

Milescu 100 MT

Milu Milescu (1911 – 1981) was a highly respected chess author and editor. For several decades he had written interesting and instructive columns in which he demonstrated the close relation between games and compositions. A chess theme, like a fortress, breakthrough, pin or loss of a move – argued Milu – could arise in either a composed study, a problem, or a practical battle. By learning a theme from the artistic form of chess, one could implement it in his games, or vice versa.

Publishing his pieces in the Romanian "*Revista Română de Şah*", The German "*Deutsche Schachzeitung*", the French "*Europe Echecs*" and in his last twenty years, also in the Israeli monthly "*Shahmat*", Milescu had become a great popularizer of chess art to generations of chess enthusiasts. His book, "*Das 1x1 des Endspiels*" (written jointly with Hans-Hilmar Staudte; published by De Gruyter, 1965) is occasionally cited by leading authors even today.

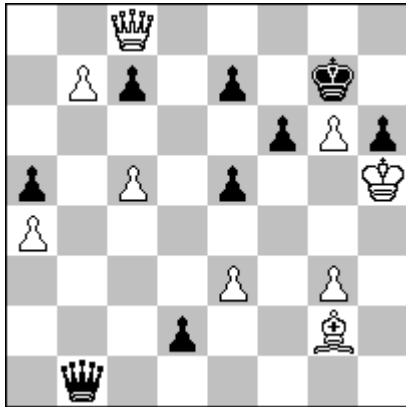
In the passing years, there have been several attempts in Israel to renew the trend of his columns, for instance by the present author, by Yochanan Afek, Alon Greenfeld and Yaacov Peleg. This attests to the loss we all felt when he departed.

The studies ty in Milescu's honor has drawn 33 submissions. In Milu's spirit, I gave preference to artistic works, and game-like positions. Nine studies were chosen as candidates for my award and fortunately they all survived the scrutiny of soundness and anticipation checks by **Harold van der Heijden**. His help and the dedicated assistance of tournament director **René Olthof** were applaudable, as was **Yochanan Afek's** initiative to hold this competition.

The results will be finalized within 3 months following publication.

Amatzia Avni
Ramat-Ilan, Israel
June 2012

1st prize: N. 26 Sergiy Didukh



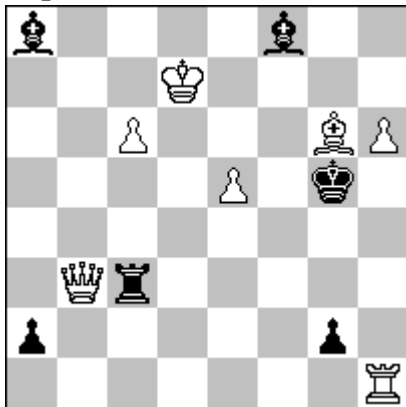
Draw

1.Bf3! [1.Kh4? d1Q 2.b8Q Qh5+! 3.Kxh5 Qxg6+ 4.Kh4 Qg5+ 5.Kh3 Qh5#] **1...Qf1** [1...Qh1+!? 2.Bxh1 d1Q+ 3.Kh4! Qxh1+

4.Kg4 e6 5.Qd7+ Kxg6 6.Qe8+=] **2.Qg4 d1Q!** **3.Bxd1 Qh1+** **4.Qh4 Qxd1+** **5.g4** [5.Qg4? Qh1+ 6.Qh4 Qxb7-+] **5...Qb1 6.e4!** [6.Qh2? Qxb7 7.Kh4 e6-+; 6.c6?? Qxg6#] **6...Qxb7** [6...Qxe4 7.g5 Qxg6+ 8.Kg4 Qe4+ (8...fxg5 9.Qh1! Qe6+ 10.Kg3=; 8...hxg5 9.Qe1! f5+ 10.Kg3=) 9.Kg3 Qd3+ 10.Kh2 Qc2+ 11.Kg3 Qb3+ 12.Kh2 hxg5 13.Qe4=] **7.Qg5!! hxg5 8.c6 Qb5!** **9.axb5 a4 10.b6 a3 11.b7** [11.bxc7? a2 12.c8Q a1Q mates.] **11...a2 12.b8Q a1Q 13.Qb1! Qa8** [13...Qa3 14.Qb3!] **14.Qb8 Qa2 15.Qb2 Qg8 16.Qb8 Qh8+** The black queen appears in all four corners during the solution! **17.Qxh8+ Kxh8 18.g7+!** [18.Kh6? f5!] **18...Kh7** [18...Kxg7 stalemate.] **19.g8Q+! Kxg8 20.Kg6 Kf8 21.Kf5 Kf7** stalemate. ½-½

Excellent sacrificial tussle, with high tension and surprising blows in abundance. White must constantly defend against mighty threats. 7.Qg5!! is a great move; a black queen (albeit not the same queen) visits all four corners during the solution, yet this proves insufficient to escape from white's stalemate nets.

