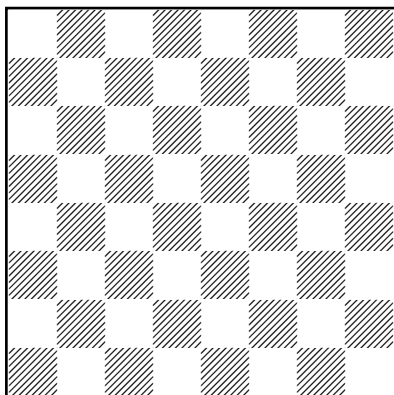
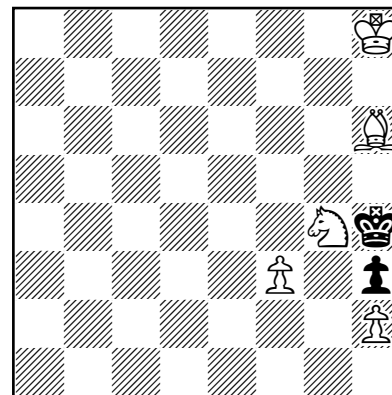


**Informal Composing
Tourney of The
Problemistic Courier
Edition 2021
THE LIST WITH THE
PUBLISHED PROBLEMS:**



0+0

Majoros, Bela
Curierul Problemistic
(6/596), 2021



#5

5+2

b) Move h4 h5

Popeye Windows-32Bit v4.63 (512 MB)

a)

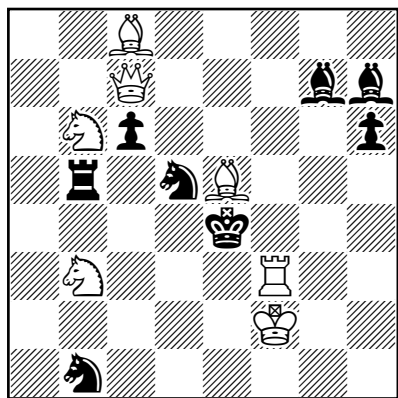
- 1.Kh8-g7 ! threat:
- 2.Kg7-f6 threat:
- 3.Bh6-f8 zugzwang.
- 3...Kh4-h5
- 4.Bf8-e7 zugzwang.
- 4...Kh5-h4
- 5.Kf6-g6 #
- 2...Kh4-h5
- 3.Kf6-f5 zugzwang.
- 3...Kh5-h4
- 4.Bh6-g5 +
- 4...Kh4-h5
- 5.Sg4-f6 #

b) bKh4-->h5

- 1.Kh8-g7 ! threat:
- 2.Kg7-f6 threat:
- 3.Kf6-f5 zugzwang.
- 3...Kh5-h4
- 4.Bh6-g5 +
- 4...Kh4-h5
- 5.Sg4-f6 #
- 2...Kh5-h4
- 3.Bh6-f8 zugzwang.
- 3...Kh4-h5
- 4.Bf8-e7 zugzwang.
- 4...Kh5-h4
- 5.Kf6-g6 #

solution finished. Time = 0.136 s

Craciun, Ovidiu
Curierul Problemistic
(6/597), 2021



#2

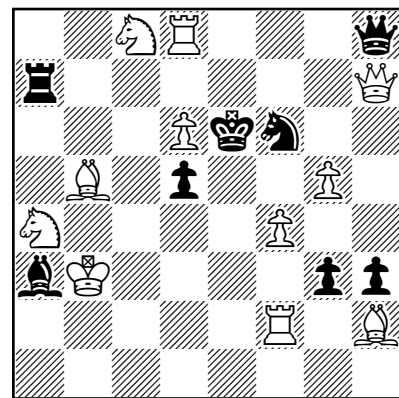
7+8

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Qc7*c6 ! threat:
2.Rf3-e3 #
1...Ke4*e5
2.Qc6-e6 #
1...Rb5*b3
2.Qc6*d5 #
1...Bg7*e5
2.Qc6-c2 #

solution finished. Time = 0.010 s

Craciun, Ovidiu
Curierul Problemistic
(6/598), 2021



#2

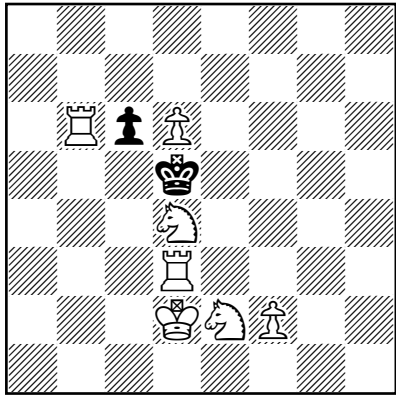
11+8

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Qh7-g6 ! threat:
2.Rf2-e2 #
1...Ba3-c1
2.Sa4-c5 #
1...Ba3-b2
2.Sa4-c5 #
1...Ba3*d6
2.Rd8*d6 #
1...Ba3-c5
2.Sa4*c5 #
1...g3*f2
2.f4-f5 #
1...d5-d4
2.Bb5-c4 #
1...Ra7*a4
2.Bb5-d7 #
1...Qh8-h5
2.Qg6*f6 #

solution finished. Time = 0.013 s

Черноус, Владимир
Curierul Problemistic
(6/599), 2021



#3

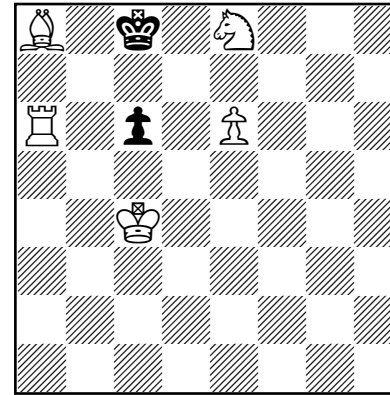
7+2

Popeye Windows-32Bit v4.63 (512 MB)

1.d6-d7 ! threat:
2.d7-d8=Q +
2...Kd5-e5
3.Rd3-e3 #
2...Kd5-c5
3.Rd3-c3 #
2...Kd5-e4
3.Rd3-e3 #
2...Kd5-c4
3.Rd3-c3 #

solution finished. Time = 0.019 s

Черноус, Владимир
Curierul Problemistic
(6/600), 2021



#3

5+2

Popeye Windows-32Bit v4.63 (512 MB)

a) 1...Kc8-b8
2.Ba8*c6 threat:
3.Ra6-a8 #

1.Ba8*c6 ! threat:
2.Ra6-a8 #
1...Kc8-d8
2.Ra6-a7 zugzwang.
2...Kd8-c8
3.Ra7-a8 #

1.e6-e7 ? threat:
2.Ba8*c6 but 1...Kc8-d7 !

1.Kc4-c5 ? zugzwang.
but 1...Kc8-d8 !

b) -wBa8 +wSa8

1.Se8-d6 + !
1...Kc8-d8
2.Ra6-a7 threat:
3.Ra7-d7 #
3.e6-e7 #
1...Kc8-b8
2.e6-e7 threat:
3.e7-e8=Q #
3.e7-e8=R #

solution finished. Time = 0.027 s

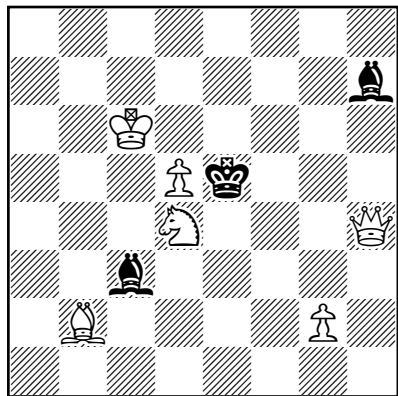
Try
SetPlay

b) Remove a8 Add white Sa8

Nicolaescu, Gheorghe

Curierul Problemistic

(6/601), 2021



#2

6+3

Popeye Windows-32Bit v4.63 (512 MB)

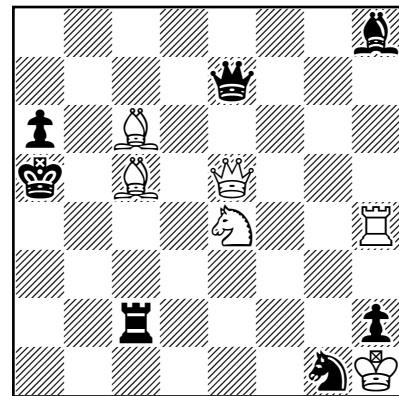
- 1.g2-g3 ! threat:
- 2.Qh4-f4 #
- 1...Bc3-d2
- 2.Qh4-e7 #
- 1...Bh7-e4
- 2.Qh4-h8 #
- 1...Bh7-f5
- 2.Sd4-f3 #

solution finished. Time = 0.010 s

Labai, Zoltan

Curierul Problemistic

(6/602), 2021



#2

6+7

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Qe5-a1 + ?
- 1...Rc2-a2
- 2.Qa1*a2 #
- but
- 1...Bh8*a1 !
- 1.Qe5-c7 + ?
- but
- 1...Qe7*c7 !

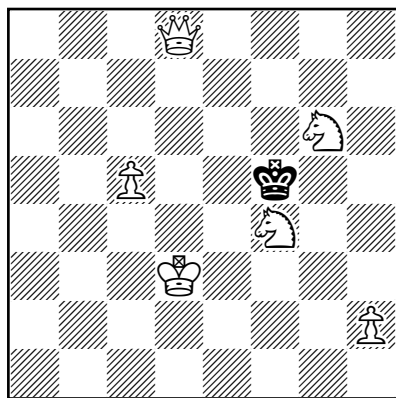
- 1.Se4-c3 ? threat:
- 2.Rh4-a4 #
- 1...Qe7*c5
- 2.Qe5*c5 #
- 1...Qe7*h4
- 2.Qe5-c7 #
- but
- 1...Rc2-a2 !

- 1.Se4-d6 ! threat:
- 2.Rh4-a4 #
- 1...Rc2-a2
- 2.Sd6-c4 #
- 1...Rc2*c5
- 2.Qe5*c5 #
- 1...Rc2-c4
- 2.Sd6*c4 #
- 1...Qe7*h4
- 2.Sd6-b7 #

solution finished. Time = 0.014 s

Try

Гальма, Михайло
Curierul Problemistic
(6/603), 2021



#2

6+1

Popeye Windows-32Bit v4.63 (512 MB)

1.Sg6-e5 ! zugzwang.

1...Kf5*e5

2.Qd8-g5 #

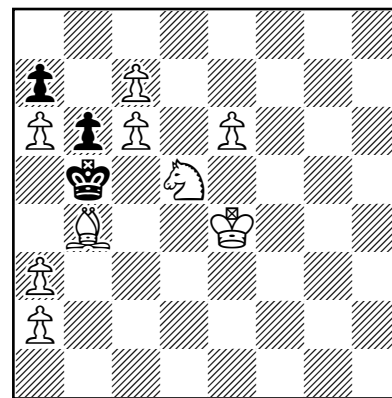
1...Kf5*f4

2.Qd8-f6 #

solution finished. Time = 0.010 s

Активна і пасивна жертва білих фігур. Active and passive victim of white figures (author).

Гальма, Михайло
Curierul Problemistic
(6/604), 2021



#2

9+3

Popeye Windows-32Bit v4.63 (512 MB)

1.c7-c8=S ! zugzwang.

1...Kb5*a6

2.Sd5-c7 #

1...Kb5*c6

2.Sc8*a7 #

1...Kb5-c4

2.Sc8-d6 #

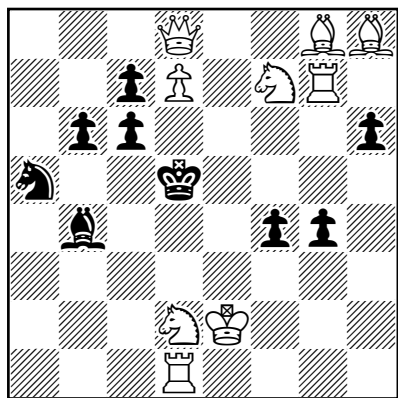
1...Kb5-a4

2.Sd5-c3 #

solution finished. Time = 0.010 s

Мередит, зірка чорного короля. Meredith, the star of the black king (author).

Гальма, Михайло
Curierul Problemistic
(6/605), 2021



#2

9+9

Popeye Windows-32Bit v4.63 (512 MB)

1.Rg5+? 1...hxg5!

1.Sxh6+? 1...Kc5!

1.Se4+? 1...Bd2!

1.Sf7-d6 + !

1...Kd5-e5

2.Rg7-g6 #

1...Kd5*d6

2.Qd8-e7 #

1...Kd5-c5

2.Sd2-e4 #

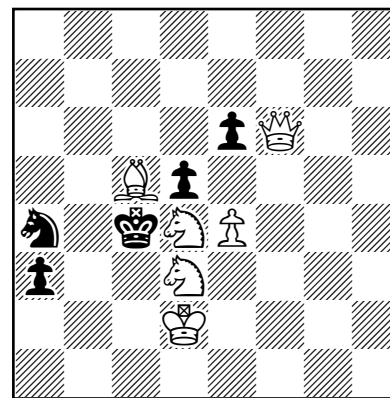
1...Kd5-d4

2.Rg7-g5 #

solution finished. Time = 0.010 s

Thematic checks with white on the first move of the decision and the false trail. Cross of the black king (author).

Гальма, Михайло
Curierul Problemistic
(6/606), 2021



#2

6+5

Popeye Windows-32Bit v4.63 (512 MB)

1...d5*e4 (a) 2.Qf6*e6 #

1...e6-e5 2.Qf6-a6 #

1.Qf6-f8 ? 1...d5*e4 ! (a)

1.Qf6-e7 ! 2.Sd3-e5 #

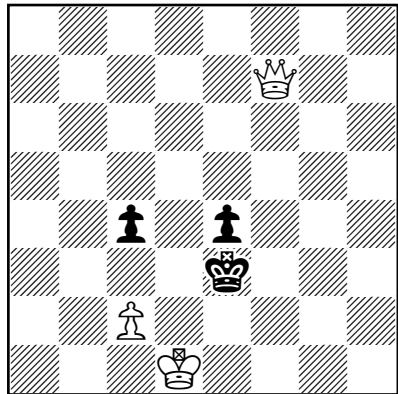
1...Sa4*c5 2.Qe7*c5 #

1...d5*e4 (a) 2.Qe7*e6 #

solution finished. Time = 0.010 s

Тема Харківська-2 . Theme Kharkiv-2 (author).

Барсуков, Валерий
Curierul Problemistic
 (6/607), 2021



#3 3+3

Try

Popeye Windows-32Bit v4.63 (512 MB)

1.Qf7-f2 + ?
 but

1...Ke3*f2 !

1.Qf7-f6 ? threat:

2.c2-c3 zugzwang.

2...Ke3-d3

3.Qf6-d4 #

2.Kd1-e1 threat:

3.Qf6-f2 #

but

1...c4-c3 !

1.c2-c3 ! threat:

2.Qf7-f6 zugzwang.

2...Ke3-d3

3.Qf6-d4 #

1...Ke3-d3

2.Qf7-g7 threat:

3.Qg7-d4 #

2...Kd3-e3

3.Qg7-g3 #

1.Kd1-e1 ? threat:

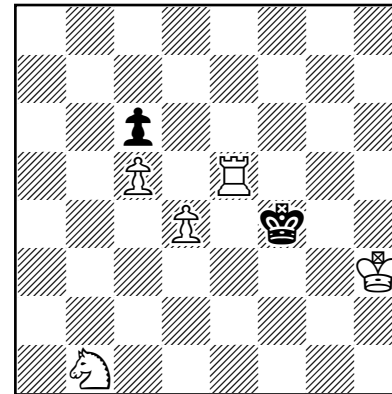
2.Qf7-f2 #

but

1...Ke3-d4 !

solution finished. Time = 0.016 s

Барсуков, Валерий
Curierul Problemistic
 (6/608), 2021



#5 5+2

Popeye Windows-32Bit v4.63 (512 MB)

1.Sb1-c3 ! threat:

2.Kh3-g2 zugzwang.

2...Kf4-g4

3.Sc3-e2 zugzwang.

3...Kg4-h4

4.Kg2-f3 zugzwang.

4...Kh4-h3

5.Re5-h5 #

1...Kf4-f3

2.Sc3-e2 zugzwang.

2...Kf3-f2

3.Se2-g1 zugzwang.

3...Kf2-f1

4.Kh3-g3 zugzwang.

4...Kf1*g1

5.Re5-e1 #

3...Kf2*g1

4.Re5-f5 zugzwang.

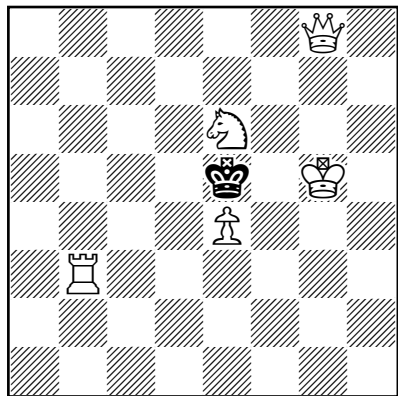
4...Kg1-h1

5.Rf5-f1 #

solution finished. Time = 0.142 s

Миниатюра с двумя правильными эхо-матами. А miniature with two model echo mates (author).

Барсуков, Валерий
Curierul Problemistic
(6/609), 2021



Popeye Windows-32Bit v4.63 (512 MB)

1.Qg8-g7 + !
1...Ke5*e6
2.Rb3-b6 #
1...Ke5*e4
2.Qg7-d4 #
1...Ke5-d6
2.Rb3-b6 #

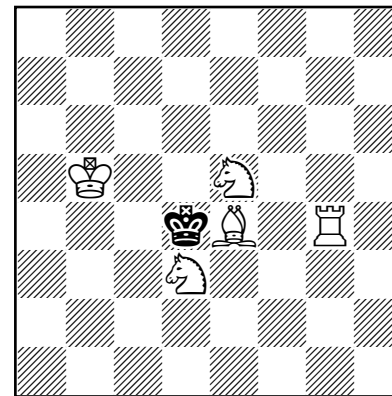
solution finished. Time = 0.011 s

#2

5+1

SetPlay

Барсуков, Валерий
Curierul Problemistic
(6/610), 2021



Popeye Windows-32Bit v4.63 (512 MB)

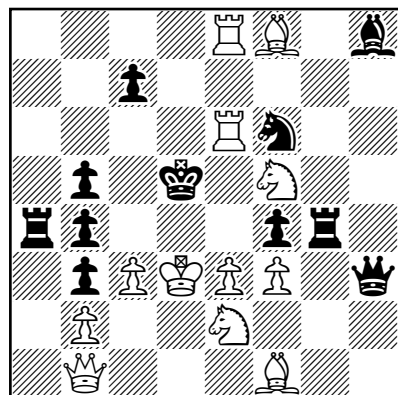
1.Se5-c4 ! zugzwang.
1...Kd4-c3
2.Sd3-c1 zugzwang.
2...Kc3-d4
3.Sc1-e2 #

solution finished. Time = 0.018 s

#3

5+1

SetPlay



#2 12+11

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd3-d2 ! threat:

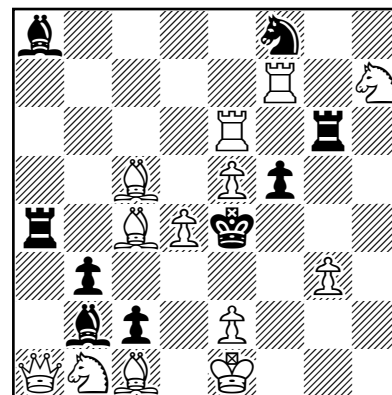
- 2.Qb1-d3 #
- 1...b4*c3 +
- 2.Se2*c3 #
- 1...f4*e3 +
- 2.Sf5*e3 #
- 1...Sf6-e4 +
- 2.Qb1*e4 #
- 1...Sf6-h5
- 2.Qb1-e4 #
- 1...Sf6-h7
- 2.Qb1-e4 #
- 1...Sf6-g8
- 2.Qb1-e4 #
- 1...Sf6*e8
- 2.Qb1-e4 #
- 1...Sf6-d7
- 2.Qb1-e4 #

- 1.Kd2! threat: 2.Qd3#
- 1...Se4+ AB 2.Q*e4#
- 1...b*c3+ AB 2.S*c3#
- 1...f*e3+ AB 2.S*e3#

- A - checking
- B - indirect guarding by line-opening

solution finished. Time = 0.015 s

- A - checking B - indirect guarding by line-opening

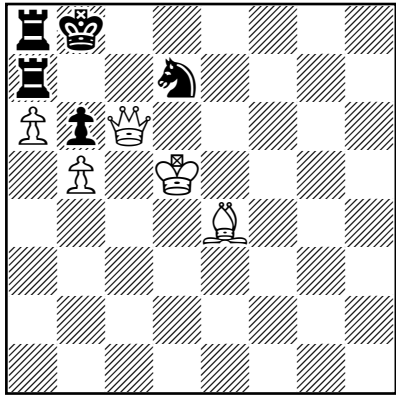


#2 13+9

SetPlay

- 1.Rd6? threat: 2.Bd3#
- 1...c*b1Q A 2.Q*b1# 1...R*c4 B 2.Q*a8# 1...B*d4 C
- 2.Q*d4# 1...Bc3+ D 2.S*c3# 1...R*g3 A 2.Sf6#
- 1...R*d6 C 2.Sg5# but 1...B*c1! C
- 1.Kf2! threat: 2.Sd2# 1...c*b1Q B 2.Q*b1# 1...R*c4
- C 2.Q*a8# 1...B*d4+ D 2.Q*d4# 1...Bc3 A 2.S*c3#
- 1...R*g3 C 2.Sf6# 1...B*c1 A 2.Sc3#
- DM-24-44 ABCD-BCDA cyclic change four defensive motifs
- DM-23-33 CDA-DAC cyclic change three defensive motifs
- DM-22-32 AC-CA
- DM-22-22 AC-CA reciprocal change after R*g3 and B*c1
- A - direct guard of the threat square
- B - capturing of the threat unit
- C - creating flight by capture D - checking

Черноус, Владимир
Curierul Problemistic
(6/613), 2021



#5

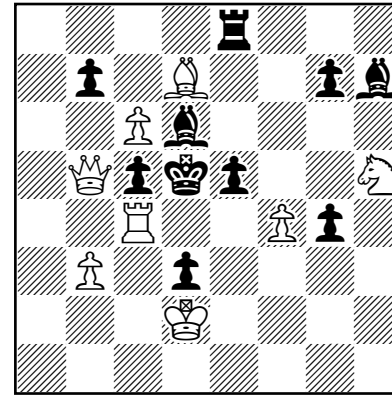
5+5

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Kd5-d6 ! threat:
- 2.Be4-f5 zugzwang.
1. ... Sf6 2. Qxb6+
2. ... Kc8 3. Bb7+
3. ... Rxb7 4. Qxb7+
4. ... Kd8 5. Qxa8#

solution finished. Time = 0.328 s

Черноус, Владимир
Curierul Problemistic
(6/614), 2021



#2

8+10

SetPlay

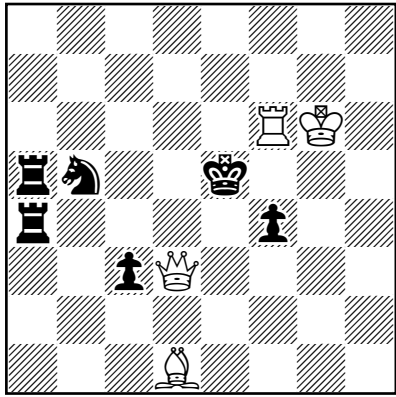
Popeye Windows-32Bit v4.63 (512 MB)

- 1...Bd6-b8
- 2.Qb5*c5 #
- 1...Bd6-c7
- 2.Qb5*c5 #
- 1...b7*c6
- 2.Qb5*c6 #
- 1...g7-g5
- 2.Sh5-f6 #
- 1...g7-g6
- 2.Sh5-f6 #

- 1.Rc4-e4 ! threat:
- 2.Qb5*d3 #
- 2.Qb5-c4 #
- 1...Kd5*e4
- 2.Qb5*d3 #
- 1...Bd6-f8
- 2.Qb5*d3 #
- 1...Bd6-e7
- 2.Qb5*d3 #
- 1...Bd6-b8
- 2.Qb5*d3 #
- 1...Bd6-c7
- 2.Qb5*d3 #
- 1...Bh7*e4
- 2.Qb5-c4 #

solution finished. Time = 0.012 s

Svítek, Miroslav
Curierul Problemistic
 (6/615), 2021

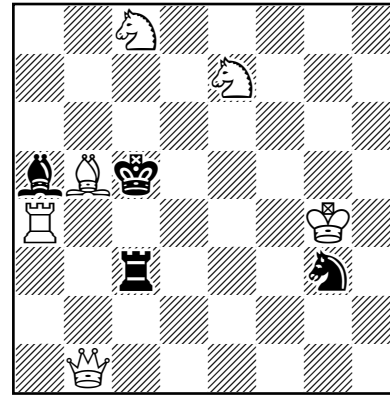


#2

4+6

1.Bf3! ~ 2.Qd5#
 1...Rd4AB 2.Qf5#
 1...Sd4BC 2.Qe4#
 1...Sc7CA 2.Qd6# (1...Re4 2.Q*e4#)
 Cyclic change of three defensive motives,
 prototype in GRAVURE AB-BC-CA.
 A - direct guard of the threat square,
 B - interference of the reatunit 's line,
 C -indirect guarding by line-opening (author).

