Good Companions Quick Composing Tourneys, 2010

To commemorate their meeting in October, the *Good Companions* opted to host concurrent quick tourneys. Section-A called for Parry Series problems of all types. Section-B required proofgames in which a piece "makes a significant journey without capture, and then is captured". Entries were accepted via email only, with a deadline of Feb 15th.

Judge and director duties were performed, respectively, by Dan Meinking (A/B) and Gianni Donati (B/A). As director, each packaged entries in anonymous form for the other. Judging was completed in 10 days, just in time for SG50.

Thomas Maeder boosted the Section-A turnout by quickly upgrading *Popeye* for all parry-series types. Problems beyond computing range (either section) were thoroughly reviewed by "The Sharks" -- Kostas Prentos, Radovan Tomasevic and Mark Kirtley. We thank you all!

*Claims of unsoundness or anticipation by **15-May-2010** to dmeinking@roadrunner.com or gianchess@aol.com.*

Section-A: Parry Series

It was a treat to judge this first-ever Parry Series event. The 24 entries consisted of: 16 h#n, 1 h=n, 4 s#n, 1 help-castle and 2 help-A=>B. The overall level exceeded my expectations, with the prizewinners being particularly strong.

Several problems featured a single unit repeatedly nudging an opposing King into position. I hereby dub this the *Cattle-Prod Theme* (**CPT**)! Indeed, no fewer than seven entries (including five of the 14 awards) display CPTs in various forms. For those honored, we omitted "obvious" King parries to conserve space.

My sole wish would've been for more stalemates. There's much to explore in this realm. And with the *control* afforded by Parry Series, the future of A=>B types might be in *shape-to-shape* transformations. Sky's the limit!

The following were just shy of award status: **pser-h#5 (Ka4/Kg3)**: Nice withdrawals and switchbacks, but short on substance; **pser-h#5 (Kd3/Ke1)**: the rundlaufs are diluted by having so many captures; **pser-h#46 (Kc4/Ke5)**: A longer, heavier version of the 2nd Prize, but not worth the five additional wPs and loss of such an attractive diagram; **pser-h=11 (Kf1/Kb7)**: The lines are too symmetrical for my taste; **pser-h#8 (Kd6/Ka8)**: The Pb5 aptly parries in defense of distinct lines, but the problem lacks a clear theme; **pser-h#5 (3+8)**: With such loosely connected lines, the white force needs to be more uniformly deployed; **pser-h#4 (Kc5/Kh4)**: The last entry "cut" from the award; a close call, and certainly publishable!; **pser-h#5 (Kc3/Kg5)**: The main idea is better demonstrated by the 1st Prize winner.

Footnote: Once *Popeye* was upgraded, we relaxed the originally stated "limit of 3 entries per composer" restriction.

Thanks to Gianni for running things so smoothly, and to the composers for making my task so memorable!

--Dan Meinking / Cincinnati, OH (USA) / February 2010

A08, 1st Prize, Vlaicu Crisan & Ion Murarasu

pser-h#6 2 solutions (4+13) C+

The Queen and Knights work in tandem, sacrificing themselves to realign the Bishop and Rook into reciprocal masked battery formations. And notice how the precise Knight placements cause accurate Qf7-d7 and Qh3-f1 routes, giving rise to switchbacks on Black's fifth. Even the departing Pawns are woven perfectly into the matrix. A constuctional triumph! **1.Qf7 2.Qd7+ Re6 3.Sg7+ Kf6 4.Sh5+ Bxh5 5.Qf7+! Bxf7 6.d4 Rxe3#; 1.Qh3 2.Qf1+ Bf3 3. Sg4 4.Sh6+ Rxh6 5.Qh3+! Rxh3 6.e2 Bxd5#**

A14, 2nd Prize, Ralf Krätschmer

pser-h#31 (4+9) C+

This CPT gem gets an "A" for artistry! First, shift the wK to b4: **1-5.Bf2-h4-g5-h6-f8+ Kd8 6-11.Be7-d8-c7-b8-a7-b6+ Kb4**; next, parry the wB to d2: **12-17.Bd8-e7-f8-h6-g5-h4 18.Be1+ Bd2**; now setup the fork on c3: **19-24.Bh4-g5-h6-f8-e7-d8 25.Ba5+ Ka3 26.Bb4+ Kb2 27.Bc3+ Bxc3**; and the climax: **28.dxc3+ Kb1!** *(28...Kxc3? 29.??? d4#; 28...Kb3? 30.c1S+ Kc3 31.??? d4#, a zugged Knight!)* **29.c2+ Kb2 30.c1B+!** (Phoenix) **Kc3 31.Ba3** (tempo) **d4#**. A long story with a happy ending.