2nd prize: N. 27 Yochanan Afek



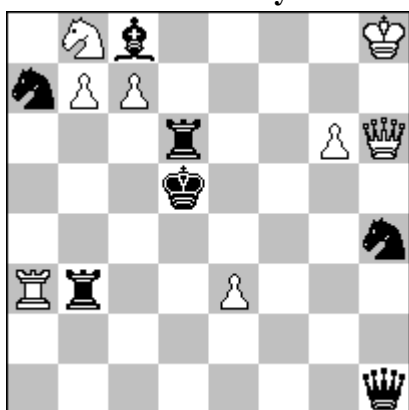
Win

1.Rh5+! Kxg6 2.Qg8+! Kxh5 3.h7 Bxc6+

4.Ke6 [4.Kd8? a1Q 5.h8Q+ Bh6 6.Qf7+ Kg4 7.Qe6+ Kg3-+] **4...Bd5+!** [4...a1Q 5.h8Q+ Bh6 6.Qf7+ Kg4 7.Qhg8+ Bg5 8.Qf5+-] **5.Kxd5 Rc5+** [5...a1Q 6.h8Q+ Bh6 7.Qf7+ Kg4 8.Qg6+ Kf3 9.Qhf6+ Bf4 10.Qe4+-] **6.Ke4** [6.Ke6? Rxe5+ 7.Kf6 Be7+! 8.Kf7 Rf5+ 9.Kxe7 a1Q 10.h8Q+ Qxh8 11.Qxh8+ Kg4 12.Qh2 Rf2=] **6...Rxe5+!** [6...a1Q 7.h8Q+ Bh6 8.Qf7+ Kg4 9.Qf3+-] **7.Kd3** [7.Kf3? Rf5+ 8.Kxg2 a1Q 9.h8Q+ Qxh8 10.Qxh8+ Kg5=] **7...Re3+!** [7...a1Q 8.h8Q+ Bh6 9.Qf7+ Kg4 10.Qg6+ Rg5 11.Qc8+ Kg3 12.Qc7+ Kf3 13.Qe4+ Kf2 14.Qe3+-] **8.Kxe3** [8.Kc4? a1Q 9.h8Q+ Qxh8 10.Qxh8+ Bh6=] **8...a1Q 9.h8Q+ Bh6+ 10.Qg5+!! Kxg5 11.Qxa1 1-0**

A clever play by black, forces the white king to the diagonal c1-h6, so that a promotion with check (9.h8=Q+) will be met by a counter-check (9...Bh6+). At this very juncture, when we are led to believe that black is saved, comes the astounding rejoinder 10.Qg5+!!, settling the issue in white's favor.

3rd prize: N. 6 Alexey Gasparyan & Gamlet Amiryan

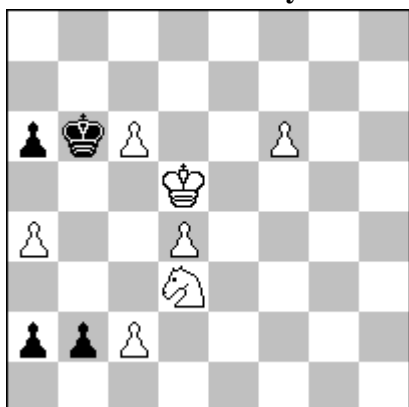


Draw

1.Ra5+ [1.bxc8Q? Nxc8 2.Ra5+ Kc4 3.Ra4+ Rb4-+] **1...Rb5** [1...Nb5 2.bxc8N Nxc8 3.Kg7 Qxh6+ 4.Kxh6 Re6 5.Kg5 Ke4 6.Nd7 Rc6 7.Nf6+ Kxe3 8.Kxg6=] **2.Rxb5+ Nxb5 3.bxc8N!** [3.bxc8Q? Nxc8 4.Kg8 Ne7+ 5.Kf7 Qxh6 6.Qb7+ Kc5-+] **3...Nxc8 4.Kg7 Qxh6+** [4...Qa1+ 5.Kg8 Re6 6.Nb6+ Rxb6 7.e4+=] **5.Kxh6 Re6 6.Nb6+ Rxb6 7.e4+! Kxe4** [7...Kd4 8.c8Q Ne7+ 9.Nc6+ Rxc6+ 10.Qxc6 Nxc6 11.e5 Kd5 12.e6=] **8.c8Q Ne7+ 9.Qc6+! Nxc6 10.Nd7! Ra6** [10...Rb7 11.Nc5+] **11.Nc5+ 1/2-1/2**

