ChessProblems.ca TT4
Wenigsteiner Series and Parry-Series
Four-Corners Echoes Tourney Award

Judge: Cornel Pacurar

I received from the tourney director Geoff Foster 28 problems by 9 authors (*Ján Golha* (No. 2, 7, 17-28), *Harald Grubert* (No. 3, 5, 8), *Michael Grushko* (No. 14, 15), *Vaclav Kotesovec* (No. 13), *Alex Levit* (No. 16), *Dan Meinking*†(No. 6), *Daniel Novomesky* (No. 9-12), *Jacques Rotenberg* (No. 16) and *Jaroslav Stun* (No. 1, 4)) from 5 countries (*Czech Republic, Germany, Israel, Slovakia* and the *United States of America*). One problem (**No. 1**) was not thematic (a non-series stipulation, h#2.5) and was eliminated. Considering the difficulty and the highly-specialized nature of this thematic tournament (required were series and parry-series with no more than four units (*Wenigsteiner*) featuring four-corners echoes), the number of participating entries was unexpectedly high and therefore a pleasant surprise! However, overall, the quality of the compositions was below expectations and while the authors have demonstrated good imagination and versatility, many entries have suffered from technical defects. I was also hoping for more compositions without twins, but in the end I was happy to see that two entries have realized the theme in a 4-solutions form.

For the amateurs of statistics, here are a few points of interest:

– 20 different fairy units were used in 24 of the participating entries, the most common being Moose (6), Sparrow (5), Charybdis (3), Eagle (3) and Grasshopper (3).

– 8 compositions employed royal units, with 2 of the pieces used being orthodox and 6 fairy. One royal unit was used twice (Royal Eagle). There was only one composition in which both white and black kings were present and only one composition employed neutral units.

– there were 21 compositions with 4 units and 6 compositions with 3 units.

– 5 fairy conditions were used in 25 of the compositions: Take&Make Chess (15), PWC (11), Parrain Circe (9), Equipollents Circe (5) and AntiAndernach (1). PWC topped the number of compositions with one fairy condition (5), while the combination Take&Make and Parrain Circe was the one most used in compositions with two fairy conditions (8), followed by the Take&Make and PWC combination (6).

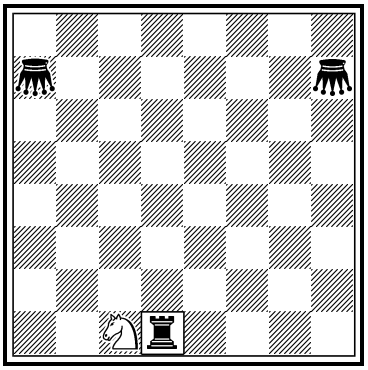
– there were 6 Parry-Series (3 parry-series helpmates, 2 parry-series helpstalemates and 1 parry-series help-autostalemate) and 21 regular Series-Movers (10 serieshelpmates and 11 serieshelpstalemates).

The number of twins (or lack thereof) and their quality, the uniform use of pieces and fairy elements accros all solutions, the density of the fairy content and the quality of the echoes were the defining criteria for the evaluation of the entries. Unbalanced and, especially, heavily symmetric and equivalent play and repeated moves have detracted from the quality of the compositions, while longer solutions and (for the six participating parry-series) a higher number of check-and-parry moves have, in my view, enhanced it.

Within the context of this tournament I had zero tolerance for solutions of different length (**No. 14, 15**), for not-exact echoes (**No. 5, 6**) and for weak (**No. 3, 26**) and very weak (**No. 4, 5, 15, 16, 25**) twins. Parry-Series with just one check-and-parry move in each solution (**No. 19**) and compositions with just 10% density of the fairy content (**No. 9**) are also not satisfactory. **No. 2** was an ambitious entry with two pairs of four corner-echoes, but totally symmetric play and repeated moves have stopped me from including it in the award. Totally symmetric play was also the key weakness for **No. 22, 23** and **27** and there was not much to counterbalance the heavily symmetric play in **No. 20, 21** and **24** – good quality four-corners echoes need a more sophisticated balance, not just geometric symmetry. **No. 8** was not considered for the combination of semi-acceptable twins and low fairy density and **No. 17** for symmetric play and low number of check-and-parry moves.