A10, 3rd Prize, Ion Murarasu

pser-s#10 (5+3) C-

From this humble diagram springs an impressive promotion array (BQQQ). White coerces Bh2-d6 and masks it with Ke5 (Indian), freeing up the mating square. Then the white King shifts to activate sweeping blocks, including another critical move. One last check releases the battery model-mate. So much from so little! **1.a8B 2.Bc6 3.f8Q+ Ke6 4.d8Q 5.Qdd6+ Bxd6 6.g8Q+ Ke5 7.Kh2 8.Qg1 9.Bg2 10.Qf6+ Kxf6#.**

A04, 4th Prize, Ricardo de Mattos Vieira

pser-h#4 2 solutions C+

I would never have imagined a 4-move helper gaining Prize status, but this one is exceptional. The withdrawal keys relinquish control of h3 and h1 in turn so that, after an interim check-and-parry, the Queen can fire from a distance. White's cross-check interposes setup lovely ODT pin-models. Take note of the W3 line-opening effects, which produce natural dual-avoidance as outlined in the solutions. A treasure! **1.Qb7 2.Rg2+ Kxh3! 3.Qb3+ Bc3+ 4.Qb4 Rd5#** *(2...Kh1? 3.R~+ Rd5+ 4.Qb5 Bc3??)*; **1.Qb3 2.Bg3+ Kh1! 3.Qb7+ Rd5+ 4.Qb5 Bc3#** *(2...K:h3? 3.B~ + Bb3+ 4.Qb4 Rd5??)*.

A24, 5th Prize, Bojan Basic
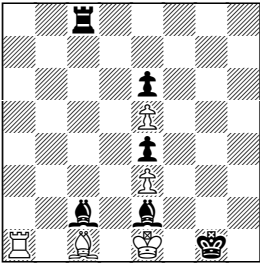
phser-00 in 27 moves (5+6) C+

The bK must be CPTed to the Q-side ASAP to oust the OCB duo! The push to b6 for starters: **1-3.Ba3-e7-h4 4.Bf2+ Kh2 5-13.Bg1-h2-g3-h4-g5-f6-g7-f8-e7+ Kc7 14.Bd6+ Kb6**; next, a battery-plus-parry: **15-16.Bb4-a5+ Ka7 17.Bc7+ Ba6**; then another: **18-20.Bb8-c7-b6+ Kb4 21-23.Bd4-b2-a3+ Ka5 24.Bc5+ Ba4**; and a pair of shutoffs to boot: **25.Bb6+ Kb4 26.Bc5+ Kb3 27.0-0-0**. With such a picturesque setting and robust theme, the promoted bB is quite palatable.

A13, Special Prize, Cornel Pacurar & Arno Tüngler
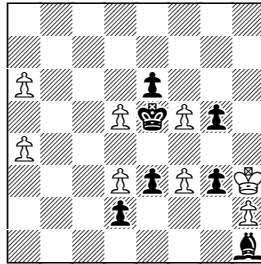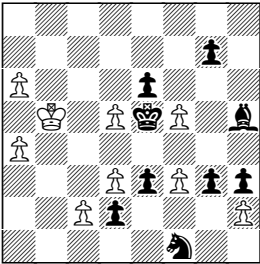
phser A→B in 79 moves (9+9) / (8+7) C+

This mega-mover is a CPT monster. We begin by grabbing c2 to make luft: **3.Kxc2 ... 6.Ke5!**; next, the h3P must be plucked, lest the wK be ensnared on f1: **7-9.Be8-b5-c4+ Kc2 10.Ba2 11.Bb1+ Kb3 12-25.Bc2-b3-b5-c4-c6-b5-c6-b7-c8-d7-e8-f7-g8-h7-g6-h5+ Kxh3**; White appears to be stuck, but: **26.Bg4+ Kh4 27.Bh3 28.g5+! Kh5**; now the f1S is fair game: **29-41.Bg4-h5-g6-h7-g8-f7-e8-d7-c8-b7-c6-b5-c4+ Kc2 42.Ba2 43-45.Bb1-c2-d1+ Kxf1**; getting close: **46-51.Bb3-c4-b5-e8-h5-g4 52.Bh3+ Ke2 53-70.Bf1-e2-d1-c2-b1-c2-b3-c4-b5-c6-b7-c8-d7-e8-f7-g8-h7-g6+ Kg4**; home stretch: **71-78.Be8-b5-c4-b3-d1 76.Bd1-e2-f1-g2 79.Bh1 Kh3** A→B. Whew!