Composed in the same explosive style of the previous studies, but the final elements are known. The introductory play, though, including a quiet knight promotion and interference changes (7...Kd4 – 9.Nc6+!; 7...K:e4 – 9.Qc6+!) is impressive.

1st H.M.: N. 33 Gady Costef

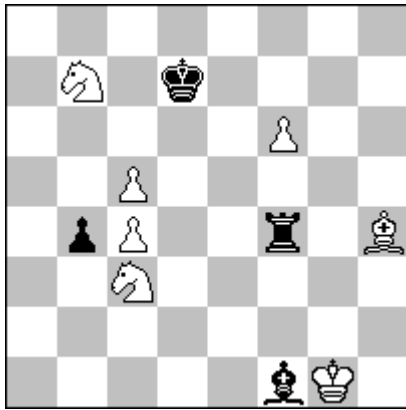


Win

1.f7 a1Q [1...b1Q 2.f8Q Qh1+ 3.Kc4 Qxc6+ 4.Nc5+-] **2.f8Q Qh1+ 3.Kc4 Qxc6+ 4.Qc5+!** [4.Nc5? b1Q 5.Qb8+ Ka5 6.Qxb1 Qd5+! with stalemate.] **4...Qxc5+ 5.dxc5+ Ka5 6.Kb3** [6.Nxb2 =] **6...b1Q+ 7.Nb2!** mzz 1-0

Two stalemate avoidances and one pretty mutual Zugzwang, in which a black queen surrounds to a knight. All this in a pleasant, game-like setting. 6.Kb3!, walking voluntarily into check, is a clever use of the configuration found by Nevanlinna (c1/a5, 1970).

2nd H.M.: N. 5 Daniel Keith & Iuri Akobia



Win

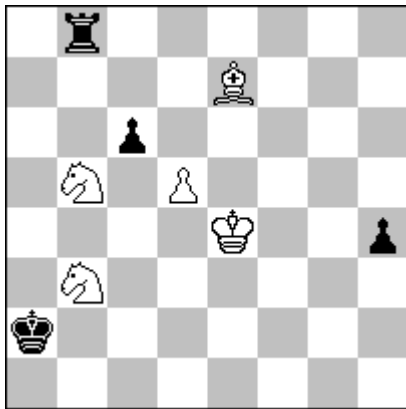
1.Bg5 [1.Nd5? Rxh4 2.f7 Rh8 3.Kxf1 b3 4.Na5 b2= 1.Bg3? Rxf6 (not 1...Rf3? 2.Ne4 Bd3 3.Nbd6 Bxe4 4.Nxe4 b3 5.Be5+-) 2.Nd5 Rf3 /Rg6 draws]

1...Rf5 [If 1...Rg4+ White wins sooner: 2.Kxf1 Rvg5 3.Nd5 /Na4 +-] **2.Nd5!** [2.Na4? Bxc4!=; 2.Ne4? b3 3.Nbd6 b2 4.Nd2 Rvg5+=; 2.Nd6? Rvg5+ 3.Kxf1 bxc3=] **2...Rxcg5+ 3.Kxf1 b3 4.c6+! Kxc6 5.Na5+ Kc5 6.Nxb3+ Kxc4 7.Ne3+ [7.Ne7? Rg4 /Rb5=] 7...Kd3 [7...Kxb3 8.f7+-] 8.f7 Kxe3 9.Nd4 !**

[9.f8Q? Rf5+ 10.Qxf5=] **1-0**

Faced with many reasonable choices, white is required to demonstrate a lot of precision in order to find the only correct path.