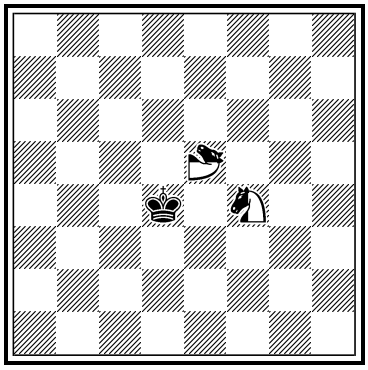
Seven problems are included in the award: two prizes, two honorable mentions and three commendations. Congratulations to the winners and thanks to all participants for an enjoyable tournament!

Vaclav Kotesovec
ChessProblems.ca TT4 2013
1st Prize



ser-h=12 C+ (1+3)
PWC
4 solutions
♖ = Royal Rook (rR)
 = Grasshopper (G)

Ján Golha
ChessProblems.ca TT4 2013
2nd Prize



ser-h#4 C+ (0+1+2)
Take&Make Chess
Parrain Circe
4 solutions
 = Princess (PR)

1st Prize – No. 13 (Vaclav Kotesovec): It is quite an achievement that such a long series-mover with well-choreographed, balanced and entertaining play (from start to finish) realizing the theme in a 4-solutions form with just one fairy condition has been composed! The play only becomes similar in the *a/b* and, respectively, *c/d* pairs of solutions at move 10. Even though the stalemate positions are not ideal (black is still stalemated if the white knight is removed), not only that black needs to transport the white knight to a square adjacent to its own corner-destination, but it also needs to carefully position one of the two Grasshoppers on the only square where the capturing knight does not become a hurdle. Also, good motivation as to why the black rook needs royal powers (or, actually, weaknesses)! The best of the lot and a clear, well-deserved winner!

1.rRd1-h1 2.rRh1-h3 3.Gh7-h2 4.rRh3-c3 5.rRc3×c1 [+wSc3] 6.rRc1-c2 7.rRc2-b2 8.Gh2-a2 9.Ga7-a1 10.Ga1×c3 [+wSa1] 11.rRb2-b1 12.rRb1×a1 [+wSb1] Sb1×c3 [+bGb1] =

1.rRd1-d6 2.rRd6-a6 3.Ga7-a5 4.rRa6-c6 5.rRc6×c1 [+wSc6] 6.rRc1-b1 7.rRb1-b7 8.Gh7-a7 9.Ga5-a8 10.Ga8×c6 [+wSa8] 11.rRb7-b8 12.rRb8×a8 [+wSb8] Sb8×c6 [+bGb8] =

1.rRd1-d8 2.rRd8-c8 3.rRc8×c1 [+wSc8] 4.rRc1-c5 5.Ga7-d4 6.rRc5-e5 7.Gd4-f6 8.rRe5-e8 9.rRe8-h8 10.rRh8×c8 [+wSh8] 11.rRc8-g8 12.rRg8×h8 [+wSg8] Sg8×f6 [+bGg8] =

1.rRd1-d4 2.Ga7-e3 3.rRd4-g4 4.rRg4-g3 5.Ge3-h3 6.Gh7-h2 7.Gh3-f3 8.rRg3-g1 9.rRg1-h1 10.rRh1×c1 [+wSh1] 11.rRc1-g1 12.rRg1×h1 [+wSg1] Sg1×f3 [+bGg1] =

2nd Prize – No. 7 (Ján Golha): I was surprised to see that only one entry has made use of neutral units, as I believe that neutral units used in conjunction with adequate fairy conditions have high potential for four-corner echoes, as this 3-unit composition has successfully proved! Regretably, the king is in check in the diagram position, but the play is good and intense, with quite a lot happening in just 4 moves, this being also the problem with the shortest solutions in the set! Attractive "rotation" echoes – while it has been argued that repetition with variety constitutes the basis for the aesthetics of beauty[1], for formations with no axis and centro-symmetry I place higher value in the corner echoes obtained solely by rotation than by combinations of rotation and reflection transformations, and this composition is a beautiful representation.

