FIDE WORLD CUP 2010

FAIRIES AWARD

Judge: Eric Huber

PARTICIPANTS: №1. Daniel Novomeski (Slovakia); **№2. Vaclav Kotesovec** (Czech Republic**), № 3. Vlaicu Crişan** (Romania), **№ 4. Tseslav Yakubovski** (Belarus), **№ 5. György Bakcsi** (Hungary), **№ 6. Krasimir Gandev** (Bulgaria), **№ 7. Bedrich Formanek** (Slovakia), **№ 8. Juraj Brabec** (Slovakia), **№9. Lev Grolman** (Russia**), № 10. Semion Shifrin** (Israel), **№ 11. Bernd Gräfrath** (Germany), **№ 12. Ivan Paskalev** (Bulgaria), **№ 13. Juraj Lörinc** (Slovakia), **№ 14. Borislav Atanasov** (Bulgaria), **№ 15. Zoltan Laborczi** (Hungary), **№ 16. Stephan Dietrich** (Germany), **№ 17. Frank Müller** (Germany), **№ 18. Torsten Linss** (Germany), **№ 19. Vladimir Kozhakin** (Russia), **№ 20. Mario Parrinello** (Italy), **№ 21. Radomir Nicitovic** (Serbia), **№ 22. Bosko Miloseski** (Macedonia), **№ 23.Gilles Regniers** (Belgium), **№ 24. Henryk Grudzinski** (Poland), **№ 25. Alexandr Bulavka** (Belarus), **№ 26. Diyan Kostadinov** (Bulgaria), **№ 27. Alexandr Nikolichev** (Russia), **№ 28. Stanislav Vokal** (Slovakia), **№ 29. Otto Mihalco** (Slovakia), **№ 30. Gabor Koder** (Hungary), **№ 31. Bas de Haas** (Holland), **№ 32. Bojan Basic** (Serbia**), № 33. Ján Golha** (Slovakia), **№ 34. Sven Trommler** (Germany), **№ 35. Bela Majoros** (Hungary), **№ 36. Anatolij Vasilenko** (Ukraine), **№ 37. Chris Feather** (England), **№ 38. Karol Mlynka** (Slovakia), **39. Dieter Müller** (Germany), **№ 40. Georgi Hadzi - Vaskov** (Macedonia), **№ 41. Andrew Buchanan** (USA), **№42. Miihajilo Milanovic** (Serbia).

On April 1st, tourney director Petko Petkov (whom I warmly thank for bestowing upon me the honour of judging this prestigious tourney) sent me the handsome number of 42 anonymous problems competing in this World Cup tourney. When reading this award you will know the names of all participants, whereas I *theoretically* do not know them now as I am writing these lines. Theoretically, I insist on mentioning, because while analysing these works I could not help recognising the styles of some well-known authors: the favourite themes, mannerisms and fairy conditions of each betray him as obviously as the brush of a master painter.

Are you sceptical? Then please have a look at the Olympic Tourney fairy award, drafted by ubiquitous GM Petko Petkov (his award can be downloaded here: http://selivanov.ru/download/Awards/2010/OlympicF.doc) and exercise your abilities in chess problem comparativism: some common features between the awarded problems of the Olympic tourney and those hereinafter awarded are soon going to emerge. It will be no surprise to most readers that the same names arise in both awards: after all, fairy composers are tragically few and fatally the same names are bound to appear.

Anyway, some composers have clearly sent their best output. After forgetting somewhat the issue of names, may the readers please concentrate on the **styles and qualities** of the awarded problems. As far as quality is concerned, in my humble opinion few will be disappointed.
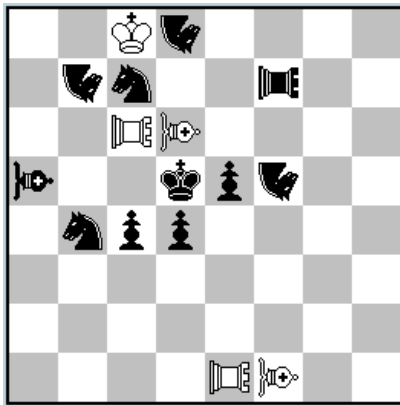
I shall not detail the problems which *might have* been included or *might have* had a chance in another tourney or *might have* whatever, but all authors are entitled to know what sort of criteria have guided this award. They are the usual ones:
  - the fairy density,

- the difficulty and originality of the ideas (as fairy as possible, which also explains why a certain problem, without fairy condition or pieces and based on FIDE rules, was not considered as a *fairy* problem)
- the economy of presentation
- the artistic impression.

