

# **EG 2020-21**

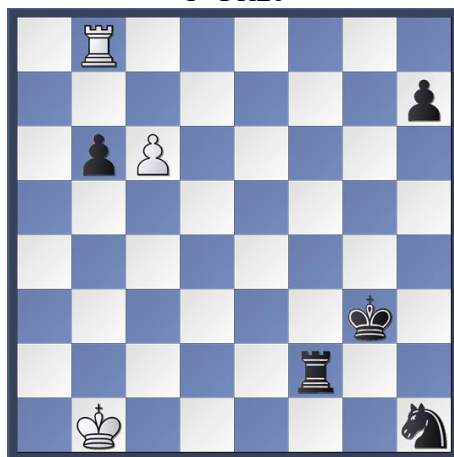
## **Study Tourney Final Award**

*by Árpád Ruzs*

*The award is now final (finally, huh!). No modification occurred in the award compared to the preliminary one except we have received from its author a miniature version of the 7<sup>th</sup> Comm. study (see it at the end of the document).*

## P. Kiryakov

1<sup>st</sup> Prize



win

### The author's solution:

**1.c7 Rf1+ 2.Kb2 Rf2+ 3.Kb3 Rf3+ 4.Kb4 Rf4+ 5.Kb5 Rf5+ 6.Kxb6 Rf6+ 7.Kb5!** With this move begins a 17 moves long systematic movement aimed at isolating Nh1 from the Black king. [7.Kc5? Rf1! 8.Rb3+ Kg2! 9.Kd4 Rf4+ 10.Kc3 Rf3+ 11.Kb2 Rf2+ 12.Ka3 Rf8 13.Rb2+ Nf2! 14.Rb8 Rf3+ 15.Kb4 Nd3+ =] **7...Rf5+ 8.Kb4** [Or 8.Kc4 Rf4+ 9.Kb3 minor dual] **8...Rf4+ 9.Kb3 Rf3+ 10.Ka2! Rf2+ 11.Rb2** Systematic movement, step 1. **11...Rf8 12.Rb3+ Kg4** [12...Kg2 13.Rb8 Rf2+ 14.Rb2 +-] **13.Rb8 Rf2+ 14.Kb3 Rf3+ 15.Kb4 Rf4+ 16.Ka3! Rf3+ 17.Rb3** Step#2 **17...Rf8 18.Rb4+ Kg5 19.Rb8 Rf3+ 20.Kb4 Rf4+ 21.Kb5 Rf5+ 22.Ka4! Rf4+ 23.Rb4** Step #3! **23...Rf8 24.Rb5+ Kh6** [24...Kg6 25.Rb8 Rf4+ 26.Kb3 White King goes e3 to trap the Nh1 (or 26.Kb5 Rf5+ 27.Kb4 Rf4+ 28.Kc3 Some minor duals are possible on a way to xe3) 26...Rf3+ 27.Kc2 Rf2+ 28.Kd3 Rf3+ 29.Kd4 Rf4+ 30.Ke3! (30.Kd5? Rf5+ 31.Kd6 Rf6+ 32.Ke7? Rf7+! = King g6 controls xf7 - compare with main line 24...Kh6) 30...Rc4 31.c8Q Rxc8 32.Rxc8 Kg5 (32...Ng3 33.Rg8+ +-) 33.Kf3! +-] **25.Rb8 Rf4+ 26.Kb3 Rf3+ 27.Kc2 Rf2+ 28.Kd3 Rf3+ 29.Kd4 Rf4+ 30.Kd5!** [30.Ke3? Rc4 31.c8Q Rxc8 32.Rxc8 Ng3! = No Rg8+ unlike in the 24...Kg6 line] **30...Rf5+ 31.Kd6 Rf6+ 32.Ke7!** [Try 32.Ke5? Rc6 33.Rb6 Rxb6 34.c8Q Ng3! (34...Rg6 35.Qf8+ +-) 35.Qh3+ (35.Qf8+ Kh5 36.Qf3+ Kh4! =) 35...Kg7 36.Qxg3+ Rg6 37.Qc3 h6!! = Black reaches a well known fortress ( Guretzky-Kornitz, 1864) White cannot break black's rook g-file defence. There is no fortress with pawn h7, for example (37...Kg8 38.Kf5 Kf7 39.Qc7+ Kg8 40.Qd7 Rh6 41.Qe8+ Kg7 42.Qe7+ Kg8 43.Kg5 Rg6+ 44.Kh5! +- Decisive King transfer to the "h"-file 44...Kh8 45.Qf8+ Rg8 46.Qf6+ Rg7 47.Kh6 +-) 38.Kf5+ Kh7 39.Qd4 Rg7 40.Kf6 Kh8 41.Qe4 Rg5 =] **32...Rc6 33.Rb6 Rxb6 34.c8Q Ng3 35.Qh3+ Kg7** [35...Nh5 36.Qe3+! +-] **36.Qxg3+ +-** There is no fortress with the White king on e7. For example **36...Rg6 37.Qe5+ Kh6 38.Qf4+ Kh5 39.Qh2+ +-**

*I took the liberty to reinterpret the author's solution. Hopefully, nobody will be very upset about this...*

### The judge's solution:

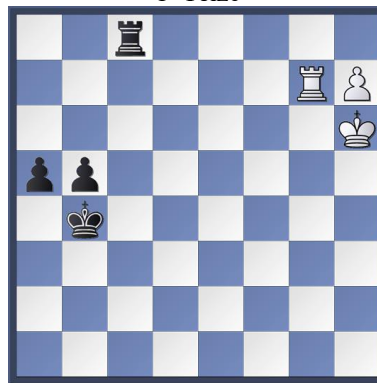
**1.c7 Rf1+ 2.Kb2** [2.Kc2? Rf5 3.c8Q Rc5+=] **2...Rf2+ 3.Kb3 Rf3+ 4.Kb4 Rf4+ 5.Kb5 Rf5+ 6.Kxb6 Rf6+ 7.Kb5!** [7.Kc5? Rf1! 8.Kd4 (8.Rb3+ Kg2 9.Kd4 Rf4+ 10.Kc3 Rf3+ 11.Kb2 Rf2+ 12.Ka3 Rf8 13.Rb2+ Nf2 14.Rb8 Rf3+ 15.Kb4 Nd3+=) 8...Rd1+ 9.Ke3 Rc1 10.c8Q Rxc8 11.Rxc8=] **7...Rf5+ 8.Kb4** [minor dual 8.Kc4 Rf4+ 9.Kb3] **8...Rf4+ 9.Kb3 Rf3+ 10.Ka2!!** [Logical try: 10.Kc2?! Rf2+ 11.Kd3 Rf3+ 12.Kd4 Rf4+ 13.Kd5 Rf5+ 14.Kd6 Rf6+ 15.Ke7? Rc6=] **10...Rf2+ 11.Rb2** Systematical movement - *1st step* **11...Rf8 12.Rb3+ Kg4** [The second rank is forbidden: 12...Kg2 13.Rb8 Rf2+ 14.Rb2+-] **13.Rb8 Rf2+ 14.Kb3 Rf3+ 15.Kb4 Rf4+ 16.Ka3**

