



5th Thematic Tourney FRME, 2023

Section - Endgame Studies

Final award

Organizers: The Royal Moroccan Chess Federation (FRME).

Tournament director: Vidadi Zamanov (Azerbaijan).

Judge: Jan Rusinek(Poland).

Award publication: <http://frme.fr.nf>

6 study from 8 authors 6 countries: **Israel-** Michael Pasman, **Netherlands-**Jan Timman, **Poland-**Marek Halski, **Russia-** Yuri Bazlov, Oleg Pervakov, **Slovakia -** Lubos Kekely, Michal Hlinka, **Ukraine -** Viktor Syzonenko.

D) Endgame studies Theme: In try(tries) black draw or win using some motive (manoeuvre). In solution white win or draw using similar motive (manoeuvre).

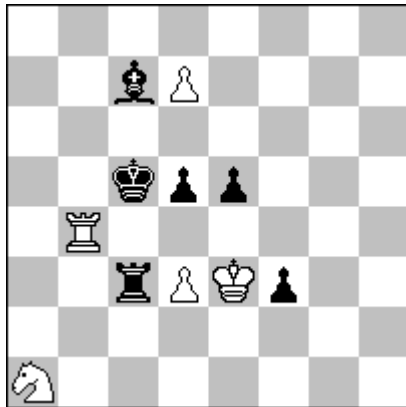
I have received 6 studies anonymous works for judging tourney director Vidadi Zamanov after I had prepared a provisional award I received 6-th study. So I must change my decision. **Jan Timman(Netherlands)**

No2 (Kh5-Kh1) is not thematic. The thematic motive considered by the author: **queen promotions** are realized by black not in the try but in the main solution. **Viktor Syzonenko (Ukraine)** In No5 (Kc5-Ke7) the thematic try announced by the author is. 1. Se3? Sg7 2 f6+Kf8 3 Sg5 Sh5/Se8 4 f7 Sf6! 5 Kd4 **Sh7!** with thematic motive: **knight sacrifice an h7**, but black draw also by 4... Sf4! so in fact the theme does not exist. But the rest 4 studies are very good and all in my opinion deserve prizes. I propose the following order:

4. Marek Halski

5th TT FRME, 2023

1st -2nd Prize



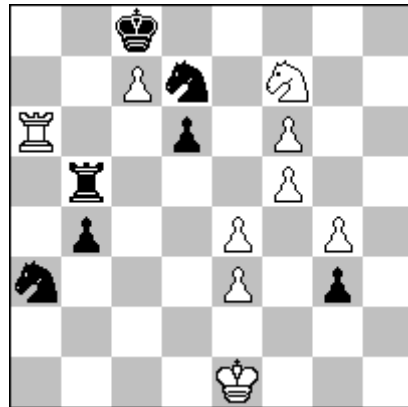
Draw

(5+6)

6. Y.Bazlov & O.Pervakov

5th TT FRME, 2023

1st -2nd Prize



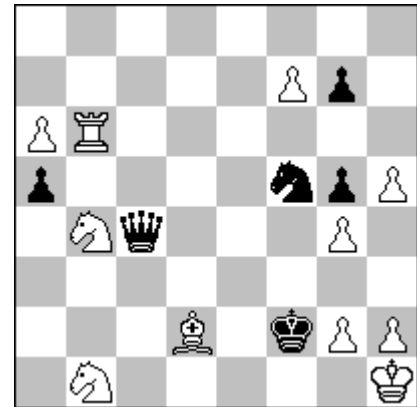
Win

(9+7)

3. Michael Pasman (Israel)

5th TT FRME, 2023

3rd prize



Win

(11+6)

No4. Marek Halski (Poland) 1st -2nd Prize.