Svítek, Miroslav
Curierul Problemistic
 (6/616), 2021

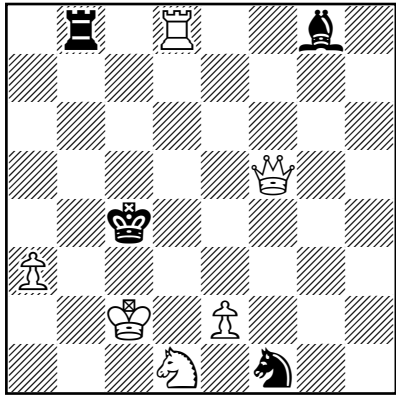


#2

6+4

1...Rd3 2.Rc4#
 1.Bd3? ~ 2.Qb5#, 2.Qg1# but 1...R*d3!
 1.Ba6! ~ 2.Qb5#
 1...Rc4+AB 2.R*c4#
 1...Bb4BC 2.Q*b4#
 1...Rb3CD 2.Rc4#
 Spiral defensive motifs, prototype in GRAVURE
 AB-BC-CD
 A - checking,
 B- creating flight by line interference,
 C -interference of the reatunit 's line,
 D - direct guard of the threat square (author).

Svítek, Miroslav
Curierul Problemistic
 (6/617), 2021

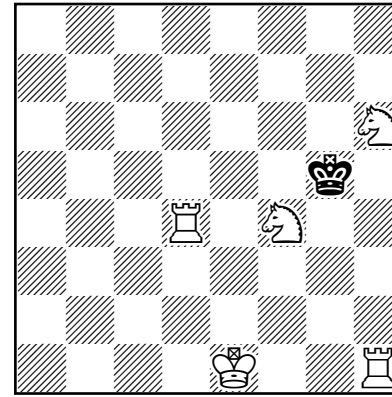


#2

6+4

1.e3! ~ 2.Rd4#
 1...Bd5AB 2.Q*d5#
 1...R*d8CD 2.Sb2#
 1...S*e3+EF 2.S*e3# (1...Rb2+ 2.S*b2#)
 Radical change of defense motives, prototype in
 GRAVURE AB-CD-EF
 A- creating flight by line interference,
 B - interference of the reatunit 's line,
 C - capturing of the threat unit,
 D -direct guard of the threat square,
 E - checking
 F - creating flight by capture (author).

Черноус, Владимир
Curierul Problemistic
 (6/618), 2021



#3

5+1

b) add black pawn e6
 c) Move d4 d6
 d=c) Move h6 g6

Popeye Windows-32Bit v4.63 (512 MB)

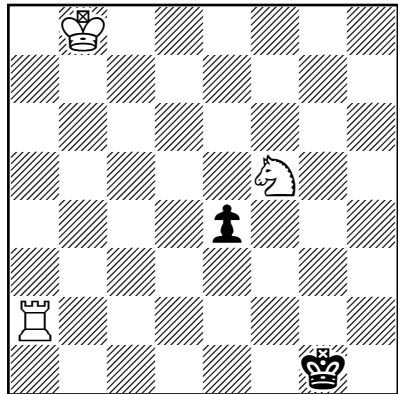
a) 1.Sf4-d5 ! threat:
 2.Rd4-g4 #
 1...Kg5-g6
 2.Rd4-g4 +
 2...Kg6-h7
 3.Sh6-f5 # 3.Sh6-g8 # 3.Sh6-f7 #

b) 1.Sf4-d5 ! threat:
 2.Rd4-g4 #
 1...Kg5-g6
 2.Rd4-g4 +
 2...Kg6-h7
 3.Sh6-f5 # 3.Sh6-g8 # 3.Sh6-f7 #

c) wRd4-->d6
 1.0-0 ! threat:
 2.Rd6-g6 +
 2...Kg5-h4
 3.Sh6-f5 #
 3.Rg6-g4 #
 2.Sf4-g2 threat:
 3.Rf1-f5 #
 1...Kg5-h4
 2.Sf4-g2 +
 2...Kh4-h5 3.Rf1-f5 #
 2...Kh4-h3
 3.Rd6-d3 # 3.Rf1-f3 #
 2...Kh4-g5 3.Rf1-f5 #
 2...Kh4-g3 3.Rd6-d3 #

+d) wSh6-->g6 1.Ke1-e2 ! threat:
 2.Ke2-f3 threat:
 3.Rh1-h5 #
 1...Kg5-g4 2.Rd6-d5 threat:
 3.Rh1-g1 #
 2...Kg4-g3 3.Rd5-g5 #
 solution finished. Time = 0.062 s

Панкратъев, Александр
Curierul Problemistic
(6/619), 2021



#7

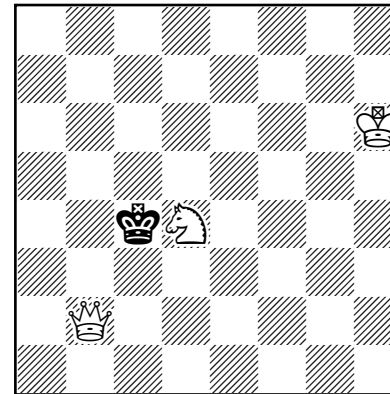
3+2

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Sf5-e3 ! threat:
- 2.Kb8-c7 threat:
- 3.Kc7-d6 threat:
- 4.Kd6-e5 threat:
- 5.Ke5-f4 threat:
- 6.Kf4-g3 threat:
- 7.Ra2-a1 #

solution finished. Time = 26.182 s

Панкратъев, Александр
Curierul Problemistic
(6/620), 2021



#6

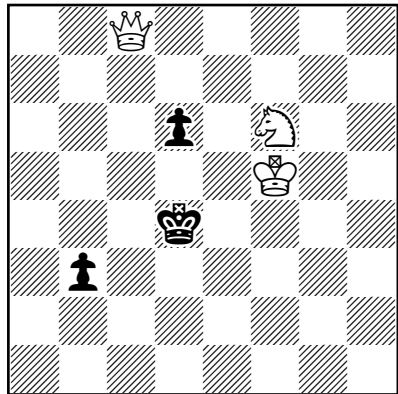
3+1

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Kh6-g5 ! threat:
- 2.Kg5-f4 threat:
- 3.Kf4-e5 threat:
 - 4.Qb2-b3 +
 - 4...Kc4-c5
 - 5.Qb3-b5 #
- 3...Kc4-d3
- 4.Qb2-c2 +
- 4...Kd3-e3
- 5.Qc2-e2 #
- 2...Kc4-d5
- 3.Qb2-b6 threat:
 - 4.Kf4-e3 threat:
 - 5.Qb6-c6 +
 - 5...Kd5-e5
 - 6.Qc6-e6 #
 - 4...Kd5-c4
 - 5.Qb6-b5 +
 - 5...Kc4-c3
 - 6.Qb5-b3 #

solution finished. Time = 10.539 s

Панкратъев, Александр
Curierul Problemistic
(6/621), 2021



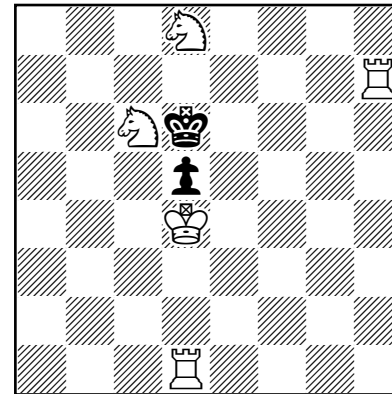
#4 3+3

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Sf6-e4 ! threat:
2.Qc8-c3 +
2...Kd4-d5
3.Se4-f6 #
1...Kd4-d3
2.Qc8-c3 +
2...Kd3-e2
3.Qc3-d2 +
3...Ke2-f3
4.Qd2-f2 #
3...Ke2-f1
4.Qd2-f2 #
1...Kd4-e3
2.Qc8-c3 +
2...Ke3-e2
3.Qc3-d2 +
3...Ke2-f3
4.Qd2-f2 #
3...Ke2-f1
4.Qd2-f2 #

solution finished. Time = 0.109 s

Панкратъев, Александр
Curierul Problemistic
(6/622), 2021



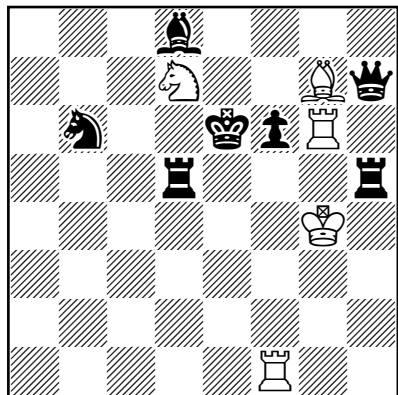
#3 5+2

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Sd8-e6 ! zugzwang.
1...Kd6*e6
2.Rd1-f1 zugzwang.
2...Ke6-d6
3.Rf1-f6 #
1...Kd6*c6
2.Rd1-b1 zugzwang.
2...Kc6-d6
3.Rb1-b6 #

solution finished. Time = 0.012 s

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Curierul Problemistic
(6/623), 2021



Popeye Windows-32Bit v4.63 (512 MB)

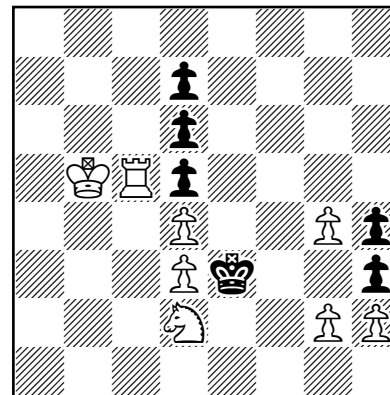
1.Rh5-e5 Bg7*f6 2.Qh7*d7 Bf6*d8 #
1.Sb6*d7 Rf1*f6 + 2.Ke6-e5 Rf6-e6 #
1.Ke6-f7 Rf1*f6 + 2.Kf7-g8 Rf6-f8 #
1.Qh7*g7 Rg6*g7 2.Bd8-c7 Rf1*f6 #

solution finished. Time = 0.089 s

h#2

5+7

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Curierul Problemistic
(6/624), 2021



Popeye Windows-32Bit v4.63 (512 MB)

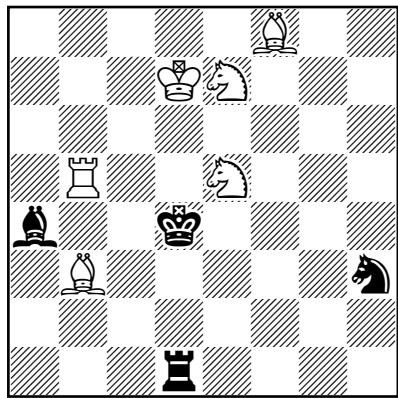
1.Ke3*d4 Rc5-c6 2.d7*c6 + Kb5-a5 3.Kd4-c5 Sd2-b3 #
1.Ke3-f4 Sd2-e4 2.d5*e4 g2*h3 3.e4-e3 Rc5-f5 #
1.Ke3-f2 Rc5-c1 2.Kf2*g2 Rc1-g1 + 3.Kg2*h2 Sd2-f3 #

solution finished. Time = 0.146 s

h#3

8+6

Ивунин, Алексей
Панкратьев, Александр
Curierul Problemistic
 (6/625), 2021



h#2

6+4

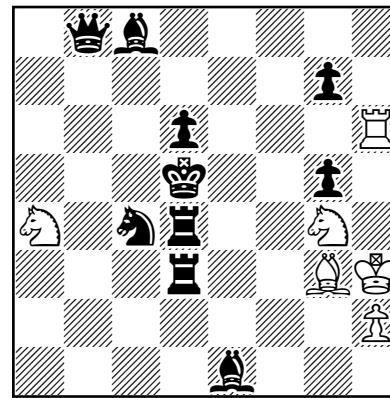
Popeye Windows-32Bit v4.63 (512 MB)

1.Rd1-d3 Bb3-c2 2.Rd3-c3 Se7-f5 #
 1.Sh3-f4 Bb3-d5 2.Kd4*e5 Bf8-g7 #
 1.Ba4*b5 + Se5-c6 + 2.Kd4-c5 + Se7-d5 #

solution finished. Time = 0.031 s

Ambush (wB) Bi-valve (wS-wB-bR) Check prevention (W-W) Consecutive checks (4) Crosscheck (3) Battery mate Mate on the white piece square × 1 W pin × 1 B battery × 1 Interference × 3 Self-block × 3 > Distant self-block × 2 W Capture × 2

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 (6/626), 2021



h#2

6+10

Popeye Windows-32Bit v4.63 (512 MB)

a)
 1.Kd5-e4 Rh6-f6 2.d6-d5 Sa4-c5 #

b) wSg4-->d7
 1.Rd3-d2 Bg3-e5 2.d6*e5 Sa4-c3 #

c) bSc4-->e4
 1.Rd3-c3 Kh3-g2 2.Rc3-c6 Sg4-e3 #

d) wSa4-->g6
 1.Kd5-e6 Sg4-f2 2.Ke6-f5 Sg6-e7 #

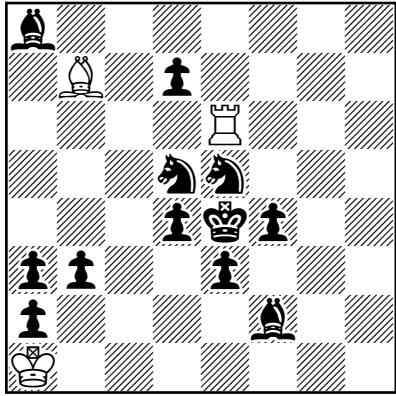
e) wRh6-->e8
 1.Bc8-e6 Re8-c8 2.Rd3-d2 Sa4-c3 #

solution finished. Time = 1.314 s

Ambush (wB) Bi-valve (wS-wB-bR) Check prevention (W-W) Consecutive checks (4) Crosscheck (3) Battery mate Mate on the white piece square × 1 W pin × 1 B battery × 1 Interference × 3 Self-block × 3 > Distant self-block × 2 W Capture × 2

b) Move g4 d7
 c) Move c4 e4
 d) Move a4 g6
 e) Move h6 e8

Ивунин, Алексей
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Curierul Problemistic
 (6/627), 2021



h#3

3+12

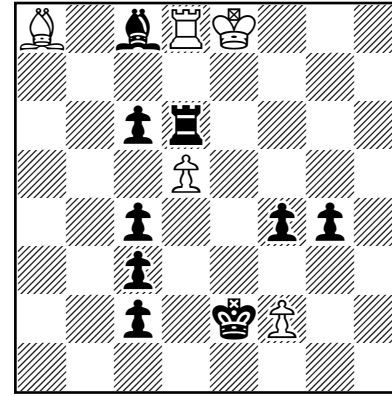
Popeye Windows-32Bit v4.63 (512 MB)

1.d4-d3 Re6-c6 2.Sd5-e7 Bb7*a8 3.Se7-f5 Rc6-c4 #
 1.Ke4-f3 Re6-h6 2.Kf3-g2 Bb7*d5 + 3.Kg2-g1 Rh6-h1 #
 #
 1.f4-f3 Bb7-c8 2.Sd5-f4 Re6-f6 3.d7-d5 Bc8-f5 #
 1.d7*e6 Bb7-c6 2.Se5-f3 Bc6-e8 3.e6-e5 Be8-g6 #

solution finished. Time = 0.855 s

Ambush (wB) BK moves only Blocking piece replacement (bP-bS) Blocking piece replacement (bS-bP) × 2 Long-trip (wB, 3) Place exchange in the final positions (black, sspp, cyclic) Play on the same square (B1, 2) Play on the same square (W1, 2) Tempo move (wB, waiting) Model mate × 3 Battery mate > Double-check mate B pin × 2 W-W gate opening × 1 B-W gate opening × 2 Interference × 1 Self-block × 7 W Capture × 1 B Capture × 2 Square vacation × 3 Unpin × 2 Self-unpin × 1

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 (6/628), 2021



h#2.5

5+9

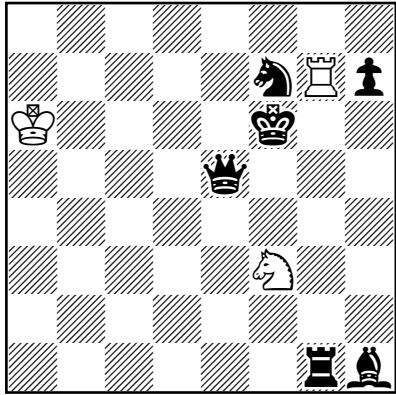
Popeye Windows-32Bit v4.63 (512 MB)

1...Rd8*d6 2.c6*d5 Ba8*d5 3.Ke2-d3 Bd5-f3 #
 1...Ba8*c6 2.Rd6*d5 Rd8*d5 3.Ke2-f3 Rd5-d2 #
 1...d5*c6 2.Rd6*c6 Rd8-d2 + 3.Ke2-f3 Ba8*c6 #

solution finished. Time = 0.081 s

Active sacrifice (black) × 2 Active sacrifice (black, delayed) Active sacrifice (white) Ambush (wB) Ambush (wR) Annihilation × 2 Kozhakin theme Many-ways (wR, 2) Play on the same square (B2, 2) Play on the same square (W1, 2) Play on the same square (W2, 2) Reciprocal batteries Reciprocal capture (wP/bP) Sacrificial clearance (B-W) × 2 Model mate × 3 Battery mate × 2 W-W gate opening × 1 B-W gate opening × 1 W Capture × 3 B Capture × 6

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 (6/629), 2021



h#3

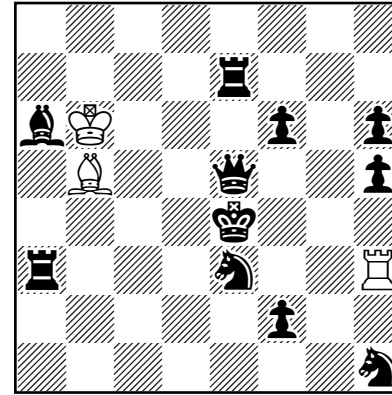
3+6

Popeye Windows-32Bit v4.63 (512 MB)

1.Rg1-g5 Rg7*f7 + 2.Kf6-g6 Sf3*e5 + 3.Kg6-h5
 Rf7*h7 #
 1.Qe5-e7 Sf3-d2 2.Bh1-d5 Rg7-g5 3.Bd5-e6 Sd2-e4 #
 1.Kf6-e6 Rg7-g4 2.Ke6-d5 Ka6-b5 3.Qe5-e6 Rg4-d4 #
 1.Kf6-e6 Ka6-b6 2.Qe5-f6 Kb6-c5 3.Sf7-e5 Sf3-d4 #
 1.Kf6-e7 Sf3*e5 2.Ke7-e8 Se5-g6 3.Sf7-d8 Rg7-e7 #
 1.Sf7-h6 Rg7-f7 + 2.Kf6-g6 Rf7-f5 3.Qe5-g7 Sf3-h4
 #

solution finished. Time = 13.115 s

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 (6/630), 2021



h#3

3+11

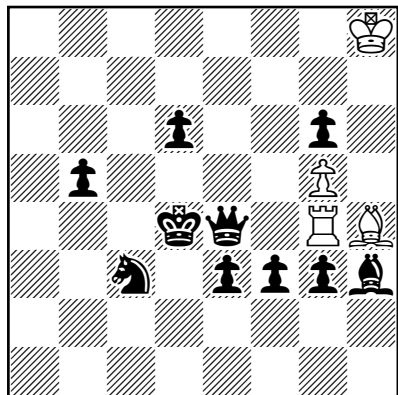
Popeye Windows-32Bit v4.63 (512 MB)

1.Se3-d5 + Kb6-c5 2.Ra3-f3 Bb5*a6 3.Rf3-f4 Ba6-d3
 #
 1.Ke4-d4 Rh3*e3 2.Sh1-g3 Re3*a3 3.Sg3-e4 Ra3-d3 #
 1.Ke4-d5 Rh3-g3 2.Kd5-d6 Rg3-g7 3.Re7-e6 Rg7-d7 #
 1.Qe5-d6 + Bb5-c6 + 2.Ke4-e5 Rh3-h4 3.Se3-f5
 Rh4-e4 #

solution finished. Time = 18.174 s

Ambush (wR) Bi-valve (bS-bR-bQ) Check prevention (B-W) Crosscheck (1) Delayed Umnov (bK-wR) Long-trip (wR, 3) × 2 Place exchange in the final positions (black, kq) Play on the same square (B1, 2) Play on the same square (W3, 2) Wigwag (wB) Model mate × 2 Mates on the same square × 2 Mate from initial bK square × 1 B-W gate opening × 1 B-B gate opening × 1 Interference × 3 Self-block × 5 > Distant self-block × 1 B Capture × 3 Anti-critical move × 1 Square vacation × 1 Unblock × 1

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 (6/631), 2021



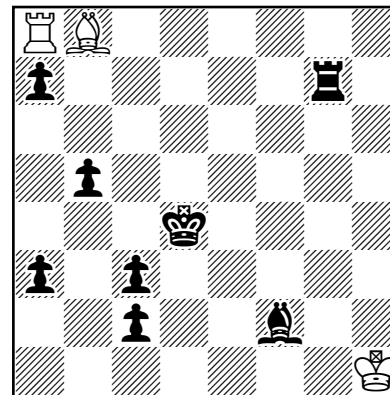
h#3.5 4+10

Popeye Windows-32Bit v4.63 (512 MB)

1...Bh4*g3 2.Kd4-c5 Bg3-e5 3.Qe4-c6 Rg4-a4
 4.Sc3-d5 Be5-d4 #
 1...Rg4*g3 2.Qe4-c2 Rg3-g4 + 3.Kd4-d3 Bh4-f2
 4.e3-e2 Rg4-d4 #

solution finished. Time = 6.680 s

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 (6/632), 2021



h#3.5 3+8

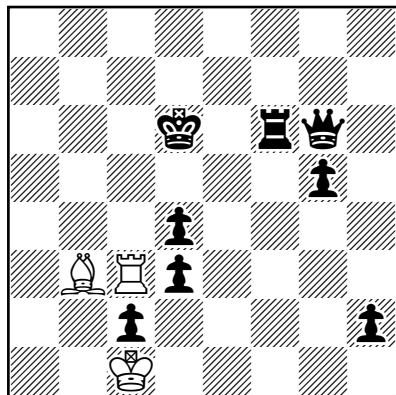
Popeye Windows-32Bit v4.63 (512 MB)

1...Bb8*a7 + 2.Kd4-d3 Ba7*f2 3.Rg7-e7 Ra8-a4
 4.Re7-e2 Ra4-d4 #
 1...Bb8-e5 + 2.Kd4-c5 Be5*g7 3.Kc5-b6 Bg7-d4 +
 4.Kb6-a6 Ra8*a7 #
 1...Bb8-d6 2.Kd4-c4 Ra8-c8 + 3.Kc4-b3 Rc8*c3 +
 4.Kb3-a4 Rc3*a3 #

solution finished. Time = 15.032 s

□ Annihilation □ BK moves only × 2 □ Delayed Umnov
 (bK-wR) □ Echo mates (mirrored horizontally, 0, 2) □
 Long-trip (wB, 3) □ Long-trip (wR, 3) □ Wigwag (wB) □
 Model mate × 3 □ Echo □ Mate from initial bK square ×
 1 □ W-W gate opening × 2 □ B-W gate opening × 3 □
 Interference × 1 □ Self-block × 1 □ B Capture × 6 □
 Anti-critical move × 1

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 (6/633), 2021



h#3.5

3+8

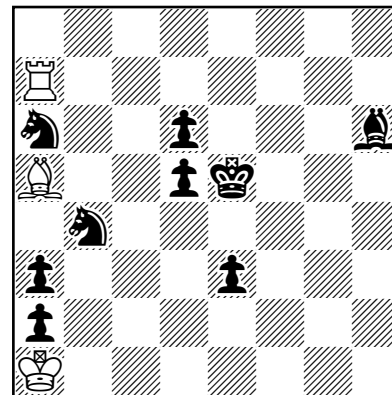
Popeye Windows-32Bit v4.63 (512 MB)

1...Rc3*d3 2.Kd6-c5 Bb3*c2 3.Kc5-b4 Rd3*d4 +
 4.Kb4-a3 Rd4-a4 #
 1...Bb3-c4 2.Kd6-c5 Rc3-b3 3.Rf6-c6 Bc4*d3
 4.Qg6-d6 Rb3-b5 #
 1...Kc1-d2 2.Kd6-e5 Rc3-c5 + 3.Ke5-e4 Rc5*g5
 4.Rf6-f4 Bb3-d5 #

solution finished. Time = 30.599 s

□ BK moves only □ Bristol (black, bR-bQ, impure, 3, 3) □
 Check prevention (W-B) □ Long-trip (wR, 3) □ Model
 mate × 2 □ Mirror bK position □ B-W gate opening × 2
 □ B-B gate opening × 1 □ Interference × 1 □ Self-block
 × 3 □ B Capture × 5 □ Anti-critical move × 1 □ Square
 vacation × 2

