

Bedrich Formánek Memorial Tourney C 19. 11. 2024

Threemovers

Award by Gerard Doukhan

First of all, I'd like to thank Peter Gvozdják for asking me to judge the 3-movers in this Memorial. I had to examine 22 problems. The level was average, perhaps because the result of the competition was due in 2025. The composers favoured competitions published in 2024 for the future FIDE album. Most of the problems were old-style.

Many did not respect the tournament's requests: *“Orthodox threemovers (#3) with 2 or more phases (as phases are understood set play, tries and solution, or even multiple solutions, but on the other hand twins are not allowed)”*. Naturally, in order to respect this wish, the thematic phases had to have points in common. That's why I've eliminated the following problems: BF3, BF8, BF12, BF15 (the defence 1...Rxe4 is shown in exergue because we have 2 castling mates. The presented try can be considered irrelevant to the request).

After eliminating another 6 problems,

- BF2: same continuation on royal flights
- BF4: Of course, on paper this problem has many modern themes, but the refutations, the key and the play do not win my enthusiasm. I could have given it a special commendation, but I prefer the author to try his luck with another judge
- BF6: Slightly mechanical threat cycle
- BF21: Two changed mates in a particularly heavy position
- BF22: Two exchanges white moves, high prices paid
- BF24: All the tries are refuted by the same 2 strong black moves. The 'obvious' key annihilates the strength of these 2 moves. The Real play does not bring much more.

I have awarded 2 prizes, 4 honourable mentions and 6 commendations.

Gérard Doukhan (France)

3-December-2024

1st Prize: BF23 by Peter Gvozdják

Other judges would have given this problem, a special prize without trying to understand the nature. Three solutions, keys taking flight cases, duals in every phase. Excommunication is not far off. And yet all the 'defects' mentioned are totally thematic. Let's look at the problem

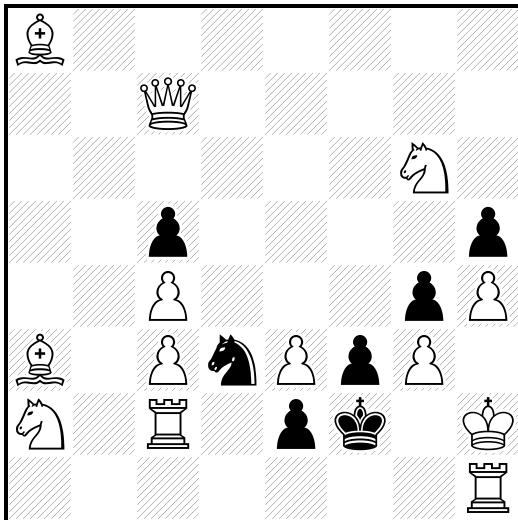
In the set play, on the 3 thematic moves 1...Sc1, Sf4 and Se5, White takes the Knight. Black king is obliged to go to e3 to be checked and mate on the next move. The keys of the 3 solutions take control of the King flight square?!. They move on one of the 3 squares where the Black Knight was playing in the set play. In each solution, on the random play of the Black Knight (the only piece that can now play in the Black camp), White can cyclically continue with two of the moves 2.Sc1, Se5 and Sf4. On the 3 thematic corrections, the capture of the White piece leads to the same continuation as in the set play. On the 2 other moves, the continuations 2.Sc1, Se5 and Sf4 are played cyclically without being able to capture the Knight. Black would be stalemated. We have a Lacny 3x3. The problem is splendid, that's all.

