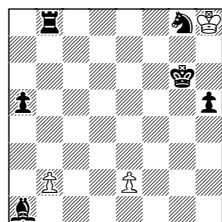


QS

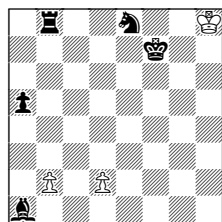
Zoran Sibinović



ser-s=12 (3+6)

QB

Zoran Sibinović



ser-s=12 (3+5)

QS

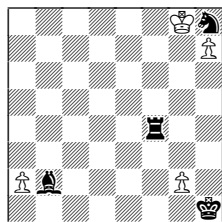
1-2.e5 3.b4 4.bxa5 5-7.a8Q 8.Qxa1  
9-11.e8S 12.Qf6+ Sxf6=

QB

1.d4 2.b4 3.bxa5 4-6.a8Q 7.Qxa1  
8-11.d8B 12.Qf6+ Sxf6=

QR

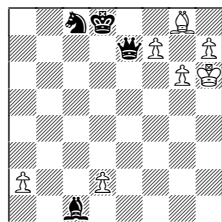
Arno Tüngler



ser-s=12 (4+4)

QQ

Milomir Babić



ser-s=13 (7+4)

QR

1-5.a8Q 6.Qa7 7-10.g7 11.gxh8R  
12.Qg1+ Kxg1=

QQ

1-5.a8Q 6-7.Qh8 8.Kg7 9-12.d7  
13.dxc8Q+ Kxc8=

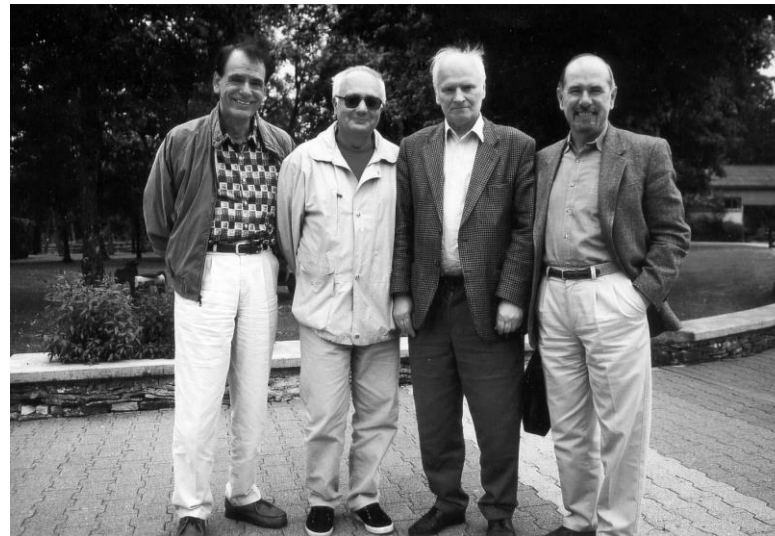
## Technical Excellence Challenge - Sixth Challenge

### Ser-s# with double excelsior with the least number of moves.

If two entries have the same number of moves, then additional criteria will be considered such as the number of pieces. In the case of equal number of pieces, additional criteria will be considered: the type of pieces with the least number of point: Q=10, R=5, B/S=3 and P=1. Illegal settings, promoted pieces and King-in-check are not allowed. Promoted Bishop is allowed only if there is none already existing on the squares of the same color (one set rule). Previously published works that have been improved, will be allowed. Due date is August 1<sup>st</sup>, 2022. Entries must be emailed to tournament director Mike Prcic.

## Zdravko Maslar (1932-2022)

One of the most talented composers of our generation, Zdravko Maslar, passed away in Belgrade on the 24<sup>th</sup> of April after a short illness. Born in the Serbian village Pilatovići, Zdravko treasured his roots and tradition. The name of his village became the origin of his nickname - Pile. During his life in Germany, his restaurant, Balkan Pik in Andernach, became well-known in chess composition. It was the home of more than 30 yearly gatherings of fairy chess enthusiasts, where some of the most interesting fairy elements were promoted or invented, to name only Andernach Chess and Masand (Maslar + Andernach).