**Rf3+ 17.Rb3 2nd step 17...Rf8 18.Rb4+ Kg5** [The third rank is forbidden: 18...Kg3 19.Rb8 Rf3+ 20.Rb3+-] **19.Rb8 Rf3+ 20.Kb4 Rf4+ 21.Kb5 Rf5+ 22.Ka4 Rf4+ 23.Rb4 3rd step 23...Rf8 24.Rb5+ Kh6!** [24...Kg6 25.Rb8 Rf4+ 26.Kb3 (26.Kb5 is also possible) 26...Rf3+ 27.Kc2 Rf2+ 28.Kd3 Rf3+ 29.Kd4 Rf4+ Position A 30.Ke3! dual avoidance (30.Kd5?! Rf5+ 31.Kd6 Rf6+ 32.Ke7? Rf7+!= The f7 square is controlled by the black king; compare with main line 24...Kh6!) 30...Rc4 31.c8Q Rxc8 32.Rxc8 Ng3 (32...Kg5 33.Kf3+-) 33.Rg8+ +- This skewer is the reason why the black king avoids stepping into g6 in the main line. Returning to a previous rank was again not an option: 24...Kg4 25.Rb8 Rf4+ 26.Rb4+-] **25.Rb8 Rf4+ 26.Kb3 Rf3+ 27.Kc2!** The main plan! See the logical try on move 10. **27...Rf2+ 28.Kd3 Rf3+ 29.Kd4 Rf4+** Position B **30.Kd5!** dual avoidance [30.Ke3? Rc4 31.c8Q Rxc8 32.Rxc8 Ng3!= and there is no Rg8+ skewer unlike in the 24...Kg6 line.] **30...Rf5+ 31.Kd6 Rf6+ 32.Ke7!** [32.Ke5? Rc6 33.Rb6 Rxb6 34.c8Q Ng3! 35.Qh3+ Kg7! (35...Nh5? 36.Qe3+-) 36.Qxg3+ Rg6 Now we see that the white king would be much better placed on e7. 37.Qc3 h6!! There is no fortress with the pawn on h7. 38.Kf5+ Kh7 39.Qd4 Rg7 = Black reaches a well-known fortress discovered by Guretzky-Kornitz (1864). White cannot break black's rook g-file defence.] **32...Rc6 33.Rb6! Rxb6 34.c8Q Ng3 35.Qh3+ Kg7** [35...Nh5 36.Qe3+-] **36.Qxg3+** and White wins. Due the proximity of the white king, black will have no time to setup a fortress. E.g. **36...Rg6 37.Qe5+ Kh6 38.Qf4+ Kg7 39.Qf8#**

*In my eyes, this study was the clear winner of the tourney. After the classical K vs R systematical movement (moves 2 to 9) one would expect the natural 10. Kc2 to follow in order to get the king closer to the black rook, but that move is just a logical try! The amazing 10.Ka2!! and a complex systematical movement is needed to before returning back to the main plan with the move 27.Kc2! By then, the black king is attracted to the 6<sup>th</sup> rank which makes possible the pin with 33.Rb6!*

*You can see the progress by comparing it with this older study:*

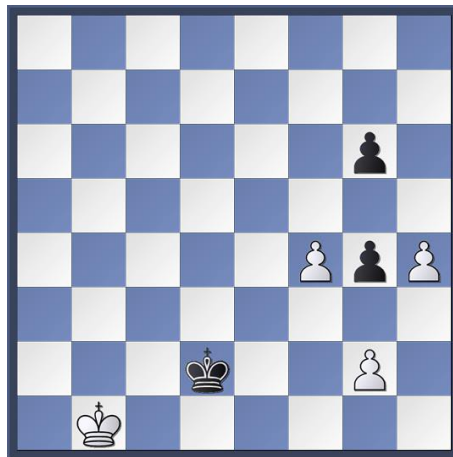
I. Bilek  
Magyar Sakkélet  
1971  
1<sup>st</sup> Prize



win

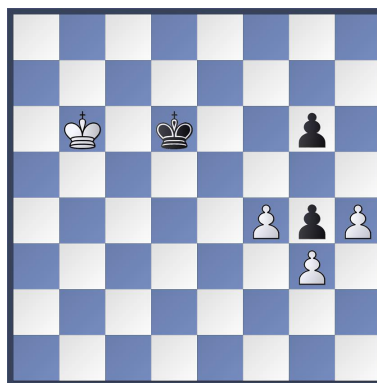
**1.Rg8 Rc1!** [1...Rc6+ 2.Kh5 Rc5+ 3.Kh4 Rc1 4.Rg4+ Kc5 5.Kh5] **2.Rg4+! Ka3! 3.Kh5!** [3.Kg5? Rc8] **3...Rc8** [3...Rc5+ 4.Kh4 Rc8 5.Rg8 Rc4+ 6.Kg3 Rc3+ 7.Kf2 Rc2+ 8.Ke3 Rh2 9.h8Q Rxh8 10.Rxh8] **4.Rg8 Rc1** [4...Rc5+ 5.Kg4 Rc4+ 6.Kg3 Rc3+ 7.Kf2 Rc2+ 8.Ke3] **5.Rg3+! Ka2** [5...Ka4 6.Rg4+] **6.Kh4! Rc8 7.Rg8 Rc1 8.Rg2+! Kb1 9.Kh3 Rc8 10.Rg8 Rc1 11.Kh2 Rc2+ 12.Kh1 Rc1+ 13.Rg1 +-**