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1st Prize

BF23

2024



♯3

(13+7)

1...Sç1 **a** 2.Sxç1 **A** Kxé3 3.Bxç5/Qxç5♯

1...Sf4 **b** 2.Sxf4 **B** Kxé3 3.Bxç5/Qxç5♯

1...Sé5 **c** 2.Sxe5 **C** Kxé3 3.Bxç5/Qxç5♯

1.Qf4! zz

1...S~ 2.Sç1 **A** & Se5 **C** [3.Rxé2♯] 3.Sd3♯

1...Sç1 **a** 2.Se5 **C** S~ 3.Sd3♯

1...Sxf4 **b** 2.Sxf4 **B** Kxé3 3.Bxç5♯

1...Se5 **c** 2.Sç1 **A** [3.Rxé2♯]

1.Qe5! zz

1...S~ 2.Sç1 **A** & Sf4 **B** S~ 3.Sd3♯

1...Sç1 **a** 2.Sf4 **B** S~ 3.Sd3♯

1...Sf4 **b** 2.Sç1 **A** S~ 3.Sd3♯

1...Sxe5 **c** 2.Sxe5 **C** Kxé3 3.Bxç5♯

1.Bç1! [2.e4 S~ 3.Qxç5♯]

1...S~ 2.Sf4 **B** & Se5 **C** S~ 3.Sd3♯

1...Sxç1 **a** 2.Sxç1 **A** Kxé3 3.Qxç5♯

1...Sf4 **b** 2.Se5 **C** S~ 3.Sd3♯

1...Se5 **c** 2.Sf4 **B** S~ 3.Sxd3♯

2nd Prize: BF11 by Maryan Kerhuel

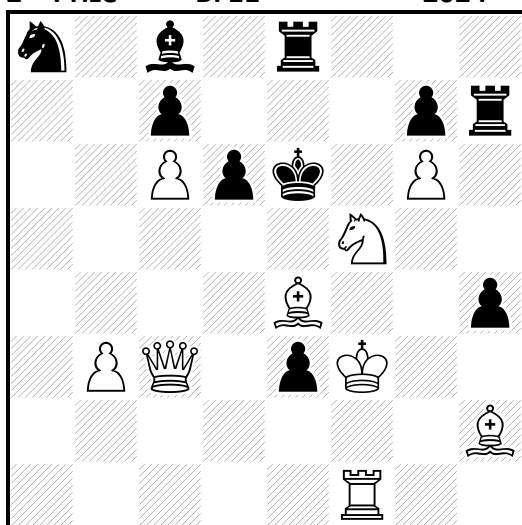
Here the author illustrates the Sushkov theme. There are very few of these in 3#. It's a theme I like, so I need to be presented with original task in the domain. In this one, we can see that the White King plays the first move to threaten either 2.Bd5+ or 2.Sxg7+. 2 moves are possible 1.Kg4? only allows the threat 2.Sd5+ (if 2.Sxd7+ Ke7+ and mate is impossible in 3#). On the defence 1...Ba6 the impossible threat reappears. After the key 1.Kxe7! the games are reversed. The mechanism is not new. I composed a 2# with the same idea <https://www.yacpdb.org/#608518>. But in 3#, it seems original and the construction is well done. Some people will scream because there is only one defence in the real play, but that doesn't matter to me.

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2nd Prize

BF11

2024



♯3

(9+10)

1.Qxg7? [2.Sd4♯]

1...Rf8 2.Qxf8 [3.Sd4♯] Rf7 3.Qxf7♯

but 1...R×g7!

1.Kg4? [2.Bd5+ Kxd5 3.Qç4♯]

1...Ba6 2.Sxg7+ Ké7 3.Qf6♯

2...R×g7 3.Qf6♯

but 1...Sb6!

1.K×é3! [2.Sxg7+ Ké7 3.Qf6♯

2...R×g7 3.Qf6♯]