A09, 1st Honorable Mention, Ion Murarasu
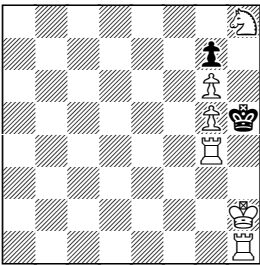
pser-h#21* (6+2) C+

The set **1...Kg3#** is quickly dispatched by **1.Kxg4**, after which Black must activate the g7P; so: **2.Kxg5 7.Kxh8 12.Kxg6 13.Kh6!**; finally, the excelsior march brings the bK full circle: **16.g3+ Kh3 18.g1S+! Kh4 19.Sf3+ Kg4+ 20.Sh2+ Kf5 21.Kh5 Rxh2#** (ideal). An elegant presentation.

A02, 2nd Honorable Mention, Mark Kirtley
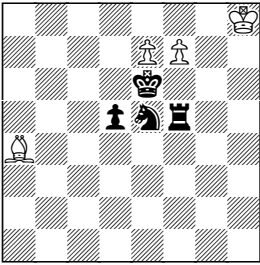
pser-s#6   (b) wRa4   (4+4)   C+

A white AUW emerges from the slightest of twinning mechanisms. Only the idle bS capture gives cause for critique. (a) **1.f8B 2.Bg7 3.Bxe5 4.e8R+ Kf7 5.Bd1 6.Bh5+ Rxh5#**; (b) **1.Ra7 2.Rd7 3.e8Q+ Kf6 4.Qe7+ Kg6 5.Qh4 6.f8S+ Rxf8#**.

A07, 3rd Honorable Mention, Ivan Skoba & Arno Tüngler
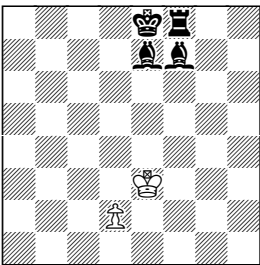
pser-h#10 (2+4) C+

Systematic shuffling of the checking trio inches the King and Pawn skyward. Returning the officers to their diagram squares shows real finesse. **1.Bg5+ Kd3 2.Bg6+ Kc4 3.Rf4+ d4 4.Bf7+ Kc5 5.Rf5+ d5 6.Be7+ Kc6 7.Rf6+ d6 8.Bd5+ Kc7 9.Rf8 10.Bf7 d7#** (ideal)

A16, 4th Honorable Mention, Cornel Pacurar
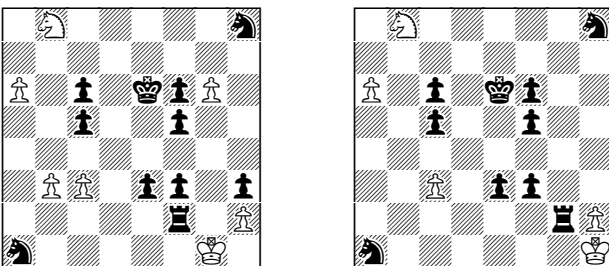
phser A→B in 37 moves (7+11) / (5+10)   C-

A worthy CPT foray given the hard-to-tame Rook. The wK must gobble the h3P, hence: **1.Rg2+ Kf1 2-5.Rf2-e2-d2-d1+ Kb2 6-9.Rb1xb3-b4-a4+ Kb6 10.Rb4+ Kc7 11-14.Rb7-d7-e7-e8+ Kg7 15.Rg8+ Kh6 16-18.Rxg6-g5-g4+ Kxh3**; now shift it in reverse: **19-21.Rg3-g4-g5+ Kh6 22.Rh5+ Kg7 23.Rh7-f7-e7-e8+ Kc7 27.Re7+ Kb6 28.Rb7+ Ka5 29.Rb5-b4-a4+ Kb2 32.Ra2+ Kc1 33.Rc2-d2-e2-f2+ Kg1 37.Rg2+ Kh1** A→B

The author notes that "all moves are check-and-parry". Which begs: Is this a Parry Series, or an orthodox A→B with "BlackUltraSchachZwang" (black must check)? In fact, it's C+ as the latter! Readers may opine in my related thread on *MatPlus Forum*.

