

## Judgment fairies SuperProblem 2023

It was a pleasure to accept M.Khramtsevich's invitation to judge the fairies of superproblems. My opinion is that the hs#/= orthodoxes are not fairy problems, then they are classified separately (section B).

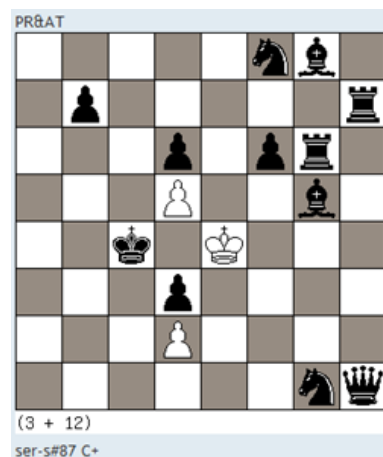
As usually, I want to explain why some works do not enter in my selection.

G559 (Csak): Symmetric play.

G561, 519, 520, 521, 532, 533, 534, 535, 536 (Carf/Piet): With this stipulation could be made better problems.

G522 (Fomichev & Michitovics): Unbalanced solutions.

G527 (Kekely): For a ser-s# record of length, see chessproblems.ca Bulletin N5/2015, authors P. Răican and Arno Tunzler:



1.Ke4-f5 2.Kf5-g4 3.Kg4-g3 4.Kg3-f2 5.Kf2-e1 6.Ke1-d1 7.Kd1-c1 8.Kc1-b2  
9.Kb2-a3 10.Ka3-a4 11.Ka4-a5 12.Ka5-b6 13.Kb6-a7 14.Ka7-b8 15.Kb8-c8  
16.Kc8-d8 17.Kd8-e8 18.Ke8\*f8 19.Kf8-e8 ... 36.Kf5\*g6 37.Kg6-f5 ... 55.Kf8\*g8  
... 75.Ke6\*d6 76.Kd6-e6 77.d5-d6 78.d6-d7 **79.d7-d8=R** 80.Rd8\*d3 81.Rd3-b3  
82.d2-d4 83.d4-d5 84.d5-d6 85.d6-d7 **86.d7-d8=Q** 87.Qd8-d5 + Qh1\*d5#

G539 (Stepochkin): One solution is accidental.

G545 (Majoros): The play is uninteresting (this problem gave me the occasion to find a bug for Gustav)

G548 (Tar) Symmetric play.

G561 (Zheglov): Self-anticipated by G508, superproblem 2022.

Now, my classification, 12 out of 50 problems were selected:

## A - Main section

### 1<sup>st</sup> Prize

**G550**

Aliaksandr Bulauka

SuperProblem, 19-10-2023



hs#3.5

(9+5)

b) Royal power b6->f6  
c) Royal power b6->d2  
Checkless Chess

b3: Eagle  
g5: Royal Camel  
d2: Nightrider  
b6: Royal Bishop

- a) 1...rBb6-c7 2.EAb3-h2 Nd2-a8 3.EAh2-d8 Rf6-b6 4.Qa4-a5 rBc7-g3#  
b) 1...Bb6-f2 2.Qa4-a2 Bf2-e1 3.rCAg5-d4 rRf6-f2 4.rCA d4-g3 rRf2-h2#  
c) 1...Bb6-a5 2.Qa4-a3 Rf6xa6 3.EAb3-a4 rNd2-b6 4.rCAg5-d6 rNb6-f8#

*Checkless Chess – check without mate is illegal  
hs#n – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.*

*Royal pieces – The side having this piece is in check if it is threatened (a King is a royal piece).*

*Camel – 1:3-hopper*

*Nightrider – A Rider along a straight line on squares lying a Knight's-move away from each other.*

*Eagle – Moves like a Grasshopper, but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.*

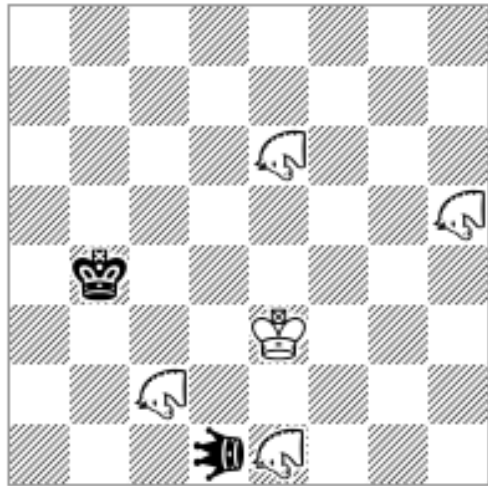
**1<sup>st</sup> Prize – G550 (Bulavka):** A rare and well-oiled mechanism. In every phase, the three thematic units -Bb6, Rf6 and Nd2 – are in turn blocked, pinned and the third remaining free is the mating piece. The checkmate is a sort of reflex-mate, due to the condition. A tremendous idea.

