

Tournoi de composition d'analyse rétrograde

R.I.F.A.C.E. 2024 - Gentilly - Dédié à la mémoire de **John Beasley**

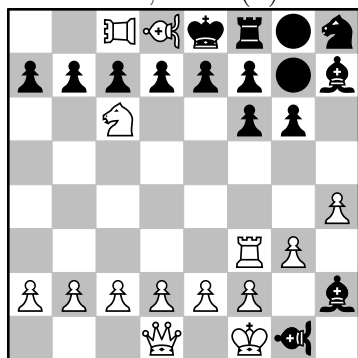
Jugement: Alain Brobecker et toute bonne volonté

Composer un problème d'analyse rétrograde classique ou une partie justificative C+ avec la variante **Carrera Chess 408** (d'après *Pietro Carrera, 1617*): un des Cavaliers est remplacé par une princesse (Fou+Cavalier, **PR**, ♘♞, aussi appelé centaure...) et une des Tours est remplacée par une impératrice (Tour+Cavalier, **EM**, ♖♞, aussi appelé champion...). Il y a 408 positions de départ symétriques possible avec les contraintes suivantes: le roi est sur la colonne e, la tour est sur la colonne a ou sur la colonne h, les fous d'origine sont sur des cases de couleur opposées. Le roque est possible. La promotion en princesse ou en impératrice est possible. Pas d'autre condition féérique, pas d'Illegal Clusters ou de Retractors.

Un seul problème par compositeur extérieur (envoyer à retro.riface@gmail.com avant le dimanche 19 mai à 15h00 (UTC+2)). Prière de donner si possible un diagramme avec la stipulation, la notation Forsyth de la position ainsi qu'une solution détaillée (surtout pour les rétros classiques).

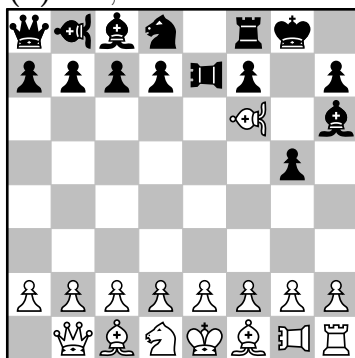
(1) John Beasley

Chessics 4, 1977 (v)



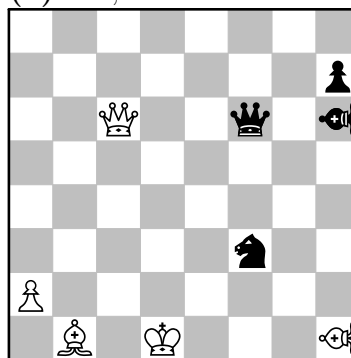
14+16: Result of the game? BQ and BEM as black discs.
Carrera Chess 408.

(2) AB, 2023



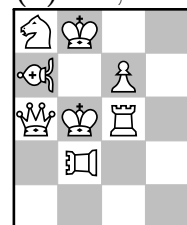
16+15: PJ en 4,5 coups.
Carrera Chess 408. C+
base: ♙♞♟♘♙♚♛♜♝

(3) AB, 2024



5+4: Ajouter les pièce restantes pour une position légale sans pièce attaquant une pièce adverse.
Carrera Chess 408. C+

(4) AB, 2023



8+0: Colorier CC408

Compose a classical retrograde analysis problem or a C+ proof game with **Carrera Chess 408** variant (after *Pietro Carrera, 1617*): one of the kNights is replaced by a PRincess (Bishop+kNight, **PR**, ♘♞, also called centaur...) and one of the rook is replaced by an EMpress (Rook+kNight, **EM**, ♖♞, also called champion...). There are 408 possible symmetrical starting positions with the following constraints: the king is on the e-file, the rook is on the a-file or on the h-file, the bishops are on opposed colour squares. Castling is possible. Promotion to PRincess or to EMpress is possible. No other fairy condition, no Illegal Clusters or Retractors.

Only one problem per external composer (send to retro.riface@gmail.com before sunday 19th of may at 15:00 (UTC+2)). Please give if possible a diagram with stipulation, the Forsyth notation of the position as well as a detailed solution (especially for classical retros).