A19, 1st Commendation, Dieter Müller
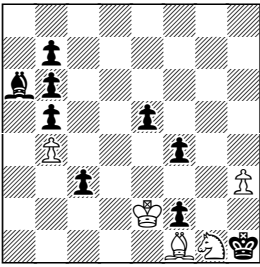
pser-s#12 (5+9) C-

In a surprising sequence, White pushes the bK out of the corner, then away from the edge. Establishing the zugzwang net requires careful treading. The switchbacks and Umnovs compensate for the necessary c3 chop. **1.Kf3 2.Se2 3.Bg2+ Kh2 4.Sxc3 5.Sxb5 6.Sd4 7.b5! 8.Ke2 9.Kf110.Sf3+ Kg3 11.Sxe5 12.Sf3** (zz) **Bxb5#**

A01, 2nd Commendation, Geoff Foster
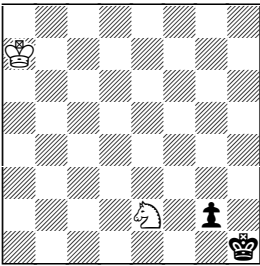
pser-h#8   2 solutions (2+2) C+

A little CPT goes a long way in this ideal-mate Wenigsteiner! **1.g1B+ Kb8 2.Ba7+ Kc7 3-6.Bb6-c5-d4-e3+ Kg3 7.Bf2+ Kh3 8.Bg1 Sg3#**; **1.g1R 2.Rg7+ Kb6 3-6.Rg6-g5-g4-g3+ Kf2 7.Rg2+ Kf1 8.Rh2 Sg3#**

A21, 3rd Commendation, Dieter Müller & Michael Barth
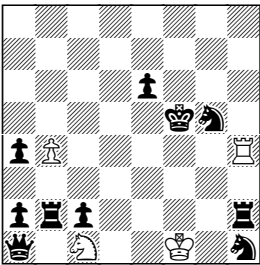
pser-h#5   b) Pe6->d5 (4+10) C+

Perhaps a bit light on Parry effects, but I liked the dual-avoidance and changed play. a) **1.Rb3! (Rb4?) 2.Qe5 3.Qb5+ Sd3**(a) **4.Qe8 5.Qg6 Rf4#**(b); b) **1.Rb4! (Rb3?) 2.Qf6 3.Ke5+ Rf4**(b) **4.Qd6 5.Se6 Sd3#**(a)

A03, 4th Commendation, Ralf Krätschmer
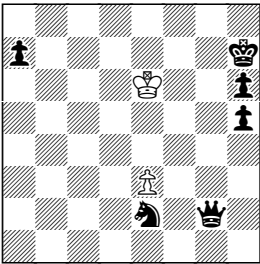
pser-h#5   b) bK->b8 (2+6) C+

Interesting how the Knight and Queen nurse the Pawn to coronation. The bK closers nicely disrupt the symmetry. a) **1.Sf4+ exf4 2.Qg4+ f5 3.Qg6+ f6 4.Qg8+ f7 5.Kg6 fxg8Q#**; b) **1.Sd4+ exd4 2.Qa2+ d5 3.Qa6+ d6 4.Qc8+ d7 5.Ka8 dxc8Q#**

Section-B: Proofgames

I thank Dan Meinking for acting as controller for this tourney; the testers mentioned in the introduction; and, of course, the composers who submitted a total of 36 problems. Three of these were cooked. A few observations before I give my rankings, which will be tentative pending notice of anticipations and cooks.

[Editor's note: As we go to press, the entry B33 (Ubaidullaev), initially awarded 1st Prize, was cooked by Mario Richter. The entry B16 (Frolkin/Prentos), was downgraded from 3rd Prize to 1st HM due to a partial anticipation, per notice from Joost de Heer. We thank Mario and Joost for their diligence!]

First, one may debate what constitutes a "significant trip" for purposes of the theme (see Introduction above) and I apologize to anyone who feels aggrieved by my interpretation, as it was I who framed the theme without further specification. The requirement is subjective and I am without defense in a debate about whether a given problem meets this requirement. (In some cases, though, I suspect, no one would question the significance of some of the trips achieved!) In this connection I note that a number of entries counted the moves of an oscillating Rook as part of a "trip" and in judging I discounted such moves. In all cases I tried not to concern myself too much with how many moves a theme piece made and looked more for interesting devices. Second, cases in which a theme piece makes itself useful by screening before being captured were generally more successful and interesting than those in which its entire history is devoted to finding a square to die. Finally, entries in which a theme piece is captured by a piece rather than a Pawn tended to hold more appeal.

This award includes 5 prizewinners, 6 honorable mentions, and 5 commendations (without order). Most of the problems submitted were of publishable quality and some omitted from this award might have been included in a weaker field.