## 2<sup>nd</sup> Prize

**G541**

Vaclav Kotesovec

SuperProblem, 19-08-2023



hs#9.5

3 sol.

(5+2)

h5, e6,  
c2, e1: Nightrider Hopper  
d1: Eagle

1...EAd1-d3 2.NHh5-b2 Kb4-b5 3.NHb2-f4 EAd3-c6 4.NHc2-g4 Kb5-c4  
5.NHg4-a7 EAc6-d4 6.NHf4-d8 Kc4-c3 7.NHe6-c2 EAd4-b4 8.NHa7-d1  
Kc3-b2 9.Ke3-d2 Kb2-a1 10.Kd2-c1 EAb4-f2#

1...Kb4-c5 2.NHe6-a4 EAd1-e2 3.NHe1-b7 Kc5-b4 4.NHc2-a6 Kb4-c3  
5.Ke3-e4 Kc3-d2 6.NHa6-g3 Kd2-e1 7.Ke4-f5 Ke1-f2 8.NHb7-h4 Kf2-g2  
9.Kf5-g4 Kg2-h1 10.Kg4-h3 EAe2-g6#

1...EAd1-g6 2.Ke3-f4 EAe6-e5 3.NHe6-g2 Kb4-c4 4.NHg2-a5 Kc4-d5  
5.NHe1-a3 Kd5-e6 6.NHc2-f8 Ke6-f6 7.NHa3-g6 EAe5-e7 8.NHf8-h4 Kf6-g7  
9.Kf4-g5 Kg7-h8 10.Kg5-h6 EAe7-g3#

*hs#n* – Helpselfmate in *n* moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.

*Eagle* – Moves like a Grasshopper, but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

*Nightrider-Hopper* – Moves like a Nightrider except that at least one square between the departure and arrival square must be occupied by a unit of either color.

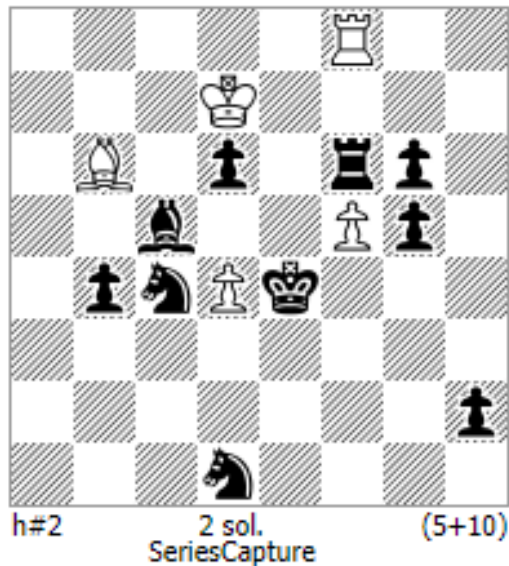
**2<sup>nd</sup> Prize – G541 (Kotesovec):** The “maître” of fairy pieces offers us a well-polished diamond with three facets of equal area. An impressive work.

### 3<sup>rd</sup> Prize

**G542**

Vlaicu Crisan & Eric Huber

SuperProblem, 17-09-2023



**1.Bc5\*d4-f2 Rf8\*f6\*d6\*d1-f1 2.Ke4\*f5-f6 Bb6\*f2-d4#**  
**1.Rf6\*f5-f2 Bb6\*c5\*d6\*h2-g1 2.Ke4\*d4-c5 Rf8\*f2-f5#**

*Series Capture – At the end of capturing moves, the moving piece can make another movement (possibly capturing) according to its type; if this added movement captures a piece as well, the moving piece can make another such movement, and so on. Each step of a series has to be legal. Only the last step of a series may give check to the opposite king. Series Capture does not modify the meaning of “check”: a king is not in check if he could only be captured by a Series Capture specific series of captures.*