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 (6/634), 2021



h#4

3+9

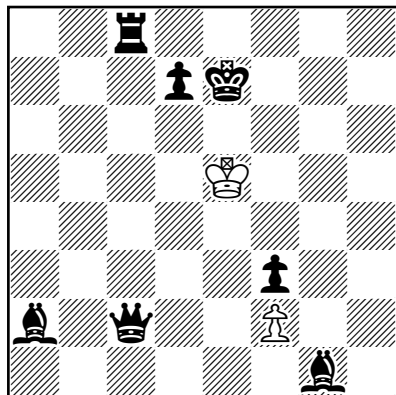
Popeye Windows-32Bit v4.63 (512 MB)

1.Sb4-d3 Ba5-c3 + 2.Ke5-e4 Bc3-h8 3.Sa6-c5 Ra7-g7
 4.Ke4-d4 Rg7-g4 #
 1.Sb4-c6 Ka1*a2 2.Ke5-d4 Ka2-b3 3.Kd4-c5 Ba5-b4 +
 4.Kc5-b5 Ra7-b7 #

solution finished. Time = 30.203 s

□ Indian (white) □ Many-ways (bK, 2) □ Play on the
 same square (B3, 2) □ Model mate × 1 □ Battery mate □
 > Double-check mate □ B-W gate opening × 2 □
 Interference × 1 □ Self-block × 3 □ > Distant self-block
 × 3 □ B Capture × 1 □ Critical move × 1

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 (6/635), 2021



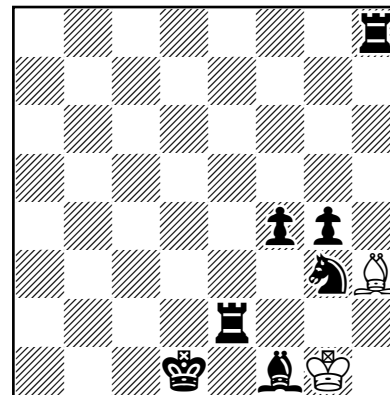
h#6.5

2+7

1... Kf4 2.Bf7 Kxf3 3.Rf8 Kf4 4.Qc8 Ke5 5.Qe8 f4
 6.Bb6 f5 7.Bd8 f6# (IM)

□ Annihilation □ Bristol (black, bR-bQ, impure, 3, 2) □
 Check prevention (B-W) □ Switchback (wK, with
 captures, 2) □ Ideal mate □ W-B gate opening × 1 □
 Interference × 1 □ Self-block × 4 □ B Capture × 1 □
 Square vacation × 2

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 (6/636), 2021



h#4.5

2+7

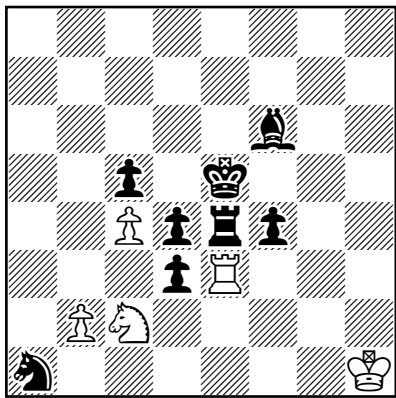
Popeye Windows-32Bit v4.63 (512 MB)

1...Bh3-g2 2.Re2-e3 Bg2-h3 3.Kd1-e2 Kg1-h2
 4.Ke2-f3 Kh2-g1 5.Bf1-e2 Bh3-g2 #

solution finished. Time = 1:22.013 m:s

□ Blocking piece replacement (bR-bB) □ Kozhakin
 theme □ Long-trip (wB, 3) □ Meerane theme □
 Pendulum (wB, 1, 3) □ Self-pin/unpin (white) □
 Switchback (wB, captureless, 1) □ Switchback (wK,
 captureless, 1) □ Tempo maneuver (wB, waiting, 2) □
 Tempo maneuver (wK, waiting, 2) □ Model mate × 1 □
 Interference × 1 □ Self-block × 2 □ > Distant self-block
 × 1 □ Square vacation × 1 □ Unblock × 1 □ Self-pinning
 × 1 □ Self-unpin × 1

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(6/637), 2021



h#3

5+8

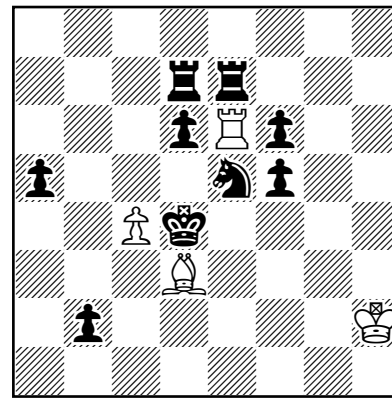
Popeye Windows-32Bit v4.63 (512 MB)

1.Sa1-b3 Sc2*d4 2.Sb3*d4 Re3*d3 3.Sd4-e6 Rd3-d5 #
1.d3*c2 Kh1-g2 2.d4-d3 Kg2-f3 3.Ke5-d4 Re3*e4 #
1.d4*e3 Sc2-a3 2.Ke5-d4 b2-b3 3.Bf6-e5 Sa3-b5 #

solution finished. Time = 1.843 s

Active sacrifice (white) Ambush (wR) Annihilation
AntiZielElement (B1, unblock) Blocking piece
replacement (bP-bP) Chumakov theme (pp, 2) Cycle
of captures Long-trip (bS, 3) Play on the same
square (B2, 2) Zilahi (mixed, RS, 2) Model mate × 2
 B pin × 1 B-W gate opening × 1 Self-block × 4
> Distant self-block × 2 W Capture × 3 B Capture
× 3 Square vacation × 2 Unblock × 2 (author).

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(6/638), 2021



h#3

4+9

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd4-e3 Re6*e5 + 2.Ke3-f2 Re5-e1 3.Re7-e3 Re1-f1

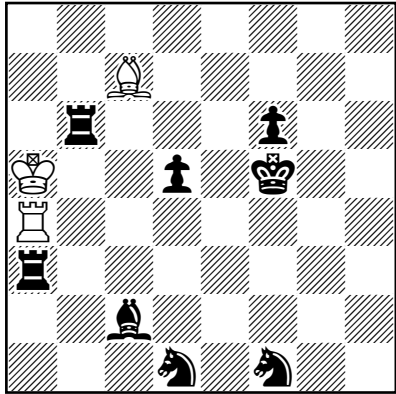
1.Kd4-c3 Re6*e5 2.Kc3-b3 Bd3-c2 + 3.Kb3-a2 Re5*a5

1.Se5*c4 Re6-e1 2.Kd4-d5 Bd3-e2 3.Kd5-e6 Be2*c4 #
1.Se5-f7 Re6*d6 + 2.Kd4-e5 Rd6-d5 + 3.Ke5-e6
Bd3*f5 #

solution finished. Time = 3.460 s

Active sacrifice (black, delayed) Annihilation
AntiZielElement (W1, flight-guard) × 2 BK moves
only Bristol (bicolor, wR-bR, impure, 4, 4)
Chumakov theme (pp, 2) Indian (white) Long-trip
(wR, 3) Many-ways (bK, 2) Many-ways (wR, 2)
Wigwag (wB) (author).

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 (6/639), 2021



h#3

3+8

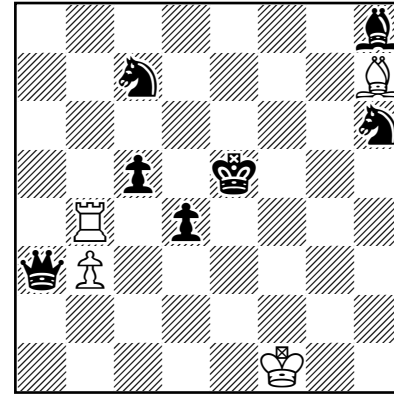
Popeye Windows-32Bit v4.63 (512 MB)

1.Ra3-e3 Ra4-a2 2.Bc2-d3 Ra2-f2 + 3.Kf5-e4 Rf2-f4 #
 #
 1.Ra3-d3 Ra4-a1 2.Sd1-e3 Ra1*f1 + 3.Kf5-e4 Rf1-f4 #
 #
 1.Kf5-g5 Ka5*b6 2.Bc2-g6 Ra4-h4 3.f6-f5 Bc7-d8 #
 1.Rb6-e6 Bc7-b6 2.Kf5-e5 Bb6-e3 3.Bc2-f5 Be3-f4 #

solution finished. Time = 4.726 s

□ Ambush (wR) × 2 □ Long-trip (wB, 3) □ Long-trip (wR, 3) × 2 □ Many-ways (wR, 2) □ Play on the same square (B3, 2) □ Play on the same square (W1, 2) □ Play on the same square (W3, 2) □ Model mate × 4 □ Mates on the same square × 3 (author).

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 (6/640), 2021



h#3

4+7

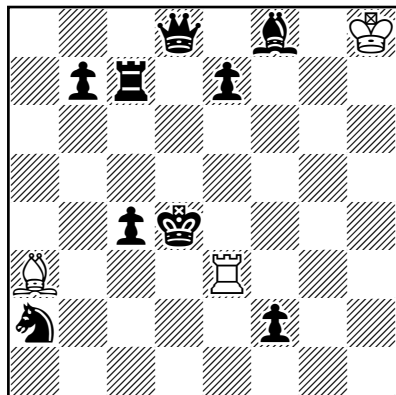
Popeye Windows-32Bit v4.63 (512 MB)

1.Ke5-d5 Rb4-b8 2.Bh8-e5 Rb8-e8 3.Be5-d6 Bh7-e4 #
 1.Bh8-f6 Rb4*d4 2.c5-c4 b3*c4 3.Qa3-d6 Rd4-e4 #

solution finished. Time = 4.828 s

Active sacrifice (black) □ Ambush (wR) □ Baltic theme □ Chumakov theme (pp, 2) □ Play on the same square (B3, 2) □ Play on the same square (W3, 2) □ Model mate × 2 □ Mates on the same square × 2 □ W-B gate opening × 1 □ B-B gate opening × 1 □ Self-block × 3 □ B Capture × 2 □ Anti-critical move × 1 □ Square vacation × 1 (author).

Ивунин, Алексей
Панкратьев, Александр
Curierul Problemistic
 (6/641), 2021



h#3.5

3+9

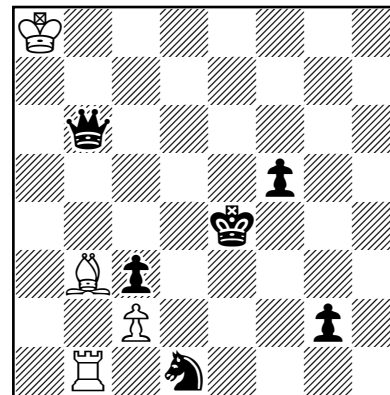
Popeye Windows-32Bit v4.63 (512 MB)

1...Re3-e5 2.Kd4-c3 Ba3*e7 3.Kc3-b2 Be7-f6
 4.Kb2-a1 Re5-e1 #
 1...Ba3-b2 + 2.Kd4-c5 Bb2-e5 3.Kc5-b6 Be5*c7 +
 4.Kb6-a7 Re3-a3 #
 1...Ba3-d6 2.f2-f1=B Bd6*c7 3.Bf1-g2 Bc7*d8
 4.Bg2-d5 Bd8-b6 #

solution finished. Time = 40.630 s

□ Ambush (wB) □ BK moves only × 2 □ Indian (white, pericritical) □ Long-trip (wB, 3) □ Long-trip (wB, 4) □ Many-ways (wB, 2) □ Promotion (b) □ Wigwag (wB) □ Wigwag (wR) □ Model mate × 3 □ Battery mate □ > Double-check mate (author).

Ивунин, Алексей
Панкратьев, Александр
Curierul Problemistic
 (6/642), 2021



h#3.5

4+6

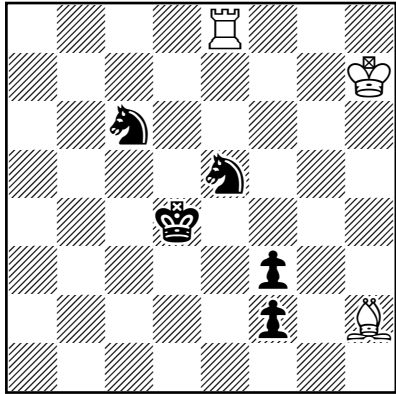
Popeye Windows-32Bit v4.63 (512 MB)

1...Bb3-c4 2.g2-g1=B Rb1-b5 3.Bg1-d4 Rb5*f5
 4.Sd1-e3 Bc4-d3 #
 1...Rb1*d1 2.Qb6-f2 Bb3-d5 + 3.Ke4-e3 Bd5-f3
 4.f5-f4 Rd1-d3 #

solution finished. Time = 12.940 s

Chumakov theme (s-p, simplified, 2, 2) □ Exchange of functions (bSd1/bPf5, Captured / Self-block) □ Exchange of functions (wRb1/wBb3, Guard / Mate) □ Play on the same square (W4, 2) □ Promotion (b) □ Model mate × 2 □ Mates on the same square × 2 □ W-W gate opening × 1 □ B-W gate opening × 1 □ Self-block × 4 □ > Distant self-block × 1 □ B Promotion × 1 □ B Capture × 2 (author).

Ивунин, Алексей
Панкратьев, Александр
Curierul Problemistic
 (6/643), 2021



h#3.5

3+5

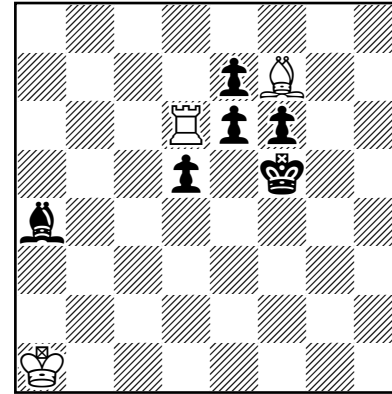
Popeye Windows-32Bit v4.63 (512 MB)

1...Kh7-h6 2.Se5-d3 Bh2-e5 + 3.Kd4-e3 Kh6-g5
 4.Sc6-d4 Be5-f4 #
 1...Bh2-g3 2.Kd4-e3 Bg3-h4 3.Sc6-d4 Bh4-e7
 4.Se5-d3 Be7-g5 #

solution finished. Time = 14.679 s

AntiZielElement (B2, self-pin) Cycle of moves (black, incomplete) Long-trip (wB, 4) Self-pin/unpin (black) Ideal mate × 1 Model mate × 1 Battery mate × 2 > Double-check mate × 2 Interference × 2 Self-block × 4 Square vacation × 2 Umnov move × 1 Self-pinning (author).

Ивунин, Алексей
Панкратьев, Александр
Curierul Problemistic
 (6/644), 2021



h#3.5

3+6

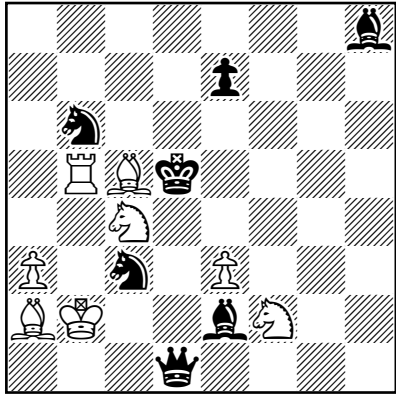
Popeye Windows-32Bit v4.63 (512 MB)

1...Bf7*e6 + 2.Kf5-g6 Rd6*d5 3.Kg6-g7 Rd5-g5 +
 4.Kg7-f8 Rg5-g8 #
 1...Rd6*d5 + 2.e6-e5 Bf7-g6 + 3.Kf5-e6 Bg6-h7
 4.e5-e4 Bh7-g8 #

solution finished. Time = 2.220 s

AntiZielElement (W1, check) BK moves only Exchange of functions (wRd6/wBf7, Guard / Mate) Long-trip (wB, 3) Long-trip (wR, 3) Play on the same square (W4, 2) Self-pin/unpin (black) Model mate × 2 Mates on the same square × 2 B-W gate opening × 2 Interference × 1 B Capture × 3 Unblock × 1 Self-pinning × 1 Self-unpin × 1 (author).

Панкратьев, Александр
АНТИПИН, Иван
Curierul Problemistic
(6/645), 2021

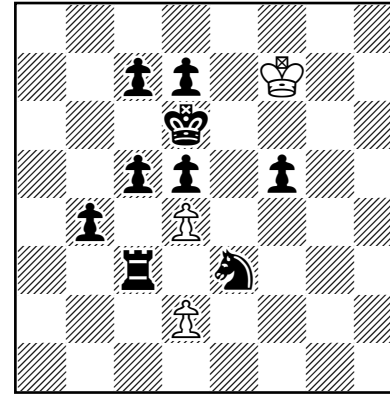


Popeye Windows-32Bit v4.63 (512 MB)

1.Sc3*a2 + Bc5-d4 + 2.Kd5*c4 Rb5-c5 #
1.Sc3*b5 + Sc4-e5 + 2.Kd5*c5 Sf2-e4 #

solution finished. Time = 0.096 s

Панкратьев, Александр
АНТИПИН, Иван
Curierul Problemistic
(6/646), 2021

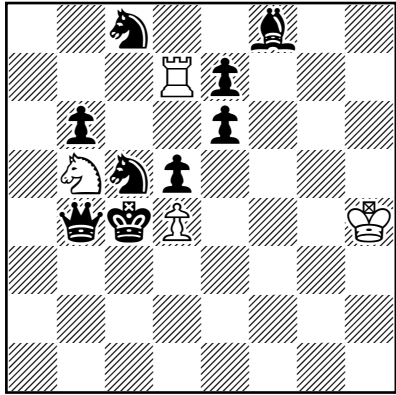


Popeye Windows-32Bit v4.63 (512 MB)

1.Rc3-a3 d2*e3 2.Ra3-a6 e3-e4 3.Ra6-c6 e4-e5 #
1.Se3-c4 d2*c3 2.Sc4-a5 c3*b4 3.Sa5-c6 b4*c5 #

solution finished. Time = 0.148 s

Панкратьев, Александр
АНТИПИН, Иван
Curierul Problemistic
(6/647), 2021

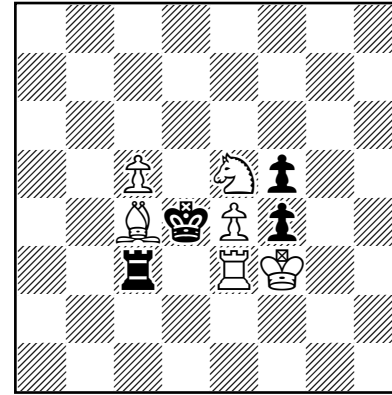


Popeye Windows-32Bit v4.63 (512 MB)

1.e6-e5 Rd7*e7 2.e5*d4 Re7-e3 3.Sc8-e7 Sb5-d6 #
1.Sc8-d6 d4*c5 2.d5-d4 Sb5-c3 3.Kc4*c5 Rd7-c7 #

solution finished. Time = 2.230 s

Черноус, Владимир
Curierul Problemistic
(6/648), 2021



Popeye Windows-32Bit v4.63 (512 MB)

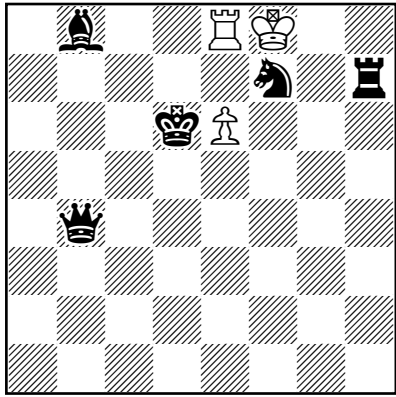
1...Se5-d3 2.f5*e4 + Re3*e4 #

1.Rc3*c4 Kf3*f4 2.Rc4*c5 Re3-d3 #

solution finished. Time = 0.015 s

SetPlay

Черноус, Владимир
Curierul Problemistic
(6/649), 2021



h#3

3+5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Rh7-h6 e6-e7 2.Kd6-d7 Re8-c8 3.Rh6-d6 e7-e8=Q #

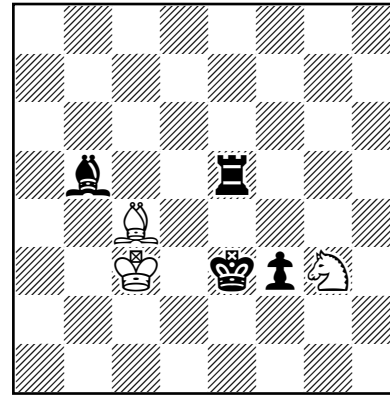
b) -bRh7

1.Kd6-c7 + Re8-e7 + 2.Kc7-d8 Kf8*f7 3.Bb8-c7
Re7-e8 #

solution finished. Time = 2.271 s

b) Remove h7

Черноус, Владимир
Curierul Problemistic
(6/650), 2021



h#3

3+4

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Bb5-c6 Sg3-e2 2.Ke3-e4 Kc3-d2 3.Bc6-d5 Bc4-d3 #

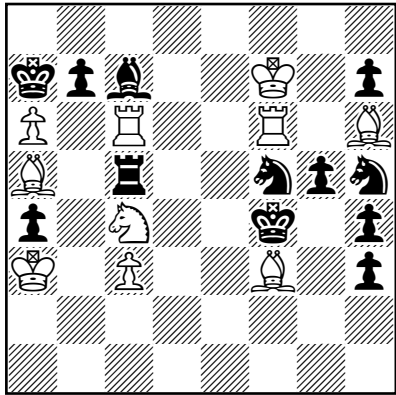
b) bRe5-->e1

1.f3-f2 Bc4-f7 2.Bb5-f1 Sg3-f5 + 3.Ke3-e2 Bf7-h5 #

solution finished. Time = 2.940 s

b) Move e5 e1

Черноус, Владимир
Curierul Problemistic
 (6/651), 2021



h#2

10+12

«П» 2 sols. (6+5)

«Н» 3 sols. (4+7)

«П»:

1.B:a5 R:c5 2.K:a6 R:a5#,

1.Kb8 B:c7+ 2.Kc8 Sb6#

«Н»:

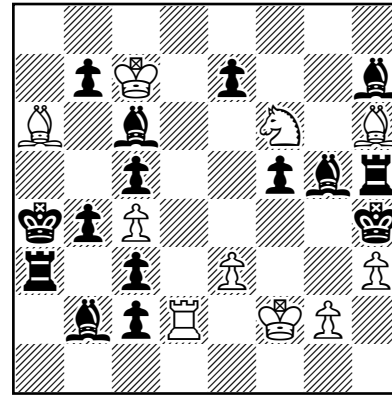
1.Ke5 Bf8 2.Kd4 Bd6#,

1.Ke5 Bg7 2.Sf4 Re6#,

1.Ke5 Rd6 2.g4 Rd5#.

Присвячується Петру Новицькому.

Черноус, Владимир
Curierul Problemistic
 (6/652), 2021



h#2

10+15

«А» h#2 (4+9)

a) 1.Ka4-a5 Rd2-d8 2.Ka5*a6 Rd8-a8 #

b) -wPc4 +bPc4

1.Ka4-b3 Rd2-d4 2.Bc6-a4 Ba6*c4 #

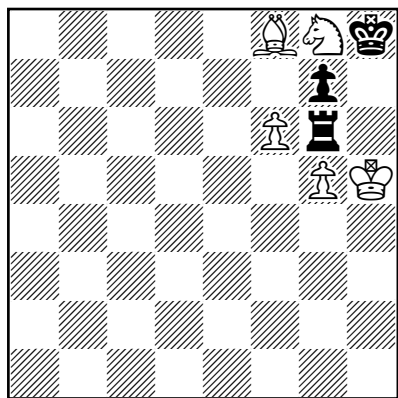
«У» h#2 2 solutions (6+6)

1.Bg5-f4 e3*f4 2.Rh5-g5 Bh6*g5 #

1.Bg5*f6 Bh6-f4 2.Bf6-g5 Vf4-g3 #

Присвячується Алексея Угнивенко.

