

# THE MACEDONIAN PROBLEMISTS

(The best of Macedonia!)

## ANNOUNCEMENT OF THE LEAGUE OF MACEDONIAN PROBLEMISTS 2008

Each composer may participate with an unlimited number of problems, but only one of his entries per round will score points. Ten problems will be ranked in each round and will be awarded points as follows: 1<sup>st</sup> Place - 12 pts; 2<sup>nd</sup> Pl. - 10 pts; 10<sup>th</sup> Pl. - 2 pts; a correct, non-anticipated and thematic problem - 1 point. The overall ranking will be based on the sum of points from all 4 rounds. Please, send problems until 1<sup>st</sup> August 2008 to *Zoran Gavrilovski, p. fah 137, Skopje MK-1001, Macedonia (mprobl@yahoo.com)*.

The awards will be published at the end of 2008. All participants will receive a copy of the award and the best five will win regular and special issues of *The Macedonian Problemist*.

### MATE IN 2 MOVES

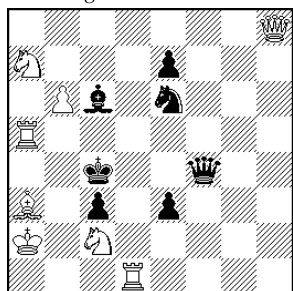
Judge: *Piet le Grand* (The Netherlands)

Theme: Theme: An orthodox #2 with at least 2 tries. In these tries White pins a black unit with his 1<sup>st</sup> move. It is allowable to pin the same black unit twice. The black unit may be a pawn.

In the example the key also pins a black piece, but that is not necessary.

### A. H. Nijmeijer & P. le Grand

1<sup>st</sup> H.M. *Belgisch Schaakbord* 1992-93



#2<sup>vv</sup> 8+7

- 1.Qg8? (2.Rc5#) Qe5!  
 1...Bd5/Qd6 2.Ra4/S:e3#  
1.Qc8? (2.Ra4#) Qd4!  
 1...Qc7/Sc7 2.S:e3/Rc5#  
**1.Qh4!** (2.S:e3#)  
 1...Sd4 2.Rc5#  
 1...Be4 2.Ra4#

### MATE IN 3 MOVES

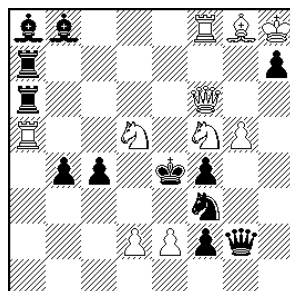
Judge: *Henk le Grand* (The Netherlands)

Theme: #3s in which Black interferes with a black line piece on his 1<sup>st</sup> move. This interference is used by White on his 3<sup>rd</sup> move. Use of the interference on the 2<sup>nd</sup> move is not allowed. In different variations different black line pieces may be interfered with. Also it is allowable for the same line piece to be interfered with in more than one variation.

The *Grimshaw* shown in the example is not part of the requirement of the theme

### B. J.-P. Boyer

22<sup>nd</sup> Pl. *WCCT* 1972-1975



#3 10+12

- 1.Rc8!** (2.R:c4+ Sd4 3.R:d4/d3#)  
 1...Rc6 2.Sc3+ b:c3 3.Bd5#  
 1...Bc7 2.Sg3+ Q:g3 3.B:h7#  
 1...Bc6 2.Qe6+ S/Be5 3.Sf6#  
 1...Rc7 2.Sd6+ R:d6 3.Q:f4#  
 1...S:d2 2.Sc3+ b:c3 3.Qd4#

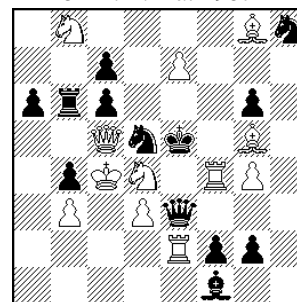
## SELF-MATE IN 2 OR 3 MOVES

Judge: *Zivko Janevski* (Macedonia)

Theme: The same black piece indirectly or directly pins a white unit (or units) on different lines in at least two variations. Multiple pin on the same line is allowable in several variations but it counts as thematic only once. A pawn may be used as a thematically pinned white unit (ex. C1).