1...Rf8 2.Bd5+ Kxd5 3.Qç4♯

1st Honorable Mention: BF13 by Štefan Sovík

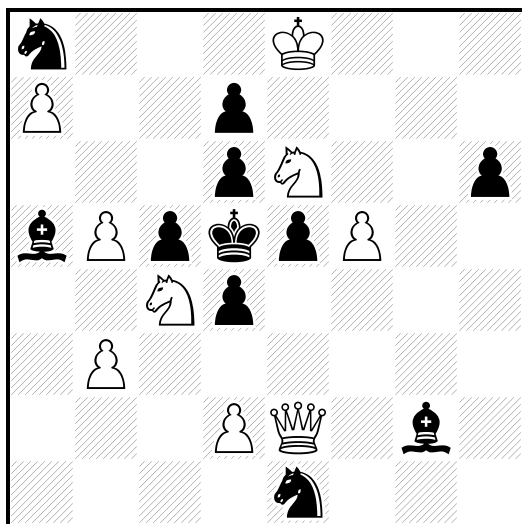
Le Grand theme in 3#. In the try, the threat opens g4-c4 line. The defence 1...Be4 closes the line but blocks e4 allowing a second move which could be similar to a Somov B2. Similarly in the real play, it is the e2-e6 line that is opened by the piece-threat. On the Bishop block on e4, we have a new 'Somov B2' allowing the White Queen to checkmate on c4. The diagonal symmetry is obvious but the game is rich and the White knights are particularly active.

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1st HM

BF13

2024



‡3

(9+11)

1.Qg4? **E** [2.Se3+ **A** dxe3 3.Qç4‡]
 1...Be4 **a** 2.Sf4+ **B** exf4 3.Qg8‡
 1...Bxd2 **b** 2.Sb6+ **C** Sxb6 3.Sc7‡ **D**
 but 1...Bf1!

1.Kxd7! [2.Sf4+ **B** exf4 3.Qé6‡]
 1...Bé4 **a** 2.Sé3+ **A** dxe3 3.Qç4‡
 1...Bxd2 **b** 2.Sc7+ **D** Sxc7 3.Sb6‡ **C**
 1...d3 2.Se3+ Ke4 3.Qg4‡ **E**
 1...Sç7 2.Sxç7+ Bxç7 3.a8=B/Q‡
 1...Sb6+ 2.Sxb6+ Bxb6 3.a8=B/Q‡
 1...Sd3, d3 2.Sé3+ Ké4 3.Qxg2‡
 2...dxé3 3.Qxd3‡

2nd Honorable Mention: BF09 by Aleksandr Pankratev

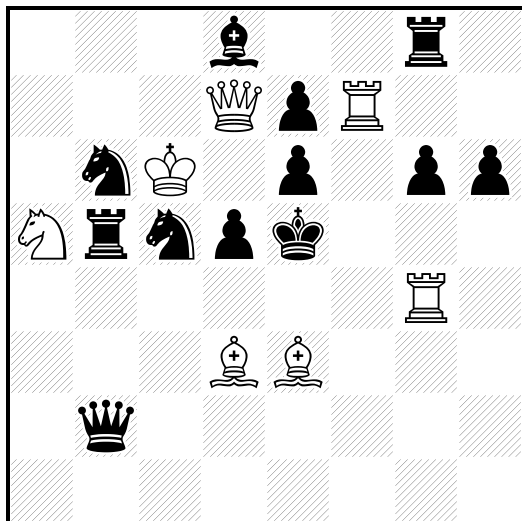
In the Set play, when the Black Knights give up the squares c4 and e4 respectively, White uses the opening line d7-d4 to mate. In the Real Play, it is the opening of the a7-d4 line that will be exploited by White to obtain two exchanged mates. The idea is not new but it is technically well realised.

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2nd HM

BF09

2024



‡3

(7+12)

1... Sé4 **a**, Sb3, Sça4, Sa6, Sb7 2.Ré4+ **A** d×é4 3.Bf4‡

1...Sba4, Sç4, Sa8, Sç8 **b** 2.Sç4+ **B** d×ç4 3.Bf4‡

1...g5 2.Rf5+ é×f5 3.Q×f5‡

1.Qa7! [2.Qb8+ Bç7 3.Q×ç7‡]