1.Kd4×e5-g7 2.nSf4-g6 [+nPRf7] 3.nPRf7-g5 4.Kg7×g6-h8 nPRg5-f6 [+nSf7] #

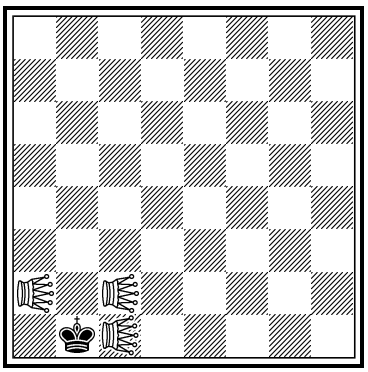
1.nPRe5-d3 2.nSf4×d3-f2 3.Kd4-e3 [+nPRe2] 4.Ke3×f2-h1 nPRe2-f3 [+nSg3] #

1.nPRe5×f4-d3 2.Kd4×d3-b2 [+nSd2] 3.nSd2-b3 [+nPRb4] 4.Kb2×b3-a1 nPRb4-c3 [+nSc2] #

[1] Humphrey N. K. (1973) The illusion of beauty. *Perception* 2, 429-440

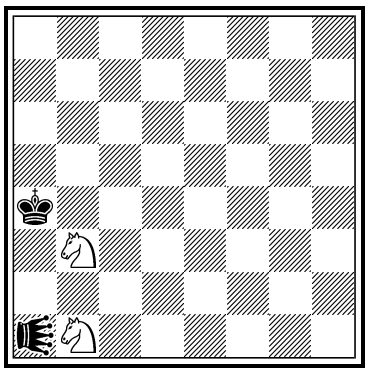
1.Kd4×e5-d6 2.nSf4-e6 [+nPRd7] 3.nSe6-c7 4.Kd6×c7-a8 nPRd7-c6 [+nSb6] #

Daniel Novomesky
ChessProblems.ca TT4 2013
1st Honorable Mention



ser-h=11 C+ (3+1)
PWC
b) Shift a1→b7
c) Shift a1→f3
d) Shift a1→f4
 = Moose (M)

Daniel Novomesky
ChessProblems.ca TT4 2013
2nd Honorable Mention



ser-h#9 C+ (2+2)
Take&Make Chess
PWC
b) Shift a1→d5
c) Shift a1→f5
d) Shift a1→f2
 = Kangaroo (KA)

1st Honorable Mention – No. 12 (Daniel Novomesky): Good twining mechanism and two pairs of reflected echoes, *a/b* and *c/d* (or two pairs of rotated echoes, *a/c* and *b/d*) – or as Gerard Manley Hopkins may have called this, a case of "likeness tempered with difference"[2]! Homogeneous play across all solutions and good quantity of fairy elements, but with similar 1st and 2nd moves in *c* and *d* and equivalence of moves first reached in the *b/c* pair after the 7th move.

a) 1.Kb1-b2 2.Kb2-c3 3.Kc3-d2 4.Kd2×c1 [+wMd2] 5.Kc1-b2 6.Kb2×c2 [+wMb2] 7.Kc2-d3 8.Kd3×d2 [+wMd3] 9.Kd2-c2 10.Kc2-b1 11.Kb1-a1 Ma2-c3 =

b) 1.Kc7×d8 [+wMc7] 2.Kd8-c8 3.Kc8-b7 4.Kb7×c7 [+wMb7] 5.Kc7-d6 6.Kd6×d7 [+wMd6] 7.Kd7-c7 8.Kc7-b6 9.Kb6-a7 10.Ka7×b8 [+wMa7] 11.Kb8-a8 Ma7-c6 =