-- Gianni Donati / Princeton, NJ (USA) / February 2010

B06, 1st Prize, Dan Meinking
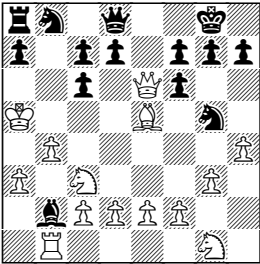
PG in 21.5 (14+14) C+

Two theme pieces (bR and bB) are captured on the same square, a nice point not attempted by any other entry. The bR must screen at b2 to allow White to castle, and after the bR is dispatched by the wK, the bB must find a square to die on. It won't work to play 19...Bb5? 20.Rb1 Ba4+ 21.Kxa4 ??? 22.Ka5, as Black is left without a move; thus the bB must play all the way to b1. **1.h4 Nf6 2.Rh3 Ne4 3.Rf3 Ng5 4.Rf6 exf6 5.g3 Ba3 6.b4 0-0 7.Bb2 Re8 8.Be5 Re6 9.Nc3 Ra6 10.Qb1 Bc1 11.Qb3 Ra3 12.Qe6 Rb3 13. Bg2 Ba3 14.Bc6 Rb2 15.0-0-0 Rb1+ 16.Kxb1 Bb2 17.a3 bxc6 18.Ka2 Ba6 19.Kb3 Bc4+ 20.Ka4 Ba2 21.Ka5 Bb1 22.Rxb1**

B19, 2nd Prize, Itamar Faybish, "for Liza"
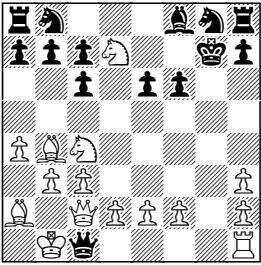
PG in 20.0 (15+14) C-

White's a1 Rook was captured at c6, so Black's last move was 21...Qa3-c1+, not a capture from the kingside. How to get the bQ to a3 and still allow White's King to cross to b1? A screen is needed at b2. A promoted bN would work, but how would it then be captured? So the promotee must be a bR, which immediately gives itself up to the wK after its job of screening has been done. **1.a4 g5 2.Ra3 g4 3.Rc3 g3 4.Rc6 dxc6 5.Nf3 Bh3 6.gxh3 g2 7.Ne5 g1=R 8.Nd7 Rg3 9.Bg2 Ra3 10.Bd5 Ra1 11.Ba2 e6 12.b3 Qf6 13.Ba3 Qb2 14.Bb4 f6 15.Na3 Rb1 16.Nc4 Qa3 17.c3 Rb2 18.Qc2 Kf7 19.Kd1 Kg7 20.Kc1 Rb1++ 21.Kxb1 Qc1+**

B25, 3rd Prize, Michel Caillaud
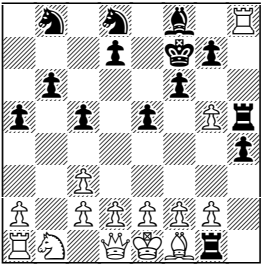
PG in 21.5 (14+14) C+

The wBc1 is missing. It was not captured by a Pawn and Black's only moves to black squares were Ra6-h6 and Rh1-g1. The Bishop can't get to h6 fast enough, so it must go to g1, taking a continuous 10-move trip. The composer notes that the wNg1, which has to vacate g1 so the wB can go there, cannot be captured by 13...Bxf3, as White's only way to make up for the missing waiting move would be to play Rh1-h2, which would then obstruct the Bishop. **1.Nh3 c5 2.Nf4 Qa5 3.h3 Qc3 4.bxc3 e5 5.Ba3 Ne7 6.Bb4 Nec6 7.Ba5 Nd8 8.Bc7 a5 9.Bd6 Ra6 10.Be7 Rh6 11.Bh4 b6 12.Bg3 Bb7 13.Bh2 Bf3 14.Bg1 Bg4 15.hxg4 f6 16.Rh5 Kf7 17.Rg5 Rh1 18.Rg6 h5 19.g5 h4 20.Nh5 Rxh5 21.Rh6 Rxg1 22.Rh8**

B35, 4th Prize, Michel Caillaud
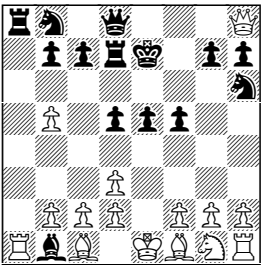
PG in 16.0 (15+14) C+

The wNb1 is needed to screen at e7 and g8. After it does its work it returns home and is captured by axb1=B, a Phoenix promotion. **1.Nc3 e5 2.Nd5 Bb4 3.Ne7 d5 4.a3 Bf5 5.axb4 Bd3 6.exd3 Nh6 7.Qg4 Rf8 8.Qe6 f5 9.Qg8 a5 10.Qh8 a4 11.Ng8 Rf7 12.b5 Rd7 13.Nf6++ Ke7 14.Ne4 a3 15.Nc3 a2 16.Nb1 axb1=B**

