

## **Champagne 2020 (2021) Award by Michel Caillaud**

Great thanks to Eric Pichouron who submitted to me the entries in anonymous form and without the solutions. He also did a big work testing the non C+ entries.

I tried to solve every entry and succeeded in most cases but had to ask hints to Eric for some of them (B2, A14...). The element of surprise when discovering the solution has some effect on the ranking.

Deepest excuses to the participants for the excessive delay in producing the award.

The delay had some effects on the award : some problems not remembered after some time were not so well ranked as in the quick ranking produced at once.

### **Section A**

25 entries by 15 authors one was anticipated (A3) and two were cooked (A8,A11).

David Antonini – A14

Allan Bell – A5

Marco Bonavoglia – A15

Dirk Borst – A7

Jeff Coakley – A9, A10

Ivan Denkovski – A6, A22

Stephan Dietrich – A1, A2

Andrey Frolkin – A4, A17

Theodoros Giakatis – A20, A21

Jean-René Koch – A3, A16, A25

Roberto Osorio – A23

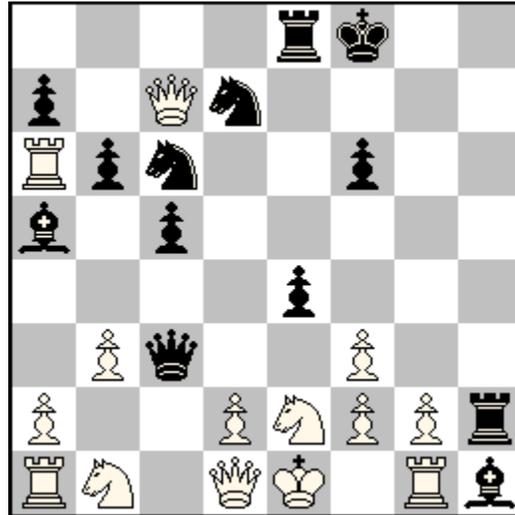
Mario Parrinello – A18, A19

Eric Pichouron – A24

Kostas Prentos – A12, A13

Paul Raican – A8, A11

**1° Prize : A4 - Andrey Frolkin**



4rk2/p1Qs4/Rps2p2/b1p5/4p3/1Pq2P2/P2PSPPr/RS1QK1Rb  
 SPG 22.0 (14+13) C+

1.h4 é5 2.h5 Fb4 3.h6 Fa5 4.h×g7 h5 5.b3 h4 6.Fa3 h3 7.Ff8 Cè7 8.g8=T h2 9.Tg6  
 R×f8 10.Ta6 b6 11.ç4 Fb7 12.ç5 Ff3 13.ç6 é4 14.ç×d7 ç5 15.é×f3 Céc6 16.Fç4 Df6  
 17.Cé2 Dç3 18.Tg1 f6 19.Ff7 h1=F 20.Fé8 Th2 21.d8=D Cd7 22.Dç7 T×é8

*Theme is doubled (one color) with homogeneous motivation : the sacrificed white piece is used as a shield between black King and promoted white piece. I am not a big fan of having promoted force apparent on the diagram (Qc7, Ra6 and even Bh1), but this is compensated here by excellent play and original content.*

**2° Prize : A17 - Andrey Frolkin**



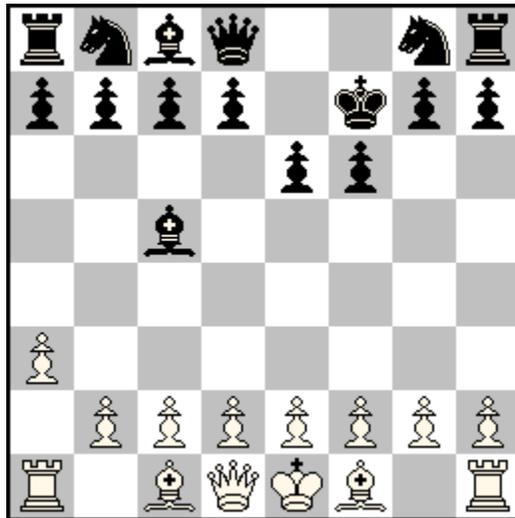
1s1q2sr/b1ppkp1p/pp6/4S3/P3pRP1/S2P1P2/1PP2KPP/RQB5

SPG 18.5 (15+13) C+

1.d3 a6 2.Fé3 Ta7 3.F×a7 é5 4.Fé3 Fç5 5.a4 Fa7 6.Ca3 b6 7.Db1 Fb7 8.Fç1 Ff3 9.é×f3 g5 10.Fé2 g4 11.f×g4 Dg5 12.Cf3 Dé3 13.0-0 D×é2 14.Té1 Dd2 15.Té4 Dg5 16.Tf4 é4 17.Cé5 Dd8 18.f3 Ré7 19.Rf2

