16th TZUICA TOURNEY AWARD – 2018

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TZUICA TOURNEY 2018 ANNOUNCEMENT

Theme: Helpself compositions **(hs#n/hs=n)** with at least three **(stale)mates on the same square**.

Please take in consideration the following **definitions:**
1. In a **help-selfmate** problem in 'n' moves (denoted hs#n), White starts and Black collaborates with White in order to reach a position of s#1 (selfmate in one move) at move 'n' (the last move). Helpselfstalemates are also accepted.
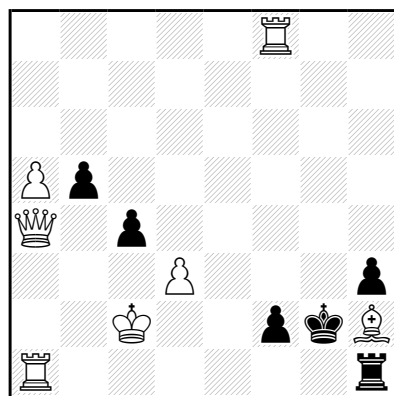**2. (stale)mates on the same square**: At least 3 different (stale)mating moves are made on the same square. Different pawn promotions on the same square are different moves.

Problems with twins or zeroposition are allowed.
All fairy pieces and conditions are accepted, provided that the problem is checked by a known solving program.

Example 1 for Orthodox section	**Example 2 for Fairy Section**
Michel CAILLAUD 2nd Prize, TT Sant'Ambrogio 2010	Vlaicu Crişan & Eric Huber 3rd Prize, 4th TT, Quartz 2002
hs#3 3.1.1... (7 + 6)	hs#2 4.1.1.1 (7 + 10) Circe Madrasi
1.Qb4 f1=B 2.Kd1 cxd3 3.Qd2+ B**e2#** 1.Rg1+ fxg1=S 2.Kc1 c3 3.Qc2+ S**e2#** 1.Re1 b4 2.Qe8 fxe1=R 3.Qe2+ Rx**e2#**	1.gxf8=Q Sc3 2.Qf3+ **f1**=Q**#** 1.gxf8=R Sd4 2.Rf4+ **f1**=R**#** 1.g8=B Sxg8(Bf1)+ 2.Bg2+ **f1**=B**#** 1.g8=S Bxg8(Sb1)+ 2.Sd2+ **f1**=S**#**
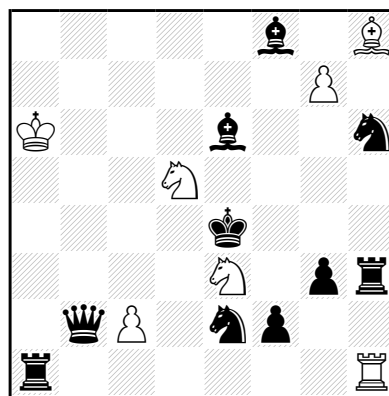
INTRODUCTION

38 problems by 26 composers from 12 countries have taken part in this tourney. Before we started the tourney we had knowledge of the existence of a dozen examples of helpselfmates presenting mates on the same square, most of which with fairy conditions. The difficulty of presenting the theme with orthodox means was also confirmed by the tourney entries.

We received entries that presented the theme in very varied ways. Usually, different units played the last move, but this could also be achieved by a twinning that changed the nature of the thematic unit. In some problems, the same unit played from different squares to reach the same mating square in the end. There was even an original problem where the chessboard was rotated in each twin and the "same square" was algebrically noted differently in each solution. We thank the authors for the delightful imagination they displayed.

As usual we praised rich strategy as well as a good and pleasant construction, with all white or black officers used in the solutions. Interplay must also play a role in the solution.

Some entries with small constructional blemishes, such as unused white / black figures in at least one phase have been sadly left out of the present award. We hope, however, their authors will be able to find out improved settings and even win prizes in other tournaments.

