

## Champagne 2016 Award

Theme : **Circuit**

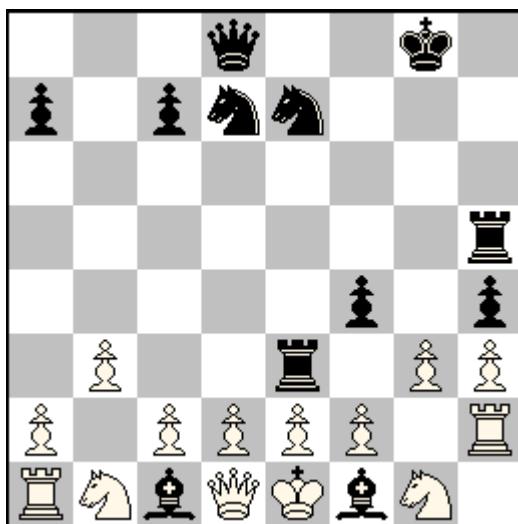
A piece returns to a previously occupied square after it occupied at least 2 other squares.

For section A, it is furthermore required that the circuiting piece is captured.

### Section A (ProofGames)

16 entries by 11 composers ; 3 were cooked  
2 other entries unfortunately never reached my mailbox

1<sup>st</sup> Prize  
Kostas Prentos (U.S.A.)

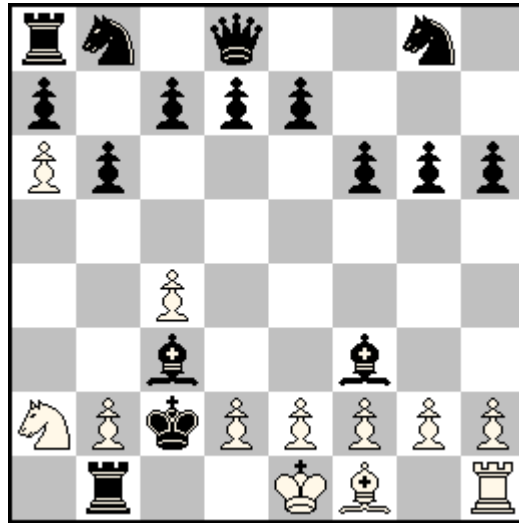


SPG 16.0 (14+12) C+

1.g3 f5 2.**Bh3** f4 3.**B×d7+** Kf7 4.**Bç6** Bh3 5.**B×b7** Nd7 6.**Bg2** Rb8 7.**Bf1 B×f1** 8.h3 Rb3  
9.Rh2 Ré3 10.b3 h5 11.**Ba3** h4 12.**B×é7** Rh5 13.**Bf6** Ba3 14.**B×g7** Né7 15.**Bb2** Kg8  
16.**Bç1 B×ç1**

I found 2 very good problems on the top, and it was very difficult to decide between them. Here the 2 6-moves circuits are executed with captures, which is the a drawback, but the thematic intensity is high and the beautiful chameleon echo between the 2 parts of the solution makes a great artistic impression.

2<sup>nd</sup> Prize  
Rustam Ubadullaiev & Igor Vereshchagin (Russia)

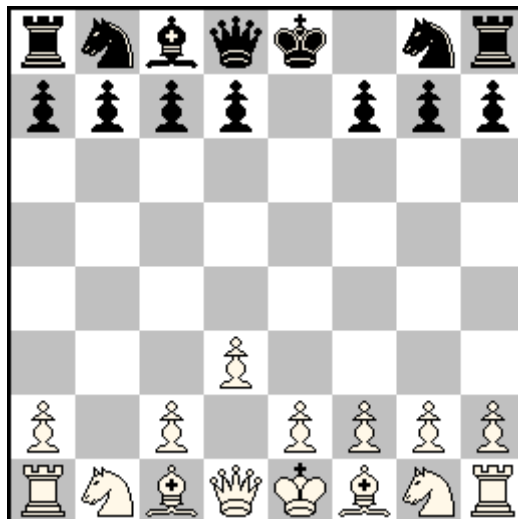


SPG 20.0 (12+16) C+

1.ç4 b6 2.Qç2 Bb7 3.Qg6 h×g6 4.Nç3 Rh3 5.Nd1 Rc3 6.a4 R×ç1 7.Ra3 Ra1 8.Rh3 Bf3  
9.Rh6 g×h6 10.Nh3 Bg7 11.Nf4 Bç3 12.Nd3 f6 13.Nç1 Kf7 14.Né3 Ké6 15.Nç2 Kd6  
16.Na3 Kç5 17.Nb1 Kb4 18.Na2+ Kb3 19.a5 Kç2 20.a6 R×b1+

Excellently motivated 6-moves circuit without capture by wNb1, with pin-unpin mechanism along first rank. The flow of the solution is breathtaking and determining the paths of the white Knights has been expertly engineered.