**J. Sprenger**  
2<sup>nd</sup> Prize



*win*

Strategic miniature with logical content and systematic king movements up and down the board. The question is how White must break the opposition 1. g3 Kd1. White needs to play Ka3 at the right moment, when Black cannot reply Kc3 due to the f4-f5 breakthrough: h8Q occurs with check!. But first, the king needs to go all the way up to b6! **1.g3** Forced since Black threatened g4-g3. **1...Kd1!** Black can rush to the kingside, too. After Kf2 or Kf3, White plays h4-h5 g6xh5 f4-f5, promoting the f-pawn with check. Black then draws against the queen [1] pushing both the g- and the h-pawn if the white king is on the seventh rank, the b-file or on c6; [2] with the doubled g-pawn after hxg3 with wKd6. With wKd5, like in the solution, White is winning. [e.g., 1...Ke2 2.Kc2 Kf3 3.h5 gxh5 4.f5+-] **2.Kb2 Kd2 3.Kb3** [Thematic try: White would like to play 3.Ka3? luring the black king to c3 so that f4-f5 works. However, Black draws with 3...Ke3 ( or Ke1/Ke2 ) (3...Kc3? 4.f5! gxf5 5.h5+- and White promotes with check; 3...Kd3? 4.Kb3 and Black must give up the opposition) 4.Kb4 Kf3 5.h5 gxh5 6.f5 Kxg3 ( e.g. ) 7.f6 h4 8.f7 Kh2 9.f8Q g3=] **3...Kd3 4.Kb4 Kd4 5.Kb5 Kd5 6.Kb6! Kd6!** Black keeps the opposition [6...Ke4 Black tries to exploit the remote position of the white king. 7.Kc5! (logical try 7.Kc7? ( or Kc6 ) 7...Kf3 8.h5 gxh5 9.f5 h4 /Kxg3 transposes 10.f6 Kxg3! Now the two pawns are strong enough for draw, e.g, 11.f7 Kh2 12.f8Q g3 13.Qf4 h3 14.Kd6 Kh1 15.Qxg3 h2=) 7...Kf3 8.h5! gxh5 9.f5 h4 10.f6 Kxg3 11.f7 Kh2 12.f8Q g3 13.Qf4 h3 14.Kd4!+- and the king arrives in time.]



**7.Ka5!!**

Now the black king can't attack the g-pawn directly, and so White can afford to move the king to the a-file. [Logical try 7.Kb7?! Kd5! (If Black continues to mirror White's movements, the h-pawn queens with check: 7...Kd7? 8.Kb8 Kd8 9.Ka8 Kc8 10.f5! gxf5 11.h5+-) 8.Kc7? (8.Kb6! Kd6 leads back to the position after move) 8...Ke4! 9.Kd6! The white king is now too close to draw with g-

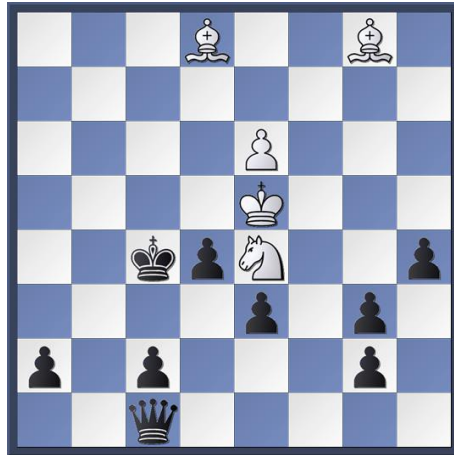
and h-pawn like in main B, but the second defense plan works: 9...Kf3 10.h5 gxh5 11.f5 h4 12.f6 hxg3! 13.f7 g2 14.f8Q+ Kg3= The wKd6 blocks the check on the b8-h2 diagonal and so g2-g1Q cannot be prevented.] **7...Kc5** [7...Kd5 8.Kb5 and White has gained the opposition.] **8.Ka4 Kc4 9.Ka3** Now Black must either allow the f4-f5 breakthrough or give up the opposition: **9...Kd3** main B [main A 9...Kc3 10.f5! echo with the breakthrough in main B (thematic try 10.h5? gxh5 11.f5 h4 12.f6 hxg3 13.f7 g2 14.f8Q g1Q=) 10...gxf5 11.h5 f4 12.h6 fxg3 13.h7 g2 14.h8Q+- Check!] **10.Kb3!** We have reached again the position after 3. Kb3, but now it is BLACK to move. **10...Kd4 11.Kb4** [11.Kc2?! Ke4 12.Kc3 Ke3 13.Kc4 Ke4 14.Kc5 Ke3 just loses time] **11...Kd3 12.Kc5 Ke4 13.Kc4!** [13.Kd6? ( or Kc6 ) 13...Kf3!= see the logical try 7. Kb7.] **13...Ke3!?** Luring the white king to the d5 square. [13...Kf3 14.h5 gxh5 15.f5+- loses straightforwardly, the white king is too close.] **14.Kd5 Kf2 15.h5! gxh5 16.f5 h4 17.f6** The a8-h1 diagonal is now closed, and so Black tries **17...h3!?** **18.f7 h2 19.f8Q+ Kg2** Now, h1Q cannot be prevented, but White wins with **20.Qa8!** ( changing the order of moves is possible ) **20...h1Q 21.Ke5+ Kg1 22.Qxh1+ Kxh1 23.Kf4 +-**

*As a strange coincidence, the key moment of this study has some similarity to that from the previous work. I guess everybody would try the natural 7. Kb7 but that is just a well hidden try. Winning is another amazing move to the edge of the board: 7.Ka5!! The position after black's 3<sup>rd</sup> move is a 'cyclic zugzwang': white's only way of winning is by returning to the same position but with BTM. A prize winning pawn study is a rarity nowadays but I consider it completely justified.*