Черноус, Владимир
Curierul Problemistic
(6/653), 2021



Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Kh8-h7 f6*g7 2.Rg6-f6 Sg8*f6 #

b) +bPh7

1.g7*f6 Sg8-h6 2.Rg6-g8 Sh6-f7 #

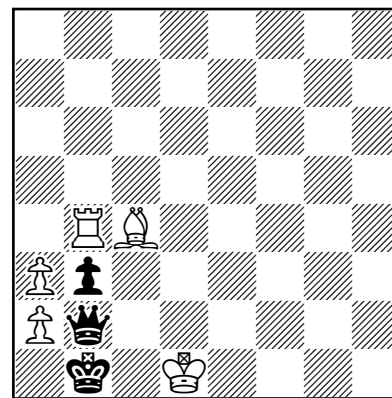
solution finished. Time = 0.018 s

h#2

5+3

b) Add black Ph7

Черноус, Владимир
Curierul Problemistic
(6/654), 2021



Popeye Windows-32Bit v4.63 (512 MB)

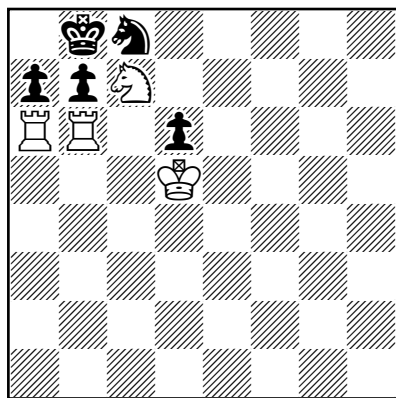
1.Kb1*a2 Bc4-b5 2.Ka2*a3 Rb4-a4 #
1.b3*a2 Bc4-b3 2.Qb2-a1 Bb3-c2 #

solution finished. Time = 0.016 s

h#2

5+3

Черноус, Владимир
Curierul Problemistic
(6/655), 2021



Popeye Windows-32Bit v4.63 (512 MB)

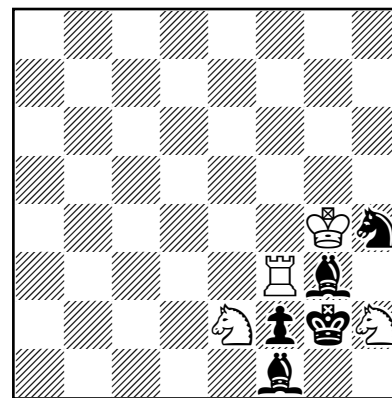
1.Kb8*c7 Ra6*a7 2.Kc7-b8 Rb6*b7 #
1.Sc8-e7 + Kd5*d6 2.a7*b6 Ra6-a8 #

solution finished. Time = 0.011 s

h#2

4+5

Черноус, Владимир
Curierul Problemistic
(6/656), 2021



Popeye Windows-32Bit v4.63 (512 MB)

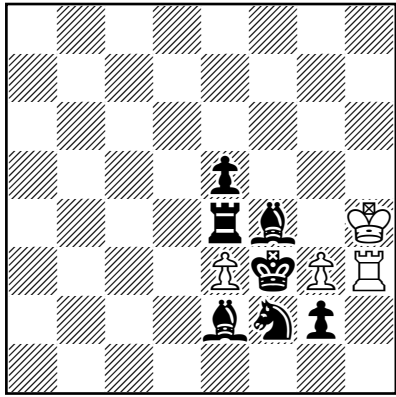
1.Kg2*h2 Rf3*g3 2.Sh4-g2 Rg3-h3 #
1.Bg3*h2 Rf3-h3 2.Bh2-g1 Se2-f4 #

solution finished. Time = 0.015 s

h#2

4+5

Черноус, Владимир
Curierul Problemistic
(6/657), 2021



h#2

4+7

SetPlay

b) Move g2 h2

Popeye Windows-32Bit v4.63 (512 MB)

a)

1...g3-g4 + 2.Bf4-g3 + Rh3*g3 #

1.g2-g1=Q g3*f4 + 2.Qg1-g3 + Rh3*g3 #

1.g2-g1=S g3-g4 + 2.Bf4-g3 + Rh3*g3 #

1.g2-g1=R g3*f4 + 2.Rg1-g3 Rh3*g3 #

1.g2-g1=B g3-g4 + 2.Bf4-g3 + Rh3*g3 #

b) bPg2-->h2

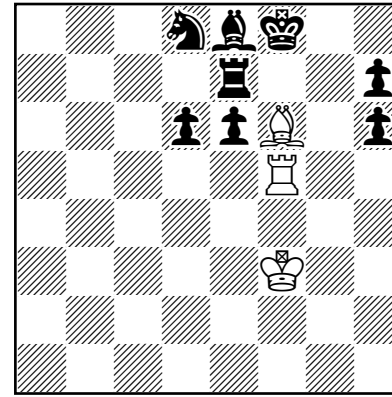
1...g3-g4 + 2.Bf4-g3 + Rh3*g3 #

1.h2-h1=S g3*f4 + 2.Sh1-g3 Rh3*g3 #

1.h2-h1=B g3-g4 + 2.Bf4-g3 + Rh3*g3 #

solution finished. Time = 0.027 s

Черноус, Владимир
Curierul Problemistic
(6/658), 2021



h#2

3+8

Popeye Windows-32Bit v4.63 (512 MB)

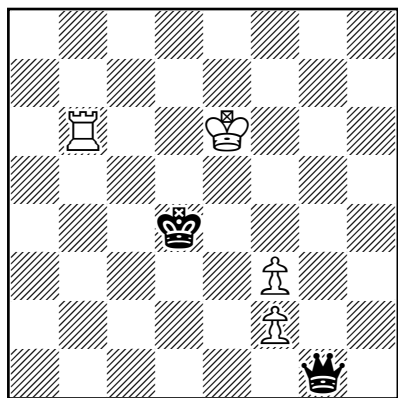
1.Re7-d7 Bf6-g7 + 2.Kf8-e7 Bg7-f8 #

1.Re7-g7 Bf6-e7 + 2.Kf8-g8 Rf5-f8 #

1.Be8-d7 Bf6-g7 + 2.Kf8-e8 Rf5-f8 #

solution finished. Time = 0.030 s

Черноус, Владимир
Curierul Problemistic
(6/659), 2021



h#3

4+2

Popeye Windows-32Bit v4.63 (512 MB)

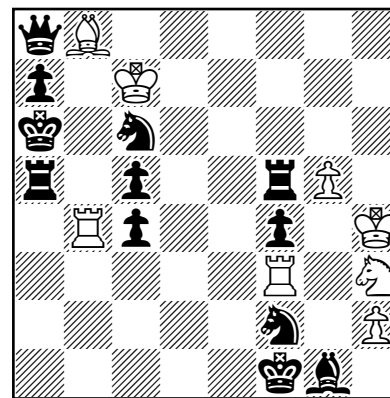
1.Qg1-c1 Ke6-e7 2.Qc1-e3 + f2*e3 + 3.Kd4-e5 Rb6-b5 #

1.Qg1-g3 Ke6-f7 2.Kd4-e5 f2*g3 3.Ke5-f5 Rb6-b5 #

solution finished. Time = 0.420 s

Идеальные эхо-хамелеонные маты! (author).

Черноус, Владимир
Curierul Problemistic
(6/660), 2021



h#2

8+12

SetPlay

O:

1...Bb8*a7 2.Sc6*a7 Rb4-b6 #

1.c4-c3 Bb8*a7 2.Sc6*a7 Rb4-b6 #

1.Qa8*b8 + Kc7*c6 2.Ra5-a4 Rb4*a4 #

D:

a) 1.Rf5-e5 Rf3-g3 2.Re5-e2 Rg3*g1 #

b)

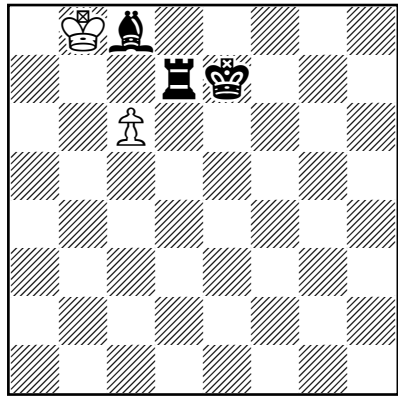
remove f3

add white Bf3

1.Rf5-e5 Sh3*f4 2.Re5-e1 Bf3-g2 #

Присвячується Олександру Деревчуку -OD -
редактор «Чорно-білі стежини»

Majoros, Bela
Curierul Problemistic
 (6/661), 2021



h#3 2+3

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Rd7-d5 c6-c7 2.Bc8-e6 c7-c8=Q 3.Ke7-d6 Qc8-c7 #

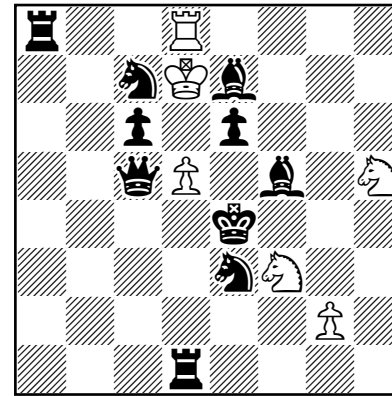
b) wKb8-->b4

1.Ke7-d8 Kb4-c5 2.Rd7-e7 Kc5-d6 3.Re7-e8 c6-c7 #

solution finished. Time = 0.191 s

b) Move b8 b4

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/662), 2021



h#2 6+10

Popeye Windows-32Bit v4.63 (512 MB)

1.Rd1*d5 + Kd7*c7 2.Rd5-e5 Sf3-d2 #

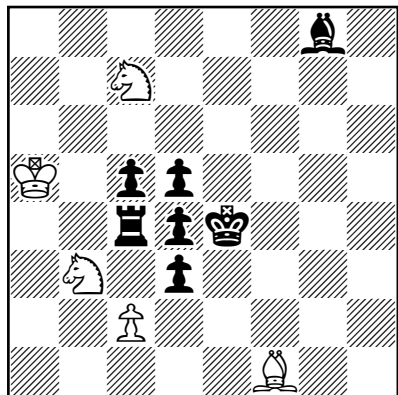
1.Qc5*d5 + Kd7*e7 2.Qd5-e5 Sf3-g5 #

1.Sc7*d5 Kd7-e8 2.Sd5-f4 Sh5-g3 #

solution finished. Time = 0.146 s

Annihilation × 3. Check avoidance (W-W). Play on the same square (B1, 3). Play on the same square (B2, 2) (author).

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/665), 2021



h#3

5+7

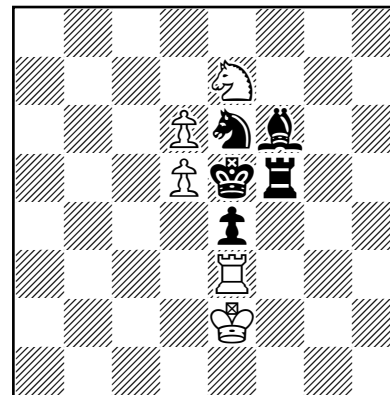
Popeye Windows-32Bit v4.63 (512 MB)

1.Rc4-c3 Sc7*d5 2.Ke4*d5 Bf1-g2 + 3.Kd5-c4 Sb3-d2
 #
 1.Rc4-b4 Sb3*d4 2.Ke4*d4 Sc7-b5 + 3.Kd4-c4 Bf1*d3
 #

solution finished. Time = 1.739 s

Active sacrifice (white) × 2. Chumakov theme (p-p, 2,
 2).Exchange of functions (bPd4/bPd5, Captured /
 Passive self-block). Helledie theme. Hideaway (r). Many
 ways (k, 2)

Черноус, Владимир
Curierul Problemistic
 (6/666), 2021



h#2

5+5

Popeye Windows-32Bit v4.63 (512 MB)

a)
 1.Bf6-g7 Re3-f3 2.Ke5-f6 Rf3*f5 #

b) -bBf6 +bSf6

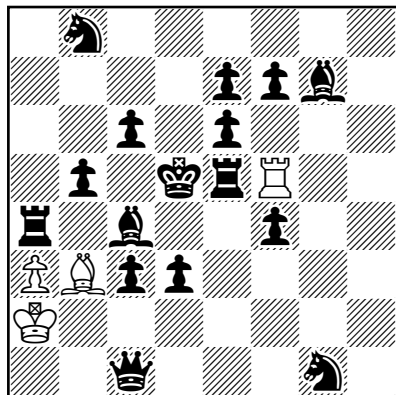
1.Sf6*d5 Re3-d3 2.Sd5-f6 Se7-g6 #

solution finished. Time = 0.048 s

Посвящается ФУТБОЛУ! (author).

b) Remove f6 Add black Sf6

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/667), 2021



h#3.5

4+16

b) Move a2 h5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1...Rf5*f7 2.Re5-f5 Rf7*e7 3.Bg7-d4 Bb3*c4 +
4.Kd5-e5 Re7*e6 #

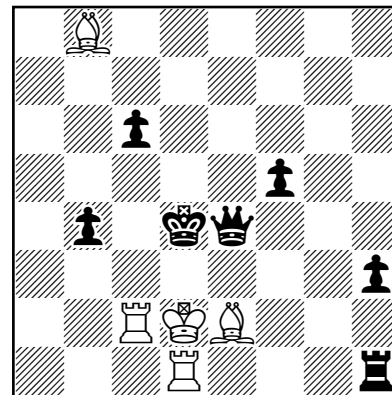
b) wKa2-->h5

1...Bb3-c2 2.Bc4-a2 Bc2-b1 3.Ra4-d4 Rf5*e5 +
4.Kd5-c4 Bb1*a2 #

solution finished. Time = 27.819 s

Active sacrifice (black). Exchange of functions
(wBb3/wRf5). Hideaway (b, sacrificial). Play on the
same square (B3, 2)

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/668), 2021



h#2

5+7

Popeye Windows-32Bit v4.63 (512 MB)

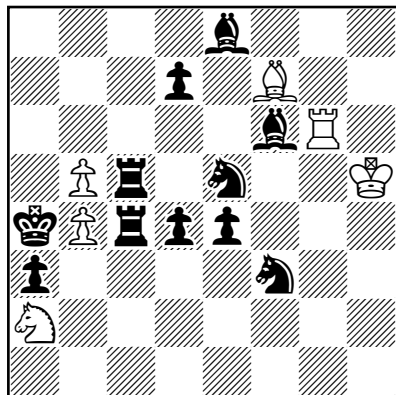
1.Qe4*c2 + Kd2*c2 + 2.Kd4-c5 Bb8-a7 #

1.Qe4*e2 + Kd2*e2 + 2.Kd4-e4 Rc2-c4 #

solution finished. Time = 0.040 s

Active sacrifice (black) × 2. Cross-checks (2) × 2.
Kniest theme (white) × 2 (authors).

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/669), 2021



h#2

6+11

b) Move c4 b5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Bf6-g5 Bf7*c4 2.Se5-f7 Rg6-a6 #

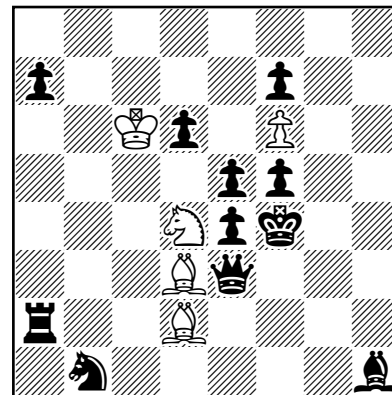
b) bRc4-->b5

1.Sf3-h4 Rg6-g3 2.Sh4-g6 Bf7-b3 #

solution finished. Time = 0.087 s

Bivalve (b-R-r, B-W-B). Check avoidance (B-W).
 Exchange of functions (bSf3/bSe5, Passive /
 Interference). Exchange of functions (wRg6/wBf7, Mate
 / Guard). Half-pin (white). Pin-unpin (white) × 2
 (authors).

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/670), 2021



h#3

5+11

Popeye Windows-32Bit v4.63 (512 MB)

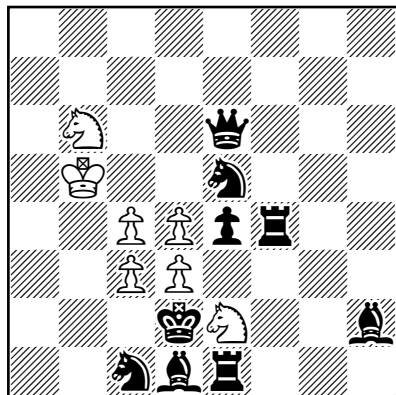
1.e4*d3 + Sd4-f3 2.Kf4-e4 Bd2-c1 3.Qe3-d4 Sf3-g5 #

1.e5*d4 Bd2-b4 2.Ra2-g2 Bd3-e2 3.Rg2-g5 Bb4*d6 #

solution finished. Time = 6.093 s

Passive sacrifice (white) × 2Pin-unpin (white). Tempo
 move (B, waiting). Model mate × 2 (authors).

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/671), 2021



h#3

7+9

b) Remove e5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Sc1*d3 Se2*f4 2.Kd2*c3 Sb6-d5 + 3.Kc3*d4 Sf4*e6 #

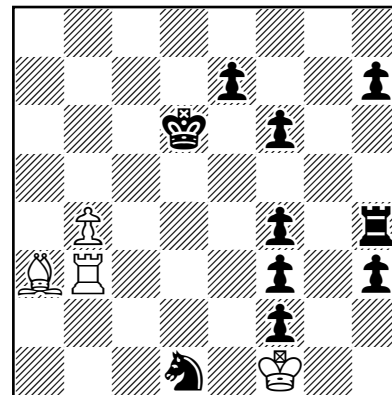
b) -bSe5

1.e4*d3 Kb5-b4 2.Rf4*d4 Se2*d4 3.Qe6*c4 + Sb6*c4 #

solution finished. Time = 22.522 s

Active sacrifice (black) × 2. Cross-checks (2). Exchange of functions (wSe2/wSb6, Mate / Guard). Play on the same square (B1, 2) (authors).

Pankratiev, Aleksandr
Gavryliv, Evgeny
Curierul Problemistic
 (6/672), 2021



h#3.5

4+10

b) Add white Pb5

Popeye Windows-32Bit v4.63 (512 MB)

a)

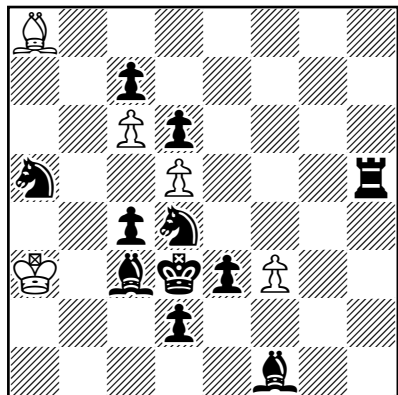
1...Rb3*f3 2.h3-h2 Rf3-e3 3.h2-h1=B Re3*e7 4.Bh1-d5 b4-b5 #

b) +wPb5

1...Ba3-b2 2.Rh4-h6 Bb2*f6 3.e7-e5 Bf6-d8 4.Rh6-e6 Rb3-d3 #

solution finished. Time = 5.551 s

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/673), 2021



h#3

5+11

b) Add white Sa8

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Sa5*c6 Ba8*c6 2.Rh5*d5 Bc6*d5 3.Bf1-e2 Bd5-e4 #

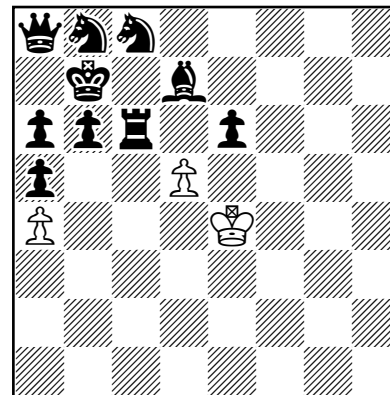
b) wSa8

1.Bf1-e2 Sa8*c7 2.Be2-d1 Sc7-e6 3.Bd1-c2 Se6-f4 #

solution finished. Time = 1.977 s

Active sacrifice (black) × 2. Forsberg twins. Long-trip
(bB, 3). Long-trip (wB, 3). Long-trip (wS, 3). Model
mate × 2 (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/674), 2021



h#3

3+10

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

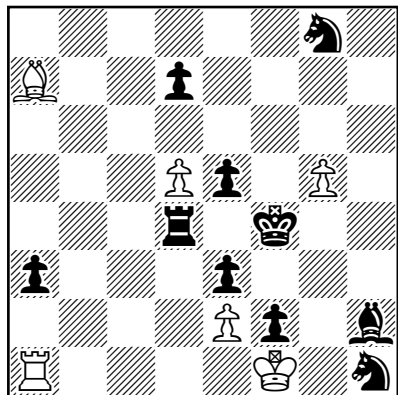
1...d5*e6 2.Rc6-d6 e6*d7 3.Kb7-c6 d7*c8=Q #

1.Sc8-a7 d5-d6 2.Bd7-c8 d6-d7 3.Rc6-c7 d7-d8=S #

solution finished. Time = 0.161 s

Blocking piece replacement (s-b).Chumakov theme (bs,
2, 1). Hidden tempo-try. Many ways (P, 2). Promotion
(QS, 2). Model mate × 2. Epaulette mate (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/675), 2021



h#3

6+10

- b) Move a1 a8
- c) Move a1 e8

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Rd4-e4 Ba7*e3 + 2.Kf4*e3 Ra1-d1 3.Bh2-f4 Rd1-d3 #

b) wRa1-->a8

1.Kf4-g3 Ba7-b8 2.Rd4-h4 Ra8-a4 3.Rh4-h3 Bb8*e5 #

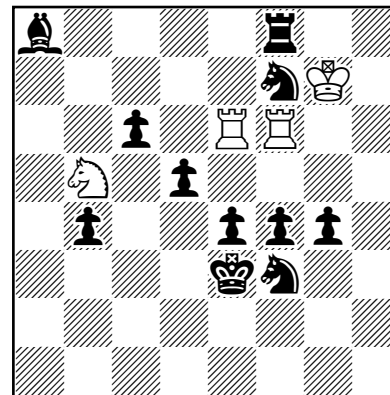
c) wRa1-->e8

1.Kf4-e4 Kf1-g2 2.f2-f1=R Ba7-b8 3.Rf1-f4 Re8*e5 #

solution finished. Time = 3.359 s

Active sacrifice (white). Baltic theme. Check avoidance (W-W). Kniest theme. Play on the same square (B1, 2). Play on the same square (B3, 2). Play on the same square (W3, 2). Promotion (r). Mates on the same square × 2 (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/676), 2021



h#3

4+11

Popeye Windows-32Bit v4.63 (512 MB)

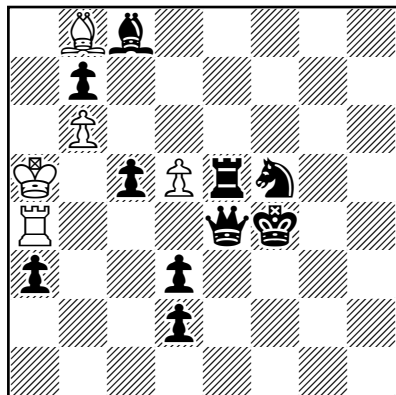
1.Sf3-g5 Re6*e4 + 2.Ke3*e4 Rf6-e6 + 3.Ke4-f5 Sb5-d4 #

1.Sf7-g5 Rf6*f4 2.Ke3*f4 Re6*e4 + 3.Kf4-f5 Sb5-d6 #

solution finished. Time = 5.495 s

Active sacrifice (white) × 2. Exchange of functions (wRe6/wRf6). Many ways (k, 2) Play on the same square (B1, 2) (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/677), 2021



h#3.5

5+10

Popeye Windows-32Bit v4.63 (512 MB)

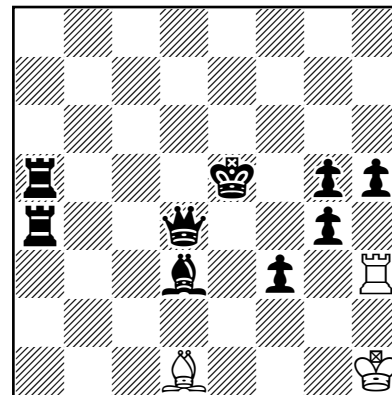
1...Bb8-d6 2.Sf5-g3 Bd6*c5 3.Bc8-f5 Bc5-b4
4.Qe4-f3 Bb4*d2 #

1...Ra4-c4 2.Sf5-e3 Rc4*c5 3.Bc8-g4 Rc5-c7
4.Re5-g5 Rc7-f7 #

solution finished. Time = 14.657 s

Blocking piece replacement (s-b). Exchange of
functions (wRa4/wBb8, Rear piece of mating battery /
Mating battery firing). Long-trip (B, 4). Long-trip (R, 4).
Play on the same square (W2, 2). Reciprocal batteries.
Model mate × 2. Battery mate × 2. > Double-check
mate × 2 (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/678), 2021



h#3.5

3+9

Popeye Windows-32Bit v4.63 (512 MB)

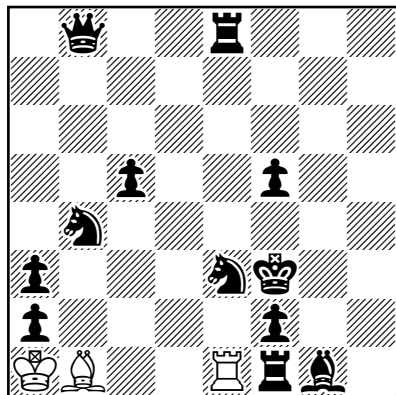
1...Rh3*f3 2.Ra5-d5 Rf3-f6 3.Qd4-f4 Bd1*g4
4.Ra4-d4 Rf6-e6 #

1...Bd1*f3 2.Ke5-f4 Bf3*g4 3.Qd4-e5 Bg4*h5
4.Ra4-e4 Rh3-f3 #

solution finished. Time = 54.249 s

Правильные маты с блокированием двух полей.
Эффект одного поля на вступительном ходу.
Мередит. Белый аристократ (authors).