c) 1.Kg3-h2 2.Kh2×h3 [+wMh2] 3.Kh3×h4 [+wMh3] 4.Kh4-g3 5.Kg3-g2 6.Kg2×h3 [+wMg2] 7.Kh3-g3 8.Kg3-f2 9.Kf2-g1 10.Kg1×h2 [+wMg1] 11.Kh2-h1 Mg1-f3 =

d) 1.Kg4-h3 2.Kh3×h4 [+wMh3] 3.Kh4-g5 4.Kg5-h6 5.Kh6×h5 [+wMh6] 6.Kh5-g6 7.Kg6-h7 8.Kh7×h6 [+wMh7] 9.Kh6-g7 10.Kg7×h7 [+wMg7] 11.Kh7-h8 Mh3-f6 =

2nd Honorable Mention – No. 10 (Daniel Novomesky): Again adequate twins and two pairs of rotated (*a/b*, *c/d*) / reflected (*a/d*, *b/c*) echoes. Unbalanced fairy play outweighed by its very good density (the best in this tournament, with the exception of just one other composition ruled out by its totally symmetric and equivalent play). A number of moves are basically the same (1st move in b/c/d, 2nd, 3rd and 4th moves in *b/d*) – somehow inherent to this scheme and twining mechanism, but overall a good composition.

a) 1.Ka4×b3-c1 [+wSa4] 2.KAa1-d1 3.Kc1×b1-d2 [+wSc1] 4.Kd2-c2 5.Kc2×c1-b3 [+wSc2] 6.KAd1×a4-b2 [+wSd1] 7.Kb3×c2-e1 [+wSb3] 8.Ke1×d1-c3 [+wSe1] 9.Kc3×b3-a1 [+wSc3] Se1-c2 #

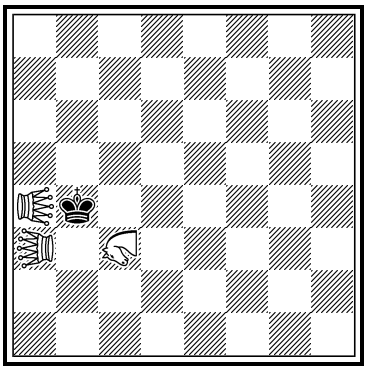
b) 1.Kd8×e7-c8 [+wSd8] 2.Kc8-c7 3.Kc7-d6 4.Kd6×e5-d7 [+wSd6] 5.KAd5×d8-b7 [+wSd5] 6.Kd7-c6 7.Kc6×d5-c7 [+wSc6] 8.Kc7×d6-c8 [+wSc7] 9.Kc8×c7-a8 [+wSc8] Sc8-b6 #

[2] Hopkins, Gerard Manley (1865) *The Origin of Beauty: A Platonic Dialogue*

c) 1.Kf8×g7-e8 [+wSf8] 2.Ke8×f8-g6 [+wSe8] 3.Kg6×g5-f7 [+wSg6] 4.Kf7×g6-f8 [+wSf7] 5.Kf8×e8-f6 [+wSf8] 6.KAf5×f8-d7 [+wSf5] 7.Kf6×f5-e7 [+wSf6] 8.KAd7-g7 9.Ke7×f7-h8 [+wSe7] Se7-g6 #

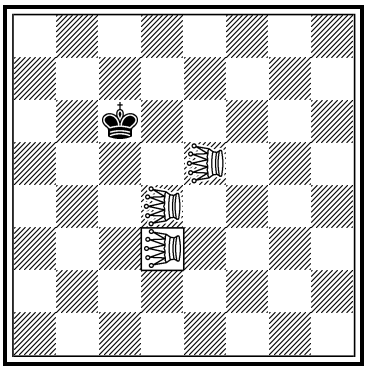
d) 1.Kf5×g4-e5 [+wSf5] 2.Ke5-e4 3.Ke4-f3 4.Kf3×g2-f4 [+wSf3] 5.KAf2×f5-g7 [+wSf2] 6.Kf4-g3 7.Kg3×f2-g4 [+wSg3] 8.KAg7-g2 9.Kg4×g3-h1 [+wSg4] Sg4-f2 #