I have bored you enough. Here are the awarded problems:

1st Prize
Vlaicu Crişan (Romania)
Cup winner

HS#3   2 solutions   (5+11)
Anti-Super-Circe
Vao - a5, d6, f1
Nightrider - b7, d8, f5
Pao - c6, e1, f7

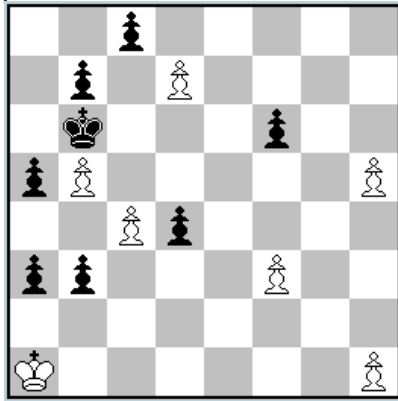## 1st Prize – № 3.   Vlaicu Crişan (Romania) - Cup winner -

Have you ever tried to compose a Super - Circe or Anti-Super-Circe problem with more than 4 captures in each solution? Likely not. If you have, you are aware of the extreme complexity of the achievement. (To give you a rough idea: Black has 485 available first moves in the set play). If you are blending this technical feat with strategic aspects, you are simply heading for hell. And yet, this was achieved in the present super problem.

Take the time to play both solutions in slow motion and to ask yourself why this piece is reborn on this field and that piece on that field, you will be amazed.

This piece of work offers various exchanges of functions (PAe1 - VAf1, PAc6 – VAd6, Nb7 – Nd8), royal battery creation, orthogonal-diagonal (Chinese) transformation and dual avoidance at Black's first move. This artistic success also ends in aesthetical mirror mates.

What could this problem be reproached with? The white PAc6 and VAd6 cannot be white dummies, because of the need to determine which one of them is captured by the bK in each solution. Oh, the last move is not a capture, but let's be realistic: who can compose an all-capture three-mover bursting with strategy in Super - Circe or Anti – Super - Circe? **I. 1.Kxd8→e2! Kxc6→c3! 2.PAxe5→c8 Nbxd6→a4 3.VAxc4→e5+ Kb3#; II. 1.Kxb7→e2! Kxd6→f4! 2.VAxc4→b8 Nxc6→h8 3.PAxe5→c4+ Kg5#.**
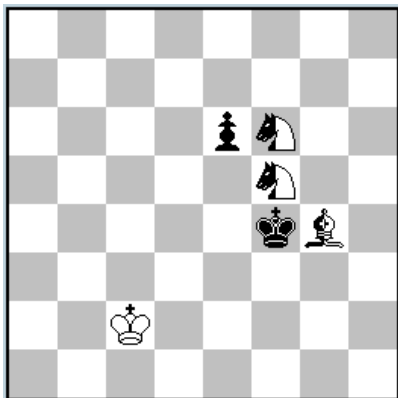
HS#2   b) Pf6 – e8   (7+8)
Eiffel Chess
Super-Circe

2ⁿᵈ Prize – № 26. Diyan Kostadinov (Bulgaria) - More fireworks! Of course there had to be an AUW. You are spoilt, because this admirable work offers **two** such tasks for the price of one, one for each colour, in only two moves and two twins. During the solutions two batteries are created, cross-checked are administered, dual is swiftly avoided. Super - Circe problems are always very spectacular and eye-catching. This example is in my opinion better than the 4ᵗʰ Prize in the Olympic tourney: only Kings and Pawns and pure show.

The Super - Circe density is high enough (3 half-moves out of four comprise a Super - Circe rebirth) while on the other hand the Eiffel density is lower (1/4), but that could not be helped in a 'Kings and Pawns' setting. **a) 1.dxc8Q(Pg2)! gxh1Q(b8R)+! 2.Rxb7 (b1B)+! Be4#** [2.Rxb7(d1B)+? Bxf3(P~1)!]; **b) 1.dxe8S (Pg2)! gxh1R (h8B)+! 2.Bxd4 (c1S)+! Se2#** [2.Bxd4(g1S)+? Sxf3(P~1)!].
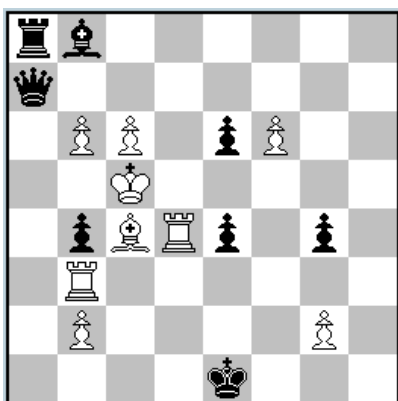
3rd Prize
Ján Golha (Slovakia)