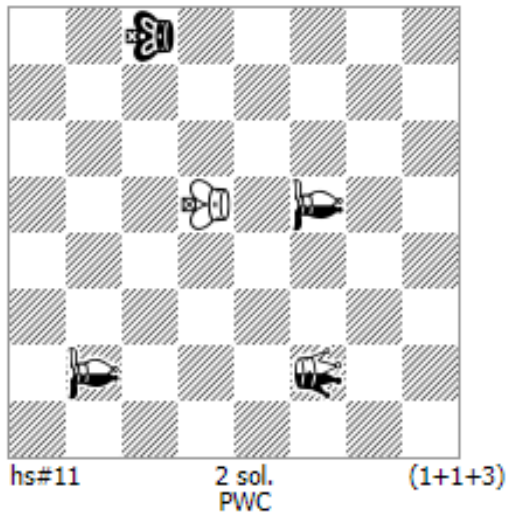
**3<sup>rd</sup> Prize – G542 (Crisan & Huber):** A problem that puts into practice a novelty from Japan. It is at the same time a perfect demonstration of what should be a chess problem in two phases: change of roles, economy of forces, model checkmates.

# 1<sup>st</sup> HM

G560

Victor Zheglov

SuperProblem, 01-12-2023



f5, b2: Neutral Bishop Locust  
f2: Neutral Locust  
d5, c8: Poseidon

1.nLf2\*f5-f6[+nLBf2] POc8-b7 2.POd5-e4 POB7-a6 3.nLf6\*b2-a1[+nLBf6] + POa6-b5 4.POe4-f4 POB5-c4 5.POf4-f5 POc4-d3 6.POf5\*f6-f7[+nLBf5] + POd3-e2 7.POf7-g8 POe2\*f2-g2[+nLBe2] 8.POG8-h7 POG2-f2 9.POH7-h6 POf2-e3 10.POH6-g5 POe3-d2 11.POG5-f4 POd2\*e2-f2[+nLBd2]#

1.POd5-d6 nLf2\*b2-a2[+nLBf2] 2.POd6-e5 POc8-d8 3.POe5-f4 POd8-e7 4.POf4-f3 POe7-f6 5.POf3\*f2-f1[+nLBf3] POf6\*f5-f4[+nLBf6] 6.POf1-g1 POf4-e3 7.POG1-h1 POe3\*f3-g3[+nLBe3] 8.POH1-h2 + POG3-f3 9.POH2-h3 POf3-e4 10.POH3-g4 POe4-d3 11.POG4-f5 POd3\*e3-f3[+nLBd3]#

*PWC* – A unit (not a King) when captured, is replaced on the square just vacated by its captor. If a captured piece is a Pawn, and a capturing piece stands on Pawn's 8th rank, as a part of this capture, the Pawn is replaced on its 8th rank and must promote to any unit of its side, determined by the captor. Thus, the white or black Pawn on its 8th rank is illegal. The Pawns, replaced on their 1st (white) and 8th (black), have no power and they cannot move. A neutral (half-neutral) Pawn can stand legally on its own 1st or 8th rank but it cannot move. After the en passant capture, the captured Pawn takes a place of the enemy capturing Pawn.

*Neutral pieces* – Belongs to whichever side chooses to use it. It can therefore be moved or captured by White or Black, and in Circe it is reborn according to capture. A King may not be moved onto a square controlled by a neutral piece, because of self-check.

*hs#n* – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.

*Locust* – Moves like a Grasshopper, but the piece it hops over must be adverse, and it is captured (as in checkers). The Locust must arrive on an empty square.

*Bishop-Locust* – A Locust capturing on Bishop-lines only.

*Poseidon* – The Marine King. It makes captureless moves just like an Orthodox King. To capture, it jumps over an enemy piece (also capturing that piece), and lands one square beyond it. The landing square must be empty.

**1<sup>st</sup> HM – G560 (Zheglov):** Two chameleon echo mates in two long cruises of Poseidons. A top Tanagra. The author uses similar material in his first Prize superproblem 2022 (judge I. Kochulov), but the checkmates are different there.

