

The Macedonia Problemist 2025

Studies

Many thanks for tourney director, **Zoran Gavrilovski** that I was chosen as a judge.

I got **18** entries from tourney director in pdf format.

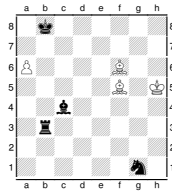
I have taken the following aspects into account in the evaluation.

- the study must be based on a idea (or more)
- the elaboration must be economical
- the study must not contain check-capture series
- the parts of the complex structure must be related to each other in terms of content
- if the study has a good theme, that's great
- and finally, I couldn't ignore the quantitative factors either.

I have found two anticipations and one serious dual.

Aticipations

1. **Pavel Arestov–Daniel Keith (Kh8/Ka2)**, anticipated by V.Chernikov, 4.p Uralski Problemist–5 JT Uralski Prob, 1999)

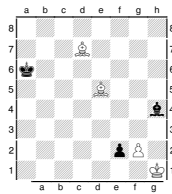


Draw

1. ♖e5+ ♜a8! 2. ♖e4+ ♜a7 3. ♖d4+ ♜xa6 4. ♖xg1! ♖e2+! 5. ♜h6! ♜h3+ 6. ♜g7 ♜g3+ 7. ♜h8 ♜xg1 8. ♖d3+! ♖xd3 stalemate.

2. **Michal Hlinka–Lubos Kekely (Ke5/Kc3)** anticipated by M.Vukcevich, 2.p Yugoslavia ty Problem, 1957, and V. Kalandadze, 1/2.p Nadareishvili JT Merani, 1991)

M.Vukcevich



Draw

1. ♖c8+ ♜b5 2. ♖d7+ ♜c4 3. ♖e6+ ♜d3 4. ♖f5+ ♜e2 5. ♖g4+ ♜d2 6. ♖f4+ ♜d3 7. ♖f5+ ♜d4 8. ♖e5+ ♜c4 9. ♖e6+ ♜c5 10. ♖d6+ ♜b5 11. ♖d7+ ♜b6 12. ♖c7+ ♜a6 13. ♖c8+ ♜a7 14. ♖b8+ ♜b6 15. ♖c7+ ♜b5 16. ♖d7+ ♜c4 17. ♖e6+ ♜d4 18. ♖e5+ ♜d3 19. ♖f5+ ♜e3 20. ♖f4+ ♜e2 21. ♖g4+ ♜e1 22. ♖g3! ♖xg3 23. ♖e2! ♜xe2 stalemate.

3. **Peter Boll–Vladislav Tarasiuk**

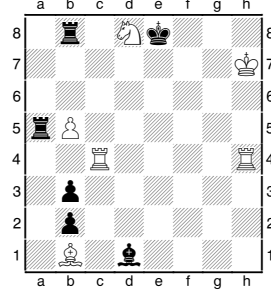
2. ♜xf3 [Serious DUAL or second solution; main line: 2. ♖xf3+] 2... ♜a1+ [2...c2+ 3. ♜xc2 ♜xf3 4. ♖xf3+-] 3. ♜c2 cxb2 4. ♜xb2 e1 ♜ 5. ♜xe1 ♜xe1 6. ♜c3 ♜e3+ 7. ♜d2=.

My ranking is as follows:

Prizes.