**G. Costeff**

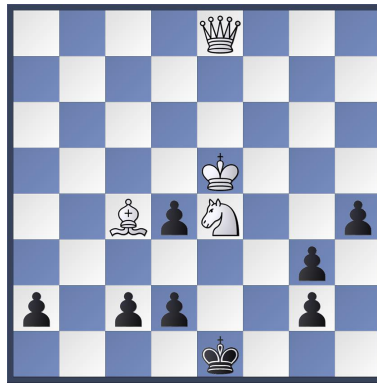
3<sup>rd</sup> Prize

*Dedicated to Martin Minski*



*win*

**1.e7+ Kd3 2.e8Q Ke2 3.Bc4+ Ke1 4.Ba5+ Qd2 5.Bxd2+ exd2**

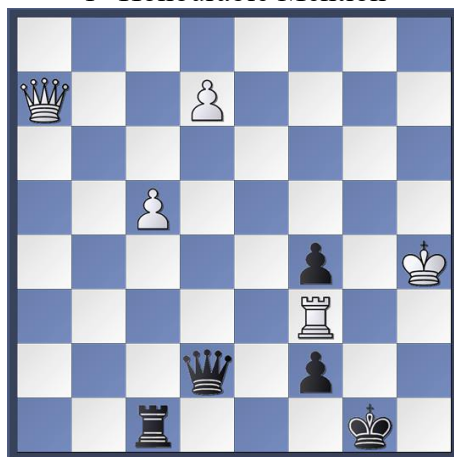


**6.Kxd4!!**

**6...a1Q+ [6...d1Q+ 7.Nd2+ Kxd2 8.Qe3#; 6...g1Q+ 7.Nf2+ Kxf2 8.Qe2#] 7.Nc3+ Kf2 8.Qe3#**

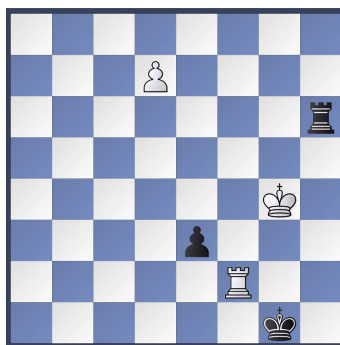
*The white king steps deliberately to a square where three(!) promoting pawns can give him a check.*

**G. Ostmoe**  
1<sup>st</sup> Honourable Mention



*win*

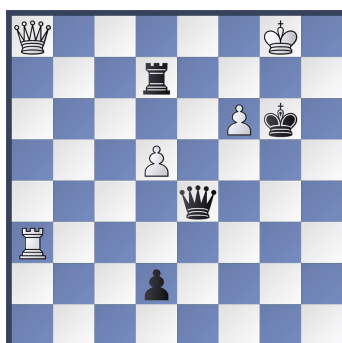
**1.c6 Rxc6 2.Rxf2** [2.Qxf2+? Qxf2+ 3.Rxf2 Rd6 draws.] **2...Qe3! 3.Qxe3 Rh6+!** [3...fxe3 4.Rd2! This sideline sets the scene 4...Rh6+ (4...exd2 5.d8Q) 5.Kg3! Rh8 6.Rd1#] **4.Kg4!** [Thematic try: 4.Kg5? fxe3 draws (Ostmoe, Probleemblad 2019): 5.Rg2+!? Kxg2 6.d8Q Rh2! 7.Qd3 Kf2 8.Qd4 Kf1! 9.Qf6+ Kg1 10.Qd4 Kf1 11.Qf4+ Rf2 12.Qxe3 Rg2+ 13.Kf4 Rf2+ 14.Kg3 Rg2+ 15.Kh3 Rh2+ 16.Kxh2 stalemate.] **4...fxe3** Now White must evacuate f2 to prevent Pe3 from landing there; a theme similar to the Prokes theme, that Tallaksen has also been exploring thoroughly.



**5.Rf6!!** Unexpectedly, the evacuation happens without check. [5.Rd2? Rh8! draws; 5.d8Q? exf2 draws; 5.Rg2+? Kxg2 6.d8Q e2 draws now that the rook is on h6. 7.Qd2 Kf1 8.Qf4+ Kg1 9.Qe3+ Kf1 10.Qf3+ Ke1 is a draw.] **5...Rxf6** [5...Rh8 6.Kf3 wins.] **6.d8Q e2 7.Qd4+** This is why Black's rook had to be forced to f6. Black's king cannot reach the f-file. **7...Rf2** [7...Kg2 8.Qe5! wins, for example 8...Rg6+ 9.Kf5 Kf2 10.Qf4+ Kg2 11.Qe3 Kf1 12.Qf3+ Ke1 13.Kxg6] **8.Qe4 Kf1** Allowing mate in 1, but otherwise Black's pawn would soon be captured. **9.Qh1#**

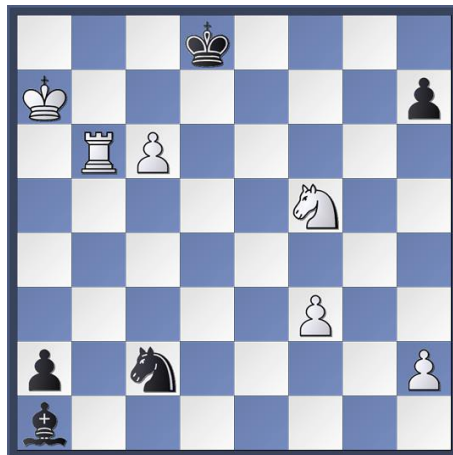
*It is unfortunate that the author published before a work featuring our thematic try. The study is of prize level but, for this award, I have to take into account this partial self-anticipation.*

**G. Ostmoe**  
Probleemblad 2019



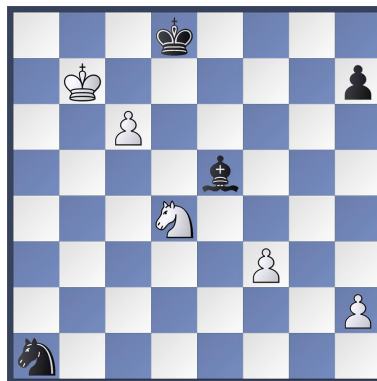
**1.f7! Rxf7 2.Qc6+ Kg5 3.Rh3! Kg4! 4.Qe6+ Qxe6 5.dxe6 Rg7+!**  
**6.Kxg7 d1Q 7.Rh7! Qd6 8.Kf7! Qd5 9.Kf8! Qf3+ 10.Kg8! Qd5**  
**11.Kf8! Qf5+ 12.Rf7! Qxe6 13.Rg7+ Kf5 14.Rf7+ Kg6 15.Rg7+ Kh6**  
**16.Rh7+! Kxh7** stalemate