**2<sup>nd</sup> HM**

**G537**

Igor Kochulov

SuperProblem, 12-07-2023



hs#3.5      b) Kb3->c5      (4+18)  
MessignyChess

d2, e8: Pao  
e2: Vao  
h8, g7, a7, b5,  
c5, c4, d4: Nao

- a) 1...PAd2-d3 2.f7-f8=NA NAc4<->NAf8 3.d7xe8=VA Kb3xc4 4.VAe8-f7+ Kc4<->Ke6#  
b) Kb3->c5: 1...VAe2-d3 2.f7xe8=NA NAd4<->NAe8 3.d7-d8=PA Kc5xd4 4.Ke6-d6+ Kd4<->Kd6#

**MessignyChess** – Instead of an ordinary move, any unit (Ks included) may be swapped with another of the same type and opposite colour, provided neither of the units involved was swapped on the previous move.

**hs#n** – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.

**Vao (VA)** – The Chinese Bishop, moves like a normal Bishop, but captures like a Lion, on Bishop lines only.

**Nao (NA)** – Moves like Leo, but on Nightrider-lines instead of Queen-lines.

**Pao (PA)** – The Chinese Rook, moves like a normal Rook but captures like a Lion, on Rook-lines only.

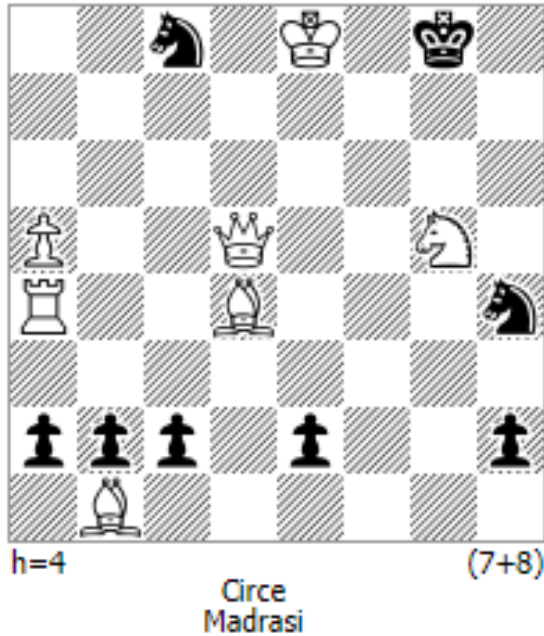
**2<sup>nd</sup> HM – G537 (Kochulov):** The massive presence of Naos is justified here by two specific Messigny checkmates, when the Kings swapped.

## Commendation

**G531**

Jozef Holubec

SuperProblem, 29-04-2023



**1.h2-h1Q Ra4-c4 2.e2-e1S Rc4xc8 3.c2-c1R Bb1-h7+ 4.b2-b1B Bd4-a1=**

*h=n – helpstalemate in n moves*

*Circe – Captured units (not Ks) reappear on their game-array squares, of the same colour (pieces), on the file of capture (pawns), or on the capture file's promotion square (fairy pieces). If the rebirth square is occupied the capture is normal.*

*Madrasi – Mutually attacking black and white units of the same type (kings excluded) paralyse each other, so that they may no longer move or give check. The paralysis may be removed, for example by interference (in the case of line pieces), or by capture of either of the paralysed units.*

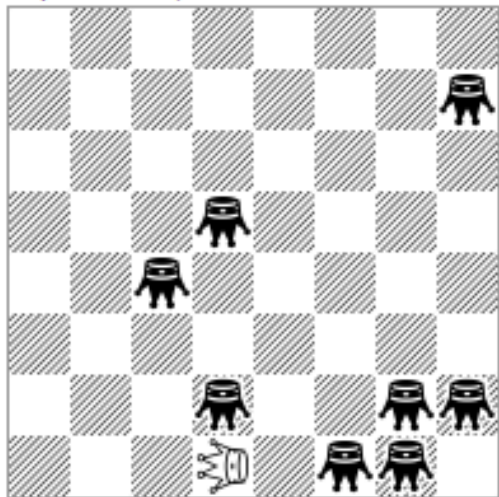
**Commendation – G531 (Holubec):** Echo promotions. The solution is however obvious with these conditions. Circe condition is added only to avoid cooks.

