P0536965. (Harry Fougiaxis) – **diagram [F]**

p.64 No. 155: the position of b is given. In the diagram the wB should be on f5, not e5. (Siegfried Hornecker)

p.64, No.158: Anticirce type Calvet (captures on rebirth square are allowed). (Harry Fougiaxis)

## CONTENTS

LIGA PROBLEMISTA 2/2007 (#2) .....	25
LP 1/2007, Addendum .....	28
ORIGINAL PROBLEMS .....	29
Twomovers .....	29
Threemovers .....	30
Moremovers .....	30
Endgames .....	31
Selfmates .....	32
Helpmates .....	33
Fairies .....	34
Definitions of fairy conditions and pieces .....	38
Mat Plus Review No.2, Summer 2007 .....	39
Errata Corrige .....	40