H#3   3 solutions   (1+2+3)
Circe Parrain

3rd Prize: № 33 - Ján Golha (Slovakia) - Three superb chameleon-echo mates in a perfectly economical setting: what more can you wish? The number of captures is balanced (2 per solutions) and the play is inventive enough. An excellent Bohemian fairy! I.1.nBh3! Kd2 2. nBxf5 Ke2 (+nSg5) 3.exf5 nSe6 (+nBd6)#; II.1.nSe7! nBxe6 2.Ke5 (+bPd7) Kd3 3.dxe6 nSd7 (+nBc7)#; III.1.e5! nSxg4 2.Ke4 (+nBf4) Kc3 3.exf4 nSg3 (+nBg2)#.

4th Prize
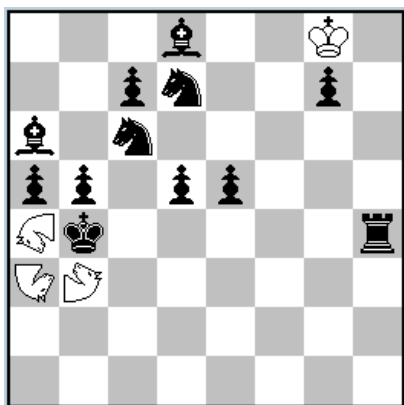## Mario Parrinello (Italy)

HS#4   b) Qa7 - c7   (9+8)

4th Prize - № 20. Mario Parrinello (Italy) -   The strategic unity of this conception is admirable: ODT, white critical moves and royal battery creation. Black play is totally homogeneous, since the black blocker at e1 also guards a flight (b4/e4).
Black strategy is somewhat weaker and was probably initially more substantial.

4

The author's original scheme must have been one half-move longer; its position must have had a bQ at b7, bBg3 and bRa1 and the solutions started with critical moves 1…Bb8(Ra8) 2.Rd6(Ba6) and continued with a bQ move 2…Qc7(Qa7), ending quite like the present solutions. Cooks must have killed that version, maybe another composer will achieve it, but what is left is still quite remarkable. Construction is excellent: for instance, bPg4 stops two different cooks. **a) 1.Ba6! Bg3 2.Kb5 Ke2 3.Rf3 Be1 4.Ka5+ Qxa6#; b) 1.Rd6! Ra1 2.Kd4 Kd2 3.Rc3 Re1 4.Ke5+ Qxd6#.**

5th Prize
Sven Trommler (Germany)

H#2   3 solutions   (4+12)
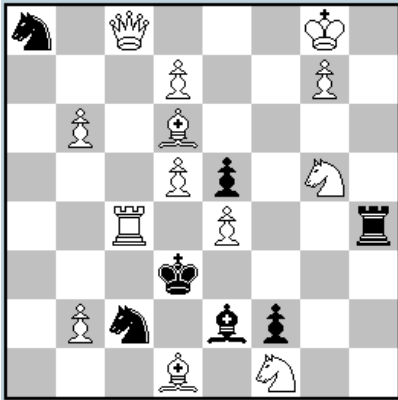**Anti - Circe**
Camel – a4
Girafe – b3
Nightrider – a3

5th Prize - № 34. Sven Trommler (Germany) - The three solutions present a cycle of functions of white fairy pieces: one guards e7 thanks to the capture of a black unit at first move, the other is annihilated in order to beam the bK to e8 and the third one mates. The rebirth square (a8/b8/c8) of the black piece that might capture the mating unit at the last move is priorly occupied at W1 – a convincing rebirth conflict, as explored in the last WCCT – fairy section.

The author claims a White move cycle, but this is not exactly a cycle of moves, because for instance the move CAa4-b7 is not the same as the complete move CAa4xb7(CAb8). Anyway, the problem does not need a "Move Cycle" stamp to deservedly earn this prize. **I) 1.Rc4! Nxc4(Nc8) 2.Kxb3(Ke8)** (Kxa4?) **CAb7#** (3.Bxb7?) **A B; II) 1.Bb7! CAxb7(Cab8) 2.Kxa3 (Ke8)** (Kxb3?) **Gla7#** (3.Sxa7?) **B C; III) 1.Sa7! Glxa7(Gla8) 2.Kxa4 (Ke8)** (Kxa3?) **Nc4#** (3.Rxc4?) **C A.**