Daniel Novomesky
ChessProblems.ca TT4 2013
1st Commendation



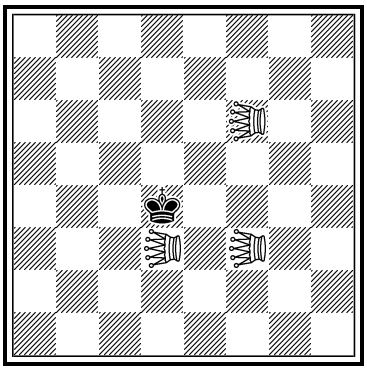
ser-h#10 C+ (3+1)
Take&Make Chess
PWC
b) Shift a1→a3
c) Shift a1→e5
d) Shift a1→f2
= Moose (M)
= Eagle (EA)
= Skylla (SK)

Ján Golha
ChessProblems.ca TT4 2013
2nd Commendation



pser-h#11 C+ (3+1)
Take&Make Chess
Parrain Circe
b) c6→f5 c) d3→g4
d) d3→a5
= Eagle (Royal d3) (EA/rEA)

Ján Golha
ChessProblems.ca TT4 2013
3rd Commendation



ser-h=15 C+ (3+1)
Take&Make Chess
PWC
b) d3→d6 c) d3→c3
d) f3→a6
= Hamster (HA)

1st Commendation – No. 11 (Daniel Novomesky): The only composition in which the last move is made by two units of different type (Moose and Skylla)! Good fairy content density, but the King is in check in the initial position and the first move is virtually the same in *a*, *b* and *d*. The third echo makes a discordant note, with Moose g6 and Eagle f7 instead of the preferred Moose f7 and Eagle g6.

a) 1.Kb4×a4-b2 [+wMb4] 2.Kb2-c1 3.Kc1-d2 4.Kd2×c3-a4 [+wSKd2] 5.Ka4-b3 6.Kb3×a3-c3 [+wEAb3] 7.Kc3×d2-b1 [+wSKc3] 8.Kb1-b2 9.Kb2×c3-b1 [+wSKb2] 10.Kb1-a1 Mb4-c2 #

b) 1.Kb6×a6-b4 [+wMb6] 2.Kb4×c5-a6 [+wSKb4] 3.Ka6×a5-a7 [+wEAa6] 4.Ka7×a6-b7 [+wEAa7] 5.Kb7×a7-c7 [+wEAb7] 6.Kc7×b7-a6 [+wEAc7] 7.Ka6-a5 8.Ka5×b4-c6 [+wSKa5] 9.Kc6-b7 10.Kb7-a8 SKa5-b7 #

c) 1.Kf8×e7-g8 [+wEAf8] 2.Kg8×f8-f6 [+wEAg8] 3.Kf6×g7-h5 [+wSKf6] 4.Kh5-h6 5.Kh6-g7 6.Kg7-f7 7.Kf7×g8-e7 [+wEAf7] 8.Ke7×e8-g7 [+wMe7] 9.Kg7×f6-h7 [+wSKg7] 10.Kh7-h8 Me7-g6 #

d) 1.Kg5×f5-g3 [+wMg5] 2.Kg3×f4-f6 [+wEAg3] 3.Kf6-e5 4.Ke5-f4 5.Kf4×g5-f2 [+wMf4] 6.Kf2×g3-e3 [+wEAf2] 7.Ke3-f3 8.Kf3-g3 9.Kg3×f4-g1 [+wMg3] 10.Kg1-h1 SKh4-g2 #