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ORTHODOX SECTION

The participation in this section was quantitatively weak in comparison with the fairy section, but that was not unexpected: only 10 entries by 7 composers from 5 countries. All 3 retained compositions display many interesting strategic features.

Some words about TZ12. It needs some poetic licence to consider that d4, e4, e5 and d5 are the same squares after the original chessboard rotation, but for originality the problem scores full points. However, we did not retain the problem in the award, as the mate was the same in each solution and the strategy was tenuous.

We propose the following ranking:

Petko PETKOV Prize, Orthodox Section Tzuica 2018	Petko PETKOV HM, Orthodox Section Tzuica 2018 (v)
HS#3 (8+8) B: ♗h5→g5 C: ♖f8→c3 D: ♔c2→e6	hs#2.5 (8 + 9) B: ♙c6→a5 C: ♙b5→f3
A: 1.Qe1 dxe1=S+ 2.Kc1 Rb2 3.Re5+ **Sxd3#** B: 1.Qa1 d1=B+ 2.Kb1 Be2 3.Rh4+ **Bxd3#** C: 1.Rb3 axb3+ 2.Kxb3 d1=R 3.Re7+ **Rxd3#** D: 1.Qc1 d1=Q 2.Kd5 Rc2 3.Re6+ **Qxd3#**	A: 1…Ra2 2.Kb6 Ra7 3.Sxf2+ **Bxd4#** B: 1…Qe1 2.Kb4 Qc1 3.Sxf6+ **Rxd4#** C: 1…e6 2.Kd6 Bd8 3.Sxd2+ **Qxd4#**

Prize: Petko PETKOV (Bulgaria)

When we proposed the theme, little did we know that such a feat could be achieved: an unbelievable Allumwandlung with fourfold play of a white battery. The active play of the white King must also be noted.
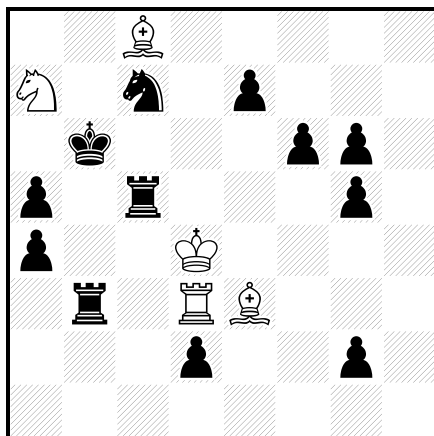
In spite of some slight disharmonies due to the third solution, this achievement fully deserves the author's comment "shown for the first time" and a lonesome prize.

Honourable Mention: Petko PETKOV (Bulgaria)

The three black units Rd2, Qf2 and Bf6 watch the white battery Rd4-Se4. One of these three pieces will move to guard the future flights of the white Kings, while the second unit is passively annihilated by the white S and the third gives mate. The result is an excellent cyclic Zilahi with cyclic exchange of functions. And once again, the white King is active.

The slight defect of wBf1 was eliminated by the author in the updated version with wSf1.

HS#3   (5+12)
b) g2=♞ c) ♜b3→a2 d) ♖d3→e2

A: 1. Ke4 e5 2.Rd4 Rcc3 3.Rc4+ **Rxe3#**
B: 1. Rxd2 Rf5 2.Rb2 e5 3.Kc4+ **Sxe3#**
C: 1. Rc3 Rc4+ 2.Rxc4 g1=Q 3.Kc3+ **Qxe3#**
D: 1. Rf2 Rc6 2.Rxf6 Rd6+ 3.Ke5+ **Rxe3#**

Commendation: Menachem WITZTUM & Emmanuel NAVON (Israel)

This is an ambitious work presenting the theme with 4 different black thematic pieces. The position is certainly on the heavy side for this task. A nice point is that the white royal battery plays and gives check in 3 solutions on the 3rd move, but not in twin A: another battery is built and plays.