B28, 5th Prize, Roberto Osorio & Jorge Lois
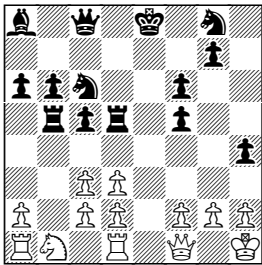
PG in 20.0 (13+14) C+

This problem has two unifying elements - the wN and the wBc1 both act as screens against check and they form a couple to be cross-captured by bxa6/axb6 - which bring the problem up to prize level. **1.Nf3 d5 2.Ne5 d4 3.Nd7 d3 4.exd3 h5 5.Be2 h4 6.Bf3 Rh5 7.Bc6 Rd5 8.Bb5 f5 9.Ba6 bxa6 10.Nf6+ exf6 11.OO Bb4 12.Kh1 Bc3 13.bxc3 Bb7 14.Ba3 Qc8 15.Be7 c5 16.Qe2 Nc6 17.Rd1 Rb8 18.Qf1 Ba8 19.Bd8 Rb5 20.Bb6 axb6**

B16, 1st Honorable Mention, Andrey Frolkin & Kostas Prentos
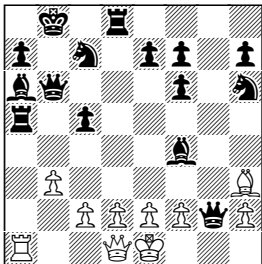
PG in 20.0 (10+15) C+

A splendid problem. Something has to screen at g1 in order to allow the wBf1 to play out while Black's promoted Q stands on h1. Only a Knight can do the trick, and White must promote one as the original Knights were captured early on. Once the promoted Knight has performed this function, it returns to the promotion square to be captured. Note that 12. Nd7? Rg5 13.Ne5? ??? And 18.Nd4? Ba6 19.Nc6? ??? are neatly prevented. The extra-set bQ is tolerable in a problem with such pretty content. *[This problem is substantially anticipated by **PDB P1009501** (Wilts) which, however, includes one capture move by the theme Knight. Achieving a capture-free journey almost always offers a more pleasing effect and this problem deserves recognition on that basis.]* **1.Nc3 d5 2.Ne4 dxe4 3.Nf3 exf3 4.b3 fxg2 5.Bb2 gxh1=Q 6.Bf6 gxf6 7.a4 Bh6 8.a5 Bf4 9.a6 Nh6 10.axb7 Na6 11.b8=N Rg8 12.Nc6 Rg5 13.Nd4 Ra5 14.Nf3 c5 15.Ng1 Qb6 16.Bh3 Qg2 17.Nf3 Nc7 18.Ne5 Ba6 19.Nd7 OOO 20.Nb8+ Kxb8**.

B17, 2nd Honorable Mention, Andrey Frolkin & Kostas Prentos
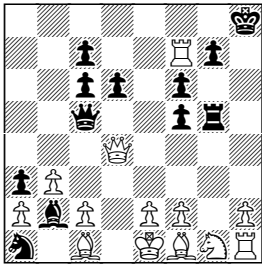
PG in 20.0 (13+12) C+

Black's diagrammed pieces account for 19 out of the 20 moves allotted, and unless the wRa1 accounts for one of Black's Pawn captures, both White's d- and g- Pawns promoted. The d-Pawn needs to capture to promote, so Bc8-e6 accounts for Black's missing move. White captures dxe6xf8 to make a "Prenix" Rook which will stand in for the wRa1 which gets captured immediately afterward. Note that the theme wNb1 cannot be the piece captured at f6, as White must cause the disappearance of Black's Ng8 early enough to permit Black to castle. **1.g4 a5 2.g5 a4 3.g6 Ra5 4.gxh7 Rg5 5.hxg8=N f5 6.Nf6+ exf6 7.Nc3 Ba3 8.Nd5 OO 9.Ne7+ Kh8 10.Ng8 Qe7 11.d4 Qc5 12.d5 d6 13.Qd4 Be6 14.dxe6 Nc6 15.e7 Na5 16.exf8=R Nb3 17.Rf7 Nxa1 18.b3 Bb2 19.Ne7 a3 20.Nc6 bxc6**

B01, 3rd Honorable Mention, Itamar Faybish
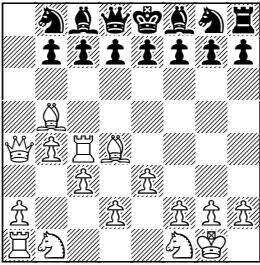
PG in 16.5 (16+14) C+