1. Rb3! {White have to dislodge Black rook from 3-rd horizontal to prevent dangerous e4 move!} (1. Rb8? {or 1. Rb2?}) 1... e4! 2. Rb3 (2. d8=Q Rxd3+ 3. Kf2 Bxd8 4. Rxd8 Rd2+ 5. Kg3 Rg2+ 6.Kh3 Rg1 -+) 2... Rc1 3. dxe4 dxe4 4. Kxe4 f2 5. Rf3 Re1+ 6. Kd3 f1=Q+ -+) (1. Rb7? Kc6 2. Rb3 Rc1 3. Ra3 Rf1 -+) **1... Rc1** {but at the same time White endanger their knight} **2. Rb8!** ({Logical try:} 2. Ra3? Rf1! (2... Kd6? 3. Kxf3 Kxd7 4. Ra2 =) 3. Ra8 Kc6 4. d8=Q Bxd8 5. Rxd8 d4+ 6. Ke4 Rxa1 7. Kxf3 Re1! 8. Kg4 Rf1! 9. Rb8 Kc5 -+) ({Bad is also:} 2. Rb7? Kc6 3. Ra7 e4 4. dxe4 dxe4 5. Ra2 Re1+ 6. Kf2 Rd1 7. Ke3 Kd5 8. Ra8 Rd3+ 9. Kf2 Kc6 10. Rf8 Kxd7 -+) **2... Rxa1** ({Black have to accept knight sacrifice, because White easily draw after:} 2... Kc6 3. d8=Q Bxd8 4. Rxd8 Rxa1 5. Kxf3 Ra3 6. Ke2 =) **3. Rc8!** ({Tempting is the thematic try:} 3. Kxf3? Kd4! 4. Rc8 Bb6 5. Rb8 {counting on repetition, but ...} 5... Ra7! (5... Bc7 6. Rc8 Bb6 7. Rb8 {leads to a repetition}) 6. Rxb6 Rxd7 7. Ke2 Rh7! ({But not:} 7... Rg7? 8. Rb4+ Kc3 9. Rb5! Kd4 (9... Rg2+ 10. Kf1/Kf3 =) 10. Rb4+ {with positional draw}) 8. Rb4+ ({After:} 8. Rb5 Rh3 9. Rb4+ Kc3 10. Ra4 Rh2+ 11. Ke3 d4+ 12. Ke4 Re2+ -+) 8... Kc3 9. Rb5 Rh2+ 10. Ke1 (10. Kd1 Rd2+ -+) 10... Kd4 11. Kd1 Ra2!! {thematic move} ({but not:} 11... Rg2? 12. Kc1 Rg3 13. Kc2 Rg2+ 14. Kc1! Rh2 15. Ra5! Rh3 16. Kc2 {etc with