## Commendation

**G523**

Vaclav Kotesovec

SuperProblem, 26-02-2023



ser-=27

3 sol.  
PWC

(1+8)

d1: Eagle  
d2, c4, g2, f1, h7,  
h2, d5, g1: Grasshopper

1.EAd1-c2 2.EAc2-g8 3.EAg8xh2[+bGg8] 4.EAh2xg1[+bGh2] 5.EAg1-f2 6.EAf2-d3  
7.EAd3xd5[+bGd3] 8.EAd5xf1[+bGd5] 9.EAf1-h1 10.EAh1xg2[+bGh1] 11.EAg2-e6  
12.EAe6xh7[+bGe6] 13.EAh7xc4[+bGh7] 14.EAc4-c2 15.EAc2xd3[+bGc2] 16.EAd3-  
b3 17.EAb3-c6 18.EAc6xd2[+bGc6] 19.EAd2-h3 20.EAh3-f7 21.EAf7xh7[+bGf7]  
22.EAh7-b3 23.EAb3xc6[+bGb3] 24.EAc6-c4 25.EAc4xc2[+bGc4] 26.EAc2-a2  
27.EAa2xh1[+bGa2] =

1.EAd1-f2 2.EAf2xh2[+bGf2] 3.EAh2-g7 4.EAg7xf2[+bGg7] 5.EAf2-d3  
6.EAd3xd5[+bGd3] 7.EAd5-b5 8.EAb5-b3 9.EAb3xd2[+bGb3] 10.EAd2-c3 11.EAc3-f8  
12.EAf8xg1[+bGf8] 13.EAg1-f2 14.EAf2-g8 15.EAg8-b5 16.EAb5xb3[+bGb5] 17.EAb3-  
d4 18.EAd4-h6 19.EAh6xg7[+bGh6] 20.EAg7-f2 21.EAf2-e8 22.EAe8-a6  
23.EAa6xh7[+bGa6] 24.EAh7-e2 25.EAe2xg2[+bGe2] 26.EAg2-e3 27.EAe3-g7 =

1.EAd1-e2 2.EAe2xg2[+bGe2] 3.EAg2-e6 4.EAe6-e4 5.EAe4-g8 6.EAg8xf1[+bGg8]  
7.EAf1-f3 8.EAf3xc4[+bGf3] 9.EAc4-e4 10.EAe4xd2[+bGe4] 11.EAd2-e1 12.EAe1-g2  
13.EAg2xe2[+bGg2] 14.EAe2-g3 15.EAg3xh2[+bGg3] 16.EAh2-g7 17.EAg7xf3[+bGg7]  
18.EAf3-f5 19.EAf5xd5[+bGf5] 20.EAd5-d3 21.EAd3-g4 22.EAg4xe4[+bGg4] 23.EAe4-  
g5 24.EAg5xh7[+bGg5] 25.EAh7-g6 26.EAg6xf5[+bGg6] 27.EAf5-h5 =

*Ser-=n – serial stalemate in n moves. White execute n moves in a row and execute a stalemate for bK.*

*PWC – 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.*

*Grasshopper – Moves along Q-lines over another unit of either color to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected. Eagle – Moves like a Grasshopper, but deflects 90 degrees either way on passing over the hurdle. The arrival square is adjacent to the hurdle.*

**Commendation – G523 (Kotesovec):** Impressive play in three long phases. Here, the Grasshoppers are actually neutrals, they move only when PWC condition is applied.

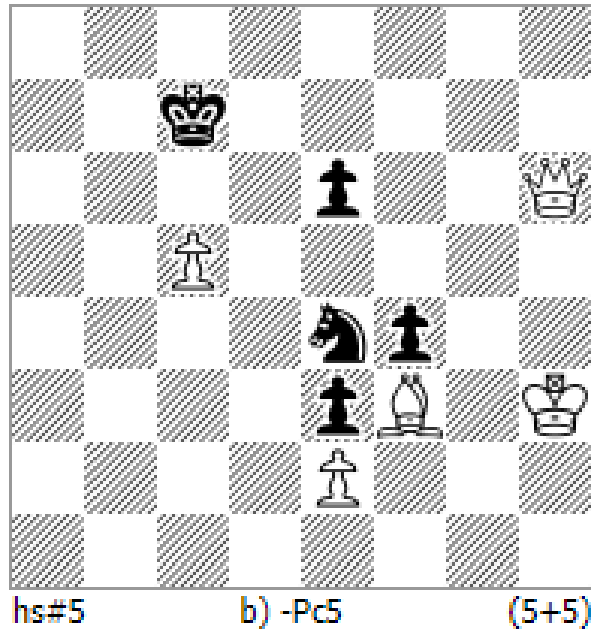


## B – Orthodoxical helpselfmates

1<sup>st</sup> Prize

**G567**

Sergey Evko & Nickolay Nevesenko  
SuperProblem, 02-12-2023



a) 1.Kh3-g2 Se4-f2 2.Kg2-f1 Sf2-h1 3.Bf3-g2 f4-f3 4.Qh6xe6 f3-f2 5.Qe6-e8  
Sh1-g3#

b) 1.Bf3xe4 Kc7-d6 2.Be4-h1 Kd6-e5 3.Kh3-g2 Ke5-f5 4.Kg2-f3 e6-e5  
5.Bh1-g2 e5-e4#