The White pieces can reach their destinations in the allotted moves only if the wPb4 captured twice to allow the wRc4 to exit on the b-file. Thus we quickly see that the bPa7 was captured by b2xa3 and the missing bR was captured by a3xb4. But the bR's access to b4 is blocked on three sides by the wQ/wR/wB trio in the diagram, and it is able to reach that square only by first insinuating itself into the White side, requiring a trip to e2. The bR's 12 moves nicely include a tempo move for good measure. **1.e3 a5 2.Bb5 a4 3.Ne2 a3 4.bxa3 Ra4 5.Bb2 Rb4 6.Bd4 Rb2 7.c3 Rc2 8.OO Rc1 9.Qa4 Re1 10.Ng3 Re2 11.Rc1 Re1+ 12.Nf1 Rd1 13.Rc2 Rc1 14.Rb2 Rc2 15.Rb4 Rb2 16.Rc4 Rb4 17.axb4**

B07, 4th Honorable Mention, Itamar Faybish
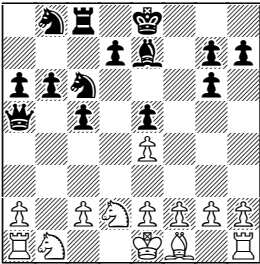
PG in 15.0 (13+14) C+

Black's diagrammed pieces can reach their squares in 14 moves, and if necessary Black could use the spare move to capture White's missing b-Pawn (Qd8xb6-a5) without cross-capturing axb6/bxa6. But for White to eliminate one of the Black Rooks and still arrange the capture of the all three missing White units is too much to ask. The theme wB accomplishes its mission early on, but the rest of the game justifies this puzzling problem. **1.b4 c5 2.Bb2 Qa5 3.Bf6 e5 4.Bd8 Ne7 5.Bb6 axb6 6.b5 Ra6 7.bxa6 bxa6 8.Nc3 Bb7 9.d3 Be4 10.dxe4 Nec6 11.Qd6 Be7 12.Qg6 fxg6 13.Nf3 Kf7 14.Nd2 Rc8 15.Ncb1 Ke8**

B27, 5th Honorable Mention, Roberto Osorio & Jorge Lois
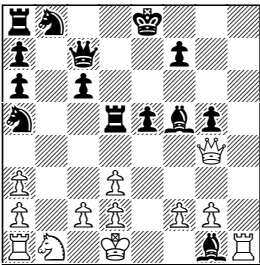
PG in 20.0 (12+14) C+

There are thematic trips by a wN and both wB's. The wN and c1B combine to permit h4xg3xh2xg1=B, a Phoenix promotion. This problem has some ideas in common with B28, but deserves separate recognition even though - I am informed by the controller upon inquiry - it is by the same composer(s). **1.Nf3 d5 2.Ne5 d4 3.Nd7 d3 4.exd3 h5 5.Be2 h4 6.Bf3 Rh5 7.Bc6 Rd5 8.Bb5 g5 9.Ba6 bxa6 10.Ne5 Bf5 11.Nf3 e5 12.Ng1 Ba3 13.bxa3 Ne7 14.Bb2 Nec6 15.Bd4 Na5 16.Be3 c6 17.Bf4 Qc7 18.Bg3 hxg3 19.Qg4 gxh2 20.Kd1 hxg1=B**

B29, 6th Honorable Mention, Ion Murarasu & Vlaicu Crisan
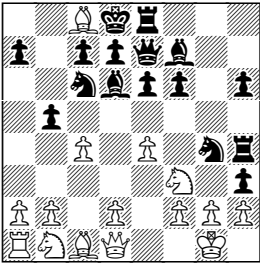
PG in 19.0 (15+16) C+

The wR has to screen for the wB to permit Black to castle, and then wend its way to h6 to be captured. The same idea appears in the 2nd Prize entry, but here the theme Rook continues its trip for 7 more moves after performing its screen. A more ideal expression of this lovely idea might have been a return of the Rook to its home square (not thematic in this tourney) or having it captured by a piece rather than a Pawn. **1.e4 f6 2.Ba6 b5 3.Nf3 Bb7 4.OO Bd5 5.Re1 Bf7 6.Re3 e6 7.Rc3 Bd6 8.Rc6 Qe7 9.Rb6 Nc6 10.Rb7 OOO 11.c4 Re8 12.Rb6+ Kd8 13.Bc8 h5 14.Ra6 h4 15.Ra3 h3 16.Rd3 Rh4 17.Rd5 Nh6 18.Rh5 Ng4 19.Rh6 gxh6**