positional draw}) 12. Kc1 (12. Rb3 Kc3 13. Kc1 Ra5 14. Rc3 d4 15. Rb3 Rc5+ -) (12. Ke1 Rc2 13. Ra5 Rc5 14. Ra3 Rc3 -) 12... Ra3 13. Kc2 Rc3+ {and Black win}) 3... d4+ ({if immediately} 3... Kd6 {then} 4. d8=Q+ Bxd8 5. Rxd8+ Kc6 (5... Kc5 6. Rc8+ Kd6 7. Kxf3 =) 6. Kxf3 Ra3 7. Ke2! =) 4. Kxf3 Kd6 5. d8=Q+ Bxd8 6. Rxd8+ {and now Black have 2 choices;} 6... Kc7 ({second main echo VARIATION;} 6... Ke7 7. Rb8! ({Try;} 7. Rh8? Re1! 8. Kg4 Rf1! 9. Rh6 Rf6! 10. Rh7+ (10. Rh5 Kd6 11. Rf5 Rxf5 12. Kxf5 Kd5 -) 10... Kd6 11. Ra7 Rf1 12. Ra6+ Kc5 13. Ra5+ Kb4 14. Rxe5 Kc3 {Black win}) 7... Re1 8. Kg4! (8. Rb3? Kd6 9. Kf2 Re3! 10. Ra3 Kc5 -) 8... Rf1! (8... Re3 9. Kf5 Kd6 10. Rd8+ =) (8... Kd6 9. Rd8+ =) (8... Ke6 9. Re8+ =) 9. Rb6! Rf2 10. Ra6! {rook minimal move} ({But not;} 10. Rh6? Rf6! 11. Rh7+ Kd6 12. Ra7 Kc5 13. Ra5+ Kb4 14. Rxe5 Kc3 -) ({nor;} 10. Rc6? Rf6! {waste of time is 10... Rf4+} 11. Rc7+ Kd6 12. Rc4 Rf4+ 13. Kg3 Rf1 14. Ra4 Re1 15. Kg4 Re3 16. Ra3 Kc5 17. Rb3 e4 -) 10... Rf4+ ({Now, after;} 10... Rf6 {White can play;} 11. Ra7+ Kd6 12. Ra6+ Ke7 13. Ra7+ =) 11. Kg3 (11. Kg5? Rf3 -) 11... Rf1 12. Kg4! ({But not;} 12. Rb6? Rd1! 13. Rb3 Re1! {waste of time is 13... Rf1 14. Rb6 Rd1 etc} 14. Ra3 Kd6 15. Kg4 Kc5 16. Kf5 Kb4 -) 12... Rf2 13. Rb6! Rf4+ 14. Kg3 Rf1 15. Kg4 Rf2 16. Ra6 {positional draw - "small pendulum", White rook minimal moves} 7. Rh8! ({Try;} 7. Re8? Re1! 8. Kg4 Re3 9. Kf5 Rxd3 10. Rxe5 ({there is no} 10. Kxe5? {because of} 10... Re3+! 11. Kxd4 Rxe8 -) 10... Kd6! 11. Ra5 Re3! 12. Kf4 Kc6! 13. Ra1 Kc5 14. Rc1+ Kb4 15. Rc8 Re7 {Black win}) ({Bad is also;} 7. Rg8? Re1! 8. Kf2 ({It is useless;} 8. Kg4? {because of} 8... Rg1+ -) 8... Re3! 9. Rg3 Rxf3 10. Kxf3 Kc6 {Black win}) 7... Re1 8. Kg4! (8. Rh6? Re3+ 9. Kf2 Rxd3 -) 8... Rf1 ({if} 8... Re3 {then} 9. Kf5! Kd6 (9... Rxd3 10. Kxe5 =) 10. Rd8+ Kc5 11. Rc8+ Kd6 12. Rd8+ =) ({if} 8... Kd6 {then} 9. Rd8+! Ke6 10. Re8+ Kd5 (10... Kf7 11. Ra8 =) 11. Rd8+ Kc5 12. Kf5 =) 9. Rh6! Rf2 {a subtle move requiring from White exact answer} 10. Ra6! {thematic rook maximal move} ({Try;} 10. Re6? Rd2! 11. Rxe5 Kd6!! 12. Re1 Rxd3 13. Kf4 Kd5 14. Re8 Ra3 15. Rd8+ Kc4 16. Ke4 Re3+ 17. Kf4 Re7 {Black win}) ({Bad is also;} 10. Kg3? Rd2! 11. Re6 Rxd3+ 12. Kf2 Re3! {Black win}) 10... Rf4+ 11. Kg3! (11. Kg5? Rf3 12. Ra5 Rxd3 13. Rxe5 Kd6 -) 11... Rf1 12. Kg4! (12. Re6? Re1! 13. Kf2 Re3! 14. Kf1 Kd7 15. Rg6 Rxd3 -) 12... Rf2 13. Rh6! {again thematic rook maximal move} (13. Re6? Rd2! 14. Rxe5 Kd6!! (14... Rxd3? 15. Re6! =) 15. Re1 Rxd3 -) 13... Rf1 14. Ra6 Rf4+ 15. Kg3 Rf1 16. Kg4 Rf2 17. Rh6 {positional draw - "large pendulum", White rook maximal moves} 1/2-1/2. The most original motive as a realization of proposed theme. In the try black wins using thematic **rook maximal move**, and in the solution white draws using **perpetual thematic rook maximal moves** in positional draw position. The play is very precise and attractive.

№6. Yuri Bazlov & Oleg Pervakov(Russia) 1st -2nd Prize.