*Theme is doubled (two colors) in a complex and rich game. Thematical captures of officers that cannot leave their side are executed by officers coming back to their original square after the capture (switchback or circuit).*

**3° Prize : A14 – David Antonini**

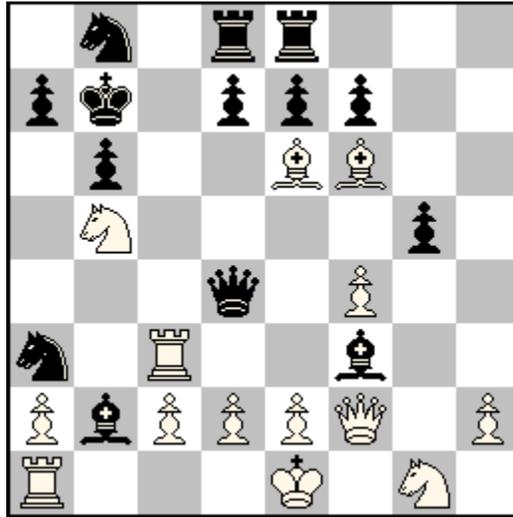


rsbq2sr/pppp1kpp/4pp2/2b5/8/P7/1PPPPPPP/R1BQKB1R  
SPG 10.0 Black Fonctionary. Black passes if stuck. (14+16) C+

1.Cç3 2.Cd5 é6 3.Cf6+ Ré7 4.Cf3 Ch6 5.Cg8+ C×g8 6.Cé5 f6 7.Cg6+ Rf7 8.a3 Fç5 9.Cé7 Ch6 10.Cg8 C×g8

*Theme is doubled (one color) in a short and witty game. White Knights are sacrificed on g8 and black Knight performs two switchbacks in order to eliminate them.*

1° HM : A22 - Ivan Denkovski



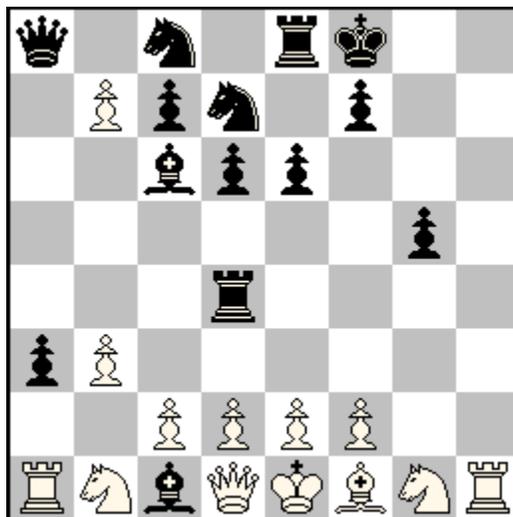
1s1rr3/pk1ppp2/1p2BB2/1S4p1/3q1P2/s1R2b2/PbPPPQ1P/R3K1S1

SPG 20.0 (14+14) C+

1.g4 c5 2.g5 c4 3.g6 c3 4.gxh7 cxb2 5.Cc3 b1=C 6.Fa3 Cxa3 7.Db1 g5 8.Db6 Fg7  
 9.Cb5 Fb2 10.f4 Cf6 11.Df2 Db6 12.Ch3 Dd4 13.Tg1 b6 14.Tg3 Fb7 15.Tc3 Ff3 16.Cg1  
 Cc6 17.Fh3 0-0-0 18.Fe6 Th8 19.h8=F Rb7 20.Fxf6 Cb8

*Theme is doubled (two colors) with homogeneous motivation : original officers are captured by promoted officers (Phenix or "Prenix"), with reciprocal effect. A fluent and enjoyable game.*

2° HM : A23 - Roberto Osorio



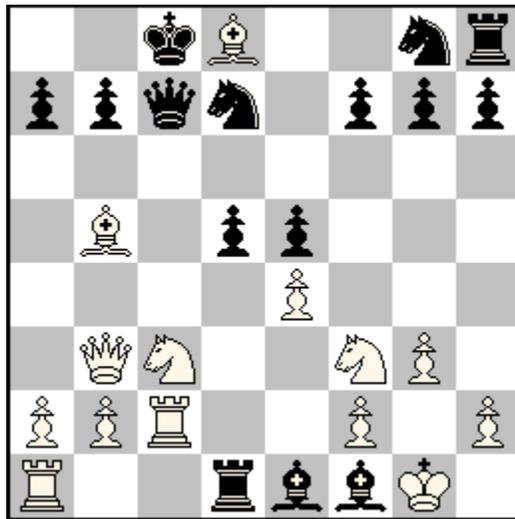
q1s1rk2/1Pps1p2/2bpp3/6p1/3r4/pP6/2PPPP2/RSbQKBSR