2nd Commendation – No. 18 (Ján Golha): Perfect rotation echoes, beautiful fairy mates and more than 30% check-and-parry moves - the only Parry-Series that has made it into the award! Unfortunately, the 1st move is repeated in *a* and *d* and symmetry is reached quite early: after move 5 in the *c/d* pair and after move 6 in the *a/b* pair.

a) 1.Kc6-d5 2.Kd5×d4-f4 3.Kf4-g3 [+wEAe3] 4.Kg3-f4 5.Kf4×e5-f3 6.Kf3×e3-d2 [+wEAc4] + rEAd3-b3 [+wEAc3] 7.Kd2×c3-d4 8.Kd4×c4-c2 [+wEAb1] + rEAb3-a1 [+wEAb2] + 9.Kc2×b1-a2 + rEAa1-c1 [+wEAd1] 10.Ka2-b1

+ rEAc1-d2 + 11.Kb1-a1 EAd1-a2 #

b) 1.Kf5×e5-c5 2.Kc5-d5 [+wEAf5] 3.Kd5×d4-e3 + rEAd3-g4 [+wEAg5] 4.Ke3-f2 5.Kf2-g3 + rEAg4-g6 6.Kg3-h4 7.Kh4×g5-f4 8.Kf4×f5-f7 [+wEAg8] + rEAg6-h8 [+wEAg7] + 9.Kf7×g8-h7 + rEAh8-f8 [+wEAe8] 10.Kh7-g8 + rEAf8-e7 + 11.Kg8-h8 EAe8-h7 #

c) 1.Kc6-d7 2.Kd7-e6 3.Ke6×e5-e3 4.Ke3-e4 [+wEAe6] 5.Ke4×d4-g5 + rEAg4-d5 [+wEAa5] 6.Kg5-f6 7.Kf6×e6-c6 + rEAd5-a6 [+wEAb7] + 8.Kc6-c7 9.Kc7-b8 10.Kb8-a7 + rEAa6-b5 + 11.Ka7-a8 EAa5-b8 #

d) 1.Kc6-d5 2.Kd5×d4-d6 3.Kd6-c5 [+wEAc3] 4.Kc5-d5 5.Kd5×e5-a4 + rEAa5-d4 [+wEAh4] 6.Ka4-b3 7.Kb3×c3-e3 + rEAd4-h3 [+wEAg2] 8.Ke3-f2 9.Kf2-g1 10.Kg1-h2 + rEAh3-g4 + 11.Kh2-h1 EAh4-g1 #

3rd Commendation – No. 28 (Ján Golha): Nice stalemate positions and the best of the only three submitted entries with perfectly distributed fairy content across all solutions. This is also the problem with the longest solutions (of equal length, that is): 15 moves! These attributes have counterbalanced a significant weakness (symmetry between the *a* and *b* play starting with the 2nd move) which would have otherwise prevented its inclusion into the award. As submitted, the problem is C+ Popeye, as Popeye's Hamster implementation does not allow null moves, contrary to the piece definition. In fact, to be in accordance with the definition, an extra condition needs to be added: "null moves not allowed". However, a Hamster stripped out of its null-move capability is nothing more than a Jibber, and therefore it would have been better, in my opinion, to actually use Jibbers instead of Hamsters in this composition.

a) 1.Kd4-e5 2.Ke5×f6-f4 [+wHAe5] 3.Kf4-g3 4.Kg3×f3-e3 [+wHAg3] 5.Ke3×d3-f3 [+wHAe3] 6.Kf3-g2 7.Kg2-h2 8.Kh2×g3-f3 [+wHAh2] 9.Kf3-f2 10.Kf2×e3-e4 [+wHAf2] 11.Ke4×e5-g3 [+wHAe4] 12.Kg3-g2 13.Kg2-g1 14.Kg1×f2-g2 [+wHAg1] 15.Kg2-h1 HAe4-g2 =