**M. Pasma**  
2<sup>nd</sup> Honourable Mention



*win*

**1.Kb7!** [Thematic try: 1.Ra6? Nb4! 2.Rxa2 (2.Ra4? Kc7) 2...Nxa2 3.Kb7 Be5= Difference from main line: black knight on a2.] **1...Be5! 2.Ra6 a1Q 3.Rxa1 Nxa1 4.Nd4!!**



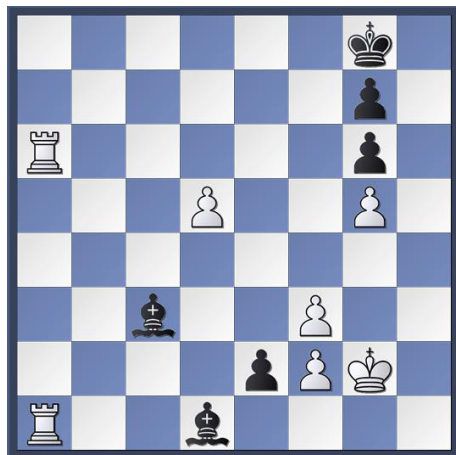
*mutual zugzwang*

**4...Bd6!** [4...Bxh2 5.f4! Bxf4 6.Ne6+ Ke8 7.Nxf4 Nb3 8.c7 Na5+ 9.Kc8+- with Nd5 next] **5.f4!** mutual zugzwang [5.h3 Be5 6.f4 Bd6=] **5...h6** [5...Bxf4 6.Ne6+-; 5...h5 6.h4!] **6.h3!!** mutual zugzwang [6.h4? h5 mutual zugzwang] **6...h5** [6...Bc7; 6...Bxf4 7.Ne6+ Ke8 (7...Ke7 8.Nxf4) 8.Nxf4 Nb3] **7.h4!** mutual zugzwang **7...Ke8!** [7...Bxf4 8.Ne6+-] **8.c7! Bxc7 9.Kxc7 Ke7 10.Kc6!** [10.Kc8 Ke8 11.Kc7 wastes time] **10...Kf6 11.Kd6** [11.Kd5] **11...Nb3** [11...Nc2 12.Nxc2] **12.Nxb3 Kf5 13.Nd4+! Kxf4 14.Ke6! Kg4 15.Nf5 +-**

*An original mutual zugzwang arises after white's fourth move. While the black knight is trapped in the corner, the bishop is trapped on the middle of the board.*

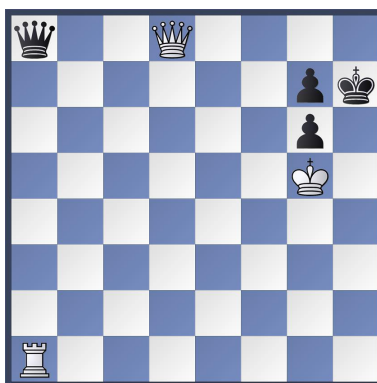


**A. Avni & V. Tarasiuk**  
3<sup>rd</sup> Honourable Mention



win

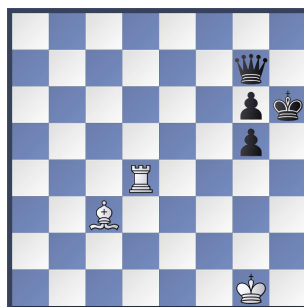
**1.d6** [1.Re6? Bxa1 2.d6 Bc3 3.d7 Ba5=] **1...e1Q** [1...Bxa1 2.d7 e1Q 3.d8Q+ Kh7 4.Qd3!+-] **2.d7 Qe7** [2...Ba5 3.R6xa5! (3.R1xa5? Bxf3+ 4.Kxf3 Qd1+ 5.Kg3 Qxd7=) 3...Bxf3+ (3...Kh7 4.d8Q Bxf3+ 5.Kg3!+-) 4.Kxf3 Qc3+ 5.Kg2 Qc6+ 6.f3 Qxd7 7.Ra8+ Kf7 (7...Kh7 8.Rh1+ +-) 8.R1a7 +-] **3.Ra8+** [3.Rxd1? Qxg5+=] **3...Kh7** [3...Kf7 4.d8Q (4.d8N+-) ] **4.d8Q Bxf3+** playing for stalemate **5.Kxf3** [5.Kg1 Qxd8 6.Rxd8 Bxa1=] **5...Qb7+** **6.Kg3** [6.Kf4? Be5+ 7.Ke3 Bd4+ 8.Qxd4 Qe4+=] **6...Be5+** **7.f4 Bxf4+** **8.Kh4** [8.Kxf4 Qe4+=] **8...Bxg5+** [8...Bg3+? 9.Kh3!+-] **9.Kxg5** [9.Qxg5 Qh1+=] **9...Qxa8!**



**10.Qg8+!!** [10.Qd4? Qd8+! 11.Qxd8 stalemate; 10.Rxa8? stalemate; 10.Qd1 Qg2+=] **10...Qxg8** [10...Kxg8 11.Rxa8+ +-] **11.Rh1#**

*Unfortunately, I have found a partial anticipation for this idea.*

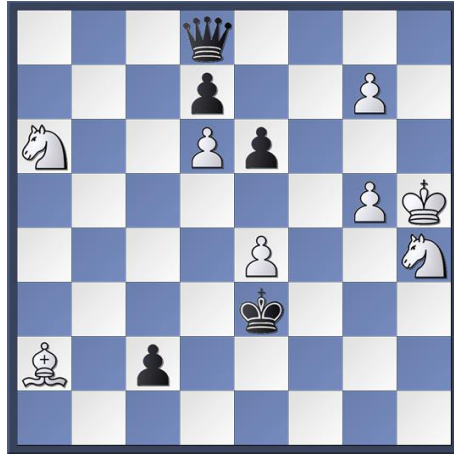
**I. Krikheli**  
Schakend Nederland, 1986