SPG 19.0 (13+14) C+

1.b3 é6 2.Fa3 F×a3 3.g4 Cè7 4.g5 0-0 5.g6 Tè8 6.g×h7+ Rf8 7.h8=F g5 8.Fb2 d6 9.Fç1 F×ç1 10.a4 Fd7 11.a5 Fç6 12.a6 Cd7 13.a×b7 a5 14.h4 a4 15.h5 a3 16.h6 Ta4 17.h7 Da8 18.h8=F Cç8 19.Fd4 T×d4

*Only once the theme with original Bishop, but completed by 2 promoted Bishops captured in the spirit of the theme, one captured on Pronkin square, as in the exemple by Eric Pichouron and a second one Prentos (better than the Pawn capture in the exemple). But the exemple and problem AA1(!) lessen originality of this entry, well done anyway.*

### 3° HM : A6 - Ivan Denkovski

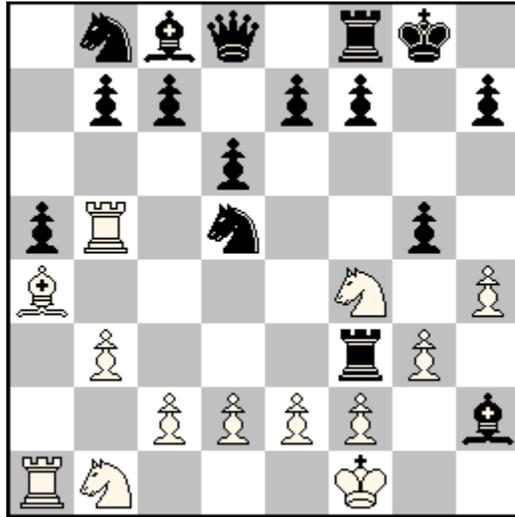


2kB2sr/ppqs1ppp/8/1B1pp3/4P3/1QS2SP1/PPR2P1P/R2rbbK1  
SPG 14.5 (14+15) C+

1.é4 ç5 2.Fb5 ç4 3.Cf3 ç3 4.0-0 ç×d2 5.ç4 é5 6.Db3 Fb4 7.ç5 d1=T 8.ç6 d5 9.g3 Fh3 10.ç7+ Cd7 11.ç8=T Fé1 12.Tç2 Dç7 13.Cç3 0-0-0 14.Fg5 F×f1 15.F×d8

*Theme is doubled (two colors) with homogeneous motivation : Rooks are captured on castling square and promoted Rooks are replacing them in the diagram (as capture occurs after promotion, some are using the term "Prenix" instead of Phenix).*

4° HM : A7 - Dirk Borst

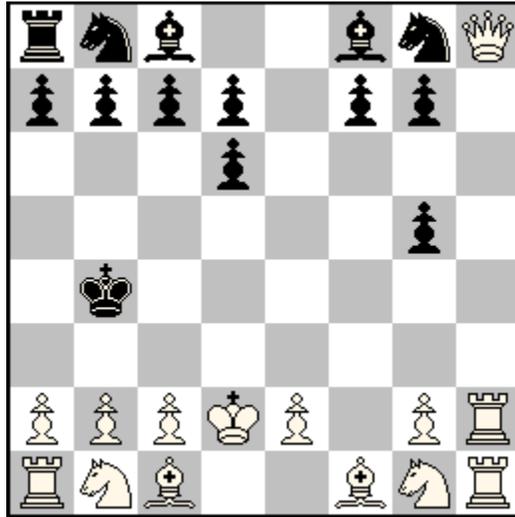


1sbq1rk1/1pp1pp1p/3p4/pR1s2p1/B4S1P/1P3rP1/2PPPP1b/RS3K2  
SPG 17.0 Anticircé Calvet (13+16)

1.h4 g5 2.Th3 Fg7 3.Tb3 Fé5 4.Ch3 Fh2 5.g3 a5 6.Fg2 Ta6 7.Rf1 Tf6 8.Fç6 d6 9.Fa4 Fé6  
10.Tb5 F×a2(Fç8) 11.b3 Tf3 12.Fb2 Cf6 13.Dç1 Cd5 14.Fg7 0-0 15.Db2 R×g7(Ré8)  
16.Dh8 T×h8(T) 17.Cf4 0-0

*Black is castling twice! Second time is allowed thanks to the thematical captures. A very good idea but the long introduction with technical capture is not much to my taste (see version AA2) and some places were lost. A subjective matter...*