Despite the heterogeneous solutions and strategy, the problem fully deserves to be awarded.

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FAIRY SECTION

We received 28 entries by 22 composers from 12 countries. The level of this section was quite high and composers displayed overwhelming fantasy.

The rejected entries TZ13, TZ05 and TZ11 deserve a special mention below.

TZ13 was rejected because the magic square was exploited only in one move of the solution, as well as the fairy condition Kamikaze attached to the thematic pieces.

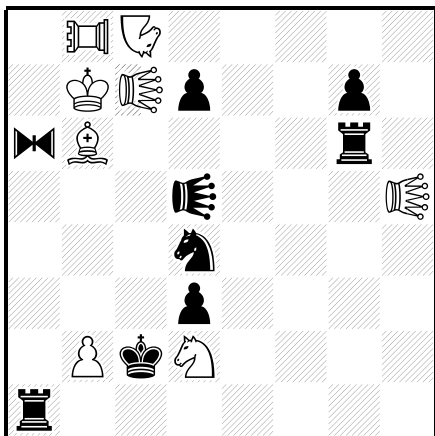TZ05 and TZ11 failed due to the lack of interplay. This was especially painful for TZ11 which had an ambitious strategy and cyclic play. However, the lack of interplay and the weak white strategy were the first two arguments for its rejection. Finally, the last argument was the comparison of this problem with another great problem, **Appendix A**.

We have reached the following ranking for the fairy section:

Petko PETKOV **1st Prize, Fairy Section Tzuica 2018**	**Franz PACHL & Michael BARTH** **2nd Prize, Fairy Section Tzuica 2018**
hs#3 (8 + 8) B,C,D,E: bSg7→d3, c1, g5, a6 Madrasi, AntiAndernach Lion ♚b8, Camel ♘b3, Rose ♘b1, ♟g3 Nightrider ♘e8, Grasshopper ♜c5, g1	hs#2.5 (7 + 6 + 3) B: b6→c6 C: ♞b6→d6 Halfneutral pieces: Sparrow ♞h7, Rook-Eagle ♜f4, Moose ♞h4

A: 1.c8=N=b Sf5=w 2.Sh4=b Ng6=w 3.Nxh4+ **cxb1=N#**
B: 1.c8=CA=b Sb2=w 2.Sa4=b CAd5=w 3.CAxa4+ **cxb1=CA#**
C: 1.c8=G=b Sa2=w 2.Sb4=b Gf8=w 3.Gxb4 + **cxb1=G#**
D: 1.c8=RO=b Se4=w 2.Sd2=b ROc4=w 3.ROxd2+
cxb1=RO#
E: 1.c8=LI=b Sc7=w 2.Sb5=b LIf5=w 3.LIxb5+ **cxb1=LI#**

A: 1...Bf2 2.Qa7 nhnMe2=bh
    3.nhnSWe6=wh+ **nhnRExe6=bh#**
B: 1...Bd3 2.Qc8 nhnSWe3=bh
    3.nhnREe6=wh+ **nhnMxe6=bh#**
C: 1...Bf1 2.Qf8 nhnREe1=bh
    3.nhnMe6=wh+ **nhnSWxe6=bh#**

1st Prize: Petko PETKOV (Bulgaria)

If you have glanced at the solutions, you have recognised the Babson Task. This is a 5-promotion Babson combined with 5-fold sacrifice of the bS. The bS is the real hero of this problem, a true Ulysses that wanders through 15 different squares during the 5 solutions.

In each solution, the bS moves to a square so as to be captured by White's promoted unit. This forces the black promotion of the last move, that paralyses the checking white unit but also unparalyses the bROg3 by capturing the paralysing wROb1. Only three units play during the solution, but the play is very homogeneous and the impression is powerful.