**Pankratiev, Aleksandr
Gavryliv, Evgeny**
Curierul Problemistic
(6/679), 2021



h#3

3+12

b) Move f3 d4

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Se3-g4 Re1*e8 2.Qb8-g3 Re8-e1 3.f5-f4 Bb1-e4 #

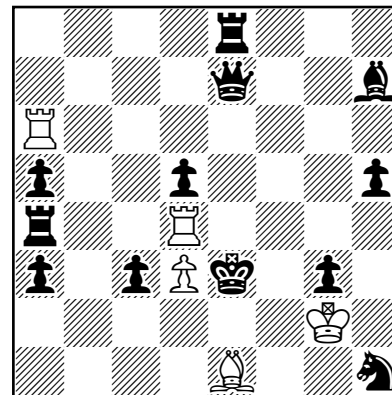
b) bKf3-->d4

1.Se3-d5 Bb1*f5 2.Re8-e3 Bf5-b1 3.Re3-c3 Re1-e4 #

solution finished. Time = 10.352 s

Chumakov theme (r-p, 2, 2). Exchange of functions (wBb1/wRe1, Mate / Interfering + Guard). Half-pin (white). Play on the same square (W3, 2). Selfpin-unpin (white) × 2. Switchback (wB, with captures, 1). Switchback (wR, with captures, 1). Model mate × 2. Mates on the same square × 2 (authors).

Гальма, Михайло
Curierul Problemistic
(6/680), 2021



h#2.5

5+12

Popeye Windows-32Bit v4.63 (512 MB)

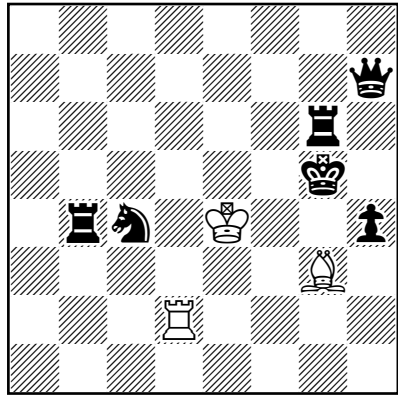
1...Ra6-c6 2.Ke3*d4 Kg2-f3 3.Bh7*d3 Be1*c3 #

1...Kg2*h1 2.Ke3-f3 Ra6-g6 3.Qe7-e2 Rg6*g3 #

solution finished. Time = 2.389 s

AntiZielElement (B2, flight-unguard) Bukovina theme
Check prevention (W-W) Exchange of functions
(bQe7/bBh7, Passive / Self-block) Model mate × 1
Epaulette mate Mate on the white piece square × 1
(author).

Гальма, Михайло
Curierul Problemistic
 (6/681), 2021



h#2 3+6

b) Move g5 a5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Qh7-h5 Rd2-g2 2.Rg6-f6 Bg3-f4 #

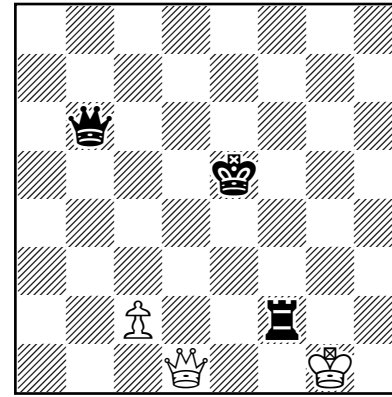
b) bKg5-->a5

1.Rb4-b5 Bg3-e1 2.Sc4-b6 Rd2-a2 #

solution finished. Time = 0.123 s

Розблокування чорних батарей і утворення білих батарей Unlocking Black Batteries and Formation of White Batteries Ambush (B) Ambush (R) Check avoidance (B-W) × 2 Exchange of functions (bSc4/bRg6, Passive / Self-block) Exchange of functions (wRd2/wBg3, Rear piece of mating battery / Mating battery firing) Reciprocal batteries Model mate × 2 Battery mate × 2 > Double-check mate × 2 (author).

Гальма, Михайло
Curierul Problemistic
 (6/682), 2021



h#2 3+3

Popeye Windows-32Bit v4.63 (512 MB)

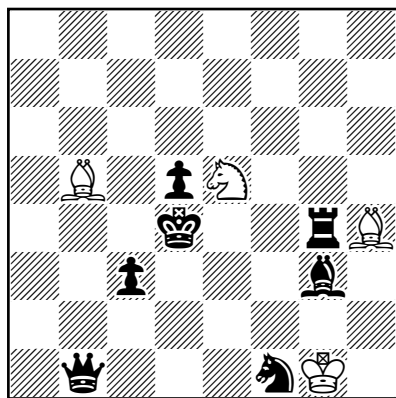
1.Qb6-f6 c2-c4 2.Rf2-f4 Qd1-d5 #

1.Qb6-e6 c2-c3 2.Rf2-f5 Qd1-d4 #

solution finished. Time = 0.048 s

Brochette theme Check avoidance (B-W) Model mate × 2 (author).

Гальма, Михайло
Curierul Problemistic
 (6/683), 2021



h#2

4+7

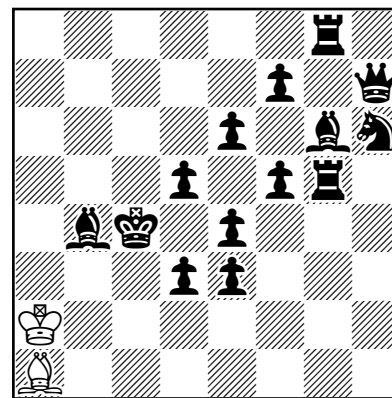
Popeye Windows-32Bit v4.63 (512 MB)

1.Qb1-e4 Bh4-e7 2.Sf1-e3 Se5-c6 #
 1.Rg4-e4 Bh4-d8 2.Bg3*e5 Bd8-b6 #

solution finished. Time = 0.046 s

Check avoidance (B-W) × 2 Exchange of functions
 (bQb1/bRg4, Interfered / Self-block) Exchange of
 functions (bSf1/bBg3, Passive / Self-block) Play on the
 same square (B1, 2) Model mate × 2 (author).

Гальма, Михайло
Curierul Problemistic
 (6/684), 2021



h#2

2+14

a) 1.Bb4-c5 Ka2-b2 2.Kc4-d4 Kb2-b3 #

b) in mate position of 'a' Kd4 to d5
 (6r1/5p1q/4p1bn/2bk1pr1/4pp2/1K1pp3/8/B7)

1.Bd6 Kc3 2.Ke5 Kc4#

c) in mate position of 'b' Ke5 to e6

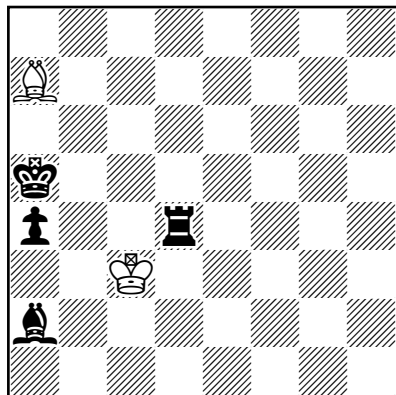
(6r1/5p1q/3bk1bn/5pr1/2K1pp2/3pp3/8/B7) 1.Be7 Kd4
 2.Kf6 Kd5#

d) in mate position of 'c' Kf6 to f7

(6r1/4bk1q/6bn/3K1pp1/4pp2/3pp3/8/B7) 1.Bf8 Ke5
 2.Kg7 Ke6#

Тема анигиляції. The theme of annihilation Durbar
 theme × 4 Battery mate × 4 > Royal battery mate × 4
 (author).

Гальма, Михайло
Остап'юк, Степан
Curierul Problemistic
 (6/685), 2021



h#2.5

2+4

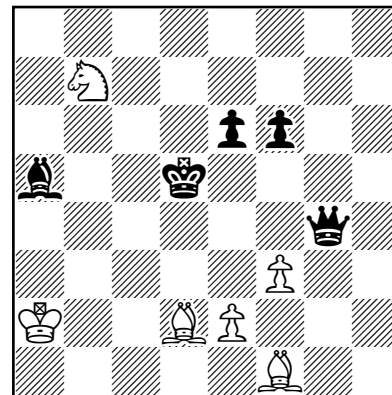
Popeye Windows-32Bit v4.63 (512 MB)

1...Kc3-c2 2.Ka5-b4 Ba7*d4 3.Kb4-a3 Bd4-c5 #
 1...Kc3*d4 2.Ba2-c4 Kd4-c5 3.Bc4-a6 Ba7-b6 #

solution finished. Time = 0.028 s

Passive sacrifice of a black piece with a capture by white different pieces (2.Kb4 Bxd4, 1...Kxd4) (author).

Гринченко, Дмитрий
Curierul Problemistic
 (6/686), 2021



h#2

6+5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Qg4-e4 f3*e4 + 2.Kd5-c4 e2-e3 #

b) wBf1-->g2

1.Qg4-d4 e2-e4 + 2.Kd5-e5 f3-f4 #

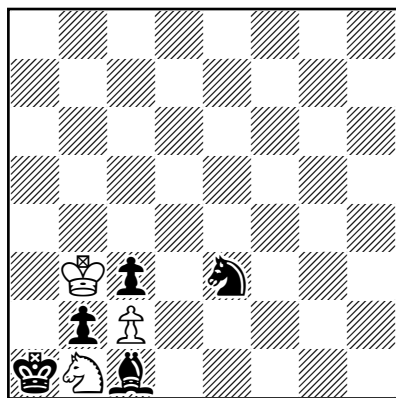
solution finished. Time = 0.067 s

b) Move f1 g2

Nedeianu, Gabriel

Curierul Problemistic (6/),

2021



h#2.5

3+5

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1... .. 2.Se3*c2 Sb1-a3 3.b2-b1=S Sa3*c2 #

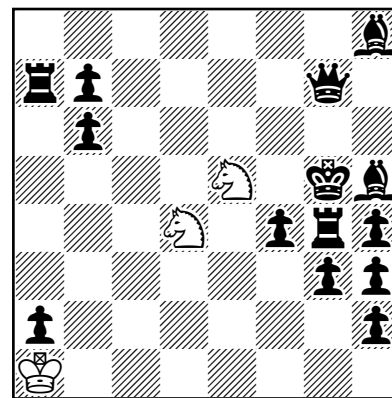
1...Kb3-a3 2.Bc1-d2 Sb1*d2 3.b2-b1=B Sd2-b3 #

solution finished. Time = 0.016 s

Васючко, Микола

Curierul Problemistic

(6/687), 2021



h#3

3+14

Popeye Windows-32Bit v4.63 (512 MB)

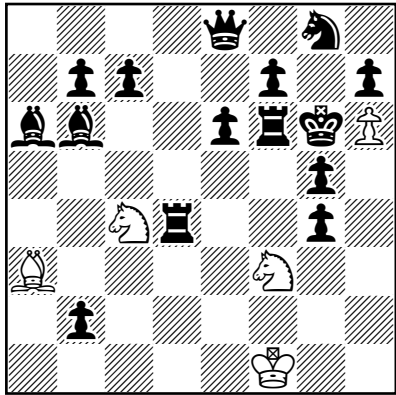
1.Ra7-a4 Sd4-f5 2.Ra4-d4 Sf5*h4 3.Kg5*h4 Se5-f3 #

1.Ra7-a5 Se5-g6 2.Ra5-e5 Sg6*h4 3.Kg5*h4 Sd4-f3 #

solution finished. Time = 2.659 s

Active sacrifice (white) × 2 Exchange of functions
(wSd4/wSe5, Mate / Active sacrifice) Half-pin (white)
Kniest theme × 2 Play on the same square (W2, 2) Play
on the same square (W3, 2) Selfpin-unpin (white) × 2
Zilahi (active, SS, 2) Model mate × 2 Mates on the
same square × 2 (author).

Васючко, Микола
Curierul Problemistic
 (6/688), 2021



h#3

5+15

b) Remove d4

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Rd4-d3 Sc4-d6 2.Bb6-f2 Sd6*f7 3.Kg6*f7 Sf3-e5 #

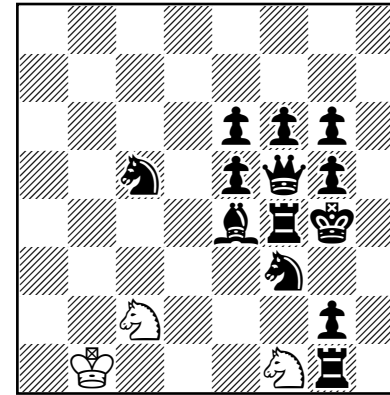
b) -bRd4

1.Bb6-f2 Sf3*g5 2.b7-b5 Sg5*f7 3.Kg6*f7 Sc4-e5 #

solution finished. Time = 11.573 s

Active sacrifice (white) × 2 Bi-valve (bB-bP-bR) Bi-valve (bR-bB-bB) Kniest theme × 2 Play on the same square (W2, 2) Play on the same square (W3, 2) Zilahi (active, SS, 2) Model mate × 2 Mates on the same square × 2 (author).

Васючко, Микола
Curierul Problemistic
 (6/689), 2021



h#3

3+13

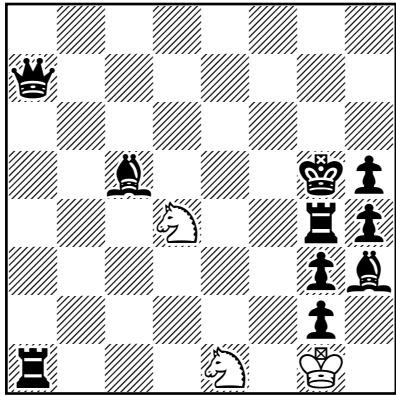
Popeye Windows-32Bit v4.63 (512 MB)

1.Sf3-e1 Sf1-g3 2.Sc5-d3 Sg3*f5 3.Kg4*f5 Sc2-e3 #
 1.Sc5-d3 Sc2-d4 2.Sf3-e1 Sd4*f5 3.Kg4*f5 Sf1-e3 #

solution finished. Time = 1.575 s

Active sacrifice (white) × 2 Exchange of functions (wSf1/wSc2, Mate / Active sacrifice) Exchange of moves (B1/B2) Kniest theme × 2 Play on the same square (W2, 2) Play on the same square (W3, 2) Zilahi (active, SS, 2) Model mate × 2 Mates on the same square × 2 (author).

Васючко, Микола
Curierul Problemistic
 (6/690), 2021



h#3 3+10

- a) Move c5 b6
- b) Move a7 b1

Popeye Windows-32Bit v4.63 (512 MB)

zeroposition

a) bBc5-->b6

1.Ra1-a5 Se1*g2 2.Ra5-c5 Sg2*h4 3.Kg5*h4 Sd4-f3 #

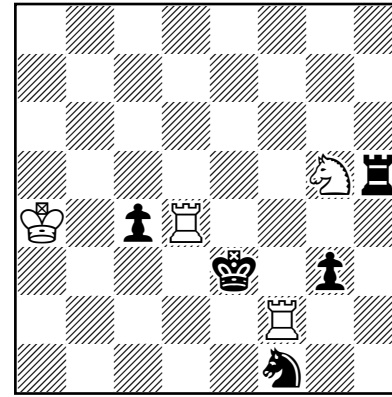
b) bQa7-->b1

1.Bc5-a3 Sd4-f5 2.Ba3-c1 Sf5*h4 3.Kg5*h4 Se1-f3 #

solution finished. Time = 1.322 s

Active sacrifice (white) × 2 Exchange of functions
 (wSe1/wSd4, Active sacrifice / Mate) Kniest theme × 2
 Play on the same square (W2, 2) Play on the same
 square (W3, 2) Zilahi (active, SS, 2) Model mate × 2
 Mates on the same square × 2 (author).

Панкратъев, Александр
Curierul Problemistic
 (6/691), 2021



h#2 4+5

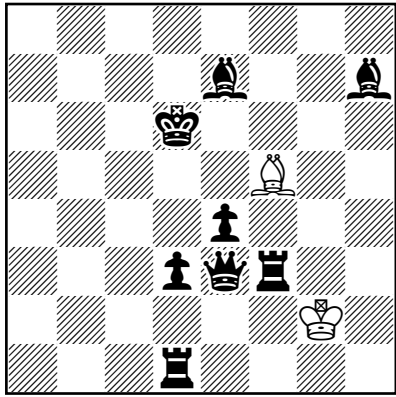
Popeye Windows-32Bit v4.63 (512 MB)

- 1.Ke3*d4 Rf2-d2 + 2.Kd4-c3 Sg5-e4 #
- 1.Ke3*f2 Rd4-d2 + 2.Kf2-e1 Sg5-f3 #
- 1.Rh5-h2 Rf2-f4 2.Rh2-f2 Rf4-e4 #
- 1.Rh5-h4 Rd4-d2 2.Rh4-f4 Rf2-e2 #

solution finished. Time = 0.029 s

□ BK moves only × 2 □ Exchange of functions
 (wRf2/wRd4, Captured / Guard) □ Play on the same
 square (W1, 2) □ Play on the same square (W2, 2) □
 Model mate × 2 □ Mates on the same square × 2 W-B
 Umnov move (author).

Панкратъев, Александр
Curierul Problemistic
 (6/692), 2021



h#5.5

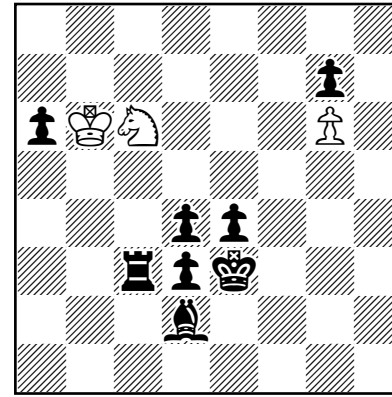
2+8

Solution intended by author:

- 1... Bxe4
- 2.Rf7 Bxd3
- 3.Bf6 Bxh7
- 4.Qe7 Kf3
- 5.Ke6 Ke4
- 6.Rd6 Bf5#

□ Annihilation × 2 □ Blocking piece replacement
 (bB-bQ) □ Delayed Umnov (bR-wK) □ Hesitation (wB) □
 Linear cycle (wB, with captures, 4) □ Long-trip (wB, 4)
 □ Wigwag (wB) □ Ideal mate □ W-B gate opening × 3 □
 Interference × 2 □ Self-block × 4 □ > Distant self-block
 × 2 □ B Capture × 3 □ Critical move × 2 □ Anti-critical
 move × 1 Square vacation × 2 Unblock × 1(author).

Панкратъев, Александр
Curierul Problemistic
 (6/693), 2021



h#4.5

3+8

Popeye Windows-32Bit v4.63 (512 MB)

Tempo-tries:

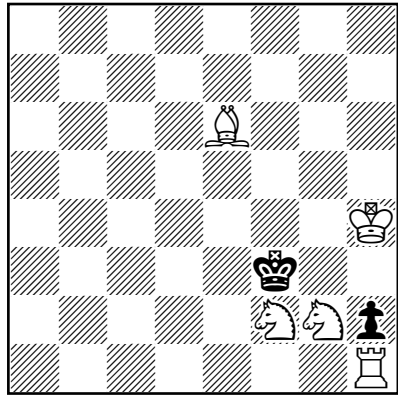
- 1... Sxd4 2.Rc7 ?? 3.Rf7 gxf7 4.Bc1/g5/g6 f8=Q
- 5.Kxd4 Qc5#
- 1... Sxd4 2.Rc7 ?? 3.Rf7 gxf7 4.?? f8=Q 5.Kxd4
- Qc5#

- 1...Sc6*d4 2.Rc3-c7 Sd4-b5 3.Rc7-f7 g6*f7 4.a6*b5
- f7-f8=Q 5.Ke3-d4 Qf8-c5 #

solution finished. Time = 40.068 s

Active sacrifice (black) □ Active sacrifice (white,
 delayed) □ Annihilation □ Hidden tempo-try □ Kniest
 theme □ Promotion (Q, 1) □ Model mate × 1 □ W-B gate
 opening × 1 □ W Promotion × 1 □ W Capture × 1 □ B
 Capture × 2 (author).

Панкратъев, Александр
Curierul Problemistic
(6/694), 2021



Popeye Windows-32Bit v4.63 (512 MB)

1...Sf2-d1 2.Kf3*g2 Be6-d5 #
1...Sf2-h3 2.Kf3*g2 Be6-d5 #
1...Sf2-g4 2.Kf3*g2 Be6-d5 #
1...Sf2-d3 2.Kf3*g2 Be6-d5 #

1.Kf3*f2 Rh1-f1 + 2.Kf2*g2 Be6-h3 #
1.Kf3*g2 Sf2-h3 2.Kg2*h1 Be6-d5 #

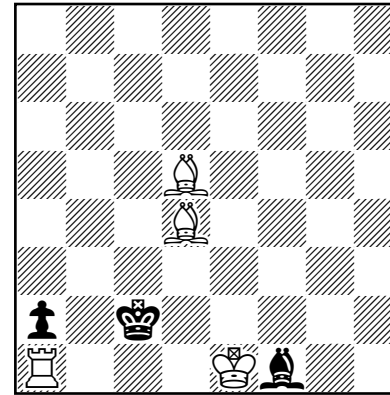
solution finished. Time = 0.011 s

h#2

5+2

SetPlay

Панкратъев, Александр
Curierul Problemistic
(6/695), 2021



Popeye Windows-32Bit v4.63 (512 MB)

1...Bd5-f3 2.Bf1-d3 Bf3-d1 #
1...Bd5-c6 2.Bf1-d3 Bc6-a4 #
1...Ra1*a2 + 2.Kc2-d3 Ra2-d2 #
1...Ra1-b1 2.Bf1-h3 Bd5-e4 #

solution finished. Time = 0.011 s

h#1.5

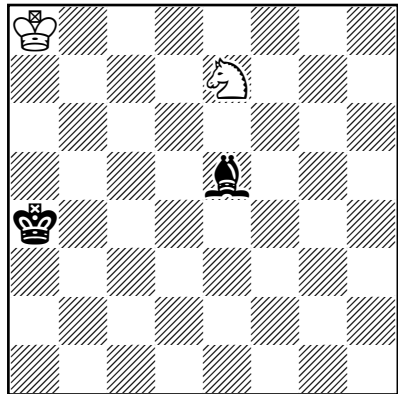
4+3

SetPlay

Панкратъев, Александр

Curierul Problemistic

(6/696), 2021



h#5.5

2+2

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

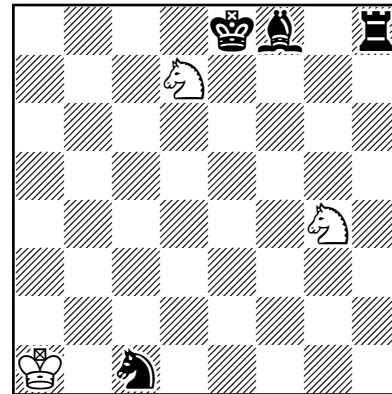
1...Ka8-b7 2.Ka4-a5 Kb7-c6 3.Ka5-a6 Se7-d5
4.Ka6-a7 Kc6-b5 5.Ka7-a8 Kb5-a6 6.Be5-b8 Sd5-b6 #

solution finished. Time = 5.752 s

Панкратъев, Александр

Curierul Problemistic

(6/697), 2021



h#3

3+4

SetPlay

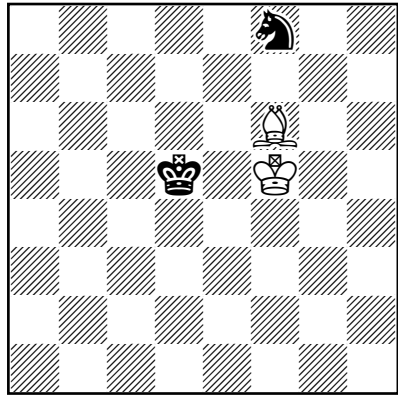
Popeye Windows-32Bit v4.63 (512 MB)

1.Sc1-d3 Sd7-b8 2.Sd3-e5 Sb8-c6 3.Se5-f7 Sg4-f6 #
1.Bf8-g7 + Sd7-e5 2.0-0 Sg4-f6 + 3.Kg8-h8 Se5-g6 #

solution finished. Time = 1.641 s

Castling (black, short) Long-trip (bS, 3)
 Selfpin-unpin (white) Model mate × 2 (author).

Панкратъев, Александр
Curierul Problemistic
(6/698), 2021



h#5.5

2+2

SetPlay

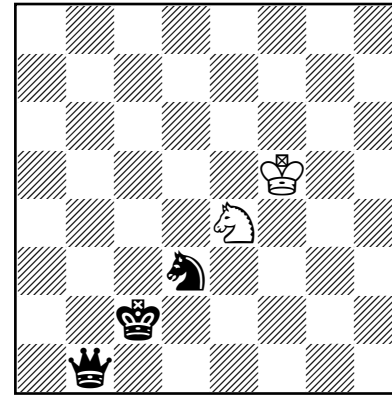
Popeye Windows-32Bit v4.63 (512 MB)

1...Kf5-g5 2.Kd5-e6 Bf6-g7 3.Ke6-f7 Bg7-h6
4.Kf7-g8 Kg5-f6 5.Kg8-h8 Kf6-f7 6.Sf8-h7 Bh6-g7 #

solution finished. Time = 12.543 s

1.Long-trip (B,3) 2.Switchback (B,captureless,1)
3.Ideal mate (author).