5° HM : A24 - Eric Pichouron

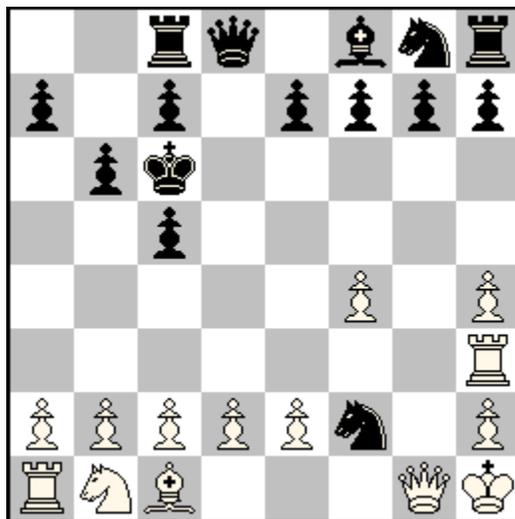


rsb2bsQ/pppp1pp1/3p4/6p1/1k6/8/PPPKP1PR/RSB2BSR  
 SPG 14.5 (14+14) C+

1.d4 h6 2.d5 Th7 3.d6 é×d6 4.f4 Dg5 5.f×g5 h×g5 6.Dd3 Th4 7.Rd2 Td4 8.h4 Ré7  
 9.h5 Ré6 10.h6 Rd5 11.h7 Rc5 12.h8=T Rb4 13.T8h2 Th4 14.Dh3 Th8 15.D×h8

*The thematic officer is captured on its original square! That implies a switchback or a circuit. An idea to my taste, but the straightforward motivation with a promoted piece still on the diagram and the existing AA3 costed some places.*

1° Com : A5 - Allan Bell

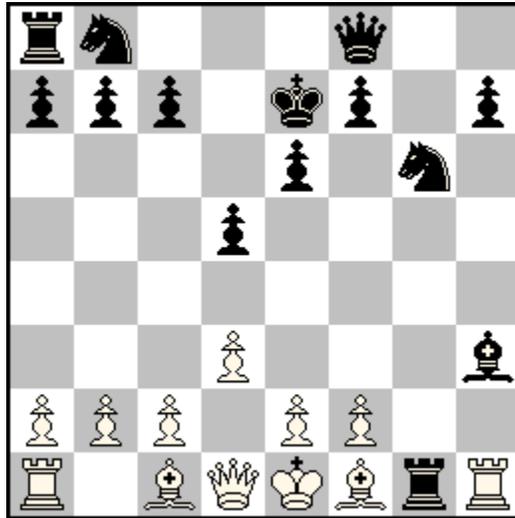


2rq1bsr/p1p1pppp/1pk5/2p5/5P1P/7R/PPPPPs1P/RSB3QK  
 SPG 10.0 Point Reflection (13+14) C+

1.Cf3 b6 2.Tg1 Fb7 3.gh3 Fç6 4.C×ç6 d×ç6 5.h4 ç5 6.Th3 Cç6 7.f4 Tç8 8.Ff3 C×f3+  
9.Rh1 Rç6 10.Dg1 Cf2

*Theme is doubled with bicolored echo(!) in a pretty fairy game.*

**2° Com : A13 - Kostas Prentos**

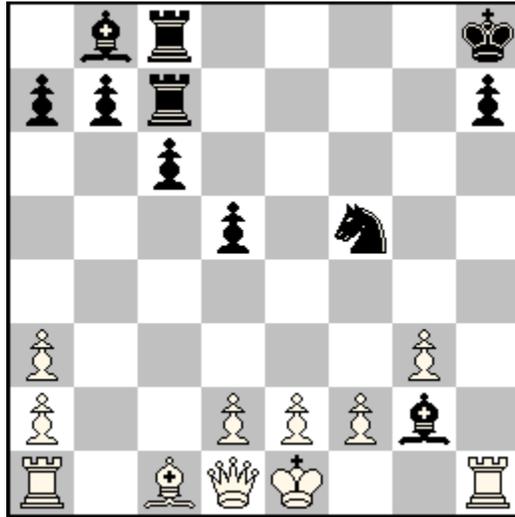


rs3q2/ppp1kp1p/4p1s1/3p4/8/3P3b/PPP1PP2/R1BQKBrR  
SPG 10.0 (12+14) C+

1.h4 d5 2.Ch3 F×h3 3.h5 é6 4.h6 Cé7 5.h×g7 Tg8 6.g×f8=C T×g2 7.d3 Cg6 8.Cd2  
Ré7 9.Cf3 D×f8 10.Cg1 T×g1

*A good display in a short game : thematic captures of an original Knight and its sibling,  
and on thematic capture of a Schnoebelen Knight.*