La vérification des PJs peut être faite avec **Jacobi**. Par exemple:

forsyth q.prbskb.emr/pppppppp/8/8/8/8/PPPPPPPP/Q.PRBSKB.EMR

stipulation a=>b4.5

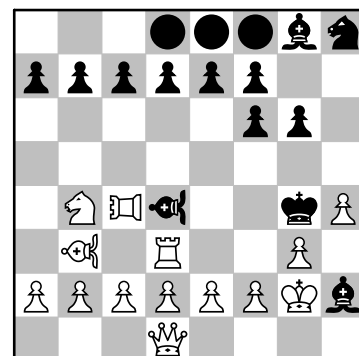
forsyth q.prbs1rk1/pppp.emp1p/5.PR1b/6p1/8/8/PPPPPPPP/1QBSKB.EMR

ou: pieces white Ke1 Qa1 Rh1 Bc1f1 Sd1 Pa2b2c2d2e2f2g2h2 EMg1 PRb1
 black Ke8 Qa8 Rh8 Bc8f8 Sd8 Pa7b7c7d7e7f7g7h7 EMg8 PRb8
 stipulation a=>b4.5
 pieces white Ke1 Qb1 Rh1 Bc1f1 Sd1 Pa2b2c2d2e2f2g2h2 EMg1 PRf6
 black Kg8 Qa8 Rf8 Bh6c8 Sd8 Pg5a7b7c7d7f7h7 EMe7 PRb8

Solutions:

(1) The game is drawn due to the 50 moves rules! The analysis goes as follows (see Chessics 4, 8 and 10) :

- Black cannot have played oo because BR cannot have started on h8.
- Black cannot have played ooo because there must have been a remaining unknown piece (BQ or BEM) on one of b8-d8.
- The last pawn move must have been Ph7×g6 and the best position immediately afterwards is (BR is also represented as a black disc) →



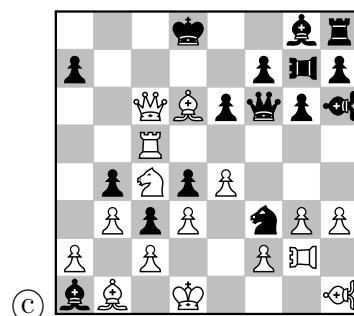
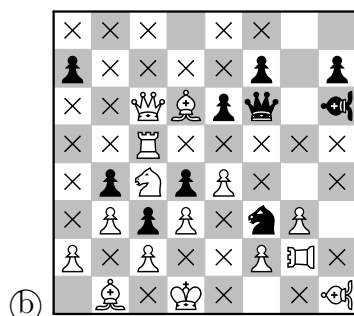
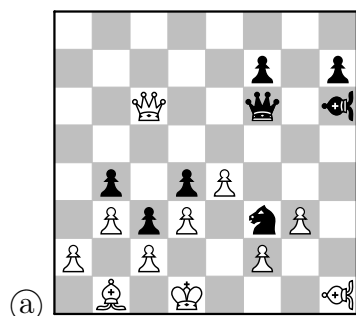
(2) 1.PRa3 g5 2.PRxe7 Bh6 3.PRd5 EMe7 4.Qb1 O-O 5.PRf6#

(3) We must have one WP and one BP per column, the BPs being above the WPs since no capture occurred.

(a) We have BPb4 and this implies WPC2 (because WPC4 would not leave a valid space for BPC) and then BPD4. Due to the BNf3 we have WPD3, which implies BPC3 and thus WPB3. We then have WPE4 as the only possibility and this implies WPF2 (no black piece can go on f5 and protect the f4 square from BQ's attack). BPF7 and WPG3 are the only possibilities.

(b) We need a black shield on e6, it can only be BPE6 since a BB would attack WPB3. We need a white shield on c4 or c5 to protect BPC3 from WQC6. On c5 none of the remaining pieces would be an effective protection, so only WNC4 works. Then we need a white shield on d6, only WBD6 works, but this then implies we also need a white shield on c5 to protect BPB4 from WBD6, and only WRC5 works. On g2 we need a white shield to protect BNf3 from WPRh1, only WEMg2 is available and works. Since only WPH is missing we know all squares attacked by white (marked with crosses) and we deduce BPA7.

(c) WPH is either on h3 or h5, but then the light squared BB has only one square on which it would not attack a white piece, it is BBg8. We know from Carrera Chess 408 that the rooks either started on the a-file on or the h-file. Since WR is now on c5, it cannot have started on a1, so rooks started on the h-file, and we deduce BRh8. The BEM can only be on g7 or g6, but on g6 it would force BPG4 and the WPH would not have any possibility. So we have BEMg6, and this forces WPH3 and then BPG6. Last, the only possibilities for the two remaining black pieces are BKd8 and BBA1.



(4) La princesse a7 attaque les deux rois, donc elle vient de jouer le dernier coup depuis c8, et est alors de la même couleur que le Rb6 (car PRc8 contrôle b6). Alors Rb6, Ca8, PRa7, Da6, Tc6 et EMB5 sont de la même couleur. Même si PRc8 a capturé en a7, la pièce capturée n'aurait pas eu de rétro-coup. Donc pour que le camp du Rb8 ait pu jouer, il faut que ce le Pc7 soit de sa couleur et c'est lui qui a joué en dernier, donc RBB8, PBC7 et les autres pièces sont noires.