The author underlined in his solution the thematic dual-avoidance try: In A: 1...Ng6=w? 2.Nh4=b??; in B: 1...CAd5=w? 2.CAa4=b??; in C: 1...Gf8=w? 2,Gb4=b??; in D: 1...Roc4=w? 2.Rod2=b?? and in E: 1...LIf5=w? 2.LIb5=b?? but this part was secondary in our appreciation of his work.

2nd Prize: Franz PACHL & Michael BARTH (Germany)

This entry offers an exchange of functions in complete cycle. The three half-neutral units alternatively give check on move W3, give mate, and are used as hurdle on the three squares e1,

e2 and e3 for the mating move. Each of the thematic units plays an active role in all solutions and the play is masterfully unified.

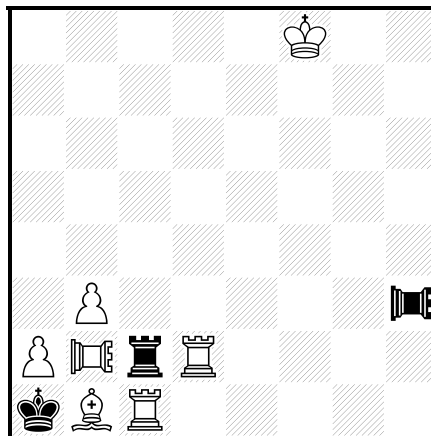| Georgy EVSEEV & Boris SHOROKHOV 3rd Prize, Fairy Section Tzuica 2018	Mario PARRINELLO 1st HM, Fairy Section Tzuica 2018
HS#2 3.1.1.1 (8 + 9) Equihopper a6, Gnu b8, Nightrider c8, Lions c7h5, d5	HS#3 (7 + 3) KoBul Kings Rook-Locusts b2, h3 B: h3=h3 (Bishop-Locust) C: h3=h3 (Nightrider-Locust)

1.Bxd4 EQg4 2.Bc3+ **Rc6#**
1.GNxa6 Rg4 2.GNc5+ **Sc6#**
1.Nxg6 Sf3 2.Nc4+ **EQc6#**
	A: 1.Rh2 LRxh2-h1[f8=rR] 2.rRf3 Rg2
	   3.LRxg2-h2[a1=rR] **LRxh2-h3[f3=rLR]#**
	B: 1.Rg2 LBxg2-f1[f8=rR] 2.rRf5 Rf2
	   3.LRxf2-g2[a1=rR] **LBxg2-h3[f5=rLR]#**
	C: 1.Rf2 LNxf2-d1[f8=rR] 2.rRf4 Re2
	   3.LRxe2-f2[a1=rR] **LNxf2-h3[f4=rLR]#**

3rd Prize: Georgy EVSEEV & Boris SHOROKHOV (Russia)

This problem offers a lot despite being so short. Not only a cyclic white exchange of functions, but also a black cyclic exchange of functions and an attractive cyclic Zilahi. What more can you get in only two moves? The presentation is spotless, without twinning.

1st Honorable Mention: Mario PARRINELLO (Italy)