**3° Com : A12 - Kostas Prentos**

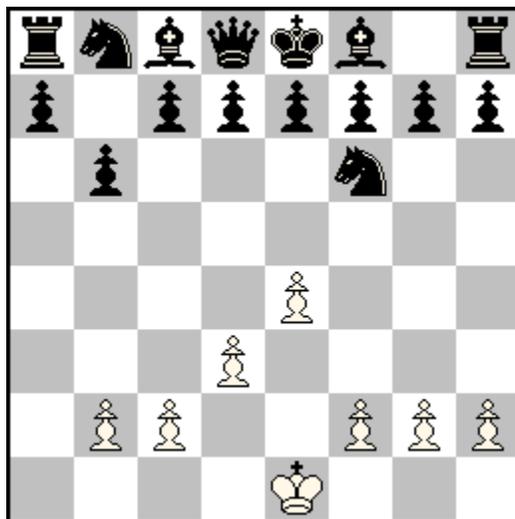


1br4k/ppr4p/2p5/3p1s2/8/P5P1/P2PPPb1/R1BQK2R  
 SPG 16.5 (11+11) C+

1.h4 d5 2.Ch3 F×h3 3.h5 Cd7 4.h6 Tç8 5.h×g7 Ch6 6.g8=C Cf5 7.C×é7 D×é7 8.Ca3  
 D×a3 9.ç4 Fd6 10.ç5 0-0 11.ç6 Rh8 12.ç×d7 ç6 13.d8=C Fb8 14.C×f7+ T×f7 15.g3  
 Tfç7 16.Fg2 F×g2 17.b×a3

*2 thematic captures of original Knights (+1 original Bishop) and 2 unthematical Prentos Knights. A good program but fact that Prentos captures are more interesting than thematic one is deserving in a thematic tourney.*

**4° Com : A16 - Jean-René Koch**

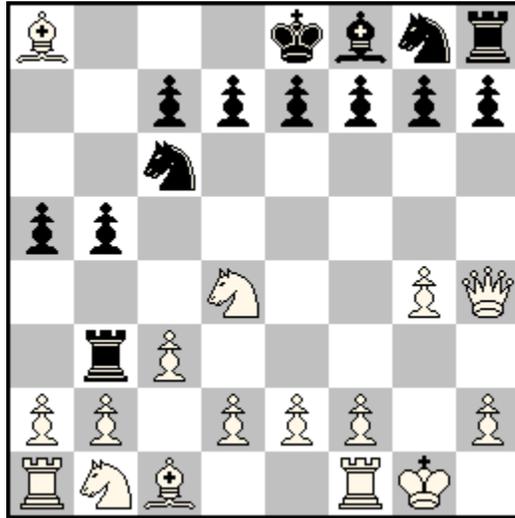


rsbqkb1r/p1pppppp/1p3s2/8/4P3/3P4/1PP2PPP/4K3  
 SPG 11.0 (10+16) C+



AA2

A7 version by the judge

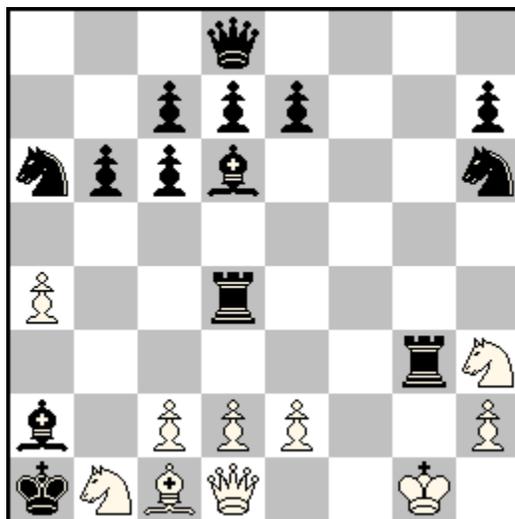


B3kbsr/2pppppp/2s5/pp6/3S2PQ/1rP5/PP1PPP1P/RSB2RK1  
SPG 11.5 Anticircé Calvet (16+14) C+

1.ç3 a5 2.Da4 Ta6 3.Dh4 Tb6 4.g4 Tb3 5.Fg2 b5 6.Fa8 Fb7 7.Cf3 Dç8 8.Cd4 Fg2 9.0-0  
Db7 10.R×g2(Ré1) Dh1 11.T×h1(T) Cç6 12.0-0

AA3

Satoshi Hashimoto 1° HM Probleemblad 2015-16



3q4/2ppp2p/sppb3s/8/P2r4/6rS/b1PPP2P/kSBQ2K1  
SPG 22.0 (10+14)

1.b4 Ch6 2.b5 Tg8 3.b6 a×b6 4.g3 Ta4 5.Fg2 Td4 6.Fç6 b×ç6 7.f4 Fa6 8.f5 Fç4 9.f6 Ca6  
10.f×g7 F×g7 11.Ch3 Fé5 12.0-0 Fd6 13.T×f7 R×f7 14.a4 Ré6 15.Ta2 Rd5 16.Cç3+

Rç5 17.Cé4+ Rb4 18.Tb2+ Ra3 19.Tb1+! Ra2 20.Ta1+ R×a1 21.Cç3 Fa2 22.Cb1  
T×g3+

*White Rook a1 is captured by black King after performing a square circuit.*

## Section B

6 entries by 6 authors. 2 were cooked (B5,B6).