**1.Rd3! Qa7+** [1...Qf7 2.Rh3#] **2.Bd4 Qd7** **3.Bg7+!** **Qxg7** **4.Rh3#**

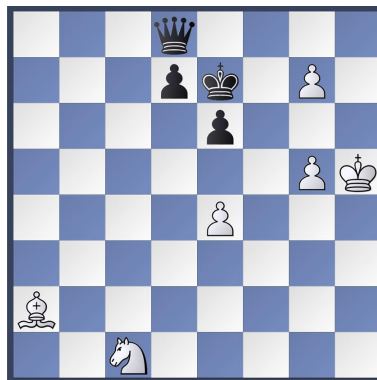


**M. Pasma**  
1<sup>st</sup> Commendation



*draw*

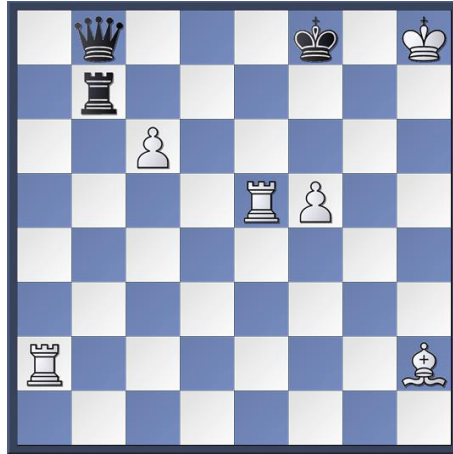
**1.Ng2+ Kd4 2.Nc5 Kxc5 3.Ne1 c1Q 4.Nd3+ Kxd6 5.Nxc1 Ke7**



**6.Kg6!** [Thematic try: 6.Kh6? Kf7 7.Nd3 Qc7! 8.Bxe6+ dxe6 9.Ne5+ Kg8! 10.Ng4 Qxg7+ -+]  
**6...Qe8+ 7.Kh6 Kf7 8.Nd3 Qb8 9.Bxe6+ dxe6 10.Ne5+ Qxe5 11.g6+ Kg8 stalemate**

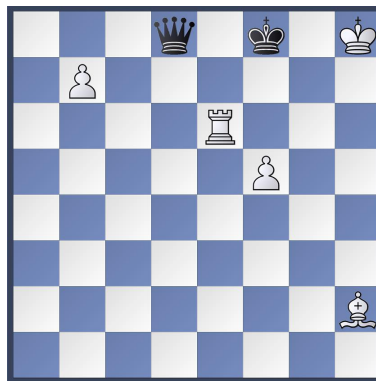
*Interesting triangulation to attract the queen deeper behind the pawns.*

**I. Richardson**  
2<sup>nd</sup> Commendation



*win*

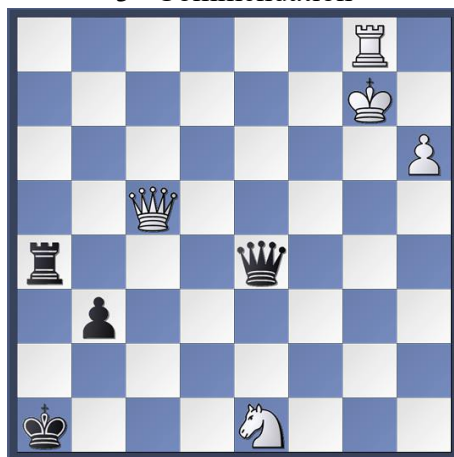
**1.Re6!** [1.Re1?? Rb4-+; 1.Re7? Qxh2+ 2.Rxh2 Rxe7=] **1...Qd8** [1...Rb4 2.Rf6+ Ke7+ 3.Bxb8+-]  
**2.Ra8!** [2.cxb7?? Qh4+ 3.Rh6 Qxh6#] **2...Qxa8** [2...Rb8 3.Re8+! (3.Rxb8? Kf7+ 4.Kh7 (4.Rxd8)  
 4...Qh8+ 5.Rxh8 (5.Kxh8) ) ] **3.cxb7 Qd8!** [3...Qxb7 4.Bd6+ Kf7 5.Re7+ Qxe7 6.Bxe7 Kxe7  
 7.Kg7+-]



**4.Re8+!!** [4.b8Q? Kf7+! 5.Kh7 (5.Qxd8) 5...Qh8+ 6.Qxh8 (6.Kxh8) ] **4...Kxe8 5.b8R!** Phoenix!  
 [5.b8Q? Kf7+! 6.Qxd8 (6.Kh7? Qh4#) ] **5...Qxb8 6.Bxb8 Kf7 7.Be5+-**

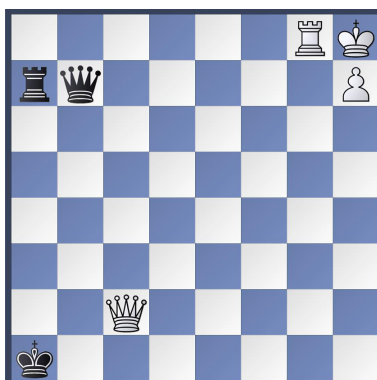
*Two rook sacrifices followed by a rook promotion. A study with a nice flow featuring the Phoenix-theme.*

**M. Minski**  
3<sup>rd</sup> Commendation



win

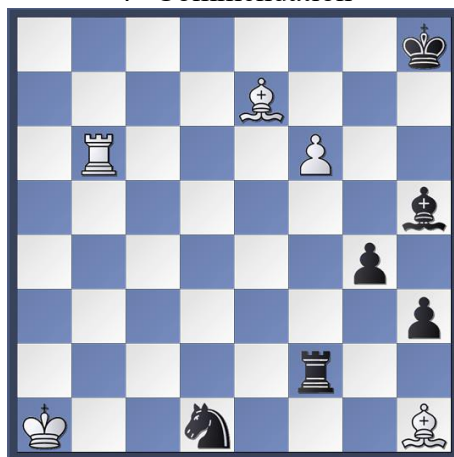
**1.h7 Qb7+** [1...b2 2.h8Q Qxe1 3.Ra8+-] **2.Kh8** [2.Kg6? Ra6+ 3.Kg5 Qxh7=] **2...Ra7!** (threatens 3...Qxh7#) [2...b2 3.Qc3! Ka2 4.Nd3! b1Q 5.Nc1+ Qxc1 6.Qxc1+-] **3.Nc2+!** [3.Qc1+? Ka2 4.Rg2+ b2= 5.Qc4+ Kb1 6.Qd3+ Ka2 7.Qc4+ Kb1=] **3...bxc2** [3...Ka2 4.Nb4+-] **4.Qxc2** [4.Qc3+? Qb2 5.Rg1+ Ka2=; 4.Rg1+? Kb2 5.Qd4+ Kb3 6.Qd3+ Kb2 7.Qd4+ Kb3 8.Rg3+ Ka2 9.Qc4+ Ka1 10.Qc3+ Qb2 11.Rg1+ Ka2=]