#3   Anti – Circe   (13+7)

6th Prize - № 23. Gilles Regniers (Belgium) - The key establishes an orthodox threat thanks to a typical Anti - Circe motive: if immediately 1.Rc3+? the black Rook occupies the wR's rebirth square with 1…Rh1! and ends the story short. Black gives some air to his monarch by freeing e2 in three fascinating magnet-theme variations.
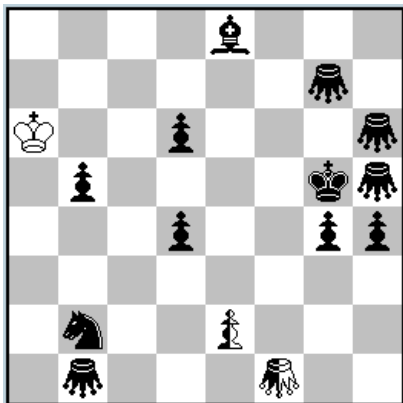
The magnet or Loshinsky theme has already been achieved by H.Gockel with Anti-Circe condition, but it was in #2 and the magnet move mated. In #3 the situation is quite different, there must be a threat after the magnet move.

The reason why a wB move fails while another succeeds deserves being explained. After 1…Bh5 2.Bg4! because bRh4 must be shut-off from f4; 2.Bf3/Be2? would fail to do it. After 1…Bg4 2.Bf3! because 2.Be2? would occupy a rebirth square. Black's common defence motive is each time pinning the wQ.

In variation 1…Bf3 2.Be2 however, the same black answer 2…Rh8 3.gxh8=Q, which was a secondary sub-variation in the first two variations, monotonously comes back and somewhat detracts from the overall impression. The technical and aesthetic achievement is still impressive and is a credit to its author. *Meine Gratulation*!

1.Sh3! (thr. 2. Rc3+ Kd4 3.Bc5#); **1…Bh5 2.Bg4!! (thr. 3.Qxa8(Qd1)#) Bf7! 3.Sf4#!,** 2…Sxb6 (Sb8) 3.Qxb8 (Qd1)#; 2…Sc7 3.Qxc7 (Qd1)#; 2…Ke2 3.Qxa8 (Qd1)#; **1…Bg4 2.Bf3!! (thr. 3.Qxa8(Qd1)#) Rh8! 3.gxh8=Q(Qd1)#,** 2…Be6 3.dxe6 (Pe2)#, 2…Sxb6(Sb8) 3.Qxb8(Qd1)#; 2…Sc7 3.Qxc7(Qd1)#; 2…Ke2 3.Qxa8(Qd1)#; **1…Bf3 2.Be2!! (thr. 3.Qxa8 (Qd1)#) Rh8! 3.gxh8=Q(Qd1)#;** 2…Sxb6 (Sb8) 3.Qxb8 (Qd1)#; 2…Sc7 3.Qxc7(Qd1)#;1.Rc3+? Rh1!!

1st Honourable Mention
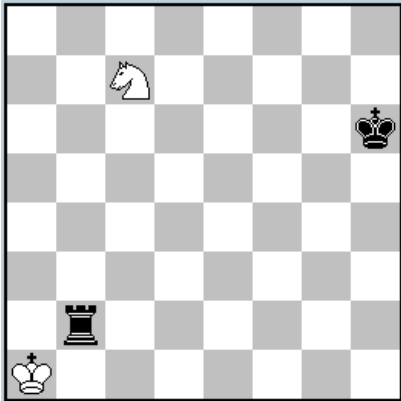**Juraj Lörinc (Slovakia)**

H#4   2   solutions   (1+12+2)
Grasshopper – b1, f1, g7, h5, h6

1st Honourable Mention - №13 – Juraj Lörinc (Slovakia) - The two solutions present perfectly unified battery creations in orthogonal-diagonal transformation. Both initially blocked flight squares h6/h5 are freed by the bGs (Anti Ziel Element) and both bGs serve as hurdles for the nG at moves 1 and 4 – so that the nG guards one of these flight squares.

The problem uses two well-known and already highly exploited features of the fairy pieces present on the board: neutral pieces cannot capture black pieces when Black is at move and a neutral Grasshopper cannot move back to the square where it comes from, when its hurdle is far enough.