B03, Commendation, Itamar Faybish
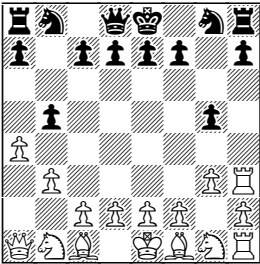
PG in 9.5 (16+14) C+
The theme is neatly doubled in a short game. **1.a4 b5 2.Ra3 Bb7 3.Rh3 Bd5 4.Nc3 Ba2 5.b3 g5 6.Ba3 Bg7 7.Qa1 Bb1 8.Nxb1 Bb2 9.g3 Bc1 10.Bxc1**

B04, Commendation, Itamar Faybish
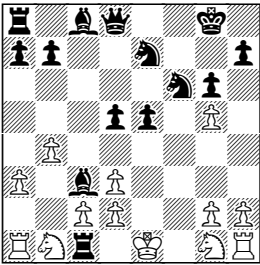
PG in 17.0 (13+14) C+

The need to release the bR by fxg6, so that White can capture the Rook by e2xd3, requires that the theme pieces (wQ and wB) take longer journeys to reach the capture squares g6 and c4 than would be the case if they could swap roles. **1.b4 g5 2.Ba3 Bg7 3.Qc1 Bc3 4.Qb2 e5 5.Qb3 Ne7 6.Qe6 OO 7.Qg6+ fxg6 8.Bc1 Rf3 9.a3 Rd3 10.exd3 d5 11.Be2 Nd7 12.Bg4 Nf6 13.Bd7 c5 14.Ba4 c4 15.Bb3 cxb3 16.f4 b2 17.fxg5 bxc1=R+**

B13, Commendation, Kostas Prentos & Mario Parrinello
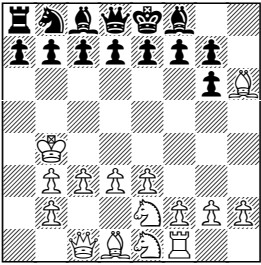
PG in 17.5 (15+14) C+

Since Black has no retromove unless White's last was a capture, the bR is forced to go to great effort to be captured. Note that the wN on e1 cannot be the captor as then the bR has no retromove. **1.d3 Nh6 2.Kd2 Nf5 3.Kc3 Nd4 4.Kb4 Nb3 5.axb3 Rg8 6.Ra6 Rh8 7.Rg6 hxg6 8.c3 Rh5 9.Bh6 Ra5 10.e3 Ra1 11.Na3 Rc1 12.Be2 Rc2 13.Qc1 Rd2 14.Bd1 Re2 15.Nc2 Re1 16.Ne2 Rg1 17.Ne1 Rf1 18.Rxf1**

B18, Commendation, Kostas Prentos & Andrey Frolkin
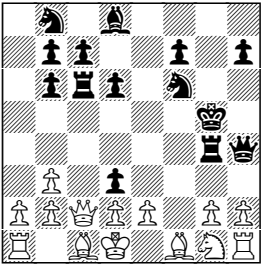
PG in 19.0 (14+14) C+

Two White Knights take a total of 11 moves to reach squares where they can screen against the bQ and then get captured. **1.Nc3 e5 2.Ne4 Qh4 3.Ng3 Ke7 4.f4 Kf6 5.f5 Kg5 6.f6 Be7 7.fxg7 Nf6 8.g8=N Bd8 9.Nh6 Re8 10.Ng4 Re6 11.Nf2 Rc6 12.Nf5 d6 13.Ne7 Be6 14.Nc8 Bb3 15.Nb6 axb6 16.cxb3 Ra4 17.Qc2 Rg4 18.Kd1 e4 19.Nd3 exd3**

B26, Commendation, Roberto Osorio & Jorge Lois
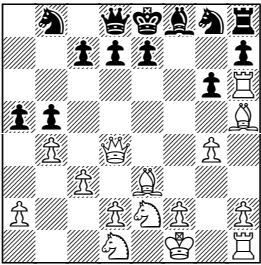
PG in 16.5 (15+13) C+

Like another entry which did not make the award, but here the Bishop and Rook are captured by pieces rather than Pawns. Black needs to screen against a check from the wQ when White plays 7.Bh5+, and the screening pieces give themselves after up performing this role. **1.b4 f5 2.Bb2 f4 3.Bd4 f3 4.Nc3 fxe2 5.Bxe2 a5 6.Kf1 Ra6 7.Bh5+ Rg6 8.Qg4 b5 9.Re1 Bb7 10.Nd1 Bd5 11.c3 Bf7 12.Re6 Rh6 13.Rxh6 g6 14.Be3 Bd5 15.Qd4 Bf3 16.g4 Be2+ 17.Nxe2**