M. Vukcevic F. Abdurahmanović, Z. Maslar and M. Prcic. Messigny, 1999 (Photo: MP)

His inner strength and patience helped to leave a unique mark in chess composition. Having a refined taste for the beauty of the game of chess in general, he was ready to spend months and years in reaching his final goals, never running to follow a new fashion or to gain distinctions and titles (International Master of Chess Composition doesn't say enough). Many great task-records composed by him, especially in the field of help-play and series-play, have withstood the test of time.

Zdravko will be sorely missed.

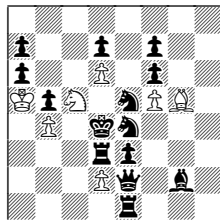
## Book Review: Christopher Jones, *Selected Helpmates 1989–2021*

Christopher (Chris) Jones is one of the elite helpmate composers of today. Born in 1952, he learned to play chess from his father, and was fortunate to attend the High School of Dundee, which had a very active chess club. He captained the side that became the first Scottish team to win the national schools championships in 1969.

His introduction to chess composition happened at University, and was subsequently nurtured by looking at helpmates in the Problem World section of the *British Chess Magazine* (BCM). This led to an interest in trying to compose problems. Chris was pleased to have some of his first efforts accepted for publication in BCM in 1987 by Norman Macleod. In the same year he joined the British Chess Problem Society (BCPS), and became an active member, editing the helpmates section in *The Problemist* from 1997 onwards, and becoming its Secretary in 2002.

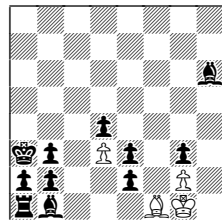
The book is divided into several chapters. Rather than just listing his problems in chronological order, Chris has managed to write an interesting narrative showing, among other things, his favorite problems, problems with the white Rook and Bishop, hard-to-solve problems, etc. The book is written in an honest and unpretentious manner. Often there is humor involved especially when Chris cannot remember some of his own problems. "Did I compose this?" (See A1 and A2).

A1 British Chess Magazine 1999

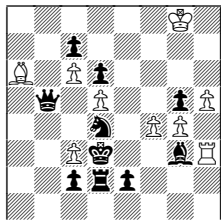


h#3 2 solutions (7+15)

A2 British Chess Magazine 2000



h#7 (5+10)

A3 1<sup>st</sup> Prize  
British Chess Magazine 2009-11

h#3 b) bPc3 (9+10)

Obviously, there are many fine examples of his problems in this book, and we selected three of them. For a helpmate enthusiast, this is a must book to add to your collection.

Said Chris: Coming to these two problems (A1 and A2) afresh I was pleasantly surprised to find out that I enjoyed them and thought well of them. (Probably I was predisposed to think that they would be inferior, perhaps rather naïve efforts, that I was now '20 years better' than then, but of course composing doesn't really work like that, does it? – though there may be ways in which a composer's technical skills are sharpened over the years.) The solution of the H#3 is 1.Sf3 Sxe4 2.Sxd2 Sxd2 3.Bd5 Bxf6# and 1.Rb1 Sxd3 2.Rxb4 Sxb4 3.Qc4 Bxe3#. As David Friedgood put it in BCM, "in both lines, Black takes great pains to capture an important-looking pawn, so as to allow the wS to occupy that square. Not at all easy to solve!". And the H#7 solution, with David's comment: "1.Bxd3 exd3 2.b1B Be2 3.Kb2 Kf1 4.Kc1 Ke1 5.Bxd3 Bf1 6.Kb1 Kd1 7.b2 Bxd3#. Enjoyable but what does it show? The Bb1 is reborn, only to sacrifice itself a second time on the happy hunting ground of d3. There is also a nice piece of tempo play and the move-order is neatly forced."

I've always liked H#3s using wR and wB, and sometimes serendipitously the geometry allows you to have interesting strategy that can be replicated, move by move, on orthogonal and diagonal lines. This is such a case (A3), in which we start with heavily disguised bS sacrifices whose line-opening purpose only becomes apparent as the ambush strategy unfolds (and which therefore do very much satisfy the aesthetic criterion of 'depth') – a) 1.Se6 Bb7 2.Qxc6 dxe6 3.Qc4 Rxg3#; b) 1.Sf5 Rh4 2.Bxf4 gxf5 3.Be3 Bxb5#.

### Small thoughts about Tacu's Enigma

By Paul Răican

When *Tacu's Enigma* (=TE) was launched in Quartz 43/2016, I didn't know what impact it would have on the retro realm.