*hs#n – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.*

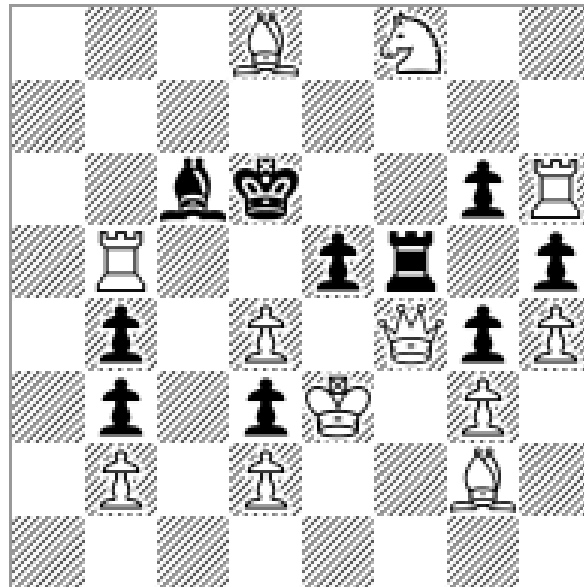
**1st Prize – G567 (Evko and Nevesenko):** Two phases and both end with zugzwang. Very good construction and discreet twin. This theme was the object of Tsuika 2007. Checked by Gustav.

## 2<sup>nd</sup> Prize

**G540**

Vladislav Nefyodov

SuperProblem, 07-08-2023



hs#3

2 sol.

(12+10)

**1.Rb5-b6 Rf5-g5 2.Qf4-f5 e5\*d4+ 3.Ke3-f4 zz Rg5\*f5#**

**1.Rb5\*e5 Bc6-a4 2.Re5-b5+ Rf5-e5+ 3.Ke3\*d3 zz Ba4\*b5#**

*hs#n – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.*

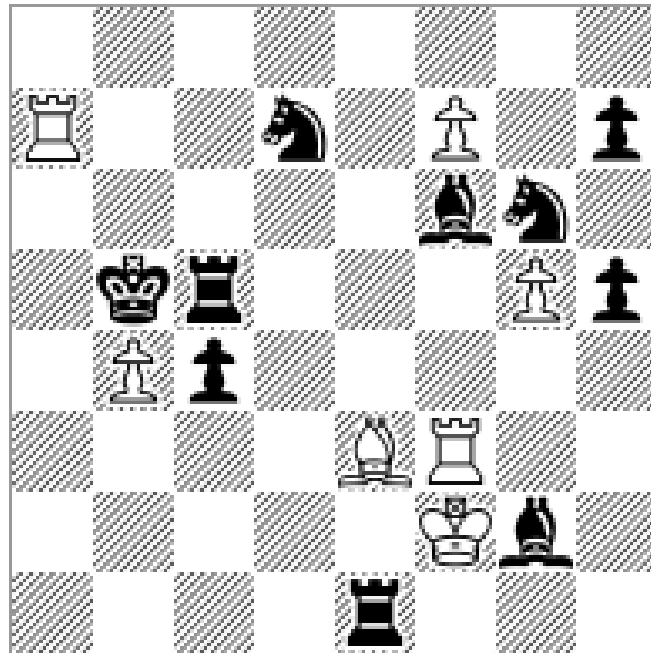
**2<sup>nd</sup> Prize – G540 (Nefyodov):** Like in the first Prize we have here 2 checkmates with zugzwang. The first is given by Rook when Bc6 is pinned, the second by Bishop when Rf5 is pinned. A well worked strategy. Jacobi+

3<sup>rd</sup> Prize

**G557**

Vitaly Medintsev

SuperProblem, 26-11-2023



hs#4

b) Kb5->g7

(7+10)

- a) 1.Be3-d2 Re1-e8 2.Rf3-f5 Bf6-e7 3.Kf2-e3 Sd7-b6 4.Rf5xc5+ Be7xc5#  
b) 1.Rf3-g3 Bg2-a8 2.Be3-d4 Rc5-c6 3.Kf2-f3 Sd7-f8 4.Bd4xf6+ Rc6xf6#

*hs#n* – Helpselfmate in *n* moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.

