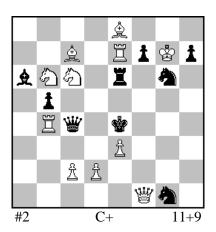
Marco GUIDA, guida.marco@alice.it 21st Memorial Birnov, 2013 1st Prize

Award published in « Sports-revue of the Volga region » in February 2013



Tries

- 1. 公c moves? [2. 臭c6 (A) ≠]
 - 1. ..., **△**f3 (x); 2. **쌀**d3 (B) ≠
 - 1. ..., **▲**xe7/e5/f4 (**쌀**d4+); 2. **쌀**(x)f4 (**罩**xd4)≠

But 1. ..., **≜**b7!

- 1. �e5? [2. d3 (B) ≠, NOT 2. ♣c6 (A)?]
 - 1. ..., **堂**xe5; 2. **臭**c6 (A)≠
 - 1. ..., **♠**e2 (y); 2. **쌀**f3 (X) ≠
 - 1. ..., **▲**xe5/f4; 2. **쌀**(x)f4≠

But 1. ..., **I**d6!

Solution

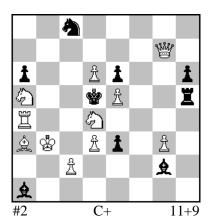
- 1. ②d4! [2. 豐f5 (C) ≠, NOT 2. 豐d3 (B)? 2. 臭c6 (A)?]
 - 1. ..., ∰xf1; 2. ዿc6 (A) ≠
 - 1. ..., **豐**c5/d5; 2. **豐**d3 (B) ≠
 - 1. ..., **△**f3 (x); 2. **쌀**xf3 (X)≠
 - 1. ..., **a**xe7/e5/f4 (**g**d4+); 2. **g**(x)f4 (**x**d4)+

- ✓ White Correction $+ 3^{rd}$ Degree Threat Correction
- ✓ Schema based on un-pins of black pieces
- ✓ Pseudo Le Grand between 1st and 2nd Tries
- ✓ Changed mate after 1..., **af3** (1st Try & Solution)
- ✓ Transferred mate 2. **"f3** between 2nd Try & Solution.
- ✓ Failing threat(s) return as variation mate(s) in 2nd Try and Solution

No 2

Marco GUIDA, guida.marco@alice.it Jubilee M. Vukcevich 75, 2013 2nd Prize

Award Published in Strategems, Vol 16, Issue No. SG62, April-June 2013



Set Play

1. ..., **≝**xe5 (a); 2. **≝**b7 (A) ≠

1. ..., **≜**xd4 (b); 2. c4 (B) ≠

Try

1. **營**g4? [2. **營**xe6 ≠]

1. ..., **x**e5 (a); 2. c4 (B) #

1. ..., **食**xd4 (b); 2. 豐xd4 (C) ≠

1. ..., **增**xe5 (**ဋ**h3); 2. 營xe6 (營e4) ≠

But 1. ..., **I**f5!

Solution

1. ②c4! [2. ②xe3 ≠]

1. ..., **I**xe5 (a); 2. **Y**xe5 (D) ≠

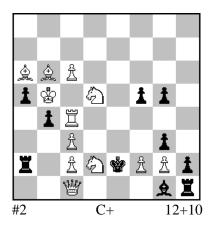
1. ..., **.** xd4 (b); 2. **增**b7 (A) ≠

1. ..., **曾**xd4; 2. **约**b6 ≠

- ✓ Zagoruiko
- ✓ Reciprocal Change of Mates across the three Phases
- ✓ Theme Bykos
- ✓ Flight-giving Keys (in both Try & Solution)
- ✓ A new battery mate in Solution after the King's flight

Marco GUIDA, guida.marco@alice.it Wola Gulowska 2013 1st-2nd Prize ex-aequo

Award Published in December 2013



Tries

- 1. 罩f4 (A)? [2. 含c5 (B) ≠] 1. ..., gxf4; 2. 公xf4≠ But 1. ..., **\$**xf2 (x)!
- 1. 罩d4 (C) ? [2. 營f1 (D) ≠] 1. ..., 鱼xf2 (x); 2. 含c5 (B)≠ But 1. ..., 罩a1!

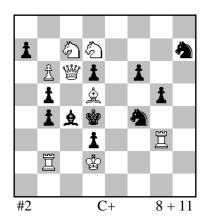
Solution

1. 含c5 (B)![2. 當f4 (A) ≠] 1. ..., 含xf2+ (x); 2. 當d4 (C)≠ 1. ..., 含xf2; 2. 營f1 (D) ≠

- ✓ Urania (key/threat/mate B)
- ✓ 1 x Dombvroskis (threat/mate B, across 1st & 2nd Try)
- ✓ 1 x Vladimirov effect (key/mate C across 2nd Try & Solution)
- ✓ Key-Threat Reversal (A & B, across 1st Try & Solution)
- ✓ Key-Mate Reversal (C & B across 2nd Try & Solution)
- ✓ Threat D in second Try returns as a mate in Solution after the flight of the King.
- \checkmark Changed mates after thematic defense (x).
- ✓ Flight-giving keys in Try2 and Solution
- ✓ Half-battery play

Marco GUIDA, guida.marco@alice.it Wola Gulowska 2014 3rd Prize

Award Published in December 2014



Set Play

Tries

1. 罩xb4 (C)? [2. 公xb5 (A) ≠] 1. ..., Axd5 (b); 2. 豐xd5 (E) ≠ But 1. ..., a6!

