

## Yoav Ben-Zvi (3/6/1957 – 31/12/2020) Memorial Tourney

The family of Yoav Ben-Zvi together with the Israeli Chess Composition Society are announcing a chess problem composition tourney dedicated to the memory of Yoav Ben-Zvi.

Yoav's favourite genre was retrograde problems, and the Thematic Tourney requires Proof Games according to the definition below (see below: "definition of the theme").

Final date for submission of problems is **28-2-2022**.

Prizes (donated by Yoav's family):

1st prize - 600 €

2nd prize - 450 €

3rd prize - 300 €

4th prize - 200 €

5th prize - 150 €

6th prize - 100 €

Special prize - 200 €

Email for submission: The problems should be submitted to the tournament director Omer Friedland, [omrfree@gmail.com](mailto:omrfree@gmail.com). Furthermore, if you have any question regarding the theme then send the questions also to Omer, and he will forward it to the judge if necessary.

Required file format for the submissions: the allowed formats are PDF, DOCX or DOC. It is required that the text that includes the solution and comments by the authors should be "textual" so that it can be copied and pasted by the tournament manager for preparing the problems in anonymous form. It is highly recommended to include the FEN in textual format.

Limits on the number of submissions: Each author may send up to 3 problems to the tourney. In case of collaborations of several authors in one problem, the number of problems will be counted by the relevant fraction. Therefore, one author can send, for example, 2 problems plus two collaborations.

The judge of this tournament is Hans Gruber.

Computer solving software for proof games: Natch: <http://natch.free.fr/Natch.html> and Euclide: <http://lestourtereaux.free.fr/euclide/>. Natch and Euclide are command line utilities. Graphical program is available here: Teddy: <http://problemskak.dk/download-Teddy.php>

### Definition of the theme

Required a proof-game (PG) in any length that shows clearance manoeuvre with pure motivation.

#### Detailed description

Clearance manoeuvre contains two thematic moves on the same line. The first move enables the second move.

The second move can be in the same direction (e.g.: Bristol) or in the opposite direction (e.g.: Turton).

The colors of the pieces can be the same or opposite (e.g.: bi-color Bristol).

A thematic move can be a sequence of moves in the same direction, therefore kings and pawns may make the thematic moves. See examples 2, 7 below.

The geometrical length of the thematic moves can be any length.

Purity suggests that the motivation of the first move is pure, meaning that the move is made just in order to allow the second move. For example: the piece that makes the first move can move

immediately to a certain square, but it makes first the thematic move and only then goes to the intended square. Other types of “purity” are allowed, and the judge will consider the purity as a very important factor in the award.

The PG should use the standard chess rules (fairy PG are not allowed).

### Examples

The colored moves are the thematic moves, the bold black moves emphasize the purity of the thematic moves.

<p><b>1. Yoav Ben-Zvi</b> 5 Comm, The Problemist 2011-12</p>  <p>PG 10.5      13+16</p>	<p><b>2. Yoav Ben-Zvi (v)</b> StrateGems 2013</p>  <p>PG 26      16+16</p>	<p><b>3. Ulrich Ring</b> Rochade 1985</p>  <p>PG 8      15+16</p>	<p><b>4. Satoshi Hashimoto</b> 3 Comm, Problem Paradise 1998</p>  <p>PG 14      15+13</p>
<p><b>5. Jens Guballa</b> 3 HM, Die Schwalbe 2003</p>  <p>PG 14.5      14+15</p>	<p><b>6. Andrei Frolkin &amp; Sergei Tkachenko, 3 Pr,</b> The Problemist 1997-8</p>  <p>PG 16.0      15+15</p>	<p><b>7. Example</b></p>  <p>PG 7.0      15+13</p>	<p><b>8. Example</b></p>  <p>PG 5.5      16+16</p>

1. 1.a4 d6 2.a5 Bh3 3.a6 Bxg2 **4.Ra5** Be4 5.Bg2 Bxc2 6.Bd5 **Bg6** 7.Qa4+ Qd7 **8.Qa1** Qf5 9.Bb3 **Qxb1** 10.Bd1 **Bc2** 11.**Ra2**.

2. 1.c4 c5 2.Qb3 Qb6 3.Qh3 Qh6 4.b3 b6 5.Ba3 Ba6 6.Bb4 Bb5 7.Sa3 Sa6 8.0-0-0 **0-0-0** 9.Kb2 **Kb8** 10.Rc1 **Rc8** 11.Rc3 Rc6 12.Rg3 Rg6 13.Rg4 e6 14.g3 Be7 15.Bg2 Bg5 16.Be4 Se7 17.Sf3 **Rc8** 18.Rc1 Rc6 19.Rc3 Rd6 20.**Re3** Rd3 21.Qg2 **Rc3** 22.h3 Rc1 23.**Rc3** Ra1 24.Bb1 **Kc8** 25.Sc2 Sb8 26.Ka3 a6.

3. 1.h4 Sc6 2.Rh3 Se5 3.Ra3 Sg6 4.Ra6 bxa6 5.g3 Bb7 6.Bh3 **Bh1** 7.Bg2 Rc8 8.**Ba8** Bb7.

4. 1.b4 Sa6 2.b5 Rb8 3.bxa6 bxa6 4.Sh3 Rb3 5.Sf4 Rh3 6.gxh3 h5 7.Bg2 Rh6 8.**Ba8** Bb7 9.0-0 **Bh1** 10.**Bg2** c6 11.f3 Qb6+ 12.Rf2 Qe3 13.Bf1 Bg2 14.dxe3 Rg6.

5. 1.f4 Sh6 2.f5 Rg8 3.f6 gxf6 4.Sf3 Rg3 5.Sd4 **Ra3** 6.g4 Sf5 7.g5 Bh6 8.g6 fxg6 9.Rg1 Kf7 10.Rg5 Qg8 11.Bg2 Ke8 12.Kf1 Qb3 13.Qe1 **Qh3** 14.Qh4 **Rg3** 15.hxg3.

6. 1.c4 d5 2.c5 Kd7 3.c6+ Ke6 4.cxb7 Sc6 5.b8=Q Ba6 6.**Qa4** Bc4 7.Qbb3 Rb8 8.Kd1 Rb6 9.**Kc2** Sd4+ 10.Kc3 Rc6 11.**Qd1** Sb5+ 12.Kc2 d4 13.Qe1 d3+ 14.**Kd1** Qd4 15.**Qc2** Qc3 16.a4 dxc2#.

7. 1.h4 e5 2.h5 Se7 3.h6 Sg6 4.hxg7 **h5** 5.gxh8=R **h4** 6.**Rxh4** Ke7 7.Rd4 exd4.

8. 1.a4 e6 2.**Ra3** Qe7 3.Rb3 Qa3 4.Sc3 **Qa1** 5.Ra3 Se7 6.**Ra2**.