

# Belgrade Internet Tournaments 2019

## Group C – hs#3, Protean Chess – Award

by IGM Petko Petkov

### **Thematic condition: HS#3, 2 solutions, Protean Chess.**

No other fairy conditions or fairy pieces are allowed, except royal pieces (only one for each side!): Royal Queen (rQ), Royal Rook (rR), Royal Bishop (rB), Royal Knight (rS) and Royal Pawn (rP). These royal pieces may be present in the initial position (example 2) or may appear during the play. Royal Pawn promotions are allowed. "Supernumerary" pieces in initial position (e.g. 2 white Queens, 3 white Bishops, 3bR, 4 bS, etc...) are permitted if this form is thematically necessary for the problem.

**Protean Chess:** When a piece (King included) captures, it takes the nature of the captured unit (without changing color). A King capturing becomes a royal unit. (For the case of captured enemy pawn, as well as the similarity and difference between Protean Chess and Frankfurter Chess which is also allowed in this T.T. see below).

**Royal Piece:** Piece that executes a function of the King on the board: it becomes object of check and mate.

### **Participants:**

Themis Argirakopoulos – GRE (22), S.K. Balasubramanian – IND (2\*,15), Ofer Comay – ISR (1), Vlaicu Crisan – ROU (2\*), Borislav Gadjanski – SRB (16), Eric Huber – ROU (17,24), Igor Kochulov – RUS (3,9), Juraj Lörinc – SVK (4,10), Manikumar S – IND (13,14), Luis Miguel Martín – ESP (18), Miodrag Mladenović – SRB (19), Karol Mlynka – SVK (5,11), Mario Parrinello – ITA (6), Kostas Prentos – USA (7), Sergej Smotrov – RUS (20), Viktor Syzozenko – UKR (21), Ivo Tominić – CRO (23), Aleksandr Tyunin – RUS (8,12)

This year's BIT tournament (section C) is dedicated to the 30th anniversary of the death of legendary grandmaster **Nenad Petrović**. I am very pleased to note that the level of the tournament is high; a number of very interesting problems have been presented, which will certainly stimulate future work on this theme!

Thanks to all the participants, and congratulations to the winners!

The theme of this tournament was: "The fairy conditions Protean Chess or Frankfurt Chess, presented in HS#3 with exactly 2 solutions".

Above all, I must point out that these two conditions are almost identical, and the general requirement for them is: "When a piece captures (King included), it takes the nature of the captured unit (without changing colour). A King capturing becomes a royal unit". (Nowadays this definition exists in WinChloe and the condition is denoted by the French name "Francfort").

In fact, this is the exact definition of Frankfurter Chess, first introduced by the inventors Albert Heinrich Kniest & John Niemann in The Fairy Chess Review, Vol. 7, Nr. 1, VIII / 1948. The name of the condition, however, was coined by Paul Schlenker.

The predecessor of Protean Chess is the "Protean piece", also defined by A. H. Kniest around 1940 in "Unsere Schachwelt", but historically it is not known when exactly the Protean Chess condition was established.

The difference between Frankfurter Chess and Protean Chess is the following: "If an enemy pawn is captured in Protean Chess the new pawn on the same square (with a changed color) moves in the direction of the captured pawn". In Frankfurter Chess, of course, this strange rule is missing (nowadays Protean Chess exists in Popeye). When there are no pawn captures or these captures have no thematic effect and do not affect the correctness of the problem, we can assume that the two conditions are the same. In this case, the author may indicate below the diagram what condition he wishes.

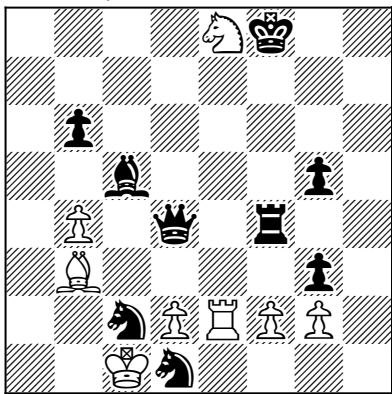
For the sake of clarity, I decided to place the following additional symbols after the solutions of the problems, using the first letters of the program names Popeye (P) and WinChloe (W): (P + W) means that it is possible to use either of the two conditions; (P) means that only Protean Chess is used; (W) means that only Frankfurter Chess is used.