Some complex conditions as Make&Take are difficult to use : B6 and its “correction” were cooked in 1 move!!

Andrey Frolkin – B1

Bojan Bašić – B2

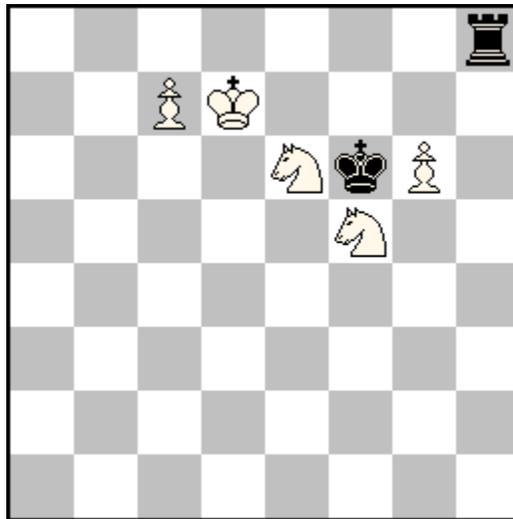
Jeff Coakley & Andrey Frolkin – B3

Igor Vereshchagin – B4

Joaquim Crusats – B5

Paul Raican – B6

**Prize : B2 - Bojan Bašić**



7r/2PK4/4SkP1/5S2/8/8/8/8

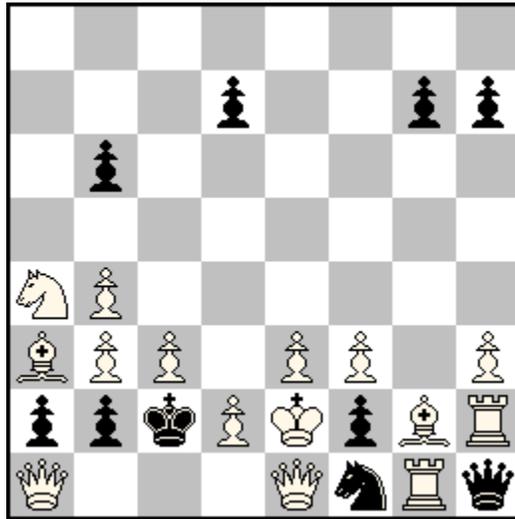
-7 & =1 Proca Retractor Francfort + white Disparate + white Maximum (5+2)

-1.ç6-ç7 Cf7×Th8(T) -2.Cf5-g7 Tf8×Cf7(C) -3.Tg8-h8 Ch7×Tf8(T) -4.Ch6-f7  
Th8×Ch7(C) -5.Tç8-f8+ Cf7×Th8(T) -6.Cg5-h7+ Tf8×Cf7(C) -7.Cf5-g7 &  
1.C×f8(T)=

*I frowned at once discovering the exotic combination of fairy conditions. Then it appeared*

that this conception is rather powerful, using the 3 conditions on every move ! (This rarely happens in problems combining several conditions). So, how to explain that the first white retraction is c6-c7, rather than a Knight move (forced by the Maximum condition) ? Because the last black move is a Knight move (Disparate condition). But there is no black Knight on the board. Hence ; the last move was a Knight move and the Knight was transformed by the Francfort condition. Using this principle, White can keep Black under control and 6(!) thematic captures are displayed in 6 moves(!). White must be careful to keep everything under control and play is not automatical. Impressive.

**1° HM : B1 - Andrey Frolkin**



8/3p2pp/1p6/8/SP6/BPP1PP1P/ppkPKpBR/Q3QsRq

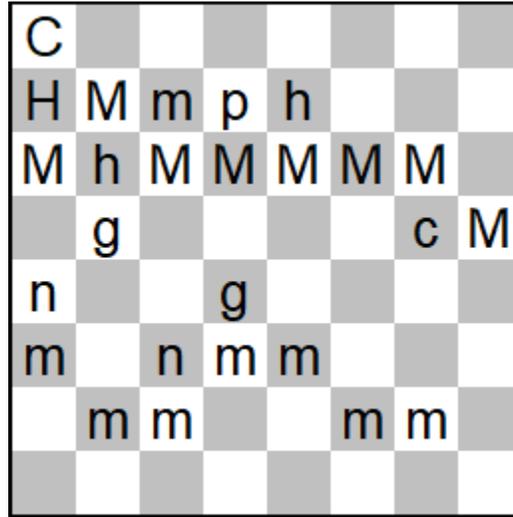
a) Last 3 captures? b) Minimal number of moves since last Pawn move? (15+10)

a) Cc5×Fa4, Cd3×Tc1, Cd3×Tc1

b) -1.Cc5×Fa4 Fc6-a4 -2.Cd3-c5 Fb7-c6 -3.Cc1-d3 Fc8-b7 -4.Cd3×Tc1 Tb1-c1 -5.Cc1-d3 b7-b6 (last Pawn move ; 9 single moves before that) -6.Cd3×Tc1 Td1-c1 -7.Cf4-d3 Rc1-c2 -8.Rd3-é2 Cg3-f1 and position unlocks (this part of stipulation is useful to have a restricted retroplay).