1...Sé4 **a**, Sa6, Sb7, Sçd7 2.Sç4+ **B** S×ç4 3.Bf4‡

2...d×ç4 3.R×é4‡

1...Sba4 **b**, Sç4, Sbd7, Sa8, Sç8 2.Ré4+ **A** S×é4 3.Bf4‡

2...d×é4 3.Sç4‡

3rd Honorable Mention: BF16 by Jozef Havran

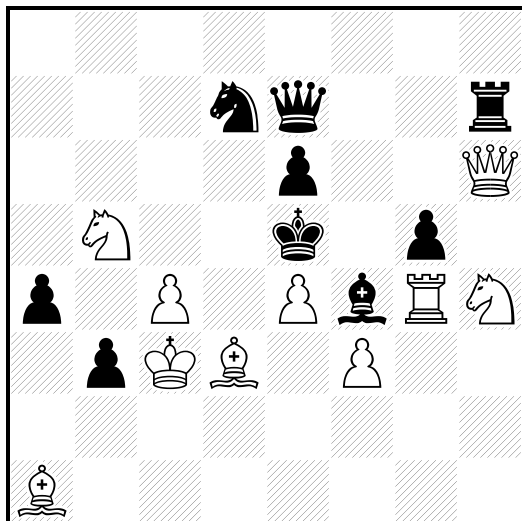
An ideal Ruchlis elaborated with a well-known 2# mechanism. The subtlety comes from the mates found on the 1...Bd2 and Db4 defences in the Real Play.

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3rd HM

BF16

2024



3

(10+9)

1.Bb1? [2.Kd3+ b2 3.Bxb2#]

1...Bd2+ **a** 2.Kxd2+ b2 3.Bxb2#

1...Qb4+ **b** 2.Kxb4+ b2 3.Bxb2#

1...Bç1 **c**, Bè3 2.f4+ **A** Bxf4 3.Sf3#

2...gxf4 3.Sf3#

1...Qa3 **d**, Qç5, Qd6 2.Rxg5+ **B** Bxg5 3.Qxg5#

1...Sç5 2.Kb4+ b2 3.Bxb2#

but 1...b2!

1.Kb2! [2.Kb1+ b2 3.Bxb2#]

1...Bd2 **a** 2.f4+ **A** Bxf4 3.Sf3#

2...gxf4 3.Sf3#

1...Qb4 **b**, Qç5, Qd6 2.Rxg5+ **B** Bxg5 3.Qxg5#

1...Bç1+ **c**, Bè3 2.Kxç1+ b2+ 3.Bxb2#

1...Qa3+ **d** 2.Kxa3+ b2 3.Bxb2#

4th Honorable Mention: BF20 by Ladislav Salai Jr & Michal Dragoun

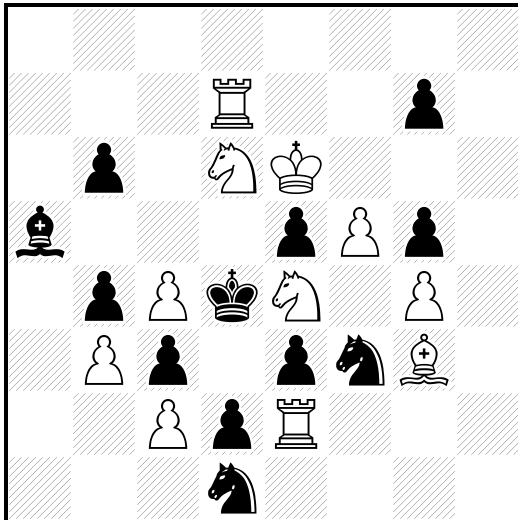
Siers's battery in the tries with the unblocking of squares c4 and f5 respectively and the continuation changed on BKd1's play. Change of strategy after real play's key leading to a new change of suite when BSd1 plays. There are also transferred mates

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4th HM

BF20

2024



♯3

(11+12)

1.f6? zz

1...Sd~ 2.Sf5+ K×é4 3.R×é3‡

1...b5 2.Sb7+ K×é4 3.Sç5‡

1...g×f6 2.Sé8+ K×é4 3.S×f6‡

but 1...g6!

1.ç5? zz

1...Sd~ 2.Sç4+ K×é4 3.R×é3‡

1...b×ç5 2.Sb7+ K×é4 3.S×ç5‡

1...g6 2.Sé8+ K×é4 3.Sf6‡

but 1...b5!