The most successful of the problems presenting Forsberg twins, where the thematic piece is changed by twinning. The KoBul Kings rule is used extensively.
A slight defect would be the mechanic play, where the royal white Rook moves to f3, f4 and f5 to be mated by the switchback of the thematic Locust piece.
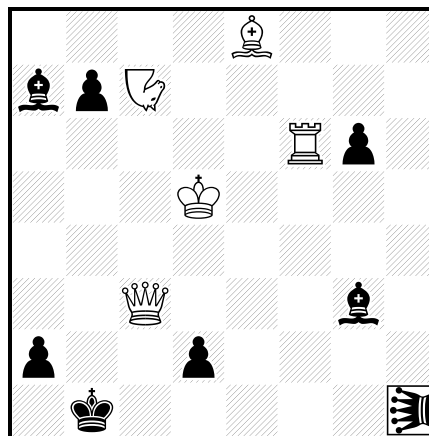
Mario PARRINELLO 2nd HM, Fairy Section Tzuica 2018	Dmitri TUREVSKI 3rd HM, Fairy Section Tzuica 2018
HS#2 3.1.1.1 (5 + 5 + 3) AntiKings Take&Make Nightrider-Lion ♘g7, Rook-Lion ♖e6	HS=3.5 3.1.1... (5 + 8) Andernach Leo ♘, Nightrider
1.nSxg3-d6 cxd6-e4 2.RLe2+ **nRxe2-e6#** 1.nRxf1-d2 cxd2-e2 2.RLe1+ **nBxe1-e6#** 1.nBxf2-f5 gxf5-e4 2.RLe3+ **nSxe3-e6#**	1...hLEh4 2.Ng5 hLExf6[g5=b] 3.Bb5 hLEf3 4.Bd3+ **hLExc3[d3=b] =** 1...hLEh5 2.Rxg6 hLExe8[g6=b] 3.Na8 hLEe1 4.Nxd2+ **hLExc3[d2=b] =** 1...hLEh7 2.Bd7 hLExc7[d7=b] 3.Rf4 hLEa5 4.Rb4+ **hLExc3[b4=b] =**
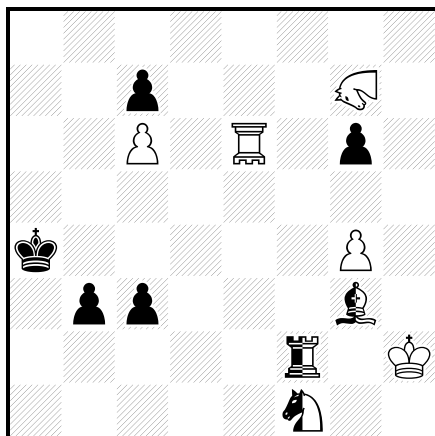
2nd Honorable Mention: Mario PARRINELLO (Italy)

The economy of this work is remarkable, regarding material as well as time. In only two moves, the cyclic Zilahi and the cyclic exchange of functions between the neutral pieces are allowed by a masterful use of the two fairy conditions. The interplay is good and one may only regret the seemingly technical fairy pieces on e6 and g7.

This problem is better than TZ13 by the same author (not awarded), which also uses AntiKings condition. Take&Make and neutral pieces seems more natural than the magic square and the Kamikaze pieces used in TZ13.

3rd Honorable Mention: Dmitri TUREVSKI (Russia)

We received few helpself-stalemates and this is one of the two that were awarded. Once more, the cyclic exchange of functions between the white units must be noted. The same piece Andernach Leo wanders on the whole chessboard and finally changes the colour of the white checking unit while capturing wQc3. The 3 solutions produce a powerful impression.

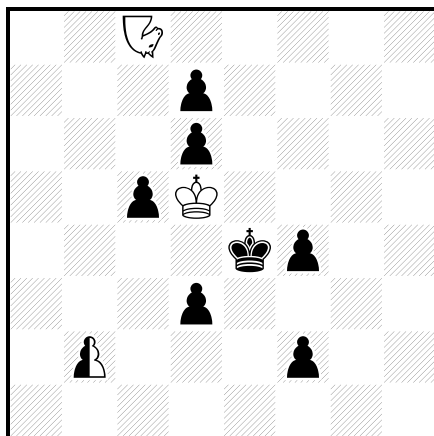| Cornel PĂCURAR 1st Comm., Fairy Section Tzuica 2018	Karol MLYNKA 2nd Comm., Fairy Section Tzuica 2018
HS#3　　　　　(2 + 2) AntiKings PWC B: ♔d3→d5 C: ♝c2→e4	HS#3　　　　　　(3+2) B: ♚d1→a3　　C: ♞h6→h3 SpiralSpringer ♞h6 Halfneutral pieces: SpiralSpringer ♘a2, Marguerite ♘g1
A: 1.Kc3 Kb4 2.Kb3 Ka4 　3.Kxc2[+bBb3]+ **Bxf7[+wPb3]#** B: 1.Kc5 Kb5 2.Kc4 Bd3 　3.Kxd3[+bBc4]+ **Bxf7[+wPc4]#** C: 1.Kd4 Kc5 2.Kd5 Kc6 　3.Kxe4[+bBd5]+ **Bxf7[+wPd5]#**	A: 1.hnSSe2=nh SSh2 2.hnMGh1=nh SSd2 　3.nhnMGc2=wh+ **nhnSSxc2=bh#** B: 1.hnSSd4=nh SSb6 2.hnMGe4=nh SSb4 　3.nhnSc2=wh+ **SSxc2#** C: 1.hnSSg3=nh+ Kc1 2.hnMGc2=nh SSg1 　3.nhnSSc3=wh+ **Kxc2#**