One little defect is the varied function of Black's 4th move: 4.Gf6 is a self-block as well as it gives the wG a hurdle to jump over, while 4.Gf7 is a pure offer of hurdle. The reader may also notice an almost undetectable imbalance in that the nGf5 is hurdle to the bGb1 in its way to g6, while bBe8 does not need any hurdle at all to move to g6. All in all, an excellent and deceivingly simple problem. **I.1.Gf3! nGf4 2.e1nB nBd2 3.Bg6 nBc1 4.Gf6 nGf7#; II. 1.Gf4! nGf5 2.e1nR nRe5 3.Gg6 nRd5 4.Gf7 nGf8#.**

2nd Honourable Mention
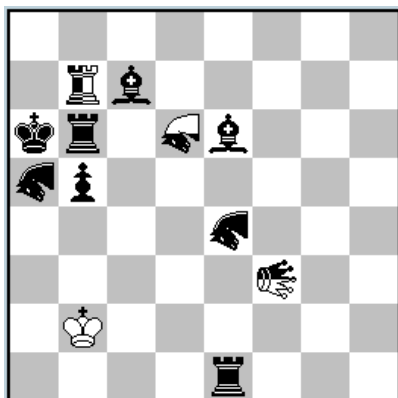**Torsten Linss (Germany)**

H#15   2 solutions   (2+2)
Functionary Chess

2nd Honourable Mention - №18 – Torsten Linss (Germany) -

The solutions are pleasantly different and offer welcome freshness in their chameleon echo, considering that rather few functionary helpmate miniature have been composed (compared with overwhelmingly present Köko). This Wenigsteiner will be republished in anthologies. **I. 1.Rb1+! Ka2 2.Rb2+ Ka3 3.Rb3+ Ka4 4.Rc3 Sd5 5.Rc4 Kb5 6.Rb4+ Kc6 7.Rb6+ Kd7 8.Rd6+ Ke7 9.Rd8 Sf6 10.Rf8 Sg8+ 11.Kh7 Sf6+ 12.Kh8 Sg4 13.Rg8 Sh6 14.Rg7 Kf8 15.Rh7 Sf7#; II. 1.Ra2+! Kb1 2.Rc2 Se6 3.Rc6 Sd4 4.Rd6 Sf5 5.Rd1 Kc2 6.Kg5 Sh4 7.Rg1 Sf3 8.Rg2 Kd2 9.Kg4 Sh2+ 10.Kg3 Sf1 11.Kh2 Ke2 12.Kh1 Kf3 13.Rf2+ Kg3 14.Rg2+ Kh3 15.Rg1 Sg3#.**

3rd Honourable Mention
Lev Grolman (Russia)

H#2   3 solutions   (1+8+3)
Circe + Anti – Circe
Rose: a5, d6, e4
Lion: f3

8

3rd Honourable Mention - №9 – Lev Grolman (Russia) - In comparison with the preceding problem, this one is a heavyweight, both in terms of population on the board and number of conditions and fairy pieces, but it remains a Meredith.

The fact is that this one displays some strategy and cyclic captures of the neutral thematic pieces. Each solution can pride itself with two spectacular captures, with the pertaining Circe and Anti - Circe rebirths.

It is impressive at first sight and could have claimed a prize, if it hadn't been marred by some defects: the nR plays in the 3rd solution at W1 instead of the black Lion; in the 1st and 3rd solutions, mate is given by double check, while in the 2nd solution, we have a single check and the checking nRa8 is (Anti - Circe) pinned by nROf8; finally, the last two solutions lack interplay.

Please note the high quality of the construction, e.g. the intelligent placement of the wK that prevents the following cook 1.Bf5 nLIf6 2.ROc4 nRxb6(nRa1,Rh8).
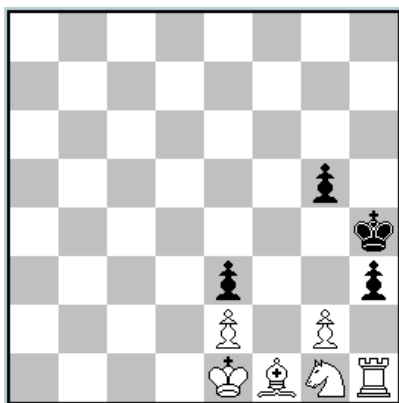
Note: Piece A = neutral Lion; Piece B = neutral Rose; Piece C = neutral Rook)