1.Rç7! zz

1...Sd~ 2.Sf2 [3.Sb5‡]

1...b5 2.Rç5 [3.Rd5‡]

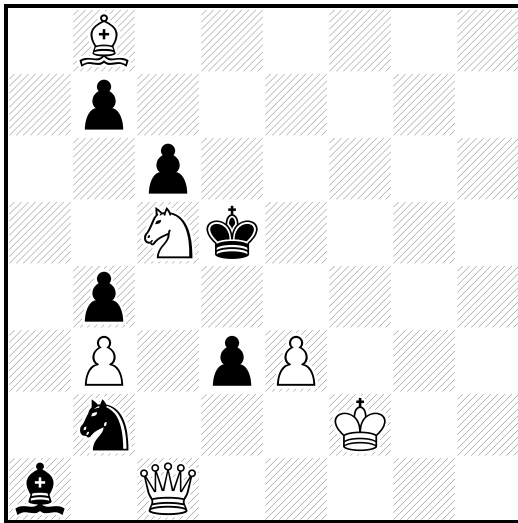
1...g6 2.Sf6 [3.Sb5‡]

Commend: BF05 by Jan Lipka

Tries of the White King without white correction as the author claims and nice model mats

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Commend BF05 2024



♯3

(6+7)

1.Kg2? zz but 1...b6! **a**

1.Kf3? [2.é4+ Kd4 3.Sé6♯]

but 1...d2! **b**

1.Kg3! zz

1...b6 **a** 2.Qh1+ K×ç5 3.Qh5♯

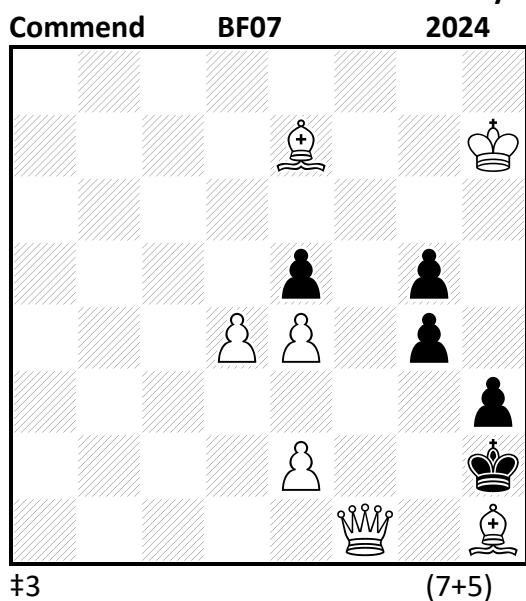
1...d2 **b** 2.Qç2 [3.Qf5♯] Sb~ 3.Qç4♯

1...b5 2.Qg1 [3.é4♯] K×ç5 3.é4♯

Commend: BF07 by Miroslav Svítek

The motifs of the Le Grand theme are not new, nor are those of Reversal, but the whole is pleasant. Rough or similar refutations did not allow for a higher ranking

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1.dxe5? **D** [2.Sc5 [3.Qg1# **A**] Kg3 **a** 3.Qf2# **B**
 1...g3 **c** 2.Sxg5 **X** g2 3.Sf4# **C**
 but 1...Kg3! **a**

1.Qe1? **zz**
 1...exd4 **b** 2.Sd6+ **Z** g3 **c** 3.Sxg3#
 but 1...g3! **c**

1.Sd6? **Z** **zz**
 1...g3 **c** 2.Sf3 **Y** [3.Qh1#] g2 **d** 3.Sxe5#
 but 1...Kg3! **a**

1.Sf6? **zz**
 1...g3 **c** 2.Sf3 [3.Dh1#] g2 **d** 3.Sxe5#
 1...exd4 **b** 2.Sxd4 [3.Dg1# **A**] Kg3 **a** 3.Df2# **B**
 but 1...Kg3! **a**

1.Sf3? **Y** [2.Qf2#]
 1...Kg3 2.Sxg5 **X** [3.Dg1# **A**] Kh2 3.Df2# **B**
 2...h2 3.Qg2#
 but 1...gxf3! **f**