3rd H.M.: N. 29 Richard Becker

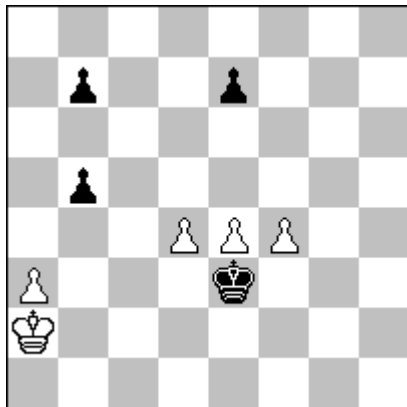


Win

1.Nc1+! [1.dxc6? Re8! 2.Nc1+ Kb1 3.Nc3+ Kxc1 4.Nd5 h3 5.Kf3 Rh8!=; 1.d6? cxb5 (h3) 2.Nc1+ Kb1 3.Nd3 h3 (cxd5) 4.d7 h2 5.Nf2 b4 (Kc2) =] **1...Kb1** [1...Ka1 2.Bf6+! Kb1 3.dxc6 (Nc3+) +-] **2.Nc3+! Kxc1 3.Kd3! Rb3** [3...cxd5 4.Ba3+ Rb2 5.Na4+-; 3...Kb2 4.d6! h3 5.d7 h2 6.Nd1+ Kb3 7.Nf2+-] **4.d6** [4.dxc6? h3 5.Bd6 Kb2 6.Be5 h2=] **4...h3** [4...Kb2 5.d7+-] **5.d7** [5.Bg5+? Kb2 6.d7 Rxc3+=] **5...h2 6.Bg5+** [6.d8Q? h1Q=] **6...Kb2 7.Bc1+! Kxc1 8.d8Q h1Q** [8...Rxc3+ 9.Kxc3 h1Q 10.Qd2+ Kb1 11.Qb2#] **9.Qg5+ Kb2 10.Qd2+ Ka3 11.Qa2+ Kb4 12.Qa4+ Kc5 13.Qd4# 1-0**

A correction of a deficient prior work. Remarkably, the white bishop is more a hindrance than an advantage; getting rid of it enables victory.

1st comm.: N. 8 David Blundell



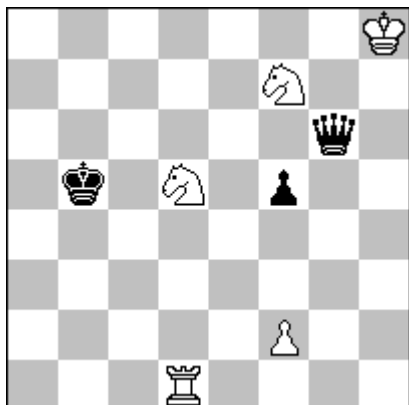
Win

1.Kb3! [1.e5? Kxd4 (1...Kxf4 2.Kb3=

solution) 2.Kb3 Ke4 3.Kb4 Kxf4 4.Kxb5 Kxe5 5.Kb6 (5.Kc5!? Ke6!-) 5...Kd6 6.a4 e5 7.Kxb7 e4 8.a5 e3 9.a6 e2 10.a7 e1Q 11.a8Q Qb4+ 12.Kc8 Qc5+ 13.Kb7 Qb5+ 14.Ka7 Kc7+-] **1...Kxf4** [1...Kxd4 2.Kb4 Kxe4 3.Kxb5 Kxf4 4.Kb6 e5 5.Kxb7 e4 6.a4 e3 7.a5 e2 8.a6 e1Q 9.a7=] **2.e5** [2.Kb4? Kxe4 3.Kc5 e6 4.Kxb5 Kxd4 5.Kb6 e5 6.a4 e4 7.a5 e3 8.Kxb7 e2 9.a6 e1Q 10.a7 Qe7+ 11.Kb8 Kc5 12.a8Q Kb6+] **2...Ke4 3.Kc3** [3.Kb4? Kxd4 4.Kxb5 Kxe5 - 1.e5?] **3...e6 4.Kb4 Kxd4 5.Kxb5 Kxe5 6.Kc5!** [6.Kb6? Kd6+-] **6...Kf5 7.Kb6** [7.a4=] **7...e5 8.Kxb7 e4 9.a4 e3 10.a5 e2 11.a6 e1Q 12.a7 1/2-1/2**

A good solid pawn endgame, in which white abandons twice straightforward means (3.Kb4?; 6.Kb6?), displaying instead stronger, subtler moves (3.Kc3!; 6.Kc5!).