Панкратъев, Александр
Curierul Problemistic
(6/699), 2021



h#4

2+3

SetPlay

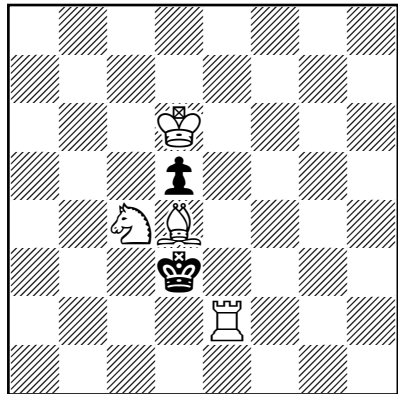
Popeye Windows-32Bit v4.63 (512 MB)

1.Sd3-b2 Kf5-f4 2.Qb1-a2 Kf4-e3 3.Kc2-b1 Ke3-d2
4.Qa2-a1 Se4-c3 #

solution finished. Time = 20.842 s

Tempo-tries 1.Sb2 Kf4 2.Qa1 Ke3 3.Kb1 Kd2 4.?? Sc3#
1.Sb2 Kf4 2.Qa2! (Qa1?) Ke3 3.Kb1 Kd2 4.Qa1 Sc3#
1.Assymetry. 2.Hesitation (g) 3.Tempo move (g,zugzwang,avoidance) 4.Ideal mate (author).

Панкратъев, Александр
Curierul Problemistic
 (6/700), 2021



h#3

4+2

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

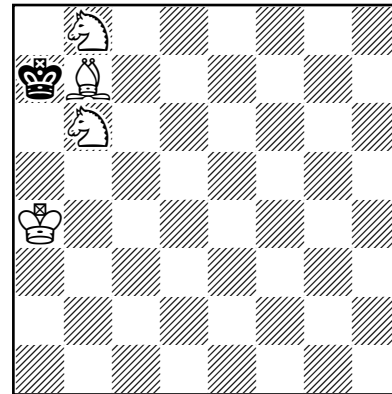
1...Sc4-d2 2.Kd3-c2 Sd2-b3 + 3.Kc2-b1 Re2-b2 #
 1...Re2-g2 2.Kd3-e4 Rg2-g4 + 3.Ke4-f5 Sc4-e3 #

1.Kd3*d4 Re2-f2 2.Kd4-e4 Rf2-f3 3.d5-d4 Sc4-d2 #
 1.Kd3*c4 Kd6-c6 2.Kc4-b4 Bd4-c5 + 3.Kb4-a5 Re2-a2 #

solution finished. Time = 0.107 s

Annihilation BK moves only × 3 Hidden tempo-try
 Many ways (bK, 2) Ideal mate × 1 Model mate × 1
 (author).

Панкратъев, Александр
Curierul Problemistic
 (6/701), 2021



h#3

4+1

SetPlay

b) Move a4 c8

Popeye Windows-32Bit v4.63 (512 MB)

a)

1...Sb8-d7 2.Ka7*b7 Sb6-c8 3.Kb7-a6 Sd7-c5 #
 1...Sb6-c8 + 2.Ka7*b7 Sb8-d7 3.Kb7-a6 Sd7-c5 #

1.Ka7*b7 Sb8-d7 2.Kb7-a7 Sb6-c8 + 3.Ka7-a6 Sd7-c5 #

b) wKa4-->c8

1.Ka7*b6 Bb7-a6 2.Kb6-a7 Sb8-c6 + 3.Ka7-a8 Ba6-b7 #

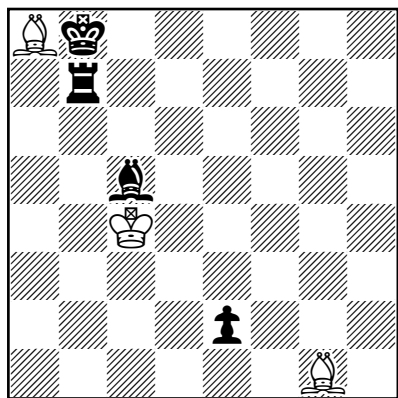
solution finished. Time = 0.030 s

a) BK moves only Hesitation (bK) Switchback (bK, with captures, 1) Tempo move (bK, waiting) Ideal mate (author). b) BK moves only Hidden tempo-try Switchback (bK, with captures, 1) Switchback (wB, captureless, 1) Ideal mate (author).

Панкратьев, Александр

Curierul Problemistic

(6/702), 2021



h#3

3+4

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.Rb7-a7 Ba8-b7 2.Ra7-a8 Bb7-a6 3.Bc5-a7 Bg1-h2 #
1.Kb8-a7 Kc4*c5 2.Rb7-b8 Ba8-b7 3.e2-e1=S Kc5-c6 #

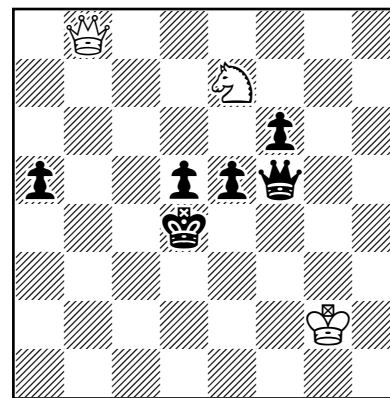
solution finished. Time = 2.734 s

□ > Tempo promotion □ Annihilation □ Consecutive
Umnov (mixed, rBr, 2) □ Place exchange (bicolor,
bR-wB) □ Play on the same square (B1, 2) □ Promotion
(s) □ Tempo move (bP, waiting) □ Model mate × 1 □
Battery mate □ > Royal battery mate B-B,B-W,B-B,W-B
(author).

Барсуков, Валерий

Curierul Problemistic

(6/703), 2021



h#2

3+6

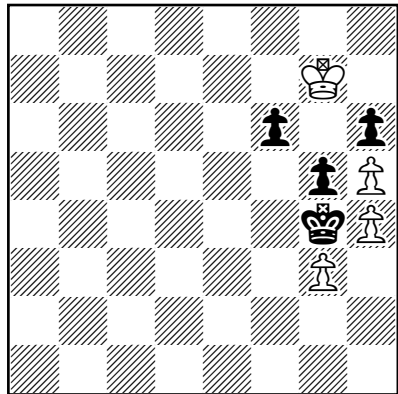
Popeye Windows-32Bit v4.63 (512 MB)

1.Kd4-c5 Qb8-c8 + 2.Kc5-d6 Se7*f5 #
1.Qf5-d3 Qb8-c7 2.e5-e4 Se7-f5 #
1.Qf5-f4 Se7-f5 + 2.Kd4-e4 Qb8-b1 #

solution finished. Time = 0.038 s

Гравюра - «белый аристократ», игра черного ферзя
«по Чумакову» (блокирования и жертва),
правильные маты. Engraving - "white aristocrat", the
game of the black queen "according to Chumakov"
(blocking and sacrificing), model mates. (author).

Барсуков, Валерий
Curierul Problemistic
(6/704), 2021



h#2.5

4+4

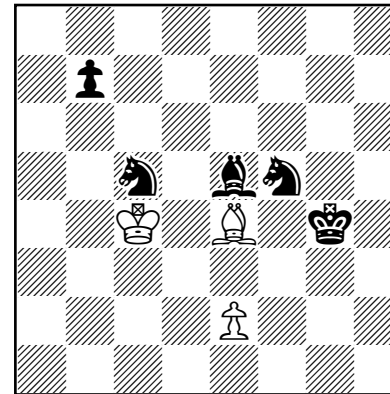
Popye Windows-32Bit v4.63 (512 MB)

1...Kg7-g8 2.Kg4*h5 g3-g4 + 3.Kh5-g6 h4-h5 #
1...Kg7*f6 2.Kg4*h5 Kf6-f5 3.g5*h4 g3-g4 #

solution finished. Time = 0.011 s

Пешечная гравюра, идеальные маты. Pawn engraving, ideal mates (author).

Барсуков, Валерий
Curierul Problemistic
(6/705), 2021



h#4.5

3+5

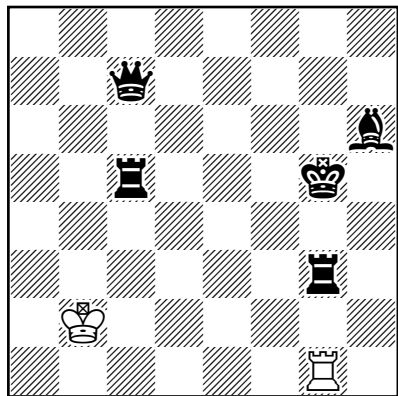
a) 1. ...e3 2.b6 Ba8
3.Sb7 Kd3 4.Kf3 Kd2 5.Ke4 Bxb7#

b) 1. ...Bh4 2.Se6 Kd3
3.Se7 Ke3 4.Kf5 Kf3 5.Sg6 e4#

Гравюра; медленная и быстрая аванта белой пешки, правильные маты. Engraving; slow and fast advance of the white pawn, model mates (author).

b) Move e4 e1

Барсуков, Валерий
Curierul Problemistic
 (6/706), 2021



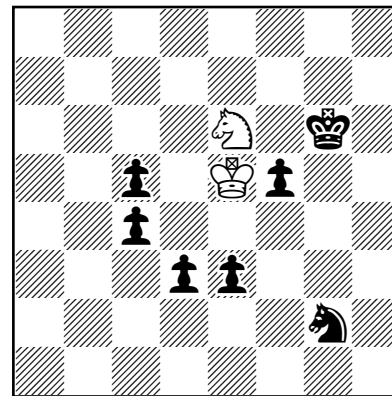
h#5

2+5

- I. 1.Kf4 Ka2 2.Ke3 Rxc3+ 3.Kd2 Ra3 4.Kc1 Kb3 5.Bd2 Ra1#
 II. 1.Rf5 Re1 2.Rgf3 Re3 3.Qg3 Kc3 4.Kf4 Kd4 5.Bg5 Re4#

Минимальная миниатюра - «аристократ», игра ладьи g3 «по Чумакову». The minimum miniature is "aristocrat", the g3 rook play "according to Chumakov" (author).

Барсуков, Валерий
Curierul Problemistic
 (6/707), 2021



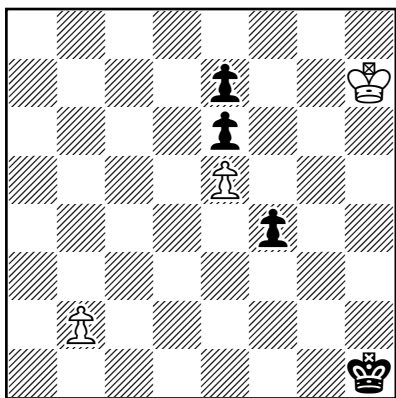
h#5.5

2+7

1. ...Kd6 2.Kf6 Kd7 3.Ke5 Sc7 4.Kd4 Ke6 5.Sf4+ Kxf5 6.Sd5 Sb5#

Минимальная гравюра, идеальный мат. Minimal engraving, ideal mate (author).

Барсуков, Валерий
Curierul Problemistic
 (6/708), 2021



h#5.5

3+4

Popeye Windows-32Bit v4.63 (512 MB)

a) 1...b2-b4 2.Kh1-g2 b4-b5 3.Kg2-f3 b5-b6
 4.Kf3-e4 b6-b7 5.Ke4*e5 b7-b8=Q + 6.Ke5-f6 Qb8*f4 #

b) h#6 wPb2-->d2

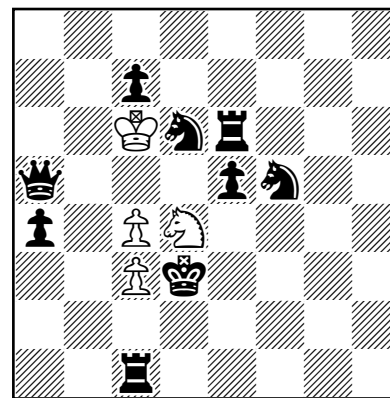
1.Kh1-g2 d2-d4 2.Kg2-f3 d4-d5 3.Kf3-e4 d5-d6
 4.Ke4*e5 d6*e7 5.Ke5-f5 e7-e8=Q 6.e6-e5 Qe8-g6 #

solution finished. Time = 1.205 s

Miniature pawns, excelsiores and strong white pawn transformations, ideal mates by the promoted queens (author).

b) Stipulation h#6 Move b2 d2

Ивунин, Алексей
Curierul Problemistic
 (6/709), 2021



h#4

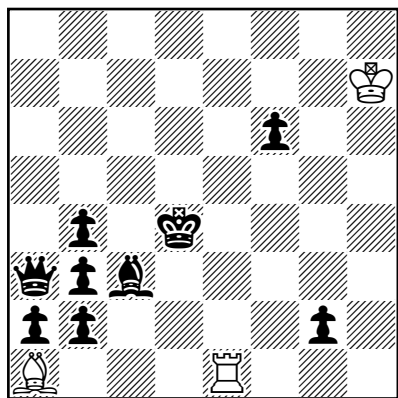
4+9

Popeye Windows-32Bit v4.63 (512 MB)

1.Qa5-b4 c3*b4 2.Kd3-c3 b4-b5 3.Kc3-b4 Kc6*c7
 4.Kb4-a5 Sd4-c6 #
 1.e5-e4 Sd4*f5 2.Qa5-e5 Kc6*c7 3.Kd3*c4 Kc7-b6
 4.Kc4-d5 Sf5-e3 #
 1.Sd6-b5 + Kc6-b7 2.c7-c5 c4*b5 3.Kd3-c4 Sd4-c2
 4.Kc4*b5 Sc2-a3 #

solution finished. Time = 4:29.817 m:s

Ивунин, Алексей
Curierul Problemistic
(6/710), 2021



h#4

3+9

Popeye Windows-32Bit v4.63 (512 MB)

1.b2-b1=S Re1-d1 + 2.Kd4-e3 Ba1*c3 3.Ke3-f2 Bc3-e1
+ 4.Kf2-g1 Be1-g3 #

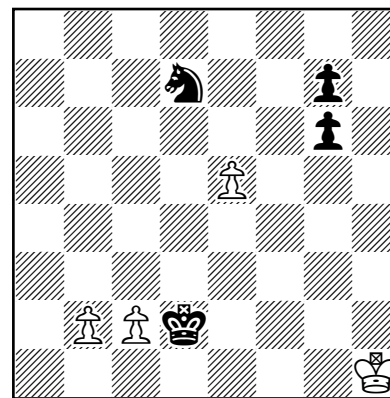
1.b2-b1=R Ba1*c3 + 2.Kd4-d3 Bc3*f6 3.Kd3-c2 Re1-e5
4.Kc2-b2 Re5-c5 #

1.Kd4-d3 Ba1*b2 2.Kd3-c2 Bb2-c1 3.Kc2-b1 Re1-d1

4.Kb1-a1 Bc1*a3 #

solution finished. Time = 2:56.799 m:s

Ивунин, Алексей
Curierul Problemistic
(6/711), 2021



h#4

4+4

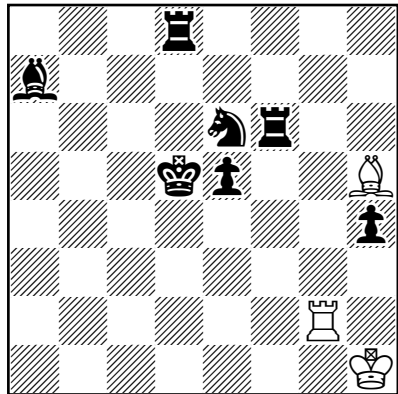
Popeye Windows-32Bit v4.63 (512 MB)

1.Kd2-e3 e5-e6 2.Ke3-f4 e6*d7 3.Kf4-g5 d7-d8=Q +
4.Kg5-h6 Qd8-h4 #

1.Sd7-f6 e5*f6 2.Kd2-c1 f6*g7 3.Kc1*b2 g7-g8=Q
4.Kb2-a3 Qg8-b3 #

solution finished. Time = 0.748 s

Ивунин, Алексей
Curierul Problemistic
 (6/712), 2021



h#3

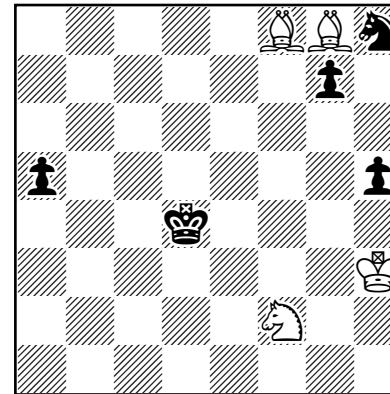
3+7

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd5-c6 Bh5-e8 + 2.Kc6-b7 Rg2-b2 + 3.Kb7-a8
 Be8-c6 #
 1.Kd5-e4 Rg2-g6 2.Ke4-f4 Rg6*f6 + 3.Kf4-g3 Rf6-f3
 #
 1.Se6-c5 Bh5-e2 2.Rf6-c6 Rg2-g4 3.Rd8-d6 Be2-c4 #
 1.Ba7-e3 Rg2-c2 2.Kd5-d4 Bh5-e2 3.Rd8-d5 Rc2-c4 #

solution finished. Time = 10.850 s

Ивунин, Алексей
Curierul Problemistic
 (6/713), 2021



h#3

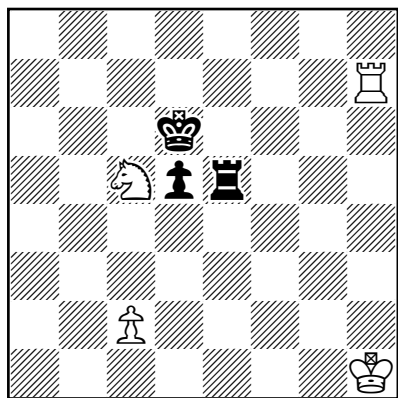
4+5

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd4-e5 Kh3-g3 2.Ke5-f6 Kg3-f4 3.g7-g6 Sf2-e4 #
 1.Kd4-e3 Bg8-d5 2.Ke3*f2 Bd5-g2 3.Kf2-g1 Bf8-c5 #
 1.Kd4-c3 Sf2-e4 + 2.Kc3-b2 Se4-d2 3.Kb2-a1 Bf8*g7
 #
 1.Sh8-f7 Kh3-h4 2.Sf7-d6 Kh4-g5 3.Kd4-e5 Bf8*g7 #

solution finished. Time = 1.304 s

Ивунин, Алексей
Curierul Problemistic
(6/714), 2021



h#3

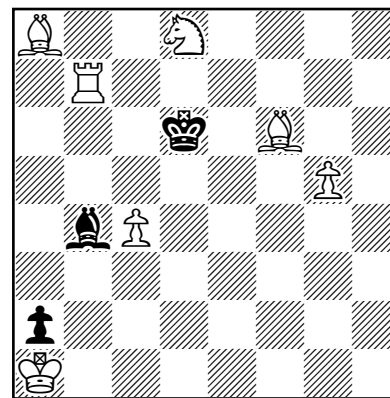
4+3

Popeye Windows-32Bit v4.63 (512 MB)

1.Re5-e3 Rh7-f7 2.Kd6-e5 Sc5-d3 + 3.Ke5-e4 Rf7-f4 #
1.Re5-e8 Sc5-d7 2.Kd6-c7 Sd7-b6 + 3.Kc7-d8 Rh7-d7 #
1.Re5-e7 Sc5-d3 2.Kd6-d7 Sd3-e5 + 3.Kd7-e8 Rh7-h8 #
1.Kd6-c6 c2-c4 2.Kc6-b6 Rh7-b7 + 3.Kb6-a5 Rb7-b5 #

solution finished. Time = 1.642 s

Bidlen, Anton
Curierul Problemistic
(6/715), 2021



h#2

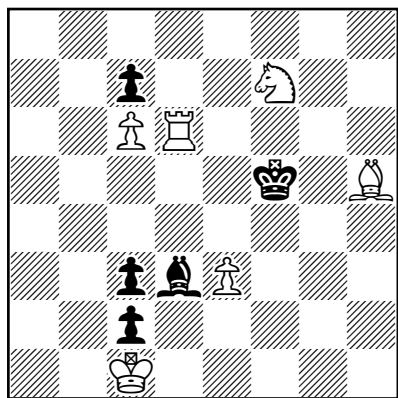
7+3

Popeye Windows-32Bit v4.63 (512 MB)

1.Bb4-a3 Rb7-e7 2.Ba3-c5 Sd8-f7 #
1.Bb4-c3 + Ka1*a2 2.Bc3-e5 Bf6-e7 #
1.Bb4-a5 Rb7-b5 2.Ba5-c7 Rb5-d5 #

solution finished. Time = 0.013 s

Bidlen, Anton
Curierul Problemistic
(6/716), 2021



h#2

6+5

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

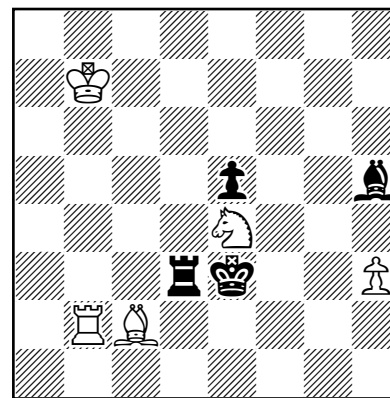
1...Rd6-d5 + 2.Kf5-e4 Rd5-e5 #

1.Bd3-e2 Kc1*c2 2.Be2-g4 Bh5-g6 #

1.Bd3-c4 Rd6-d4 2.Bc4-e6 Rd4-f4 #

solution finished. Time = 0.014 s

Bidlen, Anton
Curierul Problemistic
(6/717), 2021



h#2

5+4

SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.Ke3-f3 Bc2-b1 2.Rd3-e3 Rb2-f2 #

1.Ke3-e2 Bc2*d3 + 2.Ke2-d1 Rb2-b1 #

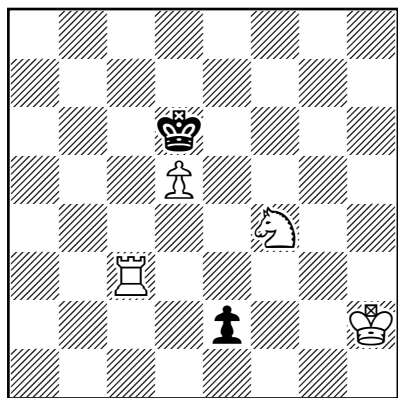
1.Ke3-d4 Kb7-c6 2.Rd3-e3 Rb2-b4 #

1.Ke3-f4 Rb2-b6 2.Rd3-e3 Rb6-f6 #

solution finished. Time = 0.032 s

1.Ke3-f3, Bc2-b1 2.Rd3-e3, Rb2-f2 # 1.Ke3-e2, Bc2*d3
+ 2.Ke2-d1, Rb2-b1 # 1.Ke3-d4, Kb7-c6 2.Rd3-e3,
Rb2-b4 # 1.Ke3-f4, Rb2-b6 2.Rd3-e3, Rb6-f6 #

Bidlen, Anton
Curierul Problemistic
(6/718), 2021



h#3

4+2

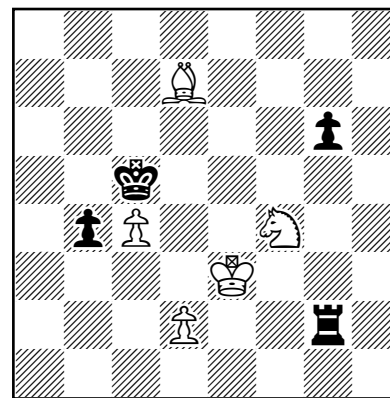
SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.e2-e1=R Rc3-c8 2.Re1-e7 Sf4-e6 3.Kd6-d7 Rc8-d8 #
1.Kd6-e5 Sf4-g2 2.Ke5-e4 Rc3-c4 + 3.Ke4-f3 Rc4-f4
#

solution finished. Time = 0.392 s

Bidlen, Anton
Curierul Problemistic
(6/719), 2021



h#3

5+4

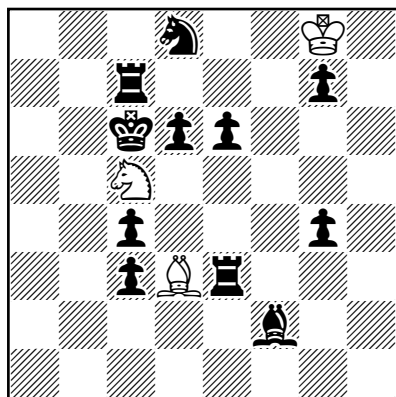
SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.Rg2-f2 Sf4-d5 2.Rf2-f6 Bd7-b5 3.Rf6-d6 d2-d4 #
1.Kc5*c4 d2-d3 + 2.Kc4-c3 Bd7-a4 3.Rg2-b2 Sf4-d5 #

solution finished. Time = 1.526 s

Bidlen, Anton
Curierul Problemistic
 (6/720), 2021



h#3 3+11

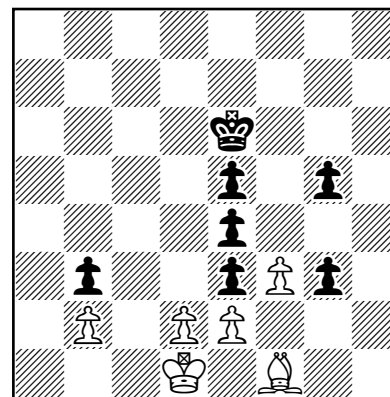
SetPlay

Popeye Windows-32Bit v4.63 (512 MB)

1.Kc6-d5 Bd3-f1 2.Re3-d3 Sc5*d3 3.Bf2-d4 Bf1-g2 #
 1.e6-e5 Sc5-b7 2.Kc6-d7 Kg8-f8 3.Sd8-c6 Bd3-f5 #

solution finished. Time = 5.815 s

Bidleň, Anton
Curierul Problemistic
 (6/721), 2021



h#4 6+7

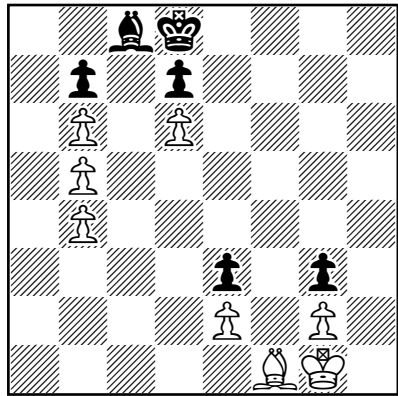
Popeye Windows-32Bit v4.63 (512 MB)

1.e3*d2 Kd1*d2 2.e4*f3 Kd2-d3 3.Ke6-f5 Bf1-h3 +
 4.Kf5-f4 e2-e3 #
 1.e4*f3 e2*f3 2.Ke6-f6 Kd1-e2 3.Kf6-f5 Bf1-h3 +
 4.Kf5-f4 d2*e3 #

solution finished. Time = 1.776 s

Thematic content: Active sacrifice (black) × 2,
 Hesitation (k), Many ways (k, 2), Play on the same
 square (W4, 2), Reciprocal captures (P/p), Tempo move
 (k, waiting) Final position: Model mate × 1, Mates on
 the same square × 2 (author).