1. 띨g4 (D) ? [2. 匂e6 (B) ≠] 1. ..., ≜xd5 (a); 2. 營xd5 (E) ≠ But 1. ..., ♠f8!

1. 道e3? [2. 道e4≠] 1. ..., **皇**xd5 (a); 2. ②xb5 (A) ≠ 1. ..., **兔**xd5 (b); 2. ②e6 (B) ≠ But 1. ..., f5!

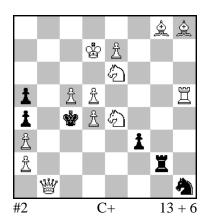
Solution

1. 豐xd6! [2. 豐c5 (X) ≠] 1. ..., **\$**xd5 (a); 2. 罩xb4 (C) ≠ 1. ..., **\$**xd5 (b); 2. 罩g4 (D) ≠ 1. ..., **\$**e6 (axb6); 2. ②xe6 (豐xb6)

- ✓ Zagoruijko over 4 phases (Tries + Solution)
- ✓ Bannyi (versus threats/mates C & D, and respectively defenses (b) and (a))
- ✓ Hannelius (versus Mates A & B)
- ✓ 2 x Dombrovskis "pattern" across Set Play and Solution: in Set Play the specific moves of the 2 thematic black pieces (Knight & Bishop) do not allow the respective thematic mates that, in the 3rd Try, appear after the thematic defenses.
- ✓ Black Correction matrix, with transferred Mates A & B across Set Play (after generic moves of black Knight/Bishop) & Solution (after specific moves of the Knight/Bishop).
- ✓ Pinning play

Marco GUIDA, guida.marco@alice.it 22nd Memorial Birnov 2015 1st-2nd Prize (ex-aequo)

Award Published in May 2015



Tries

- 1. ②6g5 (D) ? [2. d6 (C) ≠] 1. ... **Ξ**xg5; 2. 豐f1 ≠
 - But 1. ..., **I**c2 (a) ! **I**b2 (b) !
- 1. ②c7 (A) ? [2. 營b5 ≠] 1. ... 罩b2 (a); 2. d6 (C) ≠ But 1. ..., 罩g7!
- 1. **公**f4 (B) ? [2. 營d3 ≠] 1. ... **I**c2 (b) (**I**d2); 2. d6 (C) ≠ But 1. ..., **A**f2!

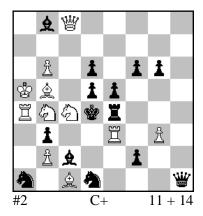
Solution

- 1. d6 (C) ! [2. 4∆6g5 (D) ≠]
- 1. ..., **I**b2 (a); 2. **②**c7 (A) ≠
- 1. ..., **I**c2 (b); 2. **②**f4 (B) ≠
- 1. ..., **I**g6 (**I**g7, **I**xg8); 2. **Ψ**f1≠

- ✓ 2 x Vladimirov
- ✓ 2 x Dombrovskis obtained exploiting a double-refutation to the 1st Try (Threat/Mate (C); Refutations/Defences (a) & (b))
- ✓ 2 x Key-Mate Reversal
- ✓ Key-Threat Reversal
- ✓ Half-Battery

Marco GUIDA, guida.marco@alice.it League of The Macedonian Problemists 2014 1st Prize

Award Published in Supplement to "The Macedonian Problemist", No. 45, Sept-Dec 2014



Tries

Solution

1. ②xe5! [2. ②bd3 ≠ (NOT 2.②b~ (A)? 2.②c6 (B)?)]

1. ..., *****xe5; 2. **②**bc6 (B) ≠

1. ..., ♠d~; 2. (x)c3 ≠

1. ..., **≌**e1; 2. **②**f3 ≠

- ✓ White Correction & Threat Correction: the generic move of ②c4 introduces a generic-move threat by ②b4 (but not the 2 specific thematic mates). Correction moves of ②c4 precise the threat by ②b4.
- ✓ Half-battery matrix, with flight-giving keys in Try2 & Solution.
- ✓ Across the 3 phases, a cycle of "non effective" threats by ②b4 develops, with two specific non-effective mates in Try2 and Solution (respectively 2.②xd5 and 2.②c6) returning as mates after the flights of the King.
- ✓ Reciprocal change of effects of the White Knights moves across Ty2 & Solution:
 - o In Try2 the Key interferes a white-line, and the threat 2. 2xd5 is ineffective, since it will give a flight to the King due to capture of a Black Pawn.
 - o In Solution the Key gives a flight by capturing Black Pawn, and the threat 2.40b4 is ineffective, since it will interfere a white line.