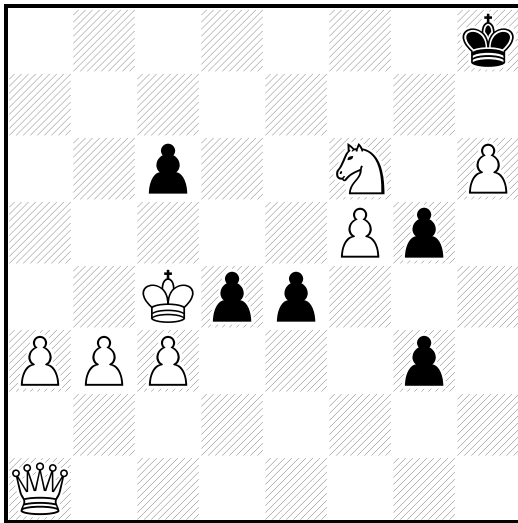
1.Sxg5! **X** [2.Se3 [3.Qg1# **A**] Kg3 **a** 3.Qf2# **B**
 1...g3 **c** 2.dxe5 **D** g2 **d** 3.Sf4# **C**
 1...exd4 **b** 2.Sf3 **Y** [3.Qf2# **B**] Kg3 **a** 3.Qg1# **A**
 2...g3 **c** 3.Qh1#
 2...gxf3 **f** 3.Sf4# **C**

Commend: BF10 by Juraj Lörinc

4-fold cycle of double threats with geometry focus. Unfortunately, defenceless

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Commend BF10 2024



≠3

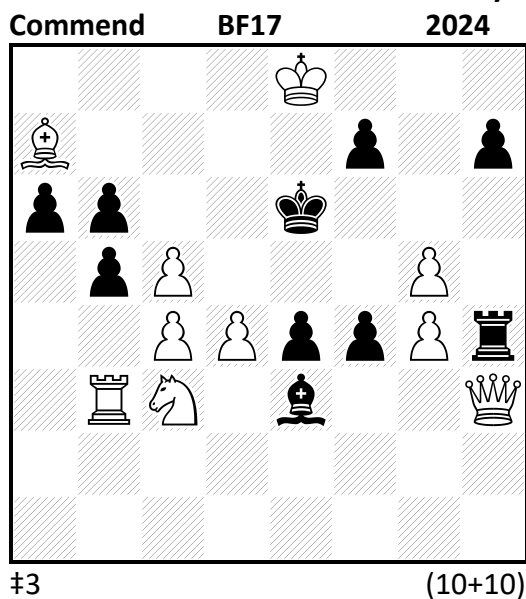
(8+6)

- 1.Qg1! [2.Qxg3 **A** [3.Qb8♯], 2.Qxd4 **B** [3.Qd8♯]]
- 1.Qd1! [2.Qxd4 **B** [3.Qd8♯], 2.Qh5 **C** [3.Qe8♯]]
- 1.Qh1! [2.Qh5 **C** [3.Qe8♯], 2.Qxe4 **D** [3.Qe8♯]]
- 1.Qe1! [2.Qxe4 **D** [3.Qe8♯], 2.Qxg3 **A** [3.Qb8♯]]

Commend: BF17 by José A. Garzón & Miguel Uris

Two tries refuted by moves that become remote self-blocks in the real play. The author proposes 2 other remote self-blocks. Unfortunately, on the fourth, the threat is the response to use.

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- 1.Sd5? [2.Sç7‡] but 1...bxc5! **a**
- 1.Bb8? [2.d5‡] but 1...Bxd4! **b**