2nd comm.: N. 11 Frank Holzke



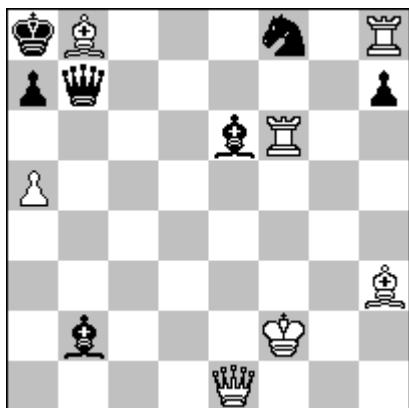
Win

1.Ne5!! [1.Nd6+? Kc5 2.Nb7+ Kc4 3.Na5+ Kc5 4.Nb3+ Kc4 5.Nc1 f4 6.Rd3 Qh6+ 7.Kg8 Qh1 8.Nb6+ Kb5 9.Rb3+ Kc6 10.Nd3 Qe4=; 1.Nd8? f4 2.Nb7 (2.Rd2

Kc4=) 2...Qh6+ 3.Kg8 Qg6+ 4.Kf8 Kc4=] **1...Qe8+** [1...Qh6+ 2.Kg8+-; 1...Qh5+ 2.Kg7+-; 1...Qg2 2.f4+-] **2.Kh7 Qxe5** [2...Qh5+ 3.Kg7+-; 2...Kc5 3.Nf6+-] **3.f4!**. **3...Qb2** **4.Rb1 Qxb1 5.Nc3+ Kc4 6.Nxb1. 1-0**

White's forces are not well-coordinated, and the secret of winning lies in a lovely sacrifice of a knight to achieve domination of the queen on a half-empty board. Short and sweet, surely a solvers' delight.

3rd comm.: N. 31 Iuri Akobia



Win BTM

1...Bd4+ [1...Bxf6 2.Bg2 Bd5 (2...Bd4+ 3.Kg3+-) 3.Bxd5 Qxd5 4.Rxf8 Bd4+ (4...Qc5+ 5.Qe3! Bd4 6.Bd6+-) 5.Kg3! (5.Ke2? Qe4+ 6.Kf1 Qh1+ 7.Ke2 Qe4+ positional draw) 5...Qg5+ 6.Kf3+- (6.Kh2? Qh6+ 7.Kg2 Qxf8=)] **2.Kg3 Bxf6**

[2...Qxb8+ 3.Rf4 Qb3+ 4.Rf3 Qb8+ 5.Kg2! Bd5 6.Bf5! Bxh8 7.Be4 Qe5 8.Rxf8+ Kb7 9.Qb1+ (9.Rf7+? Ka8 10.Re7 Bxe4+ 11.Qxe4+ Qxe4+ 12.Rxe4 Kb7=) 9...Kc6 10.Qc2+ Kb5 11.Rb8+ Qxb8 12.Qb1+-] **3.Rxf8** [3.Bg2? Bh4+ 4.Kh2 Qxg2+! 5.Kxg2 Bd5+ 6.Kf1 Bc4+! (6...Bxe1? 7.Rxf8 Bxa5 8.Bc7+ Kb7 9.Bxa5) 7.Kg1 Bxe1 8.Rxf8 Kb7=; 3.Bxe6? Bxh8 4.Bd6 Nxe6 5.Qxe6 Qg7+ 6.Kh3 Qc3+ 7.Bg3 Be5 8.Qxe5 Qxe5 9.Bxe5 Kb7=] **3...Qg7+** [3...Qb3+ 4.Kf4 Qc4+ 5.Qe4+ Qxe4+ 6.Kxe4+-] **4.Kh2! Qxf8 5.Bf4** [Thematic try 5.Bg3? Bd5 6.Qe6 (6.Qd2 Qf7 7.Qf4 Qf8 8.Bg2 Bxg2 9.Kxg2 Qc8 10.Qxf6 a6 11.Kh2 Qc2+ 12.Kh3 Qc8+ 13.Kh4 Qc4+ 14.Bf4 Kb7 15.Qd6 Kc8=) 6...Qd8 7.Bg2 Bxg2 8.Kxg2 Qd2+ 9.Kh3 Qh6+ 10.Kg2 Qd2+ positional draw] **5...Bd5 6.Qe6 Qc5** [6...Qd8 7.Bg2+-; 6...Bxe6 7.Bg2+-] **7.Qe8+ Kb7 8.Bc8+ Ka8 9.Ba6+- 1-0**

The aesthetically pleasing 6.Qe6! forces victory. Value lies in the difference between the erroneous 5.Bg3? and the correct 5.Bf4.