*A classical cage that reminded me of some others (AB1). 2 pieces have to be retracted on b1 d1 in order to unlock the cage by Kc1-c2. This is done by thematic captures and a third thematic capture is needed to avoid black retrostalemate. Expertly done.*

2° HM : B3 - Andrey Frolkin & Jeff Coakley



C7/HMmph3/MhMMMMM1/1g4cM/n2g4/m1nmm3/1mm2mm1/8  
 Each letter represents a different kind of piece.  
 Uppercase is one color, lowercase the other.  
 Last 3 single moves?

Lowercase side still has 16 pieces, so uppercase side made no capture.

-C = King :

only couple on non contiguous squares.

-M = Pawn :

M being officers would imply 12 promotions with 6 lowercase Pawns capturing 6 missing uppercase pieces to let 6 uppercase Pawns promote without capture,

M cannot be Queen or Rook (double checking King g5 from g6 and h6) nor Knight (checking simultaneously both Kings from c7 and e6).

With 6 (=4+2 or 3+3) uppercase Pawns promoting to Bishops without capture, there should be at least 3 uppercase Bishops of each color on the board. As there are only 2 M on black squares, this last alternative is eliminated, and M=Pawn.

-uppercase = Black :

6 upperside officers are missing and Pawn structure with uppercase=White implies 7 captures (cross capture on a and b file).

-P = Queen :

only single lowercase.

-H = Rook :

2 h on black squares exclude h = Bishop and, with wK under check by bPf6, hb6 cannot be a white Knight checking bKa8.

-examining last moves :

wPh2 now on c7 captured 5 missing black officers on black squares.

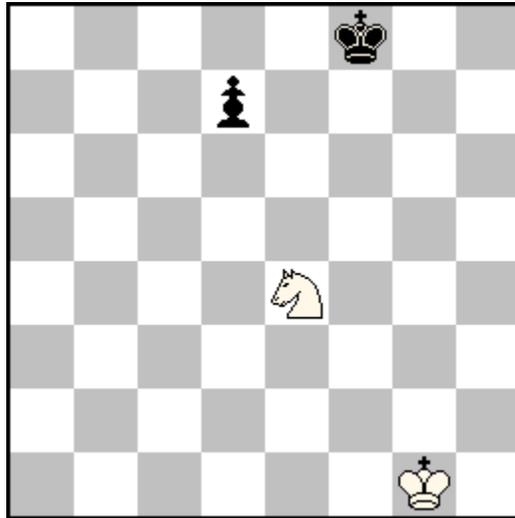
after retracting f7-f6+, cage around bKa8 opens after bringing wK on d8 in order to free wQd7 and wRe7 then retracting d7-d6 d6xc7. Black has no reserve move so black Bishop on white squares has to be uncaptured at once to avoid retrostalemate (g6 and h5 cannot be retracted immediately). Only possibility is. Sc5xBa4 for Bb3-a4, which reveals the last undetermined letters :

-N = Knight and G = Bishop.

Last moves : -1.f7-f6+ Sç5×Ba4 -2.Bb3-a4

*A classical rebus (the only case where I could rightly guess composers' identity but this was not very difficult...). Well done with a thematical capture in the last single moves.*

**Com : B4 – Igor Vereschagin**



5k2/3p4/8/8/4S3/8/8/6K1

White and Black retract a move then h‡1 (2+2)

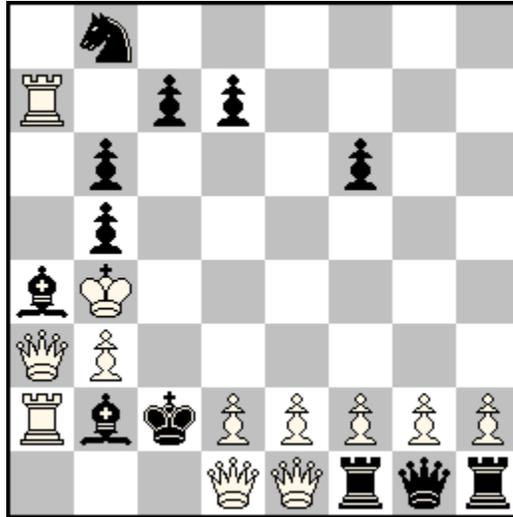
-1.Cg5×Té4 Té7×Dé4 & 1.Ré8 Da8‡

*Not very original nor economical (see AB2!), but a welcome contribution in this section.*