From the tournament director on identical diagrams without authors' names I received 24 originals by 18 authors from 11 countries. I eliminated from the tournament on various grounds the following problems: No: 17, 21, 24 these problems do not meet the regulation as they have twins or set-play. No 4 - Not optimal construction. It is easily possible to get a position with 2 pieces less if you move the starting position with one vertical to the right. No 11 - The wBc1 is superfluous in the solution after 1.g8 = Q.

I suggest the following ranking

### Ofer COMAY

1st Prize, BIT 2019 C



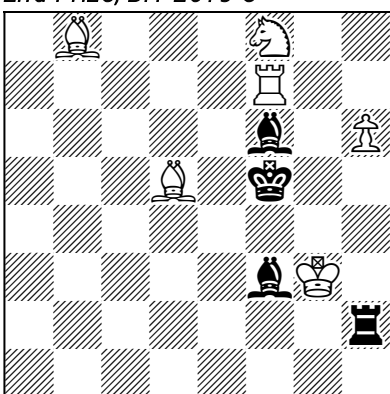
hs#3 Protean Chess 8+9  
2 solutions

1.fxg3=P Qf2 2.Kxd1=rS Rd4 3.rSxf2=rQ + Rf4#  
1.b5 Qb4 2.Kxc2=rS Bd4 3.rSxb4=rQ + Bc5# (P+W)

A remarkable problem presenting a very interesting and difficult thematic complex. With their W1 moves, the white pawns vacate squares for the black Queen, which sacrifices itself in order to attract the white king after the W2 moves to the f2/b4 squares in Queen phases! Further, the formation of reciprocal black batteries R/B and B/R takes place in a very interesting way - with the opening of lines, then closing of the same lines in combination with Switchbacks. Of course, the active presence of the Umnov theme is also a very fine moment.

### Ivo TOMINIĆ

2nd Prize, BIT 2019 C



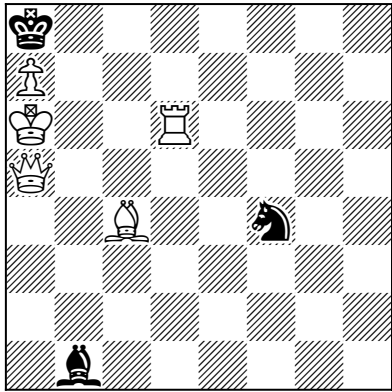
hs#3 Protean Chess 6+4  
2 solutions

1.Kxh2=rR Bg4! (1...Bh5?) 2.Bf3 Bh5 3.rRxh5=rB Kg5#  
1.Kxf3=rB Rh4! (1...Rh5?) 2.Bh2 Rh5 3.rBxh5=rR+ Kg4 # (P+W)

Although with only 10 pieces, the author presents a very non-standard content. Two duets of pieces: Rh2/Bf3 and Bd5/Bb8 reciprocally change their functions. Particularly surprising and beautiful are the tempo-moves (B1) combined with the Umnov theme, white distant blocks on f3/h2, and diagonal-orthogonal Echo. This synthesis of ideas seems quite difficult to implement with such limited material and therefore in my opinion deserves a high ranking! Unfortunately not everything is "cloudless" here, for example the technical black Bf6.

