

WORLD CHAMPIONSHIP IN COMPOSING FOR INDIVIDUALS (WCCI) 2013-2015

Section: Retro problems

Participant: Per Olin, e-mail: olinchess@gmail.com

Per Olin

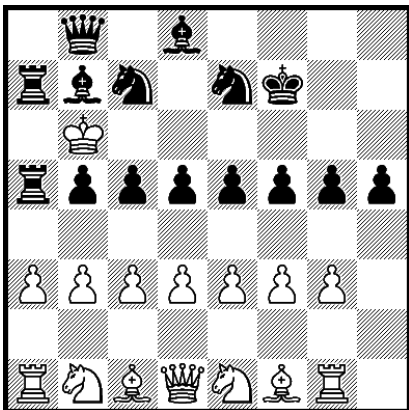
Personal preference by author: 1 / 6

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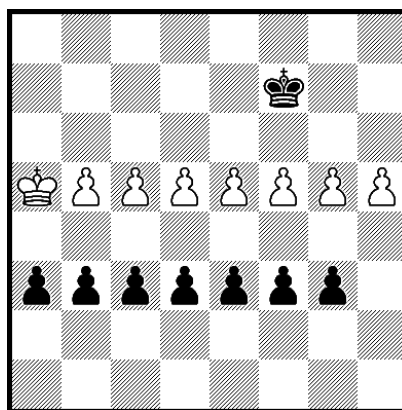
1st Prize Springaren Winter Tourney 2014-15

Award: Springaren Nr 136 June 2015 p. 99

A



B



A->B 22.0

Solution:

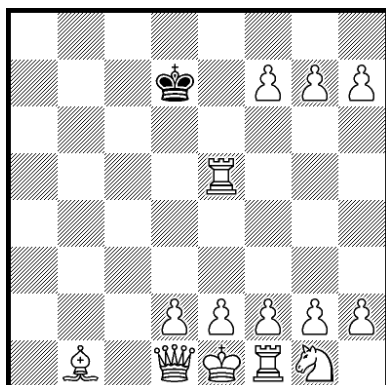
1.a4 b4 2.Ra3 bxa3 3.b4 c4 4.Qb3 cxb3 5.c4 d4 6.Nc3 dxc3 7.d4 e4 8.Bd3 exd3
9.e4 f4 10.Be3 fxe3 11.f4 g4 12.Nf3 gxf3 13.g4 h4 14.Rg3 Rh5 15.gxh5 Nf5 16.exf5
Bg5 17.fxg5 Nb5 18.axb5 Qe5 19.dxe5 Bd5 20.cxd5 Rc7 21.Ka5 Rc5 22.bxc5 hxg3.

Comment: Seven exchanges of places by white and black pawns.

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MatPlus Forum July 7th, 2013

Dedicated to Alain Brobecker



Proof game in 21.5 moves Chess960

Solution:

Black is missing 15 pieces and all white 15 pawn moves are captures. The black pawns on the a- and b-files have captured towards the center in order to be captured by white pawns; promoting the black pawns is too slow. The black captures eliminating the two missing white pieces are axb and bxc, done by one or by two black pawns. A black pawn on the b-file, original or coming from the a-file, is captured by White through axb3. A black pawn on the c-file, original or coming from the a- or b-file, is captured by White on c3 or c4.

Captured whites pieces are the bishop on dark squares and a knight. If the first white capture by a pawn had taken place in the 3rd move, then a black piece must move to b3, c3 or d3 in the 2nd move. This would be possible only by a diagonal piece starting on g8 or h8; however, the white piece constellation in SE corner shows that this is not the case. Thus, the first pawn move by White takes place earliest in the 4th move; the first three white moves are knight moves.

A knight originating from h1 can be captured in the third move by Black on the c-file by bxc3/5. The white bishop on dark squares is then captured on the b-file by axb. Starting from Chess960 initial position a-h BBRQKRNN, and having wBa1 captured on b4 or b6, White loses a crucial tempo after 1.Ng3 b5 2.Ne4 b4 3.Nc3 bxc3 4.bxc3 d5 5.Bb2. On b4 the bishop can be captured after two moves without losing any tempo, if the bishop starts on c1.

Counting the minimum of white moves there are 15 pawn moves, three by the knight from h1, two by the rook on e5 and two by the bishop on dark squares when starting on c1; total 22 equals the move amount by White in the stipulation. The Chess960 initial position is a-h RBBQKRNN and play 1. Ng3 b5 2.Ne4 b4 3.Nc3 bxc3 4.bxc3 a5 5.Ba3 Ba7 6.Bb4 Bd4 7.cxd4 e5 8.dxe5 Nf6 9.exf6 axb4 10.fxc7 b3 11.axb3 c5 12.Ra5 c4 13.bxc4 d5 14.cxd5 Be6 15.dxe6 Qd3 16.Re5 Ra4 17.cxd3 Re4 18.dxe4 f5 19.exf5 Ng6 20.fxc6 Rf7 21.exf7+ Kd7 22.gxh7.