Vladislav Tarasiuk The Macedonia Problemist 2025

1.p



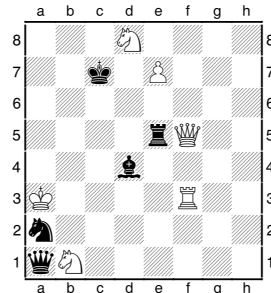
Win

1.♖cd4! Early 1.♗c6? ♗c2+ 2.♖ce4+ ♗d7! 3.♗xb8+ ♗c7 (c8)= **1...♗c2+!** 1...♖a7+ 2.♗g6 ♗c2+ 3.♗xc2 bxc2 4.♖h8+! (4.♗c6? ♖f7! 5.♖h8+ ♖f8 6.♖h7 ♖g8+ 7.♗f6 ♖f8+ 8.♗g6 ♖g8+ positional draw) 4...♗e7 5.♗c6+ ♗e6 6.♖xb8 c1♖ 7.♖e8+ ♖e7 8.♖xe7#; 1...♖xd8 2.♗g6+! ♗e7 3.♖he4+ ♗f6 4.♖xd8 ♖a7+ 5.♗h6+- **2.♗xc2 bxc2** Black gets two connected passed pawns, but his king is weak on the edge of the board. **3.♖he4+!** Logical try: 3.♗g8? Position X with wRh4 3...♗e7! 4.♗g7 ♖bxb5 5.♖he4+ ♖e5 6.♗c6+ ♗e6 7.♗d8+ ♗e7! 8.♗c6+ ♗e6 positional draw **3...♗f8 4.♖f4+** [4.♖d7? ♖xd8! 5.♖xd8+ ♗f7 6.♖d2 ♗f6= **4...♗e8 5.♗g8!** [Position X with wRf4 5.♗g7? ♖a7+ 6.♗g8 ♖xd8 7.♖fe4+ ♖e7+- **5...♖bxb5 5...♖xd8 6.♖fe4# 6.♖fe4+ ♖e5 7.♗c6!** 7.♖xe5+? ♖xe5 8.♗c6 ♖g5+-+ **7...♖ad5!** Four rooks from both sides reached the center of the board without exchanges or captures. **8.♖xd5!** Try: 8.♖xe5+? ♗d7! (8...♖xe5? 9.♖d8#) 9.♖dxd5+ ♗xc6=m **8...♖xe4 9.♖d8#**

The Monkey theme. We see rich content in the introductory part of the game. Black loses in the sidelines, while in the logical try White only achieves a draw. In the main line, Black quickly gains a decisive material advantage through passed pawns, but his king is in danger. Starting from move sixth, Black imitates White's rooks-moves. Then the both white and black rooks are face to face each other in a symmetrical arrangement in the center of the board. Black can't continue the imitative moves after 8...Rxe4, because the game end by 9.Bd8 mate.

Michael Pasman The Macedonia Problemist 2025

2.p



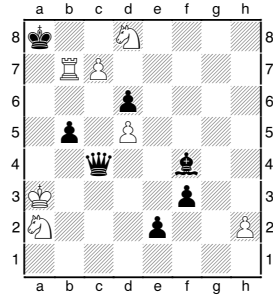
Draw

1.♗e6+! [Thematic try : 1.e8♗+? ♗xd8 2.♖f6+ ♖e7 3.♖d6+ ♖d7 4.♖b8+ ♗e7+-; 1.e8♖? ♖b2+ 2.♗a4 ♖b4#] **1...♖xe6** [1...♗b7 2.♖b3+ ♗a7 3.♖b7+!! ♗xb7 4.♖f3+! ♗b6 5.♖b3+ ♗b4+ 6.♗xb4 ♖b5+ 7.♗c4 ♖xb3 8.e8♖= ♖xb1 or Qxb1 9.♖b8+ or d8+ - is perpetual check] **2.e8♗+!** [Phoenix] [2.♖c2+ ♗c3+] **2...♗b8** [2...♗d8 3.♖d5+ ♗e7 4.♖b7+; 2...♖xe8 3.♖a5+! ♗d6 4.♖a6+ perpetual check] **3.♖b3+ ♗b4+!** **4.♗xb4 ♖b6+ 5.♖b5!** [5.♗c4 ♖a4+] **5...♖xb5+** [5...♖a2 6.♗d6! ♖xb5+ 7.♗xb5=] **6.♗xb5 ♗e5** [6...♗c8 7.♗d6+ ♗c7 8.♗c4=; 6...♖a2 7.♗c4+ ♗b6 8.♗c3!]=] **7.♗f6!** [Main A:] [7.♗c6+ ♗c8 8.♖a3 ♖d4! 9.♖a8+ ♗b8+-] **7...♖d4** [White's problem is attacked knight on f6 and the knight on b1] [Main B: 7...♗xf6 8.♗c6+ ♗c8 9.♖a3! ♖e5 10.♖a8+ ♖b8 11.♖xb8+] **8.♖b4! ♖d3+ 9.♗c6+! ♗c8 10.♗e4! ♗g7!** [Threatening Qd7+ etc.] [10...♖d7+ 11.♗c5 ♖c7+ (11...♗c7 12.♖c4!) 12.♗d5! (12.♗b5 ♗d7! 13.♗c5+ ♗d6 14.♗e4+ ♗d5+-) 12...♖a5+ 13.♗c4=] **11.♗d6+!** [11.♗c5 ♖g6+ 12.♗b5 ♖e8+-+] **11...♗d8 12.♖b8+ ♗e7 13.♖e8+! ♗f6 14.♗d2!** [The knight escapes...] **14...♖xd2 15.♗e4+draws.**

A multi-phase study. It's like a play, with different scenes playing out in front of us. The move 6.Nf6! is thought-provoking, and the game can continue in two ways after that. The Phoenix knight in the introduction is a nice motif. It was a great achievement to dream up this work.