Bidleň, Anton
Curierul Problemistic
(6/722), 2021



h#11

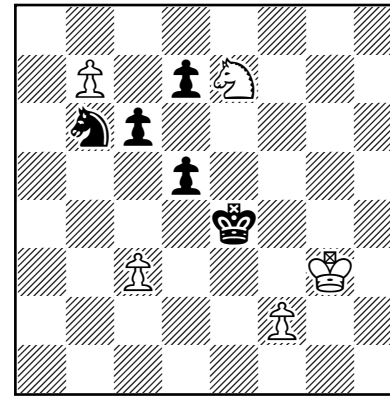
8+6

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd8-e8 Kg1-h1 2.Ke8-f7 Kh1-g1 3.Kf7-e6 Kg1-h1
4.Ke6*d6 Kh1-g1 5.Kd6-e7 Kg1-h1 6.d7-d6 Kh1-g1
7.Bc8-h3 Kg1-h1 8.Bh3*g2 + Kh1-g1 9.Bg2-c6 b5*c6
10.Ke7-d8 c6-c7 + 11.Kd8-c8 Bf1-h3 #

solution finished. Time = 0.653 s

Yuzyuk, Viktor
Curierul Problemistic
(6/723), 2021



h#2

5+5

Popeye Windows-32Bit v4.63 (512 MB)

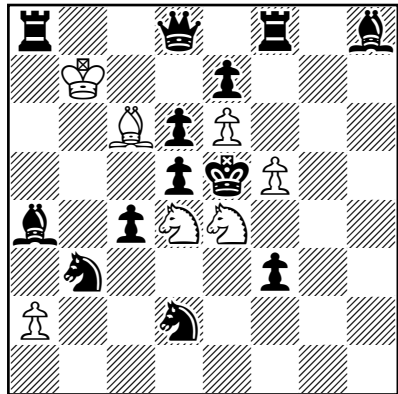
1.d5-d4 b7-b8=Q 2.d4-d3 Qb8-f4 #
1.Sb6-c8 b7*c8=Q 2.d7-d6 Qc8-f5 #
1.Sb6-a8 b7*a8=Q 2.c6-c5 Qa8*d5 #

solution finished. Time = 0.013 s

Active sacrifice (black) × 2 , Ambush (wQ) × 2 ,
Promotion (QQQ, 3) (author).

SetPlay

Gavryliv, Evgeny
Curierul Problemistic
 (6/724), 2021



h#3

7+13

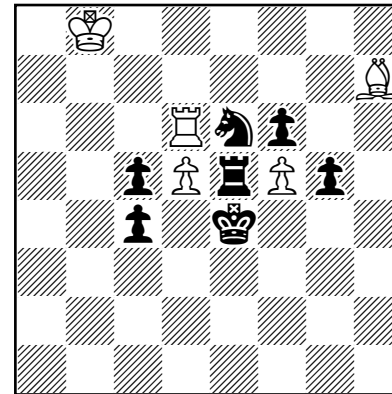
Popeye Windows-32Bit v4.63 (512 MB)

1.d5*e4 Bc6*a4 2.Ke5-d5 Sd4*b3 3.Bh8-e5 Ba4-c6 #
 1.Ke5*d4 Se4*d2 2.Kd4-c5 a2-a3 3.d5-d4 Sd2-e4 #
 1.Rf8*f5 Sd4*b3 2.Ke5*e6 Bc6-e8 3.Rf5-e5 Sb3-d4 #

solution finished. Time = 8.290 s

Annihilation Play on the same square (B3, 2).
 Switchback (wB, with captures, 1). Switchback (wS,
 with captures, 1) × 2. Mate on the white piece square
 × 1 (author).

Gavryliv, Evgeny
Curierul Problemistic
 (6/725), 2021



h#3

5+7

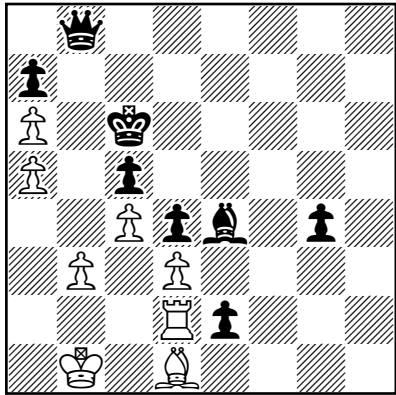
Popeye Windows-32Bit v4.63 (512 MB)

1.Re5*d5 Bh7-g8 2.Rd5-e5 Rd6-d4 + 3.Ke4*f5 Bg8-h7 #
 1.Re5*f5 Rd6*e6 + 2.Ke4*d5 Kb8-c7 3.Rf5-e5 Re6-d6 #

solution finished. Time = 0.492 s

Annihilation × 2. Magnet (Black-White) × 2. Many
 ways (bR, 2). Selfpin-unpin (black). Switchback (bR,
 with captures, 1) × 2. Switchback (wB, captureless, 1).
 Switchback (wR, with captures, 1). Mate on the white
 piece square × 2 (author).

Gavryliv, Evgeny
Curierul Problemistic
 (6/726), 2021



h#3

8+8

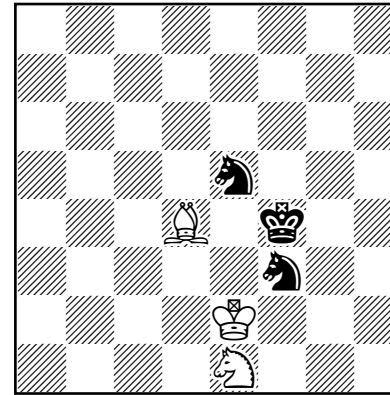
Popeye Windows-32Bit v4.63 (512 MB)

1.Be4*d3 + Bd1-c2 2.Bd3-e4 Rd2*d4 3.Qb8-c7 Bc2*e4 #
 #
 1.Qb8*b3 + Rd2-b2 2.Qb3-b8 Rb2-b7 3.Qb8-d6 Bd1-a4 #

solution finished. Time = 3.204 s

Active sacrifice (black, delayed). Ambush (wR).
 Annihilation × 2. AntiZielElement (B1, guard). Bristol
 (bicolor, bQ-wR, impure, 5, 5). Delayed Umnov
 (bB-wB). Hideaway (bB, sacrificial). Long-trip (bQ, 3).
 Pelle move (white). Sacrificial clearance (B-W).
 Switchback (bB, with captures, 1). Switchback (bQ,
 with captures, 1) (author).

Черноус, Владимир
Curierul Problemistic
 (6/727), 2021



h#3

3+3

Popeye Windows-32Bit v4.63 (512 MB)

zeroposition

a) +bRe6

1.Se5-d3 + Ke2-f1 2.Re6-e4 Bd4-c3 3.Kf4-e3 Se1-g2 #

b) +bPg3

1.g3-g2 Se1-d3 + 2.Kf4-g3 Sd3-f2 3.Sf3-h4 Bd4*e5 #

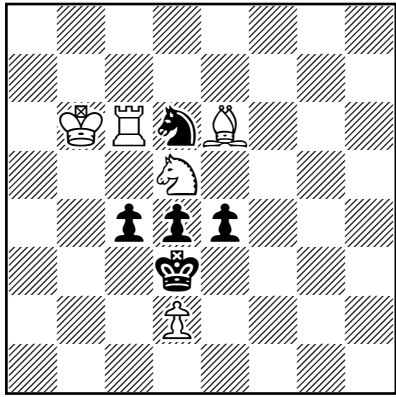
c) +bRd3

1.Sf3-h4 Se1-c2 2.Rd3-h3 Sc2-e3 3.Kf4-g3 Bd4*e5 #

solution finished. Time = 3.414 s

a) Add black Re6
 b) Add black Pg3
 c) Add black Rd3

Черноус, Владимир
Curierul Problemistic
 (6/728), 2021



h#2 5+5

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.c4-c3 Be6-h3 2.c3*d2 Bh3-f1 #

b) -bPc4 -bPe4

1.Kd3-e4 Be6-f5 + 2.Ke4*d5 Rc6-c5 #

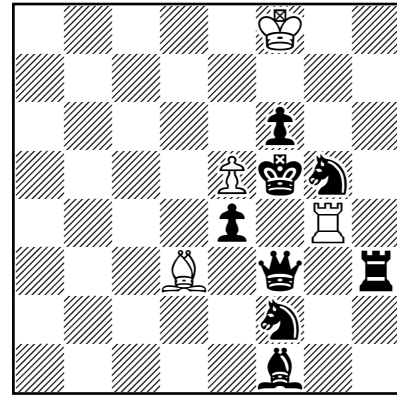
c) -bPd4 -bPe4

1.c4-c3 Rc6*d6 2.c3-c2 Sd5-c3 #

solution finished. Time = 0.044 s

- b) Remove c4 Remove e4
- c) Remove d4 Remove e4

Черноус, Владимир
Curierul Problemistic
 (6/729), 2021



h#2 4+8

Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Kf5-g6 Rg4*e4 2.Kg6-h7 Re4-h4 #

b) wBd3<-->bRh3

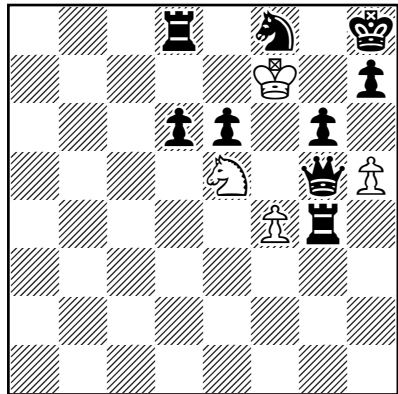
1.f6*e5 Rg4-h4 + 2.Kf5-f6 Rh4-h6 #

solution finished. Time = 0.083 s

ЁЛКА (author).

- b) Exchange d3 h3

Nedeianu, Gabriel
Curierul Problemistic
(6/730), 2021



Popeye Windows-32Bit v4.63 (512 MB)

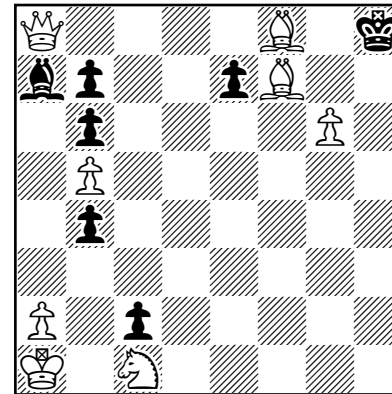
1.Qg5*e5 h5-h6 2.Qe5-g7 + h6*g7 #
1.h7-h6 f4*g5 2.Sf8-h7 Se5*g6 #
1.Rd8-d7 + Kf7*f8 2.Rd7-f7 + Se5*f7 #

solution finished. Time = 0.017 s

h#2

4+9

Черноус, Владимир
Curierul Problemistic
(6/731), 2021



Popeye Windows-32Bit v4.63 (512 MB)

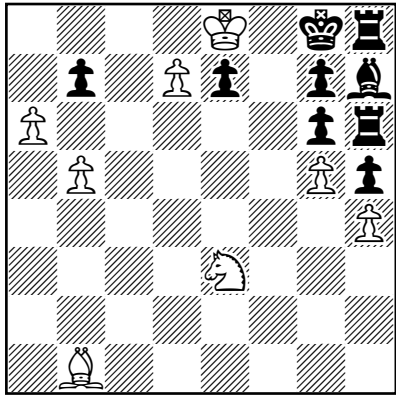
1.Qa8-d8 !
1...Ba7-b8
2.Bf8*e7 +
2...Kh8-g7
3.Be7-f8 +
3...Kg7-h8
4.Bf8-d6 +
4...Kh8-g7
5.Qd8-h8 +
5...Kg7*h8
6.Bd6-e5 +
6...Bb8*e5 #

solution finished. Time = 49.372 s

s#6

8+7

Черноус, Владимир
Curierul Problemistic
(6/732), 2021



s#7

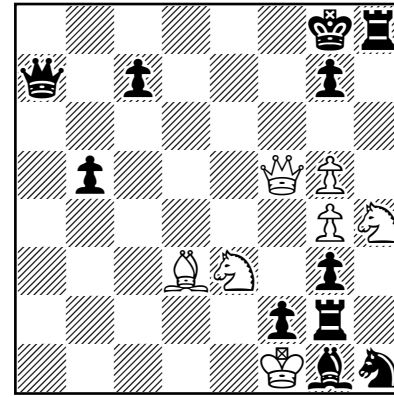
8+9

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Bb1-a2 + !
- 1...e7-e6
- 2.b5-b6 zugzwang.
- 2...b7*a6
- 3.b6-b7 zugzwang.
- 3...a6-a5
- 4.b7-b8=R zugzwang.
- 4...a5-a4
- 5.Rb8-d8 zugzwang.
- 5...a4-a3
- 6.Se3-f5 zugzwang.
- 6...g6*f5
- 7.Ba2*e6 +
- 7...Rh6*e6 #

solution finished. Time = 4:00.333 m:s

Черноус, Владимир
Curierul Problemistic
(6/733), 2021



s#8

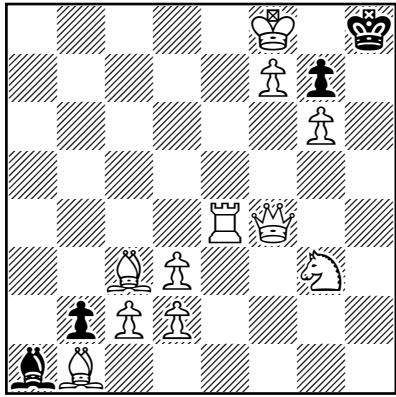
7+11

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Qf5-d5 + !
- 1...Kg8-f8
- 2.Qd5-d8 +
- 2...Kf8-f7
- 3.g5-g6 +
- 3...Kf7-e6
- 4.Bd3-f5 +
- 4...Ke6-e5
- 5.Sh4-f3 +
- 5...Ke5-f4
- 6.Se3*g2 +
- 6...Kf4*f3
- 7.Qd8-d3 +
- 7...Qa7-e3
- 8.Qd3-e2 +
- 8...Qe3*e2 #

solution finished. Time = 6:41.955 m:s

Черноус, Владимир
Curierul Problemistic
(6/734), 2021



s#7

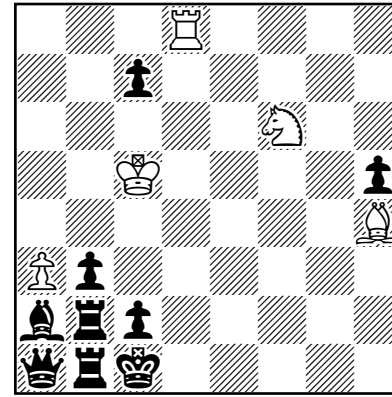
11+4

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Bc3-f6 ! zugzwang.
- 1...g7*f6
- 2.Re4-e8 zugzwang.
- 2...f6-f5
- 3.Sg3-e4 zugzwang.
- 3...f5*e4
- 4.Qf4-e3 zugzwang.
- 4...e4*d3
- 5.Qe3-e7 zugzwang.
- 5...d3*c2
- 6.Bb1*c2 zugzwang.
- 6...b2-b1=Q
- 7.g6-g7 +
- 7...Ba1*g7 #
- 6...b2-b1=S
- 7.g6-g7 +
- 7...Ba1*g7 #
- 6...b2-b1=R
- 7.g6-g7 +
- 7...Ba1*g7 #
- 6...b2-b1=B
- 7.g6-g7 +
- 7...Ba1*g7 #

solution finished. Time = 15:50.834 m:s

Черноус, Владимир
Curierul Problemistic
(6/735), 2021

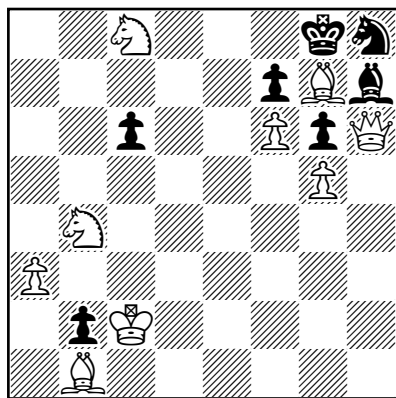


s#8

5+9

- 1.a3-a4 c7-c6
- 2.Kc5-b4 c6-c5+
- 3.Kb4-a3 c5-c4
- 4.Sf6-e4 c4-c3
- 5.Bh4-e7 h5-h4
- 6.Be7-b4 h4-h3
- 7.Se4-c5 h3-h2
- 8.Sc5xb3+ Ba2xb3/Rb2xb3#

Черноус, Владимир
Curierul Problemistic
(6/736), 2021



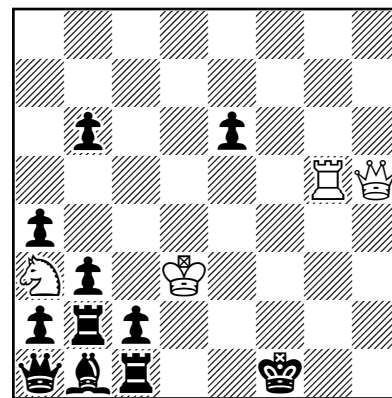
s#9

9+7

- 1.Kc2-b3 c6-c5
- 2.Sb4-c2 c5-c4
- 3.Kb3-a2 c4-c3
- 4.Bg7xh8 Kg8xh8
- 5.Qh6-f8+ Bh7-g8
- 6.Sc8-d6 Kh8-h7
- 7.Qf8-b8 Kh7-h8
- 8.Sd6xf7+ Kh8-h7
- 9.Db8-g3 Bg8xf7#

solution finished. Time = 12:47 min.
Gustav 3.24 d

Черноус, Владимир
Curierul Problemistic
(6/737), 2021



s#6

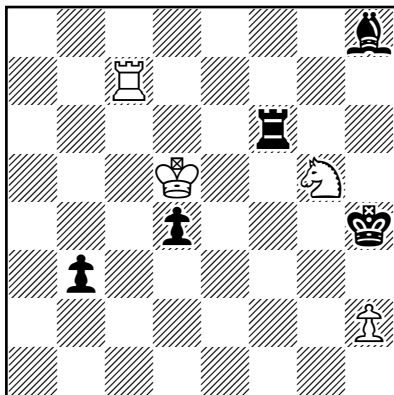
4+11

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Qh5-f7 + !
- 1...Kf1-e1
- 2.Rg5-e5 +
- 2...Ke1-d1
- 3.Sa3-b5 zugzwang.
- 3...a4-a3
- 4.Re5-e4 zugzwang.
- 4...e6-e5
- 5.Qf7*b3 zugzwang.
- 5...Rb2*b3 +
- 6.Sb5-c3 +
- 6...Qa1*c3 #
- 6...Rb3*c3 #

solution finished. Time = 15.700 s

Hlinka, Michal
Kekely, Lúboš
Curierul Problemistic
 (6/738), 2021

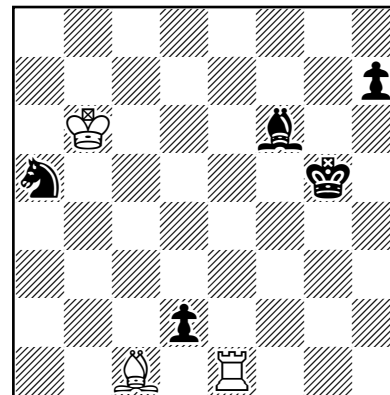


4+5

Draw.

1. Ne4 b2 2. Rb7 (2. Rh7+ ? Kg4 3. Rb7 d3 4. Kc4 d2 5. h3+ Kf4 6. Nxd2 Rd6 -+) 2... d3 3. h3 !! {with mate threat} ({them. try} 3. Kc4 ? Rf7 4. Rb8 Be5 5. Rb5 Rd7 6. Nd2 Rd4+ -+ {for example} 7. Kb3 Bf6 8. Rb6 Kg5 9. Re6 Kf5 10. Re1 Rf4 -+) 3... Kxh3 4. Kc4 ! (4. Rb8 ? Kg4 -+) 4... Rf7 ! (4... Rf1 5. Nd2 Rc1+ 6. Kxd3 Kg4 7. Rb4+ =) 5. Rb8 (5. Rb5 ? Rd7 -+) 5... Be5 6. Rb5 Rd7 7. Nd2 Rd4+ (7... Bg7 8. Rb3 Rd4+ 9. Kc5 Rd8 10. Kc4 {positional draw}) 8. Kb3 (8. Kc5 ? Rf4 -+) 8... Bf6 9. Rb6 {compare with thematic try after 8.Rb6 - now black king is far away} (9. Rf5 ? Rd6 -+) (9. Ka2 ? Rd8 10. Rb6 Bd4 11. Rb5 Kg2 -+) 9... Bg7 10. Rb7 Bf6 (10... Rg4 11. Rd7 =) 11. Rb6 Be5 (11... Bg5 12. Kc3 =), (11... Rf4 12. Ka2 =) 12. Rb5 {positional draw, or ...} Bf4 13.Kc3 1/2-1/2.

Hlinka, Michal
Kekely, Lúboš
Curierul Problemistic
 (6/739), 2021

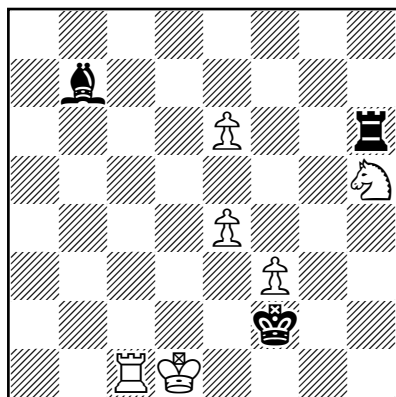


3+5

Black moves, draw.

1... Bd4+ 2. Kb5 ! {refutation to capture} (2. Kxa5 ? Be3 3. Rg1+ Bxg1 4. Bxd2+ Kg4 5. Kb5 h5 6. Be1 Bh2 7. Kc4 Bg3 8. Ba5 h4 -+) Nb3 3. Bxd2+ Nxd2 4. Re2 ! Nf3 5. Kc4 h5 6. Kd3 Kf4 7. Re8 h4 8. Rf8+ Kg4 9. Rg8+ (9. Ke2 ? h3 ! 10. Rxf3 h2 11. Rf1 Bg1 -+) Kf4 10. Rf8+ Kg3 11. Ke2 Nh2 (11... Ng5 12. Rg8 Kf4 13. Rxg5 ! Kxg5 14. Kf3 =), (11... Ne5 12. Rd8 Ba7 13. Ra8 Bb6 14. Rb8 =) 12. Rd8 Ba7 13. Ra8 Bc5 14. Rc8 Bd4 15. Rd8 Be5 16. Rg8+ {draw, for example 16...Ng4 17.Rxg4+ Kxg4 18.Kf2 h3 19.Kg1 Kf3 20.Kh1 =} 1/2-1/2,

Hlinka, Michal
Kekely, Luboš
Curierul Problemistic
 (6/740), 2021

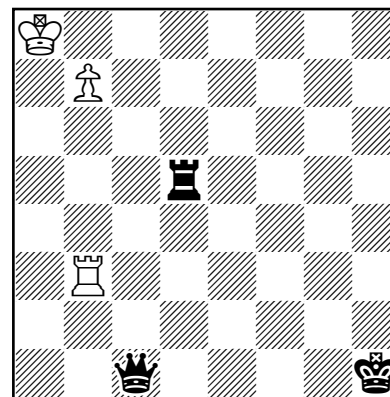


6+3

White wins.