I.1.Rxd6 (Rh8;nROd8)! nROc6 2.Bd8 nLIxc6 (nLInc8;nROc1)# (capture AxB);
II.1.ROexb7(ROb1;nRh1)! nRf1 2.Re4 nROxf1(nROf8;nRa8)# (capture BxC);
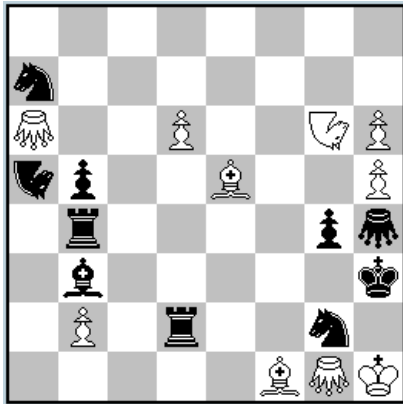**III.1.ROxf3(ROf1;nLIf8)! nRb8 2.ROb1 nRxf8 (nRa1;nLIf1)#** (capture CxA);

4th Honourable Mention
Bernd Gräfrath (Germany)

HS=6   b) Sg1 - c3   (6+4)

4th Honourable Mention - №11– Bernd Gräfrath (Germany) - The two solutions have in common an unexpected Bishop promotion and classical stalemate, as well as some rather well unified moves, until the 4th. The finales are different but <u>you can't have everything</u>. **a) 1. g4! h2 2. Bh3 hxg1B! 3. Kf1! Bf2 4. Rg1 Kxh3 5. Rg3+ Kh2 6. Rh3+ Kxh3=; b) 1. g3+! Kxg3 2. Bg2 g4 3. 0- 0! hxg2 4. Sd5 gxf1B! 5. Sf4 Bh3 6. Sg2 Bxg2=.**

5th Honourable Mention
Alexandr Bulavka (Belarus)

#3   Mirror Circe   (10+10)
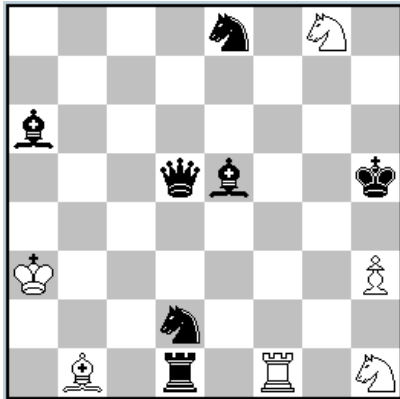 **Black Must capture**
Nightrider – a5, g6
Grasshopper – a6, g1, h4

5th Honourable Mention - №25 – Alexandr Bulavka (Belarus) - "*Cyclical R/N/B Novotny on c4 with consecutive double line-closing by the thematic pieces: AB, BC, CA in the threat and after defense*", claims the author. Indeed, this is achieved and deserves recognition, although fairy condition Black Must Capture is rather technical and forces Black to weaken his position. In this context, the key is functional (it opens the wNg6's line to c4).

A paradoxical aspect is that the captured white piece is the one that gives mate *in the same variation,* an original Zilahi for a directmover. A closer analysis also reveals the disparate effects of Black's first move: 1…Gxh6 and 1…Rxd6 leave the guard of the threat fields (f4 and g2), while 1…Rxb2 abandons d-line and can no longer access d6. **1.Bg3!** zugzwang. **1...Rxd6** (+wPd7) **2.Nc4!** threat: **3.Bxg2** (+bSb1)# - closed is Na5 (A), **2…Nxc4 (+wNc1) 3.Nf7#** - closed is Bb3 (B)**; 1...Rxb2** (+wPb7) **2.Bc4!** threat: **3.Ge6#** - closed is Bb3 (B) , **2...Bxc4** (+wBc8) **3.Bxg4 #** - closed is Rb4 (C), **1...Gxh6** (+wPh7) **2.Gc4!** threat: **3.Nf4 #** - closed is Rb4 (C) **2...Rxc4** (+wGc1) **3.Ge3 #** - closed is Na5 (A).

1st Commendation
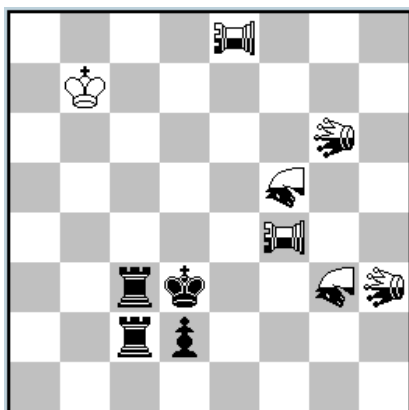## Miihajilo Milanovic (Serbia)

H#2   Anti - Circe   (6+7)
  b) Sg8-h4; c) Ph3-h4

1st Commendation - №42 – Mihajilo Milanovic (Serbia) - At last one cyclic Zilahi! A black unit captures a white piece and blocks a flight field. Anti Circe batteries are built during play. A good feature is that the rear piece of the battery isn't in place in the diagram position, which was also the case in the problem by Juraj Lörinc (diagram **A**) awarded 1st place in Liga Problemista, 3rd round 2007 whose judge I had the honour to be (theme: Anti - Circe batteries).