Michal Hlinka-Oto Mihalco
The Macedonia Problemist 2025

3.p



Draw

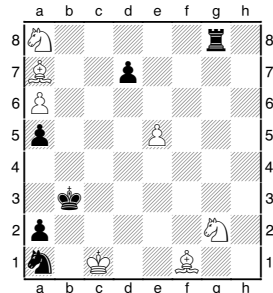
1. ♖b8+ ♔a7 2. ♜c6+ [2. ♖b7+? ♔a6-+; 2. c8♖? ♖xc8 3. ♖xc8 e1♖-+] **2... ♖xc6 3. dxc6 e1♖** [fenix] **4. ♖b7+!** [4. c8♖? ♖a5+ 5. ♔b3 ♖a4+ 6. ♔b2 ♖e5+ 7. ♔c1 ♖c4+ 8. ♔d1 ♖b3+ 9. ♔e1 ♖e3+ 10. ♔d1 ♖g1+! 11. ♔c2 ♖xh2+ 12. ♔d1 ♖e2+ 13. ♔c1 ♖b2+ 14. ♔d1 ♖b3+ 15. ♔e1 ♖g3+ 16. ♔d2 ♖f4+ 17. ♔e1 ♖c3+ 18. ♔f1 ♖e2+ 19. ♔g1 ♖g2#] **4... ♔a6 5. ♔b4+ ♔a5 6. ♖a7+ ♔b6 7. ♖a6+!** [Try 7. c8♔+? ♔c5 8. ♔d3+ ♔d4! (8... ♔xc6? 9. ♔e7+ ♔b6 10. ♔c8+=; 8... ♔d5? 9. ♔e7+ ♔e4 10. ♔xe1 f2 11. c7 fxe1 ♖ 12. c8♖=) 9. ♔xc1 f2 10. ♔c2+ ♔d3!-+] **7... ♔c5** [7... ♔xc7? 8. ♔d5+ ♔b8 9. c7+ ♔b7 10. ♖b6+ ♔c8 11. ♖b8+ ♔d7 12. c8♖#] **8. ♔d3+ ♔c4** [8... ♔d4 9. ♔xe1 f2 10. ♔f3+ /Ra4+ 10... ♔c3 11. ♔a2!= b4 12. ♔d2! b3+ 13. ♔a3! ♖xd2 14. c8♖ ♖c1+ 15. ♔a4 f1♖] **9. ♔xe1 f2 10. ♖a4+!** [10. ♔d3? F1♖-+] **10... bxa4** [10... ♔c3 11. c8♖ fxe1♖ 12. ♖h3+ ♖c3 13. ♖h8+=] **11. c8♖ fxe1♖** [Fenix] **12. ♖a6+ ♔c5!** [12... ♔d5 13. ♖b5+ ♔e6 14. ♖c4+ ♔e5 (14... d5 15. ♖xf4=) 15. c7= ♖d2! napriklad 16. ♔b2 ♖c1+ 17. ♖xc1 a3+ 18. ♔c2 ♖c4+] **13. ♖a7+ ♔d5** [13... ♔xc6 14. ♖xa4+ ♔d5 15. ♖xf4=] **14. ♖f7+ ♔c5 15. ♖a7+!** Positional draws. [15. ♖xf4?? ♖a1#]

Again, a multi-phase study. At the beginning of the game, White easily captures the black queen, but immediately a new queen is born. That will not last long either, because White chases the king to the wrong place, and a knight fork comes. White can immediately promote his pawn to queen, and after this black has a promotion his too. Interestingly, at this point the black king is safe, while the white collegau in serious danger. Therefore, the highpoint of the game comes, 10.Rxa4, opening the f1-s6 diagonal. After introducing the new queens, White gives a perpetual check, or captures the bishop.

Honourable mentions

Michael Pasman
The Macedonia Problemist 2025

1.hm.