Comment: Three Volet pawns have apparently not been seen in a proof game starting from the initial game array rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR.

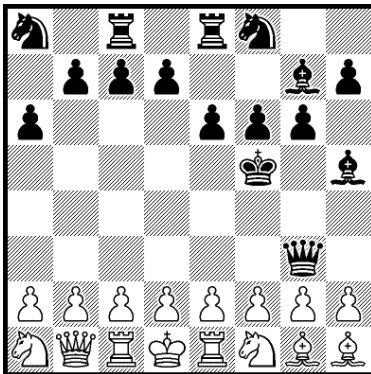
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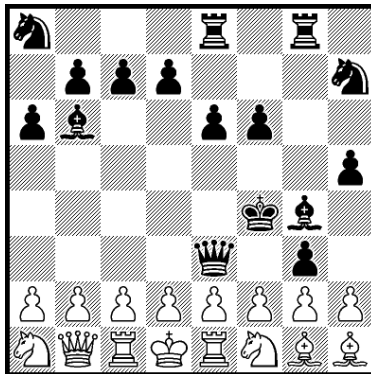
feenschach 204 Band XXXIII Nov- Dec 2013 p. 370

Dedicated to Mario Richter

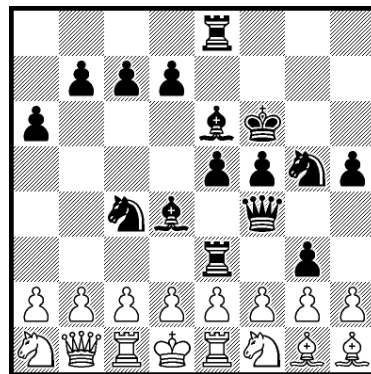
A



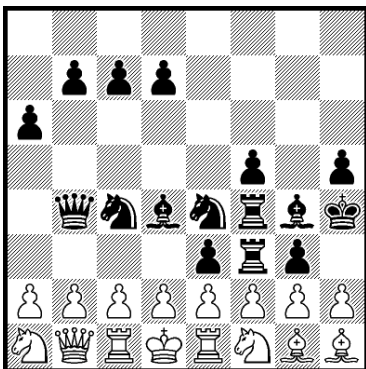
B



C



D



Proof game in 13.0 moves Chess960

- a) from a Chess960 initial position to A
- b) from A to B
- c) from B to C
- d) from C to D

Solutions:

a) Chess960 initial position a-h NQRKRNB and 1.Nb3 a6 2.Qa1 Qa7 3.Rb1 Qe3 4.Kc1 Qg3 5.Ne3 e6 6.Rf1 Ke7 7.Rd1 Kf6 8.Nf1 Kf5 9.Re1 f6 10.Kd1 Bf7 11.Rc1 Bh5 12.Qb1 g6 13.Na1 Bg7

b) 1.Nb3 Bh6 2.Qa1 Be3 3.Rb1 Bb6 4.Kc1 Qe3 5.Ng3+ Kf4 6.Rf1 g5 7.Rd1 g4 8.Nf1 g3 9.Re1 Bg4 10.Kd1 h5 11.Rc1 Nh7 12.Qb1 Rg8 13.Na1 Rce8

c) 1.Nb3 Rg5 2.Qa1 Re5 3.Rb1 Kg5 4.Kc1 Qf4 5.Ne3 Bd4 6.Rf1 Nb6 7.Rd1 Nc4 8.Nf1 Re3 9.Re1 e5 10.Kd1 Be6 11.Rc1 f5 12.Qb1 Kf6 13.Na1 Ng5

d) 1.Nb3 Bd5 2.Qa1 Bf3 3.Rb1 Bg4 4.Kc1 Rf3 5.Ne3 e4 6.Rf1 Qd6 7.Rd1 Qb4 8.Nf1 e3 9.Re1 Re4 10.Kd1 Ref4 11.Rc1 Ne4 12.Qb1 Kg5 13.Na1 Kh4

Comment: The rook on e1 fourfold performs three moves and returns to e1, which necessitates moving five additional white pieces.

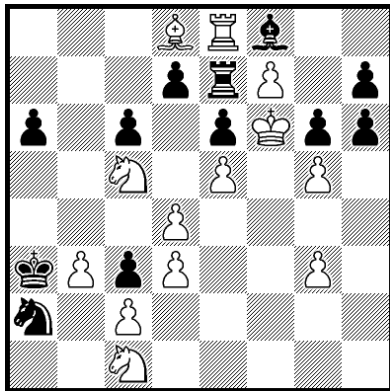
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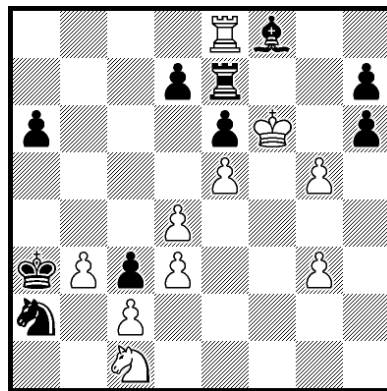
1st Prize Springaren Summer Tourney 2013

Award: Springaren Nr 132, June 2014, p.104

A



B



A->B 10.0

Solution:

Analyzing the captures: The white pawn on f7 is captured without promoting and the black pawn on g6 is captured by either white knight as capture by the white rook on g6 is too slow. The black pawn c6 is captured on c6 or after it has advanced. Further are captured one of the white knights and the white bishop.