1<sup>st</sup> Honourable Mention  
Marco Bonavoglia (Italy)

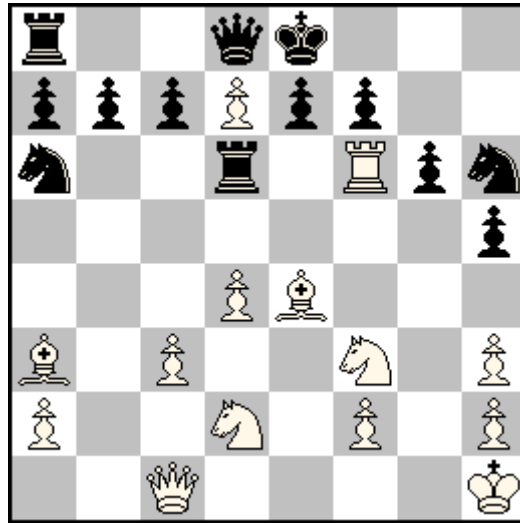


SPG 4.0 Andernach (15+14) C+

1.d3 é5 2.Bf4 Ba3 3.B×é5(b) Bé×b2(w) 4.Bç1 B×ç1(w)

A witty rendering. Thanks to the Andernach condition we have an accelerated circuit by wBc1 and the final capture is invisible!

2<sup>nd</sup> Honourable Mention  
Ivan Denkovski (Macedonia)

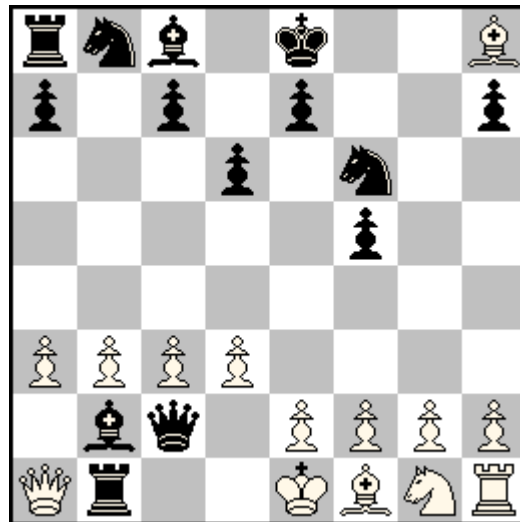


SPG 17.5 (14+13) C+

1.ç4 d5 2.ç5 Bh3 3.g×h3 h5 4.Bg2 Rh6 5.Bé4 Ra6 6.Nf3 g6 7.0-0 Bg7 8.Kh1 Bç3 9.b×ç3 d4  
10.Ba3 d3 11.Qç1 d×é2 12.d4 é×f1=B 13.Nbd2 Bb5 14.Rb1 Bd7 15.Rb6 Nh6 16.Rf6 Rd6  
17.ç6 Na6 18.ç×d7+

Circuit by a Pawn is of course not new, but the rendering is satisfying.

1<sup>st</sup> Commendation  
Marek Kolcak (Slovakia)

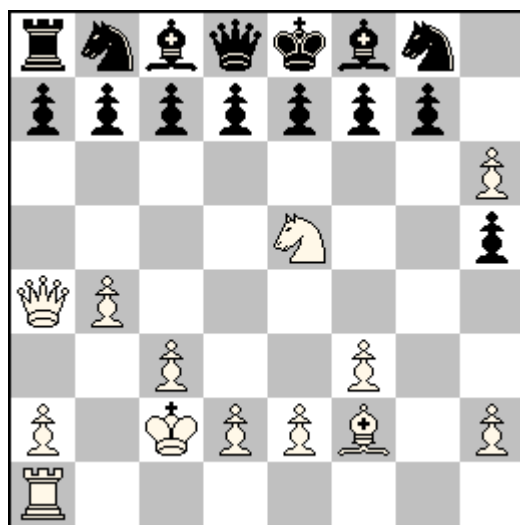


SPG 13.0 (14+14) C+

1.Na3 b5 2.Nç4 b4 3.a3 b3 4.Ra2 b×a2 5.b3 d6 6.Bb2 Qd7 7.B×g7 Qf5 8.B×h8 Bg7  
9.Qa1 Bb2 10.ç3 Qç2 11.d3 f5 12.Nd2 Nf6 13.Nb1 a×b1=R+

A 4-moves circuit without capture by wKnight b1, concluded with capture by a Phoenix Rook, performed with classical motivations. 2<sup>nd</sup> Prize sends it below in the award...

2<sup>nd</sup> Commendation  
Vidmantas Satkus (Lithania)



SPG 13.5 (13+15) C+

1.b4 h5 2.Bb2 Rh6 3.Bd4 Ra6 4.ç3 Ra3 5.Qa4 Rb3 6.Kd1 R×b1+ 7.Kç2 R×f1 8.Nf3 R×h1  
9.g4 Rg1 10.g5 Rg4 11.Nç5 Rf4 12.f3 Rf6 13.Bf2 Rh6 14.g×h6