**4...Qg7+!** play for stalemate **5.Rxg7 Ra8+** **6.Qc8!** counter queen sacrifice [6.Rg8? Rxg8+ 7.Kxg8 model stalemate] **6...Rxc8+** **7.Rg8+- +-**

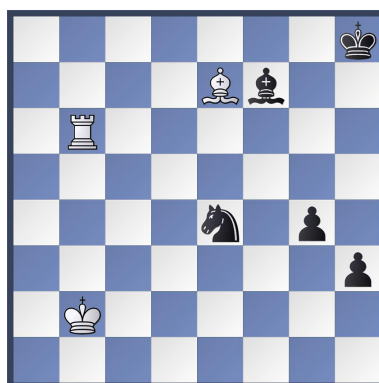
*A study with mutual Queen sacrifices. Solvers will love it!*

**A. Amatzia**  
4<sup>th</sup> Commendation



*win*

**1.Be4** Threatens mate [1.Rb8+? Kh7 2.Be4+ Bg6-+] **1...Ra2+!** [1...Kg8 2.Rb8+ Kf7 3.Bd5+ Kg6 4.Be4+=; 1...Bf7 2.Rb8+ Bg8 3.Bd5=] **2.Kxa2 Nc3+ 3.Kb2!!** All other king moves lose, because the king is too far from the action. **3...Nxe4** [3...Na4+ 4.Kc2 Nxb6 5.Kd3=] **4.f7!** By sacrificing this important pawn, White creates the threat of Rh6+ and evacuates square f6 for his next move. [4.Re6 Ng5! 5.Re5 (5.Re3 h2 6.Re1 Nf7) 5...Bf7! 6.Bd6 g3 7.Ra5 h2 8.Ra1 Ne4 9.Bf4 threat Rh1 9...Kg8-+] **4...Bxf7**

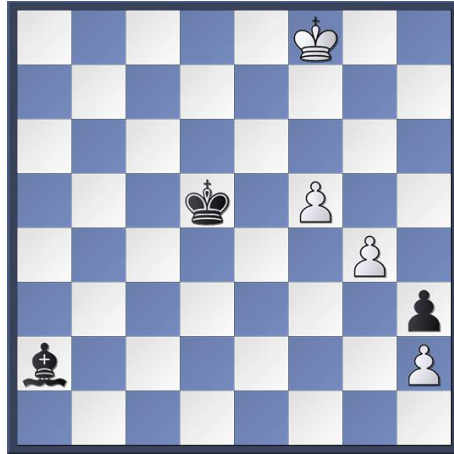


**5.Rf6!**

**5...Kg7** [5...Nxf6 6.Bxf6+ Kh7 7.Be5 Kg6 8.Kc3 Kf5 9.Kd4 just in time; 5...Bd5 6.Rf4 g3 (6...h2 7.Rxg4 h1Q 8.Rh4+=) 7.Bd8! Kg7 (7...g2 8.Bb6 Kg7 9.Bg1 Kg6 10.Kc2 Kg5 11.Rf8 Kg4 12.Kd3 Kg3 13.Ke3=) 8.Rg4+ Kf7 9.Bc7 g2 10.Bh2= for instance 10...Nd2 11.Rh4 Nf3 12.Rf4+ Kg6 13.Rxf3=] **6.Rf4 g3 7.Rg4+** [7.Rxe4? h2-+] **7...Bg6 8.Bd6!!** The entire white's army was offered during the solution **8...Nxd6** [8...h2 9.Be5+ Kf7 10.Rh4=] **9.Rxg3** = The pin along the g-file ensures that the h-pawn falls.

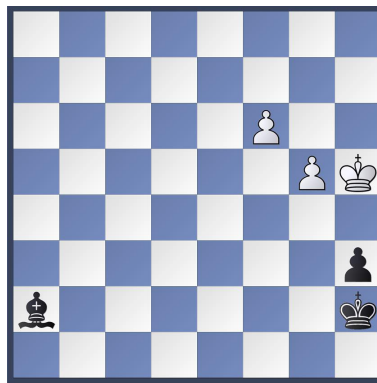
*There is a surprising rook sacrifice on move 5.*

**K. Müller & P. Schmidt**  
5<sup>th</sup> Commendation



*draw*

This race contains a surprising number of retreats. The high point is without any doubt the second retreat of the defending king 5.Kg4!! far away from the promotion squares of the pawns. **1.Kg7 Ke4 2.Kh6!** The king starts with a surprising retreat. [2.Kg6? Kf3 3.g5 Bb1!! Now a bishop retreat does the job. 4.Kf6 Kf4 5.g6 Bxf5 6.g7 Bh7-+] **2...Kf4 3.Kh5 Kf3 4.g5 Kg2 5.f6 Kxh2**

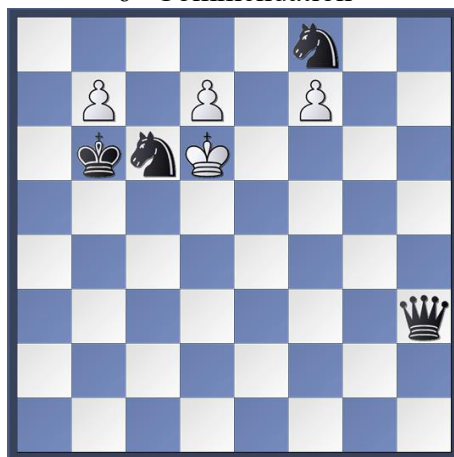


**6.Kg4!!**

A really amazing king retreat to sidestep the mating attack. [6.g6? Kg3 7.f7 h2 8.f8Q h1Q+ 9.Kg5 Qh4+ 10.Kf5 Qf4#] **6...Be6+** [6...Bf7 7.Kf5=] **7.Kf4 Kg2 8.g6 h2 9.Ke5!** This time the only move is an advance. **9...Bb3** [9...h1Q 10.Kxe6 Qh6 11.f7 Qxg6+ 12.Ke7=] **10.f7 h1Q 11.f8Q Qa1+ 12.Ke4!**= The final point fortunately again is a king retreat.