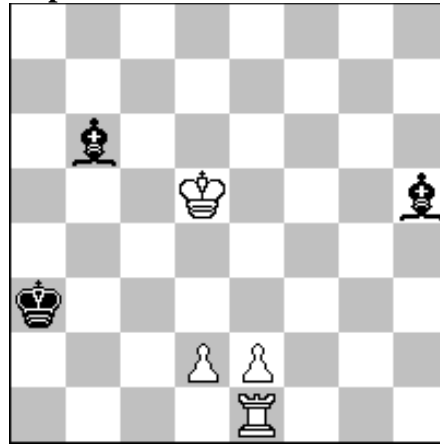
1.Rc6! [Try 1.Rxa3? bxa3? 2.Nxd6+ Kxc7 3.Nxb5+ Kc6 4.Nxa3+- White checkers theme, but 1...Kxc7 (for example) 2.Ra7+ Rb7=; 1.Nxd6+? Kxc7 2.Nxb5+ Nxb5 3.f7 b3 4.Ra4 b2 5.Rb4 Nd6 6.Rxb2 Nxf7 7.Kf1 Nf6 8.Rb4 Nxf4 9.Kg2 Nxe3+ 10.Kxf3 Kd6=] 1...Nc4! 2.Rxc4 Rb6 3.Nh8!! (3.g5? b3+-; 3.e5? dxe5 4.Nh8 Nxf6 5.Ng6 Nd5 6.e4 Nxc7=) 3...Rb7! 3...Rb5 4.Kf1! Nxf6 5.Ng6 Rc5 6.Rxb4 Nxf4 7.Kg2 Kxc7 8.Kxf3 Nf6 9.Kf4+-; 3...d5 4.Rc1! Rb7 5.Ng6 Rxc7 6.Ne7+ Kd8 7.Rxc7 Kxc7 8.Nxd5+ Kd8 9.Nxb4+-. 4.Ng6! Rxc7 5.Ne7+ Kd8! (5...Kb7 6.Rxb4+ Ka7 7.Ke2 Nxf6 8.Nd5+-) 6.Nc6+! 6.Rxc7? Kxc7 7.Nd5+ Kd8 8.Nxb4 Nxf6 9.Nd5 (9.Ke2 g2 10.Kf2 Nxf4+ 11.Kxf2 Nxe3+ 12.Kf3 Nc4!)=) 9...Nxf4! 10.Kf1 Nf2 11.Nc3 Ng4 12.Kg2 Nxe3+ 13.Kxf3 Nc4!=. 6...Ke8 6...Kc8 7.f7 b3 8.e5! dxe5 9.Nxe5 b2 10.Rb4 Rc1+ 11.Ke2! Nf8 (11...b1Q 12.Rxb1 Rxb1 13.Nxd7 Kxd7 14.f8Q g2 15.Qf7+-) 12.Rxb2 g2 13.Nf3 g1Q 14.Nxf3 Rxf3 15.Rb4+-. 7.e5!! Prepare checkers theme. 7.f7+? Kf8! 8.e5 Rxc6! 9.Rxc6 Nxe5 10.Rc8+ Kxf7 11.g5 Nf3+ 12.Kf1 Nxf3 13.Kg2 Kf6 14.Rf8+ Ke5 15.Kxf3 Ne4+ 16.Kg4 Nf6+ 17.Kf3 Kxf5 18.Rb8 d5=. 7...dxe5 7...Nc5 8.e6! Rxc6 9.Kf1+-; 7...b3 8.f7+ Kf8 9.e6 Nb6 10.Rb4 Rxc6 11.Rxb3+-. 8.f7+ Kf8! (8...Kxf7 9.Nd8+! Ke8 10.Rxc7 Kxd8 11.Rb7+-) 9.Nb8!! Thematic try: 9.Nxe5? g2 10.Kf2 Nxe5! 11.Rxc7 Nxf4+ 12.Kxf3 Nxe3+ 13.Kf3 Nxf5 Black checkers! 14.Kf4 Nd6 (h6)=. 9...g2 9...Rb7 10.Nxd7+ Rxd7 11.g5! Kxf7 (11...Rxf7 12.f6+-) 12.Rxb4+-. 10.Kf2 (10.Nxd7+? Rxd7 11.Kf2 Rd2+ 12.Kg1 b3+-) 10...Rxc4 11.Nxd7+ Kxf7 12.Nxe5+ Kf6 13.Nxc4 White checkers! 1-0. The most original implementation of the theme - very rarely used idea "checkers theme" by both sides. So theme is more attractive presented in 6 but general "non-thematic" play as well as the position are more "elegant" and subtle in the study No4.