Here the position is airy but less economical than in **A** and the twinning is a little awkward. The author has greatly improved the work he then submitted for LP3/2007 and deserves our congratulations for that. A more serious defect is that all three solutions suffer from lack of interplay - without this defect the problem would have been ranked higher. **a) 1.Qxh1(Qd8)! Bg6** (A) **2.Qh4 Rf5#**(B)**; b) 1.Sxb1(Sg8)! Rf5** (B) **2.Sh6 Sg3#** (C)**; c) 1.Bxf1(Bc8)! Sg3** (C) **2.Bg4 Bg6#** (A)**.**

2nd Commendation
Krasimir Gandev (Bulgaria)
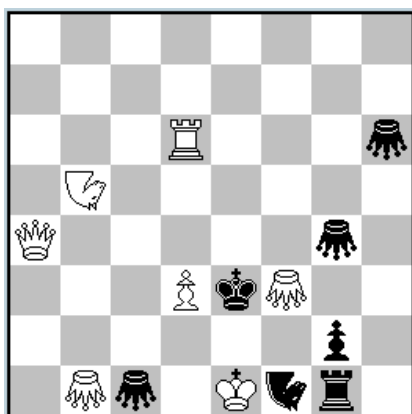

H#2   2 solutions   (1+4+6)
  Rose – f5, g3
  Rook –Locust: e8,f4
  Locust: g6,h3

2nd Commendation - №6 – Krasimir Gandev (Bulgaria) - Another ODT in excellent construction: short and straight to the point. The peculiarities of the Locust family are ingeniously exploited by the neutral Roses' switchback. The first black move, where the black Rook moves away from the square where the other bR stands, is interesting, but probably not interesting enough: maybe another deeper strategic motivation could have been found for this move. **I.1.Ra2! nROxc3 2.nROg3 nROxf5#; II. 1.Ra3! nROxc2 2.nROf5 nROxg3#.**
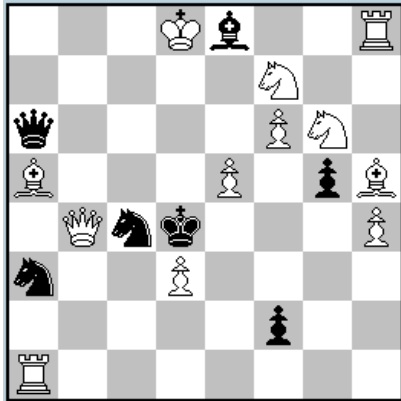
3rd Commendation
Semion Shifrin (Israel)

S#4   (7+7)
Nightrider – b5, f1
Grasshopper – b1, c1, f3, g4, h6

3rd Commendation - №10 – Semion Shifrin (Israel) - A festival of battery and anti-battery creation focused on the same square d4. I couldn't help noticing that these are not cyclic batteries – the powerful wQ is never the rear piece of a battery. The 2nd variation (1…Gd2) is totally unified with the threat and 1st variation, since at the 3rd move a black unit pins itself, instead of a bK move. Apart from this, the problem is clean and the fairy pieces are well exploited. **1.Gb6! (2.Rd4+ Kxf3 3.Rxg4+ Ke3 4.Rg3+ Nxg3#); 1…Gf4 2.Nd4+ Kxd3 3.Nf5+ Kc3 4.Qb3+ Nxb3#; 1…Gd2 2.Qd4+ Kxf3 3.Qe5+ Gd4 4.Qe3+ Nxe3#.**
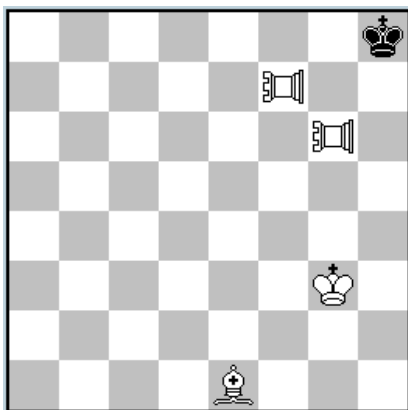
4th Commendation
Gabor Koder (Hungary)

S=14   **(12+7)**
    Maximummer   (C-)