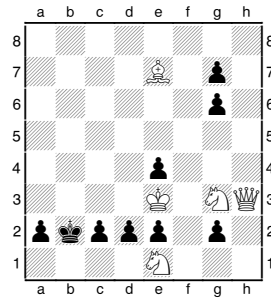


Win

1. ♔b6! [1. ♔c3 ♖c8+ 2. ♖c4+ ♖xc4+ 3. ♔xc4 ♔c2= 4. ♖d4] **1... ♖a8!** [1... a4 2. ♔c3!; 1... ♖c8+ 2. ♔xc8 ♔c2 3. ♖d4 ♔xd4 4. ♖c4+ ♔xc4 5. ♔b2+!] **2. ♔xa8** [2. ♖c4+ ♔c3 3. ♖xa2 ♖xa7] **2... ♔c2** [[#]] **3. ♖c4+!** [3. ♖d4 ♔xd4 4. ♖c4+ ♔xc4 5. ♔b2 ♔b5=] **3... ♔xc4 4. ♔e3+! ♔xe3 5. ♔b2 ♔c2!** [Switchback] **6. ♔xa2 ♔b4+ 7. ♔a3 ♔xa6 8. ♔b6+** [Switchback] **8... ♔d4! 9. ♔xd7+ ♔d5 10. ♔a4! ♔e6 11. ♔xa5! ♔c7 12. ♔b6!** [Switchback] **12... ♔xe5 13. ♖b8! ♔d6 14. ♔a8!** [Switchback, the knight returns to it's starting position on a8! After a maneuver a8-b6-a8-b6-d7-b6-a8!] **14... ♔c6 15. ♔xc7** [15. ♖xc7? ♔b7=] **15... ♔b7 16. ♔a6** wins.

The game starts surprisingly. Black sacrifices a rook on the first move. Otherwise, his king would be under the total attack of the white figures. Black takes the initiative after this move. White has to sacrifice two pieces to stop the a2 pawn. Finally, the white's bishop advantage remains, which he keep. As we can read in the author's analysis, the white Knight performs an interesting switch-back maneuver: a8-b6-a8-b6-d7-b6-a8!

Pavel Arastov–Michal Hlinka
The Macedonia Problemist 2025
2.hm.

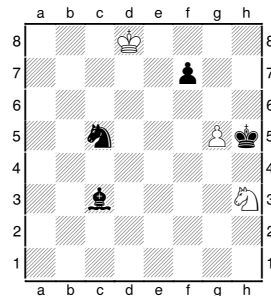


Draw

1.♙a3+! ♜xa3 2.♜xc2+ ♜b2 3.♜xd2! [3.♜xc2? ♜c1 (or 3...g1♜+! 4.♜d1 ♜xh3 5.♜xe4 ♜g1! 6.♜xd2 ♜e2! 7.♜c4+ ♜c3 8.♜d2 ♜d4-+) 4.♙d7 g1♜+! 5.♜c3 d1♙ 6.♙xd1+ ♜xd1 7.♜a1 ♜c1 8.♜xc4 ♜b2 9.♜d3 ♜f3!-+] **3...e3+! 4.♜xe3!** [4.♜xc2? g1♜+ fork 5.♜xc3 ♜xh3-+] **4...e1♙+ 5.♜xe1 g1♙+ [phoenix] 6.♜gfl a1♙+ 7.♜d1+ ♜c1!** [7...♜c2 8.♙d3+! ♜xd3 model double pin stalemate; 7...♜a2 8.♙e6+]=] **8.♙c8+ ♜b1 9.♙b7+ [9.♙b8+? ♜c2 10.♙c7+ ♜d3 11.♙d6+ ♙ad4 12.♙a3+ ♜e4 13.♙e7+ ♙e5-+] 9...♜c2 10.♙d5!!** [10.♙e4+? ♜b3! 11.♙e6+ ♜b4 12.♙d6+ ♙c5; 10.♙c6+? ♜d3! 11.♙d5+ ♙ad4 12.♙f3+ ♜c4-+] **10...♙ad4** [10...♙gd4 11.♙g2+=; 10...♙a3 11.♙c4+=; 10...♙a6 11.♜de3+=] **11.♙a2+ ♜c1** [11...♜d3? 12.♙e2#] **12.♙a3+ ♜b1** [12...♜c2 13.♜de3+ ♜b1 14.♜e2!]=] **13.♙b3+ ♜c1 14.♙a3+** draws.

The real value of this study is the interesting structure. In the introductory game, Black's three pawns promote to queen. And after the seventh move a visually surprising position is on the board. All pieces are on the first rank, except for the white queen. The highpoint of the game is the quiet 10.Qd5!!, after which there is perpetual check, or the equalization of the material.

Ivan Tomeo
The Macedonia Problemist 2025
3.hm.



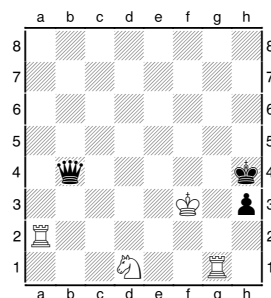
Draw

1.♜e8!! [1.♜e7? ♜g6 2.♜f4+ ♜g7! 3.♜h5+ ♜g8-+] **1...♜g6 2.♜f4+ ♜g7** [2...♜xg5 3.♜d5!]=] **3.♜h5+ ♜g8 4.♜f6+ ♙xf6 5.g6! ♜e6** [5...fxg6 stalemate.] **6.gxf7+ ♜g7 7.f8♙+! ♜x8** stalemate.