### Kostas PRENTOS

3rd Prize, BIT 2019 C



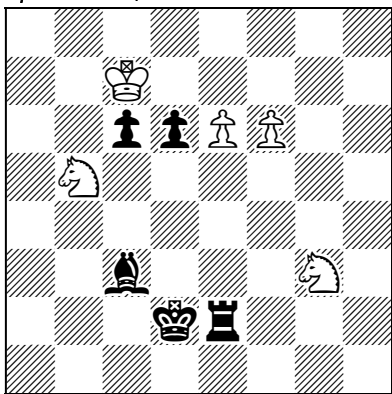
hs#3 Protean Chess 5+3  
2 solutions

1. Be2 Sxe2=B + 2. Rd3 Bxd3=R 3. Qd8 + Rxd8=Q#  
1. Rg6 Bxg6=R+ 2. Be6 Sxe6=B 3. Qa5-d5 + Bxd5=Q # (P+W)

A very beautiful and economical albeit not very difficult to solve problem in which we see a paradoxical phenomenon: all white and black pieces (except the kings and Pa7) disappear from the board in the process of play, or change their nature and color! The reciprocal creation of black batteries is interesting and at the same time very instructive in terms of the future development of such ideas!

### Mario PARRINELLO

Spec. Prize, BIT 2019 C



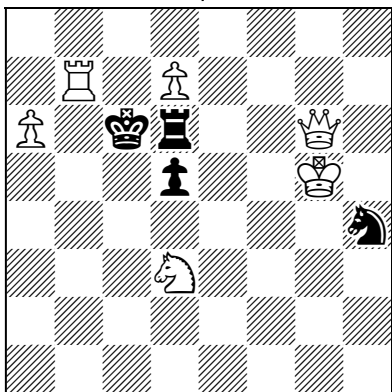
hs#3 Protean Chess 5+5  
2 solutions

1. Sxe2=R + Kxe2=rR 2. Kxc6=rPP rRxe6=rPP 3. Sd4 + Bxd4=S#  
1. Sxc3=B+ Kxc3=rB 2. Kxd6=rPP rBxf6=rPP 3. Se4 + Rxe4=S# (P)

Another excellent problem in which four pairs of pieces: Re2/Bc3; Sg3/Sb5; Pe6/Pf6; Pc6/Pd6 reciprocally change their functions. The Zilahi theme here is presented with great lightness and economy. The finals with chameleon-echo mates are beautiful and instructive! Such a complex problem undoubtedly deserves admiration and a prize! But why "only" a special prize? My arguments are this: despite the extremely rich content, the problem has some minor minuses: there is some symmetry in the play, and the limited material suggests that both the Kings (far from each other) should practically be transformed into a Pawn phase. But again I repeat my overall assessment - this is an excellent problem!

### Borislav GADJANSKI

1st Hon.Mention, BIT 2019 C



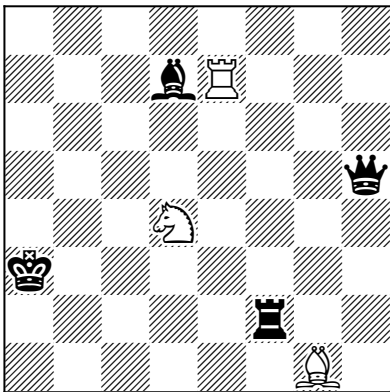
hs#3 Frankfurt Chess 6+4  
2 solutions

1. Qe6 Sf5 2. Kxf5=rS d4 3. rSh6 Rxe6=Q#  
1. Qe4 Rxd7=P 2. Kxh4=rS d6 3. rSg2 dxe4=Q# (W)

A nice and non-standard problem in which the play is dictated only by the Frankfurt Chess condition. The most interesting point here is that the third moves of the white (W3) are without checks but provoking black pins and zugzwang. The model mates are another plus here although the play does not have a complete analogy. (An Important note: If we use the Protean Chess condition in the diagram position, the problem will not have a solution after 1. Qe4 Rxd7=P because here the move 2 ... Pd7-d6 would be illegal!).