1. Rc2+ ! [1. e7 ? Rd6+ ! 2. Kc2 Re6 3. Kb3 (3. Kd3 Rxe7 4. Kd4 Kxf3 =) 3... Rxe7 4. Rc3 Rf7 5. f4 (5. Kc4 Rxf3 =) 5... Bxe4 =] 1... Kxf3 2. e7 Re6 (2... Rd6+ 3. Ke1 Re6 4. Rf2+ Ke3 (4... Kg4 5. e8=Q Rxe8 6. Nf6+ +- {fork}) 5. Ng7 Rxe7 6. Nf5+ +- {fork}) 3. Rc7 Bxe4 4. Ng7 Rd6+ 5. Kc1 ! (5. Ke1 ? Bg6 =) 5... Rc6+ 6. Kd2 ! (6. Kb2 ? Rb6+ 7. Kc3 Bg6 8. Kd4 Kf4 =) 6... Rd6+ 7. Kc3 Bg6 8. Nf5 Ra6 9. Nh4+ {fork} Kg3 10. Nxc6 {Forks.} 1-0.

Gurgenidze, David
Curierul Problemistic
 (6/741), 2021

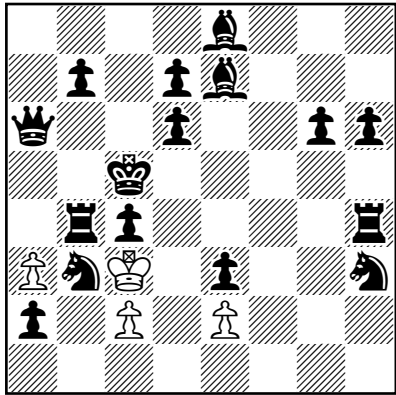


3+3

White wins.

1. Rc2+ ! [1. e7 ? Rd6+ ! 2. Kc2 Re6 3. Kb3 (3. Kd3 Rxe7 4. Kd4 Kxf3 =) 3... Rxe7 4. Rc3 Rf7 5. f4 (5. Kc4 Rxf3 =) 5... Bxe4 =] 1... Kxf3 2. e7 Re6 (2... Rd6+ 3. Ke1 Re6 4. Rf2+ Ke3 (4... Kg4 5. e8=Q Rxe8 6. Nf6+ +- {fork}) 5. Ng7 Rxe7 6. Nf5+ +- {fork}) 3. Rc7 Bxe4 4. Ng7 Rd6+ 5. Kc1 ! (5. Ke1 ? Bg6 =) 5... Rc6+ 6. Kd2 ! (6. Kb2 ? Rb6+ 7. Kc3 Bg6 8. Kd4 Kf4 =) 6... Rd6+ 7. Kc3 Bg6 8. Nf5 Ra6 9. Nh4+ {fork} Kg3 10. Nxc6 {Forks.} 1-0.

Bandžuch, Imrich
Curierul Problemistic
 (6/749), 2021



Ser.=22

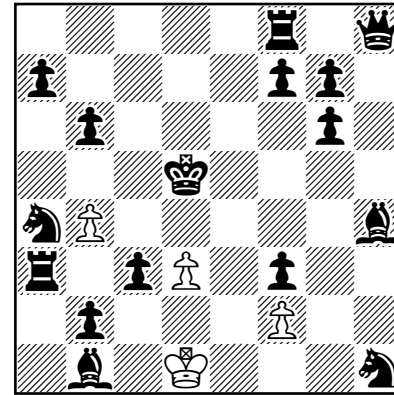
4+16

Popeye Windows-32Bit v4.63 (512 MB)

1.c2*b3 2.b3*c4 3.Kc3-d3 4.Kd3*e3 5.Ke3-d3 6.e2-e4
 7.e4-e5 8.e5-e6 9.e6*d7 10.d7*e8=R 11.Re8*e7
 12.Re7*b7 13.Rb7*b4 14.Rb4-b2 15.Rb2*a2 16.Ra2-h2
 17.Rh2*h3 18.Rh3*h4 19.Rh4*h6 20.Rh6*g6 21.Rg6*d6
 22.Rd6*a6 =

solution finished. Time = 1:37.441 m:s

Bandžuch, Imrich
Curierul Problemistic
 (6/750), 2021



Ser.=25

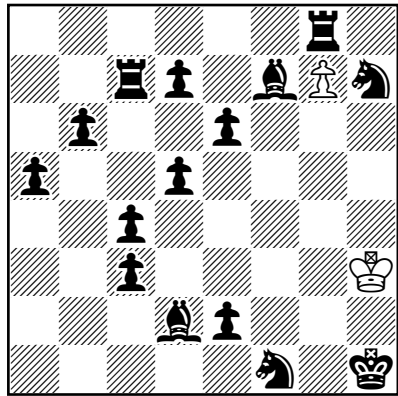
4+16

Popeye Windows-32Bit v4.63 (512 MB)

1.Kd1-e1 2.Ke1-f1 3.Kf1-g1 4.Kg1-h2 5.Kh2-h3
 6.Kh3-g4 7.Kg4*f3 8.Kf3-g2 9.f2-f4 10.f4-f5
 11.f5-f6 12.f6*g7 13.g7*f8=Q 14.Qf8*h8 15.Qh8*h4
 16.Qh4*h1 17.Qh1*b1 18.Qb1*b2 19.Qb2*c3 20.Qc3*a3
 21.Qa3*a4 22.Qa4*a7 23.Qa7*b6 24.Qb6*g6 25.Qg6-f6
 =

solution finished. Time = 2:06:02 h:m:s

Bandžuch, Imrich
Curierul Problemistic
 (6/751), 2021



Ser-=29

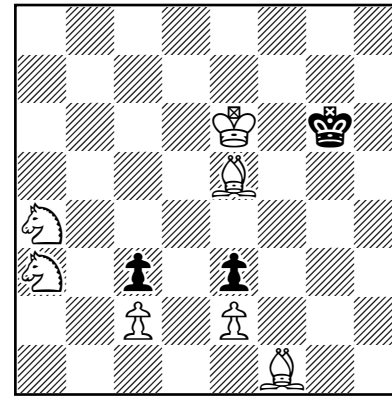
2+15

Popeye Windows-32Bit v4.63 (512 MB)

- 1.Kh3-g4 2.Kg4-f3 3.Kf3*e2 4.Ke2*f1 5.Kf1-e2
- 6.Ke2-d1 7.Kd1-c2 8.Kc2-b1 9.Kb1-a2 10.Ka2-a3
- 11.Ka3-a4 12.Ka4-b5 13.Kb5*b6 14.Kb6*c7 15.Kc7*d7
- 16.Kd7-e7 17.Ke7*f7 18.Kf7*e6 19.Ke6*d5 20.Kd5-e6
- 21.Ke6-f7 22.Kf7*g8 23.Kg8*h7 24.g7-g8=Q 25.Qg8*c4
- 26.Qc4*c3 27.Qc3*a5 28.Qa5*d2 29.Qd2-f2 =

solution finished. Time = 27.815 s

Kekely, Ľuboš
Curierul Problemistic
 (6/752), 2021



Ser-h=19

7+3

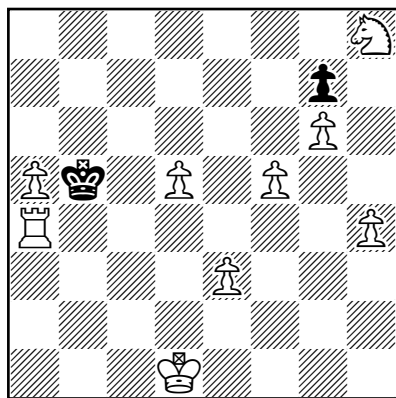
Popeye Windows-32Bit v4.63 (512 MB)

- 1.Kg6-h7 2.Kh7-g8 3.Kg8-f8 4.Kf8-e8 5.Ke8-d8
- 6.Kd8-c8 7.Kc8-b7 8.Kb7-a6 9.Ka6-a5 10.Ka5*a4
- 11.Ka4*a3 12.Ka3-b2 13.Kb2*c2 14.Kc2-d2 15.c3-c2
- 16.c2-c1=S 17.Sc1*e2 18.Kd2-d3 19.Kd3-e4 Bf1*e2 =

solution finished. Time = 0.071 s

Meredith. Long walk of black king. Minor promotion.
 Ideal stalemate (author).

Kekely, Lúboš
Curierul Problemistic
 (6/753), 2021



pSer-h=21

9+2

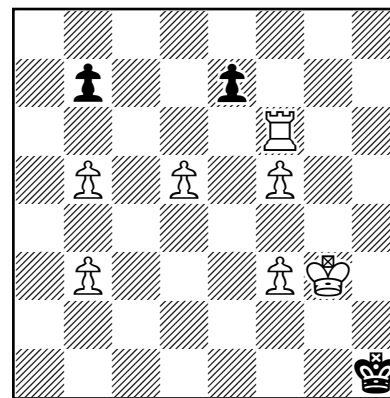
Popeye Windows-32Bit v4.63 (512 MB)

1.Kb5-c5 2.Kc5-d6 3.Kd6-e7 4.Ke7-f8 5.Kf8-g8
 6.Kg8*h8 7.Kh8-g8 8.Kg8-f8 9.Kf8-e7 10.Ke7-f6
 11.Kf6*f5 12.Kf5*g6 13.Kg6-f5 14.g7-g5 15.g5*h4
 16.h4-h3 17.h3-h2 18.h2-h1=Q + Kd1-d2 19.Qh1*d5 +
 Kd2-e1 20.Qd5*a5 + Ra4*a5 + 21.Kf5-e4 Ke1-e2 =

solution finished. Time = 2.427 s

Meredith. Walk of black king. Excelsior (author).

Kekely, Lúboš
Curierul Problemistic
 (6/754), 2021



Ser-h=18

7+3

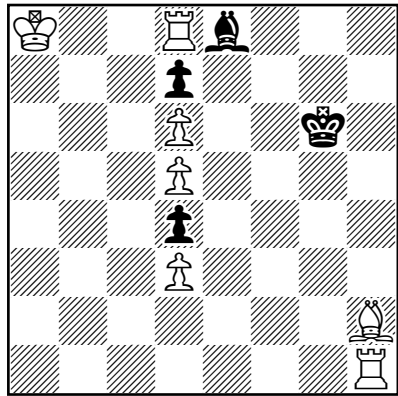
Popeye Windows-32Bit v4.63 (512 MB)

1.e7-e6 2.e6*d5 3.d5-d4 4.d4-d3 5.d3-d2 6.d2-d1=Q
 7.Qd1*b3 8.Qb3*b5 9.Qb5*f5 10.b7-b5 11.b5-b4
 12.b4-b3 13.b3-b2 14.b2-b1=S 15.Sb1-d2 16.Sd2*f3
 17.Sf3-g1 18.Qf5-f1 Rf6*f1 =

solution finished. Time = 20.453 s

Meredith. Double excelsior. Clearing of the line. Minor promotion. Ideal pin stalemate (author).

Kekely, Lúboš
Curierul Problemistic
 (6/755), 2021



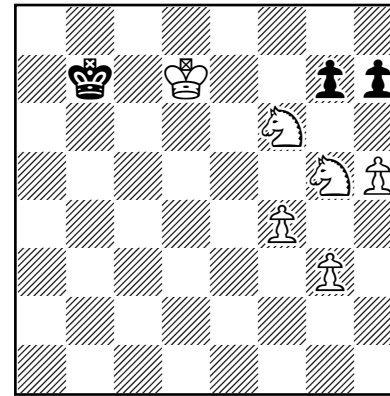
Ser-h=19

7+4

1.Kg6-g7 2.Be8-g6 3.Bg6*d3 4.Bd3-h7 5.d4-d3
 6.d3-d2 7.d2-d1=R 8.Rd1*d5 9.Rd5*d6 10.Rd6-g6
 11.d7-d5 12.d5-d4 13.d4-d3 14.d3-d2 15.d2-d1=B
 16.Bd1-b3 17.Bb3-g8 18.Kg7-h8 19.Rg6-g7 Bh2-e5 =

Meredith. Minor promotions. Excelsior. Triple pin
 model stalemate (author).

Kekely, Lúboš
Curierul Problemistic
 (6/756), 2021



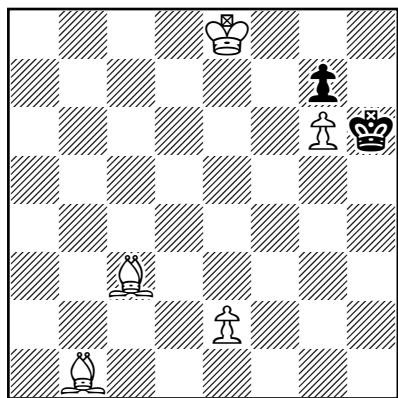
Ser-h=20

6+3

1.Kb7-b6 2.Kb6-c5 3.Kc5-d4 4.Kd4-e3 5.Ke3-f2
 6.Kf2*g3 7.Kg3*f4 8.Kf4*g5 9.Kg5-h6 10.g7-g5
 11.g5-g4 12.g4-g3 13.g3-g2 14.g2-g1=B 15.Bg1-c5
 16.Bc5-f8 17.Bf8-g7 18.Bg7-h8 19.Kh6-g7 20.h7-h6
 Kd7-e7 =

Meredith. Excelsior. Minor promotion. Selfwalling of
 new bishop (author).

Kekely, Ľuboš
Curierul Problemistic
(6/757), 2021



pSer-h=20

5+2

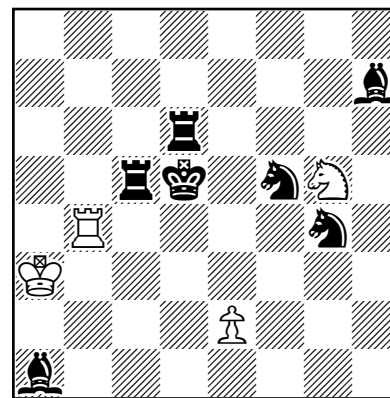
Popeye Windows-32Bit v4.63 (512 MB)

1.Kh6-g5 2.Kg5-f4 3.Kf4-e3 4.Ke3*e2 5.Ke2-d1
6.Kd1-c1 7.Kc1*b1 8.Kb1-c2 9.Kc2-d3 10.Kd3-e4
11.Ke4-f5 12.Kf5*g6 13.Kg6-h7 14.g7-g5 15.g5-g4
16.g4-g3 17.g3-g2 18.g2-g1=R 19.Rg1-g8 + Ke8-f7
20.Rg8-g7 + Bc3*g7 =

solution finished. Time = 0.049 s

Miniature. Walk of black king. Excelsior. Minor promotion. Ideal stalemate (author).

Панкратъев, Александр
Curierul Problemistic
(6/758), 2021



Ser-h#3

4+7

Popeye Windows-32Bit v4.63 (512 MB)

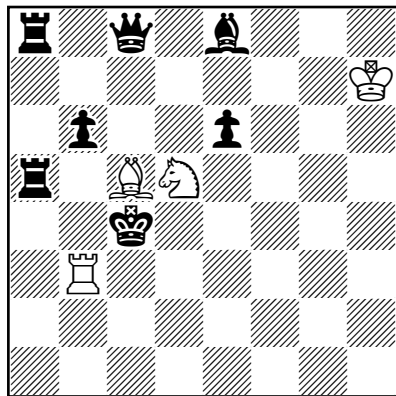
1.Ba1-f6 2.Kd5-e5 3.Rc5-d5 Rb4-e4 #
1.Sg4-e5 2.Se5-c6 3.Ba1-e5 e2-e4 #
1.Rc5-c6 2.Kd5-c5 3.Rd6-d5 Sg5-e4 #

solution finished. Time = 0.055 s

Панкратьев, Александр

Curierul Problemistic

(6/759), 2021



Ser-h#4

4+7

Popeye Windows-32Bit v4.63 (512 MB)

1.Kc4*c5 2.Kc5-c6 3.Kc6-b7 4.Ra5-a7 Rb3*b6 #
1.Kc4*d5 2.Kd5-e5 3.Ke5-f6 4.Kf6-f7 Rb3-f3 #
1.Be8-a4 2.Ba4*b3 3.Kc4-b5 4.Kb5-a4 Sd5-c3 #

solution finished. Time = 0.266 s

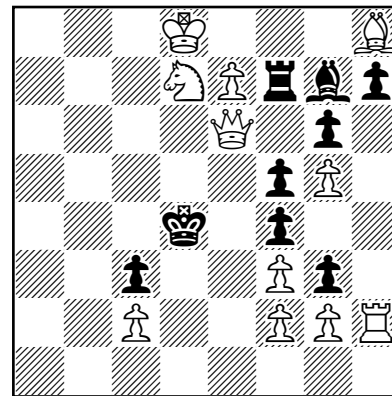
The problem can be in the next form

6R1/5k2/4NB1r/3p2p1/K7/3b4/6P1/8 (5+5) Ser-h#4 3
solutions 1.d3-h7 2.Bh7*g8 3.Kf7-g6 4.Kg6-h7 Se6-f8 #
1.Kf7*f6 2.Kf6-f5 3.Kf5-g4 4.Rh6-h4 Rg8*g5 # 1.Kf7*e6
2.Ke6-d6 3.Kd6-c5 4.Kc5-c4 Rg8-c8 # (editor).

Bidleň, Anton

Curierul Problemistic

(6/760), 2021



Ser-h=13

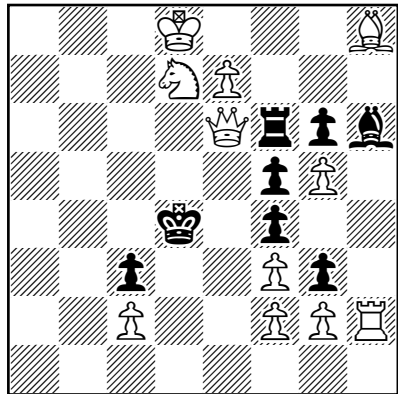
11+9

Popeye Windows-32Bit v4.61 (1024 MB)

1.Bh6-g7 2.Rf6-f4 3.Bg7-e5 4.Rf4*e4 5.Re4-f4
6.Rf4-f6 7.Be5-f4 8.Bf4-c1 9.Bc1*b2 10.Bb2-a3
11.Ba3*c5 12.Bc5-b6 13.Bb6-d8 + Ke7*d8 =

solution finished. Time = 7:46.207 m:s

Bidleň, Anton
Curierul Problemistic
 (6/761), 2021

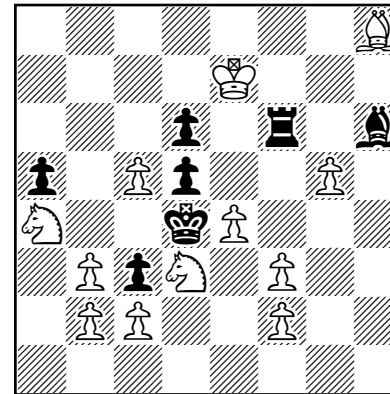


Ser-h=13

11+8

Popeye Windows-32Bit v4.61 (1024 MB)
 1.Bh6-g7 2.Rf6-f7 3.Bg7-e5 4.Rf7-h7 5.Rh7*h2
 6.Rh2-h1 7.Rh1-f1 8.Rf1*f2 9.Rf2-f1 10.Rf1-h1
 11.Rh1-h7 12.Rh7-g7 13.Be5-c7 + Kd8*c7 =
 solution finished. Time = 41:13.575 m:s

Bidleň, Anton
Curierul Problemistic
 (6/762), 2021



Ser-h=13

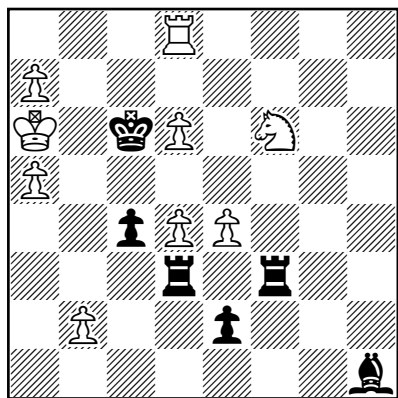
12+7

Popeye Windows-32Bit v4.61 (1024 MB)
 1.Bh6-g7 2.Rf6-f4 3.Bg7-e5 4.Rf4*e4 5.Re4-f4
 6.Rf4-f6 7.Be5-f4 8.Bf4-c1 9.Bc1*b2 10.Bb2-a3
 11.Ba3*c5 12.Bc5-b6 13.Bb6-d8 + Ke7*d8 =
 solution finished. Time = 7:46.207 m:s

Панкратьев, Александр

Curierul Problemistic

(6/744), 2021



hs#2.5

9+6

Popeye Windows-32Bit v4.63 (512 MB)

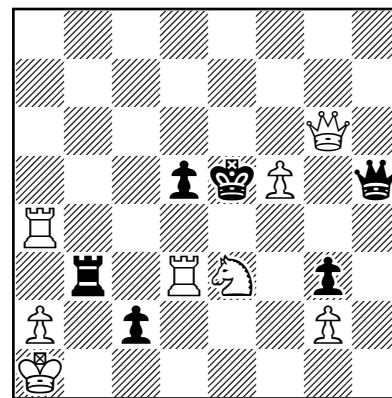
1...Bh1-g2 2.e4-e5 Bg2-h3 3.Rd8-c8 + Bh3*c8 #
1...e2-e1=Q 2.b2-b4 Qe1-b1 3.b4-b5 + Qb1*b5 #
1...e2-e1=S 2.Sf6-d5 Se1-c2 3.Sd5-b4 + Sc2*b4 #
1...Rd3-a3 2.Rd8-b8 Rf3-b3 3.Rb8-b6 + Rb3*b6 #

solution finished. Time = 0.270 s

Стёпочкин, Анатолий

Curierul Problemistic

(6/745), 2021



hs#2.5

8+6

Popeye Windows-32Bit v4.63 (512 MB)

a)

1...Qh5-h1 + 2.Rd3-d1 c2*d1=B 3.Se3-g4 + Bd1*g4 #

b) wKa1-->f1

1...Rb3-b1 + 2.Se3-d1 c2*d1=S 3.Rd3-e3 + Sd1*e3 #

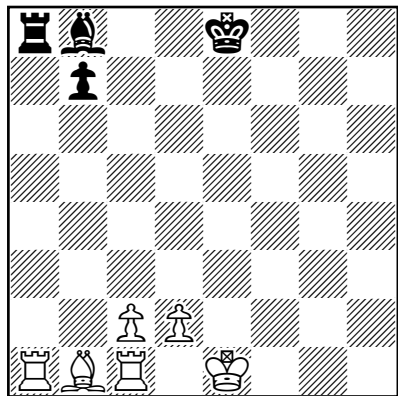
solution finished. Time = 1.829 s

b) Move a1 f1

Стёпочкин, Анатолий

Curierul Problemistic

(6/746), 2021



hs#6

6+4

C+ Gustav_41c

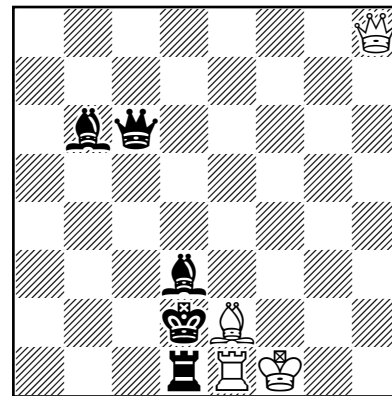
1.Ba2! Bd6 2.Rcb1 0-0-0 3.Rb3 Kb8 4.0-0-0 Ra8

5.Bb1 Rb8 6.Ra3+ Bxa3 # (author).

Панкратьев, Александр

Curierul Problemistic

(6/747), 2021



hs#2.5

4+5

Popeye Windows-32Bit v4.63 (512 MB)

1...Rd1-a1 2.Re1-c1 Kd2*c1 3.Qh8-b2 + Kc1*b2 #

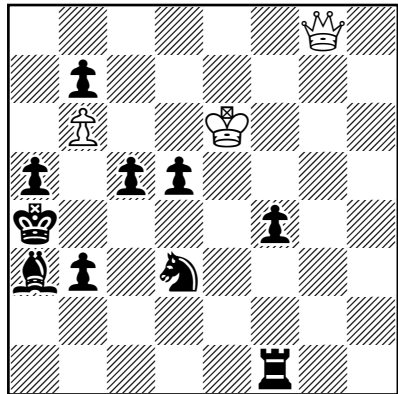
1...Bd3-c4 2.Be2-d3 Kd2*d3 3.Qh8-c3 + Kd3*c3 #

solution finished. Time = 0.452 s

Панкратьев, Александр

Curierul Problemistic

(6/748), 2021



Popeye Windows-32Bit v4.63 (512 MB)

a)

1.Ke6-d6 Sd3-b4 2.Kd6*c5 Rf1-d1 3.Qg8-e8 + Sb4-c6
#

b) bKa4-->h5

1.Ke6-f5 Sd3-f2 2.Kf5*f4 Kh5-h4 3.Qg8-g4 + Sf2*g4
#

solution finished. Time = 2.990 s

hs#3

3+10

b) Move a4 h5