№3. Michael Pasman (Israel) 3rd prize

1.Be1+! [Thematic try : 1.Be3+ Kxe3 2.Nd5+ Kd4 3.h3 Qf1+ 4.Kh2 Nh4 5.Rb2 Kxd5 6.a7 Qf4+ 7.g3 Nf3+ 8.Kg2 Ne1+ 9.Kh2 Nf3+= using f-file (thematic A line) for mate threats or perpetual check] 1...Kxe1 2.Nc2+! [2.Nd3+ Qxd3 3.Nd2 Kxd2; Thematic try : 2.Re6+ Kf2! and can't prevent mate by black (thematic B)] 2...Kf2! 3.Nd2! Qxf4! [3...Qxc2 4.Rb1] 4.Ne4+! [Thematic try: 4.Ne3 Ng3+! 5.hxg3 Qxh5# It's black who is mating, using black's king position on h-file (thematic B line)] 4...Qxe4 5.Ne3! [Under 3 attackers , trying to open f-file (thematic A)] 5...Qf4! [5...Qxe3 6.Rb2+ Kf1 7.Rb1+ Kf2 8.f8Q; 5...Nxe3 is freeing f-file for f8=Q +] 6.a7! [Thematic try 6.f8Q Ng3+! opening f-file (thematic A line) 7.hxg3 Qxf8=] 6...Ng3+! [opening f-file to capture f-pawn (A-theme)] 7.hxg3 Qxf7 8.Rf6+!! [Novotny, closing f-file (thematic A)] [8.a8Q Qxh5#; Thematic try : 8.Ng4+ Kxf3 9.a8Q Qf1# Using opened f-file and mate against white king (thematic B) after removing all pieces from file f (theme A)] 8...gxf6 [8...Qxf6

9.Ng4+] **9.Ng4+ Kxg3 10.a8Q Qxh5+** [10...Qb3 11.Qf3+! Qxf3 12.gxf3] **11.Kg1 Qxg4** [11...Kxg4 12.Qf3+ Kh4 13.Qh3# White is mating , using king closed position on h-file (theme B)] **12.Qb8+! Qf4** [12...Kh4 13.Qh2+] **13.Qb3+! Kh4** [White is mating , using king closed position on h-file] [13...Kg4 14.Qh3#] **14.Qh3#** [(thematic B)] **1-0**
 The theme is realized twice: **opening line (A)** and **closing line (B)**. Interesting sharp play by both sides.

1. Michal Hlinka & Ľuboš Kekely (Slovakia)
5th TT FRME, 2023
4th prize



Win (4+3)

№1. Michal Hlinka & Ľuboš Kekely (Slovakia) 4th prize.

1.Rb1 [1.d4? or 1.e4? 1...Kb2=] **1...Ba5 2.Ra1+ Kb4 3.e4 Bf7+ 4.Kc6!** [4.Kd6? Kb5! 5.d4 Bb4+=] **4...Bd8! 5.Rf1!** [5.d4 Kc4 6.d5 Kd4=] **5...Bb3 6.e5! Bg5!** [6...Kc4 7.Rf4+ Kd3 8.Rf3+ Kc4 9.Rc3+ Kb4 10.Rd3 Ba4+ 11.Kd5+-] **7.Rf2!** [7.d4? Kc4 8.d5 Kd4=] **7...Bc2 8.Kd5!** [8.d4? Be4+=] **8...Bb3+ 9.Kd4 Kb5 10.d3 Kc6 11.Rf1!** switchback **11...Be7 12.Rc1+! Kd7 13.Ke4 Bf7 14.d4** [14.Rg1 Kc6 15.Rc1+ Kd7 16.d4 is only waste of time] **14...Bg6+ 15.Kf4 Bf7 16.Ra1!** switchback **16...Bb3 17.Ra6 Bc4 18.Ra5 Bd8 19.Rc5 Ba2 20.Ke4!** [20.d5? Bc7! zz 21.Kf5 Bb1+ 22.Kf6 Bd8+ 23.Kf7 Ba2=] **20...Bb1+ 21.Kf3 Ba2 22.d5 Bc7 23.Kf4!** theme - ZUGZWANG [23.Ke4? Bb1+ 24.Kf4 Ba2= theme - ZUGZWANG, as after 20.d5?] **23...Bd8** [23...Bb1 24.Rc1 Bd3 25.Rc3 Bb1 26.Ra3 Bc2 27.Ra7+-] **24.Kg4!** [24.Rc6 Bc7 25.Rc5 Bd8 26.Kg4 is only waste of time] **24...Bc7 25.e6+** [25.d6? Bxd6 26.exd6 Kxd6=] **25...Kd6 26.Rc6+ Kxd5 27.e7!** [27.Rxc7? Kxe6=] **27...Kxc6 28.e8Q+** and wins. Miniature. Switchbacks. Reciprocal zugzwang. Excelsior. A **reciprocal zugzwang** formally implements the proposed theme, but it is not very original as a realization of its. But in general study is very good.

International Judge of FIDE: Jan Rusinek(Poland), October 2023.