**Tacu's Enigma:** *The diagram is occupied with a structure of unknown pieces. You must find a unique justifying game (a proof game) in the given number of moves, that leads to the same structure where White (or Black, if specified) is able to checkmate in one move.*

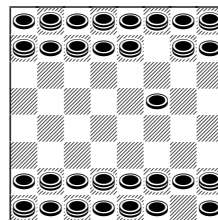
Since then, numerous Tacu's puzzles have appeared in *StrateGems*, *Die Schwalbe*, *Phénix* and *The Problemist*. However, I didn't establish the principles which must govern this kind of problems (named TE from now on). To begin with, I am convinced that first of all a TE is created to be solved. Then, we have the first principle:

- 1) The number of moves cannot be greater than  $\frac{6}{5}$ . The paradox of a TE is that the units, whether original or not, are mostly on lines 1, 2, 7 or 8. Whence comes the second principle:
- 2) The unidentified units must be **mostly on lines 1, 2, 7 or 8**. Of course, the solution must be unique and this is an implicit principle. Fortunately, François Labelle quickly implemented TE in Jacobi to ensure the uniqueness of the solution. If somebody composes a fairy TE, which happens frequently, a third principle must be respected:

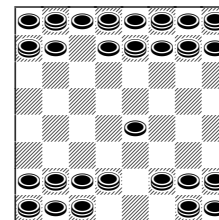
3) The checkmate **must be specific** (which is not possible with orthodox rules).

It is also recommended not to use more than one fairy condition (otherwise, the problem must be produced with identified units).

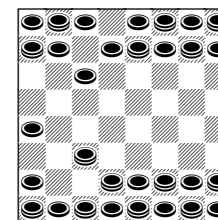
Let's see some examples:

TE1 Vasile I. Tacu  
Europe Echecs 1991

PG 6 Then #1

TE2 Joachim Iglesias  
France Echecs 2017

PG 6 White is checkmated

TE3 Paul Răican  
France Echecs 2017PG 4 White is checkmated  
Equipollent Circe

**TE1:** 1.Sf3 f5 2.Se5 Sf6 3.Sxd7 Rg8 4.Se5 Qd7 5.Sg6 Kd8 6.Sh8 Se8 (diagram) & 7.Sf7# (The prototype from 1991) Solution found by Jeff Coakley. It can be verified with this code:

Stipulation PG 6 forsyth XXXXXXXXX/XXXXX1XX/8/5X2/8/8/XXXXXXXX/XXXXXX1X  
ColorThePieces

Stipulation #1

Jacobi gave the solution in a few minutes. All three principles are respected here.

**TE2:** 1.e4 c5 2.Bd3 c4 3.Se2 cxd3 4.0-0 dxe2 5.Kh1 exd1S 6.Rg1 Sxf2# (Checkmate of a smothered King by a promoted Knight)

Stipulation PG 6.0 forsyth XXXXXXXXX/XX1XXXXX/8/8/4X3/8/XXXX1XXX/XXX3XX  
ColorThePieces

Test #

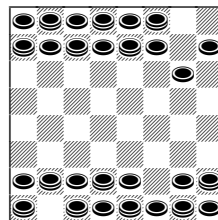
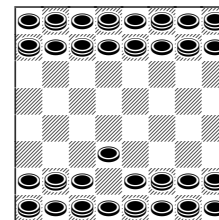
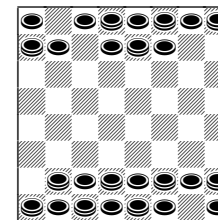
**TE3:** 1.c3 c6 2.Qa4 Qa5 3.Kd1 Qxc3(Pe1) 4.bxc3(Qd4) Qxa4#

Stipulation PG 4.0 forsyth

XXX1XXXX/XX1XXXXX/2X5/8/X7/2X5/X2XXXXX/XXXXXXXXX ColorThePieces

Test #

Condition Circe Equipollents

TE4 Paul Răican  
Original examplePG 5 Black is checkmated  
Einstein ChessTE5 Paul Răican  
Original examplePG 3 White is checkmated  
Cage CirceTE6 Paul Răican & Eric Huber  
The Problemist 2018PG 4 White is checkmated  
Take & Make, Annan