The studies with B+N material and with one stalemate ending are well known. Here, however, there are two stalemates. The real value, however, is the incredible motif that follows after 3...Kg8: 5.Nf6+!, 6.g6! I haven't found anything similar with small material.

Commendations without order

Pavel Arastov–Daniel Keith
The Macedonia Problemist 2025
.c

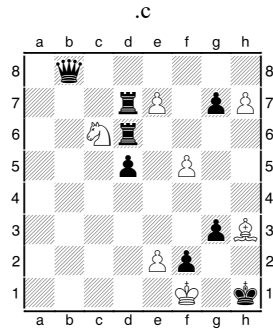


Win

1.♔e3! [1.♖a7? prevents 1... Qb7+ and threatens 2.Rh7+ 1...♖f8+! 2.♔e2 ♖e8+! (2...♖f5? 3.♖a4+ ♔h5 4.♔e3 ♖b5+ 5.♖c4+-) 3.♔e3 ♖b5+ 4.♔f2 (4.♔f3 ♖c6+) 4...♖b2+ 5.♔f3 ♖f6+ 6.♔e2 ♖b2+=] **1...♖b7+!** [1...♖f8+ 2.♔e2 h2 3.♖a4+ ♔h3 4.♖b1! (4.♖g3+? compare with position A of the solution 4...♔xg3 5.♔f5+ ♖xf5+-) 4...♖f7 threatening Qh5+ 5.♖a5+-] **2.♔e2 h2** [2...♖b5+!? 3.♔f2 h2 4.♖h1! ♔h3 5.♖a3 ♖b2+ (5...♖c5 6.♖d3 ♖a7 7.♖hd1 ♖a2+ 8.♔c2+!+-) 6.♔c2+! ♔g4 7.♖a4+ ♔g5 8.♖c4 ♖f6+ 9.♔e2 ♖e6+ 10.♔e3+- The w-king is safe and h2-pawn will be captured] **3.♖a4+ ♔h3** [3...♔h5 4.♖a5+ ♔h6 5.♔g4+-] **4.♖g3+!** [(position A)] **4...♔xg3 5.♔f5+ ♔h3 6.♖h4+ ♔g2 7.♖g4+ ♔h1 8.♔g3+ ♔g2 9.♔e4+ ♔h3 [Kh1] 10.♔f2#**

The keymove avoids Black's perpetual check. White plays precisely to ward off Black's threats in the sidelines. The mate attack is nice and the mate picture is original. This is surprising with this material.

Zoran Gavrilovski–Michal Hlnka
The Macedonia Problemist 2025

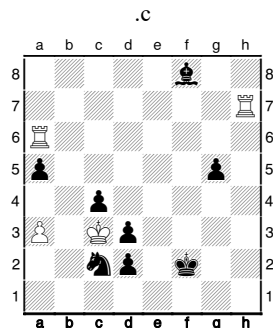


Draw

1.♔g2+ [1.♔xb8?? ♖b7+-] **1...♔h2 2.h8♖+ ♖xh8 3.♔d4!** [3.♔e5? ♖h5+-] **3...♖h5 4.e8♖! ♖g4 5.f6! ♖xf6 6.♔f3+! ♖xf3 7.♔xf3 ♖df7! 8.♔xd5 ♖a6!** [8...♖b6? 9.♖e4+-] **9.♖e5 ♖f5! 10.♖xg7** draws.

It's interesting that, who comes to move, he has only one good move to avoid defeat throughout the whole game. Of course, this is a requirement for White, but Black cannot play to win, he can only fight for a draw.

Arkadij Vorovich
The Macedonia Problemist 2025



Draw

1.♖h2+! ♔g3 2.♖xd2 ♔xa3 3.♖xd3+! cxd3 4.♖xa5 d2 5.♖xg5+ ♔f2! 6.♔xd2 [6.♖f5+ ♔e1 7.♖d5 (7.♖e5+ ♔d1 8.♖h5 ♔g7+-) 7...♔g7+-] **6...♔h6 7.♔d1 ♔xg5** stalemate.

Black's pawns are dangerous. After the second move pair, Knight fork and Bb4 threaten too. The problems do not stop even after the nice destroyer sacrifice (Rxd3). 4...d2, this pawn is a taboo because of the Knight fork. Rxd3 is forced, but d1 Q still threatens. After the pin of rook, Kd1 and Bxg5 stalemate comes, which is very well-known.