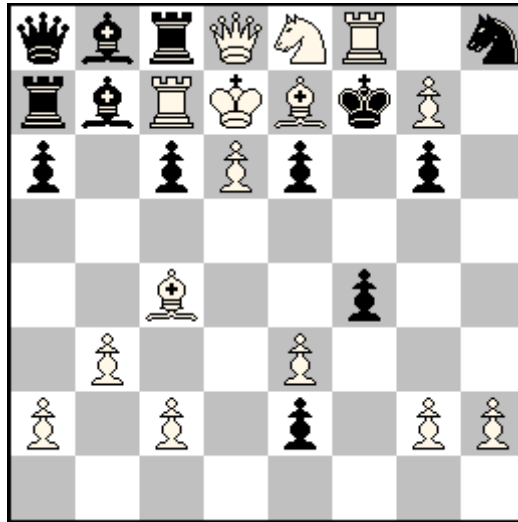
There were several entries with many moves in the circuits being captures. The result is far from aesthetic. However, here the 11-moves circuit by bRook is performed with a reasonably restricted number of captures.

## Section B (other kinds of Retros)

6 entries by 5 composers ; 1 was cooked

1<sup>st</sup> Prize

Aleksandr Semenenko & Andrey Frolkin (Ukraine)



Solve the position (15+13)

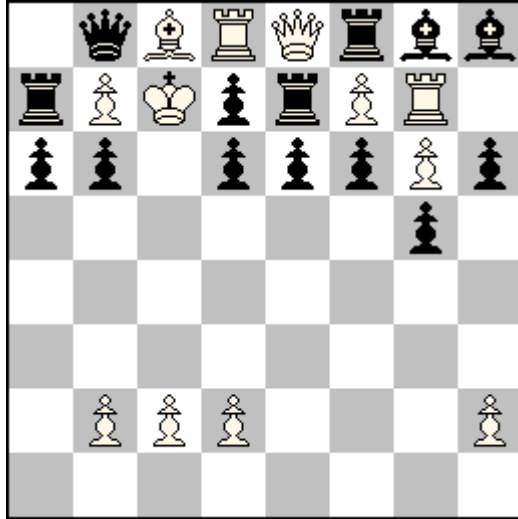
Retro-play :

-1.Rg8-f8† f5-f4 -2.Bh4-~~e7~~ f6-f5 -3.B~~e1~~×Ph4! h5-h4 -4.d5-d6 h6-h5 -5.Bb4-~~e1~~ h7-h6

-6.B~~e7~~×Pb4! b5-b4 -7.Kd6-d7 b6-b4 -8.Qd7-d8 or Rd7-~~c7~~

Beautiful and spectacular square circuit by wB. To unlock the position, Kd6-d7 has to be retracted, with something on e7 to prevent check by wRc7 to bKf7. But black retro-stalemate has to be avoided, hence the need to recapture black Pawns used to make tempo moves (capture balance shows that bPawns b and h couldn't have captured and have been captured on their respective columns).

2<sup>nd</sup> Prize  
Aleksandr Semenenko & Andrey Frolkin (Ukraine)



Minimal number of single moves after the last capture? (12+14)

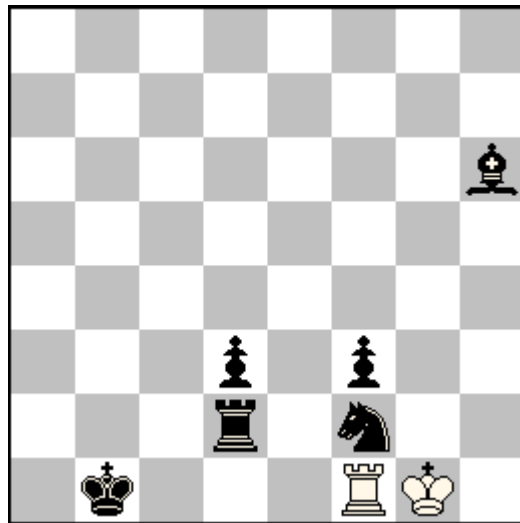
Retro-play :

-1...Qa8-b8‡ -2.**Rh7-g7** Bg7-h8 -3.**Rh8-h7** Bh7-g8 -4.**Rg8-h8** Bg7-h8 -5.**Rg7-g8** Rg8-f8  
-6.**Qf8-é8** Ré7-é8 -7.**Qé7-f8** Rf8-é8 -8.**Qé8-é7** é7-é6 -9.é6×Nf7 Né5-f7

There were a minimal number of 15 single moves after the last capture.

There is one moving spare square in the cage, and the pieces must follow each other to avoid retrostalemate. On the way to unlocking, 2 neat circuits are produced (square by wR, triangle by wQ). Numerically, we see more thematic content than 1<sup>st</sup> Prize, but the overall impression is less original : the motivation of retro-play has been showed in many retro problems (by Andrey Kornilov for example).

Honourable Mention  
Igor Vereshchagin (Russia)



h#4 (2+6) C+

Last move was **0-0+**

1.Kc2 **Rxf2** 2.Kd1 **Rh2** 3.Rc2 **Rh1** 4.d2 Kf2‡

Combining retro-play and forward play, wRh1 performs a rectangular circuit.  
Cute!

Michel Caillaud, 4<sup>th</sup> August 2016, Belgrade