b) 1.Kd4-e4 2.Ke4×f3-f5 [+wHAe4] 3.Kf5-g6 4.Kg6×f6-e6 [+wHAg6] 5.Ke6×d6-f6 [+wHAe6] 6.Kf6-g7 7.Kg7-h7 8.Kh7×g6-f6 [+wHAh7] 9.Kf6-f7 10.Kf7×e6-e5 [+wHAf7] 11.Ke5×e4-g6 [+wHAe5] 12.Kg6-g7 13.Kg7-g8 14.Kg8×f7-g7 [+wHAg8] 15.Kg7-h8 HAe5-g7 =

c) 1.Kd4-e3 2.Ke3×f3-d3 [+wHAe3] 3.Kd3-d2 4.Kd2×e3-d3 [+wHAd2] 5.Kd3-c2 6.Kc2-b2 7.Kb2×c3-e5 [+wHAb2] 8.Ke5×f6-c3 [+wHAe5] 9.Kc3-b3 10.Kb3-a2 11.Ka2×b2-c2 [+wHAa2] 12.Kc2×d2-b2 [+wHAc2] 13.Kb2-b1 14.Kb1×c2-b2 [+wHAb1] 15.Kb2-a1 HAe5-b2 =

d) 1.Kd4×d3-b5 [+wHAd4] 2.Kb5-b6 3.Kb6-a7 4.Ka7×a6-e6 [+wHAa7] 5.Ke6-e7 6.Ke7×f6-e5 [+wHAe7] 7.Ke5-d6 8.Kd6×e7-b7 [+wHAd6] 9.Kb7-c7 10.Kc7×d6-d5 [+wHAc7] 11.Kd5×d4-b6 [+wHAd5] 12.Kb6-b7 13.Kb7-b8 14.Kb8×c7-b7 [+wHAb8] 15.Kb7-a8 HAd5-b7 =

Cornel Pacurar – Toronto, Canada
July 31st, 2013

Definitions:

Eagle – Moves like a Grasshopper, but deflects 90° either way on passing over the hurdle. The arrival square is adjacent to the hurdle.
Grasshopper – Moves along Queen-lines over another unit of either color to the square immediatelly beyond that unit. A capture may be made on arrival, but the hurdle is not affected.
Hamster – Moves like a Grasshopper, but goes back over the hurdle. The arrival square is therefore just before the hurdle. Able to make null move when next to a hurdle.
Jibber – Piece moving like a grasshopper but to the square in front of the hurdle, no null moves.
Kangaroo – Hops along queen lines over two men to the next cell beyond.
Moose – Moves like a Grasshopper, but deflects 45°

either way on passing over the hurdle. The arrival square is adjacent to the hurdle.
Neutrals – can be played or captured by either W or B. Neutral Pawns play in the direction determined by the side playing them, and may promote to neutral pieces.
Parrain Circe – A captured piece is reborn only after the move following the capture. The line between capturing and rebirth squares is parallel with and of same direction and length as the move of this other piece. Pawns can be reborn on the first and eigth rank. From their own base rank they may move one step; if reborn on the promotion rank, the pawn at once promotes, the promotion piece being determined by the pawn-side.
Princess –Bishop + Knight.
PWC – upon being captured, a unit (not K) is reborn on the square vacated by its captor.
Royal – royal pieces are susceptible to check, like a K, but have different powers of movement.
Skylla – Moves like the Mao (to the same squares as a knight, but only if the intervening orthogonal square is vacant), but captures only by removing a hostile piece from the intervening orthogonal square (Marine Mao). Thus their arrival squares must be vacant.
Take&Make Chess – upon capturing, a unit (Ks included) makes a further non-capturing movement in the manner of the unit captured as part of the same move. Such a movement must be possible. Checks are normal. Promotion by capture only happens when a pawn arrives on the promotion rank at the end of the Take & Make move. Pawns may not be conveyed to the base rank.

The award remains open for 1 month from publication and becomes final on August 31st, 2013. Please address any claims to the tourney director Geoff Foster at tt4@chessproblems.ca.

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