1st Commendation: Cornel PĂCURAR (Canada)

This is the most convincing of the four Wenigsteiners sent by the author: this one has no move repetition and the echo mates are well defined. We especially enjoyed the constant interplay needed by the AntiKings condition.

2nd Commendation: Karol MLYNKA (Slovakia)

No fairy condition: you may rest a little! However, the Marguerite is not an easy customer.
The solutions are somewhat heterogeneous and the mates on the same square seem to happen quite incidentally rather than intentionally, but with its 5 pieces and the 3 thematic pieces that end on the same square, it remains remarkable.

HS=2   (2 + 7 + 1)
Madrasi RexInclusiv
B: ♗c8 C: ♖c8 D: wLc8
♘ Nightrider , L=Locust

A: 1.Nb6 b1=nN+ 2.nNd2+ **f1=N =**
B: 1.Ba6 b1=nB 2.nBxd3+ **f1=B =**
C: 1.Rf8 b1=nR 2.Rxf4+ **f1=R =**
D: 1.Lxc5-c4 b1=nL 2.Lxd3-e2+ **f1=L =**

3rd Commendation: Ladislav SALAI jr, Emil KLEMANIC, Ladislav PACKA (Slovakia) & Michal DRAGOUN (Czech Republic)

We conclude this award with another minimal with Forsberg twins. This time however, the twinned unit is not the thematic unit. What must be underlined here is the HSOTF form with two pairs of solutions. In the first pair A/B the neutral promoted piece moves and gives check while being paralysed by the white unit. In the second pair C/D the white promoted unit gives check and is paralysed by the promotion of the black piece, which thus also paralyses the neutral piece. Very neat.

Of course, the achievement is made a lot easier by the initial Madrasi paralysis of the Kings. A predecessor showed more than the Babson task (two neutral AUW and one white AUW!) with the same fairy condition, but it was a special setting with a neutral royal unit (**Appendix B**).
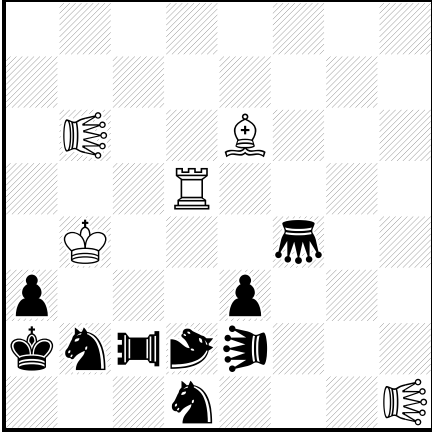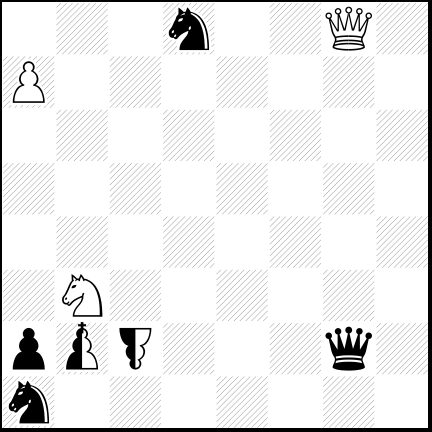In conclusion, the authors' ebullient inventivity deserves recognition.

