



**5<sup>th</sup> TT FRME, 2023**  
**Section - Endgame Studies**

**Provisional award**

**Organizers:** The Royal Moroccan Chess Federation (FRME).

**Tournament director:** Vidadi Zamanov (Azerbaijan).

**Judge:** Jan Rusinek (Poland).

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

5 study from 6 authors 5 countries: **Israel-** Michael Pasman, **Netherlands-**Jan Timman, **Poland-**Marek Halski  
**Slovakia** - Lubos Kekely, Michal Hlinka, **Ukraine** - Viktor Syzonenko.

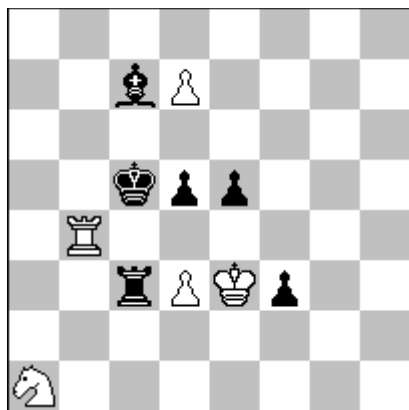
**D) Endgame studies** Theme: In try(tries) black draw or win using some motive (manoeuvre). In solution white win or draw using similar motive (manoeuvre).

I have received 5 anonymous works for judging. 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. In no 5 (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 3 studies are very good and all in my opinion deserve prizes. I propose the following order:

**4. Marek Halski (Poland)**

5<sup>th</sup> TT FRME, 2023

1<sup>st</sup> Prize

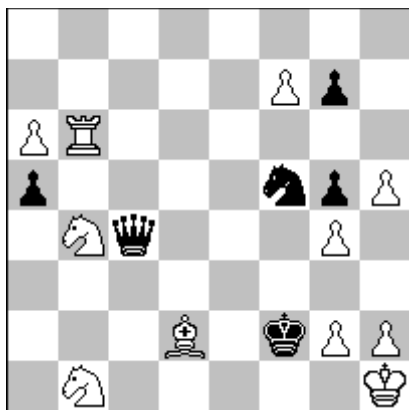


Draw (5+6)

**3. Michael Pasman (Israel)**

5<sup>th</sup> TT FRME, 2023

2<sup>nd</sup> Prize

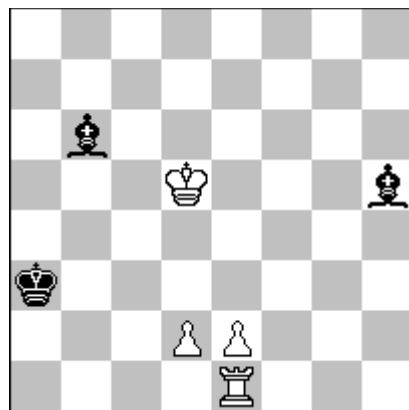


Win (11+6)

**1. Michal Hlinka & Lúboš Kekely**

5<sup>th</sup> TT FRME, 2023

3<sup>rd</sup> Prize



Win (4+3)

**№4. Marek Halski (Poland) 1<sup>st</sup> 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 Ke3 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 Rxd3 10. Kxd3 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.

### №3. Michael Pasman (Israel) 2<sup>nd</sup> 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! Qxg4! [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+ Kxg3 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 & Luboš Kekely (Slovakia) 3<sup>rd</sup> 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+ 1-0. 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.

The award is open for - 11.11.2023. All claims to:[vidadi.zamanov@gmail.com](mailto:vidadi.zamanov@gmail.com)