Vlaicu CRISAN  
S.K. BALASUBRAMANIAN

2nd Hon.Mention, BIT 2019 C



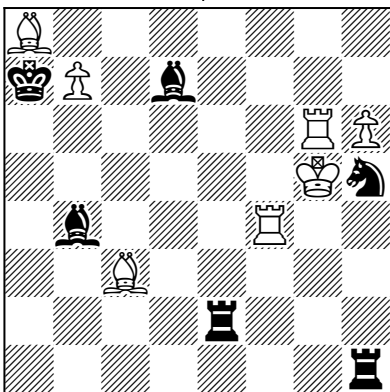
hs#3 Protean Chess 3+4  
Royal Sd4  
2 solutions

1. Bxf2=R Qe8 2. Rxe8=Q Bg4 3. Qa4 + Kxa4=rQ#  
1. Rxd7=B Qh2 2. Bxh2=Q Rf6 3. Qb2 + Kxb2=rQ# (P+W)

A very pleasant Miniature/Aristocrat in which it is not easy to find solutions. The moves of both sides elegantly demonstrate the reciprocal change of functions between them. A further plus are the model mates and ODT, but sadly the the Royal Sd4 remains stationary until the end.

Luis Miguel MARTÍN

3rd Hon.Mention, BIT 2019 C



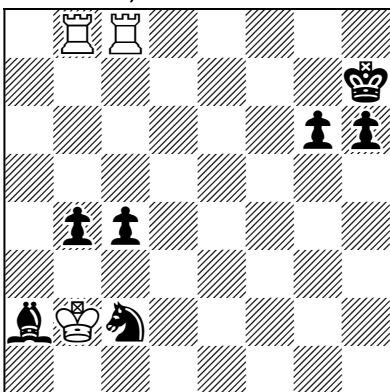
hs#3 Protean Chess 7+6  
2 solutions

1. Be5 Rxe5=B 2. Rf5 Bb8 3. Ra5 + Bxa5=R#  
1. Rf8 Bxf8=R 2. Bd2 Rb8 3. Be3 + Rxe3=B# (P+W)

Here it is obvious that white has to control the b8 square and the achieving this goal seems easy at first glance: such an idea is possible to realize using the wRf4 or wBc3 as control pieces. In reality, however, this idea turns out to be wrong! The b8 square must be blocked by the bRe2 or bBc3 after the sacrifices of wRf4/wBc3 (Annihilation!). Although the blocks on b8 have an orthodox character, the paradoxical content of this problem deserves a good evaluation!

Juraj LÖRINC

Commend., BIT 2019 C



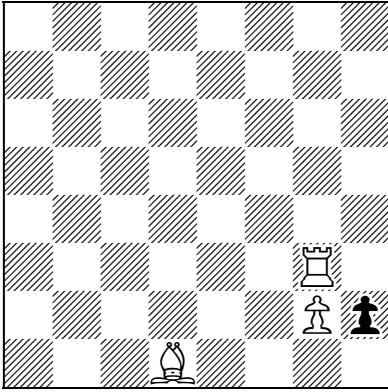
hs#3 Frankfurt Chess 3+7  
2 solutions

1. Kxa2=rB Sd4 2. rBxc4=rPP Sb5 3. Rc7+ Sxc7=R#  
1. Kxc2=rS Bb1 + 2. rSxb4=rPP Be4 3. Rb7 + Bxb7=R# (W)

This play of three pairs of thematic pieces (with reciprocal change of functions), ending with two chameleon-echo mates deserves attention. But, as I have already noted in my commentary for the problem awarded with a special prize, in analogous mechanisms the transformation of the wK into Pawn phases is obvious, and there also exists some degree of sketchiness and symmetry in the solutions.

Karol MLYNKA

Commend., BIT 2019 C



hs#3

Protean Chess  
Royal Pg2, Ph2  
2 solutions

3+1

1.Bc2 rPh1=rR 2.Bh7 rRxh7=rB 3.Rg6 rBxg6=rR#

1.Rg5 rPh1=rB + 2.rPg4 rBa8 3.Bf3 + rBxf3# (P+W)

A fun play using two Royal pawns. For a problem with just 4 pieces (it is so called Wenigsteiner), the content looks good, although it does not have a thematic identity.

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