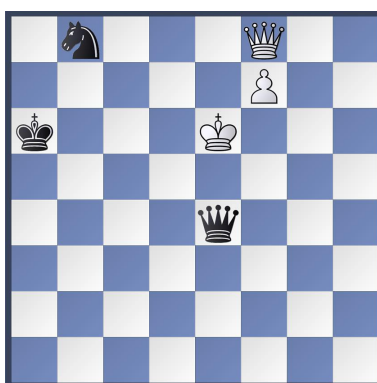
*Instead of pushing its pawns to promotion, white surprisingly retreats the king.*

**D. Gurgenidze**  
6<sup>th</sup> Commendation



*win*

**1.b8Q+ Nxb8 2.d8Q+ Ka6 3.Qxf8 Qd3+ [3...Qa3+ 4.Kc7 Qxf8 stalemate] 4.Ke6 Qe4+**

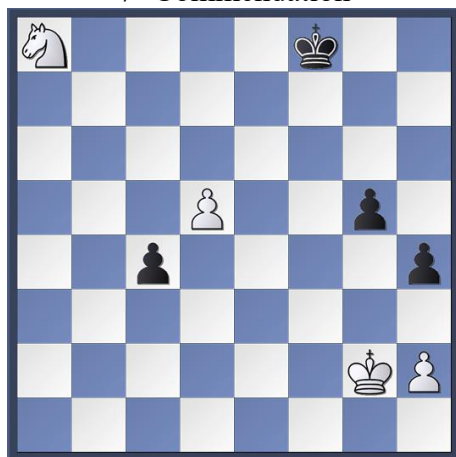


**5.Kf6!** [5.Kd6? Qb4+ 6.Kc7 Qb6+ 7.Kc8 Qc6+-+] **5...Nd7+ 6.Kg7 Qe5+ 7.Kg8 Qg5+ 8.Kh8**  
[8.Qg7? Nf6+ 9.Kf8 Qc5#] **8...Nxf8** stalemate

*A study in the classical style with two stalemates.*



**J. Ulrichsen**  
7<sup>th</sup> Commendation

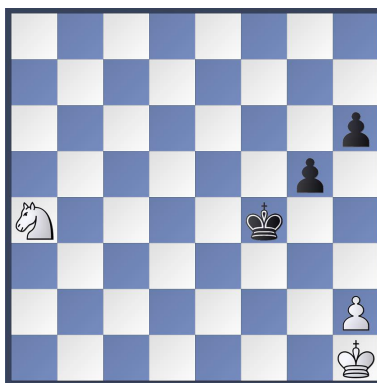


*win*

**1.Nc7** The white knight sets out on a long journey. It gallops from a8 down to e2, up to g7, down to g1 and finally back to e2. [1.Nb6 ? 1...c3 2.Nd7+ Ke7 3.Nc5 c2 ((Black avoids 3...Kd6 4.Ne4+ Kxd5 5.Nxc3+ Kd4 6.Ne2+ which leads to the solution.)) 4.Nd3 g4 5.Kf1 g3 6.h3 Kd7 7.Ke2 Kd6 and White can make no progress.] **1...c3** [1...Ke7 2.Nb5 g4 3.h3 g3 4.Kf3 Kf6 (or 4...Kd7 5.Ke2 Ke7 6.Na3 c3 7.Nc2 Kd6 8.Ne3 wins.) 5.Nd6 c3 6.Ne4+ Ke5 7.Nxc3 wins.] **2.Ne6+ Ke7 3.Nd4 Kd6** [3...Kf6 4.Kf3 Ke5 5.d6 Kxd6 6.Nb5+ Ke5 7.Nxc3 Kf5 8.h3 wins.; 3...g4 4.Nf5+ Kf6 5.Ne3 Ke5 6.Nxg4+ Kxd5 7.Ne3+ Ke4 8.Nc2 Kd3 9.Na3 wins.] **4.Nb5+** [4.Kf3 ? 4...Kxd5 5.Nc2 Ke5 draws (EGTB).] **4...Kxd5 5.Nxc3+ Kd4** [5...Ke5 6.Kf3 Kf5 7.h3] **6.Ne2+** White must prevent Black from setting up a fortress with pawns on g4 and h4. Other knight moves than 6.Se3+ lead to a draw (EGTB); e.g.: [6.Nb5+? Ke3! (the only move) 7.Nd6 (or 7.Nc7 g4 draws.) 7...Kf4 draws.; 6.Nd1 g4 draws.] **6...Ke3 7.Ng3! Kf4** [7...hxg3 8.Kxg3 loses immediately. White wins the black pawn on g5 and promotes his pawn.; 7...g4? loses at once: 8.Nf5+ Kf4 9.Nxh4] **8.Nh5+!** [8.Nf1? g4] **8...Kg4** [8...Kf5 9.Kf3] **9.Ng7!** [Not 9.Nf6+? Kf5 10.Nd5 g4 with a fortress.] **9...Kf4 10.Ne6+ Kf5 11.Nd4+ Ke4** [or 11...Ke5 12.Nf3+ Kf4] **12.Nf3** [Not 12.Ne2? g4 with a fortress.] **12...Kf4 13.Kf2** [13.Nd2? or other knight moves draws after 13...g4] **13...Kg4** [Or 13...Kf5 14.Ke3 Kg4 15.Ng1 Kf5 16.Kf3 g4+ 17.Ke3 Ke5 18.Ne2 wins.] **14.Ng1** [14.Kg2 Kf4 15.Kf2 is loss of time.] **14...Kf4 15.Ne2+** After nine moves the knight is back on e2. [Not 15.Nh3+? Kg4 16.Kg2 Kf5 17.Ng1 g4 and Black draws. (But White can play 16.Sg1 which is loss of time.)] **15...Kg4 16.Kg2 +-**

*Long journey by the knight across the whole board.*

**version (2024)**



**1.Kg2** [1.Nc3? Kf3=] **1...h5 2.Nc3 h4 3.Ne2+ Ke3 4.Ng3!** etc.