Try 1) In the try 1.Nb7/a4? c5 2.Nxc5 Nb4 the black knight captures the bishop on d8 and the pawn on f7 and returns to a2. This gives for Black one pawn move and eight knight moves, total nine moves; this is one too few. Getting a tenth move for Black by moving the pawn to c4 fails, as the white knight checks when capturing on c4.

Try 2) If the play starts with 1.Nb7? Nb4 2.Na5 Na2 3.Nxc6 Nb4 4.Ba5 Nxc6, then the problem is the white bishop, which has moved away from d8. Black can capture the bishop on his return from f7 to a2 on b4 (or d8 if the bishop returns), but White then needs eleven moves: two moves with the bishop, three with the knight starting on c5, six for the knight on c1 to capture on g6 and return. If here White in his 4th move does not move the bishop on d8, then the bishop is captured on d8 without moving. White would then need one additional move to get up to ten moves, but White can not lose a move with the knight on c1.

When replacing the knight on c1 by the knight originating from c5, White manages to lose a move. The play from A to B is 1.Ne2 Nc1 2.Nf4 Ne2 3.Nxg6 Nf4 4.Nh8 Ng6 5.Nb7 Nxh8 6.Na5 Nxf7 7.Nxc6 Nxd8 8.Nb4 Nc6 9.Na2 Nb4 10.Nc1 Na2.

Comment: Horses in a merry-go-round.

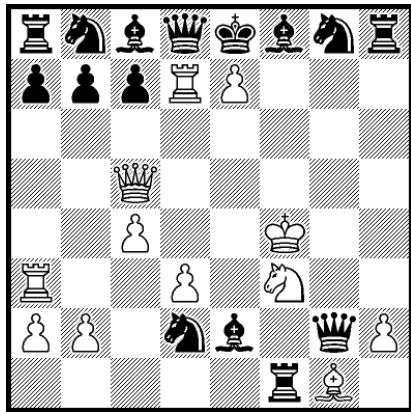
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René J. Millour 70 JT 2014 - 15 - 71st Theme Tourney of feenschach

2nd Honourable Mention

Award: feenschach Heft 211 Band XXXIV January-February 2015 p. 6



Proof game in 23.0 moves 12 + 15

Solution:

1. d3 e5 2. Be3 e4 3. Bd4 e3 4.c4 exf2 5.Kd2 h5 6. e4 h4 7. Qh5 h3 8.Qc5 f5 9.e5 f4
 10.e6 f3 11.Ke3 h3xg2 12.Nd2 gxf1B 13.Rc1 Be2 14.Rc3 f1Q 15.Ra3 f2 16.Nf3 g5
 17.Rg1 g4 18. Kf4 gxf3 19.Rg7 Qg2 20.Rxd7 f1N 21.Bg1 f2 22.Nf3 Nd2 23.e7 f1R

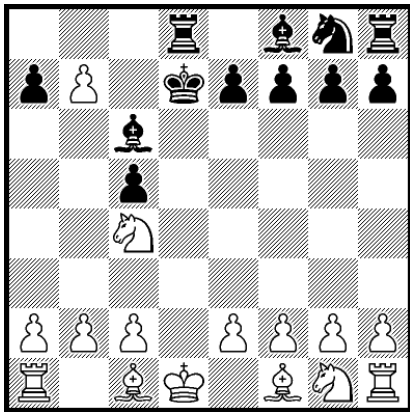
Comment: Black Allumwandlung on f1 in minimum number of moves.

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Messigny Solving Contest 2013 / Phénix 230 July-August 2013

3rd Commendation Phénix Retros 2012 - 13



Proof game in 8.0 moves b) - wpe2 (remove white pawn e2)

Solution:

a) 1.d4 c5 2.d5 Nc6 3.dxc6 Rb8 4.Qxd7+ Bxd7 5.cxb7 Bc6 6.Na3 Qd1+ 7.Kxd1 Kd7 8.Nc4 Rd8

b) 1.e4 d5 2.exd5 Nc6 3.dxc6 Qxd2+ 4.Nxd2 Bd7 5.cxb7 c5 6.Nc4 Bc6 7.Qd7+ Kxd7 8.Kd1 Rd8

Comment: The queens capture on d2 and d7 in order to enable the opposite queen to make a corresponding sacrifice along the d-line; separate routes for the white knight to c4; different move order for knight b8 and pawn c7; different pawns on b7.