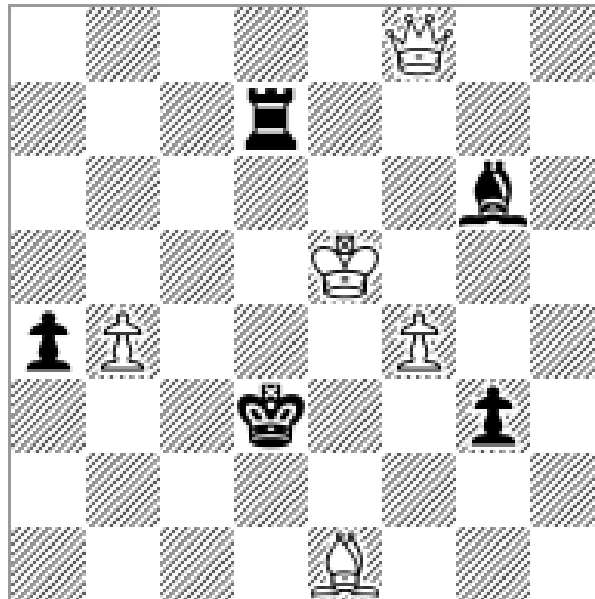
**3<sup>rd</sup> Prize – G557 (Medintsev):** Exchange of roles between Rf3/Be3. Excellent economy of forces. Gustav+

# HM

## G556

Vitaly Medintsev

SuperProblem, 26-11-2023



hs#4

b) Pb4<->Pg3

(5+5)

a) 1.Qf8-f5+ Kd3-c4 (a) 2.Ke5-e4 Bg6-h5 3.Ke4-e3 (b) Bh5-f3 4.Qf5-d3+ Rd7xd3#

b) 1.Qf8-d6+ Kd3-e3 (b) 2.Ke5-d5 Rd7-b7 3.Kd5-c4 (a) Rb7-b5 4.Qd6-d3+ Bg6xd3#

*hs#n – Helpselfmate in n moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.*

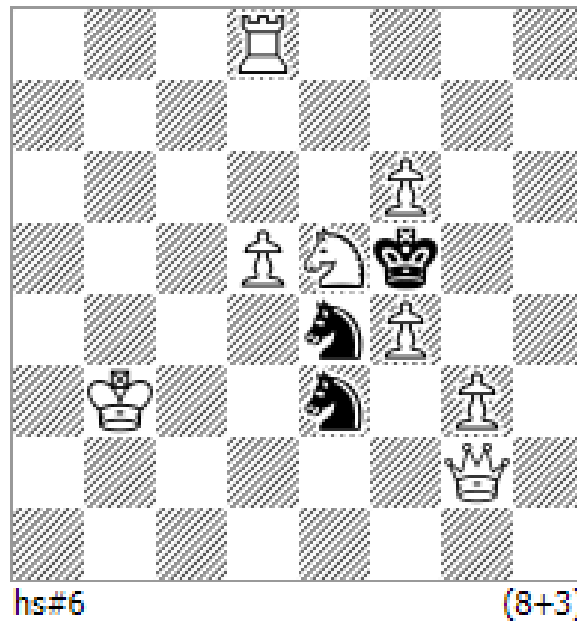
**HM – G556 (Medintsev):** Two phases with only 5+5 units. A gem (Gustav+)

## Commendation

**G558**

Vitaly Medintsev

SuperProblem, 26-11-2023



**1.Se5-g4** (Se5-c4?) **Se3xd5** **2.Kb3-c4** **Sd5xf6!** **3.Rd8-d4** **Se4-f2!** (Se4-c3?, Se4xg3?, Se4-d6+?, Se4-d2+?) **4.Qg2-c6** **Sf6-e4** **5.Kc4-d5** **Sf2-d1** **6.Sg4-e3+Sd1xe3#**

*hs#n* – Helpselfmate in *n* moves. In the beginning White and Black cooperate to create position which is selfmate in 1 move.

**Commendation - G558 (Medintsev):** Changing the places of the black Knights is very attractive.

I guess the tournament was a success and the works studied gave me real satisfaction. Sincere congratulations to the participants!

**P. Răican** – International judge of the FIDE  
Tulcea – January 2024