### C1. V. Nikoletić

3<sup>rd</sup> H.M. *Mat* 1987

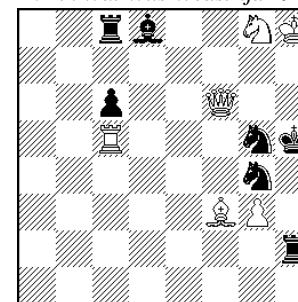


S#3 12+13

- 1.e8S!** (2.Qd6+ c:d6 3.R:e3+ S:e3#)  
 1...Qe2 2.Sd:c6+ R:c6 3.Re4+ Q:e4#  
 (indirect pin of Pd3 by annihilation capture of Re2)  
 1...Qe4 2.Qd6+ c:d6 3.S:c6+ R:c6#  
 (direct pin of Sd4)  
 1...Sf7 2.Sf3+ Ke6 3.Q:d5+ c:d5#

### C2. G. Drese

Pr. *Elk Wat Wils Wedstrijd* 1948

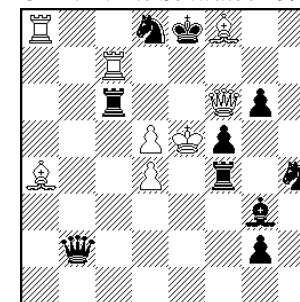


S#2 6+7

- 1.Qg7!** (2.Sf6+ B:f6#)  
 (direct pin of Qg7)  
 1...B~ 2.Qg6+ K:g6#  
 (indirect pin of Sg8)  
 1...Bf6 2.B:g4+ K:g4#  
 (pin of two white pieces)

### C3. G. Bakcsi

5<sup>th</sup> H.M. *Die Schwalbe* 1998



S#2<sup>v</sup> 8+10

- 1.Bh6? (2.Q:g6+) Rg4+!  
**1.Bg7!** (2.Q:g6+ S:g6#)  
 1...Qb8 2.Qf7+ S:f7#  
 1...Qb5 2.Qe6+ R:e6#

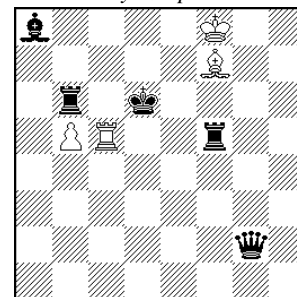
## HELPMATE IN 2 MOVES

Judge: *Nikola Stolev* (Macedonia)

Theme: Reciprocal or cyclic change of play on squares of interference of a black line by Black at B1 or B2 (example D3) and the mating squares. Twins are allowed, but no zero-positions or fairy pieces.

### D1. G. Paros

3<sup>rd</sup> Pr. *Soyuz-Apollo* 1975

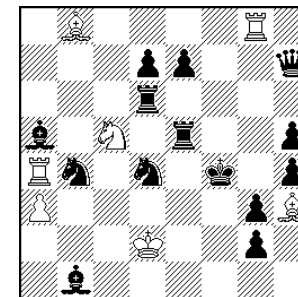


H#2 b) Pb5→f4 4+5

- a) **1.Rc6** b6 2.Rf3 Rd5#  
 b) **1.Rd5** Be8 2.Rb7 Rc6#

### D2. J. Pasztor

1<sup>st</sup> H.M. *Problemas* 1981

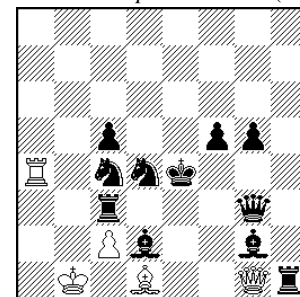


H#2 b) Kd2↔Pa3 7+14

- a) **1.Rf5** B:g2 2.Sdc2+ Sd3#  
 b) **1.Sd3** Rg5 2.Rg6 Rf5#

### D3. L. Talaber

4<sup>th</sup> Pr. *Budapest SS* 1975 (v.)



H#2 b) Bd1=Rd1 5+11

- a) **1.Bf1** Q:g3 2.Se3 Bf3#  
 b) **1.Be1** Rd3 2.Sf3 Qe3#