

3rd Bulgarian Wine Tourney – WCCC Kobe 2012

Theme: H#/=2-3, HS#/=2-3 problems with „*Anti Take & Make*” fairy condition. Other fairy pieces and conditions are not allowed.

Prizes: Bottles of bulgarian wine.

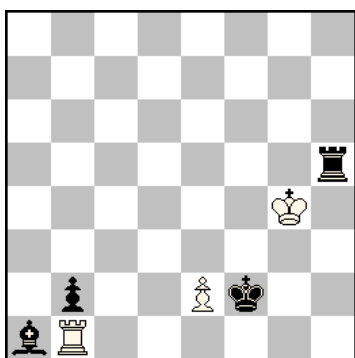
Closing date: Wednesday, 19th September 2012, 17:00h (Local Time - Japan)

Judge: Diyan Kostadinov (Bulgaria)

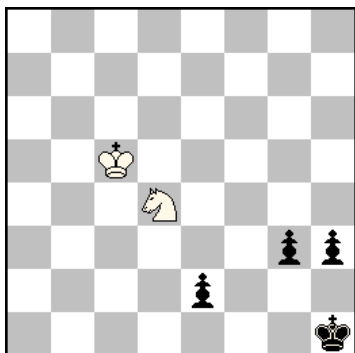
The tourney is open to everybody, but only congress participants can receive bottles.

E-mail entries should be sent to Diyan Kostadinov by September 19th, 09:00h (CET):
dkostadinov@abv.bg

Scheme

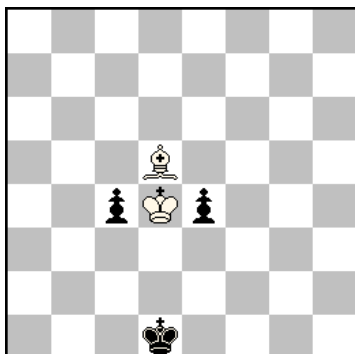


Example 1



H#2 Anti Take & Make

Example 2



H#3 2 sol. (2+3) Anti Take & Make

Anti Take & Make

Definition: every capture ("take") must be complemented by a further step ("make" - *not* a capture) by the **captured** piece (Kings excluded), which must move from its square of vanish (according to the wishes of the capturing side in case of options). The capture is forbidden if the captured unit have not possible move. Promotions at the end of the "make" element are normal.

The problems with „*Anti Take & Make*” condition can be checked by WinChloe!

Scheme:

-In case of capture 1...K:e2 the blacks will decide where the wP should play – on e3 or e4, for example: 1...K:e2(wPe4)

-wKing can not capture the bRh5 because after his movement it will be selfcheck: 1.K:h5(bR~)?? selfcheck. But if the Madrasi condition is included the following capture is possible: 1.K:h5(bRh1)!

- If white Rook capture the bPb2 the whites will decide which piece should be promoted on moving bP on b1, for example: 1.R:b2(bPb1Q)

- the capture 1.R:a1 is not allowed because the black Bishop have not legal move: 1.R:a1(bB??)??

EXAMPLES:

Example 1, solution:

1.h2 S:e2(Pe1R) 2.Rg1 S:g3(Pg2)#

Example 2, solution:

**1.c3 B:e4(Pe3) 2.c2 K:e3(Pe2) 3.e1B B:c2(Pc1S)#
 1.e3 B:c4(Pc3) 2.e2 K:c3(Pc2) 3.c1B B:e2(Pe1S)#**