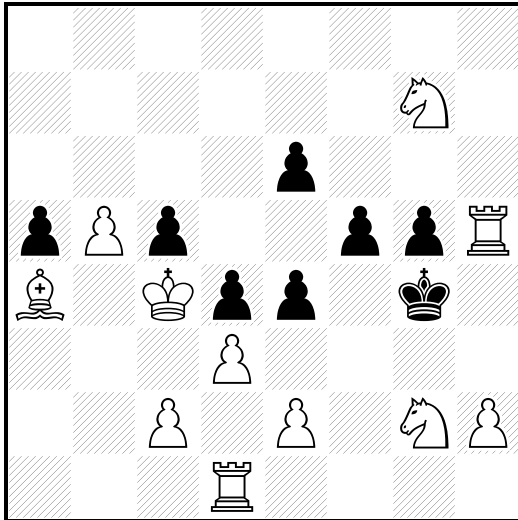
- 1.Sé2!** [2.d5+ Ké5 3.Bb8‡]
- 1...bxc5 **a** 2.d5+ Kd6,Ke5 3.Bb8‡
- 1...Bxd4 **b** 2.Sxf4+ Ké5 3.Bb8‡
- 1...Rxg4, Rh6 2.Qh6+ Kf5 3.Qf6‡
- 2...f6 3.Qxf6‡
- 1...bxc4 2.Rxb6+ Kd5 3.Rd6‡

Commend: BF18 by Maryan Kerhuel

This Zagoruijko could have been ranked higher but for the large number of minor duals and the lack of coherence between the different phases.

Bedrich Formánek Memorial Tourney

Commend BF18 2024



‡3

(11+8)

1.Rg1? zz

1...é3 2.Sh4+ Kh3 3.Sf3/ Shxf5/ Sg6‡

2...Kf4 3.Sg6‡

1...é5 2.Sé3+ Kf4 3.Sd5‡

but 1...éxd3!

1.Rf1? zz

1...é3 2.Rf3 [3.Rg3/ h3‡]

1...é5 2.Rxf5 [3.Rfxg5‡]

1...éxd3 2.Rf3 [3.Rg3/ h3‡]

but 1...f4!

1.b6! zz

1...é3 2.Bç6 [3.Bf3‡]

1...é5 2.Bd7 [3.Bxf5‡]

1...éxd3 2.Rxd3 [3.Rg3/ h3‡]

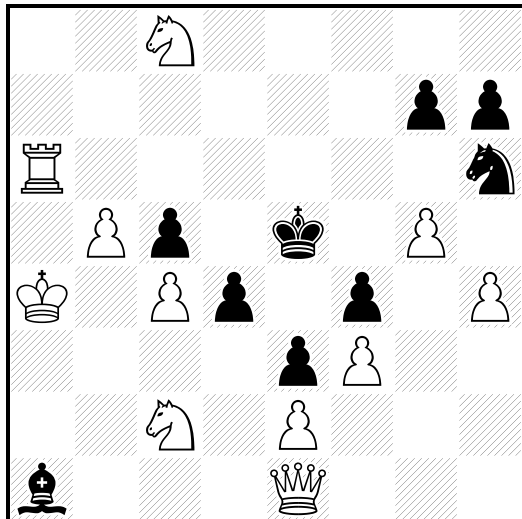
1...f4 2.Bd7 [3.Bxe6‡]

Commend: BF19 by Leonid Lyubashevsky & Leonid Makaronez

Three phases in which the WKc2 sacrifices itself. In the Real Play, we have three Knight captures. Some transferred mates.

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Commend BF19 2024



‡3

(11+9)

1.Sb4? [2.Sd3+ Kf5 3.Sé7‡]
1...Kf5 2.Sé7+ Ké5 3.Sd3‡
1...d3 2.Qxa1+ Kf5 3.Sé7‡
1...çxb4 2.Qxb4 [3.Qç5‡] Kf5 3.Qç5‡
mais 1...Sg8!

1.Sxé3? [2.Qb1 [3.Qé4‡] d3 3.Qxa1‡]
1...Sf7 2.Sg4+ Kf5 3.Sé7‡
1...fxé3 2.Qg3+ Kf5 3.Sé7‡
1...dxé3 2.Qxa1+ Kf5 3.Sé7‡
mais 1...Bç3!

1.Sxd4! [2.Ré6+ Kxd4 3.Ré4‡]
1...Bxd4 2.Qb1 [3.Qé4‡]
1...Kxd4 2.Qxa1+ Kxç4 3.Sb6‡
1...çxd4 2.Qb4 [3.Qç5‡] Kf5 3.Qç5‡