Annex B

AB1

Andrey Frolkin, Joaquim Crusats, StrateGems 2016



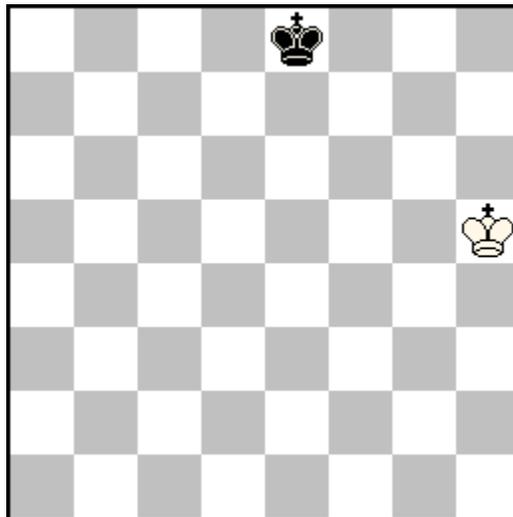
1s6/R1pp4/1p3p2/1p6/bK6/QP6/RbkPPPPP/3QQrqr

Last 7 single moves? (12+12)

1.Da1-d1+ g7×Cf6 -2.Cé4×f6 f7-f6 -3.Cg3×é4 é5-é4 -4.Cé4×g3  
then 4...h4×Cg3 -5.Cç3-é4 h5-h4 -6.Cb1-ç3 h6-h5 -7.Cé4-g3 h7-h6 -8.Cç3-é4 Rç1-ç2  
-9.Cd1-b3+ F~-b2 -10.Tb2-a2+

AB2

Julio Sunyer, The Chess Amateur 1923



4k3/8/8/7K/8/8/8/8

White and Black retract a move then h♯1 (1+1)

-1.Rg6×Th5 Th8×Dh5 & 1.0-0 Dh7♯

A great classical!

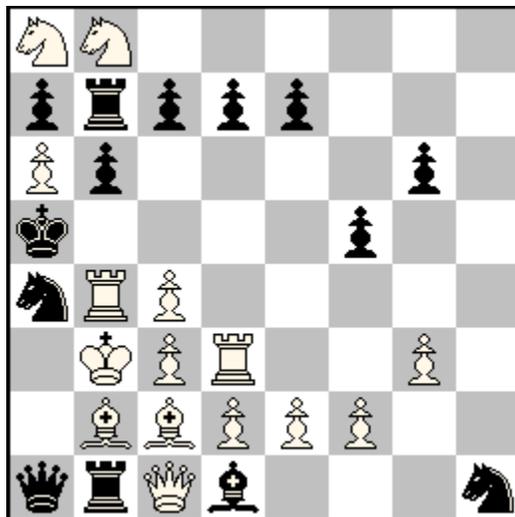
**Reminder of Announcement :**



Example for Section B :

**Alexandre KISLYAK**

**64 1986**



≠1

(15+14)

1.Tb5♠! not 1.Cc5♠, as White can be on the move

Retro sequence with 23 last single moves exactly determined :

-1...h2-h1=S -2.Td6-d3 h3-h2 -3.Tf6-d6 h4-h3 -4.Tf8-f6 h5-h4 -5.Tg8-f8 h6-h5  
-6.g7-g8=T h7-h6 -7.h6×Sg7 Sè8-g7 -8.h5-h6 Sd6-é8 -9.h4-h5 Sb5-d6  
-10.h3-h4 Sa3-b5 -11.h2-h3 **Sb5×Ta3!!** -12.Ta2-a3 Sd6-b5 -13.Ka3-b3 ...

Fairy conditions (but not fairy pieces) allowed in both sections.

Maximum 2 entries per composer per section (collaboration counts for 1 full entry).

Maximum 1 non computer tested entry per composer in section A

Prizes in each section :

subscription to Phénix 2021 for the first place, Winchloé light for the second place

Entries to the director Eric Pichouron, by Sunday 18th October 24:00 PM

e-mail : [chess.champagne2020@gmail.com](mailto:chess.champagne2020@gmail.com)

who will transmit problems to the judge Michel Caillaud in anonymous form.

This year, Champagne Tourney is without Champagne...

Thanks to Laurent Riguet and Christian Poisson for providing the Prizes.

Phénix, created by Denis Blondel, now edited by Laurent, is the french problem magazine, with retro section run by Thierry Le Gleuher, and regularly published retro articles.

In 2020 (not yet finished), a full issue about ortho-reconstructions by Luigi Ceriani revisited by Thierry...

Winchloé light, developed by Christian, is a problem database, updated every month (now 782514 problems).

The most complete database for proofgames (now 7913 of them).