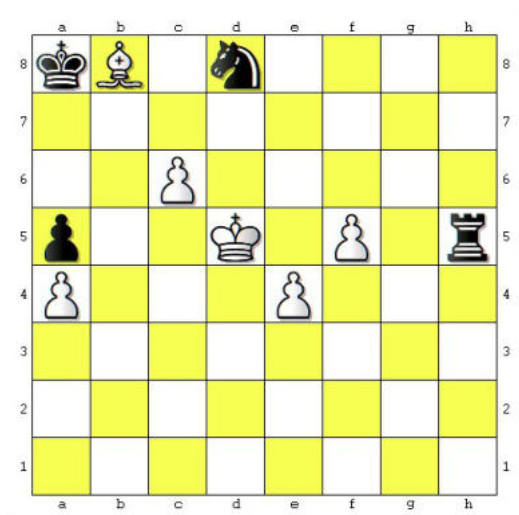




**Vladimir Kuzmichev**  
 White to move and win  
**2<sup>nd</sup> Special Prize**

I cite the words of the Author to introduce the reader to this impressive achievement:

*"If we're talking about ambitious projects, I propose the implementation of such an artistic idea. White has four different promotions, and as a result of different refutations, they lead to different model stalemates. Each promotion has a model stalemate.*

*This is an ambitious and beautiful idea that has never been realized. I didn't know if it was possible or not. The uniqueness of the implementation lies in the fact that the plot unfolds not along the length of the solution but in a different dimension, represented by the "White Combinations" - the choice of moves for promotion the pawn. The first trial implementation of such ideas took place in a Polish competition in the form of a miniature, but the purity of the idea was not respected there. There was a crude, non- thematic rebuttal to turning into a Knight, and the model stalemate was not a rebuttal, but a side option in the form of an erroneous move by Black. <https://www.yacpdb.org/#668452> In this version, the idea is implemented directly and cleanly."*

At first glance, this miniature may appear as a "mere" correction and extension of a previous imperfect idea. In reality, the Author achieves something far more ambitious here: a remarkably pure and technically refined reconstruction of the whole concept. The study revolves around four different White promotions, each answered by a specific Black refutation leading to a different model stalemate. The thematic content is therefore not developed linearly through the length of the solution, but vertically through the successive branching of White's promotion choices. This gives the study an unusual and intellectually satisfying structure. The previous scheme already showed the potential of the idea: this version elevates it considerably. Here the thematic mechanism is clean, more coherent, and artistically much more convincing. The Black refutations are tightly connected to the promoted piece, and the resulting model stalemates arise naturally from the logic of the play rather than feeling artificially attached to it.

Particularly impressive is the economy of material. To obtain an AUW setting with three distinct model stalemates after wrong promotions, while the only winning promotion avoids exactly those static collapses, is an achievement of excellent technical level. The additional thematic tries enrich the content further and show how deeply the position has been explored. One has the feeling that every square and every tempo are working at maximum capacity here. This gives a strong sense of "compression" of the idea in the most pure form possible.

The Author remarks his intents with an additional explanation: *"Initially, I focused on four transformations and, accordingly, four model stalemates. However, I noticed that the content of the study is more extensive. The c7 pawn is the fifth state for a pawn (before it transforms into other pieces), and it also corresponds to a different model stalemate. One additional one goes through the pawn immediately: 1. c7! Sc6 2.K\*c6 R\*f5 3.ef? And the second main model pat for the pawn goes through a thematic try in the variant: 3.Ba7? Rf6+! 4.Kd7 Rf7+! 5.Kd8 Rf8+ 6.Ke7 Rh8! 7.Bd4 Rh7+! 8.Kd8 R\*c7!! 9.K\*c7 - model stalemate for Pawn. Accordingly, we can talk about the implementation of a new theme for the pawn - five states, five variants. The analogy reminds us of the movie "The Fifth Element." where the feeling (the pawn) triggers the four elements. (four transformations). Therefore, I propose a name for this theme: Quintel, a compound word of Quint (five) and el (elements). You can also use the Italian version, Quintello. It means "Five Candies."*

The previous scheme inevitably affects the final placement. However, I do not believe that an incomplete or only partially successful realization should automatically reduce the artistic value of a later complete implementation by the same Author. Quite the opposite: when an ambitious concept is finally realized in its intended form, the achievement deserves to be evaluated primarily on its own artistic merits. Otherwise, one would reach the paradoxical conclusion that an imperfect attempt prevents the full realization from ever receiving the recognition that only the complete version actually deserves. This is also the reason why I did not consider this study as self-anticipation. The previous version demonstrated that the idea existed; this study demonstrates that the idea actually works.

Solution: **1. c7! Nc6!!**

(1. Bf4? Nxc6 2. Kxc6 Rh4 3. Bd6 Rxe4 4. f6 Re6 5. f7 Rf6 6. f8=Q Rxf8 7. Bxf8 =)

**2. Kxc6 Rxf5!!** – Black sacrificed a Knight and now a Rook, playing for stalemates  
(3. exf5? – model stalemate) And the artistic performance begins.

**A)** 3. c8=B? Rf8! 4. Kc7 Rxc8!! 5. Kxc8 - model stalemate for turning into a Bishop  
(4. Bc7 Rxc8 5. e5 Re8 6. Kd7 Rxe5 7. Bxe5 =)

**B)** 3. c8=N? Rf4!! 4. Bxf4 - model stalemate for turning into a Knight.  
(3... Rf7? 4. Bc7? Rxc7+!! 5. Kxc7 – model stalemate

4. Bd6? Rc7+!! 5. Bxc7 - – model stalemate; But: 4. Nd6! Re7 5. Bc7! – win)

**C)** 3. c8=Q? Rc5+!! 4. Kxc5 - model stalemate for turning into a Queen  
(Else 4. Kd7 Rxc8!! 5. Kxd8 - – model stalemate)

**D)** 3. e5? Rxe5! 4. c8=R Re8!! 5. Rxe8 - model stalemate for turning into a Rook.

**3. c8=R! Rf8 4. Rc7!!** – White sacrifices the Bishop but gains a winning position with a passed pawn (4.Rxf8? - model stalemate for turning into a Rook).