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We thank to all the participants for their efforts and wish them also enjoy the excitement produced by their beautiful problems.

Vlaicu Crişan & Eric Huber
September 8th, 2018, Cluj-Napoca & Bucharest

APPENDICES

Appendix A	Appendix B
Petko PETKOV **1ˢᵗ Prize Julia's Fairies 2014-III** **dedicated to Julia Vysotska**	**Diyan KOSTADINOV** **1ˢᵗ Prize, 8ᵗʰ Tzuica Tourney 2010**

hs#2.5   (5+9) C+
=Chinese Rose =Grasshopper =Leo
=Pao =Kangaroo-Lion
B: b6→c7   C: b6→c6

A: 1…PAc5 2.KALf2 PAc1 3.Rc5+ **PAc4#**
B: 1…ROCd6 2.KALh2 ROCf1 3.Ra5+ **ROCc4#**
C: 1…LEf3 2.KALg2 LEf1 3.Rb5+ **LEc4#**

HS#2   (3+4+2) C+
Madrasi RexInclusiv
Royal Pawn b2, Berolina Pawn c2
B,C,D: d8→f3,e4,b6

A: 1.a8=R d1=nR 2.Raxd8 **b1=nrR#**
B: 1.a8=Q d1=nQ 2.Qaxf3 **b1=nrQ#**
C: 1.a8=B cb1=nB 2.nBxe4 **b1=nrB#**
D: 1.a8=S cb1=nS 2.nSd2 **b1=nrS#**

FAIRY DEFINITIONS

Andernach: a unit (not K) when capturing, changes colour

Andernach hoppers: when moving, changes the colour of whichever unit (not K) that it uses as a hurdle.

AntiAndernach: A piece (excluding King) changes its color after any non-capturing move. After capture, the piece retains its color. Rooks on a1, h1, a8 and h8 can be used for castling, provided the usual other rules for that move are satisfied. After castling, Rooks do not change color, If White makes a non-capturing move with neutral or halfneutral piece, that piece becomes black and vice versa.

AntiKings: A king is in check if he is not attacked. Mate occurs when a king is not attacked and his side has no move which exposes him to attack

Berolina Pawn: Walk and capture are swapped relative to the orthodox Pawn. The Berolina-Pawn moves without capturing diagonally (possibly two squares if it is on the second row of its side) and captures vertically.

Bishop-Locust: (1,1) Locust. Moves along Bishop lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Camel: (1,3) Leaper

Chinese Rose: Chinese piece operating along Rose lines: moves as Rose, but captures only by hopping over a hurdle to any square beyond.

Equihopper: Moves along any line over another unit of either color to a square situated such that the hurdle stands at the mid-point between the Equihopper's departure and arrival squares. The English Equihopper cannot pass over an obstruction other than the hurdle when playing along Queen-lines. The non-stop/French Equihopper does not have this restriction. Unless otherwise stated, the non-stop Equihopper is meant

Fers: (1,1) Leaper

Gnu: Knight+Camel. Can move like a (1,2) Leaper and like a (1,3) Leaper.

Grasshopper: Moves along Q-lines over another unit of either colour to the square immediately beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Half-neutral piece: It can exist in black, white or neutral state. A piece in the neutral state may be moved by Black or White, after which it changes into black or white state respectively. A piece in the black state may be moved only by Black, after which it changes into its neutral state, and similarly for White. By the notation: "h" = half-neutral piece, states are marked with "w"(white), "b"(black) and "n"(neutral). Castling is possible with orthodox (or Circe- reborn) Rooks and half-neutral King (in white phase by white castling and in black phase by black castling). After such castling move, the Kings becomes half-neutral, and could be checked or even mated. This is a special rule for the half-neutrals.