4th Commendation - №30 – Gabor Koder (Hungary) - A solver's nightmare: many powerful white officers must disappear during the course of the following 14 moves, the 'How' being the whole interest of the *thing*. Here the nightmare comprises a bK diamond Rundlauf, a double switchback of the wBa5 and a bQ switchback to f6 and culminates in a final pin-stalemate. **1. Sd6! Ba4 2. Sb5+ Sxb5 3. Se7 Qxf6 4. Be8! Qa6 5. Bb6+ Kxe5 6. Qd2! Bd1 7. Qxg5+ Kd6 8. Qg4! Qxa1 9. Ba5(!) Qxh8 10. Qe6+ Kc5 11. Qc6+ Kd4(!) 12. Bb6+(!) Sxb6 13. Qf6+ Qxf6 14. Bh5(!) Bxh5 =.**

5th Commendation
Chris Feather (England)

SH#49   PWC   **(4+1)**
   b) Be1 - c3
   Rook –Locust: f7, g6

5ᵗʰ Commendation - №37 – Chris Feather (England) - The longest problem of this award: twice 49 moves! Some kind of record, but no echo mates this time - one battery creation and one mate in the corner. The problem displays enough diversity to sustain the interest along the 49 moves of each solution, and enough fairy effects to prove that PWC is also fit for long (serial) helpmates. The recent 1ˢᵗ Prize in Springaren 2009, Summer Tourney (sh#48 PWC) had made the same point.

I would have preferred a sh#48 with bKg8, thus avoiding the repetition of the 1ˢᵗ move, but it's rather a matter of taste if you want the long bK Rundlauf in b) and I didn't hold it against the problem. **a)1.Kg8! 2.Kxf7 (+w LRg8) 3.Kg7 4.Kh7 5.Kxg8 (+ wLRh7) 16. Ke2 17.Kxe1 (+w Be2) 19.Ke3 20.Kxe2 (+w Be3) 22.Ke4 23.Kxe3 (+w Be4) 25.Ke5 26.Kxe4 (+w Be5) 27.Kf5 28.Kxg6 (+w LRf5) 29.Kxh7 (+w LRg6) 31.Kh5 32.Kxg6 (+w LRh5) 33. Kg5 34.Kxh5 (+w LRg5) 40.Ke6 41.Kxf5 (+w LRe6) 43.Kd5 44.Kxe6 (+w LRd5) 48.Kh6 49.Kxg5 (+w LRh6) Bg7#;**
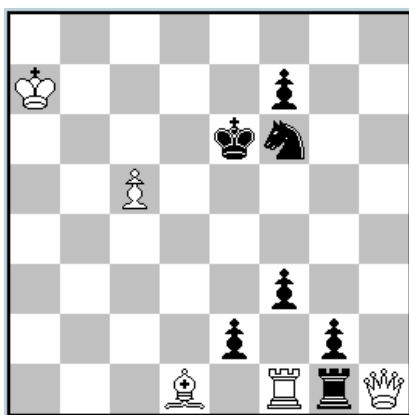
b) 1.Kg8 10.Kc4 11.Kc4xc3 (+w Bc4) 12.Kb4 13.Kxc4 (+w Bb4) 14. Kb5 15. Kxb4 (+w Bb5) 16. Ka5 17. Ka5xb5 (+w Ba5) 18. Ka6 19. Kxa5 (+w Ba6) 21. Ka7 22. Kxa6 (+w Ba7] 23. Kb7 24. Kxa7 (+w Bb7) 26. Kc7 27.Kxb7 (+w Bc7) 29. Kd7 30. Kxc7 (+w Bd7) 35. Kh7 36. Kxg6 (+w LRh7) 39. Ke7 40. Kxd7 (+wBe7) 41. Ke8 42.Kxf7 (+w LRe8) 43.Kg6 44. Kxh7 (+w LRg6) 46. Kh5 47. Kxg6 (+w LRh5) 49.Kh8 Bf6#.

Eric Huber
Bucharest, June 21ˢᵗ 2010.

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Appendix:

A. Juraj LÖRINC
1ˢᵗ place
Liga Problemista / 3 2007

h#2   Anti - Circe   (5+7)
   b) Pe2 - e5 c) bPe2 - f5

a) 1.exd1=Q(Qd8) Re1 [A] 2.Qd5 Qh3 [B]#
b) 1.gxf1=S(Sg8) Qh3 [B] 2.Se7 Bb3 [C]#
c) 1.gxh1=B(Bc8) Bb3 [C] 2.Bd7 Re1 [A]#