Hamster: Moves like a Grasshopper but deflect 180° on passing over the hurdle.

Kangaroo: Moves along Queen-lines like a Grasshopper, but over 2 hurdles (which may or may not stand on adjacent squares) to the square immediately beyond the second hurdle. A capture may be made on arrival, but the hurdles are not affected.

Kangaroo-Lion(3): Jumps over 3 hurdles (implemented in WinChloe as Kangourou-Lion à 3 sautoirs, symbol KL3)

KoBul Kings: When a piece (not a pawn) of his own side is captured, a King transforms into a Royal piece of the same type as the captured one. When the King is in the form of any Royal piece and there is a capture of one of the pawns of his own side, he becomes a normal King again. Captures are illegal if their result is self-check because of the transformation of the Kings according to KoBul rules. Castling is allowed only if the KoBul King is on his initial square in the form of a normal King and if he has not

already moved; however he may already have been transformed. In the case of capture by a King in AntiCirce he is reborn on his initial square and may castle. If the capture is by a King which is in the form of some Royal piece, he is reborn on the initial square of that piece.

Leo: (0,1)+(1,1) Chinese. Chinese Queen. Moves as Queen, but captures only by hopping over a hurdle to any square beyond.

Lion: (0,1)+(1,1) Lion. Moves along Queen lines over another unit of either colour to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Locust: (0,1)+(1,1) Locust. Moves along Queen lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Madrasi: Units, other than Kings, are paralysed when they attack each other. Paralysed units cannot move, capture or give check, their only power being that of causing paralysis.

Madrasi RI (rex inclusive): the Madrasi rule applies to Kings as well, so the two Kings may stand next to each other.

Marguerite: Moves like all simple hoppers (Eagle + Grasshopper + Hamster + Moose + Sparrow)

Moose: Moves like a Grasshopper ((0,1)+(1,1)Hopper), but deflects 45° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

Nightrider: (1,2) Rider. Operates along straight lines with squares lying a Knight`s move away from each other.

Nightrider-Lion: Moves along **Nightrider** lines over another unit of either colour to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Nightrider-Locust: (1,2) Locust. Moves along Nightrider lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Pao: (0,1) Chinese. Chinese piece operating along Rook lines: moves as Rook, but captures only by hopping over a hurdle to any square beyond.

PWC: When a capture is made, the captured unit (except a King) is replaced on the square the capturing unit just leaves. Exception to the rules by default: A Pawn is immovable on its 1st rank.

Rook-Eagle: Moves like a Rookhopper ((0,1)Hopper), but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

Rook-Lion: (0,1) Lion. Moves along Rook lines over another unit of either colour to any square beyond that unit. A capture may be made on arrival, but the hurdle is not affected.

Rook-Locust: (0,1) Locust. Moves along Rook lines only by capturing an enemy unit, arriving on the square immediately beyond that unit, which must be vacant.

Rose: (1,2) Octagonal Rider (extends the move of the Knight on a circular path e.g. a4-b6-d7-f6-g4-f2-d1-b2 or a4-c5-e4-f2).

Sparrow: Moves like a Grasshopper ((0,1)+(1,1)Hopper), but deflects 135° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.

SpiralSpringer: Moves as Nightrider ((1,2) Rider) – operates along straight lines with squares lying a Knight`s move away from each other), but spirally along the orthogonal line – a1-c2-a3-c4-a5-c6-a7-c8 or a1-b3-c1- … -h3, and also via a1-b3-a5-b7 or a1-c2-e1-g2.

Take&Make: Having captured, a unit must immediately, as part of its move, play a non-capturing move in imitation of the captured unit from the capture-square. If no such move is available, the capture is illegal. Promotion by capture occurs only when a pawn arrives on the promotion rank as the result of a take&make move. Checks are as in normal chess: after the notional capture of the checked K, the checking unit does not move away from the King's square.